



## Introduction of some well known parallel algorithms

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- Matrix Multiplication (First Parallel Algorithm)
- Complexity Analysis (First Parallel Algorithm)
- Weakness of Algorithm 1
- Matrix Multiplication (Cannon's Algorithm)
- Complexity Analysis (Cannon's Algorithm)

# Matrix Multiplication (First Parallel Algorithm)

- Partitioning
  - Divide matrices into rows
  - Each primitive task has corresponding rows of three matrices
- Communication
  - Each task must eventually see every row of B
  - Organize tasks into a ring

# Matrix Multiplication (First Parallel Algorithm)

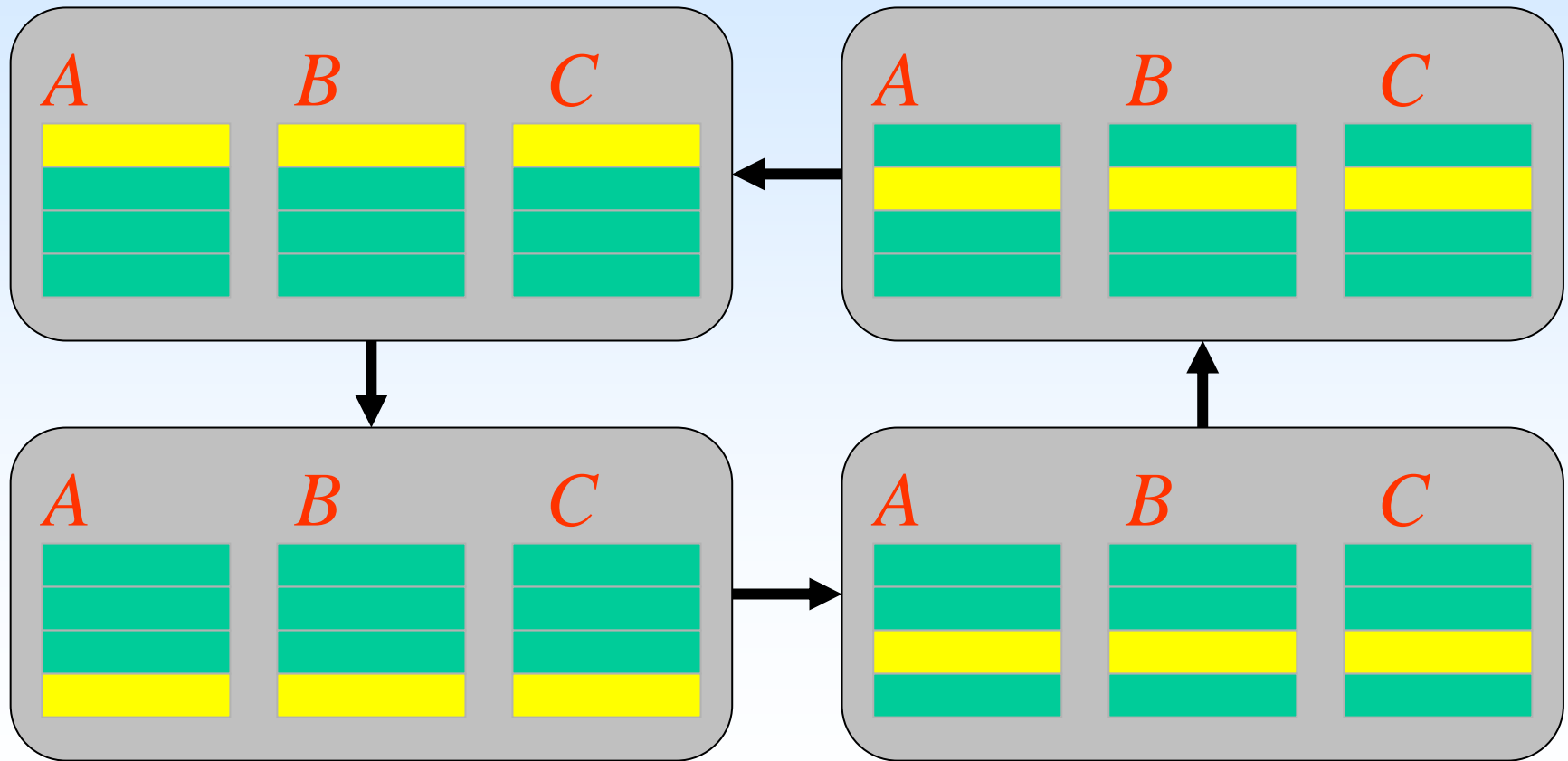
- Agglomeration and mapping
  - Fixed number of tasks, each requiring same amount of computation
  - Regular communication among tasks
  - Strategy: Assign each process a contiguous group of rows

