



# Intel® Threading Building Blocks

## Tutorial

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## Revision History

Version	Version Information	Date
1.18	Add section about <code>concurrent_vector</code> idiom for waiting on an element.	2010-Sep-1
1.17	Revise chunking discussion. Revise examples to eliminate parameters that are superfluous because <code>task::spawn</code> and <code>task::destroy</code> are now static methods. Now have different directory structure. Update pipeline section to use squaring example. Update pipeline example to use strongly-typed <code>parallel_pipeline</code> interface.	2010-Apr-4
1.16	Remove section about lazy copying.	2009-Nov-23
1.15	Remove mention of task depth attribute. Revise chapter on tasks. Step parameter for <code>parallel_for</code> is now optional.	2009-Aug-28
1.14	Type <code>atomic&lt;T&gt;</code> now allows T to be an enumeration type. Clarify zero-initialization of <code>atomic&lt;T&gt;</code> . Default partitioner changed from <code>simple_partitioner</code> to <code>auto_partitioner</code> . Instance of <code>task_scheduler_init</code> is optional. Discuss cancellation and exception handling. Describe <code>tbb_hash_compare</code> and <code>tbb_hasher</code> .	2009-Jun-25



## Contents

1	Introduction .....	1
	1.1 Document Structure .....	1
	1.2 Benefits .....	1
2	Package Contents .....	3
	2.1 Debug Versus Release Libraries .....	3
	2.2 Scalable Memory Allocator .....	4
	2.3 Windows* OS .....	4
	2.3.1 Microsoft Visual Studio* Code Examples .....	6
	2.3.2 Integration Plug-In for Microsoft Visual Studio* Projects .....	6
	2.4 Linux* OS .....	8
	2.5 Mac OS* X Systems.....	9
	2.6 Open Source Version .....	10
3	Parallelizing Simple Loops .....	12
	3.1 Initializing and Terminating the Library .....	12
	3.2 parallel_for .....	13
	3.2.1 Lambda Expressions .....	14
	3.2.2 Automatic Chunking .....	16
	3.2.3 Controlling Chunking .....	16
	3.2.4 Bandwidth and Cache Affinity .....	19
	3.2.5 Partitioner Summary.....	20
	3.3 parallel_reduce .....	21
	3.3.1 Advanced Example .....	24
	3.4 Advanced Topic: Other Kinds of Iteration Spaces .....	26
	3.4.1 Code Samples.....	26
4	Parallelizing Complex Loops.....	28
	4.1 Cook Until Done: parallel_do.....	28
	4.1.1 Code Sample .....	29
	4.2 Working on the Assembly Line: pipeline.....	29
	4.2.1 Using Circular Buffers .....	34
	4.2.2 Throughput of pipeline .....	35
	4.2.3 Non-Linear Pipelines .....	35
	4.3 Summary of Loops and Pipelines .....	36
5	Exceptions and Cancellation .....	37
	5.1 Cancellation Without An Exception .....	38
	5.2 Cancellation and Nested Parallelism .....	39
6	Containers .....	41
	6.1 concurrent_hash_map .....	41
	6.1.1 More on HashCompare .....	43
	6.2 concurrent_vector .....	45
	6.2.1 Clearing is Not Concurrency Safe .....	46
	6.2.2 Advanced Idiom: Waiting on an Element.....	46
	6.3 Concurrent Queue Classes .....	47
	6.3.1 Iterating Over a Concurrent Queue for Debugging.....	48
	6.3.2 When Not to Use Queues.....	48



6.4	Summary of Containers.....	49
7	Mutual Exclusion.....	50
	7.1.1 Mutex Flavors.....	51
	7.1.2 Reader Writer Mutexes.....	53
	7.1.3 Upgrade/Downgrade.....	54
	7.1.4 Lock Pathologies.....	54
8	Atomic Operations.....	56
	8.1.1 Why atomic<T> Has No Constructors.....	58
	8.1.2 Memory Consistency.....	58
9	Timing.....	60
10	Memory Allocation.....	61
	10.1 Which Dynamic Libraries to Use.....	62
	10.2 Automatically Replacing malloc and Other C/C++ Functions for Dynamic Memory Allocation.....	62
	10.2.1 Linux C/C++ Dynamic Memory Interface Replacement.....	62
	10.2.2 Windows C/C++ Dynamic Memory Interface Replacement.....	63
11	The Task Scheduler.....	65
	11.1 Task-Based Programming.....	65
	11.2 When Task-Based Programming Is Inappropriate.....	66
	11.3 Simple Example: Fibonacci Numbers.....	67
	11.4 How Task Scheduling Works.....	69
	11.5 Useful Task Techniques.....	72
	11.5.1 Recursive Chain Reaction.....	72
	11.5.2 Continuation Passing.....	72
	11.5.3 Scheduler Bypass.....	74
	11.5.4 Recycling.....	75
	11.5.5 Empty Tasks.....	77
	11.6 General Acyclic Graphs of Tasks.....	78
	11.7 Task Scheduler Summary.....	79
Appendix A	Costs of Time Slicing.....	81
Appendix B	Mixing With Other Threading Packages.....	82
References		84



# 1 Introduction

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This tutorial teaches you how to use Intel® Threading Building Blocks (Intel® TBB), a library that helps you leverage multi-core performance without having to be a threading expert. The subject may seem daunting at first, but usually you only need to know a few key points to improve your code for multi-core processors. For example, you can successfully thread some programs by reading only up to Section 3.4 of this document. As your expertise grows, you may want to dive into more complex subjects that are covered in advanced sections.

## 1.1 Document Structure

This tutorial is organized to cover the high-level features first, then the low-level features, and finally the mid-level task scheduler. This tutorial contains the following sections:

**Table 1 Document Organization**

Section	Description
Chapter 1	Introduces the document.
Chapter 2	Describes how to install the library.
Chapters 2.6-4	Describe templates for parallel loops.
Chapter 5	Describes exception handling and cancellation.
Chapter 6	Describes templates for concurrent containers.
Chapters 7-10	Describes low-level features for mutual exclusion, atomic operations, timing, and memory allocation.
Chapter 11	Explains the task scheduler.

## 1.2 Benefits

There are a variety of approaches to parallel programming, ranging from using platform-dependent threading primitives to exotic new languages. The advantage of Intel® Threading Building Blocks is that it works at a higher level than raw threads, yet does not require exotic languages or compilers. You can use it with any compiler supporting ISO C++. The library differs from typical threading packages in the following ways:



- **Intel® Threading Building Blocks enables you to specify *logical parallelism* instead of threads.** Most threading packages require you to specify threads. Programming directly in terms of threads can be tedious and lead to inefficient programs, because threads are low-level, heavy constructs that are close to the hardware. Direct programming with threads forces you to efficiently map logical tasks onto threads. In contrast, the Intel® Threading Building Blocks run-time library automatically maps logical parallelism onto threads in a way that makes efficient use of processor resources.
- **Intel® Threading Building Blocks targets *threading for performance*.** Most general-purpose threading packages support many different kinds of threading, such as threading for asynchronous events in graphical user interfaces. As a result, general-purpose packages tend to be low-level tools that provide a foundation, not a solution. Instead, Intel® Threading Building Blocks focuses on the particular goal of parallelizing computationally intensive work, delivering higher-level, simpler solutions.
- **Intel® Threading Building Blocks is *compatible with other threading packages*.** Because the library is not designed to address all threading problems, it can coexist seamlessly with other threading packages.
- **Intel® Threading Building Blocks emphasizes *scalable, data parallel programming*.** Breaking a program up into separate functional blocks, and assigning a separate thread to each block is a solution that typically does not scale well since typically the number of functional blocks is fixed. In contrast, Intel® Threading Building Blocks emphasizes *data-parallel* programming, enabling multiple threads to work on different parts of a collection. Data-parallel programming scales well to larger numbers of processors by dividing the collection into smaller pieces. With data-parallel programming, program performance increases as you add processors.
- **Intel® Threading Building Blocks relies on *generic programming*.** Traditional libraries specify interfaces in terms of specific types or base classes. Instead, Intel® Threading Building Blocks uses generic programming. The essence of generic programming is writing the best possible algorithms with the fewest constraints. The C++ Standard Template Library (STL) is a good example of generic programming in which the interfaces are specified by *requirements* on types. For example, C++ STL has a template function `sort` that sorts a sequence abstractly defined in terms of iterators on the sequence. The requirements on the iterators are:
  - Provide random access
  - The expression `*i < *j` is true if the item pointed to by iterator `i` should precede the item pointed to by iterator `j`, and false otherwise.
  - The expression `swap(*i, *j)` swaps two elements.

Specification in terms of requirements on types enables the template to sort many different representations of sequences, such as vectors and deques. Similarly, the Intel® Threading Building Blocks templates specify requirements on types, not particular types, and thus adapt to different data representations. Generic programming enables Intel® Threading Building Blocks to deliver high performance algorithms with broad applicability.



## 2 Package Contents

Intel® Threading Building Blocks (Intel® TBB) includes dynamic shared library files, header files, and code examples for Windows\*, Linux\*, and Mac OS\* X operating systems that you can compile and run as described in this chapter.

### 2.1 Debug Versus Release Libraries

Intel® TBB includes dynamic shared libraries that come in debug and release versions, as described in Table 2.

**Table 2: Dynamic Shared Libraries Included in Intel® Threading Building Blocks**

Library (* .dll, lib*.so, or lib*.dylib)	Description	When to Use
tbb_debug tbbmalloc_debug tbbmalloc_proxy_debug	These versions have extensive internal checking for correct use of the library.	Use with code that is compiled with the macro TBB_USE_DEBUG set to 1.
tbb tbbmalloc tbbmalloc_proxy	These versions deliver top performance. They eliminate most checking for correct use of the library.	Use with code compiled with TBB_USE_DEBUG undefined or set to zero.

**TIP:** Test your programs with the debug versions of the libraries first, to assure that you are using the library correctly. With the release versions, incorrect usage may result in unpredictable program behavior.

Intel® TBB supports Intel® Parallel Inspector and Intel® Parallel Amplifier. Full support of these tools requires compiling with macro `TBB_USE_THREADING_TOOLS=1`. That symbol defaults to 1 in the following conditions:

- When `TBB_USE_DEBUG=1`.
- On the Microsoft Windows\* operating system, when `_DEBUG=1`.

The Intel® Threading Building Blocks Reference manual explains the default values in more detail.

**CAUTION:** The instrumentation support for Intel® Parallel Inspector becomes live after the first initialization of the task library (3.1). If the library components are used before this



initialization occurs, Intel® Parallel Inspector may falsely report race conditions that are not really races.

## 2.2 Scalable Memory Allocator

Both the debug and release versions of Intel® Threading Building Blocks (Intel® TBB) consists of two dynamic shared libraries, one with general support and the other with a scalable memory allocator. The latter is distinguished by `malloc` in its name. For example, the release versions for Windows\* OS are `tbb.dll` and `tbbmalloc.dll` respectively. Applications may choose to use only the general library, or only the scalable memory allocator, or both. Section 10.1 describes which parts of Intel® TBB depend upon which libraries. For Windows\* OS and Linux\* OS, Intel® TBB provides a third optional shared library that substitutes memory management routines, as described in Section 10.2.

## 2.3 Windows\* OS

The installation location for Windows\* operating systems depends upon the installer. This section uses `<install-dir>` to indicate the top-level installation directory. Table 3 describes the subdirectory structure for Windows\* OS, relative to `<install-dir>`.

**Table 3: Intel® Threading Building Blocks Subdirectories on Windows OS**

Item	Location	Environment Variable																
Include files	<code>include\tbb\*.h</code>	INCLUDE																
.lib files	<code>lib\&lt;arch&gt;\vc&lt;vcversion&gt;\&lt;lib&gt;&lt;variant&gt;.lib</code>	LIB																
.dll files	<code>bin\&lt;arch&gt;\vc&lt;vcversion&gt;\&lt;lib&gt;&lt;variant&gt;.dll</code> where: <table border="1" data-bbox="581 1394 1195 1852"> <thead> <tr> <th><code>&lt;arch&gt;</code></th> <th>Processor</th> </tr> </thead> <tbody> <tr> <td>ia32</td> <td>Intel® IA-32 processors</td> </tr> <tr> <td>intel64</td> <td>Intel® 64 architecture processors</td> </tr> </tbody> </table> <table border="1" data-bbox="581 1587 1195 1852"> <thead> <tr> <th><code>&lt;vcversion&gt;</code></th> <th>Environment</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>Microsoft Visual Studio* 2005</td> </tr> <tr> <td>9</td> <td>Microsoft Visual Studio* 2008</td> </tr> <tr> <td>10</td> <td>Microsoft Visual Studio* 2010</td> </tr> <tr> <td>_mt</td> <td>Independent of Microsoft Visual Studio* version.</td> </tr> </tbody> </table>	<code>&lt;arch&gt;</code>	Processor	ia32	Intel® IA-32 processors	intel64	Intel® 64 architecture processors	<code>&lt;vcversion&gt;</code>	Environment	8	Microsoft Visual Studio* 2005	9	Microsoft Visual Studio* 2008	10	Microsoft Visual Studio* 2010	_mt	Independent of Microsoft Visual Studio* version.	PATH
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<variant>	Version															
(none)	Release version															
_debug	Debug version															
.pdb files	Same as corresponding .dll file.															
Examples	examples\ <i>class</i> \*\.															
Microsoft Visual Studio Solution File for Example	examples\ <i>class</i> \*\msvs\* <i>compiler</i> .sln where: <i>class</i> describes the class being demonstrated. <table border="1"> <thead> <tr> <th>&lt;compiler&gt;</th> <th>Version</th> </tr> </thead> <tbody> <tr> <td>cl</td> <td>Microsoft* Visual C++*</td> </tr> <tr> <td>icl</td> <td>Intel® C++ Compiler</td> </tr> </tbody> </table>	<compiler>	Version	cl	Microsoft* Visual C++*	icl	Intel® C++ Compiler									
<compiler>	Version															
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The last column shows which environment variables are used by the Microsoft or Intel compilers to find these subdirectories.

**CAUTION:** Ensure that the relevant product directories are mentioned by the environment variables; otherwise the compiler might not find the required files.

**CAUTION:** Windows\* OS run-time libraries come in thread-safe and thread-unsafe forms. Using non-thread-safe versions with Intel® TBB may cause undefined results. When using Intel® TBB, be sure to link with the thread-safe versions. Table 4 shows the required options when using cl or icl:



Table 4: Compiler Options for Linking with Thread-safe Versions of C/C++ Run-time

Option	Linking	Version of Windows* OS Run-Time Library
/MDd	dynamic	Debug version of thread-safe run-time library
/MTd	static	
/MD	dynamic	Release version of thread-safe run-time library
/MT	static	

Not using one of these options causes Intel® TBB to report an error during compilation. In all cases, linking to the Intel® TBB library is dynamic.

## 2.3.1 Microsoft Visual Studio\* Code Examples

The solution files in the package are for Microsoft Visual Studio\* 2005. Later versions of Microsoft\* Visual Studio can convert them. Each example has two solution files, one for the Microsoft compiler (\*\_cl.sln) and one for the Intel compiler (\*\_icl.sln).

To run one of the solution files in `examples\*\*\msvs\.`:

1. Start Microsoft Visual Studio\*.
2. Open a solution file in the `msvs` directory.
3. In Microsoft Visual Studio\*, press **Ctrl-F5** to compile and run the example. Use **Ctrl-F5**, not **Shift-F5**, so that you can inspect the console window after the example finishes.

The Microsoft Visual Studio\* solution files for the examples require that an environment variable specify where the library is installed. The installer sets this variable.

The makefiles for the examples require that `INCLUDE`, `LIB`, and `PATH` be set as indicated in Table 3. The recommended way to set `INCLUDE`, `LIB`, and `PATH` is to do one of the following:

**TIP:** Check the **Register environment variables** box when running the installer.

Otherwise, go to the library's `<arch>\vc<vcversion>\bin\` directory and run the batch file `tbbvars.bat` from there, where `<arch>` and `<vcversion>` are described in Table 3.

## 2.3.2 Integration Plug-In for Microsoft Visual Studio\* Projects

The plug-in simplifies integration of Intel® TBB into Microsoft Visual Studio\* projects. It can be downloaded from <http://threadingbuildingblocks.org> > Downloads > Extras. The plug-in enables you to quickly add the following to Microsoft Visual C++\* projects:

- The path to the Intel® TBB header files



- The path to the Intel® TBB libraries
- The specific Intel® TBB libraries to link with
- The specific Intel® TBB settings

The plug-in works with C++ projects created in Microsoft Visual Studio\* 2003, 2005 and 2008 (except Express editions).

To use this functionality unzip the downloaded package `msvs_plugin.zip`, open it, and follow the instructions in `README.txt` to install it.



## 2.4 Linux\* OS

On Linux\* operating systems, the default installation location is `/opt/intel/tbb/<version>/`. Table 5 describes the subdirectories.

**Table 5: Intel® Threading Building Blocks Subdirectories on Linux\* Systems**

Item	Location	Environment Variable								
Include files	<code>include/tbb/*.h</code>	CPATH								
Shared libraries	<code>lib/&lt;arch&gt;/cc&lt;gccversion&gt;_libc&lt;glibcversion&gt;_kernel&lt;kernelversion&gt;/lib&lt;lib&gt;&lt;variant&gt;.so</code> where	LIBRARY_PATH LD_LIBRARY_PATH								
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Examples	<code>examples/&lt;class&gt;/*.h</code>									



Item	Location	Environment Variable
GNU Makefile for example	examples/<class>/*/Makefile where <i>class</i> describes the class being demonstrated.	

## 2.5 Mac OS\* X Systems

For Mac OS\* X operating systems, the default installation location for the library is /Library/Frameworks/Intel\_TBB.framework/Versions/<version>/. Table 6 describes the subdirectories.

**Table 6: Intel® Threading Building Blocks Subdirectories on Mac OS\* X Systems**

Item	Location	Environment Variable						
Include files	include/tbb/*.h	CPATH						
Shared libraries	lib/ia32/cc<gccversion>_os<osversion>/<lib><variant>.dylib where:	LIBRARY_PATH DYLD_LIBRARY_PATH						
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Xcode* Project	examples/<class>*/xcode/							



## 2.6 Open Source Version

Table 8 describes typical subdirectories of an open source version of the library.

