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# COMP 322: Fundamentals of Parallel Programming

## Lecture 35: Eureka-style Speculative Task Parallelism

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COMP 322

Lecture 35

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### Worksheet #34 solution: impact of distribution on parallel completion time (rather than locality)

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```
1. public void sampleKernel(  
2.     int iterations, int numChunks, Distribution dist) {  
3.     for (int iter = 0; iter < iterations; iter++) {  
4.         finish(() -> {  
5.             forseq (0, numChunks - 1, (jj) -> {  
6.                 asyncAt(dist.get(jj), () -> {  
7.                     doWork(jj);  
8.                     // Assume that time to process chunk jj = jj units  
9.                 });  
10.            });  
11.        });  
12.    } // for iter  
13. } // sample kernel
```

- Assume an execution with  $n$  places, each place with one worker thread
- Will a block or cyclic distribution for `dist` have a smaller abstract completion time, assuming that all tasks on the same place are serialized with one worker per place?

**Answer: Cyclic distribution because it leads to better load balance (locality was not a consideration in this problem)**



# What is a “Eureka Style” Computation?

- Many optimization and search problems attempts to find a result with a certain property or cost
- Announce when a result has been found
  - An "aha!" moment – **Eureka** event
  - Can make rest of the computation unnecessary



Image source: [http://www.netstate.com/states/mottoes/images/ca\\_eureka.jpg](http://www.netstate.com/states/mottoes/images/ca_eureka.jpg)

==> Opportunities for “speculative parallelism”, e.g., Parallel Search, Branch and Bound Optimization, Soft Real-Time Deadlines, Convergence

Iterations, . . .

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## Simple Example: Search in a 2-D Matrix

```
1. class AsyncFinishSearch {
2.     AtomicReference atomicRefFactory() {
3.         // [x, y] is pseudocode syntax for specifying an integer pair
4.         return new AtomicReference([-1, -1])
5.     }
6.     int[] doWork(matrix, goal) {
7.         val token = atomicRefFactory()
8.         finish (() -> {
9.             // How to break from a forasync loop?
10.            forasyncChunked (0, matrix.length - 1, (r) -> {
11.                procRow(matrix(r), r, goal, token)
12.            });
13.        });
14.        // return either [-1, -1] or valid index [i, j] matching goal
15.        return token.get()
16.    }
17.    void procRow(array, r, goal, token) {
18.        for (int c = 0; c < array.length(); c++)
19.            if goal.match(array(c)) // eureka!!!
20.                token.set([r, c])
21.            return
22.    } }
```



# Challenges in Parallelizing a Eureka-Style Computation

- Detecting eureka events
  - need to pass token around as extra argument
- Terminating executing tasks after eureka
  - manual termination via cancellation tokens can be a burden
  - throwing an exception does not terminate other parallel tasks
  - “killing” a parallel task can lead to unpredictable results (depending on when the task was terminated)

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## Example of Manual termination via Cancellation Tokens

- Manual periodic checks with returns
- User controls responsiveness

```
1. class AsyncFinishManualSearch {
2.     int[] doWork(matrix, goal) {
3.         val token = atomicRefFactory()
4.         finish (() -> {
5.             for (asyncChunked (0, matrix.length - 1, (r) -> {
6.                 if (token.get() != null)
7.                     return
8.                 procRow(matrix(r), r, goal, token)
9.             });
10.        });
11.        // [-1, -1] or valid index [i, j] matching goal
12.        return token.get()
13.    }
14.    void procRow(array, r, goal, token) {
15.        for (int c = 0; c < array.length(); c++)
16.            if (token.get() != null)
17.                return
18.            if goal.match(array(c)) // eureka!!!
19.                token.set([r, c])
20.                return
21.    } }
```

Repeated checks which are written manually

- Cumbersome to write
- Impossible to support inaccessible functions

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## HJlib solution: the Eureka construct

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1. `eureka = eurekaFactory()` // create Eureka object
2. `finish (eureka) S1` // register eureka w/ finish
  - Multiple finish'es can register on same Eureka
  - Wait for all tasks to finish as before
    - Except that some tasks may terminate early when eureka is resolved
3. `async` // task candidate for early termination
  - Inherits eureka registrations from immediately-enclosing finish
4. `offer()`
  - Triggers eureka event on registered eureka
5. `check()` // Like a "break" statement for a task
  - Causes task to terminate if eureka resolved



## 2D Matrix Search using Eureka construct (Pseudocode)

---

