

# Math 4997-3

## Lecture 6: Shared memory parallelism

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<https://www.cct.lsu.edu/~pdiehl/teaching/2021/4997/>

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Reminder

Shared memory parallelism

Parallel algorithms

Execution policies

Be aware of: Data races and Deadlocks

Summary

References

Reminder

## Lecture 5

What you should know from last lecture

- ▶ Operator overloading
- ▶ Header and class files
- ▶ CMake

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## Shared memory parallelism

### Definition of parallelism

- ▶ We need multiple resources which can operate at the same time
- ▶ We have to have more than one task that can be performed at the same time
- ▶ We have to do multiple tasks on multiple resources the same time

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### Amdahl's Law (Strong scaling) [1]

$$S = \frac{1}{(1 - P) + \frac{P}{N}}$$

where  $S$  is the speed up,  $P$  the proportion of parallel code, and  $N$  the numbers of threads.

#### Example

A program took 20 hours using a single thread and only the part took one hour can not be run in parallel, we will get  $P = 0.95$ . So the theoretical speed up is  $\frac{1}{(1-0.95)} = 20$ .

Parallel computing with many threads is only beneficial for highly parallelizable programs.

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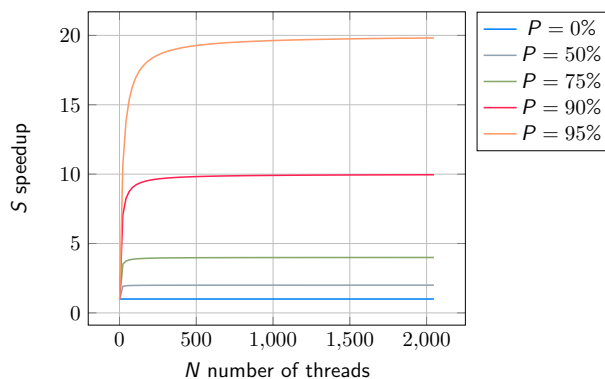


Figure: Plot of Amdahl's law for different parallel portions of the code.

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## Example: Dot product

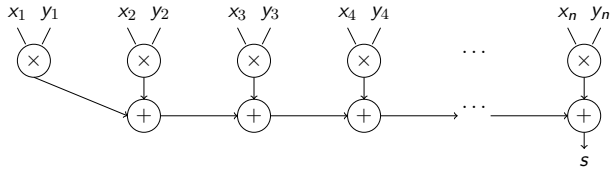
$$S = \mathbf{X} \cdot \mathbf{Y} = \sum_i^N x_i y_i$$

$$\mathbf{X} = \{x_1, x_2, \dots, x_n\}$$

$$\mathbf{Y} = \{y_1, y_2, \dots, y_n\}$$

$$S = (x_1 y_1) + (x_2 y_2) + \dots + (x_n y_n)$$

### Flow chart: Sequential



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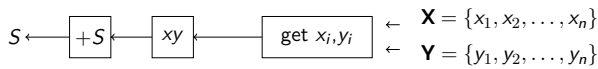
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## Parallelism approaches

### Pipeline parallelism

- ▶ Used in vector processors
- ▶ Data passes between successive stages
- ▶ Used in execution pipelines in all general microprocessors
- ▶ Exploits
  - ▶ Fine grain parallelism
  - ▶ High clock speeds
  - ▶ Latency hiding



More details [6]

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## Parallelism approaches

### Single instructions and multiple data (SIMD)

- ▶ All perform same operation at the same time
- ▶ But may perform different operations at different times
- ▶ Each operates on separate data
- ▶ Used in accelerators on microprocessors
- ▶ Scales as long as data scales

SIMD is part of Flynn's taxonomy, a classification of computer architectures, proposed by Michael J. Flynn in 1966 [4, 2].

