Practical Parallel Computing (実践的並列コンピューティング)

Part 1: OpenMP

No 4: Bottleneck etc.

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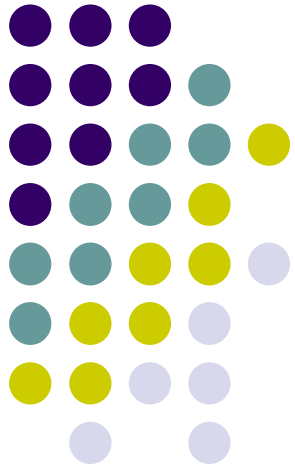
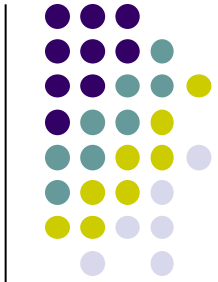
Toshio Endo

School of Computing & GSIC

endo@is.titech.ac.jp

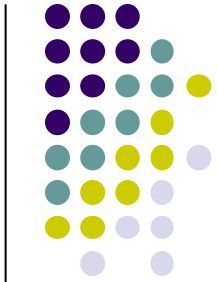


Overview of This Course



- Part 0: Introduction
  - 2 classes
- Part 1: OpenMP for shared memory programming
  - 4 classes ← We are here (4/4)
- Part 2: GPU programming
  - OpenACC and CUDA
  - 4 classes
- Part 3: MPI for distributed memory programming
  - 3 classes

Today's Topic



- Bottleneck, mutual exclusion, reduction, in OpenMP

  samples:

  - lumm, lumm-omp
  - pi, pi-bad-omp, pi-slow-omp, pi-fast-omp, pi-omp

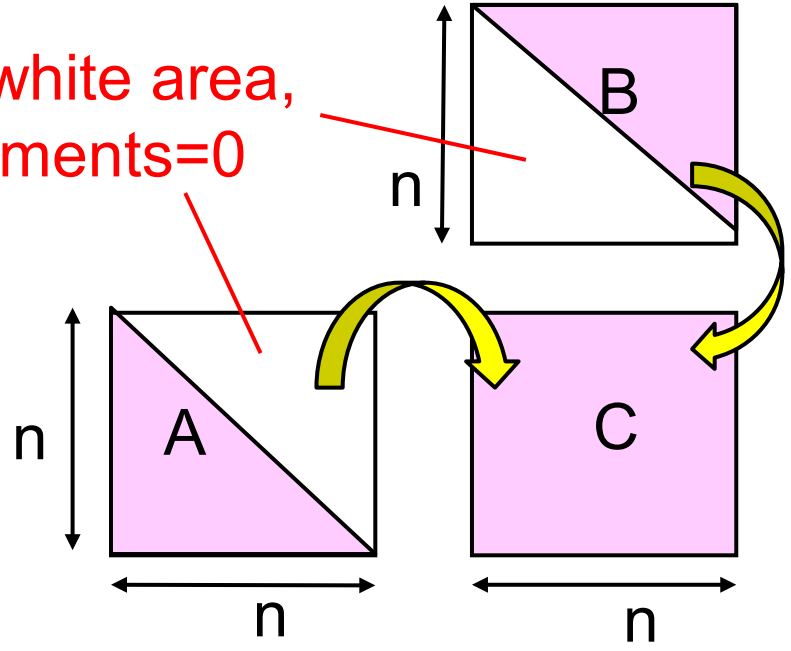
“lumm” sample: LU Matrix Multiply

Available at /gs/hs1/tga-ppcomp/23/lumm/

A: a (n×n) matrix
B: a (n×n) matrix
C: a (n×n) matrix

} Square matrices

C ← A B



- Execution: ./lumm [n]

lumm is similar to mm sample, but

- A is a Lower triangular matrix
- B is an Upper triangular matrix

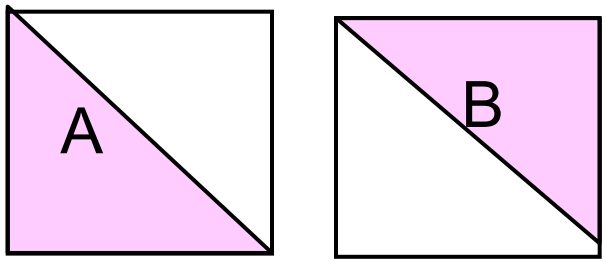
Difference between "mm" and "lumm"

- Matrix multiply

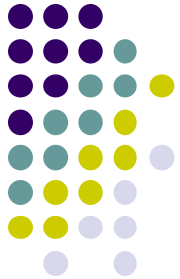
```
for (j = 0; j < n; j++) {
  for (l = 0; l < k; l++) {
    for (i = 0; i < m; i++) {
      Ci,j += Ai,l * Bl,j;
    } } }
```

$2n^3$ computation

If we know $A_{i,l} = 0$ or $B_{l,j} = 0$, we can skip computation

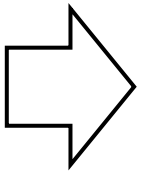


Computation in “lumm”



- LU Matrix multiply

```
for (j = 0; j < n; j++) {
  for (l = 0; l <= j; l++) {
    for (i = l; i < n; i++) {
      Ci,j += Ai,l * Bl,j;
    } } }
```



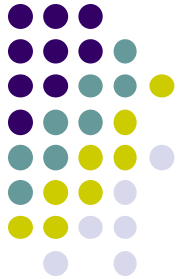
$(2/3)n^3$ computation

Comparing time between
“mm 2000 2000 2000” and “lumm 2000”

