Microprocessor & Computer Architecture (µpCA)

UE19CS252

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Microprocessor & Computer Architecture (µpCA)

Unit 5: Advanced Architecture

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Syllabus

~~**Unit 1: Basic Processor Architecture and Design**~~

~~**Unit 2: Pipelined Processor and Design**~~

~~**Unit 3: Memory**~~

~~**Unit 4: Input/Output Device Design**~~

Unit 5: Advanced Architecture

- ~~Need for High Performance Computing~~
- ~~Classification of Parallel Architectures~~
- ~~Shared Memory Vs Distributed Memory Programming Paradigm.~~
- ~~Bird Eye View of Parallel Architectures~~
- **Parallel Processing**

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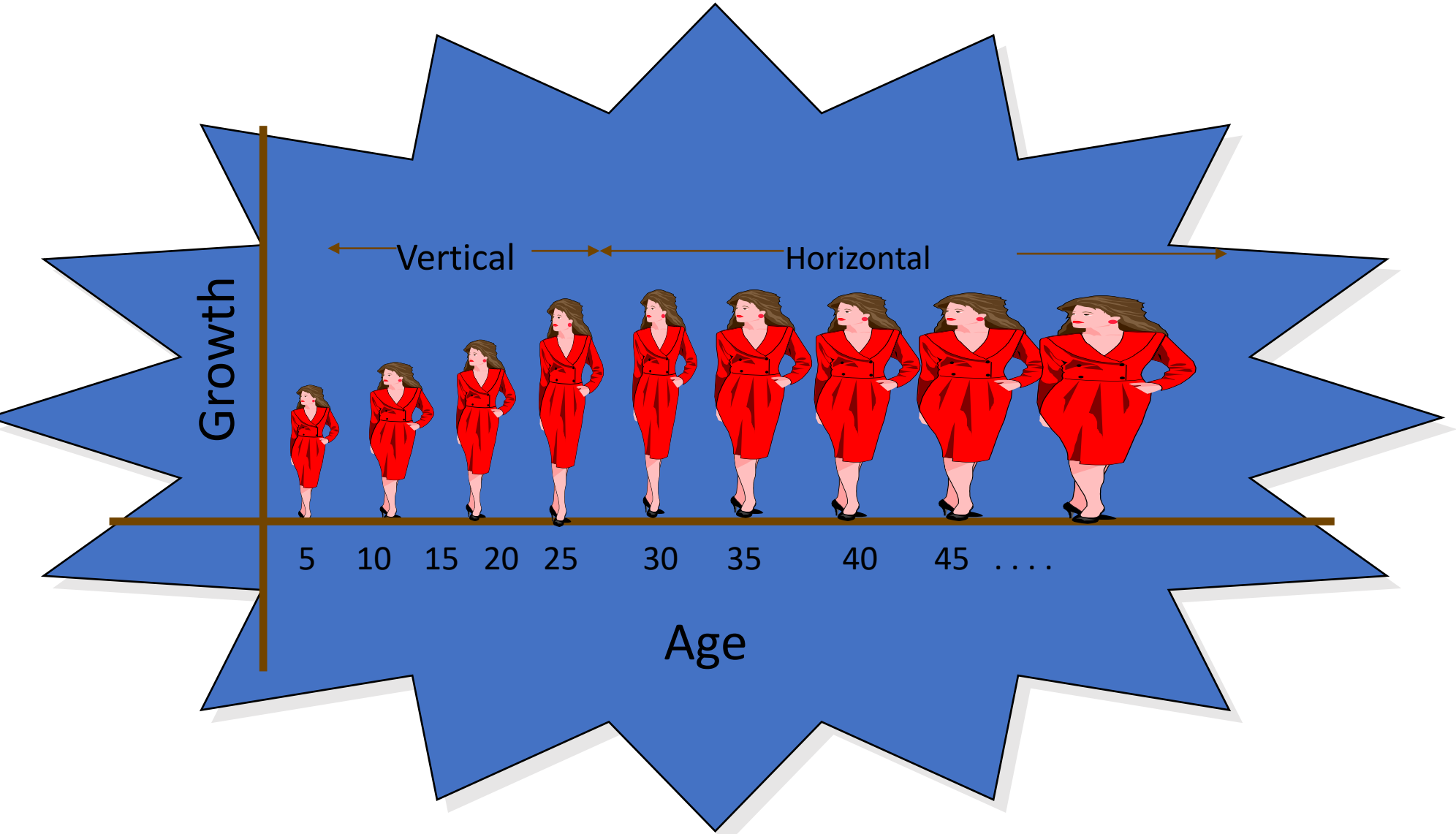
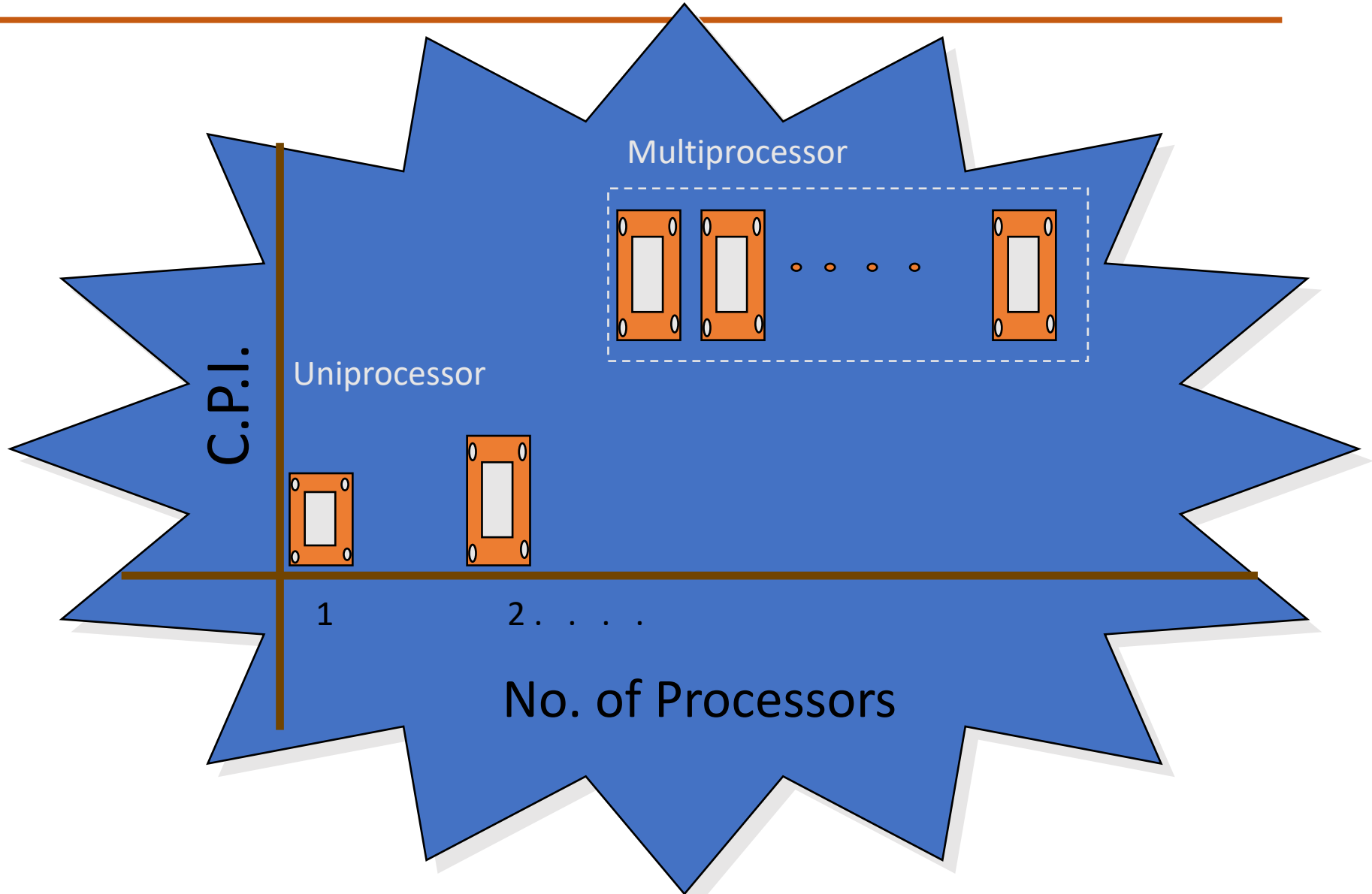
Advancement in Parallel Computing

