2018 Practical Parallel Computing (実践的並列コンピューティング) No. 3

Shared Memory Parallel Programming with OpenMP (1)

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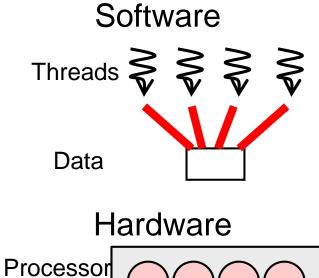
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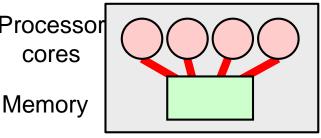
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Features of OpenMP

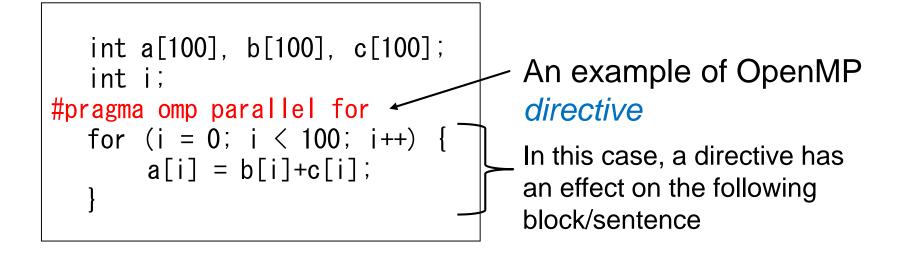
- Parallel programming API based on shared memory model
 - Only one compute node can be used
 - On TSUBAME3.0, up to 28cores
- Extensions to C/C++/Fortran
 - Famous compilers support OpenMP!
 - You'll see much information on Web
- Directive syntaxes & library functions
 - Directives look like: #pragma omp ~~
 - (Simpler than MPI in Part2)
- Multiple threads work cooperatively
- Data are basically shared by threads
 - We can use thread-local (private) variables







OpenMP Programs Look Like



Sample Programs



See ~endo-t-ac/ppcomp/18/ on TSUBAME

(1) Copy the following sub-directories to (anywhere in) your own home directory

- Pi (pi, pi-omp)
- Matrix multiply (mm, mm-omp)

(2) Executable binaries are generated by "make" command in each sub-directory

Executions of Samples

(3-1) Normal (sequential) versions:

- pi
 - ./pi 1000000
- mm
 - ./mm 500 500 500
- diffusion
 - ./diffusion
- (3-2) OpenMP versions
- pi-omp

 - ./pi 1000000
- mm
 - export OMP_NUM_THREADS=4
 - ./mm 500 500 500



Compiling OpenMP Programs



All famous compilers support OpenMP (fortunately☺), but require different options (unfortunately☺)

• gcc

- -fopenmp option in compiling and linking
- PGI compiler
 - module load pgi, and then use pgcc
 - -mp option in compiling and linking
- Intel compiler
 - module load intel, and then use icc
 - openmp option in compiling and linking

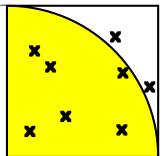
Also see outputs of "make" in OpenMP sample directory

"pi" sample



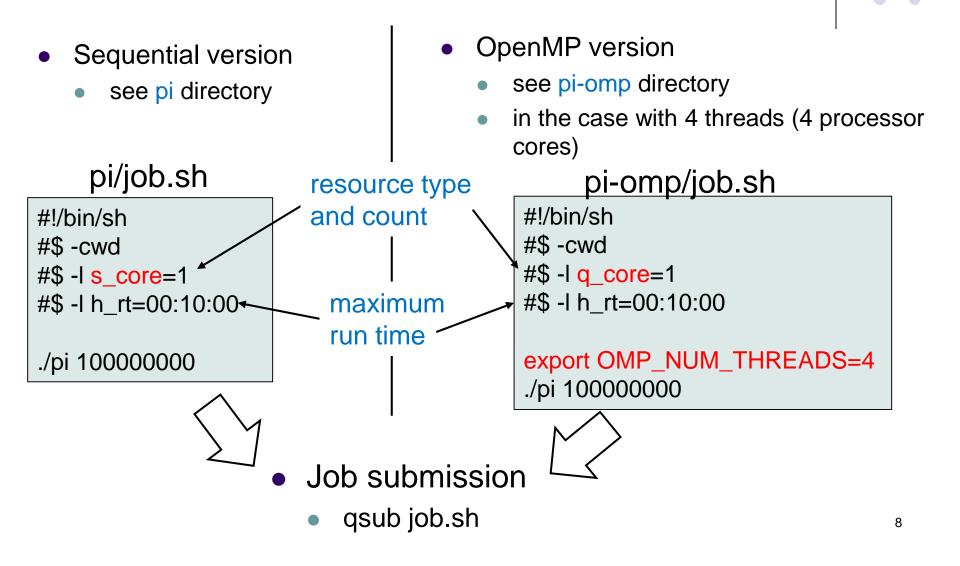
Estimate approximation of π (circumference/diameter) by Monte-Carlo method

