

# HPC Benchmarking

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## Goals of TOP500 HPC Benchmarking

- Ranking supercomputers
- One number all properties

## HPC Benchmarking Approaches

- Two approaches:
  - single application (kernel) :  
HPL, HPCG, **HPGMG**
  - many applications (kernels):  
**HPGMG**, NAS benchmark, HPC Challenge, MPI SPEC 2007  
etc

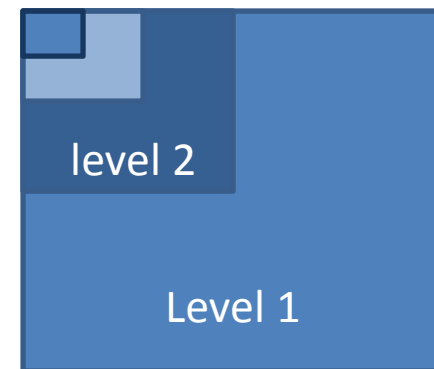
## Real App Representation

- HPL - direct solver  $O(n^3)$
- HPCG, HPGMG(FV, FE) – iterative solver  $O(n)$
- HPL is  $n^2$  times slower than HPCG and HPGMG

## HPC Reference Codes

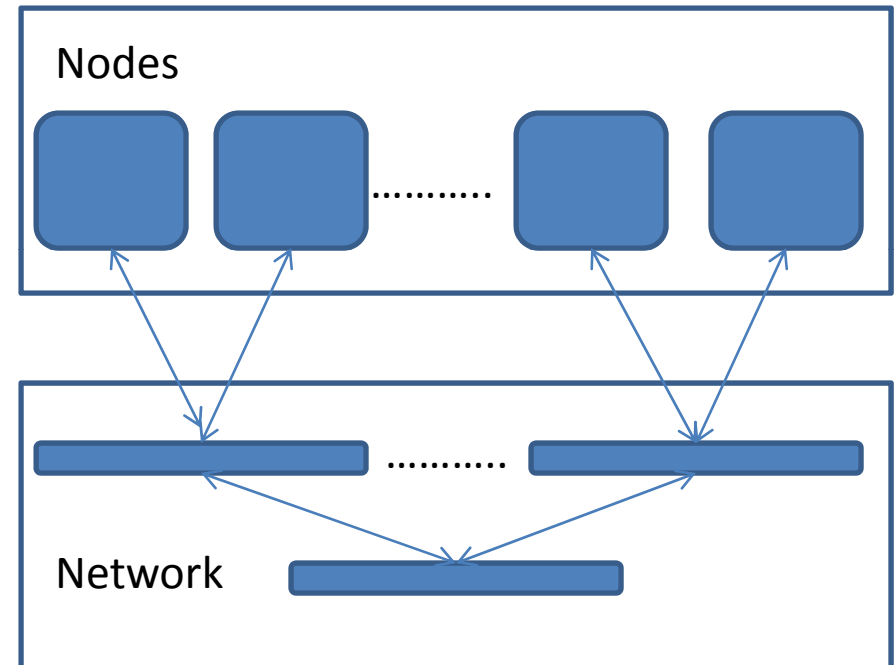
|          | MPI | OpenMP  | External lib | Metric  |
|----------|-----|---------|--------------|---------|
| HPL      | yes | BLAS MT | BLAS         | GFLOP/s |
| HPCG     | yes | SpMV    | no           | GFLOP/s |
| HPGMG-FV | yes | yes     | no           | DoF/s   |
| HPGMG-FE | yes | no      | PETSC        | GFLOP/s |

- Well written balanced codes
- HPCG – MG only 3 levels
- HPGMG – MG many levels



## Important System Properties

- Compute power (Flop/s)
- Main Memory BW (B/s)
- IC BW(B/s)
- IC latency(s)
- IC message rate

