

# Programming of Supercomputers (WS12/13)

Marco Seravalli

Master in Computational Science and Engineering  
Technische Universität München

February 1, 2013

# Outline

- 1 Sequential Optimization
  - Tuning
  - Results
  
- 2 Benchmark Parallelization
  - Parallelization
  - Tuning
  - Results

# Outline

- 1 Sequential Optimization
  - Tuning
  - Results
- 2 Benchmark Parallelization
  - Parallelization
  - Tuning
  - Results

# Compilation Improvements

- Comparison of different compilation flags
- Compare outcomes w.r.t:
  - Execution time
  - Memory hit ratio

# Binary Input

- Modify input from ASCII to binary
- Lower dimension of files
- Faster reading
- Loss in legibility

# Outline

## 1 Sequential Optimization

- Tuning
- Results

## 2 Benchmark Parallelization

- Parallelization
- Tuning
- Results

# Execution Time

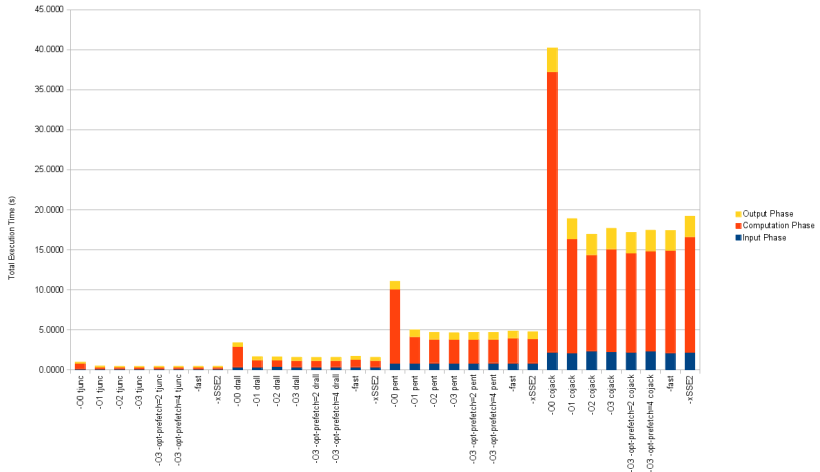


Figure: Execution time comparison using different optimization flags

# Input Phase

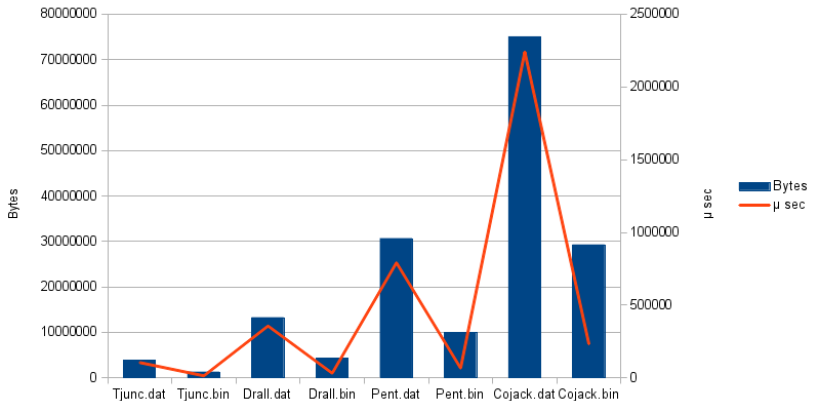


Figure: Input phase time comparison using input data



# Outline

- 1 Sequential Optimization
  - Tuning
  - Results
- 2 Benchmark Parallelization
  - Parallelization
  - Tuning
  - Results

# Data Distribution

- Different partitioning algorithms
  - Common
  - Metis Dual
  - Metis Nodal
- Differences reduced to the minimum

# Communicaton Model

- Send/Receive lists
- Global to local index
- Local to global index
- LCC

# Communicaton Model

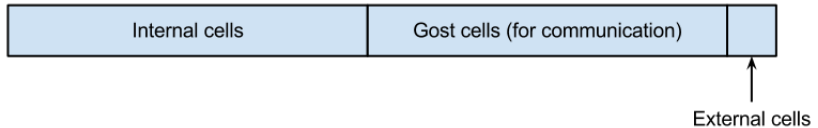


Figure: Data distribution in local to global index

# MPI Implementation

- Collective operations
- Point to point
- Non blocking
- Indexed data types

# Outline

- 1 Sequential Optimization
  - Tuning
  - Results
- 2 Benchmark Parallelization
  - Parallelization
  - Tuning
  - Results

# Optimization Tools

- Score-P
- Periscope
- Cube

# Improvements

- Overlap communication and computation
- Duplicate removal
- Allreduce bottleneck



# Outline

- 1 Sequential Optimization
  - Tuning
  - Results
  
- 2 Benchmark Parallelization
  - Parallelization
  - Tuning
  - Results

# Execution Time

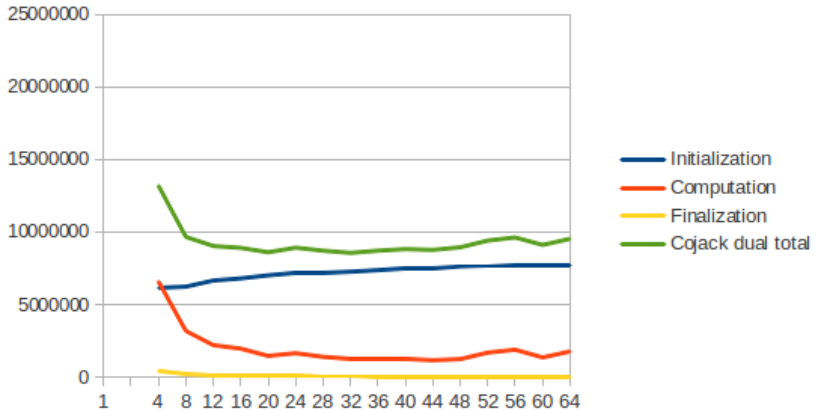


Figure: Times in  $\mu$ sec of the single parts of Cojack input run on multiple processes using the dual partitioning algorithm.

# Scaling

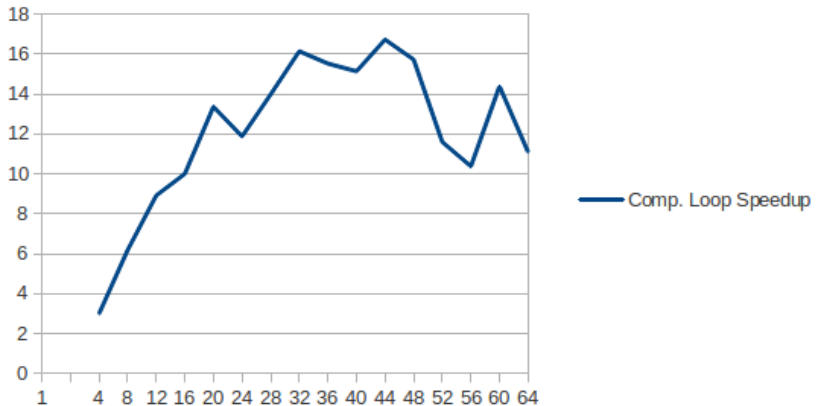


Figure: Scaling for computational loop for Cojack input run on multiple processes using the dual partitioning algorithm

# Summary

- Good understanding of **data structures** used by the application
- Careful planning of the **communication model**