

# Incomplete Models for Parallel Programming

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# One Model to Rule Them All?

- multicore
- cluster
- GPU
- Cell
- many core
- irregular communication
- deadlock and race condition avoidance
- memory consistency
- transparent performance model
- critical path detection
- simple semantics

# Incomplete Models

- Sometimes you don't need full generality
- Complete freedom implies the freedom to create all possible incorrect programs

# Incomplete Models

## **Downside**

some things will not be expressible

# Incomplete Models

## **Upside**

some things will not be expressible

# Incomplete Models

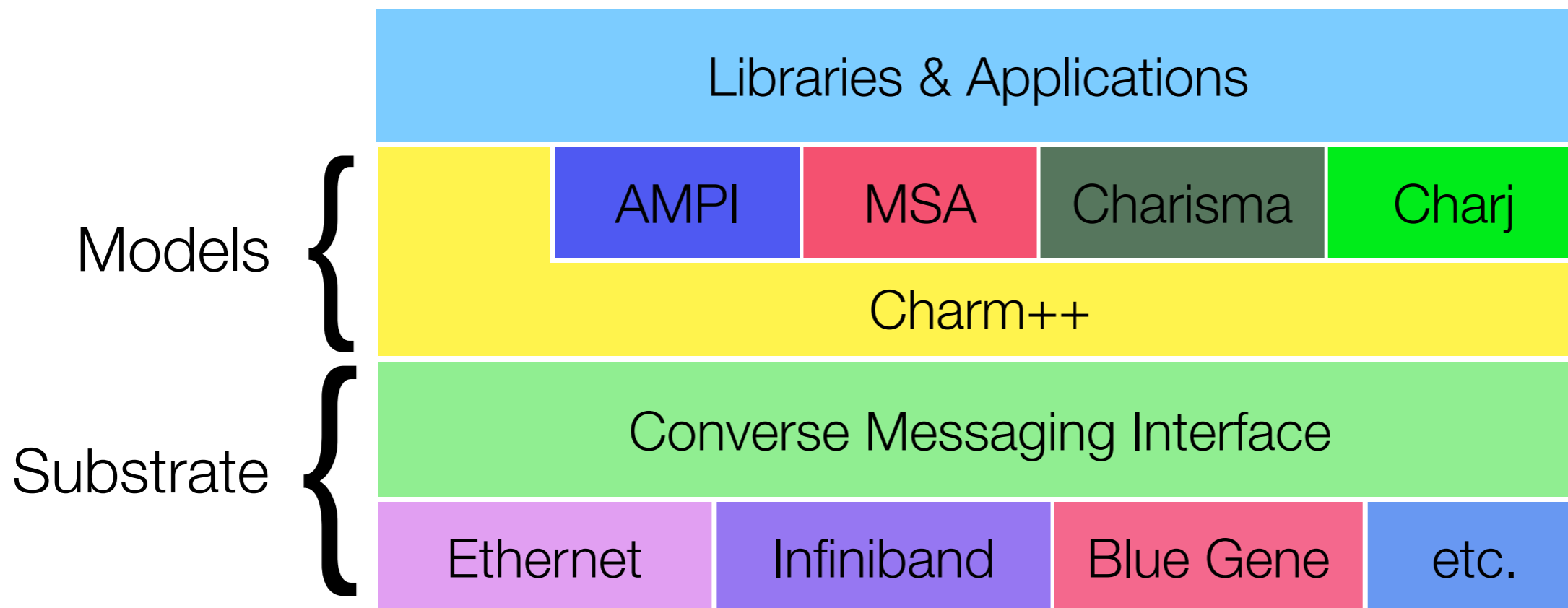
## **Upside**

better safety guarantees

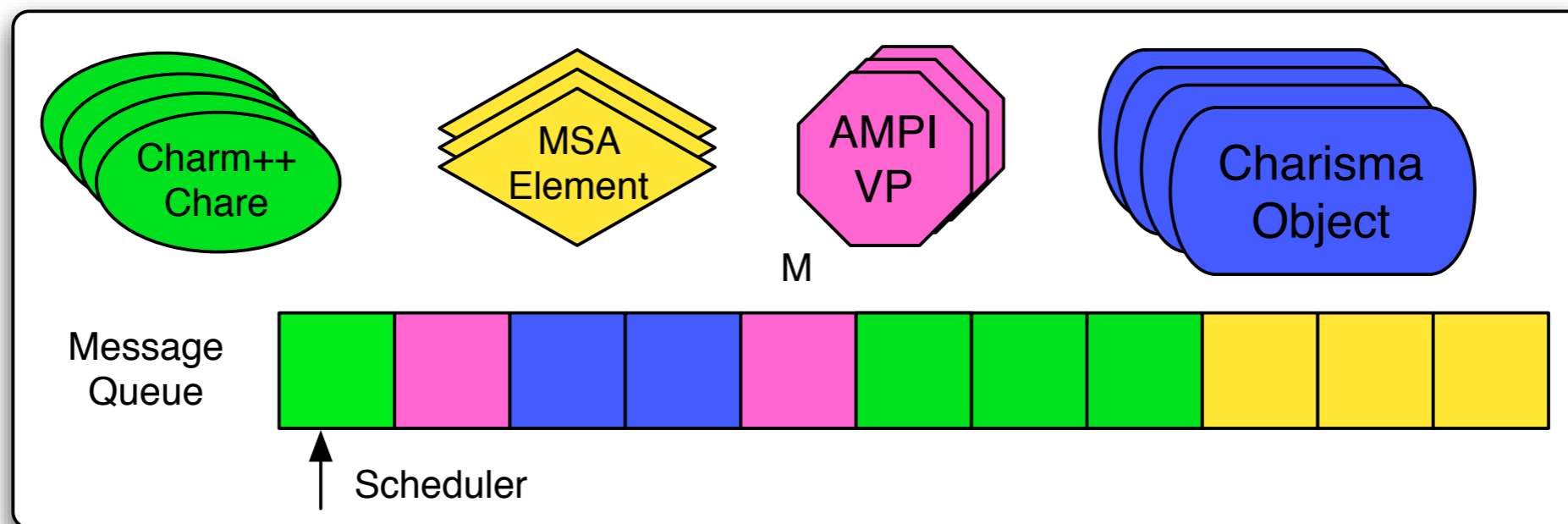
easier to get high performance

possibility for greater expressiveness

# Common Infrastructure



# Composition





# Charj

- Glue language for incomplete models
- Has model knowledge which C++ compiler lacks
- Facilitates clean interaction between different models

# Multiphase Shared Arrays

# Discipline

- *Phase* defines allowed access
- Had phase before X10 existed
- Access modes for consistency seen in early Charm, Munin DSM

# Modes

- Read-only: duh
- Write-once: each element may be written by one object/thread
- Accumulate: apply an associative, commutative operation (element-wise reduction)
- Owner-computes: some routine on local data

# Benefit

- Adaptive fetching and caching
- No race conditions

# Usage Flow

- Create
  - Dimension
  - Type
  - Shape
  - (Data Distribution)

# Usage Flow

- Create
- Distribute
  - Send handle to all interested objects
- Sync to initialization mode
  - Parallel I/O with coordinates: Write-once
  - Generated based on coordinates: Owner-computes
  - Summed from other data: Accumulate
- Initialize

# Usage Flow

- Create
- Distribute
- Sync to initialization mode
- Initialize
- Sync; Use; Sync; Use



