


Benchmarking Multithreaded, Multicore and Reconfigurable Processors

Insight, Analysis, and Advice on Signal Processing Technology




Benchmarking Multithreaded, Multicore and Reconfigurable Processors

Berkeley Design Technology, Inc.
2107 Dwight Way, Second Floor
Berkeley, California 94704
USA
+1 (510) 665-1600

info@BDTI.com
<http://www.BDTI.com>

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The Need for Good Benchmarks

Assess key processor metrics accurately...

- Speed/throughput
- Cost efficiency
- Energy efficiency
- Memory efficiency

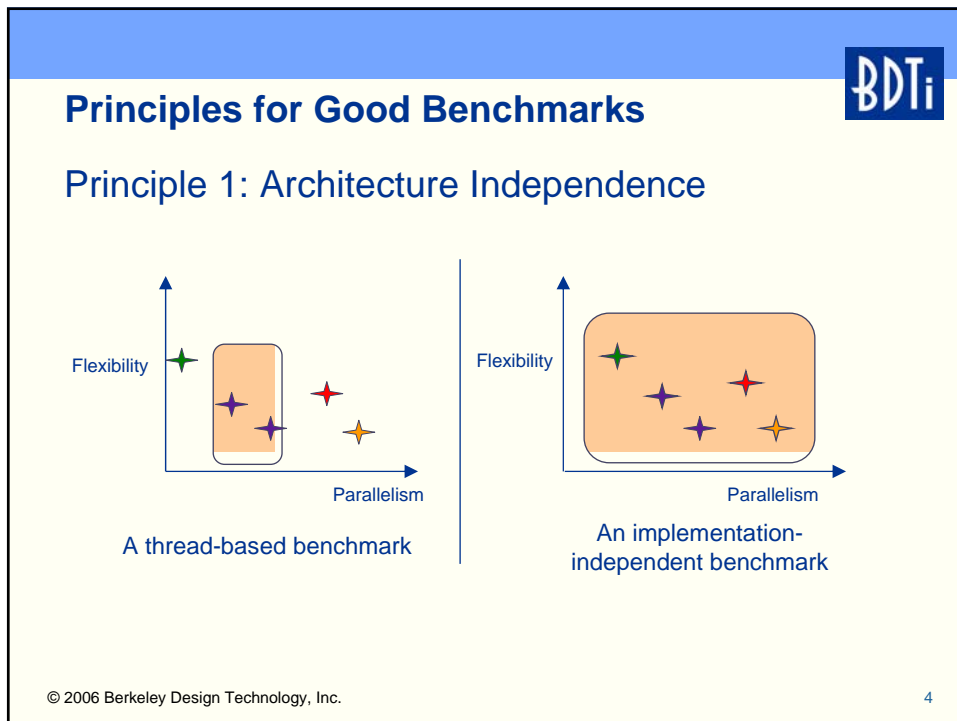
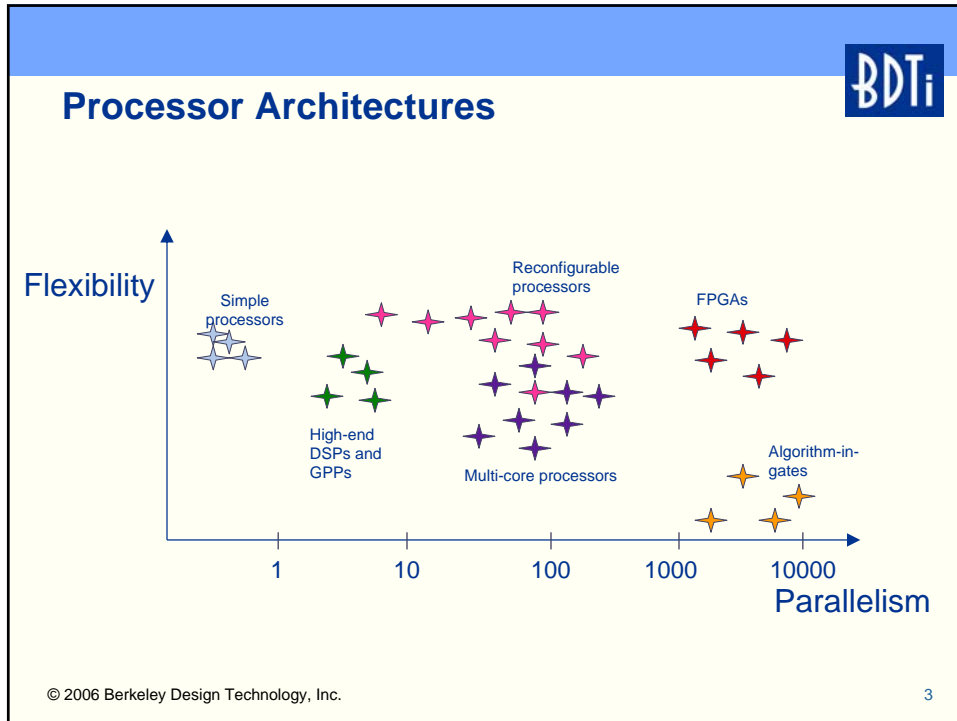
...to quickly evaluate processors

