# An Implementation of a Hopfield Network Kernel on EARTH

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**Abstract**

EARTH is a multithreaded program execution and architecture model that hides communication and synchronization latencies through fine-grain multithreading. EARTH provides a simple synchronization mechanism: a thread is spawned when a pre-specified number of synchronization signals are received in its synchronization slot – signaling the fact that all dependences required for its execution are satisfied. This simple synchronization mechanism is an essential primitive in Threaded-C – a multithreaded language designed to program applications on EARTH. The EARTH synchronization mechanism has been efficiently implemented on a number of computer platforms, and has played an essential role in the support of a large number of parallel applications on EARTH.

An interesting open question has been: is such a simple mechanism sufficient to satisfy the synchronization needs of the large set of applications that EARTH can implement? Or could the EARTH programming model benefit from the implementation of more elaborate synchronization mechanism? In such case, what are the benefits and tradeoffs of adding this mechanisms to EARTH?

This paper describes the implementation of I-structures under the EARTH execution and architecture model. An I-structure is a data structure that allows for the implementation of a *lenient* computation model. A read operation can be issued to an element of an I-structure before it is known that the corresponding write operation has produced the value. We also introduce a new parallel kernel based on the Hopfield Network and demonstrate how the I-structure support on EARTH can be utilized. We finish presenting a complete Threaded-C program to solve the Hopfield kernel is also presented.

**Keywords**

Multithreaded Programming, EARTH, I-structures, Hopfield Network.

## I. Introduction

The EARTH multithreaded architecture was designed to effectively hide communication and synchronization latency and thus support scalable parallel applications. One of the advantage of the EARTH model is that it can be efficiently implemented using off-the-shelf commercial processors and components [18], [19], [20]. The EARTH architecture and program execution model was first implemented on the MANNA machine [6]. Now, it has been successfully ported to parallel machines such

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as the IBM SP-2 [7], and a network of affordable computers running the Linux operating system, Beowulf[23], [24]).

Threaded-C is the language used to program the EARTH architecture in the different platforms. Threaded-C implements support for EARTH multithread programming through a set of extensions to the standard C language. Threaded-C offer explicit support to multithreaded operations, such as thread creation, synchronization, and communication. Programmers use these primitives to access the underlying EARTH multithreaded features. A complete reference to the Threaded-C language can be found in [25].

I-structure is a *non-strict* data structure proposed as an extension to the functional language Id by Arvind and his colleagues [3]. This data structure can be used as a synchronization mechanism to support producer and consumer type of computation. Because an I-structure is able to queue read operations when they arrive before the corresponding write operation, the read operation will return the expected value even when it is issued before the write has been performed.

Threaded-C does not provide direct support for I-structures. In this paper we describe the implementation of a library of functions that delivers the functionality of I-structures in Threaded-C. We describe a parallel programming kernel based on a Hopfield Network and present our implementation of this kernel in Threaded-C using I-structures. This implementation demonstrates how I-structures facilitate the job of the programmer to synchronize readers and writers.

Although descriptions of the EARTH architecture and program execution model have been published elsewhere, we include a brief description of the architecture in section II and of the Threaded-C language in section III. We include a brief description of I-structures in section IV and present our implementation of I-structures in Threaded-C in section V. Section VI describes a parallel kernel based on Hopfield Networks, and Section VII describes our implementation of this kernel in Threaded-C using I-structures. In Section VIII we discuss related work.

## II. The EARTH Architecture

In the EARTH programming model, threads are sequences of instructions belonging to an enclosing function. Threads always run to completion – they are non-preemptive. Synchronization mechanisms are used to determine when threads become executable (or ready). Although it is possible to spawn a thread explicitly, in most cases a thread starts executing when a specified *synchronization slot* counter reaches zero. A synchronization slot counter is decremented each time a synchronization signal is received. In a typical program, such a signal is received when some data becomes available. Besides the counter, a synchronization slot holds the identification number, or *thread id*, of the thread that is to

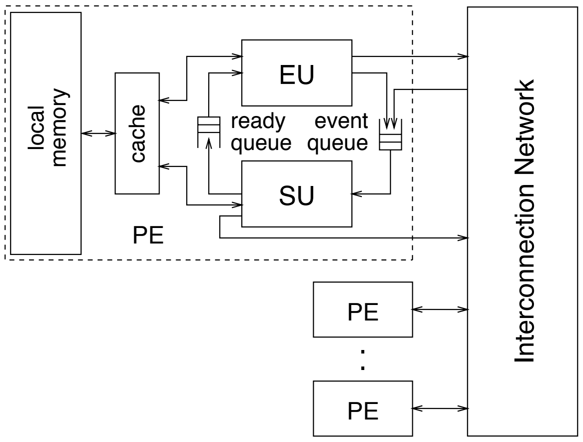

Fig. 1. EARTH architecture

be started when the counter reaches zero. This mechanism permits the implementation of dataflow-like firing rules for threads (a thread is enabled as soon as all data it will use is available).

