Brief Announcement: Serial-Parallel Reciprocity in Dynamic Multithreaded Languages

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ABSTRACT

In dynamically multithreaded platforms that employ work stealing, there appears to be a fundamental tradeoff between providing provably good time and space bounds and supporting ***SP-reciprocity***, the property of allowing arbitrary calling between parallel and serial code, including legacy serial binaries. Many known dynamically multithreaded platforms either fail to support SP-reciprocity or sacrifice on the provable time and space bounds that an efficient work-stealing scheduler could otherwise guarantee.

We describe PR-Cilk, a design of a runtime system that supports SP-reciprocity in Cilk and provides provable bounds on time and space. In order to maintain the space bound, PR-Cilk uses ***subtree-restricted work stealing***. We show that with subtree-restricted work stealing, PR-Cilk provides the same guarantee on stack space usage as ordinary Cilk. The completion time guaranteed by PR-Cilk is slightly worse than ordinary Cilk. Nevertheless, if the number of times a C function calls a Cilk function is small, or if each Cilk function called by a C function is sufficiently parallel, PR-Cilk still guarantees linear speedup.

Categories and Subject Descriptors: D.1.3 [Programming Techniques]: Concurrent Programming

General Terms: Algorithms, Design, Languages, Performance, Theory

Keywords: Cilk, dynamic multithreading, Intel Threading Building Blocks, scheduling, work stealing, serial-parallel reciprocity

1. INTRODUCTION

Work stealing [3, 5, 6, 4, 7, 9, 10, 11, 14, 19, 23] is fast becoming a standard way to load-balance dynamically multithreaded computations on multicore hardware. Concurrency platforms that support work stealing include Cilk-1 [4], Cilk-5 [10], Cilk++ [18], Fortress [2], Hood [6], Java Fork/Join Framework [15], Task Parallel Library (TPL) [17], Threading Building Blocks (TBB) [20], and X10 [8]. Work stealing admits an efficient implementation that guarantees bounds on both completion time and stack space usage [5, 10], but many existing implementations that achieve these bounds — including Cilk-1, Cilk-5, and Cilk++ — do not exhibit ***series-parallel reciprocity***, or ***SP-reciprocity***[16] for short, *i.e.*, the property of allowing arbitrary calling between parallel and serial code, including legacy (and third-party) serial binaries. Without SP-reciprocity, it can be difficult to integrate a parallel library into an existing legacy code base.

Unfortunately, supporting SP-reciprocity in a concurrency platform that employs work stealing often weakens the bounds on program completion time or stack space consumption that the platform could otherwise guarantee.[1] For instance, TBB supports SP-reciprocity by employing a heuristic referred to as "depth-restricted work stealing" [22] to limit stack space usage, but it does not guarantee a provably good time bound. In [16], the authors propose a modification to the Cilk-5 runtime that provides provable time and space bounds and supports SP-reciprocity, but their system requires additional operating system support. In addition, the space bound of [16] is slightly weaker than Cilk-5.

In this work, we present another point in the design space for work-stealing concurrency platforms, referred to as ***PR-Cilk***, which employs the heuristic of "subtree-restricted work stealing". PR-Cilk supports SP-reciprocity, preserves the same space bound as Cilk-5, and provides a provable but slightly weaker time bound as compared to Cilk-5. To be more precise, let T_1 be the ***work*** of a deterministic computation (its serial running time), and let T_∞ be the ***span*** of the computation (its theoretical running time on an infinite number of processors). Let V be the number of Cilk function instances which are called from some C function, and let $\widetilde{T}_\infty$ be the "aggregate span" of the computation, where $\widetilde{T}_\infty$ is bounded by the sum over all the spans for each of the V Cilk function instances. We prove that PR-Cilk executes the computation on P processors in expected time $\mathrm{E}[T] = O(T_1/P + \widetilde{T}_\infty + V \lg P)$. We do not present the proof due to space constraints, but to summarize, this bound achieves linear speedup when V is small, or when each of the V Cilk function instances has sufficient parallelism. As for space, PR-Cilk achieves the same space bound as Cilk; if S_1 is the stack space usage of the serial execution, then the stack space S_P consumed during a P-processor execution satisfies $S_P \leq PS_1$.

