Parallel Programming
in C with MPI and OpenMP

Michael J. Quinn

Mc Graw Hill

Chapter 5

The Sieve of Eratosthenes

Chapter Objectives

- Analysis of block allocation schemes
- Function MPI_Bcast
- Performance enhancements

Outline

- Sequential algorithm
- Sources of parallelism
- Data decomposition options
- Parallel algorithm development, analysis
- MPI program
- Benchmarking
- Optimizations

Sequential Algorithm

2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46
47	48	49	50	51	52	53	54	55	56	57	58	59	60	61

Complexity: $\Theta(n \ln \ln n)$

Pseudocode

1. Create list of unmarked natural numbers 2, 3, …, n
2. $k \leftarrow 2$
3. Repeat
   (a) Mark all multiples of k between k^2 and n
   (b) $k \leftarrow$ smallest unmarked number $> k$
   until $k^2 > n$
4. The unmarked numbers are primes

Sources of Parallelism

- Domain decomposition
  - Divide data into pieces
  - Associate computational steps with data
- One primitive task per array element

Making 3(a) Parallel

Mark all multiples of k between k^2 and n

$\Rightarrow$

for all j where $k^2 \leq j \leq n$ do
  if j mod $k = 0$ then
    mark j (it is not a prime)
  endif
endfor

Making 3(b) Parallel

Find smallest unmarked number > *k*

$\Rightarrow$

Min-reduction (to find smallest unmarked number > *k*)

Broadcast (to get result to all tasks)

Agglomeration Goals

- Consolidate tasks
- Reduce communication cost
- Balance computations among processes

Data Decomposition Options

- Interleaved (cyclic)
  - Easy to determine "owner" of each index
  - Leads to load imbalance *for this problem*
- Block
  - Balances loads
  - More complicated to determine owner if n not a multiple of p

Block Decomposition Options

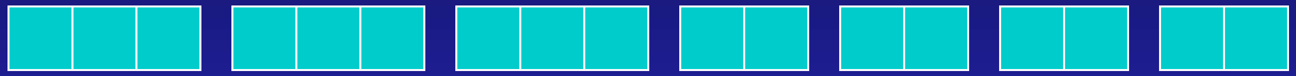
- Want to balance workload when n not a multiple of p
- Each process gets either $\lceil n/p \rceil$ or $\lfloor n/p \rfloor$ elements
- Seek simple expressions
  - Find low, high indices given an owner
  - Find owner given an index

Method #1

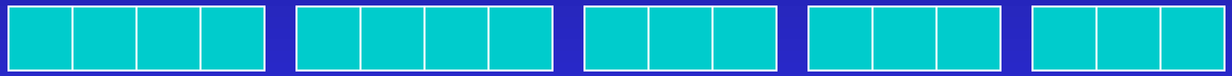
- Let $r = n \bmod p$
- If $r = 0$, all blocks have same size
- Else
  - First r blocks have size $\lceil n/p \rceil$
  - Remaining p-r blocks have size $\lfloor n/p \rfloor$

Examples

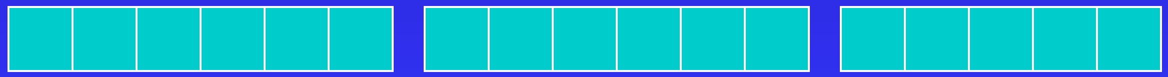
17 elements divided among 7 processes



17 elements divided among 5 processes



17 elements divided among 3 processes



Method #1 Calculations

- First element controlled by process *i*

$$i\lfloor n/p \rfloor + \min(i, r)$$

- Last element controlled by process *i*

$$(i+1)\lfloor n/p \rfloor + \min(i+1, r) - 1$$

- Process controlling element *j*

$$\min(\lfloor j/(\lfloor n/p \rfloor + 1) \rfloor, \lfloor (j-r)/\lfloor n/p \rfloor \rfloor)$$