**Table 7: Typical Intel® Threading Building Blocks Subdirectories in Open Source Release**

Include files	include/tbb/*.h												
Source files	src/												
Documentation	doc/												
Environment scripts	bin/*.{sh,csh,bat}												
Binaries	lib/<arch>/<version>/<lib><variant>.{lib,so,dylib}												
	bin/<arch>/<version>/<lib><variant>.{dll,pdb}												
	where:												
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	ia32	Intel® IA-32 processors											
intel64	Intel® 64 architecture processors												
<table border="1"> <thead> <tr> <th>&lt;version&gt;</th> <th>OS</th> <th>Environment</th> </tr> </thead> <tbody> <tr> <td>8, 9, _mt</td> <td>Microsoft Windows*</td> <td>See &lt;vcversion&gt; in Table 3</td> </tr> <tr> <td>cc&lt;gccversion&gt;_libc&lt;glibcversion&gt;_kernel&lt;kernelversion&gt;</td> <td>Linux*</td> <td>See Table 5.</td> </tr> <tr> <td>cc&lt;gccversion&gt;_os&lt;osversion&gt;</td> <td>MacOS*</td> <td>See Table 6</td> </tr> </tbody> </table>		<version>	OS	Environment	8, 9, _mt	Microsoft Windows*	See <vcversion> in Table 3	cc<gccversion>_libc<glibcversion>_kernel<kernelversion>	Linux*	See Table 5.	cc<gccversion>_os<osversion>	MacOS*	See Table 6
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<table border="1"> <thead> <tr> <th>&lt;lib&gt;</th> <th>Version</th> </tr> </thead> <tbody> <tr> <td>tbb</td> <td>General library</td> </tr> <tr> <td>tbbmalloc</td> <td>Memory allocator</td> </tr> <tr> <td>tbbmalloc_proxy</td> <td>Substitution for default memory allocator</td> </tr> </tbody> </table>		<lib>	Version	tbb	General library	tbbmalloc	Memory allocator	tbbmalloc_proxy	Substitution for default memory allocator				
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(none)	Release version												
_debug	Debug version												



Examples	<code>examples\&lt;class&gt;*\.</code>
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## 3 Parallelizing Simple Loops

---

The simplest form of scalable parallelism is a loop of iterations that can each run simultaneously without interfering with each other. The following sections demonstrate how to parallelize simple loops.

**NOTE:** Intel® Threading Building Blocks (Intel® TBB) components are defined in namespace `tbb`. For brevity's sake, the namespace is explicit in the first mention of a component, but implicit afterwards.

When compiling Intel® TBB programs, be sure to link in the Intel® TBB shared library, otherwise undefined references will occur. Table 8 shows compilation commands that use the debug version of the library. Remove the “\_debug” portion to link against the production version of the library. Section 2.1 explains the difference. See [doc/Getting\\_Started.pdf](#) for other command line possibilities. Section 10.1 describes when the memory allocator library should be linked in explicitly.

**Table 8: Sample command lines for simple debug builds**

<b>Windows* OS</b>	<code>icl /MD example.cpp tbb_debug.lib</code>
<b>Linux* OS</b>	<code>icc example.cpp -ltbb_debug</code>
<b>Mac OS* X Systems</b>	<code>icc example.cpp -ltbb_debug</code>

### 3.1 Initializing and Terminating the Library

Intel® TBB 2.2 automatically initializes the task scheduler. The Reference document ([doc/Reference.pdf](#)) describes how to use class `task_scheduler_init` to explicitly initialize the task scheduler, which can be useful for doing any of the following:

- Control when the task scheduler is constructed and destroyed.
- Specify the number of threads used by the task scheduler.
- Specify the stack size for worker threads.



## 3.2 parallel\_for

Suppose you want to apply a function `Foo` to each element of an array, and it is safe to process each element concurrently. Here is the sequential code to do this:

```
void SerialApplyFoo( float a[], size_t n ) {
    for( size_t i=0; i!=n; ++i )
        Foo(a[i]);
}
```

The iteration space here is of type `size_t`, and goes from 0 to `n-1`. The template function `tbb::parallel_for` breaks this iteration space into chunks, and runs each chunk on a separate thread. The first step in parallelizing this loop is to convert the loop body into a form that operates on a chunk. The form is an STL-style function object, called the *body* object, in which `operator()` processes a chunk. The following code declares the body object. The extra code required for Intel® Threading Building Blocks is shown in blue.

```
#include "tbb/tbb.h"

using namespace tbb;

class ApplyFoo {
    float *const my_a;
public:
    void operator()( const blocked_range<size_t>& r ) const {
        float *a = my_a;
        for( size_t i=r.begin(); i!=r.end(); ++i )
            Foo(a[i]);
    }
    ApplyFoo( float a[] ) :
        my_a(a)
    {}
};
```

The `using` directive in the example enables you to use the library identifiers without having to write out the namespace prefix `tbb` before each identifier. The rest of the examples assume that such a `using` directive is present.

Note the argument to `operator()`. A `blocked_range<T>` is a template class provided by the library. It describes a one-dimensional iteration space over type `T`. Class `parallel_for` works with other kinds of iteration spaces too. The library provides `blocked_range2d` for two-dimensional spaces. You can define your own spaces as explained in section 3.4.

An instance of `ApplyFoo` needs member fields that remember all the local variables that were defined outside the original loop but used inside it. Usually, the constructor for the body object will initialize these fields, though `parallel_for` does not care how the body object is created. Template function `parallel_for` requires that the body object have a copy constructor, which is invoked to create a separate copy (or copies) for each worker thread. It also invokes the destructor to destroy these copies. In most



cases, the implicitly generated copy constructor and destructor work correctly. If they do not, it is almost always the case (as usual in C++) that you must define *both* to be consistent.

Because the body object might be copied, its `operator()` should not modify the body. Otherwise the modification might or might not become visible to the thread that invoked `parallel_for`, depending upon whether `operator()` is acting on the original or a copy. As a reminder of this nuance, `parallel_for` requires that the body object's `operator()` be declared `const`.

The example `operator()` loads `my_a` into a local variable `a`. Though not necessary, there are two reasons for doing this in the example:

- **Style.** It makes the loop body look more like the original.
- **Performance.** Sometimes putting frequently accessed values into local variables helps the compiler optimize the loop better, because local variables are often easier for the compiler to track.

Once you have the loop body written as a body object, invoke the template function `parallel_for`, as follows:

```
#include "tbb/tbb.h"

void ParallelApplyFoo( float a[], size_t n ) {
    parallel_for(blocked_range<size_t>(0,n), ApplyFoo(a));
}
```

The `blocked_range` constructed here represents the entire iteration space from 0 to `n-1`, which `parallel_for` divides into subspaces for each processor. The general form of the constructor is `blocked_range<T>(begin,end,grainsize)`. The `T` specifies the value type. The arguments `begin` and `end` specify the iteration space STL-style as a half-open interval `[begin,end)`. The argument `grainsize` is explained in Section 3.2.3. The example uses the default grainsize of 1 because by default `parallel_for` applies a heuristic that works well with the default grainsize.

## 3.2.1 Lambda Expressions

Version 11.0 of the Intel® C++ Compiler implements C++0x lambda expressions, which make TBB's `parallel_for` much easier to use. A lambda expression lets the compiler do the tedious work of creating a function object.

Below is the example from the previous section, rewritten with a lambda expression. The lambda expression, shown in blue ink, replaces both the declaration and construction of function object `ApplyFoo` in the example of the previous section.

```
#include "tbb/tbb.h"

using namespace tbb;

#pragma warning( disable: 588)
```



```
void ParallelApplyFoo( float* a, size_t n ) {
    parallel_for( blocked_range<size_t>(0,n),
                 [=](const blocked_range<size_t>& r) {
                     for(size_t i=r.begin(); i!=r.end(); ++i)
                         Foo(a[i]);
                 }
    );
}
```

The pragma turns off warnings from the Intel compiler about "use of a local type to declare a function". The warning, which is for C++98, does not pertain to C++0x.

The [=] introduces the lambda expression. The expression creates a function object very similar to ApplyFoo. When local variables like a and n are declared outside the lambda expression, but used inside it, they are "captured" as fields inside the function object. The [=] specifies that capture is by value. Writing [&] instead would capture the values by reference. After the [=] is the parameter list and definition for the operator() of the generated function object. The compiler documentation says more about lambda expressions and other implemented C++0x features. It is worth reading more complete descriptions of lambda expressions than can fit here, because lambda expressions are a powerful feature for using template libraries in general.

C++0x support is off by default in the compiler. Table 9 shows the option for turning it on.

**Table 9: Sample Compilation Commands for Using Lambda Expressions**

Environment	Intel® C++ Compiler (Version 11.0) Compilation Command and Option
Windows* systems	icl /Qstd:c++0x foo.cpp
Linux* systems	icc -std=c++0x foo.cpp
Mac OS* X systems	

For further compactness, TBB has a form of parallel\_for expressly for parallel looping over a consecutive range of integers. The expression parallel\_for( first, last, step, f) is like writing for(auto i=first; i<last; i+=step) f(i) except that each f(i) can be evaluated in parallel if resources permit. The step parameter is optional. Here is the previous example rewritten in the compact form:

```
#include "tbb/tbb.h"

using namespace tbb;

#pragma warning(disable: 588)

void ParallelApplyFoo(float a[], size_t n) {
    parallel_for(size_t(0), n, [=](size_t i) {Foo(a[i]);});
}
```



The compact form supports only unidimensional iteration spaces of integers and the automatic chunking feature detailed on the following section.

## 3.2.2 Automatic Chunking

A parallel loop construct incurs overhead cost for every chunk of work that it schedules. Since version 2.2, Intel® TBB chooses chunk sizes automatically, depending upon load balancing needs.<sup>1</sup> The heuristic attempts to limit overheads while still providing ample opportunities for load balancing.

**CAUTION:** Typically a loop needs to take at least a million clock cycles for `parallel_for` to improve its performance. For example, a loop that takes at least 500 microseconds on a 2 GHz processor might benefit from `parallel_for`.

The default automatic chunking is recommended for most uses. As with most heuristics, however, there are situations where controlling the chunk size more precisely might yield better performance, as explained in the next section.

## 3.2.3 Controlling Chunking

Chunking is controlled by a *partitioner* and a *grainsize*. To gain the most control over chunking, you specify both.

- Specify `simple_partitioner()` as the third argument to `parallel_for`. Doing so turns off automatic chunking.
- Specify the grainsize when constructing the range. The thread argument form of the constructor is `blocked_range<T>(begin,end,grainsize)`. The default value of *grainsize* is 1. It is in units of loop iterations per chunk.

If the chunks are too small, the overhead may exceed the useful work.

The following code is the last example from Section 3.2, modified to use an explicit grainsize `G`. Additions are colored blue.

```
#include "tbb/tbb.h"

void ParallelApplyFoo( float a[], size_t n ) {
    parallel_for(blocked_range<size_t>(0,n,G), ApplyFoo(a),
                simple_partitioner());
}
```

The grainsize sets a minimum threshold for parallelization. The `parallel_for` in the example invokes `ApplyFoo::operator()` on chunks, possibly of different sizes. Let

---

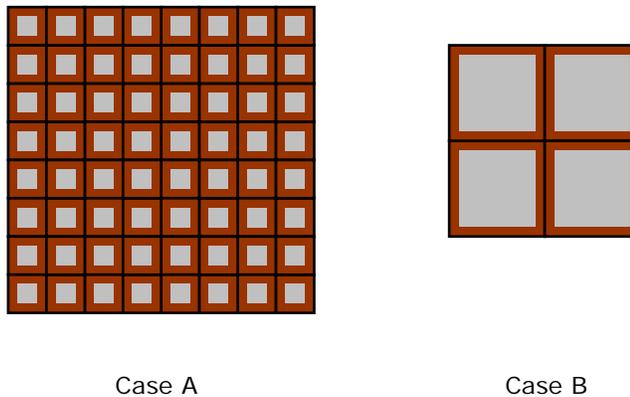
<sup>1</sup> In Intel® TBB 2.1, the default was *not* automatic. Compile with `TBB_DEPRECATED=1` to get the old default behavior.



*chunksize* be the number of iterations in a chunk. Using `simple_partitioner` guarantees that  $\lceil G/2 \rceil \leq \text{chunksize} \leq G$ .

There is also an intermediate level of control where you specify the grainsize for the range, but use an `auto_partitioner` and `affinity_partitioner`. An `auto_partitioner` is the default partitioner. Both partitioners implement the automatic grainsize heuristic described in Section 3.2.2. An `affinity_partitioner` implies an additional hint, as explained later in Section 3.2.4. Though these partitioners may cause chunks to have more than  $G$  iterations, they never generate chunks with less than  $\lceil G/2 \rceil$  iterations. Specifying a range with an explicit grainsize may occasionally be useful to prevent these partitioners from generating wastefully small chunks if their heuristics fail.

Because of the impact of grainsize on parallel loops, it is worth reading the following material even if you rely on `auto_partitioner` and `affinity_partitioner` to choose the grainsize automatically.



**Figure 1: Packaging Overhead Versus Grainsize**

Figure 1 illustrates the impact of grainsize by showing the useful work as the gray area inside a brown border that represents overhead. Both Case A and Case B have the same total gray area. Case A shows how too small a grainsize leads to a relatively high proportion of overhead. Case B shows how a large grainsize reduces this proportion, at the cost of reducing potential parallelism. The overhead as a fraction of useful work depends upon the grainsize, not on the number of grains. Consider this relationship and not the total number of iterations or number of processors when setting a grainsize.

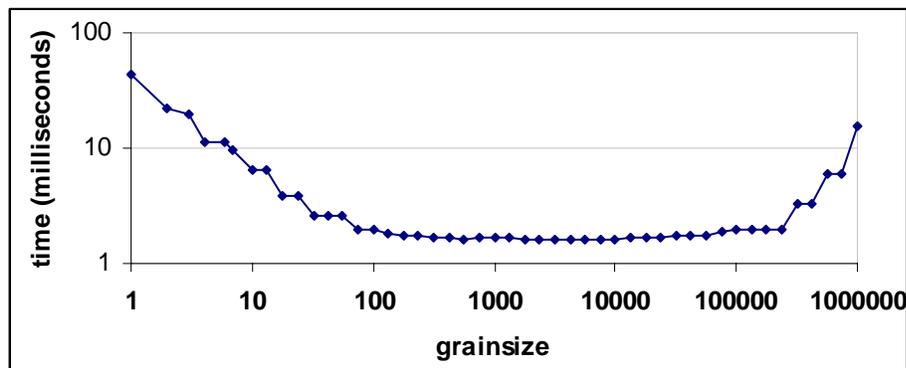
A rule of thumb is that `grainsize` iterations of `operator()` should take at least 100,000 clock cycles to execute. For example, if a single iteration takes 100 clocks, then the `grainsize` needs to be at least 1000 iterations. When in doubt, do the following experiment:

1. Set the `grainsize` parameter higher than necessary. The grainsize is specified in units of loop iterations. If you have no idea of how many clock cycles an iteration might take, start with `grainsize=100,000`. The rationale is that each iteration normally requires at least one clock per iteration. In most cases, step 3 will guide you to a much smaller value.
2. Run your algorithm.
3. Iteratively halve the `grainsize` parameter and see how much the algorithm slows down or speeds up as the value decreases.

A drawback of setting a grainsize too high is that it can reduce parallelism. For example, if the grainsize is 1000 and the loop has 2000 iterations, the `parallel_for` distributes the loop across only two processors, even if more are available. However, if you are unsure, err on the side of being a little too high instead of a little too low, because too low a value hurts serial performance, which in turns hurts parallel performance if there is other parallelism available higher up in the call tree.

**TIP:** You do not have to set the grainsize too precisely.

Figure 2 shows the typical "bathtub curve" for execution time versus grainsize, based on the floating point `a[i]=b[i]*c` computation over a million indices. There is little work per iteration. The times were collected on a four-socket machine with eight hardware threads.



**Figure 2: Wall Clock Time Versus Grainsize**

The scale is logarithmic. The downward slope on the left side indicates that with a grainsize of one, most of the overhead is parallel scheduling overhead, not useful work. An increase in grainsize brings a proportional decrease in parallel overhead. Then the curve flattens out because the parallel overhead becomes insignificant for a sufficiently large grainsize. At the end on the right, the curve turns up because the chunks are so large that there are fewer chunks than available hardware threads. Notice that a grainsize over the wide range 100-100,000 works quite well.



**TIP:** A general rule of thumb for parallelizing loop nests is to parallelize the outermost one possible. The reason is that each iteration of an outer loop is likely to provide a bigger grain of work than an iteration of an inner loop.

## 3.2.4 Bandwidth and Cache Affinity

For a sufficiently simple function `Foo`, the examples might not show good speedup when written as parallel loops. The cause could be insufficient system bandwidth between the processors and memory. In that case, you may have to rethink your algorithm to take better advantage of cache. Restructuring to better utilize the cache usually benefits the parallel program as well as the serial program.

An alternative to restructuring that works in some cases is `affinity_partitioner`. It not only automatically chooses the grainsize, but also optimizes for cache affinity. Using `affinity_partitioner` can significantly improve performance when:

- The computation does a few operations per data access.
- The data acted upon by the loop fits in cache.
- The loop, or a similar loop, is re-executed over the same data.
- There are more than two hardware threads available. If only two threads are available, the default scheduling in Intel® TBB usually provides sufficient cache affinity.

The following code shows how to use `affinity_partitioner`.

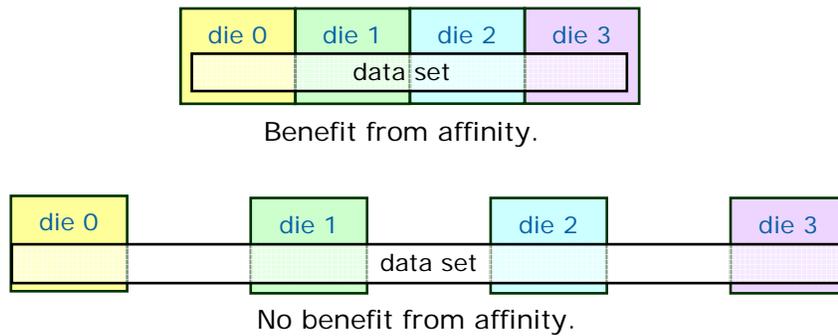
```
#include "tbb/tbb.h"

void ParallelApplyFoo( float a[], size_t n ) {
    static affinity_partitioner ap;
    parallel_for(blocked_range<size_t>(0,n), ApplyFoo(a), ap);
}

void TimeStepFoo( float a[], size_t n, int steps ) {
    for( int t=0; t<steps; ++t )
        ParallelApplyFoo( a, n );
}
```

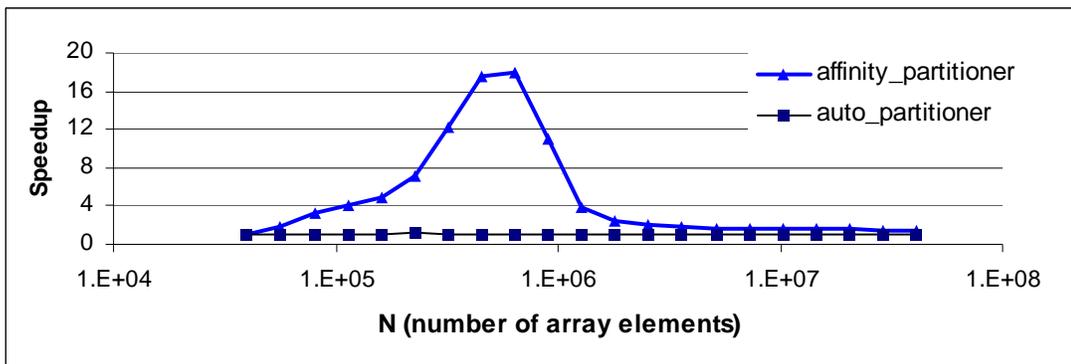
In the example, the `affinity_partitioner` object `ap` lives between loop iterations. It remembers where iterations of the loop ran, so that each iteration can be handed to the same thread that executed it before. The example code gets the lifetime of the partitioner right by declaring the `affinity_partitioner` as a local static object. Another approach would be to declare it at a scope outside the iterative loop in `TimeStepFoo`, and hand it down the call chain to `parallel_for`.

