

# ΕΛΠ 221: Οργάνωση Υπολογιστών

## Εργασία 6

**BENCHMARK 508.namd\_r**

Βαλεντίνος Παρίζα

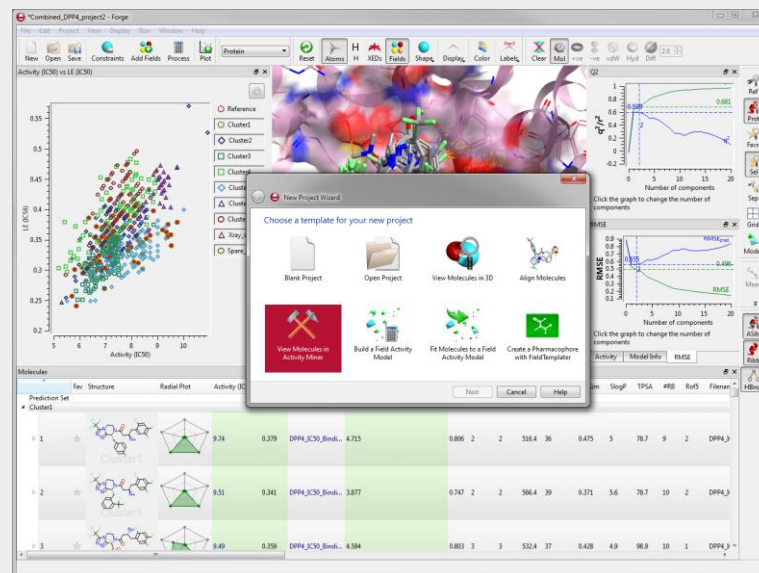
Μάριος Παφίτης

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# Description of Benchmark:

- This Benchmark ,which is known as 508.namd\_r is derived-taken from the program NAMD (Basically from the data layout and inner loop of NAMD) and is a program for simulating large biomolecular systems(more specific, simulating millions of atoms).
- NAMD is the abbreviation for Nanoscale Molecular Dynamics ,and it is a computer software for molecular dynamics simulation (δυναμική μοριακή προσομοίωση), build with Charm++. NAMD scales to over 200,000 cores for very large systems in order to simulate efficiently its biomolecular systems(using all the parallel capabilities that PCs offers).
- In this benchmark analysis the benchmark was tested in single performance. Because of the efficiency of this program, its maturing and of the importance of the operations that this program does this program was used as a compact benchmark for CPU2017.
- This program makes a lot calculations with floating point numbers.

**This benchmark simulates proteins-atoms in biomolecular systems, and can be used to observe the interactions of the atoms inside these systems. But at this point it is used to examine the performance of a CPU at some situations.**



# Analysis/Association of time with time and perf stat

From the execution of the command “time” 10 times we took the averages :

Average IPC for 10 executions -> **IPC=2.57** .We know that **CPI=1/IPC** So **CPI= 0.389**

From the array of the next slide we took the averages of the statistics which are mentioned-used below for calculating the execution time(USER):

| Average Time: |         |
|---------------|---------|
| real          | 277.502 |
| user          | 277.364 |
| sys           | 0.052   |

