# Parallel programming Introduction



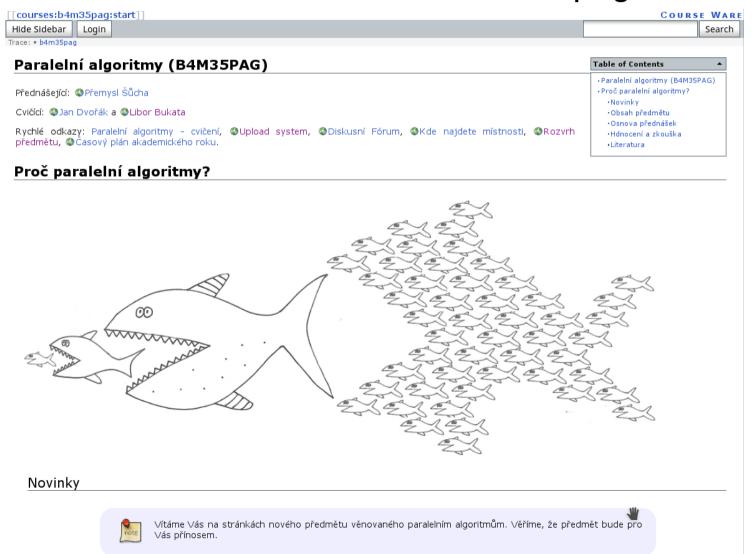
Libor Bukata a Jan Dvořák





### Web sites

https://cw.fel.cvut.cz/wiki/courses/b4m35pag/start





### Academic calendar

1.	Introduction to Parallel programming
2.	C++11 threads – basic usage
3.	C++11 threads - advanced
4.	1. individual lab assignment (ILA), semestral work assignment
5.	Basics of OpenMP
6.	Advanced statements in OpenMP
7.	2. ILA, deadline for submission of 1. ILA
8.	Consultation of the semestral work
8. 9.	Consultation of the semestral work  OpenMPI
9.	OpenMPI
9. 10.	OpenMPI 3. ILA, deadline for submission of 2. ILA
9. 10.	OpenMPI 3. ILA, deadline for submission of 2. ILA  Reserved



### What is the aim of this lab?

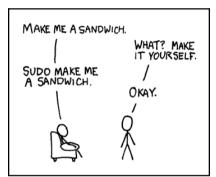
- To get the feel for parallel programming
  - 1) Understand what makes the parallelisation complicated
  - 2) Which **problems** can occur during the paralellisation
  - 3) What can be a **bottleneck**
  - 4) How to think about **algorithms** from the paralellisation point of view
- To get basic skills in common parallel programming frameworks
  - 1) for Multicore processors C++11 threads, OpenMP
  - 2) for Computer clusters OpenMPI





### What this course requires?

• Basic skills with Linux – shell, ssh, etc.



Knowledge of C and C++ language

```
# Include (SIGIO.h)
int majin(void)

{
  int count;
  for (count = 1; count <= 500; count++)
    printf ("I will not throw paper dirplanes in class.");
  return 0;
}
```

Analytical thinking and opened mind





### How will we evaluate you?

- Labs
  - Each Individual Lab Assignment 7 points
  - Semestral work 14 points
- Lectures
  - Teoretical test (optional) 10 points
- Final Exam
  - Written exam 45 points
  - Oral exam 10 points
- Pass criteria:
  - Assignment: Semestral work submitted + at least 25 points
  - Exam: At least 25 points from written exam



Final Exam



### Parallel programming – the first cut

### No questions?

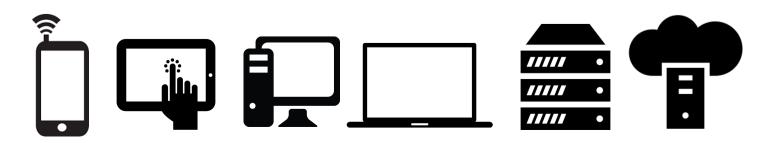
Let's start with our business!





