



# Reflections on Fifty Years of Performance Analysis

**Ken McDonell**

# Computing Landscape circa 1969

- **Machines lived in warehouse sized computer rooms**

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# Computing Landscape circa 1969

- **Machines lived in warehouse sized computer rooms**
- **VM from 1966 but only on very large machines**
- **Small disk capacity in large boxes**

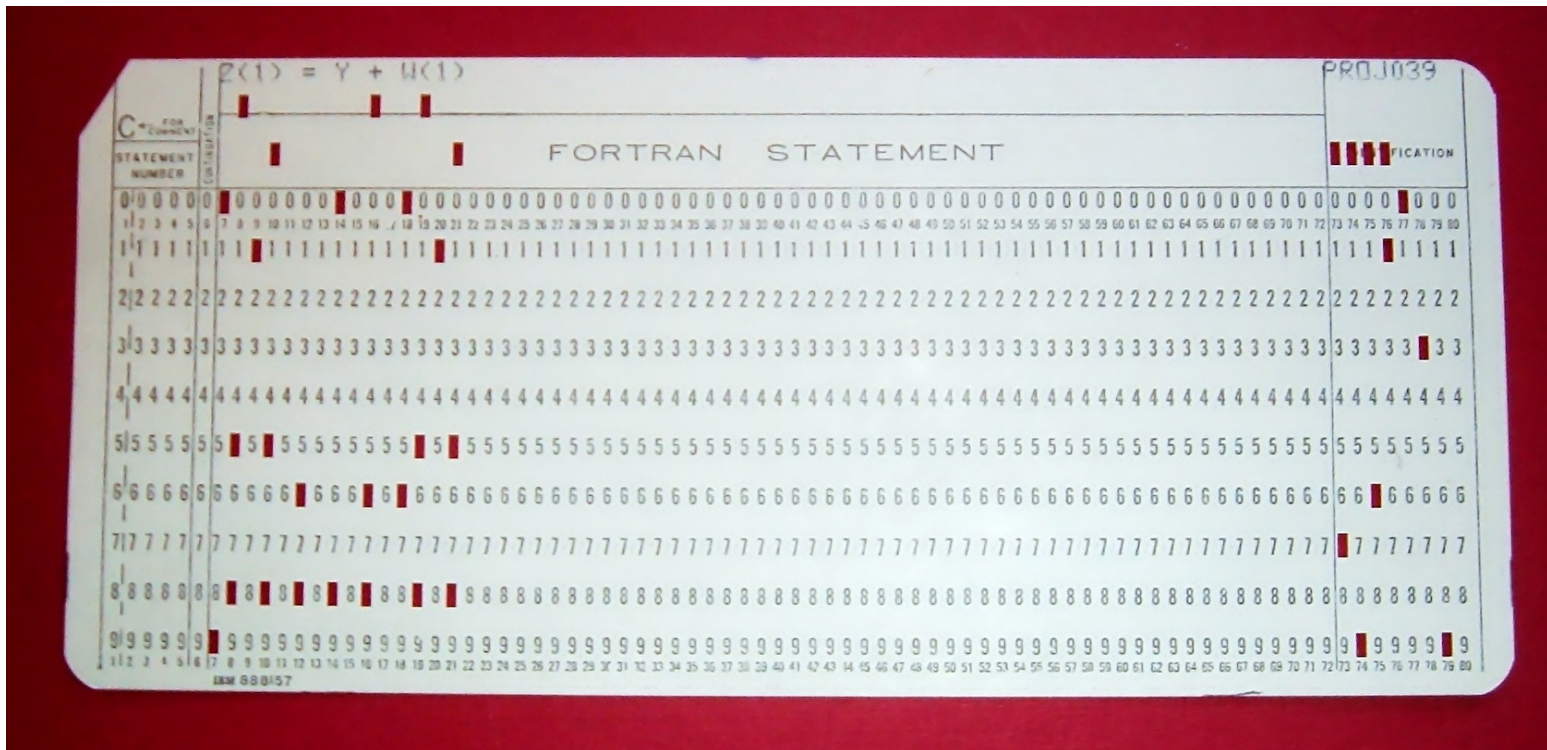