	1thread
mm	5.20 (sec)
lumm	1.90 (sec)
mm / lumm	2.74

→ Shorter time in lumm ☺

“lumm-omp”: OpenMP version



Available at /gs/hs1/tga-ppcomp/23/lumm-omp/

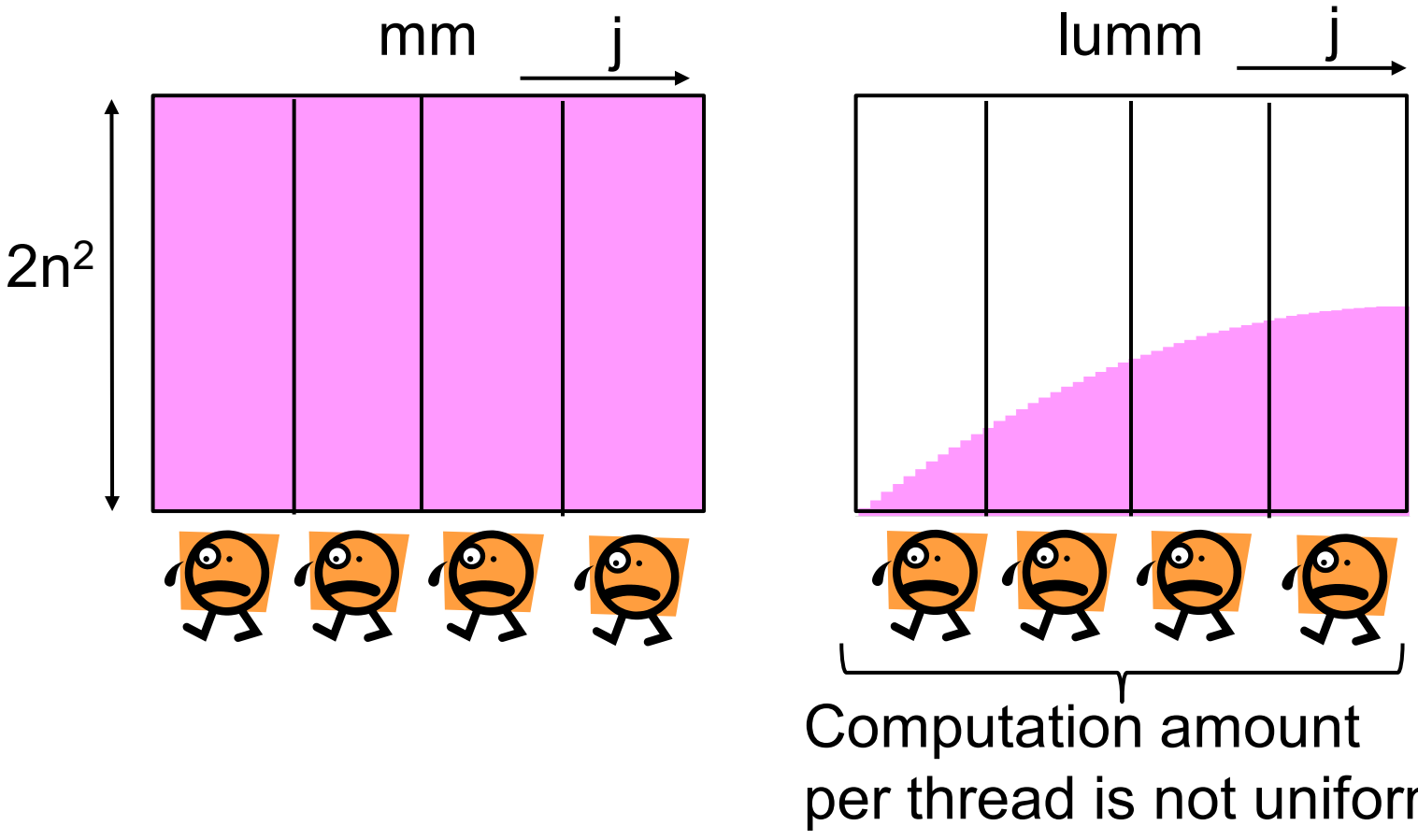
```
#pragma omp parallel private(I,l)
#pragma omp for
for (j = 0; j < n; j++) {
  for (l = 0; l <= j; l++) {
    for (i = l; i < m; i++) {
      Ci,j += Ai,l * Bl,j;
    } } }
```

	1thread	2threads	4threads	7threads
mm	5.20 (sec)	2.62	1.31	0.775
lumm	1.90 (sec)	1.22	0.652	0.378
mm / lumm	2.74	2.15	2.01	2.05

lumm is faster, but the ratio gets worse. Why?

