

Overview

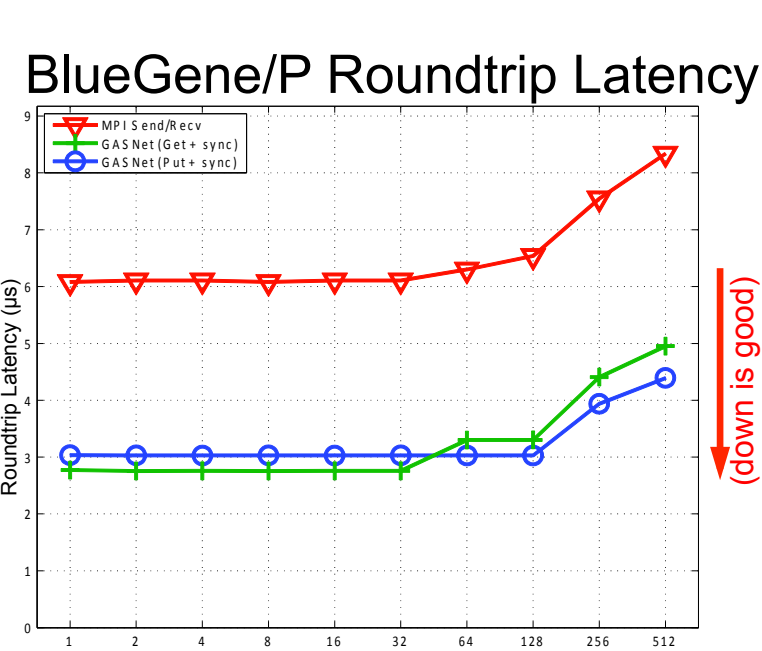
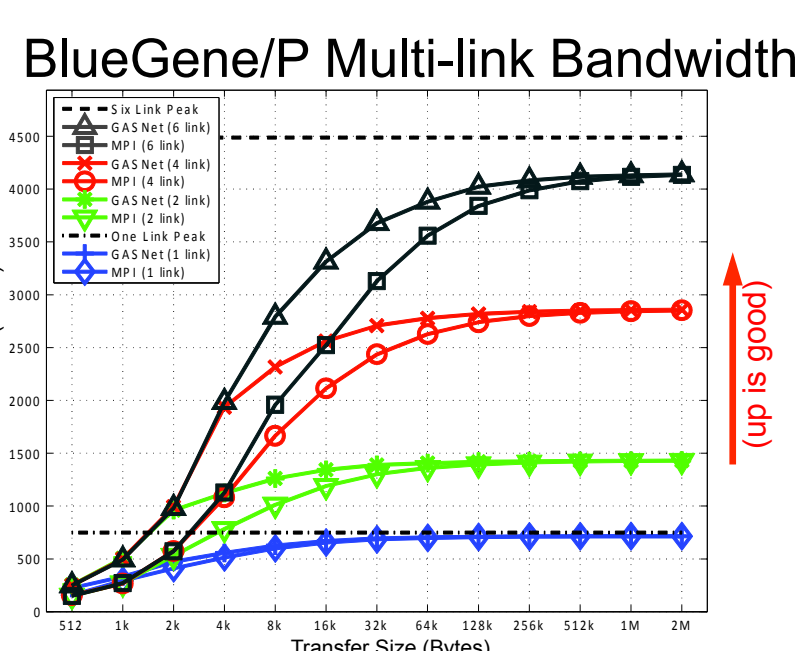
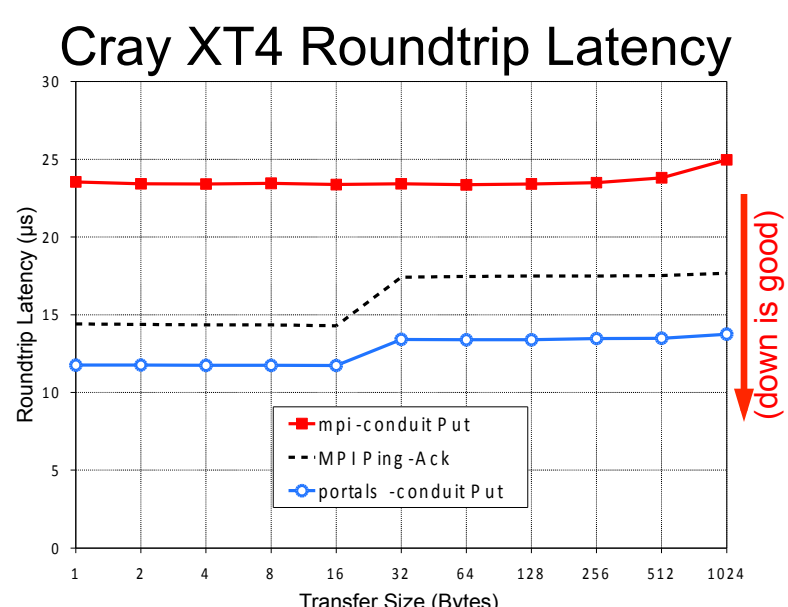
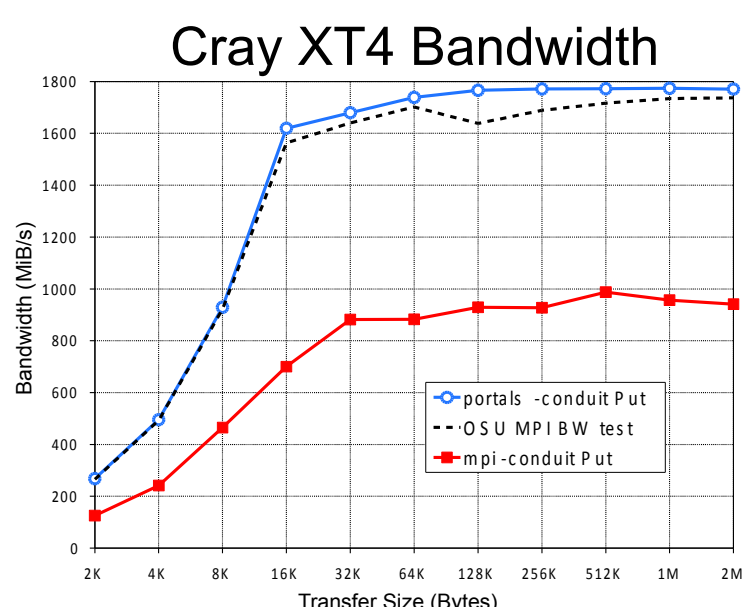
- A portable and high-performance UPC implementation, compliant with UPC 1.2 spec
- Features:
 - High performance UPC Collectives
 - Extensions for performance and programmability
 - Non-blocking memcpy functions
 - Semaphores and signaling put
 - Value-based collectives
 - Atomic memory operations
 - Hierarchical layout query
 - Localization (castability) queries
 - Collective deallocation functions
 - Compiler and runtime optimizations for application scalability
- Open Source Software (Windows/Mac/UNIX), installation DVD available at PGAS booth (#124)

