

B Motivation

■ Important Properties of Computer Systems (Hardware and Software):

- ◆ Correctness
- ◆ User Friendliness
- ◆ Performance

■ Modern Computer Systems:

- ◆ Performance evident (for example Web performance)
Every user has his own workstation, PC or terminal
- ◆ Very often minimum performance necessary, e.g. real time systems
- ◆ Performance important for the acceptance of a computer system
- ◆ Performance very often important for the decision to buy a computer

■ Methods to improve the Performance

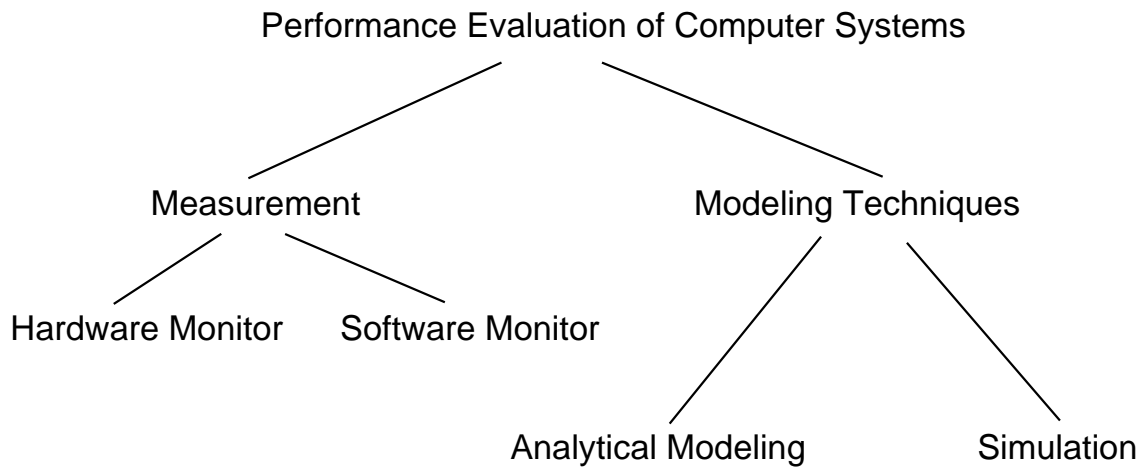
- ◆ Measurement, Modeling and Performance Evaluation
- ◆ **Important:** Design, Development, Tuning, Comparison of Computer Systems

