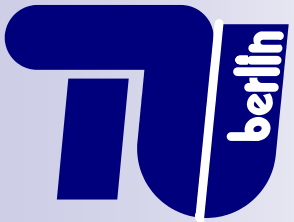


Chapter 2

Parallel Architectures

2.1 Hardware-Architecture

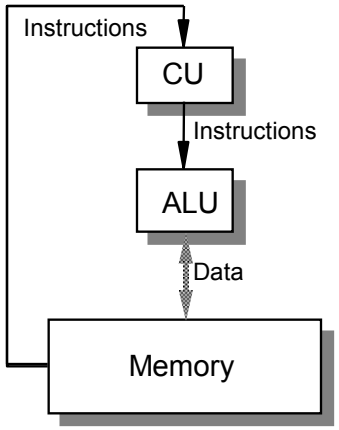
Flynn‘s Classification

The most well known and simple classification scheme differentiates according to the multiplicity of instruction and data streams

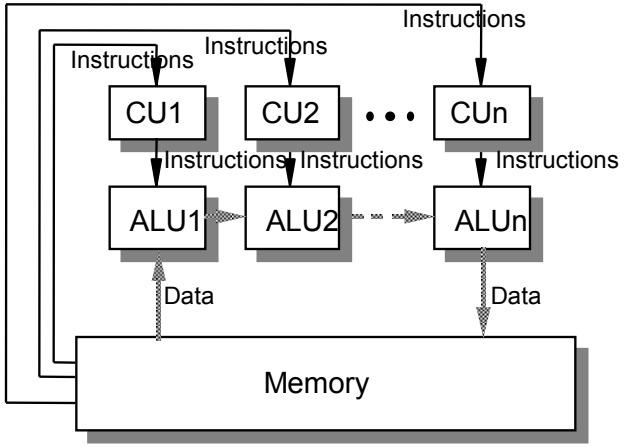
Combination yields four classes:

	SI (single instruction)	MI (multiple instruction)
SD (single data)	SISD: Von-Neumann-Computer	MISD: Data flow machines
MD (multiple data)	SIMD: Vector computer, (Cray-1, CM2, MasPar, some GPUs)	MIMD: Multiprocessor systems, Distributed Systems (Cray T3E, Cluster, most of current computers..)

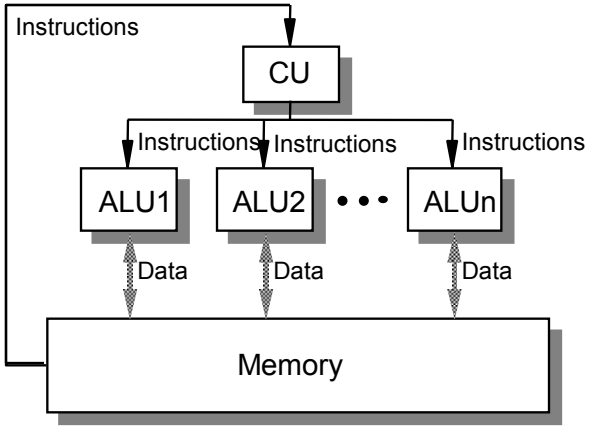
Flynn‘s Classification scheme



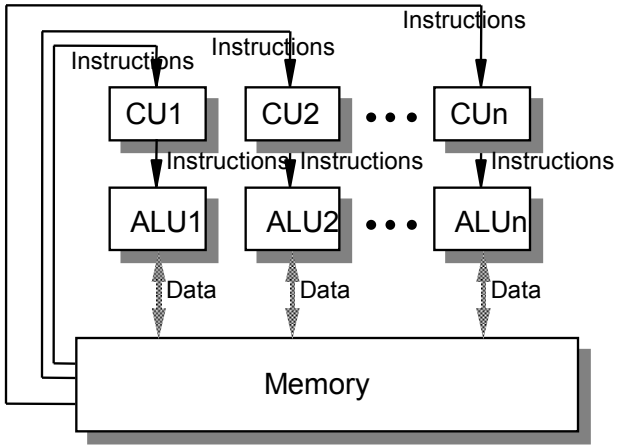
SISD



MISD



SIMD

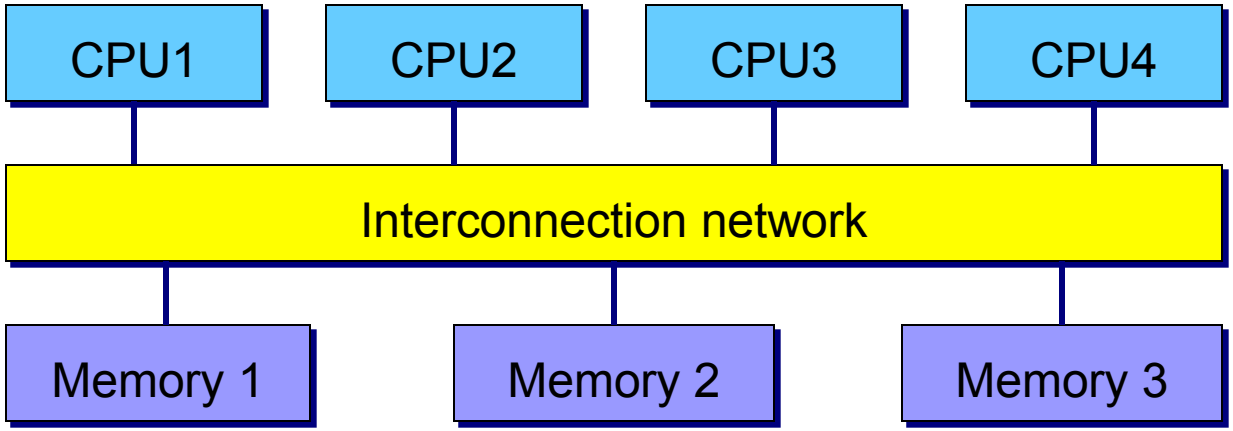


MIMD

MIMD Machines

a) Multiprocessor systems (*shared memory systems, tightly coupled systems*)

All processors have access to common memory modules via a common communication network



According to the accessibility of the memory modules a further distinction is possible:

***uniform memory access (UMA*):**

Access to memory module is independent of address of processor an memory module

non-uniform memory access (NUMA):

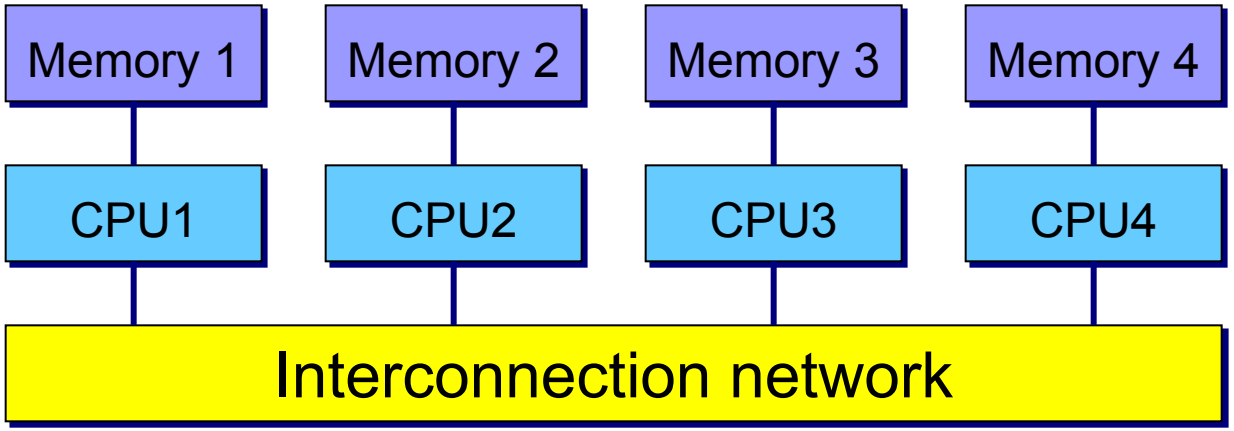
Memory access depends on addresses involved.

MIMD Machines

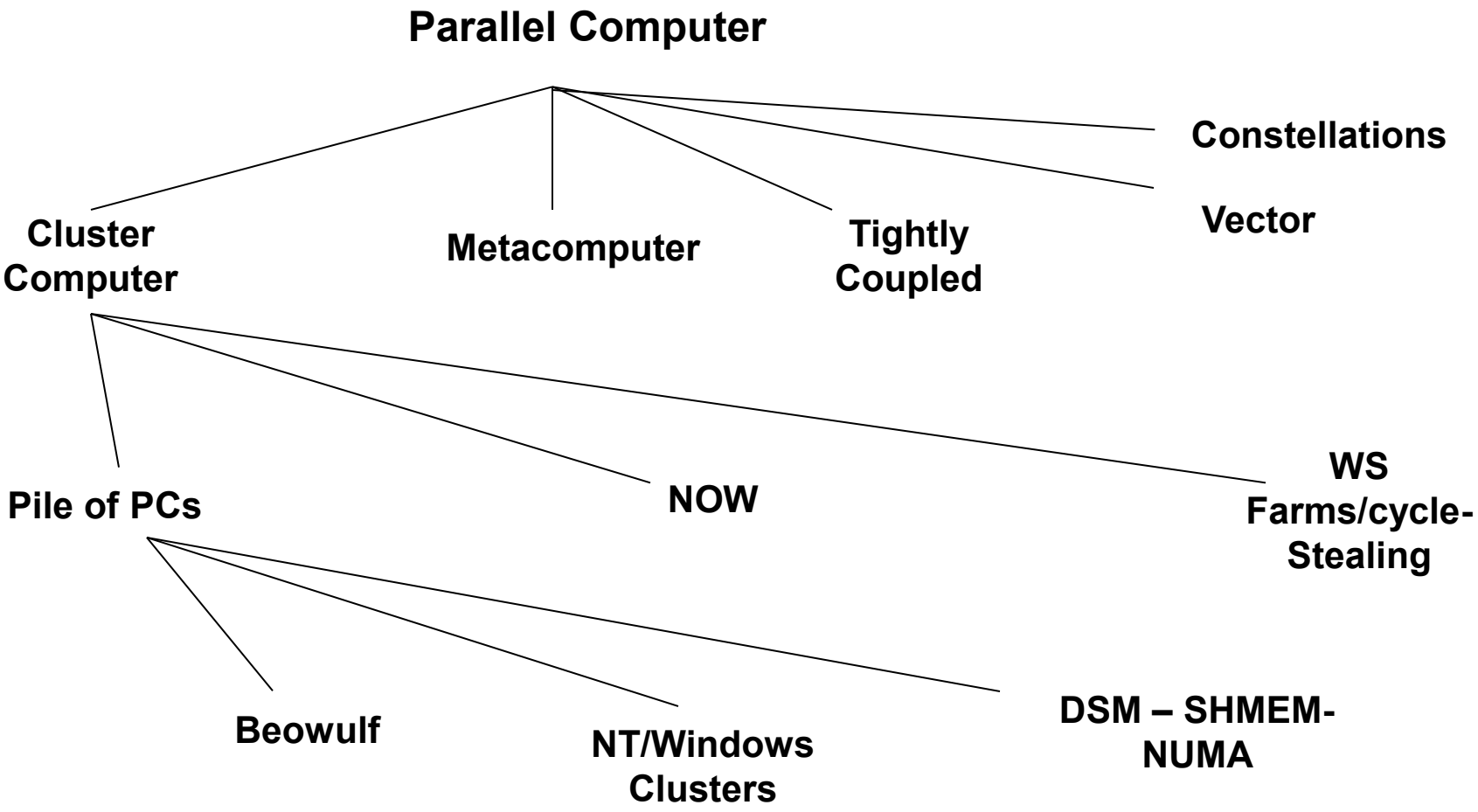
b) Multicomputer systems (*message passing systems, loosely coupled systems*)

Each processor has its own private memory with exclusive access

Data exchange takes place by sending messages across an interconnection network.



Pragmatic Classification (Parallel Computer)



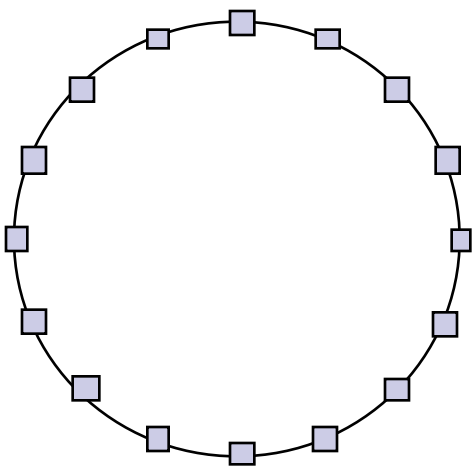
2.2 Interconnection networks

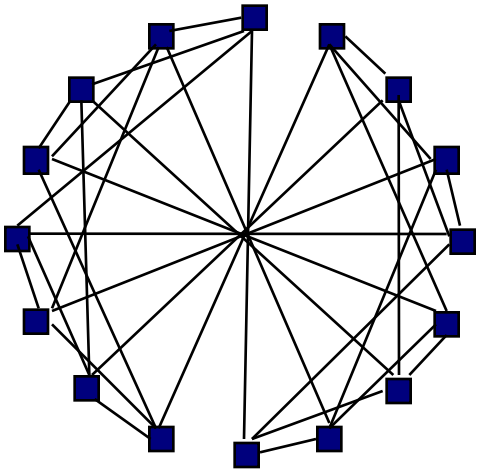
General Criteria

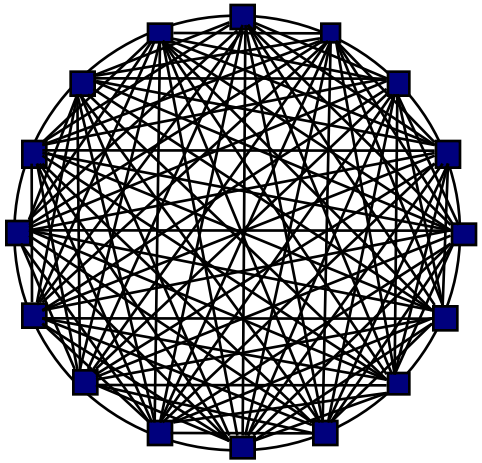
- *Extendibility*
  - Arbitrary increments
- *Performance*
  - Short paths between all processors
  - High bandwidth
  - Short delay
- *Cost*
  - Proportional to number of wires and to number of access points
- *Reliability*
  - Existence of redundant data paths
- *Functionality*
  - Buffering
  - Routing
  - Group communication

2.2.1 Static Networks

Connectivity spectrum of static networks







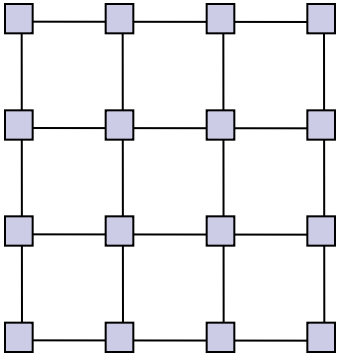
	Ring	Hypercube	Completely meshed up
No. of links	n	$n/2 \log_2 n$	$n(n-1)/2$
Accesses/Processors	2	$\log_2 n$	$n-1$
Diameter	$n/2$	$\log_2 n$	1

Topological Performance Aspects

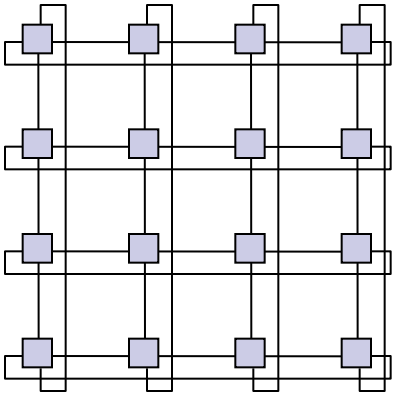
- Node degree
  - Def: Number of directly connected neighbor nodes
  - Goal : constant, small (cost, scalability)
- Diameter
  - Def: Maximum path length between two arbitrary nodes
  - Goal : small (low maximum message delay)
- Edge connectivity
  - Def: Minimum number of edges to be removed in order to partition the network
  - Goal : high (bandwidth, fault tolerance, parallelism)
- Bisection bandwidth
  - Def: Minimum sum of bandwidth of all sets of edges, which partition the network in two equal halves when removed
  - Goal: high (bandwidth, fault tolerance, parallelism)

Examples

Grid structures



4x4-Grid



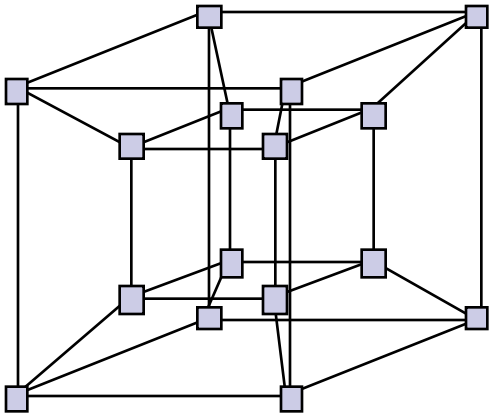
4x4-Torus

Properties

- Constant node degree
- Extendibility in small increments
- Good support of algorithms with local communication structure (modeling of physical processes)

Example

Hypercube

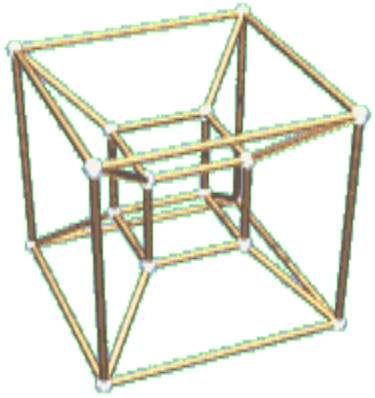


Hypercube of dimension 4

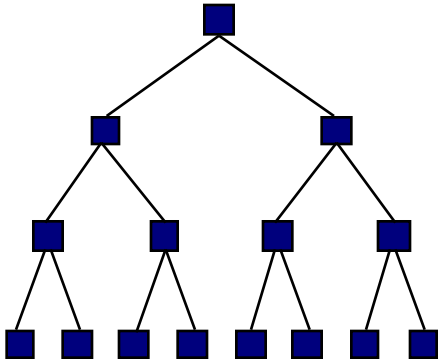
Connection Machine CM-2

Properties:

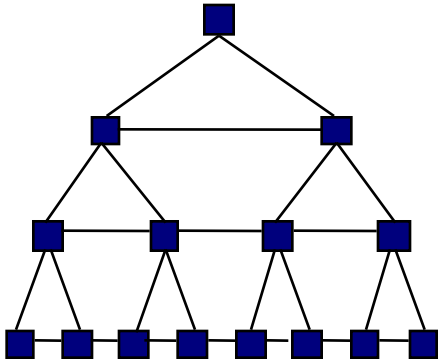
- Logarithmic diameter
- Extendibility in powers of 2
- Variable node degree



Example



Binary tree



X-Tree

Properties:

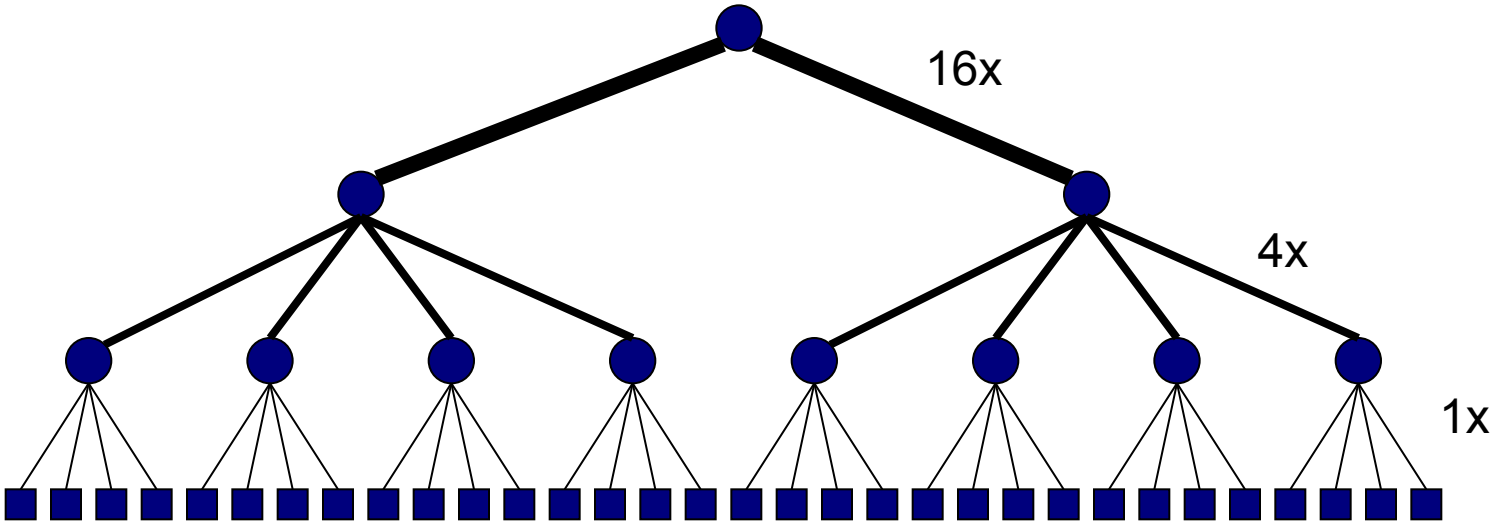
- Logarithmic diameter
- Extendibility in powers of 2
- Node degree at most 3 (at most 5, respectively)
- Poor bisection bandwidth
- No parallel data paths (binary tree)

Example

Fat Tree

- Capacity adaptively increases upwards to root

Connection Machine CM-5

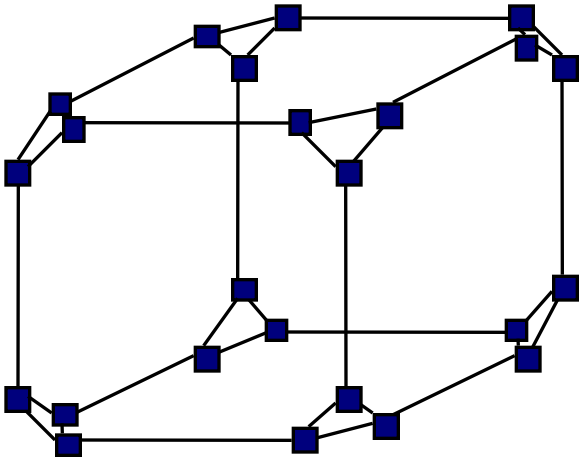


Example

***Cube Connected Cycles* CCC(*d*)**

d-dimensional Hypercube, where each node is replaced by a ring of size d.

