HPC and modeling

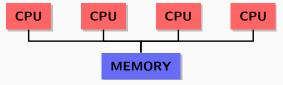
Chapter 1 – A first take on parallelism (2)

M2 – MSIAM October 17, 2018

Hardware

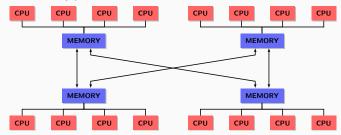
Shared memory (1)

- ➤ All the processors shares the same memory space. They communicate using reading and writing shared variables.
- Each processing unit carry out its task independently but modification of shared variables are instantaneous.
- > Two kind of shared memories
 - ➤ SMP (Symmetric MultiProcessor) All the processors share a link to the memory. Access to the memory is uniform.



Shared memory (2)

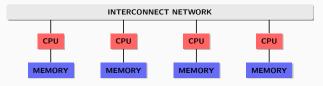
➤ NUMA (NonUniform Memory Access) – All the processors can access to the memory but not uniformly. Each processor has a preferred access to some memory part.



- > Decrease the risk of bottleneck to memory access.
- Local memory cache on each processor to mitigate the effect of non-uniform access.

Distributed memory

- ▶ Each processor has its own memory. There is no global memory space.
- ➤ Each processor communicate with the others using messages.
 - Modification of variables are local and only the processor managing the memory can access it.
 - ➤ Each processor work independently on its own set of variables.
 - The speed of the resolution depends on the architecture: network, topology, processors.
 - > Can scale easily.



Software

Program execution abstraction

Process

Usually, multiple processes, each with their own associated set of resources (memory, file descriptors, etc.), can coexist

Thread

- > Typically smaller than processes
- > Often, multiple threads per one process
- ➤ Threads of the same process can share resources

Task

- > Typically smaller than threads
- > Often, multiple tasks per one thread
- ➤ In parallel programming context: user-level construct

Parallel programming models

Classification according to process interaction

Message passing

- > Parallel processes exchange data by passing messages
- ➤ Examples: PVM, MPI

Shared memory

- > Parallel threads share a global address space
- ➤ Examples: POSIX threads, OpenMP

Implicit

- > Process interaction is not visible to the programmer
- ➤ Examples: HPF

Parallel programming models

Classification according to problem decomposition

Data parallelism

- Independently process different parts of the problem data (e.g. an array of numbers)
- ➤ Maps well to SIMD

Task parallelism

- > Independently execute different workpackages
- ➤ Might be heterogeneous, communicating packages

Implicit

Programmer does not explicitly decompose problem

Foster methodology

Choice criterion

- > Three parameters may influence the choice of a kind of parallelism
 - Flexibility: support of different programming constraints. Should adapt to different architectures.
 - ➤ Efficiency: better scalability.
 - Simplicity: allows to solve complex problem but with a low maintenance cost.
- For each model of parallelism, we will expose the strengths and weaknesses for each elements.

Dependency Design Space

- > The analysis is made on three elements
 - ➤ Grouping the data

time dependency collection of data independence

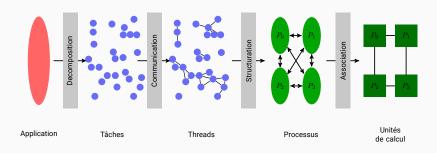
➤ Scheduling

Identify which data are requires for executing a specific task. Identify the tasks creating the different data.

> Sharing the data

Identify the data shared between tasks. Manage access to data.

Foster design



Decomposition

Decomposition: idea

- ➤ Identify the elements that allows parallel processing and determine the granularity of the decomposition.
- Break up computation into tasks to be divided among processes
 - > tasks may become available dynamically.
 - > number of tasks may vary with time.
- ➤ Enough tasks to keep processors busy: the number of tasks available at a given time is an upper bound on achievable speedup.

Decomposition: focus

How to decompose the code in order to achieve maximum parallelism?

- Focus on data: domain decomposition
 partition data first into elementary blocks of independent data
 then associate computation tasks with data.
- ➤ Focus on computation: functional decomposition partition computation first then associate data to tasks.
- > Often, we use a combination of this decompositions.

