

Performance Results

Chapel Team, Cray Inc. Chapel version 1.14 October 6, 2016



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Executive Summary



- Generally speaking, performance has improved with 1.14
- Previous slide decks have shown performance changes:
 - ...due to array optimizations
 - ...due to compiler and library optimizations
 - ...due to runtime improvements
- These slides contain additional v1.14 performance results
 - not tied to any specific effort, just comparisons across releases



Outline

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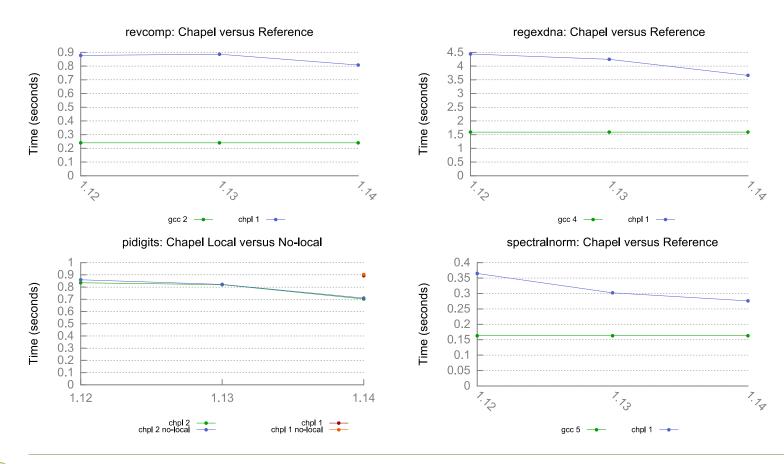
- Shootout Benchmarks Trends
- Single-Locale Performance Trends
- Multi-Locale Performance Trends







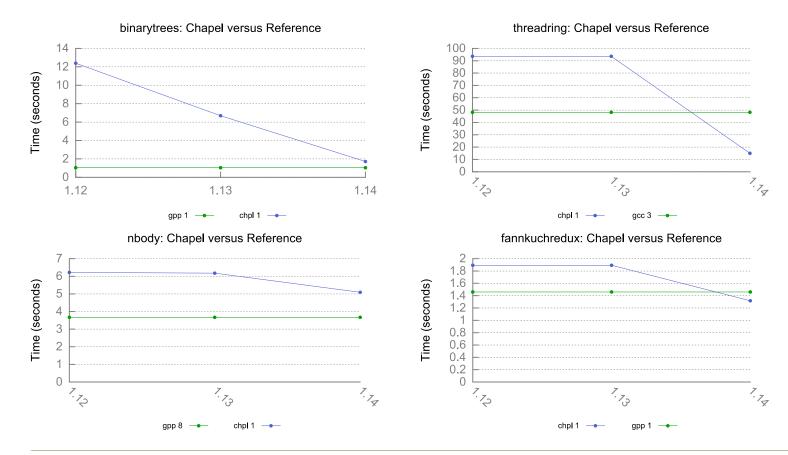








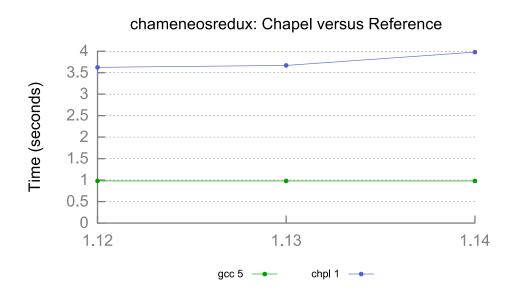
- Lots of improvements for shootout benchmarks
 - in many cases, the improvements were significant







- Known regression for chameosredux
 - caused by an atomic load bug fix



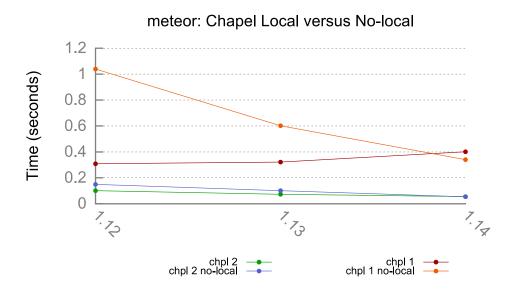


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Known regression for meteor-elegant

- also caused by an atomic load bug fix
 - surprisingly --no-local performance improved
 - meteor is an incredibly short benchmark, likely just cache effects (~40% of execution time is spent in runtime initialization)
- happily, meteor-fast performance improved





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Single-Locale Performance Trends

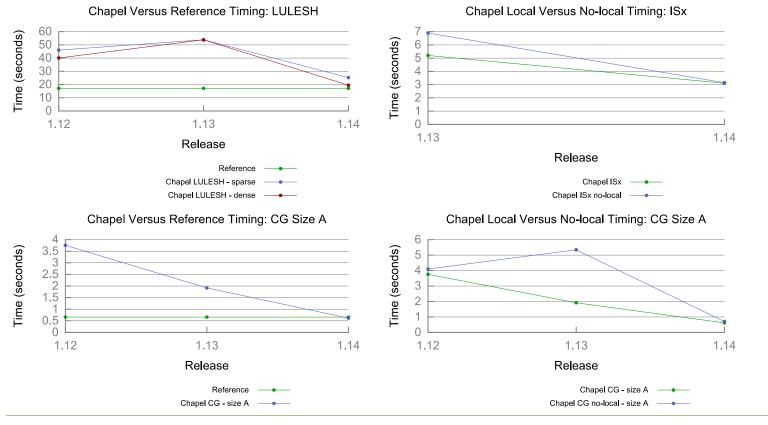


Single-Locale Performance



Significant single-locale performance improvements

- new convergences w/ reference timings; between local and --no-local
- no known regressions







Multi-Locale Performance Trends

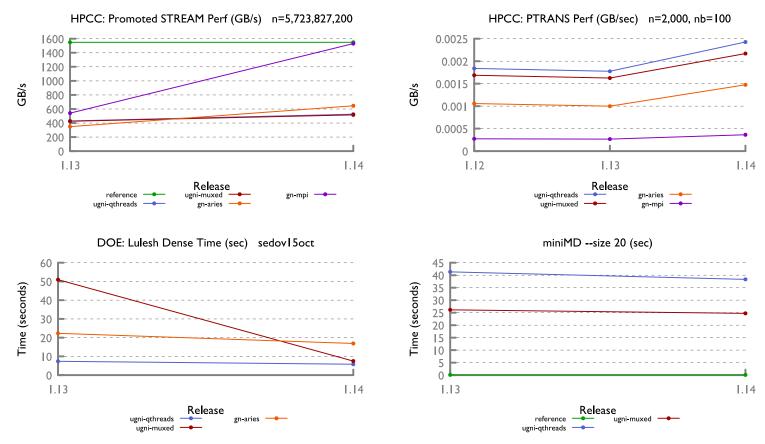


Multi-locale Performance



Multi-locale improvements for many benchmarks

no known regressions







Performance Priorities and Next Steps



Performance Priorities and Next Steps



Continue to improve ugni+qthreads performance

- understand differences compared to ugni+muxed
- strive to close performance gaps and retire muxed tasking

NUMA-aware performance

strive to support NUMA by default without performance loss

Continue benchmark-driven improvements

- single locale:
 - eliminate remaining performance gap for LCALS
 - improve performance for shootouts and proxy apps
- multi-locale:
 - reduce unnecessary communication code
 - optimize scalability of core algorithms (task spawning, reductions, barriers)
 - focus on ISx, MiniMD/CoMD, LULESH
 - consider submitting an entry for 2017 HPC Challenge



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