

Ohua: Implicit Dataflow Programming for Concurrent Systems

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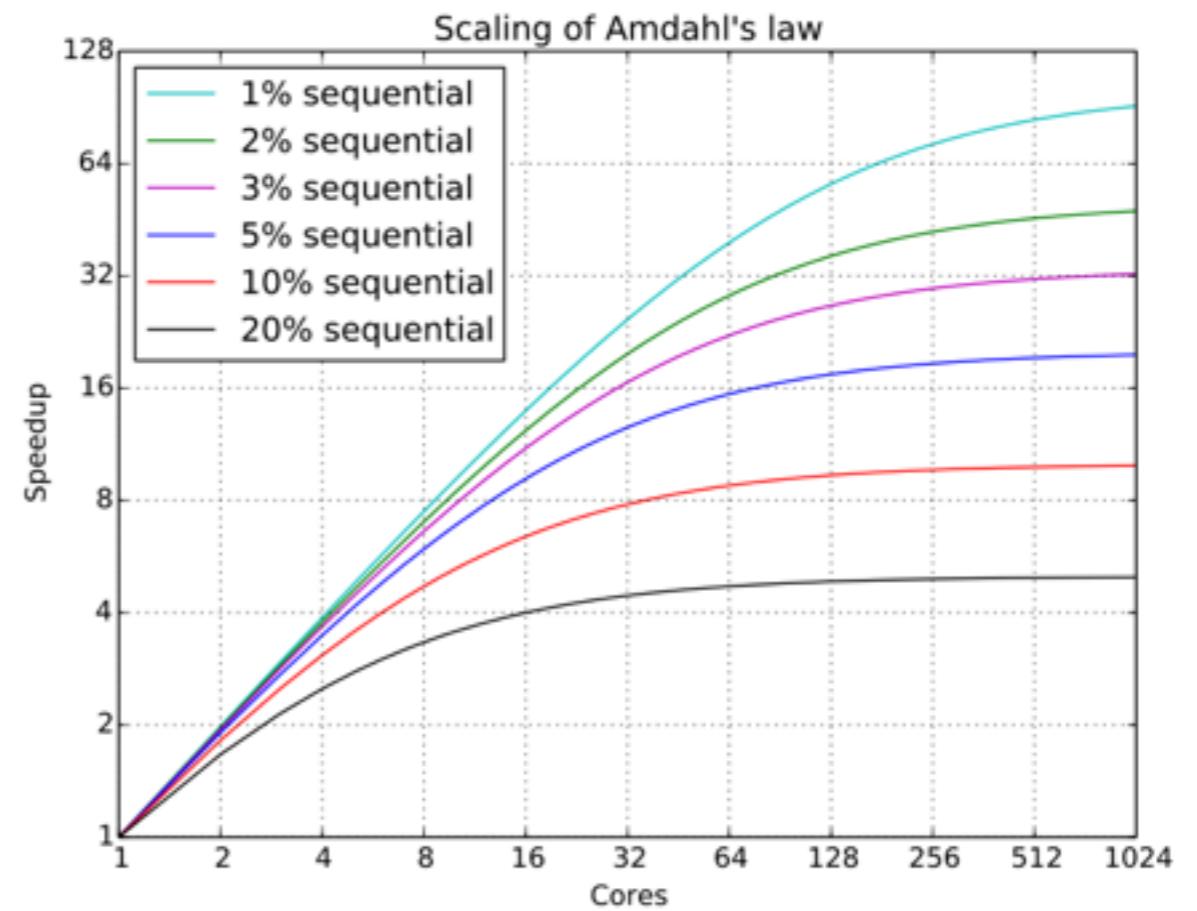
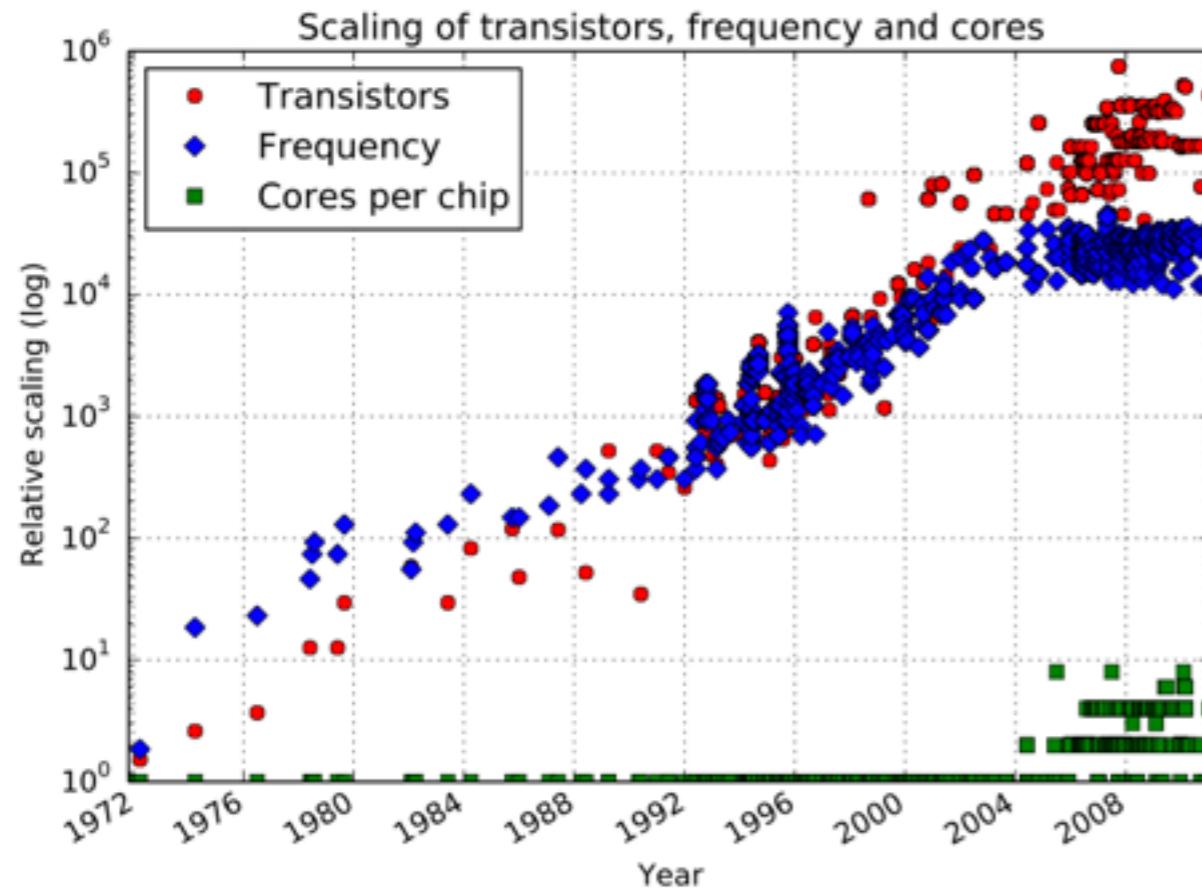
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PPPJ 2015

The Multi-Core Future

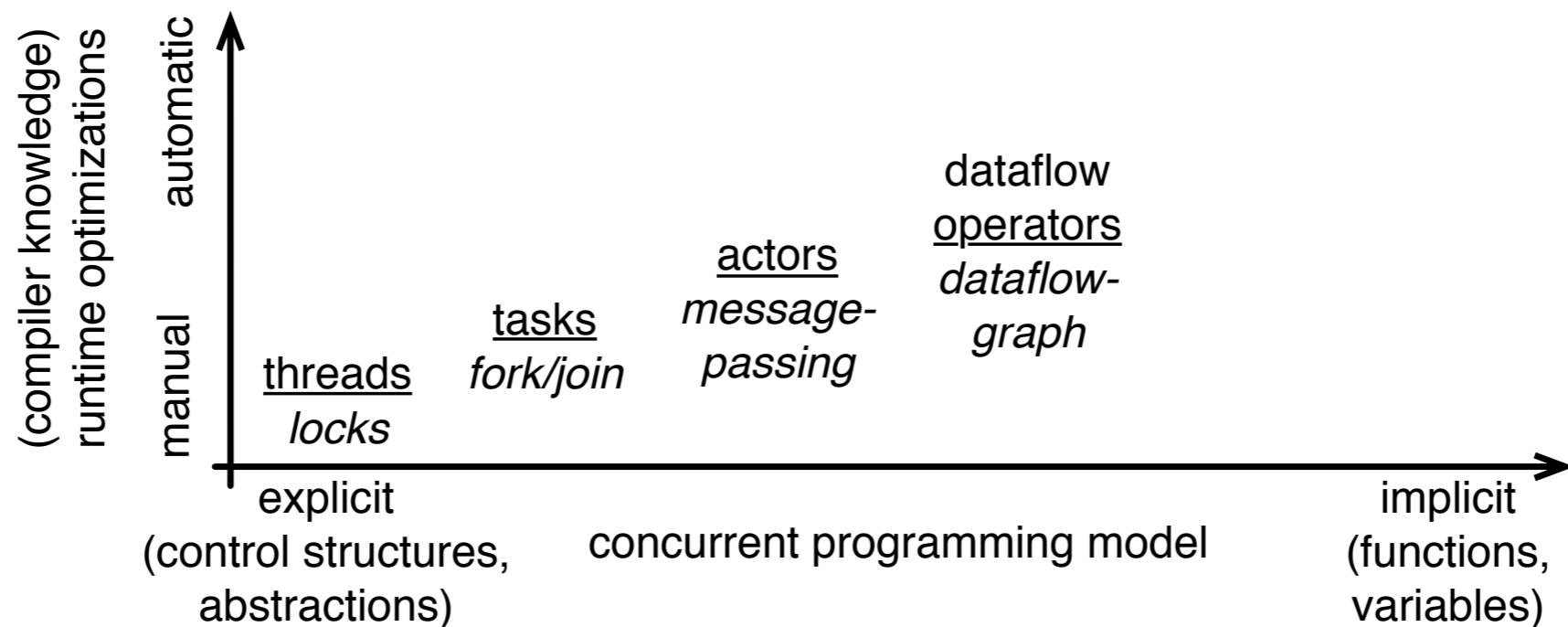


Jons-Tobias Wamhoff. 2014. Exploiting Speculative and Asymmetric Execution on Multicore Architectures (Dissertation)

