Performance

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These slides are the product of many rounds of teaching CS 3410 by Professors Weatherspoon, Bala, Bracy, and Sirer.

Performance

Complex question

- How fast is the processor?
- How fast your application runs?
- How quickly does it respond to you?
- How fast can you process a big batch of jobs?
- How much power does your machine use?

Performance: Latency vs. Throughput

Latency (execution time): time to finish a fixed task

Throughput (bandwidth): # 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
- Use definition of performance that matches your goals
  - Scientific program: latency; web server: throughput?

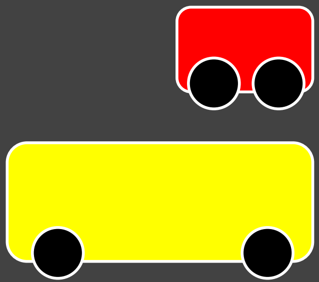
iClicker Question #1: Car vs. Bus

Car: speed = 60 miles/hour, capacity = 5

Bus: speed = 20 miles/hour, capacity = 60

Task: transport passengers 10 miles

	Latency (min)	Throughput (PPH)
Car		
Bus		



2 CLICKER QUESTIONS (Throughput)

A. 10
B. 15
C. 20
D. 60
E. 120

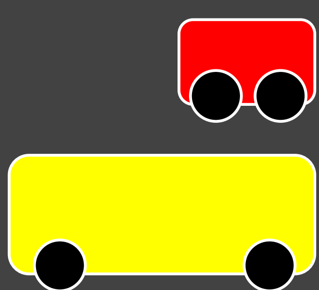
iClicker Question #1: Car vs. Bus

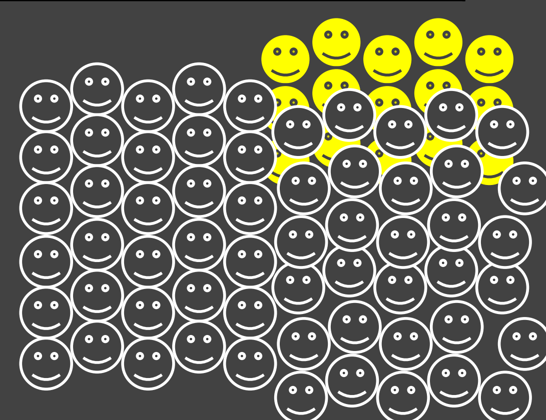
Car: speed = 60 miles/hour, capacity = 5

