

# Using Clusters in Undergraduate Research

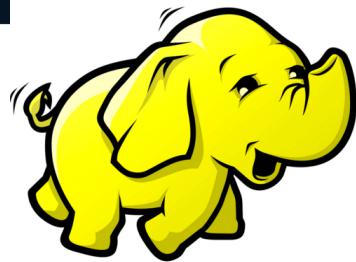
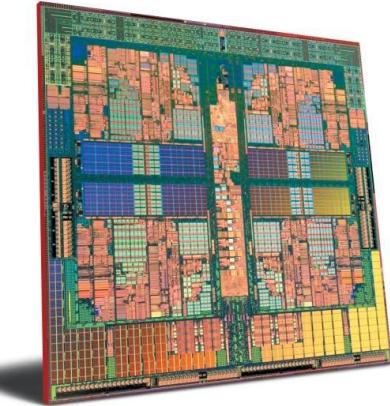
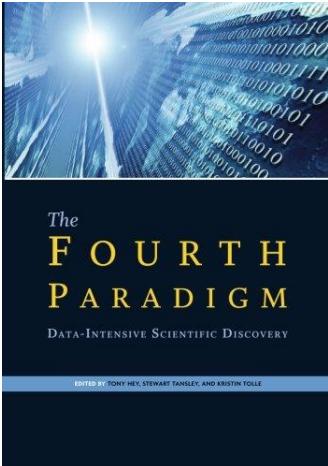
Peter Bui

*University of Wisconsin - Eau Claire*



# Motivation

# Problem: PDC Growth



XSEDE

Extreme Science and Engineering  
Discovery Environment

Parallel and distributed computing are  
becoming increasingly important.

# **Problem: HPC Education Adoption**

Although we now have guidelines such as the **NSF/IEEE-TCPP PDC Curriculum** report, **integration** of such recommendations is still a **work in progress...**

**Challenge:** In place of classroom instruction (or in addition), how can we provide students an opportunity to **delve deep** into parallel and distributed computing?

# Solution: Clusters + Research

**Use clusters** to introduce undergraduates to parallel and **distributed computing** in the context of:

- Class Projects
- Independent Study
- Undergraduate Research

} Today's  
Focus

# Background

# Undergraduate Research @ UWEC

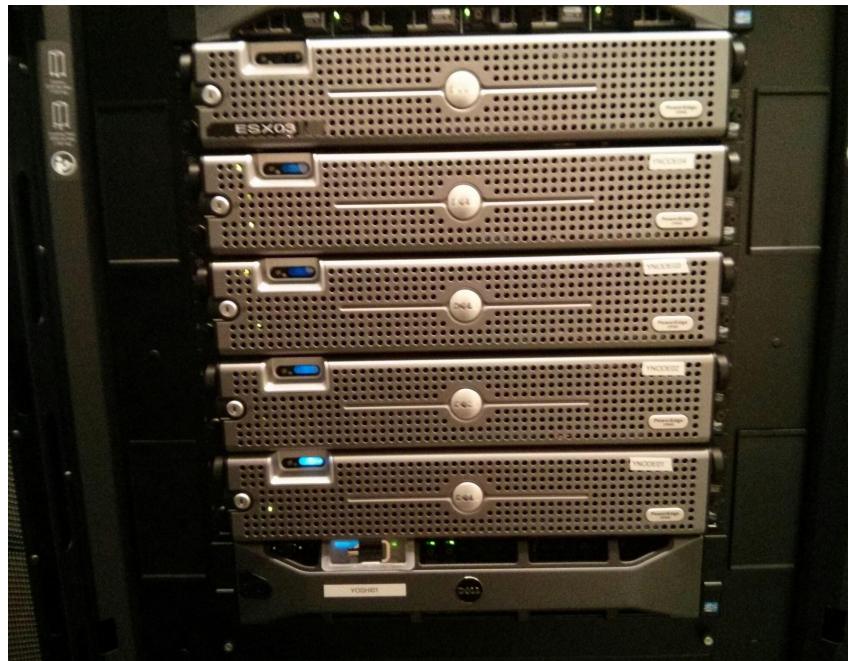
Students perform research:

- **Stipend**
- **Independent Study**
- **Hobby/Curious**



*As a mentor, my goal is to allow the students to explore their interests, develop skills, and learn more deeply about a particular topic.*

