

Parallel Processing & Distributed Systems

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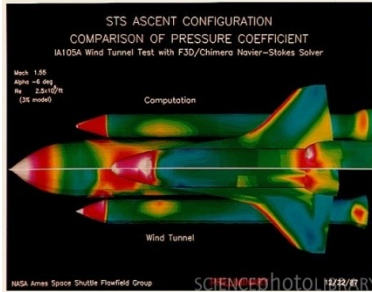


Chapter 1: Introduction

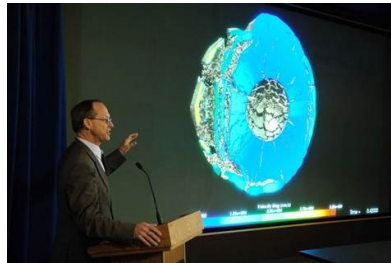
- ❑ HPC and applications
- ❑ Introduction
 - What is parallel processing?
 - Why do we use parallel processing?
- ❑ Parallelism



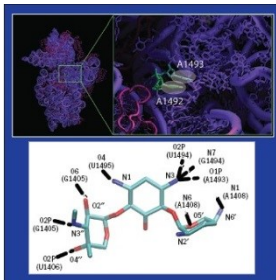
Applications (1)



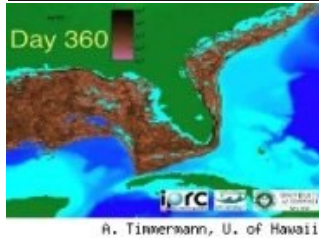
Khí động học
trong tàu vũ trụ



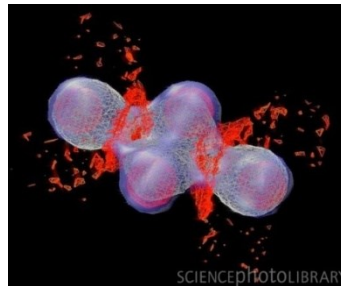
Mô phỏng tiểu hành tinh



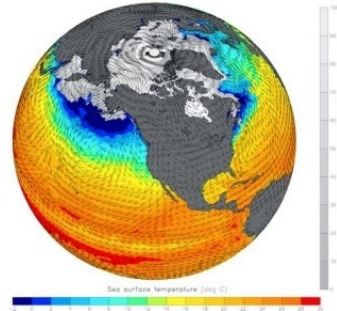
Tác dụng của thuốc ở
mức phân tử



Trần dầu của BP



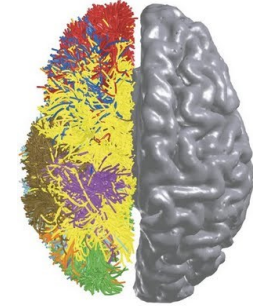
Mô phỏng
nguyên tử Lithium



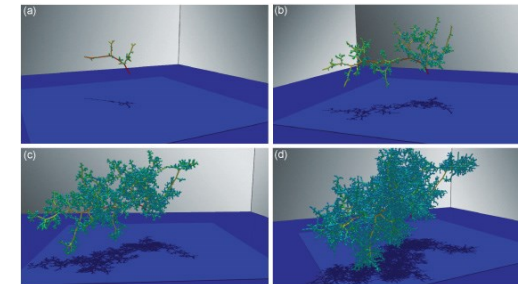
Mô hình thời tiết PCM



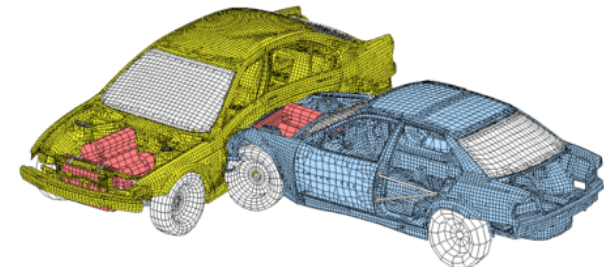
Mô phỏng Renault F1



Mô phỏng não



Mô phỏng Uranium-235 hình thành
từ phân rã Phutonium-239



Mô phỏng xe va chạm



Applications (2)

❑ Critical HPC issues

- Global warming
- Alternative energy
- Financial disaster modeling
- Healthcare

❑ New trends

- Big Data
- Internet of Things (IoT)
- 3D movies and large scale games are fun
- Homeland security



High Performance Computing - HPC



The European HPC Strategy

The Commission recognised the need for an EU-level policy in HPC to optimise national and European investments, addressing the entire HPC ecosystem. The Commission adopted its HPC Strategy on 15 February 2012 in the [Communication "High Performance Computing \(HPC\): Europe's place in a global race"](#) to ensure European leadership in the supply and use of HPC systems and services by 2020. The Competitiveness Council on 29/30 May 2013 adopted [conclusions](#) on this Communication, highlighting the role of HPC in the EU's innovation capacity and stressing its strategic importance to the EU's industrial and scientific capabilities as well as to its citizens.

High-Performance Computing (HPC) is a strategic resource for Europe's future. Mastering advanced computing technologies from hardware to software has become essential for innovation, growth and jobs.



