

# HPC & Parallel Programming

## Start from An Example

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<https://kevinsuo.github.io/>

# An example of HPC & Parallel Programming: Matrix Multiplication

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$$\begin{array}{c} \vec{a_1} \rightarrow \\ \vec{a_2} \rightarrow \end{array} \begin{array}{c} \vec{b_1} \quad \vec{b_2} \\ \downarrow \quad \downarrow \end{array} \begin{array}{c} \begin{bmatrix} 1 & 7 \\ 2 & 4 \end{bmatrix} \cdot \begin{bmatrix} 3 & 3 \\ 5 & 2 \end{bmatrix} = \begin{bmatrix} \vec{a_1} \cdot \vec{b_1} & \vec{a_1} \cdot \vec{b_2} \\ \vec{a_2} \cdot \vec{b_1} & \vec{a_2} \cdot \vec{b_2} \end{bmatrix} \\ A \qquad \qquad B \qquad \qquad \qquad C \end{array}$$



# Matrix multiply

<https://github.com/kevinsuo/CS7172/blob/master/matrix.c>

```
int main()
{
    initMatrix();

    double time_spent = 0.0;
    clock_t begin = clock();

    matrixMultiply();

    clock_t end = clock();
    time_spent += (double)(end - begin) / CLOCKS_PER_SEC;
    printf("Time elapsed is %f seconds", time_spent);

    return 0;
}
```



# Matrix multiply

<https://github.com/kevinsuo/CS7172/blob/master/matrix.c>

```
#include <stdio.h>
#include <time.h>
#include <stdlib.h>
#define N 1000

double A[N][N], B[N][N], C[N][N];

void initMatrix()
{
    int i, j = 0;
    for (i = 0; i < N; i++) {
        for (j = 0; j < N; j++) {
            A[i][j] = rand() % 100 + 1; //generate a number between [1, 100]
            B[i][j] = rand() % 100 + 1; //generate a number between [1, 100]
        }
    }
}
```

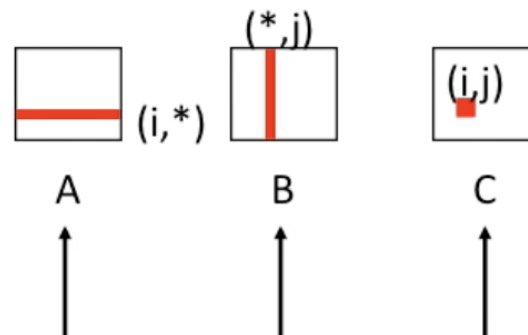


# Matrix multiply

<https://github.com/kevinsuo/CS7172/blob/master/matrix.c>

```
void matrixMultiply() {  
    int i, j, k = 0;  
    for (i = 0; i < N; i++) {  
        for (j = 0; j < N; j++) {  
            for (k = 0; k < N; k++) {  
                C[i][j] += A[i][k] * B[k][j];  
            }  
        }  
    }  
}
```

Inner loop:



Row-wise

Column-  
wise

Fixed



# Matrix multiply

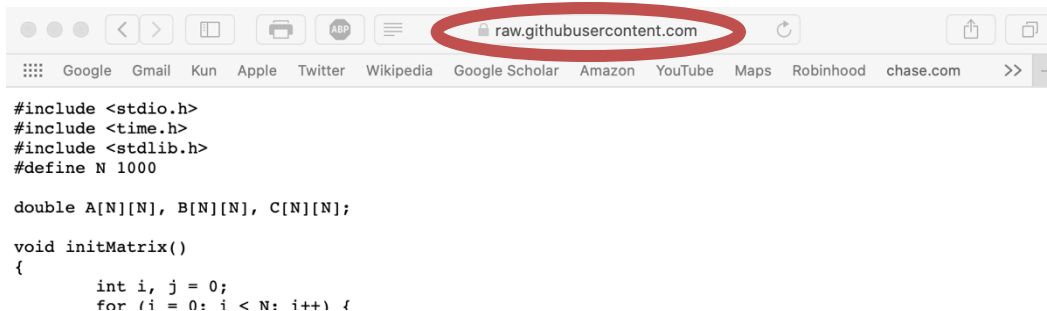
<https://github.com/kevinsuo/CS7172/blob/master/matrix.c>

1. 



```
46 lines (36 sloc) | 775 Bytes
1  #include <stdio.h>
2  #include <time.h>
3  #include <stdlib.h>
4  #define N 1000
5
6  double A[N][N], B[N][N], C[N][N];
7
8  void initMatrix()
9  {
10     int i, j = 0;
11     for (i = 0; i < N; i++) {
12         for (j = 0; j < N; j++) {
13             A[i][j] = rand() % 100 + 1; //generate a number between [1, 100]
14             B[i][j] = rand() % 100 + 1; //generate a number between [1, 100]
15         }
16     }
17 }
18
```

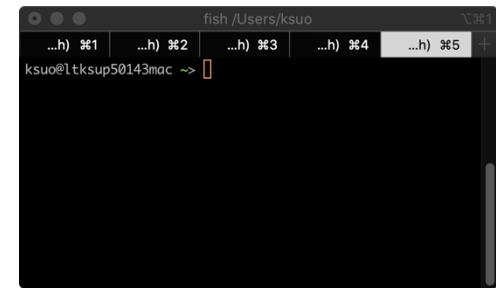
2. Copy the URL



```
#include <stdio.h>
#include <time.h>
#include <stdlib.h>
#define N 1000

double A[N][N], B[N][N], C[N][N];

void initMatrix()
{
    int i, j = 0;
    for (i = 0; i < N; i++) {
```



3.

\$ wget URL

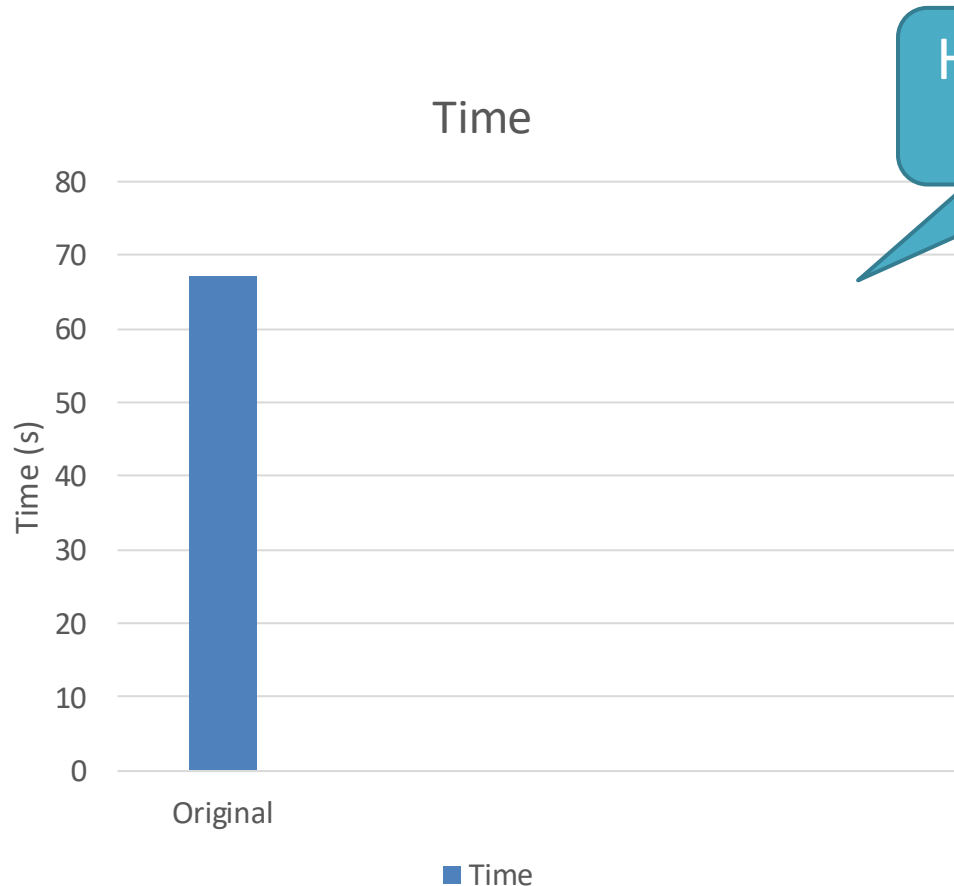
\$ gcc filename.c -o filename.o

\$ ./filename.o

(if no wget/gcc,  
\$ sudo apt install wget, gcc)



# Matrix multiply



How to run it faster?

