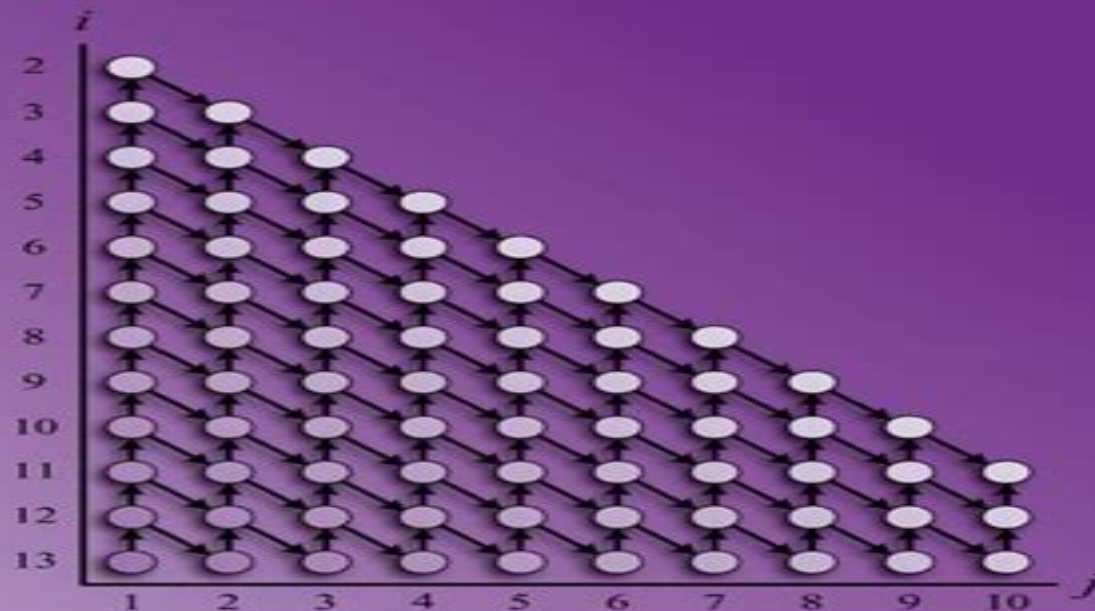


SERIES IN COMPUTER SCIENCE

# A Parallel Algorithm Synthesis Procedure for High-Performance Computer Architectures



Ian N. Dunn and Gerard G. L. Meyer

# Parallel Algorithm Synthesis Procedure For High Performance Computer Architectures

**Arturo Cuomo**

A decorative graphic element consisting of a light blue horizontal bar with a rounded right end, and a red circular gradient shape partially visible behind it.

## **Parallel Algorithm Synthesis Procedure For High Performance Computer Architectures:**

**A Parallel Algorithm Synthesis Procedure for High-Performance Computer Architectures** Ian N. Dunn, Gerard G.L. Meyer, 2003-04-30 Despite five decades of research parallel computing remains an exotic frontier technology on the fringes of mainstream computing Its much heralded triumph over sequential computing has yet to materialize This is in spite of the fact that the processing needs of many signal processing applications continue to eclipse the capabilities of sequential computing The culprit is largely the software development environment Fundamental shortcomings in the development environment of many parallel computer architectures thwart the adoption of parallel computing Foremost parallel computing has no unifying model to accurately predict the execution time of algorithms on parallel architectures Cost and scarce programming resources prohibit deploying multiple algorithms and partitioning strategies in an attempt to find the fastest solution As a consequence algorithm design is largely an intuitive art form dominated by practitioners who specialize in a particular computer architecture This coupled with the fact that parallel computer architectures rarely last more than a couple of years makes for a complex and challenging design environment To navigate this environment algorithm designers need a road map a detailed procedure they can use to efficiently develop high performance portable parallel algorithms The focus of this book is to draw such a road map The Parallel Algorithm Synthesis Procedure can be used to design reusable building blocks of adaptable scalable software modules from which high performance signal processing applications can be constructed The hallmark of the procedure is a semi systematic process for introducing parameters to control the partitioning and scheduling of computation and communication This facilitates the tailoring of software modules to exploit different configurations of multiple processors multiple floating point units and hierarchical memories To showcase the efficacy of this procedure the book presents three case studies requiring various degrees of optimization for parallel execution This book can be used as a reference for algorithm designers or as a text for an advanced course on parallel programming

