Tutorial 2

ECSE 420 - Tutorial 2

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TR 4110 September 29, 2014

ECSE 420 – Tutorials (1/2)

- Hours and Location
 - Group 1 : Mondays, 04:00 PM 5:30 PM (TR4110)
 - Group 2: Wednesdays, 04:00 PM 5:30 PM (TR4110)
- Our goal to have a foretaste of:
 - Useful parallel programming tools (e.g OpenMP, MPI)
 - Midterm exercises, assignments etc
- So, please ask questions !!
 - Office Hours:
 - Wednesdays, 10.00-11.30am, McConnell 544
 - Mail them @:

dimitrios.stamoulis@mail.mcgill.ca

ECSE 420 – Tutorials (2/2)

- Labs Schedule (tentative)
 - Tutorial 1 09/22 :

Processes & Threads (Introduction)

Tutorial 2 - 09/29 :

Processes & Threads (Assignment 1 & Lab 1)

> Tutorial 3 - 10/06 :

Shared Memory/ Msg Passing (Assignment 2)

> Tutorial 4 - 10/13 :

Shared Memory/ Msg Passing (Lab 2)

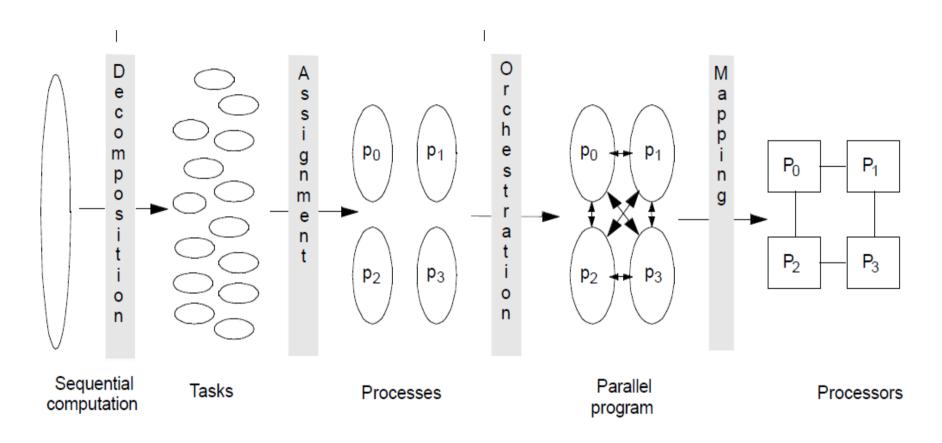
> Tutorial 5 - 10/20 :

Parallel/ Distributed Program. (Assignment 3)

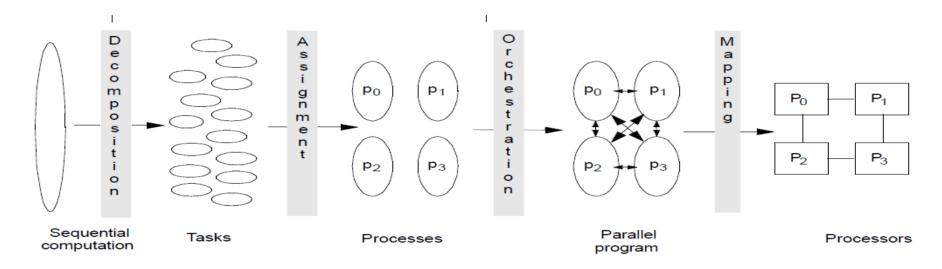
Tutorial 6 – 10/27:

Parallel/ Distributed Program. (Lab 3)

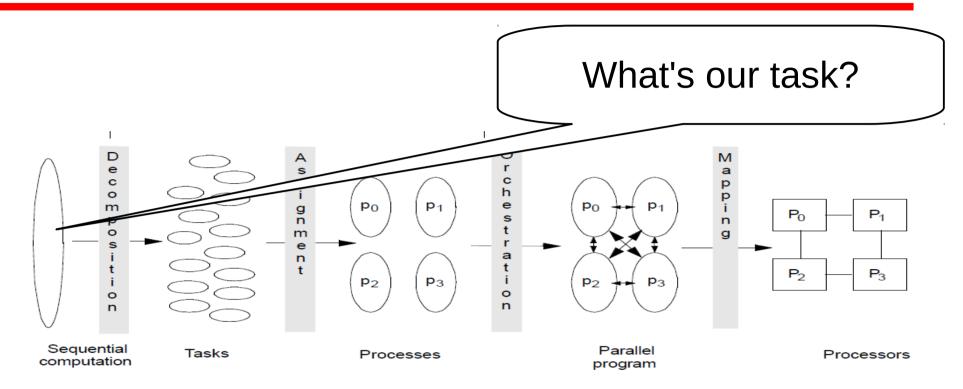
Tutorial 2 – Main Programming scheme



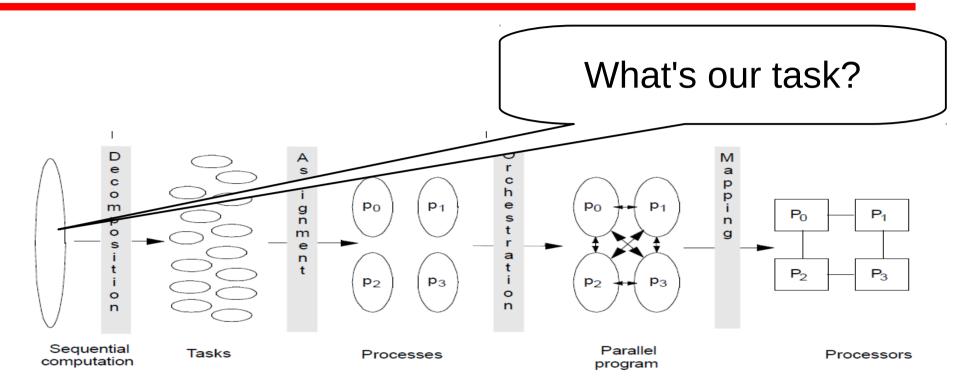
That is what we will follow for Lab 1..!!



