# Entering the Petaflop Era: The Architecture and Performance of Roadrunner

Barker et al., 2008

#### TOP 10 Sites for June 2008

For more information about the sites and systems in the list, click on the links or view the complete list.

| Rank | System  | Cores   | Rmax<br>(TFlop/s) | Rpeak<br>(TFlop/s) | Power<br>(kW) |
|------|---|---------|-------------------|--------------------|---------------|
| 1    | <b>Roadrunner</b> - BladeCenter QS22/LS21 Cluster,<br>PowerXCell 8i 3.2 Ghz / Opteron DC 1.8 GHz, Voltaire<br>Infiniband, IBM<br>DOE/NNSA/LANL<br>United States | 122,400 | 1,026.00          | 1,375.78           | 2,345         |
| 2    | <b>BlueGene/L</b> - eServer Blue Gene Solution, IBM<br>DOE/NNSA/LLNL<br>United States   | 212,992 | 478.20            | 596.38             | 2,329         |

# **Petaflop Era**

1 petaflop =  $10^{15}$  floating-point operations per second

### **Roadrunner by IBM**

631

## **Compute Node**

- Hybrid-designed system
- 3,060 triblades
- **IBM PowerXCell 8i** (3.2 GHz, high-performing accelerator processor)
- Dual-core AMD Opteron (1.8 GHz, flexible microprocessor)





## **Compute Unit and System**

#### TABLE I. Summary of the distances between Node-0 (CU-1) and all other nodes (in crossbar hops) in Roadrunner

| Destination node                 | No. of destinations | Hop count      |  |
|----------------------------------|---------------------|----------------|--|
| Self                             | 1                   | 0              |  |
| Within same crossbar             | 7                   | 1              |  |
| Within same CU                   | 172                 | 3              |  |
| In CUs 2-12, same crossbar       | 88                  | 3              |  |
| In CUs 2-12, different crossbar  | 1892                | 5              |  |
| In CUs 13-17, same crossbar      | 40                  | 5              |  |
| In CUs 13-17, different crossbar | 860                 | 7              |  |
| Total                            | 3060                | 5.38 (average) |  |

### Case Study: Sweep3D

- Sweep3D on Roadrunner
- Good for showcasing the performance of Roadrunner
- Application designed to solve "neutron-transport problem"

### How Sweep3D Uses Resources and Modifications to Original Program

- In a sense "sweeps" across nodes
- 'Surface' instead of 'Volume'
- Used MPI with CML library
- Modifications improved performance



- Compared processors alone and processors with Cell
- Performance improves by factor of 2
  - $\circ$  Even more for big machines
  - Even higher compared to Cell BE on double-precision

# THANK YOU!

### References

- Kevin J. Barker, Kei Davis, Adolfy Hoisie, Darren J. Kerbyson, Mike Lang, Scott Pakin, Jose C. Sancho.
   2008. "Entering the Petaflop Era: The Architecture and Performance of Roadrunner".
- November 2008. TOP500. (n.d.). https://www.top500.org/lists/top500/ 2008/11/