List Ranking

- List ranking is a fundamental problem in parallel computing.
- Given a list of elements, find the distance of the elements from one end of the list.
- In sequential computation, not a serious problem.
  - Can simply traverse the list from one end.
- But this approach does not scale well for parallel architectures.

List Ranking

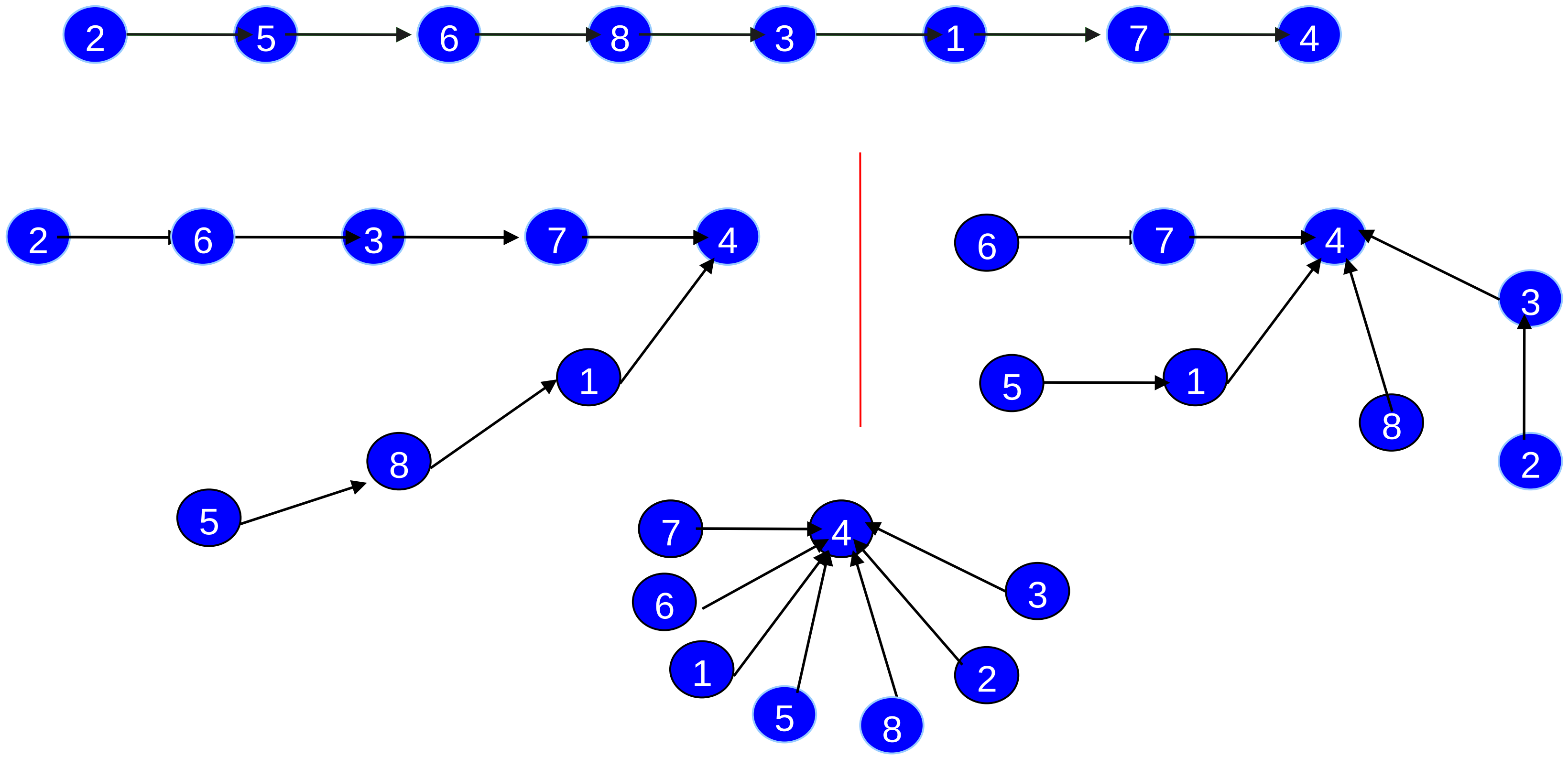
List

1 → 8 → 5 → 11 → 2 → 6 → 10 → 4 → 3 → 7 → 12 → 9

Succ	8	6	7	3	11	10	12	5	--	4	2	9
Rank	1	5	9	8	3	6	10	2	12	7	4	11

- Representation via an array of successor pointers.

