





The DNA Deluge

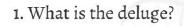
A Parallel Computing Approach

Brendan Lawlor



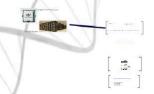






2. What is parallel computing?



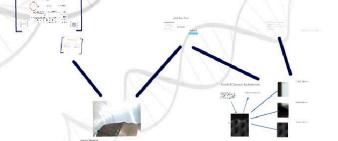


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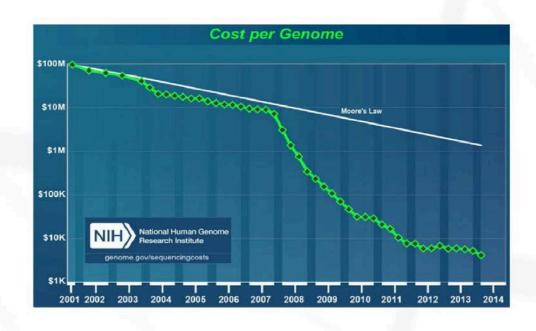




3. How to harness parallel power?

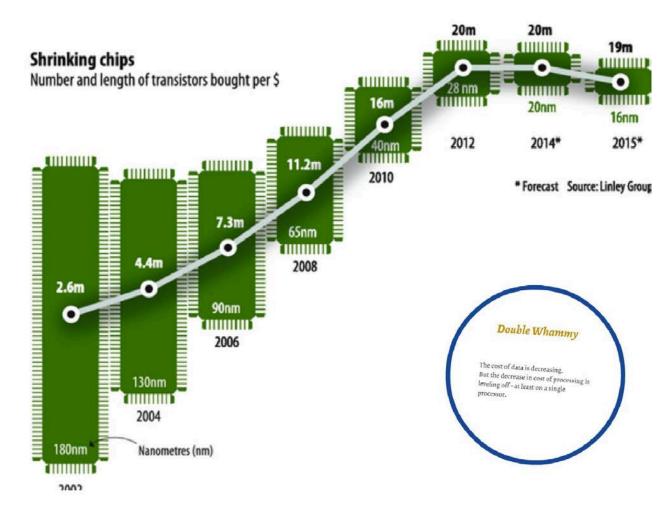






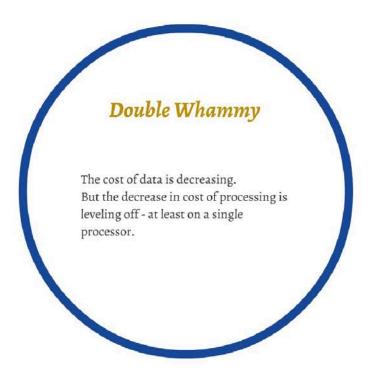


















Multi Core Processors



Cloud/Clusters





Amdahl's Law:

$$S(n) = \frac{T(1)}{T(n)} = \frac{T(1)}{T(1)\left(B + \frac{1}{n}(1 - B)\right)} = \frac{1}{B + \frac{1}{n}(1 - B)}$$

or... you can't make something faster than its slowest (= serialized) part.

Multithreaded programming







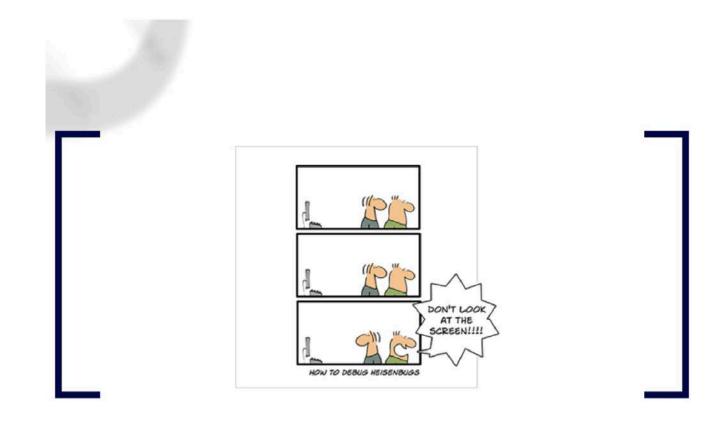
Multithreaded programming















We are going to need tools that are fit for purpose.