If the data does not fit across the system's caches, there may be little benefit. Figure 3 contrasts the situations.



**Figure 3: Benefit of Affinity Determined by Relative Size of Data Set and Cache**

Figure 4 shows how parallel speedup might vary with the size of a data set. The computation for the example is  $A[i] += B[i]$  for  $i$  in the range  $[0, N)$ . It was chosen for dramatic effect. You are unlikely to see quite this much variation in your code. The graph shows not much improvement at the extremes. For small  $N$ , parallel scheduling overhead dominates, resulting in little speedup. For large  $N$ , the data set is too large to be carried in cache between loop invocations. The peak in the middle is the sweet spot for affinity. Hence `affinity_partitioner` should be considered a tool, not a cure-all, when there is a low ratio of computations to memory accesses.



**Figure 4: Improvement from Affinity Dependent on Array Size**

### 3.2.5 Partitioner Summary

The parallel loop templates `parallel_for` (3.2) and `parallel_reduce` (3.3) take an optional *partitioner* argument, which specifies a strategy for executing the loop. Table 10 summarizes the three partitioners and their effect when used in conjunction with `blocked_range`.



Table 10: Partitioners

Partitioner	Description	When Used with <code>blocked_range(i,j,g)</code>
<code>simple_partitioner</code>	Chunksize bounded by grain size.	$\lceil g/2 \rceil \leq \text{chunksize} \leq g$
<code>auto_partitioner</code> (default) <sup>2</sup>	Automatic chunk size.	$\lceil g/2 \rceil \leq \text{chunksize}$
<code>affinity_partitioner</code>	Automatic chunk size and cache affinity.	

An `auto_partitioner` is used when no partitioner is specified. In general, the `auto_partitioner` or `affinity_partitioner` should be used, because these tailor the number of chunks based on available execution resources. However, `simple_partitioner` can be useful in the following situations:

- The subrange size for `operator()` must not exceed a limit. That might be advantageous, for example, if your `operator()` needs a temporary array proportional to the size of the range. With a limited subrange size, you can use an automatic variable for the array instead of having to use dynamic memory allocation.
- A large subrange might use cache inefficiently. For example, suppose the processing of a subrange involves repeated sweeps over the same memory locations. Keeping the subrange below a limit might enable the repeated referenced memory locations to fit in cache. See the use of `parallel_reduce` in `examples/parallel_reduce/primes/primes.cpp` for an example of this scenario.
- You want to tune to a specific machine.

## 3.3 `parallel_reduce`

A loop can do reduction, as in this summation:

```
float SerialSumFoo( float a[], size_t n ) {
    float sum = 0;
    for( size_t i=0; i!=n; ++i )
        sum += Foo(a[i]);
    return sum;
}
```

If the iterations are independent, you can parallelize this loop using the template class `parallel_reduce` as follows:

```
float ParallelSumFoo( const float a[], size_t n ) {
    SumFoo sf(a);
    parallel_reduce( blocked_range<size_t>(0,n), sf );
}
```

---

<sup>2</sup> Prior to Intel® TBB 2.2, the default was `simple_partitioner`. Compile with `TBB_DEPRECATED=1` to get the old default.

```

    return sf.my_sum;
}

```

The class `SumFoo` specifies details of the reduction, such as how to accumulate subsums and combine them. Here is the definition of class `SumFoo`:

```

class SumFoo {
    float* my_a;
public:
    float my_sum;
    void operator()( const blocked_range<size_t>& r ) {
        float *a = my_a;
        float sum = my_sum;
        size_t end = r.end();
        for( size_t i=r.begin(); i!=end; ++i )
            sum += Foo(a[i]);
        my_sum = sum;
    }

    SumFoo( SumFoo& x, split ) : my_a(x.my_a), my_sum(0) {}

    void join( const SumFoo& y ) {my_sum+=y.my_sum;}

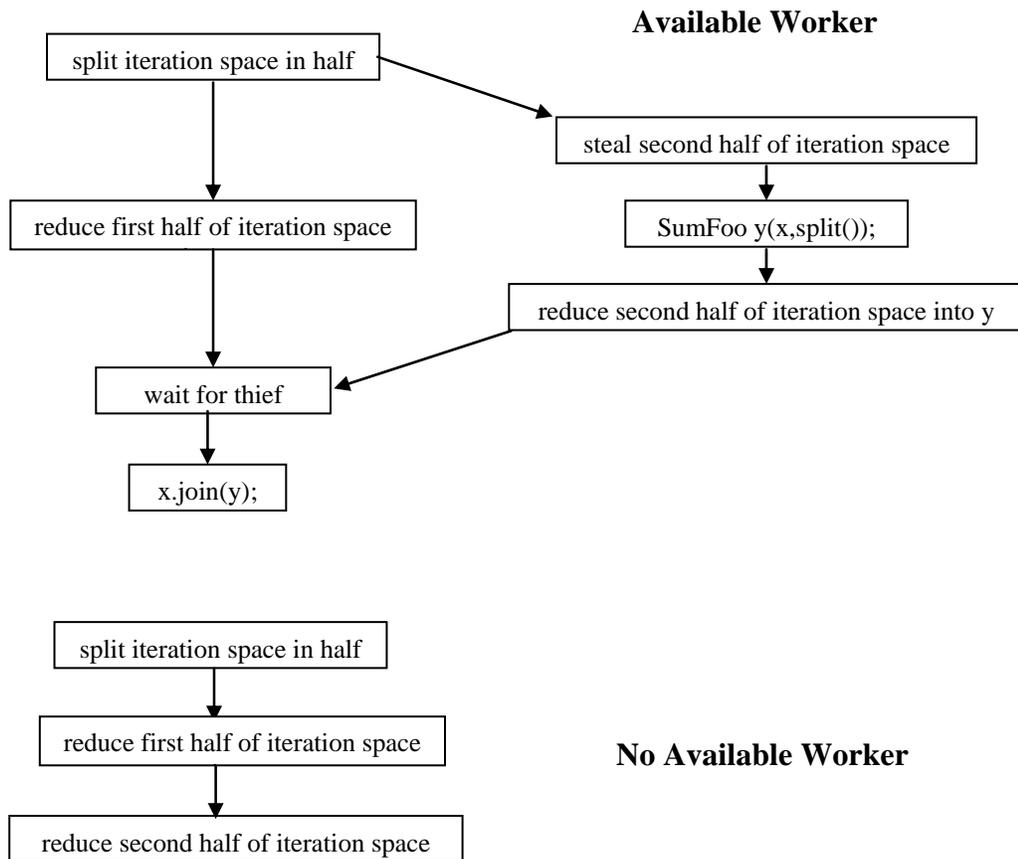
    SumFoo(float a[] ) :
        my_a(a), my_sum(0)
    {}
};

```

Note the differences with class `ApplyFoo` from Section 3.2. First, `operator()` is *not* `const`. This is because it must update `SumFoo::my_sum`. Second, `SumFoo` has a *splitting constructor* and a method `join` that must be present for `parallel_reduce` to work. The splitting constructor takes as arguments a reference to the original object, and a dummy argument of type `split`, which is defined by the library. The dummy argument distinguishes the splitting constructor from a copy constructor.

**TIP:** In the example, the definition of `operator()` uses local temporary variables (`a`, `sum`, `end`) for scalar values accessed inside the loop. This technique can improve performance by making it obvious to the compiler that the values can be held in registers instead of memory. If the values are too large to fit in registers, or have their address taken in a way the compiler cannot track, the technique might not help. With a typical optimizing compiler, using local temporaries for only written variables (such as `sum` in the example) can suffice, because then the compiler can deduce that the loop does not write to any of the other locations, and hoist the other reads to outside the loop.

When a worker thread is available, as decided by the task scheduler, `parallel_reduce` invokes the splitting constructor to create a subtask for the worker. When the subtask completes, `parallel_reduce` uses method `join` to accumulate the result of the subtask. The graph at the top of Figure 5 shows the split-join sequence that happens when a worker is available:



**Figure 5: Graph of the Split-join Sequence**

An arc in the Figure 5 indicates order in time. The splitting constructor might run concurrently while object `x` is being used for the first half of the reduction. Therefore, all actions of the splitting constructor that creates `y` must be made thread safe with respect to `x`. So if the splitting constructor needs to increment a reference count shared with other objects, it should use an atomic increment.

If a worker is not available, the second half of the iteration is reduced using the same body object that reduced the first half. That is the reduction of the second half starts where reduction of the first half finished.

**CAUTION:** Because `split/join` are not used if workers are unavailable, `parallel_reduce` does not necessarily do recursive splitting.

**CAUTION:** Because the same body might be used to accumulate multiple subranges, it is critical that `operator()` not discard earlier accumulations. The code below shows an incorrect definition of `SumFoo::operator()`.

```
class SumFoo {
    ...
}
```



```
public:
    float my_sum;
    void operator()( const blocked_range<size_t>& r ) {
        ...
        float sum = 0; // WRONG - should be "sum = my_sum".
        ...
        for( ... )
            sum += Foo(a[i]);
        my_sum = sum;
    }
    ...
};
```

With the mistake, the body returns a partial sum for the last subrange instead of all subranges to which `parallel_reduce` applies it.

The rules for partitioners and grain sizes for `parallel_reduce` are the same as for `parallel_for`.

`parallel_reduce` generalizes to any associative operation. In general, the splitting constructor does two things:

- Copy read-only information necessary to run the loop body.
- Initialize the reduction variable(s) to the identity element of the operation(s).

The join method should do the corresponding merge(s). You can do more than one reduction at the same time: you can gather the min and max with a single `parallel_reduce`.

**NOTE:** The reduction operation can be non-commutative. The example still works if floating-point addition is replaced by string concatenation.

### 3.3.1 Advanced Example

An example of a more advanced associative operation is to find the index where `Foo(i)` is minimized. A serial version might look like this:

```
long SerialMinIndexFoo( const float a[], size_t n ) {
    float value_of_min = FLT_MAX; // FLT_MAX from <climits>
    long index_of_min = -1;
    for( size_t i=0; i<n; ++i ) {
        float value = Foo(a[i]);
        if( value<value_of_min ) {
            value_of_min = value;
            index_of_min = i;
        }
    }
    return index_of_min;
}
```



The loop works by keeping track of the minimum value found so far, and the index of this value. This is the only information carried between loop iterations. To convert the loop to use `parallel_reduce`, the function object must keep track of the carried information, and how to merge this information when iterations are spread across multiple threads. Also, the function object must record a pointer to `a` to provide context.

The following code shows the complete function object.

```
class MinIndexFoo {
    const float *const my_a;
public:
    float value_of_min;
    long index_of_min;
    void operator()( const blocked_range<size_t>& r ) {
        const float *a = my_a;
        for( size_t i=r.begin(); i!=r.end(); ++i ) {
            float value = Foo(a[i]);
            if( value<value_of_min ) {
                value_of_min = value;
                index_of_min = i;
            }
        }
    }

    MinIndexFoo( MinIndexFoo& x, split ) :
        my_a(x.my_a),
        value_of_min(FLT_MAX),    // FLT_MAX from <climits>
        index_of_min(-1)
    {}

    void join( const SumFoo& y ) {
        if( y.value_of_min<value_of_min ) {
            value_of_min = y.value_of_min;
            index_of_min = y.index_of_min;
        }
    }

    MinIndexFoo( const float a[] ) :
        my_a(a),
        value_of_min(FLT_MAX),    // FLT_MAX from <climits>
        index_of_min(-1),
    {}
};
```

Now `SerialMinIndex` can be rewritten using `parallel_reduce` as shown below:

```
long ParallelMinIndexFoo( float a[], size_t n ) {
    MinIndexFoo mif(a);
    parallel_reduce(blocked_range<size_t>(0,n), mif );
    return mif.index_of_min;
}
```

The directory `examples/parallel_reduce/primes` contains a prime number finder based on `parallel_reduce`.

## 3.4 Advanced Topic: Other Kinds of Iteration Spaces

The examples so far have used the class `blocked_range<T>` to specify ranges. This class is useful in many situations, but it does not fit every situation. You can use Intel® Threading Building Blocks to define your own iteration space objects. The object must specify how it can be split into subspaces by providing two methods and a “splitting constructor”. If your class is called `R`, the methods and constructor could be as follows:

```
class R {
    // True if range is empty
    bool empty() const;
    // True if range can be split into non-empty subranges
    bool is_divisible() const;
    // Split r into subranges r and *this
    R( R& r, split );
    ...
};
```

The method `empty` should return true if the range is empty. The method `is_divisible` should return true if the range can be split into two non-empty subspaces, and such a split is worth the overhead. The splitting constructor should take two arguments:

- The first of type `R`
- The second of type `tbb::split`

The second argument is not used; it serves only to distinguish the constructor from an ordinary copy constructor. The splitting constructor should attempt to split `r` roughly into two halves, and update `r` to be the first half, and let constructed object be the second half. The two halves should be non-empty. The parallel algorithm templates call the splitting constructor on `r` only if `r.is_divisible` is true.

The iteration space does not have to be linear. Look at `tbb/blocked_range2d.h` for an example of a range that is two-dimensional. Its splitting constructor attempts to split the range along its longest axis. When used with `parallel_for`, it causes the loop to be “recursively blocked” in a way that improves cache usage. This nice cache behavior means that using `parallel_for` over a `blocked_range2d<T>` can make a loop run faster than the sequential equivalent, even on a single processor.

### 3.4.1 Code Samples

The directory `examples/parallel_for/seismic` contains a simple seismic wave simulation based on `parallel_for` and `blocked_range`. The directory



`examples/parallel_for/tachyon` contains a more complex example of a ray tracer based on `parallel_for` and `blocked_range2d`.

## 4 Parallelizing Complex Loops

---

You can successfully parallelize many applications using only the constructs in Chapter 2.6. However, some situations call for other parallel patterns. This section describes the support for some of these alternate patterns.

### 4.1 Cook Until Done: `parallel_do`

For some loops, the end of the iteration space is not known in advance, or the loop body may add more iterations to do before the loop exits. You can deal with both situations using the template class `tbb::parallel_do`.

A linked list is an example of an iteration space that is not known in advance. In parallel programming, it is usually better to use dynamic arrays instead of linked lists, because accessing items in a linked list is inherently serial. But if you are limited to linked lists, the items can be safely processed in parallel, and processing each item takes at least a few thousand instructions, you can use `parallel_do` to gain some parallelism.

For example, consider the following serial code:

```
void SerialApplyFooToList( const std::list<Item>& list ) {
    for( std::list<Item>::const_iterator i=list.begin() i!=list.end();
    ++i )
        Foo(*i);
}
```

If `Foo` takes at least a few thousand instructions to run, you can get parallel speedup by converting the loop to use `parallel_do`. To do so, define an object with a `const` qualified `operator()`. This is similar to a C++ function object from the C++ standard header `<functional>`, except that `operator()` must be `const`.

```
class ApplyFoo {
public:
    void operator()( Item& item ) const {
        Foo(item);
    }
};
```

The parallel form of `SerialApplyFooToList` is as follows:

```
void ParallelApplyFooToList( const std::list<Item>& list ) {
    parallel_do( list.begin(), list.end(), ApplyFoo() );
}
```



An invocation of `parallel_do` never causes two threads to act on an input iterator concurrently. Thus typical definitions of input iterators for sequential programs work correctly. This convenience makes `parallel_do` unscalable, because the fetching of work is serial. But in many situations, you still get useful speedup over doing things sequentially.

There are two ways that `parallel_do` can acquire work scalably.

- The iterators can be random-access iterators.
- The body argument to `parallel_do`, if it takes a second argument *feeder* of type `parallel_do<Item>&`, can add more work by calling `feeder.add(item)`. For example, suppose processing a node in a tree is a prerequisite to processing its descendants. With `parallel_do`, after processing a node, you could use `feeder.add` to add the descendant nodes. The instance of `parallel_do` does not terminate until all items have been processed.

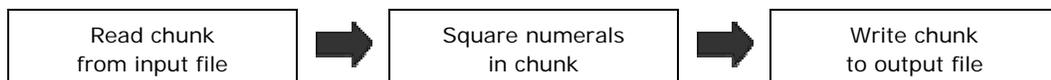
### 4.1.1 Code Sample

The directory `examples/parallel_do/parallel_preorder` contains a small application that uses `parallel_do` to perform parallel preorder traversal of an acyclic directed graph. The example shows how `parallel_do_feeder` can be used to add more work.

## 4.2 Working on the Assembly Line: pipeline

*Pipelining* is a common parallel pattern that mimics a traditional manufacturing assembly line. Data flows through a series of pipeline filters, and each filter processes the data in some way. Given an incoming stream of data, some of these filters can operate in parallel, and others cannot. For example, in video processing, some operations on frames do not depend on other frames, and so can be done on multiple frames at the same time. On the other hand, some operations on frames require processing prior frames first.

The Intel® TBB classes `pipeline` and `filter` implement the pipeline pattern. A simple text processing example will be used to demonstrate the usage of `pipeline` and `filter` to perform parallel formatting. The example reads a text file, squares each decimal numeral in the text, and writes the modified text to a new file. Below is a picture of the pipeline.



Assume that the raw file I/O is sequential. The squaring filter can be done in parallel. That is, if you can serially read  $n$  chunks very quickly, you can transform each of the  $n$  chunks in parallel, as long as they are written in the proper order to the output file.



Though the raw I/O is sequential, the formatting of input and output can be moved to the middle filter, and thus be parallel.

