Intel® Threading Building Blocks

Tutorial

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## Revision History

<table>
<thead>
<tr>
<th>Version</th>
<th>Version Information</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.14</td>
<td>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>.</td>
<td>2009-Jun-25</td>
</tr>
<tr>
<td>1.13</td>
<td>Correct descriptions of class pipeline. Add sample compilation commands to Section 3.1. Update copyright to 2009. Mention <code>null_mutex</code>.</td>
<td>2009-Jan-22</td>
</tr>
<tr>
<td>1.12</td>
<td>Update discussion of serial pipeline filters for distinction between <code>serial_in_order</code> and <code>serial_out_of_order</code>.</td>
<td>2008-Oct-28</td>
</tr>
<tr>
<td>1.11</td>
<td>Revise discussion of <code>parallel_reduce</code>. Fix <code>set_ref_count</code> calls in scheduler bypass and recycling examples.</td>
<td>2008-Aug-21</td>
</tr>
</tbody>
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1 Introduction

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>
<thead>
<tr>
<th>Table 1  Document Organization</th>
</tr>
</thead>
<tbody>
<tr>
<td>Section</td>
</tr>
<tr>
<td>Chapter 1</td>
</tr>
<tr>
<td>Chapter 2</td>
</tr>
<tr>
<td>Chapters 3-4</td>
</tr>
<tr>
<td>Chapter 5</td>
</tr>
<tr>
<td>Chapter 6</td>
</tr>
<tr>
<td>Chapters 7-10</td>
</tr>
<tr>
<td>Chapter 11</td>
</tr>
</tbody>
</table>

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® Threading Building Blocks includes dynamic shared libraries that come in debug and release versions, as described in Table 2.

<table>
<thead>
<tr>
<th>Library (<em>,dll, lib</em>,so, or lib*.dylib)</th>
<th>Description</th>
<th>When to Use</th>
</tr>
</thead>
<tbody>
<tr>
<td>tbb_debug</td>
<td>These versions have extensive internal checking for correct use of the library.</td>
<td>Use with code that is compiled with the macro TBB_USE_ASSERT set to 1.</td>
</tr>
<tr>
<td>tbbmalloc_debug</td>
<td>These versions deliver top performance. They eliminate most checking for correct use of the library.</td>
<td>Use with code compiled with TBB_USE_ASSERT undefined or set to zero.</td>
</tr>
<tr>
<td>tbbmalloc_proxy_debug</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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.

All versions of the libraries support Intel® Parallel Inspector and Intel® Parallel Amplifier. The debug versions always have full support enabled. The release version requires compiling code with the macro TBB_USE_THREADING_TOOLS set to 1 for full support.

**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 default installation location for Windows* operating systems depends on the host architecture, as described in Table 3.

Table 3: Intel® Threading Building Blocks Default Installation Location

<table>
<thead>
<tr>
<th>Host</th>
<th>Default Installation Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intel® IA-32 processor</td>
<td>C:\Program Files\Intel&lt;product-dir&gt;\</td>
</tr>
<tr>
<td>Intel® 64 architecture processor</td>
<td>C:\Program Files (x86)\Intel&lt;product-dir&gt;\</td>
</tr>
</tbody>
</table>

The directory <product-dir> depends upon whether Intel® TBB was installed separately or as part of another product.

- If installed separately, <product-dir> is TBB\<version>.
- Otherwise it is a subdirectory within the other product’s installation location.

Table 4 describes the subdirectories’ contents for Windows*OS.

