

# CIS 501

## Computer Architecture

### Unit 2: Performance

Slides originally developed by Amir Roth with contributions by Milo Martin at University of Pennsylvania with sources that included University of Wisconsin slides by Mark Hill, Guri Sohi, Jim Smith, and David Wood.

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## Readings

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- Chapter 1.2-1.4 of MA:FSPTCM

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## This Unit

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- Metrics
  - Latency and throughput
- Reporting performance
  - Benchmarking and averaging
- CPU performance equation

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## Performance: Latency vs. Throughput

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- **Latency (execution time)**: time to finish a fixed task
- **Throughput (bandwidth)**: number of tasks in fixed time
  - Different: exploit parallelism for throughput, not latency (e.g., bread)
  - Often contradictory (latency **vs.** throughput)
    - Will see many examples of this
  - Choose definition of performance that matches your goals
    - Scientific program: latency; web server: throughput?
- Example: move people 10 miles
  - Car: capacity = 5, speed = 60 miles/hour
  - Bus: capacity = 60, speed = 20 miles/hour
  - Latency: **car = 10 min**, bus = 30 min
  - Throughput: car = 15 PPH (count return trip), **bus = 60 PPH**

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## Processor Performance and Workloads

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- Q: what does latency(ChipA) or throughput(ChipA) mean?
- A: nothing, there must be some associated workload
  - **Workload**: set of tasks someone (you) cares about
- **Benchmarks**: standard workloads
  - Used to compare performance across machines
  - Either are or highly representative of actual programs people run
- **Micro-benchmarks**: non-standard non-workloads
  - Tiny programs used to isolate certain aspects of performance
  - Not representative of complex behaviors of real applications
  - Examples: towers-of-hanoi, 8-queens, etc.

## Comparing Performance

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- A is X times faster than B if
  - $\text{Latency}(A) = \text{Latency}(B) / X$
  - $\text{Throughput}(A) = \text{Throughput}(B) * X$
- A is X% faster than B if
  - $\text{Latency}(A) = \text{Latency}(B) / (1+X/100)$
  - $\text{Throughput}(A) = \text{Throughput}(B) * (1+X/100)$
- Car/bus example
  - Latency? Car is 3 times (and 200%) faster than bus
  - Throughput? Bus is 4 times (and 300%) faster than car

## SPEC Benchmarks

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- SPEC (Standard Performance Evaluation Corporation)
  - <http://www.spec.org/>
  - Consortium that collects, standardizes, and distributes benchmarks
  - Post **SPECmark** results for different processors
    - 1 number that represents performance for entire suite
  - Benchmark suites for CPU, Java, I/O, Web, Mail, etc.
  - Updated every few years: so companies don't target benchmarks
- SPEC CPU 2006
  - 12 "integer": bzip2, gcc, perl, hmmer (genomics), h264, etc.
  - 17 "floating point": wrf (weather), povray, sphynx3 (speech), etc.
  - Written in C/C++ and Fortran

## Other Benchmarks

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- Parallel benchmarks
  - SPLASH2: Stanford Parallel Applications for Shared Memory
  - NAS: another parallel benchmark suite
  - SPECopenMP: parallelized versions of SPECfp 2000)
  - SPECjbb: Java multithreaded database-like workload
- Transaction Processing Council (TPC)
  - TPC-C: On-line transaction processing (OLTP)
  - TPC-H/R: Decision support systems (DSS)
  - TPC-W: E-commerce database backend workload
  - Have parallelism (intra-query and inter-query)
  - Heavy I/O and memory components

## SPECmark 2006

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- Reference machine: Sun UltraSPARC II (@ 296 MHz)
- Latency SPECmark
  - For each benchmark
    - Take odd number of samples
    - Choose median
    - Take latency ratio (reference machine / your machine)
  - Take "average" (Geometric mean) of **ratios** over all benchmarks
- Throughput SPECmark
  - Run multiple benchmarks in parallel on multiple-processor system
- Recent (latency) leaders
  - SPECint: Intel 3.3 GHz Xeon W5590 (34.2)
  - SPECfp: Intel 3.2 GHz Xeon W3570 (39.3)
  - (First time I've look at this where same chip was top of both)

## Mean (Average) Performance Numbers

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- **Arithmetic:**  $(1/N) * \sum_{P=1..N} \text{Latency}(P)$ 
  - For units that are proportional to time (e.g., latency)
- You can add latencies, but not throughputs
  - $\text{Latency}(P1+P2,A) = \text{Latency}(P1,A) + \text{Latency}(P2,A)$
  - $\text{Throughput}(P1+P2,A) \neq \text{Throughput}(P1,A) + \text{Throughput}(P2,A)$ 
    - 1 mile @ 30 miles/hour + 1 mile @ 90 miles/hour
    - Average is **not** 60 miles/hour
- **Harmonic:**  $N / \sum_{P=1..N} 1/\text{Throughput}(P)$ 
  - For units that are inversely proportional to time (e.g., throughput)
- **Geometric:**  $N\sqrt[\text{N}]{\prod_{P=1..N} \text{Speedup}(P)}$ 
  - For unitless quantities (e.g., speedup ratios)

