

		Teachin	g Guide			
	Identifyi	ng Data			2020/21	
Subject (*)	Advanced Parallel Programming			Code	614973107	
Study programme	Mestrado Universitario en Comp	utación de Altas	Prestacións / High	Performance Compu	iting (Mod. Virtual)	
		Descr	iptors			
Cycle	Period	Ye	ar	Туре	Credits	
Official Master's Degree	e 2nd four-month period	Fir	rst	Optional	6	
Language	SpanishGalicianEnglish	1	I		I	
Teaching method	Non-attendance					
Prerequisites						
Department	Departamento profesorado mást	erEnxeñaría de	Computadores			
Coordinador	Fraguela Rodriguez, Basilio Berr	nardo	E-mail	basilio.fraguela	@udc.es	
Lecturers	Darriba López, Diego		E-mail	diego.darriba@	udc.es	
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Web	aula.cesga.es					
General description	This subject will increase the knowledge on parallel programming acquired by the students in the previous quarter in				ts in the previous quarter in	
	subjects such as "Parallel Progra	amming" and "Pi	rogramming of hete	rogeneous architectu	res". The aim will be that the	
	students learn to optimize parallel codes for big parallel architectures or current supercomputers, using for their tests the					
	resources provided by the Centro de Supercomputación de Galicia (CESGA) and the Group of Architecture of Computers					
	(GAC) of the Universidade da Coruña (UDC).					
	We will focus on those aspects of the parallel applications that usually penalize performance, such as the communications,					
	load unbalance, memory access patterns or the management of I/O. We will also tackle multiplatform computing, which					
	allows to take advantage of the task level parallelism by using several hardware accelerators, as well as hybrid computing,					
	where the same application uses	s several paralle	l programming para	digms in order to obt	ain good performance in clusters	
with multi-core computers and/or hardware accelerators.						
Contingency plan						

	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
A4	CE4 - Deepen in the knowledge of different programming tools and programming languages in the field of the high performance
	computing
A5	CE5 - Analyze, design and implement efficient parallel algorithms and applications
A7	CE7 - Know the emerging technologies in the supercomputing 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
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
B9	CG4 - Be able to plan and do research, development and innovation tasks in high performance computing related environments
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



Know advanced techniques for the optimization of parallel codes	AJ1	BJ1	
	AJ2	BJ2	
	AJ5	BJ5	
		BJ6	
		BJ9	
Control the affinity and load balance of tasks	AJ5	BJ1	CJ1
		BJ2	
		BJ5	
		BJ6	
		BJ9	
Optimize communications in distributed memory systems	AJ2	BJ1	CJ1
	AJ4	BJ2	
	AJ5	BJ5	
		BJ6	
		BJ9	
Perform parallel input/output operations	AJ4	BJ1	CJ1
	AJ5	BJ2	
		BJ5	
		BJ6	
		BJ9	
Program systems with several hardware accelerators	AJ4	BJ1	CJ1
	AJ5	BJ2	
	AJ7	BJ5	
		BJ6	
		BJ9	
Program systems with shared/distributed memory	AJ4	BJ1	CJ1
	AJ5	BJ2	
	AJ7	BJ5	
		BJ6	
		BJ9	

	Contents
Торіс	Sub-topic
1- Advanced techniques for the optimization of parallel codes	-
2- Affinity control and load balance	-
3- Optimization of communications in distributed memory	-
systems	
4- Parallel input/output	-
5- Hybrid programming for systems with several hardware	-
accelerators	
6- Hybrid programming for systems with shared/distributed	-
memory	

Planning				
Methodologies / tests	Competencies /	Teaching hours	Student?s personal	Total hours
	Results	(in-person & virtual)	work hours	
Laboratory practice	A2 A5 C1	4	80	84
Supervised projects	A1 A2 A4 A5 A7 B1	0	45	45
	B2 B5 B6 B9 C1			



Workbook	A1 A4 A7 B1	0	20	20
Personalized attention		1	0	1

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

Methodologies		
Methodologies	Description	
Laboratory practice	In this activity autonomous tasks guided by instructions from the teacher are carried out which allow the student to become	
	familiar from a practical point of view with the contents exposed in the reading materials on the contents of the subject.	
Supervised projects	They consist in the development of projects in which the student has to use the acquired knowledge to solve different problems in an autonomous way.	
Workbook	Reading and viewing material related to the content of each topic. The student will have all the necessary material according	
	to the calendar of the subject. The teacher will promote an active attitude, encouraging the student to ask questions that clarify	
	specific aspects. The material will leave open questions for the reflection of the student.	

	Personalized attention		
Methodologies	Description		
Supervised projects	Both in the practices carried out autonomously as well as during the development of the supervised projects, the students will		
Laboratory practice	be able to present questions, doubts, etc. The teacher, in response to these requests, will review concepts, solve new		
	problems or use any activity that considers appropriate to resolve the issues raised.		

		Assessment	
Methodologies	Competencies /	Description	Qualification
	Results		
Supervised projects	A1 A2 A4 A5 A7 B1	Quality of the work developed and progress of the student during its completion	100
	B2 B5 B6 B9 C1		

Assessment comments

In the activities of distance evaluation students may be required to apply mechanisms that guarantee their identity as well as the authorship of the evaluable elements presented.

All the evaluation activities included in this guide conform the process of continuous evaluation of the subject. Neither the classes nor the evaluation activities require the student's presence. This, together with the fact that all the materials of the subject are available in the education web platform of the degree, favors the work and the evaluation of the students enrolled part-time and with academic allowance of teaching exemption.

	Sources of information		
Basic	-Â Using Advanced MPI: Modern Features of the Message-Passing Interface. 2014. W. Gropp, T. Hoefler, R. Thakur,		
	E. Lusk. MIT Press-Â Using OpenMP: The Next Step: Affinity, Accelerators, Tasking, and SIMD (Scientific and		
	Engineering Computation). 2017. R. van der Pas, E. Stotzer, C. Terboven . MIT Press- OpenCL Programming		
	Guide. 2011. A. Munshi, B. Gaster, T. G. Mattson, J. Fung, D. Ginsburg. Addison-Wesley/Pearson Education- Using		
	Advanced MPI: Modern Features of the Message-Passing Interface. 2014. W. Gropp, T. Hoefler, R. Thakur, E. Lusk.		
	MIT Press- Using OpenMP: The Next Step: Affinity, Accelerators, Tasking, and SIMD (Scientific and Engineering		
	Computation). 2017. R. van der Pas, E. Stotzer, C. Terboven . MIT Press- OpenCL Programming Guide. 2011. A.		
	Munshi, B. Gaster, T. G. Mattson, J. Fung, D. Ginsburg. Addison-Wesley/Pearson Education		
Complementary	- Multi-core programming. 2006. S. Akhter e J. Roberts. Intel Press. - Professional CUDA C Programming. 2014. J.		
	Cheng, M. Grossman, T. McKercher. Wross Multi-core programming. 2006. S. Akhter e J. Roberts. Intel Press		
	Professional CUDA C Programming. 2014. J. Cheng, M. Grossman, T. McKercher. Wross.		



Recommendations

Subjects that it is recommended to have taken before

Parallel Programming/614473102

Heterogeneous Programming/614473103

Subjects that are recommended to be taken simultaneously

Subjects that continue the syllabus

Master's Thesis/614473111

Other comments

Due to the strong interrelation between the theoretical part and the practical part, and the progressiveness in the presentation of concepts closely related to each other in the theoretical part, it is advisable to dedicate a time of study or daily review. In this subject, intensive use of online communication tools will be made: videoconference, email, chat, etc.

(*)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.