An EARTH computer consists of a set of EARTH nodes connected by a communications network.[1] Each EARTH node has an *Execution Unit* (EU) and a *Synchronization Unit* (SU) linked to each other by queues (see Figure 1). The EU executes active threads, and the SU handles the synchronization and scheduling of threads and communication with remote processors.

This division allows the implementation of multithreading architectures with off-the-shelf microprocessors mass-produced for uniprocessor workstations [20]. The EU is expected to be a conventional microprocessor executing threads sequentially.[2] The SU performs specialized tasks and is relatively simple compared to the EU. Thus, the SU can be implemented in a small ASIC chip. The two queues connecting the EU and SU may be in separate hardware or may be part of the EU and/or SU.

The function of the queues shown in Figure 1 is to buffer the communication between the EU and SU. The *ready queue*, written by the SU and read by the EU, contains a set of threads which are ready to be executed. The EU fetches a thread from the ready queue whenever the EU is ready to begin executing a new thread. The *event queue*, written by the EU and read by the SU, contains requests for synchronization events and remote memory accesses, generated by the EU. The SU reads and processes these requests as fast as it is able. Request from the EU for remote data can go directly to the network or go through the local SU; implementation constraints will determine the best mechanism, so this is not defined in the model.

To assure flexibility, the EARTH model does not specify a particular instruction set. Instead,

[1]The EARTH model does not specify the network's topology.

[2]More precisely, the EU executes threads according to their *sequential semantics*. Naturally, such a processor could take advantage of conventional techniques for speeding up sequential threads, such as out-of-order execution and branch prediction.

ordinary arithmetic and memory operations use whatever instructions are native to the processor(s) serving as the EU. The EARTH model specifies a set of EARTH operations for synchronization and communication. These operations are mapped to native EU instructions according to the needs of the specific architecture. For instance, on a machine with ASIC SU chips, the EU EARTH instructions would most likely be converted to loads and stores from/to memory-mapped addresses which would be recognized and intercepted by the SU hardware.

To maximize portability, the EARTH model makes minimal assumptions about memory addressing and sharing. An EARTH multiprocessor is assumed to be a distributed memory machine in which the local memories combine to form a global address space. Any node can specify any address in this global space. However, a node cannot read or write a non-local address directly. Remote addresses are accessed with special EARTH operations for remote access. A remote load is a *split-phase transaction* with two phases: *issuing the operation* and *using the value returned.* The second phase is performed in another thread, after the load has completed.

## III. The Threaded-C Language

A thread is an atomically-scheduled sequence of instructions. When an EU executes a thread, it executes the instructions according to their sequential semantics. In other words, instructions within a thread are scheduled using an ordinary program counter. Notice that this does not preclude the use of semantically-correct out-of-order and parallel execution to increase the instruction issue rate within a thread. Both conditional and unconditional branches are only allowed to destinations within the same thread.

EARTH threads are *non-preemptive.* Once a thread begins execution, it remains active in the EU until it executes an EARTH operation to terminate the thread. If the CPU should stall (e.g., due to a cache miss), the thread will not be swapped out of the EU. There are no mechanisms to check that data accessed by an executing thread is actually valid or to suspend the thread if it isn't, except for normal register checks such as register score-boarding. Therefore, data and control dependences must be checked and verified *before* a thread begins execution. This is done explicitly using *synchronization slots* and *synchronization signals.* A sync signal is used by the producer of a datum to tell the consumer that the data is ready. A sync slot is used to coordinate the incoming sync signals, so that a consumer knows when all required data is ready. Each sync signal is directed to a specific sync slot. Sync signals and slots are handled with explicit EARTH operations, and are made visible in Threaded-C.

A sync slot contains three fields: a *reset count,* a *sync count,* and a *thread pointer*, as shown in Figure 2. The sync count indicates the number of sync signals that have to be received by the sync

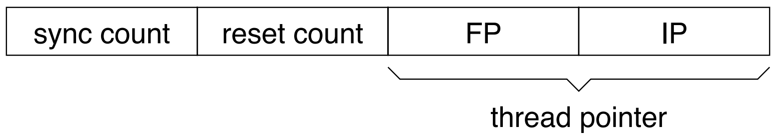

Fig. 2. Synchronization slot format

slot before the corresponding thread can be enabled. When a sync signal is received, the sync count is decremented. If the count reaches 0 the thread id specified by the thread pointer is placed in the ready queue and the sync count is set back to the value of the reset count. The thread pointer (or *thread id*) consists of a frame pointer (*FP*) and an instruction pointer (*IP*). The frame pointer specifies a particular function instance while the instruction pointer points to the first instruction of the thread.