K computer
10.5 Petaflops
705,024 cores



Titan
17.6 Petaflops
560,640 cores



Sunway TaihuLight
93.0 Petaflops
10,649,600 cores



<http://www.TOP500.org/>



PRESENTED BY



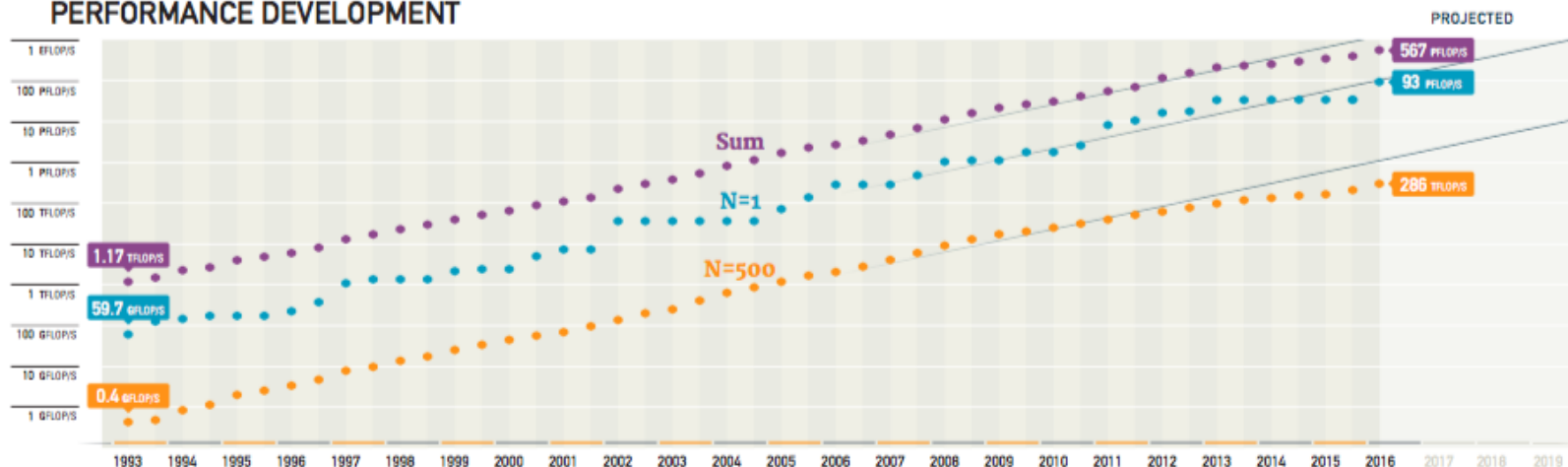
Lawrence Berkeley
National Laboratory



FIND OUT MORE AT
top500.org

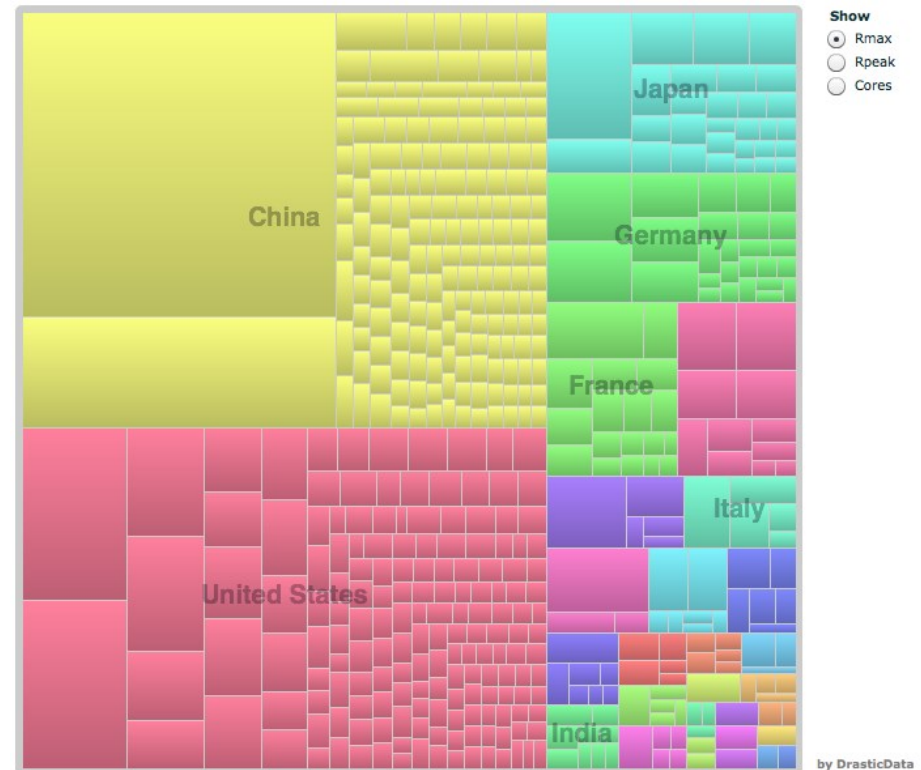
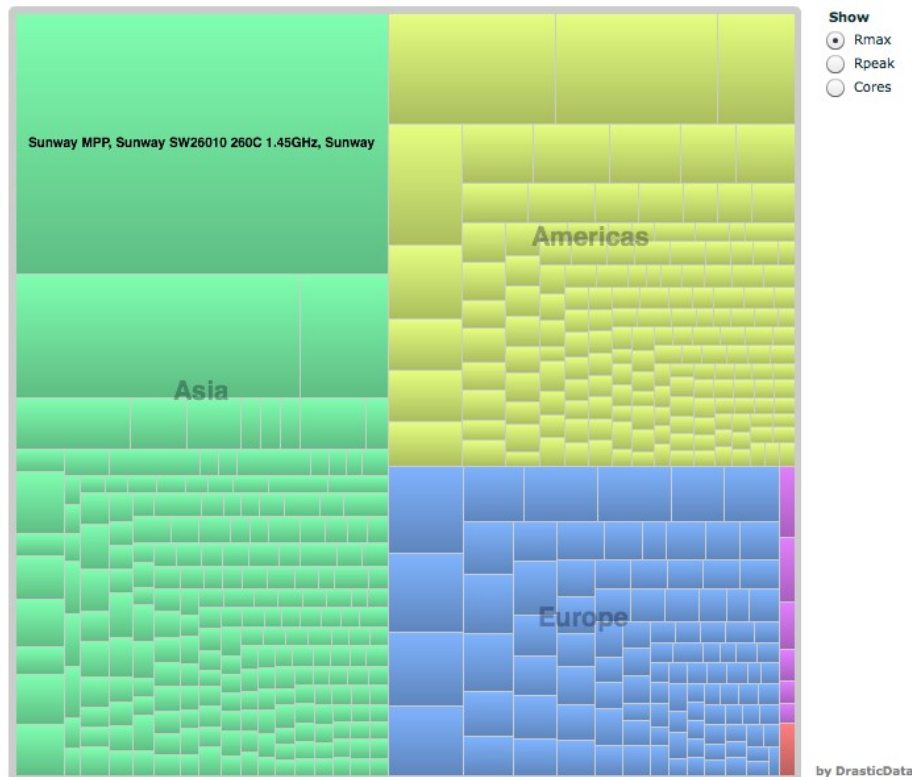
	NAME	SPECS	SITE	COUNTRY	CORES	R _{MAX} PFLOP/S	POWER MW
1	Sunway TaihuLight	Shenwei SW26010 (260C 1.45 GHz) Custom interconnect	NSCC in Wuxi	China	10,649,600	93.0	15.4
2	Tianhe-2 (Milkyway-2)	Intel Ivy Bridge (12C 2.2 GHz) & Xeon Phi (57C 1.1 GHz), Custom interconnect	NSCC in Guangzhou	China	3,120,000	33.9	17.8
3	Titan	Cray XK7, Opteron 6274 (16C 2.2 GHz) + Nvidia Kepler GPU, Custom interconnect	DOE/SC/ORNL	USA	560,640	17.6	8.2
4	Sequoia	IBM BlueGene/Q, Power BQC (16C 1.60 GHz), Custom interconnect	DOE/NNNS/LLNL	USA	1,572,864	17.2	7.9
5	K computer	Fujitsu SPARC64 VIIIx (8C 2.0 GHz), Custom interconnect	RIKEN AICS	Japan	705,024	10.5	12.7

PERFORMANCE DEVELOPMENT





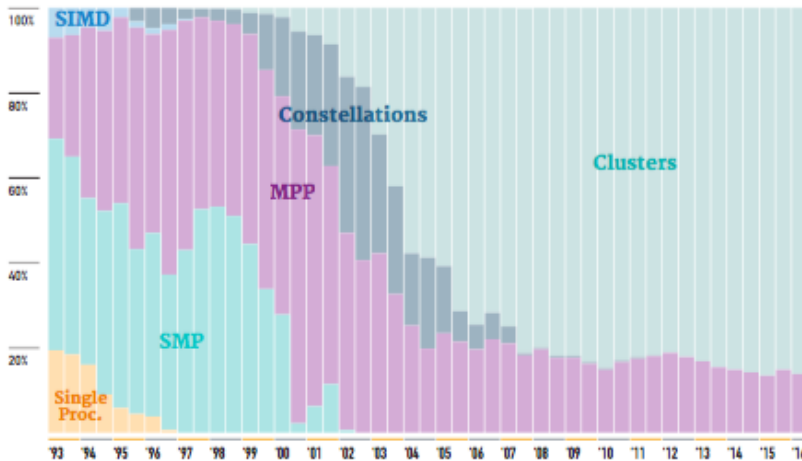
HPC distribution in TOP500 (Jun 2016)



