



# *CS 516 Compilers and Programming Languages II*

## *Parallel Computing-2*

## Goal of parallelization / concurrent execution

**Starting point:** A sequential application

**Goal:** Identify “independent pieces of work” that can be executed concurrently without changing the semantics of the application, i.e., do not change application input/output behavior (safety of parallelization).  
performance impact → reduction in the length of the critical path

**Outcome:** A (partially) parallelized application where parts of an application are identified as executable in parallel. Examples: An application may contain parallel regions, parallel loops, fork-join, VLIW, ...

**Key Challenge:** How to decide whether parallel executions of parts of the application are safe? → notion of **data and control dependence**

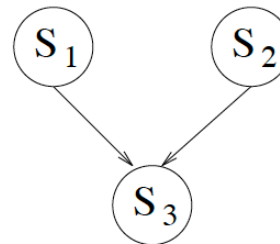
Dependence relation: Describes all program regions (e.g.: statements) execution orderings for a sequential program that must be preserved if the meaning of the program is to remain the same.

There are two sources of dependences, **data** and **control dependencies**:

**Example:**  
(statement level)

data dependence

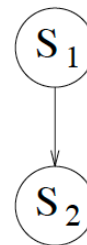
```
S1  pi = 3.14  
S2  r = 5.0  
S3  area = pi * r**2
```



S<sub>3</sub> cannot be executed before S<sub>1</sub> or S<sub>2</sub>

control dependence

```
S1  if (t .ne. 0.0) then  
S2    a = a/t  
      endif
```



S<sub>2</sub> cannot be executed before S<sub>1</sub>

## Theorem

Any reordering transformation that preserves every dependence (i.e., visits first the source, and then the sink of the dependence) in a program preserves the meaning of that program.

## Note:

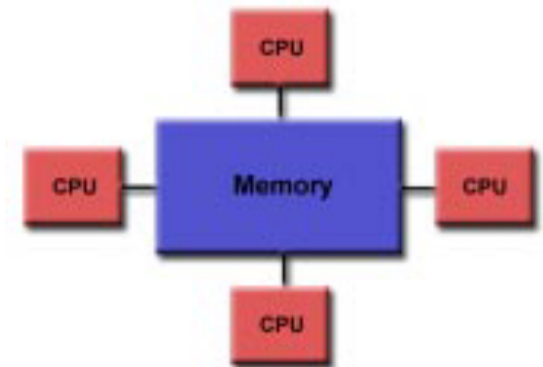
- (1) Dependence starts with the notion of a sequential execution, i.e., starts with a sequential program.
- (2) Control dependencies can be converted to data dependencies. From now on, we only look at data dependencies,

# RUTGERS Loop / Statement-level Dependencies

We will concentrate on compilation issues for compiling scientific codes on **shared-memory parallel/vector architectures**.

Some of the basic ideas can be applied to other application domains as well. Typically, **scientific codes**

- Use **arrays** as their main data structures.
- Have **loops** that contain most of the computation in the program.



As a result, advanced optimizing transformations concentrate on loop level optimizations. Most loop level optimizations are source-to-source, i.e., reshape loops at the source level.

We will talk about

- Dependence analysis
- Automatic vectorization
- Automatic parallelization
- Heterogenous parallel architectures

```
#pragma omp parallel for private(i, hash)
for (j = 0; j < num_hf; j++) {
    for (i = 0; i < wl_size; i++) {
        hash = hf[j] (get_word(wl, i));
        hash %= bv_size;
        bv[hash] = 1;
    }
}
```

## Definition

There is a data dependence from statement  $S_1$  to statement  $S_2$  ( $S_2$  depends on  $S_1$ ) if:

1. Both statements access the same memory location and at least one of them stores/writes into it, and
2. There is a feasible run-time execution path from  $S_1$  to  $S_2$

Data dependence classification: " $S_2$  depends on  $S_1$ " —  $S_1 \delta S_2$

**true (flow) dependence** (RAW hazard)

$S_1$  writes a memory location that  $S_2$  later reads

**anti dependence** (WAR hazard)

$S_1$  reads a memory location that  $S_2$  later writes

**output dependence** (WAW hazard)

$S_1$  writes a memory location that  $S_2$  later writes

**input dependence**

$S_1$  reads a memory location that  $S_2$  later reads.

