
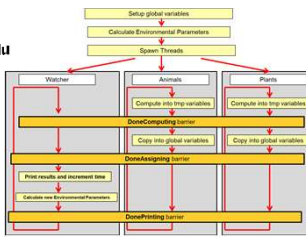


# Functional (Task) Decomposition



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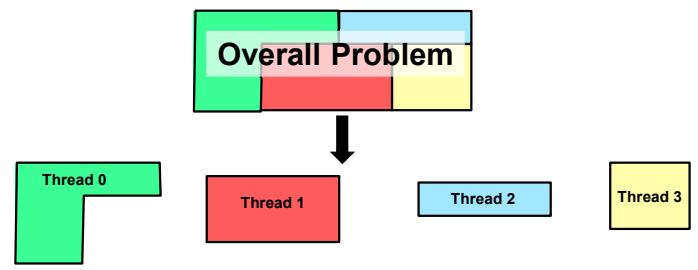


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# The Functional (or Task) Decomposition Design Pattern



A good example of this is the computer game *SimPark*.

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# The Functional (or Task) Decomposition Design Pattern

Climate

Animals

Plants

Money



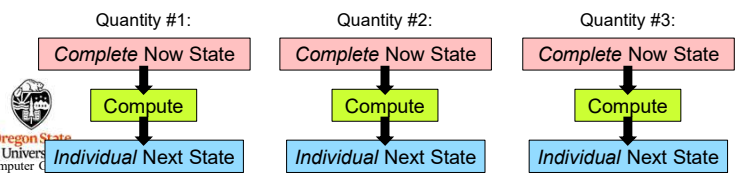
Credit: Maxis (Sim Park)

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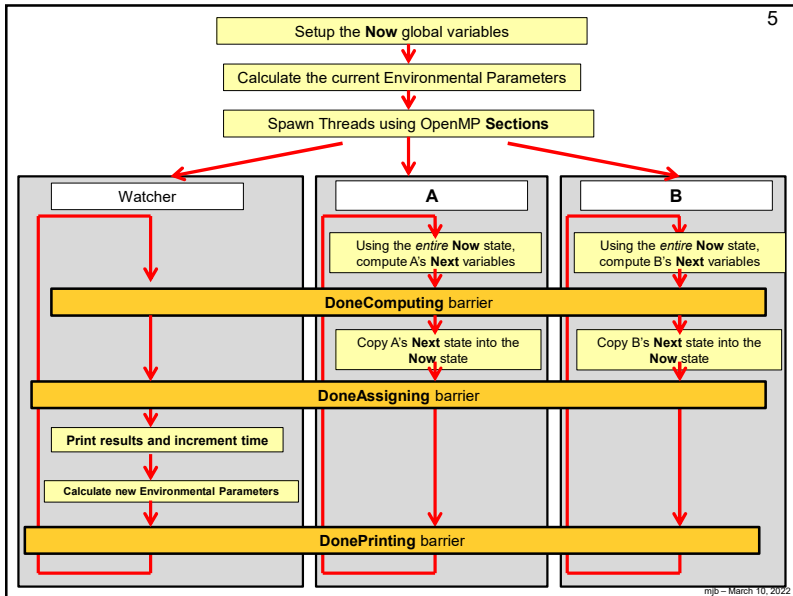
# How is this different from Data Decomposition (such as the OpenMP for-loops)

- This is done less for performance and more for programming convenience.
- This is often done in simulations, where each quantity in the simulation needs to make decisions about what it does *next* based on what it and all the other quantities are doing *right now*.
- Each quantity takes *all* of the "Now" state data and computes its own "Next" state.
- The biggest trick is to synchronize the different quantities so that each of them is seeing only what the others' data are *right now*. Nobody is allowed to switch their data states until they are *all* done consuming the current data and thus are ready to switch together.
- The synchronization is accomplished with barriers.



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### The Functional Decomposition Design Pattern

```

int
main( int argc, char *argv[] )
{
    ...
    omp_set_num_threads( 3 );
    InitBarrier( 3 );           // don't worry about this for now, we will get to this later

    #pragma omp parallel sections
    {
        #pragma omp section
        {
            Watcher( );
        }

        #pragma omp section
        {
            Animals( );
        }

        #pragma omp section
        {
            Plants( );
        }
    } // implied barrier -- all functions must return to get past here
}

```

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### The Functional Decomposition Design Pattern

```

void
Watcher( )
{
    while( << You decide how to know when finished? >> )
    {
        // do nothing
        WaitBarrier( );      // 1.

        // do nothing
        WaitBarrier( );      // 2.

        << write out the "Now" state of data >>

        << advance time and re-compute all environmental variables >>

        WaitBarrier( );      // 3.
    }
}

