EE382N (20): Computer Architecture - Parallelism and Locality
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Lecture 12 – Parallelism in Software III

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Credits

- Most of the slides courtesy Dr. Rodric Rabbah (IBM)
  - Taken from 6.189 IAP taught at MIT in 2007.

Patterns for Parallelizing Programs

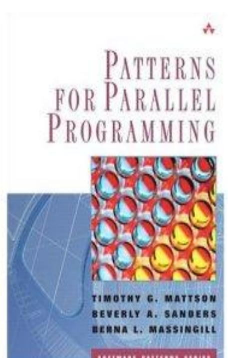
4 Design Spaces

Algorithm Expression

- Finding Concurrency
  - Expose concurrent tasks
- Algorithm Structure
  - Map tasks to processes to exploit parallel architecture

Software Construction

- Supporting Structures
  - Code and data structuring patterns
- Implementation Mechanisms
  - Low level mechanisms used to write parallel programs



Patterns for Parallel Programming. Mattson, Sanders, and Massingill (2005).

Quick recap

- Decomposition
  - Keep things general and simple
    - Consider rough machine properties only (10, 1000, 1M, …)
  - Task
    - Natural in some programs
    - Need to balance overheads of fine-grained with degree of par.
  - Data
    - Natural in some programs, less general than task
    - Consider data structure
  - Pipeline
    - Overlap compute and comm.
    - Reduce the degree of other parallelism needed
- Dependencies
  - Equivalent to RAW/WAW/WAR

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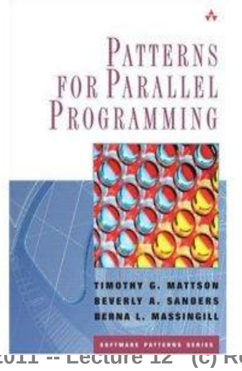

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Algorithm Structure Design Space

- Given a collection of concurrent tasks, what's the next step?
- Map tasks to units of execution (e.g., threads)

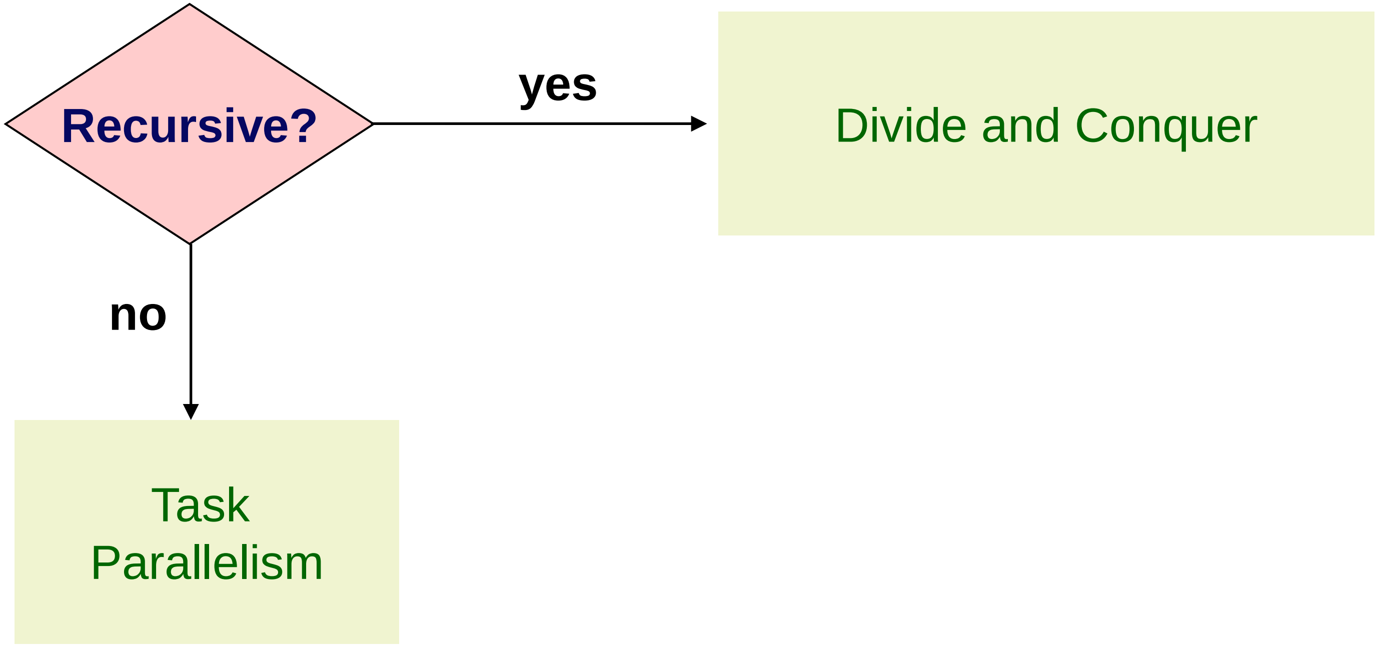
- Important considerations
  - Magnitude of number of execution units platform will support
  - Cost of sharing information among execution units
  - Avoid tendency to over constrain the implementation
    - Work well on the intended platform
    - Flexible enough to easily adapt to different architectures

