# TDDE65 Lab Series Intro

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#### Staff

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## Lab Groups

- Two main groups: **A** and **B** 
  - Different schedule slots
  - Divided into further groups A1, A2, B1, B2
- Subgroups of two students. Work in pairs
- Each session will be attended by both assistants
- Send reports to your assigned assistant

### 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	
Торіс	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	
Scheduled time	4 hours	4 hours	4 hours	6 hours	
Soft Deadline	22/4 A 16/4 B	30/4 A 29/4 B	9/5 A 7/5 B	21/5 A 21/5 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
- 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 "TDDE65: Report" (write LiU IDs and WebReg group number in email and document)

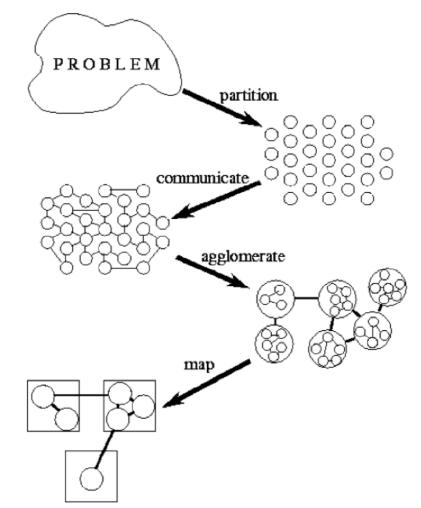
#### Information Resources

- Lab compendium
- Source files
- NSC + TDDE65 lecture, lesson slides
- NSC website + other online resources (e.g. MPI docs)
- Quick reference sheet (handout)

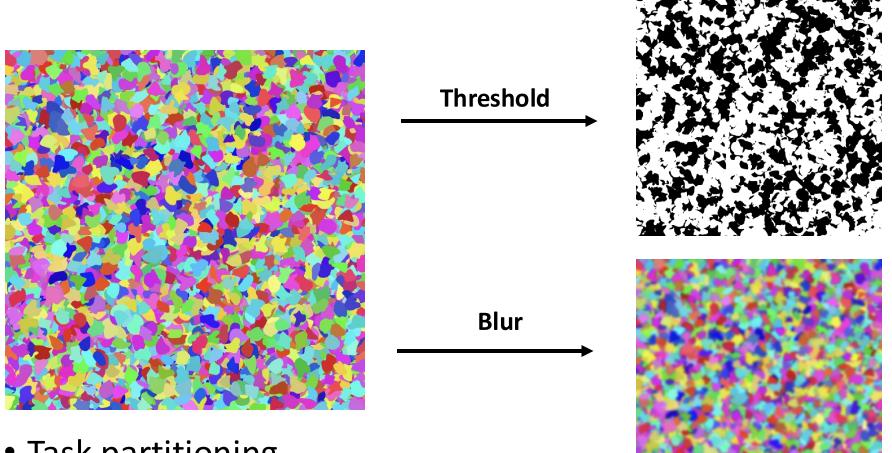
# Assignments

### "PCAM " Model

- Partitioning
  - Domain decomposition
  - Functional decomposition
- **C**ommunication + synchronization
- Agglomeration
- Mapping + Load balancing



#### Lab 1: Image filters



- Task partitioning
- Consider different approaches

#### Lab 1a: 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 1a: 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 1b: 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];
```

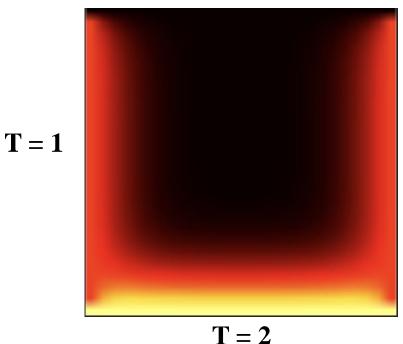
```
MPI_Get_address( &item, &start );
MPI_Get_address( &item.id, &displ[0] );
MPI_Get_address( &item.data[0], &displ[1] );
displ[0] -= start; // Displacement relative to address of start
displ[1] -= start; // Displacement relative to address of start
```

```
MPI_Type_create_struct( 2, block_lengths, displ, block_types, &buf_t_mpi );
MPI_Type_commit( &buf_t_mpi );
```

### Lab 2: Heat Propagation

- **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

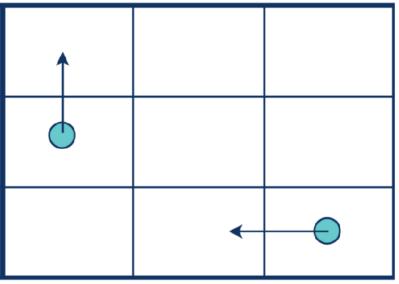
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# Miniproject

- 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 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

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#### ITAC

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#### 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?