

# Parallel Computing and Crystallography

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# Overview

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- ❑ **Fine-Grained Parallelism**
- ❑ **Coarse-Grained Parallelism**
- ❑ **Medium-Grained Parallelism**
- ❑ **NOWs**
- ❑ **Examples of Machines**
- ❑ **Master/Workers Model**
- ❑ **Applications to Crystallography**

# Fine-Grained Machines

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- ❑ **Tens of thousands of Processors**

- ❑ **Processors**

  - ◆ *Slow (bit serial)*

  - ◆ *Small (K bits of RAM)*

- ❑ **Distributed Memory**

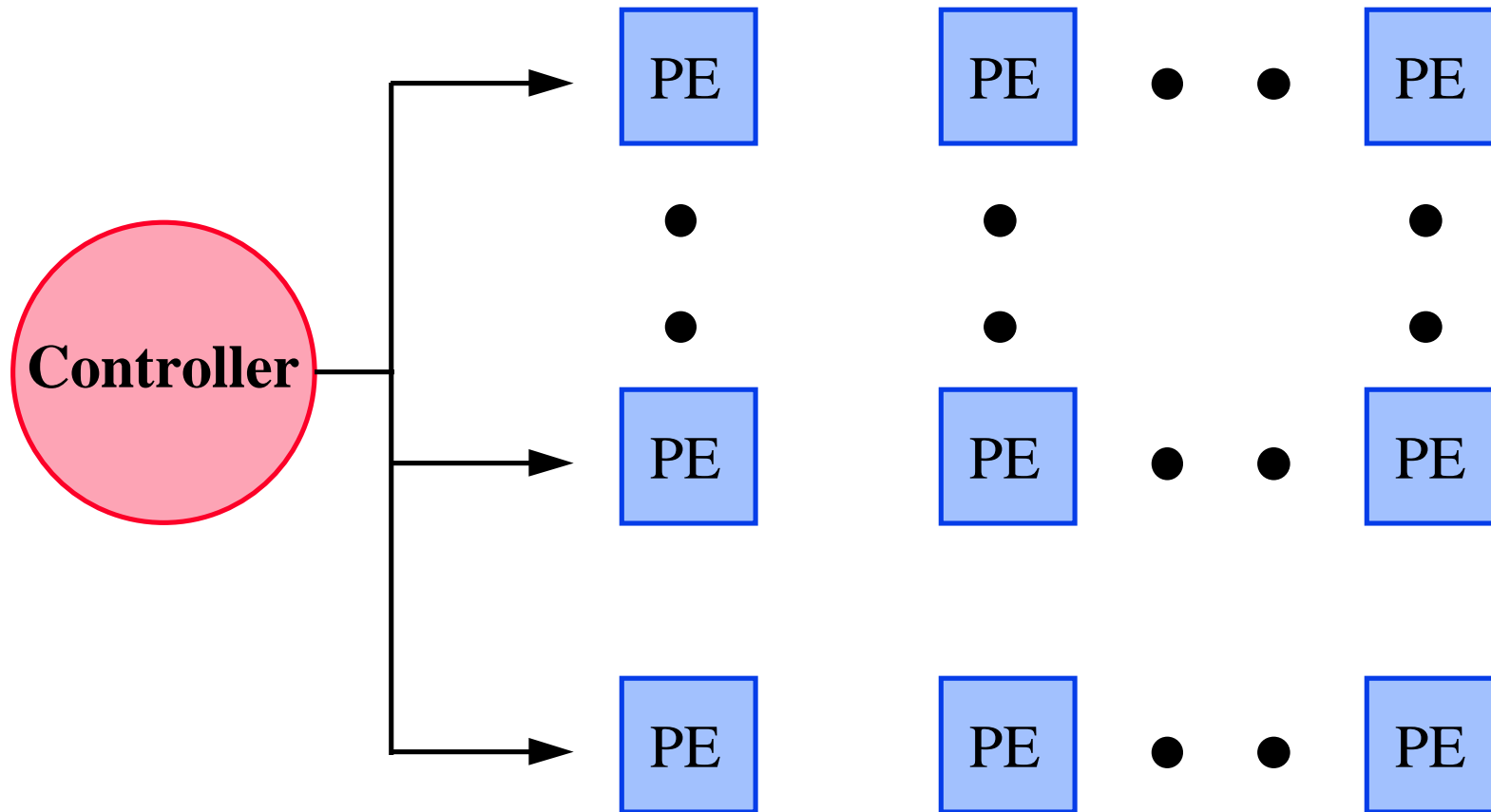
- ❑ **Interconnection Networks**

