

# HPC

## High Performance Computing

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Han-sur-Lesse Winter School  
24-28.11.2025

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## Overview

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- A lifecycle of an HPC application
- Parallelisation strategies
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  - Presentations

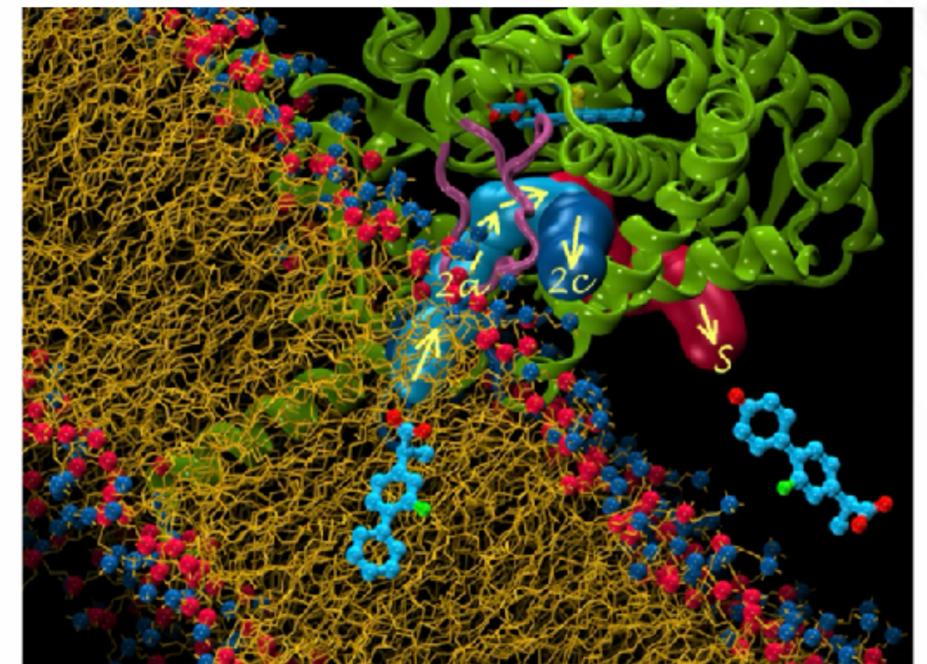
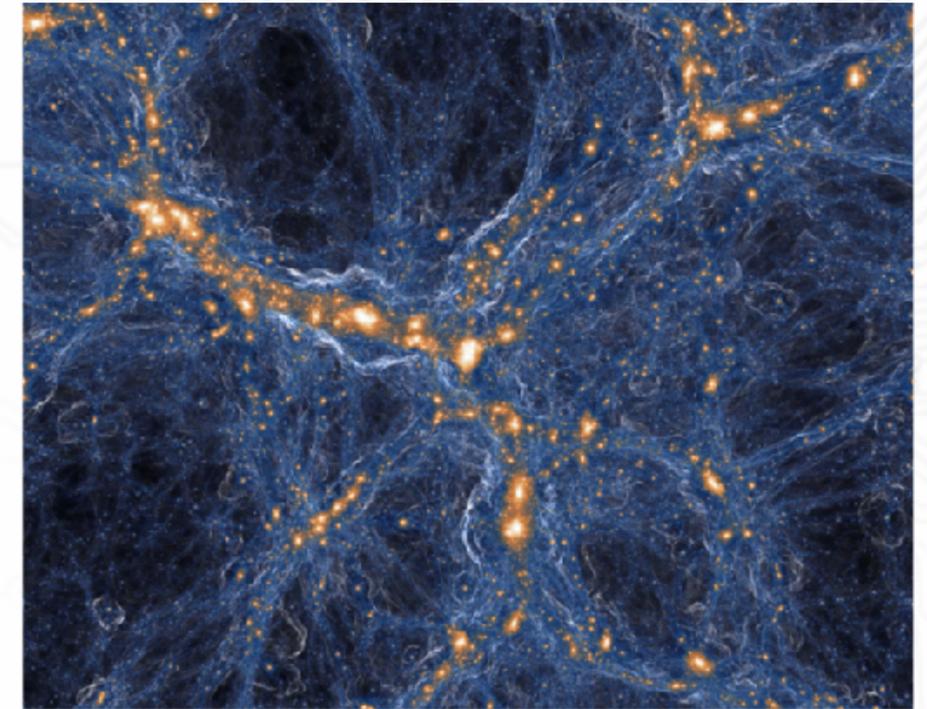


# What is HPC?

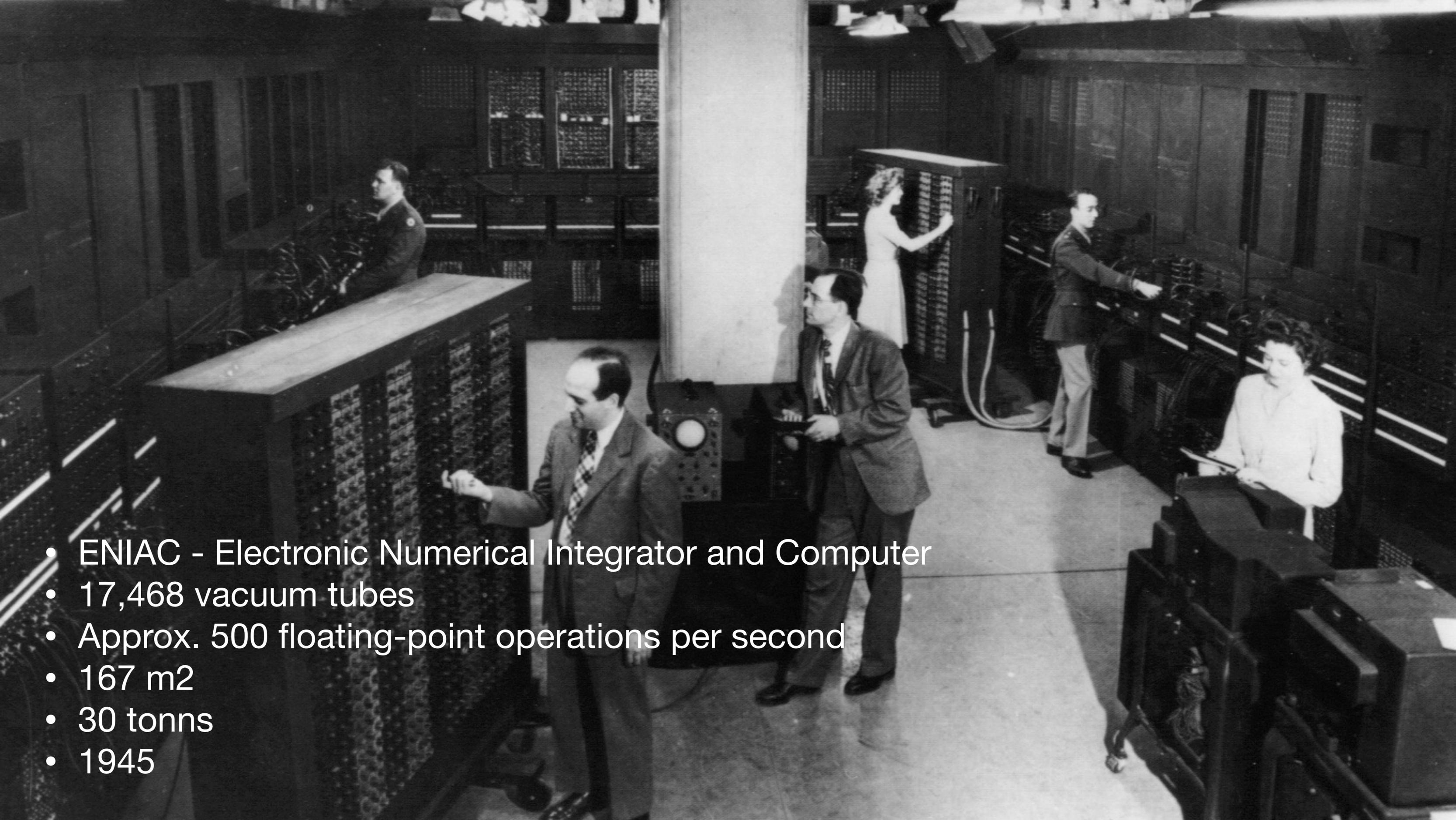
# What is HPC?

## And why it matters?

- **HPC** — **H**ight **P**erformance **C**omputing — a scalable and optimal compute coordination of the hardware and software
- **HPC applications** are software designed to exploit the power of supercomputers or high-performance clusters to solve complex problems
- **HPC applications** perform intensive computations, facilitate communications between parallel processes, and manage input/output operations on a high-performance file system



1. IllustrisTNG. Astrophysics model. <https://phys.org/news/2018-02-astronomers-illustris-tng-advanced-universe-kind.html>  
2. VMD. Visualisation software. (2011) PLoS Computational Biology Issue Image | Vol. 7(8) August 2011. PLoS Comput Biol 7(8)



- ENIAC - Electronic Numerical Integrator and Computer
- 17,468 vacuum tubes
- Approx. 500 floating-point operations per second
- 167 m<sup>2</sup>
- 30 tonns
- 1945



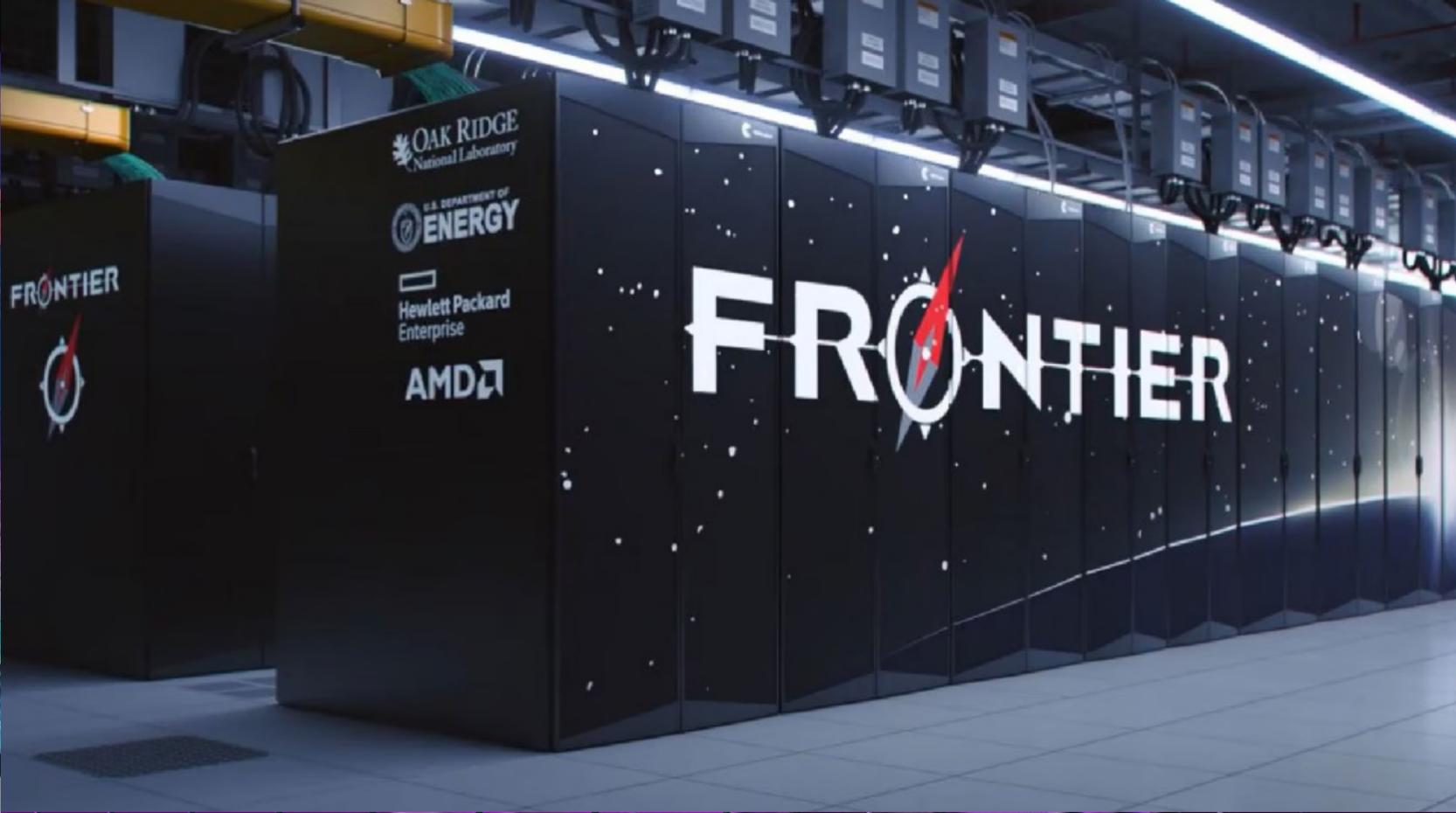
- IBM 350
- 5MB (only 3.75MB usable)
- 150x170x74 cm
- ~1 tonn
- 52 x 24" disks
- 1956



- RPi-5 (2023): 25,000M floating-point operations per second



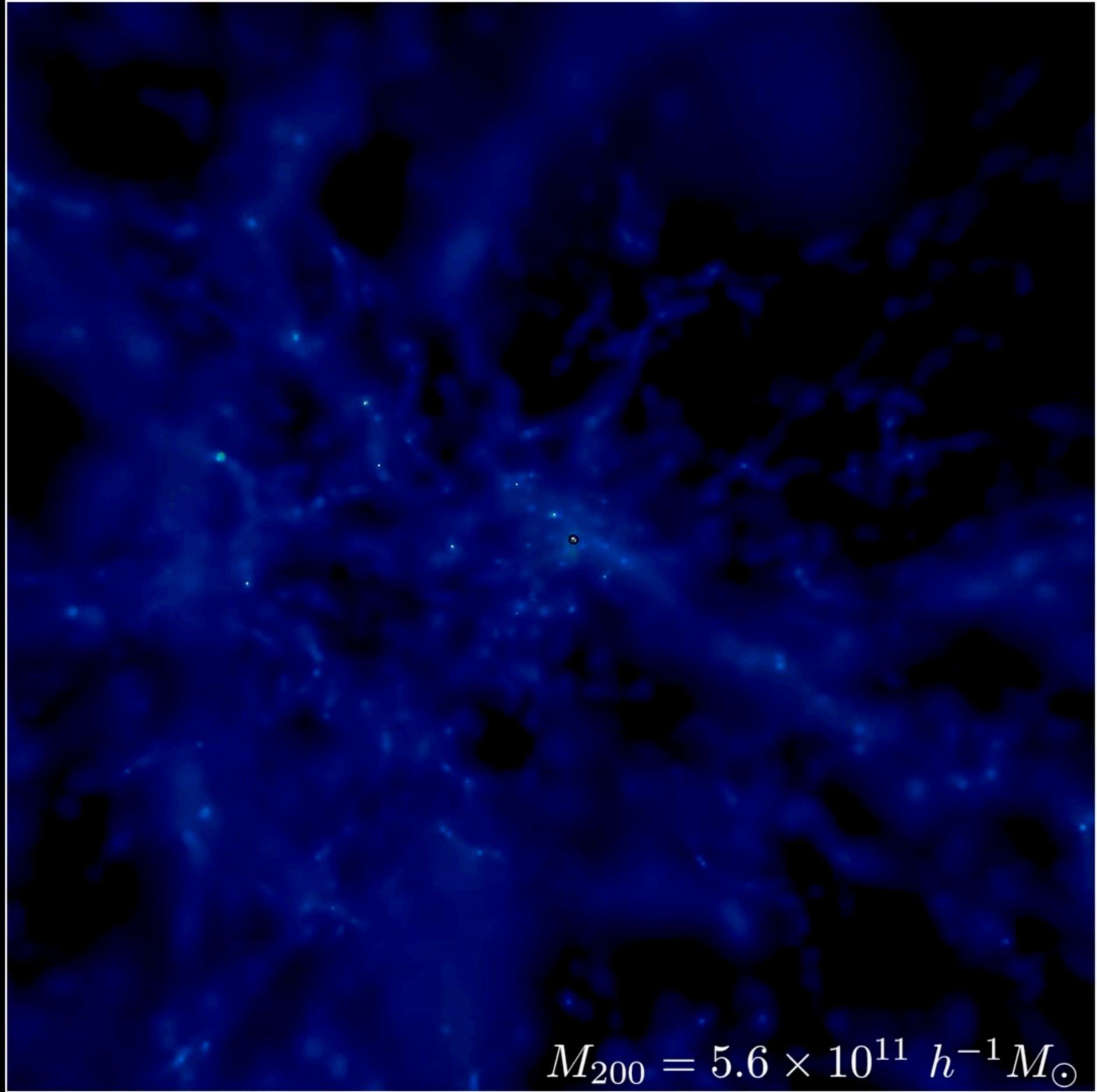
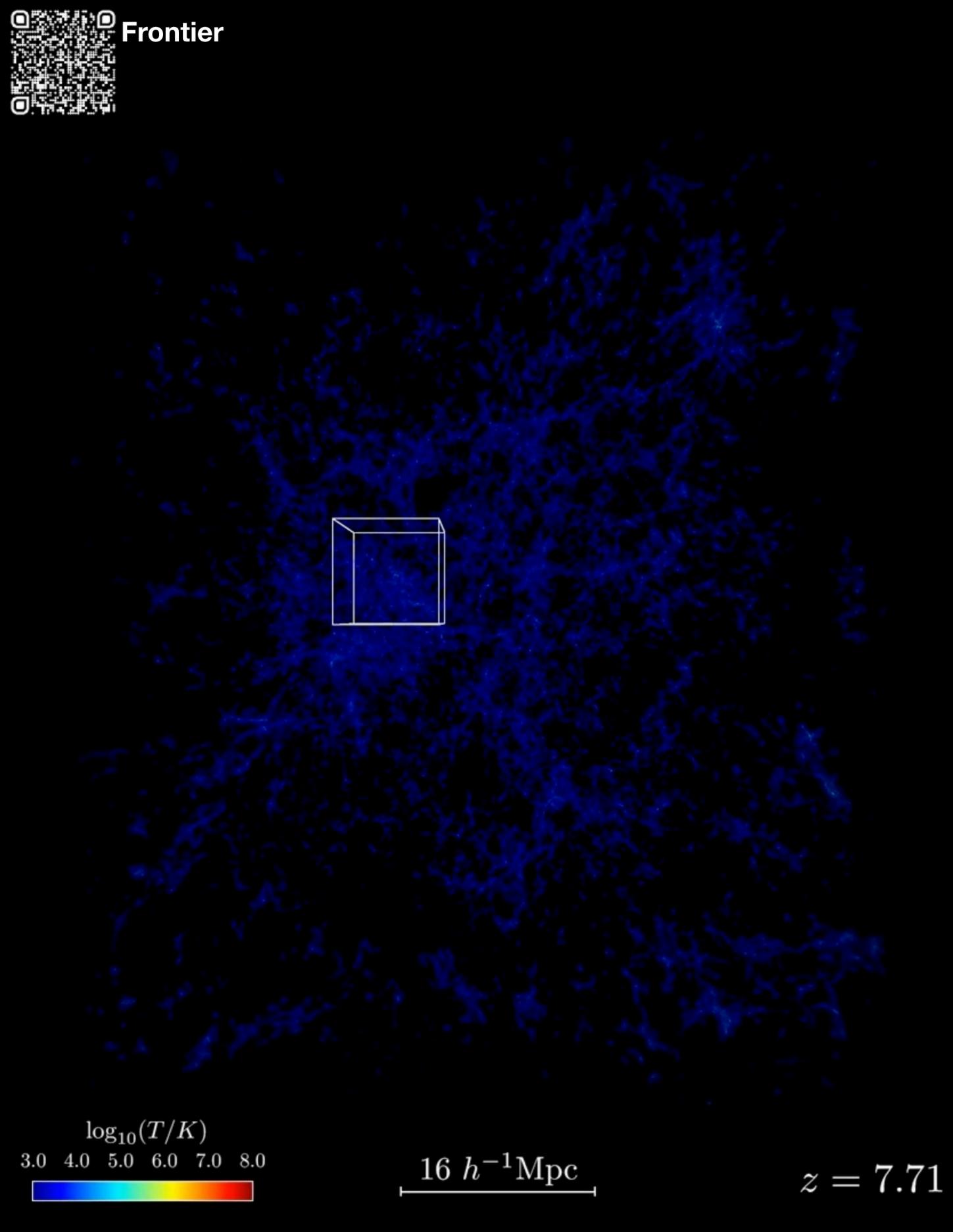
- iPhone-17 (2025): Up to 512GB of memory



# Most powerful supercomputers

November 2025

Rank	System	Cores	Rmax [PFLOP/s]	Rpeak [PFLOP/s]	Power [kW]
1	El Capitan, USA	11,340,000	1,809.00	2,821.10	29,685.00
2	Frontier, USA	9,066,176	1,353.00	2,055.72	24,607.00
3	Aurora, USA	9,264,128	1,012.00	1,980.01	38,698.00
4	JUPITER Booster, Germany	4,801,344	1,000.00	1,226.28	15,794.00
5	Eagle, USA	2,073,600	561.20	846.84	
6	HPC6, Italy	3,143,520	477.90	606.97	8,461.00
7	Supercomputer Fugaku, Japan	7,630,848	442.01	537.21	29,899.00
8	Alps, Switzerland	2,121,600	434.90	574.84	7,124.00
9	LUMI, Finland	2,752,704	379.70	531.51	7,107.00
10	Leonardo, Italy	1,824,768	241.20	306.31	7,494.00





