

Chapter 5: Thread-Level Parallelism – Part 1

Introduction

What is a parallel or multiprocessor system?

Why parallel architecture?

Performance potential

Flynn classification

Communication models

Architectures

Centralized shared-memory

Distributed shared-memory

Parallel programming

Synchronization

Memory consistency models

What is a parallel or multiprocessor system?

Multiple processor units working together to solve the same problem

Key architectural issue: Communication model

Why parallel architectures?

Absolute performance

Technology and architecture trends

Dennard scaling, ILP wall, Moore's law

⇒ Multicore chips

Connect multicore together for even more parallelism

Performance Potential

Amdahl's Law is pessimistic

Let s be the serial part

Let p be the part that can be parallelized n ways

Serial: SSPPPPPP

6 processors: SSP

P

P

P

P

P

Speedup = $8/3 = 2.67$

$$T(n) = \frac{1}{s+p/n}$$

$$\text{As } n \rightarrow \infty, T(n) \rightarrow \frac{1}{s}$$

Pessimistic

Performance Potential (Cont.)

Gustafson's Corollary

Amdahl's law holds if run same problem size on larger machines

But in practice, we run larger problems and "wait" the same time

Performance Potential (Cont.)

Gustafson's Corollary (Cont.)

Assume for larger problem sizes

Serial time fixed (at s)

Parallel time proportional to problem size (truth more complicated)

Old Serial: SSPPPPPP

6 processors: SSPPPPPP

PPPPPP

PPPPPP

PPPPPP

PPPPPP

PPPPPP

Hypothetical Serial:

SSPPPPPP PPPPPP PPPPPP PPPPPP PPPPPP PPPPPP

$$\text{Speedup} = (8 + 5 \cdot 6) / 8 = 4.75$$

$$T'(n) = s + n \cdot p; T'(\infty) \rightarrow \infty!!!!$$

How does your algorithm "scale up"?

Flynn classification

Single-Instruction Single-Data (SISD)

Single-Instruction Multiple-Data (SIMD)

Multiple-Instruction Single-Data (MISD)

Multiple-Instruction Multiple-Data (MIMD)

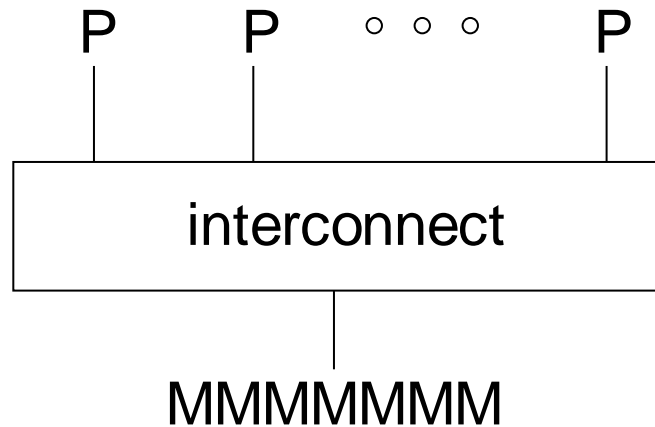
Communication models

Shared-memory

Message passing

Data parallel

Communication Models: Shared-Memory



Each node a processor that runs a process

One shared memory

Accessible by any processor

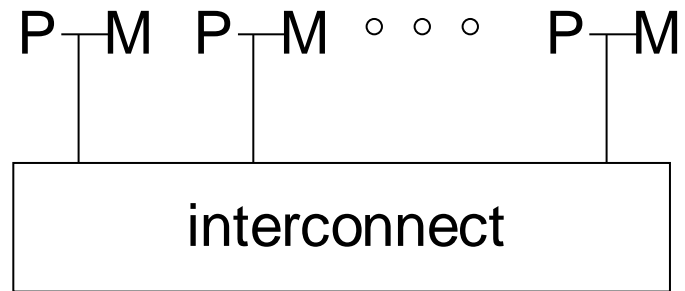
The same address on two different processors refers to the same datum

Therefore, write and read memory to

Store and recall data

Communicate, Synchronize (coordinate)

Communication Models: Message Passing



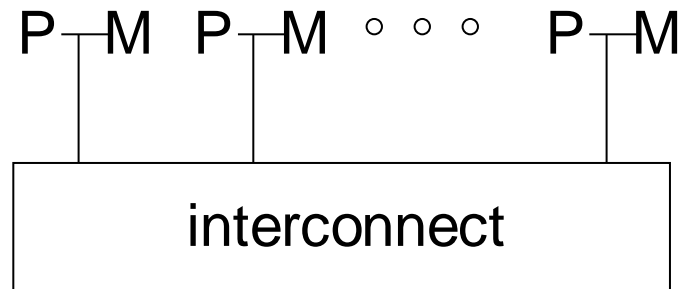
Each node a computer

- Processor – runs its own program (like SM)

- Memory – local to that node, unrelated to other memory

Add messages for internode communication, send and receive like mail

Communication Models: *Data Parallel*



Virtual processor per datum

Write sequential programs with "conceptual PC" and let parallelism be within the data (e.g., matrices)

$$C = A + B$$

Typically SIMD architecture, but MIMD can be as effective

Architectures

All mechanisms can usually be synthesized by all hardware

Key: which communication model does hardware support best?

Virtually all small-scale systems, multicores are shared-memory

Which is Best Communication Model to Support?

Shared-memory

Used in small-scale systems

Easier to program for dynamic data structures

Lower overhead communication for small data

Implicit movement of data with caching

Hard to build?

