Cornell University
Center for Advanced Computing

OpenMP on Stampede (with Labs)

Cornell Center for Advanced Computing

October 23, 2013

Based on materials developed by Kent Milfeld at TACC

What is OpenMP?

- OpenMP is an acronym for Open Multi-Processing
- An Application Programming Interface (API) for developing parallel programs in shared-memory architectures
- Three primary components of the API are:
  - Compiler Directives
  - Runtime Library Routines
  - Environment Variables
- De facto standard -- specified for C, C++, and FORTRAN
- http://www.openmp.org/ has the specification, examples, tutorials and documentation
- OpenMP 4.0 specified July 2013

Common OpenMP (Shared Memory) Use Cases

- **Host only**: run only on the E5
- **MIC**: run natively on the Phi
- **Offload**: run OpenMP on the E5 and on the Phi
- **MPI Hybrid**
  - **Symmetric**: launch MPI tasks on the E5 and the Phi
  - **Offload**: launch MPI tasks on the E5 and offload openMP code to the Phi

- Shared-memory programming requires accessing the same (shared) memory. Applications spawn threads on the cores to work on tasks in parallel and access the same memory.
- Each Stampede node has a Phi coprocessor that is effectively a stand-alone processor with its own memory space. An OpenMP application can run solely on the E5 processors (host), or solely on the Phi coprocessors (native), or on both.

LAB: OMP Hello World

Parallel Region: C/C++ and Fortran

```
1  #pragma omp parallel
2   { code block
3     a = work(...);
4   }
```

```
!$omp parallel
  code block
  call work(...)
!$omp end parallel
```

Line 1	Team of threads is formed at parallel region
Lines 2–3	Each thread executes code block and subroutine call, no branching into or out of a parallel region
Line 4	All threads synchronize at end of parallel region (implied barrier)

OpenMP = Multithreading

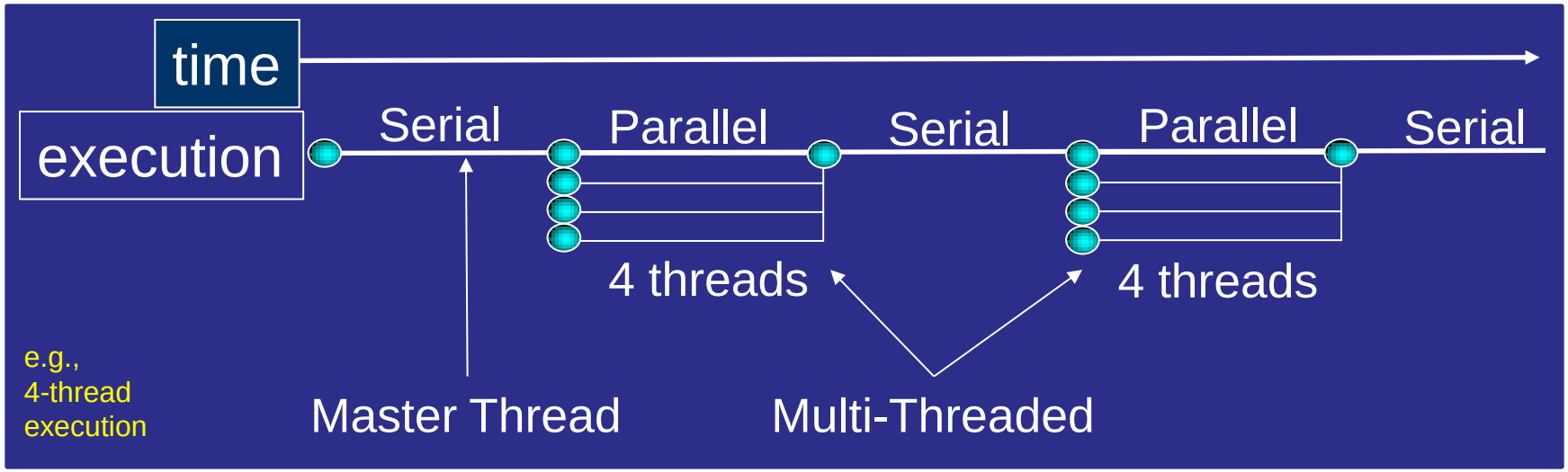
- All about executing concurrent work (tasks)
  - Tasks execute independently
  - Tasks access the same shared memory
  - Shared variable updates must be mutually exclusive
  - Synchronization through barriers
- Simple way to do multithreading – run tasks on multiple cores/units
- Insert parallel directives to run tasks on concurrent threads

```
// repetitive work
#pragma omp parallel for
for (i=0; i<N; i++)
     a[i] = b[i] + c[i];
```

