

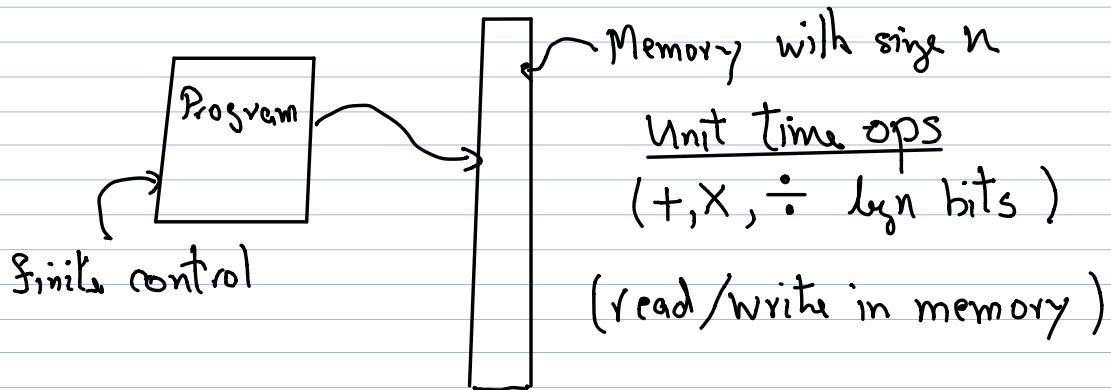
# Parallel Algorithms

15-750

4/24/19

So far we have assumed the following model:

## Random Access Model RAM



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A central model to describe:

Graph Algorithms.

Algs that ignore locality

Other Models:

1) Agents/Ants on the graph.

2) Pointer machines

RAM is unrealistic as  $n$  goes to infinity.

- 1) speed of light (large size machines)
  - 2) quantum effects (small size machines)
- 

Bottom Line: RAM

- 1) Many important algorithms were found using this model.
- 2) Most algorithms are coded in a RAM like language.  
eg C

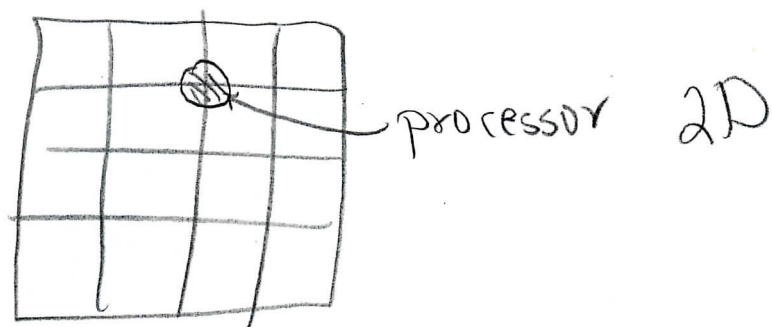
# Parallel Models

Fixed connection machines

machines  $\equiv$  finite state machine

$\Rightarrow$  RAM

A) Cellular Arrays 1D, 2D, 3D



1940's von Neumann

60's, 70's algorithms for CA.

Alvy Ray Smith 1974

80's Wolfram

Klaus Sutner

Conway Game of Life

60's Edgar Codd

80's HT Kung

# Highly connected models



1) Hypercube  $\equiv (V, E)$  1980's

$$V \equiv \{(a_1, \dots, a_m) \mid a_i \in \{0, 1\}\} \quad m = \log n$$

$$((a_1, \dots, a_m), (a_1, \dots, \bar{a}_i, \dots, a_m)) \in E$$

2) Shuffle-exchange graph 1980's

$$V = \{(a_1, \dots, a_m) \mid a_i \in \{0, 1\}\}$$

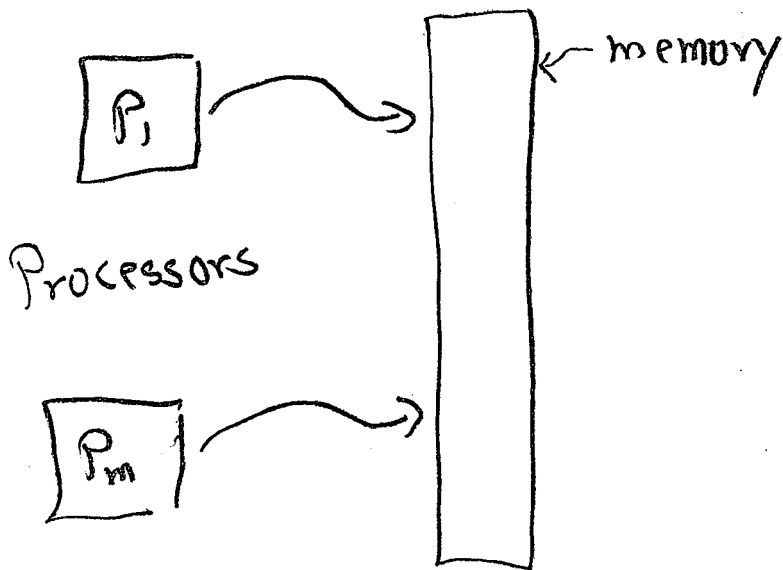
$$((a_1, \dots, a_m), (\bar{a}_1, a_2, \dots, a_m)) \in E$$