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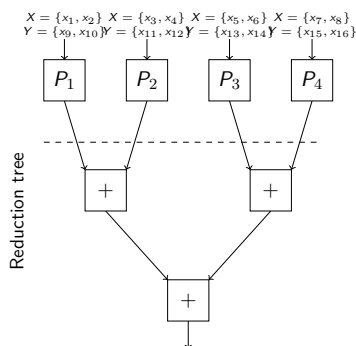
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## Flow chart: SIMD

### Algorithm

1.  $S = 0$
2. Get  $x_{i+1}, y_{i+1}$
3. Compute  $xy$
4. Add to  $S$
5. More data, go to 2
6. Send  $S$  to reduce
7. Stop



Reduction tree: Exploits fine grain functions and need global communications

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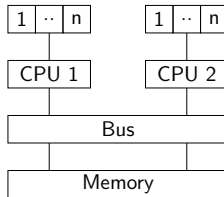
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## Uniform memory access (UMA)



### Access times

- ▶ Memory access times are the same

More details [3, 5].

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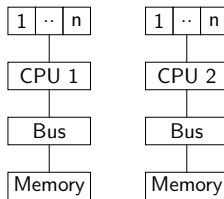
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## Non-uniform memory access (NUMA)



Access time to the memory depends on the memory location relative to the CPU.

### Access times

- ▶ Local memory access is fast
- ▶ Non-local memory access has some overhead

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## Parallel algorithms

### Parallel algorithms in C++ 17<sup>2</sup>

- ▶ C++17 added support for parallel algorithms to the standard library, to help programs take advantage of parallel execution for improved performance.
- ▶ Parallelized versions of 69 algorithms from `<algorithm>`, `<numeric>` and `<memory>` are available.

### Recently new feature!

Only recently released compilers (gcc 9 and MSVC 19.14)<sup>1</sup> implement these new features and some of them are still experimental.

Some special compiler flags are needed to use these features:

```
g++ -std=c++1z -ltbb lecture6-loops.cpp
```

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<sup>1</sup>[https://en.cppreference.com/w/cpp/compiler\\_support](https://en.cppreference.com/w/cpp/compiler_support)

<sup>2</sup><https://en.cppreference.com/w/cpp/experimental/parallelism>

## Example: Accumulate

```
std::vector<int> nums(1000000,1);
```

### Sequential<sup>3</sup>

```
auto result = std::accumulate(nums.begin(),
                               nums.end(),
                               0.0);
```

### Parallel<sup>4</sup>

```
auto result = std::reduce(
    std::execution::par,
    nums.begin(), nums.end());
```

Important: `std::execution::par` from `#include<execution>`<sup>5</sup>

<sup>3</sup> <https://en.cppreference.com/w/cpp/algorithm/accumulate>

<sup>4</sup> <https://en.cppreference.com/w/cpp/experimental/reduce>

<sup>5</sup> [https://en.cppreference.com/w/cpp/experimental/execution\\_policy\\_tag](https://en.cppreference.com/w/cpp/experimental/execution_policy_tag)

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## Execution time

### Time measurements

```
g++ -std=c++1z -ltbb lecture6-loops.cpp
./a.out
std::accumulate result 9e+08 took 10370.689498 ms
std::reduce result 9.000000e+08 took 612.173647 ms
```

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## Execution policies

## Execution policies

- ▶ `std::execution::seq`  
The algorithm is executed sequential, like `std::accumulate` in the previous example and using only once thread.
- ▶ `std::execution::par`  
The algorithm is executed in parallel and used multiple threads.
- ▶ `std::execution::par_unseq`  
The algorithm is executed in parallel and vectorization is used.

Note we will not cover vectorization in this course.

For more details: CppCon 2016: Bryce Adelstein Lelbach "The C++17 Parallel Algorithms Library and Beyond"<sup>6</sup>

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<sup>6</sup> <https://www.youtube.com/watch?v=Vck6kzWjY88>

## Be aware of: Data races and Deadlocks

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## Be aware of

With great power comes great responsibility!

### You are responsible

When using parallel execution policy, it is the programmer's responsibility to avoid

- ▶ data races
- ▶ race conditions
- ▶ deadlocks

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## Data race

```
//Compute the sum of the array a in parallel
int a[] = {0,1};
int sum = 0;
std::for_each(std::execution::par,
              std::begin(a),
              std::end(a), [&](int i) {
    sum += a[i]; // Error: Data race
});
```

### Data race:

A data race exists when multithreaded (or otherwise parallel) code that would access a shared resource could do so in such a way as to cause unexpected results.

