A decorative horizontal bar at the top of the page is composed of three rectangular segments: a blue segment on the left, a grey segment in the middle, and a blue segment on the right.

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**Performance Analysis with the IBM Full-System Simulator**  
*Modeling the Performance of the Cell Broadband Engine Processor*

**Version 3.0**

*© International Business Machines Corporation*

## Performance Analysis with the IBM Full-System Simulator

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SysSimPerfAnalysisGuide, Version 3.0

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# Preface

Analyzing the performance of distributed, real-time, and embedded systems is a challenging task due to the complexity and low-level nature of such systems. The IBM Full System Simulator project (SystemSim) strives to build tools and frameworks that enable software designers to evaluate and visualize the performance of a modeled processor system. With this insight, designers are able to pinpoint bottlenecks in a system and optimize its performance.

The *Performance Analysis Using SystemSim* guide describes the performance analysis methodology and implementation techniques developed to collect and analyze performance metrics for software systems executing on the IBM Full-System simulator.

## Intended Audience

This document is intended for designers and programmers who are evaluating the performance of applications and systems software for systems based on the Cell Broadband Engine Architecture (CBEA). Potential users include:

- System and software designers
- Hardware and software tool developers
- Application and product engineers
- Validation engineers

## Using This Version of the Guide

This version of the *Performance Analysis with the IBM Full-System Simulator* applies to version 2.1 of the IBM Full-System Simulator for the Cell Broadband Engine Processor, available from IBM's alphaWorks Emerging Technologies website located at <http://www.alphaworks.ibm.com/tech/cellsystemsिम>.

The guide is organized into topics that cover concepts and procedures for capturing a variety of performance metrics for CBEA applications using performance analysis techniques. This book includes the following chapters and appendices:

- *Chapter 1, Performance Simulation and Analysis with the IBM Full-System Simulator*, describes the IBM Full System Simulator developed by the IBM Austin Research Lab (ARL), and introduces the Cell Broadband Engine Architecture (CBEA) modeled by the IBM Full-System Simulator.
- Chapter 2, "Performance Modeling with the IBM Full-System Simulator," provides information about performance modeling support in the IBM Full-System Simulator, including descriptions of components for which performance simulation is currently available. It also describes how to enable performance simulation from the simulator command line and graphical user interface.

- *Chapter 3, Performance Analysis with Profile Checkpoints and Triggers*, describes performance profile checkpoint and trigger functionality, and illustrates how these mechanisms are used to generate application-specified performance data in a simulation.
- *Chapter 4, Performance Data Collection and Analysis with Emitters*, describes the IBM Full-System Simulation emitter architecture. This section contains a tutorial that describes how to configure the simulator to emit event data, and how to develop emitter readers to analyze the emitted event data. This chapter also describes how to enhance emitter reader functionality with annotations.
- *Appendix A, SPU Performance Statistics*, lists the checkpoint types that were gathered during performance evaluation.

## Typographical Conventions

The following typographical components are used for defining special terms and command syntax:

**Table 1. Typographical Conventions**

<i>Convention</i>	<i>Description</i>
<b>Bold</b> typeface	Represents literal information, such as: Information and controls displayed on screen, including menu options, application pages, windows, dialogs, and field names. Commands, file names, and directories. In-line programming elements, such as function names and XML elements when referenced in the main text.
<i>Italics</i> typeface	Italics font is used to emphasize new concepts and terms, and to stress important ideas. Additionally, book and chapter titles are displayed in italics.
<b>Sans serif</b> typeface	Represents example code output, such as XML output or C/C++ code examples. <i>Italic sans serif</i> words or characters in code and commands represent values for variables that you must supply, such as arguments to commands or path names for your particular system. For example: <b>cd /users/your_name</b>
... (Horizontal or Vertical ellipsis)	In format and syntax descriptions, an ellipsis indicates that some material has been omitted to simplify a discussion.
{ } (Braces)	Encloses a list from which you must choose an item or information in syntax descriptions.
[ ] (Brackets)	Encloses optional items in format and syntax descriptions. For example, in the statement <b>SELECT [DISTINCT], DISTINCT</b> is an optional keyword.
(Vertical rule)	Separates items in a list of choices enclosed in { } (braces) in format and syntax descriptions.
UPPERCASE	Indicates keys or key combinations that you can use. For example, press CTRL + ALT + DEL.
<a href="#">Hyperlink</a>	Web-based URIs are displayed in blue text to denote a virtual link to an external document. For example: <a href="http://www.ibm.com">http://www.ibm.com</a>
<b>NOTE</b> This is note text.	The note block denotes information that emphasizes a concept or provides peripheral information.

---

## Related Guides and Recommended Reference

The *IBM Full-System Simulator User's Guide* describes the basic structure and operation of the IBM Full-System Simulator and its graphic user interface (GUI) and command line user interface. The *IBM Full-System Simulator User's Guide* is commonly distributed with alphaWorks releases in the docs directory as **SystemSim.Users.Guide.pdf**.

The IBM Austin Research Lab also recommends the following documentation sources that may provide helpful guidelines and background information about technologies used in the simulation environment:

- *Practical Programming in Tcl and Tk* by Brent B. Welch. Prentice Hall, Inc.

## Contacting the IBM Full-System Simulator Development Team

The IBM Full-System Simulator development team at ARL is very interested in hearing from you about your experience with the IBM Full-System Simulator and its supporting information set. Should you have questions or encounter any issues with the IBM Full-System Simulator, visit the project forum at <http://www.alphaworks.ibm.com/tech/cellsystems/forums>.





# CHAPTER 1

## Performance Simulation and Analysis with the IBM Full-System Simulator

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This chapter provides an overview of the IBM Full System Simulator, SystemSim, developed by the IBM Austin Research Lab (ARL), and introduces the Cell Broadband Engine Architecture (CBEA) that is modeled by SystemSim. It also describes configuration parameters for setting up and running the simulation environment in standalone and Linux mode. Topics in this chapter include:

- *An Overview of the IBM Full-System Simulator*
- *Modeling the CBE Architecture in the IBM Full-System Simulator*
- *Running Applications in the IBM Full-System Simulator*

## An Overview of the IBM Full-System Simulator

The IBM Full-System Simulator (SystemSim) provides fast but accurate simulation of complete systems with processors that are based on the IBM PowerPC Architecture. SystemSim, originally known by the internal IBM name “Mambo,” contains numerous features to support software design and analysis, including parameterized models for architectural features and dynamically selectable model fidelity that enable users to trade simulation accuracy for execution speed. SystemSim has been used extensively inside IBM to support the development of operating systems, compilers, and key software components for new systems well in advance of hardware availability.

The IBM Full-System Simulator is a sophisticated simulation environment that supports both functional and performance simulation of multiple PowerPC cores and a variety of system components. The simulator’s processor support includes interrupts, debugging controls, caches, busses, and a large number of architectural features. In addition, The simulator models memory-mapped I/O devices, consoles, disks, and networks that allow operating systems to run in simulation, and boot and run programs.

A core advantage of the Full-System Simulator is the level of flexibility that is afforded by its modular, configurable architecture. Each simulation is an instance of the microprocessor architecture it is modeling. Figure 1-1 represents a high-level view of the processor-to-simulation relationship:

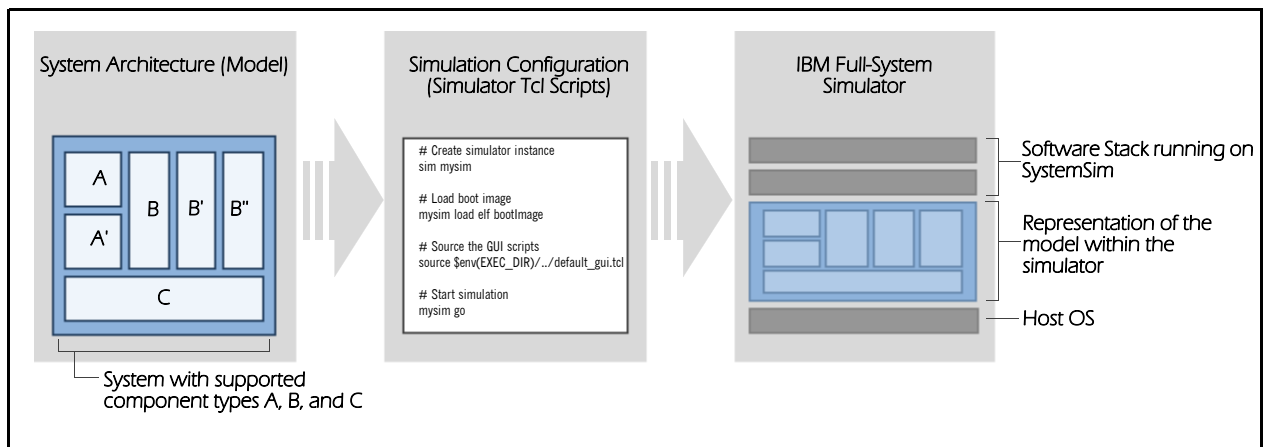


Figure 1-1. IBM Full-System Simulator Architecture

As illustrated in the diagram, a system may include any number of supported processor component types, each of which is instantiated in a simulator via custom Tcl configuration scripts. In this manner, a simulation can realistically represent an entire system of equipment, devices, or subsystems, and is able to simulate not only the instructions executed by the processor core, but also its interactions with its surrounding system components.

The IBM Full-System Simulator provides different simulation modes, ranging from functional simulation of processor instructions to performance simulation of an entire system. In most cases, the simulation mode can be changed dynamically at any point in the simulation. However, certain “warm-up” effects may affect the results of performance simulation for some portion of the simulation following a change to cycle mode.

- **Simple (functional-only) mode** models the effects of instructions, without attempting to accurately model the time required to execute the instructions. In simple mode, a fixed latency is assigned to each instruction; the latency can be arbitrarily altered by the user. Since latency is fixed, it does not account for processor implementation and resource conflict effects that cause instruction latencies to vary. Functional-only mode assumes that memory accesses are synchronous and instantaneous. This mode is useful for software development and debugging, when a precise measure of execution time is not required.

