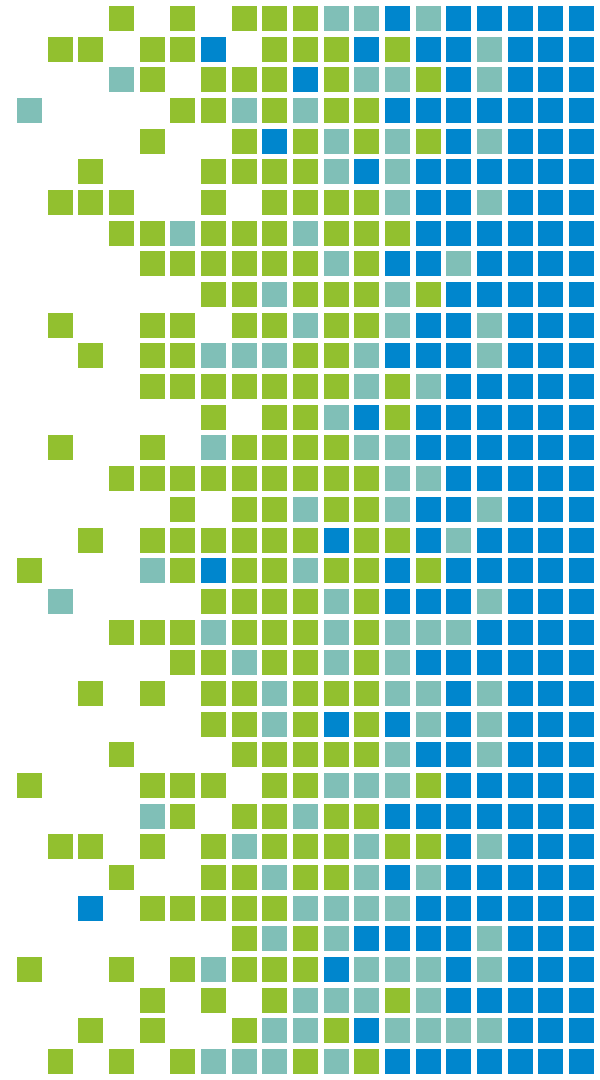




# An Overview of OpenMP

SoHPC, 2021



# Outline



- What is OpenMP
- Terminology
- Timeline
- Code Design
- Directives and compiling

- is an API for shared-memory parallel computing;
- is an open standard for portable and scalable parallel programming, multi-platform;
- is flexible and easy to implement;
- is a specification for a set of compiler directives, library routines, and environment variables;
- is designed for C, C++ and Fortran.

# OpenMP<sup>®</sup>

*The OpenMP API specification for parallel programming*

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## 17th International Workshop on OpenMP

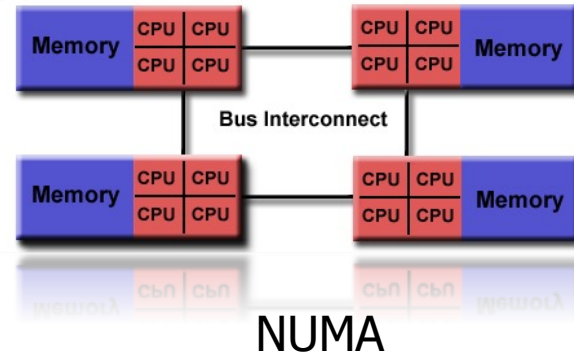
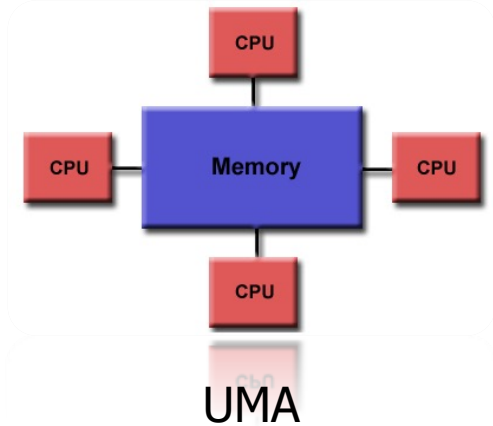
15-17 September 2021 | University of Bristol, UK.

CALL FOR PAPERS - DEADLINE: 14 MAY

### Latest News



OpenMP is designed for multi-processor/core UMA or NUMA shared memory systems.