Major Organizing Principle

- How to determine the algorithm structure that represents the mapping of tasks to units of execution?

- Concurrency usually implies major organizing principle
  - Organize by tasks
  - Organize by data decomposition
  - Organize by flow of data

Organize by Tasks?



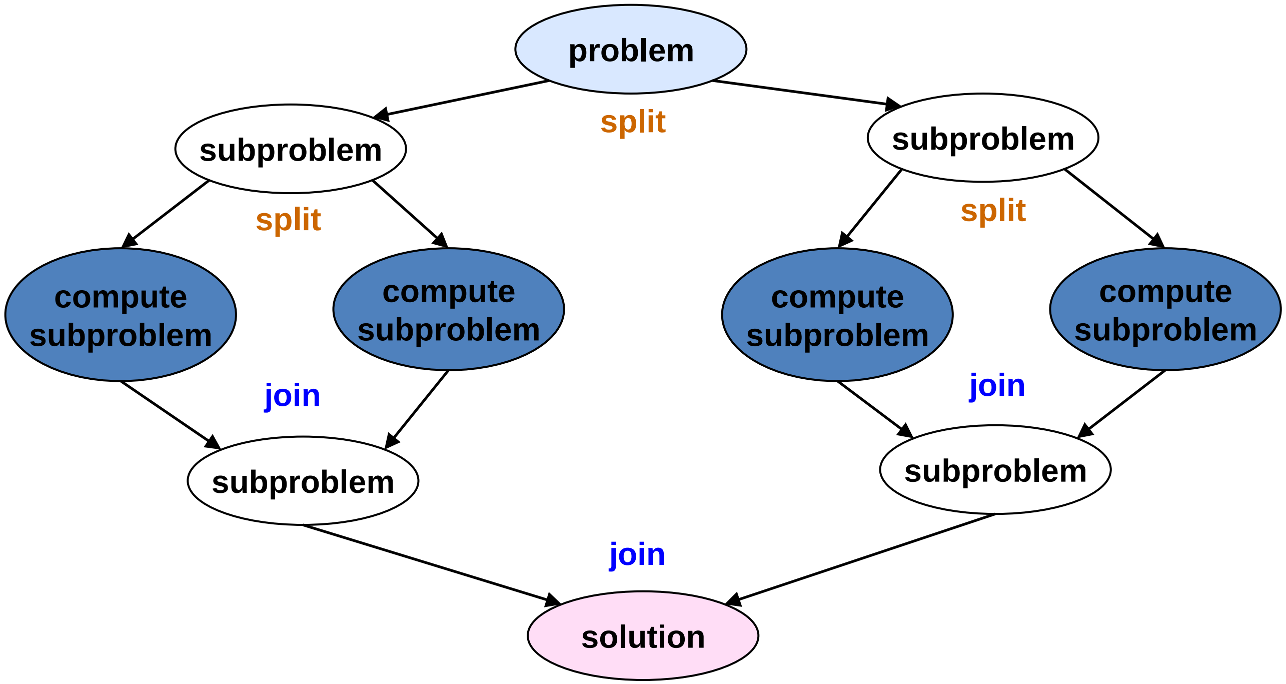
Task Parallelism

- Molecular dynamics
  - Non-bonded force calculations, some dependencies

- Common factors
  - Tasks are associated with iterations of a loop
  - Tasks largely known at the start of the computation
  - All tasks may not need to complete to arrive at a solution

