COMP 322: Fundamentals of Parallel Programming

Lecture 18: Abstract vs Real Performance - An “under the hood” look at HJlib

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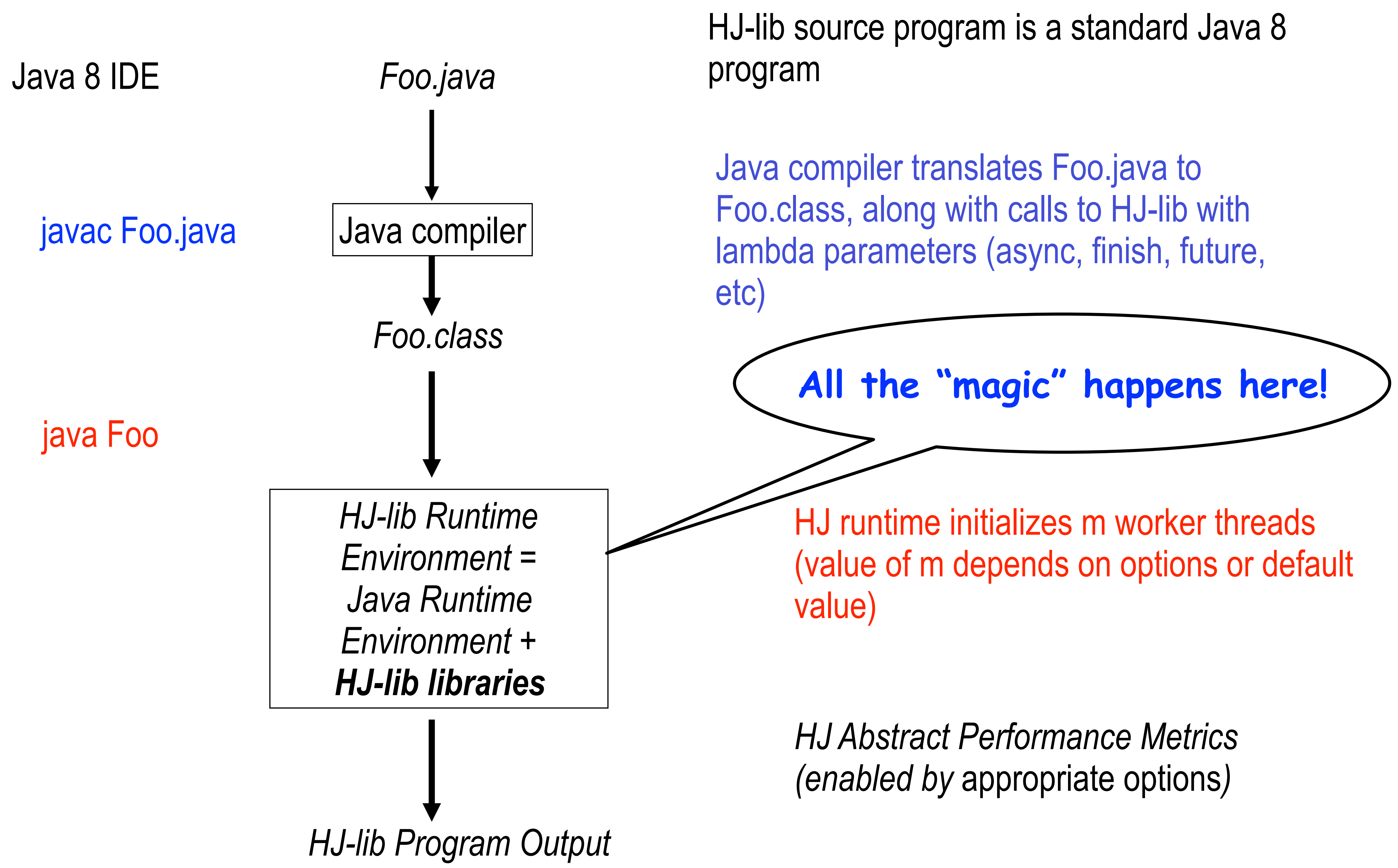
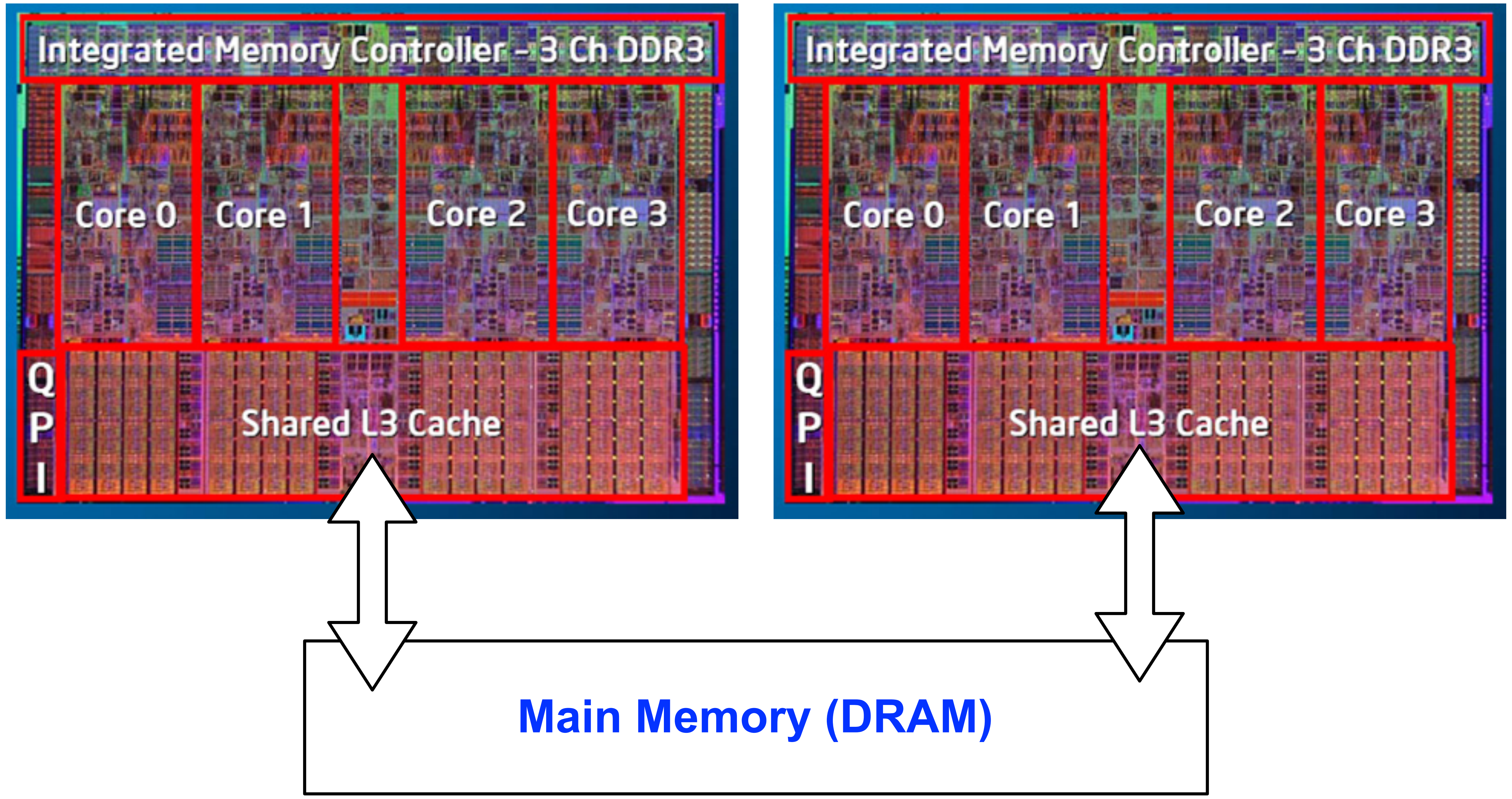
HJ-lib Compilation and Execution Environment



