1	Intro	oduction		1
	1.1	Classical Use of Parallelism		
	1.2	Paralle	lism in Today's Hardware	2
	1.3	Basic (Concepts	4
	1.4	Overvi	ew of the Book	5
2	Para	llel Com	puter Architecture	9
	2.1	Processor Architecture and Technology Trends		
	2.2	Flynn's Taxonomy of Parallel Architectures		
	2.3	Memor	ry Organization of Parallel Computers	14
		2.3.1	Computers with Distributed Memory Organization	15
		2.3.2	Computers with Shared Memory Organization	18
		2.3.3	Reducing memory access times	20
	2.4	Thread	I-Level Parallelism	24
		2.4.1	Simultaneous Multithreading	24
		2.4.2	Energy Consumption of Processors	25
		2.4.3	Multicore Processors	26
		2.4.4	Architecture of Multicore Processors	28
		2.4.5	Example: Architecture of the Intel Core i7	32
	2.5 Interconnection Networks		onnection Networks	35
		2.5.1	Properties of Interconnection Networks	36
		2.5.2	Direct Interconnection Networks	38
		2.5.3	Embeddings	44
		2.5.4	Dynamic Interconnection Networks	47
	2.6 Routing and Switching			52
		2.6.1	Routing Algorithms	53
		2.6.2	Routing in the Omega Network	61
		2.6.3	Switching	63
		2.6.4	Flow control mechanisms	71
	2.7	Caches	s and Memory Hierarchy	72
		2.7.1	Characteristics of Caches	73
		2.7.2	Write Policy	81
		2.7.3	Cache coherency	83
			5	



Contents

		2.7.4	Memory consistency.	91		
	2.8	Example	e: IBM Blue Gene supercomputer	97		
	2.9	Exercise	es for Chapter 2	100		
3	Paral	Parallel Programming Models 1				
	3.1	Models	for parallel systems	105		
	3.2	Paralleli	ization of programs	108		
	3.3	Levels of	of parallelism	110		
		3.3.1	Parallelism at instruction level	110		
		3.3.2	Data parallelism	112		
		3.3.3	Loop parallelism	114		
		3.3.4	Functional parallelism.	116		
		3.3.5	Explicit and implicit representation of parallelism	117		
		3.3.6	Parallel programming patterns	120		
	3.4	SIMD C	Computations	125		
		3.4.1	Execution of vector operations.	125		
		3.4.2	SIMD instructions	127		
	3.5	Data dis	stributions for arrays	128		
		3.5.1	Data distribution for one-dimensional arrays	129		
		3.5.2	Data distribution for two-dimensional arrays	130		
		3.5.3	Parameterized data distribution	132		
	3.6	Informa	tion exchange	133		
		3.6.1	Shared variables	133		
		3.6.2	Communication operations	134		
	3.7	Parallel	matrix-vector product	141		
		3.7.1	Parallel computation of scalar products	142		
		3.7.2	Parallel computation of the linear combinations	145		
	3.8 Processes and Threads		es and Threads	146		
		3.8.1	Processes	148		
		3.8.2	Threads	149		
		3.8.3	Synchronization mechanisms	152		
		3.8.4	Developing efficient and correct thread programs	156		
	3.9	Further	parallel programming approaches	158		
		3.9.1	Approaches for new parallel languages	159		
		3.9.2	Transactional memory	161		
	3.10	Exercic	es for Chapter 3	164		
4	Perfo	rmance	Analysis of Parallel Programs	169		
	4.1	Perform	nance Evaluation of Computer Systems	170		
		4.1.1	Evaluation of CPU Performance	170		
		4.1.2	MIPS and MFLOPS	172		
		4.1.3	Performance of Processors with a Memory			
			Hierarchy	174		
		4.1.4	Benchmark Programs	176		

