

# Chapel: Data Parallelism

# Data vs. Task Parallelism (Our Definitions)

## Data Parallelism:

- parallelism is driven by collections of data
  - data aggregates (arrays)
  - sets of indices (ranges, domains)
  - other user-defined collections
- e.g., “for all elements in array A ...”

## Task Parallelism:

- parallelism is expressed in terms of distinct computations
- e.g., “create a task to do foo() while another does bar()”

*(Of course, data parallelism is executed using tasks and task parallelism typically operates on data, so the line can get fuzzy at times...)*

# "Hello World" in Chapel: a Data Parallel Version

- Data Parallel Hello World

```
config const numIters = 100000;

forall i in 1..numIters do
    writeln("Hello, world! ",
           "from iteration ", i, " of ", numIters);
```

# Outline

- Domains and Arrays
  - Rectangular Domains and Arrays
  - Iterations and Operations
- Other Domain Types
- Reductions and Scans
- Jacobi Iteration Example

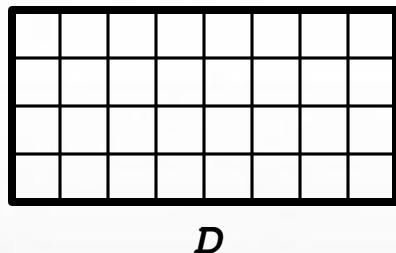
# Domains

**Domain:** A first-class index set

- A fundamental Chapel concept for data parallelism
- A generalization of ZPL's *region* concept
- Domains may optionally be distributed

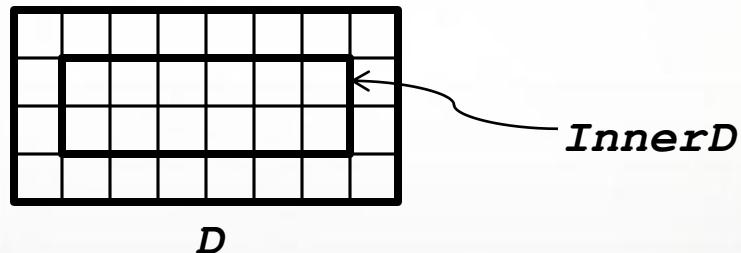
# Sample Domains

```
config const m = 4, n = 8;  
  
var D: domain(2) = [1..m, 1..n];
```



# Sample Domains

```
config const m = 4, n = 8;  
  
var D: domain(2) = [1..m, 1..n];  
  
var InnerD: subdomain(D) = [2..m-1, 2..n-1];
```



# Domains Define Arrays

- Syntax

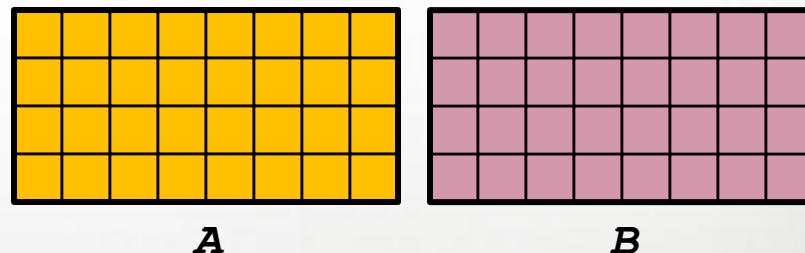
```
array-type:  
  [ domain-expr ] elt-type
```

- Semantics

- Stores element for each index in *domain-expr*

- Example

```
var A, B: [D] real;
```



- Earlier example, revisited

```
var A: [1..3, 1..5] real; // [1..3, 1..5] is an  
// anonymous domain
```

# Domain Iteration

- For loops (discussed already)
  - Execute loop body once per domain index, serially

```
for i in InnerD do ...
```

1	2	3	4	5	6		
7	8	9	10	11	12		

- Forall loops
  - Executes loop body once per domain index, in parallel
  - Loop must be *serializable* (executable by one task)

```
forall i in InnerD do ...
```

•	•	•	•	•	•	•	
•	•	•	•	•	•	•	

- Loop variables take on **const** domain index values

# Other forall Loops

Forall loops also support...

- A shorthand notation:

```
[ (i,j) in D] A[i,j] = i + j/10.0;
```

- Expression-based forms:

```
A = forall (i,j) in D do i + j/10.0;
```

```
A = [ (i,j) in D] i + j/10.0;
```

1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8
2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8
3.1	3.2	3.3	3.4	3.5	3.6	3.7	3.8
4.1	4.2	4.3	4.4	4.5	4.6	4.7	4.8

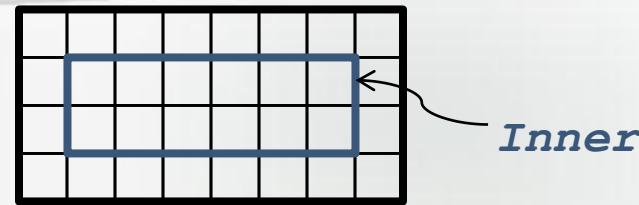
**A**

# Domain Algebra

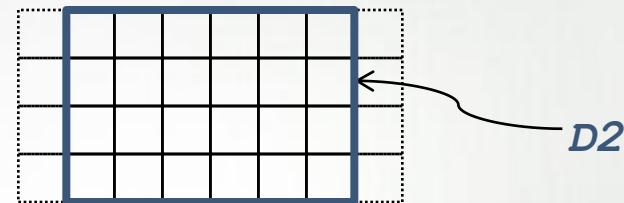
Domain values support...