B.1 Performance Measures

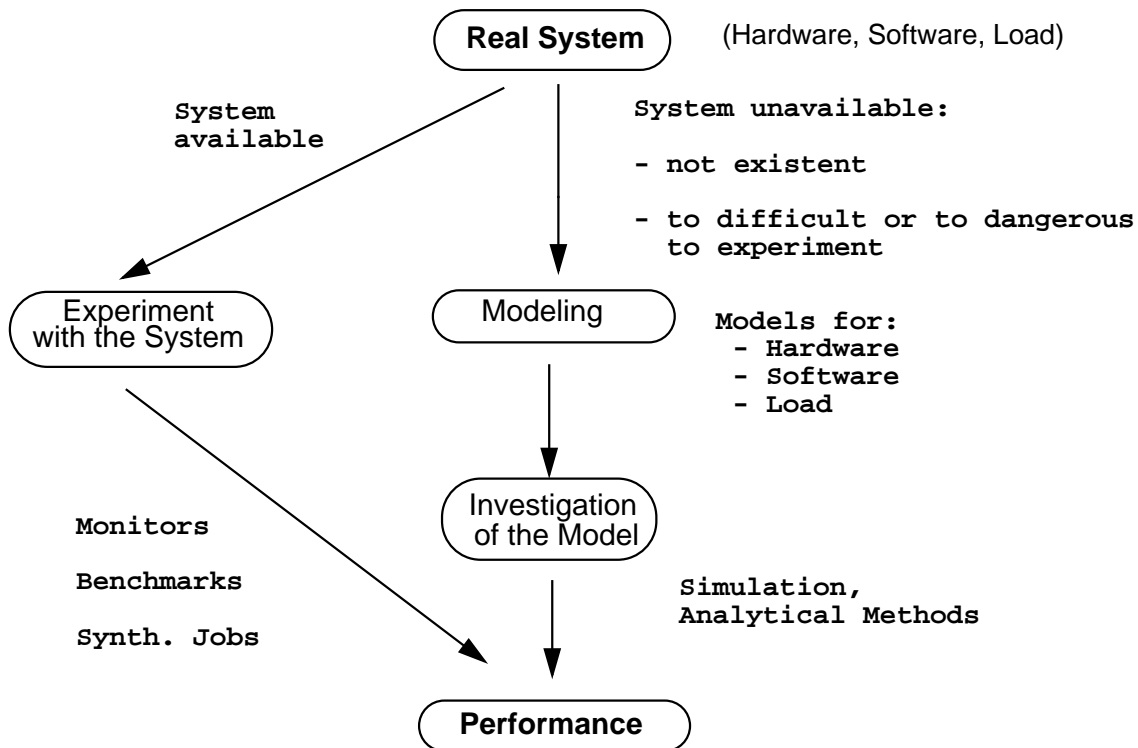
B.1 Performance Measures

- Response Time, System Time, Sojourn Time
- Throughput
- CPU Utilization
- Utilization of Channels and Peripheral Devices
- Queue Length
- Deadlines
- Speed up
- Availability, Reliability
 - Performance measures for given system parameters ?
 - Optimal performance measures for variable system parameters ?

B.2 Overview



PMC

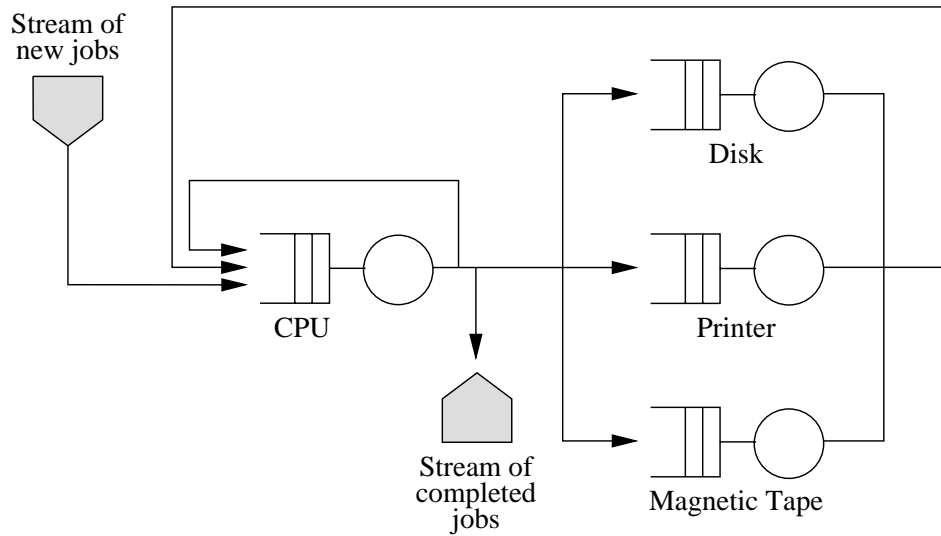


PMC

B.3 Model Types

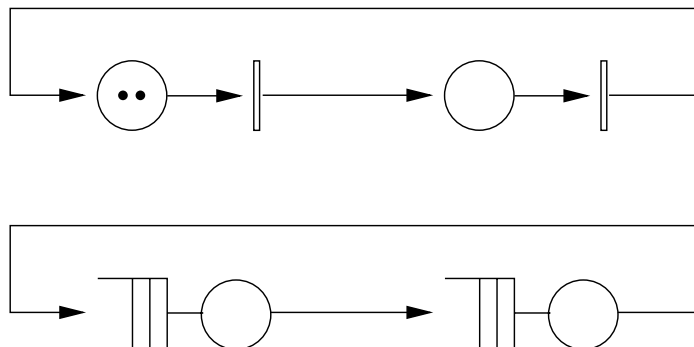
■ Queueing Network Model:

- ◆ System described by: Queues, Servers and Edges

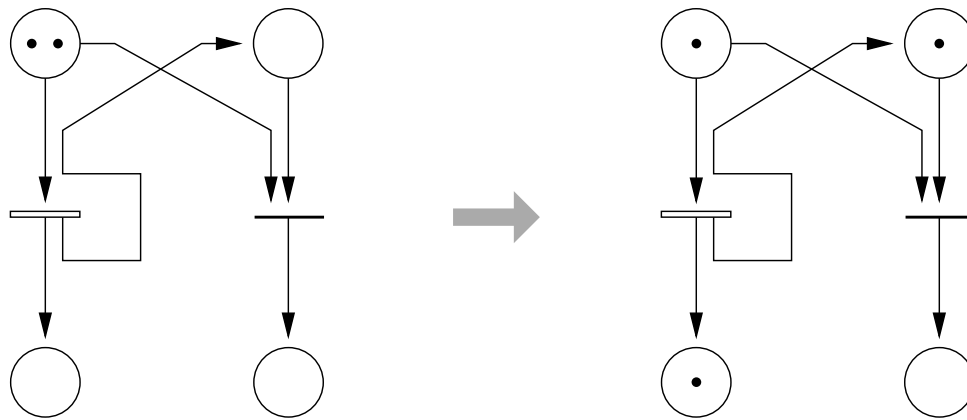


■ Petri Net:

- ◆ System described by:
 - Transitions and Places
 - Edges between Transitions and Places or Places and Transitions
 - Tokens in the Places
- ◆ Simple Example:

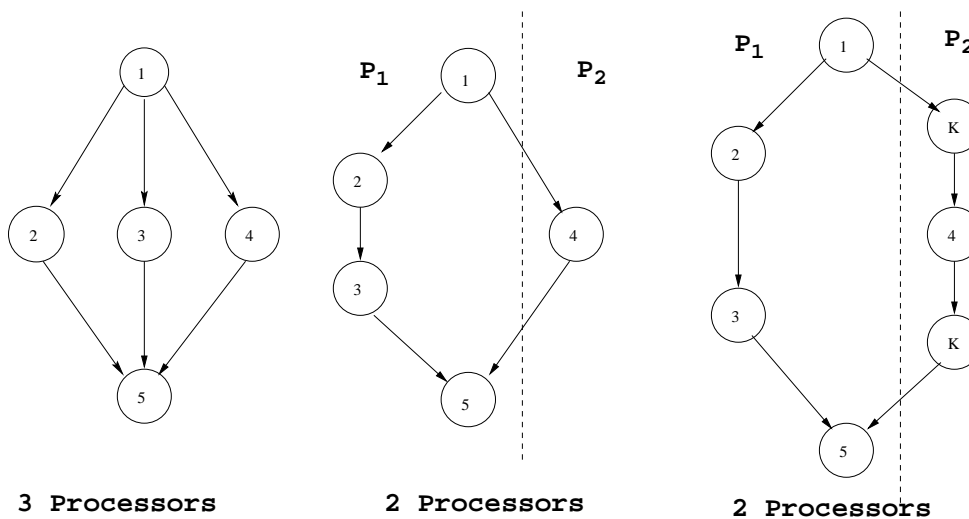


◆ A larger Example:



■ Precedence Graph:

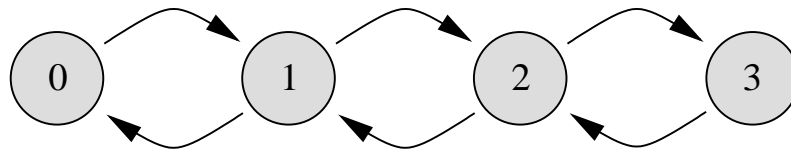
◆ Example: Task composed of 5 Subtasks



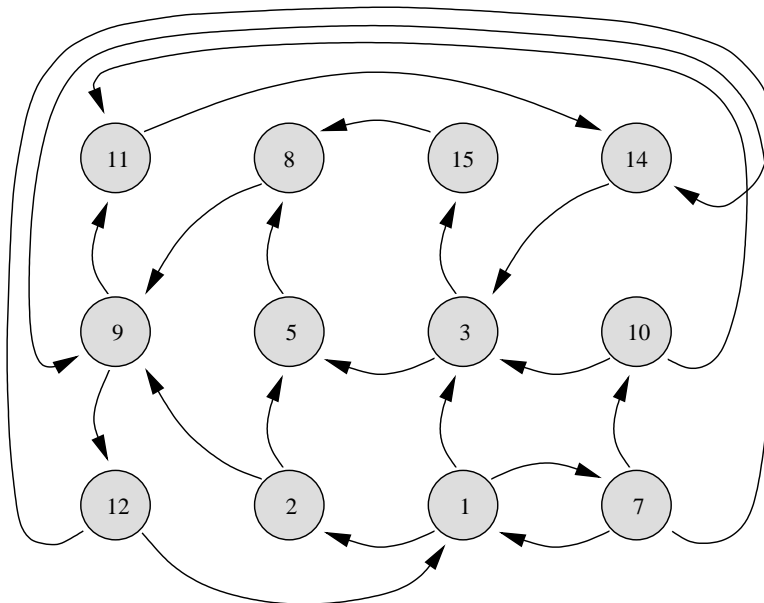
■ Markov Model:

- ◆ System described by:
 - States
 - Transitions between the States

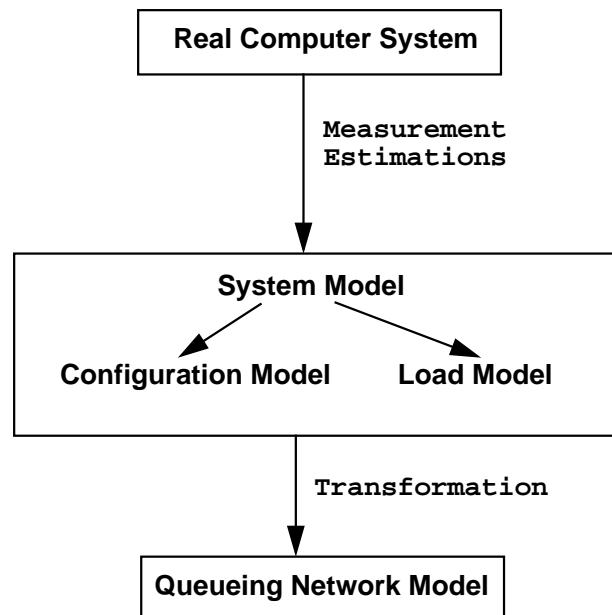
- ◆ Simple Example:



- ◆ A larger Markov Model:



B.4 Modeling Process



B.5 Investigation of the Model

■ Simulation

- ◆ Simulation of the system behaviour using a software program
 - Simulation program
 - Simulation model
- ◆ Programming languages
 - C, C++, JAVA, PASCAL, ...
- ◆ Special simulation languages
 - SIMULA, GPSS, ...
- ◆ Simulation tools
 - SIMPLEX III, SIMPLE ++, ...
- ◆ Advantage: applicable also for very complex systems
- ◆ Disadvantage: computing time, difficult for optimizations

■ Analytical Methods

◆ Determination of the function F:

$$\begin{aligned} \text{Performance} &= F(\text{Load, Software, Hardware}) \\ &= F(\text{System parameters}) \end{aligned}$$

- Analytical Modell

◆ Advantage:

- Influence of the system parameters is transparent
- Optimations are easy to realize
- Short computing time

◆ Disadvantage:

- It is difficult or impossible to get exact analytical models for complex systems
- Solution: Approximate analytical models

■ Properties of the Model:

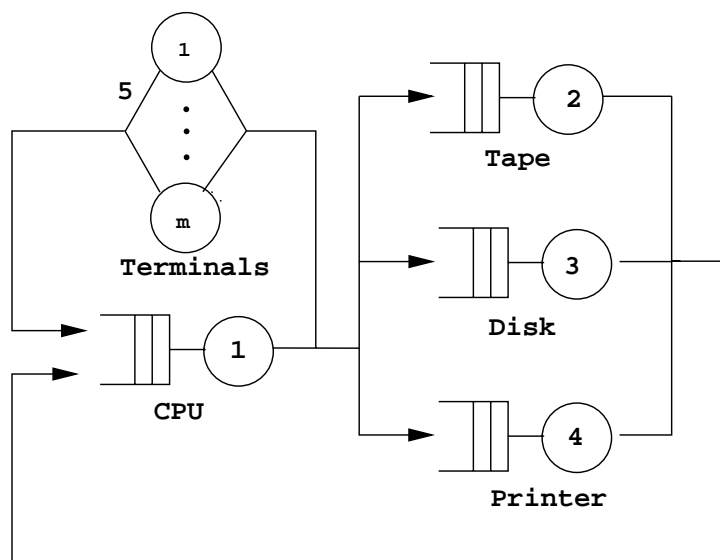
- ◆ Modeling and manipulation of the model is easier, cheaper and faster than the experiment with the real system
- ◆ Model should contain all relevant properties of the real system

