



Scalability: Strong and weak scaling

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USM Code Coffee
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Intro

- Parallelization is key to solve large problems in a reasonable amount of time and the USM/LMU offers substantial computational resources to develop, test and run code up to small numbers of nodes.
- How do you verify if your code is capable of using these resources?
- What's the best number of resources given my code and the problem size?

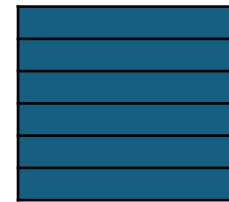
Idealised view

- Running on one worker:



$T(1)$

- Running on N workers:



$$T(N) = \frac{T(1)}{N}$$

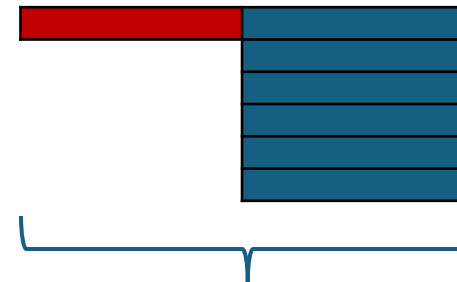
Idealised view

- Running on one worker:



$$T(1) = s + p$$

- Running on N workers:



$$T(N) = s + \frac{p}{N}$$

Scalability metrics

How much faster do you become when using N workers?

➡ Speedup: $S(N) = \frac{T(1)}{T(N)}$

How efficient do these N workers perform?

➡ Efficiency: $\varepsilon(N) = \frac{S(N)}{N}$

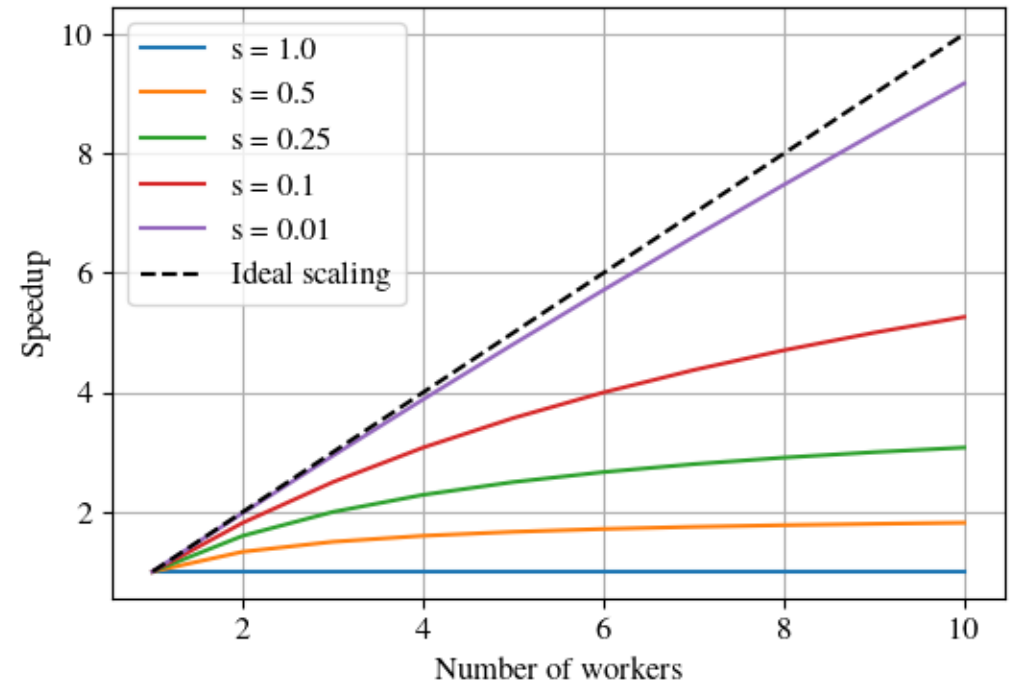
Warning! These don't tell you a lot about your performance!
Bad code can scale very well!

Amdahl's Law (1967) – “Strong Scaling”

Amdahl's Law demonstrates the theoretical maximum speedup of an overall system assuming a fixed workload.

$$S(N) = \frac{T(1)}{T(N)} = \frac{1}{s + \frac{1-s}{N}}$$

→ The asymptotic limit is the serial part.