- Sequential version in "pi", OpenMP version in "pi-omp"
- Method
 - Select points in 1x1 square randomly
 - Let PR be probability that a point is included in quarter circle.
 4 x PR → π
- Execution:./pi [n]
 - n: Number of point selection
- Compute complexity: O(n)



Note: This program is only for a simple sample. π is usually computed by different algorithms.

Submitting a Job to TSUBAME ~ in case of pi sample ~



Notes on Job Submission (1)



There are several notes since TSUBAME is a shared system

- •Please specify resource type properly, according to the number of threads (CPU cores)
 - s_core: 1 core
 - q_core: 4 cores
 - q_node: 7 cores (+ 1GPU)
 - h_node: 14 cores (+ 2GPUs)
 - f_node: 28 nores (+ 4GPUs)

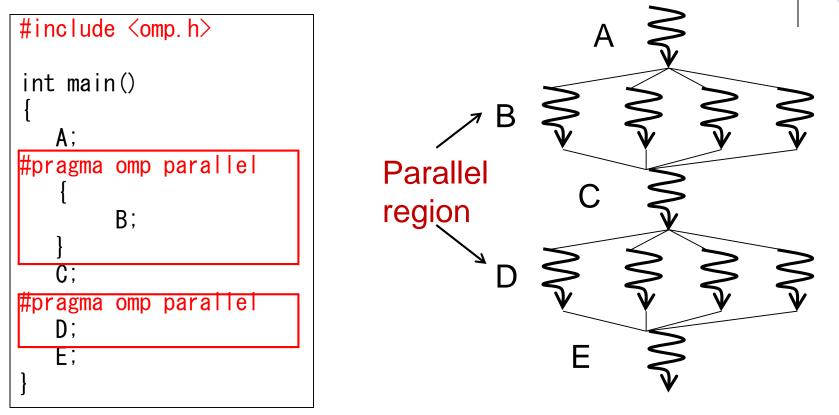
For detail, see TSUBAME3.0 User's Guide (利用の手引き) Section 4.1

Notes on Job Submission



- Please specify maximum run time (h_rt) properly
 - If h_rt is larger than 0:10:00, you need to specify "TSUBAME group name" for accounting (charged/有料)
 gsub –g tga-ppcomp job.sh
 - Use tga-ppcomp group only for this lecture / tga-ppcompグループは、本 授業の課題とそのテスト専用に使ってください
- Please do not execute CPU intensive programs on login nodes
 - It is OK to edit programs, compile programs, and submit jobs, and so on
 - "qrsh" may help you. See Section 4.3 in User's Guide

Basic Parallelism in OpenMP: Parallel Region



Sentence/block immediately after **#pragma omp parallel** is called **parallel region**, executed by multiple threads

- Here a "block" is a region surrounded by braces {}
- Functions called from parallel region are also in parallel region

Number of Threads



- Specify number of threads by OMP_NUM_THREADS environment variable (out of program)
 - cf) export OMP_NUM_THREADS=4 in command line
- Obtain number of threads
 - ocf) n = omp_get_num_threads();
- Obtain "my ID" of calling thread
 - output cf) id = omp_get_thread_num();
 - $0 \leq id < n$ (total number)

