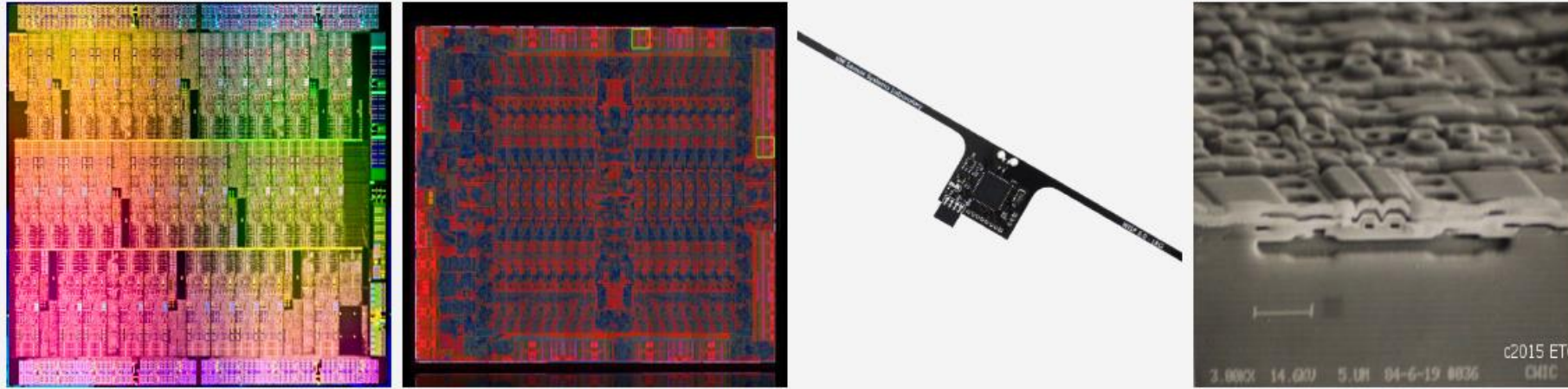




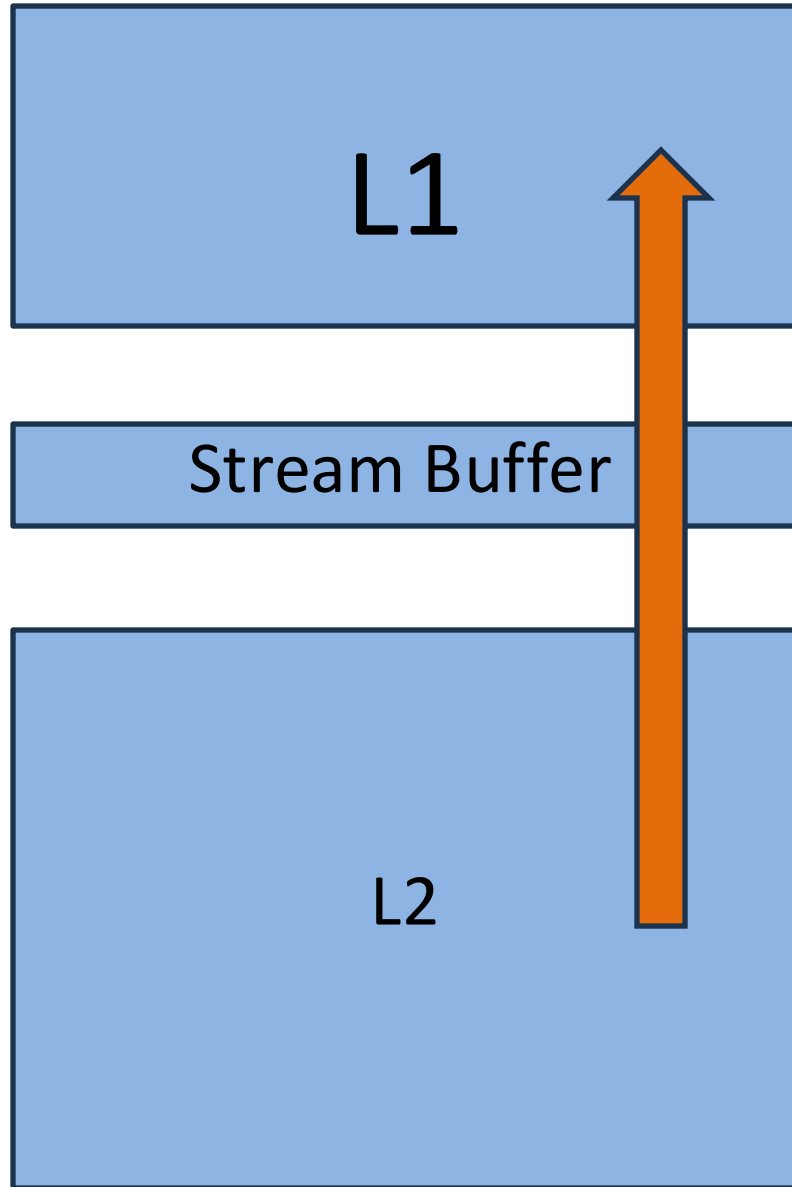
Course Description

Lecture 9: Introduction to Performance Evaluation

This course covers the design and implementation of computer systems from the perspective of the hardware software interface. The purpose of this course is for students to understand the relationship between the operating system, software, and computer architecture. Students that complete the course will have learned operating system fundamentals, computer architecture fundamentals, compilation to hardware abstractions, and how software actually executes from the perspective of the hardware software/boundary. The course will focus especially on understanding the relationships between software and hardware, and how those relationships influence the design of a computer system's software and hardware. The course will convey these topics through a series of practical, implementation-oriented lab assignments.

Credit: Brandon Lucia

Stream Buffer

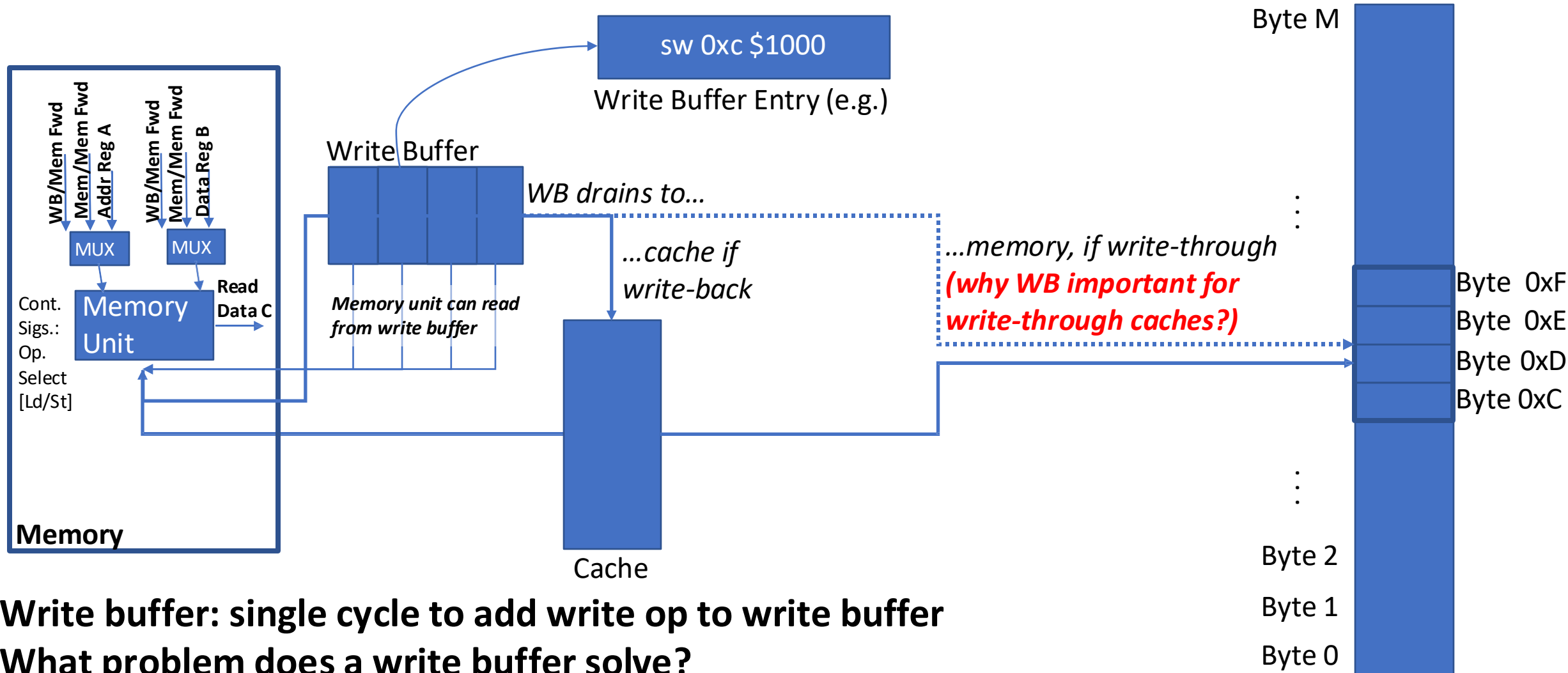


Benefits i-caches

Upon miss, prefetch next n instructions

Gets back ahead after jumps

Non-blocking Writes & Write Buffering

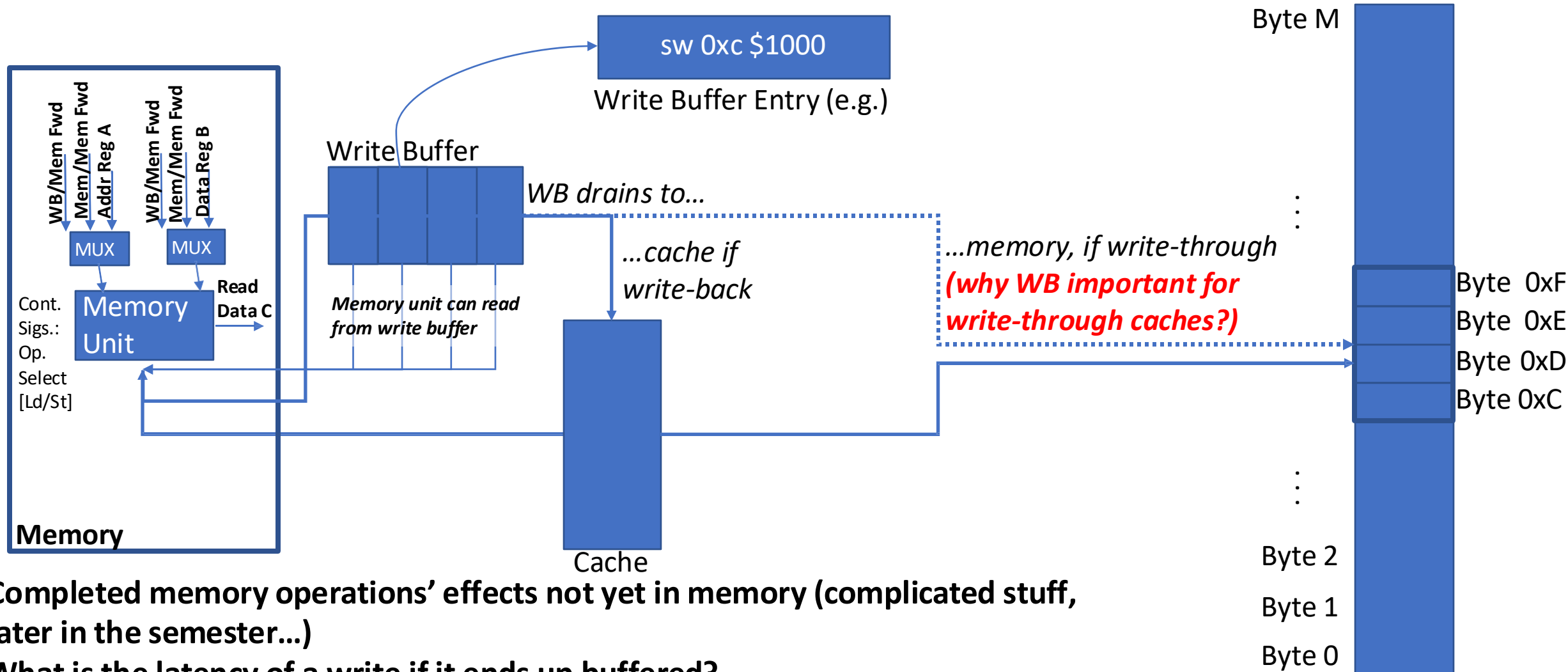


Write buffer: single cycle to add write op to write buffer

What problem does a write buffer solve?

What are key challenges associated with a write buffer?

Non-blocking Writes & Write Buffering

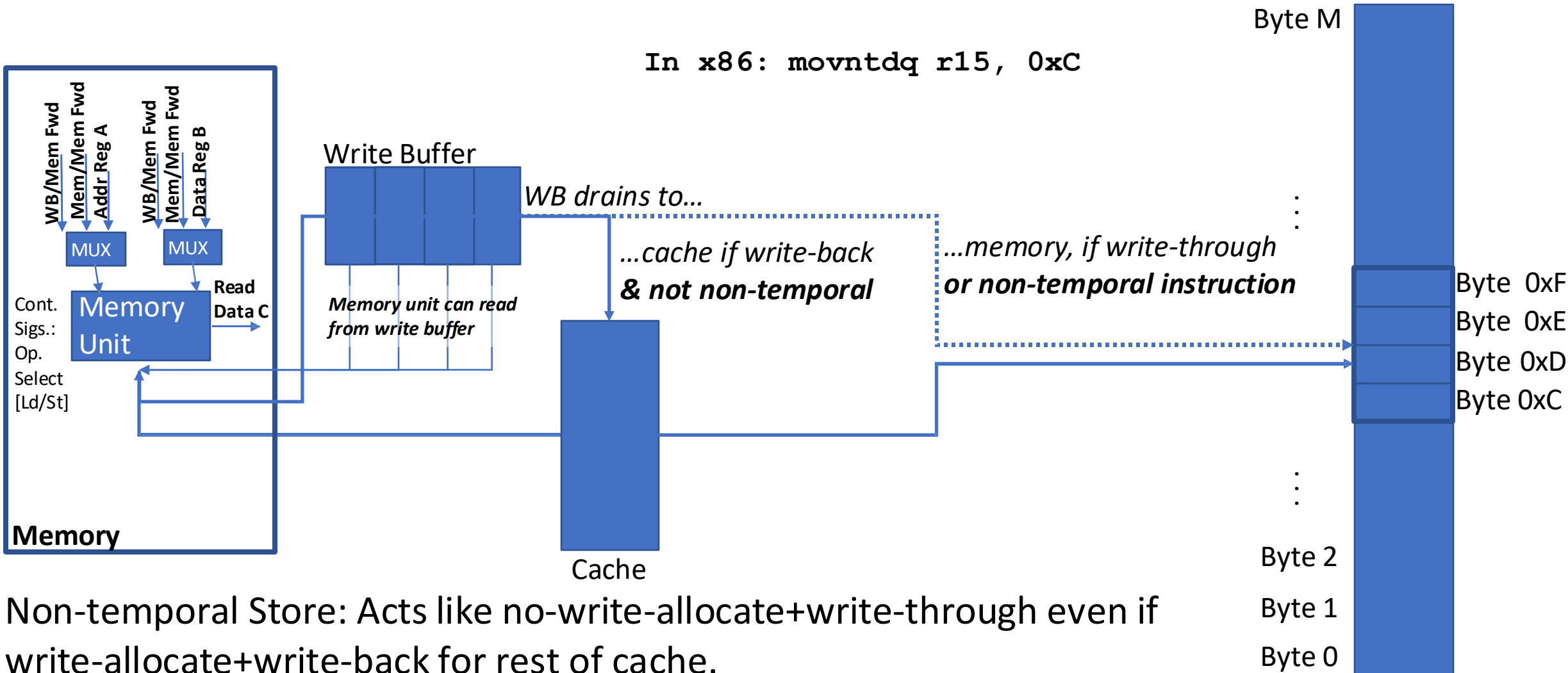


Completed memory operations' effects not yet in memory (complicated stuff, later in the semester...)

What is the latency of a write if it ends up buffered?

Unpredictable write completion latency. Need ordering logic.

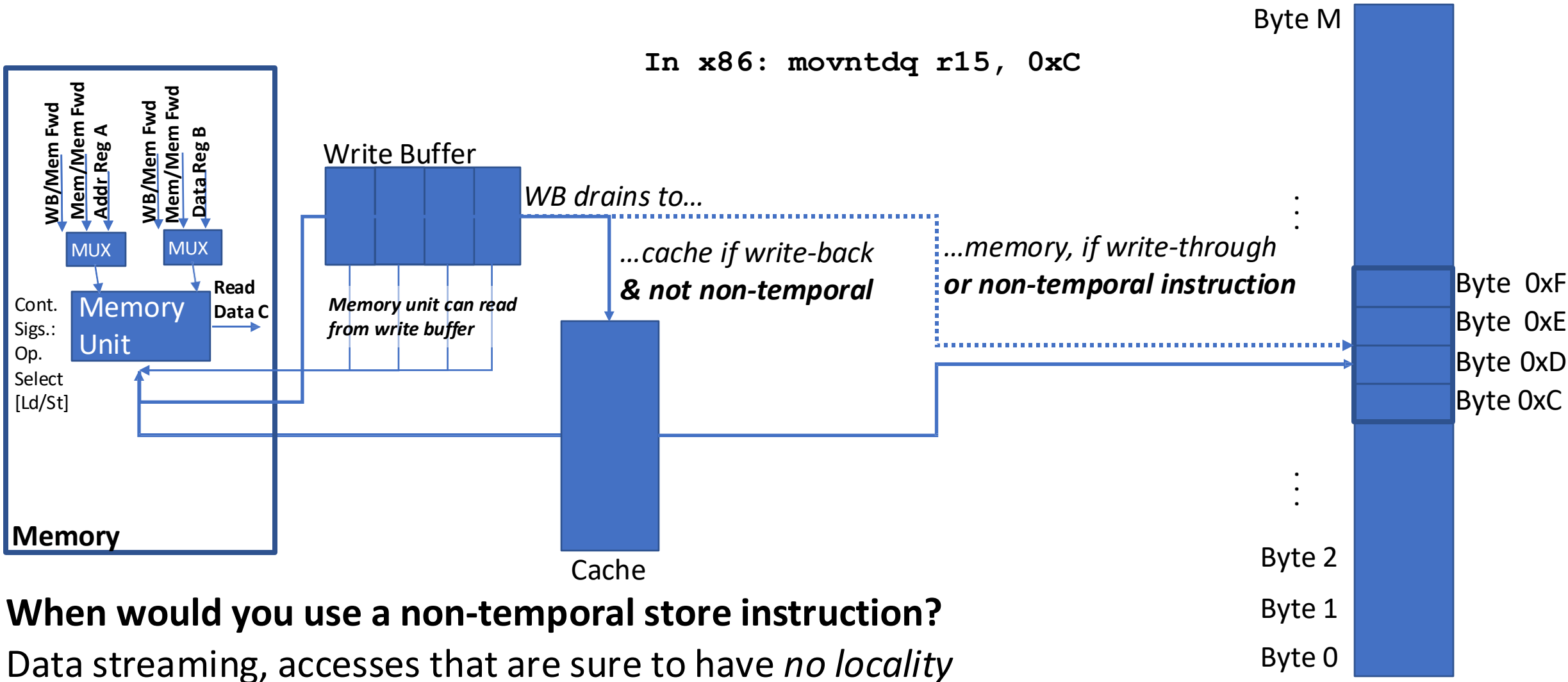
Non-temporal/Streaming Stores



Non-temporal Store: Acts like no-write-allocate+write-through even if write-allocate+write-back for rest of cache.

