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HEW

Effective Usage of HEW – Profile and Performance Analysis (PPAnalysis)

Introduction

This application note provides:

1. A general view on different usage of Performance Analysis, Profile (List Sheet, Tree Sheet) and Profile-Chart
2. A detail explanation on how to use Performance Analysis, Profile (List Sheet), Profile (Tree Sheet) and Profile-Chart
3. How it would help or benefit users when developing their codes

Two groups of window display will be introduce, namely Performance analysis and Profile. Performance analysis displays the number of execution cycle required for the specified functions. Profile (List Sheet, Tree Sheet) and Profile-Chart mainly display profile data that are relation of function calls.

Target Device

All

Contents

1. Overview

Performance Analysis window displays the number of execution cycles required and count for the specified functions.

Profile (List Sheet) window displays functions or global variables' address, size, number of times a function is called or a global variable is accessed and number of internal/external or I/O memory access.

Profile (Tree Sheet) window displays the relation of function calls in a tree structure that includes contents of address, size, stack size, number of function calls and profile data.

Profile-Chart window displays the relation of calls for a specific function.

These functions can be found in HEW2-Simulator and some series of Emulator.

2. How to utilize Performance Analysis function

Using a sample program given in section 6 Sample Code to demonstrate the advantage of utilizing Performance Analysis function when developing codes. Aim of this sample program is to show the difference in performance when sum of 2 to the power of 10 ($2^0+2^1+2^2 \ldots+2^{10}$) being loop for 50 times are written in various ways.

With the above codes built in an application project in HEW2 and set the Debug Setting Target to Simulator mode. Select [View->Performance->Performance Analysis], Shift+Ctrl+P or  icon to open to display shown below in figure 1.

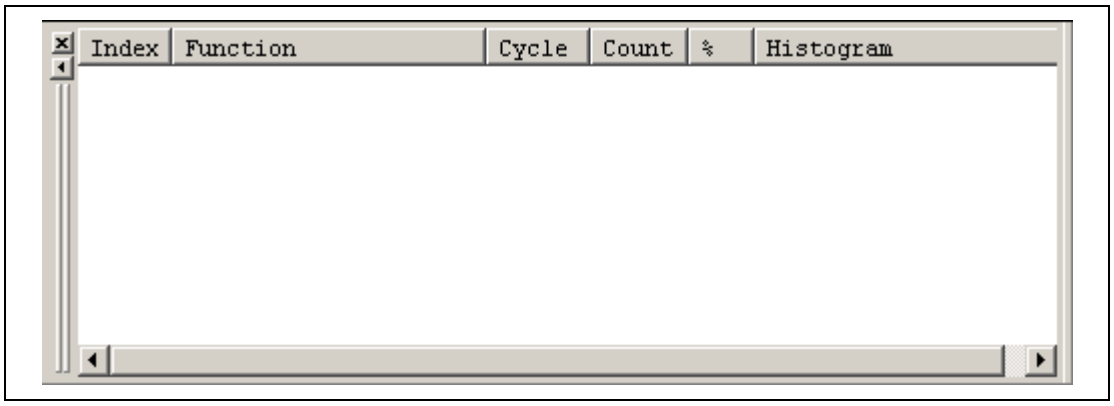


Figure 1 Performance Analysis Window

2.1 Steps to follow for executing Performance Analysis function

1. Right-clicking within the view area, a popup menu contains options where user can add, edit, delete functions or reset counts/times.
2. Right-click again to activate “Enable Analysis”
3. Start running the program to end, then stop.
4. Performance Analysis display will be updated as shown below in figure 2 below.

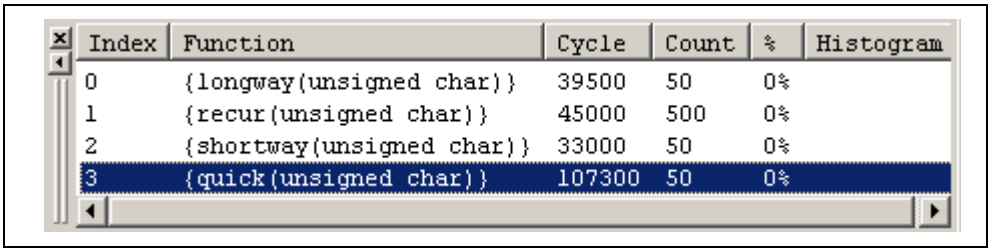


Figure 2 Performance Analysis of Displayed Functions

Above figure 2 displays performance of each specified functions by displaying the number of executing cycles required which can be obtained from the difference between the total number of execution when the target function is called and that when execution returns from the function.

