

PRFDUMP

1. Usage

(1) Commandline

>PRFDUMP [-h | -c1 | -c2 | -s] [-f = <fsy filename>] <profile filename>

(2) Switches

To specify each option, it can sort the order of list.

- h : Sort by "hit count"
- c1 : Sort by "Counter 1"
- c2 : Sort by "Counter 2"
- s : Sort by "Address"
- f : Specify the symbol file

Attn: The symbol file must be the output of linkage editor command "-fsymbol".

2. Output

The followings are the examples of the "PRFDUMP" output.

Ex1) The Normal output

COUNTER DESCRIPTION

COUNTER1:(0x23) Elapsed time

COUNTER2:(0x08) Instruction cache miss

ALL HIT	ALL COUNTER1	ALL COUNTER2	-----
19256	7.2272e+006	58189	

No.	START	[IC'h]	END	SIZE	[ICn]	HIT(%)	CNT1(%)	CNT2(%)	[LABEL NAME]	FUNCTION NAME
0	8c223f7c	[fb]	8c224150	000001d4	[16]	7.348	0.992	2.026	[_MAIN]	void MAIN()
1	8c223f0c	[f8]	8c223f7c	00000070	[4]	6.902	0.819	0.438	[_SUM]	int SUM()

Each item means

COUNTER DESCRIPTION : Setting of Counter 1 and 2
ALL HIT : Total number of "HIT"
ALL COUNTER 1,2 : Total number of "Counter1 or 2"
START : Start address of its function
[IC 'h] : Entry number of I Cache line(HEX)
END : End addres of its function
SIZE : Size of its function
[IC n] : Instruction cache occupation of its function(DEC)
HIT (%) : Ratio of "Hit"(%)
CNT1 (%) : Ratio of "Counter1"(%)
CNT2 (%) : Ratio of "Counter 2"(%)
[LABEL NAME] : Label name of its function
FUNCTION NAME : name of its function

Ex2) The Instruintion cache ocupation about Top10 or 20 function.

STATIC IC OCCUPATION

--- TOP 10 functions -----

ENTRY	COUNT
0(00) :	1(0001)
1(01) :	0(0001)
2(02) :	2(0001)
3(03) :	2(0001)
	:
	:

--- TOP 20 functions -----

ENTRY	COUNT
0(00) :	3(0003)
1(01) :	1(0003)
2(02) :	4(0003)
3(03) :	2(0003)

上記各項目の説明

TOP 10 function : The I cache occupation about TOP 10 functions
TOP 20 function : The I cache occupation about TOP 20 functions
ENTRY : The I cache entry number (DEC(HEX))
COUNT : The opucpation of each I cache entry(DEC(HEX))

Attn:

If some entry data is lager than other's, it supposed to be occurred more Instruction in its entry.

Ex3) The Top 8Kbyte function listup

Top 8k Byte function

No.	[LABEL NAME]	FUNCTION NAME
1	[_MAIN]	void MAIN()
2	[_SUM]	int SUM()

[LABEL NAME] : The label name of its function
FUNCTION NAME : The name of its function

Attn:

It may decrease the instruction cache misses, if these functions are relocated in the same 8Kbyte area.

PRFDUMP additional functions

The Changes in PRFDUMP Ver.0.83 are the followings

1. New function

 Suport “-n” switch.

 It shows the data not as the ratio but the actual number or time

1.1 Description

 Ex)

 >PRFDUMP -h -n -f=abc.fsy abc.prf

1.2 Format of display

COUNTER DESCRIPTION

COUNTER1:(0x23) Elapsed time

COUNTER2:(0x08) Instruction cache miss

ALL HIT	ALL COUNTER1	ALL COUNTER2	-----
19256	7.2272e+006	58189	

No.	START	[IC'h]	END	SIZE	[ICn]	HIT	CNT1+Child
	CNT1		CNT+Child			CNT2	[LABEL NAME] FUNCTION NAME
0	8c223f7c	[fb]	8c224150	000001d4	[16]	0000000000000587	000000000002de92
	00000000000117eb		000000000000779			00000000000049b	[_MAIN] void MAIN()

 * All of the counter data is shown by HEX type.

2. Attension

 CodeScape Build 95 or later is needed to use this “prddump 0.83”.