$$((a_1, \dots, a_m), (a_m, a_1, \dots, a_{m-1})) \in E$$

3) Randomly connected graphs  
possible models of the brain!  
(Valiant)

# Shared memory models

## 1) PRAM (Parallel Random Access Machine)



Unit time ops

$+$ ,  $\times$ ,  $\div$

read/write

Read

Write

|       | Exclusive | Concurrent |
|-------|-----------|------------|
| Read  |           |            |
| Write |           |            |

ER EW

CR CW

Wyllie 1979

## PRAM Issues:

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What should be the effect of a CW on a EW machine?

- 1) Machine crashes!
  - 2) Garbage Reads!
- 

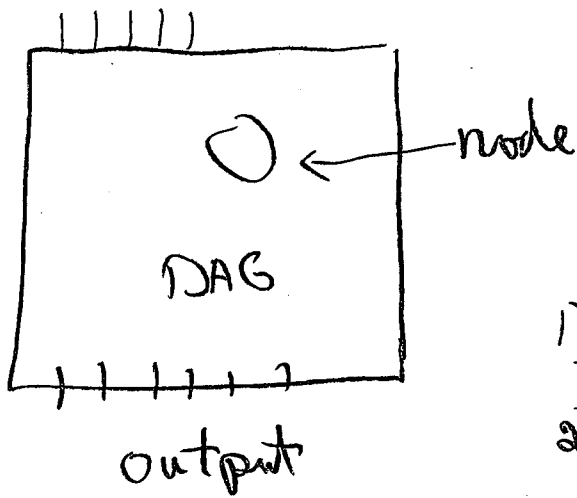
How is synchronization handled?

- 1) Synch after each unit of time!
- 2) Bulk Synchronous Parallel (BSP) Valiant.
- 3) None!

We will mostly use 1).

# Circuit Model

inputs in either bits or words



nodes 1)  $\wedge, \vee, \neg$  gates

2) Arithmetic ops

1) Constant fan in.

2) Arbitrary fan out.

Size  $\equiv$  # nodes  $\equiv$  Work

Time  $\equiv$  Longest path from input to output

Span (15-210)