- Use limited engineering resources effectively
- Evaluate processor options
- Inform application partitioning
- Guide processor design, marketing, and investment


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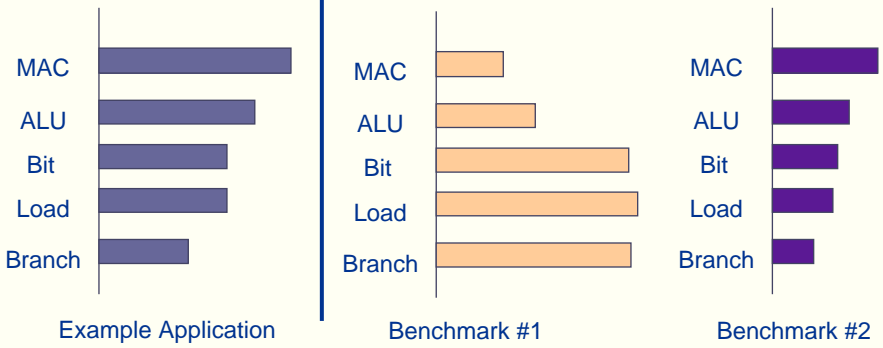


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Principle 2: Application Relevance

Benchmarks must accurately model the application



| Operation | Example Application | Benchmark #1 | Benchmark #2 |
|-----------|---------------------|--------------|--------------|
| MAC | High | Low | High |
| ALU | High | Low | High |
| Bit | High | High | High |
| Load | High | High | Low |
| Branch | Low | High | Low |

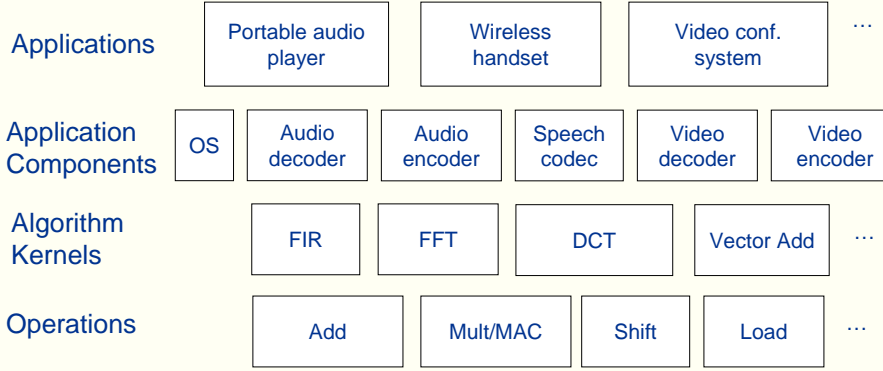
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Principle 3: Appropriate Granularity

