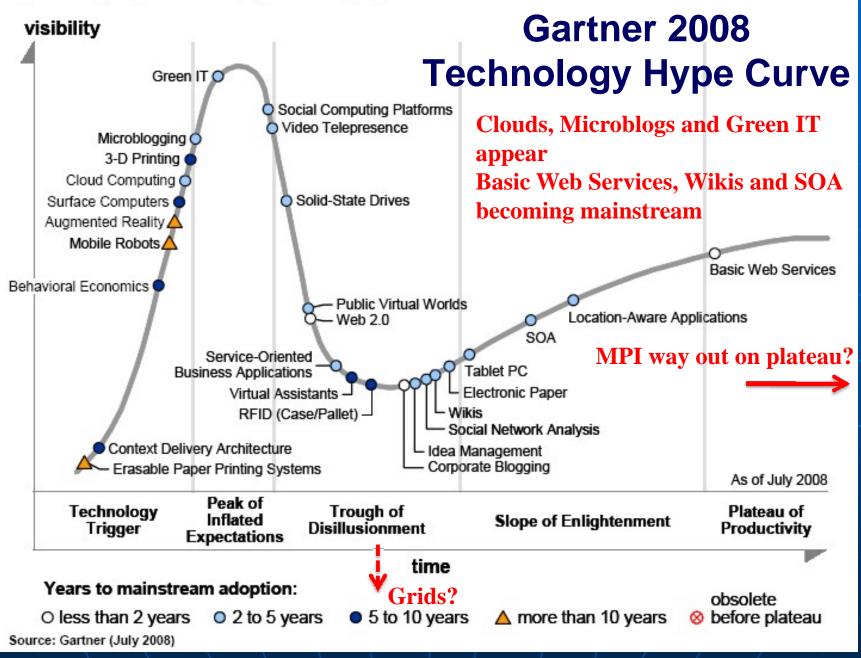
### **Multicore and Cloud Futures**

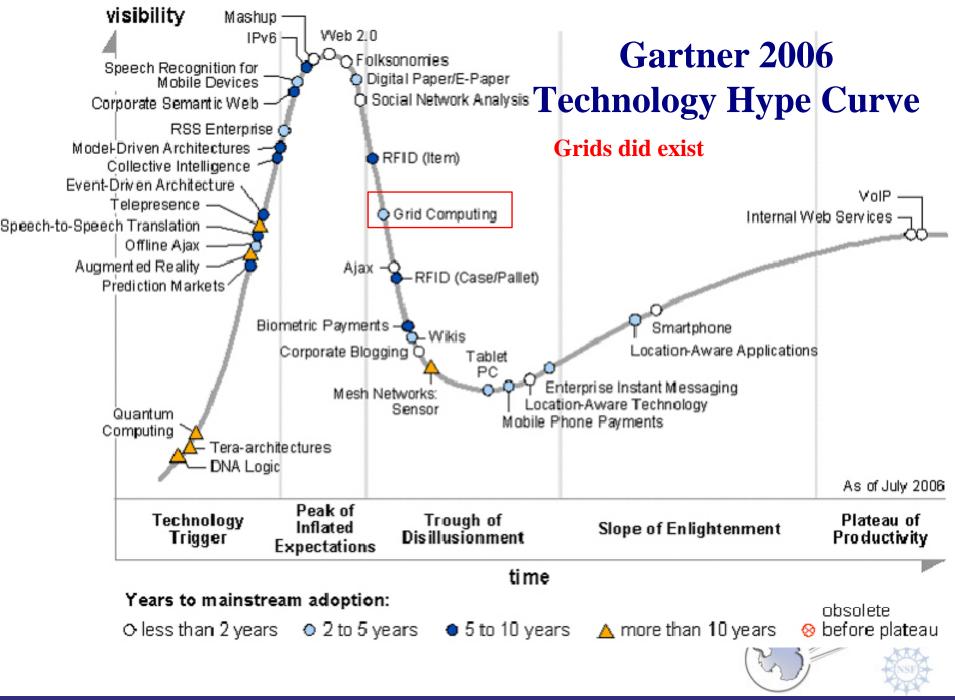
CCGSC September 15 2008

Geoffrey Fox Community Grids Laboratory, School of informatics Indiana University

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Figure 1. Hype Cycle for Emerging Technologies, 2008

