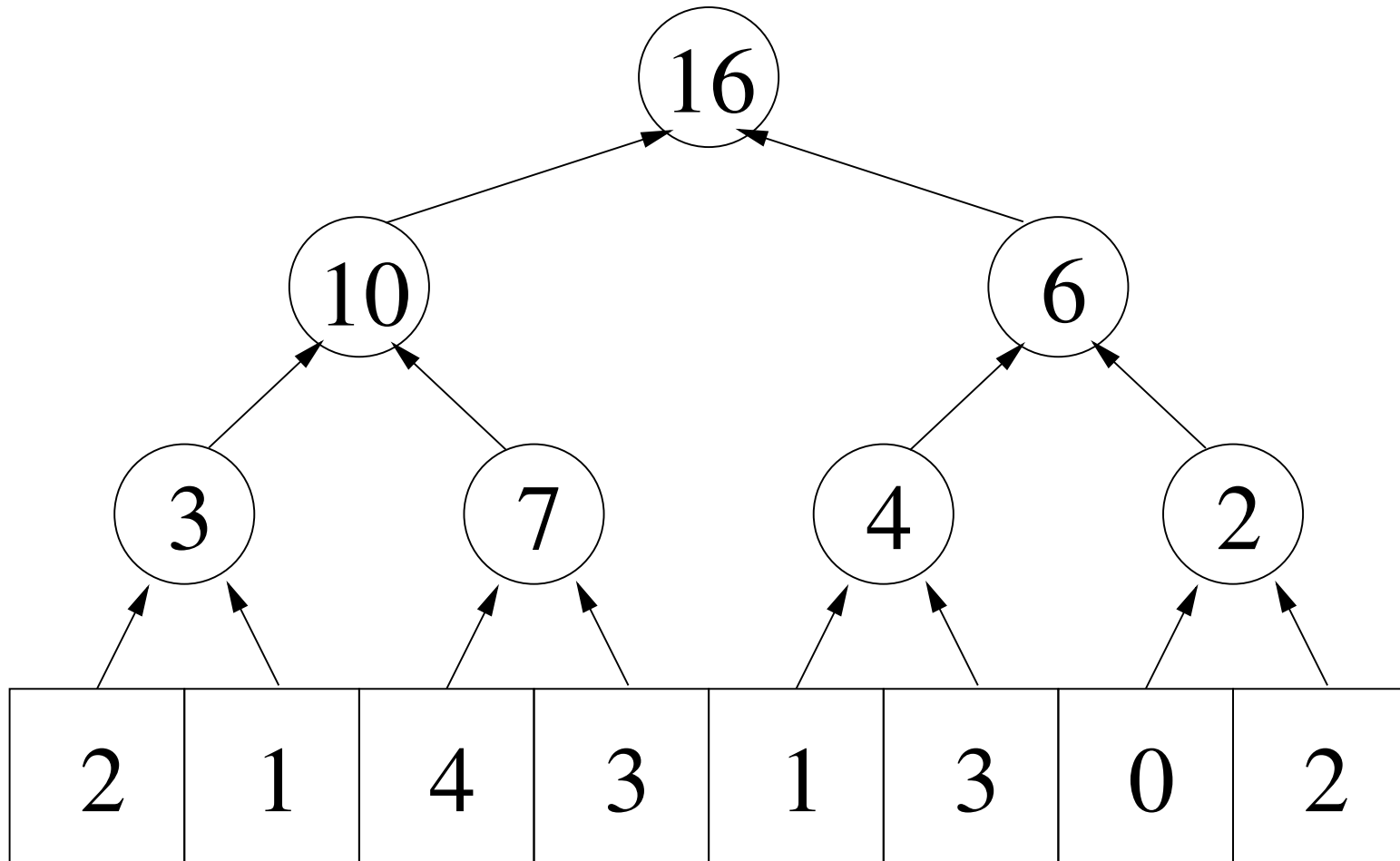


Reductions II: The Revenge

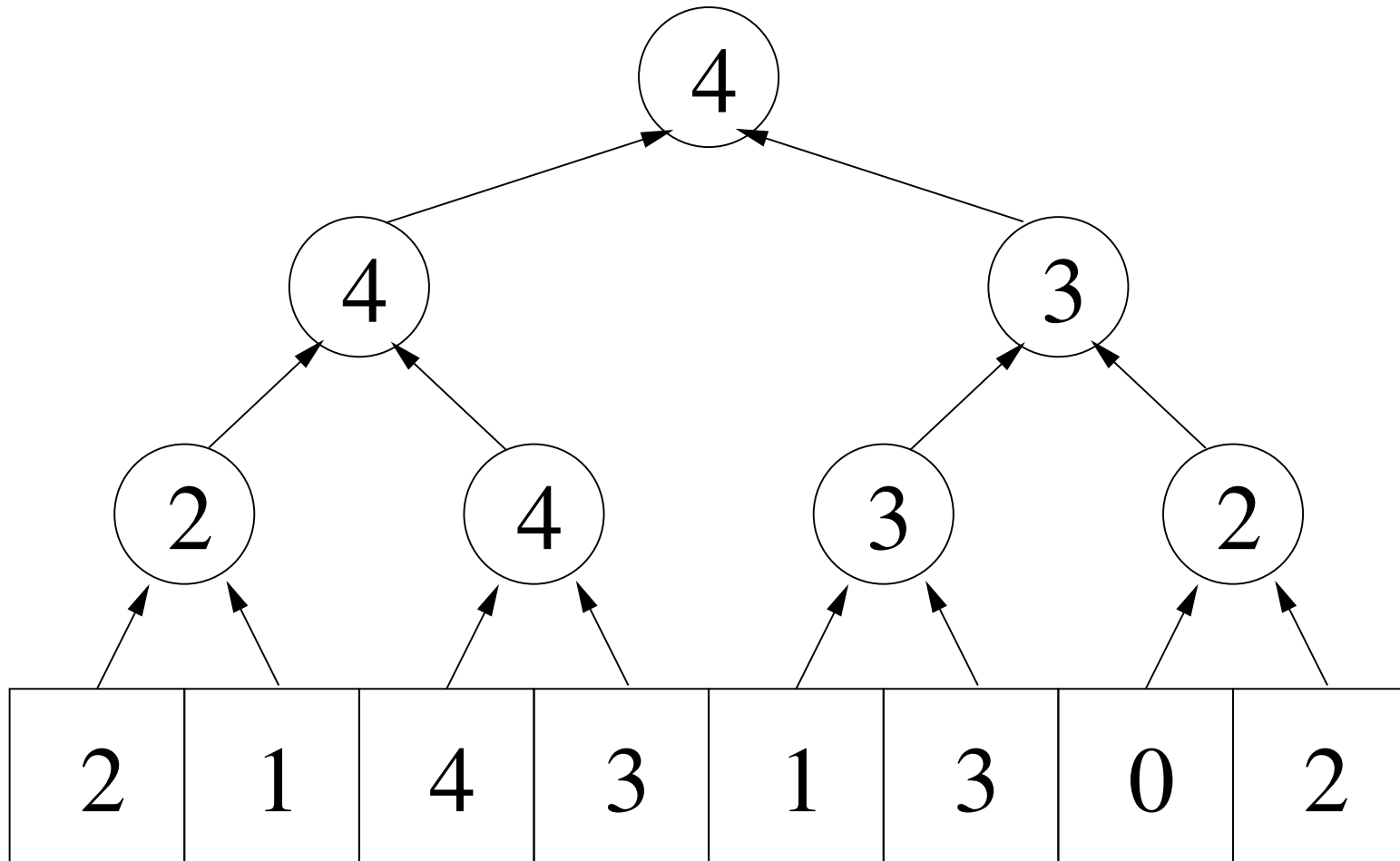
Summing values in an array

2	1	4	3	1	3	0	2
---	---	---	---	---	---	---	---

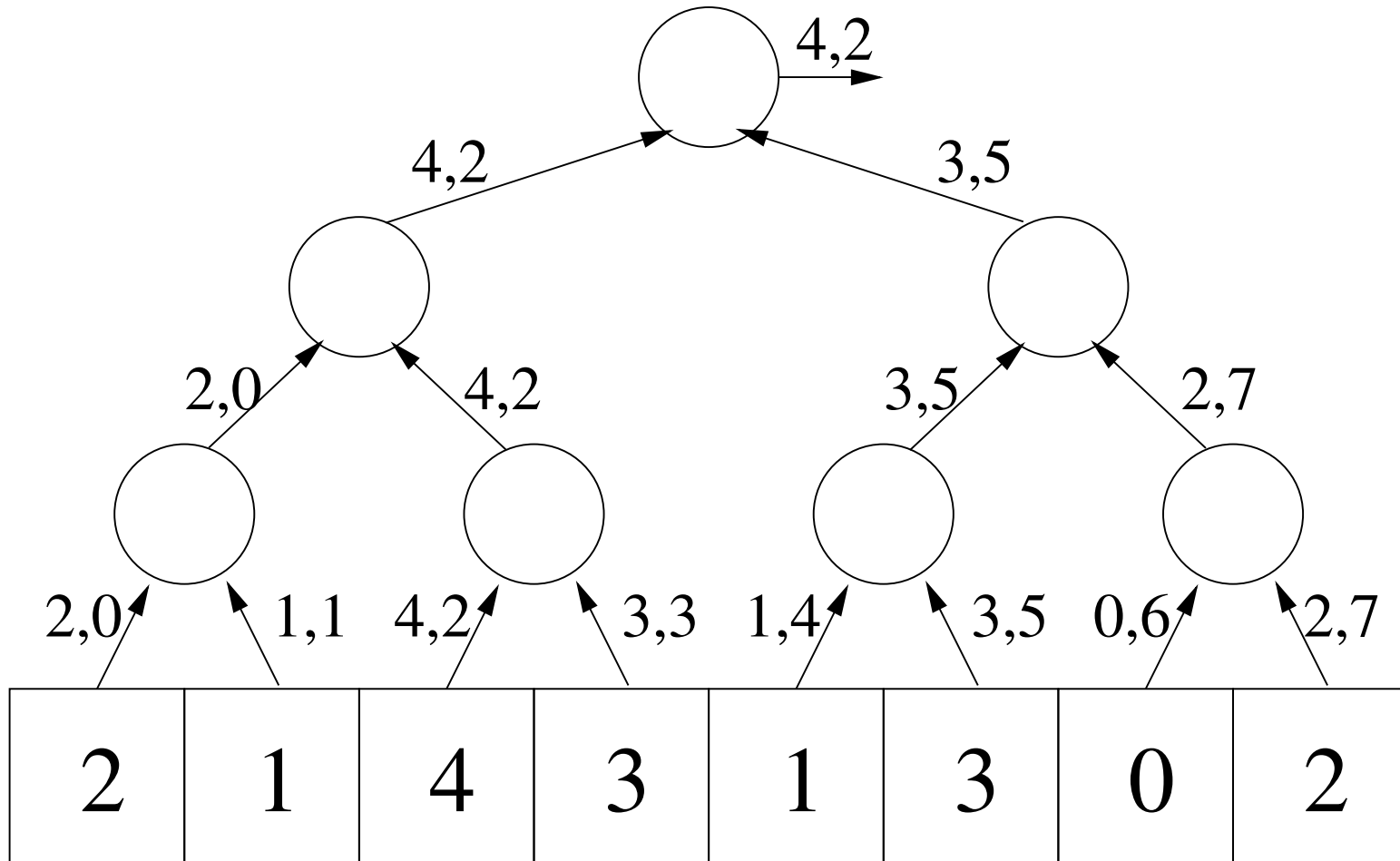
Summing values in an array



Finding max of an array



