Outline

Done:
• How to use **fork** and **join** to write a parallel algorithm
• Why using divide-and-conquer with lots of small tasks is best
  – Combines results in parallel
• Some Java and ForkJoin Framework specifics
  – More pragmatics (e.g., installation) in separate notes

Now:
• More examples of simple parallel programs
• Arrays & balanced trees support parallelism better than linked lists
• Asymptotic analysis for fork-join parallelism
• Amdahl’s Law
What else looks like this?

- Saw summing an array went from $O(n)$ sequential to $O(\log n)$ parallel \(\text{(assuming a lot of processors and very large } n!\text{)}\)
  - Exponential speed-up in theory \(\left( n / \log n \right.\text{ grows exponentially)}\)

  ![Diagram showing parallel computing](Image)

- Anything that can use results from two halves and merge them in $O(1)$ time has the same property…

Sophomoric Parallelism and Concurrency, Lecture 2
Examples

• Maximum or minimum element
• Is there an element satisfying some property (e.g., is there a 17)?
• Left-most element satisfying some property (e.g., first 17)
  – What should the recursive tasks return?
  – How should we merge the results?
• Corners of a rectangle containing all points (a “bounding box”)
• Counts, for example, number of strings that start with a vowel
  – This is just summing with a different base case
  – Many problems are!
Reductions

• Computations of this form are called reductions (or reduces?)

• Produce single answer from collection via an associative operator
  – Examples: max, count, leftmost, rightmost, sum, product, …
  – Non-examples: median, subtraction, exponentiation

• (Recursive) results don’t have to be single numbers or strings. They can be arrays or objects with multiple fields.
  – Example: Histogram of test results is a variant of sum

• But some things are inherently sequential
  – How we process \( \text{arr}[i] \) may depend entirely on the result of processing \( \text{arr}[i-1] \)
Even easier: Maps (Data Parallelism)

- A map operates on each element of a collection independently to create a new collection of the same size
  - No combining results
  - For arrays, this is so trivial some hardware has direct support

- Canonical example: Vector addition

```java
int[] vector_add(int[] arr1, int[] arr2) {
    assert (arr1.length == arr2.length);
    result = new int[arr1.length];
    FORALL (i=0; i < arr1.length; i++) {
        result[i] = arr1[i] + arr2[i];
    }
    return result;
}
```
Maps in ForkJoin Framework

class VecAdd extends RecursiveAction {
    int lo; int hi; int[] res; int[] arr1; int[] arr2;
    VecAdd(int l,int h,int[] r,int[] a1,int[] a2){ ... }
    protected void compute(){
        if(hi - lo < SEQUENTIAL_CUTOFF) {
            for(int i=lo; i < hi; i++)
                res[i] = arr1[i] + arr2[i];
        } else {
            int mid = (hi+lo)/2;
            VecAdd left = new VecAdd(lo,mid,res,arr1,arr2);
            VecAdd right= new VecAdd(mid,hi,res,arr1,arr2);
            left.fork();
            right.compute();
            left.join();
        }
    }
}
int[] add(int[] arr1, int[] arr2){
    assert (arr1.length == arr2.length);
    int[] ans = new int[arr1.length];
    ForkJoinPool.commonPool().invoke //needs Java 8+
        (new VecAdd(0,arr.length,ans,arr1,arr2);
    return ans;
}
Maps and reductions

Maps and reductions: the “workhorses” of parallel programming

- By far the two most important and common patterns
  - Two more-advanced patterns in next lecture

- Learn to recognize when an algorithm can be written in terms of maps and reductions

- Use maps and reductions to describe (parallel) algorithms

- Programming them becomes “trivial” with a little practice
  - Exactly like sequential for-loops seem second-nature
Digression: MapReduce on clusters

- You may have heard of Google’s “map/reduce”
  - Or the open-source version Hadoop

- Idea: Perform maps/reduces on data using many machines
  - The system takes care of distributing the data and managing fault tolerance
  - You just write code to map one element and reduce elements to a combined result

- Separates how to do recursive divide-and-conquer from what computation to perform
  - Old idea in higher-order functional programming transferred to large-scale distributed computing
  - Complementary approach to declarative queries for databases
Trees