- ❑ **Message Passing**

- ❑ **Single Instruction Multiple Data (SIMD)**

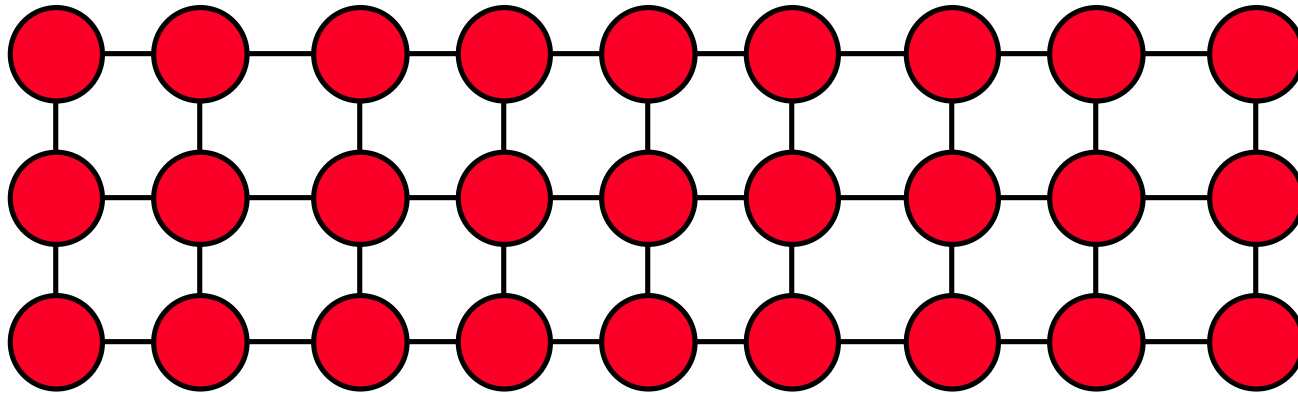
# The SIMD Model

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# Sample Meshes

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- ❑ **Massively Parallel Processor (MPP)**
- ❑ **TMC CM-2 (Connection Machine)**
- ❑ **CLIP4 & DAP**
- ❑ **MasPar MP-2**

# MasPar MP-1

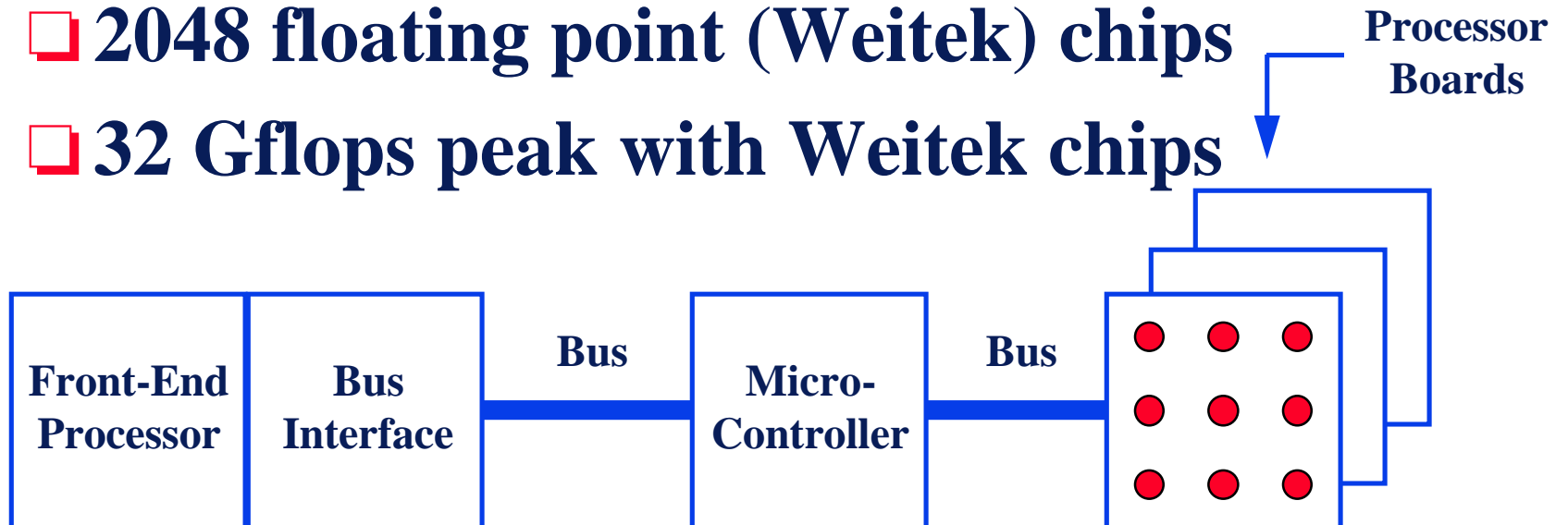
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- ❑ **Maximum of 16,384 PEs**
- ❑ **PEs contain a 4-bit ALU**
- ❑ **Peak Performance**
  - ◆ *1.3 GFLOPS or*
  - ◆ *200 GIPS (8-bit integer)*
- ❑ **128×128 array (8-connected)**
- ❑ **Multistage router**