To amortize parallel scheduling overheads, the filters operate on chunks of text. Each input chunk is approximately 4000 characters. Each chunk is represented by an instance of class `TextSlice`:

```
// Holds a slice of text.
/** Instances *must* be allocated/freed using methods herein, because the
C++ declaration
    represents only the header of a much larger object in memory. */
class TextSlice {
    // Pointer to one past last character in sequence
    char* logical_end;
    // Pointer to one past last available byte in sequence.
    char* physical_end;
public:
    // Allocate a TextSlice object that can hold up to max size
    characters.
    static TextSlice* allocate( size_t max_size ) {
        // +1 leaves room for a terminating null character.
        TextSlice* t = (TextSlice*)tbb::tbb_allocator<char>().allocate(
sizeof(TextSlice)+max_size+1 );
        t->logical_end = t->begin();
        t->physical_end = t->begin()+max_size;
        return t;
    }
    // Free this TextSlice object
    void free() {
        tbb::tbb_allocator<char>().deallocate((char*)this,
sizeof(TextSlice)+(physical_end-begin()+1));
    }
    // Pointer to beginning of sequence
    char* begin() {return (char*)(this+1);}
    // Pointer to one past last character in sequence
    char* end() {return logical_end;}
    // Length of sequence
    size_t size() const {return logical_end-(char*)(this+1);}
    // Maximum number of characters that can be appended to sequence
    size_t avail() const {return physical_end-logical_end;}
    // Append sequence [first,last) to this sequence.
    void append( char* first, char* last ) {
        memcpy( logical_end, first, last-first );
        logical_end += last-first;
    }
    // Set end() to given value.
    void set_end( char* p ) {logical_end=p;}
};
```

Below is the top-level code for building and running the pipeline. `TextSlice` objects are passed between filters using pointers to avoid the overhead of copying a `TextSlice`.

```
void RunPipeline( int ntoken, FILE* input_file, FILE* output_file ) {
    tbb::parallel_pipeline(
        ntoken,
```



```

tbb::make_filter<void,TextSlice*>(
    tbb::filter::serial_in_order, MyInputFunc(input_file) )
&
tbb::make_filter<TextSlice*,TextSlice*>(
    tbb::filter::parallel, MyTransformFunc() )
&
tbb::make_filter<TextSlice*,void>(
    tbb::filter::serial_in_order, MyOutputFunc(output_file) ) );
}

```

The parameter *ntoken* to method `parallel_pipeline` controls the level of parallelism. Conceptually, tokens flow through the pipeline. In a serial in order filter, each token must be processed serially in order. In a parallel filter, multiple tokens can be processed in parallel by the filter. If the number of tokens were unlimited, there might be a problem where the unordered filter in the middle keeps gaining tokens because the output filter cannot keep up. This situation typically leads to undesirable resource consumption by the middle filter. The parameter to method `parallel_pipeline` specifies the maximum number of tokens that can be in flight. Once this limit is reached, the pipeline never creates a new token at the input filter until another token is destroyed at the output filter.

The second parameter specifies the sequence of filters. Each filter is constructed by function `make_filter<inputType, outputType>(mode, functor)`.

- The *inputType* specifies the type of values input by a filter. For the input filter, the type is `void`.
- The *outputType* specifies the type of values output by a filter. For the output filter, the type is `void`.
- The *mode* specifies whether the filter processes items in parallel, serial in order, or serial out of order.
- The *functor* specifies how to produce an output value from an input value.

The filters are concatenated with operator `&`. When concatenating two filters, the *outputType* of the first filter must match the *inputType* of the second filter.

The filters can be constructed and concatenated ahead of time. An equivalent version of the previous example that does this follows:

```

void RunPipeline( int ntoken, FILE* input_file, FILE* output_file ) {
    tbb::filter_t<void,TextSlice*> f1( tbb::filter::serial_in_order,
                                     MyInputFunc(input_file) );
    tbb::filter_t<TextSlice*,TextSlice*> f2(tbb::filter::parallel,
                                     MyTransformFunc() );
    tbb::filter_t<TextSlice*,void> f3(tbb::filter::serial_in_order,
                                     MyOutputFunc(output_file) );
    tbb::filter_t<void,void> f = f1 & f2 & f3;
    tbb::parallel_pipeline(ntoken, f);
}

```

The input filter must be `serial_in_order` in this example because the filter reads chunks from a sequential file and the output filter must write the chunks in the same



order. All `serial_in_order` filters process items in the same order. Thus if an item arrives at `MyOutputFilter` out of the order established by `MyInputFilter`, the pipeline automatically delays invoking `MyOutputFilter::operator()` on the item until its predecessors are processed. There is another kind of serial filter, `serial_out_of_order`, that does not preserve order.

The middle filter operates on purely local data. Thus any number of invocations of its functor can run concurrently. Hence it is specified as a parallel filter.

The functors for each filter are explained in detail now. The output functor is the simplest. All it has to do is write a `TextSlice` to a file and free the `TextSlice`.

```
// Functor that writes a TextSlice to a file.
class MyOutputFunc {
    FILE* my_output_file;
public:
    MyOutputFunc( FILE* output_file );
    void operator()( TextSlice* item );
};

MyOutputFunc::MyOutputFunc( FILE* output_file ) :
    my_output_file(output_file)
{
}

void MyOutputFunc::operator()( TextSlice* out ) {
    size_t n = fwrite( out->begin(), 1, out->size(), my_output_file );
    if( n!=out->size() ) {
        fprintf(stderr, "Can't write into file '%s'\n", OutputFileName);
        exit(1);
    }
    out->free();
}
```

Method `operator()` processes a `TextSlice`. The parameter `out` points to the `TextSlice` to be processed. Since it is used for the last filter of the pipeline, it returns `void`.

The functor for the middle filter is similar, but a bit more complex. It returns a pointer to the `TextSlice` that it produces.

```
// Functor that changes each decimal number to its square.
class MyTransformFunc {
public:
    TextSlice* operator()( TextSlice* input ) const;
};

TextSlice* MyTransformFunc::operator()( TextSlice* input ) const {
    // Add terminating null so that strtol works right even if number is
    // at end of the input.
    *input->end() = '\0';
    char* p = input->begin();
    TextSlice* out = TextSlice::allocate( 2*MAX_CHAR_PER_INPUT_SLICE );
    char* q = out->begin();
}
```



```

for(;;) {
    while( p<input->end() && !isdigit(*p) )
        *q++ = *p++;
    if( p==input->end() )
        break;
    long x = strtol( p, &p, 10 );
    // Note: no overflow checking is needed here, as we have twice
the
n
    // input string length, but the square of a non-negative integer
    // cannot have more than twice as many digits as n.
    long y = x*x;
    sprintf(q,"%ld",y);
    q = strchr(q,0);
}
out->set_end(q);
input->free();
return out;
}

```

The input functor is the most complicated, because it has to ensure that no numeral crosses a boundary. When it finds what could be a numeral crossing into the next slice, it copies the partial numeral to the next slice. Furthermore, it has to indicate when the end of input is reached. It does this by invoking method `stop()` on a special argument of type `flow_control`. This idiom is required for any functor used for the first filter of a pipeline. It is shown in bold in the following code for the functor:

```

class MyInputFunc {
public:
    MyInputFunc( FILE* input_file_ );
    MyInputFunc( const MyInputFunc& f ) : input_file(f.input_file),
next_slice(f.next_slice) {
        // Copying allowed only if filter has not started processing.
        assert(!f.next_slice);
    }
    ~MyInputFunc();
    TextSlice* operator()( tbb::flow_control& fc );
private:
    FILE* input_file;
    TextSlice* next_slice;
};

MyInputFunc::MyInputFunc( FILE* input_file_ ) :
    input_file(input_file_),
    next_slice(NULL)
{
}

MyInputFunc::~MyInputFunc() {
    if( next_slice )
        next_slice->free();
}

TextSlice* MyInputFunc::operator()( tbb::flow_control& fc ) {
    // Read characters into space that is available in the next slice.

```

```
if( !next_slice )
    next_slice = TextSlice::allocate( MAX_CHAR_PER_INPUT_SLICE );
size_t m = next_slice->avail();
size_t n = fread( next_slice->end(), 1, m, input_file );
if( !n && next_slice->size()==0 ) {
    // No more characters to process
    fc.stop();
    return NULL;
} else {
    // Have more characters to process.
    TextSlice* t = next_slice;
    next_slice = TextSlice::allocate( MAX_CHAR_PER_INPUT_SLICE );
    char* p = t->end()+n;
    if( n==m ) {
        // Might have read partial number.
        // If so, transfer characters of partial number to next
slice.
        while( p>t->begin() && isdigit(p[-1]) )
            --p;
        next_slice->append( p, t->end()+n );
    }
    t->set_end(p);
    return t;
}
}
```

The copy constructor must be defined because the functor is copied when the filter\_t is built from the functor, and again when the pipeline runs. i

The `parallel_pipeline` syntax is new in TBB 3.0. The directory `examples/pipeline/square` contains the complete code for the squaring example in an older lower-level syntax where the filters are defined via inheritance. The Reference manual describes both syntaxes.

## 4.2.1 Using Circular Buffers

Circular buffers can sometimes be used to minimize the overhead of allocating and freeing the items passed between pipeline filters. If the first filter to create an item and last filter to consume an item are both `serial_in_order`, the items can be allocated and freed via a circular buffer of size at least `n_token`, where `n_token` is the first parameter to `parallel_pipeline`. Under these conditions, no checking of whether an item is still in use is necessary.

The reason this works is that at most `n_token` items can be in flight, and items will be freed in the order that they were allocated. Hence by the time the circular buffer wraps around to reallocate an item, the item must have been freed from its previous use in the pipeline. If the first and last filter are *not* `serial_in_order`, then you have to keep track of which buffers are currently in use, because buffers might not be retired in the same order they were allocated.



## 4.2.2 Throughput of pipeline

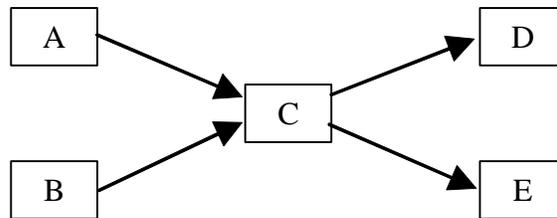
The throughput of a pipeline is the rate at which tokens flow through it, and is limited by two constraints. First, if a pipeline is run with  $N$  tokens, then obviously there cannot be more than  $N$  operations running in parallel. Selecting the right value of  $N$  may involve some experimentation. Too low a value limits parallelism; too high a value may demand too many resources (for example, more buffers). Second, the throughput of a pipeline is limited by the throughput of the slowest sequential filter. This is true even for a pipeline with no parallel filters. No matter how fast the other filters are, the slowest sequential filter is the bottleneck. So in general you should try to keep the sequential filters fast, and when possible, shift work to the parallel filters.

The text processing example has relatively poor speedup, because the serial filters are limited by the I/O speed of the system. Indeed, even with files are on a local disk, you are unlikely to see a speedup much more than 2. To really benefit from a pipeline, the parallel filters need to be doing some heavy lifting compared to the serial filters.

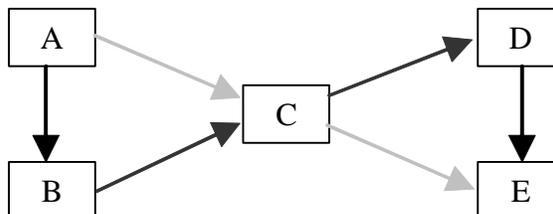
The window size, or sub-problem size for each token, can also limit throughput. Making windows too small may cause overheads to dominate the useful work. Making windows too large may cause them to spill out of cache. A good guideline is to try for a large window size that still fits in cache. You may have to experiment a bit to find a good window size.

## 4.2.3 Non-Linear Pipelines

Template function `parallel_pipeline` supports only linear pipelines. It does not directly handle more baroque plumbing, such as in the diagram below.



However, you can still use a pipeline for this. Just topologically sort the filters into a linear order, like this:





The light gray arrows are the original arrows that are now implied by transitive closure of the other arrows. It might seem that a lot of parallelism is lost by forcing a linear order on the filters, but in fact the only loss is in the *latency* of the pipeline, not the throughput. The latency is the time it takes a token to flow from the beginning to the end of the pipeline. Given a sufficient number of processors, the latency of the original non-linear pipeline is three filters. This is because filters A and B could process the token concurrently, and likewise filters D and E could process the token concurrently. In the linear pipeline, the latency is five filters. The behavior of filters A, B, D and E above may need to be modified in order to properly handle objects that don't need to be acted upon by the filter other than to be passed along to the next filter in the pipeline.

The throughput remains the same, because regardless of the topology, the throughput is still limited by the throughput of the slowest serial filter. If `parallel_pipeline` supported non-linear pipelines, it would add a lot of programming complexity, and not improve throughput. The linear limitation of `parallel_pipeline` is a good tradeoff of gain versus pain.

## 4.3 Summary of Loops and Pipelines

The high-level loop and pipeline templates in Intel® Threading Building Blocks give you efficient scalable ways to exploit the power of multi-core chips without having to start from scratch. They let you design your software at a high task-pattern level and not worry about low-level manipulation of threads. Because they are generic, you can customize them to your specific needs. Have fun using these templates to unlock the power of multi-core.



## 5 Exceptions and Cancellation

---

Intel® Threading Building Blocks (Intel® TBB) supports exceptions and cancellation. When code inside an Intel® TBB algorithm throws an exception, the following steps generally occur:

1. The exception is captured. Any further exceptions inside the algorithm are ignored.
2. The algorithm is cancelled. Pending iterations are not executed. If there is Intel® TBB parallelism nested inside, it might be cancelled, depending upon details explained in Section 5.2.
3. Once all parts of the algorithm stop, an exception is thrown on the thread that invoked the algorithm.

The exception thrown in step 3 might be the original exception, or might merely be a summary of type `captured_exception`. The latter usually occurs on current systems because propagating exceptions between threads requires support for the C++ `std::exception_ptr` functionality. As compilers evolve to support this functionality, future versions of Intel® TBB might throw the original exception. So be sure your code can catch either type of exception. The following example demonstrates exception handling.

```
#include "tbb/tbb.h"
#include <vector>
#include <iostream>

using namespace tbb;
using namespace std;

vector<int> Data;

struct Update {
    void operator()( const blocked_range<int>& r ) const {
        for( int i=r.begin(); i!=r.end(); ++i )
            Data.at(i) += 1;
    }
};

int main() {
    Data.resize(1000);
    try {
        parallel_for( blocked_range<int>(0, 2000), Update());
    } catch( captured_exception& ex ) {
        cout << "captured_exception: " << ex.what() << endl;
    } catch( out_of_range& ex ) {
        cout << "out_of_range: " << ex.what() << endl;
    }
    return 0;
}
```

```
}
```

The `parallel_for` attempts to iterate over 2000 elements of a vector with only 1000 elements. Hence the expression `Data.at(i)` sometimes throws an exception `std::out_of_range` during execution of the algorithm. When the exception happens, the algorithm is cancelled and an exception thrown at the call site to `parallel_for`.

## 5.1 Cancellation Without An Exception

To cancel an algorithm but not throw an exception, use the expression `task::self().cancel_group_execution()`. The part `task::self()` references the innermost Intel® TBB task on the current thread. Calling `cancel_group_execution()` cancels all tasks in its `task_group_context`, which the next section explains in more detail. The method returns `true` if it actually causes cancellation, `false` if the `task_group_context` was already cancelled.

The example below shows how to use `task::self().cancel_group_execution()`.

```
#include "tbb/tbb.h"
#include <vector>
#include <iostream>

using namespace tbb;
using namespace std;

vector<int> Data;

struct Update {
    void operator()( const blocked_range<int>& r ) const {
        for( int i=r.begin(); i!=r.end(); ++i )
            if( i<Data.size() ) {
                ++Data[i];
            } else {
                // Cancel related tasks.
                if( task::self().cancel_group_execution() )
                    cout << "Index " << i << " caused cancellation\n";
                return;
            }
    }
};

int main() {
    Data.resize(1000);
    parallel_for( blocked_range<int>(0, 2000), Update());
    return 0;
}
```

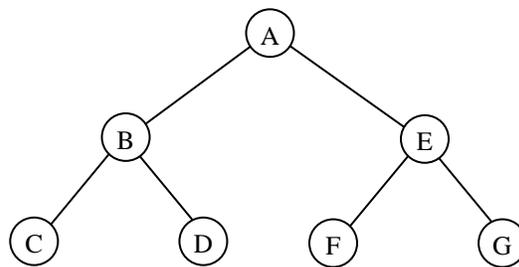


## 5.2 Cancellation and Nested Parallelism

The discussion so far was simplified by assuming non-nested parallelism and skipping details of `task_group_context`. This section explains both.

An Intel® TBB algorithm executes by creating `task` objects (Chapter 11) that execute the snippets of code that you supply to the algorithm template. By default, these `task` objects are associated with a `task_group_context` created by the algorithm. Nested Intel® TBB algorithms create a tree of these `task_group_context` objects. Cancelling a `task_group_context` cancels all of its child `task_group_context` objects, and transitively all its descendants. Hence an algorithm and all algorithms it called can be cancelled with a single request.

Exceptions propagate upwards. Cancellation propagates downwards. The opposition interplays to cleanly stop a nested computation when an exception occurs. For example, consider the tree in Figure 6. Imagine that each node represents an algorithm and its `task_group_context`.



**Figure 6: Tree of `task_group_context`**

Suppose that the algorithm in C throws an exception and no node catches the exception. Intel® TBB propagates the exception upwards, cancelling related subtrees downwards, as follows:

1. Handle exception in C:
  - a. Capture exception in C.
  - b. Cancel tasks in C.
  - c. Throw exception from C to B.
2. Handle exception in B:
  - a. Capture exception in B.
  - b. Cancel tasks in B and, by downwards propagation, in D.
  - c. Throw an exception out of B to A.
3. Handle exception in A:



- a. Capture exception in A.
- b. Cancel tasks in A and, by downwards propagation, in E, F, and G.
- c. Throw an exception upwards out of A.

If your code catches the exception at any level, then Intel® TBB does not propagate it any further. For example, an exception that does not escape outside the body of a `parallel_for` does not cause cancellation of other iterations.

To prevent downwards propagation of cancellation into an algorithm, construct an "isolated" `task_group_context` on the stack and pass it to the algorithm explicitly. The blue color in the following example shows how. The example uses C++ lambda expressions (3.2.1) for brevity.

```
#include "tbb/tbb.h"

bool Data[1000][1000];

int main() {
    try {
        parallel_for( 0, 1000, 1,
            []( int i ) {
                task_group_context root(task_group_context::isolated);
                parallel_for( 0, 1000, 1,
                    []( int j ) {
                        Data[i][j] = true;
                    },
                    root);
                throw "oops";
            });
    } catch(...) {
    }
    return 0;
}
```

The example performs two parallel loops: an outer loop over `i` and inner loop over `j`. The creation of the isolated `task_group_context` `root` protects the inner loop from downwards propagation of cancellation from the `i` loop. When the exception propagates to the outer loop, any pending outer iterations are cancelled, but not inner iterations for an outer iteration that started. Hence when the program completes, each row of `Data` may be different, depending upon whether its iteration `i` ran at all, but within a row, the elements will be homogeneously `false` or `true`, not a mixture.

Removing the blue text would permit cancellation to propagate down into the inner loop. In that case, a row of `Data` might end up with both `true` and `false` values.



## 6 Containers

---

Intel® Threading Building Blocks (Intel® TBB) provides highly concurrent container classes. These containers can be used with raw Windows\* or Linux\* threads, or in conjunction with task-based programming (11.1).

