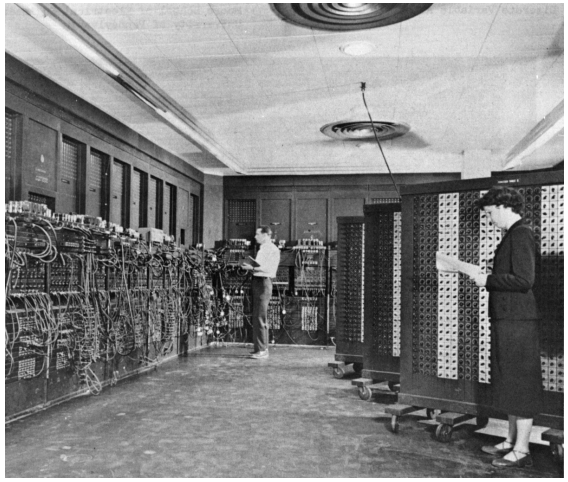
High Performance Computing: Towards Better Performance Predictions and Experiments

Tom Cornebize

2 June 2021, PhD defense

No science without computing

Arithmometer (1851)



ENIAC (1945)

Fugaku (2021)

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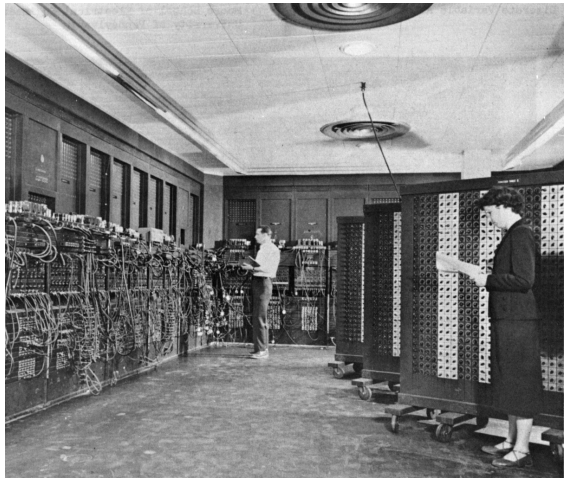

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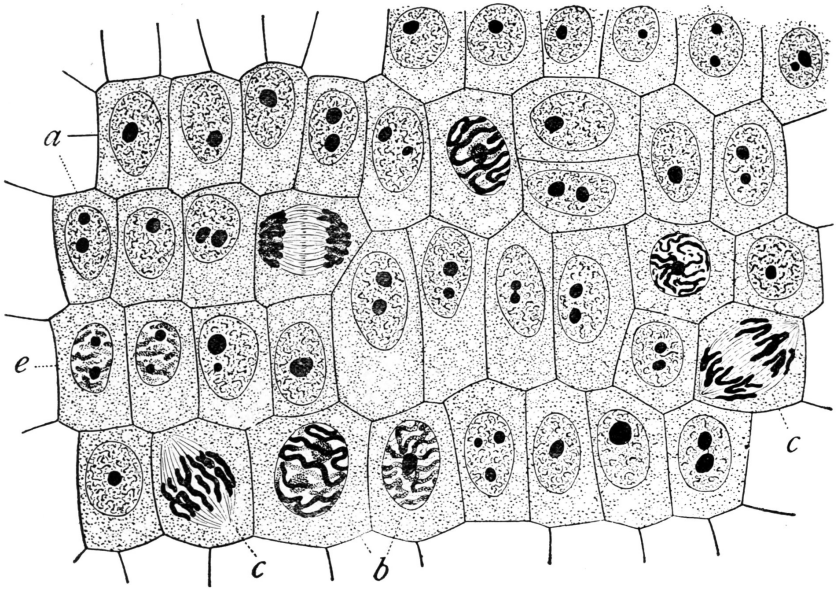
Last decades:

- Exponential performance improvements (e.g. sequencing an entire human genome costed $100,000,000 in 2001, $1000 now)
- At the price of complexity (both software and hardware)