When would you use a non-temporal store instruction?

Non-temporal/Streaming Stores



Not in RISC-V (yet)!

RISC-V Specification:

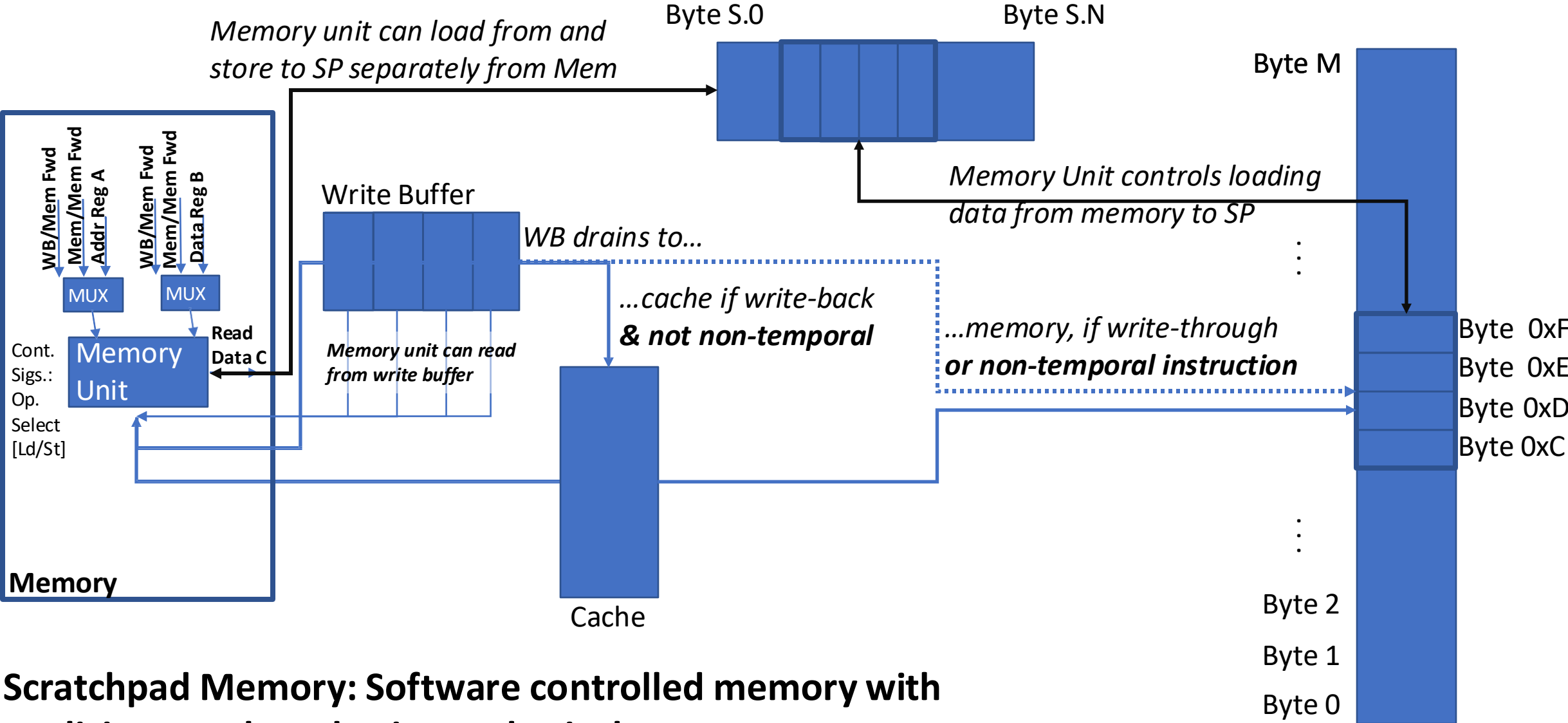
“RV32I reserves a large encoding space for **HINT instructions, which are usually used to communicate performance hints to the microarchitecture**. HINTs are encoded as integer computational instructions with $rd=x0$. Hence, like the NOP instruction, **HINTs do not change any architecturally visible state**, except for advancing the pc and any applicable performance counters. **Implementations are always allowed to ignore the encoded hints.**”

No standard hints are presently defined (except the privileged WFI instruction which uses a separately reserved encoding). We anticipate standard hints to eventually include memory-system spatial and temporal locality hints, branch prediction hints, thread-scheduling hints, security tags, and instrumentation flags for simulation/emulation.

Instruction	Constraints	Code Points	Purpose
LUI	$rd=x0$	2^{20}	Reserved for future standard use
AUIPC	$rd=x0$	2^{20}	
ADDI	$rd=x0$, and either $rs1 \neq x0$ or $imm \neq 0$	$2^{17} - 1$	
ANDI	$rd=x0$	2^{17}	
ORI	$rd=x0$	2^{17}	
XORI	$rd=x0$	2^{17}	
ADD	$rd=x0$	2^{10}	
SUB	$rd=x0$	2^{10}	
AND	$rd=x0$	2^{10}	
OR	$rd=x0$	2^{10}	
XOR	$rd=x0$	2^{10}	
SLL	$rd=x0$	2^{10}	
SRL	$rd=x0$	2^{10}	
SRA	$rd=x0$	2^{10}	
SLTI	$rd=x0$	2^{17}	Reserved for custom use
SLTIU	$rd=x0$	2^{17}	
SLLI	$rd=x0$	2^{10}	
SRLI	$rd=x0$	2^{10}	
SRAI	$rd=x0$	2^{10}	
SLT	$rd=x0$	2^{10}	
SLTU	$rd=x0$	2^{10}	

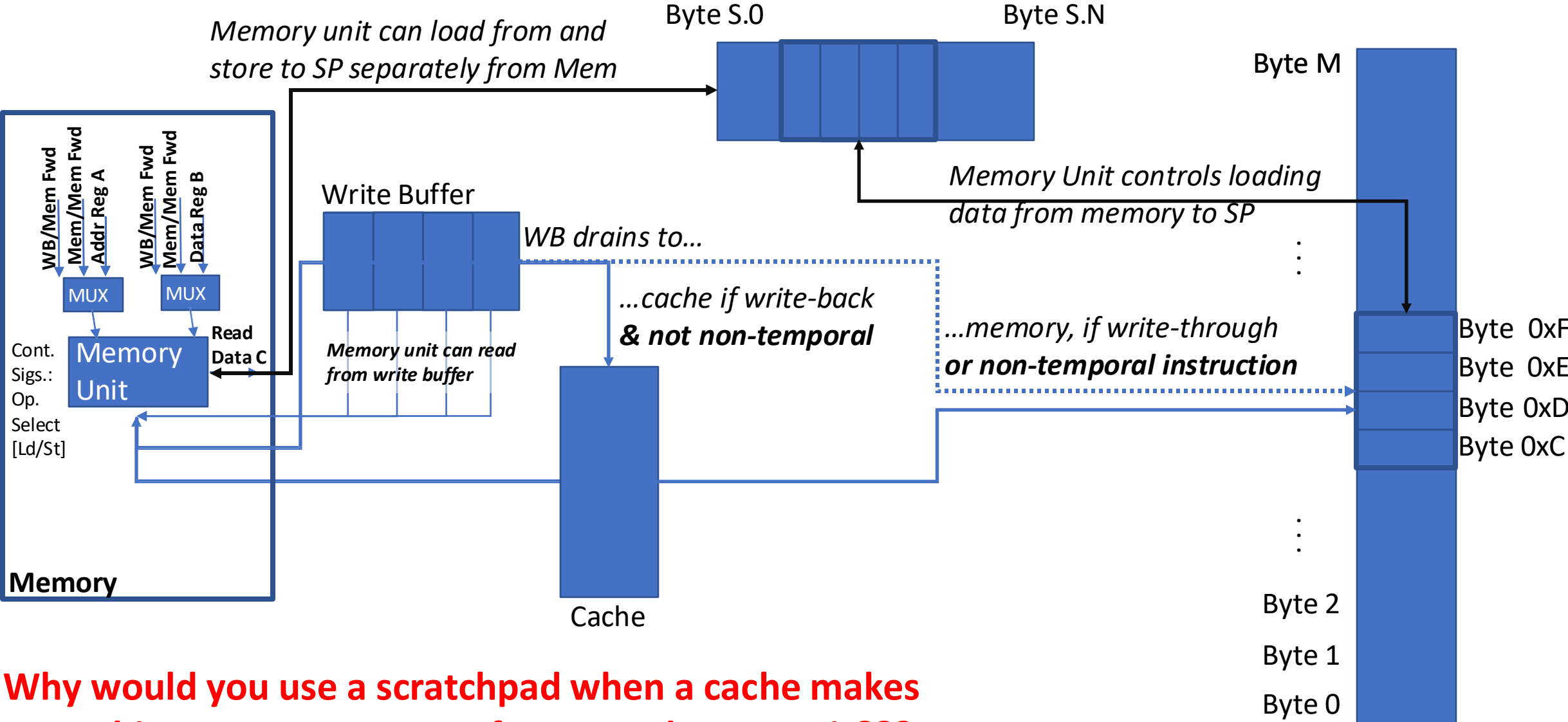
Table 2.3: RV32I HINT instructions.

Scratchpad Memories



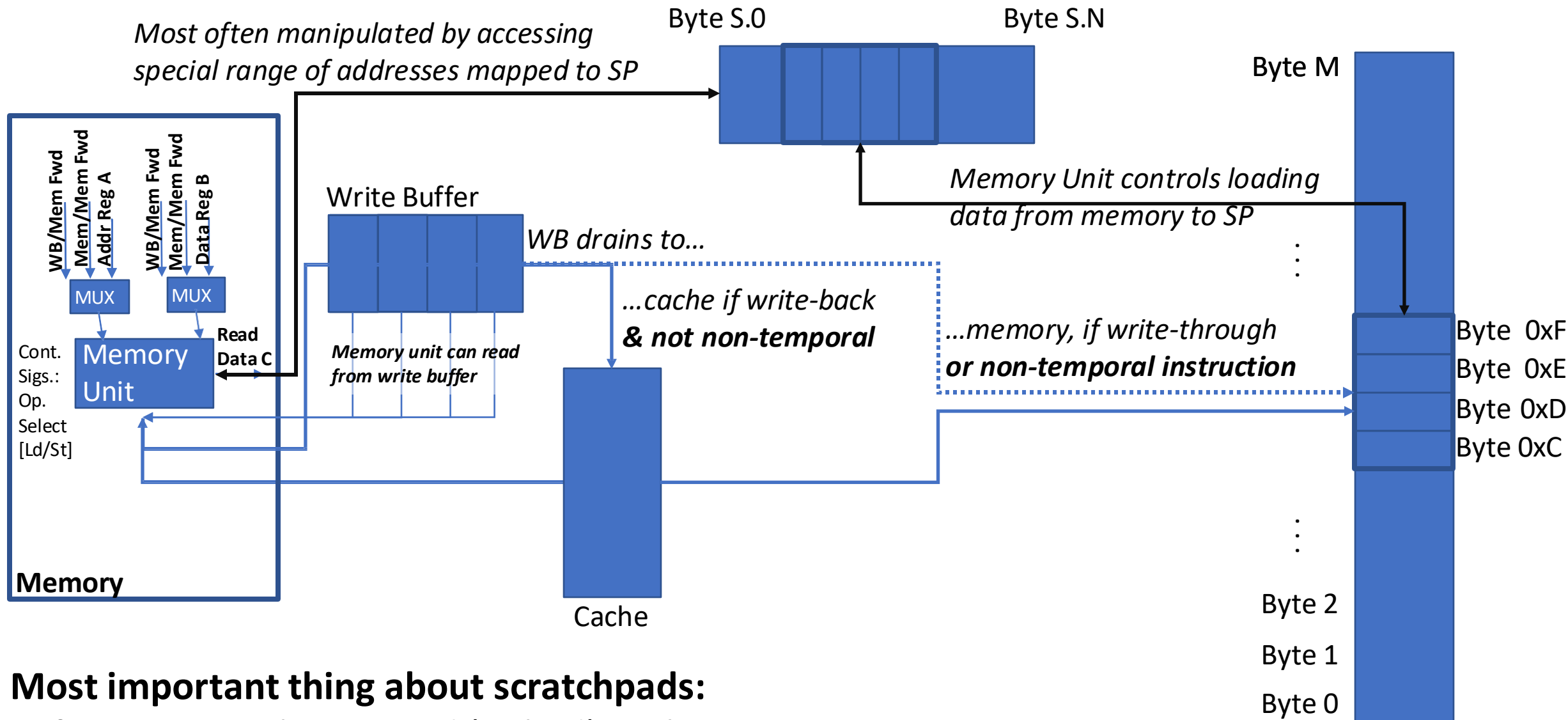
Scratchpad Memory: Software controlled memory with explicit, scratch-pad-private physical memory space

Scratchpad Memories



Why would you use a scratchpad when a cache makes everything transparent to software and automatic???

Scratchpad Memories



Most important thing about scratchpads:

Software control is as good (or bad) as the programmer.

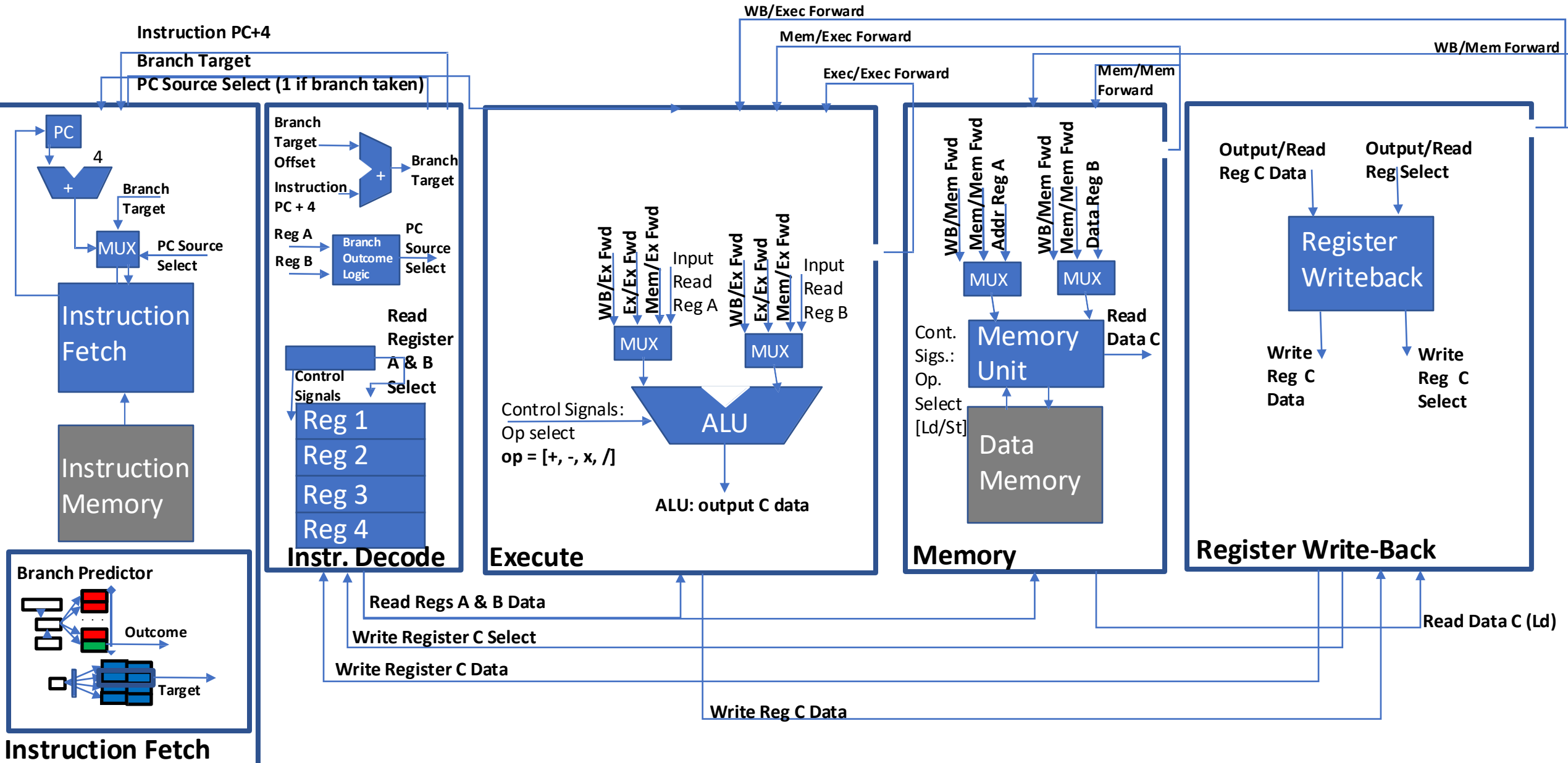
What did we just learn?

