HPC & Parallel Programming

Introduction

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https://kevinsuo.github.io/

Outline

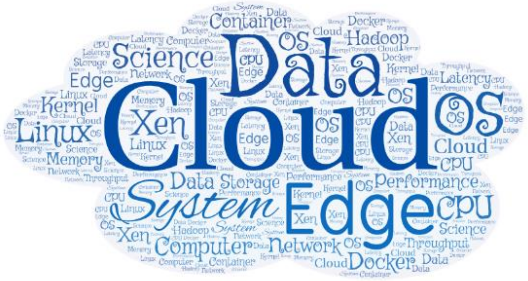
- Why study HPC & parallel programming?
- What to learn?
- Course structure
- Course policy
- An example of HPC & parallel programming

Self Introduction

- Kun Suo, Ph.D.
  - Homepage, https://kevinsuo.github.io/

- Research interests:
  - Cloud computing and virtualization;
  - Parallel and Distributed Computation, containers and kubernetes;
  - Software defined network (SDN) and network function virtualization (NFV)
  - Big data systems and machine learning systems

- Projects you may be interested in:
  - Several projects in Cloud & Data & Edge
  - https://kevinsuo.github.io/code-lab.html



Now it's your turn

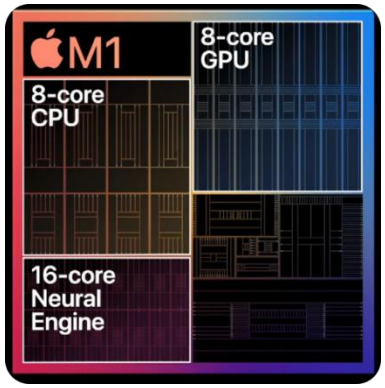
- Name, program/year, where from
- Your interests in Computer Science

https://www2.eecs.berkeley.edu/Research/Areas/CS/

- Have you ever used or heard of parallel and distributed system? Can you name some of them? What do you expect from this course?

If you are in the online course, introduce yourself in D2L, Discussions → Self-Introduction

Example of HPC & Parallel Programming



personal computer

internet

cloud

Social system

An Example of Parallel Computing

- CPU v.s. GPU

  Single core

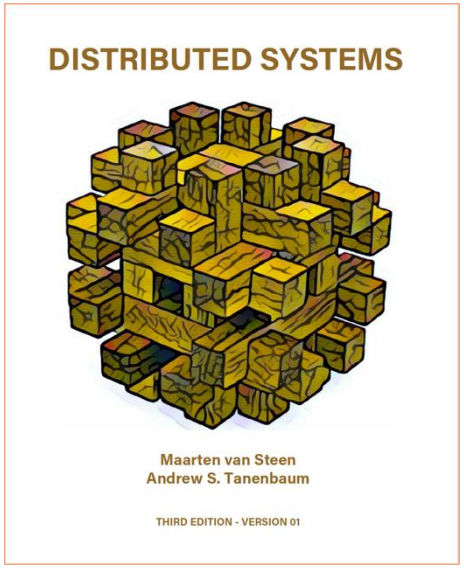
NVIDIA: Adam and Jamie explain parallel processing on GPU's (youtube.com)

Course Information

- Instructor: Dr. Kun Suo
- Office: J-3230
- Email: ksuo@kennesaw.edu
  - Only reply to e-mails that are sent from KSU student email accounts and title the course number [CS4522]
- Office Hours:
  - Email or Microsoft Teams
  - By appointment
- Course Materials
  - Homework assignments, lecture slides, and other materials will be posted in the webpage (https://kevinsuo.github.io/teaching.html) and D2L.

Reference Book

- "Distributed Systems 3rd edition (2017)" by M. van Steen and A.S. Tanenbaum:



  - ISBN-13: 978-1543057386
  - You can get a digital copy of this book for free: https://www.distributed-systems.net/index.php/books/ds3/

Prerequisites

- Computer basics that are supposed to covered in *(CS 3502) Operating Systems, (CS 3503) Computer Organization and Architecture* course, *(CS 4504) Parallel System* course.

- C programming (code reading, kernel development and debugging). (Famous projects in C)

- Linux command line environment (compiling, Makefile, debugging, simple shell programming).

For C and Linux beginners

- C tutorial
  - https://www.tutorialspoint.com/cprogramming/
  - https://www.learn-c.org
  - https://www.cprogramming.com/tutorial/c-tutorial.html

- Linux tutorial
  - https://ryanstutorials.net/linuxtutorial/
  - http://www.ee.surrey.ac.uk/Teaching/Unix/
  - https://www.tutorialspoint.com/unix/

Project Environment

- Recommend project environment (local)
  - VirtualBox + Ubuntu + Linux

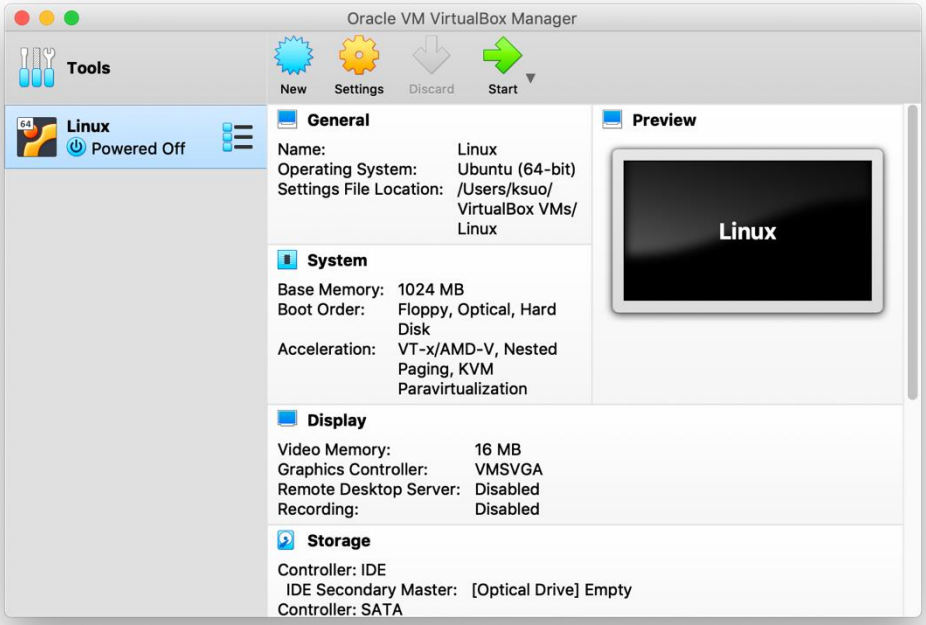
Virtual machine

VM OS

VM OS Kernel

https://www.virtualbox.org/

https://ubuntu.com/download/desktop



Project Environment

- Recommend project environment (local)
  - VirtualBox + Ubuntu + Linux
- New to VirtualBox?
  - https://oracle-base.com/articles/vm/virtualbox-creating-a-new-vm
  - https://www.youtube.com/watch?v=sB_5fqiysi4
  - https://youtu.be/GDoCrfPma2k (MacOS)
- You can access to VMs in KSU data centers (cloud) through https://cseview.kennesaw.edu/,
  - username: administration; password: linuxadmin

Why study HPC & Parallel Programming?

