



Advanced OpenMP

Lecture 7: Memory model, flush and atomics

Why do we need a memory model?

- On modern computers code is rarely executed in the same order as it was specified in the source code.
- Compilers, processors and memory systems reorder code to achieve maximum performance.
- Individual threads, when considered in isolation, exhibit *as-if-serial* semantics.
- Programmer's assumptions based on the memory model hold even in the face of code reordering performed by the compiler, the processors and the memory.

- Reasoning about multithreaded execution is not that simple.

T1	T2
<code>x=1;</code>	<code>int r1=y;</code>
<code>y=1;</code>	<code>int r2=x;</code>

- If there is no reordering and *T2* sees value of *y* on read to be 1 then the following read of *x* should also return the value 1. If code in *T1* is reordered we can no longer make this assumption.

- OpenMP supports a **relaxed-consistency** shared memory model.
 - Threads can maintain a **temporary view** of shared memory which is not consistent with that of other threads.
 - These temporary views are made consistent only at certain points in the program.
 - The operation which enforces consistency is called the **flush operation**

- Defines a sequence point at which a thread is guaranteed to see a consistent view of memory
 - All previous read/writes by this thread have completed and are visible to other threads
 - No subsequent read/writes by this thread have occurred
 - A flush operation is analogous to a **fence** in other shared memory API's

- A flush operation is implied by OpenMP synchronizations, e.g.
 - at entry/exit of parallel regions
 - at implicit and explicit barriers
 - at entry/exit of critical regions
 - whenever a lock is set or unset
 -(but not at entry to worksharing regions or entry/exit of master regions)
- Note: using the `volatile` qualifier in C/C++ does *not* give sufficient guarantees about multithreaded execution.

Example: producer-consumer pattern

Thread 0

```
a = foo();  
flag = 1;
```

Thread 1

```
while (!flag);  
b = a;
```

- This is incorrect code
- The compiler and/or hardware may re-order the reads/writes to a and flag, or flag may be held in a register.
- OpenMP has a **flush** directive which specifies an explicit flush operation
 - can be used to make the above example work

```
!$omp flush
```

```
#pragma omp flush
```

- In order for a write of a variable on one thread to be guaranteed visible and valid on a second thread, the following operations must occur in the following order:
 1. Thread A writes the variable
 2. Thread A executes a flush operation
 3. Thread B executes a flush operation
 4. Thread B reads the variable

Example: producer-consumer pattern

Thread 0

```
a = foo();  
#pragma omp flush  
flag = 1;  
#pragma omp flush
```

First flush ensures **flag** is written after **a**

Second flush ensures **flag** is written to memory

Thread 1

```
#pragma omp flush  
while (!flag){  
#pragma omp flush  
}  
#pragma omp flush  
b = a;
```

First and second flushes ensure **flag** is read from memory

Third flush ensures correct ordering of flushes

- Using flush correctly is difficult and prone to subtle bugs
 - extremely hard to test whether code is correct
 - may execute correctly on one platform/compiler but not on another
 - bugs can be triggered by changing the optimisation level on the compiler

- Don't use it unless you are 100% confident you know what you are doing!
 - and even then.....

- Used to protect a single update to a shared variable.
- Applies only to a single statement.
- Syntax:

Fortran: **!\$OMP ATOMIC**

statement

where *statement* must have one of these forms:

$x = x \text{ op } \text{expr}$, $x = \text{expr op } x$, $x = \text{intr} (x, \text{expr})$ or

$x = \text{intr} (\text{expr}, x)$

op is one of **+**, *****, **-**, **/**, **.and.**, **.or.**, **.eqv.**, or **.neqv.**

intr is one of **MAX**, **MIN**, **IAND**, **IOR** or **IEOR**

```
C/C++: #pragma omp atomic
        statement
```

where *statement* must have one of the forms:

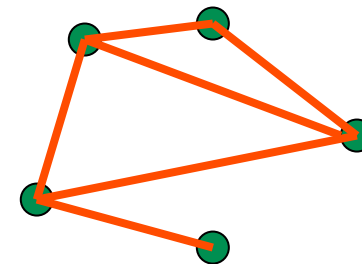
$x \text{ binop} = \text{expr}$, $x++$, $++x$, $x--$, or $--x$

and *binop* is one of $+$, $*$, $-$, $/$, $\&$, \wedge , \ll , or \gg

- Note that the evaluation of *expr* is not atomic.
- May be more efficient than using CRITICAL directives, e.g. if different array elements can be protected separately.
- No interaction with CRITICAL directives

Example (compute degree of each vertex in a graph):

```
#pragma omp parallel for
    for (j=0; j<nedges; j++){
#pragma omp atomic
        degree[edge[j].vertex1]++;
#pragma omp atomic
        degree[edge[j].vertex2]++;
    }
```



- Sometimes we may wish to enforce atomic behaviour for operations other than updates

```
#pragma omp atomic read  
v = x;
```

```
!$omp atomic read  
v = x
```

```
#pragma omp atomic write  
x = expr;
```

```
!$omp atomic write  
x = expr
```

```
#pragma omp atomic capture  
{v = x; x binop= expr;}
```

```
!$omp atomic capture  
v = x  
x = x op expr  
!$omp end atomic
```

Example: producer-consumer pattern

Thread 0

```
a = foo();  
#pragma omp flush  
#pragma omp atomic write  
flag = 1;  
#pragma omp flush
```

Thread 1

```
#pragma omp flush  
while (!myflag){  
#pragma omp flush  
#pragma omp atomic read  
    myflag = flag;  
}  
#pragma omp flush  
b = a;
```

To be strictly correct we should use atomics to avoid the race condition on **flag**.