

TDDC78 Lab Series

Sehrish Qummar, 2023
Credit to: August Ernstsson

Outline

- **Organization:**
Workflow, demonstrations, reports, resources
- **Assignments:**
Description of each lab and some hints

Organization

Lab Groups

- **Group A:** Sehrish Qummar (course assistant)
- **Group B:** Sehrish Qummar (course assistant)
- Send reports to your assigned assistant.
- Only one assistant guaranteed present per session.

Lab Assignments

- Lab 1: **Image filters**
 - a) Pthreads (**shared memory**)
 - b) MPI (**distributed memory**)
- Lab 2: **Heat solver**, OpenMP (**shared memory**)
- Miniproject: **Particle simulation**, MPI (**distributed memory**)
 - Written report and mandatory use of DDT, ITAC

Lab Structure

Title	Lab 1a	Lab 1b	Lab 2	Miniproject
Topic	Image filtering		Heat propagation	Particle simulation
Concepts	Pthreads	MPI	OpenMP	MPI
Tools (DDT / ITAC)	Encouraged	Encouraged	Encouraged	Mandatory
Demonstration	Yes	Yes	Yes	Yes
Written report	No	No	No	Yes
Sched. time	4 hours	4 hours	4 hours	6 hours
Soft deadline	12/4 A 13/4 B	26/4 A 17/4 B	5/5 A 3/5 B	17/5 A 16/5 B

Workflow

- Terminal on IDA computers -> log in to Sigma
 - `ssh username@sigma.nsc.liu.se`
- Also possible to use ThinLinc to access Sigma desktop env.
- Sometimes possible to develop locally ([shared memory](#))
- Usage of own computer
 - Log in to Sigma as usual
 - Local development may require installing e.g. OpenMPI

Demonstrations

- Lab 1 a+b (separate or together), 2, and miniproject.
- Show and explain your code to the assistant.
 - **Illustrations** can help explaining!
- Performance measurements:
Have **plots** ready from multiple runs to show scaling.
- Be prepared to do at least one test run live.

Miniproject

- Demonstrate your program as usual (You get a "D" in WebReg)
- Write a report (aim for *at least* 5 pages including figures and code snippets) explaining your approach to solving the problem.
- Suggested outline on the course web page.
- Try to follow the PCAM model
- **An image says more than a thousand words!** Make illustrations that
 - Show your problem decomposition, etc
 - Show performance results
- Send via email to your assistant, title "**TDDC78: Report**"
(write LiU IDs and WebReg group number in email and document)

Information Resources

- Lab compendium
- Source files
- NSC + TDDC78 lecture, lesson slides
- NSC website + other online resources (e.g. MPI docs)
- Quick reference sheet (handout)