### Why should you care about it?

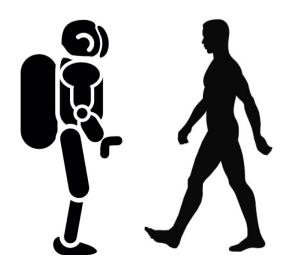
- Parallel computing is a dominant player in scientific and cluster computing. Why?
  - Moore law is reaching its limits
    - Increase in transistor density is limited
    - Memory access time has not been reduced at a rate comparable with processing speed
- How to get out of this trap?
  - Most promising approach is to have multiple cores on a single processor.
  - Parallel computing can be found at many devices today:





## Ok; However, It should be task for compiler and not for me!!!

- Yes, compiler can help you, but without your guidance, it is not able pass all the way to the successful result.
  - Parallel programs often look very different than sequential ones.
  - An efficient parallel implementation of a serial program may not be obtained by simply parallelizing each step.
  - Rather, the best parallelization may be obtained by stepping back and devising an entirely new algorithm.





# Basics of Parallel programming theory Terms

#### Program

Collection of instructions designed to perform a group of coordinated functions

#### Process

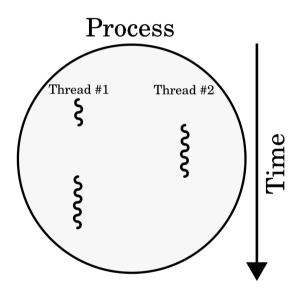
- Instance of a program that is being executed.
- Multiple processes are typically independent
- It has its own memory space.

#### Thread

- Sequence of instructions that is managed independently by system scheduler.
- Subset of process
- Multiple threads within process share the memory space.

#### Task

Unit of execution





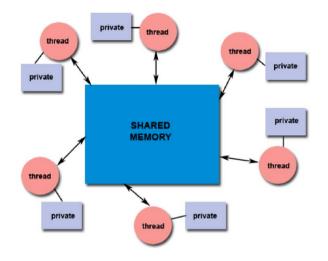
# Basics of Parallel programming theory Memory architectures

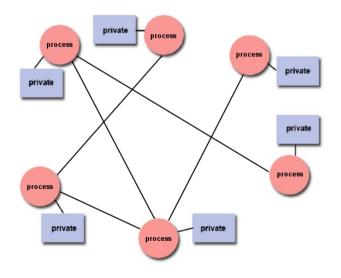
#### Shared memory

- All functional units share the common memory space.
- When a functional unit share the value in the common memory space another functional unit can access this value.

#### Distributed memory

- Each functional unit has its own private memory space.
- When two or more units need to share a value, they have to exchange this value by a message transmitted through the network.







