OpenMP Synchronization (5A)

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Young Won Lim 6/30/24 https://www.openmp.org/wp-content/uploads/OpenMP-4.0-C.pdf

Synchronization (1)

threads communicate through shared variables.

- uncoordinated access of these variables can lead to undesired effects.
- <u>two</u> threads update (write) a shared variable in the same step of execution, the result is dependent on the way this variable is accessed. a race condition.

https://www3.nd.edu/~zxu2/acms60212-40212-S12/Lec-11-02.pdf

4

Synchronization (2)

• to prevent race condition,

the <u>access</u> to shared variables must be synchronized.

- synchronization can be time consuming.
- the barrier directive is set to synchronize all threads.
- <u>all threads</u> wait at the barrier until <u>all</u> of them have arrived.

https://www3.nd.edu/~zxu2/acms60212-40212-S12/Lec-11-02.pdf

Synchronization (3)

- synchronization imposes order constraints
- used to protect access to shared data

High level synchronization:

- critical
- atomic
- barrier
- ordered

Low level synchronization:

- flush
- locks (both simple and nested)

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Critical (1)

{

Mutual exclusion: only one thread at a time can enter a critical region.

```
double res;
#pragma omp parallel
{
     double B;
     int i, id, nthrds;
     id = omp_get_thread_num();
     nthrds = omp_get_num_threads();
     for(i=id; i<niters; i+=nthrds) {</pre>
          B = some_work(i);
          #pragma omp critical
          consume(B, res);
     }
}
```

Threads wait here: only one thread at a time calls consume(). So this is a piece of sequential code Inside the for loop.

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Critical (2)

```
Sum = 0;
#pragma omp parallel shared(n,a,sum) private(TID,sumLocal)
{
     TID = omp_get_thread_num();
     sumLocal = 0;
     #pragma omp for
          for (i=0; I<n; i++)</pre>
               sumLocal += a[i];
     #pragma omp critical (update_sum)
     {
          sum += sumLocal;
          printf("TID=%d: sumLocal=%d sum=%d\n",
                  TID, sumLocal, sum)
     }
} /* --- End of parallel region --- */
```

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Critical (4)

```
{
     ...
     #pragma omp parallel
     {
          #pragma omp for nowait shared(best_cost)
          for(i=0; i<N; i++) {</pre>
                int my_cost;
                my_cost = estimate(i);
                #pragma omp critical
                {
                     if(best_cost < my_cost)</pre>
                     best_cost = my_cost;
                }
          }
     }
}
```

Only one thread at a time executes if() statement.

This ensures mutual exclusion When accessing shared data.

Without critical, this will set up a race condition, in which The computation exhibits nondeterministic behavior when performed by multiple threads accessing a shared variable

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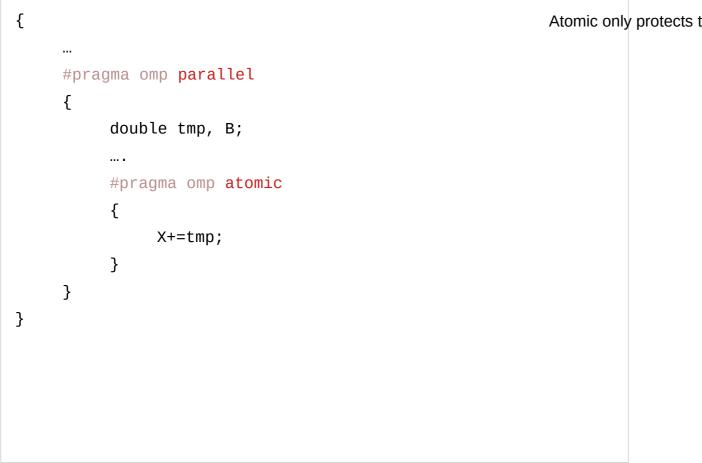
Atomic (1-1)

atomic provides mutual exclusion but only applies to the load/update of a memory location.

- This is a lightweight, special form of a critical section.
- It is applied only to the (single) assignment statement that immediately follows it.

Atomic only protects the update of X.

Atomic (1-2)



Atomic only protects the update of X.

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Atomic (2)

Int ic, I, n;

Ic = 0;

```
#pragma omp parallel shared(n,ic) private(i)
```

```
for (i=0; i++, I<n)
```

```
{
```

```
#pragma omp atomic
```

```
ic = ic + 1;
```

```
}
```

"ic" is a counter. The atomic construct ensures that no updates are lost when multiple threads are updating a counter value.

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OpenMP Synchronization (5A) Atomic only protects the update of X.

Atomic (3)

• Atomic construct may only be used together with an expression A tomic only protects the update of X. statement with one of operations: +, *, -, /, &, ^, |, <<, >>

The atomic construct does not prevent multiple threads from executing the function bigfunc() at the same time.

Barrier (1)

Suppose each of the following two loops are run in parallel over i, this may give a wrong answer.

29 for(i= 0; i<N; i++) a[i] = b[i] + c[i]; for(i= 0; i<N; i++) d[i] = a[i] + b[i];

There could be a data race in a[].

Atomic only protects the update of X.

Barrier (2)

for(i= 0; i<N; i++)

a[i] = b[i] + c[i];

for(i= 0; i<N; i++)

d[i] = a[i] + b[i];

wait

barrier

To avoid race condition:

• NEED: All threads wait at the barrier point and only continue

when all threads have reached the barrier point.

Barrier syntax:

• #pragma omp barrier

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OpenMP Synchronization (5A)

Atomic only protects the update of X.

Barrier (3)

barrier: each threads waits until all threads arrive 31 #pragma omp parallel shared (A,B,C) private (id) { id=omp_get_thread_num(); A[id] = big calc1(id);#pragma omp barrier #pragma omp for for(i=0; i<N;i++){C[i]=big calc3(i,A);} #pragma omp for nowait $for(i=0;i<N;i++) \{B[i]=big calc2(i,C);\}$ A[id]=big calc4(id); }

Implicit barrier at the end of for Construct No implicit barrier due to nowait Implicit barrier at the end of a parallel region

Barrier (4)

When to Use Barriers

- If data is updated asynchronously and data integrity is at risk
- Examples:
- Between parts in the code that read and write the same section of memory
- After one timestep/iteration in a numerical solver
- Barriers are expensive and also may not scale to a large number of processors

Implicit barrier at the end of for Construct No implicit barrier due to nowait

Implicit barrier at the end of a parallel region

References

- [1] ftp://ftp.geoinfo.tuwien.ac.at/navratil/HaskellTutorial.pdf
- [2] https://www.umiacs.umd.edu/~hal/docs/daume02yaht.pdf