#### Don MacDonald - Product Manager January 27th, 2000

## PCI Performance Guidelines and Measurements



**Agilent Technologies** 

Innovating the HP Way

#### **Objectives**

At the end of this presentation you will:

- Know the measures needed to make gross comparisons between PCI devices
- Understand why a device has a particularly good or bad performance
- Understand what is required to improve performance
- Understand the tools needed to make make the measurements and interpret results



## Content



#### Motivation

- PCI Measures for Device Comparisons
- Examples
- PCI Measures for Optimization
- Examples
- Real-time vs. Post Processed Measurements
- Recommendations and Conclusions



#### **Performance - the driving force**

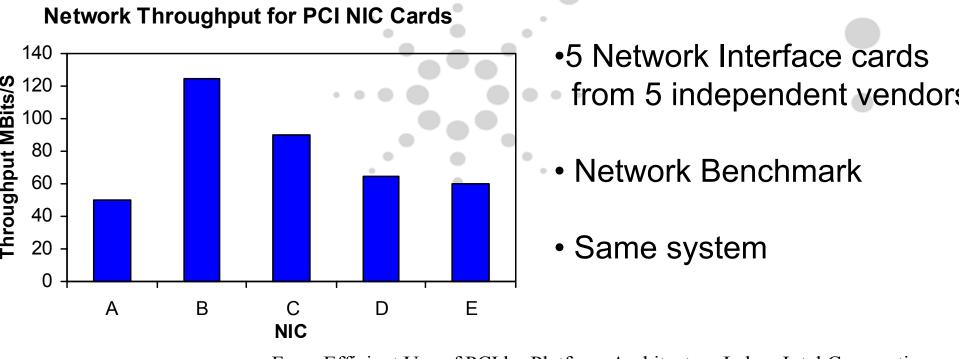
 Performance: most important criteria for end users to buy a new computer or a new I/O device

• One slow device in a system degrades the performance of the entire system



#### **Network Interface Card Comparison**

## All PCI Devices are NOT made Equal!!!



From Efficient Use of PCI by Platform Architecture Labs - Intel Corporation



Performance - important for high reliability and usability

- Better performance
  - ⇒ better handling of high load situations

 Non real-time operating systems need fast systems to get everything done in time

• A slow system is no fun to work with



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## System Integrator's Need a Measure to Compare Devices

- System Integrators need a fast and consistent decision criteria to distinguish between "good" and "bad" devices for their system.
- Devices must be "good team player" or "good citizen" on the bus.



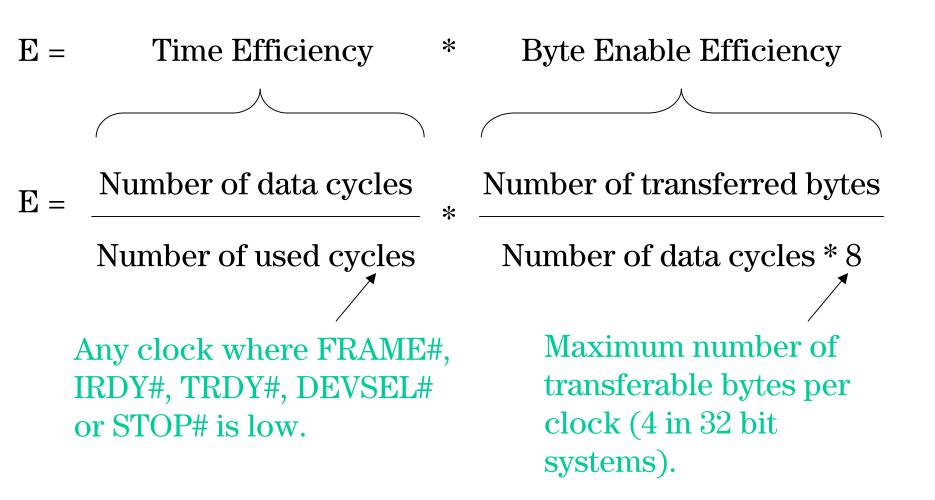


#### Efficiency

- How well your device uses the bandwidth it gets from the system.
- Improving efficiency frees system resources and avoids bottlenecks.
- Good efficiency speeds up an application only in high load situations.



