

# COC472 - Computação de Alto Desempenho

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## 1 Introdução

Este trabalho consiste na execução do código `./src/laplace.cpp`, que

## 2 Utilizando gprof para perfilar

Para perfilar o código, podemos executar o comando

```
$ make profile
```

ou

```
$ g++
```

## 3 Relatório inicial

### 3.1 Relatório

O relatório gerado pelo gprof foi o seguinte:

Flat profile:

Each sample counts as 0.01 seconds.

%	cumulative	self		self	total	
time	seconds	seconds	calls	ms/call	ms/call	name
68.43	0.15	0.15	100	1.51	2.21	LaplaceSolver::timeStep(double)
31.93	0.22	0.07	24800400	0.00	0.00	SQR(double const&)
0.00	0.22	0.00	2000	0.00	0.00	BC(double, double)
0.00	0.22	0.00	2	0.00	0.00	seconds()
0.00	0.22	0.00	1	0.00	0.00	_GLOBAL__sub_I_ZN4GridC2Eii
0.00	0.22	0.00	1	0.00	0.00	__static_initialization_and_destruct
0.00	0.22	0.00	1	0.00	0.00	LaplaceSolver::initialize()
0.00	0.22	0.00	1	0.00	220.80	LaplaceSolver::solve(int, double)
0.00	0.22	0.00	1	0.00	0.00	LaplaceSolver::LaplaceSolver(Grid*)
0.00	0.22	0.00	1	0.00	0.00	LaplaceSolver::~LaplaceSolver()
0.00	0.22	0.00	1	0.00	0.00	Grid::setBCFunc(double (*)(double, d
0.00	0.22	0.00	1	0.00	0.00	Grid::Grid(int, int)

% the percentage of the total running time of the

time            program used by this function.

cumulative a running sum of the number of seconds accounted  
seconds    for by this function and those listed above it.

self        the number of seconds accounted for by this  
seconds    function alone. This is the major sort for this  
            listing.

calls       the number of times this function was invoked, if  
            this function is profiled, else blank.

self        the average number of milliseconds spent in this  
ms/call    function per call, if this function is profiled,  
            else blank.

total       the average number of milliseconds spent in this  
ms/call    function and its descendents per call, if this  
            function is profiled, else blank.

name        the name of the function. This is the minor sort  
            for this listing. The index shows the location of  
            the function in the gprof listing. If the index is  
            in parenthesis it shows where it would appear in  
            the gprof listing if it were to be printed.

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Call graph (explanation follows)

granularity: each sample hit covers 2 byte(s) for 4.53% of 0.22 seconds

index	% time	self	children	called	name
					<spontaneous>
[1]	100.0	0.00	0.22		main [1]
		0.00	0.22	1/1	LaplaceSolver::solve(int, double) [3]
		0.00	0.00	2/2	seconds() [12]
		0.00	0.00	1/1	Grid::Grid(int, int) [19]
		0.00	0.00	1/1	Grid::setBCFunc(double (*)(double, double)
		0.00	0.00	1/1	LaplaceSolver::LaplaceSolver(Grid*) [16]
		0.00	0.00	1/1	LaplaceSolver::~~LaplaceSolver() [17]
-----					
		0.15	0.07	100/100	LaplaceSolver::solve(int, double) [3]

[2]	100.0	0.15	0.07	100	LaplaceSolver::timeStep(double) [2]
		0.07	0.00	24800400/24800400	SQR(double const&) [4]
-----					
		0.00	0.22	1/1	main [1]
[3]	100.0	0.00	0.22	1	LaplaceSolver::solve(int, double) [3]
		0.15	0.07	100/100	LaplaceSolver::timeStep(double) [2]
-----					
		0.07	0.00	24800400/24800400	LaplaceSolver::timeStep(double) [2]
[4]	31.8	0.07	0.00	24800400	SQR(double const&) [4]
-----					
		0.00	0.00	2000/2000	Grid::setBCFunc(double (*)(double, double)
[11]	0.0	0.00	0.00	2000	BC(double, double) [11]
-----					
		0.00	0.00	2/2	main [1]
[12]	0.0	0.00	0.00	2	seconds() [12]
-----					
		0.00	0.00	1/1	__libc_csu_init [24]
[13]	0.0	0.00	0.00	1	_GLOBAL__sub_I_ZN4GridC2Eii [13]
		0.00	0.00	1/1	__static_initialization_and_destruction_0
-----					
		0.00	0.00	1/1	_GLOBAL__sub_I_ZN4GridC2Eii [13]
[14]	0.0	0.00	0.00	1	__static_initialization_and_destruction_0(int
-----					
		0.00	0.00	1/1	LaplaceSolver::LaplaceSolver(Grid*) [16]
[15]	0.0	0.00	0.00	1	LaplaceSolver::initialize() [15]
-----					
		0.00	0.00	1/1	main [1]
[16]	0.0	0.00	0.00	1	LaplaceSolver::LaplaceSolver(Grid*) [16]
		0.00	0.00	1/1	LaplaceSolver::initialize() [15]
-----					
		0.00	0.00	1/1	main [1]
[17]	0.0	0.00	0.00	1	LaplaceSolver::~LaplaceSolver() [17]
-----					
		0.00	0.00	1/1	main [1]
[18]	0.0	0.00	0.00	1	Grid::setBCFunc(double (*)(double, double)) [
		0.00	0.00	2000/2000	BC(double, double) [11]
-----					
		0.00	0.00	1/1	main [1]
[19]	0.0	0.00	0.00	1	Grid::Grid(int, int) [19]
-----					