## Execution time with CYCLES statistic from (perf stat) :

**For 3.3 GHz (Standard):**      Cycles\_Statistic\*(Cycle\_Time) = 307.471s      Cycle\_time=1/(3.3E+10)

**For 3.7 GHz (Turbo Boost):**      Cycles\_Statistic\*(Cycle\_Time) = 274.231s      Cycle\_time=1/(3.7E+10)

## Now calculating execution time with CYCLES=INSTRUCTIONS\*CPI :

**Cycles\_Calculated = CPI\*instructions = 0.389 \*2,598,612,782,571 = 1,010,860,372,420.119**

**For 3.3 GHz (Standard):**      Cycles\_Calculated\*(Cycle\_Time) = 306.321s      Cycle\_time=1/(3.3E+10)

**For 3.7 GHz (Turbo Boost):**      Cycles\_ Calculated \*(Cycle\_Time) = 273.206s      Cycle\_time=1/(3.7E+10)

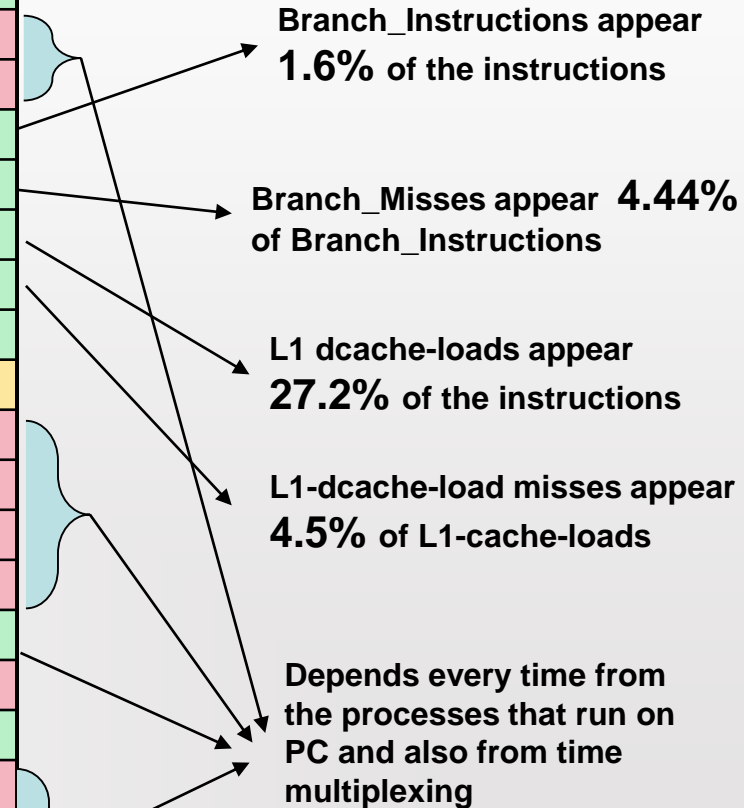
CPU frequency→ ( cycles / execution\_time\_from\_command\_time\_User)/(10E+9) = 3.66GH

CPU frequency→ ( cycles / execution\_time\_from\_perf\_stat )/(10E+9) = 3.62GH

**=> The time multiplexing is a factor which changes (significantly) the statistics we estimate .**

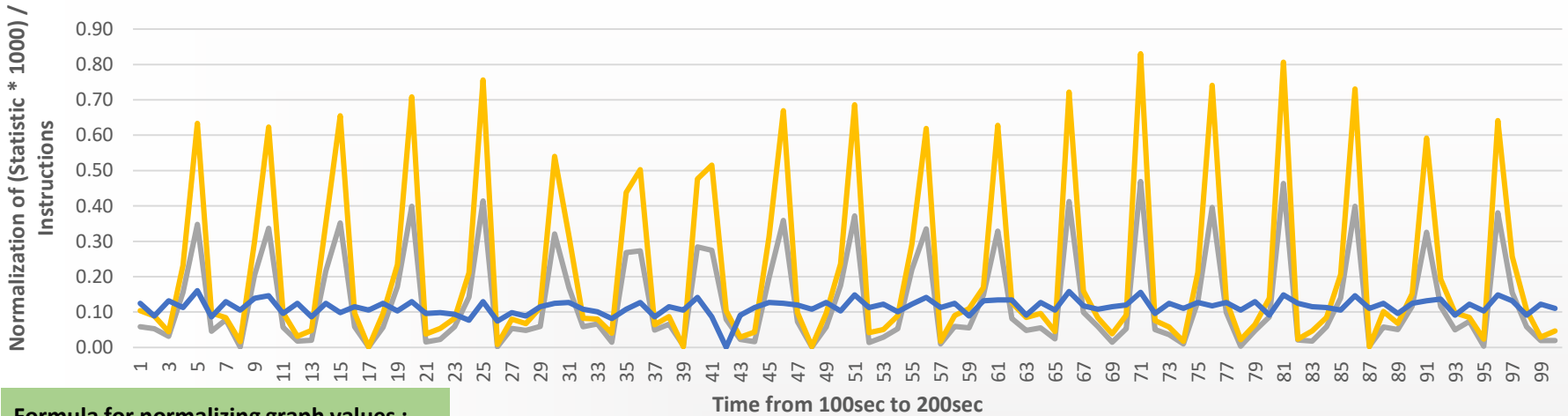
# Mean/Standard Deviation of Statistics for 10 executions