For instance, consider the issue of a split-phase *read* operation in thread $i$. After issuing the read operation, thread $i$ continues its execution without waiting for the read operation to finish. The operation that uses the returned value must be placed in a different thread, thread $j$. To ensure the correctness of the split-phase read, thread $j$ is associated with a sync slot. This way, thread $j$ will not be scheduled for execution before a sync signal is received signaling that the remote read has finished.

The only restrictions imposed by the EARTH model on thread scheduling are the synchronization rules implemented by the sync slots. A thread can begin execution any time after the sync count in its corresponding sync slot reaches 0. The simplest scheduling policy is a FIFO scheduling in which newly enabled threads are placed in the end of the ready queue and the EU always read threads from the beginning of the ready queue. However, more elaborate policies are possible in implementations that allow random access to the ready queue [20]. For instance, threads can be prioritized to favor threads known to be on critical paths, or threads can be scheduled in LIFO order to benefit from register locality.

The atomicity and non-preemptiveness of threads does not prevent multiple threads from running simultaneously on the same EARTH node. The EARTH model allows for the EU to maintain multiple independent active threads, whether their execution is interleaved or simultaneous. The model also allows for implementations in which several single-thread uniprocessors share the same memory, SU and ready queue. Therefore, to assure portability of code across all EARTH platforms, when writing Threaded-C code, a programmer shall make no unwarranted assumptions about concurrent thread execution.

## IV. I-Structures

I-structures are data structures introduced by Arvind and his collaborators in the context of the functional programming language Id [3]. The most salient advantage of an I-structure is that there is no need for synchronization between reads and writes at their issuing time. An I-structure is considered to be an array of elements[3], where each element of the array can be in one of three states: *empty*, *initialized*, and *suspended*. Each element of the array can only be written once, but it can be read many times. Right after allocation all the elements of the array are in the *empty* state. Conceptually, if a read occurs before the write the element goes into the *suspended* state and the read operation is kept in a local queue. Subsequent reads are also queued. When a write occurs, if the element been written is in the *empty* state, the value is written in the array and the element goes into the *initialized* state. If the element was in the *suspended* state, all the reads that were queued for that element are serviced before the writing operation is complete, and the element goes into the *initialized* state. A read to an *initialized* element returns immediately with the value previously written. A write to an element that is in the *initialized* state is considered a *fatal error* and causes the program to terminate.

In this document we present a set of functions that implement the functionality of I-structures in Portable Threaded-C (PTC). Functional language environments have a mechanism called *garbage collector* that is responsible for reclaiming the memory previously allocated for I-structures that are no longer needed. In languages such as Threaded-C this mechanism is not available. Therefore we need to introduce two new operations that were not part of the original I-structure proposition: *delete* and *reset*.

Observe that for the proper functioning of an I-structure, the *read* and *write* operations must be atomic. This implementation of I-structures in PTC running on the existing EARTH platforms derives atomicity from the following two assumptions:

i. Threads are non-preemptive.

ii. Only a single thread can run on a node at a time.

The first condition is inherent to the EARTH model, the second condition might not be valid in future implementations (in SMP clusters for example). However both conditions are true for all the current implementations of EARTH systems. In future implementations, if condition ii is no longer valid, this implementation of I-structure will have to be revised.

[3]I-structures were defined as arrays of elements in the seminal work of Arvind, Nikhil, and Pingali [3]. However, nothing prevents the implementation of single element i-structure, or other data structure organizations.

## V. Implementing I-Structures in Threaded-C

This document describes the support for *I-structures* implemented in Portable Threaded-C through a set of library functions. In this implementation an I-structure can be allocated from the heap and when it is no longer in use can be returned to the heap. The library supports five operations in an I-structure: *allocate*, *read*, *write*, *reset*, and *delete*.