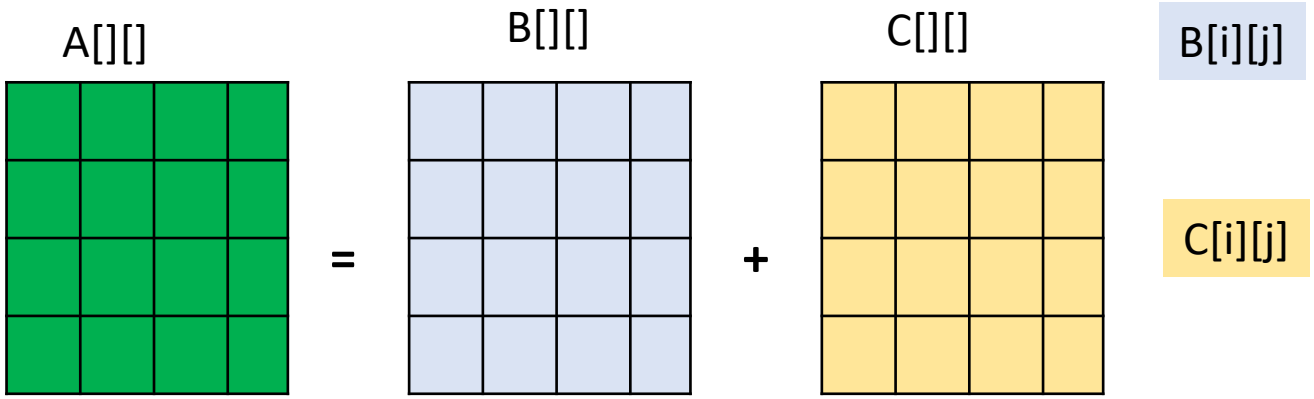


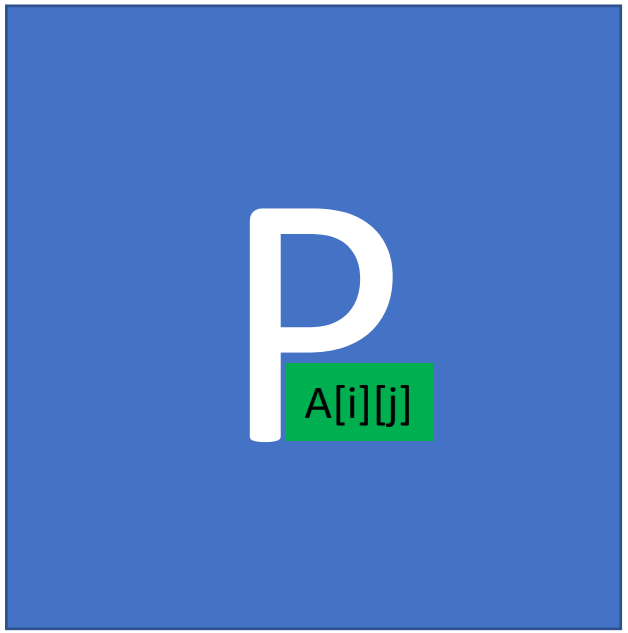
Advancement in Parallel Computing



Adding Two Matrix

```
for(i=0;i<row;i++)
   for(j=0;j<col;j++)
      A[i][j]=B[i][j]+C[i][j]
```





Uni Processor

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Adding Two Matrix

How to Utilize 4 Processors to perform Matrix addition?

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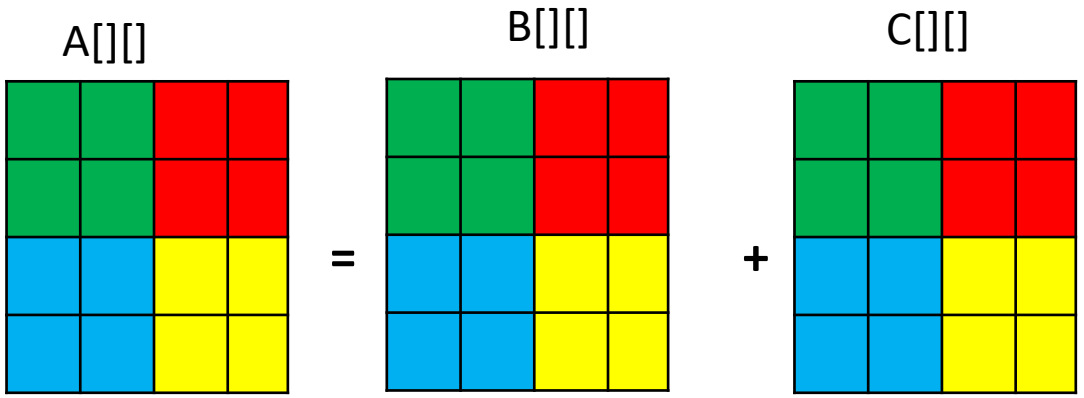
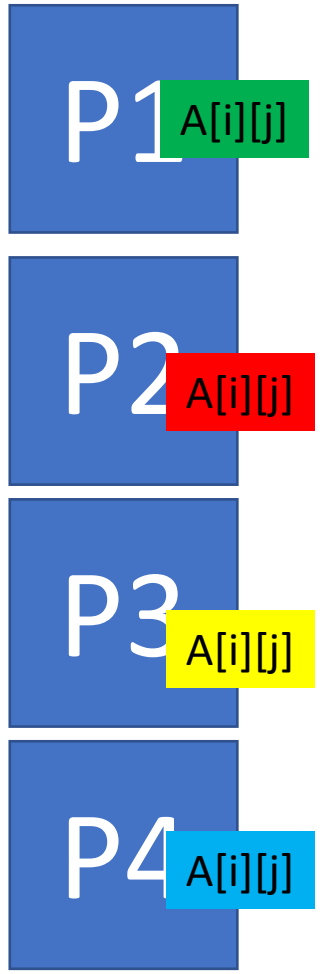




Speedup- Parallel Architecture

- Speedup is the most often used measure of parallel performance
- If
  - T_s is the best possible serial time
  - T_n is the time taken by a parallel algorithm on *n* processors
- Then
  - $$Speedup = \frac{T_s}{T_n}$$