LUMI

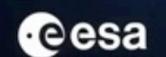
ECMWF



Funded by the European Union

**Destination Earth**

implemented by

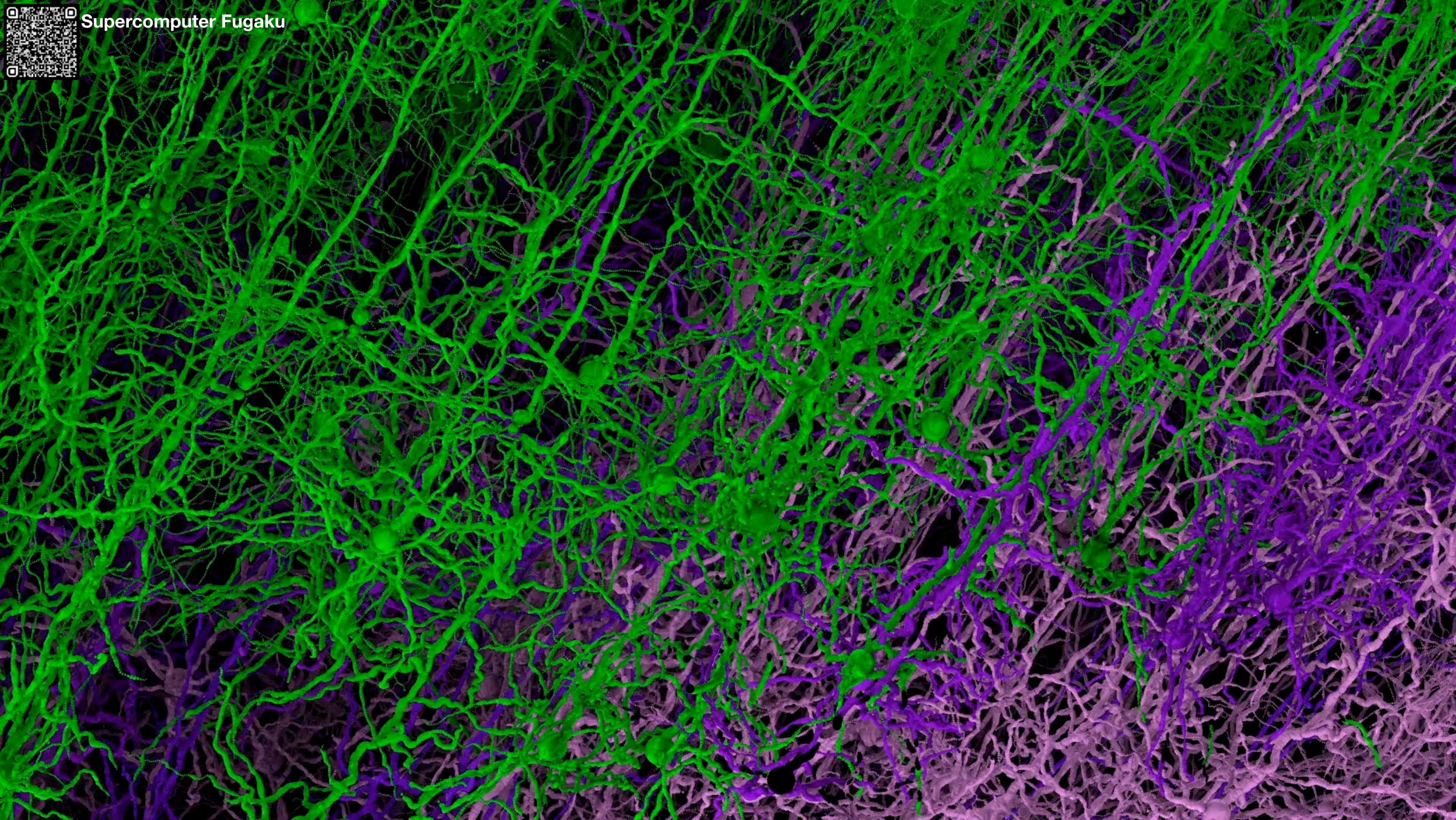


**EuroHPC**  
Joint Undertaking

**LUMI**



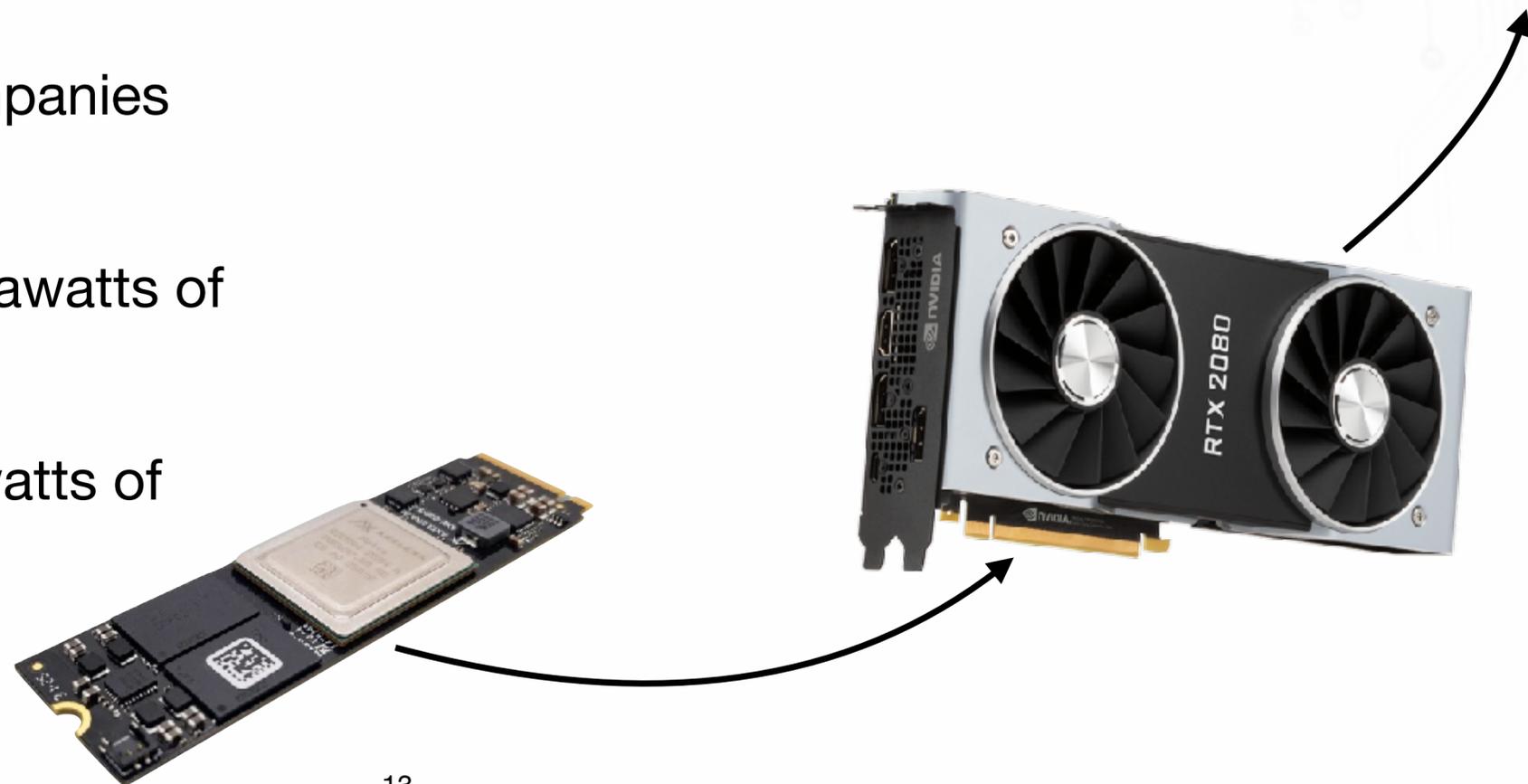
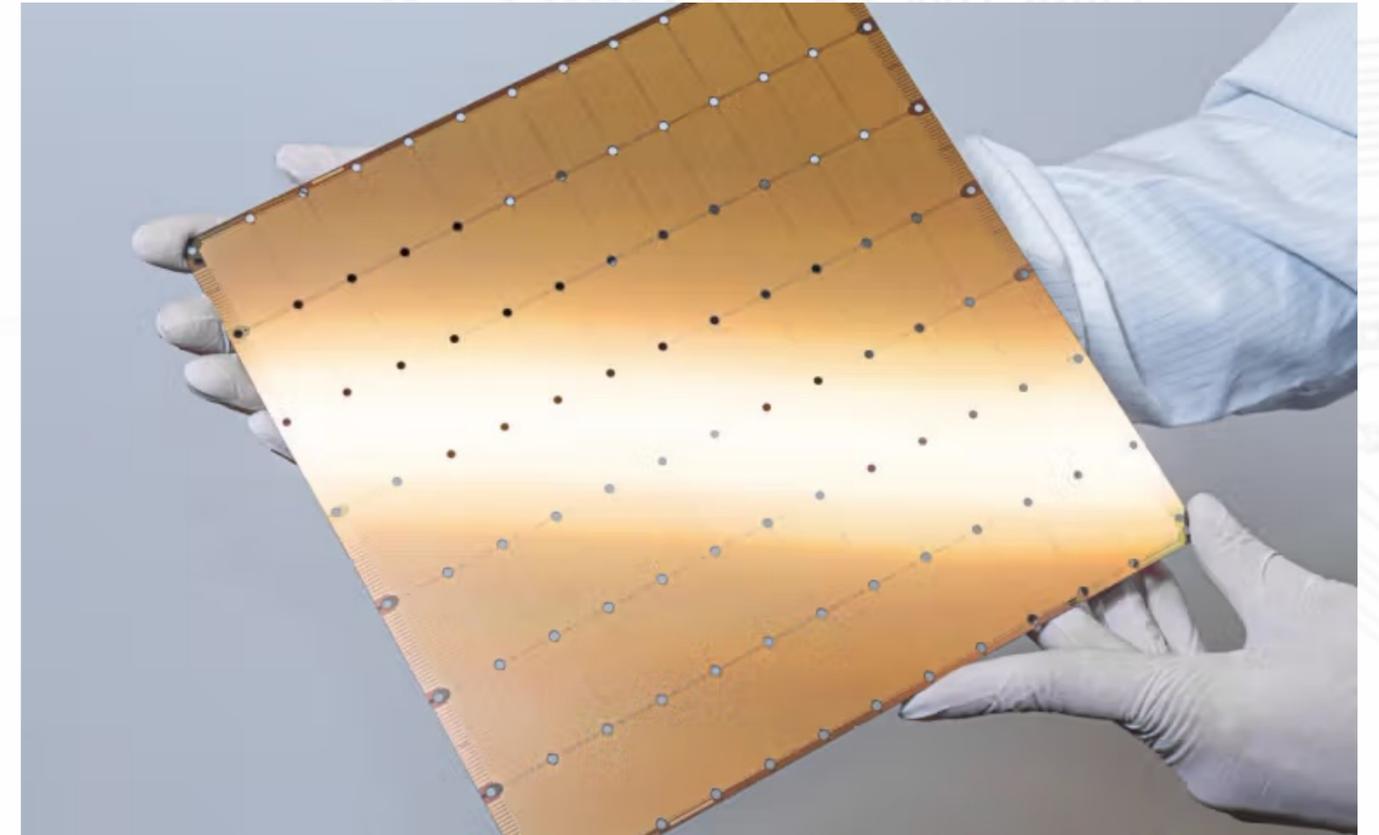
Supercomputer Fugaku



# Not exactly HPC

## AI

- Dedicated hardware (usually GPUs, or other accelerators)
- Different type of the workflow (no batching, constant work)
- Different type of IO (dozens of companies emerged in the past few years)
- Small-scale systems demand Megawatts of energy to run traditional projects
- Enterprise systems demand Gigawatts of energy to run competitive projects



# Not exactly HPC

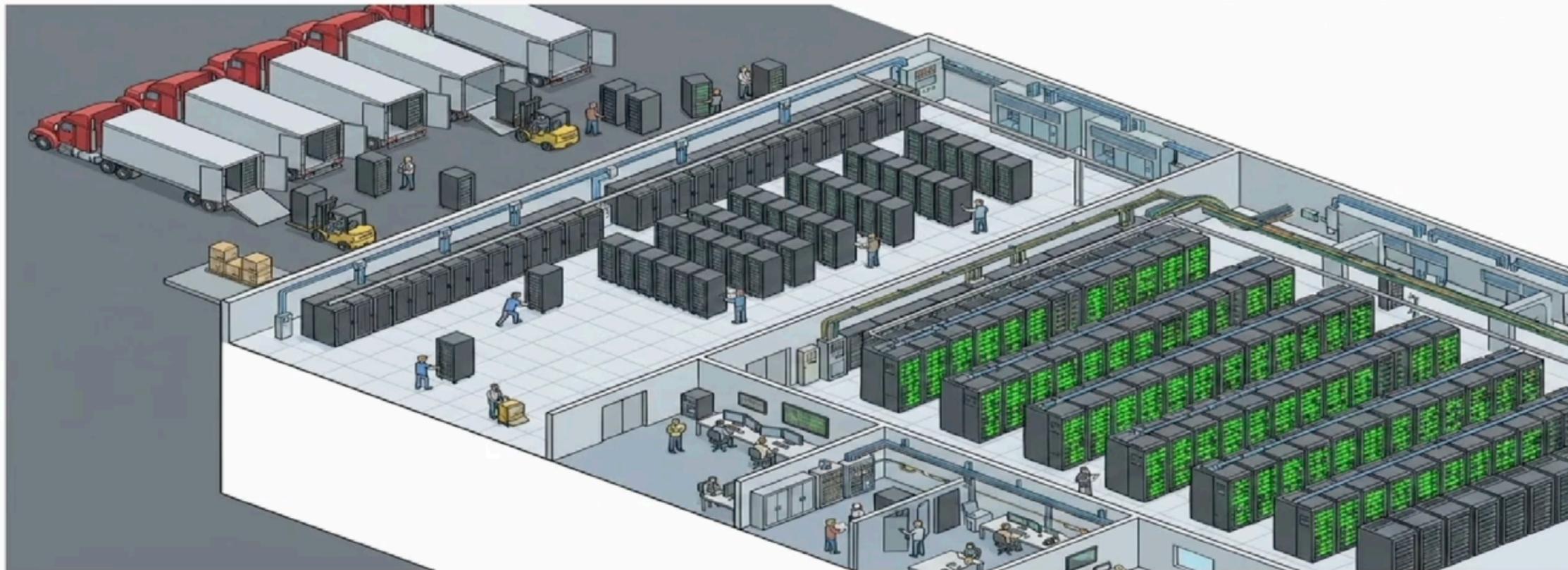
## AI

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# Gigawatt Scale Machine Learning: Deployment

**Traditional:** build a 100MW data center, fill it with servers over 12-36 months



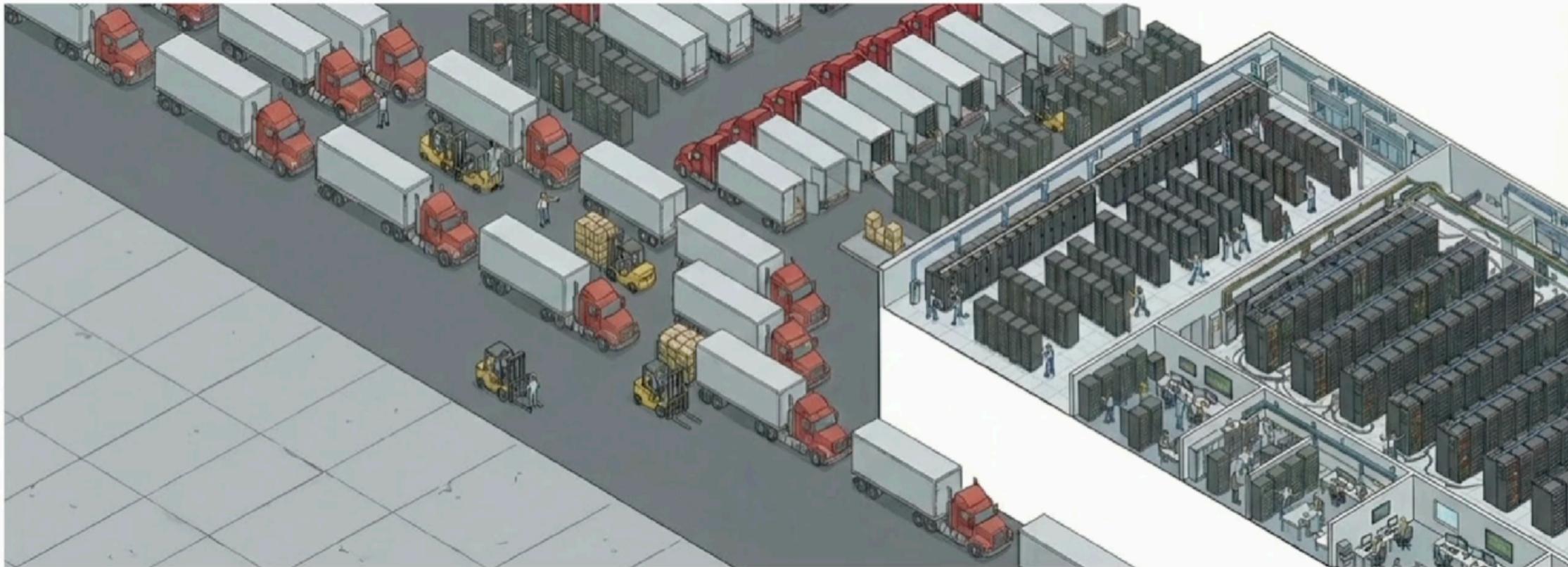
That's a max throughput of 12 *minutes* per rack over a 10-hour day.



 **SC25**  
St. Louis, MO | hpc ignites.

# Gigawatt Scale Machine Learning: Deployment

**Gigascale:** build a 200MW data center, fill it with ML servers in 2 months.



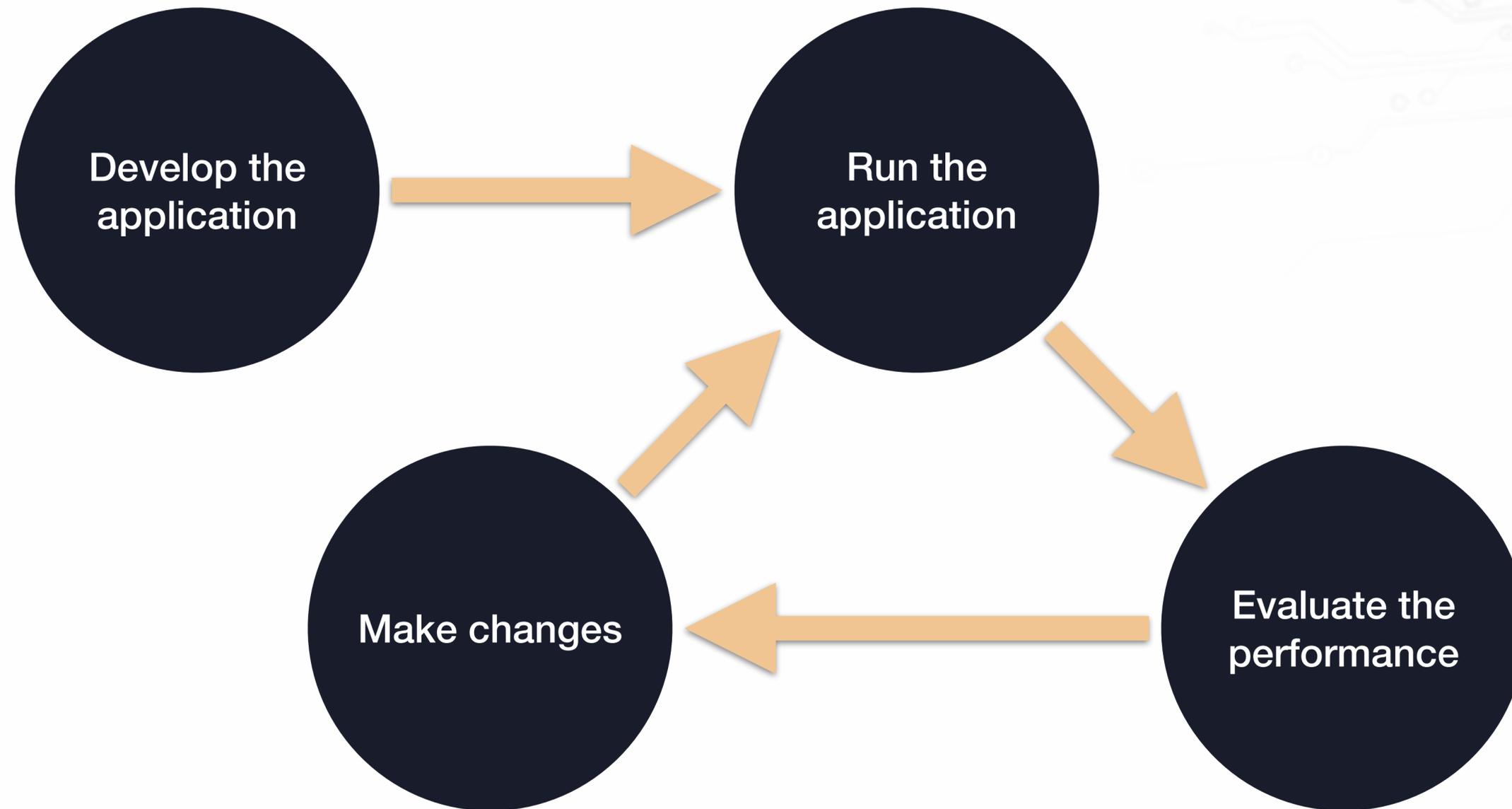
320 racks/day, or 1 rack every 2 minutes. At five campuses. Simultaneously.



