# Sample Performance Study 

High Performance Computing Facility<br>University of Maryland, Baltimore County

Table 1: Performance by number of processes used with 1 process per node except for $p=2$ which uses 2 processes per node, and $p=256$ which uses 4 processes per node

| (a) Wall clock time in seconds |  |  |  |  |  |  |  |  |  |
| ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: |
| $N$ | $p=1$ | $p=2$ | $p=4$ | $p=8$ | $p=16$ | $p=32$ | $p=64$ | $p=128$ | $p=256$ |
| 1024 | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | $00: 01: 04$ | $00: 00: 32$ | - | - | - |
| 2048 | $00: 34: 08$ | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | $00: 01: 04$ | - | - | - |
| 4096 | $01: 08: 16$ | $00: 34: 08$ | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | - | - | - |

Table 2: Performance by number of processes used with 2 processes per node except for $p=1$ which uses 1 process per node, and $p=256$ which uses 4 processes per node
(a) Wall clock time in seconds

| $N$ | $p=1$ | $p=2$ | $p=4$ | $p=8$ | $p=16$ | $p=32$ | $p=64$ | $p=128$ | $p=256$ |
| ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: |
| 1024 | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | $00: 01: 04$ | $00: 00: 32$ | $00: 00: 16$ | - | - |
| 2048 | $00: 34: 08$ | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | $00: 01: 04$ | $00: 00: 32$ | - | - |
| 4096 | $01: 08: 16$ | $00: 34: 08$ | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | $00: 01: 04$ | - | - |

Table 3: Performance by number of processes used with 4 processes per node except for $p=1$ which uses 1 process per node, and $p=2$ which uses 2 processes per node
(a) Wall clock time in seconds

| $N$ | $p=1$ | $p=2$ | $p=4$ | $p=8$ | $p=16$ | $p=32$ | $p=64$ | $p=128$ | $p=256$ |
| ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: |
| 1024 | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | $00: 01: 04$ | $00: 00: 32$ | $00: 00: 16$ | $00: 00: 08$ | - |
| 2048 | $00: 34: 08$ | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | $00: 01: 04$ | $00: 00: 32$ | $00: 00: 16$ | - |
| 4096 | $01: 08: 16$ | $00: 34: 08$ | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | $00: 01: 04$ | $00: 00: 32$ | - |

Table 4: Performance by number of processes used with 8 processes per node except for $p=1$ which uses 1 process per node, $p=2$ which uses 2 processes per node, and $p=4$ which uses 4 processes per node. (a) Wall clock time in seconds

| $N$ | $p=1$ | $p=2$ | $p=4$ | $p=8$ | $p=16$ | $p=32$ | $p=64$ | $p=128$ | $p=256$ |
| ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: |
| 1024 | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | $00: 01: 04$ | $00: 00: 32$ | $00: 00: 16$ | $00: 00: 08$ | $00: 00: 04$ |
| 2048 | $00: 34: 08$ | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | $00: 01: 04$ | $00: 00: 32$ | $00: 00: 16$ | $00: 00: 08$ |
| 4096 | $01: 08: 16$ | $00: 34: 08$ | $00: 17: 04$ | $00: 08: 32$ | $00: 04: 16$ | $00: 02: 08$ | $00: 01: 04$ | - | - |

