Shared-memory Parallel Programming with Cilk Plus

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Outline for Today

- **Threaded programming models**
- **Introduction to Cilk Plus**
  - —tasks
  - —algorithmic complexity measures
  - —scheduling
  - —performance and granularity
  - —task parallelism examples
    - – vector addition using divide and conquer
    - – nqueens: exploratory search

What is a Thread?

- Thread: an independent flow of control
  - software entity that executes a sequence of instructions
- Thread requires
  - program counter
  - a set of registers
  - an area in memory, including a call stack
  - a thread id
- A process consists of one or more threads that share
  - address space
  - attributes including user id, open files, working directory, ...

An Abstract Example of Threading

A sequential program for matrix multiply

```
for (row = 0; row < n; row++)
  for (col = 0; col < n; col++)
    c[row][col] =
       dot_product(get_row(a, row), get_col(b, col))
```

can be transformed to use multiple threads

```
for (row = 0; row < n; row++)
  for (col = 0; col < n; col++)
    c[row][col] =
      spawn dot_product(get_row(a, row), get_col(b, col))
```

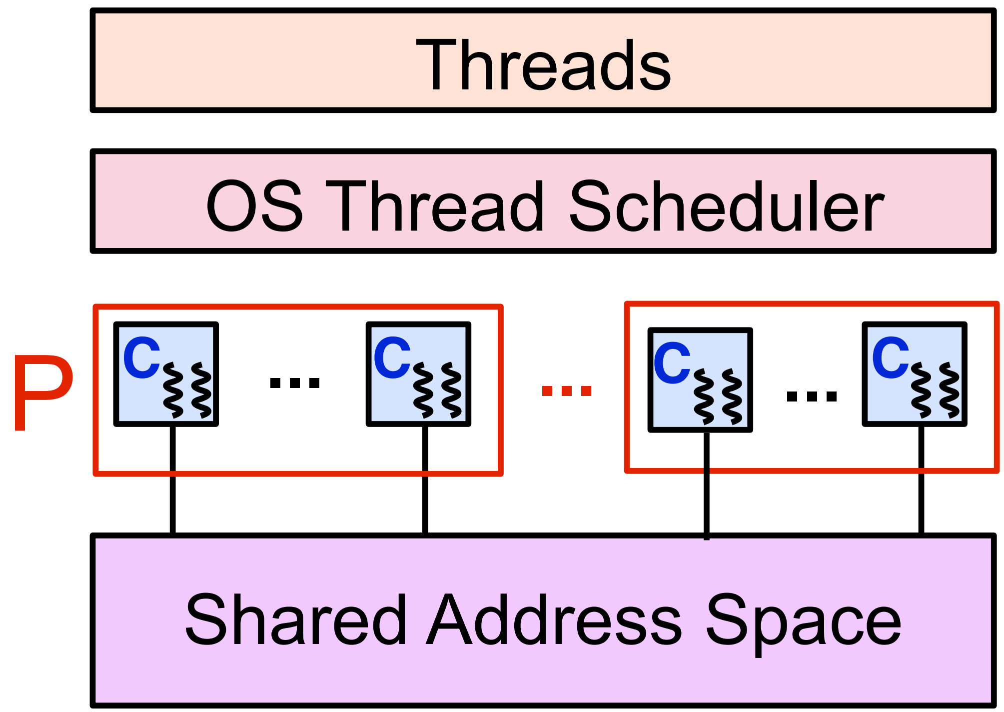
Why Threads?

Well matched to multicore hardware

- **Employ parallelism to compute on shared data**
  - —boost performance on a fixed memory footprint (strong scaling)
- **Useful for hiding latency**
  - —e.g. latency due to memory, communication, I/O
- **Useful for scheduling and load balancing**
  - —especially for dynamic concurrency
- **Relatively easy to program**
  - —easier than message-passing? you be the judge!

Threads and Memory

- **All memory is globally accessible to every thread**
- **Each thread's stack is treated as local to the thread**
- **Additional local storage can be allocated on a per-thread basis**
- **Idealization: treat all memory as equidistant**



Schema for SMP Node

Targets for Threaded Programs

Shared-memory parallel systems

- **Multicore processor**
- **Workstations or cluster nodes with multiple processors**
- **Xeon Phi accelerator**
  - —about 250 threads
- **SGI UV: scalable shared memory system**
  - —up to 4096 threads

Threaded Programming Models

- Library-based models
  - —all data is shared, unless otherwise specified
  - —examples: Pthreads, C++11 threads, Intel Threading Building Blocks, Java Concurrency Library, Boost
- Directive-based models, e.g., OpenMP
  - —shared and private data
  - —pragma syntax simplifies thread creation and synchronization
- Programming languages
  - —Cilk Plus (Intel, GCC)
  - —CUDA (NVIDIA)
  - —Habanero-Java (Rice)

Toward Standard Threading for C/C++

At last month's meeting of the C standard committee, WG14 decided to form a study group to **produce a proposal for language extensions for C to simplify parallel programming**. This proposal is expected to **combine the best ideas from Cilk and OpenMP, two of the most widely-used and well-established parallel language extensions for the C language family.**

> As the chair of this new study group, named CPLEX (C Parallel Language Extensions), I am announcing its organizational meeting:
>
> June 17, 2013 10:00 AM PDT, 2 hours
>
> Interested parties should join the group's mailing list, to which further information will be sent:
>
> http://www.open-std.org/mailman/listinfo/cplex
>
> Questions can be sent to that list, and/or to me directly.
> --
> Clark Nelson Vice chair, PL22.16 (ANSI C++ standard committee)
> Intel Corporation Chair, SG10 (WG21 study group for C++ feature-testing)
> clark.nelson@intel.com Chair, CPLEX
> (WG14 study group for C parallel language extensions)

Cilk Plus Programming Model

- **A simple and powerful model for writing multithreaded programs**
- **Extends C/C++ with three new keywords**
  - **cilk_spawn: invoke a function (potentially) in parallel**
  - **cilk_sync: wait for a procedure's spawned functions to finish**
  - **cilk_for: execute a loop in parallel**
- **Cilk Plus programs specify logical parallelism**
  - **what computations can be performed in parallel, i.e., tasks**
  - **<u>not</u> mapping of work to threads or cores**
- **Faithful language extension**
  - **if Cilk Plus keywords are elided → C/C++ program semantics**
- **Availability**
  - **Intel compilers**
  - **GCC (some in 4.8, full in 5)**

Cilk Plus Tasking Example: Fibonacci

Fibonacci sequence

0 + 1 + 1 + 2 + 3 + 5 + 8 + 13 21 34 55 89 144 233 377 610 987

- **Computing Fibonacci recursively**

```
int fib(int n)  {
  if (n < 2) return n;
  else {
    int n1, n2;
    n1 = fib(n-1);
    n2 = fib(n-2);
   return (n1 + n2);
  }
}
```

Cilk Plus Tasking Example: Fibonacci

Fibonacci sequence

0 +1+1 +2+3+5+8+13 21 34 55 89 144 233 377 610 987

- **Computing Fibonacci recursively in parallel with Cilk Plus**

```
int fib(int n)  {
  if (n < 2) return n;
  else {
    int n1, n2;
    n1 = cilk_spawn fib(n-1);
    n2 = fib(n-2);
    cilk_sync;
    return (n1 + n2);
  }
}
```

Cilk Plus Terminology

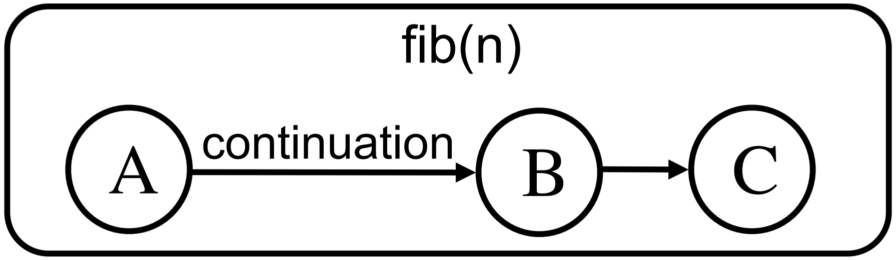
- Parallel control
  - —cilk_spawn, cilk_sync
  - —return from spawned function
- Strand
  - —maximal sequence of instructions not containing parallel control

```
int fib(n)  {
 if (n < 2) return n;
 else {
  int n1, n2;
  n1 = cilk_spawn fib(n - 1);
  n2 = cilk_spawn fib(n - 2);
  cilk_sync;
 return (n1 + n2);
 }
}
```