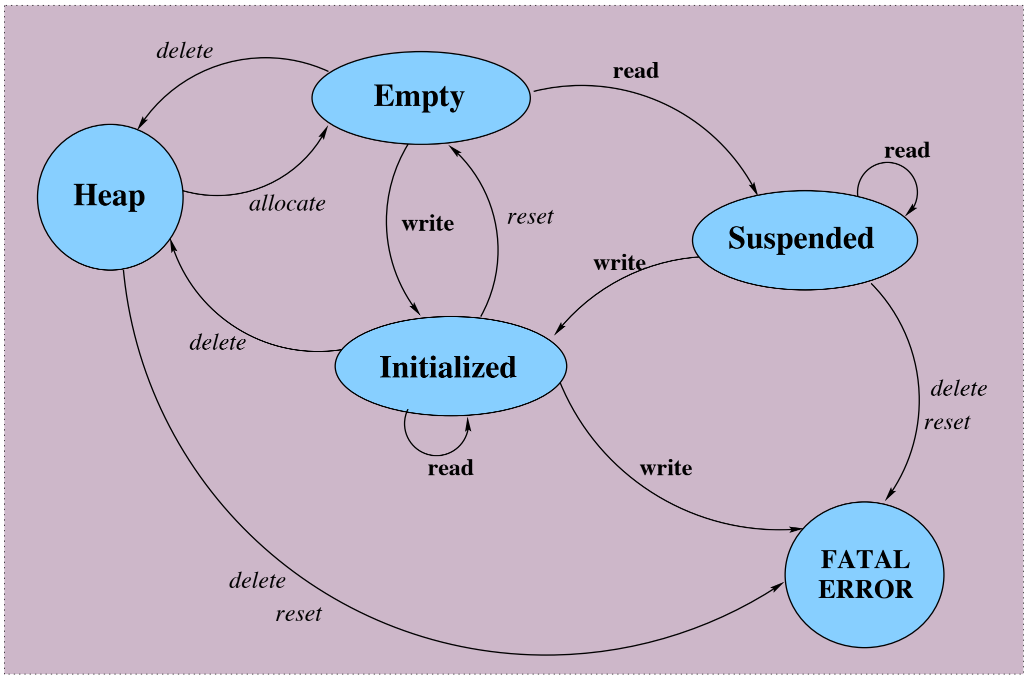

Fig. 3. State Transition Diagram for the I-Structure Implementation

The implementation of *I-structures* described in this document implements the state transition diagram displayed in Figure 3. The states in this figure represent the state of individual elements within an I-structure. The operations in the state transition can be separated in two groups. Operations that cause all the elements of the array to change state: *allocate*, *reset* and *delete*; and operations that cause a single element of the array to change state: *read* and *write*. We consider that previous to its allocation an I-structure is in the memory heap. When an I-structure is allocated all its elements are placed in the *empty* state. As read and write operations are performed, individual elements can then be moved to the *suspended* or *initialized* state. If any element goes into the *FATAL ERROR* state, the program emits an error message and terminates. Only three conditions are cause for a fatal error in this implementation:

- a write to an array element that has already been initialized;
- a delete or a reset of an I-structure that contains at least one element in the suspended state;
- a delete or a reset of an I-structure that is in the heap (was never allocated or has already been

deleted);

Observe that there are other situations that will cause error but that are not checked in this implementation, such as a write or a read to a non-allocated I-structure or a write or a read out of the bounds of the allocated I-structure. The functions that implement I-structure in Threaded-C are listed in Table I.

| |
|---|
| THREADED I_INIT(SPTR slot_adr) |
| THREADED I_ALLOCATE(int array_length, void *GLOBAL *GLOBAL place, SPTR slot_adr) |
| THREADED I_READ_x(void *GLOBAL array, int index, int *GLOBAL place, SPTR slot_adr) |
| THREADED I_READ_BLOCK(void *GLOBAL g_array, int index, long block_size, void *GLOBAL place, SPTR slot_adr) |
| THREADED I_WRITE_x(void *GLOBAL array, int index, T value) |
| THREADED I_WRITE_BLOCK_SYNC(void *GLOBAL array, int index, long block_size, void *GLOBAL origin, SPTR slot_adr) |
| THREADED I_DELETE(void *GLOBAL array) |
| THREADED I_DELETE_BLOCK(void *GLOBAL array) |
| THREADED I_RESET(void *GLOBAL array) |
| THREADED I_RESET_BLOCK(void *GLOBAL array) |

TABLE I

Library of functions that implement I-structures in Threaded-C.

## VI. The Hopfield Kernel

In this section we introduce a kernel, based on the Hopfield Network, to illustrate the utilization of the I-structures presented in this document. The motivation for the introduction of this kernel is to illustrate the use of I-structures to provide for simpler user defined synchronization in multithreaded programming.

The Hopfield Network is a recursive neural network that is often used in combinatorial optimization problems and as an associative memory [11]. In both cases the network is formed by a set of neurons that are connected by synapses[4]. Every neuron is connected to every other neuron in the network. The architecture of a fully connected, synchronous, recursive Hopfield Network is displayed in Figure 4.