- Most computer systems today are a certain form of HPC/parallel/distributed systems
  - Internet, datacenters, super computers, mobile devices
  - Most of the applications are parallel or even distributed apps (example: debug decompress file app, link, starts at 2:33)
- To learn useful techniques to build large systems
  - A system with 10,000 nodes is different from one with 100 nodes
- How to deal with imperfections
  - Machines can fail; network is slow; topology is not flat

What to learn

- HPC & Parallel Programming:
  - Parallel hardware
  - Matrix multiplication optimization
  - Pthread programming
  - MPI programming
  - OpenMP programming
  - GPU programming

Expected Outcomes

- Familiar with popular parallel programming libraries (Pthread, OpenMP, MPI, GPU)
- Familiar with fundamentals of program optimization
- The ability to
  - Evaluate the performance of parallel and HPC systems
  - Write simple parallel and HPC programs
  - Understand the tradeoffs in program design

Course Structure

- Lectures
  - Time/Location
  - D2L/Course website
- Projects
  - 5 programming assignments
  - 1 paper/project presentation
- Exams (open books)
  - Midterm: online D2L, TBA.
  - Final: online D2L, TBA

Course Policy

- Grading scale

Percentage	Grade
90 - 100	A
80 - 89	B
70 - 79	C
60 - 69	D
Below 60	F

Grading Policy (cont.)

- Grading percentage
  - Projects (x5): 50%
  - Presentation: 10%, including project or paper presentation
  - Midterm: 20%
  - Final exam: 20%

Late submission policy: late submission will **not be accepted** and **no credits**

Academic Integrity

- Academic dishonesty

https://scai.kennesaw.edu/KSU_Codes_of_Conduct_2019-2020.pdf

  - Cheating
  - Plagiarism
  - Collusion

Receiving, attempting to receive, knowingly giving or attempting to give unauthorized assistance…

Do not upload course documents to 3rd party website without author's permission

  - The submission for credit of any work or materials that are attributable in whole or in part to another person
  - Taking an examination for another person
  - Any act designed to give unfair advantage to a student or the attempt to commit

Where to go for help ?

- Ask questions in class
- Ask questions outside class
  - Classmates and friends
- Attend office hours
  - Send Dr. Kun Suo emails or leave message on teams
- Search on the web
  - Stand on the shoulder of giants

HPC & Parallel Programming

Start from An Example

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An example of HPC & Parallel Programming: Matrix Multiplication

$$\begin{matrix} & & \vec{b_1} & \vec{b_2} \\ & & \downarrow & \downarrow \\ \vec{a_1}\rightarrow & \begin{bmatrix} 1 & 7 \\ 2 & 4 \end{bmatrix} & \cdot \begin{bmatrix} 3 & 3 \\ 5 & 2 \end{bmatrix} & = \begin{bmatrix} \vec{a_1} \cdot \vec{b_1} & \vec{a_1} \cdot \vec{b_2} \\ \vec{a_2} \cdot \vec{b_1} & \vec{a_2} \cdot \vec{b_2} \end{bmatrix} \\ \vec{a_2}\rightarrow & & & \end{matrix}$$

$A \qquad B \qquad C$

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 elpased is %f seconds", time_spent);

        return 0;
}
```

Matrix multiply

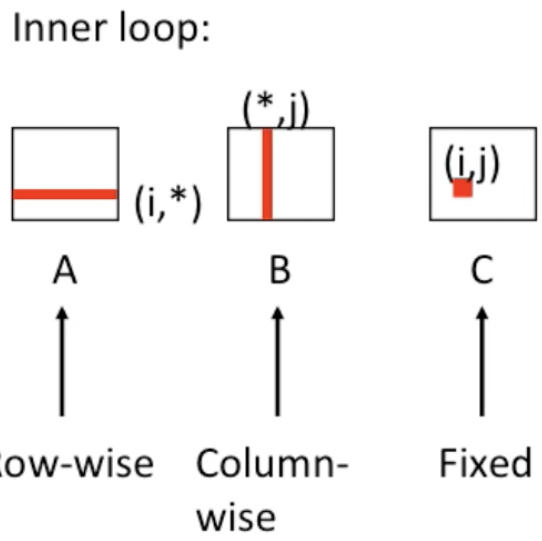
https://github.com/kevinsuo/CS7172/blob/master/matrix.c

```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

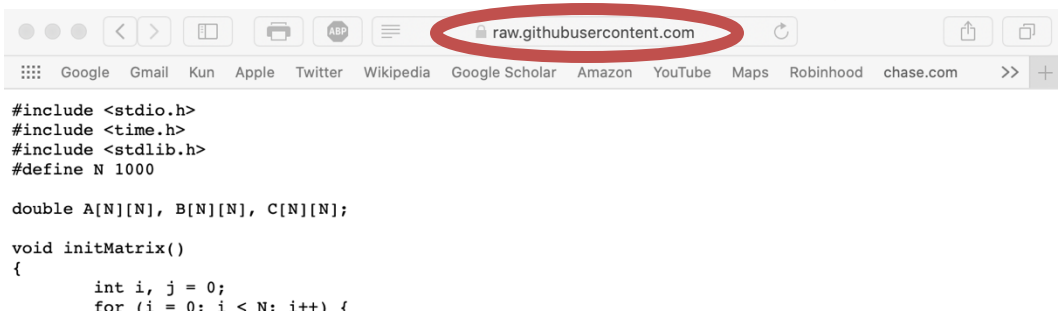
```
void matrixMultiply() {
        int i, j, k = 0;
        for (i = 0; i < N; i++) {
                for (j = 0; j < N; j++) {
                        for (k = 0; k < N; k++) {
                                C[i][j]+= A[i][k] * B[k][j];
                        }
                }
        }
}
```



Matrix multiply

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

2. Copy the URL



3.

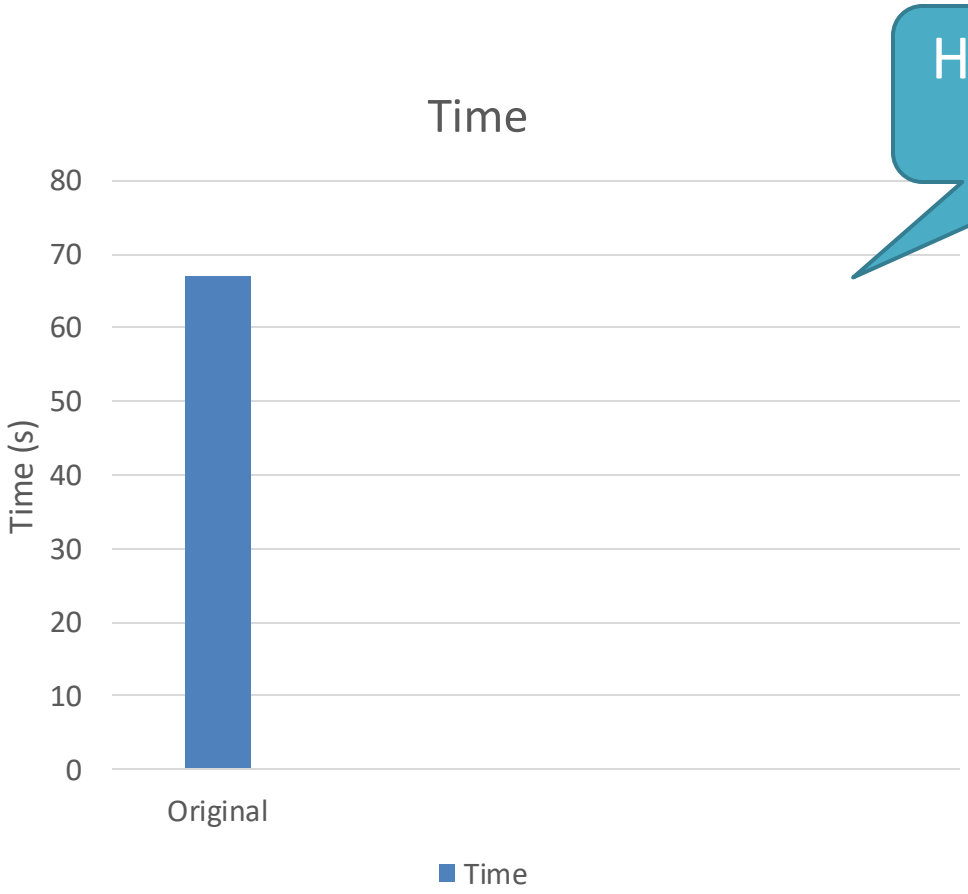
$ wget URL

$ gcc filename.c –o filename.o

$ ./filename.o

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

Matrix multiply



How to run it faster?

