High Performance Computing

Lecture 2 & 3: Introduction Nayda G. Santiago August 11, 2008

Last Lecture

Logistics of the course

- Homeworks
 - □ Problems, software, reading, analysis
- Project
 - □ Related to your research

Or

□ If you do not have a topic, I will give you a topic

Last Lecture

- Nayda Santiago
 - Office Stefani 215
 - Office Hours: 2:00pm to 4:00pm
- □ Email address: <u>nayda.santiago@ece.uprm.edu</u>
- □ NO TA!!!!!!!!

Project

- □ Related to High Performance Computing
- □ Significant
- □ Write a proposal
 - Defend the proposal

Project Topic

- □ Subject
 - Your research area!!!!!!
 - □ Link it to your expertise area
 - Computational Electromagnetics
 - Simulated Annealing
 - □ Circuit placement and routing
 - Genetic Algorithms
 - □ Circuit placement and routing

Proposal and Project Information

The rationale and significance

Convince the reviewer that the problem is IMPORTANT!



Proposal Content

WHAT you are proposing *HOW* you plan to do it *WHEN* you plan to do it

Format

□ Front Matter

- Title Page
- Project Summary (approx. 200 word abstract)

□ <u>THE PROPOSAL</u>

- Introduction
 - □ <u>Body</u>

Project Proposal: (Includes Problem Statement, Proposed Solution, Program of Implementation)

Conclusion/Recommendations

- Back Matter
 - Bibliography and/or Works Cited
 - Appendices

Dates

- Proposal Presentation
 - Aug 29, 2008 Sept 3, 2008
- □ Literature Search
 - Sept 29, 2008
- Project Due
 - End of November
 - Nov 17

New Material

Introduction to HPC

Introduction

High Performance Computing

- High performance parallel computing is accomplished by splitting up large and complex tasks across multiple processors.
 - □ Associated to supercomputers
 - Data warehouse
 - data storage
 - retrieve and analyze data
 - extract, transform and load data
 - manage the dictionary data
 - □ Transaction processing
 - Databases
 - Filesystems

Evolution of the term

Why?

- Traditional Scientific or Engineering paradigm
 - Do theory or paper design
 - Perform experiment or build a system
- Limitations
 - Too difficult
 - □ Build a large wind tunnel
 - □ Construct a high power electric system

Why?

Limitations

- Too expensive
 - □ Construct a jet
- Too slow
 - □ Wait for climate change
- Too dangerous
 - □ Weapon design
 - Drug design

Why?

Computational science paradigm

- Use high performance computing to SIMULATE the phenomenon
 - □ Based on
 - Known physical laws
 - Efficient numerical

Computational Science

- □ Use of advanced computing capabilities to understand and solve complex problems.
- □ Three key elements
 - Algorithms
 - Components
 - Infrastructure

Computational Science

- Computational Science enables us to investigate phenomena where economics or constraints preclude experimentation
- Evaluate complex models and manage massive data volumes
- □ Transform business and engineering practices

Computing Capabilities

□ Algorithms

- Simulation software to solve problems
 - □ Science
 - □ Social
 - □ Biological
 - Physical
 - □ Engineering
 - Humanities

Computing Components

- □ Advanced system hardware
- □ Advanced system software
- □ Networking
- Data management components

Computing Infrastructure

- □ Interconnect
- □ Power
- □ System Admin
- Development Software
- □ I/O

References

 Jack Dongarra, Geoffrey Fox, William Gropp, Andy White, Linda Torczon, Ken Kennedy, Ian Foster. Sourcebook of Parallel Computing, Morgan Kauffman, 2002.