



# Concepts and Models of Parallel and Data-centric Programming

Foundations III

Lecture, Summer 2020

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# Outline

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- 0. Organization
  - 1. Foundations
  - 2. Shared Memory
  - 3. GPU Programming
  - 4. Bulk-Synchronous Parallelism
  - 5. Message Passing
  - 6. Distributed Shared Memory
  - 7. Parallel Algorithms
  - 8. Parallel I/O
  - 9. MapReduce
  - 10. Apache Spark
- a. Cluster Architecture
  - b. Convergence of HPC and Big Data
  - c. Parallel Programming Teasers
  - d. Harsh Realities

# Harsh Realities: Amdahl's Law

# Performance

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- Definition of Speedup (According to Amdahl)
  - Ratio between serial and parallel Execution of a Program
  - Indicator for relative performance improvement

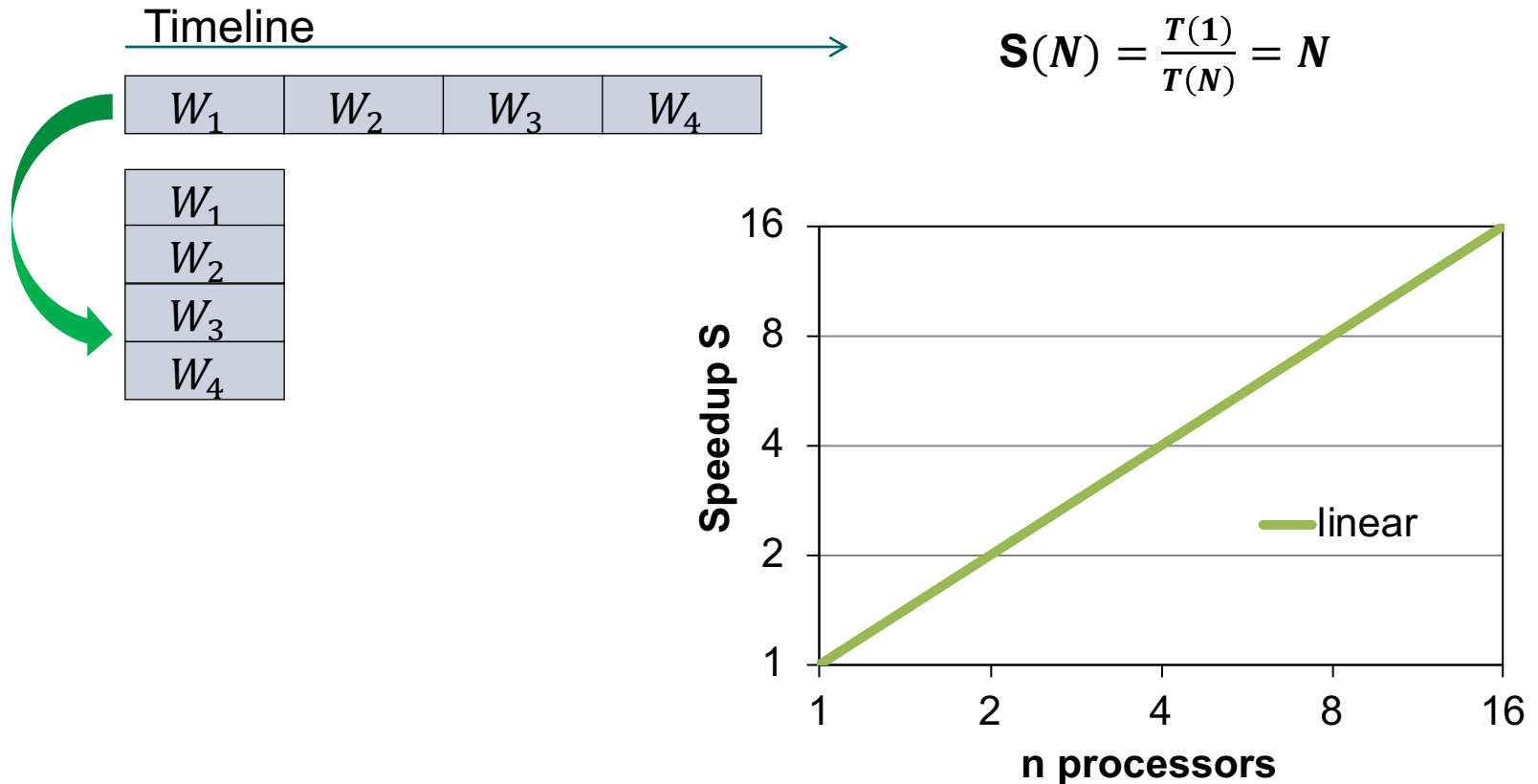
$$\text{Speedup } S_p(N) = \frac{T(1)}{T(N)}$$

