

Data-Parallel Programming using SaC lecture 3

F21DP Distributed and Parallel
Technology

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Where do these Operations Come from?

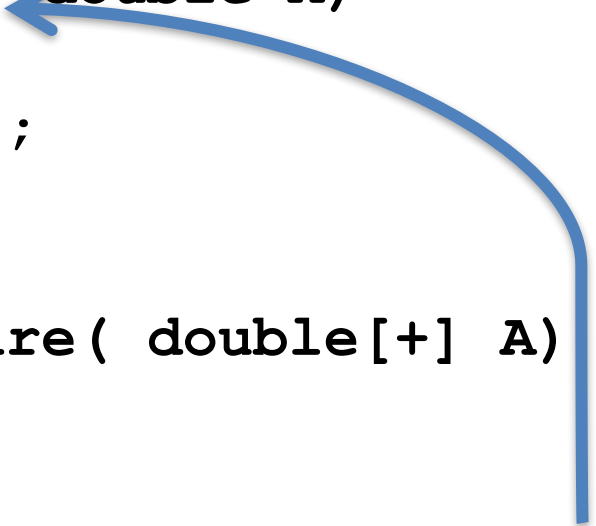
```
double l2norm( double[*] A)  
{  
    return( sqrt( sum( square( A) ) ) );  
}
```

```
double square( double A)  
{  
    return( A*A );  
}
```

Where do these Operations Come from?

```
double square( double A)
{
    return( A*A);
}
```

```
double[+] square( double[+] A)
{
    res = with {
        (. <= iv <= .) : square( A[iv]);
    } : modarray( A);
    return( res);
}
```



With-Loops

```
with {  
    ([0,0] <= iv < [3,4]) : square( iv[0]);  
} : genarray( [3,4], 42);
```

[0,0]	[0,1]	[0,2]	[0,3]
[1,0]	[1,1]	[1,2]	[1,3]
[2,0]	[2,1]	[2,2]	[2,3]



0	0	0	0
1	1	1	1
4	4	4	4

indices

values

With-Loops

```
with {
  ([0,0] <= iv <= [1,1]) : square( iv[0]);
  ([0,2] <= iv <= [1,3]) : 42;
  ([2,0] <= iv <= [2,2]) : 0;
} : genarray( [3,4], 21);
```

[0,0]	[0,1]	[0,2]	[0,3]
[1,0]	[1,1]	[1,2]	[1,3]
[2,0]	[2,1]	[2,2]	[2,3]



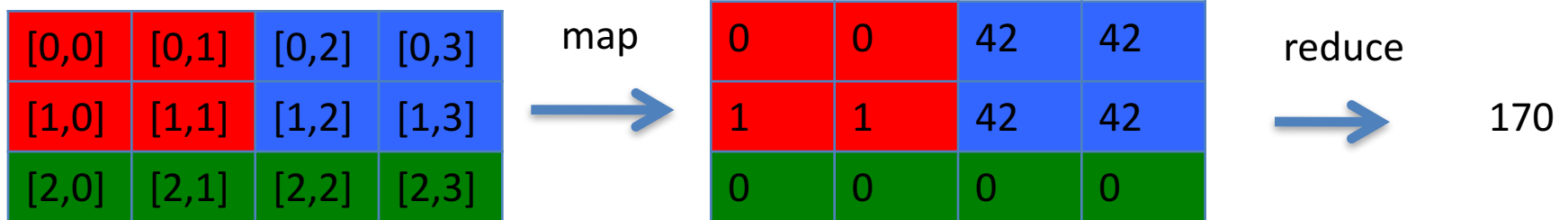
0	0	42	42
1	1	42	42
0	0	0	21

indices

values

With-Loops

```
with {
  ([0,0] <= iv <= [1,1]) : square( iv[0]);
  ([0,2] <= iv <= [1,3]) : 42;
  ([2,0] <= iv <= [2,3]) : 0;
} : fold( +, 0);
```



indices

values

Set-Notation and With-Loops

```
{ iv -> a[iv] + 1 }
```



```
with {  
    ( 0*shape(a) <= iv < shape(a) ) : a[iv] + 1;  
} : genarray( shape( a), zero(a) )
```

