



## Proposal For ASC 25

Team Name: YSU Super Fighters

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# Brief Background Description of Supercomputing Activities

## 1.1 Hardware and Software Platforms

Our university established a high-performance computational (HPC) cluster in 2017, named Super Center Center of Yanshan University, through the integration of supercomputer resources in the university. The center contains a total of 36 nodes, 896 available computing cores, a total of 2.176TB of memory and 33TB of available storage capacity. Its theoretical double-precision floating-point performance reaches 28.672 TeraFLOPs. At Yanshan University, it is the highest-performance high-performance computing cluster with the largest computing capacity, the highest computing power and the most professional operation and maintenance team. It provides high-performance computing environment support for national and provincial-level scientific research projects undertaken by the research teams of other colleges. As of March 9, 2018, the total cost of the supercomputer CPU was 2963096203 seconds and 335 I jobs were scheduled. At present, after more than six months of trial operation, our school has accumulated rich experience in daily operation management, technical support, application services and personnel training of supercomputer centers.

The supercomputing center adopts a mature and general system architecture, which can be used to compute core 896 Cores, total memory of 2.112tb, and 33TB of storage capacity, which can be applicable to various types of applications. The main configurations are as follows:

Table 1: The main configurations

Type	Count	Name	Description
Management	1	mgt1	System monitoring and job scheduling
Login node	1	login	
Compute node	30	node1 30	2 Intel E5-2683v3 processors, 28 Cores 2.0Ghz, 64GB DDR4 ECC REG memory, Infiniband QDR 40Gb/s network
GPU Node	2	GPU1,2	2 Intel E5-2683v3 Processors, 28 Cores 2.0Ghz, 128GB DDR4 ECC REG memory, Infiniband QDR 40Gb/s network, NVIDIA TitanX GPU
IO node	2	gpfs1,nfs	GPFS parallel file system (18TB), NFS network storage

The Supercomputing center supports the running of computing software such as Ansys, Fluent, Vasp, Lammmps, Comsol, and supports the compiling and running environment of C(C++), Fortran and other languages to ensure the computational requirements of self-compiled applications. Software resources are listed as follows:

Table 2: Software resources

Software Name	Description
Centos7.2	Operating System Platform
NFSv4	Web file system
MPICH/MPICH2/OpenMPI	Open source parallel development environment
Paramon Paratune	Application of running feature collector Application of running feature analyzer
Intel Parallel Studio XE 2015	Intel Parallel Development Suite
Intel MKL 2017	Intel Library of Mathematical Functions
Intel MPI 2017	Intel Parallel Messaging Library
IBM Platform Computing LSF	Resource Management and Operational Movement Control System
IBM GPFS	Common Parallel Document System
Openmpi 2.0.2	Open source Intel Parallel Messaging Library
FFTW	FFTW (Fastest Fourier Transform in the West)
gromacs-5.1.4	Molecular dynamics program

## 1.2 Supercomputing Courses and Groups

Our school has several student-led HPC interest groups, including parallel computing group, algorithm design and optimization group, Linux cluster construction group and test group. In the parallel computing group, the leading teachers teach relevant knowledge, and students learn parallel programming, C language, MPI, cluster management and other parallel computing knowledge independently. In addition, our school has set up a discussion group for students who like supercomputers. We learn from each other in the discussion group. Students who have experience in ASC or other super computing competitions actively share their experience. When they encounter problems that cannot be solved, they will discuss and seek solutions in the group

## 1.3 Supercomputing-related Research and Applications

In July 2017, Yanshan University set up the Super center Center of Yanshan University through the integration of supercomputer resources in the university . The center contains a total of 36 nodes, 896 available computing cores , a total of 2.176TB of memory and 33TB of available storage capacity . Its theoretical double-precision floating point performance peaks at 28.672 trillion times per second. At Yanshan University, it is the highest-performance high-performance computing cluster with the largest computing capacity , the highest computing power and the most professional operation and maintenance team . It provides high-performance computing environment support for national and provincial-level scientific research projects undertaken by the research teams of other colleges . As of March 9 , 2018 , the total cost of the supercomputer CPU was 2963096203 seconds and 335 I jobs were scheduled. At present, after more than six months of trial operation , our school has accumulated rich experience in daily operation management , technical support , application services and personnel training of supercomputer centers.