Message-passing

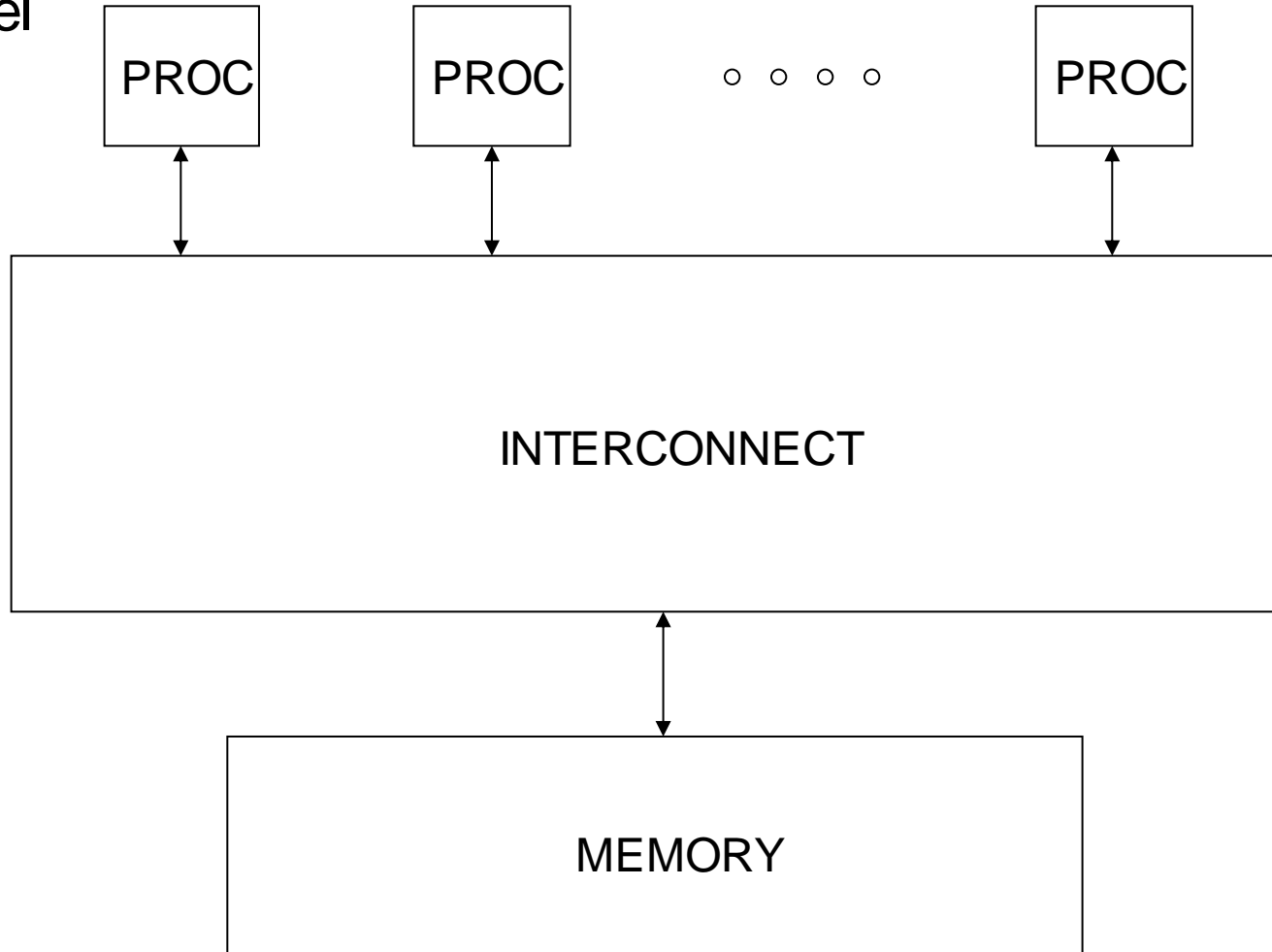
Communication explicit harder to program?

Larger overheads in communication OS intervention?

Easier to build?