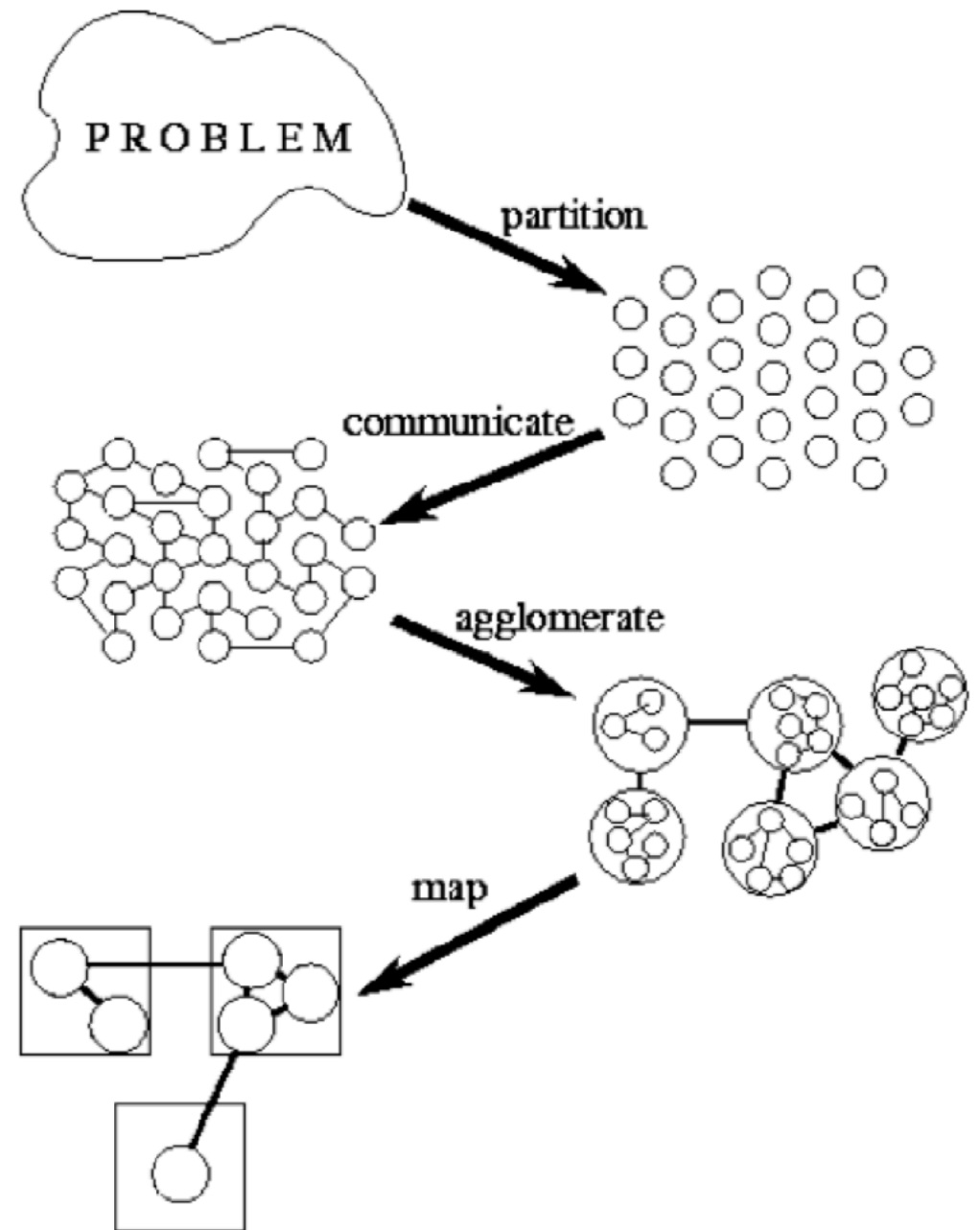
Suggestions

- Create Makefiles for compiling
- Create scripts for performance measurements
(Somewhat outside the course scope, but it can be very powerful)
- Establish a good (automated?) plotting workflow
- Use Git for managing files across IDA and Sigma
 - LiU Gitlab: <https://gitlab.liu.se>

