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**Notes:** You may volunteer for individual subtasks.

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### Exercise 1 *Tree Barrier*

In the lecture you have seen an implementation of a barrier class that can be used to synchronize threads. Instead of having a single point of synchronization we will implement a barrier where synchronization happens in a tree like structure, a so called **combining tree barrier**.

1. Implement a combining tree barrier using `std::condition_variable` or `std::atomic`<sup>2</sup>. You can restrict yourself to the case of **a binary tree**. The number of leaves will correspond to the number of threads. Note: In `scalar_product_v5.cc` you have an example of using tree like structures.
2. Make sure your tree also works if the number of threads **is not a power of two**.
3. Write a test problem that shows that your implementation works properly. Compare your tree barrier to the given one for a high number of tasks.

( 3+2+2 Points )

### Exercise 2 *High Level C++ Parallelism Scalar Product*

In this exercise we will use some of the higher level C++ language features for the calculation of an inner product. This exercise is mainly about getting more familiar with those language features.

1. Use `std::promise`, `std::future`, `std::packaged_task` and/or `std::async`<sup>3</sup> for a thread parallel computation of the scalar product.
2. **Bonus:** Use parallel execution policies and suitable algorithms from the standard library for the scalar product computation.

Note: Your standard library implementation will probably not include parallel algorithms. In this case it might just do a sequential computation or you might get an error. You have the following options:

- Try to get it work by linking against TBB or openmp. Starting points for investigation could be the GCC parallel mode documentation and Stack Overflow question on C++17 parallel algorithms<sup>4</sup>.
- You could try using TBB directly. Again some possibilities:
  - Get only TBB and somehow get it running.
  - Get the Intel Base toolkit. It is best to install only parts of it, otherwise it might take ages .

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<sup>2</sup>`std::atomic` has now `wait` and `notifyf_y_[one|all]` member functions that may serve similar purpose as conditional variables.

<sup>3</sup>Use whatever you want to practice ;)

<sup>4</sup>This might also depends on your compiler versions and you might have trouble getting some to work

- Another possibility would be: Use Godbolt with gcc-11.1 the compiler flag `-std=c++17` and link against TBB (click on the book button). You can't rely on any performance or time measurements but it does seem to do something.

( 3+2 Points )