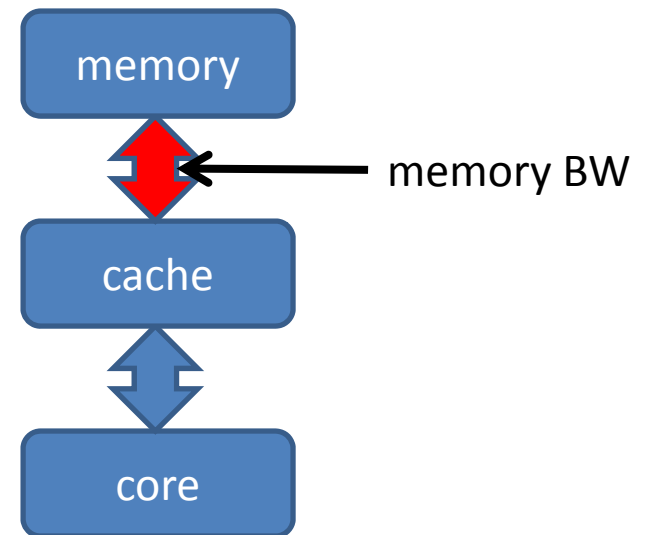


One number =  $f(\text{properties})$

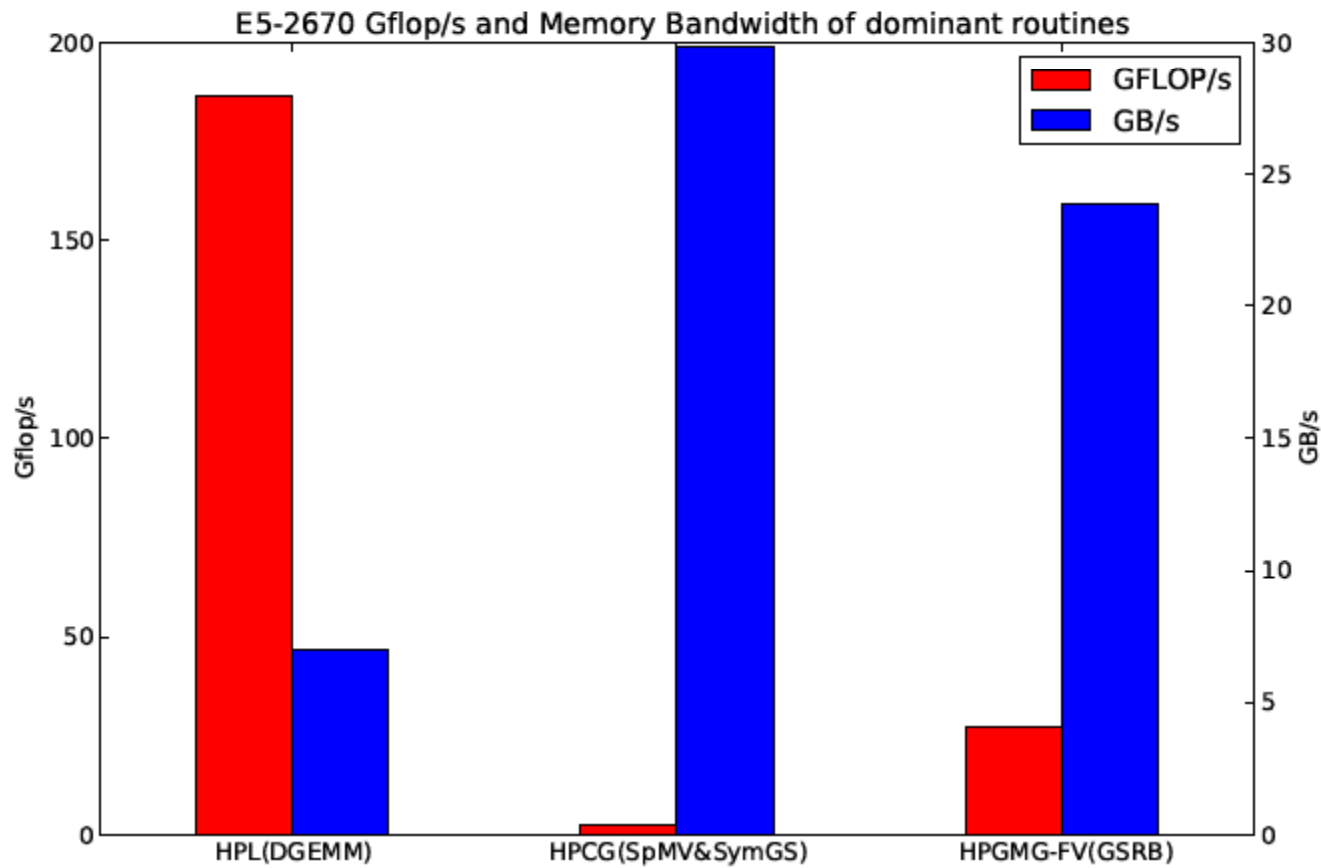
## Memory/Compute bound – Byte/FLOP 1/2

| benchmark | kernel      | Byte/FLOP     |
|-----------|-------------|---------------|
| HPL       | DGEMM       | $12/n = f(n)$ |
| HPCG      | SpMV, SYMGS | > 4           |
| HPGMG     | GSRB        | >1            |

- Modern hardware  $\approx 0.3$  Byte/Flop  
e.g E2680v3 has 0.14 Byte/Flop  
NEC SX-ACE 1Byte/Flop
- HPCG & HPGMG kernels are memory bound on modern hardware