2.2 Elaboration on Performance analysis window description

The following items displayed are:

1. Index: Index numbering
2. Function: User specified function name to be measured (or user specified start address of the function)
3. Cycle: Number of instruction execution cycles
4. Count: Number of calls for the function
5. %: Ratio of execution cycle count required for the function to the execution cycle count required for the whole program.
6. Histogram: Histogram display of the above ratio

By double-clicking on a function, displays a Performance Option dialog box where function can be modified.

2.3 Analysis on figure 2 results

From the above figure 2, four types of functions are written to obtain same results, but conclude that function “shortway”(using “for” loop “shift” method, refer to section 4 Sample Code for further information) is most efficient as it took the least execution time while function “quick” (using math.h library command) took the longest time. Function “recur” is using recursive method and “longway” is using a “for” loop “multiplication” method.

From these data, helps user in writing more efficient codes.

NOTE:

The codes are not optimized. The results are for illustration of the tool usage only.

3. How to Utilize Profile functions

Using the same project, select [View->Performance->Profile], Shift+Ctrl+F or  icon to open the display as shown below in figure 3.

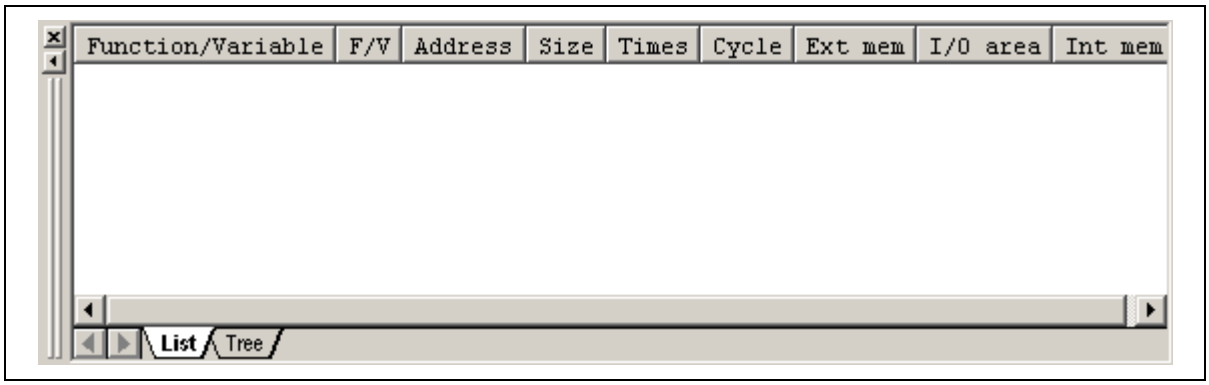


Figure 3 Profile (List Sheet)

3.1 Elaboration on Profile (List and Tree Sheets) window description

Both figure 4 and 5 displayed the following profile data:

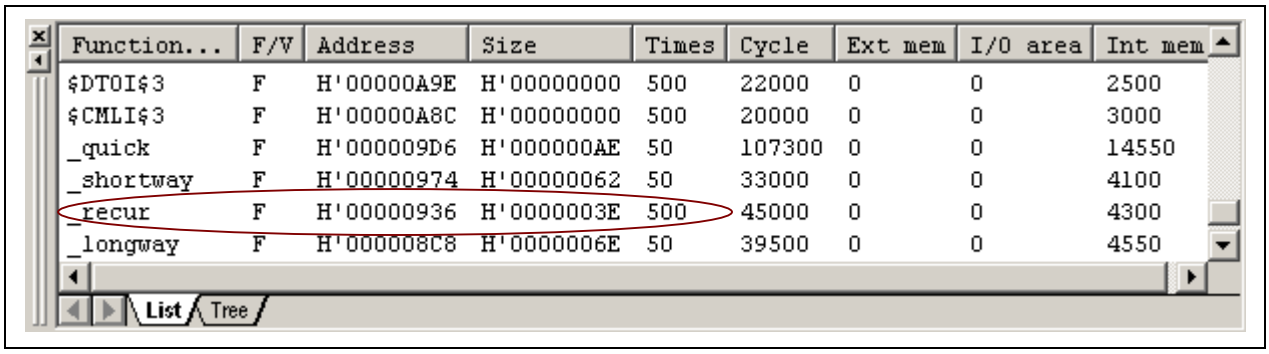
1. Times: Number of times a function is called
2. Cycles: Number of execution cycles
3. Ext_mem: Number of external memory access
4. I/O area: Number of input/output area excess
5. Int_mem: Number of internal memory access

Note: 1. The number of execution cycles and cache misses are calculated by subtracting the total execution cycles or cache misses at a specific function call instruction execution from the total execution cycles or cache misses at a return instruction execution of a specific function.