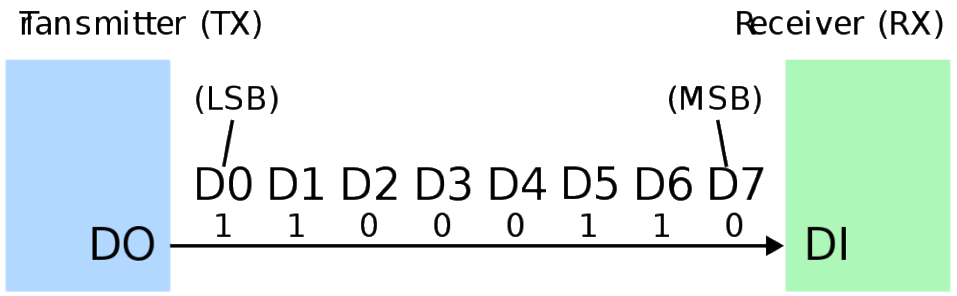
1. Accelerate serial execution

2. Accelerate in parallel

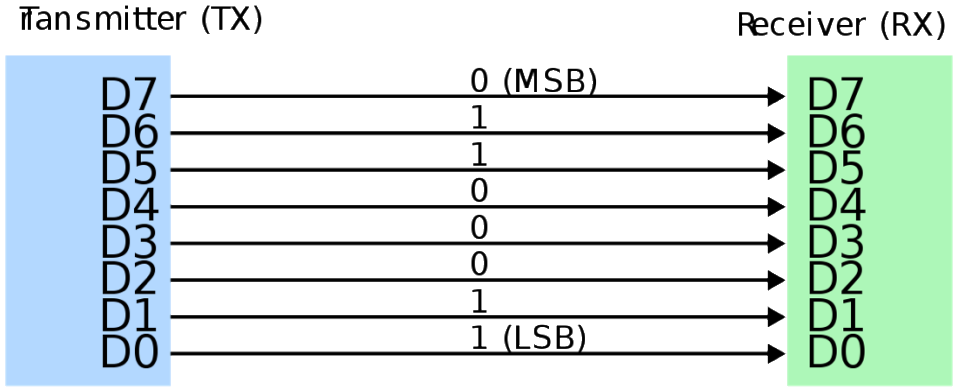
How to run it faster?

1. Accelerate serial execution

Reduce unnecessary steps



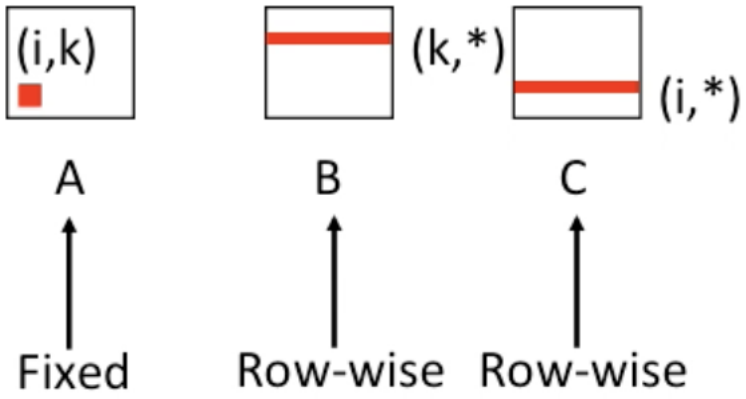
2. Accelerate in parallel



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:



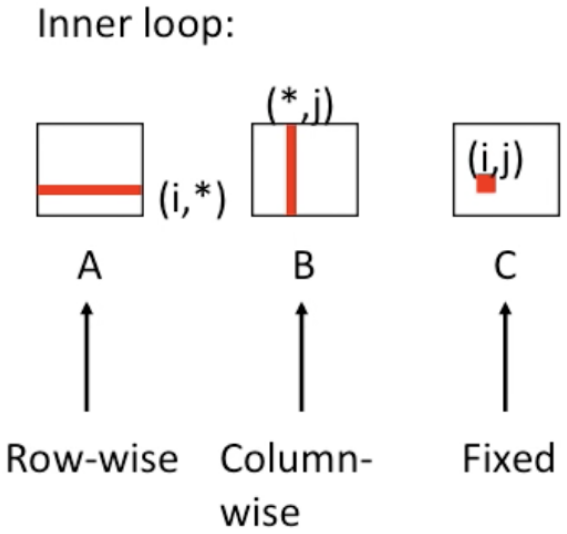
https://github.com/kevinsuo/CS7172/blob/master/matrix-opt.c

