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) {
    if (n < 2) return n;
    int x = cilk_spawn fib (n − 1);
    int y = cilk_spawn fib (n − 2);
    cilk_sync;
    int r = x + y;
    return r;
}