



Performance Results

Chapel Team, Cray Inc.
Chapel version 1.15
April 6, 2017





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Executive Summary

- **Generally speaking, performance has improved with 1.15**
 - in fact, this is our strongest release ever
- **Previous slide decks have shown performance changes:**
 - ...due to array improvements
 - ...due to compiler and library optimizations
 - ...due to runtime optimizations
- **These slides contain additional v1.15 performance results**
 - not tied to any specific effort, just comparisons across releases



Outline

- Single-Locale Performance Trends
- Multi-Locale Performance Trends



Single-Locale Performance Trends

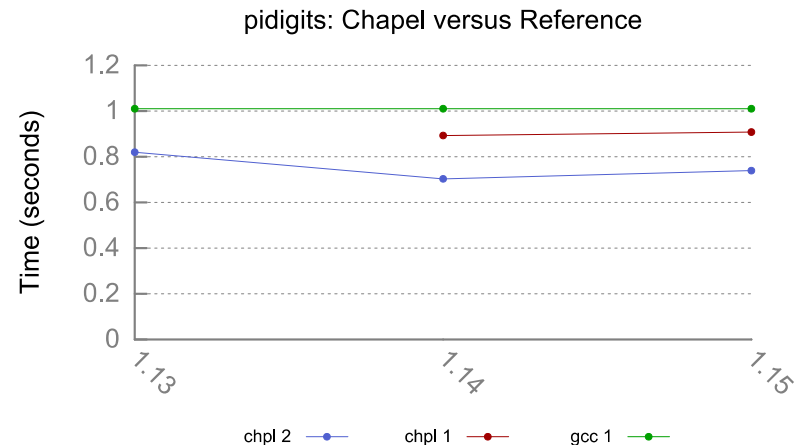
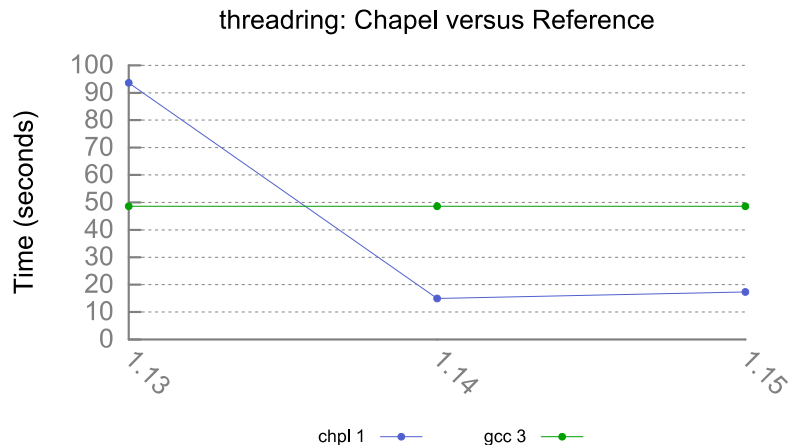




Single-Locale Performance

- **A few expected performance regressions**

- minor thread-ring regression caused by limiting qthreads pool size
 - change was necessary, no other benchmarks impacted
- minor pi-digits regression caused by hybrid spin/condwait
 - change had an enormously positive impact overall
 - minor regressions for serial/low-task applications only

