

Homework 1

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Contents

Title

| | |
|-------------------|---|
| Table of Contents | i |
|-------------------|---|

| | |
|-----------------|----|
| List of Figures | ii |
|-----------------|----|

| | |
|-------------|---|
| 1 Problem 1 | 1 |
|-------------|---|

| | |
|-------------|---|
| 2 Problem 2 | 1 |
|-------------|---|

| | |
|-------------|---|
| 3 Problem 3 | 3 |
|-------------|---|

| | |
|--------------------------|---|
| 3.1 Problem 3a | 3 |
|--------------------------|---|

| | |
|--------------------------|---|
| 3.2 Problem 3b | 3 |
|--------------------------|---|

| | |
|--------------------------|---|
| 3.3 Problem 3c | 4 |
|--------------------------|---|

| | |
|--------------------------|---|
| 3.4 Problem 3d | 4 |
|--------------------------|---|

| | |
|--------------------------|---|
| 3.5 Problem 3e | 4 |
|--------------------------|---|

| | |
|--------------------------|---|
| 3.6 Problem 3f | 4 |
|--------------------------|---|

| | |
|--------------------------|---|
| 3.7 Problem 3g | 4 |
|--------------------------|---|

| | |
|--------------------------|---|
| 3.8 Problem 3h | 4 |
|--------------------------|---|

| | |
|-------------|---|
| 4 Problem 4 | 4 |
|-------------|---|

| | |
|-------------|---|
| 5 Problem 5 | 4 |
|-------------|---|

| | |
|-----------------------|---|
| 6 Graduate Assignment | 4 |
|-----------------------|---|

List of Figures

| | | |
|---|---|---|
| 1 | Example debug output. | 3 |
| 2 | Better performance without reduction. | 3 |

1 Problem 1

What are the identity values for the operators: &&, ||, |, ^?

```
&& : 1
||  : 0
|   : 0
^   : 0
```

2 Problem 2

Suppose OpenMP did not have the reduction clause. Show how to implement an efficient parallel reduction by adding a private variable and using the critical pragma.

```
/* File:      problem2.cpp
 * Purpose: Alternates sign of integer added to sum
 *
 *           sum = 0 + 1 + -2 + 3 + -4...
 *
 * Compile: g++ -Wall -fopenmp -o problem2 problem2.cpp -std=c++11
 *          g++ -Wall -fopenmp -o problem2 problem2.cpp -DDEBUG -std=c++11
 * Run:     ./problem2
 *
 * Input:    none
 * Output:   Times for each of the three runs
 *
 * Notes:
 * 1. If ran with the -DDEBUG flag you can see what the sum should
    be based on n
 *
 */

#include <inttypes.h> // Better integer functionality
#include <stdio.h>    // Printing to console
#include <omp.h>      // Multithreading
#include <chrono>     // High precision clock

using namespace std::chrono;

// Global
uint8_t thrds = omp_get_num_procs();

int main(int argc, char* argv[]) {
    uint8_t times = 20;
    high_resolution_clock::time_point t1 = high_resolution_clock::now();
    high_resolution_clock::time_point t2 = high_resolution_clock::now();
    duration<double> no_omp_time = duration_cast<duration<double>>\
        (high_resolution_clock::now() - high_resolution_clock::now());
    duration<double> omp_time = duration_cast<duration<double>>\
        (high_resolution_clock::now() - high_resolution_clock::now());
    duration<double> no_reduc_time = duration_cast<duration<double>>\
        (high_resolution_clock::now() - high_resolution_clock::now());
    for(uint8_t j = 0; j < times; ++j)
```

```

{
    uint64_t    n        = 80000000,
               k        = 0;
    int64_t     sum      = 0;

    // RESET for baseline
    t1 = high_resolution_clock::now();

    for (k = 0; k < n; ++k)
    {
        sum += ((k & 1) == 0 ? 1.0 : -1.0) * k;
    }

    t2 = high_resolution_clock::now();
    no_omp_time += duration_cast<duration<double>>(t2 - t1);
#ifdef DEBUG
    if (j == 0){
        printf("No OMP sum      : %" PRIi64 "\n", sum);
    }
#endif

    // RESET for reduction + omp
    sum = 0;
    t1 = high_resolution_clock::now();

    #pragma omp parallel for num_threads(thrds) reduction(+: sum) private(k)
    for (k = 0; k < n; ++k)
    {
        sum += ((k & 1) == 0 ? 1.0 : -1.0) * k;
    }

    t2 = high_resolution_clock::now();
    omp_time += duration_cast<duration<double>>(t2 - t1);
#ifdef DEBUG
    if (j == 0){
        printf("OMP sum          : %" PRIi64 "\n", sum);
    }
#endif

    // RESET for no reduction
    sum = 0;
    k = 0;
    t1 = high_resolution_clock::now();

    #pragma omp parallel num_threads(thrds)
    {
        int64_t thread_sum = 0;
        #pragma omp for
        for(uint64_t i = k; i < n; ++i){
            // Locally (privately) runs this
            thread_sum += ((i & 1) == 0 ? 1.0 : -1.0) * i;
        }
    }
}