Method #2

- Scatters larger blocks among processes
- First element controlled by process *i*

$$\lfloor in / p \rfloor$$

- Last element controlled by process *i*

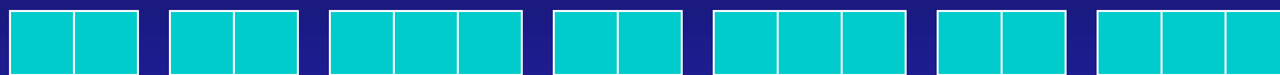
$$\lfloor (i+1)n / p \rfloor - 1$$

- Process controlling element *j*

$$\lfloor p(j+1)-1) / n \rfloor$$

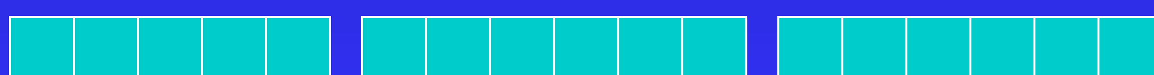
Examples

17 elements divided among 7 processes



17 elements divided among 5 processes

17 elements divided among 3 processes



Comparing Methods

Our choice

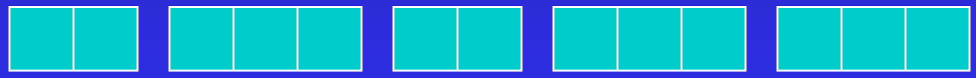
Operations	Method 1	Method 2
Low index	4	2
High index	6	4
Owner	7	4

Assuming no operations for “floor” function

Pop Quiz

- Illustrate how block decomposition method #2 would divide 13 elements among 5 processes.