# Open questions

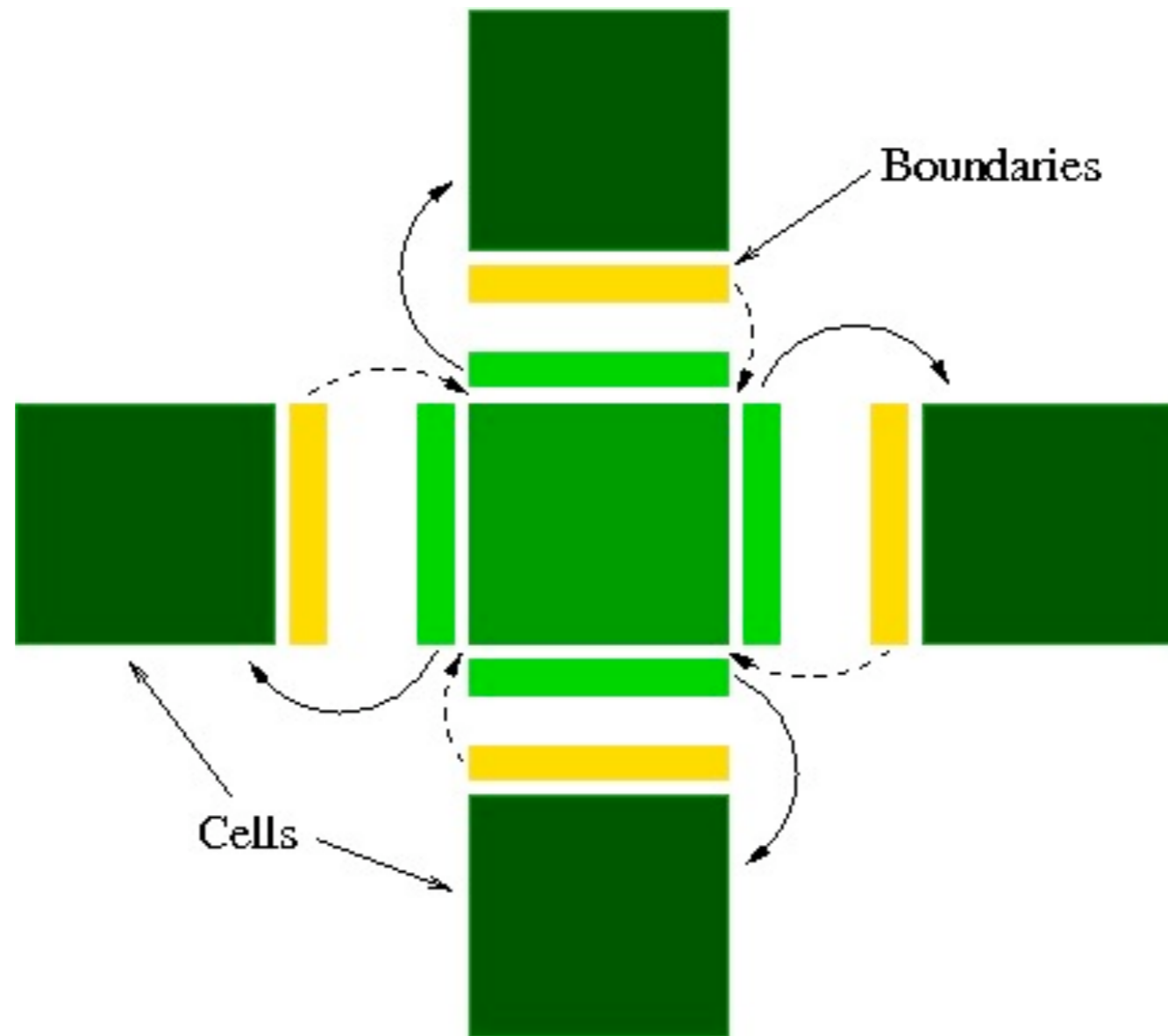
- How much can the compiler enforce?
- How to match distribution to application?
- What other modes make sense?