## Processor Performance Equation

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- Multiple aspects to performance: helps to isolate them
- Program runtime = latency = "seconds per program" =  $(\text{instructions/program}) * (\text{cycles/instruction}) * (\text{seconds/cycle})$
- **Instructions per program:** "dynamic instruction count"
  - Runtime count of instructions executed by the program
  - Determined by program, compiler, instruction set architecture (ISA)
- **Cycles per instruction:** "CPI" (typical range: 2 to 0.5)
  - On average, how many *cycles* does an instruction take to execute?
  - Determined by program, compiler, ISA, micro-architecture
- **Seconds per cycle:** clock period, length of each cycle
  - Inverse metric: cycles per second (Hertz) or cycles per ns (Ghz)
  - Determined by micro-architecture, technology parameters
- For low latency (better performance) minimize all three
  - Difficult: **often pull against one another**

## Cycles per Instruction (CPI)

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- **CPI:** Cycle/instruction for **on average**
  - **IPC** =  $1/\text{CPI}$ 
    - Used more frequently than CPI
    - Favored because "bigger is better", but harder to compute with
  - Different instructions have different cycle costs
    - E.g., "add" typically takes 1 cycle, "divide" takes >10 cycles
  - Depends on relative instruction frequencies
- CPI example
  - A program executes equal: integer, floating point (FP), memory ops
  - Cycles per instruction type: integer = 1, memory = 2, FP = 3
  - What is the CPI?  $(33\% * 1) + (33\% * 2) + (33\% * 3) = 2$
  - **Caveat:** this sort of calculation ignores many effects
    - Back-of-the-envelope arguments only

## Another CPI Example

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- Assume a processor with instruction frequencies and costs
  - Integer ALU: 50%, 1 cycle
  - Load: 20%, 5 cycle
  - Store: 10%, 1 cycle
  - Branch: 20%, 2 cycle
- Which change would improve performance more?
  - A. "Branch prediction" to reduce branch cost to 1 cycle?
  - B. "cache" to reduce load cost to 3 cycles?
- Compute CPI
  - Base =  $0.5*1 + 0.2*5 + 0.1*1 + 0.2*2 = 2$  CPI
  - A =  $0.5*1 + 0.2*5 + 0.1*1 + 0.2*1 = 1.8$  CPI
  - B =  $0.5*1 + 0.2*3 + 0.1*1 + 0.2*2 = 1.6$  CPI (**winner**)

## MIPS (performance metric, not the ISA)

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- (Micro) architects often ignore dynamic instruction count
  - Typically work in one ISA/one compiler → treat it as fixed
- CPU performance equation becomes
  - Latency:  $\text{seconds} / \text{insn} = (\text{cycles} / \text{insn}) * (\text{seconds} / \text{cycle})$
  - Throughput: **insn / second** =  $(\text{insn} / \text{cycle}) * (\text{cycles} / \text{second})$
- **MIPS** (millions of instructions per second)
  - **Cycles / second**: clock frequency (in MHz)
  - Example: CPI = 2, clock = 500 MHz →  $0.5 * 500 \text{ MHz} = 250 \text{ MIPS}$
- Pitfall: may vary inversely with actual performance
  - Compiler removes insns, program gets faster, MIPS goes down
  - Work per instruction varies (e.g., multiply vs. add, FP vs. integer)

## Mhz (MegaHertz) and Ghz (GigaHertz)

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- 1 Hertz = 1 cycle per second  
1 Ghz is 1 cycle per nanosecond, 1 Ghz = 1000 Mhz
- (Micro-)architects often ignore dynamic instruction count...
- ... but general public (mostly) also ignores CPI
  - Equates clock frequency with performance!
- Which processor would you buy?
  - Processor A: CPI = 2, clock = 5 GHz
  - Processor B: CPI = 1, clock = 3 GHz
  - Probably A, but B is faster (assuming same ISA/compiler)
- Classic example
  - 800 MHz PentiumIII faster than 1 GHz Pentium4!
  - More recent example: Core i7 faster clock-per-clock than Core 2
  - Same ISA and compiler!
- **Meta-point: danger of partial performance metrics!**