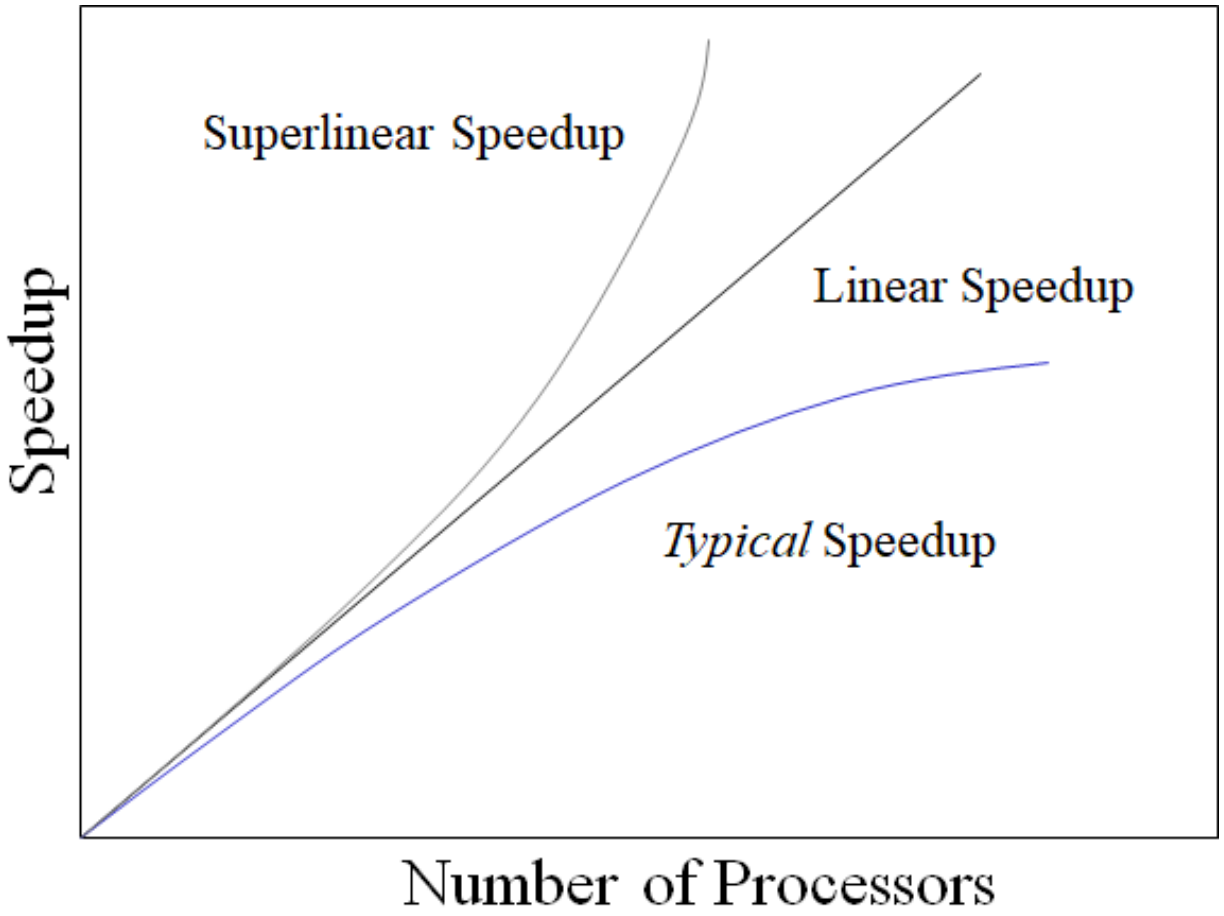
Example:
If T1 is time taken to execute program on 1 Processor.

Then T1/N is time taken to execute program on N=4 Processor

If T1=1 then TN= 0.25

Thus the speed up is 4

Speed up vs Number of Processors



Is it worth?

Example

Processors	Time(secs)	Speedup	Efficiency
1	76	1.00	1.00
2	38	2.00	1.00
4	20	3.80	0.95
5	16	4.75	0.95
6	14	5.42	0.90
8	11	6.90	0.86
9	10	7.60	0.84

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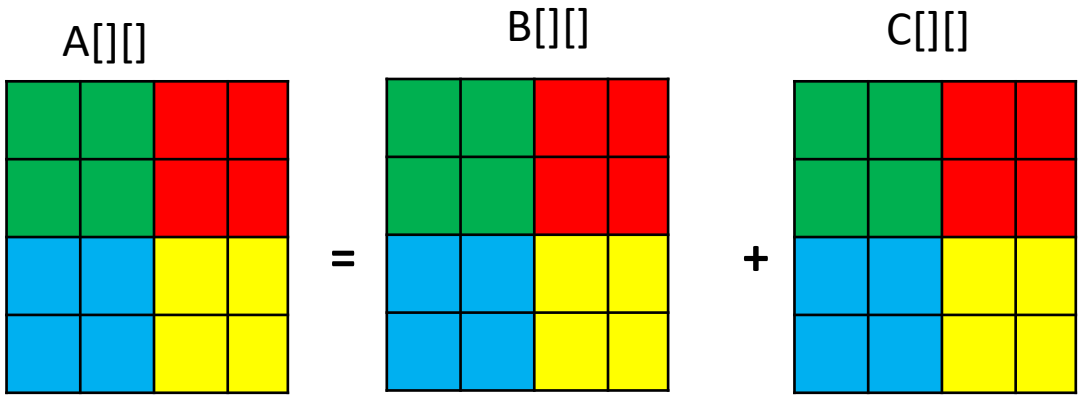
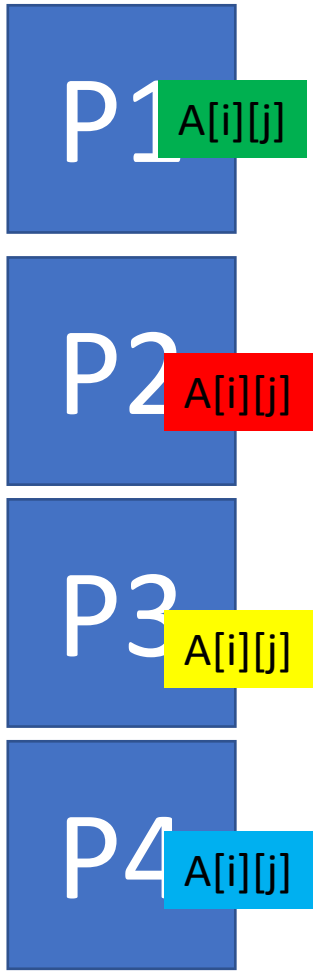


Everything is not Parallel

However, 4 Sequential operation in each Processor



Irony of Parallel Computing

Design Issues:

Partitioning: Splitting to Smaller Problem
Mapping: Distributing to Multiple processor
Communication: if Required (Depend on Topology)
Consolidating : The Final result

What About it?

