

		Teachin	g Guide			
	Identifying Data			2021/22		
Subject (*)	HPC Tools		Code	614473105		
Study programme	Mestrado Universitario en Comput	tación de Altas	Prestacións / Hig	h Performance Compu	iting (Mod. Presencial)	
		Descr	iptors			
Cycle	Period	Ye	ar	Туре	Credits	
Official Master's Degre	ee 1st four-month period	Fir	rst	Optional	6	
Language	English		I			
Teaching method	Hybrid					
Prerequisites						
Department	Enxeñaría de Computadores					
Coordinador	Padron Gonzalez, Emilio Jose		E-mail	emilio.padron@	udc.es	
Lecturers	Andrade Canosa, Diego		E-mail	ail diego.andrade@udc.es		
	Padron Gonzalez, Emilio Jose			emilio.padron@	udc.es	
Web	aula.cesga.es	1				
General description	The objective of this course is to get the students familiar with the most common types of application that are candidates to					
	use HPC, besides being introduced to the main tools and implementations existing for them, understanding the challenges					
	to be addressed for their parallelization and performance tuning. All this will allow the students to obtain a general					
	knowledge about the HPC field an	nd its different a	applications and u	se cases.		
	Furthermore, the students will learn what tools can be used to carry out the performance characterization and					
	benchmarking tasks in HPC environments, and how these tools can be leveraged to drive the parallelization and					
	performance tuning of an application on a specific platform. This will allow the students to be able to analyze the expected					
	performance on that system, identifying the different hot spots and focussing the optimization efforts on them.					
	Finally, the students will learn diffe	erent technolog	gical alternatives fo	or a fast and efficient d	eployment of HPC applications.	
	This will allow them to be able to easily and effectively deliver and execute HPC applications in different environments.					



Contingency plan	1. Modifications to the contents
	- None
	2. Methodologies
	*Teaching methodologies that are maintained
	- The teaching methodologies used in this course are maintained, but changing the teaching method from "Blended"
	(hybrid face-to-face/by-distance) to "By-distance".
	*Teaching methodologies that are modified
	- None, only the teaching method is modified: blended -> by-distance
	- None, only the teaching method is modified. Diended -> by-distance
	3. Mechanisms for personalized attention to students
	- The previously planned but limiting communication channels to e-mail and the UDC's Teams tool
	4. Modifications in the evaluation
	None the evolution is already online in this source
	- None, the evaluation is already online in this course
	*Evaluation observations:
	5. Modifications to the bibliography or webgraphy
	- None
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	Study programme competences / results
Code	Study programme competences / results

Learning outcomes			
Learning outcomes		Study programme	
		competences /	
		results	
Students will know the most common types of applications in which HPC techniques are usually applied.			
Students will learn to use tools to characterize and represent the performance of applications.			
Students will learn to use tools to compile, generate and deploy software in HPC environments.			

	Contents
Торіс	Sub-topic
A survey of main application types in HPC. For each type	1. Problem: formal description.
we?ll see:	2. Parallelization and performance tuning challenges.
	3. Existing approaches.
Tools to measure, characterize and represent the	1. Usage of performance characterization and benchmarking tools, such as software
performance of HPC applications.	monitoring and hardware counters.
	2. Hot spot detection to drive the optimization process.
	3. Application of performance models to this process.
	4. Tools for application performance representation.



Tools for the compilation, generation and deployment of HPC	1. Code compilation, optimization and generation in a compiler.
software.	2. Code optimization with a compiler.
	3. Automatic parallelization and vectorization.
	4. Software development tools.
	5. Leveraging containers for the easy deployment of HPC applications.

	Plannir	ng		
Methodologies / tests	Competencies /	Teaching hours	Student?s personal	Total hours
	Results	(in-person & virtual)	work hours	
Guest lecture / keynote speech	A3 B1 C4	23	0	23
Laboratory practice	A1 A2 A4 A5 C1	18	52	70
Supervised projects	B3 B4 B6 B8 B9	0	54	54
Mixed objective/subjective test	B4 B6	2	0	2
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
Guest lecture /	Lectures, discussing the different lessons of the course. Students will have available all the necessary material in advance and
keynote speech	the teacher will promote an active attitude in the classroom, asking questions that may clarify specific aspects and leaving
	open issues for student reflection.
Laboratory practice	Lab sessions, allowing the students to become familiar from a practical standpoint with the issues discussed in the lectures.
Supervised projects	Guided task fulfillment: students apply the acquired knowledge to solve different problems autonomously.
Mixed	Written test/exam to show that the students have acquired the Degree's competences trained in this course by answering
objective/subjective	theoretical questions and solving exercises.
test	

	Personalized attention
Methodologies	Description
Laboratory practice	Personalized attention is guaranteed during the development of the laboratory practices and supervised projects, being
Supervised projects	essential to guide students in the fulfillment of their tasks. This personalized attention is also useful to validate and evaluate
	the work carried out throughout the different development stages, until finished.
	Furthermore, it is recommended for students to leverage the teacher's office hours as a complementary assistance tool.

		Assessment	
Methodologies	Competencies /	Description	Qualification
	Results		
Mixed	B4 B6	Written test/exam to show that the students have acquired the Degree's competences	30
objective/subjective		trained in this course by answering theoretical questions and solving exercises.	
test			
Supervised projects	B3 B4 B6 B8 B9	Guided task fulfillment: students apply the acquired knowledge to solve different	70
		problems autonomously.	

Assessment comments

Sources of information



Basic
Complementary

Recommendations	
Subjects that it is recommended to have taken before	
Parallel Programming/614473102	
Subjects that are recommended to be taken simultaneously	
Subjects that continue the syllabus	
Other comments	
Because of the strong interrelation between the lectures and the lab	
sessions, and the progressive presentation of concepts very related each	
other in the lectures, it is recommended to dedicate enough time to a	
daily study or review. This course will leverage online communication tools in quite an intensive way: videoconference, e-mail, 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.