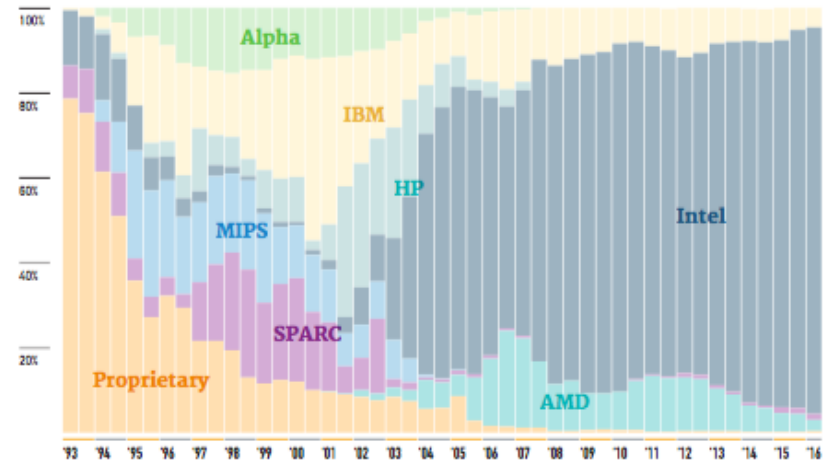


TOP500 (Jun 2016)

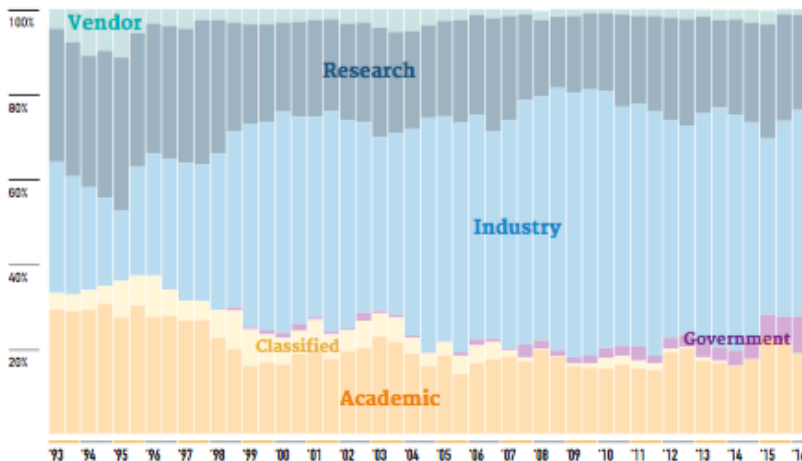
ARCHITECTURES



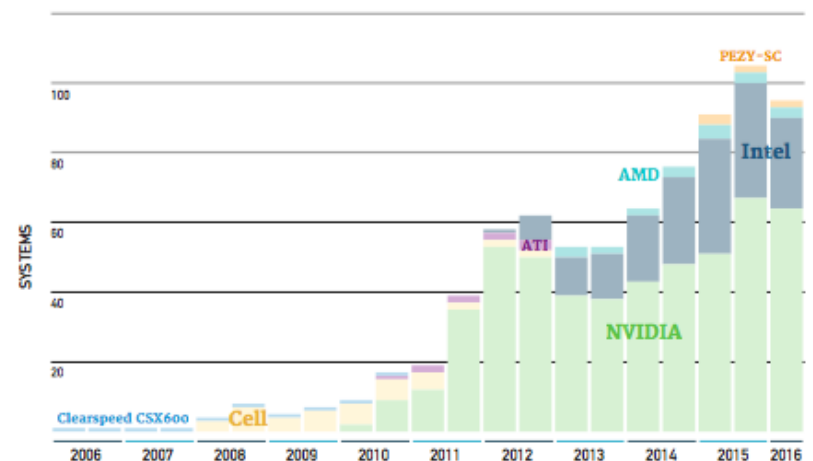
CHIP TECHNOLOGY



INSTALLATION TYPE



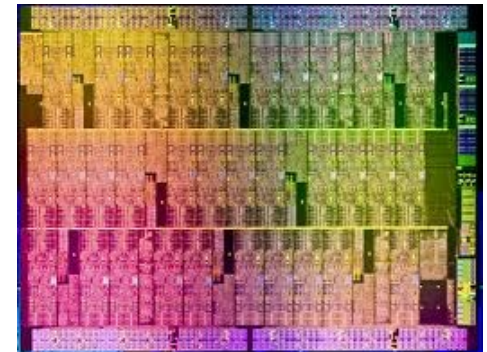
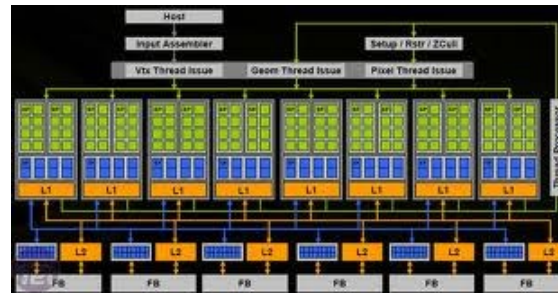
ACCELERATORS/CO-PROCESSORS





Parallel architecture

- ❑ Multi-core
- ❑ Many core
 - GPUs (Nvidia)
 - Xeon Phi (Intel)