# The Connection Machine CM-2

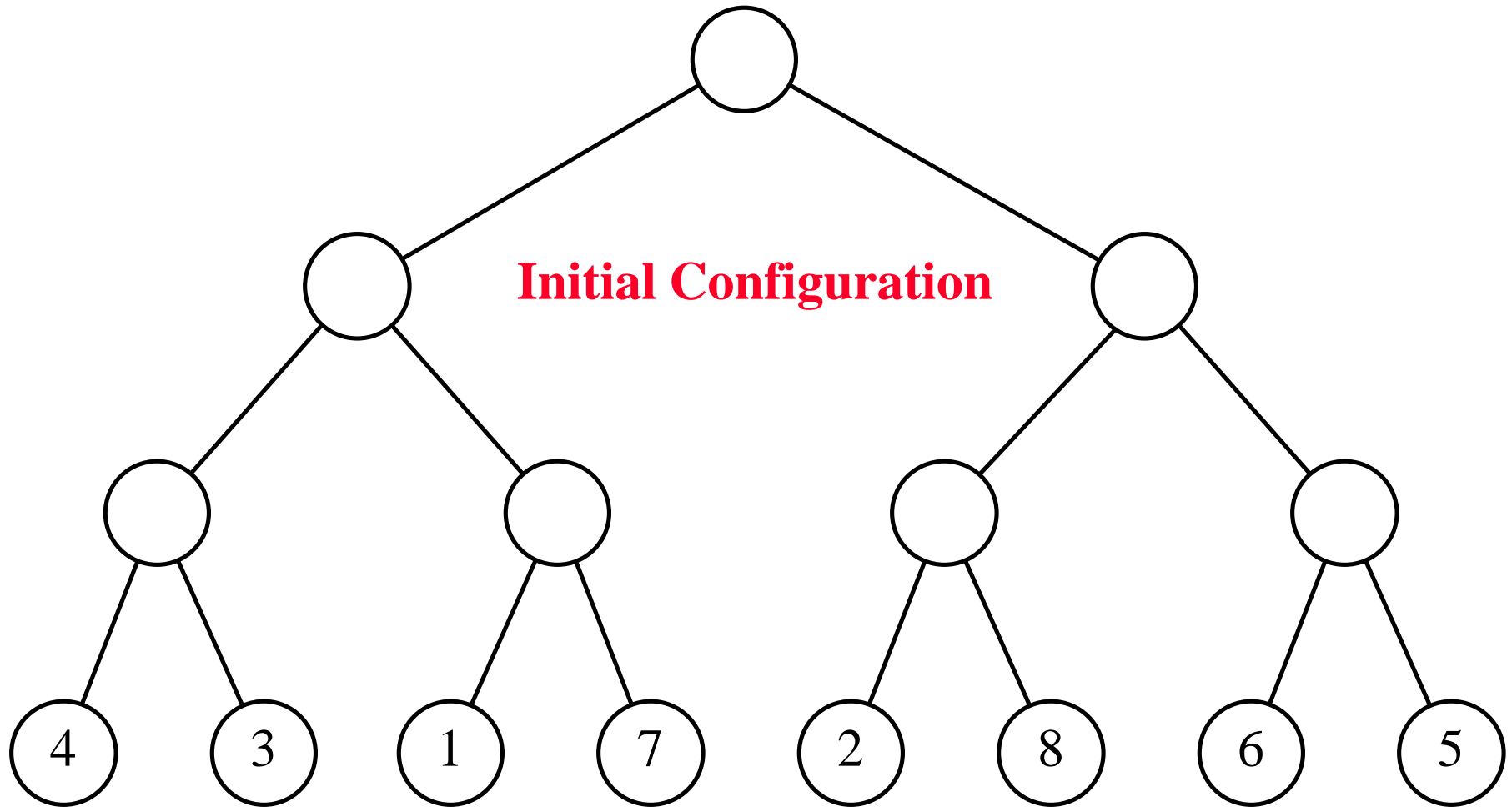
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- ❑ 65,536 1-bit processors
- ❑ 12-cube of 4×4 meshes
- ❑ 8K bytes of RAM per PE
- ❑ 2048 floating point (Weitek) chips
- ❑ 32 Gflops peak with Weitek chips



