

CSE 374: Lecture 28

Profiling and memory



Administrative Notes

- HW6: This should be in
 - Let me know if you are still having challenges
 - Grading in process
- HW7: How's it going?
 - Late days allowed, but only up to 4
- Exam is posted
 - Only multiple choice / short answer
 - Optional

Course Topics

- ★ **Linux, Shells & Emacs, Redirection**
- ★ **Shell variables and scripting**
- ★ **Regular expressions, grep & sed**
- ★ **C (parameters, scope, malloc, structs, lists, trees)**
- ★ **Stack & Heap structures, memory management**
- ★ **Debugging (gdb), Valgrind, Testing**
- ★ **Makefiles**
- ★ **Git**
- ★ **C++ (object oriented programming, classes, namespaces)**
- ★ **Threads and concurrency**
- ★ **Profiling and process review**

Course Take-aways

→ Confidence

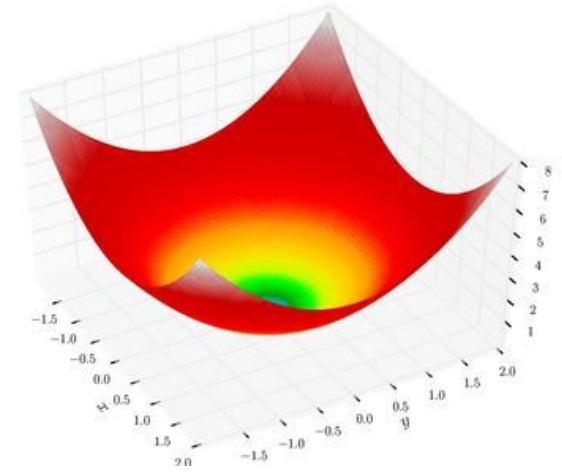
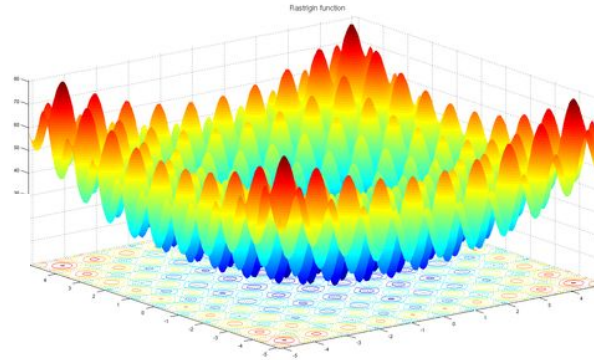
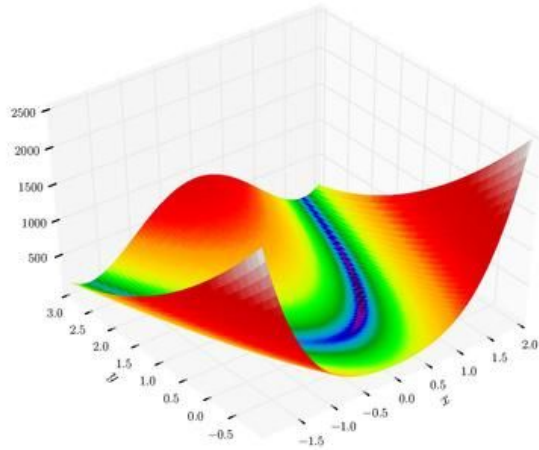
- You know enough to believe that you can figure out solutions
- You know some basic commands to get started
- You know some ideas to start searching
- You know about 'man'
- You have some good resources (Pocket Guide/cplusplus.com)
- You know about processes and how to link them
- You've practice breaking down problems to come up with a tool chain
- You've seen enough C & C++ to picture alternate computer languages
- You've practice with memory to understand how the computer might work

**When to use
which language?**

Particle Swarm Optimization

- Particle swarm optimization (PSO) is a population based stochastic optimization technique developed by [Dr. Eberhart](#) and [Dr. Kennedy](#) in 1995, inspired by social behavior of bird flocking or fish schooling.
- Used to find the global optimum of potentially non-convex functions.
 - Optimize control settings
 - Fit data to functions
 - Find low energy solutions
 - Low energy often matches the natural solution
- Function optimization is usually an iterative algorithm
 - Coding inefficiencies add up.

Finding minima



Code

```
float* optimize (float(*obj)(float*), float* mins, float* maxs);
```

```
int main() {
```

```
    float* opt;
```

```
    ...
```

```
    printf("Starting PSO on Sphere\n");
```

```
    opt = optimize(spherefunc, mins, maxs);
```

```
    ...
```

```
    return 0;
```

```
}
```

```
// spherefunc min at 0,0
```

```
float spherefunc(float* pos) {
```

```
    return pos[0]*pos[0] + pos[1]*pos[1];
```

```
}
```

Code

```
float* optimize (float(*obj)(float*), float* mins, float* maxs);
```

```
int main() {
```

```
    float* opt;
```

```
    ...
```

```
    printf("Start
```

```
    opt = optimiz
```

```
    ...
```

```
    return 0;
```

```
}
```

```
// spherefunc m
```

```
float spherefun
```

```
    return pos[0]*pos[0] + pos[1]*pos[1];
```

```
}
```

Review Opportunity:

`float(*obj)(float*)`

-- function pointer from

`float*` to `float`

Not to be confused with code or algorithm optimization

Minimize memory usage, computation time, or both

- Examination of behavior of a running program
- Tally of memory allocation
- Record of run time, including breakdown of where the time is spent.

