First Meeting & Introduction to Paralle Computing

Dr. Cem Özdoğan



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Lecture 1

First Meeting & Introduction to Parallel Computing

Lecture Information

Ceng471 Parallel Computing at September 30, 2010

Dr. Cem Özdoğan Computer Engineering Department Çankaya University

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- CENG 471 Parallel Computing Fall 2010
- THURSDAY 12:40 14:30 (T) INT3

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- WEB page: http://siber.cankaya.edu.tr/

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- Announcements: Watch this space for the latest updates.

September 28, 2010 17:42 THIS WEB PAGE IS FINALLY AVAILABLE. In the first lecture, there will be first meeting and introductory studies. The lecture notes for the second week will be published soon, see Course Schedule section.

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 All the example c-files (for lecturing and hands-on sessions) will be accessible via the link.

• There is one group for lecturing.

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- There is one group for lecturing.
- You will be expected to do significant programming assignments, as well as run programs we supply and analyse the output.

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- There is one group for lecturing.
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- Since we will program in C on a UNIX environment, some experience using C on UNIX will be important.

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- In Hands-on sessions, we will concentrate upon the message-passing method of parallel computing and use the standard parallel computing environment called MPI (Message Passing Interface).

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- In Hands-on sessions, we will concentrate upon the message-passing method of parallel computing and use the standard parallel computing environment called MPI (Message Passing Interface).
- Thread-based programming will also be outlined, and the distributed shared memory (DSM) approach (If we have enough time).

 Each student will complete a project based on parallel computing for the laboratory study. First Meeting & Introduction to Paralle Computing

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- Each student will complete a project based on parallel computing for the laboratory study.
- Also, each student will complete a project based on parallel computing, (distributed computing, cluster computing) for the midterm exam.

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- Each student will complete a project based on parallel computing for the laboratory study.
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- Important announcements will be posted to the <u>Announcements section of the web page</u>, so please check this page frequently.

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- You are responsible for all such announcements, as well as announcements made in lecture.

 This course provides an introduction to parallel and distributed computing and practical experiences in writing parallel programs on a cluster of computers. First Meeting & Introduction to Paralle Computing

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Lecture Information Overview

Text Book

- This course provides an introduction to parallel and distributed computing and practical experiences in writing parallel programs on a cluster of computers.
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Text Book

- This course provides an introduction to parallel and distributed computing and practical experiences in writing parallel programs on a cluster of computers.
- You will learn about the following topics:
 - Parallel Computers,
 - Message Passing Computing,
 - Embarrassingly Parallel Computations,

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Text Book

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- Topics might be classified into two main parts as;

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- Topics might be classified into two main parts as;
 - Parallel computers: architectural types, shared memory, message passing, interconnection networks, potential for increased speed.

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- You will learn about the following topics:
 - Parallel Computers,
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 - Partitioning and Divide-and-Conquer Strategies,
 - · Pipelined Computations,
 - · Synchronous Computations,
 - Load Balancing,
 - Programming with Shared Memory
- Topics might be classified into two main parts as;
 - Parallel computers: architectural types, shared memory, message passing, interconnection networks, potential for increased speed.
 - 2 Basic techniques: embarrassingly parallel computations, partitioning and divide and conquer, pipelined computations, synchronous computations, load balancing, shared memory programming.

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• Required:

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Text Book I

- Required:
- Recommended: Principles of Parallel Programming, by C. Lin and L. Snyder, Addison-Wesley 2009, ISBN 0-32-148790-7.

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- Recommended: Parallel Programming: Techniques and Application Using Networked Workstations and Parallel Computers, 2nd edition, by B. Wilkinson and M. Allen, Prentice Hall Inc., 2005, ISBN 0-13-140563-2.





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 Beowulf Cluster Computing with Linux, 2nd edition, edited by William Gropp, Ewing Lusk, Thomas Sterling, MIT Press, 2003, ISBN 0-262-69292-9. First Meeting & Introduction to Paralle Computing

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- Beowulf Cluster Computing with Linux, 2nd edition, edited by William Gropp, Ewing Lusk, Thomas Sterling, MIT Press, 2003, ISBN 0-262-69292-9.
- Beowulf Cluster Computing with Windows, Thomas Sterling, MIT Press, 2001, ISBN 0-262-69275-9.