# Computing Landscape circa 1969



IBM 2311 Disk Drive

# Precursor Technology and Tools

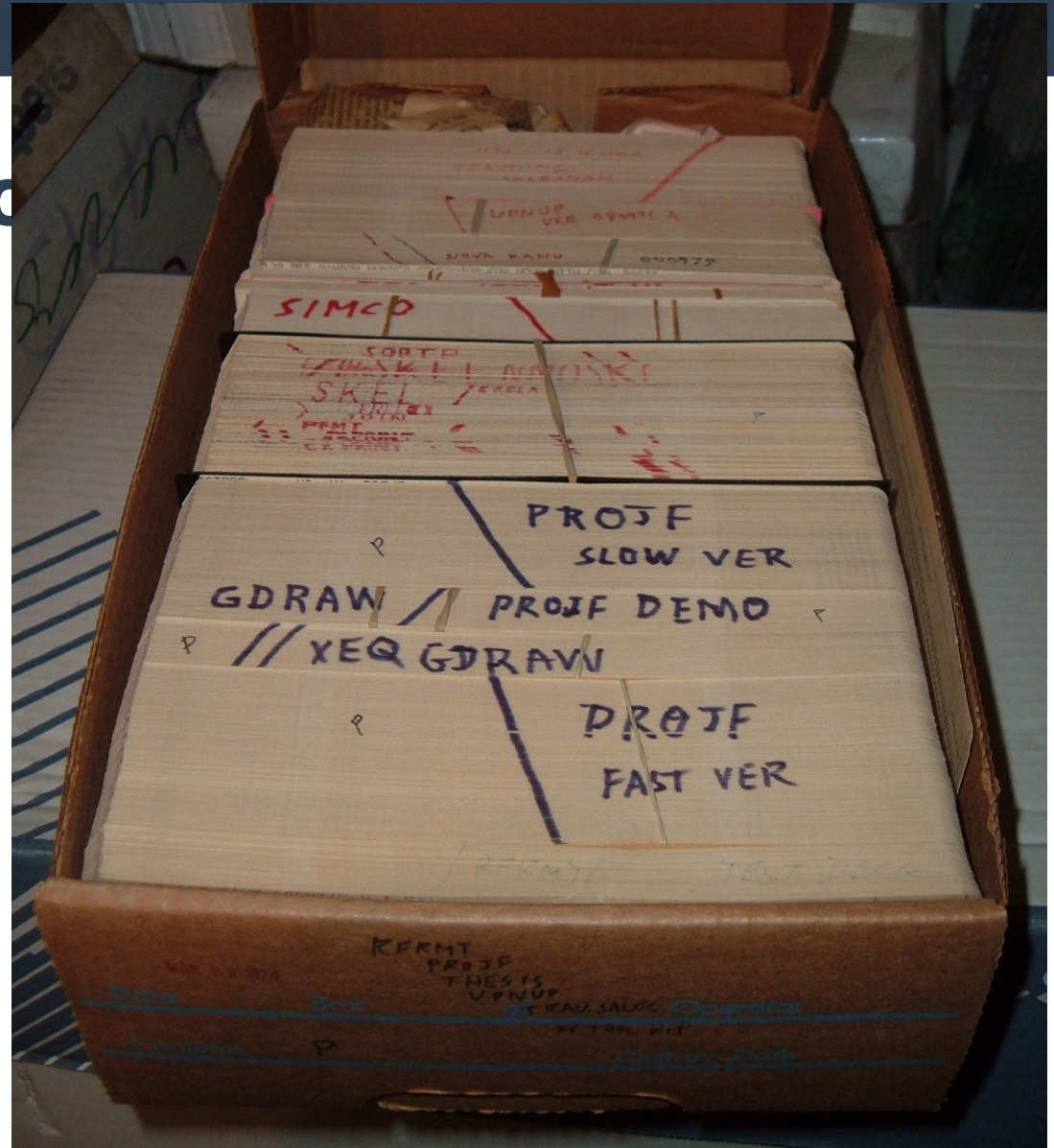
- lines of source code





# Precursor Technology and Tools

- lines of source code
- source file





# Precursor Technology

- lines of source code
- source file
- sccs, cvs, git



# Precursor Technology and Tools

- **lines of source code**
- **source file**
- **sccs, cvs, git**
- **vi, emacs**