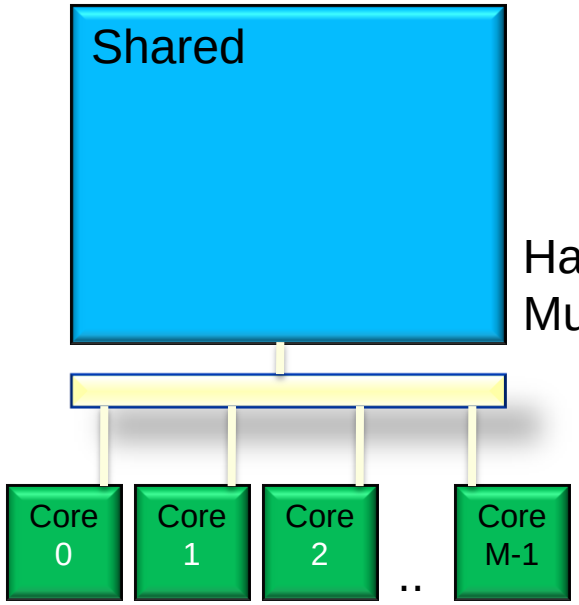
```
// repetitive updates
#pragma omp parallel for
for (i=0; i<N; i++)
     sum = sum + b[i]*c[i];
```

OpenMP Fork-Join Parallelism

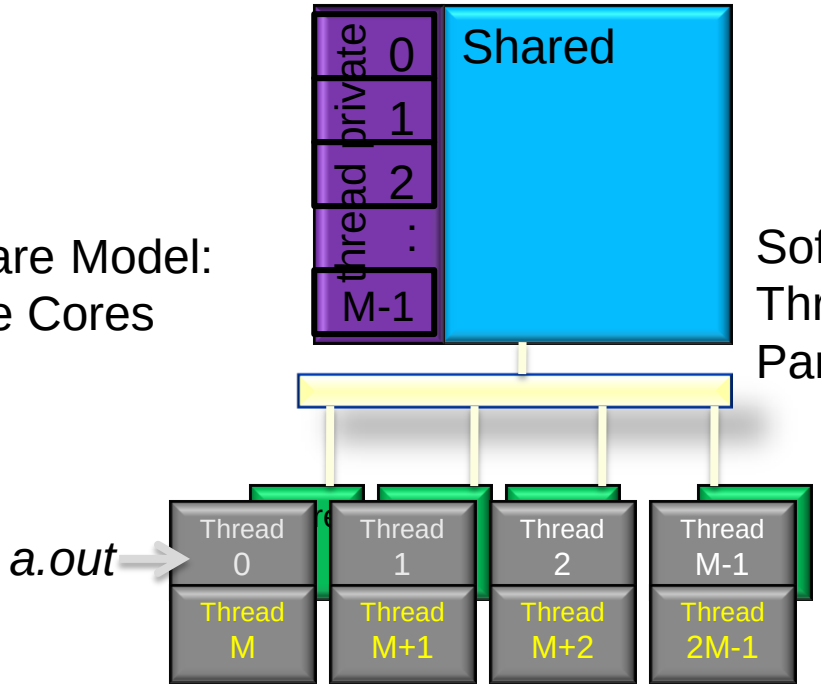
- Programs begin as a single process: master thread
- Master thread executes until a parallel region is encountered
  - Master thread creates (forks) a team of parallel threads
  - Threads in team simultaneously execute tasks in the parallel region
  - Team threads synchronize and terminate (join); master continues



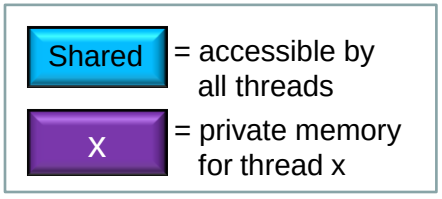
OpenMP on Shared Memory Systems



Hardware Model:
Multiple Cores



Software Model:
Threads in
Parallel Region



M threads are usually mapped to M cores.

For HyperThreading, 2 SW threads are mapped to 2 HW threads on each core.

On the Intel Xeon Phi Coprocessors, there are 4 HW threads/core.

Thread Memory Access

- Every thread has access to “global” (shared) memory
  - All threads share the same address space
  - Threads don’t communicate like MPI processes
- But need to avoid race conditions with shared memory. Examples:
  1. If multiple writers are going in no particular order, last writer “wins”
  2. A reader may either precede or follow a writer – lack of synchronization
  3. Threads may overlap in a code block, causing conditions 1 *and* 2
- What do you with a race condition?
  - Don’t introduce one in the first place: it’s a bug, hard to debug
  - Impose order with barriers (explicit/implicit synchronization)
- Use mutual exclusion (mutex) directives to protect critical sections, where one thread must run at a time (at a performance penalty)

Example of a Critical Section

Intended

Thread 0		Thread 1		Value
read	←			0
increment				0
write	→			1
		read	←	1
		increment		1
		write	→	2

Possible…

Thread 0		Thread 1		Value
				0
read	←			0
increment		read	←	0
write	→	increment		1
		write	→	1
				1

- In a critical section, need *mutual exclusion* to get intended result
- The following OpenMP directives prevent this race condition:

#pragma omp critical – for a code block (C/C++)
#pragma omp atomic – for single statements