A concurrent container allows multiple threads to concurrently access and update items in the container. Typical C++ STL containers do not permit concurrent update; attempts to modify them concurrently often result in corrupting the container. STL containers can be wrapped in a mutex to make them safe for concurrent access, by letting only one thread operate on the container at a time, but that approach eliminates concurrency, thus restricting parallel speedup.

Containers provided by Intel® TBB offer a much higher level of concurrency, via one or both of the following methods:

- **Fine-grained locking:** Multiple threads operate on the container by locking only those portions they really need to lock. As long as different threads access different portions, they can proceed concurrently.
- **Lock-free techniques:** Different threads account and correct for the effects of other interfering threads.

Notice that highly-concurrent containers are come at a cost. They typically have higher overheads than regular STL containers. Operations on highly-concurrent containers may take longer than for STL containers. Therefore, use highly-concurrent containers when the speedup from the additional concurrency that they enable outweighs their slower sequential performance.

**CAUTION:** As with most objects in C++, the constructor or destructor of a container object must not be invoked concurrently with another operation on the same object. Otherwise the resulting race may cause the operation to be executed on an undefined object.

### 6.1 concurrent\_hash\_map

A `concurrent_hash_map<Key, T, HashCompare >` is a hash table that permits concurrent accesses. The table is a map from a key to a type `T`. The traits type `HashCompare` defines how to hash a key and how to compare two keys.

The following example builds a `concurrent_hash_map` where the keys are strings and the corresponding data is the number of times each string occurs in the array `Data`.

```
#include "tbb/concurrent_hash_map.h"
#include "tbb/blocked_range.h"
#include "tbb/parallel_for.h"
```



```
#include <string>

using namespace tbb;
using namespace std;

// Structure that defines hashing and comparison operations for user's
// type.
struct MyHashCompare {
    static size_t hash( const string& x ) {
        size_t h = 0;
        for( const char* s = x.c_str(); *s; ++s )
            h = (h*17)^*s;
        return h;
    }
    //! True if strings are equal
    static bool equal( const string& x, const string& y ) {
        return x==y;
    }
};

// A concurrent hash table that maps strings to ints.
typedef concurrent_hash_map<string,int,MyHashCompare> StringTable;

// Function object for counting occurrences of strings.
struct Tally {
    StringTable& table;
    Tally( StringTable& table_ ) : table(table_) {}
    void operator()( const blocked_range<string*> range ) const {
        for( string* p=range.begin(); p!=range.end(); ++p ) {
            StringTable::accessor a;
            table.insert( a, *p );
            a->second += 1;
        }
    }
};

const size_t N = 1000000;

string Data[N];

void CountOccurrences() {
    // Construct empty table.
    StringTable table;

    // Put occurrences into the table
    parallel_for( blocked_range<string*>( Data, Data+N, 1000 ),
                 Tally(table) );

    // Display the occurrences
    for( StringTable::iterator i=table.begin(); i!=table.end(); ++i )
        printf("%s %d\n",i->first.c_str(),i->second);
}
```

A `concurrent_hash_map` acts as a container of elements of type `std::pair<const Key, T>`. Typically, when accessing a container element, you are interested in either



updating it or reading it. The template class `concurrent_hash_map` supports these two purposes respectively with the classes `accessor` and `const_accessor` that act as smart pointers. An *accessor* represents *update (write)* access. As long as it points to an element, all other attempts to look up that key in the table block until the `accessor` is done. A `const_accessor` is similar, except that it represents *read-only* access. Multiple `const_accessors` can point to the same element at the same time. This feature can greatly improve concurrency in situations where elements are frequently read and infrequently updated.

The methods `find` and `insert` take an `accessor` or `const_accessor` as an argument. The choice tells `concurrent_hash_map` whether you are asking for *update* or *read-only* access. Once the method returns, the access lasts until the `accessor` or `const_accessor` is destroyed. Because having access to an element can block other threads, try to shorten the lifetime of the `accessor` or `const_accessor`. To do so, declare it in the innermost block possible. To release access even sooner than the end of the block, use method `release`. The following example is a rework of the loop body that uses `release` instead of depending upon destruction to end thread lifetime:

```
StringTable accessor a;
for( string* p=range.begin(); p!=range.end(); ++p ) {
    table.insert( a, *p );
    a->second += 1;
    a.release();
}
```

The method `remove(key)` can also operate concurrently. It implicitly requests write access. Therefore before removing the key, it waits on any other extant accesses on `key`.

## 6.1.1 More on HashCompare

There are several ways to make the *HashCompare* argument for `concurrent_hash_map` work for your own types.

- Specify the *HashCompare* argument explicitly
- Let the *HashCompare* default to `tbb_hash_compare<Key>` and do one of the following:
  - Define a specialization of template `tbb_hash_compare<Key>`.
  - Define an overload of function `tbb_hasher(Key)`.
  - Rely on the definitions of `tbb_hasher(Key)` provided by the library.

Function `tbb_hasher` is predefined for the following types:

- Types convertible to `size_t`, such as integral types.
- Pointer types.
- Instances of `std::basic_string`.



- `std::pair<Key1, Key2>`, where `tbb_hasher(Key)` and `tbb_hasher(Key2)` are defined.

For example, if you have keys of type `Foo`, and `operator==` is defined for `Foo`, you just have to provide a definition of `tbb_hasher` as shown below:

```
size_t tbb_hasher(const Foo& f) {
    size_t h = ...compute hash code for f...
    return h;
};
```

In general, the definition of `tbb_hash_compare<Key>` or `HashCompare` must provide two signatures:

- A method `hash` that maps a `Key` to a `size_t`
- A method `equal` that determines if two keys are equal

The signatures go together in a single class because *if two keys are equal, then they must hash to the same value*, otherwise the hash table might not work. You could trivially meet this requirement by always hashing to 0, but that would cause tremendous inefficiency. Ideally, each key should hash to a different value, or at least the probability of two distinct keys hashing to the same value should be kept low.

The methods of `HashCompare` should be `static` unless you need to have them behave differently for different instances. If so, then you should construct the `concurrent_hash_map` using the constructor that takes a `HashCompare` as a parameter. The following example is a variation on an earlier example with instance-dependent methods. The instance performs both case-sensitive or case-insensitive hashing, and comparison, depending upon an internal flag `ignore_case`.

```
// Structure that defines hashing and comparison operations
class VariantHashCompare {
    // If true, then case of letters is ignored.
    bool ignore_case;
public:
    size_t hash(const string& x) const {
        size_t h = 0;
        for(const char* s = x.c_str(); *s; s++)
            h = (h*16777179)^(ignore_case?tolower(*s):*s);
        return h;
    }
    // True if strings are equal
    bool equal(const string& x, const string& y) const {
        if( ignore_case )
            strcasecmp(x.c_str(), y.c_str())==0;
        else
            return x==y;
    }
    VariantHashCompare(bool ignore_case_) : ignore_case(ignore_case_) {}
};

typedef concurrent_hash_map<string,int, VariantHashCompare>
VariantStringTable;
```



```
VariantStringTable CaseSensitiveTable (VariantHashCompare (false));
VariantStringTable CaseInsensitiveTable (VariantHashCompare (true));
```

The directory `examples/concurrent_hash_map/count_strings` contains a complete example that uses `concurrent_hash_map` to enable multiple processors to cooperatively build a histogram.

## 6.2 concurrent\_vector

A `concurrent_vector<T>` is a dynamically growable array of  $T$ . It is safe to grow a `concurrent_vector` while other threads are also operating on elements of it, or even growing it themselves. For safe concurrent growing, `concurrent_vector` has three methods that support common uses of dynamic arrays: `push_back`, `grow_by`, and `grow_to_at_least`.

Method `push_back(x)` safely appends  $x$  to the array. Method `grow_by(n)` safely appends  $n$  consecutive elements initialized with  $T()$ . Both methods return an iterator pointing to the first appended element. Each element is initialized with  $T()$ . So for example, the following routine safely appends a C string to a shared vector:

```
void Append( concurrent_vector<char>& vector, const char* string ) {
    size_t n = strlen(string)+1;
    std::copy( string, string+n, vector.grow_by(n) );
}
```

The related method `grow_to_at_least(n)` grows a vector to size  $n$  if it is shorter. Concurrent calls to the growth methods do not necessarily return in the order that elements are appended to the vector.

Method `size()` returns the number of elements in the vector, which may include elements that are still undergoing concurrent construction by methods `push_back`, `grow_by`, or `grow_to_at_least`. The example uses `std::copy` and iterators, not `strcpy` and pointers, because elements in a `concurrent_vector` might not be at consecutive addresses. It is safe to use the iterators while the `concurrent_vector` is being grown, as long as the iterators never go past the current value of `end()`. However, the iterator may reference an element undergoing concurrent construction. You must synchronize construction and access.

A `concurrent_vector<T>` never moves an element until the array is cleared, which can be an advantage over the STL `std::vector` even for single-threaded code. However, `concurrent_vector` does have more overhead than `std::vector`. Use `concurrent_vector` only if you really need the ability to dynamically resize it while other accesses are (or might be) in flight, or require that an element never move.



## 6.2.1 Clearing is Not Concurrency Safe

**CAUTION:** Operations on `concurrent_vector` are concurrency safe with respect to *growing*, not for clearing or destroying a vector. Never invoke method `clear()` if there are other operations in flight on the `concurrent_vector`.

## 6.2.2 Advanced Idiom: Waiting on an Element

Sometimes a thread must wait for an element `v[i]` that is being asynchronously added by another thread. The following idiom can be used for the wait:

1. Wait until `i < v.size()`. Afterwards, `v[i]` is known to be allocated, but perhaps not constructed.
2. Wait for `v[i]` to be constructed.

A good way to do step 2 is to wait for an atomic flag in the element to become non-zero. Sometimes the entire element is the flag. To ensure that the flag is zero until the element is constructed, do the following:

- Instantiate `concurrent_vector` with an allocator that allocates zeroed memory, such as `tbb::zero_allocator`.
- Making the element constructor set the flag to non-zero as its last action.

Below is an example where the vector elements are atomic pointers. It assumes that pointers added to the vector are non-NULL, hence the flag is the pointer itself.

```
#include <tbb/compat/thread>
#include <tbb/tbb_allocator.h> // zero_allocator defined here
#include <tbb/atomic.h>
#include <tbb/concurrent_vector.h>

using namespace tbb;
typedef concurrent_vector<atomic<Foo*>, zero_allocator<atomic<Foo*> > >
FooVector;

Foo* FetchElement( const FooVector& v, size_t i ) {
    // Wait for ith element to be allocated
    while( i >= v.size() )
        std::this_thread::yield();
    // Wait for ith element to be constructed
    while( v[i] == NULL )
        std::this_thread::yield();
    return v[i];
}
```

In general, the flag must be an atomic type to ensure proper memory consistency (8.1.2).



## 6.3 Concurrent Queue Classes

Template class `concurrent_queue<T, Alloc>` implements a concurrent queue with values of type `T`. Multiple threads may simultaneously push and pop elements from the queue. The queue is unbounded and has no blocking operations. The fundamental operations on it are `push` and `try_pop`. The `push` operation works just like `push` for an `std::queue`. The operation `try_pop` pops an item if it is available. The check and popping have to be done in a single operation for sake of thread safety.

For example, consider the following serial code:

```
extern std::queue<T> MySerialQueue;
T item;
if( !MySerialQueue.empty() ) {
    item = MySerialQueue.front();
    MySerialQueue.pop_front();
    ... process item...
}
```

Even if each `std::queue` method were implemented in a thread-safe manner, the composition of those methods as shown in the example would not be thread safe if there were other threads also popping from the same queue. For example, `MySerialQueue.empty()` might return true just before another thread snatches the last item from `MySerialQueue`.

The equivalent thread-safe Intel® TBB code is:

```
extern concurrent_queue<T> MyQueue;
T item;
if( MyQueue.try_pop(item) ) {
    ...process item...
}
```

In a single-threaded program, a queue is a first-in first-out structure. But if multiple threads are pushing and popping concurrently, the definition of “first” is uncertain. Use of `concurrent_queue` guarantees is that if a thread pushes two values, and another thread pops those two values, they will be popped in the same order that they were pushed.

Template class `concurrent_queue` is unbounded and has no methods that wait. It is up to the user to provide synchronization to avoid overflow, or to wait for the queue to become non-empty. Typically this is appropriate when the synchronization has to be done at a higher level.

Template class `concurrent_bounded_queue<T, Alloc>` is a variant that adds blocking operations and the ability to specify a capacity. The methods of particular interest on it are:

- o `pop(item)` waits until it can succeed.
- o `push(item)` waits until it can succeed without exceeding the queue's capacity.



- o `try_push(item)` pushes `item` only if it would not exceed the queue's capacity.
- o `size()` returns a *signed* integer.

The value of `concurrent_queue::size()` is defined as the number of push operations started minus the number of pop operations started. If pops outnumber pushes, `size()` becomes negative. For example, if a `concurrent_queue` is empty, and there are  $n$  pending pop operations, `size()` returns  $-n$ . This provides an easy way for producers to know how many consumers are waiting on the queue. Method `empty()` is defined to be true if and only if `size()` is not positive.

By default, a `concurrent_bounded_queue` is unbounded. It may hold any number of values, until memory runs out. It can be bounded by setting the queue capacity with method `set_capacity`. Setting the capacity causes `push` to block until there is room in the queue. Bounded queues are slower than unbounded queues, so if there is a constraint elsewhere in your program that prevents the queue from becoming too large, it is better not to set the capacity. If you do not need the bounds or the blocking pop, consider using `concurrent_queue` instead.

## 6.3.1 Iterating Over a Concurrent Queue for Debugging

The template classes `concurrent_queue` and `concurrent_bounded_queue` support STL-style iteration. This support is intended only for debugging, when you need to dump a queue. The iterators go forwards only, and are too slow to be very useful in production code. If a queue is modified, all iterators pointing to it become invalid and unsafe to use. The following snippet dumps a queue. The `operator<<` is defined for a `Foo`.

```
concurrent_queue<Foo> q;
...
typedef concurrent_queue<Foo>::const_iterator iter;
for(iter i(q.unsafe_begin()); i!=q.unsafe_end(); ++i ) {
    cout << *i;
}
```

The prefix `unsafe_` on the methods is a reminder that they are not concurrency safe.

## 6.3.2 When Not to Use Queues

Queues are widely used in parallel programs to buffer consumers from producers. Before using an explicit queue, however, consider using `parallel_do` (4.1) or `pipeline` (4.2) instead. These options are often more efficient than queues for the following reasons:

- A queue is inherently a bottle neck, because it must maintain first-in first-out order.
- A thread that is popping a value may have to wait idly until the value is pushed.



- A queue is a passive data structure. If a thread pushes a value, it could take time until it pops the value, and in the meantime the value (and whatever it references) becomes “cold” in cache. Or worse yet, another thread pops the value, and the value (and whatever it references) must be moved to the other processor.

In contrast, `parallel_do` and `pipeline` avoid these bottlenecks. Because their threading is implicit, they optimize use of worker threads so that they do other work until a value shows up. They also try to keep items hot in cache. For example, when another work item is added to a `parallel_do`, it is kept local to the thread that added it unless another idle thread can steal it before the “hot” thread processes it. This way, items are more often processed by the hot thread.

## 6.4 Summary of Containers

The high-level containers in Intel® Threading Building Blocks enable common idioms for concurrent access. They are suitable for scenarios where the alternative would be a serial container with a lock around it.

## 7 Mutual Exclusion

---

Mutual exclusion controls how many threads can simultaneously run a region of code. In Intel® Threading Building Blocks (Intel® TBB), mutual exclusion is implemented by *mutexes* and *locks*. A mutex is an object on which a thread can acquire a lock. Only one thread at a time can have a lock on a mutex; other threads have to wait their turn.

The simplest mutex is `spin_mutex`. A thread trying to acquire a lock on a `spin_mutex` busy waits until it can acquire the lock. A `spin_mutex` is appropriate when the lock is held for only a few instructions. For example, the following code uses a mutex `FreeListMutex` to protect a shared variable `FreeList`. It checks that only a single thread has access to `FreeList` at a time. The black font shows the usual sequential code. The blue text shows code added to make the code thread-safe.

```
Node* FreeList;
typedef spin_mutex FreeListMutexType;
FreeListMutexType FreeListMutex;

Node* AllocateNode() {
    Node* n;
    {
        FreeListMutexType::scoped_lock lock(FreeListMutex);
        n = FreeList;
        if( n )
            FreeList = n->next;
    }
    if( !n )
        n = new Node();
    return n;
}

void FreeNode( Node* n ) {
    FreeListMutexType::scoped_lock lock(FreeListMutex);
    n->next = FreeList;
    FreeList = n;
}
```

The constructor for `scoped_lock` waits until there are no other locks on `FreeListMutex`. The destructor releases the lock. The braces inside routine `AllocateNode` may look unusual. Their role is to keep the lifetime of the lock as short as possible, so that other waiting threads can get their chance as soon as possible.

**CAUTION:** Be sure to name the lock object, otherwise it will be destroyed too soon. For example, if the creation of the `scoped_lock` object in the example is changed to

```
FreeListMutexType::scoped_lock (FreeListMutex);
```



then the `scoped_lock` is destroyed when execution reaches the semicolon, which releases the lock *before* `FreeList` is accessed.

An alternative way to write `AllocateNode` is as follows:

```
Node* AllocateNode() {
    Node* n;
    FreeListMutexType::scoped_lock lock;
    lock.acquire(FreeListMutex);
    n = FreeList;
    if( n )
        FreeList = n->next;
    lock.release();
    if( !n )
        n = new Node();
    return n;
}
```

Method `acquire` waits until it can acquire a lock on the mutex; method `release` releases the lock.

It is recommended that you add extra braces where possible, to clarify to maintainers which code is protected by the lock.

If you are familiar with C interfaces for locks, you may be wondering why there are not simply `acquire` and `release` methods on the mutex object itself. The reason is that the C interface would not be exception safe, because if the protected region threw an exception, control would skip over the `release`. With the object-oriented interface, destruction of the `scoped_lock` object causes the lock to be released, no matter whether the protected region was exited by normal control flow or an exception. This is true even for our version of `AllocateNode` that used methods `acquire` and `release` – the explicit `release` causes the lock to be released earlier, and the destructor then sees that the lock was released and does nothing.

All mutexes in Intel® TBB have a similar interface, which not only makes them easier to learn, but enables generic programming. For example, all of the mutexes have a nested `scoped_lock` type, so given a mutex of type `M`, the corresponding lock type is `M::scoped_lock`.

**TIP:** It is recommended that you always use a `typedef` for the mutex type, as shown in the previous examples. That way, you can change the type of the lock later without having to edit the rest of the code. In the examples, you could replace the `typedef` with `typedef queuing_mutex FreeListMutexType`, and the code would still be correct.