*A Parallel Algorithm Synthesis Procedure for High-Performance Computer Architectures* Ian N. Dunn, Gerard G.L. Meyer, 2012-09-14 Despite five decades of research parallel computing remains an exotic frontier technology on the fringes of mainstream computing Its much heralded triumph over sequential computing has yet to materialize This is in spite of the fact that the processing needs of many signal processing applications continue to eclipse the capabilities of sequential computing The culprit is largely the software development environment Fundamental shortcomings in the development environment of many parallel computer architectures thwart the adoption of parallel computing Foremost parallel computing has no unifying model to accurately predict the execution time of algorithms on parallel architectures Cost and scarce programming resources prohibit deploying multiple algorithms and partitioning strategies in an attempt to find the fastest solution As a consequence algorithm design is largely an intuitive art form dominated by practitioners who specialize in a particular computer architecture This coupled with the fact that parallel computer architectures rarely last

more than a couple of years makes for a complex and challenging design environment To navigate this environment algorithm designers need a road map a detailed procedure they can use to efficiently develop high performance portable parallel algorithms The focus of this book is to draw such a road map The Parallel Algorithm Synthesis Procedure can be used to design reusable building blocks of adaptable scalable software modules from which high performance signal processing applications can be constructed The hallmark of the procedure is a semi systematic process for introducing parameters to control the partitioning and scheduling of computation and communication This facilitates the tailoring of software modules to exploit different configurations of multiple processors multiple floating point units and hierarchical memories To showcase the efficacy of this procedure the book presents three case studies requiring various degrees of optimization for parallel execution

### **Hierarchical Scheduling in Parallel and Cluster Systems** Sivarama

Dandamudi, 2012-12-06 Multiple processor systems are an important class of parallel systems Over the years several architectures have been proposed to build such systems to satisfy the requirements of high performance computing These architectures span a wide variety of system types At the low end of the spectrum we can build a small shared memory parallel system with tens of processors These systems typically use a bus to interconnect the processors and memory Such systems for example are becoming commonplace in high performance graphics workstations These systems are called uniform memory access UMA multiprocessors because they provide uniform access of memory to all processors These systems provide a single address space which is preferred by programmers This architecture however cannot be extended even to medium systems with hundreds of processors due to bus bandwidth limitations To scale systems to medium range i.e. to hundreds of processors non bus interconnection networks have been proposed These systems for example use a multistage dynamic interconnection network Such systems also provide global shared memory like the UMA systems However they introduce local and remote memories which lead to non uniform memory access NUMA architecture Distributed memory architecture is used for systems with thousands of processors These systems differ from the shared memory architectures in that there is no globally accessible shared memory Instead they use message passing to facilitate communication among the processors As a result they do not provide single address space

### Parallel Computing: Technology Trends I. Foster, G.R.

Joubert, L. Kučera, 2020-03-25 The year 2019 marked four decades of cluster computing a history that began in 1979 when the first cluster systems using Components Off The Shelf COTS became operational This achievement resulted in a rapidly growing interest in affordable parallel computing for solving compute intensive and large scale problems It also directly led to the founding of the ParCo conference series Starting in 1983 the International Conference on Parallel Computing ParCo has long been a leading venue for discussions of important developments applications and future trends in cluster computing parallel computing and high performance computing ParCo2019 held in Prague Czech Republic from 10-13 September 2019 was no exception Its papers invited talks and specialized mini symposia addressed cutting edge topics in computer

architectures programming methods for specialized devices such as field programmable gate arrays FPGAs and graphical processing units GPUs innovative applications of parallel computers approaches to reproducibility in parallel computations and other relevant areas This book presents the proceedings of ParCo2019 with the goal of making the many fascinating topics discussed at the meeting accessible to a broader audience The proceedings contains 57 contributions in total all of which have been peer reviewed after their presentation These papers give a wide ranging overview of the current status of research developments and applications in parallel computing

