PARALLEL COMPUTING

Cilk

Armin Biere
Cilk Introduction

- parallel programming is hard
  - try to use existing programming structures for parallelization
  - including data parallelism in nested loops
  - and task parallelism in recursive divide-and-conquer algorithms

- simple extension of C/C++
  - adds “spawn” and “sync” primitives
  - for automatic work-load balancing

- will see how this is implemented later

- in practice need “leaf coarsening”
int fib (int n) {
1  if (n < 2) return n;
2  int x = cilk_spawn fib (n − 1);
3  int y = cilk_spawn fib (n − 2);
4  cilk_sync;
5  int r = x + y;
6  return r;
}