| <i>Standard Deviation/<br/>Average</i> | <i>Average</i> | <i>Standard<br/>Deviation</i> | <i>Diversion<br/>Percentage<br/>(%)</i> |
|--|----------------|-------------------------------|---|
| <b>Time:</b>                           | 279.70         | 1.84                          | <b>0.66</b>                             |
| <b>Instructions:</b>                   | 2598612782571  | 520287031                     | <b>0.02</b>                             |
| <b>Cycles:</b>                         | 1014653654177  | 2808275224                    | <b>0.28</b>                             |
| <b>Cache-References:</b>               | 449971763      | 36352832                      | <b>8.08</b>                             |
| <b>Cache Misses</b>                    | 94312208       | 8367359                       | <b>8.87</b>                             |
| <b>Branch-Instructions:</b>            | 42013192364    | 42036526                      | <b>0.10</b>                             |
| <b>Branch-Misses:</b>                  | 1867356594     | 1295047                       | <b>0.07</b>                             |
| <b>L1-dcache-loads</b>                 | 707313493358   | 91651835                      | <b>0.01</b>                             |
| <b>L1-dcache-load-misses</b>           | 31907089229    | 49679082                      | <b>0.16</b>                             |
| <b>L1-dcache-stores:</b>               | 242144245126   | 40051837                      | <b>0.02</b>                             |
| <b>L1-icache-load-misses:</b>          | 18399756       | 336468                        | <b>1.83</b>                             |
| <b>LLC-loads:</b>                      | 381215876      | 36698914                      | <b>9.63</b>                             |
| <b>LLC-load-misses:</b>                | 76630123       | 4205048                       | <b>5.49</b>                             |
| <b>LLC-stores:</b>                     | 39202624       | 4154680                       | <b>10.60</b>                            |
| <b>LLC-store-misses:</b>               | 16277009       | 2348003                       | <b>14.43</b>                            |
| <b>dTLB-loads:</b>                     | 706276858458   | 203576469                     | <b>0.03</b>                             |
| <b>dTLB-load-misses:</b>               | 6467694        | 717839                        | <b>11.10</b>                            |
| <b>dTLB-stores:</b>                    | 241604005925   | 47710291                      | <b>0.02</b>                             |
| <b>dTLB-store-misses:</b>              | 2118082        | 133914                        | <b>6.32</b>                             |
| <b>iTLB-loads:</b>                     | 38456          | 7586                          | <b>19.73</b>                            |
| <b>iTLB-load-misses:</b>               | 408499         | 76830                         | <b>18.81</b>                            |



