# 18-447 Lecture 22:
# 1 Lecture Worth of Parallel Programming Primer

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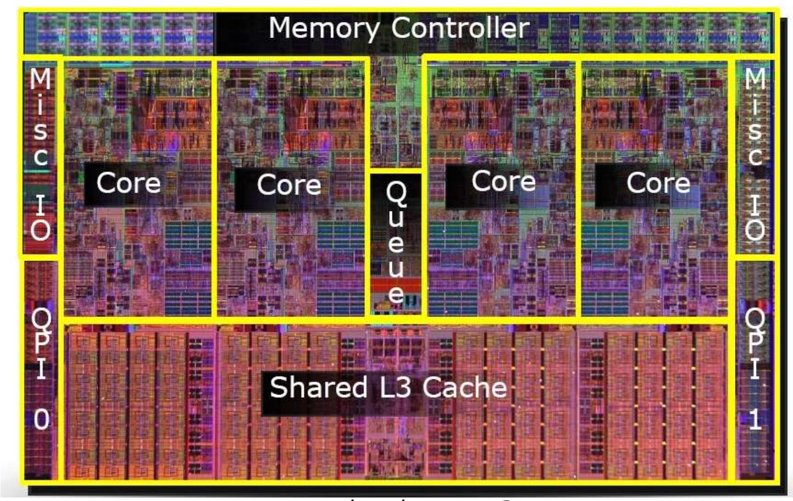
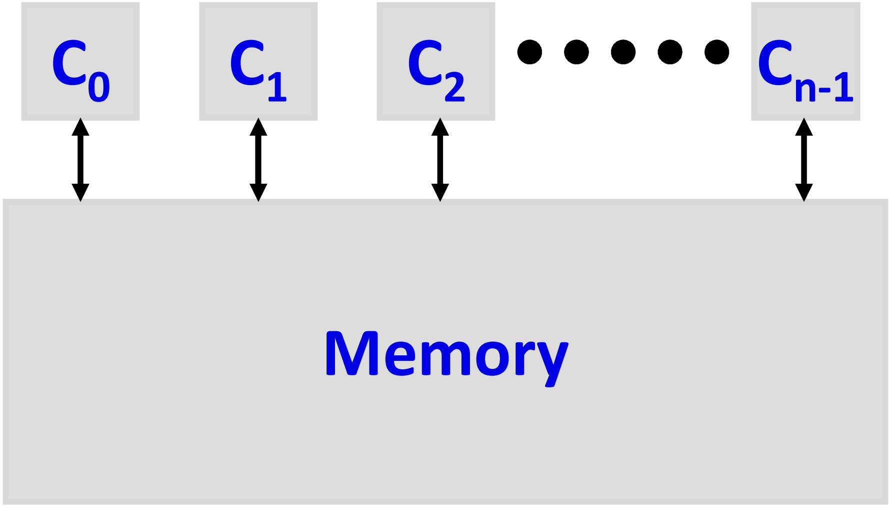
# Housekeeping

- Your goal today
  - see basic concepts in shared-memory multithreading (context for topics to come)
  - appreciate how easy parallel programming can be
  - appreciate how difficult "good" parallel programming can be
- Notices
  - Lab 4, due week 14
  - HW6, due Monday 5/2 noon
  - Midterm 2 Regrade, due Monday, 4/25
- Readings
  - P&H Ch 6

# Shared-Memory Multicores

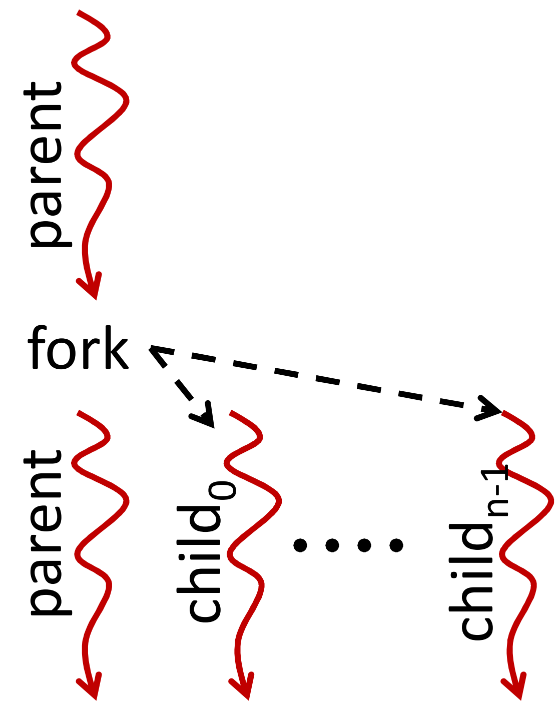
- Today's general-purpose multicore processors are MIMD, symmetric, shared memory
  - individual cores follow classic von Neuman
  - common access to physical address space and mem
  - processes/threads on different cores communicate by writing and reading agreed-upon mem locations