Parallelism

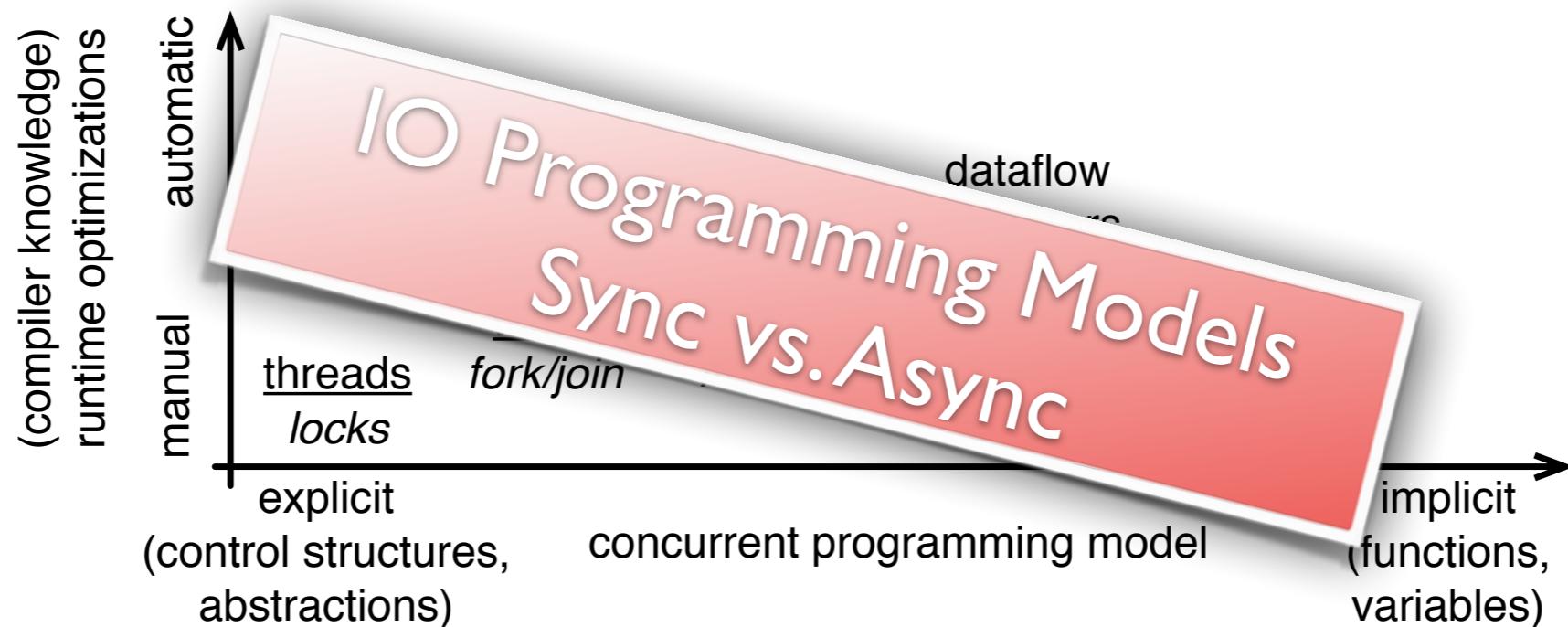
- Lesson learned (for general purpose programming):
 - Work granularity must compensate scheduling overheads:
 - ⇒ Coarse-grained parallelism
 - ⇒ Concurrent programming

Concurrent Programming



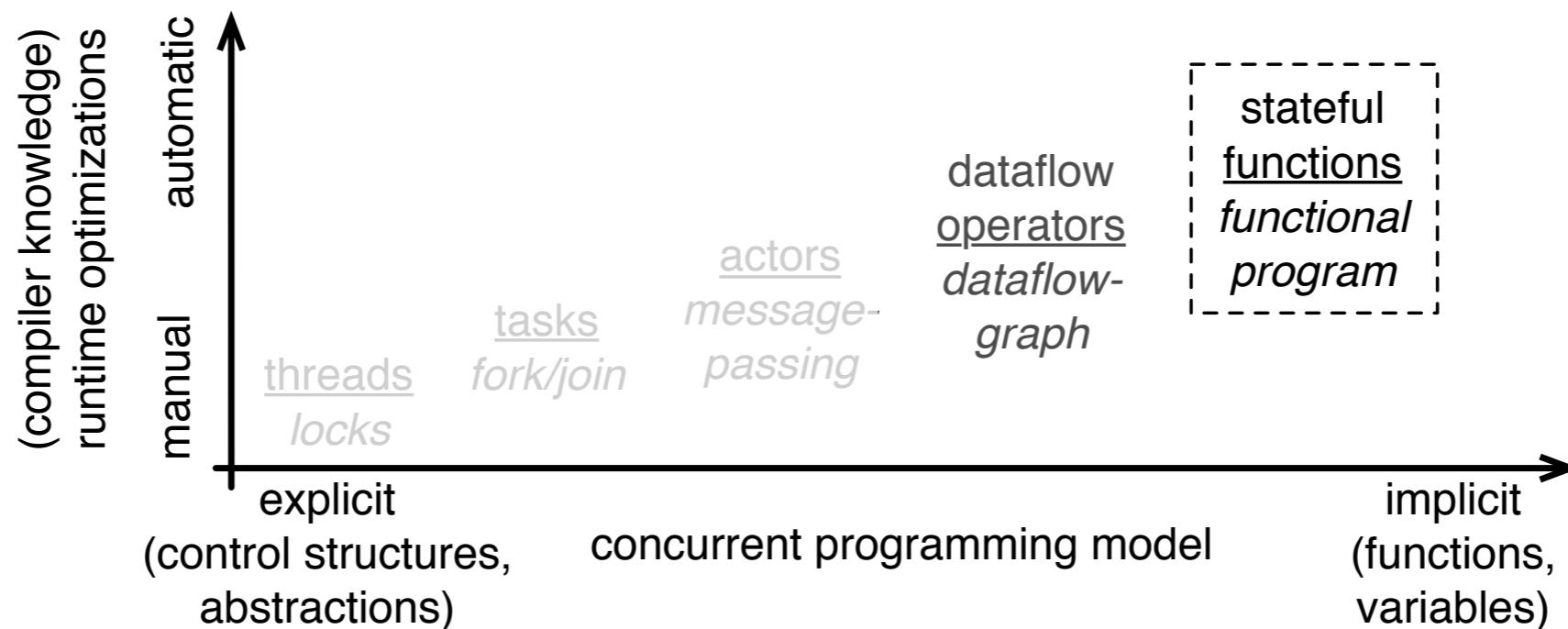
- All models depart from sequential programming style.
 - ⇒ Scalability in programming effort suffers.
 - ⇒ Limited compiler support for optimizations.

Concurrent Programming



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Concurrent Programming

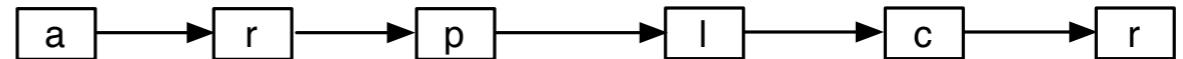


- Key observation:
 - ⇒ Algorithms are composed out of functionality.

From dataflow programming to stateful functional programming (SFP)

- Example: simple web server

```
public class WebServer extends StreamFlexGraph {  
    private Filter a, r, p, l, c, rep;  
  
    public WebServer() {  
        // explicit dataflow graph construction  
        a = makeFilter(Accept.class);  
        r = makeFilter(Read.class);  
        p = makeFilter(Parse.class);  
        l = makeFilter(Load.class);  
        c = makeFilter(Compose.class);  
        rep = makeFilter(Reply.class);  
        connect(a, r);  
        connect(r, p);  
        connect(p, l);  
        connect(l, c);  
        connect(c, rep);  
        validate();  
    }  
  
    public void start() {  
        new Synthesizer(a).start();  
        super.start();  
    }  
}
```



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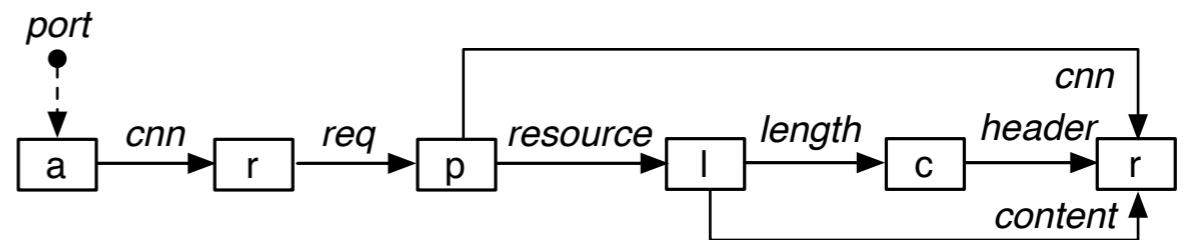
```



```

(defn start [port]
  (ohua
    ; most "explicit"/fine-grained data dependency matching
    (let [[cnn req] (read (accept port))]
      (let [[_ resource _] (parse req)]
        (let [[content length] (load resource)]
          (reply cnn (compose length) content))))))

```



From dataflow programming to stateful functional programming (SFP)

- Example: simple web server

```
class FileLoad extends Filter {  
    Channel<String> in, out;  
    Map<String, String> cache = new HashMap<>();  
  
    void work() {  
        // explicit channel control  
        String resource = in.take();  
        String contents = null;  
        // load file data from disk or cache (omitted)  
        out.put(contents);  
    }  
}
```

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```
class FileLoad {  
    Map<String, String> cache = new HashMap<>();  
  
    @Function  
    String load(String resource) {  
        String contents = null;  
        // load file data from disk or cache (omitted)  
        return contents;  
    }  
}
```

- Functions instead of channels!
- Stateful functions ⇨ state encapsulation
 - Implemented in imperative language/style.