Pointer Jumping Solution



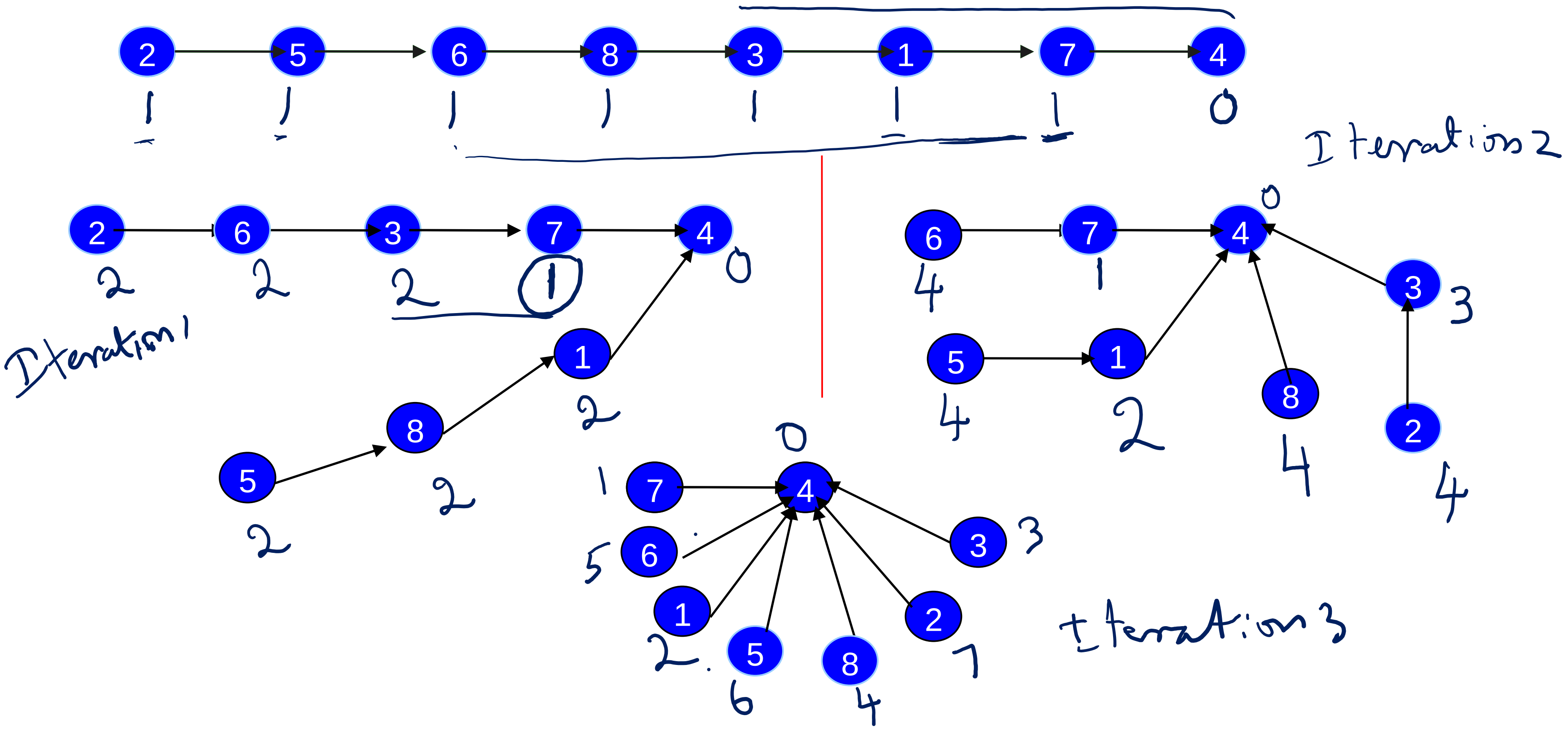
- Each node updating its parent to be its grandparent.