# Single Program Multiple Data

- SPMD is MIMD except all threads based on the same program image
- On SMP, SPMD starts as a single-thread process and its memory
- Independent "threads of execution" (think program counters, regfile and stacks) spawned
  - **same process memory**—same EA in different threads refers to shared program and data locations
  - different threads run concurrently (on different cores) or interleaved




SPMD just one of many options; prevalent and easy to start on

# E.g., POSIX Threads Create and Join

```
long count=0;         // globals are in memory and shared!!

void *foo(void *arg) { return count = count + (long)arg; }

int main(){
  pthread_t tid[HOWMANY];           // array of thread IDs
  long i;
  void *retval;

  // spawn children threads
  for(i=0; i<HOWMANY; i++ )
    pthread_create( &tid[i],        // ID to be set
                    NULL,           // attribute (default)
                    foo,            // fxn to run by thread
                    (void*)i);      // ptr-size arg to fxn

  // wait for children threads to exit
  for (i=0; i<HOWMANY; i++ )
    pthread_join( tid[i],           // ID to wait on
                  &retval);         // ptr-size return value
}
```

# Memory Consistency

- Memory consistency model says for each read which write bound the value to be returned
  - intuitively: a read should return value of "most recent" write to the same address
  - straight forward for a single thread
- In a shared-memory multicore, cores **C1**/**C2**/**C3** perform following streams of reads and writes

**C1**: . . . . . . W(**x**) . . . . . . .

**C2**: . . . .W(**x**), W(**x**), W(**y**), R(**x**), R(**y**) . . .

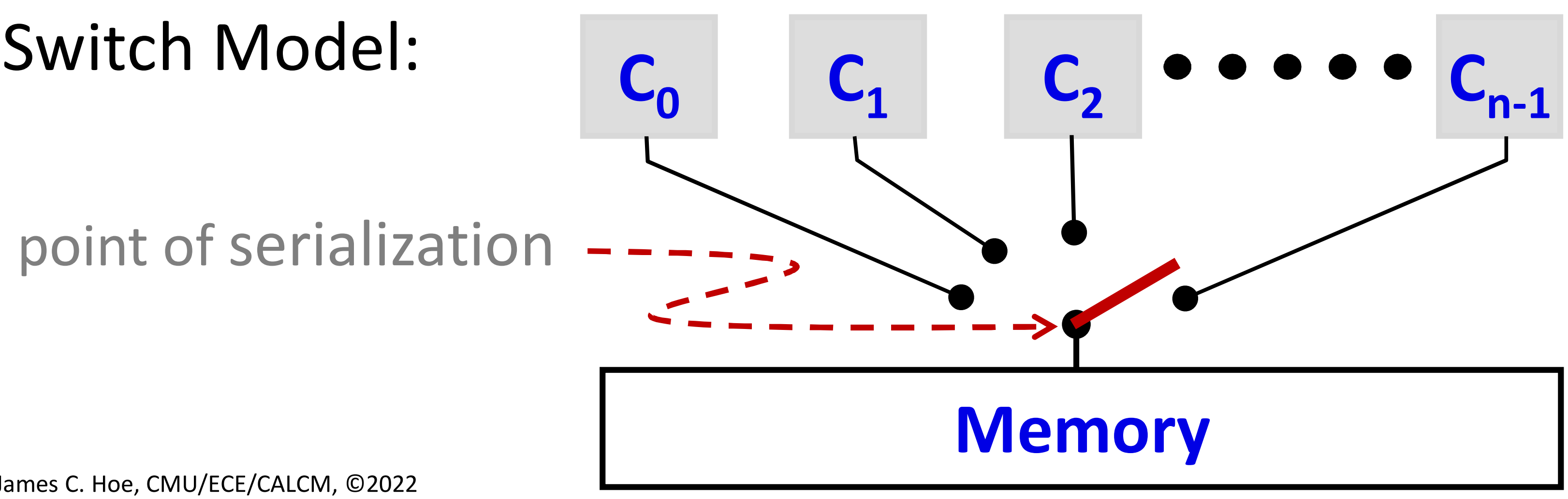
**C3**: . . . . . . W(**x**), W(**y**), W(**x**) . . .