Looking under the hood - let's start with the hardware

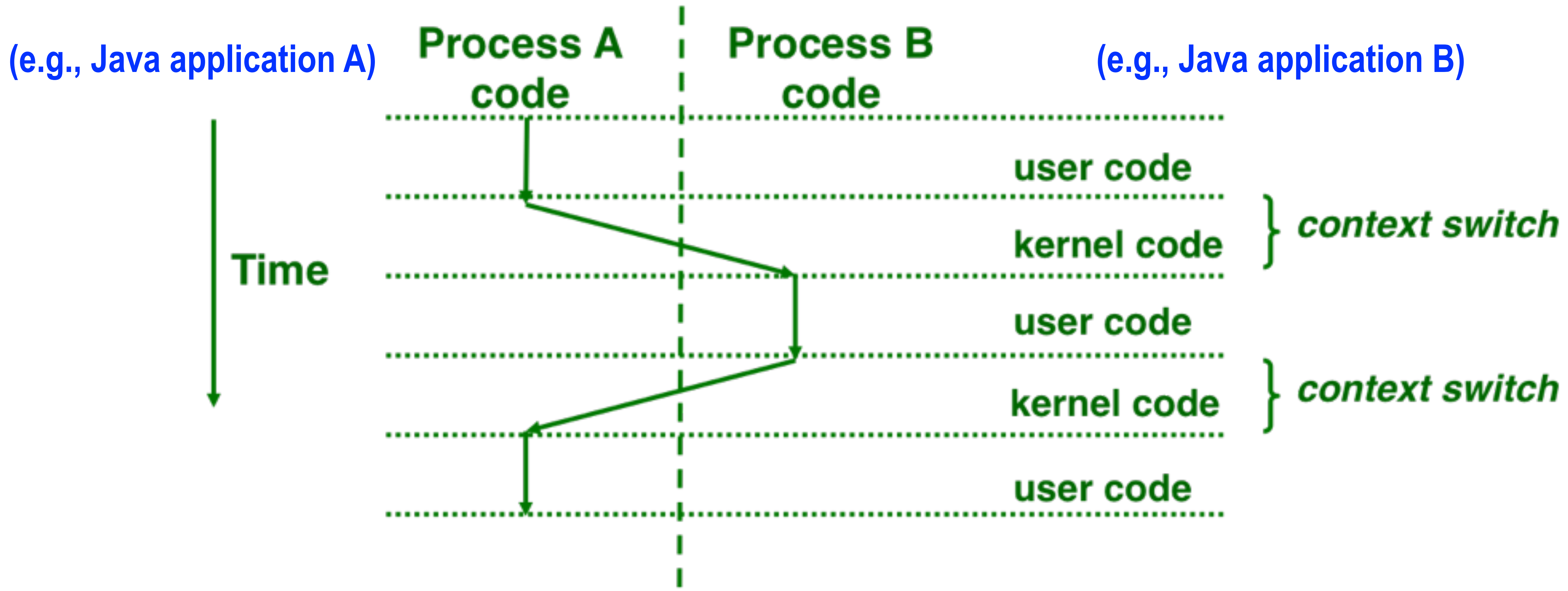


How does a process run on a single core?

Processes are managed by OS kernel

- **Important: the kernel is not a separate process, but rather runs as part of some user process**

Control flow passes from one process to another via a context switch



Context switches between two processes can be very expensive!

Source: COMP 321 lecture on Exceptional Control Flow (Alan Cox)

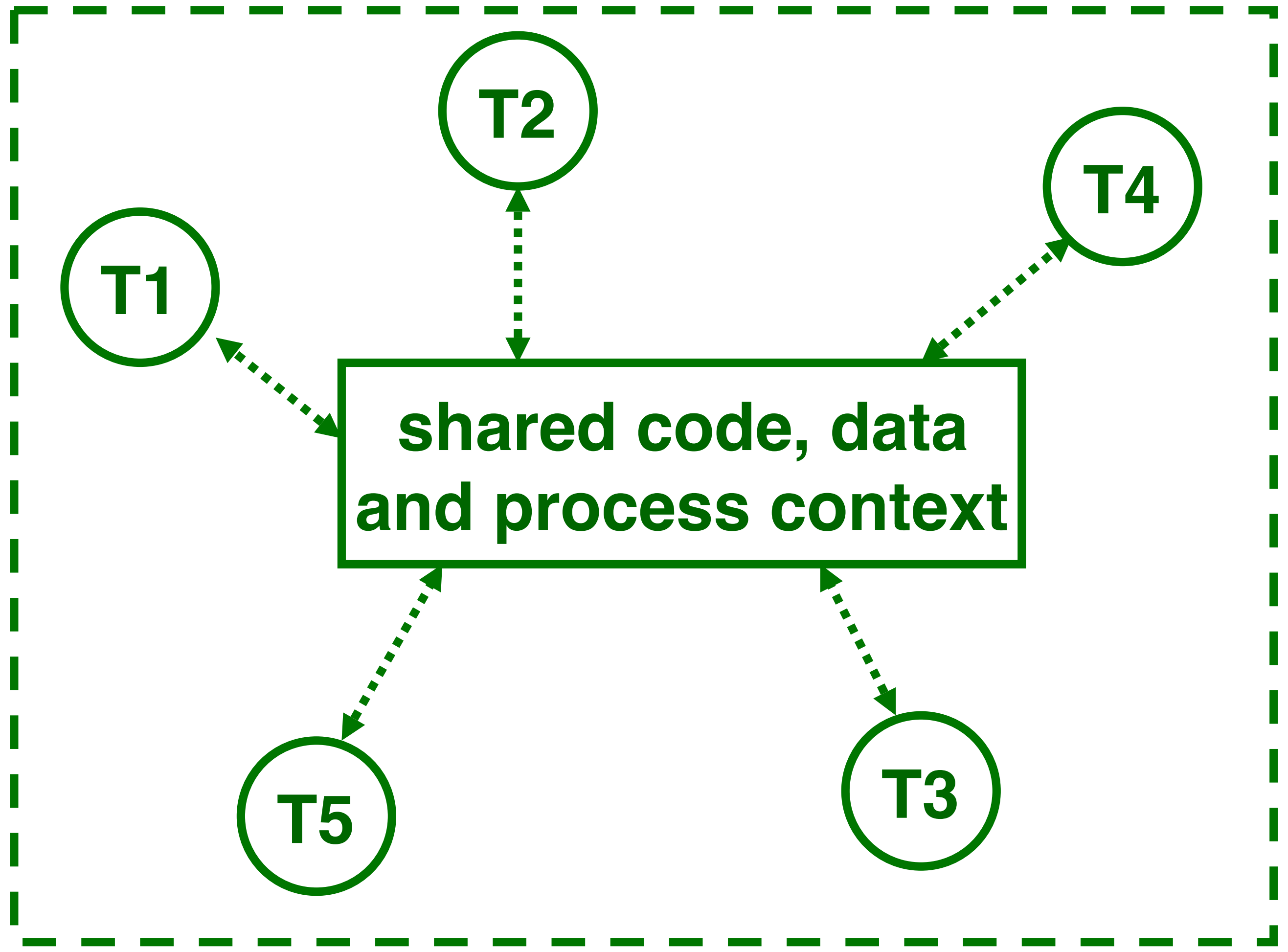
What happens when executing a Java program

