OpenMP dynamic loops

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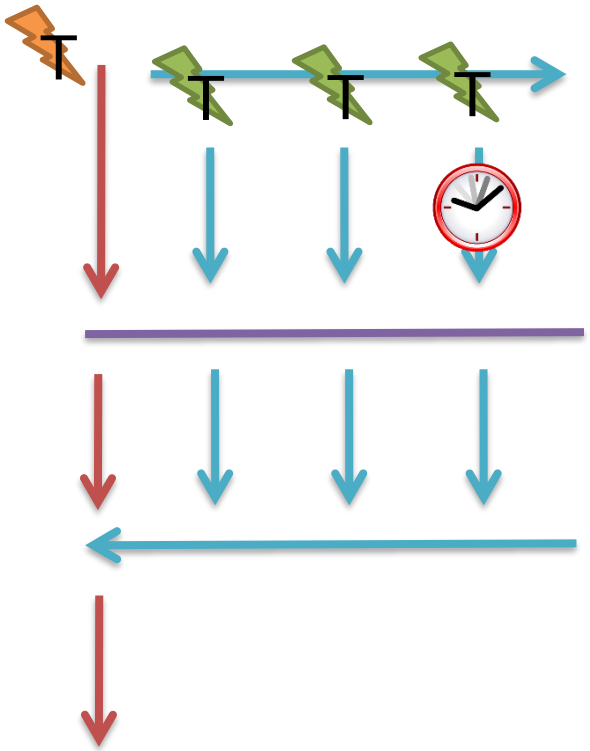
Outline

- Expressing parallelism
  - Understanding parallel threads
- Memory Data management
  - Data clauses
- Synchronization
  - Barriers, locks, critical sections
- Work partitioning
  - Loops, sections, single work, tasks…
- Execution devices
  - Target

Let's talk about performance

- We already saw how parallelism ≠> performance
  - Example: a loop
  - If one thread is delayed, it prevents other threads to do useful work!!

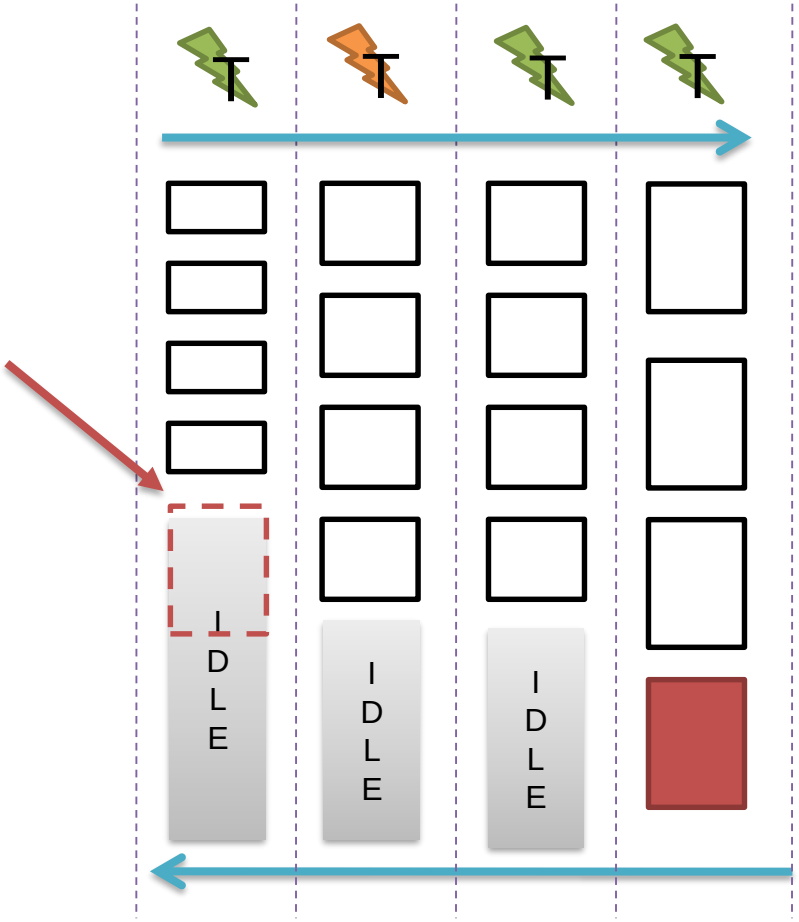
```
#pragma omp parallel num_threads(4)
{
  #pragma omp for
  for(int i=0; i<N; i++)
  {

    ...

  } // (implicit) barrier


  // USEFUL WORK!!

} // (implicit) barrier
```