Effects of Load Imbalance

- In lumm, computation amount for each j is not uniform

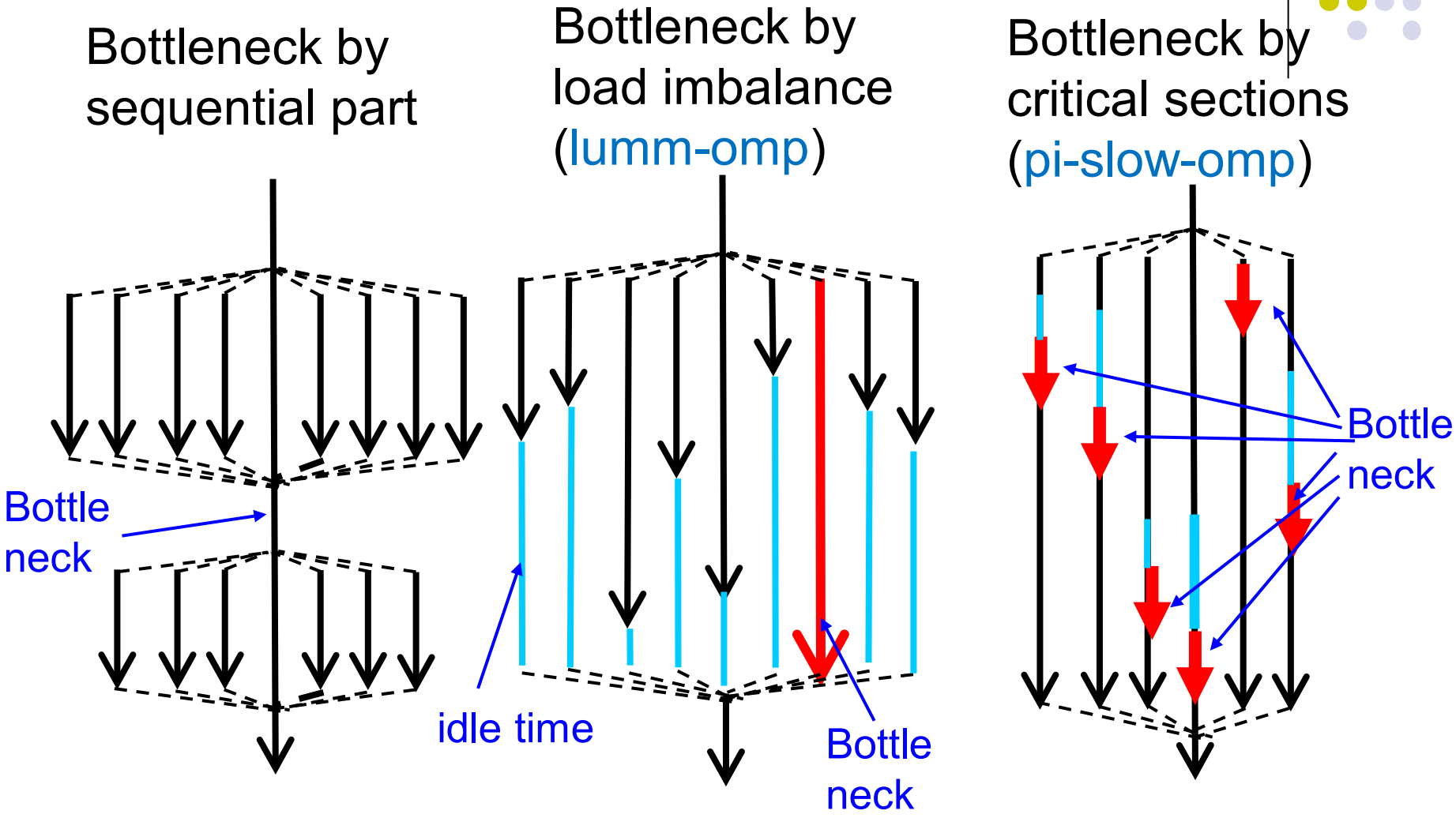


Towards "Fast" Parallel Software

- If the entire algorithm is divided into independent computations (such as mm example), the story is easy
- But generally, most algorithms include both
  - Computations that converge on specific threads
  - Computations that can be parallelized

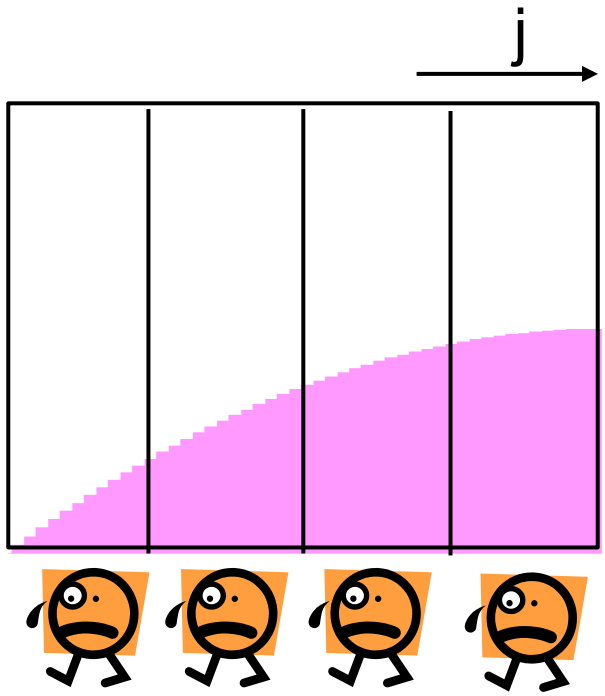
⇒ The later part raises problems called "bottleneck"

Various Bottlenecks



Moreover, There are architectural bottlenecks

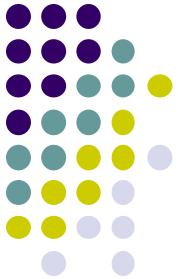
Improvement of lumm-omp



- Imbalance is caused by the default rule of “omp for”
  - “block distribution”
- Rule of “omp for” can be changed by schedule option

#pragma omp for schedule (…)

Changing “schedule” of omp for



- OpenMP provides several scheduling methods (mapping between iteration and threads)

