

Precise Low-Overhead Performance Measurements

Lode Vandevenne and Jan Wassenberg

Highwayhash Profiler

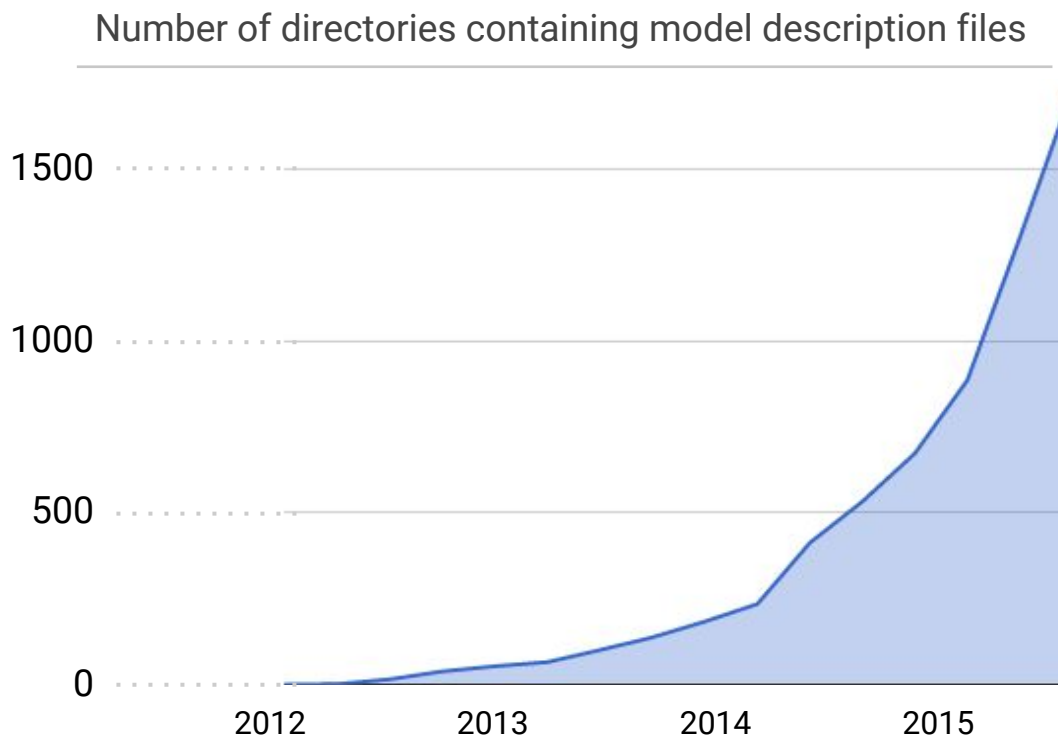
- <https://github.com/google/highwayhash>
- profiler.h
- tsc_timer.h





Google Research Europe

Rapidly accelerating use of Deep Learning at Google



Used across products:

Android
Apps
Gmail
Maps
Photos
Speech
Search
Translation
YouTube

and many others ...

Highwayhash Profiler

- Software profiler for C++
- Flat or call-graph output (cumulative elapsed time per zone)
- Instrumentation based (not statistical like gprof or simulating like cachegrind)
- Manual: `PROFILER_ZONE` at each scope to measure, `PROFILER_PRINT_RESULTS()` at end of program

Why another?

- Realistic
- Fast
- High resolution
- Multi-core
- Measure arbitrary zones

Implementation

- Event-driven tracing
- Write combining
- Fences
- Time Stamp Counter
- Delta-coding string literals

