

# Open Multi-Processing

Report II  
Concurrent Programming ID1217

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### 1 Introduction

This report covers the implementation of a number of programs written in C that utilizes parallel execution with Open Multi-Processing (openMP). A thread is a subset of a process. Each process can have multiple threads executing concurrently that share all segments except the stack. The main topic covered in this work is to get familiar with using the openMP API as well as obtain a deeper understanding of the problems that a multithreaded program results in and how they can be solved.

### 2 The programs and its purposes

The work consists of three different multithreaded programs written in C. Below is a description of each program and its purposes.

#### 2.1 Matrix summation

This program initializes a matrix of given size with random values and returns the total sum of all elements as well as the minimum and maximum element found in the matrix. Each thread will store its result in a global struct. When all threads are done with its task the result are printed by the master thread.

#### 2.2 Parallel Quicksort

Quicksort is a divide-and-conquer sorting algorithm. It works by selecting a 'pivot' element from the array and partitioning the other elements into two sub-arrays, according to whether they are less than or greater than the pivot. The sub-arrays are then sorted recursively. This implementation utilizes recursive parallelism which means that the sub-arrays are sorted concurrently.

## 2.3 Find Palindromic Words

This program takes a file/dictionary as an argument and searches it for palindromic words. A word is palindromic if its reverse is also in the dictionary. For example, "noon" is palindromic, because it is a palindrome and hence its reverse is trivially in the dictionary. A word like "draw" is palindromic because "ward" is also in the dictionary. However, the palindromic words are then written to a result file. The searching phase is done in parallel utilizing the openMP API.

## 3 Main problems and solutions

Below is a description of the different problems that each implementation resulted in and how they were solved.

### 3.1 Matrix summation

The parallel nature of the program is achieved by placing the workload that should execute in parallel inside of a `pragma omp parallel` block. Since the program utilizes multiple threads that all manipulate the same global struct there will arise race conditions. To solve this the implementation is extended with two different critical sections which are;

```
pragma omp critical(min); //to update the minimum element
pragma omp critical(max); //to update the maximum element
```

To prevent race conditions when updating the total sum, reduction is used in the following manner:

```
pragma for reduction (+:total)
```

This will ensure that the variable `total` are updated with mutual exclusion. After the `pragma omp parallel` block there is an implicit barrier where the threads wait for each other to finish before proceeding. The result is printed by the master thread by using the block `pragma omp master`.

### 3.2 Parallel Quicksort

As stated above, this implementation utilizes recursive parallelism i.e. the sub-arrays are sorted concurrently in separate threads. However, since each thread only manipulates its own partition of the array there is no risk that race conditions will occur which means that mutual exclusion locks are not needed. Since the quicksort algorithm gets less effective as the sublists get smaller the insertion sort algorithm is used when the (high - pivot) gets below a certain threshold. In this implementation the threshold has been set to 1.000. In order to reduce some overhead when performing the recursive parallelism the program takes the number of threads that should be used as an argument before starting the

actual workload, this is done by using the procedure `omp_set_num_threads( )`. The recursive parallelism is achieved by placing the call inside of a `pragma omp task block`.

### 3.3 Find palindromic words

The main method takes an input file to read as an argument and copies the content into a global dictionary char buffer. The searching for palindromic words is performed by the procedure `Worker()`. The workload of this procedure is performed inside of a `pragma omp parallel for reduction (+:sum)`. The variable `sum` will be updated with mutual exclusion. The number of threads are given as a command line argument by the user. The `Worker()` procedure takes a word from the dictionary, reverses it by a call to the reverse method and then searches the dictionary for the reversed word. If a match is found the index is marked with a 1 in another array called `result_buffer()`. When all threads has been terminated the `result_buffer()` is iterated and all indexes marked with a 1 is printed to a result file.

## 4 Evaluation

A test was performed for each program: Each program was evaluated on a different number of threads (1,2,4,8,16) for a number of different workloads. For each (numThreads, workload) the median of 5 runs was picked. The results are shown in the graphs below. Speedup is calculated as  $T_s/T_p$  where s is sequential execution and p is parallel execution. The complete list of all runs are shown in the appendix.