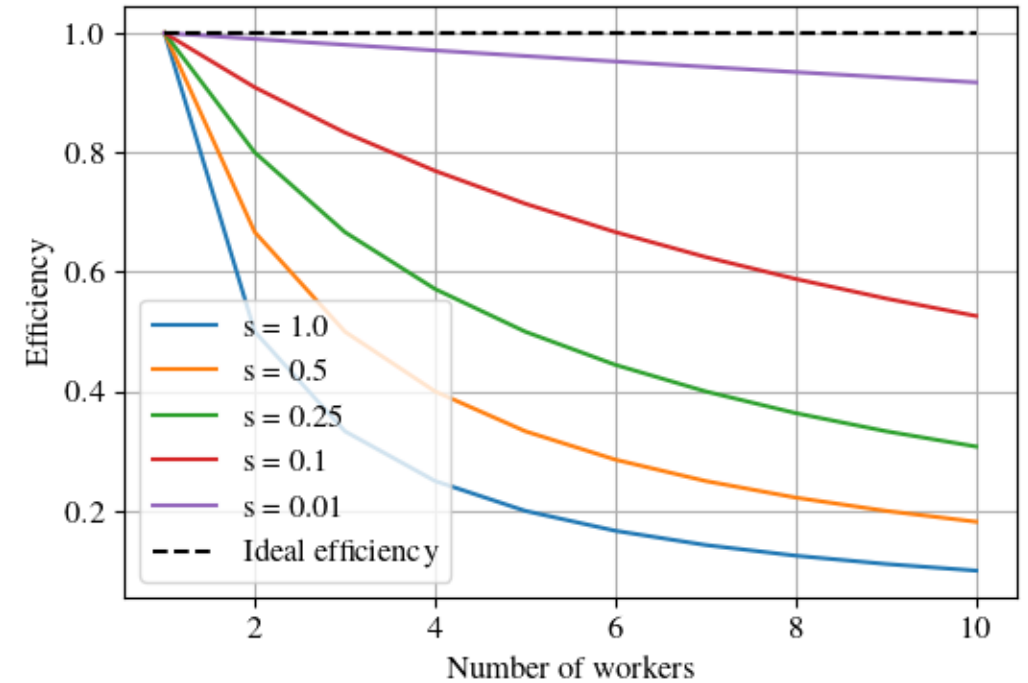


Amdahl's Law (1967) – “Strong Scaling”

Efficiency:

$$\varepsilon(N) = \frac{T(1) * N_1}{T(N_i) * N_i} = \frac{1}{s(N-1) + 1}$$

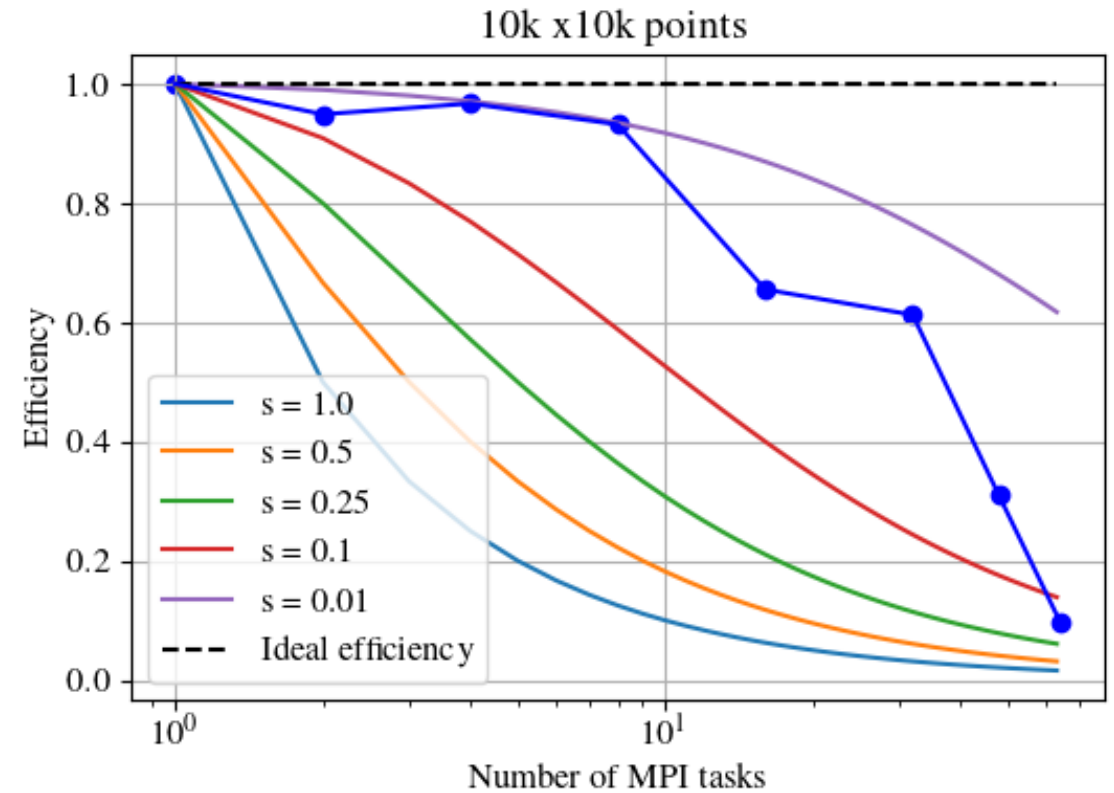
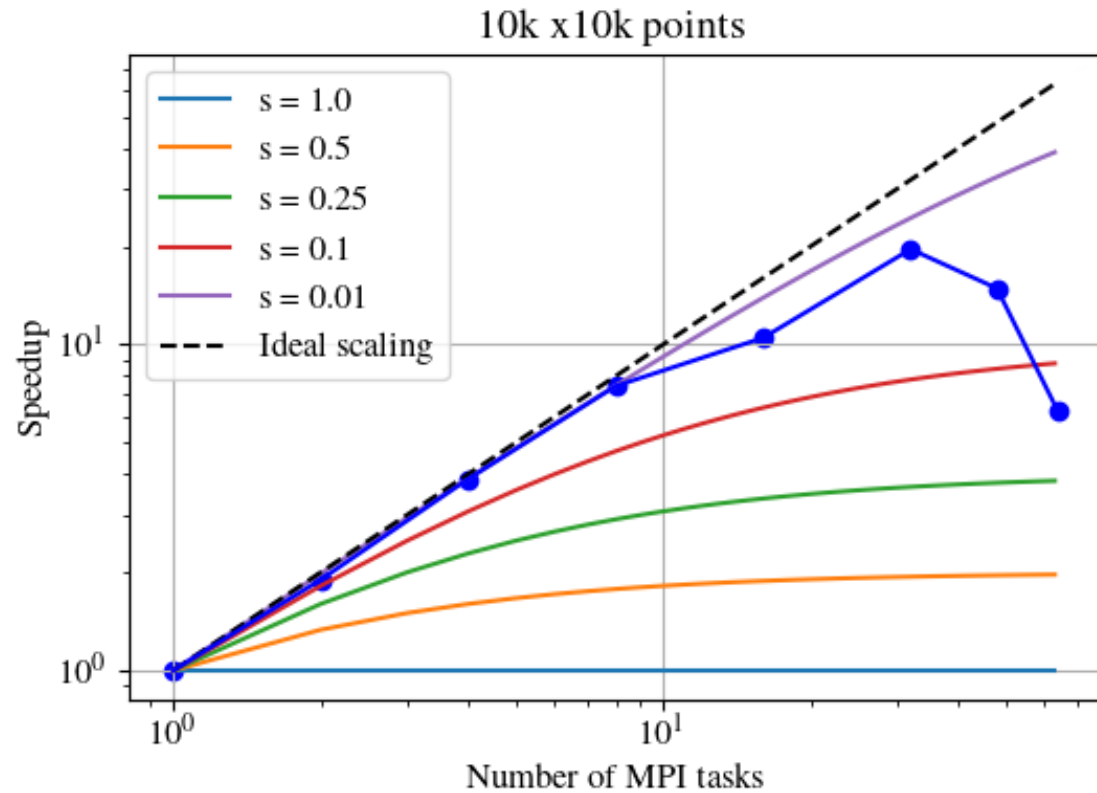
➔ We ignore synchronization time, communication overhead, dependencies, wait times, sync points and resource bottlenecks.



Example Code:

- MPI parallelised code which calculates the distances of one dataset with all points of another and creates a distance distribution.
- Similar to calculating angular cross/autocorrelation functions.
- Lets have a look at the code!

