



## 3 speedup performance models

- Fixed Load Speedup (Amdahl's Law-1967)
- Fixed Time Speedup (Gustafson's law-1987)
- Memory-Bounded Speedup (Sun and Ni-1993)



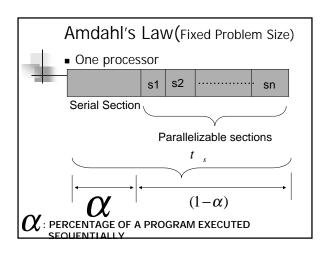
## Amdhal's Law (1967)

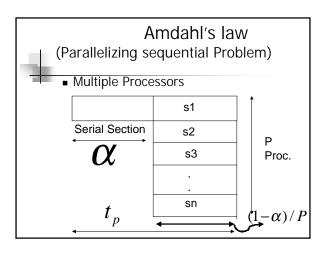
- Assumption: computational load is fixed with a fixed problem size
- If we have more processors, the fixed load is distributed to more processors
- Objective to get fast results.

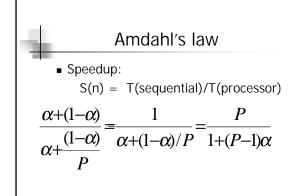


## Amdhal's Law

- Amdahl's law implies that the sequential portion of the program does not change with respect to machine (processor)
- However, parallel portion is evenly executed by P processors, resulting in reduced time







$$\frac{P}{1+(P-1)\alpha} = \frac{1}{\alpha+(1-\alpha)/P}$$

$$\alpha = 0, S = P$$

$$\alpha = 1, S = 1$$

$$P \xrightarrow{\infty} S = \frac{1}{\alpha}$$
Speedup is upper bounded by  $\frac{1}{\alpha}$ 



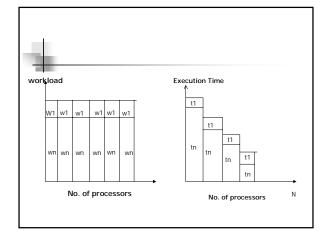
## Amdhal's Law

- lacktriangle As  $\alpha$  increases, speedup decreases
- With a small percentage of sequential code, entire performance can't go higher than α
- $\begin{tabular}{ll} \hline \textbf{Sequential Bottleneck} & \alpha & : Can't \\ be solved by increasing number of \\ processors. Problem lies in sequential \\ portion of code \\ \end{tabular}$



#### Amdhal's Law

- As the number of processors increases, load on each processor decreases
- However total amount of work is kept constant
- Execution time decreases
- Eventually sequential part will dominate the performance as P becomes very large





## Amdhal's Law

- Fixed load prevents scalability in performance
- Impact on Parallel Computer industry:
  - Manufacturers were discouraged from making large-scale parallel computers
  - $\blacksquare$  More research attention was shifted toward developing parallelizing compilers which will reduce the value of  $\ensuremath{\upoleshapple{DC}}$
  - Boost performance



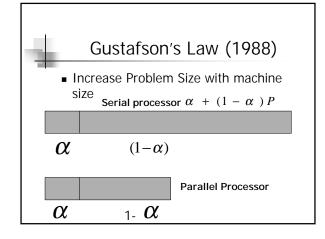
## Fixed Time Speedup

- Problem cannot scale to match available computing power as machine size increases in Amdahl's law
- $m{lpha}$  is a bottleneck but can be alleviated by removing fixed load



# Fixed Time Speedup for Scaled Problems

- Assumption: Largest problem will require largest machine; smallest problem will require smallest machine→but both should have the same run time.
- So, same amount of parallel portion is executed on every processors since problem size increases





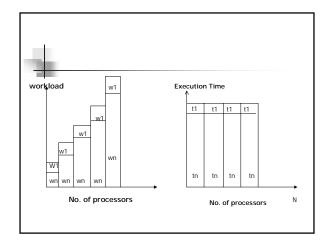
## Gustafson's Law

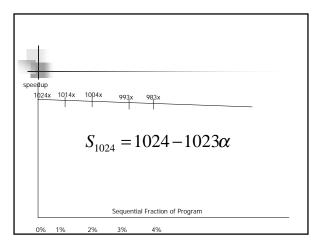
■ Scaled Speedup =

$$\frac{(\alpha + (1-\alpha)P)}{\alpha + (1-\alpha)} = \alpha + (1-\alpha)P$$

$$=P-O(P-1)$$

■Claim: Serial code (S) does not increase as the problem size  $S + \beta P$ 





# Gustafson's law

- Gustafson'e law supports scalable performance as machine size increases
- It keeps all processors busy by increasing problem size
- Sequential portion no longer a bottleneck



# Scalability

- Architecture/Hardware Scalability:
  - Increase in size to increase in performance
- Algorithmic Sclability:
  - Parallel algorithm accommodates increased data items with a low and bounded increase in computational steps