

# OpenMP Examples (1A)

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# Installation

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STEP 1: Check the GCC version of the compiler

```
gcc --version
```

STEP 2: Configuring OpenMP

```
echo | cpp -fopenmp -dM |grep -i open
```

```
sudo apt install libomp-dev
```

STEP 3: Setting the number of threads

```
export OMP_NUM_THREADS=8
```

<https://www.geeksforgeeks.org/openmp-introduction-with-installation-guide/>

# Parallel regions

```
// OpenMP header
#include <omp.h>
#include <stdio.h>
#include <stdlib.h>

int main(int argc, char* argv[])
{
    int nthreads, tid;

    // Begin of parallel region
    #pragma omp parallel private(nthreads, tid)
    {
        // Getting thread number
        tid = omp_get_thread_num();
        printf("Welcome to GFG from thread = %d\n", tid);

        if (tid == 0) {
            // Only master thread does this
            nthreads = omp_get_num_threads();
            printf("Number of threads = %d\n", nthreads);
        }
    }
}
```

<https://www.geeksforgeeks.org/openmp-introduction-with-installation-guide/>

# Private variables

```
#include <omp.h>

main(int argc, char *argv[]) {

    int nthreads, tid;

    /* Fork a team of threads with each thread having a private tid variable */
    #pragma omp parallel private(tid)
    {

        /* Obtain and print thread id */
        tid = omp_get_thread_num();
        printf("Hello World from thread = %d\n", tid);

        /* Only master thread does this */
        if (tid == 0) {
            nthreads = omp_get_num_threads();
            printf("Number of threads = %d\n", nthreads);
        }

    } /* All threads join master thread and terminate */

}
```

<https://computing.llnl.gov/tutorials/openMP/#Compiling>

# OpenMP Code Structure

```
#include <omp.h>
```

```
main () {  
    int var1, var2, var3;  
    Serial code  
    ...
```

Beginning of parallel region. Fork a team of threads.  
Specify variable scoping

```
#pragma omp parallel private(var1, var2) shared(var3)  
{  
    Parallel region executed by all threads  
    Other OpenMP directives  
    Run-time Library calls  
    All threads join master thread and disband  
}
```

Resume serial code

```
    ...  
}
```

<https://computing.llnl.gov/tutorials/openMP/>

# OpenMP Directives

```
#pragma omp parallel [clause ...] newline  
    if (scalar_expression)  
    private (list)  
    shared (list)  
    default (shared | none)  
    firstprivate (list)  
    reduction (operator: list)  
    copyin (list)  
    num_threads (integer-expression)
```

structured\_block

<https://computing.llnl.gov/tutorials/openMP/>

# OpenMP Directives

## Directive name

A valid OpenMP directive.

Must appear after the pragma and before any clauses.

## [clause, ...]

Optional.

Clauses can be in any order, and repeated as necessary unless otherwise restricted.

## Newline

Required.

Precedes the **structured block** which is enclosed by this directive.

<https://computing.llnl.gov/tutorials/openMP/>



# Installation

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Compile:

```
gcc -fopenmp test.c
```

Execute:

```
./a.out
```

<https://www.geeksforgeeks.org/openmp-introduction-with-installation-guide/>

# Number of cores

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```
grep processor /proc/cpuinfo | wc -l
```

