COMP9242
Advanced Operating Systems
S2/2011 Week 6:
Performance Evaluation
Copyright Notice

These slides are distributed under the Creative Commons Attribution 3.0 License

• You are free:
  – to share—to copy, distribute and transmit the work
  – to remix—to adapt the work

• under the following conditions:
  – Attribution: You must attribute the work (but not in any way that suggests that the author endorses you or your use of the work) as follows:
    • “Courtesy of Gernot Heiser, [Institution]”, where [Institution] is one of “UNSW” or “NICTA”

The complete license text can be found at http://creativecommons.org/licenses/by/3.0/legalcode
Overview

→ Performance
→ Benchmarking
→ Profiling
→ Performance analysis
Purpose of Performance Evaluation

Research:
→ Establish performance advantages/disadvantages of approach
  • may investigate performance limits
  • should investigate tradeoffs

Development:
→ Ensure product meets performance objectives
  • new features must not unduly impact performance of existing features
  • quality assurance

Purchasing:
→ Ensure proposed solution meets requirements
  • avoid buying snake oil
→ Identify best of several competing products

Different objectives may require different approaches
Benchmarking in Research

→ Generally one of two objectives:
  • Show new approach improves performance
  • Show otherwise attractive approach does not undermine performance

→ Requirement: objectivity/fairness
  • Selection of baseline
  • Inclusion of relevant alternatives
  • Fair evaluation of alternatives

→ Requirement: analysis/explanation of results
  • Model of system, incorporating relevant parameters
  • Hypothesis of behaviour
  • Results must support hypothesis
What Performance?

→ Cold cache vs hot cache
  • hot-cache figures are easy to produce and reproduce
    - but are they meaningful?

→ Best case vs average case vs worst case
  • best-case figures are nice — but are they useful?
  • average case — what defines the “average”? 
  • expected case — what defines it?
  • worst case — is it really “worst” or just bad? Does it matter?

→ What does “performance” mean?
  • is there an absolute measure?
  • can it be compared? With what?
  • Benchmarking

Note: Always analyse performance before optimising!

→ Ensure that you focus on the bottlenecks, they may be non-obvious!
Overview

→ Performance
→ Benchmarking
→ Profiling
→ Performance analysis
Lies, Damned Lies, Benchmarks

→ Micro- vs macro-benchmarks
→ Synthetic vs “real-world”
→ Benchmark suites, use of subsets
→ Completeness of results
→ Significance of results
→ Baseline for comparison
→ Benchmarking ethics
→ What is good — analysing the results
Micro- vs Macro-Benchmarks

→ Macro-benchmarks
  - Use realistic workloads
  - Measure real-life system performance (hopefully)

→ Micro-benchmarks
  - Exercise particular operation, e.g. single system call
  - Good for analysing performance / narrowing down performance bottlenecks
    - critical operation is slower than expected
    - critical operation performed more frequently than expected
    - operation is unexpectedly critical (because it's too slow)
**Micro- vs Macro-Benchmarks**

**Benchmarking Crime: Micro-benchmarks only:**

- Pretend micro-benchmarks represent overall system performance
- Real performance can in general not be assessed with micro-benchmarks
- Exceptions:
  - Focus is on improving particular operation known to be critical
  - There is an established base line

**Note: My macro-benchmark is your micro-benchmark**

- Depends on the level on which you are operating
- Eg: Imbench
  - ... is a Linux micro-benchmark suite
  - ... is a hypervisor macro-benchmark
Synthetic vs “Real-world” Benchmarks

→ Real-world benchmarks:
  • real code taken from real problems
    - Livermore loops, SPEC, EEMBC, …
  • execution traces taken from real problems
  • distributions taken from real use
    - file sizes, network packet arrivals and sizes
  • Caution: representative for one scenario doesn't mean for every scenario!
    - may not provide complete coverage of relevant data space
    - may be biased

→ Synthetic benchmarks
  • created to simulate certain scenarios
  • tend to use random data, or extreme data
  • may represent unrealistic workloads
  • may stress or omit pathological cases
Standard vs Ad-Hoc Benchmarks

Why use ad-hoc benchmarks?

→ There may not be a suitable standard
  • Eg lack of standardised multi-tasking workloads
→ Cannot run standard benchmarks
  • Limitations of experimental system
  • Resource-constrained embedded system

Why not use ad-hoc benchmarks?

→ Not comparable to other work
→ Poor reproducibility

Facit: Use ad-hoc BMs only if you have no choice!

→ Justify your approach carefully
Benchmark Suites

- Widely used (and abused!)
- Collection of individual benchmarks, aiming to cover all of relevant data space
- Examples: SPEC CPU{92|95|2000|2006}
  - Originally aimed at evaluating processor performance
  - Heavily used by computer architects
  - Widely (ab)used for other purposes
  - Integer and floating-point suite
  - Some short, some long-running
  - Range of behaviours from memory-intensive to CPU-intensive
    - behaviour changes over time, as memory systems change
    - need to keep increasing working sets to ensure significant memory loads
Obtaining an Overall Score for a BM Suite

How can we get a single figure of merit for the whole suite?