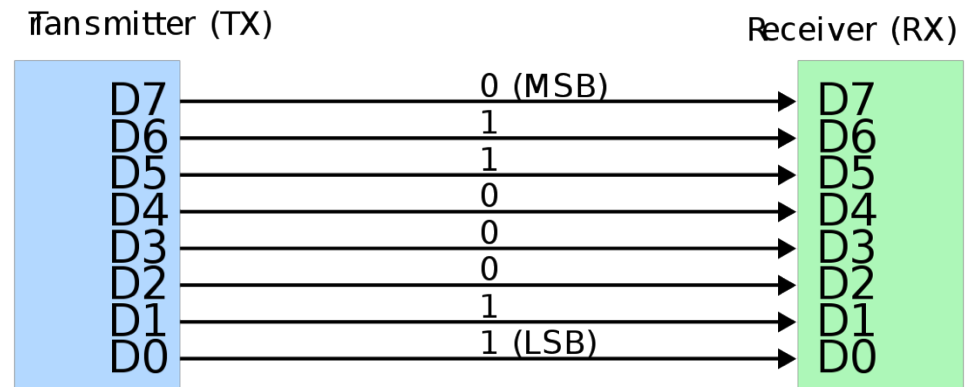
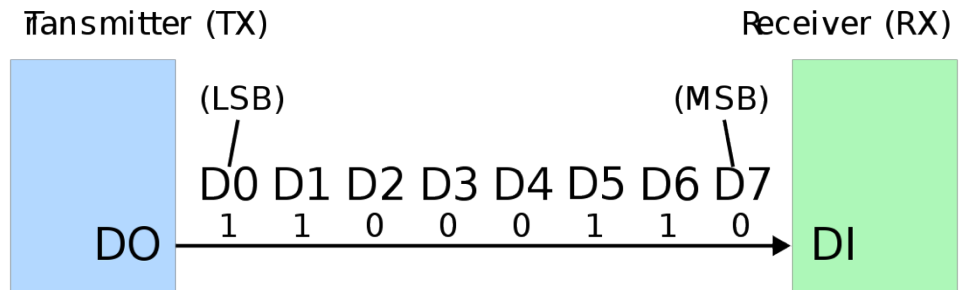
1. Accelerate serial execution
2. Accelerate in parallel



# How to run it faster?

1. Accelerate serial execution  
Reduce unnecessary steps

2. Accelerate in parallel

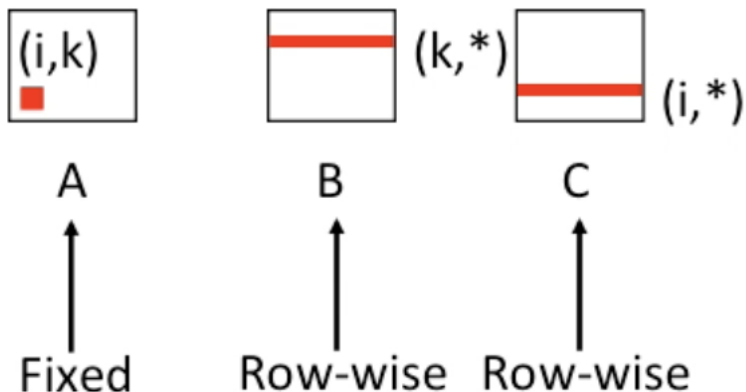




# Option 1: Optimization using locality

```
void matrixMultiply() {  
    int i, j, k = 0;  
    for (k = 0; k < N; k++) {  
        for (i = 0; i < N; i++) {  
            for (j = 0; j < N; j++) {  
                C[i][j] += A[i][k] * B[k][j];  
            }  
        }  
    }  
}
```

Inner loop:



<https://github.com/kevinsuo/CS7172/blob/master/matrix-opt.c>

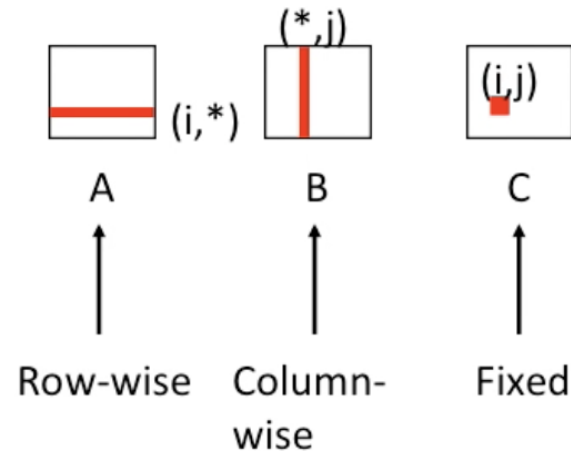
# Option 1: Optimization using locality

```
ksuo@ksuo-VirtualBox ~/cs7172> ./a.o
Time elapsed is 67.452589 seconds↵
ksuo@ksuo-VirtualBox ~/cs7172>
ksuo@ksuo-VirtualBox ~/cs7172>
ksuo@ksuo-VirtualBox ~/cs7172>
ksuo@ksuo-VirtualBox ~/cs7172>
ksuo@ksuo-VirtualBox ~/cs7172>
ksuo@ksuo-VirtualBox ~/cs7172>
ksuo@ksuo-VirtualBox ~/cs7172> ./a2.o
Time elapsed is 18.149353 seconds↵
```

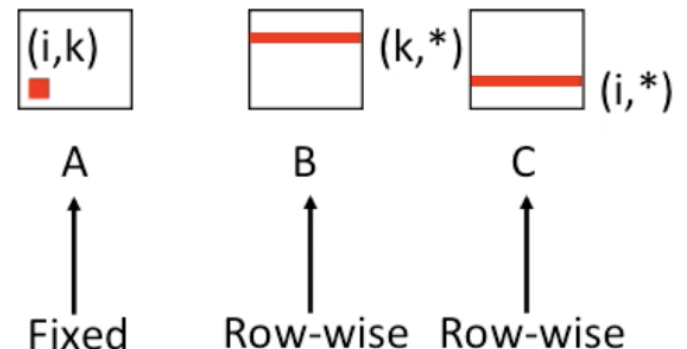
N=2000

3.7x

Inner loop:

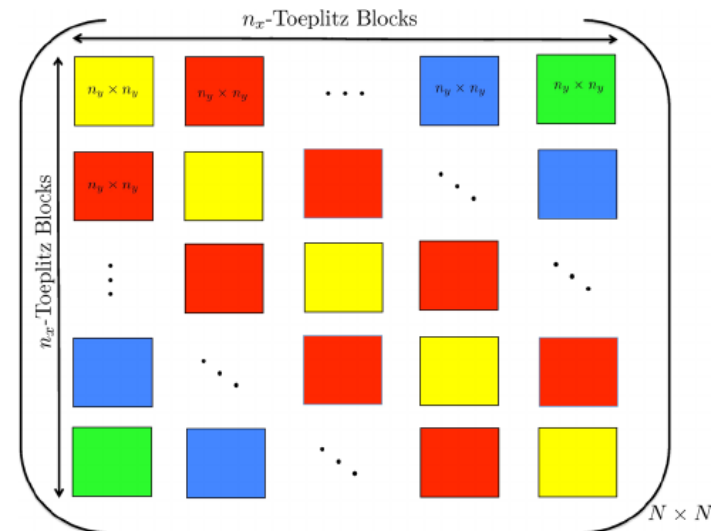
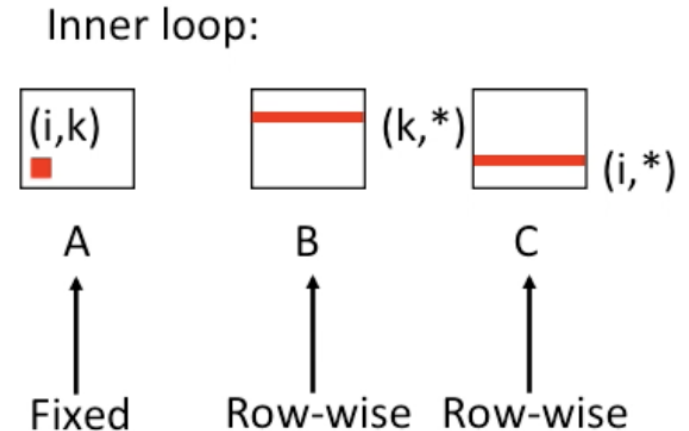