2. DIFFICULTIES OF SP-RECIPROCITY

This section outlines some of the challenges in supporting SP-reciprocity in a language such as Cilk [10]. In particular, the design of Cilk's work-stealing scheduler and its support of the "cactus stack" abstraction prevent Cilk from efficiently supporting SP-reciprocity. We also outline some of the difficulties associated with other approaches for supporting SP-reciprocity.

Cilk's work-stealing scheduler

In Cilk, the programmer specifies the logical parallelism of a program using the keywords **spawn** and **sync**. When a function A ***spawns*** a function B (by preceding the invocation of B with the keyword **spawn**), the ***parent*** function A invokes the ***child*** function

[1] Although Fortress, Java Fork/Join Framework, TPL, and X10 employ work stealing, they do not suffer from the same problems, because they are byte-code interpreted by a virtual-machine environment.

SPAA'10, June 13–15, 2010, Thira, Santorini, Greece.
ACM 978-1-4503-0079-7/10/06.

B without suspending the parent, thereby exposing potential parallelism. The keyword **sync** acts as a local barrier, indicating that the control cannot pass the **sync** statement until all previously spawned functions have returned.

Cilk's work-stealing scheduler load-balances parallel execution across the available ***worker*** threads while respecting the program's logical parallelism. Cilk follows the "lazy task creation" strategy described in [14], where the worker suspends the parent function when a child function is spawned and begins working on the child. Operationally, when a worker encounters a **spawn**, it invokes the child function and suspends the parent, just as with an ordinary subroutine call, but it also places the parent frame on the bottom of its ***deque*** (double-ended queue). When the child returns, the worker tries to pops the parent frame off the bottom of its deque and resume the parent frame. Pushing and popping frames from the bottom of the deque is the common case, and mirrors precisely the behavior of C or other Algol-like languages in their use of a stack.

A worker exhibits behavior that differs from ordinary serial stack execution if it runs out of work. This condition can happen due to two cases. First, the worker may stall at a **sync** in a function because some of the function's spawned children have not yet returned. Second, the worker may return from a **spawn** and find that its deque is empty (*i.e.*, all its ancestor frames have been stolen).[2] When the worker has no work, the worker becomes a ***thief***, and attempts to steal the topmost frame from a randomly chosen ***victim*** worker. If a frame exists, the steal is ***successful*** and the worker resumes the stolen frame; otherwise, the worker continues trying to work-steal.

Cilk's support for the cactus-stack abstraction

An execution of a serial Algol-like language, such as C [13] or C++ [21], can be viewed as a "walk" of an ***invocation tree***, which dynamically unfolds during execution and relates function instances by the "calls" relation: if function instance *A* calls function instance *B*, then *A* is a ***parent*** of the ***child*** *B* in the invocation tree. Such serial languages use a ***linear-stack representation***: the stack pointer is advanced as a function is invoked and restored as the function returns. With a linear stack, frames for caller and callee are allocated in contiguous space. This representation is space-efficient, because all the children of a given function can use and reuse the same region of the stack.

The notion of the invocation tree can be extended to include spawns, as well as calls, but unlike the serial walk of an invocation tree, a parallel execution unfolds the tree more haphazardly and in parallel. Since multiple children of a function may be extant simultaneously due to spawns, a linear-stack data structure no longer suffices for storing activation frames. Instead, the tree of extant activation frames forms a ***cactus stack*** [12].

