

PARALLEL PROGRAMMING WITH OPENMP

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Goals

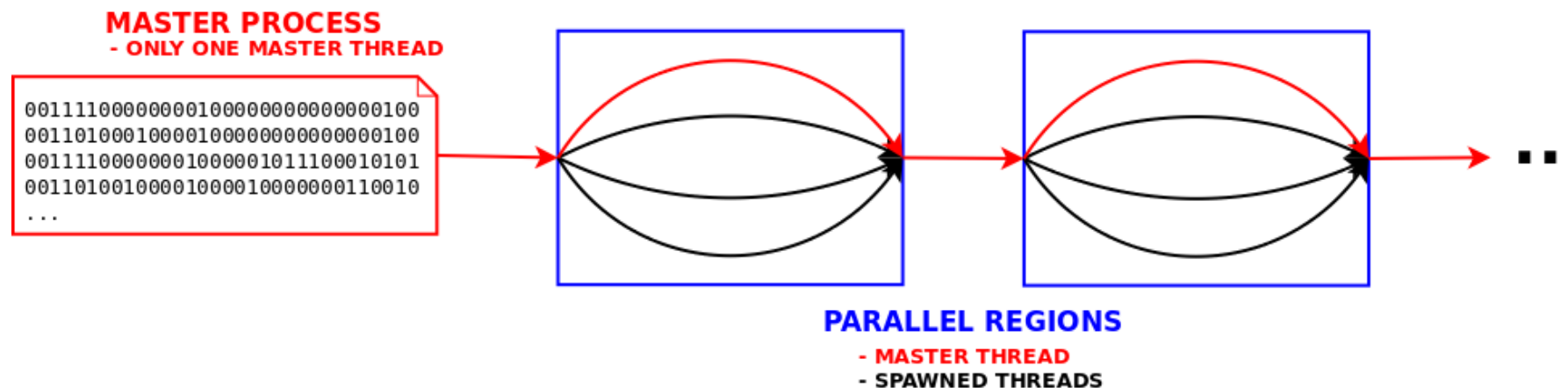
- The goal is to understand:
 - How multithreading can be used for parallel computation
 - The structure of the OpenMP framework (library, directives)
 - How OpenMP can be used to distribute work

Content

- Components of OpenMP
- Shared memory parallelization with OpenMP constructs (with hands-on)
- Special hands-on with automatic parallelization: Parallelware Trainer

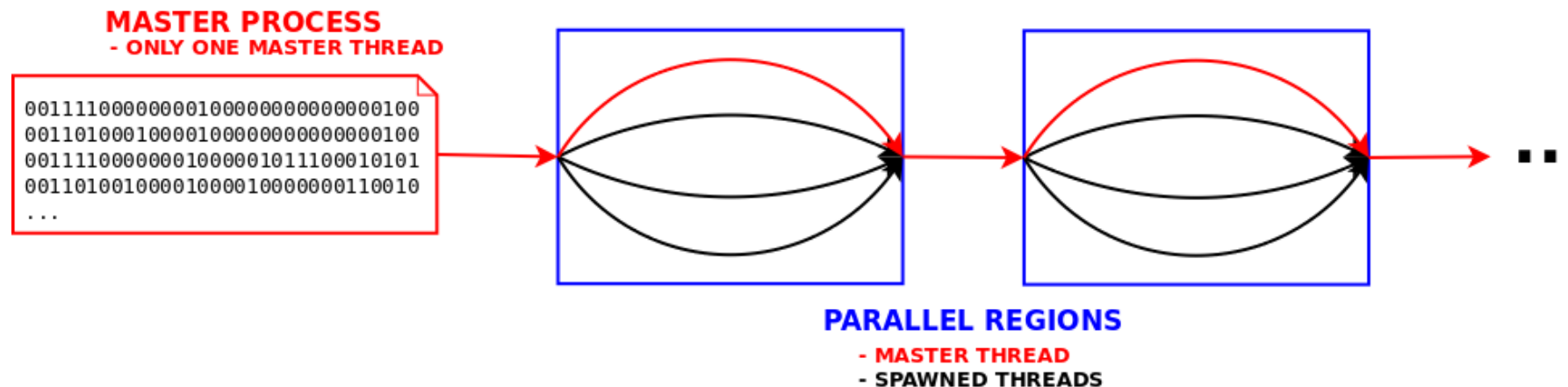
OpenMP (Open Multi-Processing)