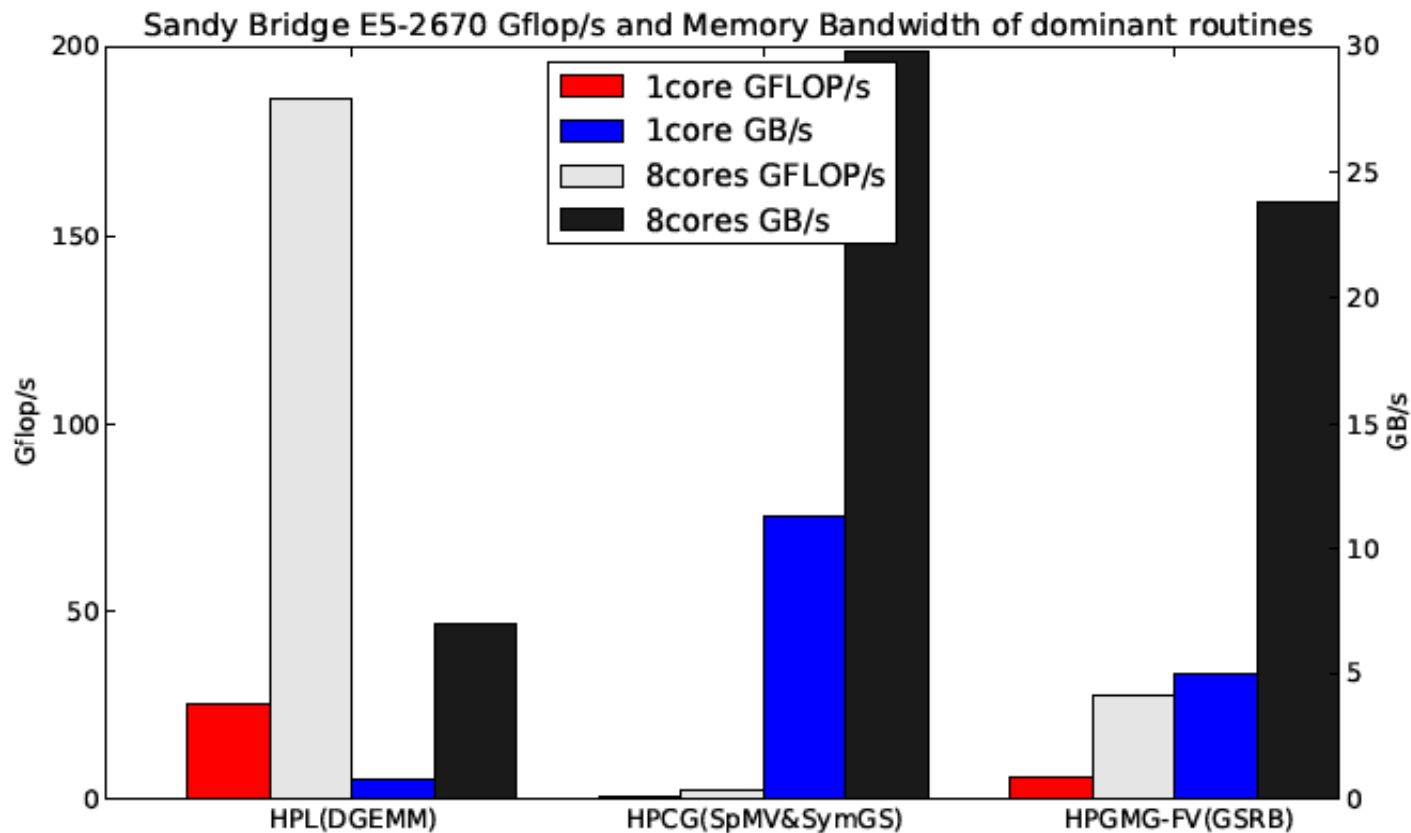


## Memory/Compute bound – Byte/FLOP 2/2





# HPL, HPCG, HPGMG core&node



HPCG:

Gflops 2.75x

BW 2.63x

HPGMG:

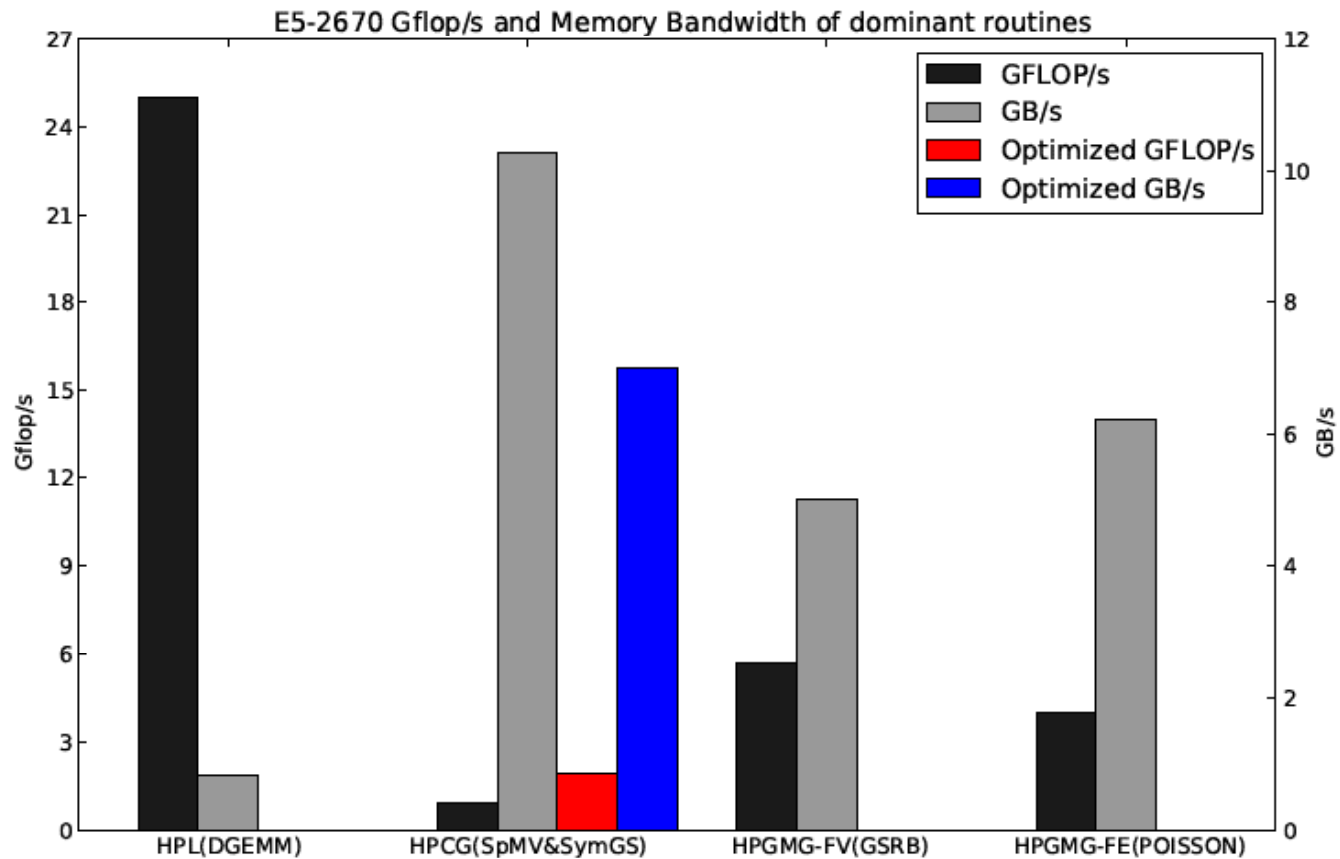
Gflops 4.78x

BW 4.77x

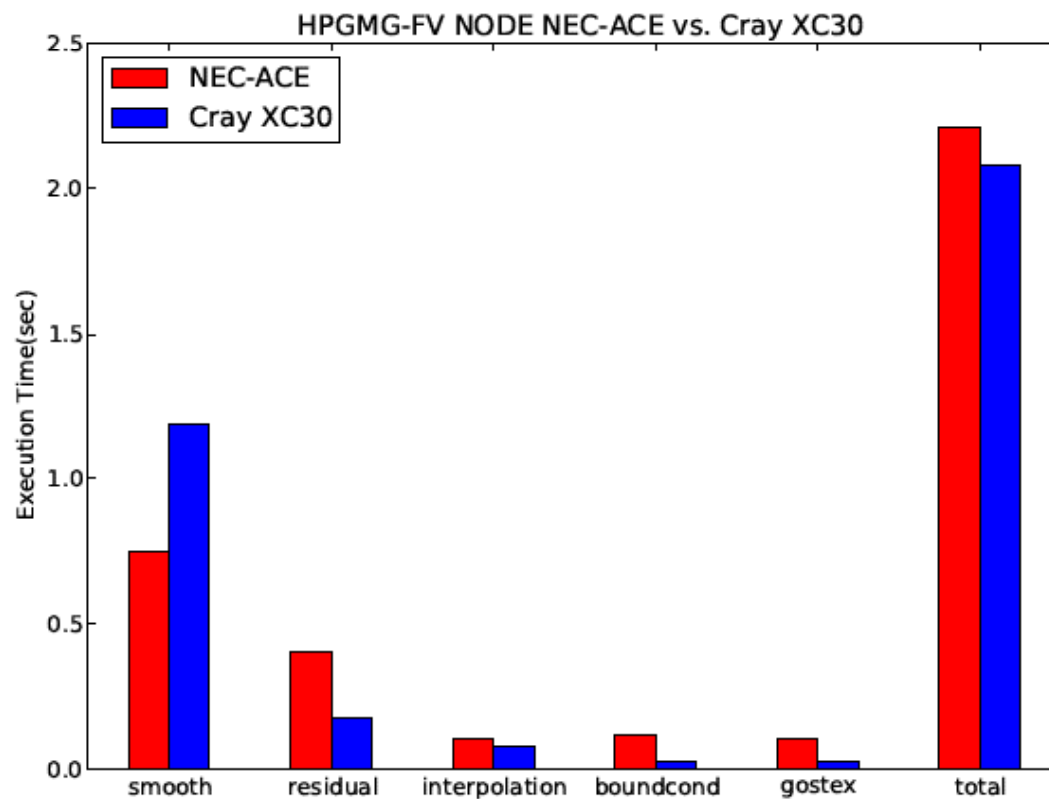
HPL

~8x

# HPCG Intel Optimized Version



## HPGMG-FV NEC-ACE versus CRAY XC30

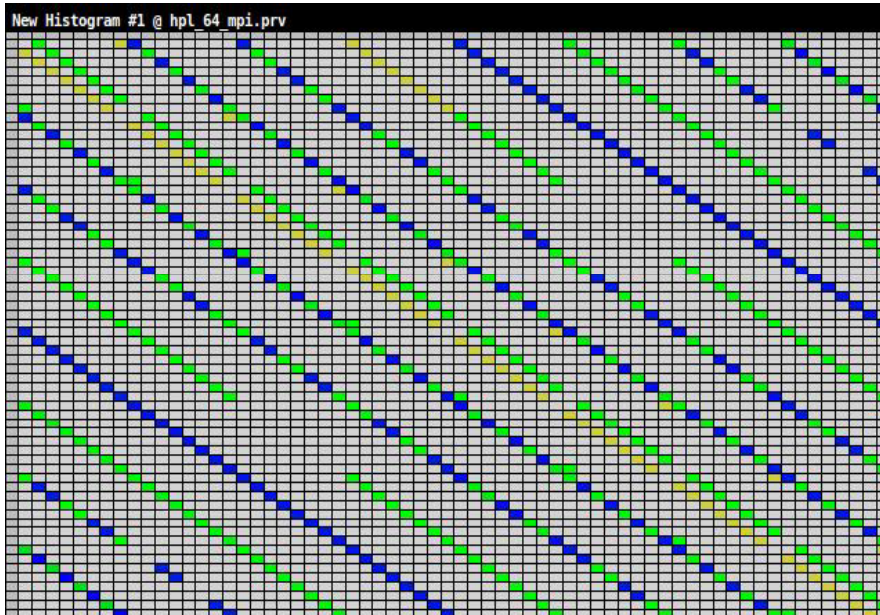


