

# Principles of Software Construction: Objects, Design, and Concurrency

## Part 3: Concurrency

### Introduction to concurrency, part 4 *In the trenches of parallelism*

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# Administrivia

- Homework 5 Best Frameworks available today
- Homework 5c due **Tuesday**, 11:59 p.m.

# Key concepts from Tuesday

# Policies for thread safety

1. **Thread-confined state** – mutate but don't share
2. **Shared read-only state** – share but don't mutate
3. **Shared thread-safe** – object synchronizes itself internally
4. **Shared guarded** – client synchronizes object(s) externally

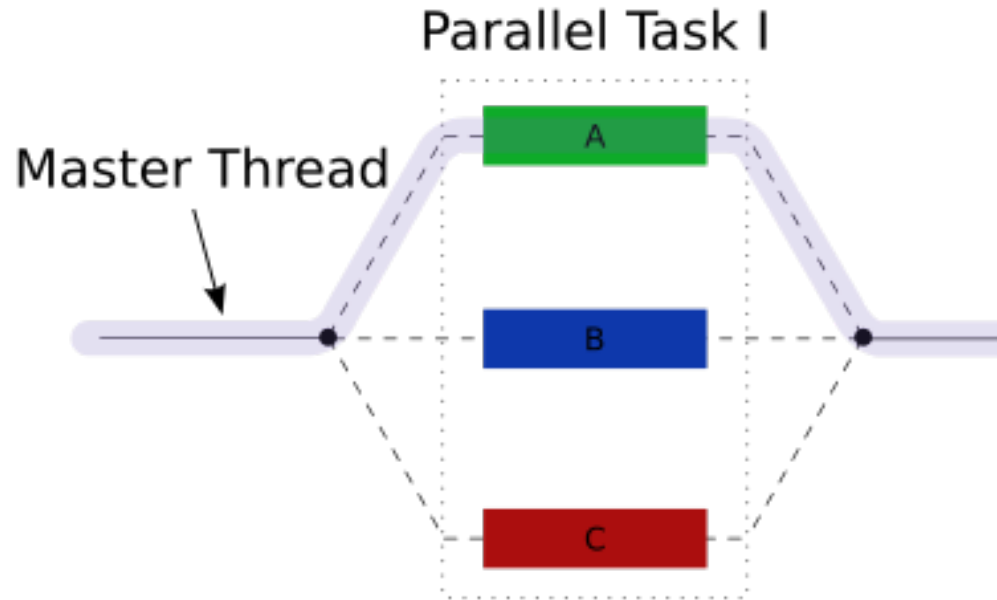
### 3. Shared thread-safe state

- Thread-safe objects that perform internal synchronization
- You can build your own, but **not for the faint of heart**
- **You're better off using ones from `java.util.concurrent`**
- `j.u.c` also provides skeletal implementations

# Advice for building thread-safe objects

- **Do as little as possible in synchronized region: get in, get out**
  - Obtain lock
  - Examine shared data
  - Transform as necessary
  - Drop the lock
- If you must do something slow, move it outside the synchronized region

# The fork-join pattern



```
if (my portion of the work is small)
    do the work directly
else
    split my work into pieces
    recursively process the pieces
```

# Today

- Concurrency in practice: In the trenches of parallelism



# Concurrency at the language level

- Consider:

```
Collection<Integer> collection = ...;
int sum = 0;
for (int i : collection) {
    sum += i;
}
```

- In python:

```
collection = ...
sum = 0
for item in collection:
    sum += item
```

# Parallel quicksort in Nesl

```
function quicksort(a) =  
  if (#a < 2) then a  
  else  
    let pivot    = a[#a/2];  
        lesser  = {e in a | e < pivot};  
        equal   = {e in a | e == pivot};  
        greater = {e in a | e > pivot};  
        result  = {quicksort(v): v in [lesser,greater]};  
    in result[0] ++ equal ++ result[1];
```

- Operations in { } occur in parallel
- 210-esque questions: What is total work? What is span?