#pragma omp for for Easy Parallel Programming



"for" loop with simple forms can parallelized easily

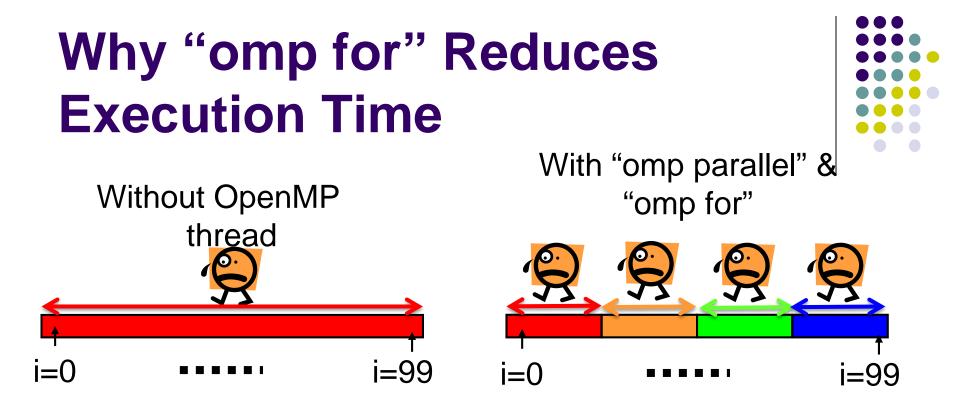
```
int s = 0;
#pragma omp parallel
{
    int i;
#pragma omp for
    for (i = 0; i < 100; i++) {
        a[i] = b[i]+c[i];
      }
}</pre>
```

• "for" loop right after "omp for" is parallelized, with work distribution

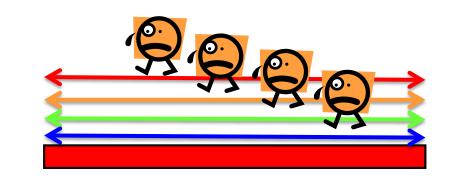
 When this sample is executed with 4 threads, each thread take 100/4=25 iterations → speed up!!

Indivisible cases are ok, such as 7 threads

• Abbreviation: omp parallel + omp for = omp parallel for



• What if we use "omp parallel", but forget to write "omp for"?



Every thread would work for all iterations → No speed up ⊗

 \rightarrow Answer will be wrong \otimes



When We Can Use "omp for"

- Loops with some (complex) forms cannot be supported, unfortunately ⁽²⁾
- The target loop must be in the following form

#pragma omp for
for (i = value; i op value; incr-part)
body

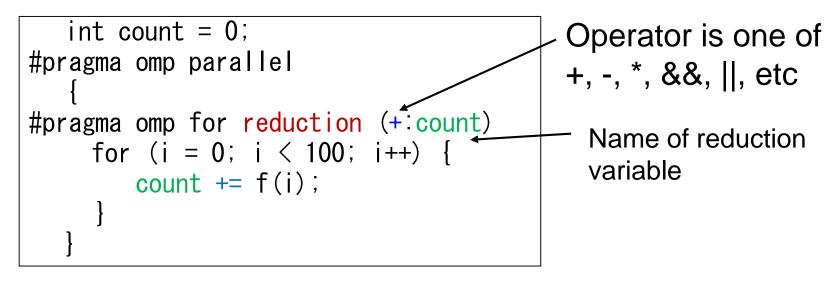
"op": <, >, <=, >=, etc.

"*incr-part*" : i++, i--, i+=c, i-=c, etc.

OK
$$\odot$$
: for (x = n; x >= 0; x-=4)
NG \otimes : for (i = 0; test(i); i++)
NG \otimes : for (p = head; p != NULL; p = p->next)

Advanced Topic on "omp for" (1): reduction

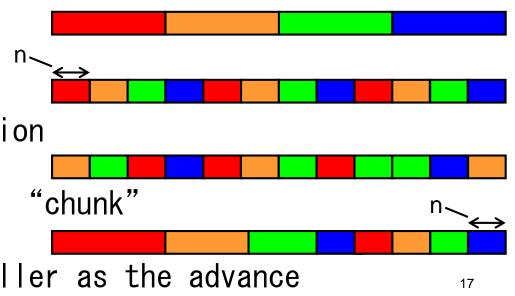
- Typical code pattern in for loop: Aggregate result of each iteration into a single variable, called reduction variable
 - cf) We add +1 to "count" variable in pi-omp sample
 - For such cases, "reduction" option is required