Depth

Neural Nets

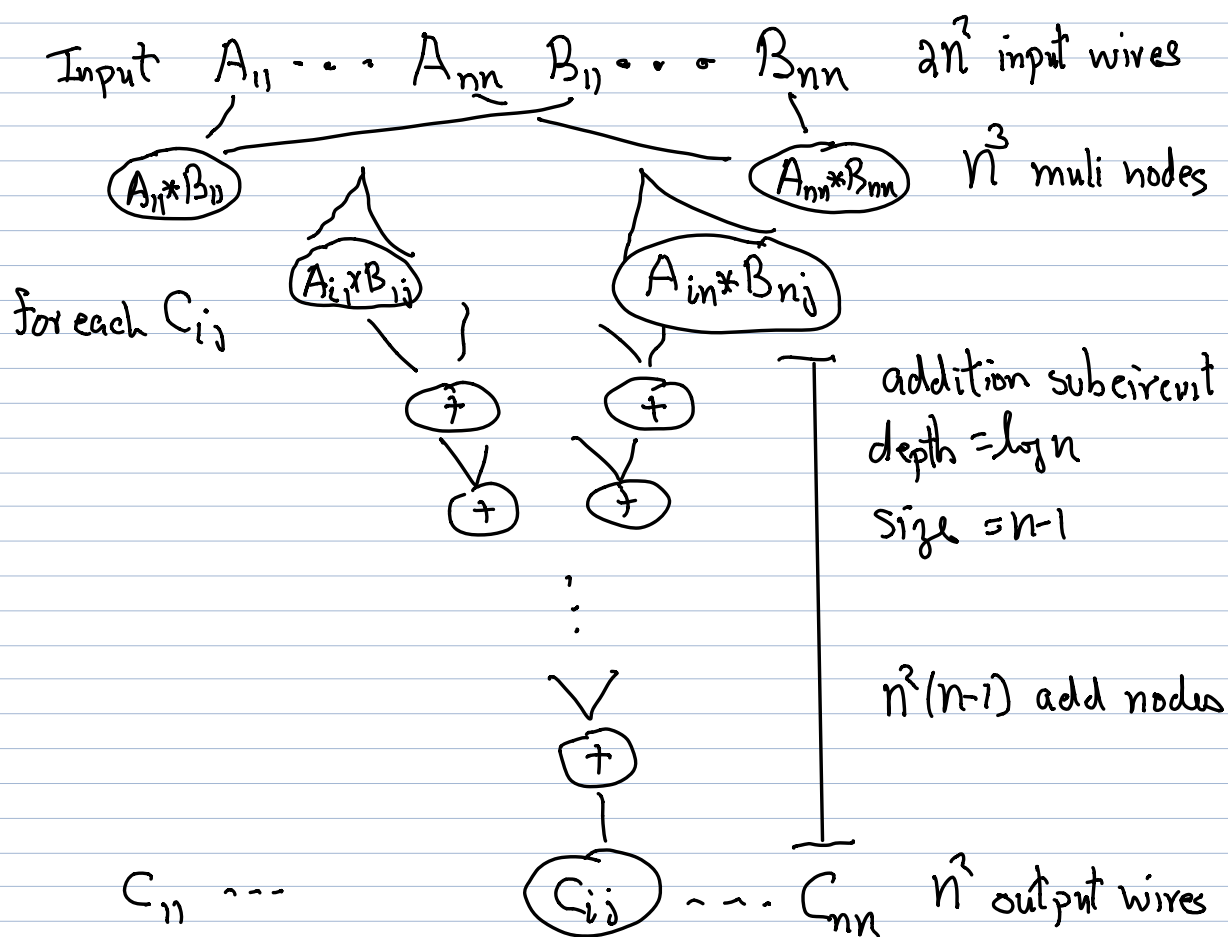
Deep Learning!!

# Naive Matrix Multiply in the Circuit Model

Input  $A^{n \times n}$  &  $B^{n \times n}$

Output  $C^{n \times n}$  where  $C_{ij} = \sum_{k=1}^n A_{ik} B_{kj}$

## Circuit



Circuit Total: work:  $O(n^3)$

Time:  $O(\log n)$



Lets simulate Naive Matrix-Multi on PRAM

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Let  $P = \#$  processors we request.

Let  $T \equiv$  Parallel time they need

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First implementation

- 1) Request: 1 processor/node of circuit.  
request a CRCW PRAM.

We get  $P = O(n^3)$   $T = O(\log n)$  CRCW Alg.

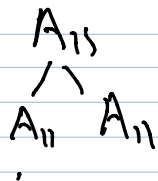
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- 2) If each processor reads its arguments  
we only need a CREW machine.

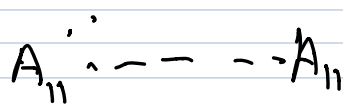
- 3) To get an EREW machine

We use binary tree to make copies  
(these are new processors)

eg: We need  $n$  copies of  $A_{11}$



Increase in depth by  
additive  $\log n$



Processor increase  
 $n^2(n-1)$  new write  
processors

## PRAM Work

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Def  $P \equiv \#$  of processor used for life of run  
 $T \equiv$  Total time.

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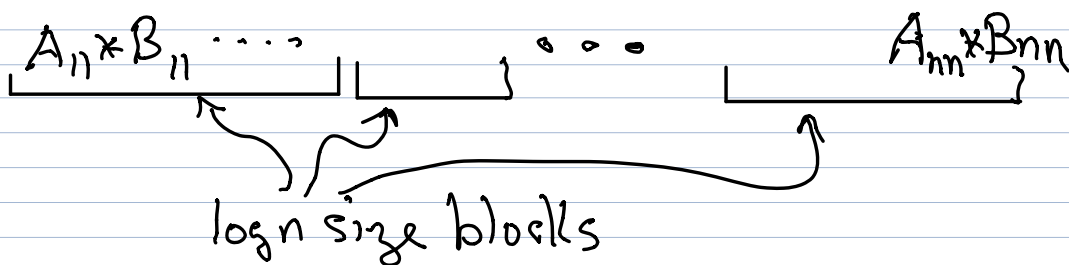
### Matrix Mult

