

EGC442

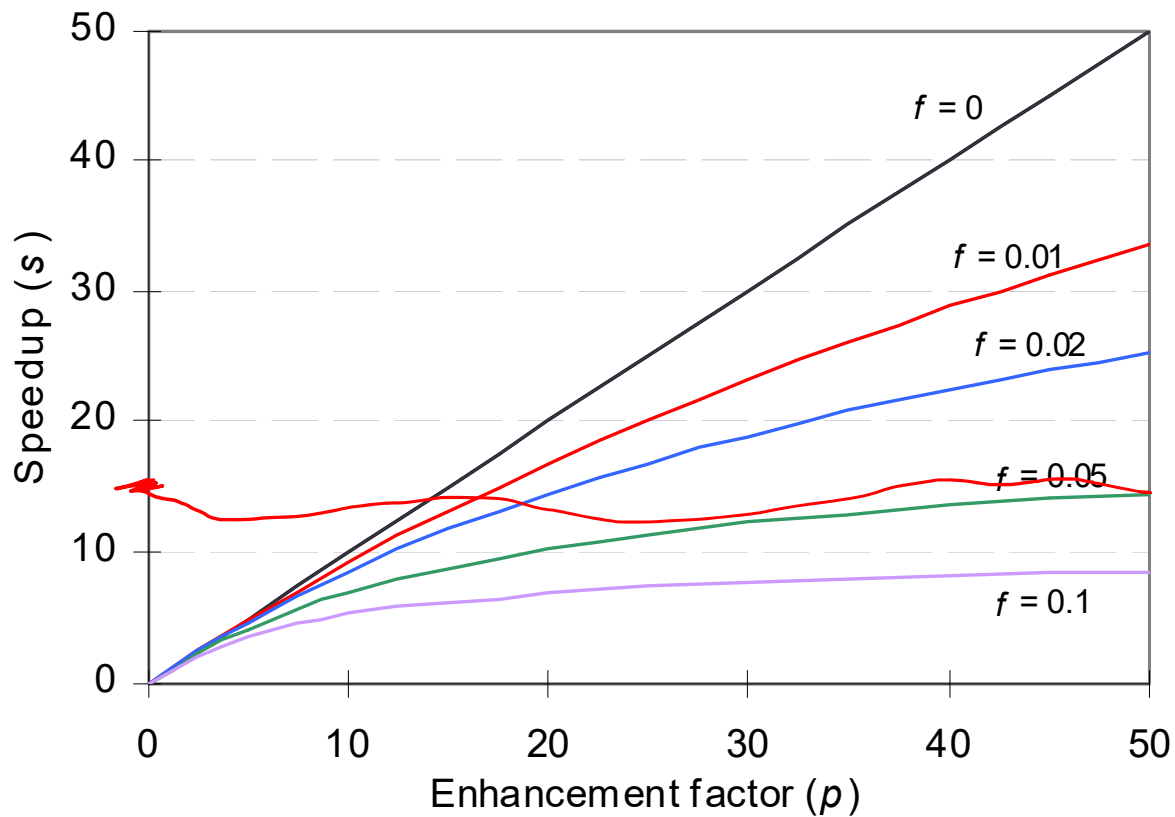
Class Notes

5/5/2023

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$$S = \frac{\text{Exec Time 1 Processor}}{\text{Exec Time } P \text{ Processors}} \quad S = \frac{1}{f + (1-f)/p}$$