- Standard programming model for shared memory
- Very simple approach to parallel programming with many threads
- Minimal changes introduced in the original code
- Bindings for C and Fortran
- Latest version: 5.0 (November 2018)
 - This course will focus on basic constructs (up to v3.1), with reference to some new features



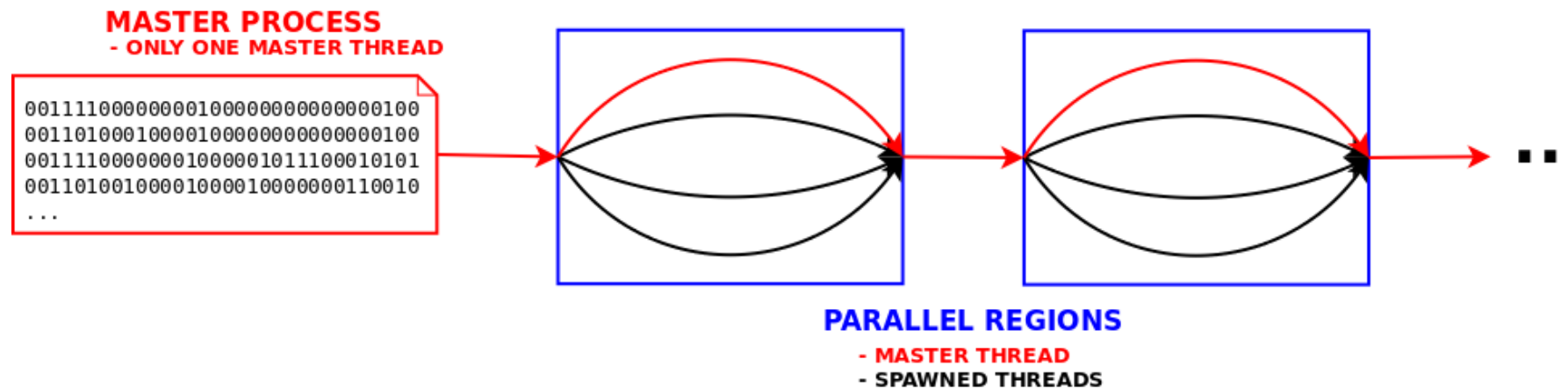
OpenMP (Open Multi-Processing)

- It defines standard constructs: implementations may vary depending on compiler vendors
- Threads *may* be scheduled on different CPU cores, exploiting multi-core hardware in a natural way
- No guarantee of optimal performance: tuning may be necessary
- No specific control on “side-effects” derived from the parallelization of code executions (e.g. variable dependencies, parallel I/O)



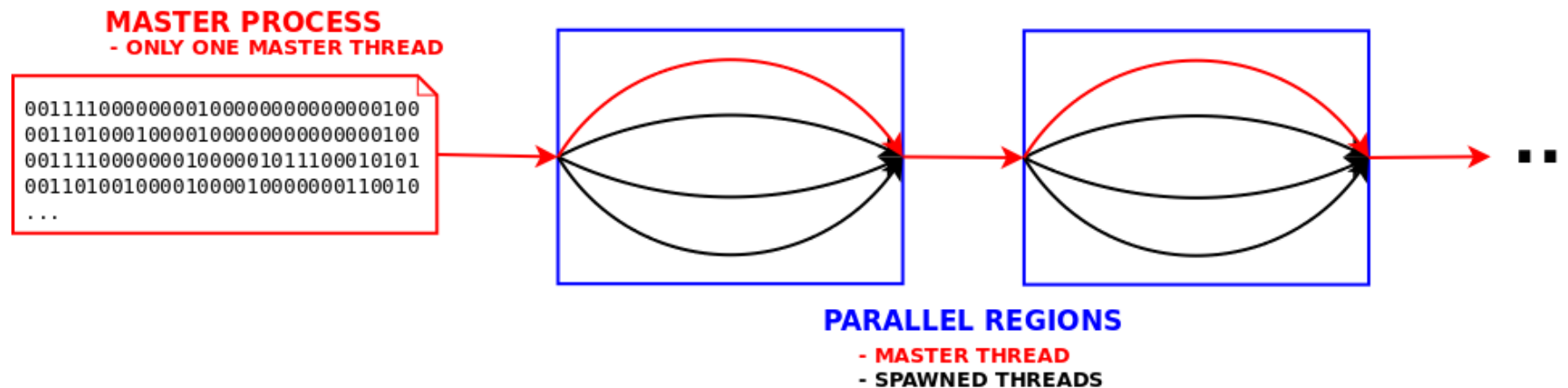
OpenMP (Open Multi-Processing)

- Full reference: [standard document](#)
- Condensed information
 - OpenMP Syntax [Reference Guide](#)
 - OpenMP Syntax Quick Reference Card for [C/C++](#) or [Fortran](#)



OpenMP (Open Multi-Processing)

- Our task as programmers
 - Create multiple threads
 - Distribute work over threads
 - Make sure threads can execute independently (!)