Portable Design

- Layered design, platform-independent code gen
- Supports wide range of SMPs, clusters and MPPs
 - x86, Itanium, Opteron, Alpha, PPC, MIPS, ARM, PA-RISC, SPARC, X1, SX-6, Cray XT and XE, IBM Blue Gene, ...
 - Linux, {Free,Net,Open}BSD, Tru64, AIX, IRIX, HPUX, Solaris, MS Windows, Mac OS X, Unicos, SuperUX, ...
 - Pthreads, Myrinet, Quadrics Elan 3/4, InfiniBand, IBM LAPI, Dolphin SCI, MPI, Ethernet, Cray X1 / SGI Altix shmem, Cray XT Portals, Cray XE Gemini (beta), IBM BG/P DCMF

BUPC Runtime + GASNet

- Well-documented runtime interface, multiple UPC compilers (Berkeley UPC and Intrepid GCC/UPC)
- Debugging and tracing support
 - Performance Instrumentation Support (GASP)
 - Supports Parallel Performance Wizard (PPW)
 - Detailed communication tracing support
 - TotalView debugger support
- Interoperability with other programming env:
 - UPC calls to/from C, C++, Fortran, MPI
- Berkeley GASNet used for communication:
 - Performance from inline functions, macros, and network-specific implementations
- Optimized Collective ops
- High-performance communication
 - Consistently matches or outperforms MPI
 - One-sided, lightweight semantics



