

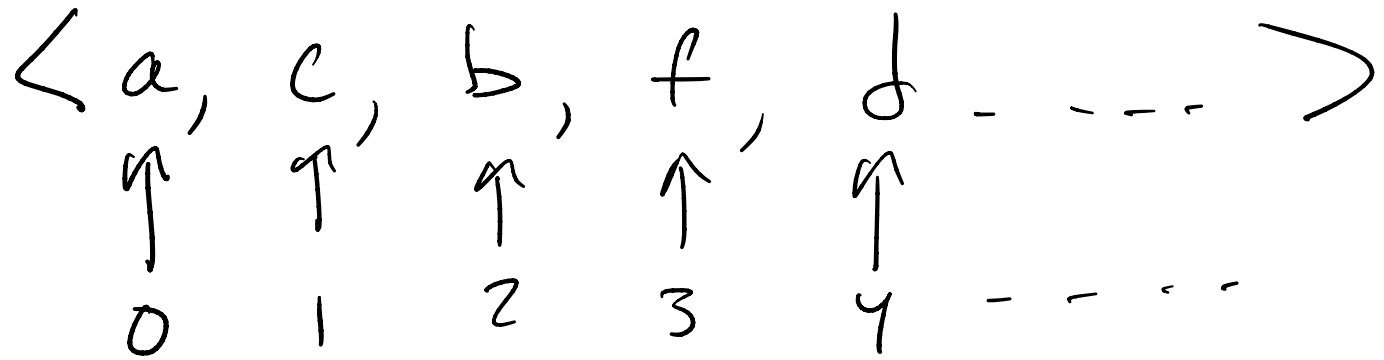
Lecture 16

Parallel

Sequences

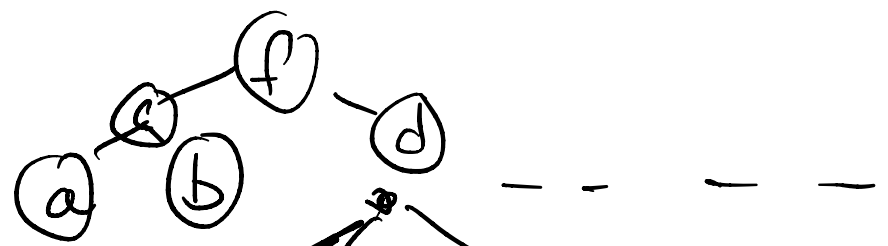
	List	Tree	Array Sequence
access position i	$O(n)$ work $O(n)$ span	$O(\log n)$ <u>w</u> $O(\log n)$ <u>s</u>	$O(1)$ <u>work</u> $O(1)$ <u>span</u>
add 1 to each (map w/constant- time fn)	$O(n)$ work $O(1)$ span	$O(n)$ <u>work</u> $O(\log n)$ <u>span</u>	$O(n)$ work $O(1)$ span
sum (reduce w/constant-time fn)	$O(n)$ work $O(1)$ span	$O(n)$ <u>work</u> $O(\log n)$ <u>span</u>	$O(n)$ <u>work</u> $O(\log n)$ <u>span</u>
add to front	$O(1)$ work $O(n)$ span	$O(\log n)$ work $O(\log n)$ span	$O(n)$ <u>work</u> $O(1)$ <u>span</u>

Ordered collections of elements



① Lists $[a, c, b, f, d, \dots]$

② Tree



②a Tree



3

Array-backed

Sequence

w/ parallel operations

List

(* Get element at position i
assuming $0 \leq i < \text{length } l$ *)

fun nth(l: 'a list, i: int): 'a =
case (l, i) of

(x::xs, 0) => x

| (x::xs, i) => nth(xs, i-1)

| ([], -) => raise some error

only
narrow
off
spec

(* E.g. nth([4, 7, 2, 6], 1) = 7 *)