# Charisma

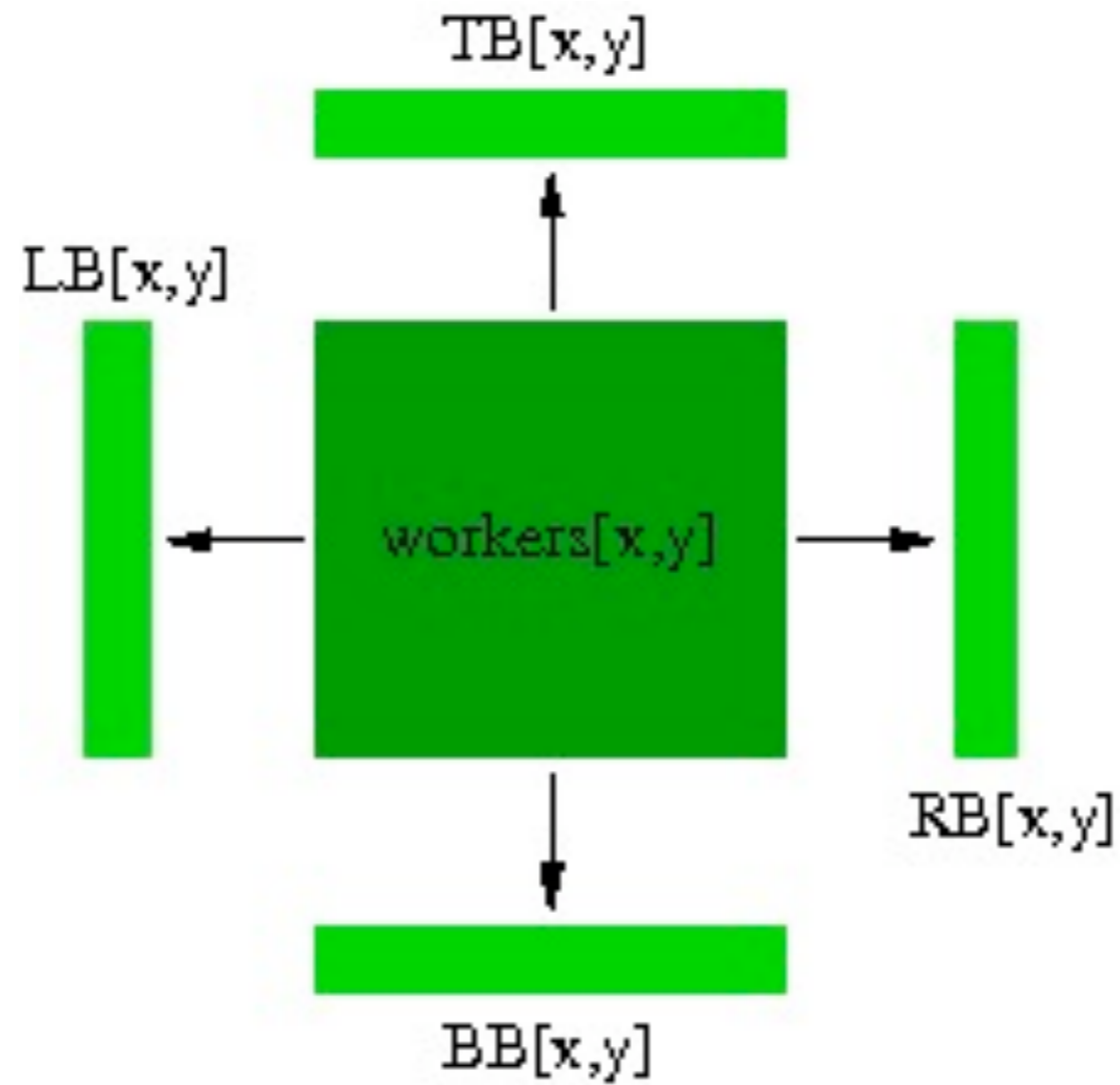
# Static Dataflow

- Objects communicate with fixed sets of neighbors
- *Produce and consume* parameters
- Defines a powerful paradigm on which several classes of applications can be based
  - Structured meshes
  - Unstructured meshes
  - Molecular dynamics

