

## Seminar 5- MultiThreading- OMP

### Activity 1

Evaluated the performance of the three implementations using three different sizes. Thread Number was kept at 16 threads for both OpenMP and PThread. The results were-

For size of 1000:

- Sequential- 22ms
- OpenMP- 21,234ms
- PThread- 1196ms

Sequential performing best when size is 1000.

For size of 100,000:

- Sequential- 1868ms
- OpenMP- 29,830ms
- P Thread- 2751ms

Sequential is yet again performing best when size is 100,000.

For size of 1,000,000,000:

- Sequential- 22,990,641ms
- OpenMP- 36,301,493ms
- Pt Thread- 12,052,122ms

PThread is performing best for such a large size of 1,000,000,000.

From the results above, it can be concluded that Sequential works best with smaller sizes.

But as size grows larger, PThread becomes a better choice. Meanwhile, OpenMP is performing the worst in all the size categories.

### Activity 2

1. Default(none) does not allow any variables to be shared among the threads. That is why we are getting an error.  
Using shared(size): Gives compilation error. This is because we did not share total, v1, v2 and v3.  
Using shared(v1): Gives compilation error. This is because we did not share total, size, v2 and v3.  
Using shared(size, total, v1, v2, v3): This works as all the variables in the parallel program are shared now.

```

#pragma omp parallel default(none) shared(size, total, v1, v2, v3)
{
    int id = omp_get_thread_num();
    printf("\n Thread id is %d\n*****\n", id);
    /* #pragma omp single
    {
        cout << "Total thread are: " << omp_get_num_threads() << endl;
    } */

    #pragma omp for schedule(static, 10)
    for (size_t i = 0; i < size; i++)
    {
        //cout<<"nindex i is: "<< i <<endl;
        v3[i] = v1[i] + v2[i];
        total += v3[i];
    }
}

```

Using private(total): Now the total variable from shared to private. This prevents the total value from getting incremented and I get 0 as the final output.

Conclusion: Only data shared between threads will be executed in the parallel program. Or else, we are bound to get different values.

```

46
47 #pragma omp parallel default(none) shared(size, total, v1, v2, v3)
48 {
49     int id = omp_get_thread_num();
50     printf("\n Thread id is %d\n*****\n", id);
51     /* #pragma omp single
52     {
53         cout << "Total thread are: " << omp_get_num_threads() << endl;
54     } */
55
56     #pragma omp for
57     for (size_t i = 0; i < size; i++)
58     {
59         //cout<<"nindex i is: "<< i <<endl;
60         v3[i] = v1[i] + v2[i];
61         #pragma omp atomic
62         total += v3[i];
63     }
64 }
65
66 auto stop = high_resolution_clock::now();
67
68 //ToDo: Add Comment
69 auto duration = duration_cast<microseconds>(stop - start);
70
71 cout << "Total value of addition: " << total << endl;
72 cout << "Time taken by function: "
73     << duration.count() << " microseconds" << endl;
74
75 return 0;

```

PROBLEMS OUTPUT **TERMINAL** DEBUG CONSOLE

```

*****
Thread id is 1
*****
Total value of addition: 99967
Time taken by function: 28467 microseconds
PS C:\Trimester 2 2021\M2.S3P-resources>

```

2.

USING ATOMIC DIRECTIVE

```

47 #pragma omp parallel default(none) shared(size, v1, v2, v3) reduction(+:total)
48 {
49     int id = omp_get_thread_num();
50     printf("\n Thread id is %d\n*****\n", id);
51     /* #pragma omp single
52     {
53         cout << "Total thread are: " << omp_get_num_threads() << endl;
54     } */
55
56     #pragma omp for
57     for (size_t i = 0; i < size; i++)
58     {
59         //cout<<"\nindex i is: "<< i <<endl;
60         v3[i] = v1[i] + v2[i];
61
62         total += v3[i];
63     }
64 }
65
66 auto stop = high_resolution_clock::now();
67
68 //ToDo: Add Comment
69 auto duration = duration_cast<microseconds>(stop - start);
70
71 cout << "Total value of addition: " << total << endl;
72 cout << "Time taken by function: "
73      << duration.count() << " microseconds" << endl;
74
75 return 0;
76 }

```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

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Thread id is 7

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Total value of addition: 100044

Time taken by function: 26269 microseconds

PS C:\Trimester 2 2021\M2.S3P-resources> |

3.

