	Parallel Computing
SOURCE: 01	Parallel and Distributed Computing
01	Introduction to Parallel and Distributed Systems and Why We Use It
02	Why Not to Use Parallel and Distributed Computing
03	Speed Up Scalability and Amdhal's Law Part-1
04	Hardware Architecture
05	Networks of Workstations (NOW) and Distributed Memory
06	<u>Computer Clusters</u>
07	Software Architecture and Threads
08	Processes and Message Passing Programming Paradigm
09	<u>Distributed Shared Memory (DSM)</u>
10	Research and Project Topics – Parallel and Distributed Computing
11	<u>Parallel Algorithms</u>
12	Concurrency and Synchronization in Parallel Computing
13	Data and Work Partitioning
14	Parallelization Strategies and Granularity Part-1
15	Parallelization Strategies and Granularity Part-2
16	Load Balancing Characteristics of Tasks Inter-Task Interaction
17	Load Balancing Static and Dynamic Load Balancing
18	Shared Memory Programming
19	Distributed Memory Programming MPI and PVM
20	Aurora Scoped Behavior and Abstract Data Type Aurora Supercomputer
SOURCE: 02	Parallel and Distributed Computing
01	Parallel and Distributed Computing – Introduction
02	Horizontal Vertical Scalability [State of the content of the cont
03	Flynn's Taxonomy (SISD, SIMD, MISD, MIMD)
04	Multithreading, Super-Scalar Processors, Intel HT
05	Shared Memory Architecture CRUI to RAM Connection Stratogies
06 07	CPU to RAM Connection Strategies Distributed Mamary Arabitacture
08	<u>Distributed Memory Architecture</u> Routing, Routing Table, Routing Mechanism
09	Threads and Thread Models
SOURCE: 03	Parallel Computing and Distributed System
01	Parallel Computing and Types of Architecture
02	Flynn's Classification or Taxonomy in Parallel Computing
03	Pipelining Concept
04	Synchronization in Process Distribution System Explained Distributed System and Computing
05	Lamport's Logical Clock Algorithm Explained Distributed System and Computing
06	Bully and Ring Election Algorithm Explained Distributed System and Computing
07	Remote Procedure Call Explained Distributed System and Computing
08	Transparency in Distributed System Distributed System and Computing
09	Load Balancing Algorithm and Design Distributed System and Computing
SOURCE: 04	Parallel Processing and Computing – Advanced Computer Architecture
01	Parallel Processing and Computing Introduction Part-1
02	Parallel Processing and Computing Introduction Part-2 VonNeumann Architecture
03	Parallel Processing in Uniprocessor System Parallel Processing Mechanism
04	Flynn's Classification SISD, SIMD, MISD, MIMD

05	Feng's Classification and Hardler's Classification
06	Amdahl's Law in Parallel Processing Speed Up Performance Law
07	Principles of Scalable Performance Performance Metrics
08	Parallel Processing in Memory Shared Memory Distributed Memory
09	Moore's Law
10	Parallel Algorithms Parallel Algorithm Complexity
11	System Attributes to Performance CPU Performance Evaluation
12	Numerical on System Attribute to Performance Find CPI-MIPS-Execution Time
13	Parallel Programming Models
14	Cache Coherence Cache Coherence Protocols
15	Cache Coherence Protocols Snoopy Bus Protocol
16	<u>Directory Based Protocol Cache Coherence Protocols</u>
17	Conditions of Parallelism Data, Control and Resource Dependence
18	Numerical on Data Dependency and Resource Dependency Part-1
19	Numerical on Data Dependency and Resource Dependency Part-2
20	Bernstein's Conditions of Parallelism Conditions of Parallelism Part-2
21	Numerical on Detection of Parallelism Using Bernstein's Condition
22	Program Flow Mechanisms Control Flow, Data Flow, Demand Driver
23	Pipelining Concept Example Space Time Diagram
24	Linear Pipeline Processor Asynchronous and Synchronous Pipeline vs Non-Pipeline
25	Numerical on Pipelining and Performance Part-1
26	Numerical on Linear Pipelining Part-2
27	Numerical on Linear Pipelining Part-3
28	Non-Linear Pipeline Processor Linear vs Non-Linear Pipeline
29	<u>Classification of Pipeline Processors</u>
30	General Pipeline and Reservation Table Latency Analysis and Conflict-Free Schedule
31	Numerical 1 on Reservation Table Find Forbidden Latency, Collision Vector, Greedy Cycle, MAL
32	Numerical 2 on Reservation Table Find Forbidden Latency, Collision Vector, Greedy Cycle, MAL
33	Numerical 3 on Reservation Table Find Forbidden Latency, Collision Vector, Greedy Cycle, MAL
34	Numerical 4 on Reservation Table Find Forbidden Latency, Collision Vector, Greedy Cycle, MAL
35	Numerical 5 on Reservation Table Find Forbidden Latency, Collision Vector, Greedy Cycle, MAL
36	RISC and CISC in Computer Architecture COA CSA
37	Control Unit in Computer Architecture Control Unit Block Diagram and Types
38	Hardwired Control Unit in Computer Architecture Block Diagram Working COA CSA