Bus: speed = 20 miles/hour, capacity = 60

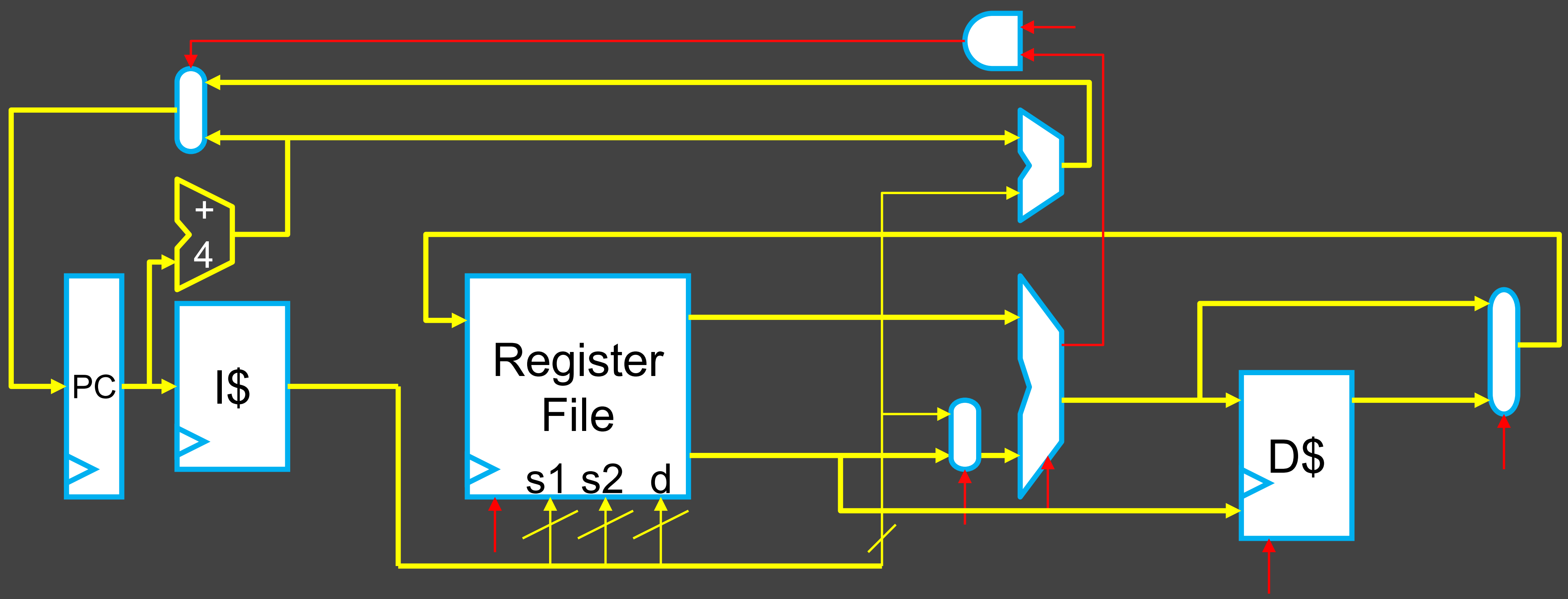
Task: transport passengers 10 miles

	Latency (min)	Throughput (PPH)
Car	10 min	15 PPH
Bus	30 min	60 PPH





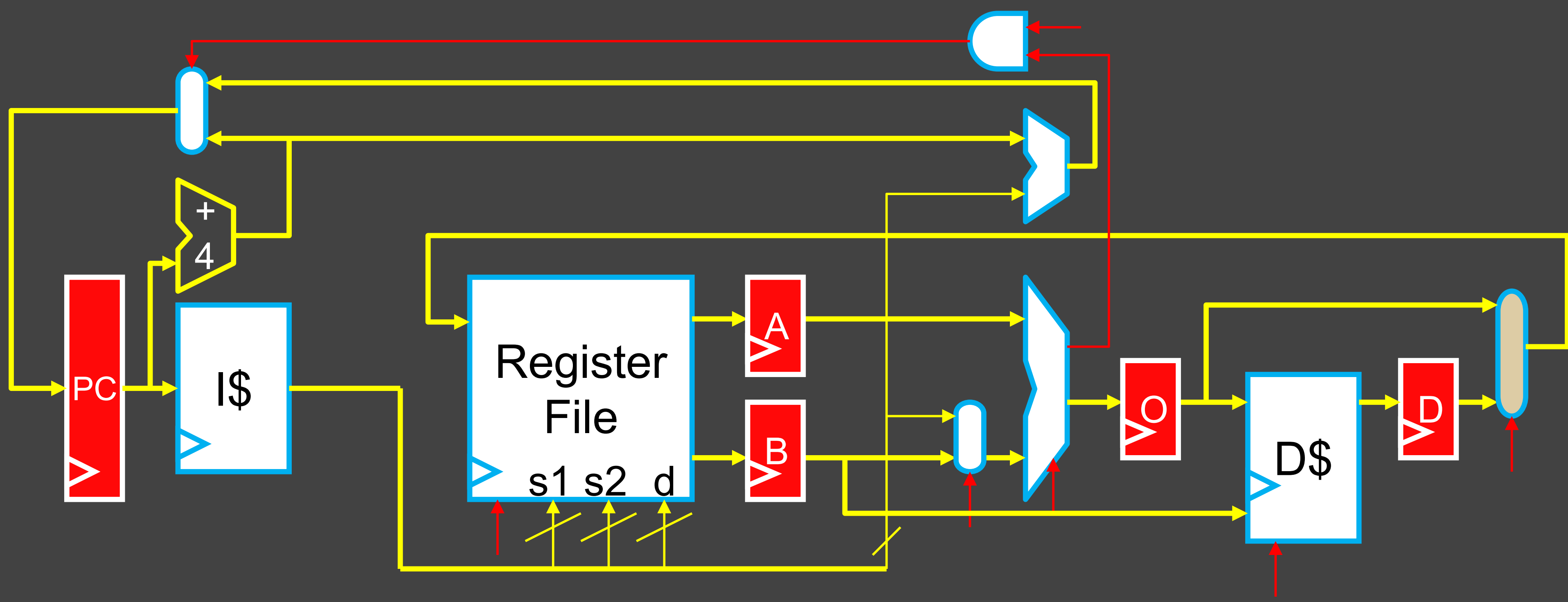
Review: Single-Cycle Datapath



Single-cycle datapath: true "atomic" fetch/execute loop
Fetch, decode, execute one instruction/cycle

+ Low CPI (see later slides): 1 by definition
– Long clock period: to accommodate slowest instruction
  (PC → I$ → RF → ALU → D$ → RF)

New: Multi-Cycle Datapath



Multi-cycle datapath: attacks slow clock
Fetch, decode, execute one insn over multiple cycles

Allows insns to take different number of cycles (main point)
±Opposite of single-cycle: short clock period, high CPI

Single- vs. Multi-cycle Performance

Single-cycle

- Clock period = 50ns, CPI = 1
- Performance = **50ns/insn**

Multi-cycle: opposite performance split

+ Shorter clock period
– Higher CPI

Example

- branch: 20% (**3** cycles), load: 20% (**5** cycles), ALU: 60% (**4** cycle)
- Clock period = **11ns**, CPI = (20%*3)+(20%*5)+(60%*4) = 4
  - Why is clock period 11ns and not 10ns?
- Performance = **44ns/insn**

Aside: CISC makes perfect sense in multi-cycle datapath

Processor Performance Equation

Program runtime:

$$\frac{\text{seconds}}{\text{program}} = \frac{\text{instructions}}{\text{program}} \times \frac{\text{cycles}}{\text{instruction}} \times \frac{\text{seconds}}{\text{cycle}}$$

Instructions per program: "dynamic instruction count"

- Runtime count of instructions executed by the program
- Determined by program, compiler, ISA

Cycles per instruction: "CPI" (typical range: 2 to 0.5)

- 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/second (Hertz) or cycles/ns (Ghz)
- Determined by micro-architecture, technology parameters

For lower latency (=better performance) minimize all three

- Difficult: ***often pull against one another***

Cycles per Instruction (CPI)

CPI: Cycle/instruction for **on average**

- **IPC** = 1/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

- Program has equal ratio: integer, memory, floating point
- Cycles per insn 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

iClicker Question #2: CPI

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

	INT	LD	ST	BR	CPI
Base					
A					
B					

A. A better
B. B better
C. C equal
D. D can’t say

Mhz (MegaHertz) and Ghz (GigaHertz)

1 Hertz = 1 cycle/second
1 Ghz = 1 cycle/nanosecond, 1 Ghz = 1000 Mhz

General public (mostly) 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!
- Example: Core i7 faster clock-per-clock than Core 2
- Same ISA and compiler!

Meta-point: danger of partial performance metrics!