Finding the maximum index



Parts of a reduction

- Tally: Intermediate state of computation
- Combine: Combine 2 tallies
- Reduce-gen: Generate result from tally

Parts of a reduction

- Tally: Intermediate state of computation
(value, index)
- Combine: Combine 2 tallies
take whichever pair has larger value
- Reduce-gen: Generate result from tally
return the index

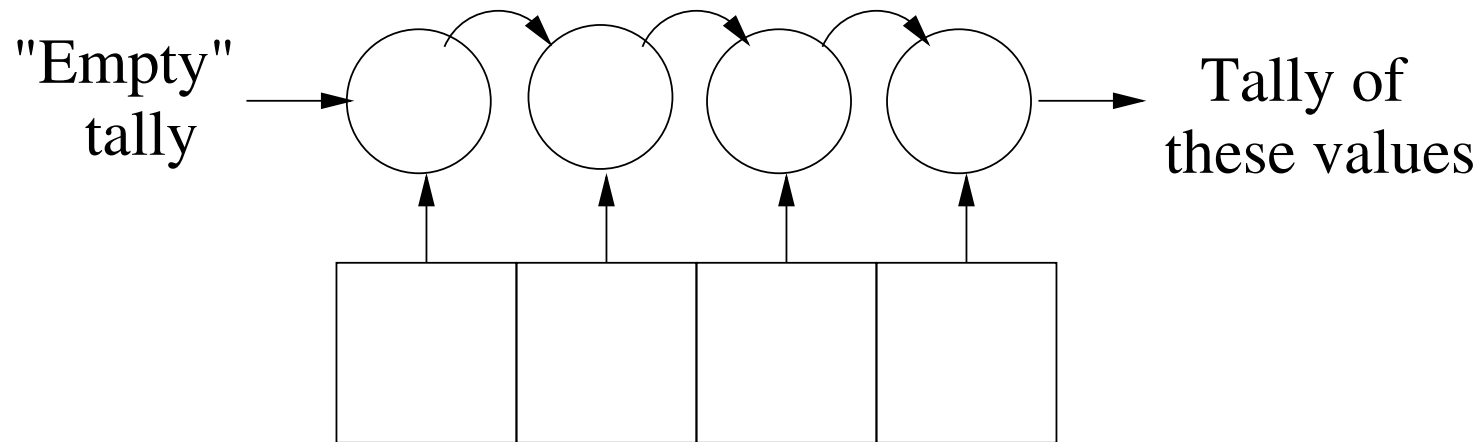
Two issues

- Need to convert initial values into tallies
- May want separate operation for values local to a single processor



