

# Precise and Efficient Parametric Path Analysis

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Runtime

Beyond Single Loops

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Performance Evaluation

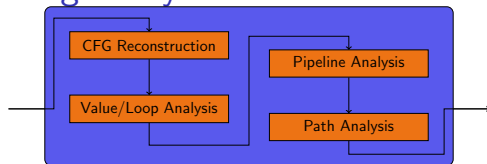
Precision

## 4 Conclusions

# Parametric Timing Analysis – Why?

- timing analysis essential for hard real-time systems
- many systems depend on input parameters (operating system schedulers, etc.)
- only two possible solutions:
  - ① assume upper bounds on the unknown parameters  
⇒ highly overapproximated execution-time bound
  - ② restart the analysis for all parameter assignments  
⇒ very high analysis time
- parametric timing analysis delivers timing formula instead of a numeric value

# Parametric Timing Analysis – How?



**CFG Reconstruction** extracts the control flow graph from the executable.

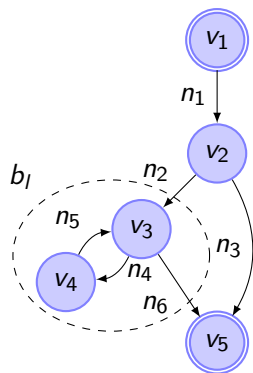
**Value/Loop Analysis** determines values for registers and memory accesses determines loop bounds and parametric loop bound expressions.

**Pipeline Analysis** derives bounds on the execution times  $T(v_i)$  of all basic blocks.

**Path Analysis** combines execution times of basic blocks and loop bounds to determine longest execution path.

Framework according to [1].

# Path Analysis; Longest Paths via ILP



$$\max \sum_i \sum_{n_j \in \text{inc}(v_i)} T(v_i) n_j$$

$$n_1 = 1$$

$$n_1 = n_2 + n_3$$

$$n_2 + n_5 = n_4 + n_6$$

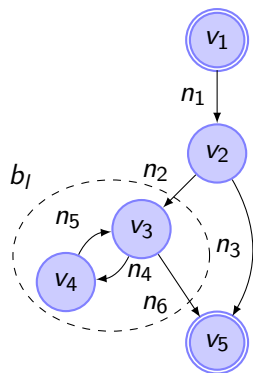
$$n_4 = n_5$$

$$n_3 + n_6 = 1$$

$$n_4 \leq b_l \cdot n_2$$

- *Implicit path enumeration* (IPET [4])
- Control flow graph and the loop bounds are transformed into *flow constraints*.
- Upper bounds for the execution times used as weights.

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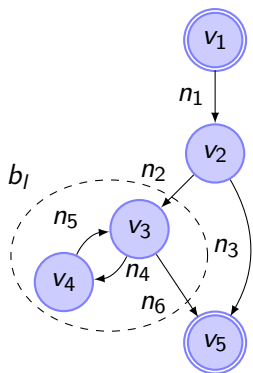
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- Non-linear inequalities  $\Rightarrow$  need for approximation

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- Non-linear inequalities  $\Rightarrow$  need for approximation
- Need to solve an ILP/ parametric PIP [3]
- slow and imprecise in case of parametric ILP

# Determining Longest Paths in Control Flow Graphs

Problem is NP-hard in general



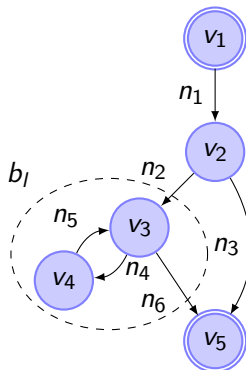
# Determining Longest Paths in Control Flow Graphs

Problem is NP-hard in general

But: may be solved efficiently for restricted graphs  
⇒ Singleton-Loop Model

# What is a Singleton Loop?

Idea: Code for hard real-time systems often well structured.

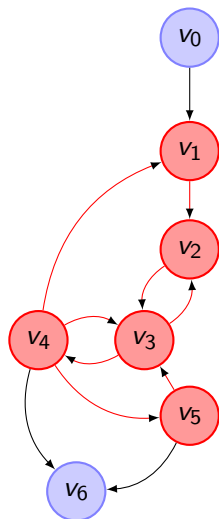


- A loop in a CFG is a *strongly connected component (SCC)*.
- Structured loops (no Gotos etc.) have a *single entry node*.

A *singleton loop* is a SCC with exactly one entry node.