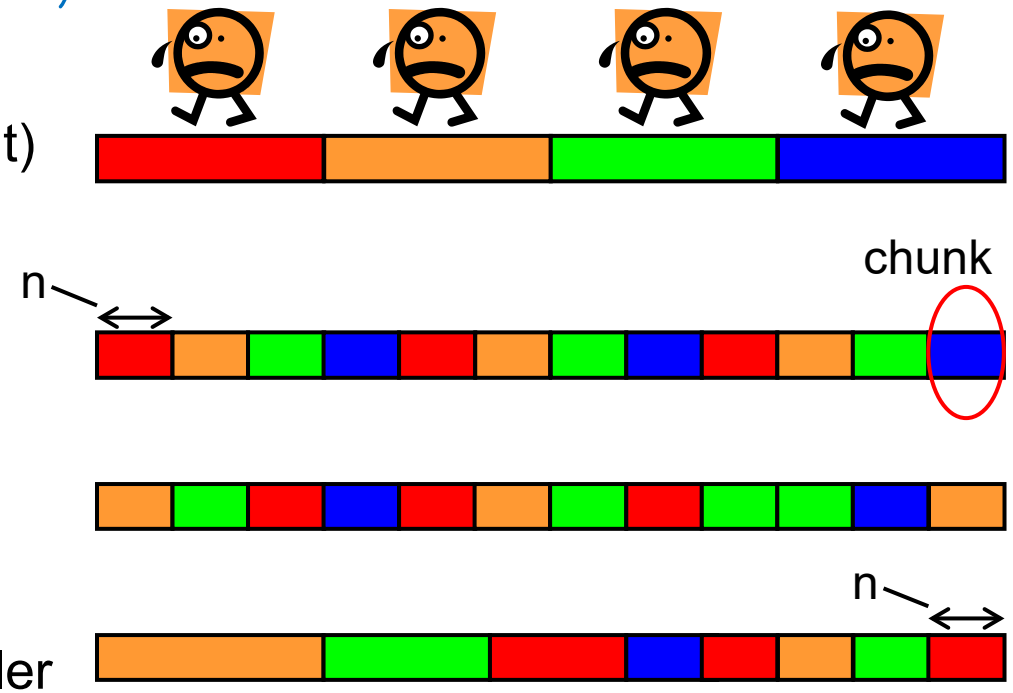
  `#pragma omp for schedule(···)`

`schedule(static)`
Uniform block distribution (default)

`schedule(static, n)`
Cyclic distribution
n is “chunk” size

`schedule(dynamic, n)`
An Idle thread take a new chunk

`schedule(guided, n)`
Similar to dynamic, but
“chunk size” gets gradually smaller



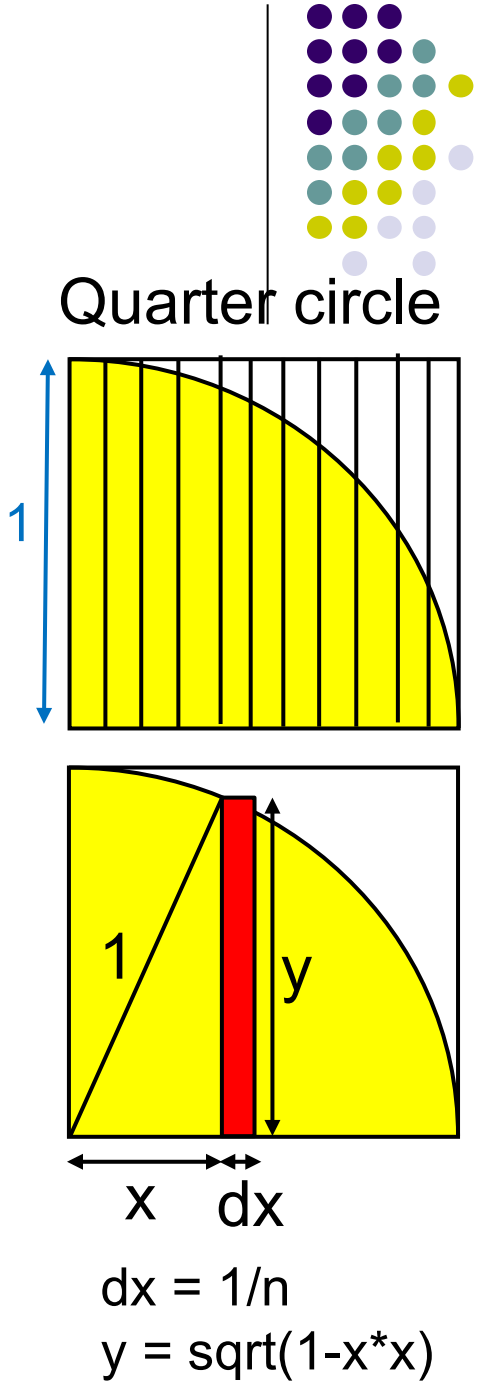
[Q] In lumm, #pragma omp for schedule(static,1) works good. Why?

“pi” sample

Compute an approximation of π = 3.14159…
(circumference/diameter)

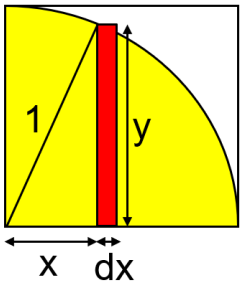
- Available at /gs/hs1/tga-ppcomp/23/pi/
- Method
  - SUM ← Approximation of the yellow area
  - π ← 4 x SUM
- Execution : ./pi [n]
  - n: Number of division
  - Cf) ./pi 100000000
- Compute complexity : O(n)

Note: This program is only for a simple sample.
π is usually computed by different algorithms.



Algorithm of “pi” (1)

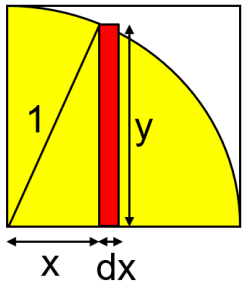
```
double pi(int n) {
    int i;
    double sum = 0.0;
    double dx = 1.0 / (double)n;



    for (i = 0; i < n; i++) {
        double x = (double)i * dx;
        double y = sqrt(1.0 - x*x);
        sum += dx*y;
    }

    return 4.0*sum; }
```



Algorithm of “pi” (2)

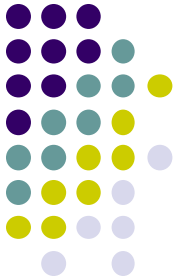
```
double pi(int n) {
    int i;
    double sum = 0.0;
    double dx = 1.0 / (double)n;

#pragma omp parallel
#pragma omp for
    for (i = 0; i < n; i++) {
        double x = (double)i * dx;
        double y = sqrt(1.0 - x*x);
        sum += dx*y;
    }

    return 4.0*sum; }
```

ok???



- Can we use #pragma omp for?
- We have to consider read&write access to sum, a shared variable

Can We Parallelize the loop in pi?



- Let us consider computations with different i

C1 (i=i1)

```
x = (double)i * dx;
y = sqrt(1.0 - x*x);
sum += dx*y;
```

these parts are independent

dependent

C2 (i=i2)

```
x = (double)i * dx;
y = sqrt(1.0 - x*x);
sum += dx*y;
```

R(C1) = {sum,dx}, W(C1) = {sum}

R(C2) = {sum,dx}, W(C2) = {sum}

※ private variables x, y and loop counter i are omitted

- W(C1) ∩ W(C2) ≠ ∅ ➔ Dependent!