Each of these d nodes has two links in the ring and one more to one of the d hypercube dimensions

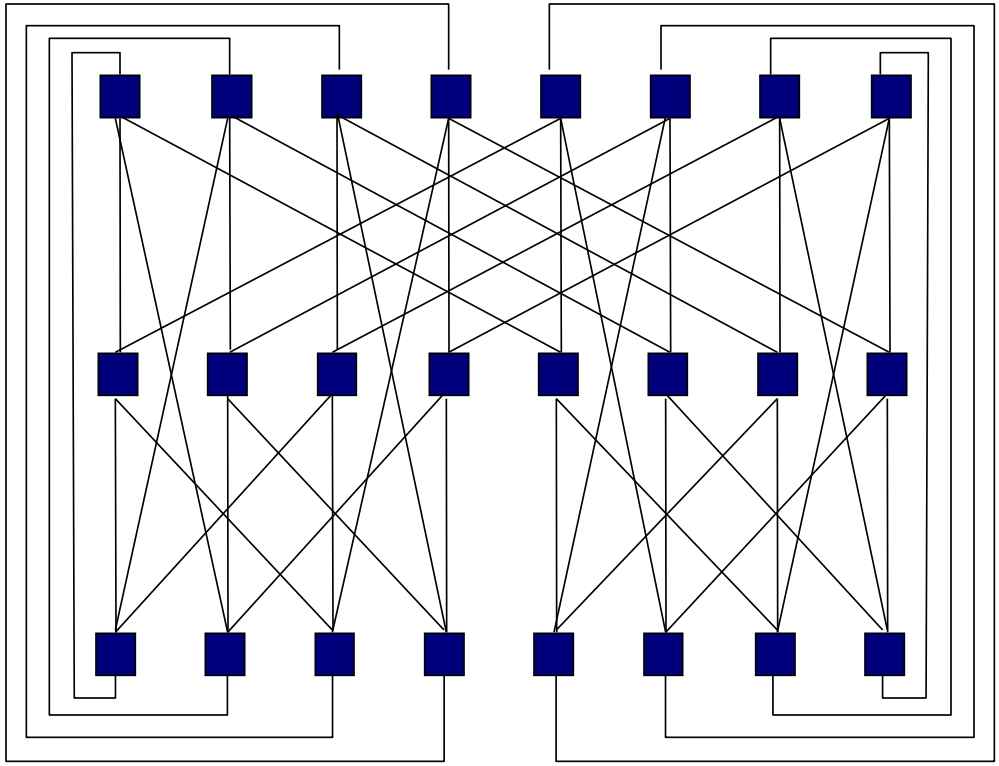


Cube Connected Cycles of dimension 3 (CCC(3))

Properties:

- Logarithmic diameter
- Constant node degree (=3)
- Extendibility only in powers of 2

Example: Butterfly-Graph



Properties:

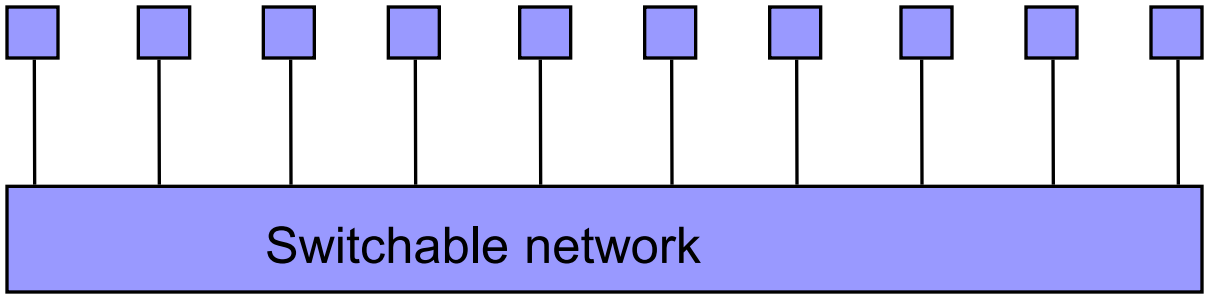
- Logarithmic diameter
- Extendibility in powers of 2
- Constant node degree 4

Overview: Properties

Graph	Number of nodes	Number of edges	Max. Node degree	Diameter
Grid G($a_1 \times a_2 \times \cdots \times a_d$)	$\prod_{k=1}^{d} a_k$	$\sum_{k=1}^{d}(a_k - 1)\prod_{i \neq k} a_i$	$2d$	$\sum_{k=1}^{d}(a_k - 1)$
Torus T($a_1 \times a_2 \times \cdots \times a_d$)	$\prod_{k=1}^{d} a_k$	$d\prod_{k=1}^{d} a_k$	$2d$	$\sum_{k=1}^{d}\lfloor a_k / 2 \rfloor$
Hypercube H(d)	2^d	$d2^{d-1}$	d	d
Cube Connected Cycles CCC(d)	$d2^d$	$3d2^{d-1}$	3	$2d + \lfloor d/2 \rfloor$

2.2.2 Dynamic Interconnection networks

All components have access to a joint network. Connections are switched on request.



Scheme of a dynamic network

There are basically three different classes

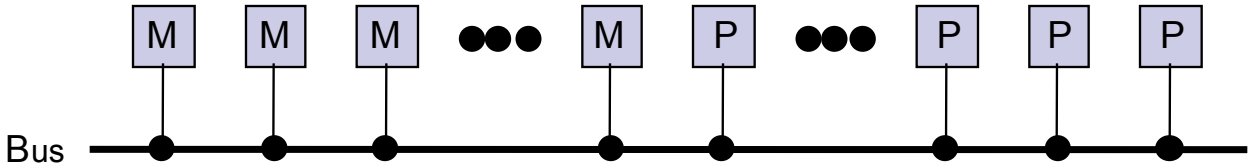
- Bus
- Crossbar switch
- Multistage networks

Bus-like Networks

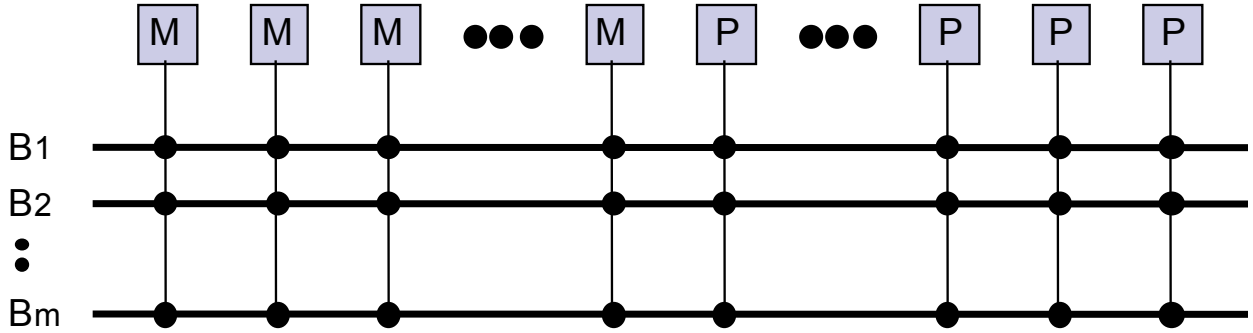
Properties:

- cost effective
- blocking
- extendible
- suitable for small number of components

Single bus



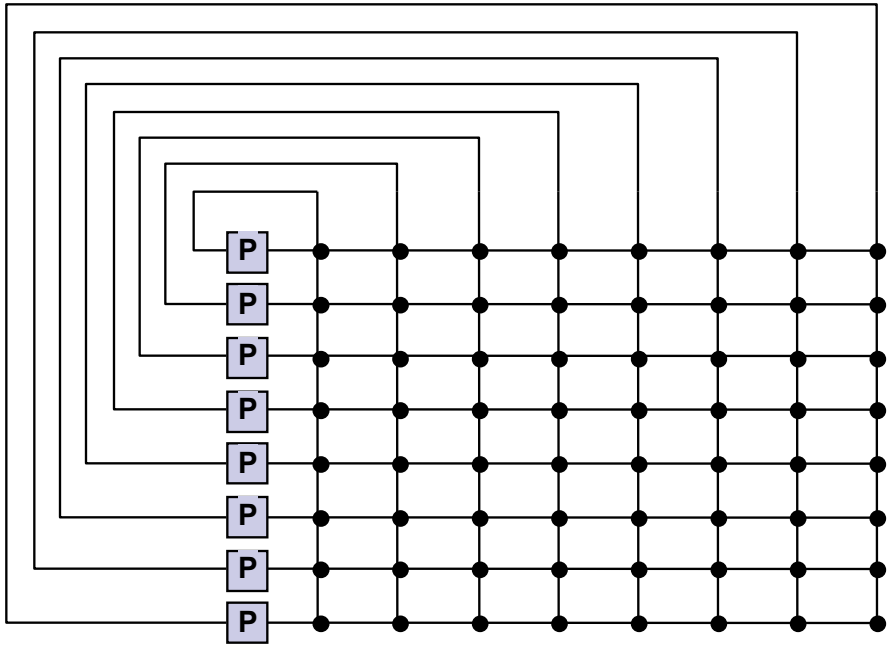
Multibus for multiprocessor architecture



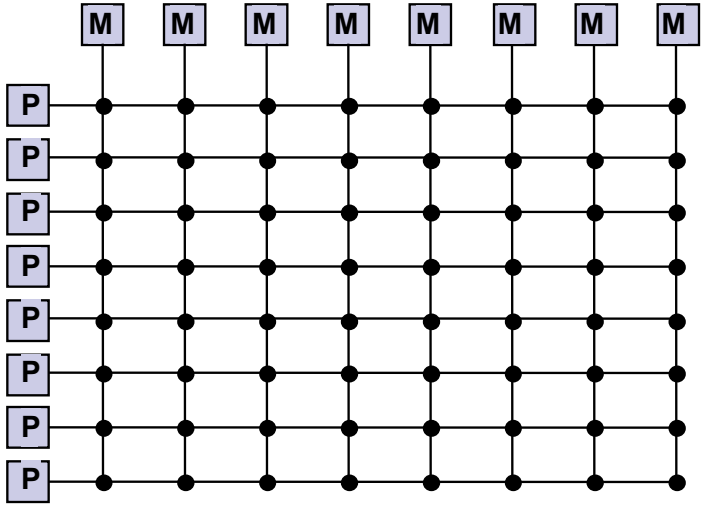
Crossbar switch

Properties

- expensive
- blocking free, highly performant
- fixed number of access points
- realizable only for small networks due to quadratically growing costs



Interprocessor connection



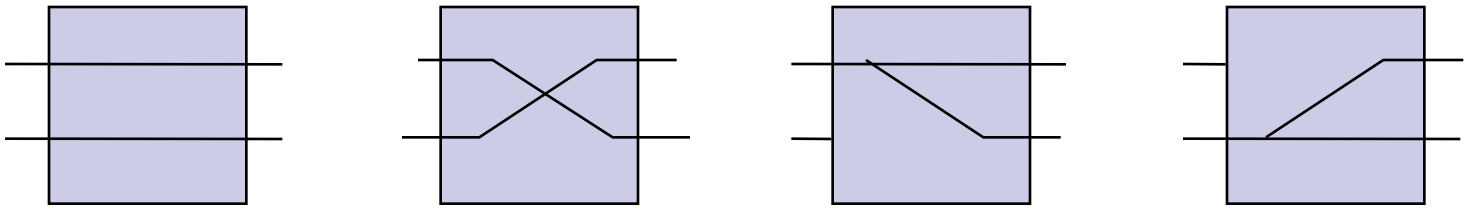
Connation between processors and memory modules

2.2.3 Multistage Networks

Small crossbar switches (e.g. 2x2) serve as cells that are connected in stages to build larger networks.

Properties

- partially blocking
- extendible

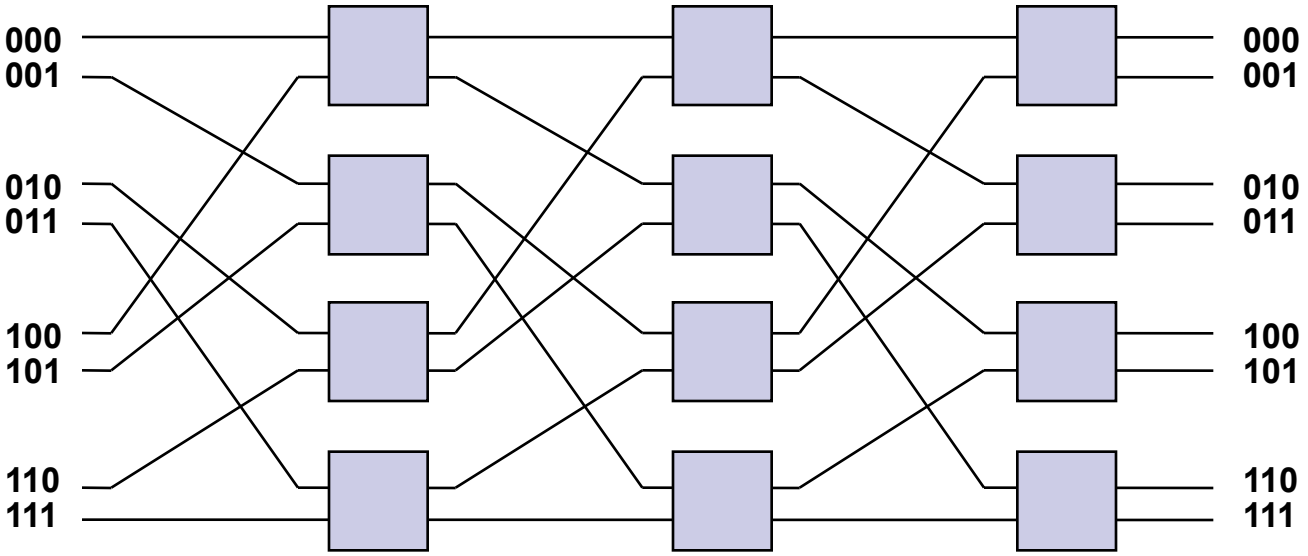


(a) (b) (c) (d)

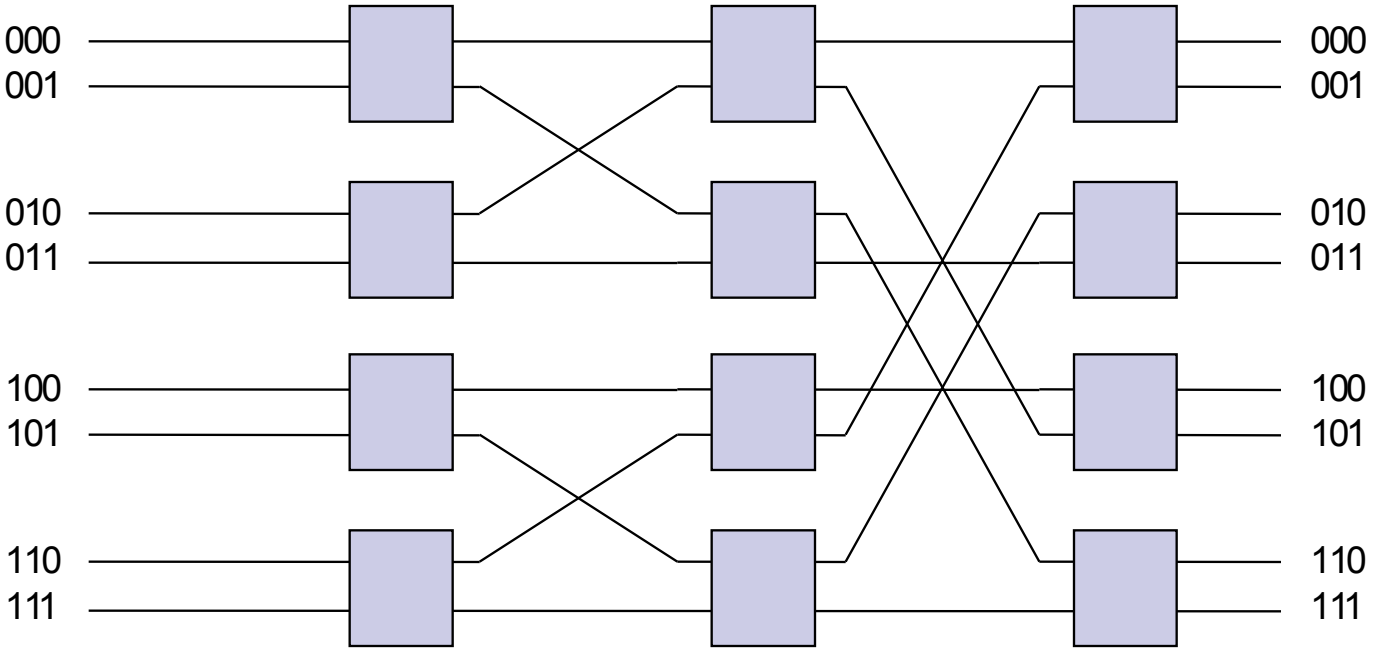
Elementary switching states:

through (a), cross (b), upper (c) and lower (d) broadcast

Example: Omega-Network



Example: Banyan-Network



Dynamic Networks: Properties

Classes of dynamic interconnection networks with their basic properties in comparison:

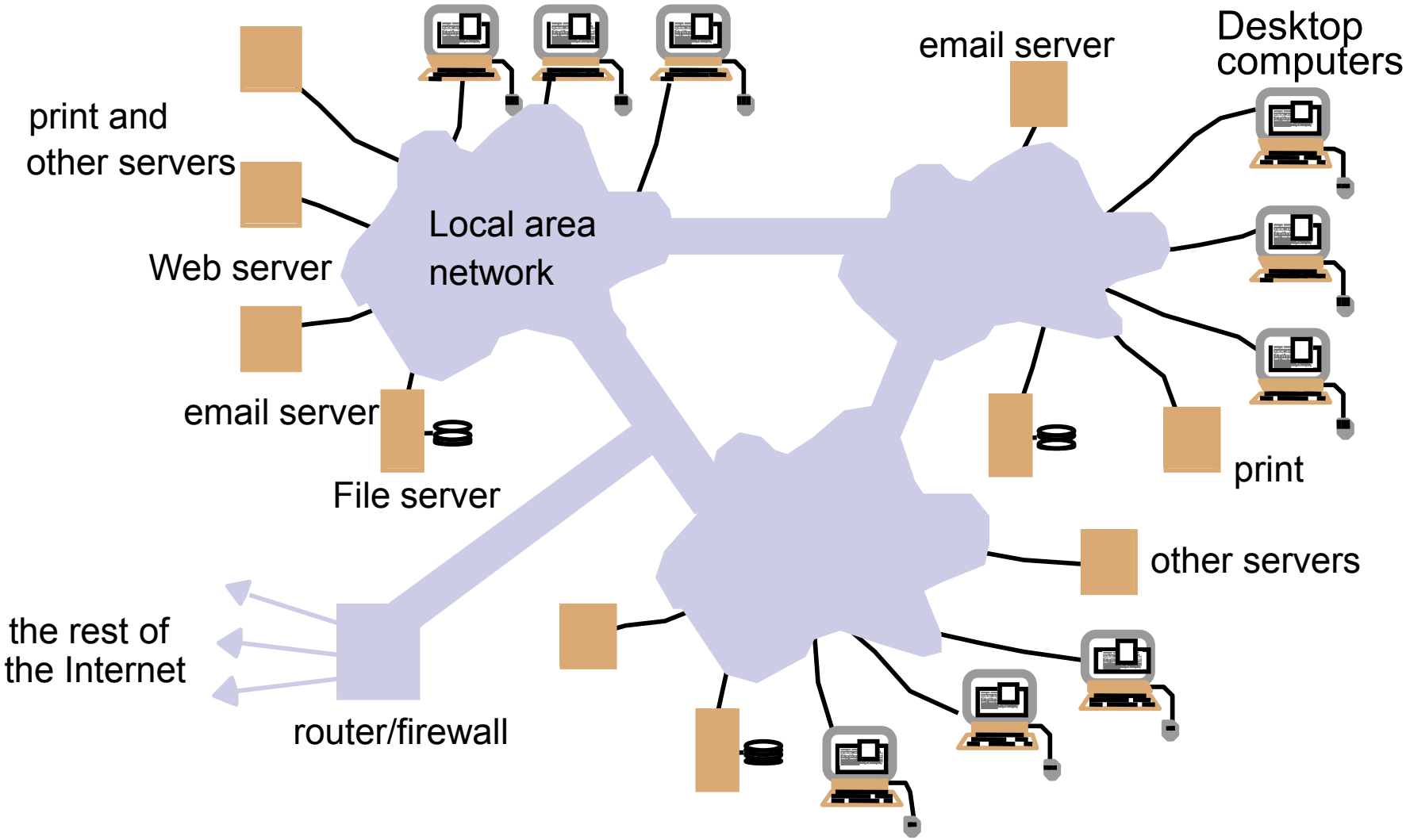
	Bus	Multistage Network	Crossbar switch
Latency (distance)	1	log n	1
Bandwidth per access point	$1/n$	< 1	1
Switching cost	n	$n \log n$	n^2
Wiring cost	1	$n \log n$	n

Asymptotic growth of cost and performance features of dynamic interconnection networks

2.2.4 Local Networks

- mostly bus-like or ring-like topologies
- diverse media (e.g. coaxial cable, twisted pair, optical fiber, infrared, radio)
- diverse protocols (e.g. IEEE 802.3 (Ethernet, Fast-Ethernet, Gigabit-Ethernet), IEEE 802.5 (Token-Ring), FDDI, ATM, IEEE 802.11 (Ethernet), IEEE 802.15 (Bluetooth), IEEE 802.16 (WiMAX))
- compute nodes typically heterogeneous regarding
  - performance
  - manufacturer
  - operating system
- mostly hierarchical heterogeneous structure of subnetworks (structured networks)

Typical Intranet



2.3 Cluster Architectures

A Cluster is the collection of complete autonomous computers (Workstations, PCs) to build a parallel computer.

The component computer nodes can but need not to be spatially tightly coupled.

The coupling is realized by a high speed network.

Networks (typically) used:

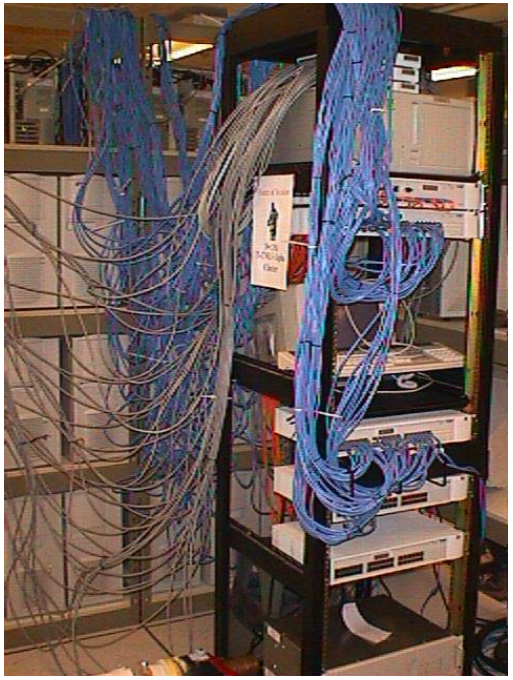
- Ethernet (Fast, Gigabit, 10 Gigabit, …)
- Myrinet
- SCI (Scalable Coherent Interface)
- Infiniband

Linux-Cluster (History)

1995	Beowulf-Cluster (NASA)
	PentiumPro/II as nodes, FastEthernet, MPI
1997	Avalon (Los Alamos) 70 Alpha-Processors
1998	ad-hoc-Cluster of 560 nodes for one night (Paderborn)
1999	Siemens hpcLine 192 Pentium II (Paderborn)
2000	Cplant-Cluster (Sandia National Laboratories)
	1000 Alpha-Prozessoren
2001	Locus Supercluster 1416 Prozessoren
2002	Linux NetworX 2304 Prozessoren (Xeon)

….

Avalon-Cluster (Los Alamos Nat. Lab.)



140 Alpha-Processors

World record 1998: 560 nodes running Linux

WDR-Computer night 1998, HNF / Uni Paderborn

Spontaneously connected heterogeneous cluster of private PCs brought by visitors.

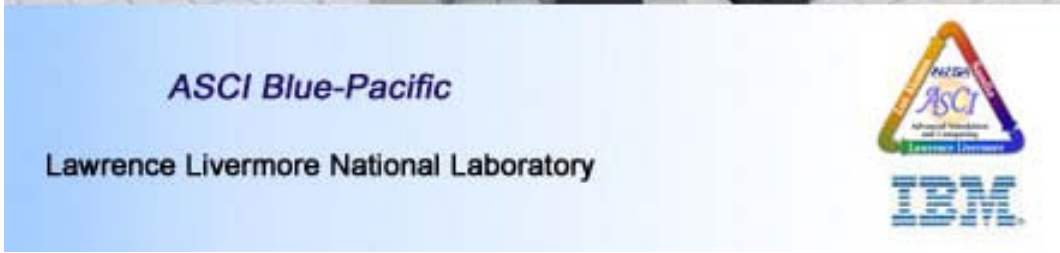
Network: Gigabit-/Fast Ethernet

Supercomputer (Cluster)

ASCI White

ASCI Q

ASCI Blue Pacific

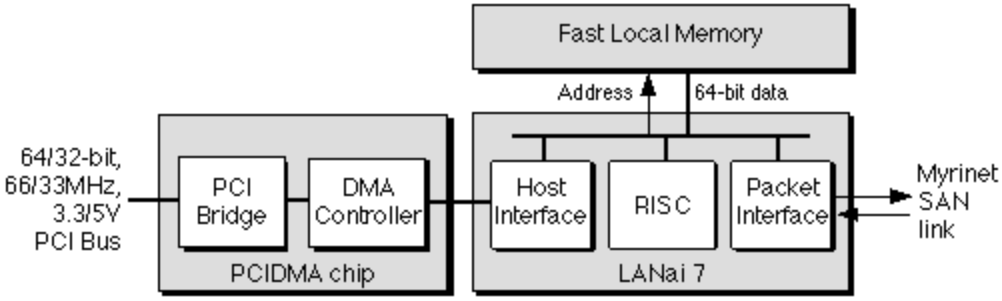


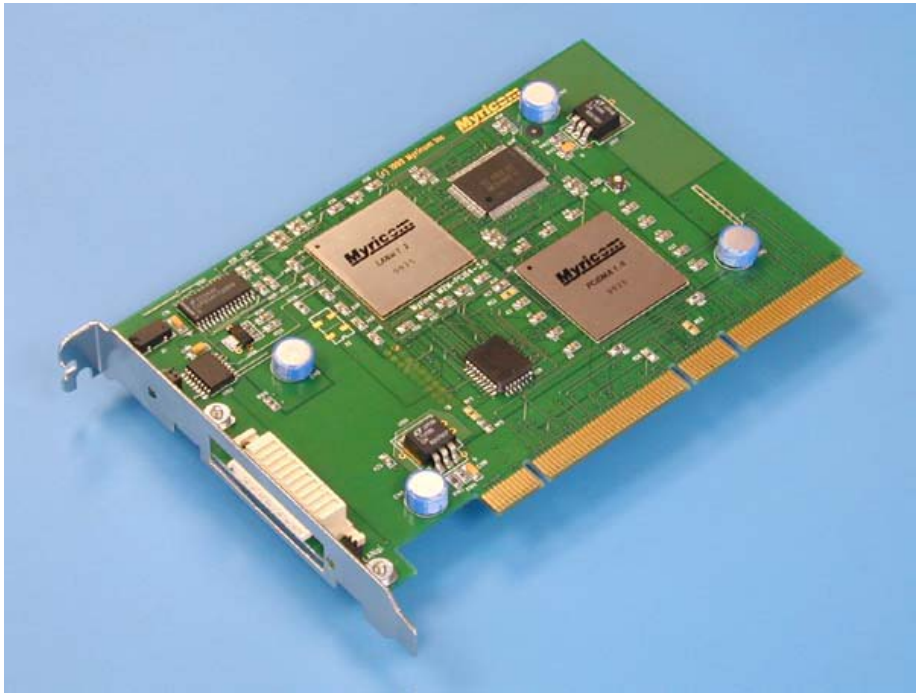
Networks for Cluster

- **Fast Ethernet**
  - Bandwidth: 100 Mb/s
  - Latency: ca. 80 µsec (userlevel to userlevel)
  - Was highly prevalent (low cost)
- **Gigabit-Ethernet**
  - Bandwidth: 1 Gb/s
  - Latency: ca. 80 µsec (userlevel to userlevel, raw: 1-12 µsec)
  - Today widespread (159 of Top500, Nov 2012)
- **10 Gigabit-Ethernet**
  - Bandwidth: 10 Gbit/s
  - Latency: ca. 80 µsec (userlevel to userlevel, raw: 2-4 µsec)
  - Already in use (30 of Top500, Nov 2012)

Myrinet

- Bandwidth: 4 Gb/s
- Real : 495 MB/s
- Latency: ca. 5 µsec
- Point-to-Point
- Message Passing
- Switch-based
- Still used (3 in Top 500, Nov 2012, using 10G Myrinet)





Scalable Coherent Interface

- SCI = Scalable Coherent Interface, ANSI/IEEE 1596-1992.
- 64-bit global address space (16-bit node ID, 48-bit local memory).
- Guaranteed data transport by packet-based handshake protocol.
- Interfaces with two unidirectional Links that can work simultaneously.
- Parallel copper or serial optical fibers.
- Low latency (<2μs).
- Supports shared memory and message passing.
- Defines Cache coherence protocol (not available everywhere).

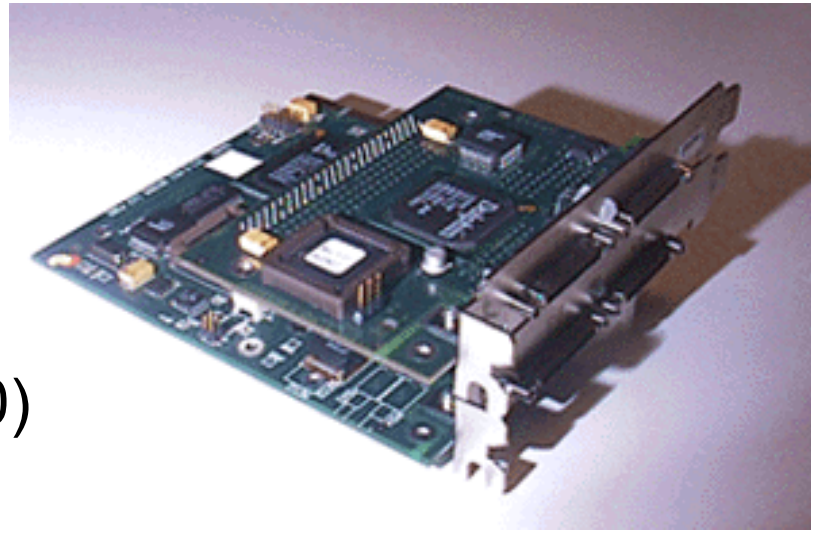
Scalable Coherent Interface (SCI)

Standard IEEE 1594

Bandwidth: 667MB/s

Real : 386MB/s

Latency: 1,4 µsec



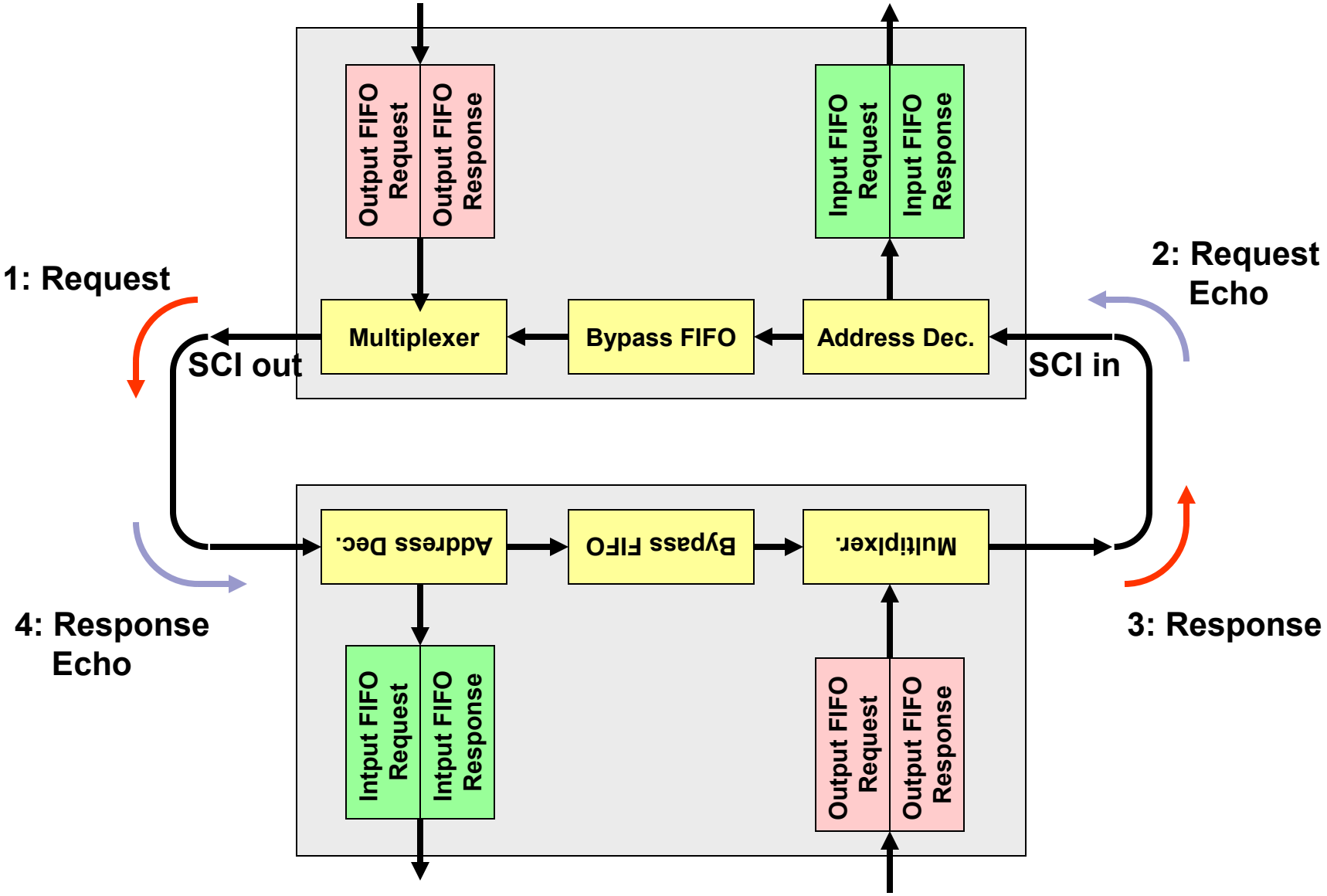
Shared Memory in HW

Usually 2D/3D-Torus

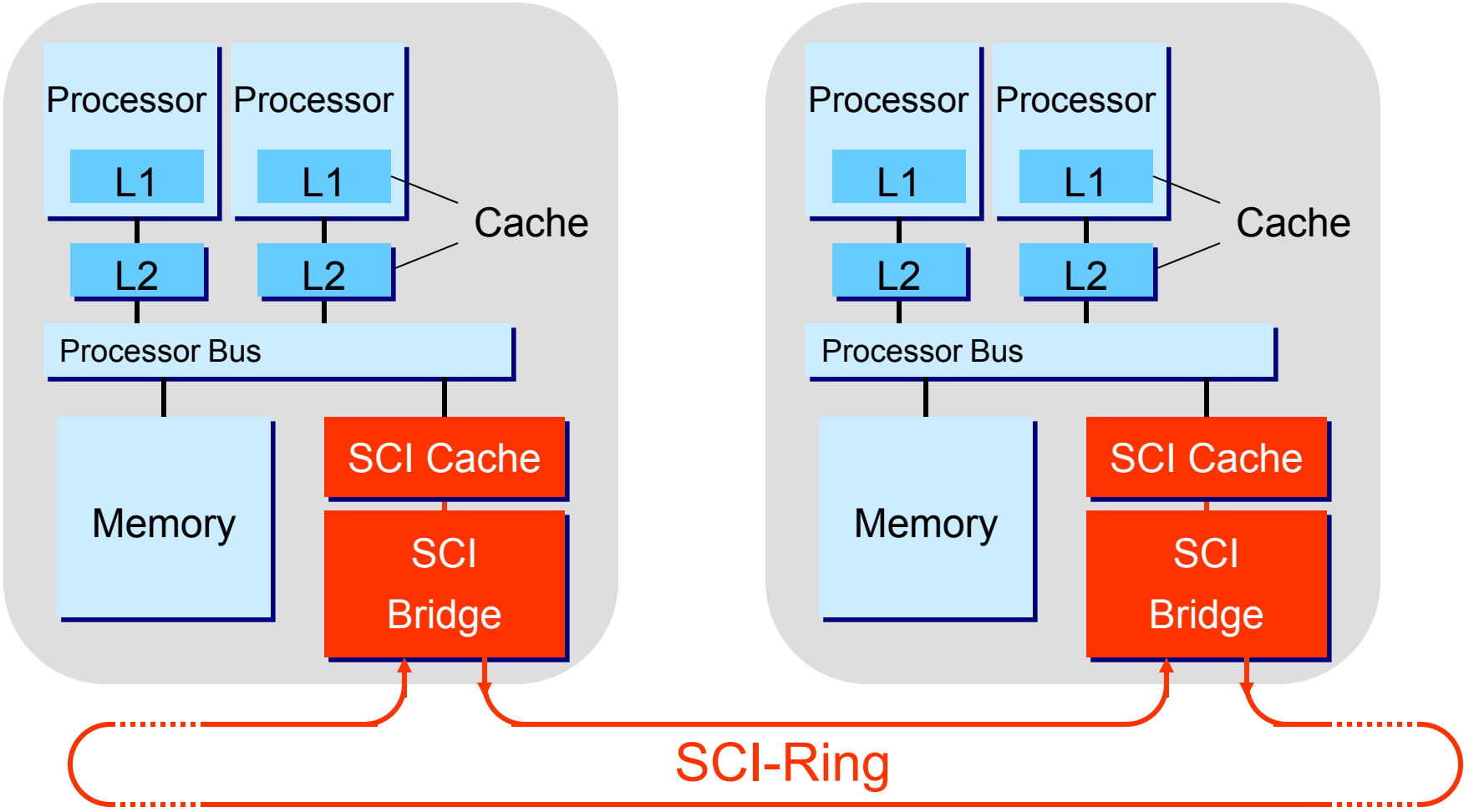
Scarcely used
(last time Nov. 2005 in Top500)

(Data from Dolphin Inc.)