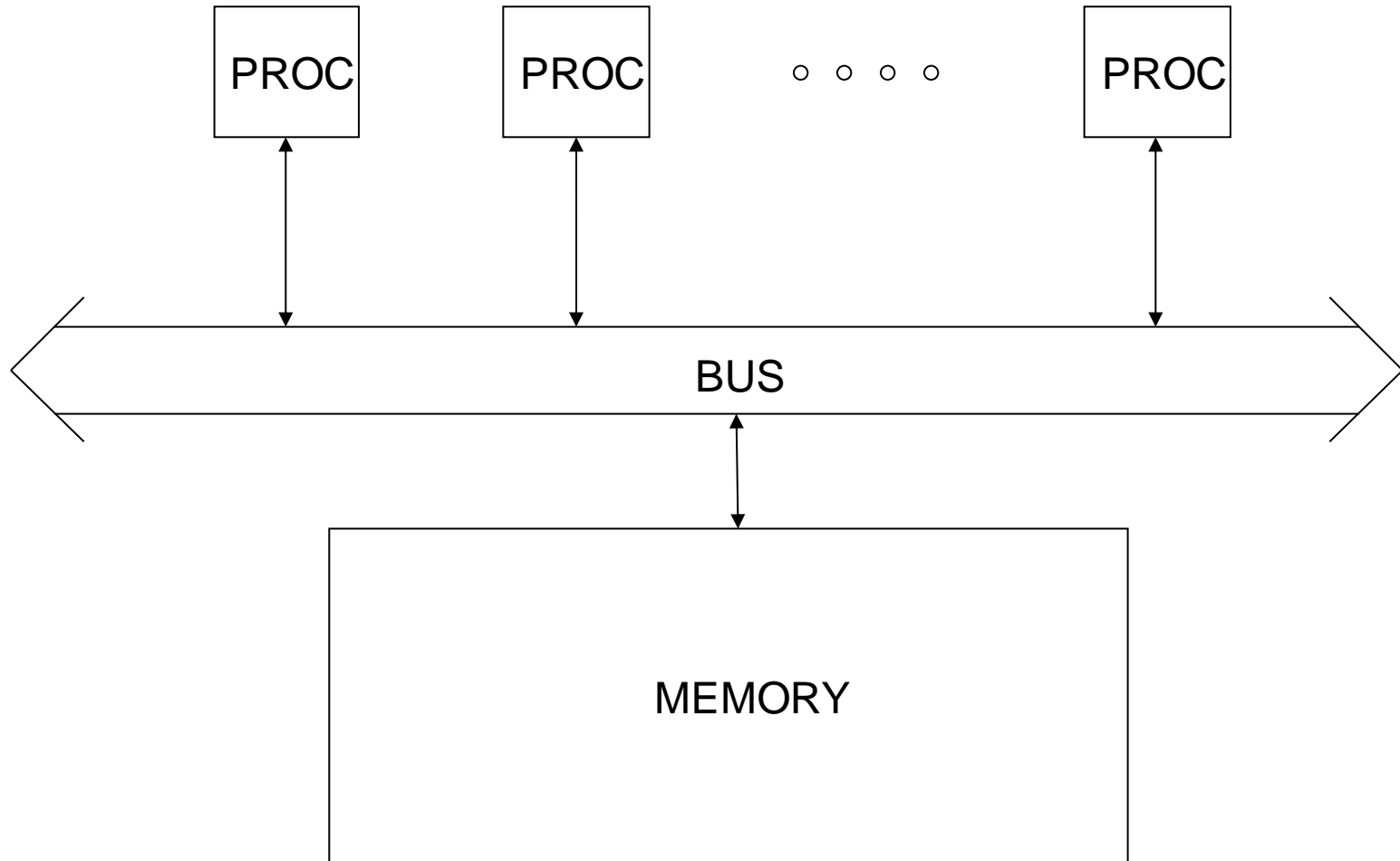
Shared-Memory Architecture

The model



For now, assume interconnect is a bus – *centralized architecture*

Centralized Shared-Memory Architecture

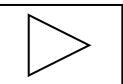


Centralized Shared-Memory Architecture (Cont.)

For higher bandwidth (throughput)

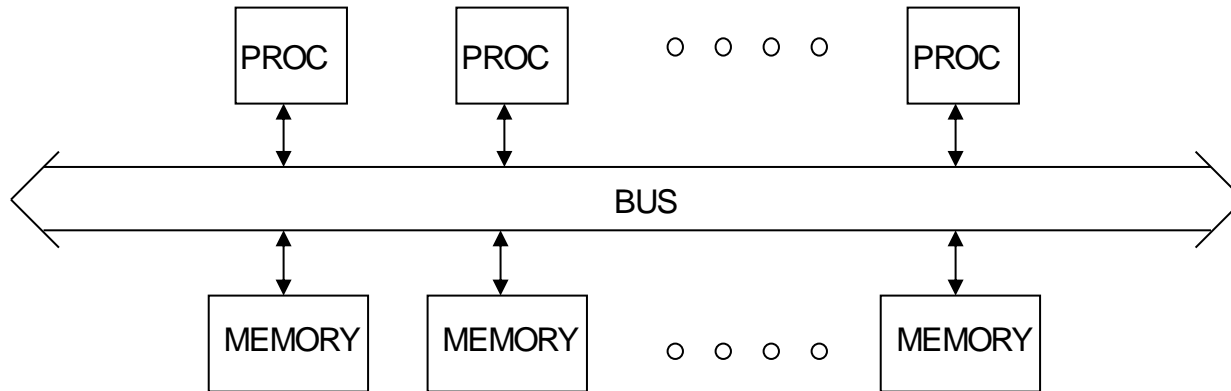
For lower latency

Problem?



Centralized Shared-Memory Architecture (Cont.)**

For higher bandwidth (throughput)