- 
- **Fast mode** is similar to functional-only mode in that it fully models the effects of instructions while making no attempt to accurately model execution time. In addition, fast mode bypasses many of the standard analysis features provided in functional-only mode, such as statistics collection, triggers, and emitter record generation. Fast mode simulation is intended to be used to quickly advance the simulation through uninteresting portions of program execution to a point where detailed analysis is to be performed.
  - **Cycle (performance) mode** models not only functional accuracy but also timing. It considers internal execution and timing policies as well as the mechanisms of system components, such as arbiters, queues, and pipelines. Operations may take several cycles to complete, accounting for both processing time and resource constraints.

These simulation modes are used to support concurrent development and performance evaluation of a number of software and hardware systems. The primary objective of this focus is to enable internal teams and IBM partners to:

- Use the simulator to gather and compare performance data with a greater level of fidelity.
- Characterize the workload on the system.
- Forecast performance at future loads and fine-tune performance benchmarks for future validation.

The IBM Full-System Simulator also includes trace collection and debugging interfaces to allow detailed analysis of the simulated hardware and software.

## Modeling the CBE Architecture in the IBM Full-System Simulator

In 2001, Sony, Toshiba, and IBM (STI) combined research and development efforts to create an advanced Cell Broadband Engine Processor (CBEP) for a new wave of devices in the emerging broadband era. Shortly after project inception, STI engaged the IBM Austin Research Laboratory (ARL) to model the Cell Broadband Engine processor to support software simulation and performance testing using the IBM Full-System Simulator.

Initially, the IBM Full-System Simulator Cell model supported functional simulation of the PPE and SPU processors. The ARL development team incorporated a standalone simulator for SPU programs (called *apusim*) into the simulator to provide SPU simulation functionality. The *apusim* simulator was developed by the STI Design Center and supported both functional and performance simulation of standalone SPU programs. In the IBM Full-System Simulator, SPU program execution can be performed in either instruction mode, which performs functional simulation only, or pipeline mode, which performs functional and performance simulation. In pipeline mode, the behavior of the SPU execution pipeline is modeled in detail and statistics on pipeline operation are collected. However, SPU instructions that interact with other parts of the system, such as the MFC channels or DMA operations, are only modeled at the functional level.

Figure 1-2 illustrates the high-level view of the CBE architecture modeled by the IBM Full-System Simulator.

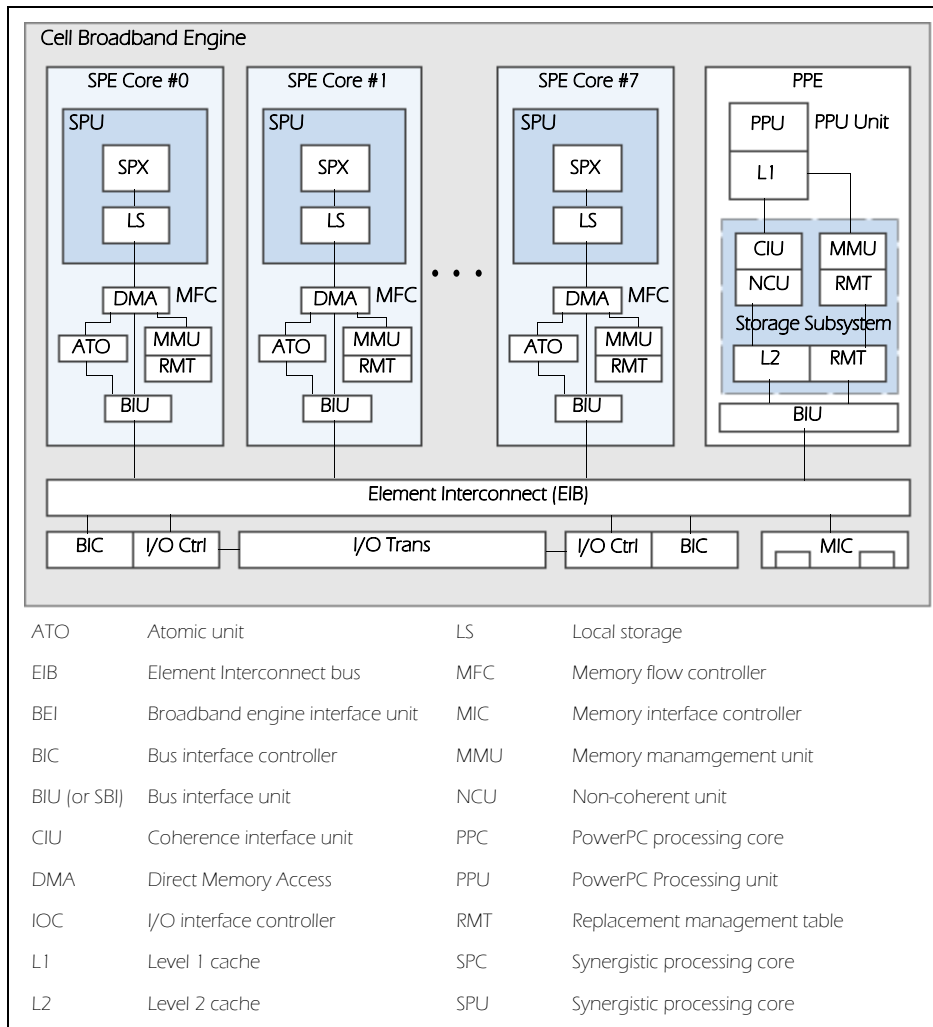


Figure 1-2. High-Level Block Diagram of the Simulated CBEA

## Running Applications in the IBM Full-System Simulator

A key attribute of the IBM Full-System Simulator is its ability to boot and run a complete PowerPC system. By booting an operating system, such as Linux, the simulator can execute many typical application programs that utilize standard operating system functionality. When Linux is booted in the simulator, the Linux operating system (running in the simulated environment) loads the application and is responsible for all operating system calls.

Alternatively, applications can be run in *standalone* mode, in which all operating system functions are supplied by the simulator and normal operating system effects do not occur, such as paging and scheduling. In standalone mode, the simulator simply loads the application into simulated memory and begins the simulation at the application's entry point. The simulator can also execute SPU programs in standalone mode on a given SPU. This mode provides information that is more directly a result of the intrinsic program design and implementation. This is useful for application's performance measurement and analysis.

The *IBM Full-System Simulator User's Guide* describes the commonly used commands to create full-system or standalone simulation environments.

## CHAPTER 2

# Performance Modeling with the IBM Full-System Simulator

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This chapter provides information about performance modeling support in the IBM Full-System Simulator, including descriptions of components for which performance simulation is currently available. It also describes how to enable performance simulation from the simulator command line and graphical user interface. Topics in this chapter include:

- *Performance Modeling with SystemSim*
- *Enabling the Performance Models in a Simulation*
- *Gathering Performance Metrics*

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## Performance Modeling with SystemSim

Support for performance simulation has been evolving since the IBM Full-System Simulator for the Cell Broadband Engine platform was originally released on alphaWorks. The first version of the simulator provided a cycle-accurate model of the SPU interactions, which enabled developers to gather detailed performance data about the execution of SPU programs, such as pipeline stalls, operand dependencies, and so forth. Subsequent versions of the simulator have provided performance simulation of memory subsystem functions (in version 2.0) and the PPU execution (in version 2.1). As a result, the simulator now supports performance simulation for nearly all aspects of the Cell Broadband Engine processor operation.

It is important to note that the simulator provides significant timing information about processor components, and has proven very useful in exploring the functionality and performance of Cell/B.E. based processor systems. However, running on hardware provides the most definitive performance results, and should be used when precise performance information is needed.

### Synergistic Processing Elements (SPEs)

Systemsim accurately models the microarchitectural flow of instructions through the SPU pipelines, including instruction prefetch logic, branch hint and mispredict behaviors, issue stall conditions, execution latencies, and resource contention. The SPU pipeline model includes extensive instrumentation to provide performance metrics and cycle-level tracing. The MFC performance model includes bus interface unit queues and policies, DMA engine queues and state machines, address translation engine behaviors, and the atomic cache. SystemSim's MFC model unrolls DMA single and list commands into their individual transaction components. These are processed by the various state machine engines, collect in queues, and flow across interconnects in order to capture the latency and bandwidth effects of arbitration policies, queue management, and resource contention.

### L1 and L2 Caches

Since cache utilization can play a significant role in system and application performance, the simulator provides the ability to accurately model and measure the performance of a cache subsystem. The simulator cache models for the L1 and L2 caches provide performance metrics that are useful in analyzing PPE performance. The L1 and L2 caches are accurately modeled in terms of size, associativity, replacement policies, and latency. Currently the cache models do not support the Replacement Management Table (RMT) features of the CBE architecture.

### Element Interconnect Bus

The Element Interconnect Bus (EIB) model handles the complex rules for managing data coherence as specified in the Broadband Interface Protocol (BIF), including command formats, transaction types, and the snoop cache coherence protocol for the CELL processor system. Rather than using a simplistic "method call or function call-back" approach, the simulator models the flow of bus transactions, including out-of-order transaction support, split transaction designs, arbitration policies, fragmenting (scatter/gather), and flow control. This design enables transactions to be tracked accurately through the data analysis framework.

### Memory Interface Controller and System Memory

The Memory Interface Controller (MIC) model connects the EIB to the off-chip system memory and manages the flow of data onto and off of the Cell Broadband Engine processor from system memory. The MIC model also supports scheduling policies between the read queue and write queue in order to minimize latency and implements a snoop-based cache coherence.

The simulator currently does not provide a model for RAMBUS architecture memory; instead it contains a performance model for DDR2 SDRAM memory that is configured to approximate the performance of the RAMBUS XDR memory used by the Cell processor.