## **Definition of Efficiency**



## Throughput

#### • PCI provides up to 528 Mbytes/sec (64 Bit, 66 MHz).

Applications require a certain
throughput.

• Measured as a % of theoretical maximum or in Mbytes/sec



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#### **Definition of Throughput**

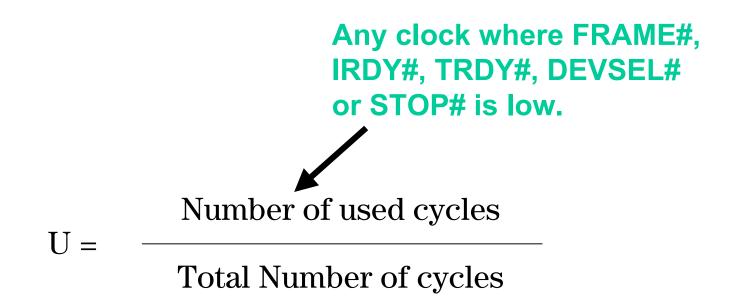
T =

Number of transferred bytes x 100%

Total Number of clocks \* 8

Maximum number of transferable bytes per clock (4 in 32 bit systems).

#### **Definition of Utilization**



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#### **Measurement Example on PCI**

Idle Address Phase Decoding Wait Wait Wait Data Transfer with 4 Bytes Wait Data Transfer with 4 Bytes Idle

Efficiency = 25%

•2 out of 8 busy clocks are data

Utilization = 80%

•8 out of 10 clocks are busy

Throughput = 20 %

•2 out of 10 clocks are data

T/P = Efficiency \* Utilization

## Example Relating Efficiency/Throughput/Utilization

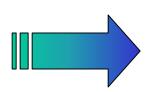
Application Needs this throughput	Efficiency of Transactions	Resulting Utilization	Effect of adding a 2nd device
13 Mb/s (10% of 133)	50% (Good)	20% of bus	No effect
13 Mb/s (10% of 133)	• 20% (Bad)	50% of bus	Slow down, Or hang



# Efficiency - the most important measure in PCI Performance

PCI Efficiency is exactly the measure the system integrator needs.

Chip set developer and Add-In card manufacturer are primarily interested in the throughput they need for their application.

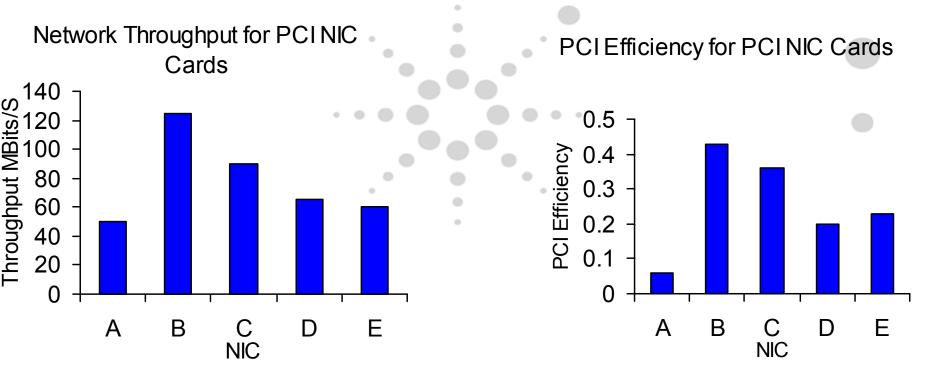


But they need to optimize for efficiency also because they need to share PCI bandwidth