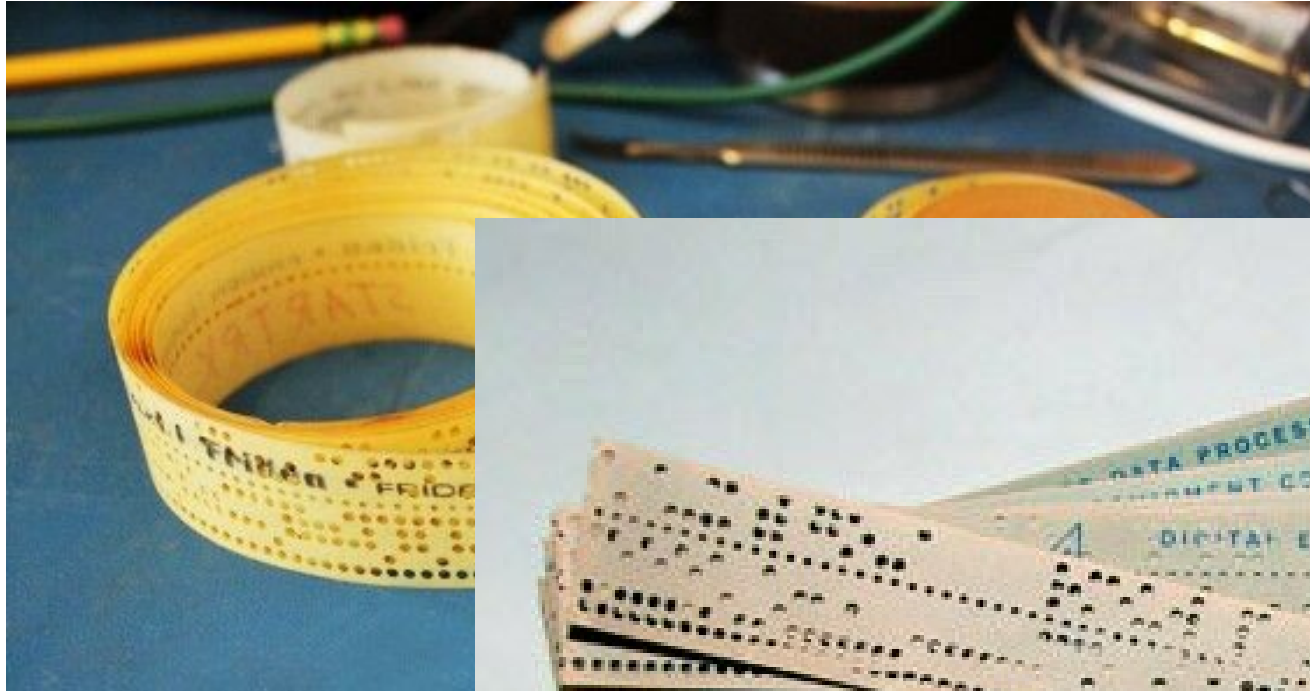
## A vintage beige electronic typewriter is shown from a front-facing perspective. The device has a compact, boxy design with a light beige or cream-colored finish. At the top, there is a control panel with three toggle switches, each labeled 'ON' and 'OFF'. Below the switches, the text 'AUTO FEED', 'AUTO SKIP', and 'PRINT' is visible. The keyboard is located in the center, featuring a standard QWERTY layout with white keys and black lettering. The keys are slightly raised and have a rounded shape. To the left of the keyboard, there is a small black button labeled 'MULT PCH'. To the right, there are several black buttons labeled 'DUP', 'SKIP', '0 /', 'CORR', 'REL', and 'ALT PROG'. Below the keyboard, there is a black rectangular slot, likely for a paper carriage or a display. The typewriter is placed on a light-colored surface, and a portion of another device is visible to the left.

# Precursor Technology and Tools

- **lines of source code**
- **source file**
- **sccs, cvs, git**
- **vi, emacs**
- **relocatable binary device driver**



# Precursor Technology and Tools





# Precursor Technology and Tools

- **lines of source code**
- **source file**
- **sccs, cvs, git**
- **vi, emacs**
- **relocatable binary device driver**
- **kernel debugger**

# Precursor Technology and Tools



# Precursor Technology and Tools



- performance monitor

# Still in the Future in 1969

- **Codd's first relational DB paper [70]**
- **First PDP-11 [70]**
- **LSI [70's] and VLSI [80's]**
- **ARPANet (Internet precursor) [72]**
- **DRAM replacing core memory [73]**
- **Unix V4 [74] and V5 [75]**
- **ICL Content Addressable File Store [75]**