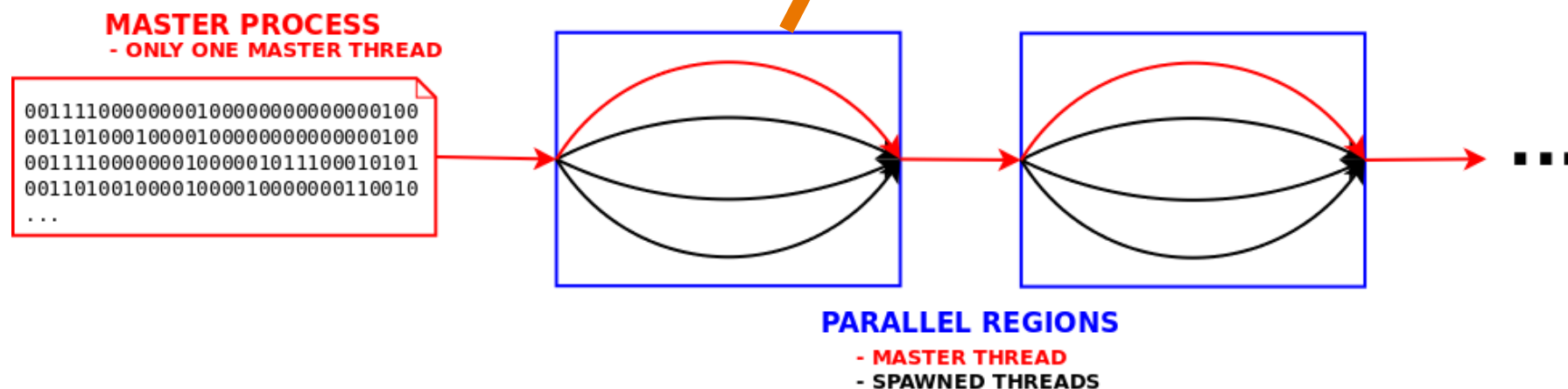


OpenMP (Open Multi-Processing)

- OpenMP programs are multi-thread in a single process:

```
top - 11:10:36 up 41 days, 15:20, 1 user, load average: 0,50, 0,35, 0,22
Tasks: 472 total, 2 running, 469 sleeping, 1 stopped, 0 zombie
%Cpu(s): 0,0 us, 0,1 sy, 16,7 ni, 83,2 id, 0,0 wa, 0,0 hi, 0,0 si, 0,0 st
KiB Mem : 49284800 total, 35080392 free, 774420 used, 13429988 buff/cache
KiB Swap: 25165820 total, 25136612 free, 29208 used. 46501188 avail Mem
```

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
31648	casparl	39	19	228816	1656	1180	R	400,0	0,0	0:22.37	my_omp_prog
84	root	rt	0	0	0	0	S	0,3	0,0	0:08.41	migration/15
477	root	20	0	0	0	0	S	0,3	0,0	59:26.57	xfsaild/sda3



Execution model: fork/join

- Programs are executed in the typical way (e.g. ./a.out)
- Threads are created (fork), and then many threads execute the same code
- Threads are destroyed (join), and then a serial execution continues
- Basic elements
 - Directives: lines inserted in the code with information for parallelization
 - Comment format: only interpreted when compiled with the correct flags
 - Some directives may contain different specifiers (clauses)
 - Library routines: small set of functions associated to OpenMP
 - Environment variables: specific parameters for parallel execution (e.g. number of threads)

Directives and clauses

- Structure of a directive:
 - `<sentinel> <directive_name> [<clause> [, <clause>]*]`
- Sentinel: identifier for a directive
 - C/C++ : `#pragma`
 - Fortran: `!$OMP`
- Clauses are arguments that may be added to some directives to modify their behavior
- OpenMP is able to provide significant flexibility for parallelism using just a few directives with some additional clauses

Library routines

- Different subroutines/functions that provide specific information about the parallelization
- The most common ones are related to thread identification and parallel control
- The library header (C/C++) or the module (Fortran) may need to be included in the code for compilation
 - C/C++: `#include <omp.h>`
 - Fortran: use `omp_lib`
- Conditional compilation is also possible
 - C/C++: `#ifdef _OPENMP`
 - Fortran: `!$`