# Communication of B(1)



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Infrastructure Development

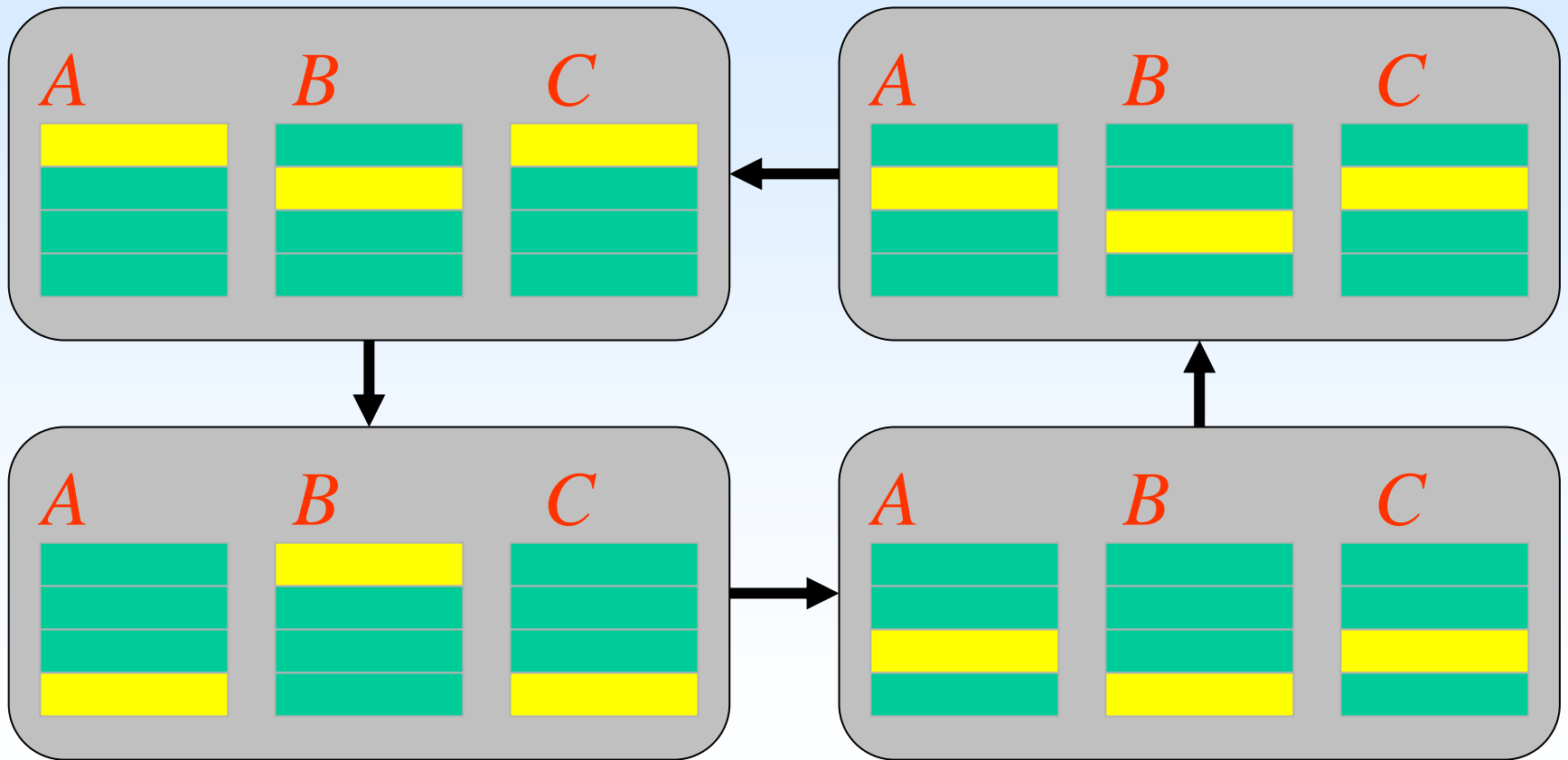