# A lifecycle of an HPC application

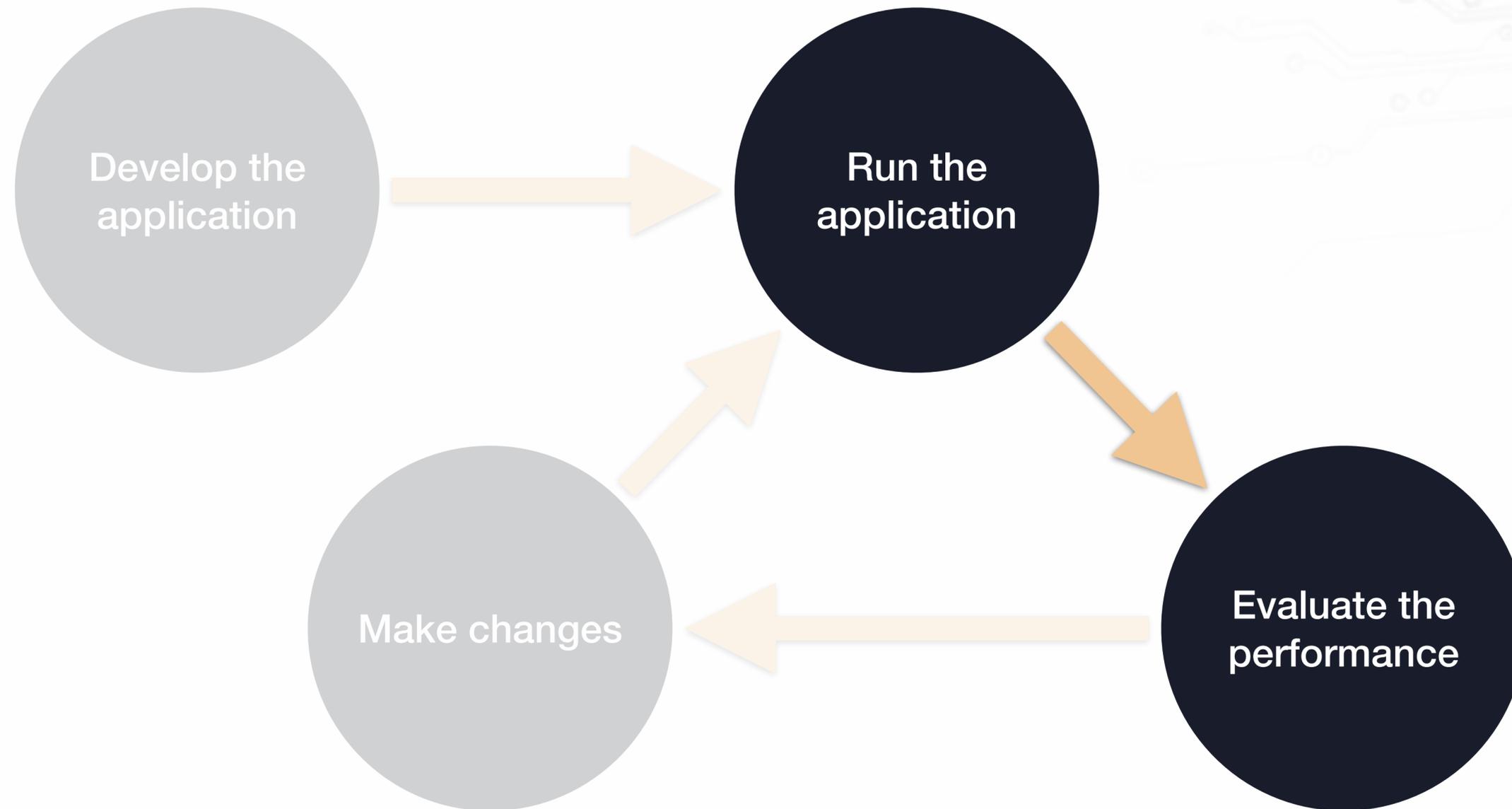
# HPC applications

## A typical lifecycle



# HPC applications

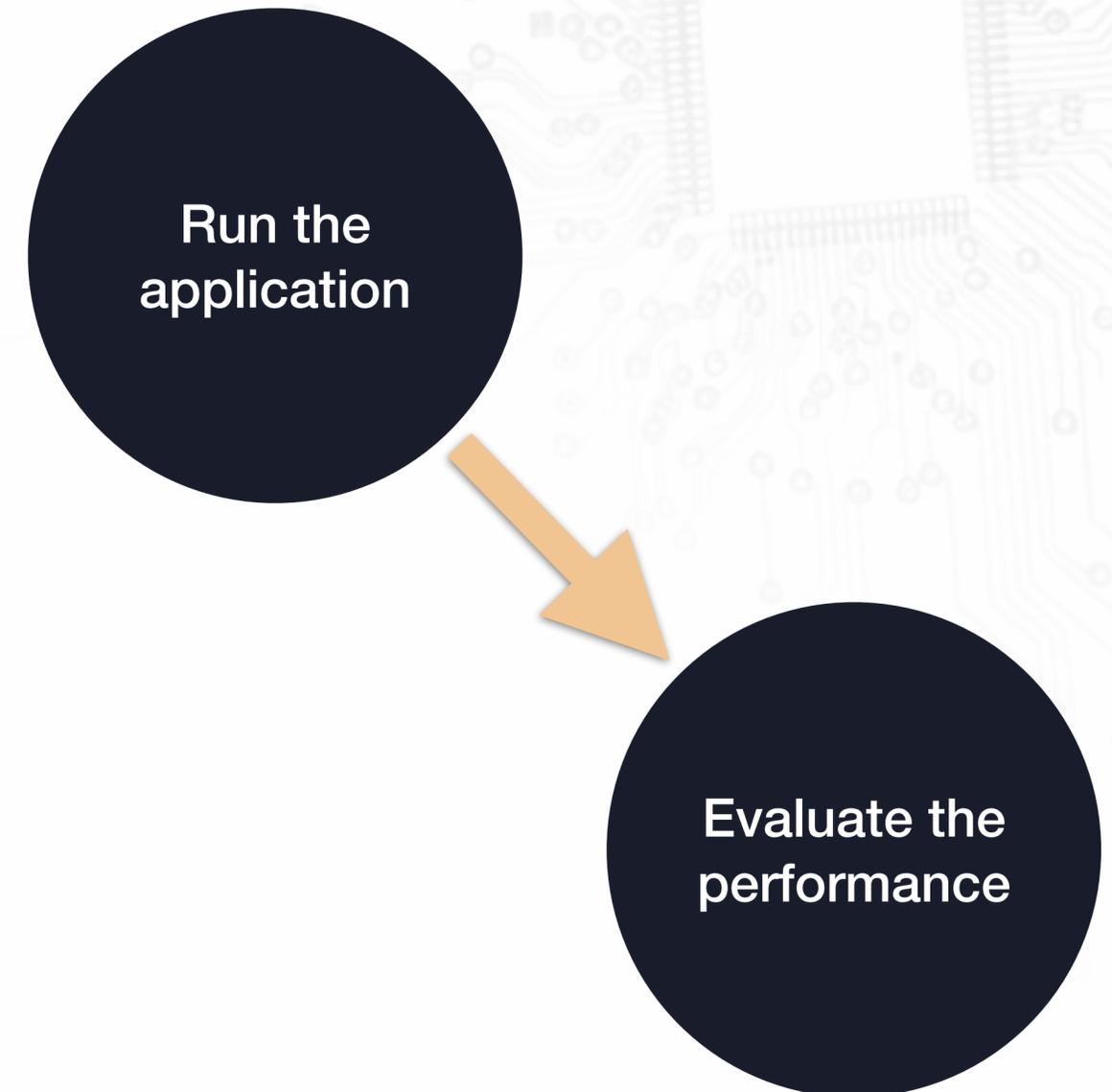
## A typical lifecycle



# HPC applications

## How to evaluate the performance?

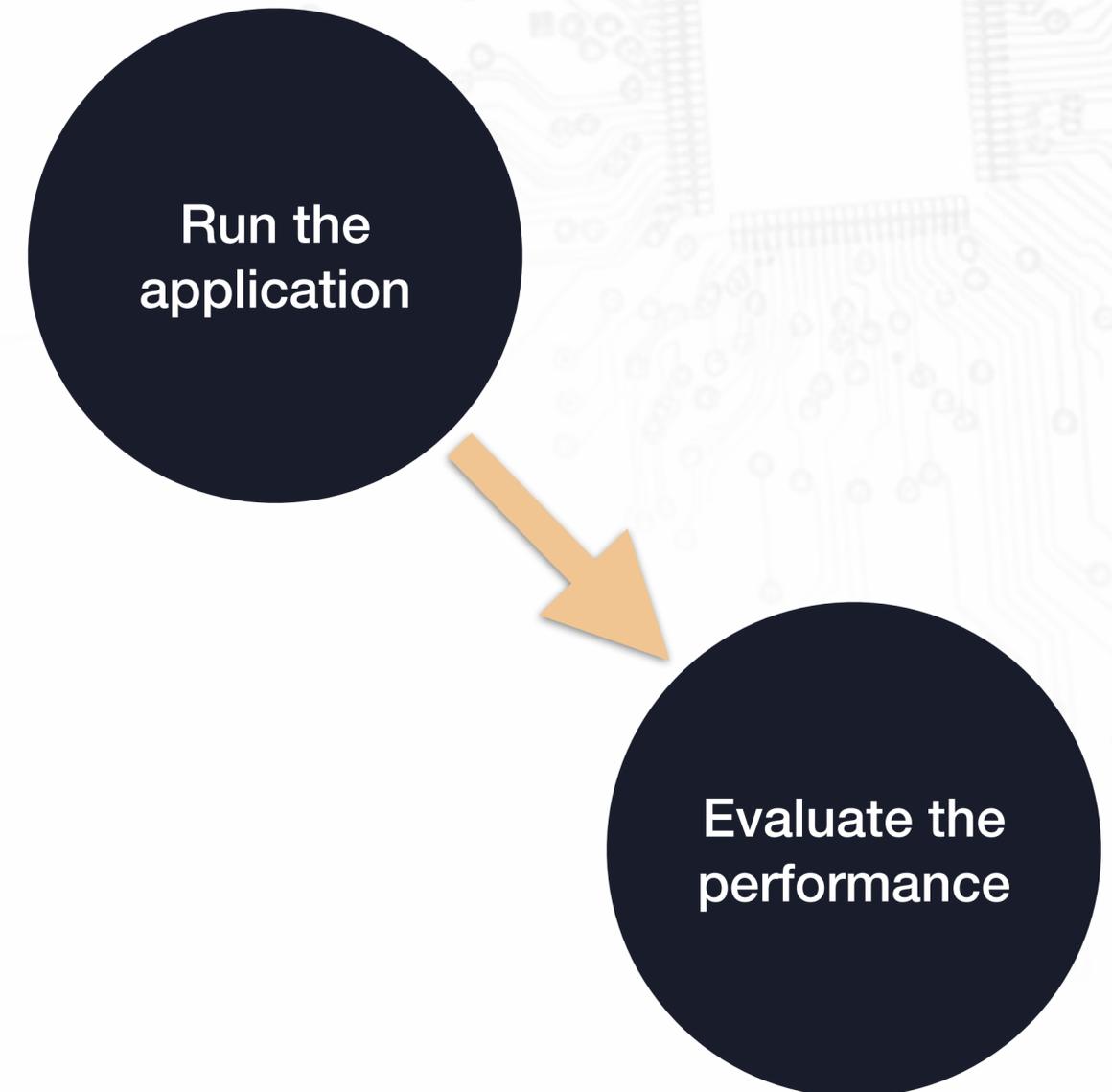
- Using tools, e.g. Vtune, Scalasca, nvprof, memory-profiler
- Measuring the execution time
- Measuring the memory footprint
- Measuring the network load
- Comparing the performance with similar applications/models
- Comparing the performance across different hardware
- Using the “guts feeling”



# HPC applications

## How to evaluate the performance?

- An application consists of multiple levels of complexity
- Each level may have certain effect on the performance and should be evaluated individually
  - **IO**
  - **Communications**
  - **Computations**
  - **Memory**



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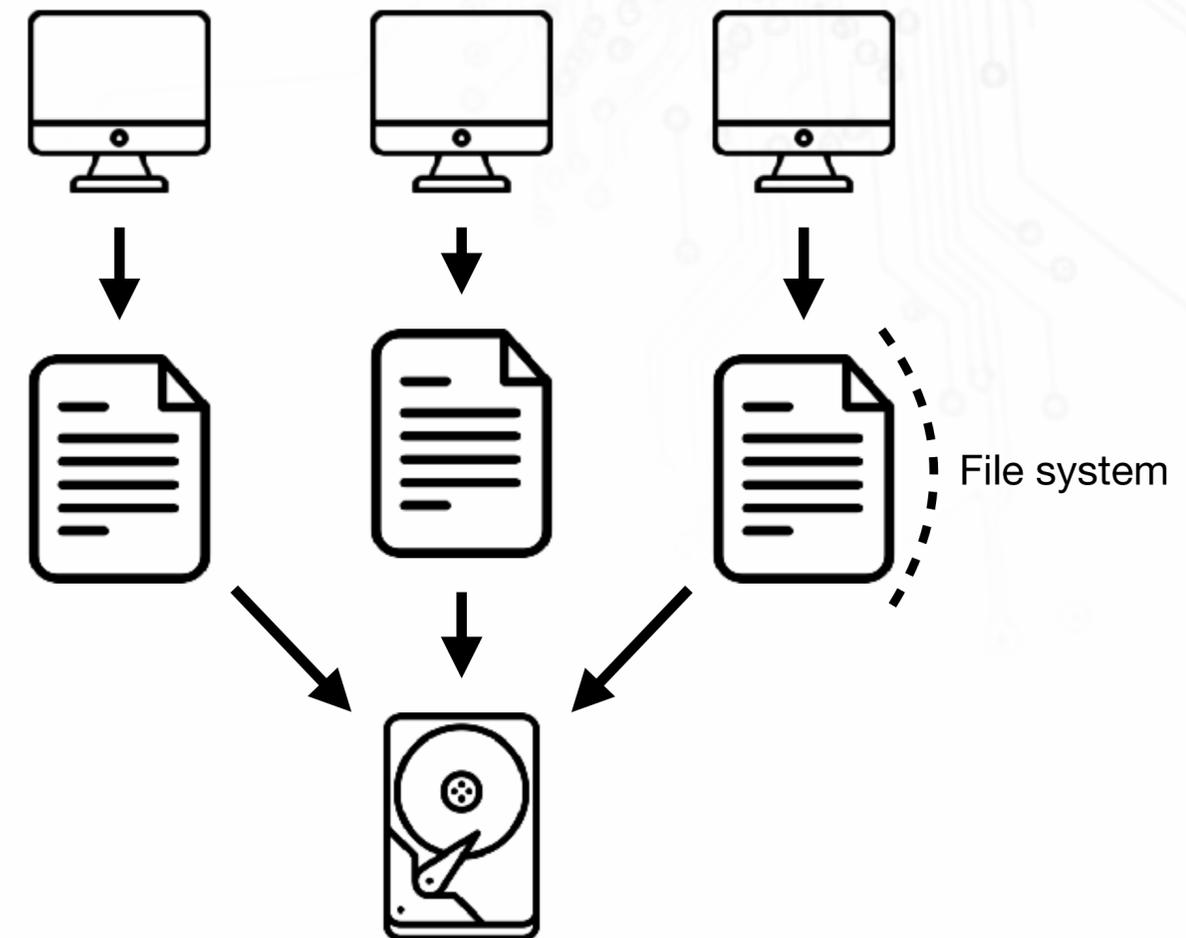
# HPC applications

## IO

- Parallel vs sequential filesystems
- We can measure read/write speed
- We can use ASCII/Binary
- We can use different file formats, as some are inherently sequential, some are parallel
- The easiest way to evaluate performance is to measure the elapsed time of IO operations

10M vector of 64-bit FP values on NVME SSD

Format	IO operation	Speed, [MB/s]
<b>ASCII</b>	Read	29.7
	Write	24.9
<b>Binary</b>	Read	2,666.4
	Write	1,586.5



# HPC applications

## IO

```
*)
/* Helper: allocate aligned memory (posix_memalign) */
void *aligned_malloc(size_t bytes, size_t alignment) {
    void *ptr = NULL;
    if (posix_memalign(&ptr, alignment, bytes) != 0) return NULL;
    return ptr;
}

/* Test & basic timing harness */
int main(void)
{
    /* Example sizes (change as desired). Use moderate sizes for testing,
       larger sizes for timing. */
    int M = 1024 * 4;
    int N = 1024 * 8;
    int K = 1024 * 4;

    int lda = K;
    int ldb = N;
    int ldc = N;

    size_t Asz = (size_t)M * lda;
    size_t Bsz = (size_t)K * ldb;
    size_t Csz = (size_t)M * ldc;

    double *A = aligned_malloc(sizeof(double) * Asz, 64);
    double *B = aligned_malloc(sizeof(double) * Bsz, 64);
    double *C = aligned_malloc(sizeof(double) * Csz, 64);
    double *Cref = aligned_malloc(sizeof(double) * Csz, 64);
    struct timeval start_time, end_time, duration;

    if (!A || !B || !C || !Cref) {
        fprintf(stderr, "Allocation failed\n");
        return 1;
    }

    /* initialize matrices with a reproducible pseudo-random pattern */
    for (size_t i = 0; i < Asz; ++i) A[i] = ((double)(i % 97) - 48.0) * 1e-3;
    for (size_t i = 0; i < Bsz; ++i) B[i] = ((double)(i % 41) - 30.0) * 1e-3;
    for (size_t i = 0; i < Csz; ++i) C[i] = ((double)(i % 53) - 26.0) * 1e-3;

    /* copy for reference */
    memcpy(Cref, C, sizeof(double) * Csz);

    double alpha = 1.234;
    double beta = 0.789;
}
"main.c" 2021, 67018
```