$13(0)/ 5 = 0$ $13(2)/ 5 = 5$ $13(4)/ 5 = 10$



$13(1)/5 = 2$ $13(3)/ 5 = 7$

Block Decomposition Macros

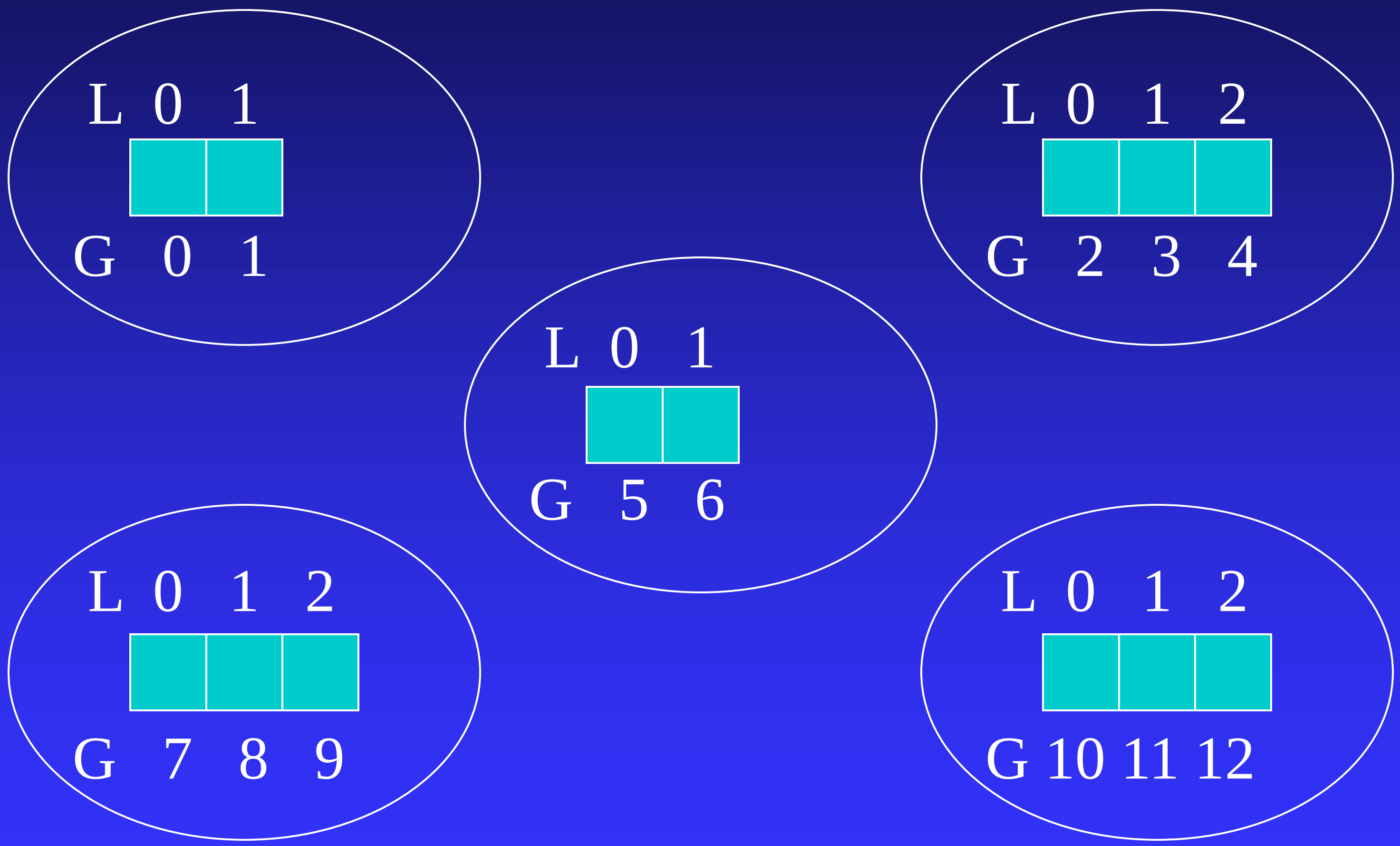
```
#define BLOCK_LOW(id,p,n)  ((i)*(n)/(p))

#define BLOCK_HIGH(id,p,n) \
        (BLOCK_LOW((id)+1,p,n)-1)

#define BLOCK_SIZE(id,p,n) \
        (BLOCK_LOW((id)+1)-BLOCK_LOW(id))

#define BLOCK_OWNER(index,p,n) \
        (((p)*(index)+1)-1)/(n))
```

Local vs. Global Indices



Looping over Elements

- Sequential program

```
for (i = 0; i < n; i++) {
    …
}
```

Index *i* on this process…

- Parallel program

```
size = BLOCK_SIZE (id,p,n);
for (i = 0; i < size; i++) {
    gi = i + BLOCK_LOW(id,p,n);
}
```

…takes place of sequential program's index *gi*

Decomposition Affects Implementation

- Largest prime used to sieve is $\sqrt{n}$
- First process has $\lfloor n/p \rfloor$ elements
- It has all sieving primes if $p < \sqrt{n}$
- First process always broadcasts next sieving prime
- No reduction step needed

Fast Marking

- Block decomposition allows same marking as sequential algorithm:

  $j,\ j + k,\ j + 2k,\ j + 3k, \ldots$

  instead of

  for all j in block
  if $j \bmod k = 0$ then mark j (it is not a prime)

