

Chapter 4: Parallel Program Structures II

Elements of Parallel Computing

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Parallel Loops and Synchronization

```
parallel for  $i \leftarrow 0$  to  $n - 1$  do  
     $c[i] = a[i] + b[i]$   
end
```

- ▶ e.g. OpenMP
- ▶ implicit barrier at end of loop

Matrix-Vector Multiplication

```
parallel for each row i of matrix A do  
     $b[i] \leftarrow 0$   
    foreach column j of A do  
         $b[i] \leftarrow b[i] + A[i, j] * x[j]$   
    end  
end
```

Loop Schedules

Static and Dynamic

Static: contiguous chunks

Each thread, $id \in [0..nt)$, executes iterations
 $\lfloor id * n/nt \rfloor$ to $\lfloor (id + 1) * n/nt \rfloor - 1$

E.g. for: $n = 2048$ and $nt = 5$:

thread 0: $i \leftarrow 0$ to 408

thread 1: $i \leftarrow 409$ to 818

thread 2: $i \leftarrow 819$ to 1227

thread 3: $i \leftarrow 1228$ to 1637

thread 4: $i \leftarrow 1638$ to 2047

Loop Schedules

Static: round-robin

Dynamic:

- ▶ Master-worker: chunks assigned to each thread. After completing a chunk, thread gets new chunk (OpenMP)
- ▶ Recursive division: recursively divide work of loop in half (Cilk Plus)

Fractal

// Image coordinates: lower left ($xmin$,
 $ymin$) to upper right ($xmin + len$,
 $ymin + len$)

// $xmin = ymin = -1.5$ and $len = 3$ for full
image

Input: α , n , $xmin$, $ymin$, len

Output: $n \times n$ pixel fractal

Data: niter // max iterations

threshold // threshold for divergence

$ax \leftarrow len/n$

$y_{max} \leftarrow ymin + len$

```

for  $i \leftarrow 0$  to  $n - 1$  do
     $cx \leftarrow ax * i + xmin$ 
    for  $j \leftarrow 0$  to  $n - 1$  do
         $cy \leftarrow ymax - ax * j, c \leftarrow (cx, cy)$ 
        if  $\alpha > 0$  then  $z \leftarrow (0, 0)$  else  $z \leftarrow (1, 1)$ 
        for  $k \leftarrow 1$  to niter do
            if  $|z| < \text{threshold}$  then
                 $z \leftarrow z^\alpha + c$ 
                 $kount[i, j] \leftarrow k$ 
            else
                break // exit inner loop
            end
        end
    end
end
end

```

Subset Sum

```
for  $i \leftarrow 2$  to  $n$  do  
  parallel for  $j \leftarrow 1$  to  $S$  do  
     $F[i, j] \leftarrow F[i - 1, j]$   
    if  $j \geq s[i]$  then  
       $F[i, j] \leftarrow F[i, j] \vee F[i - 1, j - s[i]]$   
    end  
  end  
end
```


Shared and Private Variables

Language model may assume variables private by default, or shared by default

parallel for each *row i of matrix A* **do**

$b[i] \leftarrow 0$

foreach *column j of A* **do**

$b[i] \leftarrow b[i] + A[i, j] * x[j]$

end

end

Either declare A, b, x to be shared, or j to be private

What about the fractal?

Synchronization

- ▶ Barrier
- ▶ Critical section

Variable Increment Isn't Atomic

// **Danger, produces indeterminate result!**

Procedure iterPi(n)