A unit time delay in a discrete time computation is represented by $\mathrm{z}^{-}1$ in Figure 4, and $\mathrm{v_i}$ is the $i$-th

[4]In this paper we discuss a Hopfield kernel suitable for the implementation of an associative memory. With few modifications a similar kernel for the resolution of combinatorial optimization problems can be implemented.

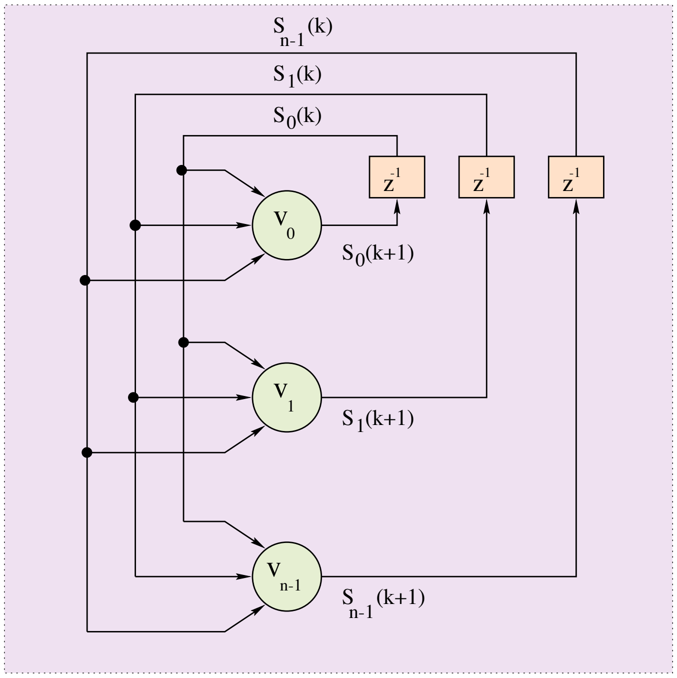

Fig. 4. Architecture of a recursive Hopfield Network

neuron in the network. The presence of unit delays in the network imposes a global synchronization because the computation of the value of the activation for the next time interval cannot be completed before all the activation values for the current time interval are ready. An alternative Hopfield network is the asynchronous network in which all neurons are constantly reading their inputs and updating their outputs without concern for synchronization.

For the kernel that we introduce in this section we consider only the situation in which the network is placed in a given initial unstable state and is allowed to move to a stable state. In this case the values of the synapses are fixed and the only values that change are the values of the activation level of the neurons. In this *recollection* mode, the value of the output of each neuron at time $k+1$ is given by the following equation.

$$S_j(k+1) = \mathrm{sgn}\left[\sum_{i=1}^{N} w_{ji} S_i(k)\right] \tag{1}$$

Where $w_{ji}$ is the weight of the synapse connecting neuron $i$ to neuron $j$, $S_i(k)$ is the output of neuron $i$ at time $k$, and sgn() is the sign function that evaluates to $+1$ if its argument is positive and evaluates to $-1$ if its argument is negative. In order to update its activation level, a neuron computes the sum of the product of each one of its synapses and the output level of the corresponding neuron.