OpenMP Directives

- OpenMP directives are comments in source code that specify parallelism for shared-memory parallel (SMP) machines
- FORTRAN compiler directives begin with one of the sentinels `!$OMP`, `C$OMP`, or `*$OMP` – use `!$OMP` for free-format F90
- C/C++ compiler directives begin with the sentinel `#pragma omp`

Fortran 90

```
!$OMP parallel
  ...
!$OMP end parallel

!$OMP parallel do
  DO ...
!$OMP end parallel do
```

C/C++

```
#pragma omp parallel
    {...
    }

#pragma omp parallel for
    for(...){...
    }
```

Role of the Compiler

- OpenMP relies on the compiler to do the multithreading
  - Compiler recognizes OpenMP directives, builds in appropriate code
- A special flag is generally required to enable OpenMP
  - GNU: `gcc -fopenmp`
  - Intel: `icc -openmp`
- Additional flags are required to enable MIC instructions, e.g.
  - Offload marked sections to MIC: `icc -openmp`
  - Build whole code native to MIC: `icc -mmic [-openmp]`
  - These options are valid for Intel compilers only

OpenMP Syntax

- OpenMP Directives: Sentinel, construct, and clauses

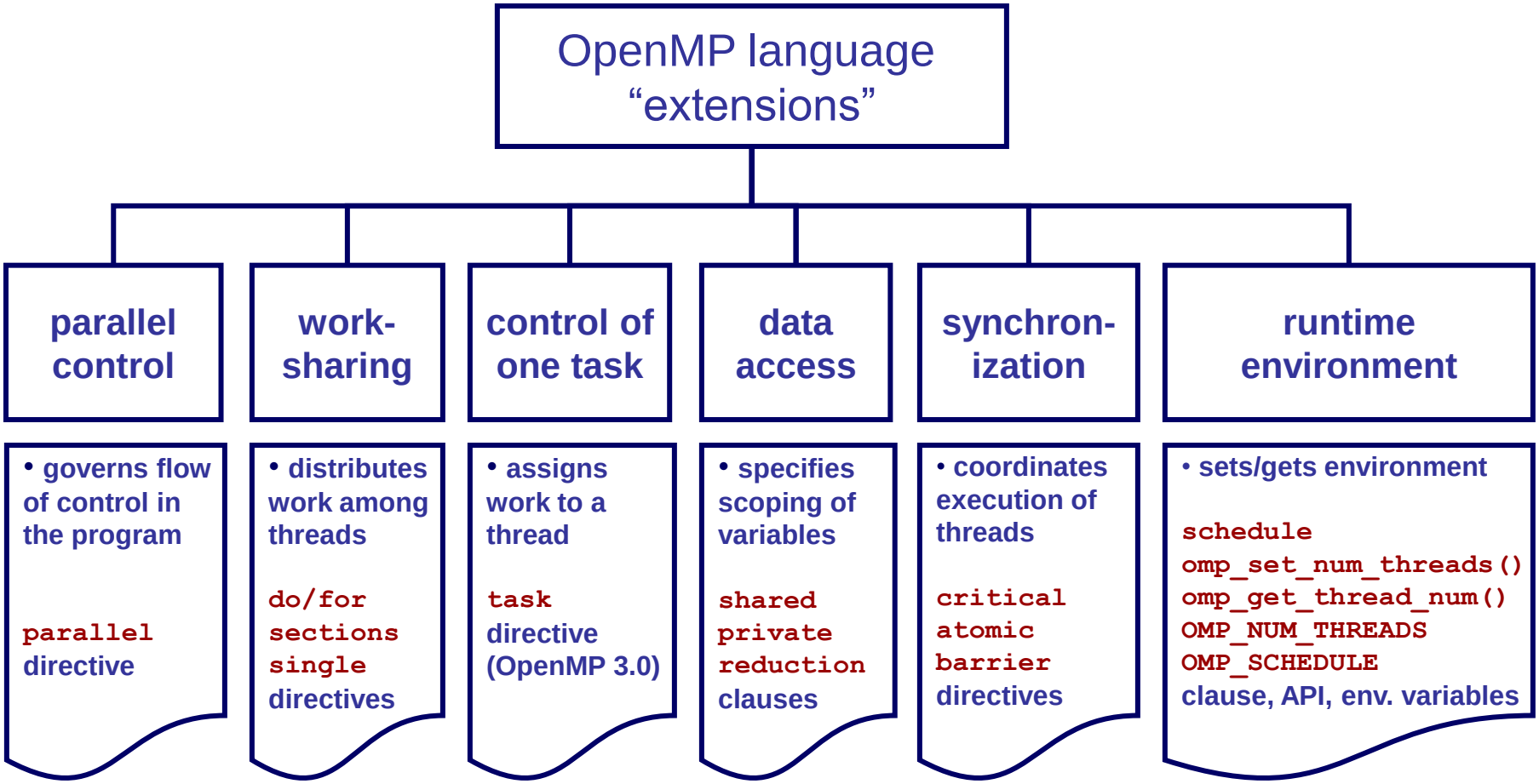
```
#pragma omp construct [clause [[,]clause]…]        C
!$omp        construct [clause [[,]clause]…]       F90
```

- Example

```
#pragma omp parallel private(i) reduction(+:sum)   C
!$omp        parallel private(i) reduction(+:sum)  F90
```

- Most OpenMP constructs apply to a “structured block”, that is, a block of one or more statements with one point of entry at the top and one point of exit at the bottom.