# Communication of B(2)



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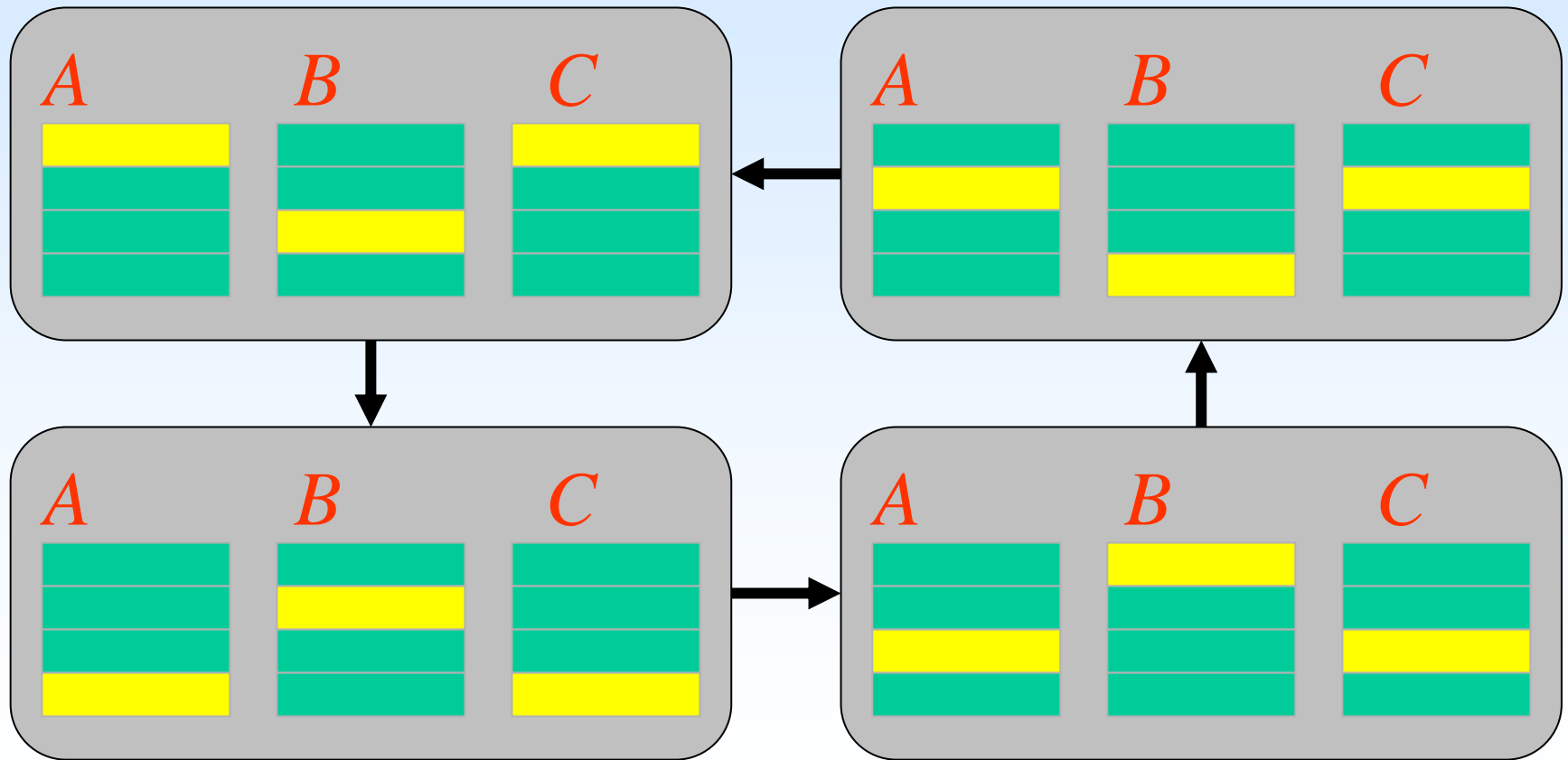


