INTERNATIONAL JOURNAL OF RESEARCH IN COMPUTER APPLICATION & MANAGEMENT

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    STATEMENT OF THE PROBLEM

    OBJECTIVES

    HYPOTHESES

    RESEARCH METHODOLOGY

    RESULTS & DISCUSSION

    FINDINGS

    RECOMMENDATIONS/SUGGESTIONS

    CONCLUSIONS

    SCOPE FOR FURTHER RESEARCH

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- Garg, Sambhav (2011): "Business Ethics" Paper presented at the Annual International Conference for the All India Management Association, New Delhi, India, 19–22 June.

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MULTI-CORE PROGRAMMING PERFORMANCE AND ANALYZES

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ABSTRACT

The research intended to find performance issue on the architecture hardware as well as software prospective boosting up the processors speed is only not the issues but Speedup has been achieved by increasing clock speeds and, more recently, adding multiple processing cores to the same chip. The major Processor manufacturer from Intel , AMD & All leading Processor Manufacturer are boosting CPU Performance from last 20 years to till Date how the change take place not only in processor but also in software development the turning point it seem changing face of hardware too. It suddenly does matter to software, the concurrency revolution will also change the way of writing software in the future. The revolution in software development from structured programming to object oriented Programming is change in the past 30 years. The people are doing Object oriented Programming in simula, JAVA to solve larger Problems for Larger system and writing the program for economical, reliable and repeatable. Using Multi-core architecture and making Multi-core Programming (Parallel Programming) which we can make the difference in sequential as well as parallel programming.

KEYWORDS
Process, thread, Multithread, Multitasking, Multi-core, Multi-core Programming, Parallel Program.

INTRODUCTION

Many applications are written as single threaded program capable of handling only one task at a time, so as not able to take advantage of the technology found in today's multi-core hardware. This application can be requirement for ordered processing, which needs to be rewritten to enable them to handle multi-core hardware.

A thread is discrete sequence of related instruction that is executed independently of the other instruction sequences. Every program has at least one thread the main thread that initializes the program and begins executing the initial instructions. That thread can then create other threads that perform various tasks, or it can create no new threads and simply do all the work itself. In either case, every program has at least one thread.

Each thread maintains its current machine state. On a single processor, multithreading generally occurs by time-division multiplexing (as in multitasking): the processor switches between different threads. This context switching generally happens frequently enough that the user perceives the threads or tasks as running at the same time. To define a thread, only the architecture state required. A logical processor can thus be created by duplicating this architecture space. The execution resources are then shared among the different logical processor can thus created by duplicating this architecture space. The execution resources are then shared among the different logical processors. This technique is known as Simultaneous Multithreading

SMT, Intel's Implementation of SMT is known as Hyper-threading Technology or HT Technology. HT Technology makes a single processor appear, from software's prospective, as multiple logical processors. This allows operating systems and applications to schedule multiple threads to logical processor as they would on multiprocessor systems.

In other words, multiple threads can scheduled, but since the execution resources are shared, its up to the micro-architecture to determine how and when to interleave the execution of the two threads. When one thread stalls another thread is allowed to make progress. These stall events including handing misses and branch mispredictions.

Hyper-threading is about running two or more threads in parallel inside a single CPU. A limiting factor, however, is that although a hyper-threading CPU has some extra hardware including extra register, still it has just one cache Hyper-threading is sometimes cited as offering a 5% to 15% performance boosted. For carefully written multi-threaded application But it doesn't help single threaded application. To overcome all such problem, the hardware industry moved in direction where more than one chip can be embedded on a single die with the same space where previously one core used to be.

The major CPU vendors have shifted gears away from ramping up clock speeds to adding parallelism support on-chip with multi-core processors.

The processor architecture and micro-architecture are undergoing a vigorous shaking-up. The major chip manufacturers have shifted their focus to "multi-core" processors. Optimal application performance on multi-core architecture will be achieved by effectively using threads to partition software workloads. Many applications today use threads as a tool to improve user responsive on single-core platforms. But the performance is boosted only when the application is well-written in multi-threaded.

The terms "Concurrent computing", "Parallel computing", and "distributed computing" have a lot of overlap. And no clear distinction exists between them. The same system may be characterized both as "parallel" and "distributed".

The processors in typical distributed systems run concurrently in parallel. Parallel computing may be seen as a particular tightly-coupled form of distributed computing, and distributed computing may seen as a loosely-couple form of parallel computing. Possibly to roughly classify concurrent systems are "parallel" or

"distributed" using the following criteria. Parallel computing, all processors have access to shared memory. Shared memory can be used to exchange information between processors. In distributed computing, each processor has its own private memory (Distributed memory)

The key issue in programming distributed memory systems is how to distribute the data over the memories. The data can be distributed statically, or it can be moved through the nodes. Data can be moved on demand, or data can be pushed to the new nodes in advance.

Because each processor has its own local memory, it operates independently. Changes it makes to its local memory have no effect on the memory of other processors. Hence, the concept of cache coherency does not apply.

When a processor needs access to data in another processor, it is usually the task of the programmer to explicitly define how and when data is communicated. Synchronization between tasks is likewise the programmer's responsibility.

Advantage is Memory is scalable with number of processors. Increase the number of processors and the size of memory increases proportionately.