Which is the last write to **x** before R(**x**) by **C2**?

Ordering determines what can be seen by reads, but what is observed by reads determines ordering!!

# Sequential Consistency (SC)

- A thread perceives its own memory ops in program order (of course)
- Memory ops from threads in program order can be interleaved arbitrarily; different interleaving allowed on different runs, i.e., nondeterminism
- For each run, all threads must not disagree on any orderings observed
- Switch Model:



# SC Example: what can and cannot be

- Threads T1 and T2 and shared locations X and Y (initially X = 0, Y = 0)

| T1: | T2: |
|---|---|
| . . . . | . . . . |
| store(X, 1); | vy = load(Y); |
| store(Y, 1); | vx = load(X); |
| . . . . | . . . . |

- SC says
  - vy and vx may get different values from run to run

    e.g., (vy=0, vx=0), (vy=0, vx=1), or (vy=1, vx=1)
  - but if vy is 1 then vx cannot be 0

# An Useful Example

- Threads **T1** and **T2** communicate via shared memory locations **X** and **Y**
  - **T1** produces result in **X** to be consumed by **T2**
  - **T1** signals readiness to **T2** by setting **Y**

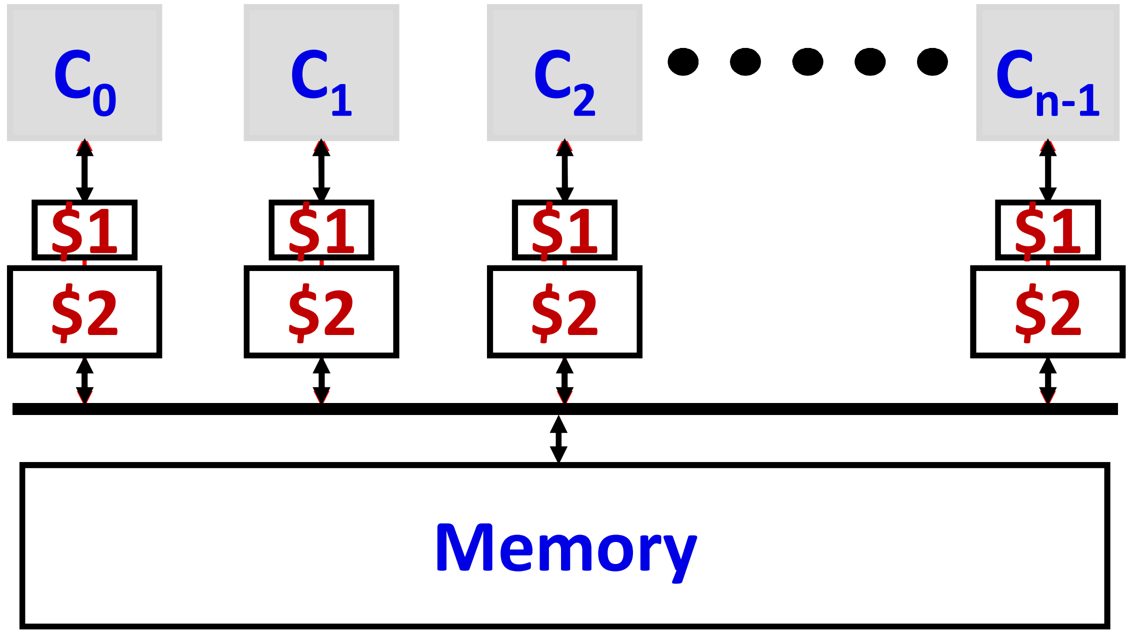
| **T1**: | **T2**: |
|---|---|
| Y is initially 0 | …… |
| …… | do { |
| compute v | ready=load Y |
| store (X, v) | } while (!ready) |
| store (Y, 1) | data = load X |
| …… | …… |

*reorder?*

*reorder?*

- This works because SC says **T1** and **T2** must see the stores to **X** and **Y** in the same order

# Easy to think about hard to build




- Where is "point of serialization" if memory ops don't always go to memory or even onto a bus?
- SC restricts many memory reordering optimizations *taken-for-granted* in sequential execution *(e.g., non-blocking miss)*