Parallel Algorithm Development

1. Create list of unmarked natural numbers 2, 3, …, n

Each process creates its share of list

2. $k \leftarrow 2$

Each process does this

3. Repeat

Each process marks its share of list

(a) Mark all multiples of k between k^2 and n

(b) $k \leftarrow$ smallest unmarked number $> k$

Process 0 only

(c) Process 0 broadcasts k to rest of processes

until $k^2 > m$

4. The unmarked numbers are primes

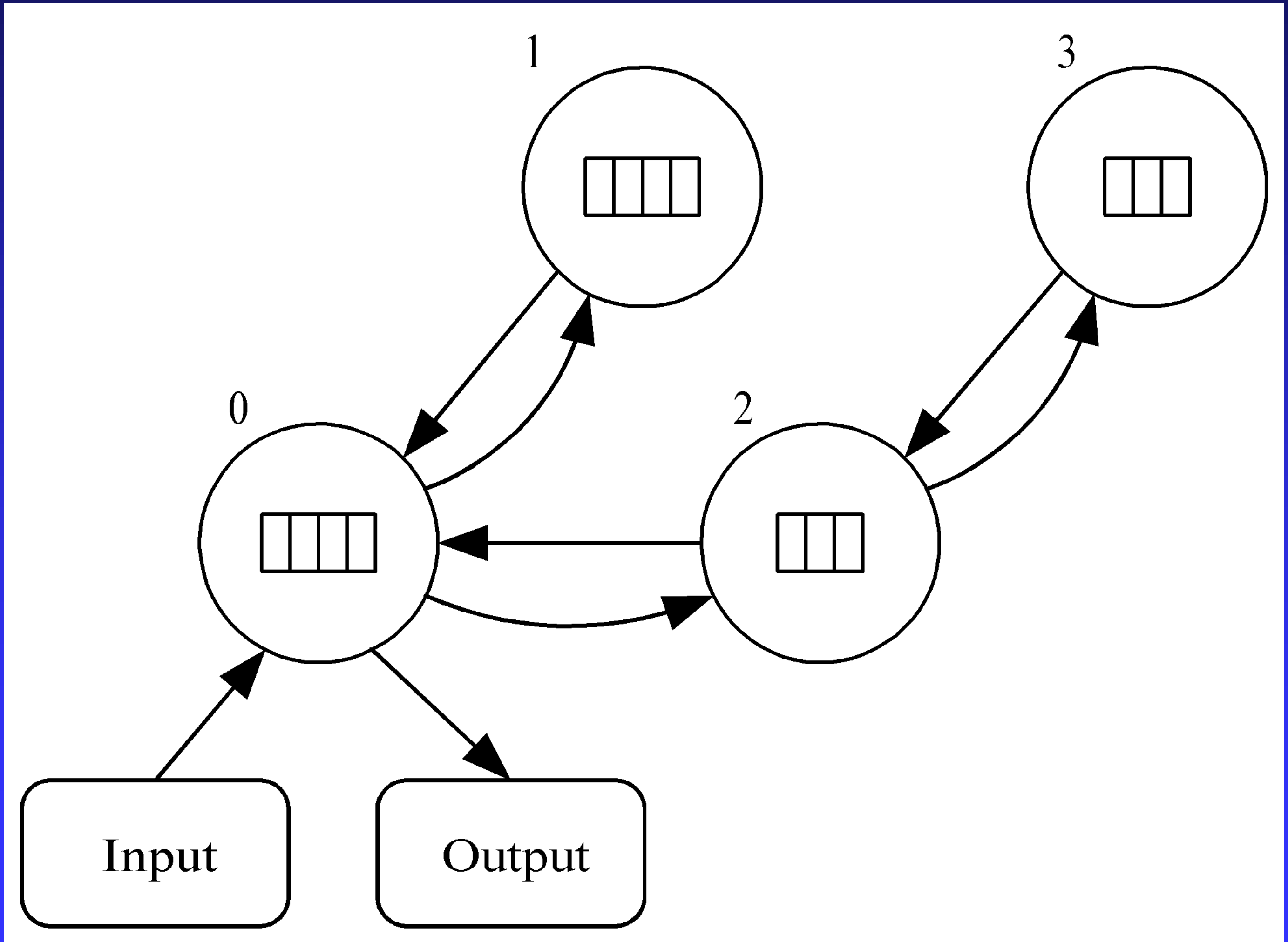
5. Reduction to determine number of primes

Function MPI_Bcast

```
int MPI_Bcast (
    void *buffer, /* Addr of 1st element */
    int count,    /* # elements to broadcast */
    MPI_Datatype datatype, /* Type of elements */
    int root,     /* ID of root process */
    MPI_Comm comm)  /* Communicator */
```

```
MPI_Bcast (&k, 1, MPI_INT, 0, MPI_COMM_WORLD);
```