Functional Programming Actor Architecture Reactive Streams



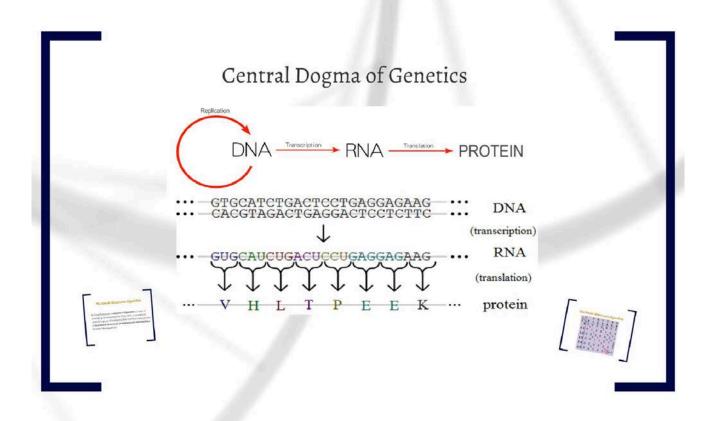


The Smith-Waterman Algorithm

In bioinformatics, a **sequence alignment** is a way of arranging the sequences of DNA, RNA, or protein to identify regions of similarity that may be a consequence of **functional**, **structural**, **or evolutionary relationships** between the sequences.

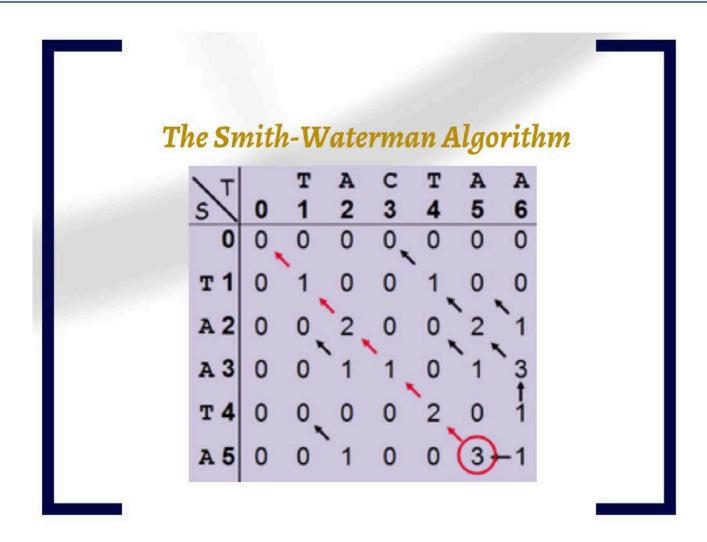
















Two Kinds of Parallel

Data-Dependent

The SW algorithm is an example of this kind: some cells in the matrix require the results of others. It uses intricate loops and intimate knowledge of the hardware to drive as much data as possible through a CPU in a single clockcycle. It achieves SIMD using Intrinsics.

"Embarrassingly Parallel"

Running many query sequences against many database sequences is an example of this kind. Each run of the S-W algorithm is independent of those that go before and after.





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Create a chassis to:

Spread the power over multiple queries and multiple database sequences

Plug in multiple engines to go faster (scalability)

Supply enough fuel to all engines to prevent stalling

Avoid flooding the engine with too much fuel





(Old) New Tools

Functional Programming

The essence of functional programming is to concentrate on teansformations of immutable values rather than stepwise modifications of mutable values."

> - Martie Oldersky, innextor of Scalar resonance in Lancauar

In other words, with FP we can write code in an intrinsically parallel manner and let the compiler and run-time schedule on the parallel infrastructure.

Paraphraning Solver Hosper, Profesor of Geographe Solvess
at Corrupte Mellos Deliverity

Actor Architecture



Reactive Streams







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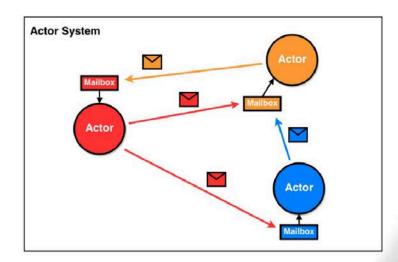
- Paraphrasing Robert Harper, Professor of Computer Science at Carnegie Mellon University