Library routines

- Some common and useful library routines:
 - `omp_get_num_threads / omp_set_num_threads`
 - `omp_get_thread_num`
 - `omp_get_num_procs`
 - `omp_in_parallel`
 - `omp_get_wtime`

Environment variables

- Predefined variables that control the execution of OpenMP codes
- Definition depends on the shell that is used:
 - [csh,tcsh]: setenv VARIABLE value
 - [sh,ksh,bash]: export VARIABLE=value
- Most common variables
 - OMP_NUM_THREADS
 - OMP_SCHEDULE
 - OMP_NESTED

Let's begin!

- Keep the quick reference cards for [C/C++](#) or [Fortran](#) open
- Exercises and all additional information about the hands-on sessions can be found in the course GitHub repository:

<https://github.com/sara-nl/PRACE-MPI-OpenMP>

- Additional MPI/OpenMP codes and more can be found in the PRACE CodeVault:

<https://repository.prace-ri.eu/git/CodeVault/training-material>

Directive PARALLEL

- Basis of any parallel implementation in OpenMP
 - C/C++ :
 - `#pragma omp parallel [clause [, clause] ...]`
 - Fortran:
 - `!$OMP PARALLEL [clause [, clause] ...]`

Directive PARALLEL

- C/C++ :

```
#pragma omp parallel  
{  
    printf("I am a thread");  
}
```

- Fortran:

```
!$OMP PARALLEL  
print *, "I am a thread"  
!$OMP END PARALLEL
```


Directive PARALLEL

- Parallel regions can be defined to include any part of your code
- They may include many variables (also declarations), loops, function/subroutine calls, etc.
- Clauses help to provide specific features. These are the most common:
 - PRIVATE (list_of_variables)
 - SHARED (list_of_variables)
 - FIRSTPRIVATE (list_of_variables)
 - DEFAULT (PRIVATE | SHARED | FIRSTPRIVATE | NONE)
 - NUM_THREADS (scalar_integer_expression)

Directive PARALLEL

- PRIVATE clause
 - The indicated variables are private to each thread inside the parallel region
 - Every thread gets a private copy of the variables that is only accessed by the local thread
- SHARED clause
 - The indicated variables are accessible to all threads
 - Threads may read / write the same memory address any time
- FIRSTPRIVATE clause
 - Private variables are created, and their previous values before the parallel region is copied (variables are initialized)

Directive PARALLEL

- The number of threads of a parallel region can be defined in many ways
- Order of precedence in the definition:
 - Setting a value in the NUM_THREADS clause
 - Using the library routine `omp_set_num_threads()`
 - Setting the `OMP_NUM_THREADS` environment variable
 - Implementation default (e.g. number of CPUs available on a node)

Ready for a first hands-on?

- Try to parallelize the “Hello World” codes
 - C/C++: `hello.c`
 - Fortran: `hello.f`
- Check the use of `omp_get_thread_num`
 - C/C++: `omp_threadnum.c`
 - Fortran: `omp_threadnum.f`
- Understand how private/shared/firstprivate variables work
 - C/C++: `omp_private.c`, `omp_firstprivate.c`
 - Fortran: `omp_private.f`, `omp_firstprivate.f`
- What could you see after executing the parallel codes?

Quick example for Hello World

```
#include <omp.h>
#include <stdio.h>


int main (int argc, char *argv[]) ➡ Defines that this is the main program
{
    printf("Hello World from thread = %d\n", omp_get_thread_num());
}
```

Quick example for Hello World

```
##include <omp.h>
#include <stdio.h>

int main (int argc, char *argv[])
{
    printf("Hello World from thread = %d\n", omp_get_thread_num());
}
```

Prints formatted string with the number returned
by `omp_get_thread_num()`



Quick example for Hello World

```
#include <omp.h>
#include <stdio.h>

int main (int argc, char *argv[])
{
    /* Fork a team of threads */
    #pragma omp parallel
    {
        printf("Hello World from thread = %d\n", omp_get_thread_num());
    } /* All threads join master thread and disband */
}
```

Basic ideas / pitfalls

- The same code is executed by all the threads
- No specific order is enforced
- No control of access to the variables: this is left to the programmer (!!!)
- Main source of problems: data dependencies
 - Reading an old value of a variable that has not been written yet
 - Overwriting a correct value on a shared variable

Basic ideas / pitfalls

- This code uses an additional variable “tid” inside the parallel region
- What can be the effect?