■ Steps of the Performance Evaluation

- ◆ Computer system will be modelled using a queueing network model (or another appropriate model type)
- ◆ Determination of the system parameters (Measurement, estimation or data from handbooks)
 - Interarrival times
 - Service times
 - Transition probabilities between the components of the model
 - usually random variables (distribution or mean value and variance must be given)
- ◆ Calculation of the performance measures from the system parameters using formulas and algorithms, which will be presented and derived in this lecture.

B.6 Examples

■ Terminal System



◆ System parameters:

- CPU:
 - Number of processors: 3
 - Service time 0.5 sec
- Tape:
 - Service time: 5.0 sec
- Disk:
 - Service time: 1.0 sec
- Printer:
 - Service time: 5.0 sec
- Terminals:
 - Thinking time: 10 sec
 - Number: 20

◆ Transition probabilities:

$$p_{12} = 0.15$$

$$p_{13} = 0.20$$

$$p_{14} = 0.15$$

$$p_{15} = 0.50$$

$$p_{21} = p_{31} = p_{41} = p_{51} = 1$$

◆ Determination of Performance Measures using the Queuing Network Tool **PEPSY** (Performance Evaluation and Prediction **SY**stem)

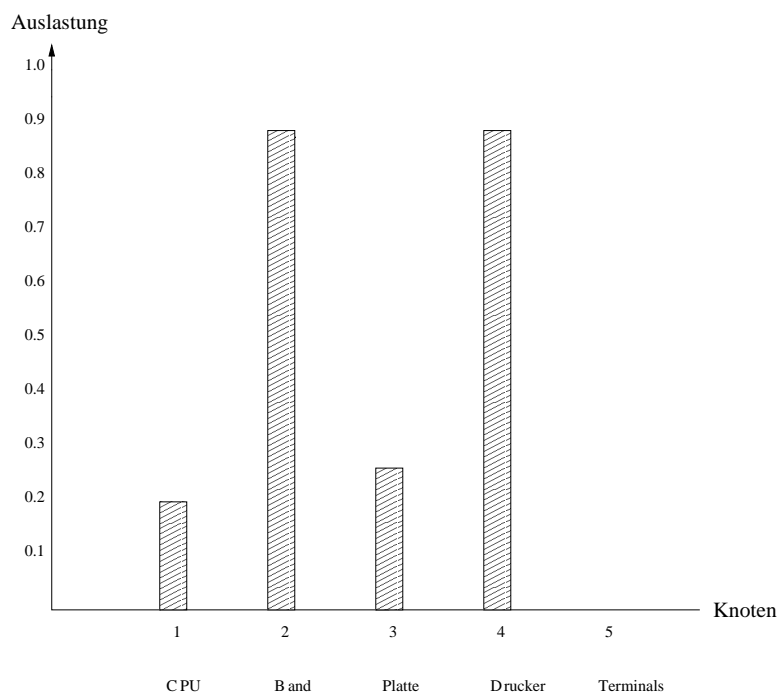
- Performance Measures of the Components (Nodes):

	Service Time	Throughput	Utilization	Queue Length	Response Time
CPU	0.500	1.147	0.191	0.005	0.504
Tape	5.000	0.172	0.860	2.969	22.262
Disk	1.000	0.229	0.229	0.066	1.287
Printer	5.000	0.172	0.860	2.969	22.262
Terminals	20.000	0.573	--	0.000	20.000

- Performance Measures of the whole Network:

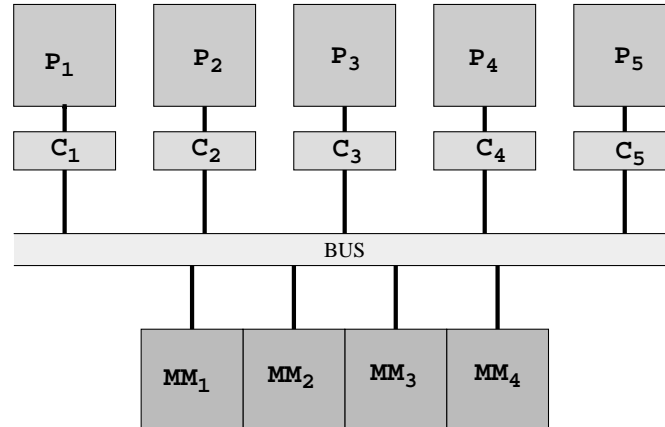
	Throughput	Resp. Time
Network	0.573	34.880

◆ Graphical Representation of the Results:



■ Multiprocessor System:

◆ Configuration Model:



P_n Processor n

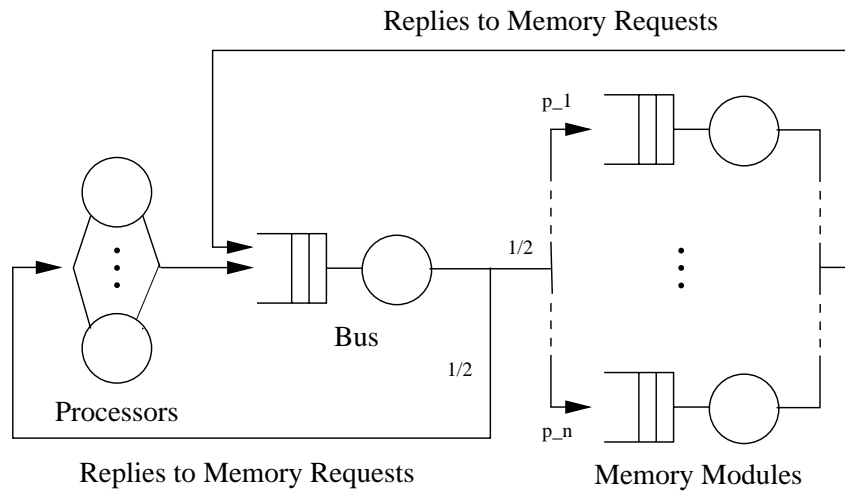
C_n Cache n

MM_n Memory Modul n

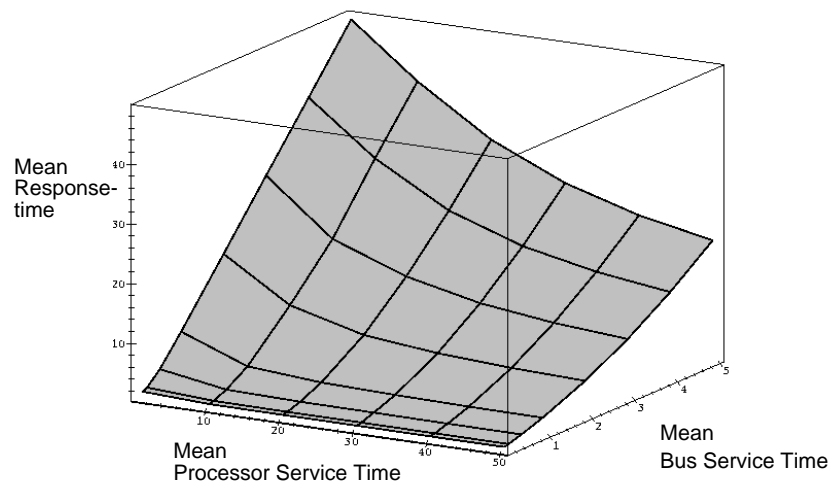
◆ System Parameters:

- Mean Bus Service Time:
Mean time the bus is allocated
- Mean Memory Service Time:
Mean Time of a memory access
- Mean Processor Service Time:
Mean Time between two successive memory accesses
- Probability p_n of an access to memory modul n

◆ Queuing Network Model:



◆ Mean Response Time for a Memory Access of a Processor:



Mean Memory Service Time = 1