OpenMP Examples (1A)

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10/22/20

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This document was produced by using OpenOffice and Octave.

Installation

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

Compile:

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

Execute:

```
./a.out
```

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

Number of cores

```
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

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

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

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

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

The SHARED clause declares variables in its list t
o 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

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;

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

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:

- **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 defined 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,
  and is **private** for each thread.

https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcpx01/cuppvars.htm

alloca()

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 (argvc,...) {     /* argvc is shared                        */
   int i;                   /* shared automatic                       */

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

https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcpx01/cuppvars.htm

Data Sharing Rules – Default(none)

```
void main (argvc,...) {             // argvc is shared
   int i;       void *p = malloc(...);

   #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
      }
      #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.cbcpx01/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;                /* c is private for the same reason */
 ... }
```

https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcpx01/cuppvars.htm

Data Sharing Rules – Default(none)

The **private** clause declares the variables in the list to be private to each thread in a team.

The **firstprivate** clause provides a superset of the functionality provided by the private clause.
The private variable is initialized by the original value of the variable when the parallel construct is encountered.

The **lastprivate** clause provides a superset of the functionality provided by the private clause.
The private variable is updated after the end of the parallel construct.

https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcpx01/cuppvars.htm

Data Sharing Rules – Default(none)

The **shared** clause declares the variables in the list to be
shared among all the threads in a team.
All threads within a team access the same storage area for shared variables.

The **reduction** clause performs a reduction on the scalar variables
that appear in the list, with a specified operator.

The **default** clause allows the user
to affect the data-sharing attribute of the variables appeared in the parallel construct.

https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcpx01/cuppvars.htm

Nested Parallelism (1)

```
void fun1()
{
   for (int i=0; i<80; i++)
      ...
}

main()
{
  #pragma omp parallel
  {
     #pragma omp for
     for (int i=0; i<100; i++)
        ...

     #pragma omp for
     for (int i=0; i<10; i++)
        fun1();
  }
}
```

the 2nd loop in **main**
   can only be distributed to **10** threads

80 loop iterations in **fun1**
   which will be called **10** times in **main** loop.

total **800** iterations in **fun1** and the **main** loop

This gives much more parallelism potential
   if parallelism can be added in both levels.

https://software.intel.com/content/www/us/en/develop/articles/exploit-nested-parallelism-with-openmp-tasking-model.html

Nested Parallelism (2)

```
void fun1()
{
    #pragma omp parallel for
    for (int i=0; i<80; i++)
        ...
}

main
{
    #Pragma omp parallel
    {
        #pragma omp for
        for (int i=0; i<100; i++)
            …

        #pragma omp for
        for (int i=0; i<10; i++)
            fun1();
    }
}
```

may either have insufficient threads for the 1st main loop
as it has larger loop count, or

create exploded number of threads for the 2nd main loop
when OMP_NESTED=TRUE.

The simple solution is to split the parallel region in main and
create separate ones for each loop
with a distinct thread number specified.

https://software.intel.com/content/www/us/en/develop/articles/exploit-nested-parallelism-with-openmp-tasking-model.html

Nested Parallelism (3)

```
void fun1()
{
    #pragma omp taskloop
    for (int I = 0; i<80; i++)
       ...
}

main
{
   #pragma omp parallel
   {
      #pragma omp for
      for (int i=0; i<100; i++)
         ...

      #pragma omp for
      for (int i=0; i<10; i++)
         fun1();
   }
}
```

don't have to worry about the thread number changes
in 1st and 2nd main loops.

Even though you still have a small amount of (10) threads
allocated for 2nd main loop,
the rest available threads will be able
to be distributed through omp **taskloop** in fun1.

https://software.intel.com/content/www/us/en/develop/articles/exploit-nested-parallelism-with-openmp-tasking-model.html

Tasking

- Tasking was introduced in OpenMP 3.0
- Until then it was impossible to efficiently and easily implement **certain types of parallelism**
- the initial functionality was very **simple** by design
- note that tasks can be **nested**

https://www.openmp.org//wp-content/uploads/sc13.tasking.ruud.pdf

Tasking

Developer

- Use a **pragma** to specify where the tasks are
- Assume that all tasks can be executed <u>independently</u>

OpenMP runtime system

- when a thread encounters a **task** construct,
  a new task is generated
- the **moment** of **execution** of the task
  is up to the **runtime system**
- execution can either be **immediate** or **delayed**
- **completion** of a task can be enforced
  through **task synchronization**

https://www.openmp.org//wp-content/uploads/sc13.tasking.ruud.pdf

taskloop

The **taskloop** pragma is used to specify
that the iterations of one or more associated loops
are executed in parallel using OpenMP tasks.
The iterations are distributed across tasks that are
created by the construct and scheduled to be executed.

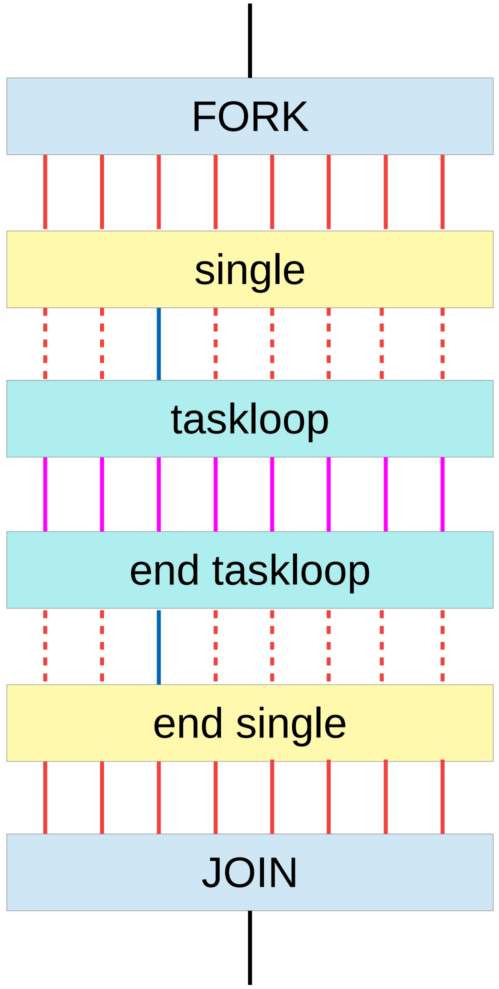
The taskloop construct generates as many as 20 tasks.
The iterations of the for loop are distributed among the tasks
generated for the **taskloop** construct.

