

UČNI NAČRT PREDMETA / COURSE SYLLABUS

Predmet:	Visokozmogljivi računalniški sistemi
Course title:	High Performance Computing Systems

Študijski program in stopnja Study programme and level	Študijska smer Study field	Letnik Academic year	Semester Semester
Informatika v sodobni družbi, visokošolski strokovni in univerzitetni študijski program prve stopnje	-	Drugi ali tretji	Četrta ali šesta
Informatics in Contemporary Society, first cycle Professional Study Programme and Academic Study programme	-	Second or third	Fourth or sixth

Vrsta predmeta / Course type

Izbirni / Elective

Univerzitetna koda predmeta / University course code:

1-ISD-VS,UN-IP-VZRS-2019-05-13

Predavanja Lectures	Seminar Seminar	Vaje Tutorial	Klinične vaje work	Druge oblike študija	Samost. delo Individ. work	ECTS
30	-	45	-	-	105	6

Nosilec predmeta / Lecturer:

Jeziki /

Languages:

Predavanja /

Lectures:

Slovenski, angleški / Slovene, English

Vaje / Tutorial:

Slovenski, angleški / Slovene, English

Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:

Opravljen izpit Uvod v programiranje.

Prerequisites:

Passed exam Introduction to programming.

Vsebina:

- *Uvod:*
Visokozmogljivo računalništvo (HPC), na nivoju strojne opreme, operacijskih sistemov in izvajalnih okolij, programske opreme. Področja uporabe HPC, zgodovina in prihodnji trendi.
- *Strojna oprema:*
Procesorji, pospeševalniki, mrežna oprema, in hlajenje. Tipične obstoječe rešitve, njihove lastnosti in posledice za

Content (Syllabus outline):

- *Introduction:*
High Performance Computing (HPC) on the level of hardware, operating systems and runtime environments, and software. History of HPC, fields of use, and future trends.
- *Hardware:*
Processors, accelerators, networking and cooling. Typical solutions to hardware challenges, their properties

uporabnike. Nivoji vzporednosti, ki jih implementira strojna oprema.

- *Izvajalno okolje:*
Načini dela na HPC opremi. Administriranje ter uporaba velikih računalniških sistemov. Uporaba računalništva v oblaku.
- *Programska oprema:*
Značilnosti programske opreme za HPC, s poudarkom na vzporednem in porazdeljenem izvajanju. Uporaba knjižnic za vzporedno in porazdeljeno računanje: MPI, OpenMP in ZeroMQ, direktna uporaba niti, vtičnic in vektorskih (SIMD) ukazov.
- *Vzporedni algoritmi:*
Tipi vzporednosti v algoritmih, njihove lastnosti in načini izkoriščanja. Tipični vzporedni algoritmi ter njihova uporaba.

and consequences felt by HPS users. Levels of hardware parallelism.

- *Runtime environments:*
Working on a HPC system. Administration and use of large computer systems. Use of cloud computing and HPC cloud computing.
- *Software:*
Main properties of HPS software, emphasis on the parallel and distributed execution. Guidance on the use of parallel and distributed computing libraries: MPI, OpenMP, ZeroMQ. Direct use of low level tools, such as threads, processes, sockets, and vector (SIMD) instructions.
- *Parallel algorithms:*
Levels of parallelism in algorithms, their properties and methods of exploitation. Some typical and widely used parallel algorithms.

Temeljni literatura in viri / Readings:

- FOSTER, IAN (1996) Designing and Building Parallel Programs. Addison-Wesley.
- GRAMA, ANANTH, GUPTA, ANSHUL, KARYPIS, GEORGE in KUMAR, VIPIN (2003) Introduction to Parallel Computing, Second edition. Addison Wesley.
- HINTJENS, PIETER (2013) ZeroMQ Messaging for Many Applications. O'Reilly Media.
- TROBEC, ROMAN, VAJTERŠIČ, MARIAN in ZINTERHOF, PETER (2009) Parallel Computing Numerics, Applications, and Trends. Springer.

Cilji in kompetence:

Učna enota prispeva k razvoju naslednjih splošnih in predmetno-specifičnih kompetenc:

- poznavanje in razumevanje širokega nabora aplikacij informacijsko komunikacijske tehnologije v sodobni družbi
- razvoj in uporaba informacijsko komunikacijske tehnologije, sposobnosti in spretnosti v lokalnem in mednarodnem okolju
- sposobnost zapisati problem v obliki algoritma in pretvorba algoritma v računalniški program z uporabo sodobnih programskih orodij
- razumevanje in uporaba računalniških sistemov in arhitektur

Objectives and competences:

The instructional unit contributes to the development of the following general and subject-specific competences:

- knowledge and understanding of a wide range of applications of information communication technology in the modern society
- development and the use of ICT, ability and skills in local and international environment
- the ability to write the problem in the form of an algorithm and converting the algorithm into a computer program using modern programming tools
- understanding and use of computer systems and architectures

Predvideni študijski rezultati:

Znanje in razumevanje:

Študent/študentka:

- pozna ključne vzporedne algoritme in tehnike s področja vzporednega programiranja
- je seznanjen(a) s konceptom dela na velikem računalniškem sistemu, z razlogi, ki vodijo do takega koncepta in ima izkušnje z delom na konkretnim sistemu

Intended learning outcomes:

Knowledge and understanding:

The student:

- is familiar with algorithms and techniques relating to the field of parallel computing
- is equipped with theoretical concepts of working on large computer systems, the background that led to such concepts, and possesses experience with working on a specific system

Metode poučevanja in učenja:

- *predavanja* z aktivno udeležbo študentov (razlaga, diskusija, vprašanja, primeri, reševanje problemov).
- *vaje* v računalniški učilnici: pri teh vajah bodo študentje preizkusili konkretne vzporedne algoritme, metode za paralelizacijo in najbolj razširjene knjižnice za uporabo HPC. Vaje bodo potekale v manjših skupinah, tako da bo imel vsak študent na razpolago en računalnik
- *domače naloge* in *projektna naloga* – z domačimi nalogami bo študent(ka) preko samostojnega dela utrdil(a) vse znanje, ki ga je pridobil na predavanjih in vajah. S projektno nalogo bo to dokazal(a) znanje in sposobnost povezovanja naučenih metod v večjo celoto

Learning and teaching methods:

- *Lectures* with active student participation (explanation, discussion, questions, examples, problem solving)
- *tutorials* in computer lab (laboratory practice) allow the students to test specific parallel algorithms, methods of parallelization and the most widely used libraries for HPC use. The tutorials will be performed in small groups, allowing each student to have access to own computer.
- *HOME ASSIGNMENTS AND PROJECT ASSIGNMENT* will allow students to strengthen knowledge acquired during lectures and tutorials through individual work. The project assignment will also test their ability of connecting the learned methods into a larger system

Načini ocenjevanja:

Način (pisni izpit, ustno izpraševanje, naloge, projekt):

- pisni/ustni izpit
- domače naloge
- projektna naloga

Delež (v %) /

Weight (in %)

Assessment:

Type (examination, oral, coursework, project):

- written/oral exam
- home assignments
- project assignment

40

20

40