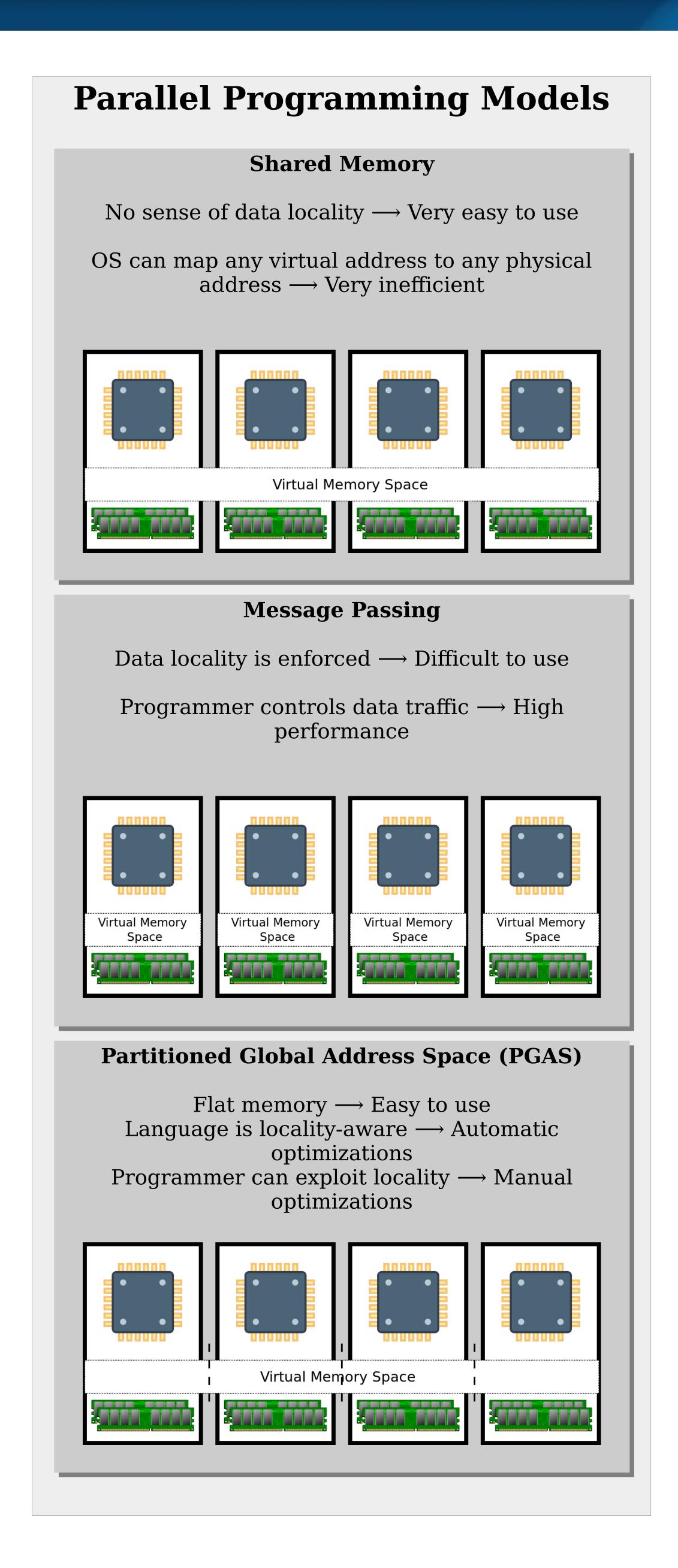
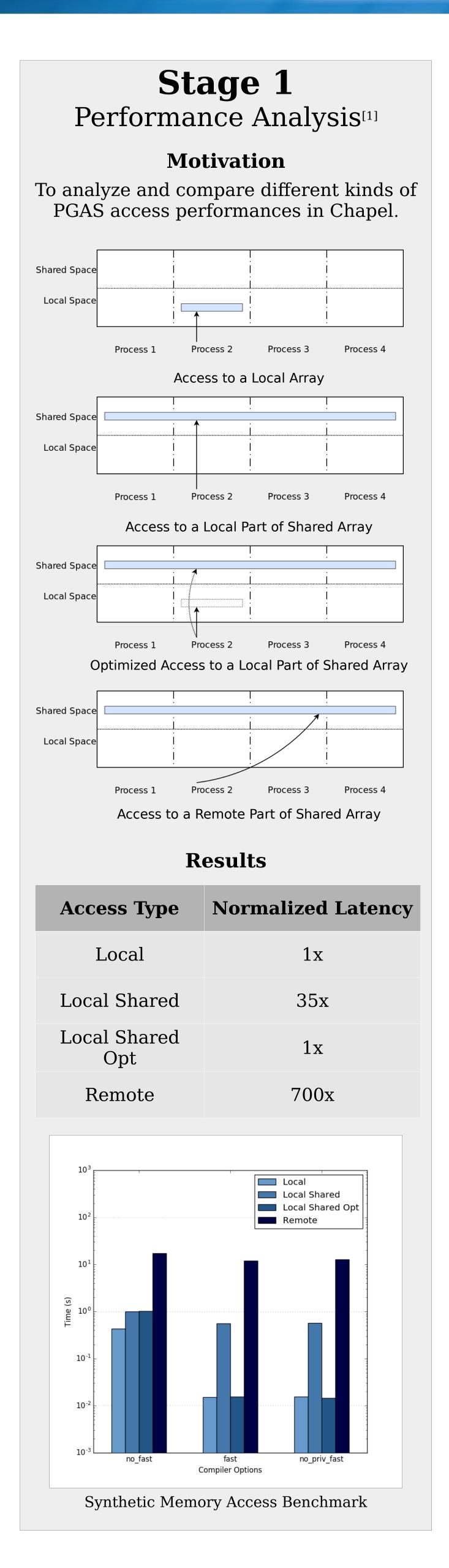
Mitigating Communication Costs in Emerging Parallel Programming Languages Engin Kayraklioglu





