

# ZPL: An Easy-To-Use, High-Performance Programming Solution.

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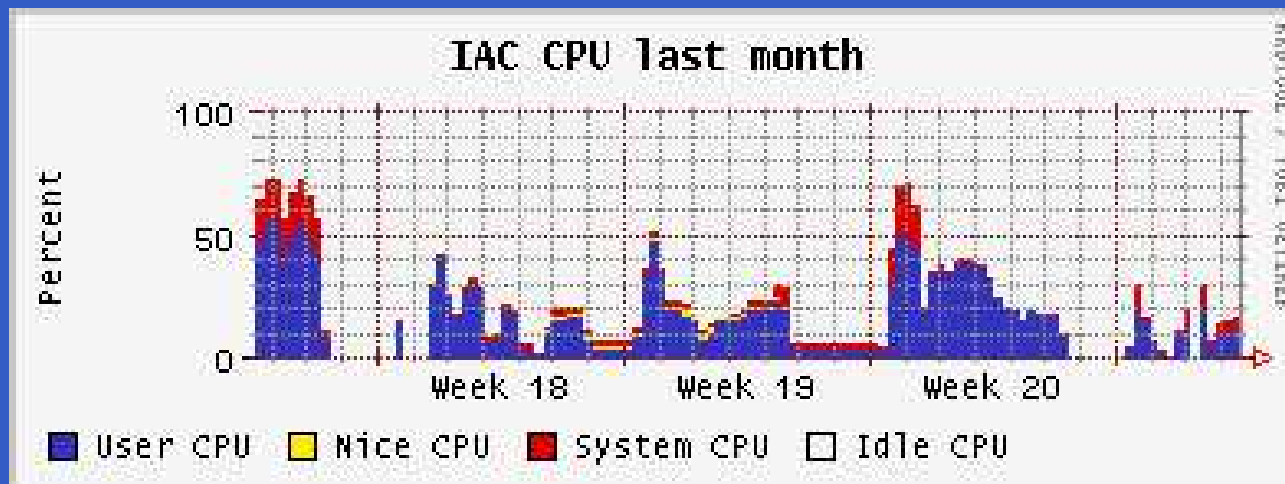


# Talk overview

- Why this talk?
- What is ZPL?
- Performance of ZPL?
- My first ZPL program
- Why you should try it
- Conclusions

# Why this talk?

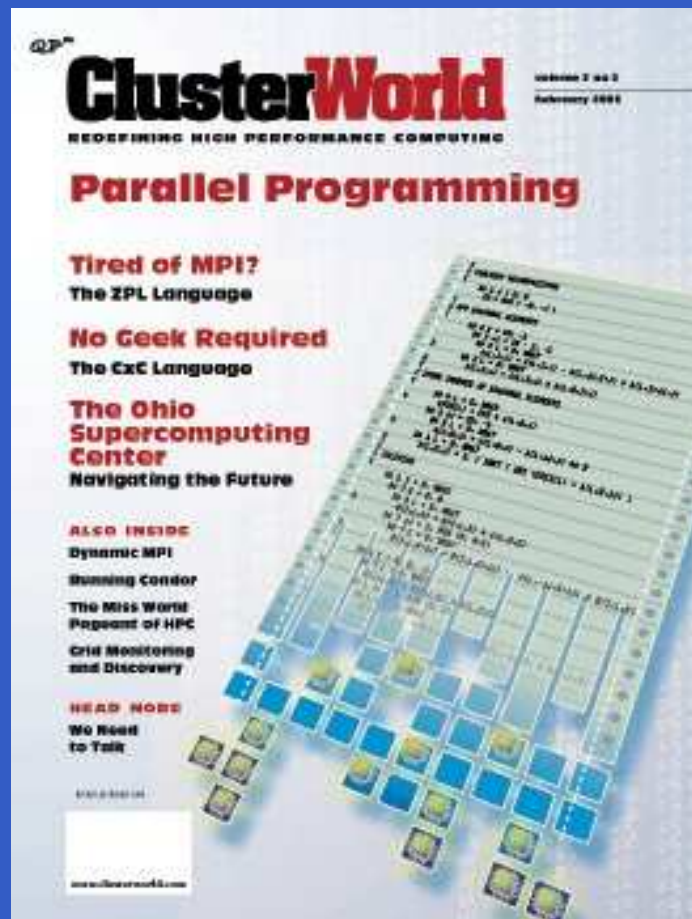
- Beoiac cluster underused (see <http://beoiac>)



- Parallel programming somewhat complex
- Several tools exist to make PP easier

# Why this talk? (2)

- ZPL coming of age?



