

# Work sharing directives



- Directives which appear inside a parallel region and indicate how work should be shared out between threads
  - Parallel do/for loops
  - Single directive
  - Master directive

## Parallel do loops



- Loops are the most common source of parallelism in most codes. Parallel loop directives are therefore very important!
- A parallel do/for loop divides up the iterations of the loop between threads.
- The loop directive appears inside a parallel region and indicates that the work should be shared out between threads, instead of replicated
- There is a synchronisation point at the end of the loop: all threads must finish their iterations before any thread can proceed

# Parallel do/for loops (cont)



```
Syntax:

Fortran:

!$OMP DO [clauses]

do loop

[!$OMP END DO ]

C/C++:

#pragma omp for [clauses]

for loop
```

#### Restrictions in C/C++



 Because the for loop in C is a general while loop, there are restrictions on the form it can take.

It has to have determinable trip count - it must be of the form:

```
for (var = a; var logical-op b; incr-exp)
```

```
where logical-op is one of <, <=, >, >= and incr-exp is var = var +/- incr or semantic equivalents such as var++.
```

Also cannot modify var within the loop body.

# Parallel loops (example)



#### Example:

## Parallel DO/FOR directive



 This construct is so common that there is a shorthand form which combines parallel region and DO/FOR directives:

#### Fortran:

#### Clauses



- DO/FOR directive can take PRIVATE, FIRSTPRIVATE and REDUCTION clauses which refer to the scope of the loop.
- Note that the parallel loop index variable is PRIVATE by default
  - other loop indices are private by default in Fortran, but not in C.
- PARALLEL DO/FOR directive can take all clauses available for PARALLEL directive.
- Beware! PARALLEL DO/FOR is not the same as DO/FOR or the same as PARALLEL

# Parallel do/for loops (cont)



- With no additional clauses, the DO/FOR directive will partition the iterations as equally as possible between the threads.
- However, this is implementation dependent, and there is still some ambiguity:
- e.g. 7 iterations, 3 threads. Could partition as 3+3+1 or 3+2+2

## SCHEDULE clause



• The SCHEDULE clause gives a variety of options for specifying which loops iterations are executed by which thread.

Syntax:

Fortran: SCHEDULE (kind[, chunksize])

C/C++: schedule (kind[, chunksize])

where kind is one of

STATIC, DYNAMIC, GUIDED, AUTO OF RUNTIME

and chunksize is an integer expression with positive value.

• E.g. ! \$OMP DO SCHEDULE (DYNAMIC, 4)

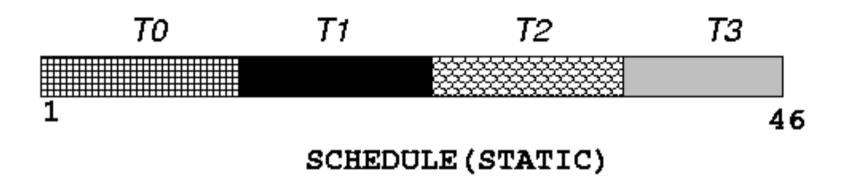
#### STATIC schedule

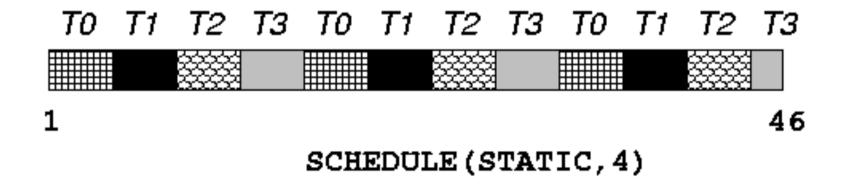


- With no chunksize specified, the iteration space is divided into (approximately) equal chunks, and one chunk is assigned to each thread in order (block schedule).
- If chunksize is specified, the iteration space is divided into chunks, each
  of chunksize iterations, and the chunks are assigned cyclically to each
  thread in order (block cyclic schedule)

## STATIC schedule







#### **DYNAMIC** schedule



• DYNAMIC schedule divides the iteration space up into chunks of size chunksize, and assigns them to threads on a first-come-first-served basis.

• i.e. as a thread finish a chunk, it is assigned the next chunk in the list.

• When no *chunksize* is specified, it defaults to 1.

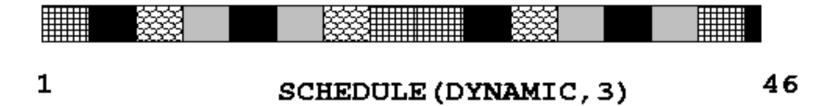
#### **GUIDED** schedule

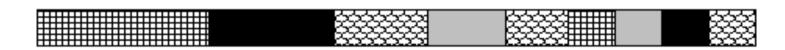


- GUIDED schedule is similar to DYNAMIC, but the chunks start off large and get smaller exponentially.
- The size of the next chunk is proportional to the number of remaining iterations divided by the number of threads.
- The chunksize specifies the minimum size of the chunks.
- When no chunksize is specified it defaults to 1.

# DYNAMIC and GUIDED schedules







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#### **AUTO** schedule



- Lets the runtime have full freedom to choose its own assignment of iterations to threads
- If the parallel loop is executed many times, the runtime can evolve a good schedule which has good load balance and low overheads.

# Choosing a schedule



#### When to use which schedule?

- STATIC best for load balanced loops least overhead.
- STATIC, n good for loops with mild or smooth load imbalance, but can induce overheads.
- DYNAMIC useful if iterations have widely varying loads, but ruins data locality.
- GUIDED often less expensive than DYNAMIC, but beware of loops where the first iterations are the most expensive!
- AUTO may be useful if the loop is executed many times over

#### SINGLE directive



- Indicates that a block of code is to be executed by a single thread only.
- The first thread to reach the SINGLE directive will execute the block

• There is a synchronisation point at the end of the block: all the other threads wait until block has been executed.

# SINGLE directive (cont)



```
Syntax:
Fortran:
   !$OMP SINGLE [clauses]
        block
   !$OMP END SINGLE
C/C++:
   #pragma omp single [clauses]
        structured block
```

# SINGLE directive (cont)



#### Example:

```
#pragma omp parallel
{
    setup(x);
#pragma omp single
    {
        input(y);
    }
    work(x,y);
}
```

setup	setup	setup	setup
idle	input	idle	idle
work	work	work	work

# SINGLE directive (cont)



- SINGLE directive can take PRIVATE and FIRSTPRIVATE clauses.
- Directive must contain a structured block: cannot branch into or out of it.

#### **MASTER** directive



- Indicates that a block of code should be executed by the master thread (thread 0) only.
- There is no synchronisation at the end of the block: other threads skip the block and continue executing: N.B. different from SINGLE in this respect.

# MASTER directive (cont)



```
Syntax:
Fortran:
   !$OMP MASTER
        block
   !$OMP END MASTER
C/C++:
  #pragma omp master
       structured block
```

# Exercise



Redo the Mandelbrot example using a worksharing do/for directive.