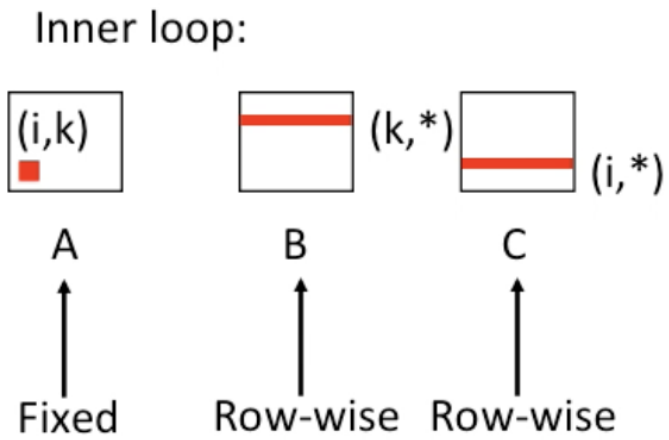
Option 1: Optimization using locality

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

N=2000

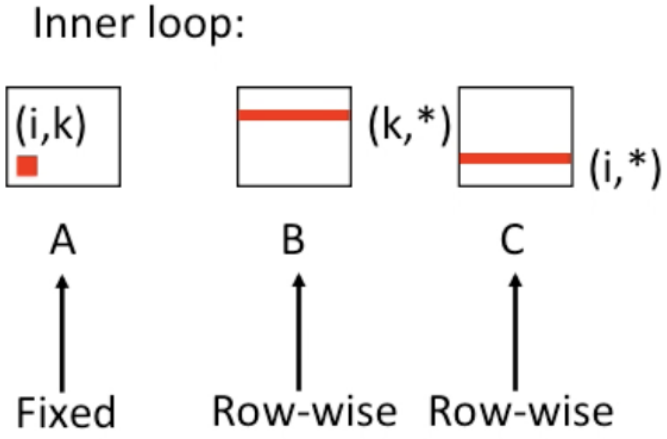
3.7x



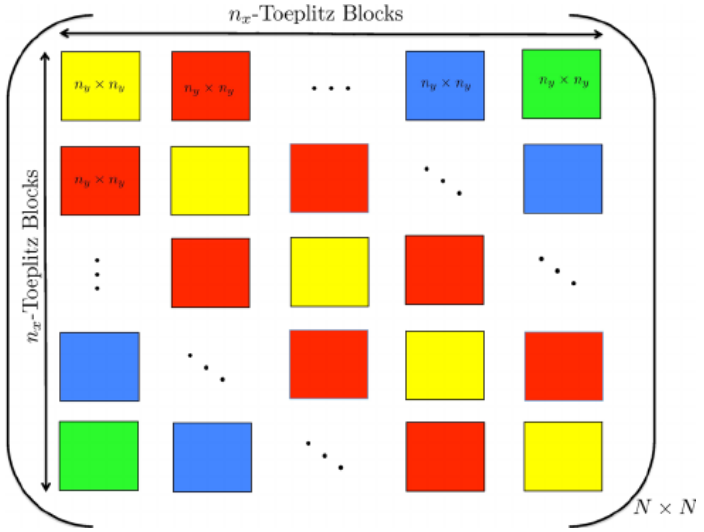


Option 1: Optimization using locality

- 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

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

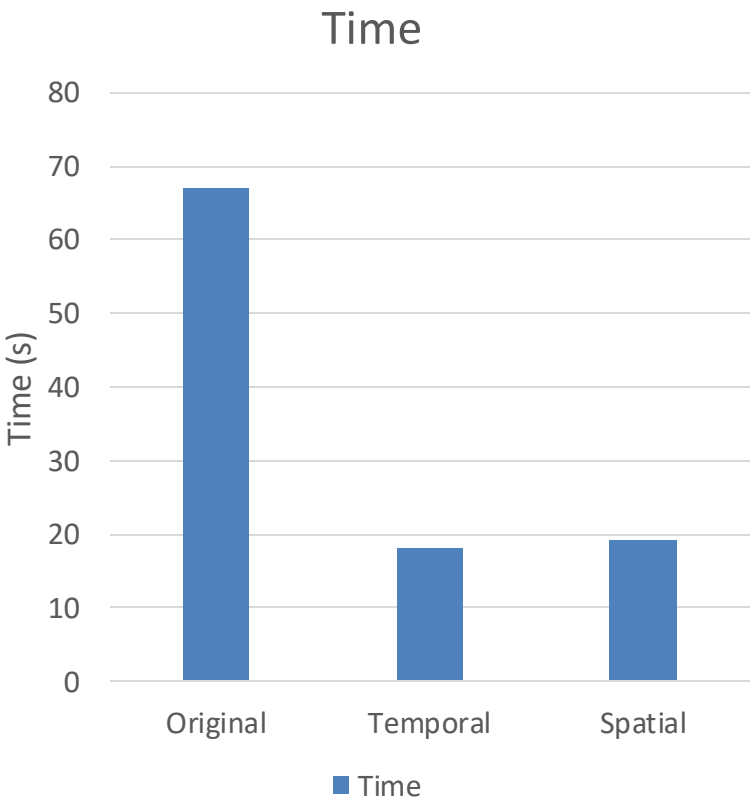
Option 1: Optimization using locality

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

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

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

Option 1: Optimization using locality




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

Optimal 2: Optimization using parallel

$$\begin{pmatrix} A_{1,1} & A_{1,2} \\ A_{2,1} & A_{2,2} \end{pmatrix} \cdot \begin{pmatrix} B_{1,1} & B_{1,2} \\ B_{2,1} & B_{2,2} \end{pmatrix} \rightarrow \begin{pmatrix} C_{1,1} & C_{1,2} \\ C_{2,1} & C_{2,2} \end{pmatrix}$$

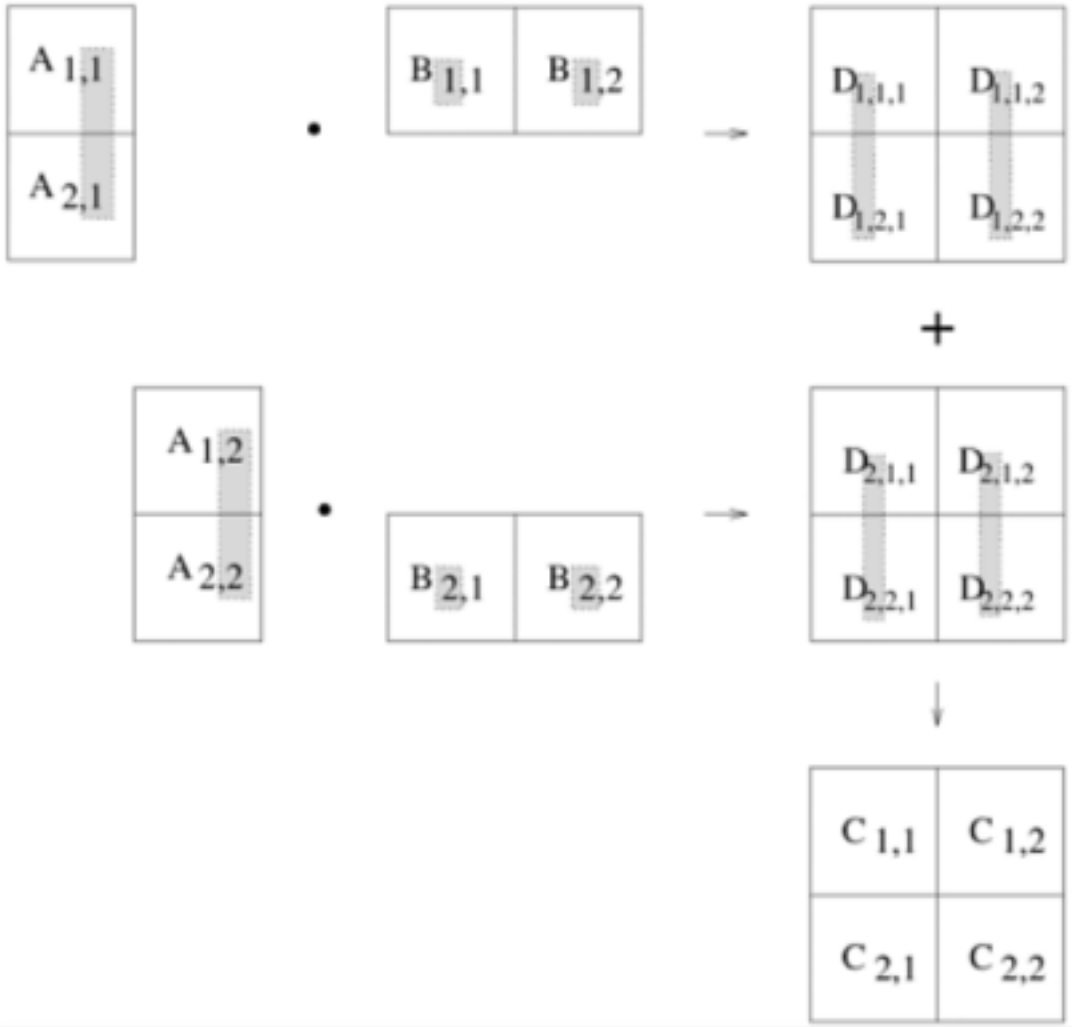
(a)