ASCII

```
*)
/* Helper: allocate aligned memory (posix_memalign) */
void *aligned_malloc(size_t bytes, size_t alignment) {
    void *ptr = NULL;
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    int lda = K;
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    int ldc = N;

    size_t Asz = (size_t)M * lda;
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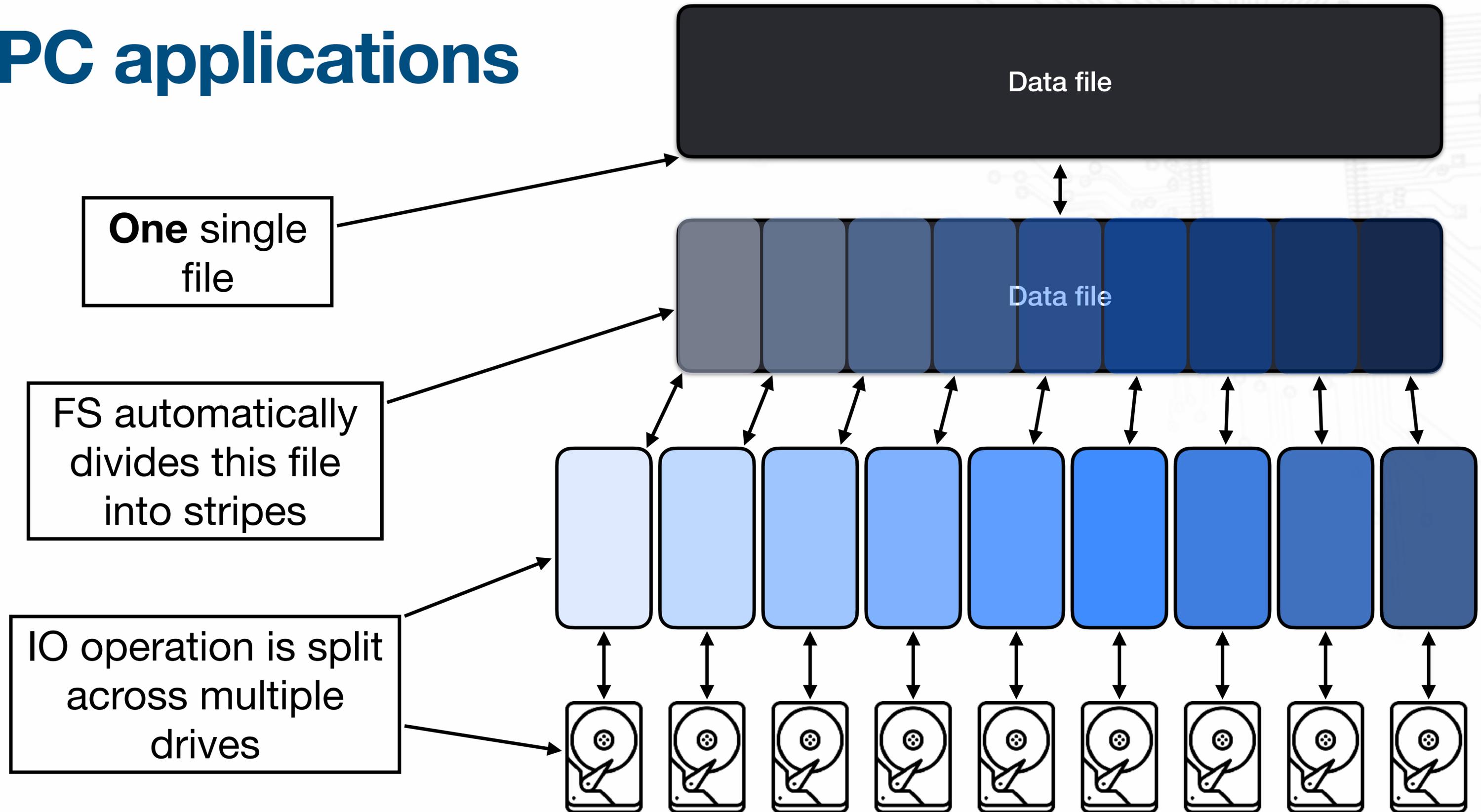
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}
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```

Binary

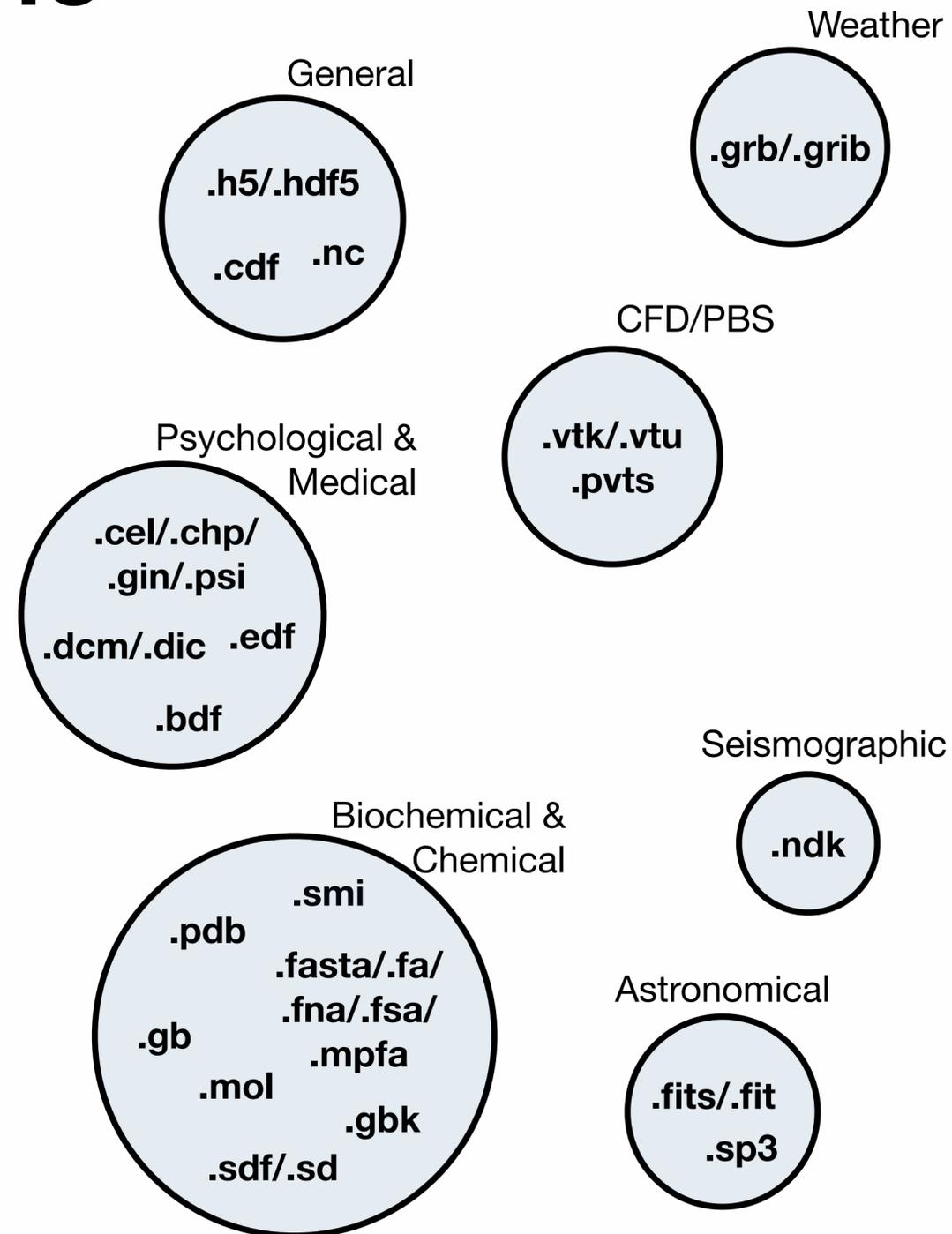
# HPC applications

## IO



# HPC applications

## IO



BeeGFS®

lustre®



ceph



GlusterFS



IBM  
Spectrum  
Scale

# HPC applications

## IO



- Lowest latency (very fast)
- Highest cost
- Stored on high-performance SSDs, in-memory databases, or real-time systems



- Moderate speed
- Medium cost
- Often stored on slightly slower SSDs or lower-tier cloud storage



- High latency (access may take minutes or hours)
- Very low cost
- Stored on low-cost HDDs, tape drives, or deep archive cloud storage

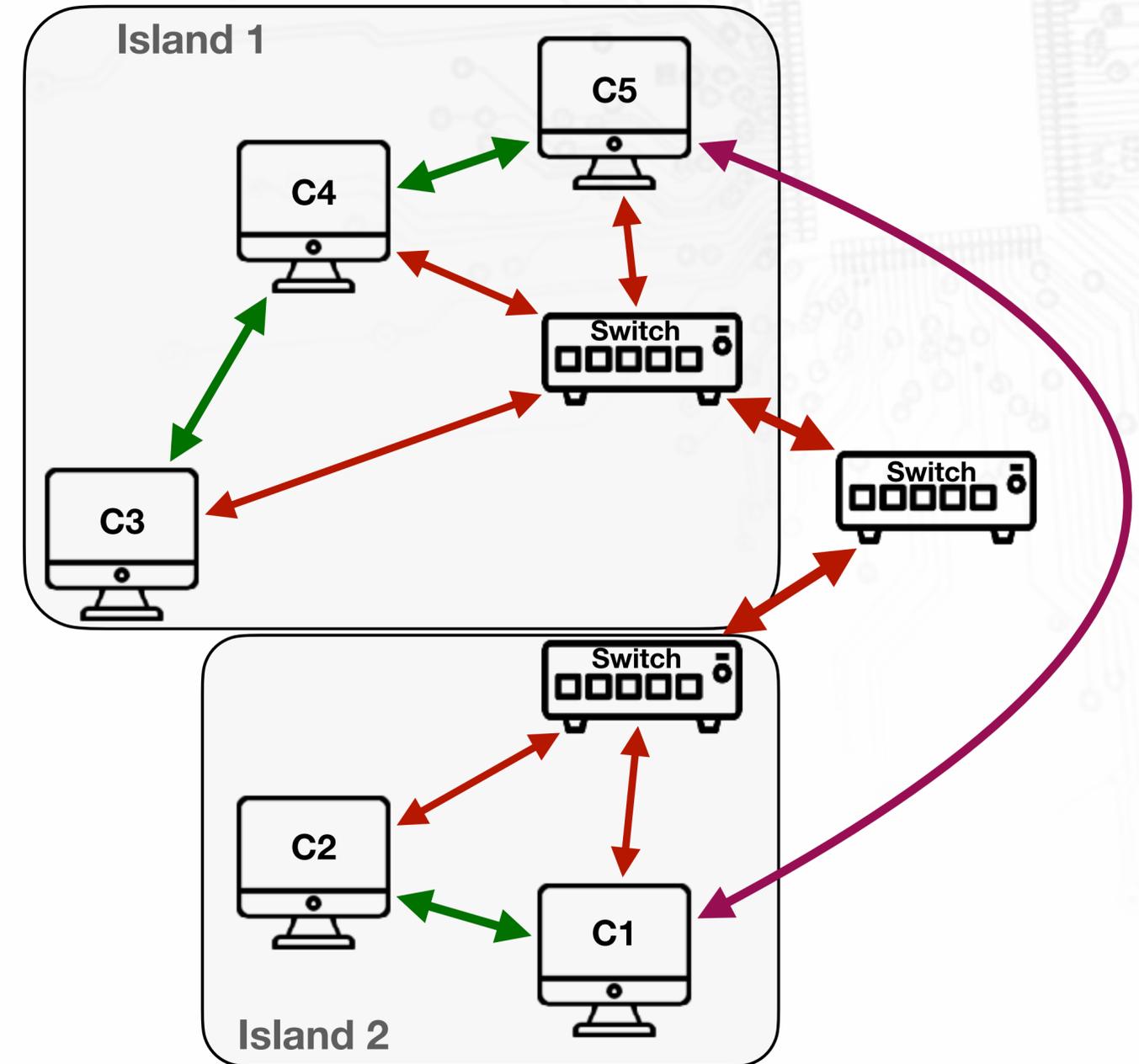


# Communications

# HPC applications

## Communications

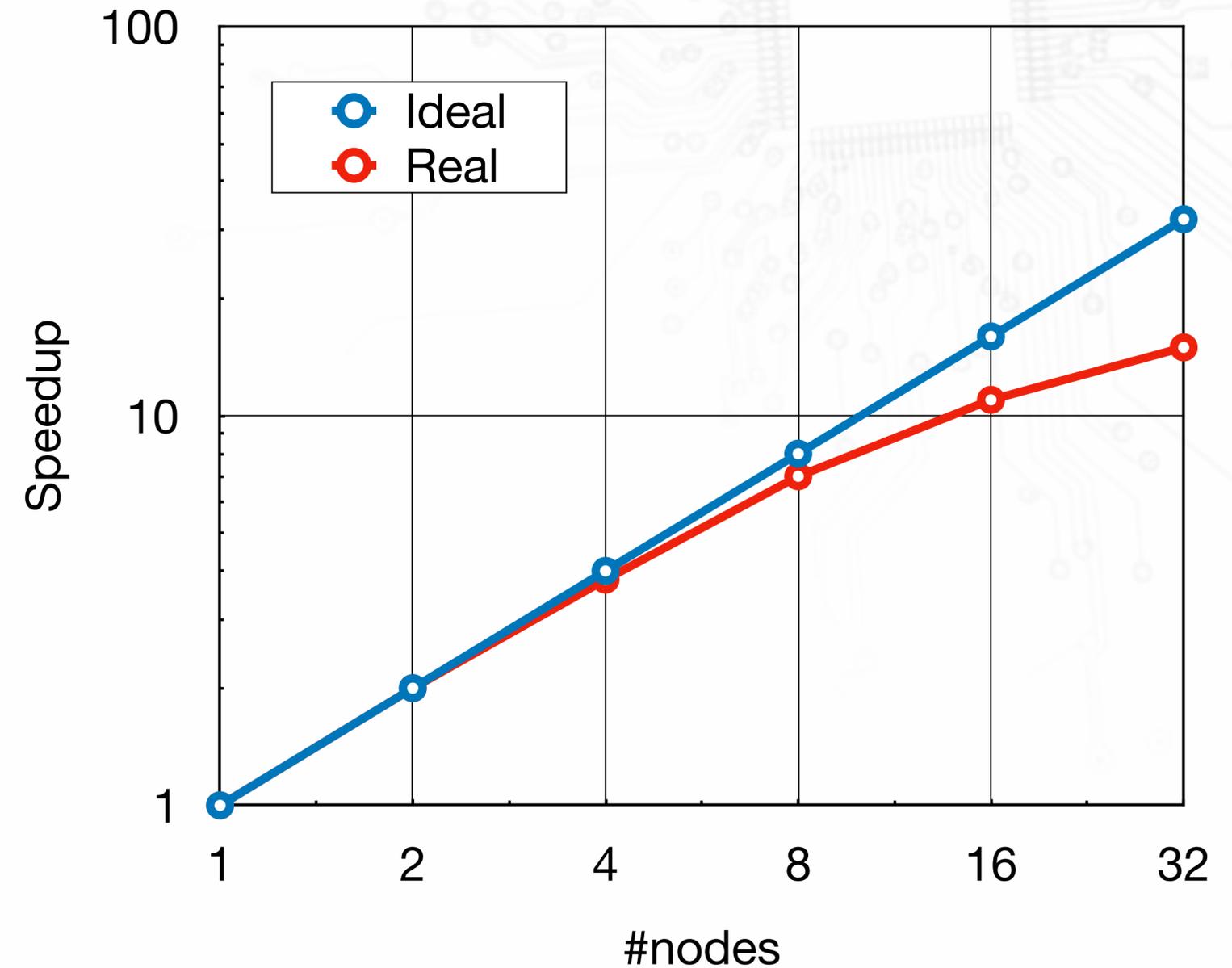
- Distribution of the workload across multiple processes
- Main influence from:
  - the network
  - the communication frequency
  - the message size
  - the file system



# HPC applications

## Communications

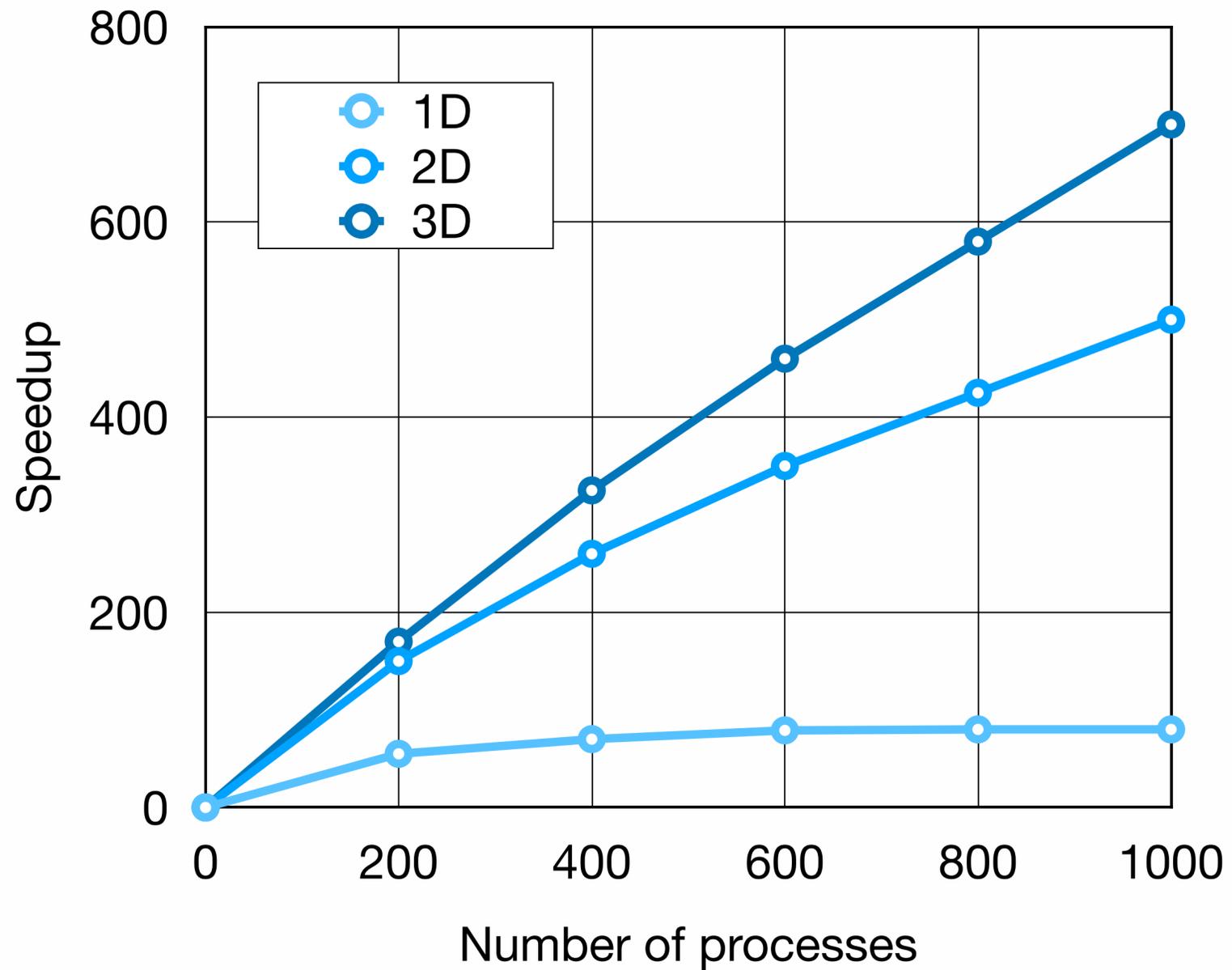
- Leads to a decrease in performance as the number of active processes increases
- Optimisation may require knowledge of the network structure
- Some frameworks allow for run-time tuning of the communication algorithms (e.g. with MPI tune)
- Scales with  $O(\sqrt{P})$  for  $P$  processes



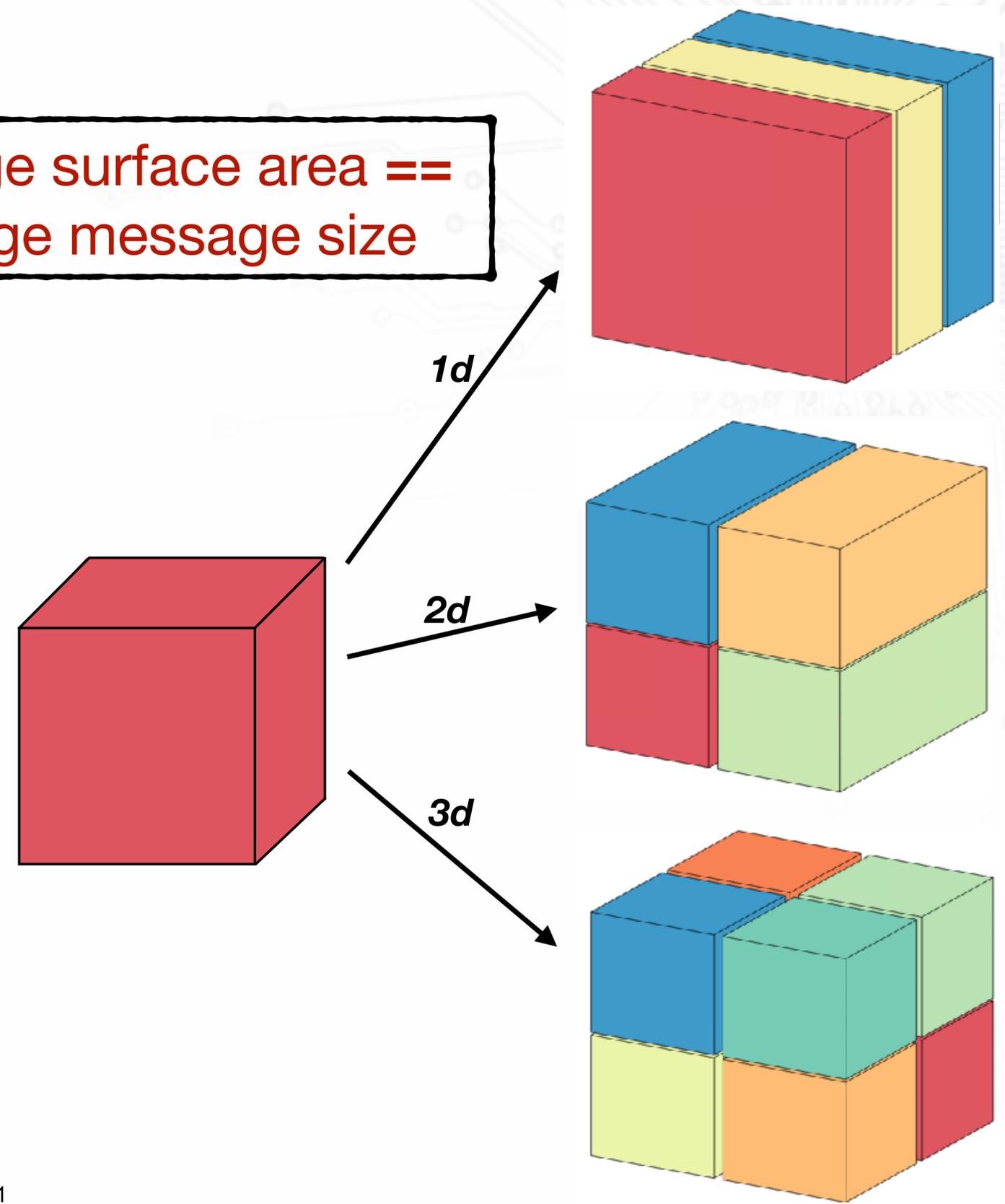
# HPC applications

## Communications

Theoretical speedup



Large surface area == large message size



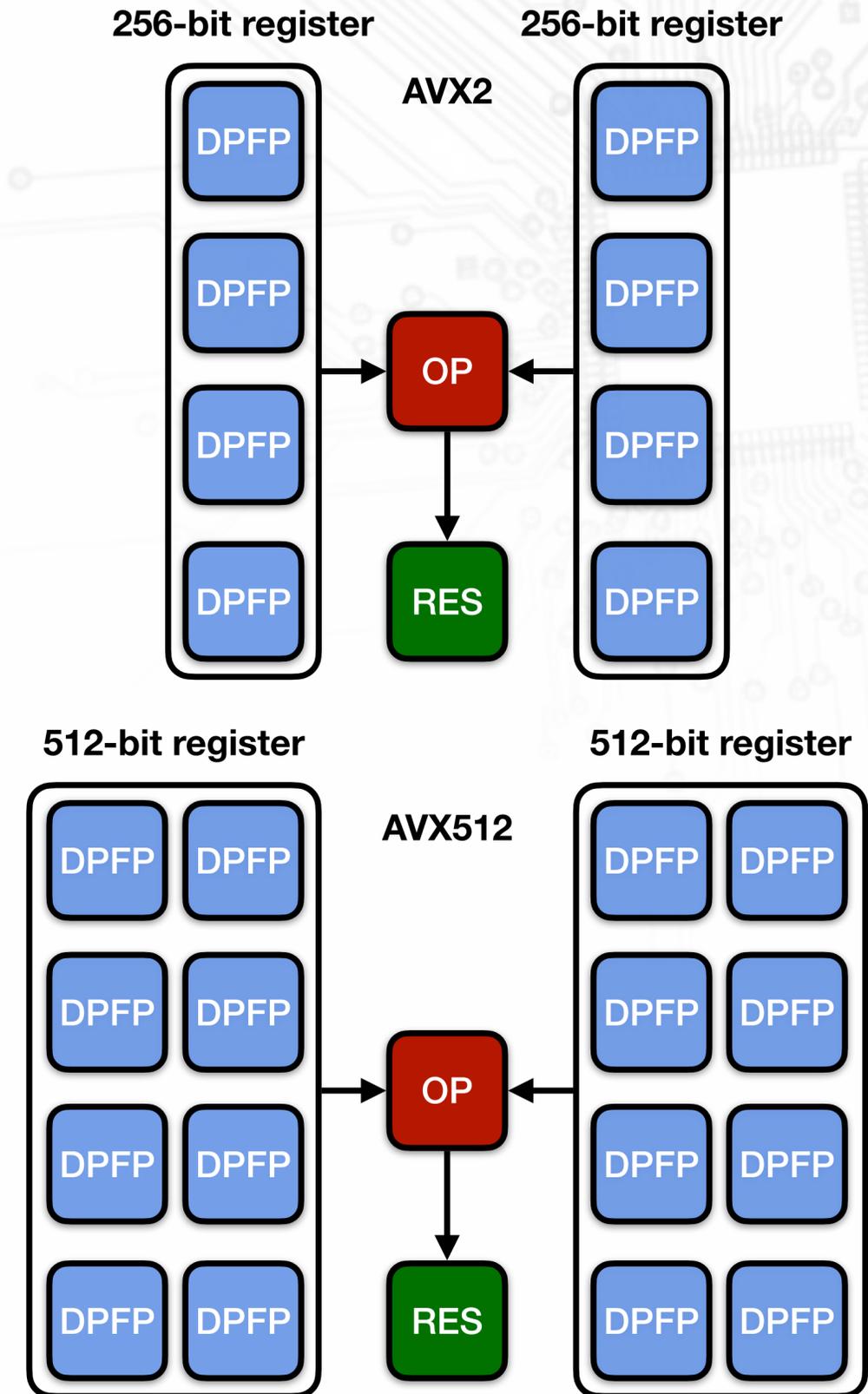
# Computations

# HPC applications

## Computations

- **SIMD directive:** multiple iterations of the loop can be executed concurrently using SIMD instructions
- For successful vectorisation, the **data should be aligned (not just contiguous)**
- CPUs have registers of different sizes, choose the data type wisely
- Some APIs (e.g., OpenMP) and libraries (e.g., numpy) provide embedded vectorisation

```
#pragma omp simd
for (int n = 0; n < N; ++n) {
    compute(...);
}
```



# HPC applications

## Computations

```
# Dot product
import time
import numpy
import array

# 8 bytes size int
a = array.array('q')
b = array.array('q')
...

# classic dot product of vectors implementation
tic = time.process_time()
dot = 0.0;
for i in range(len(a)):
    dot += a[i] * b[i]
toc = time.process_time()

print("...");

n_tic = time.process_time()
n_dot_product = numpy.dot(a, b)
n_toc = time.process_time()
print("...");
```

```
dot_product = 833323333350000.0
Computation time = 24.998999999999995ms

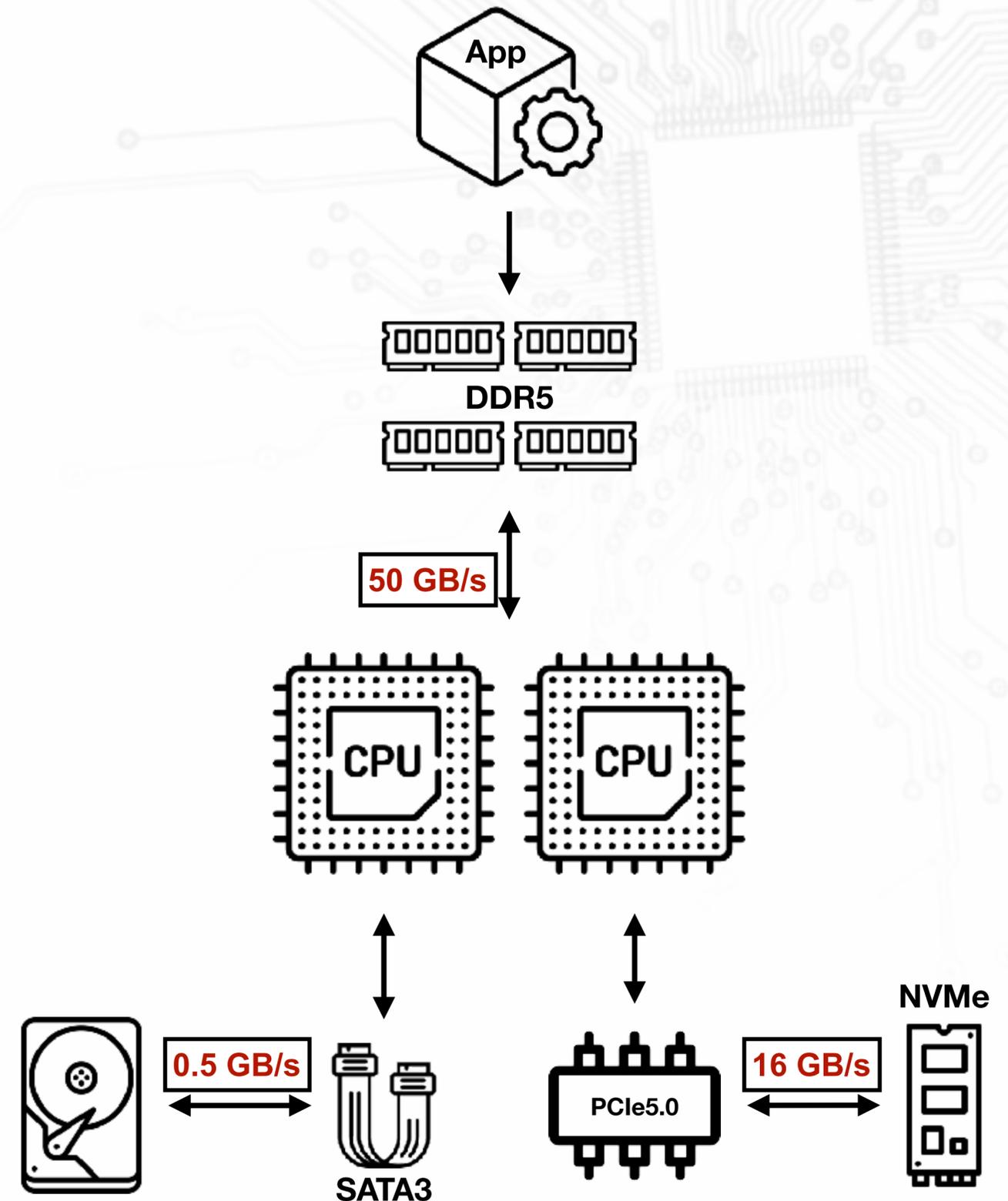
n_dot_product = 833323333350000
Computation time = 0.091000000000000774ms
```

# Memory

# HPC applications

## Memory footprint

- Reducing the memory footprint decreases the frequency of accessing slower storage layers
- Minimising cache misses helps ensure that CPU caches (L1/L2/L3) remain available for essential data and critical operations
- A large memory footprint increases the likelihood of the OS triggering paging, which severely impacts performance
- Lower memory usage enables more efficient data transfer across the network by reducing payload size and overhead
- Reclaiming and cleaning up unused memory is vital to maintaining optimal system resource utilisation



# HPC applications

## Data structures

sizeof(Foo) = 32B

```
struct Foo {  
    double eps;  
    char key1;  
    int id;  
    double time;  
    char key2;  
};
```

sizeof(Foo) = 24B

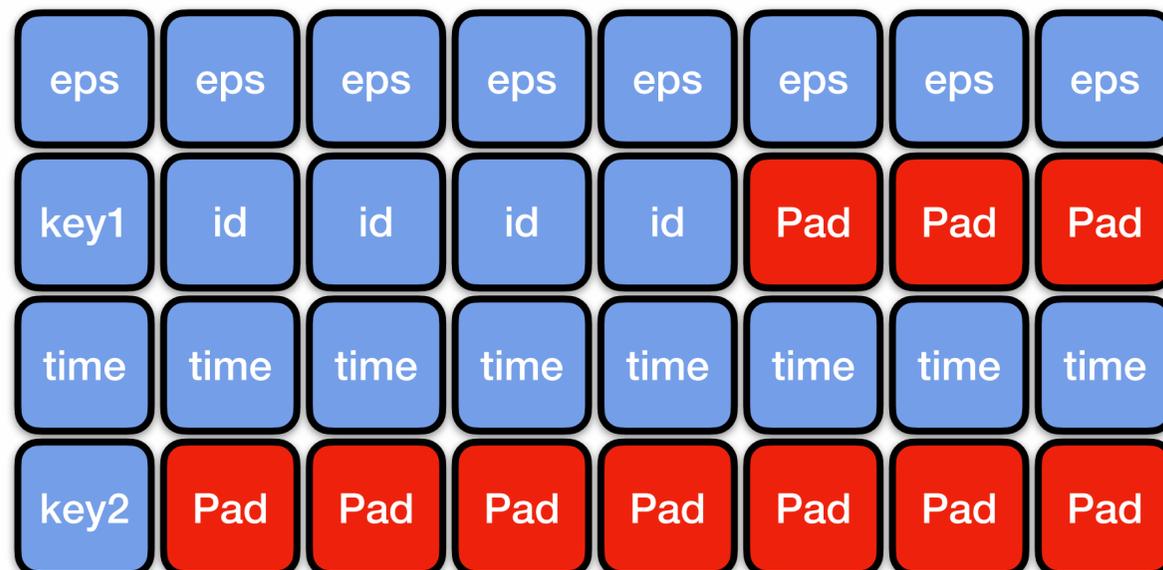
```
struct Foo {  
    double eps;  
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    int id;  
};
```

# HPC applications

## Data structures

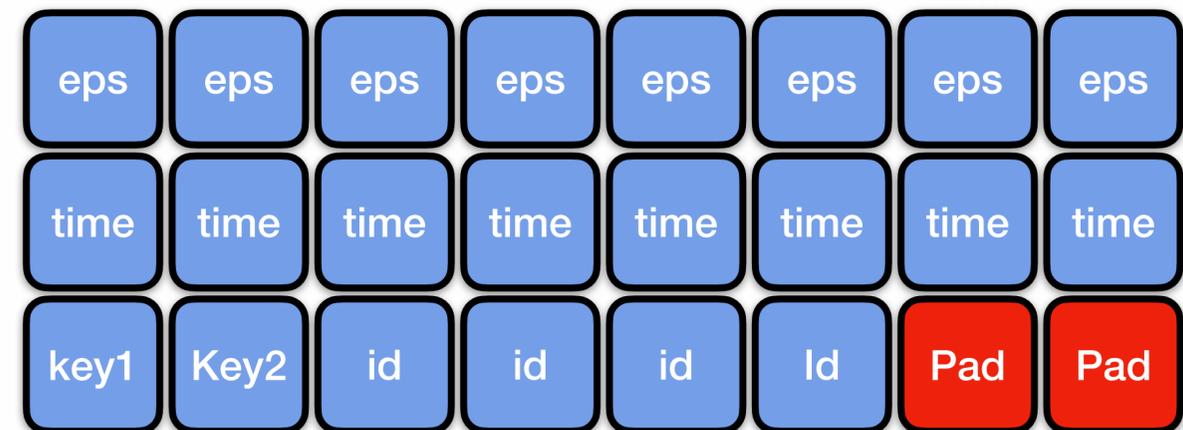
sizeof(Foo) = 32B

