



# **FIX INTERMITTENT MULTI-THREADING BUGS**

## **FIND AND SQUASH RACES, DEADLOCKS, AND MEMORY BUGS**

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# What Will Be Covered

Overview

Memory/Thread analysis

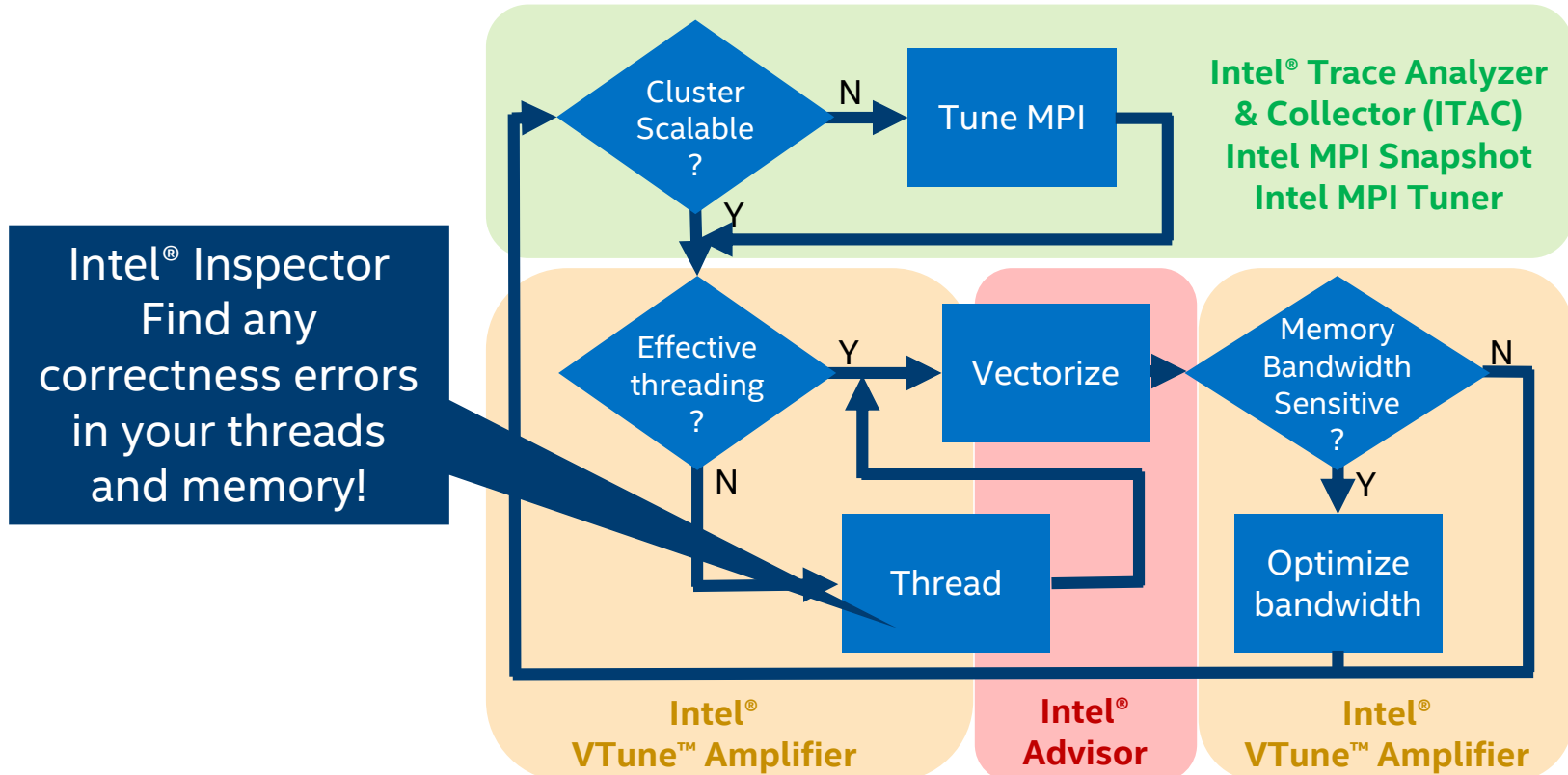
New Features

Deep dive into debugger integrations

Demo

Call to action

# Analysis Tools for Diagnosis in Intel® Parallel Studio XE



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# Correctness Tools Increase ROI By 12%-21%

Cost Factors – Square Project Analysis

CERT: U.S. Computer Emergency Readiness Team, and Carnegie Mellon CyLab

NIST: National Institute of Standards & Technology : Square Project Results

Size and complexity of applications is growing



Correctness tools find defects during development prior to shipment

Reworking defects is 40%-50% of total project effort

Reduce time, effort, and cost to repair

Find errors earlier when they are less expensive to fix

# Find & Debug Memory & Threading Errors

## Intel® Inspector – Memory & Thread Debugger

Correctness Tools Increase ROI By 12%-21%<sup>1</sup>

- Errors found earlier are less expensive to fix
- Several studies, ROI% varies, but earlier is cheaper

