Introduction to System Performance Design

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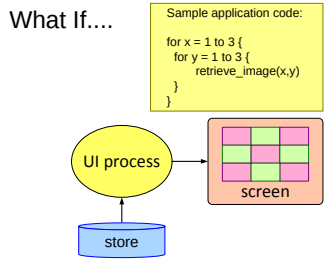
Abstract

What is System Performance? Why should a software engineer have knowledge of the other parts of the system, such as the Hardware, the Operating System and the Middleware? The applications that he/she writes are self-contained, so how can other parts have any influence? This introduction sketches the problem and shows that at least a high level understanding of the system is very useful in order to get optimal performance.



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Content of Problem Introduction

content of this presentation

Example of problem

Problem statements

Image Retrieval Performance

application need:

at event 3*3 show 3*3 images instanteneous

design

design

Sample application code:

```
for x = 1 to 3 {
    for y = 1 to 3 {
        retrieve_image(x,y)
    }
}
```

or

alternative application code:

event 3*3 -> show screen 3*3

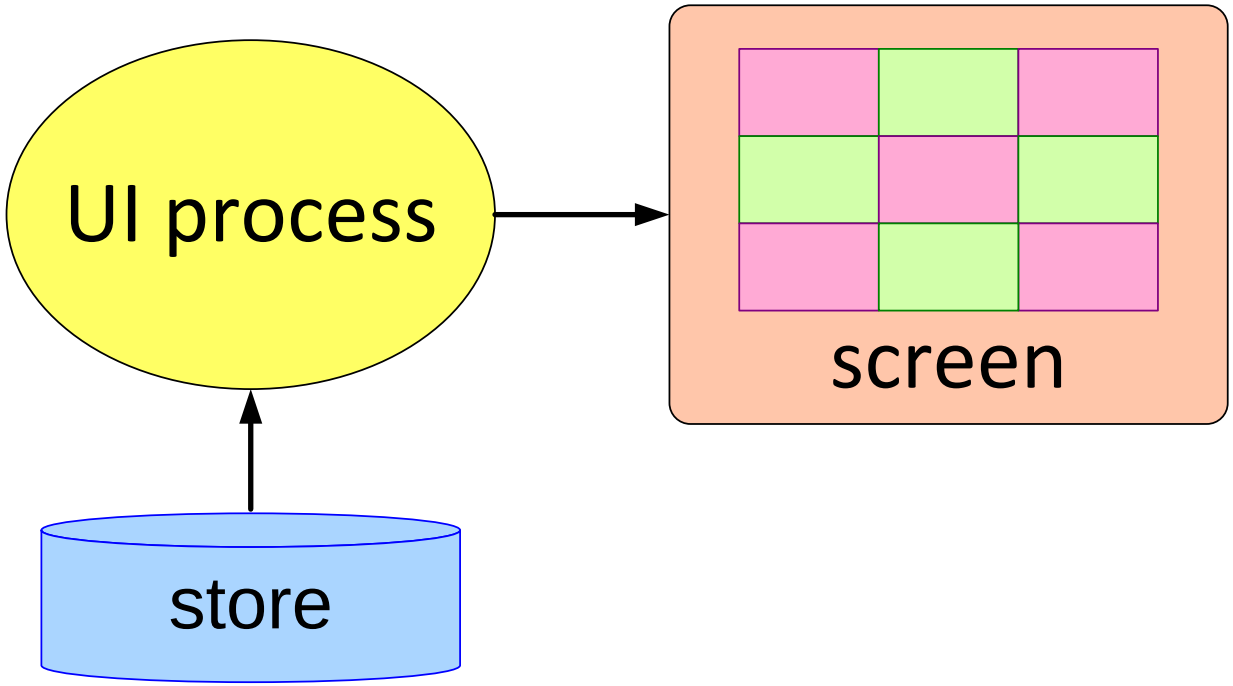
```
<screen 3*3>
    <row 1>
    <col 1><image 1,1></col 1>
    <col 2><image 1,2></col 2>
    <col 3><image 1,3></col 3>
  </row 1>
  <row 2>
    <col 1><image 1,1></col 1>
    <col 2><image 1,2></col 2>
    <col 3><image 1,3></col 3>
  </row 1>
  <row 2>
    <col 1><image 1,1></col 1>
    <col 2><image 1,2></col 2>
    <col 3><image 1,3></col 3>
  </row 3>
</screen 3*3>
```

Straight Forward Read and Display

What If....