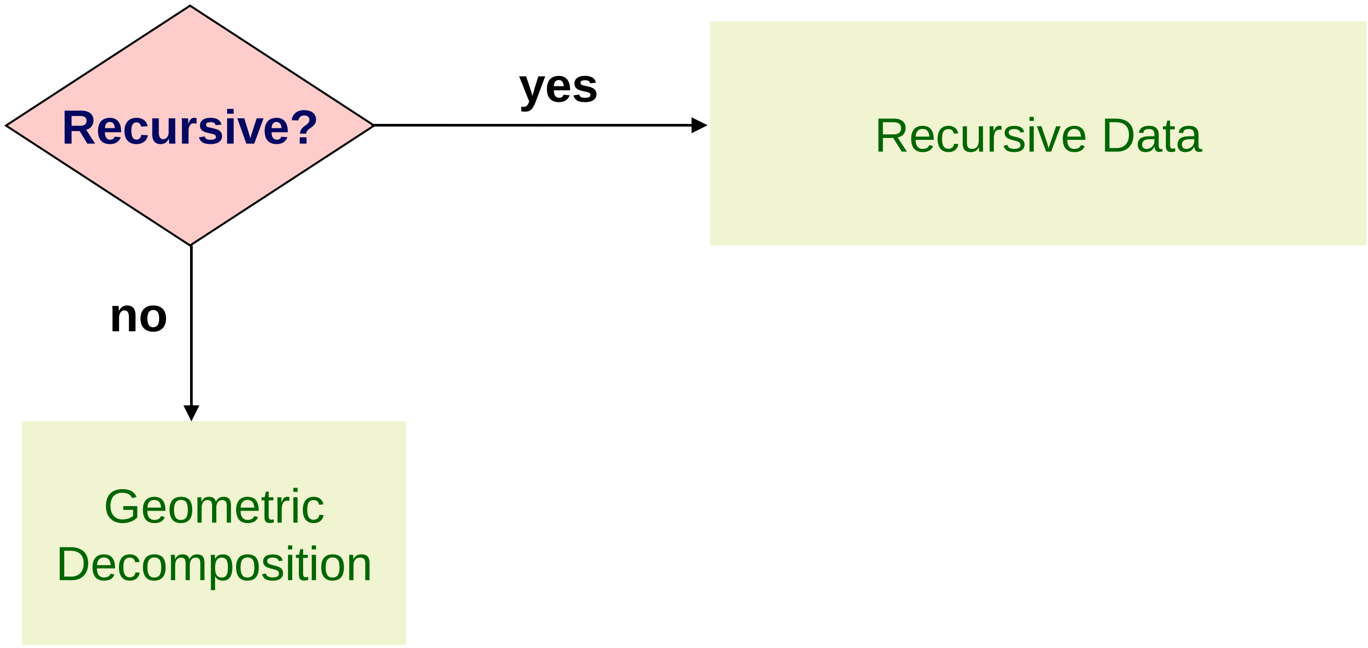
Divide and Conquer

- For recursive programs: divide and conquer
  - Subproblems may not be uniform
  - May require dynamic load balancing



Organize by Data?

- Operations on a central data structure
  - Arrays and linear data structures
  - Recursive data structures