- Methods for creating new domains

```
var D2 = InnerD.expand(1, 0);
```

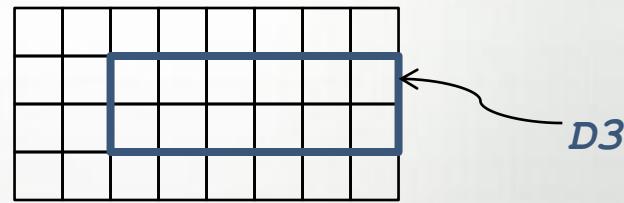


*D*



*D2*

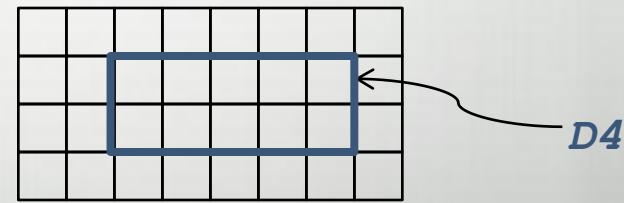
```
var D3 = InnerD.translate(0, 1);
```



*D3*

- Intersection via Slicing

```
var D4 = D2[D3];
```



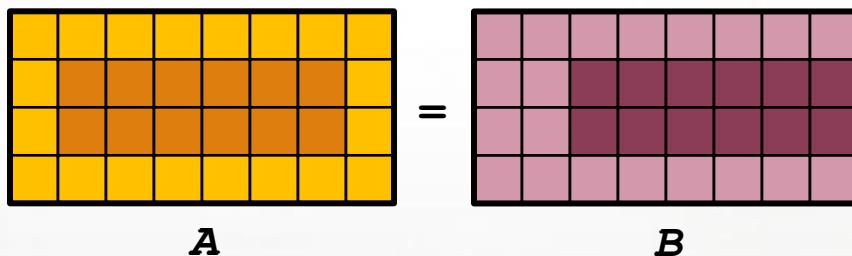
*D4*

- Range operators (e.g., #, by)

# Sub-Arrays/Array Slicing

Indexing into arrays with domain values results in a sub-array expression (an “array slice”)

```
A[InnerD] = B[InnerD.translate(0,1)];
```

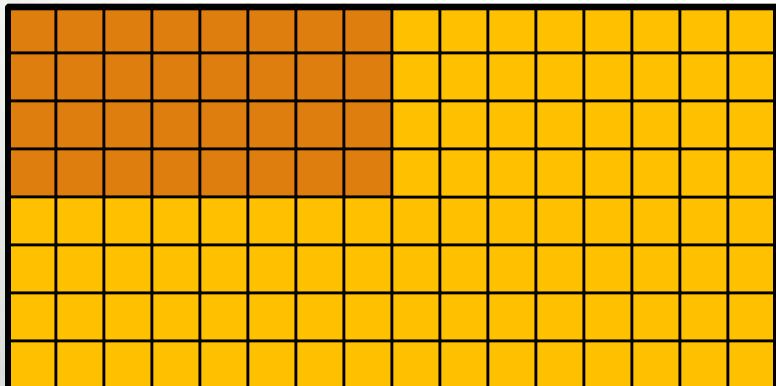


# Array Reallocation

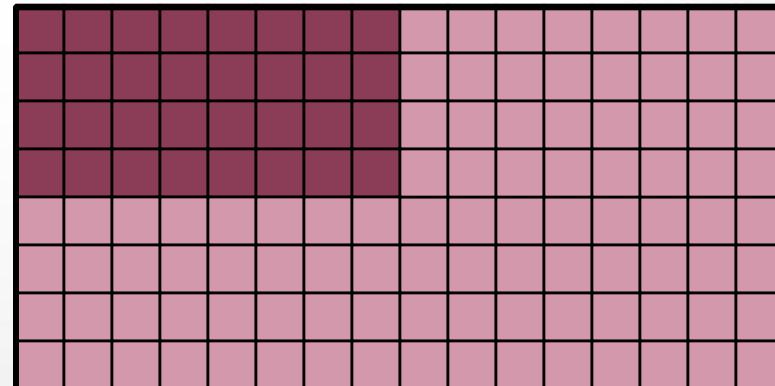
Reassigning a domain logically reallocates its arrays

- values are preserved for common indices

```
D = [1..2*m, 1..2*n];
```



**A**



**B**

# Array Iteration

- Array expressions also support for and forall loops

```
for a in A[InnerD] do ...
```

1	2	3	4	5	6
7	8	9	10	11	12

```
forall a in A[InnerD] do ...
```

.	.	.	.	.	.	.
.	.	.	.	.	.	.