	4.2	Perform	mance Metrics for Parallel Programs	179
		4.2.1	Speedup and Efficiency	180
		4.2.2	Scalability of Parallel Programs	183
	4.3	Asymp	ototic Times for Global Communication	184
		4.3.1	Implementing Global Communication Operations	186
		4.3.2	Communications Operations on a Hypercube	191
	4.4	Analys	sis of Parallel Execution Times	199
		4.4.1	Parallel Scalar Product	199
		4.4.2	Parallel Matrix-vector Product	201
	4.5	Paralle	el Computational Models	203
		4.5.1	PRAM Model	204
		4.5.2	BSP Model	207
		4.5.3	LogP Model	209
	4.6	Loop S	Scheduling and Loop Tiling	211
		4.6.1	Loop Scheduling	212
		4.6.2	Loop Tiling	220
	4.7	Exerci	ses for Chapter 4	222
5	Mess	age-Pas	sing Programming.	227
	5.1	Introdu	action to MPI	228
		5.1.1	MPI point-to-point communication.	230
		5.1.2	Deadlocks with Point-to-point Communications	234
		5.1.3	Nonblocking Operations and Communication	207
			Modes	237
		5.1.4	Communication mode.	241
	5.2	Collec	tive Communication Operations	243
		5.2.1	Collective Communication in MPL	243
		5.2.2	Deadlocks with Collective Communication	256
	5.3	Proces	s Groups and Communicators.	258
		5.3.1	Process Groups in MPI	259
		5.3.2	Process Topologies.	264
		5.3.3	Timings and aborting processes	268
	5.4	Introdu	action to MPI-2.	269
		5.4.1	Dynamic Process Generation and Management	269
		5.4.2	One-sided communication	272
	5.5	Exerci	ses for Chapter 5	281
6	Thre	ad Prog	ramming	287
0	6.1	Progra	mming with Pthreads	287
		6.1.1	Creating and Merging Threads.	289
		6.1.2	Thread Coordination with Pthreads	293
		6.1.3	Condition Variables	298
		6.1.4	Extended Lock Mechanism	304
		6.1.5	One-Time Initialization	306
		6.1.6	Implementation of a Task Pool	307

		6.1.7	Parallelism by Pipelining	310		
		6.1.8	Implementation of a Client-Server Model	316		
		6.1.9	Thread Attributes and Cancellation	321		
		6.1.10	Thread Scheduling with Pthreads	327		
		6.1.11	Priority Inversion	333		
		6.1.12	Thread-specific Data	335		
	6.2	Java T	hreads	337		
		6.2.1	Thread Generation in Java	337		
		6.2.2	Synchronization of Java Threads	341		
		6.2.3	Wait and Notify	349		
		6.2.4	Extended Synchronization Patterns.	355		
		6.2.5	Thread Scheduling in Java	359		
		6.2.6	Package java.util.concurrent	361		
	6.3	OpenM	ЛР	367		
		6.3.1	Compiler directives	369		
		6.3.2	Execution environment routines	377		
		6.3.3	Coordination and synchronization of threads	377		
	6.4	Exerci	ses for Chapter 6	383		
			·			
7	Gene	eneral Purpose GPU Programming				
	7.1	The A	rchitecture of GPUs.	387		
	7.2	Introdu	uction to CUDA Programming	393		
	7.3	Synchi	ronization and Shared Memory	399		
	7.4	CUDA	Thread Scheduling.	404		
	7.5	Efficie	ent Memory Access and Tiling Technique	406		
	7.6	Introdu	uction to OpenCL	412		
	7.7	Exercises for Chapter 7 4				
8	Algo	rithms f	for Systems of Linear Equations	417		
	8.1	Gaussi	an Elimination	418		
		8.1.1	Gaussian Elimination and LU Decomposition	418		
		8.1.2	Parallel Row-Cyclic Implementation	422		
		8.1.3	Parallel Implementation with Checkerboard			
			Distribution	425		
		8.1.4	Analysis of the Parallel Execution Time	431		
	8.2	Direct	Methods for Linear Systems with Banded Structure	436		
		8.2.1	Discretization of the Poisson Equation	436		
		8.2.2	Tridiagonal Systems	441		
		8.2.3	Generalization to Banded Matrices.	454		
		8.2.4	Solving the Discretized Poisson Equation	456		
	8.3	3 Iterative Methods for Linear Systems				
	•	8.3.1	Standard Iteration Methods	459		
		8.3.2	Parallel implementation of the Jacobi Iteration	463		
		8.3.3	Parallel Implementation of the Gauss-Seidel			
			Iteration	465		

	8.3.4	Gauss-Seidel Iteration for Sparse Systems	467		
	8.3.5	Red-black Ordering	470		
8.4	Conjug	gate Gradient Method.	476		
	8.4.1	Sequential CG method	476		
	8.4.2	Parallel CG Method	478		
8.5	Choles	ky Factorization for Sparse Matrices	483		
	8.5.1	Sequential Algorithm	483		
	8.5.2	Storage Scheme for Sparse Matrices	489		
	8.5.3	Implementation for Shared Variables	491		
8.6	Exercis	ses for Chapter 8	496		
Referenc	es		501		
Index	Index				

.