

		Teaching	g Guide			
	Identifyin	ng Data			2020/21	
Subject (*)	High Performance Infrastructures			Code	614973104	
Study programme	Mestrado Universitario en Compu	utación de Altas	Prestacións / Hi	gh Performance Compu	ting (Mod. Virtual)	
		Descrip	ptors			
Cycle	Period	Yea	ar	Туре	Credits	
Official Master's Degre	e 1st four-month period	Firs	st	Obligatory	6	
Language	English					
Teaching method	Non-attendance					
Prerequisites						
Department	Departamento profesorado máste	erEnxeñaría de (	Computadores			
Coordinador	Rodriguez Osorio, Roberto		E-mail	roberto.osorio@	udc.es	
Lecturers	Rey Expósito, Roberto		E-mail	roberto.rey.expo	sito@udc.es	
	Rodriguez Osorio, Roberto			roberto.osorio@	udc.es	
Web	aula.cesga.es					
General description	The objective of this subject is to	provide students	s with knowledg	e of the components of a	current infrastructure for high	
	The objective of this subject is to provide students with knowledge of the components of a current infrastructure for high performance computing, how they work together and how to manage them.					
	The student will be able to design and manage high-performance infrastructures taking into account the analysis of the					
	present needs and their possible future evolution, as well as the requirements to propose an infrastructure design project					
	that will take into account hardwa	are, software and	d support infrasti	ructures. This will include	the computational part, the	
	storage of data, the communication	ons infrastructure	e and the monit	oring of the system.		
Contingency plan	1. Modifications to the contents					
	No changes, as teaching is on-line					
	2. Methodologies					
	*Teaching methodologies that are maintained					
	No changes, as teaching is on-lin	ne				
	No changes, as teaching is on-lin *Teaching methodologies that are	ne e modified				
	No changes, as teaching is on-lin	ne e modified				
	No changes, as teaching is on-lin *Teaching methodologies that are	ne e modified ne	ents			
	No changes, as teaching is on-lin *Teaching methodologies that are No changes, as teaching is on-lin	ne e modified ne attention to stude	ents			
	No changes, as teaching is on-lin *Teaching methodologies that are No changes, as teaching is on-lin 3. Mechanisms for personalized a	ne e modified ne attention to stude ne	ents			
	No changes, as teaching is on-lin *Teaching methodologies that are No changes, as teaching is on-lin 3. Mechanisms for personalized a No changes, as teaching is on-lin	ne e modified ne attention to stude ne	ents			
	No changes, as teaching is on-lin *Teaching methodologies that are No changes, as teaching is on-lin 3. Mechanisms for personalized a No changes, as teaching is on-lin 4. Modifications in the evaluation	ne e modified ne attention to stude ne	ents			
	No changes, as teaching is on-lin *Teaching methodologies that are No changes, as teaching is on-lin 3. Mechanisms for personalized a No changes, as teaching is on-lin 4. Modifications in the evaluation No changes, as teaching is on-lin	ne e modified ne attention to stude ne	ents			
	No changes, as teaching is on-lin *Teaching methodologies that are No changes, as teaching is on-lin 3. Mechanisms for personalized a No changes, as teaching is on-lin 4. Modifications in the evaluation No changes, as teaching is on-lin *Evaluation observations:	ne e modified ne attention to stude ne ne				

	Study programme competences
Code	Study programme competences
A2	CE2 - Analyze and improve the performance of a given architecture or software
A3	CE3 - Know the high performance computing basic concepts
A6	CE6 - Know the available tools for the distributed systems computing
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



B4	CB9 - The students have to be able to communicate their conclusions, their knowledge and the reasons that hold them to specialized and
	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
B8	CG3 - Be able to maintain and extend properly funded theoretical hypothesis to allow the introduction and exploitation of novel and
	advanced technologies in the field
B10	CG5 - Be able to work in teams, specially multidisciplinary, and do a proper time and people management and decision taking
B11	CG6 - Be able to understand and express in english, both written and spoken, information, ideas, knowledge, problems and solutions in
	the HPC environment
C1	CT1 - Use the basic technologies of the information and computing technology field required for the professional development and the
	long-life learning
C2	CT2 - Estimulate the capacity to work in transdisciplinary and interdisciplinary teams to offer proposals that contribute to the contribute to
	the economical, social and political sustainable development
C4	CT4 - Value the importance of research, innovation and the technological development in the socioeconomical and cultural advance of the
	society

