

Homework 29

Brian Knotten, Brett Schreiber, Brian Falkenstein

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The general outline of the algorithm is as follows:

Due to the EREW restriction, the algorithm must first make copies of the input string C . The algorithm uses n^2 processors to make n^2 copies of the string in $\log(n)$ time. It does this by using $x * n$ processors to make x copies of the input string, where each processor reads a character from the string and writes it to an array. The array is of size $n \times n^2$, each row being one copy of C . The array will also be referred to as C , as it can be thought of as adding another dimension to the input string C , where each added row is a copy of C . Note that when $x > n$, we cannot make xn copies in one step, as $x * n > n^2$. However, the additional $((x * n) - n^2)$ copies can be done in constant time. This makes the whole initial copying take $\log(n)$.

Next, k processors are used to write an answer array, we'll call it M , where the i 'th index of M is i if there exists a prefix and suffix of length i , or 0 otherwise.

Then, n^2 processors are used to check all possible prefix/suffixes of lengths 1 to k . Each processor is identified by 2 numbers i, j . If its found that there is no prefix suffix of length $k = i$, write a zero to $M[i]$.

Next, the max of the M array must be found. Because $M[i] = i$ iff a prefix and suffix exist of length i , and 0 otherwise, if we find the max of M , we will find the max length of prefix/suffix, and thus k .

Below is the algorithm for a single processor i, j :

This algorithm takes $\log n$ time. The first phase of making n^2 copies of the input string takes $\log n$ time, since n^2 processors can double the number of copies at each step, and so can reach n^2 copies in $\log n$ steps. The second phase of using n^2 processors to check the equality of the prefixes and suffixes takes constant time. The third phase checks to see if any cell in M is zero, in which case the whole row (represented by $M[i][1]$) becomes zero. This takes $\log n$ time since z is iteratively halved. The fourth phase takes the maximum over $M[i][1]$ so that $M[1][1]$ contains the maximum k and outputs. This takes $\log n$ time since y is iteratively halved.

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The general outline for this algorithm is as follows:

At the first time step, use $n - 1$ processors to write the numbers $1, 2, 3, 4, \dots, n - 1$ in memory location M . These represent values for k such that there exists a matching prefix and suffix of size k .

At the second time step, use n^2 processors to compare the prefixes and suffixes of all lengths for k from 1 to $n - 1$. If the prefix and suffix aren't equal to each other, then "zero out" the location in memory. For example, if the first 3 characters do not match the last 3 characters, then the numbers in M become $1, 2, 0, 4, \dots, n - 1$.

Finally, at the third time step, use n^2 processors to find the maximum number left in M . This will return the maximum valid k , and it can be done in constant time as discussed in class.

Below is an algorithm for one of the $(n - 1)^2$ processors, i, j . (Without loss of generality, the processors are labelled with two numbers, $i \in [1 \dots n - 1]$ and $j \in [1 \dots n - 1]$ for easier usage).

Algorithm 1 EREW $O(\log(n))$ algorithm

Require: A string C of size n to be expanded to an $n^2 \times n$ array of copies, a processor $p_{i,j}$, a memory location M of size n^2

$M[i][j] \leftarrow i$ ▷ Use n^2 processors to write $1..k$ into $M[i]$ for all i .

$number_of_copies \leftarrow 1$ ▷ This is a variable to store the current number of copies made.

while $number_of_copies < n^2$ **do**

if $j < number_of_copies$ **then** ▷ Only use the processors needed to make c copies.

$C[i][j + number_of_copies] \leftarrow C[i][j]$ ▷ Copy current character to new copy location

end if

if $number_of_copies > n$ **then**

$number_of_copies \leftarrow number_of_copies + n$ ▷ All n^2 processors can copy at most n strings each of length n .

else

$number_of_copies \leftarrow number_of_copies * 2$ ▷ Otherwise, with less than n^2 processors, the number of copies can be doubled.

end if

end while

if $C[j][2i + j] \neq C[n - i + j][2i + j]$ **then** ▷ Each processor compares two individual characters to see if the prefix is of size k . The extra dimension on C is to ensure that all processors are reading from different places in memory.