## Enabling the Performance Models in a Simulation

The performance models described above can be enabled from the GUI using the performance models dialog or with simulator commands. The performance models can be enabled at any time after the simulated machine has been defined, but typically are not enabled until after the operating system has been booted. To enable the performance models in a simulation, complete the following steps:

### From the Graphical User Interface

To enable the performance models from the graphical user interface:

1. Click the **Mode** button on the main GUI window.

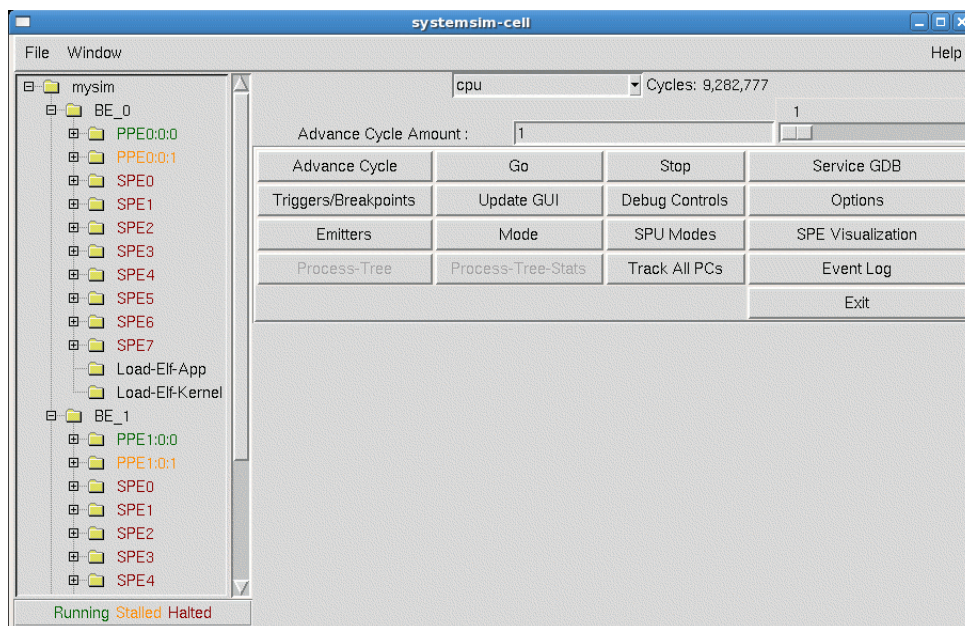


Figure 2-1. SystemSim Cell Graphical User Interface

2. SystemSim displays the **simmodes** window containing a message indicating the current simulation mode and three buttons which will change the simulation mode to fast, simple, or cycle mode. Figure 2-2 shows an example of this dialog window. This dialog provides a convenient way to set the simulation mode for components of the system in a consistent manner. The simulation mode can also be selected with the “mysim mode” command and displayed with the “mysim display mode” command.

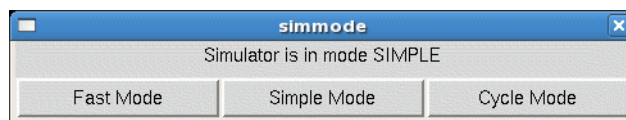


Figure 2-2. Simulation Mode Window

3. The simulator also provides the SPU Modes dialog to set each SPU's simulation mode to instruction mode, pipeline (cycle accurate) mode or fast mode. The SPU Modes dialog, shown in Figure 2-3, is accessed from the

**SPU Modes** button on the main GUI window. If the simulator is launched in SMP mode, this dialog will show all the SPUs in both BEs; otherwise only the SPUs for BE 0 are displayed.

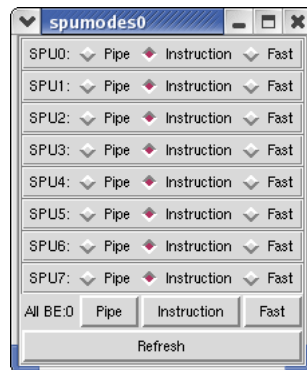


Figure 2-3. SystemSim SPU Modes

- a. For each individual SPU, click the level of timing mode to simulate: **Pipe**, **Instruction**, or **Fast**. The SPU mode for an individual SPU can also be selected using the Model toggle menu sub-item under each SPE in the tree menu at the left of the main control panel.
  - b. To enable the same timing mode for all SPUs in the BE, click the corresponding button.
  - c. Click **Refresh** to synchronize the window with any changes to the modeling mode that may have been updated by the command line interface or the tree view.
4. Click Go in the main GUI window to start the simulation with performance models enabled.

### From the Command Line

To enable all performance models from the command line, type the following command:

```
turn_perf_models_on
```

## Gathering Performance Metrics

The simulator provides an extensive variety of data collection and analysis capabilities, including the following mechanisms:

- **Performance Profiling Checkpoints.** Performance profile checkpoints provide the most basic level of code instrumentation for gaining insight into SPU performance. The simulator provides a set of checkpoint instructions that can be added to a region of code to control the collection and display of SPU performance data. These instructions offer a very lightweight, minimally intrusive mechanism for the user to obtain performance information for SPU program execution. See Chapter 3, “Performance Analysis with Profile Checkpoints and Triggers,” for information and instructions for adding performance profile checkpoints to application code.
- **Triggers.** Triggers can be used to invoke user-supplied TCL procedures to collect and aggregate performance data when specific types of simulation events occur. This general-purpose mechanism can be used to implement a variety of breakpoints, accumulate metrics, produce messages, or perform any number of tasks that are supported in a TCL procedure. The simulator provides trigger events for the program counter, memory accesses, cycle counts, console output strings, and a number of simulation events. See Chapter 3, “Performance Analysis with Profile Checkpoints and Triggers,” for information and instructions for adding triggers to application code.
- **Emitters.** The emitter framework is a user-extensible and customizable analysis framework that enables detailed data collection for performance analysis, basic data visualization, and trace generation. Users can write emitter



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reader programs to intercept and process simulation event records through a set of efficient interfaces. Operating system, processor, cache, bus, memory and system device events are provided to allow emitter reader programs to capture operation and performance data for these components. The emitter framework also supplies facilities to track bus transactions as they flow through the system. This feature can be used to obtain transaction-level path latency statistics, and to measure arbitration and resource contention delays. See Chapter 4, “Performance Data Collection and Analysis with Emitters,” for information and instructions about generating and using emitter events to analyze system performance.

- **Performance Visualization.** For enhanced usability, the simulation environment delivers a rich set of visualization tools to graphically display performance data that is gathered in during simulation. By rendering data with near real-time interactivity, the visualization tools enable users to monitor system behavior and quickly identify performance limitations during a simulation. The IBM Full-System Simulator User’s Guide describes performance visualization capabilities that are available from the graphical user interface



## CHAPTER 3

# Performance Analysis with Profile Checkpoints and Triggers

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This chapter introduces performance profile checkpoints and Mambo trigger functionality, and illustrates how checkpoints and triggers are used to generate application-specific performance data in a Mambo simulation environment. It also provides a tutorial to walk through and describe code syntax and usage for profile checkpoints and triggers in a sample application. Topics in this chapter include:

- *Viewing SPU Performance Statistics*
- *Capturing Performance Data in a TCL Array*
- *Instrumenting SPU Applications with Performance Profile Checkpoints*
- *Enhancing Data Collection with Triggers*
- *Tutorial: Collecting Performance Data with Checkpoints and Triggers*

## Viewing SPU Performance Statistics

The SPU pipeline model automatically collects a wide variety of performance information when a simulation is executed. The following procedure outlines steps to gather SPU statistics. It is important to note that the SPU must be in pipeline mode for the IBM Full-System Simulator to collect SPU performance statistics. Table 3-1 provides a complete list of current SPU statistics. The simulator command used to view SPU statistics and sample output are provided after the following table.

**Table 3-1. SPU Statistics**

<i>Metric Name</i>	<i>Description</i>
Total Cycle count	Total SPU run cycles since the start of the simulation
Total Instruction count	Total SPU instructions executed since the start of the simulation
Total CPI	Total Cycles Per Instruction (Total Cycle count / Total Instruction count)
Performance Cycle count	SPU run cycles
Performance Instruction count	SPU instructions executed
Performance CPI	Cycles Per Instruction (Performance Cycle count / Performance Instruction count)
Branch Instructions	Count of branch-type instructions executed (excl. stop, sync's, irect)
Branch taken	Count of "satisfied" branches (regardless of PC address change)
Branch not taken	Count of branch instructions not "satisfied"
Hint instructions	Count of HBR-type instructions executed (excl. hbrp)
Pipeline flushes	Count of events that resulted in SPU pipeline flush
SP operations (MADDs=2)	Count of single precision operations performed (4 operations per single precision instruction, times 2 for multiply-add or multiply-subtract instructions)
DP operations (MADDs=2)	Count of double precision operations performed (2 operations per double precision instruction, times 2 for multiply-add or multiply-subtract instructions)
Contention at LS...	Count of cycles in which LS arbitration prevented instruction prefetch in favor of register load/store operations
Single cycle	Cycles in which only 1 non-NOP instruction was executed
Dual cycle	Cycles in which 2 non-NOP instructions were executed
NOP cycle	Cycles in which only NOP instructions were executed
Stall due to branch miss	Cycles in which branch mispredict prevented any instruction from executing
Stall due to prefetch miss	Cycles in which instruction run-out occurred
Stall due to dependency	Cycles in which source/target operand dependencies prevented any instruction from being issued
Stall due to fp resource conflict	Cycles in which shared use of FPU stages prevented any instruction from being issued (e.g. FXB, FP6, FP7, FPD)
Stall due to waiting for hint target	Cycles for which target load delay for a hinted branch prevented instruction fetch
Issue stalls due to pipe hazards	Cycles for which pipeline scheduling hazards prevented instruction issue
Channel stall cycle	Cycles for which the pipeline was stalled waiting on channel operations to complete
SPU Initialization cycle	Cycles elapsed in SPU pipeline initialization sequence

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The summary section now includes "Instruction Class" statistics. For each type listed, a count of the instructions issued, instructions executed, cycles expended in execution, and the ratio of execution cycles to executed instructions is given. Cycle counts reflect overlap due to pipelined execution. Parallel execution cycles are multiply charged to each actively executing instruction type. Stall cycles are omitted. For these reasons, sums derived from counts in the Instruction Class statistics may appear to disagree with those supplied in the summary summary ("Total Cycle count" or "Performance Cycle count"). Instruction Class metrics are computed only when performance counting is enabled.

► **TO VIEW SPU STATISTICS:**

1. Initialize all simulation performance counters and start the simulation:

```
mysim spu {n} stats reset  
mysim go
```

where *n* is the number of the SPU for which statistics are cleared.

