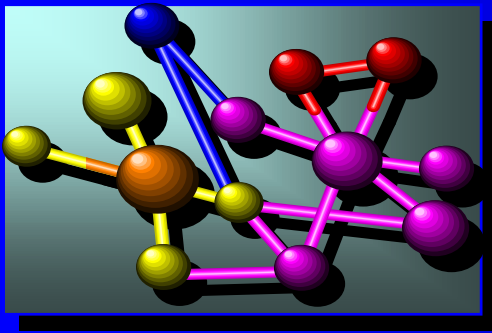


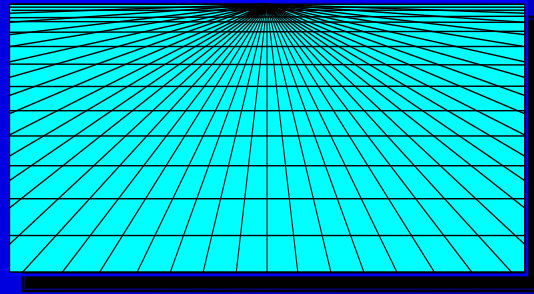
Need of more Computing Power: Grand Challenge

~~Applications~~

Solving technology problems using
computer *modeling, simulation and analysis*



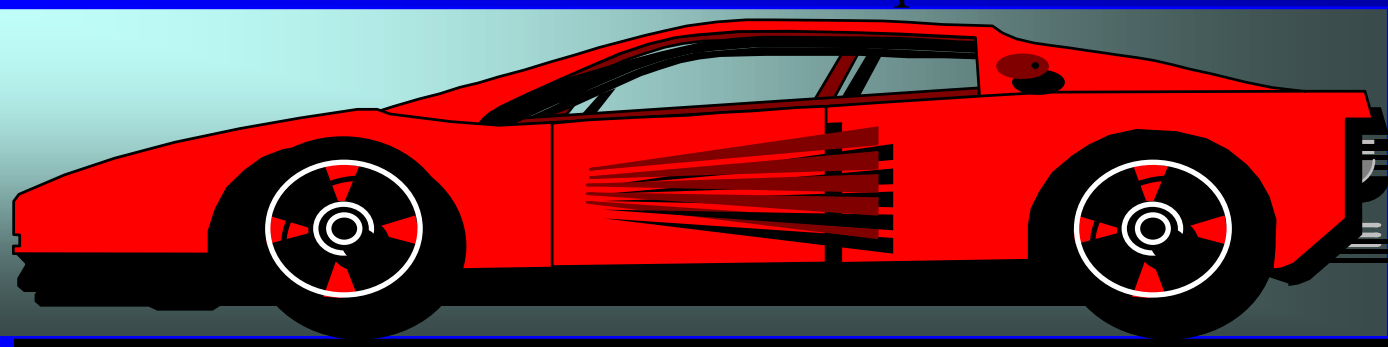
Life Sciences



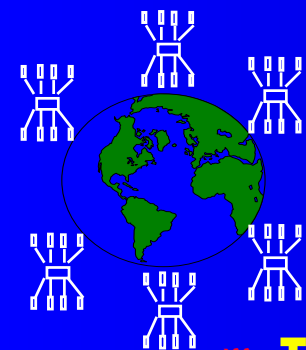
Aerospace



Geographic
Information
Systems



Mechanical Design & Analysis (CAD/CAM)



How to Run App. Faster ?

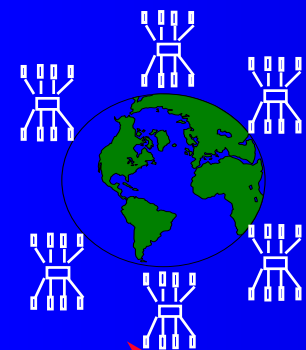
⇒ **There are 3 ways to improve performance:**

- 1. Work Harder
- 2. Work Smarter
- 3. Get Help

⇒ **Computer Analogy**

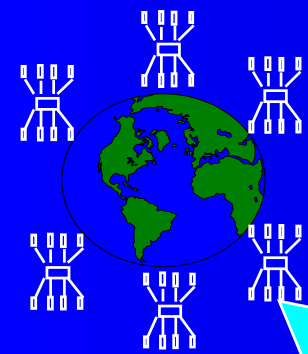
- 1. Use faster hardware: e.g. reduce the time per instruction (clock cycle).
- 2. Optimized algorithms and techniques
- 3. Multiple computers to solve problem: That is, increase no. of instructions executed per clock cycle.