Task/Channel Graph



Analysis

- χ is time needed to mark a cell
- Sequential execution time: $\chi\ n \ln \ln n$
- Number of broadcasts: $\sqrt{n} / \ln \sqrt{n}$
- Broadcast time: $\lambda \lceil \log p \rceil$
- Expected execution time:

$$\chi n \ln \ln n / p + (\sqrt{n} / \ln \sqrt{n}) \lambda \lceil \log p \rceil$$

Code (1/4)

```
#include <mpi.h>
#include <math.h>
#include <stdio.h>
#include "MyMPI.h"
#define MIN(a,b)  ((a)<(b)?(a):(b))

int main (int argc, char *argv[])
{
   ...
   MPI_Init (&argc, &argv);
   MPI_Barrier(MPI_COMM_WORLD);
   elapsed_time = -MPI_Wtime();
   MPI_Comm_rank (MPI_COMM_WORLD, &id);
   MPI_Comm_size (MPI_COMM_WORLD, &p);
if (argc != 2) {
      if (!id) printf ("Command line: %s <m>\n", argv[0]);
      MPI_Finalize(); exit (1);
}
```

Code (2/4)

```
n = atoi(argv[1]);
low_value = 2 + BLOCK_LOW(id,p,n-1);
high_value = 2 + BLOCK_HIGH(id,p,n-1);
size = BLOCK_SIZE(id,p,n-1);
proc0_size = (n-1)/p;
if ((2 + proc0_size) < (int) sqrt((double) n)) {
   if (!id) printf ("Too many processes\n");
   MPI_Finalize();
   exit (1);
}

marked = (char *) malloc (size);
if (marked == NULL) {
   printf ("Cannot allocate enough memory\n");
   MPI_Finalize();
   exit (1);
}
```

Code (3/4)

```
for (i = 0; i < size; i++) marked[i] = 0;
if (!id) index = 0;
prime = 2;
do {
   if (prime * prime > low_value)
      first = prime * prime - low_value;
   else {
      if (!(low_value % prime)) first = 0;
      else first = prime - (low_value % prime);
   }
   for (i = first; i < size; i += prime) marked[i] = 1;
   if (!id) {
      while (marked[++index]);
      prime = index + 2;
   }
   MPI_Bcast (&prime,  1, MPI_INT, 0, MPI_COMM_WORLD);
} while (prime * prime <= n);
```

Code (4/4)

```
    count = 0;
    for (i = 0; i < size; i++)
       if (!marked[i]) count++;
    MPI_Reduce (&count, &global_count, 1, MPI_INT, MPI_SUM,
       0, MPI_COMM_WORLD);
    elapsed_time += MPI_Wtime();
    if (!id) {
       printf ("%d primes are less than or equal to %d\n",
          global_count, n);
       printf ("Total elapsed time: %10.6f\n", elapsed_time);
    }
    MPI_Finalize ();
    return 0;
}
```

Benchmarking

- Execute sequential algorithm
- Determine χ = 85.47 nanosec
- Execute series of broadcasts
- Determine λ = 250 μsec

