

# Parallel Programming for Exascale

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November 7th, 2022 / Master Data-HPCAI

# Outline I

- 1 Introduction
  - Exascale
- 2 Parallel Architecture
  - Hardware Architecture
  - Memory Architecture
  - Trend in hardware design
- 3 Parallel Programming Models
  - Programming Models
  - Algorithm Models
  - Parallel Random Access Machines
- 4 Designing Parallel Programs
  - Parallel Design Pattern
  - Partitioning techniques
  - Parallel issues

## Outline II

- 5 Message Passing Programming
  - Introduction to MPI Programming
  - MPI Concepts
  - MPI, Data partition, Domain partition
- 6 Task Programming
  - Introduction to Task Programming
  - Task Programming with since C++11
  - Task Programming with OpenMP
  - Task Programming with TBB
  - Task Programming : other Runtime System Tools
- 7 Parallelism at instruction level
  - SIMD with OpenMP
- 8 Parallel programming on heterogeneous architecture with SYCL
  - Parallelization with SYCL

## Outline III

### 9 TP

# Objectifs

## Objectifs

- General Overview on Parallel Programming
- Introduce to tools for Exascale programming
- Introduction on Programming and Hardware Models
- Focus on various Parallel Programming for Shared Memory architecture:
  - Parallelization with pragma
  - Task Programming, DataFlow Programming
- Application : OpenMP, TBB, std::threads

# Audience and Prerequisites

- Audience : computer science students
- Prerequisites :
  - sequential programming in C++
  - elementary algebraic math level (matrix vector operations)
  - image processing
- Material(Slide+TPs) available at :  
<https://drive.google.com/open?id=1HRx6qPRVYckY8H7KMdAcADWpI9iB-b19>  
git clone <https://github.com/jgratien/ParallelProgrammingCourse.git>

# Motivation

## Exascale Challenge

### Exascale Challenge

- What is the Exascale Challenge?
- Why?
- How?

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# Exascale Challenge

## Exascale Challenge

- What is the Exascale Challenge?
- Why?
- How?

# Exascale Challenge

## What is the challenge

### Exascale Challenge

- goal in 2008 :
  - top machines reach PetaFLOPS ( $10^{15}$  FLOPS)
  - by 2018, design computing systems capable of at least one exaFLOPS ( $10^{18}$  flops)
- current state 14 years later :
  - EU : Frontier, Oak Ridge National Laboratory, 1.1 exaflop, HPE Cray system, AMD Epyc processor
  - Japan : 2020, 442 petaflops, Fugaku powered by Fujitsu's 48-core A64FX (ARM)
  - China : 2018, 2 fastest computers in the world. First exascale computer, chinese one, will enter service by 2020 (school of computing at the National University of Defense Technology (NUDT)))
  - (USA) The Exascale Computing Project hopes to build an exascale computer by 2021 ;

# Exascale Challenge?

## Why such challenge

### Why Exascale Challenge?

HPC resarch had in the past a real impact every body life

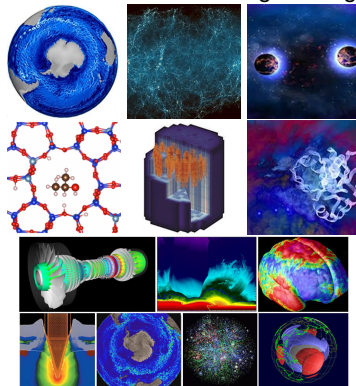
In 2008, the exascale challenge was plan to :

- improve national economic competitiveness;
- advance scientific discovery;
- stengthen national security;

# Why the Exascale Challenge?

Historically, HPC had an impact on many areas of science and engineering:

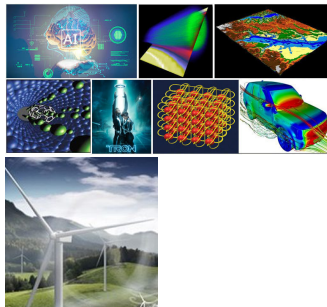
- Atmosphere, Earth, Environment
- Physics - applied, nuclear, particle, condensed matter, high pressure, fusion, photonics Bioscience, Biotechnology, Genetics
- Chemistry, Molecular Sciences
- Geology, Seismology
- Mechanical Engineering - from prosthetics to spacecraft
- Electrical Engineering, Circuit Design, Microelectronics
- Computer Science, Mathematics
- Defense, Weapons
- Cosmology, Astrophysics
- ...



# Why the Exascale Challenge?

## Nowadays, Industrial and Commercial

- "Big Data", databases, data mining
- Artificial Intelligence (AI)
- Web search engines, web based business services
- Medical imaging and diagnosis
- Pharmaceutical design
- Financial and economic modeling
- Management of national and multi-national corporations
- Advanced graphics and virtual reality, particularly in the entertainment
- industry Networked video and multi-media technologies
- Oil exploration
- Wind Energy



# Roadmap fo Exascale

Various initiatives to achieve

- USA : Exascale Computing Project
- China : national plan for the next generation of high performance computers
- Europe : The CRESTA project (Collaborative Research into Exascale Systemware, Tools and Applications), the DEEP project (Dynamical ExaScale Entry Platform), and the project Mont-Blanc.[36] A major European project based on exascale transition is the MaX (Materials at the Exascale) project.
- Japon :

# Exascale Challenge

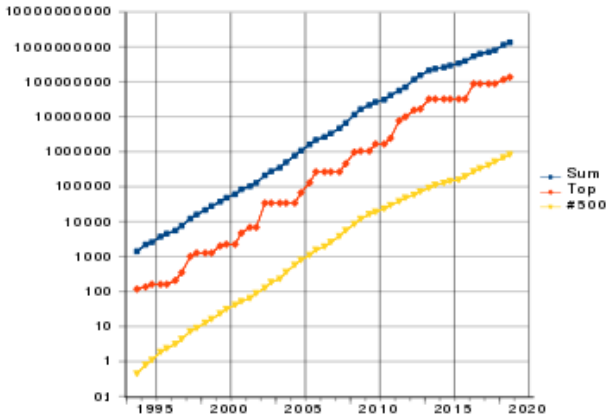
## Main issues to overcome

- Energy consumption reduction
  - impact on hardware design
  - heterogeneity (Computing Unit, Memory Units)
- trend on hardware design
  - impact on software design
  - lack of consensus
- Complexity management
  - software co-design
  - programming environment
  - abstractions, framework, layer architectures