```
#pragma omp parallel
#pragma omp single                    // only one process performs taskloop
#pragma omp taskloop num_tasks(20)
  for (i=0; i<N; i++) {
    arr[i] = i*i;
  }
```

https://www.ibm.com/support/knowledgecenter/SSXVZZ_16.1.1/com.ibm.xlcpp1611.lelinux.doc/compiler_ref/prag_omp_taskloop.html

taskloop

```
#pragma omp parallel
#pragma omp single
#pragma omp taskloop num_tasks(20)
  for (i=0; i<N; i++) {
    arr[i] = i*i;
}
```



https://www.ibm.com/support/knowledgecenter/SSXVZZ_16.1.1/com.ibm.xlcpp1611.lelinux.doc/compiler_ref/prag_omp_taskloop.html

taskwait

Completion of a subset of all explicit tasks bound to
a given parallel region may be specified
through the use of the **taskwait** directive.

The **taskwait** directive specifies a wait
on the completion of child tasks generated
since the beginning of the current (implicit or explicit) task.

Note that the taskwait directive specifies a wait
on the completion of direct children tasks, not all descendant tasks.

https://docs.oracle.com/cd/E19205-01/820-7883/6nj43o69j/index.html

Tasking example

```
#include <stdio.h>
#include <omp.h>
int fib(int n)
{
  int i, j;
  if (n<2)
    return n;
  else
    {
       #pragma omp task shared(i) firstprivate(n)
       i=fib(n-1);

       #pragma omp task shared(j) firstprivate(n)
       j=fib(n-2);

       #pragma omp taskwait
       return i+j;
    }
}
```

```
int main()
{
  int n = 10;

  omp_set_dynamic(0);
  omp_set_num_threads(4);

  #pragma omp parallel shared(n)
  {
    #pragma omp single
    printf ("fib(%d) = %d\n", n, fib(n));
  }
}
```

```
% CC -xopenmp -xO3 task_example.cc
% a.out
fib(10) = 55
```

https://docs.oracle.com/cd/E19205-01/820-7883/6nj43o69j/index.html

Tasking example

The following C/C++ program illustrates
how the OpenMP task and taskwait directives
can be used to compute Fibonacci numbers recursively.

In the example, the parallel directive denotes
a parallel region which will be executed by four threads.
In the parallel construct, the single directive is used
to indicate that only one of the threads
will execute the print statement that calls fib(n).

https://docs.oracle.com/cd/E19205-01/820-7883/6nj43o69j/index.html

Tasking example

The call to fib(n) generates two tasks,
indicated by the task directive.
One of the tasks computes fib(n-1) and
the other computes fib(n-2),
and the return values are added together
to produce the value returned by fib(n).
Each of the calls to fib(n-1) and fib(n-2)
will in turn generate two tasks.
Tasks will be recursively generated
until the argument passed to fib() is less than 2.

https://docs.oracle.com/cd/E19205-01/820-7883/6nj43o69j/index.html

Tasking example

The taskwait directive ensures that
the two tasks generated in an invocation of fib()
are completed (that is. the tasks compute i and j)
before that invocation of fib() returns.

Note that although only one thread executes the single directive
and hence the call to fib(n), all four threads will participate
in executing the tasks gener

https://docs.oracle.com/cd/E19205-01/820-7883/6nj43o69j/index.html

Single

The **single** construct specifies that
the associated structured block is
executed by only one of the threads in the team
(not necessarily the master thread),
in the context of its **implicit task**.

The other threads in the team,
which do not execute the block,
wait at an **implicit barrier**
at the end of the single construct
unless a **nowait** clause is specified.

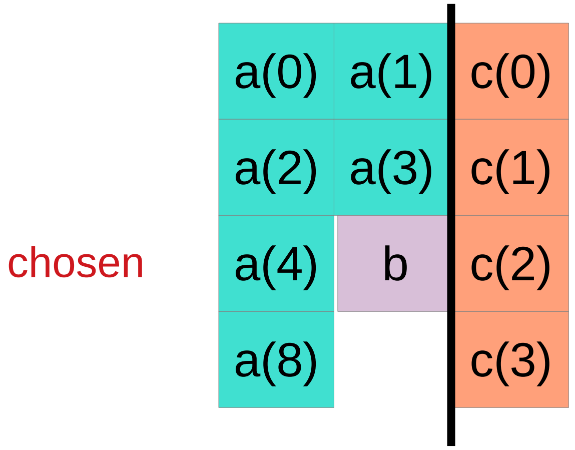
https://www.openmp.org/spec-html/5.0/openmpsu38.html

Single

denotes block of code
to be executed by only one thread

- first thread to arrive is chosen
- **implicit barrier** at end