#### **NIC Card Comparison**

#### All PCI Devices are NOT made Equal!!!



From Efficient Use of PCI by Platform Architecture Labs - Intel Corporation



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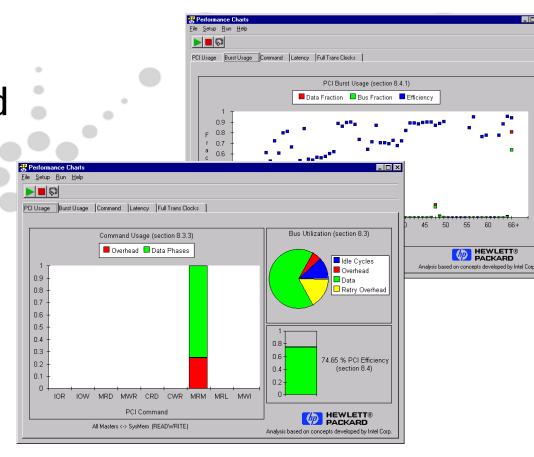
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## **Measurements for Optimization**

## Determining the root cause of poor performance:

- Non-retry Efficiency and Utilization
- Command Usage
- Burst sizes
- Latencies
- Who is the bottleneck?
- And many more...

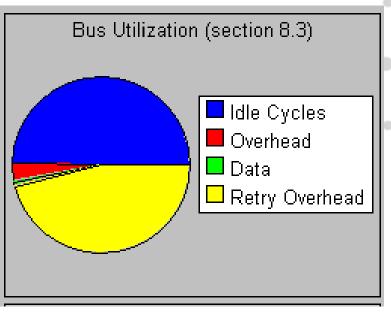


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#### **Non-retry Efficiency and Utilization**

