Whither Programming Models?

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How did we get here?

- Tons of work on parallel languages and models in the late 70s and 80s
- Some if it bad, but much of it good, from a conceptual point of view
- But nobody offered a *really* big win, and we couldn't get good performance with good models, so we settled for good performance with poor models

And where exactly are we?

- Pthreads are sort of ok
- ✓ MPI and OpenMP are not!
 - too hard to use
 - not applicable to non-HPC-style systems
- → The challenge: come up with something better that isn't too different for the languages we already use
 - maintain programmer comfort
 - leverage existing tools (compilers in particular)

Recommendation #1

- Recognize that both shared memory and message passing have a place
 - Shared memory good for passive communication
 - Message passing good for active communication
 - Much of the time you can use either (matter of taste)
 - Sometimes you *need* one or the other; witness
 - events in shared memory systems
 - put() and get() in message passing systems

Recommendation #2

- Make the easy stuff easy
 - coherent shared memory (S-DSM) for
 - fast prototyping
 - non-performance critical code
 - global address space with put() and get()
 for performance tuning of shared memory code
 - 2-ended message passing for active communication
 - These models can comfortably co-exist within a single application

Recommendation #3

Don't embed HPC assumptions

- parallel computing is going mainstream -think immersive 3-D video games
- can't afford to assume
 - fixed number of processes
 - single process per processor
- must accommodate
 - availability / replication
 - fault tolerance / recovery
 - language and machine heterogeneity
- potential big wins for grid computing today

- uniprogrammed workloads
- homogeneous hardware
- geographic distribution
- persistence

Short term:

 Combine the convenience of S-DSM with the tunability of put() / get() and explicit messages

Longer term:

 Encourage research in more speculative models, and in aggressive parallelizing compilers