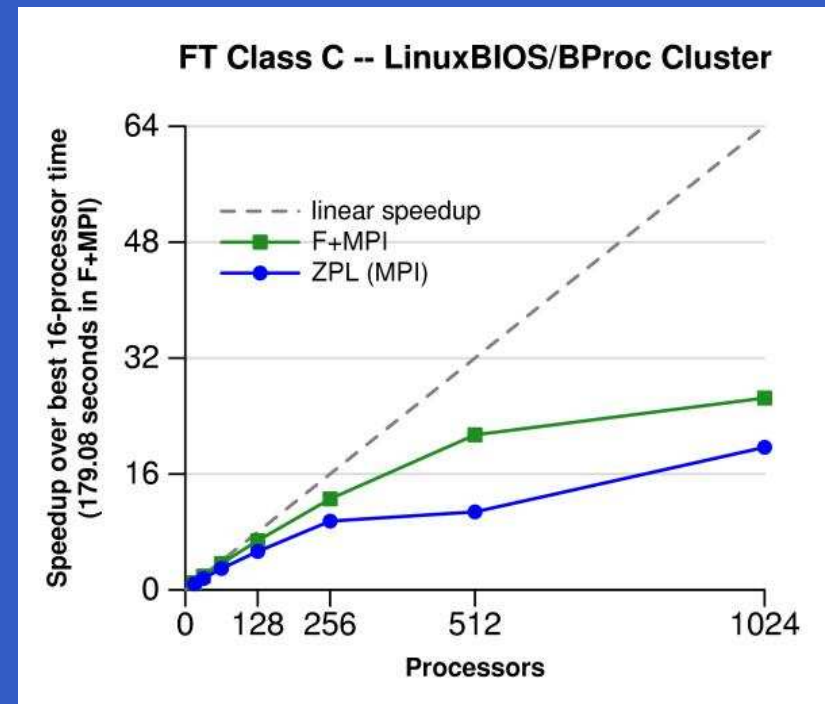
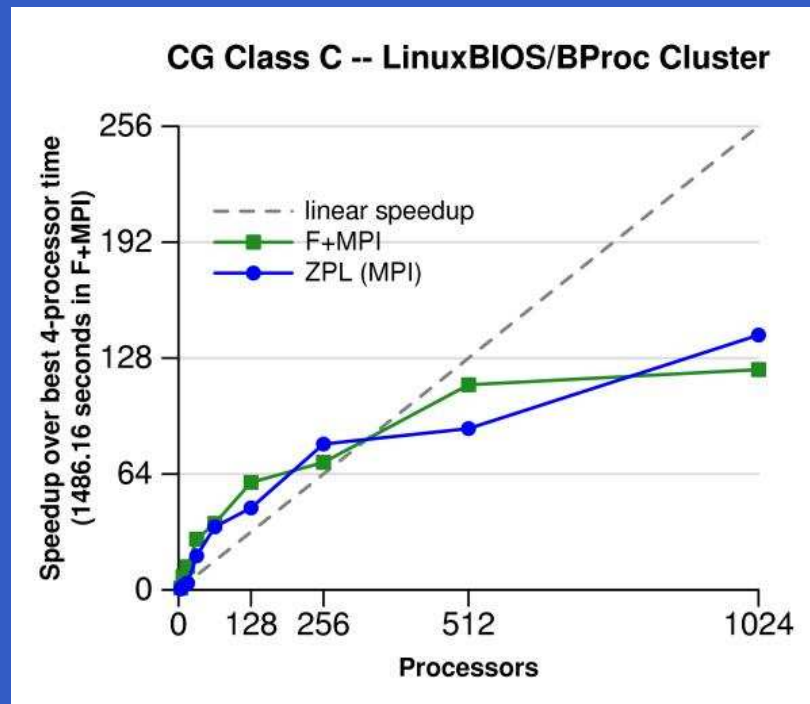
# What is ZPL?