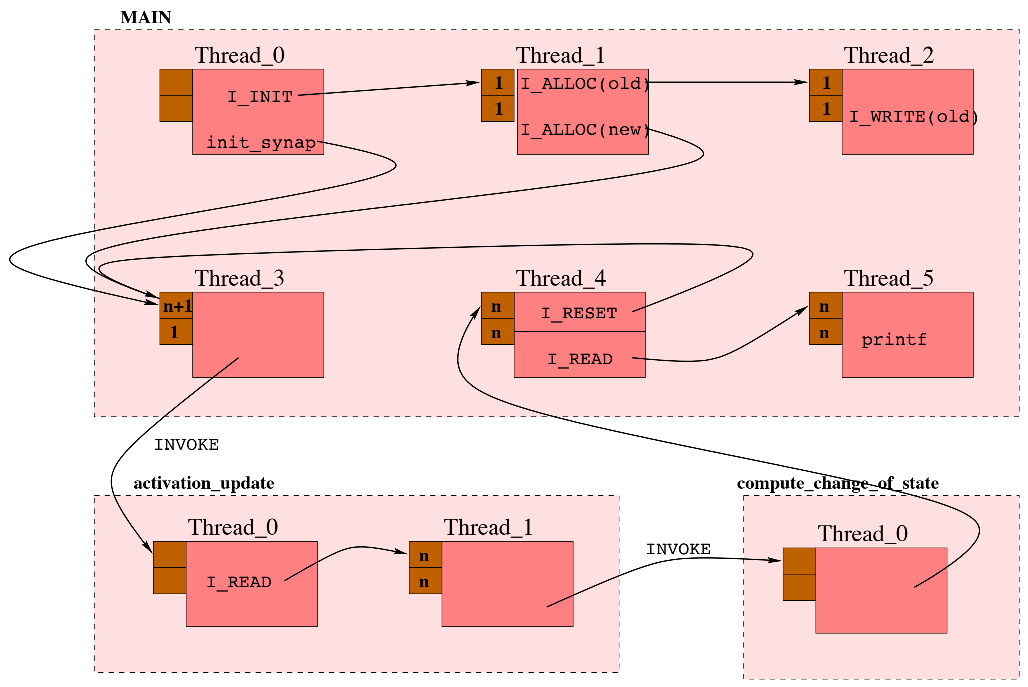

Fig. 5. Synchronization Structure of the Hopfield Kernel Implementation

## VII. Implementing the Hopfield Kernel in Threaded-C

Figure 5 presents the structure of our implementation of the Hopfield network in Threaded-C using I-structures[5]. The program has three functions: `MAIN` with six threads, `activation_update` with two threads, and `compute_change` with a single thread. In this section we introduce the code and explain each piece of the program. Observe in the figure that most of the computation is spent in the loop formed by threads 3 and 4 of the main function and by the function `activation_update` and `compute_change`. Threads 0, 1, and 2 of the main function are necessary for initialization and thread 5 prints the final results. In Figure 5 each thread is annotated with the initial count and the reset count of the sync slot that causes the thread to be spawned. Please refer frequently to Figure 5 as you read the following explanation.

Figure 6 presents the preamble used in the file that contains the MAIN function. This preamble defines the functions prototypes and the variables used in the main function.

Besides main, three functions are used, one to initialize the synapses, one to update the activation level in each neuron and one to compute the change of state. In this example we do not implement input/output functions. Instead we use a define to specify the number of neurons in the network. We use a `synapse` array of floats and a float `change_of_state` in global scope. Remember that each node has its own copy of a global scoped variable. Therefore the synapse values must be initialized in each

[5]A complete description of the Threaded-C language can be found in [25], and a description of the set of functions that implement the I-structure mechanism is described in [2].

```
#include <stdio.h>
#define EXTERN
#include "i-struct.h"

#define NET_SIZE            2
#define STOPPING_CRITERIUM  0.1

float synapse[NET_SIZE];
float change_of_state;

THREADED init_synapses(int num_neurons, SPTR done);
THREADED activation_update(void *GLOBAL old, void *GLOBAL new,
                           int num_neurons, SPTR done);
THREADED compute_change_of_state(float change, SPTR done);

THREADED MAIN()
{
    SLOT         SYNC_SLOTS[5];
    void *GLOBAL i_old;
    void *GLOBAL i_new;
    void *GLOBAL temp;
    float        *final;
    int          i;
    int          num_neurons = NET_SIZE;
```

Fig. 6. Preamble of the Threaded-C code for the Hopfield Network kernel.

node. In this kernel implementation each node is in charge of computing the new activation level of one neuron.

Figure 7 presents the code for threads 0 through 3 of the MAIN function. The array final is dynamically allocated because in the general case the number of neurons is specified by the user.

The function init_synapses is invoked in each node to establish an initial value for the synapses of the neuron allocated for that node. Observe that this function synchronizes slot 1, therefore num_neurons synchronization signals to this slot are generated by init_synapses.

The last action of THREAD_0 is to invoke the function I_INIT() in node 0. This function must be invoked in all nodes in which I-structures will be allocated. The invocation of I_INIT() must precede the invocation of any other I-structure in that node.

We use two I-structures in this implementation i_old contains the values of the activation in the previous iteration. i_new contains the new activation values. At the end of each iteration, i_new becomes i_old, the I-structure i_old is reseted and becomes i_new.

THREAD_1 invokes the allocation of the two I-structures i_old and i_new. Observe that the allocation of i_old synchronizes slot 1. The sync slot 1 was initialized with 1. Therefore, as soon as the i_old structure is allocated, THREAD_2 is spawned by the system. On the other hand, the allocation of i_new synchronizes slot 2. Because this slot was initialized with num_neurons + 1, THREAD_3 is spawned for the first time as soon as all the synapses are initialized and the I-structure i_new has been allocated.