Problem :

```
for(j=1;j<n;j++)
        A[j]=B[j]+C[j]+A[j-1]
```

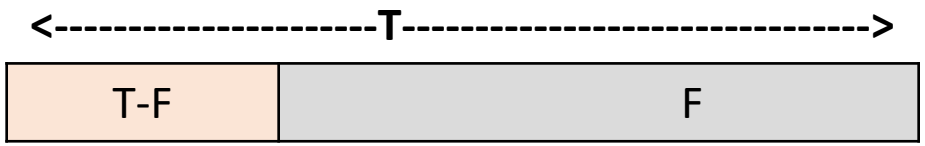
The Above program cannot be fully parallelized due to dependency between the Instructions

Truth of Parallel Execution

A program (or algorithm) which can be parallelized can be split up into two parts:

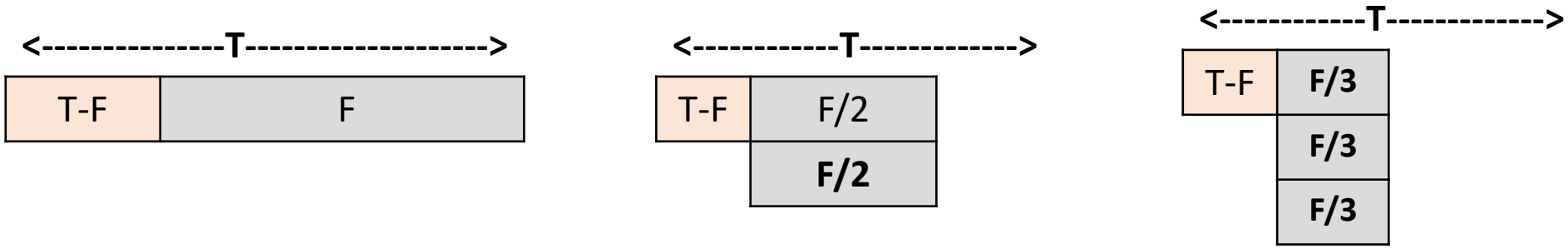
- **A part which cannot be parallelized**
- **A part which can be parallelized**

- T = Total time of serial execution
- T-F = Total time of non-parallizable part
- F = Total time of parallizable part (when executed serially, not in parallel)



T= F+ (T-F)

Truth of Parallel Execution



T= (T-F)+ F → (F)/N

T(N)= (T-F)+ F/N

Example

The total time to execute a program is set to 1. The parallelizable part of the programs consumes 60% of the execution time. What is the execution time of the program when executed on 2 processor ?

Solution:

The parallelizable part is thus equal = 0.6.

Time for non-parallelizable part is 1-0.6= 0.4 .

The execution time of the program with a parallelization factor of 2 (2 threads or CPUs executing the parallelizable part, so N is 2) would be:

$$T(2) = (1-0.6) + 0.6 / 2$$
$$= 0.4 + 0.6 / 2$$
$$= 0.4 + 0.3$$
$$= 0.7$$

Example

Making the same calculation with a parallelization factor of 5 instead of 2 would look like this:

$$
\begin{aligned}
T(5) &= (1-0.6) + 0.6 / 5 \\
&= 0.4 + 0.6 / 5 \\
&= 0.4 + 0.12 \\
&= 0.52
\end{aligned}
$$

Conclusion, by increasing the number of processing unit will not contribute in improved execution time. Instead, pralllelization in the program need to be improved.

i.e writing parallel program make sense

Issues with Communication Time & Topology

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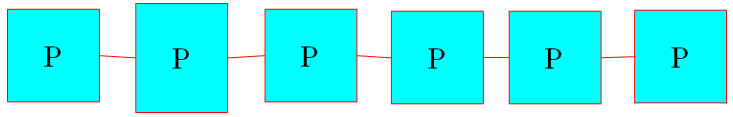
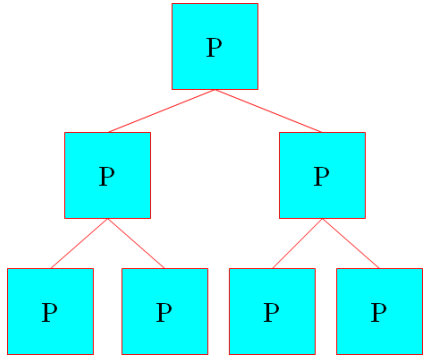
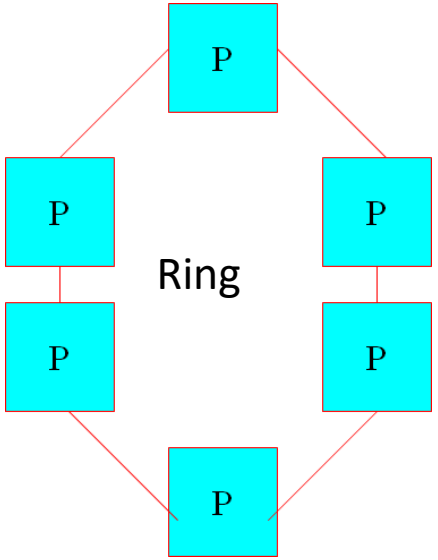
Different Parallel Computing Topology?