```

```

        #pragma omp critical
        sum += thread_sum;
    }

    t2 = high_resolution_clock::now();
    no_reduc_time += duration_cast<duration<double>>(t2 - t1);
#ifdef DEBUG
    if (j == 0){
        printf("No Reduc sum : %" PRIi64 "\n", sum);
    }
#endif
}

printf("Averages over %" PRIu8 " runs:\n", times);
printf("No OMP      : %.14f\n", no_omp_time.count() / times);
printf("OMP        : %.14f\n", omp_time.count() / times);
printf("No Reduc   : %.14f\n", no_reduc_time.count() / times);

return 0;
}

```

```

kyle@HW1$ g++ -Wall -fopenmp -o problem2 problem2.cpp -DDEBUG -std=c++11
kyle@HW1$ ./problem2
No OMP sum : -40000000
OMP sum : -40000000
No Reduc sum : -40000000
Averages over 20 runs:
No OMP : 0.40371242310000
OMP : 0.06024930730000
No Reduc : 0.06116008355000
kyle@HW1$

```

Figure 1: Example debug output.

```

kyle@HW1$ ./problem2
Averages over 20 runs:
No OMP : 0.40169680075000
OMP : 0.05187247365000
No Reduc : 0.05121839645000
kyle@HW1$ ./problem2
Averages over 20 runs:
No OMP : 0.40076352375000
OMP : 0.05140341830000
No Reduc : 0.05126510895000
kyle@HW1$ ./problem2
Averages over 20 runs:
No OMP : 0.40068608615000
OMP : 0.05138620015000
No Reduc : 0.05121338355000

```

Figure 2: Better performance without reduction.

As can be seen in the figures the sums are performing as expected. An interesting, and expected outcome is that in Figure 1 it takes 0.06 seconds to run *OMP* and *No Reduc* but in Figure 2 it takes 0.05 seconds. The *No OMP* takes 0.40 seconds regardless. The reason for this behavior is that *OMP* uses the cores you give it and at the time of recording the first figure the browser was open and running a video. When I recorded the second Figure I had closed my browser to maximize performance for multi-core processing. The *No OMP* section of code was only running on one core, so it did not care that I had a video playing.

3 Problem 3

3.1 Problem 3a

asdf

3.2 Problem 3b

asdf

3.3 Problem 3c

asdf

3.4 Problem 3d

asdf

3.5 Problem 3e

asdf

3.6 Problem 3f

asdf

3.7 Problem 3g

asdf

3.8 Problem 3h

asdf

4 Problem 4

asdf

5 Problem 5

asdf

6 Graduate Assignment

asdf