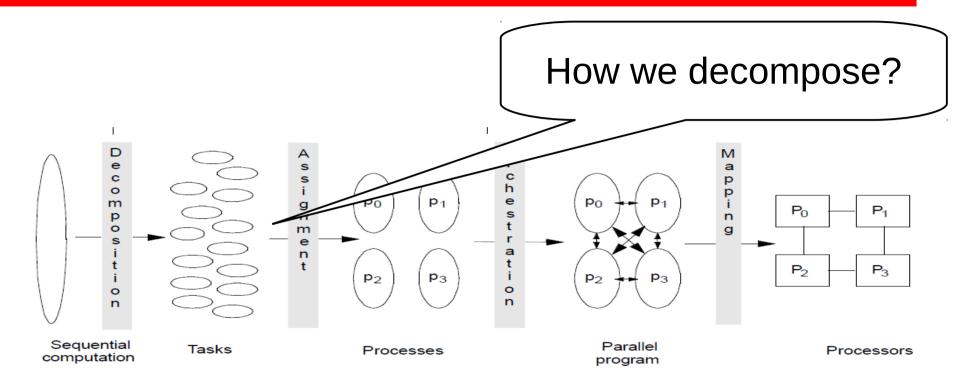
- 1) ...
- 2) ...
- 3) ...
- 4) ...



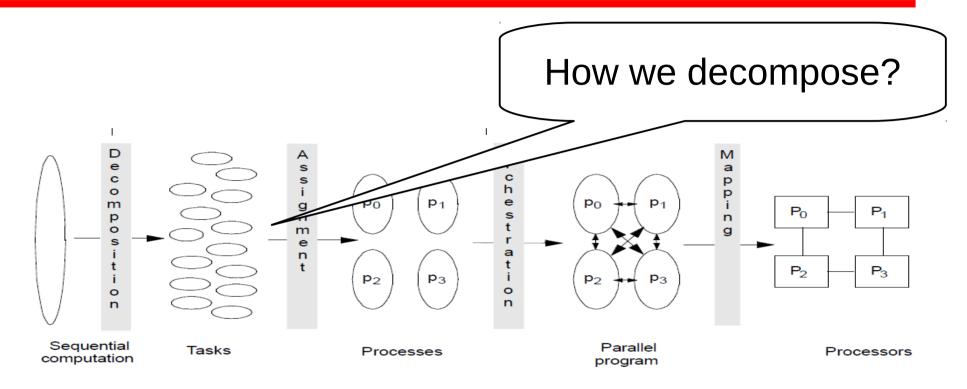
- 1) ...
- 2) ...
- 3) ...
- 4) ...



- 1) Task to be performed Image processing
- 2) ...
- 3) ...
- 4) ...

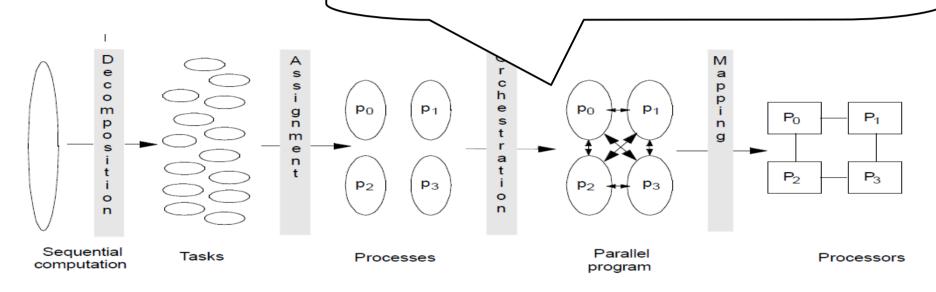


- 1) Task to be performed Image processing
- 2) ...
- 3) ...
- 4) ...

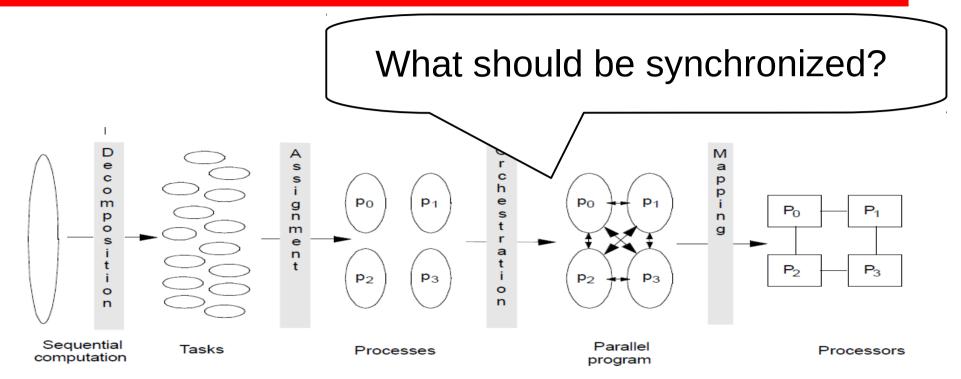


- Task to be performed Image processing
- 2) Parallelization scheme Processes
- 3) ...
- 4) ...

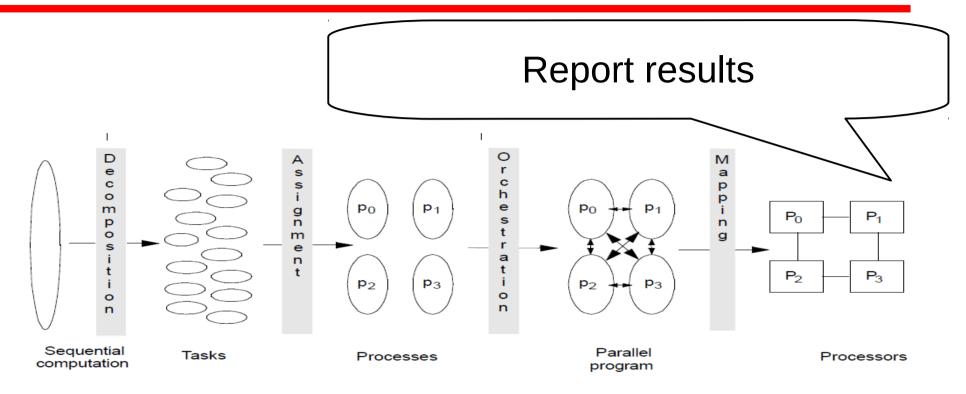
What should be synchronized?



