

Agenda

Determine if a sample section of code can be threaded

Determine if the implemented threads are balanced or not

Use VTune Analyzer on Serial Applications

Determine what parts of your application (if any) that, when threaded, will speed up your app

- CPU-bound apps can potentially run twice as fast on dual-core processors
- Memory bound apps may potentially run 50% faster
- I/O bound applications may not run any faster
- Find main performance bottlenecks in your application

(intel)

- (sampling)
 Determine whether or not it makes sense to thread there
 If not, look further up the program's calling sequence to find a more appropriate place to consider (callgraph)



Use VTune Analyzer on Multithreaded Applications

Determine if your current threading model is balanced

- On the thread view, each of the threads should be consuming the same amount of time
- Use "Samples Over Time" view

Look for idle CPU time

- Could more threads utilize idle resources?
- In the process view this can show up as ntoskrnl, or intelppm.sys
- Sometimes the process view actually says idle task

(intel)

Example: mandelbrot3.exe

Single threaded app, analyze to see if it can be made

Demo machine:

- Four socket, dual core, hyper-threaded (HT) machine
- (4 sockets * 2 cores per socket * 2 HT CPUs per core) = the OS sees 16 processors

(intel)

