THREAD_2 writes an initial value for the activation of all the neurons. This initial value represents

```
            INIT_SYNC(0,1,1,1);
            INIT_SYNC(1,1,1,2);
            INIT_SYNC(2,num_neurons+1,1,3);
            INIT_SYNC(3,num_neurons,num_neurons,4);
            INIT_SYNC(4,num_neurons,num_neurons,6);

            final = (float *)malloc(num_neurons*sizeof(float));

            for(i=0 ; i<num_neurons ; i++)
               INVOKE(i, init_synapses, num_neurons, SLOT_ADR(2));

            INVOKE(0,I_INIT,SLOT_ADR(0));

            END_THREAD();

        THREAD_1:
            INVOKE(0, I_ALLOCATE, num_neurons, TO_GLOBAL(&i_old), SLOT_ADR(1));
            INVOKE(0, I_ALLOCATE, num_neurons, TO_GLOBAL(&i_new), SLOT_ADR(2));
            END_THREAD();

         THREAD_2:
            for(i=0 ; i<num_neurons ; i++)
              INVOKE(0, I_WRITE_F, i_old, i, 0.01*(float)i);
            END_THREAD();

          THREAD_3:
             change_of_state = 0.0;
             for(i=0 ; i<num_neurons ; i++)
               INVOKE(i, activation_update, i_old, i_new, num_neurons, SLOT_ADR(3));
             END_THREAD();
```

Fig. 7. Threads 0 through 3 of MAIN function in the Hopfield Network kernel.

the input for the Hopfield network, it is usually provided by the user. In this kernel we are generating a different initial value for each neuron. The initial value usually puts the Hopfield network in an unstable state. The network evolves from there until it reaches a stable state that is a local minimum in its energy surface. Observe that THREAD_2 does not perform any synchronization. This is possible because in I-structures writes do not need to precede reads. Thus the programmer is relieved of some complex synchronization responsibilities.

THREAD_3 is spawned after the synapses are initialized and the i_new structure is allocated. The variable change_of_state is a variable in global scope that accumulates the changes of state incurred in each neuron. Therefore before invoking the update function we have to reset the value of change_of_state.

THREAD_3 invokes the activation_update function in each node. This function reads the value of the activation of all other neurons to perform the computation describe by equation 1. When finished, the function computes its change of state that is a measure of how much the activation level of that neuron has changed. The function then invokes the compute_change_of_state function in node 0. This is the function that synchronizes slot 3. Observe that slot 3 is initiated with num_neurons. Therefore when all nodes have finished their activation update and have reported their change of state, THREAD_4 is spawned.

```
THREAD_4:
   temp = i_old;
   i_old = i_new;
   i_new = temp;

   if(change_of_state > STOPPING_CRITERIUM)
     INVOKE(0, I_RESET, i_new,SLOT_ADR(2));
   else
     {
      INVOKE(0, I_DELETE, i_new);
      for(i=0 ; i<num_neurons ; i++)
         INVOKE(0, I_READ_F, i_old, i, TO_GLOBAL(&final[i]), SLOT_ADR(4));
     }
   END_THREAD();

THREAD_5:
   INVOKE(0, I_DELETE, i_old);
    for(i=0 ; i<num_neurons ; i++)
      printf("activation of node %d = %f\n",i,final[i]);
   free(final);
   RETURN();
```

Fig. 8. Threads 4 and 5 of MAIN function in the Hopfield Network kernel.

Figure 8 presents the code for threads 4 and 5 of the `MAIN` function. This thread first swaps the pointers for `i_old` and `i_new`. This is an efficient way of copying the old values into the new ones. If the total change of state in the Hopfield Network is still above an established stopping criterion, the I-structure `i_new` is reseted. This causes all its elements to transit to the *empty* state allowing fresh write operations to all of them. The `I_RESET` operation synchronizes slot 2. Observe that although the initial count of the slot 2 was `num_neurons+1`, its reset count is 1. Therefore `THREAD_3` will be spawned as soon as `I_RESET` is completed.

If the change of state is smaller than the stopping criterion, it means that the Hopfield Network is close enough to a stable state. Therefore, instead of reseting the `i_new` structure, we delete the I-structure `i_new` and invoke reads for the last values of activation computed from the `i_old` I-structure into the `final` array. When each read is successfully served, slot 4 is synchronized. When all reads are completed, `THREAD_5` is spawned by the system. `THREAD_5` prints the activation level of each neuron, and release the memory allocated for the `final` array.

```
THREADED compute_change_of_state(float change, SPTR done)
{
 change_of_state += change;
 RSYNC(done);
 END_FUNCTION();
}
```

Fig. 9. Function `compute_change_of_state()` in the Hopfield Network kernel.

Figure 9 contains the code for the `compute_change_of_state()` function. This function adds the value of all the changes of state in each neuron, and synchronizes the slot specified by `done`. This function is invoked by the function `activation_update` and effectively synchronizes the completion of the function execution.

```
THREADED init_synapses(int num_neurons, SPTR done)
{
 int i;

 for(i=0 ; i<num_neurons ; i++)
    synapse[i] = 0.01*NODE_ID*i;
 synapse[NODE_ID] = 0.0;
 RSYNC(done);
 END_FUNCTION();
}
```

Fig. 10. Function `init_synapses()` in the Hopfield Network kernel.