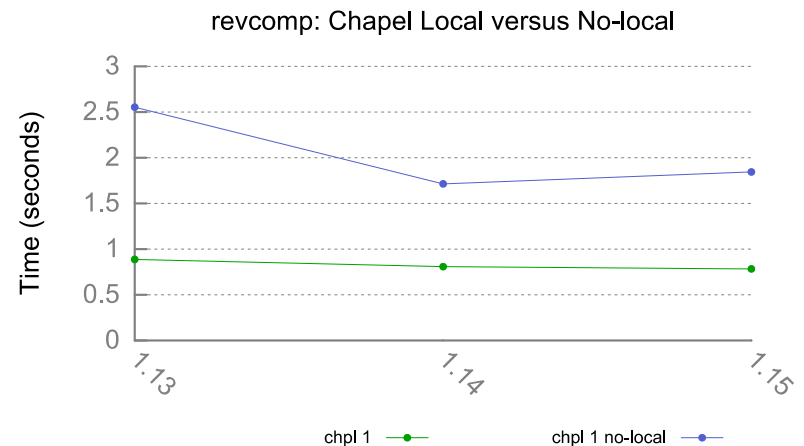
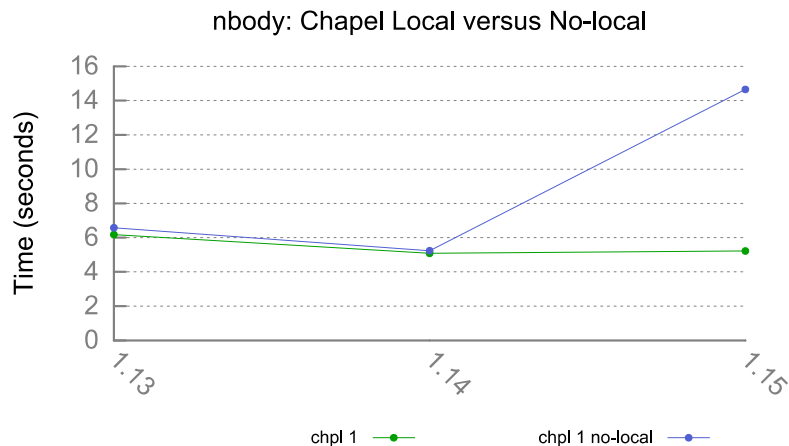




Single-Locale Performance

- **A few surprising --no-local regressions**

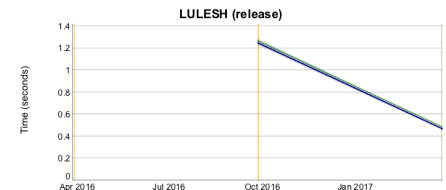
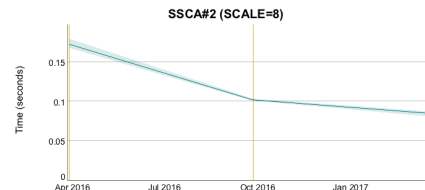
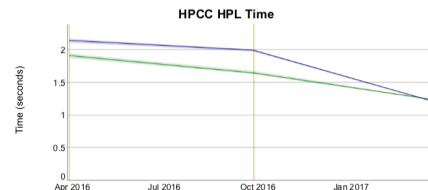
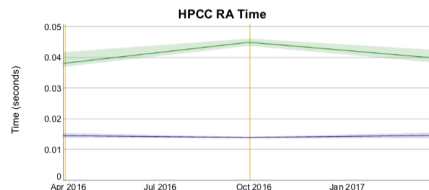
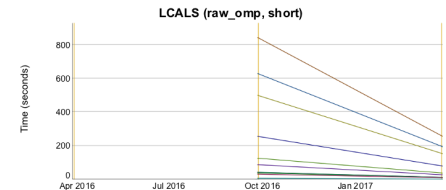
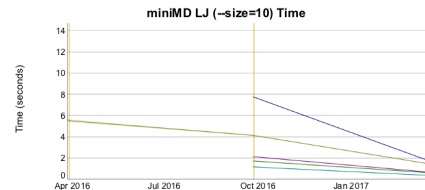
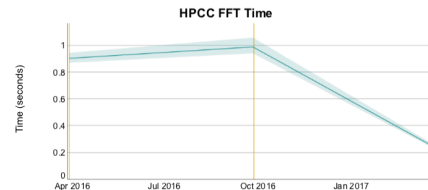
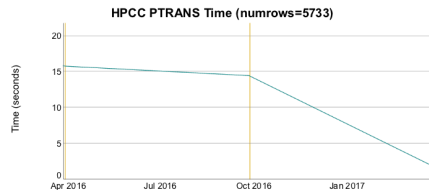
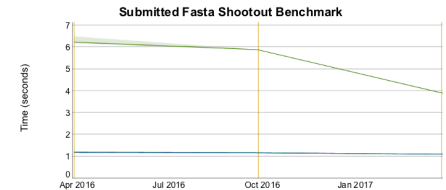
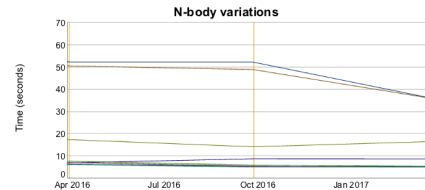
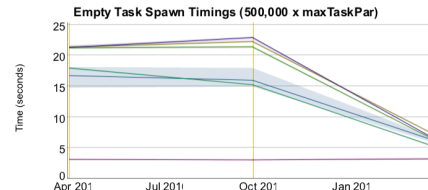
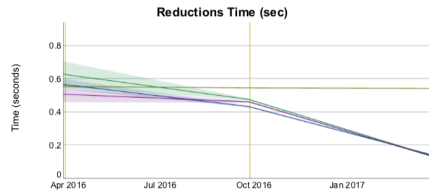
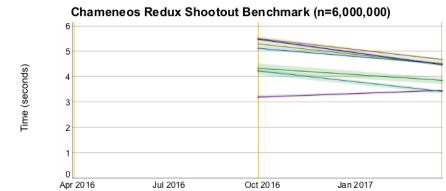
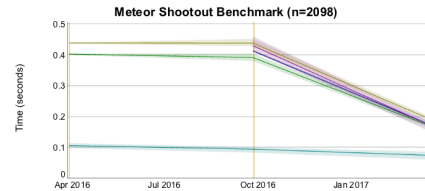
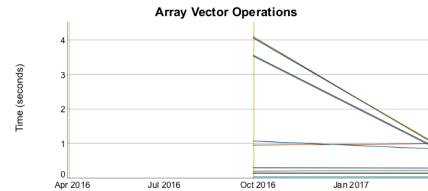
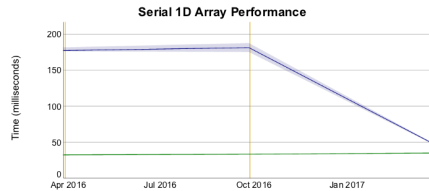
- caused by array memory management improvements
 - slipped by our --no-local perf triage, will track more closely in the future
- nbody regression has already been resolved
 - investigating fixes for other regressions