Observation

- most operations boil down to With-loops
- With-Loops are **the** source of concurrency

Modules and Namespaces

```
Module A;
export all;

int foo()
{...}

int bar()
{...}
```

Defines a *namespace* "A"

lives in "MAIN"

```
int foo()
{...}

int main()
{
    x = A::foo();
    y = A::bar();
    z = foo();
    ...
}
```

```
int main()
{
    x = A::foo();
    y = A::bar();
    ...
}
```

refers to "A"

Using Modules...

```
Module A;
export all;
```

```
int foo()
{...}
```

```
int bar()
{...}
```

makes all symbols of
"A" directly *usable* in
"MAIN"

```
use A: all;
```

```
int foo()
{...}
```

```
int main()
{
    x = A::foo();
    y = bar();
    z = foo();
    ...
}
```

```
use A: all
    except {foo};
```

```
int foo()
{...}
```

```
int main()
{
    x = A::foo();
    y = bar();
    z = foo();
    ...
}
```

```
use A: all;
```

```
int main()
{
    x = foo();
    y = bar();
    ...
}
```

Modules and Overloading

```
Module A;
export all;

int foo( int[*] a)
{...}
```

literally *imports* all definitions
from "A"

```
import A: all;

int foo( int[.] v)
{...}

int main()
{
    ...
    x = foo( y);
    ...
}
```

?

inhibits imports but allows uses

```
Module B;
provide all;

int foo( int[*] a)
{...}
```

States in SaC


```
Class stack;  
classtype int[100];  
export all;  
  
stack createStack()  
{...}  
stack push( stack s, int val)  
{ ...}
```

introduces new type "stack"

defines the representation of the type "stack"

```
use stack: all;  
  
int main()  
{  
    S = createStack();  
    S = push( S, 10);  
    S = push( S, 42);  
    ...  
}
```

```
use stack: all;  
  
int main()  
{  
    S = createStack();  
    S1 = push( S, 10);  
    S2 = push( S, 42);  
    ...  
}
```



can be done destructively!

Reference Parameters

```

Class stack;
classtype int[100];
export all;

stack createStack()
{...}
void push( stack &s, int val)
{ ...}

```

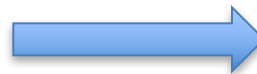
declares that a modified version of
s is returned

```

use stack: all;

int main()
{
    S = createStack();
    push( S, 10);
    push( S, 42);
    ...
}

```



```

use stack: all;

int main()
{
    S = createStack();
    S = push( S, 10);
    S = push( S, 42);
    ...
}

```

internally transformed

Global Objects!!

```

Class stack;
classtype int[100];
export all;

objdef stack myS= createStack();
stack createStack()
{...}
void push(int val)
{ ...myS...}

```

```
use stack: all;
```

```

int main()
{
    push( 10);
    push( 42);
    ...
}

