

# Chapter 24: Multithreaded Algorithms

Examples for some multithreaded algorithms.

## Section 24.1: Square matrix multiplication multithread

```
multiply-square-matrix-parallel(A, B)
  n = A.lines
  C = Matrix(n,n) //create a new matrix n*n
  parallel for i = 1 to n
    parallel for j = 1 to n
      C[i][j] = 0
      pour k = 1 to n
        C[i][j] = C[i][j] + A[i][k]*B[k][j]
  return C
```

## Section 24.2: Multiplication matrix vector multithread

```
matrix-vector(A,x)
  n = A.lines
  y = Vector(n) //create a new vector of length n
  parallel for i = 1 to n
    y[i] = 0
  parallel for i = 1 to n
    for j = 1 to n
      y[i] = y[i] + A[i][j]*x[j]
  return y
```

## Section 24.3: merge-sort multithread

A is an array and  $p$  and  $q$  indexes of the array such as you gonna sort the sub-array  $A[p..r]$ . B is a sub-array which will be populated by the sort.

A call to  $p\text{-merge-sort}(A,p,r,B,s)$  sorts elements from  $A[p..r]$  and put them in  $B[s..s+r-p]$ .

```
p-merge-sort(A,p,r,B,s)
  n = r-p+1
  if n==1
    B[s] = A[p]
  else
    T = new Array(n) //create a new array T of size n
    q = floor((p+r)/2)
    q_prime = q-p+1
    spawn p-merge-sort(A,p,q,T,1)
    p-merge-sort(A,q+1,r,T,q_prime+1)
    sync
    p-merge(T,1,q_prime,q_prime+1,n,B,s)
```

Here is the auxiliary function that performs the merge in parallel.

$p\text{-merge}$  assumes that the two sub-arrays to merge are in the same array but doesn't assume they are adjacent in the array. That's why we need  $p1,r1,p2,r2$ .

```
p-merge(T,p1,r1,p2,r2,A,p3)
  n1 = r1-p1+1
  n2 = r2-p2+1
  if n1<n2 //check if n1>=n2
```

```

    permute p1 and p2
    permute r1 and r2
    permute n1 and n2
if n1==0    //both empty?
    return
else
    q1 = floor((p1+r1)/2)
    q2 = dichotomic-search(T[q1],T,p2,r2)
    q3 = p3 + (q1-p1) + (q2-p2)
    A[q3] = T[q1]
    spawn p-merge(T,p1,q1-1,p2,q2-1,A,p3)
    p-merge(T,q1+1,r1,q2,r2,A,q3+1)
    sync

```

And here is the auxiliary function dichotomic-search.

x is the key to look for in the sub-array T[p..r].

```

dichotomic-search(x,T,p,r)
    inf = p
    sup = max(p,r+1)
    while inf<sup
        half = floor((inf+sup)/2)
        if x<=T[half]
            sup = half
        else
            inf = half+1
    return sup

```