UPC-to-C Translator

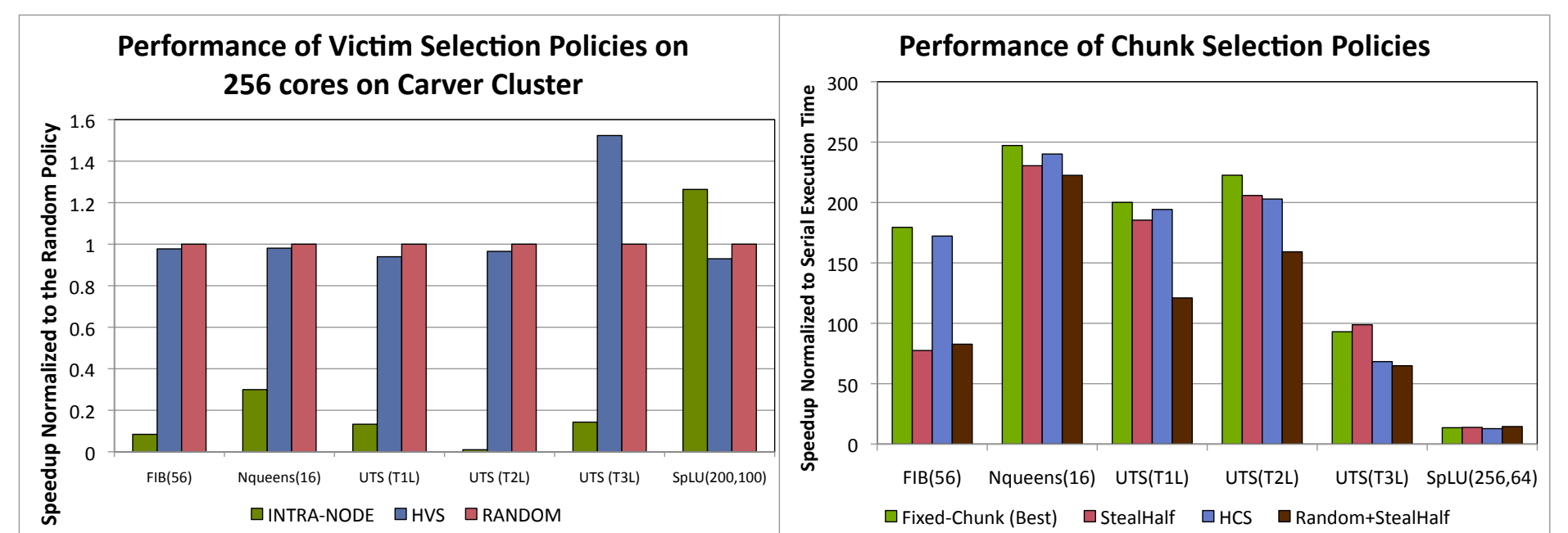
- Source-to-source translator, based on Open64
- Enhances programmer productivity through static and dynamic optimizations: compiler, runtime, communication libraries

Performance Portability: System, Scale, Load

- Compile time message vectorization and strip-mining
- Runtime Analysis: communication instantiated at runtime based on system specific performance models
- Performance models designed to take system scale and load into account

Dynamic Tasking in UPC

- Newly released UPC task library
- Task is defined as a task function + pointers to in/out
 - void task_func (void *in, void *out) { /* task body */ }
 - Tasks are stored in the global task queue
- Task programming models
 - Parallel-for parallelism and Fork-Join parallelism
 - Dependent task graph with task synchronization
- Performance improvement by dynamic load balancing
- Load balancing exploits locality
 - Hierarchical chunk selection
 - Hierarchical victim selection
- For more information – <http://upc.lbl.gov/task.shtml>



Hybrid "Task" Parallelism

- BUPC allows programs to use arbitrary combinations of Pthreads and Processes with shared memory
- Mixing Pthreads and Processes is required for:
 - Interoperability with MPI and non thread-safe libraries
 - Hybrid/hierarchical parallelism (for best performance)
- PSHM layer – Process SHared Memory
 - Shared memory comms through POSIX, SYSV or mmap()
 - Shared memory "network" for Active Messages support
 - Hybrid processes/pthreads execution
- Hybrid always performs best