Table 4: Intel® Threading Building Blocks Subdirectories on Windows OS

<table>
<thead>
<tr>
<th>Item</th>
<th>Location</th>
<th>Environment Variable</th>
</tr>
</thead>
<tbody>
<tr>
<td>Include files</td>
<td>include\tbb*.h</td>
<td>INCLUDE</td>
</tr>
<tr>
<td>.lib files</td>
<td>&lt;arch&gt;\vc&lt;vcversion&gt;\lib&lt;lib&gt;&lt;variant&gt;.lib</td>
<td>LIB</td>
</tr>
<tr>
<td>.dll files</td>
<td>&lt;arch&gt;\vc&lt;vcversion&gt;\bin&lt;lib&gt;&lt;variant&gt;.dll</td>
<td>PATH</td>
</tr>
<tr>
<td></td>
<td>where &lt;arch&gt; is:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Processor</td>
<td></td>
</tr>
<tr>
<td>ia32</td>
<td>Intel® IA-32 processors</td>
<td></td>
</tr>
<tr>
<td>intel64</td>
<td>Intel® 64 architecture processors</td>
<td></td>
</tr>
<tr>
<td>Item</td>
<td>Location</td>
<td>Environment Variable</td>
</tr>
<tr>
<td>-----------------</td>
<td>---------------------------</td>
<td>-----------------------</td>
</tr>
<tr>
<td>and <code>&lt;vcversion&gt;</code> is:</td>
<td></td>
<td></td>
</tr>
<tr>
<td><code>&lt;vcversion&gt;</code></td>
<td>Environment</td>
<td></td>
</tr>
<tr>
<td>7.1</td>
<td>Microsoft Visual Studio .NET* 2003</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Microsoft Visual Studio* 2005</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Microsoft Visual Studio* 2008</td>
<td></td>
</tr>
<tr>
<td>and <code>&lt;lib&gt;</code> is</td>
<td></td>
<td></td>
</tr>
<tr>
<td><code>&lt;lib&gt;</code></td>
<td>Version</td>
<td></td>
</tr>
<tr>
<td>tbb</td>
<td>General library</td>
<td></td>
</tr>
<tr>
<td>tbbmalloc</td>
<td>Memory allocator</td>
<td></td>
</tr>
<tr>
<td>tbbmalloc_proxy</td>
<td>Substitution for default memory allocator</td>
<td></td>
</tr>
<tr>
<td>and <code>&lt;variant&gt;</code> is</td>
<td></td>
<td></td>
</tr>
<tr>
<td><code>&lt;variant&gt;</code></td>
<td>Version</td>
<td></td>
</tr>
<tr>
<td>(none)</td>
<td>Release version</td>
<td></td>
</tr>
<tr>
<td>_debug</td>
<td>Debug version</td>
<td></td>
</tr>
</tbody>
</table>

**Examples**

```
examples\<class>\*\.
```

Microsoft Visual Studio Solution File for Example

```
exampless\<class>\*\vc<vcversion>\*.sln
```

where `class` describes the class being demonstrated and `vcversion` is as described for .dll files.

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® Threading Building Blocks may cause undefined results. When using Intel® Threading Building Blocks, be sure to link with the thread-safe versions. Table 5 shows the required options when using `cl` or `icl`:

**Table 5: Compiler Options for Linking with Thread-safe Versions of C/C++ Run-time**

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>/MDd</td>
<td>Debug version of thread-safe run-time</td>
</tr>
<tr>
<td>/MD</td>
<td>Release version of thread-safe run-time</td>
</tr>
</tbody>
</table>
Not using one of these options causes the library to report an error during compilation.

2.3.1 Microsoft Visual Studio* Code Examples

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

1. Open up the vc7.1 directory (if using Microsoft Visual Studio .NET* 2003), vc8 directory (if using Microsoft Visual Studio* 2005), or vc9 directory (if using Microsoft Visual Studio* 2008).
2. Double-click the .sln file.
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 4. 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 4.

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 6 describes the subdirectories.

**Table 6: Intel® Threading Building Blocks Subdirectories on Linux* Systems**

<table>
<thead>
<tr>
<th>Item</th>
<th>Location</th>
<th>Environment Variable</th>
</tr>
</thead>
<tbody>
<tr>
<td>Include files</td>
<td><code>include/tbb/*.h</code></td>
<td>CPATH</td>
</tr>
<tr>
<td>Shared libraries</td>
<td><code>&lt;arch&gt;/cc&lt;gccversion&gt;_libc&lt;glibcversion&gt;_kernel&lt;kernelversion&gt;/lib/lib&lt;variant&gt;.so</code>&lt;br&gt;where&lt;br&gt;&lt;br&gt;<code>&lt;arch&gt;</code> Processor</td>
<td>LIBRARY_PATH</td>
</tr>
<tr>
<td></td>
<td></td>
<td>LD_LIBRARY_PATH</td>
</tr>
<tr>
<td></td>
<td>ia32</td>
<td>Intel® IA-32 processors</td>
</tr>
<tr>
<td></td>
<td>intel64</td>
<td>Intel® 64 architecture processors</td>
</tr>
<tr>
<td></td>
<td>ia64</td>
<td>Intel® IA-64 architecture (Itanium®) processors</td>
</tr>
<tr>
<td></td>
<td><em>version</em> strings</td>
<td>Linux configuration</td>
</tr>
<tr>
<td></td>
<td><code>&lt;gccversion&gt;</code> gcc* version number</td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>&lt;glibcversion&gt;</code> glibc.so version number</td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>&lt;kernelversion&gt;</code> Linux kernel version number</td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>&lt;lib&gt;</code> Version</td>
<td></td>
</tr>
<tr>
<td></td>
<td>tbb</td>
<td>General library</td>
</tr>
<tr>
<td></td>
<td>tbbmalloc</td>
<td>Memory allocator</td>
</tr>
<tr>
<td></td>
<td>tbbmalloc_proxy</td>
<td>Substitution for default memory allocator</td>
</tr>
<tr>
<td></td>
<td><em>variant</em> Version</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(none)</td>
<td>Release version</td>
</tr>
<tr>
<td></td>
<td>_debug</td>
<td>Debug version</td>
</tr>
<tr>
<td>Examples</td>
<td>examples/&lt;class&gt;/*/.</td>
<td></td>
</tr>
</tbody>
</table>
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 7 describes the subdirectories.