# Weak Consistency (WC)

- WC imposes only uniprocessor memory ordering requirements: R(**x**)<W(**x**); W(**x**)<R(**x**); W(**x**)<W(**x**)
- Program inserts explicit memory fence instructions to force serialization when it matters

| **T1**: | **T2**: |
| --- | --- |
| **Y** is initially 0 | …… |
| …… | do { |
| compute **v** | **ready**=load **Y** |
| store (**X**, **v**) | } while (!**ready**) |
| ***fence*** | ***fence*** |
| store (**Y**, 1) | data = load **X** |

- If serialization is rare, cheap(hw)/slow fences okay, e.g., completely drain/restart pipeline

Intermediate models exist between SC and WC

# Embarrassingly Parallel Processing

- Summing 10,000 numbers from array `A[]`
- In sequential algorithm

```
for (i=0; i<10000; i=i+1)
    sum = sum "+" A[i];
```

- Assuming "+" is 1 unit-time; <u>everything else free</u>
  - $T_1$=10,000
  - $T_\infty = \lceil \log_2 10{,}000 \rceil = 14$ *(using associativity of "+")*
  - $P_{avg} = T_1/T_\infty = 714$
- Ideally, at $p$=100 << $T_1/T_\infty$

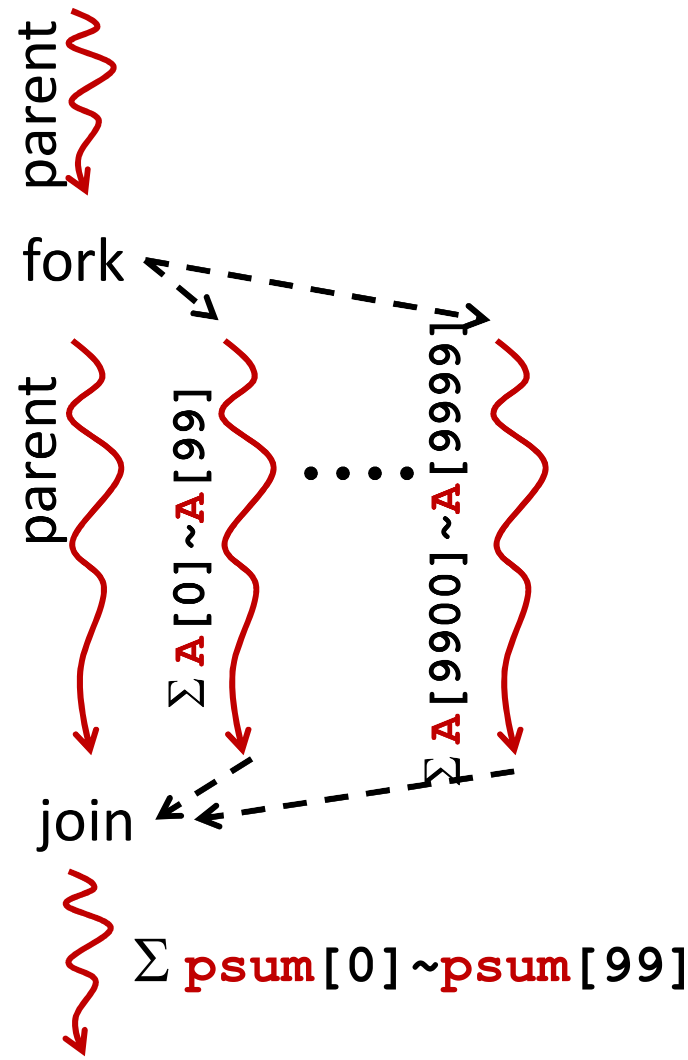
  expect $T_{100} \approx T_1/p = 100$ or $S_{100} \approx p = 100$

Note P vs p

recall if $T_1/T_\infty >> p$ then $S \approx p$

# Shared-Memory Pthreads Strategy 1

- Fork **p**=100 threads on a **p**-way shared memory multiprocessor
  - `A[10000]` is in shared memory
  - `psum[100]` is also in shared memory
- Child thread-*i* uses `psum[i]` to compute its portion of the partial sum
- When all threads finish, parent sums `psum[0]~psum[99]`