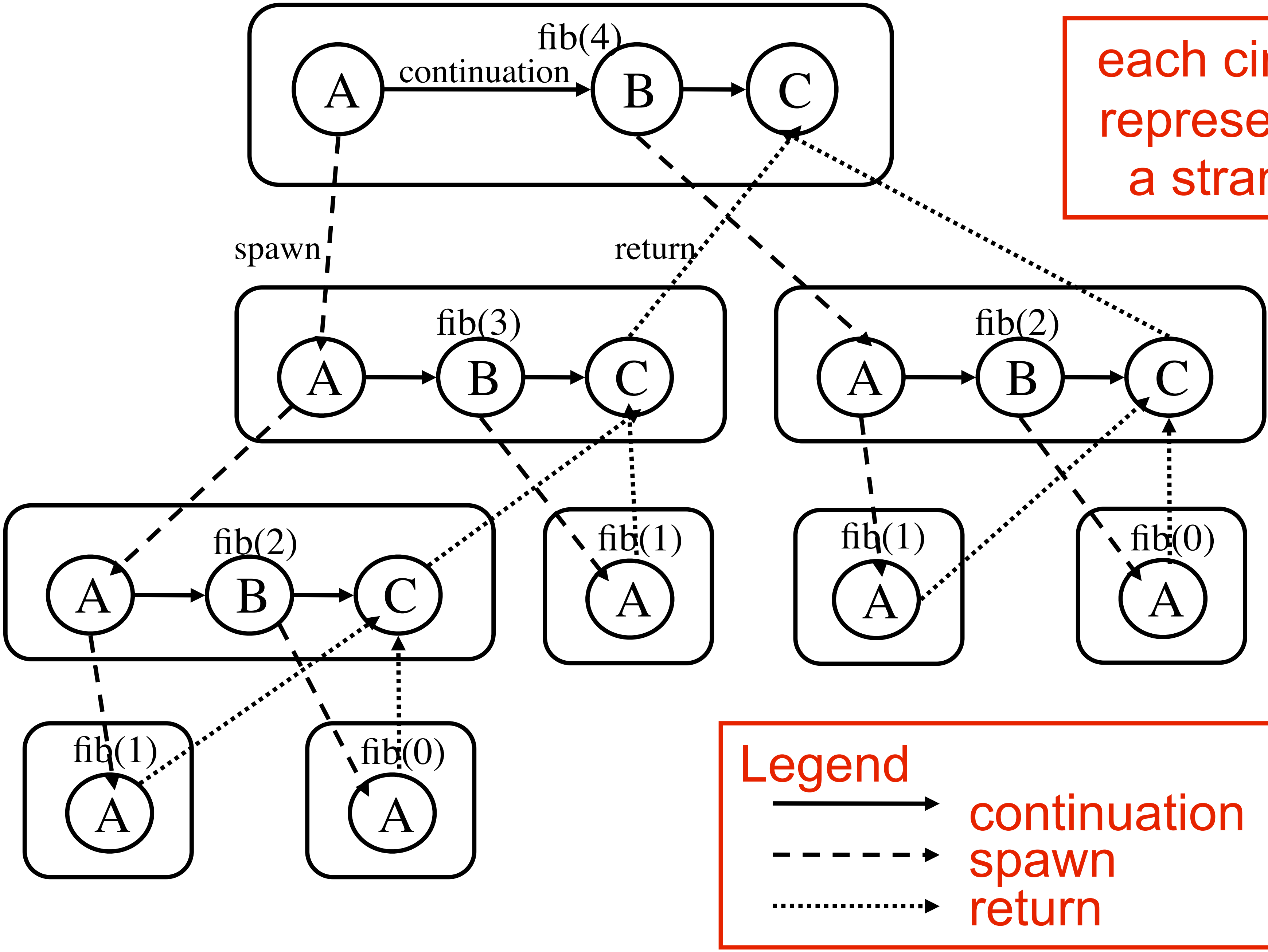
Strand A: code before first spawn

Strand B: compute n-2 before 2nd spawn

Strand C: n1+ n2 before the return

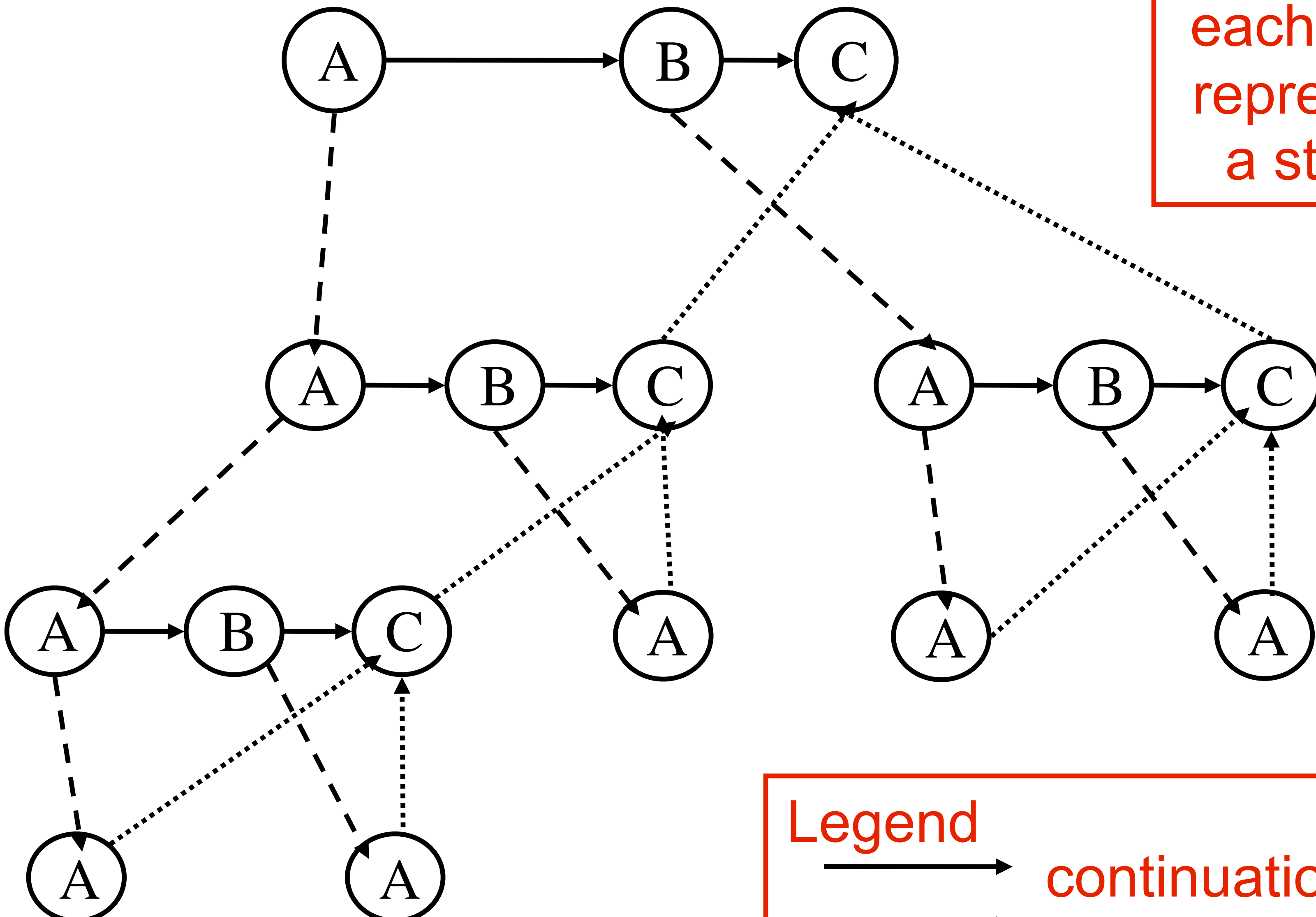


Cilk Program Execution as a DAG



each circle represents a strand

Cilk Program Execution as a DAG

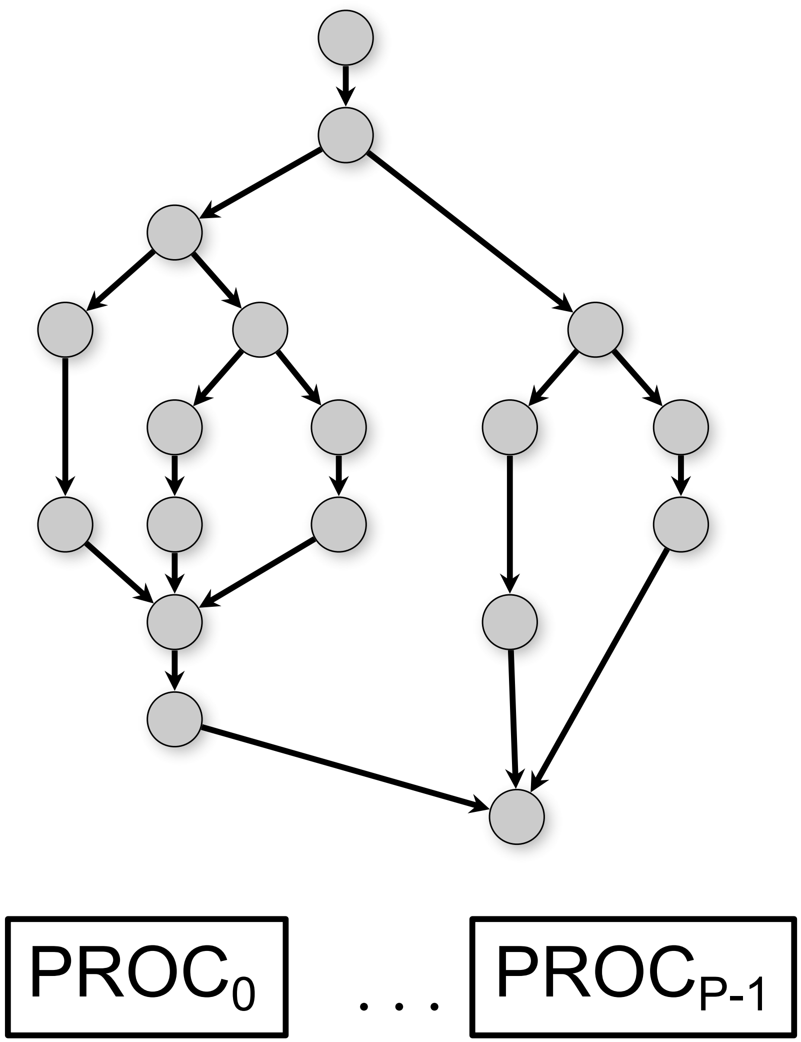


each circle represents a strand

Legend
continuation
spawn
return

Algorithmic Complexity Measures

T_P = execution time on P processors



Computation graph abstraction:

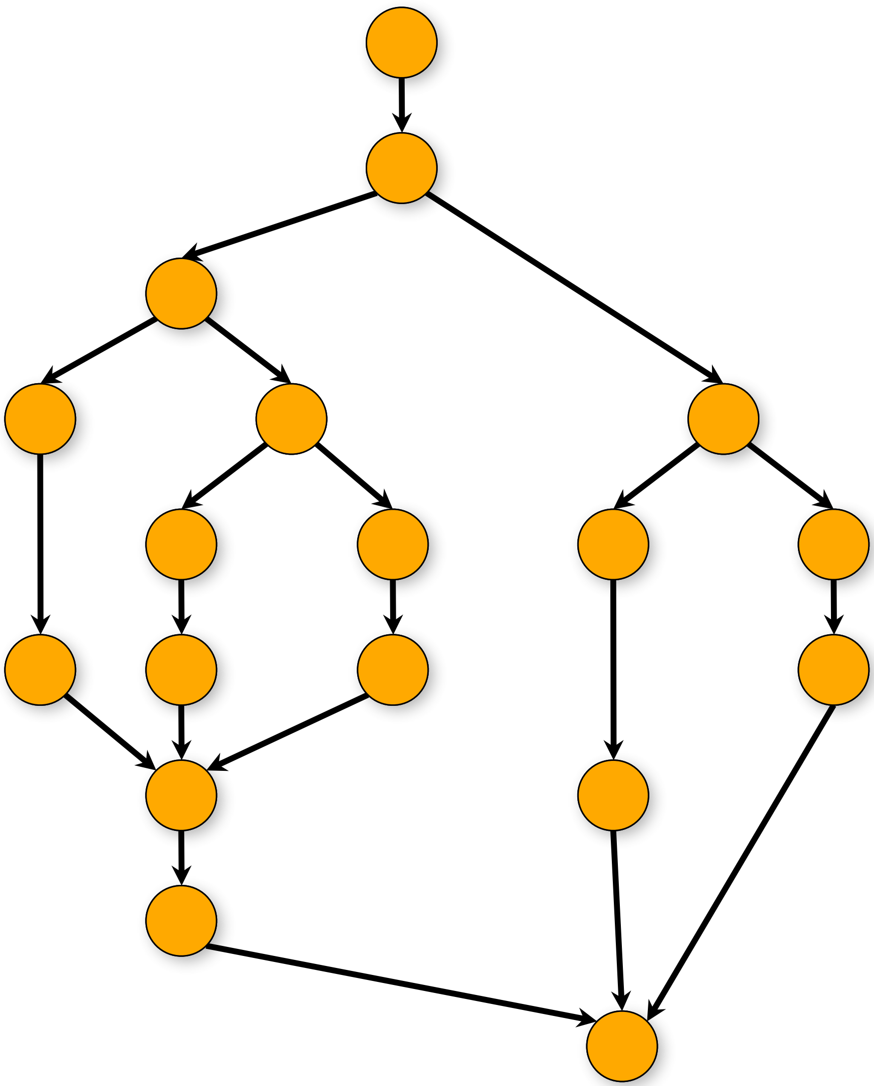
- node = arbitrary sequential computation
- edge = dependence (successor node can only execute after predecessor node has completed)
- Directed Acyclic Graph (DAG)

