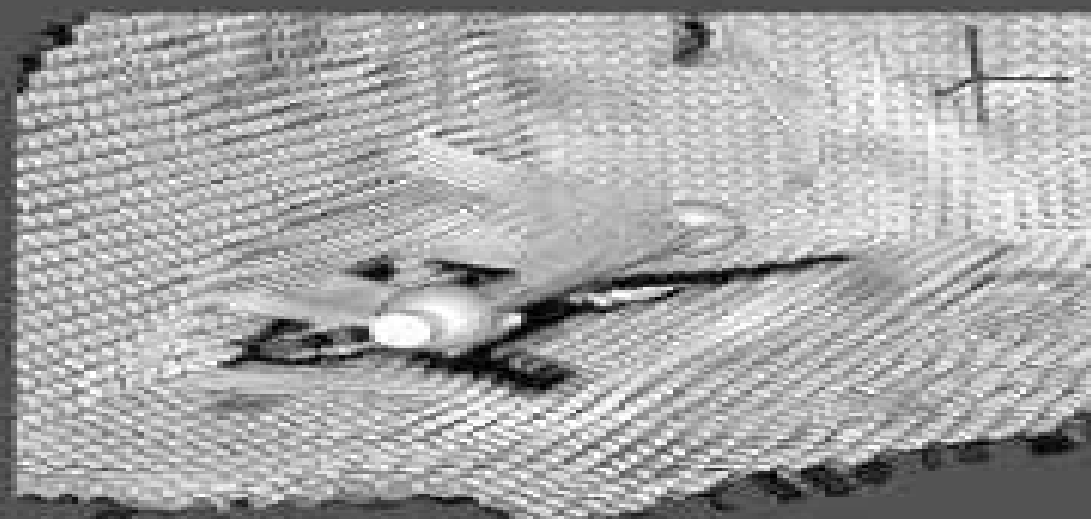


Edited by Michael A. Heroux,
Padma Raghavan, and Horst D. Simon

Parallel Processing for Scientific Computing



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Parallel Processing For Scientific Computing Software Environments And Tools

Ed Bueler



Parallel Processing For Scientific Computing Software Environments And Tools:

Parallel Processing for Scientific Computing Michael A. Heroux, Padma Raghavan, Horst D. Simon, 2006-01-01 Scientific computing has often been called the third approach to scientific discovery emerging as a peer to experimentation and theory. Historically the synergy between experimentation and theory has been well understood: experiments give insight into possible theories, theories inspire experiments, experiments reinforce or invalidate theories, and so on. As scientific computing has evolved to produce results that meet or exceed the quality of experimental and theoretical results, it has become indispensable. Parallel processing has been an enabling technology in scientific computing for more than 20 years. This book is the first in-depth discussion of parallel computing in 10 years; it reflects the mix of topics that mathematicians, computer scientists, and computational scientists focus on to make parallel processing effective for scientific problems. Presently the impact of parallel processing on scientific computing varies greatly across disciplines, but it plays a vital role in most problem domains and is absolutely essential in many of them. *Parallel Processing for Scientific Computing* is divided into four parts. The first concerns performance modeling, analysis, and optimization; the second focuses on parallel algorithms and software for an array of problems common to many modeling and simulation applications; the third emphasizes tools and environments that can ease and enhance the process of application development; and the fourth provides a sampling of applications that require parallel computing for scaling to solve larger and realistic models that can advance science and engineering. This edited volume serves as an up-to-date reference for researchers and application developers on the state of the art in scientific computing. It also serves as an excellent overview and introduction, especially for graduate and senior-level undergraduate students interested in computational modeling and simulation and related computer science and applied mathematics aspects.

Contents: List of Figures, List of Tables, Preface, Chapter 1: Frontiers of Scientific Computing: An Overview, Part I: Performance Modeling, Analysis, and Optimization, Chapter 2: Performance Analysis: From Art to Science, Chapter 3: Approaches to Architecture-Aware Parallel Scientific Computation, Chapter 4: Achieving High Performance on the BlueGene/L Supercomputer, Chapter 5: Performance Evaluation and Modeling of Ultra-Scale Systems, Part II: Parallel Algorithms and Enabling Technologies, Chapter 6: Partitioning and Load Balancing, Chapter 7: Combinatorial Parallel and Scientific Computing, Chapter 8: Parallel Adaptive Mesh Refinement, Chapter 9: Parallel Sparse Solvers, Preconditioners, and Their Applications, Chapter 10: A Survey of Parallelization Techniques for Multigrid Solvers, Chapter 11: Fault Tolerance in Large-Scale Scientific Computing, Part III: Tools and Frameworks for Parallel Applications, Chapter 12: Parallel Tools and Environments: A Survey, Chapter 13: Parallel Linear Algebra Software, Chapter 14: High-Performance Component Software Systems, Chapter 15: Integrating Component-Based Scientific Computing Software, Part IV: Applications of Parallel Computing, Chapter 16: Parallel Algorithms for PDE-Constrained Optimization, Chapter 17: Massively Parallel Mixed Integer Programming, Chapter 18: Parallel Methods and Software for Multicomponent Simulations, Chapter 19: Parallel Computational Biology, Chapter 20: Opportunities