- A Java program executes in a single Java Virtual Machine (JVM) process with multiple threads

- Threads associated with a single process can share the same data

- Java main program starts with a single thread (T1), but can create additional threads (T2, T3, T4, T5) via library calls

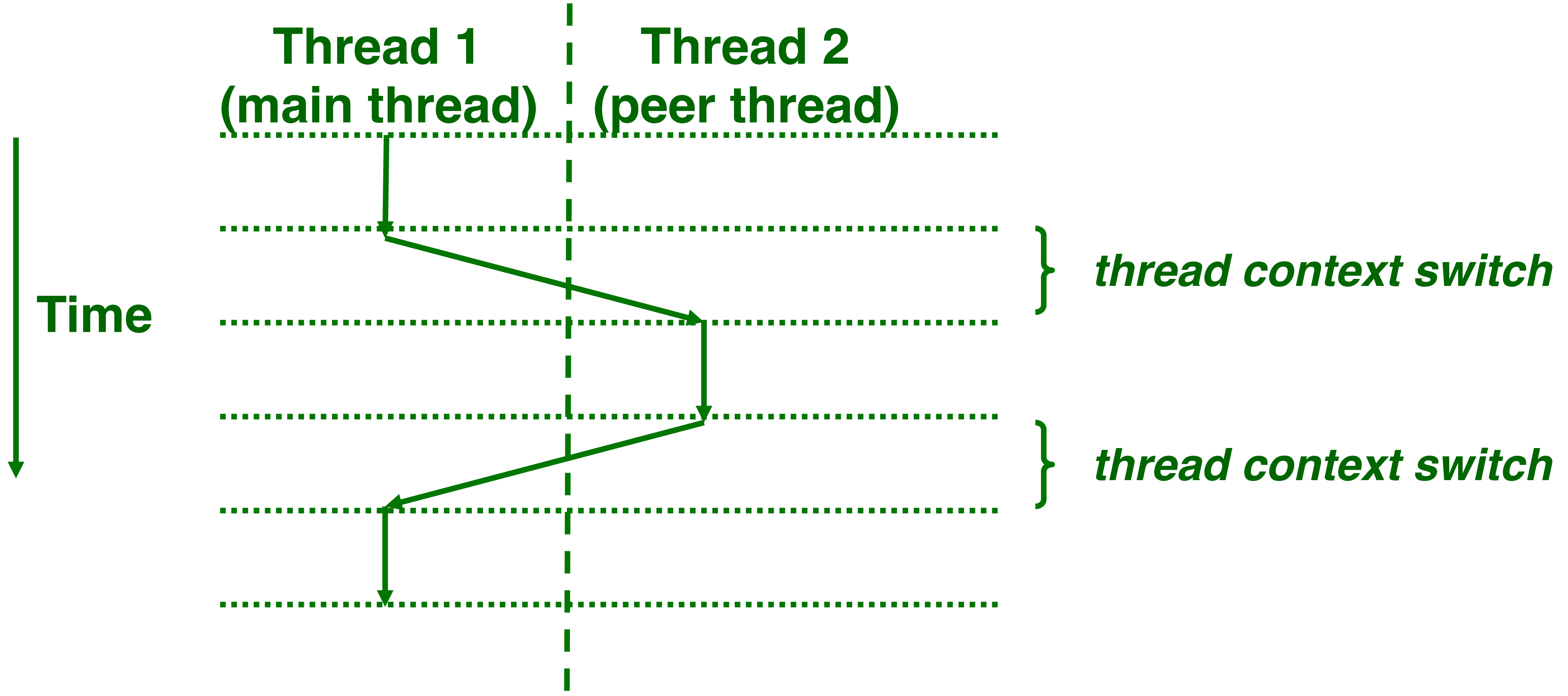
- Java threads may execute concurrently on different cores, or may be context-switched on the same core



Java application with five threads —- T1, T2, T3, T4, T5 — all of which can access a common set of shared objects

Figure source: COMP 321 lecture on Concurrency (Alan Cox)

