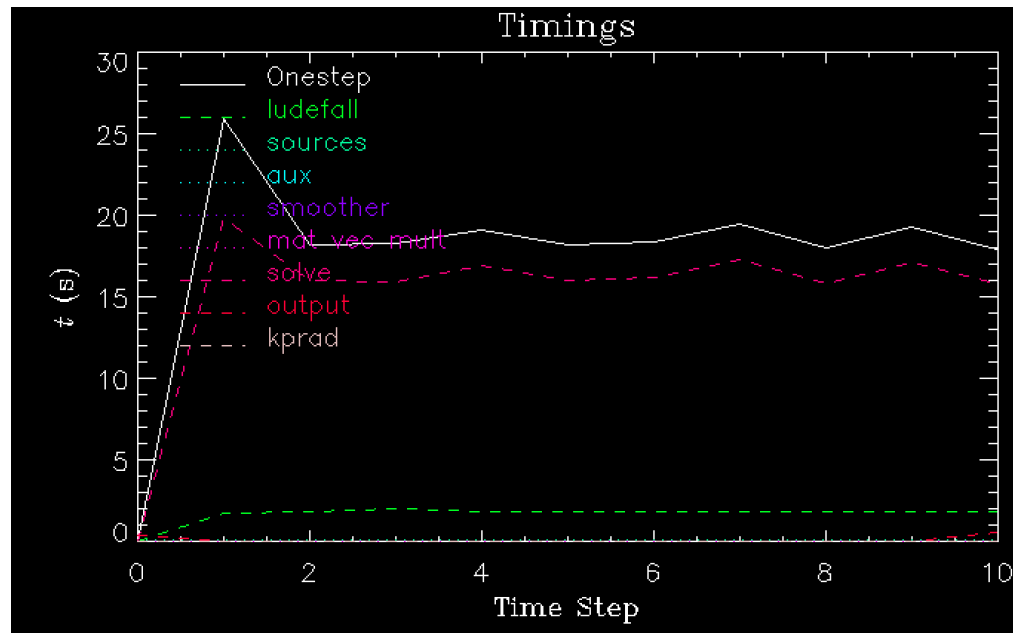
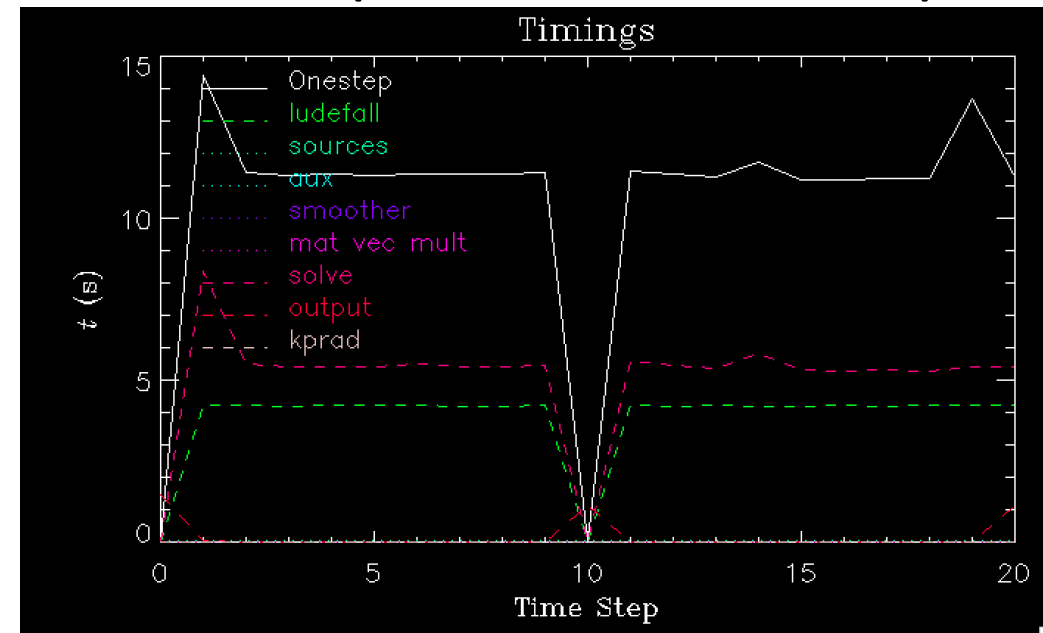