```
struct Foo {  
    double eps;      // 8B  
    char key1;       // 1B  
    int id;          // 4B + padding 3B  
    double time;    // 8B  
    char key2;       // 1B + padding 7B  
};
```



sizeof(Foo) = 24B

```
struct Foo {  
    double eps;      // 8B  
    double time;    // 8B  
    char key1;       // 1B  
    char key2;       // 1B  
    int id;          // 4B + padding 2B  
};
```



# HPC applications

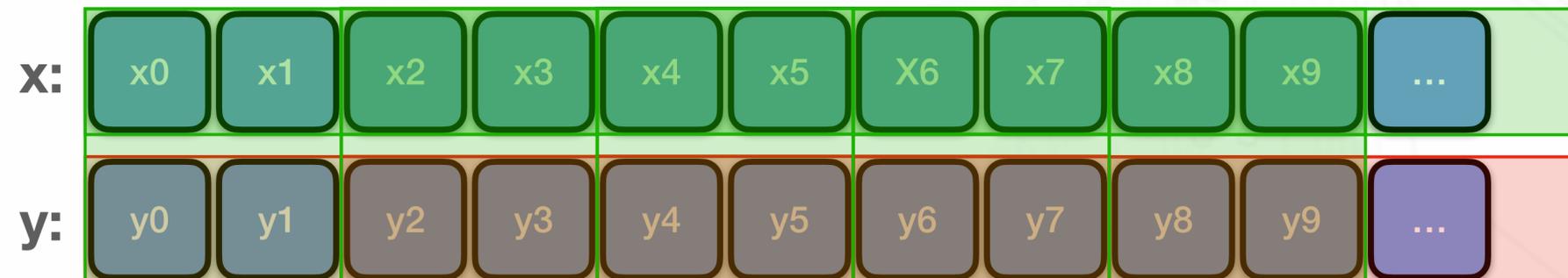
## AoS vs SoA

```
struct Foo {  
    double x;  
    double y;  
};  
  
struct Bar {  
    double x[N];  
    double y[N];  
};  
  
void main() {  
    Foo foo[N];  
    Bar bar;  
    ...  
    for (int n = 0; n < N; ++n) {  
        foo[n].x = ...;  
        foo[n].y = ...;  
    }  
    ...  
    for (int n = 0; n < N; ++n) {  
        bar.x[n] = ...;  
        bar.y[n] = ...;  
    }  
    ...  
}
```

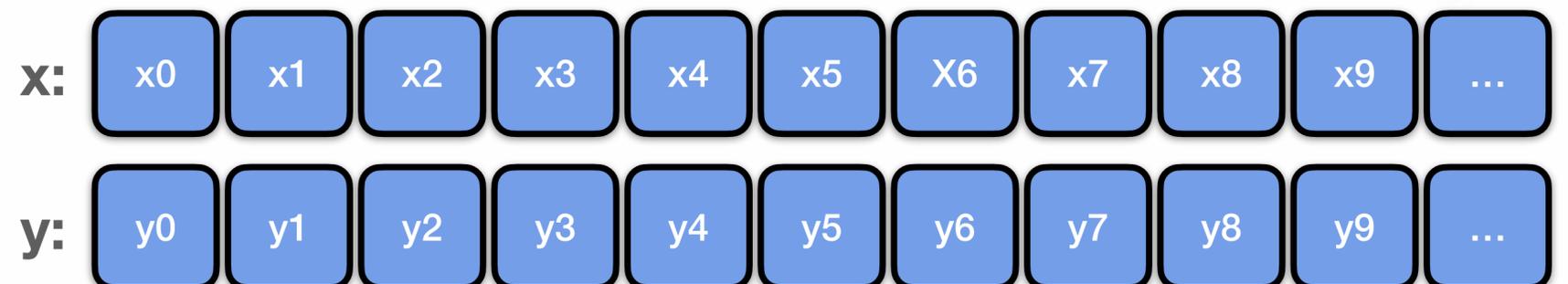
Cache



AoS



SoA



# HPC applications

## AoS vs SoA

```
struct Foo {
    double x;
    double y;
};

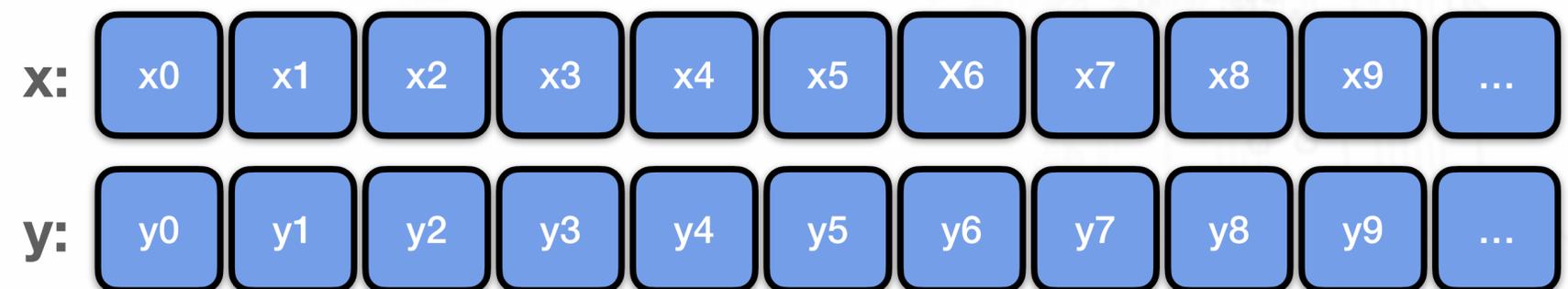
struct Bar {
    double x[N];
    double y[N];
};