```
#pragma omp parallel
{
   a();
   #pragma omp single
   {
      b();
   }  // threads wait here for single
   c();
}
```

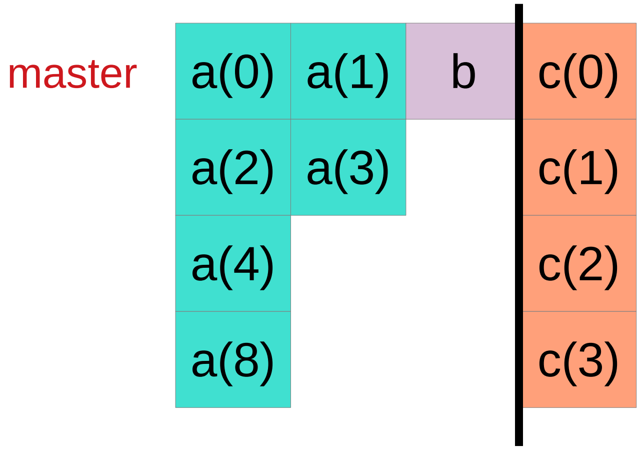


https://www.intel.com/content/dam/www/public/apac/xa/en/pdfs/ssg/Programming_with_OpenMP-Linux.pdf

Master

Denotes block of code to be executed only by the master thread
No **implicit barrier** at end

```
#pragma omp parallel
{
   a();
   #pragma omp master
   {     // if not master skip to next stmtp
         b();
   }
   c();
}
```

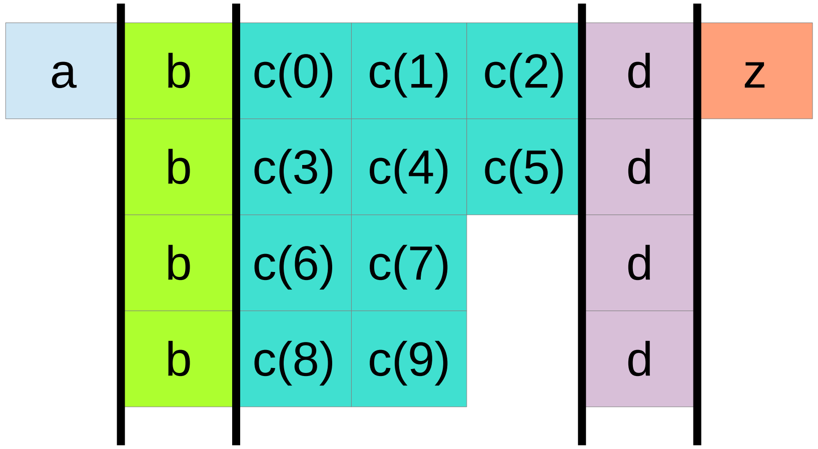


https://www.intel.com/content/dam/www/public/apac/xa/en/pdfs/ssg/Programming_with_OpenMP-Linux.pdf

Nowait (1)

In an omp parallel region, automatically wait for all threads to finish
In an omp for loop, a synchronization point after the end of the loop

```
a();
#pragma omp parallel
{
    b();
    #pragma omp for
    for (int i = 0; i < 10; ++i) {
        c(i);
    }
    d();
}
z();
```

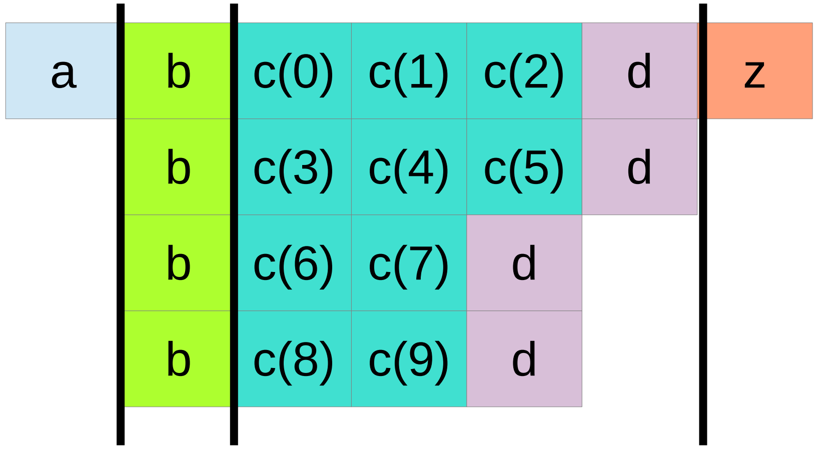


http://ppc.cs.aalto.fi/ch3/nowait/

Nowait (2)

no thread will execute d() until all threads are done with the loop:
However, if you do not need synchronization after the loop, you can disable it with nowait:

```
a();
#pragma omp parallel
{
    b();
    #pragma omp for nowait
    for (int i = 0; i < 10; ++i) {
        c(i);
    }
    d();
}
z();
```

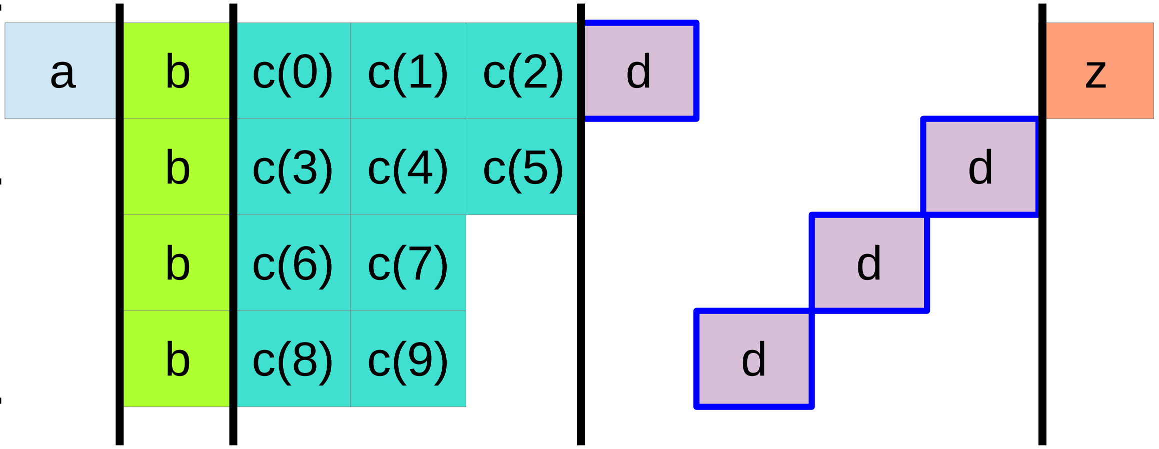


http://ppc.cs.aalto.fi/ch3/nowait/

Nowait (3)

for a critical section after a loop,
first wait for all threads to finish their loop iterations
before letting any of the threads to enter a critical section:

```
a();
#pragma omp parallel
{
    b();
    #pragma omp for
    for (int i = 0; i < 10; ++i) {
        c(i);
    }
    #pragma omp critical
    {       d();    }
}
z();
```

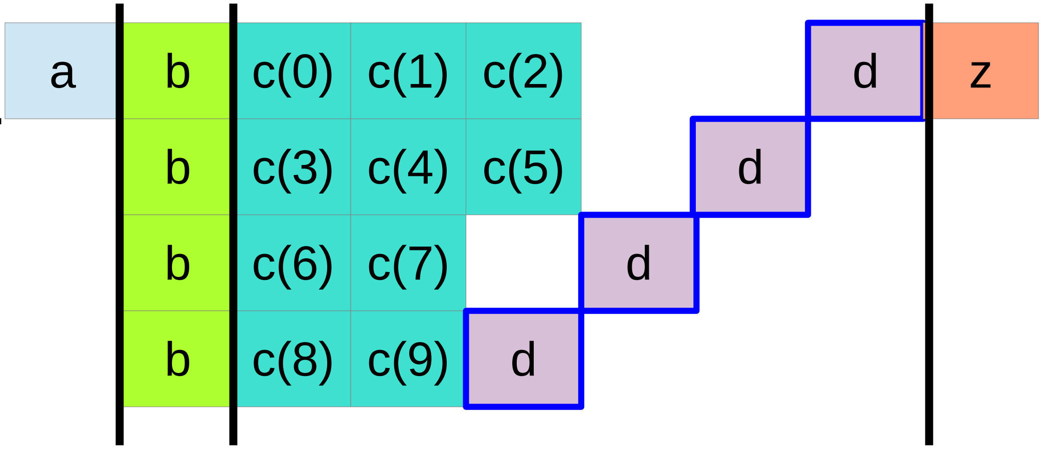


http://ppc.cs.aalto.fi/ch3/nowait/

Nowait (4)

disable this waiting, so that some threads can start doing postprocessing early.
This would make sense if, e.g., d() updates some global data structure based on what the thread computed in its own part of the parallel for loop:

```
a();
#pragma omp parallel
{
    b();
    #pragma omp for nowait
    for (int i = 0; i < 10; ++i) {
        c(i);
    }
    #pragma omp critical
    {       d();    }
}
z();
```

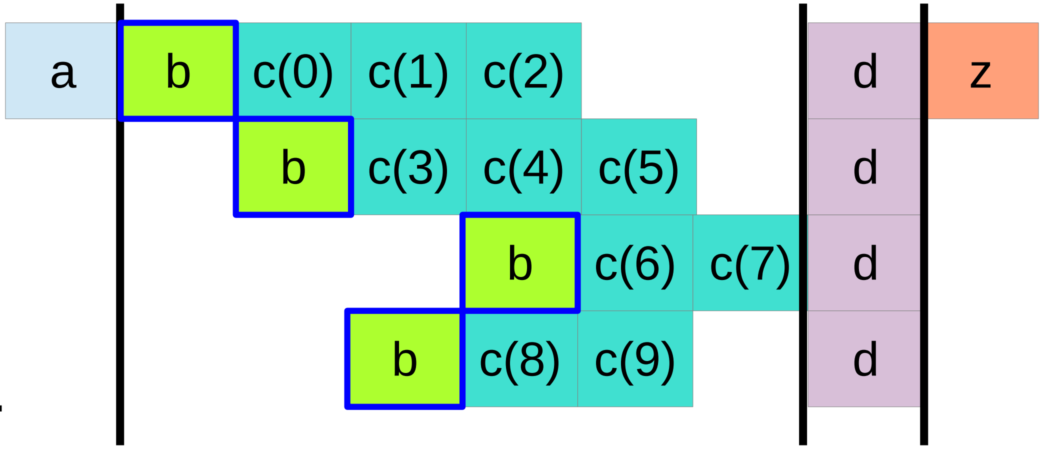


http://ppc.cs.aalto.fi/ch3/nowait/

Nowait (5)

Note that there is no synchronization point before the loop starts. If threads reach the for loop at different times, they can start their own part of the work as soon as they are there, without waiting for the other threads:

```
a();
#pragma omp parallel
{
    #pragma omp critical
    {
        b();
    }
    #pragma omp for
    for (int i = 0; i < 10; ++i) {
        c(i);
    }
    d();
}
z();
```



http://ppc.cs.aalto.fi/ch3/nowait/

Implicit task (1)

In addition to **explicit tasks** specified using the **task** directive,
the OpenMP specification version 3.0 introduces
the notion of **implicit tasks**.

An **implicit task** is a task generated by the **implicit parallel region**,
or generated when a **parallel construct** is encountered during execution.

The **code** for each **implicit task** is the code inside the **parallel construct**.

Each **implicit task** is assigned to a different **thread** in the **team** and is **tied**;

that is, an **implicit task** is always executed from beginning to end
by the **thread** to which it is initially assigned.

https://docs.oracle.com/cd/E19205-01/820-7883/6nj43o69j/index.html

Implicit task (2)

All **implicit tasks** generated
  when a **parallel construct** is encountered
are guaranteed to be complete
  when the **master thread** exits the **implicit barrier**
  at the end of the parallel region.

On the other hand,
all **explicit tasks** generated within a **parallel region**
are guaranteed to be complete
  on exit from the next **implicit** or **explicit barrier**
  within the parallel region.

https://docs.oracle.com/cd/E19205-01/820-7883/6nj43o69j/index.html

Implicit task (3)

When an **if clause** is present on a **task construct**
and the value of the scalar-expression evaluates to false,
the thread that encounters the task must immediately execute the task.

The **if clause** can be used to avoid the overhead of
generating many finely grained tasks and
placing them in the conceptual pool.

https://docs.oracle.com/cd/E19205-01/820-7883/6nj43o69j/index.html

Implicit barrier

Implicit BarriersSeveral OpenMP* constructs have implicit barriers

- parallel
- for
- single

Unnecessary barriers hurt performance

- Waiting threads accomplish no work!

Waiting threads accomplish no work!
Suppress implicit barriers, when safe, with the nowait

https://www.intel.com/content/dam/www/public/apac/xa/en/pdfs/ssg/Programming_with_OpenMP-Linux.pdf

Task example (1)

```
#include <stdlib.h>
#include <stdio.h>
int main(intargc, char *argv[])
{
   printf("A ");
   printf("race ");
   printf("car ");
   printf("\n");
   return(0);
}
```

```
$ cc -fast hello.c
$ ./a.out
A race car
$
```

```
#include <stdlib.h>
#include <stdio.h>
int main(intargc, char *argv[])
{
   #pragma omp parallel  {
      printf("A ");
      printf("race ");
      printf("car ");
   }
   printf("\n");
   return(0);
}
```

```
$ cc -xopenmp -fast hello.c
$ export OMP_NUM_THREADS=2 $
./a.out
A race car A race car        or
   “A A race race car car”   or
   “A race A car race car”   or
   “A race A race car car”
```

https://www.openmp.org//wp-content/uploads/sc13.tasking.ruud.pdf

Task example (2)

```
#include <stdlib.h>
#include <stdio.h>
int main(intargc, char *argv[])
{
   #pragma omp parallel    {
      #pragma omp single    {
        printf("A ");
        printf("race ");
        printf("car ");
      }
   }
   printf("\n");
   return(0);
}
```

```
$ cc -xopenmp –fast hello.c
$ export OMP_NUM_THREADS=2 $
./a.out
A race car
```

```
#include <stdlib.h>
#include <stdio.h>
int main(intargc, char *argv[])
{
   #pragma omp parallel    {
      #pragma omp single    {
         printf("A ");
         #pragma omp task   {  printf("race ");}
         #pragma omp task   {  printf("car "); }
      }
   }
   printf("\n");
   return(0);
}
```