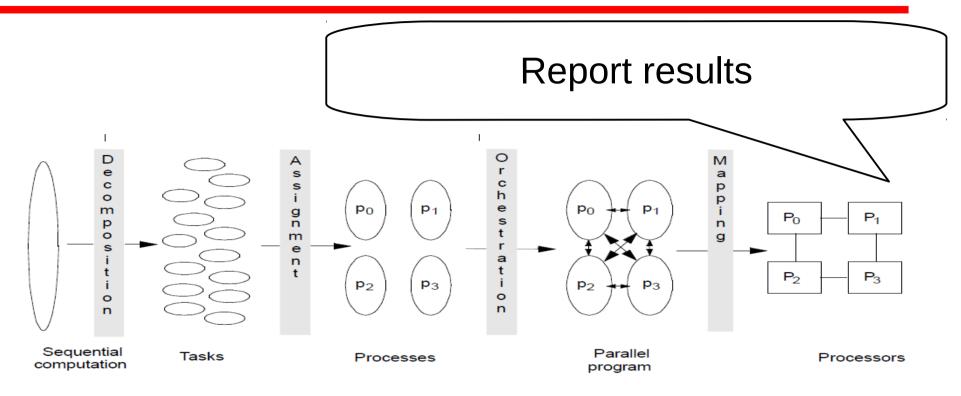
- Task to be performed Image processing
- 2) Parallelization scheme Processes
- 3) ...
- 4) ...



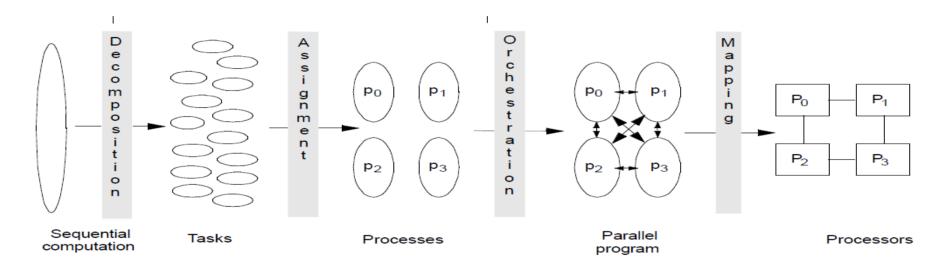
- Task to be performed Image processing
- 2) Parallelization scheme Processes
- 3) Synchronization scheme Pipes
- 4) ...



- Task to be performed Image processing
- 2) Parallelization scheme Processes
- 3) Synchronization scheme Pipes
- 4) ...

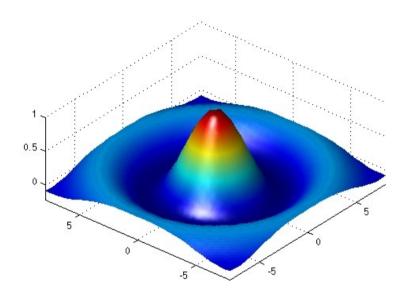


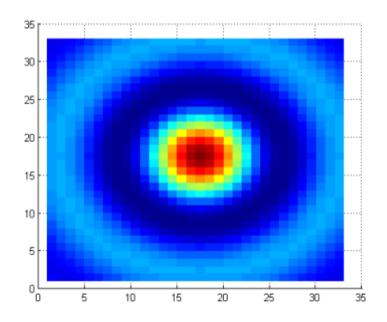
- 1) Task to be performed Image processing
- 2) Parallelization scheme Processes
- 3) Synchronization scheme Pipes
- 4) Report results



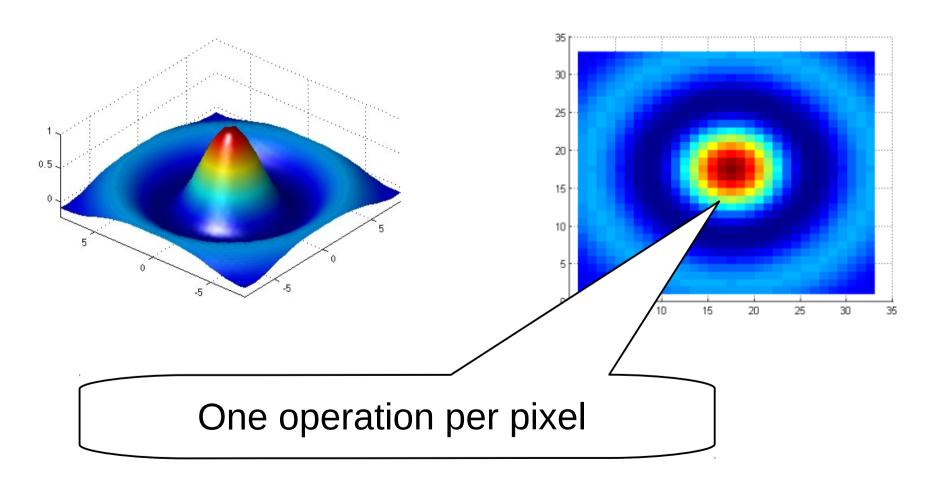
- 1) Task to be performed Image processing
- 2) Parallelization scheme Processes
- 3) Synchronization scheme Pipes
- 4) Report results