void main() {
    Foo foo[N];
    Bar bar;
    ...
    for (int n = 0; n < N; ++n) {
        foo[n].x = ...;
        foo[n].y = ...;
    }
    ...
    for (int n = 0; n < N; ++n) {
        bar.x[n] = ...;
        bar.y[n] = ...;
    }
    ...
}
```

Cache



AoS



SoA



# Overview

# HPC applications

## Standard techniques

- Optimise **IO** operations
- Optimise **data transfers** (cache, network)
- Optimise **memory footprint**
- Reduce the **precision** (e.g. from 64-bit FP to 32-bit FP)
- Optimise **data structures** (e.g. from AOS to SOA)
- Make application **hardware-aware**
- Use **different** hardware (CPUs, GPUs, FPGAs)
- Change the **model/method** to a faster one
- Change the **backend** (e.g. linear algebra) to a faster one
- Use different **programming language**

# Profiling And Optimisation

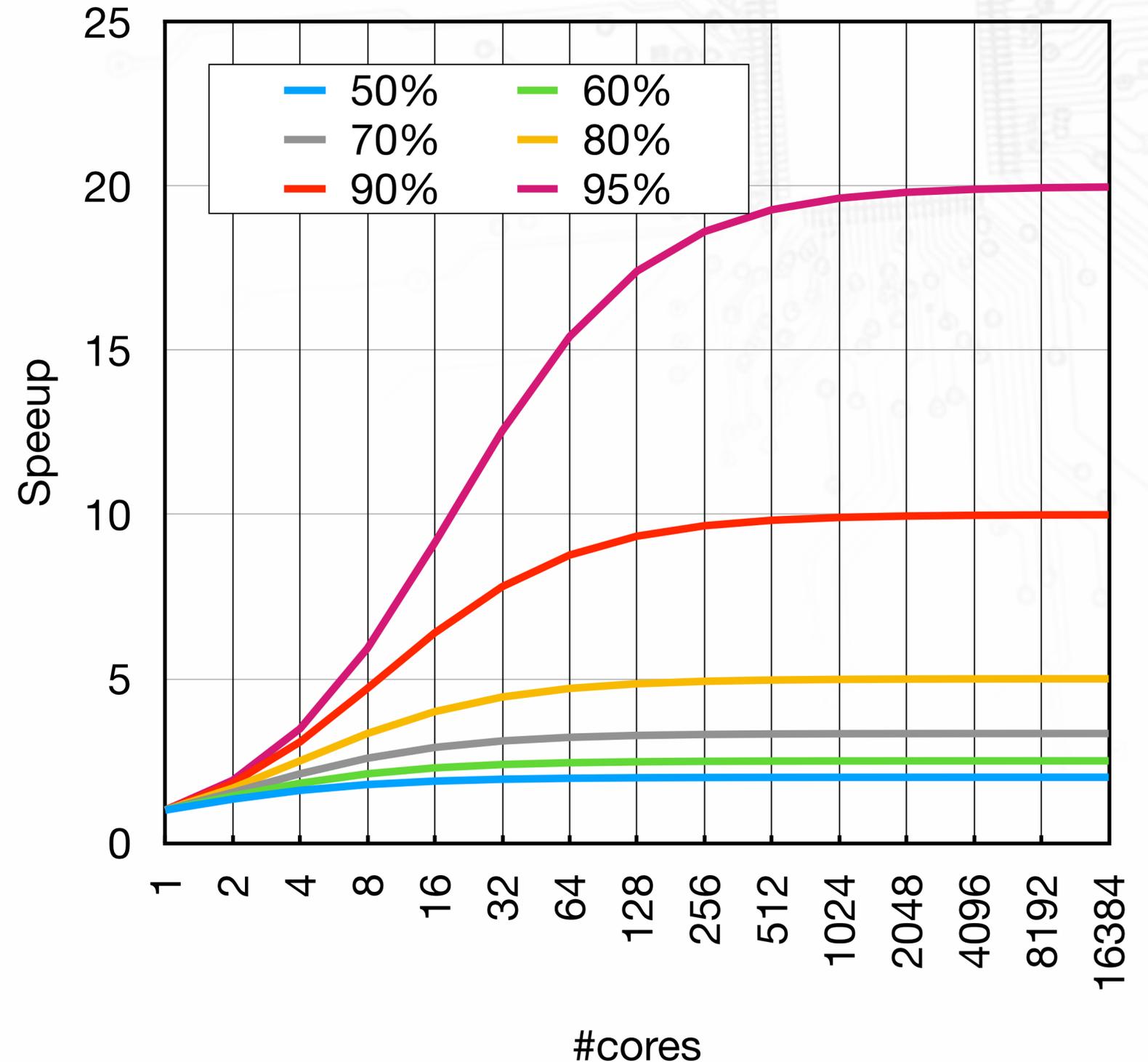
# Scaling

## Strong

- **Strong scaling** – the problem size is **fixed**, the number of processors is **increased**
- **Amdahl's law** - the speedup is limited by the fraction of the serial part of the software that is not amenable to parallelization

$$speedup = \frac{1}{s + p/N}$$

- $s$  – proportion of the execution time spent on the serial part
- $p$  – proportion of the execution time spent on the parallel part
- $N$  – number of processes



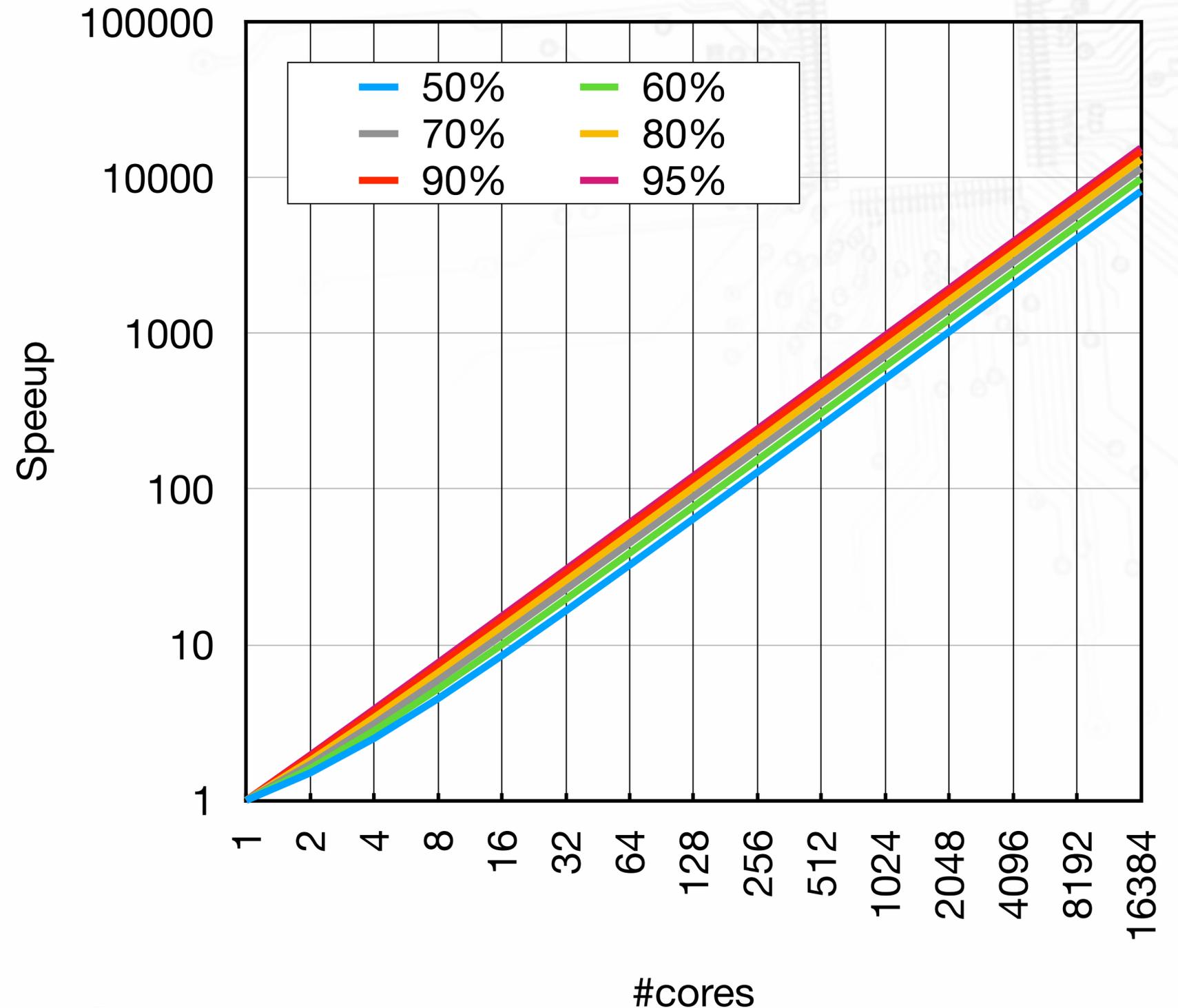
# Scaling

## Weak

- **Weak scaling** – the problem size **increases** with the number of processes
- **Gustafson's law** - the parallel part scales linearly with the amount of resources, and the serial part does not increase with respect to the size of the problem

$$speedup = s + p \cdot N$$

- $s$  – proportion of the execution time spent on the serial part
- $p$  – proportion of the execution time spent on the parallel part
- $N$  – number of processes



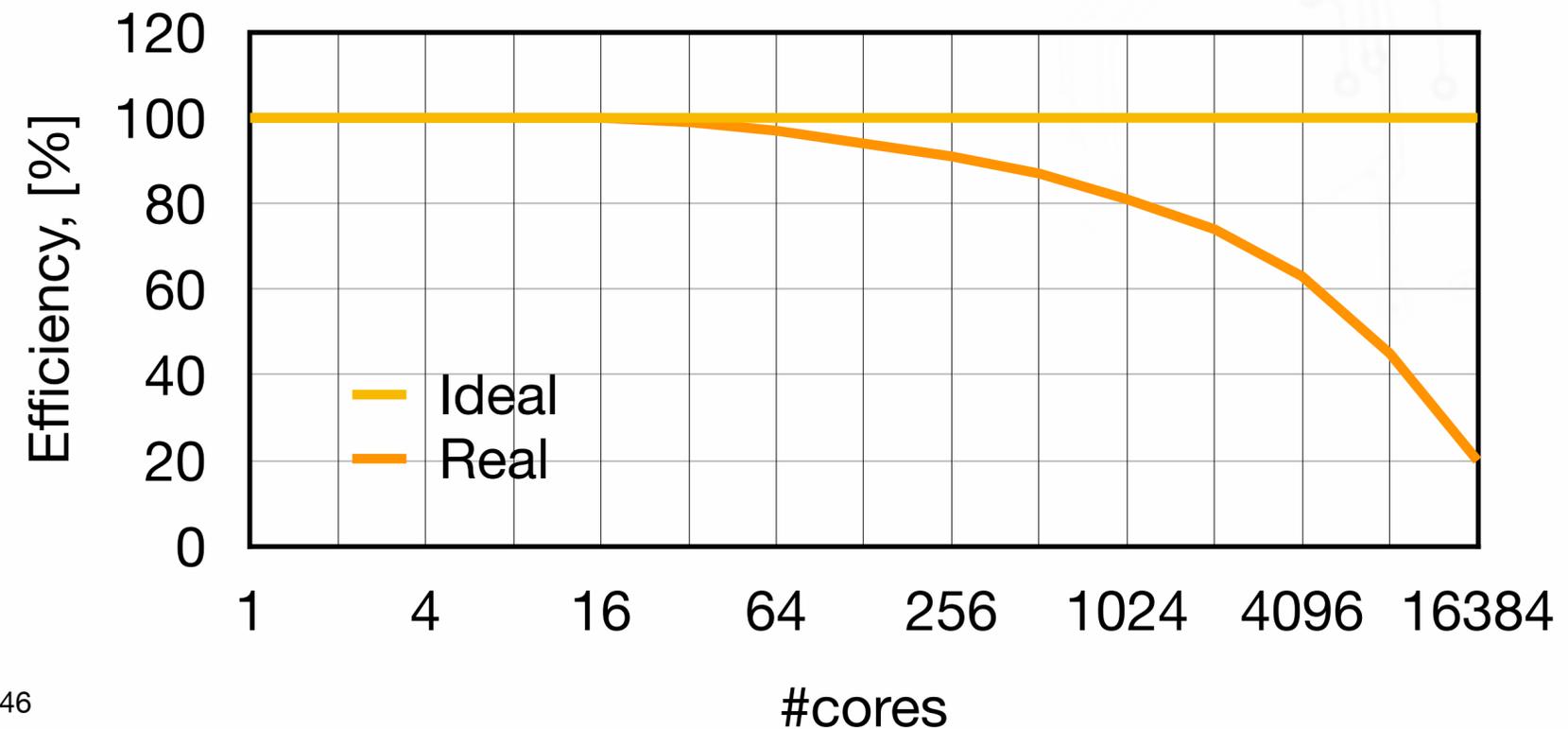
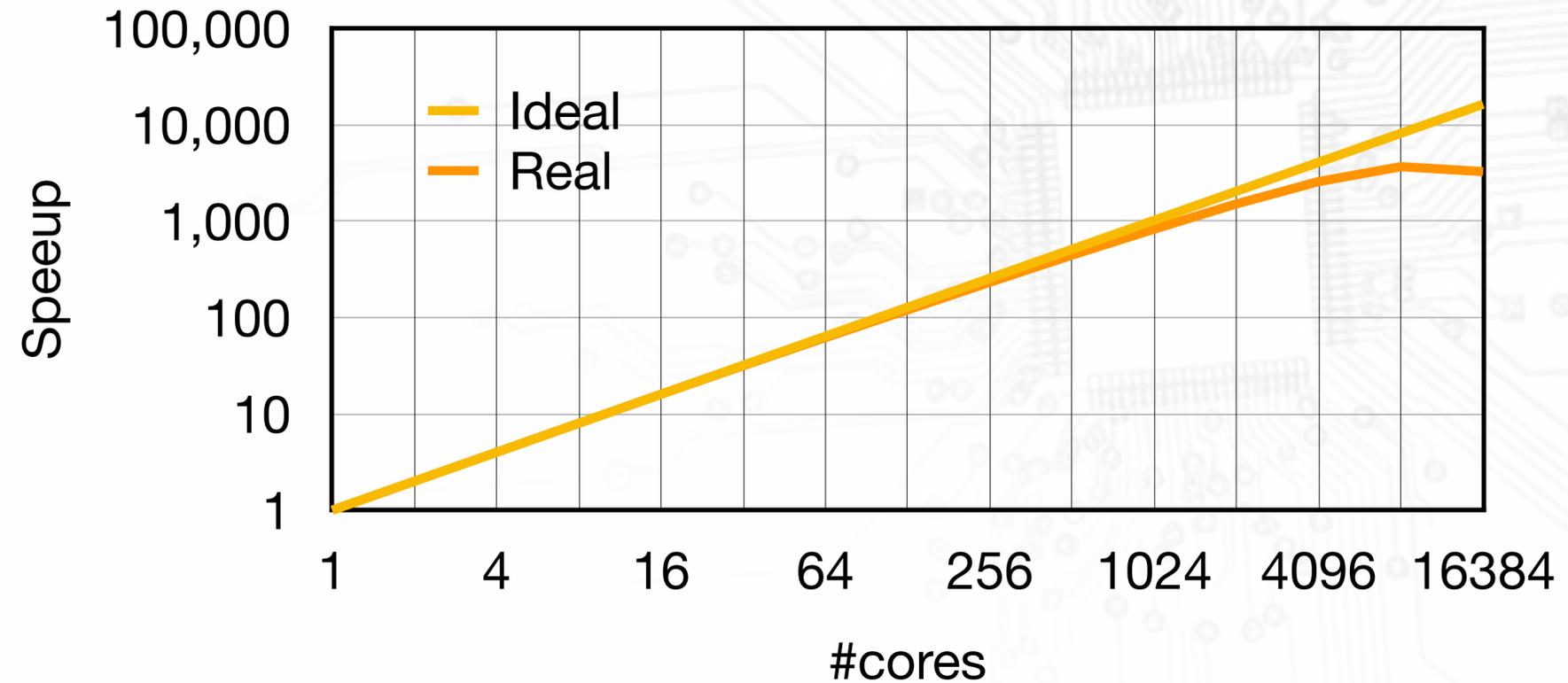
# Scaling

## Efficiency

- Speedup and efficiency:

$$speedup = \frac{T_s}{T_N} \quad efficiency = \frac{1}{N} \frac{T_s}{T_N}$$

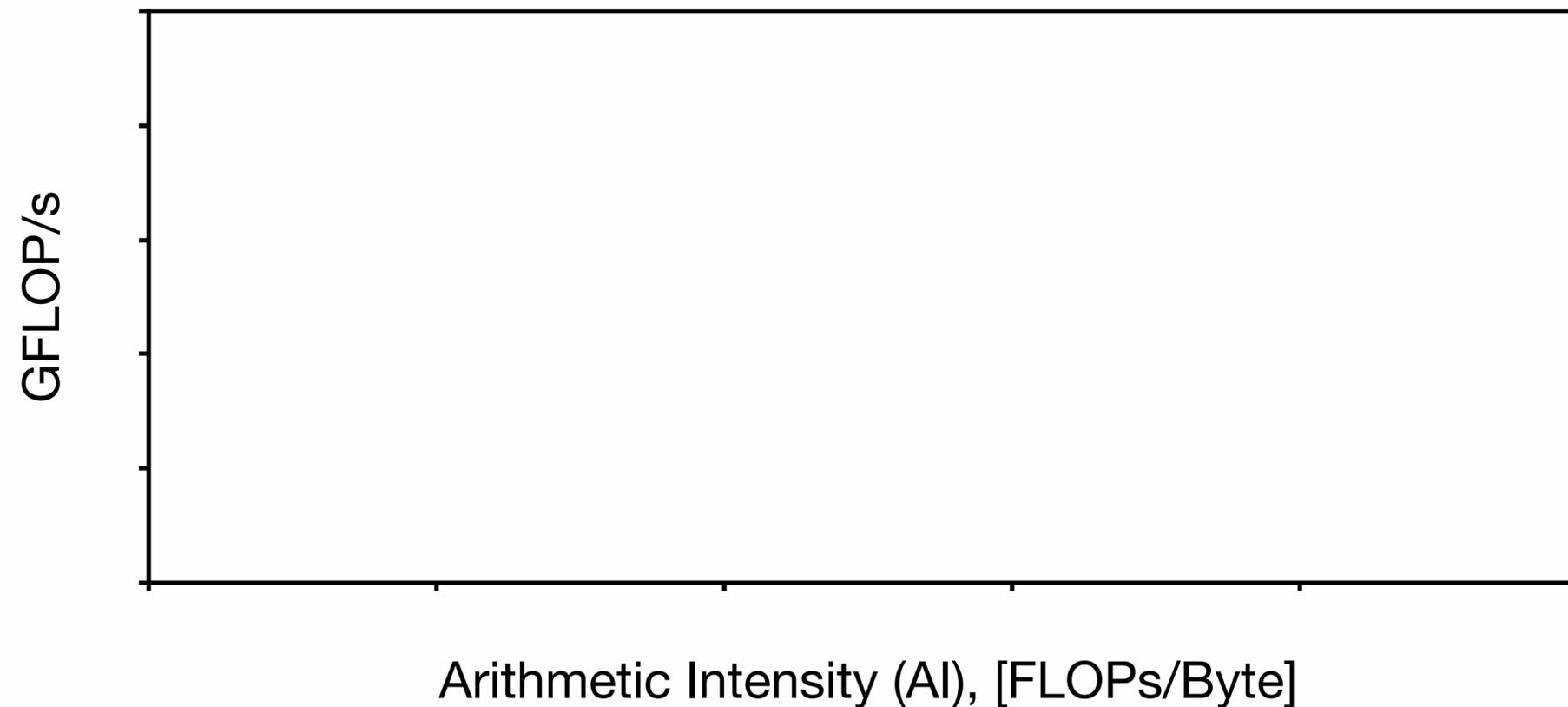
- $T_s$  – the amount of time needed to complete a serial task
- $T_N$  – the amount of time needed to complete a parallel task on N processes
- $N$  – number of processes



# Performance analysis

## Roofline model

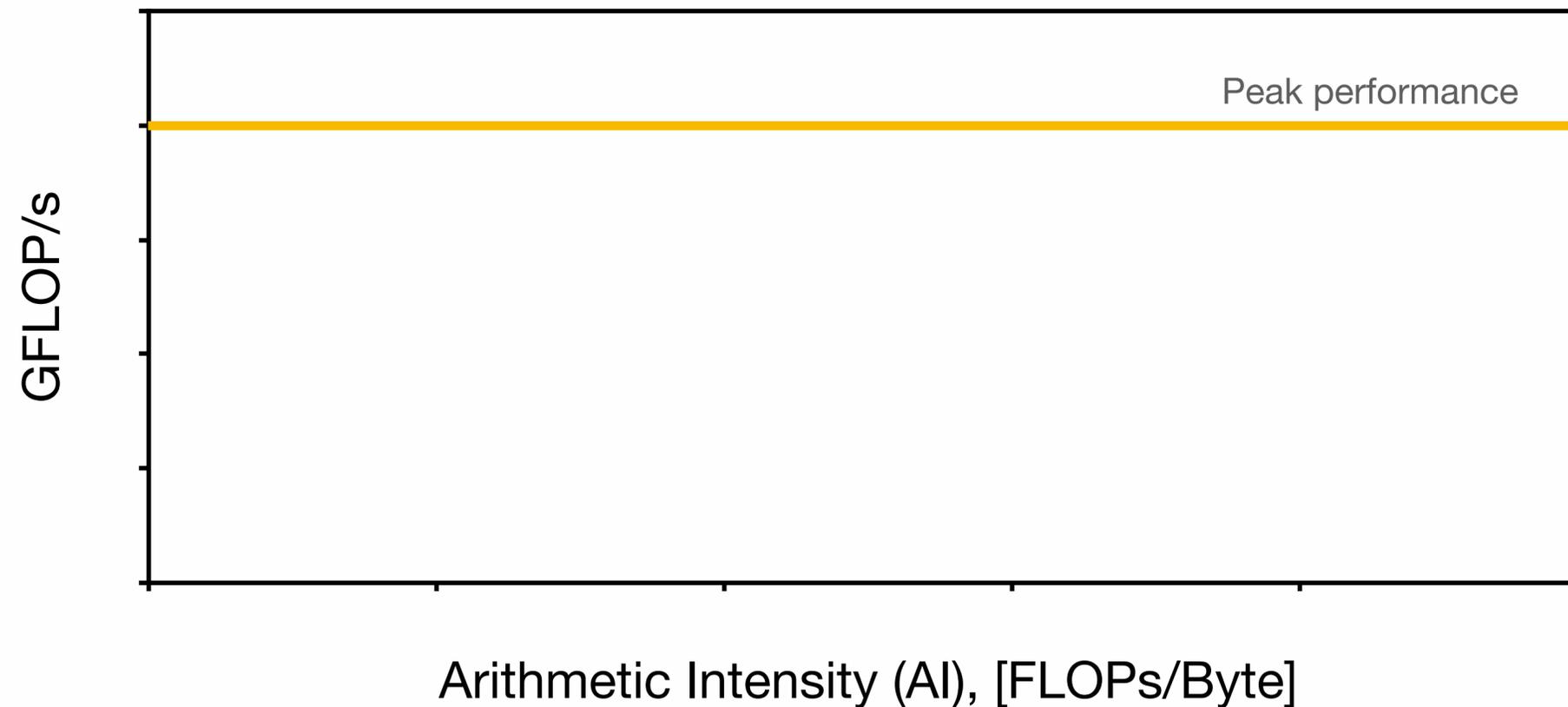
- A visual model that demonstrates the performance of an application or its kernel with respect to the hardware limitations.
- Demonstrates potential benefits and priority of optimisations.



# Performance analysis

## Roofline model

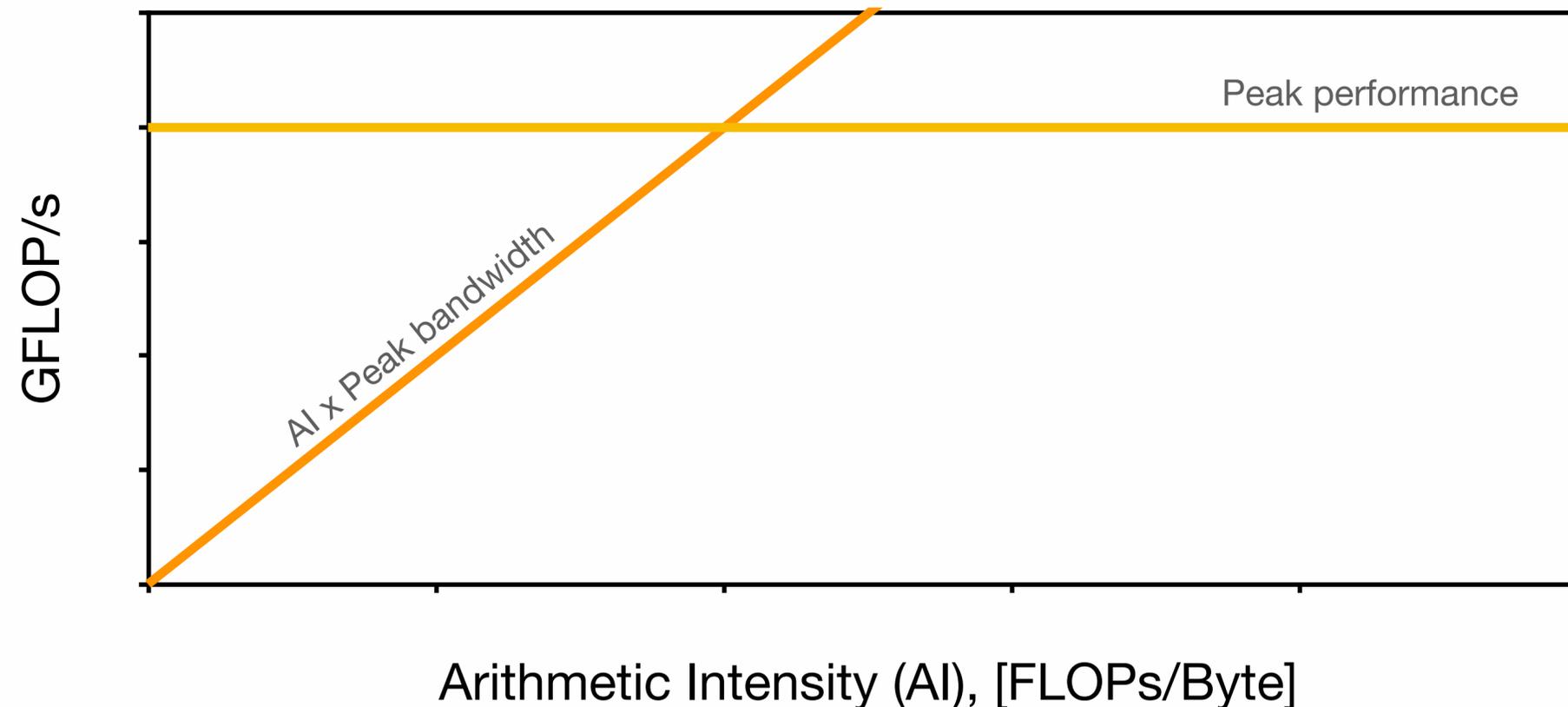
- A visual model that demonstrates the performance of an application or its kernel with respect to the hardware limitations.
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# Performance analysis

## Roofline model

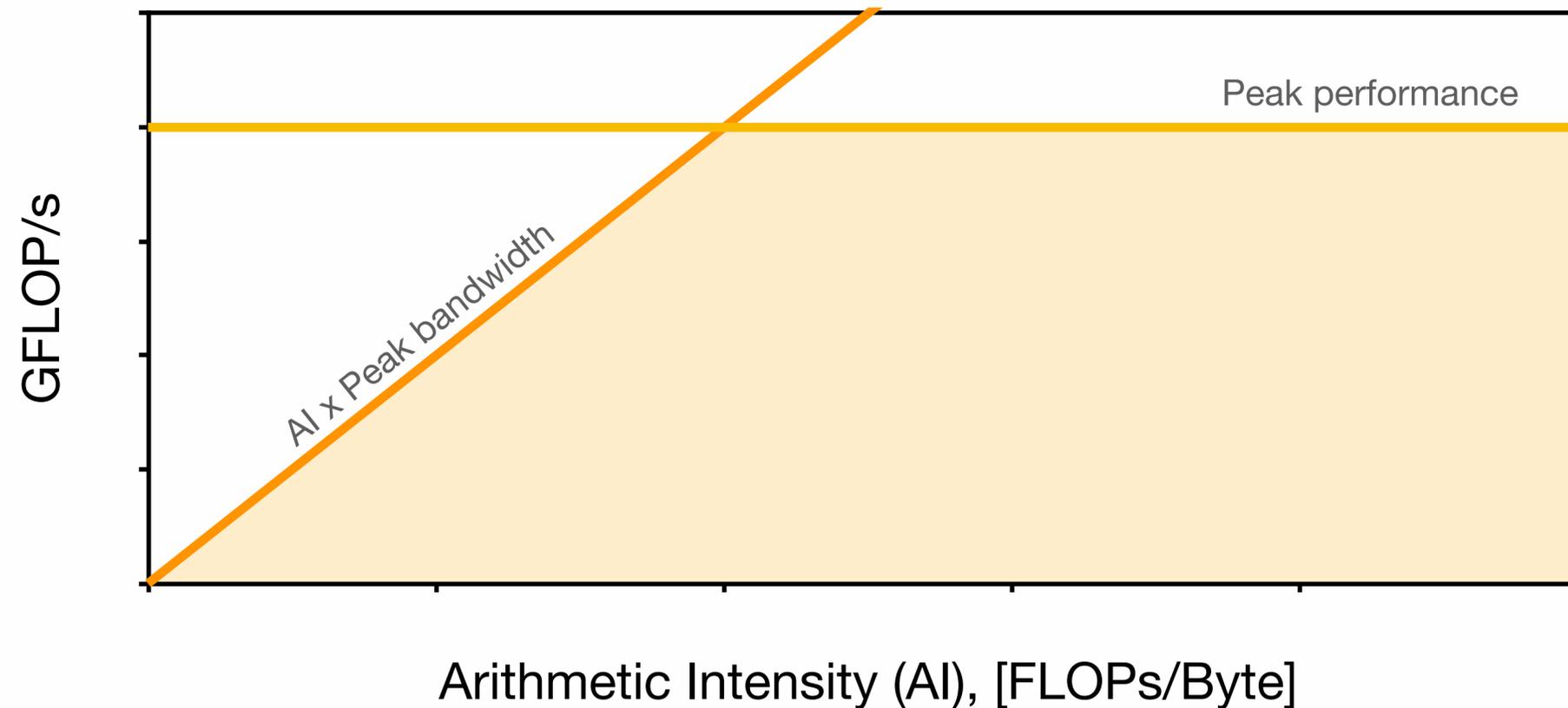
- A visual model that demonstrates the performance of an application or its kernel with respect to the hardware limitations.
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# Performance analysis

## Roofline model

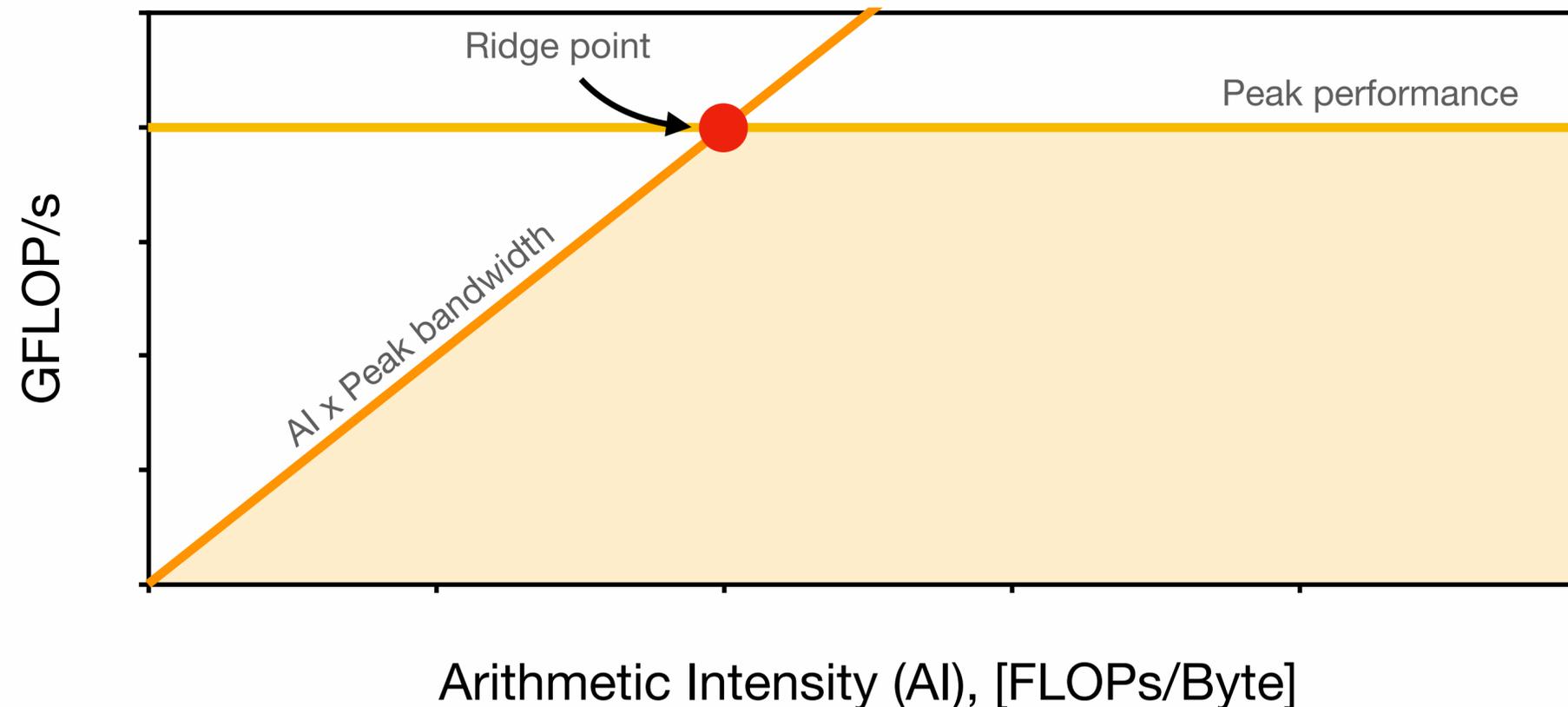
- A visual model that demonstrates the performance of an application or its kernel with respect to the hardware limitations.
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# Performance analysis

## Roofline model

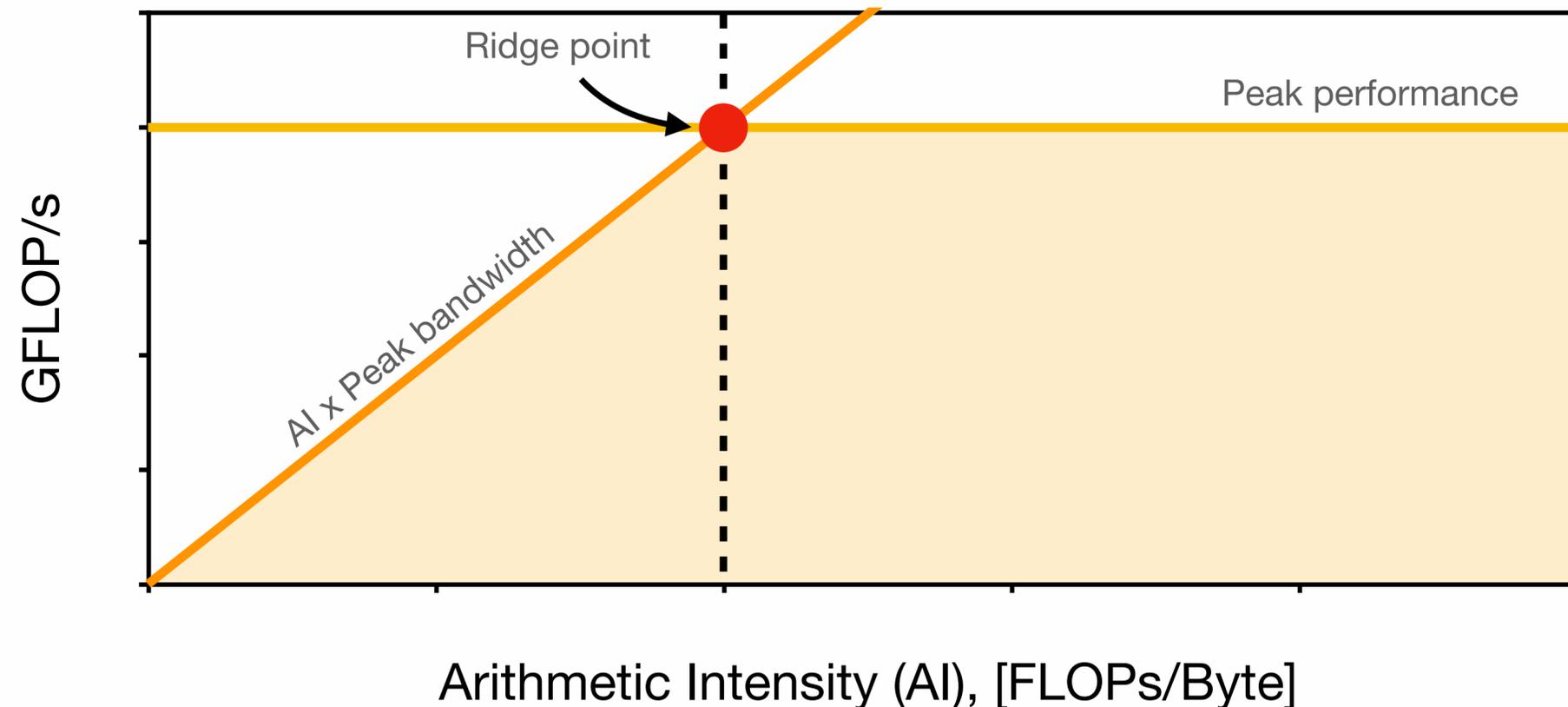
- A visual model that demonstrates the performance of an application or its kernel with respect to the hardware limitations.
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# Performance analysis

## Roofline model

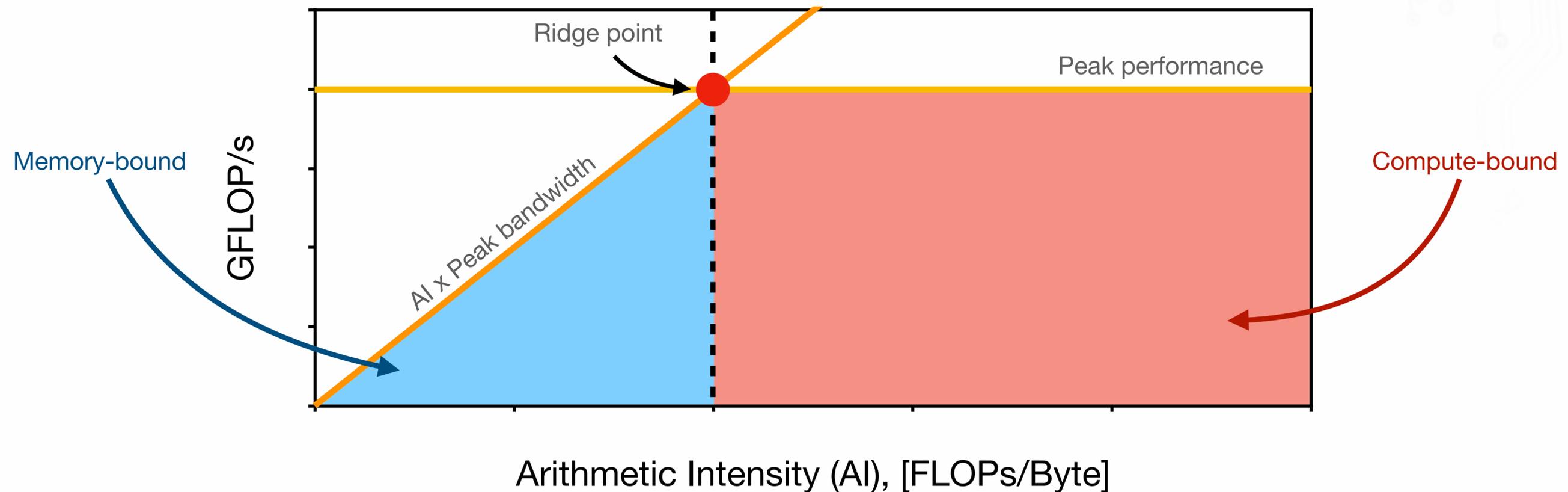
- A visual model that demonstrates the performance of an application or its kernel with respect to the hardware limitations.
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# Performance analysis

## Roofline model

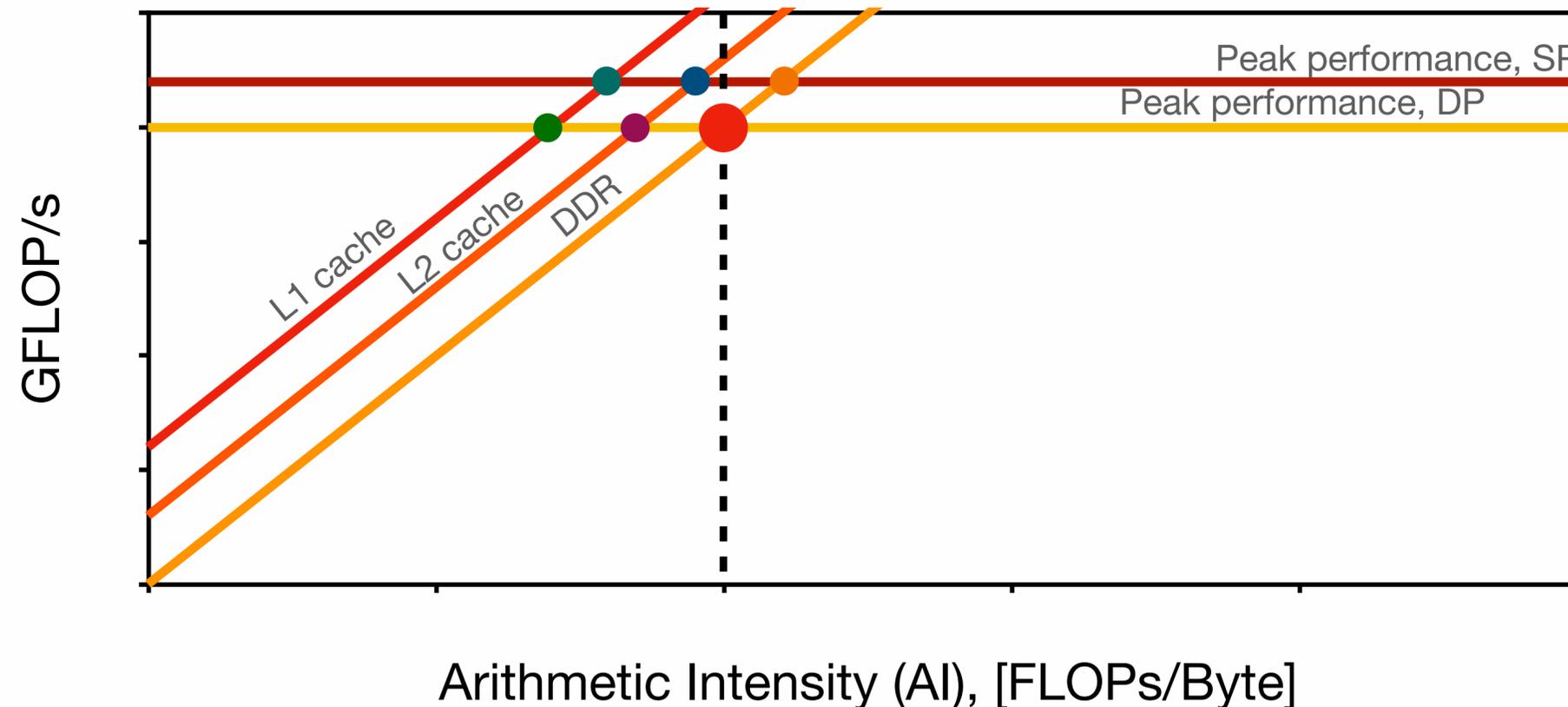
- A visual model that demonstrates the performance of an application or its kernel with respect to the hardware limitations.
- Demonstrates potential benefits and priority of optimisations.



# Performance analysis

## Roofline model

- A visual model that demonstrates the performance of an application or its kernel with respect to the hardware limitations.
- Demonstrates potential benefits and priority of optimisations.



# How to estimate FLOPs?

## Manually