## 1.4 Key Achievements in Supercomputing Research

a) In the 2022 World University Supercomputer Competition (ASC19), the teams of our school won the second-class award in the world. With the experience of our senior students. This year in ASC24, we will work harder to get better results and win an honor for our school. The award-winning certificates are as follows (Figure 1.4.2):

b) A team of our school successfully won the bronze prize of parallel optimization in the 8th "Intel Cup" Parallel Application Challenge pac2020. Here are the winners Certificate (Figure 1.4.2):

## 2 Team Introduction

### 2.1 Team Setup

The five members of our team consisted of one senior and four sophomores, and all five of us were from the same supercomputer group on campus. Before ASC2024 was released, members of our team often discussed parallel programming, C language, MPI, distributed system management and other parallel computing knowledge. We learn and discuss together, which is the core factor that makes us a team. Since the four sophomore members are participating for the first time, in order to better participate in and conduct the ASC2024 competition, the team invited senior students who have participated in the competition to analyze and guide, so our team was established. The five of us perform our respective roles, each has its own strengths, and understand each other, cooperate with each other, can challenge any difficulties.

## 2.2 Team Members



**Jin Chenye**

Skilled in algorithms and AI, with expertise in GPU cluster operations.



**Li Wangyang**

Experienced in high-performance computing and parallel programming.



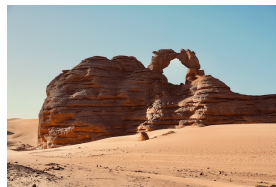
**Cui Shuyang**

Specializes in HPC testing, parallel computing, and AI algorithms.



**Li Jinze**

Expertise in HPC testing, parallel computing, and machine learning.



**Fang Yi**

Skilled in algorithms and parallel computing.





Figure 1: Team photo

## 2.3 Team Motto

YSUsers save the world.

### 3 Technical Proposal Requirements

#### 3.1 Design of HPC System

##### 3.1.1 Theoretical Design of an HPC Cluster

To archive the goal of best computing performance within the limitation of 3KW power consumption, we designed 2 types of nodes in our cluster: CPU node and GPU node.

CPU node: each node contains 2 CPU.

GPU node: each node contains 2 CPU and some GPU.

Not all of those components are active during use, some of them will keep idle.

We designed a HPC system with a total of 4 nodes. Our estimated total system power consumption is less than 3KW when the system is running in both modes described below.

CPU mode: in this mode, the CPUs of all nodes work while the GPUs of the GPU nodes will remain idle. This computing mode is suitable for high-performance applications that run only on CPUs.

GPU mode: In this mode, CPU nodes are idle and GPU nodes work. This computing mode is suitable for applications that require computation on GPU.

##### 3.1.2 Software and Hardware Configurations

The general single CPU node configuration is shown below:

Table 3: Single Node Configuration

Component Name	Model	Num
Server	Inspur NF5280M7	1
CPU	Intel Xeon 6530	2
Memory	DDR5 32G	16
HardDrive	SSD 480G	1
HCA	InfiniBand Mellanox ConnectX®-7 HDR	1

The configuration of CPU node 1 is the same as the single node configuration described above. GPU node 1 adds 1 NVIDIA H100 80G PCIe GPU on top of the CPU node 1 configuration, and GPU nodes 2,3 add 4 NVIDIA H100 80G PCIe GPUs on top of the single node configuration and replace the CPUs with Xeon 6538Y+.

