

Lecture 2

Introduction

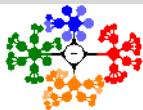
View of the Field

Ceng505 *Parallel Computing* at October 4, 2010

Introduction

- Four Decades of Computing
- Flynn's Taxonomy of Computer Architecture
- Parallel and Distributed Computers
- SIMD Architecture
- MIMD Architecture
- Shared Memory Organization
- Message Passing Organization

Dr. Cem Özdoğan
Computer Engineering Department
Çankaya University



1 Introduction

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- Data-intensive applications;



Four Decades of Computing

Flynn's Taxonomy of
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Parallel and Distributed
Computers

SIMD Architecture

MIMD Architecture

Shared Memory
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Field I

- Data-intensive applications;
 - transaction processing,



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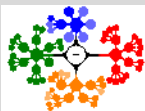
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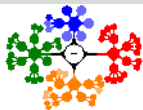
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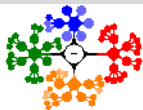
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- Data-intensive applications;
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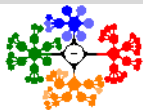
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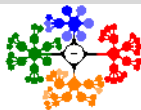
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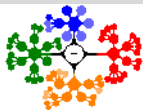
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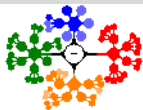
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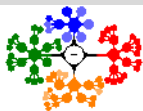
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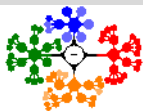
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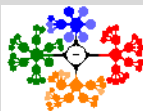


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- Parallel processors are computer systems consisting of
 - multiple *processing units*
 - connected via some *interconnection network*
 - plus the software needed to make the processing units work together.



Field II

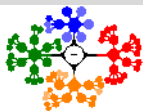
- *Uniprocessor* – Single processor supercomputers have achieved great speeds and have been pushing hardware technology to the physical limit of chip manufacturing.



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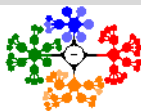
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 - Uniprocessor systems can achieve to a limited computational power and not capable of delivering solutions to some problems in reasonable time.
- *Multiprocessor* – Multiple processors cooperate to jointly execute a single computational task in order to speed up its execution.

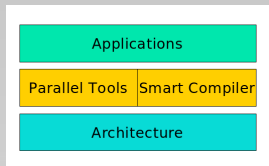
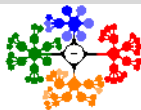
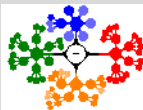


Figure: Abstraction Layers





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- Message Passing Organization

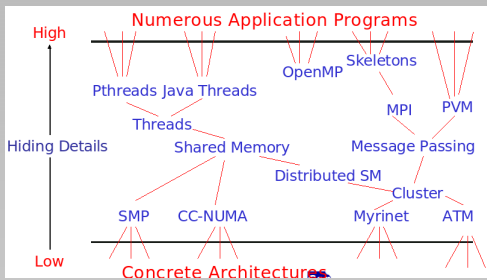
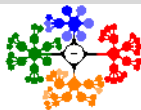


Figure: View of the Field

- New issues arise;



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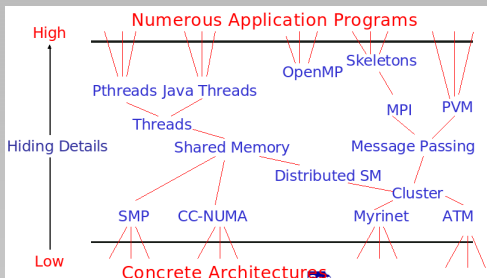
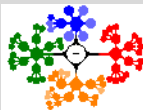


Figure: View of the Field

- New issues arise;
 - Multiple threads of control vs. single thread of control



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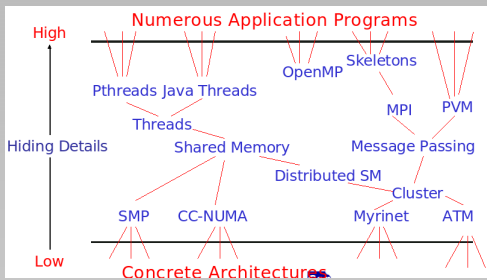
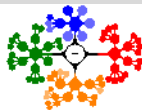


Figure: View of the Field

- New issues arise;
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 - Partitioning for concurrent execution



