Introduction to OpenMP
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Before we start...

Clarify a few phrases:

- Process
  - Scheduled execution unit with its own address space
- Thread
  - Scheduled execution unit, sharing address space with other threads
- Future, (Task)
  - Description of work, not scheduled
Forms of Parallelism

Multi-process:
- Unix fork()
- Separate address space: sharing is explicit
  - Linux's clone() and unshare() provide finer granularity
- More robust:
  - No accidental memory corruption
  - No complete tear-down on crash
- Fast Linux Inter-Process Communication (IPC)
  - Pipes, message queues, shared memory
  - Robust mutexes for crash handling
Forms of Parallelism

Multi-process:
- Exploit multiple machines with few additional changes
- Not well suited for automatically generated parallelism
  - Exception: using of MPI
Forms of Parallelism

Multi-threaded:
- Widely available through pthread_create()
- Share everything except register content (implies stack pointer)
- Accidental corruptions felt by every thread
- Thread crash causes complete tear-down
- Communication costs minimal
  - Only synchronization cost
- Limited to single machine
Explicit Parallelism

Processes and threads require explicit handling
  - Start explicitly
    - How many?
    - What to do?
  → Not scalable
    - Programmers cannot keep track of more than a handful of execution paths
    - Parametrize explicitly
      - Where to run (affinity)?
  → Machine architecture changes and becomes more important
    - Programmers cannot adjust each program individually
Parallel Code

Parallel code looks like serial code to tools
- Programmer's responsibility to use synchronization
- Hard to check for all kinds of mistakes

Better model: tell tools about parallelism
- Requires integration into language
- Tools can
  - Warn about some incorrect uses
  - Use optimal mechanisms without hardcoding in sources
- After adjustment of tools for new machine architecture only recompilation needed
OpenMP

*Language Extension*

- C, C++, Fortran
- Compiler gets insight into parallelism
- Same program can work sequentially
  - Makes debugging easier
  - Allows using older tools on same code

Openly developed specification

Central place for many optimizations

- OpenMP comes with runtime parts
- Specification allows runtime to make decisions about number and placement of threads
Forms of Structured Parallelism

Independent sections

Loops
Parallel Sections

sum = 0;

for (i = 0; i < N; ++i)
    sum += count_whatever(some_data1[i]);

for (i = 0; i < N; ++i)
    sum += count_whatever(some_data2[i]);
Parallel Sections

Available in OpenMP v2.5 (RHEL5):

```c
sum = 0;

# pragma omp parallel sections
{

    for (i = 0; i < N; ++i)
        # pragma omp atomic
        sum += count_whatever(some_data1[i]);

# pragma omp section
for (i = 0; i < N; ++i)
    # pragma omp atomic
    sum += count_whatever(some_data2[i]);

}
```
Parallel Sections

Available in OpenMP v2.5 (RHEL5):

```c
sum = 0;
#pragma omp parallel sections
{
    for (i = 0; i < N; ++i)
        # pragma omp atomic
        sum += count_whatever(some_data1[i]);

    # pragma omp section
    for (i = 0; i < N; ++i)
        # pragma omp atomic
        sum += count_whatever(some_data2[i]);
}
```

Runtime may start threads

Implicit barrier
Parallel Sections

Available in OpenMP v2.5 (RHEL5):

```c
sum = 0;
#else pragma omp parallel sections reduction(+:sum)
{

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

        sum += count_whatever(some_data1[i]);
#endif pragma omp section

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

        sum += count_whatever(some_data2[i]);
}
```
Parallel Sections

Available in OpenMP v2.5 (RHEL5): **NEW!**

```c
sum = 0;
#pragma omp parallel sections reduction(+:sum)
{
    for (i = 0; i < N; ++i)
        sum += count_whatever(some_data1[i]);
#pragma omp section
    for (i = 0; i < N; ++i)
        sum += count_whatever(some_data2[i]);
}
```

No Atomic
Parallel Sections

Available in OpenMP v2.5 (RHEL5):

```c
sum = 0;

#pragma omp parallel for reduction(+:sum)
for (i = 0; i < N; ++i)
    sum += count_whatever(some_data1[i]);

#pragma omp parallel for reduction(+:sum)
for (i = 0; i < N; ++i)
    sum += count_whatever(some_data2[i]);
```
Parallel Sections

Available in OpenMP v2.5 (RHEL5):

```c
sum = 0;

#pragma omp parallel for reduction(+:sum)
for (i = 0; i < N; ++i)
    sum += count_whatever(some_data1[i]);

#pragma omp parallel for reduction(+:sum)
for (i = 0; i < N; ++i)
    sum += count_whatever(some_data2[i]);
```
Parallel Sections

Available in OpenMP v2.5 (RHEL5):

```c
sum = 0;
#
#pragma omp parallel
{
  #pragma omp for reduction(+:sum) nowait
  for (i = 0; i < N; ++i)

    sum += count_whatever(some_data1[i]);

  #pragma omp for reduction(+:sum)
  for (i = 0; i < N; ++i)

    sum += count_whatever(some_data2[i]);
}
```
Parallel Sections

