

CS6306	PARALLEL PROGRAMMING	L	T	P	EL	CREDITS
		3	0	4	3	6
Prerequisites for the course: NONE						
OBJECTIVES:						
<ul style="list-style-type: none"><li>To identify the scope available for parallel programming over different models</li><li>To identify the challenges in parallel programming</li><li>To develop parallel programs using OpenMP in shared memory</li><li>To develop parallel programs in distributed memory using MPI</li><li>To program heterogeneous processors using CUDA and OPENCL</li></ul>						
MODULE I :		L	T	P	EL	
		3	0	0	3	
Introduction to Parallel Computing –Need for Parallel Computing – Concurrent, Parallel and Distributed Systems – The Von Neumann Architecture – Flynn's Taxonomy						
SUGGESTED ACTIVITIES :						
<ul style="list-style-type: none"><li>EL – Fundamentals of Parallel Computing.</li><li>In Class activity for Conversion of Simple Serial Problem to Parallel Problem</li></ul>						
SUGGESTED EVALUATION METHODS:						
<ul style="list-style-type: none"><li>Assignment problems</li><li>Quizzes</li></ul>						
MODULE II :		L	T	P	EL	
		3	0	4	3	
Parallel Computing Models - ILP, TLP and Data Parallelism – Parallel Programming Overview: Processes, Tasks and Threads - Parallel Programming Models: Shared Memory Programming – Distributed Programming.						
SUGGESTED ACTIVITIES :						
<ul style="list-style-type: none"><li>Flipped classroom and activity</li><li>EL - Basics of Inter Process Communication (IPC)</li><li>Practical - Programs on Interprocess Communication (Shared memory, Message Queue, Pipes)</li></ul>						
SUGGESTED EVALUATION METHODS:						
<ul style="list-style-type: none"><li>Assignment problems</li><li>Quizzes</li></ul>						
MODULE III :		L	T	P	EL	
		3	0	0	3	
Interconnection Networks : Shared Memory Interconnects - Distributed Memory Interconnects – Parallel Software – Identifying Potential Parallelism – Techniques for Parallelizing Programs						
SUGGESTED ACTIVITIES :						
<ul style="list-style-type: none"><li>EL – Basics of Interconnection Networks</li><li>In class activity to identify techniques for parallelizing the program</li></ul>						

<b>SUGGESTED EVALUATION METHODS:</b>				
<ul style="list-style-type: none"> <li>• Assignment problems</li> <li>• Quizzes</li> </ul>				
<b>MODULE IV :</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>EL</b>
	<b>3</b>	<b>0</b>	<b>4</b>	<b>3</b>
Performance: Speedup and Efficiency – Amdahl's Law – Scalability – Parallel Program Design – Writing and Running Parallel Programs.				
<b>SUGGESTED ACTIVITIES :</b>				
<ul style="list-style-type: none"> <li>• EL- Writing simple parallel programs</li> <li>• In class activity for speed and efficiency calculation</li> <li>• Practical - Analyzing and comparing the speedups on serial and parallel programs</li> </ul>				
<b>SUGGESTED EVALUATION METHODS:</b>				
<ul style="list-style-type: none"> <li>• Assignment problems</li> <li>• Quizzes</li> </ul>				
<b>MODULE V :</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>EL</b>
	<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
Challenges of Parallel Programming: Cache Coherence Issues - Memory Consistency Models – Maintaining Memory Consistency – Synchronization Issues.				
<b>SUGGESTED ACTIVITIES :</b>				
<ul style="list-style-type: none"> <li>• Flipped Class room</li> <li>• EL – Basics of cache principles</li> </ul>				
<b>SUGGESTED EVALUATION METHODS:</b>				
<ul style="list-style-type: none"> <li>• Assignment problems</li> <li>• Quizzes</li> </ul>				
<b>MODULE VI:</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>EL</b>
	<b>6</b>	<b>0</b>	<b>8</b>	<b>3</b>
Shared Memory Model: OpenMP Execution Model – Parallel regions – Work Sharing – Data Environment – Synchronization – Reductions – Data Parallelism – Functional Parallelism – Runtime Library Routines– Environment Variables–Performance Improvements.				
<b>SUGGESTED ACTIVITIES :</b>				
<ul style="list-style-type: none"> <li>• EL – Introduction to OpenMP</li> <li>• Practical - Programs on OpenMP and Applications on OpenMP</li> </ul>				
<b>SUGGESTED EVALUATION METHODS:</b>				
<ul style="list-style-type: none"> <li>• Assignment problems</li> <li>• Quizzes</li> </ul>				