**Node1 (CPU Node):** General Node Configuration

**Node2 (Master GPU Node):** General Node Configuration + 1 \* H100 GPU

**Node3 (GPU Node):** General Node Configuration + 2 \* H100 GPU + 2 \* Xeon 6538Y+

**Node4 (GPU Node):** General Node Configuration + 2 \* H100 GPU + 2 \* Xeon 6538Y+

##### 3.1.3 Interconnection, Power Consumption, Performance Evaluation, and Architecture Analysis

All nodes are utilizing a hybrid network architecture:

- 1 GbE for management traffic

- Mellanox HDR InfiniBand (200 Gb/s) for compute node interconnectivity

For two GPU nodes, the GPUs in the nodes are connected to each other via NVIDIA NVLink to provide high-speed interconnectivity between the GPUs.



Figure 2: Cluster Architecture

Table 4: Cluster software configuration

Item	Version
OS	CentOS 7.9
Compiler	GCC 10, Intel oneAPI BaseKit 2022.3.1(icc)
Math Library	Intel oneAPI MKL 2022.2
MPI	Intel oneAPI HPCKit 2022.3.1
Other	NVIDIA Data Center Driver for Linux RHEL 7 version 535

According to the power calculator on Inspur's official website, the power consumption of the predecessor NF5280M6 of the NF5280M7 server we used is shown in the table below:

Table 5: NF5280M6 Power Consumption

Loads	Power consumption
100%	695.88W
50%	433.00W
25%	304.15W
0%	177.68W

Therefore, after comparing the differences between the servers, we presume the power consumption of the CPU 1 node and the GPU 1 node (without the GPU) to be

Table 6: NF5280M7 Power Consumption with Xeon 6538Y+

Load	Power consumption
100%	670W
50%	410W
25%	285W
0%	150W

All node power consumption in the power consumption data below is assumed from the table above.

**CPU Mode:**

**GPU Mode:**

Table 7: Power Consumption in GPU mode

Component	Power consumption
4 Nodes	2780W
InfiniBand Switch	100W
Ethernet Switch	20W
GPU(Idle)	100W
Total Power	3000W

We use Flops (floating point operations per second) to estimate the theoretical performance of the cluster.

The Xeon 6530 and 6530Y+ CPU has 2 FMA engines per core. Each FMA engine has 8 lanes and each lane can perform 2 floating point operations per cycle. In this way, we estimate the theoretical performance to be:

$$2 \text{ FMA} \times 8 \text{ lanes} \times 2 \text{ Flops/cycle} \times 32 \text{ cores} \times 2 \text{ sockets} \times 4 \text{ nodes} \times 2.6 \text{ GHz} = 21299.2 \text{ GFlops} = 21.2992 \text{ TFlops}$$

n GPU mode, the floating-point performance of a single H100 card is 51.22 TFlops, so the floating-point performance of the entire cluster is:

$$51.22 \text{ TFlops} \times 5 = 256.1 \text{ TFlops}$$

Table 8: Cluster Performance

Mode	Performance
CPU	21.2922 TFlops
GPU	256.1 TFlops

During the formation of the cluster, we used the server power calculation tool provided by Inspur to more accurately estimate power consumption. The cluster uses InfiniBand, a high-performance communication technology protocol with lower latency, greater bandwidth, and higher reliability for more powerful I/O performance, which is ideal for high-speed interconnection of nodes in a cluster. In addition, we have introduced NVLink technology in GPU nodes. NVLink technology provide high-speed interconnections between GPUs and CPUs for NVIDIA H100 graphics cards, and it is more than seven times faster than PCIe bandwidth compared to traditional PCIe links.

This also makes it ideal for GPU-intensive high-performance computing. However, the cluster we built still has some shortcomings. At the software level, we did not use the latest packages (e.g., we used Intel oneAPI 2022 instead of 2023), which introduces support for new architectures but can also lead to compatibility issues, as was the case with some of the questions in the ASC competition. Also, at the hardware level, the H100 GPUs we used do not perform optimally in this power constraint and network topology, which is more noticeable when performing scenarios that require multi-card collaboration such as LLM training.