Inner loop:



# Option 1: Optimization using locality

- Temporal locality
  - Every inner loop reuse the value of  $A[i, k]$
- Spatial locality
  - Divide the large matrix into smaller ones and put it inside the cache during calculation



# Option 1: Optimization using locality

```
void matrixMultiply() {  
    int i, j, k = 0;  
    int i2, j2, k2 = 0;  
  
    for (k2 = 0; k2 < N; k2+=BLOCK_SIZE) {  
        for (i2 = 0; i2 < N; i2+=BLOCK_SIZE) {  
            for (j2 = 0; j2 < N; j2+=BLOCK_SIZE) {  
                //inside each block  
                for (k = k2; k < k2+BLOCK_SIZE; k++) {  
                    for (i = i2; i < i2+BLOCK_SIZE; i++) {  
                        for (j = j2; j < j2+BLOCK_SIZE; j++) {  
                            C[i][j] += A[i][k] * B[k][j];  
                        }  
                    }  
                }  
            }  
        }  
    }  
}
```

<https://github.com/kevinsuo/CS7172/blob/master/matrix-opt2.c>

N = 2000

$$\begin{pmatrix} J_1 & 0 & 0 & 0 & 0 \\ & 0 & 0 & 0 & 0 \\ 0 & 0 & J_2 & 0 & 0 \\ 0 & 0 & & 0 & 0 \\ 0 & 0 & 0 & 0 & J_3 \end{pmatrix}$$



# Option 1: Optimization using locality

$$A = \left( \begin{array}{cc|cc} a_{11} & a_{12} & a_{13} & a_{1n} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ \hline a_{31} & a_{32} & a_{33} & a_{34} \\ a_{41} & a_{42} & a_{43} & a_{44} \end{array} \right) \Rightarrow \begin{pmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{pmatrix}$$

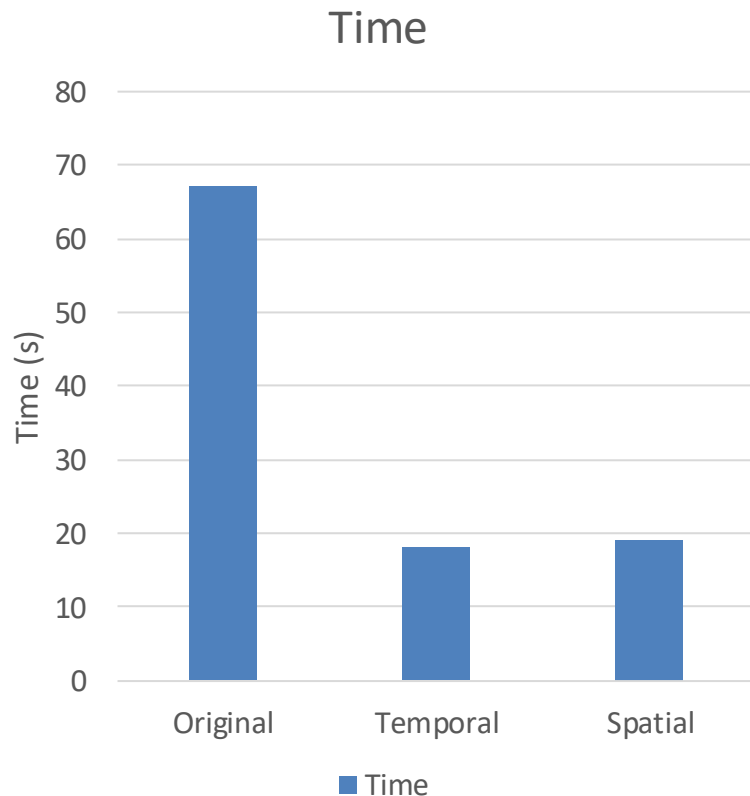
$$A_{11} = \begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix}, A_{12} = \begin{pmatrix} a_{13} & a_{14} \\ a_{23} & a_{24} \end{pmatrix}$$

$$A_{21} = \begin{pmatrix} a_{31} & a_{32} \\ a_{41} & a_{42} \end{pmatrix}, A_{22} = \begin{pmatrix} a_{33} & a_{34} \\ a_{43} & a_{44} \end{pmatrix}$$