#### That was theory and now something practical!

#### Clion IDE

Licence server - https://turnkey.felk.cvut.cz/

```
RayTracer - [~/ClionProjects/RayTracer] - main.cpp - CLion 2016.2.2
File Edit View Navigate Code Refactor Run Tools VCS Window Help
                                                                                                                                              ↓ RayTracer ▼ ▶ 🗰
                                                     ರ 📴 Project
  RayTracer ~/ClionProjects/RayTracer
                                                                               int m = 0;
     Debug
                                                                               float p = -0.z / d.z;
                                                                    53
                                                                               if (.01
        CMakeLists.txt
                                                                    54
        main.cpp
                                                                    55
                                                                                   t = p, n = vec(0, 0, 1), m = 1;
                                                                    56
                                                                               for (int k = 19: k--:)
   External Libraries
                                                                                   for (int j = 9; j--;)
                                                                                       if (G[j] & 1 << k) {
                                                                    58
                                                                    59
                                                                                           vec p = o + vec(-k, 0, -j - 4);
                                                                    60
                                                                                           float b = p % d, c = p % p - 1, q = b * b - c;
                                                                                           if (q > 0
                                                                    62
                                                                                              float s = -b - sqrt(q);
                                                                    63
                                                                                              if (s < t && s > .01)
                                                                    64
                                                                                                  t = s, n = !(
                                                                                                         p + d * t), m = 2;
                                                                    66
                                                                    67
                                                                    68
                                                                    69
                                                                               return m:
                                                                    70
                                                                    72
73
                                                                           vec S(vec o, vec d) {
                                                                               float t:
                                                                    74
                                                                               vec n;
                                                                               int m = T(o, d, t, n);
                                                                    76
                                                                               if (!m)
                                                                                   return vec(.7,
                                                                                             .6, 1) * pow(1 - d.z, 4);
                                                                               vec h = o + d * t, l = !(vec(9 + RandFloat(
                                                                    79
                                                                               ), 9 + RandFloat(), 16) + h * -1), r = d + n * (n % d * -2);
                                                                               float b = 1%
                                                                    82
                                                                               if (b < 0 | | T(h, l, t, n))b = 0;
                                                                    83
                                                                    84
                                                                               float p = pow(l % r * (b > 0), 99);
                                                                    85
                                                                               if (m & 1) {
                                                                    86
                                                                                   h = h * .2:
                                                                                   return ((int) (ceil(
                                                                    87
                                                                    88
                                                                                          h.x) + ceil(h.y)) & 1 ? vec(3, 1, 1) : vec(3, 3, 3)) * (b)
                                                                    89
                                                                                                                                                * .2 + .1);
                                                                    90
                                                                                                                                                            C Event Log

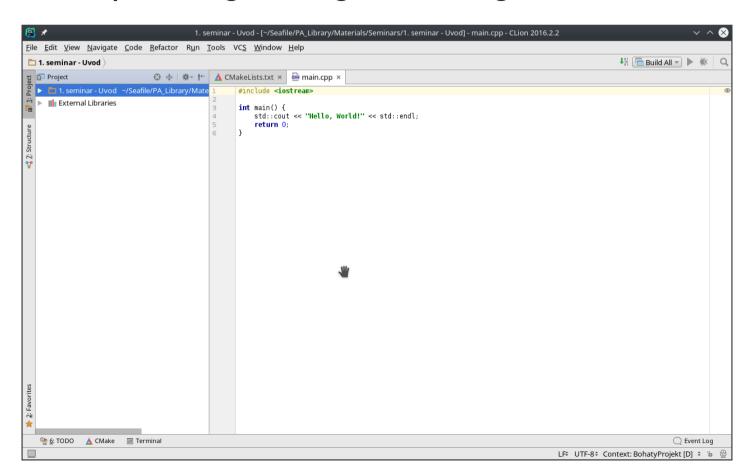
♠ 6: TODO 
▲ CMake 
☐ Terminal

                                                                 3. Building symbols...
                                                                                                                                  LF* UTF-8* Context: <not available>
```



### Hello world for free

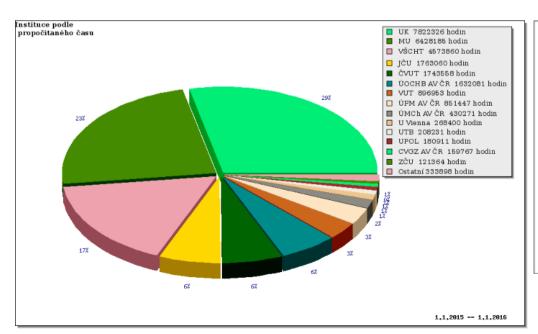
- Live example and walk-through
  - Create project, Build code, Run code, Debug code,
  - Code profiling valgrind, callgrind

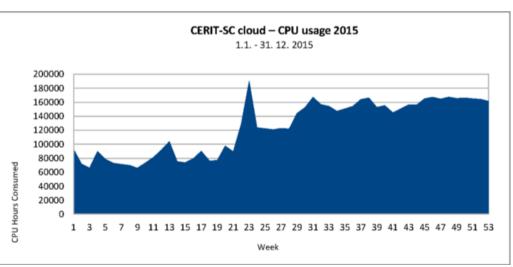




### Metacentrum system

- operates and manages distributed computing infrastructure consisting of computing and storage resources owned by CESNET
- MetaCentrum membership is free for researchers and students of academic institutions in the Czech Republic







### MetaCentrum – Sign up

How to sign up





### Metacentrum – How to run code?

- Example of the execution of a program
  - qsub
  - module
  - \$SCRATCHDIR
  - \$PSB\_O\_WORKDIR
- Running jobs in MetaCentrum
  - https://wiki.metacentrum.cz/wiki/Running\_jobs\_in\_scheduler
- Detailed description of the scheduling system
  - https://wiki.metacentrum.cz/wiki/Scheduling\_system\_-\_detailed\_description
- Application modules
  - https://wiki.metacentrum.cz/wiki/Application\_modules



### That was nice, wasn't it?

Thank you for your attention...