2. View performance data that is automatically collected by the IBM Full-System Simulator during the simulation:

```
mysim spu {n} stats print
```

where *n* is the number of the SPU for which statistics should be printed. Figure 3-1 illustrates SPU performance statistics that are displayed by this command.

3. The pipeline model also collects statistics on branch and branch hint instructions, since proper branch hinting is critical to achieving optimal performance of SPU programs. To view statistics on branch hints:

```
mysim spu {n} display statistics hint
```

Figure 3-2 illustrates the statistics that are displayed by this command. A hint is considered to mispredict if an instruction loaded due to the hint causes a sequence error. A hint stall value indicates the number of cycles the pipeline was stalled waiting for the target buffer to load for the associated hint. The "Mispredicts without hint" figure listed at the bottom of this display provides a count of the instruction sequence errors which occurred apart from hints.

```

SPU DD3.0
***
Total Cycle count          723490
Total Instruction count    133990
Total CPI                  5.40
***
Performance Cycle count   378304
Performance Instruction count 131456 (131264)
Performance CPI           2.88 (2.88)

Branch instructions       16384
Branch taken              16320
Branch not taken          64

Hint instructions         64
Pipeline flushes         64
SP operations (MADDs=2)   0
DP operations (MADDs=2)  65536

Contention at LS between Load/Store and Prefetch 16384

Single cycle              98368 ( 26.0%)
Dual cycle                16448 (  4.3%)
Nop cycle                  0 (  0.0%)
Stall due to branch miss  1152 (  0.3%)
Stall due to prefetch miss 0 (  0.0%)
Stall due to dependency   163904 ( 43.3%)
Stall due to fp resource conflict 0 (  0.0%)
Stall due to waiting for hint target 128 (  0.0%)
Issue stalls due to pipe hazards 98304 ( 26.0%)
Channel stall cycle       0 (  0.0%)
SPU Initialization cycle  0 (  0.0%)
-----
Total cycle                378304 (100.0%)

Stall cycles due to dependency on each instruction class
FX2      64 (  0.0% of all dependency stalls)
SHUF     0 (  0.0% of all dependency stalls)
FX3     0 (  0.0% of all dependency stalls)
LS     65536 ( 40.0% of all dependency stalls)
BR      0 (  0.0% of all dependency stalls)
SPR     0 (  0.0% of all dependency stalls)
LNOP    0 (  0.0% of all dependency stalls)
NOP     0 (  0.0% of all dependency stalls)
FXB     0 (  0.0% of all dependency stalls)
FP6     0 (  0.0% of all dependency stalls)
FP7     0 (  0.0% of all dependency stalls)
FPD    98304 ( 60.0% of all dependency stalls)

```

The number of used registers are 8, the used ratio is 6.25

Instruction Class	Insts Issued	Insts Exec	Exec Cycles	Cycles/Inst
FX2 (EVEN): Logical and integer arithmetic	49344	49344	82304	1.67
SHUF (ODD): Shuffle, quad rotate/shift, mask	0	0	0	0.00
FX3 (EVEN): Element rotate/shift	0	0	0	0.00
LS (ODD): Load/store, hint	49152	49216	163968	3.33
BR (ODD): Branch	16384	16384	65536	4.00
SPR (ODD): Channel and SPR moves	192	0	640	0.00
LNOP (ODD): NOP	64	128	0	0.00
NOP (EVEN): NOP	0	0	0	0.00
FXB (EVEN): Special byte ops	0	0	0	0.00
FP6 (EVEN): SP floating point	0	0	0	0.00
FP7 (EVEN): Integer mult, float conversion	0	0	0	0.00
FPD (EVEN): DP floating point	16384	16384	114688	7.00

Figure 3-1. SPU Pipeline Model Statistics

Hint histories						
INST	ADDRESS:	br_addr	tgt_addr	count	mispred	stall
hbra	0x0011c:	0x0017c	0x00140	1	1	0
hbra	0x00374:	0x003c4	0x004e0	1	0	0
hbra	0x01b74:	0x01b8c	0x01f78	1	0	0
hbra	0x00088:	0x000b0	0x000c4	1	0	4
hbra	0x0015c:	0x001dc	0x01bb8	1	0	0
hbra	0x01bbc:	0x01d2c	0x02120	2	0	0
hbr	0x021c0:	0x021e0	0x01bb8	1	0	5
...						
hbr	0x00ef8:	0x00fa8	0x00340	9052	0	0
hbra	0x00384:	0x003ac	0x00608	100	0	700
hbra	0x00614:	0x0084c	0x006dc	200	200	0
hbra	0x00904:	0x00a60	0x00930	2088	2088	0
hbra	0x00ae4:	0x00c94	0x00b30	200	200	0
hbra	0x00c9c:	0x00e78	0x00cd8	200	200	0
hbra	0x00e8c:	0x00eb0	0x00aa8	24	0	1168
hbra	0x00444:	0x004d8	0x00468	100	100	0
hbrr	0x019ec:	0x01a14	0x019c8	100	0	400
hbra	0x000ec:	0x00164	0x00128	1	1	0
hbr	0x00240:	0x00264	0x00088	1	0	5
Total				838508	12042	469242

Figure 3-2. SPU Branch Hint Statistics

## Capturing Performance Data in a TCL Array

In addition to providing the ability to display statistics in a console window, the IBM Full-System Simulator provides the `stats export` command to output data into a Tcl array for further processing. The simulator `stats export` command is passed as an argument to the Tcl `array` command, as follows:

```
array set myArray [ mysim spu 0 stats export ]
```

where:

- `array set` is the Tcl operation to sets the values of one or more elements in the specified array.
- `myArray` is the name of the Tcl array.
- `mysim spu n stats export` is the simulator command to return statistics in the form of a Tcl array, where `n` indicates the SPU number of interest.

The statistics in the Tcl array can then be accessed and processed to collect, collate, or compute averages on performance metrics. For example, to access array contents, The following sample code iterates through the Tcl array:

```
foreach {key value} [array get myArray] {
    puts "    $key => $value "
}
```

*Appendix A, SPU Performance Statistics* provides a summary of each statistic (with its associated purpose) that is gathered by the SPU pipeline performance model.

## Instrumenting SPU Applications with Performance Profile Checkpoints

A common technique in performance analysis is to instrument code with simple profiling mechanisms to capture performance statistics. The IBM Full-System Simulator supports a simple, yet powerful, feature called *performance profile checkpoints* that can be added to a region of code to produce high-level performance data, such as the number of instructions executed or the number of cycles required in a “profiled” segment of code. This kind of high-level data is useful for characterizing application performance and identifying sections of code that may be causing performance issues.

Performance profile checkpoints are a simple mechanism for code instrumentation which can be used to delimit a region of application code over which performance statistics are gathered by the IBM Full-System Simulator. Performance profile checkpoints signal the simulator to display the current instruction and cycle counts for the SPU. These can be used in pairs to determine the number of instructions executed and cycles consumed by a specific region of SPU program code. This information can then be used to identify performance issues or quantify the benefits of a potential optimization technique. Figure 3-3 illustrates how an SPU program can be instrumented with performance profile checkpoints to obtain basic performance information about sections of the application code:

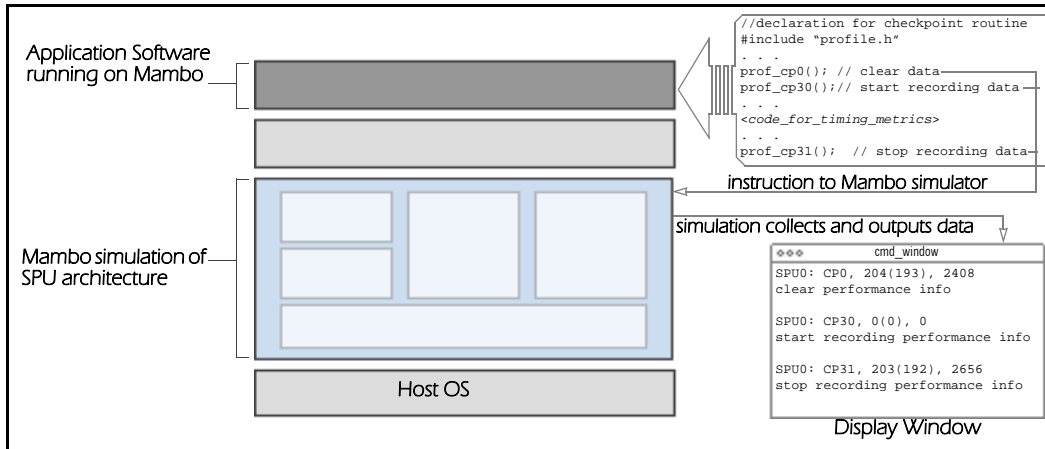


Figure 3-3. Performance Profile Checkpoint Instruction

A performance profile checkpoint is a special form of no-op instruction that the IBM Full-System Simulator interprets as a request to display SPU performance data. This no-op instruction is a simple logical operation whose result has no impact on program execution. There are 32 different no-op instructions that the IBM Full-System Simulator treats as performance profile checkpoints.

When a checkpoint is encountered in program execution, the IBM Full-System Simulator prints a message with the identity of the calling SPU and profiling data from that point in the program execution. These messages have the form:

```
SPUn: CPm, xxxxx(yyyyy), zzzzzz
```

where  $n$  is the SPU on which the performance profile checkpoint has been issued,  $m$  is the checkpoint number,  $xxxxx$  is the instruction counter,  $yyyyy$  is the instruction count excluding no-ops, and  $zzzzz$  is the cycle counter.

The application program interface (API) for the performance profile checkpoints is defined in the **profile.h** header file. This file provides the C-language procedures, named **prof\_cp{n}()** where  $n$  is a numeric value ranging from 0 to 31, that generate the special no-op instructions. Special functions are assigned to the following performance profile checkpoints:

- **prof\_cp0()** — clears the SPU pipeline performance statistics for this SPU. Can also be invoked with alias **prof\_clear()**.
- **prof\_cp30()** — enables collection of SPU pipeline performance statistics for this SPU. Can also be invoked as **prof\_start()**.
- **prof\_cp31()** — disables collection of SPU pipeline performance statistics for this SPU. Can also be invoked as **prof\_stop()**.