$$\leq \min(p, 1/f)$$

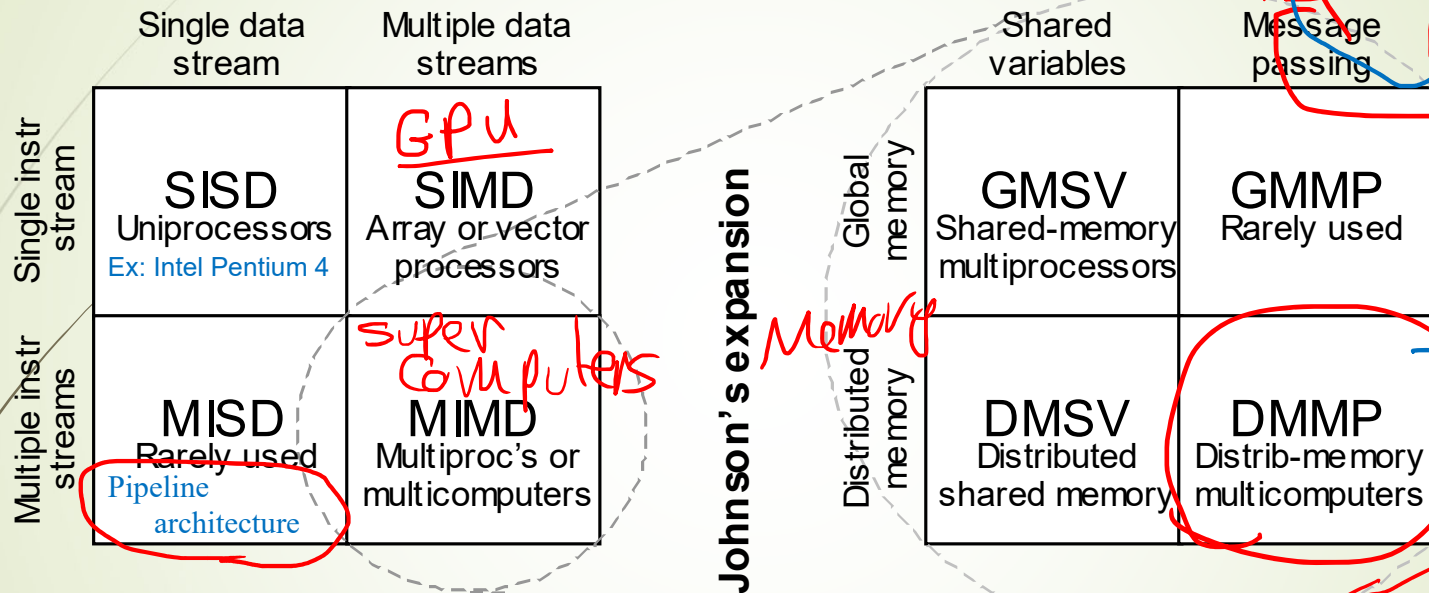
- 1) What is the maximum speedup of a parallel processing environment with 50 processors given that 5% of code is sequential?

