

Parallel Languages and Platforms

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Logistics

Today

- ▶ Finish Applications
- ▶ Parallel Languages and Platforms

Assignments

- ▶ Questions on A2?
- ▶ A3 Canceled: all students who take Final Exam or **Submit A2** will get +10% for A3*

Schedule

Mon 12/13	Applications Parallel Languages
Wed 12/15	Review A2 Due Course Evals Due
Fri 12/17	A2 Late Deadline
Mon 12/20	Final Exam 1:30-3:30pm Lecture Location

* Originally was “take Final Exam” but added “submit A2”

Course Feedback

Official Student Rating of Teaching (SRTs)

- ▶ Official UMN Evals are done online this semester
- ▶ Available here: <https://srt.umn.edu/blue>
- ▶ **EVALUATE YOUR LECTURE SECTION: 001**
- ▶ **Due** Wed 12/15/2021 by 9:45am
- ▶ Response Rate $\geq 80\%$ \rightarrow One Final Exam Question Revealed during lecture on 12/15

Menagerie of Parallel Languages and Platforms

Distributed Memory Only

Erlang, Map+Reduce / Hadoop, Job Schedulers

Shared Memory Only

Cilk, Clojure

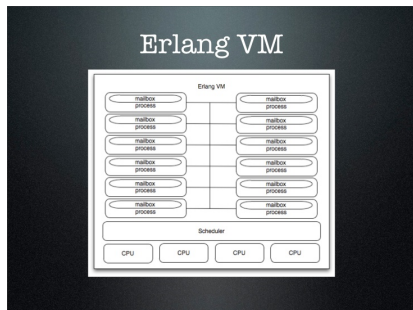
Distributed + Shared

Unified Parallel C, Chapel

Device Concurrency / GPUs

CUDA / OpenCL, OpenACC

Erlang



Source

- ▶ Developed for distributed computation, telephony systems
- ▶ Virtual machine which mirrors many OS functions
- ▶ Process spawn to create *lightweight* procs
- ▶ send/receive clauses to share information among processes
- ▶ Facilities to contact a remote Erlang VM and talk to its processes

Erlang Sample straight from Wikipedia

```
% Create a process on this machine and invoke the function
%   web:start_server(Port,MaxConnections)
```

```
ServerProcess = spawn(web, start_server, [Port, MaxConnections]),
```

```
% Create a remote process and invoke the function
%   web:start_server(Port, MaxConnections)
% on machine RemoteNode
```

```
RemoteProcess = spawn(RemoteNode, web, start_server, [Port, MaxConnections]),
```

```
% Send a message to ServerProcess (asynchronously). The message
% consists of a tuple with the atom "pause" and the number "10".
```

```
ServerProcess ! {pause, 10},
```

```
% Receive messages sent to this process
```

```
receive
```

```
    a_message -> do_something;
```

```
    {data, DataContent} -> handle(DataContent);
```

```
    {hello, Text} -> io:format("Got hello message: ~s", [Text]);
```

```
    {goodbye, Text} -> io:format("Got goodbye message: ~s", [Text])
```

```
end.
```

Erlang's Nature and Target

- ▶ Syntax and semantics are somewhat odd/archaic but can be “gotten used to”
- ▶ Targeted at client server architectures, computation distributed across many nodes
- ▶ Well known for robustness of the VM, fault-tolerance features to keep application going if participating nodes go down
- ▶ Not targeted at high-performance computation / scientific problems, more towards business, IT, web services

MapReduce (or more properly Map, Shuffle, Reduce)