# Communication of B(3)



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Infrastructure Development

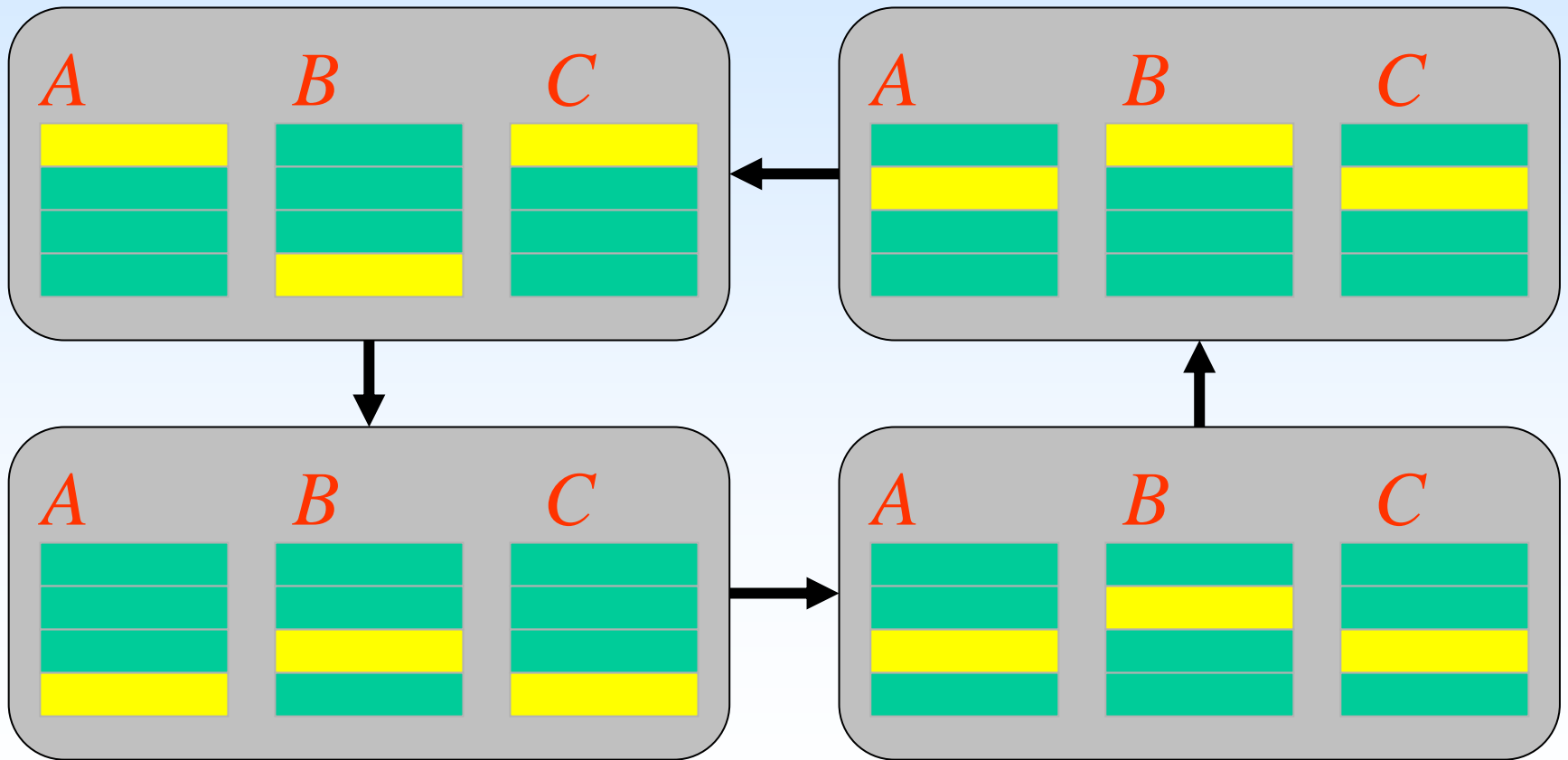


# Communication of B(4)



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# Complexity Analysis

- Algorithm has  $p$  iterations
- During each iteration a process multiplies  $(n / p) \times (n / p)$  block of A by  $(n / p) \times n$  block of B:  
 $(n^3 / p^2)$
- Total computation time:  $(n^3 / p)$
- Each process ends up passing  $(p-1)n^2/p = (n^2)$  elements of B

# Weakness of Algorithm 1

- Blocks of B being manipulated have  $p$  times more columns than rows
- Each process must access every element of matrix B
- Ratio of computations per communication is poor:  
only  $2n / p$