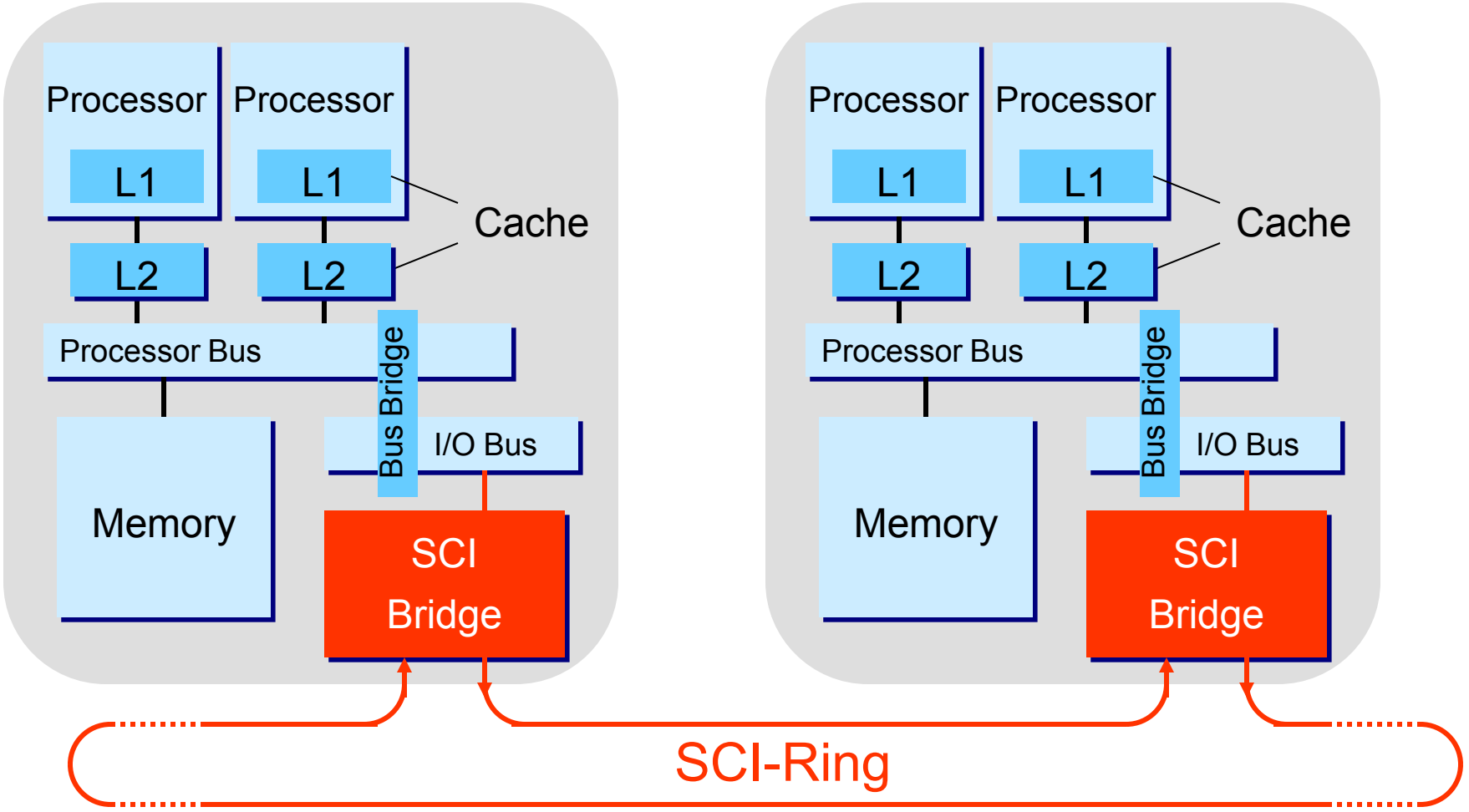
SCI Nodes


Output FIFO Request
Output FIFO Response
Input FIFO Request
Input FIFO Response
1: Request
2: Request Echo
Multiplexer
Bypass FIFO
Address Dec.
SCI out
SCI in
Address Dec.
Bypass FIFO
Multiplexer
4: Response Echo
3: Response
Intput FIFO Request
Intput FIFO Response
Output FIFO Request
Output FIFO Response

SCI-NUMA


Processor
Processor
L1
L1
Cache
L2
L2
Processor Bus
Memory
SCI Cache
SCI
Bridge
Processor
Processor
L1
L1
Cache
L2
L2
Processor Bus
Memory
SCI Cache
SCI
Bridge
SCI-Ring

SCI for PC-Cluster (Dolphin-Adapter)



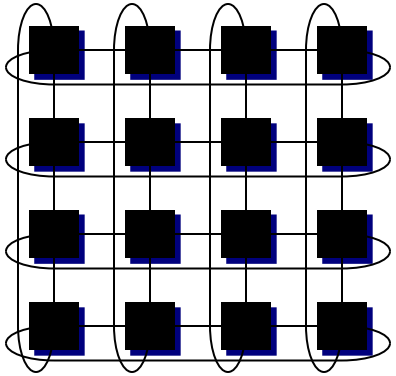
Example: SCI-Cluster (Uni Paderborn)

96 Dual processor-PCs (Pentium III, 850 MHz) with total 48 GB memory, connected as SCI-Rings (16x6-Torus).

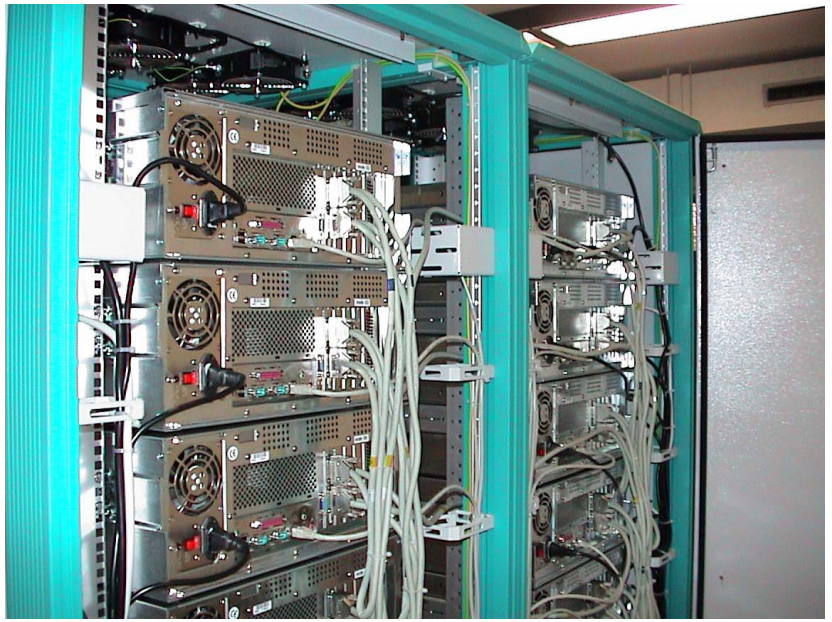
NUMA-Architecture: Hardware access to remote memory

Siemens
hpc-Line

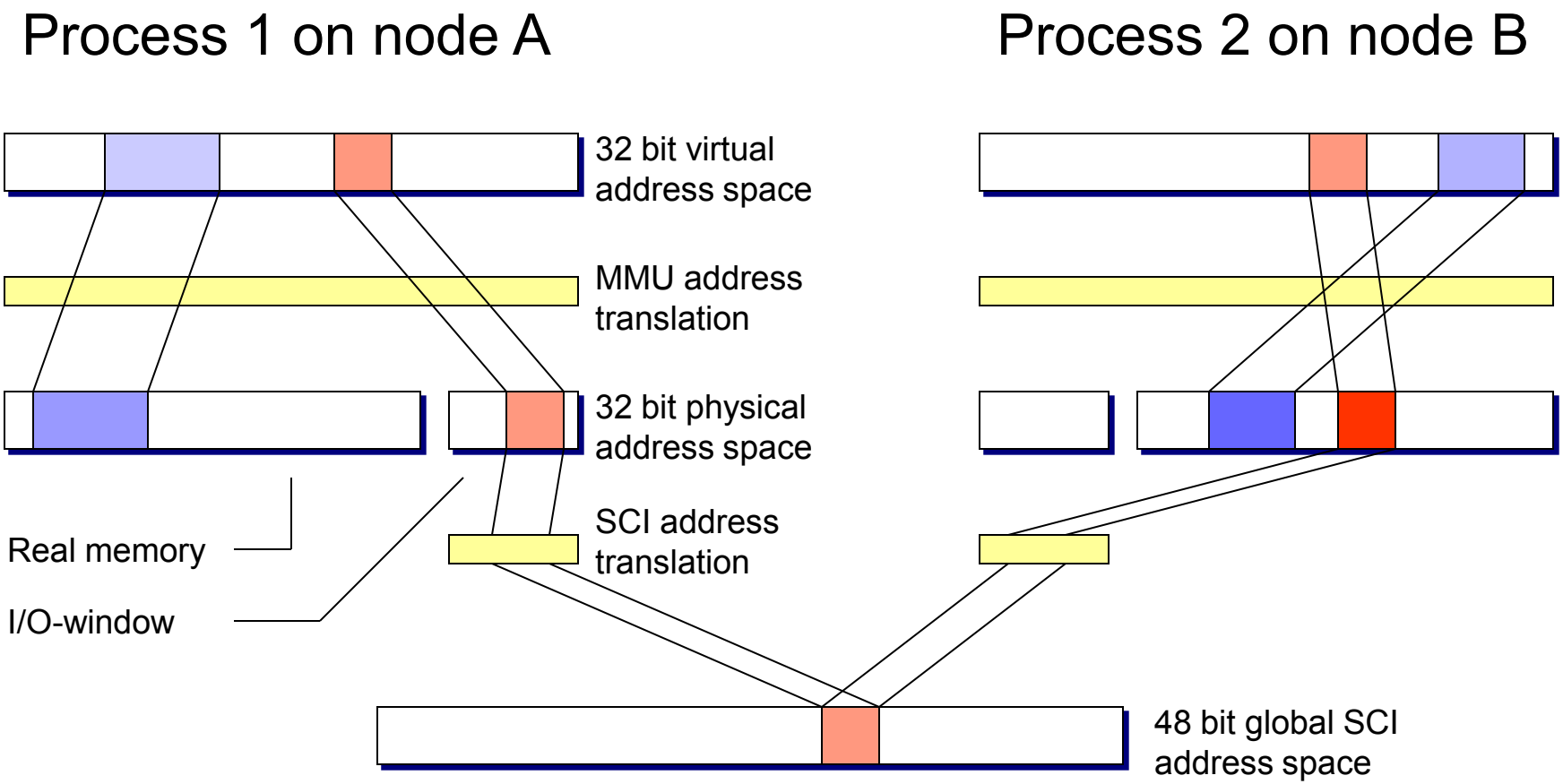
SCI-Cluster (KBS, TU Berlin)



- Linux-Cluster
- 16 Dualprocessor-nodes with
  - 1,7 GHz P4
  - 1 GB memory
  - 2D-Torus SCI (Scalable Coherent Interface)

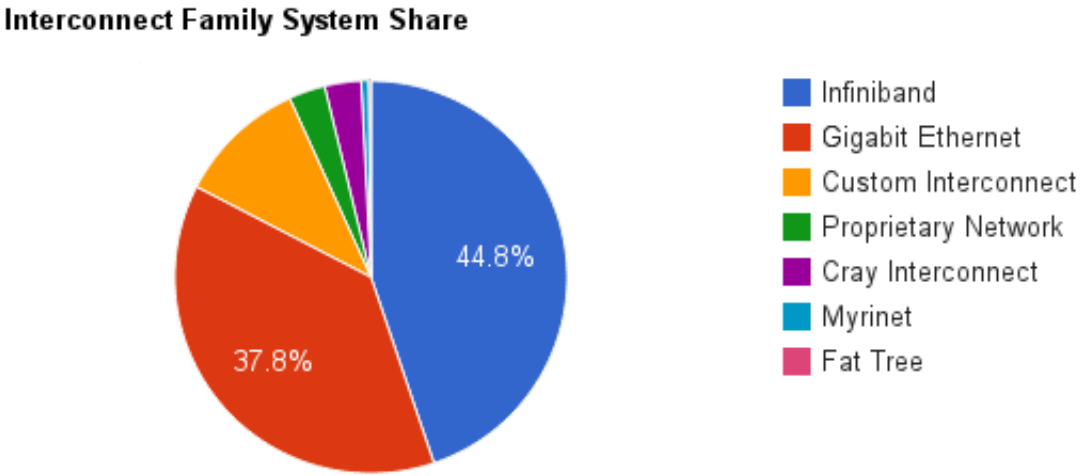


SCI address translation



Infiniband

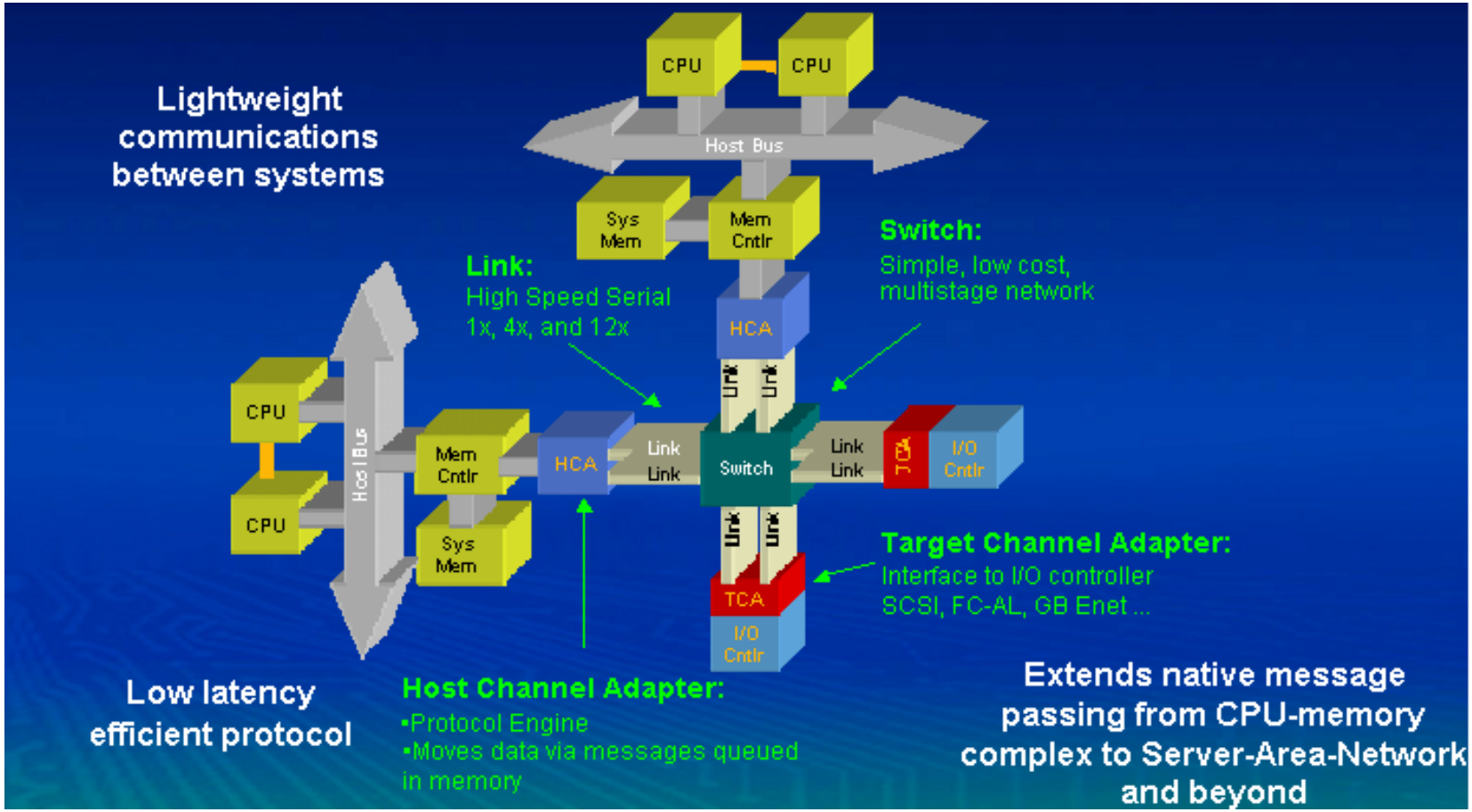
- New standard for coupling devices and compute nodes (replacement for system busses like PCI)
- single link: 2,5 GBit/sec
- Up to 12 links in parallel
- Most used today (224 of Top500, Nov 2012, different configurations)



Source: top500.org

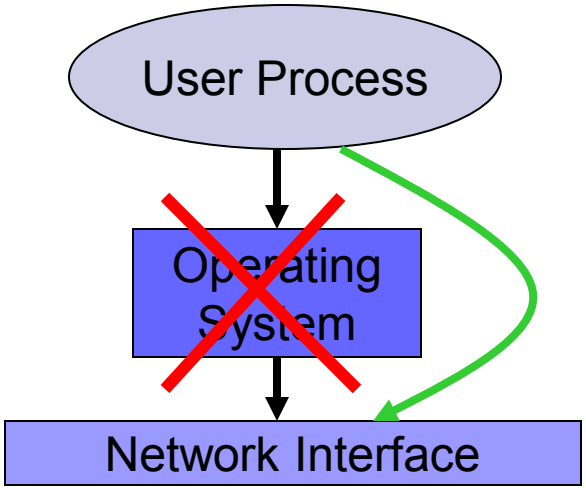
Infiniband

- Current technology to build HPC-Cluster
- 2.5 Gbps per Link
- ca. 2 μsec Latency



Virtual Interface Architecture

- To standardize the diversity of high performance network protocols, an industry consortium, consisting of Microsoft, Compaq (now HP) and Intel defined the Virtual Interface Architecture (VIA).
- Central element is the concept of a user-level interface, that allows direct access to the network interface bypassing the operating system.