- Replacement is one of the key dimensions of cache design
- Different replacement algorithms present different design trade offs
- Optimal replacement is infeasible, practical replacement is non-optimal
- Many microarchitectural and architectural choices make up a memory hierarchy and the architect and programmer need to share information

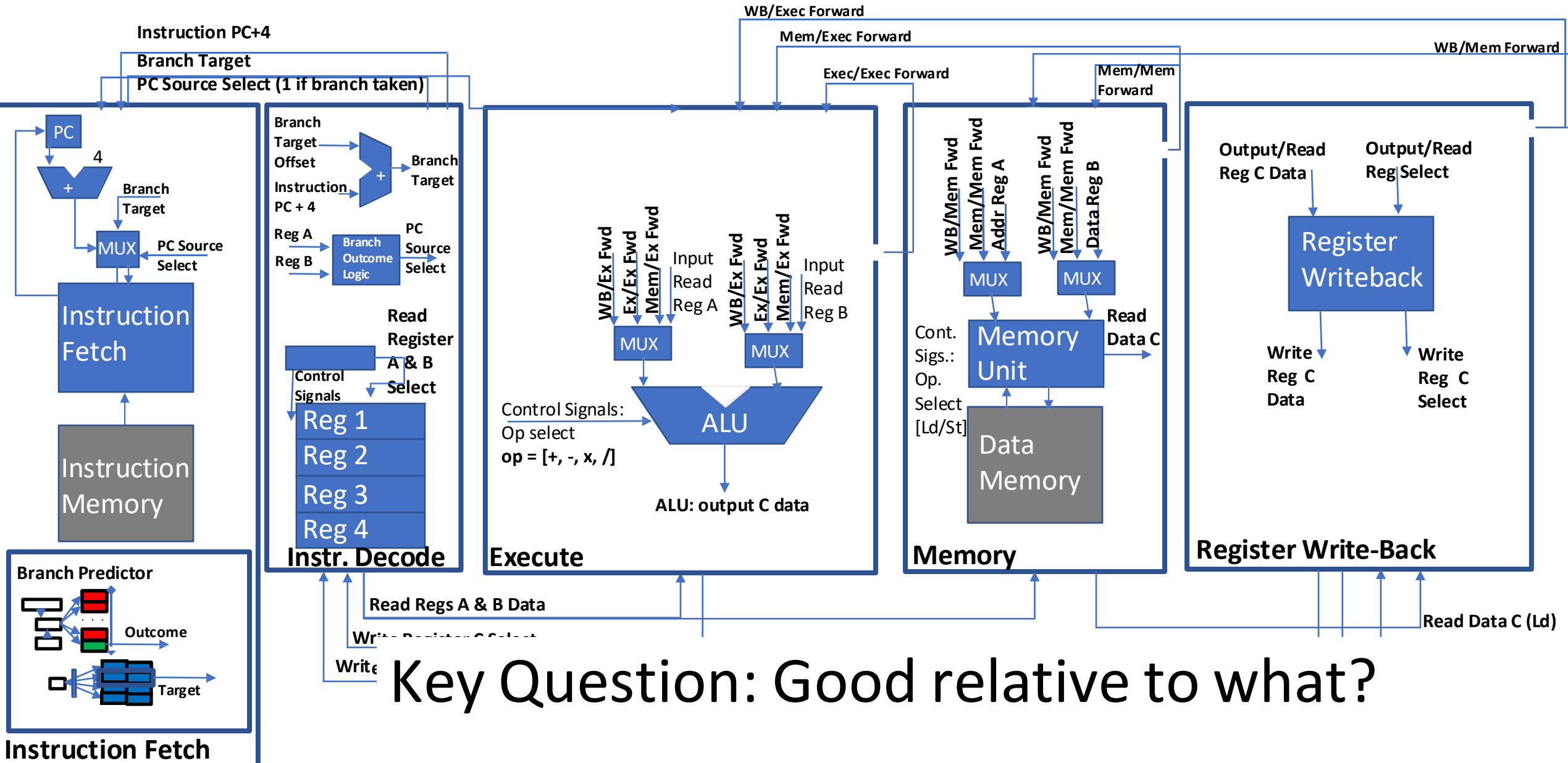
Today: Performance Evaluation

- Performance evaluation basics: metrics, measurement, comparisons
 - Benchmarks and benchmarking
 - The curse of averages: means, variance, distributions
 - Selecting the right metric along which to compare two systems
-
- Defining a design space
 - Pareto Frontiers and Pareto Optimality of a design
 - Design space exploration and design iteration

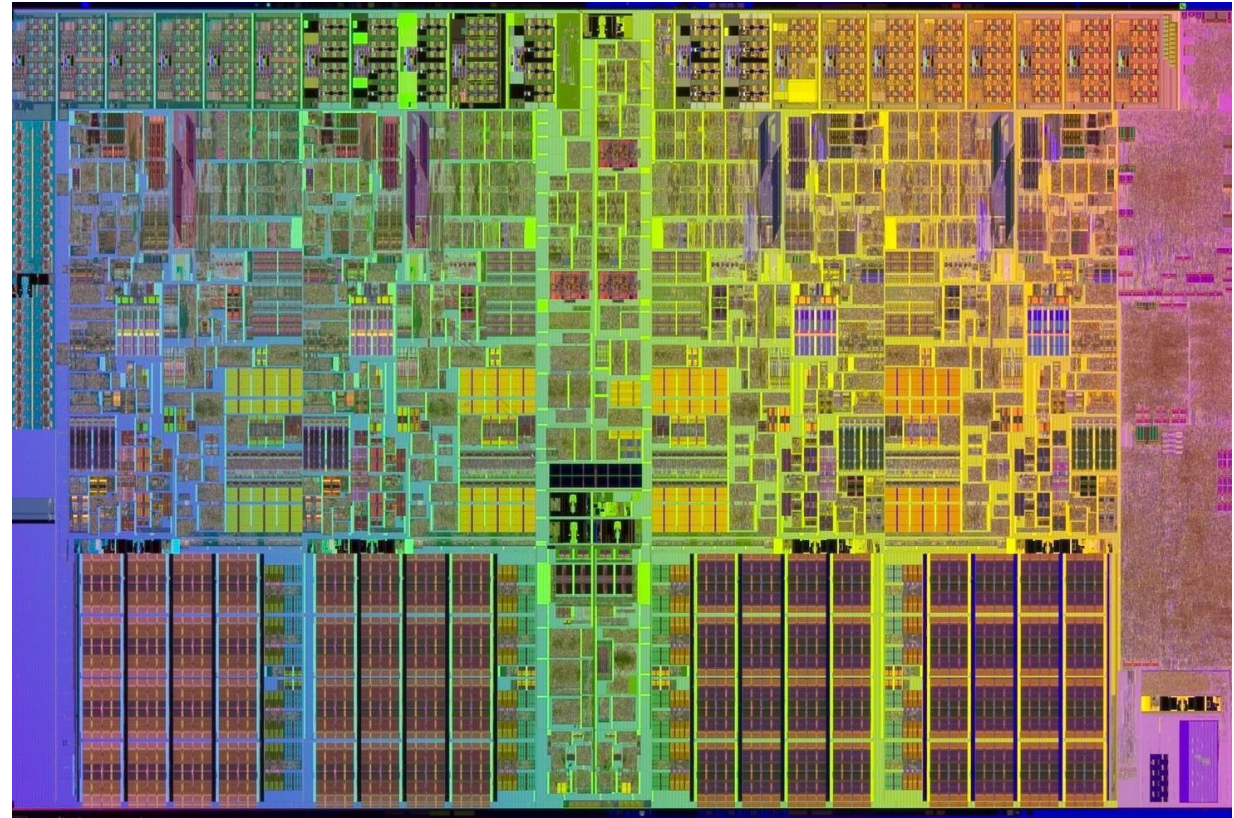
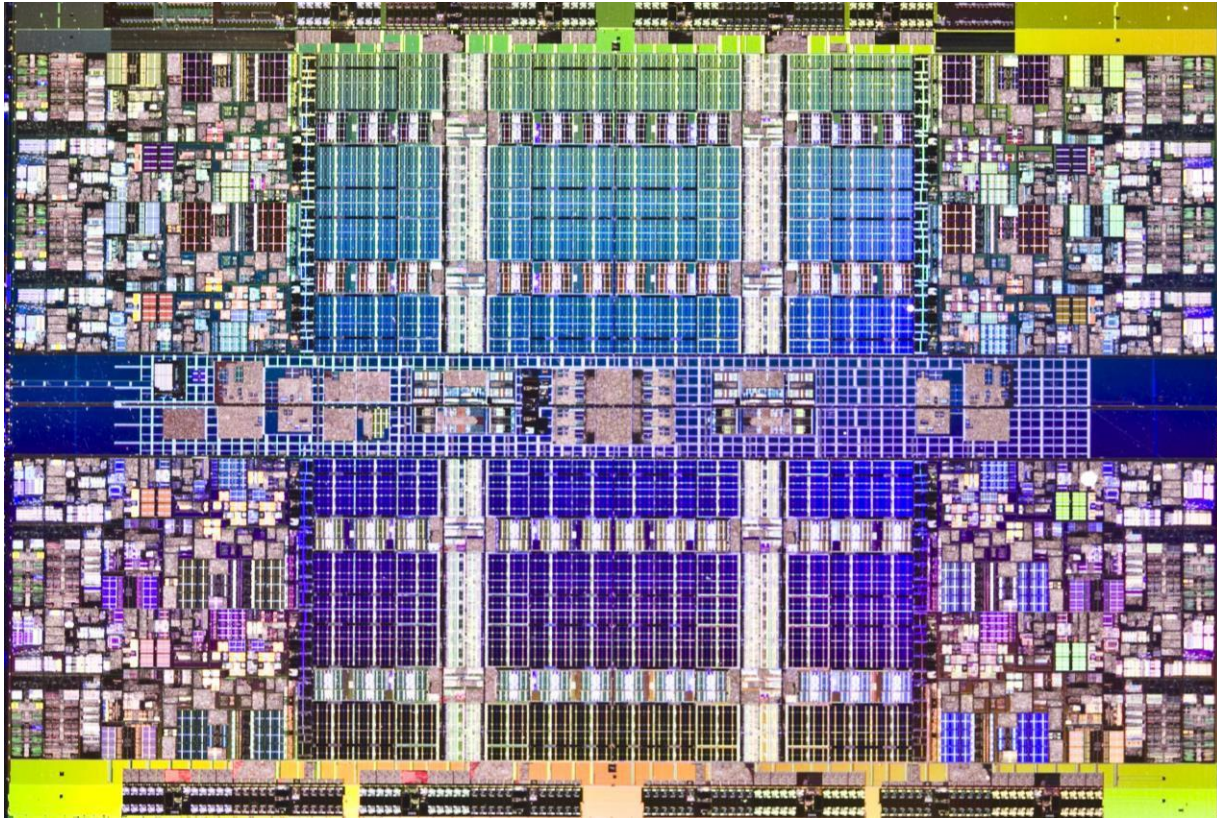
How good is this architecture?



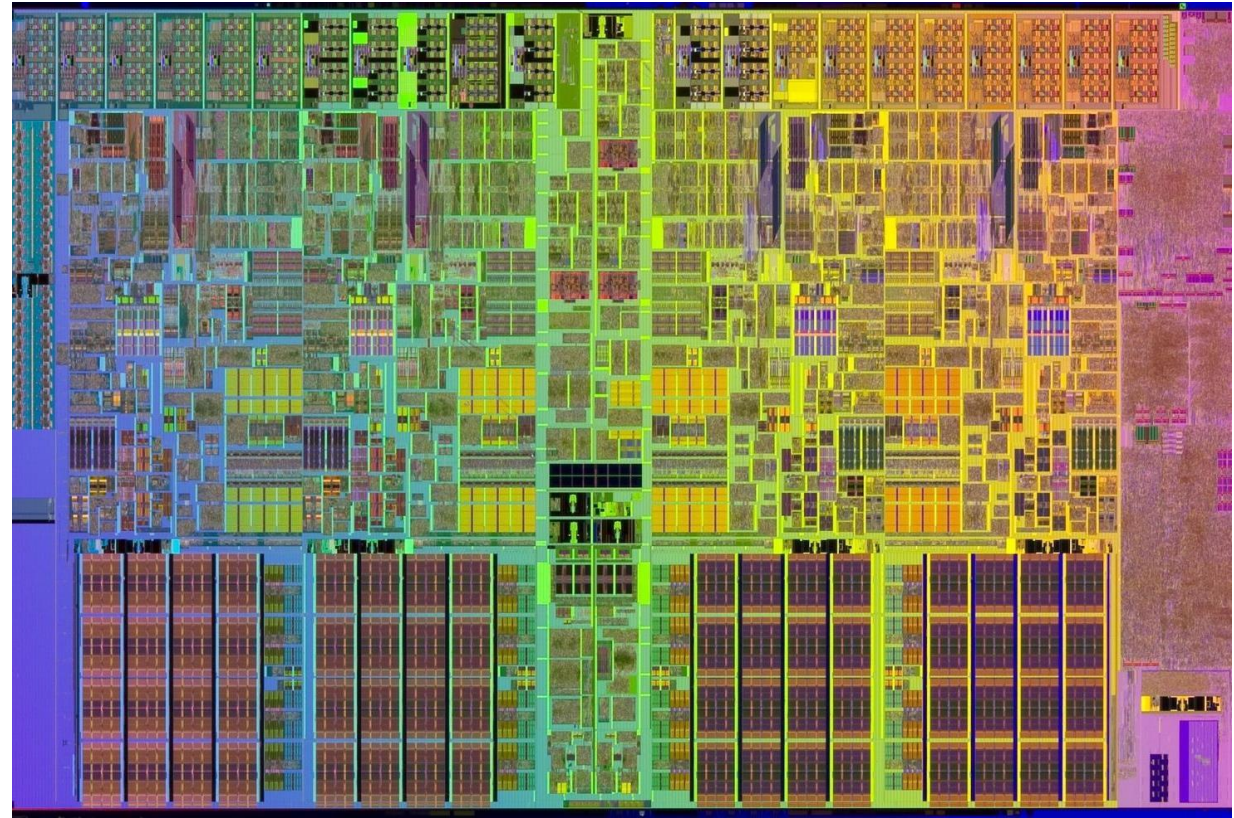
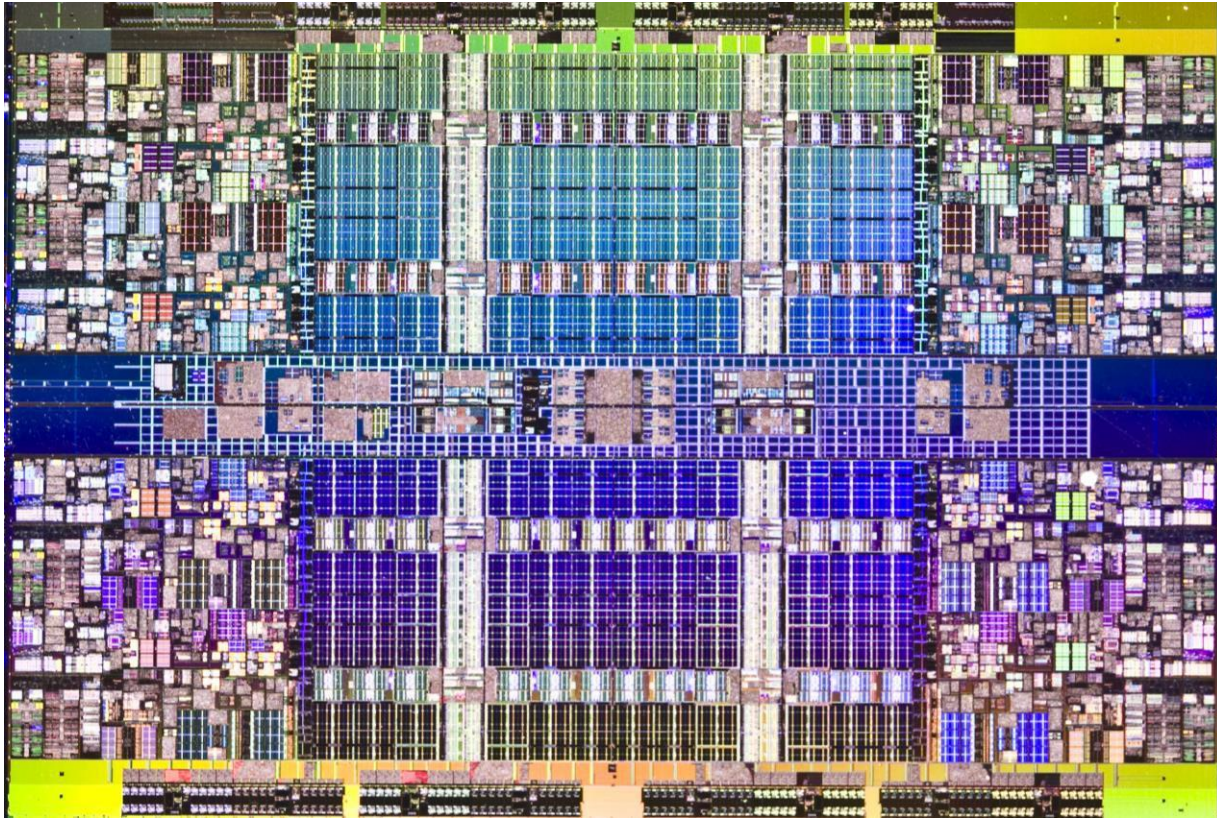
How good is this architecture?



Which architecture is better?



