Lab 8: Speculative Task Parallelism and Eureka!
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Course wiki: [https://wiki.rice.edu/confluence/display/PARPROG/COMP322](https://wiki.rice.edu/confluence/display/PARPROG/COMP322)
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Important Notes
- The HJ-lib version has been updated to 0.1.5-SNAPSHOT from this version. Running Maven should automatically download this jar for you.
- You can run today’s lab on your laptops, no need to run them on STIC for performance results.

Goals for this lab
- Familiarity with search and optimization style programs.
- Familiarity with the use of Eurekas in HJ-lib.
- Browsing HJ-lib Javadoc to write HJ-lib programs.

Important tips and links
edx site: [https://edge.edx.org/courses/RiceX/COMP322/1T2014R](https://edge.edx.org/courses/RiceX/COMP322/1T2014R)
Java 8 Download: [https://jdk8.java.net/download.html](https://jdk8.java.net/download.html)
Maven Download: [http://maven.apache.org/download.cgi](http://maven.apache.org/download.cgi)
HJ-lib Jar File: [http://www.cs.rice.edu/~vs3/hjlib/code/maven-repo/edu/rice/hjlib-cooperative/0.1.5-SNAPSHOT/hjlib-cooperative-0.1.5-SNAPSHOT.jar](http://www.cs.rice.edu/~vs3/hjlib/code/maven-repo/edu/rice/hjlib-cooperative/0.1.5-SNAPSHOT/hjlib-cooperative-0.1.5-SNAPSHOT.jar)
HJ-lib API Documentation: [https://wiki.rice.edu/confluence/display/PARPROG/API+Documentation](https://wiki.rice.edu/confluence/display/PARPROG/API+Documentation)
HelloWorld Project: [https://wiki.rice.edu/confluence/pages/viewpage.action?pageId=14433124](https://wiki.rice.edu/confluence/pages/viewpage.action?pageId=14433124)

1 Introduction to Speculative Parallelism

In lecture earlier today, you were introduced to Eureka-style speculative parallel programs. This lab is designed to familiarize yourself with writing speculatively task parallel programs. You will be required to write simple speculative programs to familiarize yourself with various Eureka constructs available in HJ-lib.

A wide range of problems, such as combinatorial optimization, constraint satisfaction problem, image matching, genetic sequence similarity, iterative optimization methods, can be reduced to tree or graph search problems. A pattern common to such algorithms to solve these problems is a *eureka* event, a point in the program which announces that a result has been found. Such an event curtails computation time by avoiding further
exploration of a solution space or by causing the successful termination of the entire computation. Eureka-Style Computations include search and optimization problems that could benefit greatly from speculative parallelism. For example, in satisfiability problems, the first eureka event can trigger the termination of the entire computation as a proof of the existence has been found. On the other hand, in optimization problems, a eureka event declares (and updates) the currently best-known result and can prune the computation by causing the termination of specific tasks that cannot provide a better result.

2 Lab Tasks

The Maven project for this lab is located in the following svn repository:

- https://svn.rice.edu/r/comp322/turnin/S15/NETID/lab_8_eureka

Please use the subversion command-line client to checkout the project into appropriate directories locally. For example, you can use the following commands from a shell:

```shell
$ cd ~/comp322
$ svn checkout https://svn.rice.edu/r/comp322/turnin/S15/NETID/lab_8_eureka/ lab_8
```

The overall task in this lab is to perform pattern search in a 2D string array with various desired outcomes. In `PatternMatchEureka`, you are provided a few functions: `runSequential`, `runAsyncFinish`, `runExistentialEureka`, `runCountEureka`, `runMinimalIndexEureka`, and `runMaximalIndexEureka`. The lab provides you the sequential version to perform a search. For this lab, you need to write parallel programs that achieve the following:

(a) `runAsyncFinish`: async-finish version of the program that parallelizes the sequential program in `runSequential`. As a general example, Figure 1 shows a simple async-finish program performing a search.

(b) `runExistentialEureka`: Eureka version for the index of any matching element using `HjSearchEureka`. As a general example, Figure 2 shows a simple program performing a computation using search eureka.

(c) `runCountEureka`: Eureka version for the index of first COUNT matching elements using `HjCountEureka`.