```
$ cc -xopenmp -fast hello.c
$ export OMP_NUM_THREADS=2
$ ./a.out        A race car
$ ./a.out        A race car
$ ./a.out        A car race
$
```

https://www.openmp.org//wp-content/uploads/sc13.tasking.ruud.pdf

Task example (3)

```
#include <stdlib.h>
#include <stdio.h>
int main(intargc, char *argv[])
{
   #pragma omp parallel    {
      #pragma omp single    {
         printf("A ");
         #pragma omp task    {  printf("race ");}
         #pragma omp task    {  printf("car "); }
         printf("is fun to watch ");
      }
   }
   printf("\n");
   return(0);
}

$ cc -xopenmp -fast hello.c
$ export OMP_NUM_THREADS=2
$ ./a.out        A is fun to watch race car
$ ./a.out        A is fun to watch race car
$ ./a.out        A is fun to watch car race
$
```

```
#include <stdlib.h>
#include <stdio.h>
int main(intargc, char *argv[])
{
   #pragma omp parallel    {
      #pragma omp single    {
         printf("A ");
         #pragma omp task    {  printf("race "); }
         #pragma omp task    {  printf("car "); }
         #pragma omp taskwait {  printf("is fun to watch "); }
      }
   }
   printf("\n");
   return(0);
}

$ cc -xopenmp -fast hello.c
$ export OMP_NUM_THREADS=2
$ ./a.out        A race car is fun to watch
$ ./a.out        A race car is fun to watch
$ ./a.out        A car race is fun to watch
$
```

https://www.openmp.org//wp-content/uploads/sc13.tasking.ruud.pdf

#pragma omp

1. pragmas for defining **parallel regions**
in which work is done by threads in parallel (**#pragma omp parallel**).
Most of the OpenMP directives either statically or dynamically bind
to an enclosing parallel region

2. pragmas for defining how work is **distributed** or **shared**
across the threads in a parallel region
(**#pragma omp sections**, **#pragma omp for**, **#pragma omp single**, **#pragma omp task**).

3. pragmas for **controlling synchronization** among threads
(**#pragma omp atomic**, **#pragma omp master**, **#pragma omp barrier**,
#pragma omp critical, **#pragma omp flush**, **#pragma omp ordered**) .

4. pragmas for defining the **scope** of **data visibility**
across parallel regions within the same thread
(**#pragma omp threadprivate**).

5. pragmas for **synchronization**
(**#pragma omp taskwait**, **#pragma omp barrier**)

https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcpx01/cuppovrv2.htm

#pragma omp

The #pragma omp pragmas generally appear
immediately before the section of code to which they apply.

The following code defines a parallel region
in which iterations of a for loop can run in parallel:

```
#pragma omp parallel
{
  #pragma omp for
    for (i=0; i<n; i++)
      ...
}
```

https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcpx01/cuppovrv2.htm

#pragma omp

The following example defines a parallel region
in which two or more non-iterative sections of program code
can run in parallel:

```
#pragma omp parallel
{
 #pragma omp sections
 {
   #pragma omp section
      structured_block_1
         ...
   #pragma omp section
      structured_block_2
         ...
       ....
 }
}
```

https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcpx01/cuppovrv2.htm

Sections, section

The omp **section** directive is optional
for the first program code segment
inside the omp **sections** directive.

Following segments must be preceded
by an omp **section** directive.

All omp section directives must appear
within the lexical construct of
the program source code segment
associated with the omp sections directive.

When program execution reaches a omp **sections** directive,
program segments defined by the following omp **section** directive
are distributed for parallel execution among available threads.

A barrier is implicitly defined at the end of the larger program region
associated with the omp sections directive unless the **nowait** clause is specified.

https://www.ibm.com/support/knowledgecenter/SSLTBW_2.4.0/com.ibm.zos.v2r4.cbcpx01/cuppovrv2.htm

Sections

Parallel SectionsIndependent sections of code can execute concurrently

```
#pragma omp parallel sections
{
   #pragma omp section
   phase1();

   #pragma omp section
   phase2();

   #pragma omp section
   phase3();
}
```

https://www.intel.com/content/dam/www/public/apac/xa/en/pdfs/ssg/Programming_with_OpenMP-Linux.pdf

Single (1)

```
int main()
{
    int salaries1 = 0;
    int salaries2 = 0;

    for (int employee = 0; employee < 25000; employee++)
    {
        salaries1 += fetchTheSalary(employee, Co::Company1);
    }

    std::cout << "Salaries1: " << salaries1 << std::endl;

    for (int employee = 0; employee < 25000; employee++)
    {
        salaries2 += fetchTheSalary(employee, Co::Company2);
    }

    std::cout << "Salaries2: " << salaries2 << std::endl;

