Finding parallel tasks across iterations

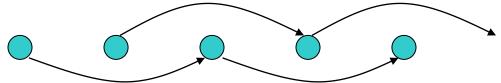
[§3.3.1] Analyze loop-carried dependences:

- Dependences must be enforced (especially true dependences; other dependences can be removed by privatization)
- There are opportunities for parallelism when some dependences are not present.

Example 1

```
for (i=2; i<=n; i++)
S: a[i] = a[i-2];</pre>
```

LDG:



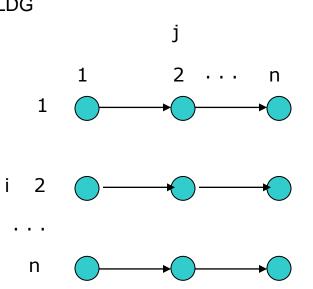
We can divide the loop into two parallel tasks (one with odd iterations and another with even iterations):

```
for (i=2; i<=n; i+=2)
   S: a[i] = a[i-2];
for (i=3; i<=n; i+=2)
   S: a[i] = a[i-2];</pre>
```

Example 2

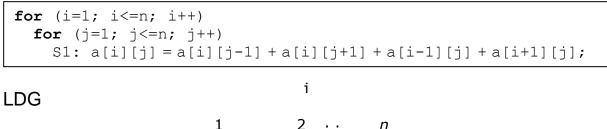
```
for (i=0; i<n; i++)</pre>
  for (j=0; j< n; j++)
    S3: a[i][j] = a[i][j-1] + 1;
```

LDG



How many parallel tasks are there here?

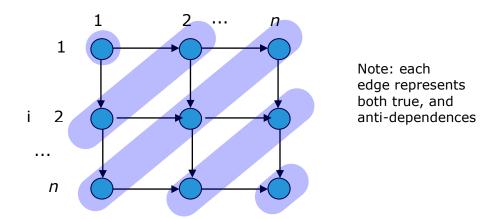
Example 3



2 1 n 1 2 n

Note: each edge represents both true, and anti-dependences

Identify which nodes are not dependent on each other In each anti-diagonal, the nodes are independent of each other



We need to rewrite the code to iterate over anti-diagonals:

Calculate number of anti-diagonals for each anti-diagonal do

Calculate the number of points in the current anti-diagonal for_all points in the current anti-diagonal do

Compute the value of the current point in the matrix

Parallelize the loops highlighted above.

DOACROSS Parallelism

[§3.3.2] Suppose we have this code:

Can we execute anything in parallel?

```
for (i=1; i<=N; i++) {
   S: a[i] = a[i-1] + b[i] * c[i];
}</pre>
```

Well, we can't run the iterations of the for loop in parallel, because ...

```
S[i] \rightarrow T S[i+1] (There is a loop-carried dependence.)
```

But, notice that the b[i]*c[i] part has no loop-carried dependence.

This suggests breaking up the loop into two:

```
for (i=1; i<=N; i++) {
   S1: temp[i] = b[i] * c[i];
}
for (i=1; i<=N; i++) {
   S2: a[i] = a[i-1] + temp[i];
}</pre>
```

The first loop is ||izable. The second is not.

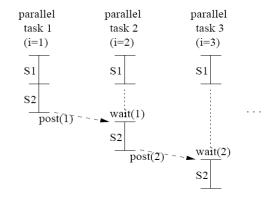
Execution time: $N \times (T_{S1} + T_{S2})$

What is a disadvantage of this approach?

Here's how to solve this problem:

```
post(0);
for (i=1; i<=N; i++) {
   S1: temp = b[i] * c[i];
   wait(i-1);
   S2: a[i] = a[i-1] + temp;
   post(i);
}</pre>
```

What is the execution time now? T_{S1} + $N \times T_{S2}$



Function parallelism

- [§3.3.3] Identify dependences in a loop body.
- If there are independent statements, can split/distribute the loops.

Example:

```
for (i=0; i<n; i++) {
   S1: a[i] = b[i+1] * a[i-1];
   S2: b[i] = b[i] * coef;
   S3: c[i] = 0.5 * (c[i] + a[i]);
   S4: d[i] = d[i-1] * d[i];
}</pre>
```

Loop-carried dependences:

Loop-indep. dependences:

Note that S4 has no dependences with other statements

After loop distribution:

```
for (i=0; i<n; i++) {
   S1: a[i] = b[i+1] * a[i-1];
   S2: b[i] = b[i] * coef;
   S3: c[i] = 0.5 * (c[i] + a[i]);
}

for (i=0; i<n; i++) {
   S4: d[i] = d[i-1] * d[i];
}</pre>
```

Each loop is a parallel task.

This is called *function* parallelism.

It can be distinguished from data parallelism, which we saw in DOALL and DOACROSS.

Further transformations can be performed (see p. 64 of text).

"S1[i] \rightarrow A S2[i+1]" implies that S2 at iteration *i*+1 must be executed after S1 at iteration *i*. Hence, the dependence is not violated if all S2s execute after all S1s.

Characteristics of function parallelism:

- •

Can use function parallelism along with data parallelism when data parallelism is limited.

DOPIPE Parallelism

[§3.3.4] Another strategy for loop-carried dependences is pipelining the statements in the loop.

Consider this situation:

Loop-carried <u>dependences</u>:

```
for (i=2; i<=N; i++) {
   S1: a[i] = a[i-1] + b[i];
   S2: c[i] = c[i] + a[i];
}</pre>
```

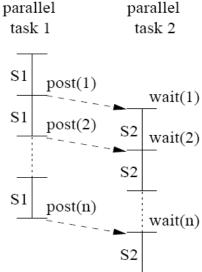
Loop-indep. dependences:

To parallelize, we just need to make sure the two statements are executed in sync:

```
for (i=2; i<=N; i++) {
    a[i] = a[i-1] + b[i];
    post(i);
}

for (i=2; i<=N; i++) {
    wait(i);
    c[i] = c[i] + a[i];
}</pre>
```

Question: What's the difference between DOACROSS and DOPIPE?



Determining variable scope

[§3.6] This step is specific to the shared-memory programming model. For each variable, we need to decide how it is used. There are three possibilities:

- Read-only: variable is only read by multiple tasks
- R/W non-conflicting: variable is read, written, or both by only one task
- R/W conflicting: variable is written by one task and may be read by another

Intuitively, why are these cases different?

Example 1

Let's assume each iteration of the **for** *i* loop is a parallel task.

```
for (i=1; i<=n; i++)
  for (j=1; j<=n; j++) {
    S2: a[i][j] = b[i][j] + c[i][j];
    S3: b[i][j] = a[i][j-1] * d[i][j];
}</pre>
```

Fill in the tableaus here.

Read-only	R/W non-conflicting	R/W conflicting

Now, let's assume that each **for** *j* iteration is a separate task.

Read-only	R/W non-conflicting	R/W conflicting

Do these two decompositions create the same number of tasks?

Example 2

Let's assume that each **for** *j* iteration is a separate task.

```
for (i=1; i<=n; i++)
  for (j=1; j<=n; j++) {
    S1: a[i][j] = b[i][j] + c[i][j];
    S2: b[i][j] = a[i-1][j] * d[i][j];
    S3: e[i][j] = a[i][j];
}</pre>
```

Read-only	R/W non-conflicting	R/W conflicting

Exercise: Suppose each **for** *i* iteration were a <u>separate task</u> ...

Read-only	R/W non-conflicting	R/W conflicting