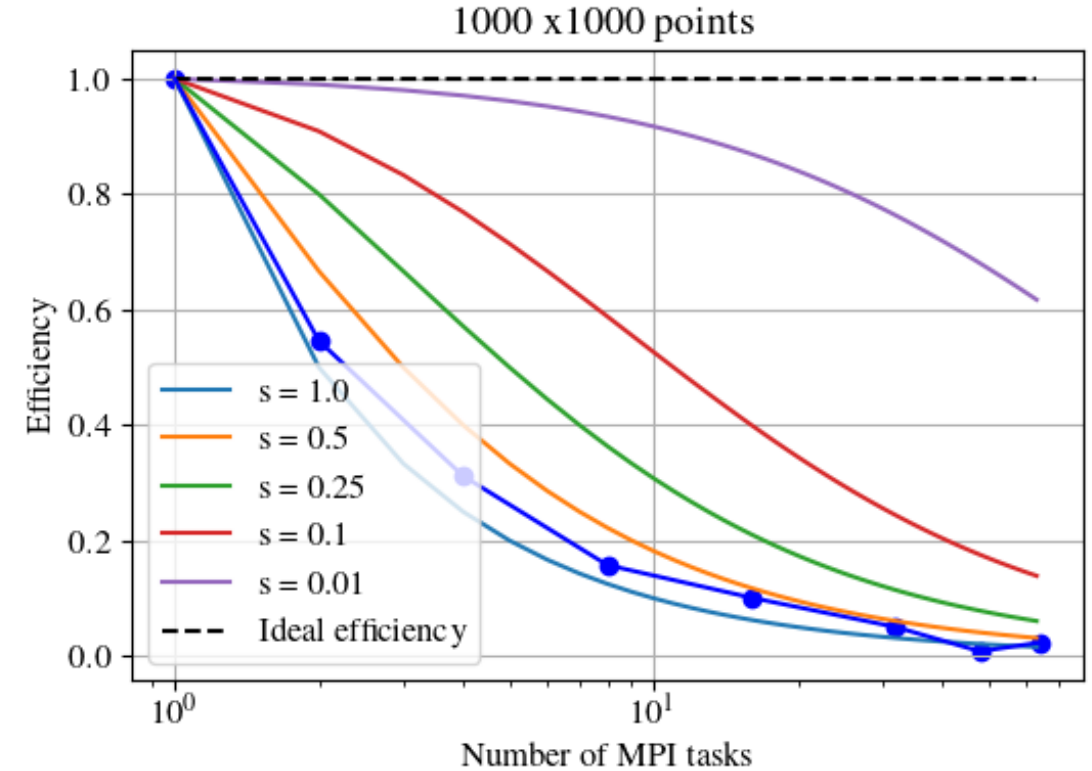
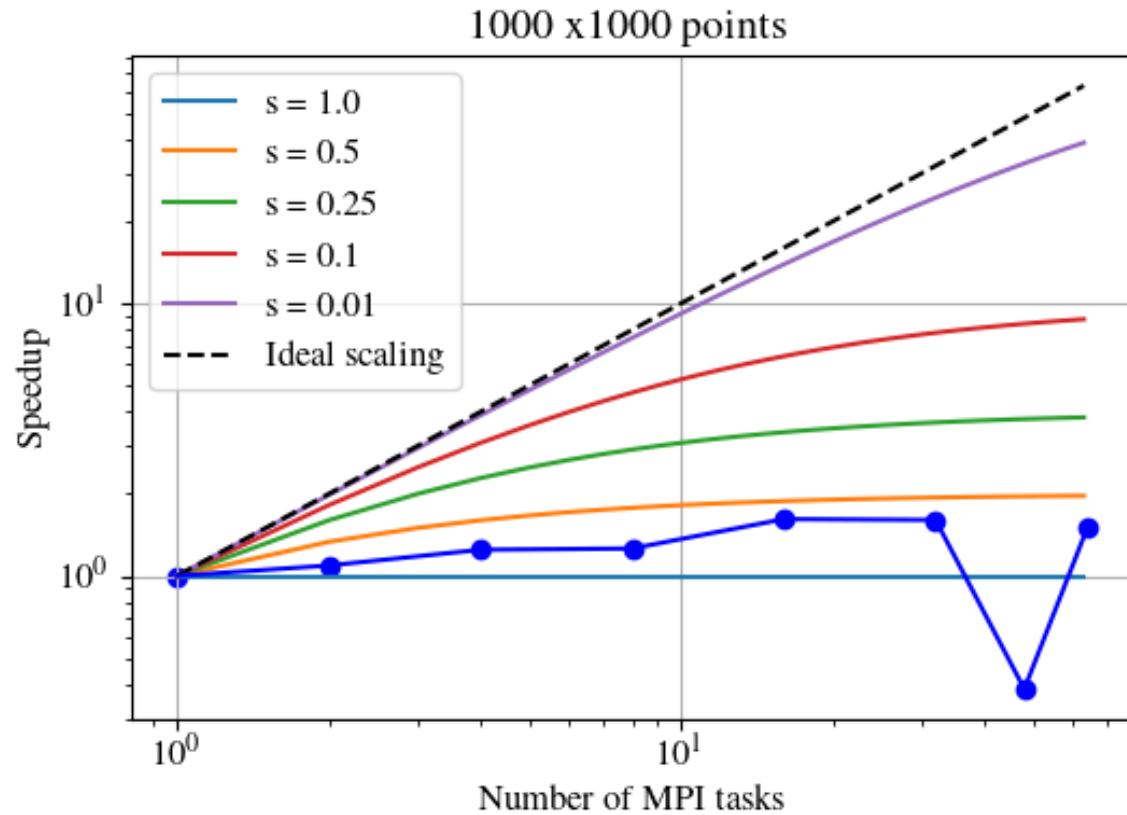
Example code



