

## MOORE'S LAW AND THE DIMININSHING IMPORTANCE OF PARALLEL COMPUTING

- Moore's Law
- Production Code Cycles/Priorities
- Consequences for Parallelism
- The Evidence

## MOORE'S LAW (1965)

Nr. of Transistors/Area: Doubles Every 18 Months  $\Rightarrow$   
Speed/Memory Grows 1:10 Every 5 Years

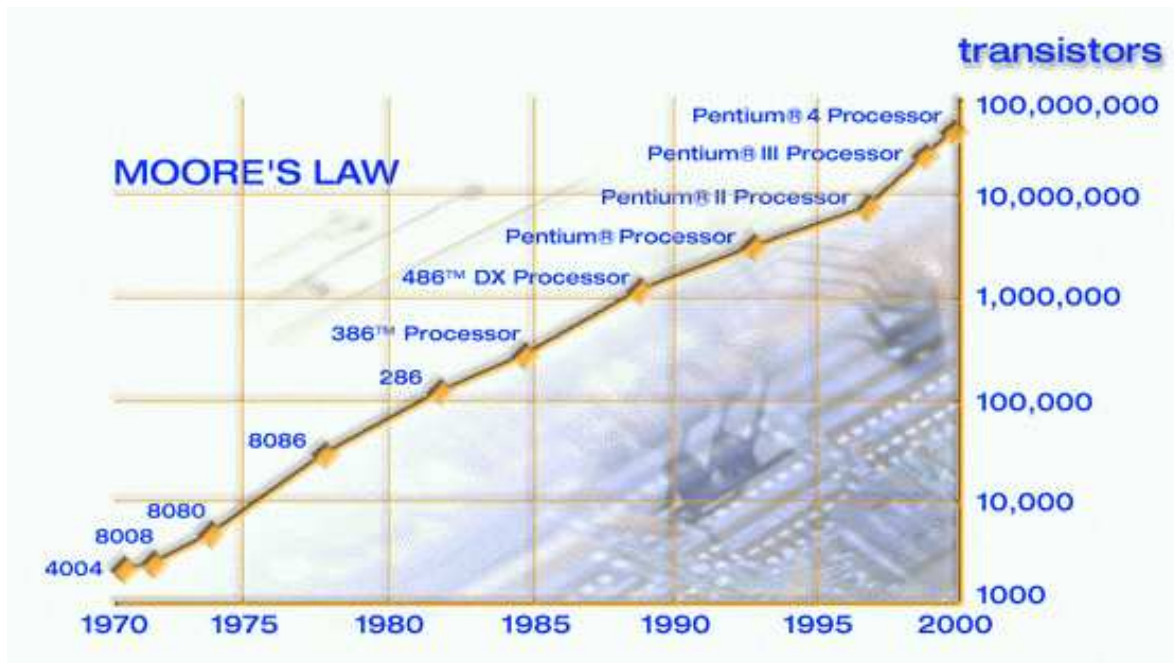


Figure 1 Growth of Transistors per Area/Chip

## LIFECYCLE OF PRODUCTION CODES

- Conception
  - Define Purpose, Physics, Numerics
- Demonstration/Proof of Concept
  - Compare Large-Scale Runs to Experiments
  - Runtime: Days/Weeks
  - Critical Item: Credibility
- Production Code (Industrialization)
  - Benchmarking
  - Quality Assurance
  - Versions, Manuals, etc.
  - Critical Item: Options/Generality
- Widespread Use (Market Penetration)
  - Standard/Legacy Code
  - Critical Item: Options/Ease of Use

## RUNTIMES/PARALLELISM AND LIFECYCLE

- Years 1:5: Conception
  - Runtime: Weeks
  - Machine: Largest Available DMP
  - Nproc:  $10^4$  [Parallelism Essential]
- Years 6:10: Demonstration
  - Runtime: Days
  - Machine: Large DMP/SMP
  - Nproc:  $10^3$  [Parallelism Important]
- Years 10:15: Production
  - Runtime: Hours
  - Machine: Large SMP
  - Nproc:  $10^2$  [Parallelism Required]
- Years 15:20: Widespread Use
  - Runtime: Minutes
  - Machine: SMP
  - Nproc:  $10^1$  [Parallelism Advantageous]
- Years 20:25: Standard/Legacy Code
  - Runtime: Seconds
  - Machine: PC
  - Nproc:  $10^0$  [Parallelism Insignificant]

## EVIDENCE 1: CRASH SIMULATIONS

### Requirements:

- Transient, Large Deformation CSD
- $O(10^5 - 10^6)$  Elements (Shells, Beams)
- $O(10^5 - 10^6)$  Timesteps

### Life Cycle:

1960's: DYNA3D Impact Code from LLNL  
1970's: Demonstration Runs for Cars  
1980's: Production Codes (Industrialization)  
1990's: Widespread Use  
2000's: Thousands of Runs a Day on PC

## EVIDENCE 2: EXTERNAL MISSILE AERO

### Requirements:

- Steady, Euler CSD
- $O(10^6 - 10^7)$  Elements
- $O(10^3 - 10^4)$  Timesteps

### Life Cycle:

1970's: Demonstration Runs at NASA

1980's: First Production/Legacy Codes

1990's: Widespread Use

2000's: Thousands of Runs a Day on PC