$M[i][j] \leftarrow 0$ ▷ If any of the pairs of characters don't match, then that k isn't viable.

end if

$z \leftarrow \lfloor n/2 \rfloor$ ▷ Flatten the M array so that any zero entry makes $M[i][1] \leftarrow 0$.

while $j < z$ **do**

$M[i][j] \leftarrow MIN(M[i][j], M[i][j + z])$ ▷ If any entry in the j column is zero, then $M[i][1]$ is 0.

$z \leftarrow \lfloor z/2 \rfloor$

end while

$y \leftarrow \lfloor n/2 \rfloor$ ▷ Now get the max of the $M[1]$ array

while $i < y$ **do**

$M[i][1] \leftarrow MAX(M[i][1], M[i + y][1])$ ▷ A processor can take the max of 2 values in constant time. Overwrite the greater number into $M[i]$. After $\log n$ iterations, $M[1][1]$ will contain the maximum k .

$y \leftarrow \lfloor y/2 \rfloor$

end while

if $i == 1$ and $j == 1$ **then** ▷ Designate the first processor to exclusively read and output the solution.

 Output $M[1][1]$

end if

Algorithm 2 CRCW Common $O(1)$ algorithm

Require: A string C of size n , a processor $p_{i,j}$, a memory location M of size $n - 1$ and a memory location And of size $n - 1$.

$M[i] \leftarrow i$ ▷ Use n processors to copy the numbers $1, 2, 3..n - 1$ into M .

if $C[j] \neq C[n - i + j]$ **then**

$M[i] \leftarrow 0$ ▷ If any of the pairs of characters don't match, then that k isn't viable.

end if

$And[i] \leftarrow 1$ ▷ Perform an EREW AND operation to find a row in T of all 1s.

if $M[i] < M[j]$ **then** ▷ Perform all possible pairwise comparisons of M using n^2 processors.

$And[i] \leftarrow 0$ ▷ If $M[i]$ is less than any $M[j]$, then $M[i]$ cannot be the maximum k .

end if

if $And[i] = 1$ **then**

 Output i ▷ That row is the maximum k . A maximum always exists, so this will always output.

end if

This algorithm runs in $O(1)$ time, since each processor only performs a constant number of operations, as described above.

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a

Let the input to the algorithm be two n -bit integers $X = x_0x_1\dots x_{n-1}$ and $Y = y_0y_1\dots y_{n-1}$. Let p denote the number of processors and $p = n = |X| = |Y|$. For ease of outlining the algorithm, without loss of generality let $n = 2^k$ for some $k \geq 1$. Additionally, note that any n -bit integer Z can be easily split into the sum of two integers Z_1 and Z_2 where Z_1 is an n -bit integer and Z_2 is a k -bit integer if we let Z_2 be the first (counting from right to left) k bits of Z and let Z_1 be the remaining $n - k$ bits multiplied by 2^k . For example, let $n = 8$, $Z = 11101011$ and $k = 3$. Then $Z_2 = 011$, $Z_1 = 11101 * 2^3 = 11101000$, and $Z = Z_1 + Z_2 = 11101000 + 011 = 11101011$. Additionally, note that the construction of Z_2 is merely the concatenation of k zeros onto the right side of the remaining $n - k$ bits.

The general outline for this algorithm is as follows:

Using the Divide and Conquer methodology, the inputs X and Y are split into two chunks, X_1, X_2 and Y_1, Y_2 constructed as described above, where X_1 and Y_1 are the last (from right to left) $n/2$ digits of X and Y (respectively) multiplied by $2^{n/2}$ and X_2 and Y_2 are the first (from right to left) $n/2$ digits of X and Y respectively. The pairs X_1 and Y_1 are then summed together recursively, as are X_2 and Y_2 . If the sum of X_2 and Y_2 have a carry, then

b

The EREW PRAM algorithm works similarly to the CREW PRAM algorithm in part a, except at each of the $\log(n)$ steps copies of the n bits must be made in $\log(n)$ time, so the algorithm runs in $O(\log^2 n)$ time.