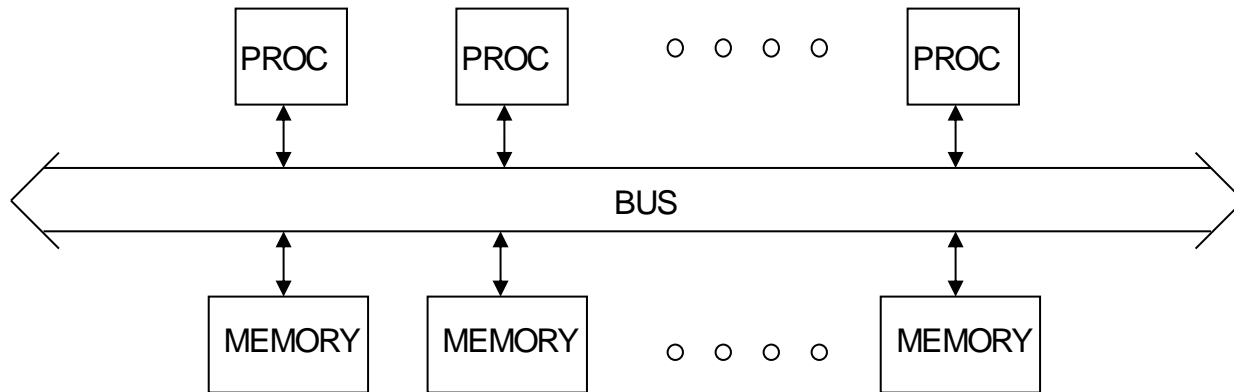


For lower latency

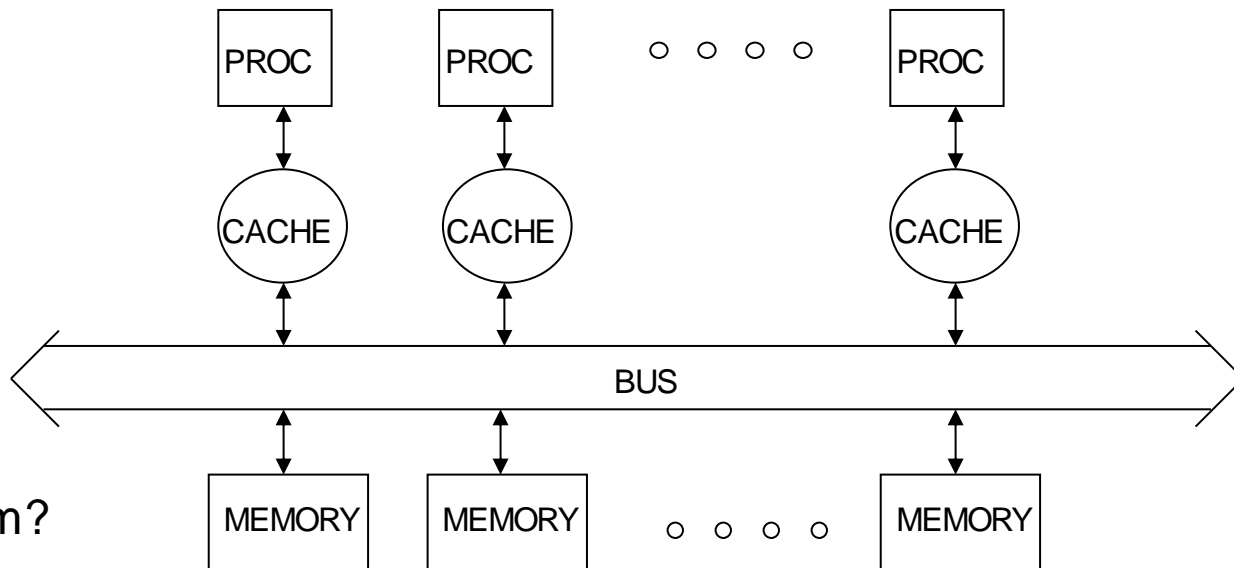
Problem?

Centralized Shared-Memory Architecture (Cont.)**

For higher bandwidth (throughput)