Processor abstraction:

- P identical processors
- each processor executes one node at a time

Algorithmic Complexity Measures

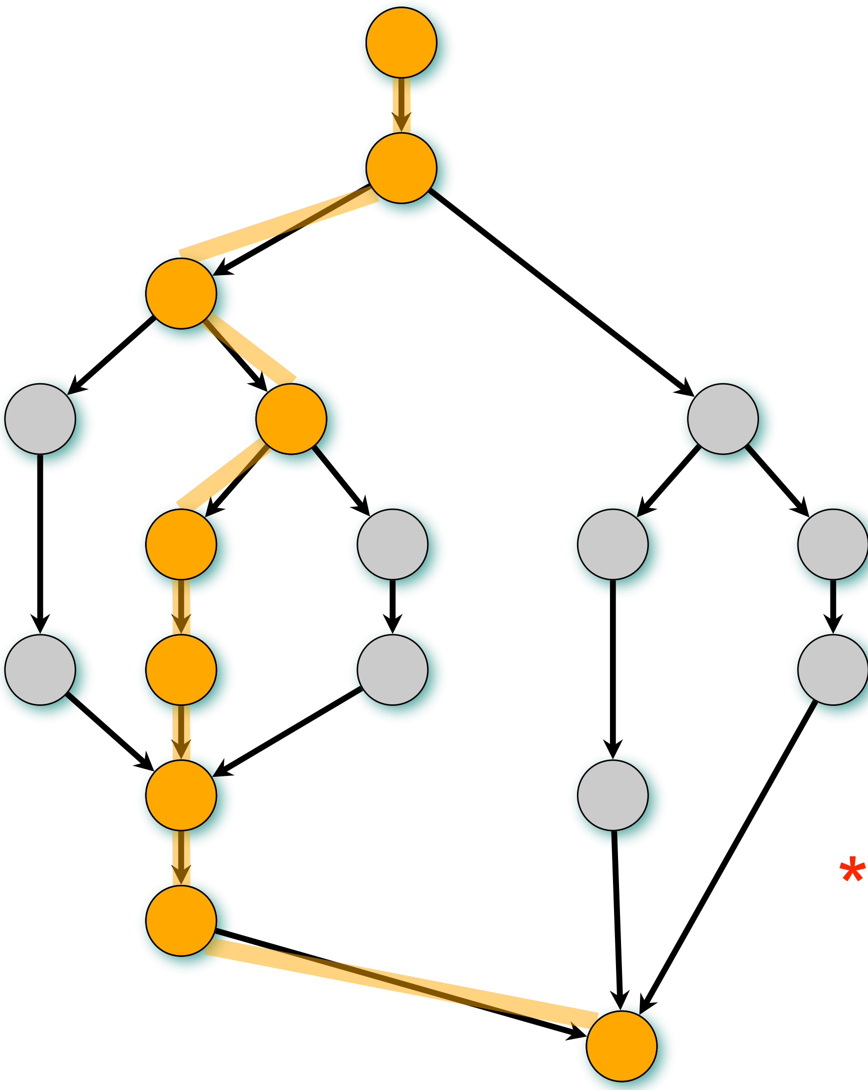
T_P = execution time on P processors



T_1 = *work*

Algorithmic Complexity Measures

T_P = execution time on P processors



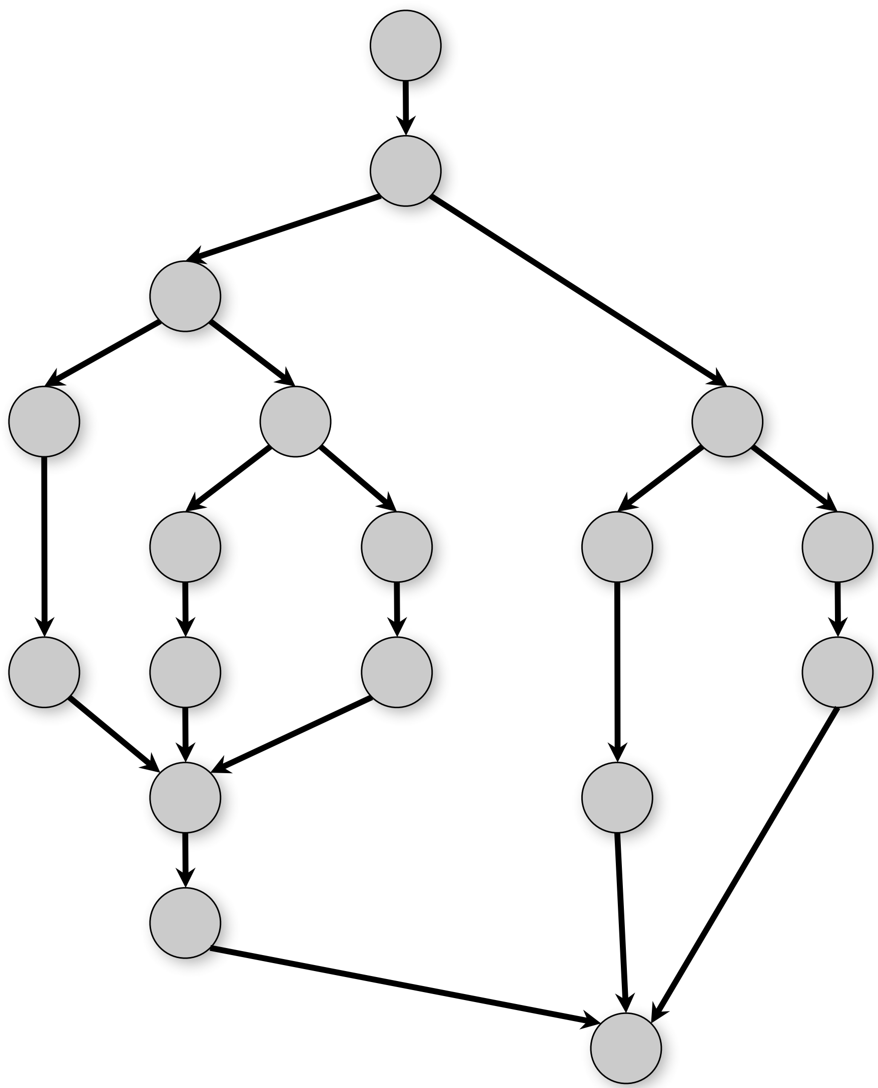
T_1 = *work*

T_∞ = *span**

*Also called *critical-path length*

Algorithmic Complexity Measures

T_P = execution time on P processors



T_1 = *work*

T_∞ = *span*

LOWER BOUNDS

- $T_P \geq T_1/P$
- $T_P \geq T_\infty$

Speedup

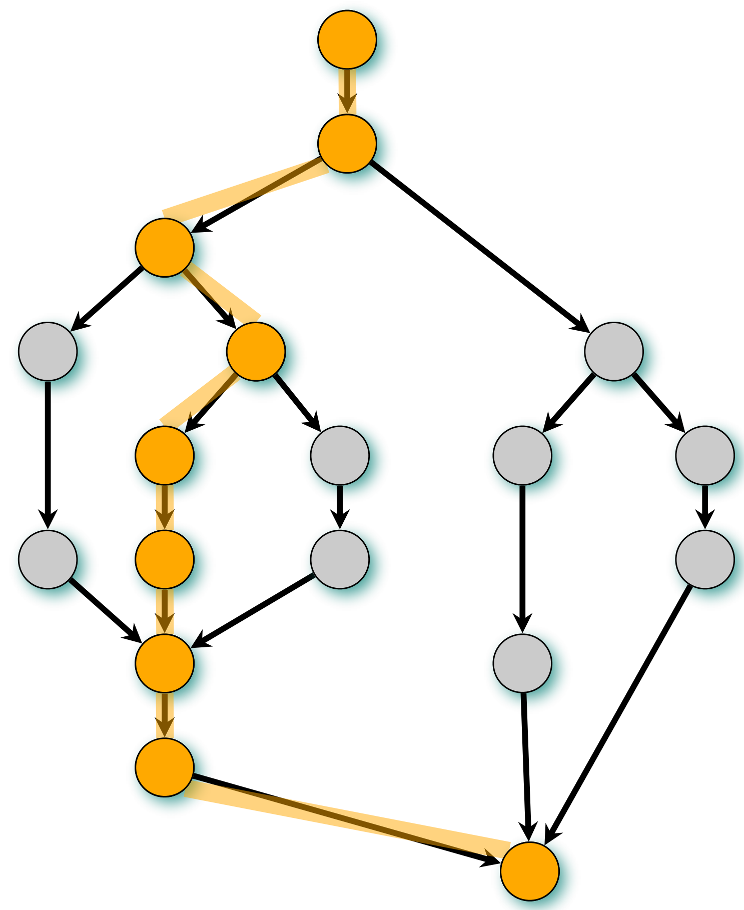
Definition: T_1/T_P = ***speedup*** **on** P **processors**

If T_1/T_P = $\Theta(P)$, we have *linear speedup*;
= P, we have *perfect linear speedup*;
> P, we have *superlinear speedup*,

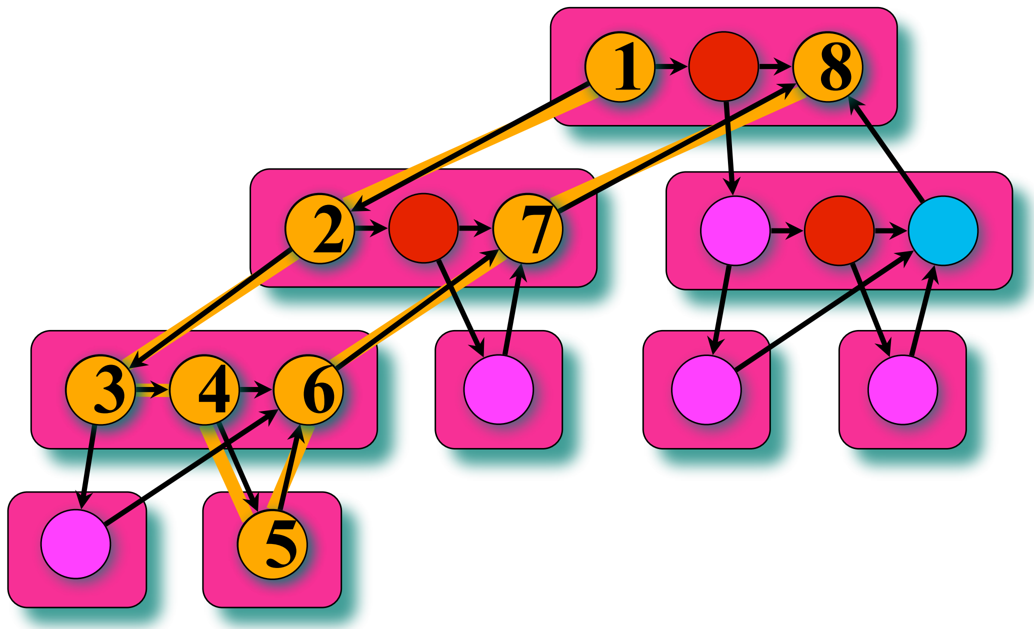
Superlinear speedup is not possible in this model because of the lower bound $T_P \geq T_1/P$, but it can occur in practice (e.g., due to cache effects)