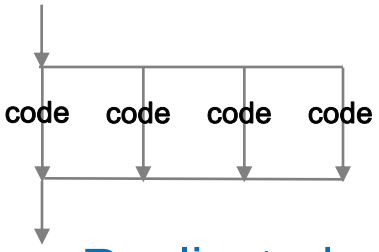
OpenMP Constructs



OpenMP Parallel Directives

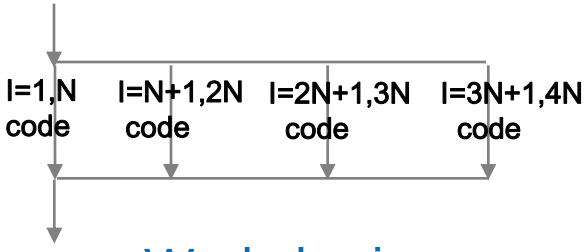
- Replicated – executed by all threads
- Worksharing – divided among threads

```
PARALLEL
  {code}
END PARALLEL
```



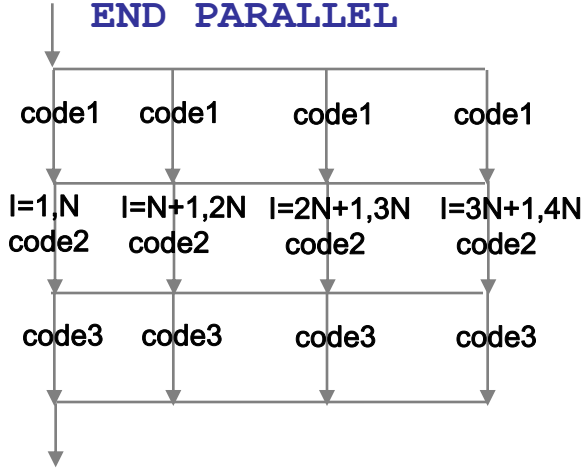
Replicated

```
PARALLEL DO
  do I = 1,N*4
    {code}
  end do
END PARALLEL DO
```



Worksharing

```
PARALLEL
    {code1}
DO
  do I = 1,N*4
    {code2}
  end do
    {code3}
END PARALLEL
```



Combined

OpenMP Worksharing, Mutual Exclusion

Use OpenMP directives to specify worksharing in a parallel region, as well as mutual exclusion

```
#pragma omp parallel
{
    #pragma omp
    #pragma omp
    #pragma omp
    #pragma omp
} // end parallel
```

Code block	*Thread action*
`for`	Worksharing
`sections`	Worksharing
`single`	One thread
`critical`	One thread at a time

```
parallel do/for
parallel sections
```

Directives can be combined, if a parallel region has just one worksharing construct.

Worksharing Loop: C/C++

```
1  #pragma omp parallel for
2   for (i=0; i<N; i++)
3   {
4     a[i] = b[i] + c[i];
5   }
6
```

General form:

```
#pragma omp parallel
{
   #pragma omp for
   for (i=0; i<N; i++)
   {a[i] = b[i] + c[i];}
}
```

Line 1 Team of threads formed (parallel region).

Lines 2–6 Loop iterations are split among threads.
Implied barrier at end of block(s) {}.

Each loop iteration must be independent of other iterations.

Worksharing Loop: Fortran

```
1  !$omp parallel do
2   do i=1,N
3      a(i) = b(i) + c(i)
4   enddo
5  !$omp end parallel do
6
```

General form:

```
!$omp parallel
!$omp do
 do i=1,N
  a(i) = b(i) + c(i)
 enddo
!$omp end parallel
```

Line 1 Team of threads formed (parallel region).

Lines 2–5 Loop iterations are split among threads.

Line 5 (Optional) end of parallel loop (implied barrier at enddo).

Each loop iteration must be independent of other iterations.

OpenMP Clauses

- *Directives* dictate what the OpenMP thread team will do
- Examples:
  - *Parallel regions* are marked by the **`parallel`** directive
  - *Worksharing loops* are marked by **`do`**, **`for`** directives (Fortran, C/C++)
- *Clauses* control the behavior of any particular OpenMP directive
- Examples:
  1. Scoping of variables: **`private`**, **`shared`**, **`default`**
  2. Initialization of variables: **`copyin`**, **`firstprivate`**
  3. Scheduling: **`static`**, **`dynamic`**, **`guided`**
  4. Conditional application: **`if`**
  5. Number of threads in team: **`num_threads`**