```
for n in range(0, N):  
    z[n] = saxpy(a, x, y)
```

```
def saxpy(a, x, y):  
    return a * x + y
```



Addition: 1 Flop  
Multiplication: 1 Flop

\* **N = 2N FLOPs**

# How to estimate FLOPs?

## Using algorithm complexity

- For instance:
  - Generic dense matrix-matrix multiplication:  $\approx O(N^3)$  FLOPs
  - FFT algorithm:  $\approx O(N \log_2(N))$  FLOPs
- This approach often does not consider the total number of FLOPs in the algorithm

```
def gemm(matA, matB, matC, N):  
    for i in range(0, N):  
        for j in range(0, N):  
            for k in range(0, N):  
                matC[i][j] += matA[i][k] * matB[k][j]
```

$2N^3$  FLOPs

# How to estimate FLOPs?

## What to do with a complex implementation?

```
tree = cKDTree(positions)
pairs = np.array(list(tree.query_pairs(radii.max() * 2)))

if len(pairs) > 0:
    i, j = pairs[:, 0], pairs[:, 1]
    r_rel = positions[i] - positions[j]
    v_rel = velocities[i] - velocities[j]
    # dists = np.linalg.norm(r_rel, axis=1)
    mask = np.einsum('ij,ij->i', v_rel, r_rel) < 0
    valid_pairs = pairs[mask]

