Activity: Extracting Parallelism (1D cases)

Extracting dependency from code is an almost automatic process. You need to choose a granularity. But once that is chosen, the entire analysis follows.

In the whole activity, you should express the metrics in complexity notation as a function of the parameters of the functions.

1 Transform

Consider the transform function:

```
void transform (int* a, int* b, int n) {
  for (int i=0; i<n; ++i)
    b[i] = f(a[i]);
}</pre>
```

Question: What is the complexity of this function?

Question: Extract the dependencies. Assume the call to f cost O(1). Assume calls to f are always

independent. (Note: Yes this problem is VERY simple!)

Question: What is the width? **Question:** What is the work?

Question: What is the critical path? What is its length?

2 Reduce

Consider the reduce function:

```
template < typename T, typename op>
T reduce (T* array, size_t n) {
  T result = array[0];
  for (int i=1; i < n; ++i)
    result = op (result, array[i]);
  return result;
}</pre>
```

Do not be scared by the syntax! In C++, templates allow you to replace types and values in a piece of code by a type or a value known at compilation time. This is similar to generics in Java.

So if you define T as int and op as sum, it boils down to computing the sum of the array. You could use op as max and compute the maximum value of the array.

Assume T is int and op is sum.

Question: What is the complexity of this function?

Question: Extract the dependencies.

Question: What is the width? **Question:** What is the work?

Question: What is the critical path? What is its length?

3 Prefix sum

Prefixsum is an algorithm that has many uses in parallel computing. The algorithm computes $pr[i] = \sum_{j < i} arr[j], \forall 0 \le i \le n$ and is often written sequentially:

```
void prefixsum (int* arr, int n, int* pr) {
  pr[0] = 0;
  for (int i=0; i<n; ++i)
    pr[i+1] = pr[i] + arr[i];
}
Question: What is the complexity of this function?</pre>
```

Question: Extract the dependencies.

Question: What is the width?

Question: What is the work?

Question: What is the critical path? What is its length?