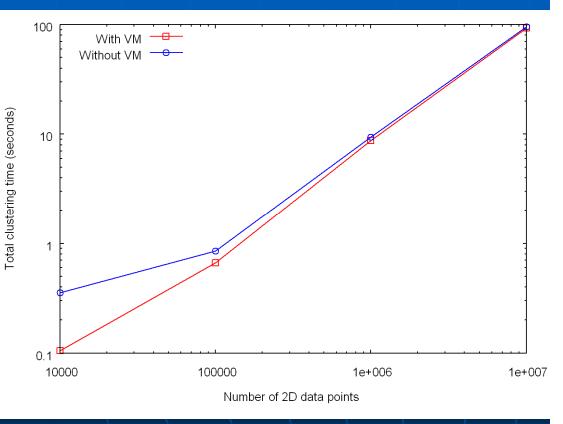




#### **Grids become Clouds**

- Grids solve problem of too little computing: We need to harness all the world's computers to do Science
- Clouds solve the problem of too much computing: with multicore we have so much power that we need to make usage much easier
- Key technology: Virtual Machines (dynamic deployment) enable more dynamic flexible environments
  - Is Virtual Cluster or Virtual Machine correct primitive?
- Data Grids seem fine as data naturally distributed
- GGF/EGA false assumption: Web 2.0 not Enterprise defined commercial software stack
  - Some Web 2.0 applications (MapReduce) not so different from data-deluged eScience
- Citizen Science requires light weight friendly Cyberinfrastructure





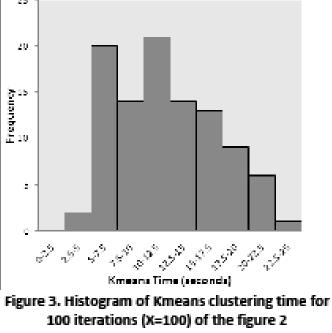


Table 3. MPI Time for 100 iterations (X = 100) of the figure 2. Calculated using the following formula:

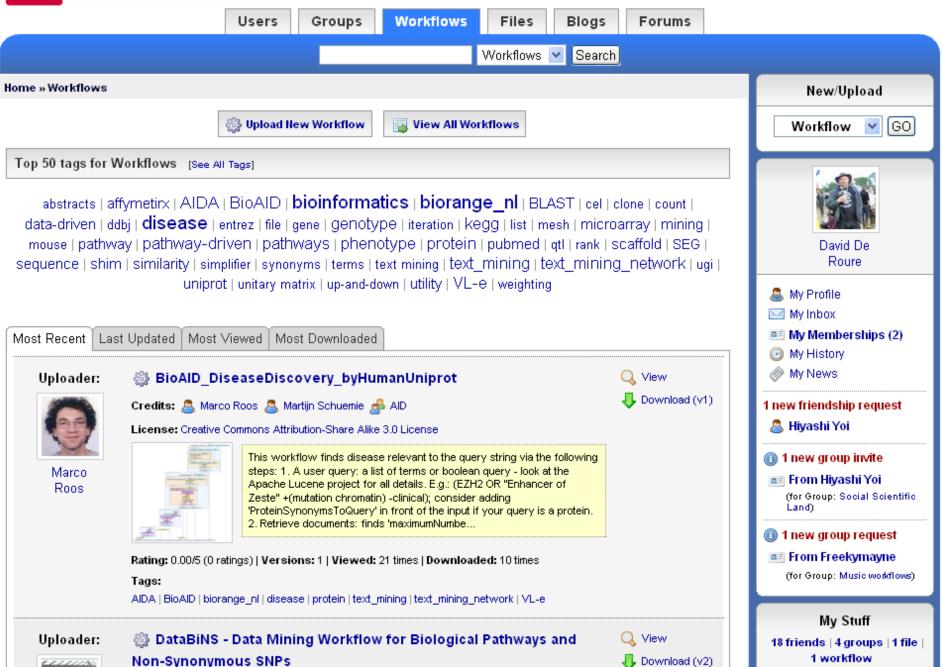
 $MPITime = \frac{T(100) - T(1)}{99}$ 

Graph	MPI Time
VM MIN	0.040
VM Average	0.234
VM MAX	0.112
Direct Average	0.014

## **Plans for QuakeSpace**

- QuakeSim supports Earthquake Scientists who want some features of their kid's (under 40) world
- Rebuild QuakeSim using Web 2.0 and Cloud Technology
- Applications, Sensors, Data Repositories as Services
- Computing via Clouds
- Portals as Gadgets
- Metadata by tagging
- Data sharing as in YouTube
- Alerts by RSS
- Virtual Organizations via Social Networking
- Workflow by Mashups
- Performance by multicore
- Interfaces via iPhone, Android etc.