Table 7: Intel® Threading Building Blocks Subdirectories on Mac OS* X Systems

<table>
<thead>
<tr>
<th>Item</th>
<th>Location</th>
<th>Environment Variable</th>
</tr>
</thead>
<tbody>
<tr>
<td>GNU Makefile for example</td>
<td>examples/&lt;class&gt;/*Makefile where class describes the class being demonstrated.</td>
<td></td>
</tr>
<tr>
<td>Include files</td>
<td>include/tbb/*.h</td>
<td>CPATH</td>
</tr>
<tr>
<td>Shared libraries</td>
<td>ia32/cc&lt;gccversion&gt;_os&lt;osversion&gt;/lib/&lt;lib&gt;&lt;variant&gt;.dylib where:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>&lt;version&gt; string</td>
<td>Mac OS/X configuration</td>
</tr>
<tr>
<td></td>
<td>gccversion</td>
<td>gcc version number</td>
</tr>
<tr>
<td></td>
<td>osversion</td>
<td>Mac OS* X version number</td>
</tr>
<tr>
<td></td>
<td>&lt;lib&gt;</td>
<td>Version</td>
</tr>
<tr>
<td></td>
<td>libtbb</td>
<td>General library</td>
</tr>
<tr>
<td></td>
<td>libtbbmalloc</td>
<td>Memory allocator</td>
</tr>
<tr>
<td></td>
<td>&lt;variant&gt;</td>
<td>Version</td>
</tr>
<tr>
<td></td>
<td>(none)</td>
<td>Release version</td>
</tr>
<tr>
<td></td>
<td>_debug</td>
<td>Debug version</td>
</tr>
<tr>
<td>Examples</td>
<td>examples/&lt;class&gt;/*/.</td>
<td></td>
</tr>
<tr>
<td>GNU Makefile for example</td>
<td>examples/&lt;class&gt;/*Makefile where class describes the class being demonstrated.</td>
<td></td>
</tr>
<tr>
<td>Xcode* Project</td>
<td>examples/&lt;class&gt;/*/xcode/</td>
<td></td>
</tr>
</tbody>
</table>
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 in 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

<table>
<thead>
<tr>
<th></th>
<th>Command Line</th>
</tr>
</thead>
<tbody>
<tr>
<td><em><em>Windows</em> OS</em>*</td>
<td><code>icl /MD example.cpp tbb_debug.lib</code></td>
</tr>
<tr>
<td><em><em>Linux</em> OS</em>*</td>
<td><code>icc example.cpp -ltbb_debug</code></td>
</tr>
<tr>
<td><em><em>Mac OS</em> X Systems</em>*</td>
<td><code>icc example.cpp -ltbb_debug</code></td>
</tr>
</tbody>
</table>

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 \texttt{parallel_for}

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

```c
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 \texttt{size_t}, and goes from 0 to n-1. The template function \texttt{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 \textit{body} object, in which \texttt{operator()} processes a chunk. The following code declares the body object. The extra code required for Intel® Threading Building Blocks is shown in blue.

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

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

An instance of \texttt{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 \texttt{parallel_for} does not care how the body object is created. Template function \texttt{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:

```cpp
#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 word 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.

```cpp
#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 a 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**

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

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. 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(1) , [=](size_t i) {Foo(a[i]);});
}
```
The compact form supports only unidimensional iteration spaces of integers and the automatic grainsize feature detailed on the following section.

### 3.2.2 Automatic Grainsize

A parallel loop construct incurs overhead cost for every chunk of work that it schedules. If the chunks are too small, the overhead may exceed the useful work. The grainsize of a parallel loop specifies the number of iterations that is a "reasonable size" chunk to deal out to a processor. By default, Intel® TBB 2.2 chooses chunk sizes automatically, depending upon load balancing needs. The heuristic attempts to limit overheads while still providing ample opportunities for load balancing.

