# Teaching Parallel Computing through Parallel Prefix

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#### Prefix sum

**Input**: a binary associative operator  $\otimes$ ,

and n elements:  $x_0$ ,  $x_1$ ,  $x_2$ , ...  $x_{n-1}$ .

Prefix sum

**Output**: n elements:  $s_0$ ,  $s_1$ ,  $s_2$ , ...  $s_i$  ...  $s_{n-1}$ ;

where  $s_i = x_0 \otimes x_1 \otimes ... \otimes x_i$ .

**Example** (operator: +)

elements	16	23	7	31	9
	16	16	16	16	16
		+ 23	+ 23	+ 23	+ 23
			+ 7	+ 7	+ 7
				+ 31	+ 31
					+ 9
prefix sums	16	39	46	77	86



### Serial algorithm

#### $PREFIX_SUM(X, n)$

- 1:  $s_0 \leftarrow x_0$
- 2: **for**  $i \leftarrow 1$  **to** n-1 **do**
- 3:  $s_i \leftarrow s_{i-1} \oplus x_i$
- 4: end for
- 5: **return** *S*

Note: (1) Run-time O(n).

(2) There is a serial dependency for calculating  $s_i$  on  $s_{i-1}$ . How do we parallelize this?



#### Parallel prefix algorithm

Number of elements = nNumber of processors = p

Consider the case:

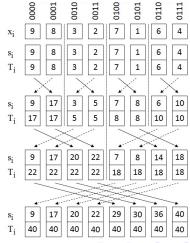
 $n=p=2^d$ 

Element on  $P_i: x_i$ 

Prefix sum on  $P_i : s_i$ 

Total sum on  $P_i$ :  $T_i$ 

Computation time= O(log p)Communication time= O(log p)



#### Pseudocode

#### PARALLEL\_PREFIX\_SUM( $id, X_{id}, p$ )

- 1:  $prefix\_sum \leftarrow X_{id}$
- 2: total\_sum ← prefix\_sum
- 3:  $d \leftarrow log_2 p$
- 4: **for**  $i \leftarrow 0$  **to** d-1 **do**
- 5: Send  $total\_sum$  to the processor with id' where  $id' = id \otimes 2^i$
- 6: total\_sum ← total\_sum + received total\_sum
- 7: if id' < id then
- 8: prefix\_sum ← total\_sum + received total\_sum
- 9: end if
- 10: end for
- 11: return prefix\_sum

*Note.* Run-time = 
$$O(\log p) \neq \frac{\text{sequential runtime}}{p} = O(1$$

#### General solution

#### Realistic case:

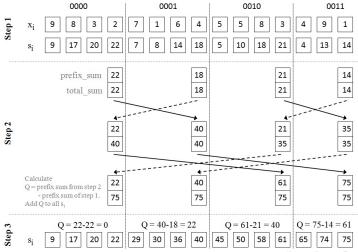
- 0 n > p
- n is not a multiple of p
  - Each processor has either  $\lceil \frac{n}{p} \rceil$  or  $\lfloor \frac{n}{p} \rfloor$  elements.
- $\bigcirc$  p is not a power of 2.
  - $d = \lceil log_2 p \rceil$
  - In any communication phase, do nothing if the computed id of the processor to communicate with is ≥ p.

#### General solution

Steps (for simplicity think that each processor has  $\frac{n}{p}$  elements):

- Each processor computes the prefix sums of the  $\frac{n}{p}$  elements it has locally
- Using the last prefix sum on each processor, run a p-element parallel prefix algorithm
- On each processor, combine the result from the parallel prefix algorithm with each local prefix sum computed in Step 1.

# Example (n = 15, p = 4)



### Run-time complexity

- Step 1: Computation of prefix sum locally of  $\frac{n}{p}$  elements.
  - Computation time  $=O(\frac{n}{p})$
  - Communication time = 0
- Step 2: Parallel prefix using last prefix sum on each processor
  - Computation time  $= O(\log p)$
  - Communication time = O(log p)
- Step 3: Updating  $\frac{n}{p}$  prefix sums from step 1 with results from step 2.
  - Computation time  $= O(\frac{n}{p})$
  - $\bullet$  Communication time = 0
- Overall
  - Computation time  $= O(\frac{n}{p} + \log p)$
  - Communication time =  $O(\log p)$



Evaluation of Polynomial Linear Recurrences Random number generation Sequence alignment Upward/Downward accumulation N-body problem

### **Applications**

- Evaluation of a polynomial
- Solving linear recurrences
- 8 Random number generation
- Sequence alignment
- N-body problem

#### Evaluation of Polynomial

Linear Recurrences Random number generation Sequence alignment Upward/Downward accumulation N-body problem

### **Evaluation of Polynomial**

**Input**: (1) A real number  $x_0$ ,

(2) n integer coefficiencts  $\{a_0, a_1, a_2 \dots a_{n-1}\}$ .

