

ECSE 420 Lab 1: OpenMP

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# Outline

- OpenMP
- More info on Lab 1
- Work on Lab 1



- Another multithreading framework
- #include <omp.h>
- Compile with "-fopenmp"
- Like Pthreads, but lots of stuff is automated for you!



- Thread creation and joining:
  - #pragma omp parallel
- To get thread id, use

```
omp get thread num()
```

To get number of threads, use

```
omp get num threads()
```

To set number of threads, use

```
num threads(<+ve integer>)
```

• Put {} on next line to indicate create-join section

- Beware variable scope!
- Variables declared within a parallel block are private to each thread
- Variables declared outside of a parallel block are shared between threads
- To create a private copy of a variable declared outside of a parallel block and give to each thread, use private (<variable name>)



Automatic work sharing:

```
#pragma omp parallel for
```

 Note: do not put anything between the #pragma omp parallel for and for() (e.g., don't put {})



Mutual exclusion:

```
#pragma omp atomic
#pragma omp critical
```

- critical can contain multiple statements using {}; atomic must be followed by a single statement (no {} allowed)
- But atomic is much more efficient than critical

- Reduction: #pragma omp parallel for reduction (<op>:<destination variable>)
- Write sequential for-loop over associative ops
   → OpenMP transforms it into a reduction



#### Lab 1

- For this lab, use the simple lodepng library
  - Load .png files into unsigned char arrays
  - Save processed images as .png files
- Images consist of 4-byte pixels
- Each pixel is "RGBA"
  - R = red, G = green, B = blue, A = alpha (opacity)
  - Each byte = "intensity" between [0,255]
  - Bytes in array come in order RGBARGBARGBA...
- For this lab, operate on R, G, and B separately, and leave A alone



#### Lab 1

- Let's do an example using lodepng: changing an image from color to grayscale
- For each R byte, set corresponding G and B equal to R