# Still in the Future in 1969

- **DEC VAX 11/782 [82]**
- **Ada [83]**
- **C++ [85]**
- **Berkeley TCP/IP code released [89]**
- **Linux 1.0 [94]**
- **multi-threading, POSIX,  
microprocessor, high-speed  
networking, solid-state disks, ...**



# Performance Issues circa 1969

- **Memory footprint**
- **File organisations: minimising IOPs and disk latency**
- **Algorithms and computational complexity**
- **Benchmarking as part of the hardware acquisition cycle**

# Fast Forward ...

- **Computers are about 30 million times faster and bigger**
- **Memory is a non-issue (except for very large data)**
- **Disks and file organisations are invisible or largely irrelevant**
- **CPU speed makes algorithms less critical (except for very large data)**

# Genesis of PCP

- **Performance issues for SMP machines with 30 CPUs (hardware & software)**
- **NUMA adding complexity**
- **Performance problems in user space**
- **Humans need help to manage systems**
- **Performance analysis critical for sales revenue and support profitability**
- **Scarring from the sleazy benchmarking era**

# Experience from Real Production Environments

- **Something is broken all of the time**
- **SLAs quote end-user performance metrics**
- **Cyclic patterns of workload and demand**
- **Transients are common**
- **Natural evolution changes everything, so stay awake!**

# Neanderthal Approaches Making the Problems Harder

- Islands of performance data
- Reporting tools with narrow focus
- Emphasis on manual *post mortem* analysis with little automated *real-time* monitoring

