# **Lessons Learned from the Shared Memory Parallelization**

# of a Functional Array Language

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### **Outline of Talk:**

- \* Functional array programming with SAC.
- \* Choosing shared memory systems.
- \* Organization of parallel program execution.
- \* Architecture-specific pitfalls.
- \* Conclusion: lessons learned.

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# **Functional Array Programming in SAC**

### **Characteristics:**

- \* Array: multidimensional abstract data structure.
- \* Array: data vector + shape vector.
- \* Creation / projection facilities.
- \* Call-by-value parameter passing.
- \* Memory management by compiler / runtime system.

## **Example:**

```
bool continue( double[+] A, double[+] A_old, double eps)
{
   return( any( abs( A - A_old) >= eps));
}
```





# **The With-Loop Construct**

### **Example:**

```
bool[+] >= ( double[+] A, double b)
{
    res = with (. <= i_vec <= .) : A[i_vec] >= b ;
        genarray( shape( A));
    return( res);
}
```

#### In general:

```
res = with index_set_1 : expr_1 ;
...
index_set_n : expr_n ;
genarray( shp_expr );
```







# **Parallelization for Shared Memory**

#### What everyone does:

\* Message passing / MPI

### What we do:

\* Multithreading / PThreads

## **Pragmatics:**

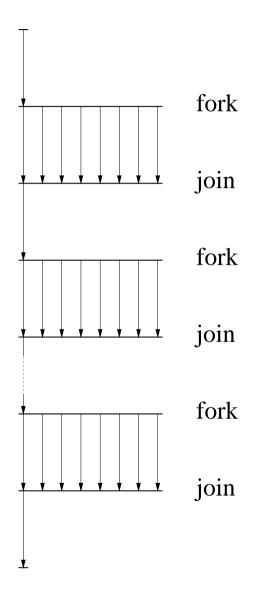
- \* No explicit data decomposition:
  - $\implies$  adopt sequential memory data layout.
- \* Only array operations affected:
  - $\implies$  sequential code for I/O, etc. remains as is.
  - $\implies$  focus on compilation of with-loops.
  - $\implies$  partly reuse existing sequential compilation scheme.







# **Multithreaded Program Execution**

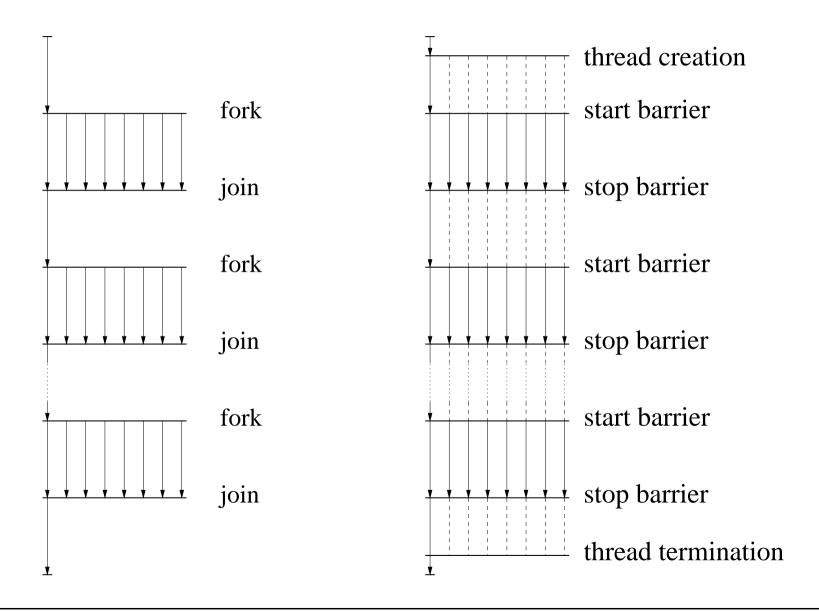


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## **Multithreaded Program Execution**