- ZPL is a parallel array programming language
- The false seduction of legacy code reuse
- ZPL starts from first principles
- Based on Modula-2 ...
  - ... to force you to start afresh
  - ... to make it readable and intuitive
- ZPL has its home at:

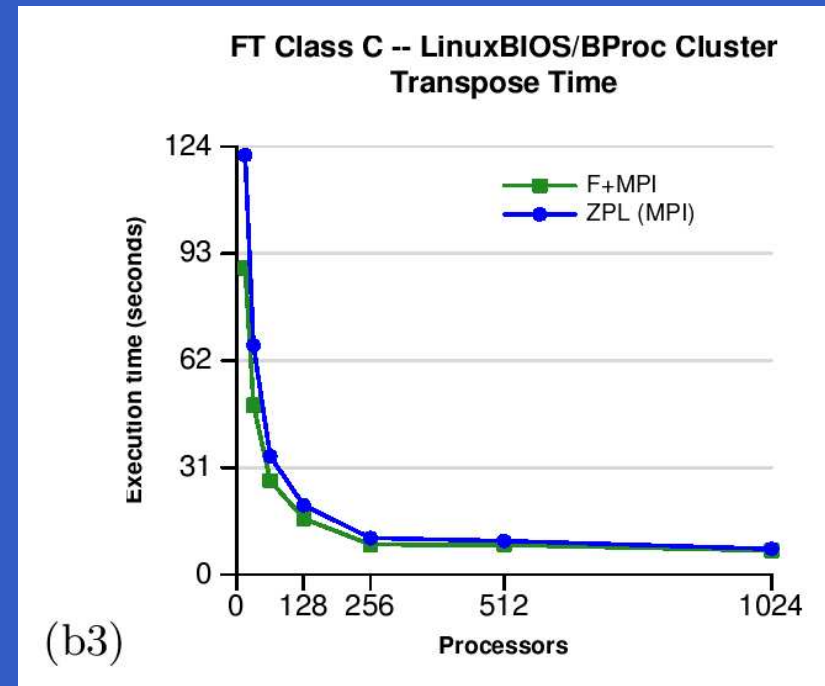
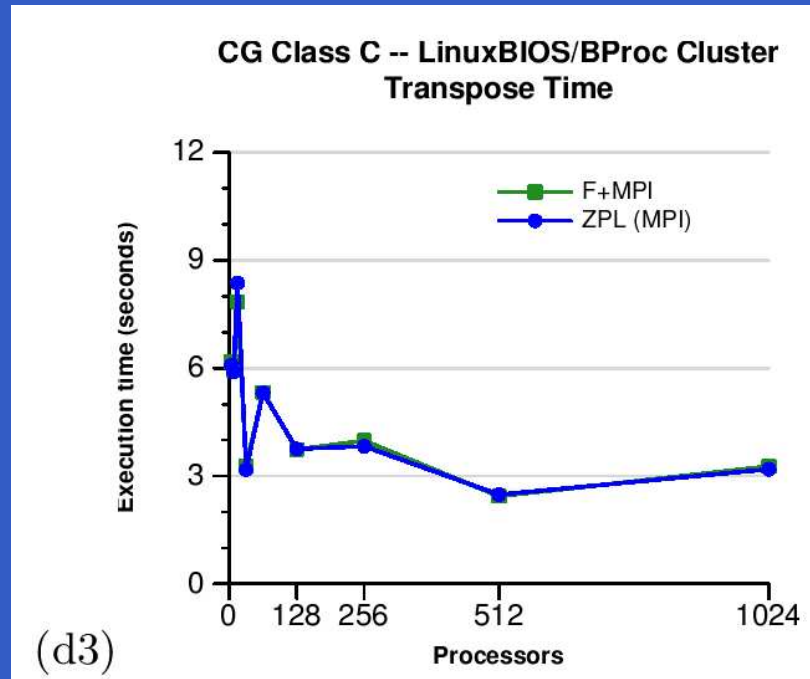
[www.cs.washington.edu/research/zpl/home/index.html](http://www.cs.washington.edu/research/zpl/home/index.html)

# Performance of ZPL?

- NAS benchmarks  
(<http://www.nas.nasa.gov/Software/NPB/>)



# Performance of ZPL? (2)



Details in:

''The Design and Implementation of a Parallel Array[...]''  
by Deitz, S. J., et. al., 2003

# Performance comparison in Beoiac

		Number of processors					
		2	4	8	16	32	64
FT	(F+MPI)	(1)	(4)	(4)	117.83	180.94	182.91
FT	(ZPL)	(2)	2018.98	517.10	271.41	300.30	311.78
CG	(F+MPI)	1229.20	661.16	191.21	122.92	101.25	124.87
CG	(ZPL)	(3)	(3)	(3)	127.17	124.25	118.46