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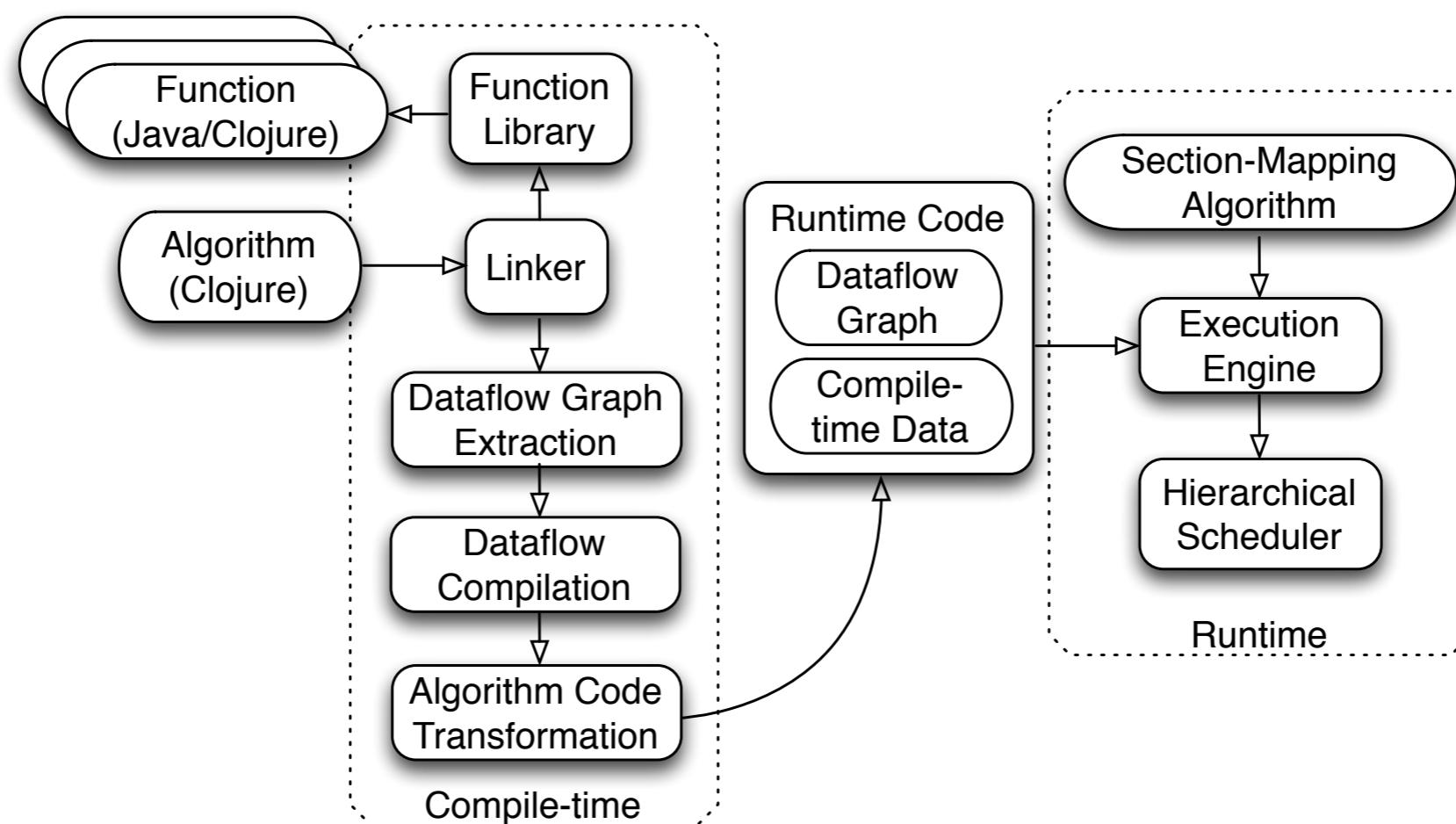
    @Function
    String load(String resource) {
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    }
}

(ns com.server.FileLoad
  (:gen-class :state cache :init init
             :methods [[^{:Function} load [String] String]]))

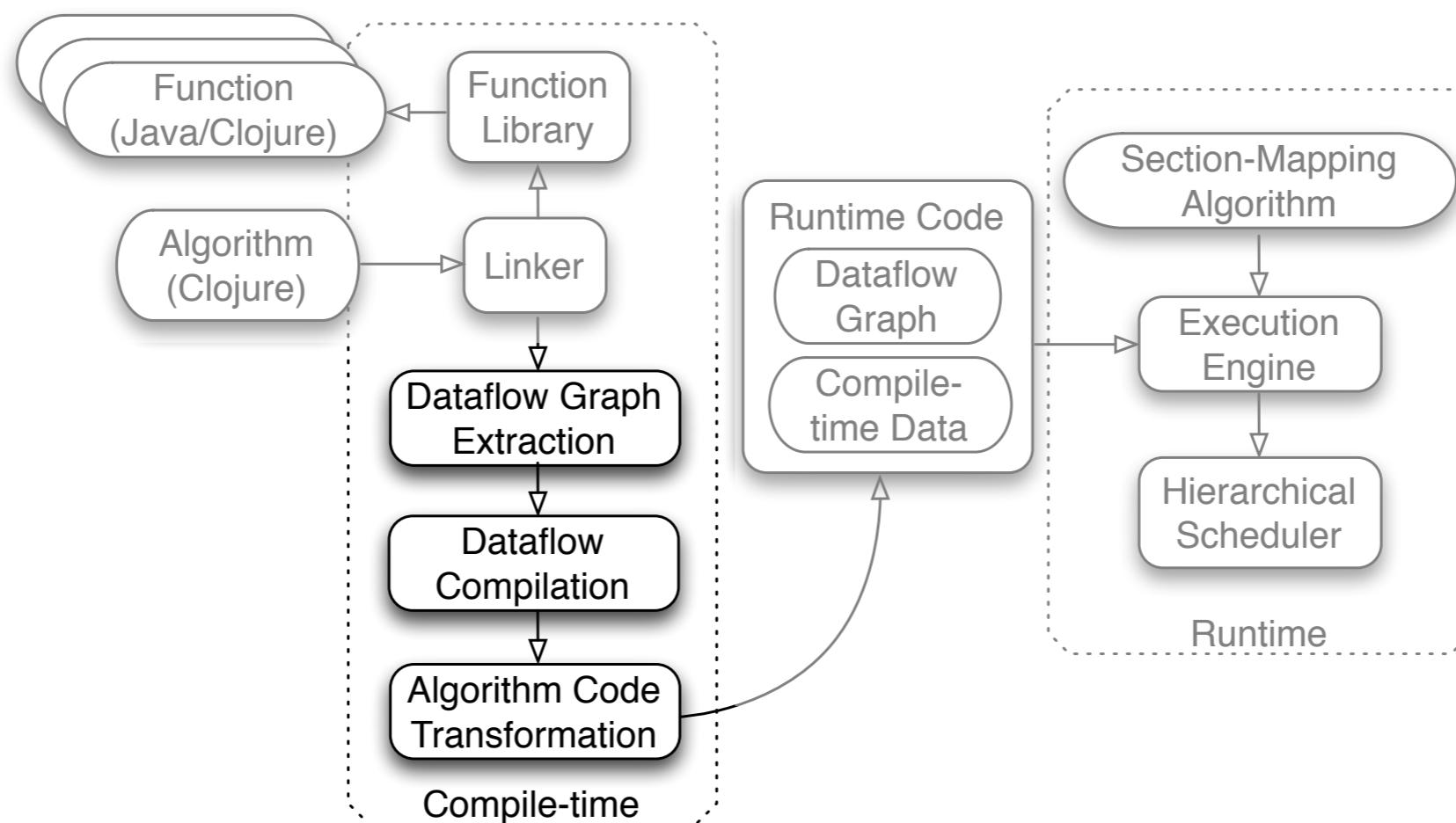
(defn -init []
  ([] {}); create a hash map
  ([this resource]
   (if (contains? (.cache this) resource)
       (get (.cache this) resource)
       (let [content (slurp resource)]
         (set! (.cache this) (assoc (.cache this) resource content))
         content))))
```

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Ohua



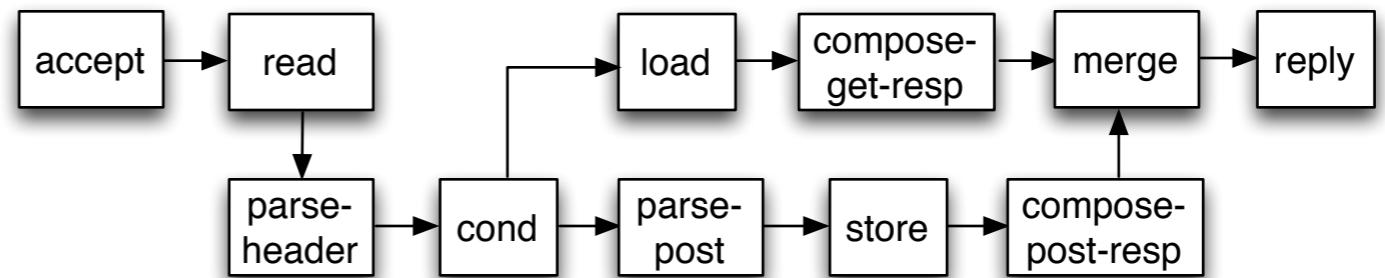
Ohua



From Control Flow to Dataflow

- Construction of a control flow dependence graph.