# Option 1: Optimization using locality

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```
ksuo@ksuo-VirtualBox ~/cs7172> ./a.o
Time elapsed is 67.845517 seconds
ksuo@ksuo-VirtualBox ~/cs7172>
ksuo@ksuo-VirtualBox ~/cs7172>
ksuo@ksuo-VirtualBox ~/cs7172>
ksuo@ksuo-VirtualBox ~/cs7172>
ksuo@ksuo-VirtualBox ~/cs7172> ./a3.o
Time elapsed is 19.115410 seconds
```



# Optimal 2: Optimization using parallel

- The algorithm uses a divide-and-conquer approach. When the matrix order is very large, a recursive formula is used for calculation. The relevant recursive formula is described as follows:

$$A = \begin{bmatrix} \begin{matrix} A_{11} & A_{12} \\ a_{11} & a_{12} \\ a_{21} & a_{24} \end{matrix} & \begin{matrix} a_{13} & a_{14} \\ a_{23} & a_{24} \end{matrix} \\ \begin{matrix} a_{31} & a_{32} \\ a_{41} & a_{42} \end{matrix} & \begin{matrix} A_{22} \\ a_{33} & a_{34} \\ a_{43} & a_{44} \end{matrix} \end{bmatrix} \times B = \begin{bmatrix} \begin{matrix} B_{11} & B_{12} \\ b_{11} & b_{12} \\ b_{21} & b_{24} \end{matrix} & \begin{matrix} b_{13} & b_{14} \\ b_{23} & b_{24} \end{matrix} \\ \begin{matrix} b_{31} & b_{32} \\ b_{41} & b_{42} \end{matrix} & \begin{matrix} B_{22} \\ b_{33} & b_{34} \\ b_{43} & b_{44} \end{matrix} \end{bmatrix} \rightarrow \begin{pmatrix} C_{1,1} & C_{1,2} \\ C_{2,1} & C_{2,2} \end{pmatrix}$$

Strassen algorithm

$$\text{Task 1: } C_{1,1} = A_{1,1}B_{1,1} + A_{1,2}B_{2,1}$$

$$\text{Task 2: } C_{1,2} = A_{1,1}B_{1,2} + A_{1,2}B_{2,2}$$

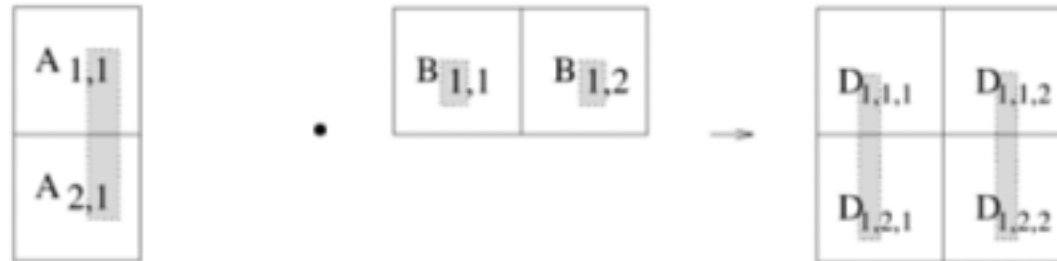
$$\text{Task 3: } C_{2,1} = A_{2,1}B_{1,1} + A_{2,2}B_{2,1}$$

$$\text{Task 4: } C_{2,2} = A_{2,1}B_{1,2} + A_{2,2}B_{2,2}$$

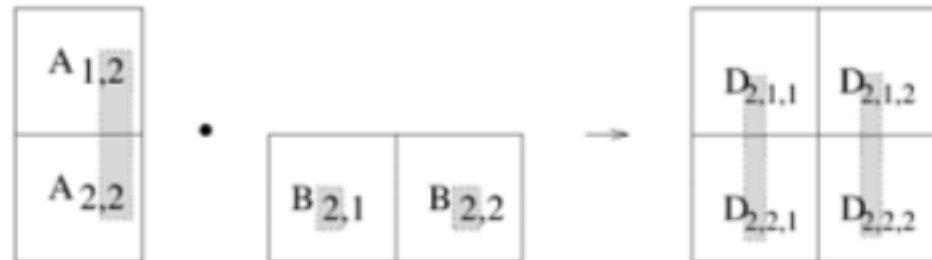


# Optimal 2: Optimization using parallel

Thread 1:

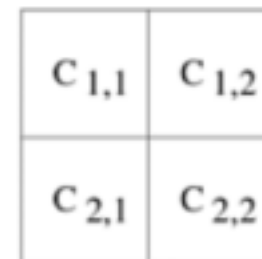


Thread 2:



+

↓





# Reading Materials

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- Strassen algorithm
  - In 1969, Volker Strassen proposed a matrix multiplication algorithm with a complexity of  $O(n^{2.807})$ : [Link](#). This was the first time in history that computational complexity of matrix multiplication was reduced below  $O(n^3)$ .
- Coppersmith–Winograd algorithm
  - In 1990, Don Coppersmith and Shmuel Winograd made a groundbreaking achievement by reducing the complexity to  $O(n^{2.3727})$ . Paper: [Link](#)



# Strassen algorithm

$$p1 = a(f-h)$$

$$p3 = (c+d)e$$

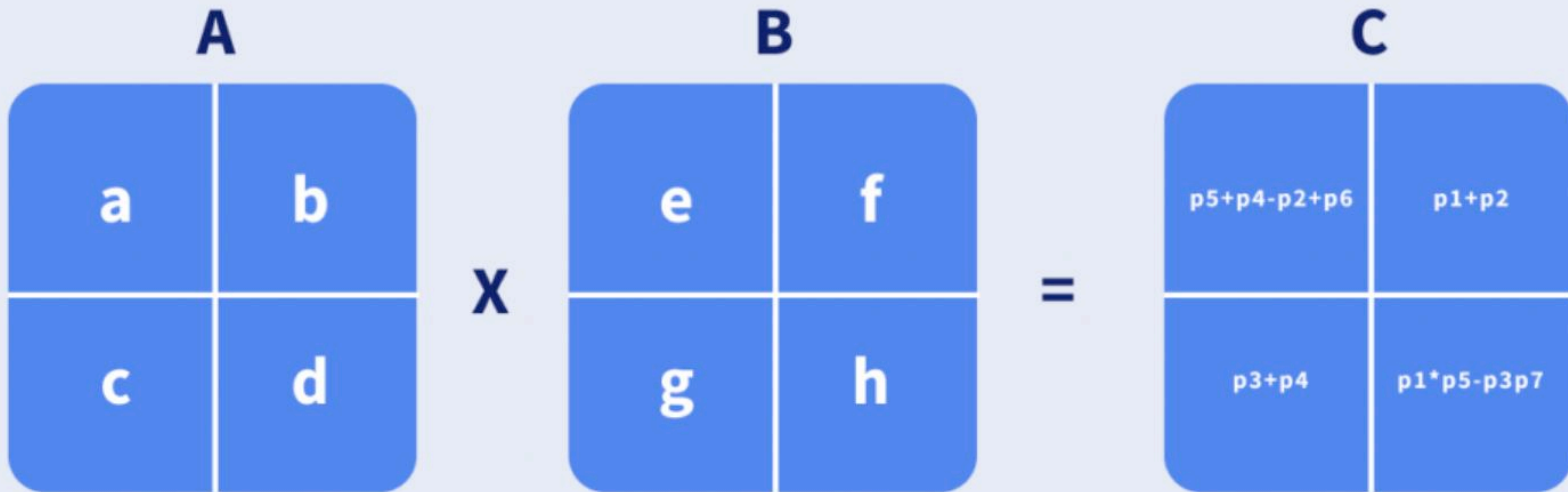
$$p5 = (a+d)(e+h)$$

$$p7 = (a-c)(e+f)$$

$$p2 = (a+b)h$$

$$p4 = d(g-e)$$

$$p6 = (b-d)(g+h)$$



# Strassen algorithm basic idea

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$$\begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \cdot \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix} \rightarrow \begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix}$$