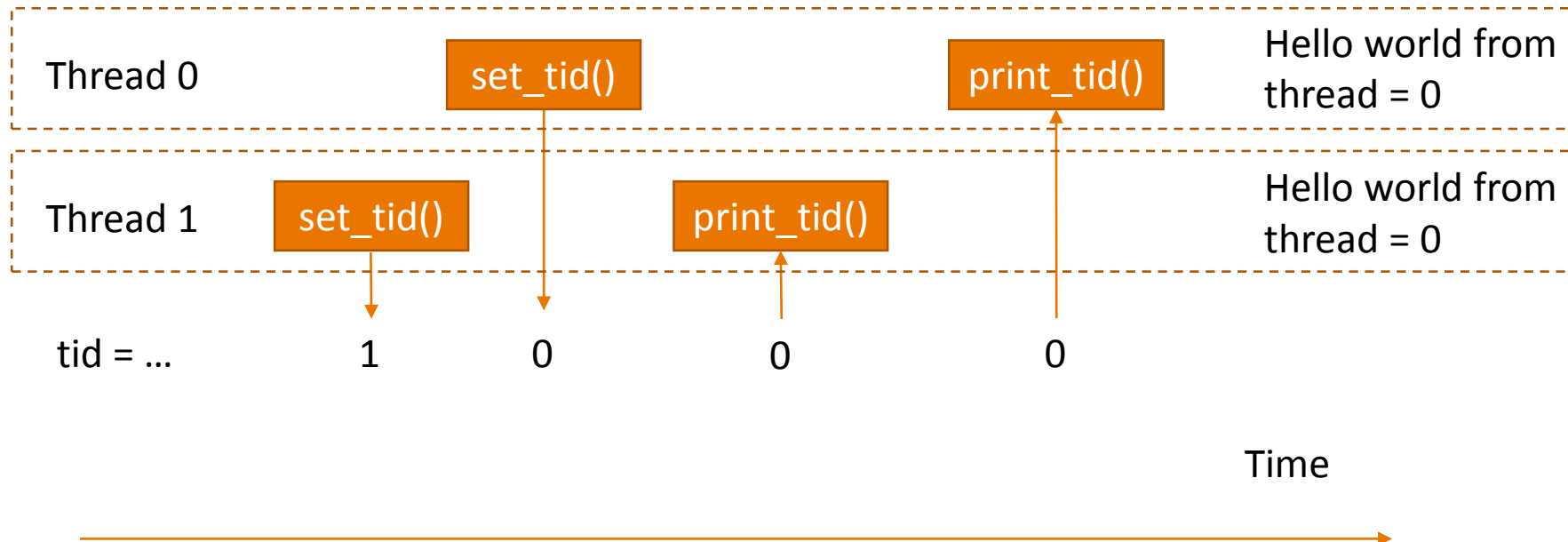
```
#include <omp.h>
#include <stdio.h>

int main (int argc, char *argv[])
{
    int tid, nthreads;

    /* Fork a team of threads */
    #pragma omp parallel
    {
        tid = omp_get_thread_num();
        nthreads = omp_get_num_threads();
        printf("Hello World from thread = %d out of %d\n", tid, nthreads);
    } /* All threads join master thread and disband */
}
```

