

## Parallel Programming Project Notes

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project.notes.pptx

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## Why Are These Notes Here?

These notes are here to:

1. Help you setup and run your projects
2. Help you get the data you collect in the right format for submission
3. Help you get a better grade by doing all of this correctly!



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## Project Notes, I

- Feel free to run your projects on whatever systems you have access to yourself.
- If you don't have access to your own systems, then you can use what we have at OSU. On-campus users will have access to Windows and Linux systems here. Ecampus users will have remote access to some of our Linux systems.
- All projects will require timing to determine performance. Use the OpenMP timing functions. They give good answers, and this will make the timing consistent across projects and across people. The OpenMP call:

```
double prec = omp_get_wtick( );
```

tells you the precision of the clock in seconds. I get  $10^{-9}$  seconds on the systems I've been using. I really doubt that this is true. The OpenMP call:

```
double time0 = omp_get_wtime( );
```

samples the clock right now. It gives you wall-clock time in seconds. In parallel computing, memory latency and thread-idle time are part of the equation, so wall clock time is what you want.



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## Project Notes, II

If you are on Linux and have access to the Intel compiler, *icpc*, use it! Otherwise use *g++*. The compilation sequences are:

On Linux, the typical compile sequence for files that use OpenMP is:

```
g++ -o proj proj.cpp -O3 -lm -fopenmp
```

```
icpc -o proj proj.cpp -O3 -lm -openmp -align -qopt-report=3 -qopt-report-phase=vec
```

Note that OpenMP should always be included because we are using OpenMP calls for timing.

Note that the second character in the 3-character sequence "-lm" is an ell, i.e., a lower-case L.



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### Project Notes, III

- Most of these projects will require you to submit graphs. You can prepare the graphs any way you want, except for drawing them by hand. (The Excel Scatter-with-Smooth-Lines-and-Markers works well.) So that we can easily look at each other's graphs, please follow the convention that **up is faster**. That is, do not plot seconds on the Y axis because then "up" would mean "slower". Instead, plot something like Speedup or MFLOPS or frames-per-second.
- I expect the graphs to show off your scientific literacy -- that is, I expect axes with numbers, labels, and units. If there are multiple curves on the same set of axes, I expect to be able to easily tell which curve goes with which quantity. After all, there is a reason this major is called Computer **Science**. Not doing this makes your project unacceptable.
- As this is not a graphics course, you won't need to know OpenGL. When we get to the OpenGL interoperability project, I will give you OpenGL code to use (although you can still write your own). You will just need to supply the OpenCL portion.



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### Project Notes, IV

In Excel, I have had the most luck with creating tables that look like this:

	A	B	C	D	E	F
1		512	1024	2048	4096	
2	1	14.1555	13.3418	14.1154	14.1069	
3	2	21.6806	20.046	23.7994	27.2557	
4	4	12.9414	23.8921	26.6744	26.9854	
5	8	19.5566	32.2381	35.5263	52.2355	
6						

where the 1,2,4,8 rows are holding the number of threads constant, and the 512,1024,2048,4096 columns are holding the number of subdivisions constant. The cells are holding performance numbers, with higher numbers representing faster performance.

Sweep over the entire table, select Copy, and then insert it into one of the scatterplot options.