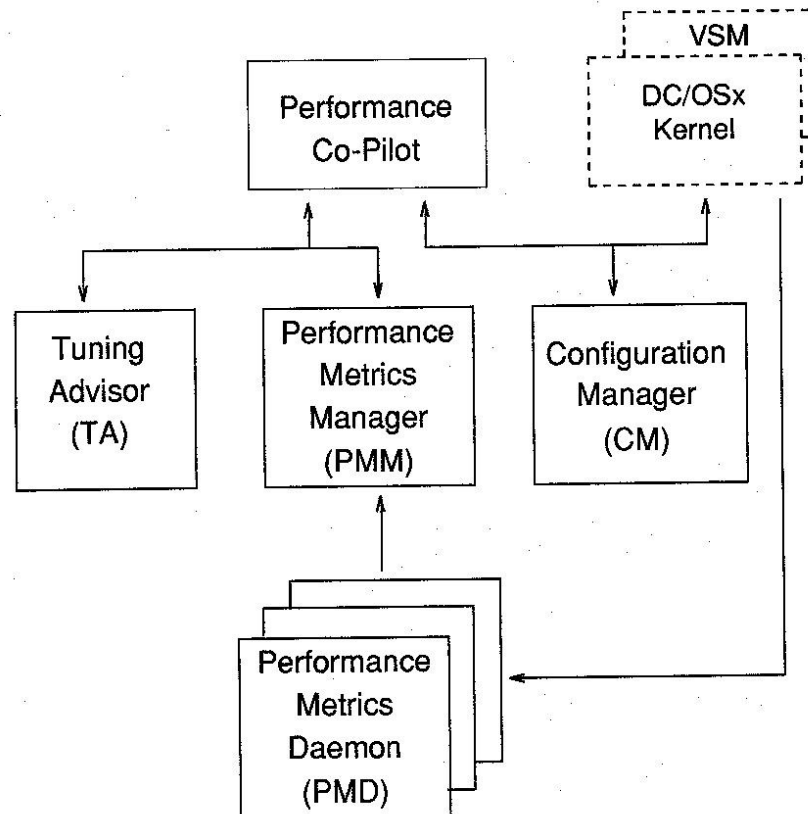


# PCP Milestones

- **STL paper designs at Pyramid [early 92]**

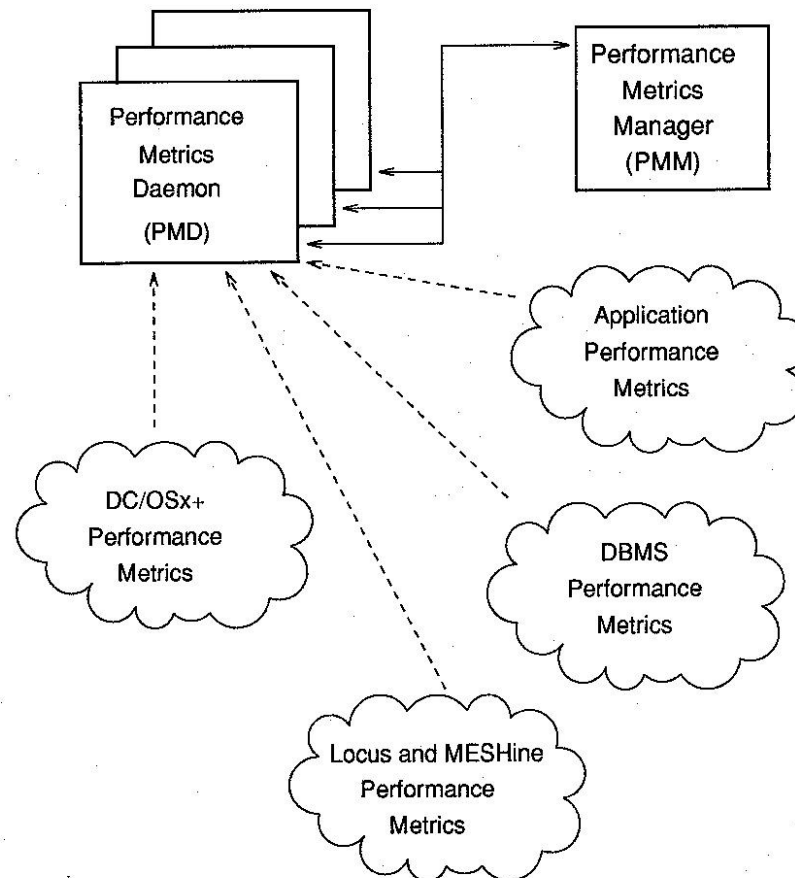
# PCP at Pyramid - Architecture

## Performance Co-Pilot Architectural Overview



# PCP at Pyramid – PMM (pmcd)

## PMM and PMD Architecture



# PCP Milestones

- **STL paper designs at Pyramid [early 92]**
- **CMG paper [Aug 93]**
- **SGL team formed in Melbourne [Oct 93]**
- **PCP 1.0 SGL release [Apr 95]**
- **Linux porting experiments [95]**
- **PCP 1.2 SGL release [Aug 96]**
- **PCP 2.0 SGL release [May 98]**

# PCP Milestones (continued)

- **CXFS driving ports to other systems**
  - Solaris, AIX, HP/UX [95-96]
  - Mac, Windows, Linux [98]
- **Perl bindings for PMDAs [Sep 99]**
- **Open source releases**
  - collector infrastructure, core libs and tools [Dec 99]
  - QA suite [Oct 02]
  - odds and sods [Mar 05]



# PCP Milestones (continued)

- **SGI Altix and ia64 porting [01]**
- **Aconex [Oct 05]**
- **Dynamic names in the PMNS [Oct 09]**
- **RedHat: Mark [09], Nathan [12]**
- **Security work [Oct 00, Aug 12, Feb 17]**
- **Derived metrics [Jan 10]**

# PCP Milestones (continued)

- **Thread-safe libpcp [Mar 12 ... Dec 18]**
- **Python bindings [Aug 12]**
- **On-the-fly decompression of xz archives [Sep 14]**
- **Metric labels [Feb 19]**
- **90 PMDAs in the source tree [Mar 19]**

# Stuff We Got Right

- **Client-server architecture and PMAPI**
- **PMDA plug-in architecture**
- **Metadata accessible via PMAPI**
- **Data model**
- **Interchangeable real-time and historical data sources**
- **Flexible archive logging scope and frequency**

# Stuff We Got Right (continued)

- **Archive replay interval independent of logging interval**
- **Single threading for pmcd**
- **Portability**
- **QA infrastructure and obsession**