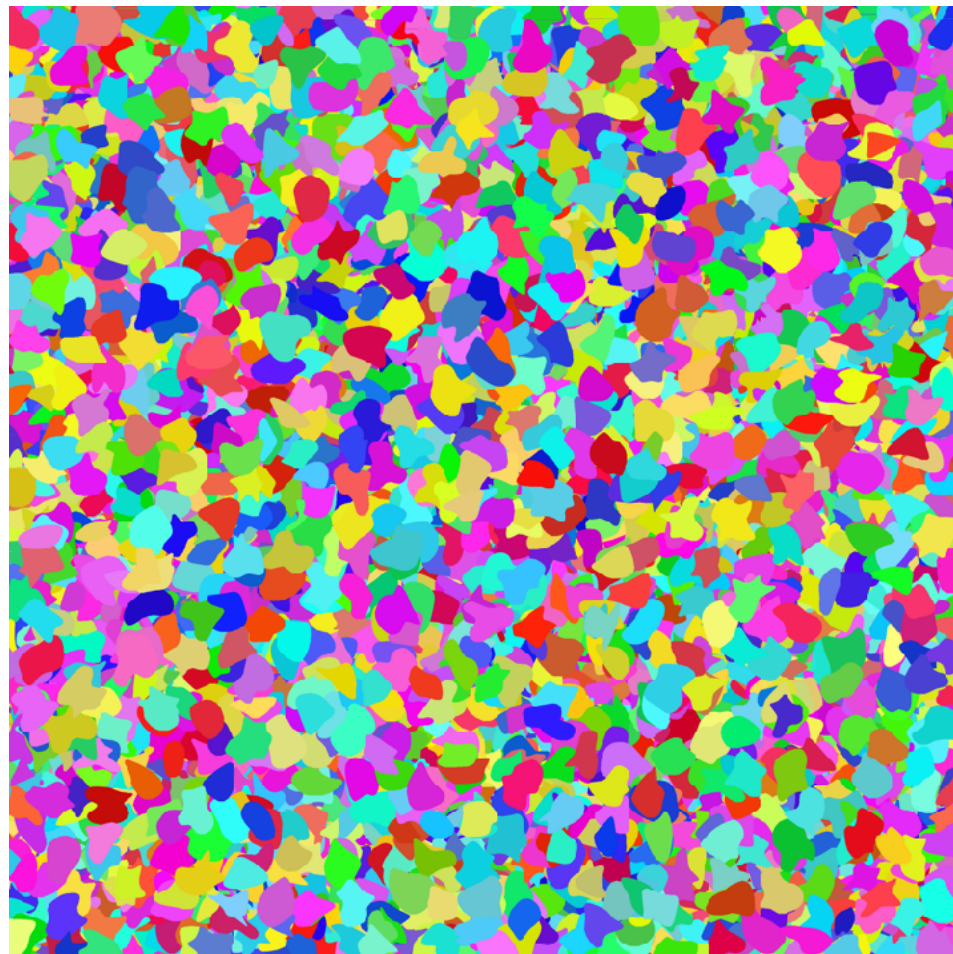
Assignments

”PCAM” model

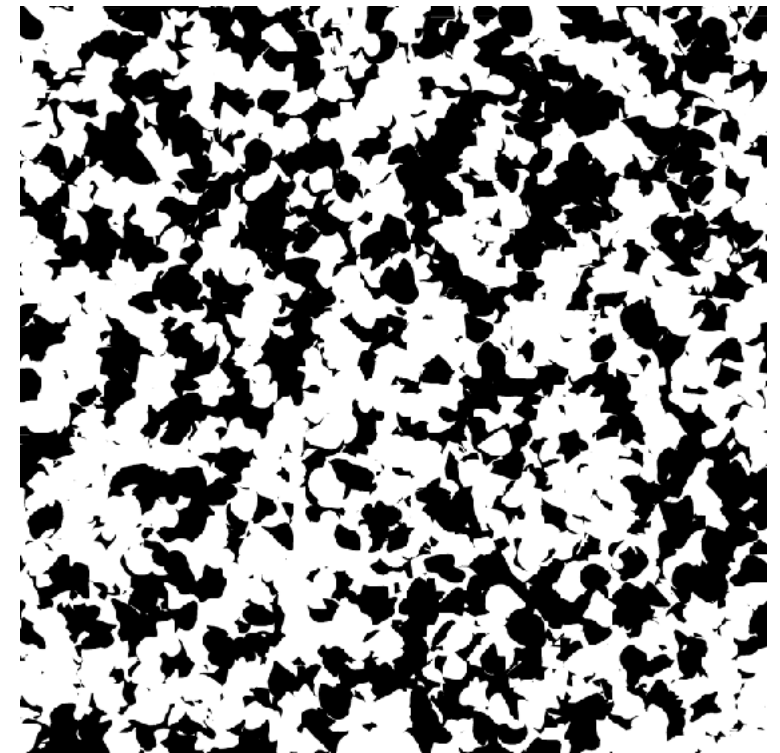
- Partitioning
 - Domain decomposition
 - Functional decomposition
- Communication + synchronization
- Agglomeration
- Mapping + Load balancing