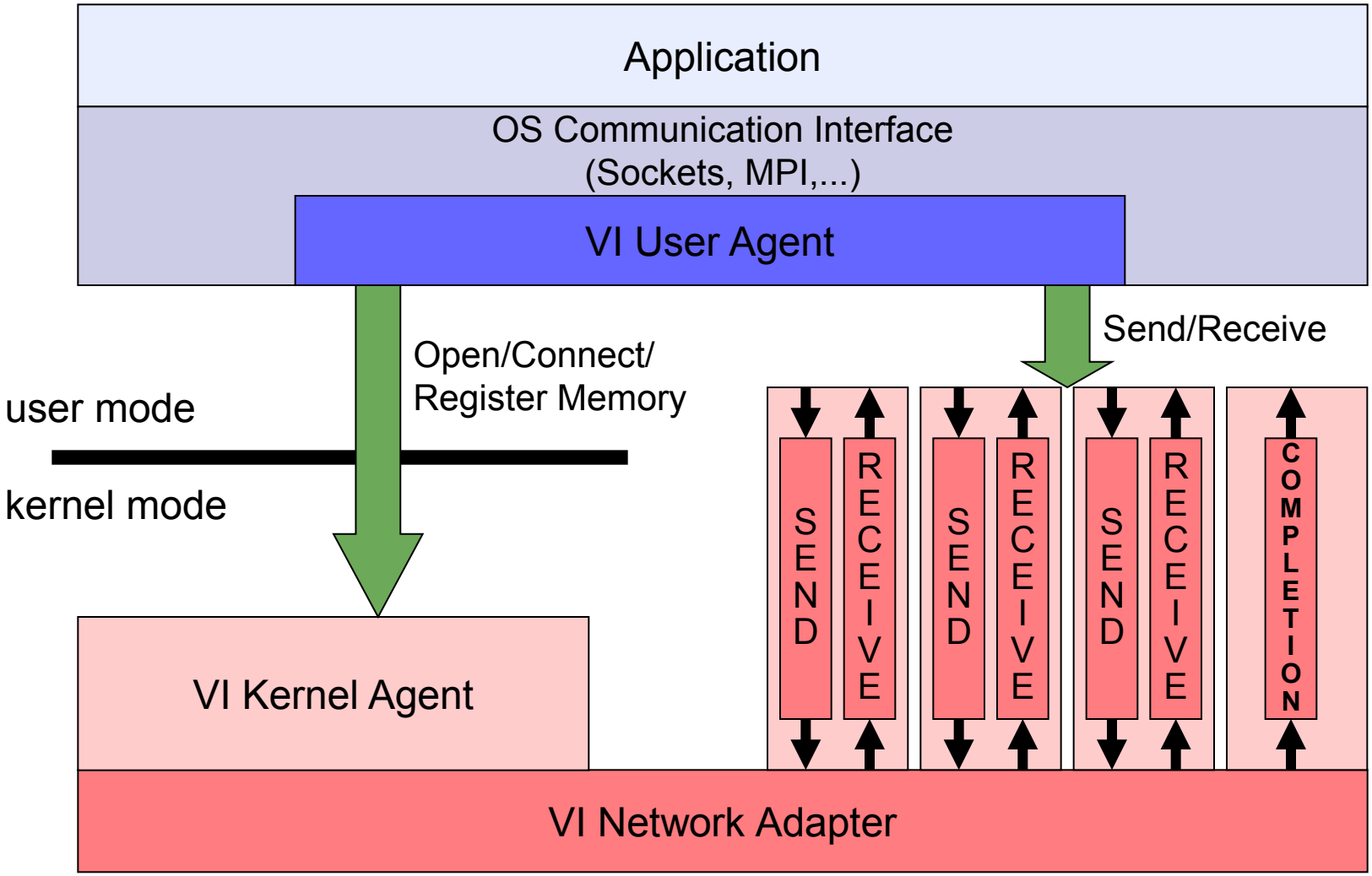


Examples:

- Active Messages (UCB);
- Fast Messages (UIUC);
- U-Net (Cornell);
- BIP (Univ. Lyon, France);

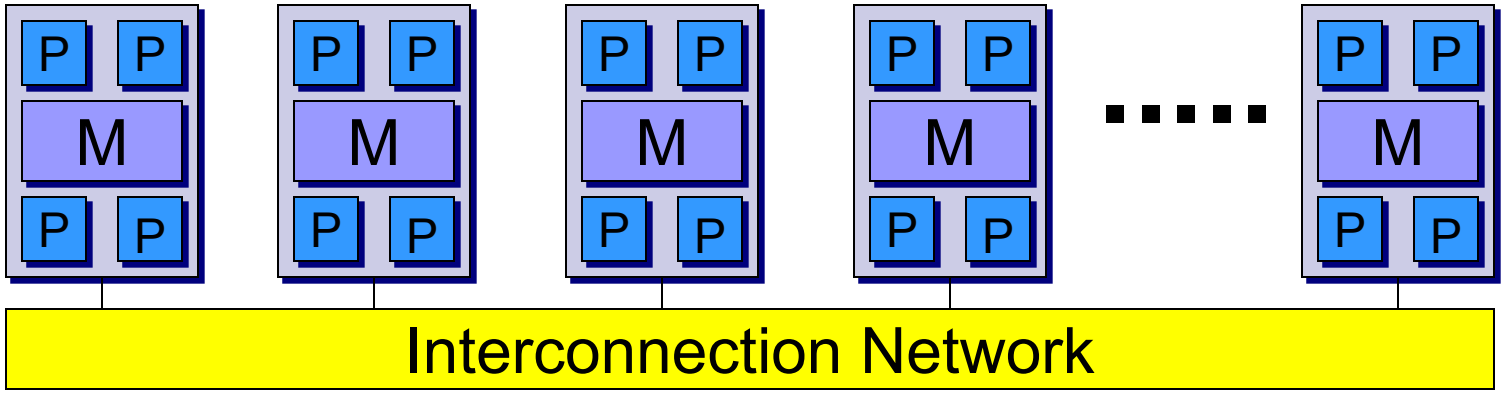
source: M. Baker

Virtual Interface Architecture

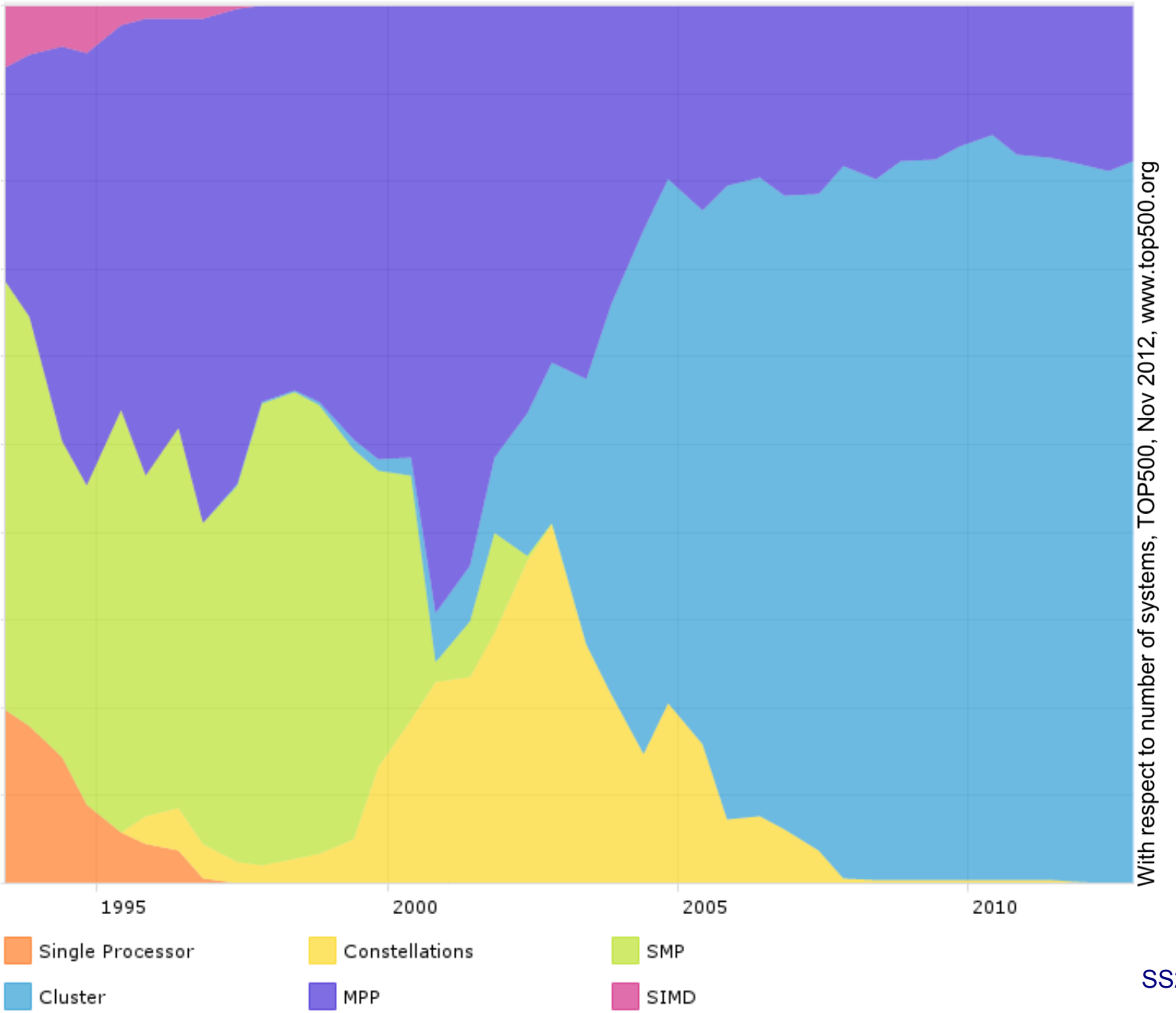


2.4 Architectural Trends in HPC

- Cost saving by usage of mass products
- Usage of top-of-line standard processor
- Usage of top-of-line standard interconnect
- SMPs/multicore/manycore-processors as nodes
- Assemble such nodes to build arbitrarily large clusters



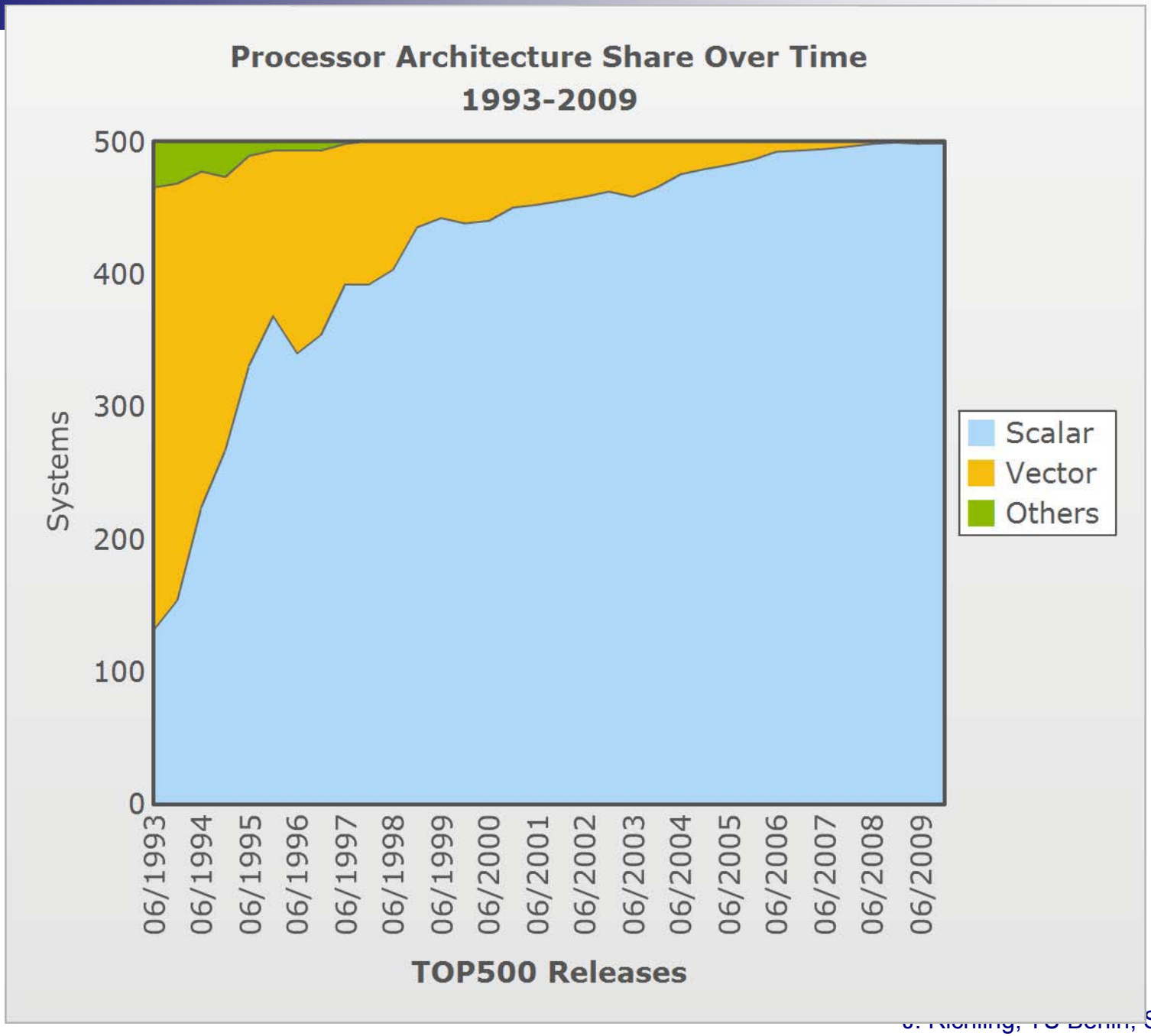
Top 500: Architecture



Notion of "Constellation"

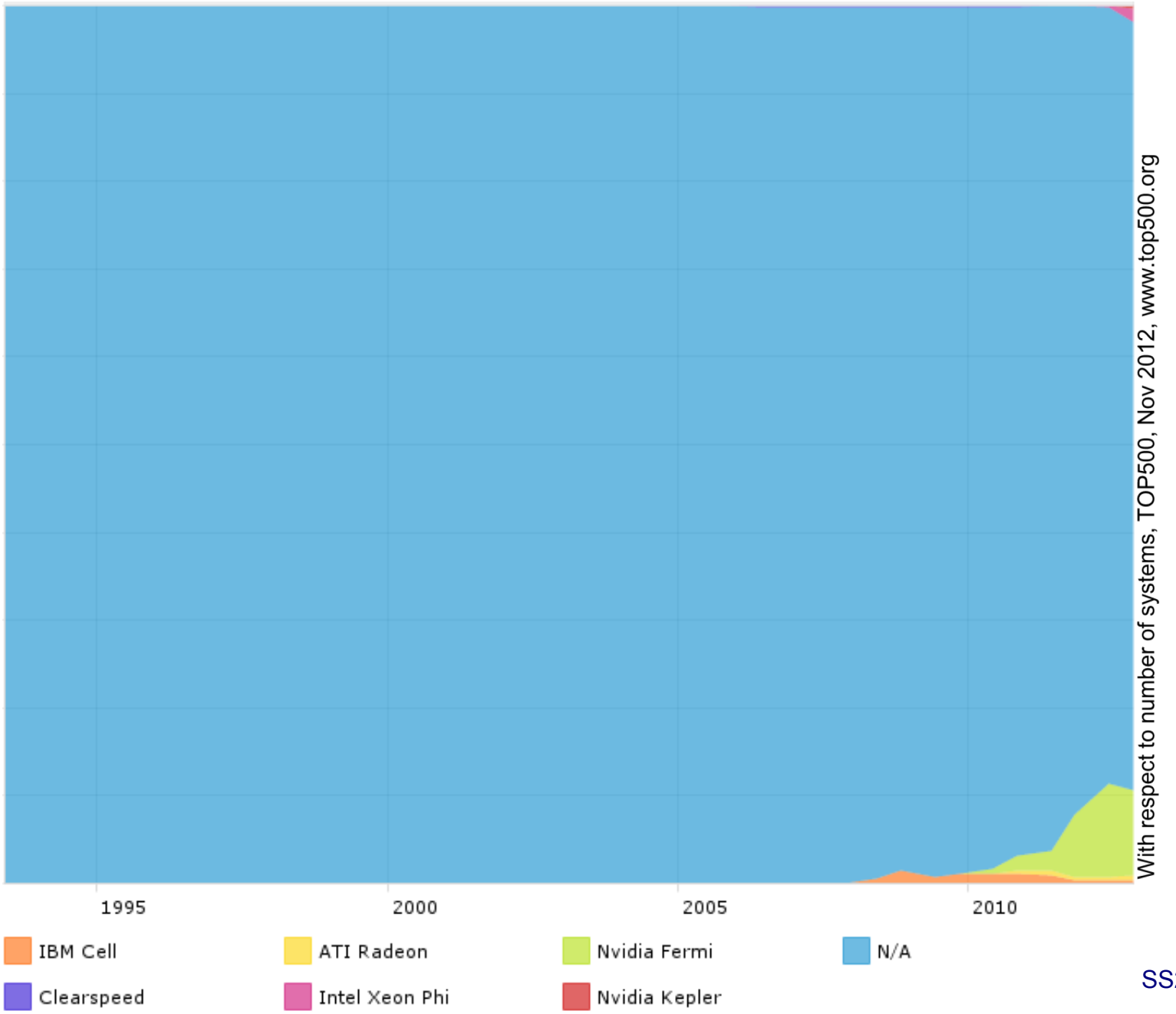
- Nodes of parallel computer consist of many processors (SMP) or multicore processors
- We have thus two layers of parallelism: the "Intranode-parallelism" and the "Internode parallelism"
- In the TOP500 terminology there is a distinction between *Cluster* and *Constellation*, depending on what form parallelism is dominant:
- If a machine has more processor cores per node than nodes at all, it is called *Constellation*.
- If a machine has more nodes than processor cores per node, than it is called *Cluster.*