and Challenges for Parallel Computing in Science and Engineering Index

Parallel Processing for Scientific

Computing Michael A. Heroux, Padma Raghavan, Horst D. Simon, 2006-01-01 Parallel processing has been an enabling technology in scientific computing for more than 20 years. This book is the first in-depth discussion of parallel computing in 10 years; it reflects the mix of topics that mathematicians, computer scientists, and computational scientists focus on to make parallel processing effective for scientific problems. Presently, the impact of parallel processing on scientific computing varies greatly across disciplines, but it plays a vital role in most problem domains and is absolutely essential in many of them. **Parallel Processing for Scientific Computing** is divided into four parts. The first concerns performance modeling, analysis, and optimization; the second focuses on parallel algorithms and software for an array of problems common to many modeling and simulation applications; the third emphasizes tools and environments that can ease and enhance the process of application development; and the fourth provides a sampling of applications that require parallel computing for scaling to solve larger and realistic models that can advance science and engineering.

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Computing David L. Chopp, 2019-03-01 Based on a course developed by the author, **Introduction to High Performance Scientific Computing** introduces methods for adding parallelism to numerical methods for solving differential equations. It contains exercises and programming projects that facilitate learning, as well as examples and discussions based on the C programming language with additional comments for those already familiar with C. The text provides an overview of concepts and algorithmic techniques for modern scientific computing and is divided into six self-contained parts that can be assembled in any order to create an introductory course using available computer hardware. Part I introduces the C programming language for those not already familiar with programming in a compiled language. Part II describes parallelism on shared memory architectures using OpenMP. Part III details parallelism on computer clusters using MPI for coordinating a computation. Part IV demonstrates the use of graphical programming units (GPUs) to solve problems using the CUDA language for NVIDIA graphics cards. Part V addresses programming on GPUs for non-NVIDIA graphics cards using the OpenCL framework. Finally, Part VI contains a brief discussion of numerical methods and applications, giving the reader an opportunity to test the methods on typical computing problems.

Environments and Tools for Parallel Scientific Computing J. J.

Dongarra, Bernard Tourancheau, 1993 Evaluates the state of the art and future trends in software for parallel computer programmers. Topics covered include visualization tools for performance debugging, studies of the behaviour of parallel program execution, and programming tools.

Performance Optimization of Numerically Intensive Codes Stefan

Goedecker, Adolfo Hoesie, 2001-01-01 **Performance Optimization of Numerically Intensive Codes** offers a comprehensive tutorial-style, hands-on introductory and intermediate-level treatment of all the essential ingredients for achieving high performance in numerical computations on modern computers. The authors explain computer architectures, data traffic, and issues related to performance of serial and parallel code optimization, exemplified by actual programs written for algorithms.

of wide interest The unique hands on style is achieved by extensive case studies using realistic computational problems The performance gain obtained by applying the techniques described in this book can be very significant The book bridges the gap between the literature in system architecture the one in numerical methods and the occasional descriptions of optimization topics in computer vendors literature It also allows readers to better judge the suitability of certain computer architecture to their computational requirements In contrast to standard textbooks on computer architecture and on programming techniques the book treats these topics together at the level necessary for writing high performance programs The book facilitates easy access to these topics for computational scientists and engineers mainly interested in practical issues related to efficient code development

PETSc for Partial Differential Equations: Numerical Solutions in C and Python Ed Bueler, 2020-10-22 The Portable Extensible Toolkit for Scientific Computation PETSc is an open source library of advanced data structures and methods for solving linear and nonlinear equations and for managing discretizations This book uses these modern numerical tools to demonstrate how to solve nonlinear partial differential equations PDEs in parallel It starts from key mathematical concepts such as Krylov space methods preconditioning multigrid and Newton s method In PETSc these components are composed at run time into fast solvers Discretizations are introduced from the beginning with an emphasis on finite difference and finite element methodologies The example C programs of the first 12 chapters listed on the inside front cover solve mostly elliptic and parabolic PDE problems Discretization leads to large sparse and generally nonlinear systems of algebraic equations For such problems mathematical solver concepts are explained and illustrated through the examples with sufficient context to speed further development PETSc for Partial Differential Equations addresses both discretizations and fast solvers for PDEs emphasizing practice more than theory Well structured examples lead to run time choices that result in high solver performance and parallel scalability The last two chapters build on the reader s understanding of fast solver concepts when applying the Firedrake Python finite element solver library This textbook the first to cover PETSc programming for nonlinear PDEs provides an on ramp for graduate students and researchers to a major area of high performance computing for science and engineering It is suitable as a supplement for courses in scientific computing or numerical methods for differential equations

