

CS 110

Computer Architecture

Thread-Level Parallelism (TLP) and OpenMP Intro

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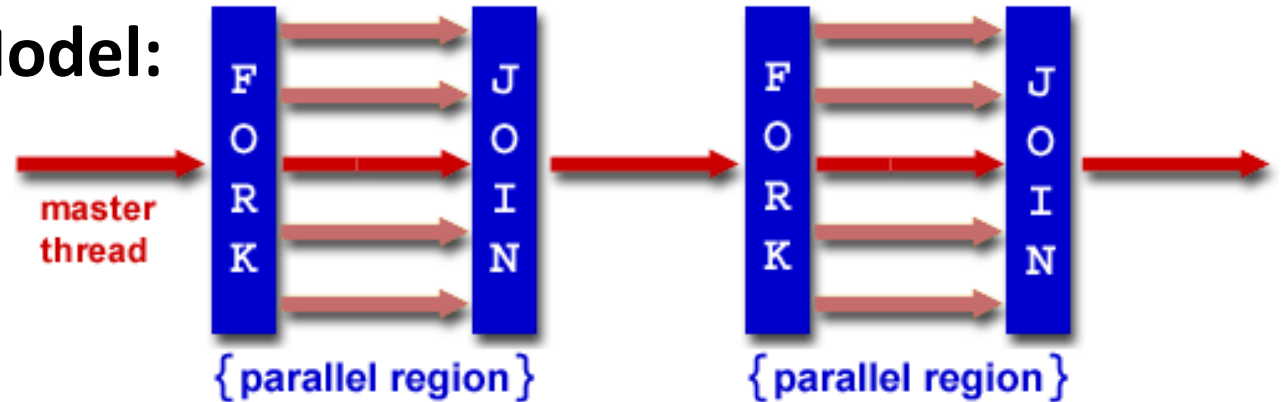
Slides based on UC Berkley's CS61C

Review

- Sequential software is slow software
 - SIMD and MIMD are paths to higher performance
- MIMD thru: multithreading processor cores (increases utilization), Multicore processors (more cores per chip)
- Synchronization – coordination among threads
 - MIPS: atomic read-modify-write using load-linked/store-conditional
- OpenMP as simple parallel extension to C
 - Pragmas for forking multiple Threads
 - \approx C: small so easy to learn, but not very high level and it's easy to get into trouble

OpenMP Programming Model - Review

- **Fork - Join Model:**



- OpenMP programs begin as single process (*master thread*) and executes sequentially until the first parallel region construct is encountered
 - *FORK*: Master thread then creates a team of parallel threads
 - Statements in program that are enclosed by the parallel region construct are executed in parallel among the various threads
 - *JOIN*: When the team threads complete the statements in the parallel region construct, they synchronize and terminate, leaving only the master thread

parallel Pragma and Scope - Review

- Basic OpenMP construct for parallelization:

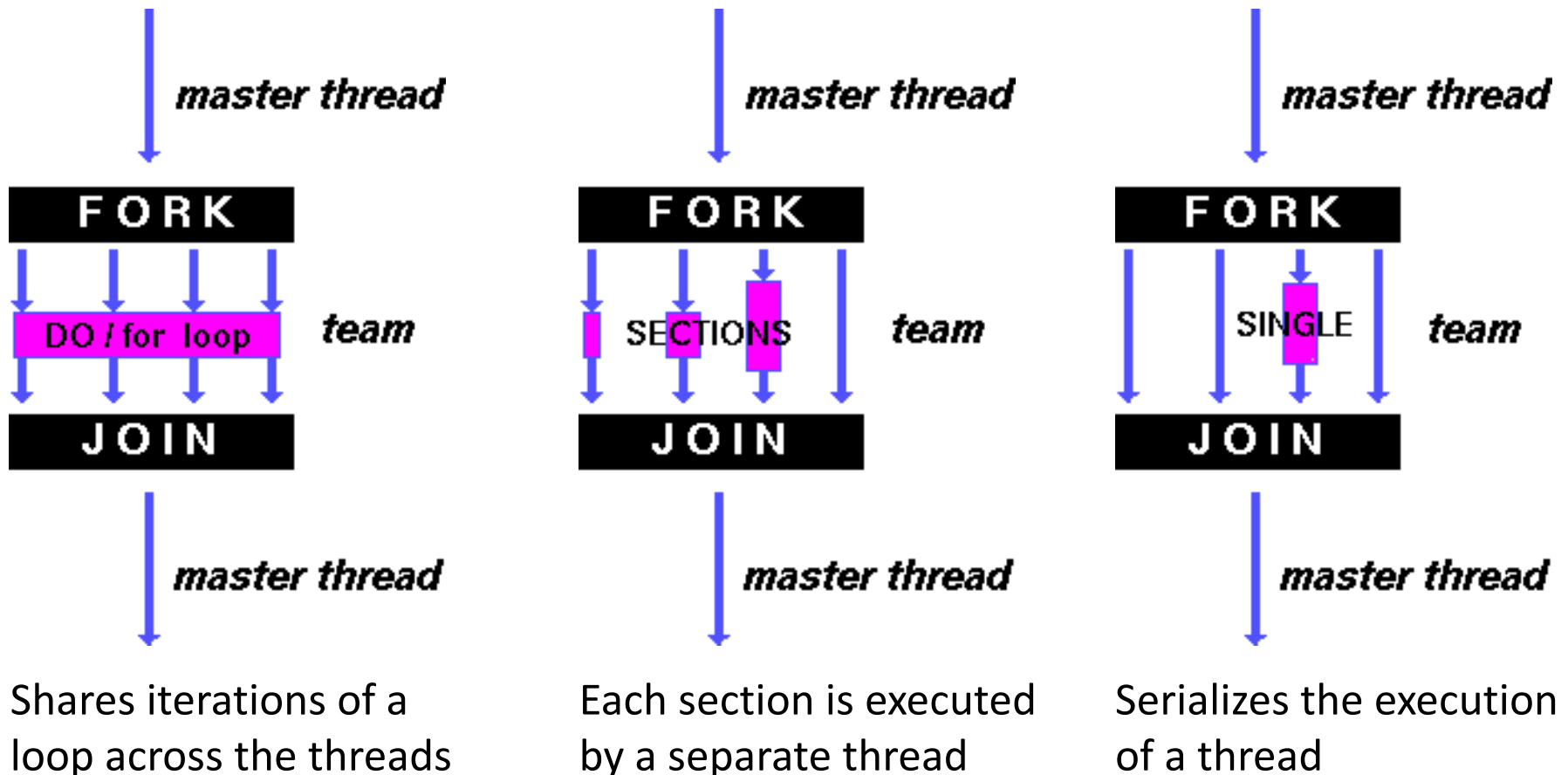
```
#pragma omp parallel
{
    /* code goes here */
}
```

- *Each* thread runs a copy of code within the block
 - Thread scheduling is *non-deterministic*
- OpenMP default is *shared* variables
 - To make private, need to declare with pragma:

```
#pragma omp parallel private (x)
```

OpenMP Directives (Work-Sharing)

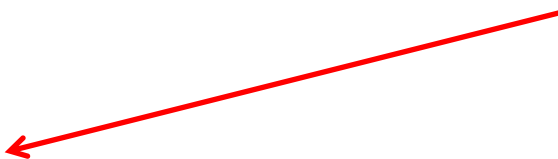
- These are defined *within* a `parallel` section



Parallel Statement Shorthand

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

This is the only directive in the parallel section




can be shortened to:

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

- Also works for sections

Building Block: `for` loop

```
for (i=0; i<max; i++) zero[i] = 0;
```

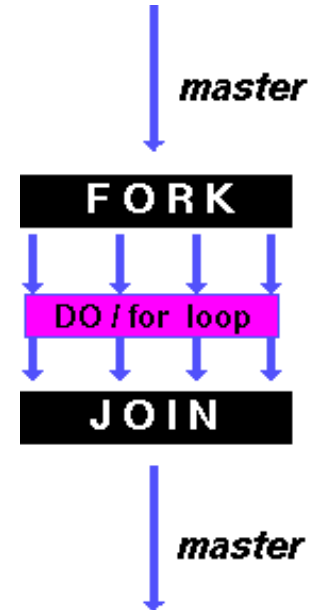
- Breaks *for loop* into chunks, and allocate each to a separate thread
 - e.g. if `max = 100` with 2 threads:
assign 0-49 to thread 0, and 50-99 to thread 1
- Must have relatively simple “shape” for an OpenMP-aware compiler to be able to parallelize it
 - Necessary for the run-time system to be able to determine how many of the loop iterations to assign to each thread
- No premature exits from the loop allowed  In general, don't jump outside of any pragma block
 - i.e. No `break`, `return`, `exit`, `goto` statements

Parallel `for` *pragma*

```
#pragma omp parallel for
```

```
for (i=0; i<max; i++) zero[i] = 0;
```

- Master thread creates additional threads, each with a separate execution context
- All variables declared outside for loop are shared by default, except for loop index which is *private* per thread (Why?)
- Implicit “barrier” synchronization at end of for loop
- Divide index regions sequentially per thread
 - Thread 0 gets 0, 1, ..., (max/n)-1;
 - Thread 1 gets max/n, max/n+1, ..., 2*(max/n)-1
 - Why?



