

A Comparison of VSIPL++ Performance to VSIPL and Mercury SAL



Objective

- ***Determine the suitability CodeSourcery's VSIPL++ implementation for real-time signal processing***
 - ***In the context of a Mercury PowerStream 7000 and a targeted signal processing application***
 - ***In comparison to vendor tuned VSIPL Core Lite and Vendor native math call (Mercury's Scientific Algorithm Library)***

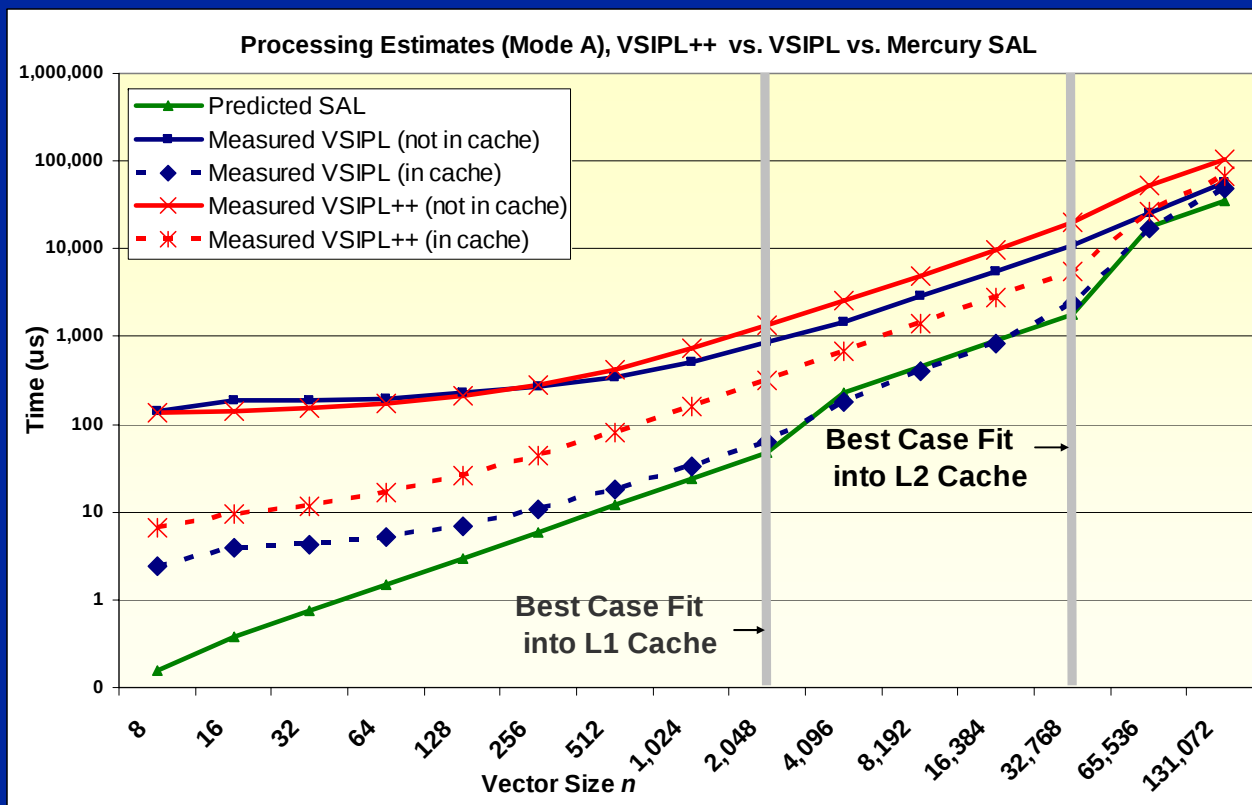
Executive Summary

- ***The current VSIPL++ implementation is rapidly evolving into a legitimate real-time software programming tool***
 - ***improves software development productivity***
 - ***CodeSourcery is rapidly and aggressively tuning code***
 - ***several operations do not yet meet the performance of VSIPL Core Lite or Mercury SAL***
 - ***basic parallel computation obtains improved performance using sound principles***
 - ***users need to ensure communication overhead is properly managed***

