

# Introduction to Parallel Computing

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# Logistics

## Reading

Grama Ch 1

## Goals

- ▶ Motivate: Parallel Programming
- ▶ Overview concepts a bit
- ▶ Discuss course mechanics

## Assignment 1

- ▶ Post Tomorrow
- ▶ Due at end of next week
- ▶ Basic theory / terminology

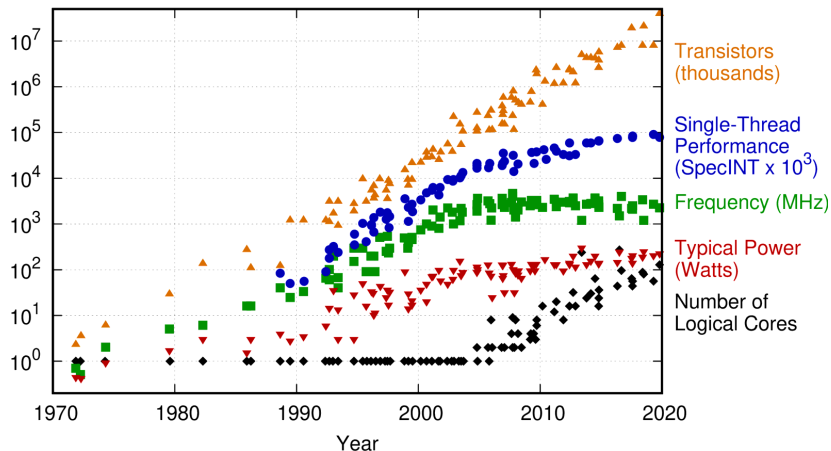


# How Small are Transistors?

- ▶ Recent Intel CPUs uses a 14 nanometer manufacturing process
- ▶ Distance between memory units in the processor is about 28 nanometers
- ▶ A hard sphere radius of a hydrogen Atom is about 0.11 nanometers
- ▶ About 255 **atoms** apart - weird things start happening at that scale
- ▶ The term “X-nanometer process” is not a true standard but the point is manufacturers continue increase Transistor Density

# Moore's Law Alive and Well

48 Years of Microprocessor Trend Data

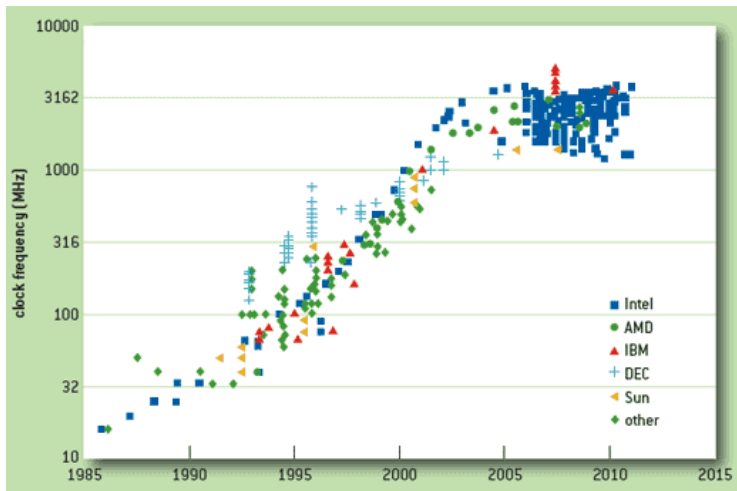


Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten  
New plot and data collected for 2010-2019 by K. Rupp

Source: [karlrupp / microprocessor-trend-data on Github](#)

- ▶ Still get more transistors (yay!)
- ▶ Clock Frequency & Single CPU Speed is stalling (boo!)