```
sysconf(_SC_NPROCESSORS_CONF)
```

```
sysconf(_SC_NPROCESSORS_ONLN)
```

```
grep -c ^processor /proc/cpuinfo
```

```
grep -c ^cpu /proc/stat # subtract 1 from the result
```

<https://stackoverflow.com/questions/150355/programmatically-find-the-number-of-cores-on-a-machine>

# OpenMP API Overview

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The OpenMP 3.1 API is comprised of three distinct components:

- **Compiler Directives**
- **Runtime Library Routines**
- **Environment Variables**

<https://computing.llnl.gov/tutorials/openMP/#API>

# Compiler Directives

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- Spawning a parallel region
- Dividing blocks of code among threads
- Distributing loop iterations between threads
- Serializing sections of code
- Synchronization of work among threads

<https://computing.llnl.gov/tutorials/openMP/#API>

# Runtime Library Routines

- Setting and querying the number of threads
- Querying a thread's unique identifier (thread ID), a thread's ancestor's identifier, the thread team size
- Setting and querying the dynamic threads feature
- Querying if in a parallel region, and at what level
- Setting and querying nested parallelism
- Setting, initializing and terminating locks and nested locks
- Querying wall clock time and resolution

<https://computing.llnl.gov/tutorials/openMP/#API>

# Environment Variables

- Setting the number of threads
- Specifying how loop iterations are divided
- Binding threads to processors
- Enabling/disabling nested parallelism;  
setting the maximum levels of nested parallelism
- Enabling/disabling dynamic threads
- Setting thread stack size
- Setting thread wait policy

<https://computing.llnl.gov/tutorials/openMP/#API>

# Examples

## Compiler Directive Examples

```
#pragma omp parallel  
#pragma omp parallel private(partial_Sum) shared(total_Sum)  
#pragma omp parallel private(thread_id)  
#pragma omp barrier  
#pragma omp for  
#pragma omp critical
```

## Runtime Library Routine Examples

```
omp_get_thread_num();  
omp_get_max_threads();
```

<https://stackoverflow.com/questions/150355/programmatically-find-the-number-of-cores-on-a-machine>

# Hello

```
#include <stdio.h>
#include <omp.h>

int main(int argc, char** argv) {

    printf("Hello from process: %d\n", omp_get_thread_num());

    return 0;
}
```

```
// only one thread giving us a Hello statement
// must use the #pragma omp parallel { ... } directive
// for multiple threads
```

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>



# Hello

```
#include <stdio.h>
#include <omp.h>
```

```
int main(int argc, char** argv){
    int thread_id;
```

```
#pragma omp parallel
{
    printf("Hello from process: %d\n", omp_get_thread_num());
}
```

```
return 0;
```

```
}
```

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>

# Private clauses

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The PRIVATE clause declares variables in its list to be **private to each thread**.

- A new object of the same type is declared once **for each thread** in the team
- All references to the original object are replaced with **references to the new object**
- Should be assumed to be **uninitialized** for each thread

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>

# Shared clauses

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The SHARED clause declares variables in its list to be **shared among all threads** in the team.

A shared variable exists in **only one memory location** and **all threads** can **read** or **write** to that address

It is the programmer's responsibility to ensure that multiple threads **properly access** SHARED variables (such as **via CRITICAL sections**)

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>

# Shared clauses

---

Variables that are created and assigned **inside** of a parallel section of code will be inherently be **private**

variables created **outside** of parallel sections will be inherently **public**.

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>

# Data Sharing Rules – Implicit Rules

```
int n = 10;           // shared
int a = 7;           // shared
```

```
#pragma omp parallel for
for (int i = 0; i < n; i++) // i private
{
    int b = a + i;         // b private
    ...
}
```

<http://jakascorner.com/blog/2016/06/omp-data-sharing-attributes.html>

# Data Sharing Rules – Explicit Rules

```
#pragma omp parallel for shared(n, a)
for (int i = 0; i < n; i++)
{
    int b = a + i;
    ...
}
```

```
#pragma omp parallel for shared(n, a) private(b)
for (int i = 0; i < n; i++)
{
    b = a + i;
    ...
}
```

<http://jakascorner.com/blog/2016/06/omp-data-sharing-attributes.html>

# Data Sharing Rules – Explicit Rules

```
int p = 0;  
// the value of p is 0
```

```
#pragma omp parallel private(p)  
{  
    // the value of p is undefined  
    p = omp_get_thread_num();  
    // the value of p is defined  
    ...  
}
```

```
// the value of p is undefined
```

```
#pragma omp parallel  
{  
    int p = omp_get_thread_num();  
    ...  
}
```

<http://jakascorner.com/blog/2016/06/omp-data-sharing-attributes.html>

# Data Sharing Rules – Default(Shared)

```
int a, b, c, n;
```

```
...
```

```
#pragma omp parallel for default(shared)  
for (int i = 0; i < n; i++)  
{  
    // using a, b, c  
}
```

<http://jakascorner.com/blog/2016/06/omp-data-sharing-attributes.html>



# Data Sharing Rules – Default(none)