## 3.2 HPL and HPCG Benchmarks

### 3.2.1 Software Environment

Table 9: Hardware Configuration

Item	Configuration
CPU	Intel Xeon Gold 5218R x2
Memory	DDR3 128GB

Table 10: Software Configuration

Item	Configuration
OS	CentOS 7.9.2009
Compiler	Intel mpiicc 2021.11
Math Library	Intel Math Kernel Library 2024.0
MPI	Intel MPI Library 2021.11

### 3.2.2 Performance Optimization and Testing Methods

#### 2.2 HPL

##### 2.2.1 Background

HPL is a software package that solves a (random) dense linear system using double precision (64 bits) arithmetic on distributed-memory computers. It is a portable and free implementation of the High Performance Computing Linpack Benchmark.

The HPL package includes a testing and timing program that measures the accuracy and speed of the solution. The performance of this software on your system depends on many factors. However, with some assumptions on the interconnection network, the algorithm and its implementation described here are scalable, meaning that their parallel efficiency remains constant with the per processor memory usage.

##### 2.2.2 Test Principle

When the matrix size is  $N$ , the total number of floating point operations is:

$$N_{flop} = \frac{2N^3}{3} + 2N^2 \quad (1)$$

Therefore, given the problem size  $N$  and measured execution time  $T$ , the system performance (in FLOPS) can be calculated as:

$$\text{Performance} = \frac{N_{flop}}{T} = \frac{\frac{2N^3}{3} + 2N^2}{T} \quad \text{FLOPS} \quad (2)$$

### 2.2.3 HPL Algorithm Analysis

The algorithm used by HPL can be summarized by the following keywords: Two-dimensional block-cyclic data distribution - Right-looking variant of the LU factorization with row partial pivoting featuring multiple look-ahead depths Recursive panel factorization with pivot search and column broadcast combined - Various virtual panel broadcast topologies bandwidth reducing swap-broadcast algorithm backward substitution with look-ahead of depth.

#### (1) LU decomposition

Firstly, HPL compute the LU factorization of matrix A

$$LU = A$$

L is the lower triangular matrix, is the upper triangular matrix

$$Ax = (LU) \cdot x = L \cdot (U \cdot x) = b$$

Solve for the y vector

$$Ly = b$$

And then solve for x

$$Ux = y$$

So for Ax is equal to b, can convert Ax is equal to b into an upper trigonometric system. LU factorization of the matrix (A,b) to get the upper triangular matrix. The LU decomposition process is shown in the figure below:



Figure 3: LU factorization



Figure 4: LU decomposition process

First complete the decomposition of  $A_{11}$ , then complete the decomposition of  $A_{12}$  and  $A_{22}$ , finally update  $A_{22}$ . According to such a calculation sequence, the two-dimensional block-cyclic data distribution strategy needs to be adopted to divide the data of the matrix to each process in parallel LU decomposition.

## (2)Block Cyclic Data Distribution

The Block Cyclic Data Distribution strategy is step-wise to a 2D GRID of  $P \times Q$  processes to ensure load balancing and scalability of the algorithm. NB is the width of the panel. And the data in the process are stored continuously. Interprocess data distribution is shown in the figure below:



Figure 5: Interprocess data distribution

The way the matrix is distributed on the process has a great influence on the load balancing and communication characteristics of the concurrent algorithm and therefore determines its performance and scalability to a large extent. Circular block



distribution provides a simple and general method for distributing block partitioning matrices on distributed memory concurrent computers. The block cycle data distribution is determined by four parameters  $P, q$ , and  $m, n$ , where  $P, q$  is the process grid  $M$  and  $N$  determines the block size. Blocks separated by fixed strides in column and row directions are assigned to the same processes.

### (3).Panel broadcast

For process grid with multiple columns, every cycle is calculated only a list of the panel process execution decomposition, decomposition of the panel process to perform a panel of each column line communication exchange algorithm and choose the maximum principal yuan, panel decomposition calculation, after the completion of the decomposed data broadcast to other processes, swapping operation lines (exchange and radio), Each process saves a copy of the current  $U$  matrix and updates the trailing matrix with the latest Panel and  $U$ . The calculation process is shown in the figure below:



Figure 6: Panel broadcast process

### (4).Panel decomposition

Panel decomposition is completed by a row of processes that currently have this Panel block. Each time, the largest principal element is selected, an element in the first line of the Panel is exchanged, and the row where the largest principal element is broadcast to each process, and the first number is solved by each process.