Parallelism ("Ideal Speedup")

- T_P depends on the <u>schedule</u> of computation graph nodes on the processors
  - two different schedules can yield different values of T_P for the same P
- For convenience, define *parallelism* (or ideal speedup) as the ratio T_1/T_∞
- Parallelism is independent of P, and only depends on the computation graph
- Also define *parallel slackness* as the ratio, $(T_1/T_\infty)/P$; the larger the slackness, the less the impact of T_∞ on performance



Example: `fib(4)`

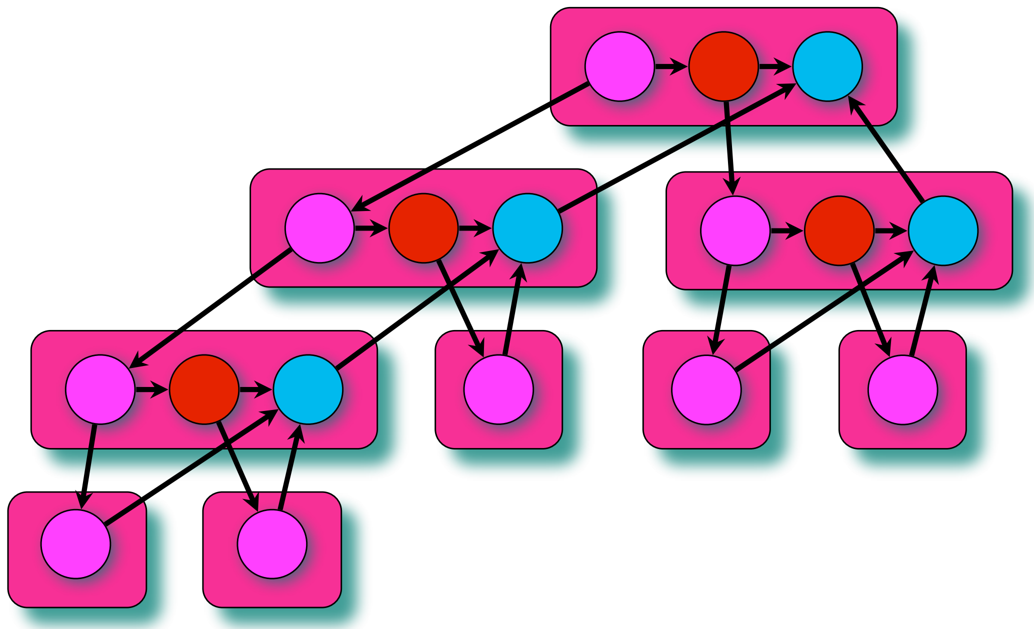


Assume for simplicity that each strand in **fib()** *takes unit time to execute.*

Work: $T_1 = 17$ (T_P refers to execution time on P processors)

Span: $T_\infty = 8$ (Span = "critical path length")

Example: `fib(4)`



Assume for simplicity that each strand in **fib()** *takes unit time to execute.*

Work: $T_1 = 17$

Span: $T_\infty = 8$

Ideal Speedup: $T_1 / T_\infty = 2.125$

Using more than 2 processors makes little sense

Task Scheduling

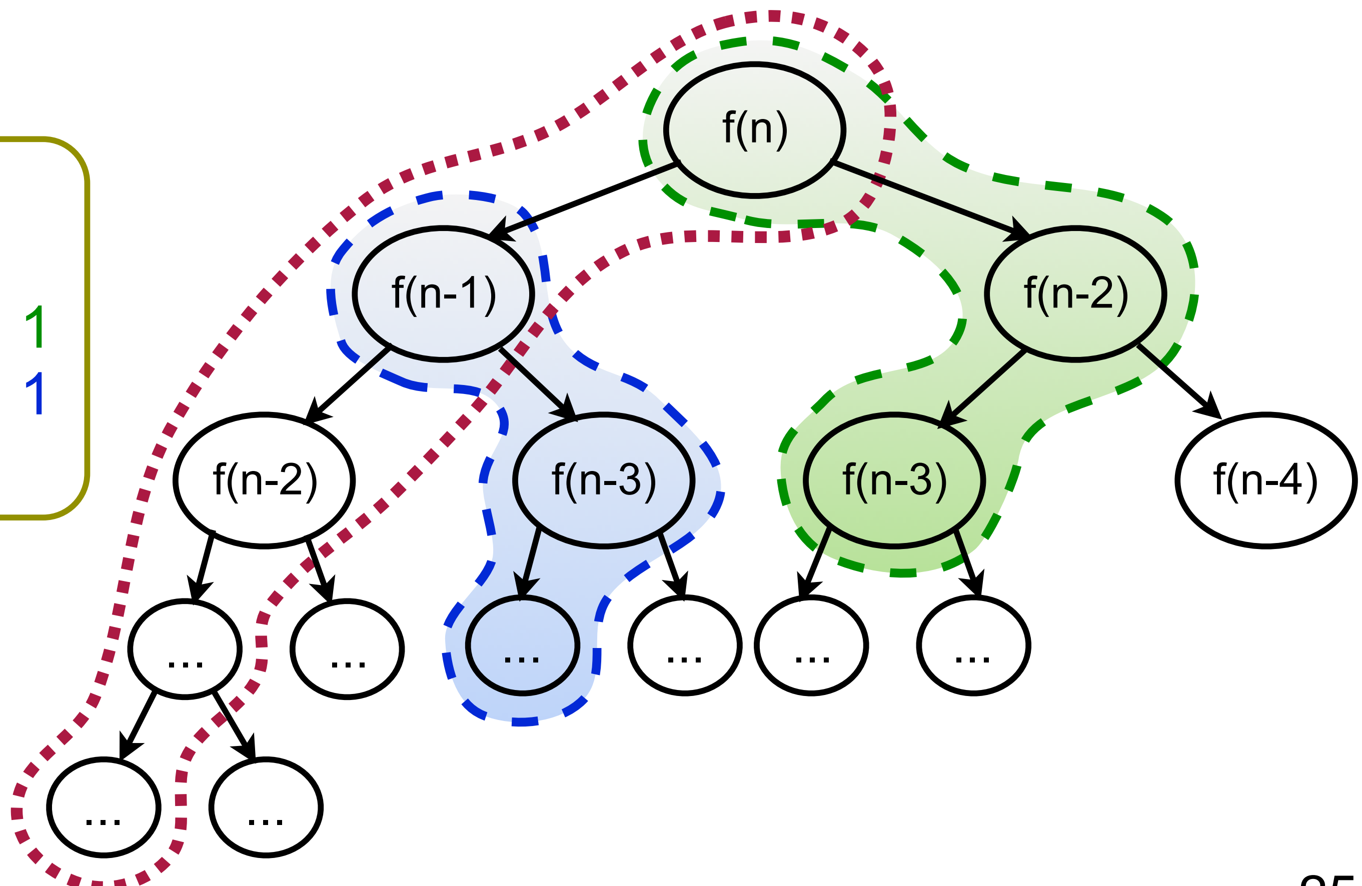
- Popular scheduling strategies
  - —work-sharing: task scheduled to run in parallel at every spawn
    - benefit: maximizes parallelism
    - drawback: cost of setting up new tasks is high → should be avoided
  - —work-stealing: processor looks for work when it becomes idle
    - lazy parallelism: put off work for parallel execution until necessary
    - benefits: executes with precisely as much parallelism as needed
      minimizes the number of tasks that must be set up
      runs with same efficiency as serial program on uniprocessor
- Cilk uses work-stealing rather than work-sharing

Cilk Execution using Work Stealing

- **Cilk runtime maps logical tasks to compute cores**
- **Approach:**
  - **lazy task creation plus work-stealing scheduler**
    - **`cilk_spawn`: a potentially parallel task is available**
    - **an idle thread steals a task from a random working thread**

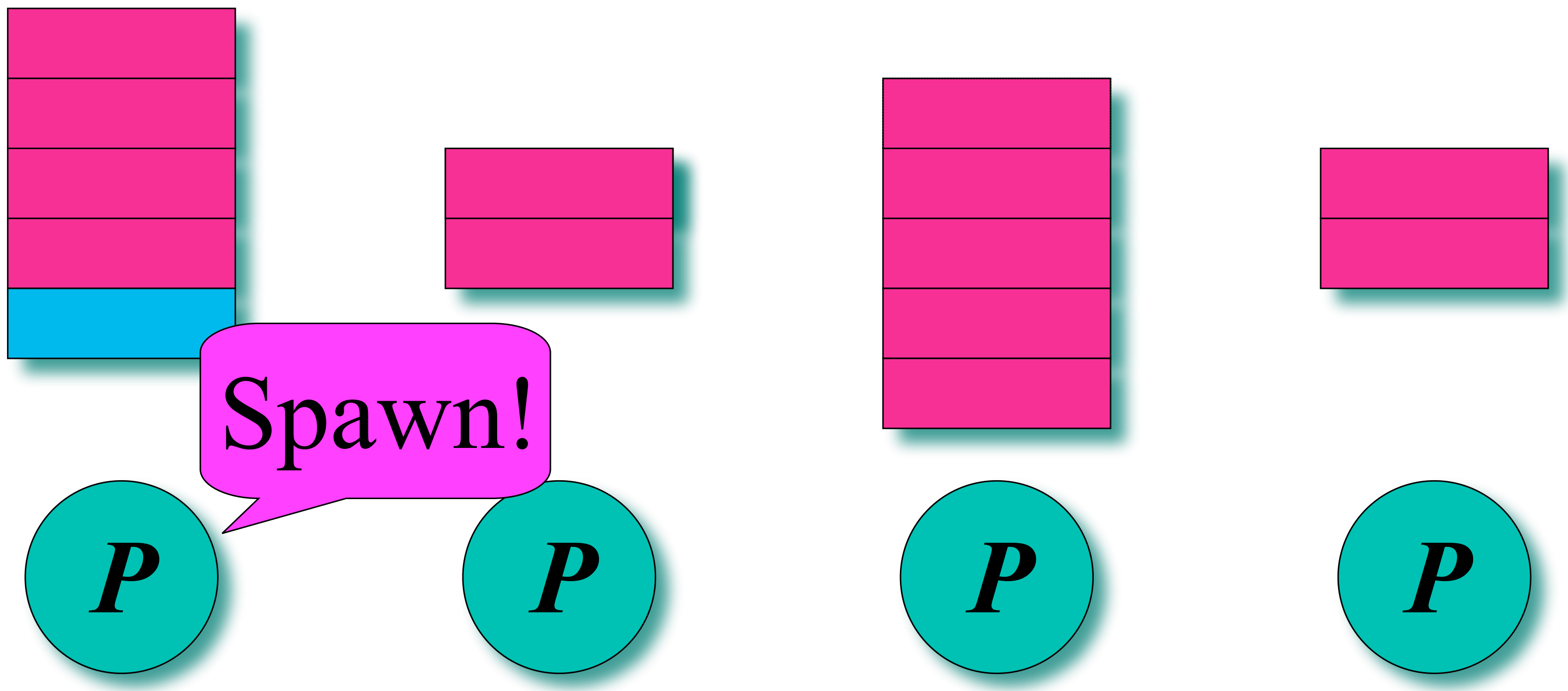
Possible Execution:

thread 1 begins
thread 2 steals from 1
thread 3 steals from 1
etc**...**



Cilk's Work-Stealing Scheduler

Each processor maintains a ***work deque*** of ready strands, and it manipulates the bottom of the deque like a stack.



