Performance

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See: P&H 1.4

What to look for in a computer system?

Response Time
FLOPS
Capacity, Features
Energy, Heat
Cost
BPS
FREQ
Reliability

- Correctness: negotiable?
- Cost
  - purchase cost = f(silicon size = gate count, economics)
  - operating cost = f(energy, cooling)
  - operating cost >= purchase cost
- Efficiency
  - power = f(transistor usage, voltage, wire size, clock rate, …)
  - heat = f(power)
    - Intel Core i7 Bloomfield: 130 Watts
    - AMD Turion: 35 Watts
    - Intel Core 2 Solo: 5.5 Watts
- Performance
- Other: availability, size, greenness, features, …

How to measure performance?

BPS

MFLOPS

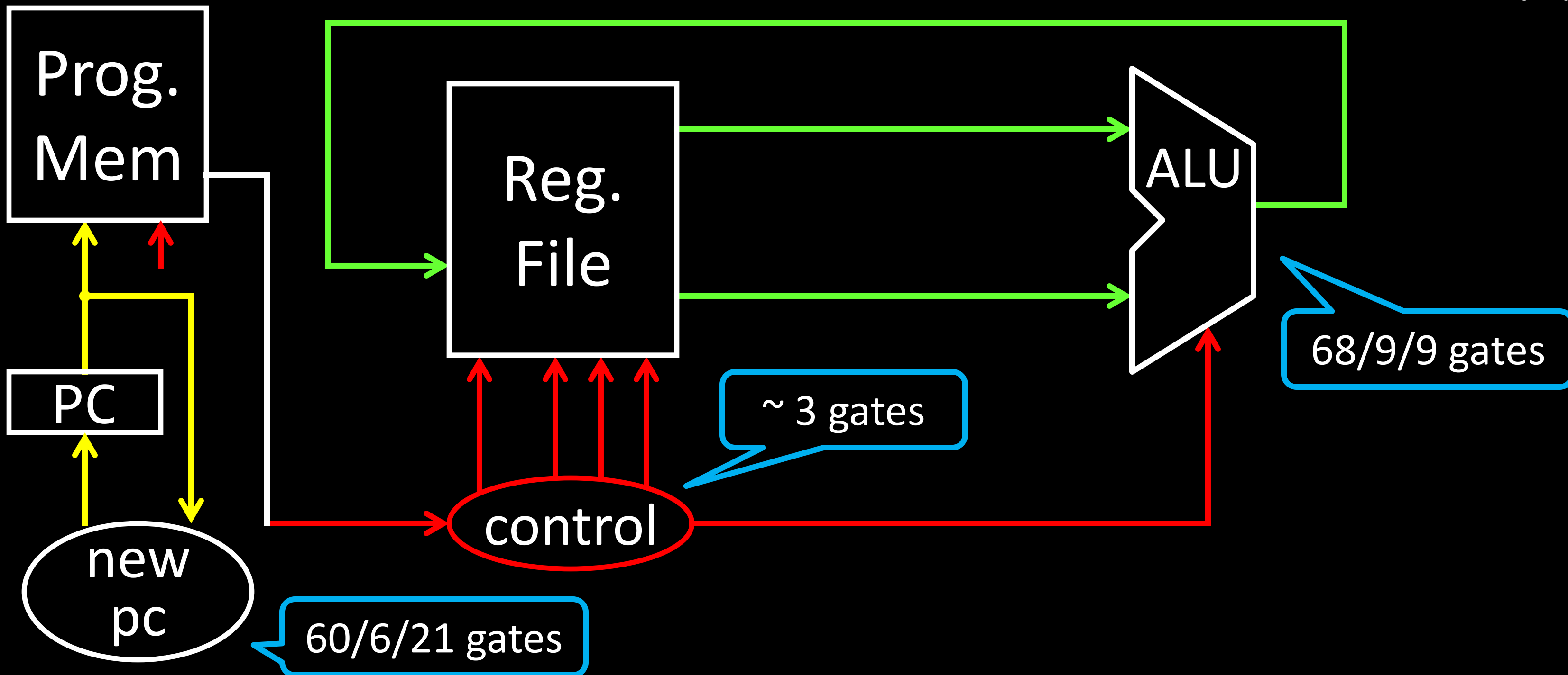
GHz ← Response Time

msec

GHz (billions of cycles per second)
MIPS (millions of instructions per second)
MFLOPS (millions of floating point operations per second)
benchmarks (SPEC, TPC, …)