- Array loop indices refer to array variables (modifiable)

```
forall (a, (i,j)) in (A, D) do a = i + j/10.0;
```

Note that forall loops support zippered iteration, like for-loops

1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8
2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8
3.1	3.2	3.3	3.4	3.5	3.6	3.7	3.8
4.1	4.2	4.3	4.4	4.5	4.6	4.7	4.8

# Array Indexing

- Arrays can be indexed using variables of their domain's index type (e.g., tuples) or lists of integers

```
var i = 1, j = 2;  
var ij = (i,j);  
  
A[ij] = 1.0;  
A[i, j] = 2.0;
```

- Array indexing can use either parentheses or brackets

```
A(ij) = 3.0;  
A(i, j) = 4.0;
```

# Array Arguments and Aliases

- Arrays are passed by reference by default

```
proc zero(X: []) { X = 0; }

zero(A[InnerD]); // zeroes the inner values of A
```

- Formal array arguments can reindex actuals

```
proc f(X: [1..b,1..b]) { ... } // X uses 1-based indices

f(A[lo..#b, lo..#b]);
```

- Array alias declarations provide similar functionality

```
var InnerA => A[InnerD];
var InnerA1: [1..n-2,1..m-2] => A[2..n-1,2..m-1];
```

# Promoted Functions and Operators

Functions/operators expecting scalars can also take...  
...arrays, causing each element to be passed in

$$\begin{array}{l} \sin(A) \\ 2*A \end{array}$$
 $\approx$ 

```
forall a in A do sin(a)  
forall a in A do 2*a
```

...domains, causing each index to be passed in

$$\text{foo(Sparse)}$$
 $\approx$ 

```
forall i in Sparse do foo(i)
```

Multiple arguments promote using zipper promotion

$$\text{pow}(A, B)$$
 $\approx$ 

```
forall (a,b) in (A,B) do pow(a,b)
```

# Data Parallelism is Implicit

- forall loops are implemented using multiple tasks
  - details depend on what is being iterated over
- so are operations that are equivalent to forall loops
  - promoted operators/functions, whole array assignment, ...
- many times, this parallelism can seem invisible
  - for this reason, Chapel's data parallelism can be considered *implicitly parallel*
  - it also tends to make the data parallel features easier to use and less likely to result in bugs as compared to explicit tasks

# How Much Parallelism?

By default\*, controlled by three configuration variables:

## --dataParTasksPerLocale=#

- Specify # of tasks to execute forall loops
- *Current Default*: number of processor cores

## --dataParIgnoreRunningTasks=[true | false]

- If false, reduce # of forall tasks by # of running tasks
- *Current Default*: true

## --dataParMinGranularity#=

- If  $> 0$ , reduce # of forall tasks if any task has fewer iterations
- *Current Default*: 1

\*Default values can be overridden by domain map arguments

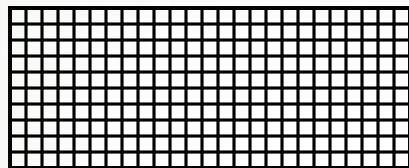
# Outline

- Domains and Arrays
- Other Domain Types
  - Strided
  - Sparse
  - Associative
  - Opaque
- Reductions and Scans
- Jacobi Iteration Example

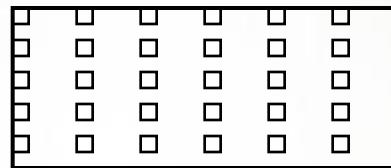
# Chapel Domain Types

Chapel supports several domain types...

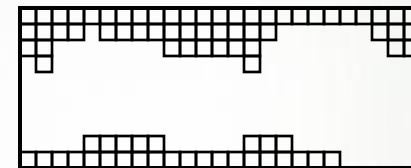
```
var OceanSpace = [0..#lat, 0..#long],  
    AirSpace = OceanSpace by (2,4),  
    IceSpace: sparse subdomain(OceanSpace) = genCaps();
```



*dense*

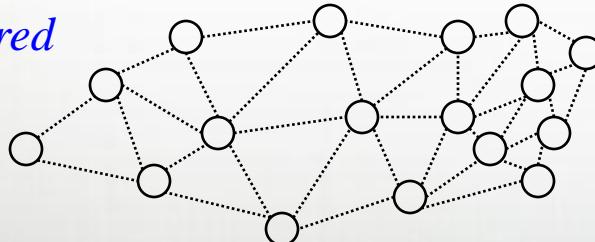


*strided*



*sparse*

*unstructured*



*associative*

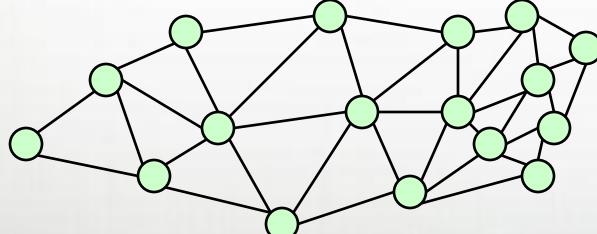
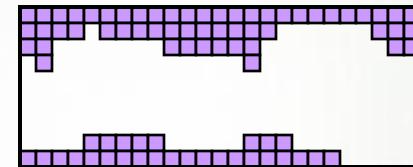
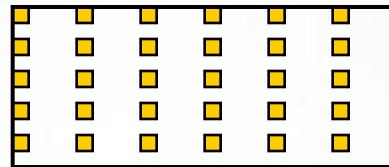
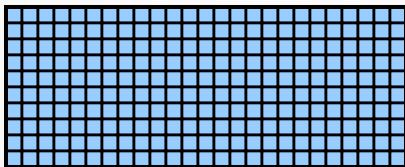


```
var Vertices: domain (opaque) = ..., People: domain (string) = ...;
```

