ECE574: Cluster Computing – Homework 4
POSIX Threads (pthreads)

Due: Friday 16 February 2024, 5:00pm

1. **Background**

   - In this homework we will take the sobel code from HW#3 and parallelize it using pthreads.
   - A good tutorial on pthreads can be found here:
     `https://hpc-tutorials.llnl.gov/posix/`

2. **Setup**

   - For this assignment, log into the same Haswell-EP machine we used in previous homeworks. As a reminder, use the username handed out in class and ssh in like this
     `ssh -p 2131 username@weaver-lab.eece.maine.edu`
   - Download the code template from the webpage. You can do this directly via
     `wget https://web.eece.maine.edu/~vweaver/classes/ece574/ece574_hw4_code.tar.gz`
     to avoid the hassle of copying it back and forth.
   - Decompress the code
     `tar -xzvf ece574_hw4_code.tar.gz`
   - Run `make` to compile the code.
   - You may use your own code from HW#3 as a basis for this assignment. (If you had trouble with HW#3, I provide some simple (but poorly-optimized) sample code `sobel_serial.c` you can use instead). If you wish to use your own code, just copy your `sobel.c` file from HW#3 over top of the provided `sobel_coarse.c` file in the HW#4 directory.

3. **Coarse-grained Parallel Code (6 points)**

   Implement simple two-thread parallelism where you run sobel_x and sobel_y in parallel, but then join and do the combine step serially.

   - Edit the file `sobel_coarse.c`
   - Convert the code to use pthreads.
   - You may need to add `#include <pthread.h>`
   - Modify generic_convolve to be of `void *` type and take one `void *` argument. You will have to create a `struct` to hold the values you want to pass in and do some casting back and forth from the void pointer. This is some tricky C coding, so the provided `sobel_coarse.c` example shows you how to do this.
   - Create one thread for each convolve operation using `pthread_create()`
   - Once both threads are running, have the main thread wait for them using `pthread_join()`
   - Be sure to comment your code!
   - Compare the results generated to make sure they match the output given by your HW#3 code.

- **Report results gathered on haswell-ep**: run your code using
  `sbatch time_sobel.sh`
  Which will use the provided `space_station_hires.jpg`
  Report how long it takes to run compared to the time taken by your single-threaded HW#3 code (or, alternately, compare against the provided `sobel_serial` code).

4. **Instrument with PAPI (1 point)**

   Ideally PAPI should run just fine on multi-threaded code, but it sometimes can have some issues. So for this homework we will use a different feature of PAPI, which is using it to gather time results rather than performance counter results.

   - If using your own code from HW#3, you can comment out the code that creates the eventset and starts/stops it, we won't be needing that.
   - With PAPI you can gather a current timestamp with microsecond granularity via `PAPI_get_real_usec()`.
   - To measure how long a routine is, just measure the timestamp before and after, then subtract. The value is a 64-bit one, so make sure you assign it to a value of type `long long` and print it using the `"%lld"` option in `printf()`.
   - **Have your code measure and print the following values:**
     (a) Total Convolution time (from just before you start the convolution to after both sobelx and sobely finish)
     (b) Combine time (from before the combine starts to after it finished)
     (c) JPEG Load Time
     (d) JPEG Store Time

5. **Fine-grained Parallelism (2 points)**

   Getting more parallelism out of our code is possible, but is a bit more difficult. In this part we will attempt to parallelize the convolution code internally. Note: this can be complicated to get fully working.

   - Instead of doing simple 2-thread parallelism, parallelize the entire code base at a fine-grained level.
   - Copy your `sobel_coarse.c` file over `sobel_fine.c` and then modify `sobel_fine.c`
   - Split up each operation into N number of parts, where N is the `num_threads` value set by a command line argument (run your code as
     `./sobel_fine butterfinger.jpg 4`
     for four threads.
     – Each element of the sobel operation is independent, so you can split up the input image into arbitrary sizes (say 8 for this example).
     – Create 8 threads, run sobel_x in parallel (each on 1/8th), join when done.
     – You will need to modify your `convolve()` function to take start/stop parameters, and only operate on the values from start to stop.

  - **required:** have your `convolve()` function print the `starty` and `endy` values! This is the most common thing to get wrong and by printing them you can check to be sure the code is doing what you expect.
  - Also be sure to run sobel_y in parallel, and also modify combine() in a similar way.
- If your image is not an integer multiple of N you will need to have fixup code at the end to make sure the edges get processed properly. The easiest way to do this is for the last chunk set the end value to the end of the array rather than the calculated value.
- **Record the total time (using time) as well as the PAPI timing measurements for 1, 2, 4, and 8 threads in the README file.**
- Also report the speedup (compared to the 1 thread result) for 2, 4, and 8 threads.

6. **Question (1 pt)**

   Put the answer to the following question in the README file.

   (a) You are running multi-threaded pthread code, and you have the following two functions that can be called by multiple threads at a time. To protect the critical sections, mutexes are used.

   Can anything go wrong with this code? If so, describe a path through the code that can trigger a failure. What is this type of failure called?

```
void function_one(void) {
    pthread_mutex_lock(&mutex1);
    pthread_mutex_lock(&mutex2);
    /* critical section */
    pthread_mutex_unlock(&mutex2);
    pthread_mutex_unlock(&mutex1);
}

void function_two(void) {
    pthread_mutex_lock(&mutex2);
    pthread_mutex_lock(&mutex1);
    /* critical section */
    pthread_mutex_unlock(&mutex1);
    pthread_mutex_unlock(&mutex2);
}
```

7. **Submitting your work.**

   - Be sure to edit the README to include your name, as well as the timing results, and any notes you want to add about your something cool.
   - Run `make submit` and it should create a file called `hw04_submit.tar.gz`.
   - Hint: To copy the file from the server to your local machine you can use scp. On Linux/MacOS on your local machine you can do something like:
     `scp -P2131 ece574-0@weaver-lab.eece.maine.edu:hw04_submit.tar.gz .`
     you will have to adjust your username. Note it's capital P for the port option. After the colon you can put the relative path from your home directory. The . by itself at the end means copy to the current directory on the machine you're running it on.
   - e-mail the file to me by the homework deadline.