
Contents

Preface	vii
1 A Concept of Modeling and Optimization of Applications in Large Scale Systems	1
1.1 Background	2
1.2 Motivations	2
1.3 Use Cases	4
1.4 Proposed Solution	5
1.5 Simulator	9
1.6 Optimizer	10
1.7 Summary	11
2 Block-based Representation of Application Execution on Modern Parallel Systems	13
2.1 Modern Parallel APIs and Systems	14
2.2 Important Features in Modern Parallel Systems	15
2.3 Existing Application Models	16
2.4 Application Model as Pseudocode	17
2.5 Representation of Application Execution	18
2.6 Examples of Application Execution Representations	22
2.6.1 Parallel Mergesort on a Cluster using C/MPI	22
2.6.2 Parallel Quicksort on a Cluster using C/MPI	22
2.6.3 Parallel Mergesort on a GPU	22
2.6.4 Parallel Mergesort on Multiple GPUs	27
2.6.5 Parallel Mergesort on a CPU and Multiple GPUs	29
2.6.6 Parallel Mergesort on a Cluster with CPUs and Multiple GPUs per Node	30
2.7 Summary	31
3 Performance and Electric Power Model for Cluster-grid Processing	35
3.1 The Model Assumptions	38
3.2 The Empirical Model	38
3.2.1 Computation Block: Integer Processing	38
3.2.2 Communication Block: p2p	40
3.2.3 Communication Block: Broadcast	42
3.2.4 Communication Block: Scatter	43

3.3	Summary and Future Work	44
4	Model of Volunteer Based Systems	47
4.1	Proposed Model	47
4.1.1	Power Consumption Model	48
4.1.2	Communication Model	50
4.1.3	Reliability Model	51
4.2	Model Application to Base Operation Blocks	55
4.2.1	Block O_CPU	55
4.2.2	Block O_GPU	56
4.2.3	Block C_P2P	57
4.2.4	Block C_BCAST / C_MCAST	57
4.2.5	Block C_SCATTER	58
4.2.6	Block C_GATHER	59
4.2.7	Block C_A2A	60
4.2.8	Block C_BARRIER	61
4.2.9	R/W blocks	61
4.3	Summary and Future Work	62
5	Modeling of Performance, Reliability and Energy Efficiency in Large-Scale Computational Environment	63
5.1	Computational Models in Large-Scale	63
5.2	Primary Models of Processing in Complex Systems	64
5.2.1	Sequential Processing	64
5.2.2	Pipelined Processing	65
5.2.3	Parallel Processing	65
5.2.4	Iterative Process	66
5.2.5	Client-Server (or Master-Slave) Processing Model	68
5.2.6	Broadcasting Model of Processing	68
5.3	Selected Quality Attributes of Large-Scale Computations	68
5.3.1	Performance and Time Consumption	69
5.3.2	Reliability	70
5.3.3	Energy Consumption and Power Efficiency	72
5.4	Impact of Computational Configuration on the Quality of Computations	74
5.4.1	Impact on Performance	74
5.4.2	Impact of the Configuration on Reliability	80
5.4.3	Task Configuration and Power Efficiency	81
5.5	Summary	84
6	Quality Modeling in Grid and Volunteer-Computing Systems	87
6.1	Specific Requirements for Quality Model of Computations in Grid and Volunteer-Computing Systems	87

6.2	Communication Processes in Computation Models	88
6.3	Performance Modeling	89
6.3.1	Operational Performance of Internet User Computer	92
6.4	Reliability Modeling	92
6.4.1	Reliability of Server Processes and Server Availability	93
6.4.2	Computation Reliability of Internet User Computer	94
6.5	Reliability and Performance	95
6.5.1	Impact of Protection Against Attacks on Performance	96
6.6	Energy Consumption Modeling	97
6.6.1	Energy Profit in a Volunteer Computing System	99
6.7	Summary	100
7	Conceptual Design of the Editor Application	103
7.1	Basic Concepts	104
7.2	Definition of a System Modeling Method	104
7.2.1	Explanation of the Modeling Term	104
7.2.2	Overview of System Modeling Tools	105
7.2.3	Tools for System Architecture Modeling	105
7.2.4	Proposed Ways to Define an Application and an Architecture Model	107
7.2.5	Proposition of Components to Facilitate Application Modeling . .	113
7.3	Design of the Application Layout	114
7.3.1	Login Screen	114
7.3.2	Menu Screen	115
7.3.3	Editor Screen	115
7.4	Summary	116
8	Measurement of CPU and GPU Capabilities	121
8.1	Problem Definition	121
8.2	Objectives	122
8.3	Solution	122
8.3.1	Assumed Units	122
8.3.2	Necessary Data	123
8.3.3	Data Sources for Energy Consumption	124
8.3.4	Data Sources for Efficiency	126
8.3.5	Data Sources for Reliability	128
8.3.6	Priorities for Choosing Data Sources	129
8.3.7	Formula for Power Consumption of Central Processing Unit	129
8.3.8	Project of Application Measuring Energy Consumption, Efficiency and Reliability	130
8.4	Example	133
8.4.1	Calculate the Cost of Computation for One Month.	133

8.5	Summary	133
9	Simulation of Parallel Applications on Large Scale Distributed Systems	135
9.1	Formulation of the HPC Simulation Problem	136
9.2	Related Work	139
9.2.1	GridSim	139
9.2.2	MARS Framework	139
9.2.3	CloudSim	140
9.2.4	SimGrid	141
9.2.5	Volunteer Computing Simulation on SimGrid	141
9.2.6	GSSIM	141
9.2.7	SystemC	142
9.3	Proposed Solution	142
9.3.1	Examples of Application Models	143
9.4	Summary and Future Work	145
10	Parallel Computations of Text Similarities for Categorization Task	149
10.1	Experimental Datasets	150
10.2	Clustering Based on Proximity Measures	151
10.2.1	Matrices of Distances and Similarity	151
10.2.2	Parallel Clustering with K-means	154
10.3	Results	158
10.4	Summary and Future Directions	159
11	Some Optimization Methods for Simulations in Volunteer and Grid Systems	161
11.1	Features of the Comcute System	162
11.2	Criteria for a Volunteer System Evaluation	162
11.3	Reliability of a Volunteer and Grid System	164
11.4	A Delay Probability	166
11.5	Bottleneck Node and Limited Capacities of Resources	167
11.6	Evolutionary Approach to Agent Assignment	168
11.7	Some Numerical Experiments	169
11.8	Summary and Concluding Remarks	170
	Author Index	173