# Exascale Challenge

## Trend

### Top 500 evolution in 5 years





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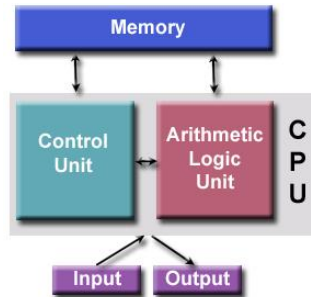
# Hardware Architecture

## Von Neumann Architecture

The Von Neumann Architecture :

For main components :

- Memory
- Control Unit
- Arithmetic Logic unit
- InputOutput



# Hardware Architecture

## Flynn's Classical Taxonomy

- SISD : Single Instruction stream Single Data stream
- SIMD : Single Instruction stream Multiple Data stream
- MISD : Multiple Instruction stream Single Data stream
- MIMD : Multiple Instruction stream Multiple Data stream

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# Memory Architecture

## Shared Memory

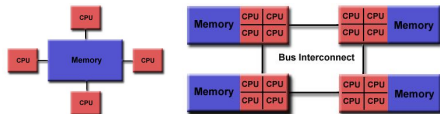
Ability for all processors to access all memory as global address space.

### Classification :

- UMA : Uniform Memory Access
- NUMA : Non Uniform Access

### Advantages :

- Global address space ;
- Data sharing between tasks ;



### Disadvantages :

- lack of scalability between memory and CPUs ;
- synchronisation management ;

# Memory Architecture

## Distributed Memory

Require a communication network to connect inter-processor memory

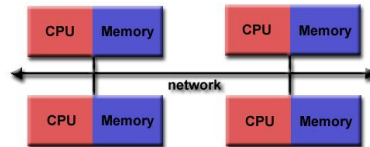
Local memory address

Advantages :

- Memory scalable with the number of processor ;
- Rapid access to local memory ;

Disadvantages :

- requires communication ;
- lack of global address space ;
- non uniform memory access time.



# Memory Architecture

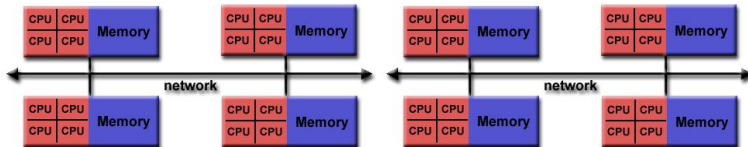
## Hybrid Distributed-Shared Memory

Advantages :

- advantage of both systems ;

Disadvantages :

- complexity management ;



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# Trend in hardware design

## Heterogeneity

- Multi-scale process unit
  - VPU, Cores, processors, GP-GPU, accelerators
  - various performance (energy, speed, ...)
  - need to manage load balancing
- Multi-scale memory unit
  - remote memory
  - multi-level local memory (cache L1, L2, L3, ...), DRAM
  - Example : Latency (Core i7 Xeon 5500)

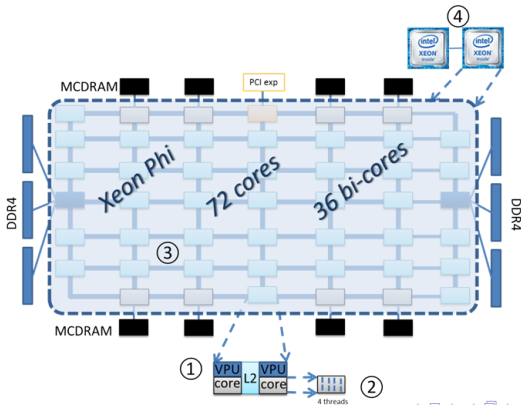
L1 CACHE hit	<i>simeq</i> 4 cycles	(2.1 - 1.2 ns)
L2 CACHE hit	$\simeq$ 10 cycles	(5.3 - 3.0 ns)
L3 CACHE hit unshared line	$\simeq$ 40 cycles	(21.4 - 12.0 ns)
L3 CACHE hit shared line in another core	$\simeq$ 65 cycles	(34.8 - 19.5 ns)
L3 CACHE hit modified by another core	$\simeq$ 65 cycles	(34.8 - 19.5 ns)
local DRAM	$\simeq$ 60 ns	
remote DRAM	$\simeq$ 100 ns	

- need to manage coherency, synchronization, data movement

# Trend in hardware design

## Heterogeneity

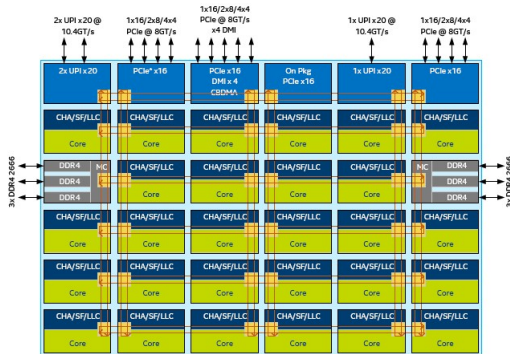
Examples : Intel Knight Landing micro-architecture



# Trend in hardware design

## Heterogeneity

### Examples : Intel Skylake Xeon micro-architecture



CHA – Caching and Home Agent ; SF – SnooP Filter; LLC – Last Level Cache;

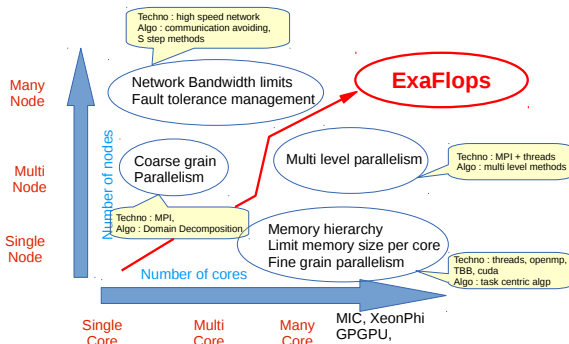
Core – Skylake-SP Core; UPI – Intel® UltraPath Interconnect

# Trend in hardware design

Heterogeneity

## Exascale RoadMap

### Exascale computing challenge



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# Parallel Programming Models

## Programming Models

Definition : an abstraction above hardware and memory architectures.