Ivy Bridge 5576

NEC SX-ACE

- 4 cores for 256GFlops peak performance
- 1 GHz
- 16 vectore pipes per core
- 32 memory channels for 256GB/s bandwidth, one core or sharable

## Communication HPL



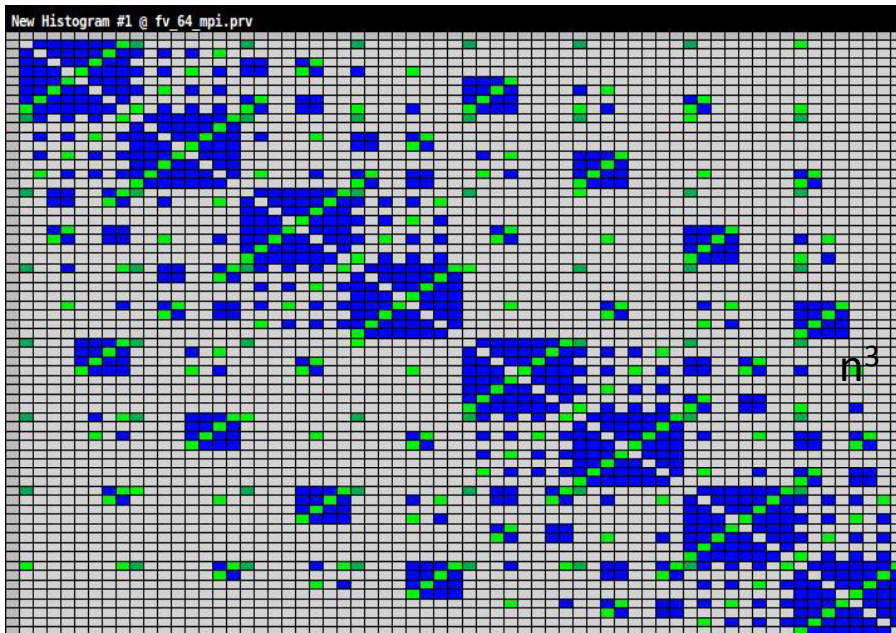
- MPI communicators
  - whole range of message sizes (few bytes < size < 100 MB)
  - large number of small messages (fact > 256)
- stresses bandwidth, latency and message rate