$$S_1 = B_{12} - B_{22}$$

$$S_2 = A_{11} + A_{12}$$

$$S_3 = A_{21} + A_{22}$$

$$S_4 = B_{21} - B_{11}$$

$$S_5 = A_{11} + A_{22}$$

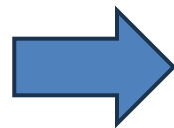
$$S_6 = B_{11} + B_{22}$$

$$S_7 = A_{12} - A_{22}$$

$$S_8 = B_{21} + B_{22}$$

$$S_9 = A_{11} - A_{21}$$

$$S_{10} = B_{11} + B_{12}$$



$$P_1 = A_{11} \times S_1$$

$$P_2 = S_2 \times B_{22}$$

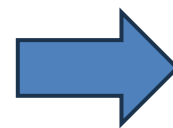
$$P_3 = S_3 \times B_{11}$$

$$P_4 = A_{22} \times S_4$$

$$P_5 = S_5 \times S_6$$

$$P_6 = S_7 \times S_8$$

$$P_7 = S_9 \times S_{10}$$



$$C_{11} = P_5 + P_4 - P_2 + P_6$$

$$C_{12} = P_1 + P_2$$

$$C_{21} = P_3 + P_4$$

$$C_{22} = P_5 + P_1 - P_3 - P_7$$

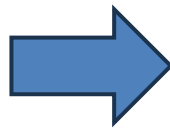


# Coppersmith–Winograd algorithm basic idea

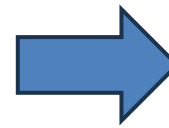
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$$\begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \cdot \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix} \rightarrow \begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix}$$

$$\begin{aligned} S1 &= A21 + A22 \\ S2 &= S1 - A11 \\ S3 &= A11 - A21 \\ S4 &= A12 - S2 \end{aligned}$$



$$\begin{aligned} M1 &= A11 * B11 \\ M2 &= A12 * B21 \\ M3 &= S4 * B22 \\ M4 &= A22 * T4 \\ M5 &= S1 * T1 \\ M6 &= S2 * T2 \\ M7 &= S3 * T3 \end{aligned}$$



$$\begin{aligned} T1 &= B21 - B11 \\ T2 &= B22 - T1 \\ T3 &= B22 - B12 \\ T4 &= T2 - B21 \end{aligned}$$

$$\begin{aligned} U1 &= M1 + M2 \\ U2 &= M1 + M6 \\ U3 &= U2 + M7 \\ U4 &= U2 + M5 \\ U5 &= U4 + M3 \\ U6 &= U3 - M4 \\ U7 &= U3 + M5 \end{aligned}$$

$$\begin{aligned} C11 &= U1 \\ C12 &= U5 \\ C21 &= U6 \\ C22 &= U7 \end{aligned}$$



# Optimization and Speedup

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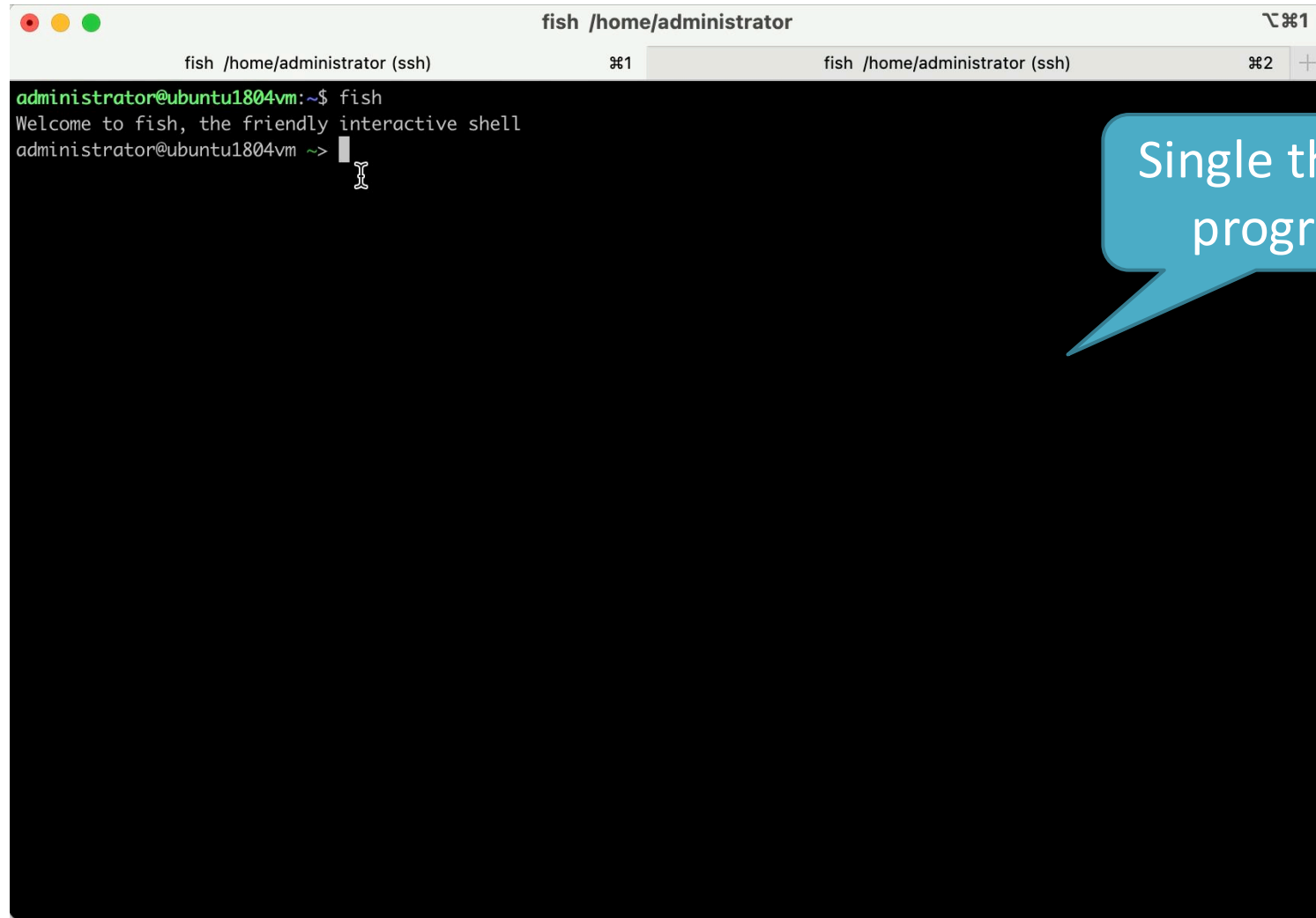
	N=200	N=400	N=800	N=1600
matrix				
matrix-opt1				
matrix-opt2				

	N=200	N=400	N=800	N=1600
matrix				
matrix-opt1				
matrix-opt2				



# Single thread app demo

<https://youtu.be/dlsBhvhQ9mA>



A terminal window titled "fish /home/administrator" with a tab labeled "fish /home/administrator (ssh)". The terminal shows the command "fish" being executed, resulting in the message "Welcome to fish, the friendly interactive shell" and a new prompt "administrator@ubuntu1804vm ~>". A blue speech bubble points to the terminal with the text "Single thread program".

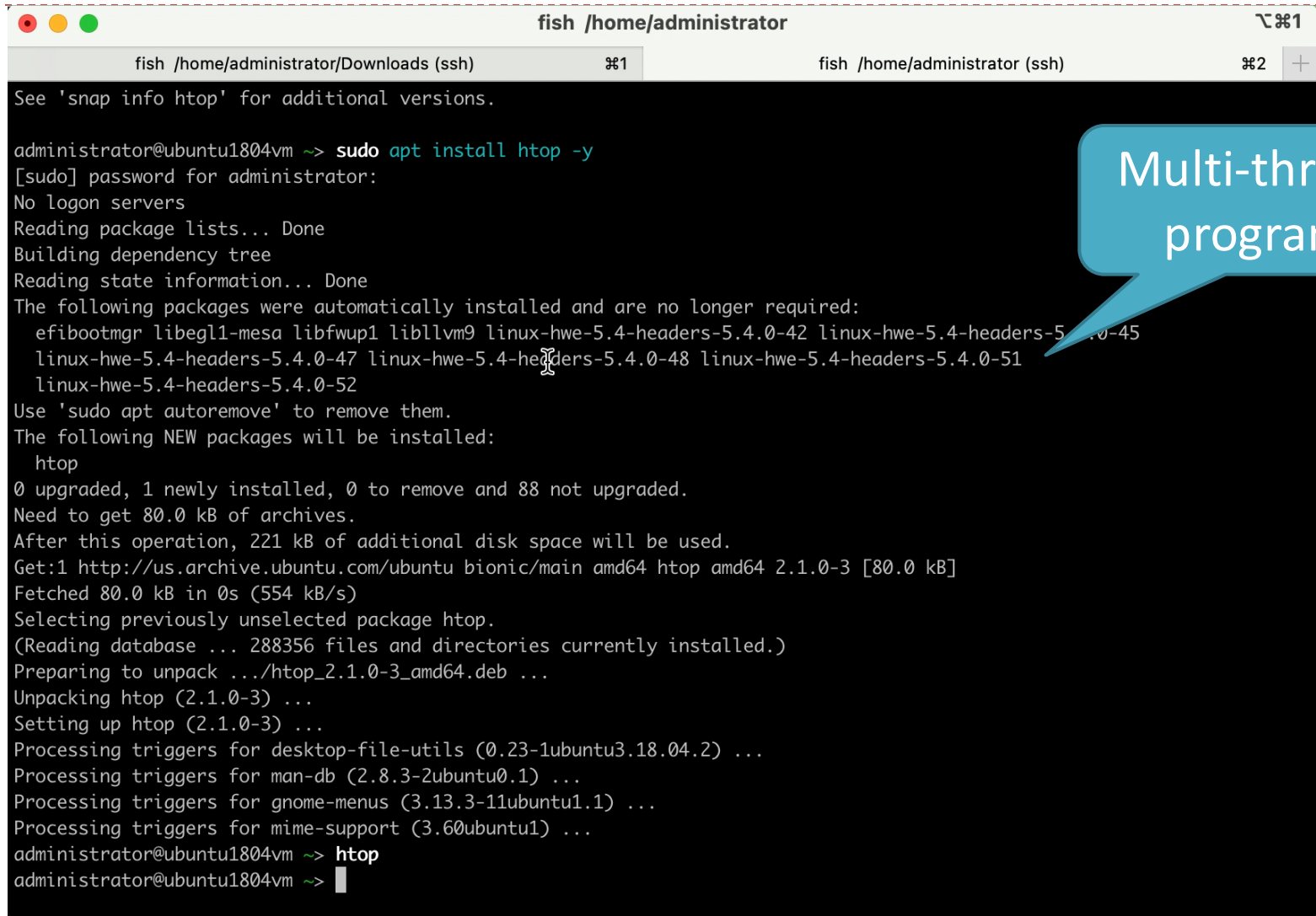
```
fish /home/administrator (ssh) %1
administrator@ubuntu1804vm:~$ fish
Welcome to fish, the friendly interactive shell
administrator@ubuntu1804vm ~>
```

Single thread  
program



# Multi-thread app demo

<https://youtu.be/ubLB2fb8cdc>