Disadvantage is that programmer is responsible for many of the details associated with data communication between processors.

Concurrency is the next major revolution in how we write software. Applications will increasingly need to be concurrent if they want to fully exploit CPU throughput gains that have now started becoming available and will continue to materialize over the next several years.

Intel is talking about someday producing 100-core chips a single-threaded application can exploit at most 1/100 of such a chip's potential throughput.

Multi-core Programming is nothing but the parallel Programming In parallel programming, single tasks are split into a number of subtasks that can be computed relatively independently and then aggregated to form a single coherent solution. Parallel programming techniques can benefit from multiple cores directly.

During our experiment work following are the tools used in our experiment.

- **OpenMP**
- **VTune**
- **Thread Checker**

OpenMP

OpenMP (Open Multi-Processing) is an application programming interface (API) that supports multi-platform shared memory multiprocessing programming in C, C++ and FORTRAN on many architectures, including Unix and Microsoft Windows platforms.

It consists of a set of compiler directives, library routines, and environment variables that influence run-time behavior. OpenMP is an implementation of multithreading, a method of parallelization whereby the master "thread" (a series of instructions executed consecutively) "forks" a specified number of slave "threads" and a task is divided among them.

The threads then run concurrently, with the runtime environment allocating threads to different processors.

VTune

Intel VTune Performance analyzer is a commercial application for software performance analysis for x86 and x64 based machines, and has both GUI and command line interfaces. It is available for both Linux and Microsoft Windows operating systems.

Features of VTune performance analyzer

- **Call graph**
- Provides a graphical view of the flow of an application, and helps to identify critical functions and timing details in the applications.
- **Time-based and Event based sampling**
- Time-based sampling finds program "hot spots" that consume a lot of CPU time.
- **Source view**
- Sampling results are displayed line by line on the source / assembly code.
- **Counter monitor**
- Provides system level performance information, such as resource consumption during the execution of an application
- **Intel Thread Profiler**
- A timeline view shows what threads are doing and how they interact. It shows the distribution of work to threads and locates load imbalances

Thread Checker

Intel® Thread Checker is an analysis tool that pinpoints hard-to-find threading errors like data races and deadlocks in 32-bit and 64-bit applications. Develop multi-threaded applications faster and with less effort and get more performance from multi-core. Intel® Threading Tools make it easier to create multithreaded applications that take advantage of the performance benefits of Hyper-Threading Technology Many applications are written as single threaded program capable of handling only one task at a time, so as not able to take advantage of the technology found in today's multi-core hardware. This application can be requirement for ordered processing, which needs to be rewritten to enable them to handle multi-core hardware.
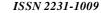
Rewriting such application needs certain things to consider because.

➢ The programming model changes: sequential (with optimization) to parallel
➢ The memory model changes shared (SMP) to non shared (many core)
➢ The portability & scalability issue arises like insufficient parallel work, synchronization overhead, contention, load balance, task granularity etc.

In our work we have tried to see these issues, how they can be overcome and main work which we tried was to parallelize the program through multithreading and analyzed the result which were on two different mode.

In first mode we run the program in the general environment with sequential mode while in second mode we went through parallelizing the program.

The tools which we have use is openMP, Vtune and thread checker We found performance gains in many applications one of a main program which we considered for experiment is calculation of PI (using Monte Carlo) which showed 75% gain in time over its sequential counterpart. But many of the Programs which we did while working and for understanding the concepts we came up will performance degradation, due to parallelization on computation time.

Our main analysis after working on parallel program is that a proper understanding design, distribution and control over the environment to realize the benefits.

EXPERIMENTAL RESULT FOR SEQUENTIAL OUTPUT

Sr.No	OS	Processor	PI Value	Execution Time in Sec
1	XP	Dual Core	3.141592653590	54.437000 seconds
				9.8400000 seconds
2	Vista	Dual Core		6.8440000 seconds
3	XP	Core2Duo		6.582000 seconds
				6.734000 seconds
				6.844000 seconds
				6.843000 seconds

EXPERIMENTAL RESULT FOR PARALLEL OUTPUT

Sr.No	OS	Processor	PI Value	Execution Time in Sec
1	XP	Dual Core	3.141592653590	18.500000 seconds
2	Vista	Dual Core		3.640000 seconds
				3.485000 seconds
				3.500000 seconds
				3.515000 seconds
3	XP	Core2Duo		3.454000 seconds
				3.360000 seconds
				3.750000 seconds

CONCLUSION

- Application are generally written as single threaded program running one task at a time as not able to take advantage of the technology found in today's multi-core hardware.
- To write program to achieve the capability of running & gaining the power of all the cores. Needs ordered processing and rewriting of the program.
- Rewriting major things to be considered were the scalability issues like insufficient parallel were improper load balancing, synchronization overhead contention, and task granularity.
- While carrying out the experiment we worked in two modes.
    - Sequential
    - parallel
- Major times we have found that there was performance gain one of our program was calculation of PI using Monte carlo method which showed 75% gain in time over its sequential counter part.
- But there were situation where the programs runs in parallel mode showed performance degradation over the sequential one.
- With all this experiments our main aim was to find out the major hotspots in the parallel program which when resolved leads to performance gain.
- In future work we will try to resolve the load balancing, and will try to go more to system specification while creating and synchronization & our major focus will be on implementing ANN on Multi-core system

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