

Optimisation and Assembly

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Summary – scanning for assembly

Final total: 1435 packages analysed

- Package lists from Ubuntu and Fedora
- Tedious work!
- Takes a long time to scan thoroughly

Analysis

- Looking for:
 - Assembly source files
 - Files containing inline assembly
- **Not** looking for
 - Use of intrinsics for SIMD work
 - Maybe worth revisiting in future

Methods

- Two lists of packages provided
 - Ubuntu list from Kiko and Matthias Klose
 - Fedora list from Al Stone and Jon Masters
- Two different scan method to generate these lists
- One person (me!) reading the source
 - Unpack
 - Look for all likely-looking source files (*.s, *.asm *.ASM etc.)
 - Look for inline assembly in other source files
 - See how (and if!) the assembly code is actually used

Categories

- Broad classification of results for each package:
 - Atomics (10.0%)
 - Embedded library code (18.1%)
 - False positives (11.1%)
 - Lowlevel (38.1%)
 - OtherOS (9.3%)
 - Performance (30.4%)
 - Symbols/sections etc. (2.9%)
- Ignorable packages too...
 - architecture-specific packages

Common findings

- Lots and lots (and lots) of assembly for
 - Trivial byteswap code
 - Hardware identification (CUID)
 - Timer access (RDTSC)
 - SIMD (MMX/SSE/Altivec/NEON) – media libs
 - Trivial atomics
 - FPU control

Far too many embedded libraries

- gnulib
- gettext (well, not really)
- gc
- sqlite
- zlib
- libjpeg
- ...

Patterns

- The Good
 - Many packages are using gcc intrinsics
 - Some newer versions of software moving away from inline asm
- The Bad
 - Lots of cargo-culted asm
 - **Far** too many embedded libraries
 - especially in larger projects like browsers
- The Ugly^WComical
 - Compiler workarounds from 1990s
 - VAX(!) assembly in 10 packages
 - Asm in place, but not actually enabled/used

Priorities for porting work

- Arbitrarily assigned priorities thus far...
- What's considered important for LEG – server workloads
- Dependencies
 - Looking at Ubuntu-recommended server packages as a guide
 - Boost priorities for webserver workloads for now
- Low priority for some types of package
 - Desktop apps
 - Multimedia libs
 - Games

Top 20? It's not that easy!

- Lots of toolchain and core libs are already done or in hand
 - gcc
 - (e)glibc
 - klibc
 - libffi
 - binutils
 - gdb
 - device-tree-compiler
 - libunwind
 - openjdk
 - mpfr
 - llvm

LEG priorities

- grub2
- TBB
- openssl
- libatomic-ops
- gmp
- libgcrypt
- php
- postgres
- mysql
- libaio
- ...

Wider importance

- Existing code used all over the place / highly embedded
 - zlib
 - gc
 - libjpeg
 - dlmalloc
 - nss
 - gnulib
 - ...

Not important for LEG

- But will matter to other people
 - Multimedia libs
 - libav
 - libmad
 - ...
 - Games
- Plenty of things for us to point developers at...
 - Maybe GSOC project or similar?

Provide help for developers

- Guide them to do the right thing
 - Code examples
 - Use the compiler, don't work around it
- Provide library support for common functions
 - Glibc / elsewhere?
- Talk to them...

Conclusions

- Most software doesn't need porting!
- Even most of those including assembly will already work on ARMv7 and ARMv8
- Most assembly is (essentially) pointless
- We have things to work on, let's go!

Data in Google Docs at <http://goo.gl/6z2C8>



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