Parallel Techniques

• Embarrassingly Parallel Computations
• Partitioning and Divide-and-Conquer Strategies
• Pipelined Computations
• Synchronous Computations
• Asynchronous Computations
• Load Balancing and Termination Detection

Not covered in 1st edition of textbook
Embarrassingly Parallel Computations
Embarrassingly Parallel Computations

A computation that can **obviously** be divided into a number of completely independent parts, each of which can be executed by a separate process(or).

No communication or very little communication between processes
Each process can do its tasks without any interaction with other processes
Practical embarrassingly parallel computation with static process creation and master-slave approach

All processes started together

Send initial data

MP1 approach

Collect results
Practical embarrassingly parallel computation with dynamic process creation and master-slave approach

Start Master initially

spawn()  send()  recv()  send()

Master

Send initial data

recv()

Collect results

recv()  send()

Slaves

PVM approach
Embarrassingly Parallel Computation Examples

• Low level image processing
• Mandelbrot set
• Monte Carlo Calculations
Low level image processing

Many low level image processing operations only involve local data with very limited if any communication between areas of interest.
Partitioning into regions for individual processes.

Square region for each process (can also use strips)
Some geometrical operations

**Shifting**
Object shifted by $\Delta x$ in the $x$-dimension and $\Delta y$ in the $y$-dimension:

\[
\begin{align*}
x' &= x + \Delta x \\
y' &= y + \Delta y
\end{align*}
\]

where $x$ and $y$ are the original and $x'$ and $y'$ are the new coordinates.

**Scaling**
Object scaled by a factor $S_x$ in $x$-direction and $S_y$ in $y$-direction:

\[
\begin{align*}
x' &= xS_x \\
y' &= yS_y
\end{align*}
\]

**Rotation**
Object rotated through an angle $\theta$ about the origin of the coordinate system:

\[
\begin{align*}
x' &= x\cos \theta + y\sin \theta \\
y' &= -x\sin \theta + y\cos \theta
\end{align*}
\]
Mandelbrot Set

Set of points in a complex plane that are quasi-stable (will increase and decrease, but not exceed some limit) when computed by iterating the function

\[ z_{k+1} = z_k^2 + c \]

where \( z_{k+1} \) is the \((k + 1)\)th iteration of the complex number \( z = a + bi \) and \( c \) is a complex number giving position of point in the complex plane. The initial value for \( z \) is zero.

Iterations continued until magnitude of \( z \) is greater than 2 or number of iterations reaches arbitrary limit. Magnitude of \( z \) is the length of the vector given by

\[ z_{\text{length}} = \sqrt{a^2 + b^2} \]
Sequential routine computing value of one point returning number of iterations

```c
structure complex {
    float real;
    float imag;
};
int cal_pixel(complex c) {
    int count, max;
    complex z;
    float temp, lengthsq;
    max = 256;
    z.real = 0; z.imag = 0;
    count = 0; /* number of iterations */
    do {
        temp = z.real * z.real - z.imag * z.imag + c.real;
        z.imag = 2 * z.real * z.imag + c.imag;
        z.real = temp;
        lengthsq = z.real * z.real + z.imag * z.imag;
        count++;
    } while ((lengthsq < 4.0) && (count < max));
    return count;
}```
Mandelbrot set

Real

Imaginary

+2

0

-2

-2 0 +2

-2 0 +2 Real

+2

0

-2

-2 0 +2 Imaginary
Parallelizing Mandelbrot Set Computation

**Static Task Assignment**

Simply divide the region into fixed number of parts, each computed by a separate processor.

Not very successful because different regions require different numbers of iterations and time.

**Dynamic Task Assignment**

Have processor request regions after computing previous regions.
Dynamic Task Assignment
Work Pool/Processor Farms

Task

Return results/
request new task

Work pool

(x_c, y_c)

(x_a, y_a)

(x_e, y_e)

(x_b, y_b)

(x_d, y_d)
Monte Carlo Methods

Another embarrassingly parallel computation.

Monte Carlo methods use of random selections.
Example - To calculate $\pi$

Circle formed within a square, with unit radius so that square has sides $2 \times 2$. Ratio of the area of the circle to the square given by

\[
\frac{\text{Area of circle}}{\text{Area of square}} = \frac{\pi (1)^2}{2 \times 2} = \frac{\pi}{4}
\]

Points within square chosen randomly.

Score kept of how many points happen to lie within circle.

Fraction of points within the circle will be $\pi/4$, given a sufficient number of randomly selected samples.
Total area = 4

Area = $\pi$

Total area = 4
Computing an Integral

One quadrant of the construction can be described by integral

\[
\int_{0}^{1} \sqrt{1 - x^2} \, dx = \frac{\pi}{4}
\]

Random pairs of numbers, \((x_r, y_r)\) generated, each between 0 and 1.

Counted as in circle if \(y_r \leq \sqrt{1 - x_r^2}\); that is, \(y_r^2 + x_r^2 \leq 1\).

\[
y = \sqrt{1 - x^2}
\]
Alternative (better) Method

Use random values of \( x \) to compute \( f(x) \) and sum values of \( f(x) \):

\[
\text{Area} = \int_{x_1}^{x_2} f(x) \, dx = \lim_{N \to \infty} \frac{1}{N} \sum_{i=1}^{N} f(x_r)(x_2 - x_1)
\]

where \( x_r \) are randomly generated values of \( x \) between \( x_1 \) and \( x_2 \).

Monte Carlo method very useful if the function cannot be integrated numerically (maybe having a large number of variables)
Example

Computing the integral

\[ I = \int_{x_1}^{x_2} (x^2 - 3x) \, dx \]

Sequential Code

```c
sum = 0;
for (i = 0; i < N; i++) { /* N random samples */
    xr = rand_v(x1, x2);  /* generate next random value */
    sum = sum + xr * xr - 3 * xr;  /* compute f(xr) */
}
area = (sum / N) * (x2 - x1);
```

Routine \( \text{randv}(x_1, x_2) \) returns a pseudorandom number between \( x_1 \) and \( x_2 \).
For parallelizing Monte Carlo code, must address best way to generate random numbers in parallel - see textbook