Thread-level Context Switching on the same processor core

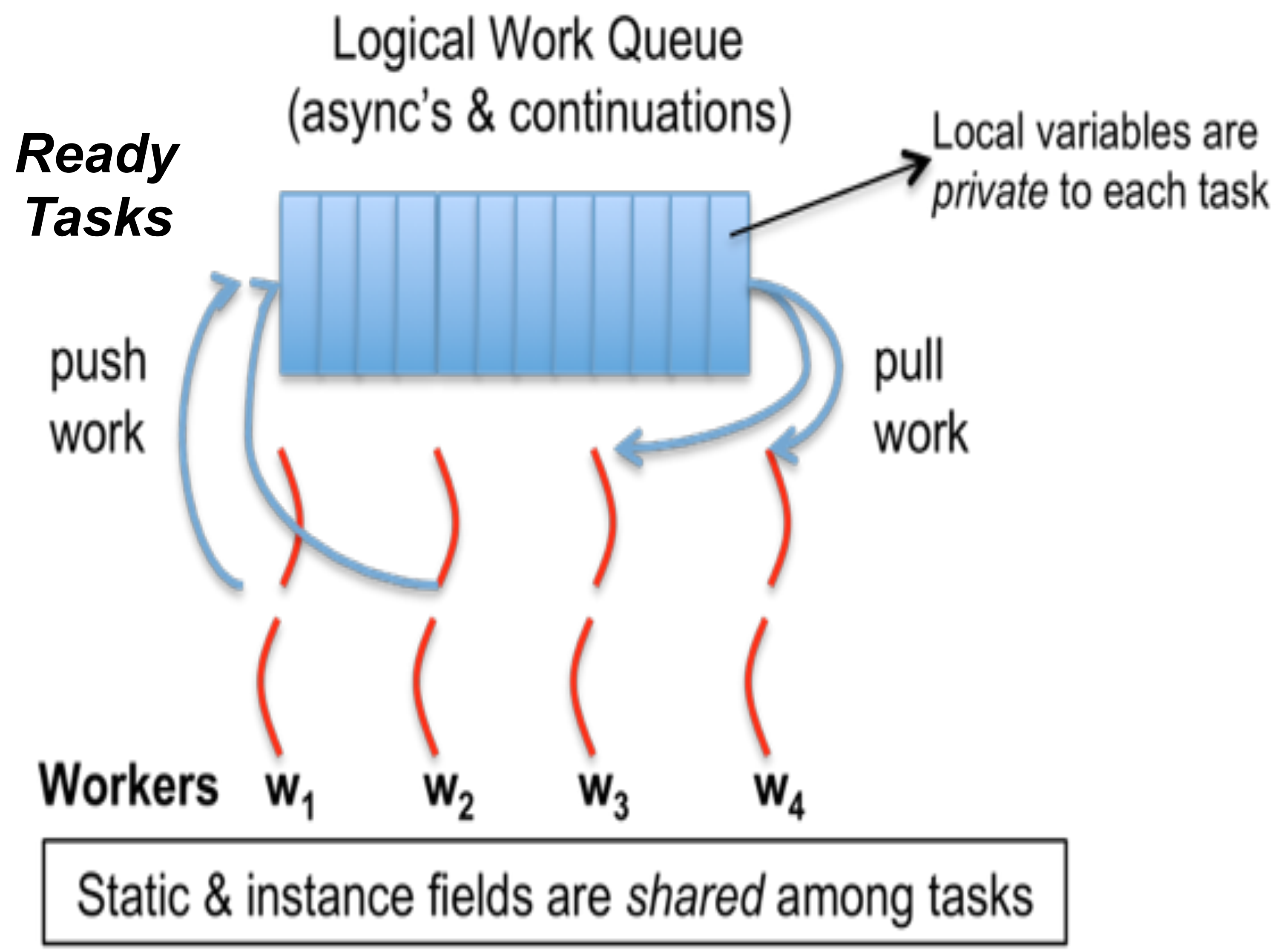


- Thread context switch is cheaper than a process context switch, but is still expensive (just not “very” expensive!)
- It would be ideal to just execute one thread per core (or hardware thread context) to avoid context switches

Figure source: COMP 321 lecture on Concurrency (Alan Cox)

Now, what happens is a task-parallel Java program (e.g., HJ-lib, Java Fork, etc.)

HJ-Lib Tasks & Continuations
Worker threads
Operating System
Hardware cores



- HJ-lib runtime creates a *small number of worker threads*, typically one per core
- Workers push new tasks and "continuations" into a logical work queue
- Workers pull task/continuation work items from logical work queue when they are idle (remember greedy scheduling?)

Task-Parallel Model: Checkout Counter Analogy

- Think of each checkout counter as a processor core

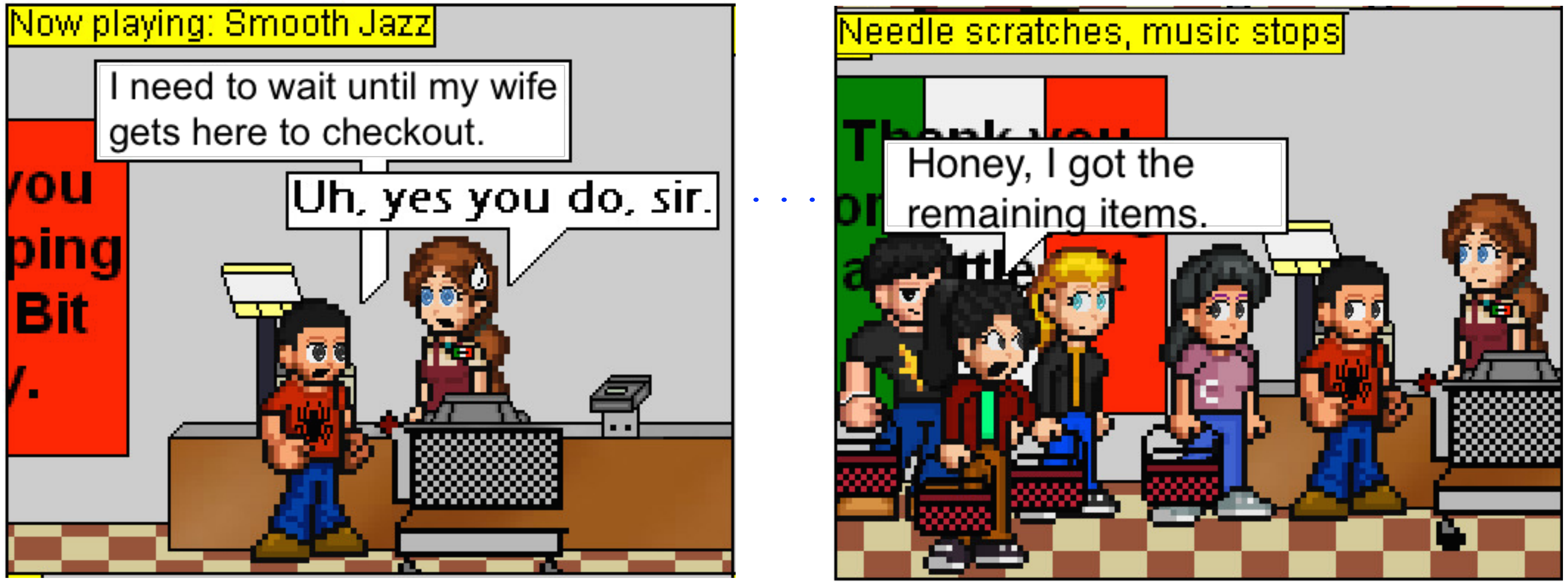
Image sources: http://www.deviantart.com/art/Randomness-20-178737664,
http://www.wholefoodsmarket.com/blog/whole-story/new-haight-ashbury-store

Task-Parallel Model: Checkout Counter Analogy

- Think of each checkout counter as a processor core
- And of customers as tasks

Image sources: http://www.deviantart.com/art/Randomness-20-178737664, http://www.wholefoodsmarket.com/blog/whole-story/new-haight-ashbury-store