In the process of selecting the maximum principal element, each process selects the row where the maximum principal element is and copies it to the buffer. After two pairs are exchanged, each process selects the row where the maximum principal element is and puts it in the buffer.

HPL adopts the row principal element algorithm. Before the single-step matrix update, the largest rows selected by panel decomposition should be exchanged into THE  $U$  matrix, and the row principal element exchange and broadcast of the un-updated matrix should be performed. After that, each process obtains the complete number of main element rows. Each process on each column selects the result of the maximum principal element for the row exchange operation. There are  $NB$  maximum principal elements in the matrix, which exchange with data in  $U$  in turn.



In the panel decomposition stage, subscripts and the process where the data to be exchanged have been calculated and sent to each process along with panel broadcast.

## 2.2.4 Parameter Settings

### 2.2.4.1 Size of Matrix

N represents the number and scale of matrices to be solved. The larger the matrix size n is, the greater the proportion of effective calculation, The higher the floating-point processing performance of the system.



Figure 7: GFLOPS with different input of N

However, the increase of matrix size will lead to the increase of memory consumption, If the actual memory space of the system is insufficient, using swap partitions, Performance will be greatly reduced. The matrix occupies about 80% (or 90%) of the total memory of the system, that is:

$$N \times N \times 8bytes = memory \times 80\%$$

Therefore, when the value of n is 113137, the effective calculation accounts for a high proportion.

### 2.2.4.2 Size of Block Matrix

NB is the size of the matrix block. In the process of solving the matrix, the size of the matrix block has a great impact on the performance. The choice of NB is closely related to many factors of software and hardware. The selection of Nb value generally follows the following rules:

- NB cannot be too large or too small, generally less than 384.
- NB x 8 must be a multiple of the cache line.
- The size of NB is related to communication mode, matrix scale, network, processor speed, etc.
- NB should be able to divide N.

According to the above rule test we tried several NBs, the results are shown in the figure below.



Figure 8: GFLOPS with different input of N and NB

It can be seen that when NB is around 264 or 344, the performance is better in our machine when N is bigger than 50000. As for 113137, we will try more NBs later.

#### 2.2.4.3 Parameters of P and Q

$P \times Q$  represents a two-dimensional processor grid where p represents the number of processors in the horizontal direction, Q indicates the number of processors in the vertical direction. Generally, one process corresponds to one CPU, with better performance. There is the following formula:

$$P \times Q = \text{number of cpu} = \text{number of process}$$

We have 40 processors in total, so we tried several pairs of P and Q and make sure that their product is above 40. The results are shown in the figure below.



Figure 9: GFLOPS with different input of P and Q

It is found that the performance is better when P is 4 and Q is 10. P=5 and Q=8 is also a good choice.

### 2.2.5 HPL Performance Evaluation

The theoretical peak double precision floating-point performance can be calculated as:

$$\begin{aligned} P_{peak} &= \text{cores} \times \text{frequency} \times \text{FLOPs/cycle} \times \text{sockets} \\ &= 20 \times 2.1 \text{ GHz} \times 16 \times 2 \\ &= 1344 \text{ GFLOPS} \end{aligned} \quad (3)$$

With our optimal parameter settings achieving 803.698 GFLOPS, the HPL efficiency ratio is:

$$\text{Efficiency} = \frac{P_{achieved}}{P_{peak}} = \frac{1082.5}{1344} \approx 80.54\% \quad (4)$$

Due to the limitation of objective conditions, HPL test is only conducted at a single computing node without GPU acceleration. The peak value of theoretical double precision floating-point calculation is as follows:

$$Peak = 2 \times 20 \times 2.1GHz \times 16Flops/cycle = 1344Glops$$

And we tested several groups of parameters. The results are shown in the figure below.