Sequential Architecture Limitations



- Sequential architectures reaching physical limitation (speed of light, thermodynamics)
- Hardware improvements like **pipelining, Superscalar, etc., are non-scalable and requires sophisticated Compiler Technology.**
- **Vector Processing works well for certain kind of problems.**

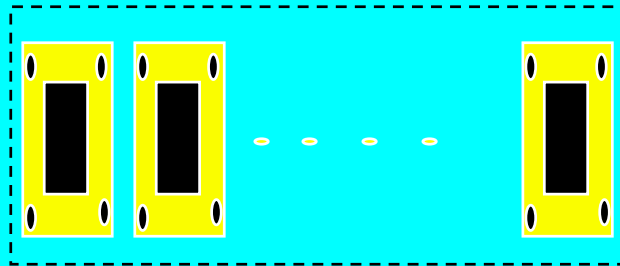
Computational Power Improvement



C.P.I.

Uniprocessor

Multiprocessor

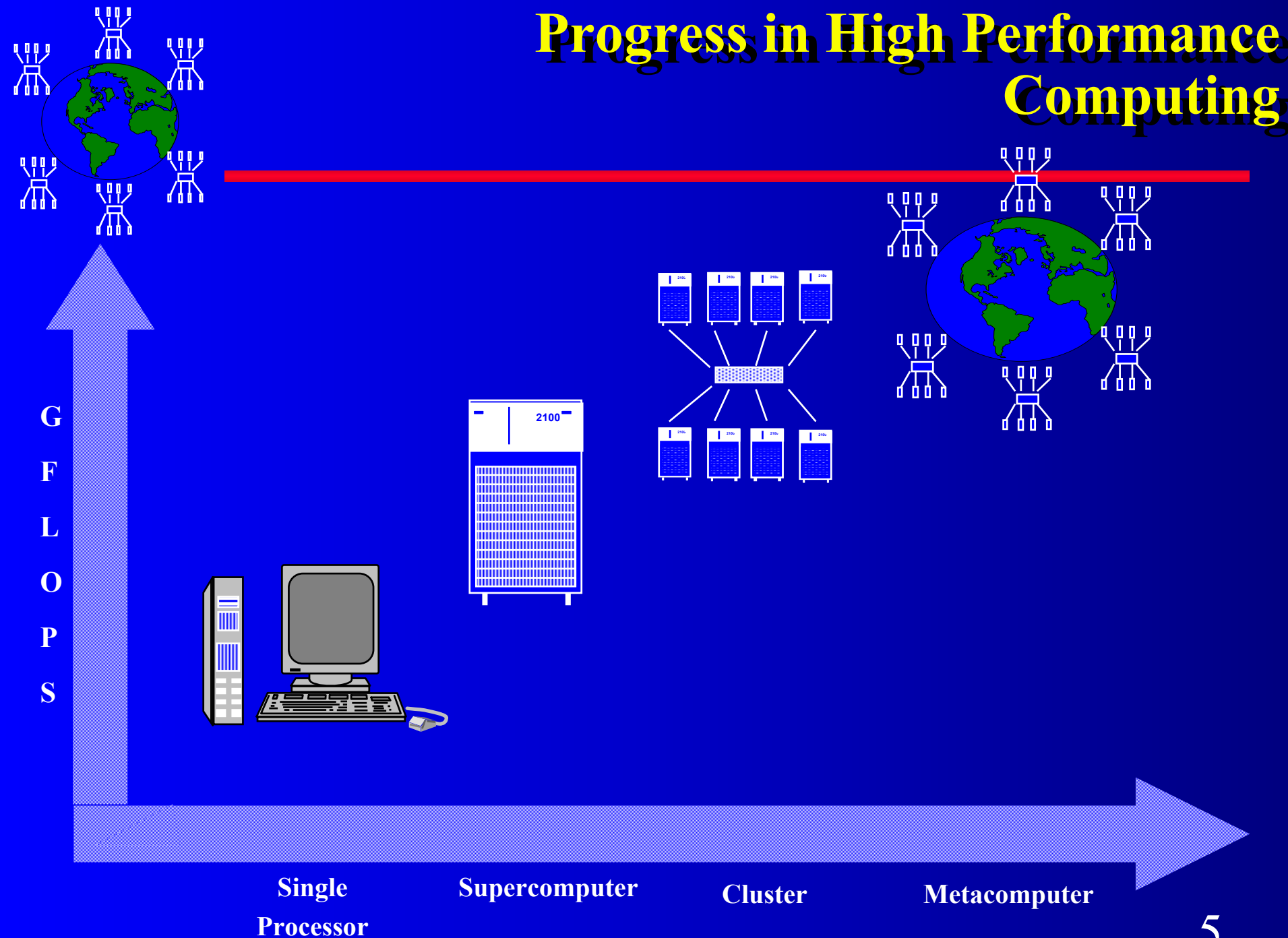


1

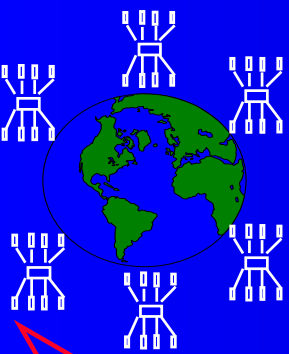
2

No. of Processors

Progress in High Performance Computing