# Children Thread Code

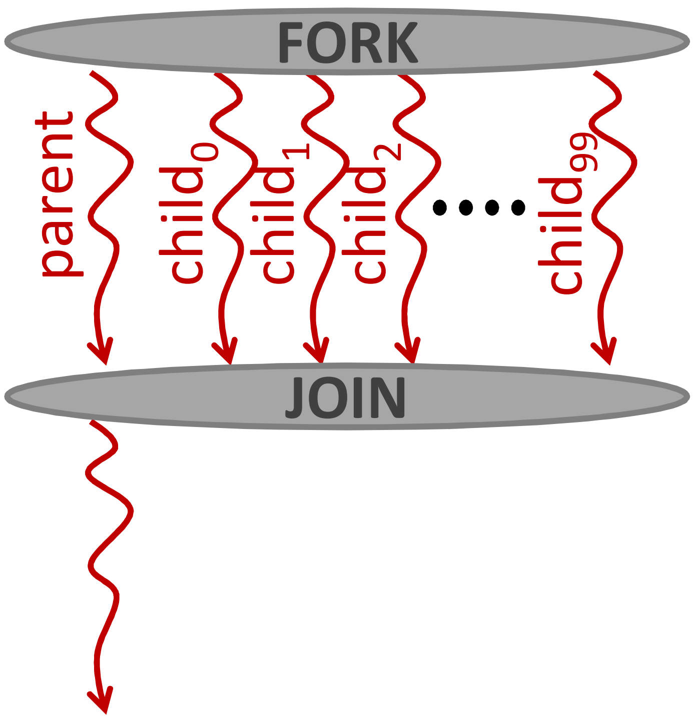
```
double A[ARRAY_SIZE];
double psum[p];

void *sumParallel(void *_id) {
  long id=(long) _id;
  long i;

  psum[id]=0;

  for(i=0;i<(ARRAY_SIZE/p);i++)
     psum[id]+=A[id*(ARRAY_SIZE/p) + i];

  return NULL;
}
```

# Parent Code

```
double A[ARRAY_SIZE];
double psum[p];
double sum=0;

int main(){

  ... skipped pthreads boilerplate ...

  for(i=0; i<p; i++ )
     pthread_create( &tid[i],
                     NULL,
                     sumParallel,
                     (void*)i);

  for (i=0; i<p; i++ ) {
     pthread_join( tid[i], &retval);
     sum+=psum[i];
  }
}
```

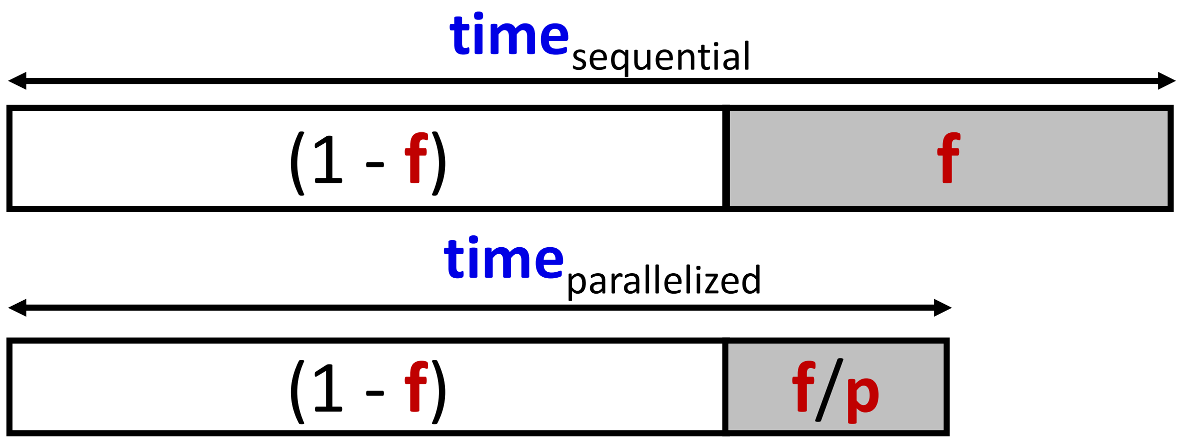
# Performance Analysis

- Summing 10,000 numbers on 100 cores
  - 100 threads performs 100 +'s each in parallel
  - parent thread performs 100 +'s sequentially
  - $T_{100}$= 100 + 100
  - $S_{100}$= 50
- If <u>100,000</u> num on 100 cores
  - $T_{100}$= 1000 + 100
  - $S_{100}$= 90.9
- If 10,000 num on <u>10</u> cores
  - $T_{10}$= 1000 + 10
  - $S_{10}$= 9.9
- Don't forget,
  - *fork* and *join* are not free
  - moving data (even thru shared memory) not free