Can use a variety of techniques (hardware interrupts, code tooling, performance counters)

Trace: stream of recorded events, proportional to execution time

Profile: statistical summary of event, proportional to code size

Basics

1. Write code
2. Run test cases (benchmarks)
3. Python `clint.py`
4. Valgrind

Benchmarking v. Profiling

Benchmarking collects statistics on specific sample problems

(Ex. objective functions are standard benchmark functions for optimization)

- Number of iterations until convergence
- Likelihood of finding solution
- Run time
- Memory usage

Benchmarking can be very useful for measuring performance on subsequent deliveries

Profiling Tools

- Investigate run-time behavior of code at different points
- Checks time taken by instructions from machine language to high-level functions
 - actual time
 - number of calls to the instruction
- Flat profiler - computes average call times, does not break down calls
- Call graph profiler - shows chains based on called functions

Insertion v. Sampling profilers

Insertion:

- Place specific profiling code in program
- Can be used on various platforms
- Accurate
- Requires recompilation and relinking
- Will affect performance

Sampling:

- Monitoring or snap-shotting at specific intervals
- No modification of code
- Less accurate - limited by sampling rate
- Very small methods often missed
- Not great for memory

\$gprof

Each sample counts as 0.01 seconds.

Gnu profiling tool

Compile with `$gcc -pg flag`

`$/mainopt`

Creates `gmon.out`

Run profiler with

`$gprof ./mainopt`

	% cumulative	self	self	total			
	time	seconds	seconds	calls	ms/call	ms/call	name
	64.87	0.22	0.22	2040000	0.00	0.00	update_vel
	14.74	0.27	0.05	2008462	0.00	0.00	rastrigin
	11.79	0.31	0.04	2040000	0.00	0.00	update_pos
	5.90	0.33	0.02	102	0.20	3.34	optimize
	2.95	0.34	0.01	51000	0.00	0.00	update_gb
	0.00	0.34	0.00	20132	0.00	0.00	rosenbrock
	0.00	0.34	0.00	20131	0.00	0.00	spherefunc
	0.00	0.34	0.00	102	0.00	0.00	initialize_opt

\$valgrind --tool=callgrind

```
$valgrind --tool=callgrind ./mainopt
```

Creates callgrind.out.X

You can read output file

But its tricky; try:

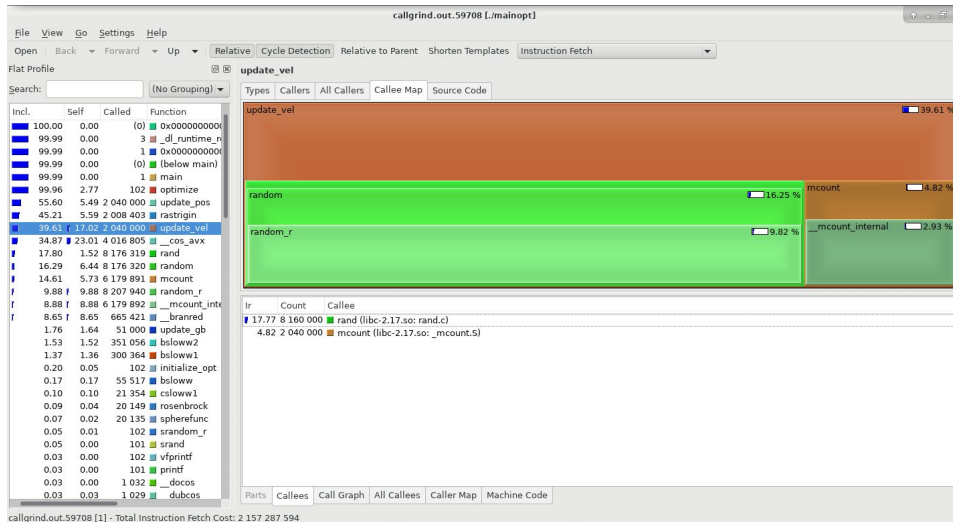
```
$kcachegrind callgrind.out.X
```

(Must install cachegrind:

```
$sudo yum install kcachegrind
```

Or, on Ubuntu:

```
$sudo apt-get install kcacehgrind
```



\$valgrind --tool=callgrind

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Creates callgrind.out.X

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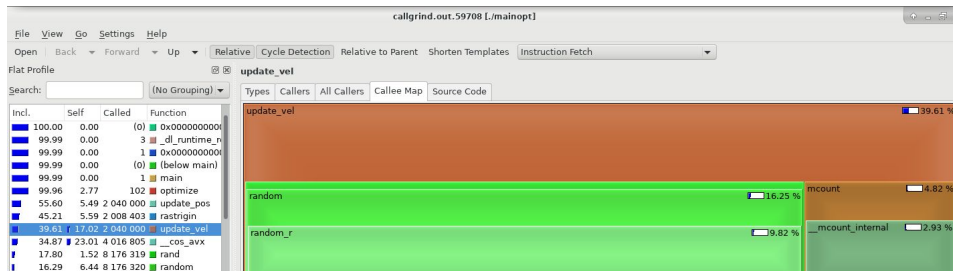
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Review Opportunity:

```
$sudo yum install kcachegrind
```

What does sudo do?

What about yum install?

Observe

- Which methods are being called the most
 - these may not necessarily be the "slowest" methods!
- Which methods are taking the most time relative to the others
 - common problems
 - inefficient unbuffered I/O
 - poor choice of data structure
 - recursion call overhead
 - unnecessary re-computation of expensive information, or unnecessary multiple I/O of same data

**Please fill in your
course reviews!**

Thank You