The right size of benchmark is necessary to:

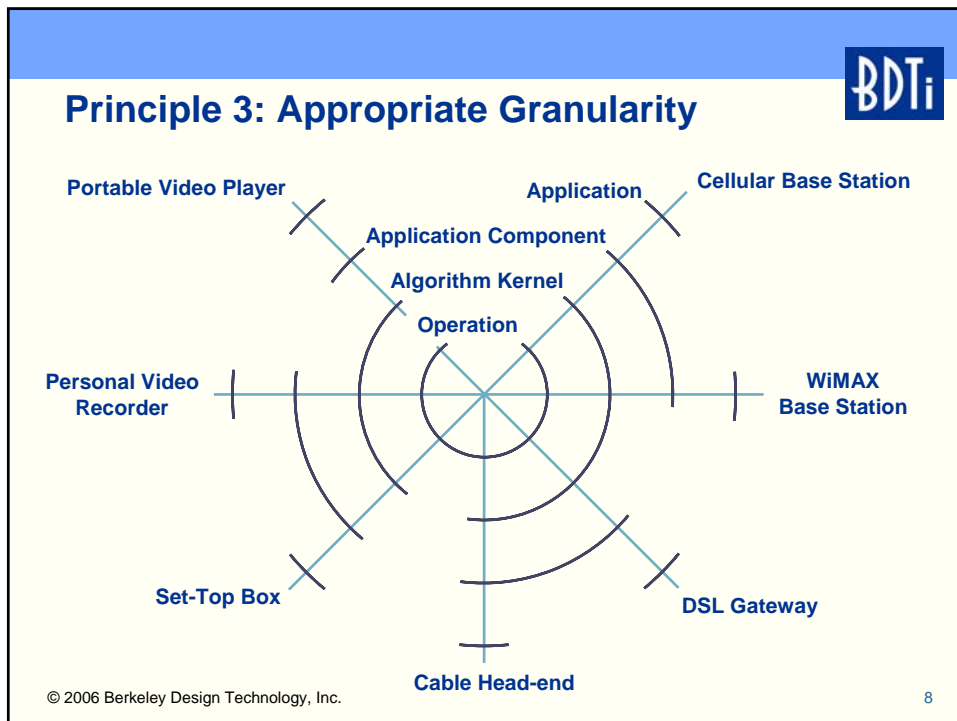
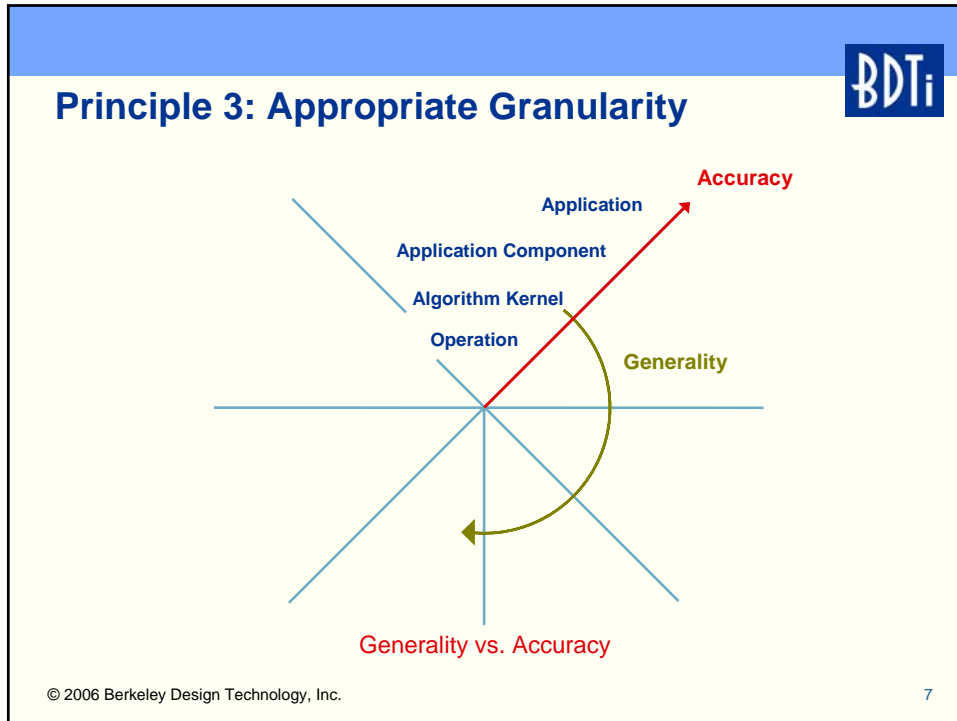
- Evaluate the desired hardware scope
- Trade off generality vs. accuracy