**Output**: 
$$P(x_0) = a_0 + a_1 x_0 + a_2 x_0^2 + ... + a_{n-1} x_0^{n-1}$$
.

• Sequential run-time: O(n).

# Solution using parallel prefix

- Let  $a_i's$  be distributed evenly on p processors.
- Hence processor  $P_i$  has  $a_{i\frac{n}{p}}$  to  $a_{(i+1)\frac{n}{p}-1}$ .
- Local sum required on processor  $P_i$ ,

$$sum(i) = \sum_{i=0}^{\frac{n}{p}-1} a_{i\frac{n}{p}+j} x_0^{i\frac{n}{p}+j}$$

• To get required powers of  $x_0$ , we use parallel prefix.

# Solution using parallel prefix

- $P_0$  reads  $x_0$  and broadcasts to all processors.
- Run n-element parallel prefix using  $x_0$  and operator X.
- Processor  $P_i$  has  $x_0^{i\frac{n}{p}}$ .
- Each processor computes sum of  $\frac{n}{p}$  terms in O(n/p) time.

Run-time: 
$$O(\frac{n}{p} + \log p)$$
.

#### Linear Recurrences

**Input**: (1) Real numbers  $x_0, x_1$ .

(2) Integer coefficients a, b.

**Output**: Sequence  $\{x_2, x_3, ..., x_n\}$  such that  $x_i = ax_{i-1} + bx_{i-2}$ 

- Relation can be rewritten as  $\begin{bmatrix} x_i & x_{i-1} \end{bmatrix} = \begin{bmatrix} x_{i-1} & x_{i-2} \end{bmatrix} \begin{bmatrix} a & 1 \\ b & 0 \end{bmatrix}$
- Hence  $\begin{bmatrix} x_i & x_{i-1} \end{bmatrix} = \begin{bmatrix} x_1 & x_0 \end{bmatrix} \begin{bmatrix} a & 1 \\ b & 0 \end{bmatrix}^{i-1}$
- Can be extended to dependency on previous *k* terms.



### Random number generation

- **Input**: (1) Integer multiplier a
  - (2) Integer increment b
  - (3) Integer modulus m

**Output**: Pseudo random sequence  $\{x_1, ..., x_n\}$  according to Linear Congruential Generator:  $x_{i+1} = (ax_i + b) \mod m$ .

- $\begin{bmatrix} ax_i + b & 1 \end{bmatrix} = \begin{bmatrix} x_i & 1 \end{bmatrix} \begin{bmatrix} a & 1 \\ b & 0 \end{bmatrix} \mod m$
- If all additions are mod m, then

$$\begin{bmatrix} x_{i+1} & 1 \end{bmatrix} = \begin{bmatrix} x_i & 1 \end{bmatrix} \begin{bmatrix} a & 1 \\ b & 0 \end{bmatrix}$$

• Hence  $\begin{bmatrix} x_i & 1 \end{bmatrix} = \begin{bmatrix} x_0 & 1 \end{bmatrix} \begin{bmatrix} a & 1 \\ b & 0 \end{bmatrix}^i$ 



### Sequence alignment

- An important problem in computational biology.
- DNA seqs: Strings over {A, C, G, T}.
- Goal: To find out how "well" the sequences align.
- Alignment: Stacking chars of each sequence into columns.
- Gaps (-) may be inserted for missing characters.

# Example alignment and score computation

- Alignment has a score that shows quality.
- Every column of an alignment is a match, mismatch or a gap.
- Matches are preferred and hence have a positive score, others have a negative score.
- Example: If match = 1, mismatch = 0 and gap = -1, then for the following alignment Score(ATGACC, AGAATC) = 2

#### Problem definition

**Input**: (1) Sequences  $A = a_1, a_2, ..., a_m$  and  $B = b_1, b_2, ..., b_n$ .

(2) Scores for match (M), mismatch (M') and gap (g).

Output: Alignment with maximum score.