```
(ohua
  (let [[type req] (-> 80 accept read parse-header)]
    (if (= type "GET")
        (-> req load compose-get-req)
        (-> req parse-post store compose-post-req))
    reply))
```



- Most special forms of Clojure supported.

Closures and Destructuring

- Closures in combination with destructuring create opportunities for enhanced parallelism.
- || macro construction for parallel request handling:

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(ohua
(let [cnn (accept 80)]
  (let [[one two three] (balance-data cnn)]
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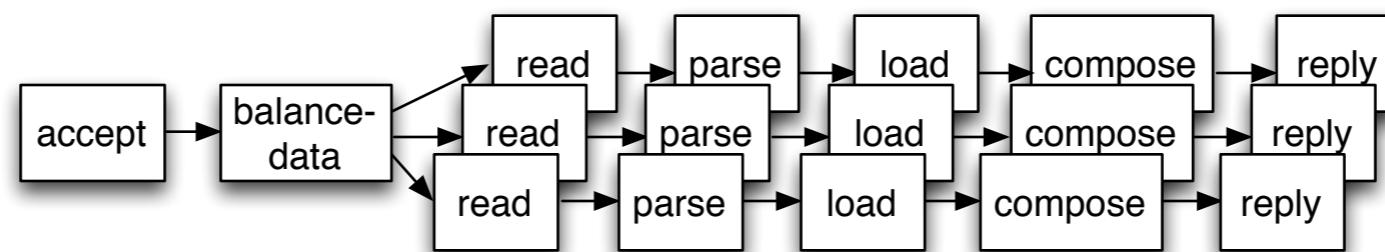
one	two	three
[cnn	nil	nil]
[nil	cnn	nil]
[nil	nil	cnn]

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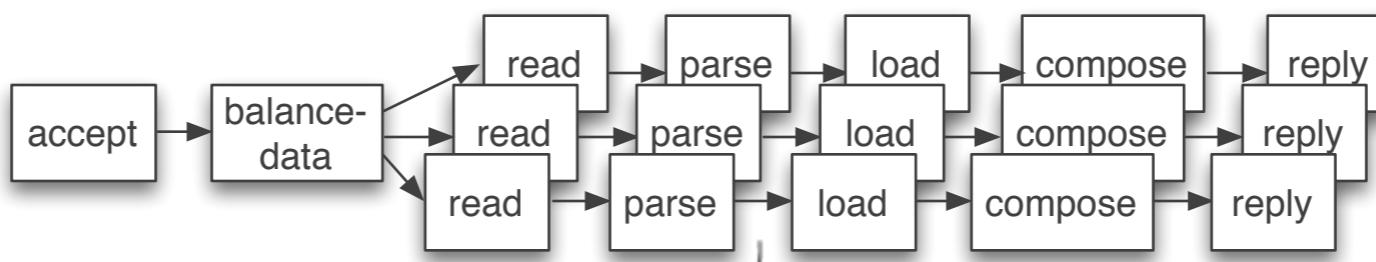
one two three
[cnn nil nil]
[nil cnn nil]
[nil nil cnn]



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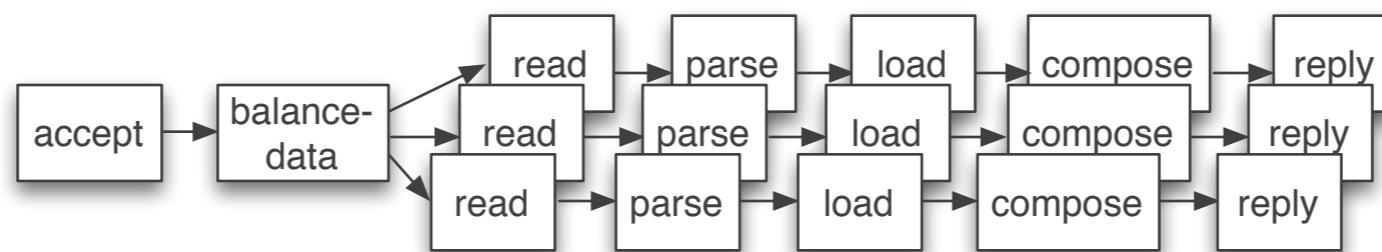


Beware:
Each operator/function *invocation*
has its own state!

Closures and Destructuring

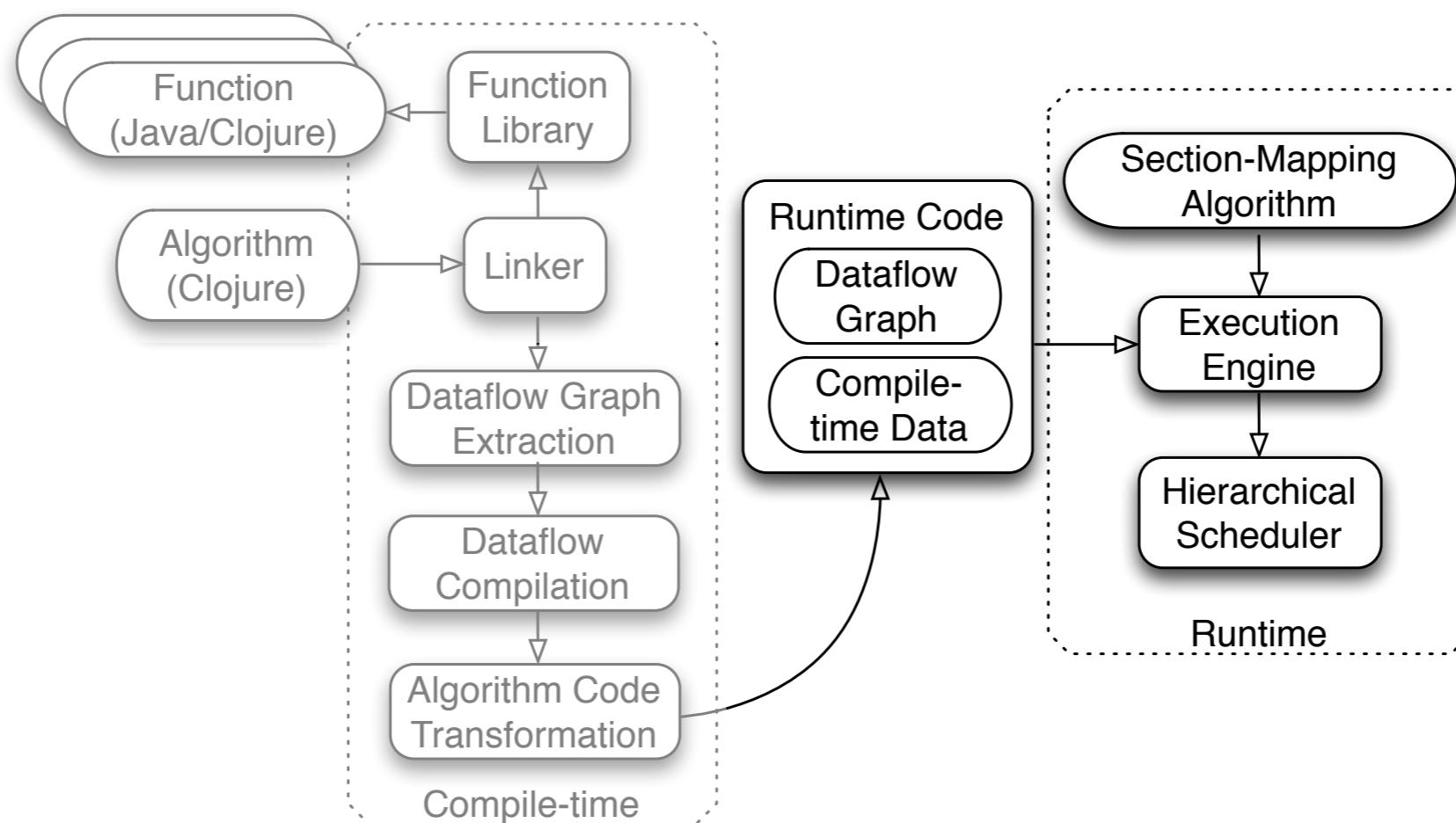