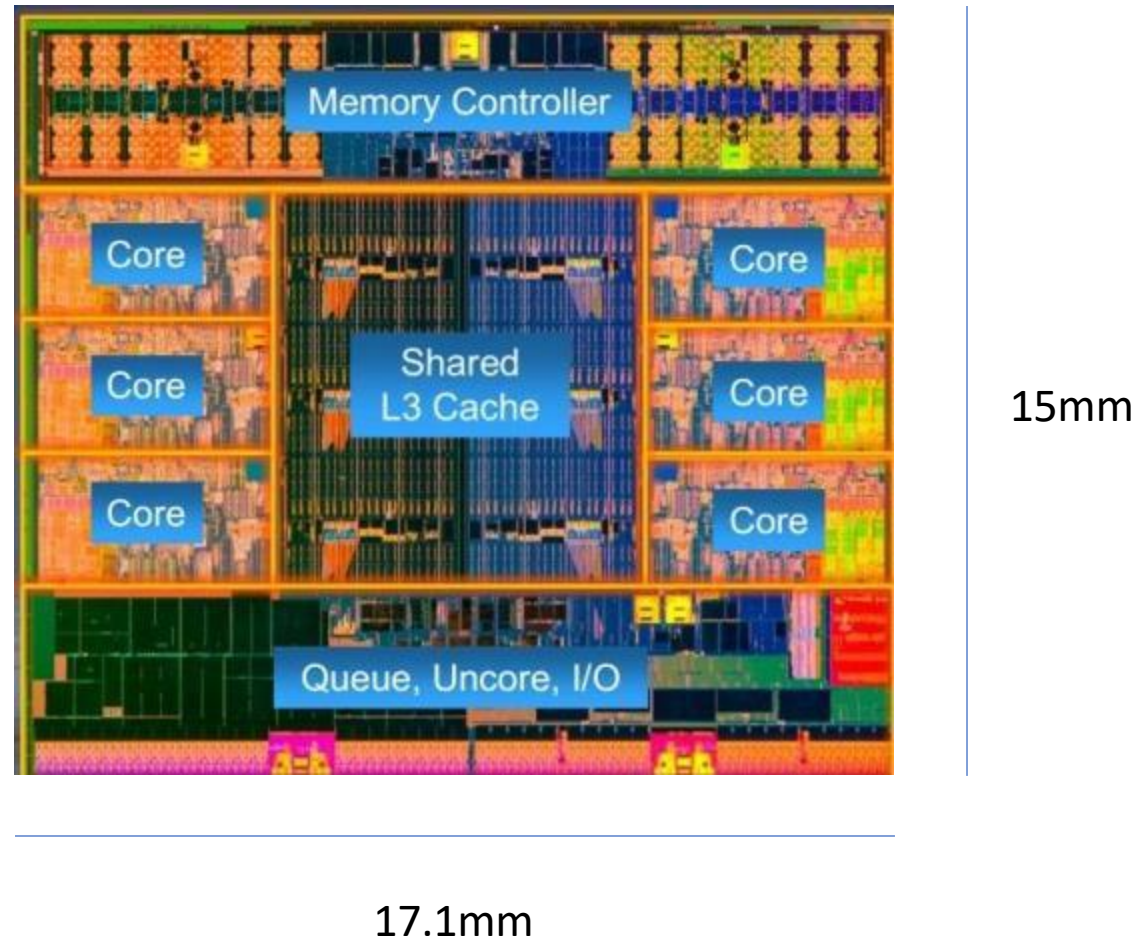
Which architecture is better?



Key Question: What defines “good”?

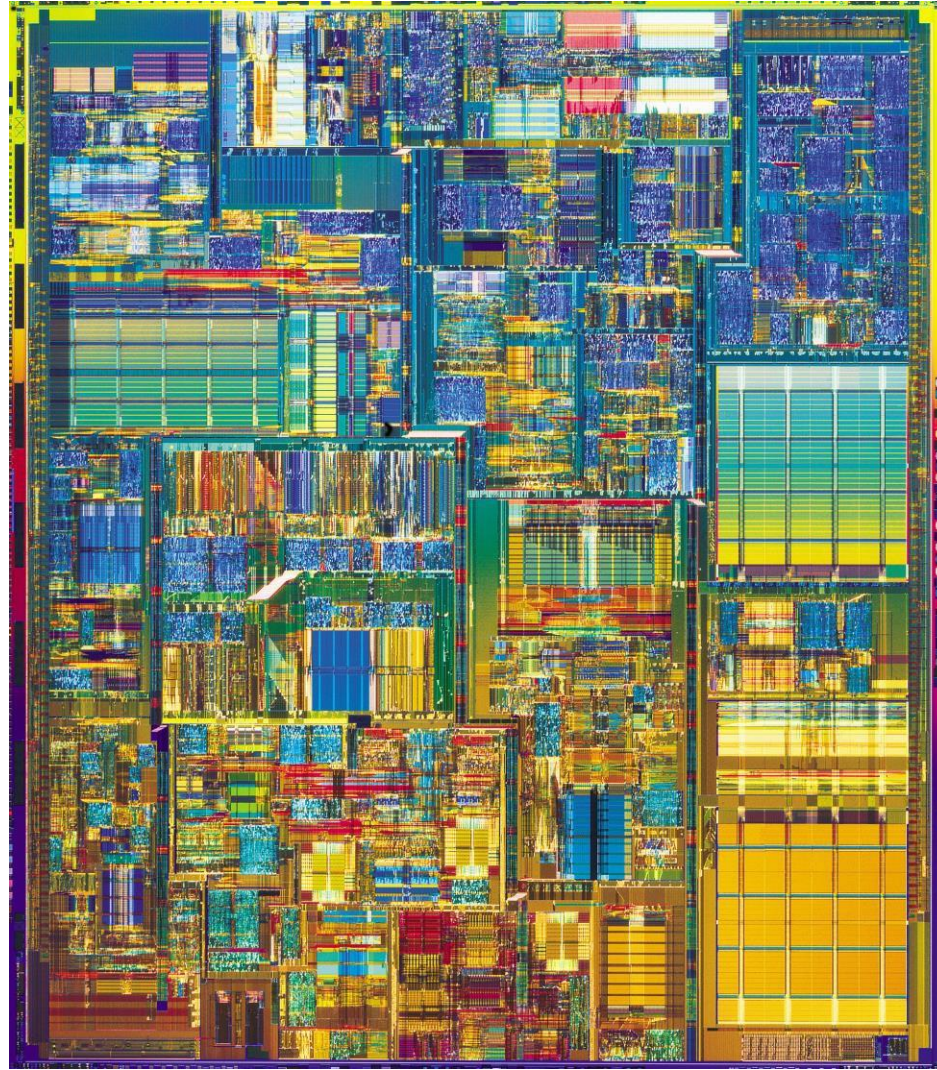
Intel Core i7-4960X

Area: 257 mm²
22nm process tech.
3.6GHz



Intel Pentium 4

Area: 1225 mm²
180nm process tech.
1.8GHz

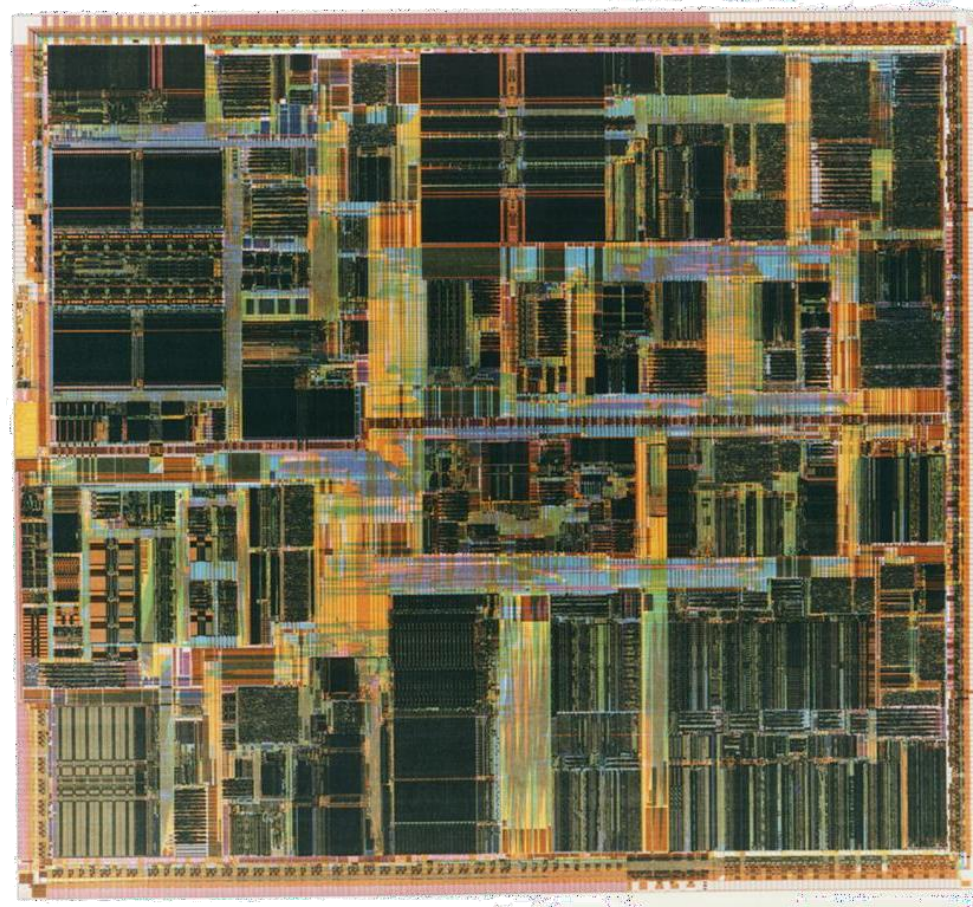


35mm

35mm

Intel Pentium Pro / Klamath Falls

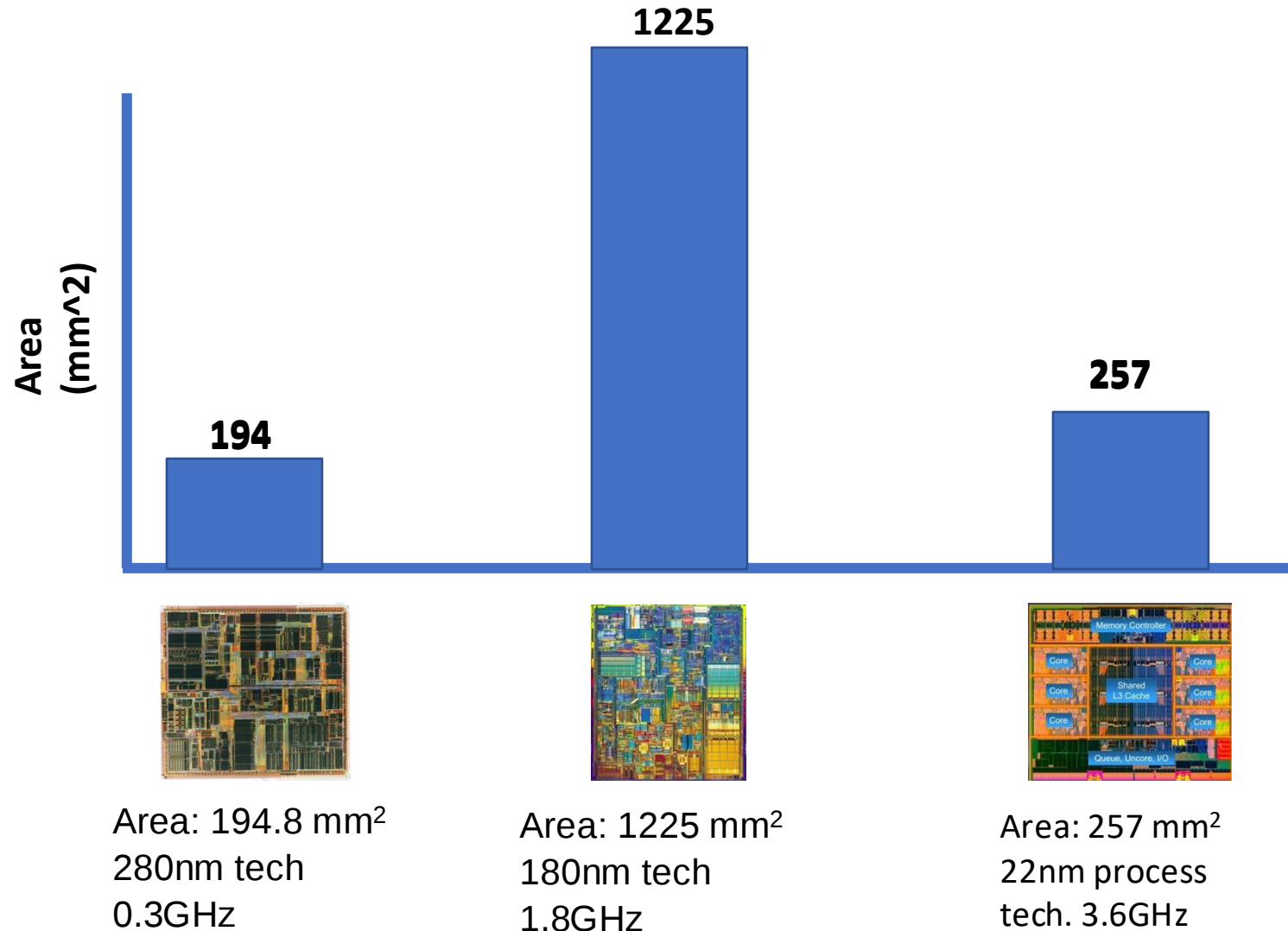
Area: 194.8 mm²
280nm process tech.
0.3GHz



14mm

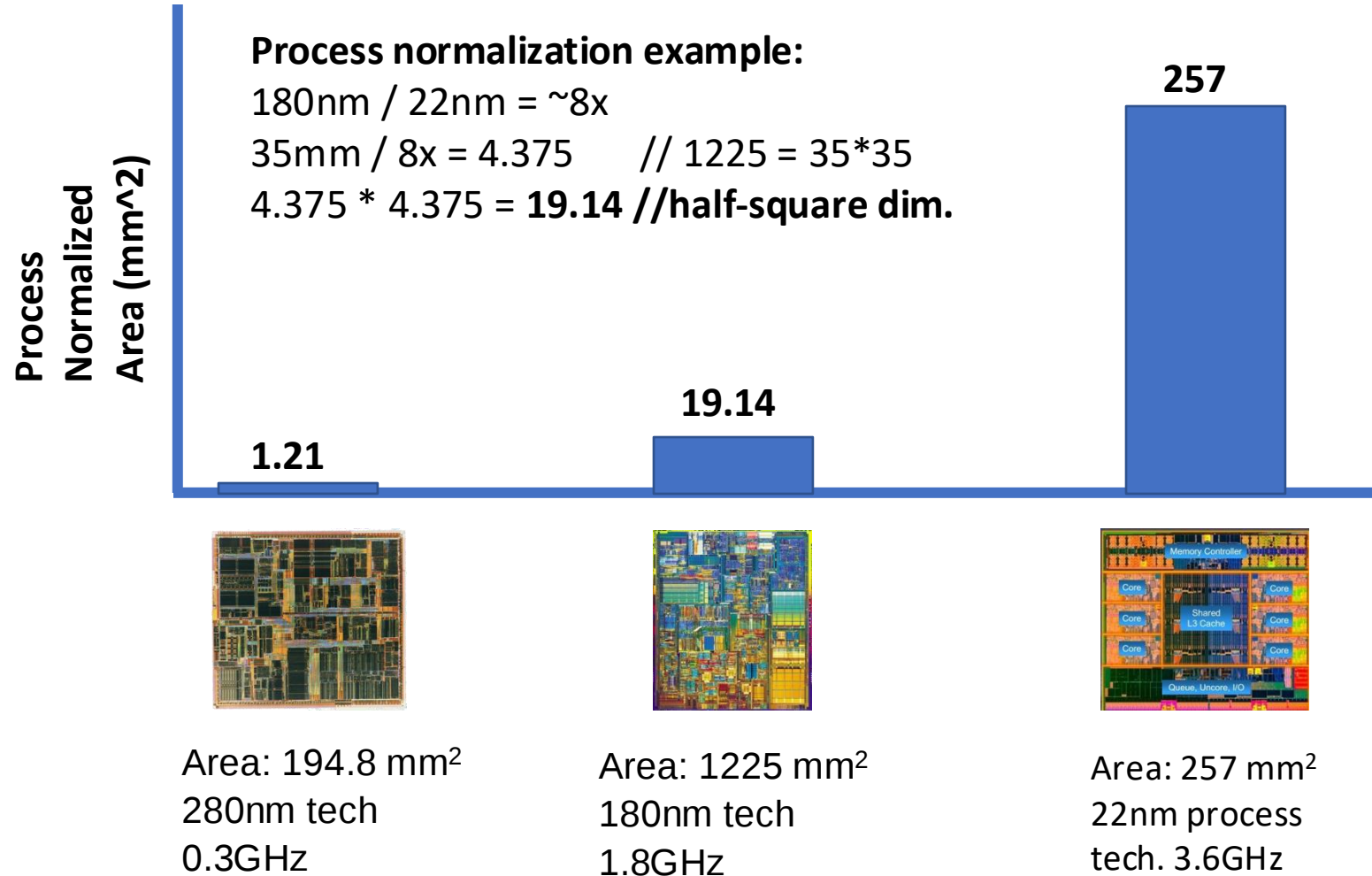
14mm

Comparing Processor Designs



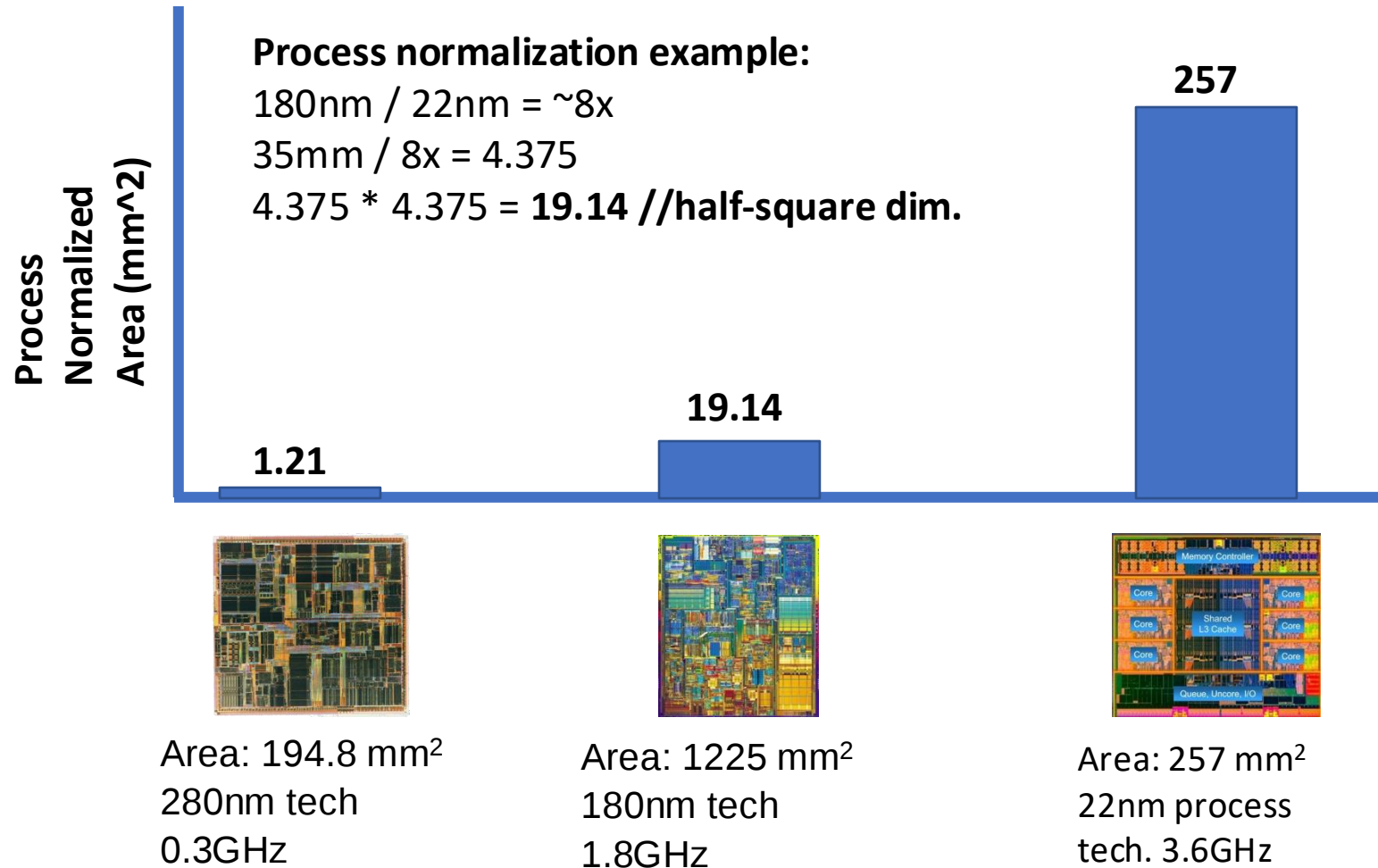
What do we learn from this comparison?