Single-Locale Performance

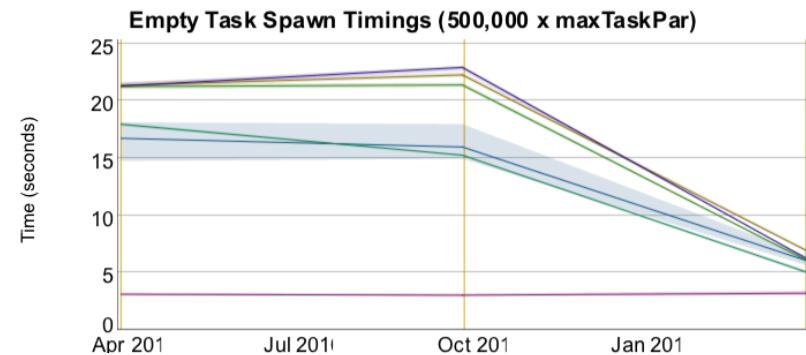
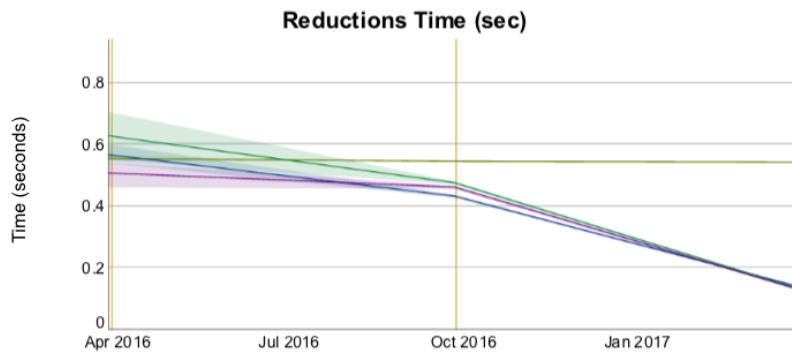
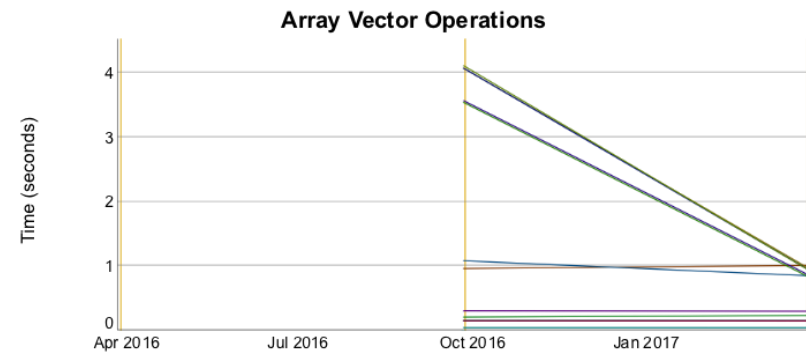
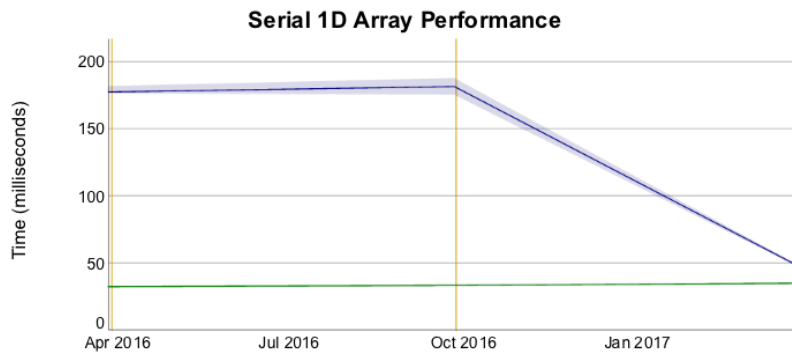