OpenMP Timing

- Elapsed wall clock time:

```
double omp_get_wtime(void);
```

- Returns elapsed wall clock time in seconds
- Time is measured per thread, no guarantee can be made that two distinct threads measure the same time
- Time is measured from “some time in the past,” so subtract results of two calls to `omp_get_wtime` to get elapsed time

Matrix Multiply in OpenMP

```
// C[M][N] = A[M][P] × B[P][N]
```

```
start_time = omp_get_wtime();
```

```
#pragma omp parallel for private(tmp, j, k)
```

```
for (i=0; i<M; i++){
```

```
    for (j=0; j<N; j++){
```

```
        tmp = 0.0;
```

```
        for( k=0; k<P; k++){
```

```
            /* C(i,j) = sum(over k) A(i,k) * B(k,j) */
```

```
            tmp += A[i][k] * B[k][j];
```

```
        }
```

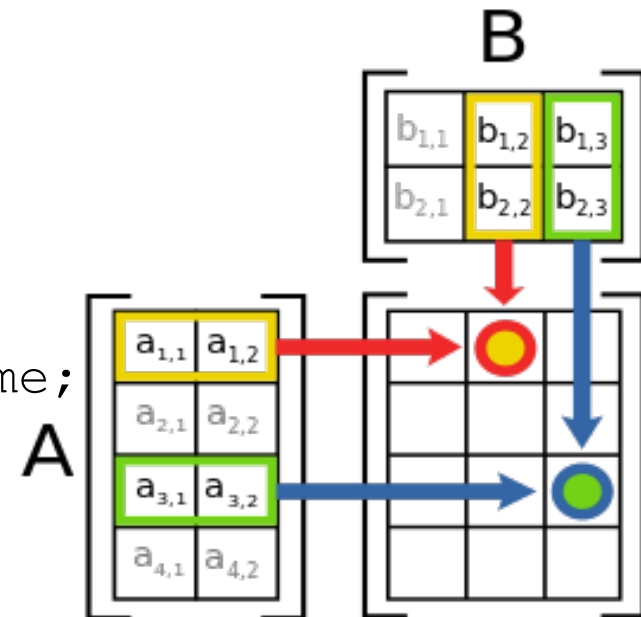
```
        C[i][j] = tmp;
```

```
    }
```

```
}
```

```
run_time = omp_get_wtime() - start_time;
```