### Diagnosing Some Errors Can Take Months

- Races & deadlocks not easily reproduced
- Memory errors can be hard to find without a tool

### Debugger Integration Speeds Diagnosis

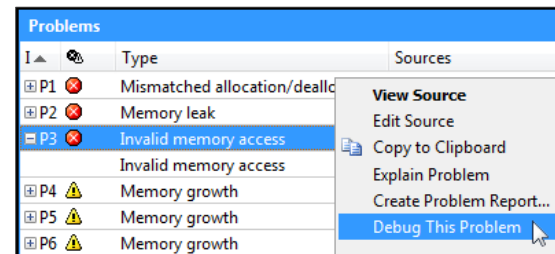
- Breakpoint set just before the problem
- Examine variables & threads with the debugger

Diagnose in hours instead of months

<sup>1</sup> Cost Factors – Square Project Analysis

CERT: U.S. Computer Emergency Readiness Team, and Carnegie Mellon CyLab  
NIST: National Institute of Standards & Technology : Square Project Results

### Debugger Breakpoints



Part of Intel® Parallel Studio XE  
For Windows\* and Linux\*

**Intel® Inspector** dramatically sped up our ability to track down difficult to isolate threading errors before our packages are released to the field.

*Peter von Kaenel, Director,  
Software Development,  
Harmonic Inc.*

<http://intel.ly/inspector-xe>

# Debug Memory & Threading Errors

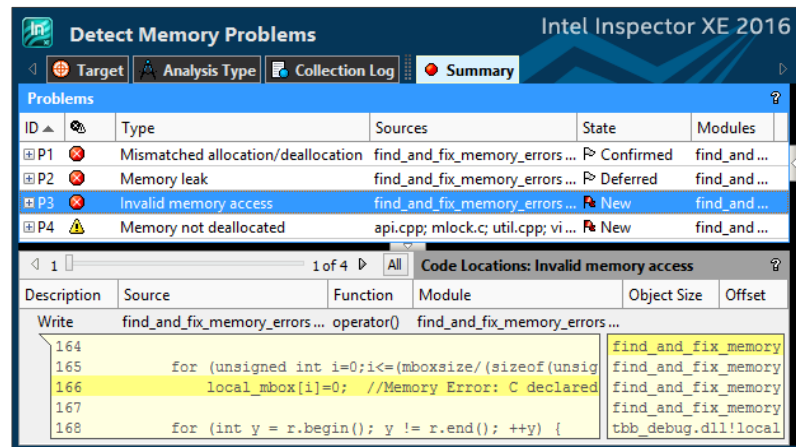
Intel® Inspector

Find and eliminate errors

- Memory leaks, invalid access...
- Races & deadlocks
- C, C++, C#, F# and Fortran (or a mix)

Simple, Reliable, Accurate

- No special recompiles  
Use any build, any compiler<sup>1</sup>
- Analyzes dynamically generated or linked code
- Inspects 3<sup>rd</sup> party libraries without source
- Productive user interface + debugger integration
- Command line for automated regression analysis



Clicking an error instantly displays source code snippets and the call stack

**Fits your existing process**

Optimization Notice <sup>1</sup>That follows common OS standards.

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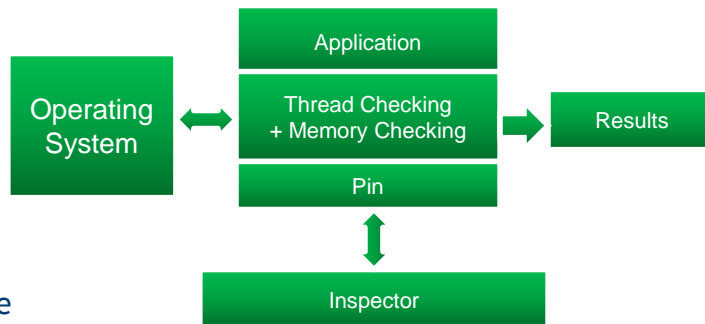