The following sample code segment illustrates the checkpoint code that is added to code to clear, start, and stop counters:



```

#include "profile.h"
. . .
prof_cp0(); // clear performance information
prof_cp30(); // start recording performance data
. . .
    <code_for_desired_timing_metrics>
. . .
prof_cp31(); // stop recording performance data

```

## Enhancing Data Collection with Triggers

In the IBM Full-System Simulator, a trigger is a means of specifying a set of simulator commands that are to be executed whenever a specific event occurs in the simulated system. To understand triggers, it is helpful to distinguish between a trigger event and a trigger action. A *trigger event* is a specific event or state that can occur within the simulated system that results in the execution of a user-defined TCL procedure called a *trigger action*. Trigger actions can perform any number of simulator commands when the trigger event occurs. A common function performed by the trigger action is to stop the simulation, using the **simstop** command, to allow user analysis of the state of the system. If the trigger action does not stop the simulation, the simulator resumes execution when the trigger action returns.

The IBM Full-System Simulator triggers are grouped into several classes based on trigger event type. Table 2-1 describes classes of triggers that are available.

**Table 3-2. Classes of Triggers**

<i>Class</i>	<i>Listing/Status</i>	<i>Description</i>
Global Associative	trigger display assoc avail	Machine-independent events
Machine Associative	\$sim trigger display assoc avail	Machine-specific events
NOOP	\$sim trigger display assoc avail	PPC NOP ("or <i>x,x,x</i> " where 10 ≤ <i>x</i> ≤ 31)
Console	\$sim trigger display console	Console output string matching
System Memory	\$sim trigger display memory system list	System memory access triggers ( <i>r, w, rw</i> for EA or RA range)
SPU Local Store	\$sim trigger display memory spu <i>n</i> list	SPU local storage access triggers ( <i>r, w, rw</i> for address range)
PPU PC Eff Addr	\$sim trigger display pc list	PPU program counter EA trigger ("breakpoint")
PPU PC Real Addr	\$sim trigger display real_pc list	PPU program counter RA trigger ("breakpoint")
SPU PC Addr	\$sim trigger display spu <i>n</i> pc list	SPU program counter trigger ("breakpoint")

Figure 3-4 illustrates how triggers are defined and used in the simulation environment:

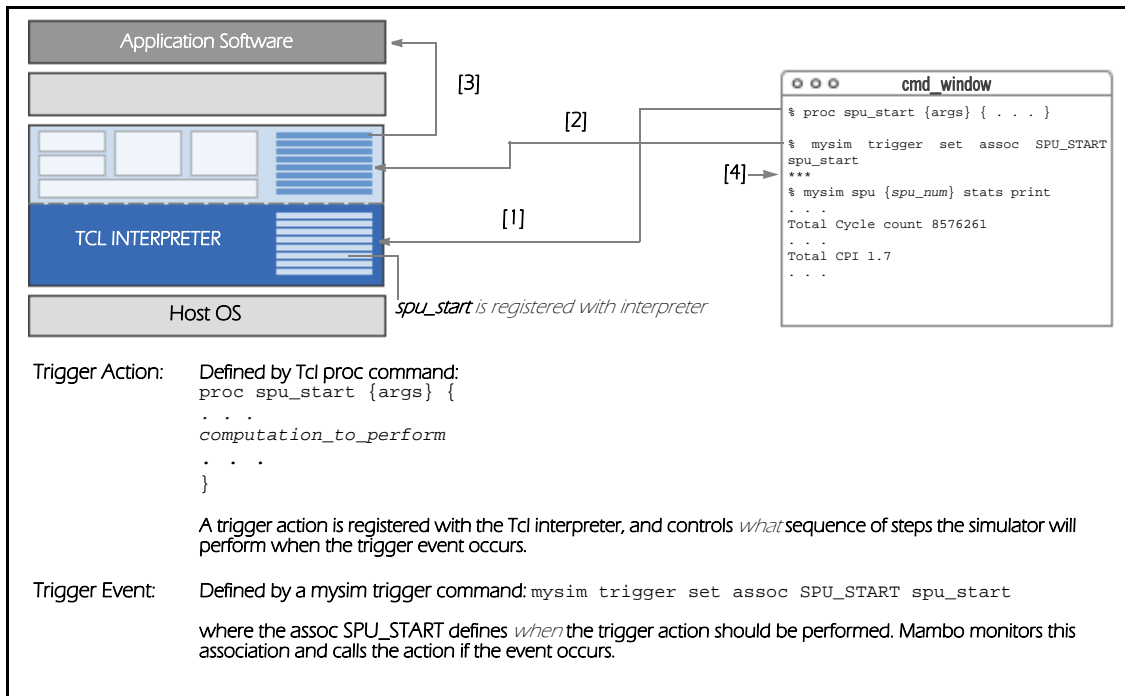


Figure 3-4. Invoking a Trigger Procedure to Gather Performance Data

The numbered steps in Figure 3-4 outline how trigger actions and events are implemented in the IBM Full-System Simulator:

1. The `spu_start` Tcl procedure, which specifies the trigger action, is defined in the Tcl interpreter. The input arguments to the procedure provide information about the specific occurrence of the trigger event. These arguments are typically formatted as one or more name-value pairs and are specific to the event type. Additional input arguments can also be specified when the trigger is defined.
2. At any time during the simulation, the `mysim trigger` command can be used to set a trigger for a specific type of event. The trigger command causes the IBM Full-System Simulator to associate a trigger action, defined by a Tcl procedure, with a trigger event. In general, triggers are set from the command line as follows.

```
mysim trigger set trigger_type [trigger_event] [Tcl procedure_name]
```

where `trigger_type` defines the type of trigger that is being set, and `trigger_event` specifies the simulator-defined event that initiates the trigger action (Table 3-2, "Classes of Triggers," lists available event types of associative triggers).

3. If the trigger event occurs in the execution of the application, the trigger action is executed by the Tcl interpreter.
4. For SPU events, the trigger action might execute the `mysim spu 0 stats print` command to print the SPU pipeline statistics. Alternatively, these statistics can be captured in a Tcl array for further processing.

Associative triggers are a class of Tcl handlers that are associated with a set of predefined simulator events. The IBM Full-System Simulator defines the following types of events that can be used with associative triggers:

**Table 3-3. Event Types for Associative Triggers**

<i>Event Type<sup>a</sup></i>	<i>Description</i>
FATAL_ERROR	Called on simulator fatal errors.
INTERNAL_ERROR	Called on simulator internal errors.
SIM_START	Called when the simulation starts (or resumes).
SIM_STOP	Called when the simulation stops (or halts).
CALLTHRU	Called when a PU-side application callthru is executed in the simulation.
SPU_STOP	Called when an SPU stops (or halts) execution.
SPU_START	Called when an SPU starts (or resumes) execution.
SPU_PROF	Called when a prof_cp*() SPU-side profile checkpoint instruction is executed.

<sup>a</sup>. To view a list of available event types for associative triggers, type `mysim trigger display assoc avail` at the simulation command line.

The `SPU_START`, `SPU_STOP`, and `SPU_PROF` can be particularly useful in performance analysis of SPU applications. The following trigger commands illustrate how associative triggers can be used to monitor SPU run status:

```
#----- start SPU counter -----
proc spu_start {args} {
    scan [lindex $args 0] " spu %d cycle %s"  spunum cycles
    puts "Start Counter: SPU $spunum started at $cycles cycles"
}

#----- stop SPU counter -----
proc spu_stop {args} {
    scan [lindex $args 0] " spu %d cycle %s"  spunum cycles
    puts "Stop Counter: SPU $spunum stopped at $cycles cycles"
}
```

where the `spu_start` and `spu_stop` trigger actions parse the input arguments and print a message indicating the cycles at which an SPU is started and stopped. The format of argument `0` in the sample is similar to `"{ spu 0 cycle 1000230 }"`.

`SPU_PROF` associative triggers can be used in conjunction with performance profile checkpoints to control when and how performance data is collected during a simulation.

The command to set an associative trigger has the following format:

```
mysim trigger set assoc {trigger_event} {Tcl procedure_name}
```

The following commands, then, can be used to invoke the SPU counter triggers defined in the sample code above:

```
#----- set triggers to monitor SPU run status -----
mysim trigger set assoc "SPU_START" spu_start
mysim trigger set assoc "SPU_STOP" spu_stop
```

## Tutorial: Collecting Performance Data with Checkpoints and Triggers

The tutorial in this section demonstrates how performance profile checkpoints and Mambo associative triggers can be combined to collect performance information for a sample application.

---

**CONTEXT:** A sample SPU program contains code for which cycle counts must be collected to analyze performance metrics of specific computations. This code segment is contained within a loop that also performs other computations that are not relevant to the desired SPU performance analysis. The following pseudocode outlines the basis of this program:

```
for (i=1; i<loop_cnt; i++)
{
    < code that should not be included in performance statistics >

    // Start of interesting code segment

    < code for which performance statistics are desired >

    // End of interesting code segment

    < more code that should not be included in performance statistics >
}
```

**STRATEGY:** A convenient approach of gathering performance measurements in this context is to combine performance profile checkpoints and Mambo associative triggers for the SPU profiling events. In this approach, profile checkpoints are added before the applicable code segment to reset and start performance statistics collection, and then just following this code segment to indicate its end. An associative trigger is set to aggregate total performance data from checkpoints across all iterations of the loop.