(1) Compilation aborted

(2) not done, since (1)

(3) overflow

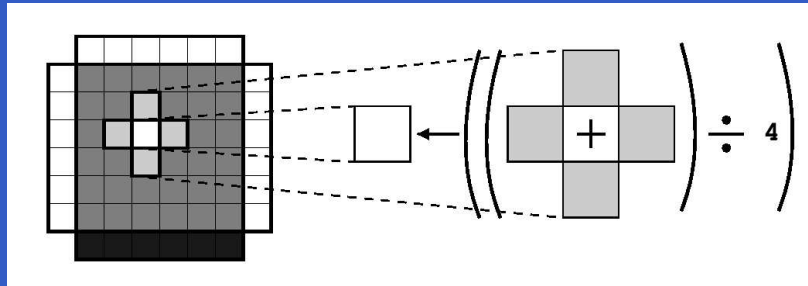
(4) Segmentation fault



# Sample program in ZPL

- Jacobi iteration

Given an array  $A$ , iteratively replace its elements with the average of their four nearest neighbours, until the largest change between two consecutive iterations is less than epsilon.



# Jacobi iteration in ZPL

```
program jacobi;

config var    n          : integer = 512; -- problem size
             epsilon    : float   = 0.0001;

region       R = [1..n, 1..n];           -- problem region

var          A, Temp: [R] float;
             err     : float;

direction    north = [-1, 0];
             east  = [ 0, 1];
             south = [ 1, 0];
             west  = [ 0, -1];
```

# Jacobi iteration in ZPL (2)

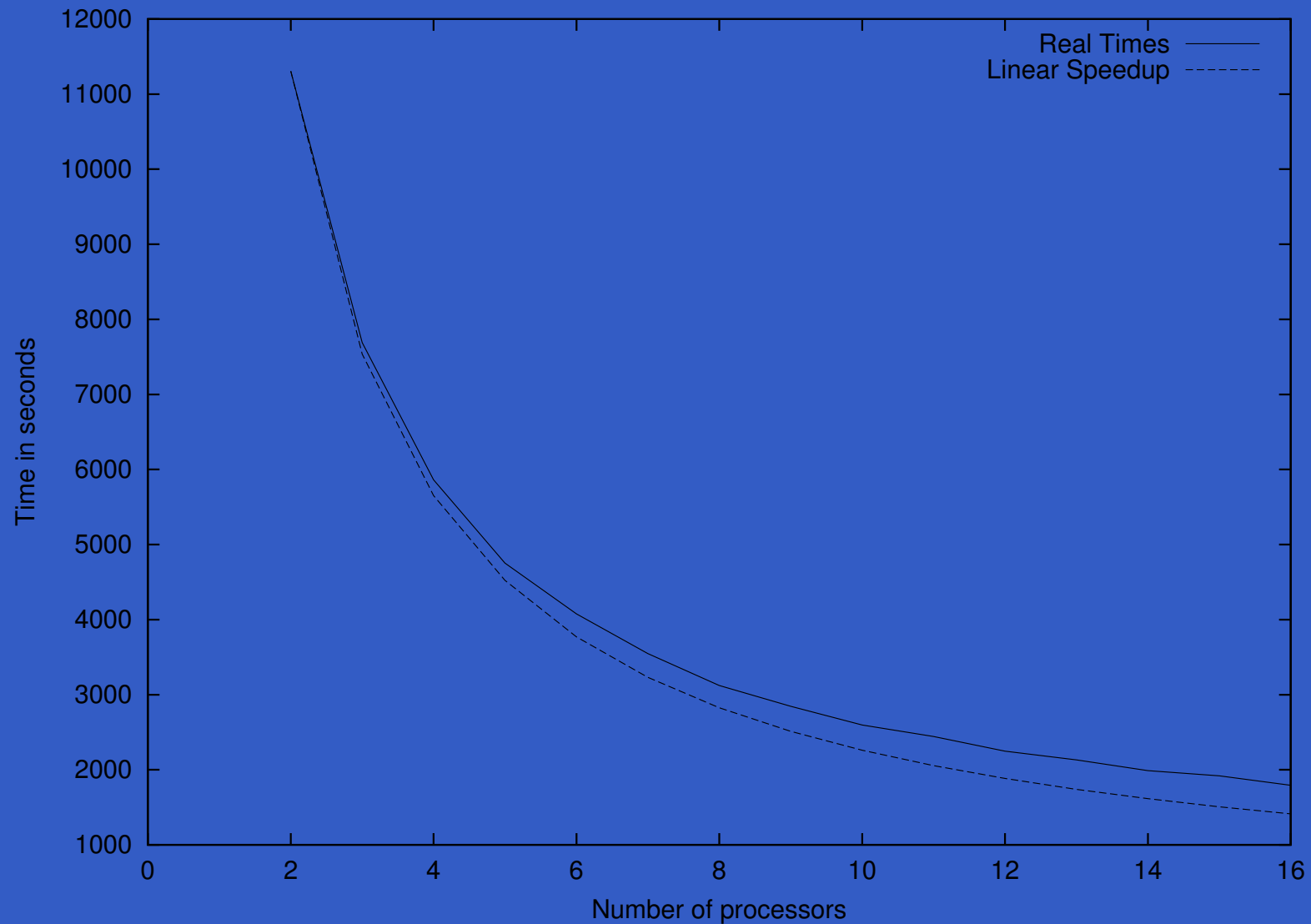
```
procedure jacobi();
begin
  [R]          A := 0.0;  -- Initialization
  [north of R] A := 0.0;
  [east  of R] A := 0.0;
  [west  of R] A := 0.0;
  [south of R] A := 1.0;

  [R]          repeat
    Temp := (A@north + A@east
             + A@south + A@west) / 4.0;
    err := max<< abs(A-Temp);
    A := Temp;
  until err < epsilon;
end;
```