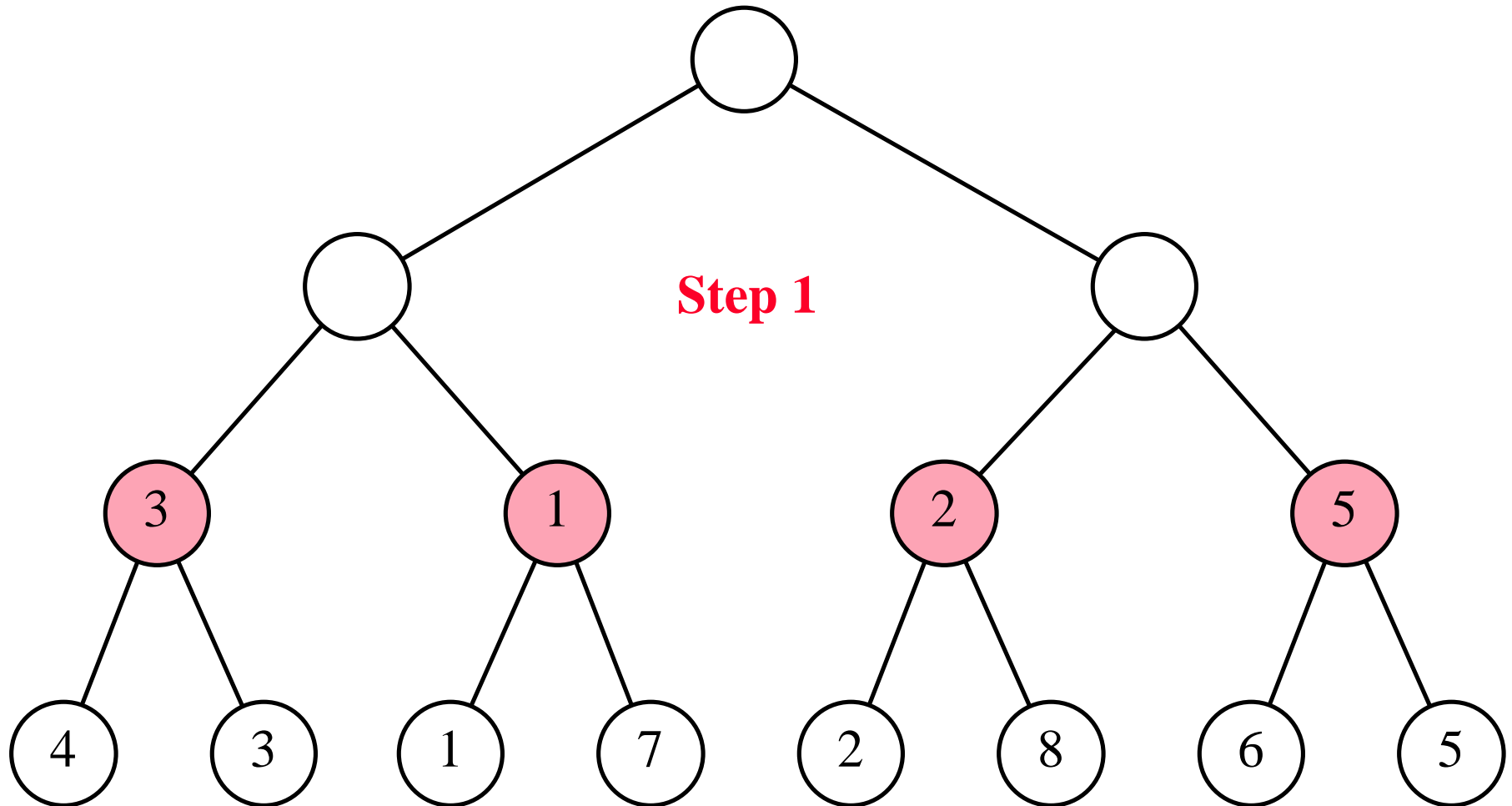
# Computing Min on a Tree Machine

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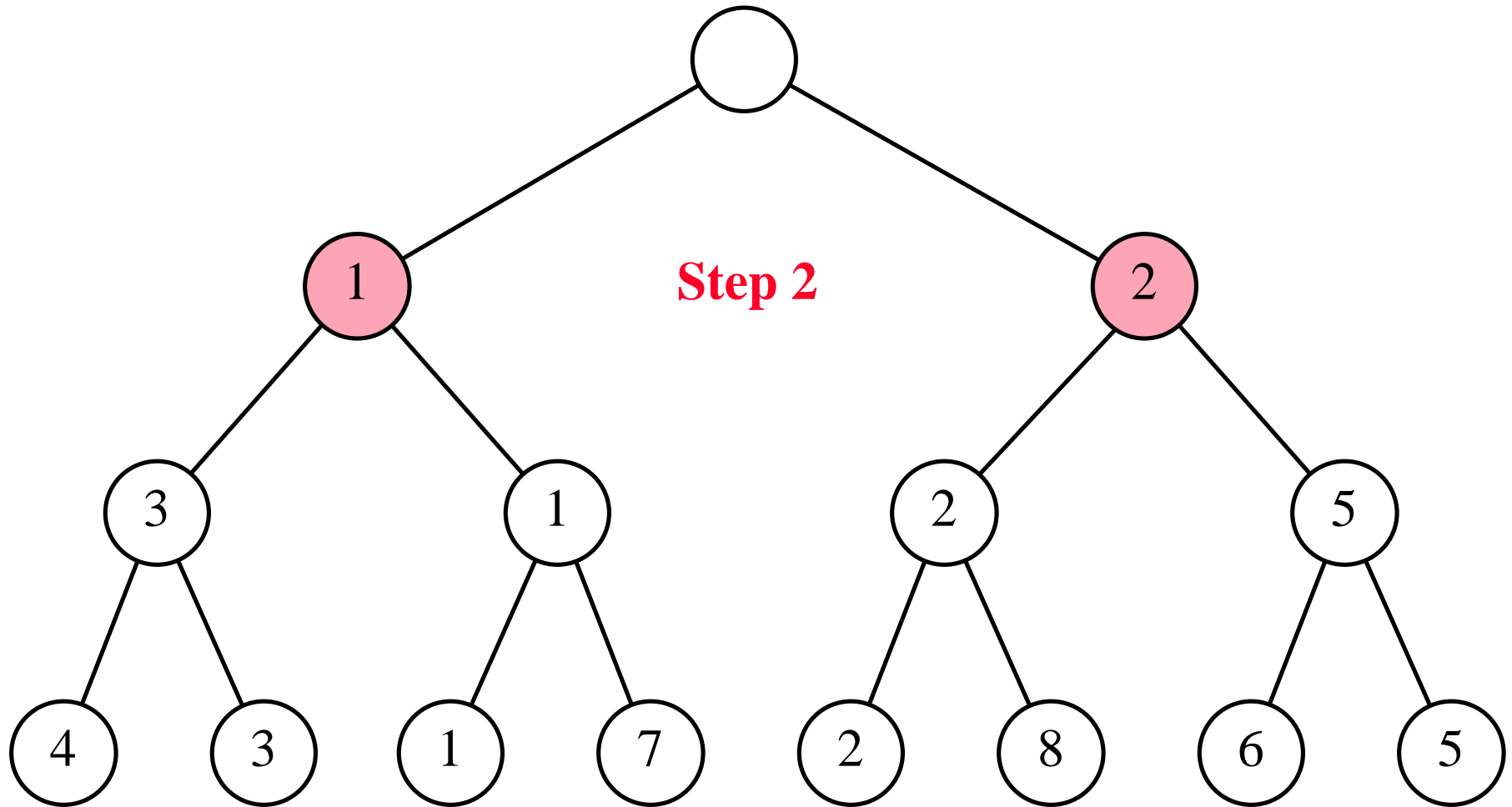