- Overall, single-locale performance improved dramatically



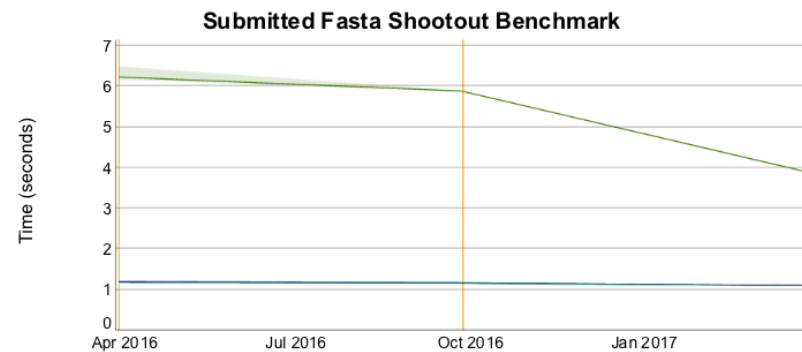
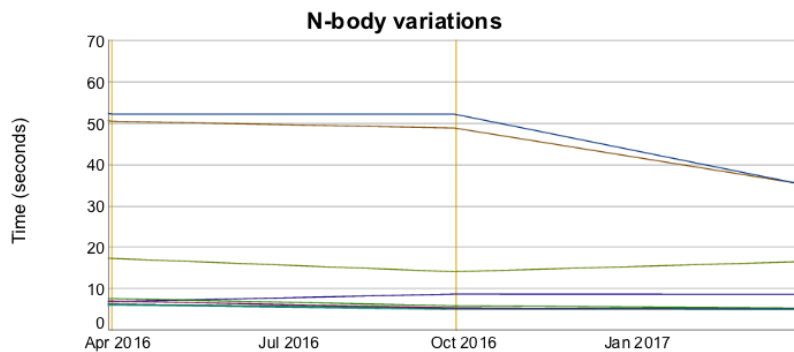
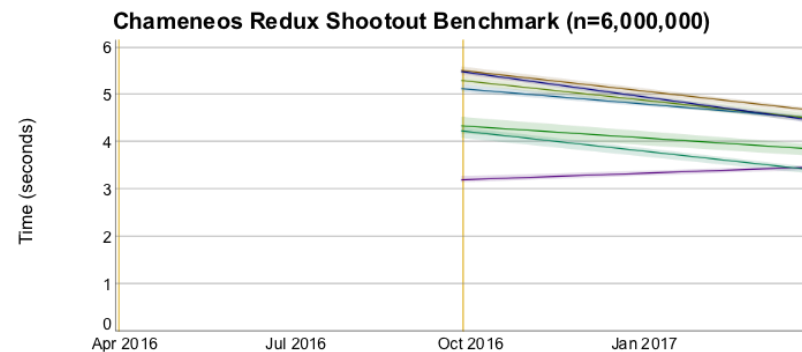
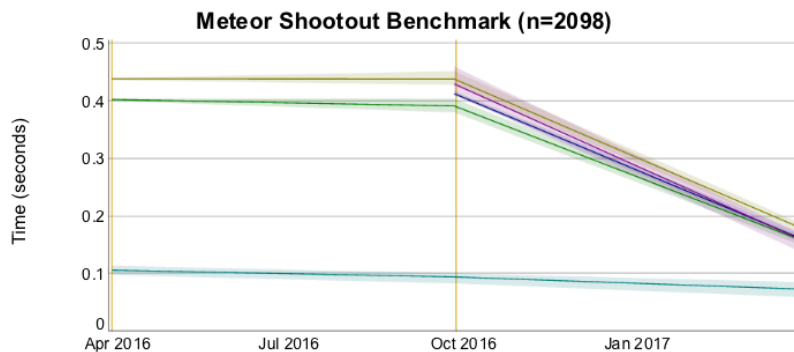
Single-Locale Performance

