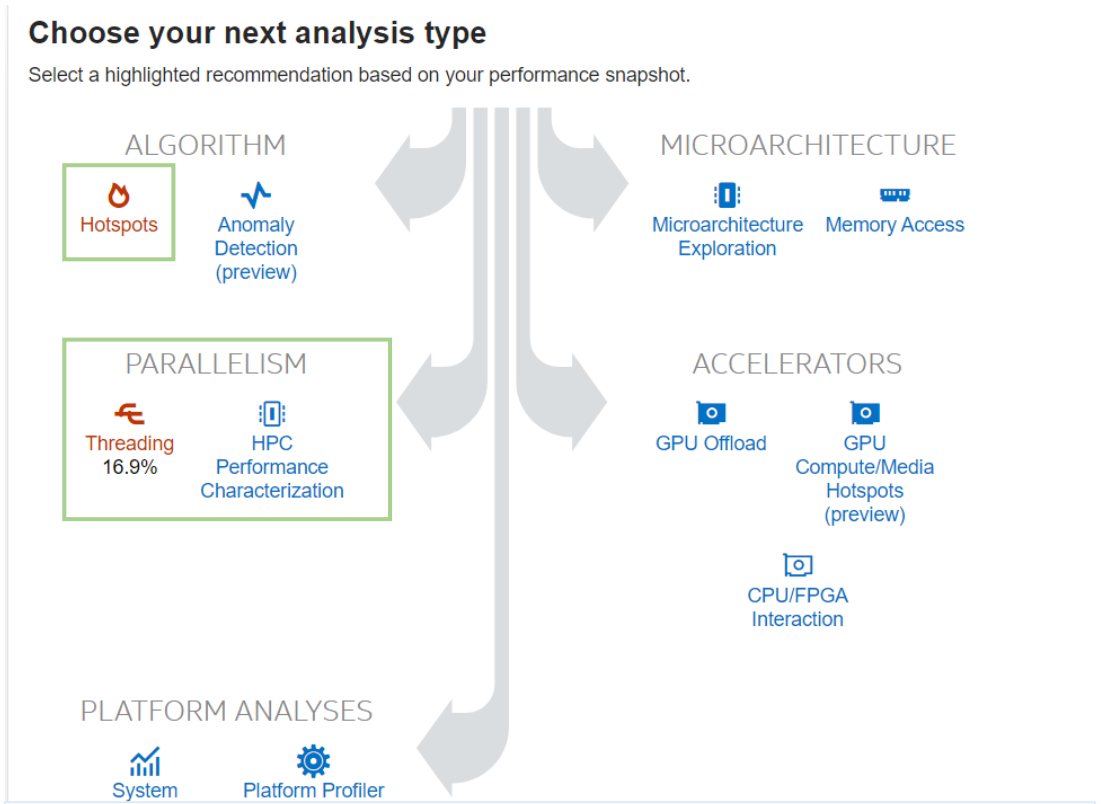
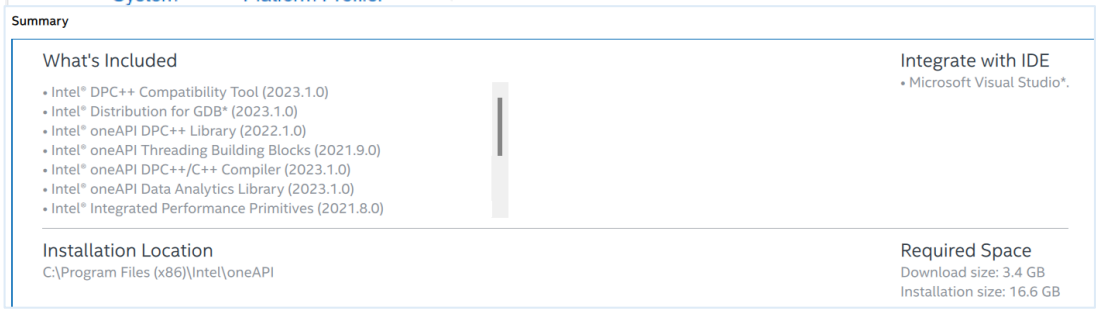