```
fish /home/administrator
fish /home/administrator/Downloads (ssh) %1
fish /home/administrator (ssh) %2 +

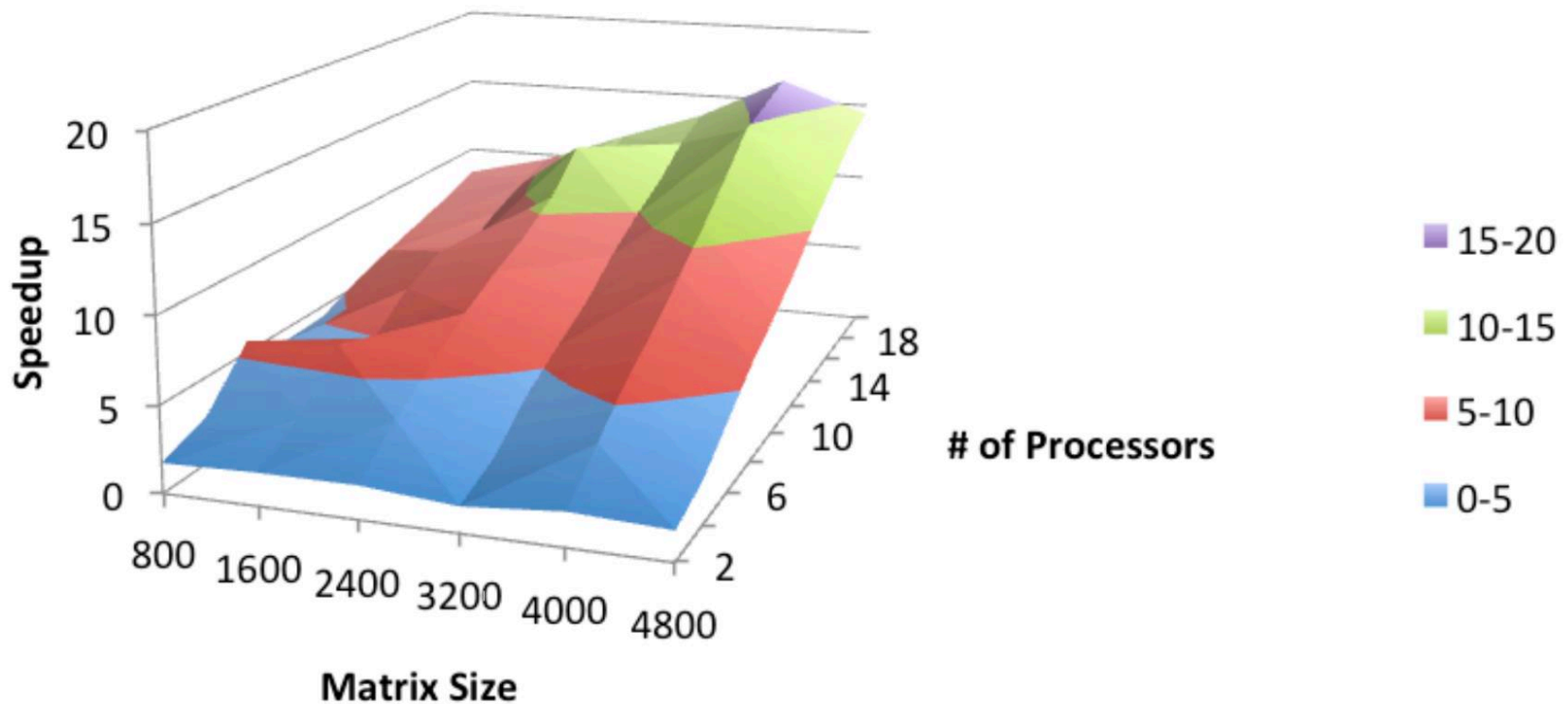
See 'snap info htop' for additional versions.

administrator@ubuntu1804vm ~-> sudo apt install htop -y
[sudo] password for administrator:
No logon servers
Reading package lists... Done
Building dependency tree
Reading state information... Done
The following packages were automatically installed and are no longer required:
  efibootmgr libegl1-mesa libfwpup1 libllvm9 linux-hwe-5.4-headers-5.4.0-42 linux-hwe-5.4-headers-5.4.0-45
  linux-hwe-5.4-headers-5.4.0-47 linux-hwe-5.4-headers-5.4.0-48 linux-hwe-5.4-headers-5.4.0-51
  linux-hwe-5.4-headers-5.4.0-52
Use 'sudo apt autoremove' to remove them.
The following NEW packages will be installed:
  htop
0 upgraded, 1 newly installed, 0 to remove and 88 not upgraded.
Need to get 80.0 kB of archives.
After this operation, 221 kB of additional disk space will be used.
Get:1 http://us.archive.ubuntu.com/ubuntu bionic/main amd64 htop amd64 2.1.0-3 [80.0 kB]
Fetched 80.0 kB in 0s (554 kB/s)
Selecting previously unselected package htop.
(Reading database ... 288356 files and directories currently installed.)
Preparing to unpack .../htop_2.1.0-3_amd64.deb ...
Unpacking htop (2.1.0-3) ...
Setting up htop (2.1.0-3) ...
Processing triggers for desktop-file-utils (0.23-1ubuntu3.18.04.2) ...
Processing triggers for man-db (2.8.3-2ubuntu0.1) ...
Processing triggers for gnome-menus (3.13.3-11ubuntu1.1) ...
Processing triggers for mime-support (3.60ubuntu1) ...
administrator@ubuntu1804vm ~-> htop
administrator@ubuntu1804vm ~-> █
```

Multi-thread  
program

# Optimal 2: Optimization using parallel

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[https://www.cse.unr.edu/~fredh/class/415/Nolan/matrix\\_multiplication/writeup.pdf](https://www.cse.unr.edu/~fredh/class/415/Nolan/matrix_multiplication/writeup.pdf)





# Example of distributed system: sorting

- Sorting on a single machine, e.g., Database

