Measuring and Analysing Performance
@GernotHeiser
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Today’s Lecture

• Principles of performance evaluation: why and how
• Benchmarking: assessing performance (how and how not)
• Profiling
• Performance analysis
• Understanding performance (establishing context)
Performance Considerations

What is performance?
- Is there an absolute measure
- Is there a baseline for relative comparison?

What are we comparing?
- Best case? Nice, but useful?
- Average case? What defines “average”?
- Expected case? What defines it?
- Worst case? Is it really “worst” or just “bad”?

Configuration matters:
- Hot cache – easy to do – or cold cache?
- What is most relevant for the purpose?
Benchmarking
Lies, Damned Lies, Benchmarks

Considerations:
- Micro- vs macro-benchmarks
- Benchmark suites, use of subsets
- Completeness of results
- Significance of results
- Baseline for comparison
- Benchmarking ethics
- What is good? — Analysing the results
Benchmarking in Research & Development

Must satisfy two criteria:
- **Conservative**: no significant degradation due to your work
- **Progressive**: actual & relevant performance improvement
  - only needed if your work is actually about improving performance

Must analyse and explain results!
- Discuss *model* of system
- Present *hypothesis* of behaviour
- Results must test and *confirm* hypothesis

Objectivity and fairness:
- Appropriate baseline
- Fairly evaluate alternatives
Micro- vs Macro-Benchmarks

**Microbenchmark**
- Exercise particular operation

**Macrobenchmark**
- Use realistic workload
- Aim to represent real-system perf

Micro-BMs are an analysis, not an assessment tool!
- drill down on performance

**Benchmarking crime:** Using micro-benchmarks only
Standard vs Ad-Hoc Benchmarks

• Standard benchmarks are designed by experts
  • Representative workloads, reproducible and comparable results
  • Use them whenever possible!
  • Examples: SPEC, EEMBC, YCSB,…

• Only use ad-hoc benchmarks when you have no choice
  • no suitable standard
  • limitations of experimental system

Ad-hoc benchmarks reduce reproducibility and generality – need strong justification!
Obtaining an Overall Score for a BM Suite

<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>1.00</td>
<td>1.00</td>
</tr>
</tbody>
</table>

Rule: *arithmetic* mean for *raw* numbers, *geometric* mean for *normalised*! [Fleming & Wallace, ‘86]
Benchmark Suite Abuse

“We evaluate performance using SPEC CPU2000. Fig 5 shows typical results.”

Benchmarking crime: Using a subset of a suite

Subsetting introduces bias, makes score meaningless!

Sometimes unavoidable (incomplete system) – treat with care, and justify well!

Results will have limited validity
Beware Partial Data

Frequently seen: Measurements show 10% throughput degradation. Authors conclude “10% overhead”.

What degrades throughput?

Consider:
1. 100 Mb/s, 100% CPU → 90 Mb/s, 100% CPU
2. 100 Mb/s, 20% CPU → 90 MB/s, 40% CPU

CPU limited

Proper figure of merit is processing cost per unit data
1. 10 µs/kb → 11 µs/kb: 10% overhead
2. 2 µs/kb → 4.4 µs/kb: 120% overhead

Latency limited

Benchmarking crime: Throughput degradation = overhead!
Profiling
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

Avoid with HW debuggers, cycle-accurate simulators

Identify targets for performance tuning – complementary to microbenchmarks

gprof:
• compiles tracing code into program
• uses statistical sampling with post-execution analysis
Example gprof output

Each sample counts as 0.01 seconds.