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## Solution I: data races

```
std::atomic7
//Compute the sum of the array a in parallel
int a[] = {0,1};
std::atomic<int> sum{0};
std::for_each(std::execution::par,
              std::begin(a),
              std::end(a), [&](int i) {
    sum += a[i];
});
```

The atomic library<sup>8</sup> provides components for fine-grained atomic operations allowing for lockless concurrent programming. Each atomic operation is indivisible with regards to any other atomic operation that involves the same object. Atomic objects are free of data races.

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<sup>7</sup><https://en.cppreference.com/w/cpp/atomic/atomic>

<sup>8</sup><https://en.cppreference.com/w/cpp/atomic>

## Solution 2: data races

```
std::mutex9
//Compute the sum of the array a in parallel
int a[] = {0,1};
int sum = 0;
std::mutex m;
std::for_each(std::execution::par,
              std::begin(a),
              std::end(a), [&](int i) {
    m.lock();
    sum += a[i];
    m.unlock();
});
```

The mutex class is a synchronization primitive that can be used to protect shared data from being simultaneously accessed by multiple threads.

<sup>9</sup><https://en.cppreference.com/w/cpp/thread/mutex>

## Race condition

```
if (x == 5) // Checking x
{
    // Different thread could change x
    y = x * 2; // Using x
}
// It is not sure if y is 10 or any other value.
```

### Race condition

A check of a shared variable within a parallel execution and another thread could change this variable before it is used.

## Solution: Race condition

```
std::mutex m;

m.lock();
if (x == 5) // Checking x
{
    // Different thread could change x
    y = x * 2; // Using x
}
m.unlock();
// Now it is sure that y will be 10
```

### Race condition

A check of a shared variable within a parallel execution and another thread could change this variable before it is used.

## Deadlocks

Deadlock describes a situation where two or more threads are blocked forever, waiting for each other.

### Example (Taken from<sup>10</sup>)

Alphonse and Gaston are friends, and great believers in courtesy. A strict rule of courtesy is that when you bow to a friend, you must remain bowed until your friend has a chance to return the bow. Unfortunately, this rule does not account for the possibility that two friends might bow to each other at the same time.

Example: `lecture7-deadlocks.cpp`

<sup>10</sup><https://docs.oracle.com/javase/tutorial/essential/concurrency/deadlock.html>

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## Summary

## Summary

After this lecture, you should know

- ▶ Shared memory parallelism
- ▶ Parallel algorithms
- ▶ Execution policies
- ▶ Race condition, data race, and deadlocks

Further reading:

C++ Lecture 3 - Modern Parallelization Techniques<sup>11</sup>: OpenMP for shared memory parallelism and the Message Passing Interface for distributed memory parallelism. Note that HPX which will we cover after the midterm is introduced there.

<sup>11</sup><https://www.youtube.com/watch?v=1DUW5Qw3eck>

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## References

## References I

[1] Gene M Amdahl.  
Validity of the single processor approach to achieving large scale computing capabilities.  
*In Proceedings of the April 18-20, 1967, spring joint computer conference*, pages 483–485. ACM, 1967.

[2] Ralph Duncan.  
A survey of parallel computer architectures.  
*Computer*, 23(2):5–16, 1990.

[3] Hesham El-Rewini and Mostafa Abd-El-Barr.  
*Advanced computer architecture and parallel processing*, volume 42.  
John Wiley & Sons, 2005.

[4] Michael J Flynn.  
Some computer organizations and their effectiveness.  
*IEEE transactions on computers*, 100(9):948–960, 1972.

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## References II

- [5] Georg Hager and Gerhard Wellein.  
*Introduction to high performance computing for scientists and engineers.*  
CRC Press, 2010.
- [6] Michael Quinn.  
*Parallel Programming in C with MPI and OpenMP.*  
McGraw-Hill Science/Engineering/Math, 2003.

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