# Chapel Array Types

All domain types can be used to declare arrays...

```
var Ocean: [OceanSpace] real,  
     Air: [AirSpace] real,  
     IceCaps [IceSpace] real;
```



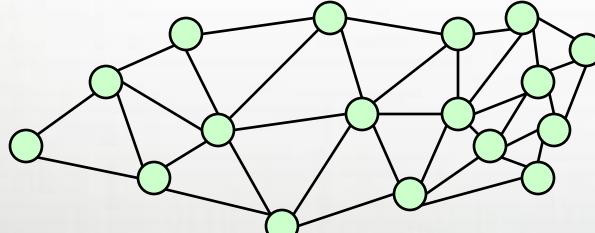
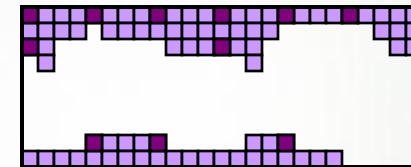
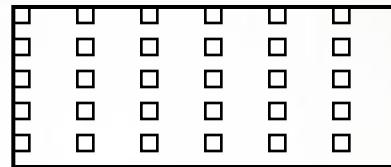
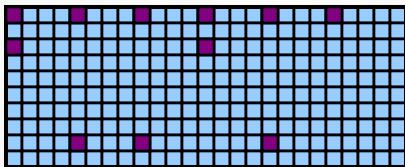
```
var Weight: [Vertices] real,
```

```
Age: [People] int;
```

# Iteration

...to iterate over index sets...

```
forall ij in AirSpace do
    Ocean[ij] += IceCaps[ij];
```



“steve”
“lee”
“sung”
“david”
“jacob”
“albert”
“brad”

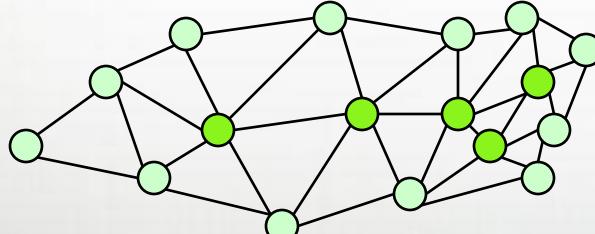
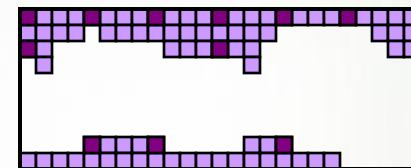
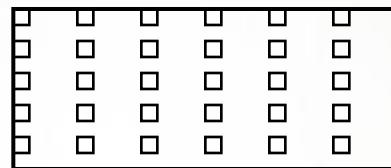
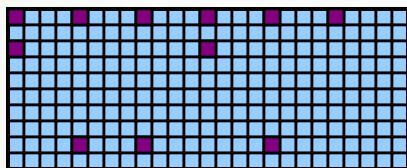
```
forall v in Vertices do
    Weight[v] = numEdges[v];
```

```
forall p in People do
    Age[p] += 1;
```

# Slicing

...to slice arrays...

```
Ocean [AirSpace] += IceCaps [AirSpace];
```



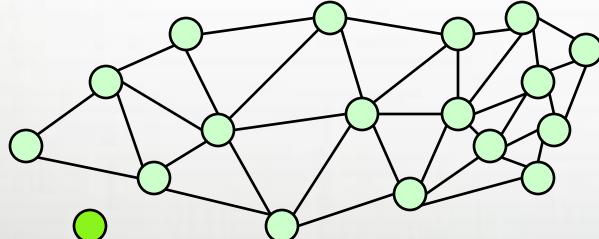
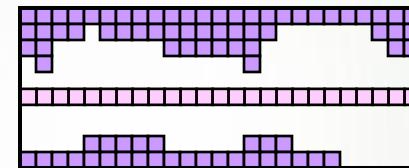
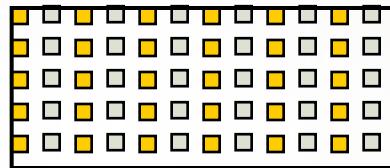
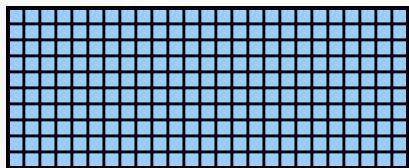
...Vertices [Interior] ...

...People [Interns] ...