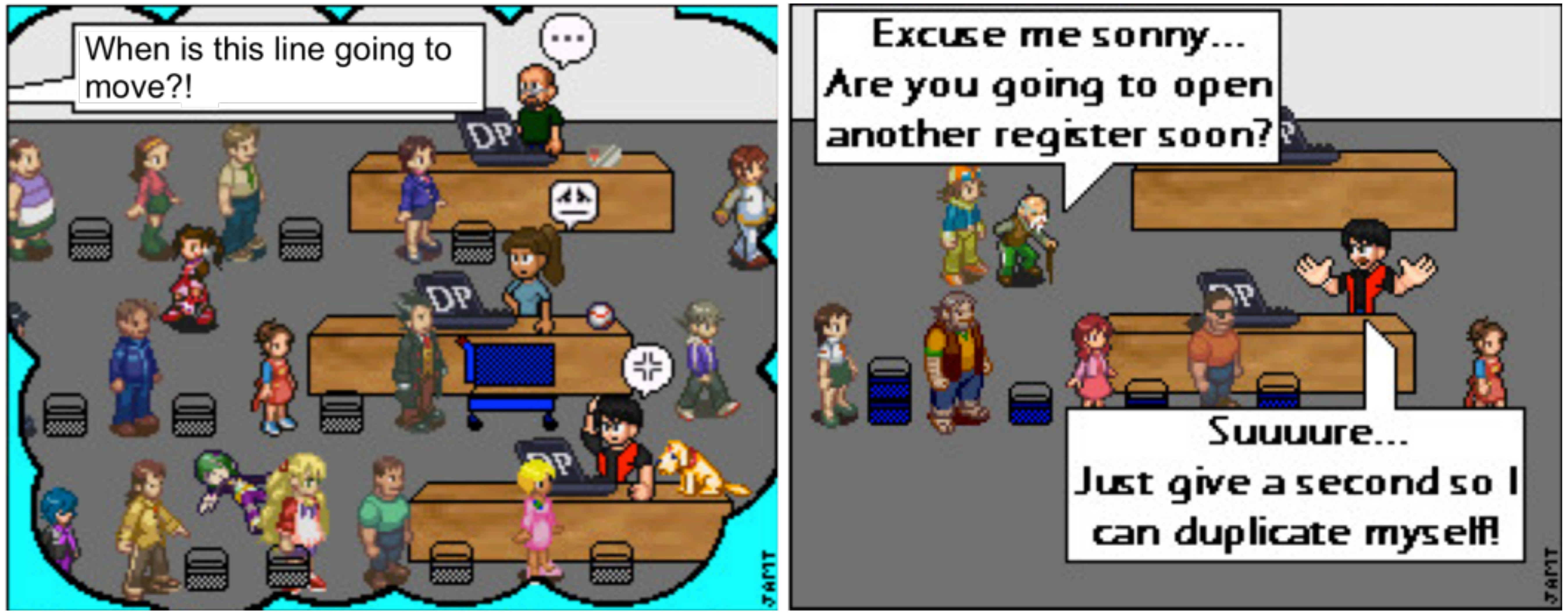
All is well until a task blocks …



- A blocked task/customer can hold up the entire line
- What happens if each checkout counter has a blocked customer?

source: http://viper-x27.deviantart.com/art/Checkout-Lane-Guest-Comic-161795346

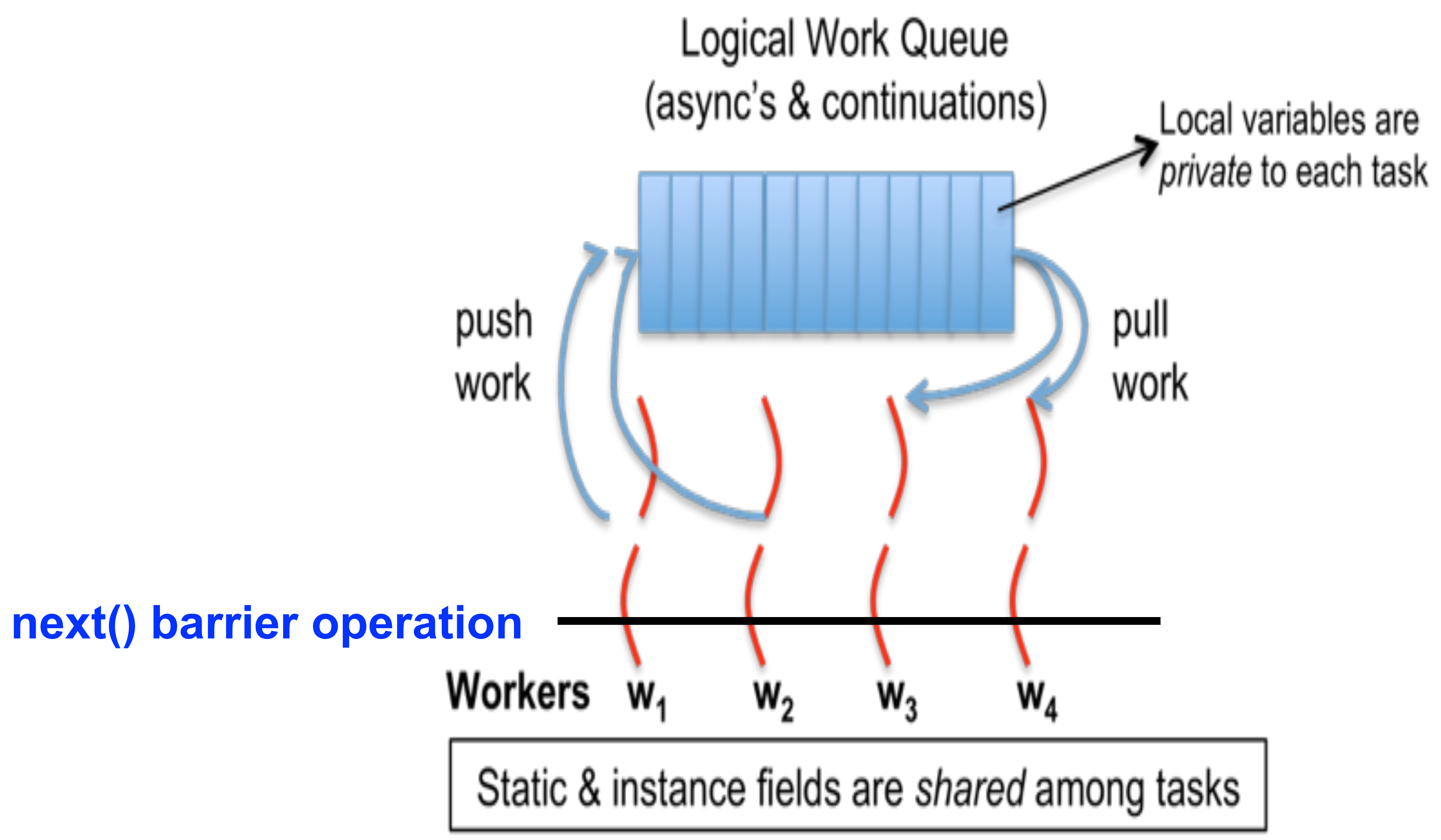
Approach 1: Create more worker threads (as in HJ-Lib's Blocking Runtime)