**STEP 1:** Performance profile checkpoints are added to the application code around the relevant region of code, as follows:

```
for (i=1; i<loop_cnt; i++)
{
    < code that should not be included in performance statistics >

    // Start of interesting code segment
    prof_cp0(); // Reset performance statistics
    prof_cp30(); // Start performance statistics collection
    . . .
    < code for which performance statistics are desired >
    . . .
    prof_cp31(); // Stop performance statistics and print
    // End of interesting code segment

    < more code that should not be included in performance statistics >
}
```

**STEP 2:** After instrumenting the application, a trigger action, `spu_profile`, is defined that accumulates the total cycle count in the `tot_cycles` variable when the profile checkpoint at the end of the profiled region is executed on an SPU:

```
proc spu_profile { args } {
    global tot_cycles
    scan [lindex $args 0] " spu %d cycle %s rt %d " spunum cycles trignum
    if { $trignum == 31 } {
        set tot_cycles [expr $tot_cycles+$cycles]
    }
}
```

**STEP 3:** Prior to running the simulation, the following commands are used to associate the `spu_profile` trigger action with SPU profile instruction events and initialize the `tot_cycles` variable:

---

```
mysim trigger set assoc SPU_PROF spu_profile
set tot_cycles 0
```

After running the simulation, the following TCL command is used to view the total cycle count:

```
puts "Total cycles for code segment is $tot_cycles"
```

The approach provided in this tutorial can be easily extended to collect any number of statistics that Mambo maintains for SPU performance. For example, `spu_profile` can be extended as follows to collect `single_cycle` and `dual_cycle` statistics for a code segment:

```
set tot_single_cycles 0
set tot_dual_cycles 0

proc spu_profile { args } {
    global tot_single_cycles
    global tot_dual_cycles
    scan [lindex $args 0] " spu %d cycle %s rt %d " spunum cycles trignum
    if {$trignum == 31} {
        array set stats [mysim spu $spunum stats export]
        set tot_single_cycles [expr $tot_single_cycles+$stats(single_cycle)]
        set tot_dual_cycles [expr $tot_dual_cycles+$stats(dual_cycle)]
    }
}
```

The same approach can be used to collect separate statistics on several code segments by using a different profile checkpoint after each code segment. Based on the value in the `$trignum` variable, the `spu_profile` trigger action can identify each segment of code and accumulate statistics into different variables for each code segment. Similarly, the `spu_profile` trigger action can use the `$spunum` variable to determine which SPU has issued the profile checkpoint, and then collect statistics by SPU or across all SPUs.



## CHAPTER 4

# Performance Data Collection and Analysis with Emitters

---

This chapter introduces the IBM Full-System Simulator emitter framework, and provides tutorial sections that demonstrate how to configure the simulator to emit event data, as well as how to develop emitter readers to analyze the emitted event data. Topics in this chapter include:

- *Emitter Architecture Overview*
- *Underlying Emitter Record Data Structure*
- *Configuring Emitter Event Production*
- *Tutorial: Configuring Emitter Event Production*
- *Developing Emitter Readers to Process Event Data*
- *Tutorial: Developing a Basic Emitter Reader*

## Emitter Architecture Overview

A key advantage of the IBM Full-System Simulator is its ability to collect multiple types of performance statistics at varying levels of system granularity. Chapter 3, “Performance Analysis with Profile Checkpoints and Triggers” introduced how performance profile checkpoints and triggers can be used to collect basic cycle count information and summary statistics. To provide a more intensive level of performance data collection and measurement, the IBM Full-System Simulator provides a modular emitter framework that decouples performance event collection from performance analysis tools. The emitter framework provides a user-extensible and customizable event analysis system that is comprised of two primary functional areas:

- **Event data production.** Event data production comprises the instrumentation within the simulation environment to detect events and produce *emitter* data. The simulator can identify a wide variety of architectural and programmatic events that influence system and software performance. Using configuration commands, the user can request the simulator to emit data for a specific set of events into a circular shared memory buffer. Examples of these emitter events include instruction execution, memory references, and cache hits and misses. Figure 4-1 lists the categories of events that are monitored by the simulator. The `sti_emitter_data_t.h` file (available in the `emitter` directory of this release) defines all available event types and the data captured for each event occurrence. It may be useful to review the declarations in this header file to determine the types of events that can be monitored.
- **Event processing.** Event processing comprises one or more *emitter reader* programs that access and analyze emitter data. Analysis tasks generally include collecting and computing performance measurements and statistics, visualizing program and system behavior, and capturing traces for post-processing. The IBM Full-System Simulator is prepackaged with a set of pre-built sample emitter readers, and users can develop and customize emitter readers based on performance metrics that are most relevant to their environment.

For enhanced usability, performance analysis is also provided by GUI-based emitter readers. These readers graph memory access, cache misses, processor resource usage, and power usage as a function of time. Additionally, since the emitter data stream includes the program counter, it is possible to trace interesting performance events (such as high cache miss rates) back to a specific instruction of the simulated program or to specific lines of source code.

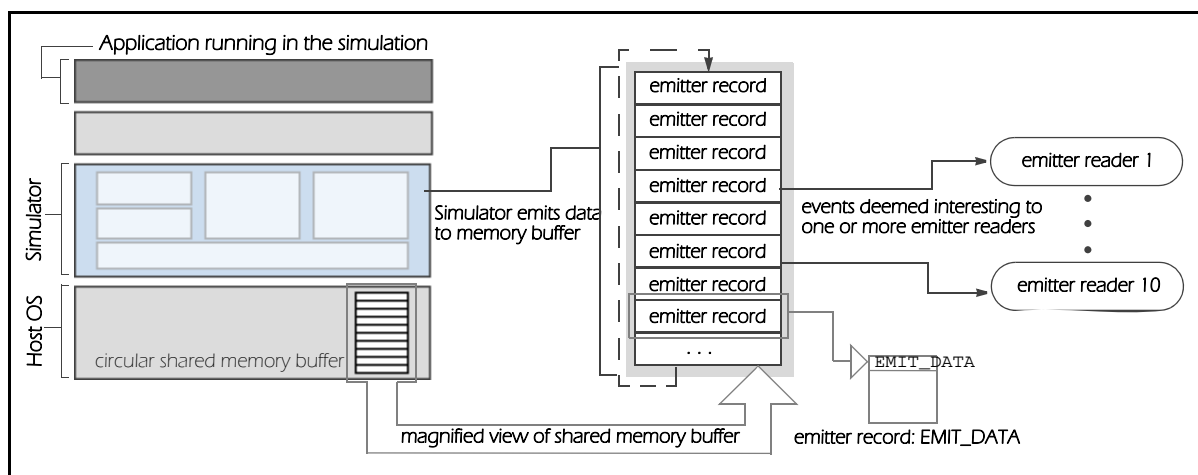


Figure 4-1. IBM Full-System Simulator Emitter Framework

Figure 4-1 provides a high-level overview of how the simulator processes events with emitter readers. At run-time, the simulator writes emitter records in chronological order to the circular shared memory buffer based on user-specified emitter controls. The simulator ensures that all attached emitter readers have accessed a record before overwriting it—the simulator will halt further record production in the situation where the shared memory buffer is full and the



oldest record cannot be over-written. Emitter readers process the records in the shared memory buffer sequentially. If data in an emitter record is “interesting,” the reader performs its computation or copies the data to an external location; otherwise, it simply ignores records that are not of interest. Both processed and ignored records are marked as having been accessed by the reader.

The emitter framework is entirely user-configurable. Users have the flexibility of enabling a large set of events to be emitted and running several emitter readers simultaneously to process event data at the desired level of interest and granularity.

The simulator supports call-thru functions that allow PU or SPU applications running in the simulator to generate application-specific emitter records. In general, application-specific emitter records can be used to indicate the occurrence of application-defined events or capture application-specific performance information.

## Underlying Emitter Record Data Structure

An emitter record is the union of event data fields that describe properties of a simulation event. The IBM Full-System Simulator implements an emitter record as a type of *variant record*, which enables multiple data types to be combined into one dynamic data structure that occupies a single memory space. An emitter record consists of the following components:

- An **EMIT\_HEAD** header whose structure is common to all emitter records. The header contains fields used to identify and handle the emitter record, such as information about the CPU, the event thread, an event serial number, and a timestamp of when the emitter record is created (i.e., the time the event occurs.)
- Event-specific data that is generated for a simulator-monitored event type. The simulator is designed to emit data for a number of event types. If one of these event types occurs during a simulation, the simulator determines whether record production has been enabled for the given event type (via the **simemit** command), and constructs an emitter record containing the **EMIT\_HEAD** data and the event-specific information.

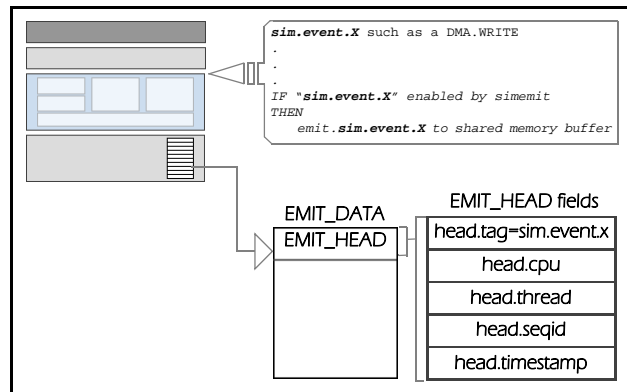


Figure 4-2. Emitter Record Data Structure

**Table 4-1. Event Types Monitored by the IBM Full-System Simulator**

Event Types	
■ <i>HEADER</i> and <i>FOOTER</i>	■ TLB, SLB, ERAT operations
■ PU or SPU instructions	■ Device operations (disk)
■ Cache accesses (hits or misses)	■ Annotations
■ Process/thread state (create, kill, resume, etc)	■ Transactions

## Configuring Emitter Event Production

In order to use an emitter reader, the simulation environment must first be configured to produce emitter data for the reader to consume. The simulator provides commands to:

- Specify the set of events that produce emitter data.

- Configure the number of emitter readers accessing records in the circular shared memory buffer.
- Starting each emitter reader that is enabled during a simulation.

## Specifying Events to Produce Emitter Data

The `simemit` command is a top-level command that specifies event types that should produce emitter data into the shared memory buffer. The `simemit` command has the general form:

```
simemit set event_type boolean
```

which enables or disables the production of emitter records of the event type specified in `event_type`.

A separate `simemit set` command must be issued for the HEADER and FOOTER records, as well as for each event type that a reader will monitor. Not to be confused with the `EMIT_HEAD` record header, the HEADER and FOOTER records are used by an emitter reader to track when it has read every record in the shared memory buffer.