Unbalanced loop partitioning

- Iterations are statically assigned before entering the loop
  - Might not be effective nor efficient

```
#pragma omp parallel for num_threads (4)
for (int i=0; i<16; i++)
{



  /* UNBALANCED LOOP CODE */









} /* (implicit) Barrier */
```



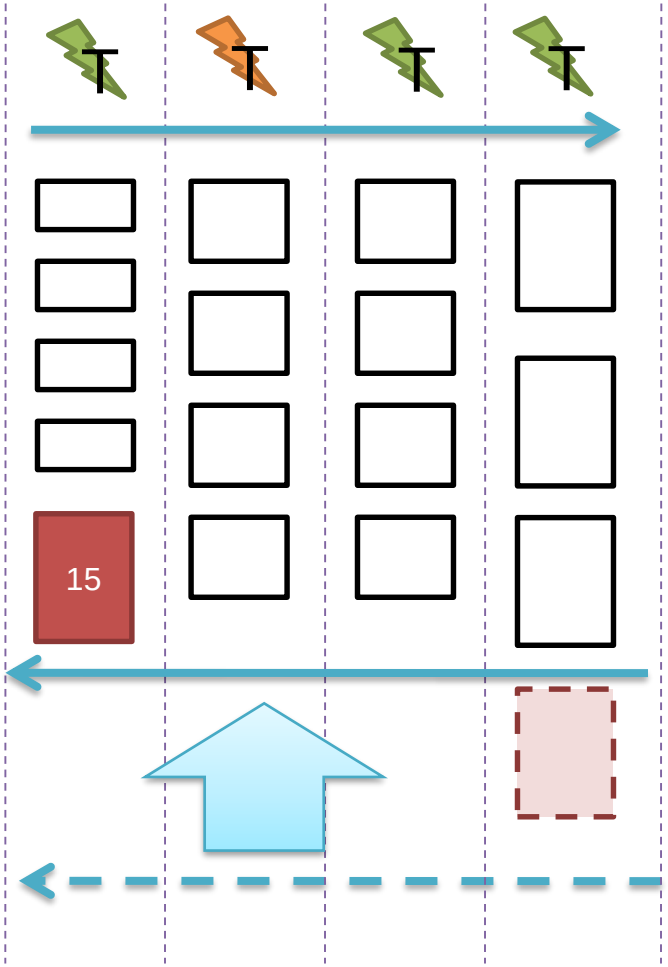
Dynamic loops

- Assign iterations to threads in a dynamic manner
  - At runtime!!
- Static semantic
  - "Partition the loop in $N_{threads}$ parts threads and assign them to the team"
  - Naive and passive
- Dynamic semantic
  - "Each thread in the team fetches an iteration (or a block of) when he's idle"
  - Proactive
  - Work-conservative

Dynamic loops

› Activated using the `schedule` clause

```
#pragma omp parallel for num_threads (4) \
                         schedule(dynamic)

 for (int i=0; i<16; i++)
{

  /* UNBALANCED LOOP CODE */

} /* (implicit) Barrier */
```



The `schedule` clause

```
#pragma omp for [clause [[,] clause]...] new-line
  for-loops
```

Where clauses can be:

```
private(list)
firstprivate(list)
lastprivate(list)
linear(list[ : linear-step])
reduction(reduction-identifier : list)
schedule([modifier [, modifier]:]kind[, chunk_size])
collapse(n)
ordered[(n)]
nowait
```