Advisor: Tarek El-Ghazawi

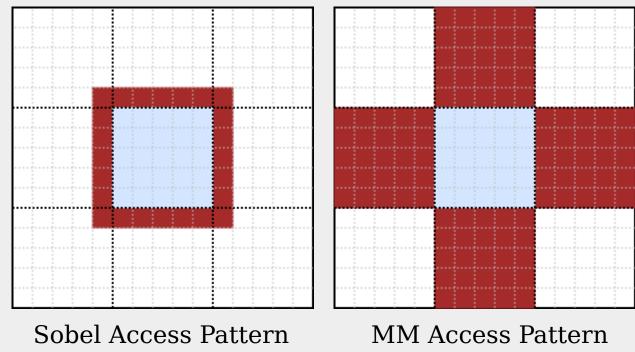


Stage 2 Hand Optimizations^[2]

Motivation

What are some common practices for Chapel programmers to achieve better multi-node performance?

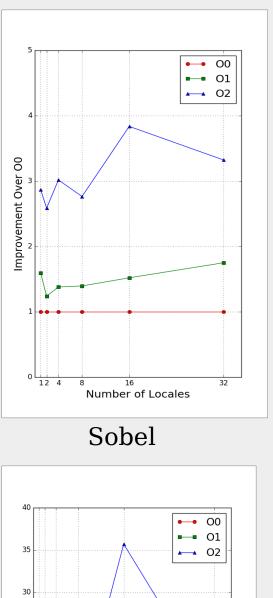
Optimizations

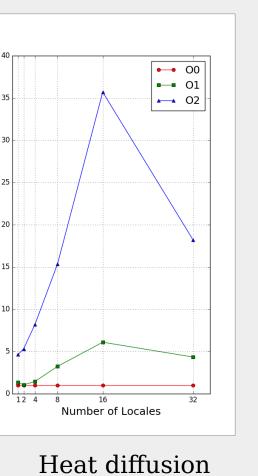


- O0 No hand optimizations
- Reorganize loops to be able to use local block

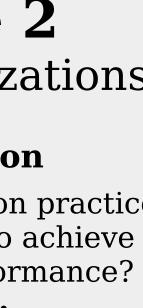
Results

Version	Speedup	Ι
00	1x	
01	1.1x-6.1x	
O2	1.7x-68.1x	





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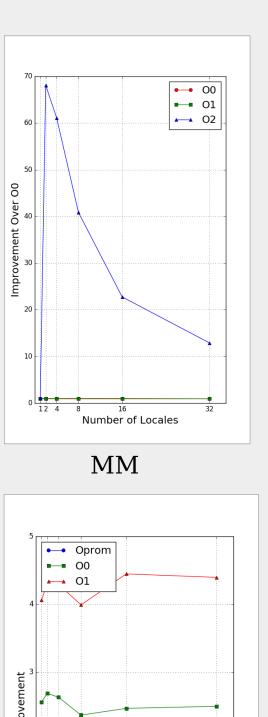
O2 Manually localize remote data