• Maps and reductions work just fine on balanced trees
  – Divide-and-conquer each child rather than array subranges
  – Correct for unbalanced trees, but won’t get much speed-up

• Example: minimum element in an unsorted but balanced binary tree in $O(\log n)$ time given enough processors

• How to do the sequential cut-off?
  – Store number-of-descendants at each node (easy to maintain)
  – Or could approximate it with, e.g., AVL-tree height
Linked lists

• Can you parallelize maps or reduces over linked lists?
  – Example: Increment all elements of a linked list
  – Example: Sum all elements of a linked list
  – Parallelism still beneficial for expensive per-element operations

• Once again, data structures matter!

• For parallelism, balanced trees generally better than lists so that we can get to all the data exponentially faster $O(\log n)$ vs. $O(n)$
  – Trees have the same flexibility as lists compared to arrays
Analyzing algorithms

• Like all algorithms, parallel algorithms should be:
  – Correct
  – Efficient

• For our algorithms so far, correctness is “obvious” so we’ll focus on efficiency
  – Want asymptotic bounds
  – Want to analyze the algorithm without regard to a specific number of processors
  – The key “magic” of the ForkJoin Framework is getting expected run-time performance asymptotically optimal for the available number of processors
  • So we can analyze algorithms assuming this guarantee
Work and Span

Let $T_P$ be the running time if there are $P$ processors available.

Two key measures of run-time:

- **Work**: How long it would take 1 processor = $T_1$
  - Just “sequentialize” the recursive forking

- **Span**: How long it would take infinity processors = $T_\infty$
  - The longest dependence-chain
  - Example: $O(\log n)$ for summing an array
    - Notice having $> n/2$ processors is no additional help
    - Also called “critical path length” or “computational depth”
The DAG

- A program execution using `fork` and `join` can be seen as a DAG
  - Nodes: Pieces of work
  - Edges: Source must finish before destination starts

- A `fork` “ends a node” and makes two outgoing edges
  - New thread
  - Continuation of current thread

- A `join` “ends a node” and makes a node with two incoming edges
  - Node just ended
  - Last node of thread joined on
Our simple examples

- **fork** and **join** are very flexible, but divide-and-conquer maps and reductions use them in a very basic way:
  - A tree on top of an upside-down tree
More interesting DAGs?

• The DAGs are not always this simple

• Example:
  – Suppose combining two results might be expensive enough that we want to parallelize each one
  – Then each node in the inverted tree on the previous slide would itself expand into another set of nodes for that parallel computation
Connecting to performance

- Recall: $T_P =$ running time if there are $P$ processors available

- Work = $T_1 =$ sum of run-time of all nodes in the DAG
  - That lonely processor does everything
  - Any topological sort is a legal execution
  - $O(n)$ for simple maps and reductions

- Span = $T_\infty =$ sum of run-time of all nodes on the most-expensive path in the DAG
  - Note: costs are on the nodes not the edges
  - Our infinite army can do everything that is ready to be done, but still has to wait for earlier results
  - $O(\log n)$ for simple maps and reductions
Definitions

A couple more terms:

- **Speed-up** on $P$ processors: $T_1 / T_P$

- If speed-up is $P$ as we vary $P$, we call it **perfect linear speed-up**
  - Perfect linear speed-up means doubling $P$ halves running time
  - Usually our goal; hard to get in practice

- **Parallelism** is the maximum possible speed-up: $T_1 / T_\infty$
  - At some point, adding processors won’t help
  - What that point is depends on the span

*Parallel algorithms is about decreasing span without increasing work too much*
Optimal $T_P$: Thanks ForkJoin library!

- So we know $T_1$ and $T_\infty$ but we want $T_P$ (e.g., $P=4$)

- Ignoring memory-hierarchy issues (caching), $T_P$ can’t beat
  - $T_1 / P$ why not?
  - $T_\infty$ why not?