SPARC INTEL COMPILER

GCC (64 cores. 1 node MUMPS)



INTEL (64 cores. 1 node MUMPS)

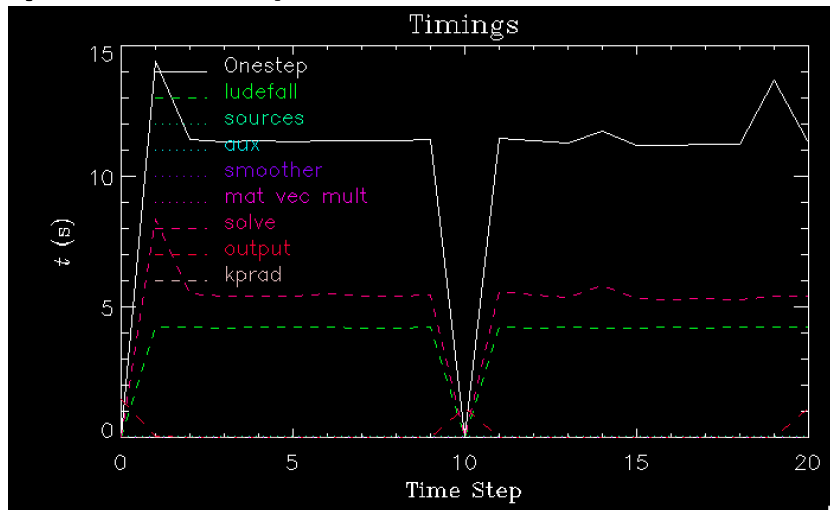


- "solve" metric (red) substantially improved with intel compilers
- "lundefall" metric (green) worsened
- Overall performance "Onestep" (white) improved
- Both cases launched from local directory.
INTEL case from "scratch" does not show improvements