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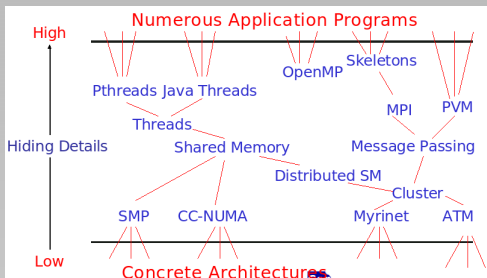
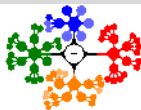


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- New issues arise;
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 - Task Scheduling



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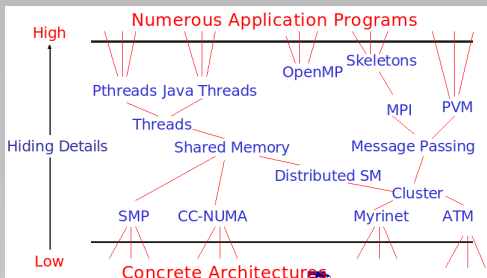
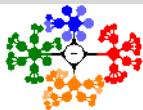


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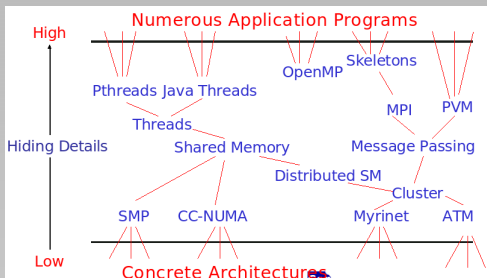


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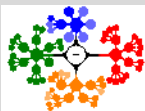
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 - Synchronization
 - Performance

Trends

- Past Trends in Parallel Architecture (inside the box)

Introduction

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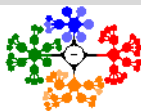
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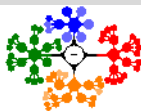
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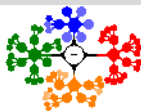
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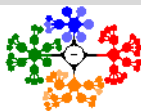
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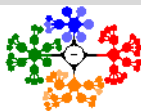
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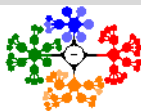
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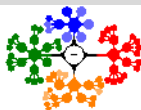


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 - Network of PCs and workstations connected via LAN or WAN forms a Parallel System.



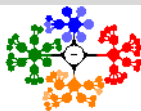
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 - Utilize unused cycles of systems sitting idle.

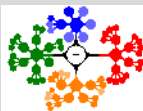


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Four Decades of Computing

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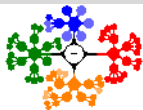
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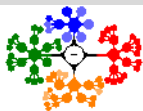
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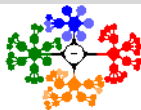
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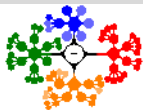
- 1 Batch Era
- 2 Time-Sharing Era
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- 4 Network Era. They can generally be classified into two main categories:



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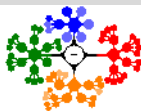
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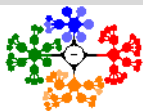
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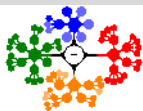
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- 5 Current Trends: Clusters, Grids.



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Introduction

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Introduction

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SIMD Architecture

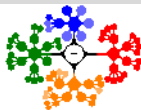
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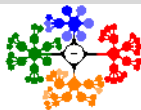
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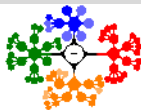
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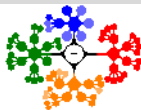
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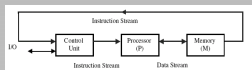
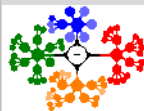


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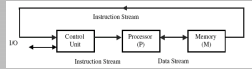


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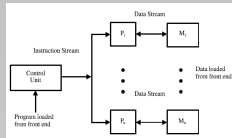
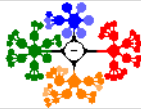


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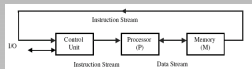


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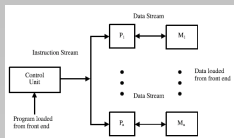


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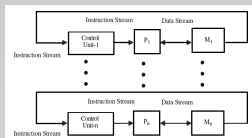
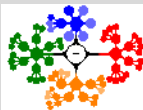
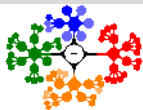


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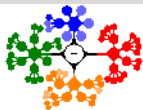
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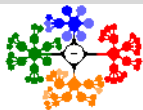
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- In the MISD category, the same stream of data flows through a linear array of processors executing different instruction streams. In practice, there is no viable MISD machine; however, some authors have considered *pipelined machines* as examples for MISD.

