

Topic 4: Performance

COS / ELE 375

Computer Architecture and Organization

Princeton University
Fall 2015

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Which Aircraft Is Best?

Aircraft	Passengers	Range (Miles)	Speed (mph)
Boeing 737-100	101	1540	598
Boeing 747	470	4150	610
Concorde	132	4000	1350
Douglas DC-8-50	146	8720	544



Longest Range?

Aircraft	Passengers	Range (Miles)	Speed (mph)
Boeing 737-100	101	1540	598
Boeing 747	470	4150	610
Concorde	132	4000	1350
Douglas DC-8-50	146	8720	544

- Suitability to task

Fastest?

Aircraft	Passengers	Range (Miles)	Speed (mph)
Boeing 737-100	101	1540	598
Boeing 747	470	4150	610
Concorde	132	4000	1350
Douglas DC-8-50	146	8720	544

- Suitability to task
- Customer **Latency** (time of a trip)

Biggest Capacity?

Aircraft	Passengers	Range (Miles)	Speed (mph)
Boeing 737-100	101	1540	598
Boeing 747	470	4150	610
Concorde	132	4000	1350
Douglas DC-8-50	146	8720	544

- Suitability to task
- Customer Latency
- Customer **Bandwidth** (number of passengers in a trip)

Largest Throughput?

Aircraft	Passengers	Speed (mph)	Passenger-mph
Boeing 737-100	101	598	60,398
Boeing 747	470	610	286,700
Concorde	132	1350	178,200
Douglas DC-8-50	146	544	79,424

- Suitability to task
- Customer Latency
- Customer Bandwidth
- Customer **Throughput** (passenger trips per unit time)

Which Aircraft Is Best?

Aircraft	Passengers	Speed (mph)	Passenger-mph
Boeing 737-100	101	598	60,398
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- Suitability to task
- Customer Latency
- Customer Bandwidth
- Customer Throughput
- Cost to purchase? Operation cost? Safety?

Defining Performance

What is important to whom?

Computer system user:

- response time - related to: program elapsed time
- $\text{elapsed_time} = \text{time_end} - \text{time_start}$
- Lower elapsed time for program is better

Computing center manager:

- throughput - job completion rate
- job completion rate (#jobs/second)
- Larger job completion rate (throughput) is better

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Improving Performance

- Response Time, Throughput, or Both?
- If we upgrade a machine with a new processor what do we increase?
- If we add a new machine to the lab what do we increase?

Response Time Measurement

$$\text{CPU time} = \frac{\text{Instructions}}{\text{Program}} \times \frac{\text{Cycles}}{\text{Instruction}} \times \frac{\text{Seconds}}{\text{Cycle}}$$

Determined by
Compiler and
ISA Design

Determined by
ISA Design and
Microarchitecture

Determined by
Microarchitecture
and Technology

Response Time Measurement

$$\text{CPU time} = \frac{\text{Instructions}}{\text{Program}} \times \frac{\text{Cycles}}{\text{Instruction}} \times \frac{\text{Seconds}}{\text{Cycle}}$$

- Performance is inverse of CPU time
- Dynamic Instructions
- Instruction-Level Parallelism
 - CPI - Cycles per Instruction
 - IPC - Instructions per Cycle

Throughput Measurement

- Rates: Units of work per unit time
- Examples:
 - millions of instructions / second (MIPS)
 - millions of floating point instructions / second (MFLOPS)
 - millions of bytes / second (MBytes/sec)
 - millions of bits / second (Mbits/sec)
 - images / second
 - samples / second
 - transactions / second (TPS)

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Beware: MIPS and MFLOPS

- MIPS = instruction count / (execution time x 10^6)
- MIPS = clock rate / (CPI x 10^6)
- MFLOPS - MIPS for floating point operations
- But MIPS has serious shortcomings...
- When is MIPS OK?
- What about clock rate?

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Meaningful Rates

Use rates that measure something useful!

Example: Video Image Processing

- **Bad: MFLOPS**
 - Number of FLOPS depends on algorithm
 - $O(n^2)$ matrix-vector product vs. $O(n \log n)$ FFT
- **Better: frames/sec**
 - A faster running program will process more frames per second
 - Frames/sec measures speed of target application

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Processor Performance

Aircraft have many applications

Computer systems have many applications

- Scientific computing
- Transaction processing
- Real-time systems
- Multimedia applications
- Commercial workloads
- Software development

Systems will perform differently in each domain

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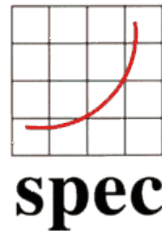
Use Benchmark Suites

Benchmark suites are designed to standardize the evaluation of machines



Suites just from **Standard Performance Evaluation Corporation**:

[SPECcapc](#), [SPECviewperf](#), [SPEC HPC2002](#), [SPEC OMP](#),
[SPEC CPU2000](#), [SPECjAppServer2001](#),
[SPECjAppServer2002](#), [SPEC JBB2000](#) ,
[SPEC JVM98](#), [SPEC MAIL2001](#), [SPEC SFS97_R1](#),
[SPEC WEB99](#), [SPEC WEB99_SSL](#)



Choose the suite to match a particular domain

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Beware: Kernels

Kernels are extracted from programs
Meant to be the essence of an application

Example: Olden

- Something is often lost in the kernel-ization
 - Monolithic task
 - Small is more regular
- Some programs in Olden produce no output!
 - Compiler Optimization

Why is Olden called Olden?

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Beware: Peak Rates

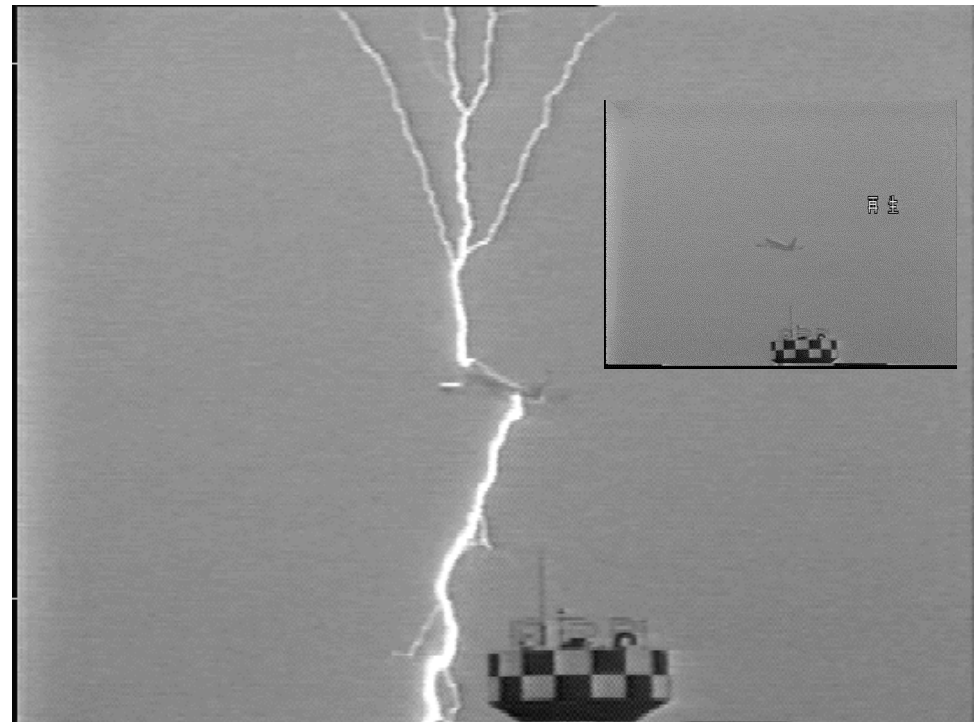
- Example:
The i860 is *advertised* as having a peak rate of 80 MFLOPS (40 MHz with 2 flops per cycle).
- Measured MFLOPS tell a different story:



Kernel	1D FFT	SASUM	SAXPY	SDOT	SGEMM	SGEMV	SPVMA
MFLOPS	8.2	3.2	6.1	10.3	6.2	15.0	8.1
% Peak	11%	4%	7%	13%	8%	19%	10%

- Peak MFLOPS: MFLOPS obtained for some contrived (and mostly likely useless) scenario.
- Peak rates are useless!

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Emerging Issue: Transient faults

- Randomly change bits of state element or computation
- Caused by external energetic particle striking processor
- Cannot test for fault before hardware use

0x675309
* 0x42
0x32AA36852

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Reliability Metrics?

- Mean Time To Failure (MTTF)
- Mean Instructions To Failure (MITF) (Weaver et al. ISCA 04)
- Mean Work To Failure (ISCA 05)
 - Generalization of Mean Instructions To Failure Instructions not constant unit of work in hybrid systems
- What do you think?

