# Unit 2.1: Understanding Parallelism

Video lesson 3: Speed-up and efficiency

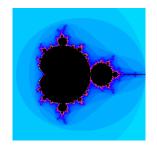
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## Motivation: Mandelbrot set



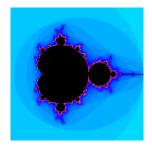
• The Mandelbrot set is the set of complex numbers p in a delimited two-dimensional space for which the sequence  $z_{n+1}=z_n^2+p$  (starting with  $z_0=0$ ):

$$p, p^2 + p, (p^2 + p)^2 + p, ((p^2 + p)^2 + p)^2 + p, \dots$$

fulfils  $|z_{\infty}| < 2$ 



## Motivation: Mandelbrot set



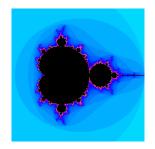
```
n = 0; z.real = z.imag = 0;
do {
  temp = z.real*z.real - z.imag*z.imag + p.real;
  z.imag = 2*z.real*z.imag + p.imag;
  z.real = temp;
  norm_sq = z.real*z.real + z.imag*z.imag;
} while (norm_sq < (2*2) && ++n < max);</pre>
```

limiting the exploration of the sequence up to a maximum number of steps (n < max)





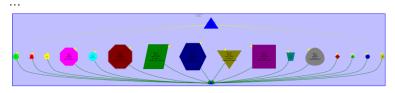
## Motivation: Mandelbrot set



• The plot of the Mandelbrot set is created by coloring each point p in the complex plane according to the number of steps n (dark in the plot above if (n=max)



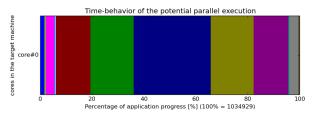
- Assume a task corresponds with the computation of the previous recurrence for a set of consecutive rows of the two-dimensional space
- Embarrassingly parallel decomposition of the problem in tasks



... but heavily unbalanced in terms of computational load



 If we execute the tasks generated in a machine with a single processor ...

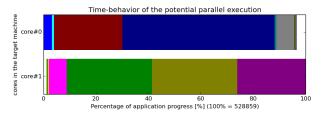


the execution time is  $T_1=1034929,\,\mathrm{which}$  we will take as reference time for the sequential execution





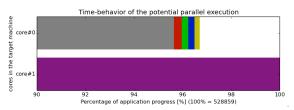
• What if we execute with 2 processors?



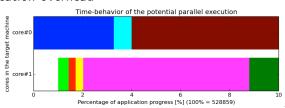
resulting in an execution time of  $T_2=528859$  time units, 1.95 times faster than the sequential execution



#### Load unbalance

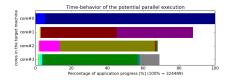


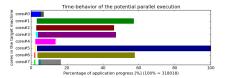
#### Task creation overhead

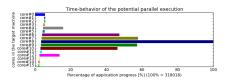












 $T_4 = 324489, 3.18$  times faster

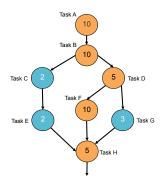
 $T_8 = 318018, 3.25 \text{ times faster}$ 

 $T_{16} = 318018, 3.25 \text{ times faster}$ 

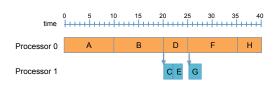




## Execution time bounds on P processors



- $T_p$  = execution time on P processors
- Task scheduling: how are tasks assigned to processors? For example:

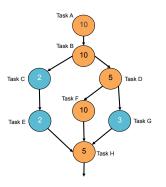


- Lower bounds
  - $T_p \ge T_1/P$
  - $T_p \ge T_\infty$



## Speed-up

Speedup  $S_p$ : relative reduction of the sequential execution time when using P processors



- In this example:

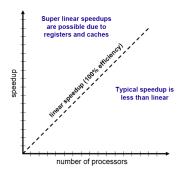
$$T_2 = 40$$
,  $S_2 = 47/40 = 1.175$ 





## Scalability and efficiency

- Scalability: how the speed-up evolves when the number of processors is increased
- Efficiency:  $E_p = S_p \div P$