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

- 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

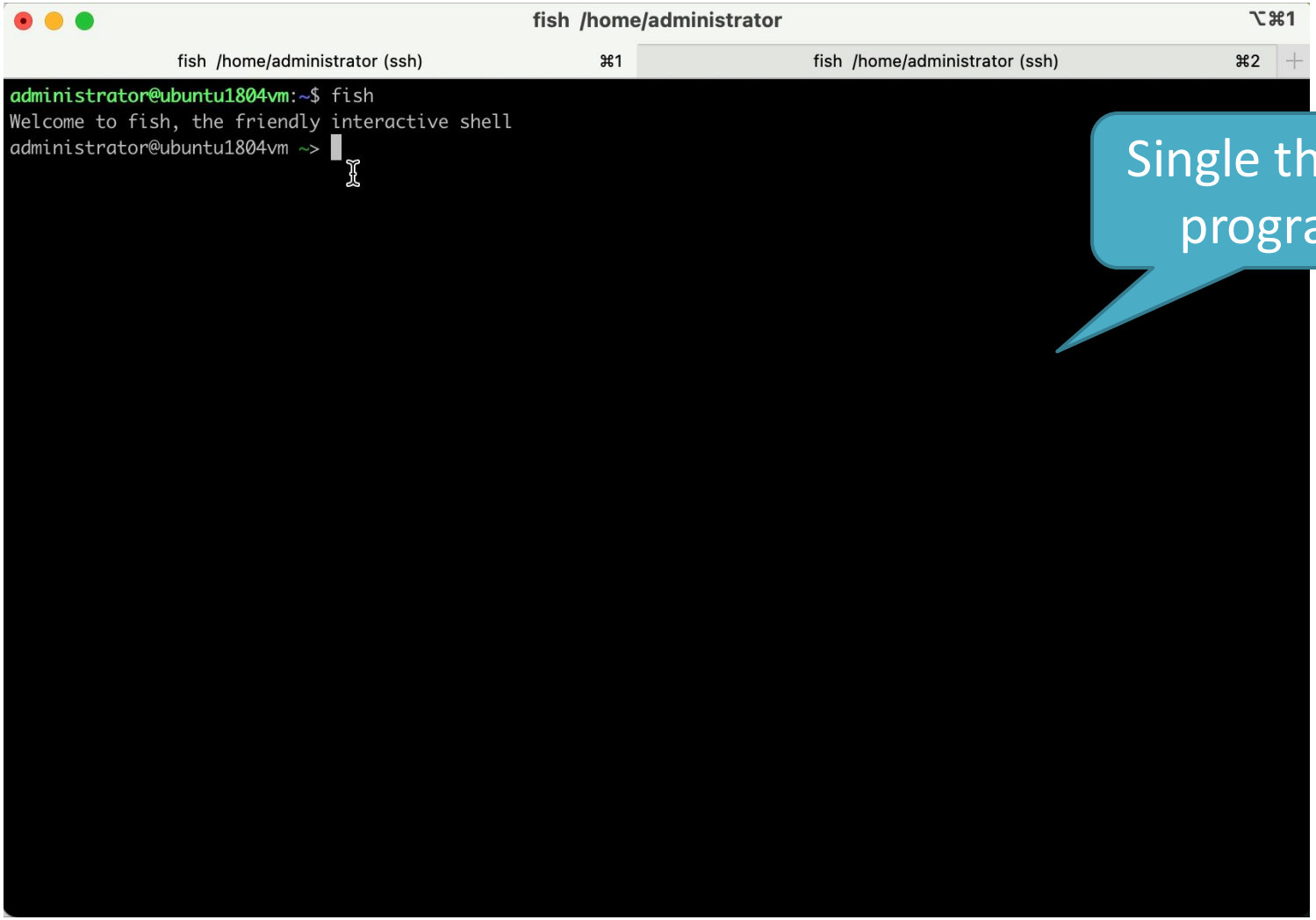
Optimization and Speedup

	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				

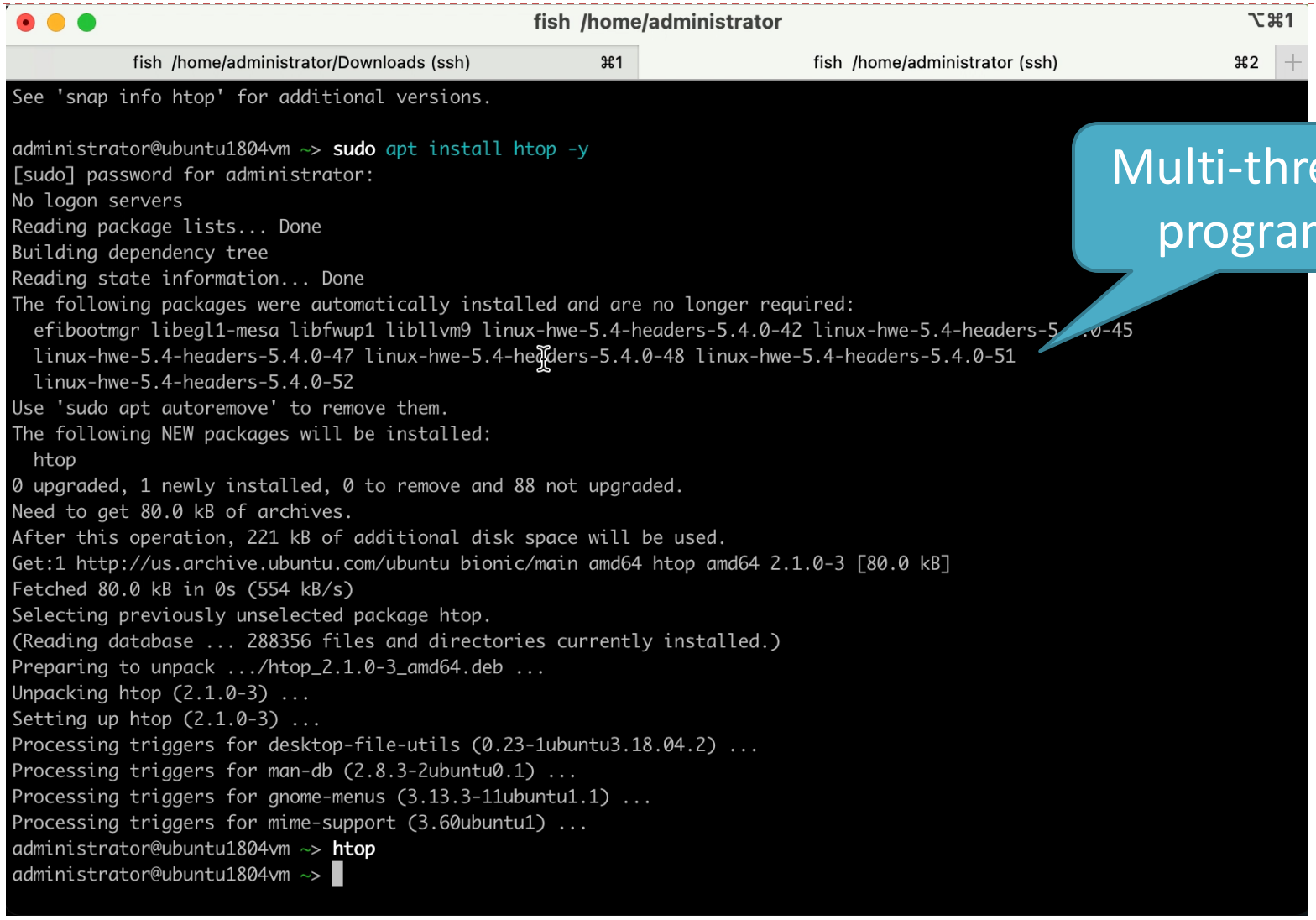
Single thread app demo