*Dynamic Reconfiguration* Ramachandran Vaidyanathan, Jerry Trahan, 2007-06-30 *Dynamic Reconfiguration Architectures and Algorithms* offers a comprehensive treatment of dynamically reconfigurable computer architectures and algorithms for them The coverage is broad starting from fundamental algorithmic techniques ranging across algorithms for a wide array of problems and applications to simulations between models The presentation employs a single reconfigurable model the reconfigurable mesh for most algorithms to enable the reader to distill key ideas without the cumbersome details of a myriad of models In addition to algorithms the book discusses topics that provide a better understanding of dynamic reconfiguration such as scalability and computational power and more recent advances such as optical models run time reconfiguration on FPGA and related platforms and implementing dynamic reconfiguration The book featuring many examples and a large set of exercises is an excellent textbook or reference for a graduate course It is also a useful reference to researchers and system developers in the area

Nearest Neighbor Search: Apostolos N. Papadopoulos, Yannis Manolopoulos, 2006-11-22 Modern applications are both data and computationally intensive and require the storage and manipulation of voluminous traditional alphanumeric and nontraditional data sets images text geometric objects time series Examples of such emerging application domains are Geographical Information Systems GIS Multimedia Information Systems CAD CAM Time Series Analysis Medical Information Systems On Line Analytical Processing OLAP and Data Mining These applications pose diverse requirements with respect to the information and the operations that need to be supported From the database perspective new techniques and tools therefore need to be developed towards increased processing efficiency This monograph explores the way spatial database management systems aim at supporting queries that involve the space characteristics of the underlying data and discusses query processing techniques for nearest neighbor queries It provides both basic concepts and state of the art results in spatial databases and parallel processing research and studies numerous applications of nearest neighbor queries

**Soft Real-Time Systems: Predictability vs. Efficiency** Giorgio C Buttazzo, Giuseppe Lipari, Luca Abeni, Marco Caccamo, 2006-07-02 Hard real time systems are very predictable but not sufficiently flexible to adapt to dynamic situations They are built under pessimistic assumptions to cope with worst case scenarios so they often waste resources Soft real time systems are built to reduce resource consumption tolerate overloads and adapt to system changes They are also more suited to novel applications of real time technology such as multimedia systems monitoring apparatuses telecommunication

networks mobile robotics virtual reality and interactive computer games This unique monograph provides concrete methods for building flexible predictable soft real time systems in order to optimize resources and reduce costs It is an invaluable reference for developers as well as researchers and students in Computer Science Mobile IP Abdul Sakib Mondal,2012-12-06 Mobile IP Present State and Future is an up to date introduction to the rapidly evolving field of mobile IP In addition to detailed coverage of motivation behind mobile IP and fundamental concepts of mobile IP like agent advertisement and discovery registration and tunneling the book provides a comprehensive treatment of various associated technical issues such as security TCP performance multicasting and integration with wireless The book has been written to serve as a text for network professionals who are yearning to acquire a clear understanding of this interesting field