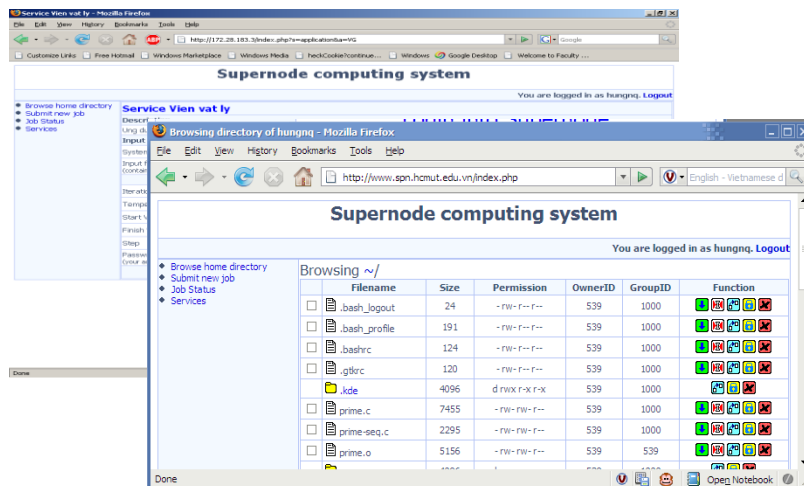




SuperNode I & II



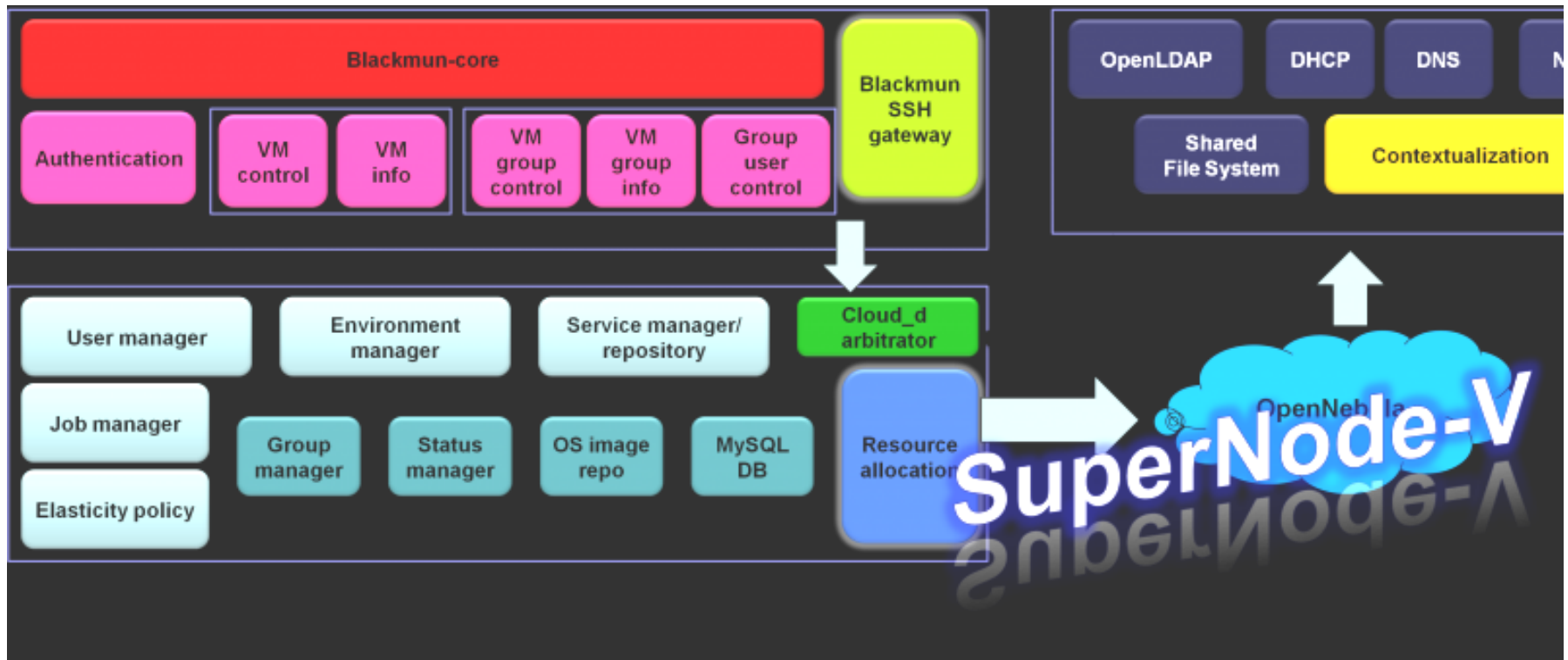
SuperNode I in 1998-2000



SuperNode II in 2003-2005



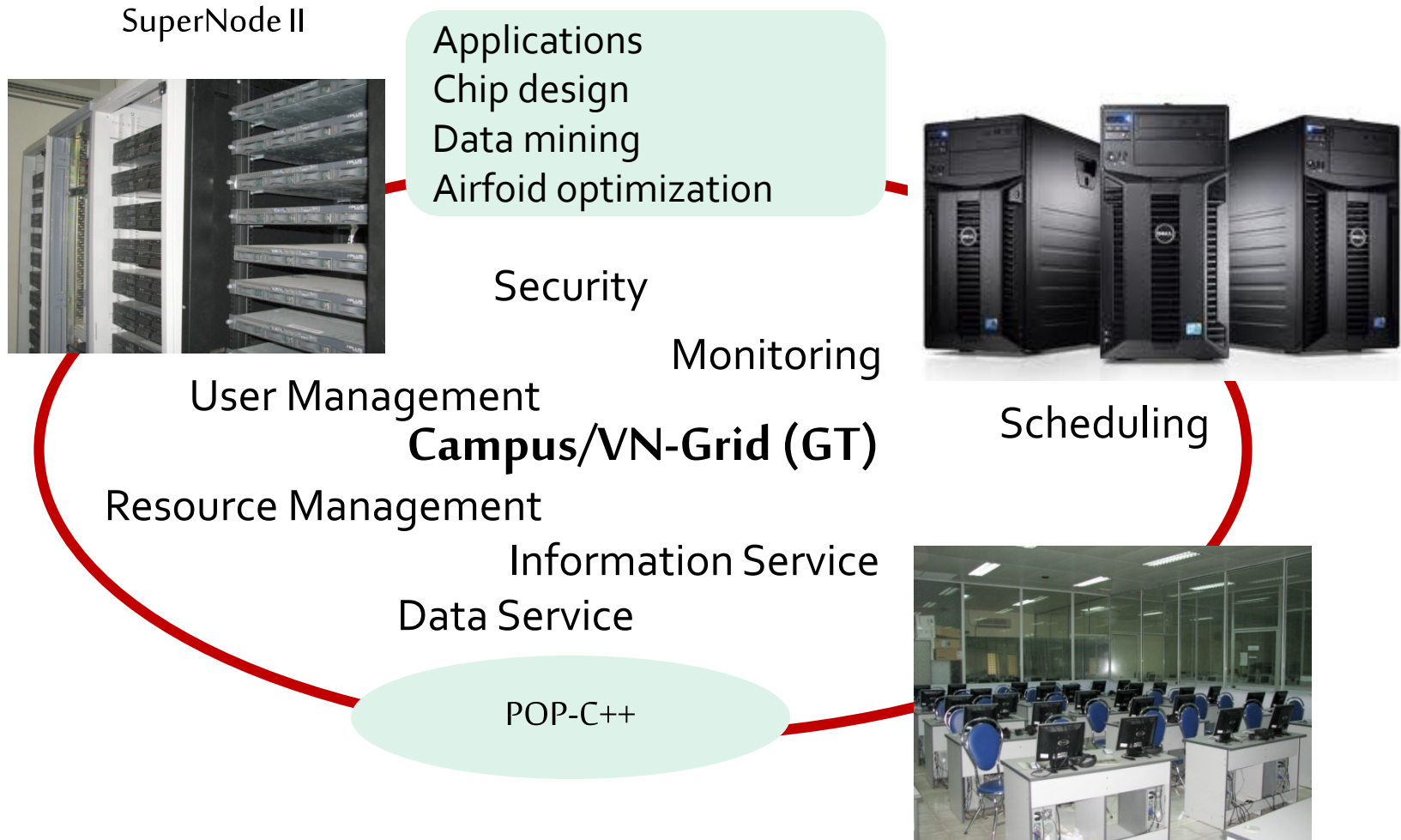
SuperNode V



SuperNode-V project: 2010-2012

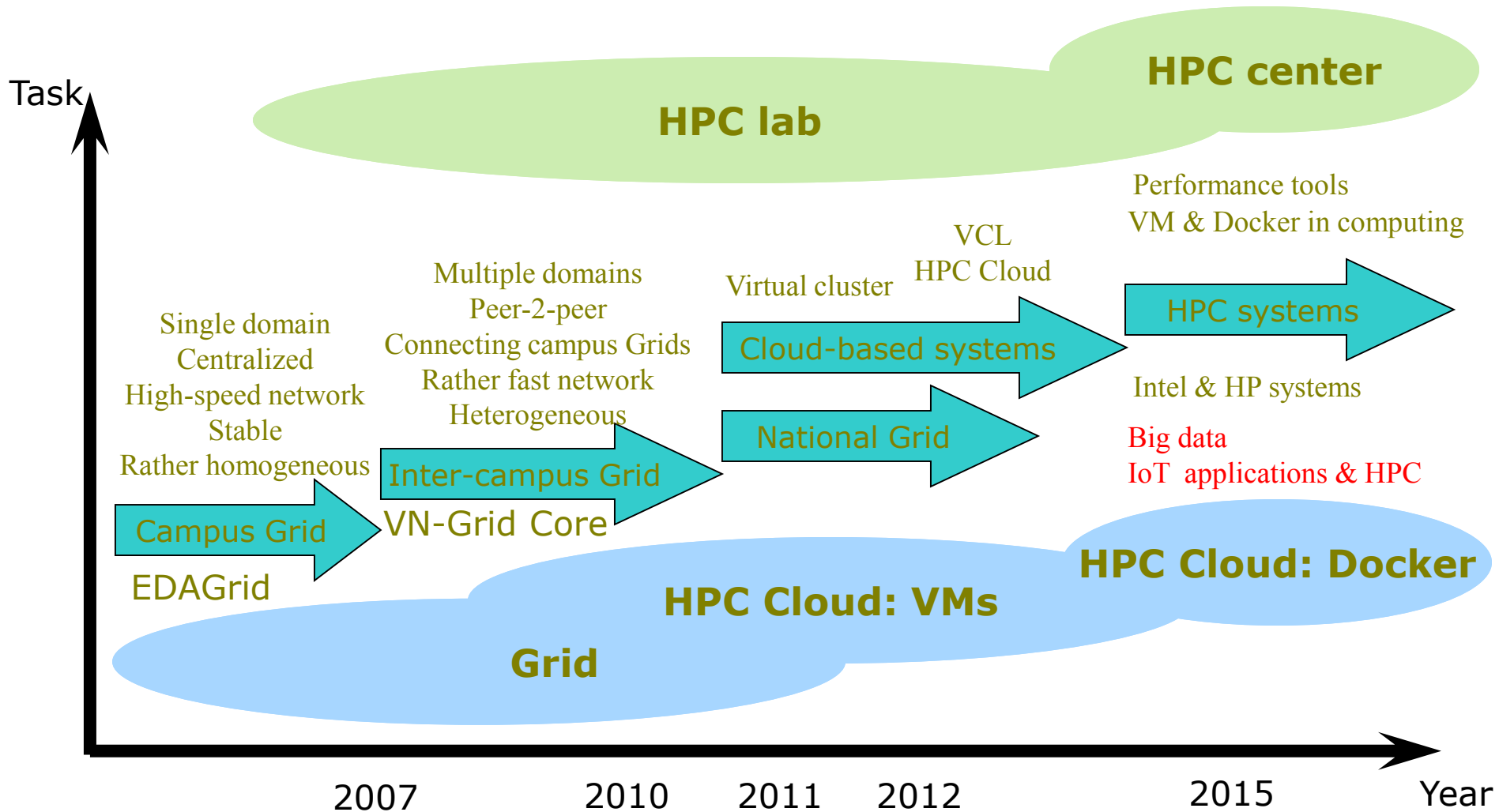


EDA-Grid & VN-Grid