Metrics

- latency: how long to finish my program
- throughput: how much work finished per unit time



Assumptions:

- alu: 32 bit ripple carry + some muxes
- next PC: 30 bit ripple carry
- control: minimized for delay
- program memory: 16 ns
- register file: 2 ns access
- ignore wires, register setup time
- transistors: 2 ns per gate

Better Still:

- next PC: cheapest adder faster than 21 gate delays

Better:

- alu: 32 bit carry lookahead + some muxes
- next PC: 30 bit carry lookahead

All signals are stable

80 gates = 160 ns; 21 gates = 42 ns

after clock edge

→ ~ 6 MHz; ~ 24MHz;

Note! 1 light ns = 1 ft

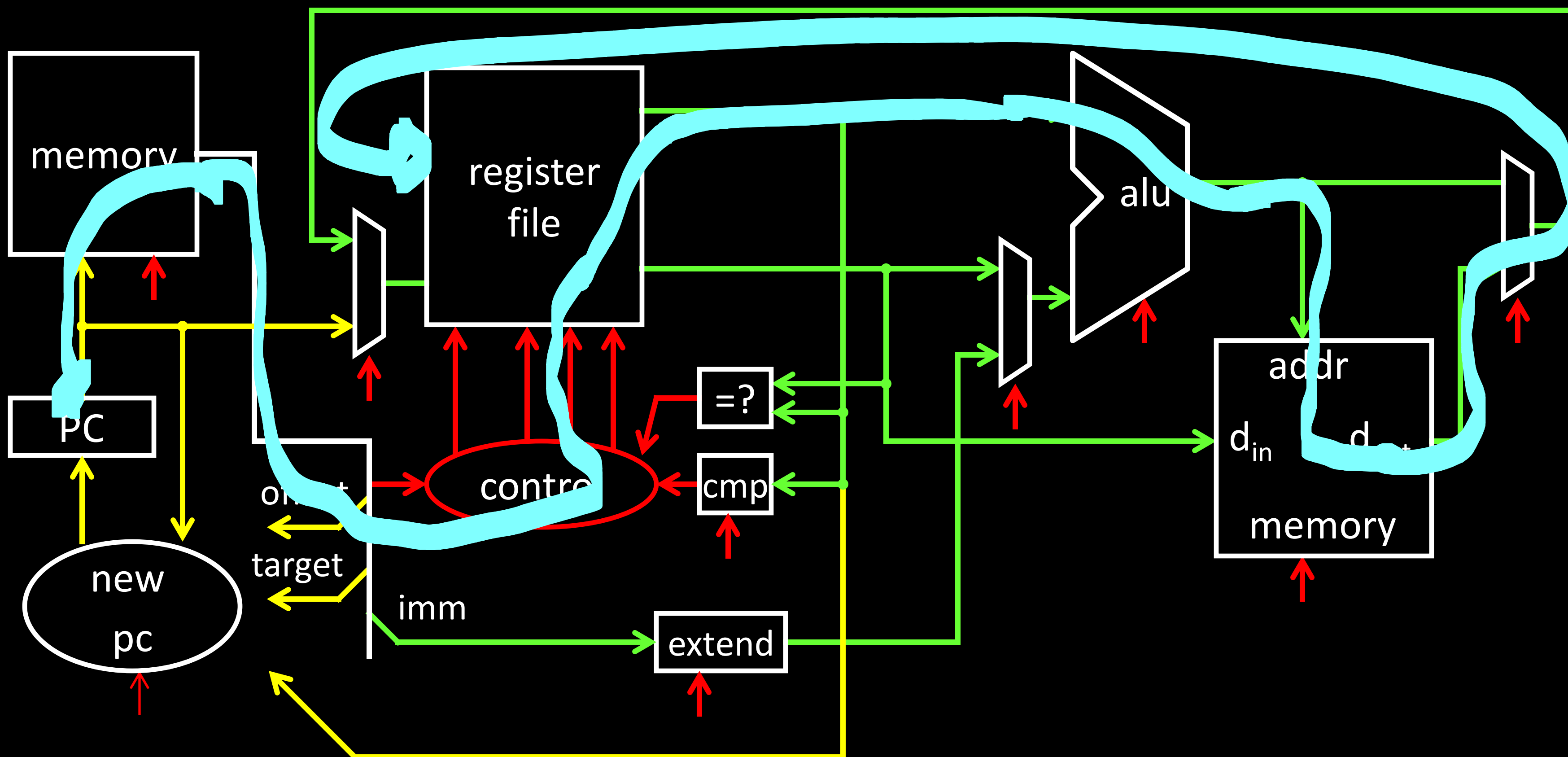
32 Bit Adder Design	Space	Time
Ripple Carry	≈ 300 gates	≈ 64 gate delays
2-Way Carry-Skip	≈ 360 gates	≈ 35 gate delays
3-Way Carry-Skip	≈ 500 gates	≈ 22 gate delays
4-Way Carry-Skip	≈ 600 gates	≈ 18 gate delays
2-Way Look-Ahead	≈ 550 gates	≈ 16 gate delays
Split Look-Ahead	≈ 800 gates	≈ 10 gate delays
Full Look-Ahead	≈ 1200 gates	≈ 5 gate delays

