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ESkI MO
an Easy Skeleton Interface
(Memory Oriented)

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Outline

• Motivations
• Programming model
• (Some) experimental results
• The payback of the approach
• if (elaps. time<30min)
  development issues
Motivations

- We developed several skeletal frameworks, both academic and industrial:
  - P3L (Uni Pisa, 1991, C)
  - SkI E (Uni Pisa + QSW ltd., 1998, C++, Fortran, Java)
  - Lithium (Uni Pisa, 2002, Java based, macro-data-flow)
  - ASSIST (Uni Pisa + Italian Space Agency, 2003 ?, GRID-targeted (not GREED)
  - Many variants of them

- Many “real world” applications developed with these frameworks:
  - Massive data-mining, computational chemistry, numerical analysis, image analysis and processing, remote sensing, …
Lack of expressiveness

- “missing skeleton” problem
- skeletons as “pure” functions
  - enable static source-to-source optimizations, but
  - how to manage large data-sets, possibly accessed in a scattered, unpredictable way?
  - primary targeted to speedup (memory?, bandwidth?)
- No support for dynamic data structures
  - neither for “irregular” problems (B&B)
  - hierarchical organized data (C4.5 classificator ...)
ESkIMO approach

- Mainly a library to experiment solutions to scheduling and mapping
  - for the framework developer more than app dev
- Extend the C language with skeletal ops
- Layered implementation
  - Based on Soft-DSM (exploiting DAG consistency)
  - Targeted to loosely coupled architectures (NUMA)
  - Exploiting multiprocessing (inter-PEs), multithreading (intra-PE), MMX/Altivec fine grained SIMD/vectorial parallelism within the runtime (Intel performance libs / Apple gcc port)
  - Working on Linux/Pentium and PPC/MacOs X equipped with TCP/IP net (homogeneous)
eskimo provides abstraction 1

- on the programming model
  - parallel entities (*e-flows*)
    - share the memory
    - not limited in number
    - number not fixed at the program run (as in MPI)
  - skeletal operations
    - native foreach (on several data structures)
    - Divide & Conquer
    - ad hoc parallelism (pipes, sockets, ...)
eskimo provides abstraction 2

- on data structures (ADT)
  - seen as single entities (as Kuchen lib)
  - shared among e-flows
  - spread across the system
  - static and dynamic
    - native k-trees, arrays and regions
    - any linked data structure by means of references in the shared address
eskimo programming model

- Programs start with a single flow
- The flow may be split (then joined) with fork/join-like constructs: e_call and e_join

- These constructs originate C fun instances, i.e. e-flows
- e-flows are not processes/threads but abstract entities
  - rather, they are similar to Athapaskan tasks (J.L. Roch et al.)
  - bound to PEs once created (spawned)

- e-flows have a private and a shared memory:
  - private is HW accessed
  - shared memory accesses are software mediated
eskimo e-flows and their execution
foreach/joinall

- n-way extensions of e_call/e_join
- work on
  - arrays
  - k_trees (e_foreach_child)
  - generic set of references (e_foreach_ref)
Different runs -- same program/data
eskimo data structures

• SADT (Shared Abstract Data Types)
  – simple parametric types,
  – may be instanced with any C type to obtain a SDT
  – SDT typed variables are shared variables
  – C standard vars are private, global/static forbidden within e-flows
  – sh. vars may grow beyond (logical) address space of the platform

• They are:
  – k-trees (because we know the acc. patterns)
  – lists = 1-trees, graphs = spanning tree + refs
  – arrays and regions … lists = 1-trees, graphs

• In addition:
  – references, addresses in shmem: eref_t
  – handlers, in order to match call/join: ehandler_t
Example: a couple of binary trees

```c
edeclarer_tree(binary_tree_t, int, 2);

binary_tree_t t1 = TREE_INITIALIZER;
binary_tree_t *t2;
    t2=(binary_tree_t *)malloc(sizeof(binary_tree_t));
...
etree_init(t2);
```

