

The power of
parallel computation

D. J. Bernstein

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How fast is sorting?

Input: array of n numbers.

Each number in $\{1, 2, \dots, n^2\}$,
represented in binary.

Output: array of n numbers,
in increasing order,
represented in binary;
same multiset as input.

A machine is given the input
and computes the output.

How much time does it use?

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How much time does it use?

The answer depends
how the machine works.

Possibility 1: The machine
“1-tape Turing machine”
using selection sort.

Specifically: The machine has
a 1-dimensional array of
containing $\Theta(n)$ cells.
Each cell stores $\Theta(n)$ bits.

Input and output are
stored in these cells.

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The machine also “head” moving through the array. Head contains $\Theta(\lg n)$ bits.

Head can see the element at its current array position and perform arithmetic operations. Head can move to adjacent cells.

Selection sort: Head looks at each array element, picks up the largest element, moves it to the end of the array, picks up the second largest, etc.

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Moving to adjacent
takes $n^{o(1)}$ seconds

Moving a number
takes $n^{1+o(1)}$ seconds
Same for comparisons

Total sorting time:
 $n^{2+o(1)}$ seconds.

Cost of machine:
 $n^{1+o(1)}$ Euros
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Possibility 2: The
“2-dimensional RAM
using merge sort.”

Machine has $\Theta(n)$
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Machine also has a

Merge sort: Head
sorts first $\lfloor n/2 \rfloor$ n
sorts last $\lceil n/2 \rceil$ n
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Merging requires n
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Average jump: n^0
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Each move takes n

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Machine has $\Theta(n)$ cells in a 2-dimensional array. Each cell in the array has network links to the 2 adjacent cells in the same column.

Each cell in the top row has network links to the 2 adjacent cells in the top row.

Machine also has a CPU attached to top-left cell.

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Radix-2 sort: CPU
shuffles array using
even numbers before
odd numbers.
3 1 4 1 5 9 2 6 \mapsto
4 2 6 3 1 1 5 9.

Then using bit 1:
4 1 1 5 9 2 6 3.

Then using bit 2:
1 1 9 2 3 4 5 6.

Then using bit 3:
1 1 2 3 4 5 6 9.

etc. $\Theta(\lg n)$ bits.

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CPU can read an entire row
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Possibility 4: The machine is a “2-dimensional mesh using Schimmler sort.”

Machine has $\Theta(n)$ cells in a 2-dimensional array. Each cell has network links to the 4 adjacent cells.

Machine also has a CPU attached to top-left cell. CPU broadcasts instructions to all of the cells, but cells do most of the processing.

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Recursively sort quadrants in parallel. Then four steps:
Sort each column in parallel.
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With proper choice of left-to-right/right-to-left for each row, can prove that this sorts whole array.

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Sort one row
in $n^{0.5+o(1)}$ seconds

All rows in parallel
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Total sorting time:
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Cost of machine:
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do not compute
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within, e.g., time n^2
and cost $n^{1+o(1)}$.

Example: 1-tape Turing machines
cannot sort in time n^2
Too local!

Example: 2-dimensional meshes
cannot sort in time n^2
Too sequential!

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$o(1)$ is asymptotic
Speedup factor such
might not be a speedup
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When n is small,
RAM might seem like a
sensible machine choice.
But, for large n ,
having a huge memory
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Parallel computation cannot improve price-performance ratio; p parallel computers may reduce time by factor p but increase cost by factor p .

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Future computers will be massively parallel meshes.

Computer designers will laugh at today's RAM-style machines, just as we laugh at a 1-tape Turing machine.

Algorithm experts will laugh at today's dominant style of algorithm analysis, where we count CPU "operations" and view memory access as free.

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Brute-force search

For each 128-bit A
define $H(k) = \text{AES}$
Typical known-pla
given $H(k)$; want

Cryptanalyst build
 p parallel AES circ
each guessing n ke
for a total of pn k

Time: n AES eval

Cost: p AES circu

Success chance: p

Future computers will be massively parallel meshes.

Computer designers will laugh at today's RAM-style machines, just as we laugh at a 1-tape Turing machine.

Algorithm experts will laugh at today's dominant style of algorithm analysis, where we count CPU "operations" and view memory access as free.

Brute-force searches

For each 128-bit AES key k define $H(k) = \text{AES}_k(0)$.

Typical known-plaintext attack: given $H(k)$; want to find k .

Cryptanalyst builds machine with p parallel AES circuits, each guessing n keys, for a total of pn keys.

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Wants to find k_1, k_2, \dots
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For any 128-bit r :
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Choose random r_1

Store $Z(r_1), Z(r_2)$

in an array in RAM

Compute each $Z(r_i)$

look up $Z(H(k_i))$

If $Z(H(k_i)) = Z(r_j)$

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Compute each $Z(H(k_i))$;
look up $Z(H(k_i))$ in the array.

If $Z(H(k_i)) = Z(r_j)$,
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Conventional sieving
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Generate pairs $(2, 1000000),$
 $(2, 1000004), (2, 1000008),$
 $(3, 1000002), (3, 1000006),$
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Use distribution so
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NFS price-performance
 $\exp((\beta+o(1)) \sqrt[3]{(l_0 \dots l_{k-1})})$
 assuming standard

sieving	linear
RAM	RAM
RAM	RAM
Schimmler	RAM
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ECM	RAM
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RAM	RAM	2.76 ...
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Computer market will evolve.
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and will be tuned carefully.

How much speed will we gain?
Today it's hard to say.
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