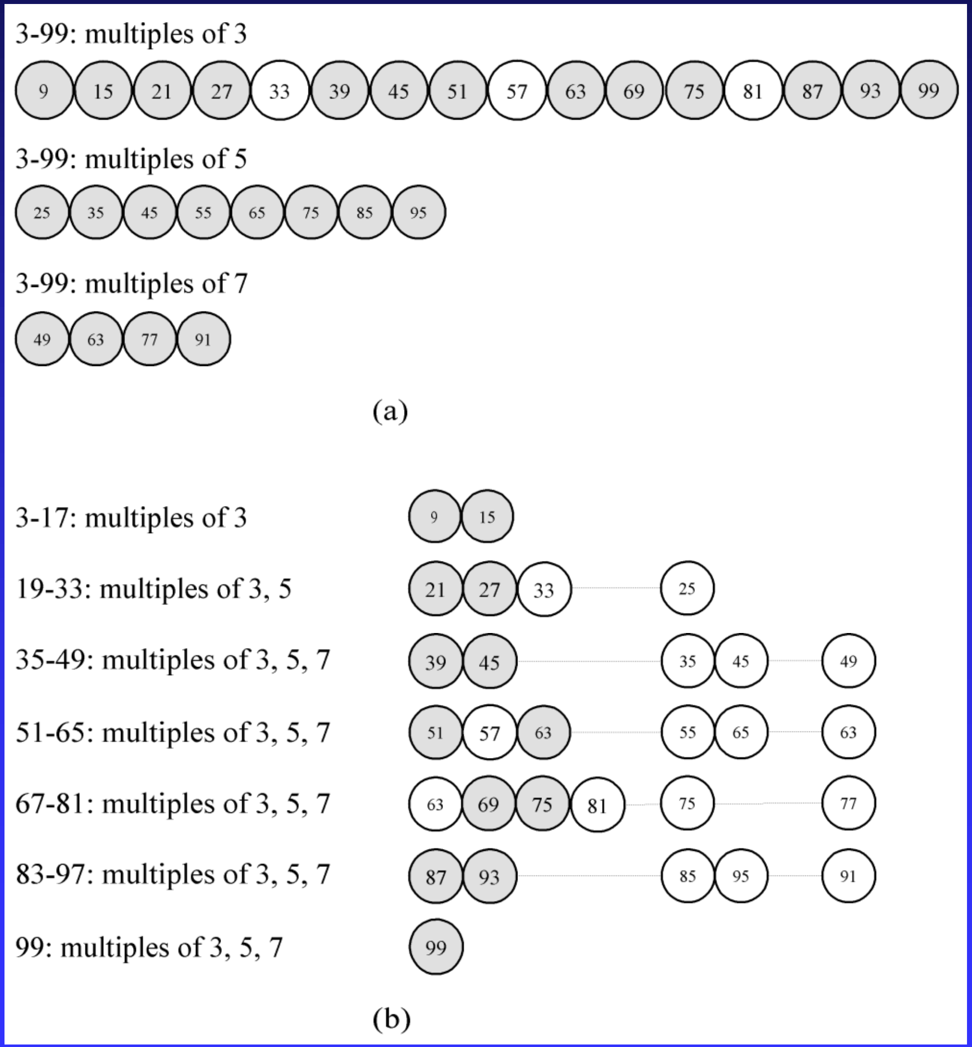
Execution Times (sec)

Processors	Predicted	Actual (sec)
1	24.900	24.900
2	12.721	13.011
3	8.843	9.039
4	6.768	7.055
5	5.794	5.993
6	4.964	5.159
7	4.371	4.687
8	3.927	4.222

Improvements

- Delete even integers
  - Cuts number of computations in half
  - Frees storage for larger values of *n*
- Each process finds own sieving primes
  - Replicating computation of primes to $\sqrt{n}$
  - Eliminates broadcast step
- Reorganize loops
  - Increases cache hit rate

Reorganize Loops



Lower

Cache hit rate

Higher

Comparing 4 Versions

Procs	*Sieve 1*	*Sieve 2*	*Sieve 3*	*Sieve 4*
1	24.900	12.237	12.466	2.543
2	12.721	6.609	6.378	1.330
3	8.843	5.019	4.272	0.901
4	6.768	4.072	3.201	0.679
5	5.794	3.652	2.559	0.543
6	4.964	3.270	2.127	0.456
7	4.371	3.059	1.820	0.391
8	3.927	2.856	1.585	0.342

10-fold improvement

7-fold improvement

Summary

- Sieve of Eratosthenes: parallel design uses domain decomposition
- Compared two block distributions
  - Chose one with simpler formulas
- Introduced **`MPI_Bcast`**
- Optimizations reveal importance of maximizing single-processor performance