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

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

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></td>
<td>&lt;spontaneous&gt;</td>
</tr>
<tr>
<td></td>
<td>0.00</td>
<td>0.05</td>
<td>1/1</td>
<td></td>
<td>start [1]</td>
</tr>
<tr>
<td></td>
<td>0.00</td>
<td>0.00</td>
<td>1/2</td>
<td></td>
<td>main [2]</td>
</tr>
<tr>
<td></td>
<td>0.00</td>
<td>0.00</td>
<td>1/1</td>
<td></td>
<td>on_exit [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>
<tr>
<td>-------</td>
<td>--------</td>
<td>------</td>
<td>----------</td>
<td>--------</td>
<td>------------------</td>
</tr>
<tr>
<td></td>
<td>0.00</td>
<td>0.05</td>
<td>1/1</td>
<td></td>
<td>start [1]</td>
</tr>
<tr>
<td>[2]</td>
<td>100.0</td>
<td>0.00</td>
<td>0.05</td>
<td>1</td>
<td>main [2]</td>
</tr>
<tr>
<td></td>
<td>0.00</td>
<td>0.05</td>
<td>1/1</td>
<td></td>
<td>report [3]</td>
</tr>
<tr>
<td>-------</td>
<td>--------</td>
<td>------</td>
<td>----------</td>
<td>--------</td>
<td>------------------</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>[3]</td>
<td>100.0</td>
<td>0.00</td>
<td>0.05</td>
<td>1</td>
<td>report [3]</td>
</tr>
<tr>
<td></td>
<td>0.00</td>
<td>0.03</td>
<td>8/8</td>
<td></td>
<td>timelocal [6]</td>
</tr>
</tbody>
</table>
Performance Monitoring Unit (PMU)

- Collects certain *events* at run time
- 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
- Counters can trigger exception on exceeding threshold
- OS can sample counters

Linux PMU interface: **oprof**
Can profile kernel and userland
Example oprof Output

```
$ oreport --exclude-dependent
CPU: PIII, speed 863.195 MHz (estimated)
Counted **CPU_CLK_UNHALTED** events (clocks processor is not halted) with a ...

<table>
<thead>
<tr>
<th>Count</th>
<th>Percentage</th>
<th>Process</th>
</tr>
</thead>
<tbody>
<tr>
<td>450385</td>
<td>75.6634</td>
<td>cclplus</td>
</tr>
<tr>
<td>60213</td>
<td>10.1156</td>
<td>lyx</td>
</tr>
<tr>
<td>29313</td>
<td>4.9245</td>
<td>XFree86</td>
</tr>
<tr>
<td>11633</td>
<td>1.9543</td>
<td>as</td>
</tr>
<tr>
<td>10204</td>
<td>1.7142</td>
<td>oprofiled</td>
</tr>
<tr>
<td>7289</td>
<td>1.2245</td>
<td>vmlinux</td>
</tr>
<tr>
<td>7066</td>
<td>1.1871</td>
<td>bash</td>
</tr>
<tr>
<td>6417</td>
<td>1.0780</td>
<td>oprofile</td>
</tr>
<tr>
<td>6397</td>
<td>1.0747</td>
<td>vim</td>
</tr>
<tr>
<td>3027</td>
<td>0.5085</td>
<td>wineserver</td>
</tr>
<tr>
<td>1165</td>
<td>0.1957</td>
<td>kdeinit</td>
</tr>
</tbody>
</table>
```

Source: [http://oprofile.sourceforge.net/examples/](http://oprofile.sourceforge.net/examples/)
Example oprof Output

$ oreport
CPU: PIII, speed 863.195 MHz (estimated)
Counted CPU_CLK_UNHALTED events (clocks processor is not halted) with a ...
506605 54.0125 cc1plus
   450385 88.9026 cc1plus
   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

Drilldown of top consumers
### PMU Event Examples: ARM11 (Armv6)

<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>0xf</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>Cycles FIRQ disabled</td>
<td>0xff</td>
<td>Cycle counter</td>
</tr>
<tr>
<td>0x09</td>
<td>D-cache acc cachable</td>
<td>0x14</td>
<td>Cycles 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>
</tbody>
</table>

*Developer’s best friend!*
Performance Analysis
Significance of Measurements

• Standard approach: repeat & collect stats
• Computer systems are high deterministic
  • Typically variances are tiny, except across WAN

All measurements are subject to random errors

Watch for divergence from this hypothesis, could indicate hidden parameters!

Benchmarking crime: No indication of significance of data!

Always show standard deviations, or clearly state they are tiny!
How to Measure and Compare Performance

Bare-minimum statistics:

• At least 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

Standard deviation is meaningless for small samples!
  • Ok if effect ≫ σ
  • Use t-test if in doubt!

