

# A Multi-Pronged Approach to Benchmark Characterization

Nikola Puzovic<sup>1</sup>, Sally A. McKee<sup>2</sup>, Revital Eres<sup>3</sup>, Ayal Zaks<sup>3</sup>, Paolo Gai<sup>4</sup>, Stephan Wong<sup>5</sup>, and Roberto Giorgi<sup>1</sup>

Department of Information Engineering,<sup>1</sup>  
University of Siena,  
Siena, Italy  
{puzovic, giorgi}@dii.unisi.it

Department of Computer Science and Engineering,<sup>2</sup>  
Chalmers University of Technology,  
Göteborg, Sweden  
mckee@chalmers.se

IBM Haifa Labs,<sup>3</sup>  
Haifa University Campus,  
Haifa, Israel  
{eres, zaks}@il.ibm.com

Evidence srl,<sup>4</sup>  
Pisa, Italy  
pj@evidence.eu.com

Computer Engineering Laboratory,<sup>5</sup>  
Delft University of Technology  
Delft, The Netherlands  
J.S.S.M.Wong@tudelft.nl

## Intro

### Behavior of workloads

- ✓ Easy to determine when characteristics of the target are known.
  - ✓ Execute on the simulator/HW and gather statistics.
- ✓ What to do when modeling tools do not exist?
  - ✓ Use multiple sources to collect as much information as possible.

### Multi-Pronged Approach

- ✓ System is composed of two parts:
  - ✓ Fixed part (service core) + accelerators (to be designed)
- ✓ Collect statistics from different sources
  - ✓ Execution on existing HW, emulation, stats from the compiler (ILP).
  - ✓ Combination of these is driving the design of accelerators.

## Case Study: ERA (Embedded Reconfigurable Architectures project)

### Architecture

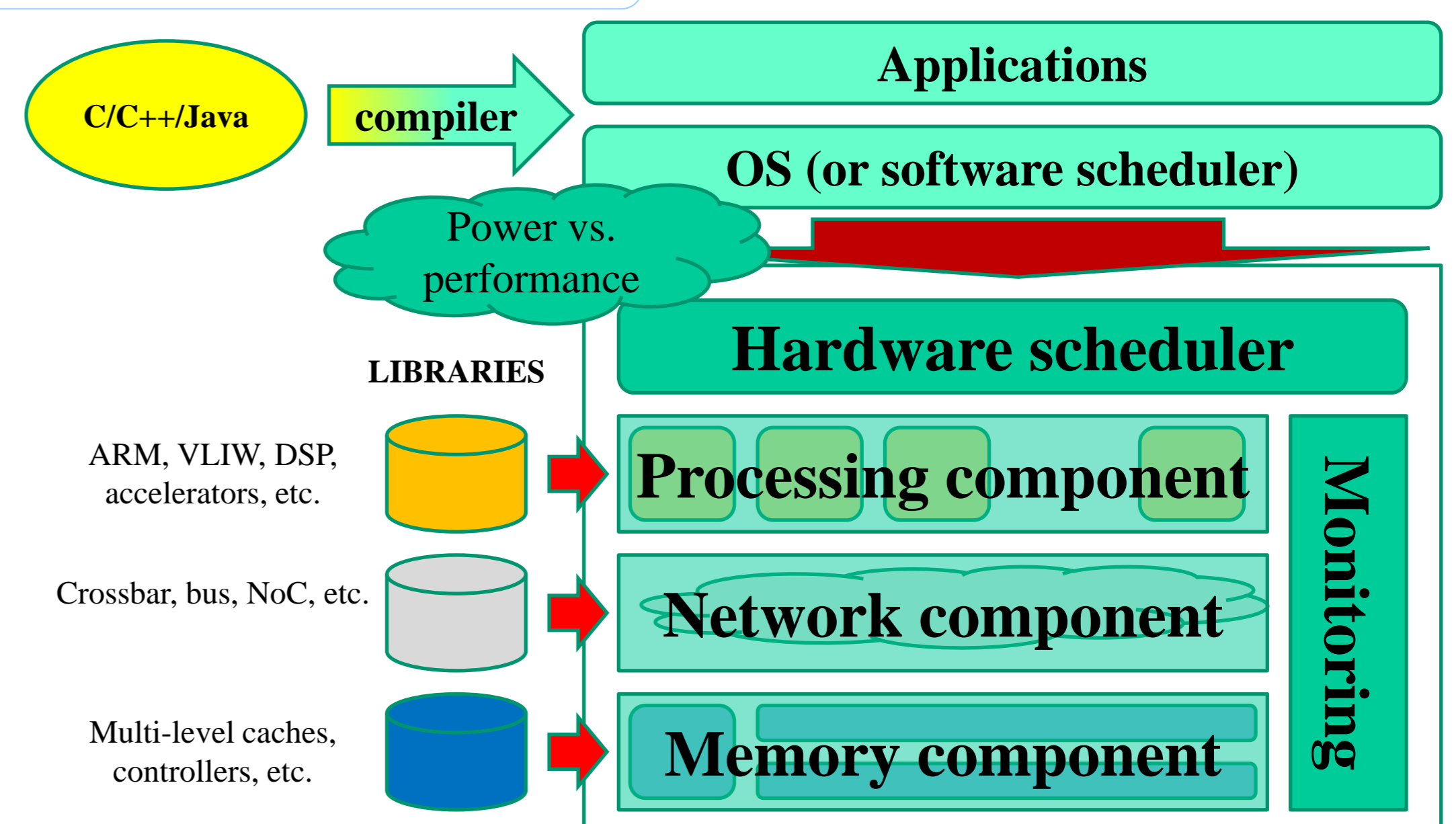
- ✓ A Control processor and a number of reconfigurable accelerators.
- ✓ Network on Chip (NoC) and SW/HW scheduler.
- ✓ Xilinx ML605 used to prototype and test the architecture.

