Parallel programming Semester project 2D Gravitational N-body simulation







What is n-body simulation

- N-body simulation
 - simulation of a dynamical system of particles (in our case planets)
 - usually under the influence of physical forces, such as gravity
 - iterative algorithm

computing differences between two discrete consecutive

time instants



Semester project assignment

- Implement a sequential and parallel version of the algorithm for 2D Gravitational N-Body simulation
 - Feel free to experiment! E.g., add stationary objects (stars)
- Export resulting simulation to gif
 - Simple library for gif creation can be found here: https://github.com/ginsweater/gif-h
- Prepare the **presentation** to show achieved results



Input instance - example

You can use the provided instance generator

```
3
10.235 18.654 33.55564
6.15 65.12 34.5064
198.654 0.215 15567.324
```

- Description of an instance:
 - First line: integer **number of stars** in the instance
 - All other lines represent stars
 - **x-coordination** of the star (double)
 - y-coordination of the star (double)
 - mass of the star (double)



Evaluation of semester project

- Functional code (2 points)
 - Functional sequential and parallel code (choose either C++11, OpenMP, OpenMPI).
 - Show an animation of the resulting simulation.
 - Code is tested by the lab teacher before the handover.
- Profile the bottlenecks for sequential code (2 points)
 - Profiler outputs (Intel Parallel Studio), detection of bottlenecks, analysis.
- Parallel code executed on Metacentrum + Xeon Phi (2 points)
 - Scalability and performance graphs and other performance metrics.
 - Metacentrum: PBS scripts, hardware info.
- Reproducibility of your experiments (2 points)
 - Benchmark scripts, description of used hardware and software.
 - A text file briefly describing how to carry out experiments.
- Presentation of your work (2 points)
 - Does your presentation satisfy formal requirements?
 - Is your presentation gripping to others (oral speech + slides)?
- General impression (4 points)
 - Have you used an algorithm with a better algorithmic complexity?
 - Is the performance of the optimized code outstanding?
 - Other aspects that may improve the general impression.



Requirements for your presentation

Base structure:

- Introduction
- Profiling/bottleneck analysis
- Scalability graph
- Performance graph
- Validity of the results
- Discussion and conclusion
- The presentation should have at max 10 slides.



Presentation - Introduction

- Describe the algorithm you used for simulation
- Mention the used technology (C++11 threads, OpenMP, OpenMPI)



Presentation - Profiling

Describe

- The bottleneck of the sequential algorithm
- Include a profiler analysis from Intel Parallel Studio (graphs, excerpts from text files) indicating the bottleneck
- The parts of the algorithm which is possible to parallelize



Presentation – graphs

Graphs:

- 1) Speedup of Parallel CPU version (e.g., Xeon Phi)
 vs Sequential version (scalability graph)
- 2) Graph showing the algorithm runtime based on the size of an input instance (performance graph).
- Each graph should have a title, legend, and an appropriate format of axes (+units)
- Description of the hardware and software

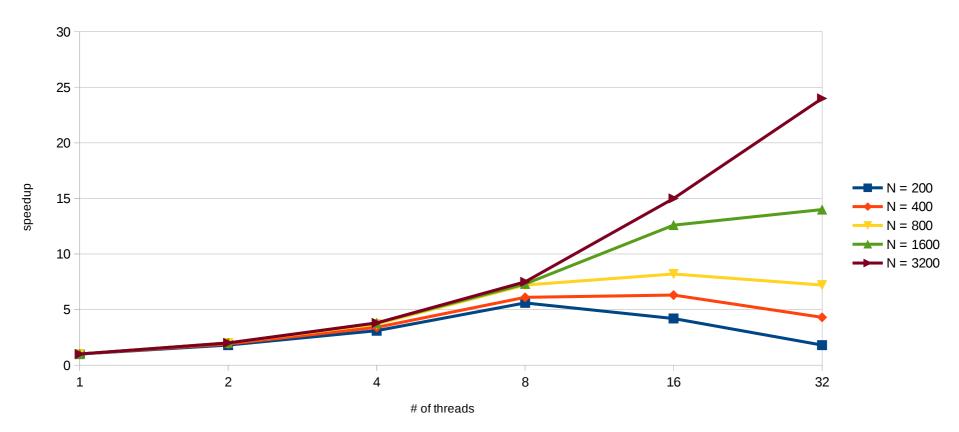


Presentation – Scalability graphs

- Shows the speedup with respect to the number of used threads
 - Scalability graph for up to 256 threads



Presentation – Scalability graph



- N number of stars
- For constant number of simulation iterations (e.g., 100 iterations)

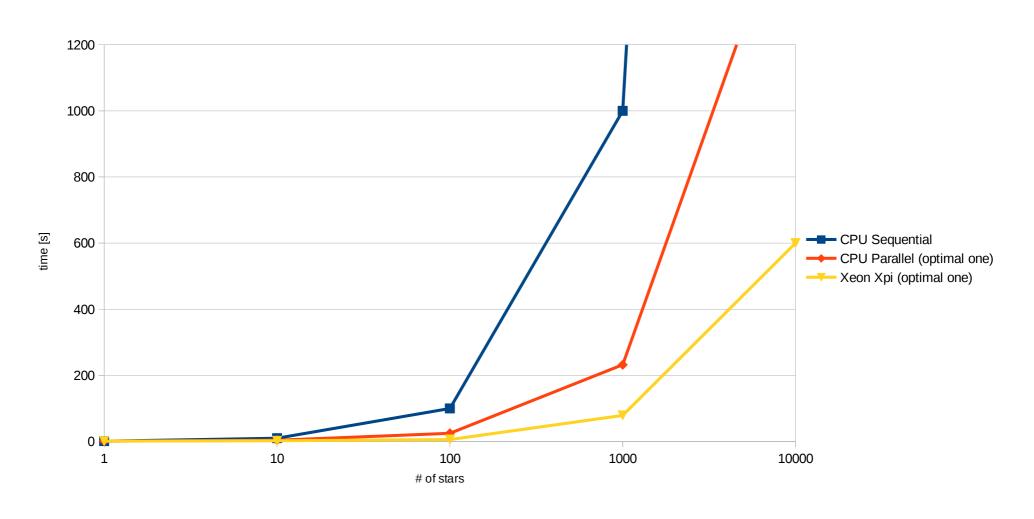


Presentation – Performance graph

- Shows how much time the algorithm takes to finish the computation depending on the number of stars
- Set the reasonable upper threshold for measuring (e.g., 5 minutes)



Presentation – Performance graph





Presentation

Validity of the results

Show the resulting gif image (5-10 seconds).

Discussion and conclusion

- Discuss the achieved results.
- Explain what was the most complicated part and why the results are as provided.
- What is the limiting factor of the parallelisation in your algorithm.