

REVIEW - PARALLEL ALGORITHMS

- Give the correct definition of the execution time!
- Give a simple model of the communication time!
- Give the definitions of the speedup (S) and efficiency (E), let T_1 and T_p be the execution time on one and p processors, respectively!
- Select the correct list of Single Computer Model (Von Neuman) components!

REVIEW - PARALLEL ALGORITHMS (cont.)

- Suppose that for finishing a complex repetitive task, e.g., car production, time T is needed for one person. Let this task be divided into k equally time-demanding subtasks, and for each of them a specialised worker be assigned. When the first and the second car will come from the production line?
- Suppose that the current computer performance is 10^{13} . According to the Moore's law that states that the computer performance doubles each one and half year, when the performance would be 10 times greater?

REVIEW - PARALLEL ALGORITHMS (cont.)

- Let a program P_r be composed of sequential part S_q and a parallel part P_p that can be ideally parallelized: $P_r = S_q + P_p$. On a single processor S_q takes 5% of the total CPU time, P_p can be implemented in 95% of the total execution time. What is the maximal speedup that can be reached with an arbitrary large number of processors? What is the name of this law?
- Why the load in a parallel program has to be distributed evenly among processors? Because the slowest processor dictates the execution time.
- Methodology for Designing Parallel Algorithms is composed of four stages, list they!

REVIEW - PARALLEL ALGORITHMS (cont.)

- Give the expression for the step execution time on P processors for an implementation of finite differences on 3-D domain with $N_x \times N_y \times N_z$ points, 6 points stencil, calculation time T_c for a single floating point operation and communication time model $T_s + T_w$. Suppose that the domain is decomposed in 2-D.
- How many interactions must be computed in pairwise interactions problem with N particles, supposing that interactions are symmetric?