Example: comparing 3 systems on suite of 2 BMs

<table>
<thead>
<tr>
<th>Benchmark</th>
<th>System X</th>
<th>System Y</th>
<th>System Z</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>20</td>
<td>10</td>
<td>40</td>
</tr>
<tr>
<td>2</td>
<td>40</td>
<td>80</td>
<td>20</td>
</tr>
<tr>
<td>Total</td>
<td>60</td>
<td>90</td>
<td>60</td>
</tr>
<tr>
<td>Mean</td>
<td>30</td>
<td>45</td>
<td>30</td>
</tr>
</tbody>
</table>

Does the mean make sense?

- It does where the total (sum) execution time has meaning
- What if the individual BMs are independent and the sum has no meaning?
Obtaining an Overall Score for a BM Suite (2)

→ Individual BMs frequently normalised to baseline system
→ Eg: Normalise to *System X*

<table>
<thead>
<tr>
<th>Benchmark</th>
<th>System X</th>
<th>System Y</th>
<th>System Z</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Abs</td>
<td>Rel</td>
<td>Abs</td>
</tr>
<tr>
<td>1</td>
<td>20</td>
<td>1.00</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>40</td>
<td>1.00</td>
<td>80</td>
</tr>
<tr>
<td>Mean</td>
<td>30</td>
<td>1.00</td>
<td>45</td>
</tr>
</tbody>
</table>

→ Does the mean make sense?
Obtaining an Overall Score for a BM Suite (3)

Individual BMs frequently normalised to baseline system
Eg: Normalise to System Y

<table>
<thead>
<tr>
<th>Benchmark</th>
<th>System X</th>
<th></th>
<th>System Y</th>
<th></th>
<th>System Z</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Abs</td>
<td>Rel</td>
<td>Abs</td>
<td>Rel</td>
<td>Abs</td>
<td>Rel</td>
</tr>
<tr>
<td>1</td>
<td>20</td>
<td>2.00</td>
<td>10</td>
<td>1.00</td>
<td>40</td>
<td>4.00</td>
</tr>
<tr>
<td>2</td>
<td>40</td>
<td>0.50</td>
<td>80</td>
<td>1.00</td>
<td>20</td>
<td>0.25</td>
</tr>
<tr>
<td>Mean</td>
<td>30</td>
<td>2.50</td>
<td>45</td>
<td>1.00</td>
<td>30</td>
<td>2.13</td>
</tr>
</tbody>
</table>

Does the mean make sense?
Obtaining an Overall Score for a BM Suite (4)

→ Individual BMs frequently normalised to baseline system
→ Eg: Normalise to System X
→ How about the geometric mean: $<X> = (\prod X_i)^{1/i}$

<table>
<thead>
<tr>
<th>Benchmark</th>
<th>System X</th>
<th>System Y</th>
<th>System Z</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Abs</td>
<td>Rel</td>
<td>Abs</td>
</tr>
<tr>
<td>1</td>
<td>20</td>
<td>1.00</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>40</td>
<td>1.00</td>
<td>80</td>
</tr>
<tr>
<td>Geom. mean</td>
<td>1.00</td>
<td></td>
<td>1.00</td>
</tr>
</tbody>
</table>

→ Does the geometric mean make sense?
Obtaining an Overall Score for a BM Suite (5)

→ Individual BMs frequently normalised to baseline system
→ Eg: Normalise to System Y
→ How about the geometric mean: $<X> = (\prod X_i)^{1/i}$

<table>
<thead>
<tr>
<th>Benchmark</th>
<th>System X</th>
<th></th>
<th>System Y</th>
<th></th>
<th>System Z</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Abs</td>
<td>Rel</td>
<td>Abs</td>
<td>Rel</td>
<td>Abs</td>
<td>Rel</td>
</tr>
<tr>
<td>1</td>
<td>20</td>
<td>2.00</td>
<td>10</td>
<td>1.00</td>
<td>40</td>
<td>4.00</td>
</tr>
<tr>
<td>2</td>
<td>40</td>
<td>0.50</td>
<td>80</td>
<td>1.00</td>
<td>20</td>
<td>0.25</td>
</tr>
<tr>
<td>Geom. mean</td>
<td>1.00</td>
<td>1.00</td>
<td>1.00</td>
<td>1.00</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

→ The geometric mean is invariant under normalisation
Rule: arithmetic mean for raw numbers, geometric mean for normalised!
   – [Fleming & Wallace, 1986]
Benchmark Suite Abuse

Benchmarking Crime: Select subset of suite

→ Introduces bias
  • Point of suite is to cover a range of behaviour
  • Be wary of “typical results”, “representative subset”

→ Sometimes unavoidable
  • some don't build on non-standard system or fail at run time
  • some may be too big for a particular system
    - eg, don't have file system and run from RAM disk...