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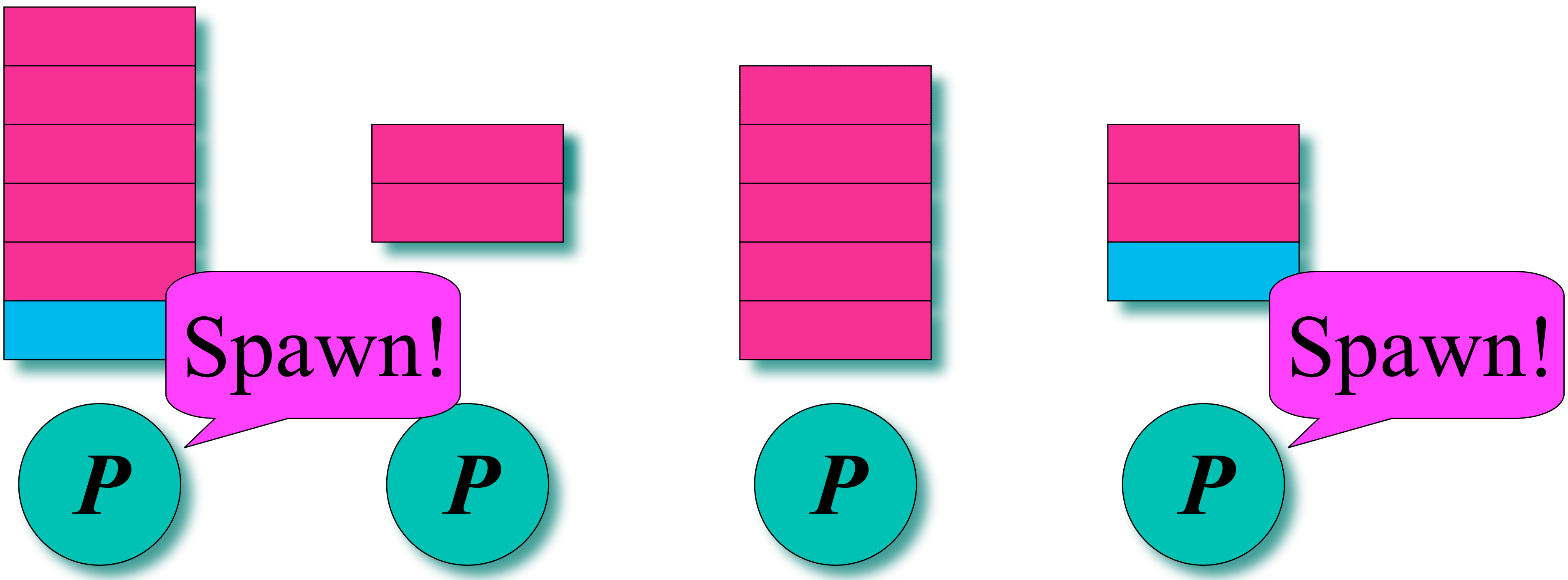

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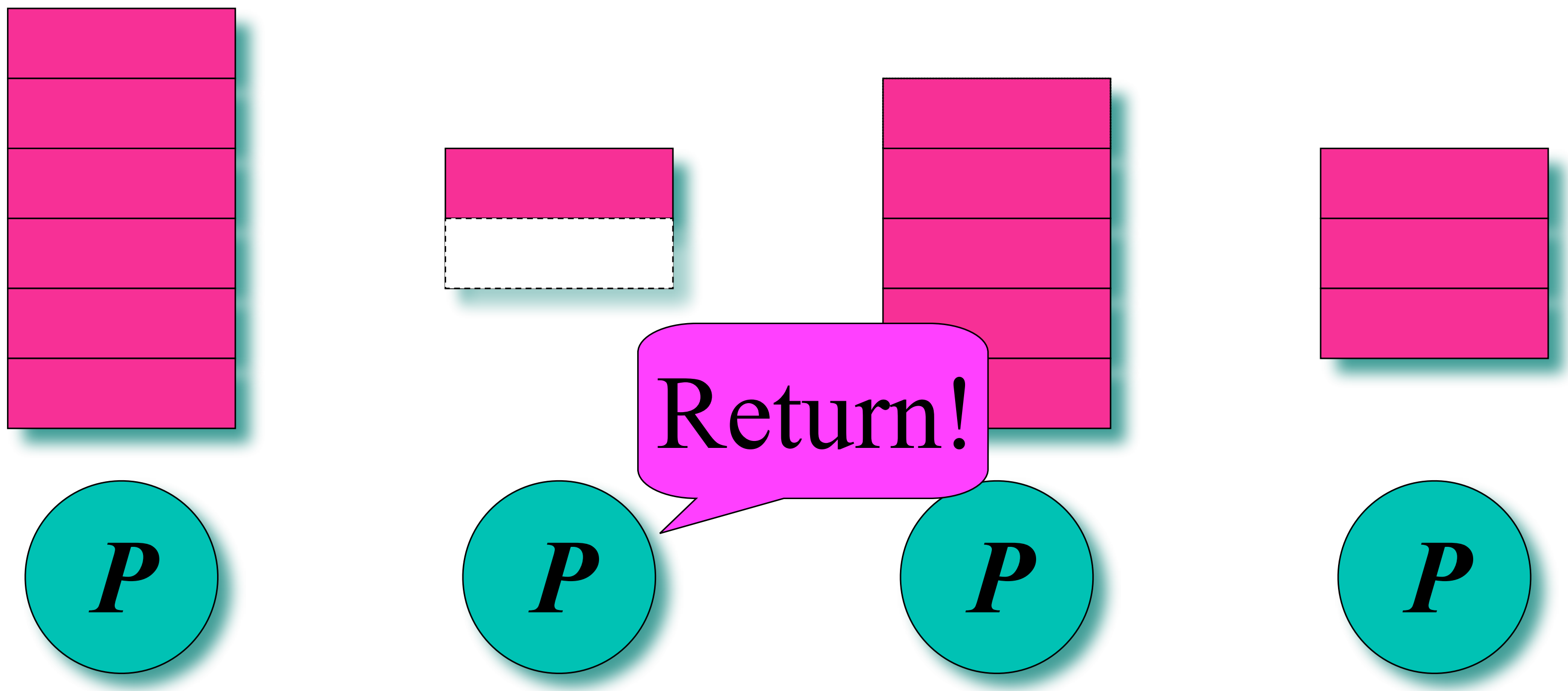

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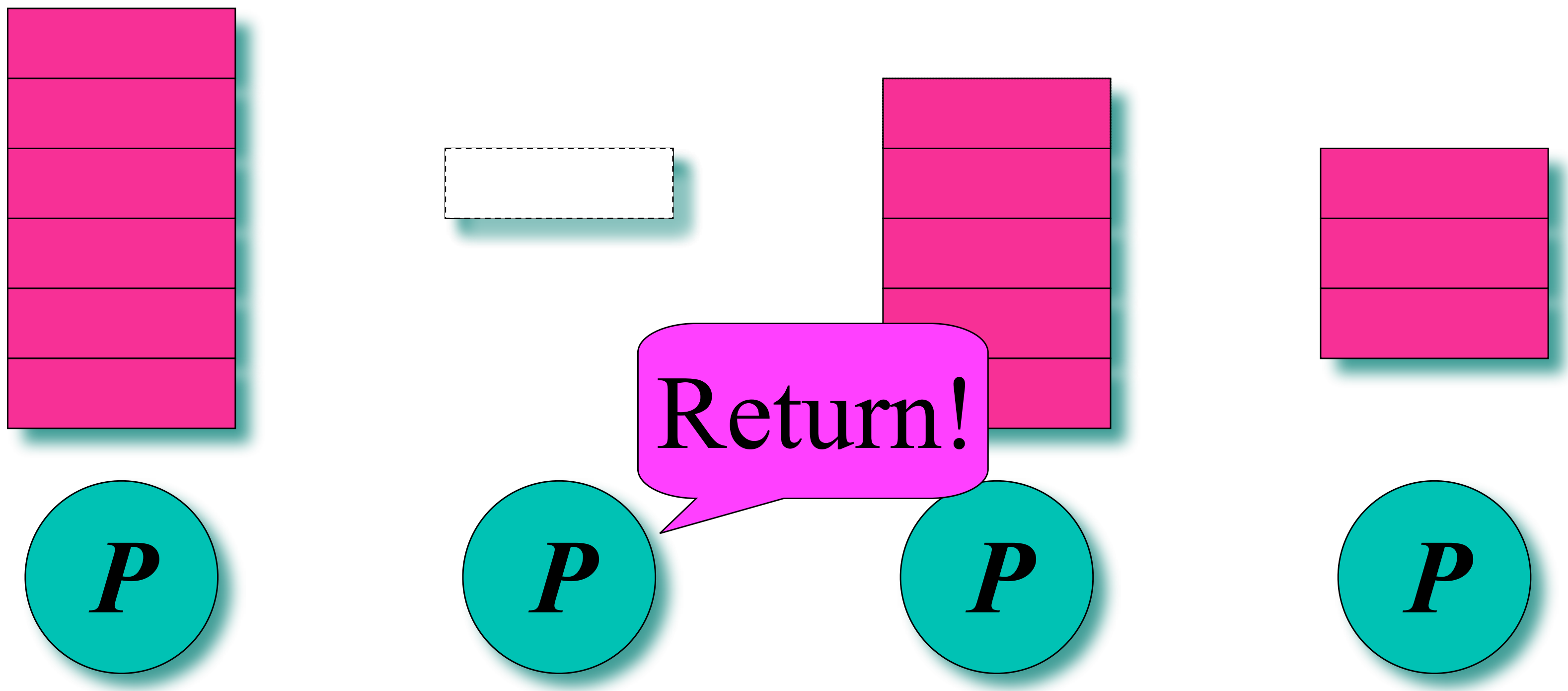