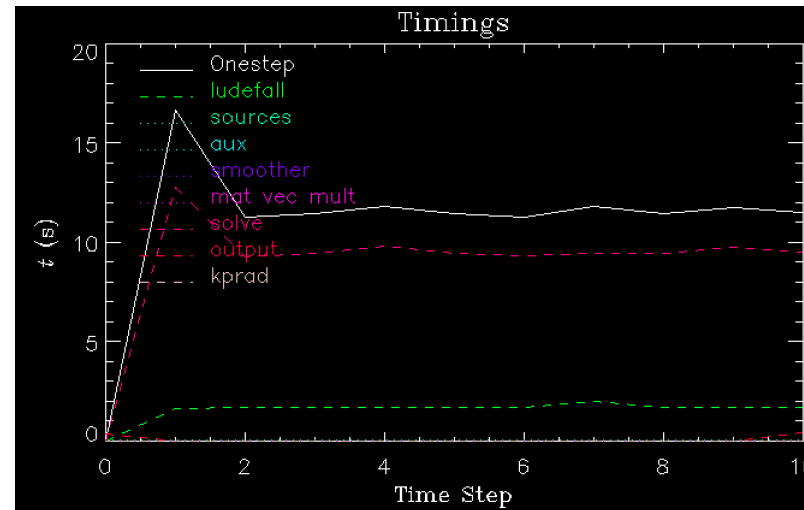
SPARC INTEL compilation

Comparison with other systems

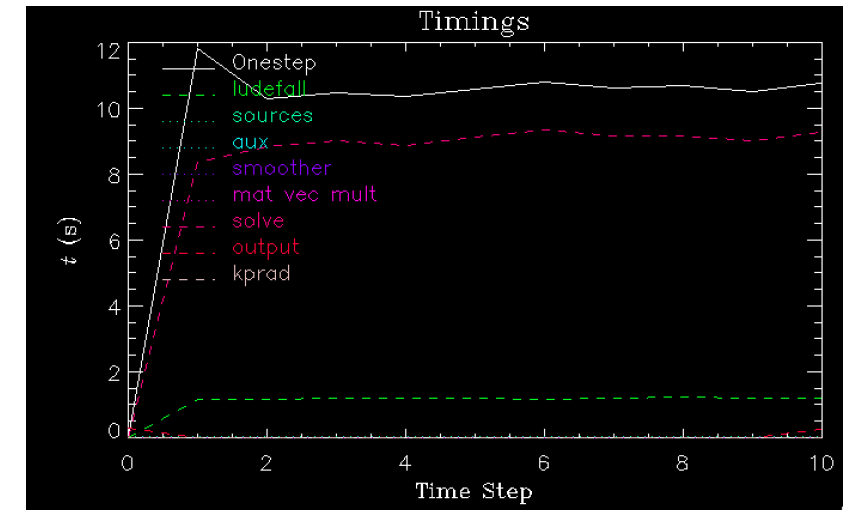
Sparc INTEL (64 cores. 1 node MUMPS)



Stellar (64 cores. 1 node MUMPS)



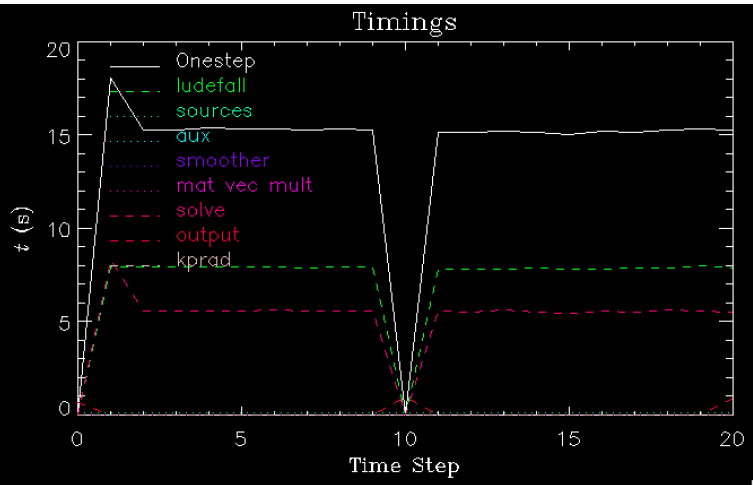
Perlmutter (64 cores. 1 node. MUMPS)



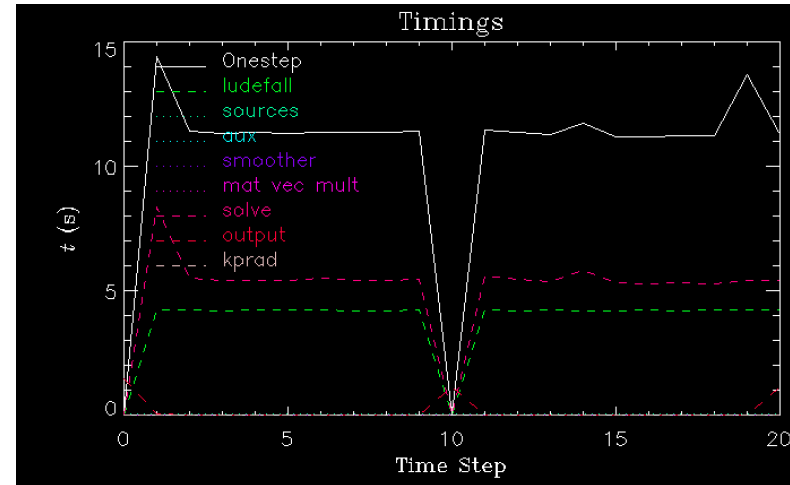
- "solve" metric better than other systems
- "ludfall" metric worse
- Overall performance "Onestep" similar across systems