Actor Architecture

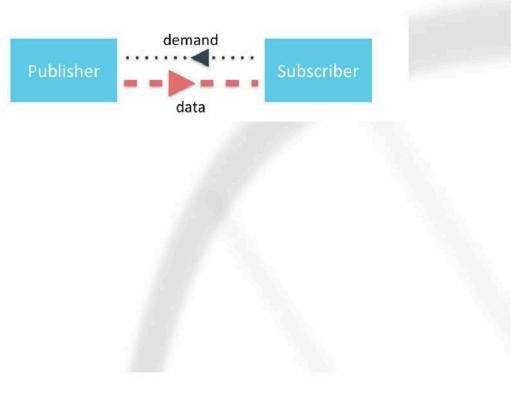
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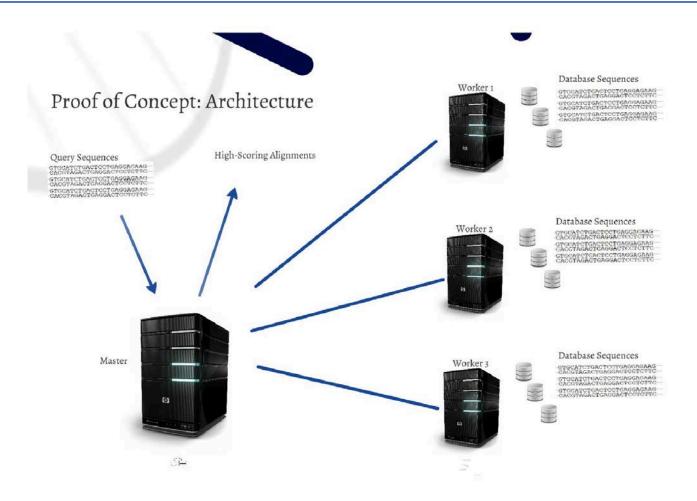




Reactive Streams

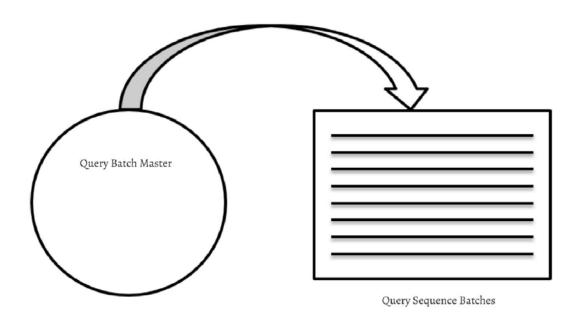






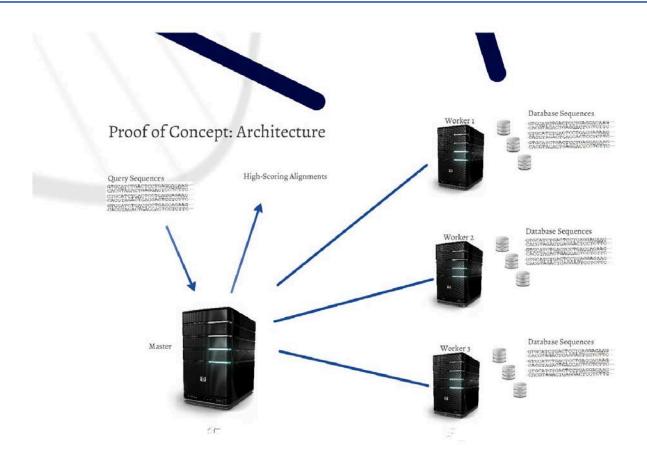








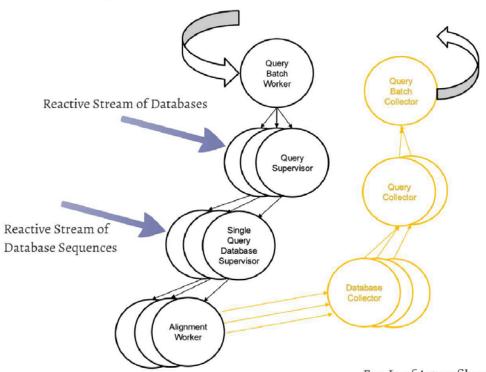








Fan-Out of Actors creates parallel processes on immutable data.



Fan-In of Actors filters results by score.





Proof of Concept: Results

Results on a single Node: Linux box with an i7-4770 3.4GHz processor(quad-core)

200 S-W invocations (or about 1.8 billion "cells") per second

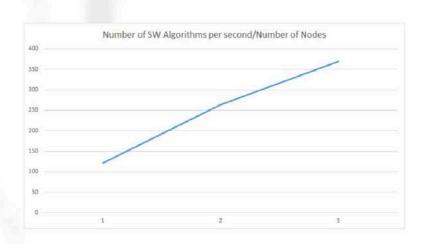
Using a single-core baseline, this indicates ~ 15% over overhead (I/O & message passing).

~ 1000 lines of (readable!) Scala code.

What about multiple Linux boxes?







Multiple cheap computers, with the same cheap software, multiplies the performance.





What's next?

(And So What!?)

Optimization of Proof of Concept

Just one of many examples: Clinical Microbiology

Test on larger scale

Publish results

Consider a fully stream-centric solution.