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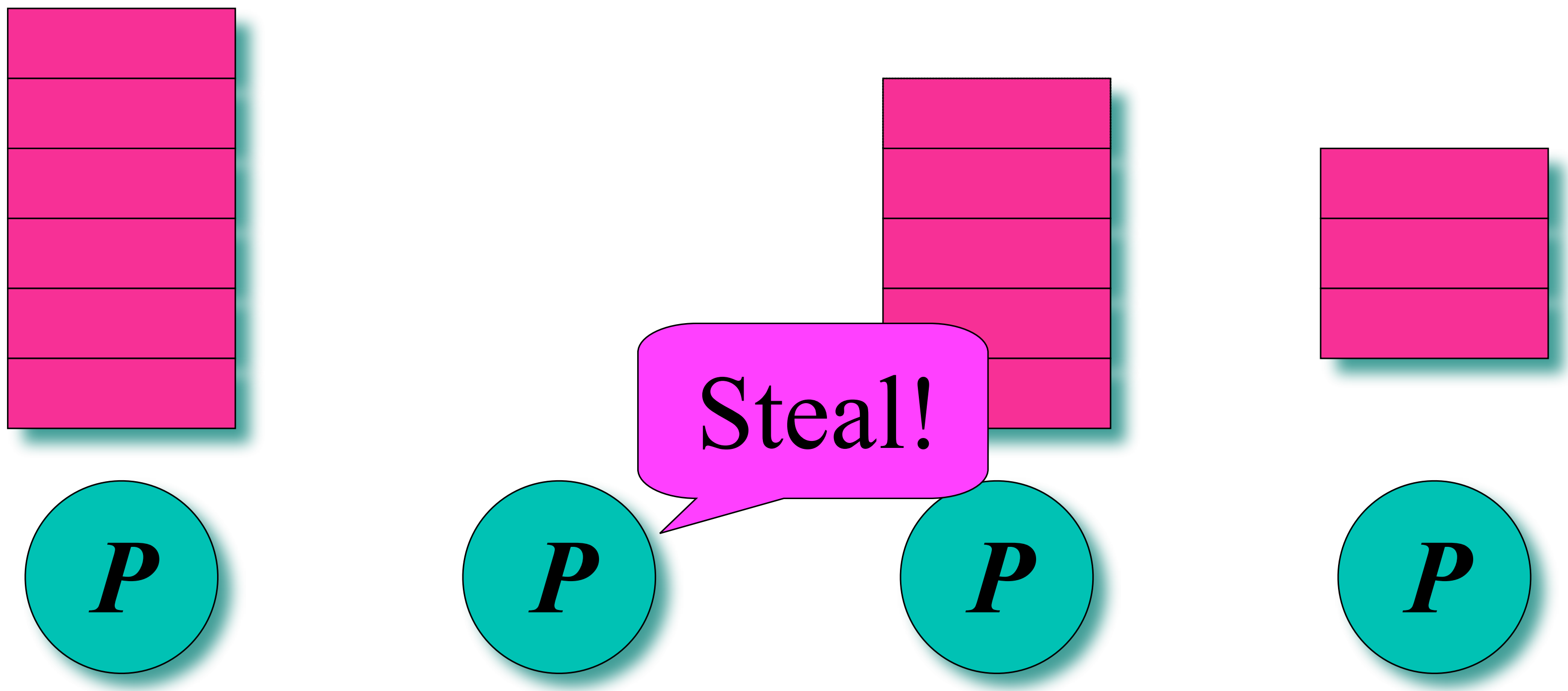
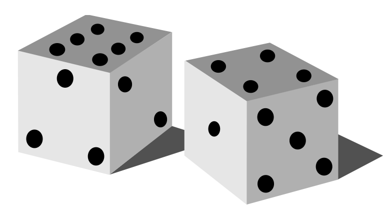


When a processor runs out of work, it ***steals*** a strand from the top of a ***random*** victim's deque



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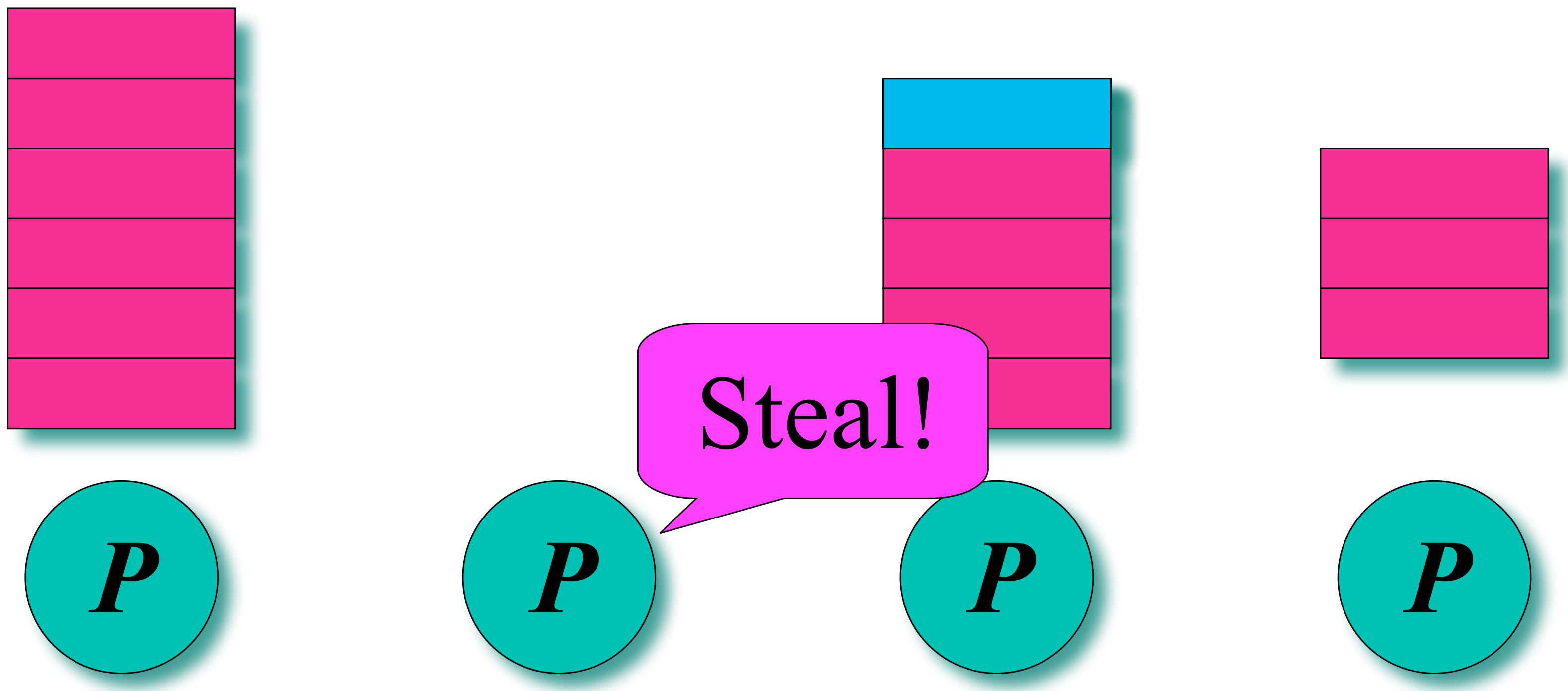

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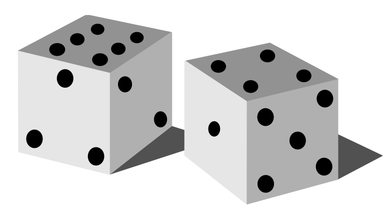

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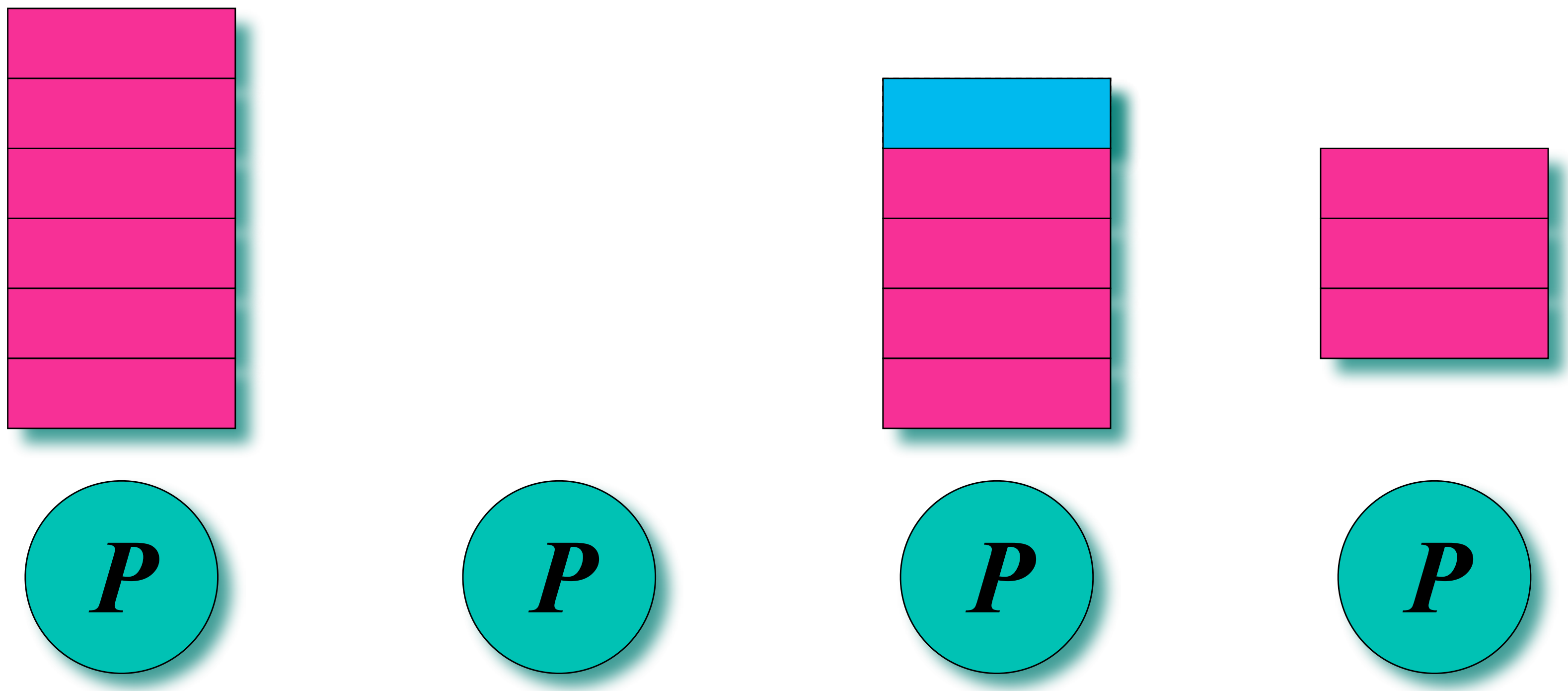

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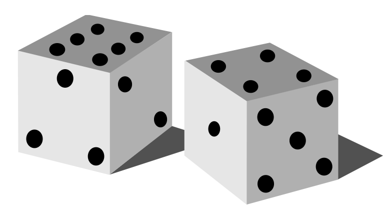