## 7.1.1 Mutex Flavors

Connoisseurs of mutexes distinguish various attributes of mutexes. It helps to know some of these, because they involve tradeoffs of generality and efficiency. Picking the



right one often helps performance. Mutexes can be described by the following qualities, also summarized in Table 11

- **Scalable.** Some mutexes are called *scalable*. In a strict sense, this is not an accurate name, because a mutex limits execution to one thread at a time. A *scalable mutex* is one that does not do *worse* than this. A mutex can do worse than serialize execution if the waiting threads consume excessive processor cycles and memory bandwidth, reducing the speed of threads trying to do real work. Scalable mutexes are often slower than non-scalable mutexes under light contention, so a non-scalable mutex may be better. When in doubt, use a scalable mutex.
- **Fair.** Mutexes can be *fair* or *unfair*. A fair mutex lets threads through in the order they arrived. Fair mutexes avoid starving threads. Each thread gets its turn. However, unfair mutexes can be faster, because they let threads that are running go through first, instead of the thread that is next in line which may be sleeping on account of an interrupt.
- **Recursive.** Mutexes can be *recursive* or *non-recursive*. A recursive mutex allows a thread that is already holding a lock on the mutex to acquire another lock on the mutex. This is useful in some recursive algorithms, but typically adds overhead to the lock implementation.
- **Yield or Block.** This is an implementation detail that impacts performance. On long waits, an Intel® TBB mutex either *yields* or *blocks*. Here *yields* means to repeatedly poll whether progress can be made, and if not, temporarily yield<sup>3</sup> the processor. To *block* means to yield the processor until the mutex permits progress. Use the yielding mutexes if waits are typically short and blocking mutexes if waits are typically long.

The following is a summary of mutex behaviors:

- `spin_mutex` is non-scalable, unfair, non-recursive, and spins in user space. It would seem to be the worst of all possible worlds, except that it is *very fast* in *lightly contended* situations. If you can design your program so that contention is somehow spread out among many `spin_mutex` objects, you can improve performance over using other kinds of mutexes. If a mutex is heavily contended, your algorithm will not scale anyway. Consider redesigning the algorithm instead of looking for a more efficient lock.
- `queuing_mutex` is scalable, fair, non-recursive, and spins in user space. Use it when scalability and fairness are important.
- `spin_rw_mutex` and `queuing_rw_mutex` are similar to `spin_mutex` and `queuing_mutex`, but additionally support *reader* locks.
- `mutex` and `recursive_mutex` are wrappers around the system's "native" mutual exclusion. On Windows\* operating systems it is implemented on top of `CRITICAL_SECTION`. On Linux\* and Mac OS\* X operating systems it is implemented on top of `pthread_mutex`. The advantages of using the wrapper are that it adds an exception-safe interface and it provides an interface identical to the other mutexes in Intel® TBB, which makes it easy to swap in a different kind of mutex later if warranted by performance measurements.

---

<sup>3</sup> The yielding is implemented via `SwitchToThread()` on Microsoft Windows\* operating systems and by `sched_yield()` on other systems.



- `null_mutex` and `null_rw_mutex` do nothing. They can be useful as template arguments. For example, suppose you are defining a container template and know that some instantiations will be shared by multiple threads and need internal locking, but others will be private to a thread and not need locking. You can define the template to take a `Mutex` type parameter. The parameter can be one of the real mutex types when locking is necessary, and `null_mutex` when locking is unnecessary.

**Table 11: Traits and Behaviors of Mutexes**

Mutex	Scalable	Fair	Recursive	Long Wait	Size
<code>mutex</code>	OS dependent	OS dependent	no	blocks	≥ 3 words
<code>recursive_mutex</code>	OS dependent	OS dependent	yes	blocks	≥ 3 words
<code>spin_mutex</code>	no	no	no	yields	1 byte
<code>queuing_mutex</code>	✓	✓	no	yields	1 word
<code>spin_rw_mutex</code>	no	no	no	yields	1 word
<code>queuing_rw_mutex</code>	✓	✓	no	yields	1 word
<code>null_mutex</code> <sup>4</sup>	moot	✓	✓	never	empty
<code>null_rw_mutex</code>	moot	✓	✓	never	empty

## 7.1.2 Reader Writer Mutexes

Mutual exclusion is necessary when at least one thread *writes* to a shared variable. But it does no harm to permit multiple readers into a protected region. The reader-writer variants of the mutexes, denoted by `_rw_` in the class names, enable multiple readers by distinguishing *reader locks* from *writer locks*. There can be more than one reader lock on a given mutex.

Requests for a reader lock are distinguished from requests for a writer lock via an extra boolean parameter in the constructor for `scoped_lock`. The parameter is `false` to request a reader lock and `true` to request a writer lock. It defaults to `true` so that when omitted, a `spin_rw_mutex` or `queuing_rw_mutex` behaves like its non-`_rw_` counterpart. The next section shows an example where the parameter is explicitly `false` in order to obtain a reader lock.

---

<sup>4</sup> Null mutexes are considered fair by Intel® TBB because they cannot cause starvation. They lack any non-static data members.

## 7.1.3 Upgrade/Downgrade

It is possible to upgrade a reader lock to a writer lock, by using the method `upgrade_to_writer`. Here is an example.

```
std::vector<string> MyVector;
typedef spin_rw_mutex MyVectorMutexType;
MyVectorMutexType MyVectorMutex;

void AddKeyIfMissing( const string& key ) {
    // Obtain a reader lock on MyVectorMutex
    MyVectorMutexType::scoped lock
lock(MyVectorMutex, /*is_writer=*/false);
    size_t n = MyVector.size();
    for( size_t i=0; i<n; ++i )
        if( MyVector[i]==key ) return;
    if( !MyVectorMutex.upgrade_to_writer() )
        // Check if key was added while lock was temporarily released
        for( int i=n; i<MyVector.size(); ++i )
            if(MyVector[i]==key ) return;
    vector.push_back(key);
}
```

Note that the vector must sometimes be searched again. This is necessary because `upgrade_to_writer` might have to temporarily release the lock before it can upgrade. Otherwise, deadlock might ensue, as discussed in Section 7.1.4. Method `upgrade_to_writer` returns a `bool` that is true if it successfully upgraded the lock without releasing it, and false if the lock was released temporarily. Thus when `upgrade_to_writer` returns false, the code must rerun the search to check that the key was not inserted by another writer. The example presumes that keys are always added to the end of the vector, and that keys are never removed. Because of these assumptions, it does not have to re-search the entire vector, but only the elements beyond those originally searched. The key point to remember is that when `upgrade_to_writer` returns false, any assumptions established while holding a reader lock may have been invalidated, and must be rechecked.

For symmetry, there is a corresponding method `downgrade_to_reader`, though in practice there are few reasons to use it.

## 7.1.4 Lock Pathologies

Locks can introduce performance and correctness problems. If you are new to locking, here are some of the problems to avoid:

### 7.1.4.1 Deadlock

Deadlock happens when threads are trying to acquire more than one lock, and each holds some of the locks the other threads need to proceed. More precisely, deadlock happens when:



- There is a cycle of threads
- Each thread holds at least one lock on a mutex, and is waiting on a mutex for which the *next* thread in the cycle already has a lock.
- No thread is willing to give up its lock.

Think of classic gridlock at an intersection – each car has “acquired” part of the road, but needs to “acquire” the road under another car to get through. Two common ways to avoid deadlock are:

- Avoid needing to hold two locks at the same time. Break your program into small actions in which each can be accomplished while holding a single lock.
- Always acquire locks in the same order. For example, if you have “outer container” and “inner container” mutexes, and need to acquire a lock on one of each, you could always acquire the “outer sanctum” one first. Another example is “acquire locks in alphabetical order” in a situation where the locks have names. Or if the locks are unnamed, acquire locks in order of the mutex’s numerical addresses.
- Use atomic operations instead of locks, as discussed in the following section.

### 7.1.4.2 Convoying

Another common problem with locks is *convoying*. Convoying occurs when the operating system interrupts a thread that is holding a lock. All other threads must wait until the interrupted thread resumes and releases the lock. Fair mutexes can make the situation even worse, because if a waiting thread is interrupted, all the threads behind it must wait for it to resume.

To minimize convoying, try to hold the lock as briefly as possible. Precompute whatever you can before acquiring the lock.

To avoid convoying, use atomic operations instead of locks where possible.

## 8 Atomic Operations

You can avoid mutual exclusion using atomic operations. When a thread performs an atomic operation, the other threads see it as happening instantaneously. The advantage of atomic operations is that they are relatively quick compared to locks, and do not suffer from deadlock and convoying. The disadvantage is that they only do a limited set of operations, and often these are not enough to synthesize more complicate operations efficiently. But nonetheless you should not pass up an opportunity to use an atomic operation in place of mutual exclusion. Class `atomic<T>` implements atomic operations with C++ style.

A classic use of atomic operations is for thread-safe reference counting. Suppose `x` is a reference count of type `int`, and the program needs to take some action when the reference count becomes zero. In single-threaded code, you could use a plain `int` for `x`, and write `--x; if(x==0) action()`. But this method might fail for multithreaded code, because two threads might interleave their operations as shown in the following table, where  $t_a$  and  $t_b$  represent machine registers, and time progresses downwards:

**Table 12: Interleaving of Machine Instructions**

Thread A	Thread B
<code>t<sub>a</sub> = x</code>	
	<code>t<sub>b</sub> = x</code>
<code>x = t<sub>a</sub> - 1</code>	
	<code>x = t<sub>b</sub> - 1</code>
<code>if( x==0 )</code>	
	<code>if( x==0 )</code>

Though the code intended for `x` to be decremented twice, it ends up with only one less than its original value. Also, another problem results because the test of `x` is separate from the decrement: If `x` starts out as two, and both threads decrement `x` before either thread evaluates the `if` condition, *both* threads would call `action()`. To correct this problem, you need to ensure that only one thread at a time does the decrement *and* ensure that the value checked by the “if” is the result of the decrement. You can do this by introducing a mutex, but it is much faster and simpler to declare `x` as `atomic<int>` and write “`if(--x==0) action()`”. The method `atomic<int>::operator--` acts atomically; no other thread can interfere.

`atomic<T>` supports atomic operations on type `T`, which must be an integral, enumeration, or pointer type. There are five fundamental operations supported, with additional interfaces in the form of overloaded operators for syntactic convenience. For example, `++`, `--`, `-=`, and `+=` operations on `atomic<T>` are all forms of the



fundamental operation *fetch-and-add*. The following are the five fundamental operations on a variable *x* of type `atomic<T>`.

**Table 13: Fundamental Operations on a Variable *x* of Type `atomic<T>`**

<code>= x</code>	read the value of <i>x</i>
<code>x =</code>	write the value of <i>x</i> , and return it
<code>x.fetch_and_store(y)</code>	do <code>x=y</code> and return the old value of <i>x</i>
<code>x.fetch_and_add(y)</code>	do <code>x+=y</code> and return the old value of <i>x</i>
<code>x.compare_and_swap(y,z)</code>	if <i>x</i> equals <i>z</i> , then do <code>x=y</code> . In either case, return old value of <i>x</i> .

Because these operations happen atomically, they can be used safely without mutual exclusion. Consider the following example:

```
atomic<unsigned> counter;

unsigned GetUniqueInteger() {
    return counter.fetch_and_add(1);
}
```

The routine `GetUniqueInteger` returns a different integer each time it is called, until the counter wraps around. This is true no matter how many threads call `GetUniqueInteger` simultaneously.

The operation `compare_and_swap` is fundamental operation to many non-blocking algorithms. A problem with mutual exclusion is that if a thread holding a lock is suspended, all other threads are blocked until the holding thread resumes. Non-blocking algorithms avoid this problem by using atomic operations instead of locking. They are generally complicated and require sophisticated analysis to verify. However, the following idiom is straightforward and worth knowing. It updates a shared variable `globalx` in a way that is somehow based on its old value:

```
atomic<int> globalx;

int UpdateX() {    // Update x and return old value of x.
    do {
        // Read globalX
        oldx = globalx;
        // Compute new value
        newx = ...expression involving oldx...
        // Store new value if another thread has not changed globalX.
    } while( globalx.compare_and_swap(newx,oldx)!=oldx );
    return oldx;
}
```

Worse, some threads iterate the loop until no other thread interferes. Typically, if the update takes only a few instructions, the idiom is faster than the corresponding mutual-exclusion solution.



**CAUTION:** If the following sequence thwarts your intent, then the update idiom is inappropriate:

1. A thread reads a value *A* from `globalx`
2. Other threads change `globalx` from *A* to *B* to *A*
3. The thread in step 1 does its `compare_and_swap`, reading *A* and thus not detecting the intervening change to *B*.

The problem is called the *ABA problem*. It is frequently a problem in designing non-blocking algorithms for linked data structures. See the Internet for more information.

## 8.1.1 Why `atomic<T>` Has No Constructors

Template class `atomic<T>` deliberately has no declared constructors, because examples like `GetUniqueInteger` in Chapter 8 are commonly required to work correctly even before all file-scope constructors have been called. If `atomic<T>` declared a constructor, a file-scope instance might be initialized after it had been referenced.

As for any C++ class with no declared constructors, an object *X* of type `atomic<T>` is automatically initialized to zero in the following contexts:

- o *x* is declared as a file-scope variable or as a static data member of a class.
- o *x* is a member of a class and explicitly listed in the constructor's initializer list.

The code below illustrates these points.

```
atomic<int> x; // zero-initialized because it is at file scope

class Foo {
    atomic<int> y;
    atomic<int> notzeroed;
    static atomic<int> z;
public:
    Foo() :
        y() // zero-initializes y.
        {
            // notzeroed has unspecified value here.
        }
};

atomic<int> Foo::z; // zero-initialized because it is a static member
```

## 8.1.2 Memory Consistency

Some architectures, such as Intel® IA-64 (Itanium®), have “weak memory consistency”, in which memory operations on different addresses may be reordered by the hardware for sake of efficiency. The subject is complex, and it is recommended that the interested reader consult other works (Intel 2002, Robison 2003) on the



subject. If you are programming only for IA-32 and Intel® 64 architecture platforms, you can skip this section.

Class `atomic<T>` permits you to enforce certain ordering of memory operations as described in Table 14:

**Table 14: Ordering Constraints**

Kind	Description	Default For
acquire	Operations after the atomic operation never move over it.	read
release	Operations before the atomic operation never move over it.	write
sequentially consistent	Operations on either side never move over the atomic operation and the sequentially consistent atomic operations have a global order.	fetch_and_store fetch_and_add compare_and_swap

The rightmost column lists the operations that default to a particular constraint. Use these defaults to avoid unexpected surprises. For read and write, the defaults are the only constraints available. However, if you are familiar with weak memory consistency, you might want to change the default sequential consistency for the other operations to weaker constraints. To do this, use variants that take a template argument. The argument can be `acquire` or `release`, which are values of the enum type `memory_semantics`.

For example, suppose various threads are producing parts of a data structure, and you want to signal a consuming thread when the data structure is ready. One way to do this is to initialize an atomic counter with the number of busy producers, and as each producer finishes, it executes:

```
refcount.fetch_and_add<release>(-1);
```

The argument `release` guarantees that the producer's writes to shared memory occurs before `refcount` is decremented. Similarly, when the consumer checks `refcount`, the consumer must use an `acquire` fence, which is the default for reads, so that the consumer's reads of the data structure do not happen until after the consumer sees `refcount` become 0.



## 9 Timing

---

When measuring the performance of parallel programs, it is usually *wall clock* time, not CPU time, that matters. The reason is that better parallelization typically increases aggregate CPU time by employing more CPUs. The goal of parallelizing a program is usually to make it run *faster* in real time.

The class `tick_count` in Intel® Threading Building Blocks (Intel® TBB) provides a simple interface for measuring wall clock time. A `tick_count` value obtained from the static method `tick_count::now()` represents the current absolute time. Subtracting two `tick_count` values yields a relative time in `tick_count::interval_t`, which you can convert to seconds, as in the following example:

```
tick_count t0 = tick_count::now();
... do some work ...
tick_count t1 = tick_count::now();
printf("work took %g seconds\n", (t1-t0).seconds());
```

Unlike some timing interfaces, `tick_count` is guaranteed to be safe to use across threads. It is valid to subtract `tick_count` values that were created by different threads. A `tick_count` difference can be converted to seconds.

The resolution of `tick_count` corresponds to the highest resolution timing service on the platform that is valid across threads in the same process. Since the CPU timer registers are *not* valid across threads on some platforms, this means that the resolution of `tick_count` can not be guaranteed to be consistent across platforms.



## 10 Memory Allocation

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Intel® Threading Building Blocks (Intel® TBB) provides two memory allocator templates that are similar to the STL template class `std::allocator`. These two templates, `scalable_allocator<T>` and `cache_aligned_allocator<T>`, address critical issues in parallel programming as follows:

- **Scalability.** Problems of scalability arise when using memory allocators originally designed for serial programs, on threads that might have to compete for a single shared pool in a way that allows only one thread to allocate at a time. Use the memory allocator template `scalable_allocator<T>` to avoid such scalability bottlenecks. This template can improve the performance of programs that rapidly allocate and free memory.
- **False sharing.** Problems of sharing arise when two threads access different words that share the same cache line. The problem is that a cache line is the unit of information interchange between processor caches. If one processor modifies a cache line and another processor reads (or writes) the same cache line, the cache line must be moved from one processor to the other, even if the two processors are dealing with different words within the line. False sharing can hurt performance because cache lines can take hundreds of clocks to move.

Use the class `cache_aligned_allocator<T>` to always allocate on a cache line. Two objects allocated by `cache_aligned_allocator` are guaranteed to not have false sharing. If an object is allocated by `cache_aligned_allocator` and another object is allocated some other way, there is no guarantee. The interface to `cache_aligned_allocator` is identical to `std::allocator`, so you can use it as the *allocator* argument to STL template classes.

The following code shows how to declare an STL vector that uses `cache_aligned_allocator` for allocation:

```
std::vector<int, cache_aligned_allocator<int> >;
```

**TIP:** The functionality of `cache_aligned_allocator<T>` comes at some cost in space, because it must allocate at least one cache line's worth of memory, even for a small object. So use `cache_aligned_allocator<T>` only if false sharing is likely to be a real problem.

The scalable memory allocator incorporates McRT technology developed by Intel's PSL CTG team.



## 10.1 Which Dynamic Libraries to Use

The template `scalable_allocator<T>` requires the Intel® TBB scalable memory allocator library as described in Section 2.2. It does not require the Intel® TBB general library, and can be used independently of the rest of Intel® TBB.

The templates `tbb_allocator<T>` and `cache_aligned_allocator<T>` use the scalable allocator library if it is present otherwise it reverts to using `malloc` and `free`. Thus, you can use these templates even in applications that choose to omit the scalable memory allocator library.

The rest of Intel® Threading Building Blocks can be used with or without the Intel® TBB scalable memory allocator library.