LAB: Worksharing Loop

Private, Shared Clauses

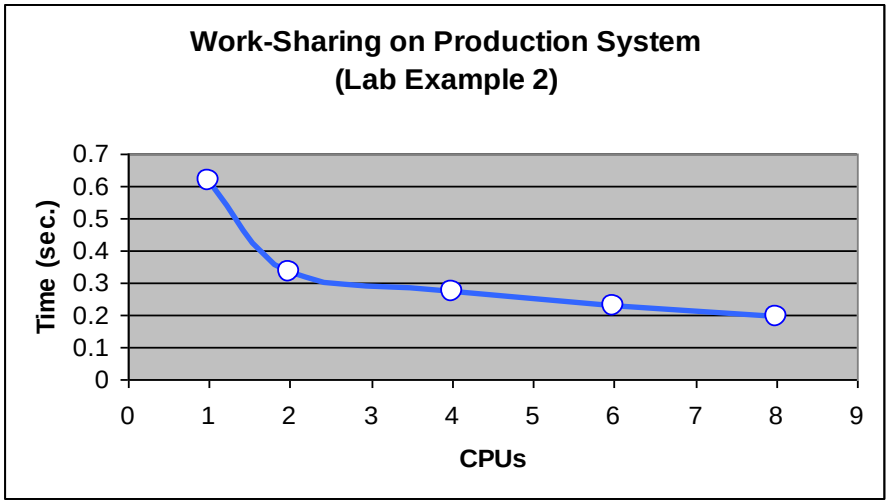
- In the following loop, each thread needs a private copy of temp
  - The result would be unpredictable if temp were shared, because each processor would be writing and reading to/from the same location

```
!$omp parallel do private(temp,i) shared(A,B,C)
      do i=1,N
         temp = A(i)/B(i)
         C(i) = temp + cos(temp)
      enddo
!$omp end parallel do
```

  - A “lastprivate(temp)” clause will copy the last loop (stack) value of temp to the (global) temp storage when the parallel DO is complete
  - A “firstprivate(temp)” initializes each thread’s temp to the global value

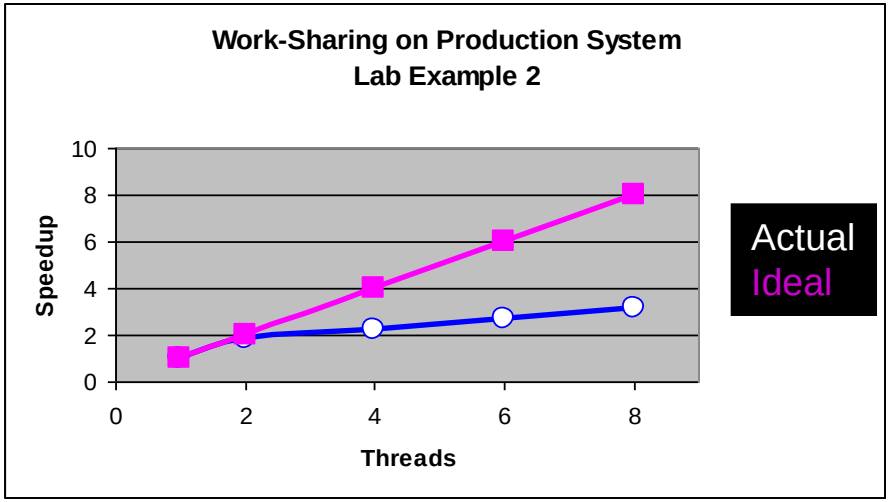
Worksharing Results

Speedup =
cputime(1) / cputime(N)