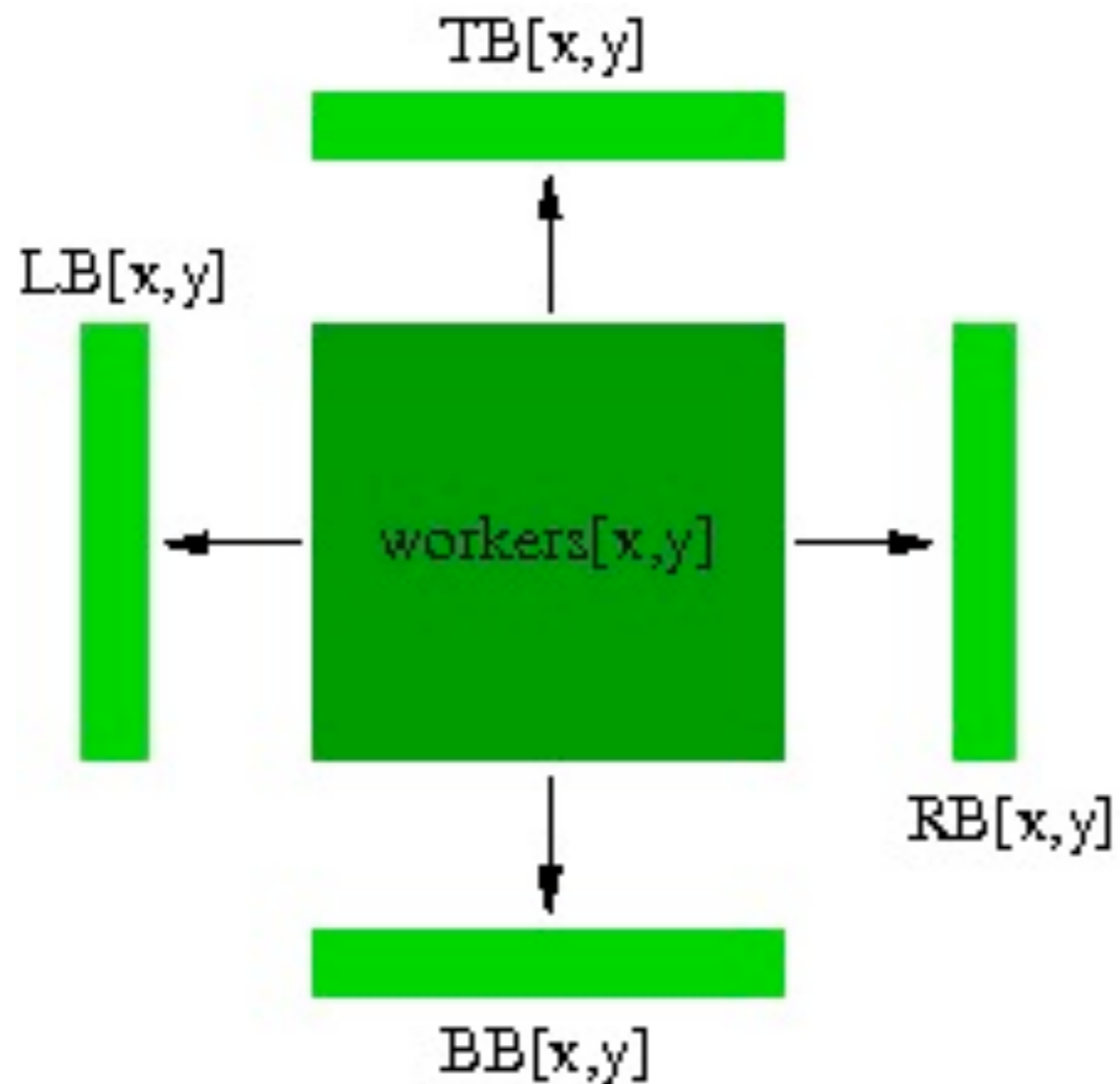
# Stencil computation



# Produce own boundaries

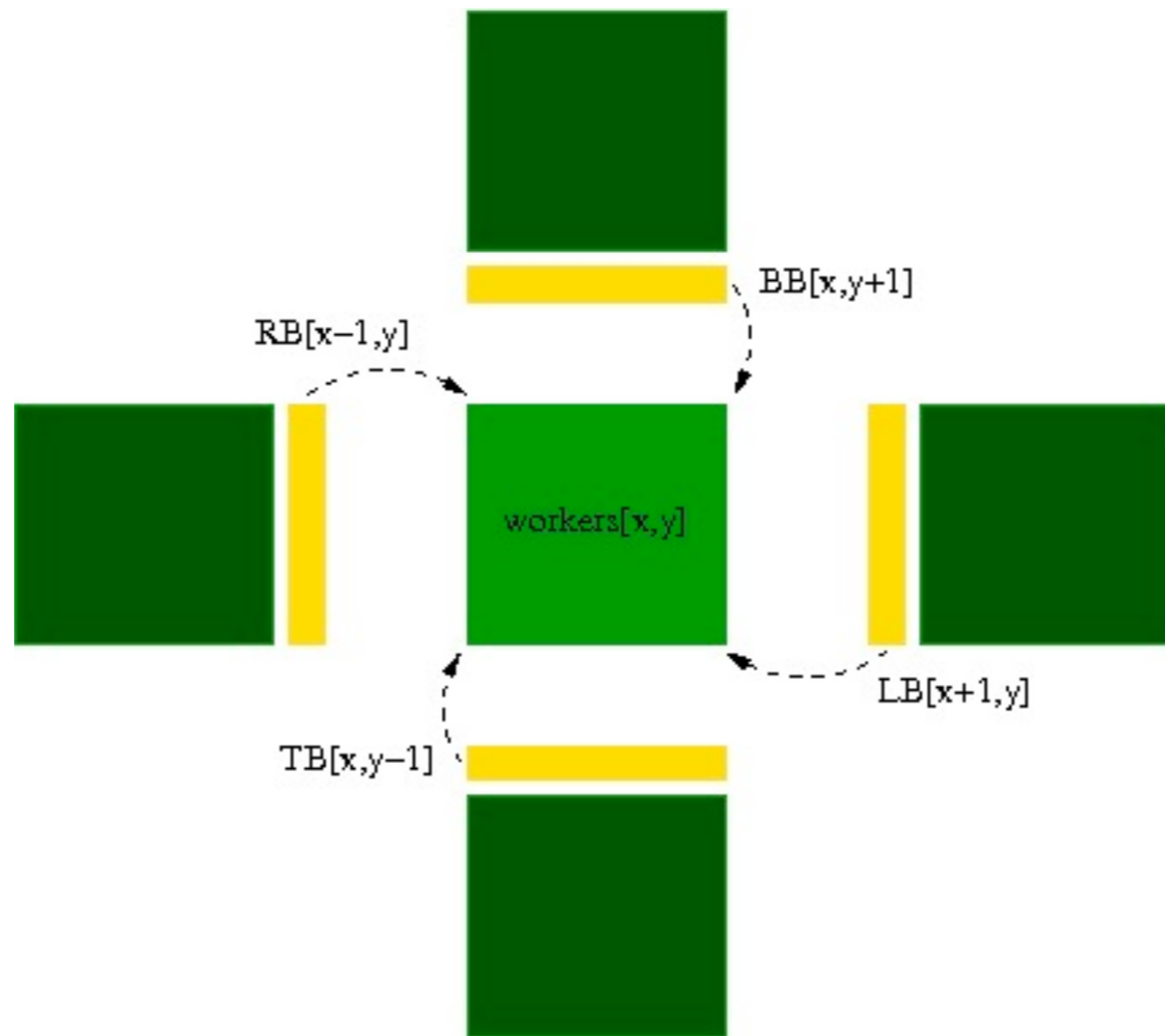


# Produce own boundaries

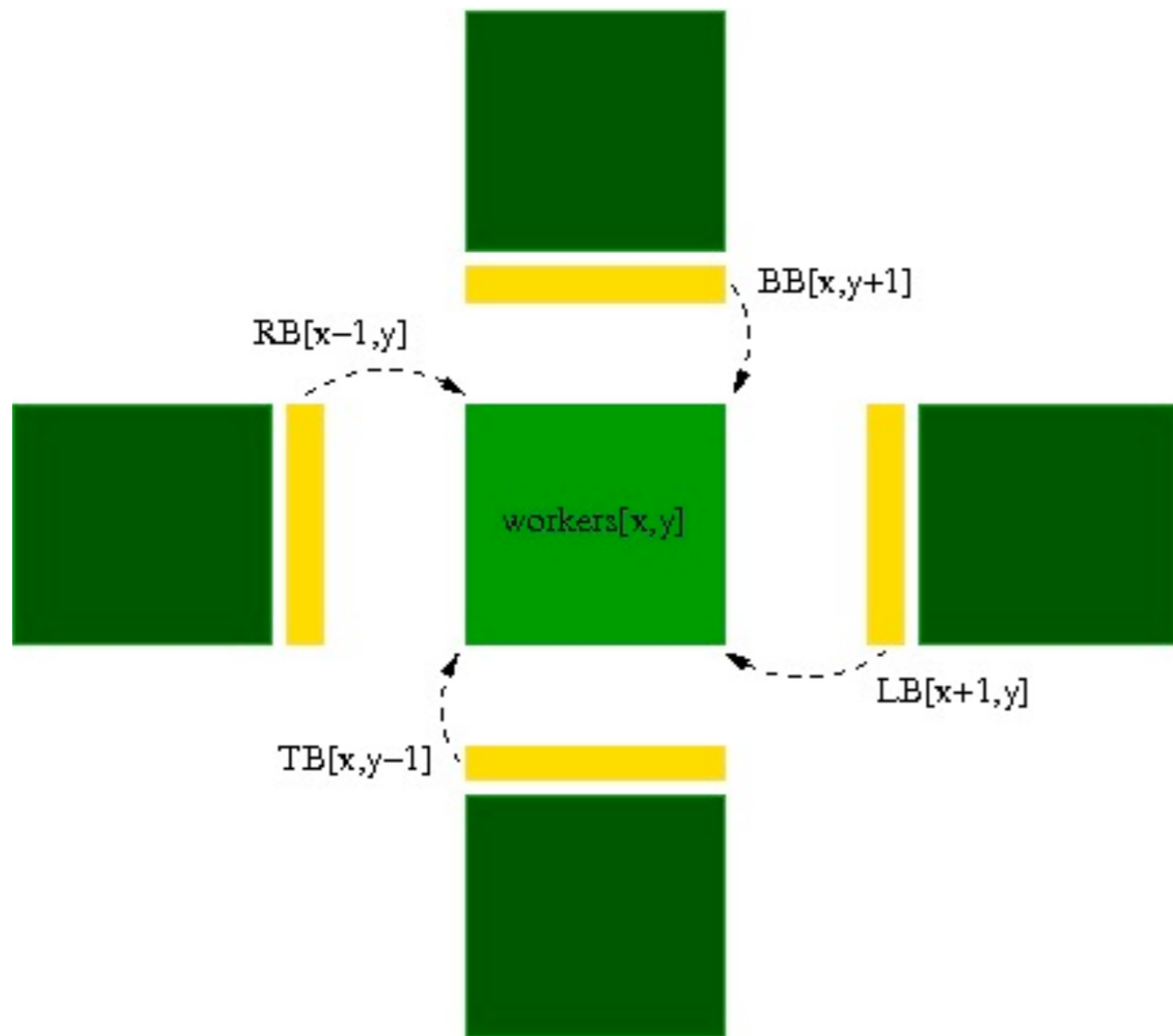


```
foreach x,y in workers
  (LB[x,y], RB[x,y],
   TB[x,y], BB[x,y])
  <- workers[x,y].prod() ↱
end-foreach
```

# Consume neighbors' boundaries



# Consume neighbors' boundaries



```
foreach x,y in workers
  (+err)
  <- workers[x,y].cons(
    LB[x+1,y],
    RB[x-1,y],
    TB[x,y-1],
    BB[x,y+1]) ↑
end-foreach
```



# Communication patterns

- Point-to-point

```
(param[i]) ← obj[i].prod() ↰  
...  
obj[i].cons(param[i-1]) ↰