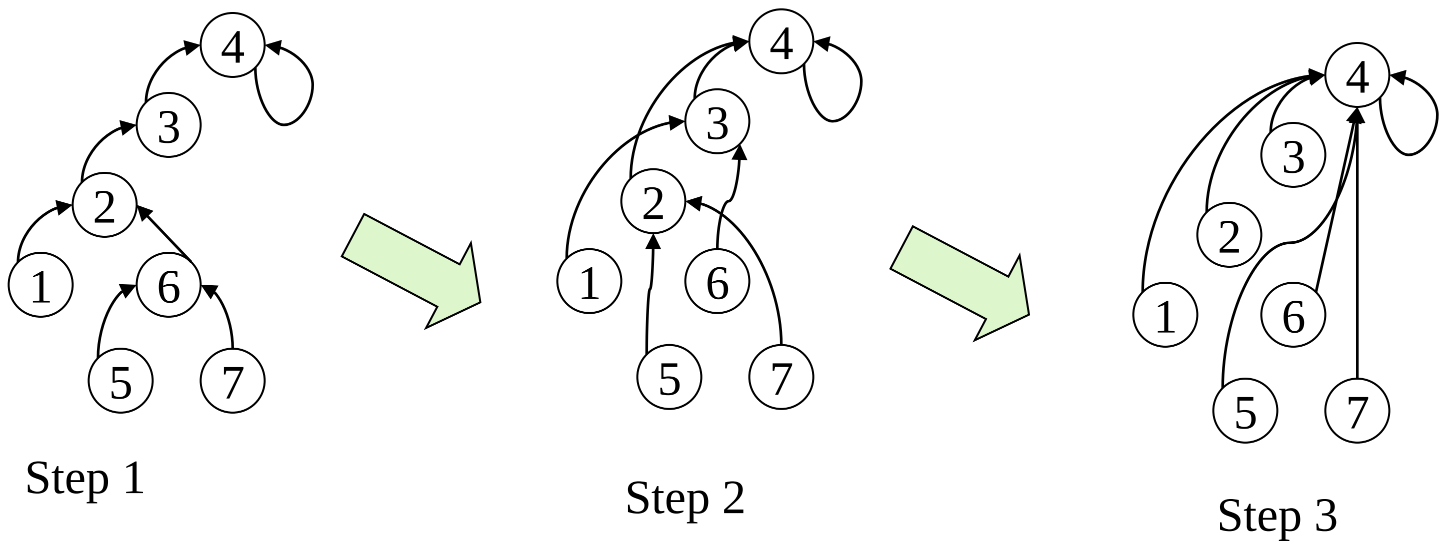


Recursive Data

- Computation on a list, tree, or graph
  - Often appears the only way to solve a problem is to sequentially move through the data structure
- There are however opportunities to reshape the operations in a way that exposes concurrency

Recursive Data Example: Find the Root

- Given a forest of rooted directed trees, for each node, find the root of the tree containing the node
  - Parallel approach: for each node, find its successor's successor, repeat until no changes
    - O(log n) vs. O(n)



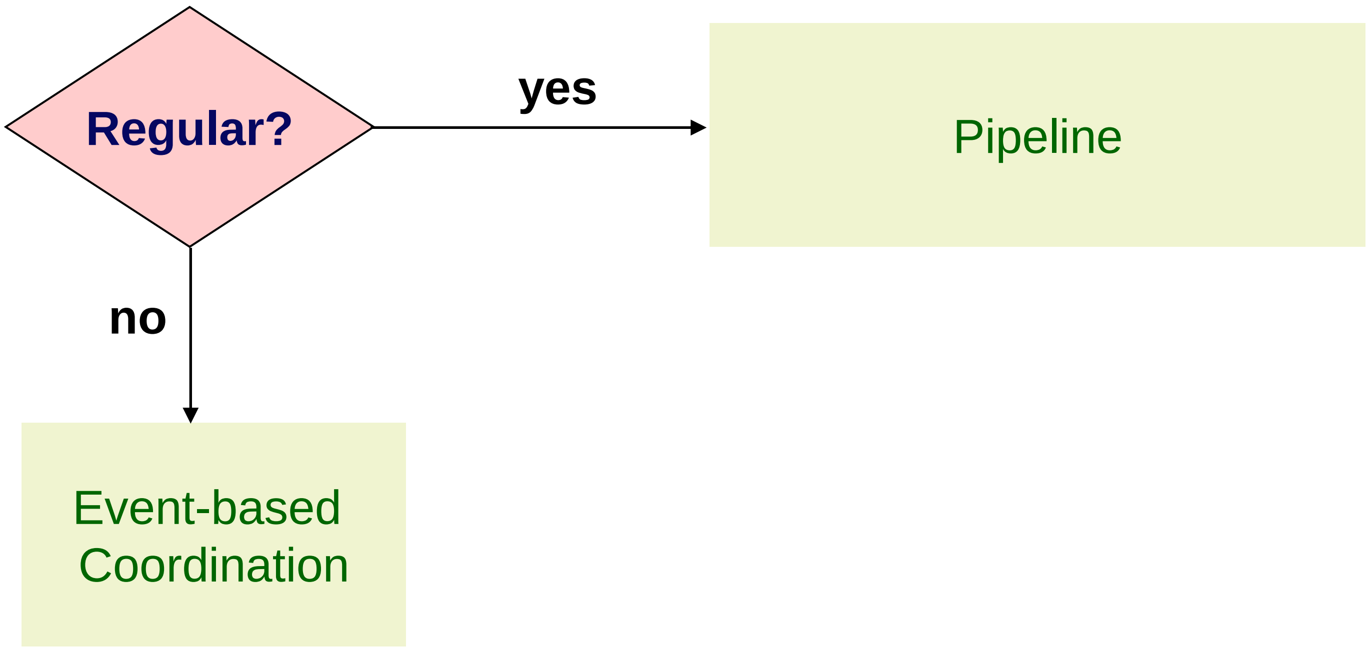
Work vs. Concurrency Tradeoff

- Parallel restructuring of find the root algorithm leads to O(n log n) work vs. O(n) with sequential approach

- Most strategies based on this pattern similarly trade off increase in total work for decrease in execution time due to concurrency

Organize by Flow of Data?

