Idea (1A)

- Communication Scheduling
- •

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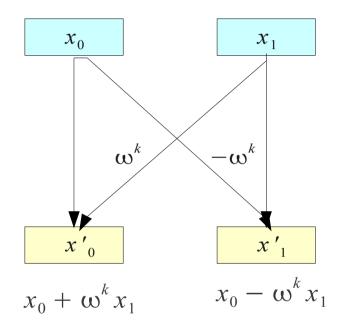
Plea e $\,$ end correction (or $\,$ ugge tion) to young, lim4hotmail.com.

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/he 1utter\$ly 5peration

$$x'_0 = x_0 + \omega^k x_1$$

$$x'_1 = x_0 - \omega^k x_1$$



/he 1utter\$ly 5peration

$$\begin{cases} x'_{0} = x_{0} + \omega^{k} x_{1} \\ x'_{1} = x_{0} - \omega^{k} x_{1} \end{cases}$$

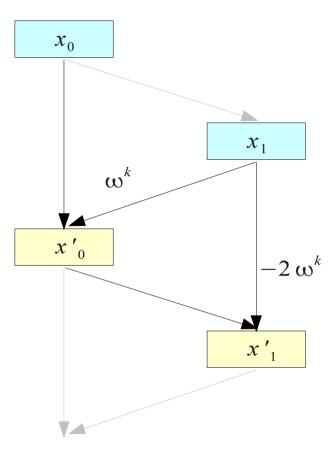
$$x'_{0} = x_{0} + \omega^{k} x_{1}$$

$$x_{0} = x'_{0} - \omega^{k} x_{1}$$

$$x'_1 = x_0 - \omega^k x_1$$

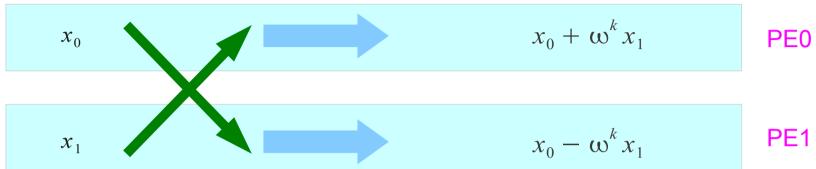
$$x'_1 = x'_0 - \omega^k x_1 - \omega^k x_1$$

$$x'_1 = x'_0 - 2\omega^k x_1$$



Communication Pattern



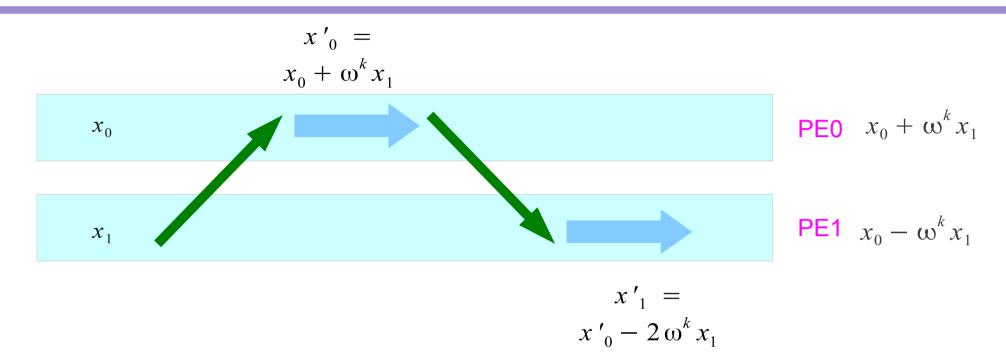


MPI_Sendrecv

To avoid deadlock, there must be lower level communication scheduling overhead?

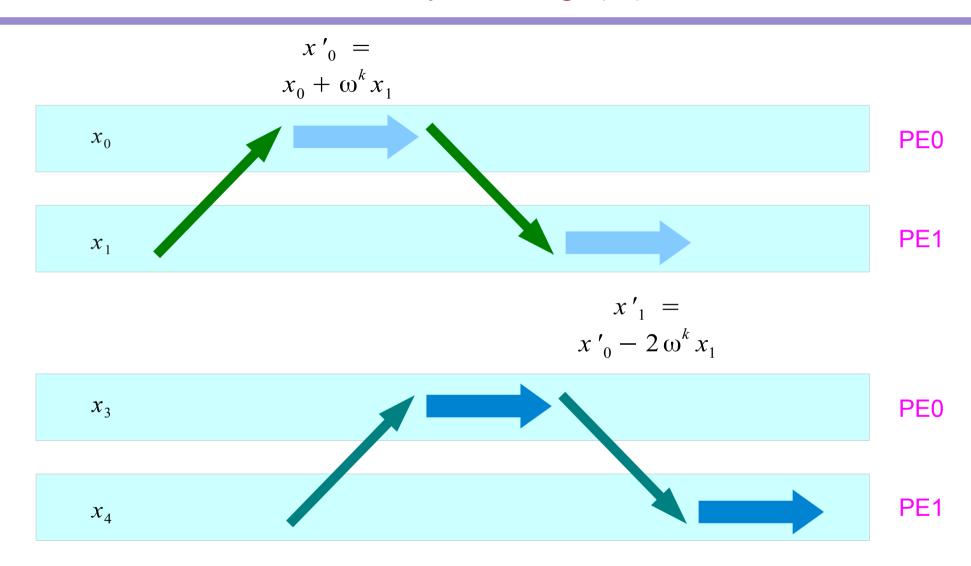
Unless real duplex communication link → Shared Bandwidth

Communication Scheduling

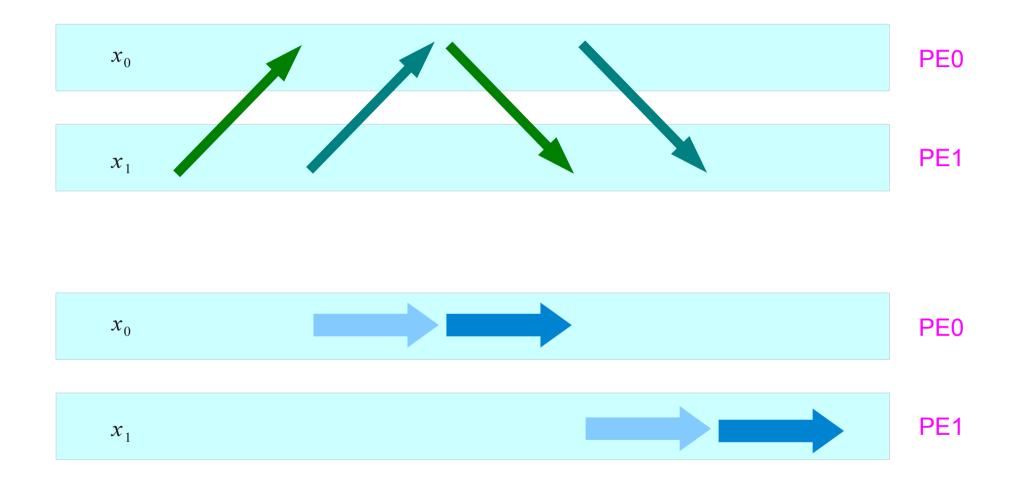


Swapping communication pattern can be avoided

Communication Latency 6iding (1)



Communication Latency 6iding (2)



Speed Up?

Ratio of Comp time to Comm time?

References

718 http9##en., i2ipedia.org# 728