$$S = \frac{1}{.05 + (.95)/50} = 14.49$$

2. infinity $\frac{1}{p}$ # of processor

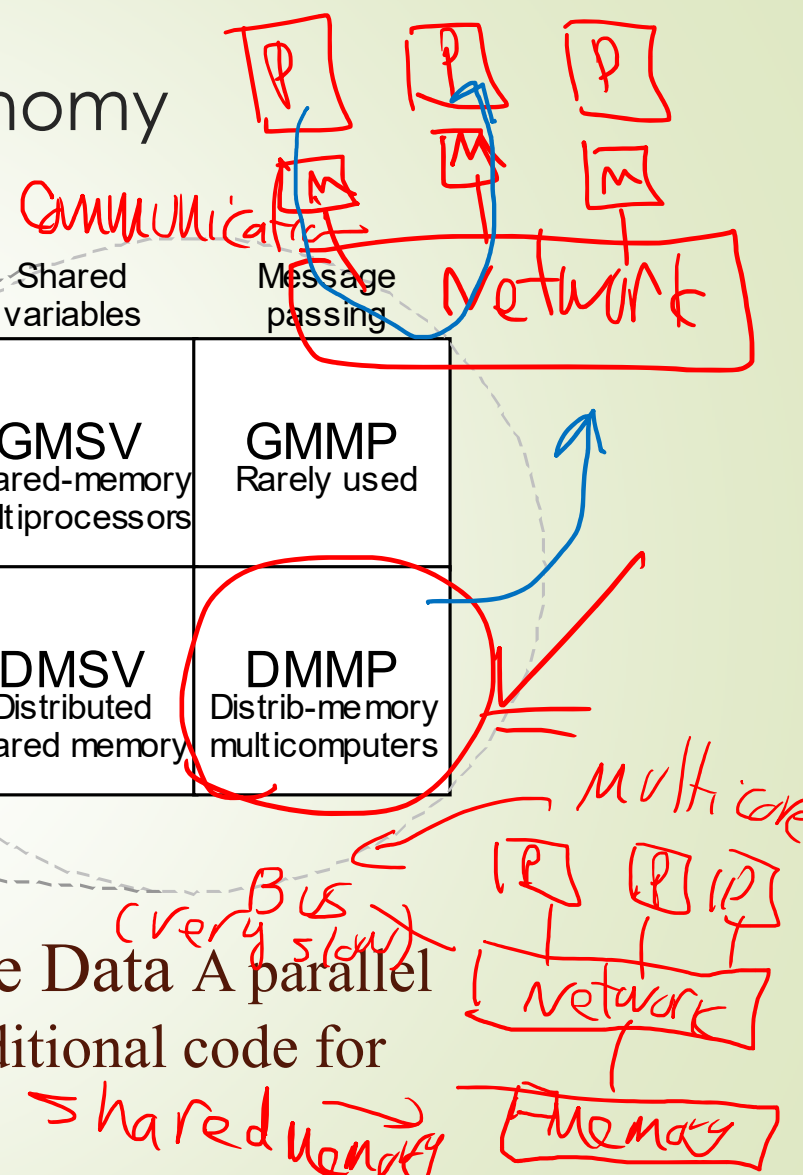
$$S = \frac{1}{.05 + 0} = 20$$

Types of Parallelism: A Taxonomy



Flynn's categories

- SPMD: Single Program Multiple Data** A parallel program on a MIMD computer Conditional code for different processors



) Devise a program which would result in sum of array X[] with 5,000 elements using 1 processor.

```
sum = 0;  
for (i = 0; i < 5000; i = i + 1)  
    sum = sum + X[i];
```

5000 steps

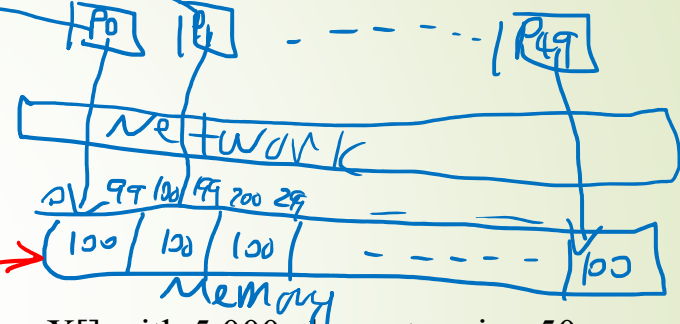
shared Memory

2) Devise a GMSV program which would result in sum of array X[] with 5,000 elements using 50 processor.

Each processor will get data from shared memory space. $5000 / 50 = 100$ data points. i.e. P0 {0:99}, p1 { 100: 199}, etc.

```

sum[Pn] = 0;
for (i = 100*Pn;
    i < 100*(Pn+1); i = i + 1)
    sum[Pn] = sum[Pn] + X[i];
    
```



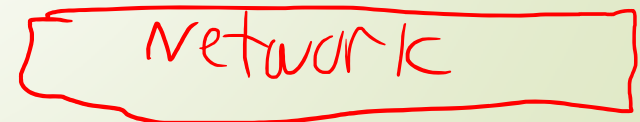
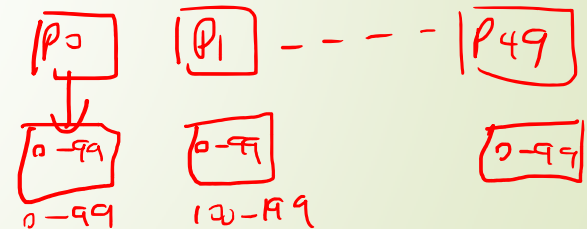
100 steps

3) Devise a DMMP program which would result in sum of array X[] with 5,000 elements using 50 processor.