Sparc Intel compilation: scalability

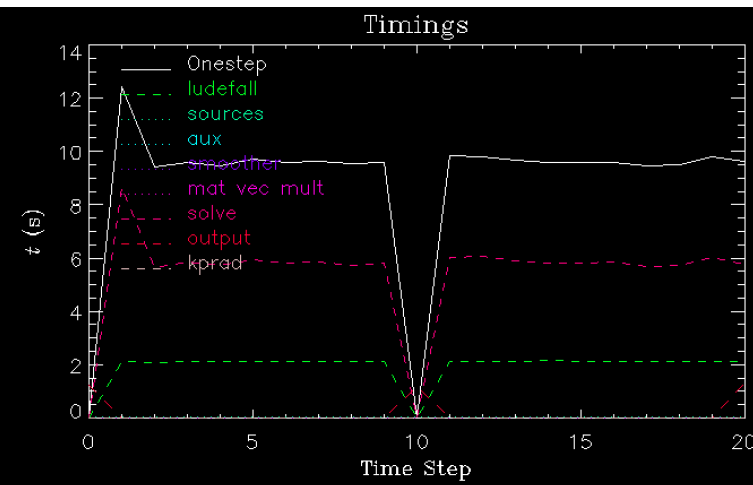
32 CORES (1 NODE)



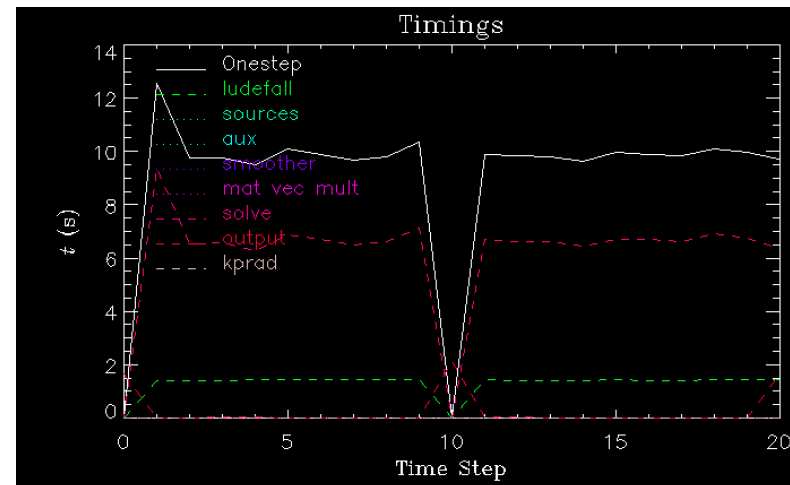
64 CORES (1 NODE)



128 CORES (2 NODES)



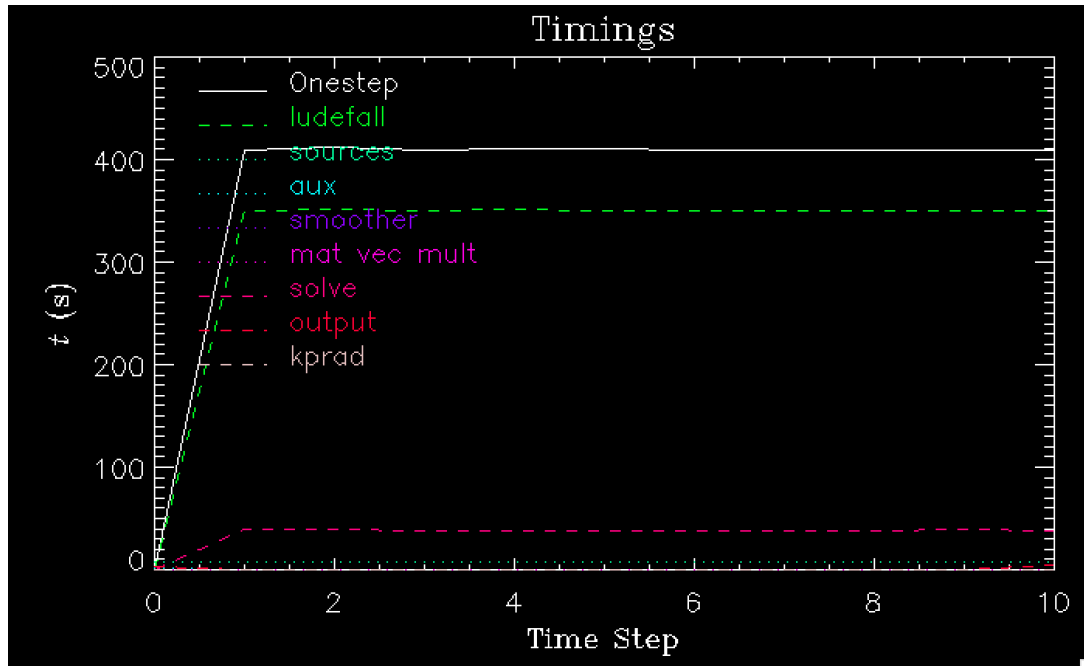
192 CORES (3 NODES)