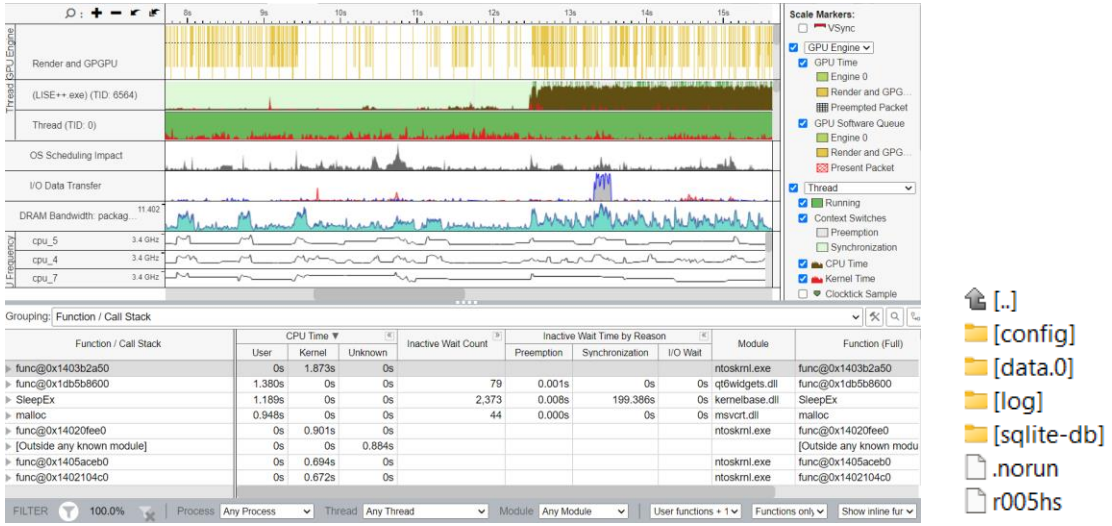
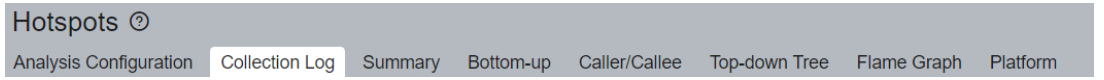
Intel VTune Profiler