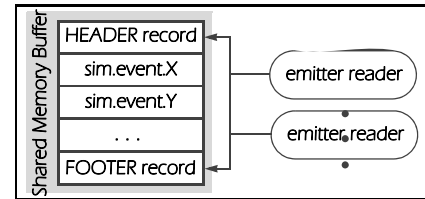


Figure 4-3. Header & Footer Records

For example, the following `simemit set` commands can be used to request emitter data for the “Instructions” and “APU\_Instructions” events:

```
simemit set "Header_Record" 1
simemit set "Footer_Record" 1
simemit set "Instructions" 1
simemit set "APU_Instructions" 1
```

---

**NOTE** By default, all events are disabled (set to 0). Also, input to the `simemit` command is case-sensitive.

---

## Configuring the Number of Emitter Readers

The `ereader` command is a top-level command that controls emitter readers that are used in a simulation. The `ereader expect` command specifies the number of emitter readers that will access the shared memory buffer during the simulation. For example, the following command specifies that two emitter readers will be used in the simulation:

```
ereader expect 2
```

The simulator uses this number to ensure that all emitter readers have accessed an emitter record in the memory buffer before it is overwritten by subsequent records.

## Starting Emitter Readers

The `ereader start` command starts the specified emitter reader program. The general form of this command is:

```
ereader start reader_executable [pid] additional_args
```

where `reader_executable` is file name containing the emitter reader program, `pid` is the simulator process identifier that the emitter reader will need to obtain access to the shared memory buffer, and `additional_args` are any additional arguments that may be needed by the emitter reader program.

## Tutorial: Configuring Emitter Event Production

The tutorial in this section describes how to configure the simulator to generate emitter records that will be used by the emitter reader created in the “Developing a Basic Emitter Reader” tutorial.

**CONTEXT:** The emitter framework will be used to collect performance metrics for an SPU program. The IBM Full-System Simulator must be configured to generate the emitter data needed for these measurements and start the emitter reader.

---

**STRATEGY:** The commands to configure event production will be collected into a Tcl procedure to make it easier to add emitter features to existing simulation scripts. This procedure includes the `simemit set` commands to specify the emitter records to be generated and the `ereader` commands to configure and start the emitter reader.

**STEP 1:** The `emitter_start` Tcl procedure contains the commands to configure event production and start the sample reader. The procedure performs the following operations:

- Specifies that `Apu_Perf` emitter records should be produced (in addition to the standard header and footer records).
- Specifies that one emitter reader will be consuming these records.
- Starts the emitter reader program in the file named `$env(EXEC_DIR)/../emitter/sti-annoperf`.

```
proc emitter_start {} {
    global env
    simemit set "Header_Record" 1
    simemit set "Footer_Record" 1
    simemit set "Apu_Perf" 1
    ereader expect 1
    puts "MAMBO PID is [pid]"

    # Launch your emitter reader
    ereader start $env(EXEC_DIR)/../emitter/sti-annoperf [pid]
}
```

**STEP 2:** This procedure can now be invoked as part of the simulation setup with the following commands:

```
# Set the appropriate exception to handle errors
if { [catch { emitter_start } errors] } {
    puts "EMITTER: No emitter support"
    puts "  errors is $errors"
} else { puts $errors }
```

The `catch` facility of Tcl is used to detect errors in starting the emitter reader that might otherwise go undetected until later in the simulation, when these errors cannot be corrected without restarting the simulation.

## Developing Emitter Readers to Process Event Data

Unlike simulator triggers that are generally used to execute a routine at regular intervals or at a particular cycle count, emitter readers are able to collect and evaluate a wide array of detailed metrics about the PU or an SPU in the system architecture. Multiple reader programs can simultaneously monitor emitter records, and perform the required computations and analysis steps—each emitter reader acts only on emitter records that contain event tags that it is monitoring. Emitter readers are developed to perform the following general types of analysis operations:

- *Calculate performance statistics.* For example, an emitter reader can be used to compute the range, average, standard deviation, or frequencies of execution times for the simulated application or code segment.
- *Visualize performance data for selected event occurrences.* Through the `stripstats_live` utility, the IBM Full-System Simulator provides an easy-to-use graphical frontend to the simulation engine. This utility is useful for configuring

parameters in order to visualize specific system and program behavior. Figure 4-4 shows a screen shot from sample `stripstats_live` output:

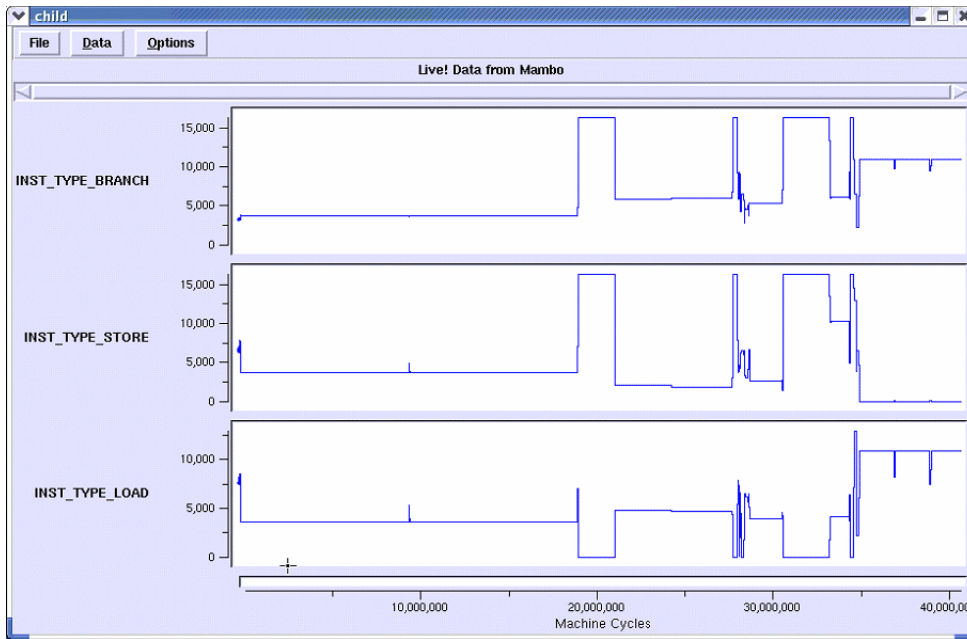


Figure 4-4. Sample `Stripstats_live` Event Plot

- **Convert emitted event data to a trace format.** The new trace information can be imported into existing analysis tools. Multiple trace formats are supported simply by writing new emitter reader. The simulator itself does not require any changes to support the additional formats.

## Tutorial: Developing a Basic Emitter Reader

The tutorial in this section demonstrates how to develop a sample emitter reader that analyzes the performance of a simple SPU application. Developing emitter readers is a relatively simple task—an emitter reader is a C or C++ program that accesses the emitter record in the memory buffer and processes emitted performance metrics. Figure 4-5 provides an activity diagram to illustrate the overall sequence of operations that are performed by an emitter reader.

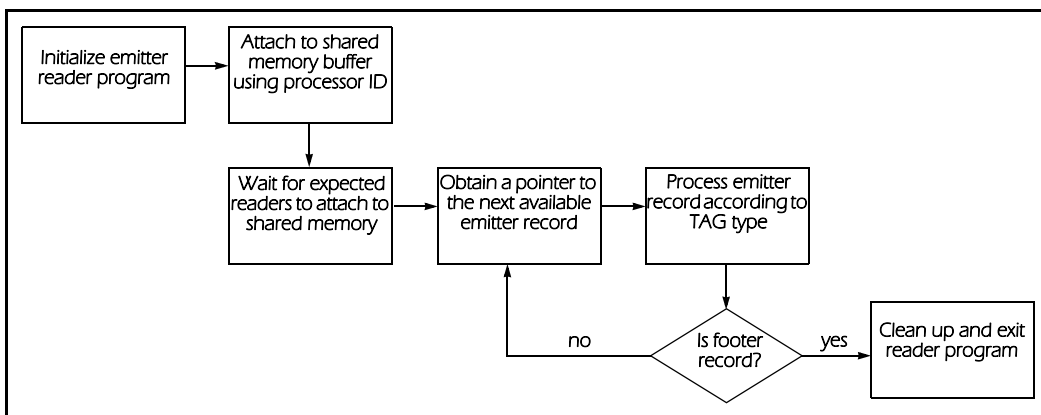


Figure 4-5. Emitter Reader Activity Diagram

**CONTEXT:** The emitter framework is used to collect performance data for a simple SPU application that performs the following DAXPY equation:

$$x = \alpha * x + y$$

where  $x$  and  $y$  are double-precision  $n$ -vectors, and  $\alpha$  is a scalar. An acronym for *Double precision A times X Plus Y*, DAXPY is a Level 1 BLAS (Basic Linear Algebra Subprograms) operation that updates vector  $x$  with the sum of a scaled vector  $x$  and vector  $y$ . Figure 4-6 illustrates the basic computation performed by the SPU program:

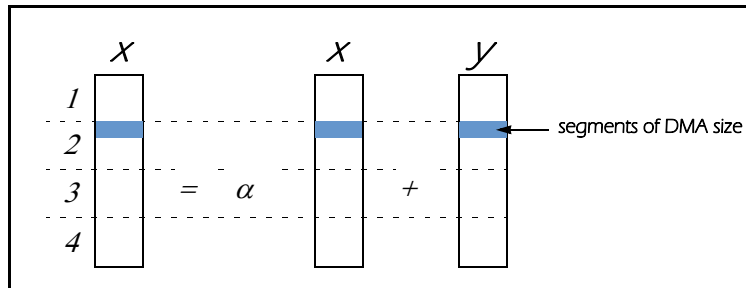


Figure 4-6. DAXPY computation performed by the SPU program

The following code segment shows the main elements of the SPU program:

```
#include <fetch_incr.h>
#include "profile.h"
#include "apu_callthru.h"

int main(int spuid, addr64 argp, addr64 envp) {

    /* Declarations and initialization */
    . . .

    prof_cp31();
    prof_cp0();
    for (i=0; i<my_len; i+=DMASIZE_ELEMENTS) {
        vector double *xv = (vector double *) x_buf, *yv = (vector double *)
        y_buf;
        vector double av = spu_splats( cb.a );

        /* DMA read segments of x and y into local storage */
        _read_mfc64((void *) x_buf , xp.ui[0], xp.ui[1], DMASIZE, tag, tid,
        rid);
        _read_mfc64((void *) y_buf , yp.ui[0], yp.ui[1], DMASIZE, tag, tid,
        rid);
        _set_mfc_tagmask(MFC_TAGID_TO_TAGMASK(tag));
        _wait_mfc_tags_all(); /* Wait for DMA to complete */

        /* Perform the computation: x = a*x + y */
        prof_cp30();
        for (j=0; j<DMASIZE_QUADWORDS; j++) {
            xv[j] = spu_madd(xv[j], av, yv[j]);
        }
        prof_cp31();

        /* DMA write segment of x from local storage back to memory */
        _write_mfc64(xp.ui[0], xp.ui[1], (void *) x_buf, DMASIZE, tag, tid,
        rid);
        _set_mfc_tagmask(MFC_TAGID_TO_TAGMASK(tag));
        _wait_mfc_tags_all(); /* Wait for DMA to complete */

        xp.u11 += DMASIZE;
        yp.u11 += DMASIZE;
    }
}
```

---

```

MamboSPUPerfStats();

/* Wrap-up operations*/
. . .