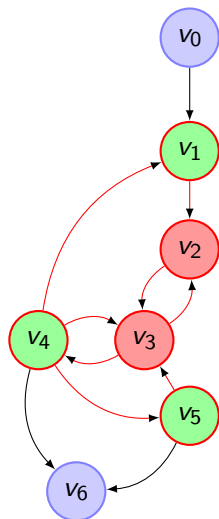
A *singleton loop graph* is a CFG that contains only singleton loops.

# Detailed Explanation



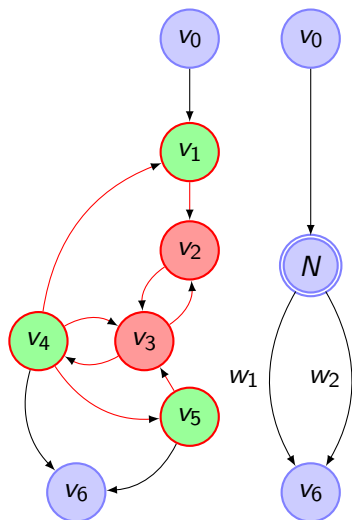
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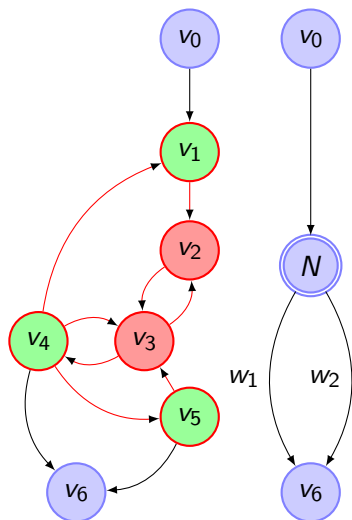
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- Assume we know for each **loop** (by recursion):
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- Contract loop to artificial node  $N$ .
  - set weight of incident edges appropriately
$$w_1 := lps(v_1, v_4) + w(v_4, v_6),$$
$$w_2 := lps(v_1, v_5) + w(v_5, v_6)$$

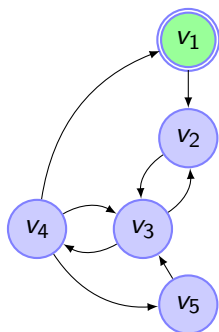
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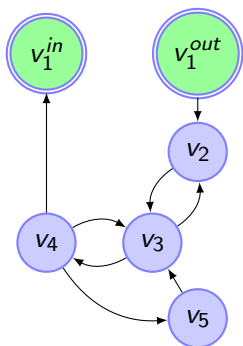
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- Left with a directed acyclic graph.
  - Longest Path Computation in polynomial time.

# The Singleton-Loop Model - How to recurse

- Given a loop  $L$ , with loop bound  $b_L$ .
- Recall:  
want to determine LPs from **entry node** to portal nodes



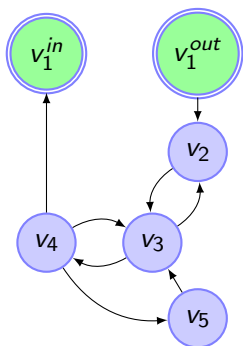
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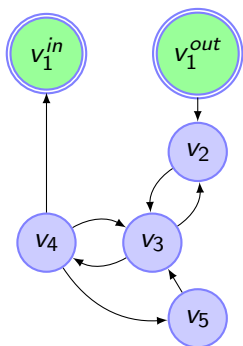


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- Recurse algorithm on this new graph
  - we know  $LP(v_1^{out}, v_i)$  and  $LP(v_1^{out}, v_1^{in})$
- $lps(v_1, p_i) := (b_L - 1) \cdot lps(v_1^{out}, v_1^{in}) + lps(v_1^{out}, p_i)$

# Runtime Properties

## Worst Case Running Times

- numeric bounds:  $O(|V||E|)$
- symbolic bounds:  $O(|V||E| + |V|^2 \cdot x \cdot s(x))$  where
  - $x$  is the # of symbolic bounds
  - $s(x)$  is the output size

## Output Size

In the worst case:

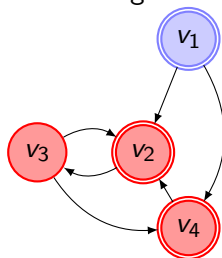
$$2^{2^x-1} \leq s(x) \leq 2^{2^x}$$

## Output Sensitivity

The algorithm is polynomial output sensitive, i.e. its running time is polynomial in the input size and in the output size.