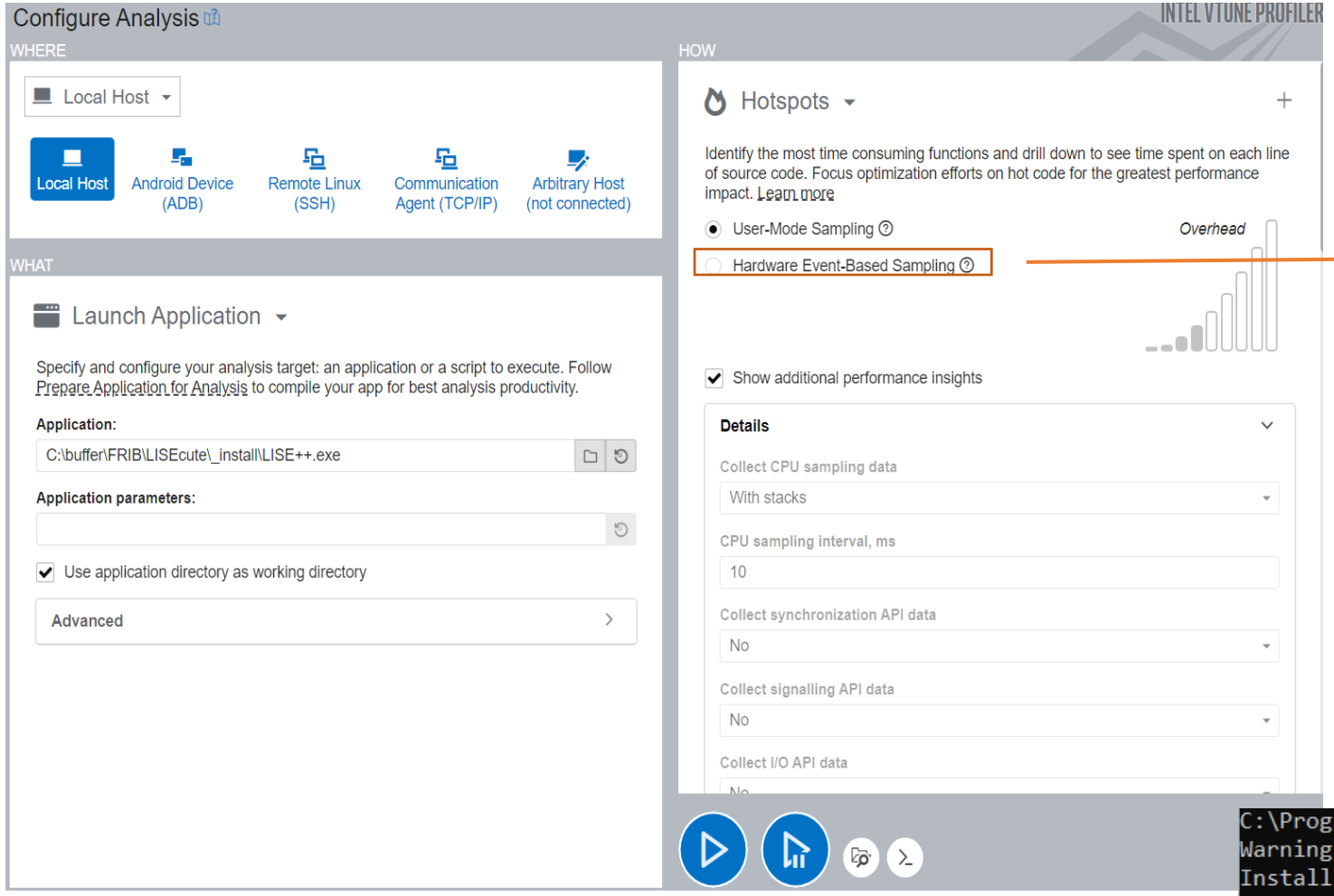




- Detailed Analysis
- Various profiling modes
- Multi-platform support (host/remote configuration)
- Graphs and timeline visualizations
- IDE Integration (MSVC installation option)

Parallelization potential!

Initial Hardware Setup



- Run as administrator
- Install sampling drivers
- Add complier flags to .pro file

Prepare a C++ Application on Windows

To fulfill the recommendations on Windows, you will need these compiler flags:

```
1 | /O2 /Zi /DEBUG
```

https://www.intel.com/content/www/us/en/docs/vtune-profiler/user-guide/2023-0/install-sampling-drivers-for-windows-targets.html

https://www.intel.com/content/www/us/en/developer/articles/code-sample/vtune-profiler-sampling-driver-downloads.html

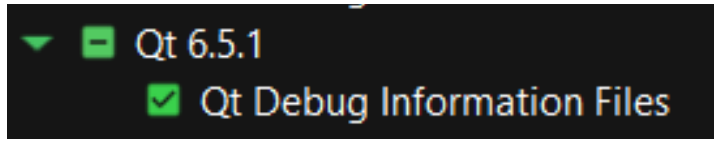
```
C:\Program Files (x86)\Intel\oneAPI\vtune\latest\bin64>amplxe-sepreg.exe -i
Warning, socperf3 driver is already installed and will be re-used... skipping
Installing and starting sepdrv5...
OK
Installing and starting sepdal...
OK
Installing and starting VTSS++ driver...OK
```