➔ Do we have to abandon parallel execution?

Some Versions of pi Sample

- pi: sequential version

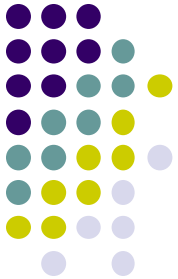
Followings use OpenMP

- pi-bad-omp:
  - *"#pragma omp parallel for"* is simply used

  → It has a bug that produces incorrect results
- pi-slow-omp: results are correct, but slow
- pi-fast-omp: results are correct and faster
- pi-omp: same as pi-fast-omp but uses "reduce" option

All are in /gs/hs1/tga-ppcomp/23/

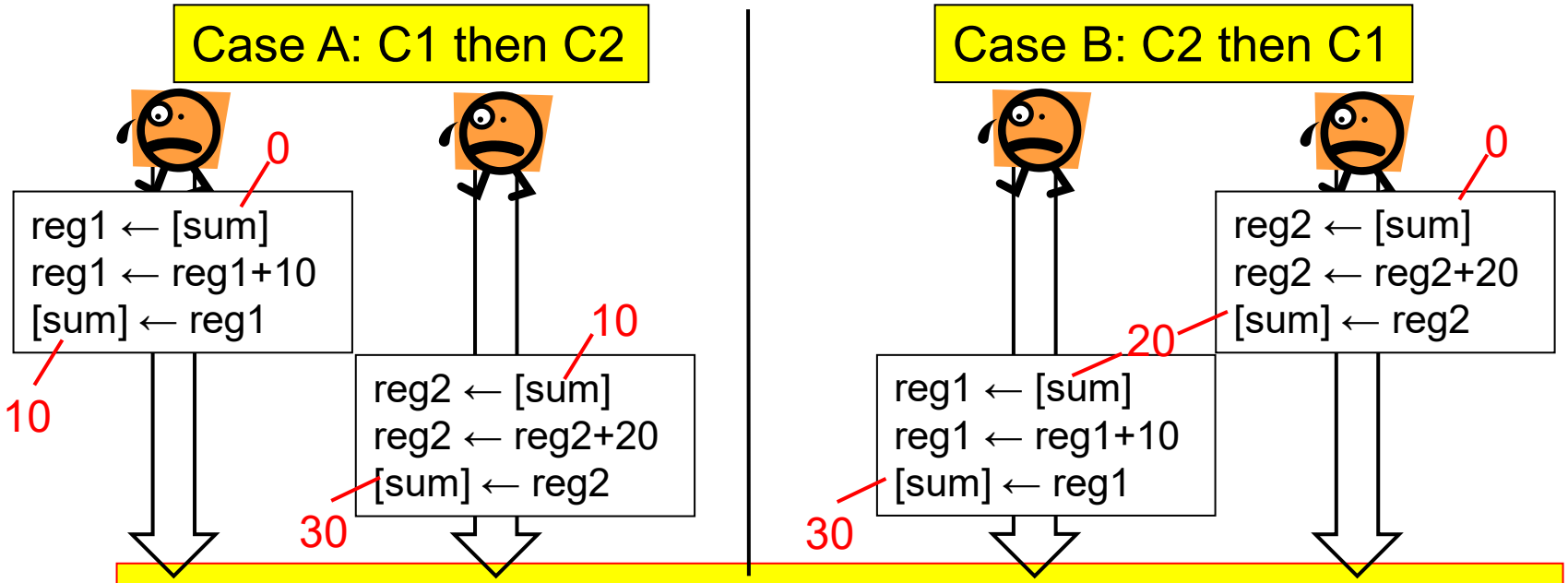
What's Wrong in pi-bad-omp? (1)



- Now we simply consider C1: sum += 10; & C2: sum += 20;
- We assume "sum = 0" initially
- [Q] Does execution order of C1 & C2 affect the results?
  - Note: "sum += 10" is compiled into machine codes like

```
reg1 ← [sum]
reg1 ← reg1+10
[sum] ← reg1
```

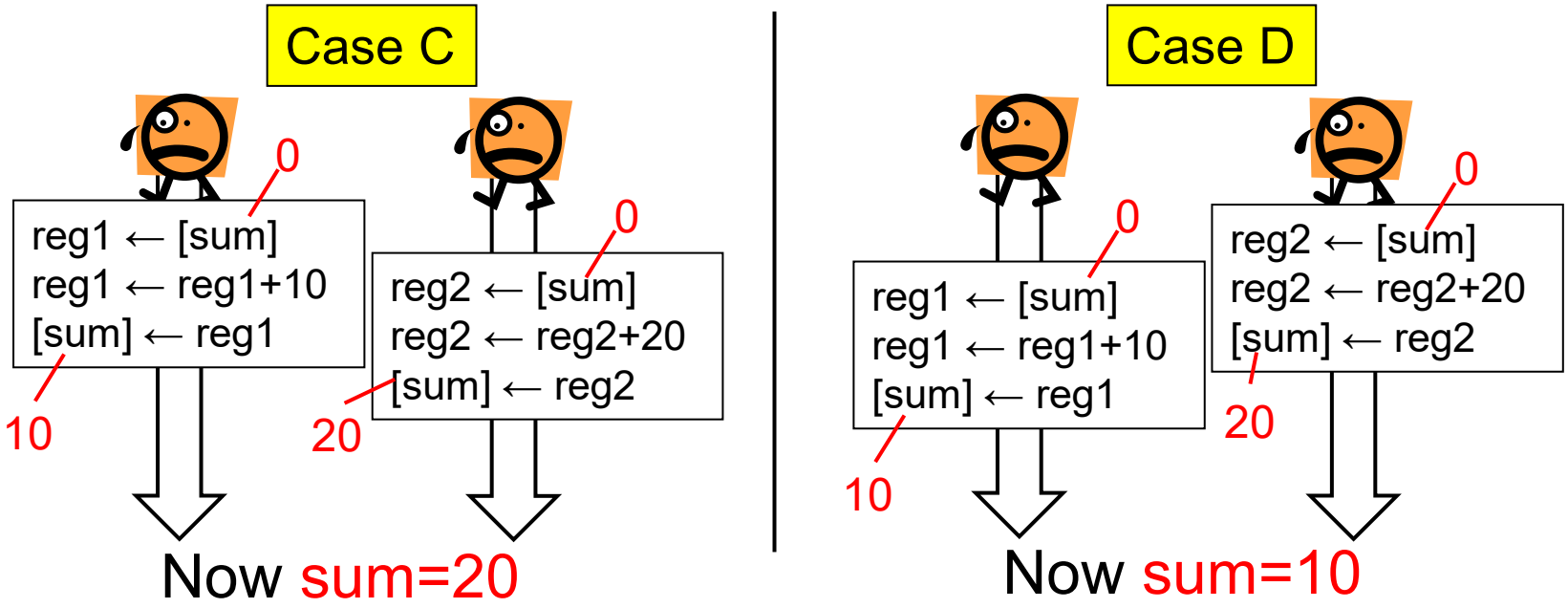
※ reg1, reg2… are registers, which are thread private