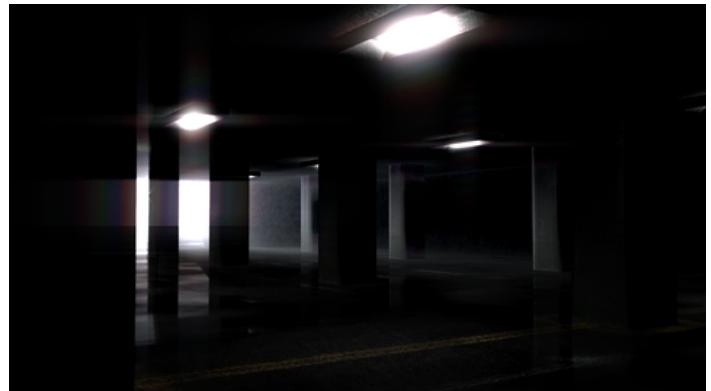
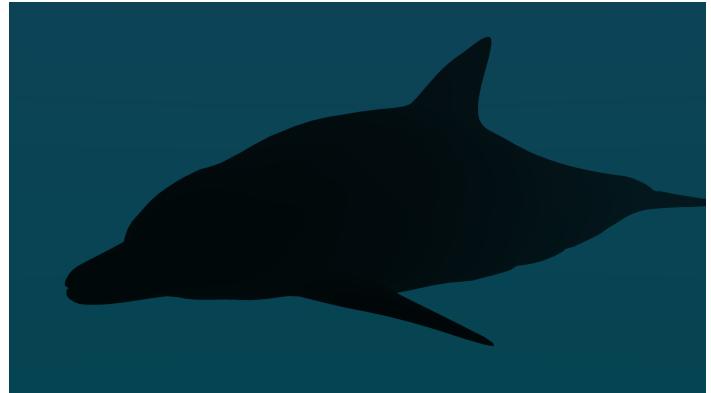
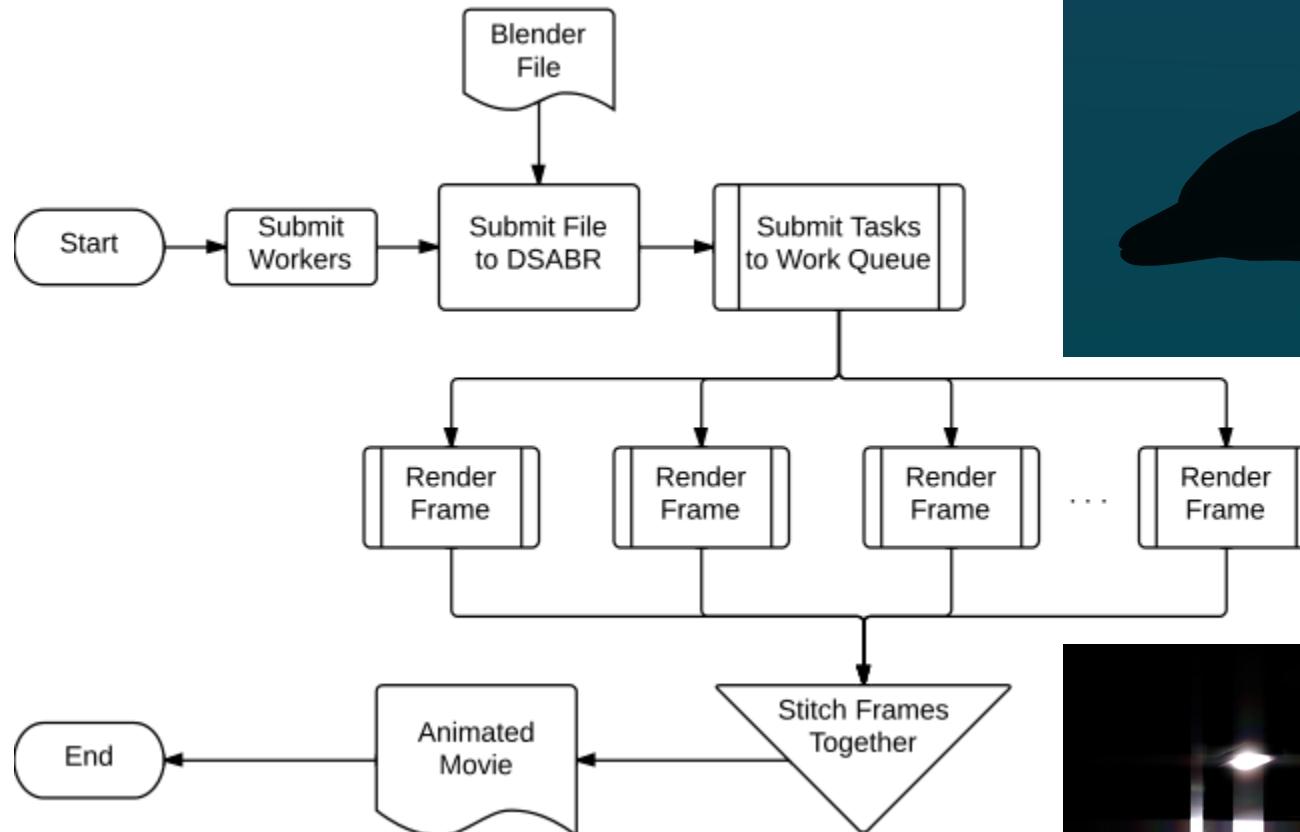
# HPC @ UWEC



