

# What does distributed computing look like on a multicore machine?

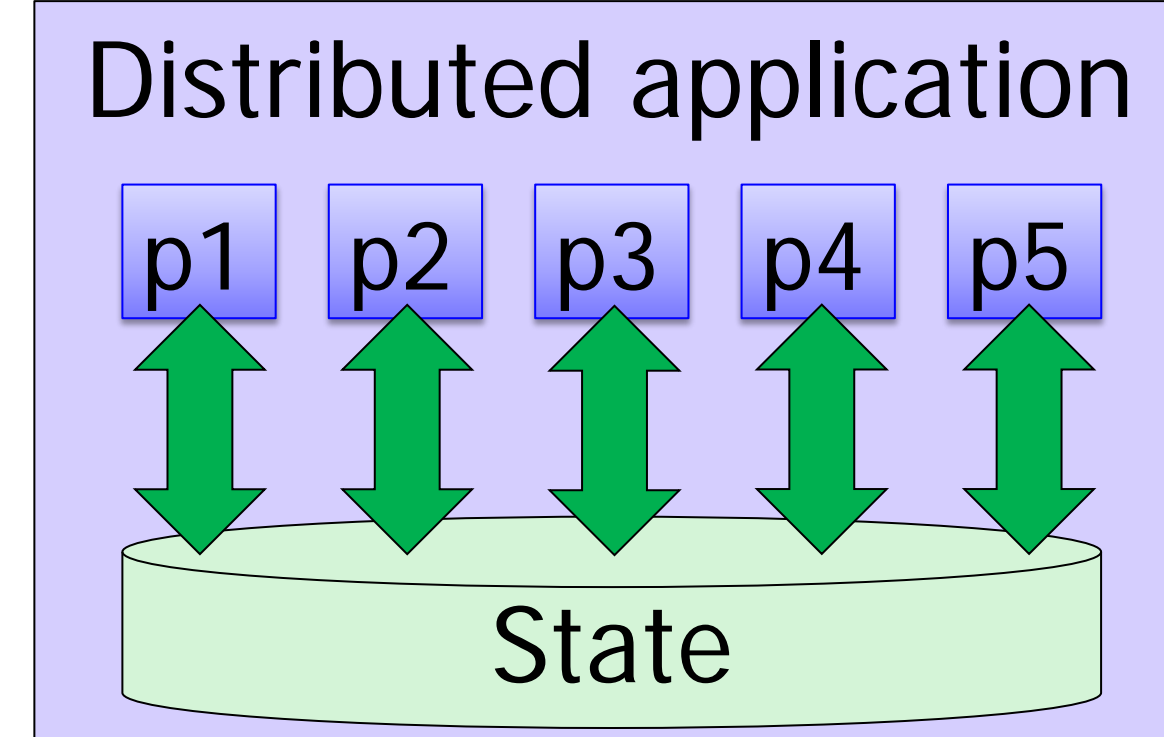
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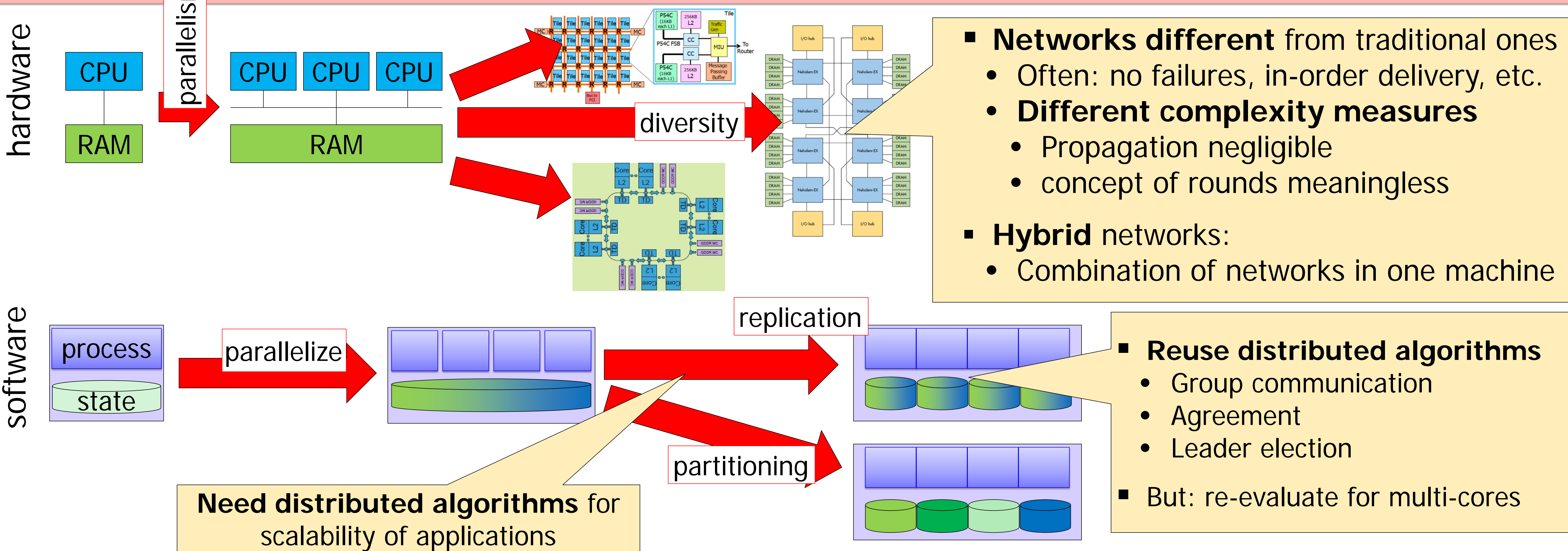