# Intel® Inspector dynamic analysis

## Data Collection Techniques

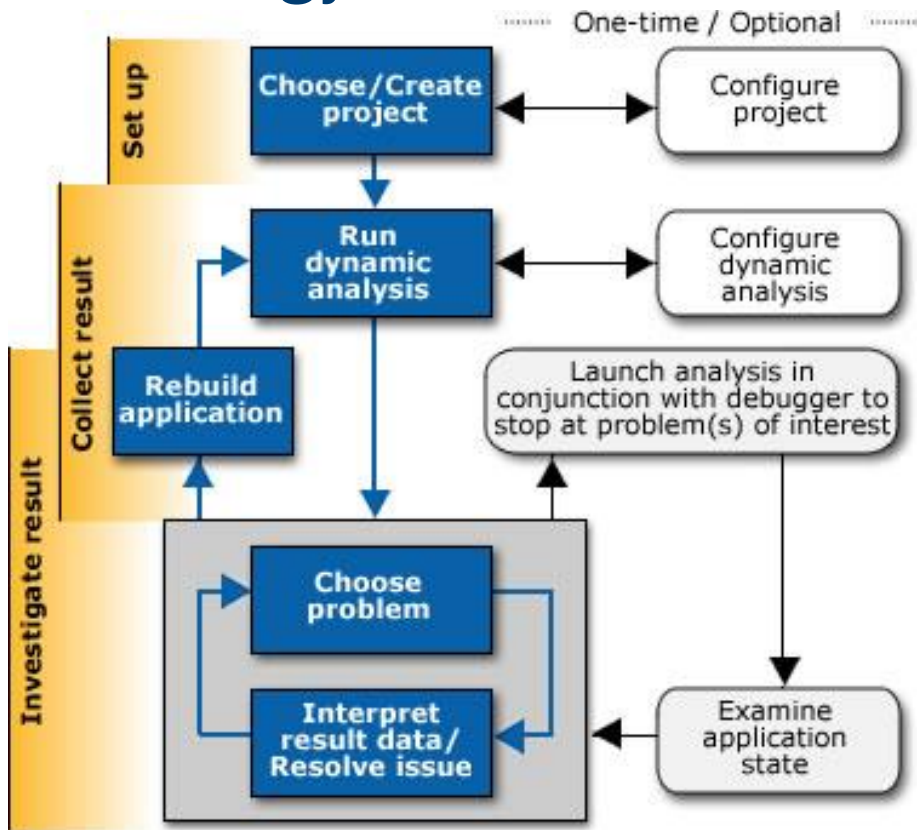
Inspector tracks all memory allocations and threading APIs using a binary instrumentation tool called Pin

- Dynamic instrumentation system provided by Intel (<http://www.pintool.org>)
- Injected code used for observing the behaviour of the program
- Source modification/recompilation is not needed



- OS has to be in the support list
- One process is analysed at a time

# Recommended Methodology





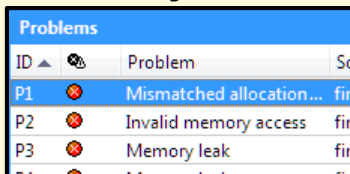
# Deliver More Reliable Applications

Intel® Inspector and Intel® Compiler

## Intel® Inspector

- Dynamic instrumentation
- No special builds
- Any compiler<sup>1</sup>
- Source not required

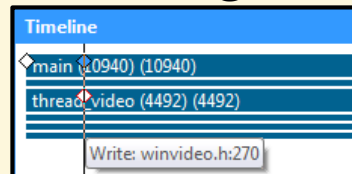
## Memory Errors



ID	Problem	So
P1	Mismatched allocation...	fin
P2	Invalid memory access	fin
P3	Memory leak	fin

- Invalid Accesses
- Memory Leaks
- Uninit. Memory Accesses

## Threading Errors

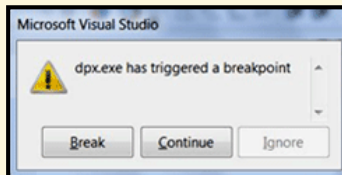


- Races
- Deadlocks
- Cross Stack References

## Intel® Compiler

- Pointer checker
- Run time checks
- C, C++

## Pointer Errors



- Out of bounds accesses
- Dangling pointers

Find errors earlier with less effort

<sup>1</sup>That follows common OS standards.

# Race Conditions Are Difficult to Diagnose

They only occur occasionally and are difficult to reproduce

## Correct

Thread 1	Thread 2		Shared Counter
			0
Read count		←	0
Increment			0
Write count		→	1
	Read count	←	1
	Increment		1
	Write count	→	2

## Incorrect

Thread 1	Thread 2		Shared Counter
			0
Read count		←	0
	Read count	←	0
Increment			0
	Increment		0
Write count		→	1
	Write count	→	1

# Productive User Interface Saves Time

## Intel® Inspector

Select a problem set

Code snippets displayed for selected problem

The screenshot displays the Intel Inspector XE 2016 interface. At the top, the title bar reads "Detect Memory Problems" and "Intel Inspector XE 2016". Below the title bar are tabs for "Target", "Analysis Type", "Collection Log", and "Summary". The main window is divided into several sections:

- Problems Table:** A table with columns for "Type", "Sources", "State", and "M". It lists several memory-related issues, such as "Mismatched allocation/deallocation" (Confirmed), "Memory leak" (Deferred), "Invalid memory access" (New), and "Memory not deallocated" (New).
- Filters Panel:** A panel on the right side with a "Sort" dropdown and a list of filter categories: "Severity" (Error, Warning), "Type" (Invalid memory access, Memory leak, Memory not deallocated, Mismatched allocation/deallocation), and "Source" (api.cpp).
- Code Locations:** A section titled "Code Locations: Mismatched allocation/deallocation" showing a table with columns for "Description", "Source", "Function", "Module", "Object Size", and "Offset". It displays two code snippets with line numbers 173-177 and 168-172, highlighting the problematic code.

Filters let you focus on a module, or error type, or just the new errors or...