```



```
use stack: all;
```

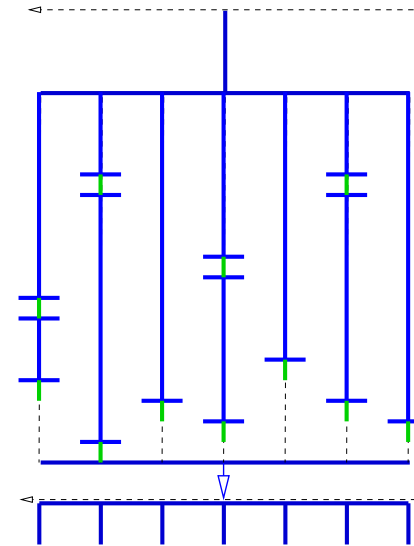
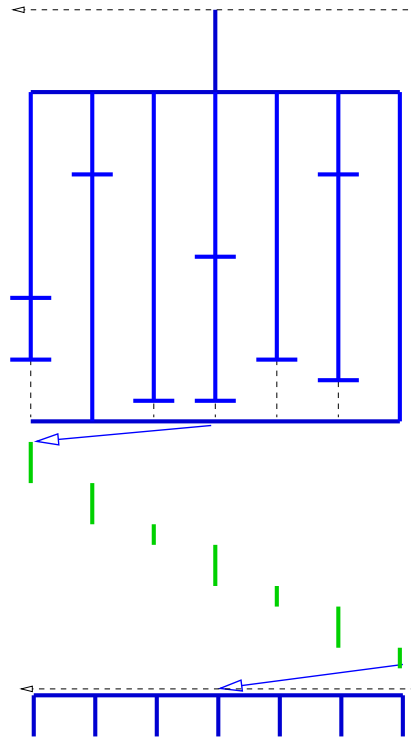
```

int main()
{
    myS = createStack();
    myS = push( myS, 10);
    myS = push( myS, 42);
    ...
}

```

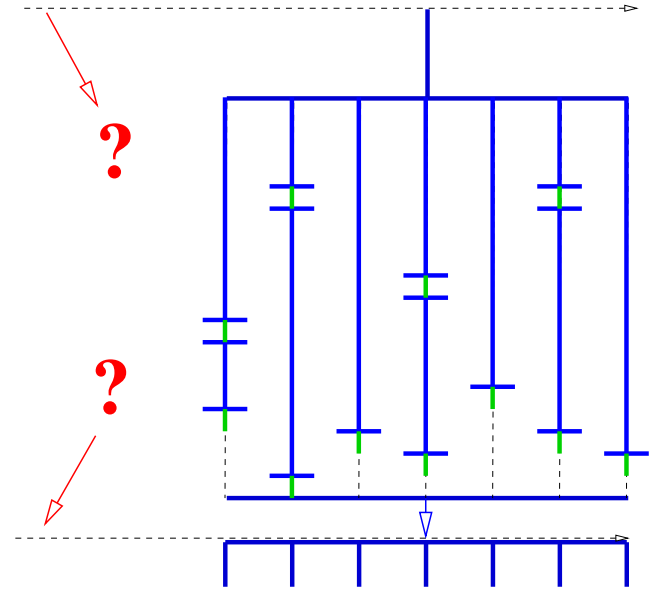
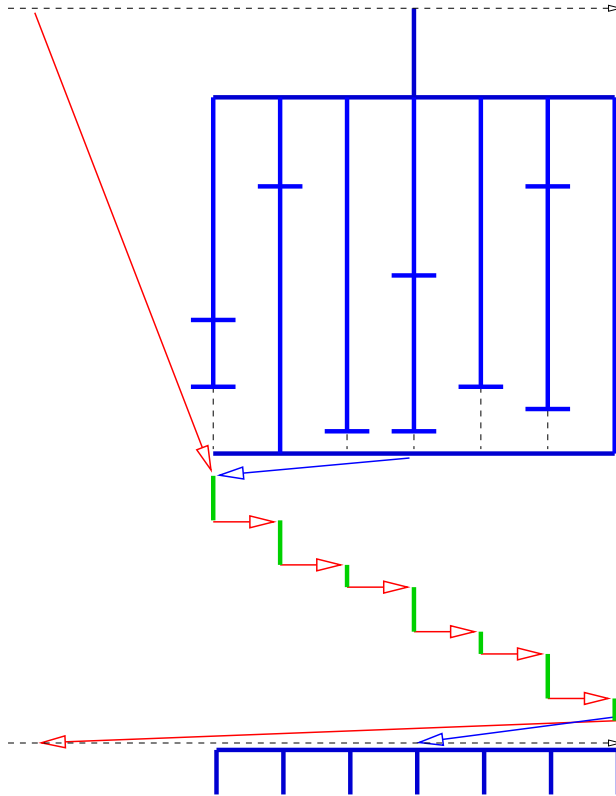
internally transformed

Asynchronous I/O?

