





Dedicated versions of MAELSTROM apps benchmarked on:



Jülich system: JUWELS (mostly Booster, but also Cluster)



E4 system: *Lido Adriano* system

Benchmarks run by application owners, guided by WP3 systems staff Metrics selected in cooperation

**Objective:** Assess status, identify points of improvement, study hardware

**Final goal:** Provide bespoke W&C ML system design; fitting W&C ML applications



### **Metrics**



- Total runtime
- Total training time
- Training time per epoch (avg, min, max)
- Training time per iteration (avg, min, max)
- Training time of first epoch
- Model saving time



**Learning-related** 

Final loss (training, validation)



**Energy-related** 

- GPU power draw (max)
- Energy consumption (GPU, node)



### **JUWELS Booster**

- 10 experiments
- 350 s per experiment; ¼ training, ¾ data loading, 2% other

### **JUWELS Cluster**

- 3 experiments
- 700 s per experiment, similar distribution

### **Lido Adriano**

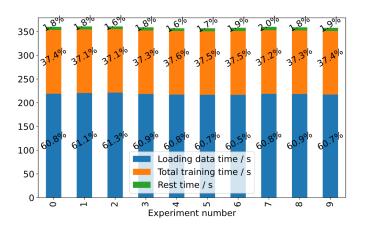
- 5 experiments
- 450 s per experiment, 28% training, 72 % data loading, 1% other

Mostly stable results over various experiments; first epoch always ~30% (JUWELS) / 2× (E4) slower

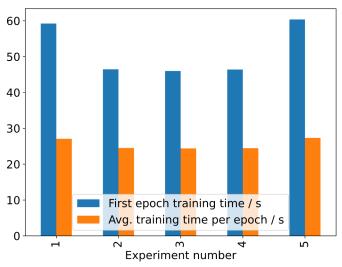
### **Summary:**

- Bound by filesytem, not using GPUs very efficiently
- GPFS > NFS
- E4-A100 slower than JSC-A100

### **JUWELS Booster: Total Time Split**



### **E4: Epoch Comparison**





### **JUWELS Booster**

- 440 s runtime; 98% training time; largely stable over 3 repetitions
- Experiments with various configurations: synthetic data; disabled cache in Tensorflow; different GPU number (1 or 2), different batch size (512 or 1024)
  - Disable cache: runtime increase 20%
  - GPU+batch size: runtime decrease 25%
- Energy: 9.25 Wh/GPU (2-1024) vs 12.32 Wh/GPU (1-512)

#### **JUWELS Cluster**

• 824 s runtime, ~86 % slower than A100

#### **Lido Adriano**

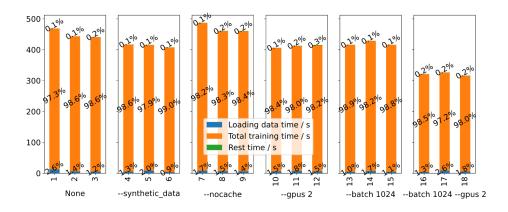
- Slightly faster: 390 s runtime
- Extra experiment: clear filesystem (NFS) cache by rebooting → 2.5 × slower; benefits from streaming data

Additional tests with inference on JUWELS Booster

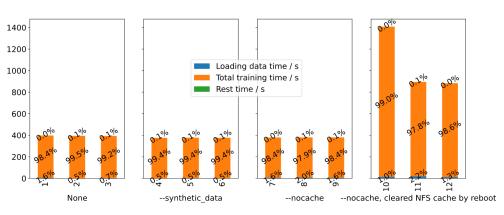
### **Summary:**

- Compute-intensive application (little I/O impact)
- 2-GPU study (benefits from larger batch size)
- Caches used during streaming-in data important

### **JUWELS Booster: Experiment Overview**



### **E4: Epoch Overview, NFS Cache**





### **JUWELS Booster**

- 6400 s runtime; 70% training time, significant unaccounted time
- 150 Wh energy consumed, GPU max draw 400 W

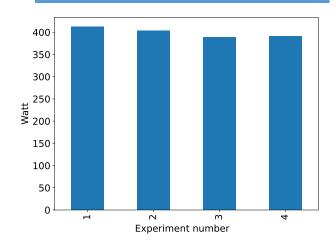
### **Lido Adriano**

- Batch size: 2 (JUWELS Booster: 1)
- 25 729 s runtime; 88 % training time

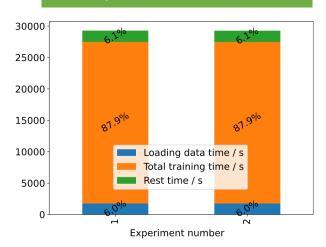
### **Summary:**

- Long runtime for easy statistical measurements
- Good GPU usage
- Investigate run 1 outlier

### JUWELS Booster: Max Power Draw



### E4: Epoch Runtime Overview





#### **JUWELS Booster**

- Small data set: 75 s runtime, 92 % training
- Large data set: 1500 s runtime, 98% training
- First epoch 1.75 × (large) / 20 × (small) slower
- 300 W max, 45 Wh consumed

#### **JUWELS Cluster**

- Large data set: 2700 s runtime
- 300 W max, 190 Wh

#### **Lido Adriano**

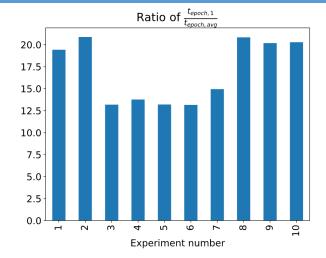
- Various experiments
- Large data set: 1600 s runtime, 94 % training

Additional tests with inference on JUWELS Booster

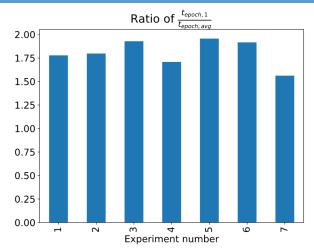
### **Summary:**

- Small data set: Too short runtimes with curious behaviors
- Faster GPU, less energy

## JUWELS Booster: Epoch Time Ratio (Small)



# JUWELS Booster: Epoch Time Ratio (Large)





### Conclusion

- Examples shown of selected MAELSTROM application benchmarks
- Applications × Configurations × Hardware = Many data points
- Investigation ongoing, already many specific (and interesting!) features identified
- Also spotted curiosities for further investigation

Much more data and results then presented here!

→ See <u>maelstrom-eurohpc.eu</u> website for D3.4, soon

Thank you for your attention! s.nassyr@fz-juelich.de

