100
Performance

ENGR 3410 – Computer Architecture

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What things are important when buying a computer?

- What features do you look for when buying one?

Computer "Performance"

- MIPS (Million Instructions Per Second) vs. MHz (Million Cycles Per Second)
- Throughput (jobs/seconds) vs. Latency (time to complete a job)
- Measuring, Metrics, Evaluation – what is "best"?

Hyper
Pipelined
Technology

3.09 GHz
Pentium 4

The PowerBook G4 outguns Pentium III-based notebooks by up to 30 percent.*

* Based on Adobe Photoshop tests comparing a 500MHz PowerBook G4 to 850MHz Pentium III-based portable computers

Performance Example: Planes

Airplane	Passenger Capacity	Cruising Range (miles)	Cruising Speed (mph)	Passenger Throughput (passengermile/hour)
Boeing 777	375	4630	610	228,750
Boeing 747	470	4150	610	286,700
Concorde	132	4000	1350	178,200
Douglas DC8	146	8720	544	79,424

- Which is the “best” plane?
  - Which gets one passenger to the destination first?
  - Which moves the most passengers?
  - Which goes the furthest?
- Which is the “speediest” plane (between Seattle and NY)?
  - Latency: how fast is one person moved?
  - Throughput: number of people per time moved?

Computer Performance

- Primary goal: execution time (time from program start to program completion)

$$Performance = \frac{1}{ExecutionTime}$$

- To compare machines, we say "X is n times faster than Y"

$$n = \frac{Performance_x}{Performance_y} = \frac{ExecutionTime_y}{ExecutionTime_x}$$

- Example: Machine *Orange* and *Grape* run a program
  Orange takes 5 seconds, Grape takes 10 seconds

- Orange is _____ times faster than Grape

Execution Time

- Elapsed Time
  - counts everything *(disk and memory accesses, I/O , etc.)*
  - a useful number, but often not good for comparison purposes
- CPU time
  - doesn't count I/O or time spent running other programs
  - can be broken up into system time, and user time

- Example: Unix "time" command

```
fpga.olin.edu> time javac CircuitViewer.java
3.370u 0.570s 0:12.44 31.6%
```

- Our focus: user CPU time
  - time spent executing the lines of code that are "in" our program

CPU Time

$$\text{CPU execution time for a program} = \text{CPU clock cycles for a program} * \text{Clock period}$$

$$\text{CPU execution time for a program} = \text{CPU clock cycles for a program} * \frac{1}{\text{Clock rate}}$$

- Application example:

  A program takes 10 seconds on computer *Orange*, with a 400MHz clock. Our design team is developing a machine *Grape* with a much higher clock rate, but it will require 1.2 times as many clock cycles. If we want to be able to run the program in 6 second, how fast must the clock rate be?

CPI

- How do the # of instructions in a program relate to the execution time?

$$\text{CPU clock cycles for a program} = \text{Instructions for a program} * \text{Average Clock Cycles per Instruction } \mathbf{(CPI)}$$

$$\text{CPU execution time for a program} = \text{Instructions for a program} * \text{CPI} * \frac{1}{\text{Clock rate}}$$

CPI Example

- Suppose we have two implementations of the same instruction set (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?

Computing CPI

- Different types of instructions can take very different amounts of cycles
- Memory accesses, integer math, floating point, control flow

$$CPI = \sum_{types} \left(Cycles_{type} * Frequency_{type}\right)$$

Instruction Type	Type Cycles	Type Frequency	Cycles * Freq
ALU	1	50%	
Load	5	20%	
Store	3	10%	
Branch	2	20%	
		CPI:	

CPI & Processor Tradeoffs

Instruction Type	Type Cycles	Type Frequency
ALU	1	50%
Load	5	20%
Store	3	10%
Branch	2	20%

How much faster would the machine be if:

1. A data cache reduced the average load time to 2 cycles?

2. Branch prediction shaved a cycle off the branch time?

3. Two ALU instructions could be executed at once?

Warning 1: Amdahl's Law

- The impact of a performance improvement is limited by what is NOT improved:

$$\text{Execution time after improvement} = \text{Execution time of unaffected} + \text{Execution time affected} * \frac{1}{\text{Amount of improvement}}$$

- Example: Assume a program runs in 100 seconds on a machine, with multiply responsible for 80 seconds of this time. How much do we have to speed up multiply to make the program run 4 times faster?

- 5 times faster?

Warning 2: MIPs, MHz $\neq$ Performance

- Higher MHz (clock rate) doesn't always mean better CPU
  Orange computer: 1000 MHz, CPI: 2.5, 1 billion instruction program

  Grape computer: 500MHz, CPI: 1.1, 1 billion instruction program

- Higher MIPs (million instructions per second) doesn't always mean better CPU
  1 MHz machine, with two different compilers
  Compiler A on program X: 10M ALU, 1M Load
  Compiler B on program X: 5M ALU, 1M Load

Execution Time: A ____ B ____

MIPS: A ____ B ____

Instruction Type	Type Cycles
ALU	1
Load	5
Store	3
Branch	2

Processor Performance Summary

- Machine performance:

$$\text{CPU execution time for a program} = \text{Instructions for a program} * \text{CPI} * \frac{1}{\text{Clock rate}}$$

- Better performance:

  _____ number of instructions to implement computations

  _____ CPI

  _____ Clock rate

- Improving performance must balance each constraint
  Example: RISC vs. CISC