# IPC Correlation Statistics

## Branch Misses - Branch Instructions

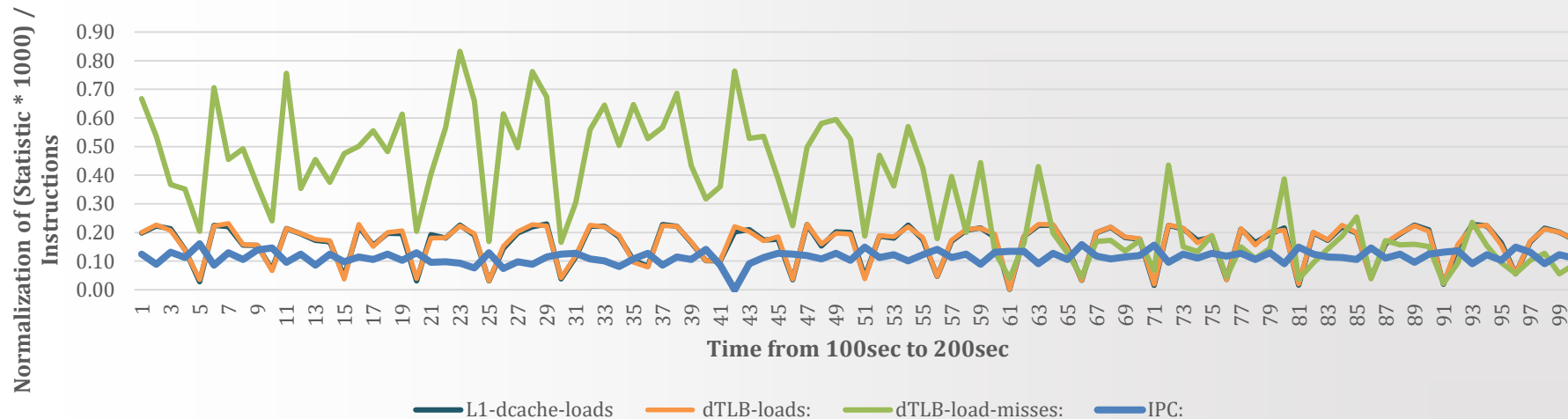


**Formula for normalizing graph values :**

$X = (\text{Statistic} * 1000) / \text{Instructions}$

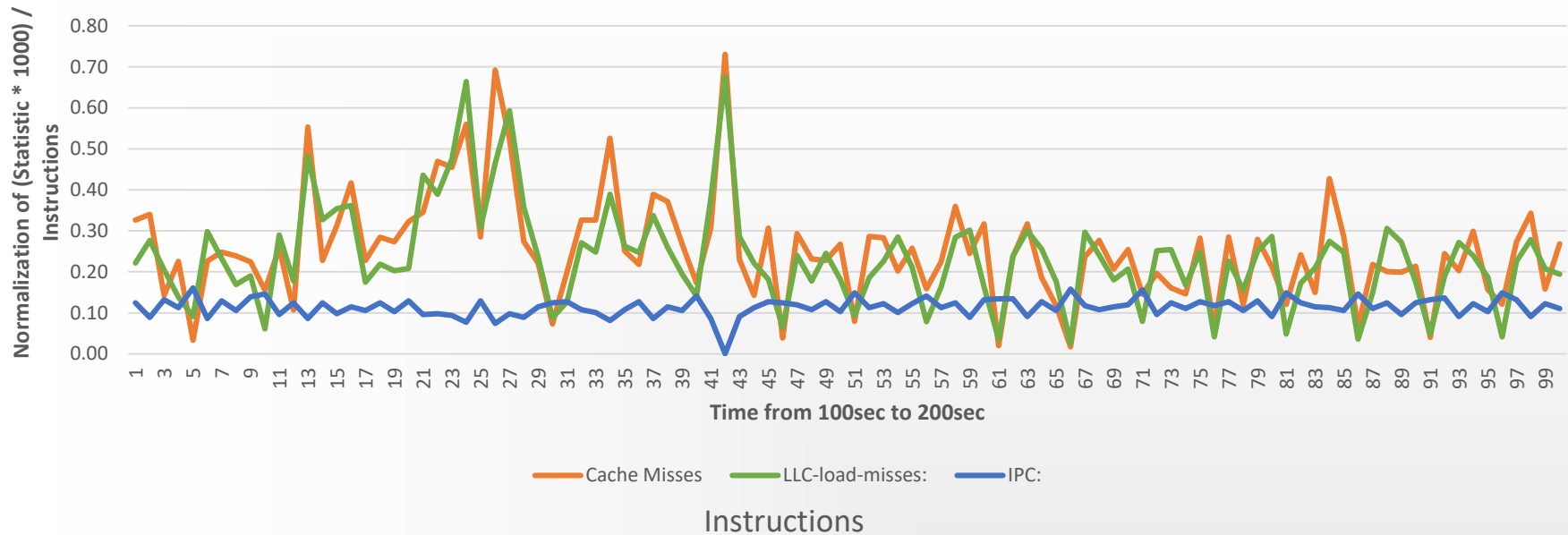
$\text{Statistic}' = (X - \text{MIN}(\text{All } X)) / \text{MAX}(\text{All } X)$