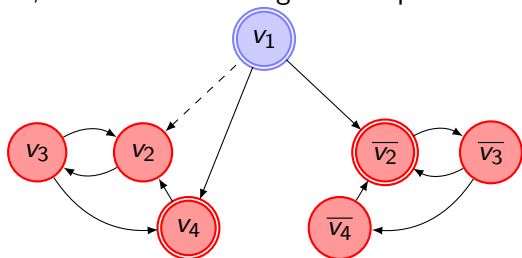
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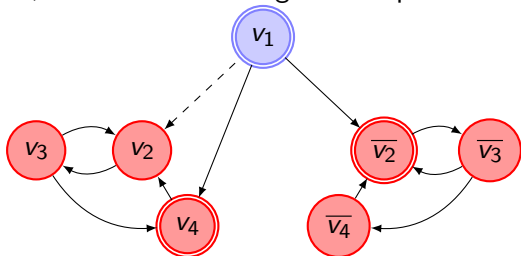


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Each CFG can be transformed into an Singleton Loop Graph

# Beyond the Singleton-Loop Model

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Convert the CFG!

Each CFG can be transformed into an Singleton Loop Graph

**Disadvantage:** Comes at the cost of increased running time!  
(e.g. symbolic bounds can be doubled!)

# How useful is the new approach in practise?

Depends on:

- How well does the Singleton-Loop Model fits real CFGs?
- How does the Singleton-Loop Approach perform?
- How much precision is gained?

Testsetting:

- Benchmarks from Mälardalen WCET benchmark suite.
- Compiled via gcc to the ARM7 processor.
- Analyzed on an Intel Core2Duo, 2GHz, 2 GB Ram with Ubuntu 9.10.

# Number of Singleton Loops

- Only 8 of 33 test-cases exhibit non-singleton loops (adpcm, cnt, compress, duff, matmult, ndes, ns, qsort-exam).
- Only in one case (*compress*) a higher number of loop-duplications (65) is needed (all others  $< 10$ ).

Deeply nested loops, unstructured code segments, calls to external library functions causes non-singleton loops.



# Compare performance to?

## Numerical Path Analysis

- ILP Formulation with Ip\_solve (free Ip-solver)
- ILP Formulation with CPLEX (commercial Ip-solver)

## Parametric Path Analysis

- Parametric ILP Formulation with PIP [3] (free parametric Ip-solver)
- Parametric timing analysis by Bygde and Lisper [5, 2]  
resorts to C-level, not to binary level, uses a polyhedron approach;  
direct comparison not possible

## Performance Evaluation – Test-Cases are ver small

Testcases from Mälardalen WCET benchmark suite are very small  
(all are solved in less than 1 second by all approaches)

Name	Size (in Byte)		Singleton Graph	# duplicated loops
	C-File	Exec		
s-graph-1	208273	235222	yes	-
s-graph-2	468944	292305	yes	-
s-graph-3	702670	386961	yes	-
s-graph-4	936396	481609	yes	-
s-graph-5	670452	284593	yes	-
ns-graph-1	90274	215433	no	77
ns-graph-2	315562	247443	no	77
ns-graph-3	766144	426427	no	77
ns-graph-4	990502	520579	no	5
ns-graph-5	979908	518338	no	9
ns-graph-6	942084	502580	no	74

Larger benchmarks created by combining and duplicating original test-cases from the benchmark suite  
(s-graph-X are singleton loop graphs, ns-graph-X non-singleton loop graphs)

# Performance Evaluation, Numeric

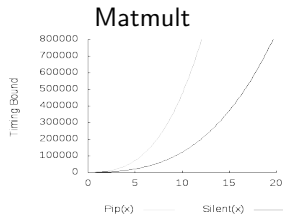
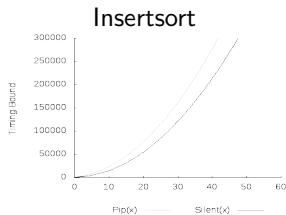
Name	Runtime (s)		
	SingletonLoop	Ip_solve	CPLEX
nsichneu	0.02	0.86	0.05
s-graph-1	0.03	3.46	0.08
s-graph-2	0.05	13.69	0.08
s-graph-3	0.08	30.85	0.11
s-graph-4	0.11	57.31	0.18
s-graph-5	0.11	108.8	0.13
adpcm	0.04	0.07	0.02
compress	0.3	0.03	0.03
statemate	0.05	0.3	0.04
ns-graph-1	0.97	4.5	0.04
ns-graph-2	0.95	14.58	0.05
ns-graph-3	1.01	48.13	0.12
ns-graph-4	0.14	92.1	0.11
ns-graph-5	0.16	113.3	0.12
ns-graph-6	0.64	65.9	0.17