The results are same: sum=30. Ok to parallelize???

What's Wrong in pi-bad-omp? (2)

- No!!! The results can be different if C1 & C2 are executed (almost) simultaneously



The expected result is 30, but we may get bad results

Such a bad situation is called "Race Condition"

➔ Please try "pi-bad-omp"

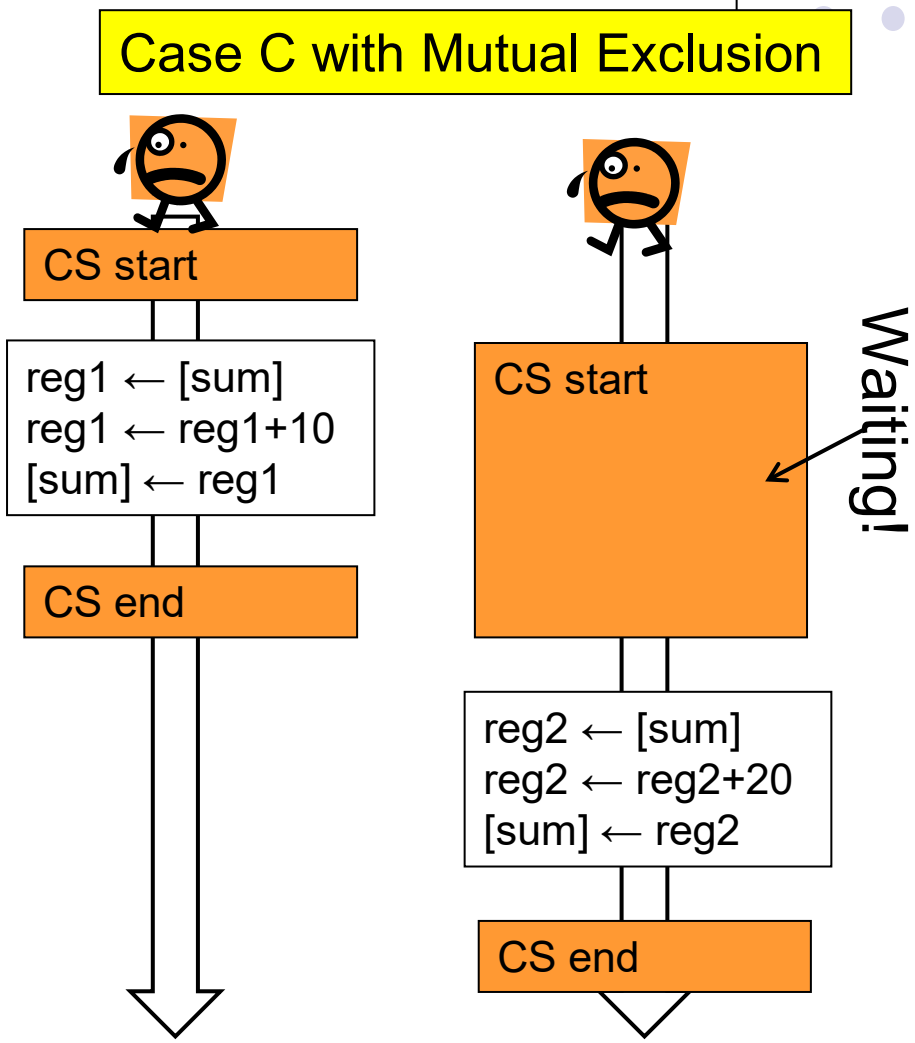
Mutual Exclusion to Avoid Race Condition

Mutual exclusion (mutex):

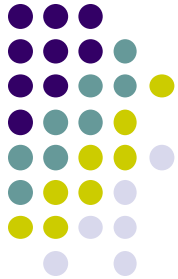
Mechanism to control threads so that only a single thread can enter a "specific region"

- The region is called critical section

⇒ With mutual exclusion, race condition is avoided



Mutual Exclusion in OpenMP



#pragma omp critical makes the following block/sentence be critical section

```
   double sum = 0;
#pragma omp parallel
   {
      [ do something ]
#pragma omp critical
      sum += myans;
   }
```

Please try "pi-slow-omp"

cf) ./pi 100000000

- Computes integral by multiple threads
- The algorithm uses "*sum* += …"
- The answer is 3.1415…