```

# Communication patterns

- Reduction

```
foreach x,y in cells
  (+err) ← cells[x,y].compute();
end-foreach
...
main.reportError(err);
```

# Communication patterns

- Multicast

```
foreach x in A
  (points[x]) ← A[x].prod();
end-foreach
foreach x,y in B
  B[x,y].cons(points[x]);
end-foreach
```

# Communication patterns

- Scatter

```
foreach x in A
  (points[x,*]) ← A[x].prod();
end-foreach
foreach x,y in B
  B[x,y].cons(points[x,y]);
end-foreach
```

# Communication patterns

- Gather

```
foreach x,y in A
  (points[x,y]) ← A[x,y].prod();
end-foreach
foreach x in B
  B[x].cons(points[x,*]);
end-foreach
```

# Future directions

- Bags of neighbors
  - Affine expressions can do only so much
  - e.g. unstructured meshes
- Topology mapping
  - Place communicating objects together
- Streaming extensions

# Future directions

- Incremental gather

- The Agarwal *et al.* algorithm for matrix multiplication:

```
foreach x,y,z in w
```

```
    (A[x,y,z]) <- workers[x,y,z].produceA() ;
```

```
    (B[x,y,z]) <- workers[x,y,z].produceB() ;
```

```
    (+C[x,z]) <- workers[x,y,z].mult(A[x,y,*],  
                                           B[* ,y,z]) ;
```

```
end-foreach
```

- **mult** can be performed in a piecemeal fashion; more overlap of comp/comm.