n length of list

work

$O(n)$

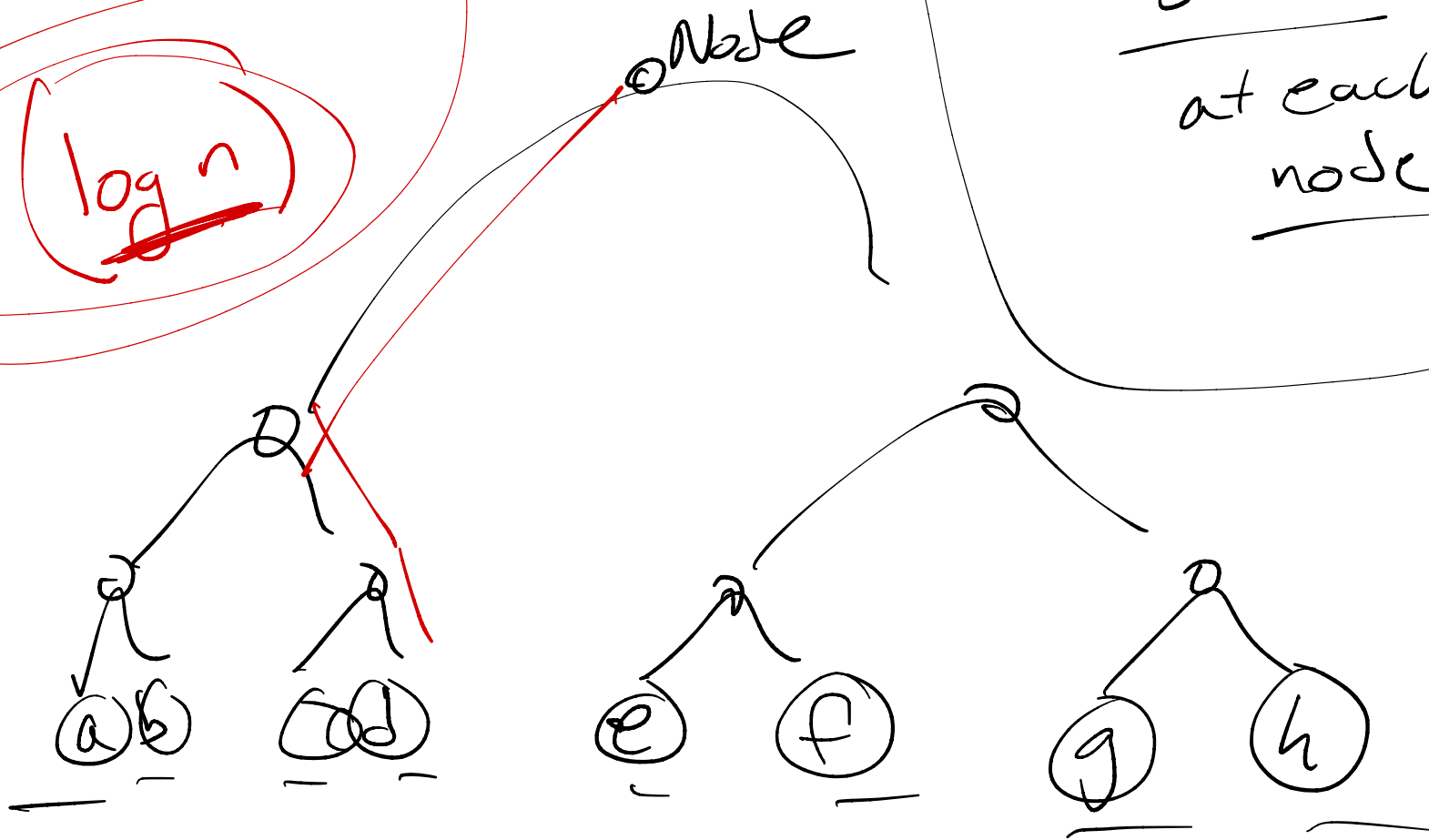
space

$O(n)$

If tree
is balanced:

$O(\log n)$

If you store
size
at each
node



fun add(t) =
case t of

work $O(n)$

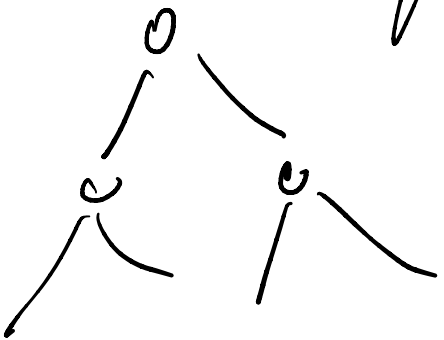
Span $O(\log_2)$

if balanced

empty \Rightarrow empty

Leaf $x \rightarrow$ Leaf $(x+1)$

Node $(l, r) \Rightarrow$ Node $(\text{add } l,$
 $\text{add } r)$



fun sum(t) =

case t of

empty \Rightarrow 

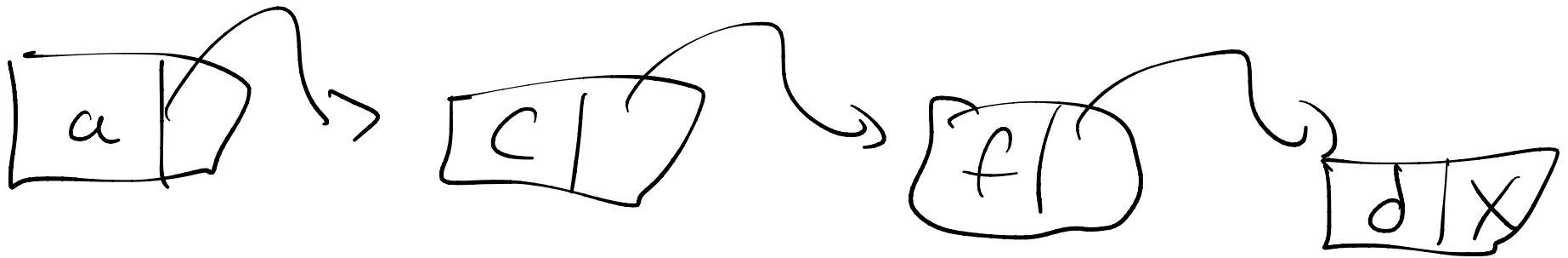
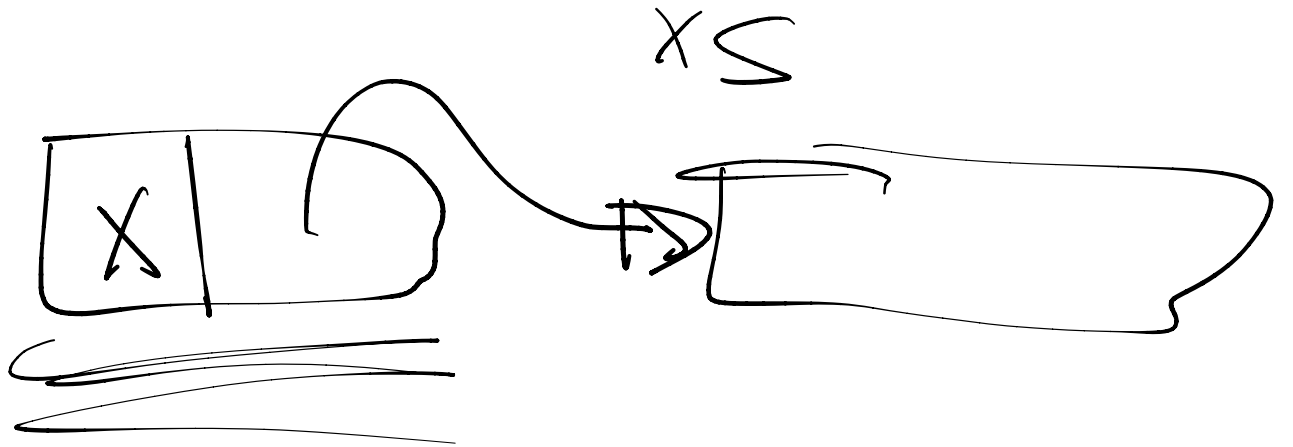
Leaf x \rightarrow x

Node(l, r) \Rightarrow .