Numerically Solving Polynomial Systems with Bertini Daniel J. Bates, Jonathan D. Hauenstein, Andrew J. Sommese, Charles W. Wampler, 2013-11-08 This book is a guide to concepts and practice in numerical algebraic geometry the solution of systems of polynomial equations by numerical methods Through numerous examples the authors show how to apply the well received and widely used open source Bertini software package to compute solutions including a detailed manual on syntax and usage options The authors also maintain a complementary web page where readers can find supplementary materials and Bertini input files Numerically Solving Polynomial Systems with Bertini approaches numerical algebraic geometry from a user s point of view with numerous examples of how Bertini is applicable to polynomial systems It treats the fundamental task of solving a given polynomial

system and describes the latest advances in the field including algorithms for intersecting and projecting algebraic sets methods for treating singular sets the nascent field of real numerical algebraic geometry and applications to large polynomial systems arising from differential equations Those who wish to solve polynomial systems can start gently by finding isolated solutions to small systems advance rapidly to using algorithms for finding positive dimensional solution sets curves surfaces etc and learn how to use parallel computers on large problems These techniques are of interest to engineers and scientists in fields where polynomial equations arise including robotics control theory economics physics numerical PDEs and computational chemistry

The Art of Differentiating Computer Programs Uwe Naumann, 2012-01-01 This is the first entry level book on algorithmic also known as automatic differentiation AD providing fundamental rules for the generation of first and higher order tangent linear and adjoint code The author covers the mathematical underpinnings as well as how to apply these observations to real world numerical simulation programs Readers will find examples and exercises including hints to solutions the prototype AD tools dco and dcc for use with the examples and exercises first and higher order tangent linear and adjoint modes for a limited subset of C C provided by the derivative code compiler dcc a supplementary website containing sources of all software discussed in the book additional exercises and comments on their solutions growing over the coming years links to other sites on AD and errata

Spectral Methods in MATLAB Lloyd N. Trefethen, 2000-01-01 This is the only book on spectral methods built around MATLAB programs Along with finite differences and finite elements spectral methods are one of the three main technologies for solving partial differential equations on computers Since spectral methods involve significant linear algebra and graphics they are very suitable for the high level programming of MATLAB This hands on introduction is built around forty short and powerful MATLAB programs which the reader can download from the World Wide Web

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problems SIAM Journal on Scientific Computing ,2000 **Applied Parallel and Scientific Computing** Kristján Jónasson,2012-02-16 The two volume set LNCS 7133 and LNCS 7134 constitutes the thoroughly refereed post conference proceedings of the 10th International Conference on Applied Parallel and Scientific Computing PARA 2010 held in Reykjavík Iceland in June 2010 These volumes contain three keynote lectures 29 revised papers and 45 minisymposia presentations arranged on the following topics cloud computing HPC algorithms HPC programming tools HPC in meteorology parallel numerical algorithms parallel computing in physics scientific computing tools HPC software engineering simulations of atomic scale systems tools and environments for accelerator based computational biomedicine GPU computing high performance computing interval methods real time access and processing of large data sets linear algebra algorithms and software for multicore and hybrid architectures in honor of Fred Gustavson on his 75th birthday memory and multicore issues in scientific computing theory and praxis multicore algorithms and implementations for application problems fast PDE solvers and a posteriori error estimates and scalable tools for high performance computing Federal Register ,2000-12-14

High-performance Computing and Networking Bob Hertzberger,Giuseppe Serazzi,1995 This comprehensive volume presents the proceedings of the Second International Conference and Exhibition on High Performance Computing in Networking HPCN Europe 95 held in Milan Italy in May 1995 with the sponsorship of the CEC The volume contains some 130 revised research papers together with a few invited papers and 16 poster presentations All theoretical aspects of HPCN regarding hardware as well as software are addressed with a certain emphasis on parallel processing The applications oriented papers are devoted to a broad spectrum of problems from computational sciences and engineering including physics material sciences climate and environmental applications CAD numerical algorithms in engineering aerodynamic design etc In total the volume is a monumental documentation of HPCN efforts PUBLISHER S WEBSITE **Programming Languages for Parallel Processing** David B. Skillicorn,Domenico Talia,1995 Mathematics of Computing Parallelism **Mathematical Reviews** ,2008 **ESAIM** .,2006 **Proceedings of the Sixth Euromicro Workshop on Parallel and Distributed Processing** Euromicro Workshop on Parallel and Distributed Processing,1998 This volume covers issues in parallel and distributed processing Coverage includes communications application caching scheduling distributed systems design and verification and real time data organization Problem Solving Environments for Scientific Computing Brian J. Ford,Françoise Chaitin-Chatelin,1987 Hardbound The aim of this conference was to investigate the motivation for and development of Problem Solving Environments PSEs for Scientific Computing The meeting was interdisciplinary including experts in Physics Chemistry Oceanography Biology and fields of Engineering as well as authorities in Software Engineering Numerical Software Construction Computing Science Computational Mathematics and Statistics Whilst some Working Conferences are essentially review meetings in the course of the development of a particular field it is evident that focussed consideration of problem solving environments for many people started with this meeting *Peterson's Guide to Graduate*

Programs in Engineering and Applied Sciences ,1991

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