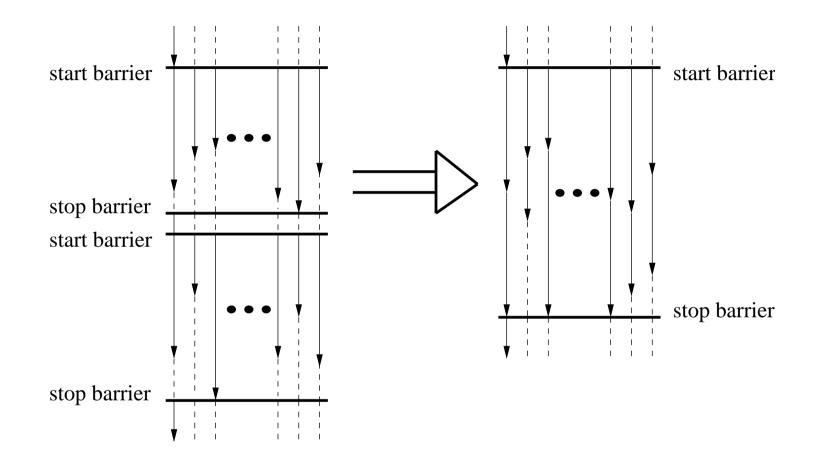


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## **Avoiding Synchronization Barriers**