https://youtu.be/dIsBhvhQ9mA

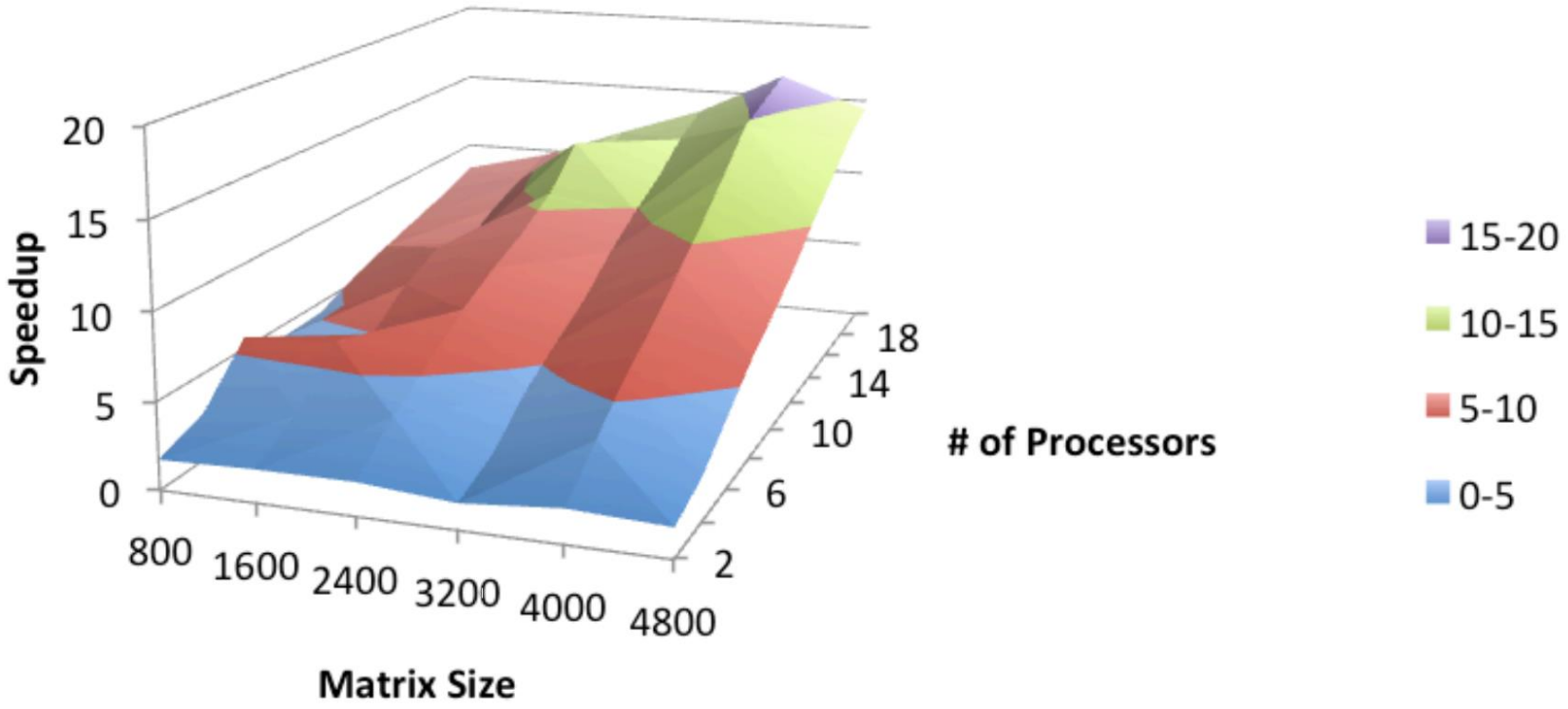


Multi-thread app demo

https://youtu.be/ubLB2fb8cdc



Optimal 2: Optimization using parallel



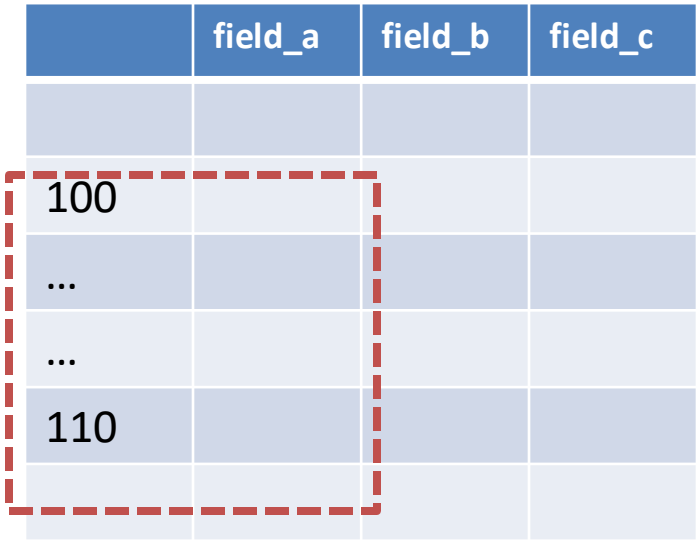
https://www.cse.unr.edu/~fredh/class/415/Nolan/matrix_multiplication/writeup.pdf

