Introduction to Programming with OpenMP

Lars Koesterke (Presenting)
Yaakoub El Khamra; Kent Milfeld
Lars|yye00|milfeld@tacc.utexas.edu
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Outline

• What is OpenMP?

• How does OpenMP work?
  – Architecture
  – Fork-Join model of parallelism
  – Communication

• OpenMP Syntax
  – Compiler Directives
  – Runtime Library Routines
  – Environment variables

• What’s new? OpenMP 3.1
What is OpenMP?

- OpenMP stands for **Open Multi-Processing**
- An Application Programming Interface (API) for developing parallel programs for shared memory architectures
- Three primary components of the API are:
  - Compiler Directives
  - Runtime Library Routines
  - Environment Variables
- Standard specifies C, C++, and FORTRAN Directives & API
- [http://www.openmp.org/](http://www.openmp.org/) has the specification, examples, tutorials and documentation
Architecture

- Data: shared or private
- Shared data: all threads can access data in shared memory
- Private data: can only be accessed by threads that own it
- Data transfer is transparent to the programmer
OpenMP Fork-Join Parallelism

- Programs begin as a single process: master thread
- Master thread executes in serial mode until the parallel region construct is encountered
- Master thread creates a team of parallel threads (fork) that simultaneously execute statements in the parallel region
- After executing the statements in the parallel region, team threads synchronize and terminate (join) but master continues
How Do Threads Communicate?

• Every thread has access to “global” memory (shared)
• All threads share the same address space
• Threads communicate by reading/writing to the global memory
• Simultaneous updates to shared memory can create a race condition. Results change with different thread scheduling
• Use mutual exclusion to avoid data sharing - but don’t use too many because this will serialize performance
OpenMP Syntax

• Most of the constructs in OpenMP are compiler directives

  #pragma omp construct [clause [,clause]...] C
  !$omp construct [clause [,clause]...] F90

• Example

  #pragma omp parallel num_threads(4) C
  !$omp parallel num_threads(4) F90

• Function prototypes and types are in the file:

  #include <omp.h> C
  use omp_lib F90

• Most OpenMP constructs apply to a “structured block”, that is, a block of one or more statements with one point of entry at the top and one point of exit at the bottom
OpenMP Constructs

OpenMP language “extensions”

parallel control structures
- **governs flow of control in the program**
  - parallel directive

parallel control work sharing
- **distributes work among threads**
  - do/parallel do
    - and Section directives

data environment
- **specifies variables as shared or private**
  - shared and private clauses

synchronization
- **coordinates thread execution**
  - critical and atomic directives
  - barrier directive

runtime functions, env. variables
- **Runtime functions**
  - omp_set_num_threads()
  - omp_get_thread_num()
  - OMP_NUM_THREADS
  - OMP_SCHEDULE
- **Env. Variable**
  - scheduling type
OpenMP Directives

- OpenMP directives are comments in source code that specify parallelism for shared memory machines
  - FORTRAN: directives begin with the !$OMP, C$OMP or *$OMP sentinel.
  - F90: !$OMP free-format
  - C/C++: directives begin with the # pragma omp sentinel

- Parallel regions are marked by enclosing parallel directives
- Work-sharing loops are marked by parallel do/for

### Fortran

```
!$OMP parallel
  ...
!$OMP end parallel

!$OMP parallel do
  DO ...
!$OMP end parallel do
```

### C/C++

```
#pragma omp parallel
  {
  ...
  }

#pragma omp parallel for
  for(){...
  }
```
Parallel Region & Work-Sharing

Use OpenMP directives to specify Parallel Region & Work-Sharing constructs

Parallel

End Parallel

Parallel DO/for
Parallel SECTIONS

Code block

- DO
- SECTIONS
- SINGLE
- CRITICAL

Each Thread Executes

- Work Sharing
- Work Sharing
- One Thread (Work sharing)
- One Thread at a time

Work-Sharing
Parallel Region
Parallel Regions

```
1  #pragma omp parallel
2  {
3    code block
4    work(...);
5  }
```

Line 1  Team of threads formed at parallel region
Lines 3-4 Each thread executes code block and subroutine calls. No branching (in or out) in a parallel region
Line 5  All threads synchronize at end of parallel region (implied barrier)

Use the thread number to divide work among threads
Parallel Regions

1  !$OMP PARALLEL
2    code block
3    call work(...)
4  !$OMP END PARALLEL

Line  1    Team of threads formed at parallel region.
Lines 2-3  Each thread executes code block and subroutine calls. No
           branching (in or out) in a parallel region.
Line   4    All threads synchronize at end of parallel region (implied barrier).

