

Welcome

To Advance through Presentation  
Use Page Up and Page Down Keys



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# Think Fast! Performance!

Glenn Fisher  
Performance  
Marketing Manager

# Introduction

- Tools to optimize performance of your software on Macintosh
  - The Instrumentation SDK
  - 4PM



# Why Performance?

- Performance is the #1 customer issue
- Hardware advantage provides a clear competitive opportunity
- Performance is a direct competitive advantage for applications





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# Instrumentation SDK

Roger Pantos

Classic (Blue Box) Engineering



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# How to Use the Instrumentation SDK to Improve Application Performance

# Outline

- An Overview
- How Instrumentation Improved My Life
- Dodging Questions from the Crowd



# Turn This...

```
Whiskers:Code:EKG:Source:TimeLineViewer.cp
MPW Shell
OSStatus TLPointContainer::ScanForward( const Nanoseconds& toTime, const Nanosecon
{
ViewTraceData      traceRec;
Nanoseconds        curEnd, destEnd;

m_InstLogTraceEvent( sFnTrace, 0, kInstStartEvent);

curEnd = U64ADD( fCurTime, fVisRange);

fVisiblePoints.RemoveItemsAt( fVisiblePoints.GetCount(), kFirstDynamicArrayIndex);
numVisStarts = numVisEnds = 0;

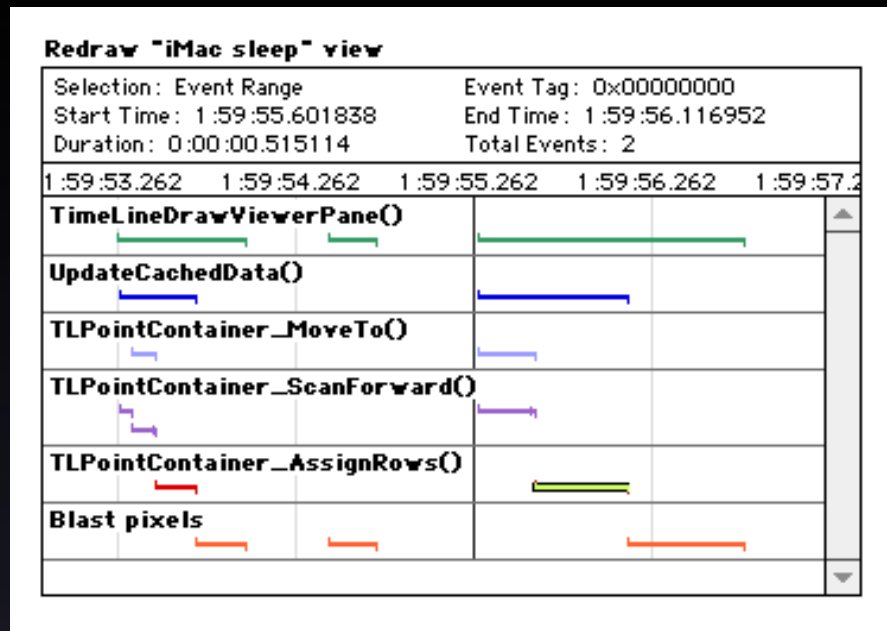
if ( fMatchFlags && noErr == ( err = UPSetTracerIterPos( fOwnerRef, fTracerIter, &
{
    while ( noErr == ( err = UPGetNextTrace( fOwnerRef, fTracerIter, &traceRec)) &
        U64COMPARE( traceRec.fTimeStamp, toTime) < 0)
    {
        if ( !this->NodeIndex( traceRec.fOpaqueNodeRef, &mustMatch) || mustMatch
    }
}
if ( err == kViewStatusNoData) // acceptable termination condition
    err = noErr;

m_InstLogTraceEvent( sFnTrace, 0, kInstMiddleEvent);
```





# ...Into This



# Using the SDK

- Add instrumentation to your code
- Run the code and collect the data
- Use the viewer to analyze the data
- Make changes
- Retest!



# Better Performance: A Five-Step Plan

- Identify the performance target
- Instrument your code
- Take the easy wins
- Redesign algorithms
- Micro-optimize





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# Case Study

# The Process



# The Process

- Start with a goal



# The Process

- Start with a goal
- Establish a baseline



# The Process

- Start with a goal
- Establish a baseline
- Cover the baseline





# The Process

- Start with a goal
- Establish a baseline
- Cover the baseline
- Drill down



# The Process

- Start with a goal
- Establish a baseline
- Cover the baseline
- Drill down
- *Select your target*



# The Process

- Start with a goal
- Establish a baseline
- Cover the baseline
- Drill down
- Select your target
- *Optimize it*




# The Process

- Start with a goal
- Establish a baseline
- Cover the baseline
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- Select your target
- Optimize it
- Retest



# The Process

- Start with a goal
  - Establish a baseline
  - Cover the baseline
  - Drill down
- 
- Select your target
  - Optimize it
  - Retest



# The Process

- Start with a goal
- Establish a baseline
- Cover the baseline
- Drill down
- Select your target
- Optimize it
- Retest
- **Party!**



# The Results

- One day spent doing analysis and optimization
- 14x speed improvement on test case



# The Results

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- 14x speed improvement on test case
- User-visible increase in browsing speed:
  - Release version took 18s
  - Required 9MB app partition





# The Results

- One day spent doing analysis and optimization
- 14x speed improvement on test case
- User-visible increase in browsing speed:
  - Release version took 18s
  - Required 9MB app partition
  - Optimized version took 6s
  - In a 3MB partition



# Instrumentation SDK

- Can be used to graphically illustrate your application's behavior
- Reveals significant opportunities to improve application performance
- Available today on the Mac OS SDK CD series





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# Extracting System Performance

Siamak Arya

Director, Architecture &  
Performance Engineering

# Introduction

- Hardware and software interaction for performance
- Performance is impacted by:
  - Processors, caches, memory, I/O, co-processors, compilers, OS...
- Focus of this talk:
  - Determine system performance leaks



# Performance Metrics

- Must represent your application's goals
  - Execution time
  - Through-put
  - Bandwidth
  - Frequency
  - Response time
  - Frames per second
  - ...



# Tools for Performance Analysis

- Hardware counters
  - Processor
    - 4 counters (G3 and G4)
  - Memory controller
    - 4 counters (G3 system)
- 4PM: HW counter instrumentation





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# 4PM

Justin Bishop

Performance Engineer,  
Architecture and  
Performance Engineering

# 4PM

- A tool for using processor and memory controller counters
  - Select events to be monitored
  - Save counter values after measurement
  - Turn counters on/off using the 4PM Library or a 'hot key'
  - Generate a single total number or histogram of the selected events





# 4PM Library

- Library provides four calls:
  - Init4PMLibrary
  - Delete4PMLibrary
  - Start4PM
  - Stop4PM



# Processor Events

- Instructions executed
- Branches taken
- TLB misses
- L1 misses
- L2 misses
- And more...



# Memory Controller Events

- Processor memory transactions
- PCI master memory transactions
- Cycles memory is busy
- Cycles PCI is busy
- And more...



# 4PM Shortcuts

- Shortcuts can be used to provide high level information such as:
  - Memory bandwidth
  - PCI bandwidth
  - L2 miss ratios





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# Demo

# Summary

- Define the goal: performance metric
- Understand hardware and software trade-off
- Architect for high performance
- Measure and verify



# Action Items

- Get Instrumentation SDK and 4PM
- Determine performance issues
- Optimize your code





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Q&A





Think different.<sup>TM</sup>



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