```
select field_a from table_b order by field_a limit 100, 10;
```

```
db.collection_b  
.find()  
.sort({"field_a":1})  
.skip(100)  
.limit(10);
```

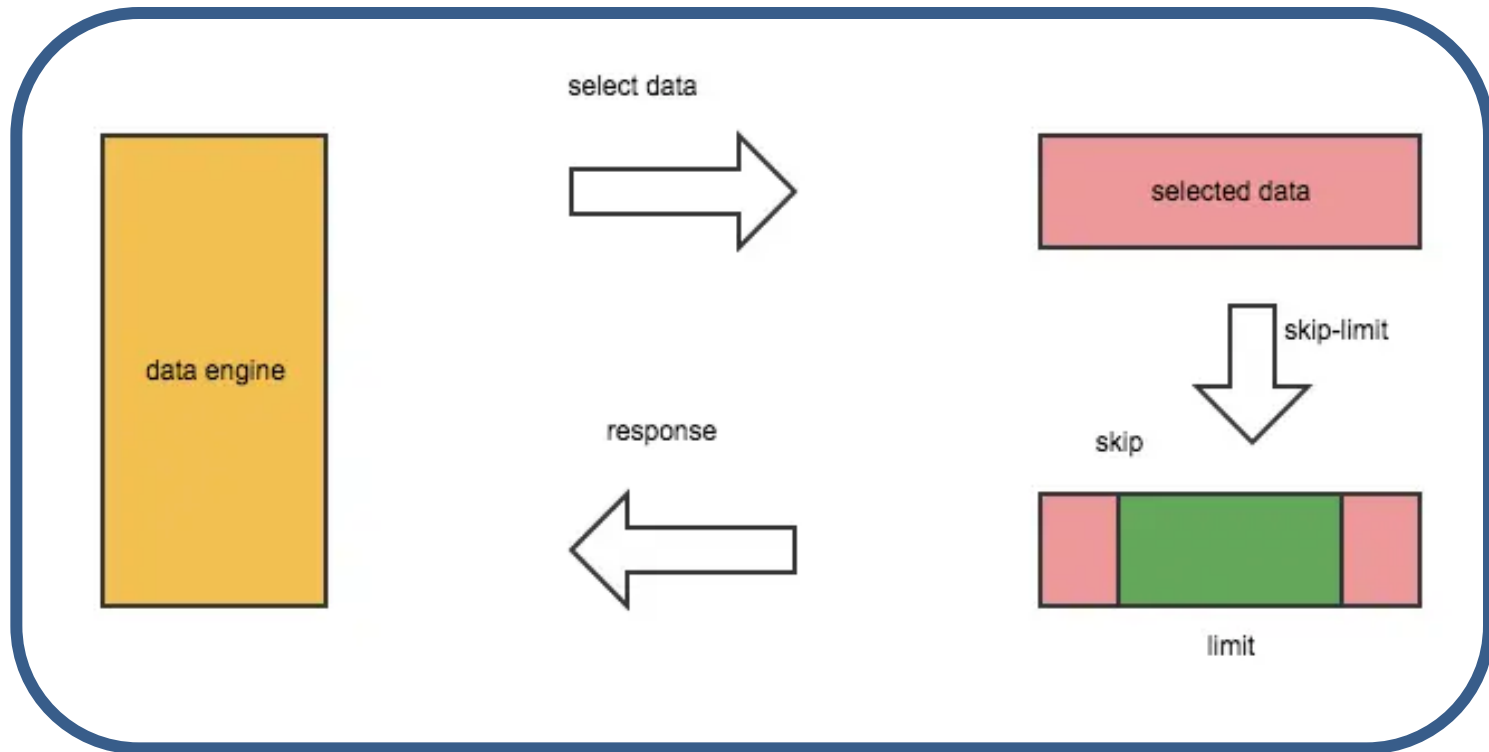
	field_a	field_b	field_c
100			
...			
...			
110			

From line 100  
to the next 10  
lines of data

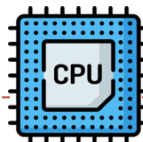


# Example of distributed system: sorting

- Workflow on a single node



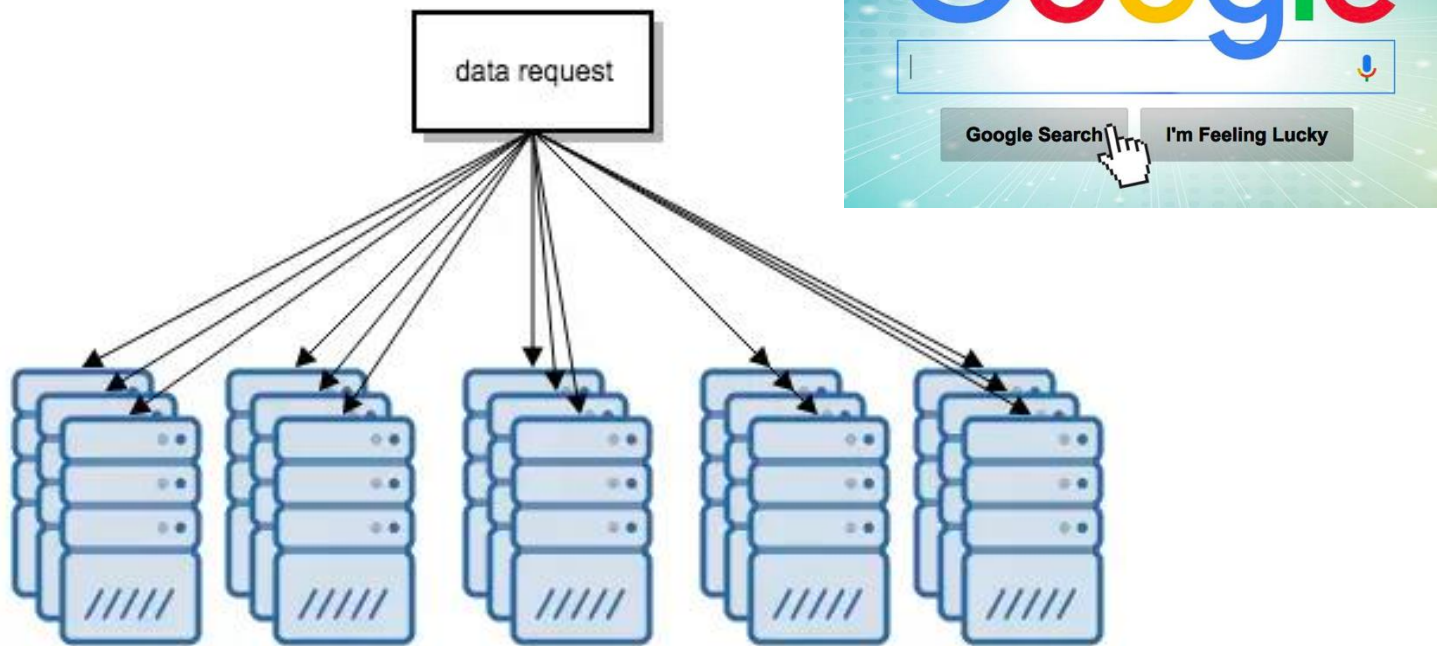
One server



# Example of distributed system: sorting

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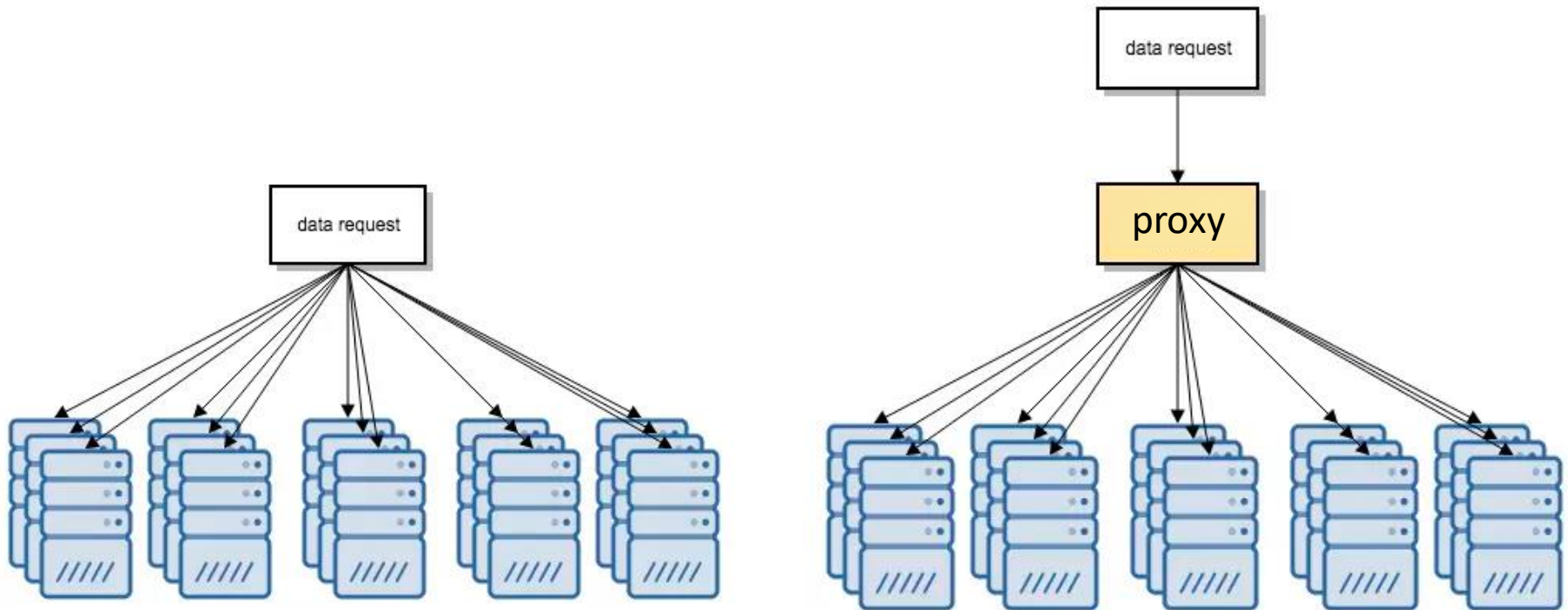
- If the data is too much and single node cannot hold