### 4.1 Matrix summation

Threads	Execution time (ms)	Speedup
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1.000 elements

1	15.5982	
2	166.648	0,093
4	274.827	0,056
8	381.215	0,041
16	287.819	0,054

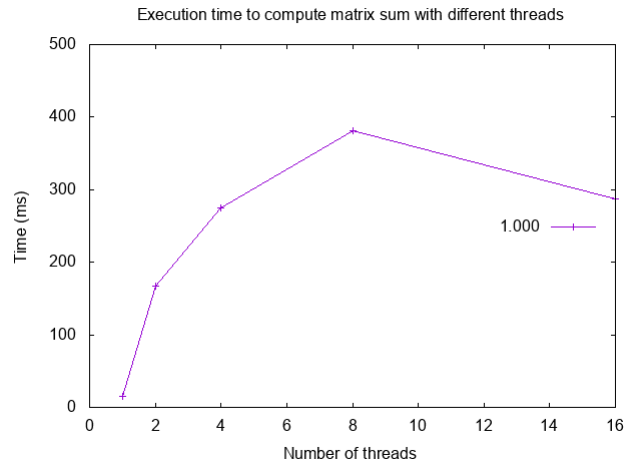


Figure 1: Benchmarking of matrix computation with 1.000 elements

5.000 elements

1	387.737	
2	3725.93	0,104
4	6809.2	0,056
8	9500.23	0,040
16	6594.98	0,058

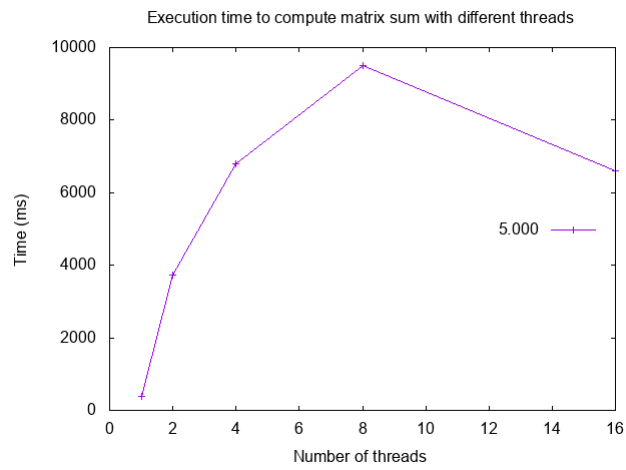


Figure 2: Benchmarking of matrix computation with 5.000 elements

10.000 elements

1	1370.3	
2	692.843	1,978
4	346.72	3,952
8	173.926	7,878
16	173.945	7,877

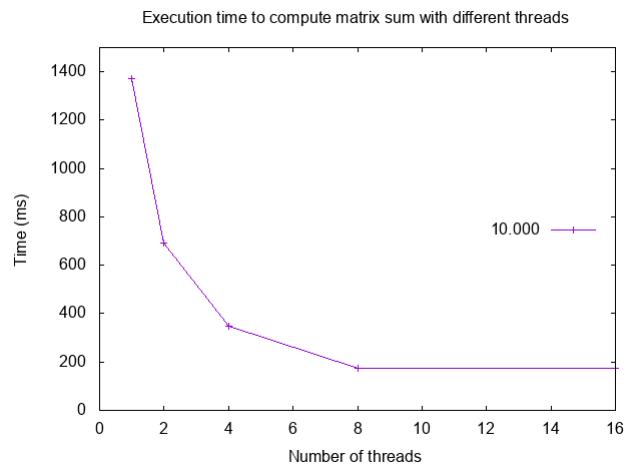


Figure 3: Benchmarking of matrix computation with 10.000 elements

100.000 elements

1	12335.1	
2	6220.19	1,983
4	3118.69	3,955
8	1560.34	7,905
16	1605.09	7,685

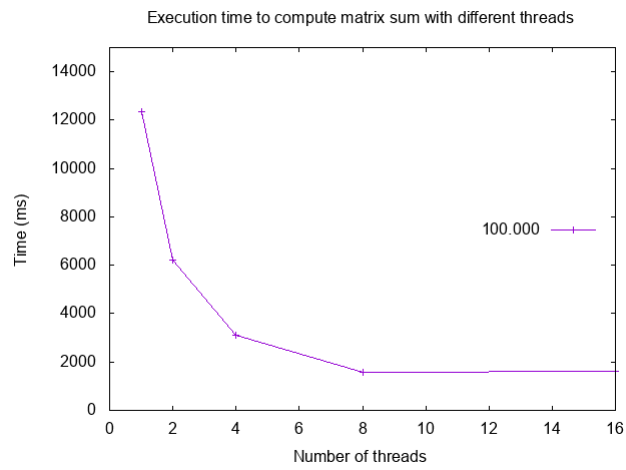