Task to be performed = Image processing operator

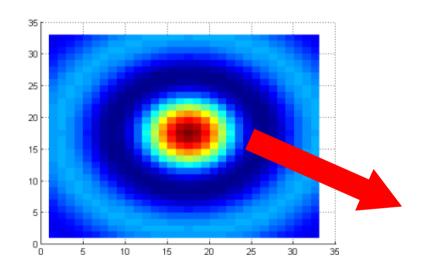




Task to be performed = Image processing operator

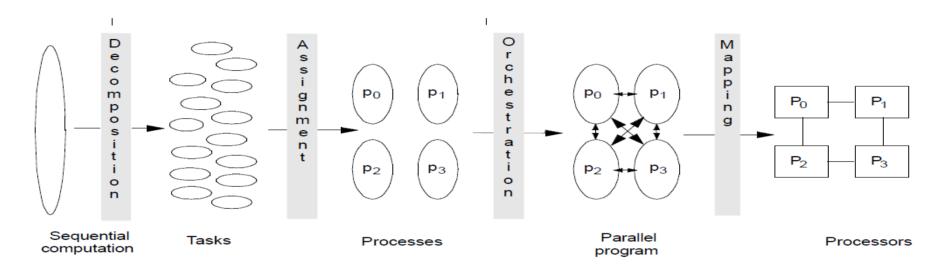


We represent the picture as a 2D matrix



In a serial way, we can apply the operator per pixel

Initial Image.



- 1) Task to be performed Image processing
- 2) Parallelization scheme Processes
- 3) Synchronization scheme Pipes
- 4) Report results

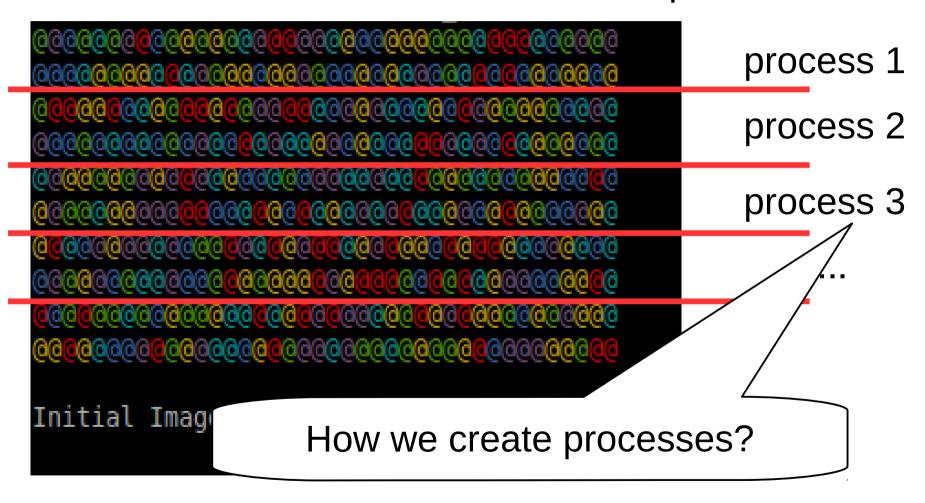
```
ຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉ
 <u>ຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉຉ</u>
Initial Image.
```

```
മെമെമെടെ മെമെമെടെ മെമെമെടെ മെമെമെമെടെ മെമെമെമെ മെമെമെ
Initial Image.
```

ඉතුරු කරන	
000000000000000000000000000000000000000	process 1
000000000000000000000000000000000000000	
00000000000000000000000000000000000000	
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@	
<u> </u>	
0.0000000000000000000000000000000000000	
<u> </u>	
00000000000000000000000000000000000000	
<u>0000000000000000000000000000000000000</u>	
Initial Image.	

@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@	process 1
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@	process 2
<u>@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@</u>	
00000000000000000000000000000000000000	
00000000000000000000000000000000000000	
Initial Image.	

00000000000000000000000000000000000000	process 1
000000000000000000000000000000000000000	process 1
000000000000000000000000000000000000000	process 2
00000000000000000000000000000000000000	process 2
000000000000000000000000000000000000000	process 2
0000000000000000000000000000000000000	process 3
<u> </u>	
<u> </u>	•••
<u>6000000000000000000000000000000000000</u>	
<u> </u>	
Initial Image.	



Part 2 - How to create a process : fork()

PID=832 ~ Parent

PID=864 ~ Child

Program

Same program

Program

State

Process ID (PID)

Process State

Architectural State (Register file, PC etc)

Address space (Stack etc)

File descriptors, Environment vars etc

. . .

State

Process ID (PID) *NEW*

Process State *NEW*

Architectural State *NEW* (Register file, PC etc)

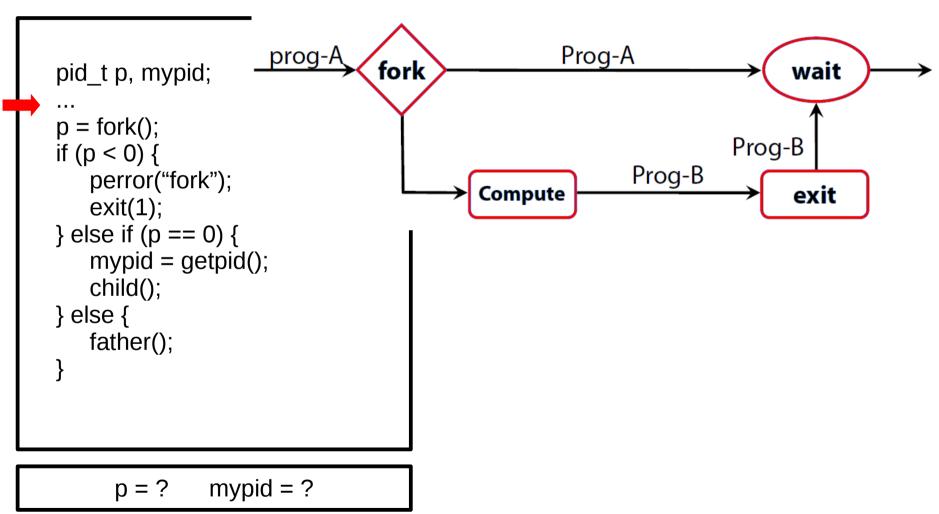
Address space *exact COPY* (Stack etc)

File descriptors, *Inherited by child* Environment vars etc

••

Part 2 - How to create a process : fork()

PID=832



PID=832

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father();
```

```
p = ? mypid = ?
```

PID=832

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father();
```

p = 864 mypid = ?