Learning outcomes				
Learning outcomes		Study programme		
	competences		ces	
Analyze and improve the performance of a given architecture or software	AJ2	BJ5	CJ1	
		BJ6		
Know the concepts and basic techniques of high performance computing	AJ3	BJ1	CJ4	
		BJ2		
		BJ4		
		BJ7		
		BJ11		
Know the technologies and tools available for computing in distributed systems over a network	AJ6	BJ8	CJ2	
		BJ10		

Contents		
Торіс	Sub-topic	
Support infrastructure for high performance computing	Server technology	
	Data center infrastructure	
	Server virtualization	
Storage technology	Storage devicces	
	Storage networks	
	Backup and data recovery	
Design and administration of clusters for high performance	Introduction to computer clusters	
computing	Deployment, configuration and administration of clusters	
	Monitoring and optimization of clusters	

Planning				
Methodologies / tests	Competencies	Ordinary class	Student?s personal	Total hours
		hours	work hours	
Laboratory practice	A2 B2 B10 C1 C2	0	70	70
Document analysis	B5 B6 B7 B8 B11	0	22	22
Supervised projects	A3 A6 B1 B4 C4	0	57	57
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	Problem solving and practical cases in the computer room, which allow the student to become familiar from a practical point of
	view with the issues exposed in the lectures.
Document analysis	Study of the notes, books and references on the internet that are available to the student
Supervised projects	Assignments will be proposed consisting of gathering and analyzing information related to the lectures and the skill acquired
	during the labs.

	Personalized attention
Methodologies	Description
Laboratory practice	During the labs, a professor will assist the students by introducing the task, helping in the first stages, and solving doubts
Supervised projects	during the development of the tasks.
	Students may consult professors during the development of supervised projects.

		Assessment	
Methodologies	Competencies	Description	Qualification
Laboratory practice	A2 B2 B10 C1 C2	The quality of the work developed inside and outside the lab will be valued.	50
Supervised projects	A3 A6 B1 B4 C4	The quality of the deliverables will be values, taking into account the degree of help	50
		that the student may have needed.	

**Assessment comments** 

In order to pass the subject, it is required to achieve at least 50% of the total qualification. No special consideration is made with respect to part-time students.

	Sources of information
Basic	R. Rosen. Linux Kernel Networking. Implementation and Theory. 2014 Tom Shanley. InfiniBand Network Architecture.
	2002 Matthew Portnoy. Virtualization Essentials, 2nd Edition. 2016 Kailash Jayaswal. Administering Data Centers:
	Servers, Storage, and Voice over IP. 2005 Ulf Troppens & amp; Rainer Erkens & amp; Wolfgang Müller. Storage
	Networks Explained: Basics and Application of Fibre Channel SAN, NAS, iSCSI, InfiniBand and FCoE. 2009 E.
	Nemeth & amp; G. Zinder & amp; T.R. Hein. Linux Administration Handbook. 2006Sam Alapati. Modern Linux
	Administration: How to Become a Cutting-Edge Linux Administrator. O'Reilly. 2016T. Sterling, M. Anderson, M.
	Brodowicz. High performance computing: modern systems and practices. Morgan Kaufmann. 2017
Complementary	Barb Goldworm & amp; Anne Skamarock. Blade Servers and Virtualization: Transforming Enterprise Computing While
	Cutting Costs. 2007W. Curtis Preston. Backup & amp; Recovery: Inexpensive Backup Solutions for Open Systems.
	2007Tom Clark. Designing Storage Area Networks: A Practical Reference for Implementing Fibre Channel and IP
	SANs (2nd Edition). 2003Cougias & amp; Heiberger & amp; Koop. The Backup Book: Disaster Recovery from Desktop
	to Data Center 3rd Edition. 2003Ligazóns a páxinas de Internet que os profesores suministrarán no seu momento xa
	que poden cambiar con frecuencia.

Recommendations	
Subjects that it is recommended to have taken before	



Subjects that are recommended to be taken simultaneously

HPC on the Cloud/614473106

Subjects that continue the syllabus

**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.