#### my experiment beta



Enterprise Approach	Web 2.0 Approach
JSR 168 Portlets	Gadgets, Widgets
Server-side integration and processing	AJAX, client-side integration and processing, JavaScript
SOAP	RSS, Atom, JSON
WSDL	REST (GET, PUT, DELETE, POST)
Portlet Containers	Open Social Containers (Orkut, LinkedIn, Shindig); Facebook; StartPages
User Centric Gateways	Social Networking Portals
Workflow managers (Taverna, Kepler, etc)	Mash-ups
Grid computing: Globus, Condor, etc	Cloud computing: Amazon WS Suite, Xen Virtualization, still Condor!

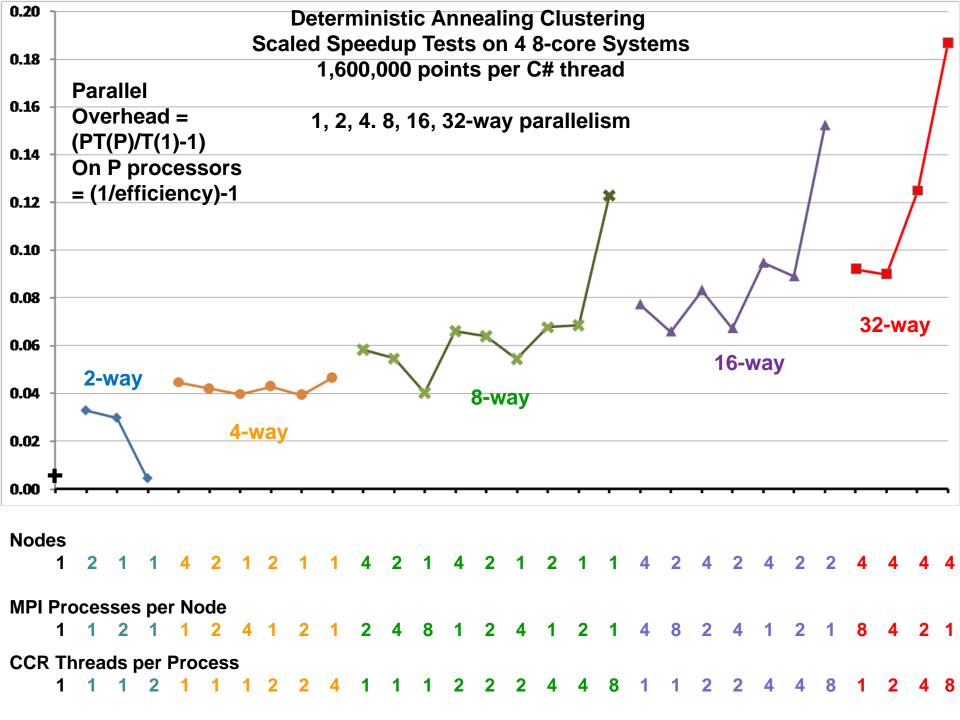
# **Different Programming Models**

- (Web) services, "farm" computations, Workflow (including AVS, HeNCE from past), Mashups, MPI, MapReduce run functionally or data decomposed execution units with a wide variety of front ends
- Front-end: Language+communication library, Scripting, Visual, Functional, XML, PGAS, HPCS
  Parallel Languages, Templates, OpenMP
- Synchronize/Communicate with some variant of messaging (zero size for locks) with performance, flexibility, fault-tolerance, dynamism trade-offs
- Synchronization: Locks Threads Processes CCR CCI SOAP REST MPI Hadoop; not much difference for user?

