Controlling Loops in Parallel Mercury Code

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Declarative Aspects of Multicore Programming
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About Mercury

- Mercury is a **pure** logic/functional language designed to support the creation of large, reliable, efficient programs.
- It has a syntax similar to Prolog’s, however the operational semantics are very different.
- It is strongly typed using a Hindley Milner type system.
- It also has mode and determinism systems.

```mercury
:- pred map(pred(T, U), list(T), list(U)).
:- mode map(pred(in, out) is det, in, out) is det.

map(_, [], []).  
map(P, [X | Xs], [Y | Ys]) :-
  P(X, Y),
  map(P, Xs, Ys).
```
Parallelism in Mercury

Introducing parallelism in Mercury can be done simply by replacing a comma with \&, the parallel conjunction operator:

\[
\text{map}(P, [X \mid Xs], [Y \mid Ys]) : - \\
\quad P(X, Y) \& \\
\quad \text{map}(P, Xs, Ys).
\]

Parallel computations are handled by:

**Engines**  Correspond to PThreads. One engine is created for each core on a multicore system. Each engine has a set of abstract machine registers.

**Contexts** Represent computations in progress. They are executed by engines. Although lighter than PThreads, contexts are still somewhat heavy: each one contains two stacks.
Dependent right-recursive parallel code

Programmers are encouraged to write tail recursive code. In Mercury, this means that the last call in a clause is often a recursive call.

Mercury allows dependent AND-parallelism. Variables such as Acc1 are shared between the parallel conjuncts. Their synchronization is handled automatically.

```mercury
map_foldl(M, F, [X | Xs], Acc0, Acc) :-
    (  
        M(X, Y),
        F(Y, Acc0, Acc1)
    ) &
    map_foldl(M, F, Xs, Acc1, Acc).
```
The general parallel conjunction transformation

A parallel conjunction $G_1 \& G_2 \& G_3$ is executed by spawning off $G_2 \& G_3$ and then executing $G_1$ immediately in the current context. This mixed-level pseudo-code shows the operations that implement this.

case_label:
    SyncTerm st;
    init_sync_term(&st);
    spawn_off(spawn_off_label, &st);
    M(X, Y);
    F(Y, Acc0, Acc1);
    join_and_continue(resume_label, &st);

spawn_off_label:
    map_foldl(M, F, Xs, Acc1, Acc);
    join_and_terminate(&st);

resume_label:
    return;
Execution of dependent right-recursive parallel code

The original context has to stay around until the recursive call finishes, so it can resume. Parallelizing such a loop in this way will cause it to use a number of contexts linear in the depth of the recursion. If each context contains 4 megabytes of stack space, a loop only has to iterate 256 times to consume a gigabyte of memory!
Loop control structure

Our solution of this problem associates a *loop control structure* with each loop. This structure contains a fixed number of slots, each of which has a pointer to a single context.

Once a context is allocated to a slot, the context is not released until the loop has finished. Instead, it is reused for later iterations.

We replace the original looping procedure with code that creates the loop control structure, before calling a renamed and transformed version of its old self.

```prolog
map_foldl1(M, F, Xs, Acc0, Acc) :-
    create_loop_control(LC),
    map_foldl1 lc(LC, M, F, Xs, Acc0, Acc).
```

Loop control transformation

map_fold1_lc(LC, M, F, [X | Xs], Acc0, Acc) :-
    LCS = lc_wait_for_free_slot(LC),
    lc_spawn_off(LC, LCS, spawn_off_label),
    map_fold1_lc(LC, M, F, Xs, Acc1, Acc). % Tail call

spawn_off_label:
    M(X, Y);
    F(Y, Acc0, Acc1);
    lc_free_slot(LC, LCS);

map_fold1_lc(LC, _, _, [], Acc, Acc).
    lc_finish(LC).

Only as many iterations of the loop can be active as there are slots in the loop control structure.
Execution of loop controlled code

The first time each slot is used, we create a context for that slot. After the initial rampup period, the loop always uses the configured number of contexts, never more. After the loop terminates, we free the contexts.
## Memory usage results: contexts and megabytes

<table>
<thead>
<tr>
<th></th>
<th>mandelbrot</th>
<th>raytracer</th>
<th>spectral</th>
</tr>
</thead>
<tbody>
<tr>
<td>seq</td>
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<td>1</td>
<td>1</td>
</tr>
<tr>
<td>par, no &amp;</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>par, &amp; 1c, nolc, c128</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>par, &amp; 1c, nolc, c512</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>par, &amp; 1c, lc1</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>par, &amp; 1c, lc2</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>par, &amp; 1c, lc4</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
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<tr>
<td>par, &amp; 2c, nolc, c512</td>
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<td>1025</td>
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<tr>
<td>par, &amp; 2c, lc1</td>
<td>4</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>par, &amp; 2c, lc2</td>
<td>6</td>
<td>6</td>
<td>5</td>
</tr>
<tr>
<td>par, &amp; 2c, lc4</td>
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<td>9</td>
</tr>
<tr>
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<tr>
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<td>1201</td>
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<td>6</td>
<td>6</td>
<td>5</td>
</tr>
<tr>
<td>par, &amp; 4c, lc2</td>
<td>10</td>
<td>10</td>
<td>9</td>
</tr>
<tr>
<td>par, &amp; 4c, lc4</td>
<td>18</td>
<td>18</td>
<td>17</td>
</tr>
</tbody>
</table>
### Time results: seconds and speedups