# Prefix sums (a.k.a. inclusive scan, a.k.a. scan)

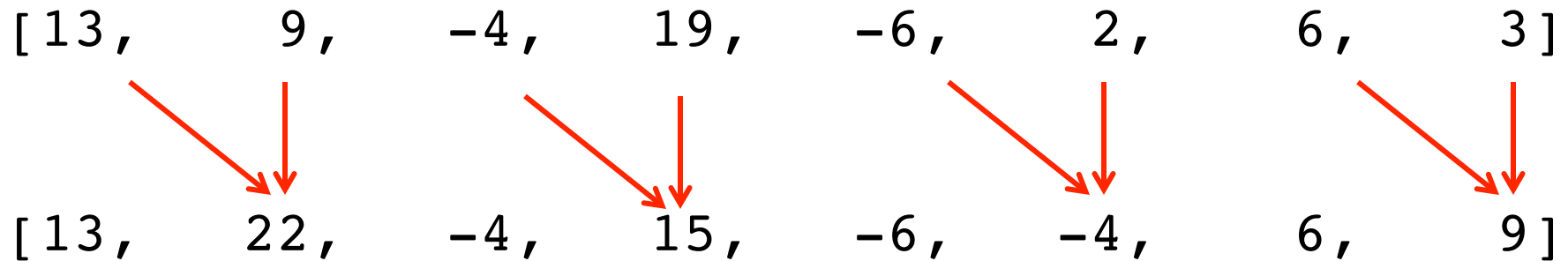
- Goal: given array  $x[0..n-1]$ , compute array of the sum of each prefix of  $x$   
[  $\text{sum}(x[0..0])$ ,  
   $\text{sum}(x[0..1])$ ,  
   $\text{sum}(x[0..2])$ ,  
  ...  
   $\text{sum}(x[0..n-1])$  ]
- e.g.,  $x = [13, 9, -4, 19, -6, 2, 6, 3]$   
prefix sums:  $[13, 22, 18, 37, 31, 33, 39, 42]$

# Parallel prefix sums

- Intuition: Partial sums can be efficiently combined to form much larger partial sums. E.g., if we know  $\text{sum}(x[0..3])$  and  $\text{sum}(x[4..7])$ , then we can easily compute  $\text{sum}(x[0..7])$
- e.g.,  $x = [13, 9, -4, 19, -6, 2, 6, 3]$

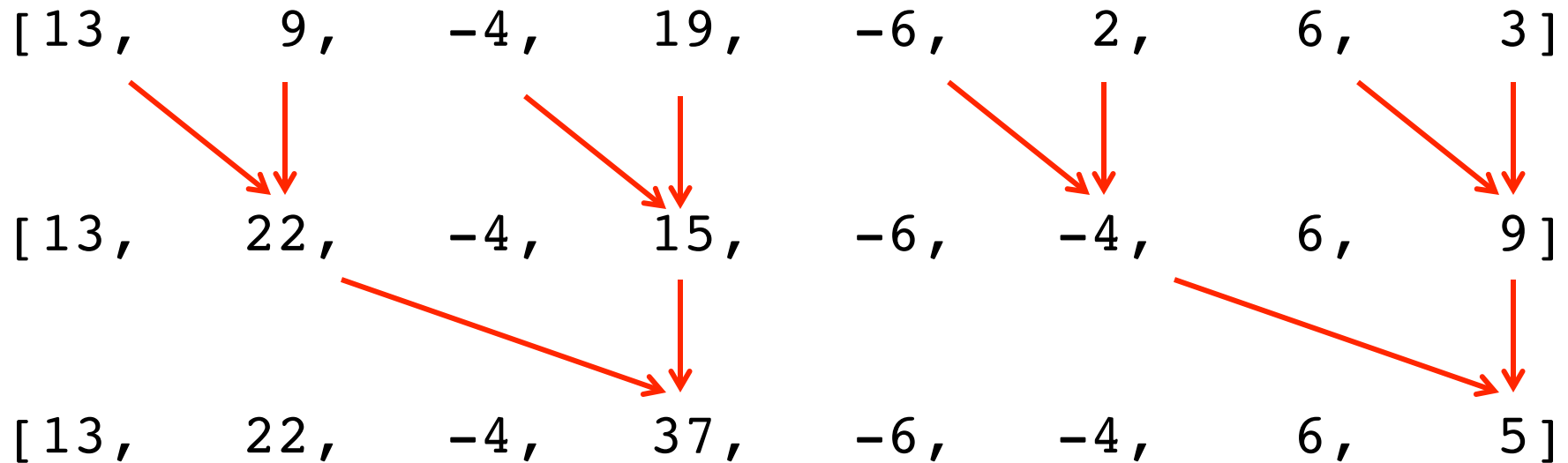
# Parallel prefix sums algorithm, **upsweep**