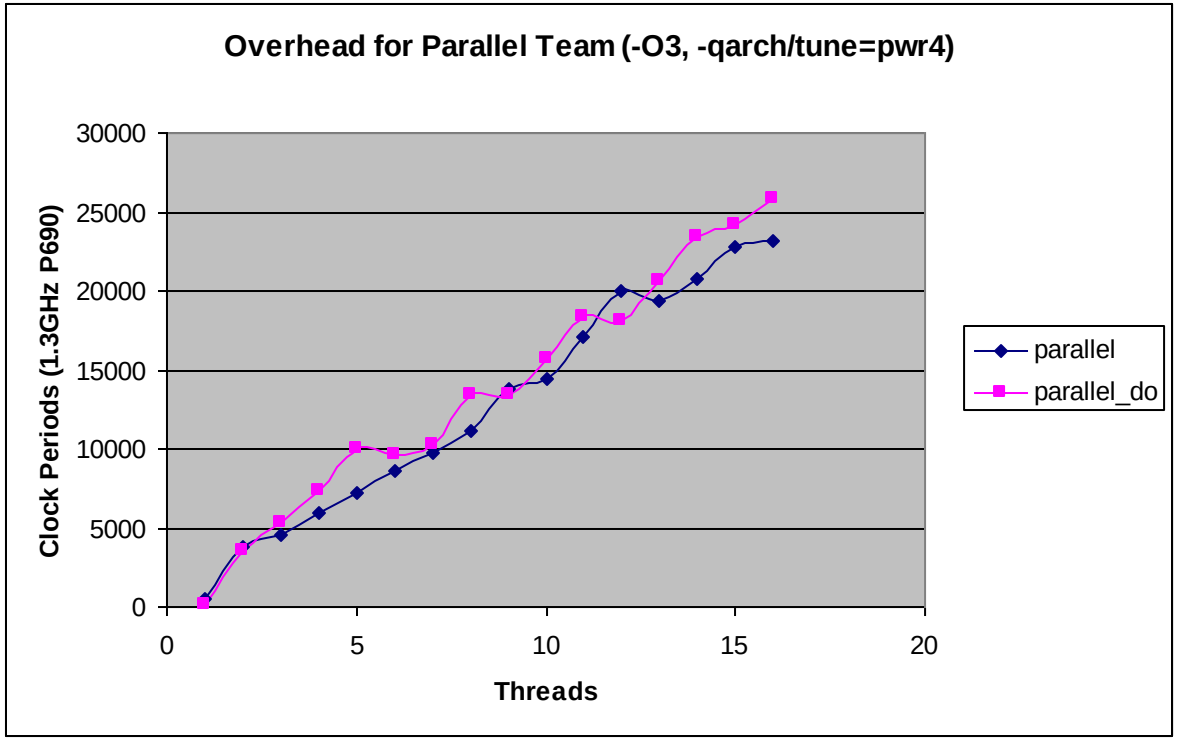


If work is completely parallel, scaling is linear.

Scheduling, memory contention and overhead can impact speedup and Mflop/s rate.



Overhead to Fork a Thread Team



- Increases roughly linearly with number of threads

Merging Parallel Regions

The !$OMP PARALLEL directive declares an entire region as parallel; therefore, merging work-sharing constructs into a single parallel region eliminates the overhead of separate team formations

```
!$OMP PARALLEL DO
      do i=1,n
         a(i)=b(i)+c(i)
      enddo
!$OMP END PARALLEL DO
!$OMP PARALLEL DO
      do i=1,m
         x(i)=y(i)+z(i)
      enddo
!$OMP END PARALLEL DO
```

```
!$OMP PARALLEL
  !$OMP DO
       do i=1,n
         a(i)=b(i)+c(i)
       enddo
  !$OMP END DO
  !$OMP DO
       do i=1,m
          x(i)=y(i)+z(i)
       enddo
  !$OMP END DO
!$OMP END PARALLEL
```

LAB: OMP Functions

Runtime Library Functions

`omp_get_num_threads()`	Number of threads in current team
`omp_get_thread_num()`	Thread ID, {0: N-1}
`omp_get_max_threads()`	Number of threads in environment, **`OMP_NUM_THREADS`**
`omp_get_num_procs()`	Number of machine CPUs
`omp_in_parallel()`	True if in parallel region & multiple threads executing
`omp_set_num_threads(#)`	Changes number of threads for parallel region, if dynamic threading is enabled

Environment Variables, More Functions

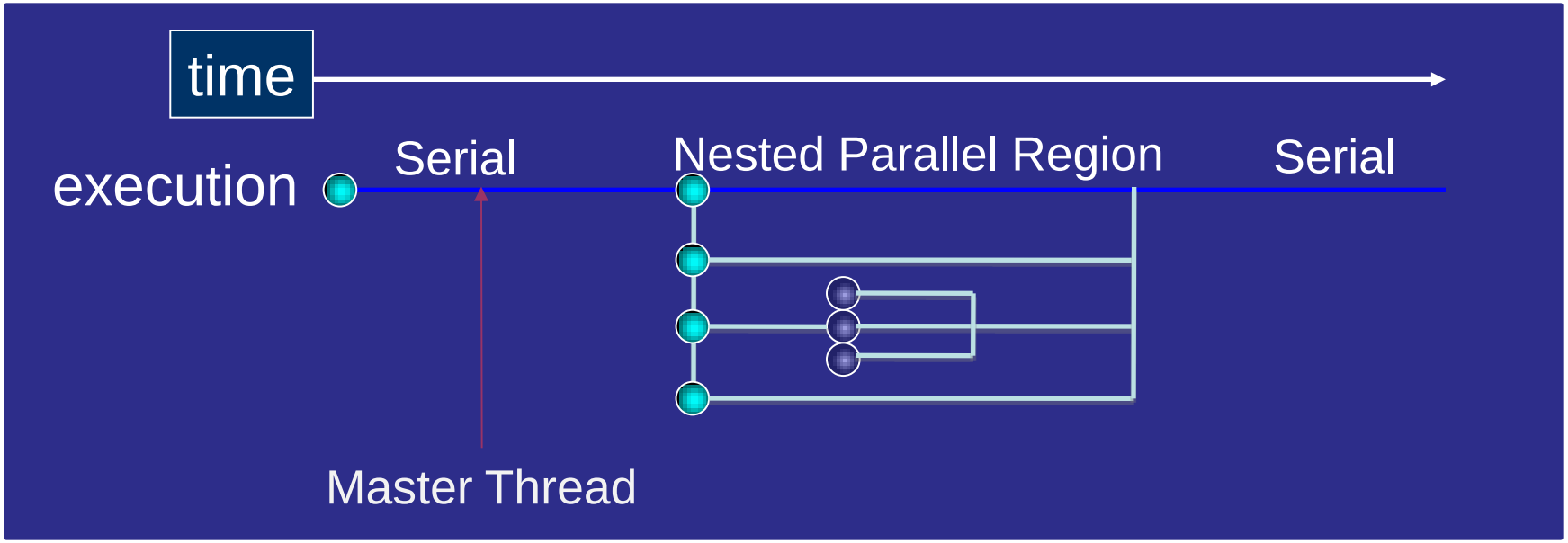
- To control the OpenMP runtime environment