- Overall, single-locale performance improved dramatically
 - speedups for single-idiom micro-benchmarks



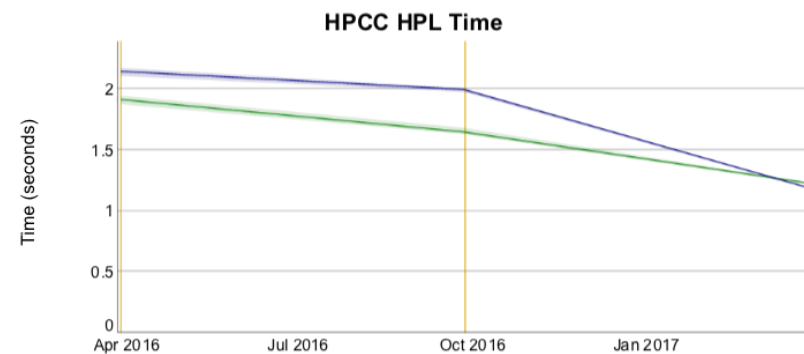
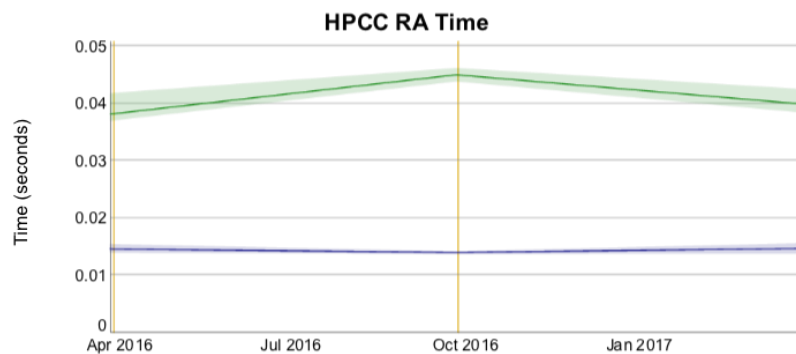
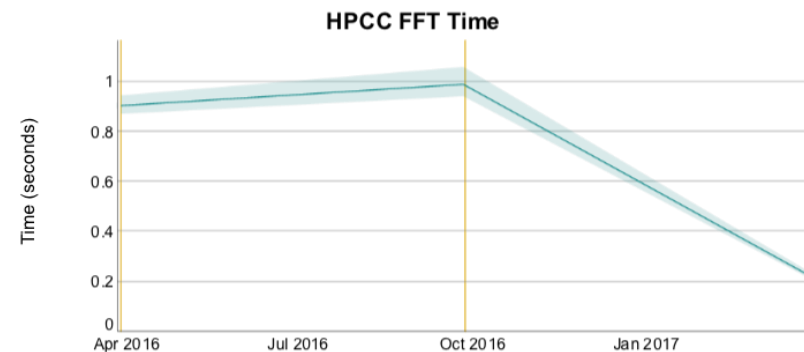
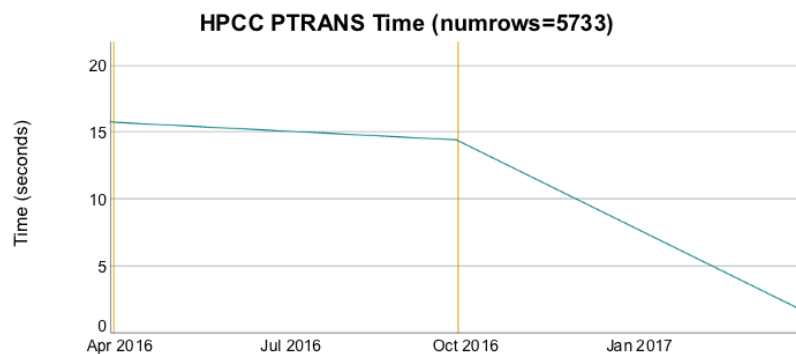
Single-Locale Performance