Figure 4: Benchmarking of matrix computation with 100.000 elements



## 4.2 Parallel Quicksort

Threads	Execution time (ms)	Speedup
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1.000 elements

1	2.168692	
2	2.251632	0,963
4	2.321036	0,934
8	2.507466	0,865
16	2.748051	0,789

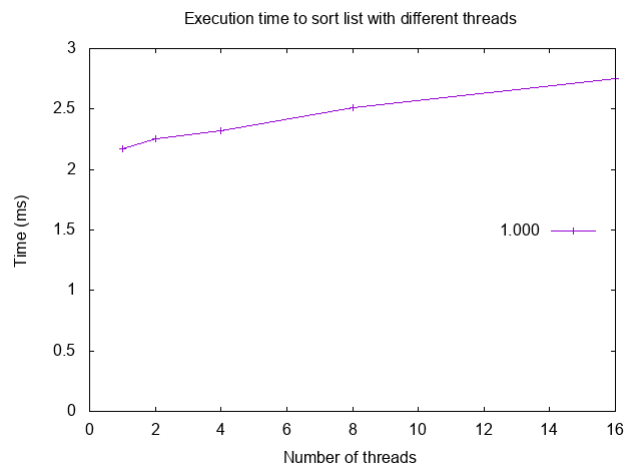


Figure 5: Benchmarking of Quicksort 1.000 elements

10.000 elements

1	15.793323	
2	7.663426	2,060
4	5.406020	2,921
8	2.973309	5,311
16	3.316422	4,762

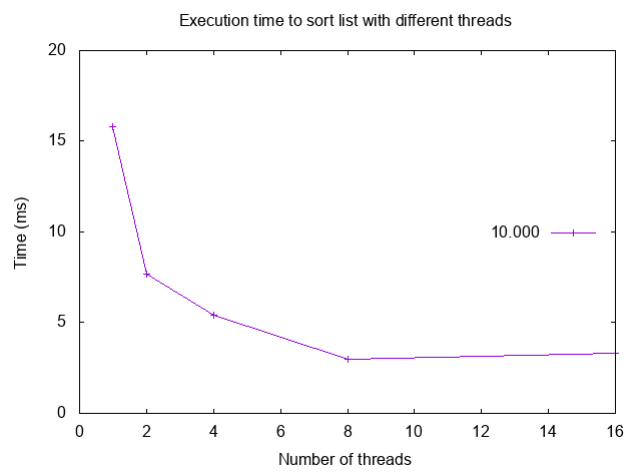


Figure 6: Benchmarking of Quicksort 10.000 elements

50.000 elements

1	81.418417	
2	39.824303	2,044
4	20.944908	3,887
8	11.978569	6,797
16	7.685462	10,594

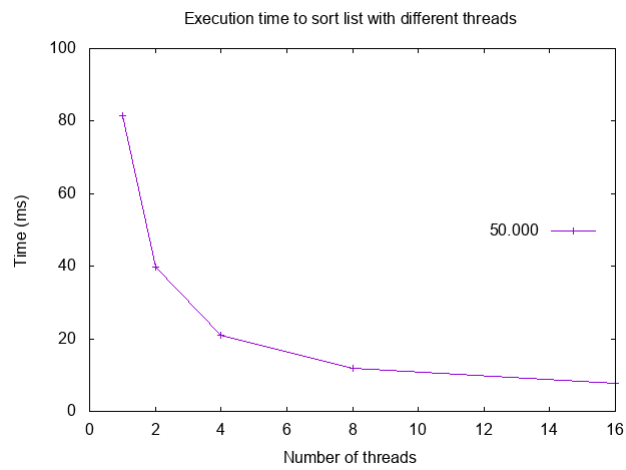


Figure 7: Benchmarking of Quicksort 50.000 elements

100.000 elements

1	152.447315	
2	75.687448	2,014
4	37.050616	4,114
8	21.121914	7,217
16	13.331709	11,434