- ▶ A style of programming, inspired by functional programming

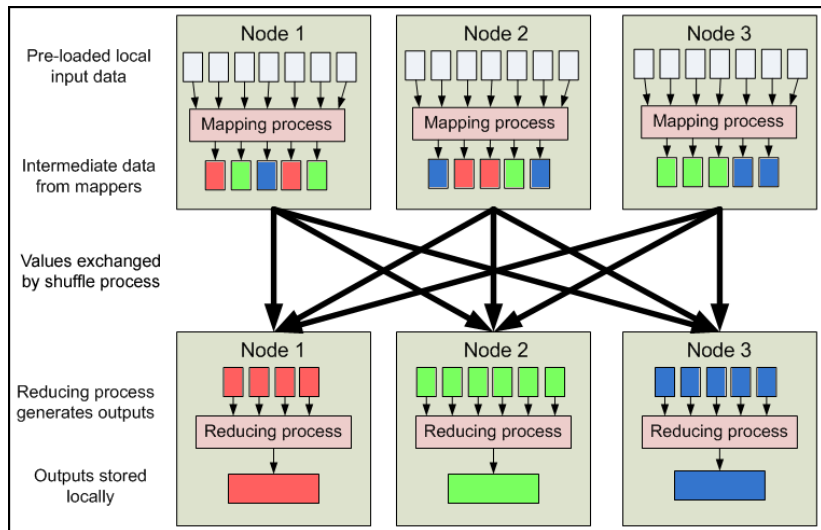
```
(def doub-sum (reduce + 0 (map double '(1 2 3 4 5))))
```
- ▶ Targeted at big data: large distributed stores of data
 - ▶ Map: Transform / filter data in some way
 - ▶ Shuffle: Move data with same properties to same node
 - ▶ Reduce: Combine results on individual nodes

Fault-tolerance

by @jrecursive



Basic Architecture of MapReduce



Source: Yahoo Developer Tutorial on MapReduce

Shameless Wikipedia Example: Document Word Counts

Pseudocode

```
function map(String name,
               String document):
    // name: document name
    // document: document contents
    for each word w in document:
        emit (w, 1)

function reduce(String word,
                 Iterator partialCounts):
    // word: a word to count
    // partialCounts: list of
                    partial counts

    sum = 0
    for each pc in partialCounts:
        sum += pc
    emit (word, sum)
```

- ▶ Goal: produce frequency of each word in a document
- ▶ Nodes are each fed the document
- ▶ During `reduce()` *emit* pairs like ("apple",1) and ("Dell",1)
- ▶ System automatically sends pairs with key apple to the same nodes (redistribute)
- ▶ Nodes run `reduce()` to count apple occurrences, may redistribute further

Variety of Languages for MapReduce Framework

```
public static class MapClass extends MapReduceBase
    implements Mapper<LongWritable, Text, Text, IntWritable>
{
    private final static
        IntWritable one = new IntWritable(1);
    private Text word = new Text();
    public void
        map(LongWritable key, Text value,
            OutputCollector<Text, IntWritable> output,
            Reporter reporter) throws IOException
    {
        String line = value.toString();
        StringTokenizer itr = new StringTokenizer(line);
        while (itr.hasMoreTokens()) {
            word.set(itr.nextToken());
            output.collect(word, one);
        }
    }
}

public static class Reduce extends MapReduceBase
    implements Reducer<Text, IntWritable, Text, IntWritable>
{
    public void
        reduce(Text key, Iterator<IntWritable> values,
            OutputCollector<Text, IntWritable> output,
            Reporter reporter) throws IOException
    {
        int sum = 0;
        while (values.hasNext()) {
            sum += values.next().get();
        }
        output.collect(key, new IntWritable(sum));
    }
}
```

Code for Word Frequencies
in a Document

← [Java \(Source\)](#)

[Pig Latin ↓ \(Source\)](#)

```
A = load './input.txt';
B = foreach A generate
    flatten(TOKENIZE((chararray)$0))
    as word;
C = group B by word;
D = foreach C generate COUNT(B), group;
store D into './wordcount';
```

MapReduce Framework Notes

- ▶ Primary contribution of implementations is distributing load across many machines efficiently
- ▶ When machines both store some data and participate in MapReduce, gain locality for speed
- ▶ Alternative to large database processing, may open up opportunities for parallelism to avoid read/write locks in traditional DBs
- ▶ Most frequently referenced implementation is Apache Hadoop



But other implementations exist, some proprietary

- ▶ All implementation implement a MapReduce server/scheduler to which jobs are submitted

```
> javac MRWordCount.java
> java MRWordCount &
> bin/hadoop job -list
1 jobs currently running
```

JobId	State	StartTime	UserName
job_0001	1	1218506470390	kauffman

Job Schedulers

- ▶ Has long been the need for many parallel jobs to be run on individual systems/clusters
- ▶ Job schedulers offer frameworks for this: submit many programs to run, scheduler assigns resources
- ▶ `slurm`: a common scheduler used for instance on [MSI systems](#)
- ▶ Generic form of easy concurrency for variety of different programs, resources etc.