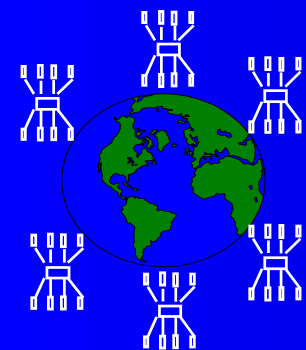


Why Parallel Processing NOW?



➤ The Tech. of PP is mature and can be exploited commercially; **significant** R & D work on development of tools & environment.

➤ **Significant** development in Networking technology is paving a way for heterogeneous **computing**.



Taxonomy of Architectures



Simple classification by Flynn:

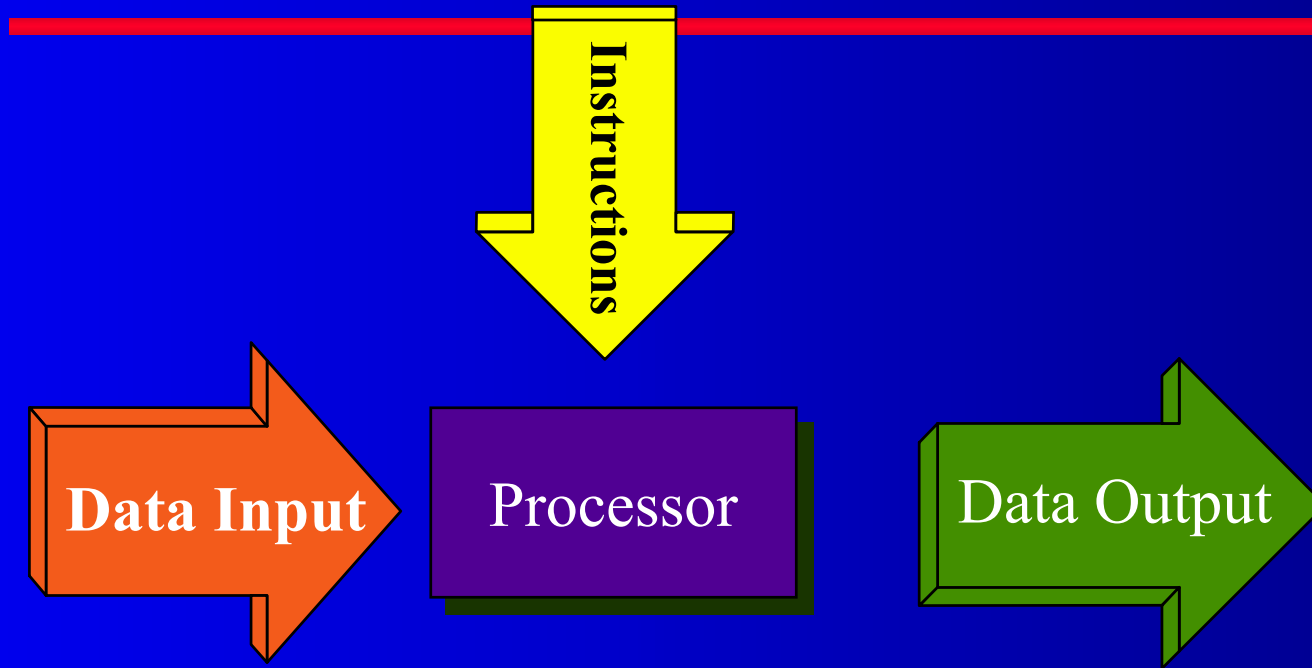
(No. of instruction and data streams)

- ③ **SISD** - conventional
- ③ **SIMD** - data parallel, vector computing
- ③ **MISD** - systolic arrays
- ③ **MIMD** - very general, multiple approaches.



