



Introduction to OpenMP

Lecture 7: Tasks

- The task construct defines a section of code
- Inside a parallel region, a thread encountering a task construct will package up the task for execution
- Some thread in the parallel region will execute the task at some point in the future

Syntax:

Fortran:

```
! $OMP TASK [clauses]
```

```
structured block
```

```
! $OMP END TASK
```

C/C++:

```
#pragma omp task [clauses]
```

```
structured-block
```

- The default for tasks is usually firstprivate, because the task may not be executed until later (and variables may have gone out of scope).
- Variables that are shared in all constructs starting from the innermost enclosing parallel construct are shared.

```
#pragma omp parallel shared(A) private(B)
{
    ...
    #pragma omp task
    {
        int C;
        compute(A, B, C);
    }
}
```

A is shared
B is firstprivate
C is private

- At thread barriers (explicit or implicit)
 - applies to all tasks generated in the current parallel region up to the barrier

- At taskwait directive
 - i.e. Wait until all tasks defined in the current task have completed.
 - Fortran: **!\$OMP TASKWAIT**
 - C/C++: **#pragma omp taskwait**

 - Note: applies only to tasks generated in the current task, not to “descendants” .

```
p = listhead ;  
while (p) {  
    process (p) ;  
    p=next(p) ;  
}
```

- Classic linked list traversal
- Do some work on each item in the list
- Assume that items can be processed independently
- Cannot use an OpenMP loop directive

Only one thread
packages tasks

```
#pragma omp parallel
{
    #pragma omp single private(p)
    {
        p = listhead ;
        while (p) {
            #pragma omp task
                process (p) ;
            p=next (p) ;
        }
    }
}
```

p is firstprivate by
default inside this
task

```
#pragma omp parallel
{
    #pragma omp for private(p)
    for ( int i =0; i <numlists ; i++) {
        p = listheads [ i ] ;
        while (p ) {
            #pragma omp task
                process (p) ;
            p=next (p ) ;
        }
    }
}
```

All threads package tasks



- Binary tree of tasks
- Traversed using a recursive function
- A task cannot complete until all tasks below it in the tree are complete

```
void postorder(node *p) {  
    if (p->left)  
        #pragma omp task  
        postorder(p->left);  
    if (p->right)  
        #pragma omp task  
        postorder(p->right);  
    #pragma omp taskwait  
    process(p->data);  
}
```

Parent task suspended until
children tasks complete



- Certain constructs have task scheduling points at defined locations within them
- When a thread encounters a task scheduling point, it is allowed to suspend the current task and execute another (called *task switching*)
- It can then return to the original task and resume

```
#pragma omp single
{
    for (i=0; i<ONEZILLION; i++)
        #pragma omp task
            process(item[i]);
}
```

- Risk of generating too many tasks
- Generating task will have to suspend for a while
- With task switching, the executing thread can:
 - execute an already generated task (draining the “*task pool*”)
 - execute the encountered task

- Getting the data attribute scoping right can be quite tricky
 - default scoping rules different from other constructs
 - as ever, using **default(none)** is a good idea

- Don't use tasks for things already well supported by OpenMP
 - e.g. standard do/for loops
 - the overhead of using tasks is greater

- Don't expect miracles from the runtime
 - best results usually obtained where the user controls the number and granularity of tasks

- Mandelbrot example using tasks.