As with most heuristics, there are situations where the heuristic might be suboptimal, and specifying an explicit grainsize would yield better performance, as explained in the next section.

### 3.2.3 Explicit Grainsize

Class `blocked_range` allows a grainsize to be specified by the constructor `blocked_range<T>(begin, end, grainsize)`. The `grainsize` parameter is in units of iterations, and sets a minimum threshold for parallelization. Specifying `auto_partitioner` and `affinity_partitioner` may cause larger chunk sizes. Specifying a `simple_partitioner` guarantees that each chunk is no larger than the grainsize. Following is the previous example modified to use an explicit grainsize G.

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

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

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.

---

1 In Intel® TBB 2.1, the default was not automatic. Compile with `TBB_DEPRECATED=1` to get the old default behavior.
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 10,000-100,000 instructions to execute. When in doubt, do the following:

1. Set the grainsize parameter higher than necessary. Setting it to 10,000 is usually a good starting point, because each loop iteration typically requires at least a few instructions per iteration.
2. Run your algorithm on one processor.
3. Start halving the grainsize parameter and see how much the algorithm slows down as the value decreases.

A slowdown of about 5-10% when running with a single thread is a good setting for most purposes. The drawback of setting a grainsize too high is that it can reduce parallelism. For example, if your grainsize is 10,000 and the loop has 20,000 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`.

```c
#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](image)

**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.
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.

Table 10: Partitioners

<table>
<thead>
<tr>
<th>Partitioner</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>simple_partitioner (default)</td>
<td>Chunk size = grainsize</td>
</tr>
<tr>
<td>auto_partitioner (default)²</td>
<td>Automatic chunk size.</td>
</tr>
<tr>
<td>affinity_partitioner</td>
<td>Automatic chunk size and cache affinity.</td>
</tr>
</tbody>
</table>

An auto_partitioner is used when no partitioner is specified, in which case the loop breaks the range down to its grainsize. In general, the auto_partitioner or affinity_partitioner should be used. 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.

² Prior to Intel® TBB 2.2, the default was simple_partitioner. Compile with TBB_DEPRECATED=1 to get the old default.
• You want to tune to a specific machine.

3.3 parallel_reduce

A loop can do reduction, as in this summation:

```c
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:

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

```c
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` hands off work to it by invoking the splitting constructor to create a subtask for the processor. When the task 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](image)

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 only used if workers are available, parallel_reduce does not necessarily execute in a tree-like fashion.

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 \( \text{Foo}(i) \) is minimized. A serial version might look like this:

```cpp
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.

```cpp
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<x.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:

```cpp
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:

```cpp
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 3. 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:

```cpp
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`.

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

The parallel form of `SerialApplyFooToList` is as follows:

```cpp
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 stages, and each stage processes the data in some way. Given an incoming stream of data, some of these stages 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 problem will be used to demonstrate the usage of `pipeline` and `filter`. The problem is to read a text file, capitalize the first letter of each word, and write the modified text to a new file. Below is a picture of the pipeline.

Assume that the file I/O is sequential. However, the capitalization stage can be done in parallel. That is, if you can serially read $n$ chunks very quickly, you can capitalize each of the $n$ chunks in parallel, as long as they are written in the proper order to the output file.
To decide whether to capitalize a letter, inspect whether the previous character is a blank. For the first letter in each chunk, inspect the last letter of the previous chunk. But doing so would introduce a complicating dependence in the middle stage. The solution is to have each chunk also store the last character of the previous chunk. The chunks overlap by one character. This “overlapping window” strategy is quite common to pipeline-processing problems. In the example, the window is represented by an instance of class MyBuffer. It looks like a typical STL container for characters, except that begin()[-1] is legal and holds the last character of the previous chunk.

```cpp
// Buffer that holds block of characters and last character of previous buffer.
class MyBuffer {
    static const size_t buffer_size = 10000;
    char* my_end;
    // storage[0] holds the last character of the previous buffer.
    char storage[1+buffer_size];
public:
    // Pointer to first character in the buffer
    char* begin() {return storage+1;}
    const char* begin() const {return storage+1;}
    // Pointer to one past last character in the buffer
    char* end() const {return my_end;}
    // Set end of buffer.
    void set_end( char* new_ptr ) {my_end=new_ptr;}
    // Number of bytes a buffer can hold
    size_t max_size() const {return buffer_size;}
    // Number of bytes in buffer.
    size_t size() const {return my_end-begin();}
};
```

Below is the top-level code for building and running the pipeline

```cpp
// Create the pipeline
tbb::pipeline pipeline;