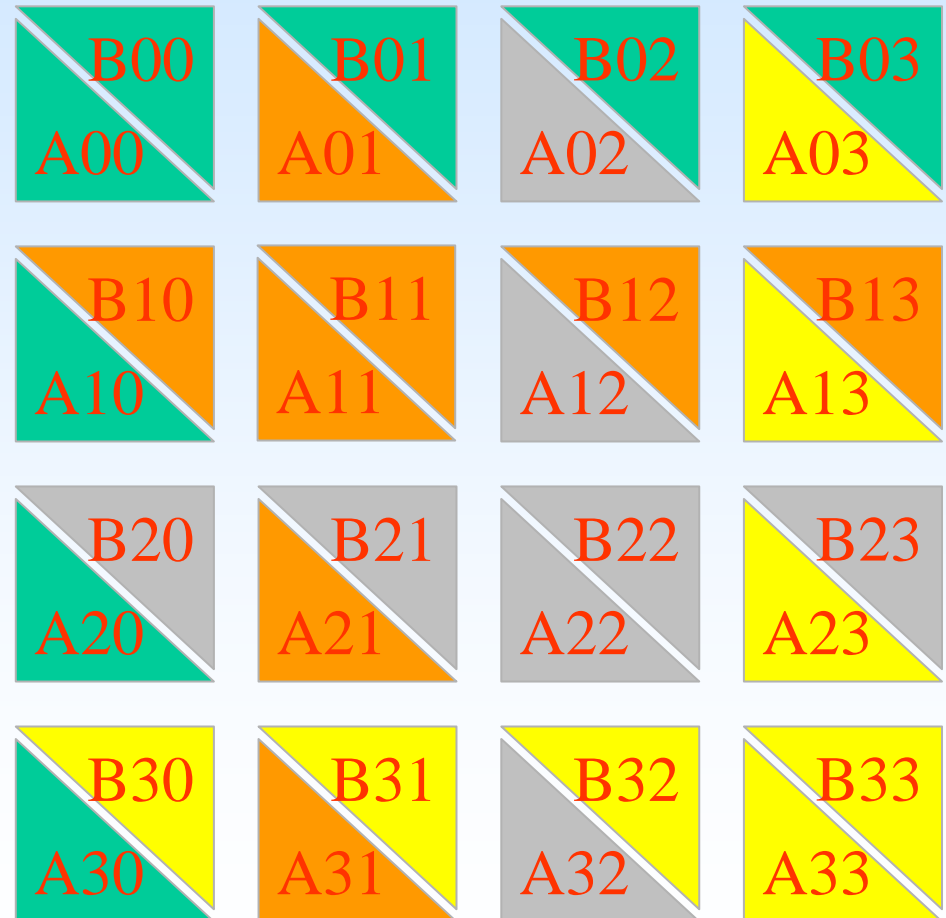
# Parallel Algorithm 2 (Cannon's Algorithm)

- Associate a primitive task with each matrix element
- Agglomerate tasks responsible for a square (or nearly square) block of  $C$
- Computation-to-communication ratio rises to  $n / \sqrt{p}$

