

Lecture 6

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6.1 Amdahl's Law for multi-processors

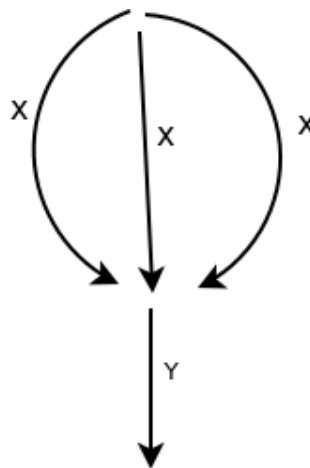


Figure 6.1: Paths in a program

Let x be the time taken by the parallel part of the program .

Let y be the time taken by the sequential part of the program .

Time taken on a uniprocessor system = $3x+y$

Time taken on a ∞ processors system = $x + y$

$$\frac{T_1}{T_\infty} = \frac{3x+y}{x+y}$$

The speedup achieved by parallel processing is bounded by the sequential part of the program .

$$T_p = \text{Time on } p \text{ processors} \quad (6.1)$$

$$T_1 = \text{Time on 1 processors} \quad (6.2)$$

$$T_\infty = \text{Time on } \infty \text{ processors} \quad (6.3)$$

$$T_p = \frac{T_1}{p} + \mathcal{O}(T_\infty) \quad (6.4)$$

As the serial part increases speed up is not achieved due to contention

6.2 Pure Private Heap

If the entire heap is controlled by a single lock . Memory allocation becomes sequential as all threads contend for the same lock .An alternative to this is every thread having its own private heap . If the objects are

moved between threads . The private of one thread keeps running out of memory and the thread which recieves memory from this thread keeps gaining memory . This results in an unbounded worst case .

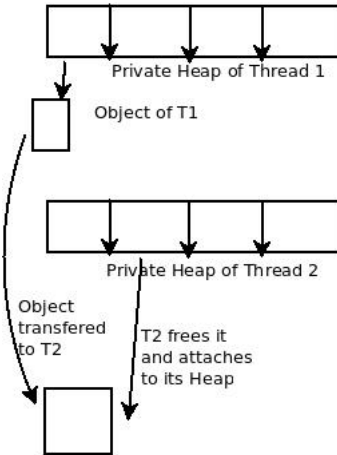


Figure 6.2: Worst Case Private Heap

6.3 Fragmentation

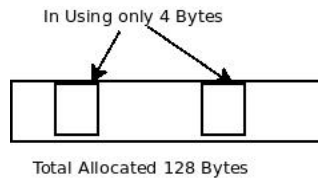


Figure 6.3: Fragmentation

Allocated memory is 128 bytes while the actual memory in use is only 8 bytes , therefore fragmentation is $128/8$.

If all objects are of the same size , then it is guaranteed perfect fit.

$$Fragmentation = \left(\frac{A}{U}\right) \quad (6.5)$$

$$A = D \text{ memory in bytes} \quad (6.6)$$

$$U = \text{memory in use} \quad (6.7)$$

$$(6.8)$$

The best memory allocator will suffer a fragmentation of

$$\mathcal{O}\left(\log\left(\frac{M}{m}\right)\right) \quad (6.9)$$

$$M = \text{max size of allocated object} \quad (6.10)$$

$$m = \text{max size of allocated object} \quad (6.11)$$

$$(6.12)$$

6.4 parallel Allocator

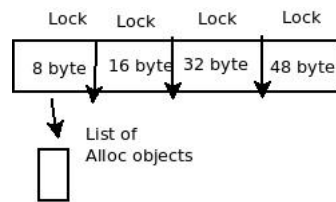


Figure 6.4: Parallel Allocator

Other alternatives to prevent fragmentation.
Divide memory into chunks of 8,16,32.. bytes.
Each chunk of memory has a lock .