// Create file-reading writing stage and add it to the pipeline
MyInputFilter input_filter( input_file );
pipeline.add_filter( input_filter );

// Create capitalization stage and add it to the pipeline
MyTransformFilter transform_filter;
pipeline.add_filter( transform_filter );

// Create file-writing stage and add it to the pipeline
MyOutputFilter output_filter( output_file );
pipeline.add_filter( output_filter );

// Run the pipeline
pipeline.run( MyInputFilter::n_buffer );

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

This top-level code also shows the method `clear` that removes all stages from the pipeline. This call is optional, because a filter’s destructor automatically removes it from a pipeline.\(^3\)

Now look in detail at how the stages are defined. Each stage is derived from class `filter`. First consider the output stage, because it is the simplest.

```cpp
// Filter that writes each buffer to a file.
class MyOutputFilter: public tbb::filter {
    FILE* my_output_file;
public:
    MyOutputFilter( FILE* output_file );
    /*override*/void* operator()( void* item );
};
MyOutputFilter::MyOutputFilter( FILE* output_file ) :
    tbb::filter(serial_in_order),
    my_output_file(output_file)
{
}
void* MyOutputFilter::operator()( void* item ) {
    MyBuffer& b = *static_cast<MyBuffer*>(item);
    fwrite( b.begin(), 1, b.size(), my_output_file );
    return NULL;
}
```

The portions that "hook" it to the pipeline are shown in blue color. The class is derived from the class `filter`. When its constructor calls the base class constructor for `filter`, it specifies that this is a serial in order filter. It must be a serial in order filter because it must write chunks in the same order the input stage reads them. The class overrides the virtual method `filter::operator()`, which is the method invoked by the pipeline to process an item. The parameter `item` points to the item to be processed. The value returned points to the item to be processed by the next filter. Because this is the last filter, the return value is ignored, and thus can be NULL.

\(^3\) In Intel® TBB 2.0 and prior, filter destructors did not automatically remove filters, and thus the call to `clear` was mandatory.
The middle stage is similar. Its `operator()` returns a pointer to the item to be sent to the next stage.

```cpp
// Filter that changes the first letter of each word from lower case to upper case.
class MyTransformFilter: public tbb::filter {
public:
    MyTransformFilter();
    /*override*/ void* operator()( void* item );
};

MyTransformFilter::MyTransformFilter() :
    tbb::filter(parallel) {}

/*override*/ void* MyTransformFilter::operator()( void* item ) {
    MyBuffer& b = *static_cast<MyBuffer*>(item);
    bool prev_char_is_space = b.begin()[-1]==' ';
    for( char* s=b.begin(); s!=b.end(); ++s ) {
        if( prev_char_is_space && islower(*s) )
            *s = toupper(*s);
        prev_char_is_space = isspace(*s);
    }
    return &b;
}
```

Also, this stage operates on purely local data. Thus any number of invocations on `operator()` can run concurrently on the same instance of `MyTransformFilter`. It communicates this fact to the pipeline by specifying `parallel` as the parameter to the constructor of its base class `filter`.