PID=864

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father();
```

p = 0 mypid = ?

PID=832

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father();
```

p = 864 mypid = ?

PID=864

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father();
```

p = 0 mypid = ?

PID=832

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father();
```

p = 864 mypid = ?

PID=864

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father();
```

```
p = 0 mypid = ?
```

PID=832

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father();
```

```
p = 864 mypid = ?
```

PID=864

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father();
```

```
p = 0 mypid = ?
```

PID=832

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father();
```

p = 864 mypid = ?

PID=864

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
  mypid = getpid();
   child();
} else {
   father();
```

p = 0 mypid = 864

PID=832

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father();
```

p = 864 mypid = ?

PID=864

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
child();
} else {
   father();
```

p = 0 mypid = 864

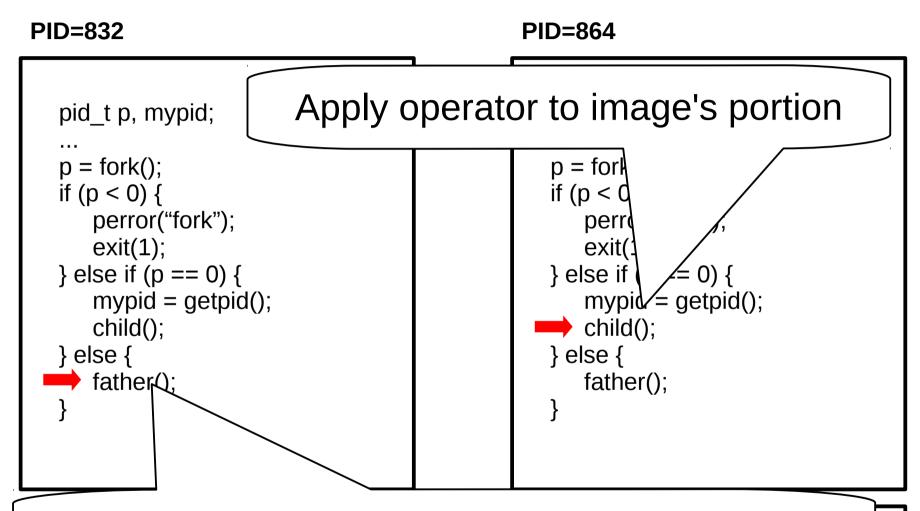
PID=832

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
   child();
} else {
   father(Q);
```

PID=864

```
pid_t p, mypid;
p = fork();
if (p < 0) {
   perror("fork");
   exit(1);
} else if (p == 0) {
   mypid = getpid();
child();
} else {
   father();
```

Perform Decomposition – Create N processes



Perform Decomposition – Create N processes

Let's print the results

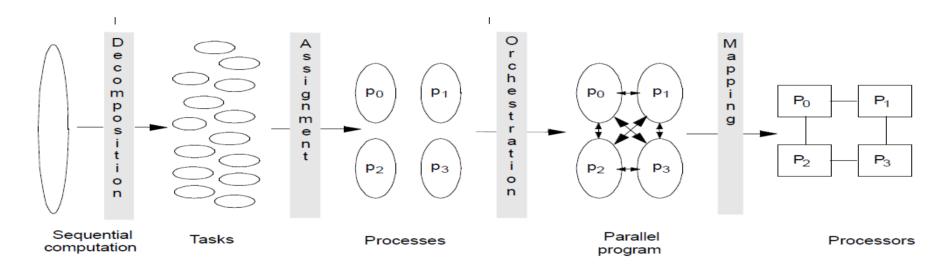
```
Hello I am a new Child's my pid is 0 and i am starting printing
Hello I am a new Child's my pid is 1 and i am starting printing
Hello I am a new Child's my pid is 2 and i am starting printing
Hello I am a new Child's my pid is 3 and i am starting printing
  ഉള്ള<mark>െ ഉള്</mark>ളെ ഉള്ള
```

By this point:

- Report the achieved speedup.
- How different number of processes affects performance?

• ...

Introduction to Lab 1



- 1) Task to be performed Image processing
- 2) Parallelization scheme Processes
- 3) Synchronization scheme Pipes
- 4) Report results

