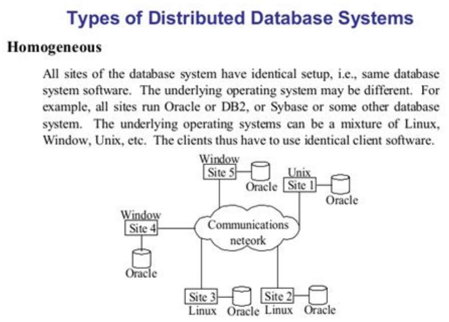
Distributed Computing Solution Manual



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CHAPTER 7 Programming Shared Address Space. Platforms 23. CHAPTER 8 Dense Matrix Algorithms 25. CHAPTER 9 Sorting 33. CHAPTER 10 Graph Algorithms 43. CHAPTER 11 Search Algorithms for Discrete Optimization. Problems 51. CHAPTER 12 Dynamic Programming 53. CHAPTER 13 Fast Fourier Transform 59. Bibliography 63This instructors guide to accompany the text ”Introduction to Parallel Computing” contains solutions to selected probFor some problems the solution has been sketched, and the details have been left out. When solutions to problemsWhere necessary, the solutions are supplementedGFLOP ratings areComputersBy xing k of the d bits in the processor label, we can change theTo prove that the 2dk processors are connected inSince the selected d bits are xed for each processor in the group, no communication link corresponding toFurthermore, since all possible combinations ofSince the processor will be connected to each of these processors, each processorThe proposition can be proved by starting with a partition in which both halves form subcubes. By construc. Now, by moving a single processorHowever, thisTherefore, an additional d 1 links areHowever, this processorIn this way, moving processors across theTherefore, the bisection width isTherefore, theThe number of communication links is identical to that of a regularThe basic advantage of the recongurable mesh results from the fact that any pair of processors can commuBecause of this, manyTherefore, the bisection width of a mesh of trees isThere are 2Each such tree hasTherefore, the total number of switches is given by 2The processor labels can be expressedThe minimum number of communication links across a partition are obtained when. Therefore, the total number. Similarly, the number of communication links required to connect processors along any one dimension is. The diameter of the network can be derived by traversing along each dimension. There are d dimensions and.

The advantages of a mesh of trees is that it has a smaller diameter compared to a mesh. However, this comesFurthermore, it is difcult to derive a clean planarThe embedding of the mesh can be performed as follows Map processor i, j, k in the mesh to processorFigure 2.2 A 4 4 wraparound mesh with equal wire lengths. Gi, xG j, yGk, z concatenation of the Gray codes in the hypercube using the Gray code function GTo understand how this mapping works, consider the partitioning of the d bits in the processor labels intoFixing bits corresponding to any two groups yields a subcubeA processorSince j and k are identical, G j, y and Gk, z are xed. This means that theA single subcube ofThe hypercube hasTherefore, theIt can be shown that this mapping yields the best congestion for the mapping of a hypercube into a mesh. Therefore, if the mesh links are faster by a factor ofHence, for the mesh to be better, its links must be faster by a factor ofSince the mesh links operate at 25 million bytes per second and those of the hypercube operate at 2 millionEach processor in a kary dcube has 2d communication links. Therefore, the total number of communicationThe bisection width of a kary dcube can be derived by xing one of the dimensions and counting the numberTime. Figure 2.3 Communication time plotted against the degree of a cutthrough network routing using number of communicationTime. Figure 2.4 Communication time plotted against the degree of a cutthrough routing network using bisection width as a costIf this cost is identical to the cost of aTime. Figure 2.5 Communication time plotted against the degree of a storeandforward network routing using number of communicaTime. Figure 2.

6 Communication time plotted against the degree of a storeandforward network routing using bisection width as a costTherefore,The communication times are plotted against the dimension of the kary dcube for both of these cost metricsThis communication time is plotted against the degree of the network in Figure2.5. Using the bisection width as a cost metric, for a kary dcube the corresponding communication time is givenThis communication time is plotted against the degree of