Intel VTune Source Code Instructions

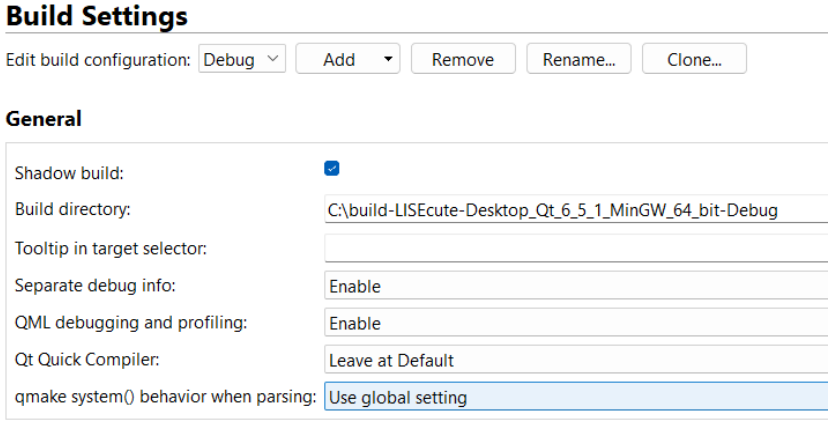
```
02:43:18: Starting: "C:\Qt\6.5.1\mingw_64\bin\qmake.exe" C:\LISEcute\LISEcute.pro -spec win32-g++ "CONFIG+=debug" "CONFIG+=qml_debug" "CONFIG+=force_debug_info"
"CONFIG+=separate_debug_info"
```

LISEcute.pro

```
1  ######################################
2  # Automatically generated by qmake (3.
3  ######################################
4
5  TEMPLATE = app
6  TARGET = LISE++
7  CONFIG += c++17
8  CONFIG += debug
9  QMAKE_LFLAGS_RELEASE+=/MAP
10 QMAKE_CFLAGS_RELEASE += /Zi
11 QMAKE_LFLAGS_RELEASE +=/debug /opt:ref
12 #QT += widgets sql gui core printsuppo
```

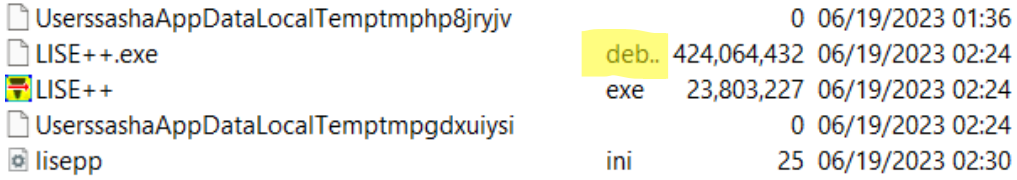


1. Complier flags on .pro file
   - https://stackoverflow.com/questions/9234337/qt-no-map-pdb-files-generated-for-windows-release-builds

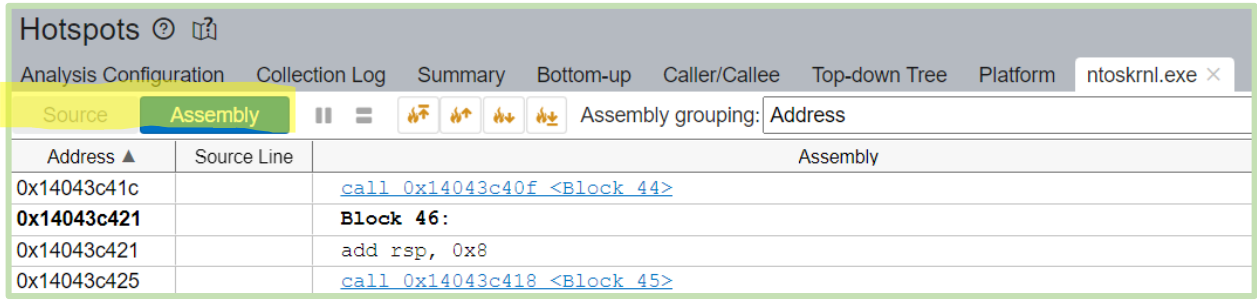


2. Check debug options in Projects > Build > General Build Settings for debug configuration

3. Build > Clean
4. Build > Run qmake
5. Debug to generate



Intel VTune Search Directories



1. Add the directory in Intel VTune where debug symbols(.pdb files) are located
   - Configure Analysis
   - Search Sources/Binaries

Search Directories

C:\buffer\FRIB\build-Charge-Desktop_Qt_6_5_0_MinGW_64_bit-Debug

- Additional resources:
  - Debug Information for Windows Application Binaries
  - Debug Information for Windows System Libraries

Configure the Microsoft Symbol Server from the VTune Profiler Standalone GUI

Add the following string to the list of search directories:

`srv*C:\local_symbols_cache_location*http://msdl.microsoft.com/download/symbols`

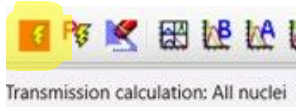
where *local_symbols_cache_location* is the location of local symbols. The debug symbols for system libraries will be downloaded to this location.