<table>
<thead>
<tr>
<th></th>
<th>mandelbrot</th>
<th>raytracer</th>
<th>spectral</th>
</tr>
</thead>
<tbody>
<tr>
<td>seq</td>
<td>19.37 (0.97)</td>
<td>19.50 (1.21)</td>
<td>16.07 (1.19)</td>
</tr>
<tr>
<td>par, no &amp;</td>
<td>18.75 (1.00)</td>
<td>23.55 (1.00)</td>
<td>19.07 (1.00)</td>
</tr>
<tr>
<td>1c, nolc, c128</td>
<td>18.74 (1.00)</td>
<td>23.46 (1.00)</td>
<td>19.30 (0.99)</td>
</tr>
<tr>
<td>1c, nolc, c512</td>
<td>18.74 (1.00)</td>
<td>23.43 (1.00)</td>
<td>19.30 (0.99)</td>
</tr>
<tr>
<td>1c, lc2</td>
<td>18.74 (1.00)</td>
<td>23.54 (1.00)</td>
<td>19.30 (0.99)</td>
</tr>
<tr>
<td>1c, lc2, tr</td>
<td>18.74 (1.00)</td>
<td>23.79 (0.99)</td>
<td>n/a</td>
</tr>
<tr>
<td>2c, nolc, c128</td>
<td>17.82 (1.05)</td>
<td>25.68 (0.92)</td>
<td>19.25 (0.99)</td>
</tr>
<tr>
<td>2c, nolc, c512</td>
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<td>20.34 (1.16)</td>
<td>18.54 (1.03)</td>
</tr>
<tr>
<td>2c, lc2</td>
<td>9.69 (1.94)</td>
<td>14.14 (1.67)</td>
<td>9.96 (1.91)</td>
</tr>
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<td>9.78 (1.92)</td>
<td>14.04 (1.68)</td>
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<tr>
<td>4c, nolc, c128</td>
<td>8.35 (2.25)</td>
<td>26.93 (0.87)</td>
<td>18.91 (1.01)</td>
</tr>
<tr>
<td>4c, nolc, c512</td>
<td>4.84 (3.88)</td>
<td>14.12 (1.67)</td>
<td>16.83 (1.13)</td>
</tr>
<tr>
<td>4c, lc2</td>
<td>4.74 (3.96)</td>
<td>9.35 (2.52)</td>
<td>4.98 (3.83)</td>
</tr>
<tr>
<td>4c, lc2, tr</td>
<td>4.76 (3.94)</td>
<td>9.41 (2.50)</td>
<td>n/a</td>
</tr>
</tbody>
</table>
Conclusion

- We have prevented excessive memory usage.
- We can preserve tail recursion in parallel recursive code.
- We have also reduced the overheads of parallelism, resulting in greater parallel speedups.

Further work

- We plan to add support for profiling loop-controlled computations with ThreadScope.
- We also intend to add knowledge of the loop-control cost model to our automatic parallelization system.
- We would like to introduce new transformations that efficiently control parallelism for other common programming patterns such as divide and conquer.
Communication through stack frames

The variables used to communicate to and from spawned off computations, excluding shared variables, are stored on the parent’s stack frame.

The code that is spawned off accesses these variables through an abstract machine register called the *parent stack pointer* rather than the normal stack pointer register. This mechanism existed before we introduced loop control.

However, this prevents tail recursion since a spawned off computation will need access to this stack frame even after the original context executed the recursive call.
Getting tail recursion back

In tail recursive code, we can create a stack frame on the child context’s stack and copy over any variables it needs.

```prolog
map_foldl_lc(LC, M, F, [X | Xs], Acc0, Acc) :-
   LCS = lc_wait_for_free_slot(LC),
   incr_child_stack_ptr(LC, LCS, NumSlots);
   child_stack_var(...) = M;
   child_stack_var(...) = F;
   ...
   lc_spawn_off(LC, LCS, spawn_off_label),
   map_foldl_lc(LC, M, F, Xs, Acc1, Acc). % Tail call
```

In tail recursive code, we never need to manage communication from the spawned off code to the parent code. This is because there is no code after the recursive call, and therefore no variable can be consumed after the parallel conjunction.
Sparks

spawn_off actually creates a spark, which join_and_terminate may execute using the current engine if it has not been stolen by another engine.

case_label:
    SyncTerm st;
    create_sync_term(&st);
    spawn_off(spawn_off_label, &st);
    M(X, Y);
    F(Y, Acc0, Acc1);
    join_and_terminate(resume_label, &st);
spawn_off_label:
    map_foldl(M, F, Xs, Acc1, Acc);
    join_and_terminate(resume_label, &st);
resume_label:
    return;