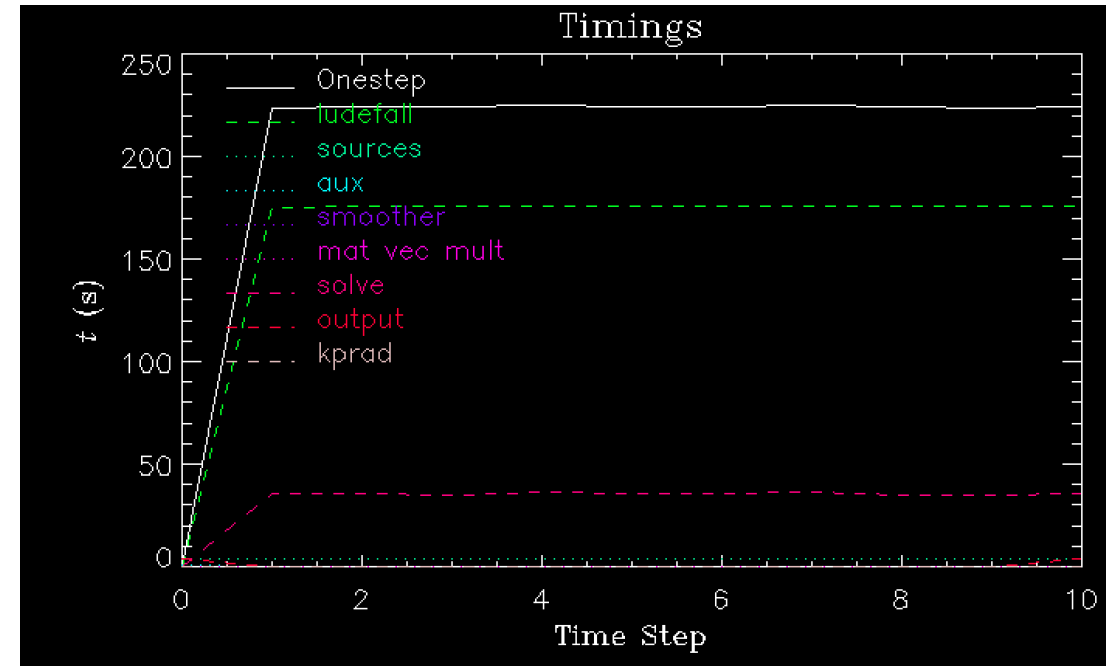
- **'solve' metric does NOT scale**
- **'ludefall' metric scales well**
- **Due to the significant time consumed by 'ludefall', the overall performance 'onestep' improves.**

SPARC INTEL Compilation: 3D Simulation scaling

64 mesh partitions x 4 planes = 256 cores
(SPARC: 4 nodes)