Current focus is on MIMD model, using general purpose processors or multicomputers.

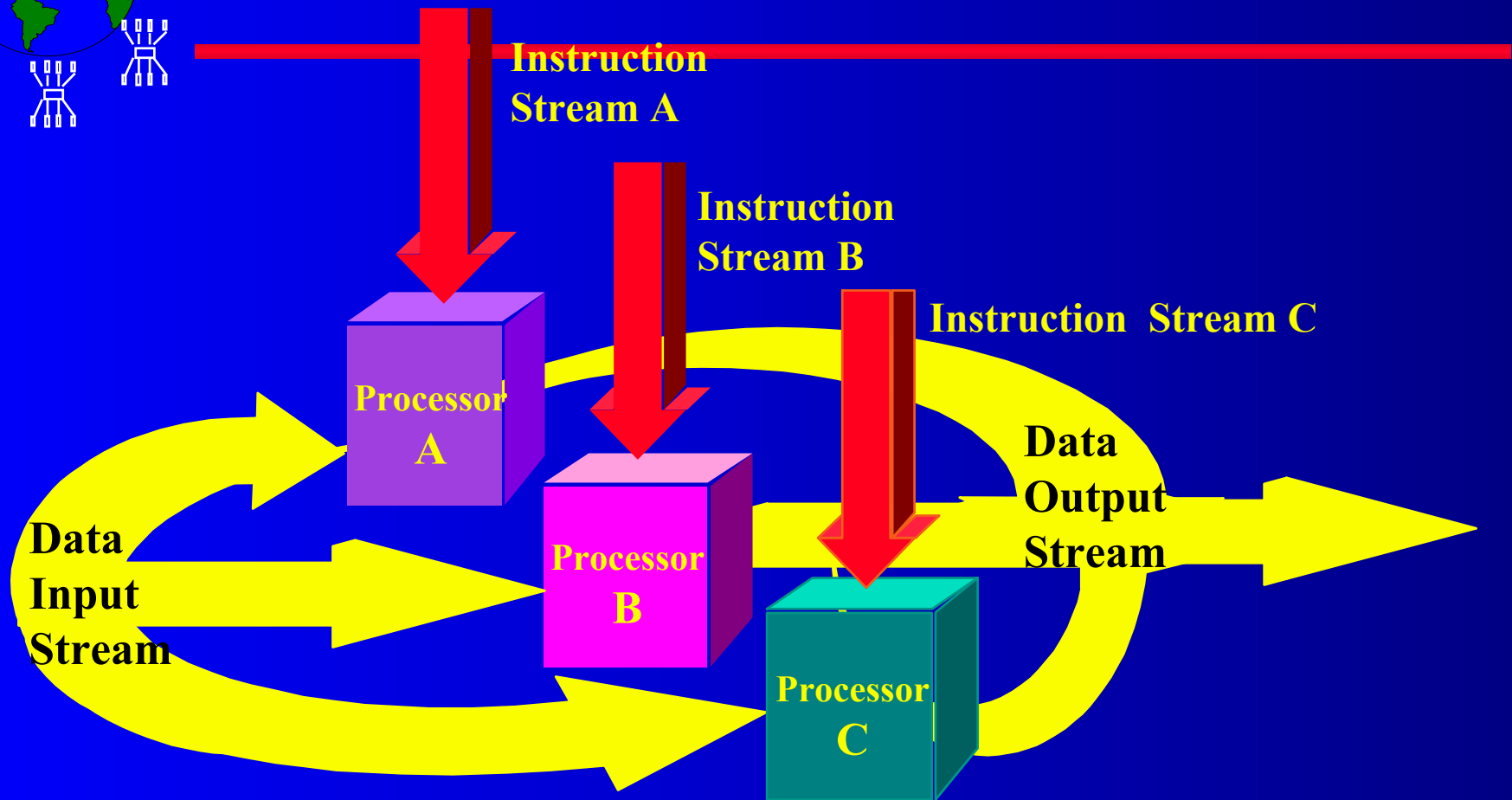
SISD : A Conventional Computer



→ **Speed is limited by the rate at which computer can transfer information internally.**

