

# **Introduction to Distributed and Parallel Computing CS-401**

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# Summarization

- Parallel Computing
- Cloud Computing

# Parallel Computing

- Parallel computing divides tasks into smaller sub-tasks that are processed simultaneously, improving efficiency and performance.

Example: Multiple chefs in a kitchen preparing different dishes at the same time to complete a meal faster.

# Parallel Computer Memory Architectures

## 1. Shared Memory:

1. All processors share the same memory space.
2. **Advantage:** Fast communication since data is directly accessible.
3. **Challenge:** Requires synchronization mechanisms to prevent data conflicts.
4. **Example:** OpenMP on a multi-core CPU.

## 2. Distributed Memory:

1. Each processor has its local memory.
2. Communication happens via message passing.
3. **Advantage:** Scalable for large systems.
4. **Challenge:** More overhead due to communication.
5. **Example:** MPI on a cluster of servers.

## 3. Hybrid Memory:

1. Combines shared and distributed memory models.
2. **Example:** A distributed system with multi-core processors where threads use shared memory, and nodes communicate using MPI.

# Parallel Programming Models

## Shared Memory Model

- All processors access the same memory space.
- Threads run in parallel, and synchronization ensures consistency.
- **Example:** OpenMP for intra-node communication.

## Distributed Memory Model

- Each process has its own memory space.
- Communication happens via explicit message-passing protocols (e.g., MPI).
- **Example:** HPC clusters running distributed simulations.

## Hybrid Model

- Combines shared and distributed memory approaches.
- **Example:** MPI between nodes and OpenMP within nodes.

# Shared Memory Model

- **Definition:** Memory is accessible to all processors within a system.
- **Key Challenges:**
  - Requires locks or mutexes to avoid race conditions.
  - Limited scalability as the number of processors increases.
- **Example:**
  - Multi-threaded bank transaction system where multiple threads update account balances.

# Flynn's Programming Model

## **SISD (Single Instruction, Single Data):**

- Traditional sequential execution.
- **Example:** A single-core CPU running one task.

## **SIMD (Single Instruction, Multiple Data):**

- Same instruction operates on multiple data simultaneously.
- **Example:** GPUs processing multiple pixels in an image at once.

## **MISD (Multiple Instruction, Single Data):**

- Rarely used; multiple instructions operate on the same data.
- **Example:** Fault-tolerant systems.

## **MIMD (Multiple Instruction, Multiple Data):**

- Different instructions operate on different data concurrently.
- **Example:** Multi-core CPUs or supercomputers.

# Pipeline Computations

- **Definition:** A series of stages where data flows sequentially. Each stage processes part of the task while other stages handle other parts, increasing throughput.
- **Pipeline Stages:** Fetch → Decode → Execute → Write Back.
- **Example:** Instruction pipelining in CPUs where multiple instructions are executed simultaneously but at different stages.



# Automatic vs Manual Parallelization

## Automatic Parallelization:

- Compilers identify and execute parallel code automatically.
- **Advantage:** Saves time and effort for developers.
- **Example:** Intel's ICC compiler.

## Manual Parallelization:

- Developers explicitly define parallel tasks.
- **Advantage:** Provides more control and optimization opportunities.
- **Example:** Writing OpenMP code for matrix multiplication.

## Comparison:

- **Automatic:** Easier but less efficient for complex tasks.
- **Manual:** More effort but better optimization for large-scale problems.

# Data Dependencies

## Types of Data Dependencies:

### 1. True Dependency (Read-after-Write):

1. One instruction depends on the result of a previous one.

$x = a + b$  # Instruction 1

$y = x + c$  # Instruction 2 depends on Instruction 1

### 2. Anti-Dependency (Write-after-Read):

1. Writing to a location before it is read.
2. **Example:** Writing to  $x$  before reading its current value.

### 3. Output Dependency (Write-after-Write):

1. Multiple instructions write to the same variable.
2. **Example:** Two threads writing to  $y$  concurrently.

## Breaking Dependencies:

- Use techniques like loop unrolling or reordering instructions.