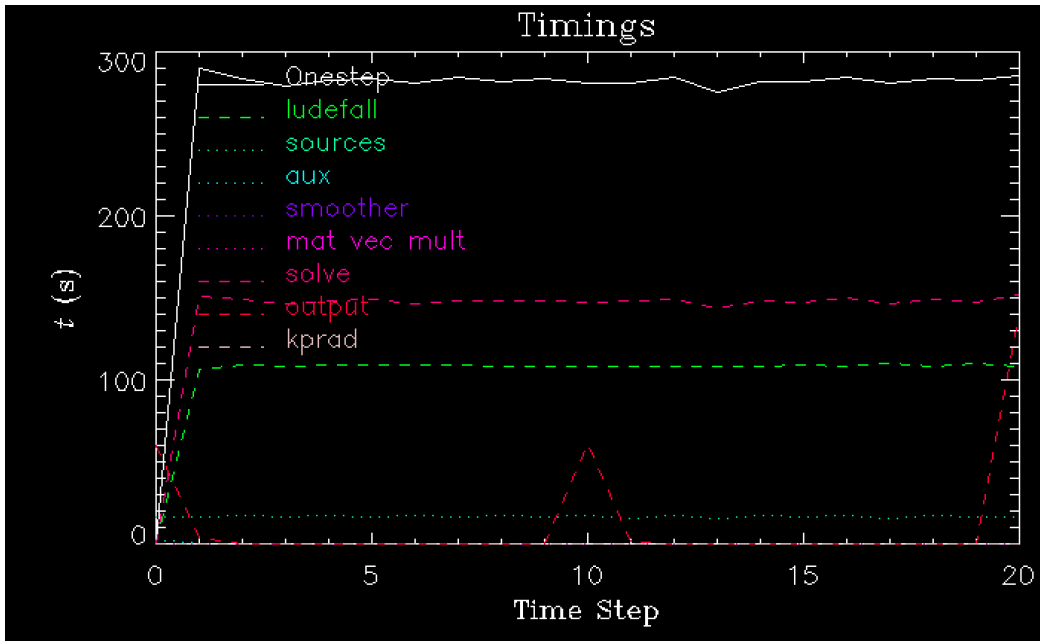
128 mesh partitions x 4 planes = 512 cores
(SPARC: 8 nodes)



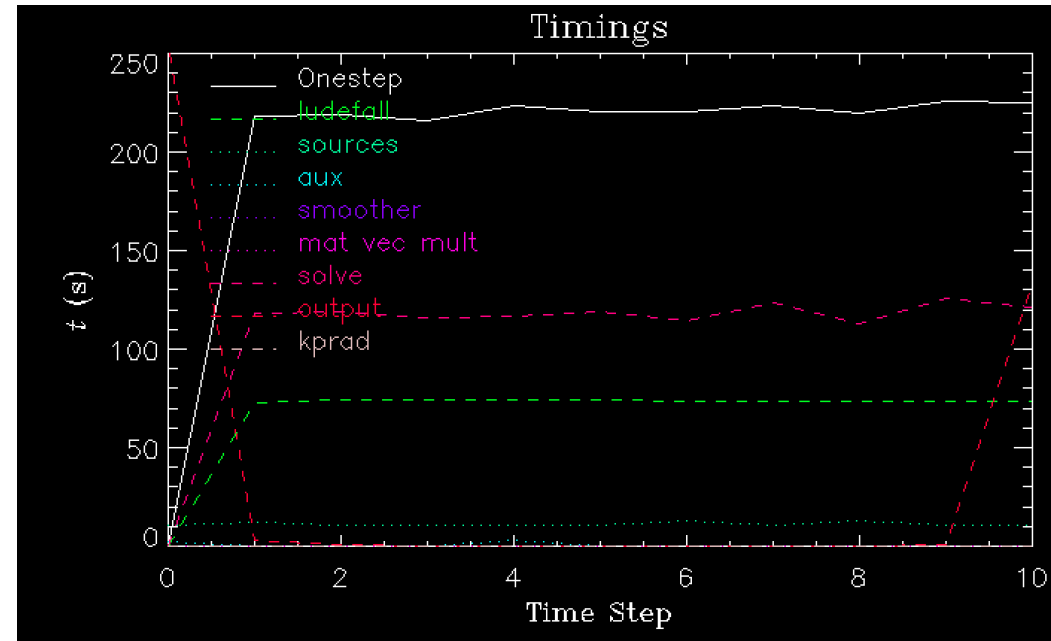
- **'solve' DOES NOT scale (~40 sec / time step in both cases)**
- **'lundefall' DOES SCALE** from 350 sec down to 175 sec per time step (x2)
- **'onestep' metric goes from 410 sec down to 220 sec per time step (x1.9)**
onestep is dominated by lundefall.

Princeton STELLAR: 3D Simulation Scaling

64 mesh partitions x 4 planes = 256 cores
(STELLAR: 3 nodes)



STELLAR: 96 mesh partitions x 4 planes = 384 cores (4 nodes)



- 'solve' goes from 150 sec down to 120 sec per time step (x1.25)
- and 'lundefall' goes from 110 sec down to 70 sec per time step (x1.5)
- 'onestep' metric goes from 290 sec down to 220 sec per time step (x1.3)

In good agreement
with the increase in
the number of cores