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Severity of Transient Faults

- IBM historically adds 20-30% additional logic for mainframe processors for fault tolerance [Siegel 1999]
- In 2000, Sun server systems deployed to America Online, eBay, and others crashed due to cosmic rays [Baumann 2002]
- In 2003, Fujitsu released SPARC64 with 80% of 200,000 latches covered by transient fault protection [Ando 2003]
- Processors are becoming more susceptible...
 - lower voltage thresholds
 - increased transistor count
 - faster clock speeds

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Relative Performance

Absolute time measure:

- Straightforward measurement of time a task takes
- AKA: running time, elapsed time, response time, latency, completion time, execution time

Relative (normalized) time measures:

- Running time normalized to some reference time
- $\text{task_time} / \text{reference_time}$ (time = 1 / performance)
- Used to compare machines:
 - Machine A finishes task in 10 seconds
 - Machine B finishes task in 15 seconds
 - Machine A is (15 seconds / 10 seconds) 1.5x faster than B
 - Machine A is 50% faster than B

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Travel Time

- You plan to visit a friend in Turkey
- Concorde to Paris + 737 to Istanbul = \$3500
- 747 to Paris + 737 to Istanbul = \$1200

Equipment	New York to Paris	Paris to Istanbul	Total
747 + 737	8 Hours	4 Hours	12 Hours
SST + 737	3 Hours	4 Hours	7 Hours

- Taking the SST (which is 2.7 times faster) speeds up the overall trip by only a factor of 1.7!
- Teleporter to Paris? (Teleporter is 10^6 times faster)

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Amdahl's Law

- Fraction optimized limits overall speedup
- Amdahl's Law:

$$Speedup = \frac{1}{1 - f + \frac{f}{s}}$$

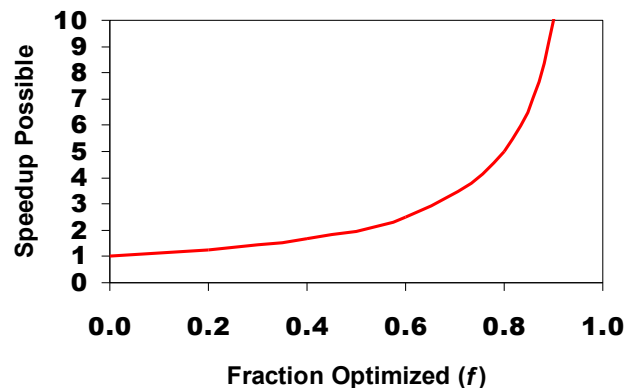
where f is fraction optimized,
s is speedup of that fraction



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Amdahl's Law

Speed Enhancement is limited by fraction optimized:



$$\lim_{s \rightarrow \infty} \frac{1}{1 - f + \frac{f}{s}} = \frac{1}{1 - f}$$

where f is fraction optimized,
s is speedup of that fraction

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Parallelism

Parallel Processing - throw more processors at problem

- 1024 parallel processors - LOTS OF MONEY!
- 90% of code is parallel (f = 0.9)
- Parallel portion speeds up by 1024 (s = 1024)
- Serial portion of code (1-f) limits speedup

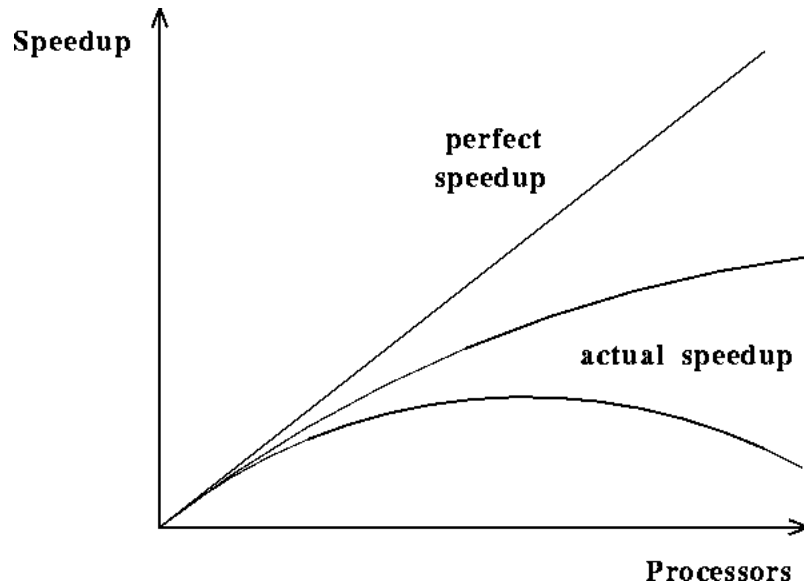
$$\lim_{s \rightarrow \infty} \frac{1}{1 - f + \frac{f}{s}} = \frac{1}{1 - f}$$

Serial portion limits to 10x speedup!