MIPS (performance metric, not the ISA)

(Micro) architects often ignore dynamic instruction count

- Typically have one ISA, one compiler $\rightarrow$ treat it as fixed

CPU performance equation becomes

$$\text{Latency:} \quad \frac{\text{seconds}}{\text{insn}} = \frac{\text{cycles}}{\text{insn}} \times \frac{\text{seconds}}{\text{cycle}}$$

$$\text{Throughput:} \quad \frac{\text{insn}}{\text{seconds}} = \frac{\text{insn}}{\text{cycles}} \times \frac{\text{cycles}}{\text{second}}$$

MIPS (millions of instructions per second)

- **Cycles / second**: clock frequency (in MHz)
- Ex: CPI = 2, clock = 500 MHz $\rightarrow$ 0.5 * 500 MHz = 250 MIPS

Pitfall: may vary inversely with actual performance

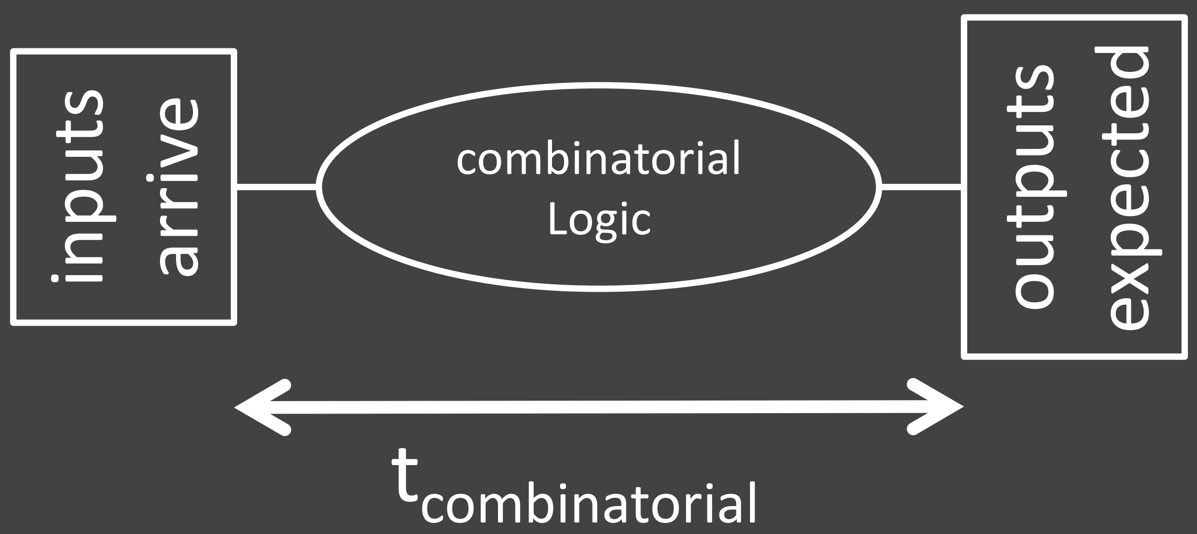
– Compiler removes insns, program faster, but lower MIPS
– Work per instruction varies (multiply vs. add, FP vs. integer)

How to make the computer faster?

Decrease latency

Critical Path

- Longest path determining the minimum time needed for an operation
- Determines minimum length of clock cycle
  i.e. determines maximum clock frequency



iClicker Question #3

Goal: Make Multi-Cycle @ 30 MHz CPU (15MIPS) run 2x faster by making arithmetic instructions faster

Instruction mix (for P):

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

(1) What is CPI?

A. 2.0	A. 1.0
B. 2.1	B. 1.3
C. 2.2	C. 1.4
D. 2.3	D. 1.5
E. 2.4	E. 2.0

Goal: Make processor run 2x faster (30→ 15 MIPS)

Try: Arithmetic 2 → 1? (2)

(2→X what would x have to be?)

Amdahl's Law

Amdahl's Law

Execution time after improvement =

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

Or: Speedup is limited by popularity of improved feature

Corollary: **build a balanced system**

- Don't optimize 1% to the detriment of other 99%
- Don't over-engineer capabilities that cannot be utilized

Caveat: Law of diminishing returns