

# COMP 322: Fundamentals of Parallel Programming

## Lecture 5: Futures – Tasks with Return Values

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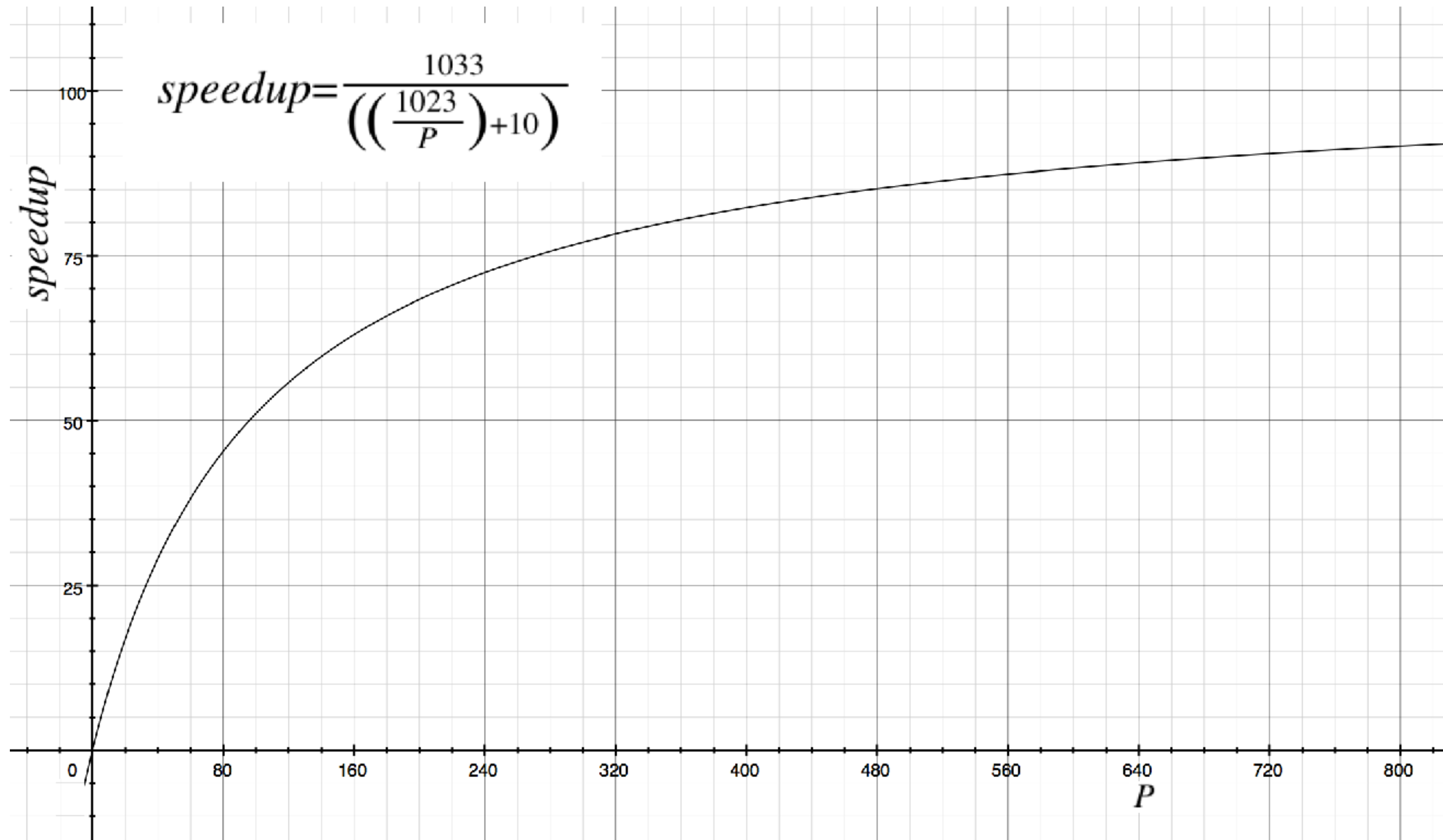