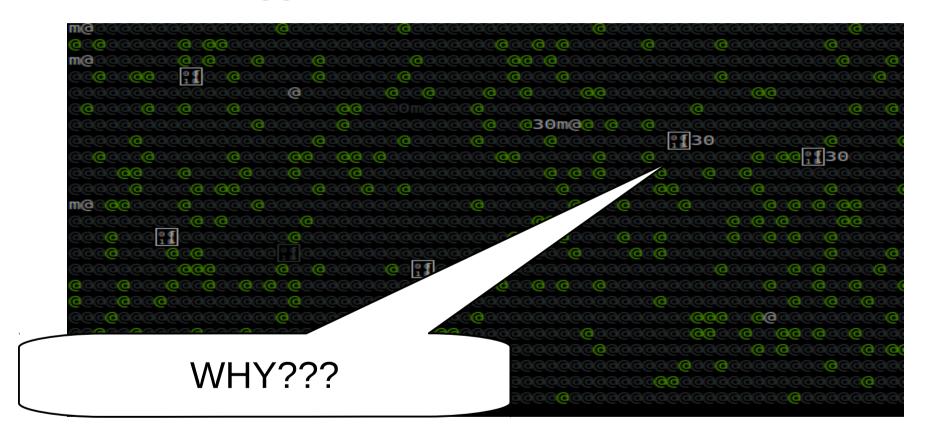
Part 3 – Synchronization scheme

• For bigger matrices, I have inconsistencies



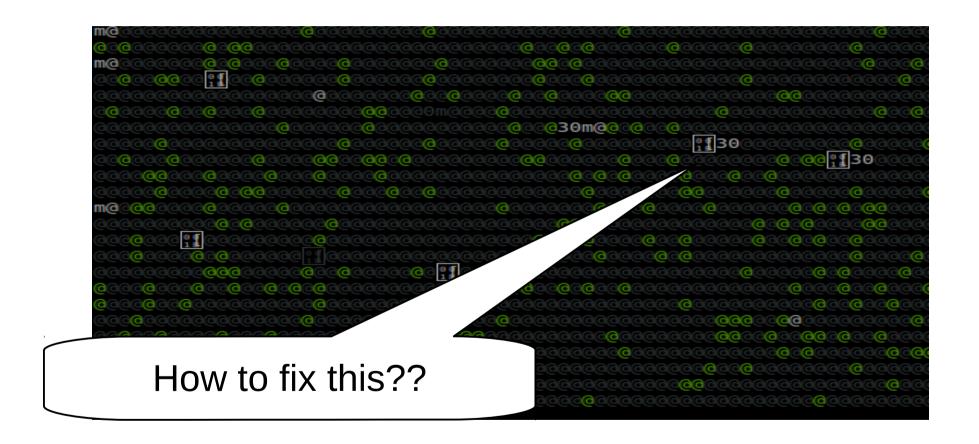
Part 3 – Synchronization scheme

• For bigger matrices, I have inconsistencies



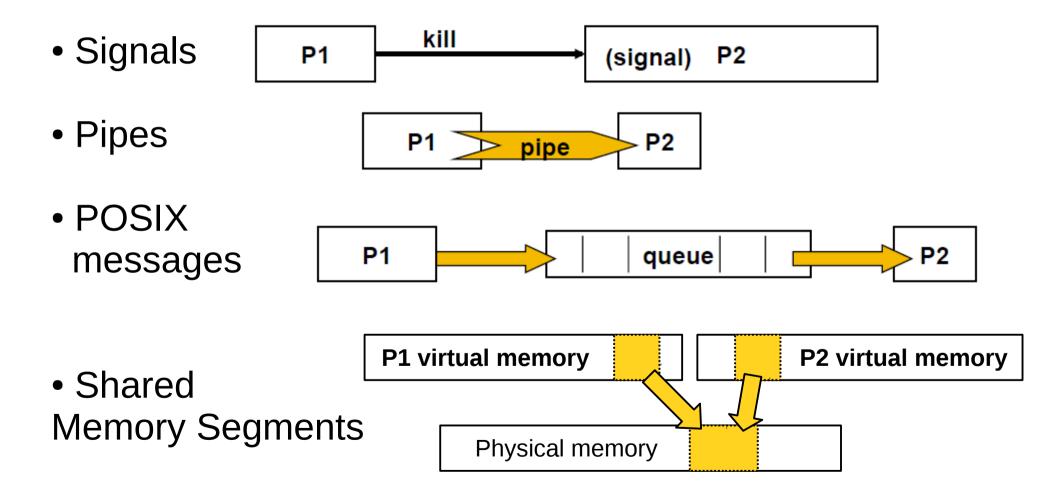
More than one process tries to print at the same time..!!

Part 3 – Synchronization scheme



Inter-Process Communication (IPC)

IPC Mechanisms



Inter-Process Communication (IPC):

• ...

•

•

• . . .

• ...

```
Hello I am a new Child's my pid is 0 and i am starting printing

Hello I am a new Child's my pid is 1 and i am starting printing

Hello I am a new Child's my pid is 2 and i am starting printing

Hello I am a new Child's my pid is 2 and i am starting printing

Hello I am a new Child's my pid is 3 and i am starting printing

Hello I am a new Child's my pid is 3 and i am starting printing
```

Inter-Process Communication (IPC):

Notify process 1 to print

• ...

• ...

• . . .

• ...

Inter-Process Communication (IPC):

- Notify process 1 to print
- Let process 1 to print
- •
- •
- _ _

```
Hello I am a new Child's my pid is 0 and i am starting printing

Hello I am a new Child's my pid is 1 and i am starting printing

Hello I am a new Child's my pid is 2 and i am starting printing

Hello I am a new Child's my pid is 2 and i am starting printing

Hello I am a new Child's my pid is 3 and i am starting printing

Hello I am a new Child's my pid is 3 and i am starting printing
```

Inter-Process Communication (IPC):

- Notify process 1 to print
- Let process 1 to print
- Process 1 replies back that is done

•

•

Inter-Process Communication (IPC):

- Notify process 1 to print
- Let process 1 to print
- Process 1 replies back that is done
- Process 2 is now notified

• ...

Inter-Process Communication (IPC):

- Notify process 1 to print
- Let process 1 to print
- Process 1 replies back that is done
- Process 2 is now notified

• ...

```
Hello I am a new Child's my pid is 1 and i am starting printing

Hello I am a new Child's my pid is 1 and i am starting printing

Hello I am a new Child's my pid is 2 and i am starting printing

Hello I am a new Child's my pid is 2 and i am starting printing

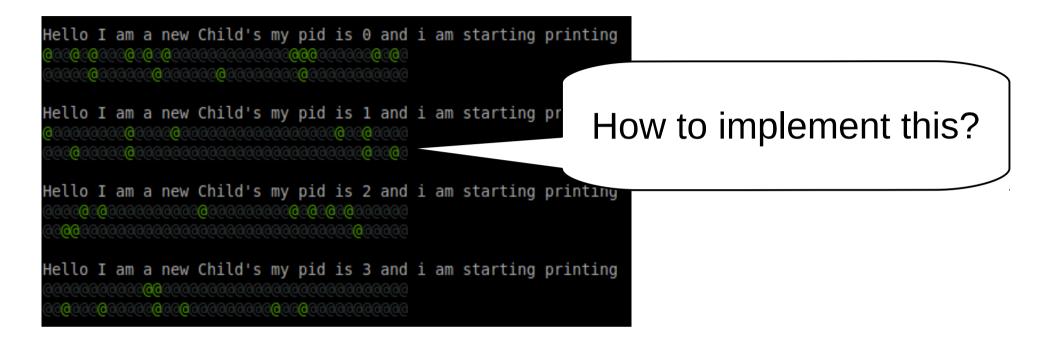
Hello I am a new Child's my pid is 3 and i am starting printing

Hello I am a new Child's my pid is 3 and i am starting printing
```

Inter-Process Communication (IPC):

- Notify process 1 to print
- Let process 1 to print
- Process 1 replies back that is done
- Process 2 is now notified

• ...



