



4. Performance Analysis of Parallel Programs

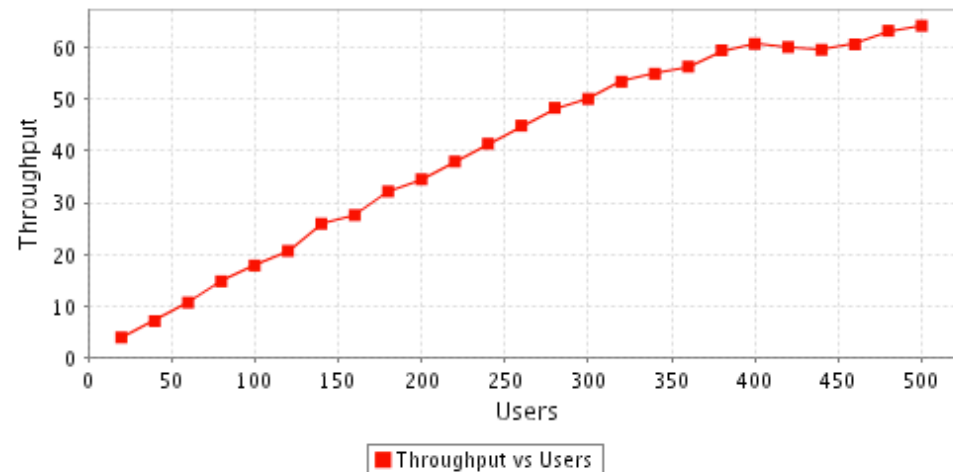
4.1 Performance Evaluation of Computer

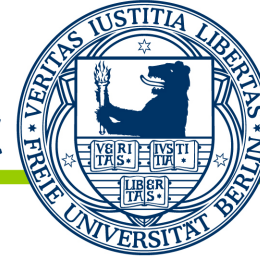
User criteria:

- Small **response times**

Computing center criteria:

- High **throughputs**





4.1.1 Evaluation of CPU Performance



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The response time of a program A can be split into:



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User CPU time of A



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System CPU time of A



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System CPU time of A

Waiting time of A



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User CPU time of A



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User CPU time of A

$$T_{U_CPU}(A) = n_{\text{cycle}}(A) \cdot t_{\text{cycle}}$$

t_{cycle} -> reciprocal to clock rate: $T=1/f$ -> 2GHz = $1/(2 \cdot 10^9)\text{s}$
= **0.5ns** (cycle time)

$n_{\text{cycle}}(A)$ -> total number of CPU cycles needed for all instructions of A



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CPI (Clock cycles Per Instruction)



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CPI (Clock cycles **P**er **I**nstruction)

$$T_{U_CPU}(A) = n_{instr}(A) \cdot CPI(A) \cdot t_{cycle}$$

$n_{instr}(A)$ -> total number of instructions executed for A



4.1.1 Evaluation of CPU Performance

CPI (Clock cycles Per Instruction)

$$n_{\text{cycle}}(A) = \sum_{i=1}^n n_i(A) \cdot \text{CPI}_i$$

$n_i(A)$ -> is the number of instructions of type I_i executed for the program A

CPI_i -> number of CPU cycles needed for instructions of type I_i



4.1.1 Evaluation of CPU Performance

CPI (Clock cycles Per Instruction)

Example: We consider a processor with three instruction classes I_1 , I_2 , I_3 containing instructions which require 1, 2, or 3 cycles for their execution.

We assume that there are two different possibilities for the translation of a

Programmi

Translation	Instruction classes			Sum of the instructions	n_{cycle}
	I_1	I_2	I_3		
1	2	1	2	5	10
2	4	1	1	6	9

Instructions.

$$CPI_i = n_{\text{cycle}}(A) / \sum_{i=1}^n n_i(A)$$

$$CPI_1 = 10/5 = 2$$

$$CPI_2 = 9/6 = 1,5$$



4.1.2 MIPS and MFLOPS



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MIPS (Million Instructions Per Second)

$$MIPS(A) = \frac{n_{instr}(A)}{T_{U_CPU}(A) \cdot 10^6}$$



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$$MIPS(A) = \frac{n_{instr}(A)}{T_{U_CPU}(A) \cdot 10^6}$$

Drawbacks/limitations:

- Only considers the number of instructions.
- MIPS rate does not necessarily correspond to the execution time.



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$$MFLOPS(A) = \frac{n_{\text{flp_op}}(A)}{T_{U_CPU}(A) \cdot 10^6} \text{ [1/s]}$$



4.1.2 MIPS and MFLOPS

MFLOPS (Million Floating-point Operations Per Second)

$$MFLOPS(A) = \frac{n_{\text{flp_op}}(A)}{T_{U_CPU}(A) \cdot 10^6} \text{ [1/s]}$$

Drawbacks/limitations:

- Doesn't difference between types of floating-point operations performed.



4.1.3 Performance of Processors with a Memory

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$$T_{U_CPU}(A) = (n_{\text{cycles}}(A) + n_{\text{mm_cycles}}(A)) \cdot t_{\text{cycle}}$$



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$$T_{U_CPU}(A) = (n_{\text{cycles}}(A) + n_{\text{mm_cycles}}(A)) \cdot t_{\text{cycle}}$$

$n_{\text{mm_cycles}}(A)$ -> number of additional machine cycles caused by memory accesses of A .