- Shared Memory (without threads)
- Threads
- Distributed Memory / Message Passing
- Data Parallel
- Hybrid
- Single Program Multiple Data (SPMD)
- Multiple Program Multiple Data (MPMD)

Introduction  
Parallel Architecture  
**Parallel Programming Models**  
Designing Parallel Programs  
Message Passing Programming  
Task Programming  
Parallelism at instruction level  
Parallel programming on heterogeneous architecture with SYCL  
TP

Programming Models  
Algorithm Models  
Parallel Random Access Machines

# Parallel Programming Models

Shared memory model

# Parallel Programming Models

## Threads model

### Type of shared memory programming

A single "heavy weight" process can have multiple "light weight", concurrent execution paths

#### Implementation :

- **POSIX Threads**

Specified by the IEEE POSIX 1003.1c standard (1995). C Language only. Part of Unix/Linux operating systems Library based Commonly referred to as Pthreads. Very explicit parallelism; requires significant programmer attention to detail.

- **OpenMP**

Industry standard, jointly defined and endorsed by a group of major computer hardware and software vendors, organizations and individuals. Compiler directive based Portable / multi-platform, including Unix and Windows platforms Available in C/C++ and Fortran implementations Can be very easy and simple to use - provides for "incremental parallelism". Can begin with serial code.

- **Microsoft threads**

- **Java, Python threads**

- **CUDA threads for GPUs**



# Parallel Programming Models

## Message passing model

- MPI Message Passing Interface
- PVM Parallel Virtual Machine

# Parallel Programming Models

## Data Parallel Model

Partitioned Global Address Space (PGAS) model :

- Global address space
- Data set are organized in common data structures

Current implementations:

- **Coarray Fortran**: a small set of extensions to Fortran 95 for SPMD parallel programming. Compiler dependent.
- **Unified Parallel C (UPC)**: an extension to the C programming language for SPMD parallel programming. Compiler dependent.
- **Global Arrays**: provides a shared memory style programming environment in the context of distributed array data structures. Public domain library with C and Fortran77 bindings.
- **X10**: a PGAS based parallel programming language being developed by IBM at the Thomas J. Watson Research Center.
- **Chapel**: an open source parallel programming language project being

# Parallel Programming Models

## Hybrid model

- MPI-X : MPI + OpenMP
- MPI + CUDA

# Parallel Programming Models

## Programming Models

- Single Program Multiple Data (SPMD)
- Multiple Program Multiple Data (MPMD)

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# Parallel Algorithm Models

## Various strategies

Strategy for dividing the data and processing method

- Data parallel model
- Task graph model
- Work pool model
- Master slave model
- Producer consumer or pipeline model
- Hybrid model

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## Parallel Random Access Machines

Here,  $n$  number of processors can perform independent operations on  $n$  number of data in a particular unit of time. This may result in simultaneous access of same memory location by different processors.

To solve this problem, the following constraints have been enforced on PRAM model

- Exclusive Read Exclusive Write (EREW) – Here no two processors are allowed to read from or write to the same memory location at the same time.
- Exclusive Read Concurrent Write (ERCW) – Here no two processors are allowed to read from the same memory location at the same time, but are allowed to write to the same memory location at the same time.
- Concurrent Read Exclusive Write (CREW) – Here all the processors are allowed to read from the same memory location at the same time, but are not allowed to write to the same memory location at the same time.
- Concurrent Read Concurrent Write (CRCW) – All the processors are



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# Designing Parallel Programs

## Parallel Design Pattern

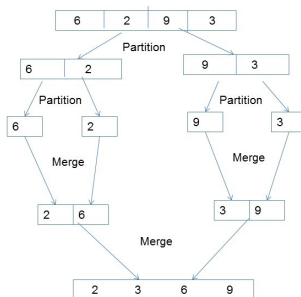
### Various Parallel Strategies:

- Divide and conquer
- Agglomeration
- Dynamic Programming
- Odd Even Communication
- Wavefront
- Reduction
- ...

# Designing Parallel Programs

## Parallel Design Pattern

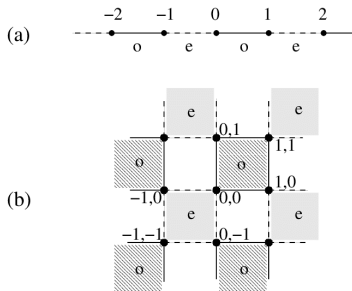
### Divide and conquer : ParallelQuickSort



# Designing Parallel Programs

## Parallel Design Pattern

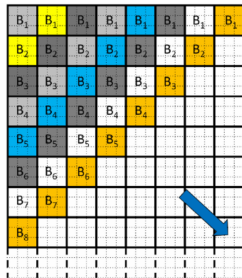
### Odd Even Partition



# Designing Parallel Programs

## Parallel Design Pattern

### Wavefront



Mapping of Thread Blocks ( $B_i$ ) to the Tiles within the Matrix

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# Designing Parallel Programs

## Partitioning techniques

- Domain Decomposition
  - EDP
  - numerical methods based on meshes;
- Functional Decomposition
  - FFT, wave propagation
  - decomposition on direction, phases, . . .
- Monte Carlo methods
- . . .

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# Designing Parallel Programs

## Communication and Synchronization

- Communication overhead
- Latency vs Bandwidth
- Visibility
- Synchronous vs Asynchronous
- Scope of communications
- Complexity

# Designing Parallel Programs

## Data Dependencies

- Definition
- Data Flow
- Data movement
- ...