Use the thread number to divide work among.
Parallel Region & Number of Threads

• For example, to create a 10-thread Parallel region:

```c
double A[1000];
omp_set_num_threads(10);
#pragma omp parallel
{
    int ID = omp_get_thread_num();
    foo(ID, A);
}
```

• Each thread redundantly executes the code within the structured block
• Each thread calls foo(ID,A) for ID = 0 to 9
Parallel Regions & Modes

There are two OpenMP “modes”

• **static** mode
  - Fixed number of threads -- set in the `OMP_NUM_THREADS` env.
  Or the threads may be set by a function call (or clause) inside the code:
  - `omp_set_num_threads` runtime function
    `num_threads(#)` clause

• **dynamic** mode:
  - Number of threads can change under OS control from one parallel region to another using:

  **Note:** the user can only define the maximum number of threads, compiler can use a smaller number
Work sharing: Loop

1  !$OMP PARALLEL DO
2        do i=1,N
3           a(i) = b(i) + c(i)
4         enddo
5  !$OMP END PARALLEL DO

Line 1  Team of threads formed (parallel region).
Line 2-4 Loop iterations are split among threads.
Line 5  (Optional) end of parallel loop (implied barrier at enddo).

Each loop iteration must be independent of other iterations.
Work-Sharing: Loop

```c
#pragma parallel for
for (i=0; i<N; i++)
{
    a[i] = b[i] + c[i];
}
```

Line 1   Team of threads formed (parallel region).
Line 2-5 Loop iterations are split among threads. implied barrier at enddo

Each loop iteration must be independent of other iterations.
Work-Sharing: Sections

```
#pragma omp sections
{
#pragma omp section
{
    work_1();
}
#pragma omp section
{
    work_2();
}
}
```

Line 1  Team of threads formed (parallel region).
Line 3-8 One thread is working on each section.
Line 9  End of parallel sections with an implied barrier.

Scales only to the number of sections.
OpenMP Parallel Constructs

**Replicated**: Work blocks are executed by all threads.

**Work-Sharing**: Work is divided among threads.

---

**Parallel**

```c
PARALLEL
  {code1}
  DO
    do I = 1, N*4
      {code2}
      {code}
    end do
  {code3}
END PARALLEL
```

---

**Replicated**

```
I=N+1, 2N
I=2N+1, 3N
I=3N+1, 4N
I=1, N
```

---

**Work-Sharing**

```
I=1, N
```

---

**Combined**

```
I=1, N
I=1, 2N
I=2N+1, 3N
I=3N+1, 4N
```
OpenMP Clauses

Clauses control the behavior of an OpenMP directive:

1. Data scoping (Private, Shared, Default)
2. Schedule (Guided, Static, Dynamic, etc.)
3. Initialization (e.g. COPYIN, FIRSTPRIVATE)
4. Whether to parallelize a region or not (if-clause)
5. Number of threads used (NUM_THREADS)
Schedule Clause

**schedule**(static)
Each CPU receives one set of contiguous iterations

**schedule**(static, C)
Iterations are divided round-robin fashion in chunks of size C

**schedule**(dynamic, C)
Iterations handed out in chunks of size C as CPUs become available

**schedule**(guided, C)
Each of the iterations are handed out in pieces of exponentially decreasing size, with C minimum number of iterations to dispatch each time

**schedule**(runtime)
Schedule and chunk size taken from the OMP_SCHEDULE environment variable
## Comparison of Scheduling Options