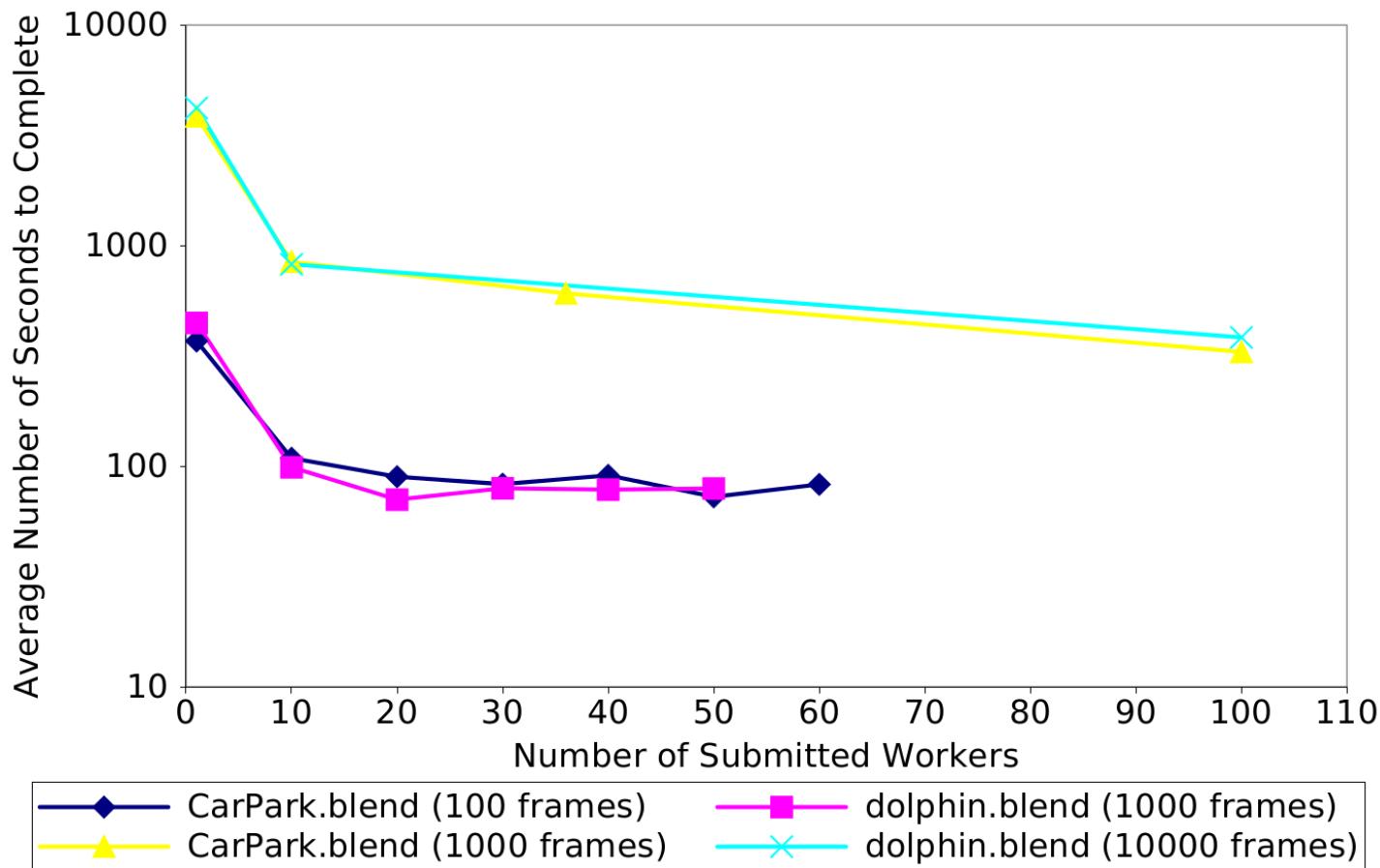
**HT** CENTER FOR  
**HIGH THROUGHPUT**  
COMPUTING