# Designing Parallel Programs

## Load Balancing

- Impact on parallel efficiency (barrier, synchronization,...)
- How to improve Load Balance :
  - Data distribution : dynamic partitioner
  - Work distribution : task scheduler

# Designing Parallel Programs

## Granularity

- Computation Communication Ratio
- Fine-grain Parallelism :
  - thread parallelism, SIMD, GP-GPU
  - easy for load balancing
  - low computation to communication ratio
- Coarse-grain Parallelism :
  - high computation to communication ratio rate
  - hard for load balancing

# Designing Parallel Programs

## Multi-level parallelism

New heterogeneous architectures imply to combine Coarse and Fine Grained parallelism

- Coarse grain parallelism :
  - cluster, socket level
  - reduce communication
- Fine-grain Parallelism :
  - thread parallelism, SIMD, GP-GPU
  - easy for load balancing

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# MPI Programming

## History

- 1992 - 1994 : New group to define a standard API to implement Message Passing libraries
- MPI Forum : <http://www.mpi-forum.org>
- Purpose :
  - define a standard ;
  - implementation issues are not taken into account;
  - provide tools that ensure portability on distributed memory architecture

# MPI Programming

## History

- MPI 1 (1994) :
  - first C and Fortran interface
- Since : several normes
  - MPI 2 (1997),
    - new datatype constructor, langage interoperability
    - new functionalities, One side communication, MPI IO, dynamic process
    - Fortran, C++ bindings
  - MPI 3 (2012)
    - One side communication, non blocking collective communications
  - MPI 4 to come ...
- Since : several implementations
  - MPICH, OpenMPI, MVAPICH, IntelMPI, ...



# MPI Programming

## MPI

- Message Passing Interface
- it is a library (not a language) with a standard API
- design to develop for distributed memory architecture
- based on a SPMD (Single Program Multiple Data) model
- a MPMD model is now available since MPI-2

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## Introduction to MPI Programming

MPI Concepts

MPI, Data partition, Domain partition

# MPI Programming

MPI

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# MPI Programming

## MPI Concepts

### HelloWord

```
#include <iostream>
#include <mpi.h>
int main(int argc, char* argv[])
{
    int nbTask ;
    int myRank ;
    MPI_Init(&argc, &argv) ;
    MPI_Comm_size(MPI_COMM_WORLD, &nbTask) ;
    MPI_Comm_rank(MPI_COMM_WORLD, &myRank) ;
    std::cout<<"HelloWord : rank="<<myRank<<" on nb tasks:"<<nbTask<<std::endl ;
    MPI_Finalize() ;
}
```

# MPI Programming

## MPI Concepts

- Compilation :

### Compilation

```
mpicxx -o helloworld.exe helloworld.cc
```

- Execution :

### Execution

```
mpirun -np <nb tasks> ./helloworld.exe
```

# MPI Programming

## MPI Concepts : Basic primitives

- Header :

### Execution

```
#include <mpi.h>
```

- Initialisation :

### Compilation

```
int MPI_Init(int* argc, char*** argv);
```

- Finalization :

### Execution

```
int MPI_Finalize();
```

# MPI Programming

## MPI Concepts : Communicator

- MPI Communicator

### MPI Communicator

```
MPI_Comm comm ;
```

- define a static group of MPI process
- all the processes are in the predefined group : MPI\_COMM\_WORLD
- to get number of MPI procs in a MPI group:

### MPI Group size

```
int MPI_Comm_size(MPI_comm, int* size) ;
```

- to get an a process id in a MPI group

### MPI process rang

```
int MPI_Comm_rank(MPI_comm, int* rank) ;
```

# MPI Programming

## MPI Concepts : Data Types

- Basic types

MPI	C
MPI_CHAR	signed char
MPI_SHORT	signed short
MPI_INT	signed int
MPI_LONG	signed long
MPI_UNSIGNED_CHAR	unsigned char
MPI_UNSIGNED_SHORT	unsigned short
MPI_UNSIGNED_LONG	unsigned long
MPI_FLOAT	float
MPI_DOUBLE	double
MPI_LONG_DOUBLE	long double



# MPI Programming

## MPI Concepts : Derived Data Types

- Derived types constructed from existing types

### Define new Data Type

```
MPI_Type_contiguous(count,oldtype,newtype) ;  
MPI_Type_vector(count,blocklength,stride,oldtype,newtype) ;  
MPI_Type_struct ;
```

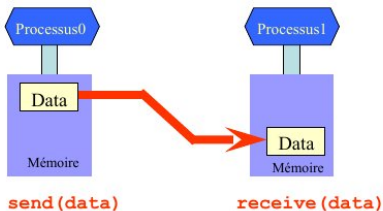
- Commit new datatype

### Commit new Data Type

```
MPI_Type_commit(MPI_datatype *datatype) ;  
MPI_Type_free(MPI_datatype *datatype) ;
```

# MPI Programming

## MPI Concepts : Communication



### Communications features:

- Point to Point vs collective ;
- synchrone vs asynchrone ;
- various modes :
  - standard,
  - buffered,
  - synchronous,
  - ready.

# MPI Programming

## MPI Concepts : One to One

### Standard

```
MPI_send(void *buf, int count, MPI_Datatype datatype,  
         int dest, int tag, MPI_Comm com) ;  
MPI_recv(void *buf, int count, MPI_Datatype datatype,  
         int source, int tag, MPI_Comm comm, MPI_Status *status) ;
```

- data : buf, count, datatype
- source, dest : rank of send, recv MPI process  
(joker MPI\_ANY\_SOURCE)
- tag : message id  
(joker MPI\_ANY\_TAG)
- comm : MPI communicator
- status : MPI\_Status object with message complementary info
- request : MPI\_Request object to manage asynchrone communication

# MPI Programming

## MPI Concepts : One to One

- Asynchrone :

### Asynchrone

```
MPI_Isend(...,int dest, int tag, MPI_Comm comm, MPI_Request* request) ;  
MPI_Irecv(...,int source, int tag, MPI_Comm comm, MPI_Request* request);
```

- Synchrone :

### Synchrone

```
MPI_Ssend(...,int dest, int tag, MPI_Comm comm) ;  
MPI_Srecv(...,int source, int tag, MPI_Comm comm) ;
```

# MPI Programming

## MPI Concepts : One to One

- Ready :

### Ready

```
MPI_Rsend(...,int dest, int tag, MPI_Comm comm) ;  
MPI_Rrecv(...,int source, int tag, MPI_Comm comm) ;
```