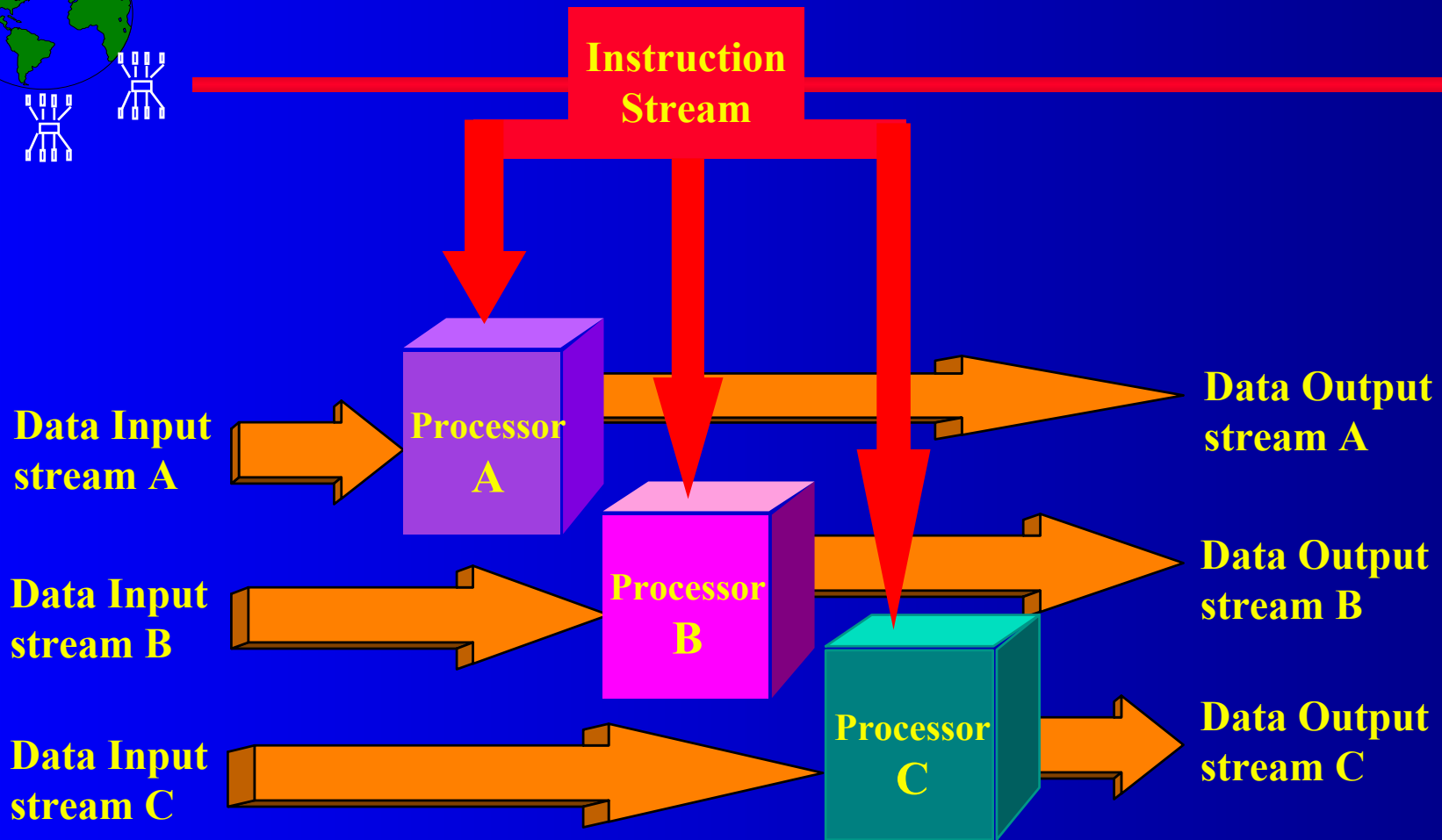
Ex: PC, Macintosh, Workstations

The MISD Architecture



→ More of an intellectual exercise than a practical configuration.
Few built, but commercially not available