    for i, j in valid_pairs:
        resolve_collision(i, j)
```

# Tools

## Overview: HPC tools

Tool name	Costs	Description
ARM DDT	Non-free	Full featured graphical, parallel debugger
HPCToolkit	Free	Integrated suite of tools for parallel program performance analysis
Intel One API	Free under certain conditions	Stack of different performance analysis and debugging tools (MPI/OpenMP/SIMD)
Valgrind	Free	Memory errors debugging tool
TotalView	Non-free	Full featured graphical, parallel debugger
Vampir	Non-free	Full featured trace visualizer for parallel program OTF trace files
memP	Free	Lightweight memory profiling tool
mpiP	Free	Lightweight MPI profiling tool
MUST	Free	MPI runtime error detection tool
PAPI	Free	A standardized and portable API for accessing performance counter hardware
likwid	Free	A <b>tool</b> to measure hardware performance counters
TAU	Free	Full featured parallel program performance analyses toolkit
Extrac	Free	MPI/OpenMP profiler
Scalasca	Free	performance analysis tool for MPI+OpenMP
Darshan	Free	IO profiler
nvprof	Free	Thread profiler (inc. GPU) from NVIDIA
gdb	Free	Standard GNU debugger
ARM MAP	Non-free	performance analysis tool for MPI+OpenMP
uProf	Free	performance analysis tool for MPI+OpenMP
gprof	Free	Standard unix/linux profiling utility

### Different support for:

- Hardware
- Parallelisation strategies
- Compilers
- Interface

### Other important aspects:

- Learning curve
- Completeness of the reports
- Costs and licenses
- Community support
- Documentation

### Good overview:

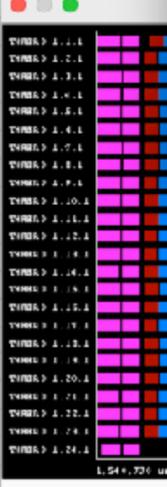
<https://hpc.llnl.gov/software/development-environment-software>

# Tools

## Overview: Extrae + Paraver

MPI call profile @ a.out.prv

	Outside MPI	MPI_Send	MPI_Recv	MPI_Barrier	MPI_Allreduce	MPI_Gather	MPI_Gatherv	MPI_Comm_rank	MPI_Comm_size	MPI_Init	MPI_Finalize	MPI_File_open	MPI_File_close	MPI_File_write
THREAD 1.1.1	63.32 %	1.29 %	1.31 %	15.69 %	14.74 %	0.00 %	0.00 %	1.28 %	1.18 %	0.00 %	0.12 %	1.02 %	0.03 %	0.02 %
THREAD 1.2.1	60.86 %	2.48 %	2.63 %	13.32 %	14.68 %	0.00 %	0.00 %	1.23 %	1.17 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.3.1	60.83 %	2.58 %	2.68 %	13.16 %	14.66 %	0.00 %	0.00 %	1.26 %	1.21 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.4.1	60.90 %	2.61 %	2.75 %	12.95 %	14.64 %	0.00 %	0.00 %	1.29 %	1.25 %	2.43 %	0.12 %	1.02 %	0.05 %	-
THREAD 1.5.1	60.90 %	2.61 %	2.74 %	13.08 %	14.67 %	0.00 %	0.00 %	1.27 %	1.23 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.6.1	60.95 %	2.53 %	2.59 %	13.30 %	14.62 %	0.00 %	0.00 %	1.22 %	1.18 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.7.1	60.86 %	2.53 %	2.70 %	13.18 %	14.69 %	0.00 %	0.00 %	1.23 %	1.20 %	2.43 %	0.12 %	1.02 %	0.05 %	-
THREAD 1.8.1	60.98 %	2.58 %	2.65 %	13.06 %	14.64 %	0.00 %	0.00 %	1.25 %	1.22 %	2.43 %	0.12 %	1.02 %	0.05 %	-
THREAD 1.9.1	60.84 %	2.57 %	2.72 %	13.11 %	14.67 %	0.00 %	0.00 %	1.26 %	1.22 %	2.43 %	0.12 %	1.02 %	0.05 %	-
THREAD 1.10.1	60.95 %	2.58 %	2.72 %	12.93 %	14.71 %	0.00 %	0.00 %	1.27 %	1.23 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.11.1	60.89 %	2.58 %	2.74 %	13.06 %	14.66 %	0.00 %	0.00 %	1.23 %	1.21 %	2.43 %	0.12 %	1.02 %	0.05 %	-
THREAD 1.12.1	60.94 %	2.56 %	2.68 %	13.14 %	14.67 %	0.00 %	0.00 %	1.22 %	1.19 %	2.43 %	0.12 %	1.02 %	0.05 %	-
THREAD 1.13.1	60.88 %	2.52 %	2.65 %	13.27 %	14.63 %	0.00 %	0.00 %	1.23 %	1.20 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.14.1	60.93 %	2.58 %	2.71 %	13.05 %	14.64 %	0.00 %	0.00 %	1.24 %	1.22 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.15.1	60.90 %	2.56 %	2.66 %	13.10 %	14.70 %	0.00 %	0.00 %	1.26 %	1.21 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.16.1	60.94 %	2.54 %	2.65 %	13.18 %	14.64 %	0.00 %	0.00 %	1.25 %	1.19 %	2.43 %	0.12 %	1.02 %	0.05 %	-
THREAD 1.17.1	60.86 %	2.52 %	2.67 %	13.31 %	14.60 %	0.00 %	0.00 %	1.24 %	1.18 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.18.1	60.91 %	2.60 %	2.64 %	13.04 %	14.68 %	0.00 %	0.00 %	1.27 %	1.24 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.19.1	60.91 %	2.59 %	2.75 %	13.03 %	14.64 %	0.00 %	0.00 %	1.26 %	1.20 %	2.43 %	0.12 %	1.02 %	0.05 %	-
THREAD 1.20.1	60.99 %	2.59 %	2.70 %	13.00 %	14.64 %	0.00 %	0.00 %	1.24 %	1.23 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.21.1	60.90 %	2.53 %	2.68 %	13.23 %	14.62 %	0.00 %	0.00 %	1.23 %	1.20 %	2.43 %	0.12 %	1.02 %	0.05 %	-
THREAD 1.22.1	60.91 %	2.54 %	2.64 %	13.14 %	14.66 %	0.00 %	0.00 %	1.25 %	1.21 %	2.43 %	0.12 %	1.02 %	0.08 %	-
THREAD 1.23.1	60.91 %	2.58 %	2.44 %	3.34 %	14.62 %	0.00 %	0.00 %	1.27 %	1.22 %	2.43 %	0.12 %	1.02 %	0.04 %	-
THREAD 1.24.1	61.72 %	1.37 %	1.41 %	4.81 %	4.37 %	0.00 %	0.00 %	1.44 %	1.27 %	2.43 %	0.12 %	1.02 %	0.05 %	-
Total	1,464.98 %	59.02 %	71.49 %	289.47 %	341.39 %	0.07 %	0.08 %	30.18 %	29.07 %	55.78 %	2.82 %	24.52 %	1.11 %	-
Average	61.87 %	2.46 %	2.98 %	12.48 %	14.22 %	0.00 %	0.00 %	1.26 %	1.21 %	2.32 %	0.12 %	1.02 %	0.05 %	-
Maximum	61.72 %	2.61 %	12.44 %	15.69 %	14.74 %	0.00 %	0.00 %	1.44 %	1.27 %	2.43 %	0.12 %	1.02 %	0.08 %	-
Minimum	60.83 %	1.29 %	1.31 %	3.34 %	4.37 %	0.00 %	0.00 %	1.22 %	1.17 %	0.00 %	0.12 %	1.02 %	0.03 %	-
StDev	4.17 %	0.34 %	2.01 %	2.60 %	2.08 %	0.00 %	0.00 %	0.04 %	0.02 %	0.48 %	0.00 %	0.00 %	0.01 %	-
Avg/Max	0.75	0.94	0.24	0.80	0.96	0.66	0.76	0.87	0.95	0.96	1.00	1.00	0.55	-





# Performance analysis

## Python tools

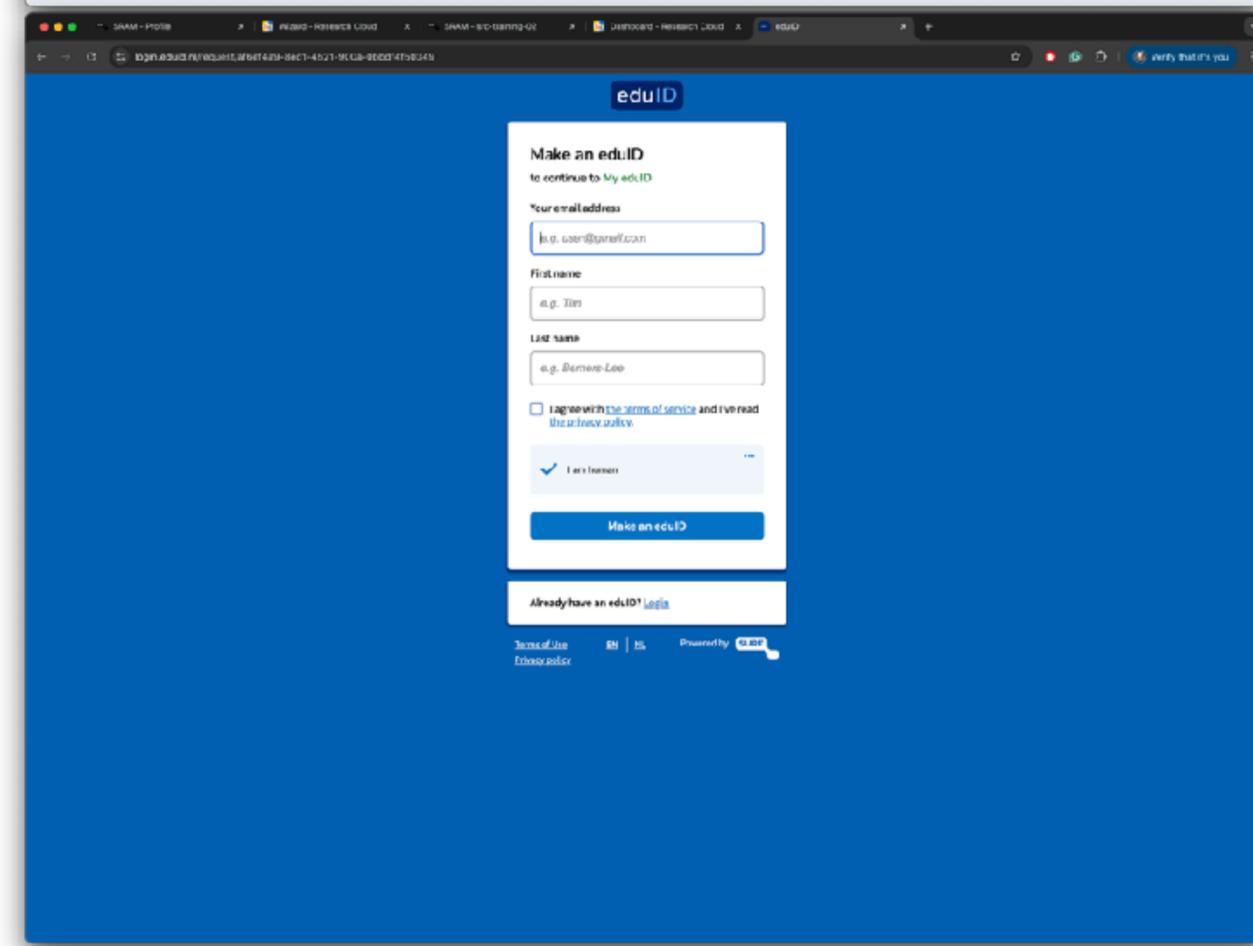
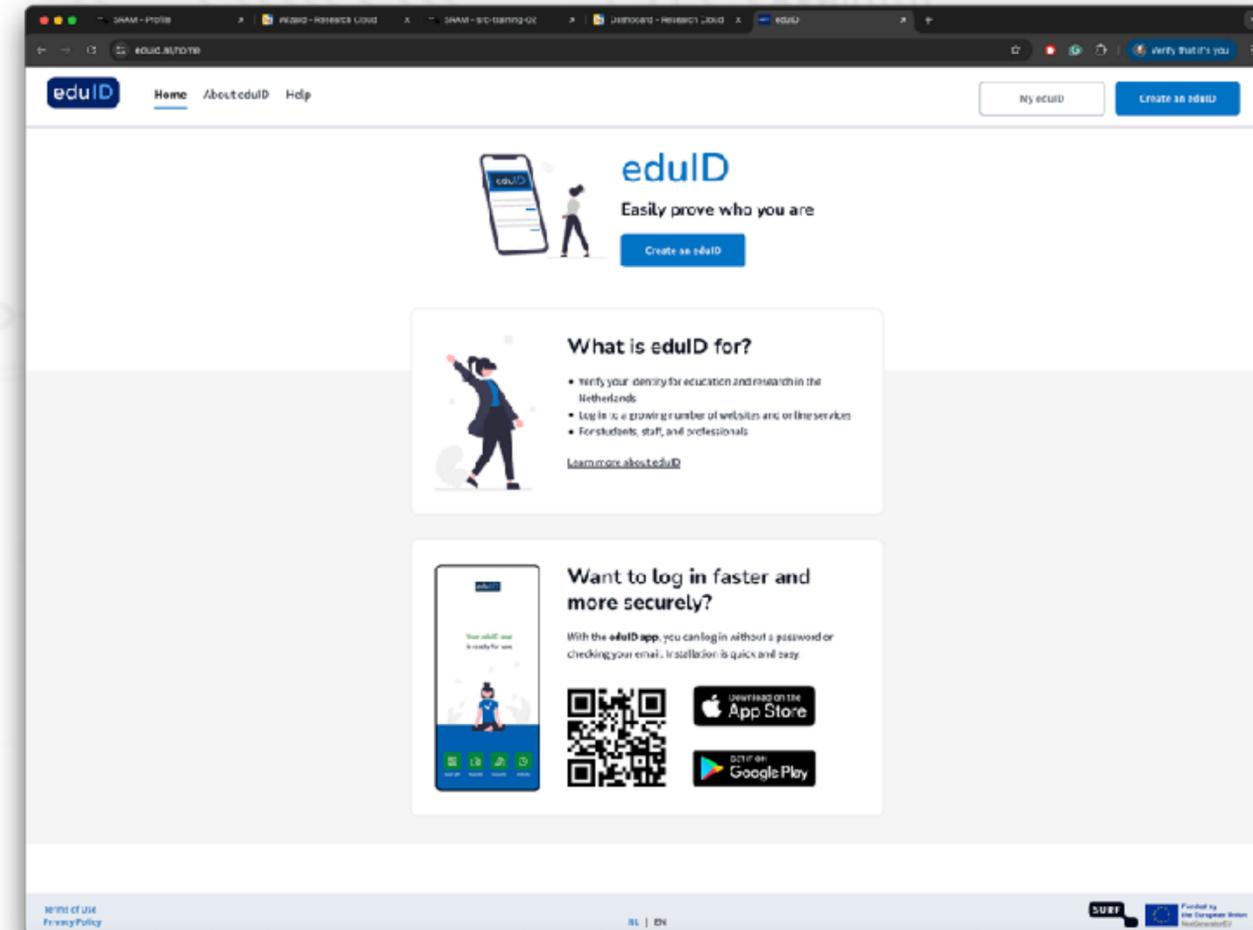
Profiler	Notes
<b>cProfile</b>	Deterministic CPU profiler, a bit slow
<b>pyinstrument</b>	Statistical profiler, report the call stack and elapsed times
<b>yappi</b>	Deterministic profiler, allows to profile multi-threaded applications
<b>memory_profiler</b>	Monitors memory consumption of a process
<b>line_profiler</b>	Profile the time individual lines of code take to execute

# Connecting to SRC

# SURF Research Cloud

## Creating eduID: eduid.nl

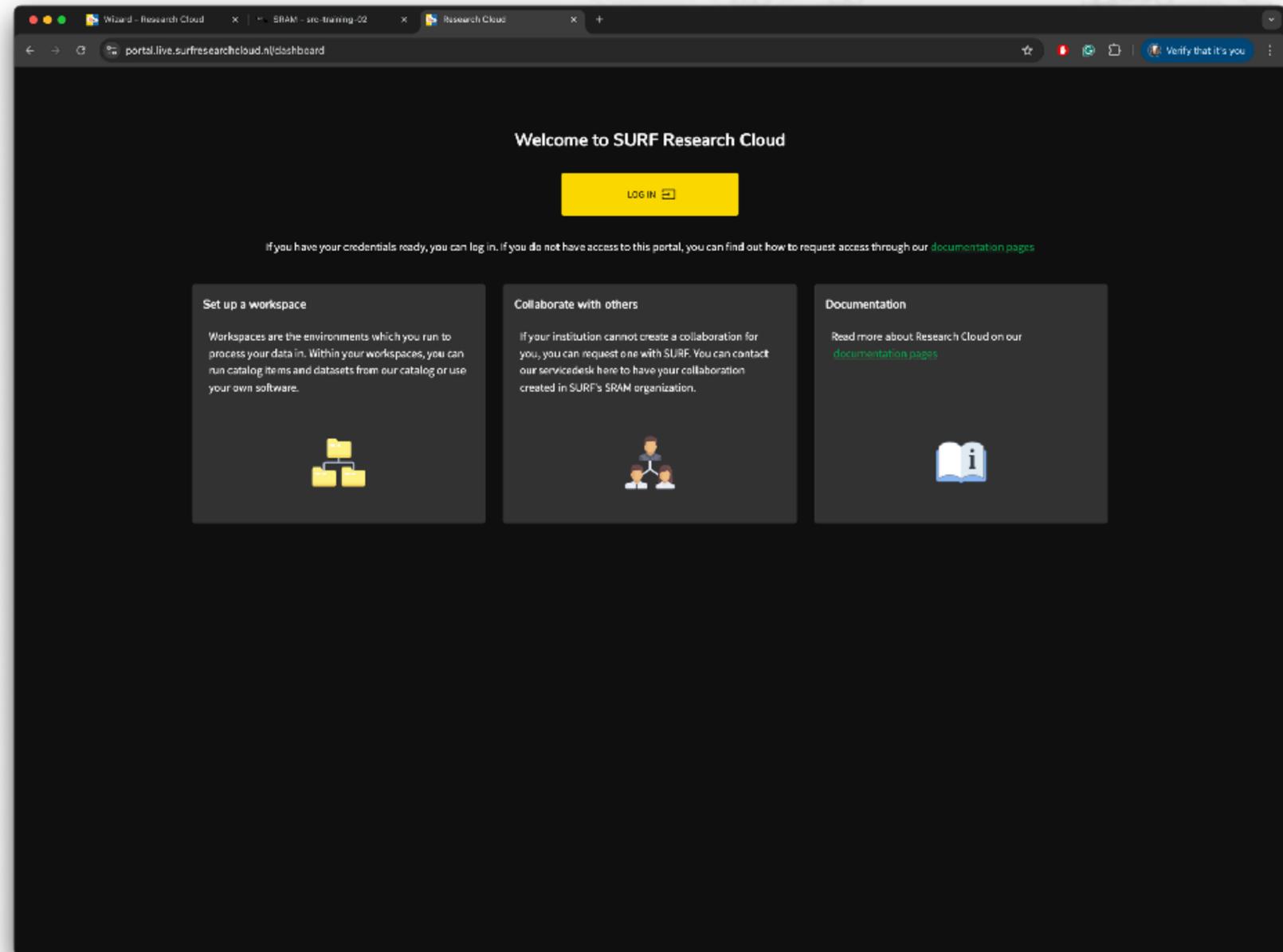
- If not affiliated with Dutch institutions, you need to set up **eduID**
  - Go to eduid.nl
  - Register a new account with your email
  - Verify registration
  - Download eduID App
  - Verify App



# SURF Research Cloud

## Connecting to SRC

- Check your email from **SURF Research Access Management**
- Join the collaboration (click on the **button** or copy the **link**)
- Log in using you **eduID** (or other Dutch institution) credentials



# SURF Research Cloud

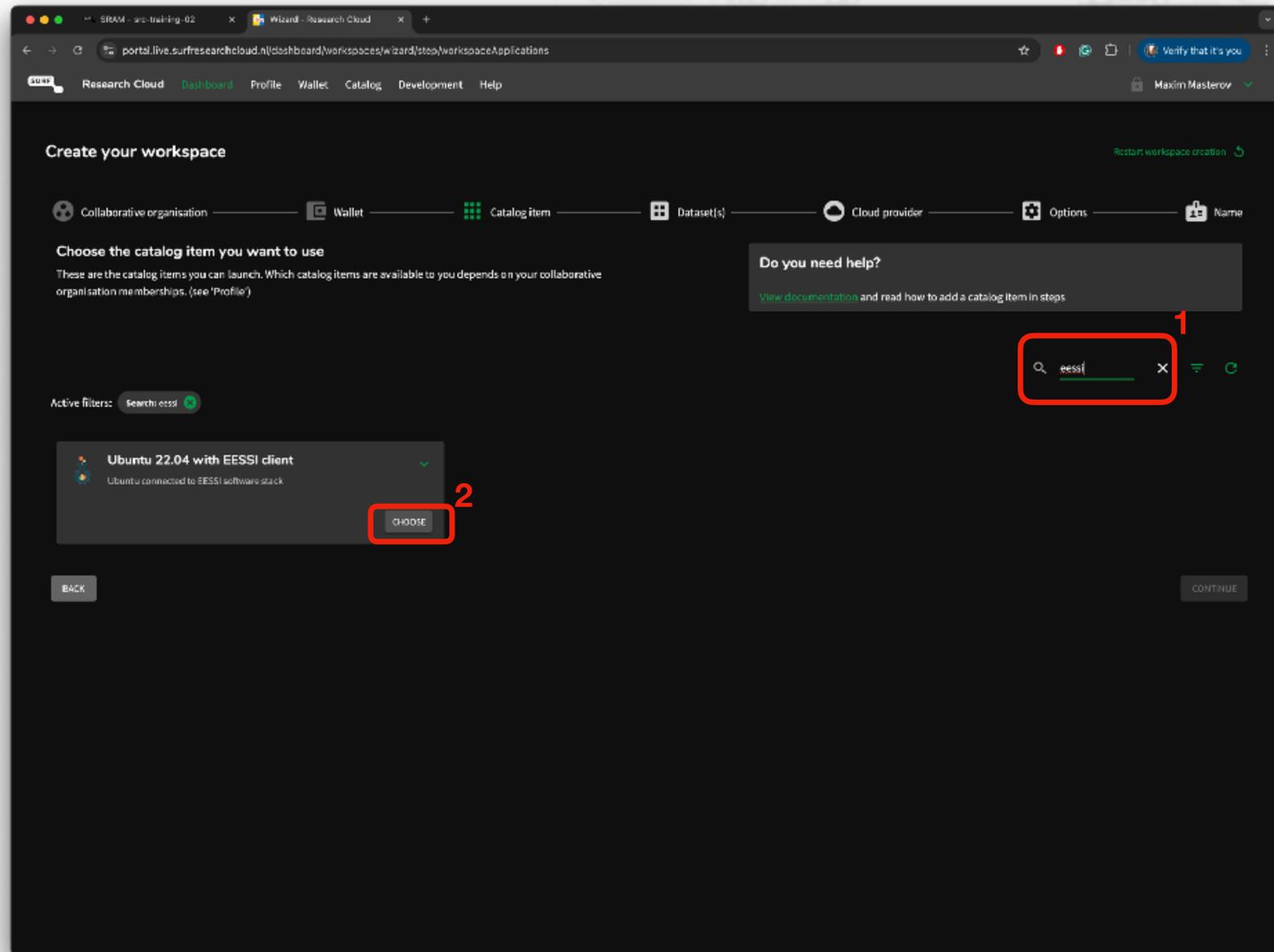
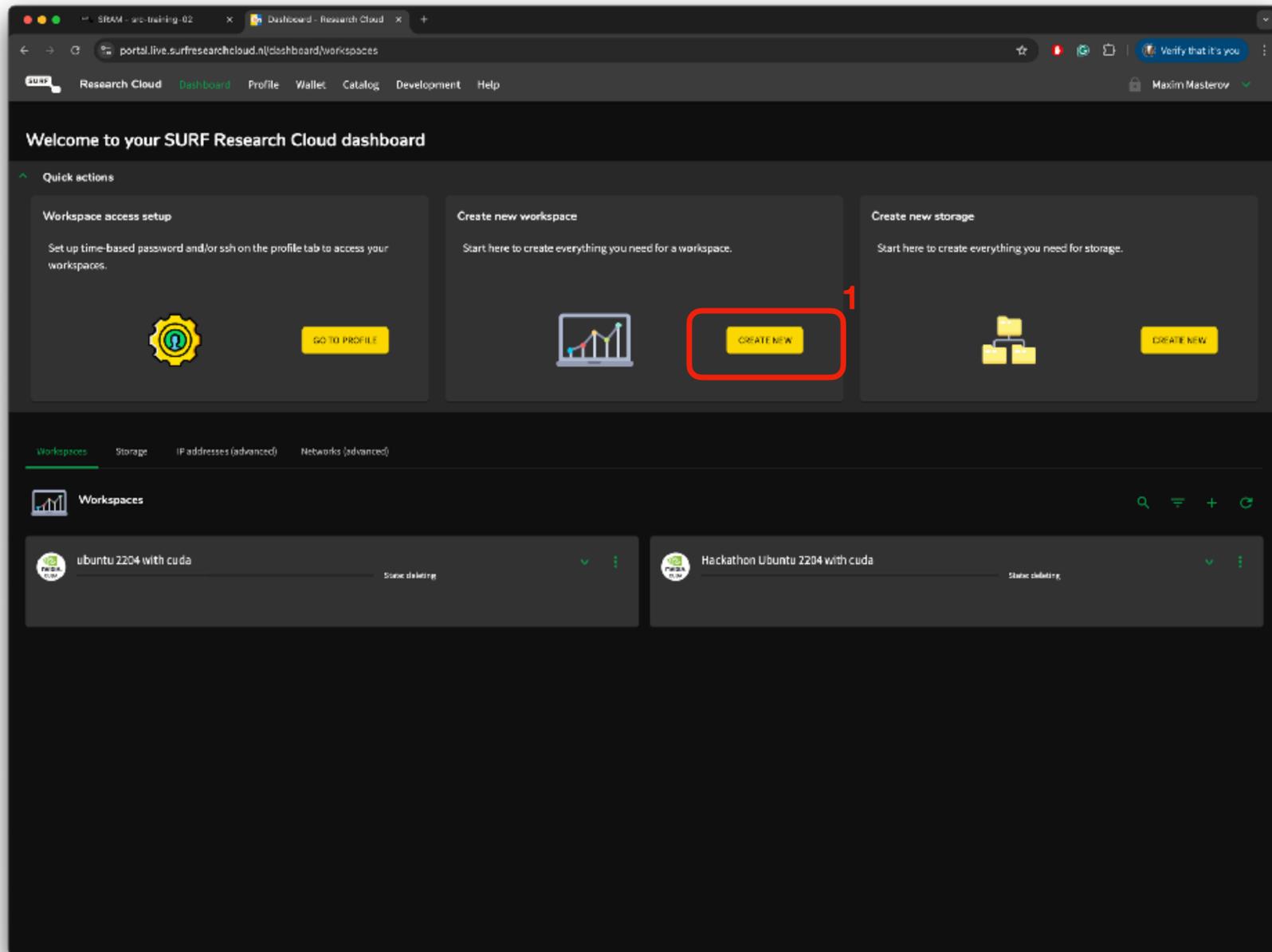
## Connecting to: sram.surf.nl

The screenshot shows the login page of the SURF Research Cloud. At the top, there is a navigation bar with the SURF logo and the text "SURF Research Access Management". Below this, there is a large white box with the SURF logo and a "Login with" section. A search input field is provided with the text "Examples: Science Institute, name@auth.gr". Below the login section, there is a footer with four steps: 1. Find your Identity Provider, 2. Log-in, 3. Enjoy, and 4. Explore. Each step has an icon and a brief description. The footer also includes "Contact us", "eduTEAM by GEANT", and "Privacy Policy".

The screenshot shows the collaboration page for "src-training-02" on the SURF Research Cloud. The page has a navigation bar with the SURF logo and the text "SURF Research Access Management". Below this, there is a header with the SURF logo and the text "Research Access Management". The main content area shows the collaboration name "src-training-02" and "SURF Research Cloud". It also displays "3 members & 5 groups" and "Member since November 25, 2025". There is a "Leave collaboration" button. Below this, there is a section titled "We collaborate in 1 applications" with a card for "SURF Research Cloud" and an "Open" button. The footer includes "Support", "Terms of Use", "Privacy policy", "NL | EN", and the SURF logo.

# SURF Research Cloud

## Setting up VM: portal.live.surfresearchcloud.nl



# SURF Research Cloud

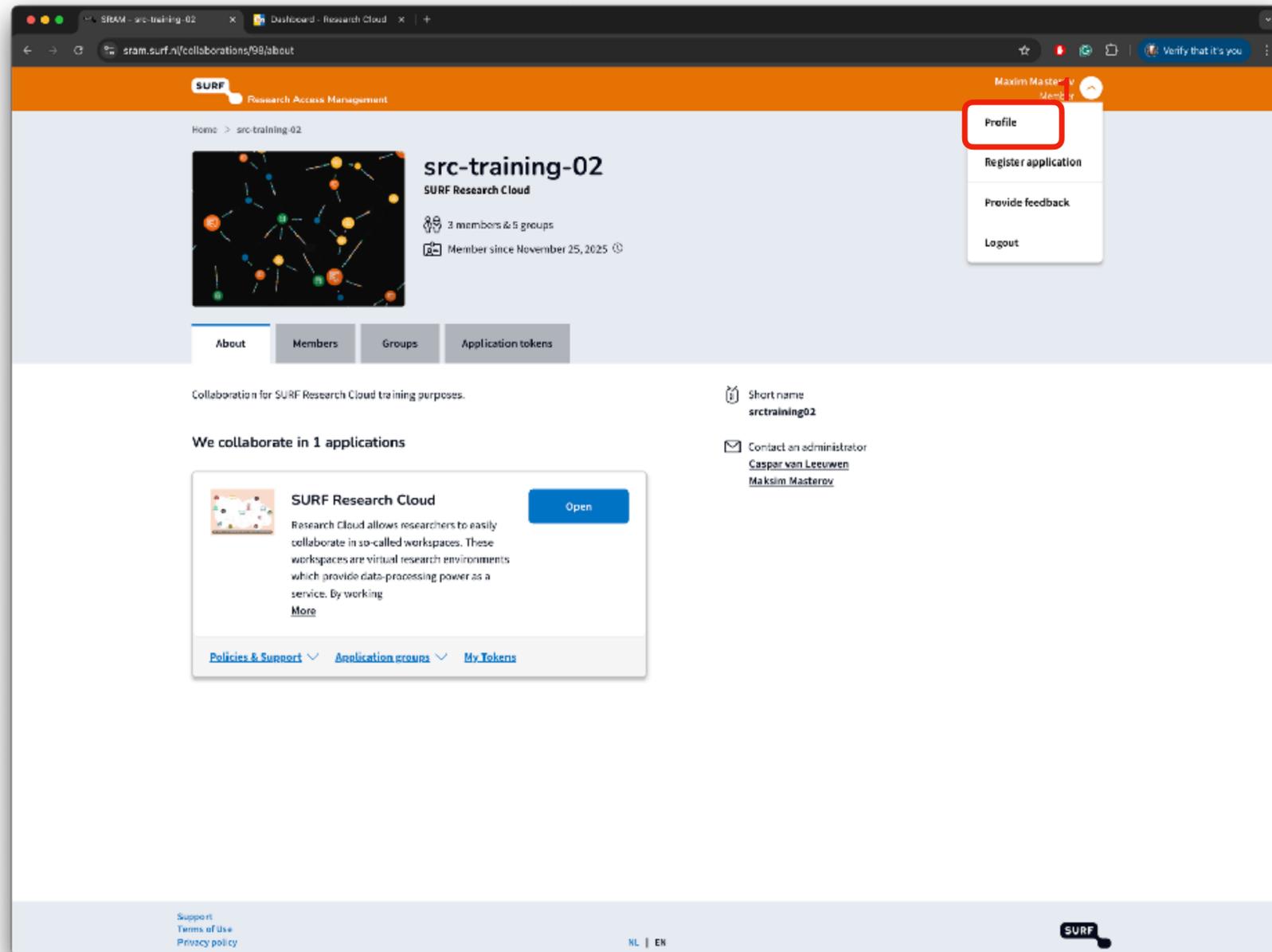
## Setting up VM: portal.live.surfresearchcloud.nl

The screenshot shows the 'Create your workspace' wizard at step 1. The progress bar indicates the current step is 'Cloud provider'. The main heading is '1. Choose the cloud provider that best fits your needs | Estimated pricing'. Under 'SURF HPC Cloud', 'Available operating systems' is set to 'Ubuntu 22.04' and 'Available sizes' is set to '4 Core - 32 GB RAM'. A 'SELECTED' button is visible next to the size selection. At the bottom, a 'CONTINUE' button is highlighted with a red box and a '1' next to it.

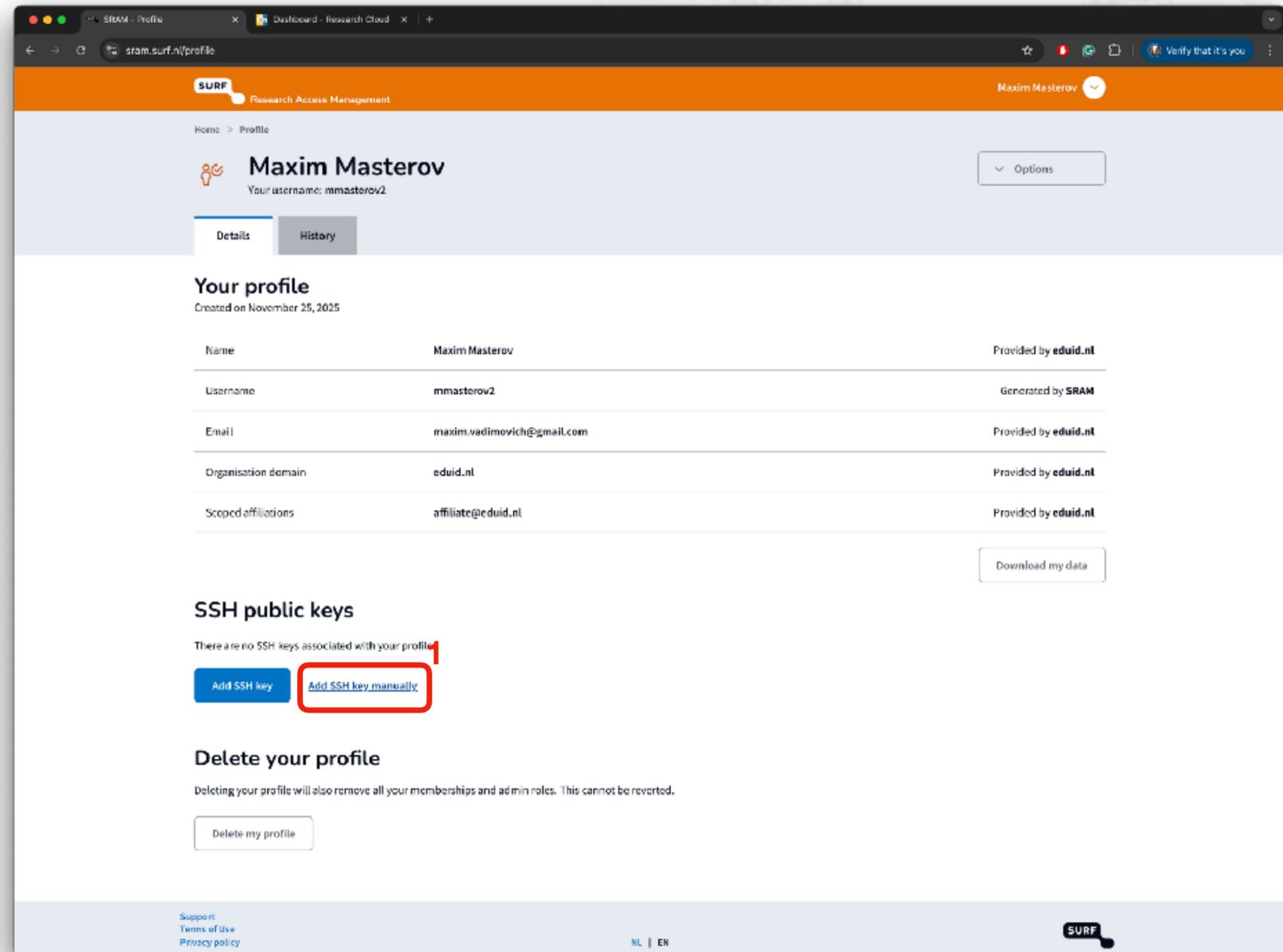
The screenshot shows the 'Create your workspace' wizard at step 2. The progress bar indicates the current step is 'Name'. The main heading is 'Almost there! Some final details'. The 'Choose the expiration date of the machine' is set to '30-11-2025'. The 'Workspace name, domain name and description' section has 'Name' set to 'ubuntu 22.04 with eessi client' and 'Hostname' set to 'hsi2025test', which is highlighted with a red box and a '1' next to it. The 'Description' is 'Test VM'. At the bottom, a 'SUBMIT' button is highlighted with a red box and a '2' next to it.

# SURF Research Cloud

## Uploading SSH key: sram.surf.nl



The screenshot shows the SURF Research Cloud interface for the workspace 'src-training-02'. The user's profile dropdown menu is open, and the 'Profile' option is highlighted with a red box. The workspace details include 3 members and 5 groups, and the user joined on November 25, 2025. The page also shows collaboration information and a list of applications, including SURF Research Cloud.



The screenshot shows the user's profile page for Maxim Masterov. The profile details are as follows:

Field	Value	Source
Name	Maxim Masterov	Provided by eduid.nl
Username	mmasterov2	Generated by SRAM
Email	maxim.vadimovich@gmail.com	Provided by eduid.nl
Organisation domain	eduid.nl	Provided by eduid.nl
Scoped affiliations	affiliate@eduid.nl	Provided by eduid.nl

Under the 'SSH public keys' section, there are two buttons: 'Add SSH key' and 'Add SSH key manually', with the latter highlighted by a red box. Below this is a 'Delete your profile' section with a 'Delete my profile' button.

# SURF Research Cloud

## Uploading SSH key: sram.surf.nl

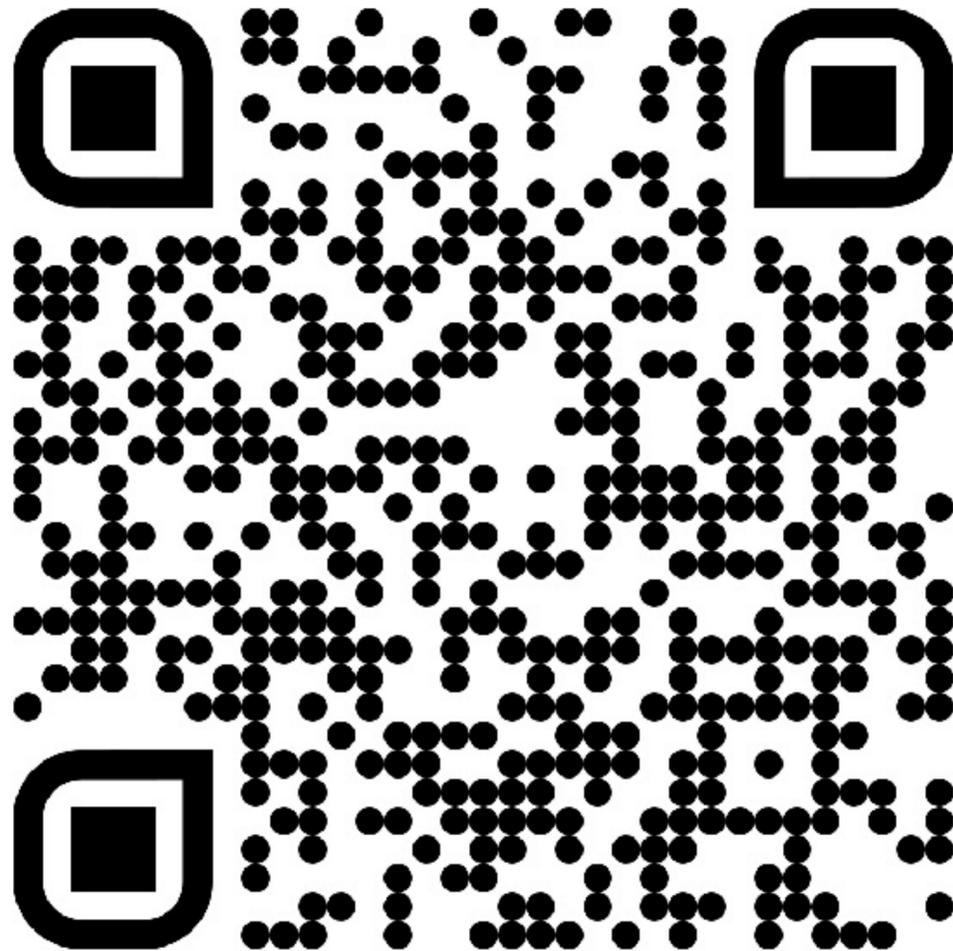
- The VM with “EESSI client” will contain the module environment standard for all HPC systems
- To activate the environment, source the initialisation script from the CVMFS mounting point
- Once EESSI is activated, you can load the Python-3.13.1 module
- Use “pip install --user” to install Python packages locally

```
$ ssh <username>@<ip_address>
...
$ source /cvmfs/software.eessi.io/versions/2025.06/
init/bash
...
$ module load Python/3.13.1-GCCcore-14.2.0
$ pip install --user <package>
```

# Hackathon

# Hackathon

## Particle Collision Performance Challenge



$$\mathbf{v}'_i = \mathbf{v}_i - \frac{2m_j}{m_i + m_j} \frac{\langle \mathbf{v}_i - \mathbf{v}_j | \mathbf{x}_i - \mathbf{x}_j \rangle}{\|\mathbf{x}_i - \mathbf{x}_j\|^2} (\mathbf{x}_i - \mathbf{x}_j)$$

$$\mathbf{v}'_j = \mathbf{v}_j - \frac{2m_i}{m_i + m_j} \frac{\langle \mathbf{v}_j - \mathbf{v}_i | \mathbf{x}_j - \mathbf{x}_i \rangle}{\|\mathbf{x}_j - \mathbf{x}_i\|^2} (\mathbf{x}_j - \mathbf{x}_i)$$