

- CPU 2006 Working Set Size - Gove Paper
 - Working set size of SPEC 2006 programs
 - Darryl Gove from Oracle
 - Experimentalist, detailed craftsman
 - Author of Solaris Application Programming (book)
 - Performance counters and system tools
 - Metrics of memory usage
 - Spec people did not want the whole program to fit into caches
 - Virtual Size (VSZ)
 - Virtual memory allocated by the operating system
 - Address range
 - Resident Set Size (RSS)
 - Measure of how much physical memory is actually being used
 - RSS is less than or equal to VSZ
 - Working Set Size (WSS)
 - How much you are working on in a short interval or the recent past
 - Example
 - Application with footprint of 100M (RSS)
 - Application calls mmap to allocate space for a 1 GB file
 - VSZ is now 1.1 GB
 - Application only reads 100 M of the file
 - VSZ stays at 1.1 GB
 - RSS is now 200M
 - WSS is 100M (max of 200M) assuming application keeps iterating over only a tenth of the program
 - Working Set
 - Concept introduced in the 1960s (Denning 1968)
 - WSS is an estimate of the size of memory in use during application execution. It is usually estimated over a small interval.
 - Small physical memory is ok if the working set size can fit.
 - “The Working Set Model for Program Behavior” - Peter Denning
 - WSS estimated in Gove
 - Estimated at 64 byte block level
 - Array records if each block was touched or not during an interval
 - 1 billion memory operations chosen at the interval
 - Smaller interval leads to small WSS
 - If there is no locality, WSS means nothing

- Requires temporal locality to give the model meaning
 - Large interval demonstrates if there is temporal locality or not
 - This should correspond to roughly 4 billion instructions executed
 - Must be large relative to the cache
- Granularity of reference size (cache block vs. page size)
 - Depends on what you are trying to study
 - Gove's was more applicable to caches
- Interval should depend on what footprint you are studying
 - Paging/Pages vs. Caches
- Core Working Set Size (CWSS)
 - Number of blocks in a sample used in the previous sample
 - Can be considered a working set within a working size
 - Relevant when the cache can not hold the working set
- SPEC memory usage goals
 - In 2000 it was 200 MB
 - In 2006 it was 900 MB
 - RSS and VSZ very similar for SPEC integer workloads
 - Nearly identical for SPEC INT 2006
 - Make sure your platform can handle the memory requirements for the benchmarks
 - RSS and VSZ for SPEC FP workloads exhibit some difference
 - Streaming data in leads to an RSS smaller than the VSZ
 - The WSS for integer workloads do not exhibit much change from SPEC INT 2000 and SPC INT 2006
 - Blocked algorithms such as for matrix multiplications enable better reuse of data to enable high performance
 - Blocking is used to reduce the WSS or increase locality
 - WSS can be used to measure the impact of algorithmic changes
 - SPEC FP 2006 WSS shows more separation than SPC INT, but still lots of similarity for WSS between 2000 and 2006
- Gove looked at WSS over time
 - deal2 had a very spikey WSS over time
 - Some programs had a near constant RSS over time
 - named had lots of fluctuations but the spikes were not as large
- Gove was done on a Sparc system using Spot and SHADE
- Always give references about the tools you are using to profile so the experiment can be replicated
- Standard deviation for WSS is helpful because it allows us to see how much the WSS changes
- Raw data is a good reference, even if graphs are easier to read

- Can be used as a sanity check even if things like architecture or compiler are different
- Lots of errors can be introduced when running large benchmarks
 - ALWAYS DO SANITY CHECKS