USC Viterbi
School of Engineering
Ming Hsieh Department of Electrical Engineering

Course Announcement

EE/CSCI 451: PARALLEL AND DISTRIBUTED COMPUTATION

TTH 330-450, LAB/DISCUSSION F 330-450

FALL 2019

The course will focus on broad principles of parallel and distributed computation. The Lab associated with the course will illustrate the principles through parallel programming examples.

INSTRUCTOR: VIKTOR K. PRASANNA

Prerequisite: (EE 355x or CSCI 201L) or consent of the instructor.

Text: Introduction to Parallel Computing, Second edition, Grama, Karypis, Kumar, Gupta, Addison-Wesley.

Course Grade: based on home works, parallel programming assignments, midterm(s), and final.

Course Outline (no. of lectures):

1. **Introduction (1):** Architectural advances, technology perspectives, motivating examples, challenges.
2. **Architectural Principles for Application Developers (2): 1.** Pipelined processor organization: data and control hazards, ILP, out of order execution, multithreading. **2.** Memory systems: DRAM organization, cache organization. Impact on software performance, locality, multithreading. **3.** Interconnection networks: static, dynamic networks.
3. **Analytical Models for Parallel Systems (4): 1.** Architecture performance metrics: CPI, MIPS, SpecMark. Software performance benchmarks: Peak performance, sustained performance, LinPack, Bandwidth benchmarks. **2.** Limits on achievable performance, Amdhal's Law, Gustafson's Law, Scaled speed-up, scalability definitions, work optimality, Iso efficiency function, Order notation. **3.** Communication costs in parallel machines: start-up cost, throughput, latency. Routing mechanisms: packet routing, cut through, virtual channels. Modeling message passing and shared address space machines. Data layouts and graph embeddings. **4.** Multi-core, many-core architectures.
4. **PRAM and Data Parallel Algorithms (4): 1.** PRAM model of computation, Brent's theorem, various models, illustrative examples. **2.** Max, Scan operations. **3.** Recursive doubling, graph algorithms. **4.** Sorting. **5.** Performance analysis, scalability. **6.** FFT.
5. **Basic Communication Primitives (4): 1.** Broadcast and all to all, communication costs on various topologies. **2.** Personalized communication. **3.** Reduce, prefix sum and scatter and gather**. 4** Graph embeddings.
6. **Message Passing Programming Model (2): 1.** Message passing abstraction, send receive primitives, blocking and non blocking commands, collective operations. **2.** Illustrative examples: Canon's algorithm, overlapping computation and communication, Odd even merge sort.
7. **Shared Address Space Programming Models (2): 1.** Pthreads**,** OpenMP. **2.** Illustrative examples.
8. **Data Parallel Programming Abstraction of GPUs (2): 1.** GPU architecture, SIMT execution model, CUDA programming model. **2.** Illustrative examples and application mapping, optimizations, OpenCL.
9. **Parallel Dense Algebra (2): 1.** Matrix vector, matrix matrix computations. **2.** Solution to linear systems.
10. **Parallel Search and Sorting (2): 1.** Parallel search, illustrative example applications, throughput optimization. **2.** Multi-dimensional search, decision tree and decomposition. **3.** Sorting techniques, bitonic sort, row-column sort. **4.** Mapping onto parallel architectures.
11. **Cloud, Big Data and Data Science (2): 1.** Cloud as a computing platform, Large data sets and organization. **2.** Map Reduce as parallel programming model, Hadoop. **3.** Frameworks for accelerating data science. **4.** Illustrative examples.

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