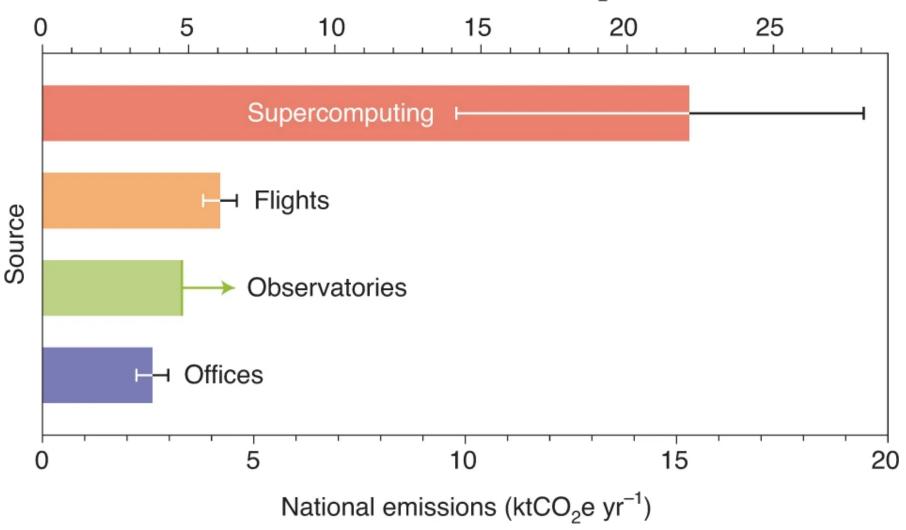
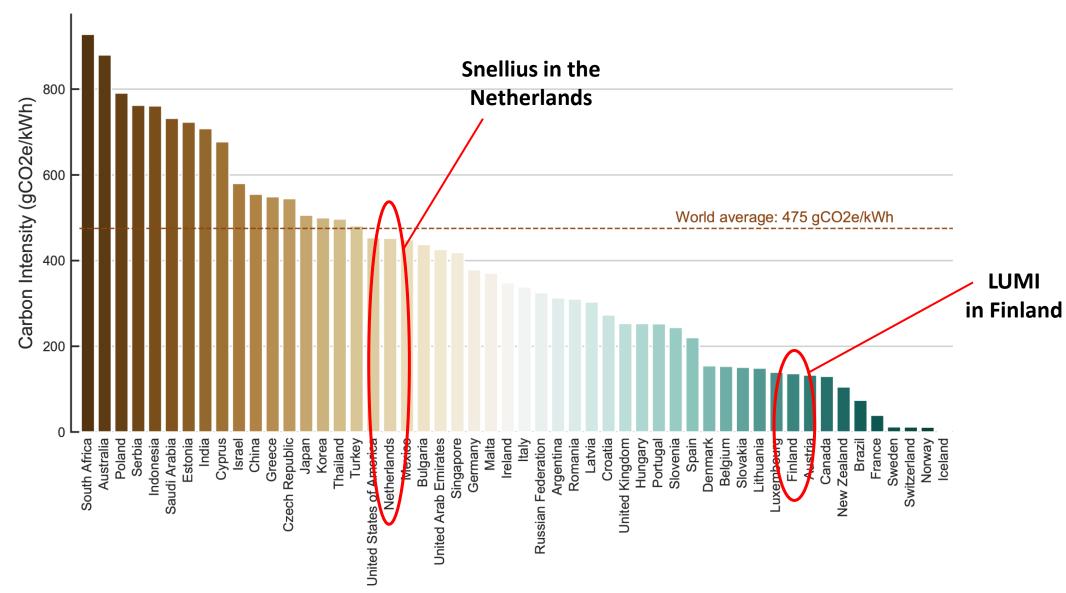


Computing might cost more than you think

Average emissions per astronomer (tCO₂e yr⁻¹ FTE⁻¹)



Select your supercomputer



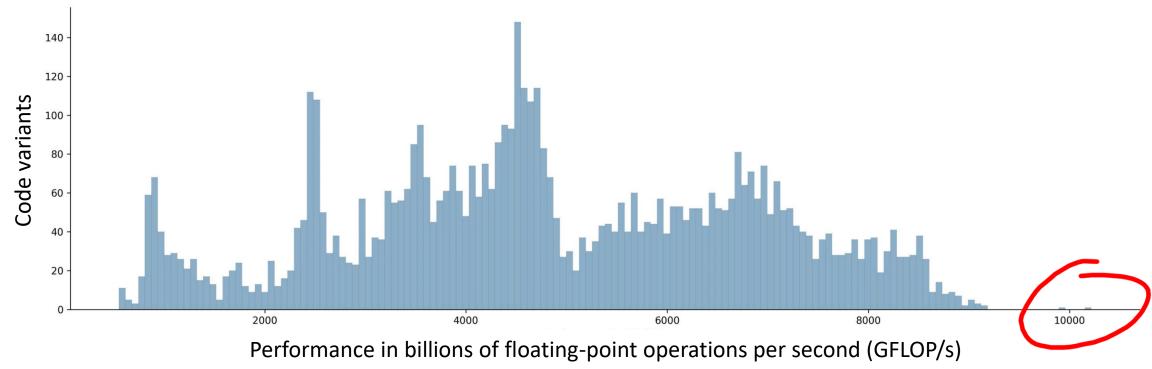
Select your hardware CPU GFLOPS / WATT **GPU** Energy Efficiency FP32 10¹ Nvidia A100 Tensor Core Nvidia V100 Nvidia A100 Nvidia Titan V Platinum 8180 Platinum 8280 Intel Xeon Intel Xeon