| | | | | | | |
|------------------------|-----------------------|------------------|--------------------|--------------|---------------|---------------|
| Applications | Portable audio player | Wireless handset | Video conf. system | ... | | |
| Application Components | OS | Audio decoder | Audio encoder | Speech codec | Video decoder | Video encoder |
| Algorithm Kernels | FIR | FFT | DCT | Vector Add | ... | |
| Operations | Add | Mult/MAC | Shift | Load | ... | |

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Principle 4: Appropriate Methodology

Benchmark implementation methodology must reflect application development practices

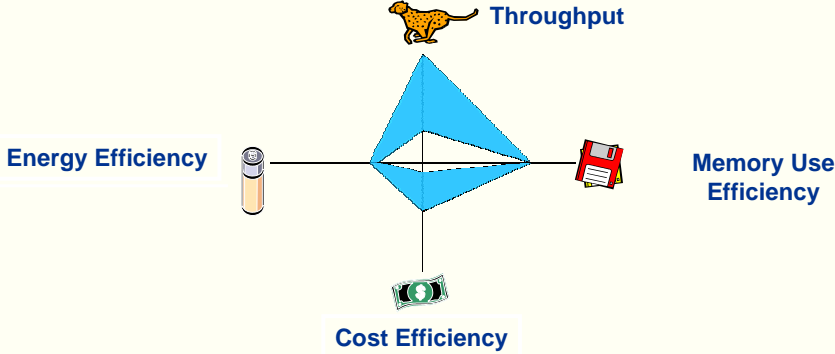
- Choice of design-entry language
- Required/permitted degree of optimization
- Types of allowable optimizations
 - Algorithm transformations
 - Data types
 - Scheduling

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Principle 5: Appropriate Metrics

- A complete set of metrics is needed to capture trade-offs
- Metrics must reflect the needs of the application



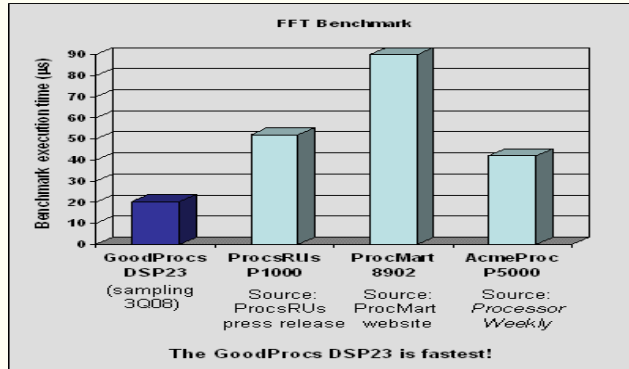
The diagram illustrates four key metrics for benchmarking: Throughput (represented by a cheetah), Energy Efficiency (represented by a battery), Memory Use Efficiency (represented by a floppy disk), and Cost Efficiency (represented by a dollar bill). These metrics are arranged in a diamond shape, indicating their interrelated nature and trade-offs.