Event-driven tracing

Write combining

Fences

Time Stamp Counter

Delta-coding string literals

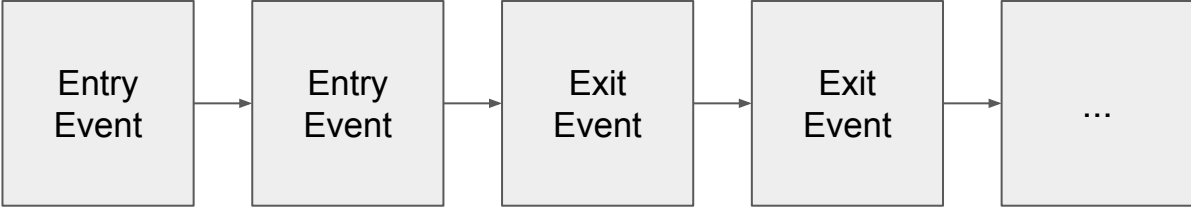
Results

Event-driven tracing

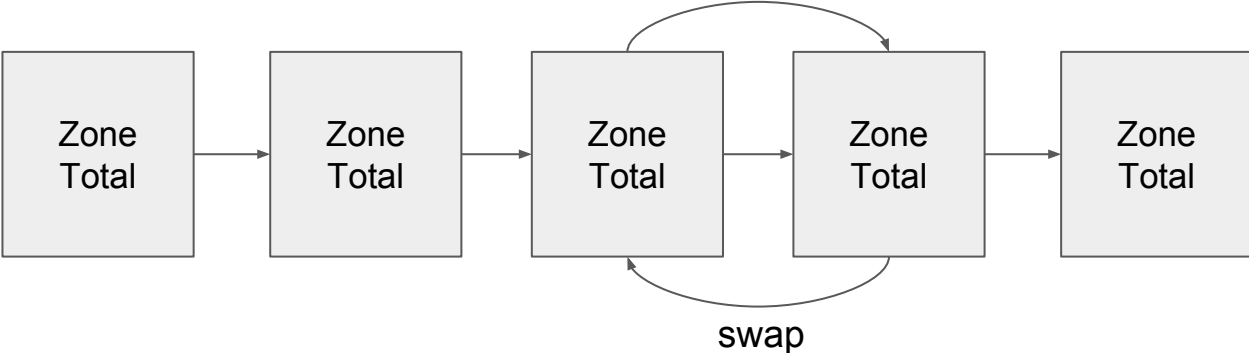
- Zone entry and exit events
- Small fast event packets (64 bits)
- Call-graph computation deferred to the end
- Self-organizing list

Event-driven tracing

Capture events



Analyze: Stack,
Self-Organizing List



Event-driven tracing

Write combining

Fences

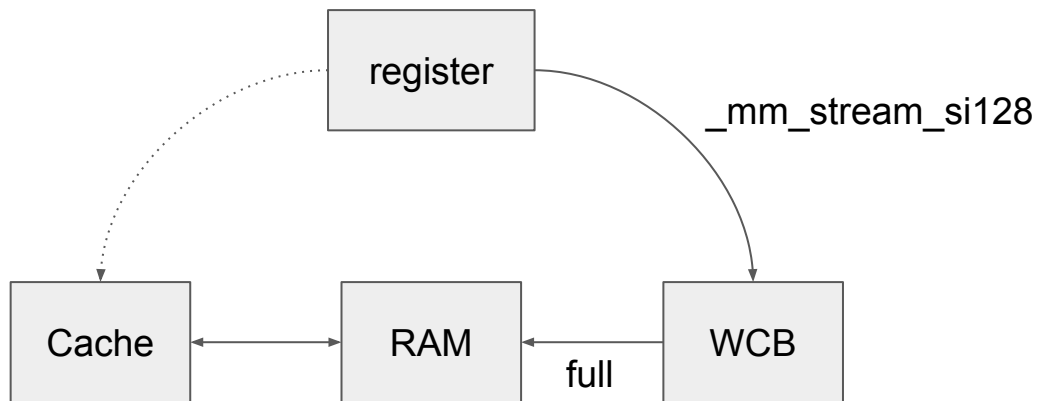
Time Stamp Counter

Delta-coding string literals

Results

Write combining

- When writing events
- Avoid polluting the cache (only 64 bytes used)
- Write-Combine buffer (512-bit)
- Requires aligned pointers to cache line size