# **Undergraduate Research Projects**

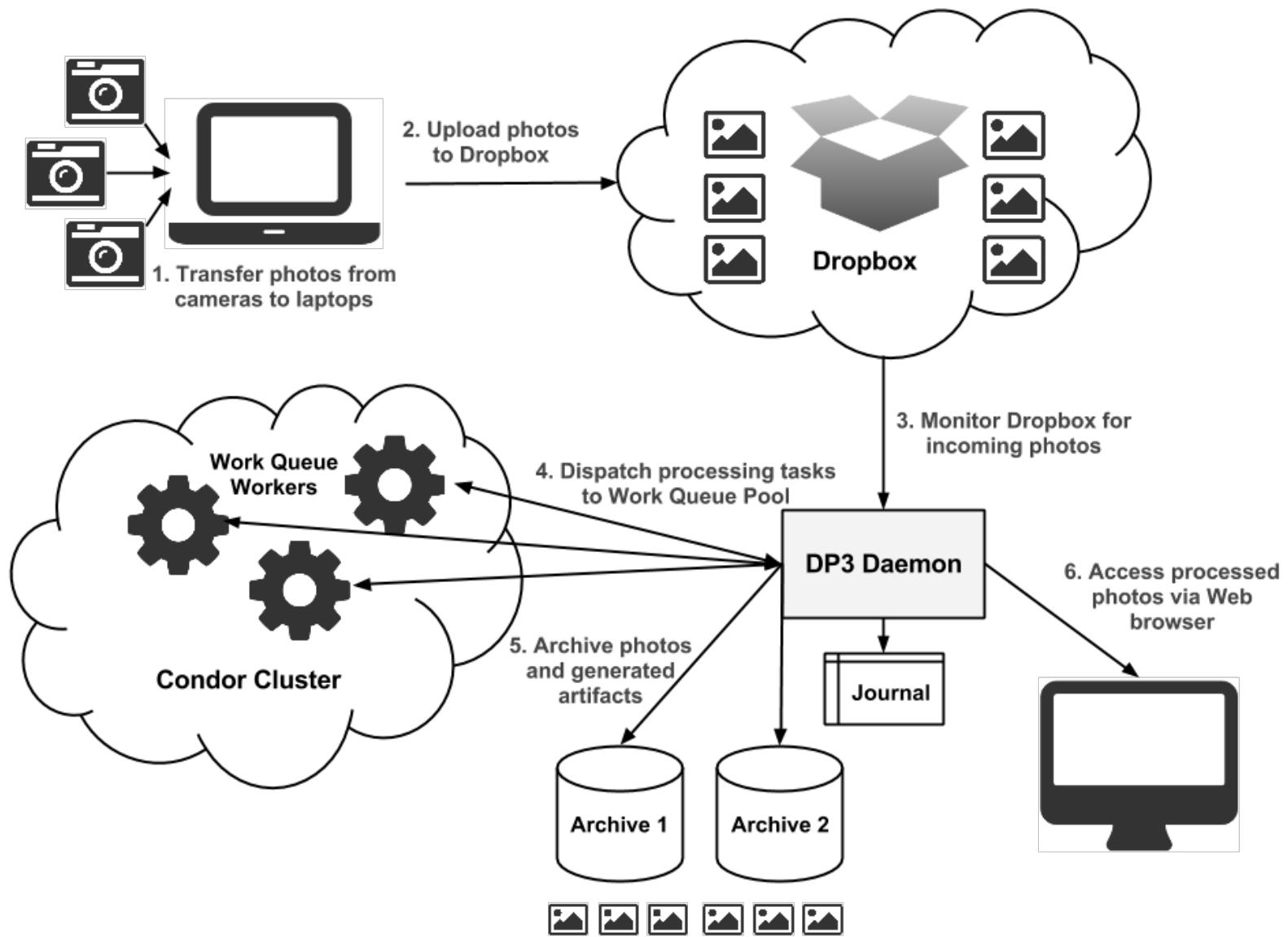
# Distributed Animation Rendering



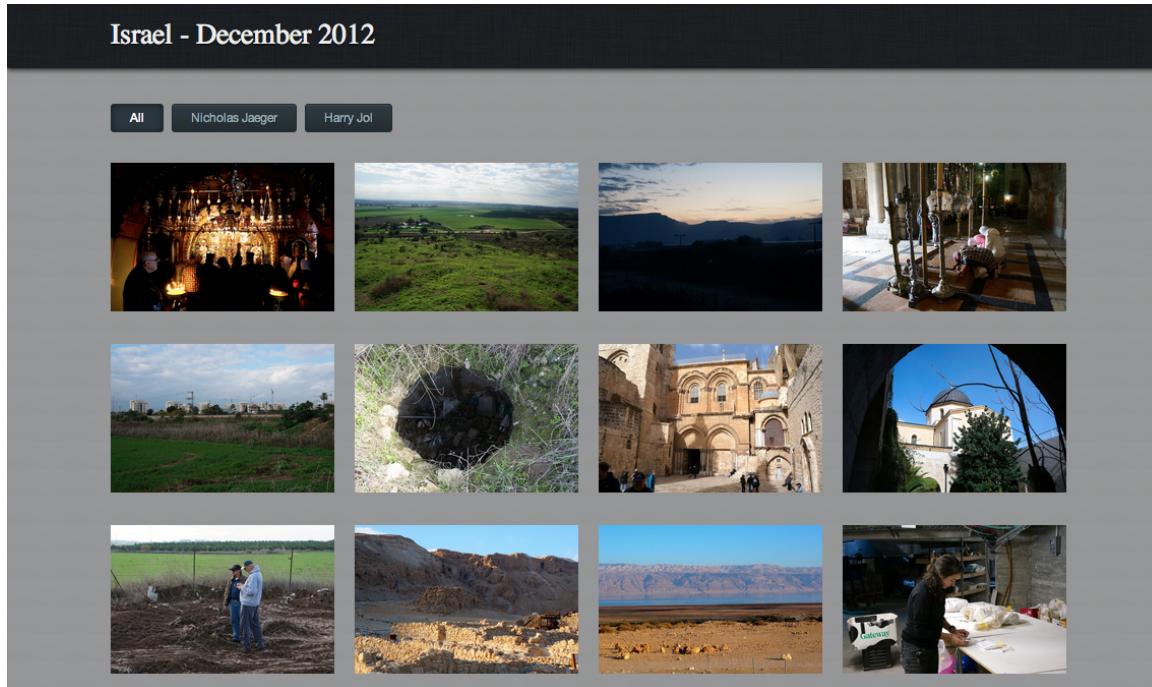
# Distributed Animation Rendering



# Photo Processing Pipeline



# Photo Processing Pipeline



**Num of Batches** 448

**Max Batch Size** 1385

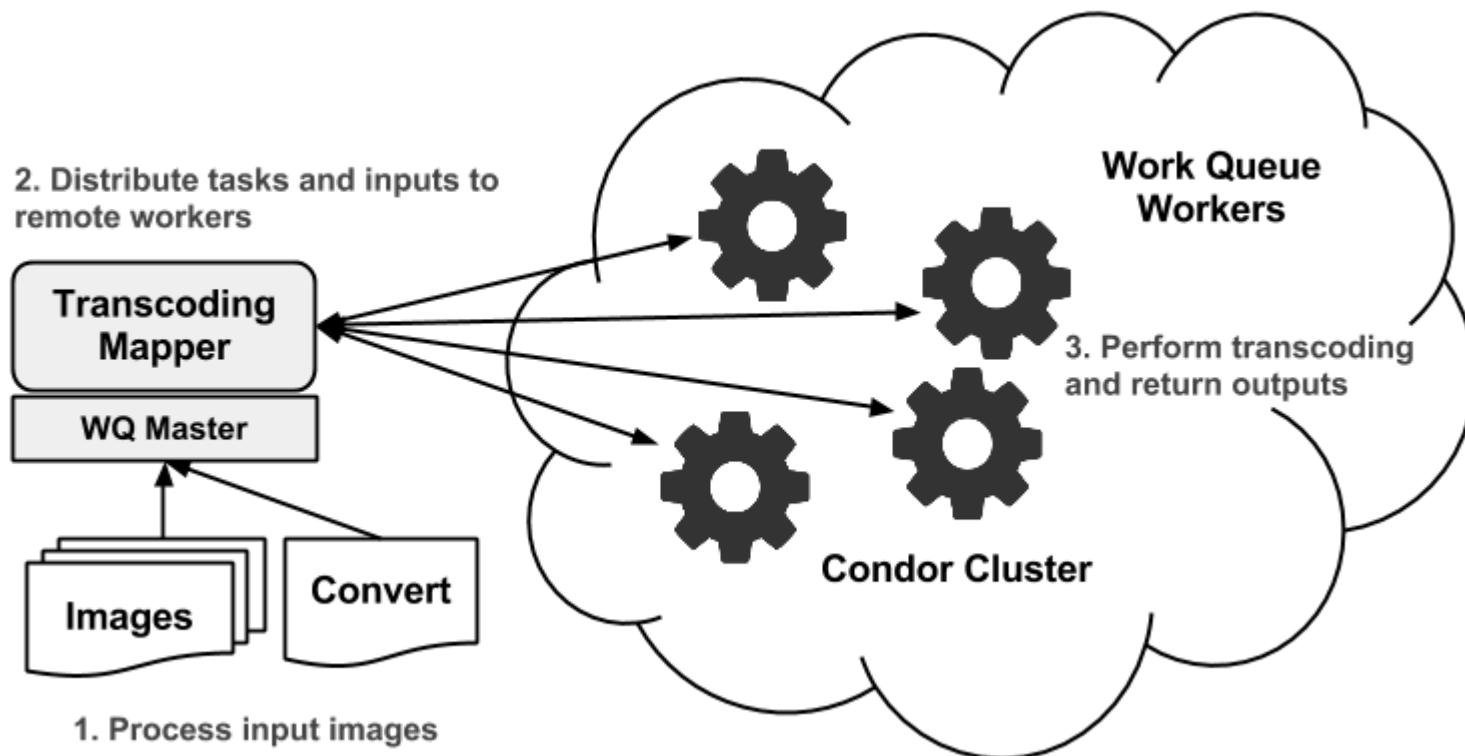
**Min Batch Size** 1

**Avg Batch Size** 16.4

**Num of Tasks Submitted** 7372

**Num of Tasks Failed** 