

Article

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On the importance of benchmarking your code

I was benchmarking the populate utils when I noticed something strange. Consider this simple benchmarking method:

```
ClassMethod runBench(count As %Integer = 300000)
{
    s types=["name","ssn","company","title","phone","city","street","zip","mission",
    "state","color","product","string","integer","float"]
    //s types=["name","ssn"]
    s iter=types.%GetIterator()
    while iter.%GetNext(.key,.value){
        s start=$P($ZTS,"",2)
        s opt={}
        s opt.type=value
        for i=1:1:count{
            s res=##class(DataGen.Generator).genVal(opt)
            s end=$P($ZTS,"",2)
            s total=end-start
            w value_$C(9)_" total time:"_total_$C(9)_" rate: "_$NORMALIZE(count/total,2)_" per second",!
        }
    }
}
```

With my genVal method being this:

```
ClassMethod genVal(value As %DynamicObject) As %String
{
    s ret=""_value.name_"_"_":"
    if value.type="name" {
        q ret_"_"_##class(%PopulateUtils).Name()_"_"
    } elseif value.type="ssn" {
        q ret_"_"_##class(%PopulateUtils).SSN()_"_"
    } elseif value.type="company" {
        q ret_"_"_##class(%PopulateUtils).Company()_"_"
    } elseif value.type="title" {
        q ret_"_"_##class(%PopulateUtils).Title()_"_"
    } elseif value.type="phone" {
        q ret_"_"_##class(%PopulateUtils).USPhone()_"_"
    } elseif value.type="city" {
        q ret_"_"_##class(%PopulateUtils).City()_"_"
    } elseif value.type="street" {
        q ret_"_"_##class(%PopulateUtils).Street()_"_"
    } elseif value.type="zip" {
        q ret_"_"_##class(%PopulateUtils).USZip()_"_"
    } elseif value.type="mission" {
        q ret_"_"_##class(%PopulateUtils).Mission()_"_"
    } elseif value.type="state" {
```

```

        q ret_""_##class(%PopulateUtils).USState()_""
    } elseif value.type="color" {
        q ret_""_##class(%PopulateUtils).Color()_""
    } elseif value.type="product" {
        q ret_""_##class(%PopulateUtils).Product()_""
    } elseif value.type="string" {
        q ret_""_##class(%PopulateUtils).String(5)_""
    } elseif value.type="integer" {
        q ret_##class(%PopulateUtils).Integer(0,1000)
    } elseif value.type="float" {
        q ret_##class(%PopulateUtils).Float(, ,3)
    }

    q $$$OK
}

```

I didn't expect anything from the results so at first glance they're fine:

```

USER>d ##class(DataGen.Benchmark).runBench()
name      total time:1.921      rate: 156168.66 per second
ssn       total time:1.297      rate: 231303.01 per second
company   total time:1.844      rate: 162689.8 per second
title     total time:1.969      rate: 152361.6 per second
phone     total time:1.968      rate: 152439.02 per second
city      total time:2.297      rate: 130605.14 per second
street    total time:2.578      rate: 116369.28 per second
zip       total time:2.563      rate: 117050.33 per second
mission   total time:3.453      rate: 86880.97 per second
state     total time:3.281      rate: 91435.54 per second
color     total time:3.391      rate: 88469.48 per second
product   total time:3.453      rate: 86880.97 per second
string    total time:3.906      rate: 76804.92 per second
integer   total time:3.844      rate: 78043.7 per second
float     total time:4.769      rate: 62906.27 per second
USER>

```

The increasing times for the different populate runs seemed a bit odd. And sure enough, when I move the float check at the top of the big elseif statement, the times look different:

```

name      total time:1.906      rate: 157397.69 per second
ssn       total time:1.469      rate: 204220.56 per second
company   total time:2.047      rate: 146555.94 per second
title     total time:2.14       rate: 140186.92 per second
phone     total time:2.156      rate: 139146.57 per second
city      total time:2.454      rate: 122249.39 per second
street    total time:2.89       rate: 103806.23 per second
zip       total time:2.906      rate: 103234.69 per second
mission   total time:3.532      rate: 84937.71 per second
state     total time:3.406      rate: 88079.86 per second
color     total time:3.562      rate: 84222.35 per second
product   total time:3.594      rate: 83472.45 per second
string    total time:4.062      rate: 73855.24 per second
integer   total time:4.141      rate: 72446.27 per second
float     total time:1.656      rate: 181159.42 per second

```

Now the question is: is the comparison slow, or the dynamic object dispatch for value.type?
And sure enough, after modifying my genVal method like this:

```
s ret=""_value.name_"_": "
  s type=value.type
  if type="name" {
    ....
```

I'm getting much better times (we call this point a now):

```
USER>d ##class(DataGen.Benchmark).runBench()
name      total time:1.968      rate: 152439.02 per second
ssn        total time:1.047      rate: 286532.95 per second
company    total time:1.265      rate: 237154.15 per second
title      total time:1.172      rate: 255972.7 per second
phone      total time:1.063      rate: 282220.13 per second
city       total time:1.109      rate: 270513.98 per second
street     total time:1.219      rate: 246103.36 per second
zip        total time:1      rate: 300000 per second
mission    total time:1.562      rate: 192061.46 per second
state      total time:1.203      rate: 249376.56 per second
color      total time:1.125      rate: 266666.67 per second
product    total time:1.11      rate: 270270.27 per second
string     total time:1.156      rate: 259515.57 per second
integer    total time:1.094      rate: 274223.03 per second
float      total time:1.437      rate: 208768.27 per second
```

Further playing with the order of comparisons doesn't seem to have a significant impact on the times.
However, moving the code from genVal into my benchmark method, gives us another rate increase of about 16%.
This means the dispatch time is also significant.
Of course, we sacrifice some readability in our code.