Problem States: New, Not Fixed, Fixed, Confirmed, Deferred, Regression

# Double Click for Source & Call Stack

## Intel® Inspector

Source code locations displayed for selected problem

Mismatched allocation/deallocation

Intel Inspector XE 2016

Mismatched deallocation site - Thread thread\_video (4596) (find\_and\_fix\_memory\_errors.exe!operator() - find\_and\_fix\_memory\_errors.cp...

```
find_and_fix_memory_errors.cpp Disassembly (find_and_fix_memory_errors.exe!0x46d6)
```

```
165     for (unsigned int i=0;i<=(mboxsize/(sizeof(unsigned int)));i++)
166         local_mbox[i]=0; //Memory Error: C declared arrays go from 0
167
168     for (int y = r.begin(); y != r.end(); ++y) {
169     {
170         drawing_area * drawing = new drawing_area(startx, totaly
171         for (int x = startx ; x < stopx; x++) {
172             color_t c = render_one_pixel (x, y, local_mbox, seria
173             drawing->put_pixel(c);
174         }
175     }
176     free(drawing); //Memory Error: use delete instead of free
177     //delete drawing;
```

Call Stack

```
find_and_fix_memory_errors.exe!operator() - fi
find_and_fix_memory_errors.exe!run_body - pa
find_and_fix_memory_errors.exe!execute<class
find_and_fix_memory_errors.exe!execute<para
tbb_debug.dll!local_wait_for_all - custom_sche
tbb_debug.dll!local_spawn_root_and_wait - sc
tbb_debug.dll!spawn_root_and_wait - schedu
find_and_fix_memory_errors.exe!spawn_root_a
find_and_fix_memory_errors.exe!run - parallel
```

Allocation site - Thread thread\_video (4596) (find\_and\_fix\_memory\_errors.exe!operator() - find\_and\_fix\_memory\_errors.cpp:170)

```
find_and_fix_memory_errors.cpp Disassembly (find_and_fix_memory_errors.exe!0x4613)
```

```
170     drawing_area * drawing = new drawing_area(startx, totaly
171     for (int x = startx ; x < stopx; x++) {
172         color_t c = render_one_pixel (x, y, local_mbox, seria
173         drawing->put_pixel(c);
174     }
175     free(drawing); //Memory Error: use delete instead of free
176     //delete drawing;
```

Call Stack

```
find_and_fix_memory_errors.exe!operator() - fi
find_and_fix_memory_errors.exe!run_body - pa
find_and_fix_memory_errors.exe!execute<class
find_and_fix_memory_errors.exe!execute<para
tbb_debug.dll!local_wait_for_all - custom_sche
tbb_debug.dll!local_spawn_root_and_wait - sc
tbb debug.dll!spawn root and wait - schedu
```

Call Stack

# Quickly track down your Fortran issues!

Problems					
ID	Type	Sources	Modules	Object Size	State
P1	Memory leak	nqueens_memory.f90	memory_issues.exe	64	New

Code Locations: Memory leak					
Description	Source	Function	Module	Object Size	Variable
Allocation site nqueens_memory.f90:50 NQUEENS memory_issues.exe 64					
48	!\$ nthreads = omp_get_max_threads()			memory_issues.exe!NQUEENS - nqueens	
49				memory_issues.exe!main	
50	allocate(correct_solution(16))			memory_issues.exe!_tmainCRTStartup	
51	correct_solution = (/ 1,0,0,1,2,10,4,40,92,352,72				
52					

Code Locations: Data race					
Description	Source	Function	Module	Variable	
Read nqueens_threading.f90:117 NQUEENS_ip_SETQUEEN threading_issues.exe					
115	! Recursive routine to set a queen on the board			threading_issues.exe!NQUEENS_ip_SET	
116				threading_issues.exe!NQUEENS_ip_SET	
117	recursive subroutine setQueen (queens, row, col)			threading_issues.exe!NQUEENS_ip_SET	
118	implicit none			threading_issues.exe!NQUEENS_ip_SET	
119	integer, intent(inout) :: queens(:)			threading_issues.exe!NQUEENS_ip_SET	
Write nqueens_threading.f90:117 NQUEENS_ip_SETQUEEN threading_issues.exe					
115	! Recursive routine to set a queen on the board			threading_issues.exe!NQUEENS_ip_SET	
116				threading_issues.exe!NQUEENS_ip_SET	
117	recursive subroutine setQueen (queens, row, col)			threading_issues.exe!NQUEENS_ip_SET	
118	implicit none			threading_issues.exe!NQUEENS_ip_SET	
119	integer, intent(inout) :: queens(:)			threading_issues.exe!NQUEENS_ip_SET	

### Locate Deadlocks and Data Races

Target Analysis Type Collection Log Summary

Problems				
ID	Type	Sources	Modules	State
P1	Data race	nqueens_threading.f90	threading_issues.exe	New
P2	Data race	nqueens_threading.f90	threading_issues.exe	New
P3	Data race	nqueens_threading.f90	threading_issues.exe	New

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# Easy Problem Management

Quickly see new problems and regressions

State	Description
New	Detected by this run
Not Fixed	Previously seen error detected by this run
Not a Problem	Set by user (tool will <u>not</u> change)
Confirmed	Set by user (tool will <u>not</u> change)
Fixed	Set by user (tool <u>will</u> change)
Regression	Error detected with previous state of "Fixed"

The screenshot shows the Intel Inspector XE 2016 interface. The 'Problems' pane lists four memory-related issues:

ID	Type	Sources	State	Modules
P1	Mismatched allocation/deallocation	find_and_fix_memory_errors...	Confirmed	find_and...
P2	Memory leak	find_and_fix_memory...	Deferred	find_and...
P3	Invalid memory access	find_and_fix_memory_errors...	New	find_and...
P4	Memory not deallocated	api.cpp; mlock.c; util.cpp; vi...	New	find_and...