The input filter is the most complicated, because it has to decide when it reaches the end of the input, and must allocate buffers.

```cpp
class MyInputFilter: public tbb::filter {
public:
    static const size_t n_buffer = 8;
    MyInputFilter( FILE* input_file_ );
private:
    FILE* input_file;
    size_t next_buffer;
    char last_char_of_previous_buffer;
    MyBuffer buffer[n_buffer];
    /*override*/ void* operator()(void*);
};

MyInputFilter::MyInputFilter( FILE* input_file_ ) :
    filter(serial_in_order),
    next_buffer(0),
    input_file(input_file_),
    last_char_of_previous_buffer(' ')
{}

void* MyInputFilter::operator()(void*) {
    // More code here...
}
MyBuffer& b = buffer[next_buffer];
next_buffer = (next_buffer+1) % n_buffer;
size_t n = fread( b.begin(), 1, b.max_size(), input_file );
if( !n ) {
    // end of file
    return NULL;
} else {
    b.begin()[-1] = last_char_of_previous_buffer;
    last_char_of_previous_buffer = b.begin()[n-1];
    b.set_end( b.begin()+n );
    return &b;
}

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 stage, serial_out_of_order, that does not preserve order. In the example, the override of operator() ignores its parameter, because it is generating a stream, not transforming it. It remembers the last character of the previous chunk, so that it can properly overlap windows.

The buffers are allocated from a circular queue of size n_buffer. This might seem risky, because after the initial n_buffer input operations, buffers are recycled without any obvious checks as to whether they are still in use. The recycling is indeed safe, because of two constraints:

- The pipeline received n_buffer tokens when pipeline::run was called. Therefore, no more than n_buffer buffers are ever in flight simultaneously.
- The first and last stages are serial_in_order. Therefore, the buffers are retired by the last stage in the order they were allocated by the first stage.

Notice that if the first and last stage were not serial_in_order, then you would have to keep track of which buffers are currently in use, because buffers might not be retired in the same order they were allocated.

The directory examples/pipeline/text_filter contains the complete code for the text filter.

### 4.2.1 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 stage. This is true even for a pipeline with no parallel stages. No matter how fast the other stages are, the slowest sequential stage is the bottleneck. So in general you should try to keep the sequential stages fast, and when possible, shift work to the parallel stages.

The text processing example has relatively poor speedup, because the serial stages 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 stages need to be doing some heavy lifting compared to the serial stages.

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.

### 4.2.2 Non-Linear Pipelines

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

However, you can still use `pipeline` for this. Just topologically sort the stages 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 lot of parallelism is lost by forcing a linear order on the stages, but in fact the only loss is in the latency of the pipe.
non-linear pipeline is three stages. This is because stages A and B could process the
token concurrently, and likewise stages D and E could process the token concurrently.
In the linear pipeline, the latency is five stages. The behavior of stages 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 stage other than to be passed along to the next stage 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 stage. If pipeline supported
non-linear pipelines, it would add a lot of programming complexity, and not improve
throughput. The linear limitation of pipeline is a good tradeoff of gain versus pain.

4.3 Summary of Loops

The high-level loop 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 the loop templates to unlock the power of
multi-core.
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.

```cpp
#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().

```cpp
#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](image)

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++0x lambda expressions (3.2.1) for brevity.

```cpp
#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`.

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

```cpp
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:

```cpp
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.

```cpp
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:

```cpp
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`.

6.3 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:

```cpp
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:

```cpp
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:

- `pop(item)` waits until it can succeed.
- `push(item)` waits until it can succeed without exceeding the queue's capacity.
- `try_push(item)` pushes item only if it would not exceed the queue's capacity.
- `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`.

```cpp
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.

```c
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

```c
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:

```cpp
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 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.

---

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>
<thead>
<tr>
<th>Mutex</th>
<th>Scalable</th>
<th>Fair</th>
<th>Recursive</th>
<th>Long Wait</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>mutex</td>
<td>OS dependent</td>
<td>OS dependent</td>
<td>no</td>
<td>blocks</td>
<td>≥ 3 words</td>
</tr>
<tr>
<td>recursive_mutex</td>
<td>OS dependent</td>
<td>OS dependent</td>
<td>yes</td>
<td>blocks</td>
<td>≥ 3 words</td>
</tr>
<tr>
<td>spin_mutex</td>
<td>no</td>
<td>no</td>
<td>no</td>
<td>yields</td>
<td>1 byte</td>
</tr>
<tr>
<td>queuing_mutex</td>
<td>✓</td>
<td>✓</td>
<td>no</td>
<td>yields</td>
<td>1 word</td>
</tr>
<tr>
<td>spin_rw_mutex</td>
<td>no</td>
<td>no</td>
<td>no</td>
<td>yields</td>
<td>1 word</td>
</tr>
<tr>
<td>queuing_rw_mutex</td>
<td>✓</td>
<td>✓</td>
<td>no</td>
<td>yields</td>
<td>1 word</td>
</tr>
<tr>
<td>null_mutex⁵</td>
<td>moot</td>
<td>✓</td>
<td>✓</td>
<td>never</td>
<td>empty</td>
</tr>
<tr>
<td>null_rw_mutex</td>
<td>moot</td>
<td>✓</td>
<td>✓</td>
<td>never</td>
<td>empty</td>
</tr>
</tbody>
</table>

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.