- Overall, single-locale performance improved dramatically
 - improvements for several shootout codes



Single-Locale Performance

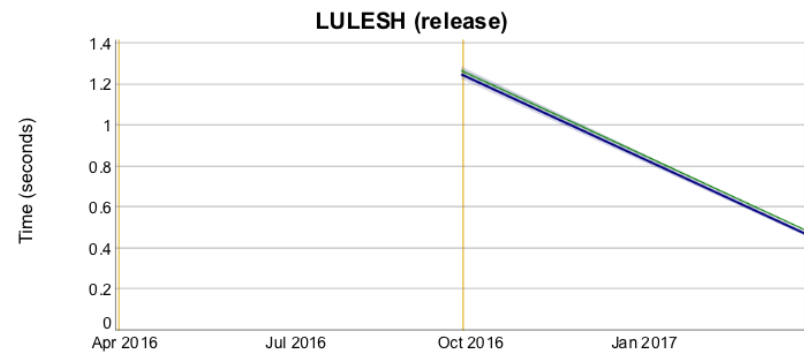
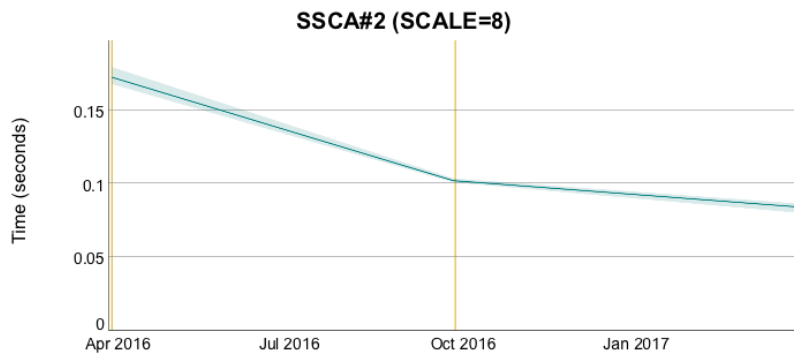
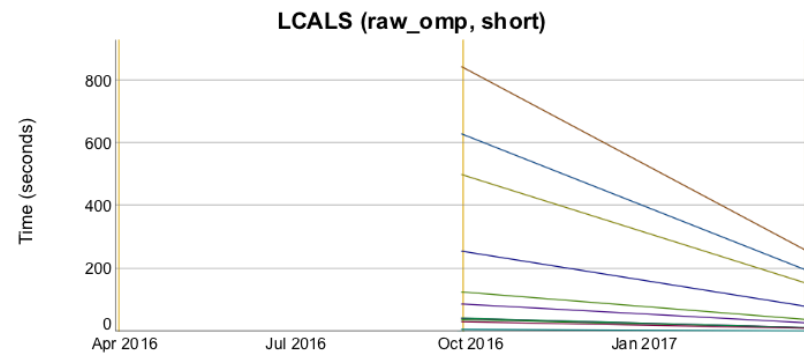
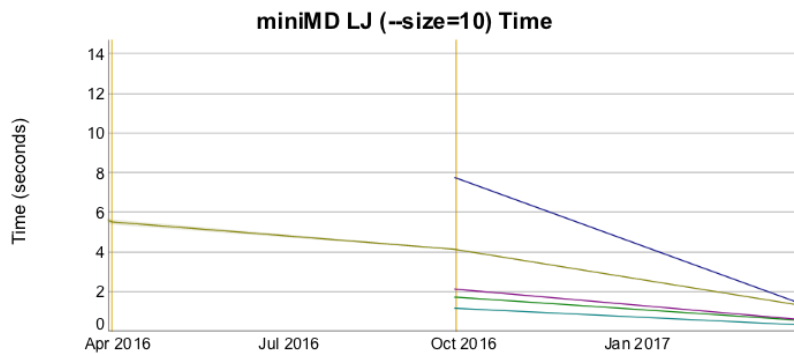
- Overall, single-locale performance improved dramatically
 - substantial speedups for HPCC codes





