COMP 322: Fundamentals of Parallel Programming

Lecture 36: Algorithms based on Parallel Prefix (Scan) operations

Mack Joyner and Zoran Budimlić {mjoyner, zoran}@rice.edu

http://comp322.rice.edu



Worksheet #35: Solution Finding maximal index of goal in matrix

Below is a code fragment intended to find the max 10 occurs multiple times in the input matrix. What log class AsyncFinishEurekaSearchMaxIndexO: 1. 5 M HjEureka eurekaFactory() { 2. comparator = (cur, newVal) -> { // 3. (cur.x==newVal.x) ? (newVal.y -10 M M return new MaximaEureka([-1, -1], 4. 5. The task terminates when int[] doWork(matrix, goal) { 6. check([r,c]) is called and the val eu = eurekaFactory() 7. comparator has cur smaller than finish (eu, () -> { // eureka registration 8. [r,c]. We need to ensure the iteration order in our code is forasync (0, matrix.length - 1, (r) -> 9. such that the comparator procRow(matrix(r), r, goal)); 10. returning negative means we }); 11. cannot produce an offer([r',c']) 12. return eu.get() where [r', c'] is greater than th value of cur. 13. void procRow(array, r. goal) 14. for (int c = array.length() - 1; c >= 0; c--)15. cneck([r, c]) // terminate if comparator returns negative 16. if qoal.match(array(c)) offer([r, c]) // updates cur in eureka 17. } } 18.

Beyond Sum/Reduce Operations — Prefix Sum (Scan) Problem Statement

Given input array A, compute output array X as follows

$$X[i] = \sum_{0 \le j \le i} A[j]$$

- The above is an <u>inclusive</u> prefix sum since X[i] includes A[i]
- For an <u>exclusive</u> prefix sum, perform the summation for 0 <=j <i
- It is easy to see that inclusive prefix sums can be computed sequentially in O(n) time ...

```
// Copy input array A into output array X
X = new int[A.length]; System.arraycopy(A,0,X,0,A.length);
// Update array X with prefix sums
for (int i=1; i < X.length; i++) X[i] += X[i-1];</pre>
```

... and so can exclusive prefix sums



Summary of Parallel Prefix Sum Algorithm (Recap from Lecture 13)

- Critical path length, CPL = O(log n)
- Total number of add operations, WORK = O(n)
- Optimal algorithm for P = O(n/log n) processors
 - Adding more processors does not help
- Parallel Prefix Sum has several applications that go beyond computing the sum of array elements
 - Parallel Prefix Sum can be used for any operation that is associative (need not be commutative)
 - In contrast, finish accumulators required the operator to be both associative and commutative



Parallel Filter Operation (Recap)

[Credits: David Walker and Andrew W. Appel (Princeton), Dan Grossman (U. Washington)]

Given an array input, produce an array output containing only elements such that f (elt) is true, i.e., output = input.parallelStream.filter(f).toArray

```
Example: input [17, 4, 6, 8, 11, 5, 13, 19, 0, 24]
f: is elt > 10
   output [17, 11, 13, 19, 24]
```

Parallelizable?

- —Finding elements for the output is easy
- —But getting them in the right place seems hard



Parallel prefix to the rescue (Recap)

1. Parallel map to compute a bit-vector for true elements (can use Java streams)

```
input [17, 4, 6, 8, 11, 5, 13, 19, 0, 24] bits [1, 0, 0, 0, 1, 0, 1, 1, 0, 1]
```

2. Parallel-prefix sum on the bit-vector (not available in Java streams)

```
bitsum [1, 1, 1, 1, 2, 2, 3, 4, 4, 5]
```

3. Parallel map to produce the output (can use Java streams)

```
output [17, 11, 13, 19, 24]
```

```
output = new array of size bitsum[n-1]
FORALL(i=0; i < input.length; i++) {
  if(bits[i]==1)
    output[bitsum[i]-1] = input[i];
}</pre>
```



Examples of Problems that can be solved using Parallel Prefix Sum Operations

- Lexical comparisons of two strings of length O(n), to see which should appear first in a dictionary
- To implement radix sort
- To implement quicksort
- To perform lexical analysis. For example, to parse a program into tokens.
- To search for regular expressions. For example, to implement the UNIX grep program.

• . . .



Example Applications of Parallel Prefix Algorithm

Prefix Max with Index of First Occurrence: given an input array A, output an array X of objects such that X[i].max is the maximum of elements A[0...i] and X[i].index contains the index of the first occurrence of X[i].max in A[0...i]

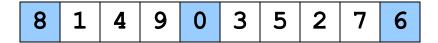
 Filter and Packing of Strings: given an input array A identify elements that satisfy some desired property (e.g., uppercase), and pack them in a new output array. (First create a 0/1 array for elements that satisfy the property, and then compute prefix sums to identify locations of elements to be packed.)