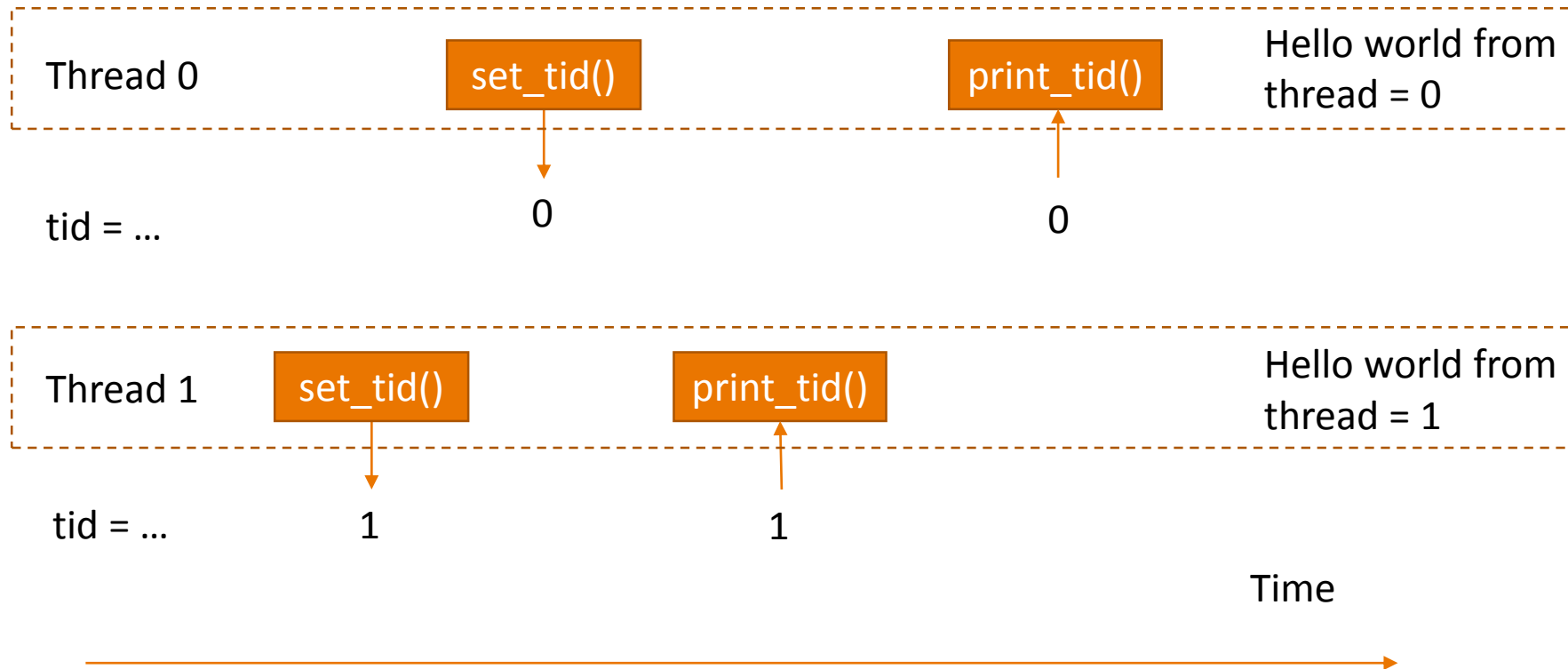
Basic ideas / pitfalls

- Race condition: shared variable “tid” is overwritten



Basic ideas / pitfalls

- Solution: define “tid” as a private variable



Work sharing constructs

- Not all threads should be doing the same work all the time...
- OpenMP has specific constructs to organize the parallel execution
- Work sharing is coupled to the use of PARALLEL
- The threads may share the work in different ways using different directives:
 - Loop parallelism: directive FOR (C/C++) / DO (Fortran)
 - Task parallelism: directive SECTIONS, SINGLE (+ construct TASK)

Loop parallelism (FOR/DO)

- The iterations of a (parallelizable!!!) loop can be distributed between threads
- This distribution can be merged with the PARALLEL directive
- C/C++ example

```
#pragma omp parallel
{
    #pragma omp for
    for(i=0; i<100; i++) {
        ...
    }
}
```

Loop parallelism (FOR/DO)

- The iterations of a (parallelizable!!!) loop can be distributed between threads
- This distribution can be merged with the PARALLEL directive
- C/C++ example

```
#pragma omp parallel for  
for(i=0; i<100; i++) {  
    ...  
}
```

Loop parallelism (FOR/DO)

- The iterations of a (parallelizable!!!) loop can be distributed between threads
- This distribution can be merged with the PARALLEL directive
- Fortran example

```
!$OMP PARALLEL
```

```
!$OMP DO
```

```
do i=1,100
```

```
...
```

```
enddo
```

```
[ !$OMP END DO ]
```

```
!$OMP END PARALLEL
```

Loop parallelism (FOR/DO)

- The iterations of a (parallelizable!!!) loop can be distributed between threads
- This distribution can be merged with the PARALLEL directive
- Fortran example

```
!$OMP PARALLEL DO
```

```
do i=1,100
```

```
...
```

```
enddo
```

```
[ !$OMP END PARALLEL DO ]
```


Loop parallelism (FOR/DO)

- SCHEDULE clause: different options to control the work distribution
- Syntax: SCHEDULE (type [, blocksize])
- Type may be...
 - STATIC: iterations are divided in equal blocks of size *chunk* and statically assigned to a given thread
 - DYNAMIC: iterations are divided in equal blocks of size *chunk* and dynamically assigned whenever a thread is available
 - GUIDED: blocks are dynamically assigned, and their size is reduced after each assignment to a thread. This reduction is implementation-dependent.
 - RUNTIME: scheduling is deferred to environment variable OMP_SCHEDULE
 - AUTO: scheduling decision is left to the compiler or runtime environment