← Outer loop spread across N threads;
inner loops inside a single thread



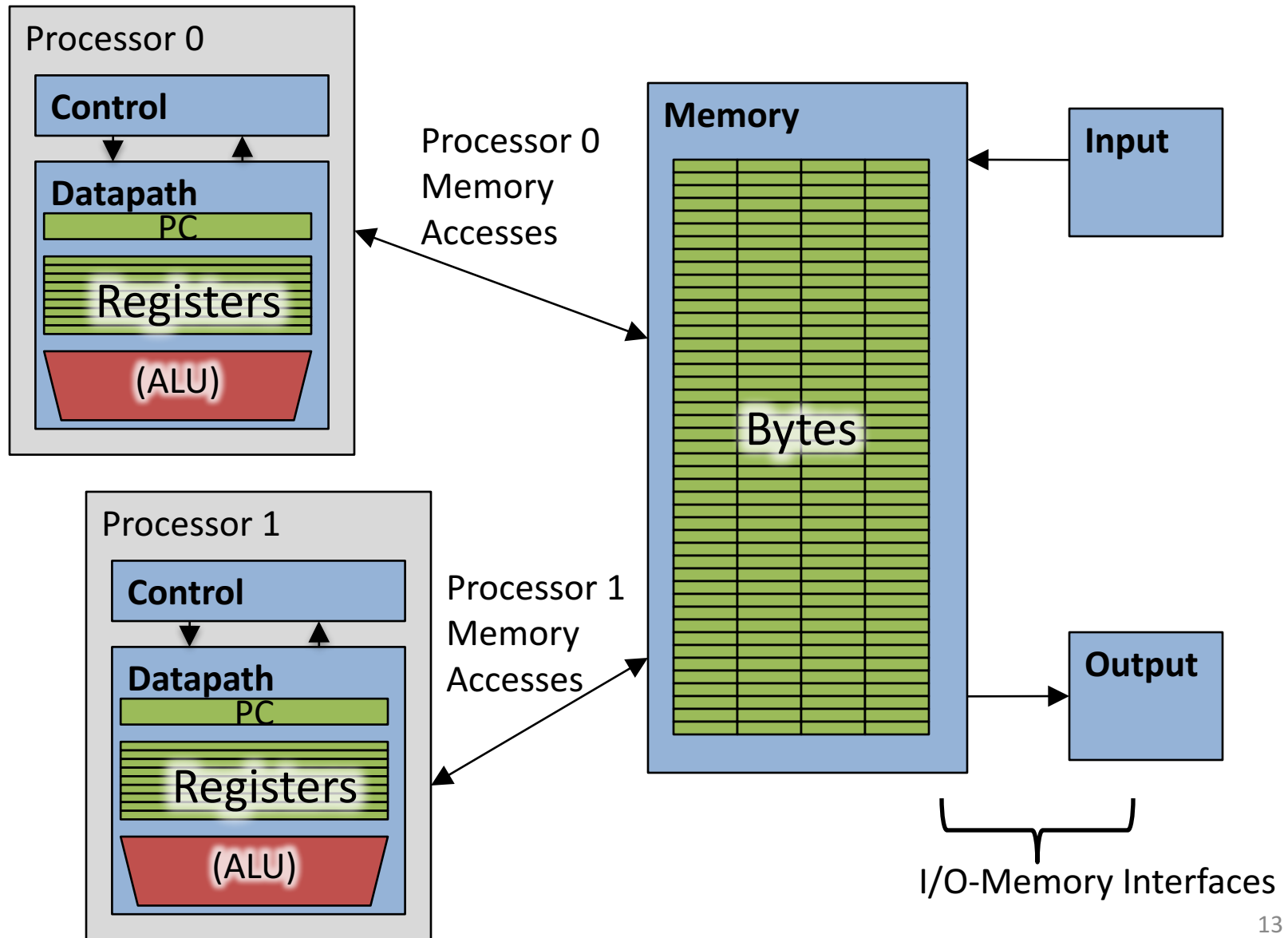
Notes on Matrix Multiply Example

- More performance optimizations available:
 - Higher *compiler optimization* (-O2, -O3) to reduce number of instructions executed
 - *Cache blocking* to improve memory performance
 - Using SIMD SSE instructions to raise floating point computation rate (*DLP*)

Admin

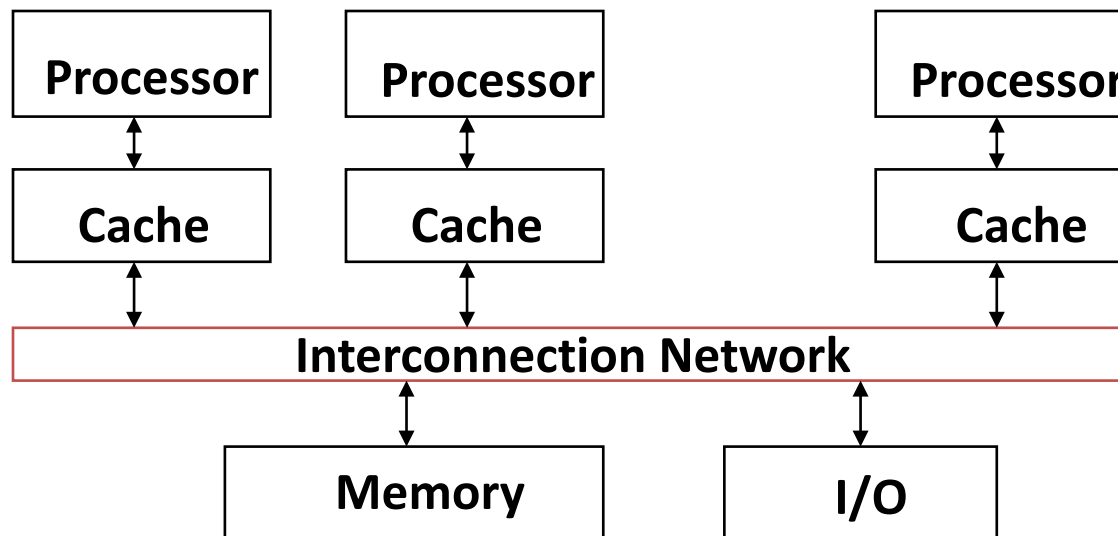
- Midterm II next Tuesday
- Q&A discussion today