$sum \leftarrow 0$

parallel for $i \leftarrow 0$ to $n - 1$ **do**

$x \leftarrow$ pseudo-random number $\in [-1, 1]$

$y \leftarrow$ pseudo-random number $\in [-1, 1]$

if $x^2 + y^2 \leq 1$ **then**

$sum \leftarrow sum + 1$

end

end

return $sum * 4/n$

end

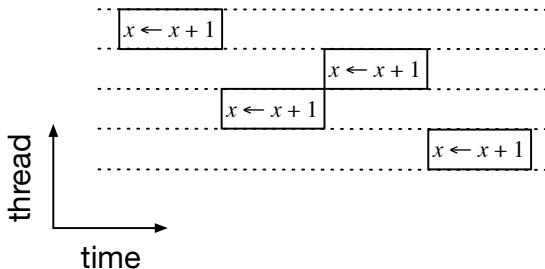
Critical Section

Provides mutual exclusion

begin critical

$sum \leftarrow sum + 1$

end critical



Locks or Lock-Free

Critical sections can be built using locks, without locks, or avoided all together.

lock()

$sum \leftarrow sum + 1$

unlock()

- ▶ Locks can be tricky to use and can have large overhead
- ▶ Lock-free: Use atomic operations supported in hardware

Compare and Swap

atomic Procedure $\text{cas}(\&x, \text{old}, \text{new})$

if $x = \text{old}$ **then**

$x \leftarrow \text{new}$

return true

else

return false

end

end

repeat

$\text{old} \leftarrow \text{sum}$

$\text{new} \leftarrow \text{sum} + 1$

until $\text{cas}(\&\text{sum}, \text{old}, \text{new}) = \text{true}$

Input: array a of n nonnegative integers in the range with maximum value $high$.

Output: array a with duplicates removed, with k values.

Data: array t with $m = high + 1$ elements, initialized to 0.

parallel for $i \leftarrow 0$ to $n - 1$ **do**

$\text{cas}(\&t[a[i]], 0, 1)$

end

$k \leftarrow 0$

for $i \leftarrow 0$ to $m - 1$ **do**

if $t[i] = 1$ **then**

$a[k] \leftarrow i$

$k \leftarrow k + 1$

end

end

ABA Problem

Procedure pop()

repeat

$old \leftarrow top$

$new \leftarrow (top \rightarrow next)$

until $\text{cas}(\&top, old, new) = \text{true}$

return old

end

Stack: $top \rightarrow A \rightarrow B \rightarrow C$:

thread 0: $old \leftarrow top$

thread 0: $new \leftarrow (top \rightarrow next)$

thread 1: $a \leftarrow \text{pop}() \ // top \rightarrow B \rightarrow C$

thread 1: $b \leftarrow \text{pop}() \ // top \rightarrow C$

thread 1: $\text{push}(a) \ // top \rightarrow A \rightarrow C$

thread 0: $\text{cas}(\&top, old, new) \ // top \rightarrow B$

Alternative to Critical Section

Procedure iterPi(*n*)

sum \leftarrow 0

// *i*, *id*, *x*, *y* private

parallel for *i* \leftarrow 0 to *n* - 1 **do**

id \leftarrow getThreadID()

x \leftarrow pseudo-random number $\in [-1, 1]$

y \leftarrow pseudo-random number $\in [-1, 1]$

if $x^2 + y^2 \leq 1$ **then**

psum[*id*] \leftarrow *psum*[*id*] + 1

end

end

for *i* \leftarrow 0 to *nt* - 1 **do**

sum \leftarrow *sum* + *psum*[*i*]

end

return *sum* * 4/*n*

end

Thread Safety

Thread-safe function: can be called by multiple threads without any data races occurring. AKA *re-entrant* function.

“pseudo-random number $\in [-1, 1]$ ” must be thread safe!