A yellow arrow points from the 'New' state in the table above to the 'New' state of problem P3 in the screenshot. A context menu is open over the 'Change State' option, showing the following options:

- Not fixed
- Confirmed
- Fixed
- Not a problem
- Deferred

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# Filtering - Focus on What's Important

Example: See only the errors in one source file

**Before** – All Errors

ID	Type	Sources	State
P1	Mismatched alloc...	find_an ...	New
P2	Mismatched alloc...	api.cpp	New
P3	Memory leak	api.cpp	Confirmed
P4	Mismatched alloc...	video.c ...	Not fixed
P5	Mismatched alloc...	video.c ...	Not fixed

Severity	Count
Error	55 item(s)
Warning	1 item(s)

Type	Count
Invalid memory access	41 item(s)
Memory leak	1 item(s)
Memory not deallocated	11 item(s)
Mismatched allocation/dealloc...	2 item(s)

Source	Count
api.cpp	21 item(s)
find_and_fix_memory_errors.cpp	3 item(s)
util.cpp	10 item(s)
video.cpp	21 item(s)

(1) Filter – Show only one source file

**After** – Only errors from one source file

ID	Type	Sources	State
P1	Mismatche...	find_an ...	New
P2	Memory leak	find_an ...	Confirmed
P3	Invalid me...	find_an ...	Deferred

Severity	Count
Error	3 item(s)

Type	Count
Invalid memory access	1 item(s)
Memory leak	1 item(s)
Mismatched allocation/dealloc...	1 item(s)

Source	Count
find_and_fix_memory_errors.cpp	3 item(s)

(2) Error count drops

Tip: Set the “Investigated” filter to “Not investigated” while investigating problems. This removes from view the problems you are done with, leaving only the ones left to investigate.

# Incrementally Diagnose Memory Growth

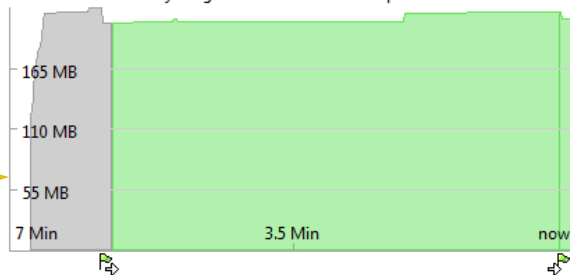
Intel® Inspector

As your app is running...

Memory usage graph plots memory growth

Memory Used by Analysis Tool and Target Application

Last recorded memory usage before collection completed: 211 MB



Select a cause of memory growth

ID	Type	Sources	Modules	Object Size	State
	Memory growth	gdiplus.dll:0x47240	gdiplus.dll	40960	New
	Memory growth	find_and_fix_memory_errors.cpp:163	find_and_fix_memory_errors.exe	90108	Not fixed
	Memory growth	find_and_fix_memory_errors.cpp:163	find_and_fix_memory_errors.exe	1802160	Not fixed
	Memory growth	find_and_fix_memory_errors.cpp:163	find_and_fix_memory_errors.exe	30036	Not fixed
	Memory growth	find_and_fix_memory_errors.cpp:163	find_and_fix_memory_errors.exe	1621944	Not fixed
	Memory growth	find_and_fix_memory_error.cpp:170	find_and_fix_memory_error.exe	40	Not fixed

Description	Source	Function	Module	Object Size	Offset
Allocation site	find_and_fix_memory_errors.cpp:163	operator()	find_and_fix_memory_errors.exe	90108	
161	unsigned int serial=1;				find_and_fix_memory_errors.exe
162	unsigned int mboxsize = sizeof(unsigned int)*(max_objectid() +				find_and_fix_memory_errors.exe
163	unsigned int * local_mbox = (unsigned int *) malloc(mboxsize);				find_and_fix_memory_errors.exe
164					find_and_fix_memory_errors.exe
165	for (unsigned int i=0;i<=(mboxsize/(sizeof(unsigned int)));i++)				tbb_debug.dll!local_wait_for_e

See the code snippet & call stack

Speed diagnosis of difficult to find heap errors

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# Automate Regression Analysis

## Command Line Interface


inspxe-cl is the command line:

- **windows:** C:\Program Files\Intel\Inspector XE \bin[32|64]\inspxe-cl.exe
- **Linux:** /opt/intel/inspector\_xe/bin[32|64]/inspxe-cl