Event-driven tracing

Write combining

Time Stamp Counter

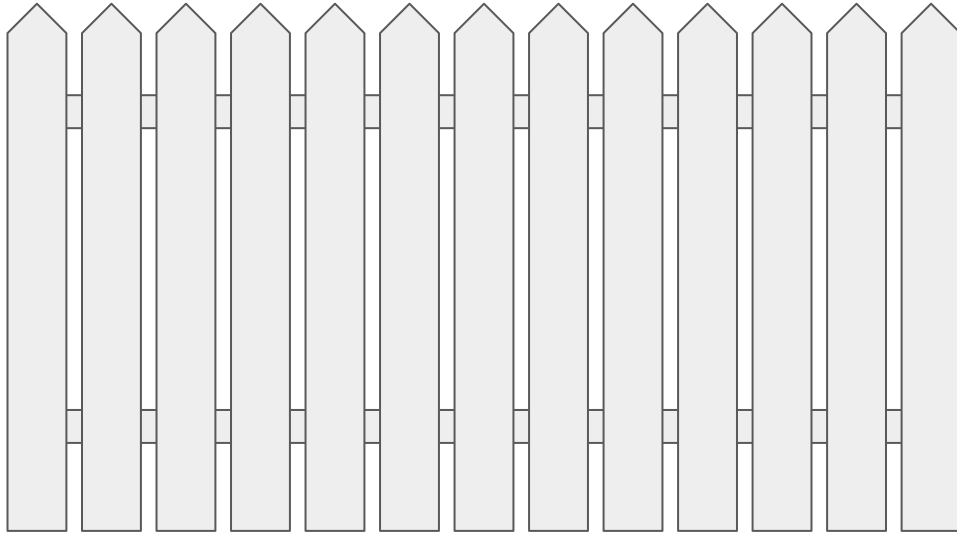
Fences

Delta-coding string literals

Results

Fences (Barriers)

- Avoid instruction reordering



Compiler Fence

- Compiler can reorder code
- Don't let measured code escape!
- Compiler specific keywords, e.g. gcc:
`asm volatile("" ::: "memory")`

LFENCE

- CPU can reorder instructions: out of order execution
- Don't let measured code escape!
- Avoid with serializing instruction
- Load Fence: Serializes load operations
- Faster and less variability than CPUID
- Platform specific



SFENCE

- Store Fence: Serializes store operations
- To flush write-combine buffers: read correctly when printing results