Two issues

- Need to convert initial values into tallies
- May want separate operation for values local to a single processor

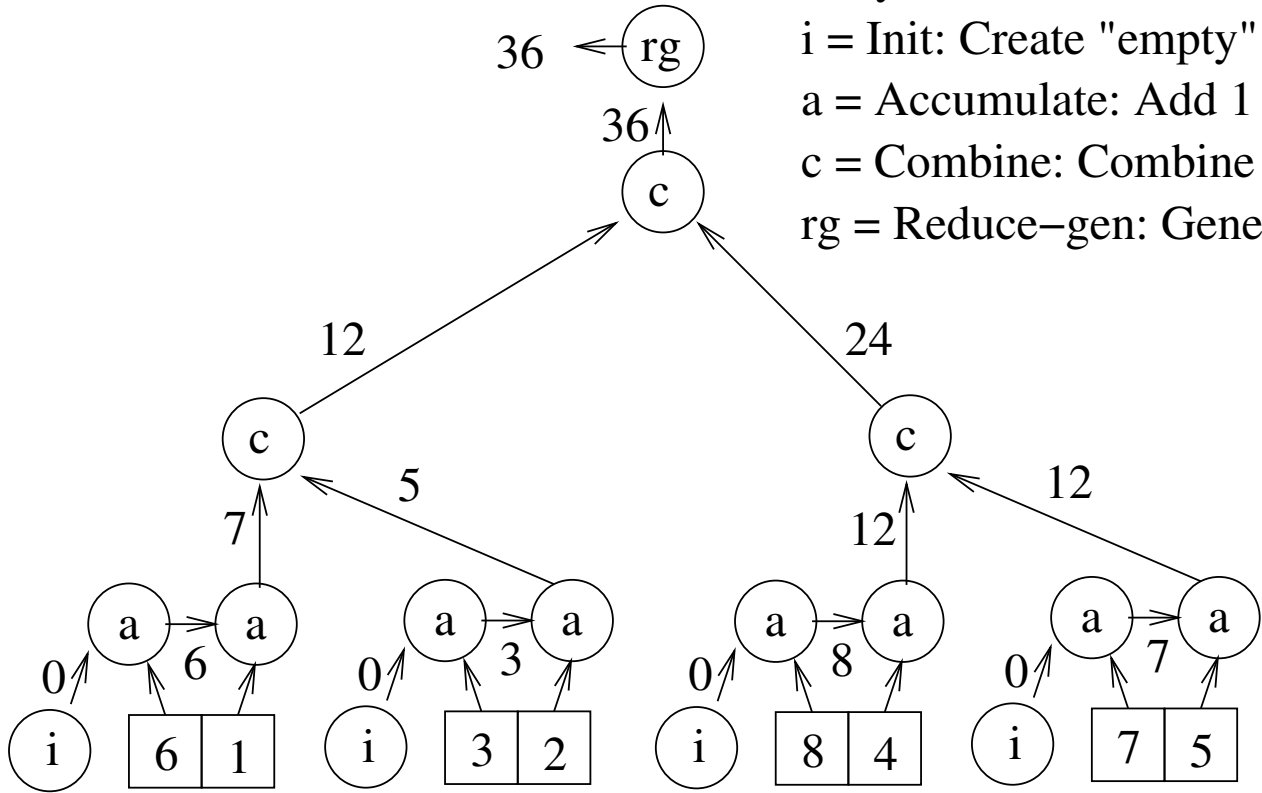


Parts of a reduction

- Tally: Intermediate state of computation
- Combine: Combine 2 tallies
- Reduce-gen: Generate result from tally
- Init: Create “empty” tally
- Accumulate: Add single value to tally

Parallel reduction framework

Tally: Intermediate state of computation
i = Init: Create "empty" tally
a = Accumulate: Add 1 value to tally
c = Combine: Combine 2 tallies
rg = Reduce-gen: Generate result from tally



Defining reductions

- Tally: Intermediate state of computation
- Combine: Combine 2 tallies
- Reduce-gen: Generate result from tally
- Init: Create “empty” tally
- Accumulate: Add single value to tally

Sample problems: +

Defining reductions

- Tally: Intermediate state of computation
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Sample problems: +, histogram

Defining reductions

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Sample problems: +, histogram, max

Defining reductions

- Tally: Intermediate state of computation
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- Reduce-gen: Generate result from tally
- Init: Create “empty” tally
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Sample problems: +, histogram, max, 2nd largest

Defining reductions

- Tally: Intermediate state of computation
- Combine: Combine 2 tallies
- Reduce-gen: Generate result from tally
- Init: Create “empty” tally
- Accumulate: Add single value to tally

Sample problems: +, histogram, max, 2nd largest,
length of longest run

Can go beyond these...