Figure 10: GFLOPS with different input of P and Q

Finally, the best parameter settings obtained through the test are as follows:

Table 11: Parameter settings

N	NB	P	Q
120000	288	5	8

The actual double precision floating-point calculation peak obtained from the above parameter test is 803.698 GFlops. Therefore, the final HPL calculation efficiency is:

$$Performance - Ratio = 1082.5Gflops/1344Gflops = 80.54\%$$

### 2.2.6 Document introduction

- (1)hpl\_N\_NB.out and hpl\_N\_NB\_2.out: The output with different Ns and NBs. We choose N and NB according it.
- (2)hpl\_N\_PQ.out: The output with different pairs of P and Q. We choose P and Q according it.
- (3)hpl.out: The final test output, which including the peek performance we got.

## 2.3 HPCG

### 2.3.1 Background

The High Performance Conjugate Gradients (HPCG) Benchmark project is an effort to create a new metric for ranking HPC systems. HPCG is intended as a complement to the High Performance LINPACK (HPL) benchmark, currently used to rank the TOP500 computing systems. The computational and data access patterns of HPL are still representative of some important scalable applications, but not all. HPCG is designed to exercise computational and data access patterns that more closely match a different and broad set of important applications, and to give incentive to computer system designers to invest in capabilities that will have impact on the collective performance of these applications.

Compared with the HPL benchmark test, its calculation, memory access and communication modes are more representative of a wide range of scientific and engineering computing applications, which based on partial differential equation solving. Also, it helps to reflect the system's memory access bandwidth, latency and communication energy more comprehensively, to make up for the deficiencies and drawbacks of the hpl test. But the test results are usually lower than the HPL test results, often only have a few percent.

### 2.3.2 Test Principle

In a large-scale parallel environment, HPCG uses a three-dimensional area decomposition strategy, which is to divide the entire computing area into sub-areas according to 3 dimensions, and then each sub-areas is assigned an MPI process. The HPCG program includes dot product (DDOT), vector update function (Waxpby), large sparse matrix multiplication (SYMV) and triple solver (SYMGS) and Multi-Grid algorithm (MG).



Figure 11: SYMGS restriction process

### 2.3.3 Build HPCG

We used both intel oneAPI Tools and GCC to compile it. After test, we found that the hpcg program with intel compiler performed better on our intel Xeon processors. So we chose the ICPC\_OMP arch.

### 2.3.4 Parameter Settings

#### 2.3.4.1 Testing Time

HPCG can be run in just a few minutes from start to finish. However, official runs must be at least 1800 seconds (30 minutes) as reported in the output file. To achieve a balance between validity and efficiency, and make sure that the valid run time is more than 1800 seconds, we took 3600s as the run time of HPCG, which is able to get a valid result with acceptable time consumption.

#### 2.3.4.2 Problem Size

A valid run must also execute a problem size that is large enough so that data arrays accessed in the CG iteration loop do not fit in the cache of the device in a way that 21 would be unrealistic in a real application setting. Presently this restriction means that the problem size should be large enough to occupy a significant fraction of “main memory”, at least 1/4 of the total. Based on this rule, We choose several problem sizes, trying to make out which can lead to best performance. The parameter local domain dimension specified by user in hpcg.dat predicts the problem size. The default local domain dimension is  $192 \times 192 \times 192$ . Higher performance is observed when small problem size is specified. However, values under 32 will be defaulted to 32(for a  $32 \times 32 \times 32$  mesh). Therefore, we choose 32 as the local domain dimension.

### 2.3.5 Performance Estimation

Performance ratio of HPL test value and theoretical peak value:

$$Performance - Ratio = 1344Gflops/10.8092Gflops = 0.804\%$$

Performance ratio of HPL test value and HPCG test value:

$$Performance - Ratio = 1082.5Gflops/10.8092Gflops = 0.998\%$$

### 2.3.6 Document introduction

- (1)HPCG-Benchmark.txt: the final output of HPCG test.