Comparing Processor Designs



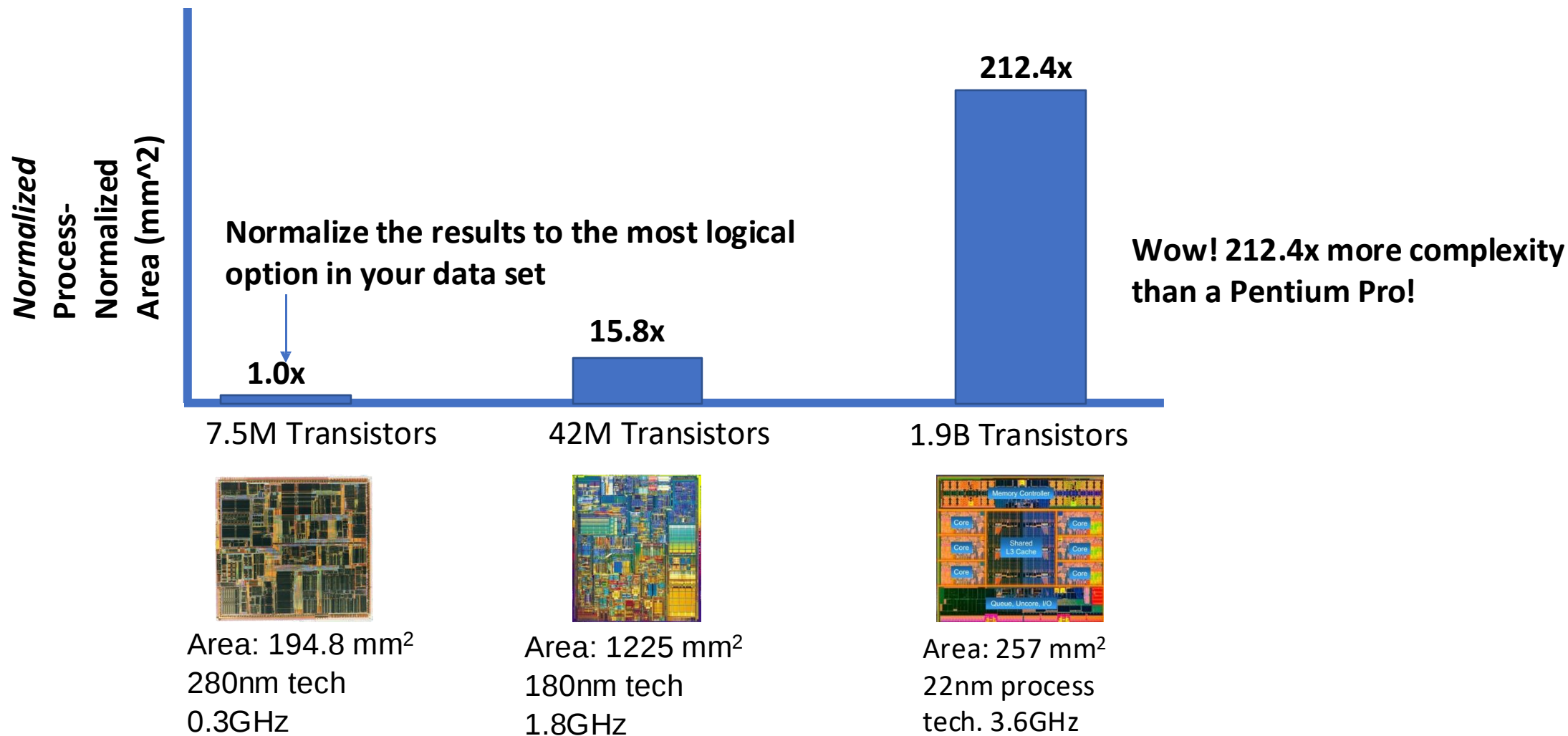
Now what do we learn? What did we change?

Comparing Processor Designs



The **metric** you use should suit the comparison

Comparing Processor Designs



The **relative value** is most important in comparisons

There are lots of metrics to choose from

- Performance:
 - **Run time** or “latency” (seconds to get a result)
 - Throughput (results per second)
 - Instructions per Cycle (IPC) or Cycles per Instruction (CPI)
- Energy:
 - **Total energy**
 - Power (avg. or peak) [we will come back to this one....]
 - Area (absolute or normalized)
- Efficiency:
 - **Performance per power** (GigaOperations Per Second Per Watt: GOPS/W)
 - Operations per Joule ($1\text{W} = 1\text{J/s}$, so multiply by J/s, then by 1s)
 - Throughput per unit area (results per second per mm^2)

There are lots of metrics to choose from

- **Cache-specific:**

- Cache Misses per Kilo-Instruction
- Cache Misses per Kilo-Memory-Instruction
- Cache Misses per Cache Access
- **Average Memory Access Time**

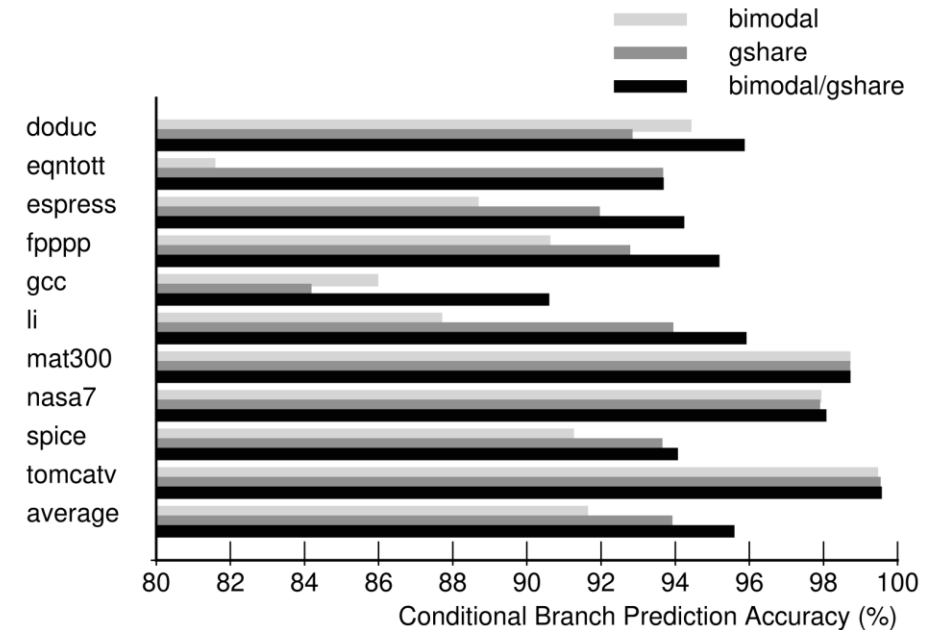
Seriously!?!

- **Control-specific:**

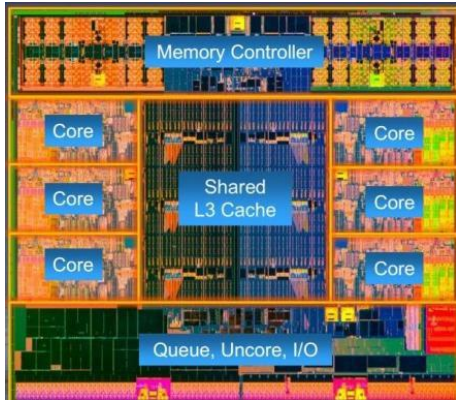
- Branch prediction accuracy
- **Branch Mispredictions per Kilo-Instruction**

- **Memory-specific:**

- **Data throughput (GB/s)**
- **Memory Latency (seconds per random byte)**

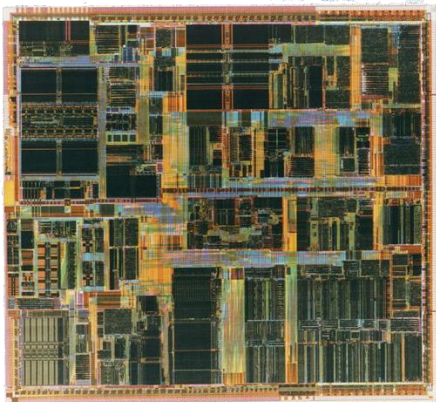


Measuring a System's Performance



Get a system that you want to measure and clean it up and isolate it from everything else in the world

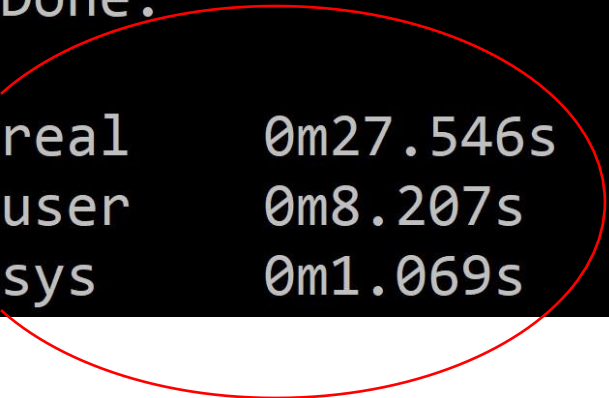
Find a workload that you can run on your system and that will produce a meaningful result



Choose an appropriate baseline system to which to compare your results to understand their relative merit

Measure your baseline...

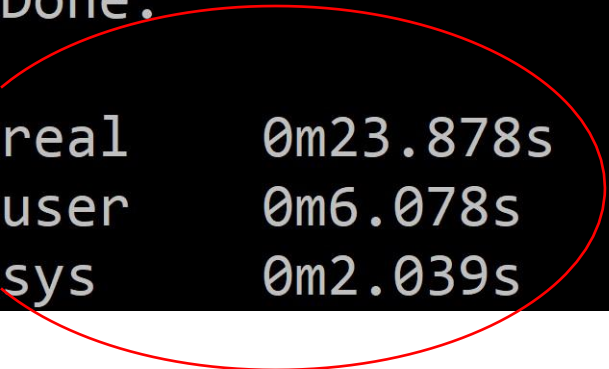
```
blucia@Nuugaatsiaq:~/cvsandbox/18-344/graph-optimization$ time ./handout 100m.  
g 100m.handout.new.csr  
Loading 100000000 edges  
Loading [100m.g]...Done.  
Counting neighbors...Accumulating neighbor counts...Done.  
Populating neighbors...Done.  
Ejecting CSR...Writing out CSR data to [100m.handout.new.csr]...Done.  
Done.  
  
real    0m27.546s  
user    0m8.207s  
sys     0m1.069s
```



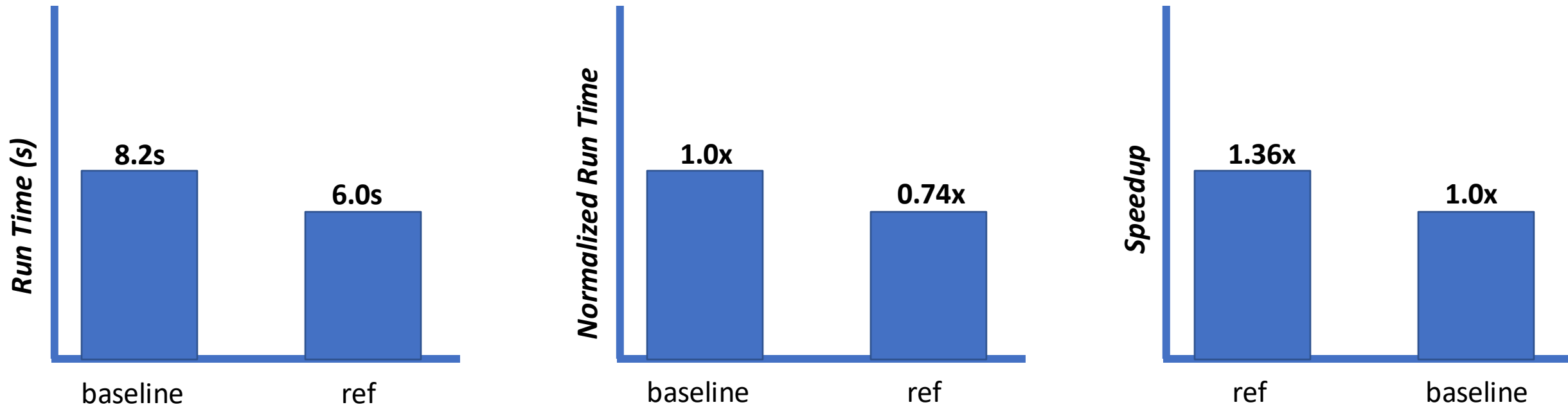
...measure your system...

```
blucia@Nuugaatsiaq:~/cvsandbox/18-344/graph-optimization$ time ./ref 100m.g 10
0m.ref.new.csr
Loading 100000000 edges
Loading [100m.g]...Done.
Counting neighbors...Accumulating neighbor counts...Done.
Populating neighbors...Done.
Ejecting CSR...Writing out CSR data to [100m.ref.new.csr]...Done.
Done.

real    0m23.878s
user    0m6.078s
sys     0m2.039s
```

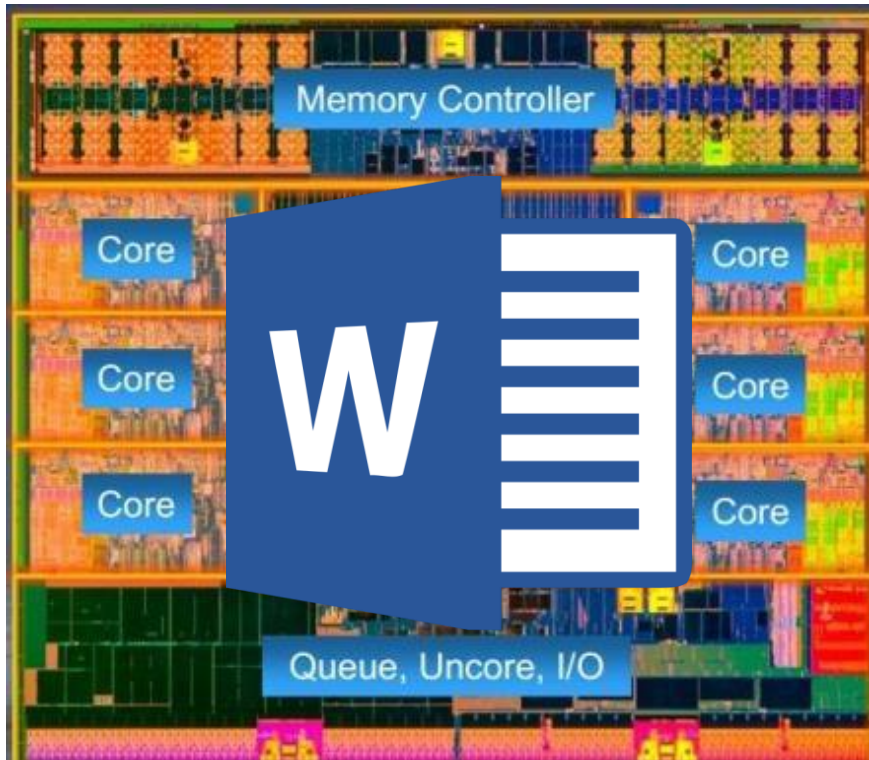
A red oval is drawn around the timing output section of the terminal text, specifically enclosing the lines 'real 0m23.878s', 'user 0m6.078s', and 'sys 0m2.039s'.

...and compare the results



These are equivalent results, with different presentations

Choosing your measurement workload
The “Benchmark Problem”



What are we looking for in a benchmark program?

- **Representative** of typical workloads for system
- **Runs long enough** to measure precisely
- Runs in **reasonable time** for repeated trials
- Runs with **deterministic** metric values
- Runs w/ **no excessively large inputs** or I/O
- Runs with **no human intervention**

Benchmark Suites



The Standard Performance Evaluation Corporation

- Founded 1988 by workstation computer manufacturers
- Goal: eliminate hype misinformation, replace hype with hard data, eliminate **“apples-to-oranges” comparison** of computer systems
- Methodology: provide standardized suite of source code that a benchmarker (a human) can compile for their system, tune for best results, and run for an official benchmark performance score comparable to others.
- Updates benchmark suite periodically to keep it in line with the market, i.e. the workloads driving the sales.

What are these benchmark programs?