Search Directories

srv*C:\Windows\symbols*http://msdl.microsoft.com/download/symbols

Usage of Profiler

Hardware-based sample testing only the transmission calculations for all nuclei



Elapsed Time: 35.538s

CPU Time:	11.296s	
Instructions Retired:	46,956,000,000	
Microarchitecture Usage:	N/A*	of Pipeline Slots
Total Thread Count:	17	
Paused Time:	0s	

*N/A is applied to metrics with undefined value. There is no data to calculate the metric.

Top Hotspots

This section lists the most active functions in your application. Optimizing these hotspot functions typically results in improving overall application performance.

Function	Module	CPU Time	% of CPU Time
func@0x1db5b8600	qt6widgets.dll	1.053s	9.3%
func@0x140040070	lise++.exe	0.402s	3.6%
func@0x1db55a8f0	qt6widgets.dll	0.371s	3.3%
func@0x1400400e0	lise++.exe	0.344s	3.0%
func@0x14003e8b0	lise++.exe	0.320s	2.8%
[Others]	N/A*	8.806s	78.0%

*N/A is applied to non-summable metrics.

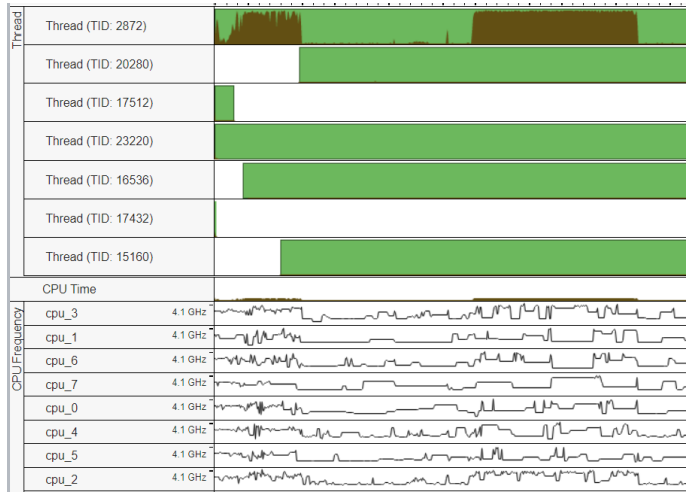
Summary

Line by line analysis in a tab for a function

	CPU Time	Instructions Retired
5>		
	3.968ms	108,000,000
+0x10]		
1], eax		
rax]	8.929ms	93,600,000
	1.984ms	0
	209.325ms	2,289,600,000
	9.921ms	55,200,000
4>	143.849ms	1,048,800,000

Hotspot and Callers Analysis in Bottom-up tab

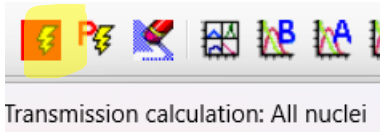
Function / Call Stack	CPU Time ▼	Instructions Retired	Microarchitecture Usage	Module	Function (Full)
func@0x1db5b8600	1.053s	2,222,400,000		qt6widgets.dll	func@0x1db5b8600
func@0x140040070	0.402s	3,794,400,000		lise++.exe	func@0x140040070
func@0x1db55a8f0	0.371s	672,000,000		qt6widgets.dll	func@0x1db55a8f0
func@0x1400400e0	0.344s	3,955,200,000		lise++.exe	func@0x1400400e0



Hotspot Summary User vs Kernel Mode

User-Mode Sampling

All samples test only the transmission calculations for all nuclei



Use this mode for:

- Profiles longer than a few seconds
- Profiling a single process or a process-tree
- Profiling Python and Intel runtimes

Elapsed Time: 38.731s

CPU Time:	13.448s
Total Thread Count:	12
Paused Time:	0s

Top Hotspots

This section lists the most active functions in your application. Optimizing these hotspot functions typically results in improving overall application performance.

