

SICSA MultiCore Challenge 2014

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Motivation

- With multi-cores parallel computing has become mainstream
- Many models for parallel computation have been developed.
- But: most uses of these for high-performance computation have been on super-computers or compute clusters.
- *Which models are well-suited for (clusters of) multi-core machines?*

Methodology

- ***Aim:*** Test effectiveness of existing models of parallelism on state-of-the-art multi-cores
- ***Method:*** Choose a common, representative application, implement and measure it
- ***Outcome:*** Assessment of
 - effort in parallelisation,
 - performance,
 - scalability etc

Previous Phases of the Challenge

Two challenges so far:

- **Phase I: Concordance application (text processing; linear algorithm)**
- **Phase II: n-body problem (numerical computation; quadratic algorithm)**

Results have been published in a special issue of *Concurrency: Practice and Experience* (Vol 26, Iss 4). See <http://onlinelibrary.wiley.com/doi/10.1002/cpe.v26.4/issuetoc> for full details.

Phase III: Maximum Clique

Specification:

- **Def:** A clique of a graph (V, E) is a subset of vertices V , where every vertex in this subset is adjacent to every other in the subset.
- **Given:** A graph with vertices V and edges E .
- **Find:** A largest clique in the given graph (V, E) .

NB: This problem is NP-hard. The algorithm is symbolic rather than numerical.

Details are on the Wiki:

http://www.macs.hw.ac.uk/sicsawiki/index.php/Challenge_PhaseIII#Maximum_Clique

Motivations for choosing Maximum Clique

- The sequential algorithms have been widely studied, and have been implemented independently multiple times.
- Bit-parallel versions of these algorithms are well understood.
- It is exponential and irregular, and contains enough complications to make it a realistic problem, but it is not too complicated.
- These algorithms have been thread-parallelised independently with considerable success at least twice.
- We can describe the simple algorithm in one page.

Motivations for choosing Maximum Clique

- There is a good set of standard benchmark instances to work with. This set includes different families of graphs with different properties.
- We know a good way of checking that sequential algorithm has probably been implemented correctly (counting the number of colourings performed).
- Ties in with the Graph500 benchmark suite (maximum independent set is just maximum clique on the complement graph).

Activities during the Hackathon

- **Short introductory talks on problem, algorithm, and languages.**
- **Identifying interest areas and hacking tasks.**
- **Define groups to work on concrete tasks.**
- **Summarise outcomes**
- **Further activities (hacking, collaboration, publication)**