`OMP_NUM_THREADS`	Set to permitted number of threads: this is the value returned by **`omp_get_max_threads()`**
`OMP_DYNAMIC`	TRUE/FALSE for enable/disable dynamic threading (can also use the function below)

- To enable dynamic thread count (*not* dynamic scheduling!)

`omp_set_dynamic()`	Set state of dynamic threading: if equal to “true”, **`omp_set_num_threads()`** controls thread count
`omp_get_dynamic()`	True if dynamic threading is on

Loop Nesting in 3.0



- OpenMP 3.0 supports nested parallelism, older implementations may ignore the nesting and serialize inner parallel regions.
- A nested parallel region can specify any number of threads to be used for the thread team, new id's are assigned.

LAB: Hand-coding vs. MKL *if we have time*

Additional Topics to Explore…

- Schedule clause: specify how to divide work among threads

  `schedule(static)` `schedule(dynamic,M)`

- Reduction clause: perform collective operations on shared variables

  `reduction(+:asum)` `reduction(*:aprod)`

- Nowait clause: remove the barrier at the end of a parallel section

  `for ... nowait` `end do nowait`

- Lock routines: make mutual exclusion more lightweight and flexible

  `omp_init_lock(var)` `omp_set_lock(var)`

Some Programming Models for Intel MIC

- Intel Threading Building Blocks (TBB)
  - For C++ programmers
- Intel Cilk Plus
  - Task-oriented add-ons for OpenMP
  - Currently for C++ programmers, may become available for Fortran
- Intel Math Kernel Library (MKL)
  - Automatic offloading by compiler for some MKL features
  - MKL is inherently parallelized with OpenMP
- **OpenMP**
  - On Stampede, TACC expects that this will be the most interesting programming model for HPC users

MIC Programming with OpenMP

- Compile with the Intel compiler (icc)
- OpenMP pragma is preceded by MIC-specific **pragma**
  - Fortran: `!dir$ omp offload target(mic) <...>`
  - C: `#pragma offload target(mic) <...>`
- All data transfer is handled by the compiler
  - User control provided through **optional keywords**
- I/O can be done from within offloaded region
  - Data can "stream" through the MIC; no need to leave MIC to fetch new data
  - Also very helpful when debugging (print statements)
- Specific subroutines can be offloaded, including MKL subroutines

Example 1

2-D array (**a**) is filled with data on the coprocessor

Data management done <u>automatically</u> by compiler

- Memory is allocated on coprocessor for (**a**)
- Private variables (**i,j,x**) are created
- Result is copied back

```
use omp_lib                                    ! OpenMP
integer             :: n = 1024                ! Size
real, dimension(:,:), allocatable :: a ! Array
integer             :: i, j                    ! Index
real                :: x                       ! Scalar
allocate(a(n,n))                          ! Allocation
!dir$ omp offload target(mic)             ! Offloading
!$omp parallel do shared(a,n), &          ! Par. region
  private(x, i, j), schedule(dynamic)
do j=1, n
  do i=j, n
    x = real(i + j); a(i,j) = x
```

```
#include <omp.h>       /* C example */
  const int n = 1024; /* Size of the array */
  int     i, j;       /* Index variables   */
  float a[n][n], x
#pragma offload target(mic)
#pragma omp parallel for shared(a), \
        private(x), schedule(dynamic)
  for(i=0;i<n;i++) {
    for(j=i;j<n;j++) {
      x = (float)(i + j); a[i][j] = x; }}
```

Example 2

I/O from offloaded region:

- File is opened and closed by one thread (`omp single`)
- All threads take turns reading from the file (`omp critical`)

Threads may also read in parallel (not shown)

- Parallel file system
- Threads read parts from different targets

```
#pragma offload target(mic) //Offload region
#pragma omp parallel
{
  #pragma omp single /* Open File */
  {
  printf("Opening file in offload region\n");
  f1 = fopen("/var/tmp/mydata/list.dat","r");
  }

  #pragma omp for
  for(i=1;i<n;i++) {
    #pragma omp critical
    { fscanf(f1,"%f",&a[i]);}
    a[i] = sqrt(a[i]);
  }

  #pragma omp single
  {
  printf("Closing file in offload region\n");
  fclose (f1);
  }
}
```

Example 3

LAB: Hand-coding vs. MKL, but no offloading yet!