Single-Locale Performance

- Overall, single-locale performance improved dramatically
 - huge improvements for core proxy apps



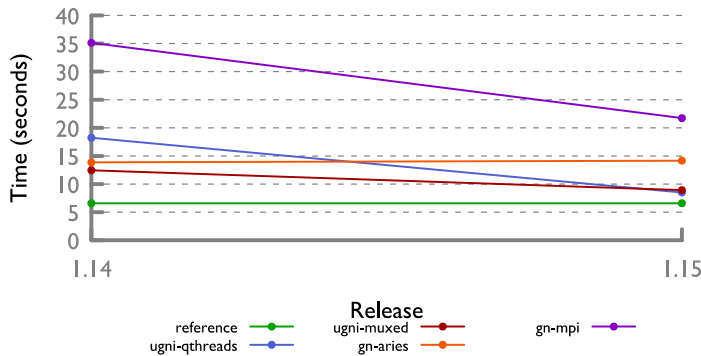
Multi-Locale Performance Trends



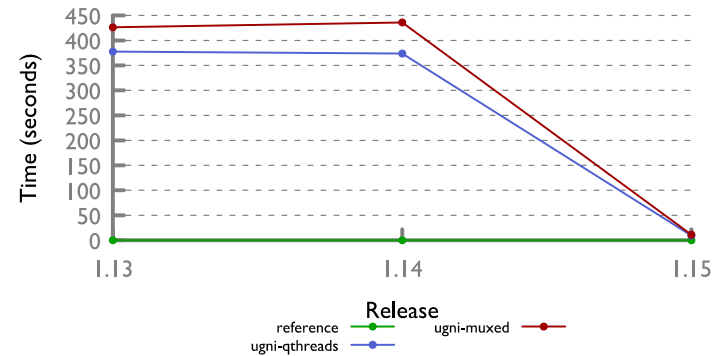
Multi-locale Performance

- Significant multi-locale performance improvements
 - no known regressions

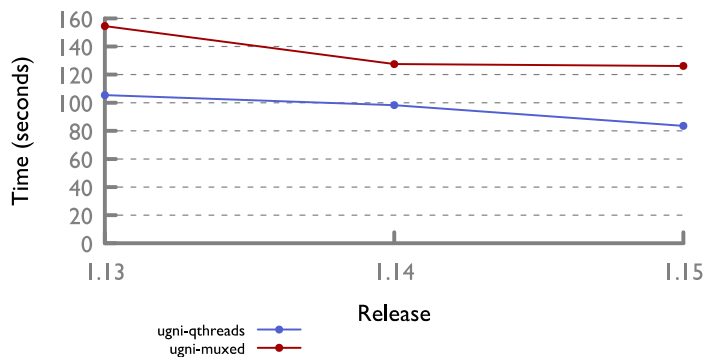
ISx (weakISO) --n=5592400



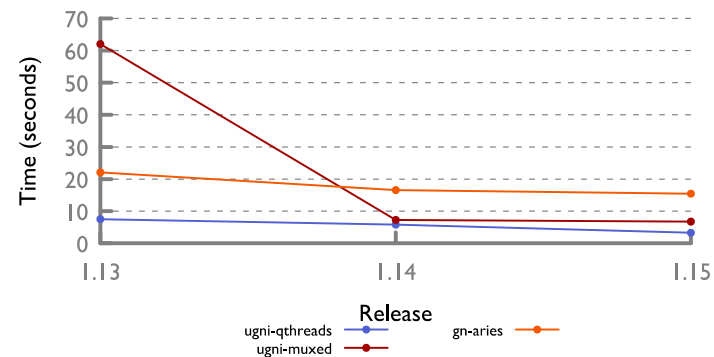
miniMD --size 20 (sec)



