

# College of IT and Management Education

## Lesson Plan

**Sub** : Parallel Computing (MCE-506)

**Branch** : MCA

**Semester** : 5th Semester MCA( Jul-Dec,2016)

**Period** : June2016 to December 2016

**Name of the Faculty** : Shesha Shankar Gnanindranath Mishra

**Total Credit Point:** 3

**Total Number of Classes:** 40

| Sl. No.          | TOPIC PLANNED   | SESSION         |
|------------------|---|-----------------|
| <b>MODULE-I</b>  |   | <b>15 Hours</b> |
| 1                | Parallel Computing: Introduction. Example showing need of parallel computing                            | 1               |
| 2                | Scope/application area of parallel computing.   | 1               |
| 3                | Implicit parallelism: Pipelining, superscalar execution   | 1               |
| 4                | Superscalar execution. VLIW processors  | 1               |
| 5                | Improving performance of memory latency using cache, increasing bandwidth.                              | 1               |
| 6                | Alternative approach of hiding memory latency: multithreading, pre fetching.                            | 1               |
| 7                | Dichotomy of Parallel Computing Platforms : Control Structure of parallel platform, Communication Model | 1               |
| 8                | Physical organization of parallel Platform:<br>Parallel computer architecture                           | 1               |
| 9                | Network Topologies / interconnection network  | 1               |
| 10               | Network Topologies  | 1               |
| 11               | Evaluation of Static and dynamic interconnection network  | 1               |
| 12               | Cache coherence   | 1               |
| 13               | Communication Cost Parallel Machines: message passing cost  | 1               |
| 14               | Routing mechanism Parallel computer   | 1               |
| 15               | Processor-processor Mapping techniques  | 1               |
| <b>MODULE-II</b> |   | <b>14 Hours</b> |
| 16               | Principles of Parallel Algorithm Design: Preliminaries: Task, granularity, concurrency.                 | 1               |
| 17               | Decomposition techniques  | 1               |
| 18               | Decomposition techniques  | 1               |
| 19               | Characteristics of Tasks and Interactions   | 1               |
| 20               | Mapping Techniques for Load Balancing: Static mapping, Dynamic mapping                                  | 1               |

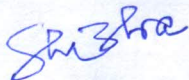
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| 21                | Methods for containing interaction Overheads  | 1               |
| 22                | Models of Parallel algorithm  | 1               |
| 23                | Models of Parallel algorithm  | 1               |
| 24                | Sources of overhead   | 1               |
| 25                | Performance metrics   | 1               |
| 26                | Effect of Granularity on Performance  | 1               |
| 27                | Scalability of Parallel Systems   | 1               |
| 28                | Minimum Execution time and minimum cost-optional Execution Time                                     |                 |
| 29                | Doubt Clearing classes  |                 |
| <b>MODULE-III</b> |   | <b>11 Hours</b> |
| 30                | Basic Communication Operations: One-to-All Broadcast and All-to-One Reduction. Process              | 1               |
| 31                | Algorithm One-to-All Broadcast & reduction  | 1               |
| 32                | All-to-All Broadcast and Reduction  | 1               |
| 33                | Scatter and Gather  | 1               |
| 34                | All-to-All Personalized Communication   | 1               |
| 35                | Circular Shift.   | 1               |
| 36                | Introduction to MPI Principles of Message Passing Programming                                       | 1               |
| 37                | The Building Blocks (Send and Receive Operations)   | 1               |
| 38                | MPI (the Message Passing Interface), Collective Communication and Computation Operations            | 1               |
| 39                | Examples of Matrix - Matrix multiplication, One dimensional Matrix Vector Multiplication using MPI. | 1               |
| 40                | Doubt clearing class.   | 1               |

**Text Books:**

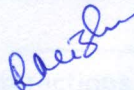
1. Ananth Grama, George Karypis, Vipin Kumar, Anshul Gupta, "Introduction to Parallel Computing", 2nd Edition, 2004, Pearson Education, Inc.
2. Michael J. Quinn, "Parallel Computing: Theory and Practice", 1994, McGraw-Hill Education (India),

**Reference Books:**

1. Calvin Lin, Larry Snyder, "Principles of Parallel Programming", Pearson Education, Inc.
2. Michael J. Quinn, "Parallel Programming in C with MPI and OpenMP", 2004, McGraw-Hill Education.
3. Barry Wilkinson, "Parallel Programming: Techniques and Applications Using Networked Workstations and Parallel Computers", Pearson Education, Inc.
4. Yves Robert, Henri Casanova, Armand Legrand, "Parallel Algorithms", 1st Edition, 2009, CRC Press.
5. Harry F. Jordan, Gita Alagband, "Fundamentals of Parallel Processing", PHI Learning Pvt. Ltd.



Faculty



Course Coordinator



Principal