## Problem

Application of **traditional distributed computing principles** to enable scalability of distributed applications on **multicore machines** with complex, hybrid interconnect networks



## Game Changers



Performance characteristics **hard to understand**, but essential to tune algorithm performance

## Ideas

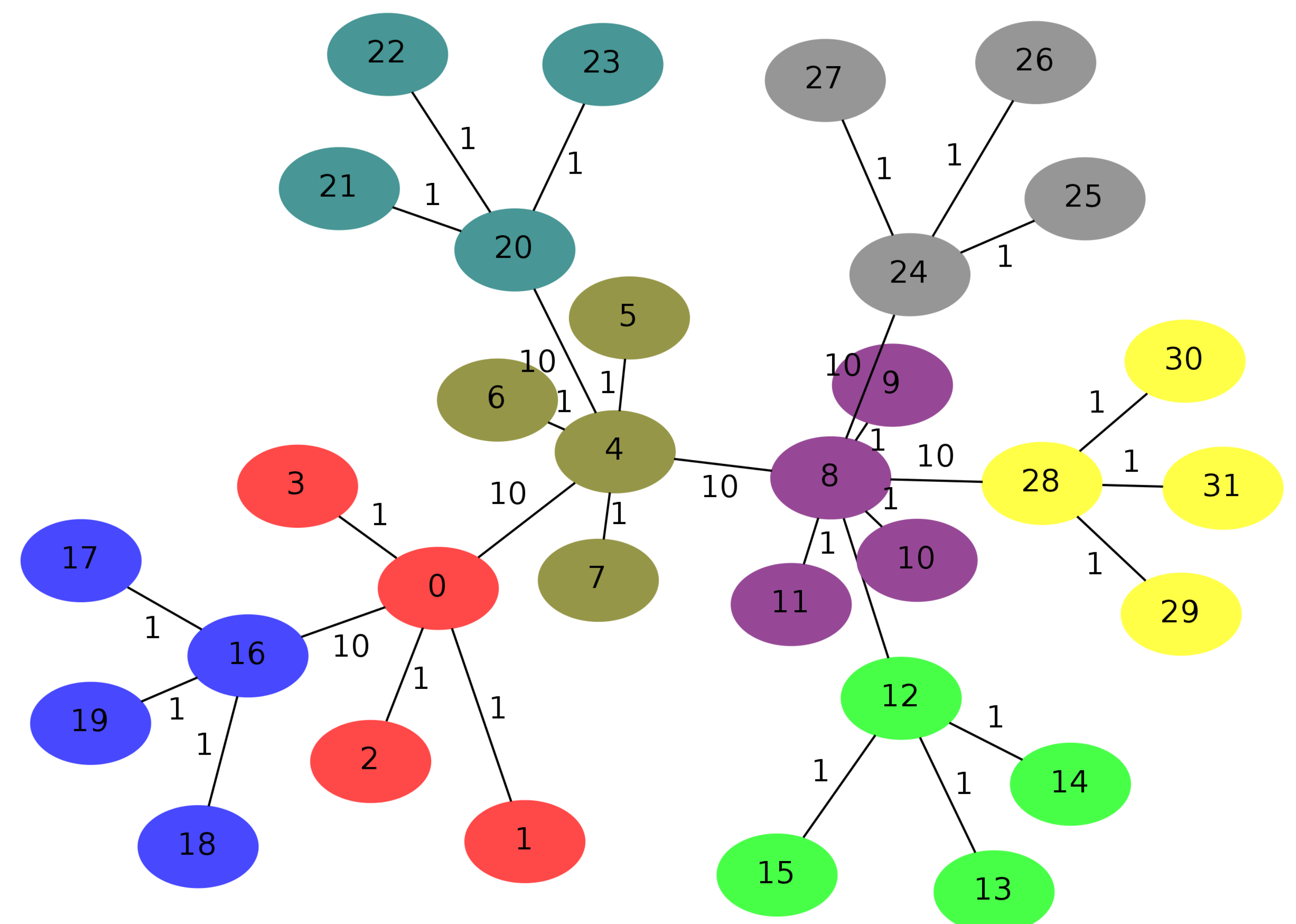
- **Model** multicore networks characteristics
  - Latency, synchrony, loss, reordering, caches, ..
- **Automatically** select **combination** of algorithms
  - based on model
- Easier and **less tedious** for programmers

## Questions

- Applicability of existing distributed algorithms?
- Impact of new kind of network on existing research?
- What does the **programming model** look like?

## Example: group communication on broadcast tree

- **Model:** fully meshed graph
  - Nodes: CPUs, edges: latency
- Apply MST algorithm
- **Differences** to traditional systems:
  - Send cost dominates → Parallelize send
- **Hybrid** → combine algorithms
  - E.g. shared caches within NUMA node
- Note:
  - Communicate only once to every NUMA node
  - Time complexity:  $O(\log n)$  instead of  $O(n)$
  - Traditionally: just one round for sequential send
- On top: build higher-level algorithms (e.g. consistency)



MST for 8x4x1 multicore (colors indicate NUMA nodes)