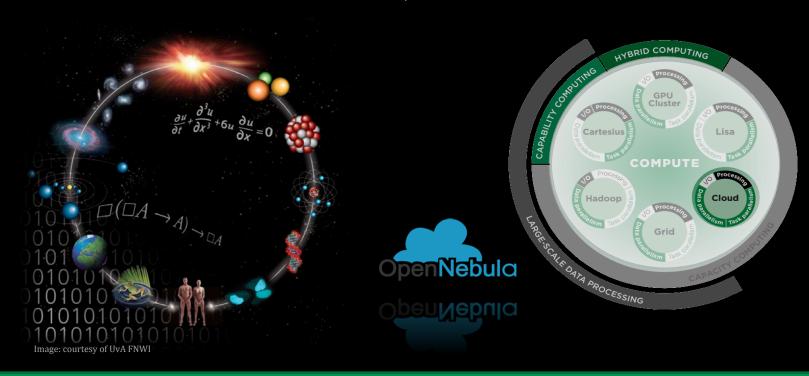
SURFsara HPC Cloud Workshop

Design a Parallel Application

www.cloud.sara.nl → Tutorial-2014-06-11



UvA HPC and Big Data Course June 2014 Anatoli Danezi, Markus van Dijk cloud-support@surfsara.nl

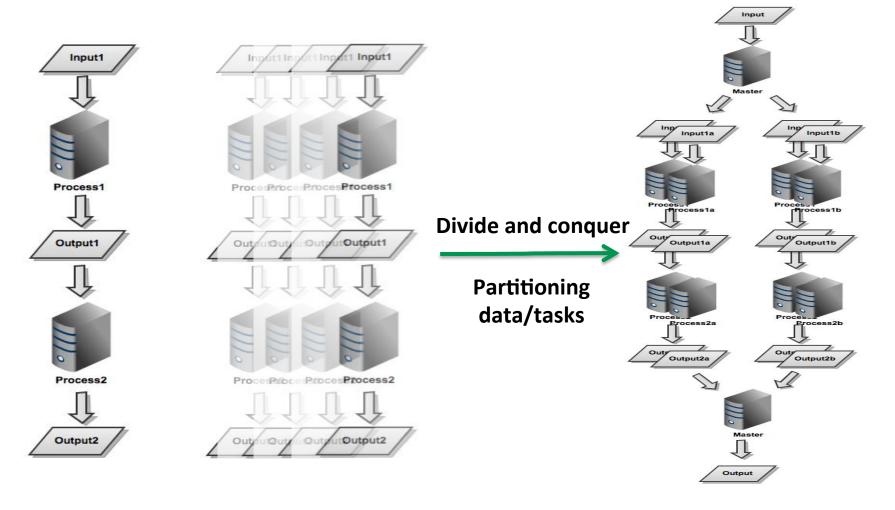


Agenda

- Think parallel
- Distributed vs. Parallel Computing
 - Memory architectures
 - ✓ OpenMP & MPI
- Designing Parallel applications
 - Data & Functional parallelism
 - CPU time vs. Wall clock
 - Amdahl's Law
- ☐ Hands-On: Tutorial 2014-06-11 MonkeySheet-Extras
 - Calculation of an estimate of pi:
 - ✓ MPI
 - ✓ OpenMP (assignment)



Think parallel



Distributed vs. Parallel systems

Distributed Computing

- Remote resources across multiple computers
- Interconnected via network
- Loosely coupled

Parallel systems

- Shared memory across multiple CPUs in a single computer
- Fast data sharing
- Tightly coupled



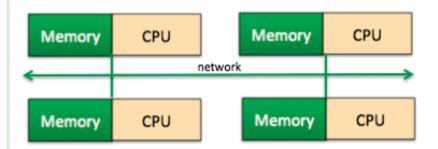
Memory architectures

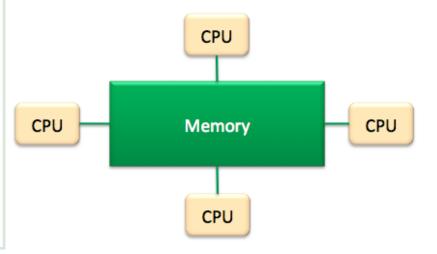
Distributed memory systems

- Each CPU has its own memory
- Message passing
- eg. MPI:
 - ✓ Message Passing Interface
 - ✓ Communication overhead limits performance

Shared memory systems

- All CPUs access the same memory
- Very fast
- eg. OpenMP
 - ✓ Multicore programming
 - ✓ Fork/join threads







Designing parallel applications (1/2)

Which Design model to choose?