Cilk supports the cactus stack abstraction by allocating frames for Cilk functions in noncontiguous space, where each frame is linked to its parent frame. These frames in the noncontiguous memory are referred as ***shadow frames*** to differentiate from the ***activation frames*** in the linear stacks. As a result, the call / return linkage for a Cilk function (henceforth referred to as the ***Cilk linkage***) differs from the ordinary C linkage: a Cilk function passes parameters and returns value via its shadow frame. That means, if a parent passes a pointer of its local variable to its child, the pointer refers to the location in the shadow frame. Thus, when a worker's deque is empty, its corresponding linear stack can be emptied as well; the worker can freely pop off the suspended activation frames in its linear stack. Since a worker only steals when its deque is empty, each worker uses no more stack space than the space used by the serial execution of the program. Moreover, with this strategy, multiple extant children can share a single view of their parent frame, as required by the cactus stack abstraction.

This implementation allows Cilk to provide a provable space bound, but does not allow for SP-reciprocity because it uses the Cilk linkage to spawn, which is incompatible with the ordinary C linkage. A sharp delineation exists between C and Cilk: while a Cilk function may call a C function, a C function may not call back to a Cilk function, unless the C function is also recompiled to use the special Cilk linkage.

[2] In this second case, the worker first checks whether the parent is stalled on a **sync** statement and whether this child is the last child to return. If so, it resumes the parent function after the **sync**.

Other alternatives

Alternatively, one may conceivably implement the memory abstraction of a cactus stack using ordinary linear stacks, and thus eliminate the special linkage to allow SP-reciprocity. For example, if a Cilk function *A* executing on worker p has multiple extant children, other workers executing these extant children may share a single view of *A*'s frame sitting in p's stack space. This strategy compromises either the completion time or stack space bound, however. A key obstacle is the fact that once a frame has been allocated, its location in virtual memory cannot be changed, because there may be a pointer to a variable in the frame elsewhere in the system. Thus, if *A*'s frame is shared among workers, p cannot pop *A* off its stack until all *A*'s extant children return. If p runs out of work before *A* can be resumed, in general p has two options. First, p can block and wait for *A*'s children to complete. This option causes workers to block and therefore invalidates Cilk's completion time bound. Second, p can go steal work from some other worker. In this case, p has no choice but to push the stolen work, say *B*, onto its stack below *A*.[3] If *A* is already deep in the stack, and *B* is close to the top of the invocation tree, p's stack can grow twice as deep as what it would be in a serial execution. Furthermore, even when *A* is done executing and can return, the stack space where *A* resides cannot be reused until *B* also returns. This scenario could occur recursively, consuming impractically large stack space.

A combination of the two options is also possible. TBB operates on linear stacks with ordinary linkage and thus provides SP-reciprocity. TBB allows work-stealing as in the second option, but to limit space consumption, TBB employs ***depth-restricted work stealing***, where a worker is restricted to steal only tasks which are deeper than the worker's deepest blocked task. The fact that a thief can steal from arbitrary part of the invocation tree (provided the depth restriction is not violated) makes it difficult to prove a non-trivial upper bound on the completion time, however. For a lower bound, [22] describes a computation for which TBB with depth-restricted work stealing runs asymptotically serially, but for which Cilk can achieve linear speedup.

3. PR-Cilk DESIGN

PR-Cilk supports SP-reciprocity and guarantees provable time and space bounds by using a strategy called ***subtree-restricted work stealing***. In addition, PR-Cilk uses shadow frames of Cilk functions and the ordinary activation frames for C functions. Some modifications to the runtime system and the compiler are required in order to support transitioning between two different types of frames and linkages. Due to space limit, however, we focus our attention on how PR-Cilk supports subtree-restricted work stealing using "parallel regions", a mechanism adapted from HELPER [1].

[3] We assume the stack grows downward.