- With  $T(N)$ : runtime of a (parallel) program with  $N$  Processors
- Efficiency:

$$\text{Efficiency } E_p(N) = \frac{S_p(N)}{N} = \frac{T(1)}{N \cdot T(N)}$$

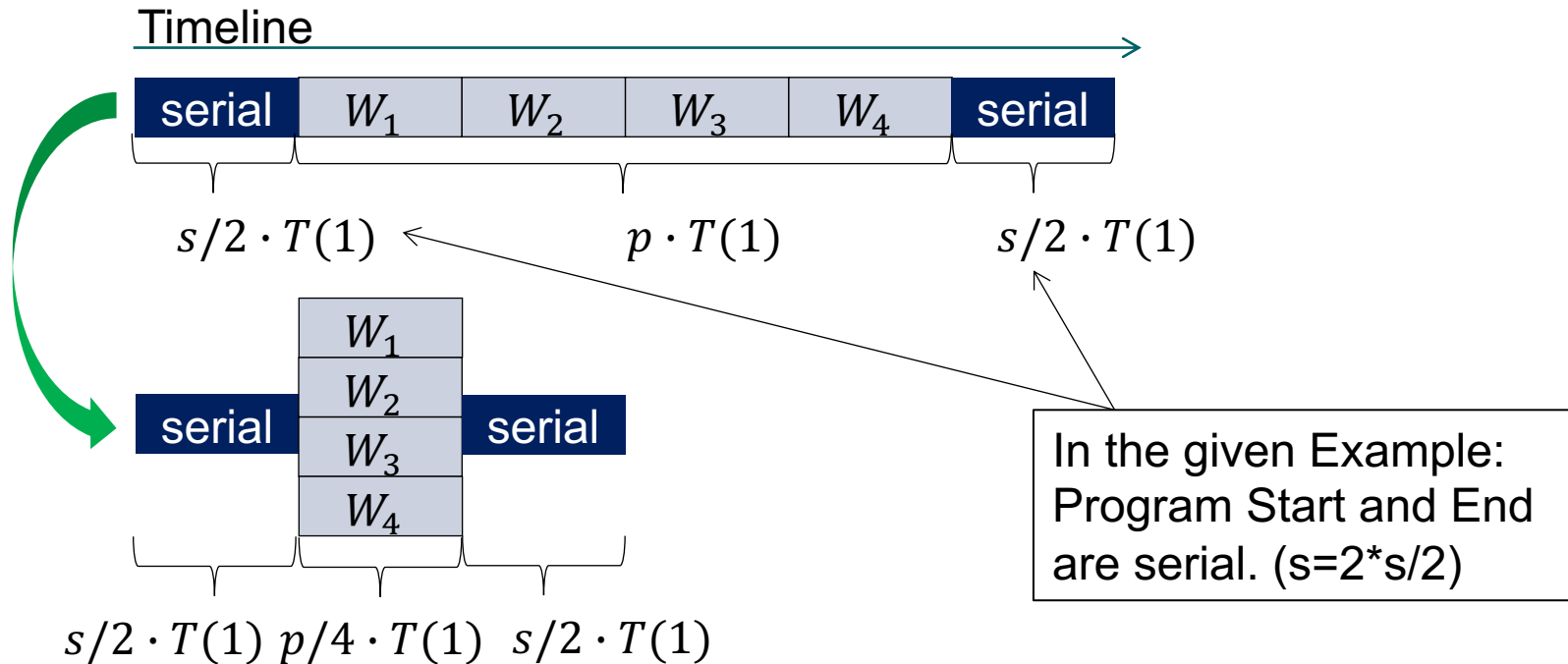
# Linear Speedup

- Ideal situation: All work is perfectly parallelizable: linear Speedup
  - In general: upper bound for parallel execution of programs