—Useful for parallelizing partitioning step in Parallel Quicksort algorithm

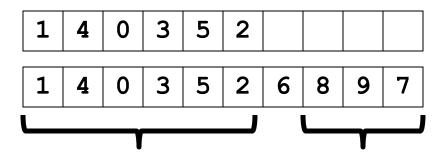


Parallelizing Quicksort Example

Step 1: pick pivot as median of three



 Steps 2: implement partition step as two filter/pack operations that store result in a second array



Step 3: Two recursive sorts in parallel



Use of Prefix Sums to parallelize partition() in Quicksort

```
1. partition(int[] A, int M, int N) {
2. pivot = ...; // choose pivot from M..N
3. Allocate temporary buffer[] with size N-M+1 elements
4. forall (point [k]: [0:N-M]) { // parallel loop
   It[k] = (A[M+k] < A[pivot] ? 1 : 0); // bit vector with < comparisons
   eq[k] = (A[M+k] == A[pivot] ? 1 : 0); // bit vector with = comparisons
7. gt[k] = (A[M+k] > A[pivot] ? 1 : 0); // bit vector with > comparisons
                                  // Copy A[M..N] into buffer
8. buffer[k] = A[M+k];
9. }
10. // computePrefixSums() returns the prefix sum array and the total count of 1's in the input array
11. ltPs, ltCount = computePrefixSums(lt);
12. eqPs, eqCount = computePrefixSums(eq);
13. fgtPs, gtCount = computePrefixSums(gt);
14. // Parallel move from buffer into A
15. forall (point [k] : [0:N-M]) {
16. if(lt[k]==1) A[M+ltPS[k]-1] = buffer[k];
17. else if(eq[k]==1) A[M+ltCount+eqPS[k]-1] = buffer[k];
18. else A[M+ltCount+eqCount+gtPS[k]-1] = buffer[k];
19. }
20. } // partition
```



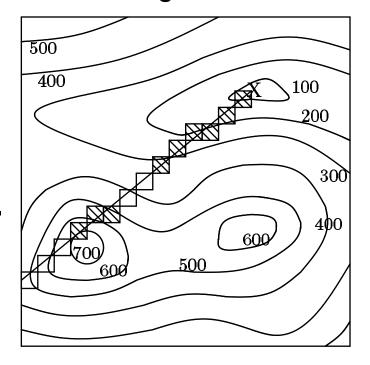
Formalizing Parallel Prefix: Scan and Pre-scan operations

- The scan operation is an inclusive parallel prefix sum operation.
- The prescan operation is an exclusive parallel prefix sum operation. It takes a binary associative operator ⊕ with identity I, and a vector of n elements, [a0, a1, ..., an-1], and returns the vector [I,a0,(a0 ⊕a1),...,(a0 ⊕a1 ⊕...⊕an-2)].
- A prescan can be generated from a scan by shifting the vector right by one and inserting the identity. Similarly, the scan can be generated from the prescan by shifting left, and inserting at the end the sum of the last element of the prescan and the last element of the original vector.
- The scan operator was introduced in APL in the 1960's, and has been popularized recently in more modern languages, most notably the NESL project in CMU



Line-of-Sight Problem

- Problem Statement: given a terrain map in the form of a grid of altitudes and an observation point, X, on the grid, find which points are visible along a ray originating at the observation point. Note that a point on a ray is visible if and only if no other point between it and the observation point has a greater vertical angle.
 - Define angle[i] = angle of point i on ray relative to observation point, X (can be computed from altitudes of X and i)
 - A max-prescan on angle[*] returns to each point the maximum previous angle.
 - Each point can compare its angle with its max-prescan value to determine if it will be visible or not





Segmented Scan

 Goal: Given a data vector and a flag vector as inputs, compute independent scans on segments of the data vector specified by the flag vector.

$$x_i = \begin{cases} a_0 & i = 0 \\ a_i & f_i = 1 \\ (x_{i-1} \oplus a_i) & f_i = 0 \end{cases}$$
 $0 < i < n$

Using Segmented Scan for Quicksort

```
procedure quicksort(keys)
    seg-flags[0] \leftarrow 1
    while not-sorted(keys)
      pivots ← seg-copy(keys, seg-flags)
            ← pivots <=> keys
      keys ← seg-split(keys, f, seg-flags)
      seg-flags ← new-seg-flags(keys, pivots, seg-flags)
Key
                             9.2
                                  3.4
                                       1.6
                                            8.7
                                                  4.1
                                                       9.2
                                                            3.4
Seg-Flags
                                                  0
                                                             0]
Pivots
                                       6.4
                                            6.4
                                                 6.4
                                                      6.4
                        [6.4]
                                  6.4
                                                            6.4
                                   <
                                        <
                                             >
                                                  <
                                                       >
                                                             <
                                       3.4
Key \leftarrow split(Key, F)
                    = [3.4 1.6 4.1
                                            6.4
                                                 9.2
                                                      8.7
                                                            9.2
                                                 1
Seg-Flags
                                        0
                                                             0]
                                                       0
Pivots
                        [3.4]
                             3.4
                                  3.4
                                       3.4
                                            6.4
                                                  9.2
                                                       9.2
                                                            9.2
\mathbf{F}
                                   >
                                                             =
Key \leftarrow split(Key, F)
                   = [1.6]
                             3.4 \quad 3.4
                                       4.1
                                            6.4
                                                 8.7
                                                      9.2
                                                            9.2
Seg-Flags
                                                             0
```