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# Shared-memory Parallel Programming with Cilk Plus

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# Outline for Today

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- Cilk Plus (Cont...)
  - task parallelism examples
    - cilk`sort`
  - explore speedup and granularity
  - parallel loops
  - reducers

# Cilksort

## Variant of merge sort

```
void cilksort(ELM *low, ELM *tmp, long size) {
    long quarter = size / 4;
    ELM *A, *B, *C, *D, *tmpA, *tmpB, *tmpC, *tmpD;
    if (size < QUICKSIZE) { sequick(low, low + size - 1) return; }

    A = low; tmpA = tmp;
    B = A + quarter; tmpB = tmpA + quarter;
    C = B + quarter; tmpC = tmpB + quarter;
    D = C + quarter; tmpD = tmpC + quarter;

    cilk_spawn cilksort(A, tmpA, quarter);
    cilk_spawn cilksort(B, tmpB, quarter);
    cilk_spawn cilksort(C, tmpC, quarter);
    cilksort(D, tmpD, size - 3 * quarter);
    cilk_sync;

    cilk_spawn cilkmerge(A, A + quarter - 1, B, B + quarter - 1, tmpA);
    cilkmerge(C, C + quarter - 1, D, low + size - 1, tmpC);
    cilk_sync;

    cilkmerge(tmpA, tmpC - 1, tmpC, tmpA + size - 1, A);
}
```

# Merging in Parallel

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- How can you incorporate parallelism into a merge operation?
- Assume we are merging two sorted sequences **A** and **B**
- Without loss of generality, assume A larger than B

## Algorithm Sketch

1. Find median of the elements in A and B (considered together).
2. Do binary search in A and B to find its position. Split A and B at this place to form  $A_1$ ,  $A_2$ ,  $B_1$ , and  $B_2$
3. In parallel, recursively merge  $A_1$  with  $B_1$  and  $A_2$  with  $B_2$

See <https://www.geeksforgeeks.org/median-two-sorted-arrays-different-sizes-ologminn-m> for computing the median of two sorted sequences in  $O(\log(\min(n,m)))$  time, where  $|A| = n$  and  $|B| = m$

# Optimizing Performance of cilk\_sort

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- Recursively subdividing all the way to singletons is expensive
- When the size of the remaining sequence to sort or merge is small (e.g., 2K)
  - use sequential quicksort
  - use sequential merge

# Speedup Demo

## Explore speedup of naive fibonacci program

- `ssh paramutkarsh.cdac.in -p 4422 cluster`
- `fib.cpp`: a Cilk program for computing  $n^{\text{th}}$  fibonacci number
- **Compile**: `clang++ -O2 -g -fopencilk -std=c++11 fibcpp -o fib.cilk`
- experiment with the fibonacci program
- `bash cilk_run.sh fib 47 |& tee out.txt`
  - *computes `fib(47)` with 1, 2, 3, 4, 8, 16, and 32*
  - *`CILK_NWORKERS` on the master node (which has 80 hardware threads)*
- what value of `CILK_NWORKERS` yields the lowest execution time?
- what is the speedup vs. the execution time of “`./fib-serial 47`”?
- how does this speedup compare to the total number of HW threads?

# Granularity Demo

**Explore how increasing the granularity of parallel work in fib improves performance (by reducing  $c_1$ )**

fib\_cutoff.cpp: a program for computing  $n^{\text{th}}$  fibonacci #

this version differs in that after going  $H$  levels deep, it stops spawning parallel work all the way down

Experiment with the fibonacci program with reduced parallelism

compute fib(47) for  $H = 10$

What is the lowest execution time?

What is the speedup vs. the execution time of

“./fib-serial 47”?