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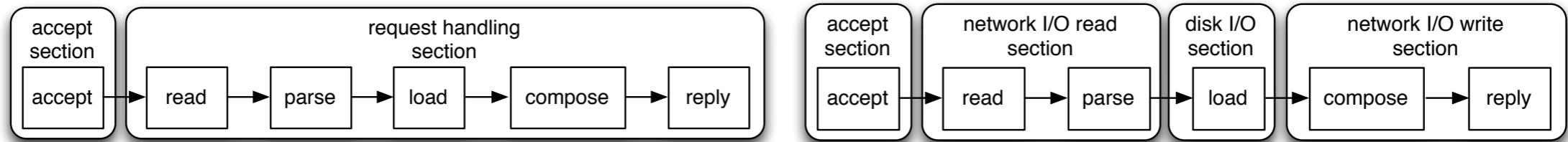
```
(ohua
(let [cnn (accept 80)]
  (|| 3 cnn (-> read parse load compose reply))))
```

Ohua



Sections

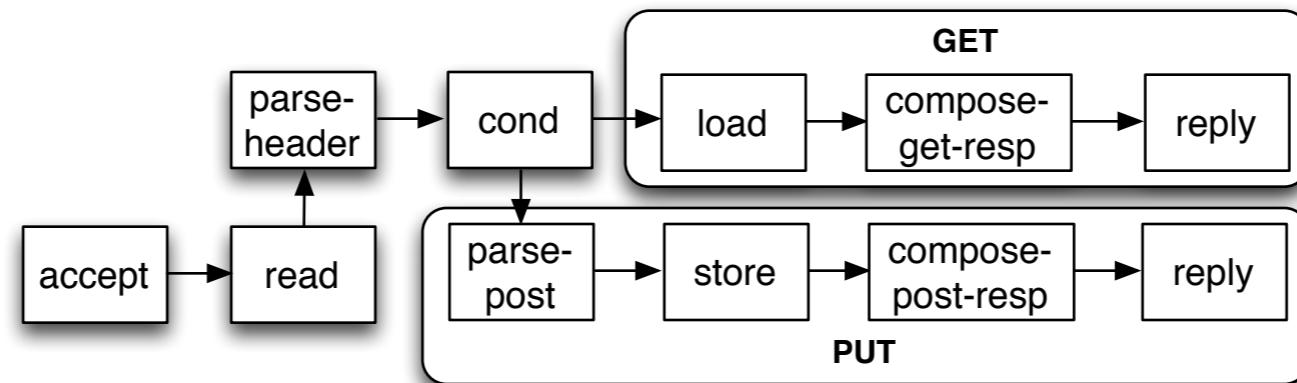
- Dataflow execution model: pipeline parallelism.
- Section: set of one or more operators.



- Construct section mapping from execution restrictions.
- Hierarchical scheduling:
 - Sections executed across thread pool \Rightarrow parallel.
 - Operators scheduled cooperatively \Rightarrow sequential.

Synchronization

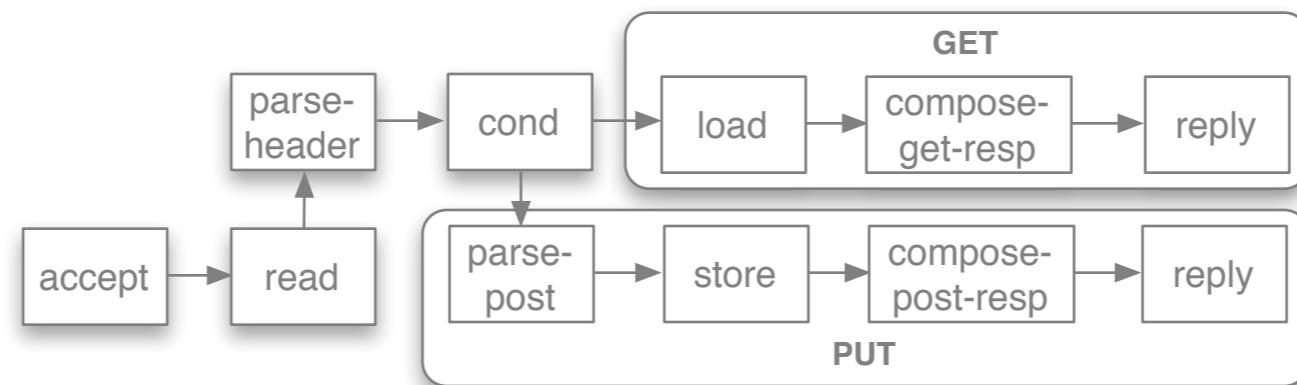
- Sections provide lock-free synchronization!
- Consider parallel request handling by type:



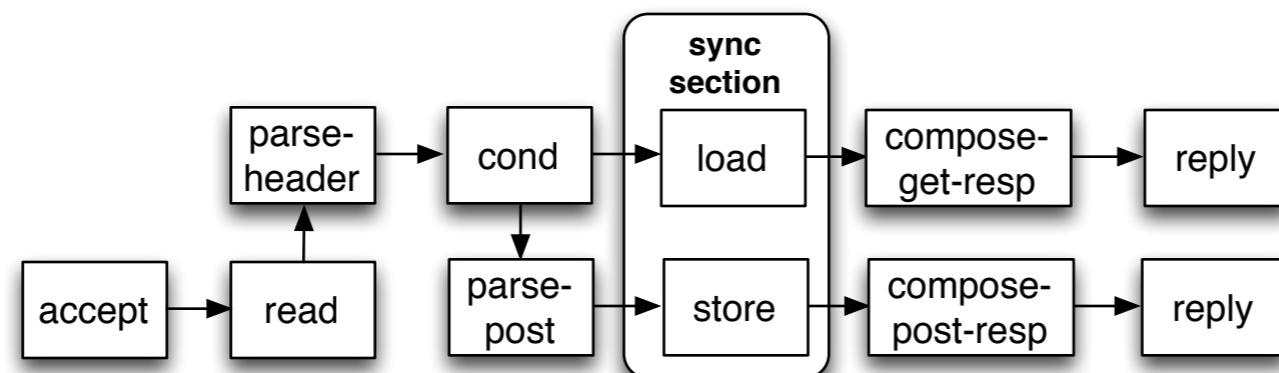
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Synchronization

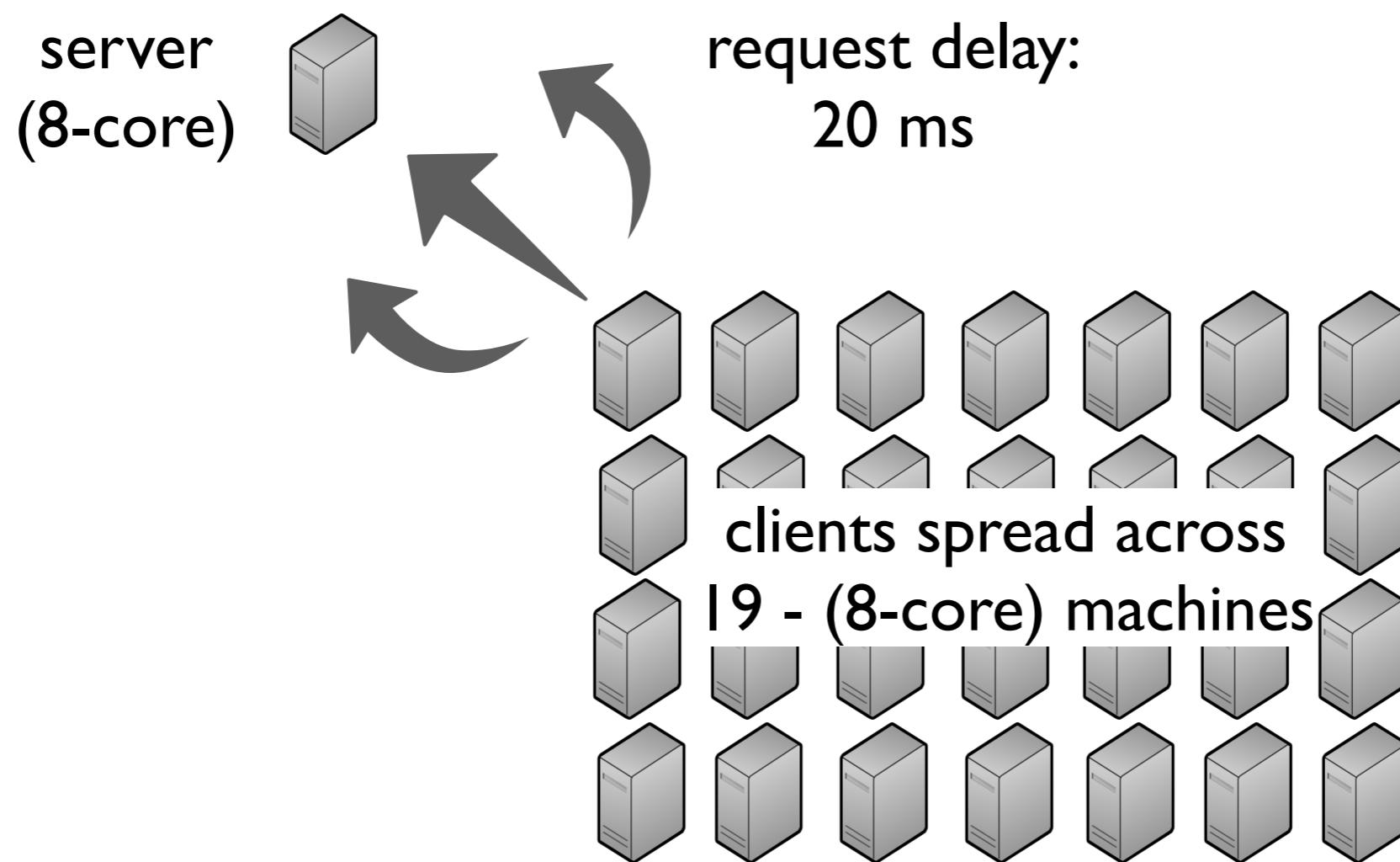
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Experimental Setup

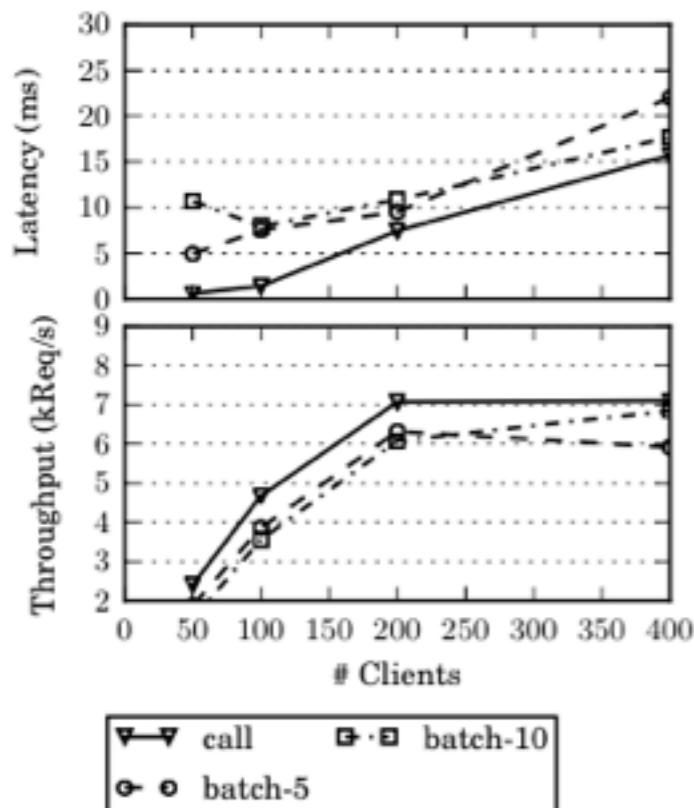


Section Strategies

- Goal: web server fine-tuning without code changes.