# Solution to Worksheet 4

- Estimate  $T(S,P) \sim \text{WORK}(G,S)/P + \text{CPL}(G,S) = (S-1)/P + \log_2(S)$  for the parallel array sum computation shown in slide 4.
- Assume  $S = 1024 \implies \log_2(S) = 10$
- Compute for 10, 100, 1000 processors
  - $T(P) = 1023/P + 10$
  - $\text{Speedup}(10) = T(1)/T(10) = 1033/112.3 \sim 9.2$
  - $\text{Speedup}(100) = T(1)/T(100) = 1033/20.2 \sim 51.1$
  - $\text{Speedup}(1000) = T(1)/T(1000) = 1033/11.0 \sim 93.7$
- Why does the speedup not increase linearly in proportion to the number of processors?
  - Because of the critical path length,  $\log_2(S)$ , is a bottleneck



# Worksheet 4 - Speedup Chart (linear scale)



# Functional Parallelism: Adding Return Values to Async Tasks

## Example Scenario (PseudoCode)

```
// Parent task creates child async task
future<Integer> container = future { return computeSum(X,low,mid); };
. . .
// Later, parent examines the return value
Integer sum = container.get();
```

Two issues to be addressed:

- 1) Distinction between **container** and **value** in container (box)
- 2) Synchronization to avoid race condition in container accesses

### Parent Task

```
container = future {...}
. . .
container.get()
```

**container**

**return value**

### Child Task

```
computeSum(...)
return ...
```



# HJ Futures: Tasks with Return Values

**future<T> f = future {Stmt-Block}**

- Creates a new child task to execute **Stmt-Block**, which **returns** a value of type T
- The future expression has type **future<T>**

**Expr.get()**

- Evaluate **Expr**, and block if **Expr's** value is unavailable
- Unlike finish which waits for all tasks in the finish scope, a **get()** operation only waits for the specified **future** task



# Example: Two-way Parallel Array Sum using Future Tasks

```
1. // Parent Task T1 (main program)
2. // Compute sum1 (lower half) & sum2 (upper half) in parallel
3. future<Integer> sum1 = future { // Future Task T2
4.     int sum = 0;
5.     for(int i = 0; i < X.length / 2; i++) sum += X[i];
6.     return sum;
7. };
8. future<Integer> sum2 = future { // Future Task T3
9.     int sum = 0;
10.    for(int i = X.length / 2; i < X.length; i++) sum += X[i];
11.    return sum;
12. };
13. // Task T1 waits for Tasks T2 and T3 to complete
14. int total = sum1.get() + sum2.get();
```



# Future Tasks vs. Regular Async Versions of Two-Way Array Sum

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- Future task version initializes two references to future objects, sum1 and sum2
- No finish construct needed in this example
  - Instead parent task waits for child tasks by performing `sum1.get()` and `sum2.get()`
- Easier to guarantee absence of race conditions in Future Task version
  - No race on sum because it is declared as a local variable in both tasks T2 and T3
  - No race on future variables, sum1 and sum2, because of blocking-read semantics





# Recursive Array Sum (Sequential version)

## Sequential divide-and-conquer pattern:

```
1. int sum = computeSum(X, 0, X.length-1); // main
2. static int computeSum(int[] X, int lo, int hi) {
3.     if ( lo > hi ) return 0;
4.     else if ( lo == hi ) return X[lo];
5.     else {
6.         int mid = (lo+hi)/2;
7.         int sum1 =
8.             computeSum(X, lo, mid);
9.         int sum2 =
10.            computeSum(X, mid+1, hi);
11.
12.         return sum1 + sum2;
13.     }
14. } // computeSum
```