Compute the partial sums in a more useful manner



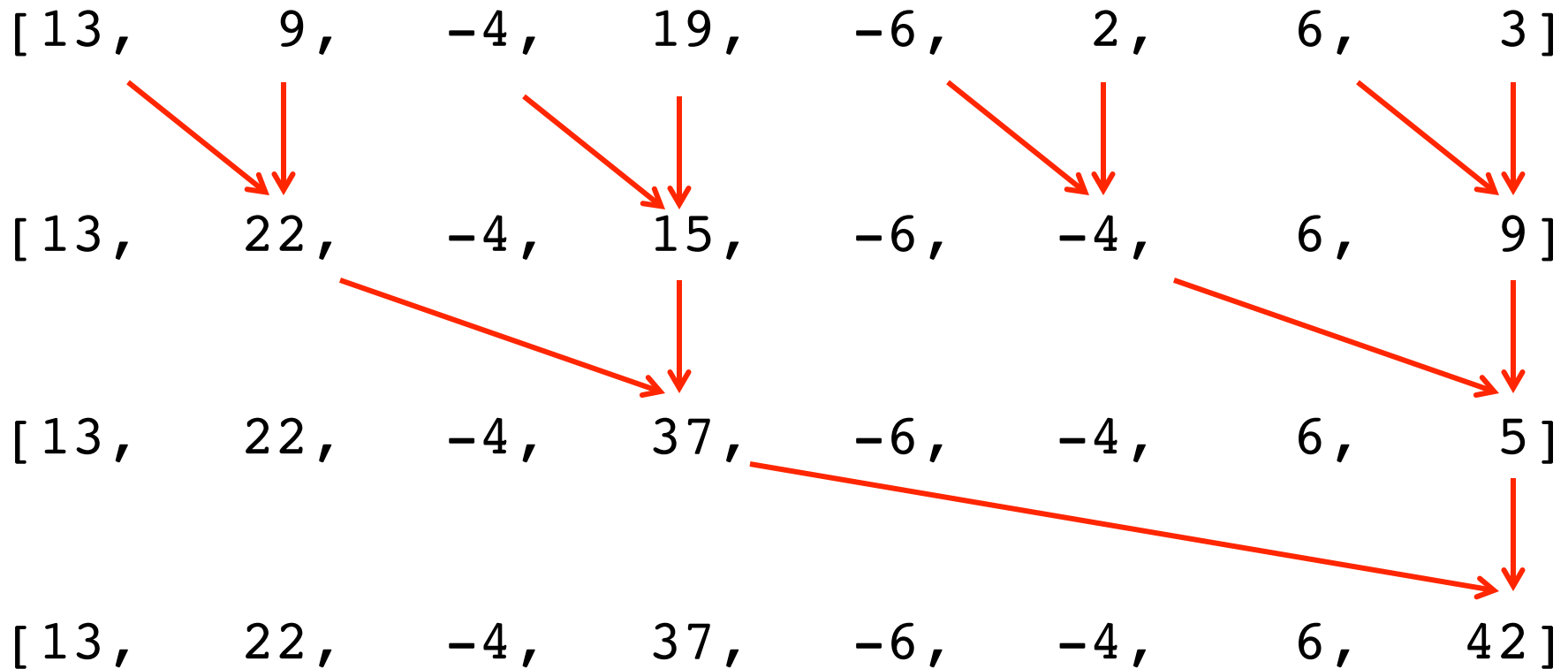
# Parallel prefix sums algorithm, **upsweep**

Compute the partial sums in a more useful manner



# Parallel prefix sums algorithm, **upsweep**

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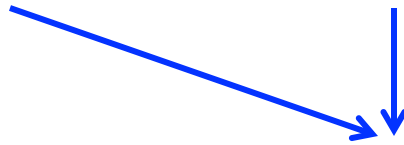