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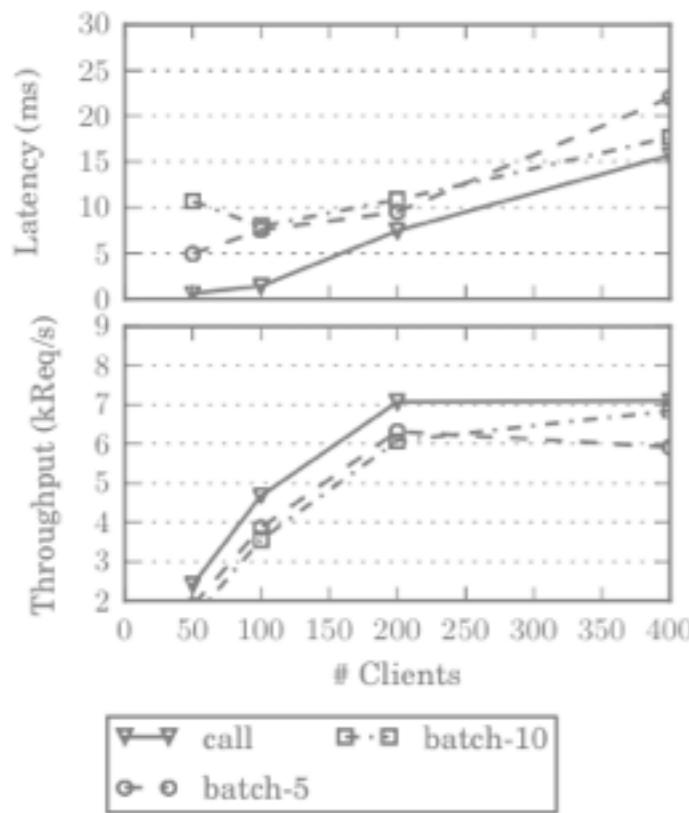


(a) Operator Scheduling Overhead

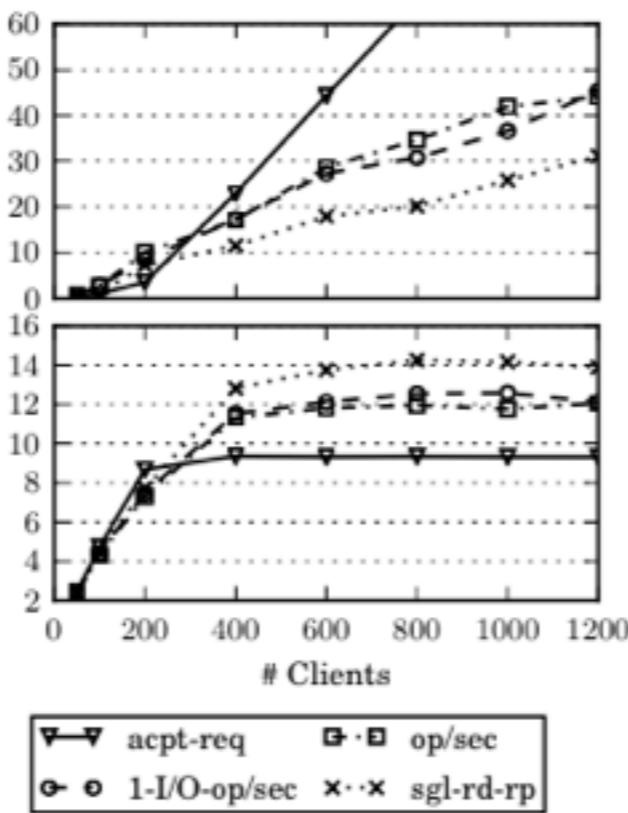
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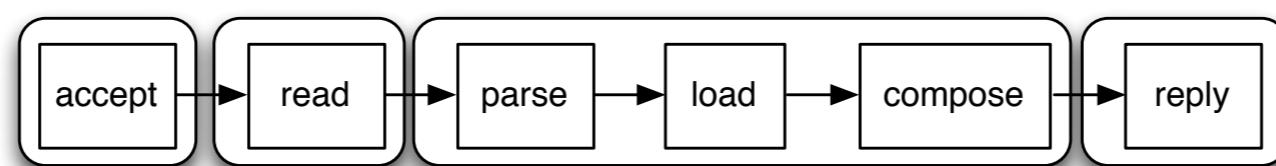


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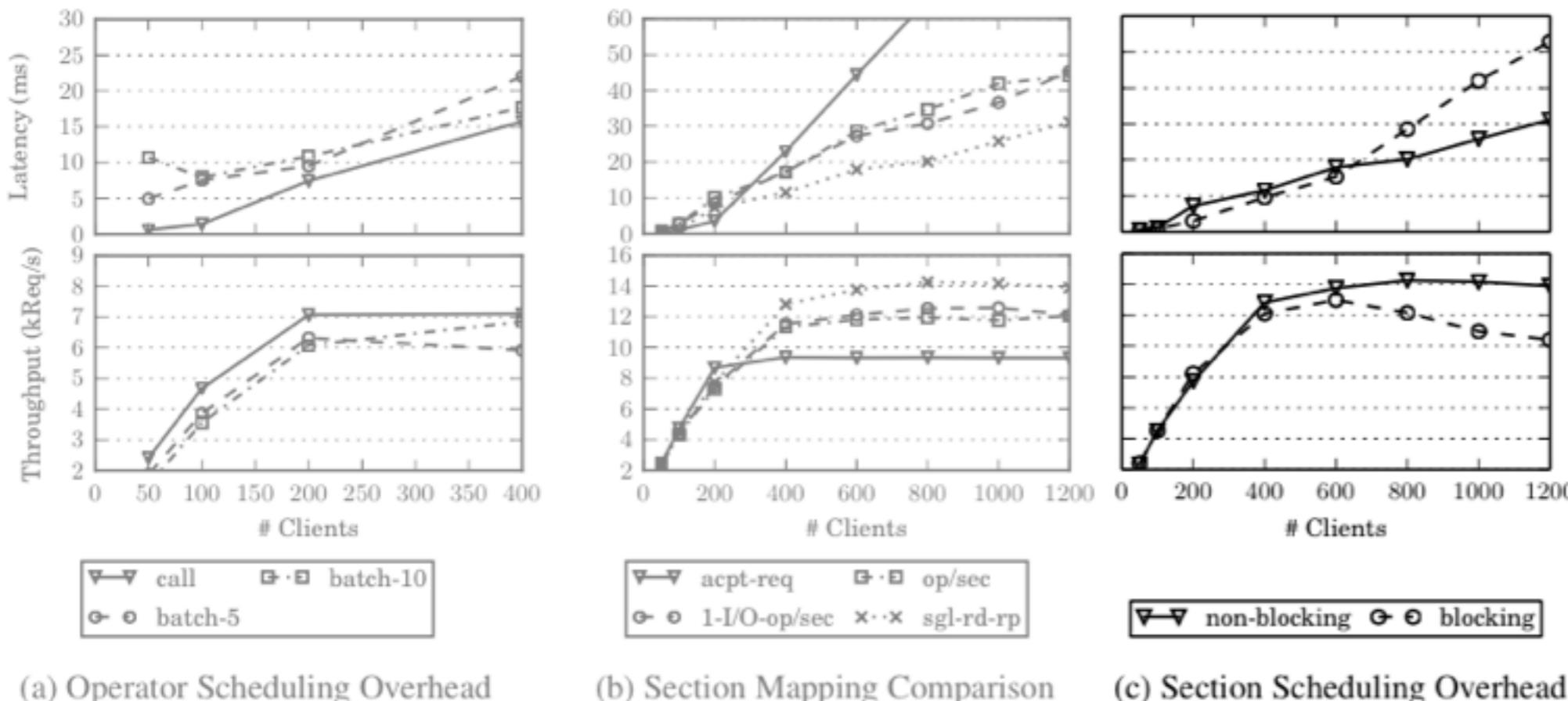
(b) Section Mapping Comparison

- Best deployment strategy: call/sgl-rd-rp

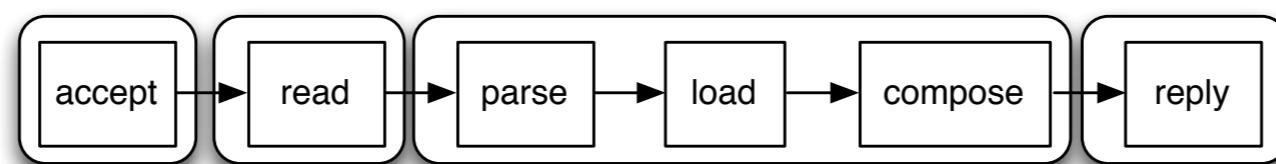


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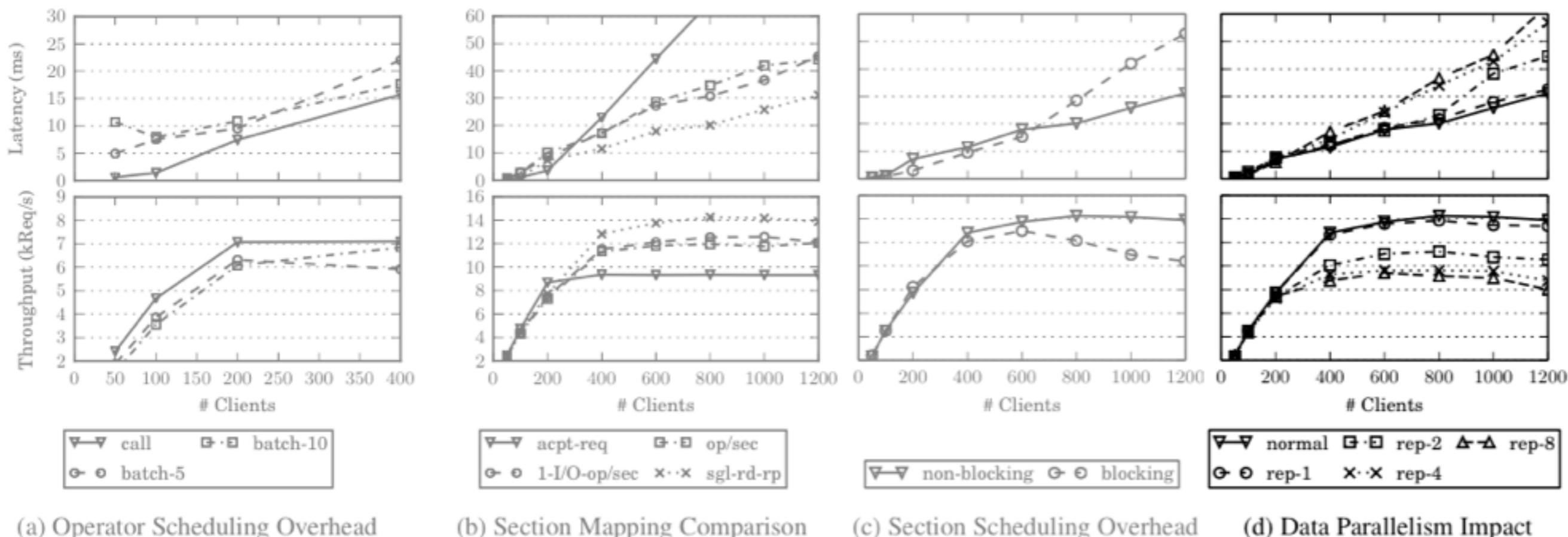


- Best deployment strategy: call/sgl-rd-rp/non-blocking

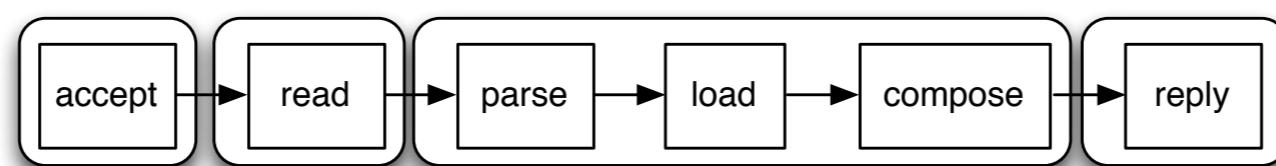


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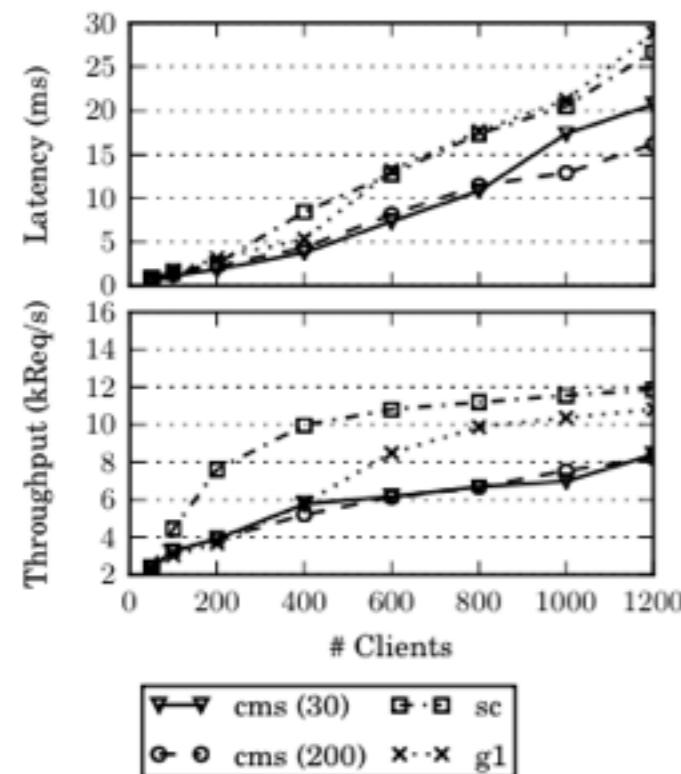
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- Best deployment strategy: call/sgl-rd-rp/non-blocking/normal

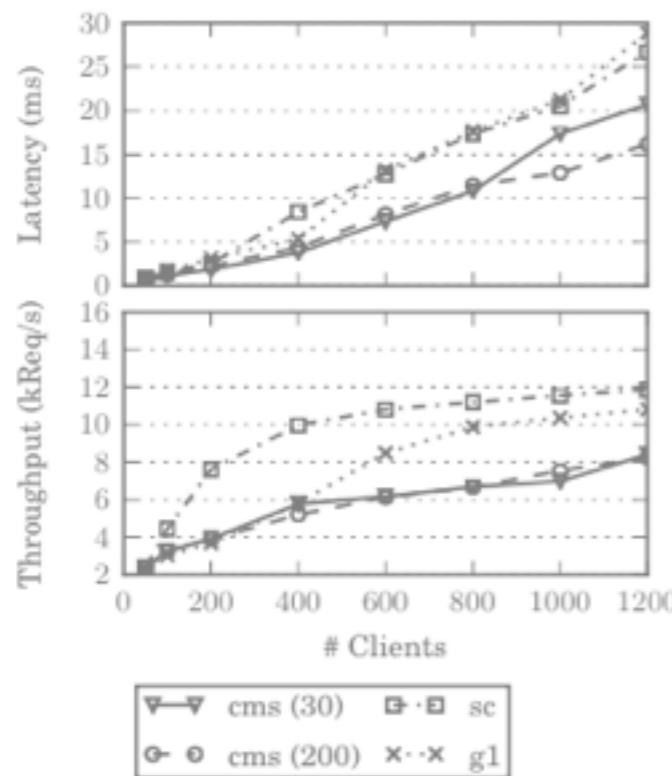


Jetty vs. Ohua

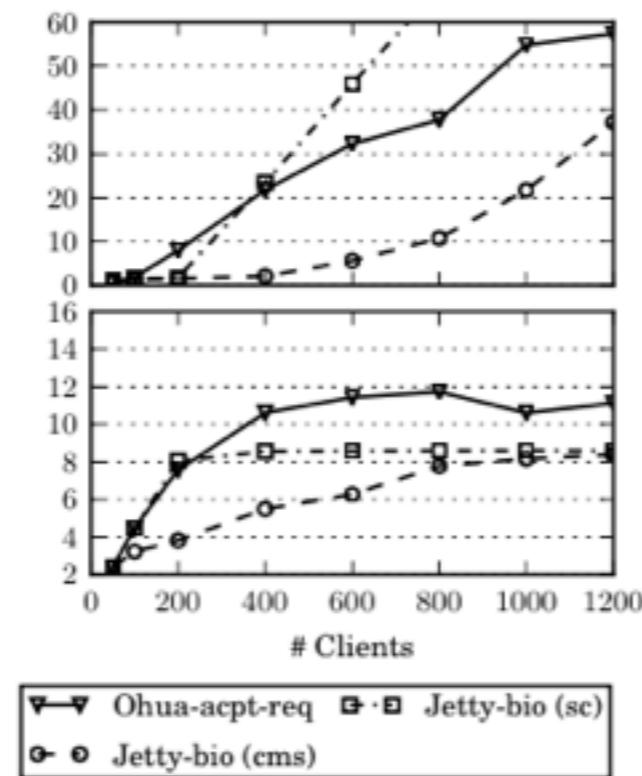


(a) Jetty GC

Jetty vs. Ohua

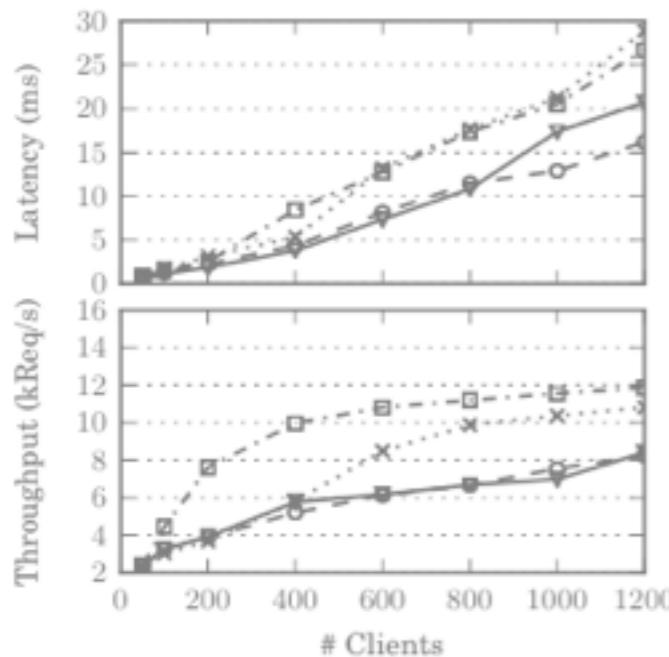


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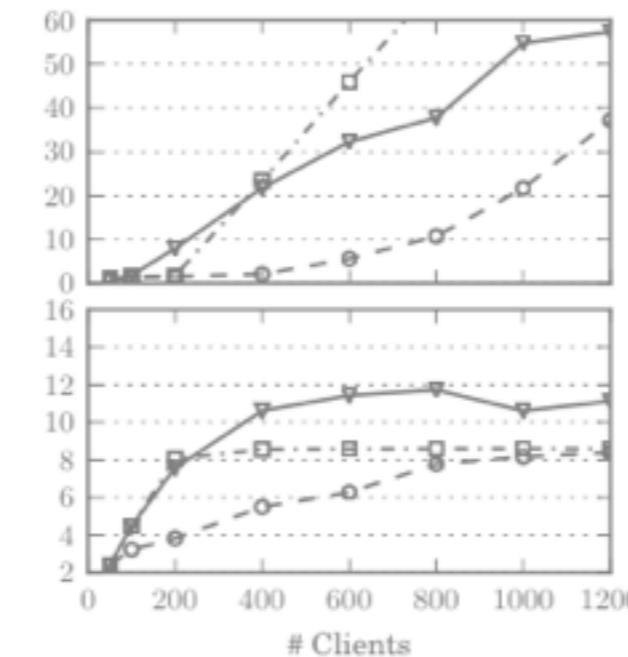