## CPI and Clock Frequency

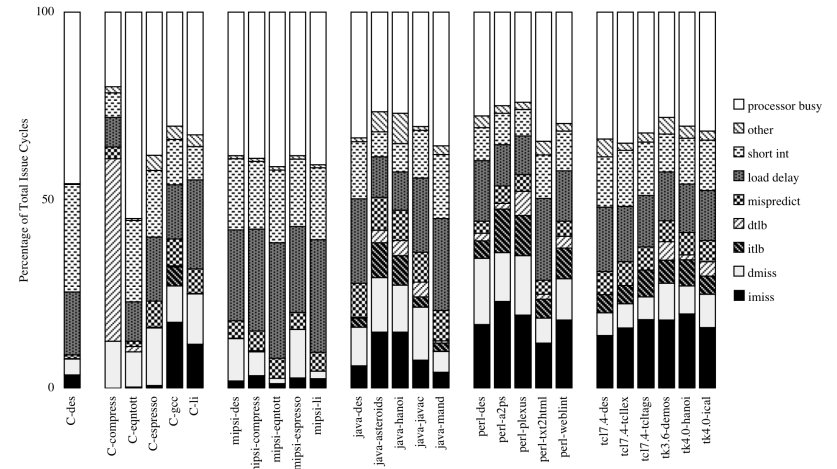
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- Clock frequency implies CPU clock
  - Other system components have their own clocks (or not)
  - E.g., increasing processor clock doesn't accelerate memory latency
- Example: a 1 Ghz processor with (1ns clock period)
  - 80% non-memory instructions @ 1 cycle (1ns)
  - 20% memory instructions @ 6 cycles (6ns)
  - $(80\%*1) + (20\%*6) = 2\text{ns}$  per instruction (also 500 MIPS)
- Impact of double the core clock frequency?
  - **Without** speeding up the memory
    - Non-memory instructions latency is now 0.5ns (but 1 cycle)
    - Memory instructions keep 6ns latency (now 12 cycles)
  - $(80\% * 0.5) + (20\% * 6) = 1.6\text{ns}$  per instruction (also 625 MIPS)
  - Speedup =  $2/1.6 = 1.25$ , which is  $\ll 2$
- What about an infinite clock frequency? (non-memory free)
  - Only a factor of 1.66 speedup (example of Amdahl's Law)

## Measuring CPI

- How are CPI and execution-time actually measured?
  - Execution time? stopwatch timer (Unix "time" command)
  - $CPI = CPU\ time / (clock\ frequency * dynamic\ insn\ count)$
  - How is dynamic instruction count measured?
- More useful is CPI breakdown ( $CPI_{CPU}$ ,  $CPI_{MEM}$ , etc.)
  - So we know what performance problems are and what to fix
  - Hardware event counters
    - Available in most processors today
    - One way to measure dynamic instruction count
    - Calculate CPI using counter frequencies / known event costs
  - Cycle-level micro-architecture simulation (e.g., SimpleScalar)
    - + Measure exactly what you want ... and impact of potential fixes!
    - Method of choice for many micro-architects (and you)

## Simulator Performance Breakdown



## Improving CPI: Caching and Parallelism

- CIS501 is more about improving CPI than clock frequency
  - Techniques we will look at
    - Caching, speculation, multiple issue, out-of-order issue
    - Vectors, multiprocessing, more...
- **Moore's Law can help CPI** – "more transistors"
  - Best examples are caches (to improve memory component of CPI)
  - Parallelism:
    - $IPC > 1$  implies instructions in parallel
    - And now multi-processors (**multi-cores**)
    - But also speculation, wide issue, out-of-order issue, vectors...
- **All roads lead to multi-core**
  - Why multi-core over still bigger caches, yet wider issue?
    - Diminishing returns, limits to instruction-level parallelism (ILP)
  - Multi-core can provide linear performance with transistor count

## Improving Clock Frequency

- **Faster transistors**
  - Next topic
- Micro-architectural techniques
  - **Multi-cycle processors**
    - Break each instruction into small bits
    - Less logic delay -> improved clock frequency
    - Different instructions take different number of cycles
      - $CPI > 1$
  - **Pipelined processors**
    - As above, but overlap parts of instruction (parallelism!)
    - Faster clock, but CPI can still be around 1
    - Topic for next week

## Performance Rules of Thumb

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- **Amdahl's Law**
  - Literally: total speedup limited by non-accelerated piece
  - $\text{Speedup}(n, p, s) = (s+p) / (s + (p/n))$ 
    - p is "parallel percentage", s is "serial"
  - Example: can optimize 50% of program A
    - Even "magic" optimization that makes this 50% disappear...
    - ...only yields a 2X speedup
- Corollary: **build a balanced system**
  - Don't optimize 1% to the detriment of other 99%
  - Don't over-engineer capabilities that cannot be utilized
- Design for actual performance, **not peak performance**
  - Peak performance: "Performance you are guaranteed not to exceed"
  - Greater than "actual" or "average" or "sustained" performance
    - Why? Caches misses, branch mispredictions, limited ILP, etc.
  - For actual performance X, machine capability must be > X

## Summary

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- Latency = seconds / program =
  - (instructions / program) \* (cycles / instruction) \* (seconds / cycle)
- **Instructions / program**: dynamic instruction count
  - Function of program, compiler, instruction set architecture (ISA)
- **Cycles / instruction**: CPI
  - Function of program, compiler, ISA, micro-architecture
- **Seconds / cycle**: clock period
  - Function of micro-architecture, technology parameters
- Optimize each component
  - CIS501 focuses mostly on CPI (caches, parallelism)
  - ...but some on dynamic instruction count (compiler, ISA)
  - ...and some on clock frequency (pipelining, technology)