So far  $O(n^3) \equiv P$  &  $T = O(\log n)$  or  
 $P \cdot T = O(n^3 \log n)$

Claim  $O(n^3 / \log n)$  processor  
 $O(\log n)$  time for Naïve MM.

pf:

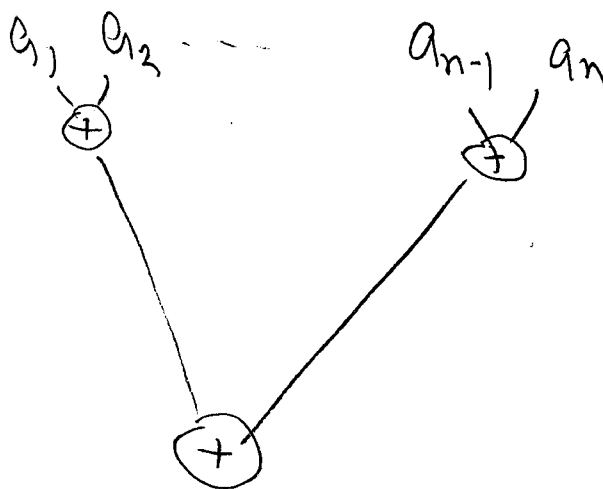
Let's start with  $n^3$  mult:



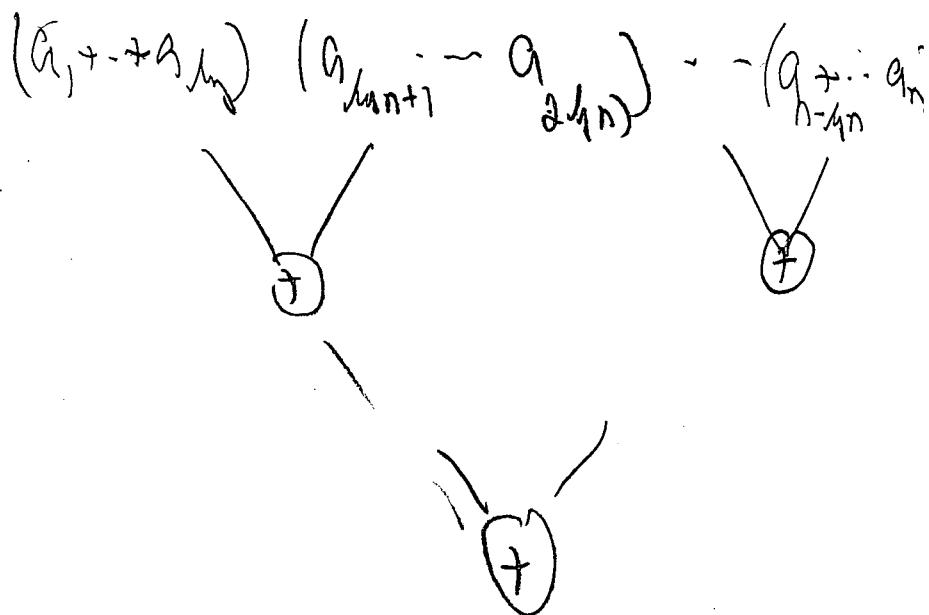
Each  $P_i$  computes  $\log n$  mult in  $O(\log n)$  time.

Mult:  $P \equiv O(n^3 / \log n)$   
 $T \equiv O(\log n)$

Additions: eg



replace with:



Add  $n$ -numbers with  $O(n/\log n)$  processors  
 $O(\log n)$  time.

Finished Claim

## The Slow Down Principle:

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Given an Parallel alg using  $T$  time &  $P$  processors.

$\forall P' \leq P \exists$  parallel alg using

$(P/P')T$  time and only  $P'$  processors

pf Each real processor simulates  $P/P'$  virtual proc.

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Let's implement Strassen's Alg on a PRAM

Let  $SMM \equiv$  Strassen's Alg

Recall Recurrence

$$SMM(n) = 7 SMM(n/2) + cn^2$$

↑  
7 recursive  
calls

↑  
matrix additions

## Parallel Strassen Analysis

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Note: Matrix addition is

$O(n^2)$  processors

$O(1)$  time

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Timing Recurrence:

$$T(n) = T(n/a) + O(1)$$

↑  
we do parallel calls

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Processor Recurrence:

$$P(n) = 7P(n/a) + cn^2$$

↑  
we must hire processor for each call

thus  $O(n^{2.81...})$

$$P.T = \text{Work} = O(n^{\log_2 7} \log_2 n)$$