Domain decomposition

- > Divide data into pieces of approximately equal size: data granularity.
- Partition computation by associating each operation with the data on which it operates.
- Set of tasks = (data, operations)

Use case: problems with large central data structures.

Example: manipulation of 3D data on a grid.

Functional decomposition

- > Determine set of disjoint tasks.
- > Determine data requirements of each task.
- ▶ If requirements overlap, communication is required.

Use case: problems without central data structures or to different parts of a problem.

Decomposition: Checklist

- The granularity is controlled by the number of available processing units. The more tasks the better.
 - → improves flexibility in the design.
- ➤ Limit the number of redundancy in data and computations.
 - → improves scalability for large problem.
- > Tasks should be of similar sizes.
 - → improves load balancing.
- > Number of tasks should depend on the size of the problem.
 - → improves efficiency.
- > All decompositions should be considered.
 - → check for flexibility.

Communication

Communication

Describe the flow of information between the tasks.

- > Structure: relation between producers and consumers.
- > Content: volume of data to exchange.

We should

- ➤ Limit the number of communication operations.
- Distribute communications among tasks.
- Organize communication in such a way that they are concurrents to operations.

Conceptual structure of a parallel program.

Communication: structure

Strong impact of decomposition on communication requirements

- > Functional decomposition: data flow between the tasks.
- ➤ Domain decomposition: volume of data to perform a computation can be challenging or requires input from several other tasks.

Communication: types

- ➤ Local or global: small set of tasks or all?
- > Structured or unstructured: grid or graphs?
- > Static vs dynamic: known at the start of the program?
- > Synchronous or asynchronous: cooperatives tasks?

Communication: Checklist

- ➤ Load balancing of the communication operations.
 - → improves scalability.
- > Small communication pattern.
 - → improves scalability.
- > Communication are concurrents to computations.
 - → improves scalability.
- > Computations are concurrents to communications in different tasks
 - → improves scalability.

Agglomeration

Agglomeration

After partitioning and communication steps, we have a large number of tasks and a large amount of communication. Need to combine into large blocks

- > Increase granularity: reduce communication costs.
- > Maintain flexibility: improve scalability.
- > Reduce engineering costs: increase development overhead.

Agglomeration: Checklist

- > Communication costs are reduced.
- Replication of data preserved scalability.
- > Replication of computation preserved performances.
- ➤ Tasks are load balanced in term of computation and communication.
- Scalability is preserved.

Affectation

Mapping

Where to execute each tasks?

- ➤ Tasks that executes concurrently are placed on different processing units: increase concurrency.
- ➤ Tasks that communicates frequently are placed on the same processing units: increase locality.

Mapping is NP-complete

Mapping: strategies

- > Static mapping: equal-sized tasks, structured communication.
- Load balancing: variable amount of work per tasks or unstructured communication.
- Dynamic load balancing: variable number of computation and communication per task.
- > Task scheduling: short tasks.

Mapping: Checklist

- > SPMD algorithm: consider dynamic task creation.
 - → Simpler algorithm.
- > Dynamic task creation: consider SPMD algorithm.
 - → Greater control over scheduling of computation and communication.
- Centralized load-balancing: verify manager does not become bottleneck.
- ➤ Dynamic load-balancing: consider probabilistic/cyclic mappings.
- Probabilistic/cyclic methods: verify that number of tasks is large enough.

Examples

➤ Solve the evolution of the temperature in a rod using a 1D approach. The evolution in its discrete form is given by

$$u_i^n = ru_{i-1}^{n-1} + (1-2r)u_i^{n-1} + ru_{i+1}^{n-1}$$

> Find the maximum in an array.

Let us consider the matrix

$$K = \begin{bmatrix} -10 & -10 & 20 & -20 & -30 \\ 5 & -20 & 10 & 40 & 10 \\ 30 & -40 & 20 & -10 & -15 \\ -20 & 4 & -5 & 50 & 10 \\ 10 & -20 & 10 & -40 & 10 \end{bmatrix}$$

Problem: Find the maximum sub array of *K*, that is find the sub matrix in *K* such that the sum of the coefficients is maximum.

Question: design a parallel algorithm to solve this problem?