

## Sieve of Eratosthenes

- Find the prime numbers less than or equal to some positive integer  $n$ 
  - Begin with a list of natural numbers 2, 3, 4, ...,  $n$
  - Remove composite numbers from the list by striking multiples of 2, 3, 5, and successive primes
  - After each striking, next unmarked natural number is prime
  - Sieve terminates after multiples of largest prime less than or equal to  $n$  have been struck from the list
- Sequential algorithm
  - Boolean array containing numbers being sieved, integer corresponding largest prime found so far, integer keeping track of multiples of current prime

1

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## A Control-Parallel Approach

- *Control parallelism* refers to applying different operations to different data elements simultaneously
  - Shared-memory MIMD, Distributed-memory MIMD
- Control-parallel Sieve
  - Each processor works with a different prime, and is responsible for striking multiples of that prime and identifying a new prime number
  - Each processor starts marking...
  - Shared memory contain boolean array containing numbers being sieved, integer corresponding largest prime found so far
  - PE's local memories contain integer keeping track of multiples of its current prime (each working with different prime)

2

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## A Control-Parallel Approach (cont.)

- Problems and inefficiencies:
  - Processor accesses variable containing current prime, searches for next unmarked value, then updates variable containing current prime
    - Two processors could do this at once
  - Processor could end up sieving multiples of a composite number
- How much speedup can we get?
  - Suppose  $n = 1000$
  - Sequential algorithm
    - Multiples of 2:  $((1000-4)+1)/2=997/2=498$
    - Multiples of 3:  $((1000-9)+1)/3=992/3=330$
    - Sum = 1411 (number of "steps")
  - 2 PEs gives speedup  $1411/706=2.00$
  - 3 PEs gives speedup  $1411/499=2.83$
  - 4 PEs is same, so upper bound is 2.83

3

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## A Data-Parallel Approach

- *Data parallelism* refers to using multiple PEs to apply the same operation to different data elements simultaneously
  - Shared-memory MIMD, Distributed-memory MIMD, Distributed-memory SIMD
- Data-parallel Sieve
  - Each processor works with a same prime, and is responsible for striking multiples of that prime from a segment of the array of natural numbers
  - Assume we have  $p$  processors, where  $p \ll \sqrt{n}$ 
    - Each processor gets no more than  $\text{ceiling}(n/p)$  natural numbers
    - All primes less than  $\sqrt{n}$ , as well as first prime greater than  $\sqrt{n}$  are in list controlled by first processor

4

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## A Data-Parallel Approach (cont.)

- Data-parallel Sieve (cont.)
  - Algorithm
    - Processor 1 finds next prime, broadcasts it to all PEs
    - Each PE goes through their part of the array, striking multiples of that prime (performing same operation)
    - Continues until first processor reaches a prime greater than  $\text{sqrt}(n)$
- How much speedup can we get?
  - Suppose  $n = 1,000,000$
  - There are 168 primes less than 1,000, the largest of which is 997
  - Maximum execution time =  $(\text{ceil}(\text{ceil}(1,000,000/50)/2) + \text{ceil}(\text{ceil}(1,000,000/50)/3) + \text{ceil}(\text{ceil}(1,000,000/50)/5) \dots) \text{etime}$
  - Communication time =  $168(50-1)\text{ctime}$

## A Data-Parallel Approach (cont.)

- How much speedup can we get? (cont.)
  - Speedup is not directly proportional to the number of PEs — it's highest at 11 PEs
    - Computation time is inversely proportional to the number of processors used
    - Communication time increases linearly
    - After 11 processors, increase in communication time is higher than decrease in computation time, and total execution time increases
  - How about I/O time?
    - Have to output 78,498 primes!
    - I/O time is constant because output must be performed sequentially
    - This sequential code limits the speedup
    - Amdahl's law says that the fraction of operations that must be performed sequentially limits the maximum speedup possible (more on this later in the course)