⁵ 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.

```cpp
std::vector<std::string> MyVector;
typedef spin_rwlock 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.
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 \texttt{atomic<}	exttt{T}\texttt{>}
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 \texttt{int}, and the program needs to take some action when the reference count becomes zero. In single-threaded code, you could use a plain \texttt{int} for \( x \), and write \texttt{--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:

\begin{table}[h]
\centering
\begin{tabular}{ |c|c| }
\hline
Thread A & Thread B \\
\hline
\( t_a = x \) & \( t_b = x \) \\
\hline
\( x = t_a - 1 \) & \( x = t_b - 1 \) \\
\hline
\texttt{if( x==0 )} & \texttt{if( x==0 )} \\
\hline
\end{tabular}
\caption{Interleaving of Machine Instructions}
\end{table}

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 \texttt{if} condition, \textit{both} threads would call \texttt{action();}. To correct this problem, you need to ensure that only one thread at a time does the decrement \textit{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 \texttt{atomic<int>} and write \texttt{"if(--x==0) action();"}. The method \texttt{atomic<int>::operator--} acts atomically; no other thread can interfere.

\texttt{atomic<}	exttt{T}\texttt{>} supports atomic operations on type \texttt{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, \texttt{++}, \texttt{--}, \texttt{-=}, and \texttt{+=} operations on \texttt{atomic<T>} are all forms of the
fundamental operation \textit{fetch-and-add}. The following are the five fundamental operations on a variable \( x \) of type \texttt{atomic<T>}.

\begin{table}[h]
\centering
\begin{tabular}{|l|p{10cm}|}
\hline
\textbf{Operation} & \textbf{Description} \\
\hline
\( = x \) & read the value of \( x \) \\
\hline
\( x \) & write the value of \( x \), and return it \\
\hline
\( x.\text{fetch\_and\_store}(y) \) & do \( y=x \) and return the old value of \( x \) \\
\hline
\( x.\text{fetch\_and\_add}(y) \) & do \( x+=y \) and return the old value of \( x \) \\
\hline
\( x.\text{compare\_and\_swap}(y,z) \) & if \( x \) equals \( z \), then do \( x=y \). In either case, return old value of \( x \). \\
\hline
\end{tabular}
\caption{Fundamental Operations on a Variable \( x \) of Type \texttt{atomic<T>}}
\end{table}

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

```c
atomic<unsigned> counter;

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

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

The operation \texttt{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 \( \texttt{globalx} \) in a way that is somehow based on its old value:

```c
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:

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

The code below illustrates these points.

```cpp
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**

<table>
<thead>
<tr>
<th>Kind</th>
<th>Description</th>
<th>Default For</th>
</tr>
</thead>
<tbody>
<tr>
<td>acquire</td>
<td>Operations after the atomic operation never move over it.</td>
<td>read</td>
</tr>
<tr>
<td>release</td>
<td>Operations before the atomic operation never move over it.</td>
<td>write</td>
</tr>
<tr>
<td>sequentially consistent</td>
<td>Operations on either side never move over the atomic operation and the sequentially consistent atomic operations have a global order.</td>
<td>fetch_and_store fetch_and_add compare_and_swap</td>
</tr>
</tbody>
</table>

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:

```cpp
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 \textit{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 \textit{faster} in real time.

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

\begin{verbatim}
tick\_count t0 = tick\_count::now();
... do some work ...
tick\_count t1 = tick\_count::now();
printf("work took %g seconds\n",(t1-t0).seconds());
\end{verbatim}

Unlike some timing interfaces, \texttt{tick\_count} is guaranteed to be safe to use across threads. It is valid to subtract \texttt{tick\_count} values that were created by different threads. A \texttt{tick\_count} difference can be converted to seconds.

The resolution of \texttt{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 \textit{not} valid across threads on some platforms, this means that the resolution of \texttt{tick\_count} can not be guaranteed to be consistent across platforms.
10 Memory Allocation

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:

```cpp
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>
<thead>
<tr>
<th>Template</th>
<th>Requirements</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>scalable_allocator&lt;T&gt;</code></td>
<td>Intel® Threading Building Blocks scalable memory allocator library. See Section 2.2</td>
<td>Uses the scalable allocator library if it is present, otherwise it reverts to using <code>malloc</code> and <code>free</code>.</td>
</tr>
<tr>
<td><code>tbb_allocator&lt;T&gt;</code></td>
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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:
Memory Allocation

- **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.

```bash
# 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.

```bash
# 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

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\(^6\) 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:

```c
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:

```c
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`.

---

\(^6\) 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.

```cpp
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 $n<Cutoff$. 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 parent, which is another task that is waiting on it to complete, or NULL. Method `task::parent()` gives you read-only access to the parent pointer. Each task has a refcount that counts the number of tasks that have it as a parent. 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 ready pool, which is a deque of tasks. When a thread spawns a task, it pushes it onto the bottom of its deque. Figure 8 shows a snapshot of a thread's pool that corresponds to the task graph in Figure 7.