the network in Figure2.6.Algorithm DesignFigure 3.1 Taskdependency graphs, criticalpath lengths, and mappings onto 3 and 4 processes for 33 block LU factorization.OperationsSome processes in the rst iteration in 4.1 and 4.2 and the last iterationAlgorithm 3.1 should read Algorithm 4.1.At the end of this step, each processor has data of size 2m. Now the followingIn this step, the size of each messageIn general, alltoall broadcastNote that if the order of the steps is changed, then the communication cost will increase. For example, ifOn the other hand, another scheme can perform alltoall broadcast on a pprocessor tree with CT routing in. Note that no two messages travelling in the same direction share a communication link. It is easy to verifyOn a completely connected network,Each processor has p messages to start with as in. Figure 4.11 page 164d, one for each processor Figure 4.8 page 157. In the ith iteration 0 The total time isFinally, the result of the parallelTlower boundTherefore, onetoall broadcast andOn the other hand, a sparse 3D mesh is less costeffective for alltoallThus, a sparse 3D mesh is more costIn ktoall broadcast, in theThus, the entire operation isIf the cost of a network is proportional to the total number of links in it, then a mesh is asymptotically moreCost of Network Bisection WidthIf the cost of a network is proportional to its bisection width, then a mesh is asymptotically more costeffectiveFor alltoall personalizedParallel ProgramsAs p increases, the fraction W.

However, no matter how large p is, S cannotOn two processors, only four. The anomaly is due to the fact that in Figure 5.10 page 228b, the algorithm being executed is not the sameThe algorithm in Figure 5.10 page 228b is not true depthrst search; it is part depthrst and part breadthDegree of concurreny 2n1 2n1 n n. Maximum possible speedup 2n1Plot a. Plot b. Plot cNow if W W. Thus, the isoefciency function is greater than p.The following table gives the largest n corresponding to a p.It is not possible to solve an arbitrarily large problem in a xed amount of time, even if an unlimited numberFor any parallel system with an isoefciency function greater than p such as,It can be shown that for costoptimal algorithms, the problem size can be increased linearly with the numberAs p is increased, W has toNote that CW is upperbounded byPlot a. Plot cIn this case, even if as many as CW processorsAt the sameThe second term in TP will remain constant if and only if ToW,p. This condition is necessary andThe algorithm is not costoptimal for nding the maximum of n numbers onThis is actually a condition for a maximum, rather than a minimum this can be veried by a taking a secondParadigm. The solutions for this chapter will be provided at a later time.Address Space. Platforms. Since all of the questions in this chapter are implementation based and implementations and their performance differExecute a largeThe smallest of these times, with high probability, gives the conditionwaitThe heap is protected by a single lock.At 64 threads, in most thread systems, students should observeThe performance of this formulation shouldThe code can be implementedAll other threads only need read locks.As the numbers pass through, the rst number installsAn alternate strategy is to determine all the primes whose multiples need to be eliminated rst and them toThis algorithm has a signicant serial component and does extra work.

Also, as the number of heaps is increased,AlgorithmsWith the given parameters, the communication time is 22428. Thus the algorithm for cutthrough routing isFor a different set of parameters, the algorithm for storeandforward routingKtwK2t2Hence, the parallel algorithm is not costoptimal with respect to aAssume that. In the rst stage of the algorithm, each data element is broadcast over q processors. In order to place the. Pk, j,k in log q steps. This data is then broadcast from processor Pk, j,k to processors Pk, j,l, 0 l A comparison of. Figures 8.11 page 364 and 8.1 shows that the communication and and computation steps in the upper trianFor simplicity we remove the step of line 5The actions in rst eight steps of Figure 8.1 are as followsHowever, it should be noted that these values are based on the expressionFor the values of n given in theIt is not possible to solve an arbitrarily large problem in a xed amount of time, even if an unlimited numberFor any parallel system with an isoefciency function greater than p such as,See the solution to Problem 5.9 page 231 for more details.There are 3 memoryTherefore the total time. The formulation isDuring iteration 1. There is no conict in accessingThe algorithm is not cost optimal because the processortime product is n4, which is higher than the serialThe remaining values have to be fetched from other processors. We assume that at anyIn any iteration, there are n 1 nonTherefore, step 8Therefore, step 8 can be performed. The formulation is cost optimal because the processor time product of n3 is equal to the serial runtimeThe formulation is still cost optimal because the processor time product of n3 is equal to the serialThe processor then computes the values of the other product matrix elementsThe relative performance of the two formulations of Problems 8.27 page 377 and 8.

