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
Amdahl's Law is pessimistic

Let $s$ be the serial part

Let $p$ be the part that can be parallelized $n$ ways

**Serial:** SSPPPPPPP

**6 processors:**

SSP

P

P

P

P

P

Speedup $= 8/3 = 2.67$

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

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

Pessimistic
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
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

Speedup = (8+5*6)/8 = 4.75

T'(n) = s + n*p; T'(∞) → ∞!!!!

How does your algorithm "scale up"?
## Flynn classification

<table>
<thead>
<tr>
<th>Description</th>
<th>Acronym</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single-Instruction Single-Data</td>
<td>SISD</td>
</tr>
<tr>
<td>Single-Instruction Multiple-Data</td>
<td>SIMD</td>
</tr>
<tr>
<td>Multiple-Instruction Single-Data</td>
<td>MISD</td>
</tr>
<tr>
<td>Multiple-Instruction Multiple-Data</td>
<td>MIMD</td>
</tr>
</tbody>
</table>
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?
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?
For higher bandwidth (throughput)

For lower latency

Problem?
Cache Coherence Problem
Cache Coherence Solutions

Snooping

PROC 1  

PROC 2  

CACHE

PROC n

MEMORY

MEMORY

Problem with centralized architecture
Distributed Shared-Memory (DSM) Architecture

Use a higher bandwidth interconnection network

PROC 1 → CACHE → MEMORY
PROC 2 → CACHE → MEMORY
PROC n → CACHE → MEMORY

GENERAL INTERCONNECT

MEMORY
MEMORY
MEMORY

Uniform memory access architecture (UMA)
Distributed Shared-Memory (DSM) - Cont.

For lower latency: Non-Uniform Memory Access architecture (NUMA)
For lower latency: Non-Uniform Memory Access architecture (NUMA)
Example interconnection networks
Distributed Shared-Memory - Coherence Problem

Directory scheme

PROC

MEM

CACHE

PROC

MEM

CACHE

PROC

MEM

CACHE

SWITCH/NETWORK

Level of indirection!
Distributed Shared-Memory - Coherence Problem**

Directory scheme

PROC

MEM

CACHE

DIR

PROC

MEM

CACHE

DIR

PROC

MEM

CACHE

DIR

SWITCH/NETWORK

Level of indirection!
Add two matrices: $C = A + B$

Sequential Program

```c
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.)
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++)
        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

<table>
<thead>
<tr>
<th>Processor 1</th>
<th>Processor 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load reg1, Counter</td>
<td>Load reg2, Counter</td>
</tr>
<tr>
<td>reg1 = reg1 + tmp1</td>
<td>reg2 = reg2 + tmp2</td>
</tr>
<tr>
<td>Store Counter, reg1</td>
<td>Store Counter, reg2</td>
</tr>
</tbody>
</table>
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
Test&Test&Set

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

Problem?
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 = Fetch&Add(X,3)
P2: b = 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

<table>
<thead>
<tr>
<th>Processor 1</th>
<th>Processor 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>.</td>
<td>.</td>
</tr>
<tr>
<td>.</td>
<td>.</td>
</tr>
<tr>
<td>A[n] = ...</td>
<td>... = A[n]</td>
</tr>
</tbody>
</table>
**Point to Point Event Ordering – Flags**

Example

Producer wants to indicate to consumer that data is ready

Processor 1

while (Flag != 1) {;}


. .

A[n] = …

Flag = 1

Processor 2

… = A[1]

… = A[2]

… = A[n]
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
Simple barrier

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

Problem:
Simple barrier

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

Problem: Cannot use it again
Implementing Barriers

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