HPC plan at HCMUT



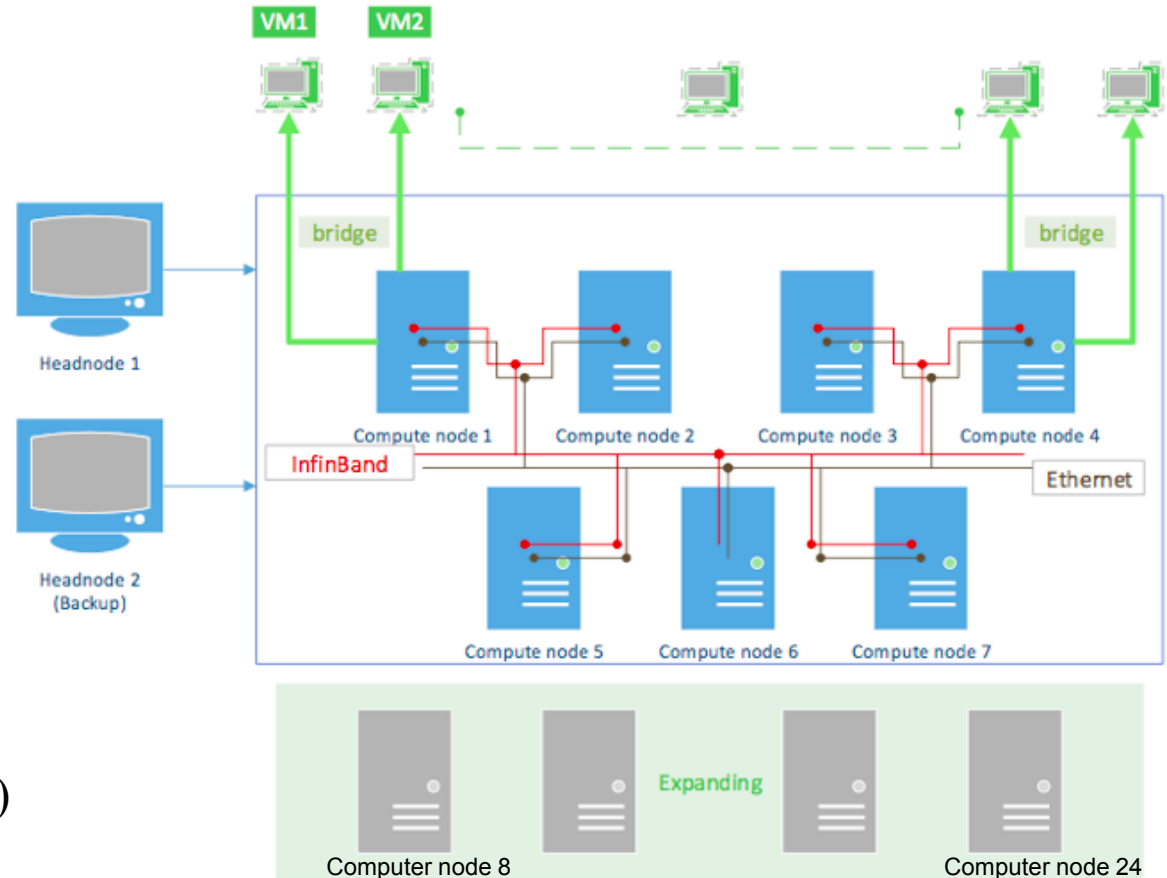


50 TFlops machine

- Vendors: HPE
- Intel Xeon processors
- Intel Xeon Phi
- Infiniband

Computer node

- ❑ 2 x Intel Xeon E5-2680 v3
- ❑ 2 x Intel Xeon Phi 7120P
- ❑ 256 GB RAM
- ❑ 2 Infiniband ports (40 Gbps)
- ❑ 2 Gbps ports
- ❑ 2 TB hard disk