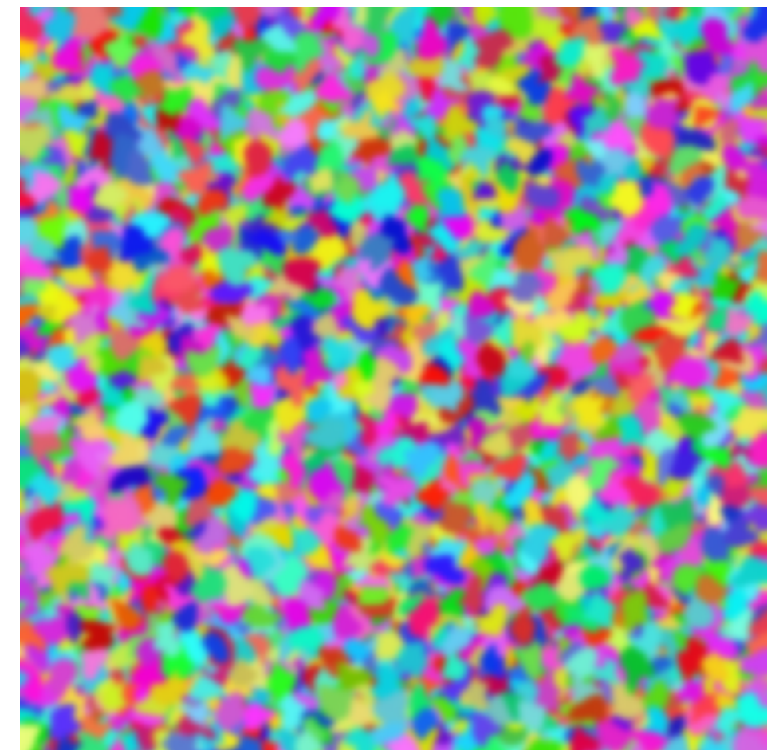
Lab 1: Image filters



Threshold



Blur



- Task partitioning.
Consider different approaches.

Lab 1 a: Pthreads

```
struct thread_data {  
    int threadId;  
    char *msg;  
};  
  
struct thread_data thread_data_array[NUM_THREADS];  
  
void *PrintHello(void *tParam) {  
    struct thread_data *myData;  
    myData = (struct thread_data *) tParam;  
    taskId = myData->threadId;  
    helloMsg = myData->msg;  
}  
  
int main (int argc, char *argv[]) {  
    ...  
    thread_data_array[t].threadId = t;  
    thread_data_array[t].msg = msgPool[t];  
    rc = pthread_create(&threads[t], NULL, PrintHello,  
        (void *) &thread_data_array[t]);
```

Lab 1 a: Pthreads

```
#include<pthread.h>
```

```
pthread_mutex_t count_mutex = ... ;
```

```
long count;
```

```
void increment_count() {  
    pthread_mutex_lock(&count_mutex);  
    count = count + 1;  
    pthread_mutex_unlock(&count_mutex);  
}
```

```
long get_count() {  
    long c;  
    pthread_mutex_lock(&count_mutex);  
    c = count;  
    pthread_mutex_unlock(&count_mutex);  
    return (c);  
}
```