# Parallel prefix sums algorithm, **downsweep**

Now unwind to calculate the other sums

[ 13 , 22 , -4 , 37 , -6 , -4 , 6 , 42 ]

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## Parallel prefix sums algorithm, **downsweep**

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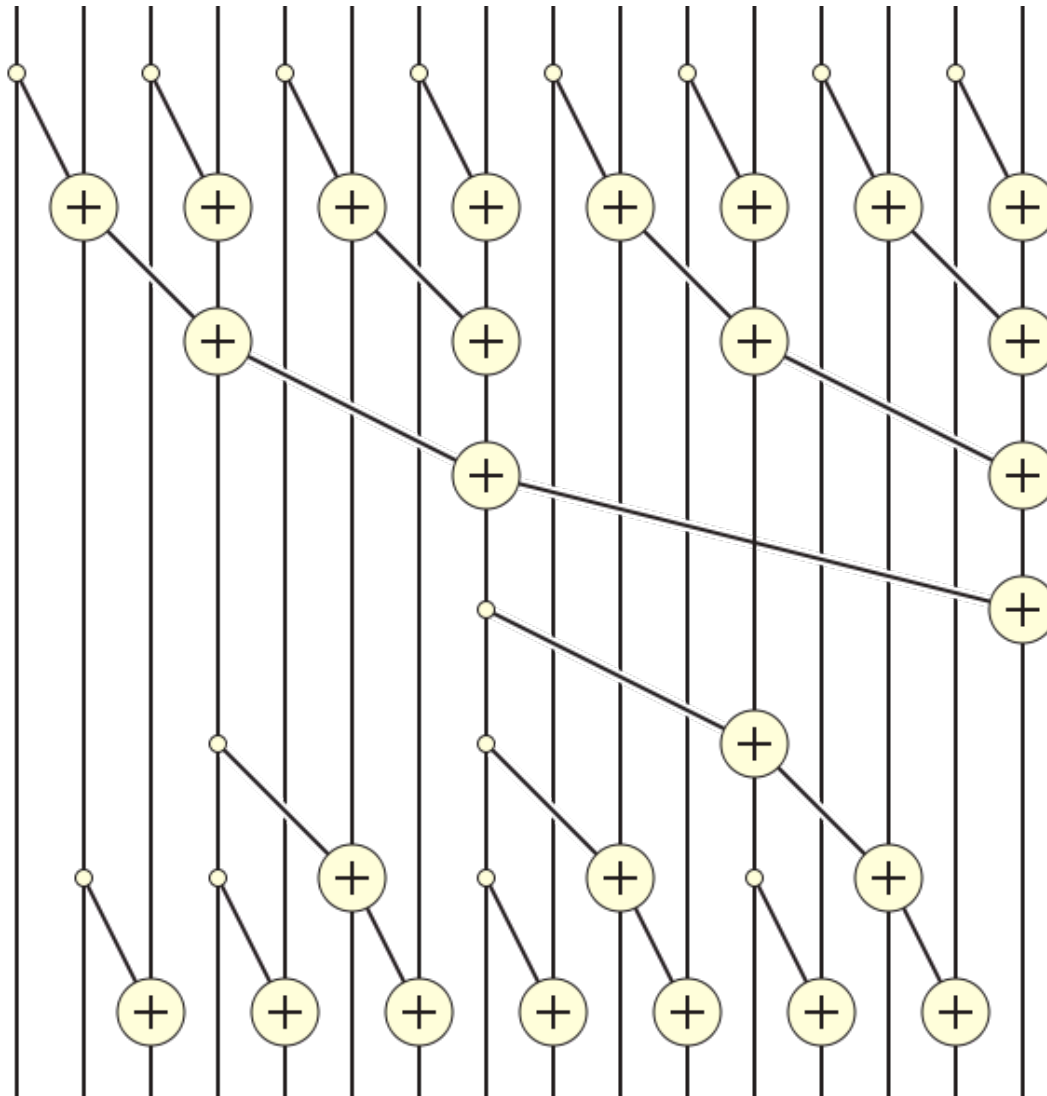
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[ 13 , 22 , 18 , 37 , 31 , 33 , 39 , 42 ]

- Recall, we started with:

[ 13 , 9 , -4 , 19 , -6 , 2 , 6 , 3 ]

# Doubling array size adds two more levels



Upsweep

Downsweep

# Parallel prefix sums

## *pseudocode*

*// Upsweep*

```
prefix_sums(x):
```

```
  for d in 0 to (lg n)-1:           // d is depth
```

```
    parallelfor i in  $2^d-1$  to n-1, by  $2^{d+1}$ :
```

```
       $x[i+2^d] = x[i] + x[i+2^d]$ 
```

*// Downsweep*

```
for d in (lg n)-1 to 0:
```

```
  parallelfor i in  $2^d-1$  to n-1- $2^d$ , by  $2^{d+1}$ :
```

```
    if (i- $2^d$  >= 0):
```

```
       $x[i] = x[i] + x[i-2^d]$ 
```

# Parallel prefix sums algorithm, in code

- An iterative Java-esque implementation:

```
void iterativePrefixSums(long[] a) {
    int gap = 1;
    for ( ; gap < a.length; gap *= 2) {
        parfor(int i=gap-1; i+gap < a.length; i += 2*gap) {
            a[i+gap] = a[i] + a[i+gap];
        }
    }
    for ( ; gap > 0; gap /= 2) {
        parfor(int i=gap-1; i < a.length; i += 2*gap) {
            a[i] = a[i] + ((i-gap >= 0) ? a[i-gap] : 0);
        }
    }
}
```

# Parallel prefix sums algorithm, in code

- A recursive Java-esque implementation:

```
void recursivePrefixSums(long[] a, int gap) {
    if (2*gap - 1 >= a.length) {
        return;
    }

    parfor(int i=gap-1; i+gap < a.length; i += 2*gap) {
        a[i+gap] = a[i] + a[i+gap];
    }

    recursivePrefixSums(a, gap*2);

    parfor(int i=gap-1; i < a.length; i += 2*gap) {
        a[i] = a[i] + ((i-gap >= 0) ? a[i-gap] : 0);
    }
}
```

# Parallel prefix sums algorithm

- How good is this?

# Parallel prefix sums algorithm

- How good is this?
  - Work:  $O(n)$
  - Span:  $O(\lg n)$
- See `PrefixSums.java`,  
`PrefixSumsSequentialWithParallelWork.java`

# Goal: parallelize the PrefixSums implementation

- Specifically, parallelize the parallelizable loops

```
parfor(int i = gap-1; i+gap < a.length; i += 2*gap) {  
    a[i+gap] = a[i] + a[i+gap];  
}
```

- Partition into multiple segments, run in different threads

```
for(int i = left+gap-1; i+gap < right; i += 2*gap) {  
    a[i+gap] = a[i] + a[i+gap];  
}
```



# Recall from the previous lecture: Fork/join in Java

- The `java.util.concurrent.ForkJoinPool` class
  - Implements `ExecutorService`
  - Executes `java.util.concurrent.ForkJoinTask<V>` or `java.util.concurrent.RecursiveTask<V>` or `java.util.concurrent.RecursiveAction`
- In a long computation:
  - Fork a thread (or more) to do some work
  - Join the thread(s) to obtain the result of the work

# The RecursiveAction abstract class

```
public class MyActionFoo extends RecursiveAction {
    public MyActionFoo(...) {
        store the data fields we need
    }

    @Override
    public void compute() {
        if (the task is small) {
            do the work here;
            return;
        }

        invokeAll(new MyActionFoo(...), // smaller
                  new MyActionFoo(...), // subtasks
                  ...); // ...
    }
}
```

# A ForkJoin example

- See `PrefixSumsParallelForkJoin.java`
- See the processor go, go go!

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- See `PrefixSumsSequential.java`

# Parallel prefix sums algorithm

- How good is this?
  - Work:  $O(n)$
  - Span:  $O(\lg n)$
- See `PrefixSumsParallelArrays.java`
- See `PrefixSumsSequential.java`
  - $n-1$  additions
  - Memory access is sequential
- For `PrefixSumsSequentialWithParallelWork.java`
  - About  $2n$  useful additions, plus extra additions for the loop indexes
  - Memory access is non-sequential
- The punchline:
  - Don't roll your own. Know the libraries
  - Cache and constants matter