(b) BIO

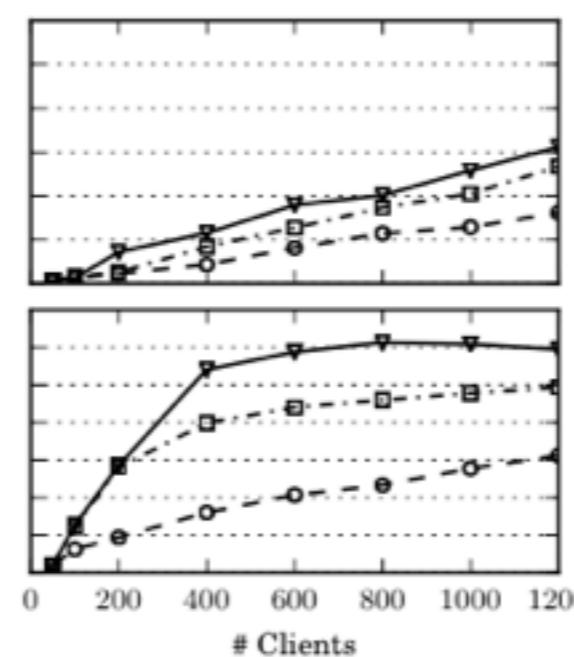
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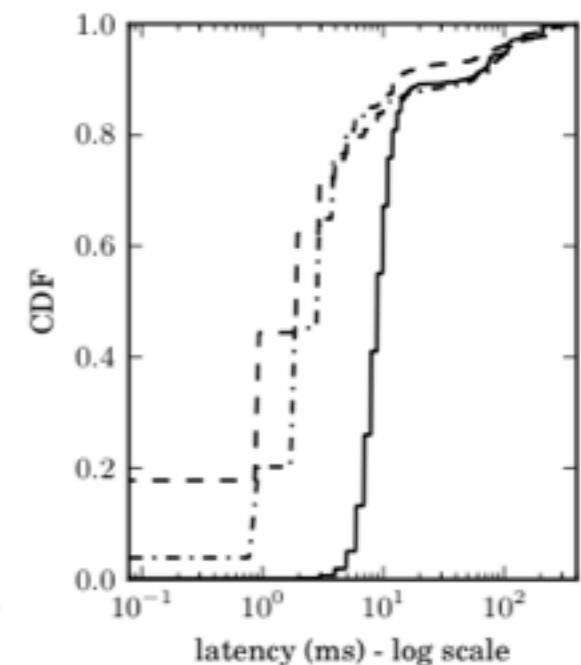
(a) Jetty GC



(b) BIO



(c) Async NIO



(d) Req. latency

- Ohua is
 - ⇒ comparable to Jetty (NIO) in terms of latency,
 - ⇒ outperforms Jetty (NIO) in terms of throughput,
 - ⇒ but without pre-selecting the GC and
 - ⇒ without mixing programming models.

Stateful Functional Programming (SFP)

- SFP programming model:

program = declarative algorithms + stateful functions
- Benefits:
 - ⇒ Scalable system construction via algorithm composition.
 - ⇒ Implicit parallelism for algorithms.
- Future work: (tip of the ice berg)
 - ⇒ No deadlocks or data races.
 - ⇒ Leverage dataflow experience for runtime optimizations.

Thanks for your attention!

Questions?

<https://clojars.org/ohua>

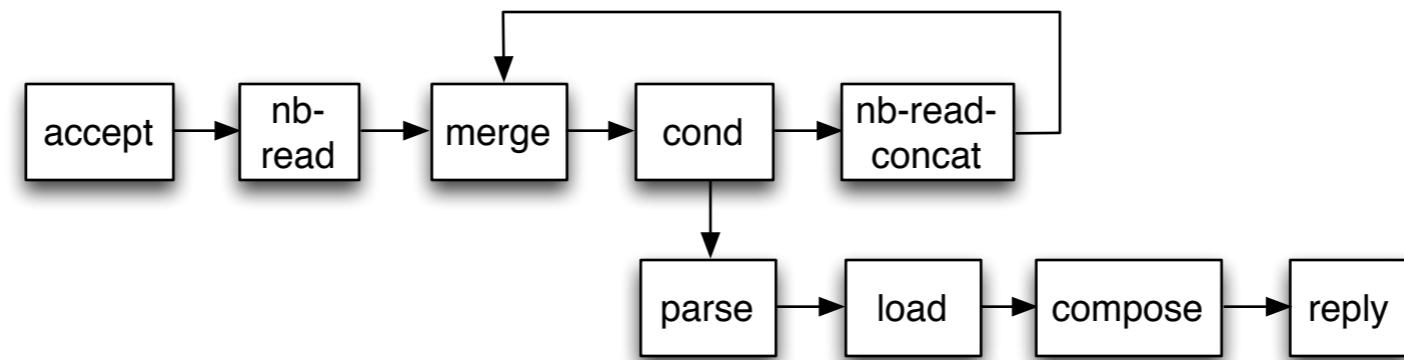
<https://bitbucket.org/sertel/ohua>

<https://bitbucket.org/sertel/ohua-server>

Loops

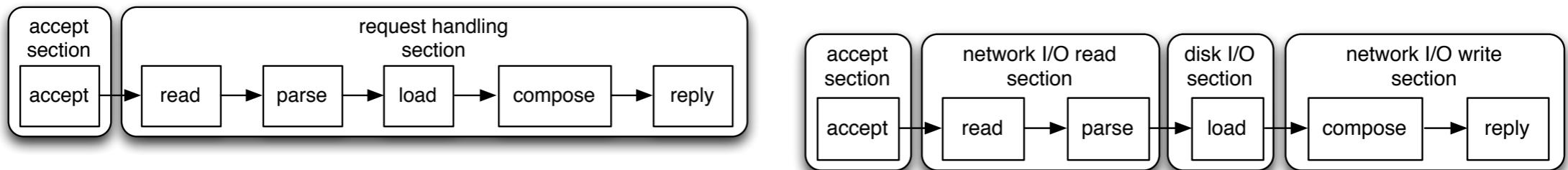
- Example: non-blocking read