Graphics
Processing
Unit (GPU)

Hardware and Software Optimizations for Accelerating Deep Neural Networks: Survey of Current Trends, Challenges, and the Road Ahead Capra et al. 2020 IEEE Access

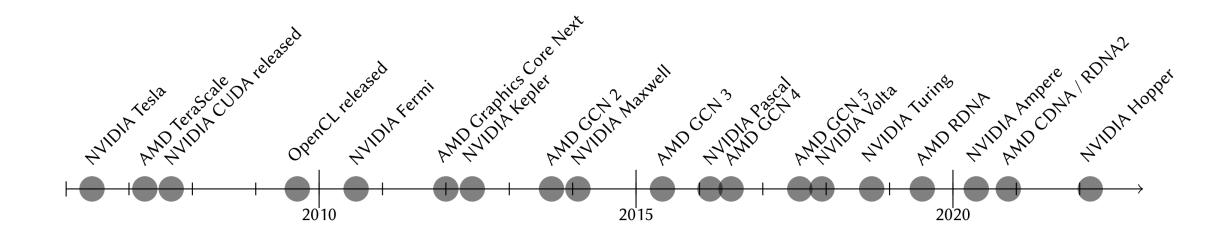
Optimize software to the underlying hardware

Different versions of a convolution program on an Nvidia A100 GPU





GPU architecture lifetimes



Average lifetime: 1.96 years

HPC Sustainability challenges

The three **P**s:

- Productivity
 - Software cannot keep up with constantly changing hardware
 - (Re)writing architecture specific code over and over is not sustainable
- Programmability
 - Programming models should ideally provide (performance) portability
 - Writing software that can be auto-tuned is remains challenging

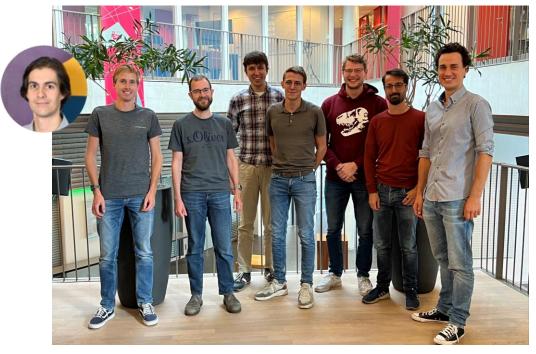
• Performance

- We need tools to automate software optimization, e.g. Kernel Tuner
- Tools to measure energy consumption, e.g. PowerSensor3



A tool for automatic performance tuning of GPU kernels

- Developed open source (Apache 2.0)
- Funded by several national and European projects
- Used by 10+ universities & organizations
- Supports:
 - CUDA, HIP, OpenCL, C++, Fortran, OpenACC
 - 20+ search optimization algorithms
 - Energy measurement of GPU kernels
 - Many different use cases







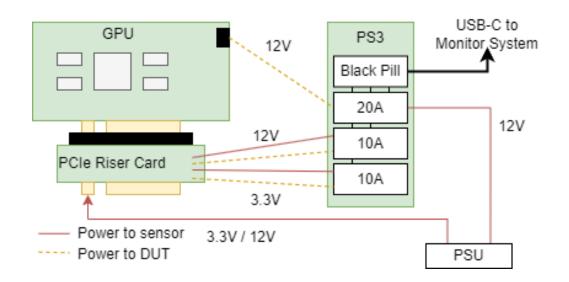




PowerSensor3

 Fast and accurate power measurement for GPUs and other PCIe devices

Supported within Kernel Tuner





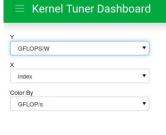
PowerSensor3: A Fast and Accurate Open Source Power Measurement Tool S. van der Vlugt, L. Oostrum, G. Schoonderbeek, B. van Werkhoven, B. Veenboer, K. Doekemeijer, J. W. Romein. ISPASS 2025. https://arxiv.org/abs/2504.17883

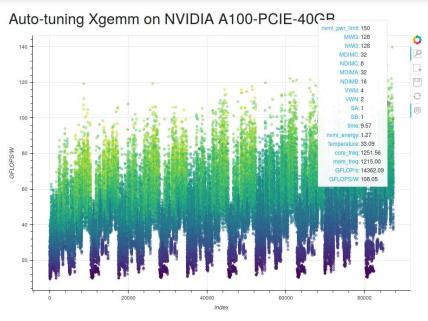
Kernel Tuner ecosystem



C++ magic to integrate auto-tuned kernels into C++ applications









Data types for mixed-precision GPU kernel programming