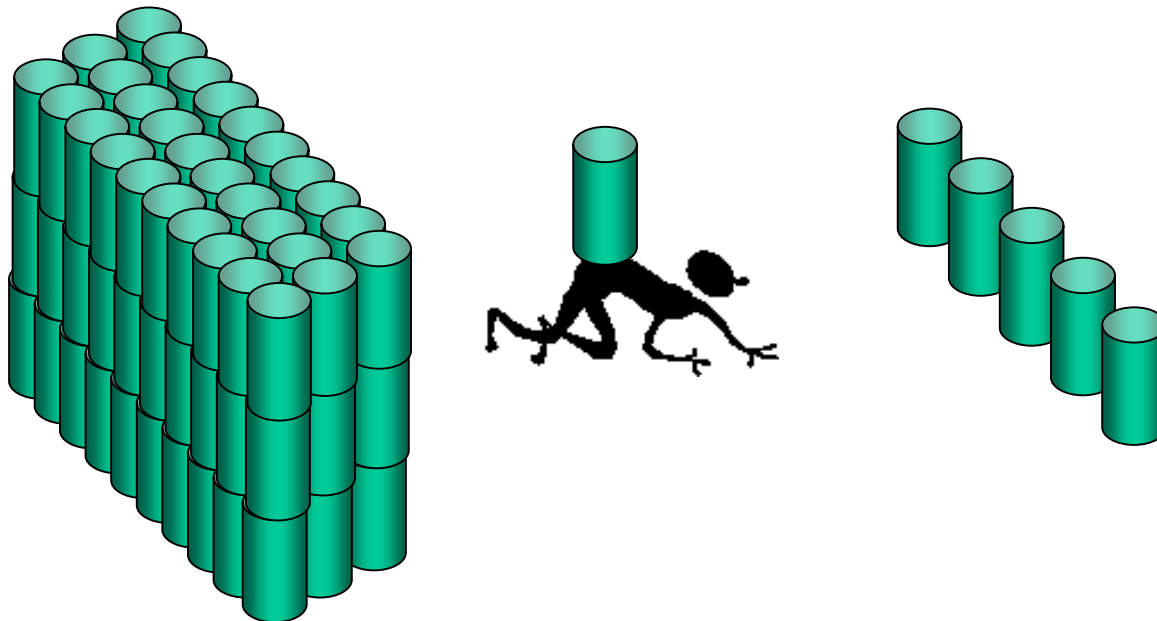
How to do

Parallel processing & Distributed systems



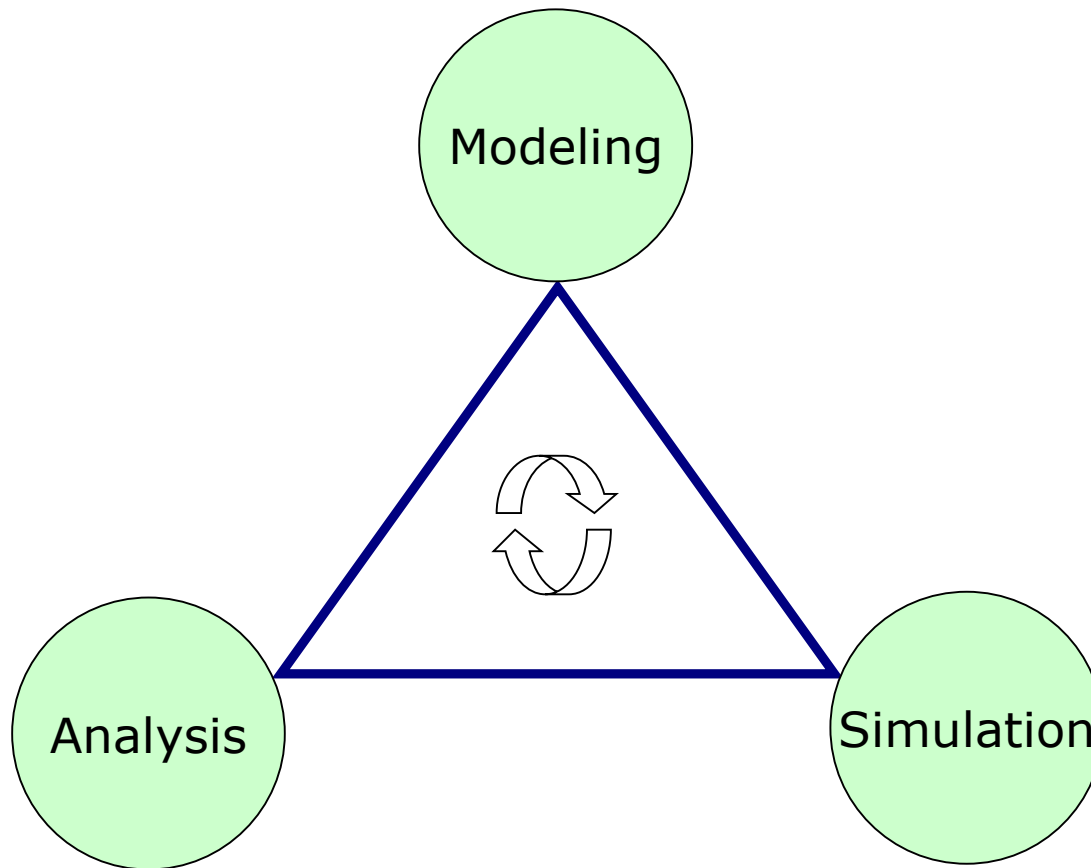
Sequential Processing

- ❑ 1 CPU
- ❑ Simple
- ❑ Big problems???





New Approach





Grand Challenge Problems

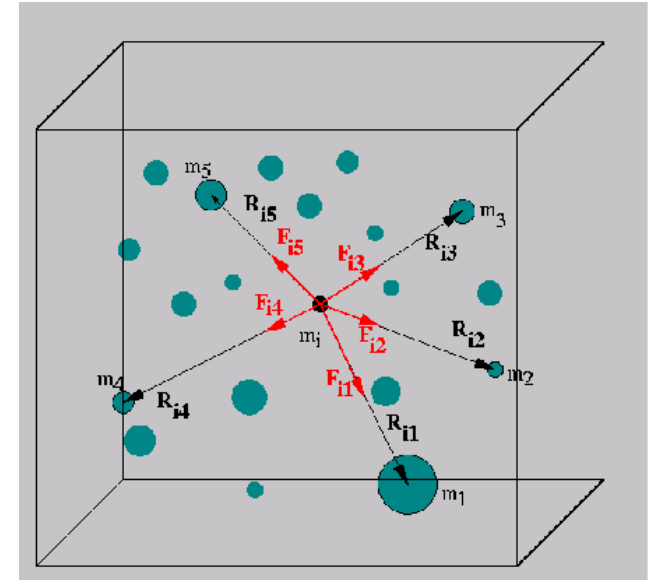
- ❑ A grand challenge problem is one that cannot be solved in a reasonable amount of time with today's computers
- ❑ Ex:
 - Modeling large DNA structures
 - Global weather forecasting
 - Modeling motion of astronomical bodies



N-body

□ The N^2 algorithm:

- N bodies
- N-1 forces to calculate for each bodies
- N^2 calculations in total
- After the new positions of the bodies are determined, the calculations must be repeated





Galaxy



- 10^7 stars and so 10^{14} calculations have to be repeated
- Each calculation could be done in $1\mu\text{s}$ (10^{-6}s)
- It would take ~**3 years** for one iteration (~26800 hours)
- But it only takes **10 hours** for one iteration with **2680** processors



Solutions

- ❑ Power processor
 - 50 Hz -> 100 Hz -> 1 GHz -> 4 Ghz -> ... -> Upper bound?
- ❑ Smart worker
 - Better algorithms
- ❑ Parallel processing