Experimental study of computer performance



Similar to natural sciences

Complexity $\Rightarrow$ Variability and Opacity

$\Rightarrow$ No perfect model

$\Rightarrow$ Need for experiments

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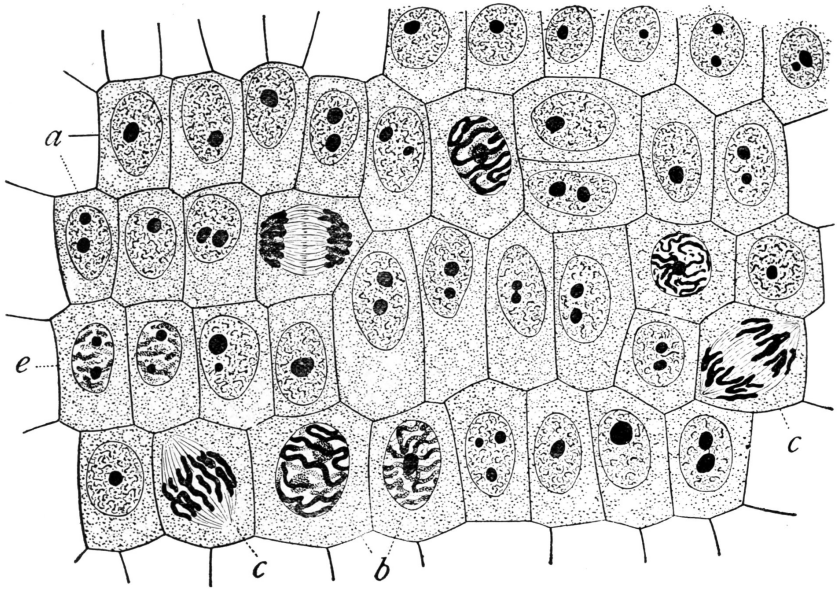

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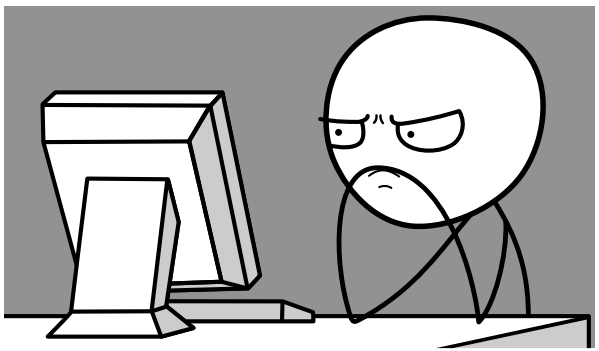
Experiments can be carried in reality or in simulation

Context

Typical Performance Evaluation Questions (Given my application and a supercomputer)



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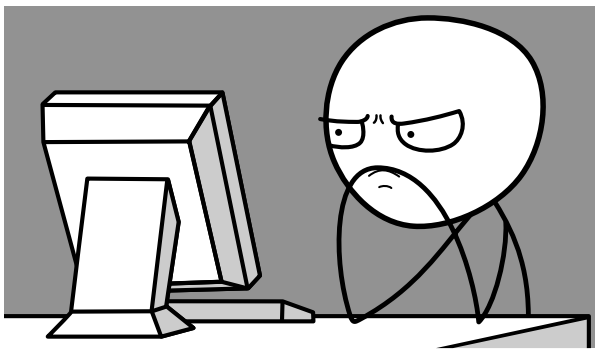

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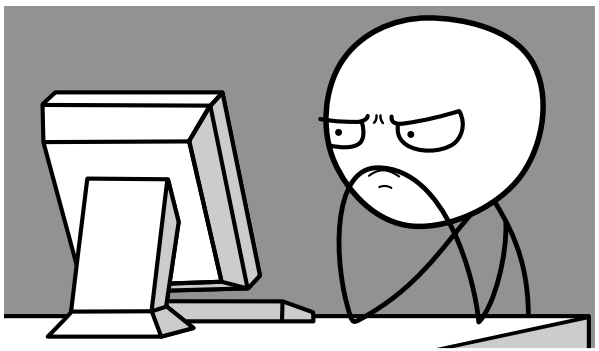

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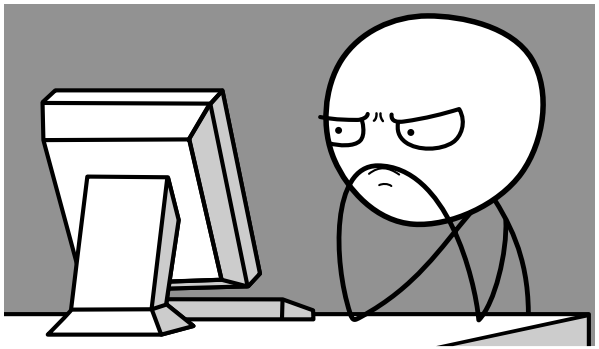

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Holy Grail: Predictive Simulation on a “Laptop”

Capture the **whole application** and **platform complexity**

Sim(Em)ulation: The SMPI Approach

Full reimplementation of MPI on top of SIMGRID

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Emulation: how?

- Computations run for real on a laptop
- Communications are faked, good fluid network models
- Performance model for the target platform

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- Skip the expensive computations (mostly `dgemm`) and replace them by a performance model
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