```
int n = 10;  
std::vector<int> vector(n);  
int a = 10;
```

```
#pragma omp parallel for default(none) shared(n, vector)  
for (int i = 0; i < n; i++)  
{  
    vector[i] = i * a;  
}
```

error: 'a' not specified in enclosing parallel

```
vector[i] = i * a;  
    ^
```

error: enclosing parallel

```
#pragma omp parallel for default(none) shared(n, vector)  
    ^
```

<http://jakascorner.com/blog/2016/06/omp-data-sharing-attributes.html>

# Data Sharing Rules – Default(none)

```
int n = 10;  
std::vector<int> vector(n);  
int a = 10;
```

```
#pragma omp parallel for default(none) shared(n, vector, a)  
for (int i = 0; i < n; i++)  
{  
    vector[i] = i * a;  
}
```

<http://jakascorner.com/blog/2016/06/omp-data-sharing-attributes.html>

# Data Sharing Rules – Default(none)

The default context of a variable is determined by the following rules:

- Variables with **static** storage duration are **shared**.
- **Dynamically allocated** objects are **shared**.
- Variables with **automatic** storage duration that are declared in a **parallel** region are **private**.
- Variables in **heap allocated** memory are **shared**.  
There can be only one shared heap.
- All variables defined outside a **parallel** construct become **shared** when the **parallel** region is encountered.
- **Loop iteration** variables are **private** within their loops.  
The value of the iteration variable after the **loop** is the same as if the **loop** were run sequentially.
- Memory allocated within a **parallel** loop by the **alloca** function persists only for the duration of one iteration of that loop, and is **private** for each thread.

[https://www.ibm.com/support/knowledgecenter/SSLTBW\\_2.4.0/com.ibm.zos.v2r4.cbcp01/cuppvars.htm](https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcp01/cuppvars.htm)

# Data Sharing Rules – Default(none)

The default context of a variable is determined by the following rules:

- **static** variables – **shared**.
- **auto** variables in a **parallel** region – **private**
- **Dynamically allocated** objects – **shared**.
- **heap allocated** variables – **shared**.  
There can be only one shared heap.
- All variables outside a **parallel** construct – **shared** in a **parallel** region
- **Loop iteration** variables are **private** within their loops.  
The value of the iteration variable after the **loop** is the same as if the **loop** were run sequentially.
- Memory allocated within a **parallel** loop by the **alloca** function persists only for the duration of one iteration of that loop, and is **private** for each thread.

[https://www.ibm.com/support/knowledgecenter/SSLTBW\\_2.4.0/com.ibm.zos.v2r4.cbcp01/cuppvars.htm](https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcp01/cuppvars.htm)

# Data Sharing Rules – Default(none)

## NAME

alloca - allocate memory that is automatically freed

## SYNOPSIS

```
#include <alloca.h>
```

```
void *alloca(size_t size);
```

## DESCRIPTION

The `alloca()` function allocates `size` bytes of space in the stack frame of the caller. This temporary space is automatically freed when the function that called **`alloca()`** returns to its caller.

## RETURN VALUE

The **`alloca()`** function returns a pointer to the beginning of the allocated space. If the allocation causes stack overflow, program behavior is undefined.

<https://man7.org/linux/man-pages/man3/alloca.3.html>

# Data Sharing Rules – Default(none)

```
int E1;                /* shared static */

void main (argc,...) { /* argc is shared */
    int i;             /* shared automatic */

void *p = malloc(...); /* memory allocated by malloc */
                    /* is accessible by all threads */
                    /* and cannot be privatized */
```

[https://www.ibm.com/support/knowledgecenter/SSLTBW\\_2.4.0/com.ibm.zos.v2r4.cbcp01/cuppvvars.htm](https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcp01/cuppvvars.htm)

# Data Sharing Rules – Default(none)

```
#pragma omp parallel firstprivate (p)
{
  int b;          /* private automatic */
  static int s;   /* shared static   */

  #pragma omp for
  for (i =0;...) {
    b = 1;        /* b is still private here ! */
    foo (i);      /* i is private here because it */
                  /* is an iteration variable   */
  }
}
```

[https://www.ibm.com/support/knowledgecenter/SSLTBW\\_2.4.0/com.ibm.zos.v2r4.cbcp01/cupppvars.htm](https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcp01/cupppvars.htm)

# Data Sharing Rules – Default(none)