SPECspeed®2017 Integer	Language [1]	KLOC [2]	Application Area
600.perlbench_s	C	362	Perl interpreter
602.gcc_s	C	1,304	GNU C compiler
605.mcf_s	C	3	Route planning
620.omnetpp_s	C++	134	Discrete Event simulation - computer network
623.xalancbmk_s	C++	520	XML to HTML conversion via XSLT
625.x264_s	C	96	Video compression
631.deepsjeng_s	C++	10	Artificial Intelligence: alpha-beta tree search (Chess)
641.leela_s	C++	21	Artificial Intelligence: Monte Carlo tree search (Go)
648.exchange2_s	Fortran	1	Artificial Intelligence: recursive solution generator (Sudoku)
657.xz_s	C	33	General data compression

MLPerf (“MLCommons”) Benchmarks

TABLE I

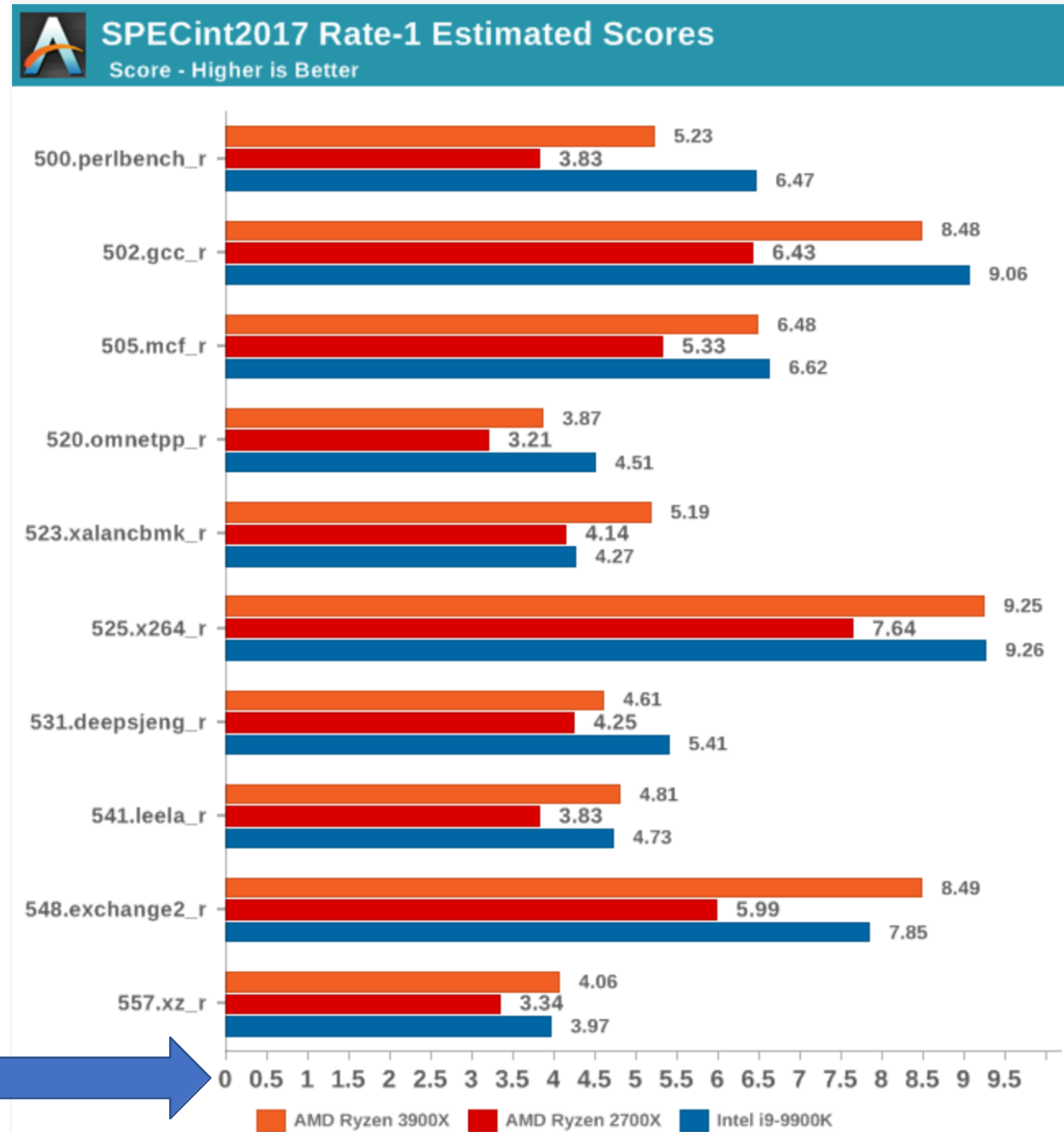
ML TASKS IN MLPERF INFERENCE V0.5. EACH ONE REFLECTS CRITICAL COMMERCIAL AND RESEARCH USE CASES FOR A LARGE CLASS OF SUBMITTERS, AND TOGETHER THEY COVER A BROAD SET OF COMPUTING MOTIFS (E.G., CNNs AND RNNs).

AREA	TASK	REFERENCE MODEL	DATA SET	QUALITY TARGET
VISION	IMAGE CLASSIFICATION (HEAVY)	RESNET-50 v1.5 25.6M PARAMETERS 8.2 GOPS / INPUT	IMAGENET (224x224)	99% OF FP32 (76.456%) TOP-1 ACCURACY
VISION	IMAGE CLASSIFICATION (LIGHT)	MOBILENET-V1 224 4.2M PARAMETERS 1.138 GOPS / INPUT	IMAGENET (224x224)	98% OF FP32 (71.676%) TOP-1 ACCURACY
VISION	OBJECT DETECTION (HEAVY)	SSD-RESNET-34 36.3M PARAMETERS 433 GOPS / INPUT	COCO (1,200x1,200)	99% OF FP32 (0.20 MAP)
VISION	OBJECT DETECTION (LIGHT)	SSD-MOBILENET-V1 6.91M PARAMETERS 2.47 GOPS / INPUT	COCO (300x300)	99% OF FP32 (0.22 MAP)
LANGUAGE	MACHINE TRANSLATION	GNMT 210M PARAMETERS	WMT16 EN-DE	99% OF FP32 (23.9 SACREBLEU)

What are these benchmark programs?

SPECspeed®2017 Integer	Language [1]	KLOC [2]	Application Area
600.perlbench_s	C	362	Perl interpreter
602.gcc_s	C	1,304	GNU C compiler
605.mcf_s	C	3	Route planning
620.omnetpp_s	C++	134	Discrete Event simulation - computer network
623.xalancbmk_s	C++	520	XML to HTML conversion via XSLT
625.x264_s	C	96	Video compression
631.deepsjeng_s	C++	10	Artificial Intelligence: alpha-beta tree search (Chess)
641.leela_s	C++	21	Artificial Intelligence: Monte Carlo tree search (Go)
648.exchange2_s	Fortran	1	Artificial Intelligence: recursive solution generator (Sudoku)
657.xz_s	C	33	General data compression

Allows us to compare different machines?



What is this axis showing?

SPEC Baselines to a Reference Machine

Oracle Sun Fire V490

Competitive 2000s-era server

4-Socket UltraSPARC IV architecture

64GB Max Memory Capacity

Last shipped April 2009



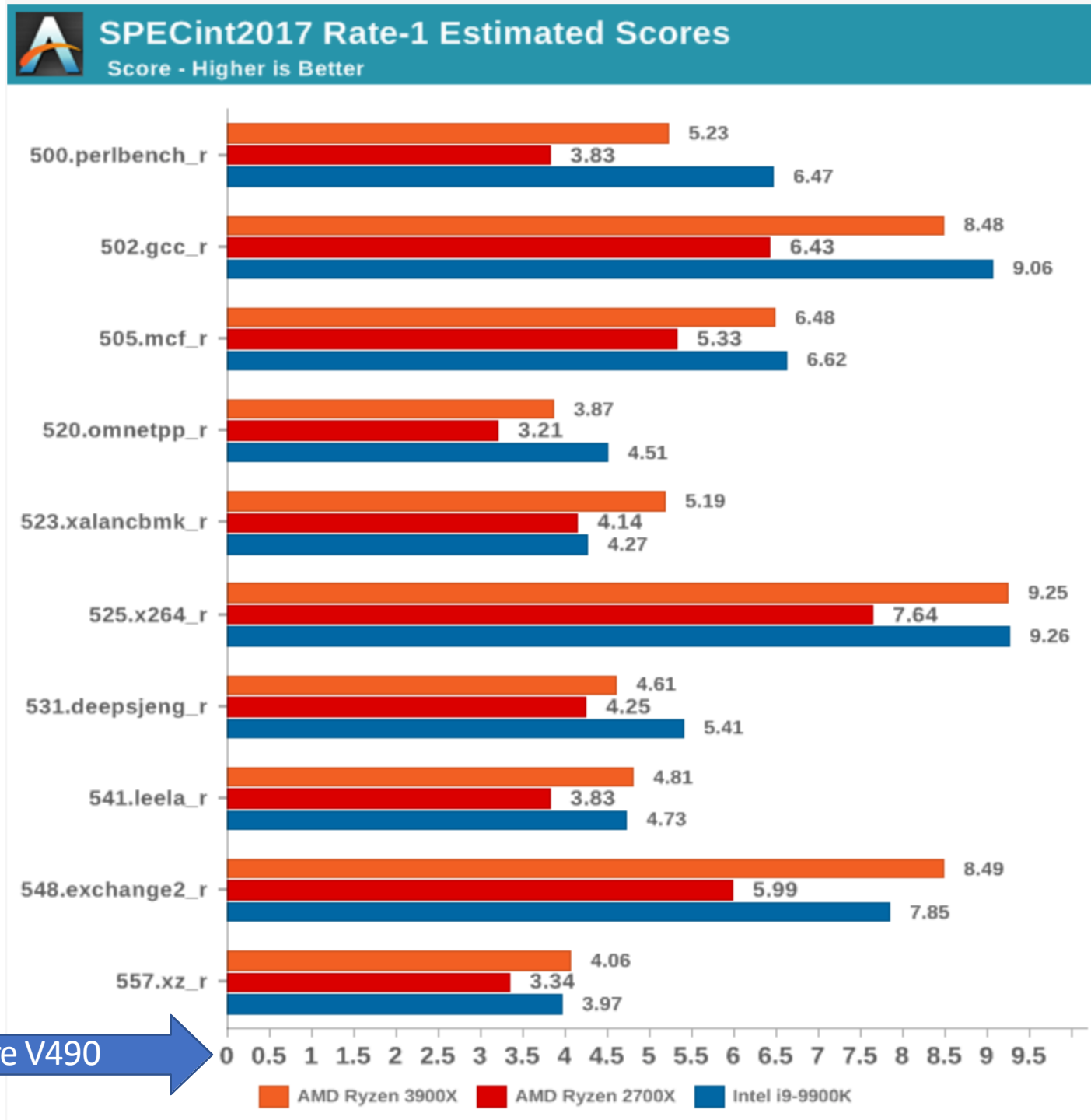
For SPEC2017, this machine represents 1.0 SPECMarks

Why compare to some random machine from 2001?

Allows us to compare arbitrary machines!



SPECMarks: Normalized throughput relative to Sun Fire V490



The SPEC Reference Machine Challenge

- A current competitor won't fly
 - It is an industry benchmark.
 - Do you want your machine to be the slow 1.0?
 - Do you want everyone talking about a competitor's product as if it is the current gold standard
- An unfamiliar machine is an unintuitive metric
- An imaginary machine is worse
- An older machine may be poorly suited for current workloads
 - It isn't just ops/sec.
 - Consider a modern large working set workload run on an older machine with a smaller cache. How does one compare?
- A recent "venerable workhorse" may be the best option

A Few Other Presently Relevant Benchmarks

- Cloudsuite
 - Data center works (may be a little less relevant than a few years ago)
- MLPerf
 - Cloud-based training and inference performance
- GAP Code (Berkeley)
 - Data center works (may be a little less relevant than a few years ago)

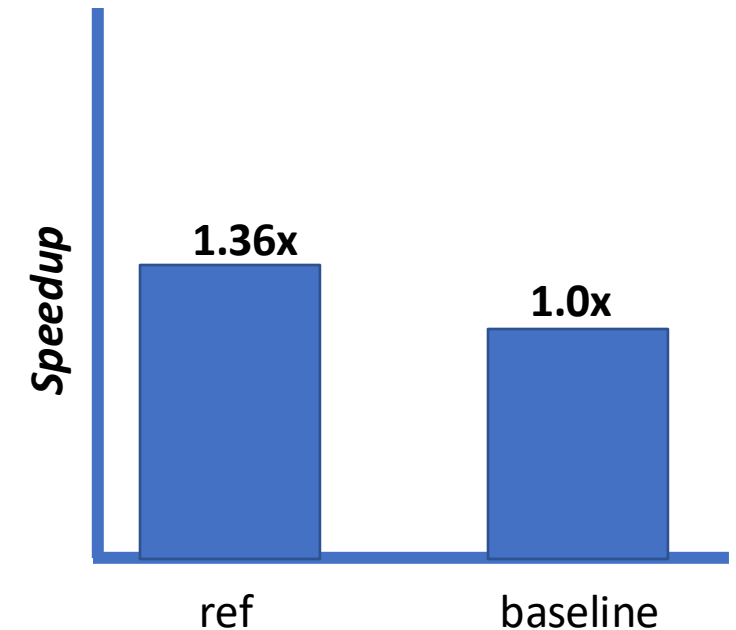
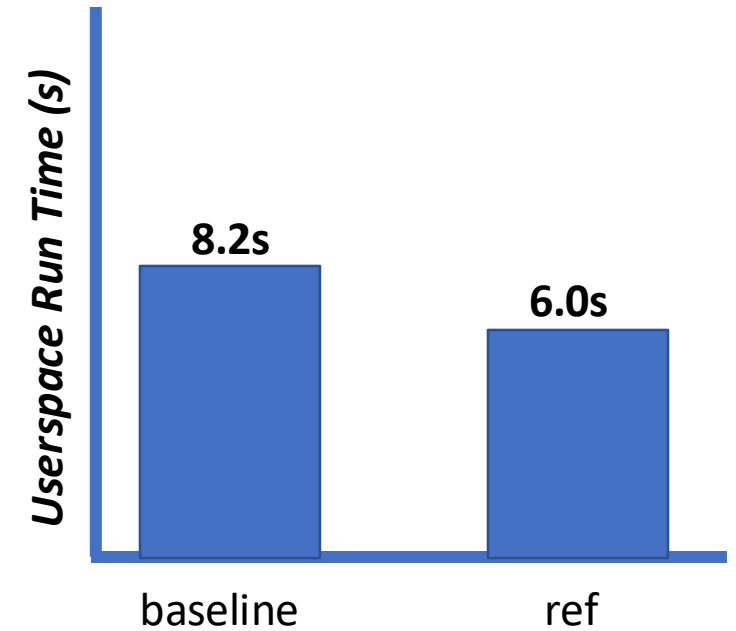
It is sometimes appropriate to propose a new benchmark tuned to emerging concerns, but results are typically also reported for well-accepted benchmark(s) until the research community understands the proposed benchmark, observes a critical mass of research data based upon it, and accepts its relevance.

Lies, Damned Lies, and Statistics (Twain/Diraeli)

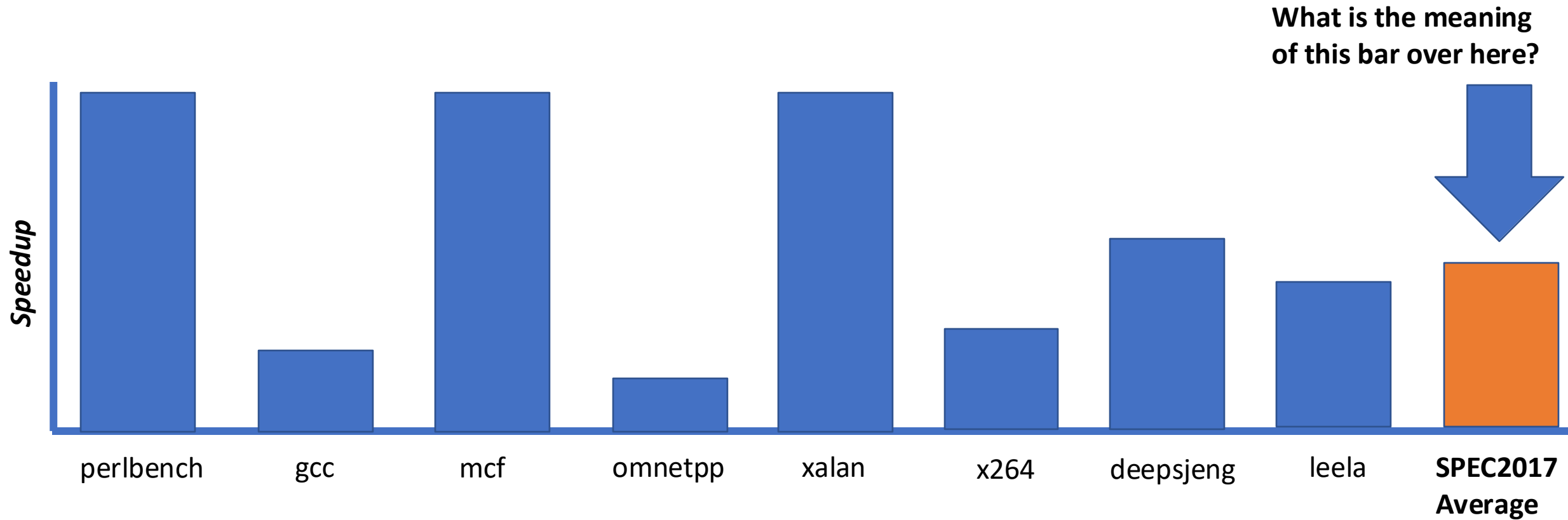
- Comparing to the wrong thing can make anything look good
 - Comparing an improvement of a feature to the absence of a feature, e.g. a new branch predictor to none at all vs comparing it to a well-accepted best-of-class
- Comparing in a nonsensical environment can make anything look good
 - Workload too large for cache on reference machine
 - Comparing single core to multicore and letting bus traffic interfere
- Choosing a benchmark not relevant to the audience or problem
 - E.g., just a SPEC benchmark, when the use case is a novel workload for which the chosen benchmark, though well accepted for other purposes, is not relevant.
- Managing the data
 - Cherry-picking runs (when there is environmental interference)
 - Not excluding outliers (when there is environmental interference)
 - Averaging or otherwise summarizing inappropriately

Practical Normalized Performance Measurement

- Choose appropriate baseline system
 - Not going to use Oracle Sun Fire V490 unless you're submitting to SPEC
- Select a highly optimized baseline
 - Avoid “Straw Man” comparisons
- Select a comparable baseline
 - Avoid “apples-to-oranges” comparisons



Single Number Performance Summaries



On Computing Averages: Options

$$\textit{ArithmeticMean}(a_1, a_2, a_3, \dots, a_N) = \frac{\sum_i^N a_i}{N}$$

$$\textit{GeometricMean}(a_1, a_2, a_3, \dots, a_N) = \sqrt[N]{\prod_i^N a_i}$$

$$\textit{HarmonicMean}(a_1, a_2, a_3, \dots, a_N) = \frac{N}{\sum_i \frac{1}{a_i}}$$

Amean – Good for averaging times

$$\textit{ArithmeticMean}(a_1, a_2, a_3, \dots, a_N) = \frac{\sum_{i=1}^N a_i}{N}$$

- Averages all data points equally. Sums them up and divides by number of data points
- Good for times.