But we see pi-slow-omp is very slow ☹

Amdahl's Law

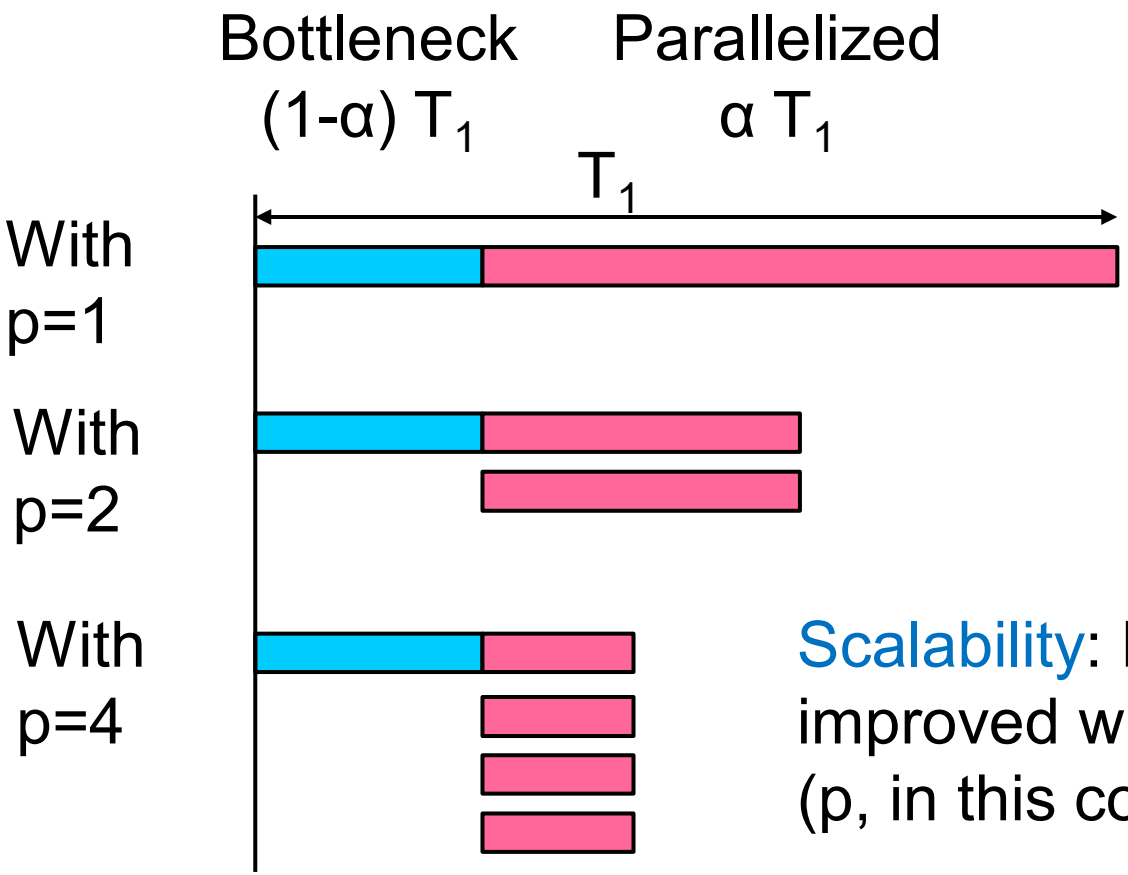
- We consider an algorithm. Then we let
  - T_1 : execution time with 1 processor core
  - α: ratio of computation that can be parallelized
  - 1-α : ratio that CANNOT be parallelized (bottleneck)

⇒ Estimated execution time with p processor cores is $T_p = ((1 - \alpha) + \alpha / p) T_1$

Due to bottleneck, there is limitation in speed-up no matter how many cores are used

$T_\infty = (1-\alpha) T_1$

An Illustration of Amdahl's Law

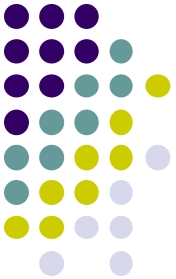


Scalability: How performance is improved with larger resources (p, in this context)

Amdahl's law tells us

- if α=0.9, we only achieve up to 10x speed up with ∞ cores
- if α=0.99, we only achieve up to 100x speed up with ∞ cores

The Fact is Harder Than Theory



- According to Amdahl's law, T_p is monotonically decreasing

→ Is large p always harmless ??

Performance comparison of pi-omp and pi-slow-omp

export OMP_NUM_THREADS= [p]