- indexOf (find index of first occurrence)
- sequence alignment [Srinivas Aluru]
- n-body problem [Srinivas Aluru]

Relationship to dynamic programming

- Challenges in dynamic programming:
 - What are the table entries?
 - How to compute a table entry from previous entries?
- Challenges in reduction framework:
 - What is the tally?
 - How to compute a new tallies from previous ones?

Reductions in Chapel

- Express reduction operation in single line:

```
var s = + reduce A; //A is array, s gets sum
```

- Supports +, *, ^ (xor), &&, ||, max, min, ...

- minloc and maxloc return a tuple with value and its index:

```
var (val, loc) = minloc reduce A;
```

Reduction example

- Can also use reduce on function plus a range
- Ex: Approximate $\pi/2$ using $\int_{-1}^1 \sqrt{1-x^2} dx$:

```
config const numRect = 10000000;
```

```
const width = 2.0 / numRect;           //rectangle width
```

```
const baseX = -1 - width/2;
```

```
const halfPI = + reduce [i in 1..numRect]
```

```
  (width * sqrt(1.0 - (baseX + i*width)**2));
```

Defining a custom reduction

- Create object to represent intermediate state
- Must support
 - accumulate: adds a single element to the state
 - combine: adds another intermediate state
 - generate: converts state object into final output

Classes in Chapel

```
class Circle {  
    var radius : real;  
    proc area() : real {  
        return 3.14 * radius * radius;  
    }  
}
```

```
var c1, c2 : Circle;           //creates 2 Circle references  
c1 = new Circle(10);          /* uses system-supplied constructor  
                               to create a Circle object  
                               and makes c1 refer to it */  
c2 = c1;                       //makes c2 refer to the same object  
delete c1;                     //memory must be manually freed
```

Inheritance

```
class Circle : Shape {    //Circle inherits from Shape
    ...
}
```

```
var s : Shape;
```

```
s = new Circle(10.0); //automatic cast to base class
```

```
var area = s.area();    /* call recipient determined
                        by object's dynamic type */
```


Example “custom” reduction

```
class MyMin : ReduceScanOp { //finds min element (equiv. to built-in “min”)
    type eltType;           //type of elements
    var soFar : eltType = max(eltType); //minimum so far

    proc accumulate(val : eltType) {
        if(val < soFar) { soFar = val; }
    }

    proc combine(other : MyMin) {
        if(other.soFar < soFar) { soFar = other.soFar; }
    }

    proc generate() { return soFar; }
}
```

Example “custom” reduction

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class MyMin : ReduceScanOp { //finds min element (equiv. to built-in “min”)
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    }

    proc combine(other : MyMin) {
        if(other.soFar < soFar) { soFar = other.soFar; }
    }

