#### **CSE 613: Parallel Programming**

#### Lecture 4 ( Greedy Scheduling )

( inspiration for some slides comes from lectures given by Charles Leiserson )

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## **Scheduler**

A *runtime/online scheduler* maps tasks to processing elements dynamically at runtime.

The map is called a *schedule*.

An *offline scheduler* prepares the schedule prior to the actual execution of the program.



# **Greedy Scheduling**

A strand / task is called *ready* provided all its parents ( if any ) have already been executed.

executed task

- ready to be executed
- $\bigcirc$  not yet ready

A *greedy scheduler* tries to perform as much work as possible at every step.



Let *p* = number of cores

- if ≥ p tasks are ready:
   execute any p of them
   (complete step)
- if 
  execute all of them
  (incomplete step)



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## **Greed Scheduling Theorem**

#### Theorem [Graham'68, Brent'74]:

For any greedy scheduler,

 $T_p \leq \frac{T_1}{p} + T_{\infty}$ 

**Proof:** 

*T<sub>p</sub>*= #complete steps + #incomplete steps

Each complete step
 performs *p* work:

#complete steps  $\leq \frac{T_1}{p}$ 

Each incomplete step reduces
 the span by 1:
 #incomplete steps  $\leq T_{\infty}$ 



# **Optimality of the Greedy Scheduler**

**Corollary 1:** For any greedy scheduler  $T_p \le 2T_p^*$ , where  $T_p^*$  is the running time due to optimal scheduling on *p* processing elements.

**Proof:** 

Work law: 
$$T_p^* \ge \frac{T_1}{p}$$
  
Span law:  $T_p^* \ge T_{\infty}$ 

.:. From Graham-Brent Theorem:

$$T_p \le \frac{T_1}{p} + T_\infty \le T_p^* + T_p^* = 2T_p^*$$

#### **Optimality of the Greedy Scheduler**

**Corollary 2:** Any greedy scheduler achieves  $S_p \approx p$  (i.e., nearly linear speedup ) provided  $\frac{T_1}{T_{\infty}} \gg p$ .

**Proof:** 

Given, 
$$rac{T_1}{T_\infty} \gg p \Rightarrow rac{T_1}{p} \gg T_\infty$$

.:. From Graham-Brent Theorem:

$$T_p \leq \frac{T_1}{p} + T_{\infty} \approx \frac{T_1}{p}$$
$$\Rightarrow \frac{T_1}{T_p} \approx p \Rightarrow S_p \approx p$$