

Programming Techniques for Supercomputers Tutorial

Erlangen National High Performance Computing Center

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Assignment 2 – Task 1

Peak Performance

- Clock frequency of 2.0 GHz
- 52 cores
- AVX-512 instruction set (512-bit wide SIMD registers); each core is capable of retiring two full-width double-precision FMA instructions per cycle

$$P_{peak} = n_{cores} * n_{super}^{FP} * n_{FMA} * n_{SIMD} * f$$

Assignment 2 – Task 1

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$$P_{peak} = n_{cores} * n_{super}^{FP} * n_{FMA} * n_{SIMD} * f$$

$$P_{peak} = 52 * 2 \left[\frac{instr}{cy} \right] * 2 * 8 \left[\frac{flops}{instr} \right] * 2 \left[\frac{Gcy}{s} \right]$$

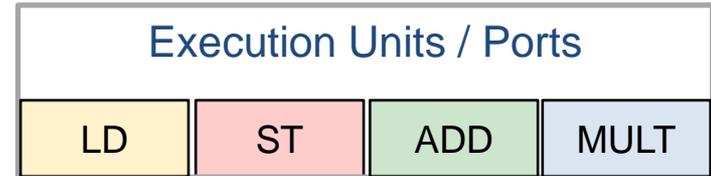
$$P_{peak} = 52 * 2 \left[\frac{instr}{cy} \right] * 2 * 8 \left[\frac{flops}{instr} \right] * 2 \left[\frac{Gcy}{s} \right] \approx 3.328 \left[\frac{Tflops}{s} \right]$$

When in doubt,
think **units!**

Assignment 2 – Task 2

Pipelines

```
double a[...],b[...];
double s=0.0, t=1.234;
// a[] and b[] contain sensible data
for(int i=0; i<N; ++i) {
    s += a[i]*a[i];
    b[i] *= t;
}
```

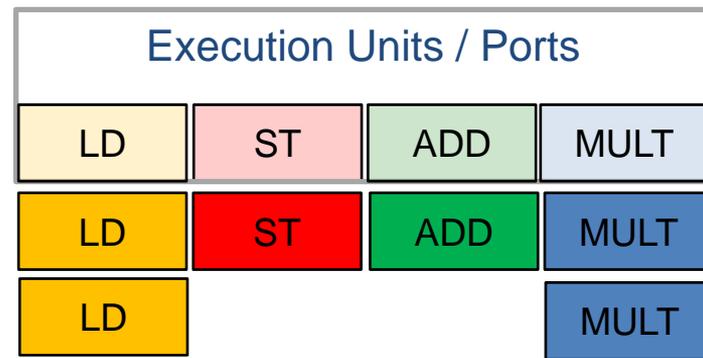


- ADD pipeline depth of 5 cy, MULT pipeline depth of 8 cy
- Capability of executing 1 ADD, 1 MULT, 1 LOAD, and 1 STORE instruction per cycle (no FMA)
- Overall instruction throughput limit of 4 instructions retired per cycle
- Register set of 16 floating-point registers and 16 integer registers
- No SIMD capability

Assignment 2 – Task 2

Pipelines a) No MVE

```
double a[...],b[...];  
double s=0.0, t=1.234;  
// a[] and b[] contain sensible data  
for(int i=0; i<N; ++i) {  
    s += a[i]*a[i];  
    b[i] *= t;  
}
```