2. Displayed stack size does not represent the actual size. It can only be used as a reference value when function is called. It there is no stack information file (.sni) output from the optimizing linkage editor, the stack size will not be displayed. For more information on stack size or stack information file, refer to manual of the Optimizing Linkage Editor or application note on Stack Analysis Using Call Walker.

3.2 Steps to follow for executing Profile function

1. By right-clicking within the view area, a popup menu contains options, activate “Enable Profiler”.
2. Start running the program to end, then stop.
3. Profile displays will be updated as shown below. Figure 4 below displays Profile (List Sheet), double-click on the Function/Variable or Address column displays the source program corresponding to the address in the line.

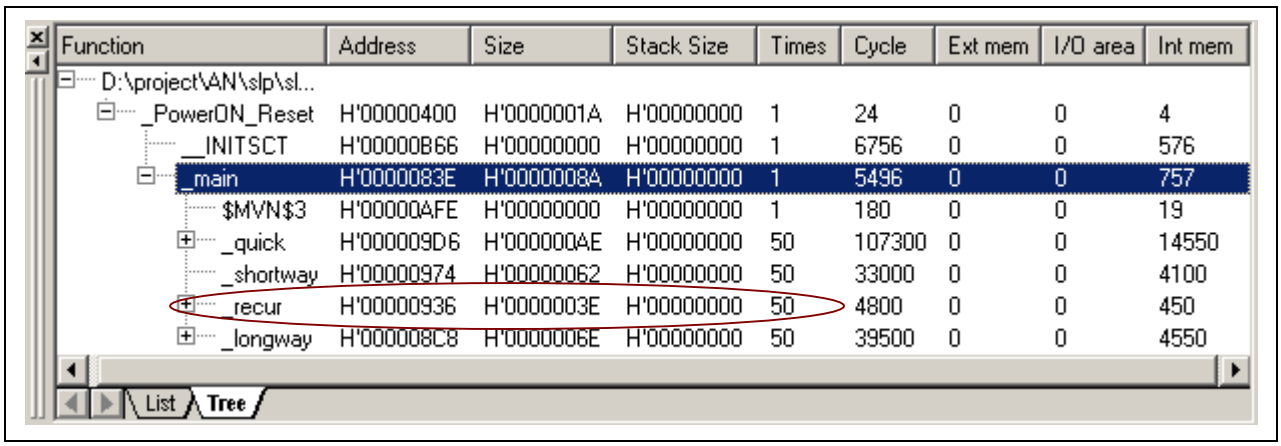


Function...	F/V	Address	Size	Times	Cycle	Ext mem	I/O area	Int mem
$DTOI$3	F	H'00000A9E	H'00000000	500	22000	0	0	2500
$CMLI$3	F	H'00000A8C	H'00000000	500	20000	0	0	3000
_quick	F	H'000009D6	H'000000AE	50	107300	0	0	14550
_shortway	F	H'00000974	H'00000062	50	33000	0	0	4100
_recur	F	H'00000936	H'0000003E	500	45000	0	0	4300
_longway	F	H'000008C8	H'0000006E	50	39500	0	0	4550

List Tree

Figure 4 Profile (List Sheet) of Displayed Function

4. Click to the other sheet called Profile (Tree Sheet) that was display in figure 5.



Function	Address	Size	Stack Size	Times	Cycle	Ext mem	I/O area	Int mem
D:\project\AN\slp\sl...								
_PowerON_Reset	H'00000400	H'0000001A	H'00000000	1	24	0	0	4
__INITSCT	H'00000B66	H'00000000	H'00000000	1	6756	0	0	576
_main	H'0000083E	H'0000008A	H'00000000	1	5496	0	0	757
MVN3	H'00000AFE	H'00000000	H'00000000	1	180	0	0	19
_quick	H'000009D6	H'000000AE	H'00000000	50	107300	0	0	14550
_shortway	H'00000974	H'00000062	H'00000000	50	33000	0	0	4100
_recur	H'00000936	H'0000003E	H'00000000	50	4800	0	0	450
_longway	H'000008C8	H'0000006E	H'00000000	50	39500	0	0	4550

List Tree

Figure 5 Profile (Tree Sheet) of Displayed Function

Above figure 4 and 5 display almost similar content except that figure 4 displays in groups of functions or global variables while figure 5 displays the relation of function calls in a tree structure with an additional stack size content.