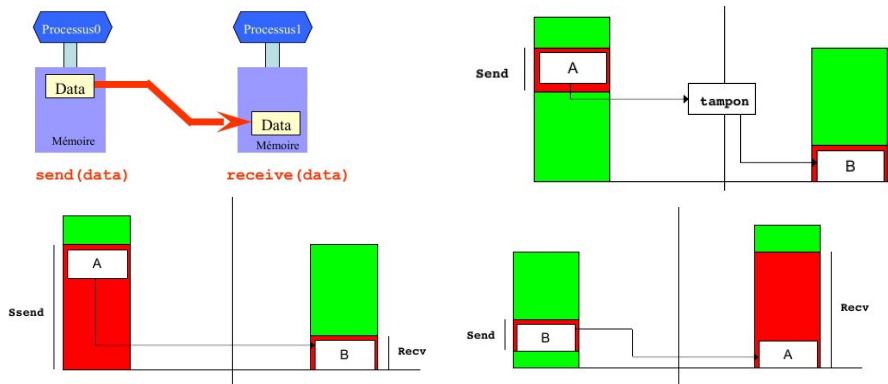
- Buffered :

### Buffered

```
MPI_Bsend(...,int dest, int tag, MPI_Comm comm) ;  
MPI_Brecv(...,int source, int tag, MPI_Comm comm) ;
```

# MPI Programming

## MPI Concepts : One to One



# MPI Programming

## MPI Concepts : Collective

- Broadcast, Gather, Scatter, Alltoall ;

### Broadcast

```
MPI_Bcast(void *buf, int count, MPI_Datatype datatype,  
          int root, MPI_Comm com) ;  
  
MPI_Gather(void *sendbuf, int sendcount, MPI_Datatype senddatatype,  
           void* recvbuf, int recvcount, MPI_Datatype senddatatype,  
           int rout, MPI_Comm com) ;  
  
MPI_Scatter(void *sendbuf, int sendcount, MPI_Datatype senddatatype,  
            void* recvbuf, int recvcount, MPI_Datatype senddatatype,  
            int root, MPI_Comm com) ;  
  
MPI_Alltoall(void *sendbuf, int sendcount, MPI_Datatype senddatatype,  
             void* recvbuf, int recvcount, MPI_Datatype senddatatype,  
             MPI_Comm com) ;
```

# MPI Programming

## MPI Concepts : Collective

- Reduction, (MPI\_Op : MPI\_MAX, MPI\_MIN, MPI\_SUM, ...);

### Reduce

```
MPI_reduce(void *sendbuf, void* recvbuf, int count, MPI_Datatype datatype,  
           int root, MPI_OP op, MPI_Comm com) ;
```

```
MPI_allreduce(void *sendbuf, void* recvbuff, int count, MPI_Datatype  
datatype,  
             MPI_Op op, MPI_Comm com) ;
```

- Barrier ;

### Barrier

```
int MPI_Barrier(MPI_Comm com) ;
```



# MPI Programming

## Specific MPI Issues

- Deadlock management
  - standard send recv have behaviour implementation dependent
  - need to check communication scheme
  - otherwise use asynchronous mode
- Communication Overlap
  - it is possible to overlap communication with computation
  - require asynchronous mode ;
  - postpone send or receive communication
  - require to manage communication buffer

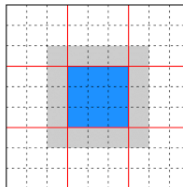
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  - Parallel issues
- 5 **Message Passing Programming**
  - Introduction to MPI Programming

# MPI Programming

## MPI : Data partition, Domain Partition

- SPMD model implies Data Partition
- Partitioner :
  - Mesh, Graph, HyperGraph
  - Minimize communication
  - Ghost Data
    - Duplicate Data
    - Computation vs Communication
    - Synchronization to ensure coherency



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# Task Programming

## Introduction to Task Programming

- Generic concepts, C++ since C++11
- OpenMP
- TBB
- Runtime System Tools
- ...

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# Task programming since C++11

## Generic concepts

- Thread based Shared Memory Programming Model
- Synchronization
- Atomic operations

# Task programming since C++11

## Generic concepts

### Thread based Shared Memory Programming Model :

#### Thread in C++

```
#include <iostream> // std::cout
#include <thread> // std::thread
void foo() {
    // do stuff..
}
void bar(int x) {
    // do stuff...
}
int main() {
    std::thread first (foo); // spawn new thread that calls foo()
    std::thread second (bar,0); // spawn new thread that calls bar(0)
    // synchronize threads:
    first.join(); // pauses until first finishes
    second.join(); // pauses until second finishes
    std::cout << "foo and bar completed.";
    return 0;
}
```



# Task programming since C++11

## Generic concepts

### Synchronization : Critical section

- Mutex :
  - *lock()*, *try\_lock()*
  - *unlock()*;
- Lock concepts :
  - lock a mutex on construction
  - release mutex on destruction

# Task programming since C++11

## Generic concepts

### Critical section with mutex

```
#include <thread> // std::thread
#include <mutex> // std::mutex
std::mutex mtx; // mutex for critical section
void doStuff (int n) {
    mtx.lock();
    ...
    mtx.unlock();
}
int main () {
    std::thread th1 (doStuff,50);
    std::thread th2 (doStuff,100);
    th1.join();
    th2.join();
    return 0;
}
```

### Critical section with lock

```
#include <thread> // std::thread
#include <mutex> // std::mutex
std::mutex mtx; // mutex for critical section
void doStuff (int n) {
    std::lock_guard<std::mutex> lock(mtx) ;
    ...
    // automatic call destructor lock
}
int main () {
    std::thread th1 (doStuff,50);
    std::thread th2 (doStuff,100);
    th1.join();
    th2.join();
    return 0;
}
```

# Task programming since C++11

## Generic concepts

Atomic operations :

- *template< class T > struct atomic;*
- *operator++*, *operator--*;
- *operator+=*, *operator-=*;
- *store()*, *load()*;
- *exchange()*;
- *compare\_exchange\_weak()*;
- *compare\_exchange\_strong()*;

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# OpenMP

## Introduction

OpenMP, Open Multi-Processing : standard for parallel programming on Shared Memory Architecture

- Thread based Shared Memory Programming Model
- directive based programming language
- portable
- C, C++, Fortran

# OpenMP

## History

- 1991 : Parallel Computing Forum defines a set of directives to parallelize Fortran Loops
- 1997 : OpenMP 1.0 standard for Fortran
- 1998 : standard for C and C++
- 2000 : OpenMP 2.0 standard for Fortran 1995
- 2008 : OpenMP 3.0 task concept
- 2013 : OpenMP 4.0 SIMD, accelerator
- 2017 : OpenMP 4.5 data mapping, doacross,...