    return 0;
}
```

http://jakascorner.com/blog/2016/06/omp-single.html

Single (2)

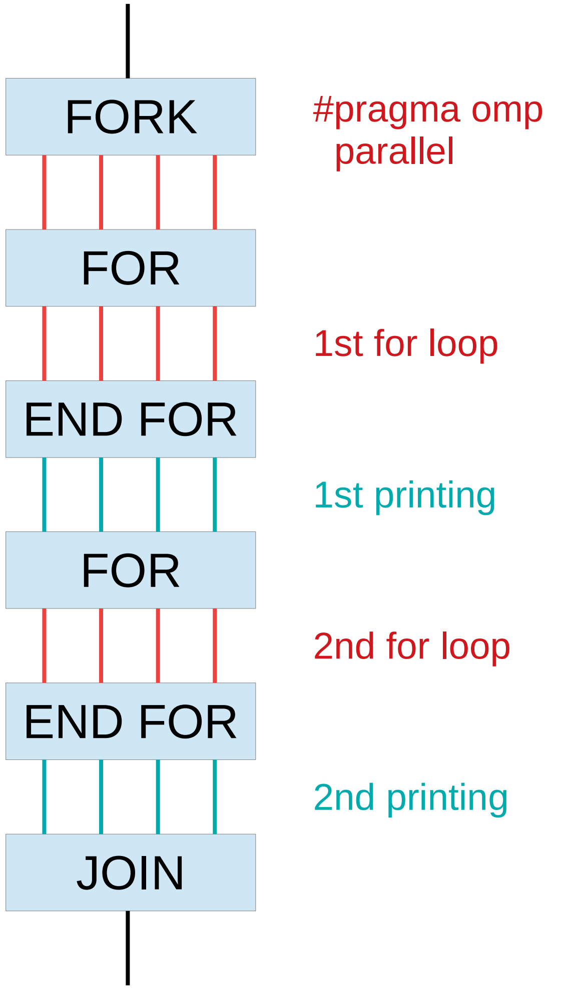
```
int salaries1 = 0;
int salaries2 = 0;

#pragma omp parallel shared(salaries1, salaries2)
{
    #pragma omp for reduction(+: salaries1)
    for (int employee = 0; employee < 25000; employee++)
    {
        salaries1 += fetchTheSalary(employee, Co::Company1);
    }

    std::cout << "Salaries1: " << salaries1 << std::endl;

    #pragma omp for reduction(+: salaries2)
    for (int employee = 0; employee < 25000; employee++)
    {
        salaries2 += fetchTheSalary(employee, Co::Company2);
    }

    std::cout << "Salaries2: " << salaries2 << std::endl;
}
```



http://jakascorner.com/blog/2016/06/omp-single.html

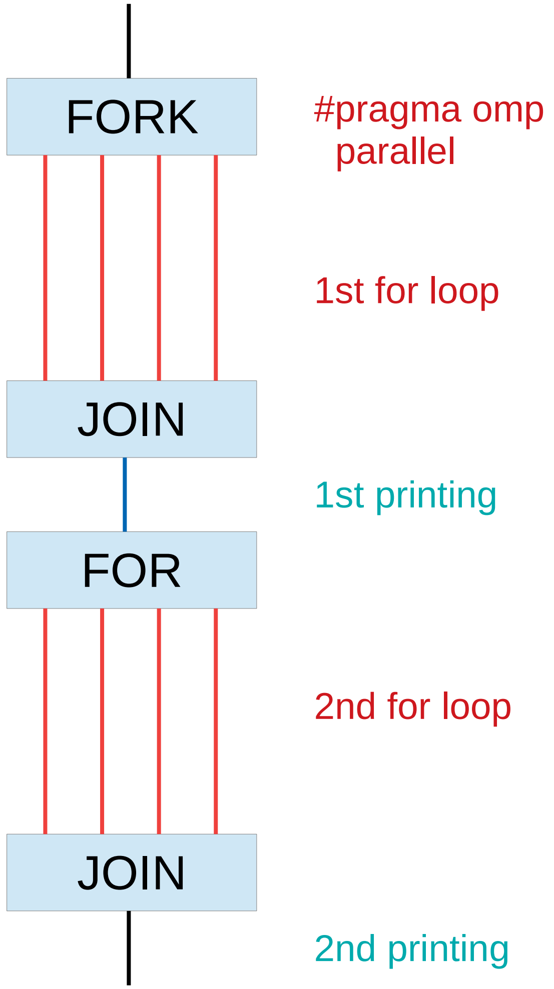
Single (v1)

```
#pragma omp parallel for reduction(+: salaries1)
for (int employee = 0; employee < 25000; employee++)
{
    salaries1 += fetchTheSalary(employee, Co::Company1);
}

std::cout << "Salaries1: " << salaries1 << std::endl;

#pragma omp parallel for reduction(+: salaries2)
for (int employee = 0; employee < 25000; employee++)
{
    salaries2 += fetchTheSalary(employee, Co::Company2);
}