(sum l +
sum r)

$X ::= XS$

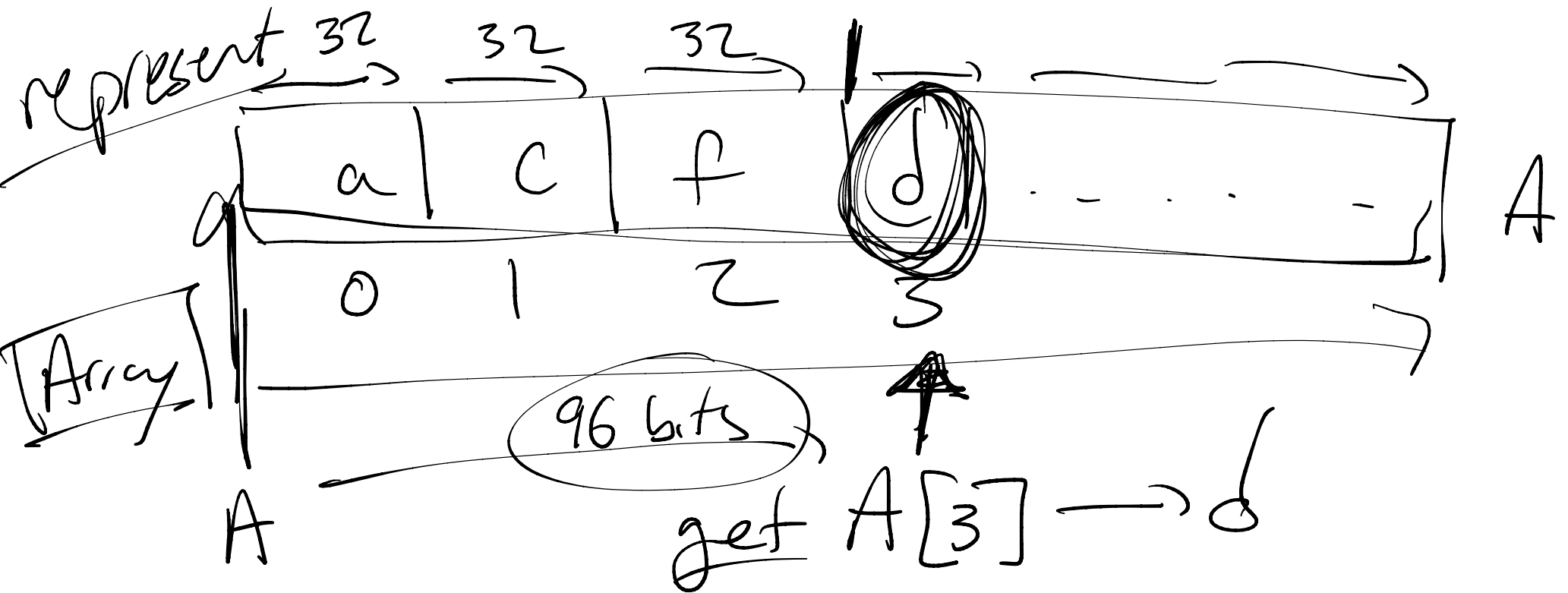
list



Array sequence

idea: ³²bits

$\langle a, c, f, d, \dots \rangle$



Idea:

lists support HOFs { map
reduce
⋮

trees supports HOFs { map
reduce
⋮

^{array}
sequences support HOFs { map
reduce
⋮

Parallelize these!