Lab 1 b: MPI

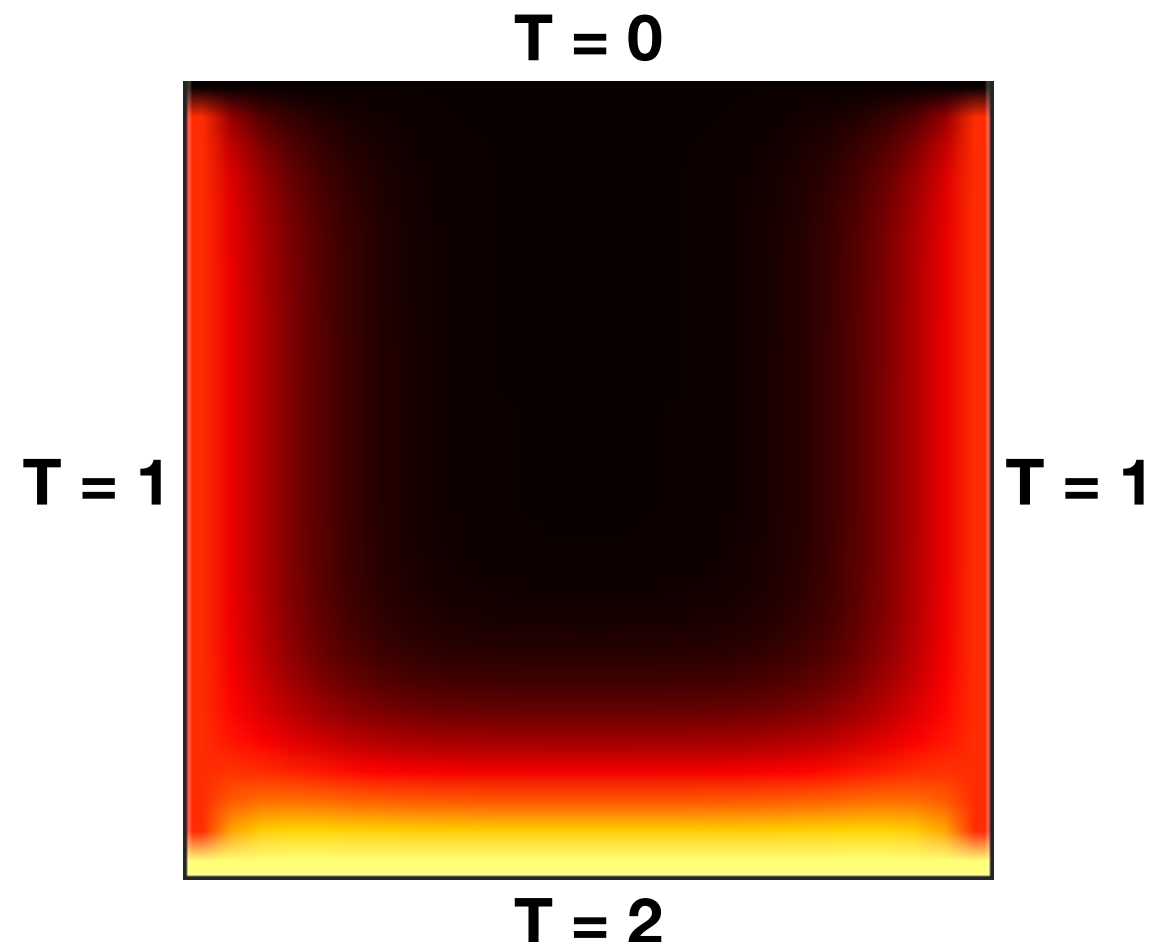
- MPI concepts: (Refer to lectures and documentation)
 - Define type (a Pixel type)
 - Send / Receive
 - Broadcast
 - Scatter / Gather

MPI Type

```
typedef struct {  
    int id;  
    double data[10];  
} buf_t; // Composite type  
buf_t item; // Element of the type  
  
MPI_Datatype buf_t_mpi; // MPI type to commit  
int block_lengths [] = { 1, 10 }; // Lengths of type elements  
MPI_Datatype block_types [] = { MPI_INT, MPI_DOUBLE }; //Set types  
MPI_Aint start, displ[2];  
  
MPI_Get_address( &item, &start );  
MPI_Get_address( &item.id, &displ[0] );  
MPI_Get_address( &item.data[0], &displ[1] );  
displ[0] -= start; // Displacement relative to address of start  
displ[1] -= start; // Displacement relative to address of start  
MPI_Type_create_struct( 2, block_lengths, displ,  
    block_types, &buf_t_mpi );  
MPI_Type_commit( &buf_t_mpi );
```