Help:

```
inspxe-cl -help
```

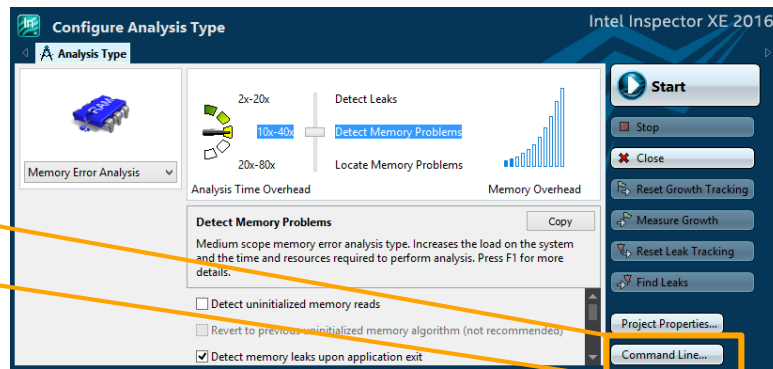
Set up command line with GUI



Command Line...

Command examples:

1. `inspxe-cl -collect-list`
2. `inspxe-cl -collect ti2 -- MyApp.exe`
3. `inspxe-cl -report problems`



**Send results file to developer to analyze with the UI**

# Compare results and see what has changed

Ideal for regression testing

**Compare Results**

**Choose two results of the same analysis type**  
Compare two results to identify issues that exist in one but not the other, or that still exist in both.

Result 1:  
C:\samples\tachyon\_insp\_xe\vc10\My Inspector Results - find\_and\_fix\_threading\_errors\r000ti2\r000ti2.inspxe Browse...

Result 2:  
C:\samples\tachyon\_insp\_xe\vc10\My Inspector Results - find\_and\_fix\_threading\_errors\r001ti2\r001ti2.inspxe Browse...

**Compare**  
**Close**

**Compared Result**

Target Analysis Type Collection Log Summary

**Problems**

ID	Type	Sources	Modules	State
P1	Data race	find_and_fix_threading_errors.cpp	find_and_fix_threading_errors.exe	Both
P2	Data race	winvideo.h	find_and_fix_threading_errors.exe	Both

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# Find problems quicker!

## Interactive debugging support

**Configure Analysis Type**

INTEL INSPECTOR 2017

Analysis Type

Threading Error Analysis

10x-40x Detect Deadlocks

20x-80x Detect Deadlocks and Data Races

40x-160x Locate Deadlocks and Data Races

Analysis Time Overhead

Memory Overhead

**Detect Deadlocks and Data Races** Copy

Medium scope threading error analysis type. Increases the load on the system and the time and resources required to perform analysis. Press F1 for more details.

Terminate on deadlock

Stack frame depth: 1

Analyze without debugger  
Run an analysis and report all detected problems. Use to view correctness issues without stopping in the debugger

Enable debugger when problem detected  
Run an analysis under the debugger and stop every time a problem is detected. Use to allow investigation of every

Select analysis start location with debugger  
Run target application under the debugger with analysis disabled until you choose to turn on analysis. Before starti

Details

Start

Stop

Close

Reset Growth Tracking

Measure Growth

Reset Leak Tracking

Find Leaks

3 debugging modes supported

1. Analyze without debugger
2. Enable debugger when problem detected
3. Start analysis when a debug breakpoint is hit.

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# Intuitive problem solving using debugger integrations

```
    /// Refresh screen picture
    bool video::next_frame()
    {
        if(!running) return false;
        g_updates++; // Fast but inaccurate counter. The data race here is benign
        if(!threaded) while(loop_once(this));
        else if(g_handles[1]) {
            SetEvent(g_handles[1]);
            YIELD_TO_THREAD();
        }
        return true;
    }
}
```

Microsoft Visual Studio\*  
and GNU gdb\* or Intel®  
Debugger (on Linux\*)

The screenshot shows a debugger window titled "Problem Details". At the top, it lists several options: "Source" (checked), "Intel Inspector" (checked), "Disable Breakpoint" (checked), and "Re-enable Breakpoints" (unchecked). Below this, a blue header bar contains the text: "Data race at data location 0x135dc for threads 16208 and TBB Worker Thread". Underneath is a table with the following columns: "Description", "Source", "Function", and "Module".

Description ▲	Source	Function	Module
Read	winvideo.h:270	next_frame	find_and_fix_threading_errors.exe
Write	winvideo.h:271	next_frame	find_and_fix_threading_errors.exe

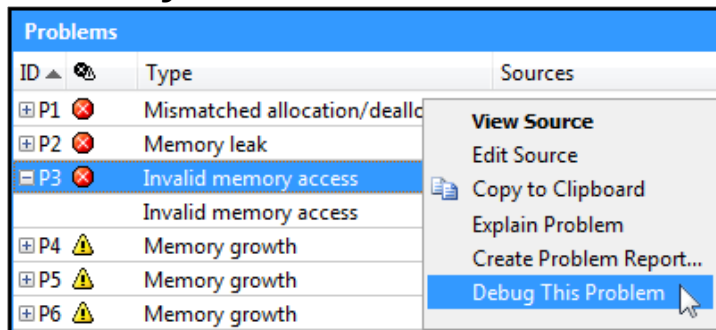
At the bottom of the window, there are tabs for "Problem Deta...", "Compiler Inli...", "Compiler Opt...", "Call Stack", "Breakpoints", and "Output".