    proc generate() { return soFar; }
}

var theMin = MyMin reduce A;
```

What about scans?

- Instead of just getting overall value, also compute value for every prefix

A	2	1	4	3	1	3	0	2
sum	2	3	7	10	11	14	14	16

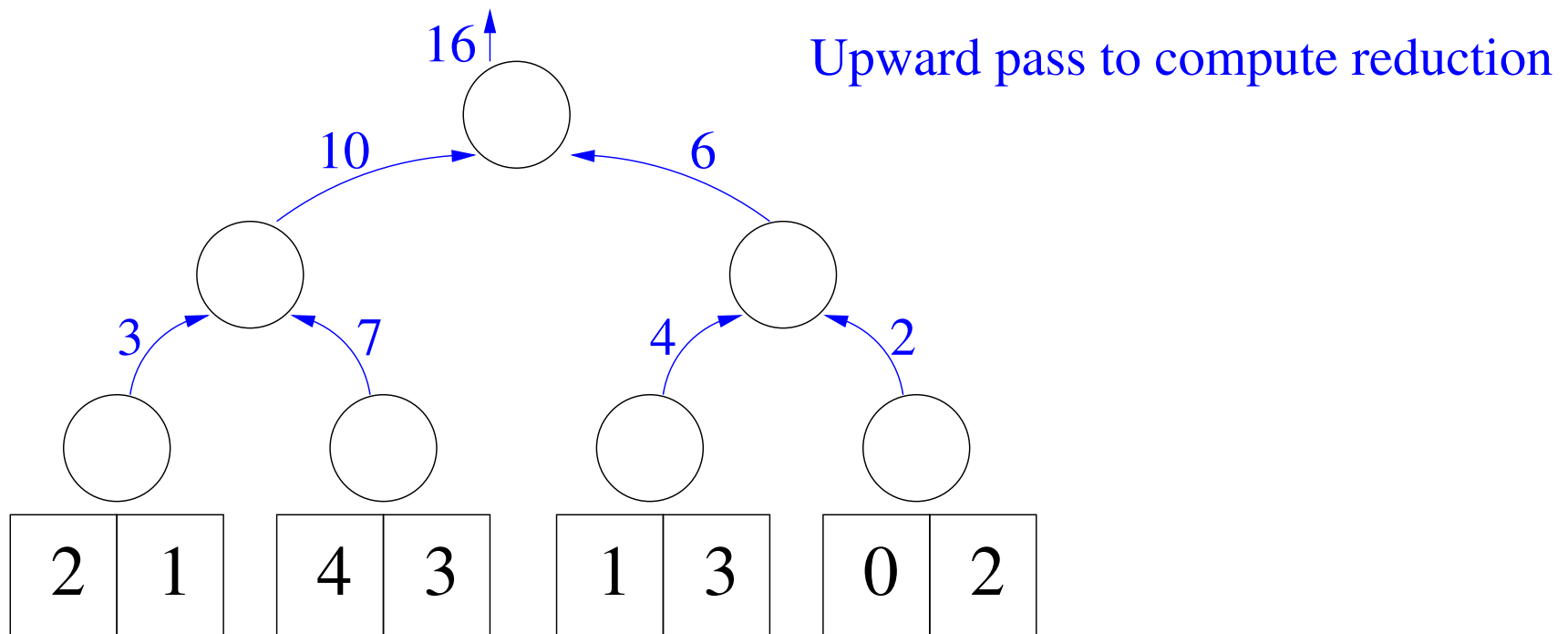
What about scans?

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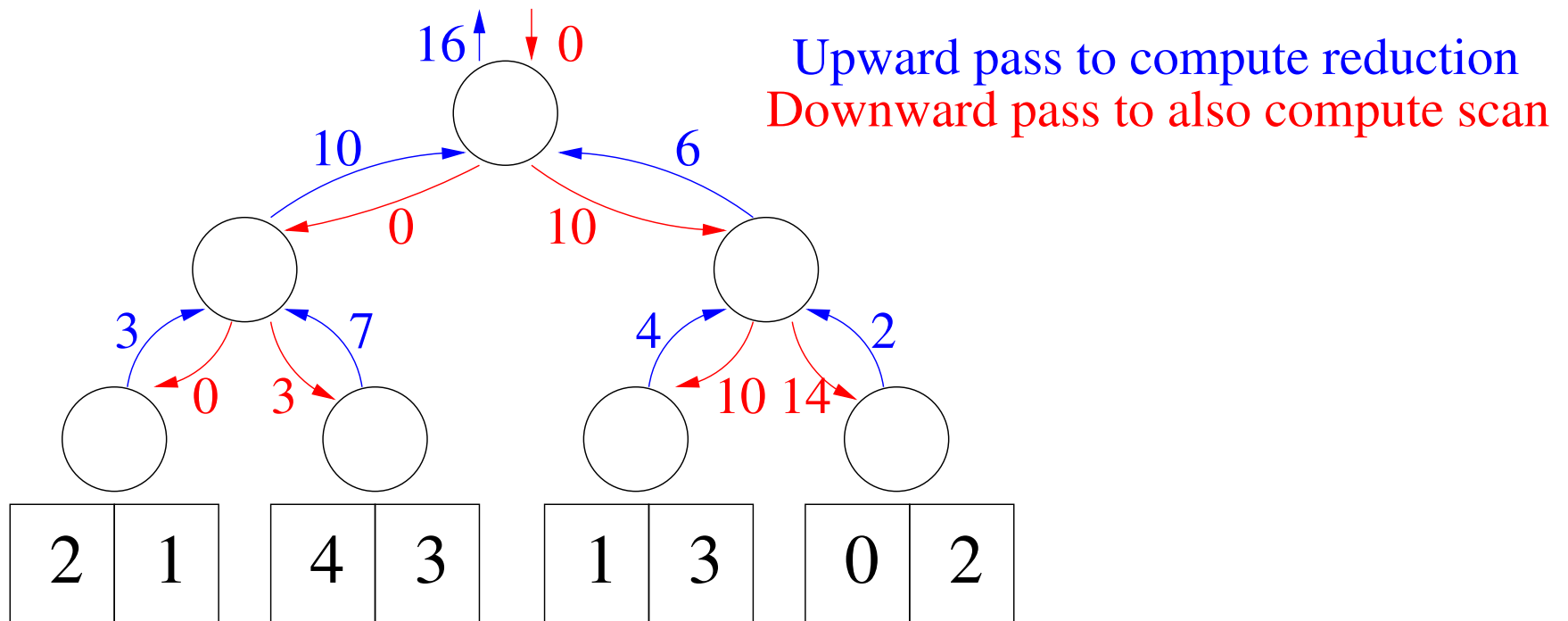
A	2	1	4	3	1	3	0	2
sum	2	3	7	10	11	14	14	16

