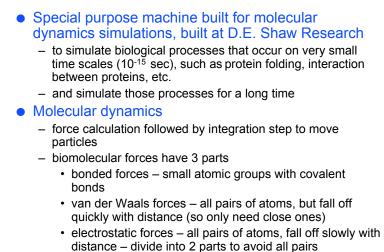


Notes

- Group Project presentations Thursday and Tuesday
 final report due Friday, May 12
- Course evaluation web site open
 - https://www.CourseEvalUM.umd.edu

Anton



computation

Anton

• Anton machine

- up to 512 nodes in 8x8x8 torus
- each node has 2 parts on 1 chip
 - high throughput interaction subsystem (HTIS) for range-limited interactions, using 32 hardwired pairwise point interaction pipelines (PPIPs)
 - flexible subsystem with 8 programmable geometry cores (GCs) for less structured part of MD computation, 4 Tensilica processors, 4 data transfer engines
 - plus DRAM controllers, 6 network interfaces, and host interface for I/O
- Most of computational time mapped to PPIPs, which run those computations maybe 100x faster than standard microprocessor core
- And computations spatially decomposed across nodes, with some twists to deal with communication as particles move between spatial domains
- Uses fixed-point arithmetic, with various bit widths, for several reasons:
 - performance fixed-point hardware fast and small
 - fixed point arithmetic is truly associative
 - gain determinism run same simulation again get exact same results bitfor-bit (doesn't really help, since MD is a chaotic system, so need ensemble)
 - computations are reversible

Anton

- Performance results show that can run a large chemical system at much higher rates than any previous system
 - can run multiple microseconds of simulation time per day of wall clock time
 - maybe 500 times faster than 512 node Intel Xeon cluster
 - and have run simulated systems up to over 1000 microseconds, which showed interesting behavior of the molecules
 - and results are validated very well
 - both against "known" results and using statistical error tests

Virtual Microscope

- Software emulation of a light microscope, to view and manipulate very large slide images, built at UMD and Johns Hopkins med school
 - for viewing and processing images captured from standard pathology specimens (need special purpose hardware for high throughput data capture)
 - problem is very large data sizes
 - a slide is maybe 30K pixels on a side at high resolution, so one focal plane is maybe 10GB uncompressed
 - and need multiple focal planes for some samples
 - and JHU hospital produces >400K slides per year

• Client/server system design

- client runs on user desktop machine Java GUI
- server stores, retrieves, processes slide image data on parallel machine or workstation cluster
 - implemented both with Active Data Repository OO framework and with DataCutter component framework

Virtual Microscope

- Client provides drag/zoom interface to browse through a slide
 - use thumbnail to keep track of where you are on a slide
 - standalone client can cache image data for improved response time – using both memory and disk on client machine
- Server basic computation is map-reduce
 - map one or more input pixels at highest resolution to desired output resolution, and aggregate if multiple pixels map to same output pixel
- Active Data Repository
 - user defined functions used for map and reduce, framework orchestrates parallel execution across data stored on multiple nodes of a cluster or parallel machine
 - data blocks distributed across disks for parallel access and are indexed for fast retrieval (more important for more complex map functions)
 - images also need to be decompressed from stored JPEG form before map and reduce steps, and clipped to query window
 - experiments show that ADR implementation scales well, to handle multiple clients, with low overhead

Virtual Microscope

DataCutter

- component framework for processing large datasets in a distributed environment
- filter-stream programming model (think disklets)
 - each filter is a component, and filters connected via streams, which deliver data buffers between filters
- supports flexible placement of filters, filter replication for load balancing (transparent copies)
- VM filter pipeline is: read-data, decompress, clip, zoom, view
- Performance results show that DataCutter implementation deals better than ADR with load balance issues, but ADR can process large queries faster from parallel execution of a single query
 - for DataCutter, filter placement matters communication between filters adds latency if on different hosts
- Overall performance results for VM show that can achieve interactive response times for real slide data, on not-toolarge server system configurations

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