Introduction

Companion slides for

The Art of Multiprocessor Programming

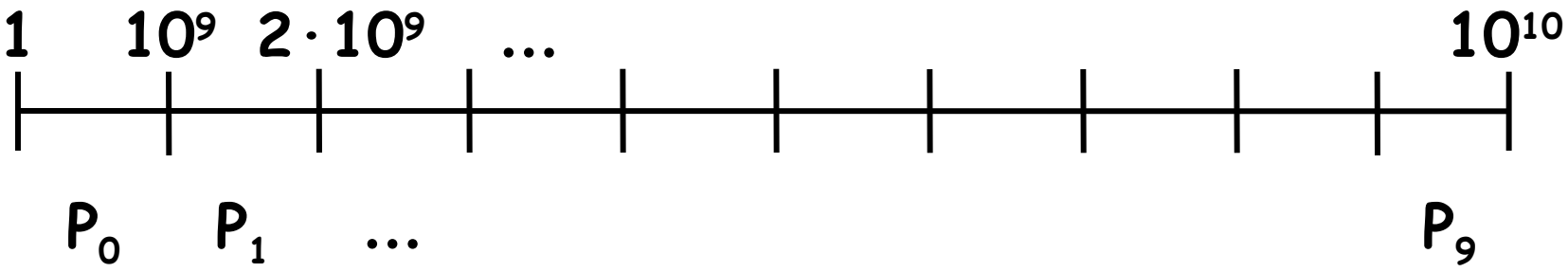
by Maurice Herlihy & Nir Shavit

(Abridged version. Original at http://booksite.elsevier.com/9780123705914/?ISBN=9780123705914)

Parallel Primality Testing

- Challenge
  - Print primes from 1 to 10^{10}
- Given
  - Ten-processor multiprocessor
  - One thread per processor
- Goal
  - Get ten-fold speedup (or close)

Load Balancing



- Split the work evenly
- Each thread tests range of 10^9

Procedure for Thread *i*

```
void primePrint {
  int i = ThreadID.get(); // IDs in {0..9}
  for (j = i*10^9+1, j<(i+1)*10^9; j++) {
    if (isPrime(j))
      print(j);
  }
}
```

Issues

- Higher ranges have fewer primes
- Yet larger numbers harder to test
- Thread workloads
  - Uneven
  - Hard to predict

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- Higher ranges have fewer primes
- Yet larger numbers harder to test
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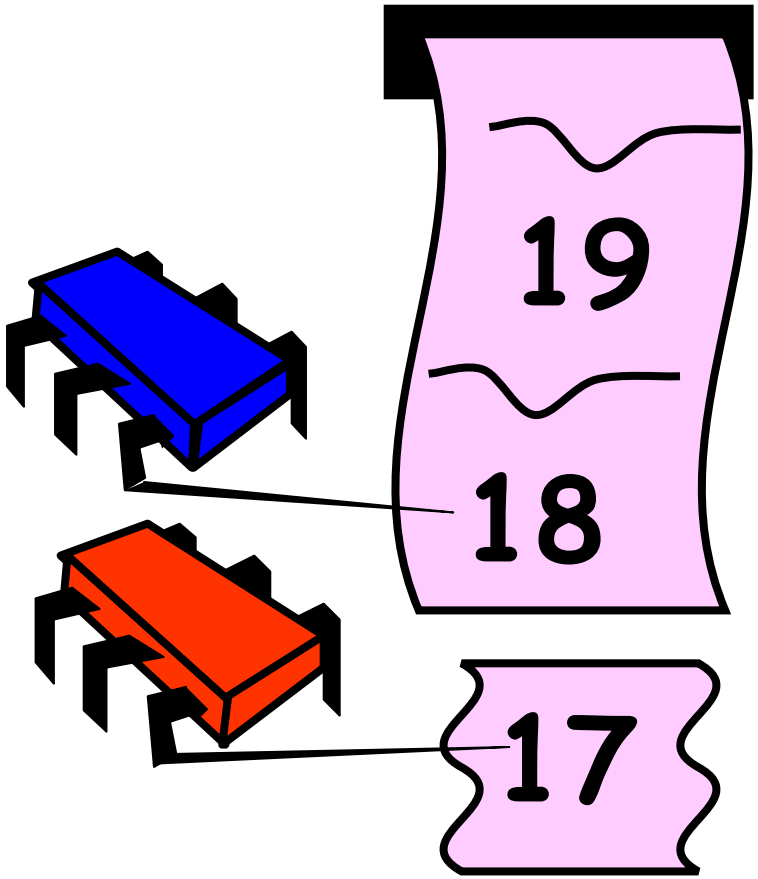
  - Uneven
  - Hard to predict
- Need *dynamic* load balancing

Shared Counter



each thread takes a number

Procedure for Thread *i*

```
int counter = new Counter(1);

void primePrint {
  long j = 0;
  while (j < 10^10) {
    j = counter.getAndIncrement();
    if (isPrime(j))
      print(j);
  }
}
```

Procedure for Thread *i*

```
Counter counter = new Counter(1);

void primePrint {
  long j = 0;
  while (j < 10^10) {
    j = counter.getAndIncrement();
    if (isPrime(j))
      print(j);
  }
}
```