- Creating too many worker threads can exhaust system resources (OutOfMemoryError)
- Leads to context-switch overheads when blocked worker threads get unblocked

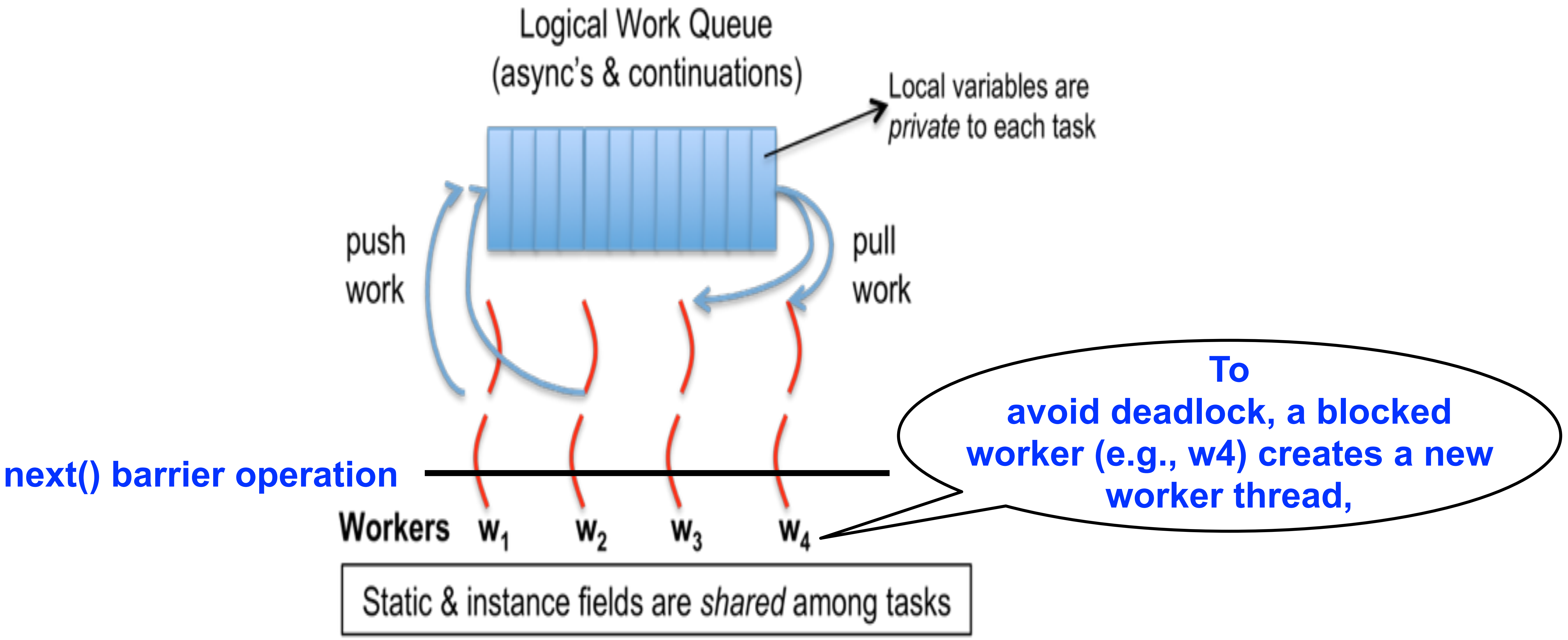
source: http://www.deviantart.com/art/Randomness-5-90424754

Blocking Runtime (contd)



- Assume that five tasks (A1 … A5) are registered on a barrier
- Q: What happens if four tasks (say, A1 … A4) executing on workers w1 … w4 all block at the same barrier?

Blocking Runtime (contd)

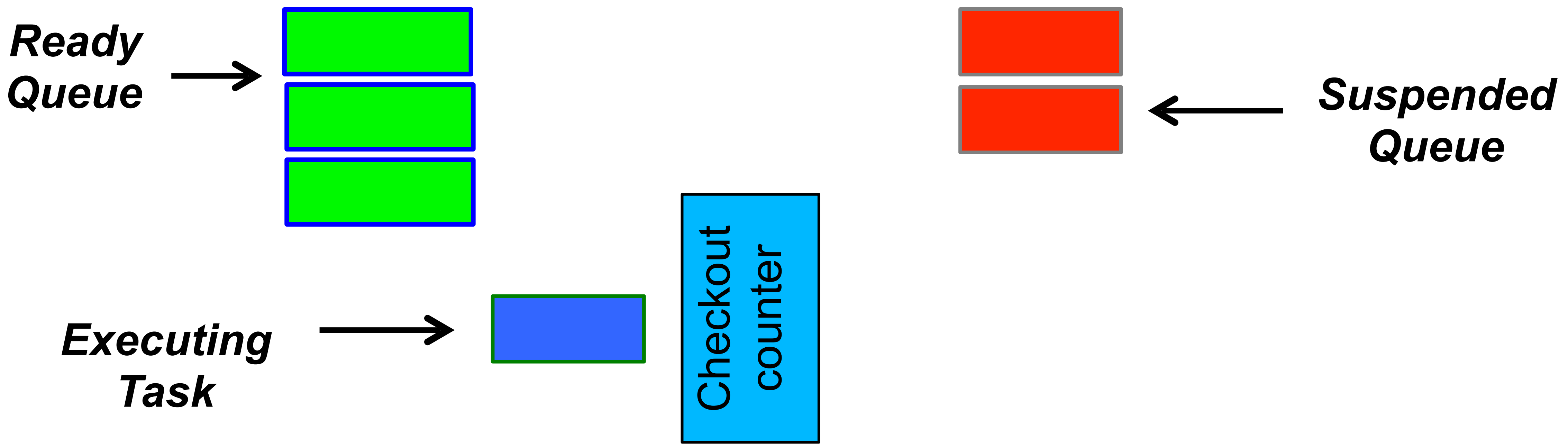


- Assume that five tasks (A1 … A5) are registered on a barrier
- Q: What happens if four tasks (say, A1 … A4) executing on workers w1 … w4 all block at the same barrier?
- A: Deadlock! (All four tasks will wait for task A5 to enter the barrier.)
- Blocking Runtime's solution to avoid deadlock: keep task blocked on worker thread, and create a new worker thread when task blocks

Blocking Runtime (contd)

- Examples of blocking operations
  - End of finish
  - Future get
  - Barrier next
- Approach: Block underlying worker thread when task performs a blocking operation, and launch an additional worker thread
- Too many blocking operations can result in exceptions and/or poor performance, e.g.,
  - `java.lang.IllegalStateException: Error in executing blocked code! [89 blocked threads]`
- Maximum number of worker threads can be configured if needed
  - `HjSystemProperty.maxThreads.set(100);`

Approach 2: Suspend task continuations at blocking points (as in HJ-Lib's Cooperative Runtime)