# The Actual Amdahl's Law

- If only a fraction **f** (by time) is parallelizable by **p**




$$\text{time}_{\text{parallelized}} = \text{time}_{\text{sequential}} \cdot \left( (1-f) + f/p \right)$$

$$S_{\text{effective}} = 1 / \left( (1-f) + f/p \right)$$

- if **f** is small, **p** doesn't matter
- even when **f** is large, diminishing return on **p**; eventually "1-**f**" dominates

# Strategy 2: parallelizing the reduction

- How about asking each thread to do a bit of the reduction, i.e.,

```
void *sumParallel(void *_id) {
  long id=(long) _id;
  long i;

  psum[id]=0;

  for(i=0;i<(ARRAY_SIZE/p);i++)
      psum[id]+=A[id*ARRAY_SIZE/p+i];

  sum=sum+psum[id];

  return NULL;
}
```

Assume SC for simplicity

# Data Races

- On last slide **sum** is read and updated by all threads at around the same time
- Let's try just 2 threads T1 and T2, **sum** is initially 0

| T1: compute **v** | T2: compute **w** |
| --- | --- |
| temp=load **sum** | temp=load **sum** |
| temp=temp+**v** | temp=temp+**w** |
| store (**sum**, temp) | store (**sum**, temp) |

RMW RMW

- What are the possible final values of **sum**?
  - **v**+**w** or **v** or **w** depending on the interleaving of the read/modify/write sequence in **T1** and **T2**
- To work, RMW regions needs to be *atomic*

*i.e., no intervening reads/writes by other threads*

# Critical Sections

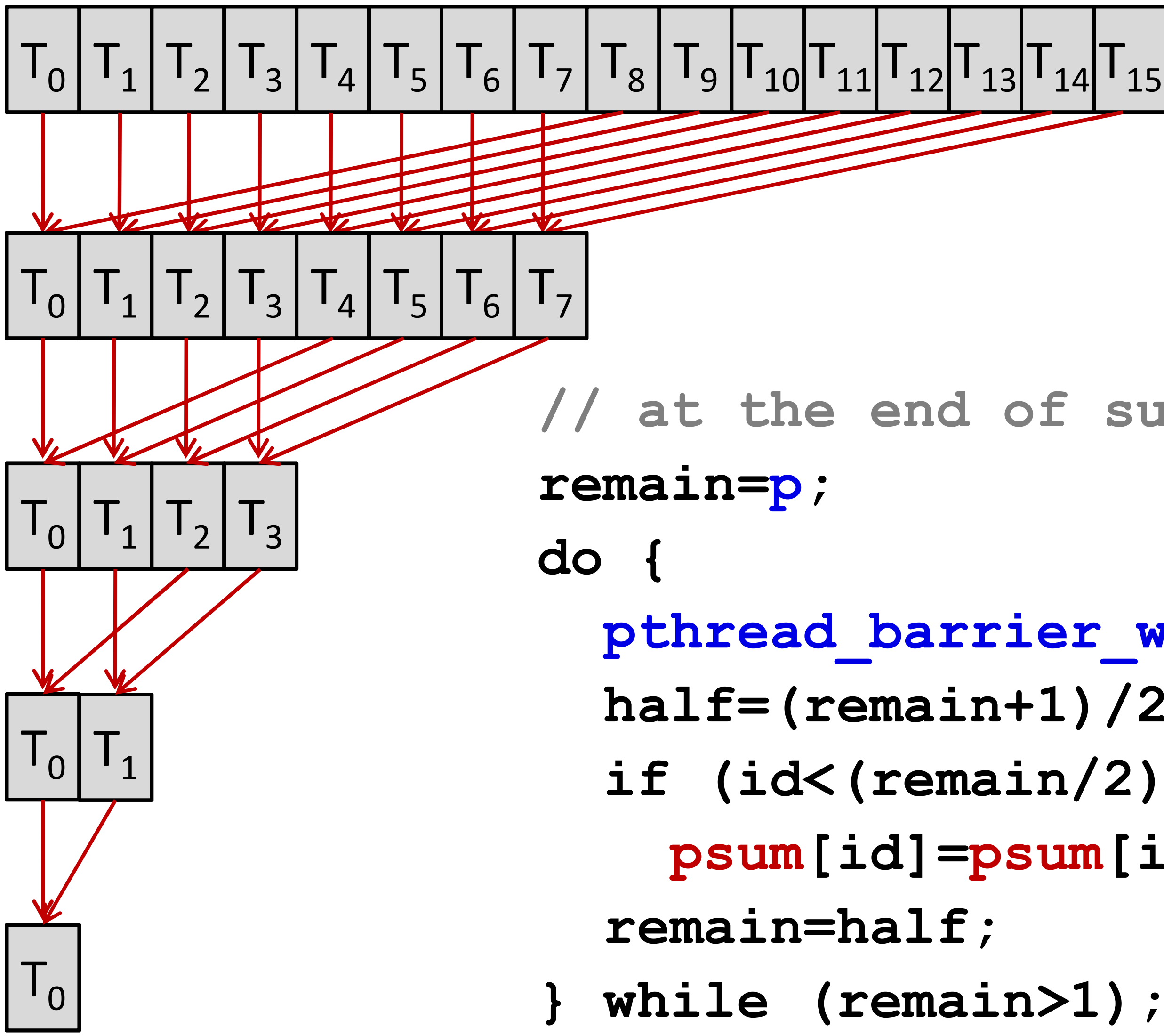
- Special "lock" variables and lock/unlock operators to demarcate a "critical section" that only one thread can enter at a time, e.g.,

```
pthread_mutex_lock(&lockvar);
sum=sum+psum[id];      // atomic RMW
pthread_mutex_unlock(&lockvar);
```