```
var minsArray = MyMin scan A;
```

Computing the scan in parallel



Computing the scan in parallel



Presenting reductions

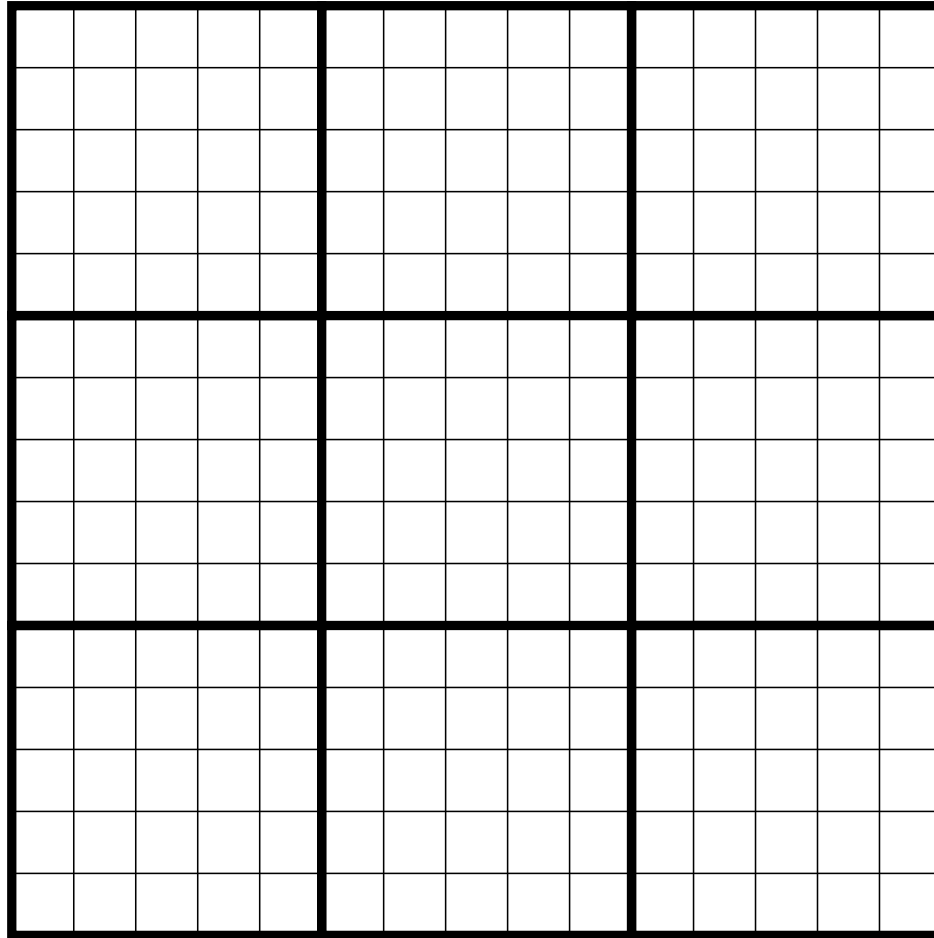
- Using reductions with standard functions
 - Optionally including scans
- Defining your own reductions

Parallel programming course

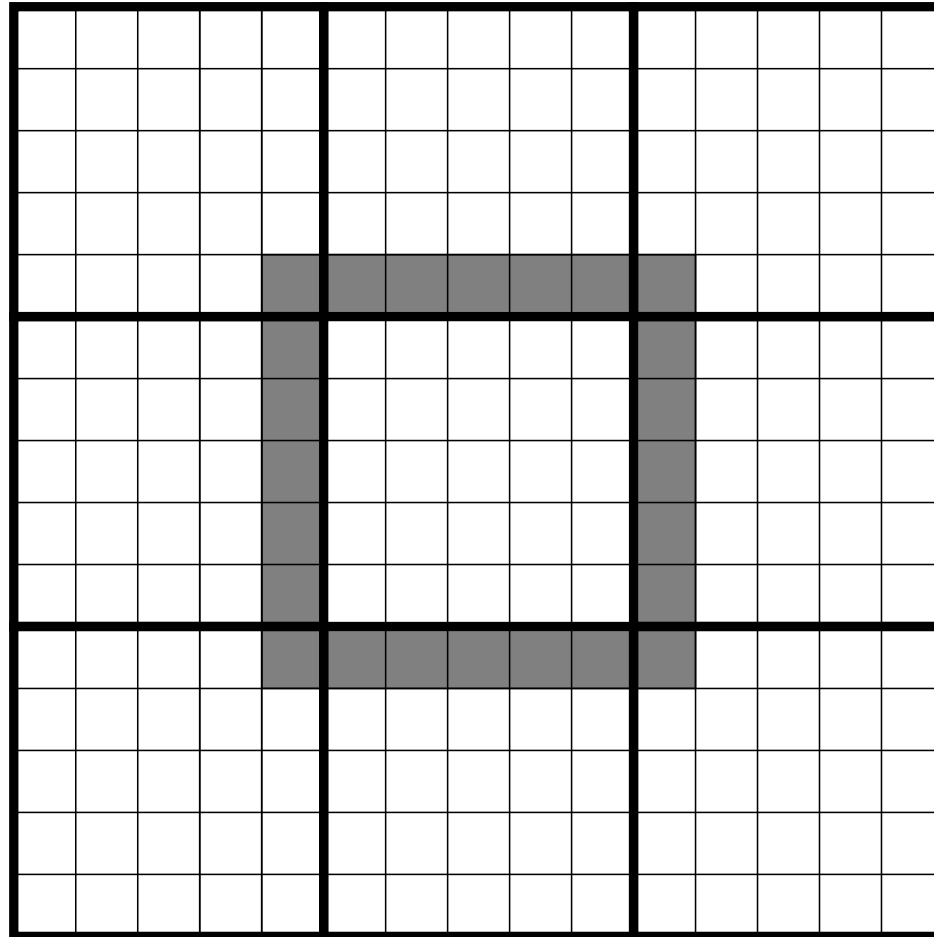
My experience

- Course to explore HPC overall
(apps, machines, system software, programming)
- Talked about Chapel (and ZPL) in contrast to MPI

Game of Life in MPI



Game of Life in MPI



Global-view

- Specify entire computation rather than one node's (local) view of it