Simple Multi-core Processor



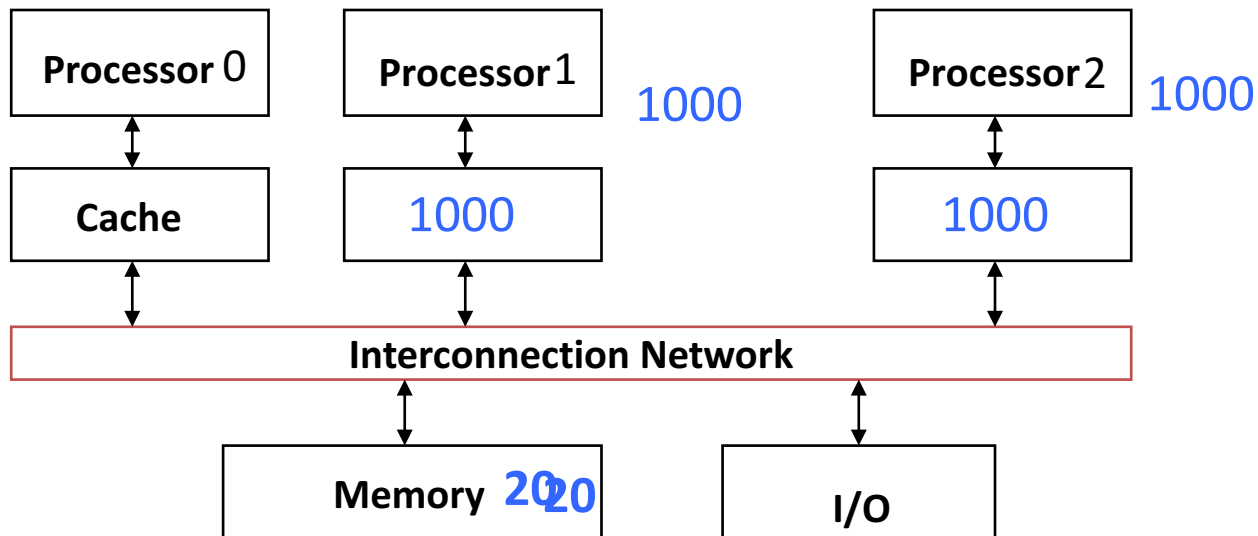
Multiprocessor Caches

- Memory is a performance bottleneck even with one processor
- Use caches to reduce bandwidth demands on main memory
- Each core has a local private cache holding data it has accessed recently
- Only cache misses have to access the shared common memory



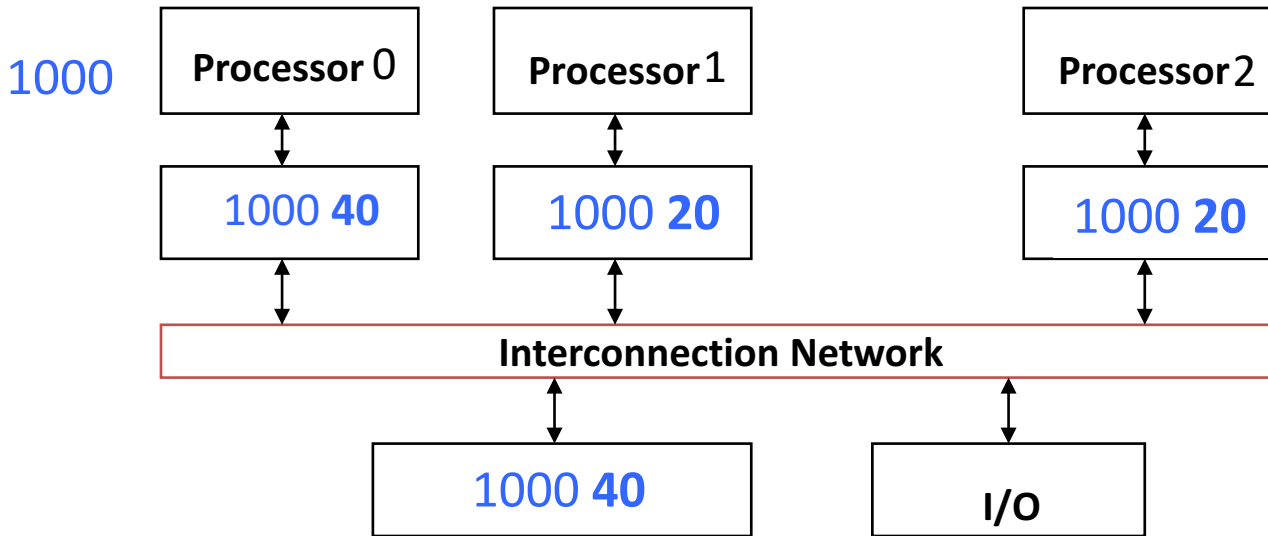
Shared Memory and Caches

- What if?
 - Processors 1 and 2 read Memory[1000] (value 20)