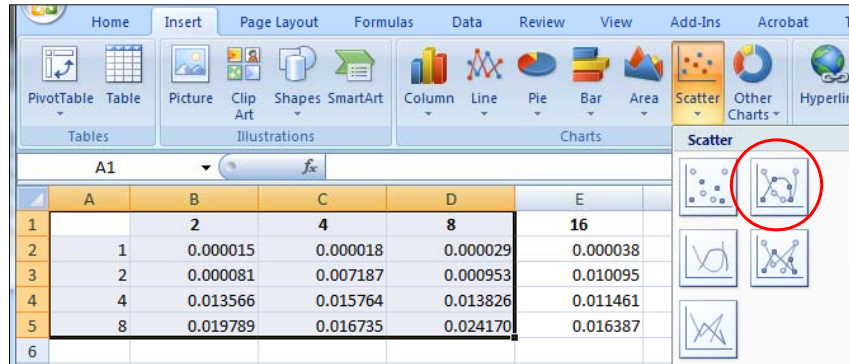


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## Project Notes, V

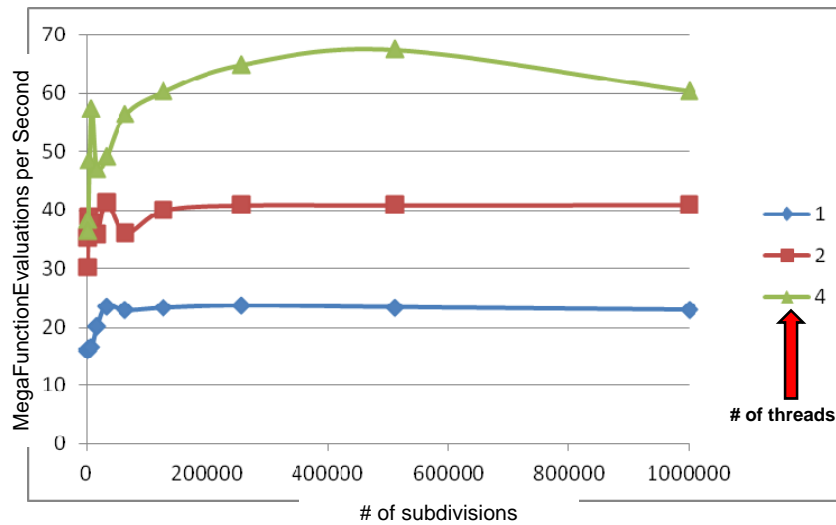
Sweep over the entire table, select Copy, and then insert it into one of the scatterplot options.



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## MegaFunctionEvaluations Per Second vs. Number of Subdivisions

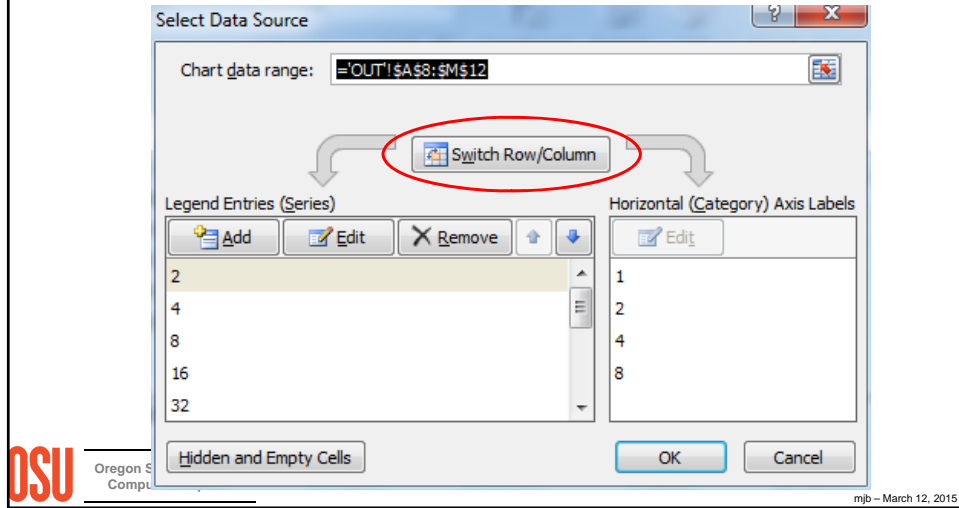


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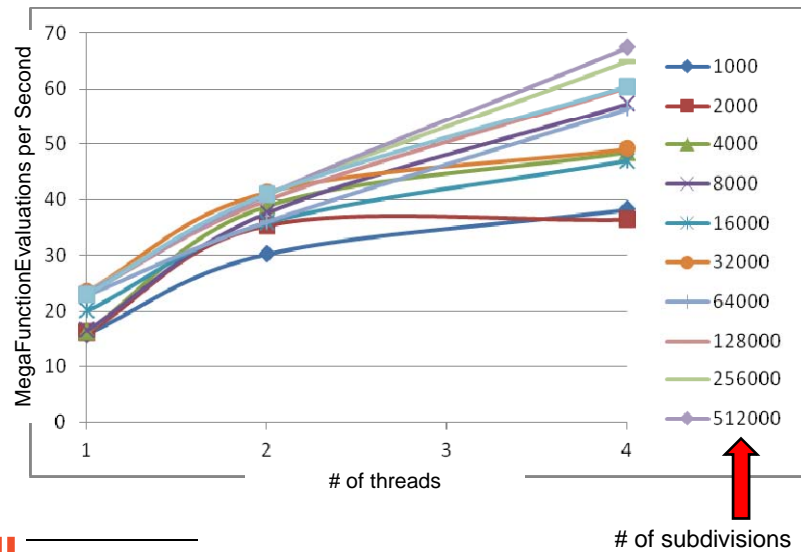
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## Project Notes, VI