(d) `runMinimalIndexEureka`: Eureka version for the minimum index of all matching element using `HjExtremaEureka`.

(e) `runMaximalIndexEureka`: Eureka version for the maximum index of all matching element using `HjExtremaEureka`.

If solved correctly, all the eureka versions will have similar code, just the eureka instance will need to be change. You may need to read up on the javadocs to figure out how to correctly initialize the various Eureka instances. The relevant Javadoc links for this lab are:


3 Eureka Construct and API

In this section, we introduce the eureka construct that is used by speculative tasks to trigger eureka events. A Eureka is a new construct that provides support for speculative parallelism in an async-finish setting. Once a Eureka construct has been resolved by reaching a stable value, it enables detection of a group of speculative tasks that can be terminated. The operations that can be performed on a Eureka, eu, are defined by the following interface:

(a) `offer(auxiliaryData)`: Notifies eu that a eureka event has been triggered; additional information used to mutate the internal state of eu is available in auxiliaryData. Whether or not the event resolves eu, it
can cause the task invoking this operation to terminate at a well-defined program point.

(b) \texttt{check(auxiliaryData)}: This operation allows a speculative task to check whether it has become
terminable as, e.g., \texttt{eu} has been resolved. If the task has become terminable, a call to \texttt{check} will cause the task
to be terminated. By accepting an argument, \texttt{check} enables the caller to pass additional values that can be
used to determine whether to terminate a task.

(c) \texttt{isResolved}(): Allows a speculative task to query whether \texttt{eu} has been resolved. This method returns a
boolean value and never causes a task to be terminated.

(d) \texttt{get}(): If \texttt{eu} has been resolved, it returns the resolved value. Otherwise, a transitory value of \texttt{eu} is
returned. One is guaranteed to receive the resolved value if this operation is invoked outside the \texttt{finish}
scope on which \texttt{eu} was registered.

This interface can be used to implement \texttt{Eureka} patterns that include computations that produce both de-
terministic and non-deterministic results. These patterns include:

(a) \textbf{Search Eureka}: Search is a well-known pattern in EuSCs. Once the result is discovered, all parallel
searching entities should ideally be terminated as quickly as possible to minimize doing redundant work. A
\texttt{SearchEureka} construct is designed to be resolved by the first eureka event it processes, and it promptly
terminates the task that triggered the event.

(b) \textbf{Count Eureka}: Another variant of a parallel search is where we wish to know the first \(K\) results that
match a query. We wish to terminate the computation when at least \(K\) of the asynchronous computations
have completed successfully. A \texttt{CountEureka} is initialized with a count \(K\) and is resolved after exactly \(K\)
eureka events have been triggered. A call to \texttt{CountEureka.get()} returns a list of values of maximum length
\(K\) instead of a single value. If none of the tasks triggered a eureka, then an empty list is returned. In general,
a \texttt{SearchEureka} can be viewed as a \texttt{CountEureka} with a count of 1.

(c) \textbf{Optimization (Extrema) Eureka}: Many problems from artificial intelligence can be defined as com-
binatorial optimization problems. Subproblems are derived from the originally given problem through the
addition of new constraints. The structure of the algorithm requires the ability to terminate individual
subtrees of the search tree. An example is where we are interested in finding the lowest index of the goal
item if it exists in the array. In our EuPM, the GUB is available in the \texttt{MinimaEureka} instance, \texttt{eu}, that
a speculative task is registered on and can be retrieved by a call to \texttt{eu.get()}. Calls to \texttt{offer} and \texttt{check}

pass the current known bounds or solution, respectively, as the argument. If the argument in the
\texttt{offer} call is lower than the GUB, the GUB is updated in the \texttt{MinimaEureka} instance, otherwise the current task is
terminated. Similarly, calls to \texttt{check} terminate a task if the argument is larger than the currently known
GUB in \texttt{eu}.