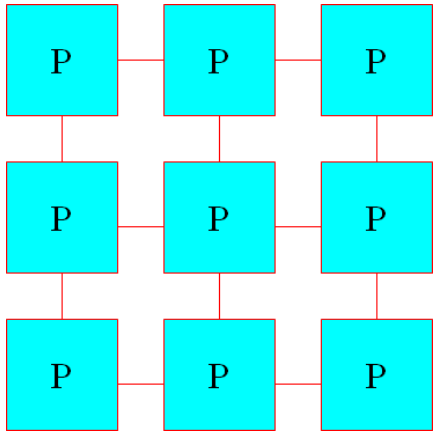
Linear



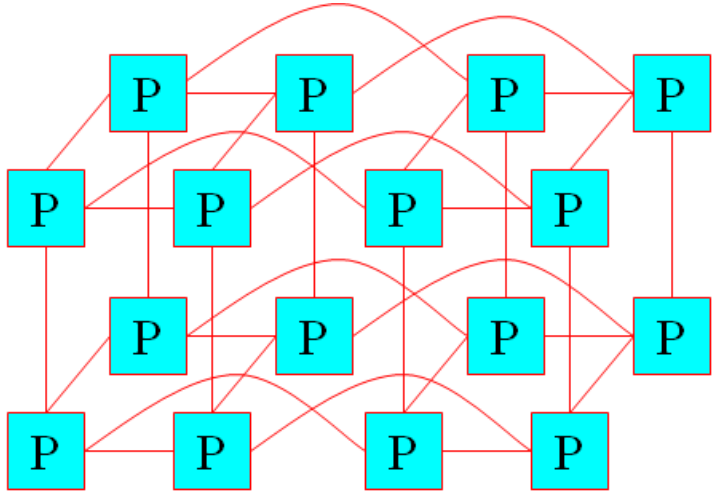
Tree



Ring



Mesh



Hypercube

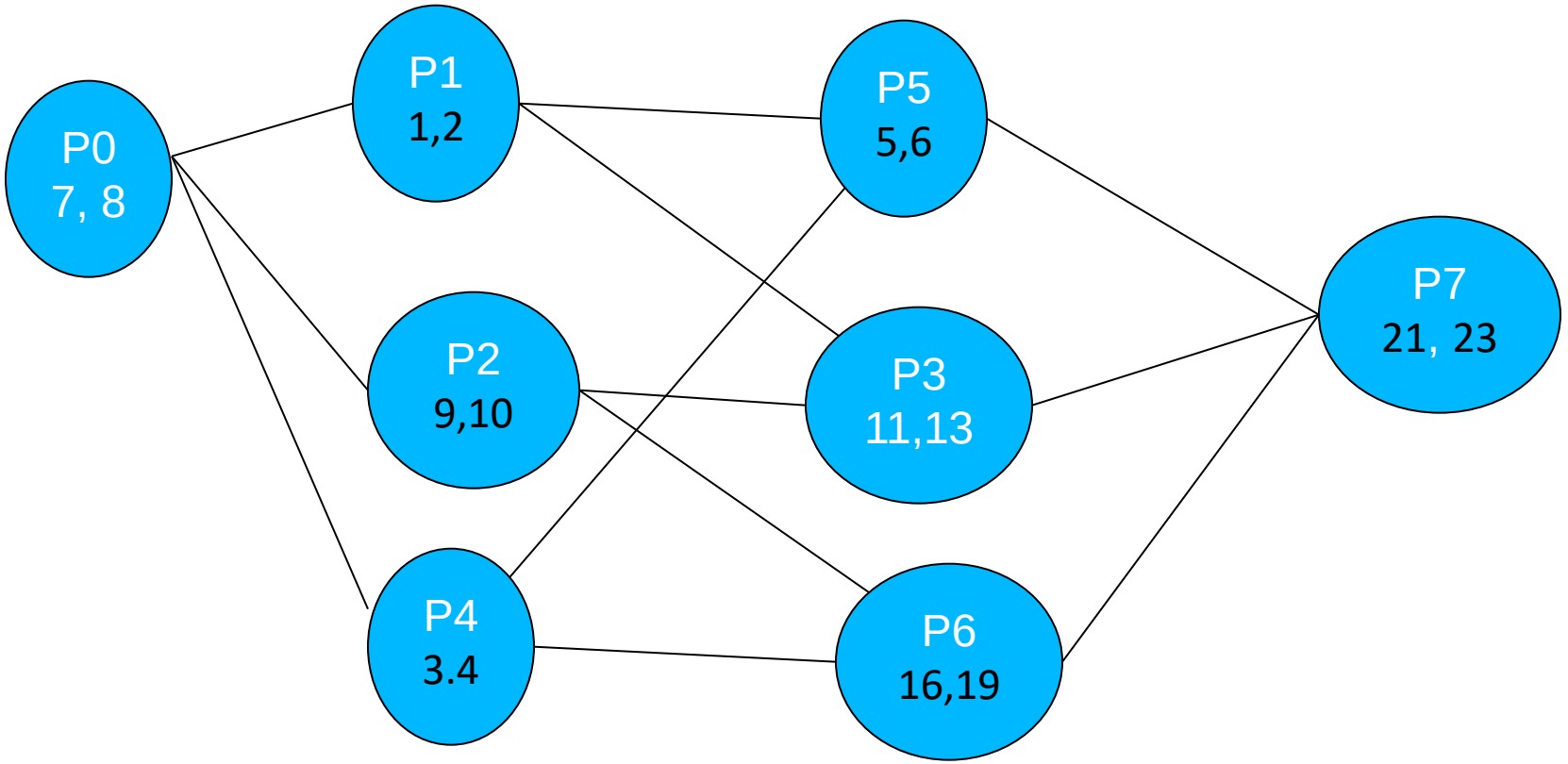
Challenges!!

- Different (Parallel) Programming Skills required as Topologies changes.
- Communication Cost (Time) changes according to Topologies.
- Through understanding of the Hardware is required to write program to utilize the computational power fully

Summation (Hypercube SIMD)

Input

7	8	1	2	9	10	3	4	5	6	11	13	16	19	21	23



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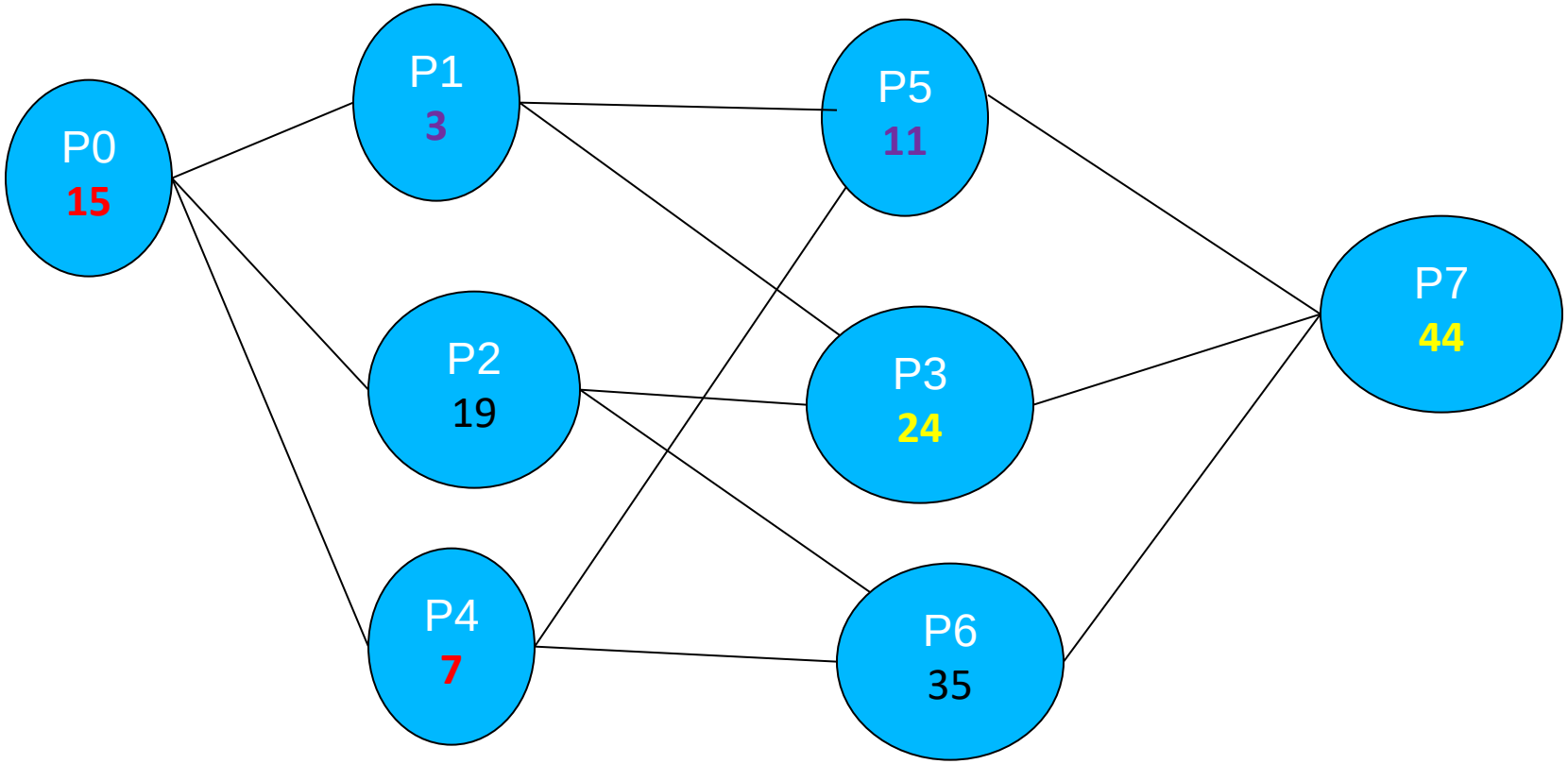