To transpose the sense of the graph (which you also need to do), right-drag the graph and select Copy (to make an identical copy of the graph), then right-click on the border of the graph and click on "Select Data". Then click on "Switch Row/Column".



## MegaFunctionEvaluations Per Second vs. Number of Threads



## How We Will Be Doing Timing

In this class, we don't want to just *implement* – we want to *characterize* performance. What speed-ups do we see, and why do we see them? How do we generalize that to other types of problems? What insights does this give us?

So, as part of your project assignments, you will be doing a lot of timing to determine program speed-ups.

```
#include <omp.h>

double time0 = omp_get_wtime();           // seconds
...
double time1 = omp_get_wtime();           // seconds
fprintf( stderr, "Elapsed time = %10.2lf microseconds\n", 1000000. * ( time1 - time0 ) );
```

%10.2lf is a good way to print doubles ("long float")

BTW, you can query how much time-precision the call to `omp_get_wtime( )` has by doing this:

```
double prec = omp_get_wtick();             // seconds
fprintf( stderr, "Time precision = %g seconds\n", prec );
```

On my system, it claims  $10^{-9}$  seconds, but I really doubt it.

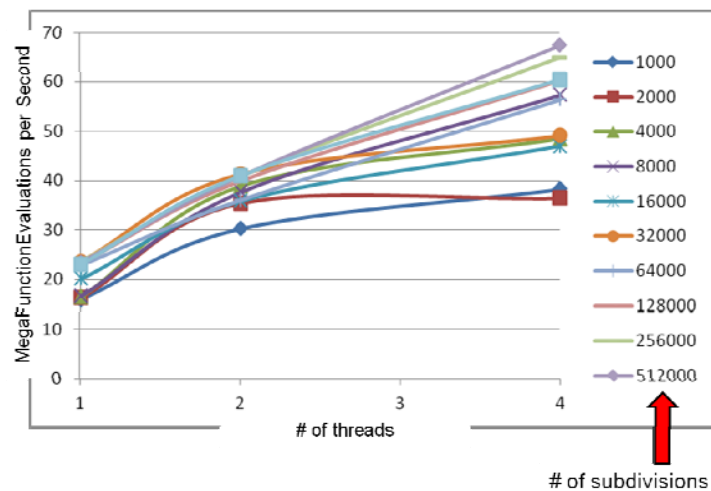


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## How We Will Be Doing Timing

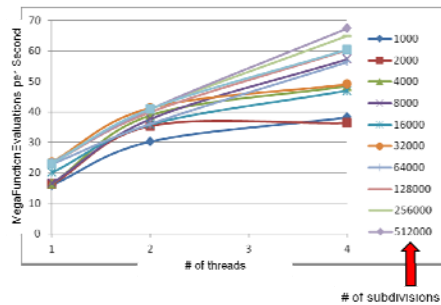
When we plot, we will all put *execution speed on the Y axis* (as opposed to putting elapsed time on the Y axis). Thus, as far as performance goes, up will mean "good". So, for example:



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## How We Will Be Doing Timing



As you can tell, these performance measurements will be far more intelligible when examined as a graph than as raw numbers. **Thus, you are expected to have access to a good automated graphing package.** If you don't have one, or can't get access to one – go get one!

Hand-drawn graphs, whether analog or digital, will not be accepted for your assignments.

**You will also need a word processor, with a way to import your tables and graphs, and with a way to turn that document into PDF.**



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## How to Run Benchmarks from Scripts

In our project assignments, you will run benchmarks, that is, you will try your application using several different combinations of parameters. Setting these combinations by hand inside your program one-by-one is a pain. It is much easier to do it from a script.