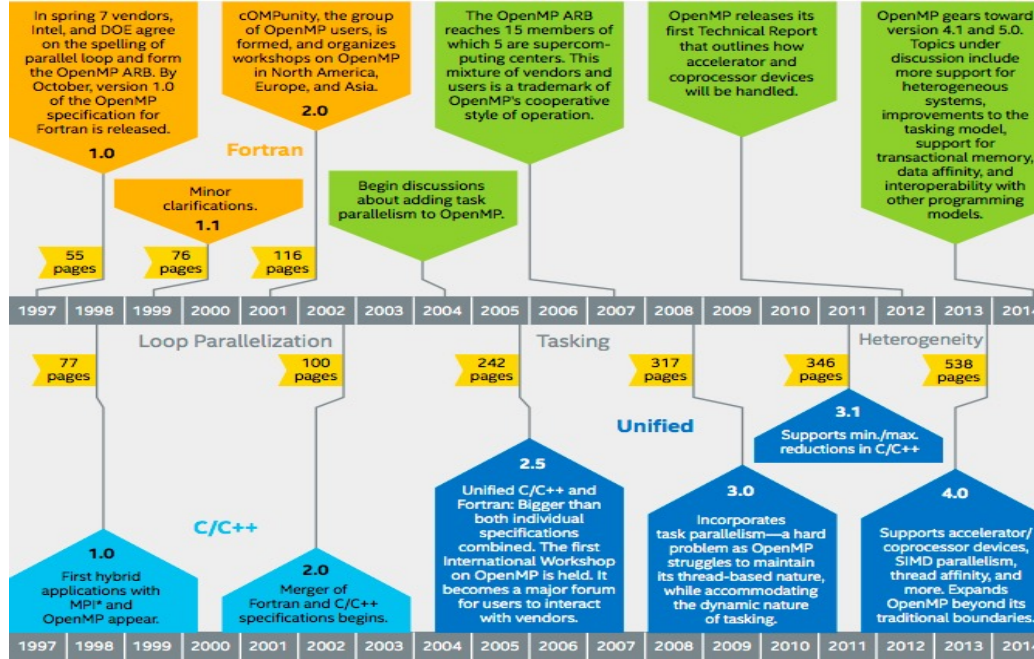


# Terminology



- OpenMP thread: a is an instance of a program + its data.
- thread team: a set of threads which co-operate on a task
- master thread: the thread which co-ordinates the team
- thread-safe: correctly executed by multiple threads
- OpenMP directive: line of code with meaning only to certain compilers
- construct: an OpenMP executable directive
- clause: controls the scoping of variables during the execution

# Timeline



# Timeline



- 2
  - Loop parallelization.
- 3
  - Task parallelization + extension to loop construct
- 3.1
  - Thread affinity + more loop functionality
- 4.0
  - Support for vectorization and accelerators. More features for affinity.
  - Task dependency
- 4.5
  - Taskloop construct.
- 5
  - Task reduction



# Writing and OpenMP App



- Identify compute intensive tasks in serial code
  - Ideally, these tasks can be worked on independently of the others.
- Map tasks onto “threads of execution” (processors/cores)
- Decide data type. Threads have *shared* and *private* data
  - Shared: used by more than one thread
  - Private: local to each thread
- Write source code using compiler directives and RTL functions.
- Choices may depend on (among many things)
  - The nature of the problem
  - The level of performance needed
- Decide the necessary environment variables.

# Main components



- Compiler Directives and Clauses: appear as pragmas in C/C++ and comments in Fortran, executed when the appropriate OpenMP flag is specified
  - Control
    - how is parallelism created?
    - what ordering is there between operations?
  - Synchronization
    - What operations are used to coordinate parallelism ?
    - What operations are atomic (indivisible)?
  - Data
    - What data is private or shared?
    - How is logically shared data accessed or communicated?

# Main components



## C/C++:

```
#pragma omp directive-name [clause[clause]...]  
{...}
```

## Fortran free form:

```
!$omp directive-name [clause[clause]...]  
...  
!$omp end directive-name
```

## Fortran fixed form:

```
!$omp | c$omp | *$omp directive-name [clause[clause]...]  
...  
!$omp | c$omp | *$omp end directive-name
```

## Compiling:

	Compiler	Flag
Intel	icc (C) icpc (C++) ifort (Fortran)	-qopenmp
GNU	gcc (C) g++ (C++) g77/gfortran (Fortran)	-fopenmp

See: <http://openmp.org/wp/openmp-compilers/> for the full list.

**Thank You**

**Any questions?**