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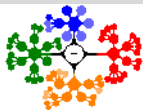
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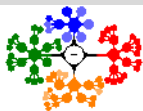
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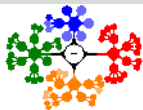
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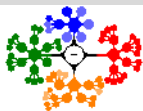
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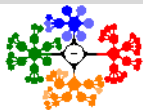
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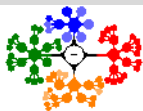
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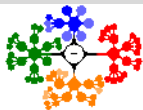
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Parallel and Distributed Computers II

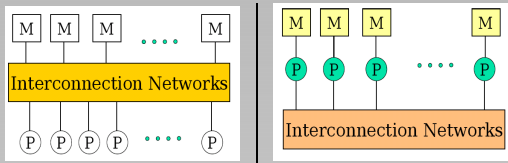


Figure: (a) MIMD Shared Memory, (b) MIMD Distributed Memory.

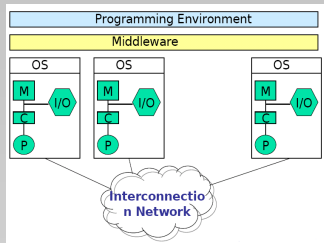
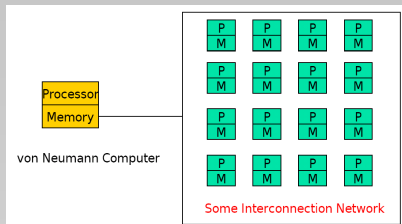
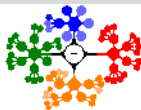
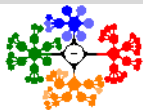


Figure: (a) SIMD Distributed Computers, (b) Clusters.



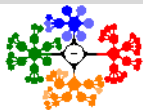
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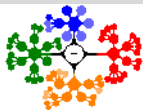
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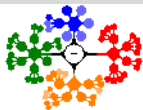
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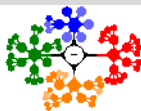
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SIMD Architecture II

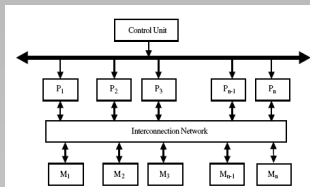
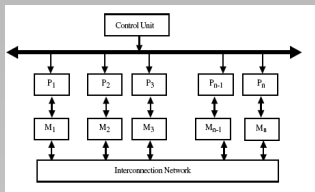
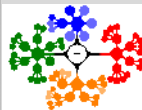


Figure: Two SIMD Schemes.

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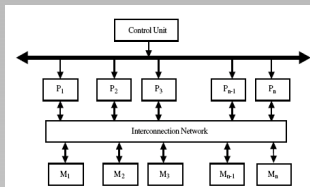
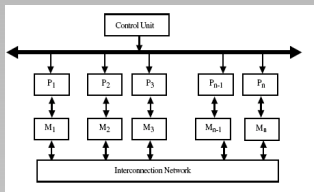
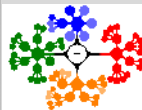


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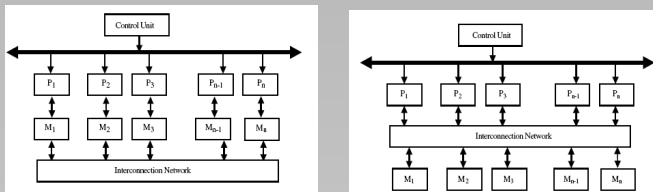
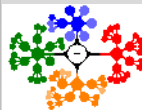


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- 1 Each processor has its own local memory.
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SIMD Architecture II

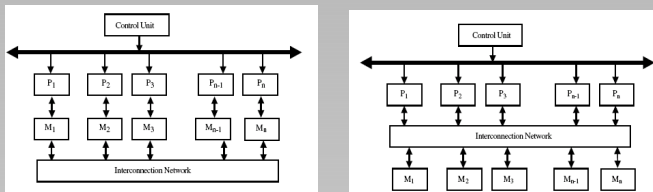
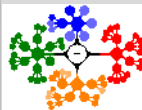


