

# CS508 - Assignment I Report

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Note:

1. Instruction of executing a program is written inside each program as comment.
2. File structure P1/p1.c P2/p2.c P3/p3.c

## P1.

There are two different dependencies in loop -

1. Loop independent dependencies : dependence exists within an iteration. i.e., If the loop is removed, the dependence still exists.
2. Loop carried dependencies: dependence exists across iterations. i.e., If the loop is removed, the dependence no longer exists.

```
49 void selection_sort(int* arr, int start, int end) {
50     int min_index;
51     for(int i = start ; i < end ; i++) {
52         min_index = i;
53         for(int j = i+1 ; j < end ; j++) {
54             if(arr[j] < arr[min_index])
55                 min_index = j;
56         }
57         _swap(&arr[i], &arr[min_index]);
58     }
59 }
```

In selection sort : from statements 52 - 57 there are loop independent dependencies.

For `loop i` (outer loop) If we draw an iteration-space traversal graph.

i = 0 : 0-1-2-3-end

i = 1 : 1-2-3-4-end

....

i = end : end

Above graph shows that for given `i` we are traversing the array from `i` to `end` and at given iteration `i` we are swapping a `i-1` indexed element with an element coming from from `i` to `end`.

So, the next iteration i depends on previous iteration i-1. So, there is a loop carried dependencies for outer loop i.

For parallelising - We can split the array into 4 parts and then sort them individually in each process using selection sort and then merging them in the end in the master process.

P2.

```
73  int main(int argc, char const *argv[]){
74      int width, height, channels;
75      unsigned char* img = NULL;
76      char* img_name = argc > 1 ? argv[1] : "test.jpg";
77      img = load_image(img_name, &width, &height, &channels);
78      if(img == NULL) {
79          printf("Error: Image does not exist :/ \n");
80          return 0;
81      }
82      unsigned char** quad = NULL;
83      int quad_size[4] = {0,0,0,0};
84      quad = split_image_to_quad(img, width, height, quad_size);
85      int* histo[4] = {NULL, NULL, NULL, NULL};
86      for(int i = 0 ; i < 4 ; i++) {
87          histo[i] = (int*)malloc(sizeof(int)*8);
88          get_histogram(quad[i], histo[i], quad_size[i]);
89      }
90      print_to_file("output.txt", histo);
91      return 0;
92  }
```

The tasks for creating a set of 8-bin histogram are:

1. Reading Image
2. Dividing the read image array into 4 quadrants.
3. Create a 8 dimensional histogram feature vector for each quadrant.
4. Print 4\*8 matrix to file.

There are no loop-carried dependencies in any of the four tasks. We can easily parallelise task 3. As we can see in `for loop` from line number `86 - 89`. There are no loop carried dependencies. We can split the work of getting 8-bin histogram vectors into 4 different processors.

For parallelising - we will load the whole image onto master process and then splitting the image data for 4 quadrants in master process and then passing all the 4 data stream into different process for calculating 8-bin histogram and then sending back the 8 dim vector to master process and then printing 4\*8 into a file in the master process.

### P3.

There are two things different in P3 from P2.

1. We need to read two images.
2. Computing hellinger distance.

There are also no loop-carried dependencies in this problem.

The task of reading an image and representing it as four 8-d histogram vectors is dependent only on image. So, we can parallelise the operation of getting a histogram of two images parallelly. The next step is calculating the HD.

```
101 // hellinger distance
102 float hd = 0;
103 for(int i = 0 ; i < 4 ; i++) {
104     for(int j = 0 ; j < 8 ; j++) {
105         hd += sqrt(histo2[i][j]*histo1[i][j]);
106     }
107 }
108 printf("HD = %.3f\n", hd/4);
```

There are no loop-carried dependencies in calculating HD and it can be easily parallelised.

For Parallelising : We will load two images on two different processes and then compute the four 8-d histogram vectors and pass it to the master process then for computing HD we can have four different process computing for each `i` and then summing up out of each process in master process.

#### [REFERENCE]

[1] <https://people.engr.ncsu.edu/efg/506/s10/www/lectures/notes/lec5.pdf>