Shared Memory and Caches

- Now:
 - Processor 0 writes Memory[1000] with 40



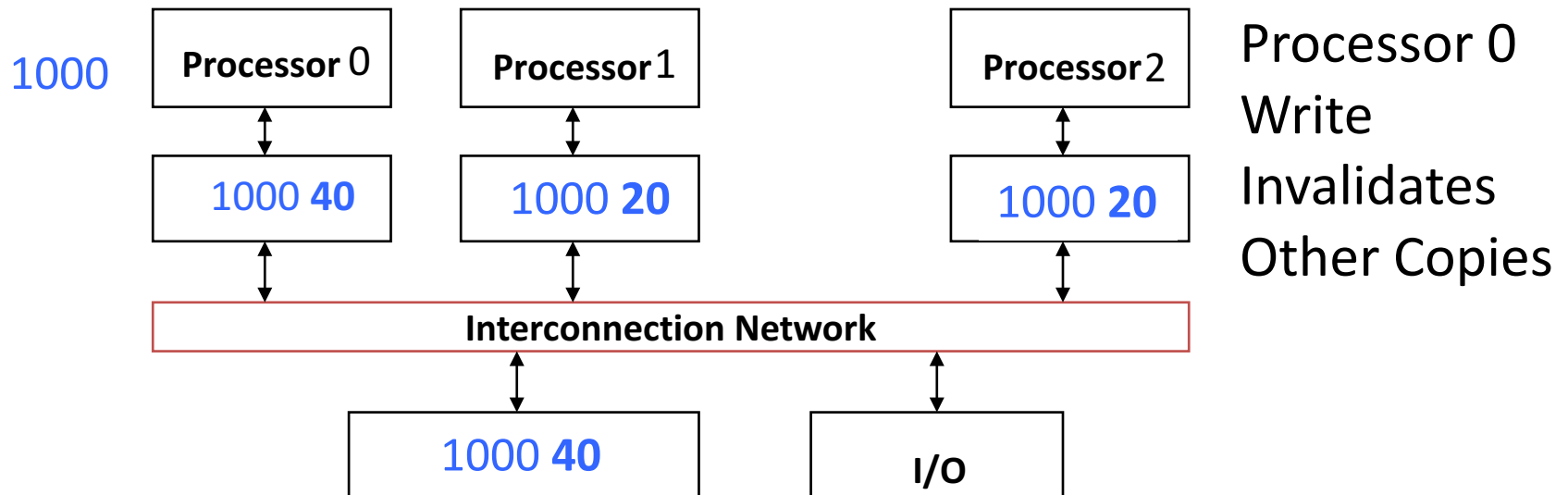
Problem?

Keeping Multiple Caches Coherent

- Architect's job: shared memory
=> keep cache values coherent
- Idea: When any processor has cache miss or writes, notify other processors via interconnection network
 - If only reading, many processors can have copies
 - If a processor writes, invalidate any other copies
- Write transactions from one processor, other caches “snoop” the common interconnect checking for tags they hold
 - Invalidate any copies of same address modified in other cache

Shared Memory and Caches

- Example, now with cache coherence
 - Processors 1 and 2 read Memory[1000]
 - Processor 0 writes Memory[1000] with 40

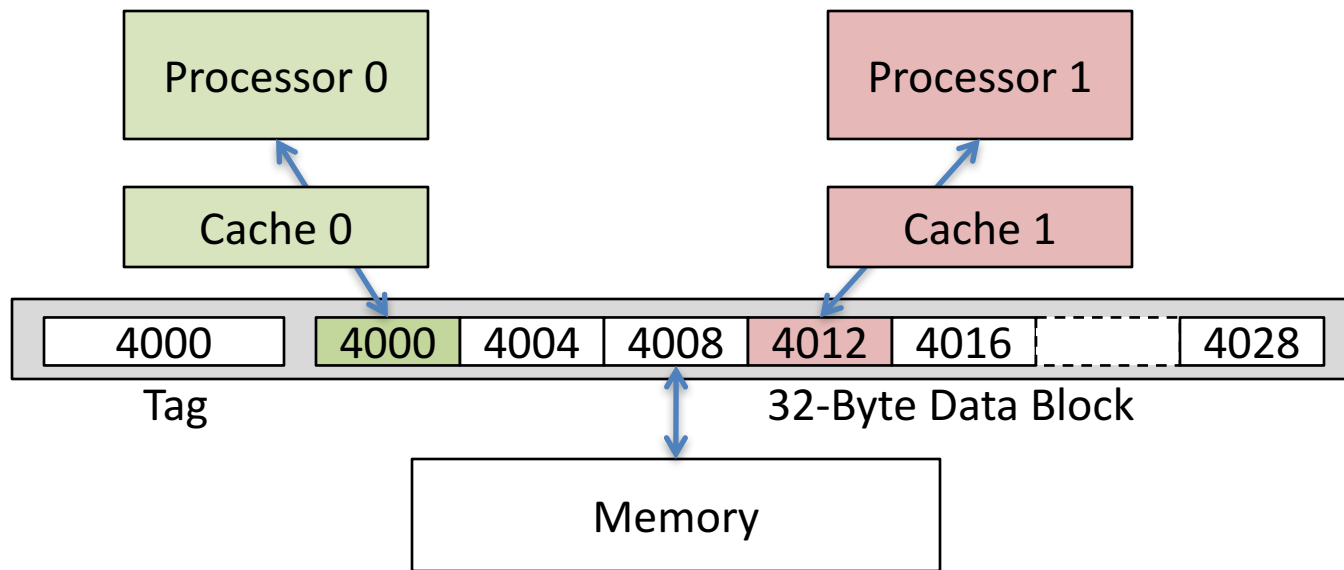


Question:

Which statement(s) are true?