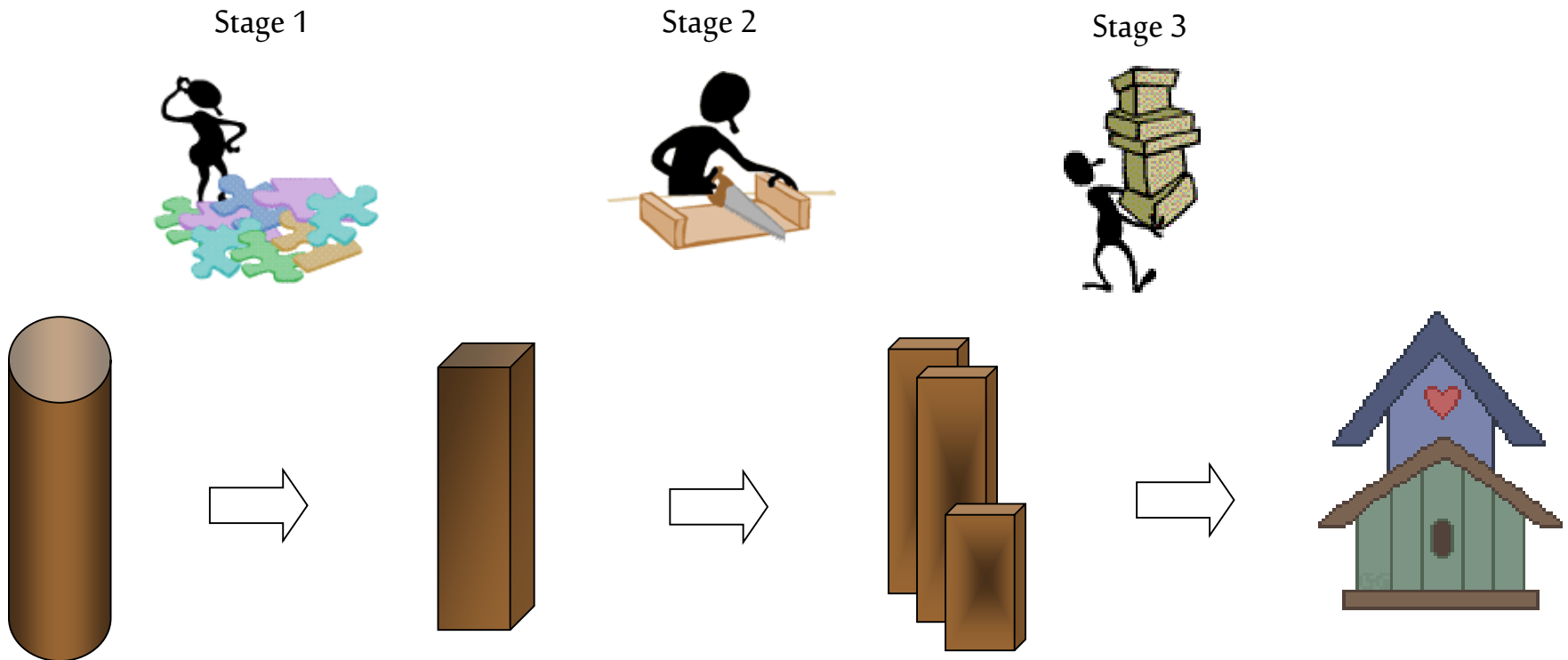
Parallel Processing Terminology

- ❑ Parallel processing
- ❑ Parallel computer
 - Multi-processor computer capable of parallel processing
- ❑ Throughput:
 - The throughput of a device is the number of results it produces per unit time.
- ❑ Speedup
$$S = \text{Time}(\text{the most efficient sequential algorithm}) / \text{Time}(\text{parallel algorithm})$$
- ❑ Parallelism:
 - Pipeline
 - Data parallelism
 - Control parallelism



Pipeline

- ❑ A number of steps called **segments** or **stages**
- ❑ The output of one segment is the input of other segment

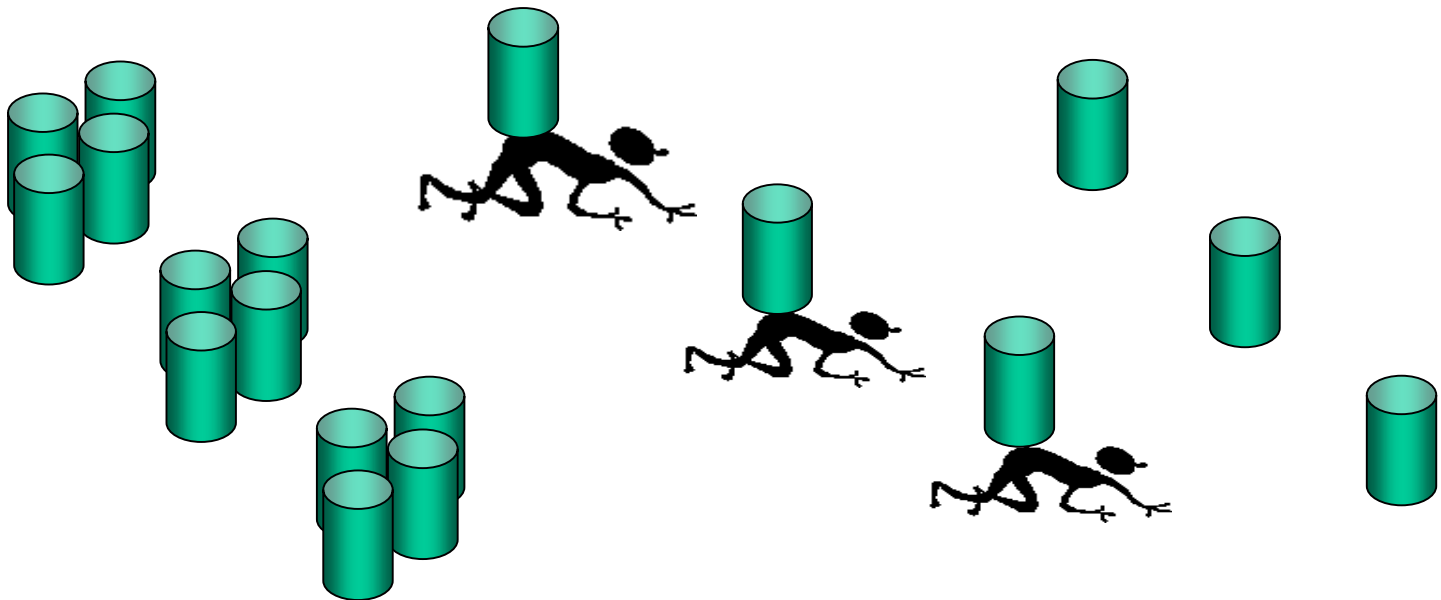




Data Parallelism

- ❑ Distributing the data across different parallel computing nodes

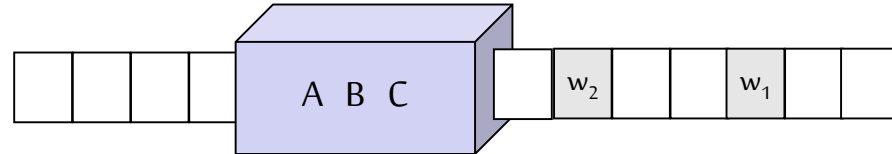
Applying the same operation simultaneously to elements of a data set