type 'a Seq.seq
→ "module"
"sequence"

'a list
'a tree
'a Seq.seq

val Seq.length: 'a Seq.seq → int

val Seq.nth: int * 'a Seq.seq → 'a

val Seq.map: ('a → 'b) * 'a Seq.seq → 'b Seq.seq

val Seq.reduce: ('a * 'a → 'a)

* 'a

* 'a Seq.seq

→ 'a

combine

base case

Abstract description of

both the

behavior + cost

of each function

Length

Model of sequence

$\langle x_0, x_1, x_2, \dots, x_{n-1} \rangle$

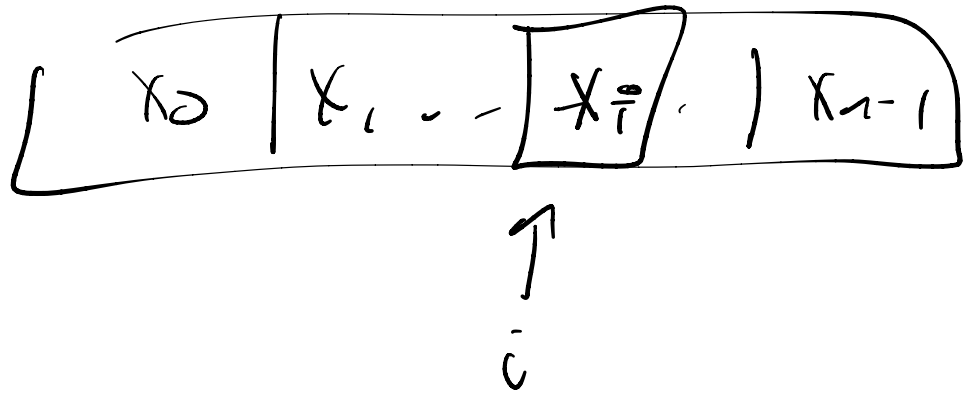
Seq. length $\langle \underline{x_0}, \underline{x_1}, \underline{x_2}, \dots, \underline{x_{n-1}} \rangle = \underline{n}$

Work

$O(1)$

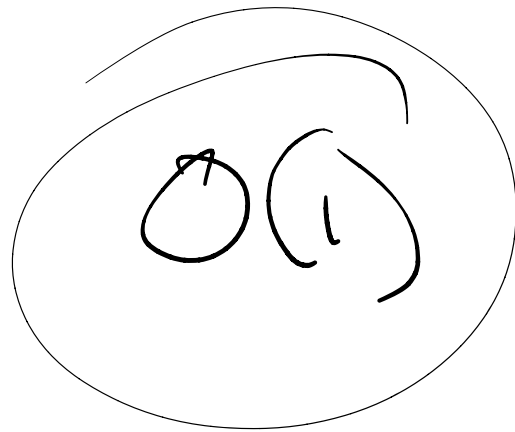
Span

NAH



$$\text{Seq. nth}(i, \langle x_0, \dots, x_{n-1} \rangle) = x_i$$

work



Span

map

If f is constant-time:

work $O(n)$

span $O(1)$

Behavior

$$\text{map}(f, \langle x_0, x_1, \dots, x_{n-1} \rangle)$$

$$= \langle f x_0, f x_1, f x_2, \dots, f x_{n-1} \rangle$$

work general: sum of the work of $f(x_i)$ for all i

span maximum of the span of $f(x_i)$ for all i

Reduce

$$\text{reduce}(\oplus, \ominus, \langle x_0, x_1, \dots, x_{n-1} \rangle)$$

$$= x_0 \oplus x_1 \oplus x_2 \oplus x_3 \oplus \dots \oplus x_{n-1}$$

$$\text{or } = \ominus$$

Reduce (+, 0, <1, 2, 3, 4>)