- `lock()` blocks until `lockvar` is free or freed (released by previous owner)
- on `unlock()`, if multiple `lock()` pending, only 1 should succeed; the rest keep waiting
- Strategy 2 is now correct but actually slower

*Reduction still sequential plus extra cost of locking and unlocking*

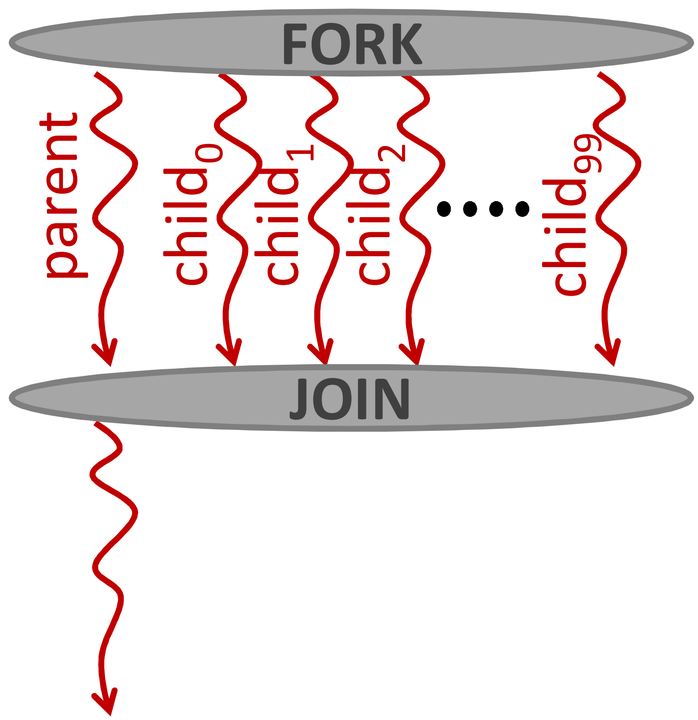
# Strategy 3: Parallel Reduction (assume "+" associative and commutative)




```
// at the end of sumParallel()
remain=p;
do {
  pthread_barrier_wait(&barrier);
  half=(remain+1)/2;
  if (id<(remain/2))
    psum[id]=psum[id]+psum[id+half];
  remain=half;
} while (remain>1);
```