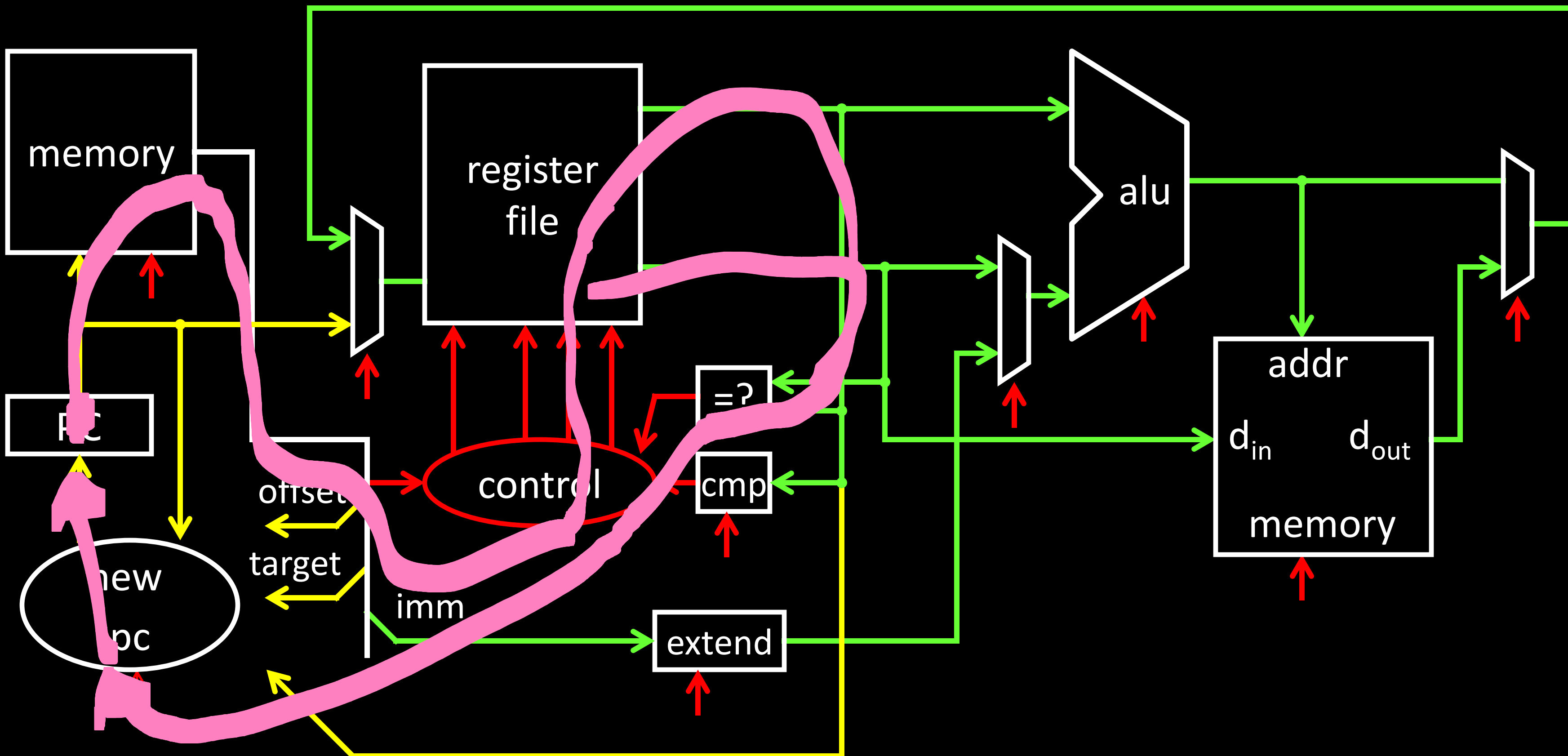
Critical Path

- Longest path from a register output to a register input
- Determines minimum cycle, maximum clock frequency

Strategy 1

- Optimize for delay on the critical path
- Optimize for size / power / simplicity elsewhere


memory
register
file
alu
PC
=?
cmp
control
offset
target
new
pc
imm
extend
addr
d_{in}
d_{out}
memory



Worst case LW, LH, LB, ...
best case: Branches, jumps.

Strategy 2

- Multiple cycles to complete a single instruction

E.g: Assume:

- load/store: 100 ns — 10 MHz
- arithmetic: 50 ns — 20 MHz
- branches: 33 ns — 30 MHz

clk ≥ 100 ns

10 MHz

Multi-Cycle CPU

30 MHz (33 ns cycle) with

- 3 cycles per load/store
- 2 cycles per arithmetic
- 1 cycle per branch

Faster than **Single-Cycle CPU**?

10 MHz (100 ns cycle) with

- 1 cycle per instruction

Instruction mix for some program P, assume:

- 25% load/store (3 cycles / instruction)
- 60% arithmetic (2 cycles / instruction)
- 15% branches (1 cycle / instruction)

Multi-Cycle performance for program P:

3 * .25 + 2 * .60 + 1 * .15 = 2.1

average *cycles per instruction* (CPI) = 2.1 → 15 MHz

Multi-Cycle @ 30 MHz → 2.1 CPI = 15 MIPS

Single-Cycle @ 10 MHz → 1 CPI = 10 MIPS

Single-Cycle @ 15 MHz → 1 CPI = 15 MIPS

800 MHz PIII "faster" than 1 GHz P4

Goal:

Make P run 2x faster via faster arithmetic instructions

Instruction mix (for P):

- 25% load/store, CPI = 3
- 60% arithmetic, CPI = 2
- 15% branches, CPI = 1

Amdahl's Law

Execution time after improvement = 55%

45%

$$\frac{\text{execution time affected by improvement}}{\text{amount of improvement}} + \text{execution time unaffected}$$

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Or:

Speedup is limited by popularity of improved feature

Contrib. to exec. time

Corollary:

Make the common case fast

Caveat:

Law of diminishing returns