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;
```

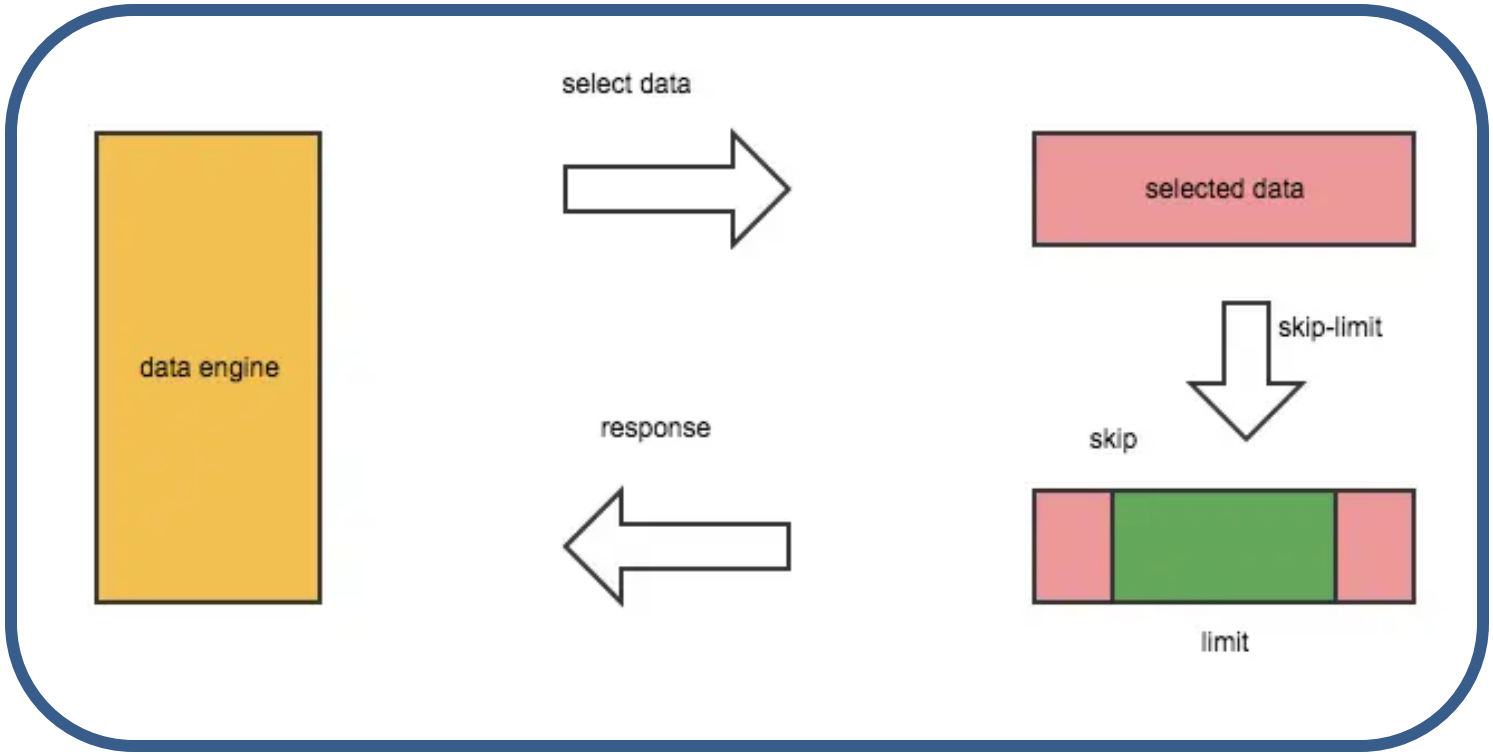
```
db.collection_b
.find()
.sort({"field_a":1})
.skip(100)
.limit(10);
```

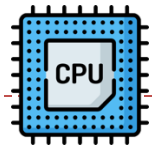


From line 100 to the next 10 lines of data

Example of distributed system: sorting

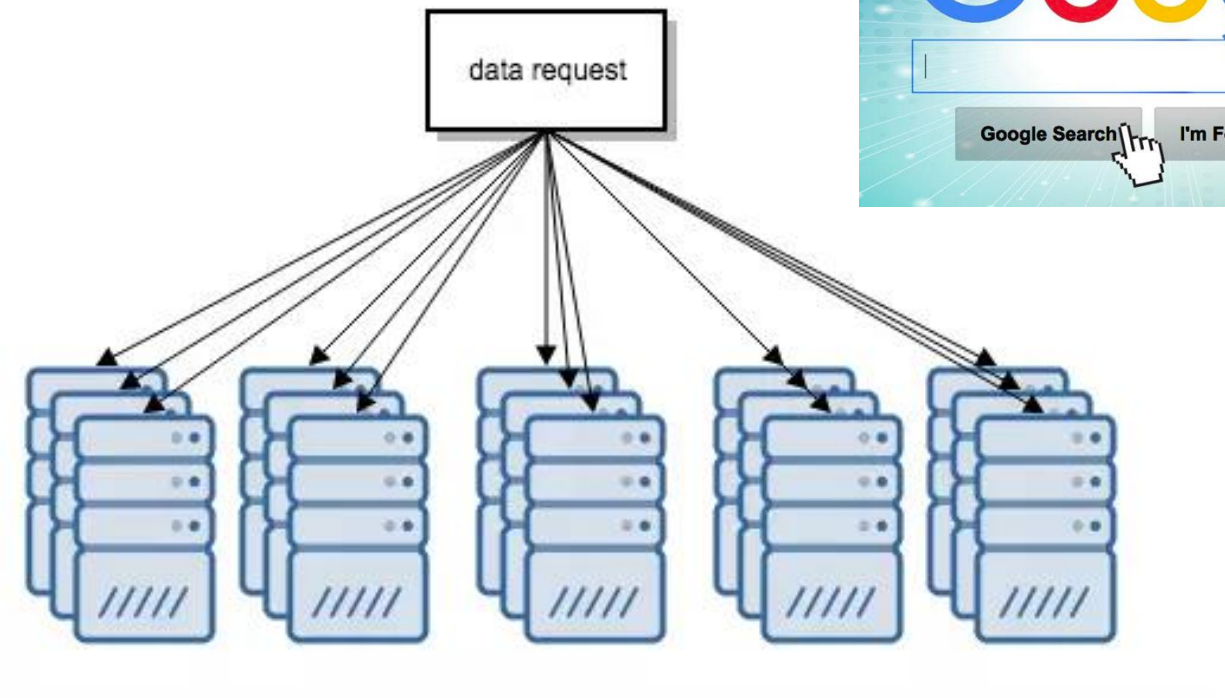
- Workflow on a single node



One server 

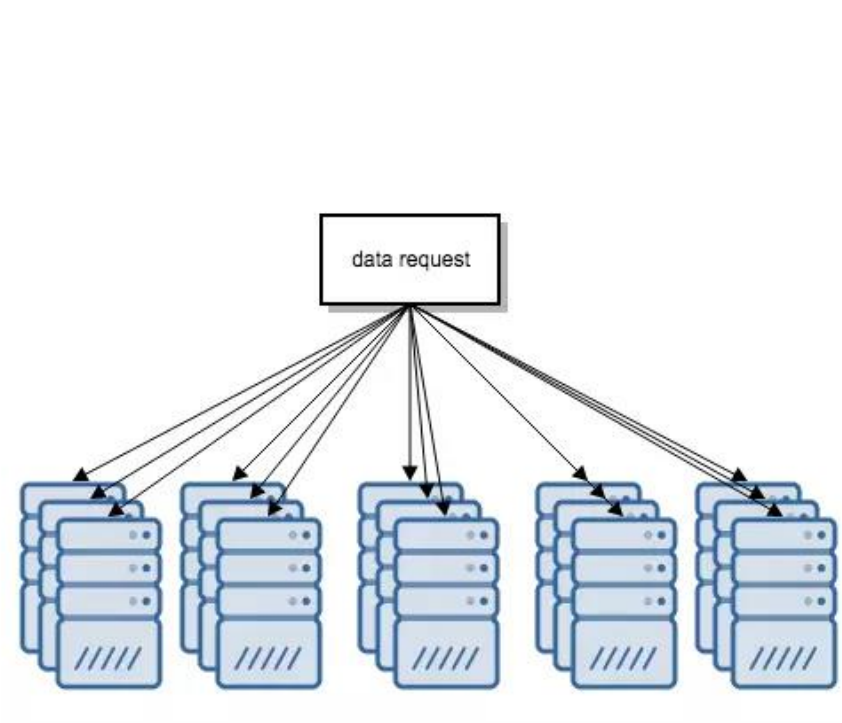
Example of distributed system: sorting

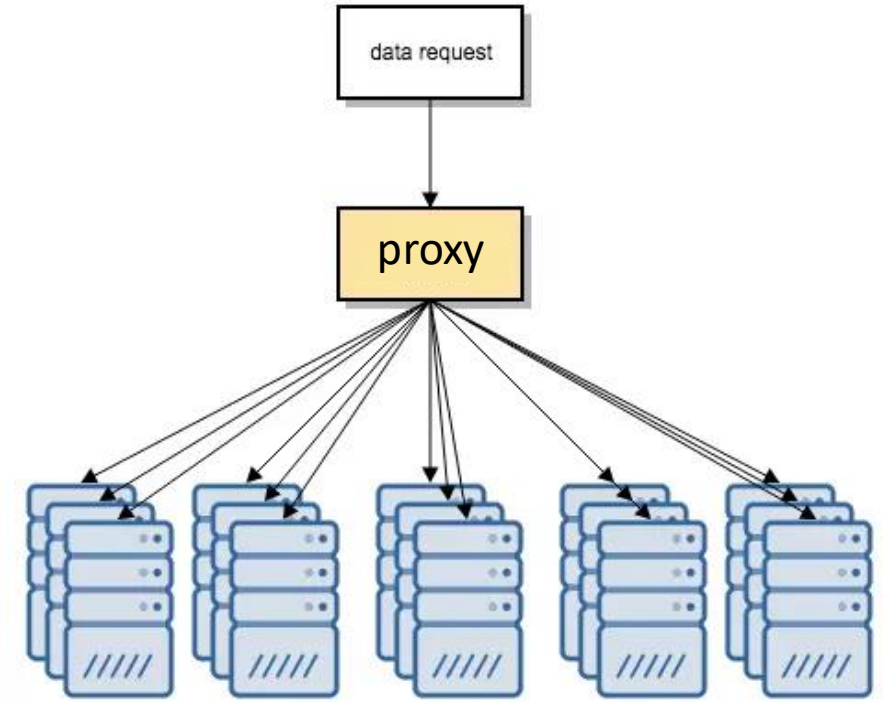