Sample application code:

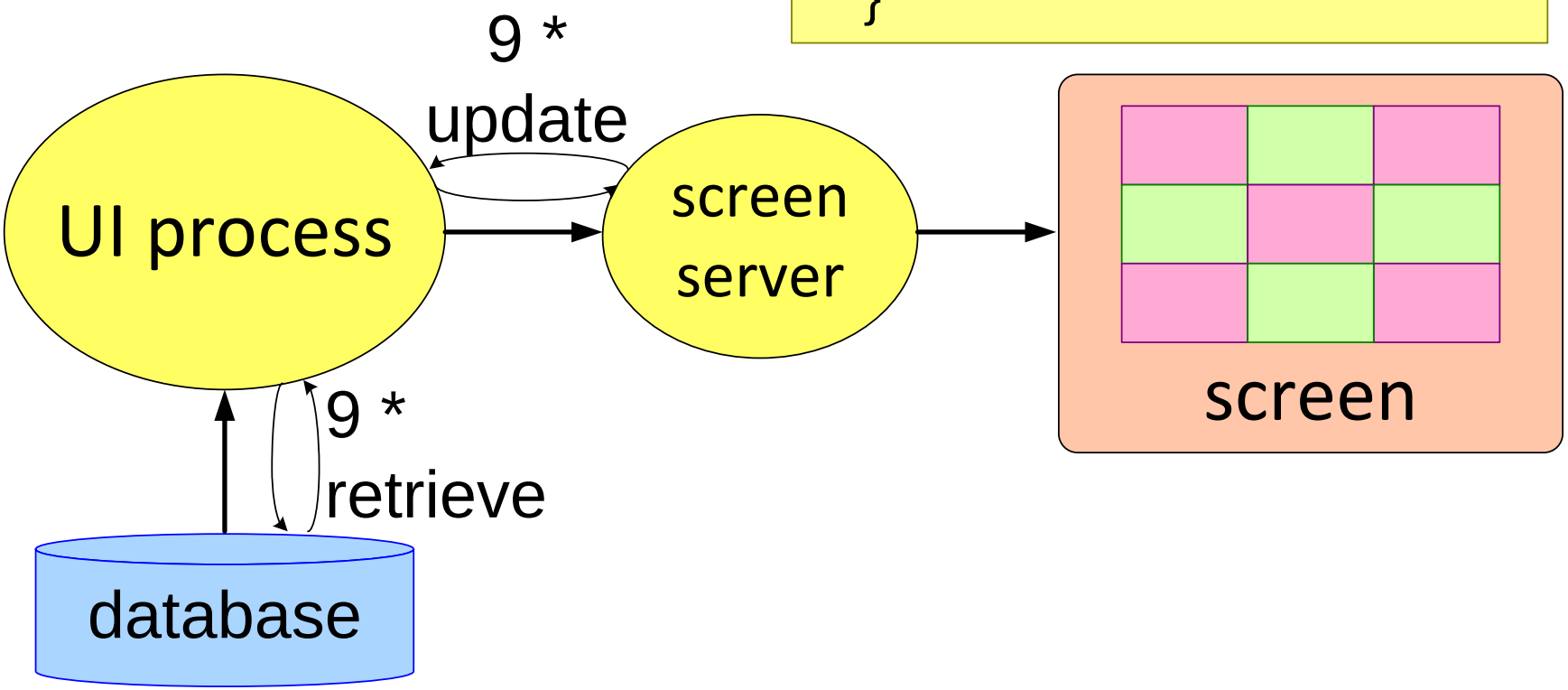
```
for x = 1 to 3 {
  for y = 1 to 3 {
        retrieve_image(x,y)
  }
}
```



What If....

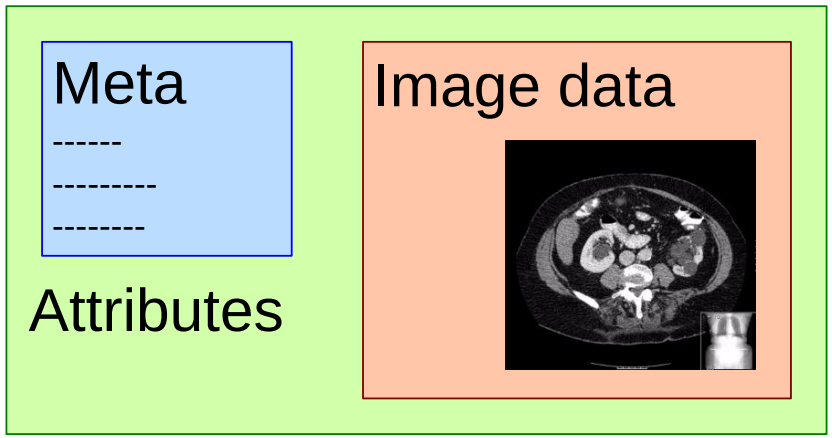
Sample application code:

```
for x = 1 to 3 {
  for y = 1 to 3 {
        retrieve_image(x,y)
  }
}
```