```
Cohua
  (reply (compose (load (parse
    (loop [[read-data cnn] (nb-read (accept 80))]
      (if (.endsWith read-data "\n\n") ; stop on blank line
          [read-data cnn]
          (recur (nb-read-concat cnn read-data))))))))
```



- Beware of state inside loops!

Sections

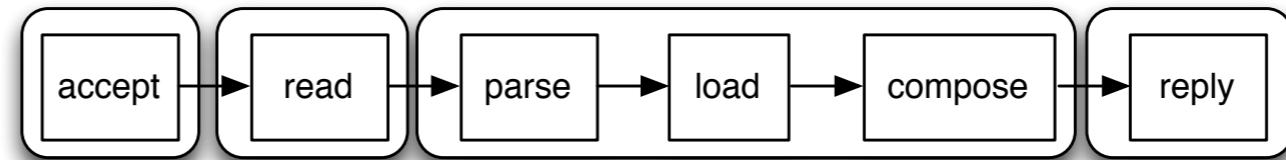


- Manual section configuration via regular expressions:

```
'(["accept.*"] ["read.*" "parse.*" "load.*" "compose.*" "reply.*"])
```

```
'(["accept.*"] ["read.*" "parse.*"] ["load.*"] ["compose.*" "reply.*"])
```

- Restrictions:



```
(doto (new java.util.Properties)
  (.put "section-strategy" "com.ohua.LooseConfigurableSectionMapping")
  (.put "section-config" '(["parse.*" "load.*" "compose.*"])))
```

- Ultimate goal: automatic section configuration.

Type sensitive request handling

```
(ohua
  (let [[_ resource-ref] (-> 80 accept read parse)]
    (if (.startsWith resource-ref "news/")
        (-> resource-ref load-ram write reply)
        (-> resource-ref load-hd write reply))))
```

- Scenario: small feeds in RAM vs. articles on disk
- Goal: unblock feeds from articles

Type sensitive request handling

cohuia

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