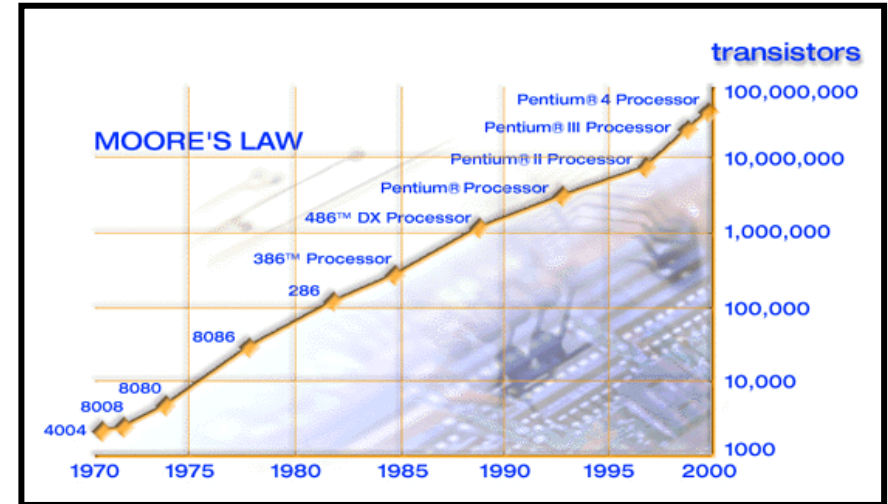
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Reality



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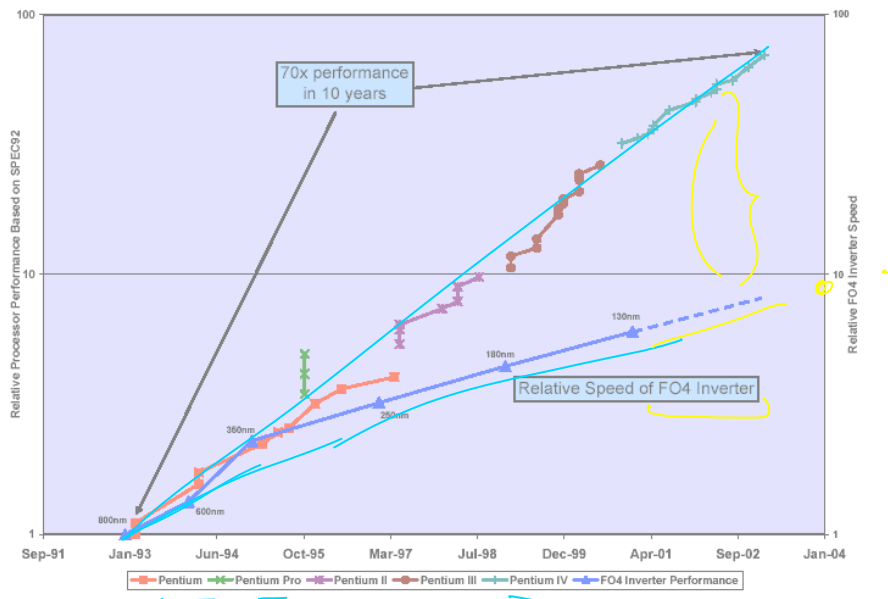
Moore's Law



"Grove giveth and Gates taketh away." - Bob Metcalfe (an inventor of Ethernet)

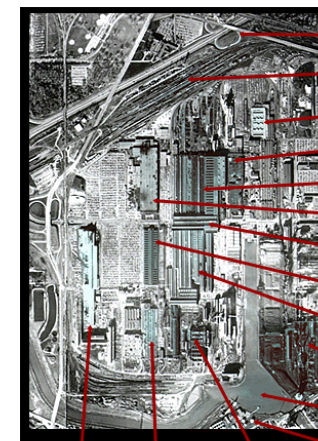
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The Importance of Computer Architecture



Without the Transistor:

The Vacuum Tube Supercomputer Centre



- Access from freeway
- Private rail yard
- CPU cooling towers
- Bios Building
- Central Processing Unit
- Control Building
- Bus Building
- I/O Building #1
- 512 GB System RAM
- Power supply - 6 steam turbines @ 1.8 GVA each
- Cooling pond/ coal delivery
- Oil storage farm
- Network Interface Building
- I/O Building #2
- Clock/ Control Buildings



<http://www.ominous-valve.com/vtsc.html>

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Technology Trends

- Processor
 - Logic Capacity: ~30% increase per year
 - Clock Rate: ~20% increase per year
- Memory
 - DRAM Capacity: ~60% increase per year
 - Memory Speed: ~10% increase per year
 - Cost per Bit: ~25% decrease per year
- Disk
 - Capacity: ~60% increase per year

Summary

- Beware of metrics in general (MFLOP, MIPS)
- Beware of peak measurements
- Beware of kernels
- Relative and Absolute Performance
- Moore's law
- Amdahl's law
- IPC/CPI
- The Memory Wall

$$Speedup = \frac{1}{1 - f + \frac{f}{s}}$$

$$CPU\ time = \frac{Instructions}{Program} \times \frac{Cycles}{Instruction} \times \frac{Seconds}{Cycle}$$