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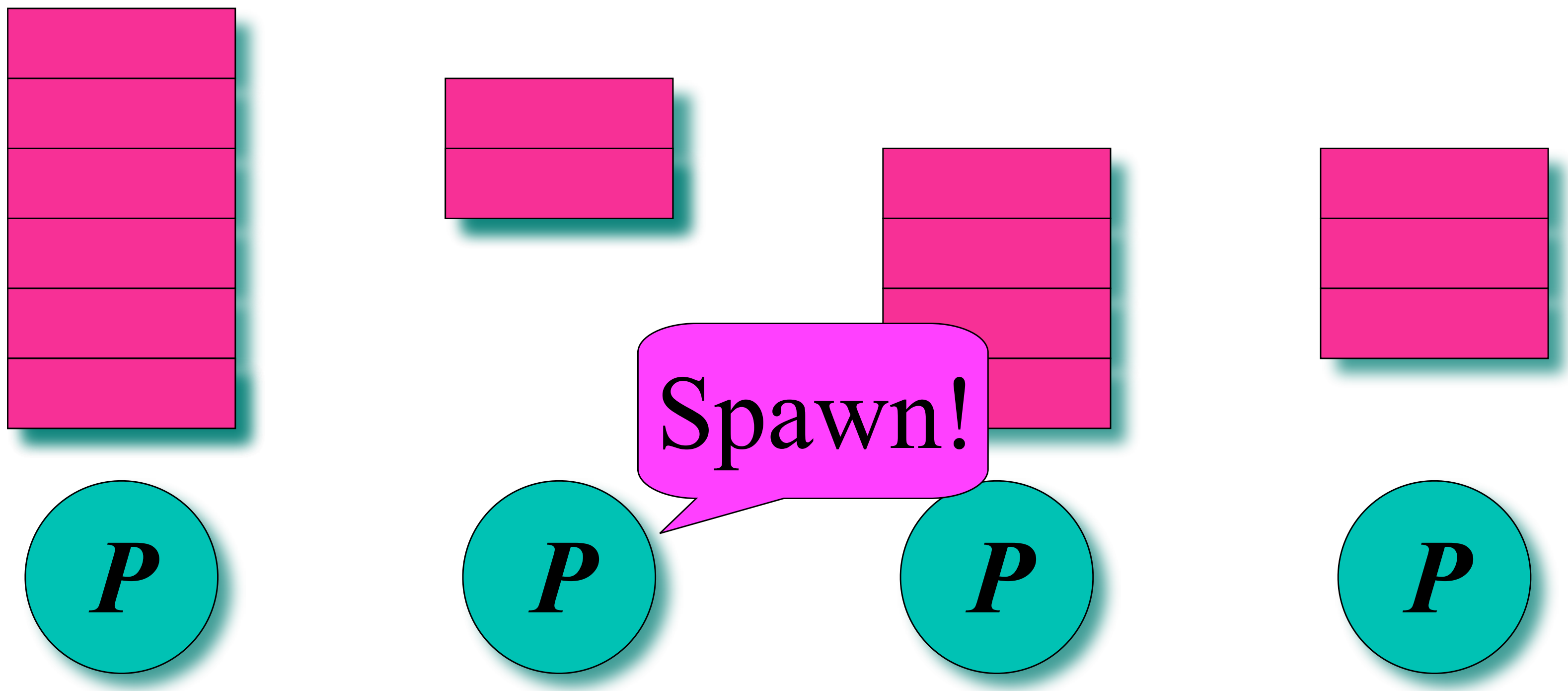

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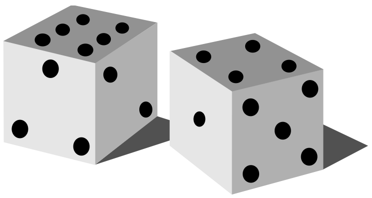


Performance of Work-Stealing

Theorem: Cilk's work-stealing scheduler achieves an expected running time of $T_P \le T_1/P + O(T_\infty)$ on P processors

Greedy Scheduling Theorem

- **Types of schedule steps**
  - complete step
    - at least P operations ready to run
    - select any P and run them
  - incomplete step
    - strictly < P operation ready to run
    - greedy scheduler runs them all

Theorem: On P processors, a greedy scheduler executes any computation G with work T_1 and critical path of length T_∞ in time $T_p \le T_1/P + T_\infty$

Proof sketch

- only two types of scheduler steps: complete, incomplete
- cannot be more than T_1/P complete steps, else work > T_1
- every incomplete step reduces remaining critical path length by 1
  - no more than T_∞ incomplete steps

Parallel Slackness Revisited

critical path overhead = smallest constant c_∞ such that

$$T_p \le \frac{T_1}{P} + c_\infty T_\infty$$

$$T_p \le \left(\frac{T_1}{T_\infty P} + c_\infty \right) T_\infty = \left(\frac{\overline{P}}{P} + c_\infty \right) T_\infty$$

Let $\overline{P}$ = T_1/T_∞ = parallelism = max speedup on ∞ processors

Parallel slackness assumption

$$\overline{P} / P >> c_\infty \quad \text{thus} \quad \frac{T_1}{P} >> c_\infty T_\infty$$

$$T_p \approx \frac{T_1}{P}$$ linear speedup

"critical path overhead has little effect on performance when sufficient parallel slackness exists"

Work Overhead

$$c_1 = \frac{T_1}{T_s}$$

work overhead

$$T_p \le c_1 \frac{T_s}{P} + c_\infty T_\infty$$

"Minimize work overhead (c_1) at the expense of a larger critical path overhead (c_∞), because work overhead has a more direct impact on performance"

$$T_p \approx c_1 \frac{T_s}{P}$$

assuming parallel slackness

You can reduce C_1 by increasing the granularity of parallel work

Parallelizing Vector Addition

C

```
void vadd (real *A, real *B, int n){
  int i; for (i=0; i<n; i++) A[i]+=B[i];
}
```

Divide and Conquer

- An effective parallelization strategy
  - —creates a good mix of large and small sub-problems
- Work-stealing scheduler can allocate chunks of work efficiently to the cores, as long as
  - —not only a few large chunks
    - – if work is divided into just a few large chunks, there may not be enough parallelism to keep all the cores busy
  - —not too many very small chunks
    - – if the chunks are too small, then scheduling overhead may overwhelm the benefit of parallelism

Parallelizing Vector Addition

C

```
void vadd (real *A, real *B, int n){
  int i; for (i=0; i<n; i++) A[i]+=B[i];
}
```

C

```
void vadd (real *A, real *B, int n){
  if (n<=BASE) {
    int i; for (i=0; i<n; i++) A[i]+=B[i];
  } else {
    vadd (A, B, n/2);
    vadd (A+n/2, B+n/2, n-n/2);
  }
}
```

Parallelization strategy:

1. Convert loops to recursion.

Parallelizing Vector Addition

C

```
void vadd (real *A, real *B, int n){
  int i; for (i=0; i<n; i++) A[i]+=B[i];
}
```

Cilk Plus

```
void vadd (real *A, real *B, int n){
  if (n<=BASE) {
    int i; for (i=0; i<n; i++) A[i]+=B[i];
  } else {
    cilk_spawn vadd (A, B, n/2);
    vadd (A+n/2, B+n/2, n-n/2);
  } cilk_sync;
}
```

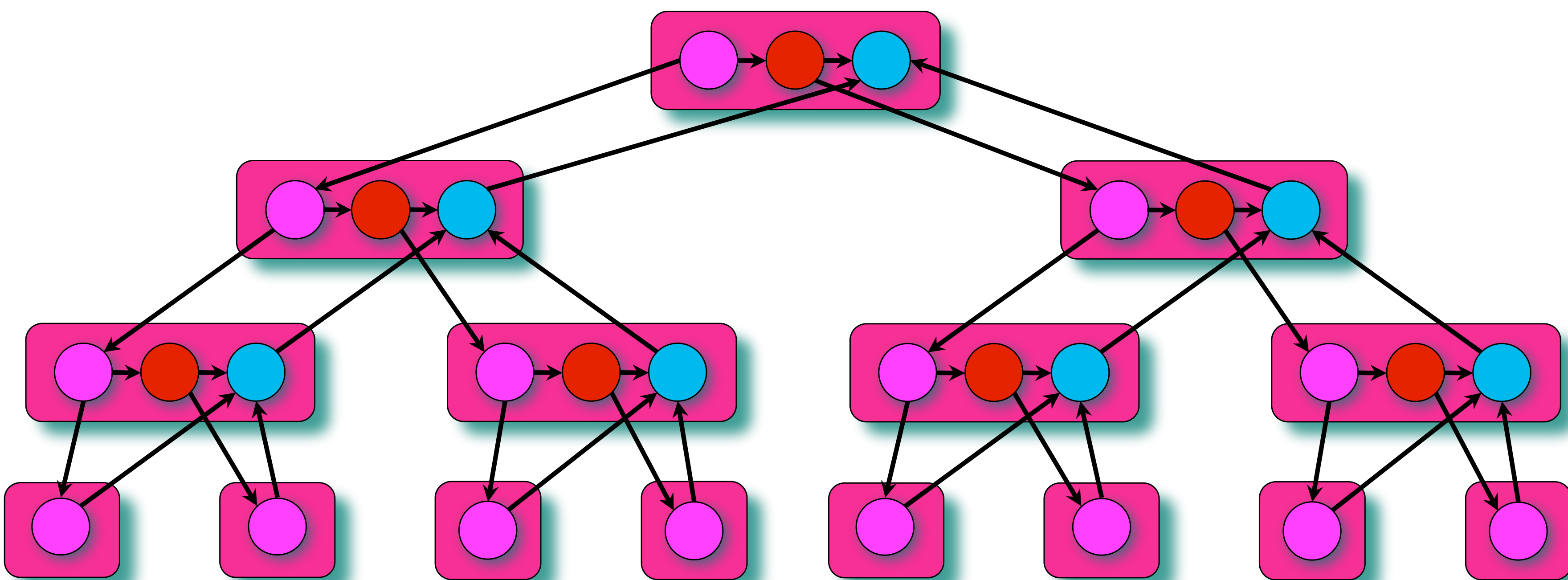
Parallelization strategy:

1. Convert loops to recursion.
2. Insert Cilk Plus keywords.

Side benefit:
D&C is generally good for caches!