Loop parallelism (FOR/DO)

STATIC



DYNAMIC



GUIDED A



GUIDED B



Image source: <https://computing.llnl.gov/tutorials/openMP/>

Loop parallelism (FOR/DO)

- Additional clauses to synchronize and/or control the execution
 - ORDERED: all iterations are executed in the same order as in the original loop
 - NOWAIT: avoid a synchronization between threads at the end of the loop
 - C/C++: stated in the directive (e.g. `#pragma omp do nowait`)
 - Fortran: stated at the **end** of the loop (e.g. `!$OMP END DO NOWAIT`)

Loop parallelism (FOR/DO)

- Most useful classes to deal with data dependencies
 - CRITICAL: definition of a section of code that only one thread can execute at a time
 - ATOMIC: similar to CRITICAL, but applying to specific single statements (e.g. assignments, basic arithmetical operations...)
 - REDUCTION: a list of variables are set as private, and their values are combined with an operator at the end of the associated directive

Loop parallelism (FOR/DO)

- Examples of different clauses: CRITICAL

```
#pragma omp parallel for
```

```
for (i=0; i<100; i++)
```

```
{
```

```
    code executed simultaneously by many threads
```

```
    #pragma omp critical
```

```
    {
```

```
        code executed by only one thread at a time
```

```
    }
```

```
}
```

Loop parallelism (FOR/DO)

- Examples of different clauses: CRITICAL

```
!$OMP PARALLEL FOR
```

```
do i=1,100
```

code executed simultaneously by many threads

```
!$OMP CRITICAL
```

code executed by only one thread at a time

```
!$OMP END CRITICAL
```

```
enddo
```

Loop parallelism (FOR/DO)

- Examples of different clauses: ATOMIC

```
#pragma omp parallel for
```

```
for (i=0; i<100; i++)
```

```
{
```

```
    code executed simultaneously by many threads
```

```
    #pragma omp atomic
```

```
    a = a + b;
```

```
}
```

Loop parallelism (FOR/DO)

- Examples of different clauses: ATOMIC

```
!$OMP PARALLEL FOR
```

```
do i=1,100
```

```
    code executed simultaneously by many threads
```

```
!$OMP ATOMIC
```

```
    a = a + b
```

```
enddo
```


Loop parallelism (FOR/DO)

- Examples of different clauses: REDUCTION (operator:variable [,operator:variable])

```
#pragma omp parallel for reduction(+:a)
```

```
for (i=0; i<100; i++)
```

```
{
```

```
    code executed simultaneously by many threads
```

```
    // variable “a” is modified locally per thread, and then added globally
```

```
    a = a + b;
```

```
}
```

Loop parallelism (FOR/DO)

- Examples of different clauses: REDUCTION (operator:variable [,operator:variable])

```
!$OMP PARALLEL FOR REDUCTION(+:a)
```

```
do i=1,100
```

```
    code executed simultaneously by many threads
```

```
    // variable “a” is modified locally per thread, and then added globally
```

```
    a = a + b
```

```
enddo
```

Hands-on: coding part

- Try the examples of vector addition and pi
 - C/C++: `omp_vectoradd.c`, `omp_pi.c`
 - Fortran: `omp_vectoradd.f`, `omp_pi.c`
- Understand how they work and try to use different solutions for dependencies
 - CRITICAL
 - ATOMIC
 - REDUCTION
- Execute the codes with a different number of threads (1, 2, 4, 8)

Task parallelism: SECTIONS

- Simplest way of subdividing non-iterative independent work
- C/C++

```
#pragma omp sections
{
    #pragma omp section
    { var_1 = ... ; var_2 = ... ; }
    #pragma omp section
    { var_3 = ... ; var_4 = ... ; }
}
```

Task parallelism: SECTIONS

- Simplest way of subdividing non-iterative independent work

- Fortran

```
!$OMP SECTIONS
```

```
!$OMP SECTION
```

```
var_1 = ... ; var_2 = ...
```

```
!$OMP SECTION
```

```
var_3 = ... ; var_4 = ... ;
```

```
!$OMP END SECTIONS
```