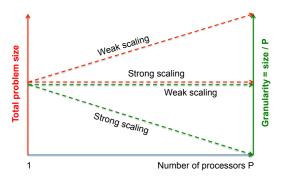




## Strong vs. weak scalability

Two usual scenarios to evaluate the scalability of one application:

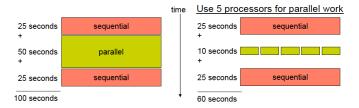
- Increase the number of processors P with constant problem size (strong scaling  $\rightarrow$  reduce the execution time)
- Increase the number of processors P with problem size proportional to P (weak scaling  $\rightarrow$  solve larger problem)







Performance improvement is limited by the fraction of time the program does not run in fully parallel mode

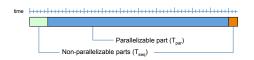


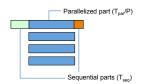
- ullet Parallel part is 5 times faster:  $Speedup_{parallel\_part} = 50/10 = 5$
- Parallel version is just 1.67 times faster:  $S_p=100/60=1.67$ ,  $E_p=1.67/5=0.33$





Assume the following simplified case, where the parallel fraction  $\varphi$  is the fraction of time the program can run in parallel





$$T_1 = T_{seq} + T_{par}$$
$$\varphi = T_{par}/T_1$$

$$T_1 = (1 - \varphi) \times T_1 + \varphi \times T_1$$

$$\begin{split} T_P &= T_{seq} + T_{par}/P \\ T_P &= (1-\varphi) \times T_1 + (\varphi \times T_1/P) \end{split}$$





From where we can compute the speed–up  $S_P$  that can be achieved as

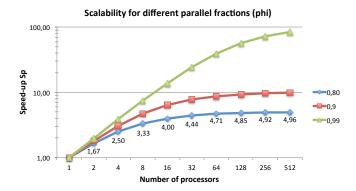
$$S_p = \frac{T_1}{T_p} = \frac{T_1}{(1 - \varphi) \times T_1 + (\varphi \times T_1/P)}$$
$$S_p = \frac{1}{((1 - \varphi) + \varphi/P)}$$

Two particular cases:

$$\varphi = 0 \to S_p = 1$$
  
 $\varphi = 1 \to S_p = P$ 







When  $P \to \infty$  the expression of the speed-up becomes

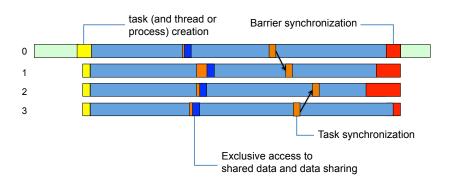
$$S_{\infty} \to \frac{1}{(1-\varphi)}$$





#### Sources of overhead

Parallel computing is not for free, we should account overheads (i.e. any cost that gets added to a sequential computation so as to enable it to run in parallel)

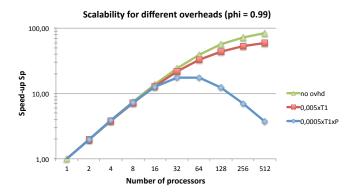






## Amdahl's law (with constant and linear overheads)

$$T_p = (1 - \varphi) \times T_1 + \varphi \times T_1/p + overhead(p)$$

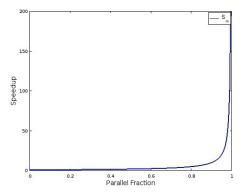






## Conclusions of Amdahl's Law

Amdahl's Law can be overly pessimistic:



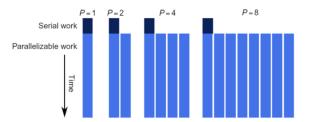
• Parallel processing might not be worthwhile if there is a large amount of inherently sequential code.





## However, often in practice . . .

- The goal of applying parallelism is to increase the accuracy of the solution that can be computed in a fixed amount of time.
  - ightarrow Treat time as constant and let problem size increase with P.
- The serial part grows slowly or remains fixed
  - $\rightarrow$  It's proportion gets reduced as the problem size increases.



 Speedup grows as workers are added and the problem size is increased. (Weak Scaling).





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