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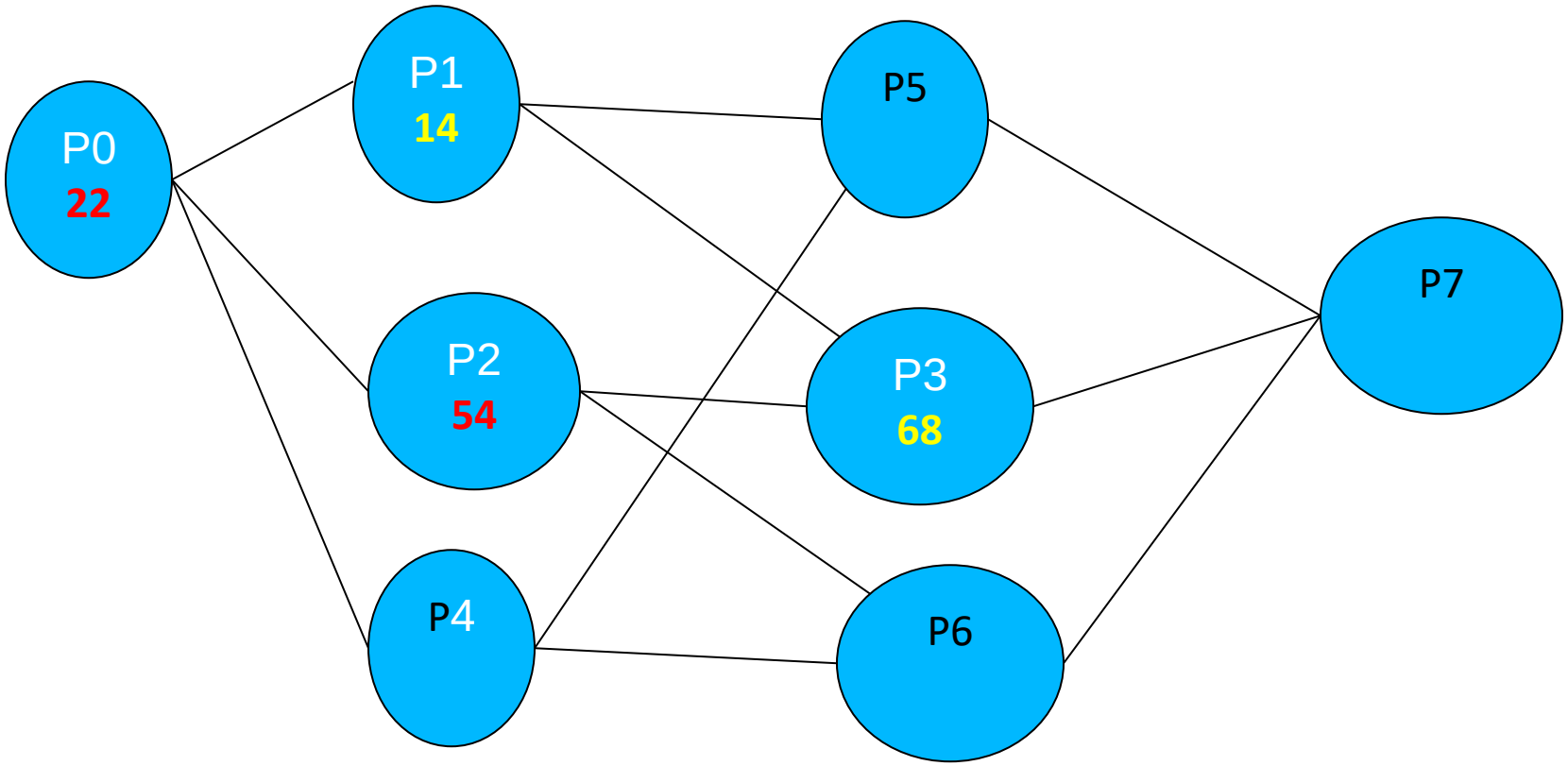

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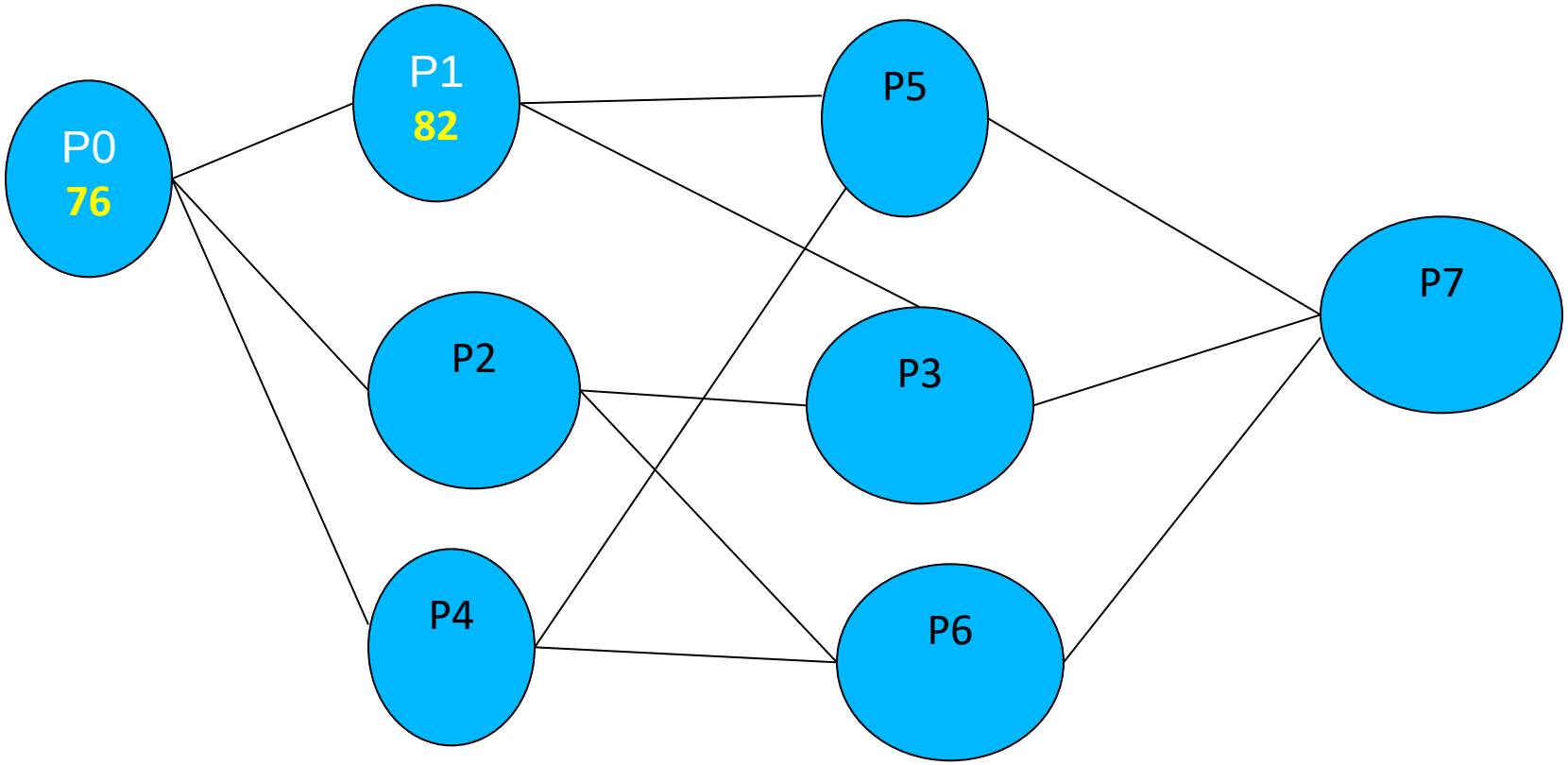