Two routines, MKL's **sgemm** and **my_sgemm**

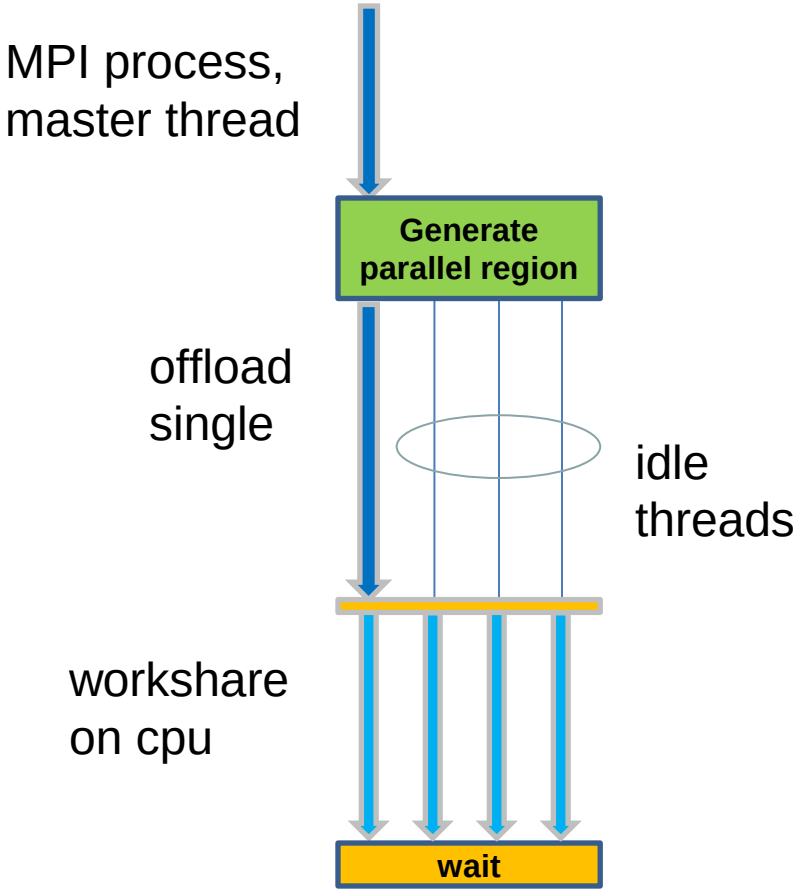
- Both are called with **offload** directive
- **my_sgemm** specifies explicit **in** and **out** data movement

Use **attributes** to have routine compiled for the coprocessor, or link coprocessor-based MKL

```
! snippet from the caller...
! offload MKL routine to accelerator
!dir$ attributes offload:mic :: sgemm
!dir$ offload target(mic)
call & sgemm('N','N',n,n,n,alpha,a,n,b,n,beta,c,n)
! offload hand-coded routine with data clauses
!dir$ offload target(mic) in(a,b) out(d)
call my_sgemm(d,a,b)
```

```
! snippet from the hand-coded subprogram...
!dir$ attributes offload:mic :: my_sgemm
subroutine my_sgemm(d,a,b)
real, dimension(:,:) :: a, b, d
!$omp parallel do
do j=1, n
  do i=1, n
    d(i,j) = 0.0
    do k=1, n
      d(i,j) = d(i,j)+a(i,k)*b(k,j)
    enddo; enddo; endo
end subroutine
```

Heterogeneous Threading, Sequential



C/C++

```
#pragma omp parallel
 {
#pragma omp single
   { offload(); }

#pragma omp for
   for(i=0; i<N; i++){...}
 }
```

F90

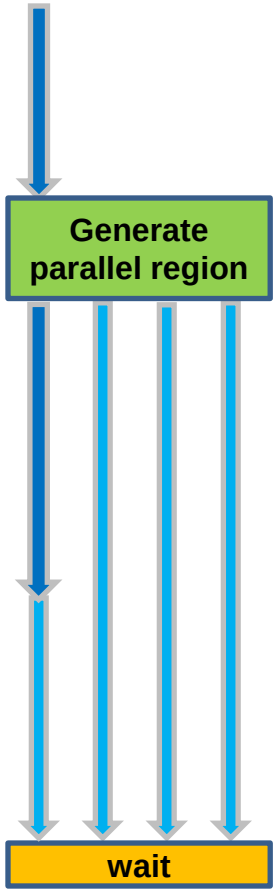
```
!$omp parallel
   !$omp single
     call offload();
   !$omp end single

   !$omp do
     do i=1,N; ...
     end do
!$omp end parallel
```

Heterogeneous Threading, Concurrent

MPI process, master thread

offload single **nowait**

assist when done in single



workshare on cpu

C/C++

```
#pragma omp parallel
 {
#pragma omp single nowait
   { offload(); }

#pragma omp for schedule(dynamic)
   for(i=0; i<N; i++){...}
 }
```

F90

```
!$omp parallel
   !$omp single
     call offload();
   !$omp end single nowait

   !$omp do schedule(dynamic)
     do i=1,N; ...
     end do
!$omp end parallel
```