# Limitations of scalability

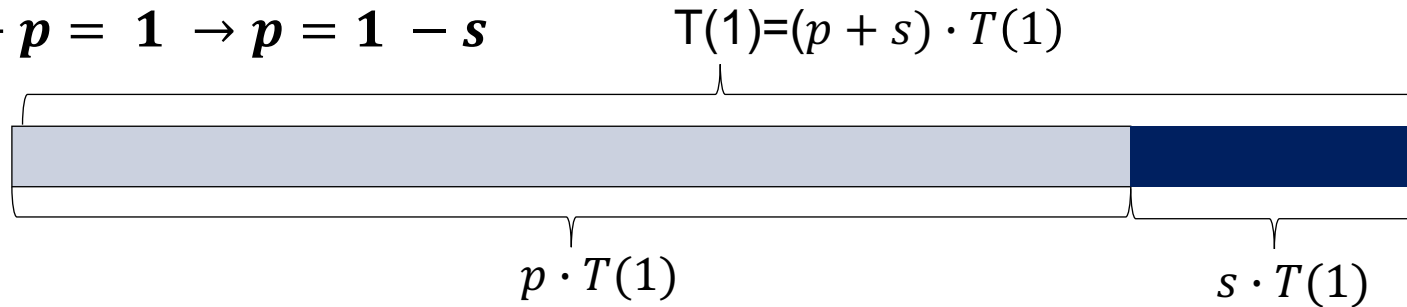
- A model more close to reality: There are serial parts which limit the maximum speedup



- Amdahl's law assumes the program is dividable into an ideal parallelizable fraction  $p$  and a serial fraction  $s$  (non-parallelizable)

# Amdahl's Law

- $s + p = 1 \rightarrow p = 1 - s$



- The parallelized program's execution time is then assumed to be (with  $N$  processors):

- $T(N) = (s + \frac{p}{N}) \cdot T(1)$

- The speedup thus resembles to:

$$S_p(N) = \frac{T(1)}{T(N)} = \frac{1}{s + \frac{1-s}{N}}$$

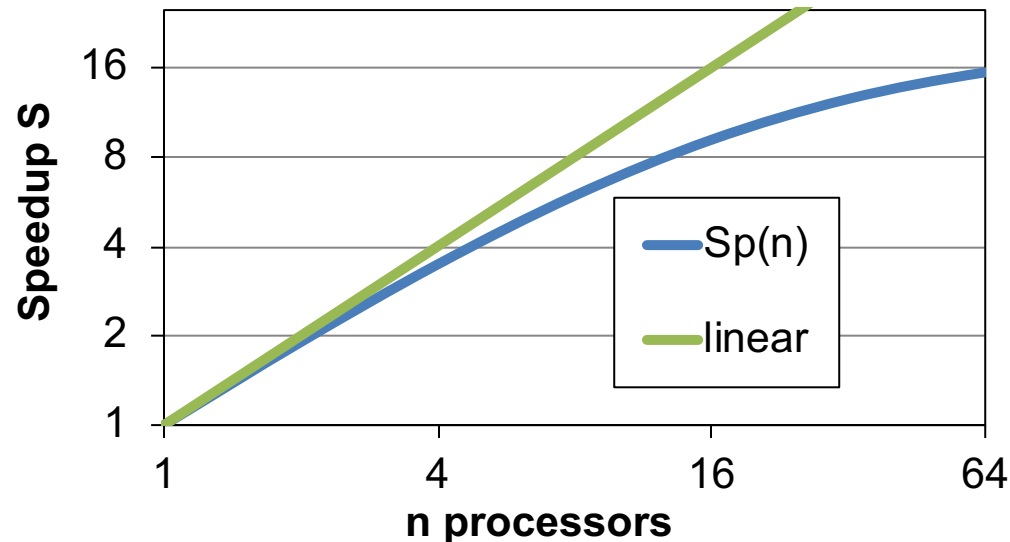
**Amdahl's Law (1967)**  
or "**strong scaling**"

Further reading: Gene Amdahl: Validity of the Single Processor Approach to Achieving Large-Scale Computing Capabilities. In: AFIPS Conference Proceedings. 30, 1967, S. 483–485

## Amdahl's Law (cont.)

- Example: Program with 5% serial and 95% parallel fraction
  - Speedup according to Amdahl:

$$S_{0.95}(N) = \frac{T(1)}{T(N)} = \frac{1}{0.05 + \frac{1 - 0.05}{N}}$$



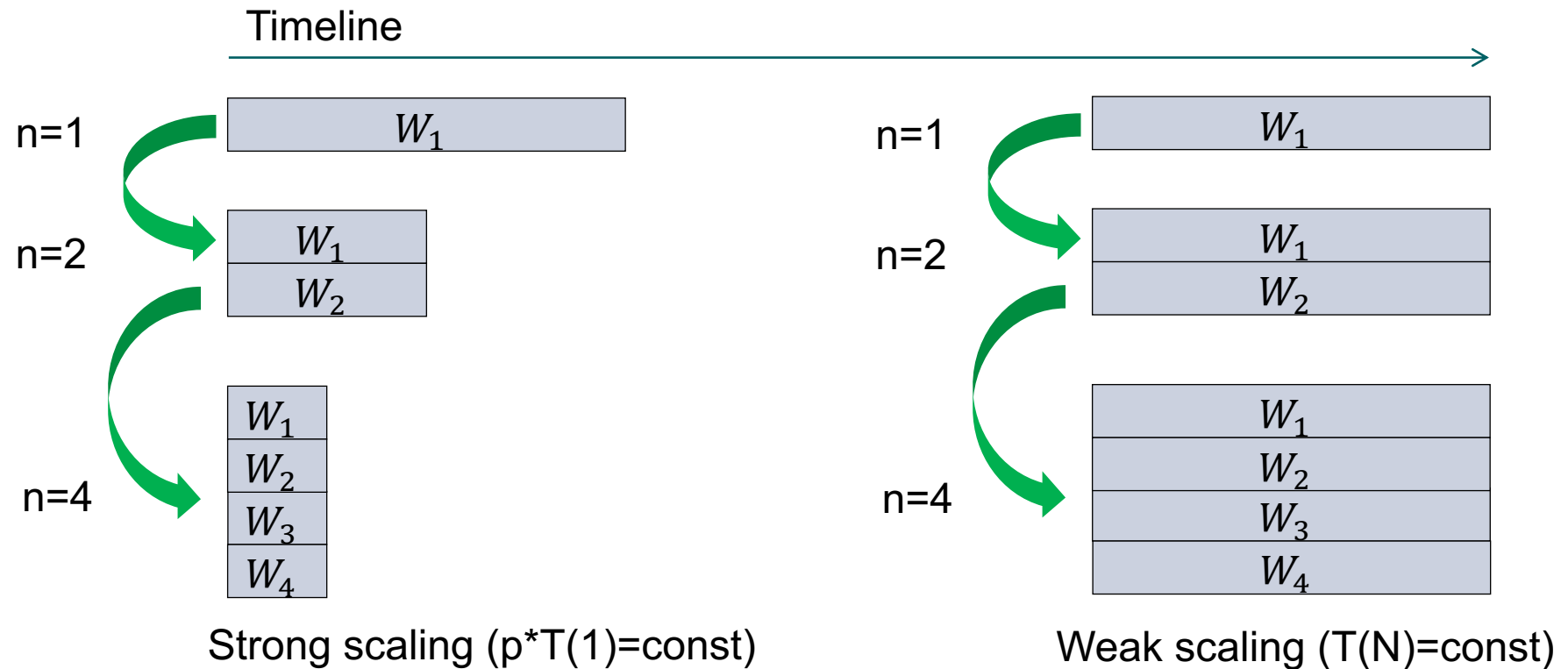


# Harsh Realities: Gustafson's Law

# Weak Scaling vs. Strong Scaling

- Gustafson's law

- Addresses the assumption of a fixed data set, which Amdahl's law is based on
- Problem size changes for weak scaling, fixed runtime (sketched below)



# Gustafson's Law / 1

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- Gustafson's law
  - Computations involving an arbitrarily large data set can be efficiently parallelized
  - Counterpoint to Amdahl's law, which puts a limit on the speedup of computations involving a fixed-size data set
- Assumption: execution time of a program can be decomposed into

$$s + p = (1 - p) + p = 1$$

$1 - p$ :	serial execution time
$p$ :	parallel time for any of $N$ processors

- The key assumption here is that the work that needs to be done varies linearly with the number of involved processors
- Time that a single processor needs:  $(1 - p) + Np = p(N - 1) + 1$

# Gustafson's Law / 2

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- Speedup with **Gustafson's law**:

$$S_p(N) = \frac{T(1)}{T(N)} = \frac{(1-p) + Np}{(1-p) + p} = Np + s$$

“weak scaling”

- And efficiency:  $\varepsilon_p(N) = \frac{S_p(N)}{N} = \frac{(1-p)}{N} + p$
- Implications
  - $p$  (=fraction of time that the program executes in parallel) is held fixed
  - (while) the number of processors  $N$  is varied
  - With increasing number of processors, the speedup grows linearly
  - The serial part becomes more and more unimportant with more processors involved.

# What you have learnt



# What you have learnt

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- Limits to scalability
  - Amdahl's Law
  - Gustafson's Law
- See Moodle for quiz!