$$1 + (2 + (3 + 4))$$

$$((1 + 2) + 3) + 4$$

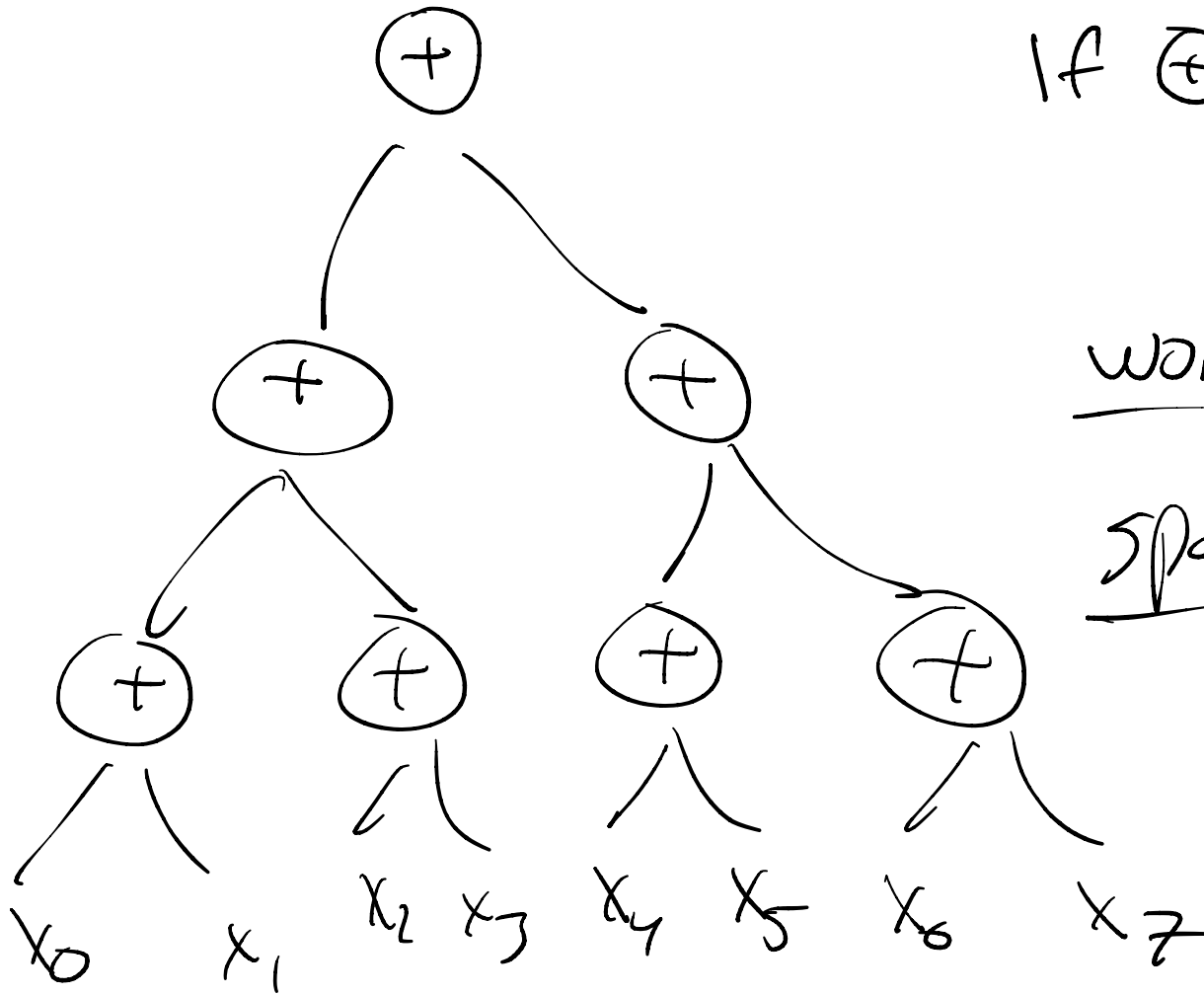
$$(1 + 2) + (3 + 4)$$

① "associative"

group
doesn't
matter

② fix a
parenthesization

↳ balanced



If \oplus is $O(1)$:

work $O(n)$

span $O(\log n)$

If \oplus is not constant:

" fun reduce(\oplus, \odot, s) =

case s of

<> $\Rightarrow \odot$

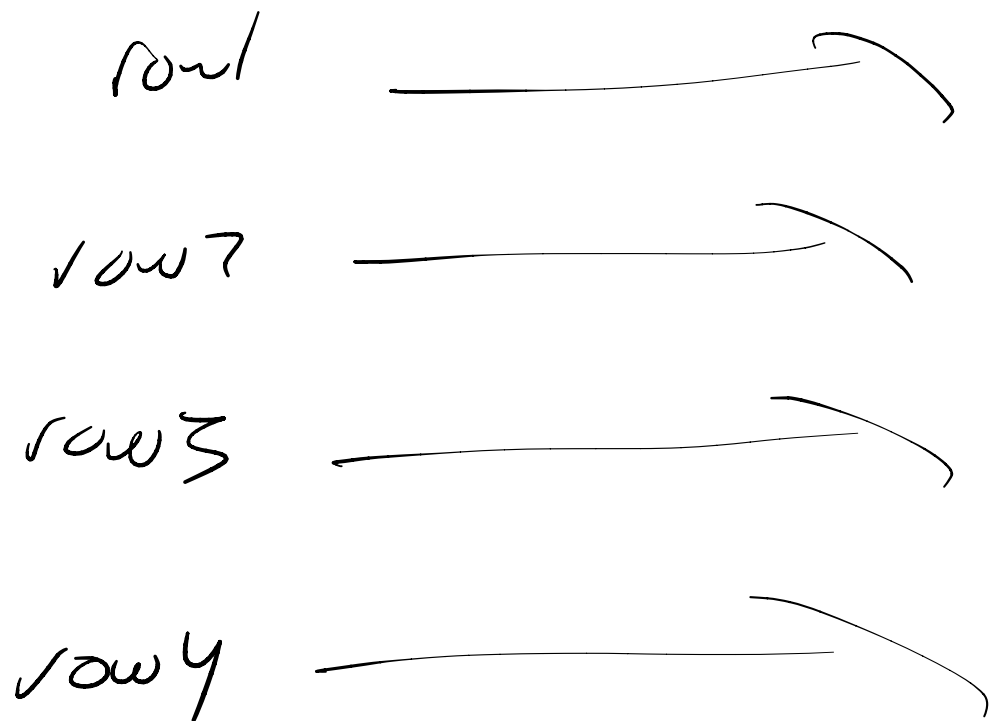
| <x> $\Rightarrow x$

) s \Rightarrow reduce($\oplus, \odot, \text{first half}$)

\oplus reduce($\oplus, \odot, \text{second half}$)