This yields two shared/spread empty trees t1 and *t2

These can be dynamically, concurrently populated with nodes by using `enode_add` or either joined, split ...
typedef struct {
    int foo;
    eref_t next;  //The head of a list for example
} list_cell_t;

sh_declare_tree(bin_tree_ll_t,list_cell_t,2);
bin_tree_ll_t t1 = TREE_INITIALIZER;
eref_t node,root;

root = eadd_node(bin_tree_ll,E_NULL,0);    // the root
node = eadd_node(bin_tree_ll,root,0);      // its child
node = eadd_node(bin_tree_ll,root,0);      // another one
Reading and writing the shared memory

- A shared variable cannot r/w directly
- It must be linked to a private pointer

```c
list_cell_t *body; // C (private) pointer
body = (list_cell_t *) r(root)
```

- From r/rw on, the priv. pointer may be used to access shared variable (no further mediation ...)

- Shared variables obey to DAG consistency
  no lock/unlock/barrier (Leiserson+, Cilk)

- No OS traps, no signal-handlers, fully POSIX threads compliant, address translation time 31 clock cycles (in the case of cache hit)
DAG consistency

Reads “sees” writes along paths on the eflow graph

- Independent e-flows ought to write different memory words
- A DAG consistency serious problem
- Accumulation behavior can be achieved with reduce used with an user-defined associative/commutative operations (…)

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Build & Visit a k-tree

```c
edclare_tree(k_tree_t,int,K);
k_tree_t a_tree = TREE_INITIALIZER;

typedef struct {int child_n; int level} arg_t;

main() {
    eref_t root;
    arg_t arg = {0, 16 /* tree depth */};
    e_initialize();
    root = tree_par_build(E_NULL,&arg);
    tree_visit(root,&arg);
    e_terminate();
}
```
Visiting a k-tree

```c
eref_t tree_visit(eref_t node) { 
  int *body;
  ehandler_t it;

  efun_init();
  ehandler_init(it);
  body = r(node);
  *body += *body/3;
  e_foreach_child(hand,tree_visit,body)
  e_joinall(it ,NULL);
  return(E_NULL);
}
```
The speedup-overhead tradeoff
To parallelize or not to parallelize

eskimo mission

• exploit enough parallelism to maintain a fair amount of active threads (exploit speedup), but

• not too much in order to avoid unnecessary overheads. They come from many sources:
  - accesses to remote data (network, protocol, cache, …)
  - parallelism management (synchronizations, scheduling, …)

• runtime decisions (that depend on programmer hints, algorithm, data, system status …)
eflows proactive scheduling

- No work-stealing (as cilk, athapascan)

- Policy: at ecall/eforeach time

  The local node is overwhelmed w.r.t. to the others?
  
  Yes – spawn it remotely
  
  No - The new e-flows will use mostly local addresses ?
  
  Yes – enough locally active threads ?
    
  Yes – sequentialize it
  
  No – map it on a local thread
  
  No – Spawn it remotely where data is
eflows scheduling 2

• How known if the PE is overwhelmed w.r.t others
  - keep statistics (#active threads, CPU load, mem) and exchange with others
• How known what data the new flow will access?
  - Expect an hint from the programmer
• If the programmer gives no hints?
  - Use system-wide lazy-managed statistics
The programmer insight

We need a prog. env. where performances improves gradually with programming skills. It should neither requires an inordinate effort to adapt application to ready-made skeletons nor to code all parallelism details. (M. Cole)

1. Allocate data exploiting accesses spatial locality within the same e-flows
2. Pass the reference of mostly accessed data as the first parameter of functions
   - The more you follow these guidelines the faster is the application. The application is “anyway correct”.
   - Quite usual in seq. programming. How C programmers navigate arrays? And fortran ones?
Performances

1. 12 Pentium II @ 233MHz
   Switched Eth 100MB/s
   (exclusive use)

2. 2x2-ways PIII @ 550MHz
   Switched Eth 100MB/s
   (shared with all the dept.)