### Accelerators

- ✓ VLIW accelerators execute compute-intensive portions of benchmarks

### Reconfiguration

- ✓ System can be reconfigured to exploit different requirements:
  - ✓ Save power when possible, provide computational resources when needed.



## Applications



### JPEG

- ✓ JPEG compression/decompression
  - ✓ Commonly used in embedded systems
- ✓ Implementation from MiBench



### H.264

- ✓ MPEG4 Advanced Video Coding
  - ✓ Improved video quality at lower bitrates (wrt other compression standards).
- ✓ Implementation from PARSEC



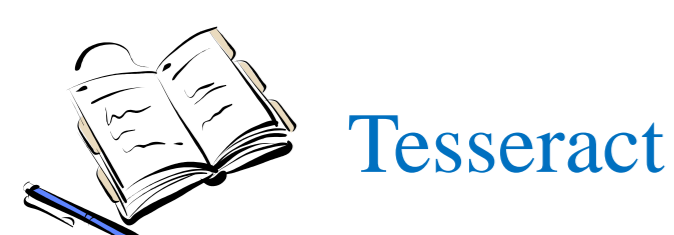
### MPEG2

- ✓ MPEG2 audio/video compression
  - ✓ Widely used in digital television broadcast (over the air or via cable).
- ✓ Custom parallelized implementation.



### YUV2RGB

- ✓ Video conversion application: Reads a YUV video stream from the camera and converts it into RGB.
  - ✓ Commonly used in mobile phones.



### Tesseract

- ✓ Open source OCR engine
  - ✓ Ranked in top 3 OCR engines (1995)
- ✓ Adapted to omit GUI and to measure execution time



### AC3

- ✓ JPEG compression/decompression
  - ✓ Commonly used in embedded systems
- ✓ Implementation from MiBench



### ECDS

- ✓ Elliptic Curve Digital Signature
  - ✓ Security level similar to RSA with keys 5 times shorter.
- ✓ Implementation from Basicrypt suite.



### SUSAN

- ✓ Recognizes corners and edges in Magnetic Resonance Images of the brain.
  - ✓ Implementation from MiBench parallelized with OpenMP directives

## Multi-Pronged Approach

### Statistics

- ✓ Whole-program statistics: to characterize benchmarks
  - ✓ e.g. memory intensive vs. computing intensive
- ✓ Interval-based statistics: to detect phases in benchmarks
  - ✓ See how behavior changes during the execution.

### Metrics

- ✓ Microarchitecture independent metrics.
- ✓ Memory behavior: stats on reuse distance, access strides, working set size).
- ✓ Processor: stats on registers (dependency distance, degree of use), on instruction mix.

### Sources

- ✓ QEMU for MicroBlaze
  - ✓ Uses Dynamic Binary Instrumentation to extract statistics.
  - ✓ Gathers both whole-program and interval-based statistics
- ✓ Traces (hardware)
  - ✓ Usage of real HW to strengthen the results (Lauterbach tools for Xilinx ML605)
  - ✓ Extracts traces that are later combined with statistics from QEMU.
- ✓ Compiler (ILP)
  - ✓ First, locate hot spots in the code by executing it on x86 or PowerPC
  - ✓ Then, use gcc to estimate the ILP available.

## Conclusions

### Status

- ✓ Implemented gathering of statistics in QEMU and gcc.
  - ✓ Fine-tuning still needs to be done for both.
- ✓ In progress: combining stats from QEMU and real HW.

### Use in general purpose systems

- ✓ Method is not bound to embedded systems only.
- ✓ Can be ported to general purpose platforms.

## Acknowledgements

This work is supported by the European Commission FP7 collaborative project ERA #249059.