# Load Balancing

**Definition:** Ensures even distribution of tasks across processors to prevent idle time.

**Techniques: Static Balancing:** Tasks are assigned before execution.

**Dynamic Balancing:** Tasks are assigned during runtime based on workload.

**Example:** A web server distributes incoming requests to multiple servers based on their current load.

## Conclusion

- **Key Takeaways:**

- Parallel computing boosts performance by dividing tasks across multiple processors.
- Understanding memory architectures and programming models is essential.
- Effective parallelization requires resolving data dependencies and maintaining load balance.

- **Example:**

- Scientific simulations running on high-performance clusters use parallel computing to achieve faster results.

# Cloud Computing

"Cloud computing enables on-demand access to resources and services over the internet, transforming how businesses operate."

**Example:** Think of Google Drive, where users can store, access, and share files seamlessly, without managing the physical hardware.

# Cloud Computing Models

## 1. Infrastructure as a Service (IaaS):

1. Provides virtualized computing resources like servers, storage, and networking.
2. Example: **AWS EC2**, where users can rent virtual machines.

## 2. Platform as a Service (PaaS):

1. Offers platforms for developers to build and deploy applications.
2. Example: **Google App Engine**, where developers can deploy apps without worrying about infrastructure.

## 3. Software as a Service (SaaS):

1. Delivers software applications over the internet.
2. Example: **Google Workspace (Docs, Sheets)**.

# Characteristics of Cloud Models

## **1. IaaS:**

On-demand infrastructure scalability.

Example: Expanding storage during peak traffic periods.

## **2. PaaS:**

Simplifies application development with pre-built tools.

Example: Using Firebase for real-time database management.

## **3. SaaS:**

Subscription-based access to applications.

Example: Salesforce for CRM.

# Web Application Framework

**Definition:** Provides a structure for web development by offering pre-written components and libraries.

## Popular Frameworks:

- **Django** (Python): Secure, scalable framework for backend development.
- **React.js** (JavaScript): Used for building dynamic, interactive UIs.
- **Ruby on Rails** (Ruby): Framework for database-backed applications.

**Example:** Using Django to create an e-commerce website with built-in authentication and admin panels.

# Benefits of Web Application Frameworks

Simplifies development by providing pre-built components.

Enhances security with features like input validation.

Boosts scalability for handling high traffic.

**Example:** Building a social media platform like Instagram using Django or React.js to manage millions of users.



# Cloud Web Services

**Definition:** Services provided by the cloud to enhance web applications, such as storage, databases, or APIs.

**Examples:**

- **Amazon S3:** Cloud storage for storing images or backups.
- **Google Cloud Functions:** Running serverless functions for real-time processing.
- **Azure Cognitive Services:** Provides AI capabilities like image recognition.

**Example:** A ride-hailing app like Uber uses cloud APIs to display maps and calculate routes.

# Service-Oriented Architecture (SOA)

1. **Definition:** A design pattern where services (independent functionalities) communicate over a network.
2. **Core Components: Service Provider:** Hosts the services (e.g., weather API).
3. **Service Consumer:** Uses the services (e.g., a weather app).
4. **Service Registry:** Helps discover services.

**Example:** SOA in a shopping platform where different services handle payments, inventory, and user authentication independently.

# SOA Towards Cloud Computing

SOA forms the foundation of cloud services by enabling:

- 1. Service Reusability:** Services like login APIs are used across multiple apps.
- 2. Scalability:** Independent services can scale based on demand.
- 3. Interoperability:** Services communicate regardless of underlying platforms.

**Example:** A banking app using SOA to integrate payment gateways, fraud detection, and user notifications.

# Cloud Integration Using SOA

- **Benefits of Integration:** Streamlines development with reusable services.
- Reduces development costs.
- Enhances flexibility for changes.
- **Challenges:** Managing service dependencies.
- Ensuring data consistency across services.

**Example:** Netflix uses SOA for its microservices architecture, hosted on AWS, to handle millions of user requests simultaneously.

## Conclusion

- Cloud computing revolutionizes IT by enabling scalable and cost-effective solutions.
- Web application frameworks and cloud web services simplify development and deployment.
- SOA plays a pivotal role in building reusable, scalable cloud services.

**Example:** Leveraging SOA on AWS to develop a healthcare platform for patient data management and real-time analytics.

# Thanks & Cheers!!

*Small aim is a crime; have great aim.*

Bharat-Ratan A. P. J. Abdul Kalam