Table 15: Templates and Libraries

Template	Requirements	Notes
<code>scalable_allocator&lt;T&gt;</code>	Intel® Threading Building Blocks scalable memory allocator library. See Section 2.2	
<code>tbb_allocator&lt;T&gt;</code> <code>cache_aligned_allocator&lt;T&gt;</code>		Uses the scalable allocator library if it is present, otherwise it reverts to using <code>malloc</code> and <code>free</code> .

## 10.2 Automatically Replacing `malloc` and Other C/C++ Functions for Dynamic Memory Allocation

On Windows\* and Linux\* operating systems, it is possible to automatically replace all calls to standard functions for dynamic memory allocation (such as `malloc`) with the Intel® TBB scalable equivalents. Doing so can sometimes improve application performance.

### 10.2.1 Linux C/C++ Dynamic Memory Interface Replacement

Replacements are provided by the proxy library (release version `libtbbmalloc_proxy.so.2`, debug version `libtbbmalloc_proxy_debug.so.2`). Replacement can be done either via loading the proxy library at run-time (without changing of executable file via `LD_PRELOAD`), or by linking with the proxy library.

The proxy library implements the following dynamic memory functions:



- C library: malloc, calloc, realloc, free
- Standard POSIX\* function: posix\_memalign
- Obsolete functions: valloc, memalign, pvalloc, mallopt
- Global C++ operators new and delete.

A directory with the proxy library and the appropriate scalable memory allocator library must be available for dynamic loading. To make it available for loading, either include it in LD\_LIBRARY\_PATH or add it to /etc/ld.so.conf.

The following limitations for replacement exist:

- Replacement does not work for applications that use non-standard calls to the glibc memory allocator.
- Mono is not supported.

## Examples

Below is an example of how to set LD\_PRELOAD and link a program to use the replacements.

```
# Set LD_PRELOAD so that loader loads release version of proxy
LD_PRELOAD=libtbbmalloc_proxy.so.2
# Link with release version of proxy and scalable allocator
g++ foo.o bar.o -ltbbmalloc_proxy -ltbbmalloc -o a.out
```

Here is a variation that shows how to link in the debug versions of the library.

```
# Set LD_PRELOAD so that loader loads debug version of proxy
LD_PRELOAD=libtbbmalloc_proxy_debug.so.2
# Link with debug version of proxy and scalable allocator
g++ foo.o bar.o -ltbbmalloc_proxy_debug -ltbbmalloc_debug -o a.out
```

## 10.2.2 Windows C/C++ Dynamic Memory Interface Replacement

Replacements are provided by a proxy library (release version tbbmalloc\_proxy.dll, debug version tbbmalloc\_debug\_proxy.dll). Replacement can be done in one of two ways:

- Add the following header to a source code of any binary which is loaded during application startup.
- ```
#include "tbb/tbbmalloc_proxy.h"
```
- Alternatively, add the following parameters to the linker options for the .exe or .dll file that is loaded during application startup.

For 32-bit code (note the triple underscore):

```
tbbmalloc_proxy.lib /INCLUDE:"___TBB_malloc_proxy"
```

For 64-bit code (note the double underscore):

```
tbbmalloc_proxy.lib /INCLUDE:"__TBB_malloc_proxy"
```

The proxy library implements the following dynamic memory functions:



- Standard C run-time dynamic memory functions: `malloc`, `calloc`, `realloc`, `free`
- Global C++ operators `new` and `delete`.
- Microsoft\* C run-time library function `_msize`

A directory with the proxy library and the appropriate scalable memory allocator library must be available for loading. For example, include the directory in `%PATH%`.



# 11 The Task Scheduler

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This section introduces the Intel® Threading Building Blocks (Intel® TBB) *task scheduler*. The task scheduler is the engine that powers the loop templates. When practical, you should use the loop templates instead of the task scheduler, because the templates hide the complexity of the scheduler. However, if you have an algorithm that does not naturally map onto one of the high-level templates, use the task scheduler. All of the scheduler functionality that is used by the high-level templates is available for you to use directly, so you can build new high-level templates that are just as powerful as the existing ones.

## 11.1 Task-Based Programming

When striving for performance, programming in terms of threads can be a poor way to do multithreaded programming. It is much better to formulate your program in terms of *logical tasks*, not threads, for several reasons.

- Matching parallelism to available resources
- Faster task startup and shutdown
- More efficient evaluation order
- Improved load balancing
- Higher-level thinking

The following paragraphs explain these points in detail.

The threads you create with a threading package are *logical* threads, which map onto the *physical threads* of the hardware. For computations that do not wait on external devices, highest efficiency usually occurs when there is exactly one running logical thread per physical thread. Otherwise, there can be inefficiencies from the mismatch. *Undersubscription* occurs when there are not enough running logical threads to keep the physical threads working. *Oversubscription* occurs when there are more running logical threads than physical threads. Oversubscription usually leads to *time sliced* execution of logical threads, which incurs overheads as discussed in Appendix A, Costs of Time Slicing. The scheduler tries to avoid oversubscription, by having one logical thread per physical thread, and mapping tasks to logical threads, in a way that tolerates interference by other threads from the same or other processes.

The key advantage of tasks versus logical threads is that tasks are much *lighter weight* than logical threads. On Linux systems, starting and terminating a task is



about 18 times faster than starting and terminating a thread. On Windows systems, the ratio is more than 100. This is because a thread has its own copy of a lot of resources, such as register state and a stack. On Linux, a thread even has its own process id. A task in Intel® Threading Building Blocks, in contrast, is typically a small routine, and also, cannot be preempted at the task level (though its logical thread can be preempted).

Tasks in Intel® Threading Building Blocks are efficient too because *the scheduler is unfair*. Thread schedulers typically distribute time slices in a round-robin fashion. This distribution is called “fair”, because each logical thread gets its fair share of time. Thread schedulers are typically fair because it is the safest strategy to undertake without understanding the higher-level organization of a program. In task-based programming, the task scheduler does have some higher-level information, and so can sacrifice fairness for efficiency. Indeed, it often delays starting a task until it can make useful progress. Section 11.4 explains how this works, and how it saves both time and space.

The scheduler does *load balancing*. In addition to using the right number of threads, it is important to distribute work evenly across those threads. As long as you break your program into enough small tasks, the scheduler usually does a good job of assigning tasks to threads to balance load. With thread-based programming, you are often stuck dealing with load-balancing yourself, which can be tricky to get right.

**TIP:** Design your programs to try to create many more tasks than there are threads, and let the task scheduler choose the mapping from tasks to threads.

Finally, the main advantage of using tasks instead of threads is that they let you think at a higher, task-based, level. With thread-based programming, you are forced to think at the low level of physical threads to get good efficiency, because you have one logical thread per physical thread to avoid undersubscription or oversubscription. You also have to deal with the relatively coarse grain of threads. With tasks, you can concentrate on the logical dependences between tasks, and leave the efficient scheduling to the scheduler.

## 11.2 When Task-Based Programming Is Inappropriate

Using the task scheduler is usually the best approach to threading for performance, however there are cases when the task scheduler is not appropriate. The task scheduler is intended for high-performance algorithms composed from non-blocking tasks. It still works if the tasks rarely block. However, if threads block frequently, there is a performance loss when using the task scheduler because while the thread is blocked, it is not working on any tasks. Blocking typically occurs while waiting for I/O or mutexes for long periods. If threads hold mutexes for long periods, your code is not



likely to perform well anyway, no matter how many threads it has. If you have blocking tasks, it is best to use full-blown threads for those. The task scheduler is designed so that you can safely mix your own threads with Intel® Threading Building Blocks tasks.

## 11.3 Simple Example: Fibonacci Numbers

This section uses computation of the  $n$ th Fibonacci number as an example. This example uses an inefficient method<sup>5</sup> to compute Fibonacci numbers, but it demonstrates the basics of a task library using a simple recursive pattern. To get scalable speedup out of task-based programming, you need to specify a lot of tasks. This is typically done in Intel® TBB with a recursive task pattern.

This is the serial code:

```
long SerialFib( long n ) {
    if( n<2 )
        return n;
    else
        return SerialFib(n-1)+SerialFib(n-2);
}
```

The top-level code for the parallel task-based version is:

```
long ParallelFib( long n ) {
    long sum;
    FibTask& a = *new(task::allocate_root()) FibTask(n,&sum);
    task::spawn_root_and_wait(a);
    return sum;
}
```

This code uses a task of type `FibTask` to do the real work. It involves the following distinct steps:

1. Allocate space for the task. This is done by a special “overloaded new” and method `task::allocate_root`. The `_root` suffix in the name denotes the fact that the task created has no parent. It is the root of a task tree. Tasks must be allocated by special methods so that the space can be efficiently recycled when the task completes.
2. Construct the task with the constructor `FibTask(n,&sum)` invoked by `new`. When the task is run in step 3, it computes the  $n$ th Fibonacci number and stores it into `*sum`.
3. Run the task to completion with `task::spawn_root_and_wait`.

---

<sup>5</sup> An efficient method is to compute  $\begin{pmatrix} 1 & 1 \\ 1 & 0 \end{pmatrix}^{n-1}$  and take the upper left element.

The exponentiation can be done quickly via repeated squaring.



The real work is inside struct `FibTask`. Its definition is shown below.

```
class FibTask: public task {
public:
    const long n;
    long* const sum;
    FibTask( long n_, long* sum_ ) :
        n(n_), sum(sum_)
    {}
    task* execute() {          // Overrides virtual function task::execute
        if( n<CutOff ) {
            *sum = SerialFib(n);
        } else {
            long x, y;
            FibTask& a = *new( allocate_child() ) FibTask(n-1,&x);
            FibTask& b = *new( allocate_child() ) FibTask(n-2,&y);
            // Set ref_count to "two children plus one for the wait".
            set_ref_count(3);
            // Start b running.
            spawn( b );
            // Start a running and wait for all children (a and b).
            spawn_and_wait_for_all(a);
            // Do the sum
            *sum = x+y;
        }
        return NULL;
    }
};
```

It is a relatively large piece of code, compared to `SerialFib`, because it expresses parallelism without the help of any extensions to standard C++.

Like all tasks scheduled by Intel® TBB, `FibTask` is derived from class `task`. Fields `n` and `sum` hold respectively the input value and pointer to the output. These are copies of the arguments passed to the constructor for `FibTask`. Method `execute` does the actual computation. Every task must provide a definition of `execute` that overrides the pure virtual method `task::execute`. The definition should do the work of the task, and return either `NULL`, or a pointer to the next task to run. In this simple example, it returns `NULL`. More is said about the non-`NULL` case in Section 11.5.3.

Method `FibTask::execute()` does the following:

- Checks if `n` is so small that serial execution would be faster. Finding the right value of `CutOff` requires some experimentation. A value of at least 16 works well in practice for getting the most of the possible speedup out of this example. Resorting to a sequential algorithm when the problem size becomes small is characteristic of most divide-and-conquer patterns for parallelism. Finding the point at which to switch requires experimentation, so be sure to write your code in a way that allows you to experiment.
- If the `else` is taken, the code creates and runs two child tasks that compute the  $(n-1)$ th and  $(n-2)$ th Fibonacci numbers. Here, inherited method `allocate_child()` is used to allocate space for the task. Remember that the top-level routine `ParallelFib` used `allocate_root()` to allocate space for a task. The



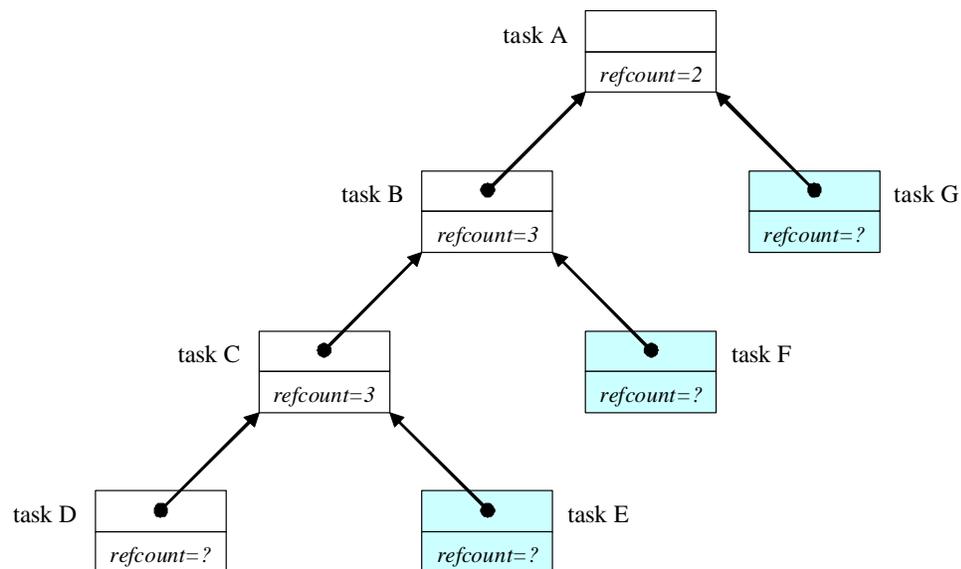
difference is that here the task is creating *child* tasks. This relationship is indicated by the choice of allocation method.

- Calls `set_ref_count(3)`. The number 3 represents the two children and an additional implicit reference that is required by method `spawn_and_wait_for_all`. Make sure to call `set_reference_count(3)` before spawning any children. Failure to do so results in undefined behavior. The debug version of the library usually detects and reports this type of error.
- Spawns two child tasks. Spawning a task indicates to the scheduler that it can run the task whenever it chooses, possibly in parallel with other tasks. The execution policy is explained later in Section 11.4. The first spawning, by method `spawn`, returns immediately without waiting for the child task to start executing. The second spawning, by method `spawn_and_wait_for_all`, causes the parent to wait until all currently allocated child tasks are finished.
- After the two child tasks complete, the parent computes  $x+y$  and stores it in `*sum`.

At first glance, the parallelism might appear to be limited, because the task creates only two child tasks. The trick here is *recursive parallelism*. The two child tasks each create two child tasks, and so on, until  $n < \text{Cutoff}$ . This chain reaction creates a lot of potential parallelism. The advantage of the task scheduler is that it turns this potential parallelism into real parallelism in a very efficient way, because it chooses tasks to run in a way that keeps physical threads busy with relatively little context switching.

## 11.4 How Task Scheduling Works

The scheduler evaluates a *task graph*. The graph is a directed graph where each node is a task. Each task points to its *successor*, which is another task that is waiting on it to complete, or NULL. Method `task::parent()` gives you read-only access to the successor pointer. Each task has a *refcount* that counts the number of tasks that have it as a successor. The graph evolves over time.



**Figure 7: Snapshot of Task Graph for the Fibonacci Example**

Figure 7 shows a snapshot of a task graph for the Fibonacci example where:

- Tasks A, B, and C spawned child tasks that they are waiting upon. Their *refcount* values are the number of children in flight plus one. The extra one is part of a convention for explicit waiting that is explained later in this section.
- Task D is running, but has not yet spawned any children, and so it has not had to set its reference count yet.
- Tasks E, F, and G have been spawned, but have not yet started executing.

The scheduler runs tasks in a way that tends to minimize both memory demands and cross-thread communication. The intuition is that a balance must be reached between depth-first and breadth-first execution. Assuming that the tree is finite, depth-first is best for sequential execution for the following reasons:

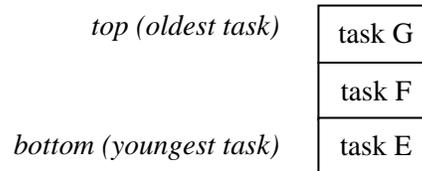
- **Strike when the cache is hot.** The deepest tasks are the most recently created tasks, and therefore are hottest in cache. Also, if they can complete, then task C can continue executing, and though not the hottest in cache, it is still warmer than the older tasks above it.
- **Minimize space.** Executing the shallowest task leads to breadth-first unfolding of the tree. This creates an exponential number of nodes that coexist simultaneously. In contrast, depth-first execution creates the same number of nodes, but only a linear number have to exist at the same time, because it stacks the other ready tasks (E, F, and G in the picture).

Though breadth-first execution has a severe problem with memory consumption, it does maximize parallelism if you have an unlimited number of physical threads. Since



physical threads are limited, it is better to use only enough breadth-first execution to keep the available processors busy.

The scheduler implements a hybrid of depth-first and breadth-first execution. Each thread has its own deque<sup>6</sup> of tasks that are ready to run. When a thread spawns a task, it pushes it onto the bottom of its deque. Figure 8 shows a snapshot of a thread's deque that corresponds to the task graph in Figure 7.



**Figure 8: A Thread's Deque**

When a thread participates in task graph evaluation, it continually executes a task obtained by the first rule below that applies:

1. Get the task returned by method `execute` for the previous task. This rule does not apply if `execute` returned `NULL`.
2. Pop a task from the *bottom* of its *own* deque. This rule does not apply if the deque is empty.
3. Steal a task from the *top* of *another* randomly chosen deque. If the chosen deque is empty, the thread tries this rule again until it succeeds.

Rule 1 is discussed in Section 11.5.3. The overall effect of rule 2 is to execute the *youngest* task spawned by the thread, which causes depth-first execution until the thread runs out of work. Then rule 3 applies. It steals the *oldest* task spawned by another thread, which causes temporary breadth-first execution that converts potential parallelism into actual parallelism.

Getting a task is always automatic; it happens as part of task graph evaluation. Putting a task into a deque can be explicit or implicit. A thread always pushes a task onto the bottom of its own deque, never another thread's deque. Only theft can transfer a task spawned by one thread to another thread.

There are three conditions that cause a thread to push a task onto its deque:

- The task is explicitly spawned by the thread, for example, by method `spawn`.
- A task has been marked for re-execution by method `task::recycle_to_reexecute`.
- The thread completes execution of the last predecessor task *and* after doing so implicitly decrements the task's reference count to zero. If so, the thread implicitly pushes the successor task onto the bottom of its deque. Completing the last child

---

<sup>6</sup> Double-ended queue.



does not cause the reference count to become zero if the reference count includes extra references.

The example in Section 11.3 does not have implicit pushing, because it explicitly waits for children to complete. It uses `set_ref_count(3)` for a task having only two children. The extra reference protects the successor from being implicitly pushed. Section 11.5.2 has a similar example that employs implicit pushing. It uses `set_ref_count(2)` for a task having two children, so that that task executes automatically when the children complete.

To summarize, the task scheduler's fundamental strategy is "breadth-first theft and depth-first work". The breadth-first theft rule raises parallelism sufficiently to keep threads busy. The depth-first work rule keeps each thread operating efficiently once it has sufficient work to do.

## 11.5 Useful Task Techniques

This section explains programming techniques for making best use of the scheduler.

### 11.5.1 Recursive Chain Reaction

The scheduler works best with tree-structured task graphs, because that is where the strategy of "breadth-first theft and depth-first work" applies very well. Also, tree-structured task graphs allow fast creation of many tasks. For example, if a master task tries to create  $N$  children directly, it will take  $O(N)$  steps. But with tree structured forking, it takes only  $O(\lg(N))$  steps.