→ Treat with extreme care!
  • can only draw limited conclusion from results
  • cannot compare with (complete) published results
  • need to provide convincing explanation why only subset

Other SPEC crimes include use for multiprocessor scalability
  • run multiple SPECs on different CPUs
  • what does this prove?
Partial Data

- Frequently seen in I/O benchmarks:
  - Throughput is degraded by 10%
    - “Our super-reliable stack only adds 10% overhead”
    - This is almost certainly not true. Why?
  - Why is throughput degraded?
    - latency too high
    - CPU saturated?
  - Also, changes to drivers or I/O subsystem may affect scheduling
    - interrupt coalescence: do more with fewer interrupts
  - Throughput on its own is useless
Throughput Degradation

→ Scenario: Network driver or protocol stack
  • New driver reduces throughput by 10% — why?
  • Compare:
    - 100 Mb/s, 100% CPU vs 90 Mb/s, 100% CPU
    - 100 Mb/s, 20% CPU vs 90 Mb/s, 40% CPU
  • Correct figure of merit is processing cost per unit of data
    - Proportional to CPU load divided by throughput
  • Correct overhead calculation:
    - 10 µs/kb vs 11 µs/kb: 10% overhead
    - 2 µs/kb vs 4.4 µs/kb: 120% overhead

Benchmarking crime: Show throughput degradation only
→ … and pretend this represents total overhead
Overview

→ Performance
→ Benchmarking
→ Profiling
→ Performance analysis
Profiling

Run-time collection of execution statistics

- invasive (requires some degree of instrumentation)
  - unless use hardware debugging tools or cycle-accurate simulators
- therefore affects the execution it's trying to analyse
- good profiling approaches minimise this interference

Use to identify parts of system where optimisation provides most benefit

Complementary to microbenchmarks

Example: gprof

- compiles tracing into code, to record call graph
- uses statistical sampling:
  - on each timer tick record program counter
  - post execution translate this into execution-time share
## Gprof example output

Each sample counts as 0.01 seconds.

<table>
<thead>
<tr>
<th>% cumulative</th>
<th>time</th>
<th>seconds</th>
<th>self</th>
<th>seconds</th>
<th>calls</th>
<th>ms/call</th>
<th>ms/call</th>
<th>name</th>
</tr>
</thead>
<tbody>
<tr>
<td>33.34%</td>
<td>0.02s</td>
<td>0.02s</td>
<td>0.02</td>
<td>0.02s</td>
<td>7208</td>
<td>0.00</td>
<td>0.00</td>
<td>open</td>
</tr>
<tr>
<td>16.67%</td>
<td>0.03s</td>
<td>0.01s</td>
<td>0.01</td>
<td>0.01s</td>
<td>244</td>
<td>0.04</td>
<td>0.12</td>
<td>offtime</td>
</tr>
<tr>
<td>16.67%</td>
<td>0.04s</td>
<td>0.01s</td>
<td>0.01</td>
<td>0.01s</td>
<td>8</td>
<td>1.25</td>
<td>1.25</td>
<td>memccpy</td>
</tr>
<tr>
<td>16.67%</td>
<td>0.05s</td>
<td>0.01s</td>
<td>0.01</td>
<td>0.01s</td>
<td>7</td>
<td>1.43</td>
<td>1.43</td>
<td>write</td>
</tr>
<tr>
<td>16.67%</td>
<td>0.06s</td>
<td>0.01s</td>
<td>0.01</td>
<td>0.01s</td>
<td></td>
<td></td>
<td></td>
<td>mcount</td>
</tr>
<tr>
<td>0.00%</td>
<td>0.06s</td>
<td>0.00s</td>
<td>0.00</td>
<td>0.00s</td>
<td>236</td>
<td>0.00</td>
<td>0.00</td>
<td>tzset</td>
</tr>
<tr>
<td>0.00%</td>
<td>0.06s</td>
<td>0.00s</td>
<td>0.00</td>
<td>0.00s</td>
<td>192</td>
<td>0.00</td>
<td>0.00</td>
<td>tolower</td>
</tr>
<tr>
<td>0.00%</td>
<td>0.06s</td>
<td>0.00s</td>
<td>0.00</td>
<td>0.00s</td>
<td>47</td>
<td>0.00</td>
<td>0.00</td>
<td>strlen</td>
</tr>
<tr>
<td>0.00%</td>
<td>0.06s</td>
<td>0.00s</td>
<td>0.00</td>
<td>0.00s</td>
<td>45</td>
<td>0.00</td>
<td>0.00</td>
<td>strchr</td>
</tr>
<tr>
<td>0.00%</td>
<td>0.06s</td>
<td>0.00s</td>
<td>0.00</td>
<td>0.00s</td>
<td>1</td>
<td>0.00</td>
<td>50.00</td>
<td>main</td>
</tr>
<tr>
<td>0.00%</td>
<td>0.06s</td>
<td>0.00s</td>
<td>0.00</td>
<td>0.00s</td>
<td>1</td>
<td>0.00</td>
<td>0.00</td>
<td>memcpy</td>
</tr>
<tr>
<td>0.00%</td>
<td>0.06s</td>
<td>0.00s</td>
<td>0.00</td>
<td>0.00s</td>
<td>1</td>
<td>0.00</td>
<td>10.11</td>
<td>print</td>
</tr>
<tr>
<td>0.00%</td>
<td>0.06s</td>
<td>0.00s</td>
<td>0.00</td>
<td>0.00s</td>
<td>1</td>
<td>0.00</td>
<td>0.00</td>
<td>profil</td>
</tr>
<tr>
<td>0.00%</td>
<td>0.06s</td>
<td>0.00s</td>
<td>0.00</td>
<td>0.00s</td>
<td>1</td>
<td>0.00</td>
<td>50.00</td>
<td>report</td>
</tr>
</tbody>
</table>