## Communication HPCG



- small and large messages  
(few bytes < size < 512 KB (4 MB))
  - number of messages  
(ex.halos max is 26)
- stresses latency

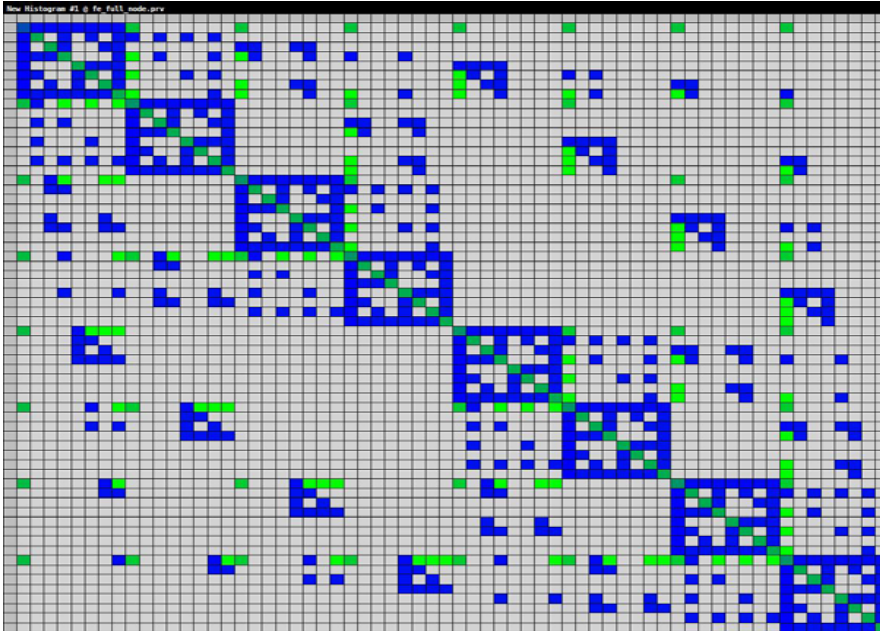
## Communication HPGMG-FV



- MPI communicators
  - small and medium messages few (bytes < size < 4 MB)
  - large number of small messages (> 800 for mpi64)
- stresses latency and message rate



## Communication HPGMG-FE



- MPI communicators
  - small and medium messages few (bytes < size < 4 MB)
  - large number of small messages
- stresses latency and message rate

## HPL HPCG HPGMG Overview

|       | Representation | Compute Power | Memory BW | IC BW | IC Latency | IC Routing |
|-------|----------------|---------------|-----------|-------|------------|------------|
| HPL   | X              |               | X         |       |            |            |
| HPCG  |                | X             |           | X     |            | X          |
| HPGMG |                |               |           | X     |            |            |

- Potential of overlapping of communication and computation
- What will happen in poor IC ( Data Center, Cloud) ?



## Arbitrary problem size issue

- HPL complexity: computational  $O(n^3)$  communication  $O(n^2)$
- HPCG, HPGMG complexity: computational  $O(n)$  communication  $O(n^{2/3})$
- Large problem size -> computation dominates communication
- Uniform behavior of routines or single dominant routine
  
- HPL - > DGEMM
- HPCG - > SpMV, SYMGS
- HPGMG -> GSRB

## Conclusions

- Stresses memory bandwidth, compute unit and routing
- Representation of real applications
- Arbitrary problem size (weighting or integral as solution)
- Clear rules for benchmarking