Function	Module	CPU Time	% of CPU Time
func@0x1db5b8600	Qt6Widgets.dll	1.179s	8.8%
Direct3DCreate9	d3d9.dll	0.825s	6.1%
malloc	msvcrt.dll	0.690s	5.1%
func@0x140040070	LISE++.exe	0.523s	3.9%
NtUserMsgWaitForMultipleObjectsEx	win32u.dll	0.513s	3.8%
[Others]	N/A*	9.717s	72.3%

*N/A is applied to non-summable metrics.

Hardware Event-Based Sampling

1 ms CPU sampling interval

Use this mode for:

- Profiles shorter than a few seconds
- Profiling all processes on a system, including kernel

Elapsed Time: 33.568s

CPU Time:	12.297s	
Instructions Retired:	50,740,800,000	
Microarchitecture Usage:	N/A*	of Pipeline Slots
Total Thread Count:	15	
Paused Time:	0s	

*N/A is applied to metrics with undefined value. There is no data to calculate the metric.

Top Hotspots

This section lists the most active functions in your application. Optimizing these hotspot functions typically results in improving overall application performance.

Function	Module	CPU Time	% of CPU Time
func@0x1db5b8600	qt6widgets.dll	1.124s	9.1%
func@0x1db55a8f0	qt6widgets.dll	0.411s	3.3%
func@0x140040070	lise++.exe	0.410s	3.3%
func@0x14003e8b0	lise++.exe	0.370s	3.0%
func@0x1404074d0	lise++.exe	0.370s	3.0%
[Others]	N/A*	9.612s	78.2%

*N/A is applied to non-summable metrics.

L_Distr2.cpp Optimization

v 16.15.13

Top Hotspots

This section lists the most active functions in your application. Optimizing these hotspot functions typically results in improving overall application performance.

Function	Module	CPU Time	% of CPU Time
get_direction_array	lise++.exe	5.942s	8.9%
distribution2::get_i_xmax	lise++.exe	4.865s	7.3%
distribution2::get_i_xmin	lise++.exe	4.454s	6.7%
func@0x1db5b8600	qt6widgets.dll	3.675s	5.5%
qFabs<double>	lise++.exe	1.899s	2.8%
[Others]	N/A*	45.904s	68.8%

*N/A is applied to non-summable metrics.

```
164  int get_direction_array(double *axis, int points)          // -1 - ne
165  {                                                                          0.022s
166  double sum_abs=0;                                                          0s
167  double sum_sim=0;                                                          0.014s
168
169  for(int i=0; i<points-1; i++) {                                            0.914s
170      sum_abs += qFabs(axis[i+1]-axis[i]);                                   2.376s
171      sum_sim +=     (axis[i+1]-axis[i]);                                    2.308s
172        }
173
174  if(sum_abs==0)return 1;                                                    0.082s
175
176  double vplus =1.- sum_sim/sum_abs;                                         0.100s
177  double vminus=1.+ sum_sim/sum_abs;                                         0.064s
```

v 16.15.17

Top Hotspots

This section lists the most active functions in your application. Optimizing these hotspot functions typically results in improving overall application performance.

Function	Module	CPU Time	% of CPU Time
get_direction_array	lise++.exe	1.050s	8.5%
distribution2::get_i_xmin	lise++.exe	0.913s	7.4%
distribution2::get_i_xmax	lise++.exe	0.883s	7.1%
func@0x1db5b8600	qt6widgets.dll	0.737s	6.0%
qFabs<double>	lise++.exe	0.319s	2.6%
[Others]	N/A*	8.453s	68.4%

*N/A is applied to non-summable metrics.

```
int get_direction_array(double *axis, int points)    // -1 - negative, 0 - mixing, 1-positi
{                                                                              1.991ms
    double sum_abs=0;                                                          0ms
    double sum_sim=0;                                                          2.987ms

    double *p1, *p0;                                                           165.288ms
                                                                               404.259ms
    p1= &axis[1];                                                              449.066ms
    p0= &axis[0];

    for(int i=0; i<points-1; i++)                                              9.957ms
    {
        double dif = *p1 - *p0;                                                4.979ms
        sum_abs += dif>0 ? dif : -dif;                                         4.979ms
        sum_sim += dif;
        p0 = p1; p1++;                                                         4.979ms
    }                                                                          0.996ms
```