# Computing Min on a Tree Machine

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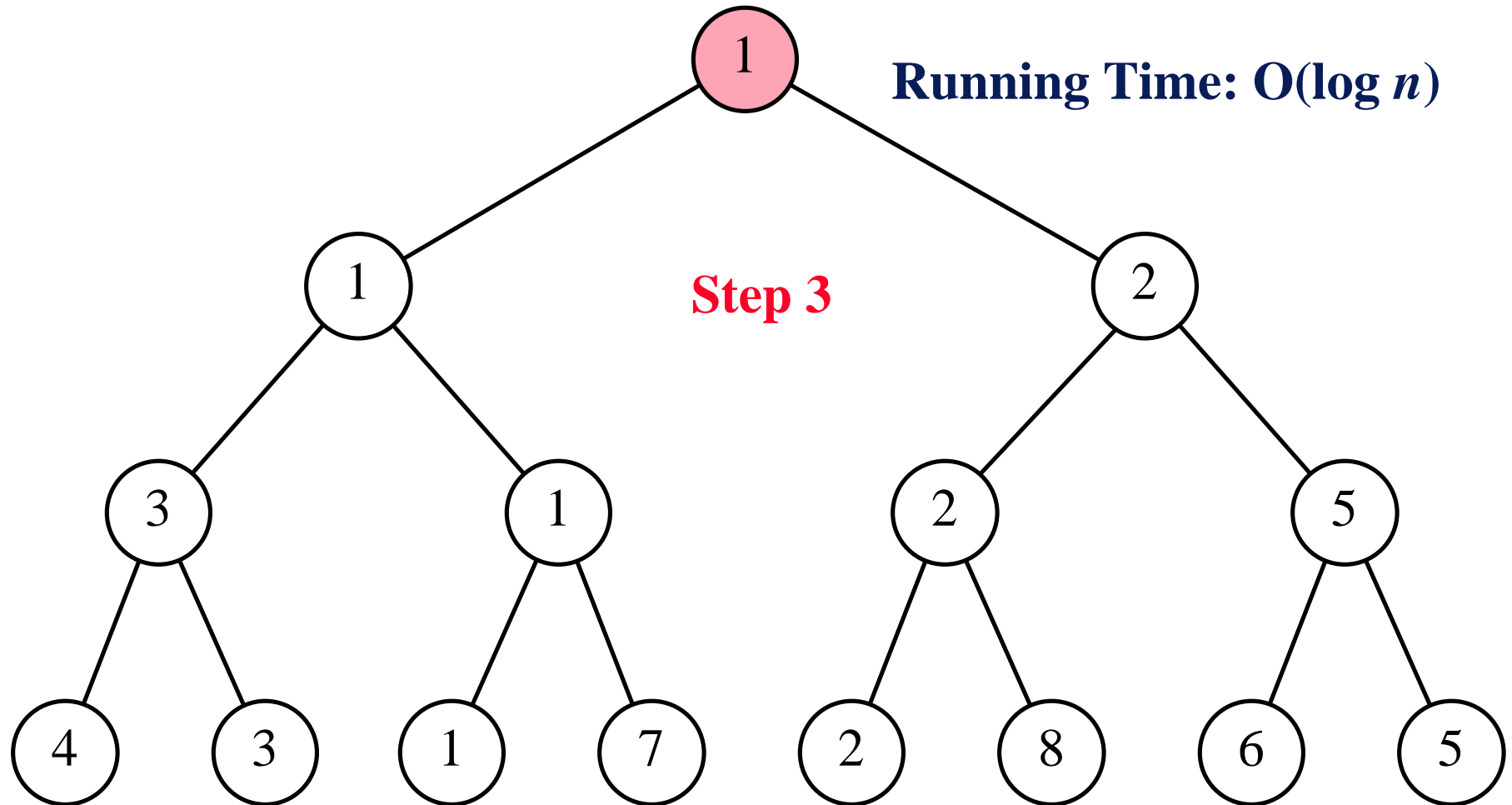
# Computing Min on a Tree Machine