104

# Scalable Image Transcoding



# Scalable Image Transcoding

File Size	Set Size	# of Workers						
		1	2	4	8	16	24	30
15KB	10	1x	1.47x	1.56x	2.13x	1.85x	2.00x	<b>2.40x</b>
	100	1x	1.60x	2.80x	4.43x	5.96x	6.42x	<b>6.44x</b>
	1000	1x	1.65x	3.12x	5.02x	7.97x	9.27x	<b>9.31x</b>
1MB	10	1x	1.65x	2.40x	2.78x	3.05x	3.73x	<b>3.87x</b>
	100	1x	2.10x	3.87x	6.55x	<b>9.56x</b>	7.65x	8.27x
	1000	1x	2.17x	4.28x	7.75x	11.2x	10.5x	<b>12.12x</b>
10MB	10	1x	1.84x	2.46x	2.88x	<b>4.48x</b>	3.43x	3.27x
	100	1x	1.98x	3.90x	4.95x	<b>7.34x</b>	4.61x	4.76x
	1000	1x	1.74x	3.97x	5.63x	<b>6.26x</b>	4.75x	4.93x

# **Lessons Learned**

# Applications, Not Infrastructure

Because students lack distributed computing background:

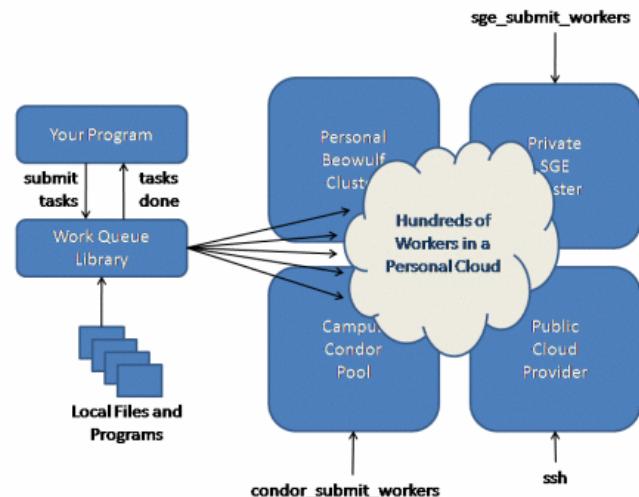
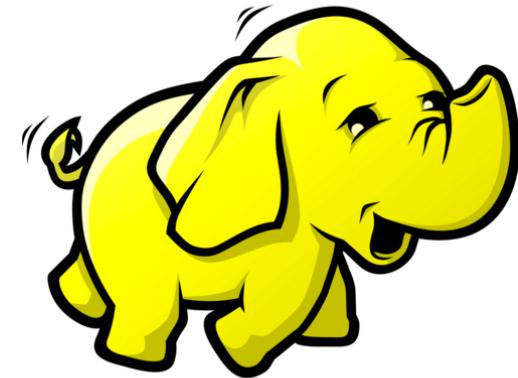
*Focus on developing distributed **applications**, rather than low-level **infrastructure**.*