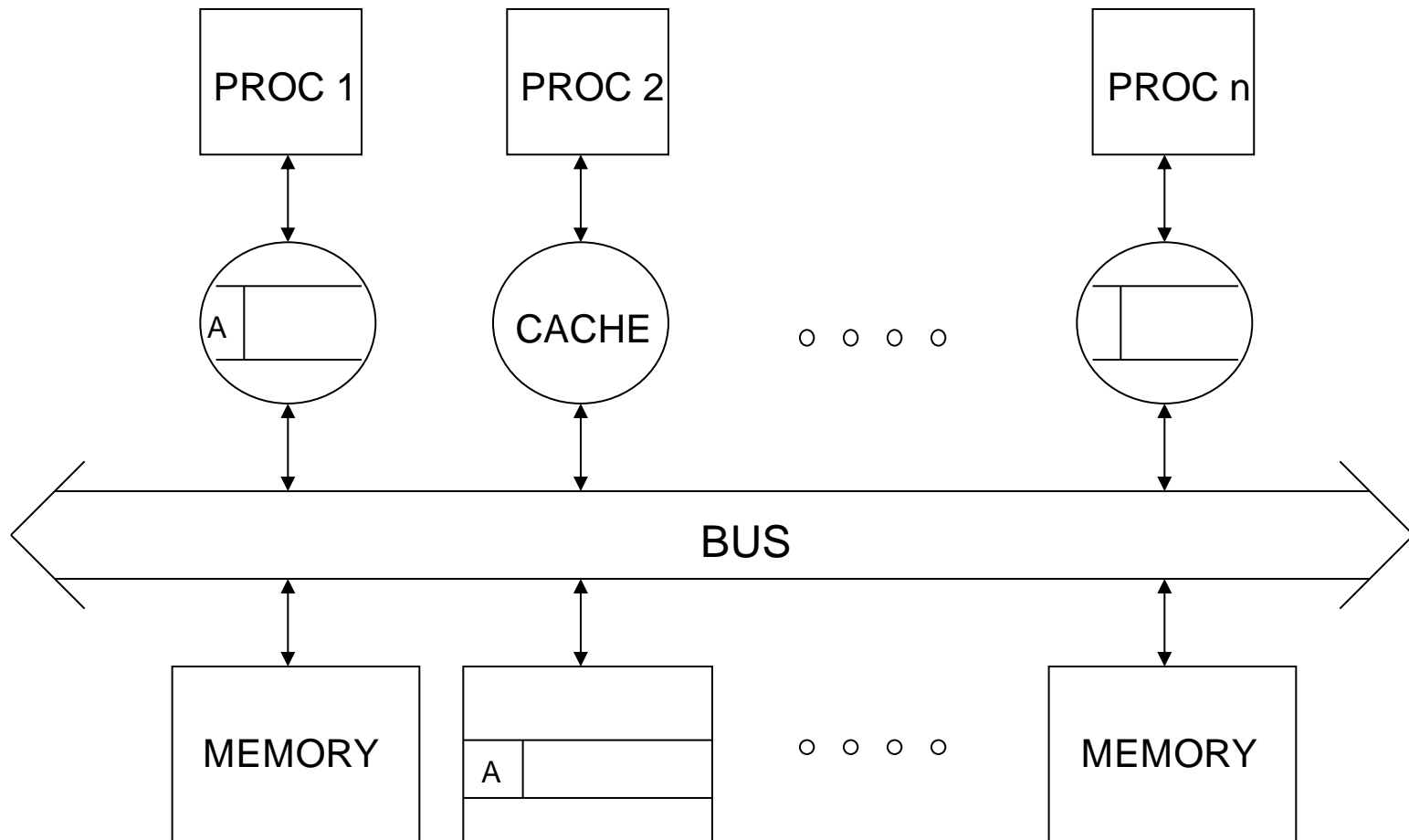


For lower latency



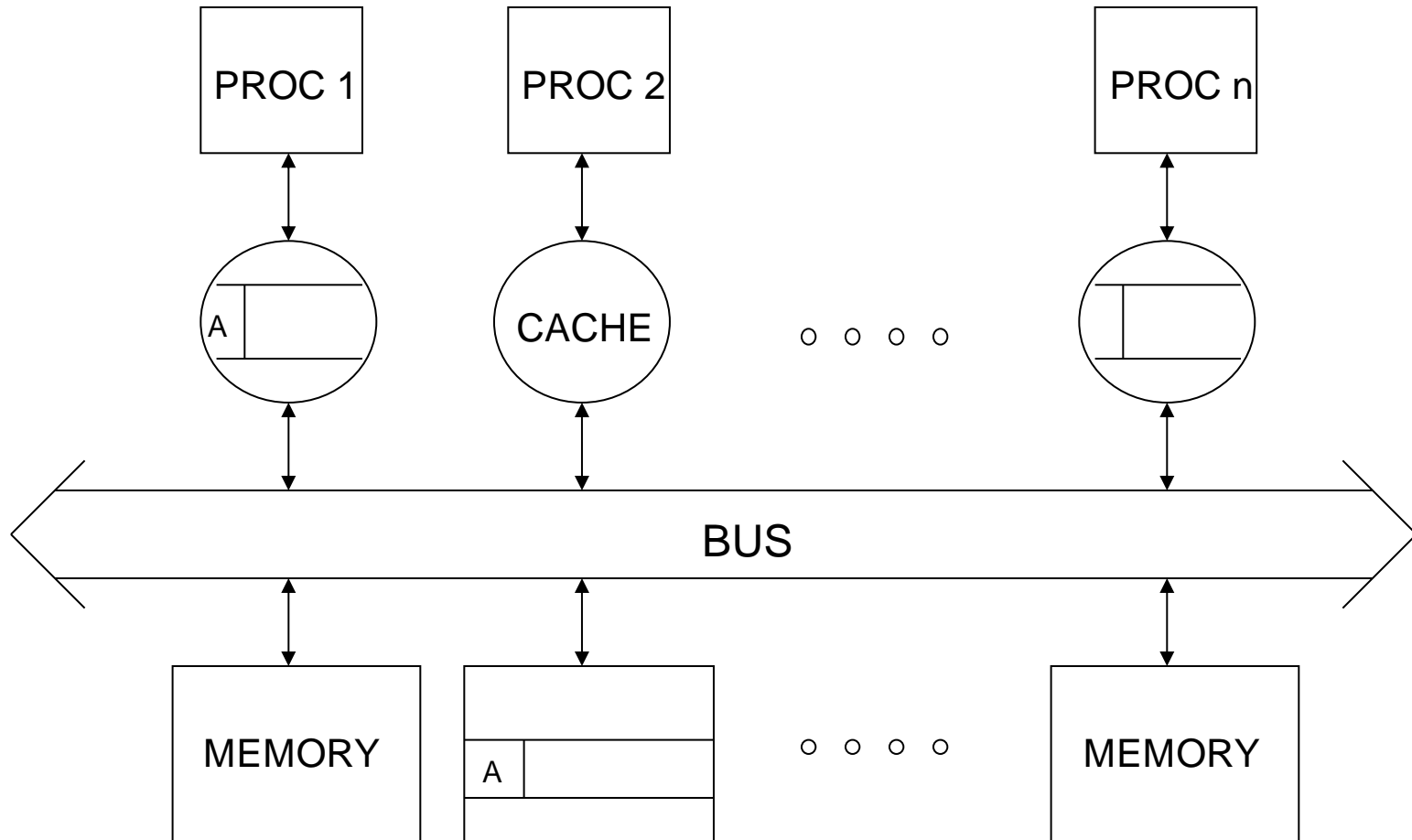
Problem?

