

		Teaching C	Guide		
	Identifyi	ng Data			2018/19
Subject (*)	High Performance Architecture		Code	614473101	
Study programme	Mestrado Universitario en Computación de Altas Prestacións / High Performance Computir			ting (Mod. Presencial 2018)	
		Descripto	ors		
Cycle	Period	Period Year Type		Credits	
Official Master's Degre	e 1st four-month period	First		Obligatory	6
Language	English	,			,
Teaching method	Face-to-face				
Prerequisites					
Department	Enxeñaría de Computadores				
Coordinador	Doallo Biempica, Ramon E-mail ramon.doallo@udc.es			dc.es	
Lecturers	Doallo Biempica, Ramon		E-mail	ramon.doallo@udc.es	
	Touriño Dominguez, Juan	nguez, Juan juan.tourino@udc.es		c.es	
Web	aula.cesga.es	I			
General description	In this course, the students comp	plete their knowled	ge about HPC a	rchitectures, to this end	d, we consider modern parallel
	architectures both from the funct	ional point of view	to their design.	Thi knowledge will facil	itate the student to design correct
	and efficient parallel algorithms b	based on the archit	ectural characte	ristics of the target sys	tems. Courses related with the
	programming will benefited from	this one.			

	Study programme competences / results
Code	Study programme competences / results
A1	CE1 - Define, evaluate and select the most appropriate architecture and software to solve a problem
A2	CE2 - Analyze and improve the performance of a given architecture or software
A3	CE3 - Know the high performance computing basic concepts
A4	CE4 - Deepen in the knowledge of different programming tools and programming languages in the field of the high performance computing
A8	CE8 - Be able to apply the acquired knowledge, capabilities and aptitudes to the profesional environment, planning, managing and evaluating project in the high performance computing field
B1	CB6 - Possess and understand the knowledge that give a baseline or opportunity to be original in the development and/or application of ideas, often in a research environment
B2	CB7 - The students have to know how to apply the acquired knowledge and their capacity to solve problems in new or hardly explored environment inside wider contexts (or multidiscipinary) related to its area of development
B3	CB8 - The students have to be able to integrate knowledge and face the complexity to make judgments from information, despite being partial and limited, includes reflexions about the social and ethical responsabilities linked to the application of their judgements and knowledge
B4	CB9 - The students have to be able to communicate their conclusions, their knowledge and the reasons that hold them to specialized an non specialized audience in a clear and unambiguous manner
B5	CB10 - The students have to possess learning skills that allows them to continue to study in a mainly self-driven or autonomous manner
B6	CG1 - Be able to search and select useful information to solve complex problems, using the bibliographic sources of the field
B7	CG2 - Elaborate adqueately and originally written essays or motivated reasonings, write planings, work projects, scientific papers and formulate reasonable hypothesis
B9	CG4 - Be able to plan and do research, development and innovation tasks in high performance computing related environments
B10	CG5 - Be able to work in teams, specially multidisciplinary, and do a proper time and people management and decision taking
C1	CT1 - Use the basic technologies of the information and computing technology field required for the professional development and the long-life learning

Learning outcomes



Learning outcomes		Study programme		
	competences / results			
The student will know the different types of parallel architectures and their classification.		BJ1	CJ1	
	AJ3	BJ5		
The student will study the basics about organization and design of a parallel architecture, both at microarchitecture level and	AJ2	BJ2		
multiprocessor systems level.	AJ8	BJ4		
		BJ6		
The student will know the design principles an main componentes of a multiprocessor system.	AJ2	BJ1	CJ1	
	AJ3	BJ3		
	AJ8	BJ7		
		BJ9		
		BJ10		
The student will learn to analyse parallel architecture performance.	AJ2	BJ4	CJ1	
	AJ4	BJ7		
	AJ8	BJ9		

Contents			
Торіс	Sub-topic		
Chapter 1. Parallel computers	- Historic introduction		
	- Levels of parallelism: form microarchitecture to supercomputers		
	- Classification		
Chapter 2. Design of multiprocessors, multicores and	- Introduction		
manycores	- Architecture of multiprocessors, multicores and manycores		
	- Memory architecture		
Chapter 3. Cache Coherence	- Protocols		
	- Snooping (UMA systems)		
	- Protocols based on directories (CC-NUMA systems)		
Tema 4. Sincronización e consistencia de memoria en	- Primitivas de sincronización		
multiprocesadores	- Soporte hardware para sincronización		
	- Implementaciones software de sincronización		
	- Modelos de consistencia de memoria		
	- Comparación entre os modelos de consistencia		
Chapter 5. Interconexion networks	- Types of networks		
	- Main components		
	- Performance		
	- Design		
Chapter 6. Distributed systems: clusters	- Introduction		
	- Cluster architecture		
	- Nodes		
	- Interconnection networks		
	- Software		
	- Tools		
	- Applications		
	- Load balance		
Chapter 7. Introduction to performance analysis.	- Motivation		
	- Basic concepts		
	- Characterization of performance issues		
	- Architecture features related to performance		