Notice that there is a difference of ‘Times’ value in “recur” function from above figures 4 and 5 even though both are of the same Profile function. Figure 4 reflects that “recur” function is called 500 times because Profile (List Sheet) displays the number of times each function or variable is being referred. Figure 5 reflects “recur” function is called 50 times because Profile (Tree Sheet) displays the number of times the calling function (main) calls each function.

3.3 Description on right-click popup menu on both Profile (List and Tree Sheets)

Description of popup menu options when right-clicking mouse within display window are as shown below:

1. View source: Displays the source program corresponding to the address in the selected line
2. View Profile-Chart: Displays user specified function on a chart format.
3. Enable Profiler: Toggles acquisition profile data.
4. Not trace the function call: Stops tracing function calls while profile data is acquired. This menu is used when acquiring profile data of the program in which functions are called in a special way, example switching of task in OS.
5. Find…: Search for a character string in the function column.
6. Find Data…: (Profile (Tree Sheet) only) Search for maximum or minimum profile data.
7. Clear Data: Clears data in Profile (List and Tree Sheets)
8. Output Profile Information Files: Display profiling results are saved to a file extension (.pro) to be view in Call Walker function for stack analysis. For details of profile information, refer to Optimizing Linkage Editor manual or application note on Stack Analysis Using Call Walker.
9. Output Text File: Saves display contents in a text file.
10. Setting:
    - A. Show Functions/Variables (Profile (List Sheet) only)
    - B. Show Functions (Profile (List Sheet) only)
    - C. Show Variables (Profile (List Sheet) only)
    - D. Only Executed Functions
    - E. Include Data of Child Functions

3.4 Advantages of Profile (List Sheet)

With Profile (List Sheet) showing all functions and variables profile data, examples of what users benefit:

1. Address: Able to assure that the functions and variables are save to the desired/correct memory location.
2. Size: Knowing the size of the functions or variables allows user to further optimize the codes if it is too large.
3. Times: Confirm the number of time functions/variables is being called.
4. Cycle: Knowledge of execution cycle, users can optimize the code speed if value is large.
5. Ext_mem: More accurate estimation of external memory allocation when creating a workspace.
6. I/O area: Confirm if the number of access I/O area is correct.
7. Int_mem: Double-checking of codes, if int_mem value is too large to find a more efficient way of coding.

3.5 Advantages of Profile (Tree Sheet)

If user is unfamiliar with the program or if the codes are too large, Profile (Tree Sheet) will be a summary that displays the relations of each function with profile data same as section 3.4, Profile (List Sheet) as explained above. In addition, Profile (Tree Sheet) has stack size information that allows users to know how much stack size is used to execute each symbol without tediously tracing/monitoring every symbol's stack size manually (seeing the stack register changes in register R7 for H8 series and R15 for SH series).

3.6 Viewing of Profile-Chart

As describe in section 3.3 ii), Profile-Chart displays the relation of calls for a specific function displayed in the profile (List and Tree Sheets) window.

By placing the cursor on the specified function and right-click, the specified function is displayed in the middle, the calling function on the left side, and the called function on the right side. Values beside the calling functions and the called functions show the number of times the functions has been called.

Right-clicking within display window shows similar popup menu as describe in section 3.3. Below shows popup menu which are not present in section 3.3:

1. Multiple view: For viewing of multiple Profile-Chart displays.
2. Expands/Reduces size: Expands/reduces spaces between each function

Figure 6 below shows an example of Profile-Chart, selecting main as the specified function. Values beside the calling and the called functions show the number times the function has been called.