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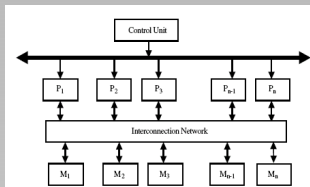
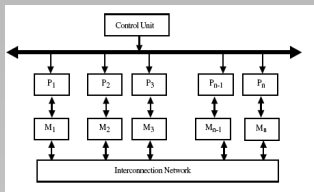


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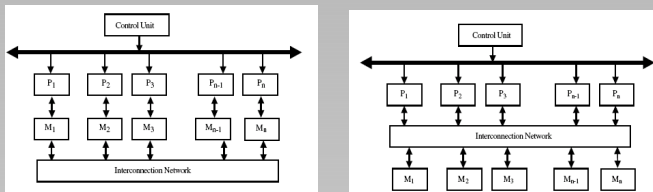
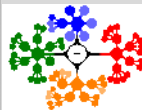


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 - Two processors can transfer data between each other via intermediate memory module(s) or possibly via intermediate processor(s).



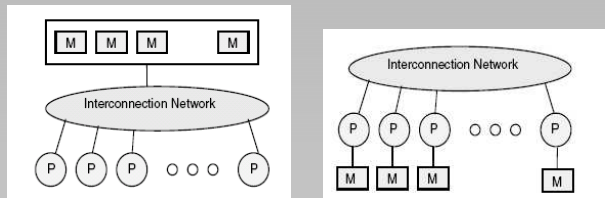
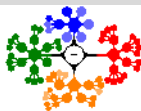


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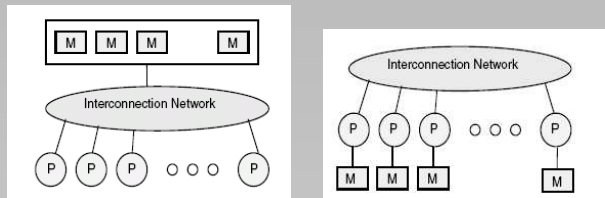
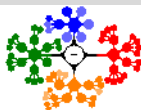
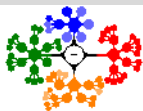


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- It was apparent that distributed memory is the only way efficiently to increase the number of processors managed by a parallel and distributed system.
- If scalability to larger and larger systems (as measured by the number of processors) was to continue, systems had to use distributed memory techniques.



- Two broad categories, see Figure 9:



Four Decades of Computing

Flynn's Taxonomy of
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Parallel and Distributed
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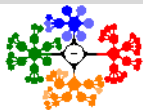
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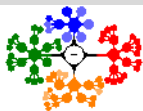
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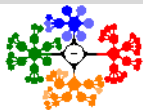
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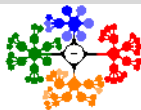


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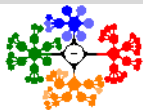


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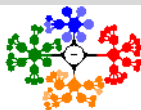
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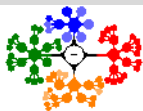
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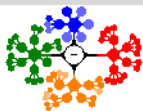


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 - Thus, the DSM machine is a *hybrid* that takes advantage of both design schools.

Introduction

Four Decades of Computing

Flynn's Taxonomy of
Computer Architecture

Parallel and Distributed
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SIMD Architecture

MIMD Architecture

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Organization

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Shared Memory Organization I

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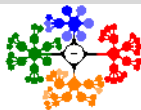
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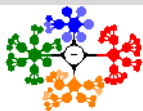
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Depending on the interconnection network, a shared memory system leads to systems can be classified as:

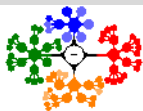
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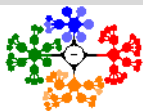
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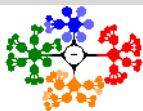
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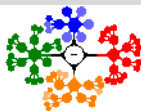
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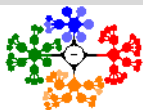
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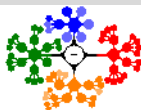
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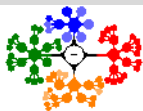
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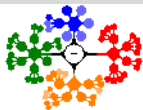
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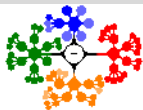
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- The processing units of a message passing system may be connected in a variety of ways ranging from architecture-specific interconnection structures to geographically dispersed networks.





Two important design factors must be considered in designing interconnection networks for message passing systems. These are the link bandwidth and the network latency.

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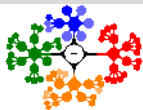
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