# Demonstration of running ZPL

- Testing can be done in sequential mode.
  - Env. var's define the type of compilation.
  - C code can be saved if required.
- Execution can be done in parallel.

# Speedup of Jacobi program?

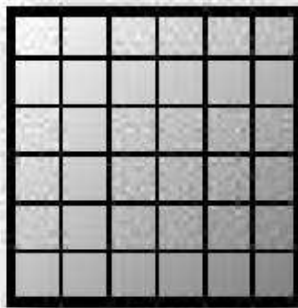


# Preliminary ZPL Concepts

- Region, the key abstraction.

Regions are index sets. Region R is an  $n \times n$  index set.

```
region  
  R = [1..n,1..n];
```

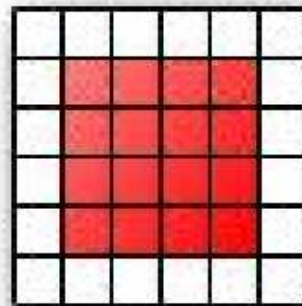
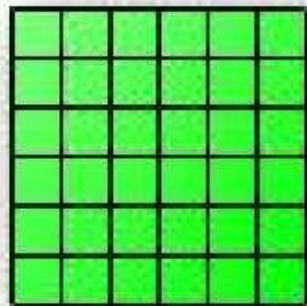
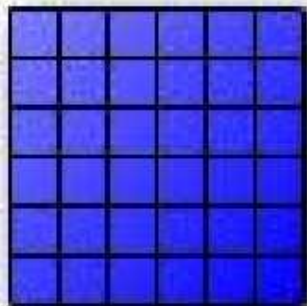


# Preliminary ZPL Concepts (2)

- Arrays are created over regions.

Parallel arrays are declared over regions.

```
var  
  A, B : [R] double;  
  C     : [IntR] double;
```

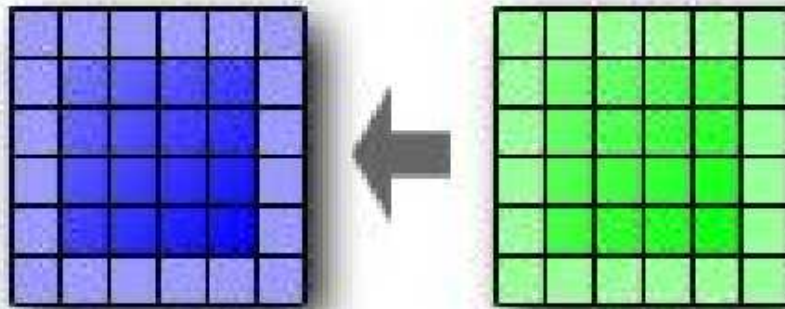


# Preliminary ZPL Concepts (3)

- Regions control computation.