**Scientific and Technical Aerospace Reports** ,1990 **Dissertation Abstracts International** ,2001 **Computer Architecture Technology Trends** Architecture Technology Corpor,2013-10-22 Please note this is a Short Discount publication This year s edition of Computer Architecture Technology Trends analyses the trends which are taking place in the architecture of computing systems today Due to the sheer number of different applications to which computers are being applied there seems no end to the different adoptions which proliferate There are however some underlying trends which appear Decision makers should be aware of these trends when specifying architectures particularly for future applications This report is fully revised and updated and provides insight into the fundamentals of computer architecture what it is and how it is applied to fit a particular problem definition Also discussed is where the future leads given current trends in computer architecture Sci-tech News ,2003 *Energy Research Abstracts* ,1990 *Supercomputing Research Advances* Yongge Huang,2008 Supercomputers are used for highly calculation intensive tasks such as problems involving quantum mechanical physics weather forecasting climate research including research into global warming molecular modelling computing the structures and properties of chemical compounds biological macromolecules polymers and crystals physical simulations such as simulation of aeroplanes in wind tunnels simulation of the detonation of nuclear weapons and research into nuclear fusion cryptanalysis and the like Major universities military agencies and scientific research laboratories are heavy users This book presents the latest research in the field from around the world **Handbook of Computer Architecture** Anupam Chattopadhyay,2024-12-20 This handbook presents the key topics in the area of computer architecture covering from the basic to the most advanced topics including software and hardware design methodologies It will provide readers with the most comprehensive updated reference information covering applications in single core processors multicore processors application specific processors reconfigurable architectures emerging computing architectures processor design and programming flows test and verification This information benefits the readers as a full and quick technical reference with a high level review of computer architecture technology detailed technical descriptions and the latest practical applications **Applied Computer Sciences in Engineering** Juan Carlos Figueroa-García,Mario

Duarte-González, Sebastián Jaramillo-Isaza, Alvaro David Orjuela-Cañon, Yesid Díaz-Gutierrez, 2019-10-09 This volume constitutes the refereed proceedings of the 6th Workshop on Engineering Applications WEA 2019 held in Santa Marta Colombia in October 2019 The 62 revised full papers and 2 short papers presented in this volume were carefully reviewed and selected from 178 submissions The papers are organized in the following topical sections computer science computational intelligence bioengineering Internet of things power applications simulation systems optimization **XIV Mediterranean Conference on Medical and Biological Engineering and Computing 2016** Efthymoulos Kyriacou, Stelios Christofides, Constantinos S. Pattichis, 2016-03-31 This volume presents the proceedings of Medicon 2016 held in Paphos Cyprus Medicon 2016 is the XIV in the series of regional meetings of the International Federation of Medical and Biological Engineering IFMBE in the Mediterranean The goal of Medicon 2016 is to provide updated information on the state of the art on Medical and Biological Engineering and Computing under the main theme Systems Medicine for the Delivery of Better Healthcare Services Medical and Biological Engineering and Computing cover complementary disciplines that hold great promise for the advancement of research and development in complex medical and biological systems Research and development in these areas are impacting the science and technology by advancing fundamental concepts in translational medicine by helping us understand human physiology and function at multiple levels by improving tools and techniques for the detection prevention and treatment of disease Medicon 2016 provides a common platform for the cross fertilization of ideas and to help shape knowledge and scientific achievements by bridging complementary disciplines into an interactive and attractive forum under the special theme of the conference that is Systems Medicine for the Delivery of Better Healthcare Services The programme consists of some 290 invited and submitted papers on new developments around the Conference theme presented in 3 plenary sessions 29 parallel scientific sessions and 12 special sessions **Intelligent Computing and Information and Communication** Subhash Bhalla, Vikrant Bhateja, Anjali A. Chandavale, Anil S. Hiwale, Suresh Chandra Satapathy, 2018-01-19 The volume presents high quality research papers presented at Second International Conference on Information and Communication Technology for Intelligent Systems ICICC 2017 The conference was held during 2 4 August 2017 Pune India and organized communally by Dr Vishwanath Karad MIT World Peace University Pune India at MIT College of Engineering Pune and supported by All India Council for Technical Education AICTE and Council of Scientific and Industrial Research CSIR The volume contains research papers focused on ICT for intelligent computation communications and audio and video data processing **Field-Programmable Logic and Applications** Gordon Brebner, 2001-08-15 This book constitutes the refereed proceedings of the 11th International Conference on Field Programmable Logic and Application FPL 2001 held in Belfast Northern Ireland UK in August 2001 The 56 revised full papers and 15 short papers presented were carefully reviewed and selected from a total of 117 submissions The book offers topical sections on architectural framework place and route architecture DSP synthesis encryption runtime reconfiguration graphics and vision

networking processor interaction applications methodology loops and systolic image processing faults and arithmetic  
NASA Technical Memorandum ,1990



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