## Optimization Notice

# Break At Just The Right Time

Intel® Inspector - Memory & Thread Debugger

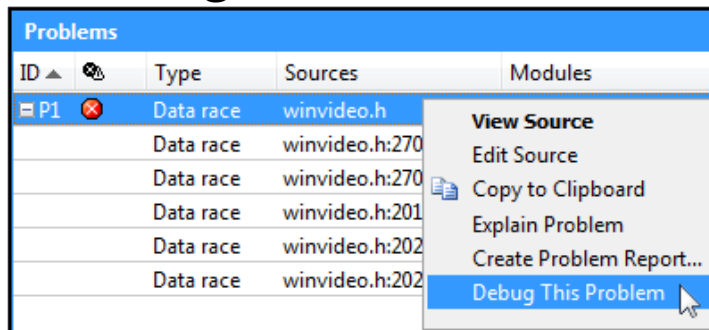
## Memory Errors



Problems		
ID	Type	Sources
P1	Mismatched allocation/deallocation	
P2	Memory leak	
P3	Invalid memory access	
P4	Memory growth	
P5	Memory growth	
P6	Memory growth	

- View Source
- Edit Source
- Copy to Clipboard
- Explain Problem
- Create Problem Report...
- Debug This Problem

## Threading Errors



Problems			
ID	Type	Sources	Modules
P1	Data race	winvideo.h	
	Data race	winvideo.h:270	
	Data race	winvideo.h:270	
	Data race	winvideo.h:201	
	Data race	winvideo.h:202	
	Data race	winvideo.h:202	

- View Source
- Edit Source
- Copy to Clipboard
- Explain Problem
- Create Problem Report...
- Debug This Problem

Break into the debugger just before the error occurs.

Examine the variables and threads.

Diagnose the problem.

Save time. Find and diagnose errors with less effort.

# Work Smarter & Faster

## Intel® Inspector - Memory & Thread Debugger

### Precise Error Suppression

```
Suppression = {  
    Name = "Example";  
    Type = { uninitialized_memory_access }  
    Stacks = {  
        {  
            mod=a.out, func=update_x;  
            func=main;  
        }  
    }  
}
```

Precise, easy to edit, team shareable.

Choose which stack frame to suppress.

Eliminate the false, not the real errors.

### Pause/Resume Collection

```
__itt_suppress_push(__itt_suppress_threading_errors);  
/* Any threading errors here are ignored */  
__itt_suppress_pop();  
/* Any threading errors here are seen */
```

Speed-up analysis by limiting its scope.

Analyze only during the execution of the suspected problem.

Find and diagnose errors with less effort.

# Work Smarter & Faster

## Intel® Inspector - Memory & Thread Debugger

### Precise Error Suppression

```
Suppression = {  
    Name = "Example";  
    Type = { uninitialized_memory_access }  
    Stacks = {  
        {  
            mod=a.out, func=update_x;  
            func=main;  
        }  
    }  
}
```

Precise, easy to edit, team shareable.

Choose which stack frame to suppress.

Eliminate the false, not the real errors.

### Pause/Resume Collection

```
__itt_suppress_push(__itt_suppress_threading_errors);  
/* Any threading errors here are ignored */  
__itt_suppress_pop();  
/* Any threading errors here are seen */
```

Speed-up analysis by limiting its scope.

Analyze only during the execution of the suspected problem.

Find and diagnose errors with less effort.

# Productive Memory & Threading Debugger

Intel® Inspector

	Memory Analysis	Threading Analysis
View Context of Problem		
Stack	✓	✓
Multiple Contributing Source Locations	✓	✓
Collapse multiple “sightings” to one error (e.g., memory allocated in a loop, then leaked is 1 error)	✓	✓
Suppression, Filtering, and Workflow Management	✓	✓
Visual Studio* Integration (Windows*)	✓	✓
Command line for automated tests	✓	✓
Time Line visualization	✓	✓
Memory Growth during a transaction	✓	
Trigger Debugger Breakpoint	✓	✓

Easier & Faster Debugging of Memory & Threading Errors

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# WHAT'S NEW

Intel® Inspector 2017 Beta

# New Features

Support for Intel® Xeon Phi™ processor (codename: Knights Landing)

Support for C++11 synchronization primitives during threading analysis

Variable name detection for threading analysis

# Variable name detection for threading analysis

The screenshot displays the Intel Inspector 2017 interface for detecting deadlocks and data races. The main window is titled "Detect Deadlocks and Data Races" and shows a "Summary" view of detected problems.