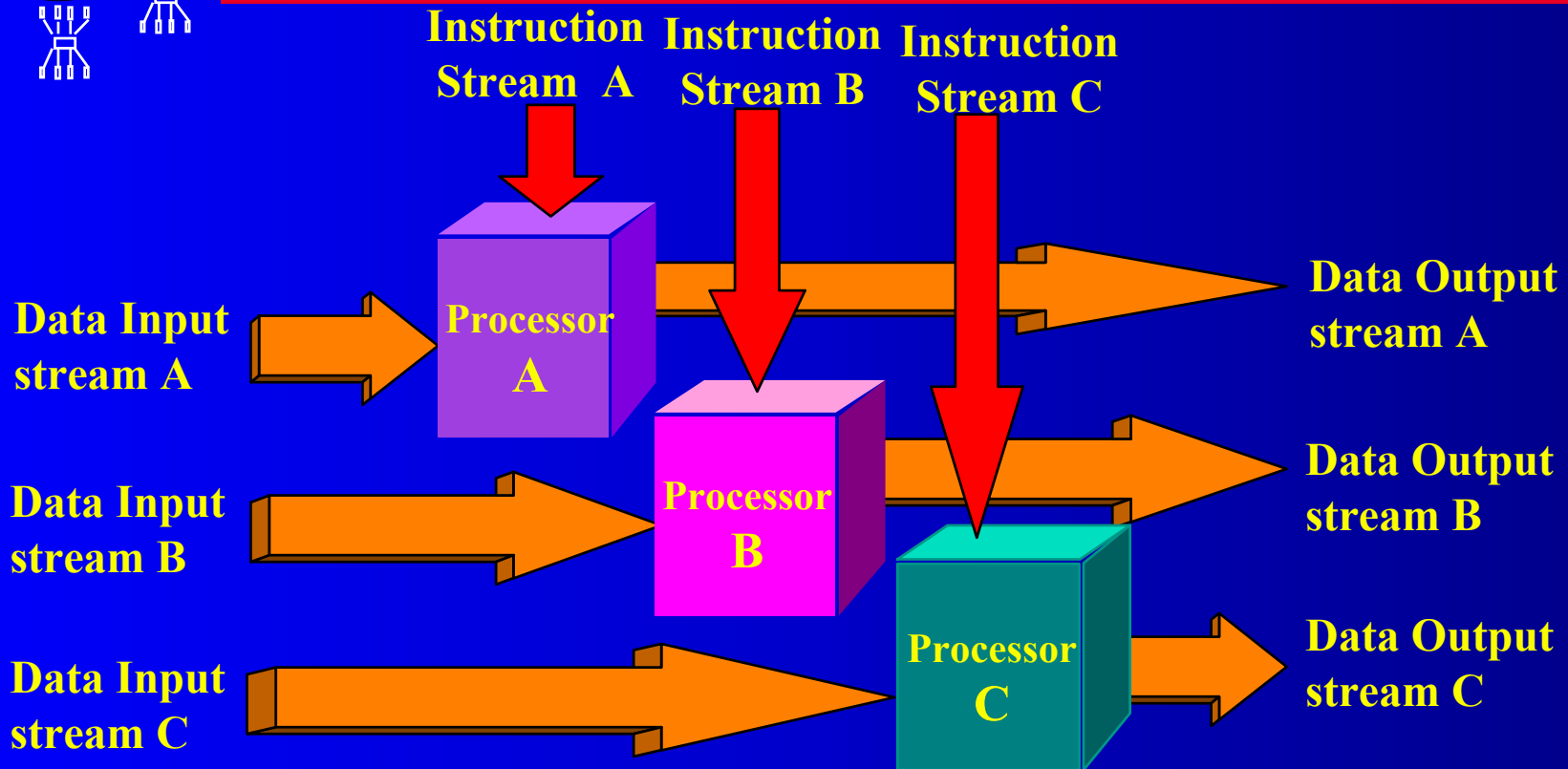
SIMD Architecture



$$C_i \leq A_i * B_i$$

Ex: CRAY machine vector processing, Thinking machine cm*