9

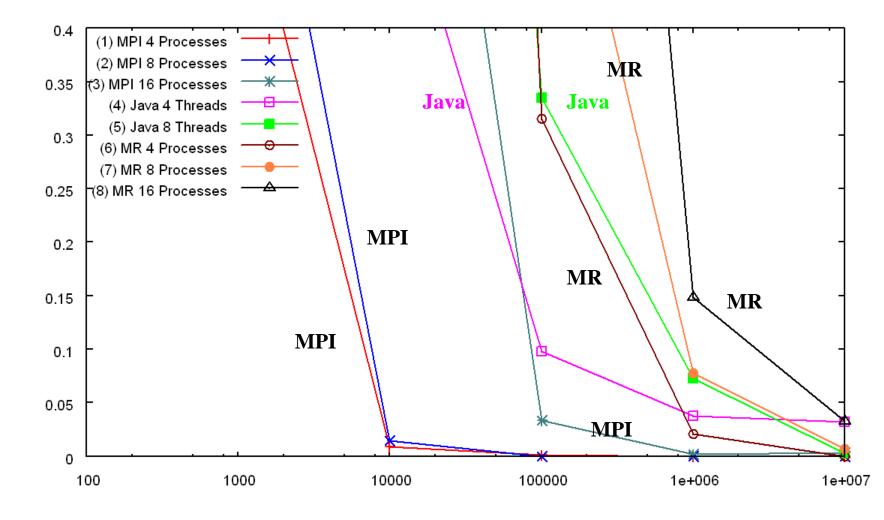
## **MPI becomes Ghetto MPI**

- Multicore best practice not messaging will drive synchronization/communication primitives
- Party Line Programming Model: Workflow (paralleldistributed) controlling optimized library calls
  - Core parallel implementations no easier than before; deployment is easier
- MPI is wonderful; it will be ignored in real world unless simplified
- CCI notes MPI is HPCC Ghetto
- CCI is high performance distributed message passing ghetto?
- CCR from Microsoft only ~7 primitives is one possible commodity multicore driver
  - It is roughly active messages
  - Will run MPI style codes fine on multicore



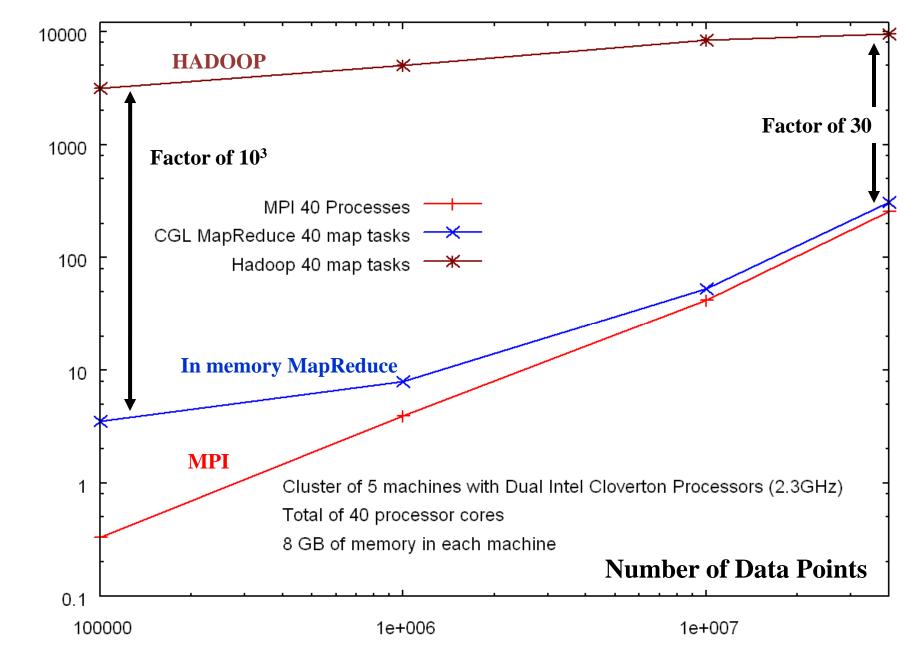
#### MPI, MapReduce, Java Threads for Clustering

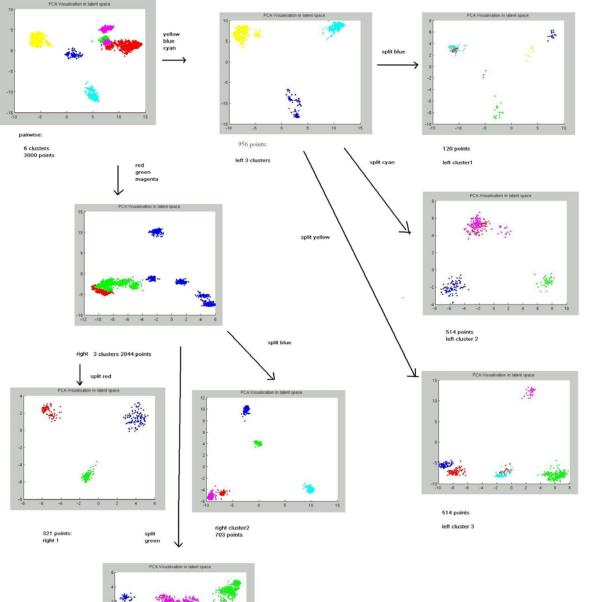
- Overhead PT(P)/T(1)-1 of the messaging runtime for the different data sizes
- All perform well for large enough datasets



**Number of Data Points** 

#### Hadoop v MPI and faster MapReduce for Clustering





N=3000 sequences each length ~1000 features Only use pairwise distances

will repeat with 0.1 to `0.5 million sequences with a larger machine C# with CCR and MPI