## dTLB Loads - dTLB Load Misses - L1 dCache Loads

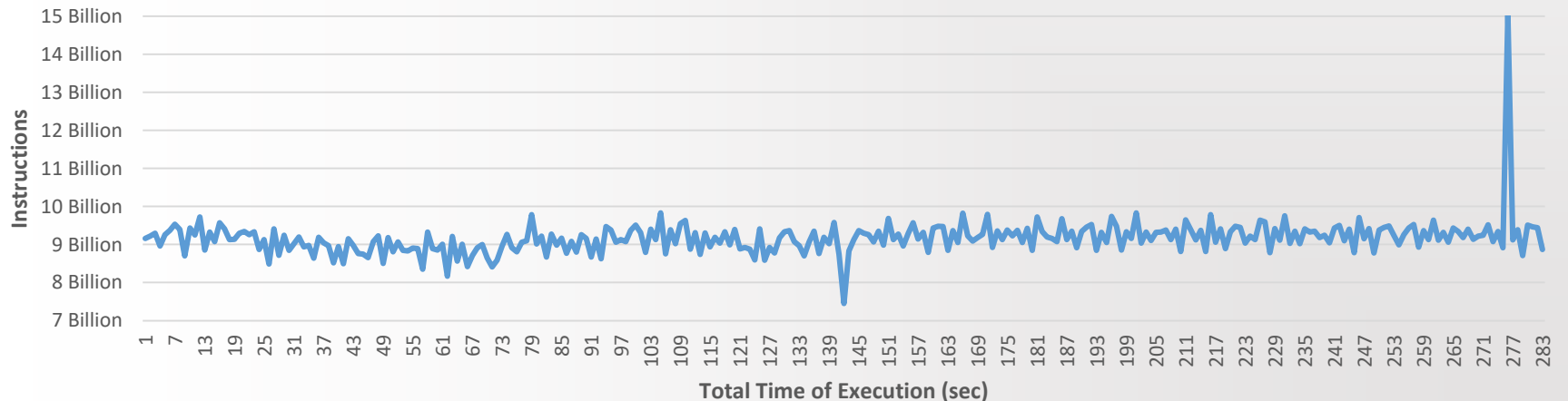


# IPC Correlation Statistics

Cache Misses - LLC Load Misses



Instructions



# IPC Correlation Statistics

| <i>Correlation</i>     | <i>IPC:</i> |
|------------------------|-------------|
| Time:                  | 0.144       |
| Instructions:          | 0.996       |
| Cycles:                | 0.907       |
| Cache-References:      | -0.019      |
| Cache Misses           | -0.286      |
| Branch-Instructions:   | 0.444       |
| Branch-Misses:         | 0.432       |
| L1-dcache-loads        | 0.518       |
| L1-dcache-load-misses  | 0.177       |
| L1-dcache-stores:      | 0.009       |
| L1-icache-load-misses: | 0.091       |
| LLC-loads:             | -0.077      |
| LLC-load-misses:       | -0.359      |
| LLC-stores:            | -0.023      |
| LLC-store-misses:      | 0.039       |
| dTLB-loads:            | 0.518       |
| dTLB-load-misses:      | -0.292      |
| dTLB-stores:           | 0.010       |
| dTLB-store-misses:     | 0.023       |
| iTLB-loads:            | 0.052       |
| iTLB-load-misses:      | 0.089       |

**IPC=Instructions/Cycles**

Processor operates in different frequencies as we can see from the cycles per seconds. So As the cycles increases-> the instructions increases respectively making changing respectively the IPC

# Conclusions

The programs depends not only on software, but there are many factors that can affect significantly the performance of a program

- We have observed and realized that we can recognize some phases of the program (like functions with many branches , phases handling a lot of data) by observing how the program behaves during the execution .By observing we can derive many information about the behavior of a program
- Last we have realized that many factors that we think affect the hardware , at the end might not affect it, as we think, but with a different way
- We have seen how different behaviors ,(like the number of branch-misses doesn't affect directly IPC ) of a program can significantly affect other parts.

We should observe the behavior of hardware during the execution of a program. We should look deeper than the abstraction of the code of the software.