If we forget to write "reduction" option \rightarrow The answer would be wrong

Advanced Topic on "omp for" (2): schedule

- Usually, each thread takes iterations uniformly
 - cf) 1000 iterations / 4 threads = 250 iteration per thread
- For some computations (execution times per iteration are varying), the default schedule may degrade performance <u>#pragma omp for schedule(---)</u> may improve
- schedule(static) uniform (default) • schedule(static, n)
 - block cyclic distribution
 - schedule(dynamic, n) idle thread takes next
 - schedule(guided, n) "chunk" size gets smaller as the advance





Time Measurement in Samples

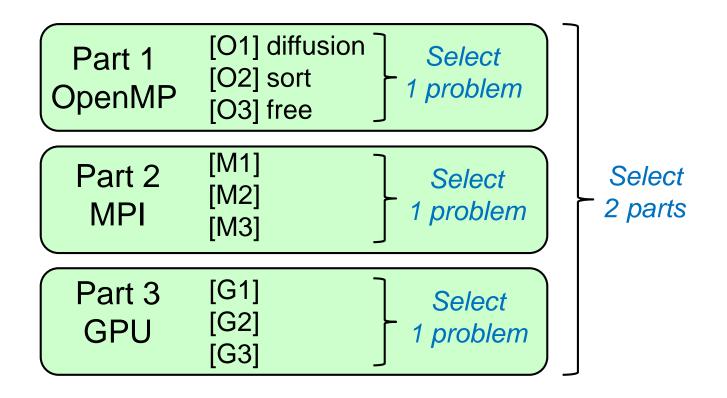
- gettimeofday() function is used
 - It provides wall-clock time, not CPU time
 - Time resolution is better than clock()

```
#include <stdio. h>
#include <sys/time.h>
ł
   struct timeval st. et;
   long us;
   gettimeofday(&st, NULL); /* Starting time */
   •••Part for measurement •••
   gettimeofday(&et, NULL); /* Finishing time */
   us = (et. tv_sec-st. tv_sec) *100000+
        (et.tv_usec-st.tv_usec);
   /* us is difference between st & et in microseconds */
```

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Assignments in this Course

- There is homework for each part. Submissions of reports for 2 parts are required
- Also attendances will be considered





Assignments in OpenMP Part (1)

Choose one of [O1]—[O3], and submit a report Due date: May 7 (Monday)

[O1] Parallelize "diffusion" sample program by OpenMP.

(~endo-t-ac/ppcomp/18/diffusion/ on TSUBAME) Optional:

- Make array sizes variable parameters, which are specified by execution options. "malloc" will be needed.
- Improve performance further. Blocking, SIMD instructions, etc, may help.

Assignments in OpenMP Part (2)



[O2] Parallelize "sort" sample program by OpenMP. (~endo-t-ac/ppcomp/18/sort/ on TSUBAME)

Optional:

- Comparison with other algorithms than quick sort
 - Heap sort? Merge sort?

Assignments in OpenMP Part (3)



[O3] (Freestyle) Parallelize any program by OpenMP.

- cf) A problem related to your research
- More challenging one for parallelization is better
 - cf) Partial computations have dependency with each other
 - cf) Uniform task division is not good for load balancing

Notes in Submission

- Submit the followings via OCW-i
 - (1) A report document
 - A PDF or MS-Word file
 - 2 pages or more
 - in English or Japanese (日本語もok)
 - (2) Source code files of your program
- Report should include:
 - Which problem you have chosen
 - How you parallelized
 - It is even better if you mention efforts for high performance or new functions
 - Performance evaluation on TSUBAME
 - With varying number of processor cores
 - With varying problem sizes
 - Discussion with your findings
 - Other machines than TSUBAME are ok, if available



Next Class:



OpenMP(2)

- mm: matrix multiply sample
- diffusion : heat diffusion sample using stencil computation
 - Related to assignment [O1]