

Yanxiu's most dominant peaks algorithm was parallelized in the step of the code when the minimum distances,  $D_i$ s are computed for each peak. This is because the preceding and ensuing step (sorting by height and by  $D_i$ , respectively) were not only already parallelized above, but they also could run efficiently on a serial machine in  $\Theta(N \lg N)$  time. The parallelization for the distances is as follows. Let there be  $N$  peaks, and these peaks be described by the set  $P = \{P_0, P_1, \dots, P_{N-1}\}$ . Then let there be  $M$  blocks and  $N$  threads such that  $N$  is a power of 2. The idea is that a block  $B_i$  calculates  $D$  for a set of points  $P_{B_i}$ , where  $P_{B_i}$  is either empty or nonempty, starting at  $P_1$ . For example if  $M = N - 1$ , then  $P_{B_i} = \{P_i\}$ ; if  $M = \frac{N}{2} - 1$ , then  $P_{B_i} = \{P_i, P_{i+\frac{N}{2}-1}\}$ . Each thread  $T_{k_i}$  in  $B_i$  represents a set of points  $P_{T_{k_i}}$  that precede the current block's point  $P_{B_i}$ , where  $T_{k_i}$  is read as the  $k^{th}$  thread in the  $i^{th}$  block. If  $N = i$ , then  $P_{T_{k_i}} = \{P_k\}$ ; if  $N = \frac{i}{2} - 1$ , then  $P_{T_{k_i}} = \{P_k, P_{k+\frac{i}{2}-1}\}$ . The idea is that given a block point  $P_i$ , each thread  $T_{k_i}$  evaluates to  $D_{k_i}$  where  $D_{k_i}$  is the  $k^{th}$  thread's minimum distance of its set of points with respect to  $P_i$ . Specifically if we label the set  $P_{T_{k_i}} = \{Q_0, Q_1, \dots, Q_j\}$  where  $Q_l \in P$ , and if we define  $dist(A, B)$  as returning the square of the Euclidian distance of points  $A$  and  $B$ , then  $D_{k_i} = \min \left( dist(P_i, Q_0), dist(P_i, Q_1), \dots, dist(P_i, Q_j) \right)$ . Each  $D_{k_i}$  is stored in the  $k^{th}$  index of a shared array called *minArray*. Note that for threads having an empty set of  $P_{T_{k_i}}$  points,  $minArray[k] = \infty$ . After each element of *minArray* is calculated, the array is pair-wise reduced until a single element remains in *minArray*[0]; this value is the minimum distance of point  $P_i$ . This process continues inside the block until we reach the end of its  $P_{B_i}$  set, for all the blocks.