Now that we've gotten to this stage, we're going to have a look at the code if we have other hotspots we might be able to optimize a bit better. For this we're going to use [MONLBL](#). This gives us a line-by-line overview of how much time we spent on each line. The various options and data points gathered are a bit much to discuss in the scope of this piece.

The abbreviated output from ^%SYS.MONLBL (some of the columns are hidden):

```
DataGen.Benchmark.1 55 4500000 4500000 4.066849 11.59207
DataGen.Benchmark.1 68 1200000 1200000 1.004845 3.388754
DataGen.Benchmark.1 83 900000 900000 0.648747 2.045229
DataGen.Benchmark.1 60 300000 300000 0.252473 1.663838
DataGen.Benchmark.1 72 300000 300000 0.293236 1.323061
DataGen.Benchmark.1 66 600000 600000 0.481358 1.316253
DataGen.Benchmark.1 57 4500000 0 1.30593 1.30593
DataGen.Benchmark.1 62 300000 300000 0.306045 1.154256
DataGen.Benchmark.1 64 300000 300000 0.28068 0.883587
DataGen.Benchmark.1 58 300000 300000 0.25206 0.799962
DataGen.Benchmark.1 70 300000 300000 0.261574 0.628042
DataGen.Benchmark.1 84 900000 0 0.199095 0.199095
DataGen.Benchmark.1 91 900000 0 0.158523 0.158523
DataGen.Benchmark.1 61 300000 0 0.058536 0.058536
```

Looking at the results, we see it points us to line 55 in my loop as the one taking the most time (last column):

```
s ret=""value.name""_:"
```

Which, again, is the dynamic dispatch. Moving this out of the loop gets rid of that, without giving up the flexibility we get from using %DynamicObjects. This gets us to about a 68% higher rate than in point a. Our code now looks like this:

```
ClassMethod runBench(count As %Integer = 300000)
{
    s types=["name","ssn","company","title","phone","city","street","zip","mission","state","color","product","string","integer","float"]
    //s types=["name","ssn"]
    s iter=types.%GetIterator()
    while iter.%GetNext(.key,.v){
        s start=$P($ZTS,",",2)
        s value={}
        s value.type=v
        s name=value.name
        s type=$E(value.type,1,3)
        for i=1:1:count{
            s ret=""_name_"_:"
            if type="int" {
                s res=ret_##class(%PopulateUtils).Integer(0,1000)
            }elseif type="nam" {
                s res= ret_""_##class(%PopulateUtils).Name()_""
            } elseif type="flo" {
                s res= ret_##class(%PopulateUtils).Float(,3)
            } elseif type="tit" {
                s res= ret_""_##class(%PopulateUtils).Title()_""
            } elseif type="pho" {
                s res= ret_""_##class(%PopulateUtils).USPhone()_""
            } elseif type="str" {
                s res= ret_""_##class(%PopulateUtils).Street()_""
            } elseif type="zip" {
                s res= ret_""_##class(%PopulateUtils).USZip()_""
            } elseif type="mis" {
                s res= ret_""_##class(%PopulateUtils).Mission()_""
            } elseif type="sta" {
                s res= ret_""_##class(%PopulateUtils).USState()_""
            } elseif type="ssn" {
                s res= ret_""_##class(%PopulateUtils).SSN()_""
            } elseif type="str" {
                s res= ret_""_##class(%PopulateUtils).String(5)_""
            } elseif type="com" {
                s res= ret_""_##class(%PopulateUtils).Company()_""
            } elseif type="col" {
                s res= ret_""_##class(%PopulateUtils).Color()_""
            } elseif type="cit" {
                s res= ret_""_##class(%PopulateUtils).City()_""
            } elseif type="pro" {
                s res= ret_""_##class(%PopulateUtils).Product()_""
            }
        }
        s end=$P($ZTS,",",2)
        s total=end-start
        w v_$C(9)" total time:"_total_$C(9)" rate:  "_$NORMALIZE(count/total,2)" per second",!
    }
}
```

```
}  
}
```

We still have the dynamic dispatch in there, and we wouldn't actually need it in this case, as we are calling the code directly. However, in the actual application I'd still be using it to pass in more parameters to populate.

So spending a little time on the code being run the most in my application, we were able to improve the performance by over 83% (compared to the very first run). Either just simple timing benchmarks or more advanced methods like using `^%SYS.MONLBL` are really useful in making sure your application is performing the best it can. Not only does this increase your potential maximum throughput, but it also means you need to invest less in hardware as you can handle a bigger load on the same capacity as before.

Final run:

```
USER>d ##class(DataGen.Benchmark).runBench()  
name      total time:1.078      rate: 278293.14 per second  
ssn       total time:.297       rate: 1010101.01 per second  
company   total time:.437       rate: 686498.86 per second  
title     total time:.328       rate: 914634.15 per second  
phone     total time:.282       rate: 1063829.79 per second  
city      total time:.328       rate: 914634.15 per second  
street    total time:.344       rate: 872093.02 per second  
zip       total time:.203       rate: 1477832.51 per second  
mission   total time:.671       rate: 447093.89 per second  
state     total time:.344       rate: 872093.02 per second  
color     total time:.281       rate: 1067615.66 per second  
product   total time:.282       rate: 1063829.79 per second  
string    total time:.343       rate: 874635.57 per second  
integer   total time:.297       rate: 1010101.01 per second  
float     total time:.547       rate: 548446.07 per second
```

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Source URL: <https://community.intersystems.com/post/importance-benchmarking-your-code>