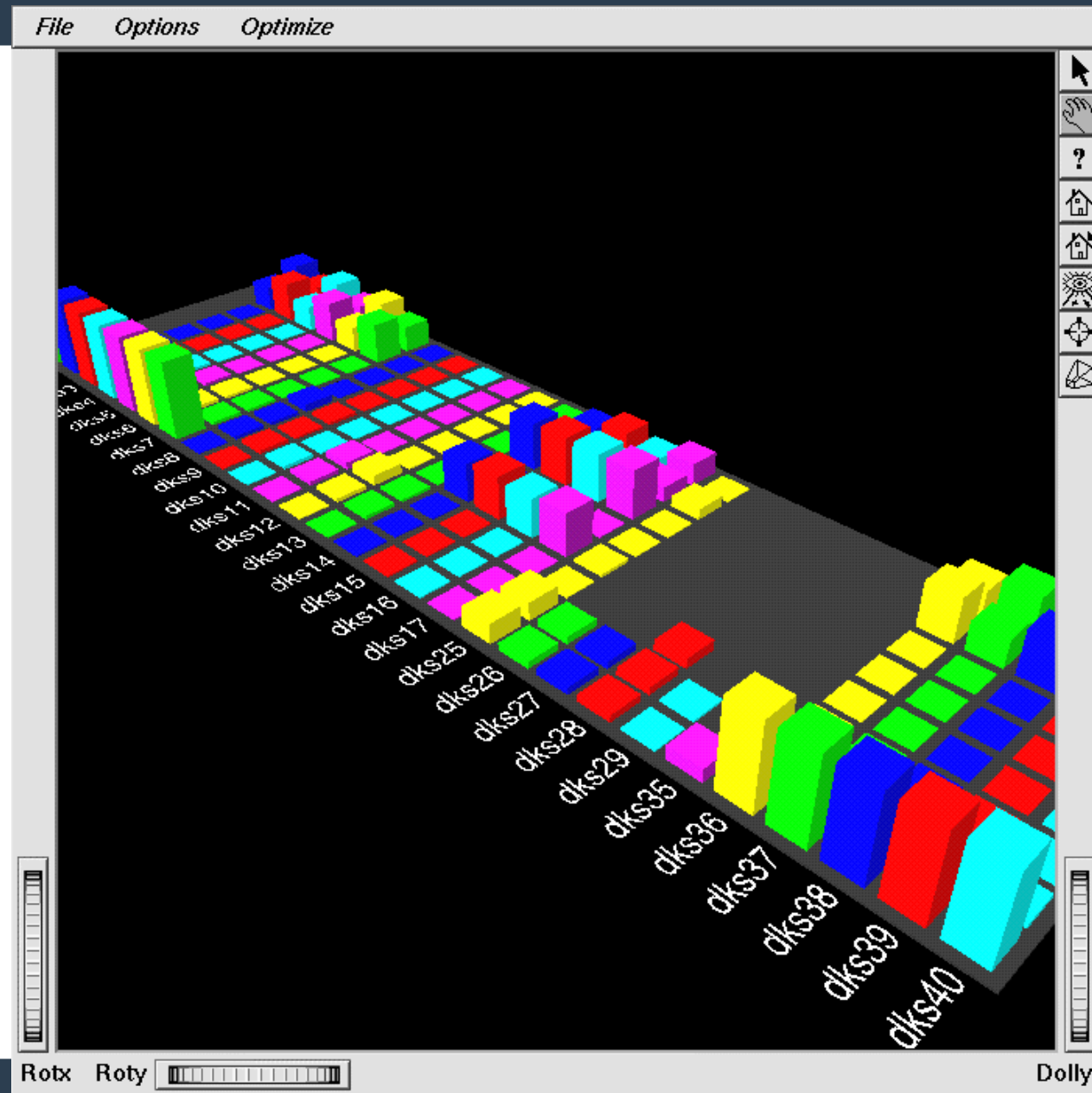
# Mistakes

- **Assuming we were secure behind a firewall**
- **Putting all the AI eggs in the pmie basket**
- **Adding features no one really wanted or used**
- **Akmal-driven premature optimizations**
- **Emasculated marketing**