Top 500: Processor types

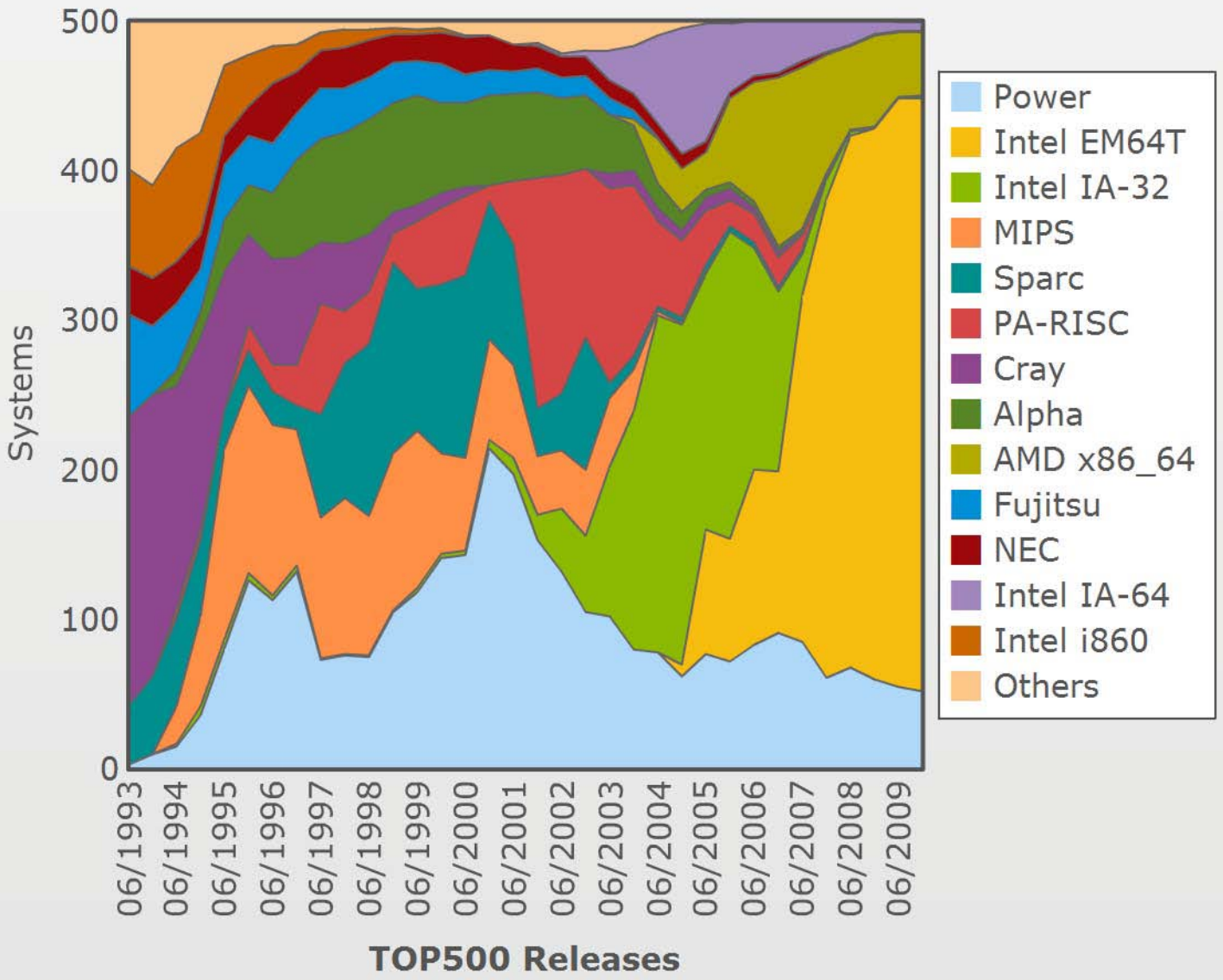


With respect to number of systems, TOP500, Nov 2012, www.top500.org

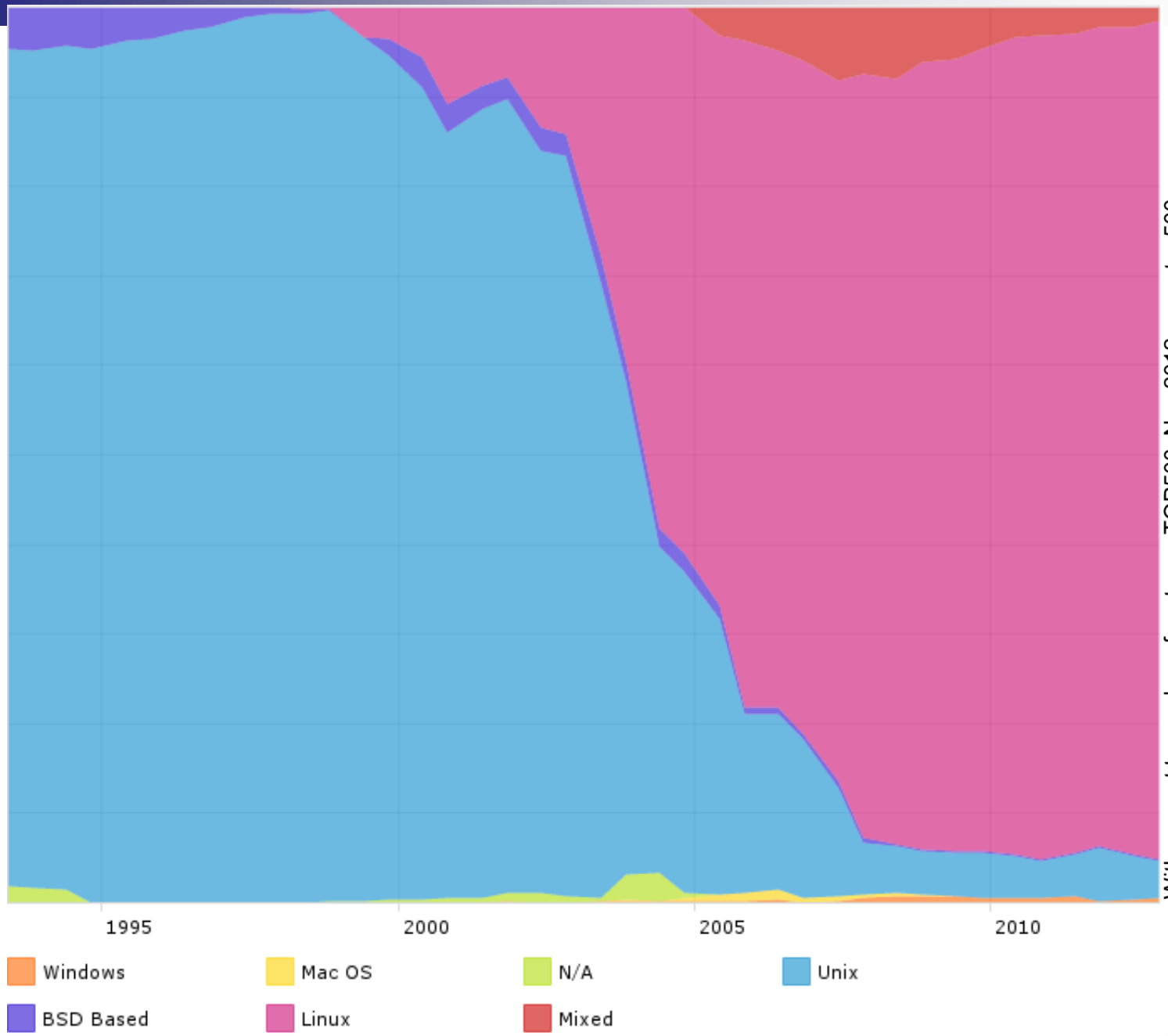
Top 500: Coprocessors



Top 500: Processor family

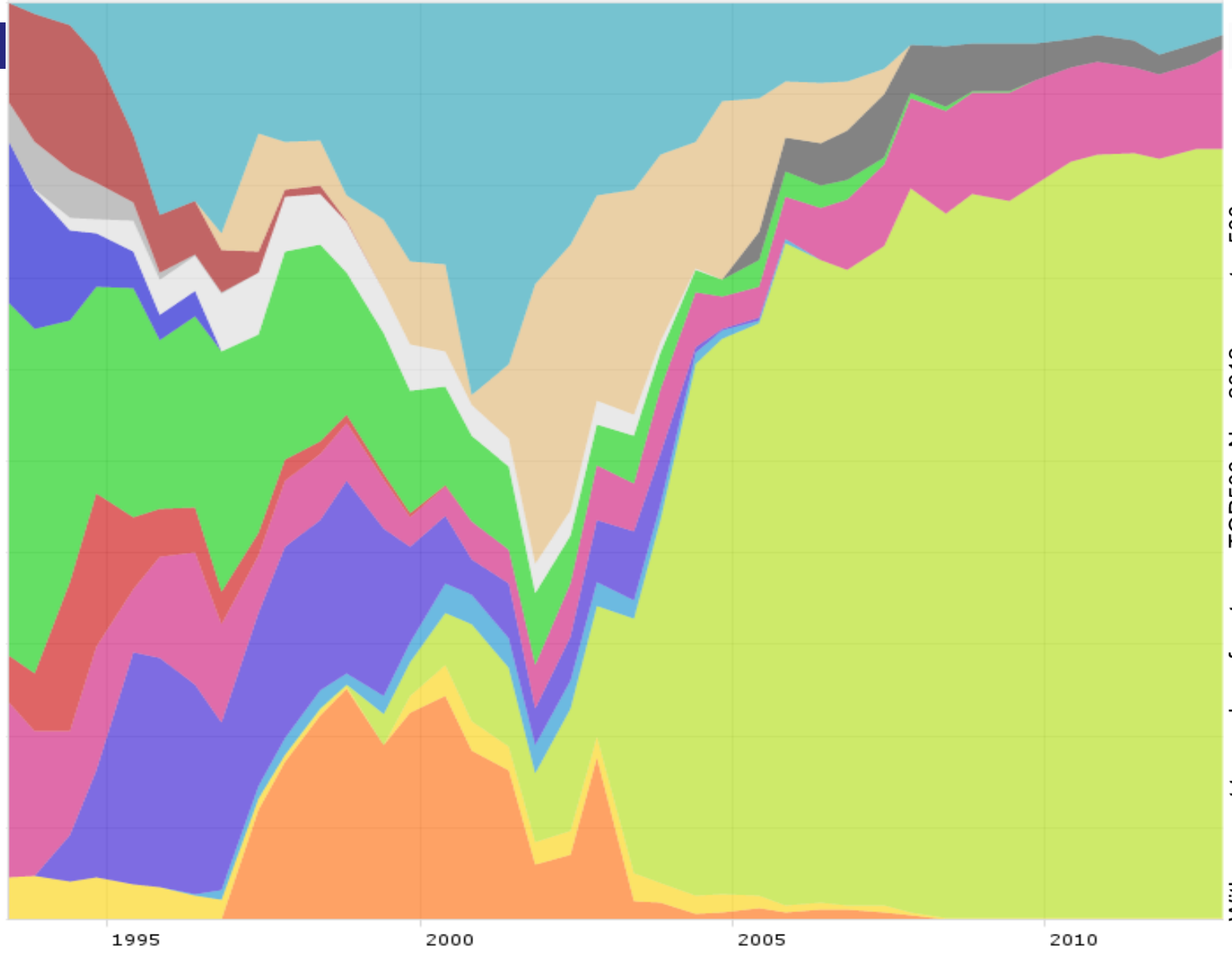


HPC-Operating system families



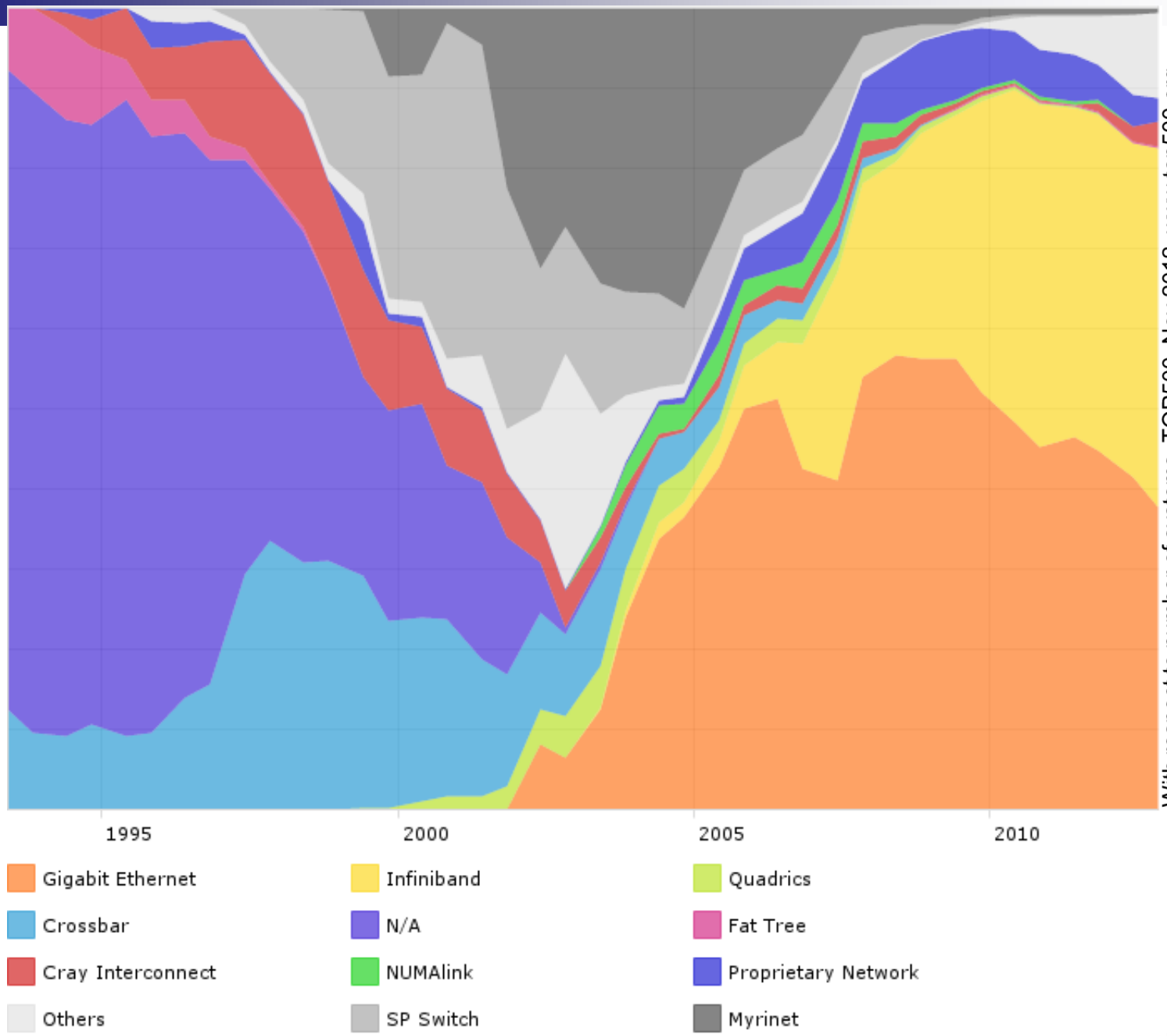
With respect to number of systems, TOP500, Nov 2012, www.top500.org

HPC-Operating systems

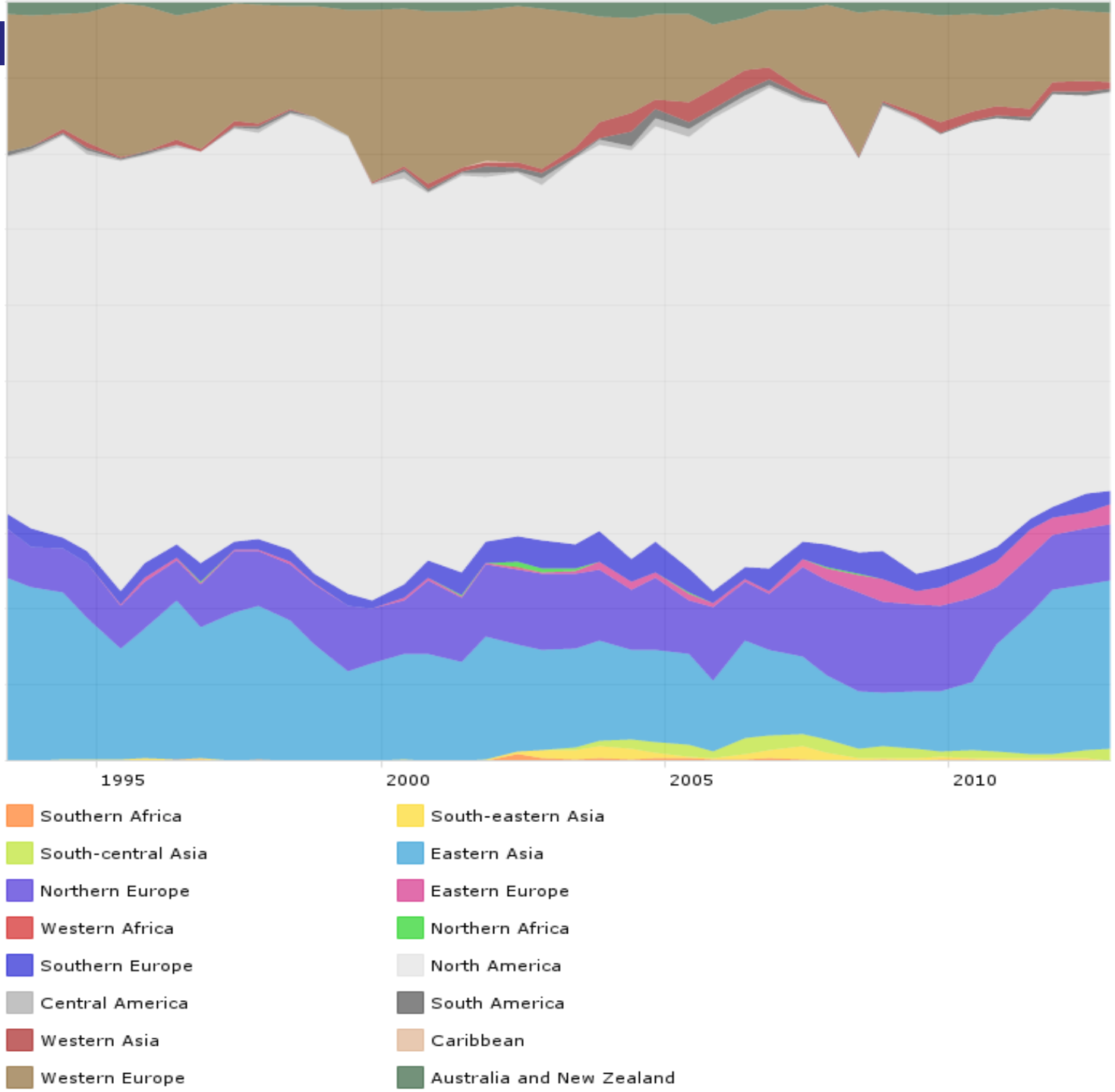


With respect to number of systems, TOP500, Nov 2012, www.top500.org

Interconnect



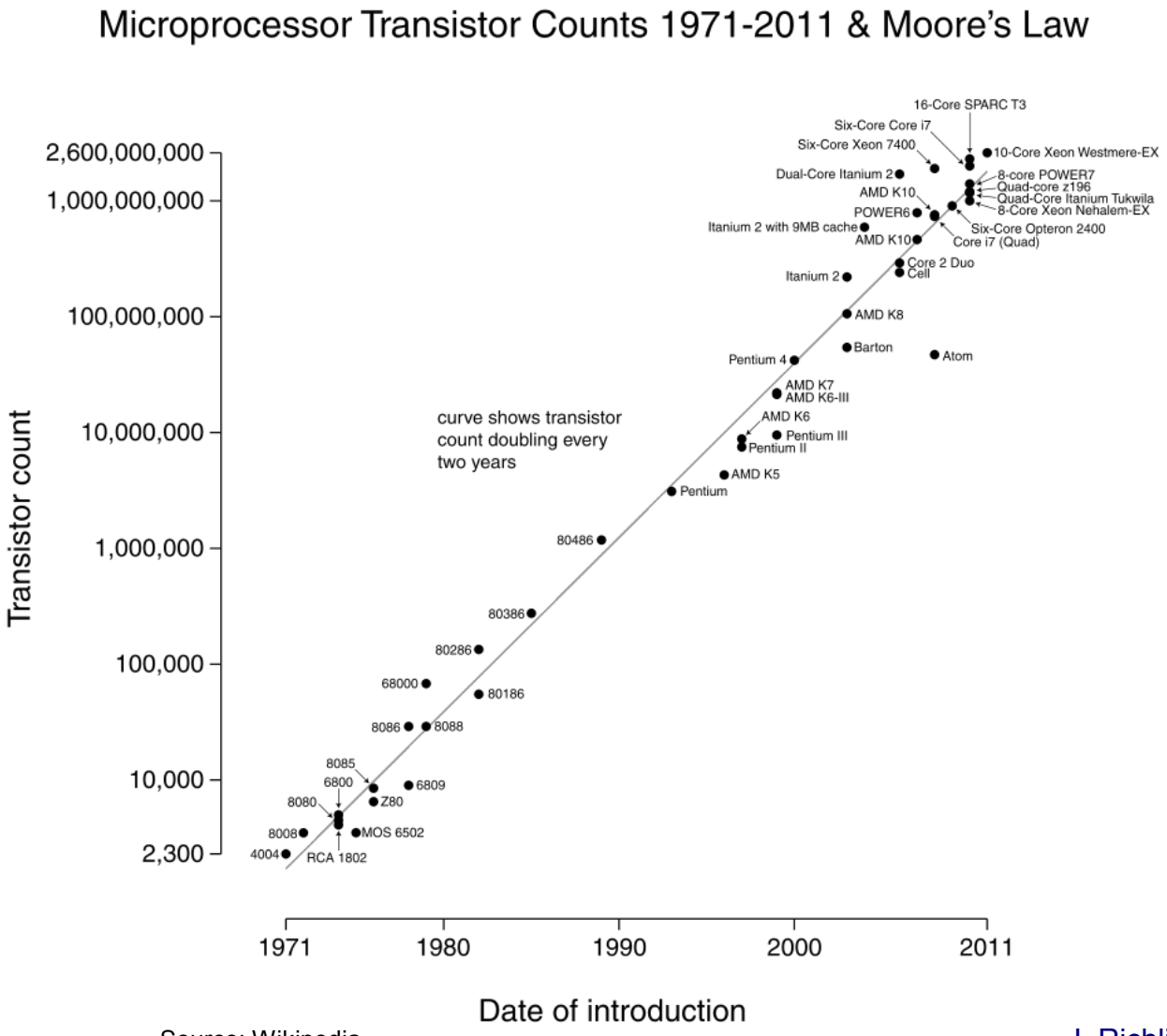
Geographical Regions



With respect to number of systems, TOP500, Nov 2012, www.top500.org

Moore‘s law

Number of transistors per chip doubles every 18 months.