	Plannin	q		
Methodologies / tests	Competencies /	Teaching hours	Student?s personal	Total hours
	Results	(in-person & virtual)	work hours	
Guest lecture / keynote speech	A1 A3 B1 B5	22	0	22
Laboratory practice	A4 A2 B2 B6 B10 C1	24	24	48
Supervised projects	A8 B3 B4 B7 B9	0	72	72
Mixed objective/subjective test	B4 B7	2	0	2
Personalized attention		6	0	6
(*)The information in the planning table is fo	r guidence enly and dece not	taka inta agagunt tha l	etere consitur of the oth	ulanta

(*)The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

	Methodologies		
Methodologies	Description		
Guest lecture /	The lecturer presents contents of the subject, and asks questions to the student in order to improve learning. There can also		
keynote speech	be discussions about specific topics.		
Laboratory practice	Practices and exercices are done in laboratory to support contents explained at keynote speech.		
Supervised projects	Students will develop individually or joined to other students specific projects/works. It could be possible to present to the rest		
	to the students these works.		
Mixed	Some questions about practice and supervised projects can be done by lecturer.		
objective/subjective			
test			

Personalized attention			
Methodologies	Description		
Laboratory practice	Laboratory practice:		
Supervised projects	Lecturer and student analyse the practices done by the student.		
	Supervised projects: Students receive lecturer guidance about their assigned supervised projects, and the acomplishment of the scheduled goals are verified periodically.		

		Assessment	
Methodologies Competencies		Description	
	Results		
Laboratory practice	A4 A2 B2 B6 B10 C1	Valórase o correcto funcionamento, a estructuración do código, e aa comprensión dos	39
		conceptos traballados. Tamén valórase a participación activa do estudante durante as	
		sesións de prácticas.	
Supervised projects	A8 B3 B4 B7 B9	No caso de desenvolvemento de código, valoranse os mesmos aspectos que nas	59
		prácticas. No caso de traballos escritos, valorase a capacidade de comprensión e	
		síntesis sobre o tema proposto, e a calidade da presentación.	
Mixed	B4 B7	Tanto no caso das prácticas como dos traballos tutelados o profesor pode facer	2
objective/subjective		preguntas concretas aos estudantes que poden complementar a avaliación.	
test			

Assessment comments



Evaluation is done in a continuous way based on the supervised projects delivered by the students (60%), and practices and active participation of the students (40%)

The student can be requested to identify themselves by an official identification document in the evaluation process.

 Sources of information

 Basic
 Dado que se tratan de reflectir non soamente os fundamentos da arquitectura de supercomputadores senón tamén os avances máis recentes, moita da información bibliográfica consultarase en artigos publicados en revista e dispoñibles online e noutras fontes de consulta dispoñibles online. A bibliografía básica necesaria para seguir cada parte da materia a irá indicando o profesor durante as clases. Bibliografía básica. Os libros polos que se segue máis directamente partes da materia son:1. Arquitectura de Computadores, Xullo Ortega, Mancia Anguita e Alberto Prieto. Thompson. 2005.2. High Performance Cluster Computing, Rajkumar Buyya, ed., Prentice Hall PTR, 1999. ISBN 0-13-013784-7, 0-13-013785-5.

 Complementary
 Bibliografía complementaria. Os seguintes son libros que permiten consultar máis en profundidade algúns contidos:1. Parallel Computer Architecture, David E. Culler, Jaswinder Pal Singh e Anoop Gupta. Morgan Kaufmann Publishers. 1999.2. In Search of Clusters, 2ª ed., Gregory Pfister, Prentice Hall, 1998, ISBN: 0138997090.3. Organización e Arquitectura de Computadores (7ª edición), W. Stallings. Prentice Hall. 2007.4. Computer Architecture: a Quantitative Approach (6ª edición), John L. Hennessy e David A. Patterson. Morgan Kaufmann Publishers. 2017.

Recommendations		
Subjects that it is recommended to have taken before		
Subjects that are recommended to be taken simultaneously		
Parallel Programming/614473102		
Subjects that continue the syllabus		
Heterogeneous Programming/614473103		
HPC on the Cloud/614473106		
Advanced Parallel Programming/614473107		
Other comments		

(*)The teaching guide is the document in which the URV publishes the information about all its courses. It is a public document and cannot be modified. Only in exceptional cases can it be revised by the competent agent or duly revised so that it is in line with current legislation.