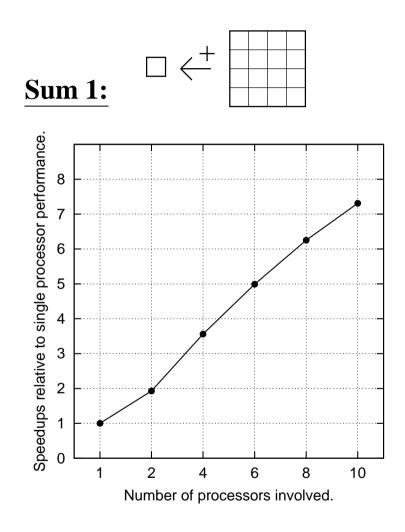








## **Experimental Evaluation**

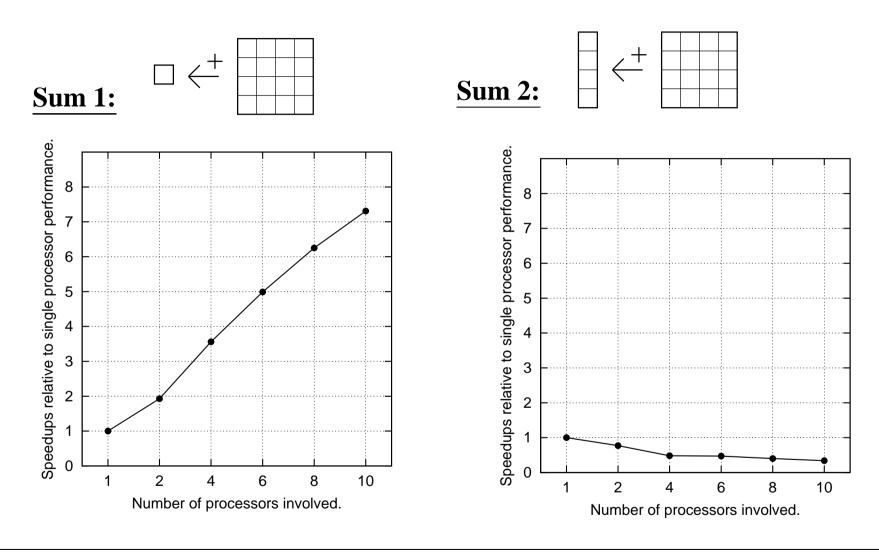








## **Experimental Evaluation**



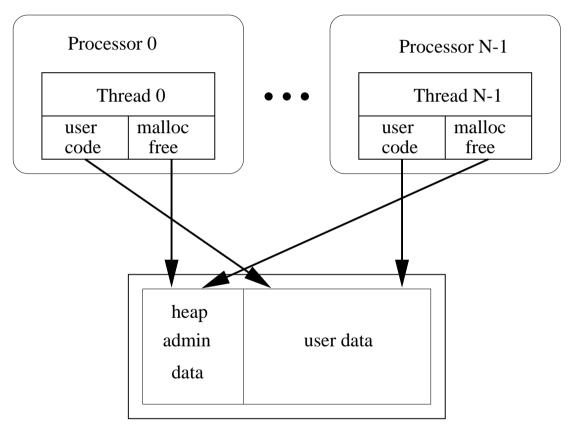






# **Multithreaded Memory Management**

#### **Problem Identification:**



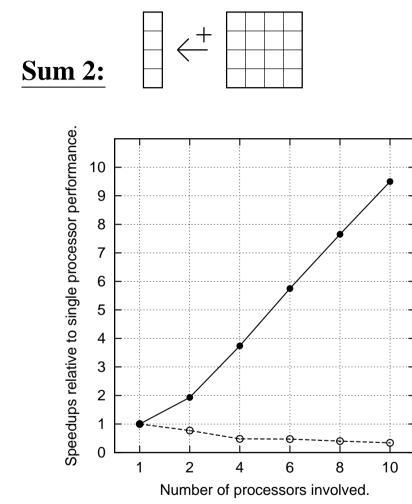
Heap Memory

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# **Private Memory Manager**



### **Organization:**

- \* Hierarchy of nested heaps.
- \* Private subheaps for individual threads.
- \* Tight integration into runtime system.
- \* Exploitation of compile time knowledge.
- \* Exploitation of runtime knowledge.



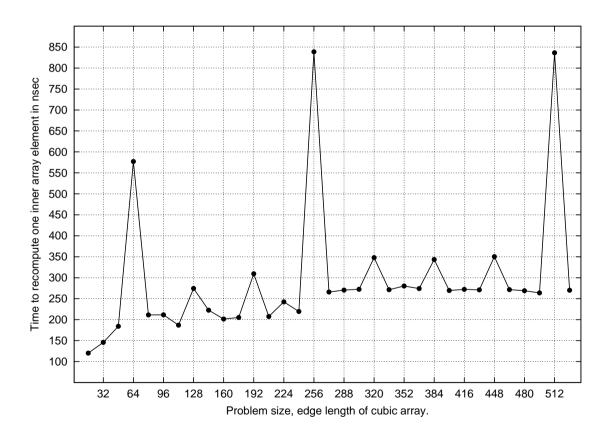




# **Performance Impact of Cache Memories**

- \* 3-dimensional relaxation kernel.
- \* Systematic variation of grid size:  $16^3$  (32KB)  $\longrightarrow$   $528^3$  (1.2GB)