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Principle 6: Independence

- Benchmarks must be independently designed
- Results must be independently verified
- Use of results must be monitored



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Doubtful Claims

- 15 threads = 15x speed
- Peak conditions = average conditions

Common Biases

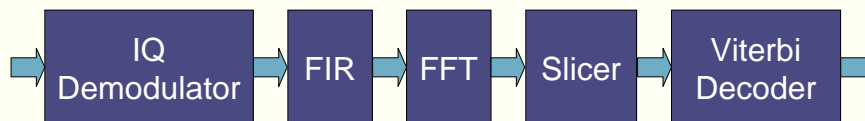
- Inconsistent workload
- Implementation method
- Projection, overestimation
- Cherry picking



Example Application Component

BDTI Communications Benchmark™ (OFDM) is based on a simplified 10 Mbps OFDM receiver

- Closely resembles a real-world task
- Simplified to enable optimized implementations
- Constrained to ensure consistent, reasonable implementation practices

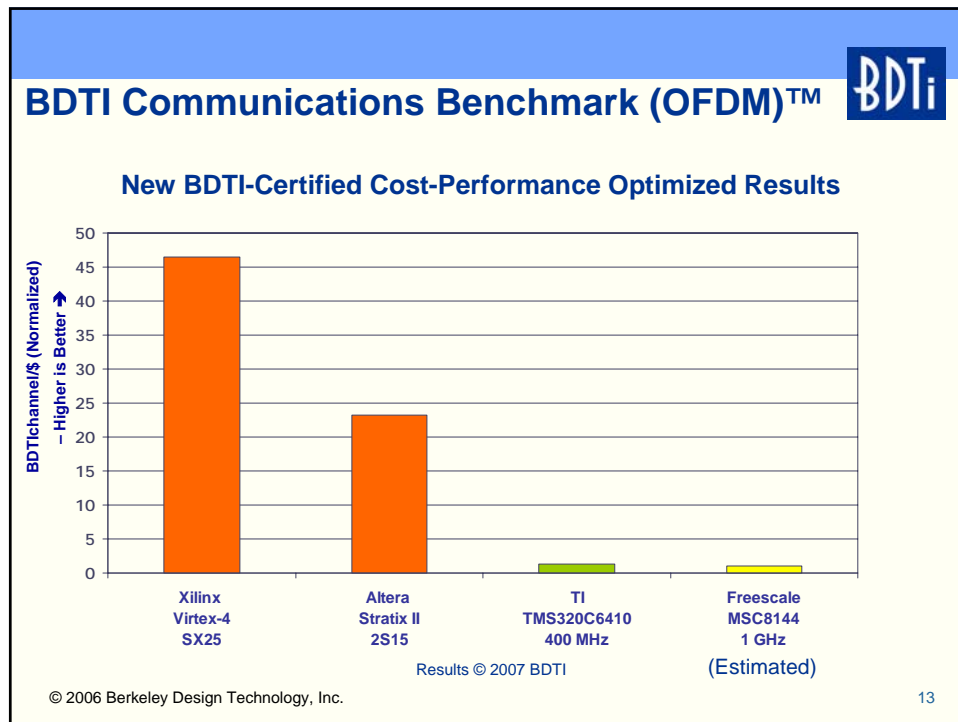


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Conclusions

- Relevant, meaningful benchmark results are essential
- Benchmarks should be designed for applications, not for processors
 - Especially not for one class of processors
- Consider all relevant metrics; fastest doesn't mean best
- Independently designed and certified benchmarks are most reliable
- Beware of the many benchmarking pitfalls
 - Understand the benchmarks and the results
- Non-quantifiable factors are always important

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For More Information...

www.BDTI.com

Inside [DSP] newsletter and website

Benchmark scores for dozens of processors

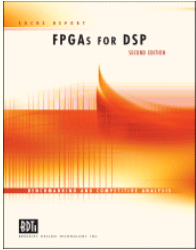

Pocket Guide to Processors for DSP

- Basic stats on over 40 processors

Articles, white papers, and presentation slides

- Processor architectures and performance
- Signal processing applications
- Signal processing software optimization

comp.dsp FAQ

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