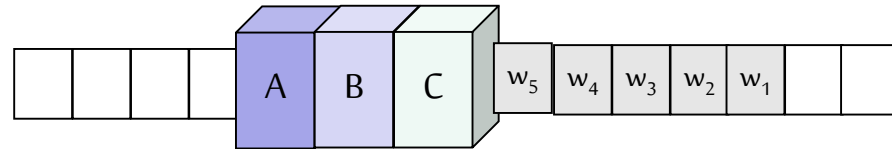


Pipeline & Data Parallelism

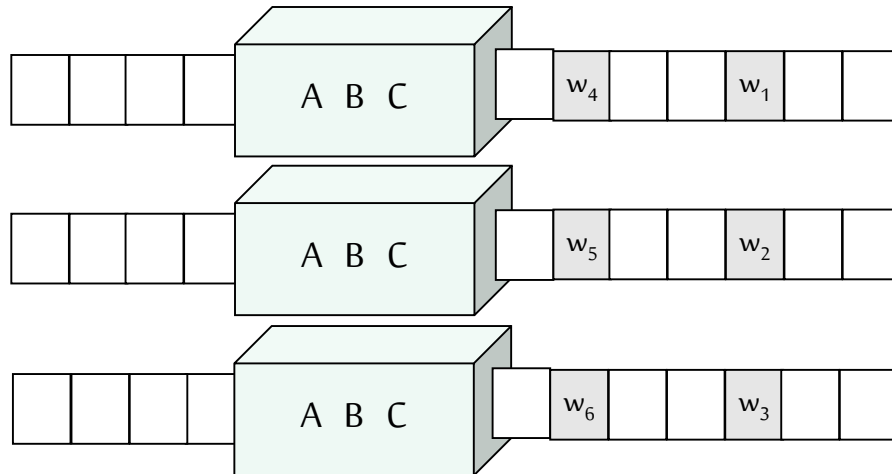
1. Sequential execution



2. Pipeline



3. Data Parallelism





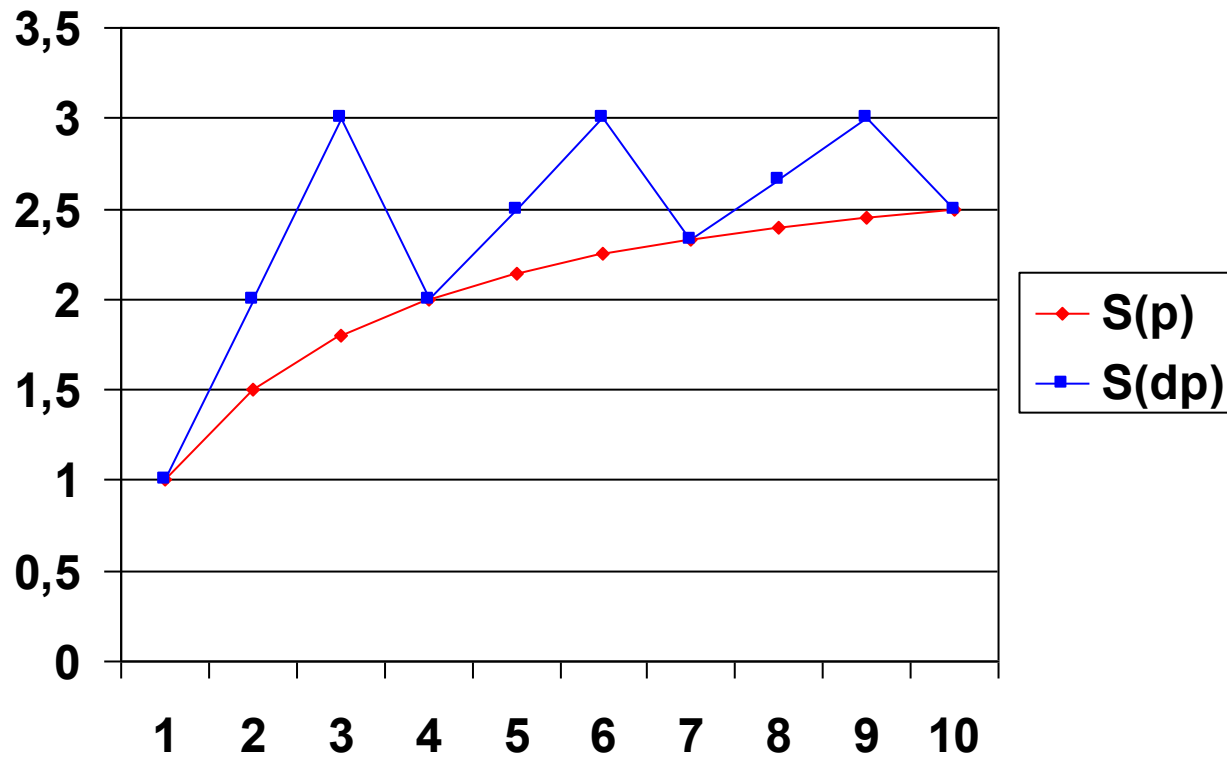
Pipeline & Data Parallelism

- ❑ Pipeline is a special case of control parallelism
- ❑ $T(s)$: Sequential execution time
 - $T(p)$: Pipeline execution time (with 3 stages)
 - $T(dp)$: Data-parallelism execution time (with 3 processors)
 - $S(p)$: Speedup of pipeline
 - $S(dp)$: Speedup of data parallelism

Widget	1	2	3	4	5	6	7	8	9	10
$T(s)$	3	6	9	12	15	18	21	24	27	30
$T(p)$	3	4	5	6	7	8	9	10	11	12
$T(dp)$	3	3	3	6	6	6	9	9	9	12
$S(p)$	1	$1+1/2$	$1+4/5$	2	$2+1/7$	$2+1/4$	$2+1/3$	$2+2/5$	$2+5/11$	$2+1/2$
$S(dp)$	1	2	3	2	$2+1/2$	3	$2+1/3$	$2+2/3$	3	$2+1/2$



Pipeline & Data Parallelism

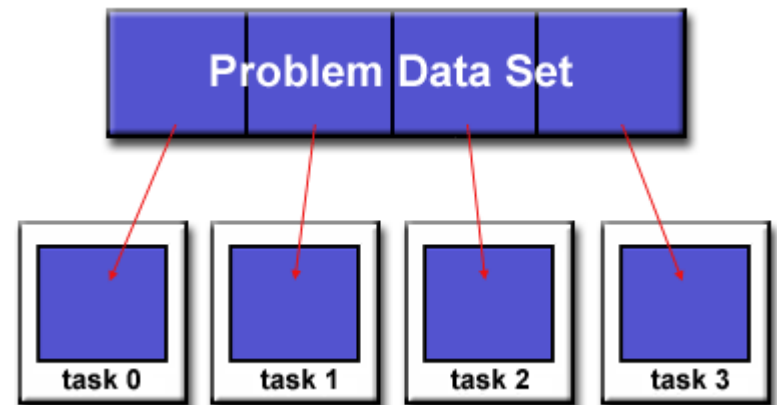




Control Parallelism

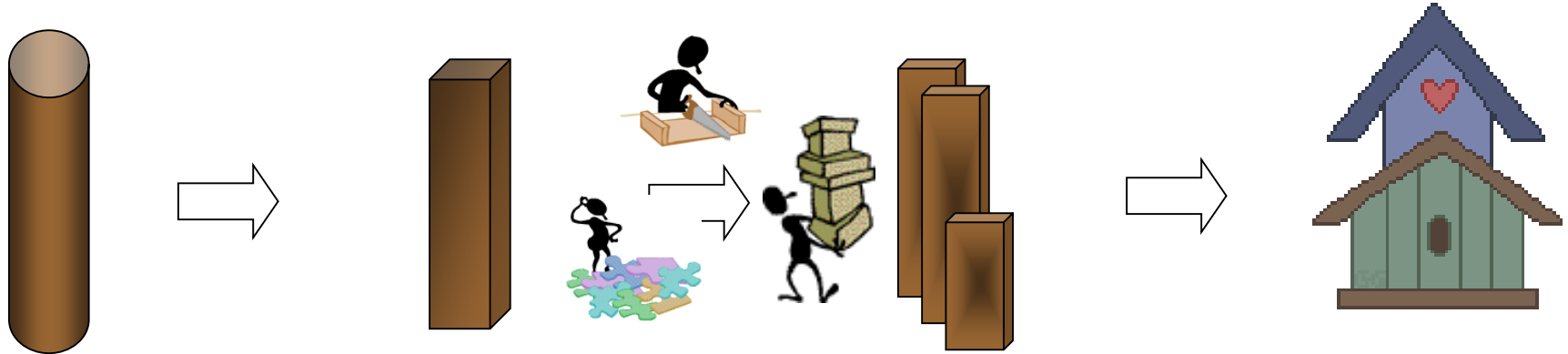
- ❑ Task/Function parallelism
- ❑ Distributing execution processes (threads) across different parallel computing nodes

Applying different operations to different data elements simultaneously





Throughput: Woodhouse problem



- ❑ 5 persons complete 1 woodhouse in 3 days
- ❑ 10 persons complete 1 woodhouse in 2 days
- ❑ How to build 2 houses with 10 persons?
 - (1) 10 persons building the 1st woodhouse and then the 2nd one later (sequentially)
 - (2) 10 persons building 2 woodhouses concurrently; it means that each group of 5 persons complete a woodhouse



Throughput

- ❑ The **throughput** of a device is the number of results it produces per unit time

- ❑ **High Performance Computing (HPC)**
 - Needing large amounts of computing power for short periods of time in order to completing the task as soon as possible

- ❑ **High Throughput Computing (HTC)**
 - How many jobs can be completed over a long period of time instead of how fast an individual job can complete



Scalability

- ❑ An algorithm is scalable if the level of parallelism increases at least linearly with the problem size.
- ❑ An architecture is scalable if it continues to yield the same performance per processor, albeit used in large problem size, as the number of processors increases.
- ❑ Data-parallelism algorithms are more scalable than control-parallelism algorithms