*Using Reduction*

```

47     int privTotal;
48
49     #pragma omp parallel default(none) shared(size, total, v1, v2, v3) firstprivate(privTotal)
50     {
51         int id = omp_get_thread_num();
52         printf("\n Thread id is %d\n*****\n", id);
53         /* #pragma omp single
54         {
55             cout << "Total thread are: " << omp_get_num_threads() << endl;
56         } */
57
58         #pragma omp for
59         for (size_t i = 0; i < size; i++)
60         {
61             //cout<<"\nindex i is: "<< i <<endl;
62             v3[i] = v1[i] + v2[i];
63
64             privTotal += v3[i];
65         }
66
67         #pragma omp critical
68         {
69             total += privTotal;
70         }
71     }
72
73     auto stop = high_resolution_clock::now();
74
75     //ToDo: Add Comment
76     auto duration = duration_cast<microseconds>(stop - start);
77
78     cout << "Total value of addition: " << total << endl;
79     cout << "Time taken by function: "
80         << duration.count() << " microseconds" << endl;
81
82     return 0;
83 }

```

PROBLEMS OUTPUT **TERMINAL** DEBUG CONSOLE

```

*****
Thread id is 12
*****
Total value of addition: 97984
Time taken by function: 26200 microseconds
PS C:\Trimester 2 2021\W2.S3P-resources>

```

4.

*Using Critical region*

I get similar results which is close to exact for all the cases.

- Only changing the scheduling technique to dynamic affected the execution time. For higher chunks, dynamic's performance was similar to static or guided. But for lower chunks, the execution time significantly increased. Below is the example when I used size 2 chunk and size 100 chunk for dynamic. For size 2 chunk execution time=876160. For size 100 chunk execution time=216559.

```
VectorAdd.cpp X
VectorAdd.cpp > main()
48
49
50 #pragma omp parallel default(none) shared(size, total, v1, v2, v3) firstprivate(privTotal)
51 {
52     int id = omp_get_thread_num();
53     printf("\n Thread id is %d\n*****\n", id);
54     /* #pragma omp single
55     {
56         cout << "Total thread are: " << omp_get_num_threads() << endl;
57     } */
58
59 #pragma omp for schedule(dynamic, 2)
60 for (size_t i = 0; i < size; i++)
61 {
62     //cout<<"\nindex i is: "<< i <<endl;
63     v3[i] = v1[i] + v2[i];
64
65     privTotal += v3[i];
66 }
67
68 #pragma omp critical
69 {
70     total += privTotal;
71 }
72
73 auto stop = high_resolution_clock::now();
74
75 //ToDo: Add Comment
76 auto duration = duration_cast<microseconds>(stop - start);
77
78 cout << "Total value of addition: " << total << endl;
79 cout << "Time taken by function: "
80 << duration.count() << " microseconds" << endl;
81
82 return 0;
83 }
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

\*\*\*\*\*

Thread id is 1  
\*\*\*\*\*  
Total value of addition: 989341920  
Time taken by function: 876160 microseconds  
PS C:\Trimester 2 2021\W2.S3P-resources> |

```
VectorAdd.cpp X
VectorAdd.cpp > main()
48
49
50 #pragma omp parallel default(none) shared(size, total, v1, v2, v3) firstprivate(privTotal)
51 {
52     int id = omp_get_thread_num();
53     printf("\n Thread id is %d\n*****\n", id);
54     /* #pragma omp single
55     {
56         cout << "Total thread are: " << omp_get_num_threads() << endl;
57     } */
58
59 #pragma omp for schedule(dynamic, 100)
60 for (size_t i = 0; i < size; i++)
61 {
62     //cout<<"\nindex i is: "<< i <<endl;
63     v3[i] = v1[i] + v2[i];
64
65     privTotal += v3[i];
66 }
67
68 #pragma omp critical
69 {
70     total += privTotal;
71 }
72
73 auto stop = high_resolution_clock::now();
74
75 //ToDo: Add Comment
76 auto duration = duration_cast<microseconds>(stop - start);
77
78 cout << "Total value of addition: " << total << endl;
79 cout << "Time taken by function: "
80 << duration.count() << " microseconds" << endl;
81
82 return 0;
83 }
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

\*\*\*\*\*

Thread id is 1  
\*\*\*\*\*  
Total value of addition: 989329545  
Time taken by function: 216559 microseconds  
PS C:\Trimester 2 2021\W2.S3P-resources> |