- Upon a blocking operation, the currently executing tasks suspends itself and yields control back to the worker
- Task's *continuation* is stored in the suspended queue and added back into the ready queue when it is unblocked
- Pro: No overhead of creating additional worker threads
- Con: Need to create continuations (enabled by -javaagent option)

Continuations

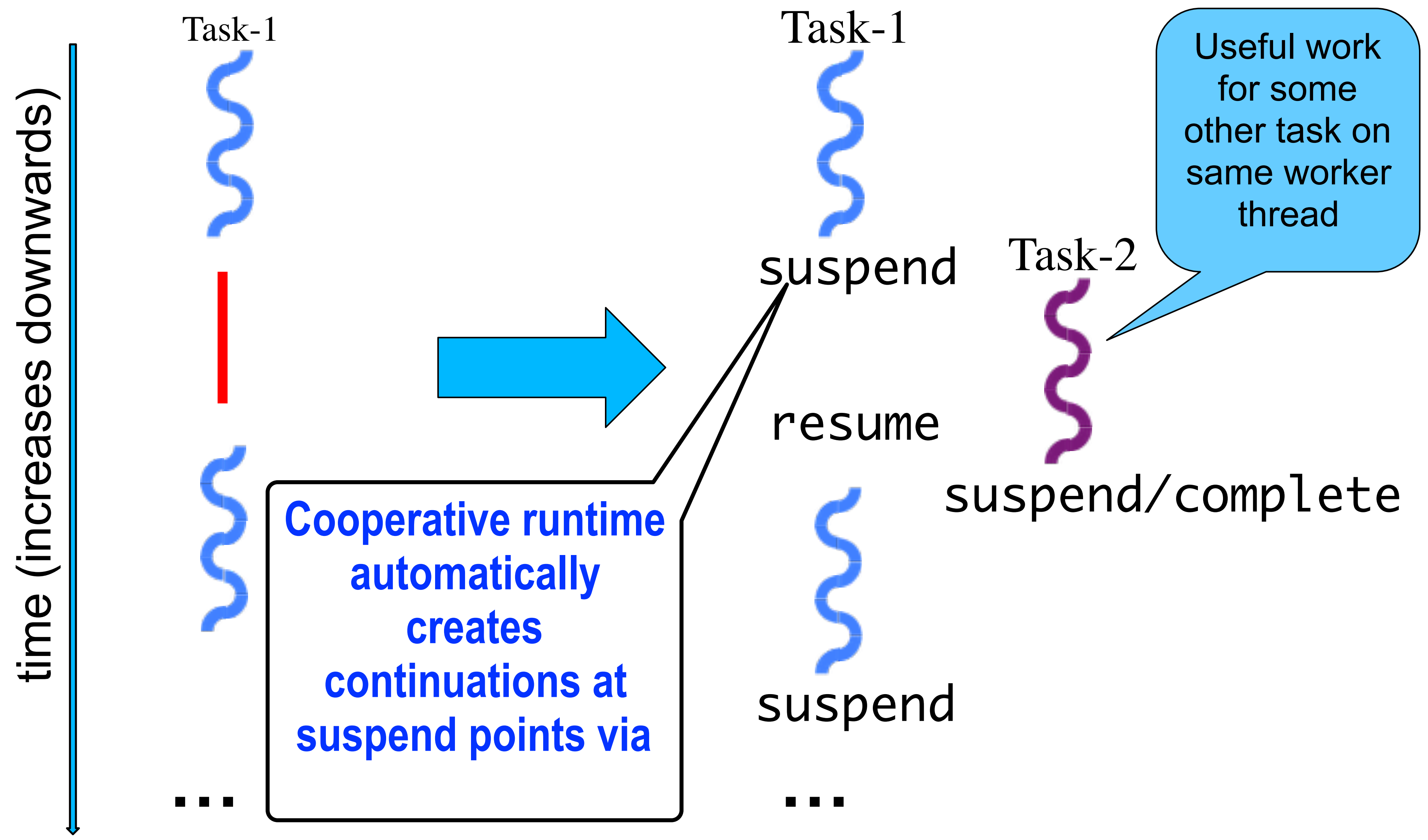
- A continuation can be a point immediately following a *blocking* operation, such as an end-`finish`, future `get`(), barrier/phaser next(), etc.

- Continuations are also referred to as task-switching points
  - —Program points at which a worker may switch execution between different tasks (depends on scheduling policy)

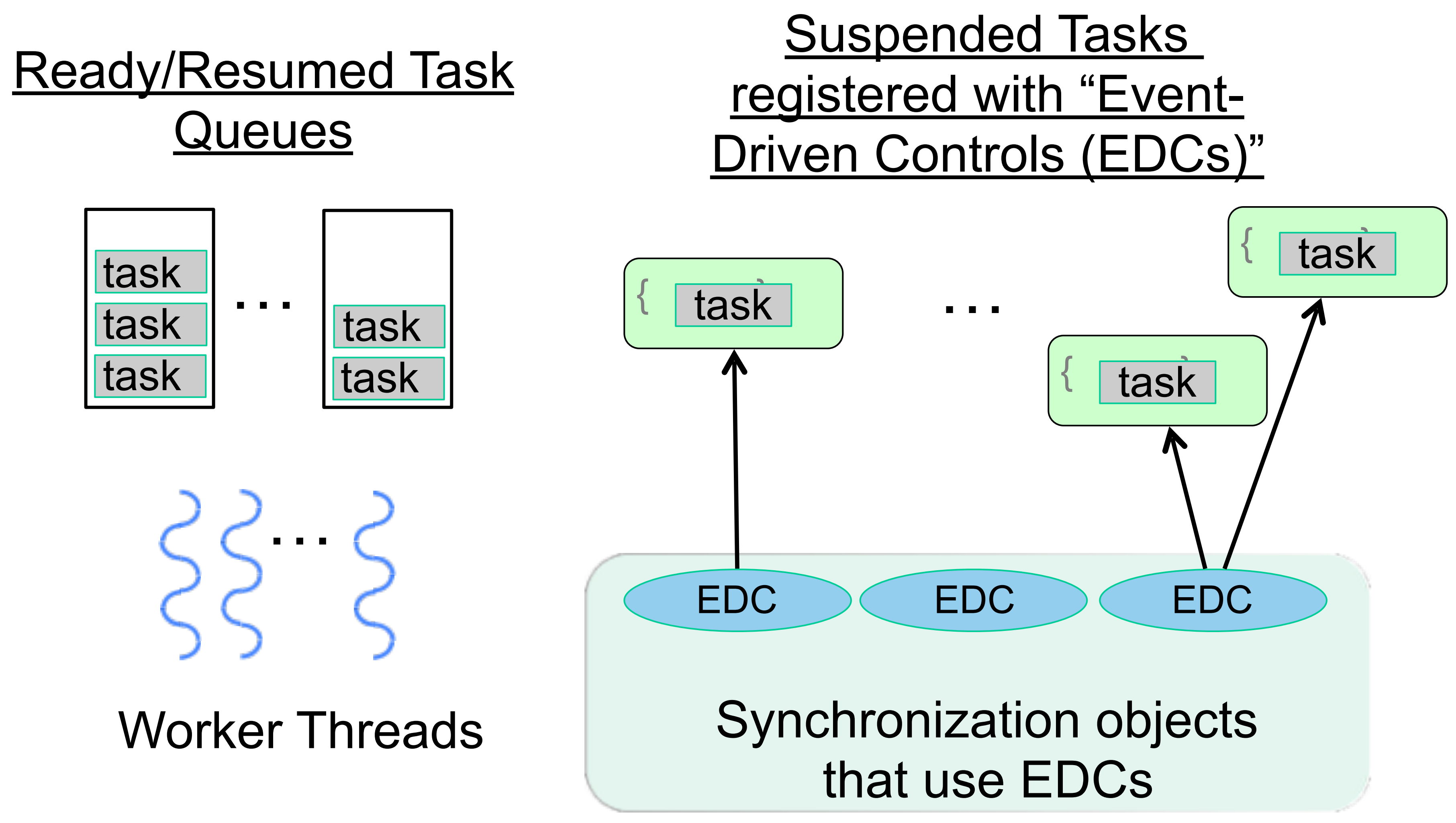
```
finish { // F1
  async A1;
  finish { // F2
    async A3;
    async A4;
  }   <-- continuation
  S5;
}     <-- continuation
```