Regions control computation  
on parallel arrays.

```
[IntR] A := B;
```





# Preliminary ZPL Concepts (4)

- Directions to manipulate regions.

Directions are offset vectors used to manipulate regions and array data.

```
direction
north = [-1, 0];
east  = [ 0, 1];
south = [ 1, 0];
west  = [ 0, -1];
```

```
nw = [-1, -1];
ne = [-1,  1];
sw = [ 1, -1];
se = [ 1,  1];
```

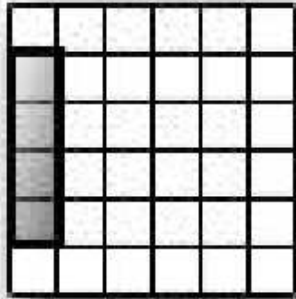


# Preliminary ZPL Concepts (5)

- Region operators: in, of, at, by

The "of" preposition creates a new region on the outside.

```
region  
  SmallLeft =  
    west of IntrR;
```



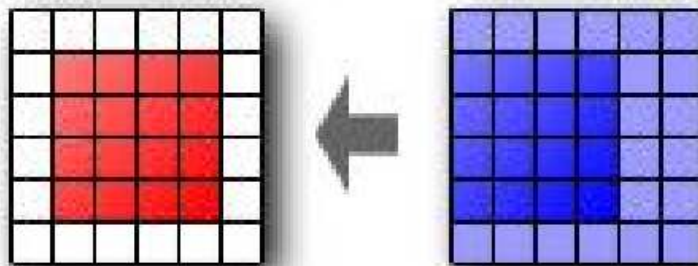
# Preliminary ZPL Concepts (6)

- Array operators:

@, @^, >>, <<, #, ||, wrap, reflect

The at operator (@) shifts data in a direction, inducing point-to-point communication.

```
[IntR] C := A@west;
```



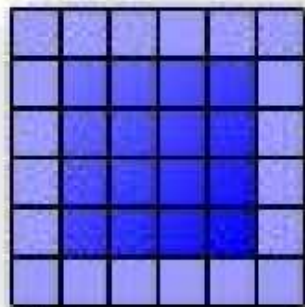
# Preliminary ZPL Concepts (7)

- Reductions: Full reduction

The reduce operator ( $op\ll$ ) computes reductions using a combining operator and induces reduction communication..

```
[IntR] sum := +<< A;
```

sum

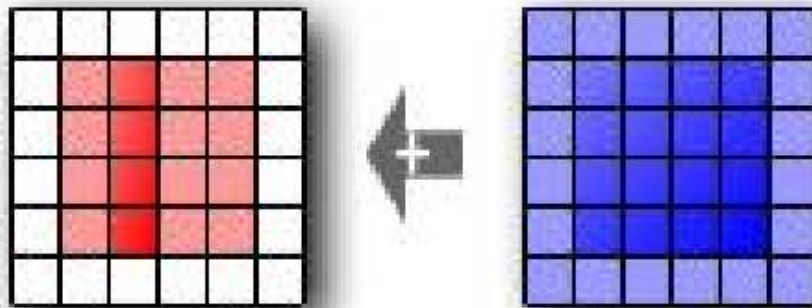


# Preliminary ZPL Concepts (7)

- Reductions: Partial reduction

A partial reduction collapses dimensions of an array.

```
[2..n-1,i] C := +<<<[IntR] A;
```



# Preliminary ZPL Concepts (8)

- Reductions can be user-defined

Reductions can be computed with many built-in operators. User-defined reductions are supported on associative and commutative functions.

```
+<<< (sum)      min<<< (min)  |<<< (or)
*<<< (times)    max<<< (max)  &<<< (and)
bor<<< (bitwise or)
band<<< (bitwise and)
myreduce<<< (user-defined)
```

2

For parallel-prefix scans,  
change "<<<" to "||."

# No time to learn a new language?

- Learning MPI will probably take you longer
- Writing MPI will take you longer
- Debugging MPI will take you longer
- Performance competitive
- Compare codes ...

# Conclusions

- ZPL is a convenient high-level programming medium for supercomputers.
- It can make your life easier.
- Installed in the Beoiac.
- Sufficient documentation
  - ‘‘A Programmer’s Guide to ZPL’’  
by Lawrence Snyder
- Anyone wanting to try it, contact me.



# That's all folks ...

- Thanks!

