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use of successive overrelaxation. Each processor J , then computes the relative difference between the old and new ϕ_m 's assigned to it and stores the maximum value into DIFMX(J). A call to synchronize all processes is done at this point. The check for convergence is assigned to processor 0 and is done by comparing all values of DIFMX(J), $J=1, \dots, NP$ (where NP is the number of processes) to a given tolerance criterion (this is the only portion of the code which is not parallelizable). When convergence is attained, all the processes are released.

The above approach to solving the nodal diffusion equations is totally lock-free. The avoidance of locks is achieved by storing the surface fluxes into common memory. The extra expense in memory is minimal.

We applied the algorithm to a test problem and the measured speedup and efficiency are presented in Fig. 1. On a 32×32 mesh, we achieved efficiencies of 99.2 for two processors, 99.1 for four processors and 98.6 for eight processors on a Sequent Balance 8000 with 16 megabytes of memory. The important question of load balancing via dynamic scheduling will be addressed in the full paper.

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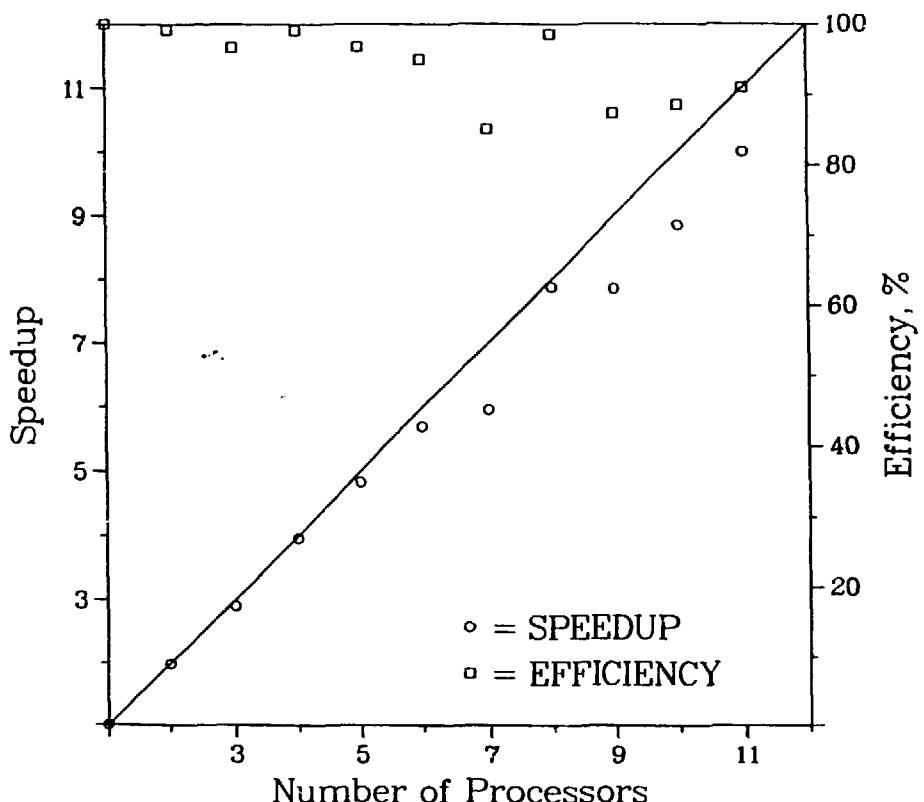


Fig. 1. The speedup and efficiency of the lock-free parallel algorithm for the 32×32 mesh test problem as a function of the number of participating processors on the Sequent Balance 8000.