Event-driven tracing

Write combining

Fences

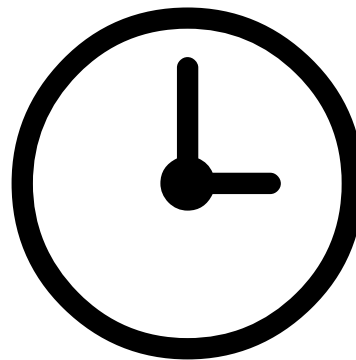
Time Stamp Counter

Delta-coding string literals

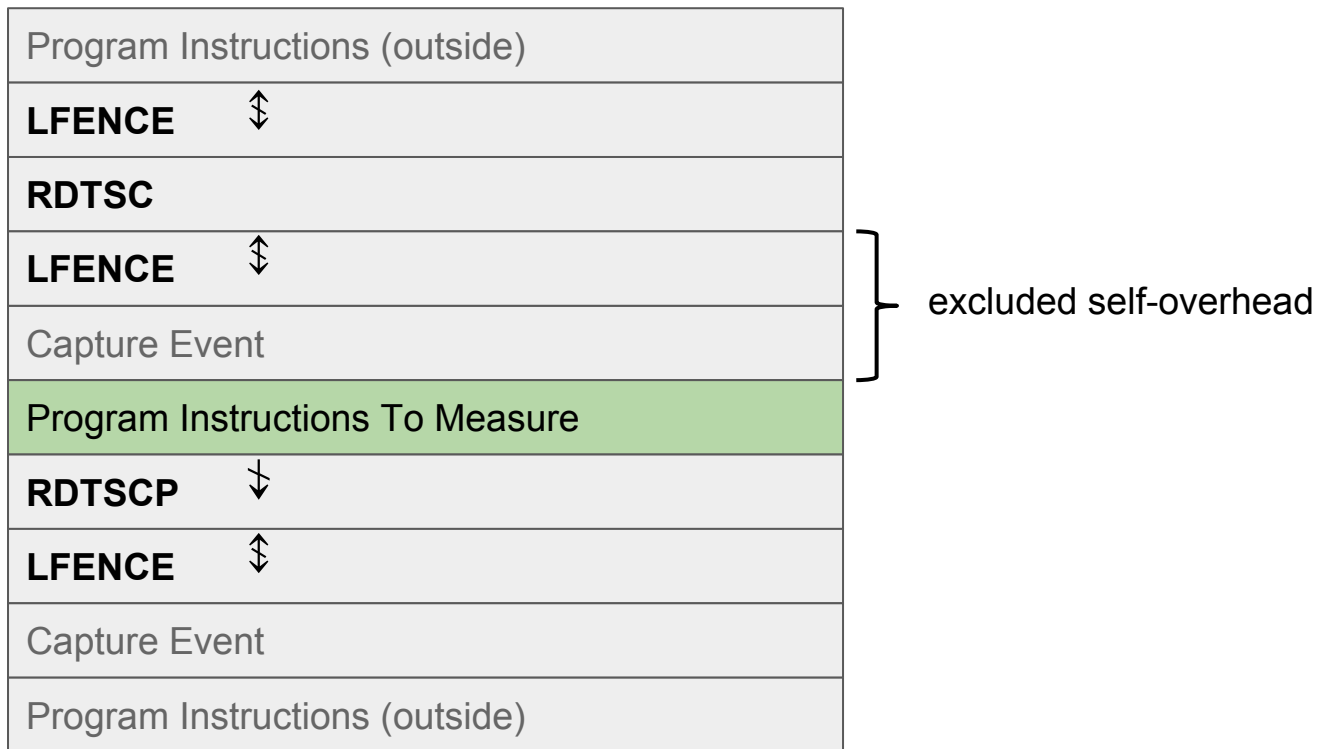
Results

Time Stamp Counter

- Precise: fixed at nominal CPU frequency
- RDTSC, RDTSCP
- `tsc_timer.h`
- Per socket, not per core



Time Stamp Counter



Event-driven tracing

Write combining

Time Stamp Counter

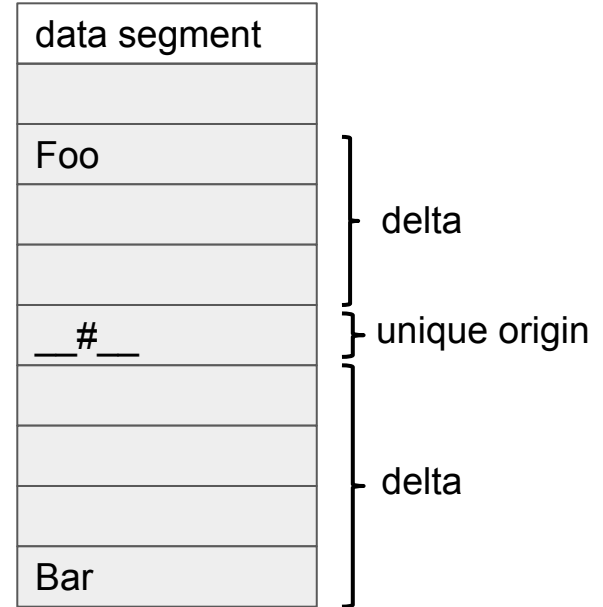
Fences

Delta-coding string literals

Results

Delta-coding string literals

- Macros using `__func__` in zone names
- Need small fast key for zone
- Offset of address of string to a known string literal
- Assume all others are close to it in the binary
- Event: 25 bits offset, 39 bits timestamp



Event-driven tracing

Write combining

Time Stamp Counter

Fences

Delta-coding string literals

Results

Results

Mixed: **10000 x** 996177 = **3831.453102 ms**
RunNoInline: **1 x** 136544 = **0.052517 ms**
RunInline: **1 x** 123894 = **0.047652 ms**

%	cumulative	self	self	total		
time	seconds	seconds	calls	s/call	s/call	name
55.06	2.10	2.10	5001	0.00	0.00	RunInline()
45.10	3.83	1.72	5000	0.00	0.00	Mixed()
0.00	3.83	0.00	1	0.00	1.72	RunNoInline()

Results - Variability

ZopfliFindLongestMatch: 2673533 x **166** = 170.947735 ms
ZopfliFindLongestMatch: 2673533 x **215** = 221.913315 ms
ZopfliFindLongestMatch: 2673533 x **171** = 176.444056 ms
ZopfliFindLongestMatch: 2673533 x **174** = 179.001032 ms
ZopfliFindLongestMatch: 2673533 x **161** = 165.676642 ms

% time	cumulative seconds	self seconds	calls	self s/call	total s/call	name
44.45	0.20	0.20	6874417	0.00	0.00	ZopfliFindLongestMatch
25.00	0.26	0.13	6874417	0.00	0.00	ZopfliFindLongestMatch
31.38	0.16	0.16	6874417	0.00	0.00	ZopfliFindLongestMatch
26.54	0.29	0.13	6874417	0.00	0.00	ZopfliFindLongestMatch
31.92	0.15	0.15	6874417	0.00	0.00	ZopfliFindLongestMatch

Summary

- Low-overhead, fast, precise, flexible profiler
- Achieved with several low-level techniques

Questions? Comments?

<https://github.com/google/highwayhash>

lode@google.com

janwas@google.com

Child Overhead