Geometric Mean – good for speedups

$$\textit{GeometricMean}(a_1, a_2, a_3, \dots, a_N) = \sqrt[N]{\prod_i a_i}$$

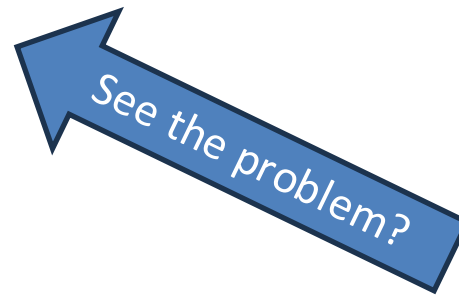
Program 1: 0.5x speedup

Program 2: 2.0x speedup

Average speedup: 1.0 (one is half as fast, one is twice as fast)

$\text{Amean}(0.5, 2.0) = (0.5 + 2.0) / 2 = 2.5 / 2 = 1.25x$

$\text{Gmean}(0.5, 2.0) = \text{sqrt}(0.5 * 2.0) = \text{Sqrt}(1.0) = 1.0$



Harmonic Mean – Good for rates

$$\textit{HarmonicMean}(a_1, a_2, a_3, \dots, a_N) = \frac{N}{\sum_i \frac{1}{a_i}}$$

F() has N instructions

N instructions at 60GOPS

N same instructions at 20GOPS

Total time = $N/60 + N/20 = N/15$; $N=60 \rightarrow 4s$.

Amean: $(60\text{GOPS} + 20\text{GOPS}) / 2 = 40\text{GOPS}$

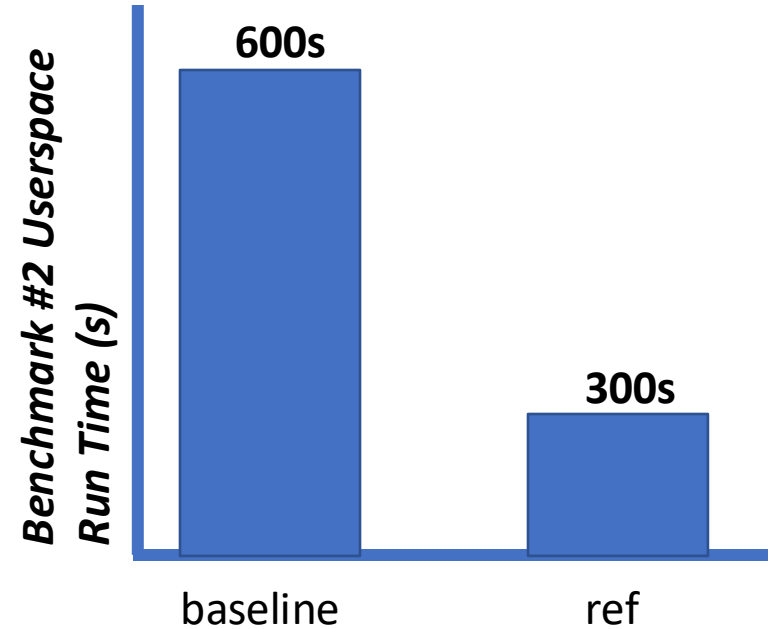
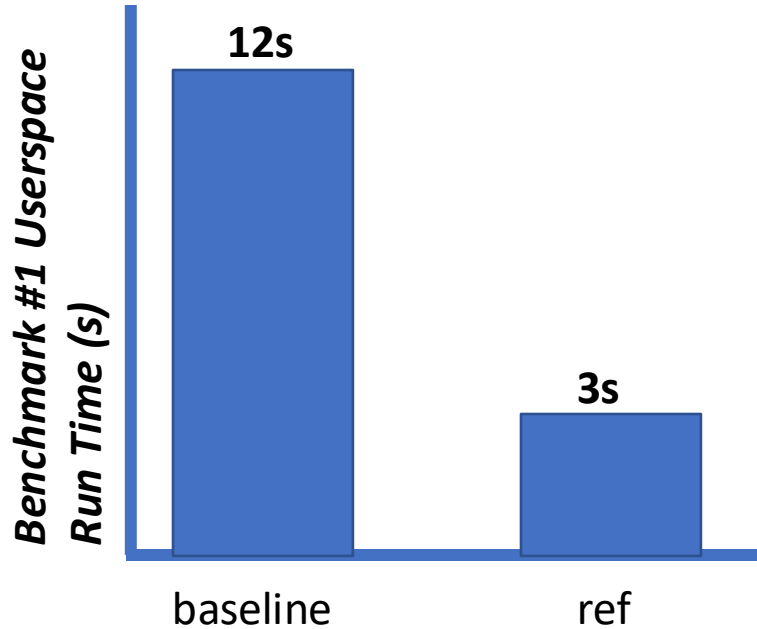
Total time using Amean: $2N / 40$; $N = 60 \rightarrow 120/40 = 3s$ (incorrect)

Hmean: Avg GOPS = Total Instructions / Sum of per-call times =

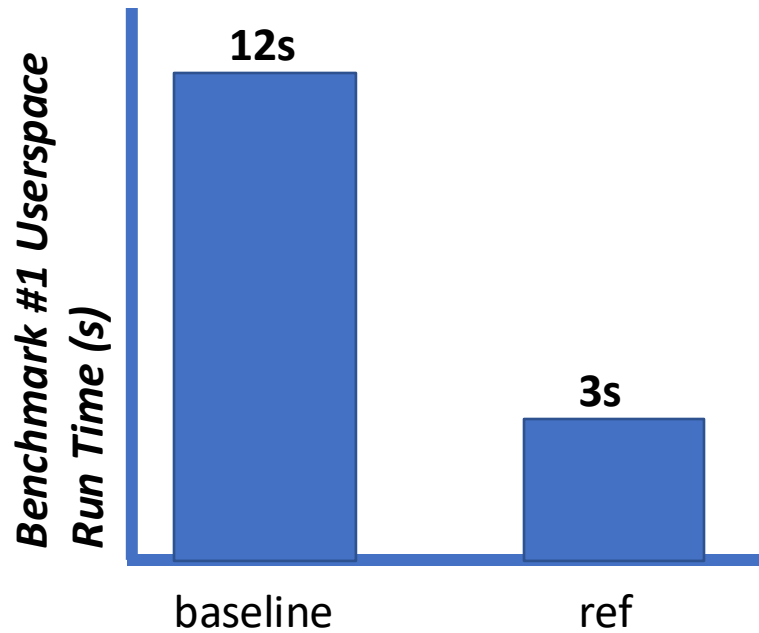
$2N / (N/60 + N/20) = 2 / (1/60 + 1/20) = 2 / (1 / 15) = 30\text{GOPS}$

Total time using Hmean: $2N / 30$; $N = 60 \rightarrow 120/30 = 4s$ (correct)

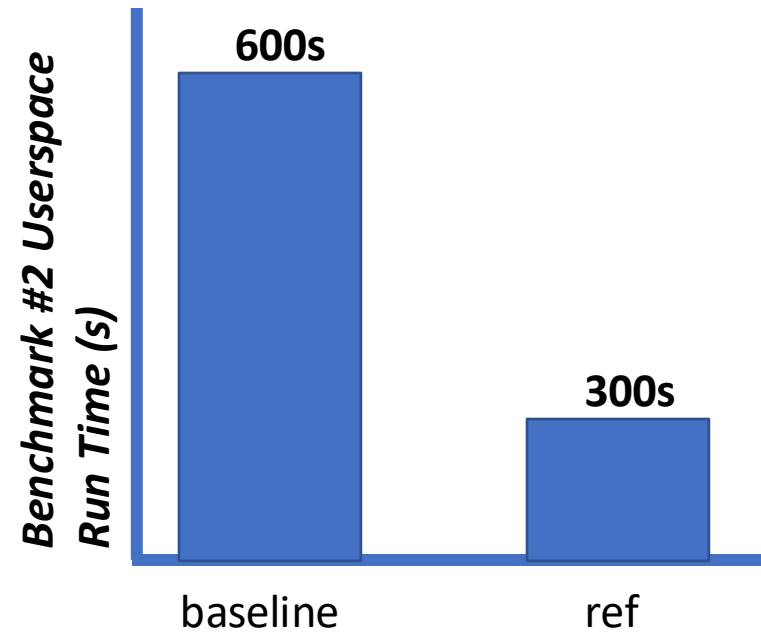
The problem with single-number performance summaries by example



Thinking in ratios



$$\text{Speedup} = 12\text{s} / 3\text{s} = 4\text{x}$$



$$\text{Speedup} = 600\text{s} / 300\text{s} = 2\text{x}$$

Unweighted Average Speedup (gmean of speedups) = $\sqrt{4\text{x} * 2\text{x}} = 2.82\text{x}$ (No benchmark is more important or prevalent than any other in the wild despite differences in time during tests – unweighted average.)

Time-weighted Average Speedup (amean of times) = $612\text{s} / 303\text{s} = 2.02\text{x}$ (Runtime of each test indicates its prevalence/importance in the wild. Tests that run longer count for more – weighted average. This only makes sense if workloads balance out in this proportion in the wild. Otherwise can weight by prevalence, etc.)

Isolating your measurement environment

Isolating your measurement environment

```
top - 16:16:03 up 2:08, 0 users, load average: 0.00, 0.00, 0.00
Tasks: 5 total, 1 running, 4 sleeping, 0 stopped, 0 zombie
%Cpu(s): 0.0 us, 0.1 sy, 0.0 ni, 99.9 id, 0.0 wa, 0.0 hi, 0.0 si, 0.0
MiB Mem : 12718.9 total, 12372.5 free, 83.1 used, 263.3 buff/cache
MiB Swap: 4096.0 total, 4096.0 free, 0.0 used. 12394.2 avail Mem
```

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
1	root	20	0	892	584	516	S	0.0	0.0	0:00.02	init
6	root	20	0	892	88	20	S	0.0	0.0	0:00.00	init
7	root	20	0	892	88	20	S	0.0	0.0	0:01.20	init
8	blucia	20	0	10280	5408	3488	S	0.0	0.0	0:00.71	bash
508	blucia	20	0	10868	3724	3216	R	0.0	0.0	0:00.00	top

First check the basics (like no one is gamin' on the rig)

Unintuitive Sources of Performance Interference

Producing Wrong Data Without Doing Anything Obviously Wrong!

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```
blucia@Nuugaatsiaq:~$ env
SHELL=/bin/bash
PINPATH=/home/blucia/cvsandbox/pin/pin-3.18-98332-gaebd7b1e6-gcc-linux
WSL_DISTRO_NAME=Ubuntu-20.04
NAME=Nuugaatsiaq
PWD=/home/blucia
LOGNAME=blucia
MOTD_SHOWN=update-motd
HOME=/home/blucia
LANG=C.UTF-8
WSL_INTEROP=/run/WSL/632_interop
LS_COLORS=rs=0:di=01;34:ln=01;36:mh=00:pi=40;33:so=01;35:do=01;35:bd=40;33;01:cd=40;33;01:or=40;31;01:mi=00:su=37;41:sg=30;43:ca=30;41:tw=30;42:ow=34;42:st=3
7;44:ex=01;32:*.tar=01;31:*.tgz=01;31:*.arc=01;31:*.arj=01;31:*.taz=01;31:*.lha=01;31:*.lz4=01;31:*.lzh=01;31:*.lzma=01;31:*.tlz=01;31:*.txz=01;31:*.tzo=01;3
1:*.t7z=01;31:*.zip=01;31:*.z=01;31:*.dz=01;31:*.gz=01;31:*.lrz=01;31:*.lz=01;31:*.lzo=01;31:*.xz=01;31:*.zst=01;31:*.tzst=01;31:*.bz2=01;31:*.bz=01;31:*.tbz
=01;31:*.tbz2=01;31:*.tz=01;31:*.deb=01;31:*.rpm=01;31:*.jar=01;31:*.war=01;31:*.ear=01;31:*.sar=01;31:*.rar=01;31:*.alz=01;31:*.ace=01;31:*.zoo=01;31:*.cpio
=01;31:*.7z=01;31:*.rz=01;31:*.cab=01;31:*.wim=01;31:*.swm=01;31:*.dwm=01;31:*.esd=01;31:*.jpg=01;35:*.jpeg=01;35:*.mjpg=01;35:*.mjpeg=01;35:*.gif=01;35:*.bm
p=01;35:*.pbm=01;35:*.pgm=01;35:*.ppm=01;35:*.tga=01;35:*.xbm=01;35:*.xpm=01;35:*.tif=01;35:*.tiff=01;35:*.png=01;35:*.svg=01;35:*.svgz=01;35:*.mng=01;35:*.p
cx=01;35:*.mov=01;35:*.mpg=01;35:*.mpeg=01;35:*.m2v=01;35:*.mkv=01;35:*.webm=01;35:*.ogm=01;35:*.mp4=01;35:*.m4v=01;35:*.mp4v=01;35:*.vob=01;35:*.qt=01;35:*.
nuv=01;35:*.wmv=01;35:*.asf=01;35:*.rm=01;35:*.rmvb=01;35:*.flc=01;35:*.avi=01;35:*.fli=01;35:*.flv=01;35:*.gl=01;35:*.dl=01;35:*.xcf=01;35:*.xwd=01;35:*.yuv
=01;35:*.cgm=01;35:*.emf=01;35:*.ogv=01;35:*.ogx=01;35:*.aac=00;36:*.au=00;36:*.flac=00;36:*.m4a=00;36:*.mid=00;36:*.midi=00;36:*.mka=00;36:*.mp3=00;36:*.mpc
=00;36:*.ogg=00;36:*.ra=00;36:*.wav=00;36:*.oga=00;36:*.opus=00;36:*.spx=00;36:*.xspf=00;36:
PIN_ROOT=/home/blucia/cvsandbox/pin/pin-3.18-98332-gaebd7b1e6-gcc-linux
PIN_HOME=/home/blucia/cvsandbox/pin/pin-3.18-98332-gaebd7b1e6-gcc-linux
LESSCLOSE=/usr/bin/lesspipe %s %s
TERM=xterm-256color
LESSOPEN=| /usr/bin/lesspipe %s
USER=blucia
DISPLAY=172.17.80.1:0
SHLVL=1
WSLENV=
XDG_DATA_DIRS=/usr/local/share:/usr/share:/var/lib/snapd/desktop
PROJECT_ROOT=/home/blucia/cvsandbox/panic
PATH=/home/blucia/.local/bin:/home/blucia/cvsandbox/pin/pin-3.18-98332-gaebd7b1e6-gcc-
linux:/home/blucia/.local/bin:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/games:/usr/local/games:/mnt/c/Program
Files/WindowsApps/CanonicalGroupLimited.Ubuntu20.04onWindows_2004.2021.610.0_x64__79rhkp1fndgsc:/mnt/c/WINDOWS/system32:/mnt/c/WINDOWS:/mnt/c/WINDOWS/System3
2/Wbem:/mnt/c/WINDOWS/System32/WindowsPowerShell/v1.0:/mnt/c/WINDOWS/System32/OpenSSH:/mnt/c/Program Files (x86)/PDFtk Server/bin:/mnt/c/Program
Files/MIT/Kerberos/bin:/mnt/c/Program Files/OpenAFS/Common:/mnt/c/Program
Files/OpenAFS/Client/Program:/mnt/c/Users/bluci/AppData/Local/Microsoft/WindowsApps:/snap/bin
HOSTTYPE=x86_64
RISCV=/home/blucia/cvsandbox/panic-riscv-tools/riscv-tools
_=/usr/bin/env
blucia@Nuugaatsiaq:~$
```