# Example of distributed system: sorting

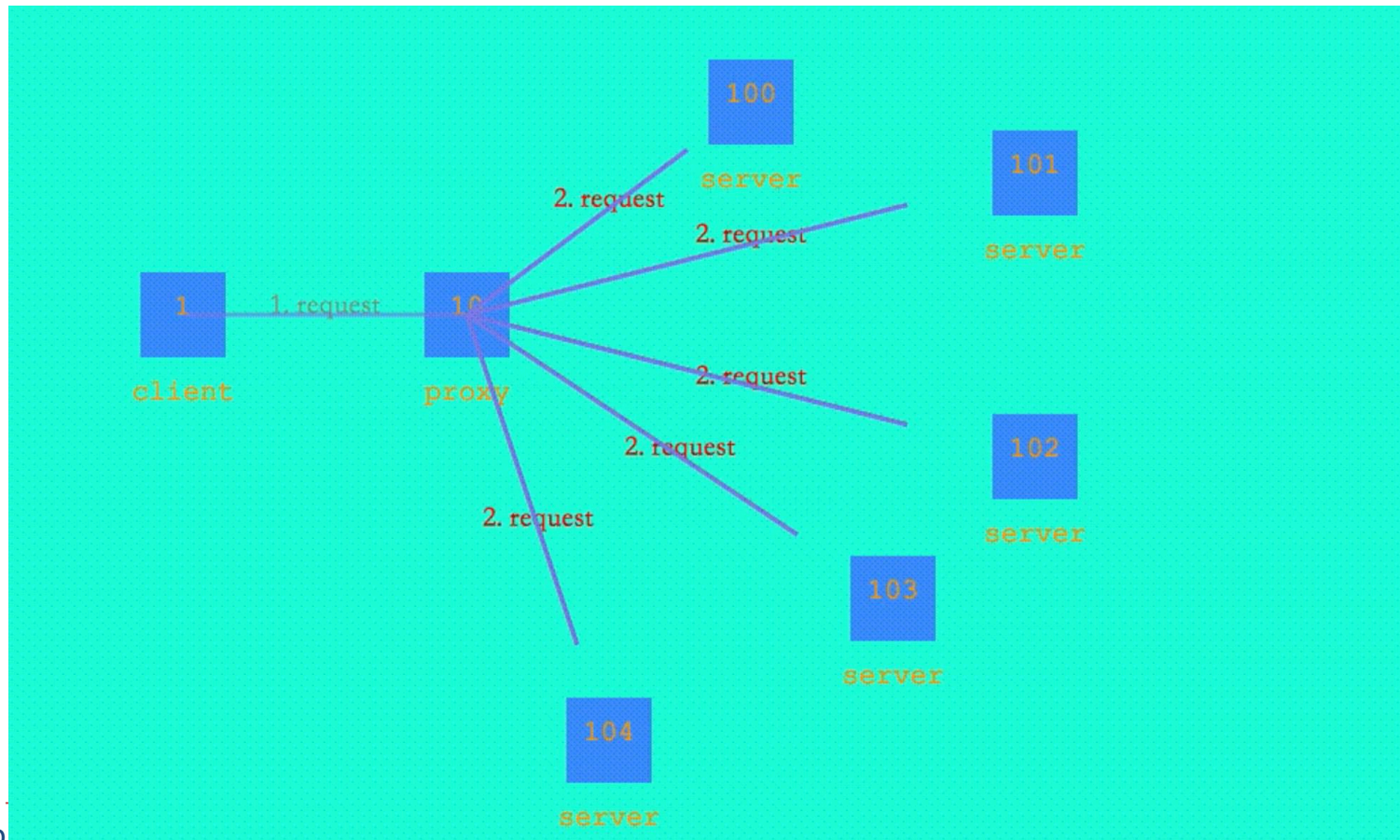
---

- Choose a node for merge processing



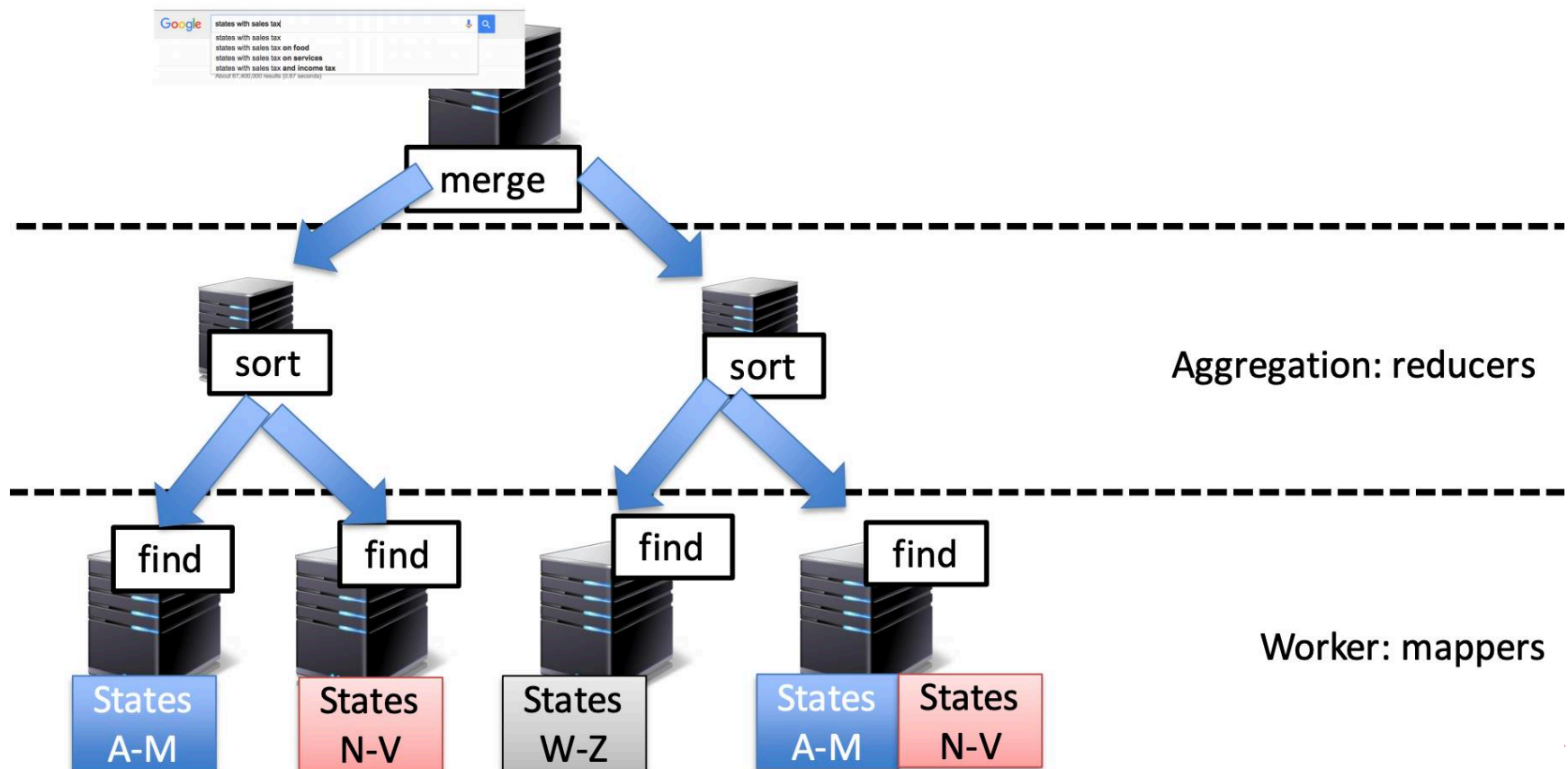
# Example of distributed system: sorting

- Workflow



# Example of distributed system: sorting

- How Do Request Get Processed in a Data Center





# Example of distributed system: sorting

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- How Google Search Works
- <https://www.youtube.com/watch?v=0eKVizvYSUQ>



# Conclusion

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- Why study HPC & parallel programming?
- What to learn?
- Course structure
- Course policy
- An example of HPC & parallel programming