3. 1 int x node (worst case)
Overhead allocate+write (d22/4Mnodes)

Time (secs)

shared memory accesses (SW)

private memory accesses (HW)

 eskimo

(true) sequential

ratio

processing elements
Overhead visit -- read -- (22/4Mnodes)
Visit time (depth 20, 1Mnodes, 37µs load)

Time (secs)

processing elements

(true) sequential

eskimo
Visit speedup (d20, 1Mnodes, 37\(\mu\)s load)
Barnes-Hut (system step in 2 phases)

1) bottom-up

2) top-down
eskimo Barnes-Hut bottom-up phase

```c
eref_t sys_step_bottom_up(eref_t anode){
    eref_t ret_array[4]; ehandler_t hand;
    eref_t float_list, sink_list; node_t *np;
    np = (node_t *) rw(anode);
    if (np->leaf) {
        // figure out acceleration (implies a visit from the root
        // update bodies position (np->x = ...; np->y = ...;)
        if (!within_borders(anode)) push(float_list,anode);
    } else {
        /* Divide */
        e_foreach_child(hand, sys_step_bottom_up,np);
        e_joinall(hand,ret_array);
        /* Conquer */
        for(i=0;i<4;i++)
            while(elem=pop(ret_array[i]))
                if (within_borders(elem)) push(sink_list,elem);
                else push(float_list,elem);
        np = (node_t *) rw(anode); np->ancestor_list = elem;
        return(float_list); }
```
Ellipse dataset (balanced)
Cross dataset (unbalanced)
## Barnes-Hut speedup

<table>
<thead>
<tr>
<th>#bodies</th>
<th>unbalanced</th>
<th>balanced</th>
<th>optim</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>10k</td>
<td>20k</td>
<td>10k</td>
</tr>
<tr>
<td><strong>MPI 1 x 2 SMP/2</strong></td>
<td>0.9</td>
<td>1.0</td>
<td>1.9</td>
</tr>
<tr>
<td><strong>MPI 1 x SMP/2</strong></td>
<td>0.9</td>
<td>1.0</td>
<td>3.2</td>
</tr>
<tr>
<td><strong>eskimo 1 x SMP/2</strong></td>
<td>1.2</td>
<td>1.1</td>
<td>1.9</td>
</tr>
<tr>
<td><strong>eskimo 2 x SMP/2</strong></td>
<td>1.6</td>
<td>1.8</td>
<td>3.1</td>
</tr>
</tbody>
</table>

A non-trivial MPI implementation (thanks to C. Zoccolo)
Payback of the approach
data and tasks

• an e-flow is bound to a PE for the life
  – no stack data migration (no cactus stack)
• e-flows and data orthogonalized
  – e-flows may be spawned towards data, or
  – data may migrate towards requesting e-flow, or
  – both
  – it depends on programs, input data, system status, …
Skeletions

**foreach** ("dynamic" data parallelism)
- exploit nondeterminism in e-flows scheduling by executing first e-flows having data in cache

build your own using both **ecall/ejoin/...**
- As for example Divide&Conquer in many variants

programmer does not deal with load balancing, data mapping but with an abstraction of them
Summary

- A platform to experiment, mainly
- Introduces dynamic data structures
- Introduces data/task co-scheduling
  - parallel activities not limited in number nor bound to a given processing elements
  - extendible to support some flavors of hot-swappable resources (…)
- Frames skeletons in the shared address model
- Implemented, fairly efficient
To Do

• Move to C++ framework:
  - It simplify syntax through polymorphism
  - It provides static typ checking
  - It enables the compilation of some part through templates and ad-hoc polymorphism

• Improve language hooks:
  - many parts of the runtime are configurable but there are no hooks at the language level (as for example cache replacing algorithm)
“eski mo works if and only if you absolutely believe it should work”

M y kayak maestro

Questions?