## 3.3 Optimization for AlphaFold3 Inference

## 3.4 GPU Inference Optimization

### 3.4.1 Model Deployment

Since the program requires more than 18GB of video memory, we chose to deploy the model on the YSU HPC supercomputing cluster. Dependencies were installed according to the official dockerfile documentation. Due to the cluster’s CUDA driver version being 12.0, which differs from the dockerfile’s 12.6, we needed to select a different jax version. According to the jax installation documentation, we used the following commands to install jax:

```
1 pip install --upgrade pip
2 pip install --upgrade "jax[cuda12]"
```

After installation, the jax version is 0.5.0, which differs from the version required in the dockerfile but still runs normally.

### 3.4.2 Hardware Configuration

Using the compute01 node of the supercomputing cluster, which is configured with: CPU: Intel Xeon Gold 5218R @ 2.10GHz, GPU: 2\* NVIDIA GeForce 3090 24G, RAM: 125G.

### 3.4.3 Environment Variables Setup

```
1 export XLA_PYTHON_CLIENT_MEM_FRACTION=0.95
2 export JAX_TRACEBACK_FILTERING=off
```

### 3.4.4 Program Execution Command

```
1 python ./run_alphafold.py \
2     --input_dir=/input_dir \
3     --output_dir=/output_dir \
4     --model_dir=/model_dir \
5     --norun_data_pipeline \
6     --num_recycles=3 \
7     --flash_attention_implementation=xla
```

### 3.4.5 Program Results

See cluster files for details.

## 3.5 Program Optimization

### 3.5.1 Optimization Strategy Overview

Through code analysis and observation of program execution results, we found that the model inference phase accounts for over 95% of the total runtime. Therefore, we prioritized optimizing the model inference time. Additionally, we identified optimization opportunities in the feature extraction phase.

### 3.5.2 Optimization Methods

**Model Inference Phase:** Used jax compilation cache directory to cache compiled functions and model parameters, reducing compilation time during model inference.

**Feature Extraction Phase:** Defined `FeatureCache` class to cache feature data, reducing repeated computations and memory usage. Implemented `optimize_features` function to optimize data types and memory layout, `compress_features` function to compress feature data, and parallel processing of feature data to reduce runtime.



### 3.5.3 Optimization Methods

Defined `create_model_runner` function to configure jax environment, including disabling 64-bit operations and setting thread count. Implemented `_post_process_result` function for optimizing result processing and data type conversion. Created `ModelRunner` class with `_split_batch`, `run_inference`, and `_merge_results` functions for dynamic batch processing, parallel model inference, and parallel result merging. Implemented `NumericsHandler` class with `handle_coordinate_numerics`, `handle_general_numerics`, and `check_output_numerics` functions for detecting and handling NaN/Inf values. Developed `CacheManager` class with `_get_cache_key`, `_serialize_value`, `_deserialize_value`, and `put` functions for cache management. Created `MemoryManager` class with `get_memory_usage`, `update`, `cleanup`, and `monitor` functions for memory management.

### 3.5.4 Optimization Results

**Before optimization:** Total runtime: 3651.96s, Model inference: 3353.36s, Feature extraction: 298.60s.

**After optimization:** Total runtime: 3149.68s, Model inference: 3042.80s, Feature extraction: 106.88s.

**Total improvement:** 13.7%, Model inference improvement: 9.3%, Feature extraction improvement: 66.9%.

## 3.6 CPU Inference Optimization

### 3.6.1 Model Deployment

Since the CPU version requires over 100GB of memory for large inputs, we chose to deploy the model on the login node of the YSU HPC supercomputing cluster, with the same deployment process as the GPU version.

### 3.6.2 Hardware Configuration

Using the login node configured with: CPU: Intel Xeon Gold 5218R @ 2.10GHz, RAM: 125G.