Available in OpenMP v2.5 (RHEL5):

```c
sum = 0;
#
#pragma omp parallel
{
    # pragma omp for reduction(+:sum) nowait
    for (i = 0; i < N; ++i)
        sum += count_whatever(some_data1[i]);
    # pragma omp for reduction(+:sum)
    for (i = 0; i < N; ++i)
        sum += count_whatever(some_data2[i]);
}
```

No implicit barrier
Convenience

```c
#pragma omp parallel for
for (...)  
    ...
```

short for

```c
#pragma omp parallel
{
    #pragma omp for
    for (...)  
        ...
    ...
}
```

Similarly for parallel sections
Explicit Tasks

Available in OpenMP v3 (RHEL6):

```c
sum = 0;
# pragma omp parallel
{
# pragma omp for nowait
    for (i = 0; i < N; ++i)
#     pragma omp task untied
#         pragma omp atomic
        sum += count_whatever(some_data1[i]);
    }
# pragma omp for nowait
    for (i = 0; i < N; ++i)
#     pragma omp task untied
#         pragma omp atomic
        sum += count_whatever(some_data2[i]);
}
```
Explicit Tasks

Available in OpenMP v3 (RHEL6):

```c
sum = 0;
# pragma omp parallel
{
# pragma omp for nowait
    for (i = 0; i < N; ++i)
#    pragma omp task untied
    {
#        pragma omp atomic
        sum += count_whatever(some_data1[i]);
    }
# pragma omp for nowait
    for (i = 0; i < N; ++i)
#    pragma omp task untied
    {
#        pragma omp atomic
        sum += count_whatever(some_data2[i]);
    }
}
```

Any thread can pick up task

Implicit barrier, incl all tasks
Exclusion

Producer

```c
struct elem *newp
    = ...;
#pragma critical pclock
{
    newp->next = first;
    first = newp;
}
```

Consumer

```c
#pragma critical pclock
{
    curp = first;
    if (curp != NULL)
        first = first->next;
}
... use curp ...
```
Only One

Executed by one thread

```c
#pragma omp parallel
{
    fct1();
    #pragma omp single nowait
    fct2();
    fct3();
}
```

Executed by master thread

```c
#pragma omp parallel
{
    fct1();
    #pragma omp master
    fct2();
    fct3();
}
```
Only One

Executed by one thread

```c
#pragma omp parallel
{
    fct1();
    #pragma omp single nowait
    fct2();
    fct3();
}
```

Executed by master thread

```c
#pragma omp parallel
{
    fct1();
    #pragma omp master
    fct2();
    fct3();
}
```

No implied barrier

Also available for other constructs
Extending the Range

Nested loops are “natural”

```c
for (i = 1; i < N - 1; ++i)
    for (j = 1; j < M - 1; ++j)
        b[i][j] = (a[i][j-1]+a[i-1][j]+a[i][j]
                     +a[i+1][j]+a[i][j+1]) / 5;
```
Extending the Range

Nested loops are “natural”
Available in OpenMP v3 (RHEL6):

```
#pragma omp parallel for collapse(2)
for (i = 1; i < N - 1; ++i)
    for (j = 1; j < M - 1; ++j)
        b[i][j] = (a[i][j-1]+a[i-1][j]+a[i][j]
                   +a[i+1][j]+a[i][j+1]) / 5;
```
Extending the Range

Nested loops are “natural”
Available in OpenMP v3 (RHEL6):

```c
#pragma omp parallel for collapse(2)
for (i = 1; i < N - 1; ++i)
    for (j = 1; j < M - 1; ++j)
        b[i][j] = (a[i][j-1]+a[i-1][j]+a[i][j]
                  +a[i+1][j]+a[i][j+1]) / 5;
```

Both loops in one iteration range
Scheduling

Parallel section has rules for how many threads to create
  ● Programmer can request number
  ● User can control through environment variable
  ● Or: OpenMP runtime can be in complete control

Loop scheduling:
  ● Reliable assignment of iterations to threads
  ● Fair distribution
  ● Or: also under control of the runtime
Outlook

OpenMP compiler & runtime become more intelligent:
- Runtime knows about machine architecture
- Compiler tells runtime about cost and memory behavior of the code

→ Runtime in good position to make decision
  - No adjust of program for new machine needed

Example:
- Tightly coupled tasks, writing to same memory
  - Run on one socket or cache domain
Outlook

Example: Large Working Set

- Choose loop iterations to touch different pages, allocate pages on different NUMA nodes, set thread affinity

Coordination:

- Many uncoordinated OpenMP programs unnecessarily stress machine
- With coordination between all OpenMP processes runtime could ensure machine resources are not oversubscribed

Result:

If possible, let runtime decide!
Questions?

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