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Automatic Parallelization: Manycore Systems

hmpp

+	G	GPU Programming Features addressed by our Automatic Technique	
Impact on performance	1	Threadification	
	2	Thread grouping: warps	
	3	Minimization of CPU-GPU data transfers	
	4	Coalescing	
	5	Maximization of the usage of registers and shared	
	6	Divergency	
	7	Occupancy	
	8	Threads per block	



Definition 3.3.1. *Given a constant* $\phi \in \mathbb{Z}$ *, a function* $g : \mathbb{N}^0 \to \mathbb{Z}$ *, and the operator* +, the chrec $f = \{\phi, +, g\}$ is defined as a function $f : \mathbb{N}^0 \to \mathbb{Z}$ such that:

$$\{\phi,+,g\}(i) = \phi + \sum_{j=0}^{i-1} g(j)$$

- Useful for representing the iterations of a loop and array access patterns •
- We instantiate (particularize) them for each GPU thread

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Trace-based Reconstruction of Affine Codes



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ARCHITECTURE GROUP

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- Dependence analysis
- Design of embedded memories
- Trace compression

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Future Project: Breaking the Traditional Analysis of the Results of Computational Simulations

- It typically starts after the simulation has finished: I/O subsystem evolves slowly, so it is a new bottleneck
 - We want to use Apache Flink, a distributed streaming dataflow engine, to process the data from the simulation in the same cluster. Tested with molecular dynamics!



Automatic real-time resource scaling platform for Big Data