Pointer Jumping Solution

```
Algorithm FindRoot
for 1 ≤ i ≤  n do in parallel
     R(i) = 1
     R(i) = 0 if node i is the last node
     while P(i) ≠ P(P(i)) do
          R(i) = R(i) + R(P(i))
        P(i) = P(P(i))
end.
```

- The pseudo code above computes the rank of every element in parallel.
  - R() refers to the rank, P() refers to the parent.

Pointer Jumping Solution



- Each node updating its parent to be its grandparent.

Pointer Jumping Solution

```
Algorithm FindRoot
for 1 ≤ i ≤  n do in parallel
     R(i) = 1
     R(i) = 0 if node i is the last node
     while P(i) ≠ P(P(i)) do
          R(i) = R(i) + R(P(i))
        P(i) = P(P(i))
end.
```

- Claim: Algorithm FindRoot finishes in O(log n) time.
- Proof: Show that the distance between a node and the root reduces by a factor of 2 every iteration of the while loop.
  - Maximum distance is n.

Pointer Jumping Solution

```
Algorithm FindRoot
for 1 ≤ i ≤  n do in parallel
     R(i) = 1
     R(i) = 0 if node i is the last node
     while P(i) ≠ P(P(i)) do
          R(i) = R(i) + R(P(i))
        P(i) = P(P(i))
end.
```

- Claim: The above algorithm has a work complexity of O(n log n).
- Proof: Each processor needs at most O(log n) work.
- Therefore, our algorithm is sub-optimal.
  - Can be made optimal using Technique 1. Details follow.

Pointer Jumping Solution

```
Algorithm FindRoot
for 1 ≤ i ≤  n do in parallel
     R(i) = 1
     R(i) = 0 if node i is the last node
     while P(i) ≠ P(P(i)) do
          R(i) = R(i) + R(P(i))
        P(i) = P(P(i))
end.
```

- Few implementation issues
  - In the PRAM model, synchronous execution means that all n processors execute each step in the while loop at the same time.
  - Any problems otherwise?

Pointer Jumping Solution

```
Algorithm FindRoot
for 1 ≤ i ≤  n do in parallel
     R(i) = 1
     R(i) = 0 if node i is the last node
     while P(i) ≠ P(P(i)) do
          R(i) = R(i) + R(P(i))
        P(i) = P(P(i))
end.
```

- Few implementation issues
  - In the PRAM model, synchronous execution means that all n processors execute each step in the while loop at the same time.
- Any problems otherwise?
  - Inconsistent results!

Pointer Jumping Solution

```
Algorithm FindRoot
for 1 ≤ i ≤  n do in parallel
     R(i) = 1
     R(i) = 0 if node i is the last node
     while P(i) ≠ P(P(i)) do
          R(i) = R(i) + R(P(i))
        P(i) = P(P(i))
end.
```

- To get around, one can consider packing R and P values of a node into a single word.
- If list has no more than 2^{32} elements, can use 64 bit architectures with each word packing two 32 bit numbers.
- Synchronize iterations to get consistent results.

Pointer Jumping Solution

```
Algorithm FindRoot
for 1 ≤ i ≤  n do in parallel
     R(i) = 1
     R(i) = 0 if node i is the last node
     while P(i) ≠ P(P(i)) do
          R(i) = R(i) + R(P(i))
        P(i) = P(P(i))
end.
```

- Claim: The above algorithm has a work complexity of O(n log n).
- Therefore, our algorithm is sub-optimal.
  - Can be made optimal using Technique 1. Details follow.