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# Computing Min on a Tree Machine

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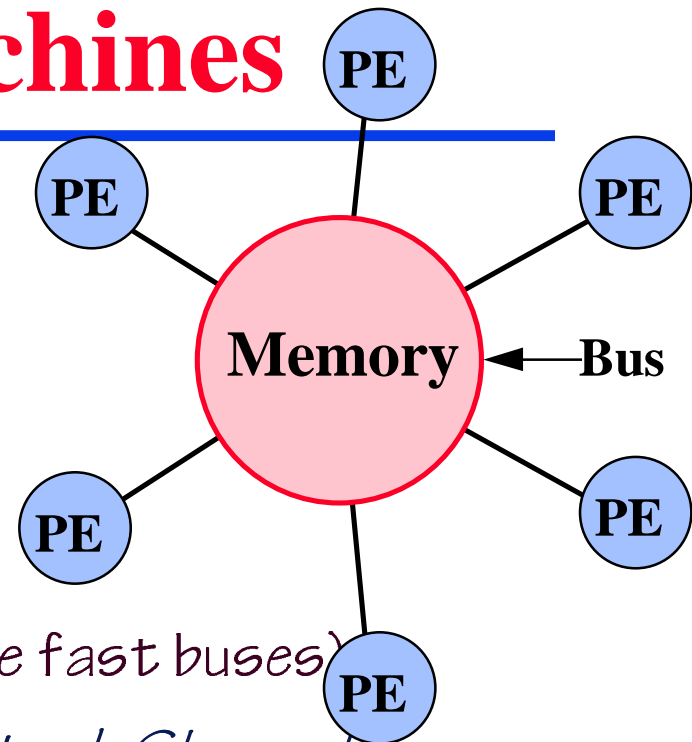
# Coarse-Grained Machines

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## □ Typical Configurations

- ◆ Hundreds of Processors
- ◆ Processors
  - Powerful (fast CPUs)
  - Large (cache, vectors, multiple fast buses)
- ◆ Memory: *Shared or Distributed-Shared*
- ◆ Multiple Instruction Multiple Data (MIMD)