SSCA2 Size 22, 2⁴ Vertices, Time



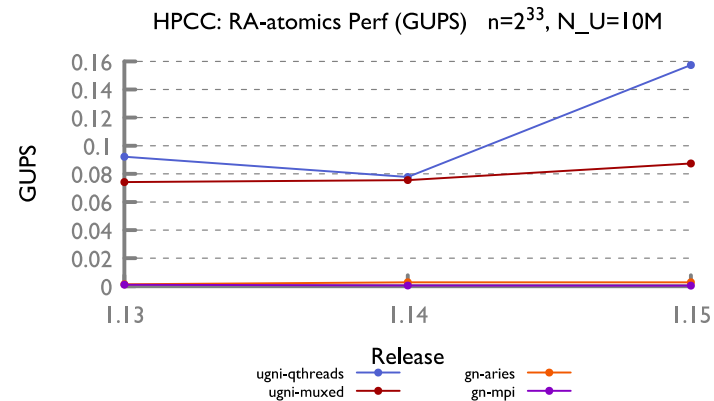
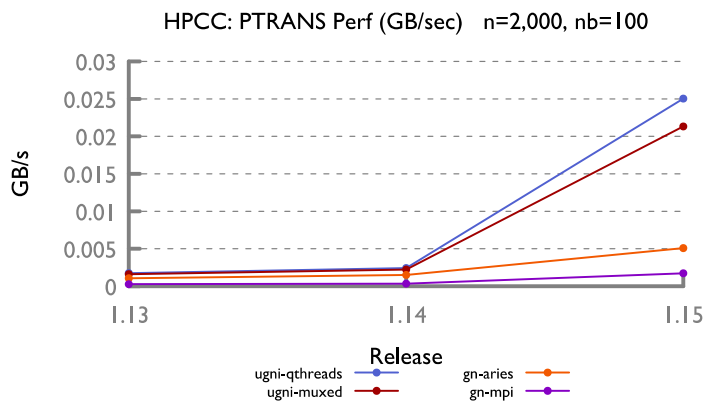
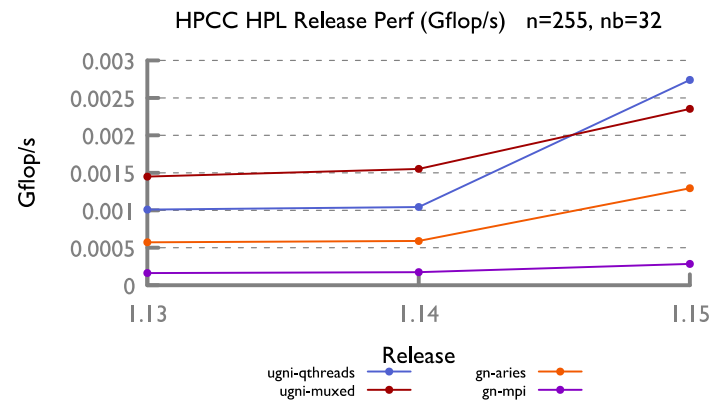
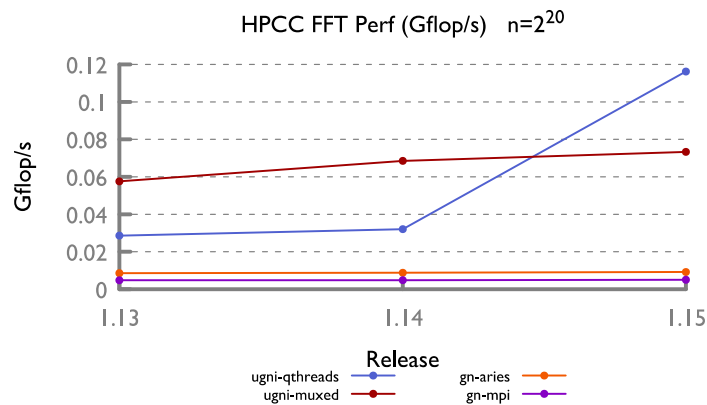
DOE: Lulesh Dense Time (sec) sedov15oct





Multi-locale Performance

- **Significant multi-locale performance improvements**
 - no known regressions (qthreads now outperforms muxed even more)





Performance Priorities and Next Steps



COMPUTE | STORE | ANALYZE

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Performance Priorities and Next Steps

- **Improve NUMA-aware performance**
 - strive to support NUMA by default without performance loss
- **Continue benchmark-driven improvements**
 - single-locale:
 - eliminate remaining performance gap for LCALS
 - improve performance for shootouts and proxy apps
 - multi-locale:
 - reduce unnecessary communication code
 - optimize scalability of core algorithms (task spawning, reductions, barriers)
 - focus on ISx, MiniMD/CoMD, LULESH





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