**Problems Table:**

ID	Type	Sources	Modules	State
P1	Data race	find_and_fix_threading_errors.cpp	find_and_fix_threading_errors.exe	New
	Data race	find_and_fix_threading_errors.cp ...	find_and_fix_threading_errors.exe	New
	Data race	find_and_fix_threading_errors.cp ...	find_and_fix_threading_errors.exe	New
	Data race	find_and_fix_threading_errors.cp ...	find_and_fix_threading_errors.exe	New
	Data race	find_and_fix_threading_errors.cp ...	find_and_fix_threading_errors.exe	New
P2	Data race	winvideo.h	find_and_fix_threading_errors.exe	New

**Filters Panel:**

- Severity: Error (2 item(s))
- Type: Data race (2 item(s))
- Source: find\_and\_fix\_threading\_errors.cpp (1 item(s)), winvideo.h (1 item(s))
- Module: find\_and\_fix\_threading\_errors.exe (2 item(s))
- State: New (2 item(s))
- Suppressed: Not suppressed (2 item(s))
- Investigated: Not investigated (2 item(s))

**Code Locations: Data race**

Description	Source	Function	Module	Variable
Write	find_and_fix_threading_errors.cpp:105	render_one_pixel	find_and_fix_threading_errors.exe	color
	103	primary.scene = sscene;		
	104			find_and_fix_threading_errors.exe!render_one_pix
	105	color=trace(sprimary); //Threading Error: color is a global variable		
	106	//2 ways to fix this threading error		
	107	// 1) Make color a local variable		
Write	find_and_fix_threading_errors.cpp:105	render_one_pixel	find_and_fix_threading_errors.exe	color
	103	primary.scene = sscene;		
	104			find_and_fix_threading_errors.exe!render_one_pix
	105	color=trace(sprimary); //Threading Error: color is a global variable		
	106	//2 ways to fix this threading error		
	107	// 1) Make color a local variable		

**Timeline:**

- read\_video (14232)
- BB Worker Thread (12516)

## Optimization Notice

# Memory & Threading Debugger Saves Time

## Intel® Inspector

“We struggled for a week with a crash situation, the corruption was identified but the source was really hard to find. Then we ran **Intel® Inspector** and immediately found the array out of bounds that occurred long before the actual crash. We could have saved a week!”

*Mikael Le Guerroué,  
Senior Codec Architecture Engineer,  
Envivio*

“**Intel® Inspector** is quite fast and intuitive compared to products we have used in the past. We can now run our entire batch of test cases (~750) which was not feasible previously. **Intel® Inspector** easily completed tests that failed due to lack of virtual memory on another product.”

*Gerald Mattauch  
Senior Software Developer  
Siemens AG, Healthcare Sector*

**Intel® Inspector** has dramatically sped up our ability to find/fix memory problems and track down difficult to isolate threading errors before our packages are released to the field.

*Peter von Kaenel, Director,  
Software Development,  
Harmonic Inc.*

[More Case Studies](#)

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# DEMO

Intel® Inspector 2017 Beta

# Call to Action

## Modernize your Code

- To get the most out of your hardware, you need to modernize your code with vectorization and threading.
- Taking a methodical approach such as the one outlined in this presentation, and taking advantage of the powerful tools in Intel® Parallel Studio XE, can make the modernization task dramatically easier.
- Join the Intel® Parallel Studio 2017 Beta at [Intel® Parallel Studio XE 2017 Beta](#)

# Intel® Inspector XE benchmark

## Configuration information

7zip benchmark configuration info – Configuration Info – SW Versions: 7zip 9.22beta (Windows), 9.20(Linux); Microsoft Visual Studio\* 10.0 (Windows), GCC 4.4.6 (Linux 64-bit), GCC 4.3.4 (Linux 32-bit); Hardware: Intel® Core™ i7 CPU 965 @ 3.20GHz, 6GB Memory; OS: SUSE Linux Enterprise Server 11 SP2, x86, kernel 3.0.13-0.27-pae; Red Hat Enterprise Linux Server 6.3, x86\_64, kernel 2.6.32-279.el6.x86\_64; Windows 7, x86; Windows 8, x86\_64;

blender benchmark configuration info – Configuration Info – SW Versions: blender 2.69; Intel® C++ Compiler 14.0.0; Hardware: Intel® Core™ i7 CPU 965 @ 3.20GHz, 6GB Memory; OS: SUSE Linux Enterprise Server 11 SP2, x86, kernel 3.0.13-0.27-pae; Red Hat Enterprise Linux Server 6.3, x86\_64, kernel 2.6.32-279.el6.x86\_64; Windows 7, x86; Windows 8, x86\_64;

firefox benchmark configuration info – Configuration Info – SW Versions: firefox 20.0; Microsoft Visual Studio 11.0 (Windows 64-bit), Microsoft Visual Studio 10.0 (Windows 32-bit), GCC 4.4.6 (Linux); Hardware: Intel® Core™ i7 CPU 965 @ 3.20GHz, 6GB Memory; OS: SUSE Linux Enterprise Server 11 SP2, x86, kernel 3.0.13-0.27-pae; Red Hat Enterprise Linux Server 6.3, x86\_64, kernel 2.6.32-279.el6.x86\_64; Windows 7, x86; Windows 8, x86\_64;

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