# Reallocation

...and to reallocate arrays

```
AirSpace = OceanSpace by (2,2);  
IceSpace += genEquator();
```



	"steve"
	"lee"
	"sung"
	"david"
	"jacob"
	"albert"
	"brad"
	"vass"

```
newnode = Vertices.create();  
People += "vass";
```

# Associative Domains and Arrays by Example

```
var Presidents: domain(string) =  
    ("George", "John", "Thomas",  
     "James", "Andrew", "Martin");  
  
Presidents += "William";  
  
var Age: [Presidents] int,  
    Birthday: [Presidents] string;  
  
Birthday["George"] = "Feb 22";  
  
forall president in President do  
    if Birthday[president] == today then  
        Age[president] += 1;
```

George
John
Thomas
James
Andrew
Martin
William

**Presidents**

Feb 22
Oct 30
Apr 13
Mar 16
Mar 15
Dec 5
Feb 9

**Birthday**

277
274
266
251
242
227
236

**Age**

# Outline

- Domains and Arrays
- Other Domain Types
- Reductions and Scans
- Jacobi Iteration Example

# Reductions

- Syntax

```
reduce-expr:  
    reduce-op reduce iterator-expr
```

- Semantics

- Combines argument values using *reduce-op*
- *Reduce-op* may be built-in or user-defined

- Examples

```
total = + reduce A;  
bigDiff = max reduce [i in InnerD] abs(A[i]-B[i]);  
(minVal, minLoc) = minloc reduce (A, D);
```

# Scans

- Syntax

```
scan-expr:  
    scan-op scan iterator-expr
```

- Semantics

- Computes parallel prefix over values using *scan-op*
- *Scan-op* may be any *reduce-op*

- Examples

```
var A, B, C: [1..5] int;  
A = 1;                                // A: 1 1 1 1 1  
B = + scan A;                          // B: 1 2 3 4 5  
B[3] = -B[3];                           // B: 1 2 -3 4 5  
C = min scan B;                      // C: 1 1 -3 -3 -3
```

# Reduction and Scan Operators

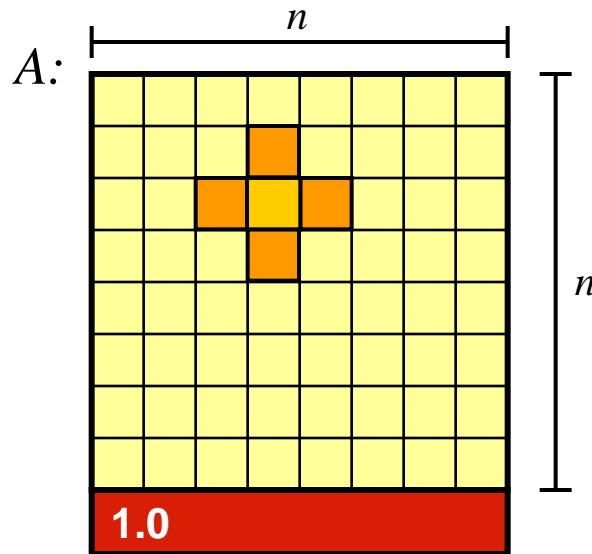
- Built-in
  - +, \*, &&, ||, &, |, ^, min, max
  - minloc, maxloc
    - Takes a tuple of values and indices
    - Generates a tuple of the min/max value and its index
- User-defined
  - Defined via a class that supplies a set of methods
  - Compiler generates code that calls these methods
  - Based on:

S. J. Deitz, D. Callahan, B. L. Chamberlain, and L. Snyder. *Global-view abstractions for user-defined reductions and scans*. In Proceedings of the Eleventh ACM SIGPLAN Symposium on Principles and Practices of Parallel Programming, 2006.

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# Jacobi Iteration in Pictures



repeat until max  
change  $< \varepsilon$

$$\sum \left( \begin{array}{ccc|c} & & & \\ & & & \\ & & & \\ \hline & & & \\ & & & \\ & & & \end{array} \right) \div 4 \quad \Rightarrow \quad \boxed{1}$$

# Jacobi Iteration in Chapel

```
config const n = 6,
        epsilon = 1.0e-5;

const BigD: domain(2) = [0..n+1, 0..n+1],
      D: subdomain(BigD) = [1..n, 1..n],
      LastRow: subdomain(BigD) = D.exterior(1,0);

var A, Temp : [BigD] real;

A[LastRow] = 1.0;

do {
    [(i,j) in D] Temp(i,j) = (A[i-1,j] + A[i+1,j]
                                + A[i,j-1] + A[i,j+1]) / 4;

    const delta = max reduce abs(A[D] - Temp[D]);
    A[D] = Temp[D];
} while (delta > epsilon);

writeln(A);
```