Cache Coherence Problem



Cache Coherence Solutions

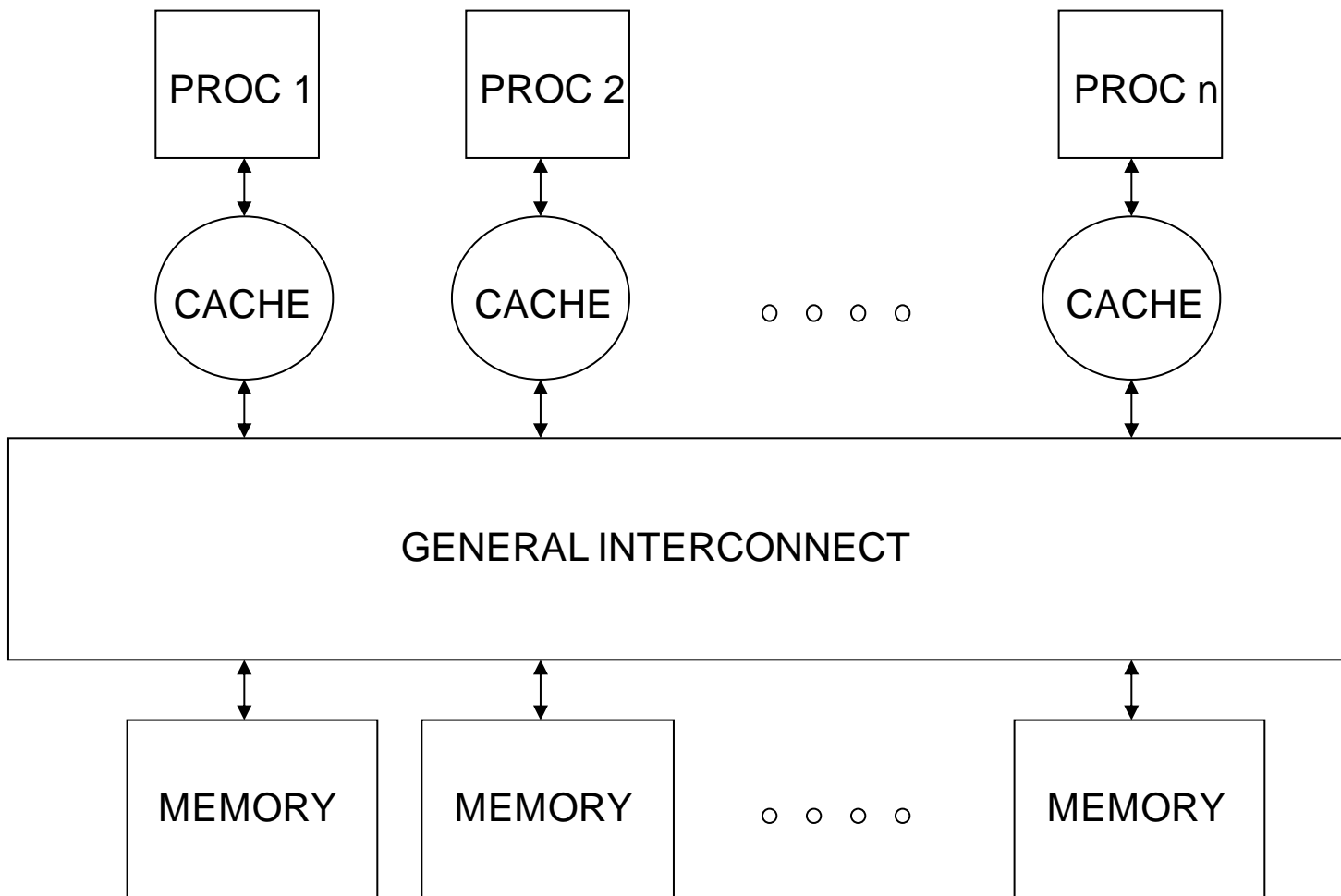
Snooping



Problem with centralized architecture

Distributed Shared-Memory (DSM) Architecture

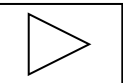
Use a higher bandwidth interconnection network



Uniform memory access architecture (UMA)

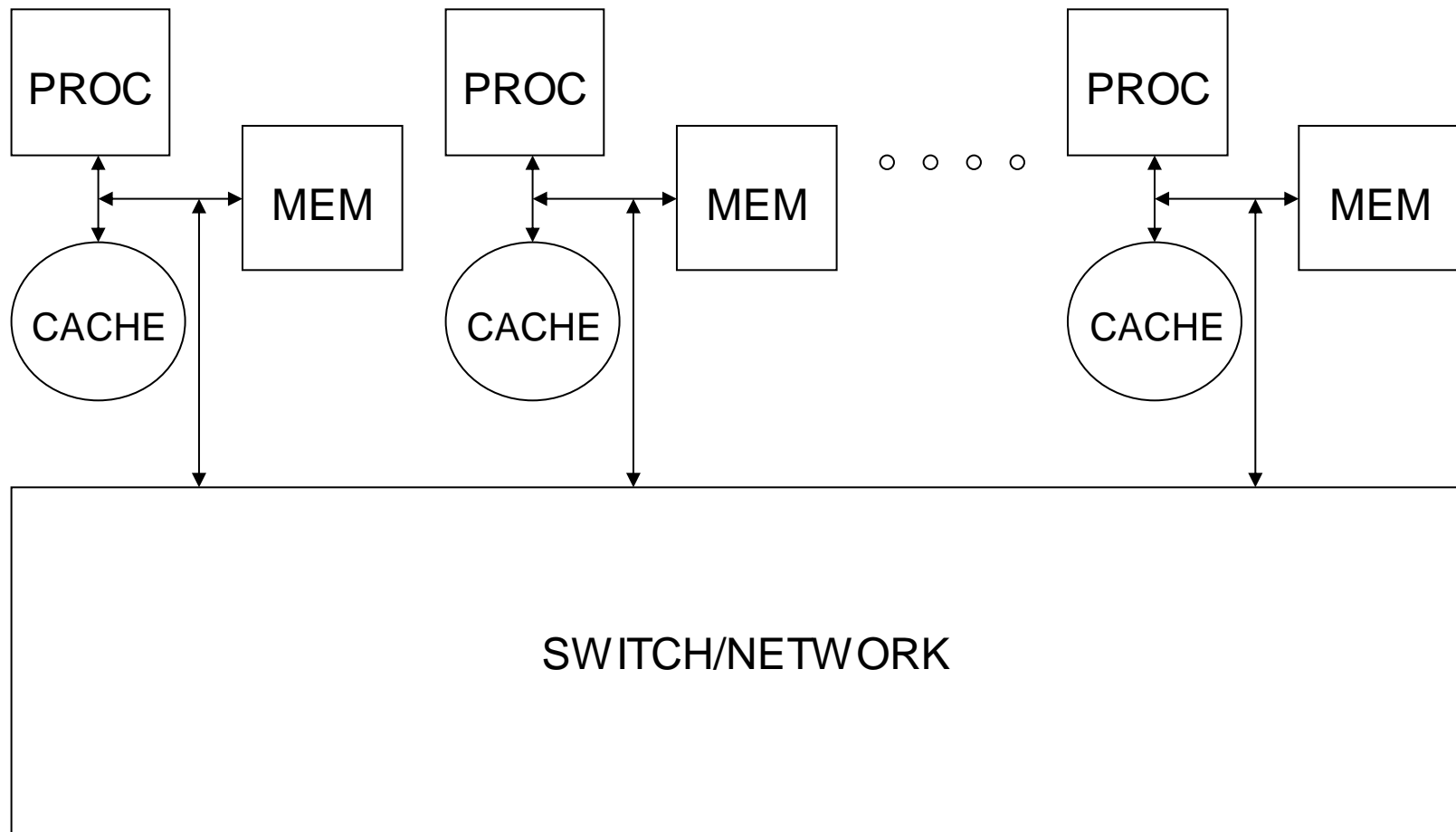
Distributed Shared-Memory (DSM) - Cont.