Write
recurse
+
solve
using
tree
method

Problem: Add all #s in an
(int seq.seq) seq.seq

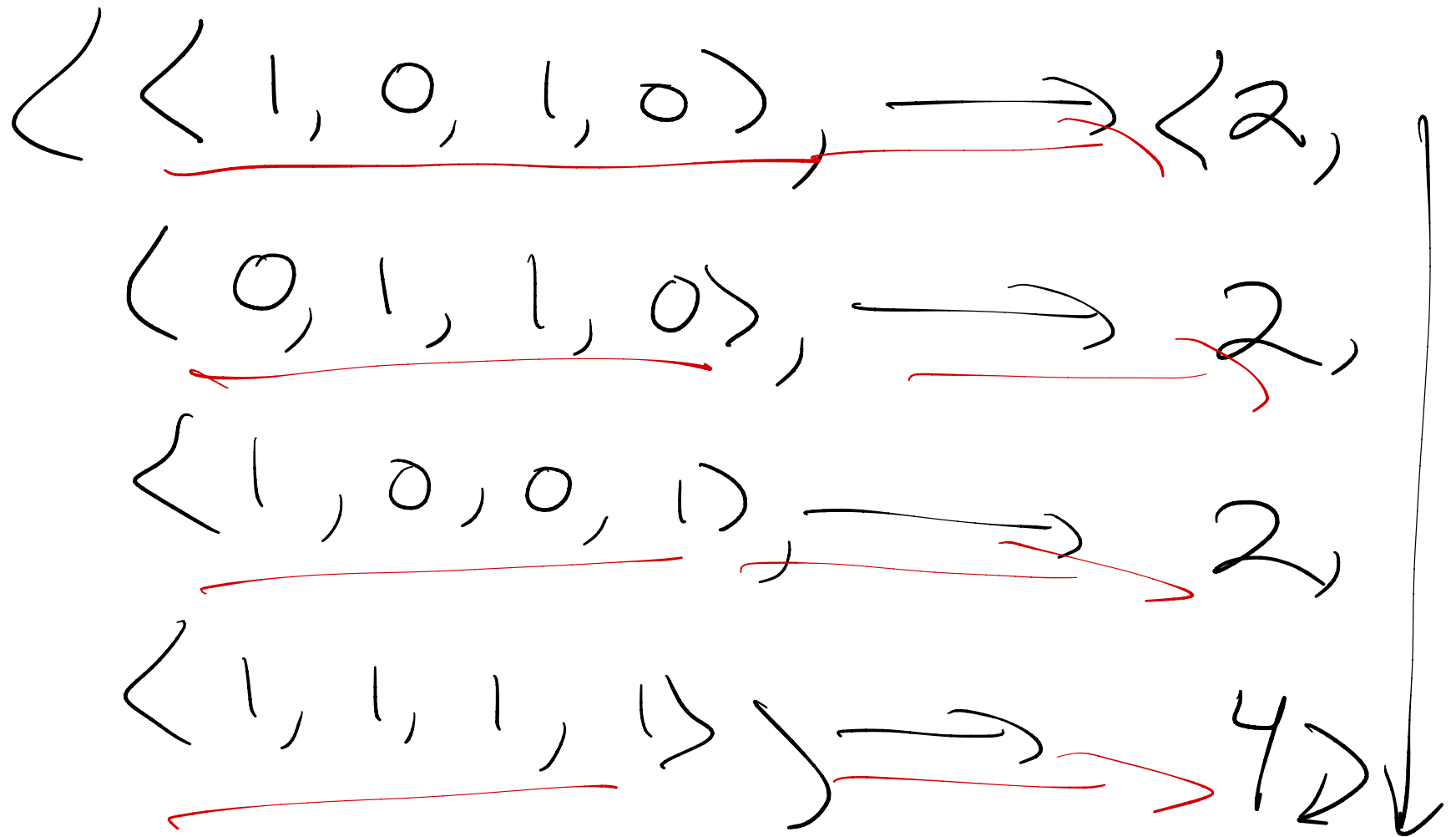


① $\text{fun sum}(s: \text{int Seq.seq}): \text{int} =$
 $\text{Seq.reduce}(\text{fn}(x, y) \Rightarrow x + y,$
 $\frac{0}{s})$

② $\text{fun count}(c: (\text{int Seq.seq}) \text{Seq.seq}): \text{int} =$
 $\text{sum}(\text{Seq.map}(\text{sum}, c))$
 int Seq.seq

$n \times n$

total = n^2 numbers



count $\rightarrow 10$

\downarrow
 $\frac{11}{10}$

	input size	work	SP on
inner sum	<u>n</u>	$O(n)$	$O(\log n)$
map	$n \times n$ grid	$O(n^2)$	$O(\log n)$
outer sum	n	$O(n)$	$O(\log n)$
overall: add <u>them!</u>	$n \times n$ grid	$O(n^2) + O(n)$ \approx $O(n^2)$	$O(\log n)$