Dynamic programming solution:

- T = Table of size (m+1)x(n+1).
- $T[i,j] = \text{best score between } a_1...a_i \text{ and } b_1...b_j.$

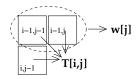
$$T[i,j] = max egin{cases} T[i-1,j] - g \ T[i,j-1] - g \ T[i-1,j-1] + f(a_i,b_j) \end{cases}$$

• Sequential time = O(mn).



### Solution using parallel prefix

We compute each row of T using parallel prefix



$$w[j] = max \begin{cases} T[i-1,j] - g \\ T[i-1,j-1] + f(a_i,b_j) \end{cases}$$

Hence

$$T[i,j] = max \begin{cases} w[j] \\ T[i,j-1] - g \end{cases}$$



# Solution using parallel prefix

- Let x[j] = T[i,j] + jg. T[i,j] can be computed from x[j].
- Hence

$$x[j] = max \begin{cases} w[j] + jg \\ x[j-1] \end{cases}$$

• Compute x[j] using parallel prefix.

Parallel run time: 
$$O(\frac{mn}{p} + m \log p)$$
  
=  $O(\frac{mn}{p})$  (if  $p \log p = O(n)$ )

### Upward/Downward accumulation

**Input**: (1) Tree with nodes  $\{v_1...v_n\}$ .

(2) Number  $x_i$  at node  $v_i$ .

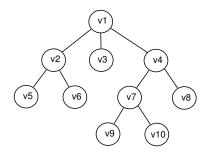
**Output(UA)**: At each node  $v_i$ , sum of no.s at all descendant of  $v_i$ . **Output(DA)**: At each node  $v_i$ , sum of no.s at all ancestors of  $v_i$ .

Sequential runtime = O(n)

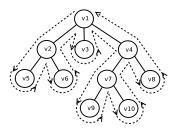


### Example

$$-UA(v_4) = x_4 + x_7 + x_8 + x_9 + x_{10}$$
  
-DA(v<sub>7</sub>) = x<sub>1</sub> + x<sub>4</sub> + x<sub>7</sub>



#### Euler tour



- E: v<sub>1</sub> v<sub>2</sub> v<sub>5</sub> v<sub>2</sub> v<sub>6</sub> v<sub>2</sub> v<sub>1</sub> v<sub>3</sub> v<sub>1</sub> v<sub>4</sub> v<sub>7</sub> v<sub>9</sub> v<sub>7</sub> v<sub>10</sub> v<sub>7</sub> v<sub>4</sub> v<sub>8</sub> v<sub>4</sub> v<sub>1</sub>
- Tour Length = 1 + 2(|V| 1)



### Solution using Euler tour

- Assume we have the Euler tour.
- For UA, Create array A, |A| = |E|, with the following rule:
  - If E[j] is the first occurance of  $v_i$ , then  $A[j] = x_i$ .
  - Else A[j] = 0
- A[j] can be computed using E[j-1], E[j], E[j+1].

E:  $v_1$   $v_2$   $v_5$   $v_2$   $v_6$   $v_2$   $v_1$   $v_3$   $v_1$   $v_4$   $v_7$   $v_9$   $v_7$   $v_{10}$   $v_7$   $v_4$   $v_8$   $v_4$   $v_1$  A:  $x_1$   $x_2$   $x_5$  0  $x_6$  0 0  $x_3$  0  $x_4$   $x_7$   $x_9$  0  $x_{10}$  0 0  $x_8$  0 0

### Solution using Euler tour

- Apply parallel prefix on A.
- $i_f$ : Index of first occurance of  $v_i$  in E.
- $i_l$ : Index of last occurance of  $v_i$  in E.
- $UA(v_i) = A[i_I] A[i_f 1].$

E:  $v_1$   $v_2$   $v_5$   $v_2$   $v_6$   $v_2$   $v_1$   $v_3$   $v_1$   $v_4$   $v_7$   $v_9$   $v_7$   $v_{10}$   $v_7$   $v_4$   $v_8$   $v_4$   $v_1$ A:  $x_1$   $x_2$   $x_5$  0  $x_6$  0 0  $x_3$  0  $x_4$   $x_7$   $x_9$  0  $x_{10}$  0 0  $x_8$  0 0

#### Solution using Euler tour

- For DA, Create array B, |B| = |E|, with the following rule:
  - If  $E[j] = v_i$  and  $v_i$  is a leaf, then B[j] = 0.
  - If  $E[j] = v_i$  and  $v_i$  is the first occurance of  $v_i$ ,  $B[j] = x_i$ .
  - If  $E[j] = v_i$  and  $v_i$  is the last occurance of  $v_i$ ,  $B[j] = -x_i$ .
  - For every thing else, A[j] = 0