std::cout << "Salaries2: " << salaries2 << std::endl;
```

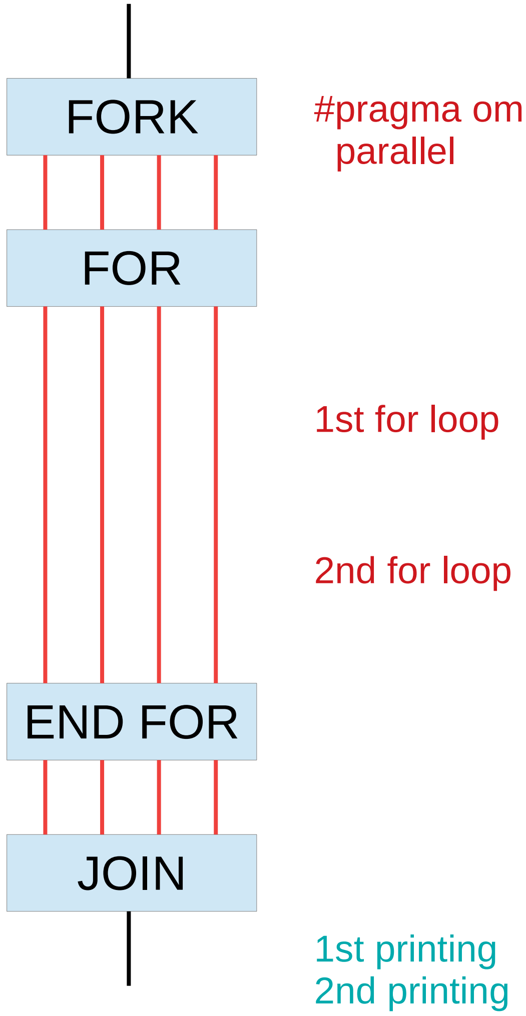


http://jakascorner.com/blog/2016/06/omp-single.html

Single (v2)

```
#pragma omp parallel for reduction(+: salaries1, salaries2)
for (int employee = 0; employee < 25000; employee++)
{
    salaries1 += fetchTheSalary(employee, Co::Company1);
    salaries2 += fetchTheSalary(employee, Co::Company2);
}
```

```
std::cout << "Salaries1: " << salaries1 << "\n"
          << "Salaries2: " << salaries2 << std::endl;
```



http://jakascorner.com/blog/2016/06/omp-single.html

Single (v3)

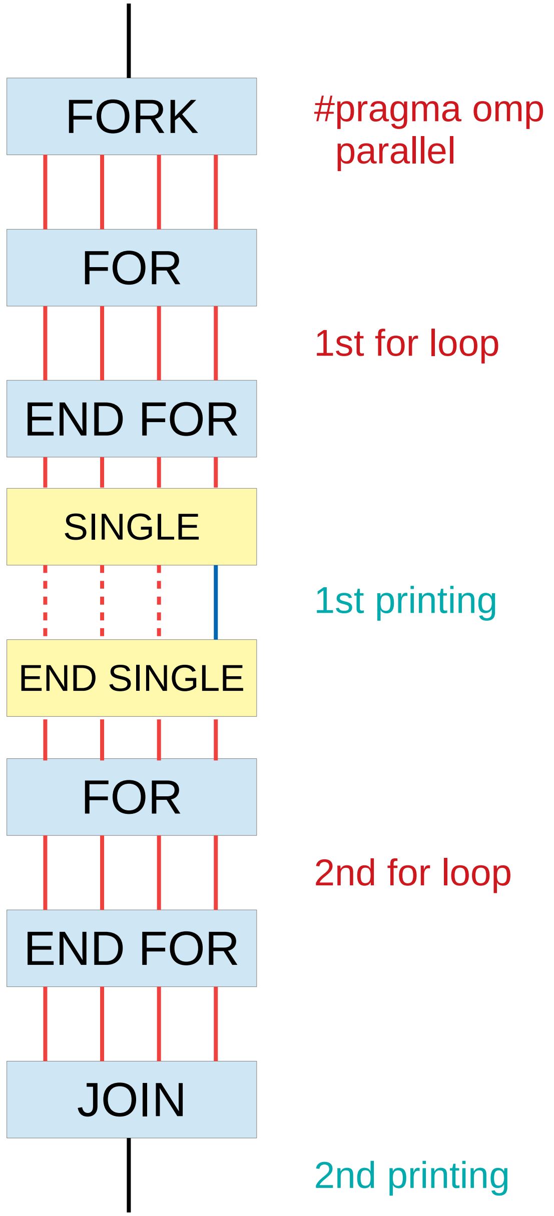
```
#pragma omp parallel shared(salaries1, salaries2)
{
    #pragma omp for reduction(+: salaries1)
    for (int employee = 0; employee < 25000; employee++)
    {
        salaries1 += fetchTheSalary(employee, Co::Company1);
    }

    #pragma omp single
    {
        std::cout << "Salaries1: " << salaries1 << std::endl;
    }

    #pragma omp for reduction(+: salaries2)
    for (int employee = 0; employee < 25000; employee++)
    {
        salaries2 += fetchTheSalary(employee, Co::Company2);
    }
}

std::cout << "Salaries2: " << salaries2 << std::endl;
```

http://jakascorner.com/blog/2016/06/omp-single.html



taskloop

```
Int main (int argc, char* argv[])
{
        ***
    #pragma omp parallel
    {
        #pragrma omp single
        {
            fib(input);
        }
    }
        ***
}
```

```
Int fib(int n)
{
    if (n < 2) return n;
    int x, y;

    #pragma omp task shared(x)
    {
        x = fib(n-1);
    }
    #pragma omp task shared(y)
    {
        y = fib(n-2);
    }
    #pragma omp taskwait;
    {
        return x+y;
    }
```

https://pop-coe.eu/sites/default/files/pop_files/pop-webinar-openmptasking.pdf

References

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