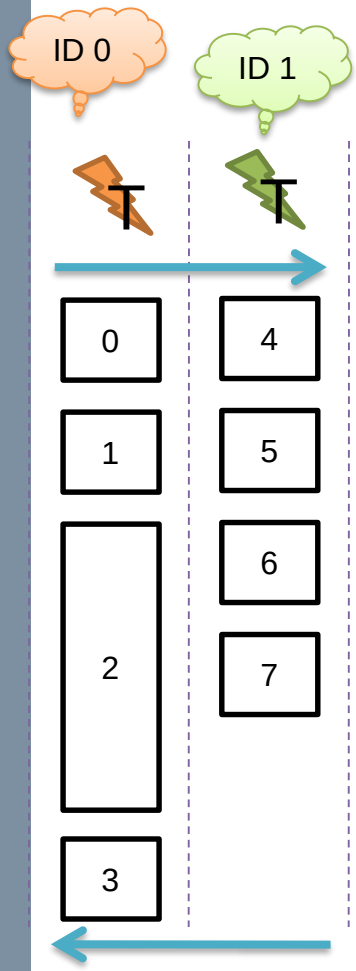
- The iteration space is divided according to the `schedule` clause
  - `kind` can be : { `static` | `dynamic` | `guided` | `auto` | `runtime` }

OMP loop schedule policies

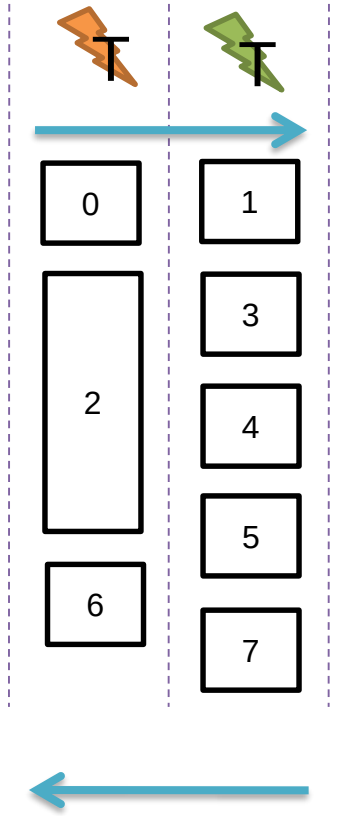
- `schedule(static[, chunk_size])`
  - Iterations are divided into chunks of `chunk_size`, and chunks are assigned to threads before entering the loop
  - If `chunk_size` unspecified, = `NITER/NTHREADS` (with some adjustement…)

- `schedule(dynamic[, chunk_size])`
  - Iterations are divided into chunks of `chunk_size`
  - At runtime, each thread requests for a new chunk after finishing one
  - If `chunk_size` unspecified, then = 1

Static vs. Dynamic




```
#pragma omp parallel for num_threads (2) \
                         schedule( ... )

for (int i=0; i<8; i++)
{


  // ...



} /* (implicit) Barrier */
```



OMP loop schedule policies (cont'd)

- `schedule(guided[, chunk_size])`
  - A mix of static and dynamic
  - `chunk_size` determined statically, assignment done dynamically
- `schedule(auto)`
  - Programmer let compiler and/or runtime decide
  - Chunk size, thread mapping..
  - "I wash my hands"
- `schedule(runtime)`
  - Only runtime decides according to run-sched-var ICV
  - If run-sched-var = `auto`, then implementation defined