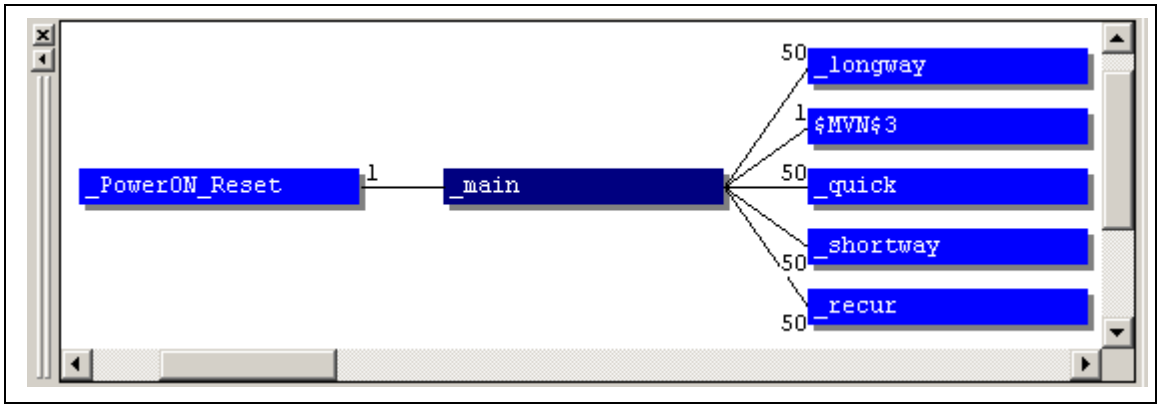
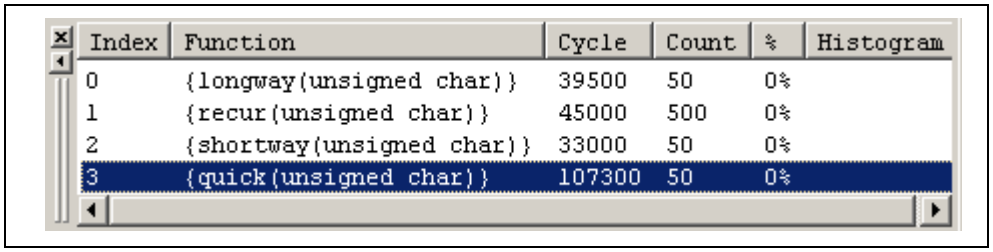


Figure 6 Profile-Chart Window of Displayed Functions

3.7 Advantages of Profile-Chart

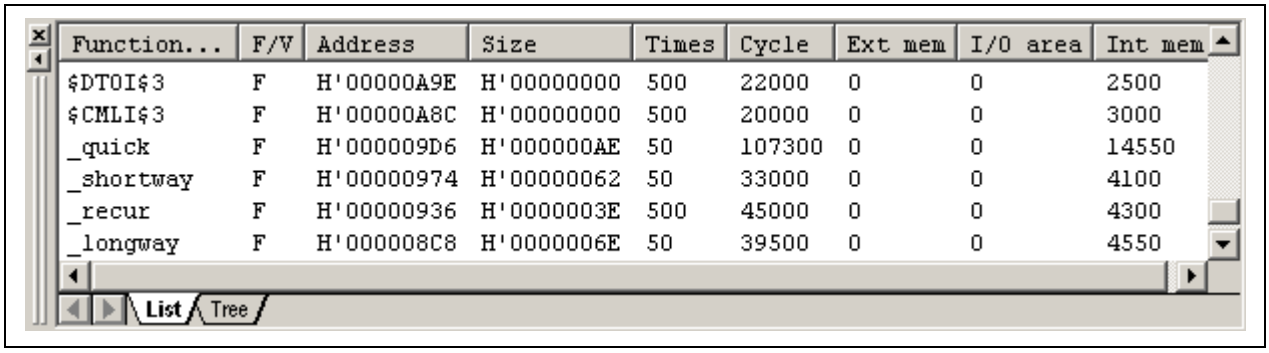
Gives the user a clearer picture of specific function structure, especially when the program is huge, multiple view displays save user trouble to scroll up and down repeatedly in order to view or compare differences between two functions at two different ends.