Each processor gets its $5000/50 = 100$ data points in its local memory

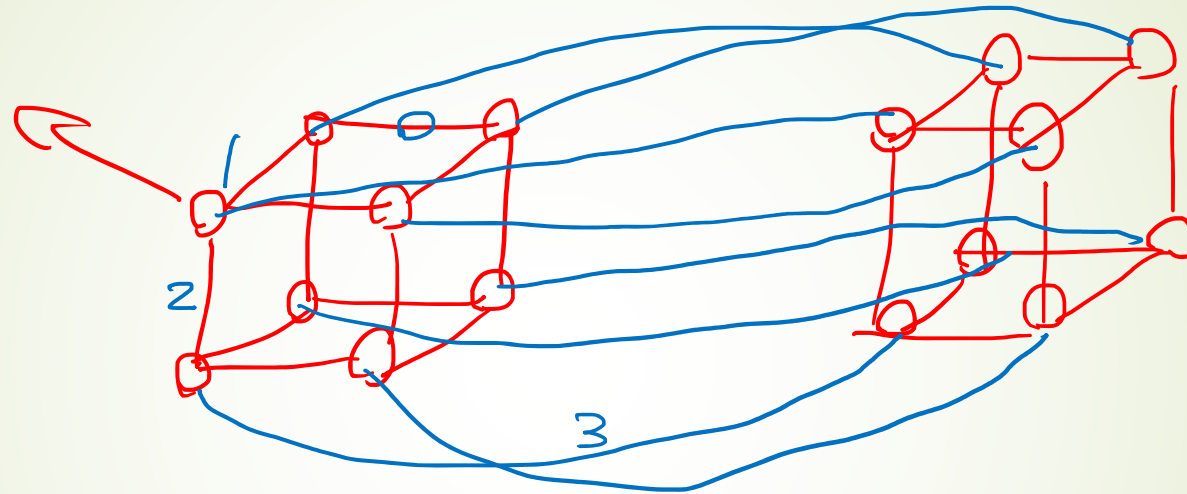
```

sum = 0;
for (i = 0; i < 100; i = i + 1)
    sum = sum + X[i];
    
```

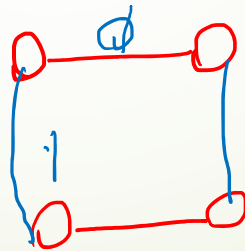


100 steps

4) Design a DMMP such that the network is organized as a 4-cube. Determine the number of processors in such an architecture.

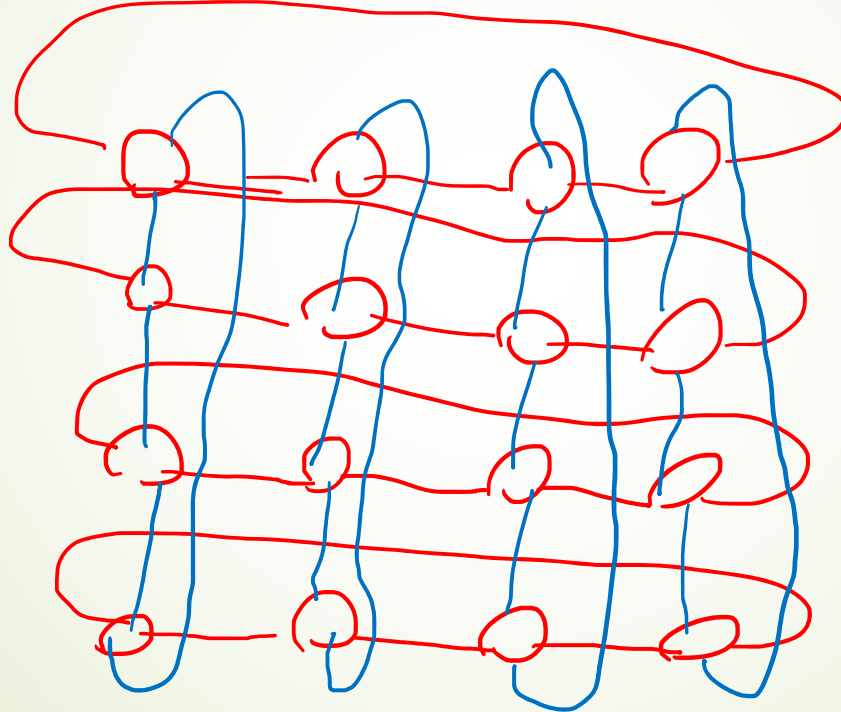


Hypercube



5) Design a DMMP such that the network is organized as a two dimensional torus with the same number of processors as problem 4.