For lower latency: Non-Uniform Memory Access architecture (NUMA)



Distributed Shared-Memory (DSM) -- Cont.**

For lower latency: Non-Uniform Memory Access architecture (NUMA)

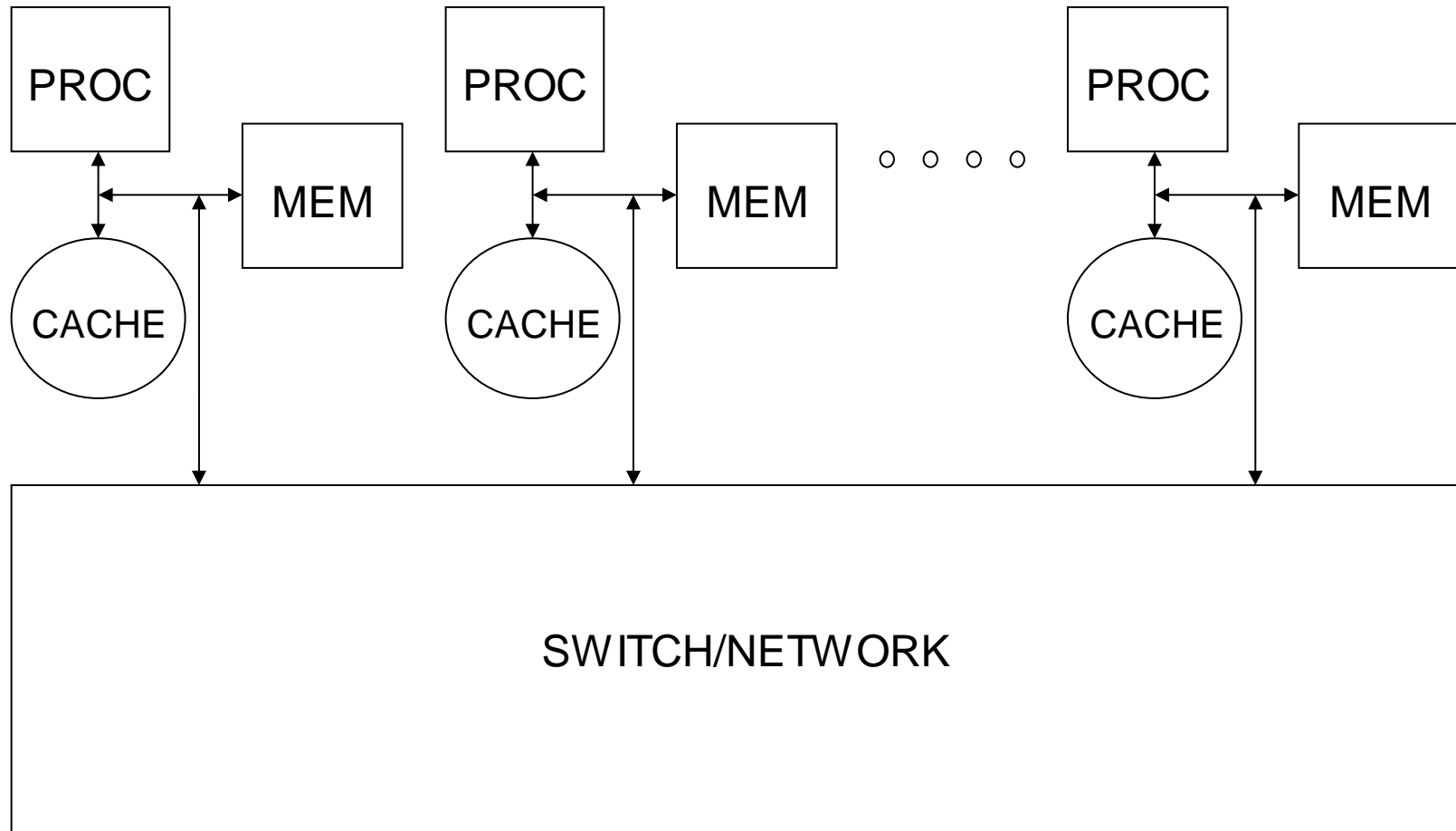


Non-Bus Interconnection Networks

Example interconnection networks

Distributed Shared-Memory - Coherence Problem

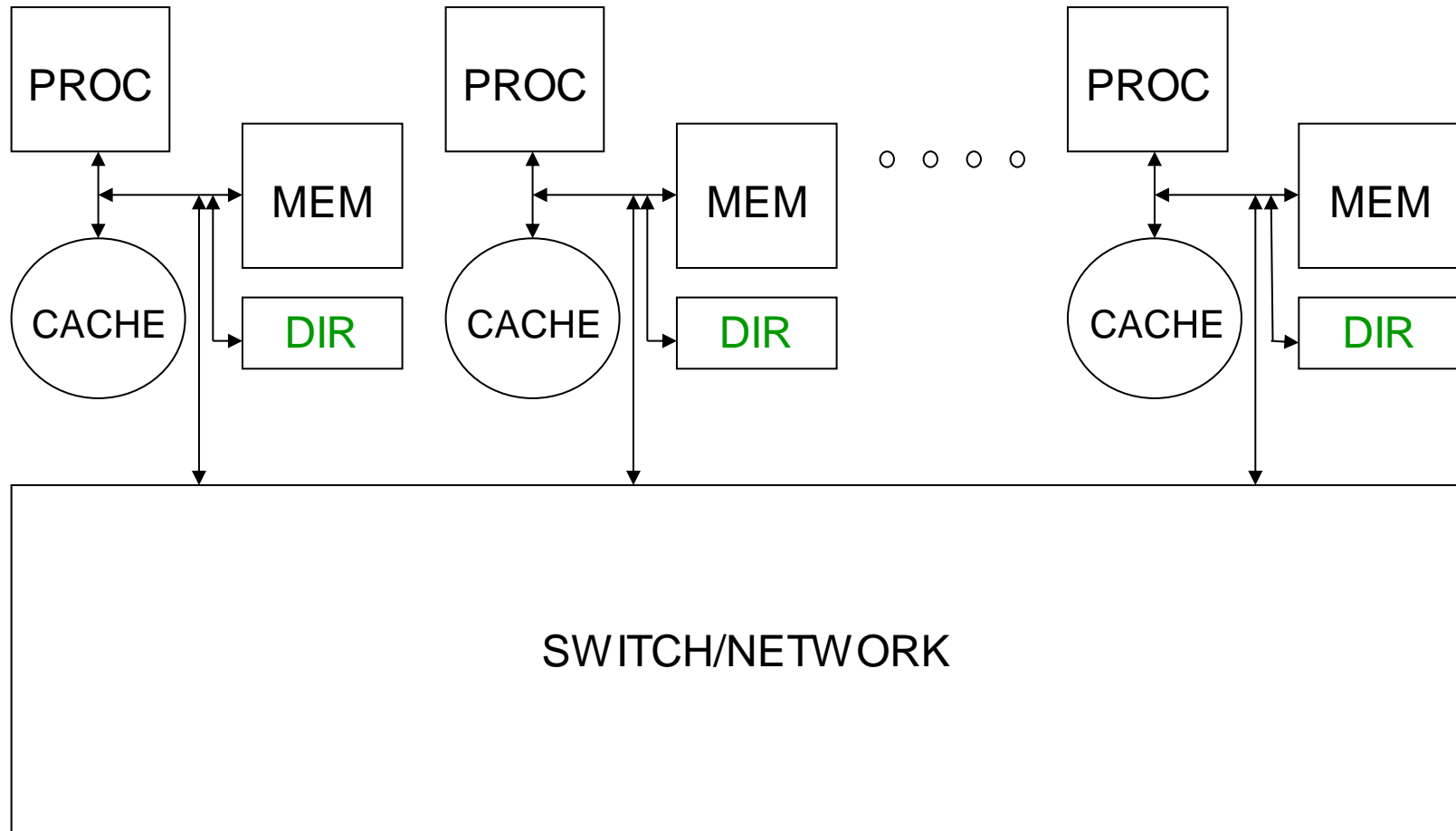
Directory scheme



Level of indirection!

*Distributed Shared-Memory - Coherence Problem***

Directory scheme



Level of indirection!

Parallel Programming Example

Add two matrices: $C = A + B$

Sequential Program

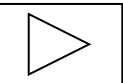
```
main(argc, argv)
int argc; char *argv;
{
    Read(A);
    Read(B);
    for (i = 0; i ! N; i++)
        for (j = 0; j ! N; j++)
            C[i,j] = A[i,j] + B[i,j];
    Print(C);
}
```

Parallel Program Example (Cont.)

*Parallel Program Example (Cont.)***

```
main(argc, argv)
int argc; char *argv;
{
    Read(A);
    Read(B);
    for (p = 1; p = number-of-processors; p++)
        create-thread(p, start-procedure);
    start-procedure();
    wait-for-all-threads-to-be-done();
    Print(C);
}

start-procedure()
{
    for (i = my-rows-begin; i != my-rows-end; i++)
        for (j = 0, j ! N, j++)
            C[i,j] = A[i,j] + B[i,j]
    indicate-done();
}
```



The Parallel Programming Process

The Parallel Programming Process**

Break up computation into tasks

Break up data into chunks

Necessary for message passing machines

Introduce synchronization for correctness

Synchronization

Communication – Exchange data

Synchronization – Exchange data to order events

Mutual exclusion or atomicity

Event ordering or Producer/consumer

Point to Point

Flags

Global

Barriers

Mutual Exclusion

Example

Each processor needs to occasionally update a counter

Processor 1

Load reg1, Counter

$\text{reg1} = \text{reg1} + \text{tmp1}$

Store Counter, reg1

Processor 2

Load reg2, Counter

$\text{reg2} = \text{reg2} + \text{tmp2}$

Store Counter, reg2

Mutual Exclusion Primitives

Hardware instructions

Test&Set

Atomically tests for 0 and sets to 1

Unset is simply a store of 0

```
while (Test&Set(L) != 0) {;