<b>MODULE VII:</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>EL</b>
	<b>3</b>	<b>0</b>	<b>4</b>	<b>3</b>
The MPI Programming Model – MPI Basics – Circuit Satisfiability – Global Operations – Collective Operations.				
<b>SUGGESTED ACTIVITIES :</b> <ul style="list-style-type: none"> <li>• EL – Introduction to MPI</li> <li>• Practical - Programs on MPI</li> </ul>				
<b>SUGGESTED EVALUATION METHODS:</b> <ul style="list-style-type: none"> <li>• Assignment problems</li> <li>• Quizzes</li> </ul>				
<b>MODULE VIII:</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>EL</b>
	<b>3</b>	<b>0</b>	<b>4</b>	<b>3</b>
Other MPI Features – Asynchronous Communication – Performance Issues – Combining OpenMP and MPI.				
<b>SUGGESTED ACTIVITIES :</b> <ul style="list-style-type: none"> <li>• Combinations of in Class &amp; Flipped class rooms</li> <li>• EL – Applications of OpenMP and MPI</li> <li>• Practical - Applications on MPI</li> </ul>				
<b>SUGGESTED EVALUATION METHODS:</b> <ul style="list-style-type: none"> <li>• Assignment problems</li> <li>• Quizzes</li> </ul>				
<b>MODULE IX:</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>EL</b>
	<b>3</b>	<b>0</b>	<b>4</b>	<b>3</b>
GPU Architecture – Basics of CUDA – CUDA Threads – CUDA Memories – Synchronization Handling – - Performance Issues - Application Development using CUDA.				
<b>SUGGESTED ACTIVITIES :</b> <ul style="list-style-type: none"> <li>• Flipped classroom</li> <li>• EL – Basics of GPU and Applications of CUDA</li> <li>• Practical - Programs on CUDA</li> </ul>				
<b>SUGGESTED EVALUATION METHODS:</b> <ul style="list-style-type: none"> <li>• Assignment problems</li> <li>• Quizzes</li> </ul>				
<b>MODULE X:</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>EL</b>
	<b>3</b>	<b>0</b>	<b>4</b>	<b>3</b>
Introduction to OpenCL – Benefits of OpenCL- Anatomy of OpenCL – OpenCL Architecture – Application development using OpenCL				
<b>SUGGESTED ACTIVITIES :</b> <ul style="list-style-type: none"> <li>• Mostly in Class</li> <li>• EL – Applications of OpenCL.</li> <li>• Practical - Programs on OpenCL.</li> </ul>				

**SUGGESTED EVALUATION METHODS:**

- Assignment problems
- Tutorial problems

**OUTCOMES:**

**Upon completion of the course, the students will be able to:**

- Point out the fundamental concepts of parallelism
- Discuss the challenges in parallel programming
- Parallelize a serial program and point out the advantages and overheads
- Implement parallel programs with OpenMP and MPI
- Develop parallel programs in a heterogeneous processor using OpenCL and CUDA

**TEXT BOOKS**

1. Peter S. Pacheco, "An Introduction to Parallel Programming", Morgan Kaufmann, 2011.
2. Michael J Quinn, "Parallel Programming in C with MPI and OpenMP", Tata McGraw Hill, 2003.
3. David B. Kirk and Wen-mei W. Hwu, "Programming Massively Parallel Processors", Morgan Kaufmann, 2010.

**REFERENCES:**

1. Ananth Grama, George Karypis, Vipin Kumar and Anshul Gupta, "Introduction to Parallel Computing", Second Edition, Pearson Education Limited, 2003.
2. John L. Hennessy and David A. Patterson, "Computer Architecture – A Quantitative Approach", Morgan Kaufmann / Elsevier Publishers, 5th. Edition, 2012.
3. Ian Foster, "Designing and Building Parallel Programs: Concepts and Tools for Parallel Software Engineering", Addison Wesley Longman Publishing Co., USA, 1995.
4. David E. Culler, Jaswinder Pal Singh, Anoop Gupta, "Parallel Computing Architecture: A Hardware/Software Approach", Morgan Kaufmann / Elsevier Publishers, 1999.
5. OpenMP Programmer's Manual.
6. MPI Programmer's Manual
7. "Introduction to OpenCL Programming", AMD, 2010.

**EVALUATION PATTERN:**

Category of Course	Continuous Assessment	Mid – Semester Assessment	End Semester
Theory Integrated with Practical	15(T) + 25 (P)	20	40

**CO - PO Mapping:**

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	✓		✓			✓						✓
CO2	✓	✓	✓	✓		✓				✓	✓	✓
CO3	✓	✓	✓	✓	✓	✓			✓	✓		✓
CO4	✓	✓	✓	✓	✓				✓	✓		✓
CO5	✓	✓	✓	✓	✓				✓	✓		✓