Now that we understand cycles

- A given program will require
  - some number of instructions (machine instructions)
  - some number of cycles
  - some number of seconds
- We have a vocabulary that relates these quantities:
  - cycle time (seconds per cycle)
  - clock rate (cycles per second)
  - CPI (cycles per instruction)

    a floating point intensive application might have a higher CPI
  - MIPS (millions of instructions per second)

    this would be higher for a program using simple instructions

Performance

- Performance is determined by execution time
- Do any of the other variables equal performance?
  - # of cycles to execute program?
  - # of instructions in program?
  - # of cycles per second?
  - average # of cycles per instruction?
  - average # of instructions per second?
- Common pitfall: thinking one of the variables is indicative of performance when it really isn't.

CPI Example

- Suppose we have two implementations of the same instruction set architecture (ISA).

  For some program,

  Machine A has a clock cycle time of 10 ns. and a CPI of 2.0
  Machine B has a clock cycle time of 20 ns. and a CPI of 1.2

  What machine is faster for this program, and by how much?

- *If two machines have the same ISA which of our quantities (e.g., clock rate, CPI, execution time, # of instructions, MIPS) will always be equivalent to performance?*

# of Instructions Example

- A compiler designer is trying to decide between two code sequences for a particular machine. Based on the hardware implementation, there are three different classes of instructions: Class A, Class B, and Class C, and they require one, two, and three cycles (respectively).

  The first code sequence has 5 instructions: 2 of A, 1 of B, and 2 of C
  The second sequence has 6 instructions: 4 of A, 1 of B, and 1 of C.

  Which sequence will be faster? How much?
  What is the CPI for each sequence?

MIPS example

- Two different compilers are being tested for a 100 MHz. machine with three different classes of instructions: Class A, Class B, and Class C, which require one, two, and three cycles (respectively). Both compilers are used to produce code for a large piece of software.

  The first compiler's code uses 5 million Class A instructions, 1 million Class B instructions, and 1 million Class C instructions.

  The second compiler's code uses 10 million Class A instructions, 1 million Class B instructions, and 1 million Class C instructions.

- Which sequence will be faster according to MIPS?
- Which sequence will be faster according to execution time?

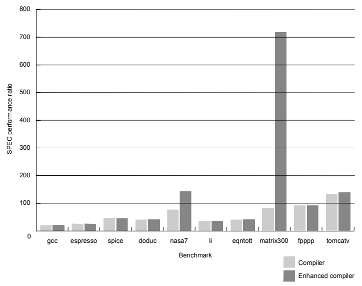
Benchmarks

- Performance best determined by running a real application
  - Use programs typical of expected workload
  - Or, typical of expected class of applications

    e.g., compilers/editors, scientific applications, graphics, etc.
- Small benchmarks
  - nice for architects and designers
  - easy to standardize
  - can be abused
- SPEC (System Performance Evaluation Cooperative)
  - companies have agreed on a set of real program and inputs
  - can still be abused (Intel's “other” bug)
  - valuable indicator of performance (and compiler technology)

SPEC '89

- Compiler "enhancements" and performance



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SPEC '95

Benchmark	Description
go	Artificial intelligence; plays the game of Go
m88ksim	Motorola 88k chip simulator; runs test program
gcc	The Gnu C compiler generating SPARC code
compress	Compresses and decompresses file in memory
li	Lisp interpreter
ijpeg	Graphic compression and decompression
perl	Manipulates strings and prime numbers in the special-purpose programming language Perl
vortex	A database program
tomcatv	A mesh generation program
swim	Shallow water model with 513 x 513 grid
su2cor	quantum physics; Monte Carlo simulation
hydro2d	Astrophysics; Hydrodynamic Naiver Stokes equations
mgrid	Multigrid solver in 3-D potential field
applu	Parabolic/elliptic partial differential equations
trub3d	Simulates isotropic, homogeneous turbulence in a cube
apsi	Solves problems regarding temperature, wind velocity, and distribution of pollutant
fpppp	Quantum chemistry
wave5	Plasma physics; electromagnetic particle simulation

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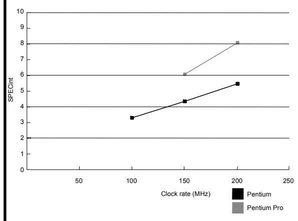
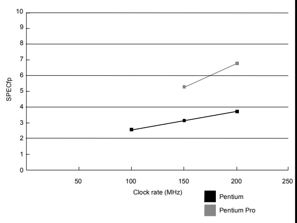
SPEC '95

Does doubling the clock rate double the performance?

Can a machine with a slower clock rate have better performance?





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Amdahl's Law

Execution Time After Improvement =

Execution Time Unaffected +(Execution Time Affected / Amount of Improvement)

- **Example:**

  "Suppose a program runs in 100 seconds on a machine, with multiply responsible for 80 seconds of this time. How much do we have to improve the speed of multiplication if we want the program to run 4 times faster?"

  How about making it 5 times faster?

- ***Principle: Make the common case fast***

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Example

- **Suppose we enhance a machine making all floating-point instructions run five times faster. If the execution time of some benchmark before the floating-point enhancement is 10 seconds, what will the speedup be if half of the 10 seconds is spent executing floating-point instructions?**

- **We are looking for a benchmark to show off the new floating-point unit described above, and want the overall benchmark to show a speedup of 3. One benchmark we are considering runs for 100 seconds with the old floating-point hardware. How much of the execution time would floating-point instructions have to account for in this program in order to yield our desired speedup on this benchmark?**

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Remember

- **Performance is specific to a particular program/s**
  - **Total execution time is a consistent summary of performance**

- **For a given architecture performance increases come from:**
  - **increases in clock rate (without adverse CPI affects)**
  - **improvements in processor organization that lower CPI**
  - **compiler enhancements that lower CPI and/or instruction count**

- **Pitfall: expecting improvement in one aspect of a machine's performance to affect the total performance**

- **You should not always believe everything you read! Read carefully! (see newspaper articles, e.g., Exercise 2.37)**

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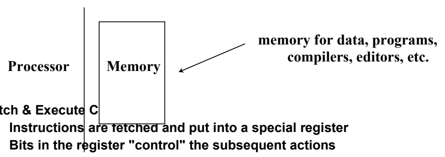
Stored Program Concept

- Instructions are bits
- Programs are stored in memory
  — to be read or written just like data



- Fetch & Execute C
  – Instructions are fetched and put into a special register
  – Bits in the register "control" the subsequent actions
  – Fetch the "next" instruction and continue

Instructions:

- Language of the Machine
- More primitive than higher level languages
  e.g., no sophisticated control flow
- Very restrictive
  e.g., MIPS Arithmetic Instructions

- We'll be working with the MIPS instruction set architecture
  – similar to other architectures developed since the 1980's
  – used by NEC, Nintendo, Silicon Graphics, Sony

Design goals: maximize performance and minimize cost, reduce design time

Architecture Specification

- Data types:
  – bit, byte, bit field, signed/unsigned integers logical, floating point, character
- Operations:
  – data movement, arithmetic, logical, shift/rotate, conversion, input/output, control, and system calls
- # of operands:
  – 3, 2, 1, or 0 operands
- Registers:
  – integer, floating point, control
- Instruction representation as bit strings

Characteristics of Instruction Set

- Complete
  – Can be used for a variety of application
- Efficient
  – Useful in code generation
- Regular
  – Expected instruction should exist
- Compatible
  – Programs written for previous versions of machines need it
- Primitive
  – Basic operations
- Simple
  – Easy to implement
- Smaller
  – Implementation