4 \textbf{Eureka Programming Model (EuPM)}

In this section, we describe how parallelism is expressed via speculative tasks and termination of a single
task, as well as a group of tasks, is supported in the EuPM. The EuPM is an extension of the task-parallel
\texttt{async-finish} model where speculative tasks are created using the \texttt{async} keyword. A \texttt{finish} block can
register on a \texttt{Eureka}, \texttt{eu}, with the following pseudocode syntax (the library API includes \texttt{eu} as a parameter
to the \texttt{finish} API): \texttt{finish(eu) \langle stmt \rangle}. The \texttt{finish} construct simplifies the identification of the group of
tasks that participate in a eureka-style synchronization on a particular \texttt{Eureka} instance.

All tasks having the same immediately enclosing finish (IEF) belong to the same group and inherit the
registration on the \texttt{Eureka} instance, \texttt{eu}, from the finish scope. Finish scopes with different \texttt{Eureka} instance
registrations can be nested allowing composability of different speculative computations. Similarly, multiple
\texttt{finish} blocks can register on the same \texttt{Eureka} instance, \texttt{eu}, to represent that different speculative sub-
computations are linked. When one of the speculative tasks resolves \texttt{eu} it makes other tasks from the same
or different groups also registered on \texttt{eu} to become redundant and terminable. If none of the tasks trigger
a eureka event that resolves the registered \texttt{eu}, the computation completes normally when all tasks inside
each \texttt{finish} scope complete. Invalid calls to \texttt{check/offer} from a task not executing in a EuSC (i.e. \texttt{finish}.
scope not registered on a Eureka) results in a runtime error.

The EuPM specific operations that a task, \( T \), can perform on a Eureka, \( eu \), are defined as follows:
(a) \textbf{new}: Task \( T \) can create a new instance of the Eureka construct, \( eu \), and obtain a handle to it. The reference \( eu \) can now be used to register on new finish scopes. The creator task can pass the reference of \( eu \) to other tasks.

(b) \textbf{registration}: \( eu \) can be explicitly registered on a finish scope. Note that the task that created \( \text{eu} \) cannot register on \( \text{eu} \). A newly spawned task, \( T \), implicitly registers on \( \text{eu} \) only if the IEF of \( T \) was explicitly registered on \( \text{eu} \). Currently, we do not provide a mechanism for an async task to explicitly register on \( \text{eu} \).

Figure 2 displays a parallel 2D array search program using async and finish constructs in the EuPM. We create the SearchEureka instance, \( \text{eu} \), inside the factory method \( \text{eurekaFactory} \). This instance, \( \text{eu} \), is registered by the finish scope defined on line 7. Hence, all async tasks launched at line 9 are automatically registered on \( \text{eu} \) and belong to the same group. The tasks trigger the eureka event by invoking the offer method at line 20. There is no need for an explicit return statement in procRow, as offer on a SearchEureka causes the task to terminate. To enable cooperative termination, there are also calls to check (line 18) to check the state of the registered eureka implicitly. When \( \text{eu} \) has been resolved, check will cause the terminable tasks to terminate. Eventually, all tasks inside the finish block at line 7 will complete execution or be terminated, and the computation will proceed to line 14 and the result will be returned. Note that, the final answer in this example is nondeterministic, but there are no data races involved.

5 Turning in your lab work

For each lab, you will need to turn in your work before leaving, as follows.

1. Show your work to an instructor or TA to get credit for this lab (as in COMP 215). Be prepared to explain the lab at a high level.

2. Check that all the work for today’s lab is in the lab_8 directory. If not, make a copy of any missing
import edu.rice.hj.experimental.api.*
import static edu.rice.hj.experimental.ModuleZ.*

class ParallelEurekaSearch {
    def doWork(matrix, goal) {
        val eu = newSearchEureka([-1, -1])
        finish(eu) {// eureka registration
            for rowIndices in matrix.chunks()
                async {
                    for r in rowIndices
                        procRow(eu, matrix(r), r, goal)
                }
        }
        return eu.get()
    }
    def procRow(eu, array, r, goal) {
        for c in array.length()
            eu.check([r, c]) // termination check
            if goal.match(array(c))
                eu.offer([r, c]) // trigger eureka event
    }
}

files/folders there. It’s fine if you include more rather than fewer files — don’t worry about cleaning up intermediate/temporary files.

3. Use the svn command script to submit the lab8 directory to your turnin directory as explained in the first handout. Note that you should not turn in a zip file.