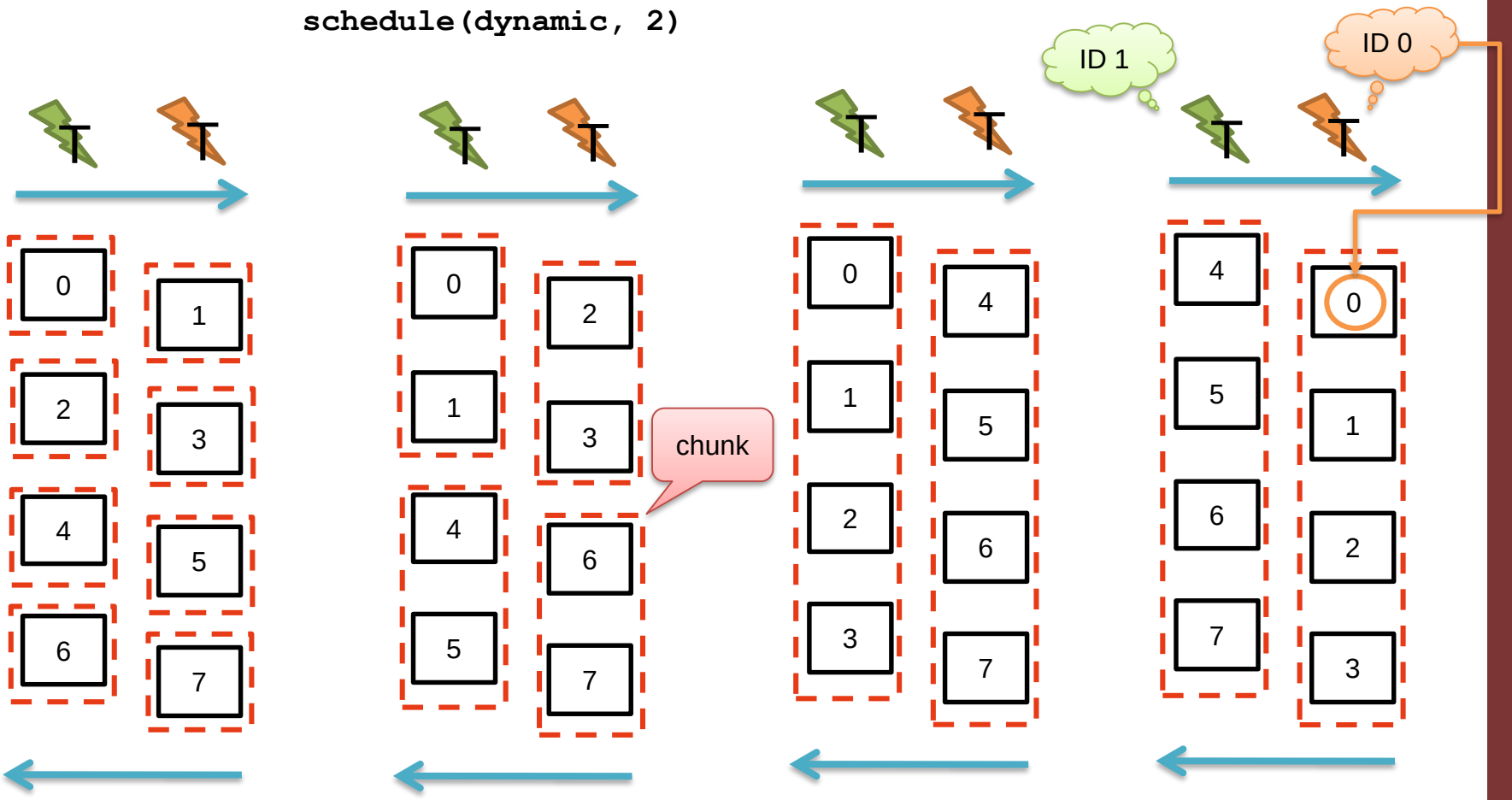
Loops chunking

`schedule(dynamic, 1)`
`Schedule(dynamic)`

`schedule(dynamic, 2)`

`schedule(dynamic, NITER/NTRHD)`

`schedule(static)`



Modifiers, collapsed and ordered

```
#pragma omp for [clause [[,] clause]...] new-line
  for-loops
```

Where clauses can be:

```
private(list)
firstprivate(list)
lastprivate(list)
linear(list[ : linear-step])
reduction(reduction-identifier : list)
schedule([modifier [, modifier]:]kind[, chunk_size])
collapse(n)
ordered[(n)]
nowait
```

- These we won't see
  - E.g., `modifier` can be : { `monothonic | nonmonothonic | simd` }
  - Let you tune the loop and give more information to the OMP stack
  - To maximize performance

Static vs. dynamic loops

- So, why not always dynamic?
  - For unbalanced workloads, they are more flexible
  - "For balanced workload, in the worst case, they behave like static loops!"

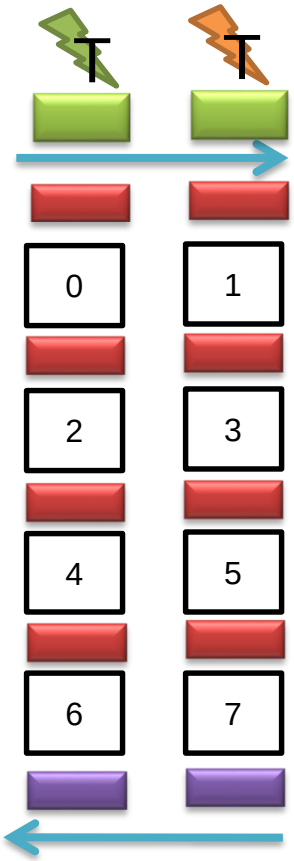
Not always true!