# Recursive Array Sum using Future Tasks (Two futures per method call)

Parallel divide-and-conquer pattern:

```
1. int sum = computeSum(X, 0, X.length-1); // main
2. static int computeSum(int[] X, int lo, int hi) {
3.     if ( lo > hi ) return 0;
4.     else if ( lo == hi ) return X[lo];
5.     else {
6.         int mid = (lo+hi)/2;
7.         future<int> sum1 = future {
8.             computeSum(X, lo, mid); };
9.         future<int> sum2 = future {
10.            computeSum(X, mid+1, hi); };
11.         // Parent now waits for the container values
12.         return sum1.get() + sum2.get();
13.     }
14. } // computeSum
```



# Computation Graph Extensions for Future Tasks

- Since a `get()` is a blocking operation, it must occur on boundaries of CG nodes/steps
  - May require splitting a statement into sub-statements e.g.,
    - 12: `int sum = sum1.get() + sum2.get();`  
can be split into three sub-statements
    - 12a: `int temp1 = sum1.get();`
    - 12b: `int temp2 = sum2.get();`
    - 12c: `int sum = temp1 + temp2;`
- Spawn-edge connects parent task to child future task, as before
- Join-edge connects end of future task to Immediately Enclosing Finish (IEF), as before
- Additional join edges are inserted from end of future task to each `get()` operation on future object

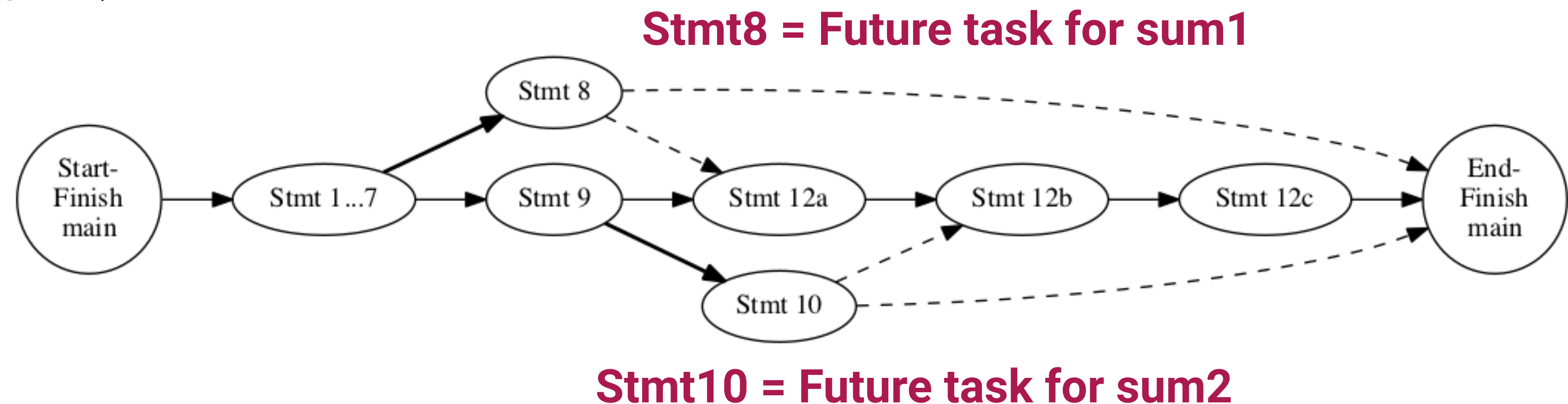


# CG for Two-way Parallel Array Sum using Future Tasks

```
1. int sum = computeSum(X, 0, X.length-1); // main
2. static int computeSum(int[] X, int lo, int hi) {
3.   if ( lo > hi ) return 0;
4.   else if ( lo == hi ) return X[lo];
5.   else {
6.     int mid = (lo+hi)/2;
7.     future<int> sum1 = future {
8.       computeSum(X, lo, mid); };
9.     future<int> sum2 = future {
10.      computeSum(X, mid+1, hi); };
11.    // Parent now waits for the container values
12.    return sum1.get() + sum2.get();
13.  }
14.} // computeSum
```

