

A scenic view of the University of Colorado Boulder campus. In the foreground, a large brick building with a prominent tower and a flagpole stands amidst trees with vibrant autumn foliage in shades of yellow, orange, and green. In the background, a massive, rugged mountain with rocky peaks rises under a clear blue sky with a few wispy clouds.

Limits to Scaling

Be Boulder.



University of Colorado **Boulder**

Factors that limit parallel scaling

- Ideal scaling will never happen
- Many reasons for serial portion of a parallel code
 - Algorithmic limitations, e.g. dependencies
 - Bottlenecks
 - Startup overhead
 - Communication
- Load-imbalance
- OS jitter

Algorithmic limitations

- Dependencies
 - Operations can only be performed on after the other
 - Operations need to be performed in certain order

```
do i=1, nend  
    a(i) = a(i-1) + a(i)    ! Dependency  
enddo
```

Bottlenecks

- Generally depended on the computer system
- Shared resources as part of the computer architecture
 - Executions units in a core
 - Shared path to main memory
 - I/O devices
- Parallel access to a shared resource serializes execution
 - The application could be fully parallel, but for example one core after the other has to access a non-parallel file-system

Startup overhead

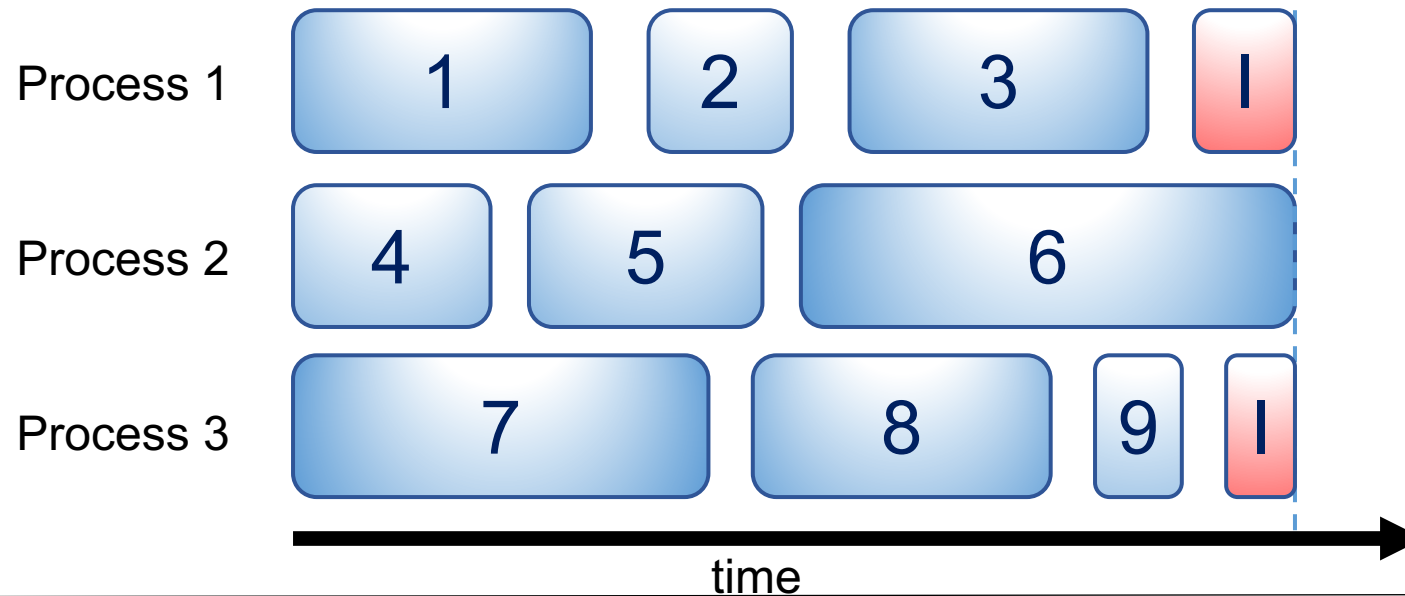
- Starting up a parallel program on a large parallel system takes time
- If run time of parallel program is too short startup time may dominate
- Similarly, shutdown overhead

Communication

- Data exchange is necessary for distributed programs
- Time spend communicating data is generally a significant source of parallel overhead
- Overhead can be reduced by overlapping communication and computation
 - Hiding the communication costs

Load imbalance

- Occurs when some workers reach synchronization points earlier than others
 - 2 processors are idling while one is still computing



OS jitter

- Particular important on large system
- Each node runs its own operating system
 - Cron jobs
 - Writing log files
 - Flushing data to disk
- OS noise will create load imbalance