<table>
<thead>
<tr>
<th>name</th>
<th>type</th>
<th>chunk</th>
<th>chunk size</th>
<th>chunk #</th>
<th>static or dynamic</th>
<th>compute overhead</th>
</tr>
</thead>
<tbody>
<tr>
<td>simple static</td>
<td>simple</td>
<td>no</td>
<td>N/P</td>
<td>P</td>
<td>static</td>
<td>lowest</td>
</tr>
<tr>
<td>interleaved</td>
<td>simple</td>
<td>yes</td>
<td>C</td>
<td>N/C</td>
<td>static</td>
<td>low</td>
</tr>
<tr>
<td>simple dynamic</td>
<td>dynamic</td>
<td>optional</td>
<td>C</td>
<td>N/C</td>
<td>dynamic</td>
<td>medium</td>
</tr>
<tr>
<td>guided</td>
<td>guided</td>
<td>optional</td>
<td>decreasing from N/P</td>
<td>fewer than N/C</td>
<td>dynamic</td>
<td>high</td>
</tr>
<tr>
<td>runtime</td>
<td>runtime</td>
<td>no</td>
<td>varies</td>
<td>varies</td>
<td>varies</td>
<td>varies</td>
</tr>
</tbody>
</table>
Example - schedule(static,16), threads = 4

```c
#pragma omp parallel do schedule(static,16)
    do i=1,128
        A(i)=B(i)+C(i)
    enddo

thread0:  do i=1,16
        A(i)=B(i)+C(i)
    enddo
    do i=65,80
        A(i)=B(i)+C(i)
    enddo

thread1:  do i=17,32
        A(i)=B(i)+C(i)
    enddo
    do i = 81,96
        A(i)=B(i)+C(i)
    enddo

thread2:  do i=33,48
        A(i)=B(i)+C(i)
    enddo
    do i = 97,112
        A(i)=B(i)+C(i)
    enddo

thread3:  do i=49,64
        A(i)=B(i)+C(i)
    enddo
    do i = 113,128
        A(i)=B(i)+C(i)
    enddo
```

OpenMP Data Environment

- Data scoping clauses control the sharing behavior of variables within a parallel construct.
- These include `shared`, `private`, `firstprivate`, `lastprivate`, `reduction` clauses

Default variable scope:

1. Variables are shared by default
2. Global variables are shared by default
3. Automatic variables within subroutines called from within a parallel region are private (reside on a stack private to each thread), unless scoped otherwise
4. Default scoping rule can be changed with `default` clause
Private & Shared Data

**shared** - Variable is shared (seen) by all processors

**private** - Each thread has a private instance (copy) of the variable

Defaults: The for-loop index is private, all other variables are shared

```c
#pragma omp parallel for shared(a,b,c,n)  private(i)
    for (i=0; i<n; i++){
        a[i] = b[i] + c[i];
    }
```

All threads have access to the same storage areas for a, b, c, and n, but each loop has its own private copy of the loop index, i
Private Data Example

• In the following loop, each thread needs its own private copy of temp
• If temp were shared, the result would be unpredictable since each thread would be writing and reading to/from the same memory location

```c
#pragma omp parallel for shared(a,b,c,n) private(temp,i)
for (i=0; i<n; i++){
    temp = a[i] / b[i];
    c[i] = temp + cos(temp);
}
```

• A `lastprivate(temp)` clause will copy the last loop(stack) value of temp to the (global) temp storage when the parallel DO is complete.
• A `firstprivate(temp)` would copy the global temp value to each stack’s temp.
Reduction

• Operation that combines multiple elements to form a single result
• A variable that accumulates the result is called a reduction variable
• In parallel loops reduction operators and variables must be declared

```c
float asum, aprod;
asum = 0.;
aprod = 1.;
#pragma omp parallel for reduction(+:asum) reduction(*:aprod)
for (i=0; i<n; i++){
    asum = asum + a[i];
    aprod = aprod * a[i];
}
```

Each thread has a private `asum` and `aprod`, initialized to the operator’s identity
• After the loop execution, the master thread collects the private values of each thread and finishes the (global) reduction
Synchronization

• Synchronization is used to impose order constraints and to protect access to shared data

• High-Level Synchronization
  – critical
  – atomic
  – barrier
  – ordered

• Low-Level Synchronization
  – locks
Synchronization: Critical/Atomic Directives

- When each thread must execute a section of code serially the region must be marked with `critical/end critical` directives.

- Use the `#pragma omp atomic` directive if executing only one operation serially.

```c
#pragma omp parallel shared(sum,x,y)
...
#pragma omp critical
{
    update(x);
    update(y);
    sum=sum+1;
}
...!
```

---

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The University of Texas at Austin
Synchronization: Barrier

• Barrier: Each thread waits until all threads arrive

```c
#pragma omp parallel shared (A, B, C) private(id)
{
    id = omp_get_thread_num();
    A[id] = big_calc1(id);
    #pragma omp barrier
    #pragma omp for
    for (i = 0; i < N; i++){
        C[i] = big_calc3(i, A);
    }
    #pragma omp for nowait
    for (i = 0; i < N; i++){
        B[i] = big_calc2(C, i);
    }
    A[id] = big_calc4(id);
}
```