- In some application domains, the flow of data imposes ordering on the tasks
  - Regular, one-way, mostly stable data flow
  - Irregular, dynamic, or unpredictable data flow



Pipeline Throughput vs. Latency

- Amount of concurrency in a pipeline is limited by the number of stages
- Works best if the time to fill and drain the pipeline is small compared to overall running time
- Performance metric is usually the throughput
  - Rate at which data appear at the end of the pipeline per time unit (e.g., frames per second)
- Pipeline latency is important for real-time applications
  - Time interval from data input to pipeline, to data output

Event-Based Coordination

- In this pattern, interaction of tasks to process data can vary over unpredictable intervals
- Deadlocks are a danger for applications that use this pattern
  - Dynamic scheduling has overhead and may be inefficient
    - Granularity a major concern
- Another option is various "static" dataflow models
  - E.g., synchronous dataflow

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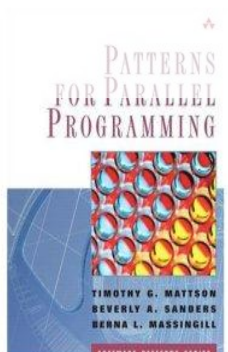

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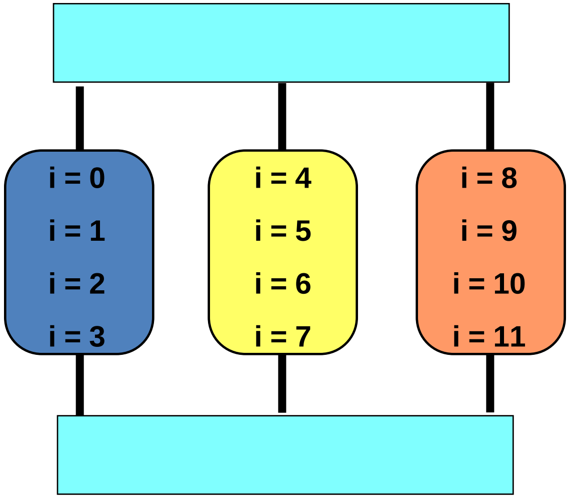
Code Supporting Structures