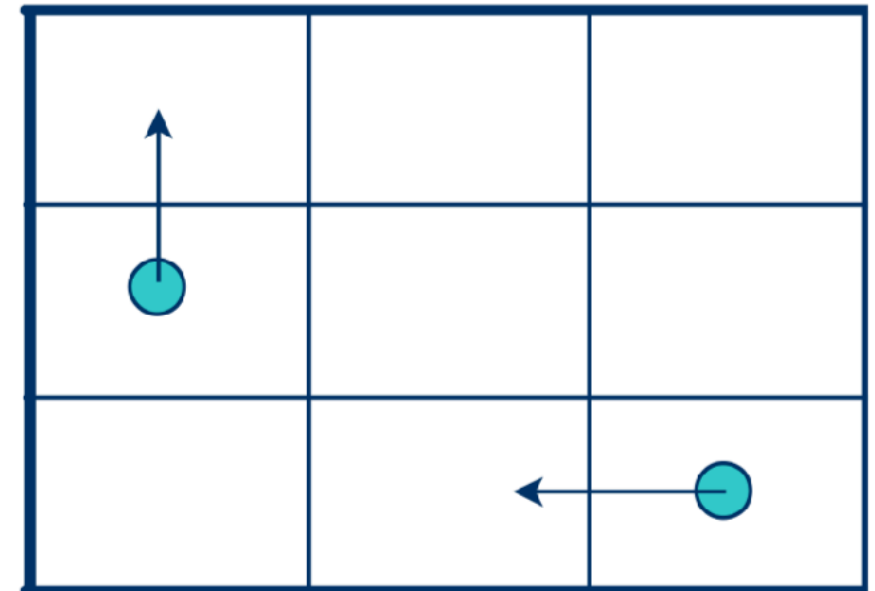
Lab 2: Heat solver

- **Problem:** Find stationary temperature distribution in a (NxN) square given some boundary temperature distribution
- **Solution:** Requires solving differential equation
 - Iterative Jacobi method
Detailed algorithm in Compendium
- Primary concerns:
 - Shared memory, OpenMP
(Refer to lectures)
 - Synchronize access
 - **$O(N)$ extra memory**



Miniproject

- Moving particles
- Validate the pressure law: $pV = nRT$ (how?)
- Dynamic interaction patterns:
of particles that fly across borders is not static.
- Approximations: when to check for collisions?
Your baseline sequential comparison needs to apply the same approximations!
- You need advanced domain decomposition.
Motivate your choice!
- Use debugging tools, tracing, software counters to convince yourselves that the approach is good



MPI Topologies (1)

```
int dims[2]; // 2D matrix / grid  
dims[0] = 2; // 2 rows  
dims[1] = 3; // 3 columns
```

```
MPI_Dims_create( nproc, 2, dims );  
int periods[2];  
periods[0] = 1; // Row-periodic  
periods[1] = 0; // Column-non-periodic  
int reorder = 1; // Re-order allowed
```

```
MPI_Comm grid_comm;  
MPI_Cart_create( MPI_COMM_WORLD, 2, dims, periods,  
                reorder, &grid_comm );
```

MPI Topologies (2)

```
int my_coords[2]; // Cartesian Process coordinates
int my_rank;      // Process rank
int right_nbr[2];
int right_nbr_rank;
```

```
MPI_Cart_get( grid_comm, 2, dims, periods, my_coords);
MPI_Cart_rank( grid_comm, my_coords, &my_rank);
```

```
right_nbr[0] = my_coords[0]+1;
right_nbr[1] = my_coords[1];
MPI_Cart_rank( grid_comm, right_nbr, &right_nbr_rank);
```

DDT

Arm DDT - Arm Forge 19.0.2

File Edit View Control Tools Window Help

Current Group: All Focus on current: ☒ Group ☐ Process ☐ Thread ☐ Step Threads Together

All 0 1 2 3 4 5 6 7 8 9

Create Group

Project Files

Search (Ctrl+K)

Application Code

- /
- Headers
- Sources
 - blurfilter.c
 - gaussw.c
 - get_gauss_weights(int n)
 - mpi_blur.c
 - ppmio.c
- External Code

mpi_blur.c X gaussw.c X

```
1  /* ... */
7  #include <math.h>
8
9  #define MAX_X 1.33
10 #define Pi 3.14159
11
12 /* Generate an array of weights for the gaussian filter. */
13 /* Input: n - number of weights to generate */
14 /* Output: weights_out - array of weights. The element [0]
15 /* should be used for the central pixel, elements [1..n] *
16 /* should be used for the pixels on a distance [1..n] */
17 void get_gauss_weights(int n, double* weights_out) {
18     double x;
19     int i;
```

Locals

Name	Value
argc	4
argv	0x7ffc835dda68
my_id	9
np	10
com	1140850688
info	
colmax	0
src	0x49656e69756e6547
w	

Input/Output Breakpoints Watchpoints Stacks (All) Tracepoints Tracepoint Output Logbook

Input/Output

Has read the image: 3000 x 3000, generating coefficients
After first step: 25.5378 secs

Note: Arm DDT can only send input to the srtn process with this MPI implementation