# Similar Plot on Processor Speed



Source: Danowitz et al

- ▶ CPU speed isn't getting faster these days
- ▶ Fastest Dell Speed I found was 4.8 GhZ on "Turbo" (my laptop caps at 3.4 GhZ)

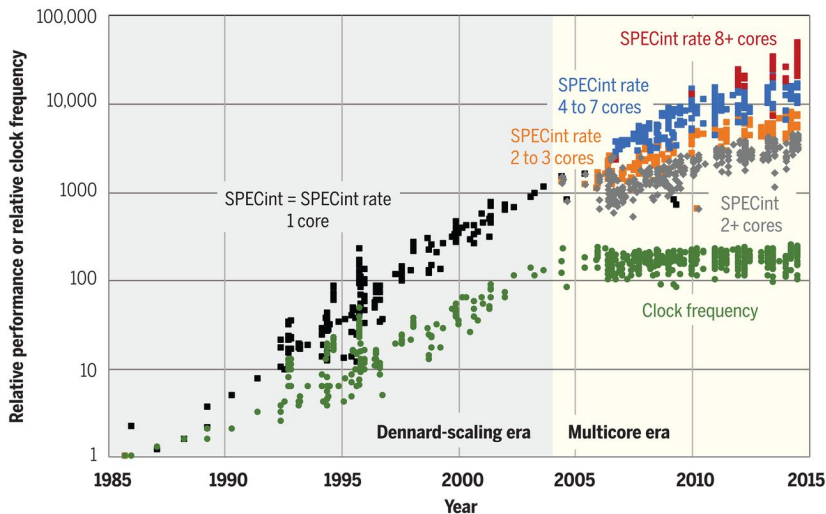
# Today's Processors

## Mini-Parallel Computer

- ▶ Multiple independent processors
  - ▶ 1 CPU comes with several "Cores" - independent identical processing units
  - ▶ Cores share some resources like Cache Memory / Communications hardware on the CPU
- ▶ Can add 2 or 4 or 8 numbers independently
- ▶ Can actually run multiple programs simultaneously



# Performance is Moving to Parallel



Source: There's plenty of room at the Top: What will drive computer performance after Moore's law? by Leiserson et. al, Science 2020



# Multitasking

## multitask (verb)

To use the restroom and brush your teeth at the same time.

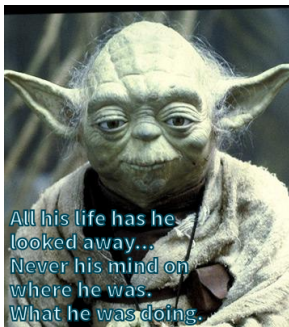
*I was late for work today so I had to multitask!*

- ▶ [Urban Dictionary Definition 2 by sasm](#)

## Questions

- ▶ Do humans multitask and if so how?
- ▶ What kinds of things can humans multitask?
- ▶ Are you a good multitasker?
- ▶ How do humans get a big job done faster?

# Focus



The students in the first experiment who were asked to multitask averaged 11 per cent lower on their quiz.

The students in the second experiment who were surrounded by laptops scored 17 per cent lower.

*Laptop use lowers student grades, experiment shows, The Canadian Press, 8-14-2013*  
Original Paper by Sana et al

# Computers and Multitasking

- ▶ How do computers multitask?
- ▶ Can a single CPU computer multitask?
- ▶ What are the advantages/disadvantages of this?
- ▶ What might drive one to write a parallel program?

# Parallelism Shows Up a Lot in Computing

## Low-level/hardware parallelism

- ▶ CPU Instructions,
- ▶ VLIW: Very Long Instruction Word
- ▶ Multi-media CPU instructions
- ▶ Graphics and GPU instructions
- ▶ CPU Pipelines
- ▶ Memory subsystem
- ▶ I/O controller

Some of these can be controlled via assembly language choices, others are implicit in the hardware and only indirectly controllable by a programmer.

- ▶ We will touch at times on **Vector Instructions** that to perform the same calculation on several pieces of data
- ▶ We will focus on **Programmatic Parallelism**: writing code that is parallel at a higher level

# Motivation: Faster, Bigger

## Google's Index of Web Pages

Item	Size/Count	Source
Number of Pages in Google's Index	X00,000,000,000	(1)
Total number of Google servers	2,500,000	(2)
Total size of Google's index data	100,000,000 GB	(1)

(1) [Google: How Search works](#)

(2) [Wikip: Google Data Centers \(2016\)](#)

## Questions to Consider

- ▶ How does Google rank web pages?
- ▶ What algorithm is used?
- ▶ Could you run it on your laptop?