```
blucia@Nuugaatsiaq:~$ env
SHELL=/bin/bash
PINPATH=/home/blucia/cvsandbox/pin/pin-3.18-98332-gaebd7b1e6-gcc-linux
WSL_DISTRO_NAME=Ubuntu-20.04
NAME=Nuugaatsiaq
PWD=/home/blucia
LOGNAME=blucia
MOTD_SHOWN=update-motd
HOME=/home/blucia
LANG=C.UTF-8
WSL_INTEROP=/run/WSL/632_interop
LS_COLORS=rs=0:di=01;34:ln=01;36:mh=00:pi=40;33:so=01;35:do=01;35:bd=40;33;01:cd=40;33;01:or=40;31;01:mi=00:su=37;41:sg=30;43:ca=30;41:tw=30;42:ow=34;42:st=3
7;44:ex=01;32:*.tar=01;31:*.tgz=01;31:*.arc=01;31:*.arj=01;31:*.taz=01;31:*.lha=01;31:*.lz4=01;31:*.lzh=01;31:*.lzma=01;31:*.tlz=01;31:*.txz=01;31:*.tzo=01;3
1:*.t7z=01;31:*.zip=01;31:*.z=01;31:*.dz=01;31:*.gz=01;31:*.lrz=01;31:*.lz=01;31:*.lzo=01;31:*.xz=01;31:*.zst=01;31:*.tzst=01;31:*.bz2=01;31:*.bz=01;31:*.tbz
=01;31:*.tbz2=01;31:*.tz=01;31:*.deb=01;31:*.rpm=01;31:*.jar=01;31:*.war=01;31:*.ear=01;31:*.sar=01;31:*.rar=01;31:*.alz=01;31:*.ace=01;31:*.zoo=01;31:*.cpio
=01;31:*.7z=01;31:*.x=01;31:*.gif=01;35:*.bmp=01;35:*.mng=01;35:*.png=01;35:*.jpe=01;35:*.jpeg=01;35:*.jpg=01;35:*.pnm=01;35:*.ppm=01;35:*.tga=01;35:*.tif=01;35:*.tiff=01;35:*.wmv=01;35:*.asf=01;35:*.rm=01;35:*.rmvb=01;35:*.flc=01;35:*.avi=01;35:*.lrm=01;35:*.flv=01;35:*.gl=01;35:*.dl=01;35:*.xcf=01;35:*.xwd=01;35:*.yuv
=01;35:*.cgm=01;35:*.emf=01;35:*.ogv=01;35:*.ogx=01;35:*.aac=00;36:*.au=00;36:*.flac=00;36:*.m4a=00;36:*.mid=00;36:*.midi=00;36:*.mka=00;36:*.mp3=00;36:*.mpc
=00;36:*.ogg=00;36:*.ra=00;36:*.wav=00;36:*.oga=00;36:*.opus=00;36:*.spx=00;36:*.xspf=00;36:
PIN_ROOT=/home/blucia/cvsandbox/pin/pin-3.18-98332-gaebd7b1e6-gcc-linux
PIN_HOME=/home/blucia/cvsandbox/pin/pin-3.18-98332-gaebd7b1e6-gcc-linux
LESSCLOSE=/usr/bin/lesspipe %s %s
TERM=xterm-256color
LESSOPEN=| /usr/bin/lesspipe %s
USER=blucia
DISPLAY=172.17.80.1:0
SHLVL=1
WSLENV=
XDG_DATA_DIRS=/usr/local/share:/usr/share:/var/lib/snapd/desktop
PROJECT_ROOT=/home/blucia/cvsandbox/panic
PATH=/home/blucia/.local/bin:/home/blucia/cvsandbox/pin/pin-3.18-98332-gaebd7b1e6-gcc-
linux:/home/blucia/.local/bin:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/games:/usr/local/games:/mnt/c/Program
Files/WindowsApps/CanonicalGroupLimited.Ubuntu20.04onWindows_2004.2021.610.0_x64__79rhkplfndgsc:/mnt/c/WINDOWS/system32:/mnt/c/WINDOWS:/mnt/c/WINDOWS/System3
2/Wbem:/mnt/c/WINDOWS/System32/WindowsPowerShell/v1.0/;/mnt/c/WINDOWS/System32/OpenSSH/;/mnt/c/Program Files (x86)/PDFtk Server/bin/;/mnt/c/Program
Files/MIT/Kerberos/bin:/mnt/c/Program Files/OpenAFS/Common:/mnt/c/Program
Files/OpenAFS/Client/Program:/mnt/c/Users/bluci/AppData/Local/Microsoft/WindowsApps:/snap/bin
HOSTTYPE=x86_64
RISCV=/home/blucia/cvsandbox/panic-riscv-tools/riscv-tools
_=/usr/bin/env
blucia@Nuugaatsiaq:~$
```

`int execvp(const char *file, char *const argv[], char *const envp[])`

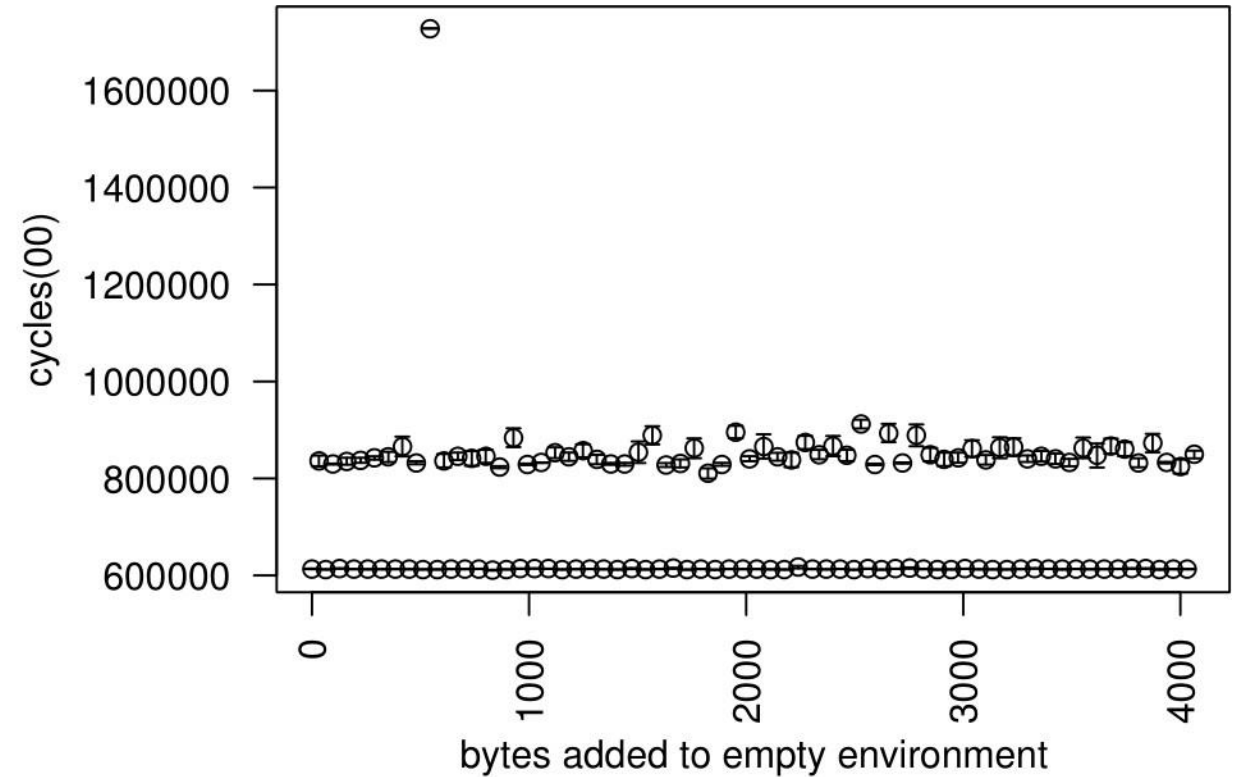
Every process includes an **environment** that takes up some memory in its address space

The size of your Unix environment can bias your measurements!

```
static int i = 0, j = 0, k = 0;

int main() {
    int g = 0, inc = 1;
    for (; g < 65536; g++) {
        i += inc;
        j += inc;
        k += inc;
    }
    return 0;
}
```

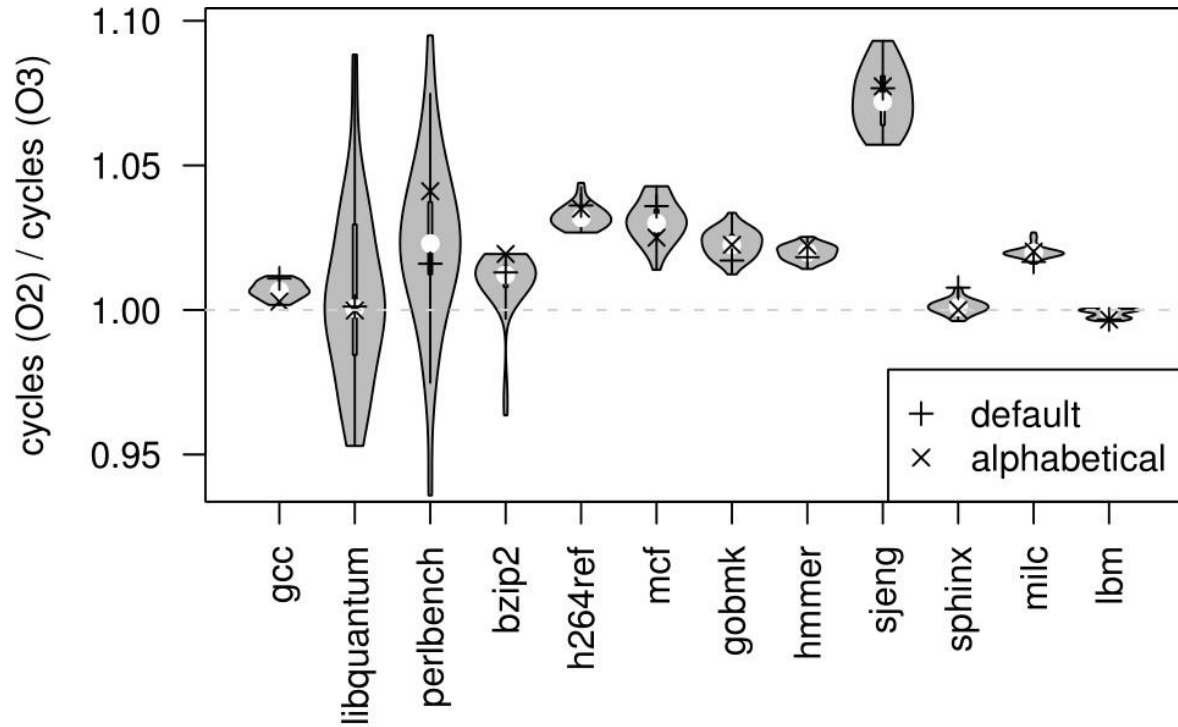
(a) C code for micro-kernel



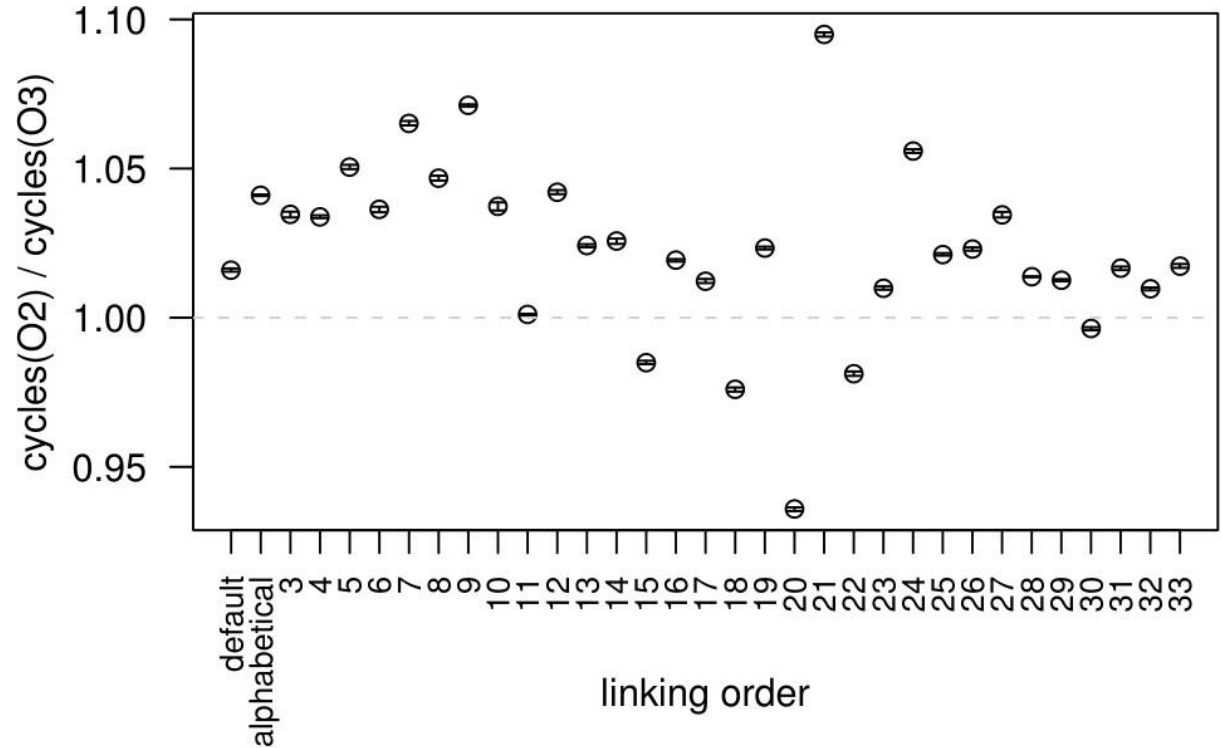
(b) Effect of environment variable size on performance.

(It can change alignment of data on the stack, changing cache conflicts, etc.)

The order in which you link libraries affects optimizability (O2 vs. O3)



(b) All Benchmarks



(a) Perlbench

(Changing locations changes alignment w.r.t. cache conflicts, as very nuanced things such as branch prediction, alignment within buffers/queues, etc.)

Measurement bias effects may exceed the scale of actual effects

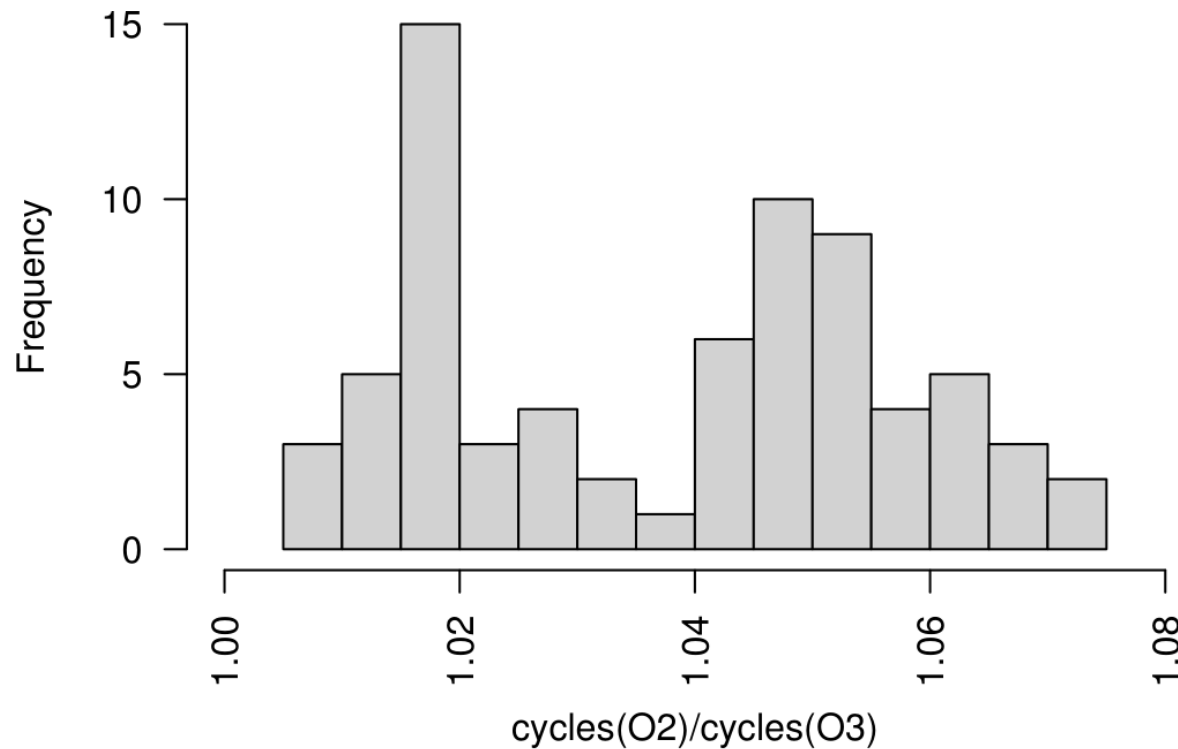


Figure 6. Distribution of speedup due to *O3* as we change the experimental setup.

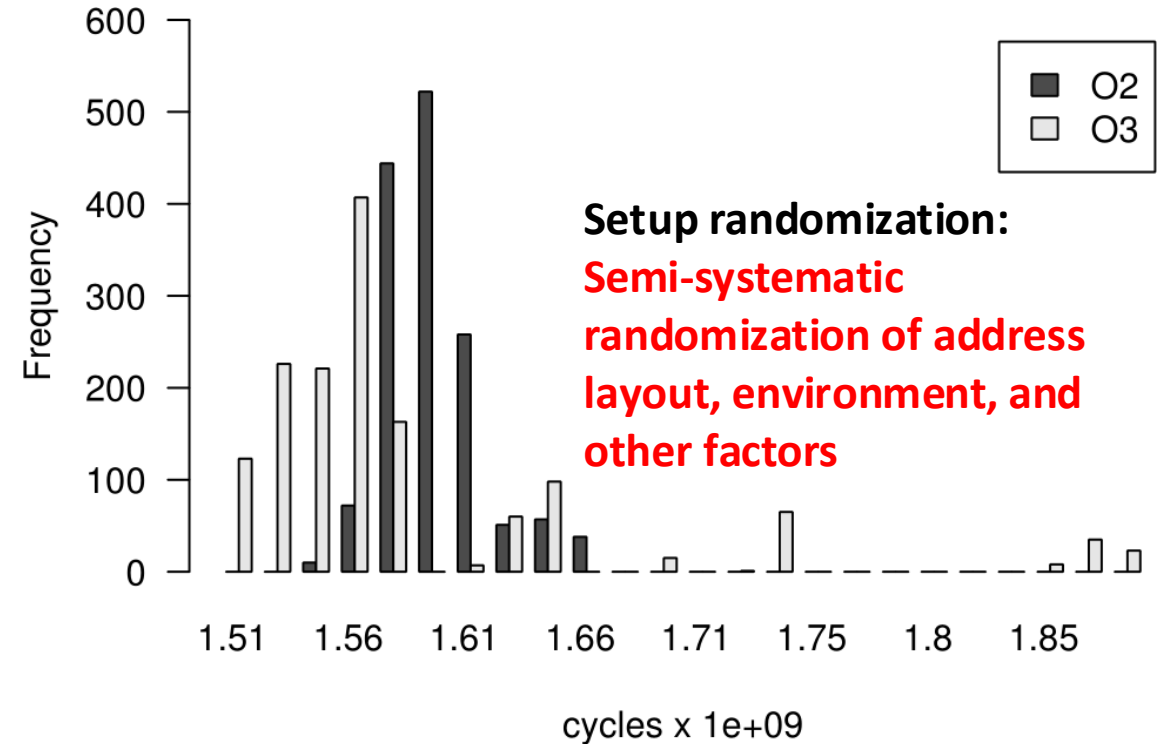


Figure 7. Using setup randomization to determine the speedup of *O3* for perlbench. At a 95% confidence interval, we estimate the speedup to be 1.007 ± 0.003 .

It may be impossible to entirely isolate

- Real world benchmarking is most relevant to the real world
- It is also most subject to environmental interference
- One can't eliminate every aspect of environment, e.g. OS activity
 - Even comparing only user time ignores the impact of side-effects
- It may be that the best one can do is to clean up as much as possible and then exclude outliers.

What did we just learn?

- Performance Evaluation
 - What does it mean to evaluate a system?
 - How to compare two systems?
 - How to do a performance experiment?
 - Measurement pitfalls & metrics
 - Single-number performance summaries
 - Averages
 - Measurement bias sources

What to think about next?

- Performance Evaluation (next time)
 - Design spaces, Pareto Frontiers, and design space exploration
- Miscellaneous (micro)architectural tricks & optimizations (future)
 - Vector processors, SIMD/SIMT, dataflow