Figure 10 contains the code for the `init_synapses()` function. In a complete implementation of the Hopfield Network the weight of the synapses is established by a set of patterns that are stored in the associative memory or by a set of equations that specify a combinatorial optimization problem. In this kernel we simply initialize the synapses with small values that are distinct for each synapse and for each node.

```
THREADED activation_update(void *GLOBAL old, void *GLOBAL new, int num_neurons,
                           SPTR done)
{
    SLOT          SYNC_SLOTS[1];
    static float  *a_old;
    float         activation;
    float         change;
    int           i;

    INIT_SYNC(0, num_neurons, num_neurons, 1);

    a_old = (float *) malloc(num_neurons*sizeof(float));
    for(i=0 ; i<num_neurons ; i++)
       INVOKE(0, I_READ_F, old, i, TO_GLOBAL(&a_old[i]), SLOT_ADR(0));
    END_THREAD();

 THREAD_1:
    activation = 0;
    for(i=0 ; i<num_neurons ; i++)
       activation = synapse[i]*a_old[i];

    INVOKE(0, I_WRITE_F, new, NODE_ID, activation);
    change = (activation - a_old[i]);
    change = change*change;
    INVOKE(0, compute_change_of_state, change, done);
    free(a_old);
    END_FUNCTION();
}
```

Fig. 11. Function `activation_update()` in the Hopfield Network kernel.

Figure 11 contains the code for the `activation_update()` function. The first time that this function is called, its `THREAD_0` allocates the memory necessary for the `a_old` array. `THREAD_0` is also responsible for invoking the `I_READ_F` function for each element of the I-structure array.

Because the sync slot is initialized with `num_neurons`, `THREAD_1` is not spawned until all the read operations are serviced. `THREAD_1` computes the new activation for the neuron `NODE_ID`, invokes the `I_WRITE_F` function to write this new activation value to the `new` I-structure, computes the square of the amount of change in the activation value and reports this change to node 0 invoking the function `compute_change_of_state()`. This later function synchronizes the sync slot `done` to signal that the activation update is complete.

## VIII. Related Work

The Hopfield network was introduced by John Hopfield in a seminal 1982 paper [13]. Its application as an associative memory as well as to find solutions for combinatory optimization problems have since been widely studied [12], [16], [15], [14], [26].

EARTH is a fine grain multithreaded architecture originally developed to be implemented in a distributed memory platform. Currently research at the University of Delaware is been performed to develop an implementation of the EARTH architecture on a cluster of shared memory machines. Another important fine grain multithreaded architecture is the MIT Cilk architecture [5], [10]. In Cilk the distribution of threads among distinct processors is performed through a mechanism called *work stealing*: a new thread is always spawned in the local processor. Whenever a processor runs out of work it tries to steal threads from processors that have more threads than what they can process. To the best of our knowledge, non-strict data structures, such as I-structures, have not been implemented in Cilk.

After the original proposition of I-structures, Arvind and his collaborators proposed M-structures[4]. The main difference between an M-structure and an I-structure is that in an M-structure a read operation — which is called *take* — resets the location to the empty state. When a write operation — called *put* — is performed to a location that has more than one *take* waiting, only one of the *takes* is served and the location remains empty. The advantage of an M-structure is that it allows for multiple writes to the same location. Its disadvantage is that it only allows a single read for each value written. M-structures can be also implemented as a library of functions in Threaded-C in a similar fashion as the implementation of I-structures described in this paper. I-structures are included as instructions in the pH language [1], a parallel dialect of Haskell [17].

An interesting research question is whether and how data structures such I-structures and M-structures could benefit from caching. Dennis and Gao propose four possible approaches to implement a *defer queue* where read operations that cannot be immediately serviced can be stored [8], [9]. They choose to store in memory a list of identifiers of the processor nodes that have one or more pending reads for a memory location. Each processors itself holds a list of continuations for the requested read operation.

## IX. Conclusion

In this paper we proposed a new parallel kernel based on the Hopfield network and described the implementation of I-structures as a library of functions on Threaded-C. The EARTH architecture has been implemented in different platforms, including SP2, MANNA and Beowulf [6], [7], [22]. In each one of these platform the ratio between communication costs and processing costs are different. At the time of the submission of this paper we are working on experiments to investigate how this different ratios affect the performance of our implementation of the Hopfield kernel in EARTH using I-structures. We are also working in an implementation of the Hopfield kernel that does not use I-structures to study the effect of using I-structures for synchronization. We intend to present the numerical results of our studies at the conference in September.

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