Source: [http://sourceware.org/binutils/docs-2.19/gprof](http://sourceware.org/binutils/docs-2.19/gprof)
Gprof example output (2)

granularity: each sample hit covers 2 byte(s) for 20.00% of 0.05 seconds

<table>
<thead>
<tr>
<th>index</th>
<th>% time</th>
<th>self</th>
<th>children</th>
<th>called</th>
<th>name</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1]</td>
<td>100.0</td>
<td>0.00</td>
<td>0.05</td>
<td>1/1</td>
<td>start [1]</td>
</tr>
<tr>
<td></td>
<td>0.00</td>
<td>0.05</td>
<td>1/1</td>
<td></td>
<td>main [2]</td>
</tr>
<tr>
<td></td>
<td>0.00</td>
<td>0.00</td>
<td>1/2</td>
<td>on_exit</td>
<td>[28]</td>
</tr>
<tr>
<td></td>
<td>0.00</td>
<td>0.00</td>
<td>1/1</td>
<td></td>
<td>exit [59]</td>
</tr>
</tbody>
</table>

-----------------------------------------------
| [2]   | 100.0  | 0.00 | 0.05     | 1/1    | start [1]     |
|       | 0.00   | 0.05 | 1        |        | main [2]      |
|       | 0.00   | 0.05 | 1/1      | report | [3]           |

-----------------------------------------------
| [3]   | 100.0  | 0.00 | 0.05     | 1/1    | main [2]      |
|       | 0.00   | 0.05 | 1        | report | [3]           |
|       | 0.00   | 0.03 | 8/8      |        | timelocal [6] |
|       | 0.00   | 0.01 | 1/1      |        | print [9]     |
|       | 0.00   | 0.01 | 9/9      |        | fgets [12]    |

Source: http://sourceware.org/binutils/docs-2.19/gprof
Profiling

- Run-time collection of execution statistics
  - invasive (requires some degree of instrumentation)
  - therefore affects the execution it's trying to analyse
  - good profiling approaches minimise this interference
- Use to identify parts of system where optimisation provides most benefit
- Complementary to microbenchmarks
- Example: gprof
  - compiles tracing into code, to record call graph
  - uses statistical sampling:
    - on each timer tick record program counter
    - post execution translate this into execution-time share
- Example: oprof
  - collects hardware performance-counter readings
  - works for kernel and apps
  - minimal overhead
oprof example output

$ opreport --exclude-dependent
CPU: PIII, speed 863.195 MHz (estimated)
Counted CPU_CLK_UNHALTED events (clocks processor is not halted) with a ...
450385 75.6634 cc1plus
60213 10.1156 lyx
29313 4.9245 XFree86
11633 1.9543 as
10204 1.7142 oprofiled
7289 1.2245 vmlinux
7066 1.1871 bash
6417 1.0780 oprofile
6397 1.0747 vim
3027 0.5085 wineserver
1165 0.1957 kdeinit
832 0.1398 wine

Source: http://oprofile.sourceforge.net/examples/
oprof example output

$ opreport
CPU: PIII, speed 863.195 MHz (estimated)
Counted CPU_CLK_UNHALTED events (clocks processor is not halted) with a ...
  506605  54.0125  cclplus
    450385  88.9026  cclplus
    28201  5.5667  libc-2.3.2.so
    27194  5.3679  vmlinux
      677  0.1336  uhci_hcd
...
  163209  17.4008  lyx
    60213  36.8932  lyx
    23881  14.6322  libc-2.3.2.so
    21968  13.4600  libstdc++.so.5.0.1
    13676  8.3794  libpthread-0.10.so
    12988  7.9579  libfreetype.so.6.3.1
    10375  6.3569  vmlinux
...