Vector Addition

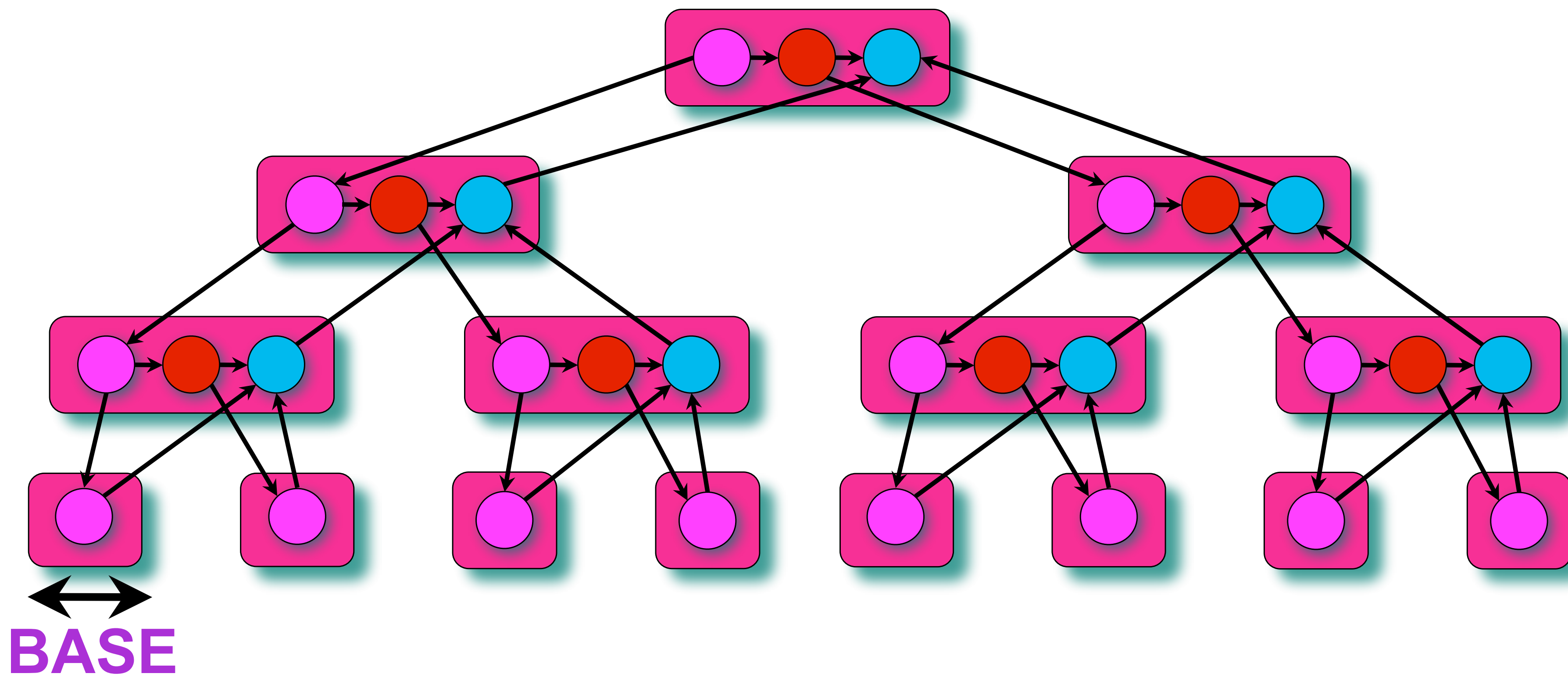
```
void vadd (real *A, real *B, int n){
  if (n<=BASE) {
    int i; for (i=0; i<n; i++) A[i]+=B[i];
  } else {
    cilk_spawn vadd (A, B, n/2);
    vadd (A+n/2, B+n/2, n-n/2);
    cilk_sync;
  }
}
```



Vector Addition Analysis

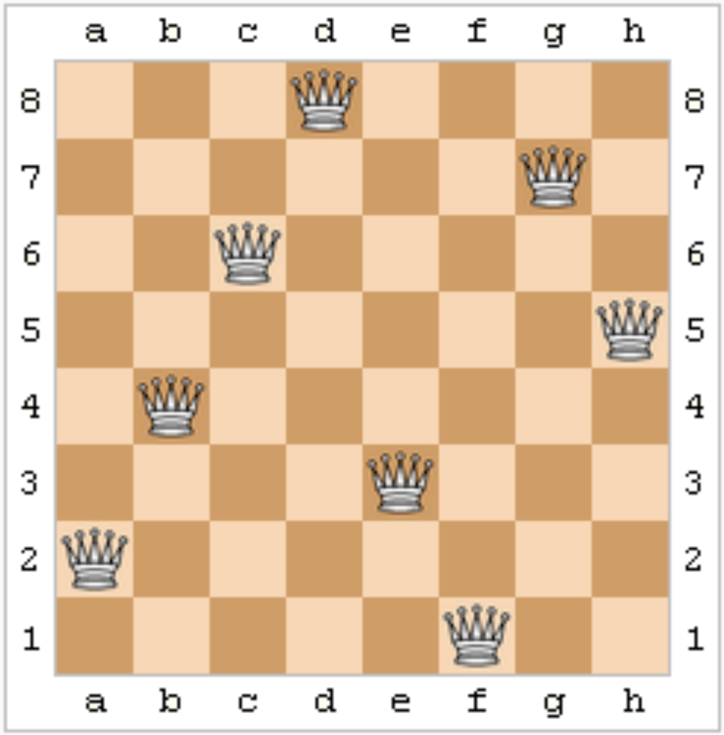
To add two vectors of length n, where BASE = Θ(1):

Work: $T_1 = \Theta(n)$
Span: $T_\infty = \Theta(\lg n)$
Parallelism: $T_1 / T_\infty = \Theta(n / \lg n)$



Example: N Queens

- **Problem**
  - **—place N queens on an N x N chess board**
  - **—no 2 queens in same row, column, or diagonal**
- **Example: a solution to 8 queens problem**



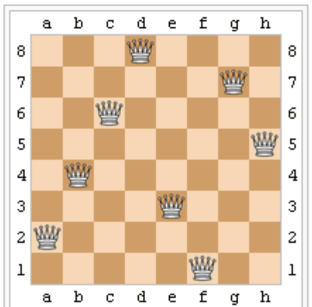
One possible solution

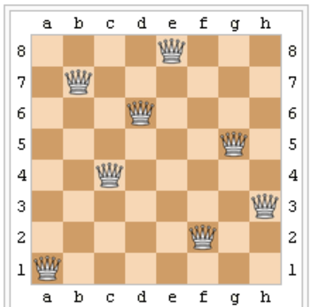
Image credit: http://en.wikipedia.org/wiki/Eight_queens_puzzle

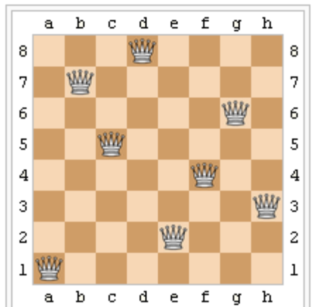
N Queens: Many Solutions Possible

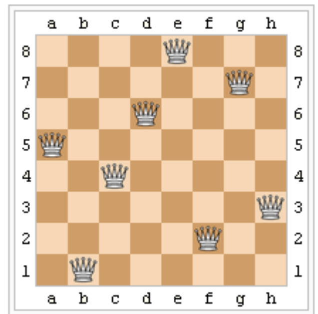
Example: 8 queens

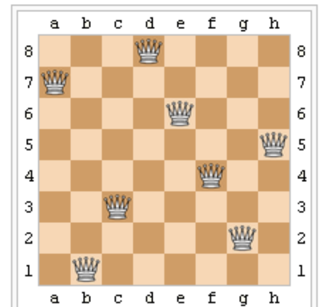
- 92 distinct solutions
- 12 unique solutions; others are rotations & reflections

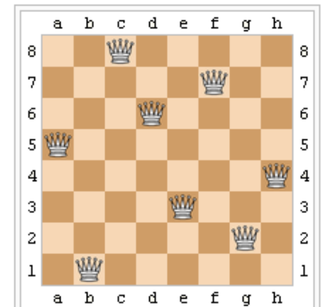

Unique solution 1


Unique solution 2


Unique solution 3


Unique solution 7


Unique solution 8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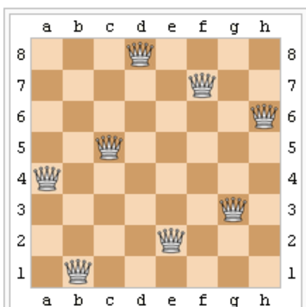
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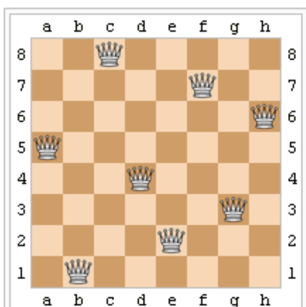
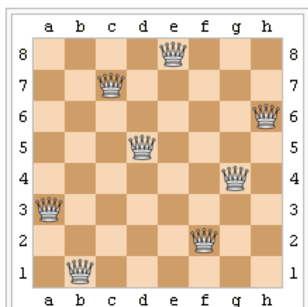
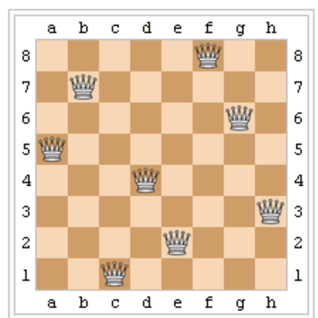
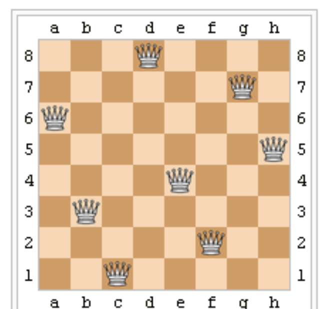

Unique solution 5


Unique solution 6


Unique solution 10


Unique solution 11

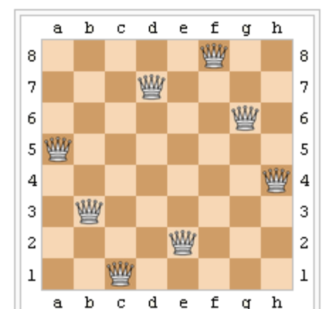

Unique solution 12

Image credit: http://en.wikipedia.org/wiki/Eight_queens_puzzle

N Queens Solution Sketch

Sequential Recursive Enumeration of All Solutions

```
int nqueens(n, j, placement) {
   // precondition: placed j queens so far
   if (j == n)  { print placement; return; }
  for (k = 0; k < n; k++)
    if putting j+1 queen in kth position in row j+1 is legal
        add queen j+1 to placement
        nqueens(n, j+1, placement)
        remove queen j+1 from placement
}
```

- Where's the potential for parallelism?
- What issues must we consider?

Parallel N Queens Solution Sketch

```
void nqueens(n, j, placement) {
    // precondition: placed j queens so far
    if (j == n) { /* found a placement */ process placement; return; }
    for (k = 1; k <= n; k++)
        if putting j+1 queen in kth position in row j+1 is legal
            copy placement into newplacement and add extra queen
            cilk_spawn nqueens(n,j+1,newplacement)
    cilk_sync
    discard placement
}
```

Issues regarding placements

- **how can we report placements?**
- **what if a single placement suffices?**
  - **no need to compute all legal placements**
  - **so far, no way to terminate children exploring alternate placement**

Approaches to Managing Placements

- Choices for reporting multiple legal placements
  - count them
  - print them on the fly
  - collect them on the fly; print them at the end
- If only one placement desired, can skip remaining search

References

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- Intel Cilk++ Programmer’s Guide. Document # 322581-001US.