OpenMP Reduction Case Study: Trapezoid Integration Example

Find the area under the curve \( y = \sin(x) \) for \( 0 \leq x \leq \pi \) using the Trapezoid Rule

Don’t do it this way!

```c
const double A = 0.;
const double B = M_PI;
double dx = (B - A) / (float) (numSubdivisions - 1);
double sum = ( Function(A) + Function(B) ) / 2;
omp_set_num_threads( numThreads );
#pragma omp parallel for default(none), shared(dx,sum)
for( int i = 1; i < numSubdivisions - 1; i++ )
{
    double x = A + dx * (float) i;
    double f = Function( x );
    sum += f;
}
sum *= dx;
```

- There is no guarantee when each thread will execute this line
- There is not even a guarantee that each thread will finish this line before some other thread interrupts it.

The answer should be 2.0 exactly, but in 30 trials, it’s not even close.

And, the answers aren’t even consistent. Why?

Trial  #  sum

0.469635  0.398893
0.517984  0.446419
0.438868  0.431204
0.437553  0.501783
0.398781  0.334996
0.506564  0.484124
0.489211  0.506362
0.584610  0.448226
0.476670  0.434737
0.530658  0.444819
0.500062  0.442432
0.672593  0.548837
0.411158  0.363092
0.408718  0.544778
0.523448  0.356299

The answer should be 2.0 exactly, but in 30 trials, it’s not even close.

And, the answers aren’t even consistent. Why?

Do it this way!

```c
const double A = 0.;
const double B = M_PI;
double dx = (B - A) / (float) (numSubdivisions - 1);
omp_set_num_threads( numThreads );
double sum = ( Function(A) + Function(B) ) / 2;
#pragma omp parallel for default(none),shared(dx,sum)
for( int i = 1; i < numSubdivisions - 1; i++ )
{
    double x = A + dx * (float) i;
    double f = Function( x );
    sum += f;
}
sum *= dx;
```
Computer Graphics

#pragma omp parallel for shared(dx), reduction(+:sum)
for (int i = 0; i < numSubdivisions; i++) {
    double x = A + dx * (float) i;
    double f = Function(x);
    sum += f;
}

#pragma omp parallel for shared(dx)
for (int i = 0; i < numSubdivisions; i++) {
    double x = A + dx * (float) i;
    double f = Function(x);
#pragma omp atomic
    sum += f;
}

#pragma omp parallel for shared(dx)
for (int i = 0; i < numSubdivisions; i++) {
    double x = A + dx * (float) i;
    double f = Function(x);
#pragma omp critical
    sum += f;
}

There are Actually Three Ways to Make the Summing Work Correctly:

1. **Reduction**
   - Uses a built-in hardware instruction.
   - Reduces the scheduler interrupts during the critical section.

2. **Atomic**
   - Enables the scheduler interrupts during the critical section.

3. **Critical**
   - Disables the scheduler interrupts during the critical section.

**Speed of using Reduction vs. Atomic vs. Critical**

1. **Reduction**
2. **Atomic**
3. **Critical**

**Two Reasons Why Reduction is so Much Better in this Case**

1. Reduction secretly creates a temporary private variable for each thread’s running sum. Each thread adding into its own running sum doesn't interfere with any other thread adding into its own running sum, and so threads don't need to slow down to get out of the way of each other.

2. Reduction automatically creates a binary tree structure, like this, to add the N running sums in log2N time instead of N time.

**If You Understand NCAA Basketball Brackets, You Understand Reduction**

![NCAA Basketball Brackets](source: ESPN)

**Why Not Do Reduction by Creating Your Own sums Array, one for each Thread?**

```c
float *sums = new float[omp_get_num_threads()];
for (int i = 0; i < omp_get_num_threads(); i++) {
    sums[i] = 0;
}
#pragma omp parallel for private(myPartialSum), shared(sums)
for (int i = 0; i < N; i++) {
    myPartialSum = …
    sums[omp_get_thread_num()] += myPartialSum;
}
float sum = 0;
for (int i = 0; i < omp_get_num_threads(); i++) {
    sum += sums[i];
}
delete[] sums;
```

- This seems perfectly reasonable, it works, and it gets rid of the problem of multiple threads trying to write into the same reduction variable.
- The reason we don’t do this is that this method provokes a problem called False Sharing. We will get to that when we discuss caching.