Implicit barrier

No implicit barrier due to nowait

Implicit barrier
Mutual Exclusion: Lock Routines

When each thread must execute a section of code serially locks provide a more flexible way of ensuring serial access than \texttt{CRITICAL} and \texttt{ATOMIC} directives.

```
!$OMP PARALLEL SHARED(X,Y)
...
call OMP_set_lock(maxlock)
call update(x)
call OMP_unset_lock(maxlock)
...
!$OMP END PARALLEL
call OMP_DESTROY_LOCK(maxlock)
```
Synchronization: Ordered

- The ordered region executes in the sequential order

```c
#pragma omp parallel private (tmp)
#pragma omp for ordered reduction(+:countVal)
for (i=0;i<N;i++){
    tmp = foo(i);
    #pragma omp ordered
    countVal+= consume(tmp);
}
```
## Mutual Exclusion Overhead

<table>
<thead>
<tr>
<th>OMP exclusion directive</th>
<th>cycles</th>
</tr>
</thead>
<tbody>
<tr>
<td>OMP_SET_LOCK</td>
<td>330</td>
</tr>
<tr>
<td>OMP_UNSET_LOCK</td>
<td>330</td>
</tr>
<tr>
<td>OMP_ATOMIC</td>
<td>480</td>
</tr>
<tr>
<td>OMP_CRITICAL</td>
<td>510</td>
</tr>
</tbody>
</table>

All measurements made in dedicated mode
NOWAIT

• When a work-sharing region is exited, a barrier is implied - all threads must reach the barrier before any can proceed.

• By using the NOWAIT clause at the end of each loop inside the parallel region, an unnecessary synchronization of threads can be avoided.

```c
#pragma omp parallel
{
#pragma omp for nowait
{
    for (i=0; i<n; i++)
    {
        work(i);
    }
}
#pragma omp for schedule(dynamic,k)
{
    for (i=0; i<m; i++)
    {
        x[i]=y[i]+z[i];
    }
}
```
## Runtime Library Routines

<table>
<thead>
<tr>
<th>function</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>omp_get_num_threads()</code></td>
<td>Number of threads in team, N</td>
</tr>
<tr>
<td><code>omp_get_thread_num()</code></td>
<td>Thread ID (0 \rightarrow N-1)</td>
</tr>
<tr>
<td><code>omp_get_num_procs()</code></td>
<td>Number of machine CPUs</td>
</tr>
<tr>
<td><code>omp_in_parallel()</code></td>
<td>True if in parallel region &amp; multiple thread executing</td>
</tr>
<tr>
<td><code>omp_set_num_threads(#)</code></td>
<td>Set the number of threads in the team</td>
</tr>
<tr>
<td><code>omp_get_dynamic()</code></td>
<td>True if dynamic threading is on</td>
</tr>
<tr>
<td><code>omp_set_dynamic()</code></td>
<td>Set state of dynamic threading (true/false)</td>
</tr>
</tbody>
</table>
## Environment Variables

<table>
<thead>
<tr>
<th>variable</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OMP_NUM_THREADS int_literal</td>
<td>Set to default no. of threads to use</td>
</tr>
<tr>
<td>OMP_SCHEDULE “schedule[, chunk_size]”</td>
<td>Control how “omp for schedule(RUNTIME)” loop iterations are scheduled</td>
</tr>
<tr>
<td>OMP_DYNAMIC</td>
<td>TRUE/FALSE for enable/disable dynamic threading</td>
</tr>
</tbody>
</table>
OpenMP Wallclock Timers

```c
#include <omp.h>

double t0, t1, dt, res;
... 
// Start and end the work block
<work>
    t0 = omp_get_wtime();
    t1 = omp_get_wtime();
    dt = t1 - t0;
    res = 1.0/omp_get_wtick();
    printf(“Elapsed time = %lf\n”, dt);
    printf(“clock resolution = %lf\n”, res);
```

```fortran
real*8 :: omp_get_wtime, omp_get_wtick()

double omp_get_wtime(), omp_get_wtick();
```
NUM_THREADS clause

• Use the NUM_THREADS clause to specify the number of threads to execute a parallel region

```c
#pragma omp parallel num_threads(scalar int expression)
{
    <code block>
}
```

where scalar integer expression must evaluate to a positive integer

• NUM_THREADS supersedes the number of threads specified by the OMP_NUM_THREADS environment variable or that set by the OMP_SET_NUM_THREADS function
OpenMP 3.0

- First update to the spec since 2005
- Tasking: move beyond loops with generalized tasks and support complex and dynamic control flows
- Loop collapse: combine nested loops automatically to expose more concurrency
- Enhanced loop schedules: Support aggressive compiler optimizations of loop schedules and give programmers better runtime control over the kind of schedule used
- Nested parallelism support: better definition of and control over nested parallel regions, and new API routines to determine nesting structure
Tasks Parallelism

- Allows to parallelize irregular problems
  - Recursive loops
  - Unbounded algorithms
  - Threads can jump between tasks
What is a Task?