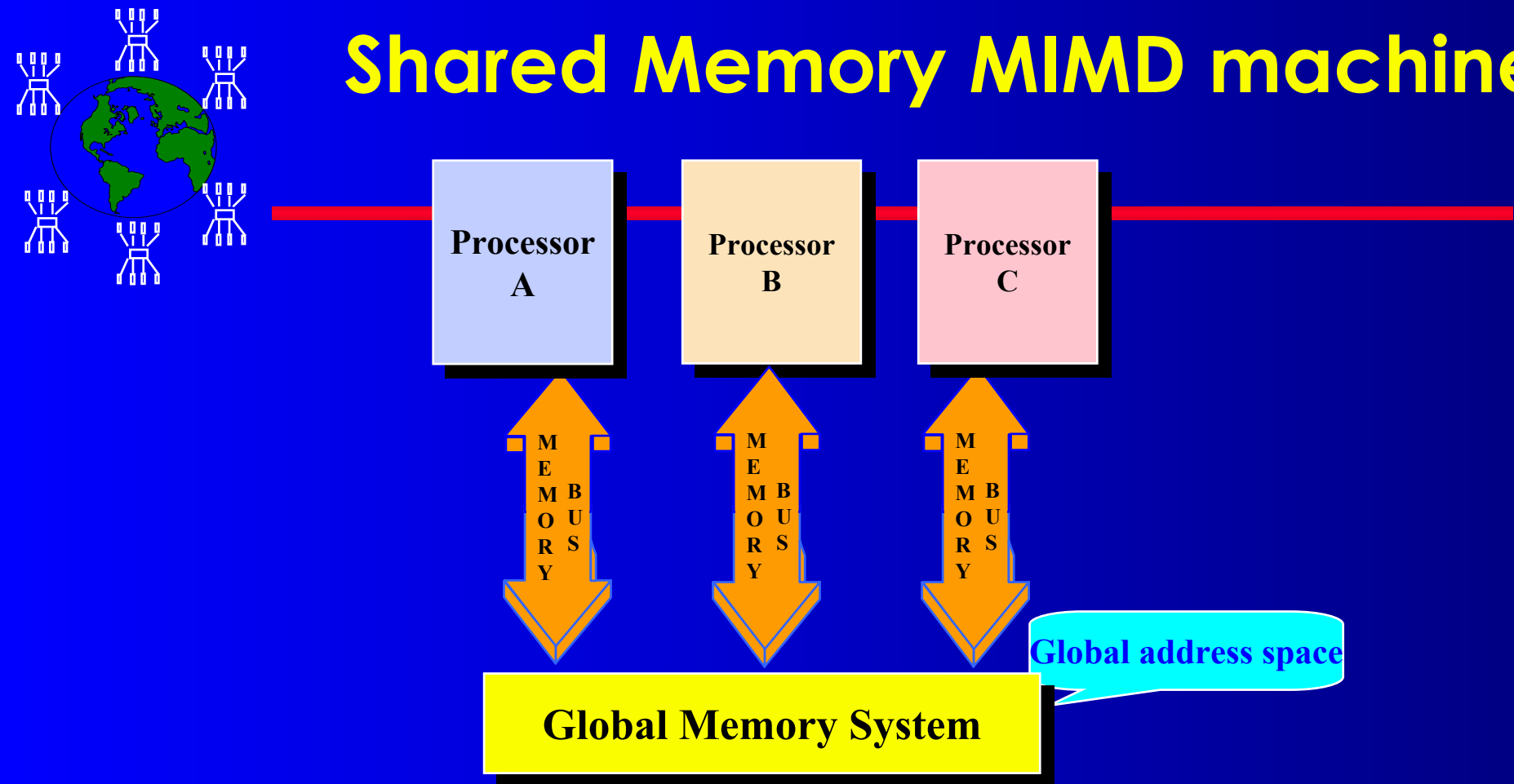
MIMD Architecture



MIMD computer works asynchronously.

- Shared memory (tightly coupled) MIMD
- Distributed memory (loosely coupled) MIMD