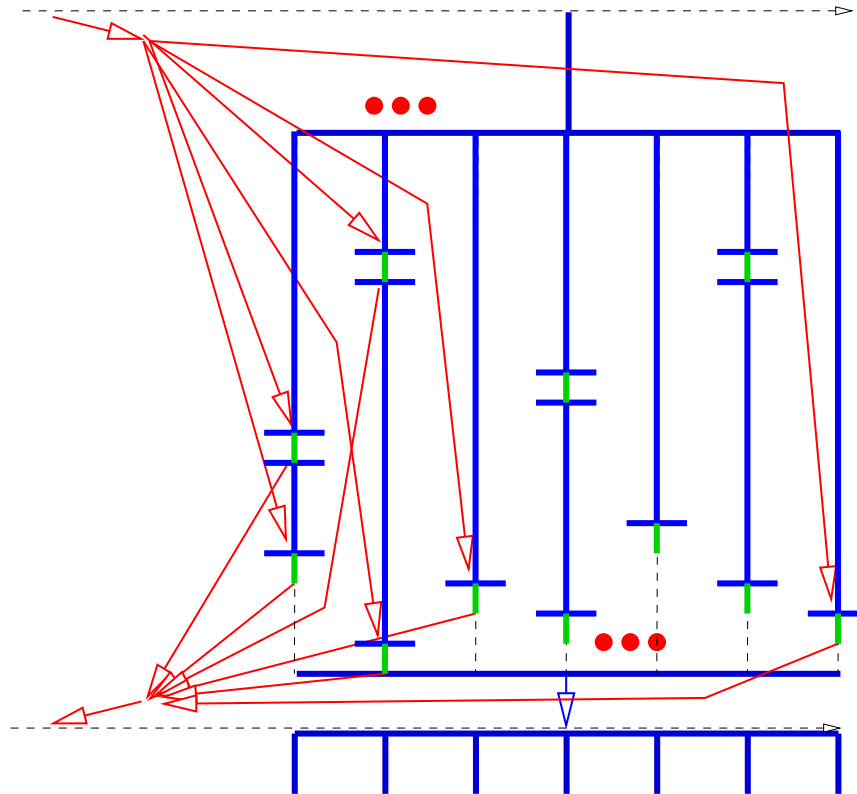


- scales with #cores
- improves debugging
- enables visualisation

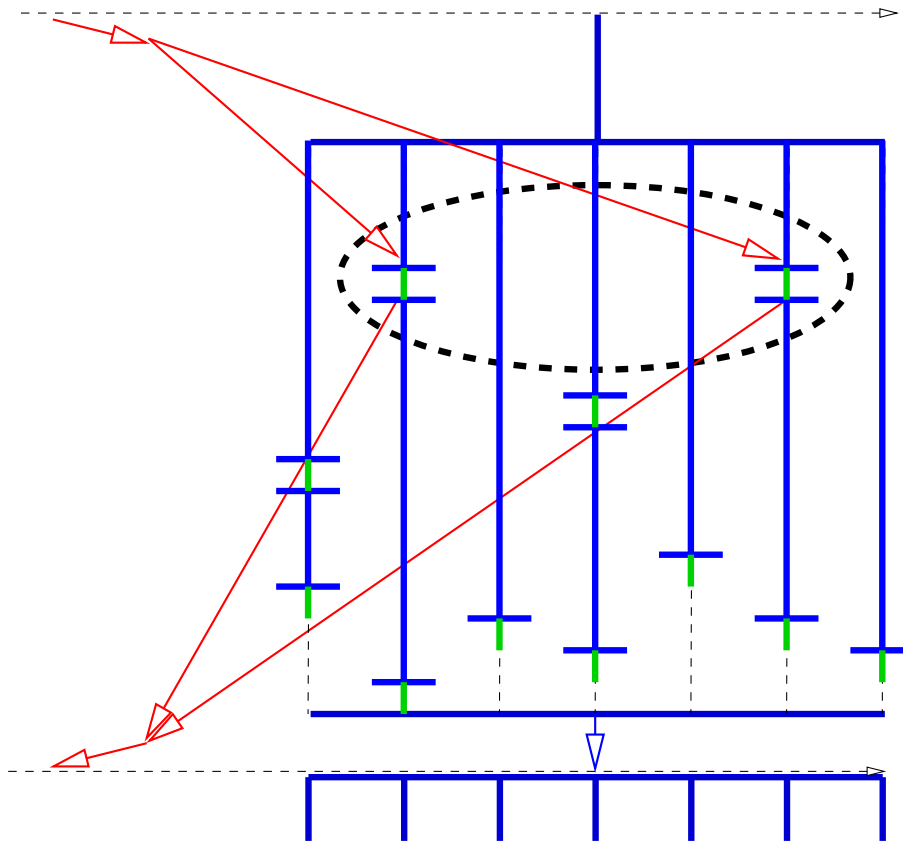
But how to model the data dependencies?