- Static loops loops have a (light) cost only before the loop
  - Actually, the lighter way you can distribute work in OpenMP!!
  - Often a performance reference..

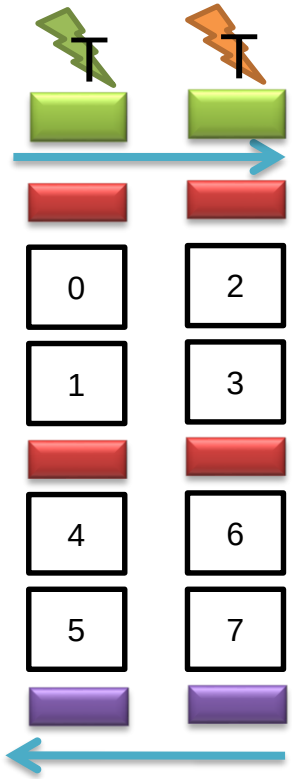
- Dynamic loops have a cost:
  - For initializing the loop
  - For fetching a(nother) chunk of work
  - At the end of the loop

OpenMP loops overhead

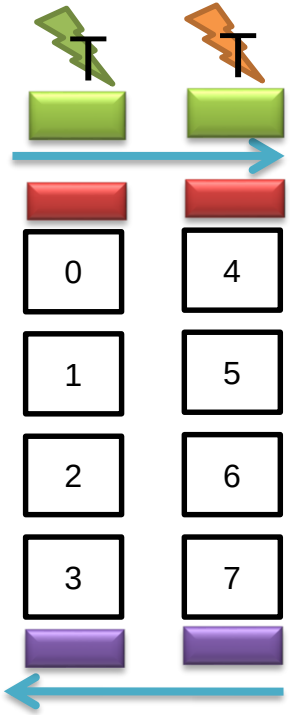
`schedule(dynamic, 1)`
`schedule(dynamic)`



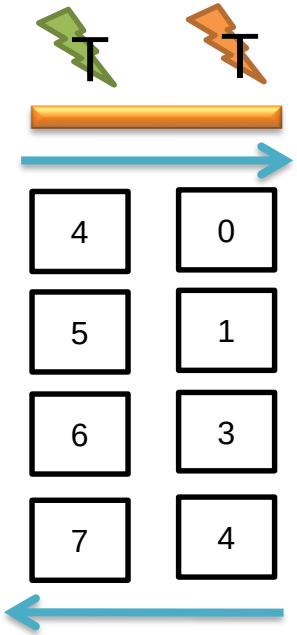
`schedule(dynamic, 2)`



`schedule(dynamic, NITER/NTHRD)`



`schedule(static)`



Exercise

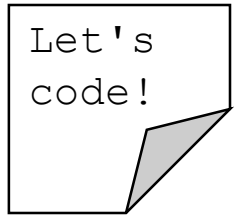
Let's code!

- Create an array of N elements
  - Put inside each array element its index, multiplied by '2'
  - `arr[0] = 0; arr[1] = 2; arr[2] = 4;` ...and so on..

- Now, simulate unbalanced workload
  - Use both static and dynamic loops
  - Each thread prints iteration index `i`
  - What do you (should) see?

```
#pragma omp parallel for schedule(...)
for (int i=0; i<NUM; i++)
{
  // ...


  // Simulate iteration-dependant work
  volatile long a = i * 1000000L;

  while(a--)
    ;
}
```

How to run the examples



- Download the `Code/` folder from the course website

- Compile
- `$ gcc -fopenmp code.c -o code`

- Run (Unix/Linux)

```
$ ./code
```

- Run (Win/Cygwin)

```
$ ./code.exe
```

References

- "Calcolo parallelo" website
  - http://hipert.unimore.it/people/paolob/pub/Calcolo_Parallelo/
- My contacts
  - paolo.burgio@unimore.it
  - http://hipert.mat.unimore.it/people/paolob/
- Useful links
  - http://www.openmp.org
  - http://www.google.com
  - http://gcc.gnu.org