- We use pipes for messages to be communicated.
- Father will be responible for the synchronization.
- Children will be printing their portion of the image.

Part 3 – Pipes

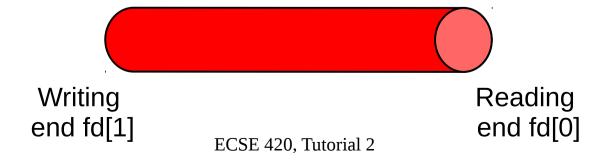
father

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...
p = fork();
if (p == 0) {
    mypid = getpid();
    read(fd[0], &n2, sizeof(n2));
} else {
    write(fd[1], &n1, sizeof(n1));
}
```

Part 3 – Pipes

father

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...
p = fork();
if (p == 0) {
    mypid = getpid();
    read(fd[0], &n2, sizeof(n2));
} else {
    write(fd[1], &n1, sizeof(n1));
}
```



Part 3 – Remember about fork

PID=832 ~ Parent

PID=864 ~ Child

Program

Same program

Program

State

Process ID (PID)

Process State

Architectural State (Register file, PC etc)

Address space (Stack etc)

File descriptors, Environment vars etc State

Process ID (PID) *NEW*

Process State *NEW*

Architectural State *NEW* (Register file, PC etc)

Address space *exact COPY*
(Stack etc)

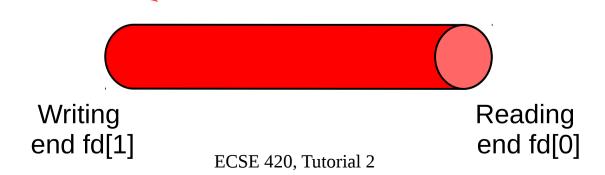
File descriptors, *Inherited by child* Environment vars, Pipes etc

Part 3 – Pipes

father

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    read(fd[0], &n2, sizeof(n2));
} else {
    write(fd[1], &n1, sizeof(n1));
}
```



Part 3 – Pipes

father child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    read(fd[0], &n2, sizeof(n2));
} else {
    write(fd[1], &n1, sizeof(n1));
}
```

Cillia

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    read(fd[0], &n2, sizeof(n2));
} else {
    write(fd[1], &n1, sizeof(n1));
}
```

Writing end fd[1]

Reading end fd[0]

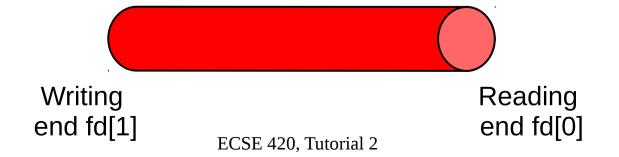
father

pid_t p, mypid; int fd[2]; int n1, n2; pipe(fd); ... p = fork(); if (p == 0) { mypid = getpid(); read(fd[0], &n2, sizeof(n2)); } else { write(fd[1], &n1, sizeof(n1)); }

child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    read(fd[0], &n2, sizeof(n2));
} else {
    write(fd[1], &n1, sizeof(n1));
}
```



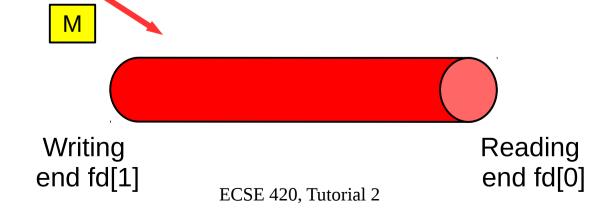
father child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    read(fd[0], &n2, sizeof(n2));
} else {
    write(fd[1], &n1, sizeof(n1));
}
```

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...
p = fork();
if (p == 0) {
   mypid = getpid();
   read(fd[0], &n2, sizeof(n2));
} else {
```

write(fd[1], &n1, sizeof(n1));



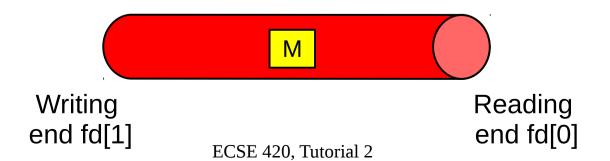
father

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...
p = fork();
if (p == 0) {
    mypid = getpid();
    read(fd[0], &n2, sizeof(n2));
} else {
    write(fd[1], &n1, sizeof(n1));
}
```

child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    read(fd[0], &n2, sizeof(n2));
} else {
    write(fd[1], &n1, sizeof(n1));
}
```



father

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
p = fork();
if (p == 0) {
 mypid = getpid();
 read(fd[0], &n2, sizeof(n2));
} else {
 write(fd[1], &n1, sizeof(n1));
```

child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
p = fork();
if (p == 0) {
 mypid = getpid();
 read(fd[0], &n2, sizeof(n2));
} else {
 write(fd[1], &n1, sizeof(n1));
```

Writing end fd[1]

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Reading end fd[0]

father

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...
p = fork();
if (p == 0) {
    mypid = getpid();
    read(fd[0], &n2, sizeof(n2));
} else {
    write(fd[1], &n1, sizeof(n1));
}
```

child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    read(fd[0], &n2, sizeof(n2));
} else {
    write(fd[1], &n1, sizeof(n1));
}
```

Usage: Father tells child to start printing

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Writing end fd[1]

Reading end fd[0]

father

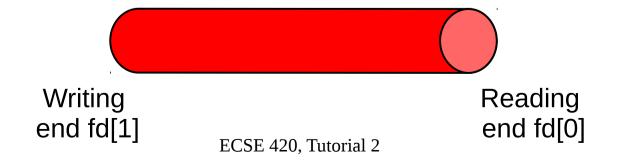
```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```

child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```



father

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```

child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```

M

Writing Reading end fd[1] ECSE 420, Tutorial 2

father

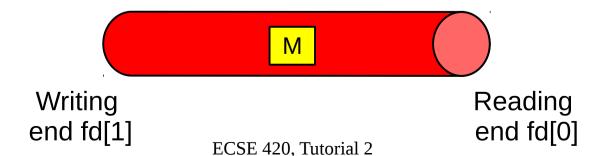
```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```

child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```



father

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```

child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```

M

Writing end fd[1]

Reading end fd[0]

father

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```

child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...
p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```

M

Usage: Child tells father that is done w/ printing.