16 Processors



Most
super computers
today
Fat Tree



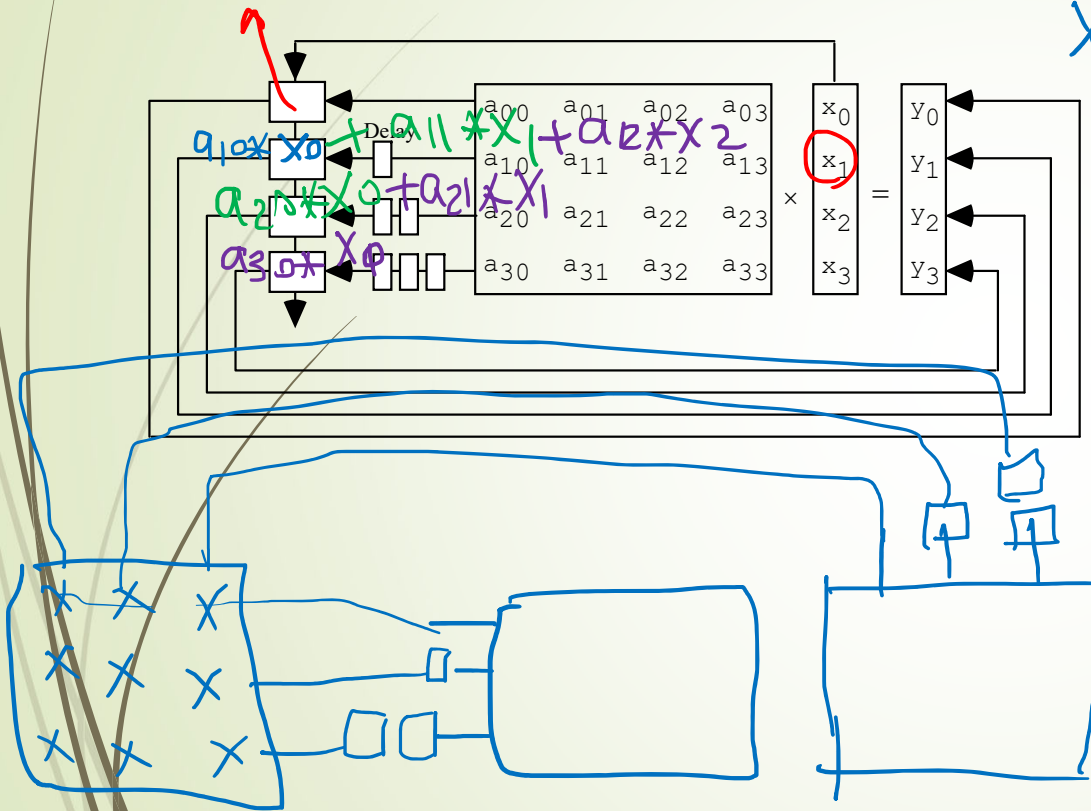
STEP

multiply & add

6) The following diagram depicts a vector processor for matrix - vector multiplier. Devise a vector processor for a matrix - matrix multiplication.

$$a_{00} * x_0 + a_{01} * x_1 + a_{02} * x_2 + a_{03} * x_3$$

$$y_i = a_{i0} * x_0 + a_{i1} * x_1 + a_{i2} * x_2 + a_{i3} * x_3$$



$$\begin{bmatrix} a_{00} & a_{01} & a_{02} \\ a_{10} & a_{11} & a_{12} \\ a_{20} & a_{21} & a_{22} \end{bmatrix} \begin{bmatrix} b_{00} & b_{01} & b_{02} \\ b_{10} & b_{11} & b_{12} \\ b_{20} & b_{21} & b_{22} \end{bmatrix}$$

Final:

Comprehensive

- Performance problems
- ALU design
- Data Path and control
- Pipelining design and issue
- Cache memory
- Virtual memory
- Parallel Computing