# Jacobi Iteration in Chapel

```
config const n = 6,  
      epsilon = 1.0e-5;  
  
const BigD: domain(2) = [0..n+1, 0..n+1],  
    D: subdomain(BigD) = [1..n, 1..n],  
LastRow: subdomain(BigD) = D.exterior(1,0);  
  
var A, Temp : [BigD] real;  
  
A[LastRow] := 0.0;  
  
do {  
  [i]  
  A[i] := 1.0;  
  do {  
    [j]  
    A[i,j] := 0.0;  
    do {  
      [k]  
      A[i,j,k] := 1.0;  
      do {  
        [l]  
        A[i,j,k,l] := 0.0;  
        do {  
          [m]  
          A[i,j,k,l,m] := 1.0;  
          do {  
            [n]  
            A[i,j,k,l,m,n] := 0.0;  
            do {  
              [o]  
              A[i,j,k,l,m,n,o] := 1.0;  
              do {  
                [p]  
                A[i,j,k,l,m,n,o,p] := 0.0;  
                do {  
                  [q]  
                  A[i,j,k,l,m,n,o,p,q] := 1.0;  
                  do {  
                    [r]  
                    A[i,j,k,l,m,n,o,p,q,r] := 0.0;  
                    do {  
                      [s]  
                      A[i,j,k,l,m,n,o,p,q,r,s] := 1.0;  
                      do {  
                        [t]  
                        A[i,j,k,l,m,n,o,p,q,r,s,t] := 0.0;  
                        do {  
                          [u]  
                          A[i,j,k,l,m,n,o,p,q,r,s,t,u] := 1.0;  
                          do {  
                            [v]  
                            A[i,j,k,l,m,n,o,p,q,r,s,t,u,v] := 0.0;  
                            do {  
                              [w]  
                              A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w] := 1.0;  
                              do {  
                                [x]  
                                A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x] := 0.0;  
                                do {  
                                  [y]  
                                  A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y] := 1.0;  
                                  do {  
                                    [z]  
                                    A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z] := 0.0;  
                                    do {  
                                      [aa]  
                                      A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa] := 1.0;  
                                      do {  
                                        [bb]  
                                        A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb] := 0.0;  
                                        do {  
                                          [cc]  
                                          A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc] := 1.0;  
                                          do {  
                                            [dd]  
                                            A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd] := 0.0;  
                                            do {  
                                              [ee]  
                                              A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee] := 1.0;  
                                              do {  
                                                [ff]  
                                                A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff] := 0.0;  
                                                do {  
                                                  [gg]  
                                                  A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg] := 1.0;  
                                                  do {  
                                                    [hh]  
                                                    A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh] := 0.0;  
                                                    do {  
                                                      [ii]  
                                                      A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii] := 1.0;  
                                                      do {  
                                                        [jj]  
                                                        A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj] := 0.0;  
                                                        do {  
                                                          [kk]  
                                                          A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk] := 1.0;  
                                                          do {  
                                                            [ll]  
                                                            A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll] := 0.0;  
                                                            do {  
                                                              [mm]  
                                                              A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm] := 1.0;  
                                                              do {  
                                                                [nn]  
                                                                A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn] := 0.0;  
                                                                do {  
                                                                  [oo]  
                                                                  A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn,oo] := 1.0;  
                                                                  do {  
                                                                    [pp]  
                                                                    A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn,oo,pp] := 0.0;  
                                                                    do {  
                                                                      [qq]  
                                                                      A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn,oo,pp,qq] := 1.0;  
                                                                      do {  
                                                                        [rr]  
                                                                        A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn,oo,pp,qq,rr] := 0.0;  
                                                                        do {  
                                                                          [ss]  
                                                                          A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn,oo,pp,qq,rr,ss] := 1.0;  
                                                                          do {  
                                                                            [tt]  
                                                                            A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn,oo,pp,qq,rr,ss,tt] := 0.0;  
                                                                            do {  
                                                                              [uu]  
                                                                              A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn,oo,pp,qq,rr,ss,tt,uu] := 1.0;  
                                                                              do {  
                                                                                [vv]  
                                                                                A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn,oo,pp,qq,rr,ss,tt,uu,vv] := 0.0;  
                                                                                do {  
                                                                                  [ww]  
                                                                                  A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn,oo,pp,qq,rr,ss,tt,uu,vv,ww] := 1.0;  
                                                                                  do {  
                                                                                    [xx]  
                                                                                    A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn,oo,pp,qq,rr,ss,tt,uu,vv,ww,xx] := 0.0;  
                                                                                    do {  
                                                                                      [yy]  
                                                                                      A[i,j,k,l,m,n,o,p,q,r,s,t,u,v,w,x,y,z,aa,bb,cc,dd,ee,ff,gg,hh,ii,jj,kk,ll,mm,nn,oo,pp,qq,rr,ss,tt,uu,vv,ww,xx,yy] := 1.0;  
                                                                                      do {  
                        writeIn(A);
```

## Declare program parameters

**const** ⇒ can't change values after initialization

**config** ⇒ can be set on executable command-line

```
prompt> jacobi --n=10000 --epsilon=0.0001
```

note that no types are given; inferred from initializer

**n**  $\Rightarrow$  **default integer** (32 bits)

**epsilon**  $\Rightarrow$  default real floating-point (64 bits)

# Jacobi Iteration in Chapel

```
config const n = 6,
        epsilon = 1.0e-5;

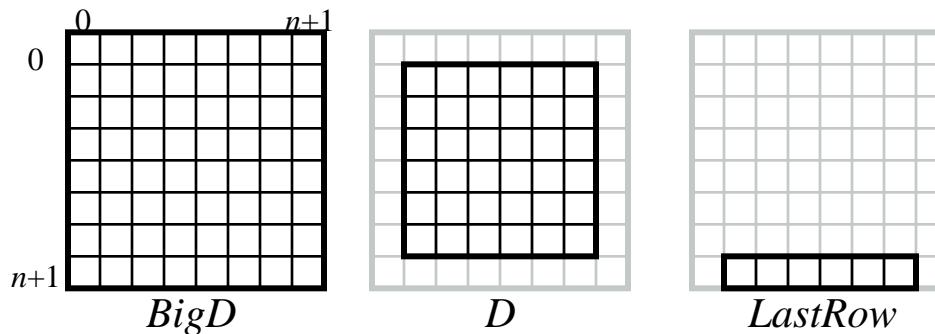
const BigD: domain(2) = [0..n+1, 0..n+1],
    D: subdomain(BigD) = [1..n, 1..n],
    LastRow: subdomain(BigD) = D.exterior(1,0);
```