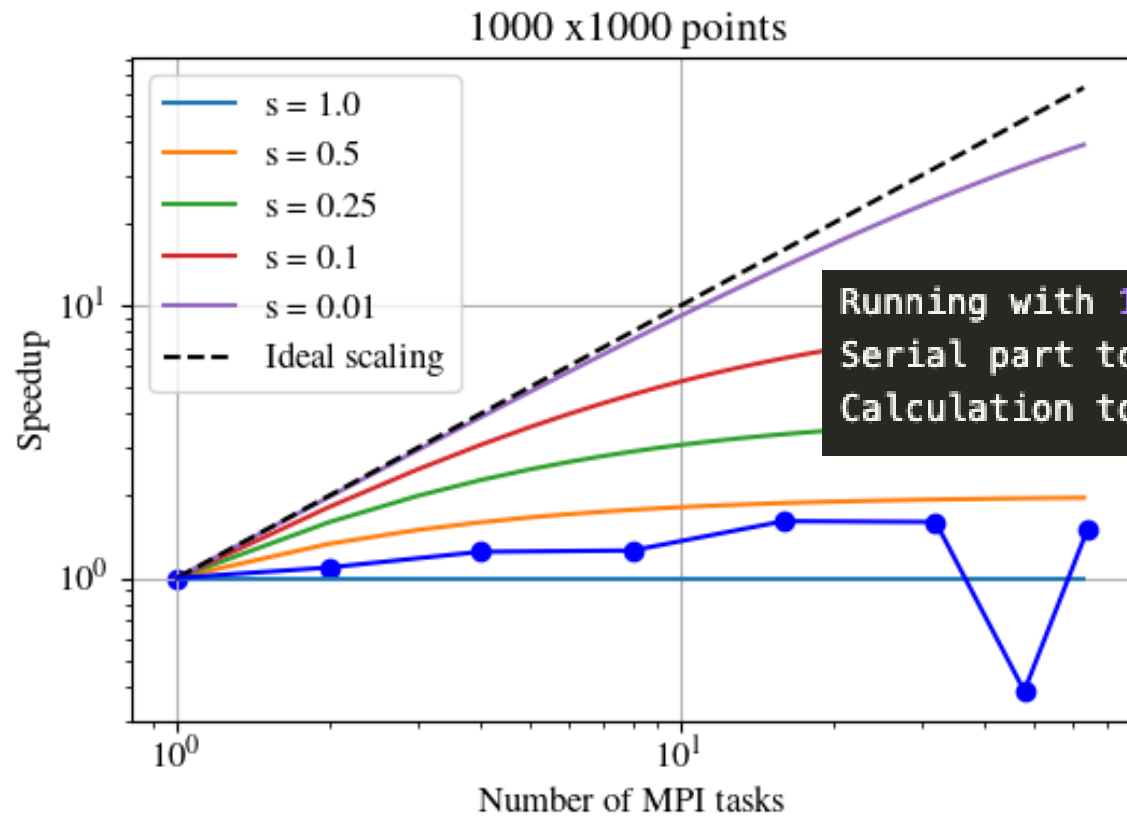


But what if I want to solve problems with different sizes?