- If the data is too much and single node cannot hold



Example of distributed system: sorting

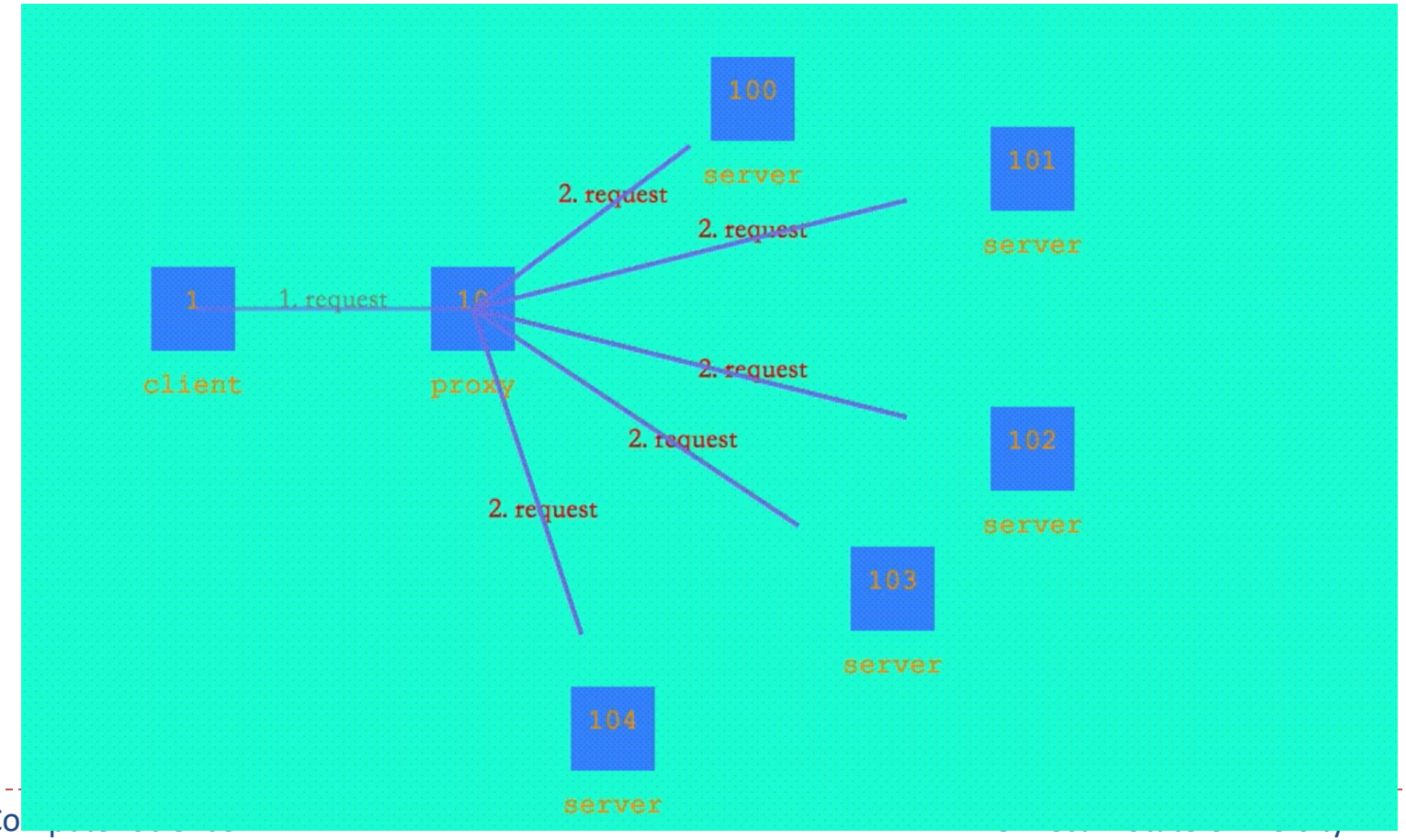
- Choose a node for merge processing





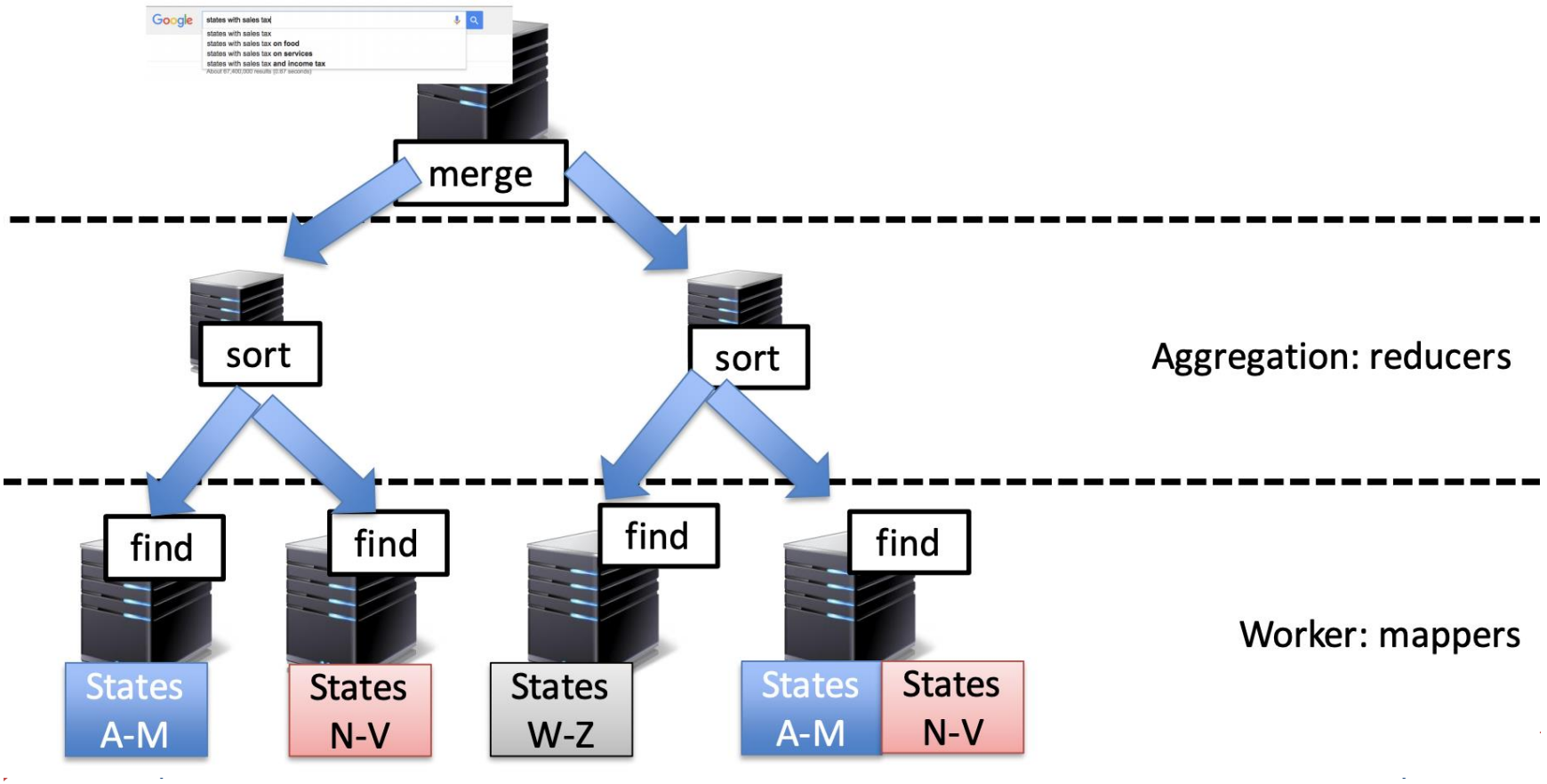
Example of distributed system: sorting

- Workflow



Example of distributed system: sorting

- How Do Request Get Processed in a Data Center



Example of distributed system: sorting

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

Conclusion

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