Shared counter object

Procedure for Thread *i*

```
Counter counter = new Counter(1);

void primePrint {
  long j = 0;
  while (j < 10^10) {
    j = counter.getAndIncrement();
    if (isPrime(j))
      print(j);
  }
}
```

Stop when every value taken

Procedure for Thread *i*

```
Counter counter = new Counter(1);

void primePrint {
  long j = 0;
  while (j < 10^10) {
    j = counter.getAndIncrement();
    if (isPrime(j))
      print(j);
  }
}
```

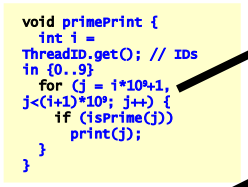
Increment & return each new value

Counter Implementation

```
public class Counter {
  private long value;

  public long getAndIncrement() {
    return value++;
  }
}
```

Where Things Reside



code

Local variables

cache

cache

cache

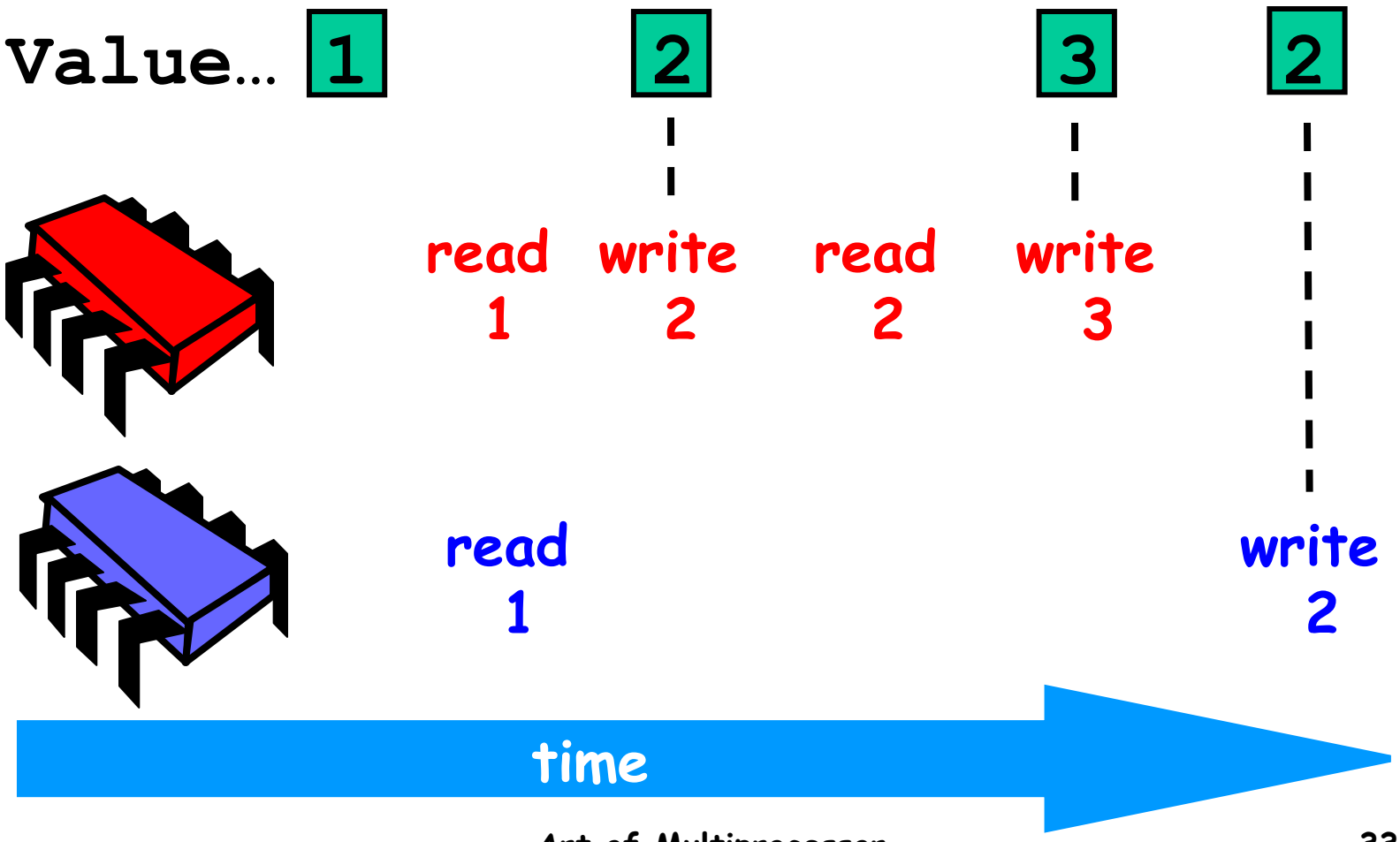
Bus

1

shared memory

shared counter

Not so good…



Challenge

```
public class Counter {
  private long value;

  public long getAndIncrement() {
    temp  = value;
    value = temp + 1;
    return temp;
  }
}
```

OK for single thread, not for concurrent threads

Challenge

```
public class Counter {
  private long value;

  public long getAndIncrement() {
    temp  = value;
    value = temp + 1;
    return temp;
  }
}
```

Make these steps *atomic* (indivisible)