1. Small networks (T = 4000, N = 1600)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | CPU (1N) | 1 GPU (1N) | 2 GPU (1N) | 2 GPU (2N) | 4 GPU (2N) | 2 GPU (2S) |
| random | 647.31 | 523.52 | 262.64 | 262.46 | 58.98 | 321.75 |
| by-assembly | 649.55 | 524.24 | 262.19 | 262.57 | 58.99 | 321.45 |

A graph with a line

Description automatically generated

* Increasing the number of GPUs gives a faster-than-linear decrease in sim time.
* By-assembly and random distribution give approximately the same results. Good, because true by-assembly distribution is unknown in practice, but that would not affect simulation time.
* The bridge between two VMs on one node gives is almost negligible GPUs 1N = 2 GPUs 2N). The bridge between sites is about 23% slower (2GPU 2S vs 2 GPU 1N).

1. Large networks (T = 4000), 2 sites.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| N cells | 7200 | 7600 | 8000 | 8400 | 10000 |
| random | 1276.55 | - | 1717.14 | - | - |
| by-assembly | 1277.14 | - | 1707.40 | - | - |

**Large networks on one site throw errors.**