- **A: Using write-through caches removes the need for cache coherence**
- **B: Every processor store instruction must check contents of other caches**
- **C: Most processor load and store accesses only need to check in local private cache**
- **D: Only one processor can cache any memory location at one time**

Cache Coherency Tracked by Block



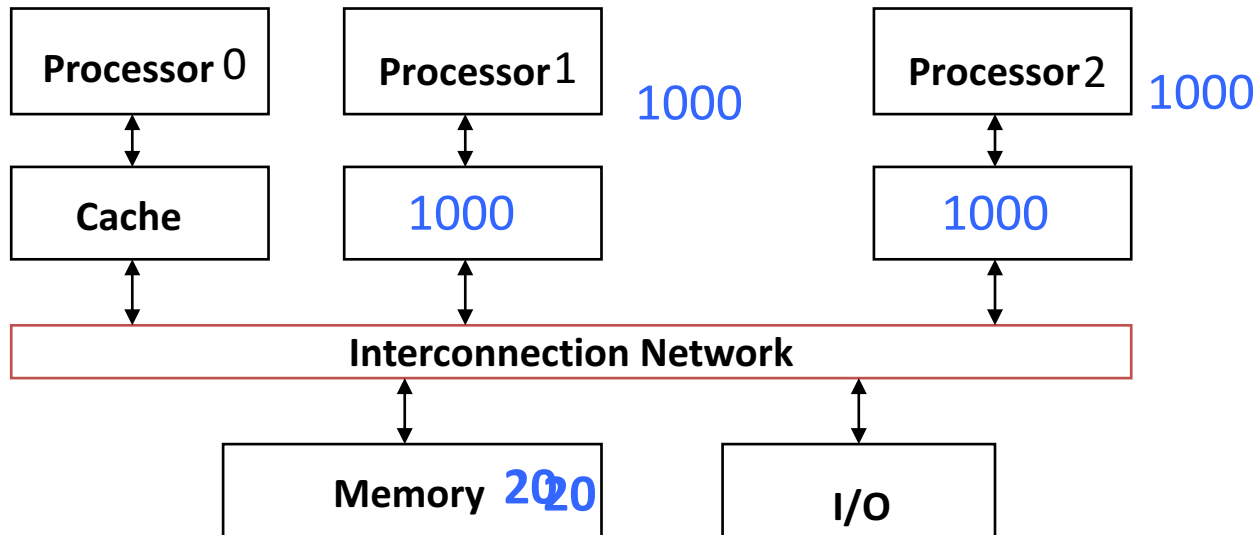
- Suppose block size is 32 bytes
- Suppose Processor 0 reading and writing variable X, Processor 1 reading and writing variable Y
- Suppose in X location 4000, Y in 4012
- What will happen?

Coherency Tracked by Cache Block

- Block ping-pongs between two caches even though processors are accessing disjoint variables
- Effect called *false sharing*
- How can you prevent it?

Shared Memory and Caches

- Use valid bit to "unload" cache lines (in Processors 1 and 2)
- Dirty bit tells me: "I am the only one using this cache line"! => no need to announce on Network!



Review: Understanding Cache Misses: The 3Cs

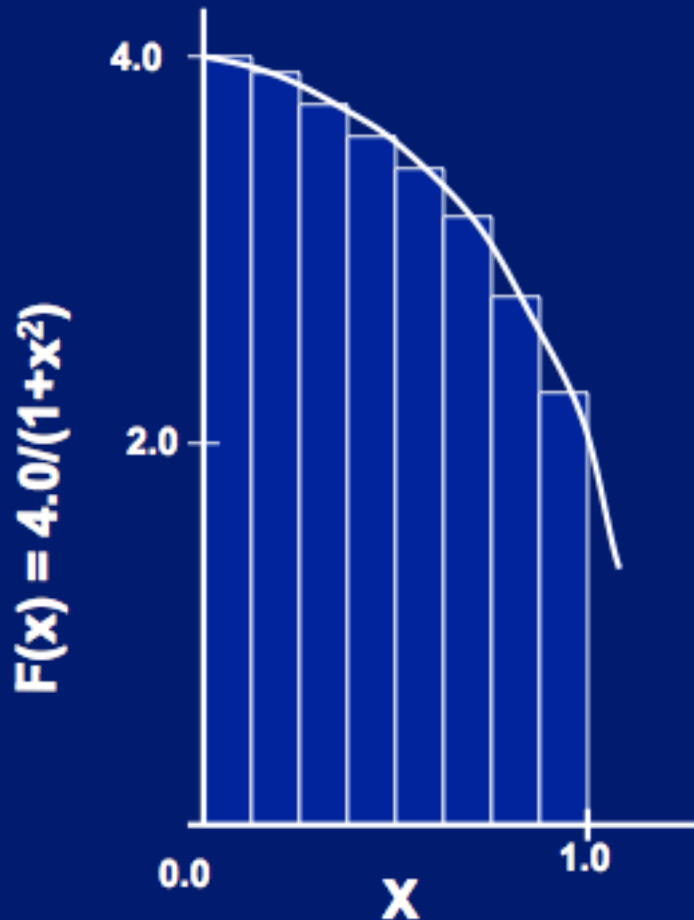
- **Compulsory** (cold start or process migration, 1st reference):
 - First access to block, impossible to avoid; small effect for long-running programs
 - Solution: increase block size (increases miss penalty; very large blocks could increase miss rate)
- **Capacity** (not compulsory and...)
 - Cache cannot contain all blocks accessed by the program ***even with perfect replacement policy in fully associative cache***
 - Solution: increase cache size (may increase access time)
- **Conflict** (not compulsory or capacity and...):
 - Multiple memory locations map to the same cache location
 - Solution 1: increase cache size
 - Solution 2: increase associativity (may increase access time)
 - Solution 3: improve replacement policy, e.g.. LRU