Directive SECTIONS

- Several clauses can be used here
 - PRIVATE, FIRSTPRIVATE, REDUCTION, NOWAIT...
- All threads are synchronized at the end of the SECTIONS directive
 - ... unless NOWAIT is stated
- It is possible to define as many sections inside SECTIONS as desired
 - numthreads \geq numsections: one section is executed by one thread, and possibly other threads are idle
 - numthreads $<$ numsections: the OpenMP implementation decides how to schedule the different sections (no specific control)
- Combination with PARALLEL:
 - #pragma omp parallel sections
 - !\$OMP PARALLEL SECTIONS

Directive SINGLE

- Sets a code region to be executed by only one thread
- C/C++

```
#pragma omp parallel
```

```
{
```

```
code executed by all threads
```

```
#pragma omp single [nowait]
```

```
{ code executed by only one thread }
```

```
code executed by all threads
```

```
}
```

Directive SINGLE

- Sets a code region to be executed by only one thread

- Fortran

!\$OMP PARALLEL

code executed by all threads

!\$OMP SINGLE

code executed by only one thread

!\$OMP END SINGLE [NOWAIT]

code executed by all threads

!\$OMP END PARALLEL

Combination of SINGLE + construct TASK (TASKLOOP)

- TASK defines an explicit task that may be executed by the originating thread or another in the team
- Possible combination with SINGLE in order to define tasks that will be executed in parallel
- Tasks are generated, and then executed by a thread in the team
- TASKLOOP in OpenMP v. 4.5
- Scheduling dependent on the OpenMP implementation

```
#pragma omp parallel
{
    #pragma omp single
    {
        int i;
        for (i=0; i<LARGE_NUMBER; i++)
            #pragma omp task
            process(item[i]);
    }
}
```

Combination of SINGLE + construct TASK (TASKLOOP)

- TASK defines an explicit task that may be executed by the originating thread or another in the team
- Possible combination with SINGLE in order to define tasks that will be executed in parallel
- Tasks are generated, and then executed by a thread in the team
- TASKLOOP in OpenMP v. 4.5
- Scheduling dependent on the OpenMP implementation

```
!$OMP PARALLEL
!$OMP SINGLE
do i=1,10000000
!$OMP TASK
! i is firstprivate, item is shared
    call process(item(i))
!$OMP END TASK
end do
!$OMP END SINGLE
!$OMP END PARALLEL
```

Other OpenMP constructs

- Further synchronization directives
 - BARRIER: force a general synchronization point among threads
 - TASKWAIT: synchronize all child tasks generated by a given task
 - FLUSH: force a consistent view of memory
- Possible optimization for loop parallelism using FOR/DO
 - COLLAPSE: useful with nested loops to merge iterations for scheduling

```
#pragma omp for collapse(2) private(k, j, i)
```

```
for (k=0; k<100; k++)
```

```
    for (j=0; j<200; j++)
```

```
        for (i=0; i<300; i++)
```

```
            process(i,j,k);
```

Other OpenMP constructs

- Further synchronization directives
 - BARRIER: force a general synchronization point among threads
 - TASKWAIT: synchronize all child tasks generated by a given task
 - FLUSH: force a consistent view of memory
- Possible optimization for loop parallelism using FOR/DO
 - COLLAPSE: useful with nested loops to merge iterations for scheduling

```
!$OMP DO COLLAPSE(2) PRIVATE(k, j, i)
```

```
do k=1,100
```

```
  do j=1,200
```

```
    do i=1,300
```

```
      process(i,j,k);
```

General good practices

- For all implementation-dependent features, please check the standard
- When defining shared and private variables, use `DEFAULT(NONE)`
- Lock functions exist in OpenMP, but there should always be a better solution
- Handle the `NOWAIT` option with care: data dependencies may appear
- The parallel code may not give out the exact same results of the serial one
 - E.g. rounding errors appear because of different execution order in loops
 - Is it possible to relax the requirements for sequential execution?
- Consider the different execution overheads of the directives (and clauses)
 - `ORDERED` in loops and the creation of `PARALLEL` and `CRITICAL` regions is slow
 - Define a very large array as `PRIVATE` only if it is absolutely needed
 - (A few) `ATOMIC` calls and `REDUCTIONS` are generally efficient

Hands-on: performance analysis part

- Parallel computing may be tedious at some point... but there are tools that can help
- Automatic parallelization: code generation and easy optimization
- Try the tool [Parallelware Trainer](#), developed by [Appentra](#)
 - Available on Cartesius
 - Explore the possibilities of different parallelizations
- Check the performance of different codes
 - Use a different input size
 - Use a different number of threads (you have up to 24 cores to play around!)

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