• A specific instance of executable code and its data environment, generated when a thread encounters a task construct or a parallel construct

• Tasks consist of
  – Code to execute
  – Data environment
  – Internal control variables (new from 2.5)

• Each encountering thread creates a new task which packages its own code and data

• Execution of the new task could be immediate, or deferred until later

• Can be nested into
  – Another task or a work sharing construct
What is a Task?

• Tasks have been fully integrated into OpenMP
• Note: OpenMP has always had tasks but they were never called that way before the 3.0 release!
  – Thread encountering `parallel` construct packages up a set of implicit tasks, one per thread
  – Team of threads is created
  – Each thread in team is assigned to one of the tasks (and tied to it)
  – Barrier holds original master thread until all implicit tasks are finished
• Now we have a way to create a task explicitly for the team to execute
Tasks: Usage

Task Construct:

```c
#pragma omp task [clause[[],]clause] ...
```

`structured-block`

where clause can be

- Data scoping clauses
  - `shared` (list), `private` (list), `firstprivate` (list), `default` (shared | none)
- Scheduling clauses
  - `untied`
- Other clauses
  - `if` (expression)
While OpenMP 3.0 supports nested parallelism, many implementations may ignore the nesting by serializing the inner parallel regions.
References

- http://www.openmp.org/

- *Parallel Programming in OpenMP*, by Chandra, Dagum, Kohr, Maydan, McDonald, Menon

- *Using OpenMP*, by Chapman, Jost, Van der Pas (OpenMP2.5)


FOR FORTRAN USERS
Work sharing: Sections

1  !$OMP PARALLEL SECTIONS
2  !$OMP SECTION
3       call work_1()
4  !$OMP SECTION
5       call work_2()
6  !$OMP END SECTIONS

Line 1  Team of threads formed (parallel region).
Line 2-5 One thread is working on each section.
Line 6  End of parallel sections with an implied barrier.

Scales only to the number of sections.
PRIVATE and SHARED Data

**PRIVATE** - Each thread has a private instance (copy) of the variable.

**SHARED** - Variable is shared (seen) by all processors.

Defaults: All DO LOOP indices are private, all other variables are shared.

```c
!$OMP PARALLEL DO SHARED(A,B,C,N) PRIVATE(i)
   do i=1,N
       A(i) = B(i) + C(i)
   enddo
!$OMP END PARALLEL DO
```

All threads have access to the same storage areas for A, B, C, and N, but each loop has its own private copy of the loop index, i.
PRIVATE data example

- In the following loop, each thread needs its own PRIVATE copy of TEMP.
- If TEMP were shared, the result would be unpredictable since each processor would be writing and reading to/from the same memory location.

```c
!$OMP PARALLEL DO SHARED(A,B,C,N) PRIVATE(temp,i)
do i=1,N
   temp = A(i)/B(i)
   C(i) = temp + cos(temp)
enddo
!$OMP END PARALLEL DO
```

- A `lastprivate(temp)` clause will copy the last loop(stack) value of temp to the (global) temp storage when the parallel DO is complete.
- A `firstprivate(temp)` would copy the global temp value to each stack’s temp.
Default variable scoping
(Fortran example)

Program Main
Integer, Parameter :: nmax=100
Integer :: n, j
Real*8 :: x(n,n)
Common /vars/ y(nmax)
...
n=nmax; y=0.0
 !$OMP Parallel do
   do j=1,n
       call Adder(x,n,j)
   end do
...
End Program Main

Subroutine Adder(a,m,col)
Common /vars/ y(nmax)
SAVE array_sum
Integer :: i, m
Real*8 :: a(m,m)

do i=1,m
   y(col)=y(col)+a(i,col)
end do
array_sum=array_sum+y(col)

End Subroutine Adder
## Default data scoping in Fortran (cont.)