# Performance Evaluation, Parametric

Name	Runtime # of parameters						
	0	1	2	3	4	6	8
s-graph-1	0.03	0.03	0.03	0.03	0.03	-	-
s-graph-2	0.05	0.05	0.05	0.05	0.05	0.05	0.06
s-graph-3	0.08	0.08	0.08	0.08	0.08	0.08	0.11
s-graph-4	0.11	0.11	0.11	0.11	0.12	0.12	0.12
s-graph-5	0.11	0.12	0.12	0.12	0.12	0.12	0.13
ns-graph-1	0.97	1	1.73	1.9	2.02	2.11	2.11
ns-graph-2	0.95	2.03	2.03	2.04	2.36	2.35	2.38
ns-graph-3	1.01	1.01	1.01	1.01	1.24	3.42	3.44
ns-graph-4	0.14	0.22	0.28	0.3	0.33	0.45	0.45
ns-graph-5	0.16	0.28	0.33	0.62	0.67	1.11	1.11
ns-graph-6	0.64	0.64	0.64	0.66	0.71	1.19	1.19

measurements only of singleton loop method  
all other approaches fail to solve these test-cases  
(PIP and Bygde's approach [2] handle at most two parameters)

# Evaluation: Precision of the Parametric Formulas



$$Time_{PIP}(n) = 156n^2 + 674n + 1186$$

$$Time_{Singleton}(n) = 131n^2 + 71n + 1185$$

$$Time_{PIP}(n) = \begin{cases} 386n^3 + 782n^2 + 790n + 643 & \text{if } n > 1 \\ 2992 & \text{if } n \leq 1 \end{cases}$$

$$Time_{Singleton}(n) = 111n^3 + 164n^2 + 845n + 793$$

- Singleton Loop Method is precise
- PIP suffers from imprecision due to loop bound transformation.
- Bygde's approach is precise in most, but not in all cases

# Conclusions

Singleton Loop Graphs are restricted CFG that enable computation of

- numeric timing bound in polynomial time,
- parametric timing bound in output-polynomial time (significant improvement over former methods), and
- precise parametric timing bounds.






All CFGs can be transformed to singleton loop graphs (at the cost of performance loss).

Evaluation showed that

- most benchmarks fit the singleton loop model,
- singleton loop approach can compete with CPLEX,
- enable fast and precise computation of parametric timing bounds.

**Thanks for your attention.**

# References

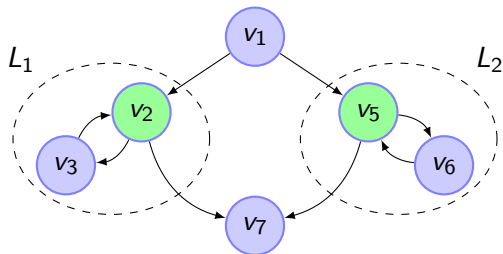
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-  S. Bygde, A. Ermedahl, and B. Lisper.  
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-  P. Feautrier.  
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In *DAC '95*.
-  B. Lisper.  
Fully automatic, parametric worst-case execution time analysis.  
In *(WCET 03)*.



# Appendix: Mälardalen Benchmark Suite

Name	Size (in Byte)		Singleton Graph	# duplicated loops
	C-File	Exec		
adpcm	26582	156759	no	5
bs	4248	144447	yes	-
bs100	2779	144629	yes	-
cnt	2880	149801	yes	-
compress	13411	149804	no	65
cover	5026	148301	yes	-
crc	5168	145615	yes	-
duff	2374	144739	no	6
edn	10563	150682	yes	-
expint	4288	145867	yes	-
fac	426	144148	yes	-
fdct	8863	147128	yes	-
fft1	6244	153303	yes	-
fibcall	3499	144152	yes	-
fir	11965	151589	yes	-
insertsort	3892	144305	yes	-
jannecomplex	1564	144242	yes	-
jfdctint	16028	146858	yes	-
lcdnum	1678	144509	yes	-
lms	7720	157868	yes	-
ludpcm	5160	151848	yes	-
matmult	3737	145083	no	4
minver	5805	152845	yes	-
ndes	7345	148689	no	2
ns	10436	149567	no	7
nsichneu	118351	176240	yes	-
prime	904	144538	yes	-
qsort-exam	4535	146468	no	3
qurt	4898	151214	yes	-
recursion	620	144341	yes	-
select	4494	146283	yes	-
sqrt	3567	154282	yes	-

## Appendix: Imprecision of Parametric ILP Approach



- Only one loop taken in actual execution
- parametric ILP needs to upper bound **entry node**: both loops are part of the WCET Path