4. Comparison of Performance Analysis and Profile (List Sheet) Generated in HEW2-Simulator



Index	Function	Cycle	Count	%	Histogram
0	{longway(unsigned char)}	39500	50	0%	
1	{recur(unsigned char)}	45000	500	0%	
2	{shortway(unsigned char)}	33000	50	0%	
3	{quick(unsigned char)}	107300	50	0%	

Figure 7 Performance Analysis Results from HEW2-Simulator, same as in Figure 2



Function...	F/V	Address	Size	Times	Cycle	Ext mem	I/O area	Int mem
$DTOI$3	F	H'00000A9E	H'00000000	500	22000	0	0	2500
$CMLI$3	F	H'00000A8C	H'00000000	500	20000	0	0	3000
_quick	F	H'000009D6	H'000000AE	50	107300	0	0	14550
_shortway	F	H'00000974	H'00000062	50	33000	0	0	4100
_recur	F	H'00000936	H'0000003E	500	45000	0	0	4300
_longway	F	H'000008C8	H'0000006E	50	39500	0	0	4550

List Tree

Figure 8 Profile (Tree Sheet) Results from HEW2-Simulator, same as in Figure 4

Figure 7 and figure 8 displayed ‘Count’ and ‘Times’ results are identical since both uses same method by counting the number of times each function is being referred to.

5. Comparison of Performance Analysis Generated in HEW2-Simulator and E6000 Series Emulator

Since Performance Analysis can be generated from both HEW2-Simulator and E6000 series emulator, figure 7 shows various function results from HEW2-Simulator and figure 8 from E6000 series emulator.

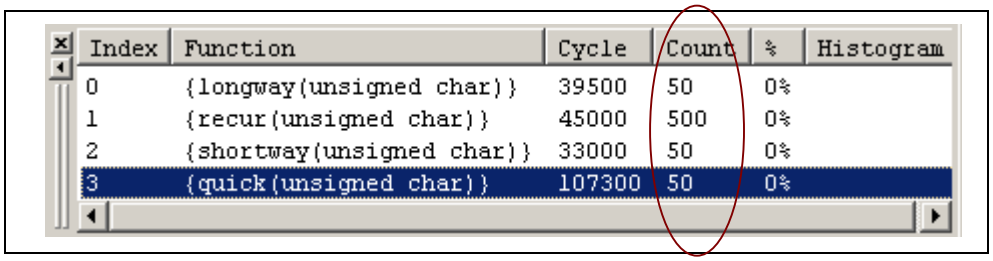


Figure 9 Performance Analysis Results from HEW2-Simulator, same as in Figure 2

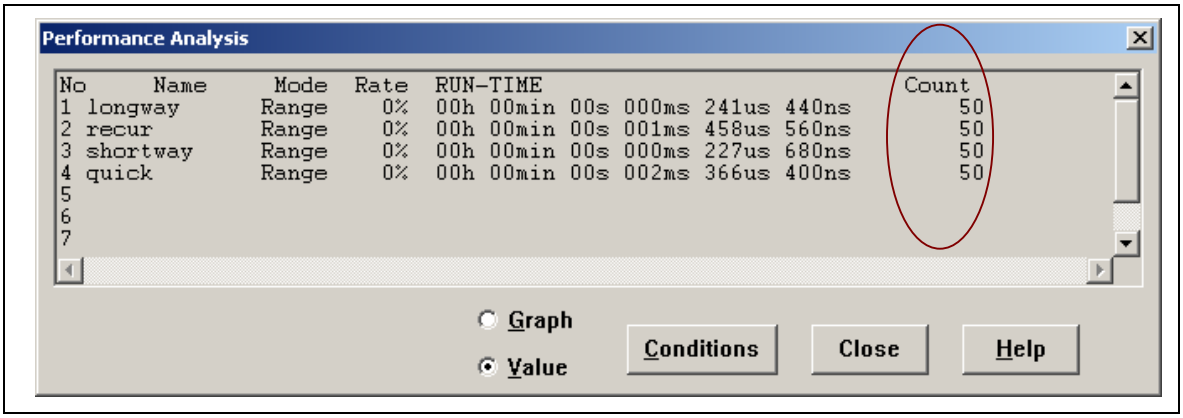


Figure 10 Performance Analysis Results from E6000 Series Emulator

Above figures 9 and 10, shows that each function is being called 50 times, except for “recur” function is different.

Since HEW2-Simulator is a software-controlled environment, the software is written in the way that ‘Count’ is determine by the number of times each function is being called. On the other hand, emulator is a ‘real’ environment that uses hardware tracing method to capture the start and end address of a function to obtain the ‘Count’ value.

