

# Comparing Performance

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Jan. 28, 2002

## 1 Administrivia

### Announcements

### Assignment

Read 3.1–4.

### From Last Time

Measuring performance.

### Outline

1. More definitions and terms.
2. Practice.

### Coming Up

Instructions and operands.

## 2 More Definitions and Terms

1. How should we summarize several benchmarks?
  - (a) Should we summarize?
  - (b) Use sum of execution times.
  - (c) Arithmetic mean is proportional.
  - (d) See text for interesting discussion of use of geometric means.

Example:

	Machine A	Machine B
Program 1 (seconds)	1	10
Program 2	1000	100
Total time	1001	110

- (a) Which machine is faster on Program 1? Program 2? Combined?
  - (b) Would your answer vary depending on execution frequency? How could we account for this? (Weighted average.)
2. *Native* MIPS:
- $$\text{MIPS} = \frac{\text{Instruction Count}}{\text{Execution time} \times 10^6}$$
- As opposed to peak MIPS or relative MIPS.
- Native MIPS can vary inversely with CPU time!
3. Useful design principle: Make the common case fast.

## 3 Practice

Problems 2.18–2.24.