# Primary Motivation for Parallel Computing

Use multiple processors to...

- ▶ **Speedup**: solve the same size problem in less time
- ▶ **Sizeup**: solve a larger problem in the same time

**EXAMPLE:** A *serial* program takes 100 seconds to perform a calculation on a 10MB input image file.

## Speedup

- ▶ 2 processors should finish the 10MB calculation in 50 seconds
- ▶ Right? .... right?
- ▶ Just like two people can bake a cake twice as fast as a single person...

## Sizeup

- ▶ 2 processors should finish a 20MB file calculation in 100 seconds
- ▶ Right? .... right?
- ▶ Just like 2 ovens can handle a double-sized cake...

## Exercise: Scan for Max Serial vs Parallel

- ▶ Have an array of large size  $N$  with numbers in it
- ▶ Want to find the maximum number

```
# Find max serially
# ON CPU 0
my_max = arr[0]
for i=1 to N-1:
    if my_max < arr[i]:
        my_max = arr[i]
done
return my_max
```

If you were allowed both CPU 0 **and** CPU 1, how could you make this go faster?

State any assumptions you make about how CPU 0 & 1 interact / access data in `arr[]`.

## Answers: Scan for Max

*Assumption: both CPUs can access all of arr[]*

```
# ON CPU 0
```

```
my_max = arr[0]
```

```
for i=1 to N/2-1:
```

```
    if my_max < arr[i]:
```

```
        my_max = arr[i]
```

```
done
```

```
other_max = receive number
```

```
            from CPU 1
```

```
if other_max > my_max:
```

```
    my_max = other_max
```

```
return my_max
```

```
# ON CPU 1
```

```
my_max = arr[N/2]
```

```
for i=N/2+1 to N-1:
```

```
    if my_max < arr[i]:
```

```
        my_max = arr[i]
```

```
done
```

```
send my_max to CPU 0
```

Final comparison steps cannot be parallelized - creates a limit (albeit mild) on how much can be done in parallel.



# Amdahl's Law and the Cost of Coordination

Likely that Parallel Max version completes in around 50% of time of the Serial Max, but never quite a perfect 2X speedup. This has a formalization.

## Amdahl's Law

Speedup is limited by the portion of the program that can be parallelized and the degree to which that portion can be parallelized

- ▶ Amdahl's law states that can get close to linear speedup but its never perfect
- ▶ All algorithms will contain some serial portion that cannot be parallelized
- ▶ All parallel algorithms feature some communication overhead that is not present in serial versions

Will study this and algorithm in more detail later

# Speed to Completion Matters

# Concurrency and Parallelism

## StackOverflow Questions

Concurrency vs Parallelism - What is the difference?

## Accepted Answer (RichieHindle)

**Concurrency** is when two or more tasks can start, run, and complete in overlapping time periods. It doesn't necessarily mean they'll ever both be running at the same instant. Eg. multitasking on a single-core machine.

**Parallelism** is when tasks literally run at the same time, eg. on a multicore processor.

## Implications

*Concurrent*  $\implies$  *Parallel*: A concurrent program does not need to be run in parallel.

*Parallel*  $\implies$  *Concurrent*: A parallel program had better deal with concurrency issues.

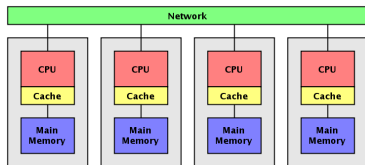
# What We Will Discuss

- ▶ Low latency parallel computers
- ▶ General hardware/network architectures of parallel computers
- ▶ Distributed memory parallel computers
  - ▶ Message Passing Interface (MPI)
- ▶ Shared Memory parallel computers
  - ▶ Interprocess Communication
  - ▶ OpenMP
  - ▶ POSIX Threads
- ▶ Co-processor Parallelism such as in GPUs
  - ▶ CUDA for NVIDIA GPU programming
- ▶ Analyzing Parallel Algorithms
- ▶ Parallelizing Classic Algorithms
  - ▶ Matrix Ops
  - ▶ Sorting
- ▶ *Scientific computing angle*

