

# Profile-guided optimization

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**Improve performance of you app by up to 7% using  
this one simple trick**

# PGO lifecycle

1. `go build .`
2. Run your application in production,
3. `curl -o cpu.pprof "http://localhost:8080/debug/pprof/profile?seconds=30"` to profile your application,
4. `go build -pgo cpu.pprof .`
5. Deploy new profile to prod,
6. Observe performance gains.

**Demo**

# Haversine formula

The haversine formula determines the great-circle distance between two points on a sphere given their longitudes and latitudes. Important in navigation, it is a special case of a more general formula in spherical trigonometry, the law of haversines, that relates the sides and angles of spherical triangles. [from wikipedia](#)

Implemented by [github.com/jftuga/geodist](https://github.com/jftuga/geodist).

```
var elPaso = geodist.Coord{Lat: 31.7619, Lon: 106.4850}  
var stLouis = geodist.Coord{Lat: 38.6270, Lon: 90.1994}  
miles, km = geodist.HaversineDistance(elPaso, stLouis)  
fmt.Printf("[Haversine] El Paso to St. Louis:  %.3f m, %.3f km\n", miles, km)
```

# Results

```
goos: linux
goarch: amd64
pkg: github.com/krzysztofdrys/pgo-talk/benchmarks/distance_parallel
cpu: Intel(R) Xeon(R) CPU @ 2.80GHz
```

	nopgo.tests.times	pgo.tests.times	pgo_v2.tests.times
	sec/op	sec/op vs base	sec/op vs base
Distance-2	92.10n ± 0%	89.97n ± 0% -2.31% (n=100)	89.94n ± 0% -2.35% (n=100)

# JSON marshalling

```
func BenchmarkJson(b *testing.B) {  
    b.StopTimer()  
    // Reads 1.1M of json data  
    cs, err := city.Read()  
    if err != nil {  
        panic(err)  
    }  
    b.StartTimer()  
  
    for i := 0; i < b.N; i++ {  
        _, err := json.Marshal(cs)  
        if err != nil {  
            panic(err)  
        }  
    }  
}
```

# Results

```
goos: linux
goarch: amd64
pkg: github.com/krzysztofdrys/pgo-talk/benchmarks/json
cpu: Intel(R) Xeon(R) CPU @ 2.80GHz
```

	nopgo.tests.times	pgo.tests.times	pgo_v2.tests.times
	sec/op	sec/op vs base	sec/op vs base
Json-2	4.302m ± 0%	3.748m ± 0% -12.90% (n=100)	3.816m ± 0% -11.32% (n=100)



**Will profiles from version 1.0.1 work for 1.0.2?**

Yes, mostly.

# Source stability

Specifically, Go uses line offsets within functions (e.g., call on 5th line of function foo).

Many common changes will not break matching, including:

- Changes in a file outside of a hot function (adding/changing code above or below the function).
- Moving a function to another file in the same package (the compiler ignores source filenames altogether).

Some changes that may break matching:

- Changes within a hot function (may affect line offsets).
- Renaming the function (and/or type for methods) (changes symbol name).
- Moving the function to another package (changes symbol name).

(from [go documentation](#))

**What optimisations are**