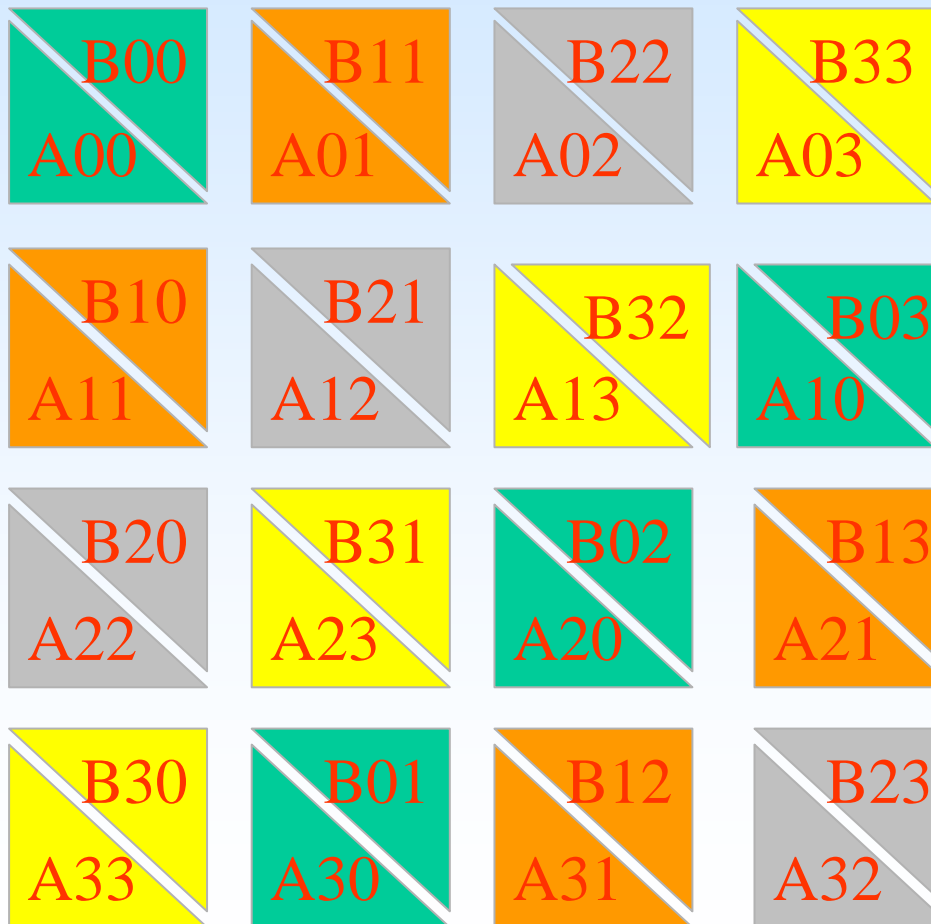
# Blocks Need to Be Aligned

Each triangle  
represents a  
matrix block

Only same-color  
triangles should  
be multiplied