For systems work, must be very suspicious if σ is *not* small!
Example from SPEC CPU2000

Observations:
• First iteration is special
• 20 Hz timer: accuracy 0.1 s!

Lesson: Need mental model of system, look for hidden parameters if model fails!
How To Measure and Compare Performance

Noisy data:

• Eliminate sources of noise, re-run from same initial state
  • single-user mode
  • dedicated network

• Possible ways out:
  • ignore highest & lowest values
  • ignore above threshold in bi-modal distribution resulting from interference
  • take floor of data
    • maybe minimum is what matters

• Proceed with extreme care!
• Document and justify!

Not always possible!
Real-World Example: seL4 Syscall Latency

<table>
<thead>
<tr>
<th>Syscall (cy)</th>
<th>Min</th>
<th>Mean</th>
<th>σ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Null</td>
<td>120</td>
<td>120</td>
<td>0</td>
</tr>
<tr>
<td>IPC Call</td>
<td>313</td>
<td>314</td>
<td>1</td>
</tr>
<tr>
<td>Signal→low</td>
<td>139</td>
<td>139</td>
<td>0</td>
</tr>
<tr>
<td>Signal→high</td>
<td>377</td>
<td>486</td>
<td>298</td>
</tr>
</tbody>
</table>

Platform: Sabre (Armv7-a Cortex-A9)

Real syscall cost: 377 cy

Interference from test rig

Signalling a Notification

Courtesy Shane Kadish
Problem: Benchmarking Methodology

```c
int t0 = time();
for (i=0; i<n; i++) {
    syscall(...)
    t1 = time();
    buffer[i] = t1 - t0;
    t0 = t1;
}
/* now compute mean, std deviation ... */
```

Write stalls on platform with low memory bandwidth!

```
int t0 = time();
for (i=0; i<n; i++) {
    syscall(...)
    t1 = time();
    t = t1 - t0;
    sum_t += t;
    sum_sq += t*t;
    t0 = t1;
}
/* now compute mean, std deviation ... */
```

All data in registers!

```
mean = sum_t / n;
stdev = sqrt( (n*sum_sq - sum_s)/(n*(n-1)) );
```

<table>
<thead>
<tr>
<th>Method</th>
<th>Min</th>
<th>Max</th>
<th>Mean</th>
<th>σ</th>
</tr>
</thead>
<tbody>
<tr>
<td>Buffer</td>
<td>709</td>
<td>1770</td>
<td>933</td>
<td>195</td>
</tr>
<tr>
<td>Sum in loop</td>
<td>695</td>
<td>770</td>
<td>730</td>
<td>15</td>
</tr>
</tbody>
</table>

Platform: Sabre
different syscall!

Courtesy Nataliya Korovkina
How To Measure and Compare Performance

Vary inputs, check outputs!

• Vary data *and* addresses!
  • eg time-stamp or randomise inputs
  • be careful with sequential patterns!

• Check outputs are correct
  • read back after writing and compare

• Complete checking infeasible?
  • do spot checks
  • run with checking on/off

Beware optimisations!
• compilers eliminating code
• disks pre-fetching, de-duplicating

True randomness may affect reproducibility
• Use pseudo-random with same seed
Real-World Example: SPEC on Linux

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% performance difference between “identical” runs!

Performance counters are your best friends!

Subtract 221 cycles (123ns) for each L2-cache miss

Lesson: Check system behaves according to your model – large $\sigma$ was the giveaway!
A Few More Performance Evaluation Rules

• Vary one parameter at a time
• Record & date all configurations!
• Measure as directly as possible
• Avoid incorrect conclusions from pathological data
  • sequential vs random access may mess with prefetching
  • $2^n$ vs $2^n-1$, $2^n+1$ sizes may mess with caching

What is pathological depends a lot on circumstances!
Most Important: Use a Model/Hypothesis

Model of the system that predicts system behaviour

• Benchmarking should aim to support or disprove that model
• Need to consider in selecting data, evaluating results, e.g:
  • I/O performance dependent on FS layout, caching in controller...
  • Cache sizes (HW & SW caches)
  • Buffer sizes vs cache size

Always check your system behaves according to the model!
Example: Memory Copy

Pipelining, loop overhead

Hypothesis: Execution time vs buffer size?