This table describes the call tree of the program, and was sorted by the total amount of time spent in each function and its children.

Each entry in this table consists of several lines. The line with the index number at the left hand margin lists the current function.

The lines above it list the functions that called this function, and the lines below it list the functions this one called.

This line lists:

index A unique number given to each element of the table.

Index numbers are sorted numerically.  
The index number is printed next to every function name so  
it is easier to look up where the function is in the table.

% time This is the percentage of the 'total' time that was spent  
in this function and its children. Note that due to  
different viewpoints, functions excluded by options, etc,  
these numbers will NOT add up to 100%.

self This is the total amount of time spent in this function.

children This is the total amount of time propagated into this  
function by its children.

called This is the number of times the function was called.  
If the function called itself recursively, the number  
only includes non-recursive calls, and is followed by  
a '+' and the number of recursive calls.

name The name of the current function. The index number is  
printed after it. If the function is a member of a  
cycle, the cycle number is printed between the  
function's name and the index number.

For the function's parents, the fields have the following meanings:

self This is the amount of time that was propagated directly  
from the function into this parent.

children This is the amount of time that was propagated from  
the function's children into this parent.

called This is the number of times this parent called the  
function '/' the total number of times the function  
was called. Recursive calls to the function are not  
included in the number after the '/'.

name This is the name of the parent. The parent's index  
number is printed after it. If the parent is a  
member of a cycle, the cycle number is printed between  
the name and the index number.

If the parents of the function cannot be determined, the word  
'<spontaneous>' is printed in the 'name' field, and all the other  
fields are blank.

For the function's children, the fields have the following meanings:

self This is the amount of time that was propagated directly

from the child into the function.

children This is the amount of time that was propagated from the child's children to the function.

called This is the number of times the function called this child '/' the total number of times the child was called. Recursive calls by the child are not listed in the number after the '/'.

name This is the name of the child. The child's index number is printed after it. If the child is a member of a cycle, the cycle number is printed between the name and the index number.

If there are any cycles (circles) in the call graph, there is an entry for the cycle-as-a-whole. This entry shows who called the cycle (as parents) and the members of the cycle (as children.) The '+' recursive calls entry shows the number of function calls that were internal to the cycle, and the calls entry for each member shows, for that member, how many times it was called from other members of the cycle.

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Index by function name

```
[13] _GLOBAL__sub_I__ZN4GridC2Eii (laplace.cpp) [12] seconds() [16] LaplaceSolver::Lapla
[11] BC(double, double) [15] LaplaceSolver::initialize() [17] LaplaceSolver::~Lapla
[4] SQR(double const&) [3] LaplaceSolver::solve(int, double) [18] Grid::setBCFunc(
[14] __static_initialization_and_destruction_0(int, int) (laplace.cpp) [2] LaplaceSolver
```

## 3.2 Análise

Segundo o flat profile, o tempo de execução é de 0.22s e conseguimos perceber dois hotspots:

- função timeStep:

```
Real LaplaceSolver ::timeStep(const Real dt) {

    Real dx2 = g->dx * g->dx;
    Real dy2 = g->dy * g->dy;
    Real tmp;
```

```

Real err = 0.0;
int nx = g->nx;
int ny = g->ny;
Real **u = g->u;
for (int i = 1; i < nx - 1; ++i) {
    for (int j = 1; j < ny - 1; ++j) {
        tmp = u[i][j];
        u[i][j] = ((u[i - 1][j] + u[i + 1][j]) * dy2 +
(u[i][j - 1] + u[i][j + 1]) * dx2) *
0.5 / (dx2 + dy2);
        err += SQR(u[i][j] - tmp);
    }
}
return sqrt(err);
}

```

- função SQR

```

inline Real SQR(const Real &x) { return (x * x); }

```

## 4 Otimizando o código

## 5 Conclusão