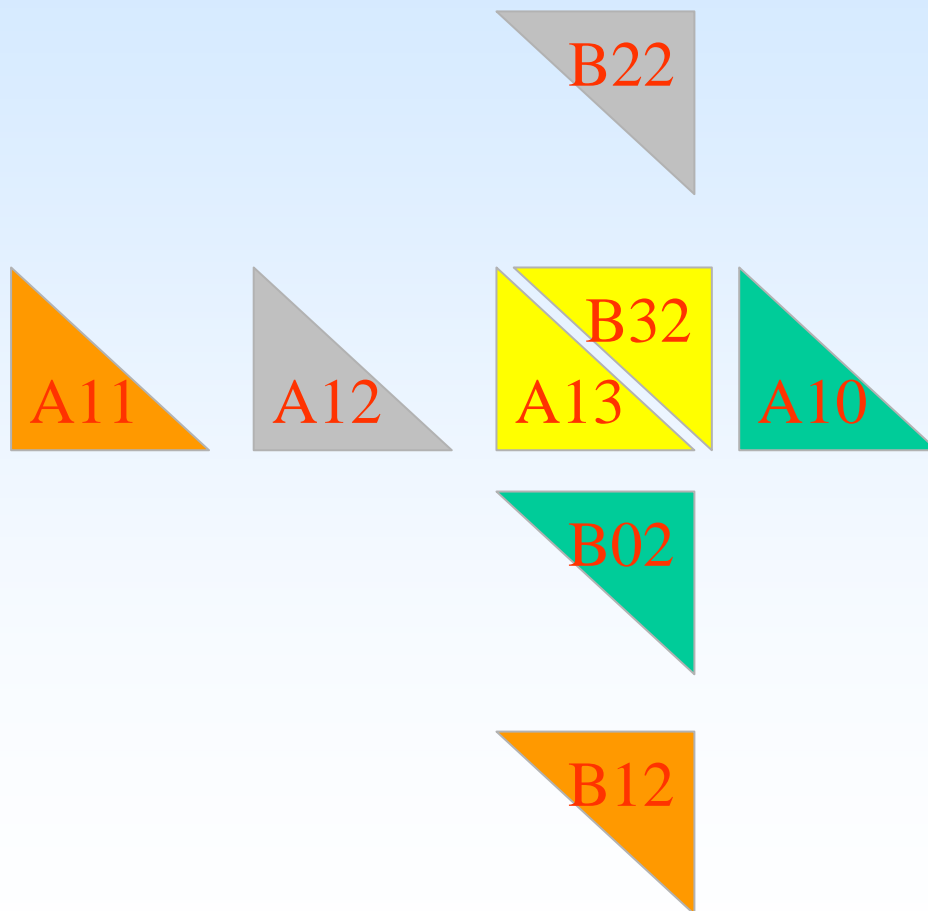
# Rearrange Blocks



Block  $A_{ij}$  cycles  
left  $i$  positions

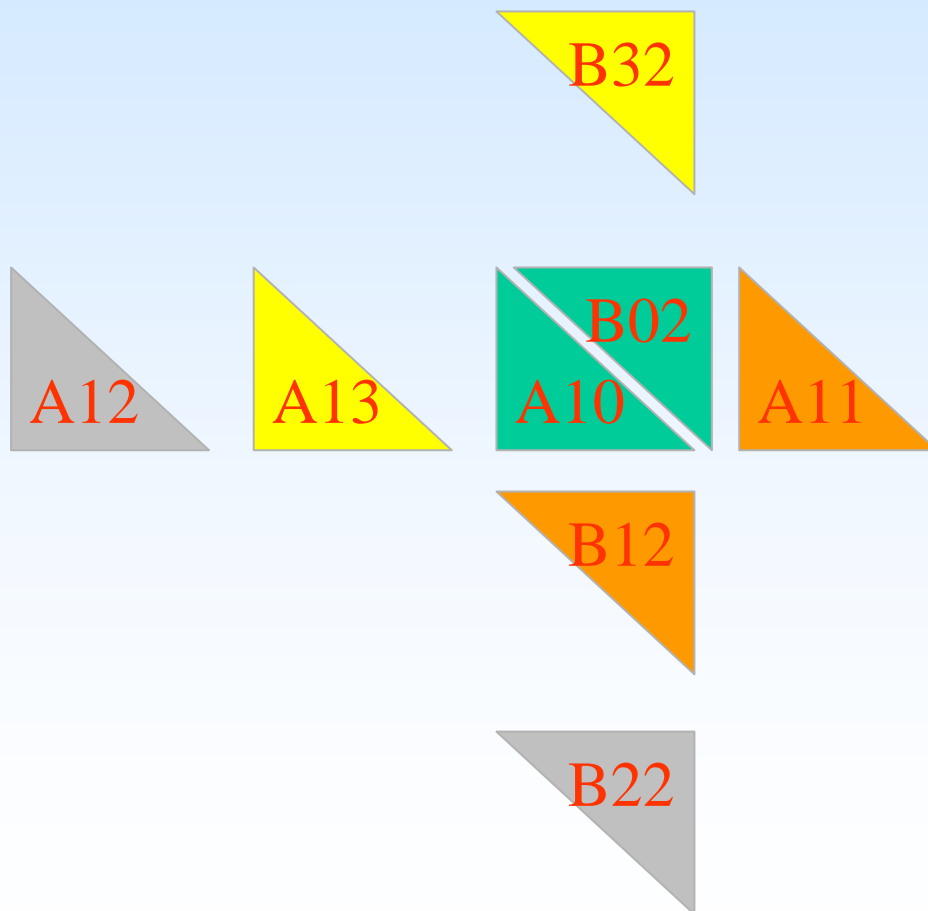
Block  $B_{ij}$  cycles  
up  $j$  positions