L1 cache (32KiB)

L2 cache (1MiB)

Make sure you understand all results!
Loop and Timing Overhead

• Ensure measurement overhead does not affect results!
• Eliminate by measuring in tight loop, subtract timer cost

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

Beware compiler optimisations!
Relative vs Absolute Data

From a real paper [Armand&Gien, 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!
Data Range

Example: Scaling database load

Seems to scale well?

32-core machine

Looking a bit further

Benchmarking crime: Selective data set hiding deficiencies!
Benchmarking Ethics

Comparisons with prior work

• Sensible and necessary, but must be fair!
  • Comparable setup/equipment
  • Prior work might have different focus, must understand & acknowledge
    • eg they optimised for multicore scalability, you for mobile-system energy
  • Ensure you choose appropriate configuration
  • Make sure you understand what’s going on!

Benchmarking crime: Unfair benchmarking of competitor!
Other Ways of Cheating with Benchmarks

• Benchmark-specific optimisations
  • Recognise particular benchmark, insert BM-specific optimised code
  • Popular with compiler-writers
  • Pioneered for smartphone performance by Samsung
    http://bgr.com/2014/03/05/samsung-benchmark-cheating-ends

• Benchmarking simulated system
  • … with simulation simplifications matching model assumptions

• Uniprocessor benchmarks to “measure” multicore scalability
  • … by running multiple copies of benchmark on different cores

• CPU-intensive benchmark to “measure” networking performance
  These are simply lies, and I’ve seen them all!
Understanding Performance
What is “Good” Performance?

• Easy if improving recognised state of the art
  • E.g. improving best Linux performance (where optimised)

• Harder if no established best-of-class baseline:
  • Evaluate best-of-breed system yourself
  • Establish performance limits
    • Theoretical optimal scenario
    • Hardware-imposed performance limits

Remember: progressive and conservative criteria!

Remember: BM ethics!

Most elegant, but hardest!
Real-World Example: Virtualisation Overhead

Symbian null-syscall microbenchmark:
• Native: 0.24µs, virtualized (on OKL4): 0.79µs
  • 230% overhead

• 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 × save+restore state
  • virt.: 4 mode switches, 2 context switches, 3 × save+restore state
Performance Counters Are Your Friends!

<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>
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<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Main-TLB miss</td>
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</tr>
<tr>
<td>Instructions</td>
<td>30</td>
<td>125</td>
<td>95</td>
</tr>
<tr>
<td>D-stall cycles</td>
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<td>27</td>
<td>27</td>
</tr>
<tr>
<td>I-stall cycles</td>
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<td>45</td>
</tr>
<tr>
<td>Total Cycles</td>
<td>93</td>
<td>292</td>
<td>199</td>
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</table>

Good or bad?
More of the Same

First step: improve representation!

Second step: overheads in appropriate units!

Further Analysis shows guest dis- & enables IRQs 22 times!

<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>Context switch [1/s]</td>
<td>615,046</td>
<td>444,504</td>
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<tr>
<td>Create/close [µs]</td>
<td>11</td>
<td>15</td>
<td>4</td>
<td>1472</td>
<td>2</td>
<td>736</td>
</tr>
<tr>
<td>Suspend [10ns]</td>
<td>81</td>
<td>154</td>
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</table>

<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>Context switch [µs]</td>
<td>1.63</td>
<td>2.25</td>
<td>0.62</td>
<td>230</td>
<td>1</td>
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<td>Create/close [µs]</td>
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<td>15</td>
<td>4</td>
<td>1472</td>
<td>2</td>
<td>736</td>
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<td>0.81</td>
<td>1.54</td>
<td>0.73</td>
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And Another One…

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

Good or bad?

Timer interrupt virtualization overhead!
Lessons Learned

• Ensure stable results
  • Get small variances, investigate if they are not

• Have a model of what to expect
  • Investigate if behaviour is different
  • Unexplained effects are likely to indications of problems – don't ignore!

• Tools are your friends
  • Performance counters
  • Simulators
  • Traces
  • Spreadsheets

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