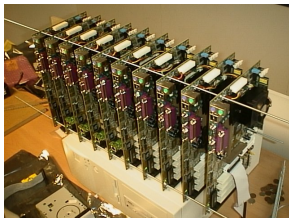
# General Arrangement of Topics

## Weeks 1-7

- ▶ Basics + Theory
- ▶ Distributed Memory



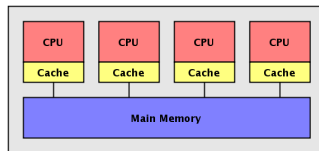
Source: Kaminsky/Parallel Java



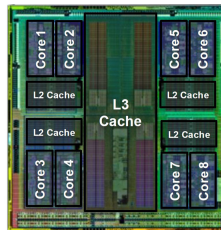
Source: ClusterComputer.com

## Weeks 8-12

- ▶ Shared Memory
- ▶ GPGPU / CUDA Programming



Source: Kaminsky/Parallel Java



# What We Won't Discuss

- ▶ General Networking (CSCI 4211/5211)
- ▶ Server/Client Model for Web Programming (CSCI 4131)
- ▶ Deep Dive into Parallel Hardware (CSCI 5204)
- ▶ Graphics applications for GPUs (CSCI 4611 / 5607+8)
- ▶ Distributed/Grid Computing (CSCI 5105 / 5751)

# Course Mechanics

Mull over the syllabus linked to our Canvas Page

Look for

- ▶ Contact info
- ▶ GTA
- ▶ Textbook
- ▶ Weights / Grading Scheme
- ▶ Hot Seats / Bonus Cards

Schedule of topics and lecture materials:

[https:](https://www-users.cse.umn.edu/~kauffman/5451/schedule.html)

[//www-users.cse.umn.edu/~kauffman/5451/schedule.html](https://www-users.cse.umn.edu/~kauffman/5451/schedule.html)

# Assignments and Hardware

- ▶ Assignments are 50% of your grade
- ▶ Combination of writing and programming
- ▶ Programming mostly in **C in a Linux environment**
  - ▶ If you have never programmed in C before, begin studying it **intensively** or drop the course
  - ▶ If syntax like `malloc()` or `int *p = &s.field;` is unfamiliar, begin reviewing **intensively**
  - ▶ If unfamiliar with `make` and command line, **get familiar quick**
  - ▶ Consult me during office hours if in doubt
- ▶ Getting a parallel cluster set up for you to use on CSE Labs
- ▶ Assignments will allow work in Pairs of students
- ▶ 5 Assignments roughly on
  1. Basics + Theory
  2. MPI Coding + Analysis
  3. PThreads Coding + IPC
  4. OpenMP Shared Memory Coding
  5. CUDA / GPGPU coding



# Exams Small and Large

## Mini-Exams: 4 scheduled, 40% of grade

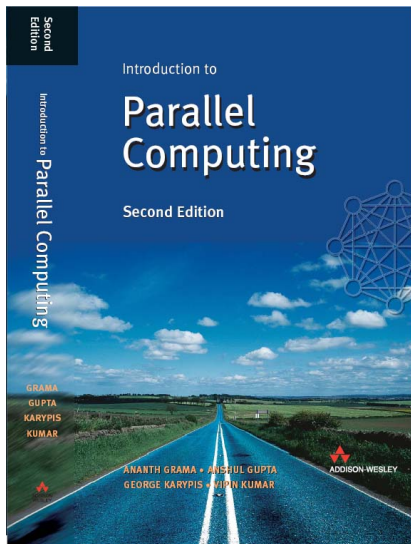
- ▶ Between a quiz and a midterm exam in length
- ▶ 30 minutes during lecture
- ▶ 1 page, front and back
- ▶ Topics will cover stuff from lecture, assignments, readings
- ▶ Will work practice problems in class preceding them

## Final Exam: 2 hours, 10% of grade

## Open Resource Exams

Unless otherwise specified, exams are open resource: use notes, compiler, code, slides, textbook. No googling, browsing, communication, cheating

# Reading For Next Time



## Grama Ch 2: Parallel Programming Platforms