Source: http://oprofile.sourceforge.net/examples/
Performance Monitoring Unit (PMU)

- Collects certain *events* at run time
- Typically supports many events, small number of *event counters*
  - Events refer to hardware (micro-architectural) features
    - Typically relating to instruction pipeline or memory hierarchy
    - Dozens or hundreds
  - Counter can be bound to a particular event
    - Via some configuration register
    - Typically 2–4
    - OS can sample counters
    - Counters can trigger exception on exceeding threshold
### Event Examples (ARM11)

<table>
<thead>
<tr>
<th>Ev #</th>
<th>Definition</th>
<th>Ev #</th>
<th>Definition</th>
<th>Ev #</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>I-cache miss</td>
<td>0x0b</td>
<td>D-cache miss</td>
<td>0x22</td>
<td>...</td>
</tr>
<tr>
<td>0x01</td>
<td>Instr. buffer stall</td>
<td>0x0c</td>
<td>D-cache writeback</td>
<td>0x23</td>
<td>Funct. call</td>
</tr>
<tr>
<td>0x02</td>
<td>Data depend. stall</td>
<td>0x0d</td>
<td>PC changed by SW</td>
<td>0x24</td>
<td>Funct. return</td>
</tr>
<tr>
<td>0x03</td>
<td>Instr. micro-TLB miss</td>
<td>0x0f</td>
<td>Main TLB miss</td>
<td>0x25</td>
<td>Funct. ret. predict</td>
</tr>
<tr>
<td>0x04</td>
<td>Data micro-TLB miss</td>
<td>0x10</td>
<td>Ext data access</td>
<td>0x26</td>
<td>Funct. ret. mispred</td>
</tr>
<tr>
<td>0x05</td>
<td>Branch executed</td>
<td>0x11</td>
<td>Load-store unit stall</td>
<td>0x30</td>
<td>...</td>
</tr>
<tr>
<td>0x06</td>
<td>Branch mispredicted</td>
<td>0x12</td>
<td>Write-buffer drained</td>
<td>0x38</td>
<td>...</td>
</tr>
<tr>
<td>0x07</td>
<td>Instr executed</td>
<td>0x13</td>
<td>Cycl FIQ disabled</td>
<td>0xff</td>
<td>Cycle counter</td>
</tr>
<tr>
<td>0x09</td>
<td>D-cache acc cachable</td>
<td>0x14</td>
<td>Cycl IRQ disabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x0a</td>
<td>D-cache access any</td>
<td>0x20</td>
<td>...</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Overview

- Performance
- Benchmarking
- Profiling
- Performance analysis
Significance of Measurements

All measurements are subject to random errors

→ Standard scientific approach: Many iterations, *collect statistics*
→ Rarely done in systems work — why?
→ Computer systems tend to be *highly deterministic*
  • Repeated measurements often give identical results
  • Main exception are experiments involving WANs
→ However, it is dangerous to rely on this without checking!
  • Sometimes “random” fluctuations indicate *hidden parameters*

Benchmarking crime: results with no indication of significance

Non-criminal approach:

→ Show at least standard deviation of your measurements
→ … or state explicitly it was below a certain value throughout
→ Admit results are insignificant unless well-separated std deviations
How to Measure and Compare Performance

Bare-minimum statistics:

→ At minimum report the mean (μ) and standard deviation (σ)
  • Don't believe any effect that is less than a standard deviation
    - 10.2±1.5 is not significantly different from 11.5
  • Be highly suspicious if it is less than two standard deviations
    - 10.2±0.8 may not be different from 11.5
→ Be very suspicious if reproducibility is poor (i.e. σ is not small)
→ Distrust standard deviations of small iteration counts
  • standard deviations are meaningless for small number of runs
  • … but ok if effect ≫ σ
  • The proper way to check significance of differences is Student's t-test!
How to Measure and Compare Performance

Bare-minimum stats are sometimes insufficient

- Eg: Old: $\mu = 18$ sec, New: $\mu = 6$ sec

Cumulative distribution function (CDF)

- Max = 14.5
- Max = $\infty$ ?

Courtesy Robert Grimm
How to Measure and Compare Performance

Obtaining meaningful execution times:

→ Make sure execution times are long enough
  • What is the granularity of your time measurements?
  • make sure the effect you're looking for is much bigger
  • many repetitions won't help if your effect is dominated by clock resolution
  • do many repetitions in a tight loop if necessary
Example: gzip from SPEC CPU2000

Observations?

- First iteration is special
  - Warm up caches to get reliable data

- Clock resolution 50ms
  - Will not be able to observe any effects that account for less than 0.1 sec

Lesson?

- Need a mental model of the system
  - Here: repeated runs should give the same result

- Find reason (hidden parameters) if results do not comply!
How to Measure and Compare Performance

Noisy data:

→ sometimes it isn't feasible to get a “clean” system
  • e.g. running apps on a “standard configuration”
  • this can lead to very noisy results, large standard deviations

Possible ways out:

→ ignoring lowest and highest result
→ taking the floor of results
  • makes only sense if you're looking for minimum
    – but beware of difference-taking!

Both of these are dangerous, use with great care!

→ Only if you know what you are doing
  • need to give a convincing explanation of why this is justified
→ Only if you explicitly state what you've done in your paper/report
How to Measure and Compare Performance

Check outputs!