- Loop parallelism
- Master/Worker
- Fork/Join
- SPMD
- ***Map/Reduce***

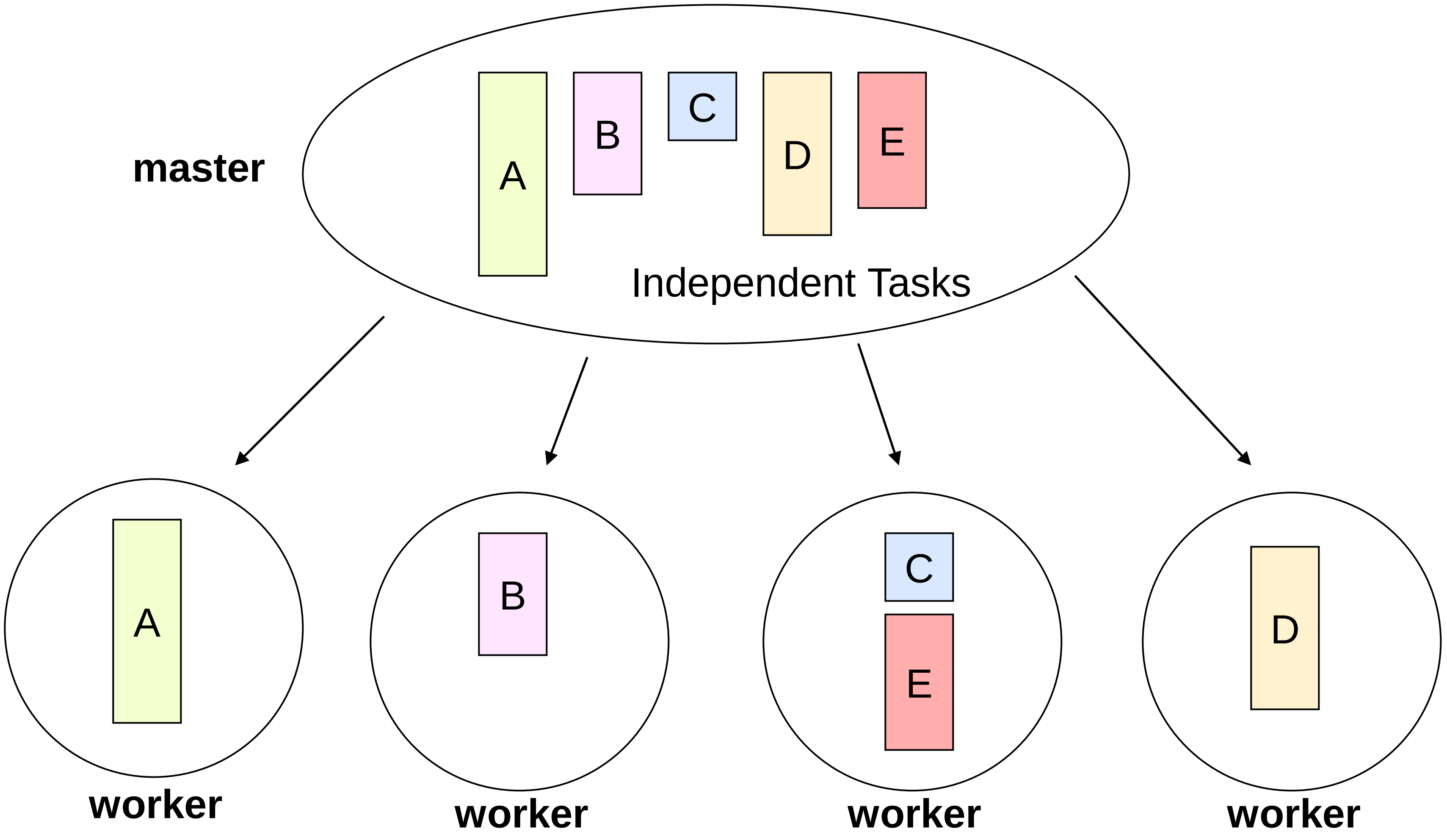
Loop Parallelism Pattern

- Many programs are expressed using iterative constructs
  - Programming models like OpenMP provide directives to automatically assign loop iteration to execution units
  - Especially good when code cannot be massively restructured

```
#pragma omp parallel for
for(i = 0; i < 12; i++)
      C[i] = A[i] + B[i];
```



Master/Worker Pattern



Master/Worker Pattern

- Particularly relevant for problems using task parallelism pattern where task have no dependencies
  - Embarrassingly parallel problems

- Main challenge in determining when the entire problem is complete

Fork/Join Pattern

- Tasks are created dynamically
  - Tasks can create more tasks
- Manages tasks according to their relationship
- Parent task creates new tasks (fork) then waits until they complete (join) before continuing on with the computation

SPMD Pattern

- Single Program Multiple Data: create a single source-code image that runs on each processor
  - Initialize
  - Obtain a unique identifier
  - Run the same program each processor
    - Identifier and input data differentiate behavior
  - Distribute data
  - Finalize

SPMD Challenges

- Split data correctly
- Correctly combine the results
- Achieve an even distribution of the work
- For programs that need dynamic load balancing, an alternative pattern is more suitable

Map/Reduce Pattern

- Two phases in the program
- Map phase applies a single function to all data
  - Each result is a tuple of value and tag
- Reduce phase combines the results
  - The values of elements with the same tag are combined to a single value per tag -- ***reduction***
  - Semantics of combining function are associative
  - Can be done in parallel
  - Can be pipelined with map
- Google uses this for *all* their parallel programs

Communication and Synchronization Patterns

- Communication
  - Point-to-point
  - Broadcast
  - Reduction
  - Multicast
- Synchronization
  - Locks (mutual exclusion)
  - Monitors (events)
  - Barriers (wait for all)
    - Split-phase barriers (separate signal and wait)
      - Sometimes called "fuzzy barriers"
    - Named barriers allow waiting on subset

Algorithm Structure and Organization (from the Book)

	Task parallelism	Divide and conquer	Geometric decomposition	Recursive data	Pipeline	Event-based coordination
SPMD	****	***	****	**	***	**
Loop Parallelism	****	**	***			
Master/ Worker	****	**	*	*	****	*
Fork/ Join	**	****	**		****	****

- Patterns can be hierarchically composed so that a program uses more than one pattern