E:  $v_1$   $v_2$   $v_5$   $v_2$   $v_6$   $v_2$   $v_1$   $v_3$   $v_1$   $v_4$   $v_7$   $v_9$   $v_7$   $v_{10}$   $v_7$   $v_4$   $v_8$   $v_4$   $v_1$  B:  $x_1$   $x_2$  0 0 0  $-x_2$  0 0 0  $x_4$   $x_7$  0 0 0  $-x_7$  0 0  $-x_4$   $-x_1$ 

### Solution using Euler tour

- Apply parallel prefix on B.
- $i_f$ : Index of first occurance of  $v_i$  in E.
- If  $v_i$  is a leaf,  $DA(v_i) = B[i_f] + x_i$ .
- Else  $DA(v_i) = B[i_f]$ .

E:  $v_1$   $v_2$   $v_5$   $v_2$   $v_6$   $v_2$   $v_1$   $v_3$   $v_1$   $v_4$   $v_7$   $v_9$   $v_7$   $v_{10}$   $v_7$   $v_4$   $v_8$   $v_4$   $v_1$  B:  $x_1$   $x_2$  0 0 0  $-x_2$  0 0 0  $x_4$   $x_7$  0 0 0  $-x_7$  0 0  $-x_4$   $-x_1$ 

### N-body problem

```
Input: - n particles \{p_1...p_n\} at time t.

- Mass of p_i: m_i.

- Position Vector (P.V.) of p_i at time t: \overrightarrow{r_i}

- Velocity Vector (V.V.) of p_i at time t: \overrightarrow{v_i}

- Time interval t'.

Output: P.V. of all p_i's at t + t'
```

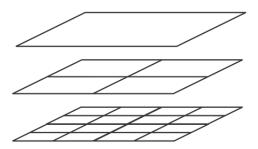
### Sequential solution

- Acceleration  $\overrightarrow{a_i}$  on  $p_i$  is assumed constant for interval  $\Delta t$ .
- Compute P.V. after time  $\Delta t$  for each particle.
- Total  $\binom{n}{2}$  computations.
- Repeat for  $\frac{t'}{\Delta t}$  iterations.
- Run-time:  $O(n^2 \frac{t'}{\Delta t})$

Evaluation of Polynomial Linear Recurrences Random number generation Sequence alignment Upward/Downward accumulation N-body problem

#### Octree

Split the space into octants (quadrants for 2-D) till each cell has one element.



Evaluation of Polynomial Linear Recurrences Random number generation Sequence alignment Upward/Downward accumulation N-body problem

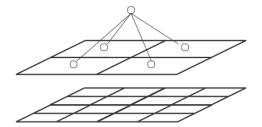
#### Octree

J



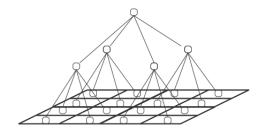
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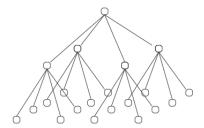
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Evaluation of Polynomial Linear Recurrences Random number generation Sequence alignment Upward/Downward accumulation N-body problem

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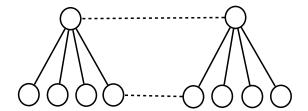


- Each leaf represents a single particle.
- Each internal node represents a cluster (cell).
- For two clusters of size  $s_i$  and  $s_j$ , acceleration can be calculated using  $s_i * s_j$  computations.
- If clusters are far away, approx. acceleration can be calculated using one computation using centers of masses.

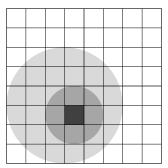
$$\bullet \ \overrightarrow{a_{ij}} = \frac{-GM}{\left|\left|\overrightarrow{r_i} - \overrightarrow{r_j}\right|\right|^3} . \left(\overrightarrow{r_i} - \overrightarrow{r_j}\right)$$

- We need collective mass  $\sum m_i$  and center of mass  $\overrightarrow{r_{cm}}$  at every cell.
- $\bullet \ \overrightarrow{r_{cm}} = \frac{\sum m_i \overrightarrow{r_i}}{\sum m_i}.$
- Both numerator and denominator can be evaluated using upward accumulation

- If parents of two cells are far away, then acceleration can be calculated between parents.
- One computation instead of 16.



- If two cells are very near, acceleration has to be calculated between children.
- Acceleration between two cells is calculated if one falls in doughnut region of other.





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- Compute partial acceleration due to cells in the doughnut region for each node.
- Compute total accelerations using downward accumulation.

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