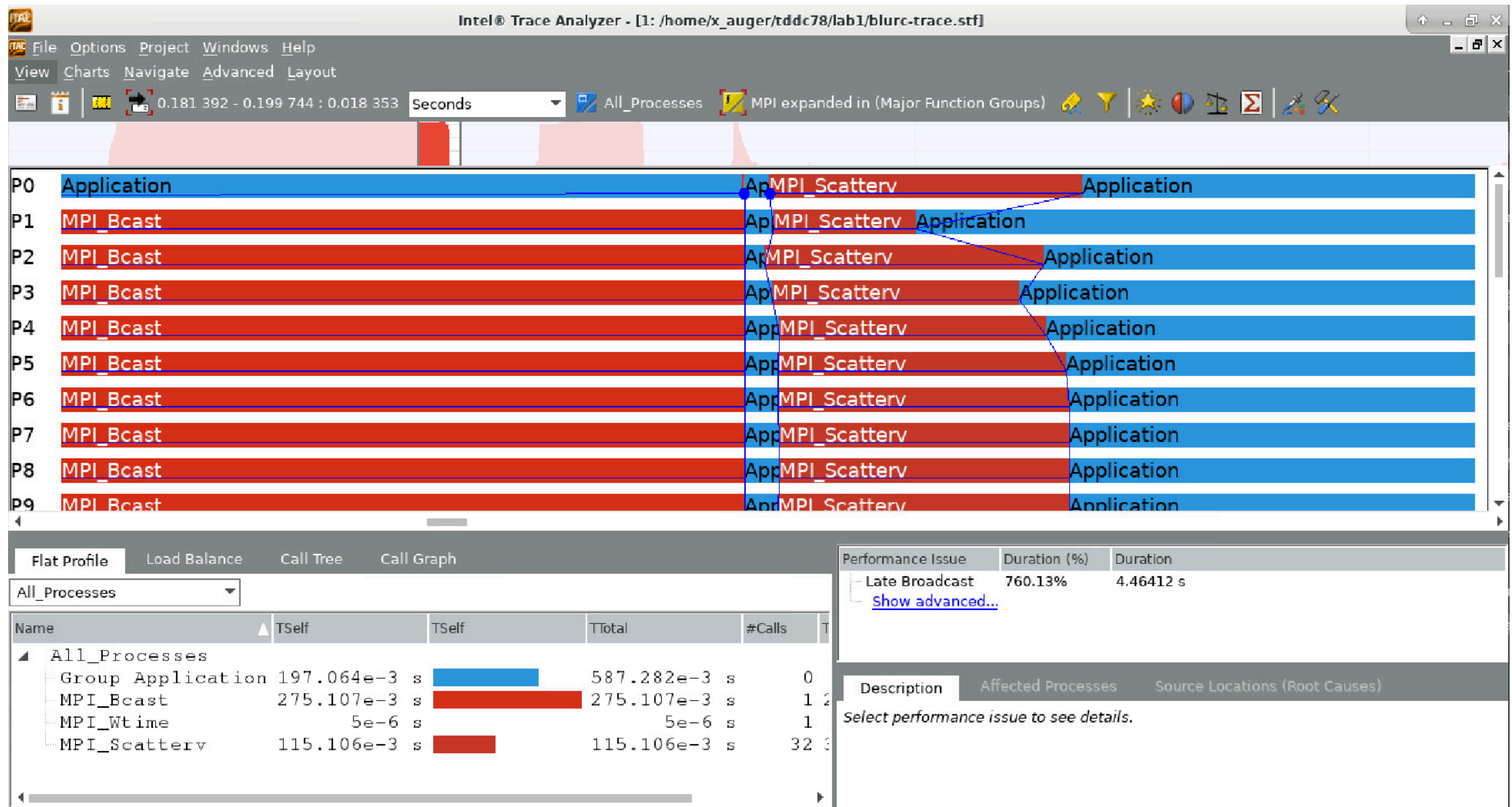
Type here ('Enter' to send): More

Evaluate

Name	Value
------	-------

Ready

ITAC



How much parallelism?

- Always measure parallel code on 1 thread/process
 - Reference for speedup
 - Note: Not the same as measuring sequential code!
- Then measure on at least "powers of 2" threads/procs.
 - 1, 2, 4, 8, 16, ...
 - Shared memory: Up to all the available processor cores
 - Distributed memory: Up to at least 2 nodes, at most 4 nodes

Questions?