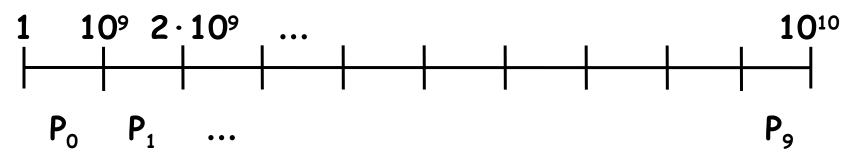
Introduction

Companion slides for The Art of Multiprocessor Programming by Maurice Herlihy & Nir Shavit

Parallel Primality Testing

- Challenge
 - Print primes from 1 to 10¹⁰
- 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 109

```
void primePrint {
  int i = ThreadID.get(); // IDs in {0..9}
  for (j = i*109+1, j<(i+1)*109; j++) {
    if (isPrime(j))
      print(j);
  }
}</pre>
```

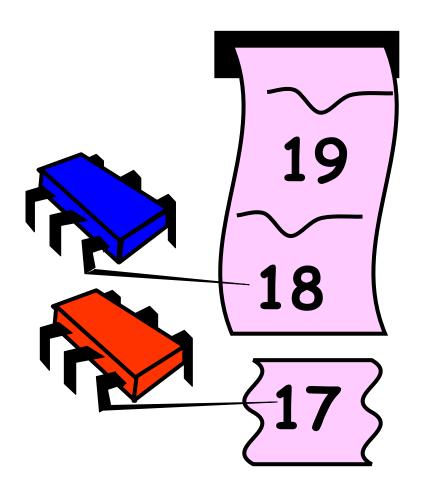
Issues

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

Issues

- Higher ranges have fewer primes
- Yet larger numbers harder to test
- Thread workloads rejecte
 - Uneven
 - Hard to predict
- · Need dynamic load balancing

Shared Counter



each thread takes a number

```
int counter = new Counter(1);
void primePrint {
  long j = 0;
  while (j < 10^{10}) {
    j = counter.getAndIncrement();
    if (isPrime(j))
      print(j);
```

```
Counter counter = new Counter(1);
void primePrint {
  long j = 0;
  while (j < 10^{10}) {
    j = counter.getAndIncrement();
    if (isPrime(j))
                           Shared counter
      print(j);
                               object
```

```
Counter counter = new Counter(1);
void primePrint {
 while (i < 10^{10}) { Stop when every
    j = counter.getAndIncremevalue; taken
    if (isPrime(j))
      print(j);
```

```
Counter counter = new Counter(1);
void primePrint {
 long j = 0;
    j = counter.getAndIncrement();
    if (isPrime(j))
      print(j);
                           Increment &
                         return each new
```

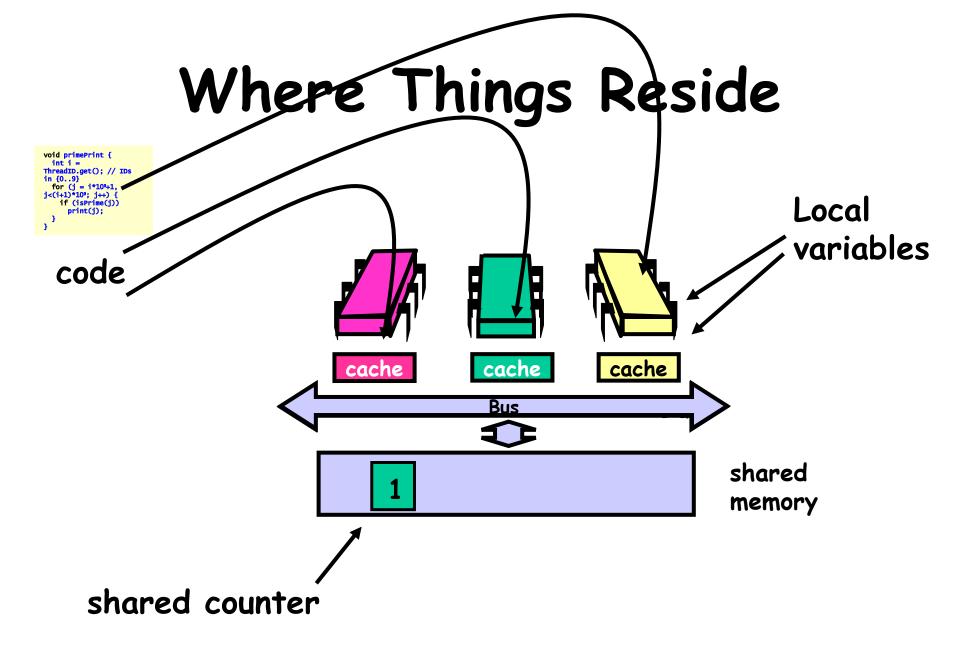
Art of Multiprocessor Programming

value

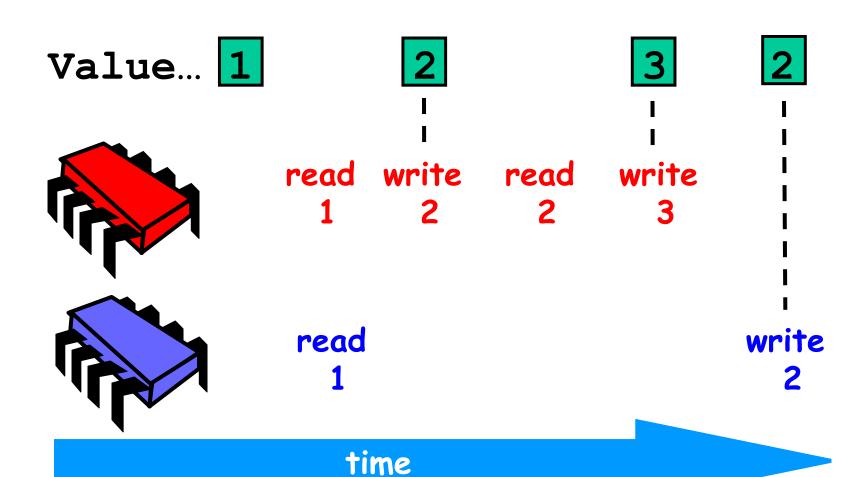
Counter Implementation

```
public class Counter {
  private long value;

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



Not so good...



Challenge

```
public class Counter {
  private long value;
           n teok for; single thread, threads not for concurrent threads
  public long getAndIncremen
    temp = value;
    value =
     return
```

Challenge

```
public class Counter {
  private long value;

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

Make these steps
atomic (indivisible)
```



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