# GPU compressor exploration

Stefan Rua

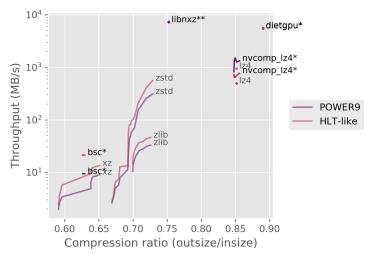
Why?

- Data from the HLT is compressed
- This is done on CPUs
- GPUs can be very fast

# What I've been doing

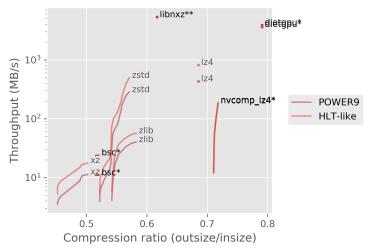
- Looking for GPU compressor implementations
- Adding them to a benchmarking program
- Comparing them to CPU compressors

## Results - PP events



<sup>\* =</sup> GPU \*\* = NX

## Results - HI events



\* = GPU \*\* = NX

# Results - details

#### Data:

- 100 PP events
- 100 HI events

## Timing:

- Wall time
- ullet Disk o RAM **excluded**
- ullet RAM o GPU memory **included**
- Fastest from 5 repeats

# Results - details

#### POWER9 machine:

- IBM POWER9
- Nvidia Tesla V100

#### HLT-like machine:

- AMD EPYC 75F3
- Nvidia Tesla T4

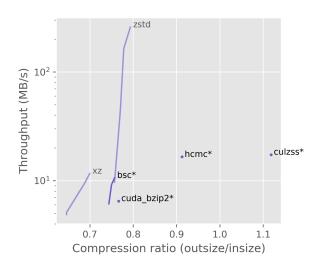
That's it

### **Contact info**

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# Extra - less promising ones



# Extra - problems

#### Nvidia

From version 2.3 onwards, the compression / decompression source code will not be released. We'll continue to maintain this Github for documentation and code sample purposes.

#### Researchers

Hi Stefan

It has been a while that we have worked on that. The best I can find is this code for CULZSS not for bit one, but it might be working or not, I am not sure.

hope that helps.