1x

4x-26x

2.5x-11x

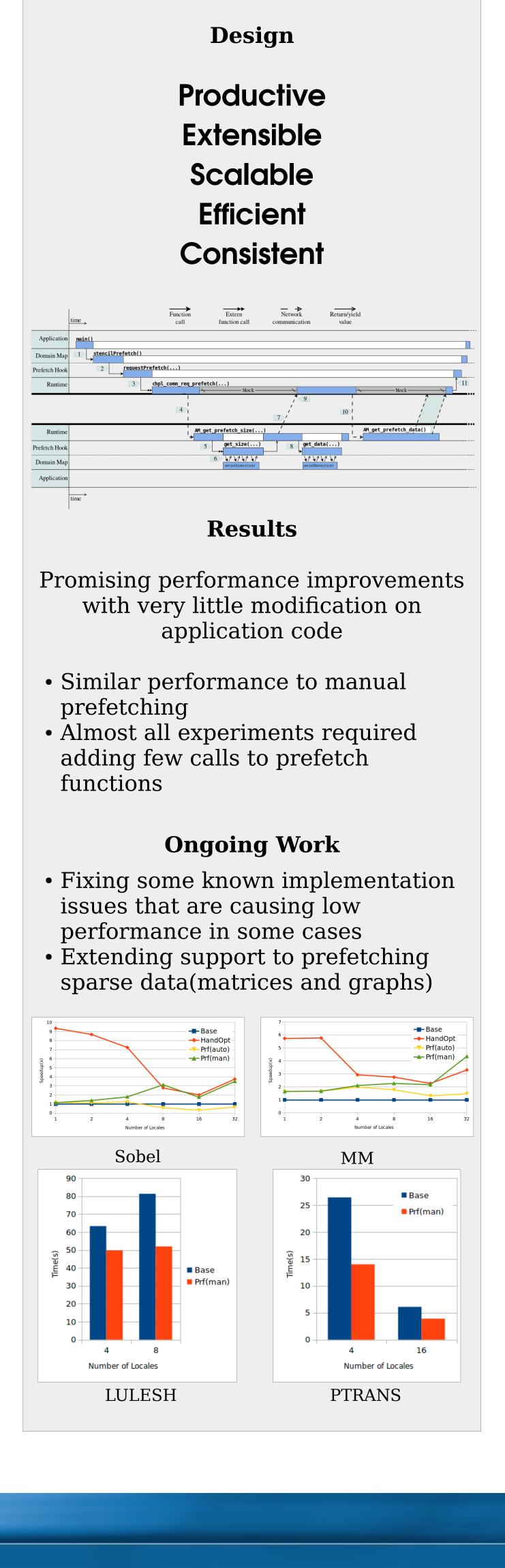


1

Number of Locales

STREAM Triad

12 4 8 16



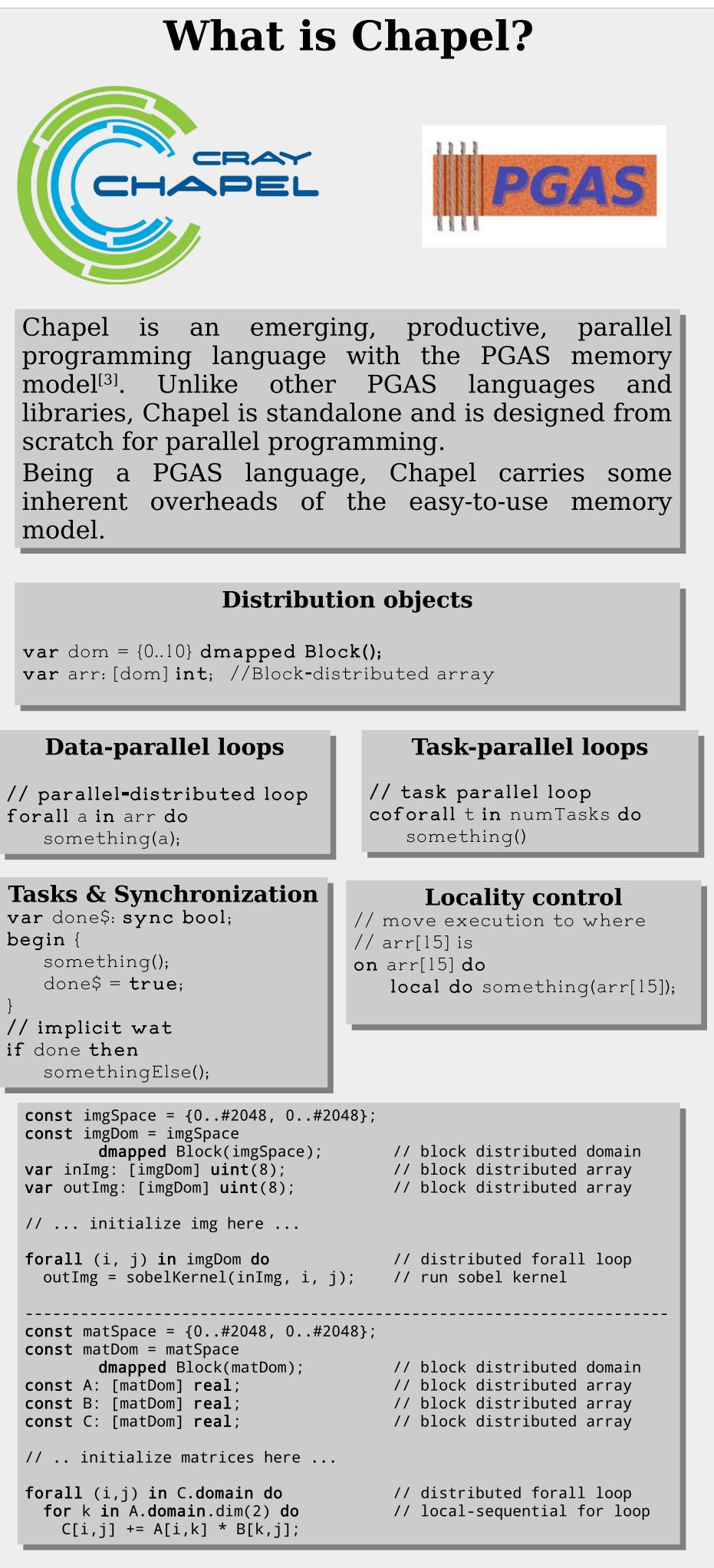
Stage 3

Runtime System Support*

Motivation

What if programming language

supported user-driven prefetching?



References

[1]E. Kayraklioglu and T. El-Ghazawi, "Assessing Memory Access Performance of Chapel through Synthetic Benchmarks," in 2015 15th IEEE/ACM International Symposium on Cluster, Cloud and Grid Computing (CCGrid), 2015, pp. 1147–1150. [2]E. Kayraklioglu, O. Serres, A. Anbar, H. Elezabi, and T. El-Ghazawi, "PGAS Access Overhead Characterization in Chapel," in 2016 IEEE International Parallel and Distributed Processing Symposium Workshops (IPDPSW), 2016, pp. 1568–1577 [3]chapel.cray.com

* This work is a collaboration with Chapel team at Cray: http://chapel.cray.com/collaborations.html

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