Overview

- Measuring performance & benchmarking

- References:
Benchmarking

- **First:** Validate/test your code!
- **Measure runtime** (in [s] or [cycles]) for a set of relevant input sizes
  - seconds: actual runtime
  - cycles: abstracts from CPU frequency
- **Usually:** Compute and show performance (in [flop/s] or [flop/cycle])
- **Careful:** Better performance ≠ better runtime (why?)
  - Op count could differ
  - Never show in one plot performance of two algorithms with substantially different op count

How to Measure Runtime?

- **C clock()**
  - process specific, low resolution, very portable
- **gettimeofday**
  - measures wall clock time, higher resolution, somewhat portable
- **Performance counter (e.g., TSC on Intel)**
  - measures cycles (i.e., also wall clock time), highest resolution, not portable
- **Careful:**
  - measure only what you want to measure
  - ensure proper machine state
    (e.g., cold or warm cache = input data is or is not in cache)
  - measure enough repetitions
  - check how reproducible; if not reproducible: fix it
- **Getting proper measurements is not easy at all!**
Problems with Timing

- Too few iterations: inaccurate non-reproducible timing
- Too many iterations: system events interfere
- Machine is under load: produces side effects
- Multiple timings performed on the same machine
- Bad data alignment of input/output vectors:
  - align to multiples of cache line (on Core: address is divisible by 64)
  - sometimes aligning to page boundaries (address divisible by 4096) makes sense
- Machine was not rebooted for a long time: state of operating system causes problems
- Computation is input data dependent: choose representative input data
- Computation is inplace and data grows until an exception is triggered (computation is done with NaNs)
- You work on a computer that has dynamic frequency scaling (e.g., turbo boost)
- *Always check whether timings make sense, are reproducible*

Benchmarks in Writing

- Specify experimental setup
  - platform
  - compiler and version
  - compiler flags used
- Plot: Very readable
  - Title, x-label, y-label should be there
  - Fonts large enough
  - Enough contrast (e.g., no yellow on white please)
  - Proper number format
    - *No*: 13.254687; *yes*: 13.25
    - *No*: 2.0345e-05 s; *yes*: 20.3 μs
    - *No*: 100000 B; *maybe*: 100,000 B; *yes*: 100 KB
What’s Suboptimal?

DFT $2^n$ (single precision) on Pentium 4, 2.53 GHz

- Spiral SSE
- Intel MKL interl.
- Spiral C
- Spiral C vect

Gflop/s

- Ugly font
- Fully saturated color
- Legends cause long decoding time
- Grid lines compete with data lines (poor layering)

DFT $2^n$ (single precision) on Pentium 4, 2.53 GHz

- Left alignment
- Attractive font (sans serif, avoid Arial)
  Calibri, Helvetica, Gill Sans MT, ...
- Horizontal y-label
- No y-axis (superfluous)
- Main line possibly emphasized (red, thicker)
- Background/grid inverted for better layering
- No legend; makes decoding easier