### Time to update single grid point:

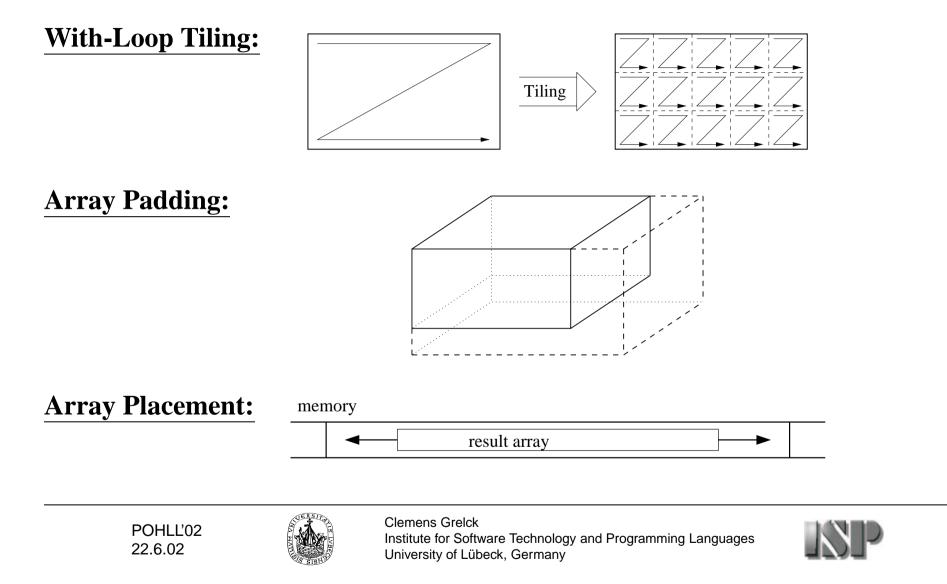








## **Cache Optimizations**

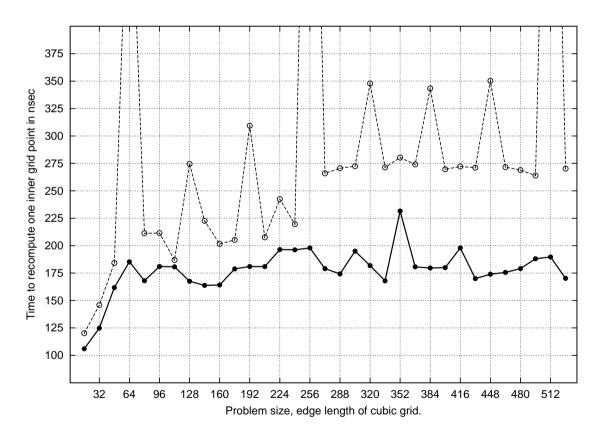


# **Performance Impact of Cache Optimizations**

- \* Padding: 25 out of 33 problem sizes
- \* Placement: always

\* Tiling: 19 out of 33 problem sizes

## Time to update single grid point:





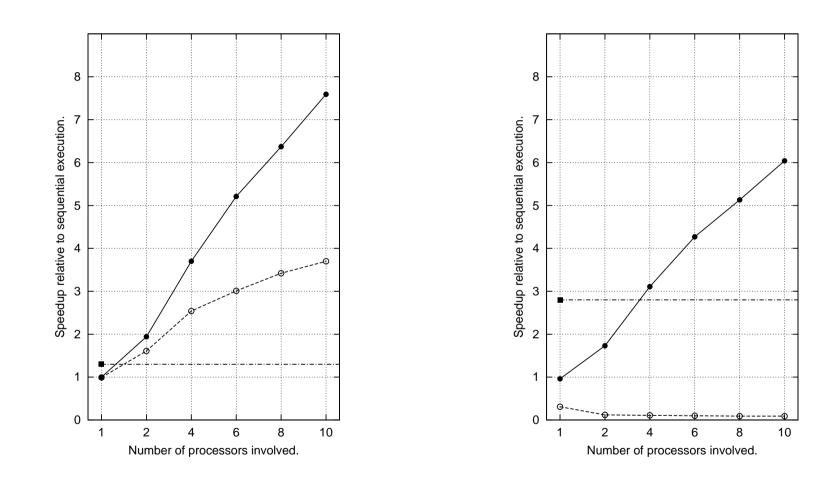




## **Experimental Evaluation**

#### **NAS Benchmark MG:**

### **NAS Benchmark FT:**



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# **Conclusion**

### **Fairly simple:**

### \* Non-sequential program execution

- $\implies$  Functional approach pays off.
- $\implies$  Shared memory architecture pays off.

## **Fairly difficult:**

## \* Achieving desired speedups

- $\Rightarrow$  Fine-tuned runtime system.
- $\Rightarrow$  Tailor-made dynamic memory management.
- $\Rightarrow$  Various cache optimizations.

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