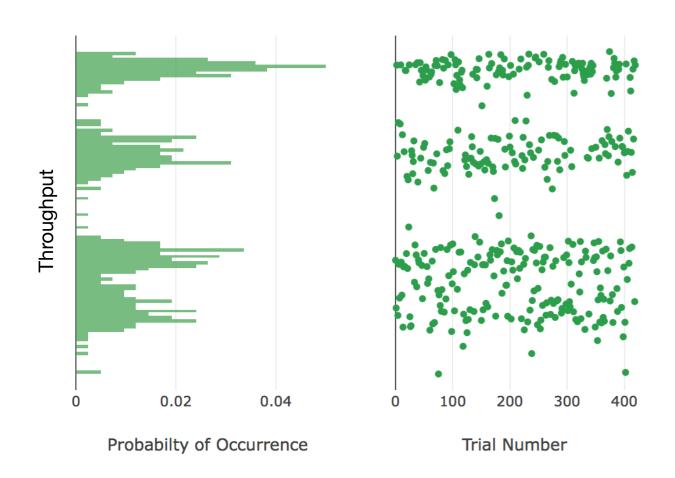


# Modeling and Analysis for HPC Systems

Computers have many interacting parts, when we run the same program repeatedly performance will vary.

Analysis of 'True' Fsize-1024\_Rsize-32

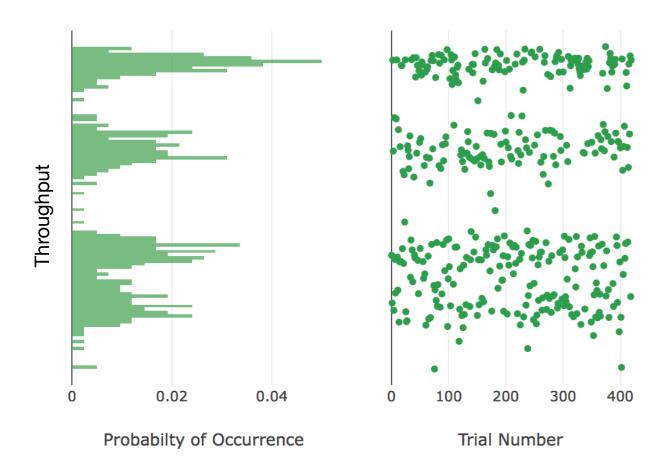




# Modeling and Analysis for HPC Systems

Computers have many interacting parts, when we run the same program repeatedly performance will vary.

Analysis of 'True' Fsize-1024\_Rsize-32



Can we predict how a computer will perform a task based on its configuration?

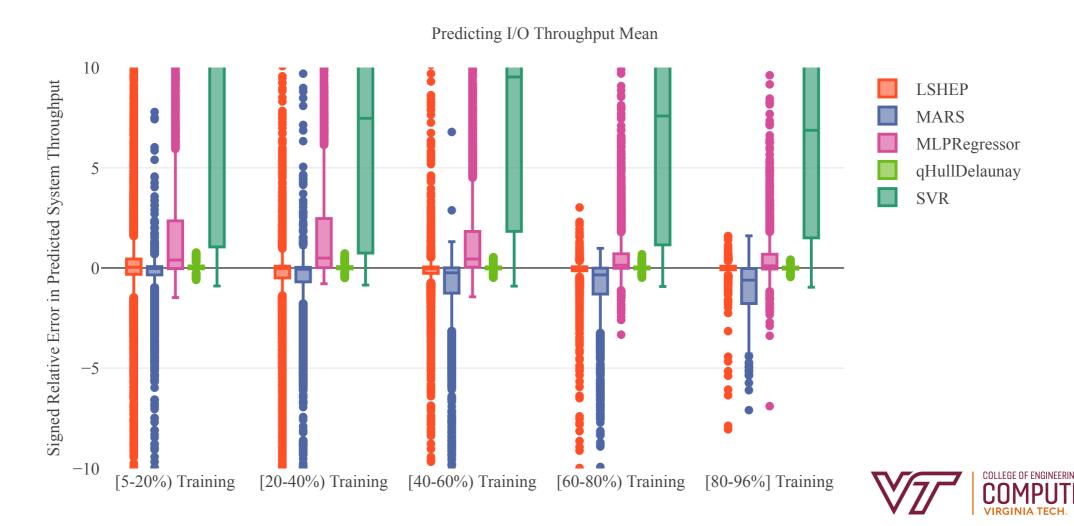
Can we model and predict this stochastic behavior?



#### We CAN Model Systems, but...

It's a hard problem that requires new methods.

Typical machine learning would use a common algorithm like neural networks, decision trees, etc...



### Enter → Math Modeling

Function approximation and specifically interpolation are well-studied problems in Mathematics.

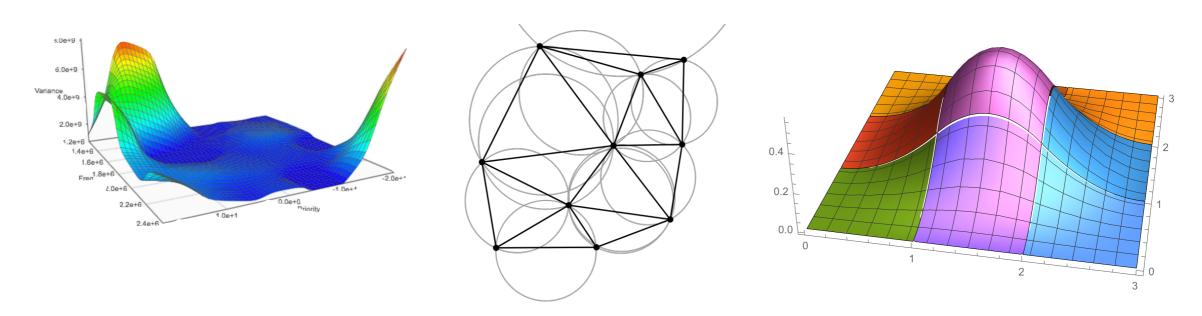
We use deterministic methods with theoretical guarantees such as provable error bounds.



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Function approximation and specifically interpolation are well-studied problems in Mathematics.

We use deterministic methods with theoretical guarantees such as provable error bounds.



Linear Shepard, Delaunay Triangulation, and Box Splines are three examples of deterministic interpolants.



### Overarching Research Goal

Develop (or improve upon existing) techniques for **modeling** the **stochastic behavior** of computer systems.