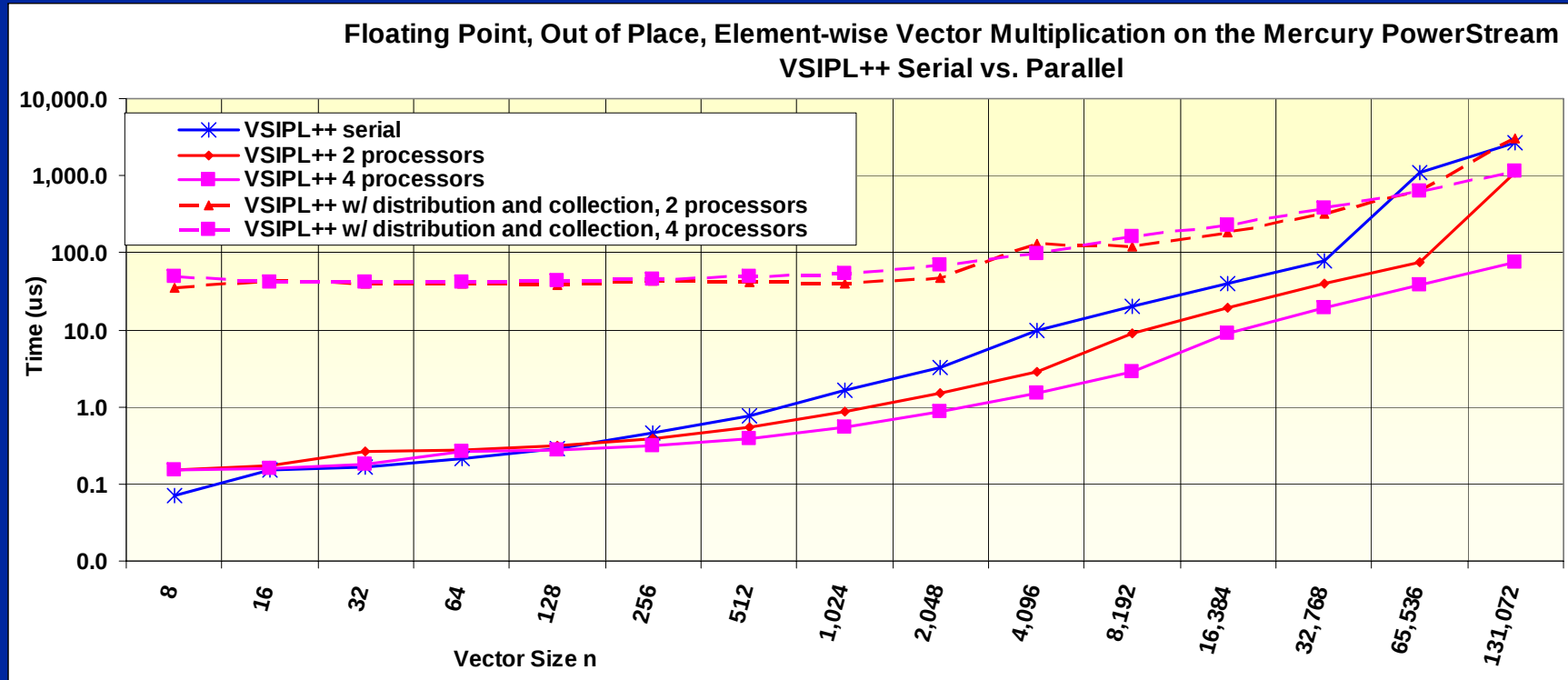
Application Mode “A” Performance Model Results



- Performance model built by timing individual vector operations
- Using n elements per vector,
 - $T(f_x(n))$ represents the time to perform a vector operation “ x ”
 - $T_A(F(n))$ represents the time to complete Application Mode “A”
- The models in this study use seven basic vector operations, so
$$T(F(n)) = aT(f_1(n)) + bT(f_2(n)) + cT(f_3(n)) + \dots + gT(f_7(n))$$



Parallel Performance



- Using VSIPL++ Parallel Maps to handle data distribution and collection
 - Developers still need to ensure there is sufficient computation to offset additional overhead of distribution data and collecting results