Lab 3: Finish Accumulators and NQueens Problem

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HJlib Documentation: http://pasiphae.cs.rice.edu/

Goals for this lab

- Implement a parallel version of NQueens using Finish Accumulators, and evaluate its performance using abstract metrics (`Lab3NQueensAbstractMetricsCorrectnessTest`)
- Extend the implementation for improved real performance (`Lab3NQueensHjPerformanceTest`) by using a "cutoff" strategy.

Downloads

As with previous labs, the provided template project is accessible through your private SVN repo at:

`https://svn.rice.edu/r/comp322/turnin/S19/NETID/lab_3`

The below instructions will assume that you have already checked out the lab_3 folder, and that you have imported it as a Maven Project if you are using IntelliJ.

1 The N-Queens Problem

The lecture on Finish Accumulators introduced the N-Queens problem: how can we place N queens on an N × N chessboard so that no two queens can capture each other? This problem was also presented in the demonstration video for topic 2.3.

The lab code already contains a sequential implementation for solving the N-Queens problem (`NQueensSequential`). The first goal of this lab is to create a parallel version of an N-Queens solver using HJlib and finish-accumulators. These changes should be made in the `NQueensHjLib` class, primarily in the `nqueensKernel` method. The sequential solution has been inserted into `NQueensHjLib`, with TODOs specifying the steps to transform it to a parallel solution. Your code for this section should be tested by only running `Lab3NQueensAbstractMetricsCorrectnessTest`.

The implementation of the `okToPlace()` method in the `NQueensRunner` class performs one call to `doWork(1)` for each pair of squares that is tested, to track abstract metrics.

2 A Note on Real Performance and the Cutoff Strategy

2.1 Real Performance

In this lab, we move from abstract metrics to real multi-threaded performance for the first time. Real performance is messier than abstract performance because it is affected by its environment. Many students will have varying hardware, varying software, and possibly other applications running at the same time when

```
void foo (int depth) { // Assume WORK decreases as depth increases
    if (n == LIMIT ) {
        // Process base case
    }

    if (n < CUTOFF) { // PARALLEL VERSION
        . . .
        async foo(n+1);
        . . .
     }
     else { // SEQUENTIAL VERSION
        . . .
        foo(n+1);
        . . .
     }
}
```

Figure 1: Code schema for parallel divide-and-conquer algorithm with cutoff

doing this lab on their laptops. Even your laptop's power manager can throttle the number of hardware cores your HJlib program gets to use, limiting your speedup when not plugged into a wall socket.

For today's lab, you should start by simply seeing what real-world speedup you can achieve on your local laptop. If you do not see any speedup in real performance (i.e., if you cannot pass `Lab3NQueensHjPerformanceTest`), you can try closing down any other expensive applications that might be running, or plugging your laptop into a power supply. You will not be penalized if your code fails `Lab3NQueensHjPerformanceTest` on your laptop due to environmental factors.

The autograder will automatically handle transferring your solution to one of Rice's clusters and executing it there. This guarantees that you will see speedup with a correct solution, and consistent results from one run to the next. You can also use the autograder's Leaderboard feature to see what performance other students are getting on the same tests and platform.

2.2 Cutoff Strategy

A common way to reduce the overheads seen in real performance when creating large numbers of tasks (each of which does very little work) is for the programmer to add a *cutoff test*. Figure 1 shows a code schema for a parallel divide-and-conquer algorithm with a CUTOFF value. While conceptually `async`s do not do any actual application work, the creation of an `async` still consumes both CPU and memory resources. As a result, while creating an excessive amount of `async`s might maximize the abstract parallelism of your application, it may actually lead to your code running slower than a sequential implementation.

In this section, we will use the cutoff strategy to implement a more efficient parallel implementation that can also pass the real world performance tests in `Lab3NQueensHjPerformanceTest`. We can implement the cutoff strategy by saying that for any `depth` greater than or equal to a certain cutoff, we will run the remaining computation sequentially. You can access a recommended cutoff value for the current test by calling `getCutoff()` inside of `NQueensHjLib`, or you can use a suitable constant that you choose as the cutoff.

Once you have implemented the cutoff strategy, try re-running the tests in `Lab3NQueensHjPerformanceTest` on your laptop to see if the results have improved from your initial, maximally parallel solution. You should also try submitting your solution to the autograder, which will run these performance tests on one of Rice's compute clusters. This particular cluster has 16 cores, so you should expect to see much larger speedups running there.

3 Demonstrating and submitting in your lab work

For this lab, you will need to demonstrate and submit your work, as follows.

1. Show your work to an instructor or TA to get credit for this lab. They will want to see your files submitted to Subversion in your web browser and the passing unit tests on the autograder.
2. Check that all the work for today's lab is in your `lab_3` directory by opening https://svn.rice.edu/r/comp322/turnin/S19/NETID/lab_3/ in your web browser and checking that your changes have appeared.