<table>
<thead>
<tr>
<th>Variable</th>
<th>Scope</th>
<th>Is use safe?</th>
<th>Reason for scope</th>
</tr>
</thead>
<tbody>
<tr>
<td>n</td>
<td>shared</td>
<td>yes</td>
<td>declared outside parallel construct</td>
</tr>
<tr>
<td>j</td>
<td>private</td>
<td>yes</td>
<td>parallel loop index variable</td>
</tr>
<tr>
<td>x</td>
<td>shared</td>
<td>yes</td>
<td>declared outside parallel construct</td>
</tr>
<tr>
<td>y</td>
<td>shared</td>
<td>yes</td>
<td>common block</td>
</tr>
<tr>
<td>i</td>
<td>private</td>
<td>yes</td>
<td>parallel loop index variable</td>
</tr>
<tr>
<td>m</td>
<td>shared</td>
<td>yes</td>
<td>actual variable $n$ is shared</td>
</tr>
<tr>
<td>a</td>
<td>shared</td>
<td>yes</td>
<td>actual variable $x$ is shared</td>
</tr>
<tr>
<td>col</td>
<td>private</td>
<td>yes</td>
<td>actual variable $j$ is private</td>
</tr>
<tr>
<td>array_sum</td>
<td>shared</td>
<td>no</td>
<td>declared with SAVE attribute</td>
</tr>
</tbody>
</table>
REDUCTION

- Operation that combines multiple elements to form a single result, such as a summation.
- A variable that accumulates the result is called a reduction variable.
- In parallel loops reduction operators and variables must be declared.

```fortran
real*8 asum, aprod
asum  = 0.
aprod = 1.
!$OMP PARALLEL DO REDUCTION(+:asum) REDUCTION(*:aprod)
do i=1,N
    asum  = asum  + a(i)
aprod = aprod * a(i)
enddo
!$OMP END PARALLEL DO
print*, asum, aprod
```

- Each thread has a private ASUM and APROD, initialized to the operator’s identity, 0 & 1, respectively.
- After the loop execution, the master thread collects the private values of each thread and finishes the (global) reduction.
NOWAIT

- When a work-sharing region is exited, a barrier is implied - all threads must reach the barrier before any can proceed.

- By using the NOWAIT clause at the end of each loop inside the parallel region, an unnecessary synchronization of threads can be avoided.

```ompl
!$OMP PARALLEL
!$OMP DO
  do i=1,n
    work(i)
  enddo
!$OMP END DO NOWAIT
!$OMP DO schedule(dynamic,k)
  do i=1,m
    x(i)=y(i)+z(i)
  enddo
!$OMP END DO
!$OMP END PARALLEL
```
Mutual exclusion: critical/atomic directives

- When each thread must execute a section of code serially the region must be marked with `CRITICAL / END CRITICAL` directives.
- Use the `!$OMP ATOMIC` directive if executing only one operation serially.

```
!$OMP PARALLEL SHARED(sum,X,Y)
...
!$OMP CRITICAL
    call update(x)
    call update(y)
    sum=sum+1
!$OMP END CRITICAL
...
!$OMP END PARALLEL
```

```
!$OMP PARALLEL SHARED(X,Y)
...
!$OMP ATOMIC
    sum=sum+1
...
!$OMP END PARALLEL
```
Workshare directive

- **WORKSHARE** directive enables parallelization of Fortran 90 array expressions and **FORALL** constructs

```fortran
integer, parameter :: N=1000
real*8 :: A(N,N), B(N,N), C(N,N)
!
$omp workshare
A=B+C
!
$omp end workshare
```

- Enclosed code is separated into units of work
- All threads in a team share the work
- Each work unit is executed only once
- A work unit may be assigned to any thread
Reduction on array variables

- Supported in Fortran only!
- Array variables may now appear in the **REDUCTION** clause

```fortran
Real*8 :: A(N), B(M,N)
Integer :: i, j
A(1:m) = 3.
 !$OMP Parallel Do Reduction(+:A)
   do i=1,n
     A(1:m)=A(1:m)+B(1:m,i)
   end do
 !$OMP End Parallel Do
```

- Assumed size and allocatable arrays are not supported
- Variable must be shared in the enclosing context
• Use the **NUM_THREADS** clause to specify the number of threads to execute a parallel region

```c
!$OMP PARALLEL NUM_THREADS(scalar integer expression)
    <code block>
!$OMP End PARALLEL
```

where **scalar integer expression** must evaluate to a positive integer

• **NUM_THREADS** supersedes the number of threads specified by the **OMP_NUM_THREADS** environment variable or that set by the **OMP_SET_NUM_THREADS** function
Loop Collapse

• Allow collapsing of perfectly nested loops

• Will form a single loop and then parallelize it:

```c
$omp parallel do collapse(2)
do i=1,n
  do j=1,n
    ....
  end do
end do
```