• Needed to compare high and low load conditions

#### **Bus Utilization**

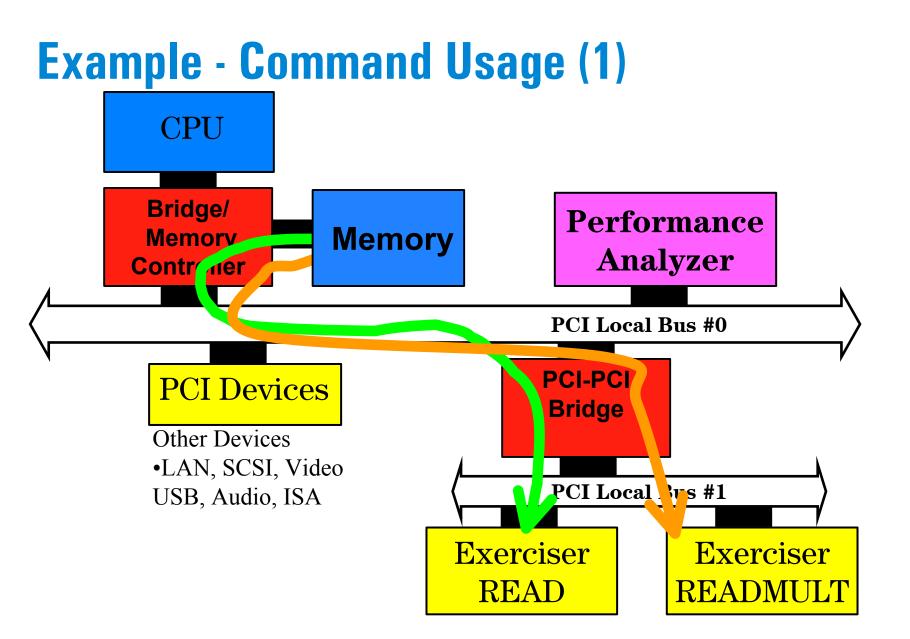


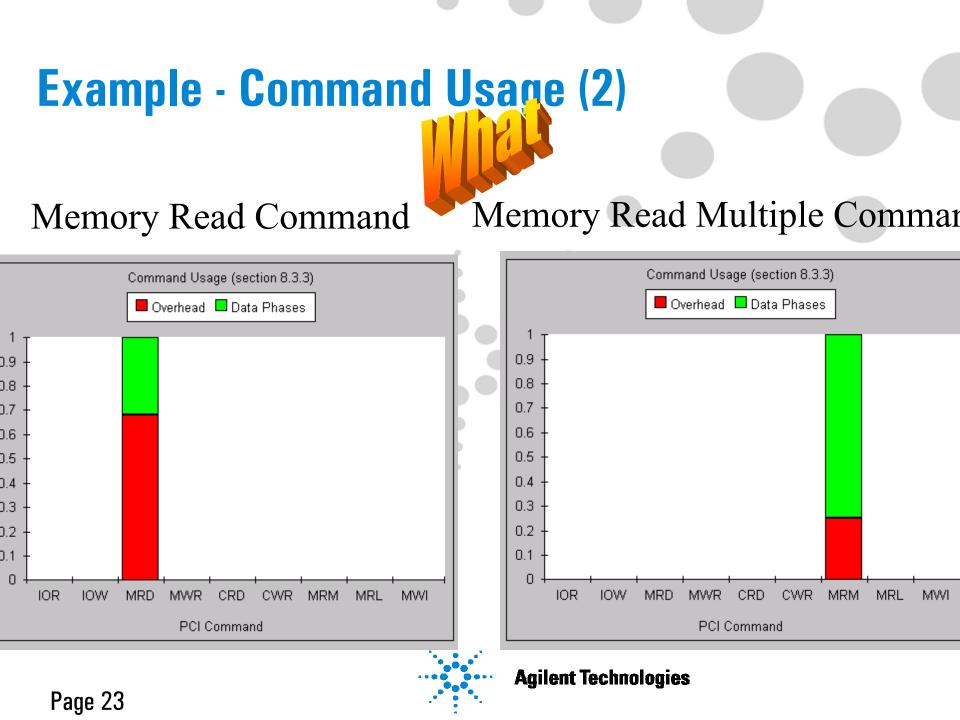
#### **Report Output**

PCI Utilization Non-retry PCI Utilization	51.2 6.6	
PCI Efficiency Non-retry PCI Efficiency	1.7 11.4	_



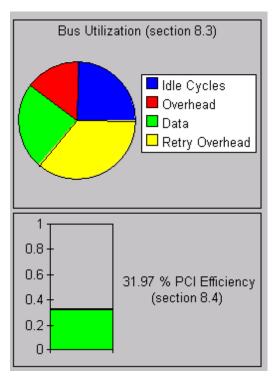
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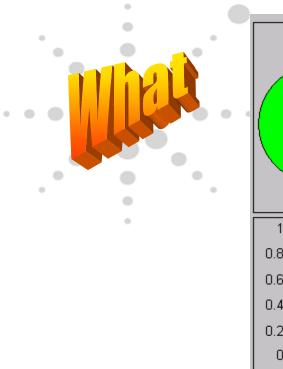