Parallel Programming		
SOURCE: 01	Parallel Programming in OpenMP	
01	Introduction to Parallel Programming	
02	Parallel Architectures and Programming Models	
03	<u>Pipelining</u>	
04	Super pipelining and VLIW	
05	Memory Latency	
06	Cache and Temporal Locality	
07	Cache, Memory Bandwidth and Spatial Locality	
08	Intuition for Shared and Distributed Memory Architectures	
09	Shared and Distributed Memory Architectures	
10	Interconnection Networks in Distributed Memory Architectures	
11	OpenMP: A Parallel Hello World Program	
12	Program with Single Thread	
13	Program Memory with Multiple Threads and Multi-Tasking	
14	Context Switching	
15	OpenMP: Basic Thread Functions	
16	OpenMP: About OpenMP	
17	Shared Memory Consistency Models and The Sequential Consistency Model	
18	Race Conditions	
19	OpenMP: Scoping Variables and Some Race Conditions	
20	OpenMP: Thread Private Variables and More Constructs	
21	Computing Sum: First Attempt at Parallelization	
22	Manual Distribution of Work and Critical Sections	
23	<u>Distributing for Loops and Reduction</u>	
24	<u>Vector-Vector Operations (Dot Product)</u>	
25	Matrix-Vector Operations (Matrix-Vector Multiply)	
26	Matrix-Matrix Operations (Matrix-Matrix Multiply)	
27	<u>Introduction to Tasks</u>	
28	Task Queues and Task Execution	
29	Accessing Variables in Tasks	
30	Completion of Tasks and Scoping Variables in Tasks	
31	Recursive Task Spawning and Pitfalls	
32	<u>Understanding LU Factorization</u>	
33	Parallel LU Factorization	
34	<u>Locks</u>	
35	Advanced Task Handling	
36	Matrix Multiplication Using Tasks	
37	The OpenMP Shared Memory Consistency Model	
38	Introduction to Parallel Programming	
39	OpenMP and MPI Course Intro	
40	Parallel Architectures and Programming Models Application Distributed Wiston and Hodeling	
41	Application Distributed Histogram Updation	
42	Application Deep Learning	
43	Applications Finite Element Method	
44	Discussion on PMI Collectives Design	
45	<u>Introduction to MPI and Basic Calls</u>	

46	MPI Calls for Broadcasting Data
47	MPI Call Send and Receive Data
48	MIP Collective and MPI Broadcast
49	MPI Gathering and Scattering Collectives
50	MPI Non-Blocking Calls
51	MPI Reduction and Alltoall Collectives
52	Alltoal on the Hypercube
53	An Improved Algorithm for Altoall on The Hypercube Using E Cube Routing
54	Broadcast and Reduce with Recursive Doubling
55	Characterization of Interconnects
56	D Dimensional Torus
57	Discussion of Message Sizes in Analysis
58	Hockeney Model
59	Hypercube
60	Linear Arrays 2D Mesh and Torus
61	<u>Lower Bounds</u>
62	Pipeline Based Algorithm for Allreduce
63	Pipeline Based Algorithm for Broadcast
64	Reduce Scatter and All Gather with Recursive Doubling
65	Reduce Scatter and All reduce on The Hypercube
66	Revisiting Reduce Scatter on 2D Mesh
67	Scatter and Gather with Recursive Doubling
68	<u>Trees and Cliques</u>
69	Introduction to Parallel Graph Algorithms
70	Prims Algorithm
71	Performance Considerations
72	OpenMP Based Shared Memory Parallelization for MST
73	MPI Based Distributed Memory Parallelization for MST
74	<u>Distributed Memory Settings and Data Distribution</u>
75	<u>Distributed BFS Algorithm</u>
76	Breadth First Search BFS Using Matrix Algebra
77	BFS Shared Memory Parallelization Using OpenMP
78	Sequential Algorithm Adaption from Prims
79	Parallelization Strategy for Prims Algorithm
80	Dry Run with The Parallel Strategy
81	Johnsons Algorithm with 1D Data Distribution
82	Speedup Analysis on A Grid Graph
83	Floyds Algorithm for All Pair Shortest Paths
84	Floyds Algorithm with 2D Data Distribution
85	Adaptation to Transitive Closures
86	Parallelization Strategy for Connected Components
87	Analysis for Parallel Connected Components