### 3.6.3 Environment Variables Setup

```
1 export MKL_DEBUG_CPU_TYPE=5
2 export MKL_ENABLE_INSTRUCTIONS=AVX2
3 export KMP_AFFINITY="granularity=fine,compact,1,0"
4 export MKL_DYNAMIC=FALSE
```

```
1 import os
2 os.environ['JAX_PLATFORMS'] = 'cpu'
3 os.environ['JAX_SKIP_ROCM_TESTS'] = '1'
4 os.environ['JAX_SKIP_TPU_TESTS'] = '1'
5 os.environ['JAX_LOG_COMPILES'] = '0'
6 os.environ['TF_CPP_MIN_LOG_LEVEL'] = '3'
```

### 3.6.4 Program Execution Command

Same as GPU version.

### 3.6.5 Program Results

See cluster files for details.

## 3.7 Program Optimization

### 3.7.1 Optimization Strategy Overview

Through code analysis, we identified optimization opportunities in memory usage and CPU communication. We also found NaN/Inf values during program execution that needed handling.

### 3.7.2 Optimization Methods

Defined `create_model_runner` function to configure jax environment, including disabling 64-bit operations and setting thread count. Implemented `_post_process_result` function for optimizing result processing and data type conversion. Created `ModelRunner` class with `_split_batch`, `run_inference`, and `_merge_results` functions for dynamic batch processing, parallel model inference, and parallel result merging. Implemented `NumericsHandler` class with `handle_coordinate_numerics`, `handle_general_numerics`, and `check_output_numerics` functions for detecting and handling NaN/Inf values. Developed `CacheManager` class with `_get_cache_key`, `_serialize_value`, `_deserialize_value`, and `put` functions for cache management. Created `MemoryManager` class with `get_memory_usage`, `update`, `cleanup`, and `monitor` functions for memory management.

### 3.7.3 Optimization Results

Before optimization: Total runtime: 44102.1s After optimization: Total runtime: 43929.5s Total improvement: 0.4%, potentially limited by memory bandwidth based on CPU usage during runtime.

## 3.8 Program Execution Process

### 3.8.1 Input Processing

First, receives input in JSON format describing target molecule composition and experimental conditions, then sets parameters such as cycle count and diffusion sample number based on command-line arguments.

### 3.8.2 Feature Extraction

Performs MSA, filters structure templates based on sequence similarity and publication date, loads CCD and RDKit for non-standard residue processing and small molecule ligand 3D conformation generation, then encodes these into multidimensional vectors.



### **3.8.3 Model Inference**

Processes sequence and pairing features, generates atomic coordinates, then performs iterative optimization through multiple cycles, using previous prediction results as input for each iteration.

### **3.8.4 Result Processing**

Decodes atomic coordinates from model output Frame Transforms, calculates local bond lengths and angles, normalizes results, performs confidence assessment, and finally outputs 3D structures as PDB files.

## 4 RNA m5C Modification Site Detection and Performance Optimization Challenge

### 4.0.1 Workflow Description

### 4.0.2 m5C Sites File

### 4.0.3 Software Packaging

### 4.0.4 Performance Optimization

## 5 Additional Materials

## A Additional Technical Details

### A.1 Configuration Files

Example of including configuration files:

Listing 1: HPL Configuration File

```

1 # Sample HPL.dat
2 HPL.out      output file name
3 6            device out (6=stdout,7=stderr,file)
4 1            # of problems sizes (N)
5 29000        Ns
6 1            # of NBs
7 256          NBs
8 0            PMAP process mapping (0=Row-,1=Column-major)
9 1            # of process grids (P x Q)
10 2           Ps
11 2           Qs
12 16.0        threshold
13 1           # of panel fact
14 2           PFACTs (0=left, 1=Crout, 2=Right)

```

## B References

### References

- [1] Author, *Title of the Book*, Publisher, Year.
- [2] Petitet A, et al. HPL—A portable implementation of the high-performance Linpack benchmark. 2001.
- [3] Dongarra J, et al. HPCG Technical Specification. 2013.