Meta Information Realization Overhead

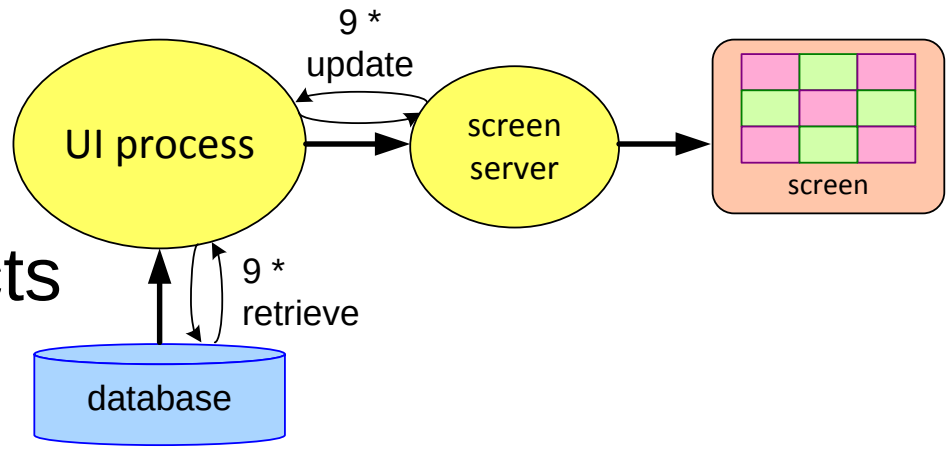
What If....



Sample application code:

```
for x = 1 to 3 {
  for y = 1 to 3 {
        retrieve_image(x,y)
  }
}
```

Attribute = 1 COM object
100 attributes / image
9 images = 900 COM objects
1 COM object = 80µs
9 images = 72 ms



What If....

Sample application code:

```
for x = 1 to 3 {
  for y = 1 to 3 {
        retrieve_image(x,y)
  }
}
```

- I/O on line basis (512^2 image)

$$9 * 512 * t_{I/O}$$

$$t_{I/O} \sim= 1ms$$

- . . .

Non Functional Requirements Require System View

Sample application code:

```
for x = 1 to 3 {
  for y = 1 to 3 {
        retrieve_image(x,y)
  }
}
```

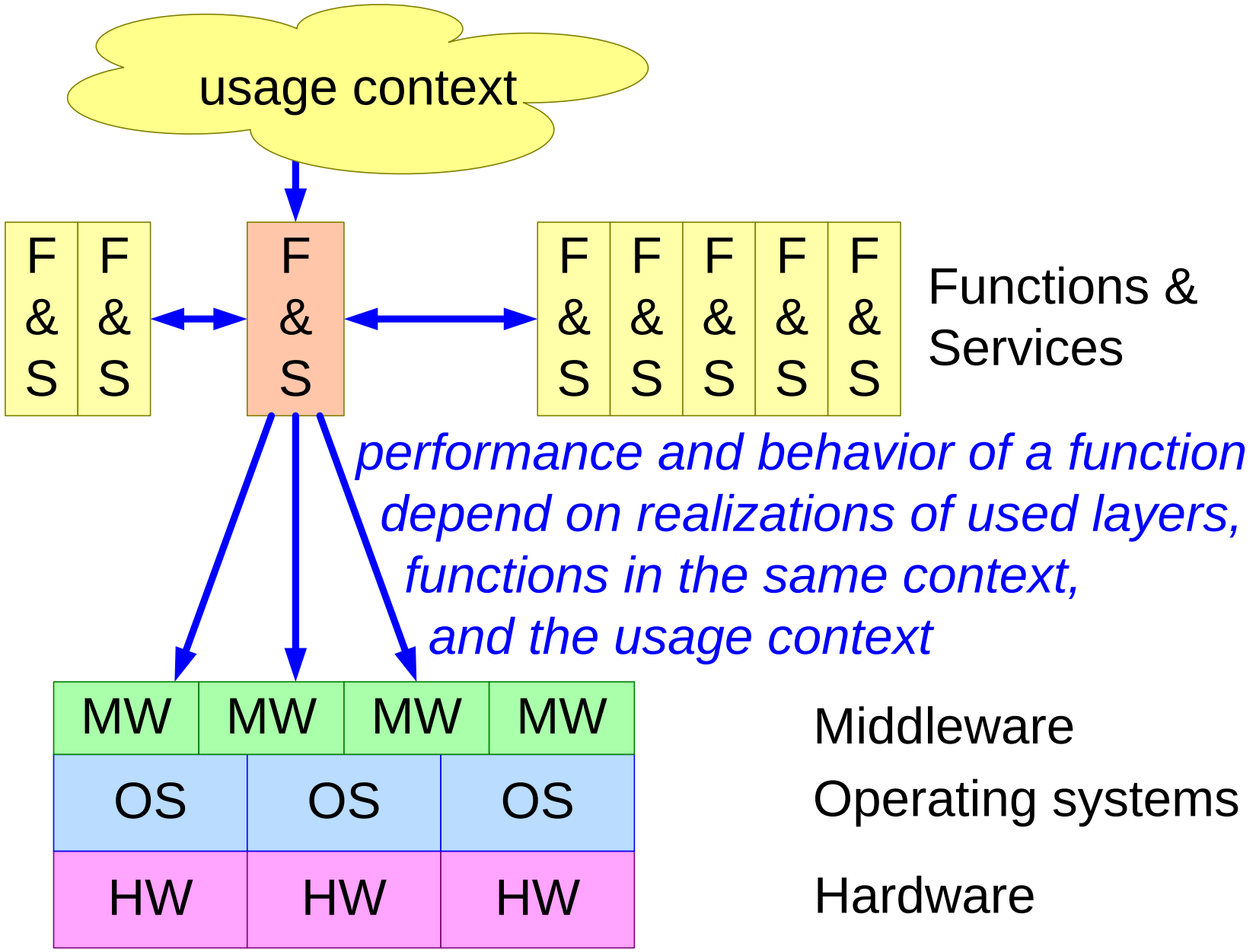
can be:

- fast, but very local
- slow, but very generic
- slow, but very robust
- fast and robust
- ...

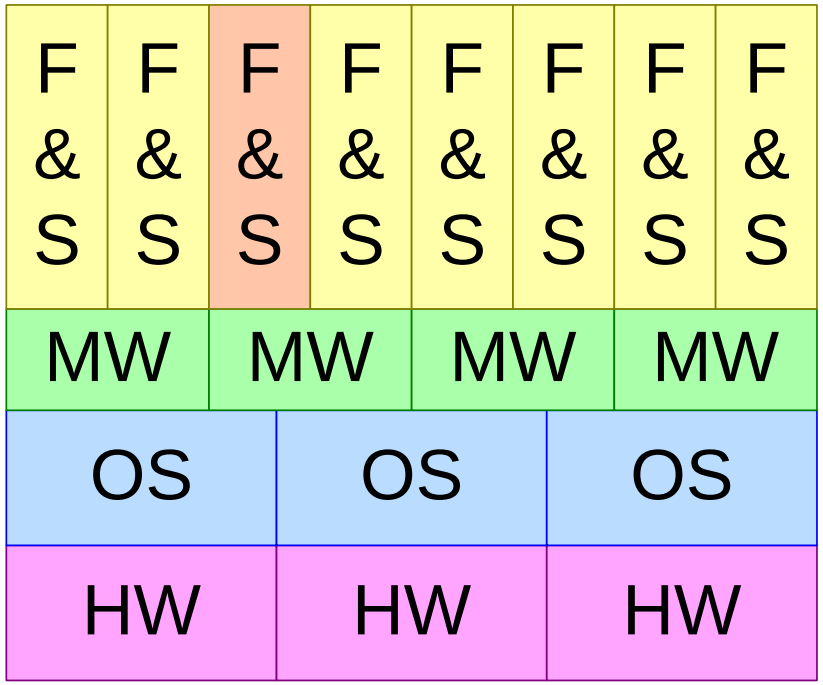
The emerging properties (behavior, performance) cannot be seen from the code itself!

Underlying platform and neighbouring functions determine emerging properties mostly.

Function in System Context



Challenge



Functions & Services

Middleware

Operating systems

Hardware

Performance = Function (F&S, other F&S, MW, OS, HW)
MW, OS, HW >> 100 Manyear : very complex

Challenge: How to understand MW, OS, HW
with only a few parameters

Summary of Problem Introduction

Summary of Introduction to Problem

Resulting System Characteristics cannot be deduced from local code.

Underlying platform, neighboring applications and user context:

have a big impact on system characteristics

are big and complex

Models require decomposition, relations and representations to analyse.

Colofon

The ASP ™ course is partially derived from the EXARCH course developed at *Philips CTT* by *Ton Kostelijk* and *Gerrit Muller* .

Extensions and additional slides have been developed at *ESI* by *Teun Hendriks* , *Roland Mathijssen* and *Gerrit Muller* .