```

This SPU application has been instrumented with performance profile checkpoints as described in “Instrumenting SPU Applications with Performance Profile Checkpoints” on page 15. The section of the code that performs the DAXPY computation is delimited with `prof_cp30()` and `prof_cp31()` calls to restrict pipeline statistics collection to this region of the program. The call to `MamboSPUPerfStats()` is an APU callthru defined in the “apu\_callthru.h” header file. APU callthrus use no-op instructions to request special processing by the simulator, much like the performance profile checkpoints. `MamboSPUPerfStats()` produces an `APU_PERF_STATS` emitter record with the total cycle count. Apart from the HEADER and FOOTER records, this single emitter record is the only record received by the sample reader.

**STRATEGY:** The following `sti-annoperf.cpp` C++ sample reader is used to record cycle counts from the `APU_PERF_STATS` records. Once this reader has accessed the FOOTER record (at the end of simulation), it outputs the cycle counts it has captured for regions in the code.

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**NOTE** The alphaWorks releases of SystemSim for CBEA provide the full source code for this sample emitter reader in the `emitter` directory of the SDK installation path. This directory also contains source code for additional emitter readers.

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**STEP 1:** The emitter program begins by declaring the necessary header files and initializing variables:

```

#define CONFIG_STI_EMITTER

extern "C" {
#include "common/mambo.h"
#include "emitter/emit_collector.h"
#include <memory.h>
}
#include <map>
#include <iostream>

using namespace std;

typedef map<const string, unsigned long long> RegionMap;
typedef RegionMap::iterator RegionMapIter;
typedef RegionMap::const_iterator RegionMapConstIter;

static RegionMap region_map;

EMITTER_CONTROLS eControl;
int reader;

int main (int argc, char **argv) {
    int      end = 0;
    int      pid = 0;
    EMIT_DATA *ePtr = NULL;

    printf("Reader Started\n");

    if (argc < 2) {
        printf("ERROR: Usage: %s simulator-process-id\n", argv[0]);
        exit(-1);
    }
    pid = atoi(argv[1]);

```

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**STEP 2:** The emitter reader is attached to the shared memory buffer using the processor identifier (PID):

```
reader = EMIT_AttachReader(pid, &eControl, 0, TRUE);
if (reader == -1)
{
    fprintf(stderr, "ERROR: Failed to attach reader\n");
    return(0);
}
```

**STEP 3:** This step performs the following program operations:

- The emitter reader accesses the next record in the shared memory buffer (if necessary, waiting for the simulator to produce a new record).
- The reader determines if the record is of interest and increments the cycle count it is accumulating.
- The reader continues to access emitter records in the shared memory buffer until it encounters a footer tag, in which case the reader outputs the cycle count data and exits the program.

```
EMIT_ReadyWait(&eControl, reader, 1);
string curr_region("Unspecified");

do {
    EMIT_AdvanceCurrent(&eControl, reader);
    ePtr = EMIT_CurrentEntry(&eControl, reader);
    switch (ePtr->header.head.tag)
    {
        /** Emitter reader computation **/
        default:
            /* ignore */
            break;
    }

    if (ePtr->header.head.tag == TAG_FOOTER)
        end = 1;
}
while (!end);

EMIT_Exit(&eControl, reader, TRUE);

// Dump the cycle counts per region
for (RegionMapIter i = region_map.begin(); i != region_map.end(); ++i)
{
    cout << "Region: '" << i->first << "', Cycles: " << i->second <<
    endl;
}

printf("Reader Terminating\n");

return(1);
}
```

**STEP 4:** If a tag in the emitted record is an `APU_PERF_STATS` record, the emitter reader increments the cycle count:

```
case TAG_APU_PERF_STATS:
    region_map[curr_region] += ePtr->perf_stats.cyc_count;
    break;
```

**OUTPUT:** Running the instrumented DAXPY program in concert with the sample reader produces output similar to excerpted data provided below. Specific output lines are highlighted to identify cycle count

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information or draw attention to output that is produced by specific emitter reader commands, such as by the calls the reader is making to the reader API or as the result of the application call-thru instructions (as described in the CONTEXT section of this tutorial).

```
. . . .
phdr[0] p_vaddr=0xc0, p_memsz=0x500, p_offset=0xc0, p_filesz=0x500
Entry address: 0xc0
Emitter Started: PID=25976
Shared Memory Key is 103904
Emitter Setup Completed
MAMBO PID is 25976
Forking process for reader '/home/.../sti-annoperf'
Child is starting process '/home/.../sti-annoperf'
done
READER: Shared Memory Key is 103904
READER: Writer Data found at 0x40227000
READER: Reader Data found at 0x40014000
READER: Reader #0 attached
READER(0): Reader Waiting for Header 1 in Emitter Data
All readers are attached. Checking if they are all ready...All Ready
READER(0): Reader Found the Header in Emitter Data
stop recording performance info.
clear performance info.
start recording performance info.
. . . .
stop recording performance info.
WARNING: 1846413: HALT ... program finished successfully
WARNING: 1846413: instruction count: 128099
WARNING: 3304800000000: No processor activity for 3 seconds
WARNING: 3304800000000: ... Stopping simulation
3304800000000: ** Execution stopped: No activity in 3 secs, **
3304800000000: ** finished running 0 instructions **
READER: Emitter #0 exiting
Reader Started
Region: 'Unspecified', Cycles: 1798144
Reader Terminating
```



# APPENDIX A

## SPU Performance Statistics

The IBM Full-System Simulator collects a number of statistics related to SPU performance. The following table lists statistics that are available for this release:

**Table A-1. SPU Statistics**

<i>Statistic Name (Rawstat Label)</i>	<i>Semantic</i>
performance_inst_count	Instruction count (Profile checkpoint sensitive).
performance_cycle_count	Cycle count (Profile checkpoint sensitive).
branch_taken	Count of taken branch instructions (interpreter).
branch_not_taken	Count of not-taken branches (interpreter).
hint_instructions	Count of branch hint instructions.
hint_instruction_hits	Count of times a hint instructions predicted correctly.
ls_contention	Cycles in which LS RF access (ld/st insts) prevented prefetch.
sbi_contention	Cycles in which SBI DMA operations prevented SPU LS access.
single_cycle	Count of cycles in which an instruction was executed in only one pipeline.
dual_cycle	Count of cycles in which an instruction was executed in both pipelines.
sp_issue_block	Count of cycles dual issue was prevented due to inability to issue in tandem with an SP-class instruction.
dp_issue_block	Count of cycles dual issue was prevented due to inability to issue in tandem with an DP-class instruction.
cross_issue_cycle	Count of cycles in which issue pipe (0,1) sent an instruction to the opposite execution pipe (1,0).
nop_inst_count	Number of NOP instructions executed (NOP, LNOP, HBR, and HBC).
src0_dep_cycle	Cycles in which dual issue was prevented due to operand dependencies between the two instructions which were ready to issue simultaneously.
nop_cycle	Count of cycles in which an NOP was executed in either pipeline.

**Table A-1. SPU Statistics**

<i>Statistic Name (Rawstat Label)</i>	<i>Semantic</i>
branch_stall_cycles	Cycles stalled due to branch miss.
prefetch_miss_stall_cycles	Cycles stalled due to prefetch miss.
pipe_dep_stall_cycles	Total cycles issue was stalled due to source operand dependencies on target operands in any execution pipeline.
pipe_busy_cycles	Total cycles all execution pipelines were expected to be "busy" processing inflight instructions (unaffected by flush).
fp_resource_conflict_stall_cycles	Cycles stalled due to FP unit resource conflict.
hint_stall_cycles	Cycles stalled due to waiting for hint target.
siss_stall_cycles	Total cycles issue was stalled due to structural execution pipe dependencies.
channel_stall_cycles	Number of cycles stalled awaiting a channel operation to complete.
XXX_inst_count	Count of XXX instructions executed).
XXX_dep_stall_cycles	Cycles issue was stalled due to a source operand dependency on a target operand of an inflight instruction in the XXX execution pipeline.
XXX_iss_stall_cycles	Cycles issue was stalled due to a structural dependency on an XXX class instruction.
XXX_busy_cycles where XXX_ is one of the following:	Total cycles the XXX execution pipeline was expected to be "busy" processing inflight instructions (unaffected by flush).
FX2	SFX fixed point unit FX class instructions.
SHUF	SFS shuffle/quad-rotate fixed point unit SH class instructions.
FX3	SFX 4 cycle fixed point unit WS class instructions.
LS	SLS load/store unit LS class instructions.
BR	SCN branch/control unit/sequencer BR class instructions.
SPR	SSC Channel/DMA unit CH class instructions.
LNOP	Odd pipe LNOP class no-ops.
NOP	Even pipe NOP class no-ops.
FXB	SFP byte operations BO class instructions.
FP6	SFP FPU single precision SP class instructions.
FP7	SFP floating-point integer FI class instructions.
FPD	SFP FPU double precision DP class instructions.