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Building a k-tree

eref_t tree_par_build(eref_t father,void *argsv){
    arg_t myvalue = *argsv;
    efun_init();
    if ((myvalue.level--)>0) {
        ehandler_t h[K]; ehandler_init(h, K);
        node = eadd_node(a_tree,father,myvalue.child_n);
        body = ((int *) rw(node));  *body= ... ;
        for (i=0;i<K;i++) {
            myvalue.child_n=i;
            e_call_w_arg(&h[i],tree_par_build,node,
                &myvalue,sizeof(arg_t));
        }
        e_joinall(a_child,tid,K);
        for (i=0;i<K;i++)
            e_setchild(k_tree_t,node,i,a_child[i]);
    return(node);
}
Some implementation details
Trees are stored blocked in segments

- of any size (no `mmap` allocation), even within the same tree
- better if size match arch. working-grain (cpu/net balance)
- have internal organization (configurable, programmable at lower level)
- segms with different organizations can be mixed, even in the same tree
- their size may match architecture working-grain
- is the consistency-unit (diff+twin)
- segms boundaries trigger scheduling actions
# Tree visit (d18, 256knodes)

<table>
<thead>
<tr>
<th></th>
<th>load</th>
<th>0 µs</th>
<th>37µs</th>
<th>73 µs</th>
<th>optim</th>
</tr>
</thead>
<tbody>
<tr>
<td>seq</td>
<td></td>
<td>0.03</td>
<td>9.95</td>
<td>19.01</td>
<td>--</td>
</tr>
<tr>
<td>time (secs)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 x SMP/2</td>
<td>0.30</td>
<td>7.03</td>
<td>12.07</td>
<td>--</td>
<td></td>
</tr>
<tr>
<td>2 x SMP/2</td>
<td>0.15</td>
<td>4.80</td>
<td>8.51</td>
<td>--</td>
<td></td>
</tr>
<tr>
<td>speedup</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 x SMP/2</td>
<td>0.10</td>
<td>1.35</td>
<td>1.57</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>2 x SMP/2</td>
<td>0.20</td>
<td>1.98</td>
<td>2.23</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>
Tree organizations (heap)

- good for random accesses
- internal fragmentation
  rebuild with +1 level = + 56 segms (fill perc. 98% → 25%)
Tree organizations (first-fit)

- little internal fragmentation
  rebuild with +1 level = + 8 segms (fill perc. 73% → 80%)
- good if allocated as visited (but it is a not rare case)
- heap-root block improves scheduling (because …)
Shared Addresses

<table>
<thead>
<tr>
<th>segment_id</th>
<th>home_PE</th>
<th>prog_counter</th>
<th>displacement</th>
<th>CRC</th>
</tr>
</thead>
<tbody>
<tr>
<td>16 bit</td>
<td>8 bit</td>
<td>8 bit</td>
<td>32 bit</td>
<td>16 bit</td>
</tr>
</tbody>
</table>

64 bit (2 words)

- memory in segments
- Independent from machine word
- Configurable
- Addr. Trasl. 31 clock cycles (PIII@450MHz), hit.
  - Miss time higher, but it depends on other factors
- Zero copy
L1 TCP coalesing
Runtime - schema
Flow of control (unfolds dynamically)

- Seq edge (originated by call)
- Nondet edge (originated by nondet-call)

Local variables keep values because in the same e-flow
Tree visit overhead (zero load)

<table>
<thead>
<tr>
<th>tree depth</th>
<th>16</th>
<th>18</th>
<th>20</th>
</tr>
</thead>
<tbody>
<tr>
<td># nodes</td>
<td>64k</td>
<td>256k</td>
<td>1M</td>
</tr>
<tr>
<td>size (MBytes)</td>
<td>768k</td>
<td>3M</td>
<td>12M</td>
</tr>
<tr>
<td>seq (secs)</td>
<td>0.01</td>
<td>0.03</td>
<td>0.15</td>
</tr>
<tr>
<td>1 x 2-way SMP (secs)</td>
<td>0.80</td>
<td>0.30</td>
<td>1.50</td>
</tr>
<tr>
<td>2 x 2-way SMP (secs)</td>
<td>0.40</td>
<td>0.15</td>
<td>0.70</td>
</tr>
</tbody>
</table>
Visit time (d16, 64knodes, 37µs load)
Visit speedup (d16, 64knodes, 37\mu s load)

Time (secs)

Processing elements

perfect speedup

eskimo
Visit time vs load (d20, 1Mnodes)

- eskimo seq
- true seq
- 4 PEs
- 8 PEs
tier0 (producer-consumer sync)
tier0 - throughput (prod-cons)
etier0 three stages pipeline
tier0 four stages pipeline