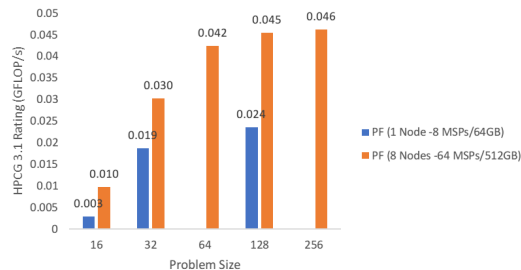


## HPCG Project Goals

- Complete a valid simulation run of the HPCG benchmark using emu-dev.
- Successfully port HPCG benchmark on the Lucata Pathfinder hardware.
- Optimize and debug the performance of HPCG benchmark on the Lucata Pathfinder for single-node/multi-node configuration.

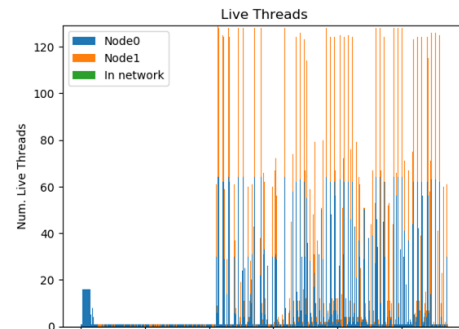
## Benchmark Results

- VALID Results for HPCG 3.1 are obtained with different configurations
- HPCG ratings are lower than expected. The scaling between single-node and 8-node is unsatisfactory.



## Profiling Results

- Generated profiling results from simulation runs with emusim-profile
- Parallelization is present but inconsistent, and setup is not currently parallelized



## Lessons Learned and Next Steps

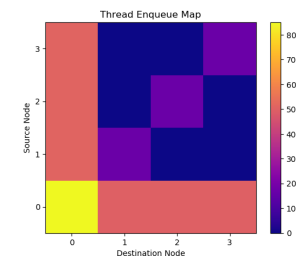
- Starting from the source code, find the implementation that are not suitable for the PF and replace them with optimized implementation
- Run and evaluate scalability in a multi-chassis configuration (with more nodes).

## Micro-Bench Project Goals

- Compare the performance of several functions on an x86 platform and the Pathfinder.
- Create a notebook to run these functions and compare the performance on an x86 platform and the Pathfinder.

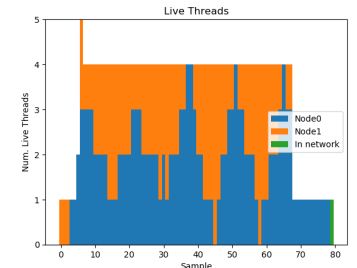
## Notebook Progress

- Notebook now runs benchmarks for pointer chase, local stream, global stream, locks, and ping-pong.
- Profiling graphs are included for all the previously mentioned functions as well now.



## Result Analysis

- Gathered results, benchmarks and profiling graphs, for the new functions.
- There is some anomalous behavior with threads when running emusim.



## Lessons Learned and Next Steps

- Try to resolve x86 compilation issues to compare our current results and see what the Pathfinder excels in.