Often domains are not obviously tree structured, but you can easily map them to trees. For example, `parallel_for` (in `tbb/parallel_for`) works over an iteration space, for example, a sequence of integers. Section 3.4 shows how the iteration space is defined in terms of how to split it into two halves. Template function `parallel_for` uses that definition to recursively map the iteration space onto a binary tree.

### 11.5.2 Continuation Passing

Method `spawn_and_wait_for_all` enables an executing parent task to wait until its child tasks complete, but can incur some inefficiency. When a thread calls `spawn_and_wait_for_all`, it keeps busy until all of the children complete by working on other tasks. Sometimes the parent task becomes ready to continue, but cannot do so immediately because its thread is still executing one of the other tasks. The solution is for the parent to not wait on its children, and instead spawn both children and return. The children are allocated not as children of the parent, but as children of the parent's *continuation task*. Any idle thread can steal and run the continuation task when its children complete.



The "continuation-passing" variant of `FibTask` is shown below. Red strikethrough text denotes deletions and blue text denotes insertions relative to the similar example in Section 11.3.

```

struct FibContinuation: public task {
    long* const sum;
    long x, y;
    FibContinuation( long* sum_ ) : sum(sum_) {}
    task* execute() {
        *sum = x+y;
        return NULL;
    }
};

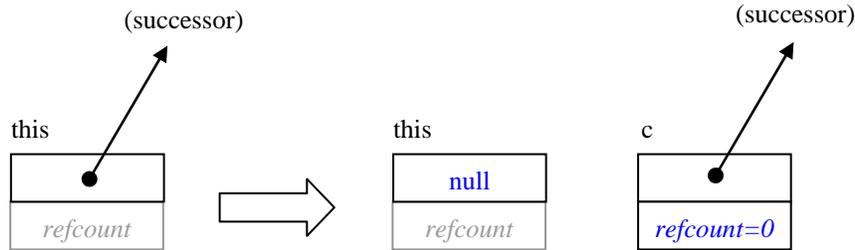
struct FibTask: public task {
    const long n;
    long* const sum;
    FibTask( long n_, long* sum_ ) :
        n(n_), sum(sum_)
    {}
    task* execute() {
        if( n<CutOff ) {
            *sum = SerialFib(n);
            return NULL;
        } else {
            FibContinuation& c =
                *new( allocate_continuation() ) FibContinuation(sum);
            FibTask& a = *new( c.allocate_child() ) FibTask(n-2,&c.x);
            FibTask& b = *new( c.allocate_child() ) FibTask(n-1,&c.y);
            // Set ref_count to "two children plus one for the wait".
            c.set_ref_count(23);
            spawn( b );
            spawn( a );
            return NULL;
        }
    }
};

```

The following differences between the original version and the continuation version need to be understood:

The big difference is that in the original version `x` and `y` were local variables in method `execute`. In the continuation-passing version, they cannot be local variables, because the parent returns before its children complete. Instead, they are fields of the continuation task `FibContinuation`.

The allocation logic is changed. The continuation is allocated with `allocate_continuation`. It is similar to `allocate_child`, except that it forwards the *successor* of this to `c`, and sets the *successor* of this to `NULL`. The following figure summarizes the transformation:



**Figure 9: Action of `allocate_continuation`**

A property of the transformation is that it does not change the reference count of the successor, and thus avoids interfering with reference-counting logic.

The reference count is set to 2, the number of children. In the original version, it was set to 3 because `spawn_and_wait_for_all` required the augmented count.

Furthermore, the code sets the reference count of the continuation instead of the parent, because it is the execution of the continuation that waits on the children.

The pointer `sum` is passed to the continuation by the constructor, because it is now `FibContinuation` that stores into `*sum`. The children are still allocated with `allocate_child`, but notice that now they are allocated as children of the continuation `c`, not the parent. This is so that `c`, and not `this`, becomes the successor of the children that is automatically spawned when both children complete. If you accidentally used `this.allocate_child()`, then the parent task would run again after both children completed.

If you remember how the original top-level code, `ParallelFib`, was written, you might be worried now that continuation-passing style breaks the code, because now the root `FibTask` completes before the children are done, and the top-level code used `spawn_root_and_wait` to wait on the root `FibTask`. This is not a problem, because `spawn_root_and_wait` is designed to work correctly with continuation-passing style. An invocation `spawn_root_and_wait(x)` does not actually wait for `x` to complete. Instead, it constructs a dummy successor of `x`, and waits for the successor's reference count to be decremented. Because `allocate_continuation` forwards this dummy successor to the continuation, the dummy successor's reference count is not decremented until the continuation completes.

## 11.5.3 Scheduler Bypass

Scheduler bypass is an optimization where you directly specify the next task to run. Continuation-passing style often opens up an opportunity for scheduler bypass. For example, at the end of the continuation-passing example in the previous section, method `execute()` spawns task "a" and returns. By the execution rules in Section 11.4, that sequence causes the executing thread to do the following:

1. Push task "a" onto the thread's deque.



2. Return from method `execute()`.
3. Pop task "a" from the thread's deque, unless it is stolen by another thread.

Steps 1 and 3 introduce unnecessary deque operations, or worse yet, permit stealing that can hurt locality without adding significant parallelism. Method `execute()` can avoid these problems by returning a pointer to "a" instead of spawning it. By execution [rule 1](#), "a" becomes the next task executed by the thread. Furthermore, this approach guarantees that the thread executes "a", not some other thread.

The following example shows the necessary changes to the example in the previous section:

```
struct FibTask: public task {
    ...
    task* execute() {
        if( n<CutOff ) {
            *sum = SerialFib(n);
            return NULL;
        } else {
            FibContinuation& c =
                *new( allocate_continuation() ) FibContinuation(sum);

            FibTask& a = *new( c.allocate_child() ) FibTask(n-2,&c.x);
            FibTask& b = *new( c.allocate_child() ) FibTask(n-1,&c.y);
            // Set ref_count to "two children".
            c.set_ref_count(2);
            spawn( b );
            spawn( a );
            return NULL;
            return &a;
        }
    }
};
```

## 11.5.4 Recycling

Not only can you bypass the scheduler, you might also bypass task allocation and deallocation. The opportunity frequently arises for recursive tasks that do scheduler bypass. Consider the example in the previous section. After it creates continuation task "c", it performs the following steps:

1. Create child task "a".
2. Create and spawn child task "b"
3. Return from method `execute()` with pointer to task "a".
4. Destroy parent task.

Recycling the parent as “a” can avoid the task creation destruction done by steps 1 and 4. Furthermore, in many scenarios step 1 copies state from the parent. Recycling the parent as task “a” eliminates the copying overhead.

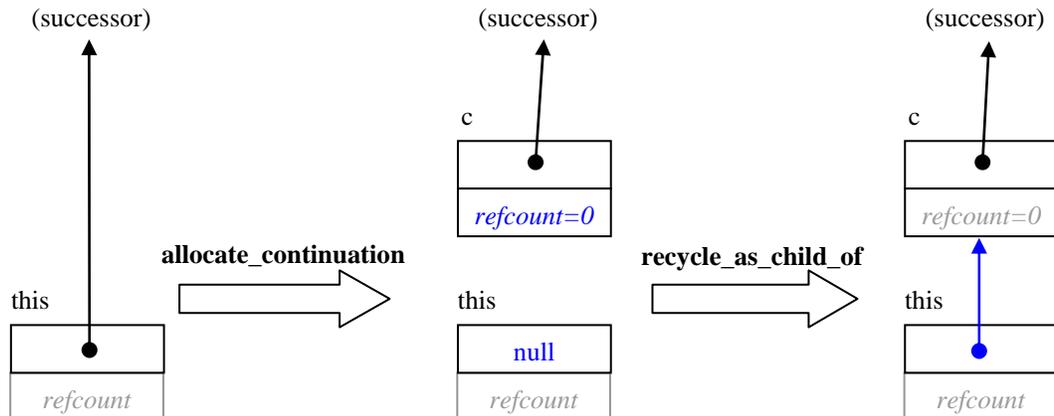
The following code shows the changes required to implement recycling in the scheduler-bypass example.

```
struct FibTask: public task {
    const long n;
    long* const sum;
    ...
    task* execute() {
        if( n < CutOff ) {
            *sum = SerialFib(n);
            return NULL;
        } else {
            FibContinuation& c =
                *new( allocate_continuation() ) FibContinuation(sum);
            FibTask& a = *new( c.allocate_child() ) FibTask(n-2,&c.x);
            FibTask& b = *new( c.allocate_child() ) FibTask(n-1,&c.y);
            recycle_as_child_of(c);
            n -= 2;
            sum = &c.x;
            // Set ref_count to "two children".
            c.set_ref_count(2);
            spawn( b );
            return &a;
            return this;
        }
    }
};
```

The child that was previously called a is now the recycled this. The call `recycle_as_child_of(c)` has several effects:

- It marks this as to *not* be automatically destroyed when `execute()` returns.
- It sets the successor of this to be c.

To prevent reference-counting problems, `recycle_as_child_of` has a prerequisite that this must have a NULL successor. This is the case after `allocate_continuation` occurs. Figure 10 shows how `allocate_continuation` and `recycle_as_child_of` transform the task graph.



**Figure 10: Action of `allocate_continuation` Followed By `recycle_as_child_of`**

When recycling, ensure that the original task's fields are not used after the task might start running. The example uses the scheduler bypass trick to ensure this. You can spawn the recycled task instead, as long as none of its fields are used after the spawning. This restriction applies even to any `const` fields, because after spawning the task might run and be destroyed before the parent progresses any further.

**NOTE:** A similar method, `task::recycle_as_continuation()` recycles a task as a continuation instead of a child.

## 11.5.5 Empty Tasks

You might need a task that does not do anything but wait for its children to complete. The header `task.h` defines class `empty_task` for this purpose. Its definition is as follows:

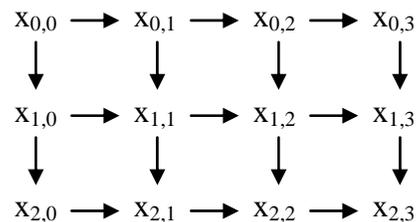
```
// Task that does nothing. Useful for synchronization.
class empty_task: public task {
    /*override*/ task* execute() {
        return NULL;
    }
};
```

A good example of `empty_task` in action is provided in `tbb/parallel_for.h`, in method `start_for::execute()`. The code there uses continuation-passing style. It creates two child tasks, and uses an `empty_task` as the continuation when the child tasks complete. The top level routine `parallel_for` (in `tbb/parallel_for.h`) waits on the root.

## 11.6 General Acyclic Graphs of Tasks

The task graphs considered so far have a tree structure where each task has a single successor `task::parent()` waiting for it to complete. To accommodate more complex graphs where a task has multiple successors, Intel® TBB 2.2 has methods that allow direct manipulation of a task's reference count.

For example, consider a  $M \times N$  array of tasks where each task depends on the tasks to the left and above it. Figure 11 shows such an example:



**Figure 11: Task graph where some tasks have more than one successor.**

The following code evaluates such a task graph, where each task computes a sum of inputs from its neighbors to the left and above it.

```

const int M=3, N=4;

class DagTask: public tbb::task {
public:
    const int i, j;
    // input[0] = sum from above, input[1] = sum from left
    double input[2];
    double sum;
    // successor[0] = successor below, successor[1] = successor to right
    DagTask* successor[2];
    DagTask( int i_, int j_ ) : i(i_), j(j_) {
        input[0] = input[1] = 0;
    }
    task* execute() {
        __TBB_ASSERT( ref_count()==0, NULL );
        sum = i==0 && j==0 ? 1 : input[0]+input[1];
        for( int k=0; k<2; ++k )
            if( DagTask* t = successor[k] ) {
                t->input[k] = sum;
                if( t->decrement_ref_count()==0 )
                    spawn( *t );
            }
        return NULL;
    }
};

double BuildAndEvaluateDAG() {
    DagTask* x[M][N];
    for( int i=M; --i>=0; )
        for( int j=N; --j>=0; ) {

```



```

        x[i][j] = new( tbb::task::allocate_root() ) DagTask(i,j);
        x[i][j]->successor[0] = i+1<M ? x[i+1][j] : NULL;
        x[i][j]->successor[1] = j+1<N ? x[i][j+1] : NULL;
        x[i][j]->set_ref_count((i>0)+(j>0));
    }
    // Add extra reference to last task, because it is waited on
    // by spawn_and_wait_for_all.
    x[M-1][N-1]->increment_ref_count();
    // Wait for all but last task to complete.
    x[M-1][N-1]->spawn_and_wait_for_all(*x[0][0]);
    // Last task is not executed implicitly, so execute it explicitly.
    x[M-1][N-1]->execute();
    double result = x[M-1][N-1]->sum;
    // Destroy last task.
    task::destroy(*x[M-1][N-1]);
    return result;
}

```

Function `BuildAndEvaluateDAG` first builds an array of `DagTask`. It allocates each task as a root task because `task::parent()` is not used to record successor relationships. The reference count of each task is initialized to the number of its predecessors. It evaluates the graph by spawning the initial task `x[0][0]` and waiting for `x[M-1][N-1]` to complete. As each task completes, it decrements the reference count of its successors, and spawns any successor whose count becomes zero. Given a sufficient number of processors, execution sweeps diagonally over the graph like a wave front from top left to bottom right.

The last task `x[M-1][N-1]` requires special handling because of its special interaction with `BuildAndEvaluateDAG`:

- The last task is used to wait explicitly for other tasks to complete. Method `wait_for_all` requires that the last task's reference count be set to one more than the number of its predecessors. Thus the last task is not implicitly executed when its predecessors complete.
- The value `sum` must be extracted from the last task before it is destroyed.

Hence the example explicitly executes the last task, extracts its sum, and then destroys it.

## 11.7 Task Scheduler Summary

The task scheduler works most efficiently for fork-join parallelism with lots of forks, so that the task-stealing can cause sufficient breadth-first behavior to occupy threads, which then conduct themselves in a depth-first manner until they need to steal more work.

The task scheduler is not the simplest possible scheduler because it is designed for speed. If you need to use it directly, it may be best to hide it behind a higher-level



interface, as the templates `parallel_for`, `parallel_reduce`, etc. do. Some of the details to remember are:

- Always use `new( allocation_method) T` to allocate a task, where *allocation\_method* is one of the allocation methods of class `task`. Do not create local or file-scope instances of a `task`.
- All siblings should be allocated before any start running, unless you are using `allocate_additional_child_of`.
- Exploit continuation passing, scheduler bypass, and task recycling to squeeze out maximum performance.
- If a task completes, and was not marked for re-execution, it is automatically destroyed. Also, its successor's reference count is decremented, and if it hits zero, the successor is automatically spawned.



## Appendix A Costs of Time Slicing

---

Time slicing enables there to be more logical threads than physical threads. Each logical thread is serviced for a *time slice* by a physical thread. If a thread runs longer than a time slice, as most do, it relinquishes the physical thread until it gets another turn. This appendix details the costs incurred by time slicing.

The most obvious is the time for *context switching* between logical threads. Each context switch requires that the processor save all its registers for the previous logical thread that it was executing, and load its registers for the next logical thread that it runs.

A more subtle cost is *cache cooling*. Processors keep recently accessed data in cache memory, which is very fast, but also relatively small compared to main memory. When the processor runs out of cache memory, it has to evict items from cache and put them back into main memory. Typically, it chooses the least recently used items in the cache. (The reality of set-associative caches is a bit more complicated, but this is not a cache primer.) When a logical thread gets its time slice, as it references a piece of data for the first time, this data will be pulled into cache, taking hundreds of cycles. If it is referenced frequently enough to not be evicted, each subsequent reference will find it in cache, and only take a few cycles. Such data is called "hot in cache". Time slicing undoes this, because if a thread A finishes its time slice, and subsequently thread B runs on the same physical thread, B will tend to evict data that was hot in cache for A, unless both threads need the data. When thread A gets its next time slice, it will need to reload evicted data, at the cost of hundreds of cycles for each cache miss. Or worse yet, the next time slice for thread A may be on a different physical thread that has a different cache altogether.

Another cost is *lock preemption*. This happens if a thread acquires a lock on a resource, and its time slice runs out before it releases the lock. No matter how short a time the thread intended to hold the lock, it is now going to hold it for at least as long as it takes for its next turn at a time slice to come up. Any other threads waiting on the lock either pointlessly busy-wait, or lose the rest of their time slice. The effect is called *convoying*, because the threads end up "bumper to bumper" waiting for the preempted thread in front to resume driving.



## Appendix B Mixing With Other Threading Packages

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Intel® Threading Building Blocks (Intel® TBB) can be mixed with other threading packages. No special effort is required to use any part of Intel® TBB 2.2 with other threading packages.<sup>7</sup>

Here is an example that parallelizes an outer loop with OpenMP and an inner loop with Intel® Threading Building Blocks.

```
int M, N;

struct InnerBody {
    ...
};

void TBB_NestedInOpenMP() {
#pragma omp parallel
    {
#pragma omp for
        for( int i=0; i<M; ++j ) {
            parallel_for( blocked_range<int>(0,N,10), InnerBody(i) );
        }
    }
}
```

The details of `InnerBody` are omitted for brevity. The `#pragma omp parallel` causes the OpenMP to create a team of threads, and each thread executes the block statement associated with the pragma. The `#pragma omp for` indicates that the compiler should use the previously created thread team to execute the loop in parallel.

Here is the same example written using POSIX\* Threads.

```
int M, N;

struct InnerBody {
    ...
};

void* OuterLoopIteration( void* args ) {
    int i = (int)args;
```

---

<sup>7</sup> Intel® TBB 2.1 required creating a `tbb::task_scheduler_init` object in each thread that invokes the task scheduler or a parallel algorithm. Intel® TBB 2.2 automatically creates the task scheduler.



```
        parallel_for( blocked_range<int>(0,N,10), InnerBody(i) );
    }

void TBB_NestedInPThreads() {
    std::vector<pthread_t> id( M );
    // Create thread for each outer loop iteration
    for( int i=0; i<M; ++i )
        pthread_create( &id[i], NULL, OuterLoopIteration, NULL );
    // Wait for outer loop threads to finish
    for( int i=0; i<M; ++i )
        pthread_join( &id[i], NULL );
}
```



## References

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- [1] "Memory Consistency & .NET", Arch D. Robison, Dr. Dobb's Journal, April 2003.
- [2] A Formal Specification of Intel® Itanium® Processor Family Memory Ordering, Intel Corporation, October 2002.
- [3] "Cilk: An Efficient Multithreaded Runtime System", Robert Blumofe, Christopher Joerg, Bradley Kuszmaul, C. Lesierson, and Keith Randall, Proceedings of the fifth ACM SIGPLAN symposium on Principles and practice of parallel programming, 1995.