Chapter 7: Speed: Parallel Computers

CS105: Great Insights in Computer Science

Faster Computers

- The more we do with computers, the faster we’d like them to be.
- Fortunately, computer engineers have been working hard to satisfy the need for speed.
Moore’s Law

• Usually: Computer power doubles every 18 months (1959 until now!). Must stop eventually.

Fundamental Limits

• Speed is cycle time. Currently about a nanosecond.
• Information travels at the speed of light (about a foot per nanosecond).
• Need smaller chips to get shorter cycle times.
• At a super small scale, quantum randomness starts to dominate the signal (value of a bit).
• Fundamental limit hit in 2010-2020?
Many Hands...

• One way of getting faster and faster computers is to use more (not necessarily faster) computers to do the same work.
• Nice idea, but some tough problems arise.
• **Goal**: Give you a sense of the promise of parallel computing, some of the problems, and some solutions.

Lots of Processors

• Philip Emeagwali won the Gordon Bell Prize for supercomputing in 1989 by using Hillis’ 65,536 processor Connection Machine to do fluid dynamics calculations (3.1 billion ops per sec.)
• Single Mac G5 (17 years, or about 11 doublings, 2048-fold increase, laster), 2.5 billion cycles per sec.
Google’s Super Computer

- Google won’t tell anyone how many computers they operate.
- Based on financial information released at the time of their IPO, some experts have made estimates.
- They might have had 300,000 computers at their disposal.
- Might be more like 100,000. But, still. These computers are a lot more powerful than those on the Connection Machine.

Mythical Man Month

- So, more computers means faster calculations, right?
- Well, not exactly.
- Thought experiment: JK Rowling took about 2 years to write the last Harry Potter book.
- Could her publisher hire 600 authors and get it done in a day?
- You can’t just divide a task (computation) of length $N$ by the number of workers (processors) to get the time to completion.
- Coordination, too.
Fence Painting

• How break up a big task among multiple workers?

• Painting a fence:
  1. open the paint cans
  2. prepare the surfaces
  3. apply the paint
  4. clean the brushes

Fence Painting 2

• Assign everyone a can, a sander, a section of fence, and cleaning materials. Everyone executes all 4 steps on their own part of the fence.

• First kind, “instruction parallelism” (different instructions executed in parallel on the same data).

• Second kind, “data parallelism” (different parts of the data treated in parallel).
Query Example

- Does anyone have a telephone with two or more “5”s in it?
- Think of your telephone number. (If you have more than one, choose one.)
- If it has at least two 5s, raise your hand.
- I’ll see if anyone’s hand is up.
- How about three “5”s?

Algorithm Comparison

- Sequential approach
  - List $l$ of numbers.
  - Loop to see if any has enough 5s.
  - $O(n)$ if $n$ numbers.

```python
def checkAll():
    for x in l:
        if enoughFives(x):
            return True
    return False
```

- Parallel approach
  - Each processor checks one number.
  - Results collected.
  - $O(\log n)$ if $n$ processors.
  - Essentially constant!

```python
reduce(lambda x, y: x or y, [enoughFives(x) for x in l])```
Map and Reduce

- Even this simple example illustrates the two most significant data parallel operations.
- Map: Apply a given function to all data elements. (Example: enoughFives.)
- Reduce: Summarize the results. (Example: “or” them all together.)

MapReduce

- Well known in functional languages, recently implemented on a massive scale at Google.
- Automatically breaks data up across large numbers of machines, executes the “map” function on the machines in parallel, and combines results using “reduce”.
- (Also, separate “combiner” used to partially reduce local copies of the output.)
Sifting Millions of Queries

Hot Trends: Terms that are increasing in popularity

1. harris poll
2. bcs selection show
3. sam horrigan
4. harris poll college football
5. demetri martin
6. parade.com
7. music city bowl
8. las vegas marathon
9. brink
10. jennifer love hewitt hawaii

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Preparing the Index

• 20 Terabytes (20,000 Gigabytes).
• 5-10 MapReduce operations.
• Handles machine reliability issues, greatly simplifies how algorithms are expressed.
Reduce in Parallel

• Example: Add the first digit of all your phone numbers together.
  • Think of your number.
  • Raise your hand.
  • If your hand is raised, pair yourself with someone else (nearby) with a raised hand.
  • Add your numbers together.
  • One of you put your hand down.
  • Repeat until only one person’s hand is up.

Analysis of Parallel Reduce

• First round, \( n \) hands are up.
• Second round, \( n/2 \) hands are up.
• ... 
• Last round, 1 hand is up.

How many rounds?
Making Queries Fast

- How can you search an index of billions of webpages in less than a second?
- Data parallel: Split up the index among thousands of computers.
- Send same query to all of them.
- Summarize the results for the users.
- Embarrassingly parallel.

SETI @ Home

- Radio SETI uses radio telescopes to listen for narrow-bandwidth radio signals from space. Such signals are not known to occur naturally, so a detection would provide evidence of extraterrestrial technology.
- Previous radio SETI projects have used special-purpose supercomputers, located at the telescope, to do the bulk of the data analysis. In 1995, David Gedye proposed doing radio SETI using a virtual supercomputer composed of large numbers of Internet-connected computers, and he organized the SETI@home project to explore this idea. SETI@home was originally launched in May 1999.
- With over 5.2 million participants worldwide, the project is the grid computing project with the most participants to date.
- No aliens have been identified at this time.
Other Good Examples

More examples for which parallelism helps:

- Computer graphics (processor per light ray)
- Weather modeling (processor per local area)
- Independent computations like mailing out phone bills (processor per parallel batch of customers).

Parallel Pixels

- The color of each pixel is specified by the amount of red (0-255), blue (0-255), and green (0-255) in it.
- We have a program that runs over the pixels in a pair of images and lets us decide how much red, blue, and green we want in the resulting image.
- In essence, this decision is made for all pixels in parallel.
**Lovely Lavender**

This box’s color is

- red: 161/255
- green: 129/255
- blue: 226/255.

A program that makes a rectangle of this color looks like this:

```python
from PIL import Image, ImageColor

def pixel_combiner(red1, green1, blue1,
                    red2, green2, blue2):
    redOut = 0
    greenOut = 0
    blueOut = 0
    redOut = max(0, min(255, redOut))
    greenOut = max(0, min(255, greenOut))
    blueOut = max(0, min(255, blueOut))
    return (redOut, greenOut, blueOut)

# Example usage
red1 = 161
green1 = 129
blue1 = 226
red2 = 0
green2 = 0
blue2 = 0
result = pixel_combiner(red1, green1, blue1, red2, green2, blue2)
```

---

**Screen Shot**

Image 1

Image 2

Image out

Image construction instructions

Click **Combine!**
Color Modifications

Output image 1:
redOut = red1
greenOut = green1
blueOut = blue1

Green only:
redOut = 0
greenOut = green1
blueOut = 0

No blue:
redOut = red1
greenOut = green1
blueOut = 0

Mix up!
redOut = blue1
greenOut = red1
blueOut = green1

Grayscale:
avg = (red1+green1+blue1)/3
redOut = avg
greenOut = avg
blueOut = avg

Find Blue

High Blue:
if blue1 > 128:
    redOut = 0
greenOut = 0
blueOut = 255
else:
    redOut = 255
greenOut = 255
blueOut = 255

Higher Blue:
if blue1 > red1 and blue1 > green1:
    redOut = 0
greenOut = 0
blueOut = 255
else:
    redOut = 255
greenOut = 255
blueOut = 255

Mostly Blue:
if blue1 > (red1+green1)/2:
    redOut = 0
greenOut = 0
blueOut = 255
else:
    redOut = 255
greenOut = 255
blueOut = 255
Fun With Averages

Redscale?
\[
\text{avg} = \frac{\text{red1} + \text{green1} + \text{blue1}}{3}
\]
\[
\text{redOut} = \text{avg}
\]
\[
\text{greenOut} = 0
\]
\[
\text{blueOut} = 0
\]

Grayscale negative:
\[
\text{avg} = \frac{\text{red1} + \text{green1} + \text{blue1}}{3}
\]
\[
\text{redOut} = 255 - \text{avg}
\]
\[
\text{greenOut} = 255 - \text{avg}
\]
\[
\text{blueOut} = 255 - \text{avg}
\]

Threshold:
\[
\text{avg} = \frac{\text{red1} + \text{green1} + \text{blue1}}{3}
\]
\[
\text{if} \text{ avg} > 128:
\]
\[
\text{redOut} = 255
\]
\[
\text{greenOut} = 255
\]
\[
\text{blueOut} = 255
\]
\[
\text{else:}
\]
\[
\text{redOut} = 0
\]
\[
\text{greenOut} = 0
\]
\[
\text{blueOut} = 0
\]

Combining Images

Random:
\[
\text{if randint(0,1) == 0:}
\]
\[
\text{redOut} = \text{red1}
\]
\[
\text{greenOut} = \text{green1}
\]
\[
\text{blueOut} = \text{blue1}
\]
\[
\text{else:}
\]
\[
\text{redOut} = \text{red2}
\]
\[
\text{greenOut} = \text{green2}
\]
\[
\text{blueOut} = \text{blue2}
\]

Average:
\[
\text{redOut} = \frac{\text{red1} + \text{red2}}{2}
\]
\[
\text{greenOut} = \frac{\text{green1} + \text{green2}}{2}
\]
\[
\text{blueOut} = \frac{\text{blue1} + \text{blue2}}{2}
\]
<table>
<thead>
<tr>
<th><strong>Masking</strong></th>
<th><strong>Green Screen!</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>“and” Threshold:</strong></td>
<td></td>
</tr>
</tbody>
</table>
| \[
\begin{align*}
\text{avg1} &= \frac{\text{red1} + \text{green1} + \text{blue1}}{3} \\
\text{avg2} &= \frac{\text{red2} + \text{green2} + \text{blue2}}{3}
\end{align*}
\] |  |
| if \(\text{avg1} > 128 \text{ and } \text{avg2} > 128\): |  |
| \[
\begin{align*}
\text{redOut} &= 255 \\
\text{greenOut} &= 255 \\
\text{blueOut} &= 255
\end{align*}
\] |  |
| else: |  |
| \[
\begin{align*}
\text{redOut} &= 0 \\
\text{greenOut} &= 0 \\
\text{blueOut} &= 0
\end{align*}
\] |  |
| **(255,128,0)** |  |