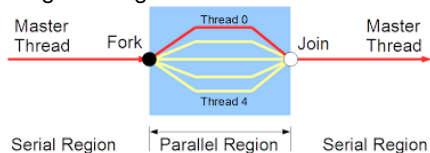
# OpenMP

## Principle

A standard API based on :

- directives (pragma interpreted at compile time)
- a library ( dynamic functions executed at runtime)
- Environnement variables

Programming Model : Fork-Join Model



Memory Model : Shared Memory Model

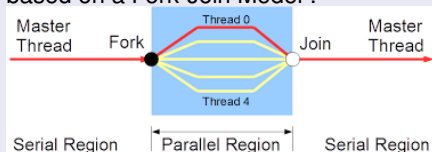
- threads shared the main memory;
- each thread may manage a private memory

# OpenMP

## Principle

### Programming Model

based on a Fork-Join Model :



### Memory Model

based on a Shared Memory Model with threads

- threads shared the main memory;
- each thread may manage a private memory



# OpenMP

## Directives

### DIRECTIVES C and C++

```
#pragma omp name [clause [clause] ... ]  
{  
...  
}
```

- *name* : directive name
- *clause* ... : a liste of clauses
- the directive is applied to the following block

# OpenMP

## PARALLEL REGIONS

### PARALLEL REGIONS

```
#pragma omp parallel [clause [clause]....] {  
  // PARALLEL REGION  
}
```

- define a parallel region
- the current thread creates a team of threads
- the current thread becomes the master of the team
- the size of the team depends on (by priority order):
  - ① the clauses if,
  - ② the clause num\_threads,
  - ③ the function omp\_set\_num\_threads()
  - ④ the environment variable OMP\_NUM\_THREADS
- the following block is executed by the threads of the team
- there is a barrier at the end of the blocks unless
- the directive is applied to the following block

# OpenMP

## PARALLEL REGIONS

### FOR

```
#pragma omp for [clause [clause]. . .]  
for(...)  
...
```

### SECTION

```
#pragma omp section [clause [clause]. . .]  
...
```

### SINGLE

```
#pragma omp single [clause [clause]. . .]  
...
```

- implicate barrier at the end of parallel section
- unless clause *nowait*

# OpenMP

## PARALLEL REGIONS

clause *schedule*

**schedule** (*type*[ ,*chunk*])

iteration distribution policy

- **static** : iterations divided in blocks of size *chunk* and assigned to threads in a round-robin mode
- **dynamic** : thread ask dynamically block of size *chunk*
- **runtime** : defined at runtime with the environment variable OMP\_SCHEDULE
- **auto** : policy defined at compile or runtime time

# OpenMP

## Data Scope Attribute Clauses

### data-clause(list)

**list** : variable list

- **private** : list of variable in private memory (original variables are duplicated)
- **firstprivate** : like private automatic initialisation from original variable
- **lastprivate** : like private automatic update of original variable
- **shared** : list of shared variables (not duplicated)
- **default(shared|none)** : default scope of all variables
- **reduction(operator:list)** :
- **copyin(list)** : copy master variable value of list to other threads private copy
- **copyprivate(list)** : broadcast variable value of list from single section to other threads copy

# OpenMP

## Clause summary

Clause	Directives					
	parallel	for	sections	single	parallel for	parallel sections
if	x				x	x
private	x	x	x	x	x	x
shared	x	x			x	x
default	x				x	x
firstprivate	x	x	x	x	x	x
lastprivate	x	x	x	x	x	x
reduction	x	x	x		x	x
copyin	x				x	x
copyprivate				x		
schedule		x			x	
ordered		x		x		
nowait		x	x	x		

# OpenMP

## Synchronisation

Synchronization management :

- **barrier** : wait for all other team threads
- **ordered** : ensure that the following block respect sequential order
- **critical** : ensure that the following block be executed one thread at the same time
- **atomic** : ensure atomic operation on following variable
- **master** : ensure that the following block be executed only bay master thread
- **locks**

# OpenMP

## TASK since OpenMP 3

### TASK

```
#pragma omp task [clause [clause]...]  
{  
  // BLOCK  
}
```

- the current thread creates a task with the following block
- the task is added to a pool of tasks

Clauses :

- **if(expr)** : the task is executed by the current thread if expr=true
- **final(expr)** : sub tasks are integrated to the current task if expr=true
- **untied** : any thread can execute if task is suspended

Synchronization :

- **#pragma omp taskwait** : define a barrier to wait that all sub tasks are achieved



# OpenMP

## Runtime library

### Library :

void omp_set_num_threads(int n) void omp_set_dynamic(int bool) void omp_set_nested(int bool) void omp_set_max_active_levels(int n) void omp_set_schedule(omp_sched_t type, int chunk)	set num of thread at runtime enable dynamic behaviour enable nested parallelism set the max number of nested parallelism level set scheduler parameter
int omp_get_num_threads() int omp_get_dynamic() int omp_get_nested() int omp_get_max_active_levels() void omp_get_schedule(omp_sched_t* type, int* chunk)	get number of available threads check if dynamic behaviour is available check if nested parallelism is available get max nested parallelism level get scheduler features
int omp_get_thread_num() int omp_get_num_procs() int omp_in_parallel() int omp_in_final()	get thread id with team get number of Process Units check if in a parallel section check if in final task

# OpenMP

## Environment variable

Environment variables :

OMP_NUM_THREADS	number of threads for parallel region
OMP_SCHEDULE	define schedule policy
OMP_DYNAMIC	true or false enable runtime adjust num of threads
OMP_NESTED	true or false to activate nested parallelism

# OpenMP

Two types of locks :

### Library functions :

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# Task Programming with TBB

## Introduction to TBB

- Intel Threading Building Blocks
- enabling parallelism in C++ applications and libraries
- provides :
  - generic parallel algorithms,
  - concurrent containers,
  - support for dependency and data flow graphs,
  - thread local storage,
  - a work-stealing task scheduler for task based programming,
  - synchronization primitives,
  - a scalable memory allocator,
  - ...