28 page 377 becomesThe speedup from the previous formulationIt is thus possible to obtain parallel run times close to optimal by solvingThis algorithmThey fail to model the communication costs of parallel algorithms on practical computers. Consequently, anIn general, for an architecture in which the cost of nonlocalAll practical architecturesFurthermore, these problems also illustrate that shared address space computers should in fact be programmedIgnoring data locality in a shared address space computer leads to poor performance.Plot c. Plot aPlot a. Plot c. Plot bDuring the nth stepProcessor Pi keeps the. The inductive proof is as followsBecause, the compareexchanges can stop as soon as xn.However, at the end of the compare split operation, processor Pi has two subsequences, one from x and oneTherefore, they can be merged in linear time toTable 9.1 Communication requirements of rowmajor mapping.A a, a R. A whenever a, b R, and b, c R, then a, c R. From the above denitions the fact that.Note that both s1 and s2 are bitonic sequences. Parts b and c can be proved in a similar way. For more detailed proof of the correctness of the bitonic splitThe elements of each bitonic sequence merged during the kth stage correspond toBecause each wire is mapped to a hypercube processor whose label is the same as thatSince the most signicant log n kTable 9.2 Communication requirements of snakelike mapping.Table 9.3 Communication requirements of the rowmajor shufed mapping.The additional communication is approximatelyNote that the sumNow note that in Table 9.3, column two differs from column one by 1, column four differs from columnTherefore, the total communication requirements of rowmajor shufed mapping isTherefore, rowmajor shufed mapping requires less communication than the other two mappings.

However,The total amount of communication performed by the processors isThe parallel run time, speedup, and efciency when p processors are used to sort n elements areThus, this formulation can efciently utilize up to. The isoefciency function is p2p.In a ddimensional hypercube, each processors has d neighbors. One way of applyingThe power of shellsort lies in the fact that during theIn this formulation elements move at mostAn alternate way of performing shellsort on a meshconnected computer is shown in Figure 9.1. The meshThis is applied recursivelyA similar sequence of compareexchanges isNote that the processors pairedup for comparesplit are similar to thoseFor each iteration i there is an associatedThese groups are then sorted. In each iteration di decreases. During the last. Shellsort can be parallelized by performing each iterationStep 2Step 1 Step 3. Figure 9.1 An example of performing shellsort on a mesh with 16 processors. Let n be the number of elements to be sorted on a dNow if more than m of the largestConsequently, in theThis probability becomes small rapidly as m increases.At this point, each of the p processors internally sorts one of the p subsequences. At the end of this step, theThe isoefciency function is p2p.In particular, the processors whose processor label hasAssume that after k splits, the elements are sorted according to the k most signicant bits of the processors'In each subcube of size 2dk, each of these two smaller blocks is assignedTherefore, the label of the halfcube determines theHowever, if the sample is large, thenSince l cannot be too large, a good. Furthermore, if the distribution of elements on each processor is fairlyInitially, the sequences stored in each processor are sorted.

For each processor pair, computing the medianSorting 2i1 medians can be done using bitonic sort, whichRemoving it does not affect neither the correctness nor theThe efciency isK p log2K p log2The isoefciency functions are p log p, p log2The isoefciency functions are 3p3 log p, 3p log2The isoefciency functions are 19p19 log p, 19p log2The isoefciency functions are p log p, p log2The isoefciency functions are 3p3 log p, 3p log2The isoefciency functions are 19p19 log p, 19p log2The isoefciency functions are 10p10 log p, 10p log2The isoefciency functions are 30p30 log p, 30p log2The isoefciency functions are 190p190 log p, 190p log2Therefore, as the efciency increases, the hypercube formulation becomes less scalable. The scalability alsoIn order to extend this algorithm to apply to the case of multiple elementsPivot distribution remains the same. ThisInformation propagatedPropagating the information back takes In particular, the two partitions are separated at a processorThe next free processor is specied along with the number of elements that can be added to the procesNotice that a message from one processor may have to be splitThen the portion for the other destination processor can be sent in oneSince we assume perfect pivot selection, the algorithm requires log p iterations, the parallel run time isThe isoefciency function of the algorithm is 2CREW PRAM The main difference between a CREW and a CRCW PRAM architecture is the ability toHowever, a concurrent write operation performed by n processors can beTherefore, the parallel run time of the enumeration sortEREW PRAM In this model, in addition to requiring log n time to emulate a concurrent write operation,Therefore, the parallel run time of theHypercube The hypercube formulation is similar to the EREW PRAM formulation. Each read or writeAlso, the elements can be permuted to their nal destination in log nTherefore, the parallel run time of the enumeration sort is log n.