A sample `slurm` job submission script from MSI

```
#!/bin/bash -l
#SBATCH --time=8:00:00
#SBATCH --ntasks=8
#SBATCH --mem=10g
#SBATCH --tmp=10g
#SBATCH --mail-type=ALL
#SBATCH --mail-user=sample_email@umn.edu
cd ~/program_directory
module load intel
module load ompi/intel
mpirun -np 8 program_name < inputfile \
                                     > outputfile
```

Cilk and CilkPlus (supported in gcc/g++)

- ▶ [Tutorial Here](#)
- ▶ Extensions to C/C++ which enable easy spawning of threads (*strands*) to run functions concurrently
- ▶ Primary Additions are keywords to easily spawn functions

```
// Run func concurrently - separate thread
```

```
int x = cilk_spawn func(n);
```

```
...
```

```
// Wait for all running functions to finish
```

```
cilk_sync;
```

```
// Compile with cilk features enabled
```

```
> gcc -fcilkplus cilk-fib.c
```

- ▶ Examine: `cilk-fib.c`
- ▶ Contrast with PThread startup
- ▶ Alas, [Cilk dropped from gcc](#)

Clojure and Software Transactional Memory

- ▶ A lisp which runs on the Java Virtual Machine



- ▶ Design Goal: allow shared memory parallelism
- ▶ Realization:
 - ▶ Each data element has well-defined local/shared semantics
 - ▶ Data is immutable by default
 - ▶ Provides atom data types for atomic alterations
 - ▶ Other alterations to shared resources occur in dosync blocks
 - ▶ Software Transactional Memory (STM) system: try changing a shared area, if it changes, try again with the new current value
- ▶ Runs as an executable JAR

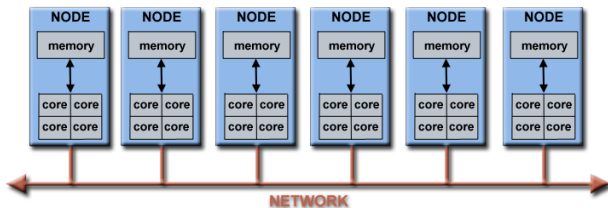
```
> java -jar clojure-1.8.0.jar
Clojure 1.8.0
user=> (def x (atom 0))
#'user/x
user=> x
#object[clojure.lang.Atom 0x6c372fe6 {:status :ready, :val 0}]
user=> @x
0
```

Picalc in Clojure

```
;; Serial version with atomic updates
(defn calc-pi-atoms [iterations]
  (let [hits (atom 0)]
    (dotimes [i iterations]
      (let [x (rand) y (rand)]
        (if (<= (+ (* x x) (* y y)) 1)
          (swap! hits inc))))
    (double (* (/ @hits iterations) 4))))

;; Parallel version with atomic updates
(defn calc-pi-atoms [iterations nthreads]
  (let [hits (atom 0)]
    (doall (pmap ; parallel map, force evaluation
              (fn [x]
                (dotimes [i (/ iterations nthreads)]
                  (let [x (rand) y (rand)]
                    (if (<= (+ (* x x) (* y y)) 1)
                      (swap! hits inc))))
              (range nthreads))) ; map onto number of threads
    (double (* (/ @hits iterations) 4))))
```


Common HPC Parallel Platform



- ▶ Similar config to medusa cluster we used
- ▶ Cluster of machines, each with multiple cores
- ▶ Options to program:
 - ▶ Serial execution on each core/machine
 - ▶ Parallel shared memory execution on each machine
 - ▶ Parallel distributed memory execution on each core
 - ▶ **Mixed**: Distributed/Shared parallel execution



Mixing MPI
and OpenMP

Unified Parallel C (requires special compiler)

- ▶ Extensions to the C language
- ▶ Aimed at BOTH shared memory and distributed memory
- ▶ Automatic THREADS and id MYTHREAD variables
- ▶ Thread is more generalized: might be same machine (shared) or different machine (distributed)
- ▶ Shared memory blocks
`shared int all_hits[THREADS];`
Access like `int x = all_hits[1];` will work locally (shared) or via MPI-style message passing if remote (distributed)
- ▶ Compiler/runtime automatically sets up sharing
- ▶ Standard locks
- ▶ Automatic loop parallelization via `upc_forall(..)` with some *affinity* control: which thread executes which iteration
- ▶ Control over layout of shared blocks of memory: which thread gets what section
- ▶ Examine `upc-shared-picalc.c`