In most C and C++ compilers, there is some mechanism to set a **#define** from outside the program. Many of them use the **-D** construct on the command line:

```
#!/bin/csh

#number of threads:
foreach t ( 1 2 4 6 8 )
    echo NUMTHREADS = $t
    g++ -DNUMTHREADS=$t prog.cpp -o prog -lm -fopenmp
    ./prog
end
```

Then, in the C or C++ program, all you have to do is use NUMTHREADS. For example:

```
omp_set_num_threads( NUMTHREADS );
```



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## Computing Performance

When computing performance, be sure that the numerator is amount of work done and the denominator is the amount of time it took to do that work. For example, in the Bezier surface example, computing one height is the work done at each node and you have NUMS\*NUMS total nodes, so (NUMS\*NUMS)/dt is one good way to measure performance.

1./dt and NUMS/dt are not good ways to measure performance as they don't reflect the true amount of work done.

If you are using ridiculously high values for NUMS, the quantity NUMS\*NUMS might overflow a normal int. You can use a long int, or just float each one separately. Instead of (float)(NUMS\*NUMS)/dt, you could say (float)NUMS\*(float)NUMS/dt

If you are squaring a size number, and are using signed ints, the largest NUMS you can use is:

$$\sqrt{2,147,483,647} = 46,340$$

If you are squaring a size number, and are using unsigned ints, the largest NUMS you can use is:

$$\sqrt{4,294,967,295} = 65,535$$



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## Project Turn-in Procedures

Your project turnins will all be electronic.

Your project turnins will be done at <http://engr.oregonstate.edu/teach> and will consist of:

1. Source files of everything (.cpp, .cl)
2. A Linux or Windows executable file, if needed.
3. A report in PDF format. ***You can .zip everything else if you want, but please leave the PDF as a separate file.***

Electronic submissions are due at 23:59:59 on the listed due date.

Your PDF report will include:

1. A title area, including your name, project number, and project name.
2. Any tables or graphs to show your results.
3. An explanation of what you did and *why it worked the way it did*. Your submission will not be considered valid unless you at least attempt to explain why it works the way it does.

Your project will be graded and the score posted to the class web page.

If you want to know why you did not receive full credit, send me an email asking about it, or see me during Office Hours.



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## Bonus Days

Projects are due at 23:59:59 on the listed due date, with the following exception:

Each of you has been granted **five** Bonus Days, which are no-questions-asked one-day extensions which may be applied to any project, subject to the following rules:

1. No more than 2 Bonus Days may be applied to any one project
2. Bonus Days cannot be applied to tests
3. Bonus Days cannot be applied such that they extend a project due date past the start of Test #2.



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## Bonus Days

To use one or more Bonus Days on a given project:

- You don't need to let me know ahead of time.
- Turn-in promptness is measured **by date**. Don't worry if *teach* tells you it's late because it is between 23:30:01 and 23:59:59. But, *after* 23:59:59 on the posted due date, **it's late!**
- *teach* has been instructed to accept your turn-in, no matter when you do it.
- Fill out the bonus day .docx form, turn it into a PDF, and email me the PDF.
- I will check your turn-in date and be sure it matches the number of Bonus Days you are redeeming.
- You can see how many Bonus Days you have left by looking in the BDL column of the grading table on the class web site.



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### A Warning About Virtual Machines

Virtual machines are, apparently, not automatically setup to do multithreading.

If you are running on your own virtual machine, and are getting performance numbers that make absolutely no sense, try using one of the OSU machines.



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### A Warning about Editing on Windows and Running on Linux

Some of you will end up having strange, unexplainable problems with your csh scripts or .cpp programs. This could be because you are typing your code in on Windows (using Notepad or Wordpad or Word) and then running it on Linux. Windows likes to insert an extra carriage return ('\r') at the end of each line, which Linux interprets as a garbage character.

You can test this by typing the Linux command:

**od -c loop.csh**

which will show you all the characters, even the '\r' (which you don't want) and the '\n' (newlines, which you do want).

To get rid of the carriage returns, enter the Linux command:

**tr -d '\r' < loop.csh > loop1.csh**

Then run loop1.csh

Or, on some systems, there is a utility called *dos2unix* which does this for you:

**dos2unix < loop.csh > loop1.csh**

Sorry about this. Unfortunately, this is a fact of life when you mix Windows and Linux.



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