To remind ourselves of the problem, suppose a worker p executes a C function *foo* which calls a Cilk function A. Since *foo* uses the activation frame, the stack space associated with *foo* can not be removed from p's stack until all the descendants of A in the invocation tree are completed. If p runs out of the work before all children of A finish, as we mentioned earlier, p must either block and wait for A's extant children to complete (thus sacrificing the time bound) or steal (and potentially consume excessive space). PR-Cilk addresses this problem by using ***subtree-restricted work stealing***, which forces p to steal from only within A's subtree in the invocation tree. Notice that, in any serial execution, the stack depth of any frame within A's subtree is greater than the stack depth of A, where p is stalled. Therefore, no processor can use more stack space than the serial execution, and we maintain the Cilk stack space bound. Furthermore, any work p steals is work that must be completed in order for A to return, and p is (in some sense) helping to complete its own work. At a glance, it may seem that PR-Cilk's subtree-restricted work stealing is similar to TBB's depth-restricted work-stealing; in fact, subtree-restricted work stealing is more restrictive than depth-restricted work-stealing. In this case, however, the stronger restriction implies a better provable completion time bound, because a stronger restriction eliminates certain undesirable schedules that the weaker restriction allows.

By default in Cilk, a worker is only allowed to steal from the top of a deque; Cilk has no mechanism for limiting work stealing to some subtree of the invocation tree. To support subtree-restricted work stealing, PR-Cilk augments the Cilk-5 runtime system with ***parallel regions***. A parallel region construct for Cilk was originally described in HELPER [1] as a way of supporting nested parallelism in locked critical sections. Here, we use the term ***parallel region*** to refer to a subcomputation with nested parallelism whose root represents a Cilk function called by a C function, but the mechanism for supporting parallel regions is almost identical.

Conceptually, each parallel region R_A is an instance of a Cilk function that uses its own ***deque pool*** — a set of deques — for self-contained scheduling. When a worker p starts a parallel region R_A, the runtime system creates a new deque pool for R_A, denoted by $\mathtt{dqpool}(R_A)$. The runtime system allocates a deque $q \in \mathtt{dqpool}(R_A)$ to a worker p when p is ***assigned*** to R_A. In order to support nested parallel regions, each worker p maintains a chain of deques, each for a different region, with the bottom deque in the chain being p's active deque. Whenever a worker p tries to steal, it only steals from deques in the same pool as p's active deque.

We can directly use the design of parallel regions to support subtree-restricted work stealing in PR-Cilk. When worker p calls a Cilk function A from a C function *foo*, it implicitly invokes a function called `start_region`. The `start_region` call causes p to start a new region, which involves p creating a new deque pool $\mathtt{dqpool}(R_A)$ and creating a new deque q for itself in $\mathtt{dqpool}(R_A)$. After creating the region, p continues to execute A, which may spawn more functions under region R_A, and the frames associated with these functions are added to q. Other workers may later be assigned to this region by randomly stealing into the region. Any additional work created by these workers within R_A is added to some deque in $\mathtt{dqpool}(R_A)$ as well. If p later stalls on a **sync** in A, it can now steal work from any deque in the pool $\mathtt{dqpool}(R_A)$, since such work belongs to the subtree rooted at A.

Since PR-Cilk uses the same policy for workers entering and leaving parallel regions as described in [1], the completion time and stack space bounds in [1] can be simplified and applied directly to PR-Cilk. PR-Cilk computations have more structure than HELPER, however. Specifically in PR-Cilk, regions are not associated with locks, so a worker is assigned to a region only by either starting the region or stealing into the region, whereas in HELPER, a worker can also be assigned to a region via acquiring a lock associated with the region. Given this property, we believe that one can potentially improve the time bound. As future work, we hope to improve the time bound and explore the implications of having different entering and leaving policies for parallel regions, as the completion time may be affected depending on the policy used.

Acknowledgments

We like to thanks Matteo Frigo of Axis Semiconductor, and members of the Supertech Research Group at MIT CSAIL for helpful discussions. This research was supported in part by NSF Grant CNS-0615215.

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