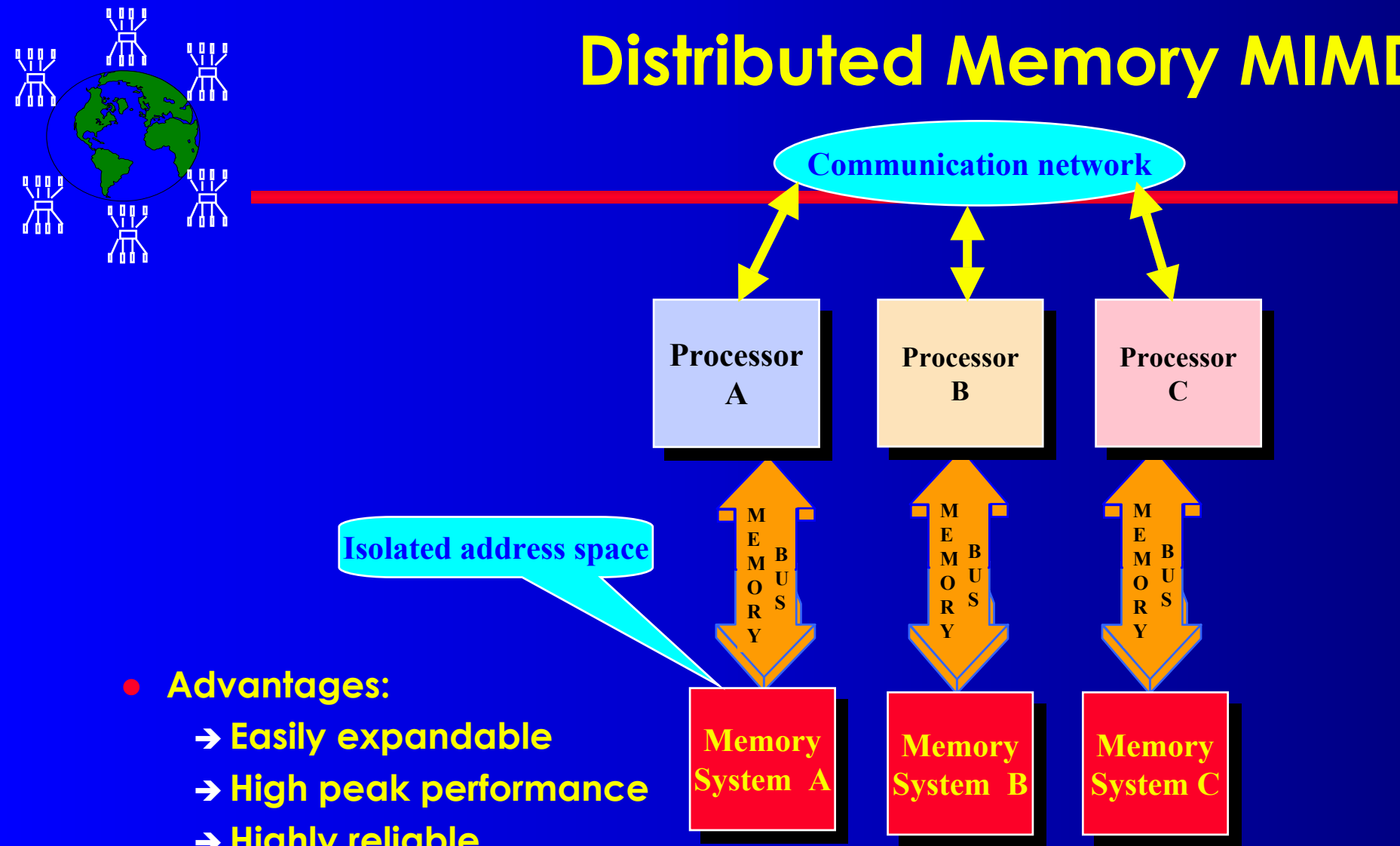
Shared Memory MIMD machine



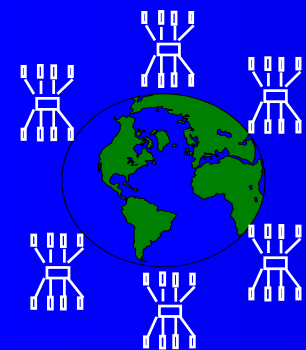
Comm: Source PE writes data to GM & destination retrieves it

- Easy to program
- High sustained performance
- Limitation 1 : Increase of processors leads to memory contention.
- Limitation 2 : reliability & expandability. A memory component or any processor failure affects the whole system.

Distributed Memory MIMD

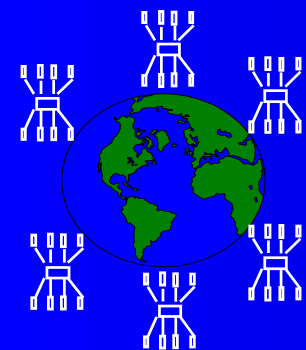


- **Advantages:**
 - Easily expandable
 - High peak performance
 - Highly reliable
- **Drawbacks:**
 - difficult load balancing, mapping
 - communication is more costly



Main HPC Architectures

- ⌘ **SISD** - mainframes, workstations, PCs.
- ⌘ **SIMD Shared Memory** - Vector machines, Cray...
- ⌘ **MIMD Shared Memory** - Sequent, KSR, Tera, SGI, SUN.
- ⌘ **SIMD Distributed Memory** - DAP, TMC CM-2...
- ⌘ **MIMD Distributed Memory** - Cray T3D, Intel, Transputers, TMC CM-5, plus recent workstation clusters (IBM SP2, DEC, Sun, HP).



Main HPC Architectures

NOTE: Modern sequential machines are not purely SISD - advanced RISC processors use many concepts from

- vector and parallel architectures (pipelining, parallel execution of instructions, prefetching of data, etc) in order to achieve one or more arithmetic operations per clock cycle.