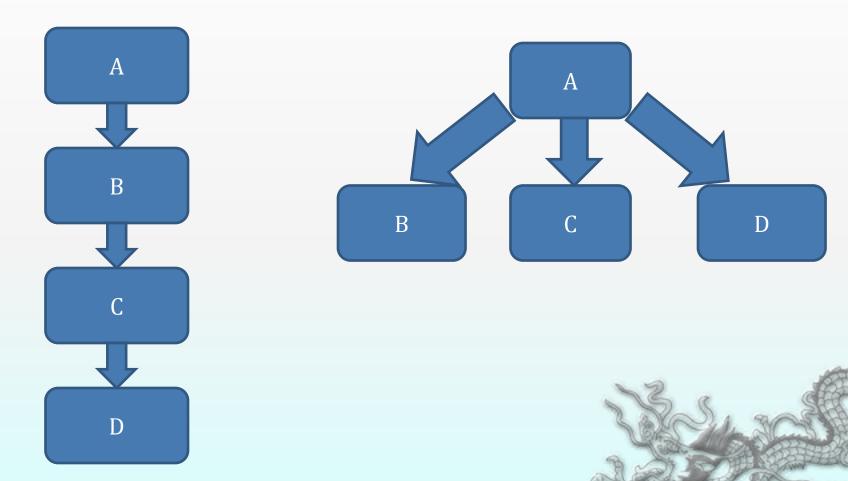
Automatic Parallelism Discovery

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Introduction



Sequential vs Parallel execution

wit

win

Introduction

- Why do we need parallel execution?
 - Ever increasing computation scale
 - Limited computational power of a single core

Introduction

- A dilemma:
 - Emerging need for parallel computing
 - Difficulty of parallel programming

- A solution:
 - Automatic parallel execution of sequential program

Related work

Swift:

 "A system for the rapid and reliable specification, execution, and management of large-scale science and engineering workflows."

Seems like all we need?

Related work

- Drawbacks:
 - Language limitation:
 - Single assignment
 - Scalability issue
- Proposed solution:
 - Dependency graph generation
 - + execution engine

Dependency graph generation

- A directed acyclic graph
- A node:

The smallest block of code that is scheduled for parallel execution

An edge:

A node depends on the completion of another node before it can be executed

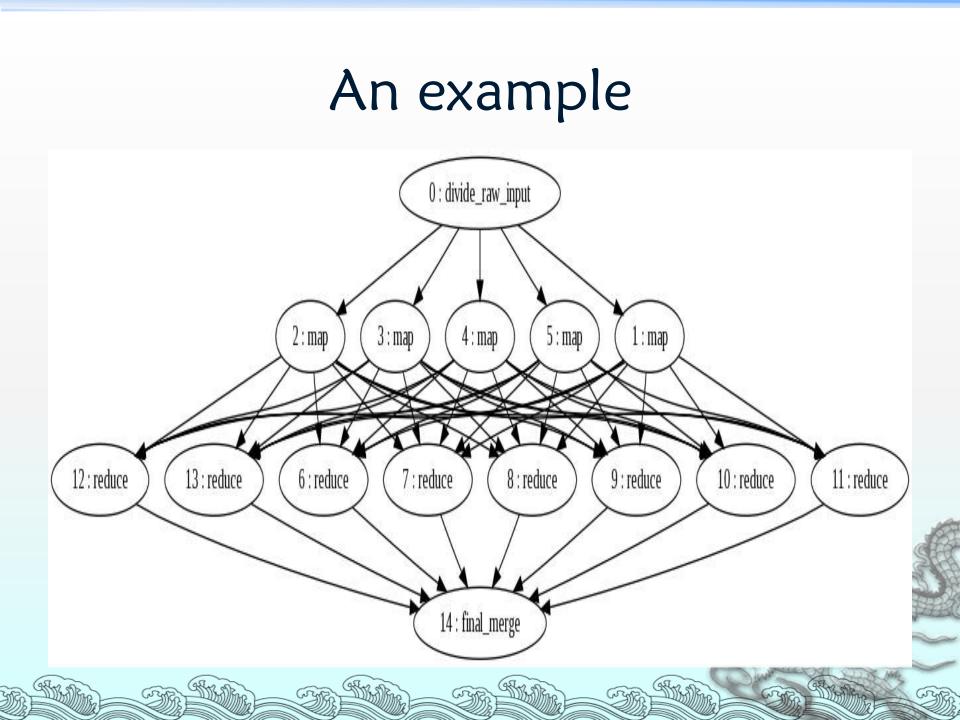
An example

divide_raw_input(in_file, in_file_1, ..., in_file_MAPSIZE)

for (i = 0; i<MAPSIZE ; i++):
 Map(in_file_i, intermed_file_i_1, ...,
 intermed_file_i_REDUCESIZE)</pre>

for (i = 0; i<REDUCESIZE ; i++):
 Reduce(intermed_file_1_i, ..., intermed_file_MAPSIZE_i,
 out_file_i)</pre>

Combine_output(out_file_1, ..., out_file_REDUCESIZE, out_file)



Task execution

- A node (task) can be executed if:
 - It has no in-edge
 - All nodes that it depends on have been completed

Task execution

- A set of nodes ready to be executed
- A dependency factor for each node
- Update the dependency factor upon the completion of every node
- Update the "ready set"
- O(E) time complexity

Further optimization

- Pipeline the graph building and the task execution
 - A window of size n on the dependency graph will be enforced while the execution is working
 - Address the scalability issue

Questions?



Thank you!