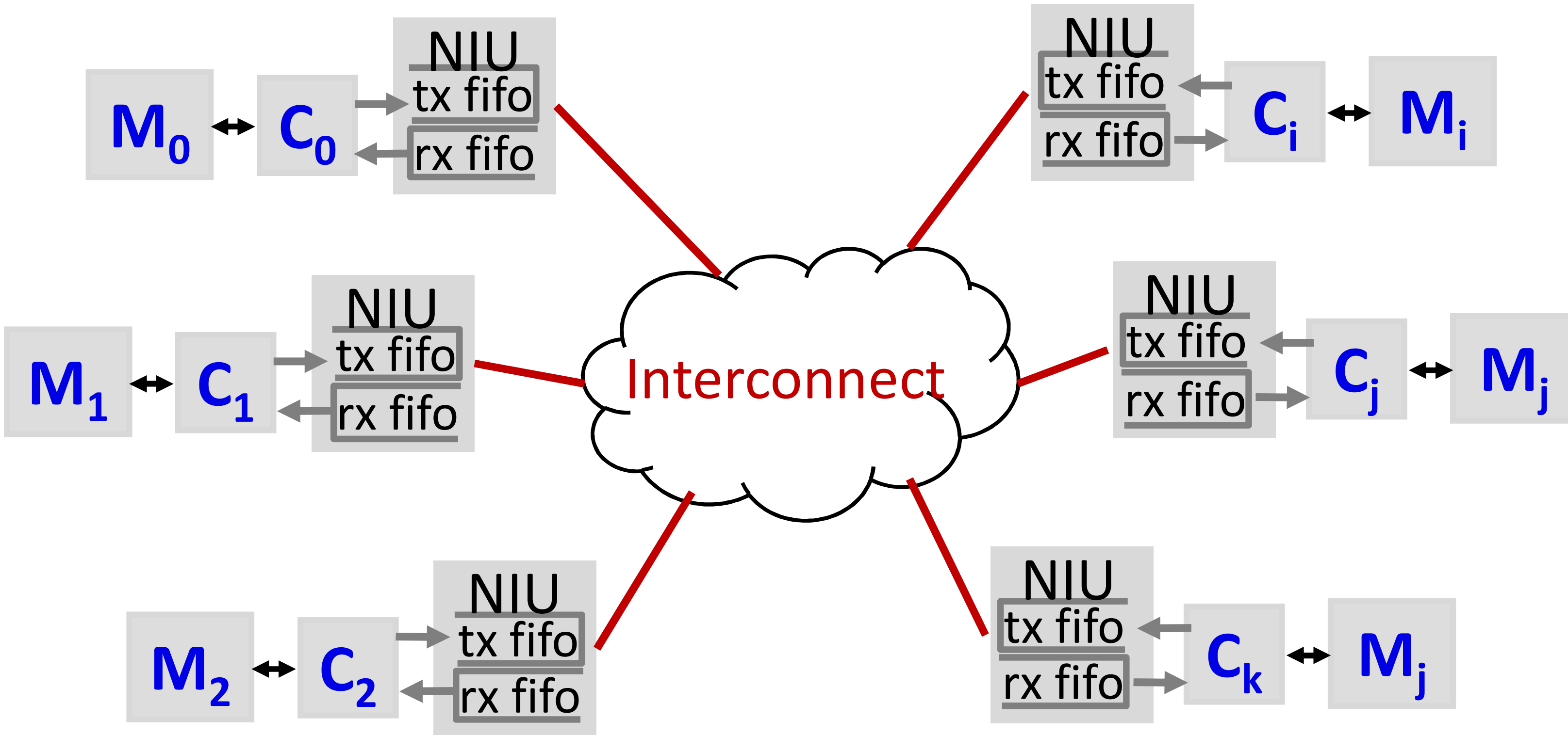
# Performance Analysis

- Summing 10,000 on 100 cores
  - 100 threads performs 100 +'s each in parallel, and
  - between 1~7 +'s each in the parallel reduction
  - $T_{100}$= 100 + 7
  - $S_{100}$= 93.5
- If summing 100,000 on 100 cores
  - $T_{100}$= 1000 + 7
  - $S_{100}$= 99.3
- If summing 10,000 on 10 cores
  - $T_{10}$= 1000 + 4
  - $S_{10}$= 10.0




*First-order analysis! Don't bet on this.*

# Message Passing




- Private address space and memory per processor
- Parallel threads on different processors communicate y explicit sending and receiving of messages

Review

# Example using Matched Send/Receive

```
if (id==0)          //assume node-0 has A initially
   for (i=1;i<p;i=i+1)
      SEND(i, &A[SHARE*i], SHARE*sizeof(double));
else
   RECEIVE(0,A[])   //receive into local array

sum=0;
for(i=0;i<SHARE;i=i+1) sum=sum+A[i];

remain=p;
do {
    BARRIER();
    half=(remain+1)/2;
    if (id>=half&&id<remain) SEND(id-half,sum,8);
    if (id<(remain/2)) {
       RECEIVE(id+half,&temp);
       sum=sum+temp;
    }
    remain=half;
} while (remain>1);
```

SHARE=HOWMANY/p

[based on P&H Ch 6 example]

# Communication Cost

- Communication cost is a part of parallel execution
- Easier to perceive communication cost in message passing
  - overhead: takes time to send and receive data
  - latency: takes time for data to go from A to B
  - gap (1/bandwidth): takes time to push successive data through a finite bandwidth
- Same cost was also there in shared memory

**To be continued . . . . .**