Introduction

- Reading
  - Papers

Programming Assignment Notes

- Assume that memory is limited
  - don't replicate the board on all nodes
- Need to provide load balancing
  - goal is to speed computation
  - must trade off
    - communication costs of load balancing
    - computation costs of making choices
    - benefit of having similar amounts of work for each processor
- Consider "back of the envelop" calculations
  - how fast can pvm move data?
  - what is the update time for local cells?
  - how big does the board need to be to see speedups?

HPF Model of Computation

- goal is to generate loosely synchronous program
  - original target was distributed memory machines
- Explicit identification of parallel work
  - forall statement
- Extensions to FORTRAN
  - the forall statement has been added to the language
  - the rest of the HPF features are comments
    - any HPF program can be compiled serially
- Key Feature: Data Distribution
  - how should data be allocated to nodes?
  - critical questions for distributed memory machines
  - turns out to be useful for SMP too since it defines locality

HPF Language Concepts

- Virtual processor
  - an abstraction of a CPU
  - can have one and two dimensional arrays of VPs
  - each VP may map to a physical processor
    - several VP's may map to the same processor
- Template
  - a virtual array (no data)
  - used to describe how real array are aligned with each other
  - templates are distributed onto to virtual processors
- Align directives
  - expresses how data different arrays should be aligned
  - uses affine functions
    - align element I of array A with element I+3 of B

Distribution Options

- BLOCK
  - divide data into N (one per VP) contiguous units
- CYCLIC
  - assign data in round robin fashion to each processor
- BLOCK(n)
  - groups of n units of data are assigned to each processor
  - must be exactly (array size)/n virtual processors
- CYCLIC(n)
  - n units of contiguous data are assigned round robin
  - CYCLIC is the same as CYCLIC(1)

Computation

- Where should the computation be performed?
- Goals:
  - do the computation near the data
    - non-local data requires communication
  - keep it simple
    - HPF compilers are already complex
- Compromise: “owner computes”
  - computation is done on the node that contains the rhs of a statement
  - non-local data for the lhs operands are send the node as needed

Finding the Data to Use

- Easy Case
  - the location of the data is known at compile time
- Challenging case
  - the location of the data is a known (invertable) function of input parameters such as array size
- Difficult Case (irregular computation)
  - data location is a function of data
  - indirect array used to access data A[index[I],j] = ...

Challenging Case

- Each processor can identify its data to send/recv
  - use a pre-processing loop to identify the data to to move

```
for each local element I
      receive_list = global_to_proc(f(I))
      send_list = global_to_proc(f^-1(I))
send data in send_list and receive data in receive_list
for each local rhs element I
      perform the computation
```

Irregular Computation

- Pre-processing step requires data to be sent
  - since we might need to access non-local index arrays
- two possible cases
  - gather a(I) = b(u(I))
    - pre-processing builds a receive list for each processor
    - send list is known based on data layout
  - scatter a(u(I)) = b(I)
    - pre-processing builds a send list for each processor
    - receive list is known based on data layout

Communication Library

- How is it different from pvm?
  - abstraction based on distributed, but global arrays
    - provides some support for index translation
    - pvm has local arrays
  - multicast is in one dimension of a array only
  - shifts and concatenation provided
  - special ops for moving vectors of send/recv lists
    - precomp_read
    - postcomp_write
- Goals
  - written in terms of native message passing
  - tries to provide a single portable abstraction to compile to

Performance Results

- How good are the speedup results?
  - only one application shown
  - speedup is similar to hand tuned message passing program
    - one extra log(n) communication operations slows perf
  - how good is the hand tuned program?
    - speedup is only 6 on 16 processors
- What is figure 4 showing?
  - compares performance on two different machines
  - no explanation
    - is this showing the brand x is better then brand y?
    - does it show that their compiler doesn't work on brand y?
  - lesson: figures should always tell a story
    - don't require the reader to guess the story