Attempt #1: Split State

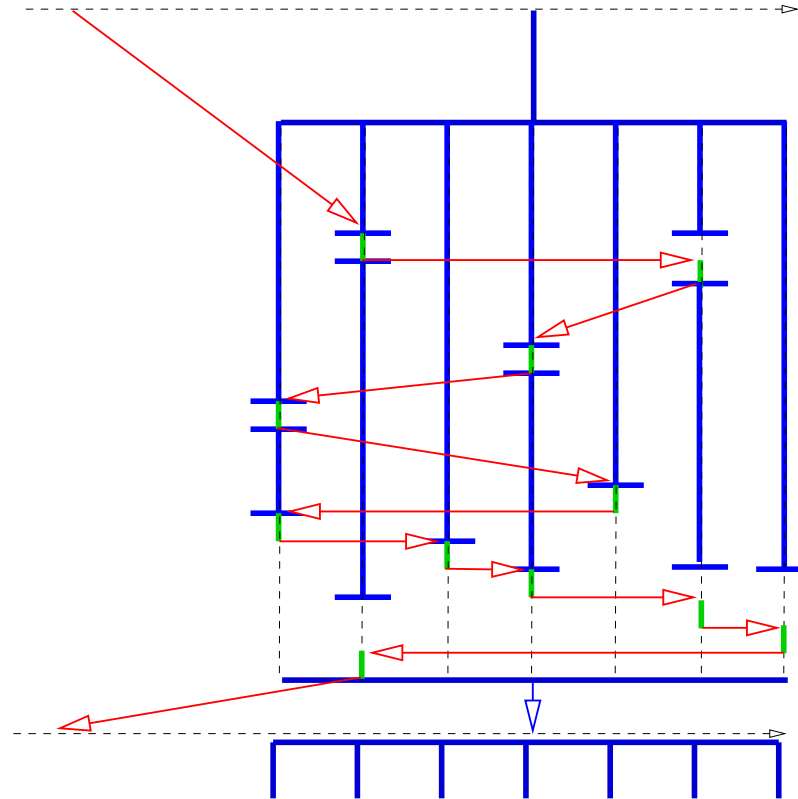


Attempt #1: Split State



may not be possible!

Solution: Non-Deterministic Order!



Practical Consequence

```
with {  
    ([0] <= [i] <[10]) {  
        printf( "Hi, I am # %d\n", i);  
    }  
} : void
```

is legal SaC!!

Practical Consequence

```
with {
  ([0] <= [i] <[10]) {
    printf( "Hi, I am # %d\n", i);
  } : void;
} : void ;
```



translates into

```
stdout = with {
  ([0] <= [i] <[10]) {
    stdout = printf( stdout,
                    "Hi, I am # %d\n", i);
  } : stdout;
} : propagate( stdout);
```