Source: Wikipedia

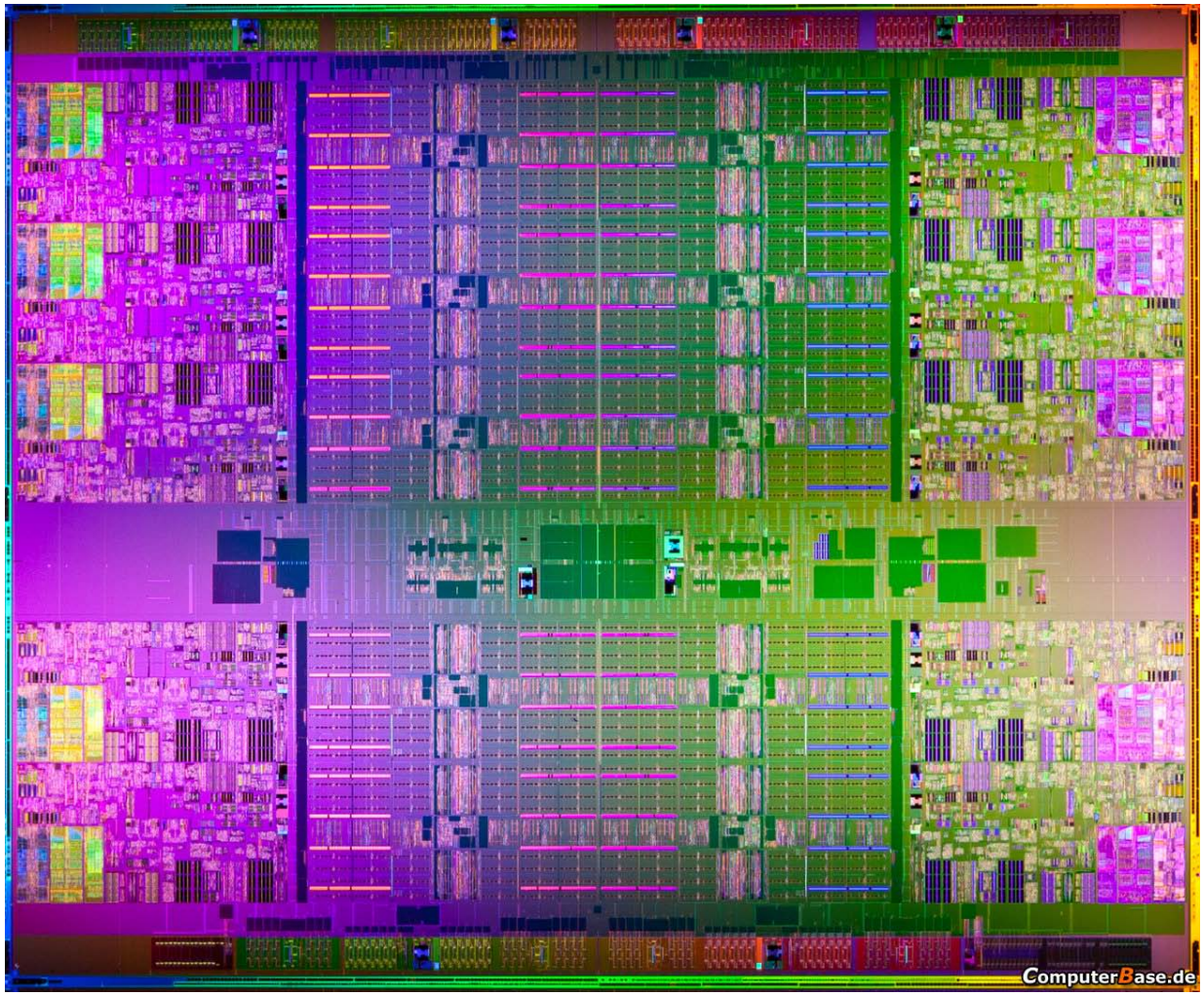
Transistors per processor

Processor	Year of introduction	Transistor count
Intel 4004	1971	2,300
Intel 8008	1972	3,500
MOS 6502	1975	3,510
Zilog Z80	1976	8,500
Intel 8088	1979	29,000
Intel 80286	1982	134,000
Motorola 68020	1984	200,000
Intel 80386	1985	275,000
Motorola 68030	1987	273,000
Intel 80486	1989	1,180,000
Motorola 68040	1990	~1,200,000

Transistors per processor

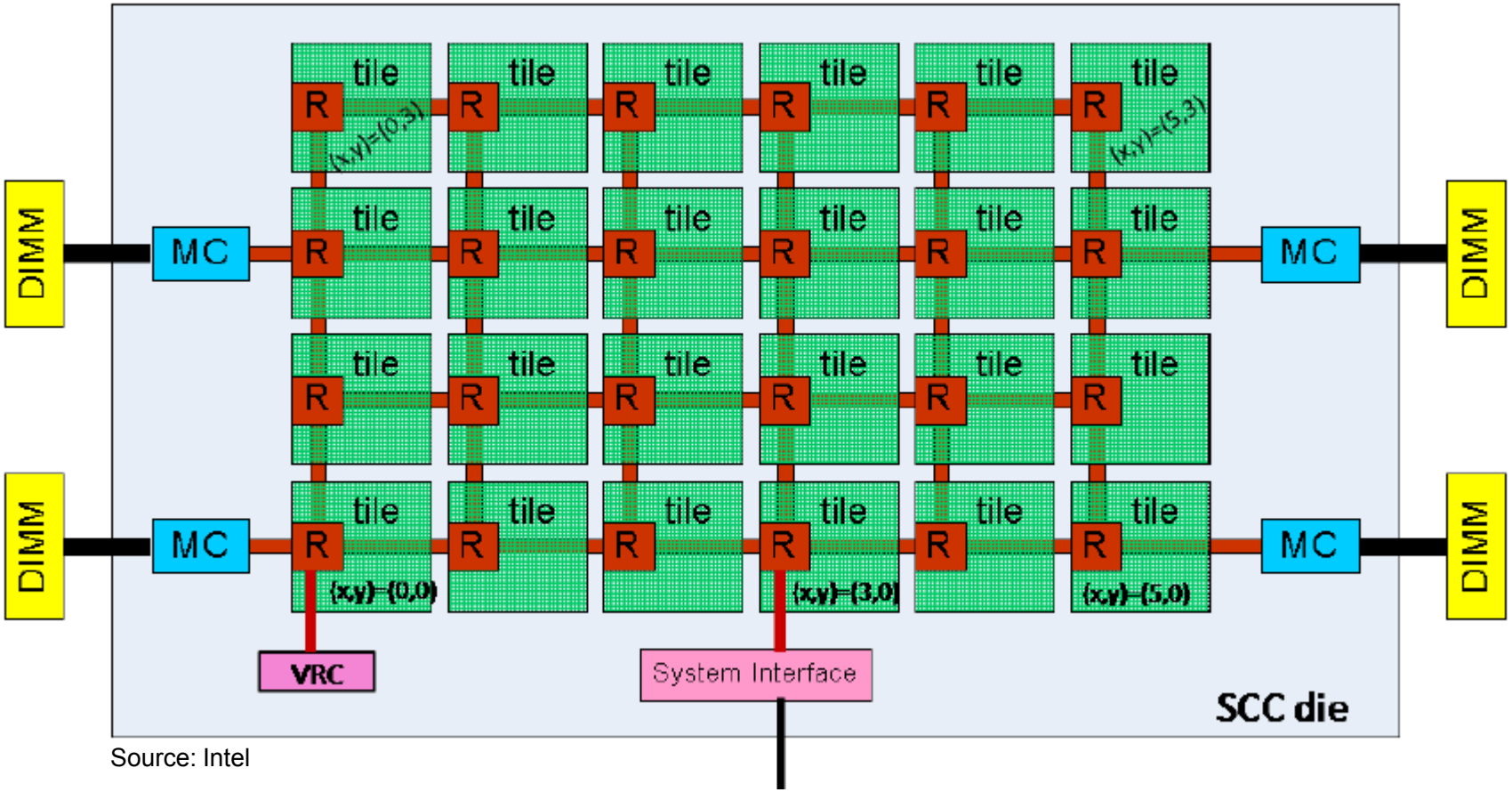
Processor	Year of introduction	Transistor count
Intel Pentium	1993	3,100,000
Intel Pentium Pro	1995	5,500,000
AMD K6	1997	8,800,000
AMD K7	1999	22,000,000
Intel Pentium 4	2000	42,000,000
AMD K8	2003	105,900,000
AMD K8 Dual Core	2005	243,000,000
IBM Power 6	2007	789,000,000
AMD Opteron (6 core)	2009	904,000,000
Intel Xeon EX (10 core)	2011	2,600,000,000
Intel Itanium (8 core)	2012	3,100,000,000

Xeon EX (Westmere EX) with 10 Cores



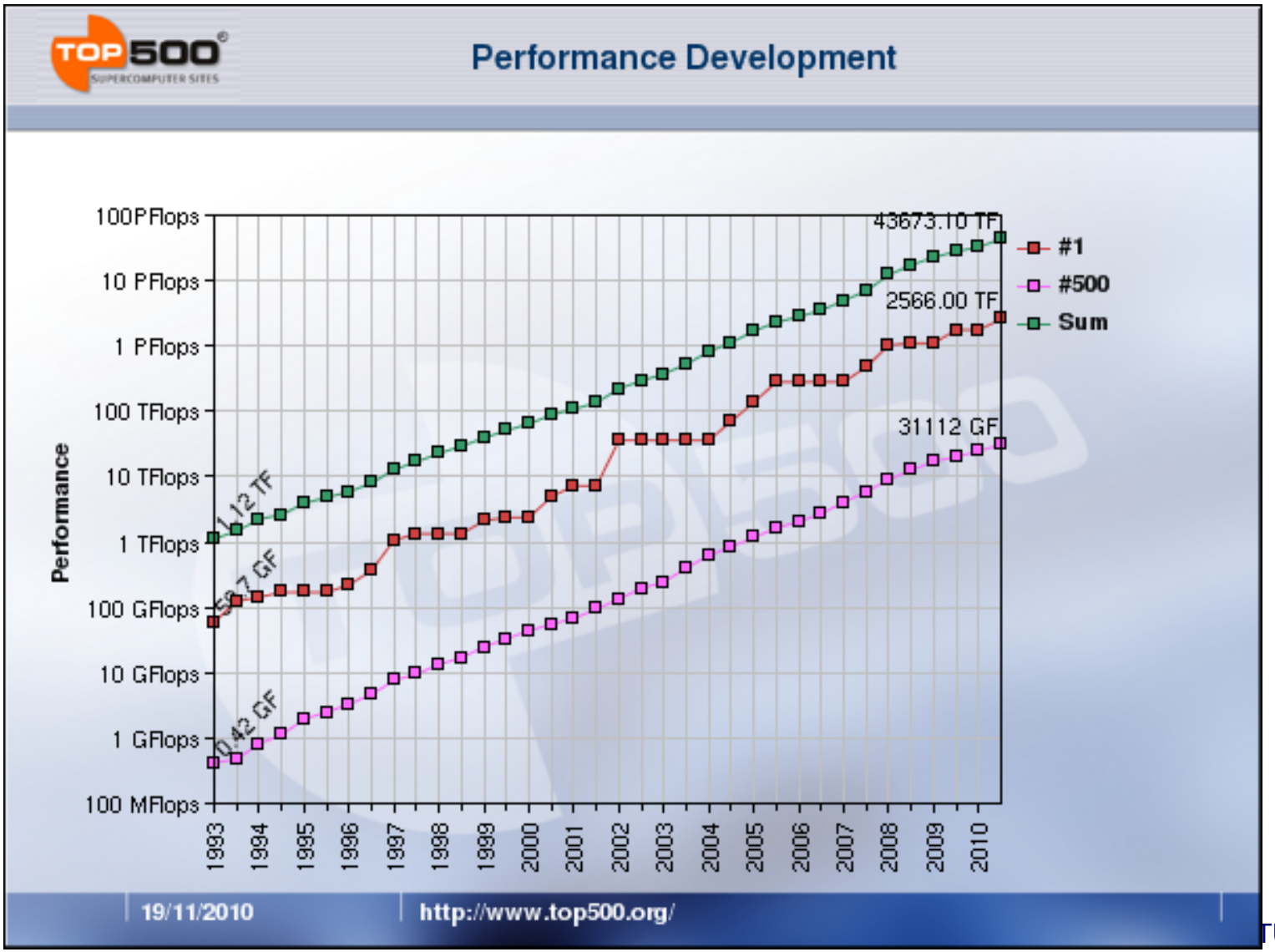
Source: computerbase.de

Intel Single Chip Cloud Computer: 48 Cores

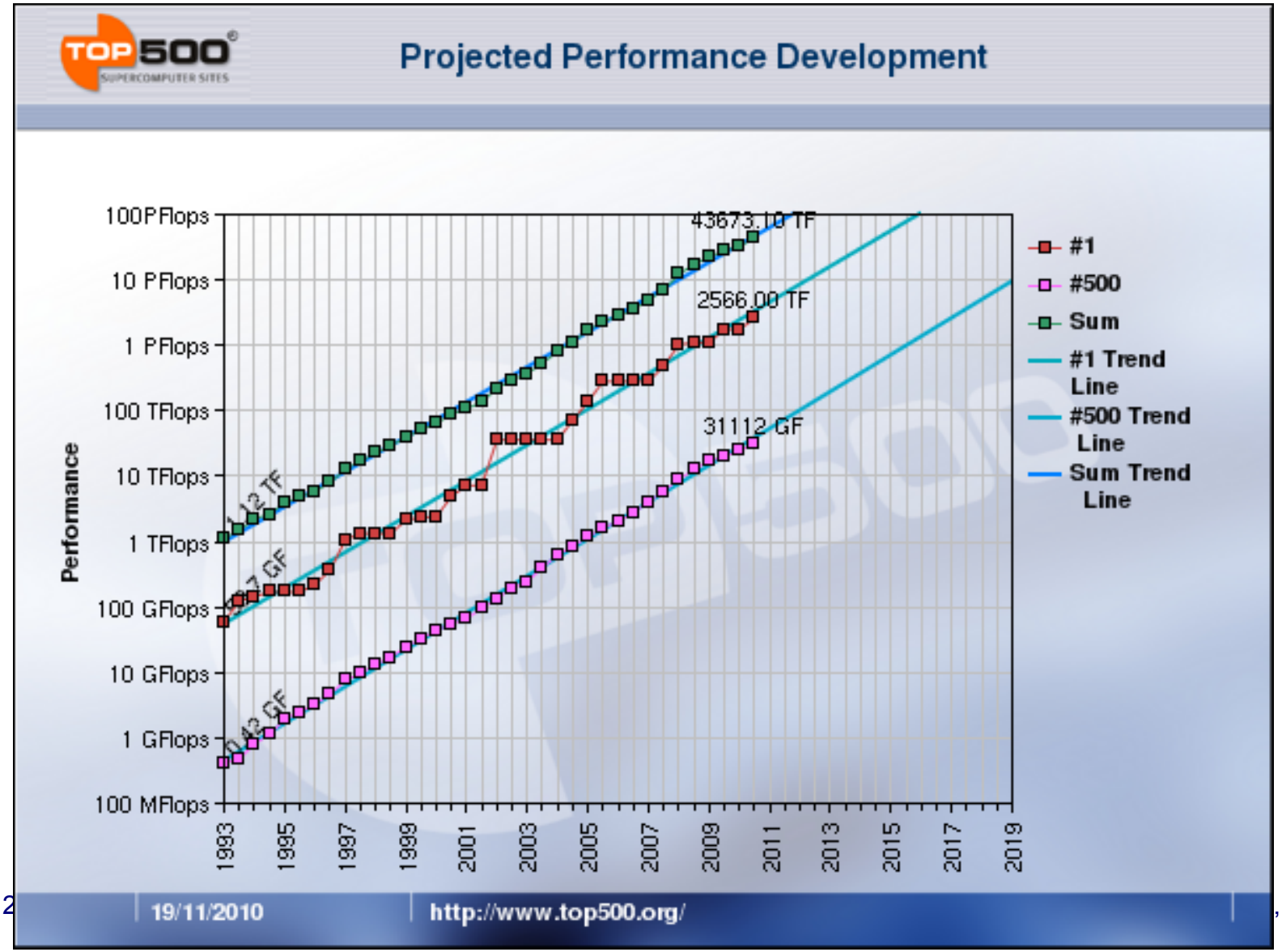


Source: Intel

Performance of Top 500

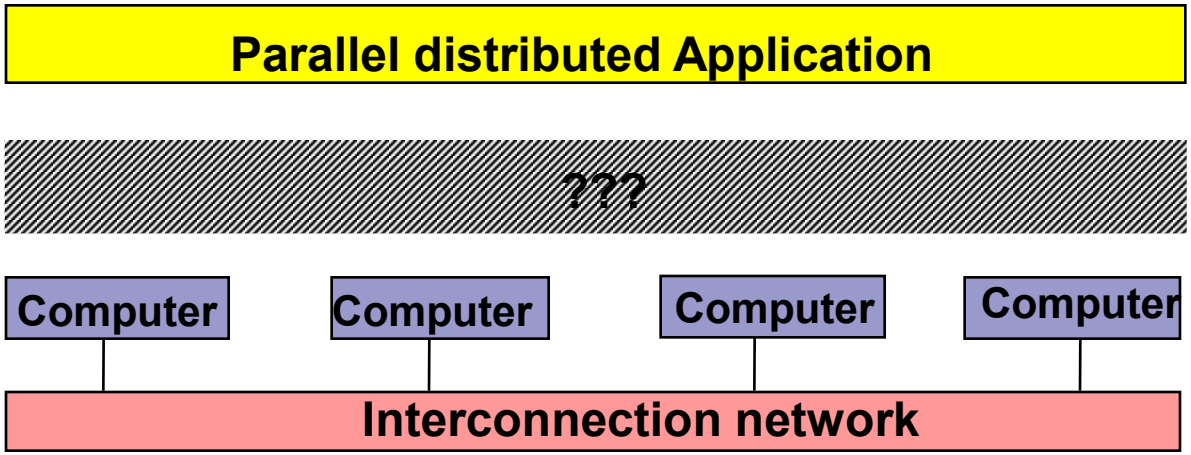


Top 500: Forecast



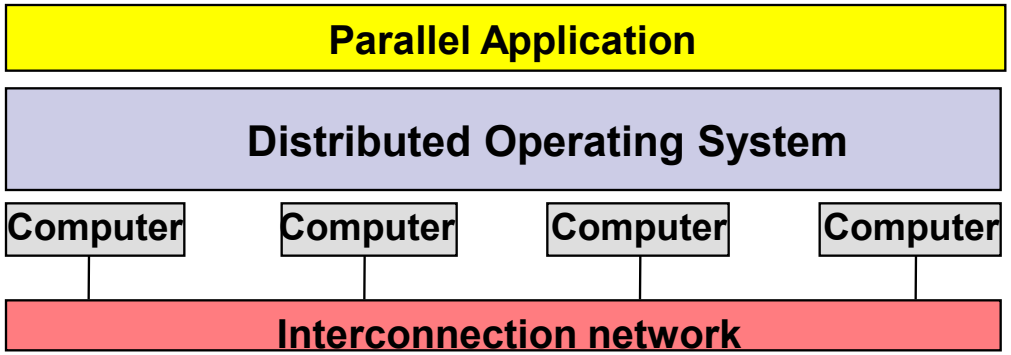
2.4 Software Architecture of Distributed Systems

Applications should be supported in a transparent way, e.g. we need a software infrastructure that hides the distribution to a high degree.

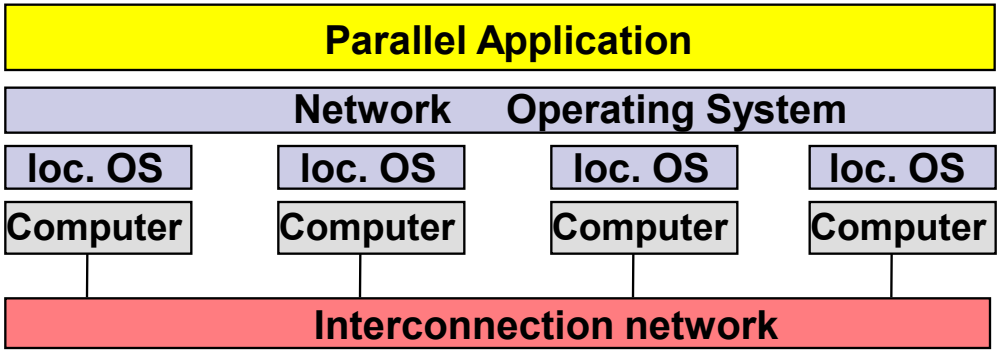


Two Architectural Approaches for Distributed Systems

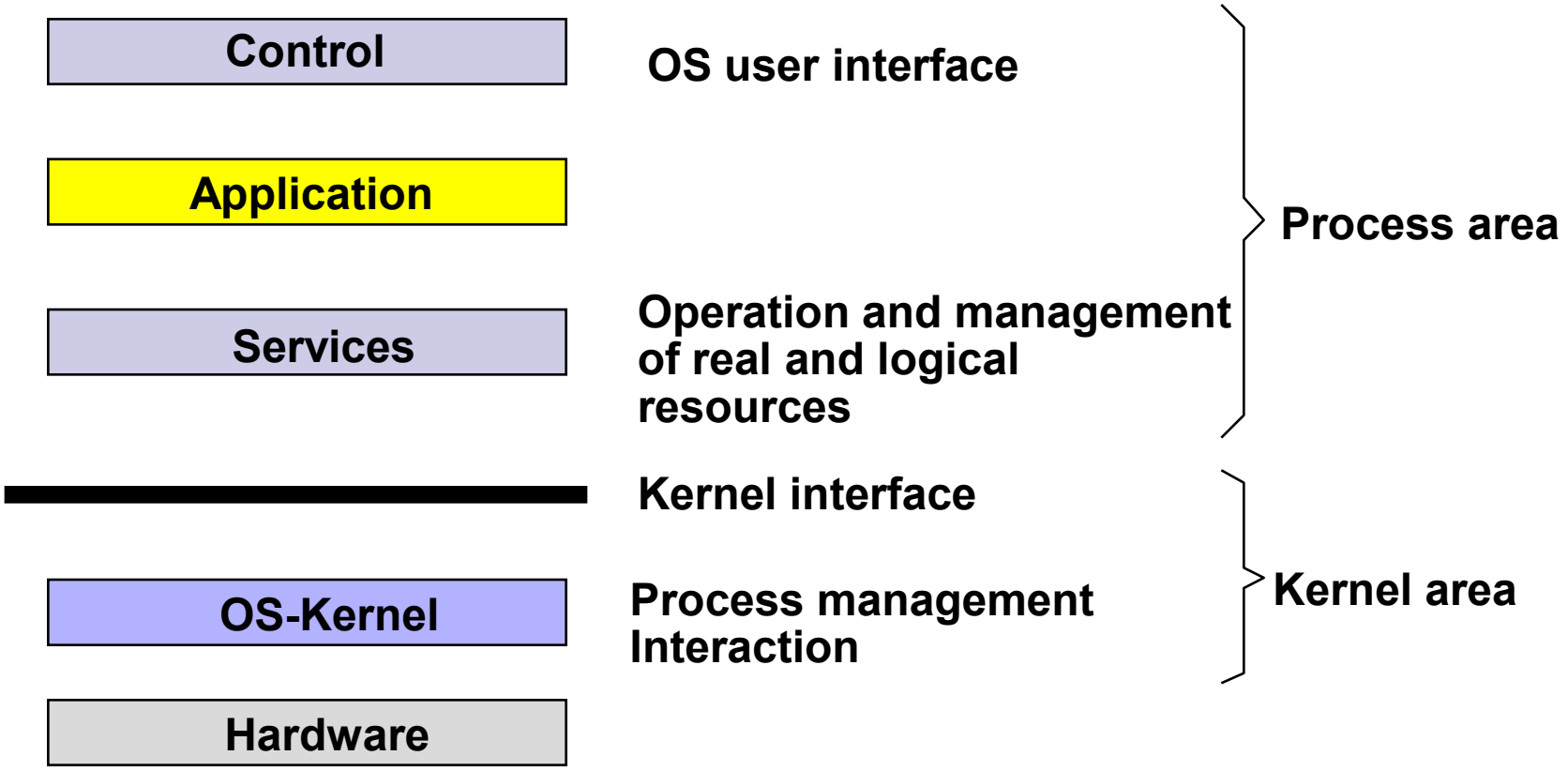
Distributed Operating System :
The operating system itself provides the necessary functionality