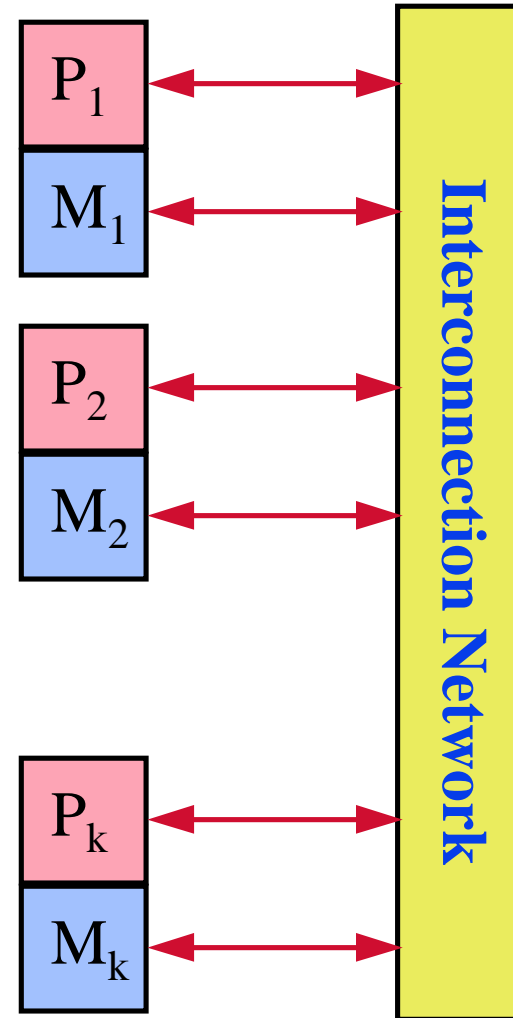
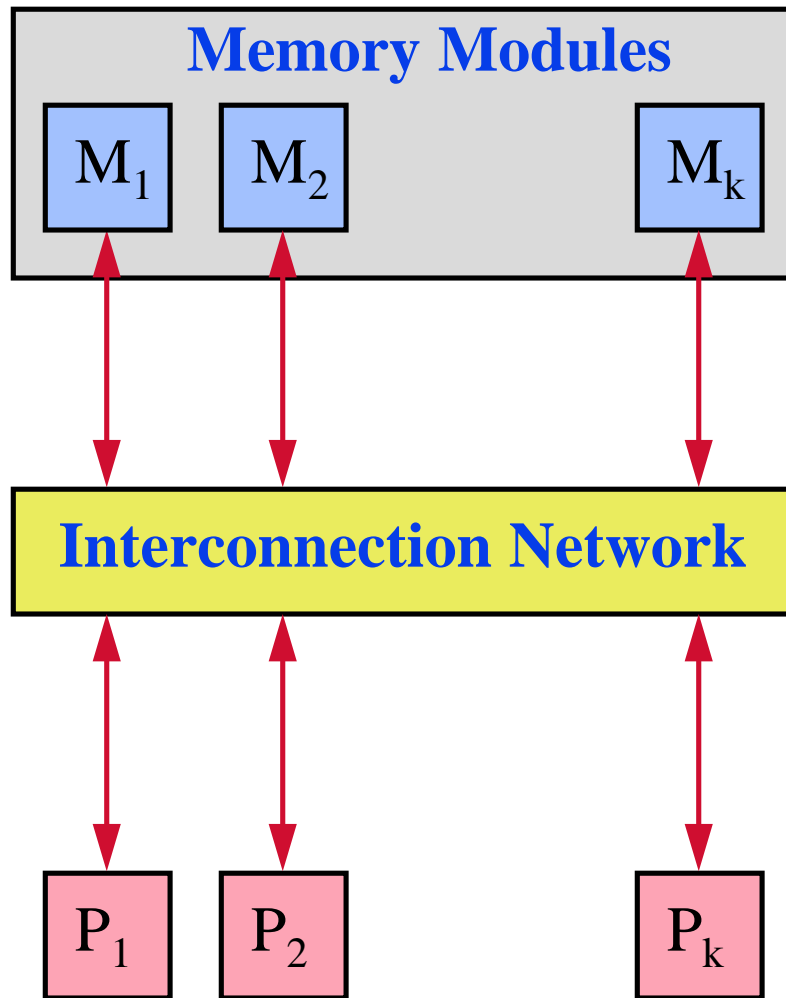
## □ Examples: HP-Convex & SGI/CRAY



# UMA

vs.

# NUMA



# Coarse-Grained Examples

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## ❑ SGI Origin 2000:

- ◆ PEs (MIPS R10000): Max of 128
- ◆ Peak Performance: 49 Gflops
- ◆ Memory: Max of 256 GBytes
- ◆ Crossbar switches for interconnect

## ❑ HP/Convex Exemplar:

- ◆ PEs (HP PA-RISC 8000): Max of 64
- ◆ Peak Performance: 46 Gflops
- ◆ Memory: Max of 64 GBytes
- ◆ Distributed crossbar switches for interconnect

# Medium-Grained Machines

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## □ Typical Configurations

- ◆ Thousands of processors
- ◆ Processors have power between coarse- and fine-grained
- ◆ Investigating shared vs. distributed memory

## □ Traditionally: Research Machines

## □ Single Code Multiple Data (SCMD)

# Medium-Grained Example

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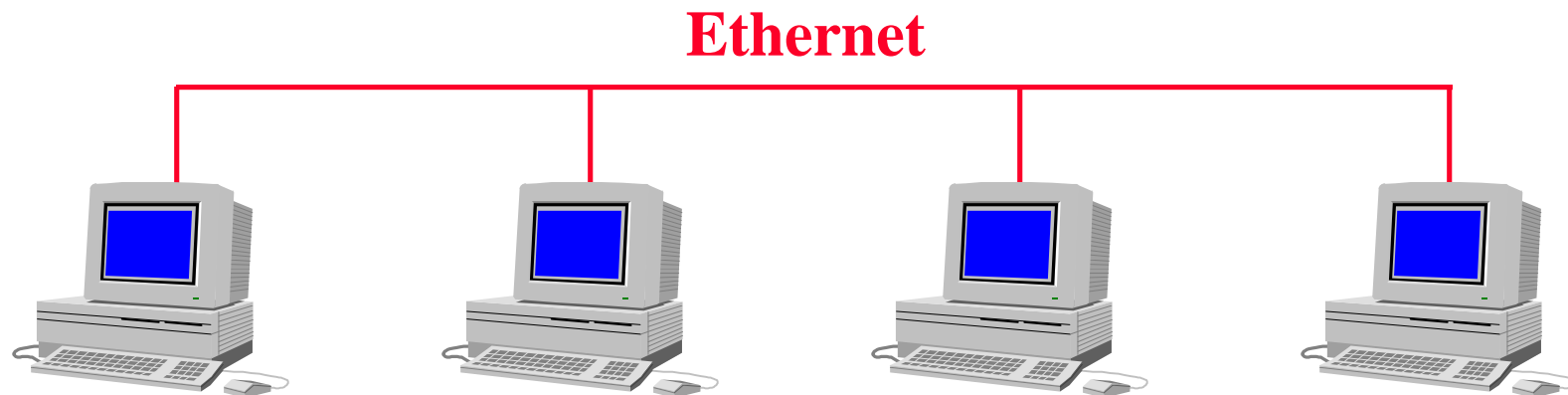
## □ CRAY T3E