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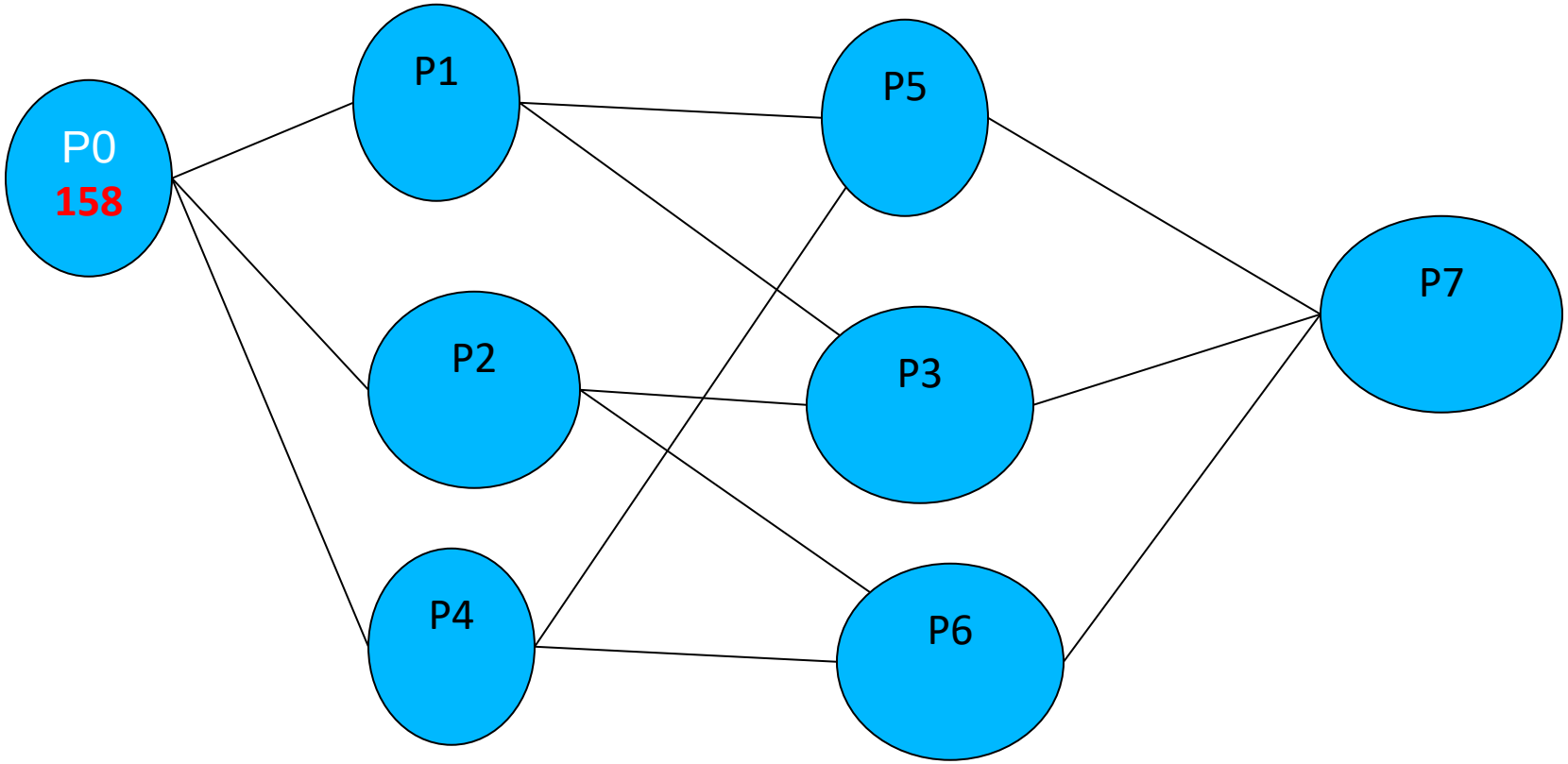

Summation (MESH SIMD)

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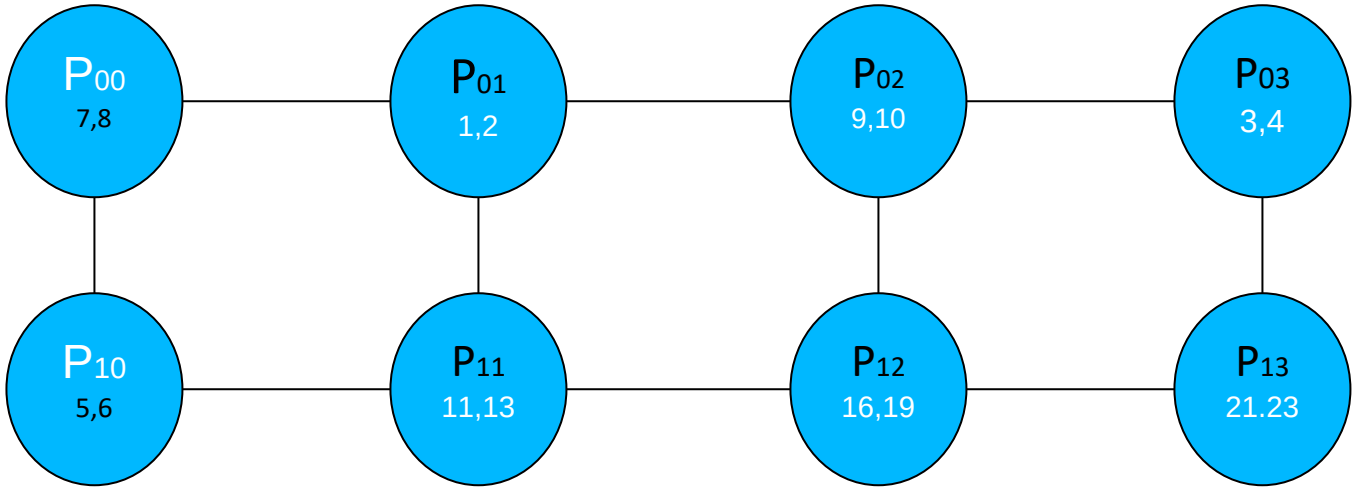

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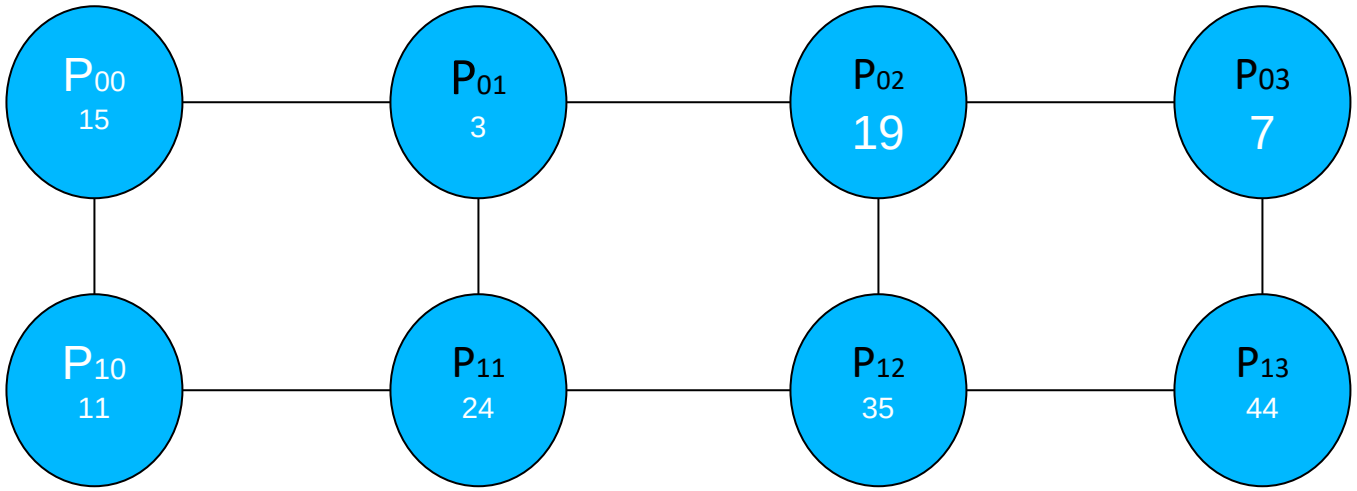