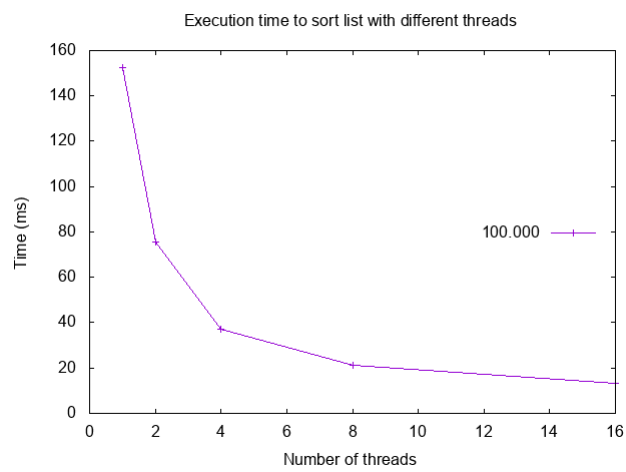


Figure 8: Benchmarking of Quicksort 100.000 elements

### 4.3 Find palindromic words

Threads	Execution time (ms)	Speedup
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File with 25.143 words

1	15.716	
2	10.110	1,554
4	6.26	2,509
8	4.864	3,231
16	5.887	2,667

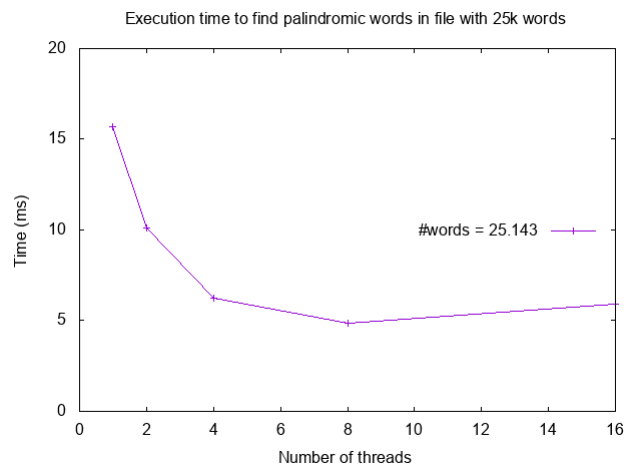


Figure 9: Benchmarking of searching for palindromic words

File with 370.102 words

1	333.808	
2	215.434	1,5460
4	128.064	2,606
8	80.746	4,134
16	68.294	4,887

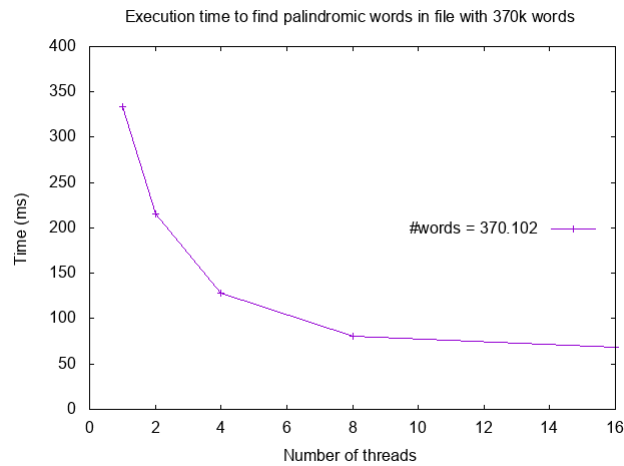


Figure 10: Benchmarking of searching for palindromic words

## 5 Conclusions

The result shows that at small data-sets the execution times are worse when utilizing multiple threads. This is most probably due to overhead cost of creating threads. However, when the number of elements gets over approximately 10.000 the results shows a clear improvement in execution time when utilizing multiple threads. When the data-sets gets reasonably big the overhead cost gets negligible.