Writing end fd[1]

Reading end fd[0]

Part 3 – Empty pipe...

father

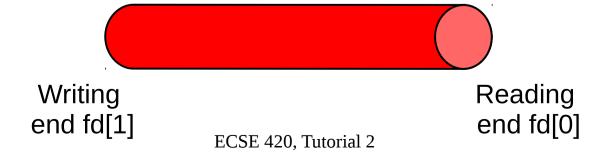
```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```

child

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
...

p = fork();
if (p == 0) {
    mypid = getpid();
    write(fd[1], &n1, sizeof(n1));
} else {
    read(fd[0], &n2, sizeof(n2));
}
```



Part 3 – Empty pipe...

child father

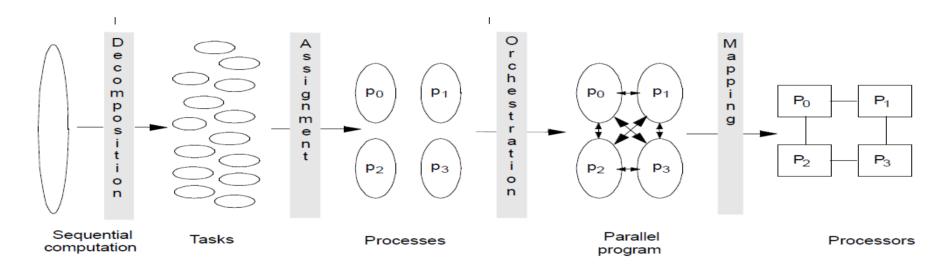
```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
p = fork();
if (p == 0) {
 mypid = getpid();
 write(fd[1], &n1, sizeof(n1));
} else {
 read(fd[0], &n2, sizeof(n2));
```

```
pid_t p, mypid;
int fd[2];
int n1, n2;
pipe(fd);
p = fork();
if (p == 0) {
 mypid = getpid();
   What will happen??
```

Writing end fd[1]

Reading end fd[0]

Introduction to Lab 1



- 1) Task to be performed Image processing
- 2) Parallelization scheme Processes
- 3) Synchronization scheme Pipes
- 4) Report results

Part 4 – Results: Acceleration achieved

```
Initial Image generated.

Serial -- Execution time : 7.2966098785e-02

Parallel -- Execution time : 2.0580291748e-03
```

- Report results
- Explore speedup for different image sizes
- Explore how the number of processes affects speedup

•

Part 4 – Results: Orchestration achieved

Before

Hello I am the new Child O and i am starting printing Hello I am the new Child 3 and i am starting printing Hello I am the new Child 7 and i am starting printing Hello I am the new Child 2 and i am starting printing Hello I am the new Child 1 and i am starting printing Hello I am the new Child 8 and i am starting printing Hello I am the new Child 4 and i am starting printing Hello I am the new Child 5 and i am starting printing Hello I am the new Child 11 and i am starting printing Hello I am the new Child 12 and i am starting printing Hello I am the new Child 13 and i am starting printing Hello I am the new Child 9 and i am starting printing Hello I am the new Child 15 and i am starting printing Hello I am the new Child 16 and i am starting printing Hello I am the new Child 6 and i am starting printing Hello I am the new Child 14 and i am starting printing Hello I am the new Child 17 and i am starting printing Hello I am the new Child 10 and i am starting printing Hello I am the new Child 19 and i am starting printing Hello I am the new Child 18 and i am starting printing

After

Hello I am the new Child O and i am starting printing Hello I am the new Child 1 and i am starting printing Hello I am the new Child 2 and i am starting printing Hello I am the new Child 3 and i am starting printing Hello I am the new Child 4 and i am starting printing Hello I am the new Child 5 and i am starting printing Hello I am the new Child 6 and i am starting printing Hello I am the new Child 7 and i am starting printing Hello I am the new Child 8 and i am starting printing Hello I am the new Child 9 and i am starting printing Hello I am the new Child 10 and i am starting printing Hello I am the new Child 11 and i am starting printing Hello I am the new Child 12 and i am starting printing Hello I am the new Child 13 and i am starting printing Hello I am the new Child 14 and i am starting printing Hello I am the new Child 15 and i am starting printing Hello I am the new Child 16 and i am starting printing Hello I am the new Child 17 and i am starting printing Hello I am the new Child 18 and i am starting printing Hello I am the new Child 19 and i am starting printing

Part 4 – Results: Communication overhead

Without pipes

```
Initial Image generated.

Serial -- Execution time : 7.2966098785e-02

Parallel -- Execution time : 2.0580291748e-03
```

With pipes

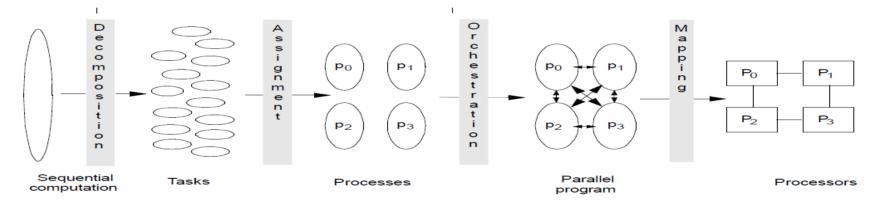
```
Initial Image Generated.

Serial -- Execution time : 7.1352005005e-02

Parallel -- Execution time : 4.6948909760e-02
```

Lab 1

- Task to be performed Image processing
- Parallelization scheme Processes
- Synchronization scheme Pipes
- Report results



- Will be posted next week.
- Code examples will be attached as well.
- More detailed updates during the following days.

Lab 1 – Any questions??