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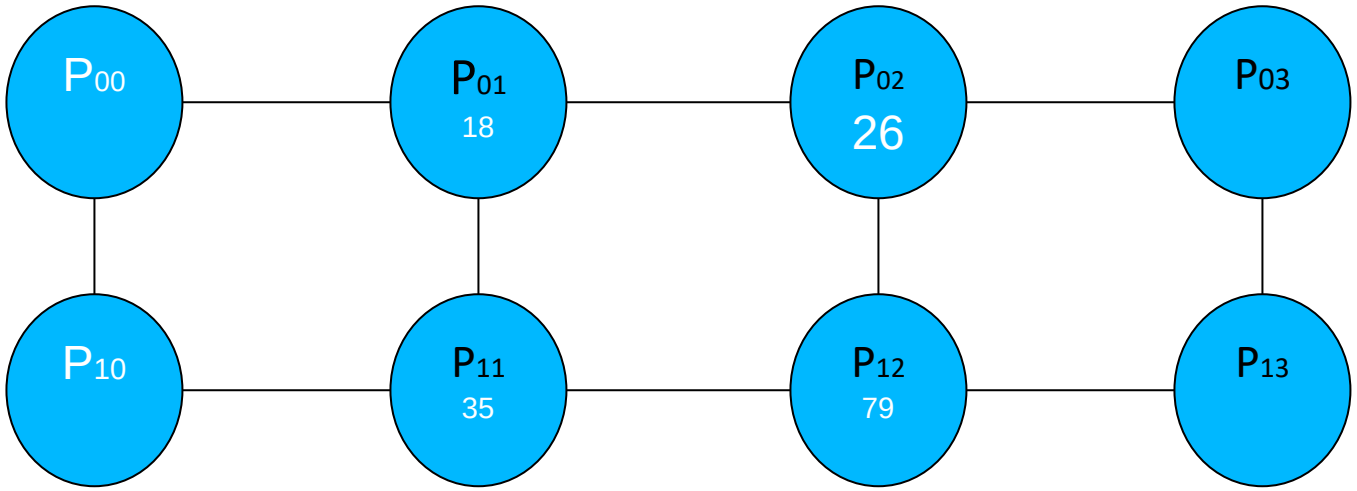

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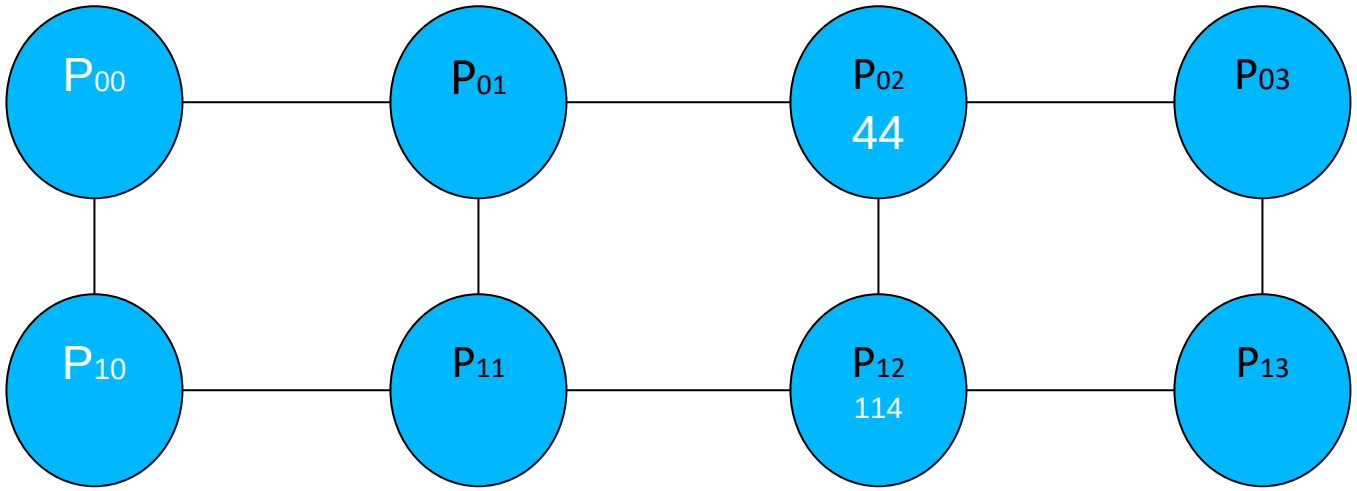

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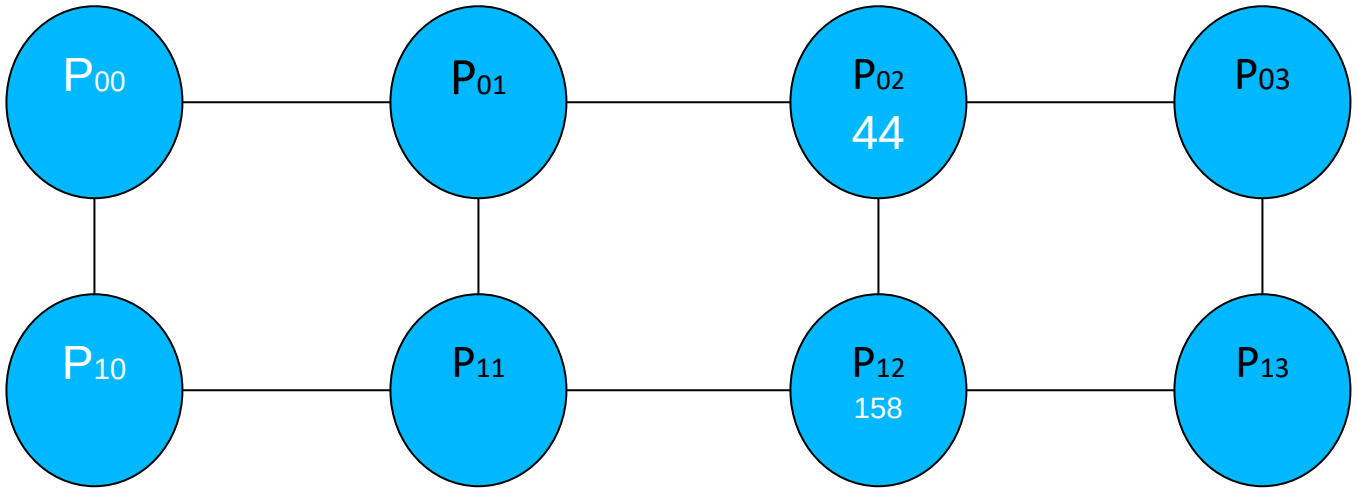

Amdahl's Law
&
Gustafson's Law

THANK YOU

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