→ Benchmarks must check results are correct!
  • Sometimes things are very fast because no work is done!
  • Beware of compiler optimisations, implementation bugs

→ Sometimes checking all results is infeasible
  • eg takes too long, checking dominates effect you're looking for
  • check at least some runs
  • run same setup with checks en/disabled
How to Measure and Compare Performance

Vary inputs!

→ Easy to produce low standard deviations by using identical runs
  • but this is often not representative
  • can lead to unrealistic caching effects
    – especially in benchmarks involving I/O
    – *disks are notorious for this*
    • controllers do caching, pre-fetching etc out of control of OS

→ Good ways to achieve variations:
  • time stamps for randomising inputs (but see below!)
  • varying order:
    – forward vs backward
    – sequential with increasing strides
    – random access
  • best is to use combinations of the above, to ensure that results are sane
How to Measure and Compare Performance

Ensure runs are comparable and reproducible:

→ Avoid true randomness!
  - tends to lead to different execution paths or data access patterns
  - makes results non-reproducible
  - makes impossible to fairly compare results from different implementations!
  - exceptions exist
    - crypto algorithms are designed to have execution path independent of inputs

→ Pseudo-random is good for benchmarking
  - reproducible sequence of “random” inputs
    - capture sequence and replay for each run
    - use pseudo-random generator with same seed
How to Measure and Compare Performance

Environment

→ Ensure system is quiescent
  • to the degree possible, turn off any unneeded functionality
    - run Unix systems in single-user mode
    - turn off wireless, disconnect networks, put disk to sleep, etc
  • Be aware of self-interference
    - eg logging benchmark results may wake up disk...

→ Ensure compared runs start from the same system state (as far as possible)
  • back-to-back processes may *not* find the system in the same state
Real-World Example

Benchmark:
→ 300.twolf from SPEC CPU2000 suite

Platform:
→ Dell Latitude D600
  • Pentium M @ 1.8GHz
  • 32KiB L1 cache, 8-way
  • 1MiB L2 cache, 8-way
  • DDR memory @ effective 266MHz
→ Linux kernel version 2.6.24

Methodology:
→ Multiple identical runs for statistics...
twolf on Linux: What's going on?

20% variation in execution time between “identical” runs!
twolf on Linux:

Performance counters are your friends!
Subtract 221 cy (123ns) for each cache miss

What's going on???
twolf on Linux: Lessons?

- Pointer to problem was standard deviation
  - $\sigma$ for “twolf” was much higher than normal for SPEC programs
- Standard deviation did not conform to mental model
  - Shows the value of verifying that model holds
  - Correcting model improved results dramatically
- Shows danger of assuming reproducibility without checking!
- Facit: *Always* collect and analyse standard deviations!
How to Measure and Compare Performance

Vary only one thing at a time!

➔ Typical example: used a combination of techniques to improve system
  • what can you learn from a 20% overall improvement?

➔ Need to run sequence of evaluations, looking at individual changes
  • identify contribution and relevance
  • understand how they combine to an overall effect
    – they may enhance or counter-balance each other
  • make sure you understand what's going on!!!!

Record all configurations and data!

➔ May have overlooked something at first

➔ May develop better model later
  • could be much faster to re-analyse existing data than re-run all benchmarks
How to Measure and Compare Performance

Measure as directly as possible:

→ Eg, when looking at effects of pinning TLB entries
  • don't just look at overall execution time (combination of many things)
  • use performance counter to compare
    - TLB misses
    - cache misses (from page table reloads)
    - ...

→ Cannot always measure directly
  • eg, actual TLB-miss cost not known
    - extrapolate by artificially reducing TLB size
    - eg by pinning useless entries
How to Measure and Compare Performance

Avoid incorrect conclusions from pathological cases

→ Typical cases:
  - sequential access optimised by underlying hardware/disk controller...
  - potentially massive differences between sequentially up/down
    - pre-fetching by processor, disk cache
  - random access may be an unrealistic scenario that destroys performance
    - for file systems
  - powers of two may be particularly good or particularly bad for strides
    - often good for cache utilisation
      - minimise number of cache lines used
    - often bad for cache utilisation
      - maximise cache conflicts
  - similarly just-off powers ($2^n-1$, $2^n+1$)

→ What is “pathological” depends a lot on what you're measuring
  - e.g. caching in underlying hardware
How to Measure and Compare Performance

Use a model

→ You need a (mental or explicit) model of the behaviour of your system
  • benchmarking should aim to support or disprove that model
  • need to think about this in selecting data, evaluating results
  • eg: I/O performance dependent on FS layout, caching in controller...
  • cache sizes (HW & SW caches)
  • buffer sizes vs cache size

→ Should tell you the size of what to expect
  • you should understand that a 2ns cache miss penalty can't be right
Example: Memory Copy

- **L1 cache (32KiB)**
- **L2 cache (1MiB)**

Graph showing execution time and throughput versus buffer size.

- **Pipelining**
How to Measure and Compare Performance

Understand your results!