- Does this mean we can do 1 iter. per 2 cy..? **NO**

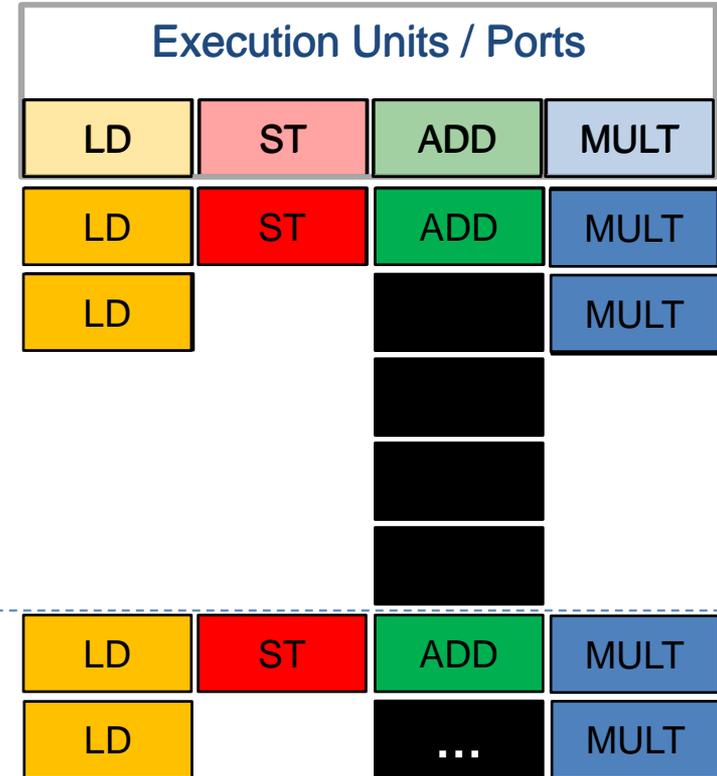
Assignment 2 – Task 2

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}
```

- Does this mean we can do 1 iter. per 2 cy..? **NO**

$$P_{max} = \frac{1[iter]}{5[cy]} = \frac{3[flops]}{5[cy]}$$

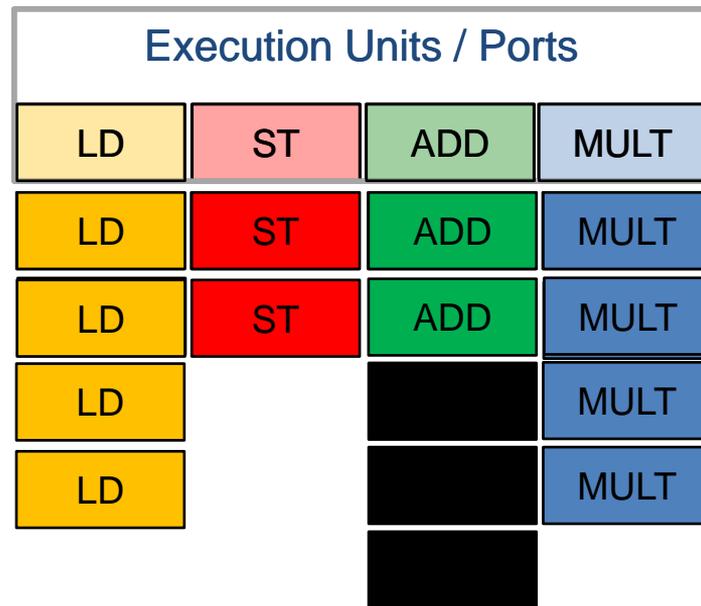


Assignment 2 – Task 2

Pipelines b) With MVE

```
double a[...],b[...];
double s=0.0, t=1.234;
double s0=0.0, s1=0.0;
// a[] and b[] contain sensible data
for(int i=0; i<N; i=i+2) {
    s0 += a[i]*a[i];
    s1 += a[i+1]*a[i+1];
    b[i] *= t;
    b[i+1] *= t;
}
// remainder loop
s = s0+s1;
```

2-way MVE



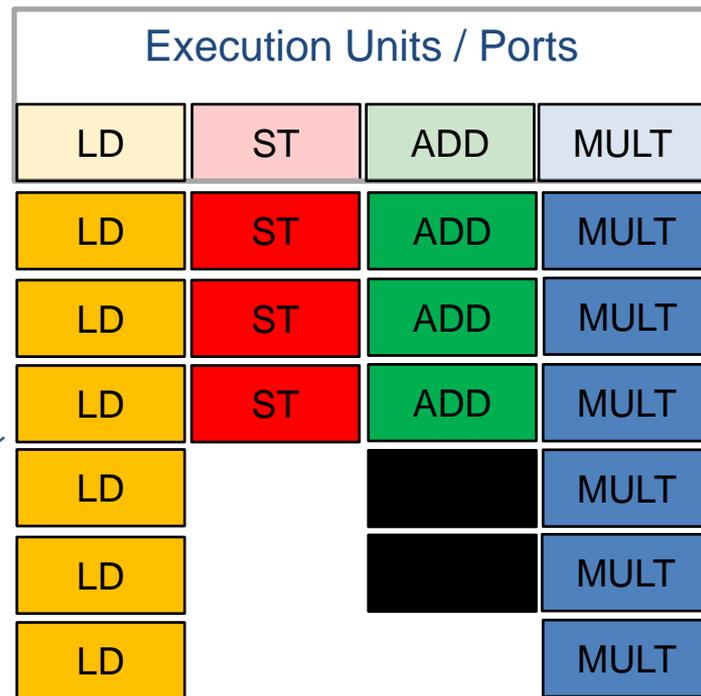
Assignment 2 – Task 2

Pipelines b) With MVE

