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Future Vision

By K B Hemanth Raj

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MULTI-CORE ARCHITECTURE AND PROGRAMMING [As per Choice Based Credit System (CBCS) scheme] (Effective from the academic year 2017 -2018) SEMESTER – VI			
Subject Code	17CS666	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Module – 1			Teaching Hours
Introduction to Multi-core Architecture Motivation for Concurrency in software, Parallel Computing Platforms, Parallel Computing in Microprocessors, Differentiating Multi-core Architectures from Hyper- Threading Technology, Multi-threading on Single-Core versus Multi-Core Platforms Understanding Performance, Amdahl’s Law, Growing Returns: Gustafson’s Law. System Overview of Threading : Defining Threads, System View of Threads, Threading above the Operating System, Threads inside the OS, Threads inside the Hardware, What Happens When a Thread Is Created, Application Programming Models and Threading, Virtual Environment: VMs and Platforms, Runtime Virtualization, System Virtualization.			8 Hours
Module – 2			
Fundamental Concepts of Parallel Programming :Designing for Threads, Task Decomposition, Data Decomposition, Data Flow Decomposition, Implications of Different Decompositions, Challenges You’ll Face, Parallel Programming Patterns, A Motivating Problem: Error Diffusion, Analysis of the Error Diffusion Algorithm, An Alternate Approach: Parallel Error Diffusion, Other Alternatives. Threading and Parallel Programming Constructs: Synchronization, Critical Sections, Deadlock, Synchronization Primitives, Semaphores, Locks, Condition Variables, Messages, Flow Control- based Concepts, Fence, Barrier, Implementation-dependent Threading Features			8 Hours
Module – 3			
Threading APIs :ThreadingAPIs for Microsoft Windows, Win32/MFC Thread APIs, Threading APIs for Microsoft. NET Framework, Creating Threads, Managing Threads, Thread Pools, Thread Synchronization, POSIX Threads, Creating Threads, Managing Threads, Thread Synchronization, Signaling, Compilation and Linking.			8 Hours
Module – 4			
OpenMP: A Portable Solution for Threading : Challenges in Threading a Loop, Loop-carried Dependence, Data-race Conditions, Managing Shared and Private Data, Loop Scheduling and Portioning, Effective Use of Reductions, Minimizing Threading Overhead, Work-sharing Sections, Performance-oriented Programming, Using Barrier and No wait, Interleaving Single-thread and Multi-thread Execution, Data Copy-in and Copy-out, Protecting Updates of Shared Variables, Intel Task queuing Extension to OpenMP, OpenMP Library Functions, OpenMP Environment Variables, Compilation, Debugging, performance			8 Hours
Module – 5			

<p>Solutions to Common Parallel Programming Problems : Too Many Threads, Data Races, Deadlocks, and Live Locks, Deadlock, Heavily Contended Locks, Priority Inversion, Solutions for Heavily Contended Locks, Non-blocking Algorithms, ABA Problem, Cache Line Ping-ponging, Memory Reclamation Problem, Recommendations, Thread-safe Functions and Libraries, Memory Issues, Bandwidth, Working in the Cache, Memory Contention, Cache-related Issues, False Sharing, Memory Consistency, Current IA-32 Architecture, Itanium Architecture, High-level Languages, Avoiding Pipeline Stalls on IA-32, Data Organization for High Performance.</p>	<p>8 Hours</p>
<p>Course outcomes: The students should be able to:</p>	
<ul style="list-style-type: none"> • Identify the issues involved in multicore architectures • Explain fundamental concepts of parallel programming and its design issues • Solve the issues related to multiprocessing and suggest solutions • Discuss salient features of different multicore architectures and how they exploit parallelism • Illustrate OpenMP and programming concept 	
<p>Question paper pattern: The question paper will have TEN questions. There will be TWO questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer FIVE full questions, selecting ONE full question from each module.</p>	
<p>Text Books:</p>	
<p>1. Multicore Programming , Increased Performance through Software Multi-threading by ShameemAkhter and Jason Roberts , Intel Press , 2006</p>	
<p>Reference Books:</p>	
<p>NIL</p>	