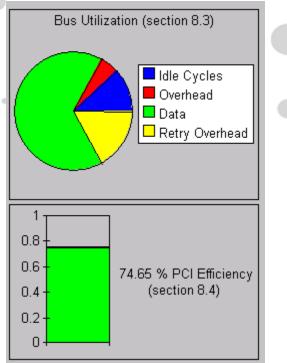
#### **Example - Command Usage (3)**

#### Memory Read Command



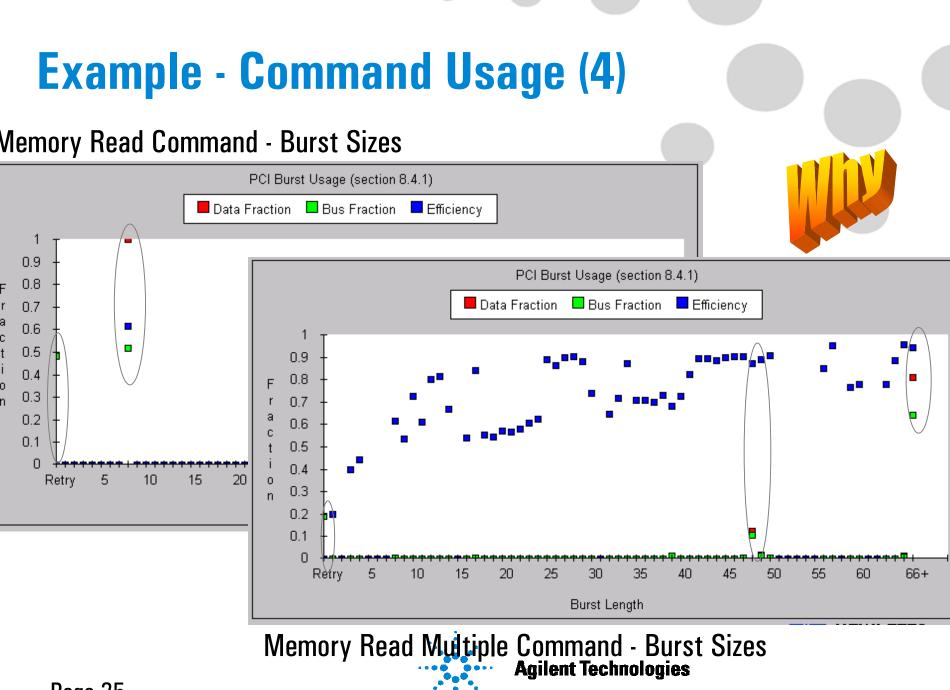


#### Memory Read Multiple Command





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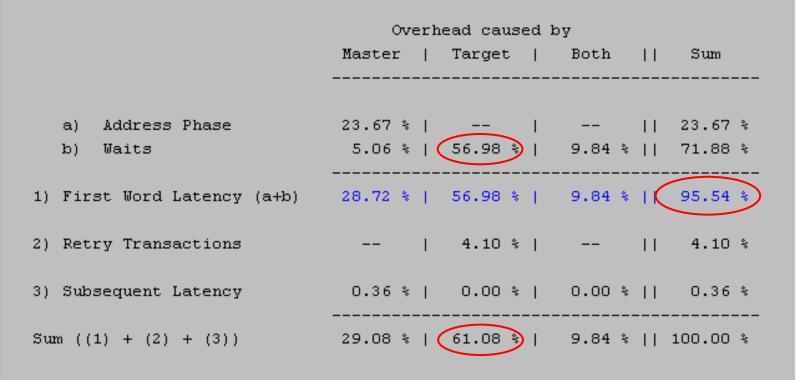


#### **Latency Contribution**

8.3.2 Time Overhead

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Average Decode Speed (1 == fast).... 2.00 cycle(s)



## Target Initial Waits



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### Two ways to get performance data

#### • Real Time

- Hardware Counters are used.
- Values are displayed online.
- Most measures are a ratio of two or three counter values.
- Observation Time is very long.

• Post Processed

- Values are calculated after the
  - measure was taken.
- Master and Target identification possible.
- Start and end time definable by benchmark or trigger.
- Histograms and distributions for detailed analysis can be made.



#### **Post Processed vs. Real Time**

- Real Time Measurements
  - + precise measures over a long period of time
  - only very few simultaneous measures
- Post Processed Measurements
  - + deep insight knowledge of bus activity
  - + mandatory for improving designs
    - observation time is very short
    - maybe caught a 'bad' sample



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## Recommendations for Improving Device Efficiency

- Add-In Card, Driver and Chipset Developers can improve their device efficiency by
  - accepting bursts (and using bursts if master).
  - using the information coming out of extended commands.
  - using protocols with only minor overhead.
  - not using I/O transfers.



#### Conclusions

- Efficiency is the key measurement value to determine the performance of a PCI device.
- To maximize efficiency use long bursts, use extended bus commands, use memory commands instead of IO commands and minimize latency.
- Using a standardized and hierarchical tool helps along the entire design chain from evaluating the performance of a system to optimizing chips or bridge designs and settings.



#### Agilent E2920 Computer Verification Tools, PCI Series

#### Complete Solution for the entire design cycle

- Analyzer/ Exerciser
- Performance
- System Validation
- 32/64 bit
- 33/66 MHz
- C-PCI



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