Continuations

Cooperative Scheduling (view from a single worker)



HJ-lib's Cooperative Runtime (contd)



Any operation that contributes to unblocking a task can be viewed as an event e.g., task termination in finish, return from a future, signal on barrier, put on a data-driven-future, …

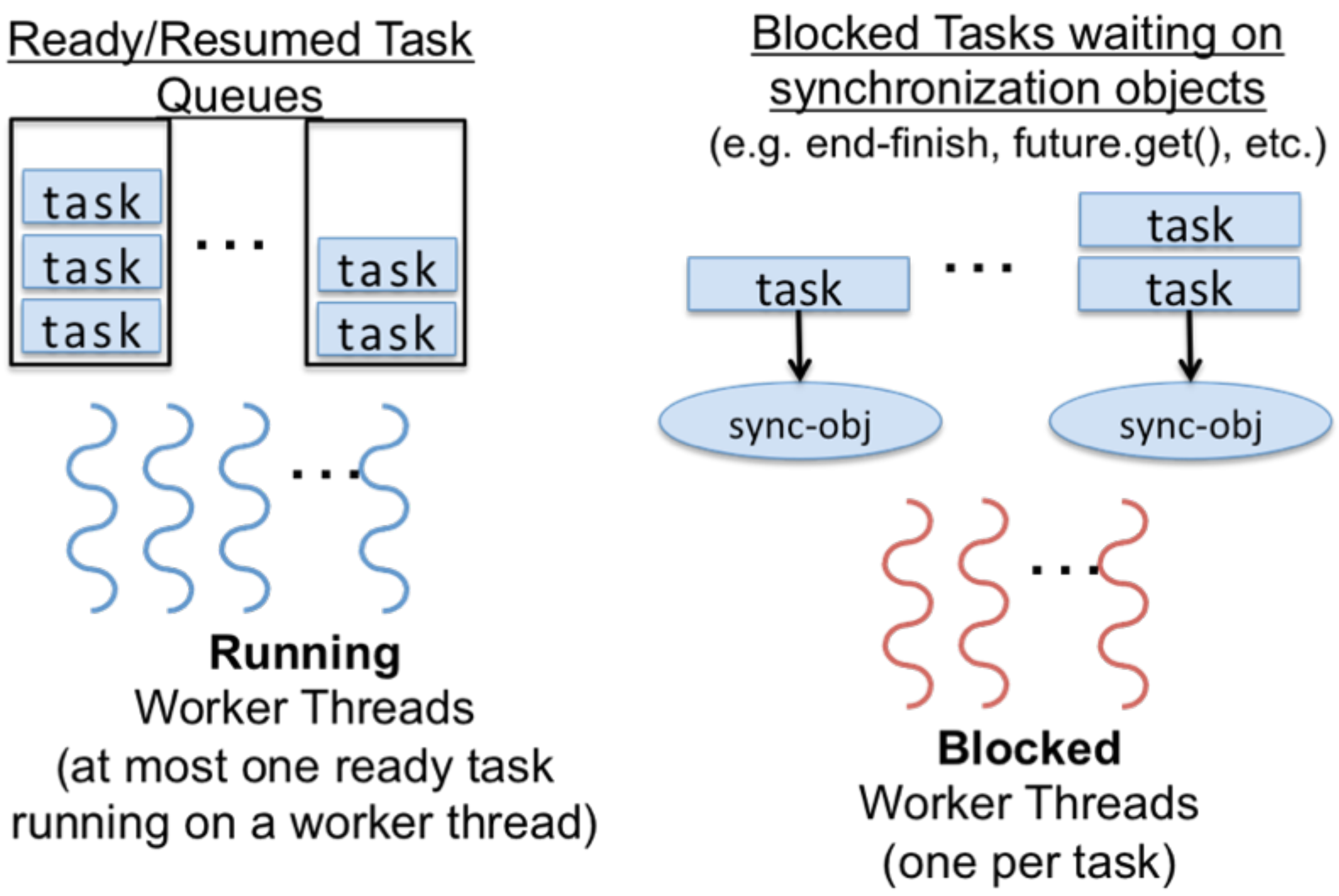
Why are Data-Driven Tasks (DDTs) more efficient than Futures?

- Consumer task blocks on get() for each future that it reads, whereas async-await does not start execution till all Data-Driven Futures (DDFs) are available
  - An “asyncAwait” statement does not block the worker, unlike a future.get()
  - No need to create a continuation for asyncAwait; a data-driven task is directly placed on the Suspended queue by default

- Therefore, DDTs can be executed on a Blocking Runtime without the need to create additional worker threads, or on a Cooperative Runtime without the need to create continuations

Summary: Abstract vs Real Performance in HJ-Lib

- Abstract Performance
  - —Abstract metrics focus on operation counts for WORK and CPL, regardless of actual execution time
- Real Performance
  - —HJlib uses ForkJoinPool implementation of Java Executor interface with Blocking or Cooperative Runtime (default)



Announcements & Reminders

- HW3 CP1 is due Friday, Feb 28th at 11:59pm
- Watch the topic 5.1, 5.2, 5.6 videos for the next lecture
- Midterm exam (Exam 1) will be held at 7pm on Thursday, February 27, 2020 in Duncan Hall McMurtry Auditorium
  - Closed-notes, closed-book exam scheduled for 2 hours during 7pm — 9pm (but you can leave early if you're done early!)
  - The exam will be in Canvas. You are allowed to use your laptop ONLY to enter your answers in Canvas, nothing else