- Multiple threads in one core
- Multiple cores in a single machine
- Multiple single core interconnected machines
- Multiple multicore interconnected machines

Parallelization method:

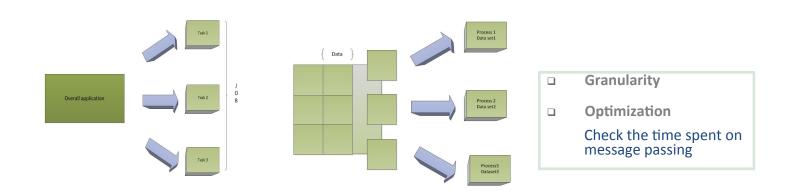
- Partitioning Tasks
- Partitioning Data



Designing parallel applications (2/2)

Rule of thumb:

- place tasks that are able to execute concurrently on different processors: enhance concurrency
- place tasks that communicate frequently on the same processor: increase locality
- Steps to simplify code parallelization:
- 1. **Partitioning**: decompose the problem into smaller tasks.
- 2. **Communication**: overhead is smaller for shared memory systems than for distributed systems
- 3. **Agglomeration & Mapping**: make realistic decisions & map the tasks among processing units

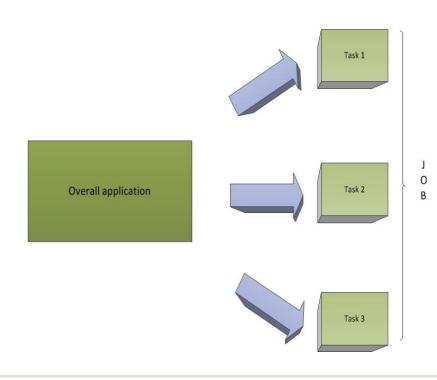




Partitioning Tasks

Functional partitioning: a different task on the same (or different) data

Divide the application modules into small pieces (subtasks) and assign each to a separate processing element.



Useful for:

reducing overall problem complexity

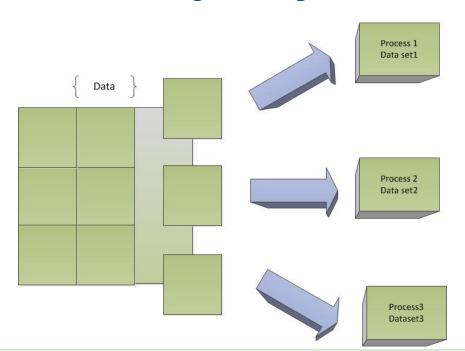
Drawbacks:

- dependencies between tasks, e.g. wait for intermediate results
- overlap of tasks may lead to shared data

Partitioning Data

Data partitioning: apply the same task on different data

 Load balancing: ensure that data blocks are roughly the same size to avoid threads waiting for a larger block of data to finish.



Useful for:

- large data sets
- independent data tasks

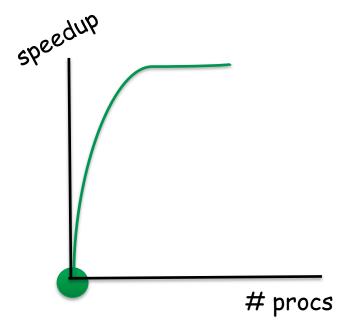
Drawbacks:

 The more tasks, the higher communication overhead!



Performance pick... Amdahl's law

- □ Parts of a program can be parallelized
- Other parts must execute sequentially
 - Amdahl's law:





CPU vs. Wall clock time

□ CPU Hour (CH):

the time that the processor is actively working on a certain task.

Wall-clock time:

the real time taken by a computer to complete a job.

- The less wall clock time:
 - the higher the degree of parallelization
 - the more CPU time a program will use

For programs executed sequentially, CPU time is close to wall-clock time. For programs executed in parallel, CPU time is the sum of all the CPUs taking part in the process.



Hands on - Calculation of an estimate of pi

- □ MPI (Tutorial 2014-06-11 MonkeySheet-Extras)
 - Start a virtual cluster with 1 CPU VMs and a Linux distribution
 - Install Open MPI
 - Observe the performance on:
 - ✓ the master machine only
 - ✓ the virtual cluster (multiple VMs)
- OpenMP (assignment)
 - Start a VM with 2 CPUs and a Linux distribution
 - Scale up to more CPUs
 - Observe the performance for:
 - ✓ serial calculation
 - ✓ OpenMP optimized implementations



Hands On

Support portal: https://www.cloud.sara.nl

Search: Tutorial 2014-06-11 MonkeySheet-Extras

Self-service portal: https://ui.cloud.sara.nl

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