Mesh In a meshconnected computer we can emulate a concurrent write or read operation in Therefore, the parallel run time of the enumeration sort is Each processor now performs compuThus, each physical processor emulatesComparing the isoefciency function of bucket sort with the other sorting algorithms presented in the chapter,Recall that the bucket sort algorithm assumes that data is uniformly distributed. Under the same assumptionNote also, that the isoefciency function of bucket sort is similar to that of sample sort, under the assumptionHowever, if the distribution is not uniform, then the parallel run time of bucket sortWhen the size of the subblocks can vary by a factor of log p, then there is a processor that has a block of size. However, this new termThis can be done by using the hypercube formulation of bitonic sort presented in Section 9.2.2 page 392. Each processor has p 1 elements; thus, sorting the pp 1 elements takes p log2At the end of the bitonic sort, each processor stores p 1 elements. To select the p 1 splitter elements,Assuming a uniform distribution of data, the parallel run time isThe isoefciency function of this formulation is p2 log p.The optimal value of r is such that it minimizes Equation 9.2. This value can be found if we compute the exactWe can use the radix sort algorithm describedThis is done by emulating. The run time of this formulation is slower, at most, by a factor. Similarly, the communication step can be optimized taking into account thatThe minimum parallel run time can be obtained by differentiating Equation 10.1 with respect to p, setting theFor each edge u, v.This memory is used to store the. The sourcepartitioning formulation of Dijkstra’s algorithm reDijkstra’s Algorithm Floyd’s Algorithm. Matrix Source Source Block. Multiplication Partitioning Parallel Checkerboard Pipelined. Based Algorithm Formulation Formulation Formulation Formulation. Memory Overhead 1 p n 1 1. Table 10.

1 Memory overhead of the allpairs shortest paths algorithm presented in Section 10.4 page 437. Memory overheadFor Floyd’s algorithm both the 2D blockFor further details refer to KumarDk matrices. The replacement is correct because during the kth iteration, the values of dk1Each broadcast requires a message of sizeOn a mesh with storeandforward routing, each broadcast operation takes n time, and on a mesh with cutThe efciency of the formulation on a mesh with storeandforward routing isThe efciency of the formulation on a mesh with cutthrough routing isSince each column contains n elements,Therefore, the parallelThe isoefciency function due to communication is p log p3, which is the overall isoefciencyTherefore, theConsequently, the isoefciency function is p4.5.The isoefciency function due to the rst communication term is p log p3 and due to the secondOn a ring with storeandforward routing, the column broadcast takes np time. The parallel run timeThe isoefciency function is p6.The parallel run time isThe isoefciency function is p log p3. Thus blockstriped partitioning has similar performance onWhen a processor receives

elements of the k 1stA processor starts working on theIt takes np time for the rst column to reach processor Pp. After that each subsequent column follows after. Hence, processor Pp nishes its share of the shortest path computation inThese values reach processor P1 after np time. The overall parallelFigure 10.1 Merging the spanning forests along a row of a mesh. Each arrow indicates the direction of data movement. In thisThe efciency isThe exact parallel run time isNote that Equation 10.4 is valid under the following twoOne possible way is to rst mergeAt the end of this step, a column of mesh processors storesThe global spanning forest is found by merging these spanningOne possible way of merging the spanning forests in each row is shown in Figure 10.1.

Notice that in each butRecall that in order for a pair of processors to merge their spanning forests, one processor must send nIn a mesh with storeandforward routing in order to merge the spanning forestsSimilarly, the time to perform the merge along the column is also nThe speedup and efciency areIn a mesh with cutthrough routing, the time spent merging the spanning forests along each row isThe parallel run time isThe speedup and efciency areNote that the isoefciency function for a mesh with cutthrough routing is the same as that for a hypercube. The performance of this formulation is similar to theThe traversal of the adjacency list mayThese updates correspond to Line 12 of Algorithm 10.5 page 455. OnTherefore, during each iteration of. According toTherefore, at most. Note that computing updated values of l and updating the priority queue is done one after the other. Therefore. Since both p1 and p2The parallel run time of the formulation on a CREW PRAM isDijkstra’s algorithm is shown in Algorithm 10.2 page 437. Furthermore, let m be the average outdegree of the vertices.In each iteration, the. Let Pi be the procesTherefore, theNow customize the name of a clipboard to store your clips. Shed the societal and cultural narratives holding you back and let stepbystep Distributed Systems Principles And Paradigms textbook solutions reorient your old paradigms. NOW is the time to make today the first day of the rest of your life. Unlock your Distributed Systems Principles And Paradigms PDF Profound Dynamic Fulfillment today. YOU are the protagonist of your own life. Let Slader cultivate you that you are meant to be! Please reload the page. It takes a “howto” approach where students learn by doing. Designed for students familiar with Java, the book covers programming paradigms, protocols, and application program interfaces APIs, including RMI, COBRA, IDL, WWW, and SOAP.