## Declare domains (first class index sets)

**domain(2)**  $\Rightarrow$  2D arithmetic domain, indices are integer 2-tuples

**subdomain( $P$ )**  $\Rightarrow$  a domain of the same type as  $P$  whose indices are guaranteed to be a subset of  $P$ 's

4;



**exterior**  $\Rightarrow$  one of several built-in domain generators

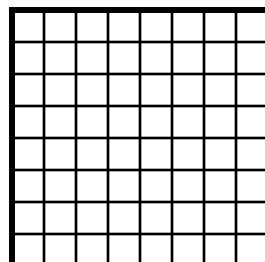
# Jacobi Iteration in Chapel

```
config const n = 6,  
      epsilon = 1.0e-5;  
  
const BigD: domain(2) = [0..n+1, 0..n+1],  
      D: subdomain(BigD) = [1..n, 1..n],  
      LastRow: subdomain(BigD) = D.exterior(1,0);  
  
var A, Temp : [BigD] real;  
  
A[LastRow] = 1.0;
```

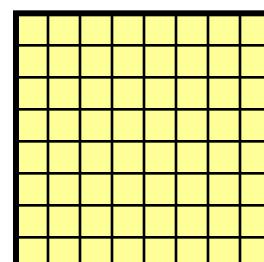
## Declare arrays

**var**  $\Rightarrow$  can be modified throughout its lifetime  
**: [BigD] T**  $\Rightarrow$  array of size *BigD* with elements of type *T*  
**(no initializer)**  $\Rightarrow$  values initialized to default value (0.0 for reals)

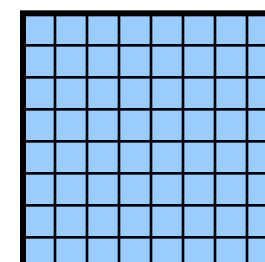
4;



*BigD*



*A*



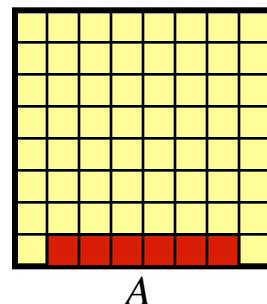
*Temp*

# Jacobi Iteration in Chapel

```
config const n = 6,  
      epsilon = 1.0e-5;  
  
const BigD: domain(2) = [0..n+1, 0..n+1],  
      D: subdomain(BigD) = [1..n, 1..n],  
      LastRow: subdomain(BigD) = D.exterior(1,0);  
  
var A, Temp : [BigD] real;  
  
A[LastRow] = 1.0;
```

## Set Explicit Boundary Condition

indexing by domain  $\Rightarrow$  slicing mechanism  
array expressions  $\Rightarrow$  parallel evaluation



4;

# Jacobi Iteration in Chapel

```
config const n = 6,
      epsilon = 1.0e-5;
```

## Compute 5-point stencil

$[(i,j) \text{ in } D]$   $\Rightarrow$  parallel forall expression over  $D$ 's indices, binding them to new variables  $i$  and  $j$

$$\sum \left( \begin{array}{ccccc} & & \text{orange} & & \\ & \text{orange} & & \text{yellow} & \text{orange} \\ & & \text{yellow} & & \\ & \text{orange} & & \text{orange} & \\ & & \text{orange} & & \end{array} \right) \div 4 \implies \begin{array}{ccccc} & & \text{blue} & & \\ & \text{blue} & & \text{blue} & \text{blue} \\ & & \text{blue} & & \\ & \text{blue} & & \text{blue} & \text{blue} \\ & & \text{blue} & & \end{array}$$

```
[(i,j) in D] Temp(i,j) = (A[i-1,j] + A[i+1,j]
                            + A[i,j-1] + A[i,j+1]) / 4;
```

```
const delta = max reduce abs(A[D] - Temp[D]);
A[D] = Temp[D];
} while (delta > epsilon);

writeln(A);
```

# Jacobi Iteration in Chapel

```
config const n = 6,  
      epsilon = 1.0e-5;  
  
const BigD: domain(2) = [0..n+1, 0..n+1],
```

## Compute maximum change

**op reduce** ⇒ collapse aggregate expression to scalar using op

**Promotion:** `abs()` and `-` are scalar operators, automatically promoted to work with array operands

```
do {  
    [(i,j) in D] Temp(i,j) = (A[i-1,j] + A[i+1,j]  
                               + A[i,j-1] + A[i,j+1]) / 4;  
  
    const delta = max reduce abs(A[D] - Temp[D]);  
    A[D] = Temp[D];  
} while (delta > epsilon);  
  
writeln(A);
```