# Task Programming with TBB

## Generic Parallel Algorithms

- `parallel_for`: map
- `parallel_reduce`, `parallel_scan`: reduce, scan
- `parallel_do`: workpile
- `parallel_pipeline`: pipeline
- `parallel_invoke`, `task_group`: fork-join
- `flow_graph`: plumbing for reactive and streaming apps

# Task Programming with TBB

Principle : Applying generic algorithm C++

## Serial program

```
void SerialApplyFoo( float a[],
                    size_t n )
{
    for( size_t i=0; i!=n; ++i )
        Foo(a[i]);
}
```

## Parallel program

```
include "tbb/tbb.h"
using namespace tbb;
void ParallelApplyFoo( float a[],
                      size_t n )
{
    parallel_for( size_t(0), n,
                 [&]( size_t i )
                 {
                     Foo(a[i]);
                 }
                 );
}
```

# Task Programming with TBB

Principle : Block Range concepts

## Range 1D

```
{  
    using namespace tbb;  
    parallel_for(blocked_range<int>(0,nrows),  
                [&](blocked_range<int> const r)  
                {  
                    for(auto irow=r.begin();irow<r.end();++irow)  
                        for(int j=0;j<ncols;++j){  
                            ...;  
                        }  
                } ) );  
}
```



# Task Programming with TBB

Principle : Block Range concepts

## Range 2D

```
{  
    using namespace tbb;  
    parallel_for(blocked_range2d<int>(0,nrows,0,ncols),  
                [&](blocked_range2d<int> const r)  
                {  
                    for(auto i=r.rows().begin();i<r.rows().end();++i)  
                        for(auto j=r.cols().begin();j<r.cols().end();++j){  
                            ...;  
                        }  
                }  
    } );  
}
```

# Task Programming with TBB

## Principle

### Serial containers

```
extern std::queue<T> MySerialQueue;  
T item;  
if( !MySerialQueue.empty() ) {  
    item = MySerialQueue.front();  
    MySerialQueue.pop_front();  
    ... process item...  
}
```

### Concurrent containers

```
include "tbb/tbb.h"  
using namespace tbb;  
extern concurrent_queue<T>  
MyQueue;  
T item;  
if( MyQueue.try_pop(item) ) {  
    ...process item...  
}
```

# Task Programming with TBB

## Principle

### Task group

```
include "tbb/task_group.h"
using namespace tbb;
int Fib(int n) {    if( n<2 ) {
    return n;
} else {
    int x, y;
    task_group g;
    g.run([&]{x=Fib(n-1);}); // spawn a task
    g.run([&]{y=Fib(n-2);}); // spawn another task
    g.wait(); // wait for both tasks to complete
    return x+y;
} }
```

# Task Programming with TBB

## Principle

### Synchronization

```
Node* FreeList;  
typedef tbb::spin_mutex FreeListMutexType;  
FreeListMutexType FreeListMutex;  
Node* AllocateNode() {  
    Node* n;  
    {  
        FreeListMutexType::scoped_lock lock(FreeListMutex);  
        n = FreeList;  
        if( n ) FreeList = n->next;  
    }  
    if( !n ) n = new Node();  
    return n;  
}
```

# Task Programming with TBB

## Principle

### Synchronization

```
void FreeNode( Node* n ) {  
    FreeListMutexType::scoped_lock lock(FreeListMutex);  
    n->next = FreeList;  
    FreeList = n;  
}
```

# Task Programming with TBB

## Principle

### Atomic operation

```
tbb::atomic<T> x ;  
y = x ; //read the value of x  
x= expr ; //write the value of x, and return it  
x.fetch_and_store(y) ; //do x=y and return the old value of x  
x.fetch_and_add(y) ; //do x+=y and return the old value of x  
x.compare_and_swap(y,z) ; //if x equals z, then do x=y. In either case, return  
old value of x.
```

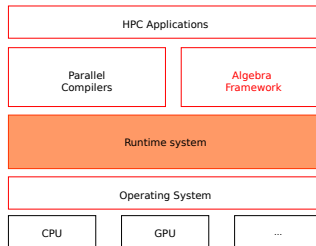
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# Programming and run time system

## State of art

- Within libraries
  - Quark scheduler
  - TBLAS data management
- Within compiling environments:
  - TBB, OpenMP, ...
  - HMPP, PGI, OpenACC, ...
- With emerging standards:
  - OpenCL, OpenACC
- Research Runtime systems:
  - Charm++ (Urbana, UIUC)
  - StarSS, OmpSs (Barcelona, BSC)
  - StarPU (INRIA Bordeaux)
  - HPX (indiana university)





# Parallelism at instruction level

## Introduction to SIMD

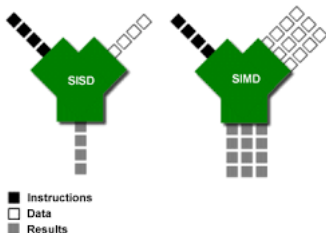


Figure: SIMD principle

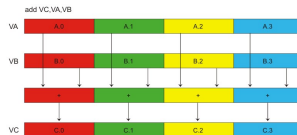


Figure: SIMD ADD operation

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# Parallelism at instruction level

## SIMD with OpenMP

### OPENMP directive

loop : **#pragma omp simd**  
function : **#pragma omp declare simd**

Parameters :

**aligned(list[:])**  
**collapse(n)**  
**reduction(op-id:list)**  
**safelen(length)**  
**simdlen(length)**

### Loop

```
for(int i=0;i<n;++i)
  y[i] = 2.0 * x[i];
double sum = 0. ;
for(int i=0;i<n;++i)
  sum += 2.0 * x[i];
```

### Vectorized Loop

```
#pragma omp simd
for(int i=0;i<n;++i)
  y[i] = 2.0 * x[i];
double sum = 0.;
#pragma omp simd reduction(+:sum) for(int i=0;i<n;++i)
  sum += 2.0 * x[i];
```