```
top (oldest task)  
   task G  
   task F  
bottom (youngest task)  
   task E  
```

Figure 8: A Thread’s Ready Pool

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.

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 child of a parent (or continuation) task and after doing so implicitly decrements the task's reference count to zero. If so, the thread implicitly pushes the parent (or continuation) task onto the bottom of its deque. Completing the last child 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 parent 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` is a convenient way to wait on child tasks, but incurs some inefficiency if a thread becomes idle. The idle thread attempts to keep busy by stealing tasks from other threads. The scheduler limits possible victim tasks to those deeper than the waiting task. This limit modifies the policy that the shallowest task should be chosen. The limit restrains memory demands in worse-case scenarios. A way around the constraint is for the parent to not wait, but simply spawn both children and return. The children are allocated not as children of the parent, but as children of the parent's `continuation task`, which is a task that runs when both 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.

```cpp
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);  
            c.spawn( b );  
            c.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 the depth of the continuation is the same as the parent, not one deeper as it would be for a child. Also, it forwards the parent of this to \( c \), and sets the parent of this to NULL. The following figure summarizes the transformation:
Figure 9: Action of allocate_child

A property of the transformation is that it does not change the reference count of the parent, 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 “dependent” 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 dependent of x, and waits for the dependent’s reference count to be decremented. Because allocate_continuation forwards this dummy dependent to the continuation, the dummy dependent’s reference count is not decremented until the continuation completes.

11.5.3 Scheduler Bypass

Scheduler bypass is an improvement where you directly specify the next task to run. Continuation-passing style often opens up an opportunity for scheduler bypass. For example, in the continuation-passing example, it turns out that once FibTask::execute() returns, by the “getting” rules described in Section 11.4, task “a” is always the next task taken from the ready pool. Putting the task into the ready pool and then getting it back out incurs some overhead that can be avoided. To do
this, method `execute()` should not spawn the task, but instead return a pointer to it as the result. The following example shows the necessary changes:

```c++
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);
      c.spawn( b );
      c.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, because the child is handed by a return statement at just the moment the parent completes. The following code shows the changes required to implement recycling in the scheduler-bypass example.

```c++
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);
      c.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 depth of this to be 1 more than the depth of c.
- It sets the dependent of this to be c. To prevent reference-counting problems, recycle_as_child_of has a prerequisite that this must have a NULL dependent. This is the case after allocate_continuation occurs.

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:

```cpp
// 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.

### 11.5.6 Lazy Copying

It can be useful to copy a data structure only when another thread steals a task. For example, tbb/parallel_reduce.h uses a method, start_reduce::execute(), that forks the “loop body” object you provided only when the thread runs a stolen task. The forking permits the thief to run locally afterwards until it is done and joins its
result to the original thread’s result. Because the fork/join incur some overhead, they are only worth doing when stealing occurs.

Method task::is_stolen_task provides a way to detect stealing. Call it on a running task, typically by the task itself. Informally, it returns true if the task is stolen. Formally, it returns true if the thread that owns the task is not the thread that owns the thread’s dependent. For the usual fork-join task patterns, the informal and formal definitions have the same effect, because usually when a task is created, it is created by the thread that owns its dependent. For example, the dependent is typically the parent or a continuation created by the parent.

The exception to the rule can occur if method allocate_additional_child_of(t) is used. This method can be used by a task to create a child of another task t, even if t already has running children. This is in contrast to method allocate_child, to which a call must finish before any sibling starts running. The two methods are distinct because you pay some overhead for the flexibility of allocate_additional_child_of. For example, in tbb/parallel_do.h, method allocate_additional_child_of is used by running child tasks to create new siblings. In that case, task::is_stolen_task will report true unless the child is stolen by the thread that is running t. The name task::might_be_running_on_different_thread_than_dependent() would be more accurate but tedious.

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 MxN array of tasks where each task depends on the tasks to the left and above it. Figure 10 shows such an example:

![Task Graph](image)

**Figure 10: 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.

```c++
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));
        }
    // Must 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();
    x[M-1][N-1]->spawn_and_wait_for_all(*x[0][0]);
    double result = x[M-1][N-1]->sum;
    x[M-1][N-1]->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.
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 \texttt{new(\textit{allocation\_method})} \texttt{T} to allocate a \texttt{task}, where \textit{allocation\_method} is one of the allocation methods of class \texttt{task}. Do not create local or file-scope instances of a \texttt{task}.

- All siblings should be allocated before any start running, unless you are using \texttt{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 dependent’s reference count is decremented, and if it hits zero, the dependent 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 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

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.\footnote{Intel® TBB 2.1 required creating a \texttt{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.}

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

```c
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 \texttt{InnerBody} are omitted for brevity. The \texttt{#pragma omp parallel} causes the OpenMP to create a team of threads, and each thread executes the block statement associated with the pragma. The \texttt{#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.

```c
int M, N;

struct InnerBody {
    ...
};

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