**Goal:** Allow students to **explore** distributed computing and to develop their interests and skills.

# Utilize High-Level Frameworks

- Allow students to **dive quickly** into distributed computing
- Don't solve all of the **challenges** in distributed computing

Frameworks are **scaffolding** that enables students to become **productive** in a **reasonable** amount of time



# Nothing is Straightforward

Programming distributed applications often yields **non-obvious** and **non-trivial** problems:

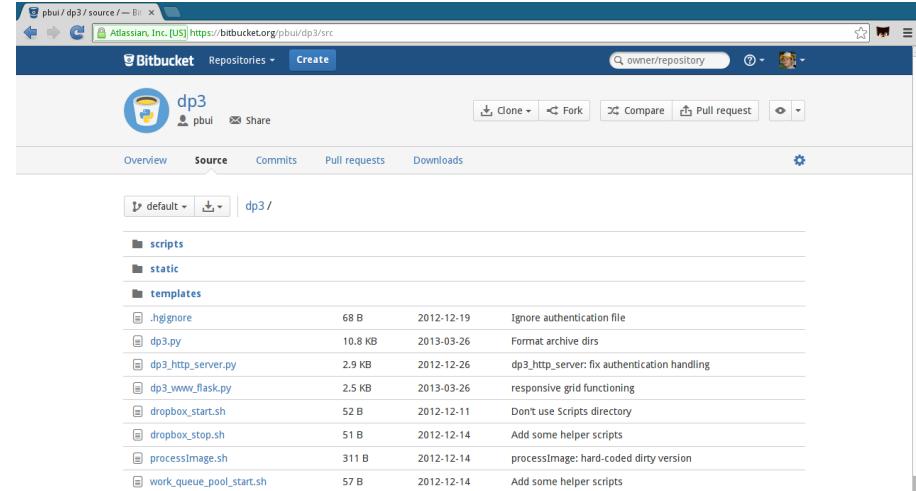
- **Identifying concurrency and parallelism**
- **Dependency management**
- **Local system limitations**
- **Network bottlenecks**