- ◆ Processors
  - DEC Alpha EV5 (600 MFLOPS peak)
  - Max of 2048
- ◆ Peak Performance: 1.2 TFLOPS
- ◆ 3-D torus
- ◆ Memory: 64 MB - 2 GB per processor

# NOWs: Networks of Workstations

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- ❑ Exploit inexpensive Workstations/PCs
- ❑ Commodity network
- ❑ PVM/MPI
- ❑ Condor: “steal” background cycles



# NSF Supercomputing Centers: I

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- ❑ **Cornell Theory Center (CTC)**

- ◆ IBM SP-2

- ❑ **National Center for Supercomputing Applications (NCSA)**

- ◆ HP-Convex Exemplar

- ◆ SGI/CRAY Origin 2000

- ◆ SGI Power Challenge Array

- ◆ TMC CM-5

# NSF Supercomputing Centers: II

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## ❑ Pittsburgh Supercomputing Center (PSC)

- ◆ CRAY C90 and J90s
- ◆ CRAY T3E & T3D
- ◆ Alpha Cluster

## ❑ San Diego Supercomputing Center (SDSC)

- ◆ CRAY C90
- ◆ CRAY T3D
- ◆ Intel Paragon

# High-Performance Computing

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## ❑ Past Decade:

- ◆ Flurry of activity in computer development
- ◆ Microprocessors performance astonishing

## ❑ **Microprocessor-based supercomputers are now technology of choice**

## ❑ **Affordable parallel machines outperform traditional vector supercomputers**

## ❑ **New machines are reliable, provide standards and 3rd-party software**

# ASCI Program

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- ❑ **SNL: 1.8Tflops Intel Paragon based on Pentium processors**
- ❑ **LLNL: 3.3Tflops IBM SP (RS6000s) 12/98**
- ❑ **LANL: 3 Tflops SGI-CRI (alphas) 12/98**
- ❑ **Two machines later at 30 & 100 Tflops**

# Manager/Workers Model

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## ❑ Manager

- ◆ Initiates computation
- ◆ Tracks progress
- ◆ Handles workers requests
- ◆ Interfaces with user



## ❑ Workers

- ◆ Spawned and terminated by manager
- ◆ Makes requests to manager
- ◆ Sends results to manager



# Crystallography and Parallel Computers

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## □ Opportunities for Parallelization

- ◆ Fast Fourier Transform (FFT)
- ◆ Structure Factors
- ◆ Visualization (Ray Tracing)

## □ High Throughput

- ◆ Use NOW model

## □ Examples

- ◆ *SnB*: NOW model
- ◆ X-PLOR: NOW model

# Software Development Considerations

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## ❑ Using parallel machines:

- ◆ *Inexpensive access*
- ◆ *Good access*
- ◆ *In-house expertise*

## ❑ Develop new theories

## ❑ Large production runs

## ❑ Production Codes: *Portability!!!*

- ◆ *Machines are Cheap*
- ◆ *People are Expensive*

# Cost-Effective Solutions

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## ❑ **NOWs**

- ◆ Network of Pentiums vs.
- ◆ Big Iron (parallel machines)

## ❑ **Manager/Workers Model**

## ❑ **PVM/MPI/Condor**

# Comparative Example

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## □ Given US \$1M

- ◆ Purchase approx 500 Pentium boxes
- ◆ Purchase approx 32 PE SMP

## □ SPECfp95

- ◆ Pentiums are approx 3-5X slower

# Comparative Example

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## □ Result

- ◆ Factor of 3-5X improvement in available cycles

## □ Considerations

- ◆ Maintenance
- ◆ Usability
- ◆ Networking

# Summary

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- ❑ **Introduced models, machines, & terminology**
- ❑ **Discussed potential uses**
- ❑ **Recommendations for using multiprocessor machines**
  - ◆ *Manager/Workers*
  - ◆ *PVM/MPI*
- ❑ **Recommendations for new *purchases***
  - ◆ *NOWs*
  - ◆ *Condor/MPI/PVM*