Note: Input dependences do not restrict statement (load/store) order!

# RUTGERS Dependence: Identify Concurrent Loops

We restrict our discussion to data dependence for scalar and subscripted variables (no pointers and no control dependence).

## Sequential source code

```
do I = 1, 100
  do J = 1, 100
    A(I,J) = A(I,J) + 1
  enddo
enddo
```

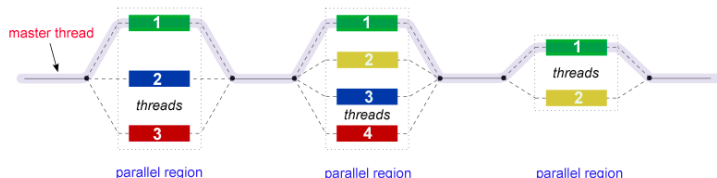
```
do I = 1, 99
  do J = 1, 100
    A(I,J) = A(I+1,J) + 1
  enddo
enddo
```

## vectorization

 =  + 1

```
A(1:100:1,1:100:1) = A(1:100:1,1:100:1) + 1
A(1:99,1:100) = A(2:100,1:100) + 1
```

## parallelization



```
doall I = 1, 100
  doall J = 1, 100
    A(I,J) = A(I,J) + 1
  enddo
  implicit barrier sync.
enddo
implicit barrier sync.
```

```
do I = 1, 99
  doall J = 1, 100
    A(I,J) = A(I+1,J) + 1
  enddo
  implicit barrier sync.
enddo
```

**vectorization** - Find parallelism in innermost loops;  
fine-grain parallelism

**parallelization** - Find parallelism in outermost loops;  
coarse-grain parallelism

Parallelization is considered more complex than vectorization, since finding coarse-grain parallelism requires more analysis (e.g., interprocedural analysis).

Automatic vectorizers have been very successful



## Question

Do two variable references never/maybe/always access the same memory location?

## Benefits

- improves alias analysis
- enables loop transformations

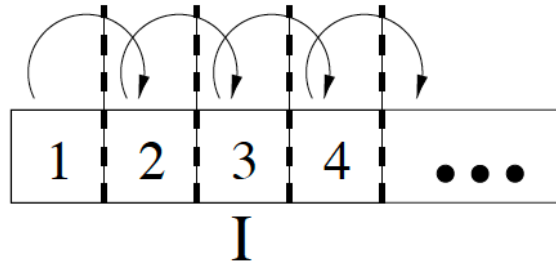
## Motivation

- classic optimizations
- instruction scheduling
- data locality (register/cache reuse)
- vectorization, parallelization

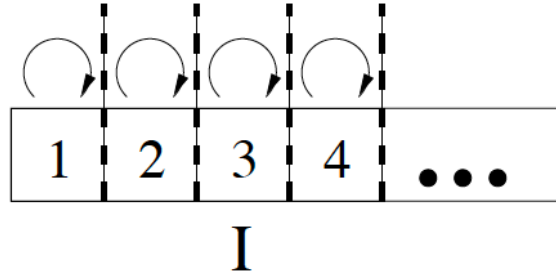
## Obstacles

- array references
- pointer references

```
do I = 1, 100  
  A(I) =  
    = A(I-1)  
enddo
```



```
do I = 1, 100  
  A(I) =  
    = A(I)  
enddo
```



"I" is the iteration space

A **loop-independent dependence** exists regardless of the loop structure. The source and sink of the dependence occur on the same loop iteration.

A **loop-carried dependence** is induced by the iterations of a loop. The source and sink of the dependence occur on different loop iterations.

Loop-carried dependences can inhibit parallelization; together with loop-independent dependencies they can limit possible transformations

Homework #2 extension until Tuesday, March 3

Next class

- Iteration space
- Distance and direction vectors
- Valid transformations
- Automatic vectorization