Guidelines for Parallel Loops

- ▶ Eliminate data races
- ▶ Load balance with loop schedules

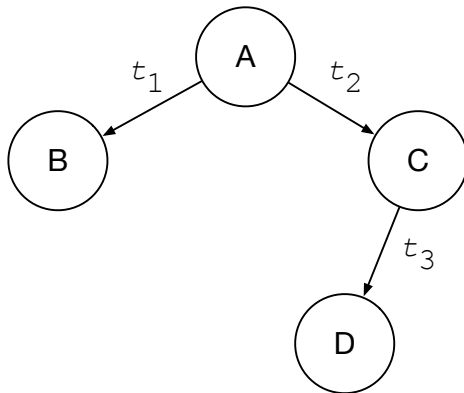
Tasks with Dependencies

spawn out(t_1 , t_2) A()

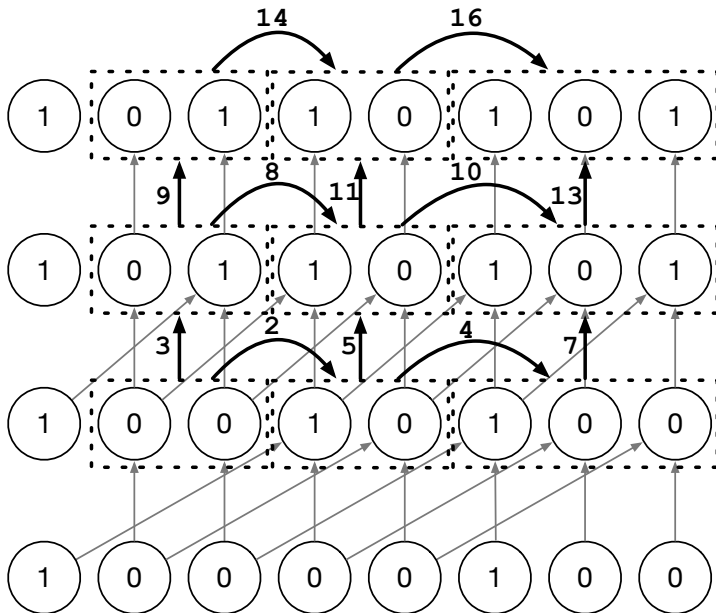
spawn in(t_1) B()

spawn in(t_2) out(t_3) C()

spawn in(t_3) D()



Blocked Subset Sum



Input: Array $s[1..n]$ of n positive integers, target sum S ,
number nB of blocks per row

Output: returns 1 if a subset that sums to S exists, 0
otherwise

Data: Array $F[1..n, 0..S]$ initialized to 0

for $i \leftarrow 1$ *to* n **do**

$F[i, 0] \leftarrow 1$

end

$F[1, s[1]] \leftarrow 1$

spawn out(2, 3) calcRowChunk(2, 1, $\lfloor S/nB \rfloor$)

for $j \leftarrow 2$ *to* nB **do**

spawn in($2(j-1)$) out($2j, 2j+1$)

 calcRowChunk(2, $\lfloor (j-1) * S/nB \rfloor + 1$,
 $\lfloor j * S/nB \rfloor$)

end

```

for  $i \leftarrow 3$  to  $n$  do
     $iB \leftarrow 2 * (i - 2) * nB + 2$ 
    spawn  $\text{in}(iB - 2 * nB + 1)$   $\text{out}(iB, iB + 1)$ 
         $\text{calcRowChunk}(i, 1, \lfloor S/nB \rfloor)$ 
    for  $j \leftarrow 2$  to  $nB$  do
         $iB \leftarrow iB + 2$ 
        spawn  $\text{in}(iB - 2, iB - 2 * nB + 1)$   $\text{out}(iB, iB + 1)$ 
             $\text{calcRowChunk}(i, \lfloor (j - 1) * S/nB \rfloor + 1,$ 
                 $\lfloor j * S/nB \rfloor)$ 
        end
    end
end
return  $F[n, S]$ 

Procedure  $\text{calcRowChunk}(i, j1, j2)$ 
    for  $j \leftarrow j1$  to  $j2$  do
         $F[i, j] \leftarrow F[i - 1, j]$ 
        if  $j \geq s[i]$  then
             $F[i, j] \leftarrow F[i, j] \vee F[i - 1, j - s[i]]$ 
        end
    end

```