# Consider Process $P_{1,2}$



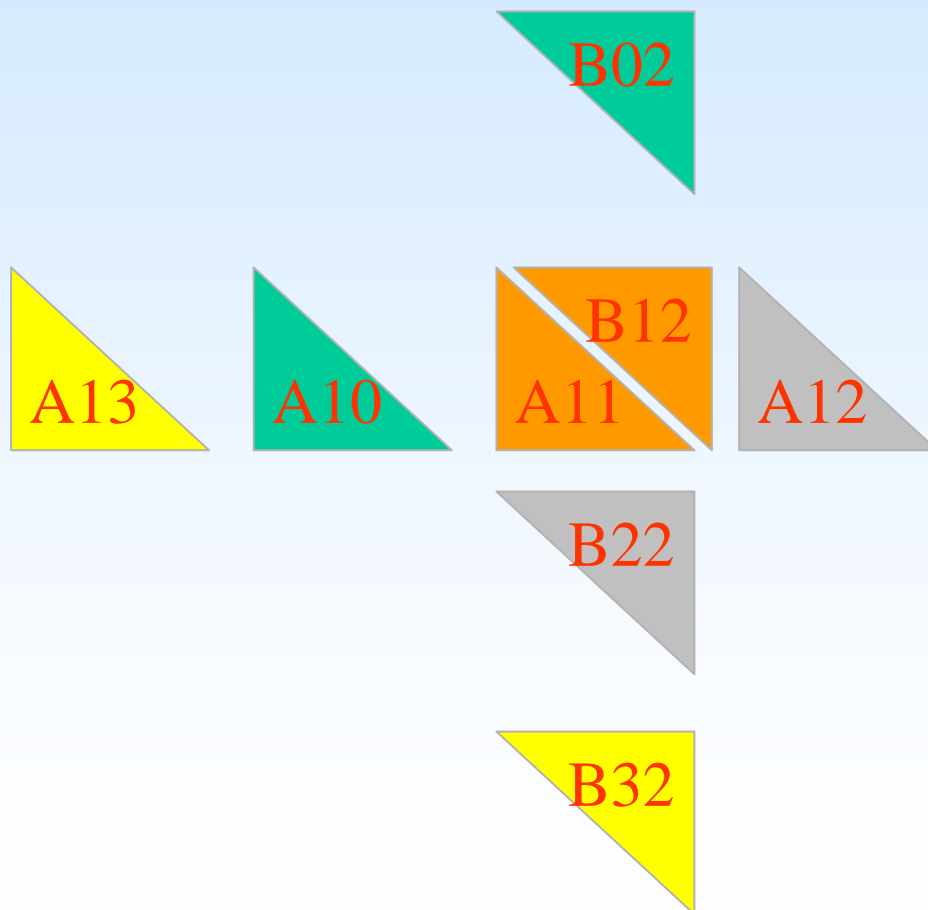
Step 1

# Consider Process $P_{1,2}$



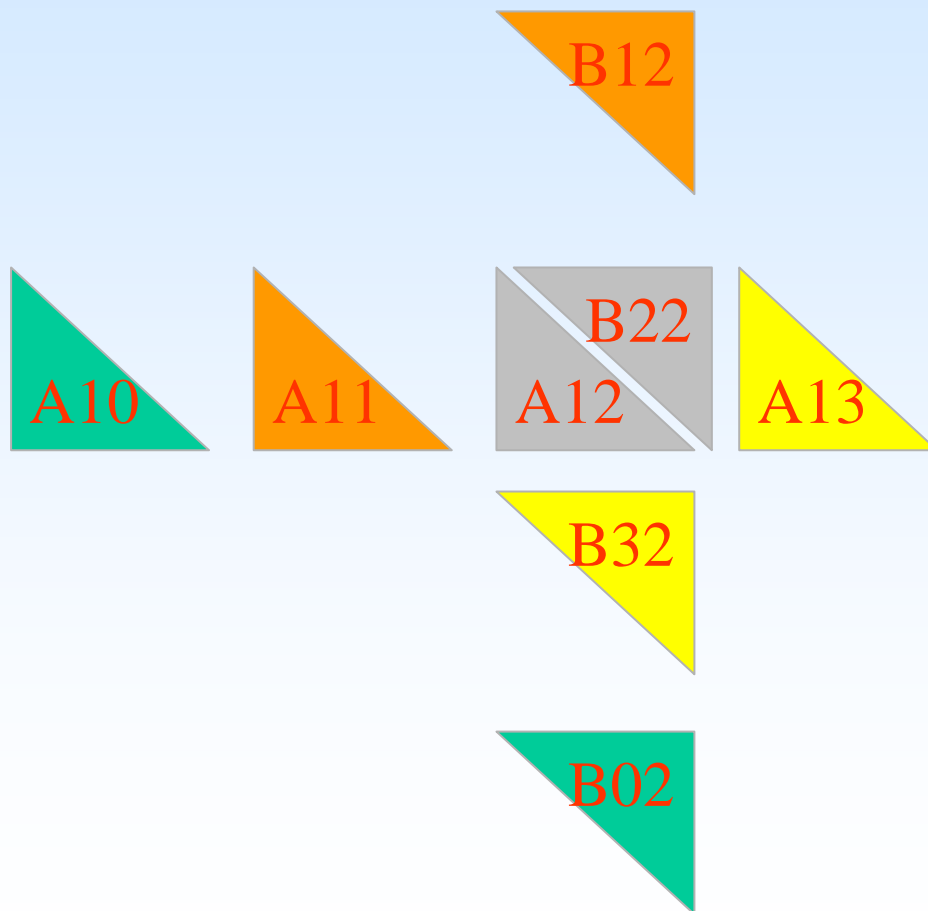
Step 2

# Consider Process $P_{1,2}$



Step 3

# Consider Process $P_{1,2}$



Step 4

# Complexity Analysis

- Algorithm has  $\sqrt{p}$  iterations
- During each iteration process multiplies two  $(n / \sqrt{p}) \times (n / \sqrt{p})$  matrices:  $(n^3 / p^{3/2})$
- Computational complexity:  $(n^3 / p)$
- During each iteration process sends and receives two blocks of size  $(n / \sqrt{p}) \times (n / \sqrt{p})$
- Communication complexity:  $(n^2 / \sqrt{p})$

# This system is highly scalable!

- Sequential algorithm:  $(n^3)$
- Parallel overhead:  $(pn^2)$