```
double a[...],b[...];
double s=0.0, t=1.234;
double s0=0.0, s1=0.0, s2=0.0;
// a[] and b[] contain sensible data
for(int i=0; i<N; i=i+3) {
    s0 += a[i]*a[i];
    s1 += a[i+1]*a[i+1];
    s2 += a[i+2]*a[i+2];
    b[i] *= t;
    b[i+1] *= t;
    b[i+2] *= t;
}
// remainder loop
s = s0+s1+s2;
```

3-way MVE

Already sufficient,
bottleneck shifts to
LD / MULT

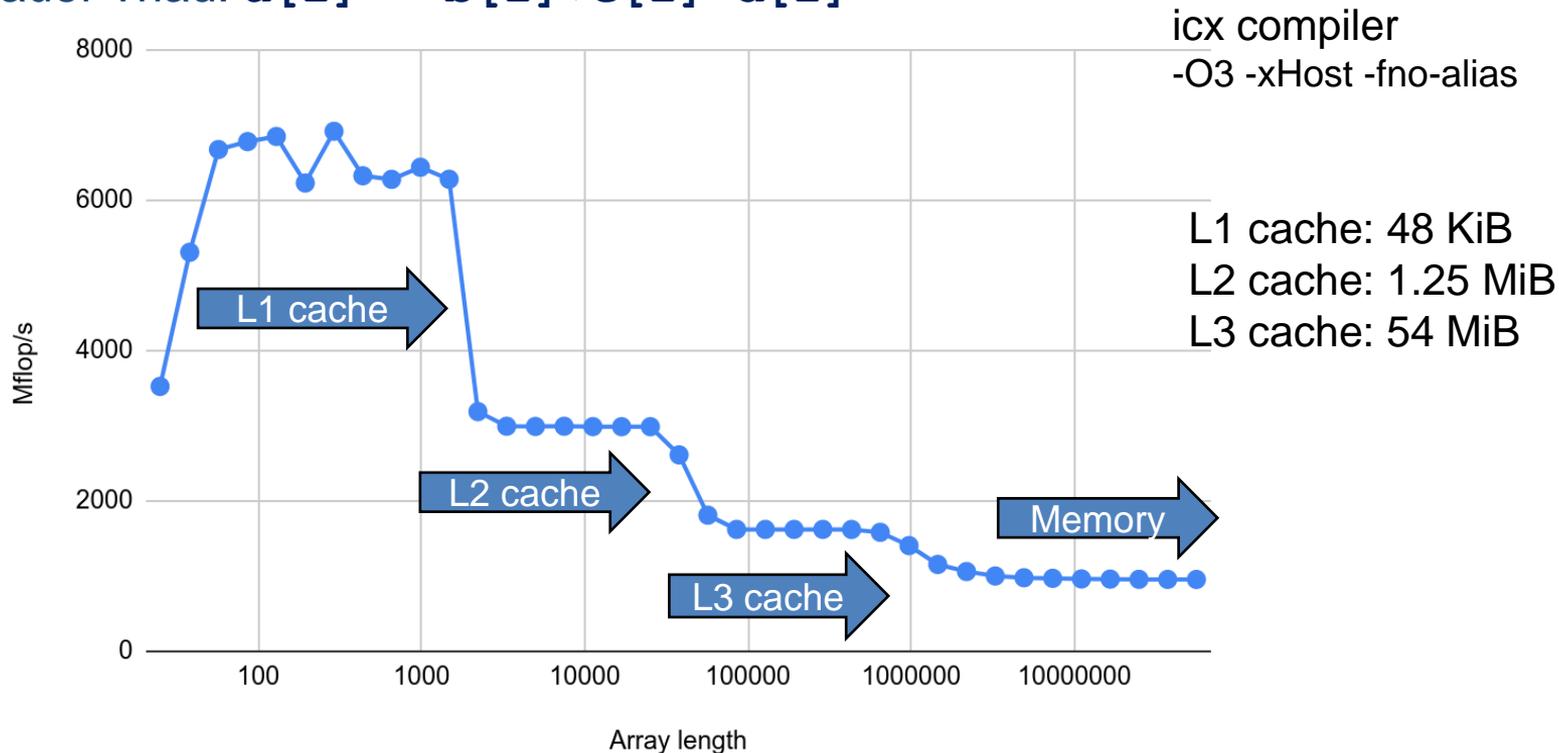


$$P_{max} = \frac{1[iter]}{2[cy]} = \frac{3[flops]}{2[cy]}$$

Assignment 2 – Task 3

Loop Kernel Benchmarking

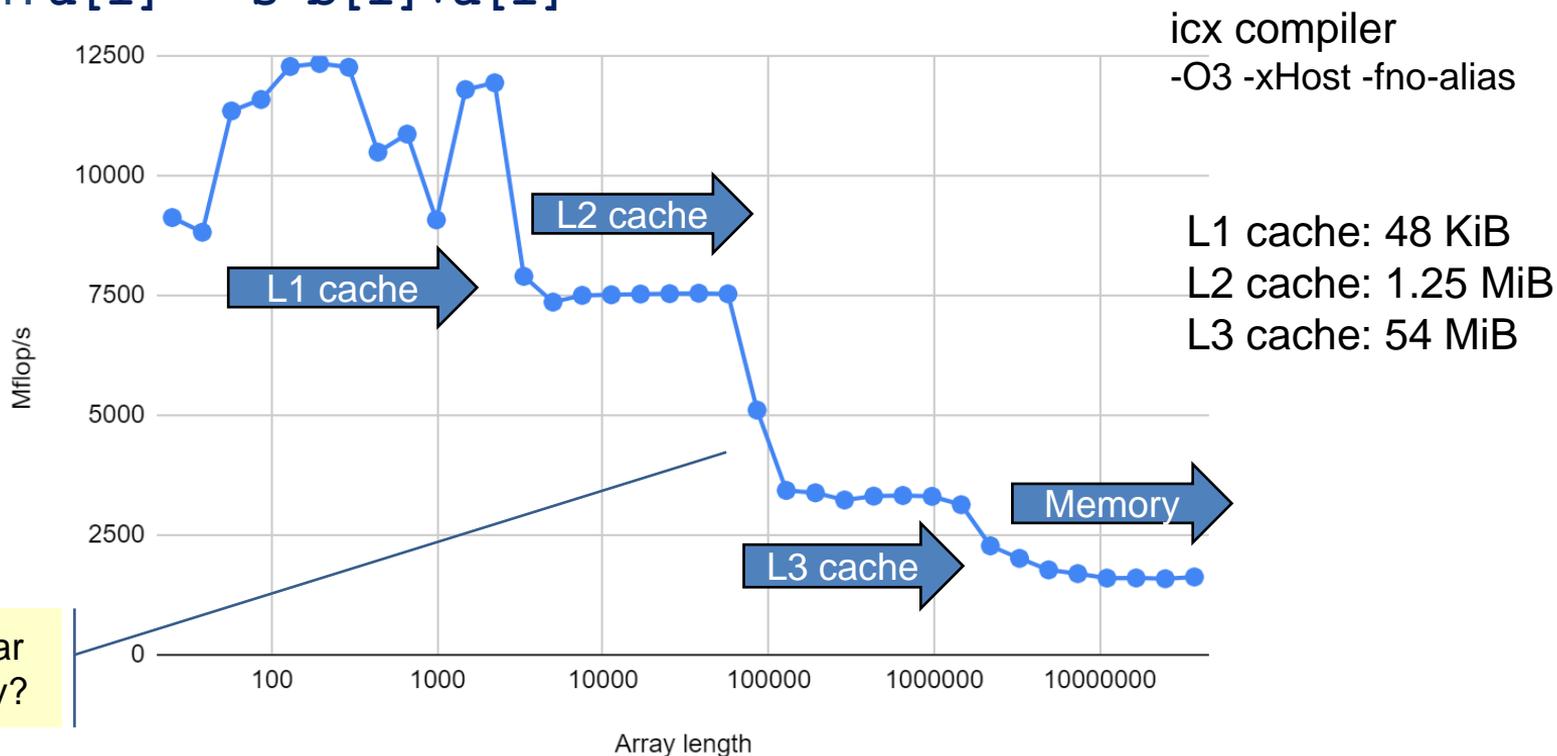
a) Schönauer Triad: $a[i] = b[i] + c[i] * d[i]$



Assignment 2 – Task 3

Loop Kernel Benchmarking

a) DAXPY: $a[i] = s*b[i]+a[i]$



Drops appear
2x later. Why?