```
#pragma omp parallel
{
  b = 1;          /* b is shared here because it */
                 /* is another parallel region */
}
}
}
```

[https://www.ibm.com/support/knowledgecenter/SSLTBW\\_2.4.0/com.ibm.zos.v2r4.cbcp01/cuppvars.htm](https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcp01/cuppvars.htm)



# Data Sharing Rules – Default(none)

```
int E2;                /*shared static */

void foo (int x) {     /* x is private for the parallel */
                    /* region it was called from */

int c;                /* the same */
... }
```

[https://www.ibm.com/support/knowledgecenter/SSLTBW\\_2.4.0/com.ibm.zos.v2r4.cbcp01/cuppvars.htm](https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcp01/cuppvars.htm)

# Hello

```
#include <stdio.h>
#include <omp.h>
```

```
int main(int argc, char** argv){
    int thread_id;
```

```
#pragma omp parallel private(thread_id)
{
    thread_id = omp_get_thread_num();
    printf("Hello from process: %d\n", thread_id );
}
```

```
    return 0;
}
```

// create a separate instance of thread\_id for each task.

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>

# Barrier and critical directives

`#pragma omp barrier`

The barrier directive stops all processes for proceeding to the next line of code until all processes have reached the barrier. This allows a programmer to **synchronize** sequences in the parallel process.

`#pragma omp critical { ... }`

A critical directive ensures that a line of code is only run by one process at a time, ensuring **thread safety** in the body of code.

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>

# Barrier (1)

```
#include <stdio.h>
#include <omp.h>

int main(int argc, char** argv){
    //define loop iterator variable outside parallel region
    int i;
    int thread_id;
```

```
    #pragma omp parallel
    {
        thread_id = omp_get_thread_num();

        //create the loop to have each thread print hello.
        for(i = 0; i < omp_get_max_threads(); i++){
            printf("Hello from process: %d\n", thread_id);
        }
    }
    return 0;
}
```

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>

# Barrier (2)

```
#include <stdio.h>
#include <omp.h>
```

```
int main(int argc, char** argv){
    int i;
    int thread_id;
```

```
#pragma omp parallel
{
    thread_id = omp_get_thread_num();

    for(i = 0; i < omp_get_max_threads(); i++){
        if(i == thread_ID){
            printf("Hello from process: %d\n", thread_id);
        }
    }
}
return 0;
}
```

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>

# Barrier (3)

```
#include <stdio.h>
#include <omp.h>
```

```
int main(int argc, char** argv){
    int i;
    int thread_id;
```

```
#pragma omp parallel
{
    thread_id = omp_get_thread_num();

    for( int i = 0; i < omp_get_max_threads(); i++){
        if(i == omp_get_thread_num()){
            printf("Hello from process: %d\n", thread_id);
        }
        #pragma omp barrier
    }
}
return 0;
```

```
}
```

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>

# OMP for

OpenMP's power comes from easily splitting a larger task into multiple smaller tasks. Work-sharing directives allow for simple and effective **splitting** of normally serial tasks into fast parallel sections of code.

The directive `omp for` divides a normally serial for loop into a parallel task.

**`#pragma omp for { ... }`**

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>

# OMP for

```
#include <stdio.h>
#include <omp.h>
```

```
int main(int argc, char** argv){
    int partial_Sum, total_Sum;
```

```
    printf("Total Sum: %d\n", total_Sum);
    return 0;
}
```

```
#pragma omp parallel private(partial_Sum) shared(total_Sum)
{
    partial_Sum = 0;
    total_Sum = 0;

    #pragma omp for
    {
        for(int i = 1; i <= 1000; i++){
            partial_Sum += i;
        }
    }

    //Create thread safe region.
    #pragma omp critical
    {
        //add each threads partial sum to the total sum
        total_Sum += partial_Sum;
    }
}
```

<https://curc.readthedocs.io/en/latest/programming/OpenMP-C.html#parallel-hello-world-program>



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## References

- [1] en.wikipedia.org
- [2] M Harris, <http://beowulf.lcs.mit.edu/18.337-2008/lectslides/scan.pdf>