# Jacobi Iteration in Chapel

```
config const n = 6,  
      epsilon = 1.0e-5;  
  
const BigD: domain(2) = [0..n+1, 0..n+1],  
      D: subdomain(BigD) = [1..n, 1..n],  
      LastRow: subdomain(BigD) = D.exterior(1,0);
```

var Copy data back & Repeat until done

A[LastRow] uses slicing and whole array assignment  
standard do...while loop construct

```
do {  
    [(i,j) in D] Temp(i,j) = (A[i-1,j] + A[i+1,j]  
                               + A[i,j-1] + A[i,j+1]) / 4;
```

```
    const delta = max reduce abs(A[D] - Temp[D]);  
    A[D] = Temp[D];  
} while (delta > epsilon);
```

```
writeln(A);
```

# Jacobi Iteration in Chapel

```
config const n = 6,  
      epsilon = 1.0e-5;  
  
const BigD: domain(2) = [0..n+1, 0..n+1],  
      D: subdomain(BigD) = [1..n, 1..n],  
      LastRow: subdomain(BigD) = D.exterior(1,0);  
  
var A, Temp : [BigD] real;  
  
A[LastRow] = 1.0;  
  
do {  
    [(i,j) in D] Temp(i,j) = (A[i-1,j] + A[i+1,j]  
                                + A[i,j-1] + A[i,j+1]) / 4;  
  
    const delta = max reduce abs(A[D] - Temp[D]);  
    A[D] = Temp[D];  
} while (delta > epsilon),  
  
writeln(A);
```

**Write array to console**

# Jacobi Iteration in Chapel

```

config const n = 6,
              epsilon = 1.0e-5;

const BigD = [0..n+1, 0..n+1] dmapped Block(...),
    D: subdomain(BigD) = [1..n, 1..n],
    LastRow: subdomain(BigD) = D.exterior(1,0);

var A, Temp : [BigD] real;

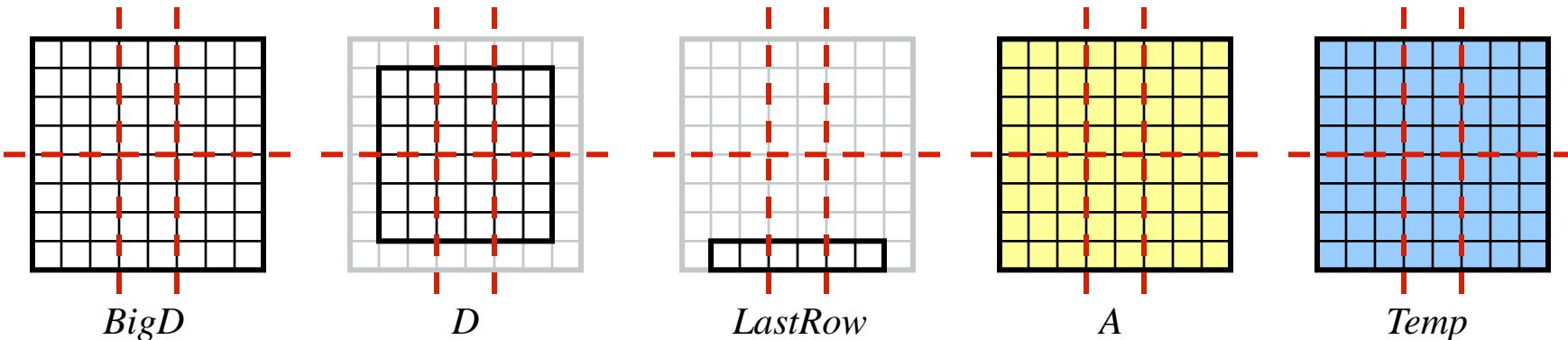
```

With this change, same code runs in a distributed manner

Domain distribution maps indices to *locales*

⇒ decomposition of arrays & default mapping of iterations to locales

Subdomains inherit parent domain's distribution



# Jacobi Iteration in Chapel

```
config const n = 6,
        epsilon = 1.0e-5;

const BigD = [0..n+1, 0..n+1] dmapped Block(...),
          D: subdomain(BigD) = [1..n, 1..n],
          LastRow: subdomain(BigD) = D.exterior(1,0);

var A, Temp : [BigD] real;

A[LastRow] = 1.0;

do {
    [(i,j) in D] Temp(i,j) = (A[i-1,j] + A[i+1,j]
                                + A[i,j-1] + A[i,j+1]) / 4;

    const delta = max reduce abs(A[D] - Temp[D]);
    A[D] = Temp[D];
} while (delta > epsilon);

writeln(A);
```

# Data Parallelism: Status

- Most features implemented and working correctly
- Scalar performance not optimal for higher-dimensional domain/array operations
- Implementation of unstructured domains/arrays is correct but inefficient

# Future Directions

- Gain more experience with unstructured (graph-based) domains and arrays

# Questions?

- Domains and Arrays
  - Regular Domains and Arrays
  - Iterations and Operations
- Other Domain Types
  - Strided
  - Sparse
  - Associative
  - Opaque
- Data Parallel Operations
  - Reductions
  - Scans
- Jacobi Iteration Example