```
var adjacentDomain : domain(2) = {x-1..x+1, y-1..y+1};  
var neighborDomain = adjacentDomain[currentBoard.domain];
```

```
var neighborSum = + reduce currentBoard[neighborDomain];  
neighborSum = neighborSum - currentBoard[x, y];
```

Representing locality

- Give control over where code is executed:
 on Locales[0] do
 something();
- and where data is placed:
 on Locales[1] {
 var x : int;
 }

Representing locality

- Give control over where code is executed:
 on Locales[0] do
 something();
- and where data is placed:
 on Locales[1] {
 var x : int;
 }
- Can move computation to data:
 on x do something();

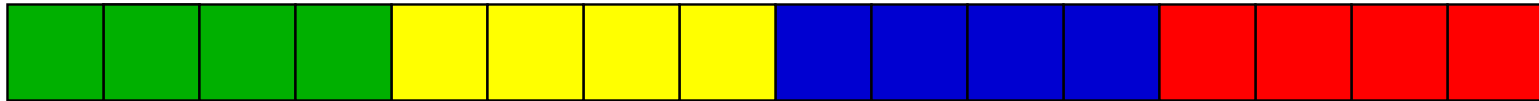
Separate from parallelism

- Serial but multi-locale:
 on Locales[0] do function1();
 on Locales[1] do function2();
- Parallel *and* multi-locale:
 cobegin {
 on Locales[0] do function1();
 on Locales[1] do function2();
 }

Managing data distribution

- Domain maps say how arrays are mapped

var A : [D] int dmapped Block(boundingBox=D)



var A : [D] int dmapped Cyclic(startIdx=1)



Useful references

- B.L. Chamberlain, S.-E. Choi, E.C. Lewis, C. Lin, L. Snyder and W.D. Weathersby. "The case for high level parallel programming in ZPL". IEEE Computational Science and Engineering 5(3): 76-86, 1998. [link](#)
- Lots of stuff on Chapel website
 - H. Burkhart, M. Sathé, M. Christen, O. Schenk, and M. Rietmann. "Run, Stencil, Run! HPC Productivity Studies in the Classroom". Proc. 6th Conf. Partitioned Global Address Space Programming Models (PGAS), 2012. [link](#)

Take home: Parallel course

- Can demonstrate standard concepts
- Particularly suited to demonstrate global-view and locality management
- Lots of possible reading material to expose research element