- So an asymptotically optimal execution would be:
  \[
  T_P = O\left(\frac{T_1}{P} + T_\infty\right)
  \]
  - First term dominates for small $P$, second for large $P$

- The ForkJoin Framework gives an expected-time guarantee of asymptotically optimal!
  - Expected time because it flips coins when scheduling
  - How? For an advanced course (few need to know)
  - Guarantee requires a few assumptions about your code…
Division of responsibility

• Our job as ForkJoin Framework users:
  – Pick a good algorithm, write a program
  – When run, program creates a DAG of things to do
  – *Make all the nodes a small-ish and approximately equal amount of work*

• The framework-writer’s job:
  – Assign work to available processors to avoid *idling*
    • Let framework-user ignore all *scheduling* issues
  – Keep constant factors low
  – Give the *expected-time optimal guarantee* assuming framework-user did his/her job

\[ T_P = O\left(\frac{T_1}{P} + T_\infty\right) \]
Examples

\[ T_P = O((T_1 / P) + T_\infty) \]

- In the algorithms seen so far (e.g., sum an array):
  - \( T_1 = O(n) \)
  - \( T_\infty = O(\log n) \)
  - So expect (ignoring overheads): \( T_P = O(n/P + \log n) \)

- Suppose instead:
  - \( T_1 = O(n^2) \)
  - \( T_\infty = O(n) \)
  - So expect (ignoring overheads): \( T_P = O(n^2/P + n) \)
Amdahl’s Law (mostly bad news)

• So far: analyze parallel programs in terms of work and span

• In practice, typically have parts of programs that parallelize well…
  – Such as maps/reductions over arrays and trees

  …and parts that don’t parallelize at all

  – Such as reading a linked list, getting input, doing computations where each needs the previous step, etc.

  “Nine women can’t make a baby in one month”
Amdahl’s Law (mostly bad news)

Let the \textit{work} (time to run on 1 processor) be 1 unit time

Let $S$ be the portion of the execution that can’t be parallelized

Then: \[ T_1 = S + (1-S) = 1 \]

Suppose we get perfect linear speedup \textit{on the parallel portion}

Then: \[ T_P = S + (1-S)/P \]

So the overall speedup with $P$ processors is (Amdahl’s Law):

\[ \frac{T_1}{T_P} = 1 / (S + (1-S)/P) \]

And the parallelism (infinite processors) is:

\[ \frac{T_1}{T_\infty} = 1 / S \]
**Why such bad news**

\[
\frac{T_1}{T_P} = \frac{1}{S + \frac{(1-S)}{P}} \quad \quad \quad \frac{T_1}{T_\infty} = \frac{1}{S}
\]

- Suppose 33% of a program’s execution is sequential
  - Then a billion processors won’t give a speedup over 3

- Suppose you miss the good old days (1980-2005) where 12ish years was long enough to get 100x speedup
  - Now suppose in 12 years, clock speed is the same but you get 256 processors instead of 1
  - For 256 processors to get at least 100x speedup, we need
    \[
    100 \leq \frac{1}{S + \frac{(1-S)}{256}}
    \]
    Which means \( S \leq 0.0061 \) (i.e., 99.4% perfectly parallelizable)
Plots you have to see

1. Assume 256 processors
   - x-axis: sequential portion $S$, ranging from .01 to .25
   - y-axis: speedup $T_1 / T_P$ (will go down as $S$ increases)

2. Assume $S = .01$ or .1 or .25 (three separate lines)
   - x-axis: number of processors $P$, ranging from 2 to 32
   - y-axis: speedup $T_1 / T_P$ (will go up as $P$ increases)

Do this as a homework problem!
   - Chance to use a spreadsheet or other graphing program
   - Compare against your intuition
   - A picture is worth 1000 words, especially if you made it
All is not lost

Amdahl’s Law is a bummer!
  – Unparallelized parts become a bottleneck very quickly
  – But it doesn’t mean additional processors are worthless

• We can find new parallel algorithms
  – Some things that seem sequential are actually parallelizable

• We can change the problem or do new things
  – Example: Video games use tons of parallel processors
    • They are not rendering 10-year-old graphics faster
    • They are rendering more beautiful(?) monsters
Moore and Amdahl

• Moore’s “Law” is an observation about the progress of the semiconductor industry
  – Transistor density doubles roughly every 18 months

• Amdahl’s Law is a mathematical theorem
  – Diminishing returns of adding more processors

• Both are incredibly important in designing computer systems