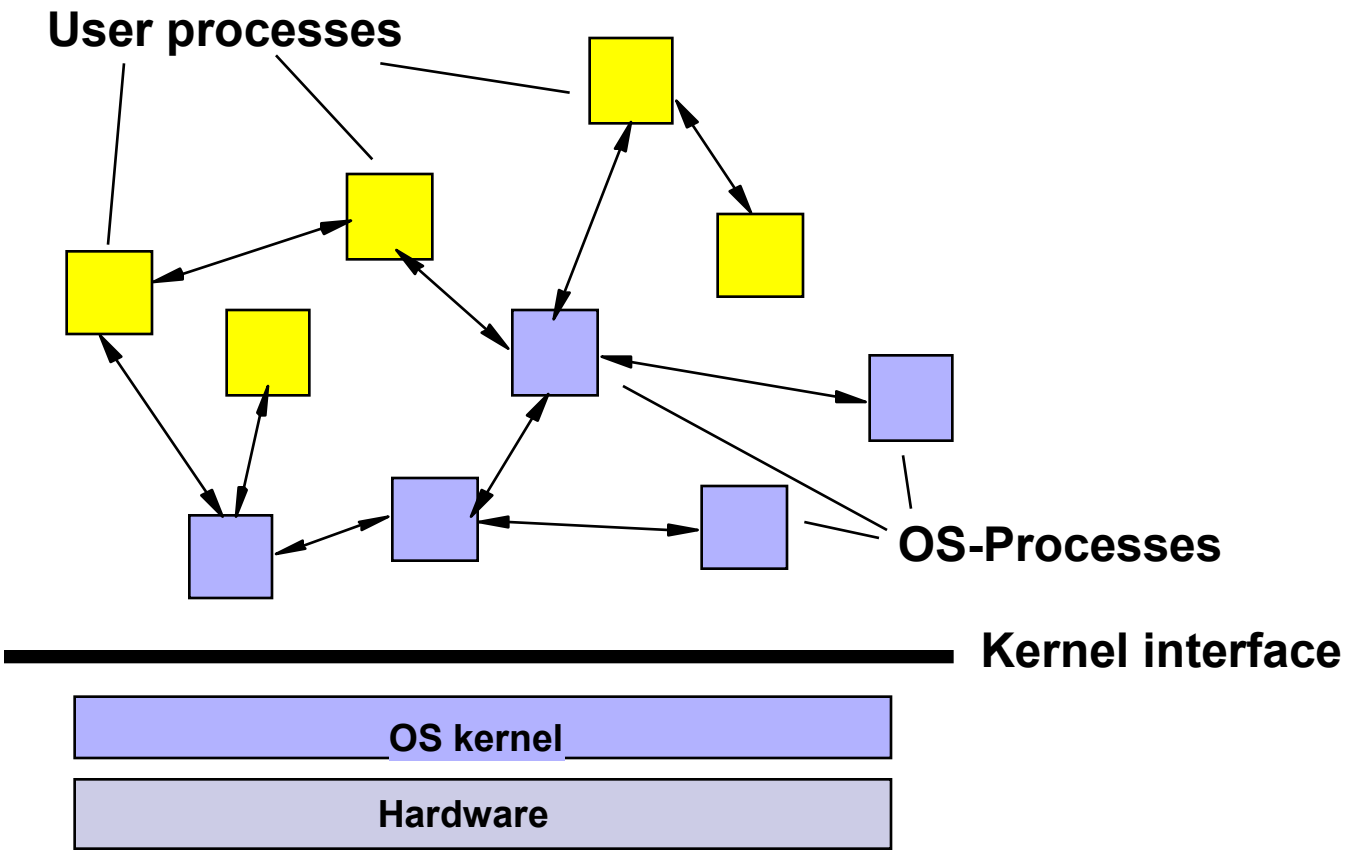
Network Operating System
The local operating systems are complemented by an additional layer (Network OS, Middleware) that provides distributed functions



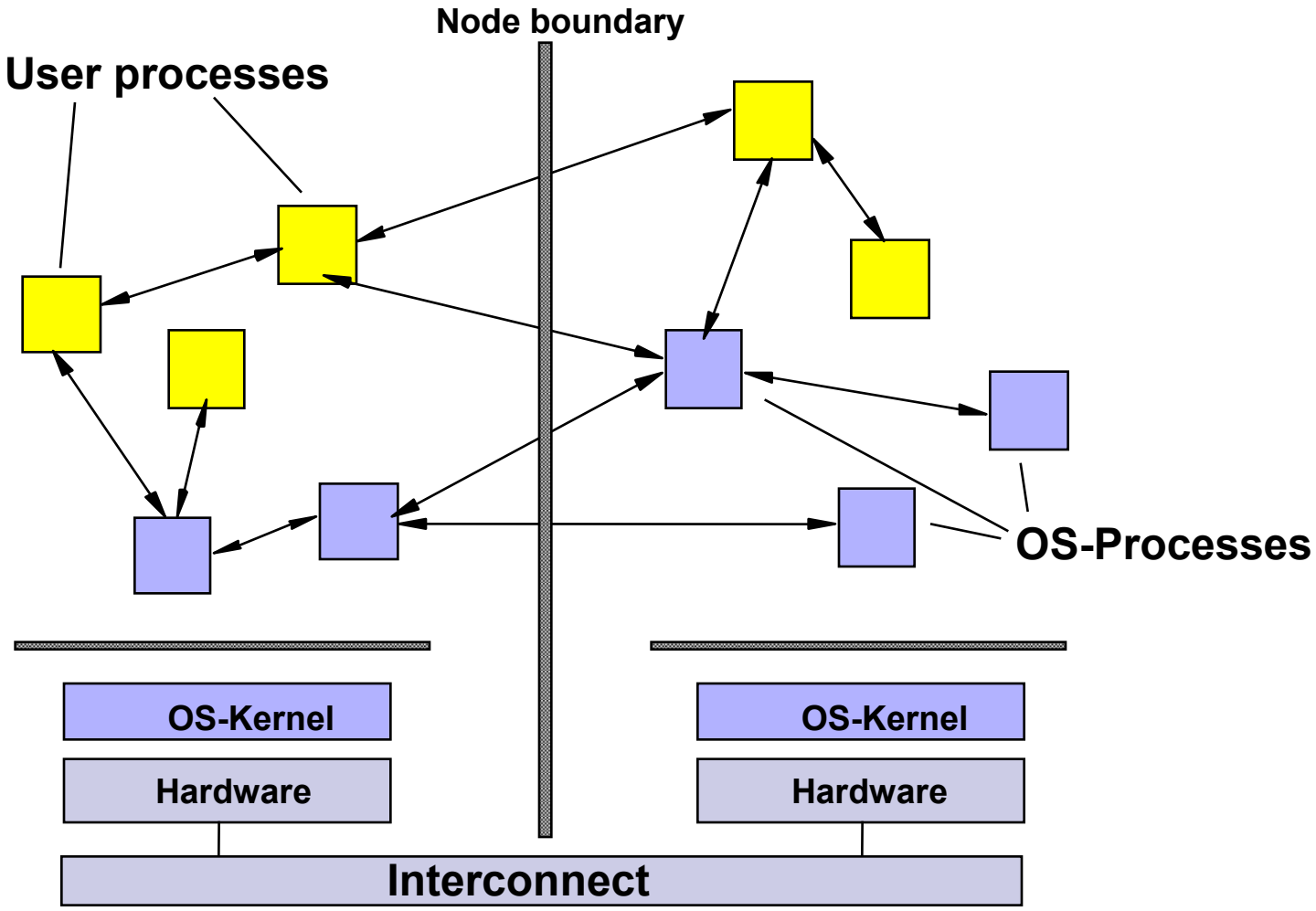
General OS Architecture (Microkernel)



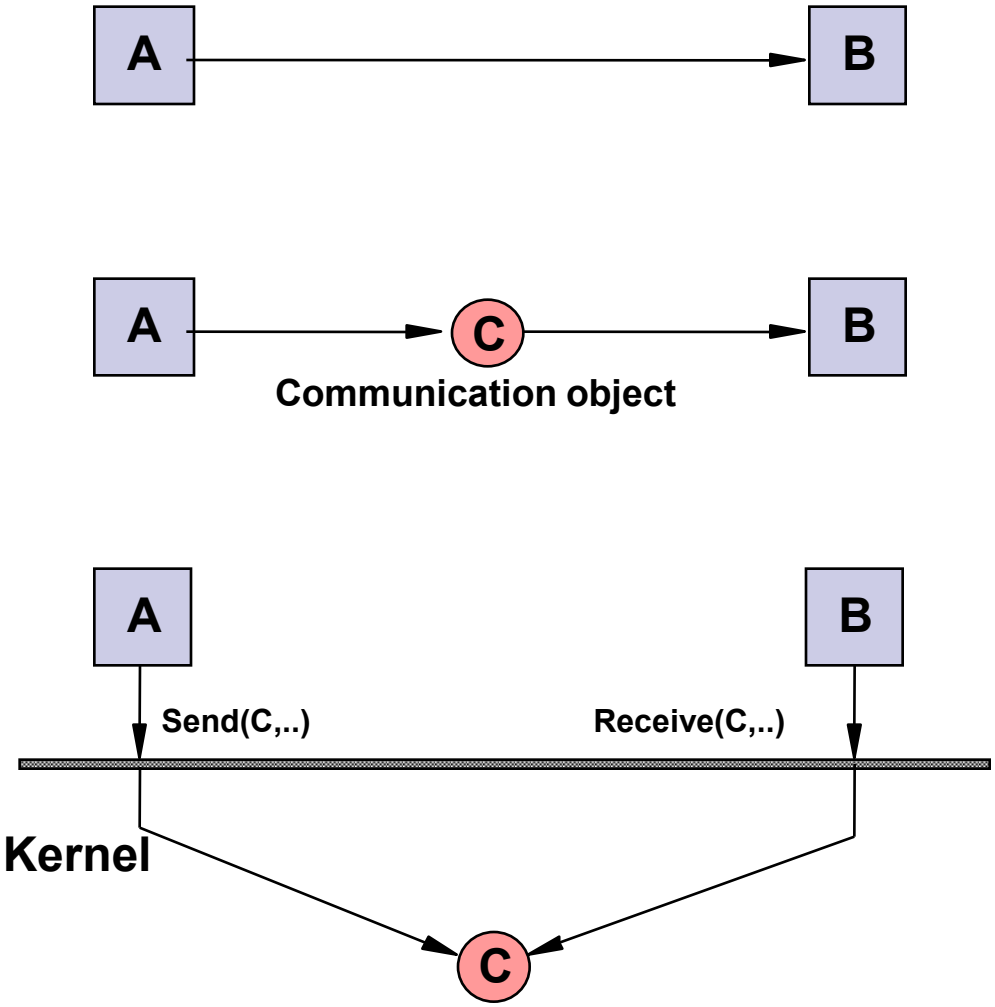
Architecture of local OS



Architecture of distributed OS



Process communication



Distributed OS: Architectural Variants

To overcome the node boundaries in distributed systems for interaction we need communication operations that either are integrated in the kernel (**kernel federation**) or as a component outside the kernel (**process federation**).

- When using the kernel federation the "distributedness" is hidden under the kernel interface.

  Kernel calls can refer to any object in the system regardless of its physical location.

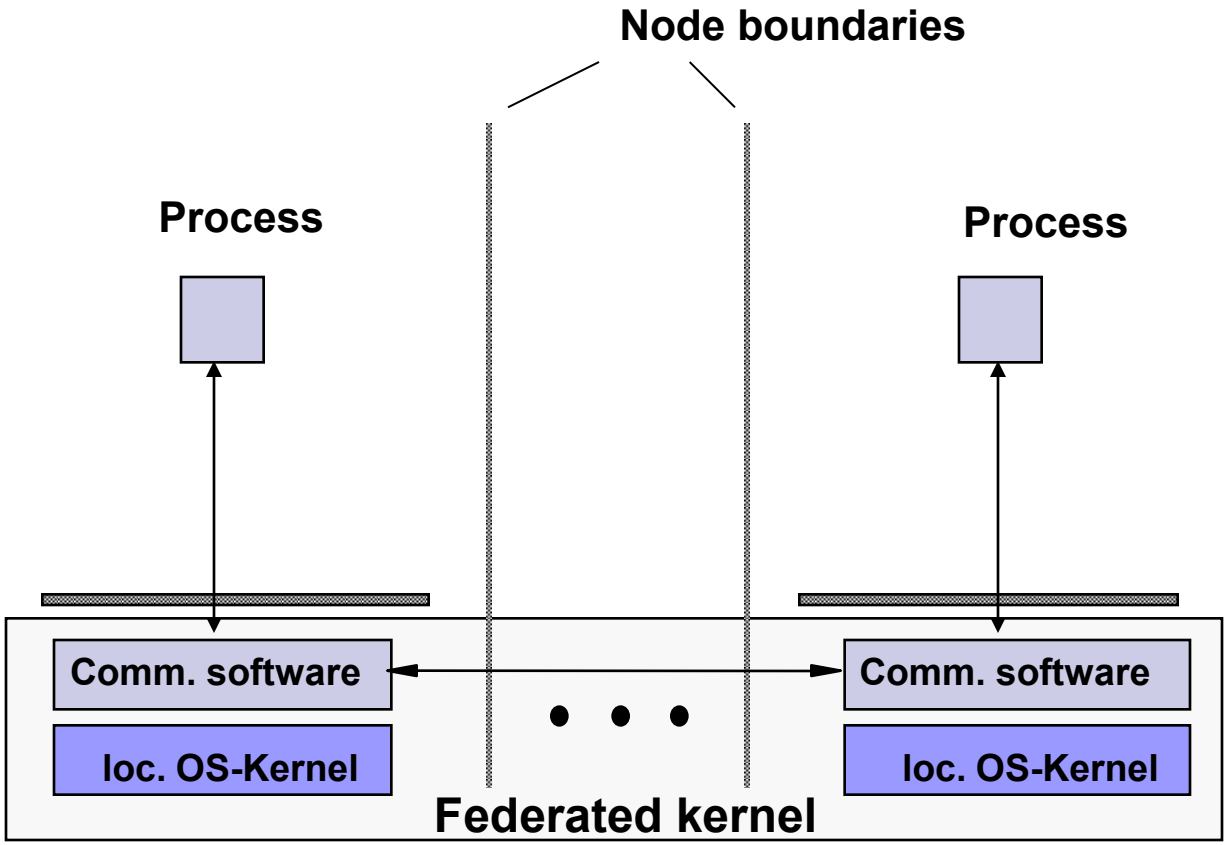
  The federation of all kernels is called the **federated kernel**

- The process federation leaves the kernel interface untouched.

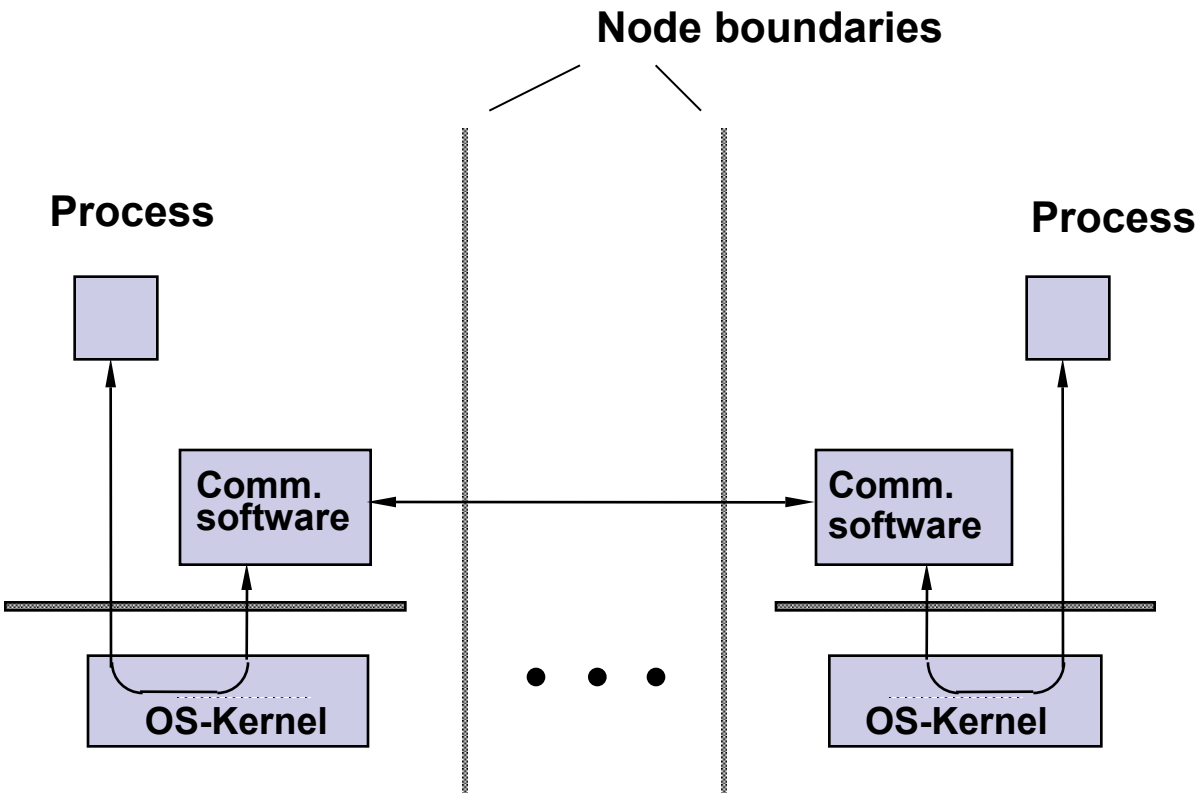
  The local kernel is not aware of being part of a distributed system.

  This way existing OS can be extended to become distributed OS.

Kernel federation



Process federation



Features of Distributed OS

	Multiprocessor-OS	Distributed OS	Network-OS
All nodes have the same OS?	yes	yes	no
How many copies of OS ?	1	n	n
Shared ready queue?	yes	no	no
Communication	Shared memory	Message exchange	Message exchange / Shared files

Transparency I

Transparency is the property that the user (almost) does not realize the distributedness of the system.

Transparency is the main challenge when building distributed systems.

- Access transparency

  Access to remote objects in the same way as to local ones
- Location transparency
  - Name transparency

    Objects are addressed using names that are independent of their locations
  - User mobility

    If the user changes his location he can address the objects with the same name as before.
- Replication transparency

  If for performance improvement (temporary) copies of data are generated, the consistency is taken care of automatically,

Transparency II

- Failure transparency

  Failures of components should not be noticeable.
- Migration transparency

  Migration of objects should not be noticeable.
- Concurrency transparency

  The fact that that many users access objects from different locations concurrently must not lead to problems or faults.
- Scalability transparency

  Adding more nodes to the system during operation should be possible. Algorithms should cope with the growth of the system.
- Performance transparency

  No performance penalties due to uneven load distribution.

References

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