MSML 605 - Lecture 10

Parallel Processing

Process

- A unit of work, for example, Jupyter notebook
- An OS can run multiple processes at the same time.
- By default Python interpreter executes instructions serially.
- The size of the datasets has in increased.
- The algorithms are more complex and need to process more, hence the need for multi-processing

Parallel processing

 To speed up a process we want to split it to distribute across many CPUs

Faster or/and efficiently

 Many tasks are suited for parallel processing, for example matrix multiplication

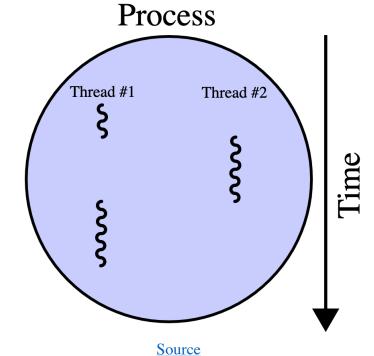
A process can have multiple threads.

Parallel processing

- It can be achieved in two ways: Multiprocessing and Threading
- Process: An instance of a program
 Uses its own memory space
- Threads: components of a process, which can run in parallel
 - Multiple threads
 - Share parent process memory space

Processes and Threads

- Threads live in the same memory space
- Processes have their separate memory space
- Spawning processes is slower than spawning threads.
- Sharing objects between threads is easier.



Inter-process communication between processes.

Cons of parallel processing

- Race Condition:
 - For threads same memory and access to variables.
 - To avoid, use mutex (mutual exclusion) lock around code.
- Starvation: A thread is denied access to a resource for a long duration.
- Deadlock: Mutex overuse can cause deadlocks. A thread has to wait for another thread to release a lock.
- Livelock: threads keep running in a loop but don't make any progress.

Threading

- Use threading if network bound and multiprocessing if it's CPU bound.
- threading is perfect
- for I/O operations such as web scraping
- GUI programs, for example one for text editing, another for recording and a third one to do spellchecking.
- Tensorflow uses thread pool to transform data in parallel.

Multiprocessing

- Useful when the program is CPU intensive and not dependent on IO or user interaction.
 - For example, processing numbers
 - Pytorch Dataloaded loads data into GPU