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- Using MPI, Portable Parallel Programming with the Message Passing Interface, William Gropp, Ewing Lusk and Anthony Skjellum, The MIT Press, 1999, ISBN 0-262-57132-3.

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- Using MPI-2, Advanced Features of the Message Passing Interface, William Gropp, Ewing Lusk, Rajeev Thakur, The MIT Press, 1999, ISBN 0-262-57133-1.

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- Using MPI-2, Advanced Features of the Message Passing Interface, William Gropp, Ewing Lusk, Rajeev Thakur, The MIT Press, 1999, ISBN 0-262-57133-1.
- MPI: The Complete Reference (Vol. 1) The MPI Core, Marc Snir, Steve Otto, Steven Huss-Lederman, David Walker and Jack Dongarra, The MIT Press, 1998, ISBN 0-262-69215-5.

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 MPI: The Complete Reference (Vol. 2) - The MPI-2 Extensions, William Gropp, Steven Huss-Lederman, Andrew Lumsdaine, Ewing Lusk, Bill Nitzberg, William Saphir and Marc Snir, The MIT Press, 1998, ISBN 0-262-57123-4. First Meeting & Introduction to Paralle Computing

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- MPI: The Complete Reference (Vol. 2) The MPI-2 Extensions, William Gropp, Steven Huss-Lederman, Andrew Lumsdaine, Ewing Lusk, Bill Nitzberg, William Saphir and Marc Snir, The MIT Press, 1998, ISBN 0-262-57123-4.
- In Search of Clusters: The ongoing battle in lowly parallel computing, Second Edition, by Gregory F. Pfister, Prentice Hall Publishing Company, 1998, ISBN: 0-13-899709-8.

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- In Search of Clusters: The ongoing battle in lowly parallel computing, Second Edition, by Gregory F. Pfister, Prentice Hall Publishing Company, 1998, ISBN: 0-13-899709-8.
- How to Build a Beowulf A Guide to the Implementation and Application of PC Clusters, by Thomas Sterling, John Salmon, Donald J. Becker and Daniel F. Savarese, MIT Press, 1999, ISBN 0-262-69218-X.

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- PVM: Parallel Virtual Machine, A Users' Guide and Tutorial for Network Parallel Computing, Al Geist, Adam Beguelin, Jack Dongarra, Weicheng Jiang, Robert Manchek and Vaidyalingam S. Sunderam, MIT Press, 1994, ISBN 0-262-57108-0.

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• There will be a final exam: 40%

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- There will be a final exam: 40%
- Term Project as Midterm exam: 25%

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- The code you submit must be written completely by you. You can use anything from the textbook/notes.

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Field

 Data-intensive applications; transaction processing, information retrieval, data mining and analysis, multimedia services, computational physics/chemistry/biology and nanotechnology.

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- Data-intensive applications; transaction processing, information retrieval, data mining and analysis, multimedia services, computational physics/chemistry/biology and nanotechnology.
- High performance may come from



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- Data-intensive applications; transaction processing, information retrieval, data mining and analysis, multimedia services, computational physics/chemistry/biology and nanotechnology.
- High performance may come from
 - fast dense circuitry,
 - · packaging technology,



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- Parallel processors are computer systems consisting of multiple processing units connected via some interconnection network plus the software needed to make the processing units work together.



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Field II

 Uniprocessor – Single processor supercomputers have achieved great speeds and have been pushing hardware technology to the physical limit of chip manufacturing. First Meeting & Introduction to Paralle Computing

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Text Book Grading Criteria & Policies

 Physical and architectural bounds (Lithography, μm size, destructive quantum effects. First Meeting & Introduction to Paralle Computing

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- Physical and architectural bounds (Lithography, μm size, destructive quantum effects.
- Proposed solutions are maskless lithography process and nanoimprint lithography for the semiconductor).

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 - Physical and architectural bounds (Lithography, μ m size, destructive quantum effects.
 - Proposed solutions are maskless lithography process and nanoimprint lithography for the semiconductor).
 - Uniprocessor systems can achieve to a limited computational power and not capable of delivering solutions to some problems in reasonable time.