*Distributed computing is **hard**... but also **fun!***

# Practice Incremental Development

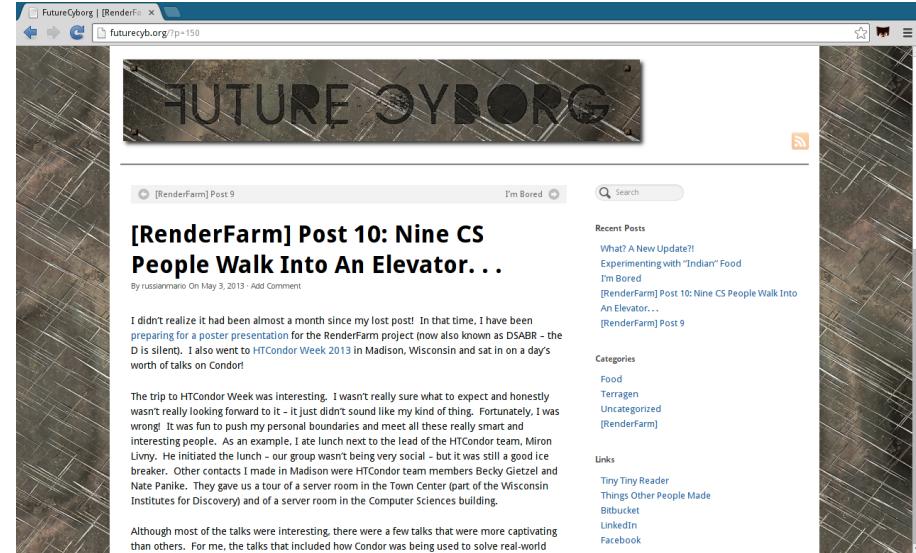
- **Iterative Development**

Always have something that works



- **Version Control**

Keep history of all work



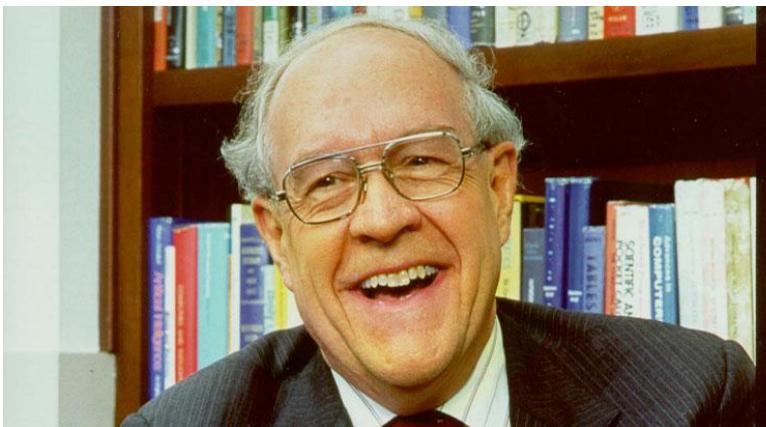
- **Blogging**

Describe and report progress

# Seek Interdisciplinary Collaboration

*“If the computer scientist is a toolsmith, and if our delight is to fashion power tools and amplifiers for minds, we must partner with those who will use our tools, those whose intelligences we hope to amplify.”*

- Fred Brooks



# Internal and External Resources

- **UW - Eau Claire's ORSP**

- Student stipends
- Travel funding
- Conference fees
- Local presentation opportunities



- **Center for High Throughput Computing**

- Condor flocking
- Technical support
- Student grants



# **Final Thoughts**

# Summary

**Using clusters in undergraduate research** is a great way to get students involved in **parallel and distributed computing**.

Distributed computing is **hard**...

- Focus on high-level **applications**
- Take advantage of **frameworks**
- Keep students **engaged** and **motivated**
- Reach out and take advantage of **resources**

# Acknowledgements

- **Students**

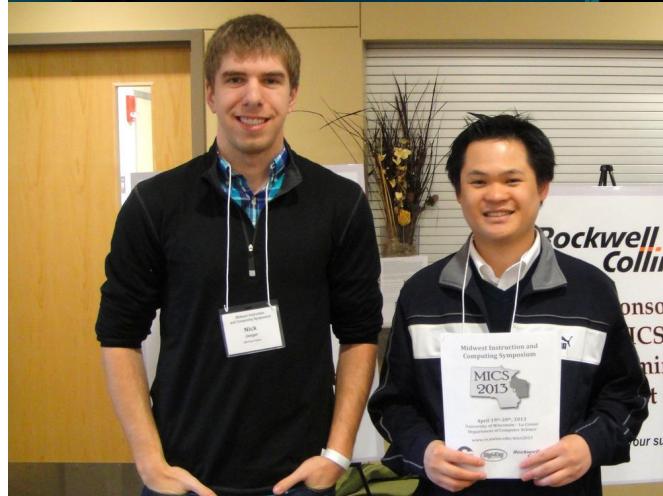
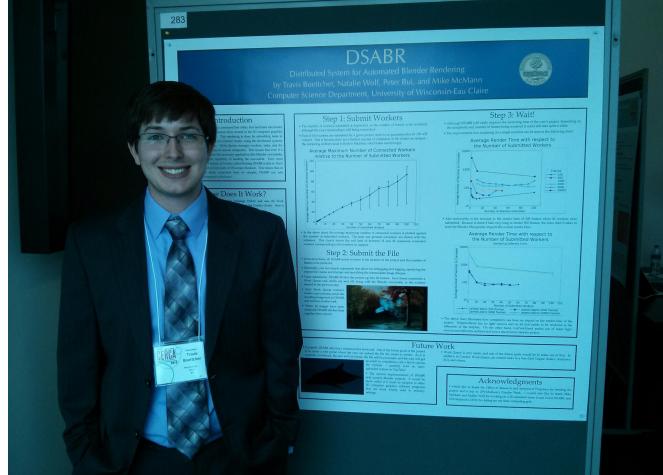
Travis Boettcher, Nick Jaeger,  
Jeffrey Westphal

- **ORSP**

Travel funding and student  
stipends

- **CHTC**

HTCondor flocking



# Questions?

Peter Bui

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WWW: <http://cs.uwec.edu/~buipj>

*The Computer Science department at UW - Eau Claire is **hiring two tenure-track positions** this Fall!*

# Future Work

- **DSABR**
  - Support Maya
  - Take advantage of XSEDE and Amazon EC2
  - Web portal for art students
- **DP3**
  - Process photos, videos, and text
  - Generate blog posts
  - Use on more field trips (e.g. New Zealand)