Fourth “C” of Cache Misses: *Coherence Misses*

- Misses caused by coherence traffic with other processor
- Also known as *communication* misses because represents data moving between processors working together on a parallel program
- For some parallel programs, coherence misses can dominate total misses

Example: Calculating π

Numerical Integration



Mathematically, we know that:

$$\int_0^1 \frac{4.0}{(1+x^2)} dx = \pi$$

We can approximate the integral as a sum of rectangles:

$$\sum_{i=0}^N F(x_i) \Delta x \approx \pi$$

Where each rectangle has width Δx and height $F(x_i)$ at the middle of interval i .

Sequential Calculation of π in C

```
#include <stdio.h>          /* Serial Code */
static long num_steps = 100000;
double step;
void main () {
    int i;
    double x, pi, sum = 0.0;
    step = 1.0/(double)num_steps;
    for (i = 1; i <= num_steps; i++) {
        x = (i - 0.5) * step;
        sum = sum + 4.0 / (1.0 + x*x);
    }
    pi = sum * step;
    printf ("pi = %6.12f\n", pi);
}
```

$$\int_0^1 \frac{4.0}{(1+x^2)} dx = \pi$$

$$\sum_{i=0}^N F(x_i)\Delta x \approx \pi$$

Parallel OpenMP Version (1)

```
#include <omp.h>
#define NUM_THREADS 4
static long num_steps = 100000; double step;

void main () {
    int i;          double x, pi, sum[NUM_THREADS];
    step = 1.0/(double) num_steps;
    #pragma omp parallel private ( i, x )
    {
        int id = omp_get_thread_num();
        for (i=id, sum[id]=0.0; i< num_steps; i=i+NUM_THREADS)
        {
            x = (i+0.5)*step;
            sum[id] += 4.0/(1.0+x*x);
        }
    }
    for(i=1; i<NUM_THREADS; i++) sum[0] += sum[i];
    pi = sum[0] * step;
    printf ("pi = %6.12f\n", pi);
}
```

OpenMP Reduction

```
double avg, sum=0.0, A[MAX]; int i;
#pragma omp parallel for private ( sum )
for (i = 0; i <= MAX ; i++)
    sum += A[i];
avg = sum/MAX; // bug
```

- *Problem is that we really want sum over all threads!*
- *Reduction*: specifies that 1 or more variables that are private to each thread are subject of reduction operation at end of parallel region:
reduction(operation:var) where
 - *Operation*: operator to perform on the variables (var) at the end of the parallel region : +, *, -, &, ^, |, &&, or ||.
 - *Var*: One or more variables on which to perform scalar reduction.

```
double avg, sum=0.0, A[MAX]; int i;
#pragma omp for reduction(+ : sum)
for (i = 0; i <= MAX ; i++)
    sum += A[i];
avg = sum/MAX;
```

Version 2: parallel for, reduction

```
#include <omp.h>
#include <stdio.h>
/static long num_steps = 100000;
double step;
void main () {
    int i;    double x, pi, sum = 0.0;
    step = 1.0 / (double)num_steps;
#pragma omp parallel for private(x) reduction(+:sum)
    for (i=1; i<= num_steps; i++) {
        x = (i - 0.5) * step;
        sum = sum + 4.0 / (1.0+x*x);
    }
    pi = sum * step;
    printf ("pi = %6.8f\n", pi);
}
```

And in Conclusion, ...

- Multiprocessor/Multicore uses Shared Memory
 - Cache coherency implements shared memory even with multiple copies in multiple caches
 - False sharing a concern; watch block size!
- OpenMP as simple parallel extension to C
 - Threads, Parallel for, private, reductions ...
 - \approx C: small so easy to learn, but not very high level and it's easy to get into trouble
 - Much we didn't cover – including other synchronization mechanisms (locks, etc.)