Example code



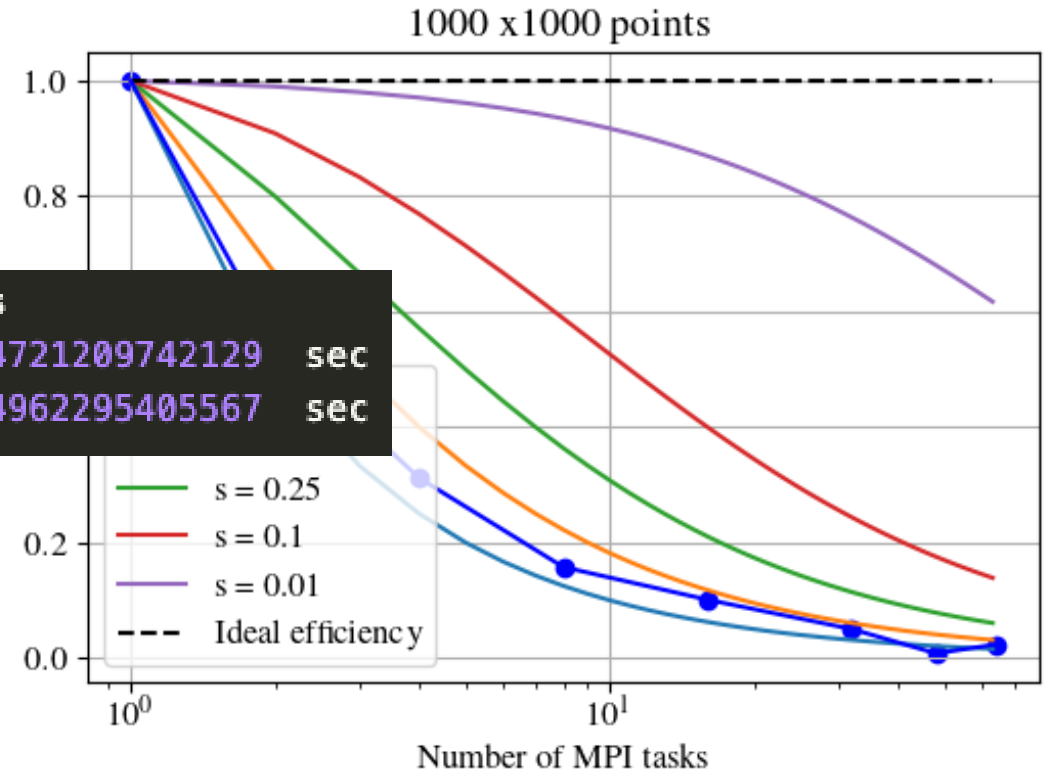
Example code



Running with 1 Processes

Serial part took 0.11114721209742129 sec

Calculation took 0.18124962295405567 sec



Gustafson's Law (1988) – “Weak scaling”

Most of the time when problem size increases mainly the parallel part increases.

→ Speedup increases with problem size!

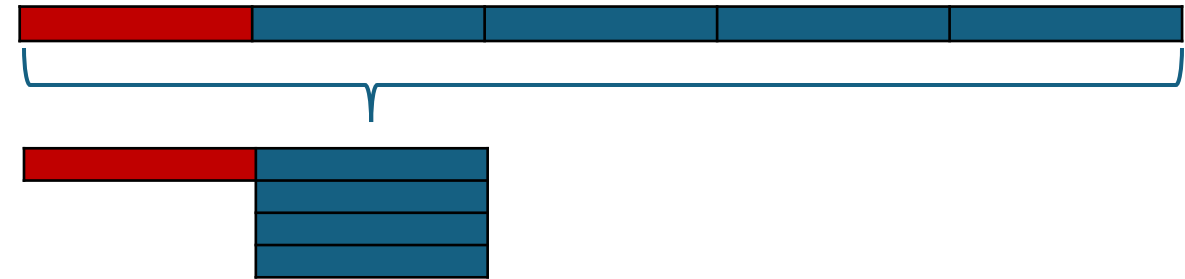
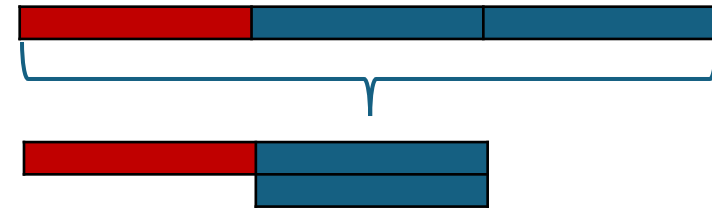
Weak scaling assumes:

- Constant execution time
- Increase in throughput

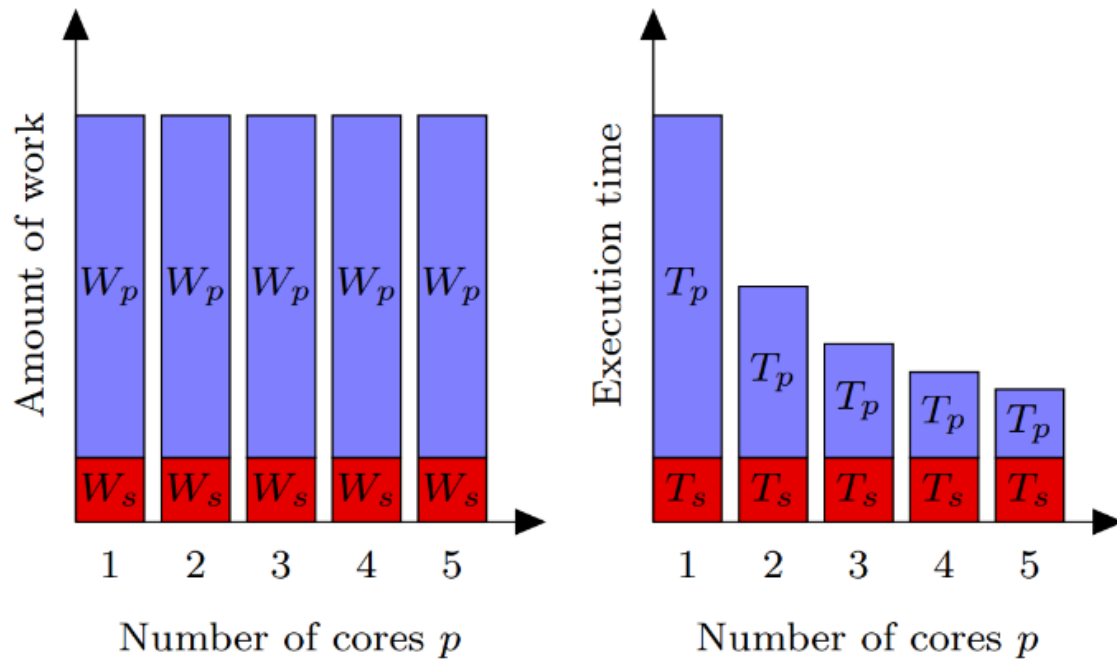
Weak scaling efficiency:

$$- \varepsilon(N) = \frac{T(1)}{T(N)}$$

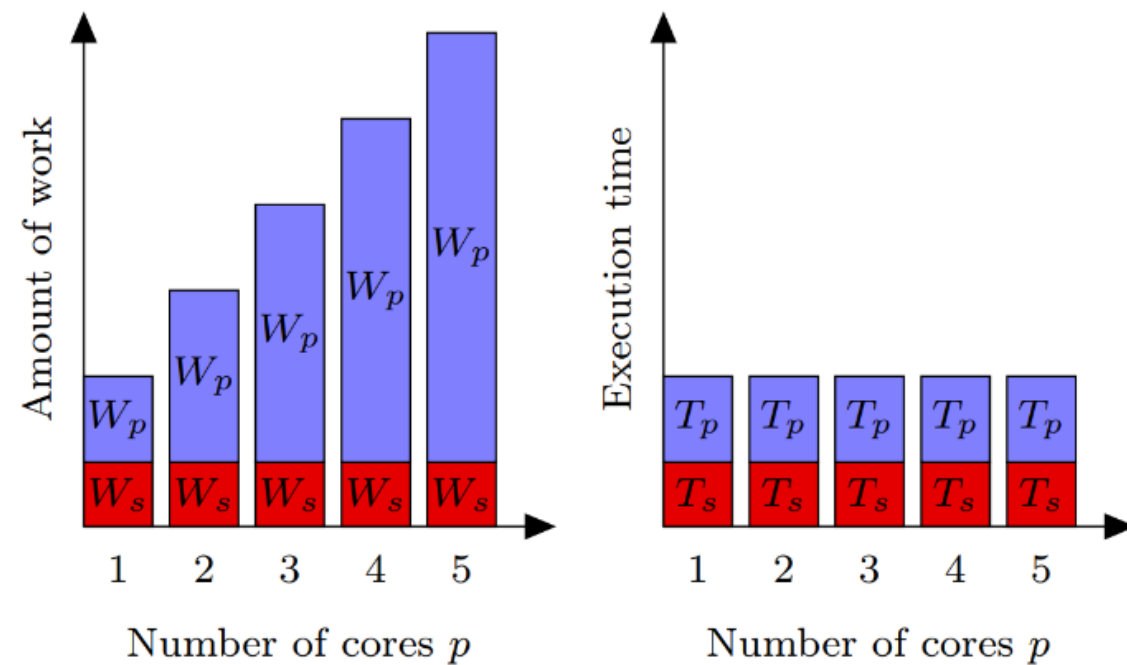
(As speedup for strong scaling)



