

CMSC 714
High Performance Computing
Lecture 2 - Introduction

<http://www.cs.umd.edu/class/spring2010/cmsc714>

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Notes

- Accounts handed out and first assignment probably late next week

Last time

- Why parallel computing?
 - speed, cost
- Parallel computing basics
 - Processing elements, memory, network, disks
 - SIMD, MIMD, SPMD, dataflow
 - networks
 - bus, ring, tree, mesh (2D or 3D), hypercube
 - memory
 - latency and throughput (bandwidth)
 - shared vs. distributed (physically and logically)
 - UMA vs. NUMA

Coordination

- Since parallelism in our view is processors working *together* to solve a problem
- Synchronization
 - protection of a single object (e.g., locks)
 - coordination of processors (e.g., barriers)
- Size of a unit of work by a processor
 - need to manage two issues
 - load balance - processors have equal work
 - coordination overhead - communication and synchronization
 - often called “grain” size - coarse grain vs. fine grain

Sources of Parallelism

- **Statements**
 - called “control parallel”
 - can perform a series of steps in parallel
 - basis of dataflow computers
- **Loops**
 - called “data parallel”
 - most common source of parallelism for most programs
 - each processor gets one (or more) iterations to perform

Example of Parallelism

- **Easy (embarrassingly parallel)**
 - multiple independent jobs (i.e., different simulations)
- **Scientific**
 - dense linear algebra (divide up matrix)
 - physical system simulations (divide physical space)
- **Databases**
 - biggest success of parallel computing (divide tuples)
 - exploits semantics of relational algebra
- **AI**
 - search problems (divide search space)
 - pattern recognition and image processing (divide image)

Metrics in Application Performance

- **Speedup**
 - ratio of time on one node to time on n nodes
 - hold problem size fixed
 - should really compare to best serial time
 - goal is linear speedup
 - super-linear speedup is possible due to:
 - adding more memory/cache
 - search problems
- **Iso-Speedup (or scaled speedup)**
 - scale data size up with number of nodes
 - goal is a flat horizontal curve
- **Amdahl's Law**
 - max speedup is $1/(\text{serial fraction of time})$, or $1 / (1 - f + f/s)$ as $s \rightarrow \infty$
- **Computation to Communication Ratio**
 - goal is to maximize this ratio

How to Write Parallel Programs

- **Use old serial code**
 - compiler converts it to parallel
 - called the dusty deck problem
- **Serial Language plus Communication Library**
 - no compiler changes required!
 - PVM and MPI use this approach
- **New language for parallel computing**
 - requires all code to be re-written
 - hard to create a language that provides high performance on different platforms
- **Hybrid Approach – old language(s), new constructs**
 - HPF - add data distribution commands to code
 - add parallel loops and synchronization operations

Application Example - Weather

- Typical of many scientific codes
 - computes results for three dimensional space
 - compute results at multiple time steps
 - uses equations to describe physics/chemistry of the problem
 - grids are used to discretize continuous space
 - granularity of grids is important to speed/accuracy
- Simplifications (for example, not in real code)
 - earth is flat (no mountains)
 - earth is round (poles are really flat, earth bulges at equator)
 - second order properties

Grid Points

- Divide Continuous space into discrete parts
 - for this code, grid size is fixed and uniform
 - possible to change grid size or use multiple grids
 - use three dimensional grid
 - two for latitude and longitude
 - one for elevation
 - Total of $M * N * L$ points
- Design Choice: where is the grid point?
 - left, right, or center of the interval for a grid element



- in multiple dimensions this multiplies:
 - for 3 dimensions have 27 possible positions

Variables

- One dimensional
 - m - geo-potential (gravitational effects)
- Two dimensional
 - π - “shifted” surface pressure
 - σ - vertical component of the wind velocity
- Three dimensional (primary variables)
 - $\langle u, v \rangle$ - wind velocity/direction vector
 - T - temperature
 - q - specific humidity
 - p - pressure
- Not included
 - clouds
 - precipitation
 - can be derived from others

Serial Computation

- Convert equations to discrete form
- Update from time t to $t + \Delta t$

```

foreach longitude, latitude, altitude
    ustar[i,j,k] = n * pi[i,j] * u[i,j,k]
    vstar[i,j,k] = m[j] * pi[i,j] * v[i,j,k]
    sdot[i,j,k] = pi[i,j] * sigmadot[i,j]
end
foreach longitude, latitude, altitude
    D = 4 * ((ustar[i,j,k] + ustar[i-1,j,k]) * (q[i,j,k] + q[i-1,j,k]) +
             terms in {i,j,k}{+,-}{1,2})
    piq[i,j,k] = piq[i,j,k] + D * delat
    similar terms for piu, piv, piT, and pi
end
foreach longitude, latitude, altitude
    q[i,j,k] = piq[i,j,k]/pi[i,j,k]
    u[i,j,k] = piu[i,j,k]/pi[i,j,k]
    v[i,j,k] = piv[i,j,k]/pi[i,j,k]
    T[i,j,k] = piT[i,j,k]/pi[i,j,k]
end
        
```

Shared Memory Version

- in each loop nest, iterations are independent
- use a parallel for-loop for each loop nest
- synchronize (barrier) after each loop nest
 - this is overly conservative, but works
 - could use a single sync variable per element, but would incur excessive overhead
- potential parallelism is $M * N * L$
- private variables: D, i, j, k
- Advantages of shared memory
 - easier to get something working (ignoring performance)
- Hard to debug
 - other processors can modify shared data

Distributed Memory Version

- decompose data to specific processors
 - assign a cube to each processor
 - maximize volume to surface ratio
 - which minimizes communication/computation ratio
 - called a $\langle \text{block}, \text{block}, \text{block} \rangle$ distribution
- need to communicate $\{i, j, k\} \{+, -\} \{1, 2\}$ terms at boundaries
 - use send/receive to move the data
 - no need for barriers, send/receive operations provide sync
 - sends earlier in computation to hide communication time
- Advantages
 - easier to debug? maybe
 - consider data locality explicitly with data decomposition
 - better performance
- Problems
 - harder to get the code running

Database Applications

- Too much data to fit in memory (or sometimes disk)
 - data mining applications (K-Mart had a 4-5TB database several years ago)
 - imaging applications (NASA and others have sites with multiple petabytes)
 - use a fork lift to load tapes by the pallet
- Sources of parallelism
 - within a large transaction
 - among multiple transactions
- Join operation
 - form a single table from two tables based on a common field
 - try to split join attribute into disjoint buckets
 - if know data distribution is uniform its easy
 - if not, try hashing

Parallel Search (TSP)

- may appear to be faster than $1/n$
 - but this is not really the case either
- Algorithm
 - compute a path on a processor
 - if our path is shorter than the shortest one, send it to the others.
 - stop searching a path when it is longer than the shortest.
 - before computing next path, check for word of a new min path
 - stop when all paths have been explored.
- Why it appears to be faster than $1/n$ speedup
 - we found the a path that was shorter sooner
 - however, the reason for this is a different search order!

Ensuring a fair speedup

- T_{serial} = fastest of
 - best known serial algorithm
 - simulation of parallel computation
 - use parallel algorithm
 - run all processes on one processor
 - parallel algorithm run on one processor
- If it appears to be super-linear
 - check for memory hierarchy
 - increased cache or real memory may be reason
 - verify order of operations is the same in parallel and serial cases