# Parallelism with SYCL

## C++ Single-source Heterogeneous Programming for Acceleration Offload

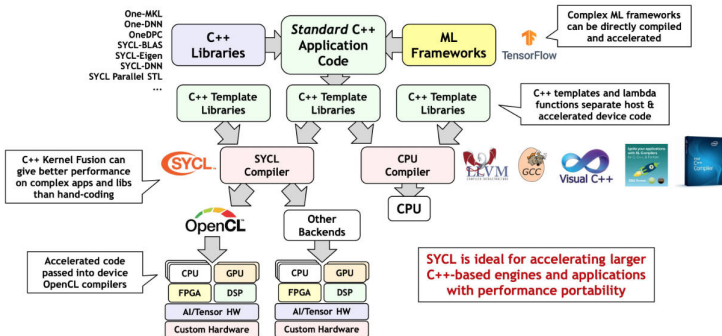


Figure: SYCL principle

# Parallelism with SYCL

## Multiple implementations

- Codeplay  
ComputeCpp
- Intel oneAPI Data  
Parallel C++  
(DPC++)
- hipSYCL
- neoSYCL
- triSYCL

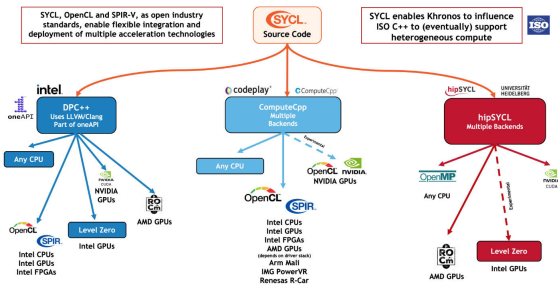


Figure: SYCL implementations

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# Parallelism with SYCL

## Vector Add operation

### Vector Add example

```
#include <iostream>
#include <CL/sycl.hpp>
class vector_addition;
int main(int, char**) {
    cl::sycl::float4 a = { 1.0, 2.0, 3.0, 4.0 };
    cl::sycl::float4 b = { 4.0, 3.0, 2.0, 1.0 };
    cl::sycl::float4 c = { 0.0, 0.0, 0.0, 0.0 };
    cl::sycl::default_selector device_selector;
    cl::sycl::queue queue(device_selector);
    {
        cl::sycl::buffer<cl::sycl::float4, 1> a_sycl(a, cl::sycl::range<1>(1));
        cl::sycl::buffer<cl::sycl::float4, 1> b_sycl(b, cl::sycl::range<1>(1));
        cl::sycl::buffer<cl::sycl::float4, 1> c_sycl(c, cl::sycl::range<1>(1));
        queue.submit(
            [&] (cl::sycl::handler& cgh)
            {
                auto a_acc = a_sycl.get_access<cl::sycl::access::mode::read>(cgh);
                auto b_acc = b_sycl.get_access<cl::sycl::access::mode::read>(cgh);
                auto c_acc = c_sycl.get_access<cl::sycl::access::mode::discard_write>(cgh);
                cgh.single_task<class vector_addition>({
                    [=] ()
                    {
                        c_acc[0] = a_acc[0] + b_acc[0];
                    });
                });
            }
        );
    }
}
```

# Parallelism with SYCL

## SYCL queues

### SYCL Queues

```
cl::sycl::queue queue(default_selector);  
//run on the CPU without runtime  
cl::sycl::queue queue(host_selector);  
// run on CPU with runtime (e.g., OpenCL)  
cl::sycl::queue queue(cpu_selector);  
// run on GPU  
cl::sycl::queue queue(gpu_selector);  
//run on an FPGA or other accelerator  
cl::sycl::queue queue(accelerator_selector);
```

### SYCL Device info

```
// getting num of work group  
auto num_groups = queue.get_device().get_info<cl::sycl::info::device::max_compute_units>();  
// getting the maximum work group size per thread  
auto work_group_size = queue.get_device().get_info<cl::sycl::info::device::max_work_group_size>();  
// building the best number of global thread  
auto total_threads = num_groups * work_group_size;
```



# Parallelism with SYCL

## Memory management

### Manage Data using Buffers

```
// T is a data type, e.d., float
std::vector<T> h_X(length,xval);
sycl::buffer<T,1> d_X { h_X.data(), sycl::range<1> (h_X.size()) } ;
```

### Buffers accessors on remote device

```
queue.submit(
    [&] (cl::sycl::handler& cgh)
    {
        auto r_acc = d_X.get_access<cl::sycl::access::mode::read>(cgh);
        auto w_acc = d_X.get_access<cl::sycl::access::mode::write>(cgh);
        auto wr_acc = d_X.get_access<cl::sycl::access::mode::discard_write>(cgh);
    });
```

# Parallelism with SYCL

## Control device execution

### Control Device Execution

```
queue.submit(
    [&] (cl::sycl::handler& cgh)
    {
        auto r_acc = d_X.get_access<cl::sycl::access::mode::read>(cgh);
        cgh.parallel_for<class nstream>({
            sycl::range<1>(length),
            [=] (sycl::id<1> i)
            {
                auto value = r_acc[i] ;           ...
            });
        cl::sycl::accessor<float,1,cl::sycl::access::mode::read_write,cl::sycl::access::target::local> scratch(cl::sycl::range<1>(local), cgh);
        cgh.parallel_for<class nstream>({
            sycl::nd_range<1>(length,local),
            [=] (sycl::nd_item<1> id)
            {
                auto gid = id.get_global_id(0);
                auto lid = id.get_local_id(0);
                auto value = r_acc[gid] ;
                scratch[lid] = value ;
                ...
            });
    });
queue.wait() ;
```

# TP

## Introduction to Task programming

- TP 1 : Hello word
  - using `std::thread` ;
  - using OpenMP loops ;
  - using OpenMP tasks ;
  - using OpenMP TBB ;
- TP 2 : Matrix Vector product
  - Dense Matrix format ;
  - Sparse Matrix format ;
- TP 3 : LU algorithm
  - Parallel WaveFront pattern
- TP 4 : Image processing
  - Median filter ;
  - Connected Component Labelization