Ahmdal vs Gustafson

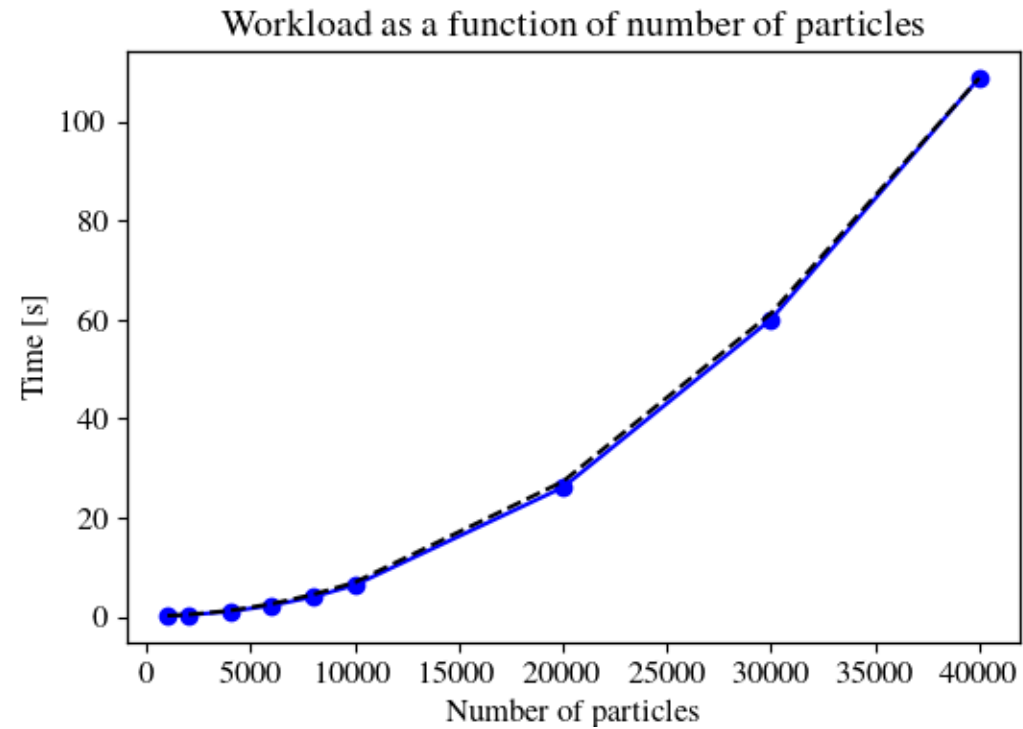


Ahmdal's law



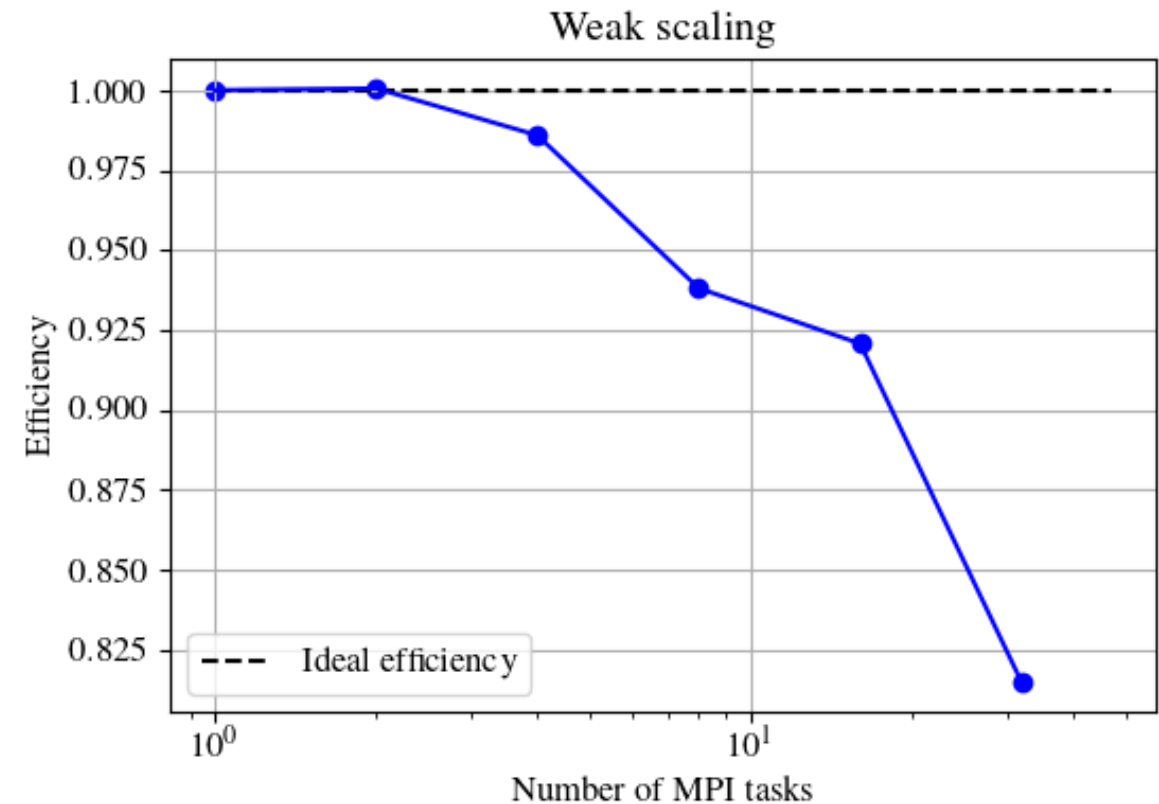
Gustafson's law

Example Code



Example Code

MPI Tasks	Runtime [s]	Npart
1	6.2683	10.000^2
2	6.2649	14.142^2
4	6.3582	20.000^2
8	6.6825	28.284^2
16	6.8083	40.000^2
32	7.6930	56.568^2



Conclusion

- Strong and weak scaling tests are essential when aiming to run a code on a larger resources.
- Strong scaling will tell you the optimal range of resources to use for your problem.
- Weak scaling will tell you for what kind of workloads your code is able to scale.

Sorces

- Gene M. Amdahl: “*Validity of the single processor approach to achieving large scale computing capabilities*”. In Proceedings of the April 18-20, 1967, spring joint computer conference (AFIPS '67 (Spring)). Association for Computing Machinery, New York, NY, USA, 483–485.
DOI:10.1145/1465482.1465560
- John L. Gustafson: “*Reevaluating Amdahl’s law.*” Commun. ACM 31, 5 (May 1988), 532–533
- B.H.H. Juurlink and C. H. Meenderinck. 2012. “*Amdahl's law for predicting the future of multicores considered harmful.*” SIGARCH Comput.Archit.News 40, 2 (May 2012), 1-9.DOI:<https://doi.org/10.1145/2234336.2234338>