```

Critical Section

```
Unset(L)
```

Problem?

*Mutual Exclusion Primitives***

Hardware instructions

Test&Set

Atomically tests for 0 and sets to 1

Unset is simply a store of 0

```
while (Test&Set(L) != 0) {;
```

Critical Section

```
Unset(L)
```

Problem - Traffic

Mutual Exclusion Primitives – Alternative?

Test&Test&Set

*Mutual Exclusion Primitives – Alternative?**

Test&Test&Set

```
A:   while (L != 0) {;}
      if (Test&Set(L) == 0) {
          critical Section
      }
      else go to loop A
```

Problem?

*Mutual Exclusion Primitives – Alternative?**

Test&Test&Set

```
A:   while (L != 0) {;}
      if (Test&Set(L) == 0) {
          critical Section
      }
      else go to loop A
```

Problem

Traffic on lock release

What if processor swapped out while holding lock?

Mutual Exclusion Primitives – Fetch&Add

```
Fetch&Add(var, data)
{ /* atomic action */
temp = var
var = temp + data
}
return temp
```

E.g., let $X = 57$

P1: $a = \text{Fetch\&Add}(X,3)$

P2: $b = \text{Fetch\&Add}(X,5)$

If P1 before P2, ?

If P2 before P1, ?

If P1, P2 concurrent ?

Point to Point Event Ordering

Example

Producer wants to indicate to consumer that data is ready

Processor 1

$A[1] = \dots$

$A[2] = \dots$

.

.

$A[n] = \dots$

Processor 2

$\dots = A[1]$

$\dots = A[2]$

.

.

$\dots = A[n]$

*Point to Point Event Ordering – Flags***

Example

Producer wants to indicate to consumer that data is ready

Processor 1

A[1] = ...

A[2] = ...

.

.

A[n] = ...

Processor 2

while (Flag != 1) {;}

... = A[1]

... = A[2]

.

.

... = A[n]

Flag = 1

Global Event Ordering – Barriers

Example

All processors produce some data

Want to tell all processors that it is ready

In next phase, all processors consume data produced previously

Use barriers

*Implementing Barriers***

Simple barrier

```
temp = Fetch&Inc(count)
while (count != N) {;}
```

Problem:

*Implementing Barriers***

Simple barrier

```
temp = Fetch&Inc(count)
while (count != N) {;}
```

Problem: Cannot use it again

*Implementing Barriers***

```
local_flag = !local_flag
if Fetch&Inc(count) == N {
    count = 1
    flag = local_flag
}
while (flag != local_flag) {;}
```