```
1. class AsyncFinishEurekaSearch {
2.     HjEureka eurekaFactory() {
3.         return ...
4.     }
5.     int[] doWork(matrix, goal) {
6.         val eu = eurekaFactory()
7.         finish (eu, () -> { // eureka registration
8.             forasyncChunked (0, matrix.length - 1, (r) -> {
9.                 procRow(matrix(r), r, goal)
10.            });
11.        });
12.        // return either [-1, -1] or valid index [i, j] matching goal
13.        return eu.get()
14.    }
15.    void procRow(array, r, goal) {
16.        for (int c = 0; c < array.length(); c++)
17.            check([r, c]) // cooperative termination check
18.            if goal.match(array(c)) // eureka!!!
19.                offer([r, c]) // trigger eureka event
20.    } }
```



# Eureka Variants (Pseudocode)

```
def eurekaFactory() {  
  val initialValue = [-1, -1]  
  return new SearchEureka(initialValue)  
}
```

```
def eurekaFactory() {  
  val K = 4  
  return new CountEureka(K)  
}
```

```
def eurekaFactory() {  
  // comparator to compare indices  
  val comparator = (a, b) -> {  
    ((a.x - b.x) == 0) ? (a.y - b.y) : (a.x - b.x)  
  }  
  val initialValue = [INFINITY, INFINITY]  
  return new MinimaEureka(initialValue, comparator)  
}
```

```
def eurekaFactory() {  
  val time = 4.seconds  
  return new TimerEureka(time)  
}
```

```
def eurekaFactory() {  
  val units = 400  
  return new EngineEureka(units)  
}
```



# Binary Tree Search Example

## Inputs:

- binary tree, T
- id for each node in T, in breadth-first order e.g., root.id = 0, root.left.id = 1, root.right.id = 2, ...
- value for each node in T that is the search target

## Outputs:

- calls to offer() resolve eureka
- calls to check() can lead to early termination
- final value of eureka contains id of a node with value == elemToSearch

```
HjSearchEureka<Integer> eureka = newSearchEureka(null);  
finish(eureka, () -> {  
  async(() -> {  
    searchBody(eureka, rootNode, elemToSearch);  
  });  
});  
  
private static void searchBody(  
HjSearchEureka<Integer> eureka, Node rootNode,  
int elemToSearch) throws SuspendableException {  
  eureka.check(rootNode.id);  
  if (rootNode.value == elemToSearch) {  
    eureka.offer(rootNode.id);  
  }  
  if (rootNode.left != null) {  
    async(() -> {  
      searchBody(eureka, rootNode.left, elemToSearch);  
    });  
  }  
  if (rootNode.right != null) {  
    async(() -> {  
      searchBody(eureka, rootNode.right, elemToSearch);  
    });  
  }  
}
```



# Tree Min Index Search Example

## Inputs:

- binary tree, T
- id for each node in T, in breadth-first order e.g., root.id = 0, root.left.id = 1, root.right.id = 2, ...
- value for each node in T that is the search target

## Outputs:

- calls to offer() update eureka with minimum id found so far (among those that match)
- calls to check() can lead to early termination if the argument is  $\geq$  than current minimum in eureka
- final value of eureka contains minimum id of node with value == elemToSearch

```
HjExtremaEureka<Integer> eureka = newExtremaEureka(
    Integer.MAX_VALUE, (Integer i, Integer j) -> j.compareTo(i));
finish(eureka, () -> {
    async(() -> {
        minIndexSearchBody(eureka, rootNode, elemToSearch);
    });
});

private static void minIndexSearchBody(
    HjExtremaEureka<Integer> eureka, Node rootNode,
    int elemToSearch) throws SuspendableException {
    eureka.check(rootNode.id);
    if (rootNode.value == elemToSearch) {
        eureka.offer(rootNode.id);
    }
    if (rootNode.left != null) {
        async(() -> {
            minIndexSearchBody(eureka, rootNode.left, elemToSearch);
        });
    }
    if (rootNode.right != null) {
        async(() -> {
            minIndexSearchBody(eureka, rootNode.right, elemToSearch);
        });
    }
}
```



# AND-composition of Eureka

```
1. class AsyncFinishEurekaDoubleSearch {
2.     int[] doWork(matrix, goal) {
3.         val eu1 = eurekaFactory()
4.         val eu2 = eurekaFactory()
5.         val eu = eurekaComposition(AND, eu1, eu2)
6.         finish (eu, () -> { // eureka registration
7.             forasyncChunked (0, matrix.length - 1, (r) -> {
8.                 procRow(matrix(r), r, goal1, goal2)
9.             });
10.        });
11.        // return either [-1, -1] or valid index [i, j] matching goal
12.        return eu.get()
13.    }
14.    void procRow(array, r, goal) {
15.        for (int c = 0; c < array.length(); c++)
16.            val checkArg = [[r, c], [r, c]]
17.            check(checkArg) // cooperative termination check
18.            val loopElem = array(c)
19.            val res1 = g1.match(loopElem) ? [r, c] : null
20.            val res2 = g2.match(loopElem) ? [r, c] : null
21.            val foundIdx = [res1, res2] // pair of values for eu1 and eu2
22.            offer(foundIdx) // possible eureka event
23.        } }
```