Therefore, figure 9 shows that the simulated results of “recur” function are 500 times. Figure 10 shows the function is being called by the ‘for loop’ (same as other functions) 50 times and the other 10 times is the function is being referred or called to by itself at address 0x0000094a.

Figure 10 shows “recur” function is being called 50 times by E6000 series emulator. Figure 11 below explained that “recur” function in emulator counts from start address 0x00000936 to end address 0x0000096c, although there is a ‘self called’ at address 0x0000094c for ‘a=10’ times, but hardware trace treats it as 1 time.

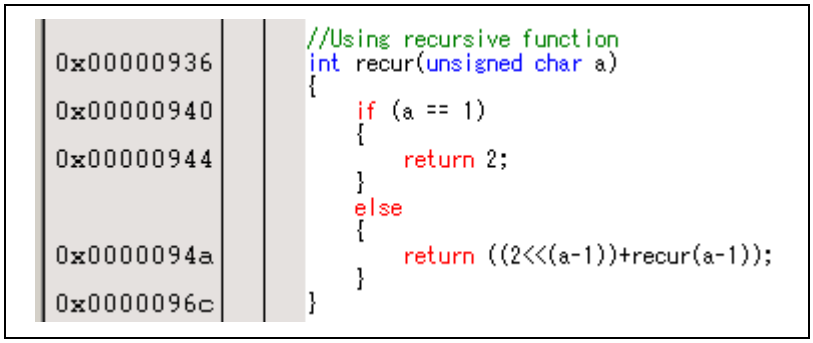


Figure 11 Recursive Function Address Display

In conclusion, emulator emulates the ‘real’ environment therefore ‘Run-Time’ results or execution time will be more accurate than HEW2-Simulator results. Due to H8 Series simplicity as compared to SH Series, HEW2-Simulator and emulator ‘cycle’ results are similar identical but due to complexity of SH pipelines, super scalar, cache access, emulator will be better choice for time measurement

In order to have a better estimation in stack size being used, HEW2-Simulator is better as it captures the exact number of times each function is being called.

6. Sample Code

```
/************************************************************************/
/*                                                                      */
/*  FILE        :slp.c                                                  */
/*  DATE        :Tue, Jul 01, 2003                                      */
/*  DESCRIPTION :Main Program                                           */
/*  CPU TYPE    :H8/Other                                               */
/*                                                                      */
/*  This file is generated by Hitachi Project Generator (Ver.2.4).      */
/*                                                                      */
/************************************************************************/


//Aim: To work out the difference between different ways of calculating
//  "Sum of 2^10"
//     eg. stack size used & performance analysis

#include <math.h>

void main(void)
{
   int count = 10;
   int databuf[4] = {0};
   int a;

   //4 different ways of obtaining same results and loop for 50 times.
   for(a=0;a<50;a++)
   {
      databuf[0] = longway(count);  //"for" loop
      databuf[1] = shortway(count); //shift
      databuf[2] = quick(count);    //math.h
      databuf[3] = recur(count);    //recursive function
   }
   while(1);
}

//Using "for" loop
int longway(unsigned char a)
{
   int d, power;
   int res1 = 0, two = 2;

   power = 1;
   for (d=0; d<a; d++)
   {
      power* = two;
      res1 += power; //1364d=554h
   }
   return res1;
}
```

```
//Using recursive function
int recur(unsigned char a)
{
   if (a == 1)
   {
      return 2;
   }
   else
   {
      return ((2<<(a-1))+recur(a-1));
   }
}

//Making use of "shift" command
int shortway(unsigned char x)
{
   int z, shif, res2;

   res2 = shif = 2;
   for (z=1; z<x; z++)
   {
      shif <<= 1;
      res2 += shif;
   }
    return res2;
}

//Making use of "math.h" library
int quick(unsigned char u)
{
   int p,q,r;
   int res3 = 0;

   for (p=1; p<=u; p++)
   {
      q = pow(2,p);
      res3 += q;
   }
   return res3;
}
```

REFERENCE

1. *H8S, H8/300 Series C/C++ Compiler Assembler Optimizing Linker Editor User's Manual, Revision 4.0, HEW On-line Manual, Renesas Technology Corp.*

2. *Application note on Stack Analysis of Using HEW Call Walker, Revision 1.0, 2003, Renesas Technology Corp.*

Revision Record

		Description	
Rev.	Date	Page	Summary
1.00	September.03	—	First edition issued

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