→ Results you don't understand will almost certainly hide a problem
  • Never publish results you don't understand
    – chances are the reviewers understand them, and will reject the paper
    – maybe worse: someone at the conference does it
      • this will make you look like an idiot
      • of course, if this happens you are an idiot!
Loop and Timing Overhead

Ensure that measuring overhead does not affect results:

- Cost of accessing clock may be significant
- Loop overhead may be significant
- Stub overhead may be significant

Approaches:

- May iterations in tight loop
- Measure and eliminate timer overhead
- Measure and eliminate loop overhead
- Eliminate effect of any instrumentation code
Eliminating Overhead

t0 = time();
for (i=0; i<MAX; i++) {
    asm(nop);
}
t1 = time();
for (i=0; i<MAX; i++) {
    asm(syscall);
}
t2 = time();
printf("Cost is %dus\n", (t2-2*t1+t0)*1000000/MAX);

Beware of compiler optimizations!
Relative vs Absolute Data

From a real paper (IEEE CCNC’09):

→ No data other than this figure
→ No figure caption
→ Only explanation in text:
  → “The L4 overhead compared to VLX ranges from a 2x to 20x factor depending on the Linux system call benchmark”
→ No definition of “overhead factor”
→ No native Linux data

Benchmarking crime: Relative numbers only

→ Makes it impossible to check whether results make sense
→ How hard did they try to get the competitor system to perform?
  • Eg, did they run it with default build parameters (debugging enabled)?
Benchmarking Ethics

➔ Do compare with published competitor data, but…
  • Ensure comparable setup
    • Same hardware (or convincing argument why it doesn’t matter)
  • you may be looking at an aspect the competitor didn't focus on
    • eg: they designed for large NUMA, you optimise for embedded

➔ Be ultra-careful when benchmarking competitor’s system yourself
  • Are you sure you're running the competitor system optimally?
    • you could have the system mis-configured (eg debugging enabled)
    • Do your results match their (published or else) data?
  • Make sure you understand exactly what is going on!
    • Eg use profiling/tracing to understand source of difference
    • Explain it!

Benchmarking crime: Unethical benchmarking of competitor
➔ Lack of care is unethical too!
Other Ways to Cheat With Benchmarks

- Benchmark-specific optimisations
  - Popular with compiler-writers
  - Recognise particular benchmark
  - Insert BM-specific hand-optimised code
- End-user benefit: Zero
- Rarely an issue in OS area
What Is “Good”?

→ Easy if there are established and published benchmarks
  • Eg your improved algorithm beats best published Linux data by \( x \)%
  • But are you sure that it doesn't lead to worse performance elsewhere?
    - important to run complete benchmark suites
    - think of everything that could be adversely effected, and measure!

→ Tricky if no published standard
  • Can run competitor/incumbent
    - eg run lmbench, kernel compile etc on your modified Linux and standard Linux
    - but be very careful to avoid running the competitor sub-optimally!
  • Establish performance limits
    • ie compare against optimal scenario
    • micro-benchmarks or profiling can be highly valuable here!
Real-World Example: Virtualization Overhead

→ Symbian null-syscall microbenchmark:
  • native: 0.24μs, virtualized: 0.79μs
  • 230% overhead — good or bad?

→ ARM11 processor runs at 368 MHz:
  • Native: 0.24μs = 93 cy
  • Virtualized: 0.79μs = 292 cy
  • Overhead: 0.55μs = 199 cy
  • Cache-miss penalty ≈ 20 cy

→ Model:
  • native: 2 mode switches, 0 context switches, 1 x save+restore state
  • virtualized: 4 mode switches, 2 context switches, 3 x save+restore state
  • expected overhead?
Performance Counters are Your Friends!

Good or bad?

<table>
<thead>
<tr>
<th>Counter</th>
<th>Native</th>
<th>Virtualized</th>
<th>Difference</th>
</tr>
</thead>
<tbody>
<tr>
<td>Branch miss-pred</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>D-cache miss</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>I-cache miss</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>D-μTLB miss</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>I-μTLB miss</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Main-TLB miss</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td><strong>Instructions</strong></td>
<td><strong>30</strong></td>
<td><strong>125</strong></td>
<td><strong>95</strong></td>
</tr>
<tr>
<td>D-stall cycles</td>
<td>0</td>
<td>27</td>
<td>27</td>
</tr>
<tr>
<td>I-stall cycles</td>
<td>0</td>
<td>45</td>
<td>45</td>
</tr>
<tr>
<td><strong>Total Cycles</strong></td>
<td><strong>93</strong></td>
<td><strong>292</strong></td>
<td><strong>199</strong></td>
</tr>
</tbody>
</table>
More of the Same...

First step: improve representation!