→ Continue edge      → Spawn edge      - - - - - Join edge

Computation graph of the program from Slide 9  
when input array has length of 2



# CG for Two-way Parallel Array Sum using Future Tasks

```

1. int sum = computeSum(X, 0, X.length-1); // main
2. static int computeSum(int[] X, int lo, int hi) {
3.   if ( lo > hi ) return 0;
4.   else if ( lo == hi ) return X[lo];
5.   else {
6.     int mid = (lo+hi)/2;
7.     future<int> sum1 = future {
8.       computeSum(X, lo, mid); };
9.     future<int> sum2 = future {
10.      computeSum(X, mid+1, hi); };
11.    // Parent now waits for the container values
12.    return sum1.get() + sum2.get();
13.  }
14.} // computeSum

```

**// Where should doWork() for + be placed?**

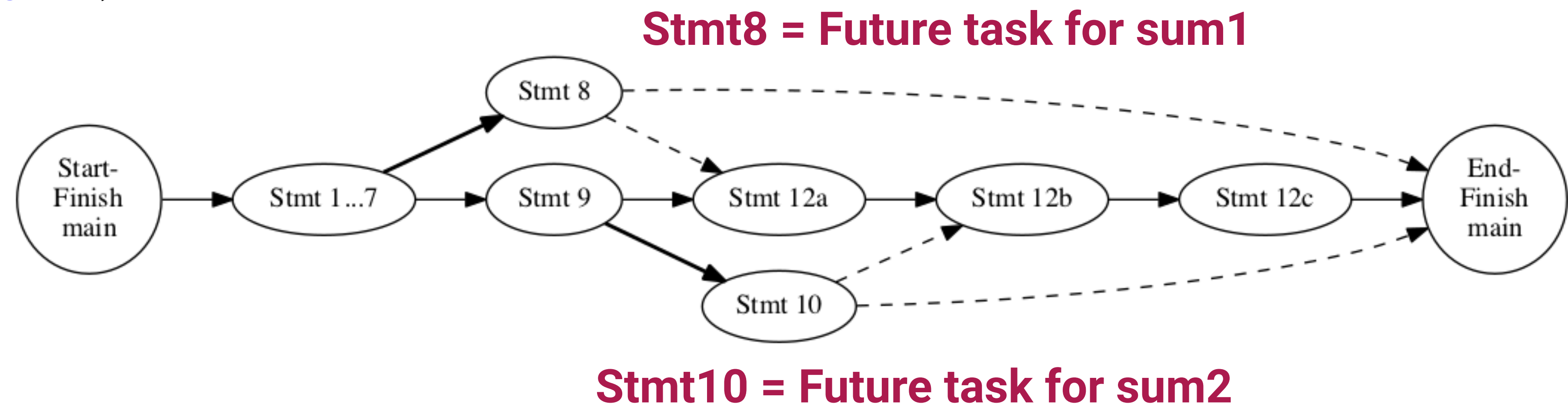
**12a: int temp1 = sum1.get();**

**12b: int temp2 = sum2.get();**

**12c: int sum = temp1 + temp2;**

 Continue edge    
  Spawn edge    
  Join edge

Computation graph of the program from Slide 9  
when input array has length of 2



# Announcements & Reminders

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- IMPORTANT:
  - Watch video & read handout for topic 2.3 for next lecture on Wednesday, Jan 24th
- Lab1 is due TODAY at 11:59PM
- HW1 was posted on the course web site (<http://comp322.rice.edu>) on Jan 10th, and is due on Jan 24th
- Quiz for Unit 1 (topics 1.1 - 1.5) is due by Friday, Jan 26th on Canvas
- See course web site for all work assignments and due dates
- Use Piazza (public or private posts, as appropriate) for all communications re. COMP 322
- See Office Hours link on course web site for latest office hours schedule.