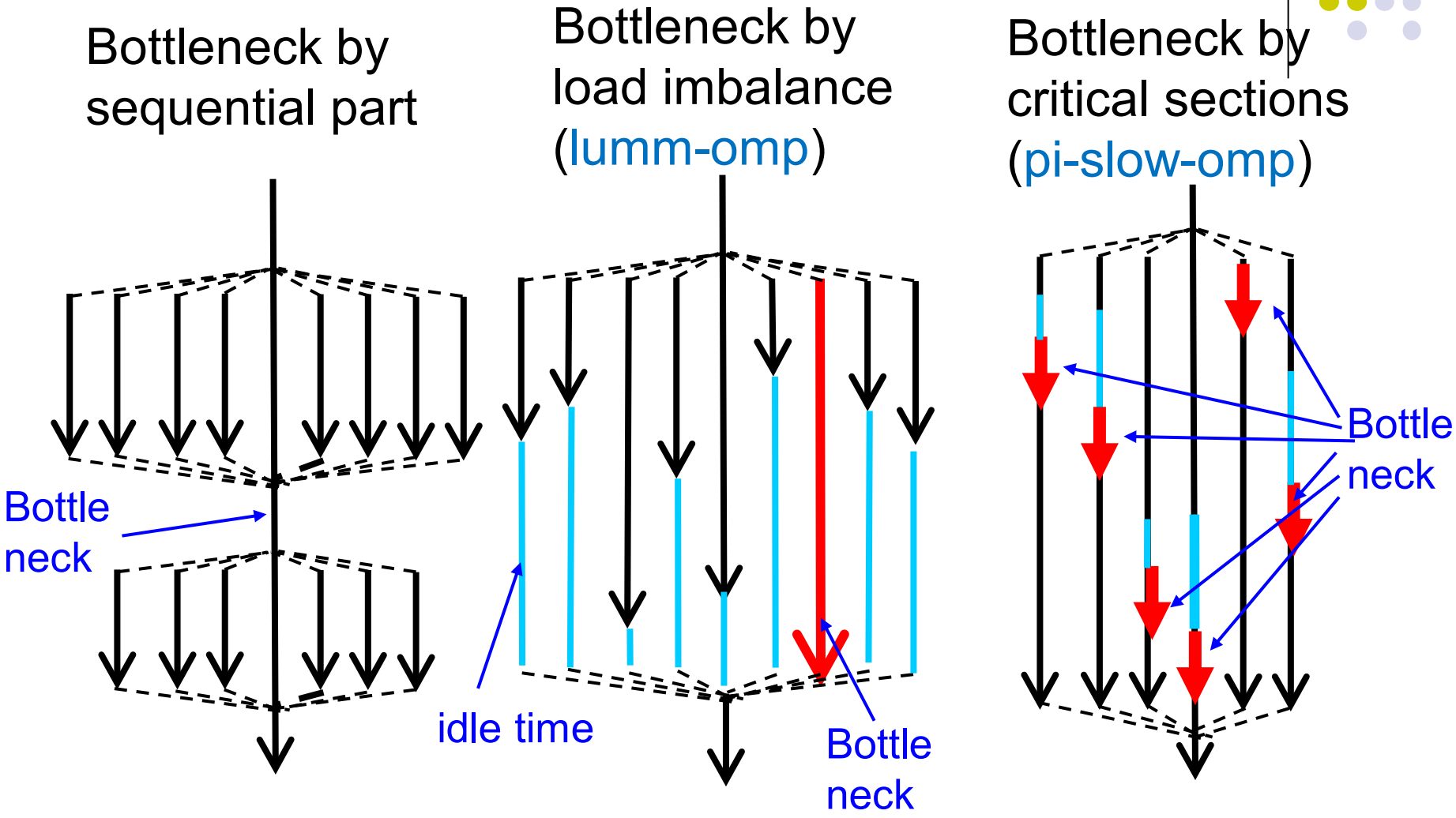
./pi 100000000

p	pi-omp pi-fast-omp	pi-slow-omp
1	0.80 (sec)	1.8 (sec)
2	0.40 (sec)	9.4 (sec)
5	0.16 (sec)	10.9~13.0 (sec)
10	0.08 (sec)	13~16 (sec)

Slower! ☹

Reducing bottleneck is even more important (than Amdahl's law tells)

Various Bottlenecks



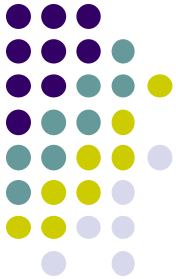
Moreover, There are architectural bottlenecks

Reducing Bottlenecks

- Approaches for reducing bottlenecks depend on algorithms!
  - We need to consider, consider
  - Some algorithms are essentially difficult to be parallelized

- Some directions
  - Improving load balance
  - Reducing access to shared variables
  - Reducing length of dependency chains
    - called “critical path”
  - Reducing parallelization costs
    - entering/exiting “omp parallel”, “omp critical”… is not free

Cases of “pi” Sample



- “pi-slow-omp” is slow, since each thread enters a critical section too frequently

→ To improve this, another pi-fast-omp version introduces private variables

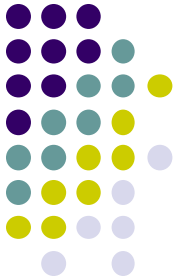
Step 1: Each thread accumulates values into private “local_sum”

Step 2: Then each thread does “sum += local_sum” in a critical section once per thread

→ pi-fast-omp is fast and scalable ☺

Why is pi-omp (the first omp version) also fast?
“omp for reduction(…)” is internally compiled to a similar code as above

Reduction Computations in "omp for"



- *"Summation in a for-loop"* is one of typical computations
  → called reduction computations
- In OpenMP, they can be integrated to "omp for"

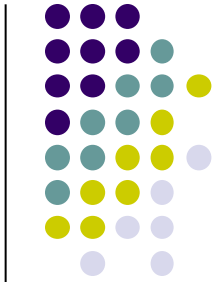
```
    double sum = 0.0;

#pragma omp parallel
#pragma omp for reduction (+:sum)
    for (i = 0; i < n; i++) {
        double x = (double)i * dx;
        double y = sqrt(1.0 - x*x);
        sum += dx*y;
    }
```

Operator is one of
+, -, *, &&, ||,
max, min, etc

Name of reduction variable

→ pi-omp is fast, like pi-fast-omp ☺
→ Also, programming is easier than pi-fast-omp ☺

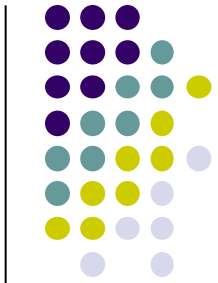
What We Have Learned in OpenMP Part



- OpenMP: A programming tool for parallel computation by using multiple processor cores
  - Shared memory parallel model
  - #pragma omp parallel → Parallel region
  - #pragma omp for → Parallelize for-loops
  - #pragma omp task → Task parallelism

- We can use multiple processor cores, but only in a single node node

Assignments in OpenMP Part (Abstract)



Choose one of [O1]—[O3], and submit a report

Due date: May 11 (Thu)

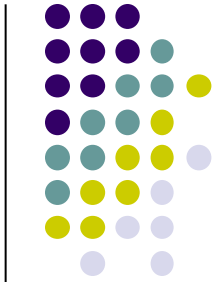
[O1] Parallelize “diffusion” sample program by OpenMP.
(/gs/hs1/tga-ppcomp/23/diffusion/ on TSUBAME)

[O2] Parallelize “sort” sample program by OpenMP.
(/gs/hs1/tga-ppcomp/23/sort/ on TSUBAME)

[O3] (Freestyle) Parallelize *any* program by OpenMP.

For more detail, please see OpenMP (1) slides

Next Class:



- Part 2: GPU Programming (1)
  - What GPU programming is
  - Introduction to OpenACC