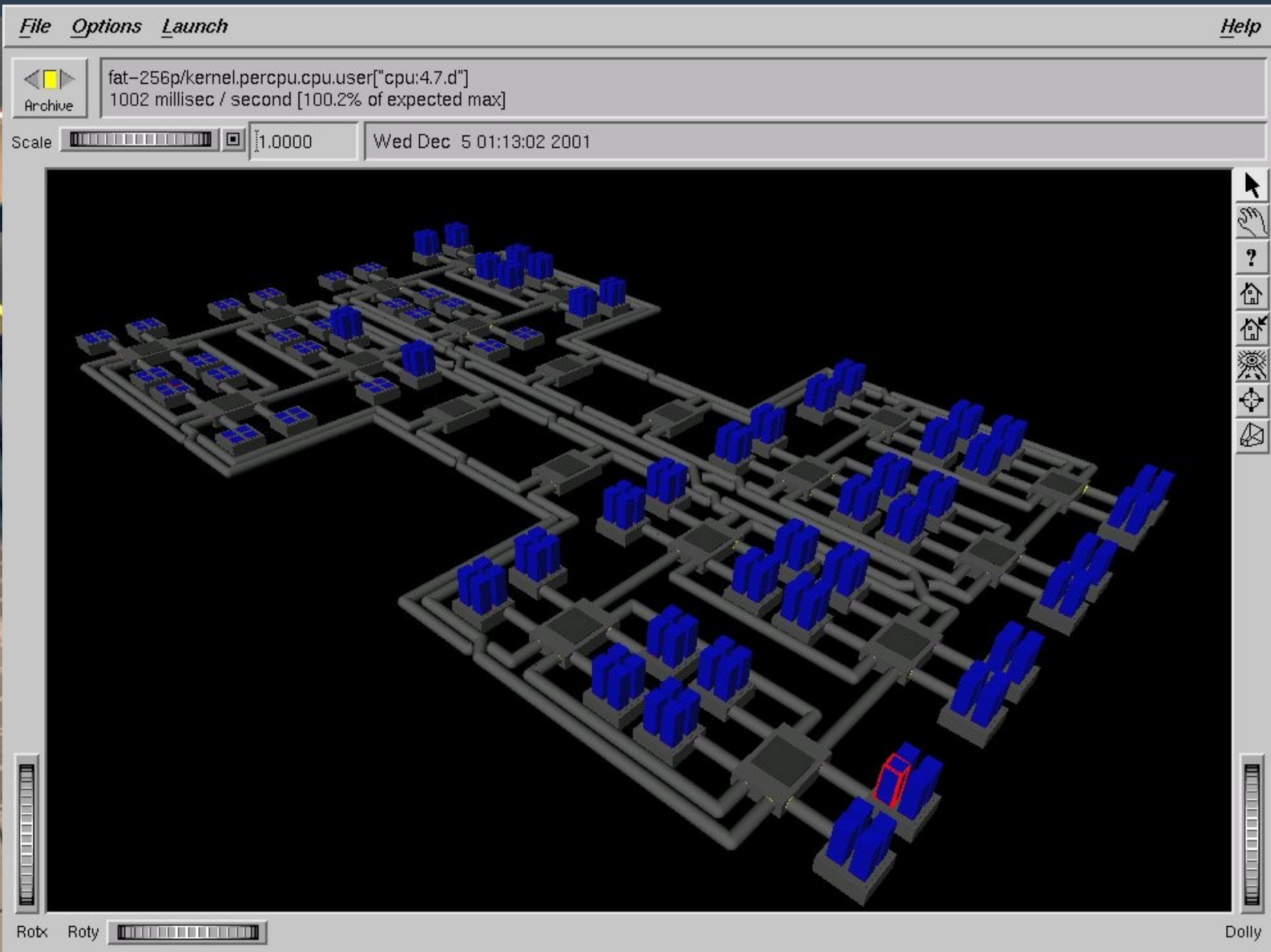
# Things We Could Have Done Better

- **Instance domain mapping**
- **Be strategic about non-Linux ports**
- **Near-zero effort set up and configuration**
- **pmie, pmlogreduce and pmgadgets**
- **Push harder to keep pmview working and evolving**

# Visualisation and Big Disk Farms



# Visualisation and Big Machines





# The Co-Pilot Analogy

- **Humans are unable to fly modern aircraft without on-board avionics**
- **Computer systems are just the same**
- **We've only scratched the surface here**
  - the PCP data infrastructure is robust
  - so far, only primitive reasoning and alerting
  - no automated learning
  - no tuning advisor
  - we've lost the initiative in visualisation

# Performance Analysis in the Future

- **PCP archives are a data source, not the end-game**
  - we have the information to populate huge repositories of historical data
  - others will provide the query tools
- **Application of real machine learning techniques**
- **Serious understanding through new performance visualisations**

**Questions?**