<table>
<thead>
<tr>
<th>Benchmark</th>
<th>Native</th>
<th>Virtualized</th>
<th>Difference</th>
<th>Overhead</th>
</tr>
</thead>
<tbody>
<tr>
<td>Context switch [1/s]</td>
<td>615046</td>
<td>444504</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Create/close [µs]</td>
<td>11</td>
<td>15</td>
<td>4</td>
<td>36%</td>
</tr>
<tr>
<td>Suspend [10ns]</td>
<td>81</td>
<td>154</td>
<td>0.73</td>
<td>90%</td>
</tr>
</tbody>
</table>
More of the Same...

Then represent the overheads in the right units...

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Context switch</td>
<td>1.63</td>
<td>2.25</td>
<td>0.62</td>
<td>230</td>
<td>1</td>
<td>230</td>
</tr>
<tr>
<td>Create/close</td>
<td>11</td>
<td>15</td>
<td>4</td>
<td>1472</td>
<td>2</td>
<td>736</td>
</tr>
<tr>
<td>Suspend</td>
<td>0.81</td>
<td>1.54</td>
<td>0.73</td>
<td>269</td>
<td>1</td>
<td>269</td>
</tr>
</tbody>
</table>

Further analysing the create/close benchmark:

- guest dis/enables interrupts 22 times
  - extra instructions required to manipulate virtual interrupt flag
  - account for most of extra overhead
Yet Another One...

<table>
<thead>
<tr>
<th>Benchmark</th>
<th>Native [μs]</th>
<th>Virt. [μs]</th>
<th>Overhead</th>
</tr>
</thead>
<tbody>
<tr>
<td>TDes16_Num0</td>
<td>1.2900</td>
<td>1.2936</td>
<td>0.28%</td>
</tr>
<tr>
<td>TDes16_RadixHex1</td>
<td>0.7110</td>
<td>0.7129</td>
<td>0.27%</td>
</tr>
<tr>
<td>TDes16_RadixDecimal2</td>
<td>1.2338</td>
<td>1.2373</td>
<td>0.28%</td>
</tr>
<tr>
<td>TDes16_Num_RadixOctal3</td>
<td>0.6306</td>
<td>0.6324</td>
<td>0.28%</td>
</tr>
<tr>
<td>TDes16_Num_RadixBinary4</td>
<td>1.0088</td>
<td>1.0116</td>
<td>0.27%</td>
</tr>
<tr>
<td>TDesC16_Compare5</td>
<td>0.9621</td>
<td>0.9647</td>
<td>0.27%</td>
</tr>
<tr>
<td>TDesC16_CompareF7</td>
<td>1.9392</td>
<td>1.9444</td>
<td>0.27%</td>
</tr>
<tr>
<td>TdesC16_MatchF9</td>
<td>1.1060</td>
<td>1.1090</td>
<td>0.27%</td>
</tr>
</tbody>
</table>

- **Note**: these are purely user-level operations!
  - What's going on?
Yet Another One...

Note: these are purely user-level operations!

- What's going on?
- Timer tick is 1000 Hz
- Overhead from virtualizing timer interrupt!
- Good or bad?

<table>
<thead>
<tr>
<th>Benchmark</th>
<th>Native [μs]</th>
<th>Virt. [μs]</th>
<th>Overhead</th>
<th>Per tick</th>
</tr>
</thead>
<tbody>
<tr>
<td>TDes16_Num0</td>
<td>1.2900</td>
<td>1.2936</td>
<td>0.28%</td>
<td>2.8 μs</td>
</tr>
<tr>
<td>TDes16_RadixHex1</td>
<td>0.7110</td>
<td>0.7129</td>
<td>0.27%</td>
<td>2.7 μs</td>
</tr>
<tr>
<td>TDes16_RadixDecimal2</td>
<td>1.2338</td>
<td>1.2373</td>
<td>0.28%</td>
<td>2.8 μs</td>
</tr>
<tr>
<td>TDes16_Num_RadixOctal3</td>
<td>0.6306</td>
<td>0.6324</td>
<td>0.28%</td>
<td>2.8 μs</td>
</tr>
<tr>
<td>TDes16_Num_RadixBinary4</td>
<td>1.0088</td>
<td>1.0116</td>
<td>0.27%</td>
<td>2.7 μs</td>
</tr>
<tr>
<td>TDesC16_Compare5</td>
<td>0.9621</td>
<td>0.9647</td>
<td>0.27%</td>
<td>2.7 μs</td>
</tr>
<tr>
<td>TDesC16_CompareF7</td>
<td>1.9392</td>
<td>1.9444</td>
<td>0.27%</td>
<td>2.7 μs</td>
</tr>
<tr>
<td>TdesC16_MatchF9</td>
<td>1.1060</td>
<td>1.1090</td>
<td>0.27%</td>
<td>2.7 μs</td>
</tr>
</tbody>
</table>
Lessons Learned

→ Ensure stable results
  • repeat for good statistics
  • investigate source of apparent randomness
→ Have a model of what you expect
  • investigate if behaviour is different
  • unexplained effects are likely to indicate problems — don't ignore them!
→ Tools are your friends
  • performance counters
  • simulators
  • traces
  • spreadsheets

Annotated list of benchmarking crimes: http://www.gernot-heiser.org/