```

Setup the **Now** global variables

Calculate the current Environmental Parameters

Spawn Threads

Watcher

Animals

Plants

Using the **Now** state, compute the **Next** variables

Using the **Now** state, compute the **Next** variables

1. DoneComputing barrier

Copy the **Next** state into the **Now** variables

Copy the **Next** state into the **Now** variables

2. DoneAssigning barrier

Print results and increment time

Calculate new Environmental Parameters

3. DonePrinting barrier

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### The Functional Decomposition Design Pattern

```

void
Animals( )
{
    while( << You decide how to know when finished? >> )
    {
        int nextXXX= << function of what all states are right Now >>

        WaitBarrier( );      // 1.

        NowXXX = nextXXX;    // copy the computed next state to the Now state

        WaitBarrier( );      // 2.

        // do nothing
        WaitBarrier( );      // 3.
    }
}

```

Setup the **Now** global variables

Calculate the current Environmental Parameters

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Watcher

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Using the **Now** state, compute the **Next** variables

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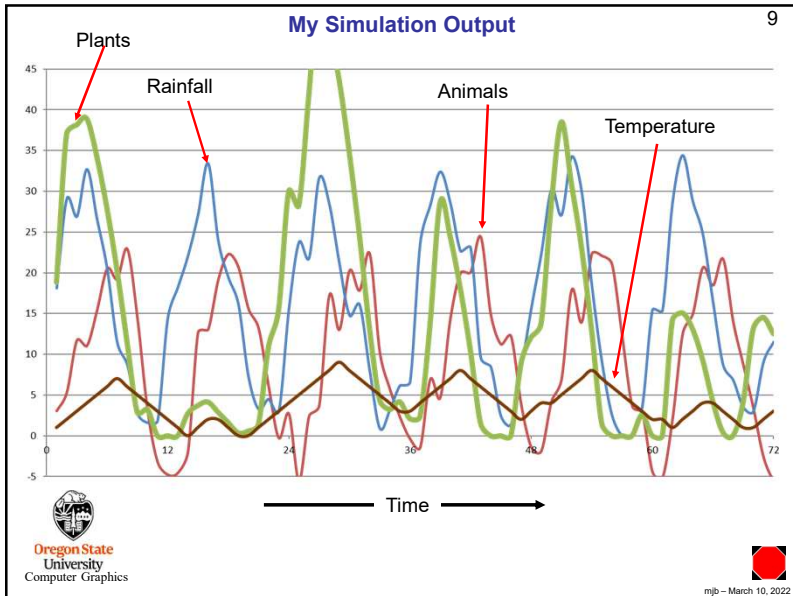
Print results and increment time

Calculate new Environmental Parameters

3. DonePrinting barrier

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### You Might Have to Make Your Own Barrier Function

Why can't we just use `#pragma omp barrier` ?

The Functional Decomposition is a good example of when you sometimes can't.

**There are two ways to think about how to allow a program to use a barrier:**

1. Let the barrier happen at a specific *location* in the code
2. Let the barrier work after a specific *number of threads* have gotten there

- g++ allows both #1 and #2
- Visual Studio *requires* #1
- The Functional Decomposition shown here wants to have #2, because the barriers need to be in different functions

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### Sometimes You Have to Make Your Own Barrier Function

```

omp_lock_t Lock;
int NumInThreadTeam;
int NumAtBarrier;
int NumGone;

void
InitBarrier(int n)
{
    NumInThreadTeam = n;           // number of threads you want to block at the barrier
    NumAtBarrier = 0;
    omp_init_lock( &Lock );
}

void
WaitBarrier()
{
    omp_set_lock( &Lock );
    {
        NumAtBarrier++;
        if( NumAtBarrier == NumInThreadTeam ) // release the waiting threads
        {
            NumGone = 0;
            NumAtBarrier = 0;
            // let all other threads return before this one unlocks:
            while( NumGone != NumInThreadTeam - 1 );
            omp_unset_lock( &Lock );
            return;
        }
    }
    omp_unset_lock( &Lock );
    while( NumAtBarrier != 0 ); // all threads wait here until the last one arrives ...
    #pragma omp atomic
    NumGone++; // ... and sets NumAtBarrier to 0
}
    
```

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### The WaitAtBarrier() Logic

Thread #0	Thread #1	Thread #2	NumInThreadTeam	NumAtBarrier	NumGone
			3	0	
Calls WaitBarrier()			3	0	
Sets the lock			3	0	
Increments NumAtBarrier			3	1	
NumAtBarrier != NumInThreadTeam			3	1	
Unsets the lock			3	2	
Stuck at while-loop #2			3	1	
	Calls WaitBarrier()		3	1	
	Sets the lock		3	1	
	Increments NumAtBarrier		3	2	
	NumAtBarrier != NumInThreadTeam		3	2	
	Unsets the lock		3	2	
	Stuck at while-loop #2		3	2	
		Calls WaitBarrier()	3	2	
		Sets the lock	3	2	
		Increments NumAtBarrier	3	3	
		NumAtBarrier == NumInThreadTeam	3	3	
		Sets NumGone	3	3	0
		Sets NumAtBarrier	3	0	0
		Stuck at while-loop #1	3	0	0
Falls through while-loop #2			3	0	0
Increments NumGone			3	0	1
Returns			3	0	1
	Falls through while-loop #2		3	0	2
	Increments NumGone		3	0	2
	Returns		3	0	2
		Falls through while-loop #1	3	0	2
		Unsets the lock	3	0	2
		Returns	3	0	2

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