High-level concurrency concepts

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NPRG014 2018/2019

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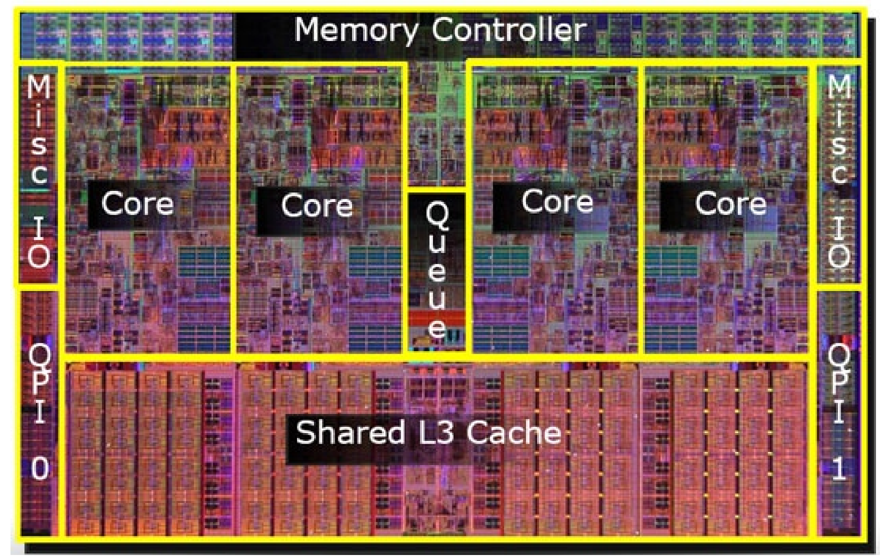
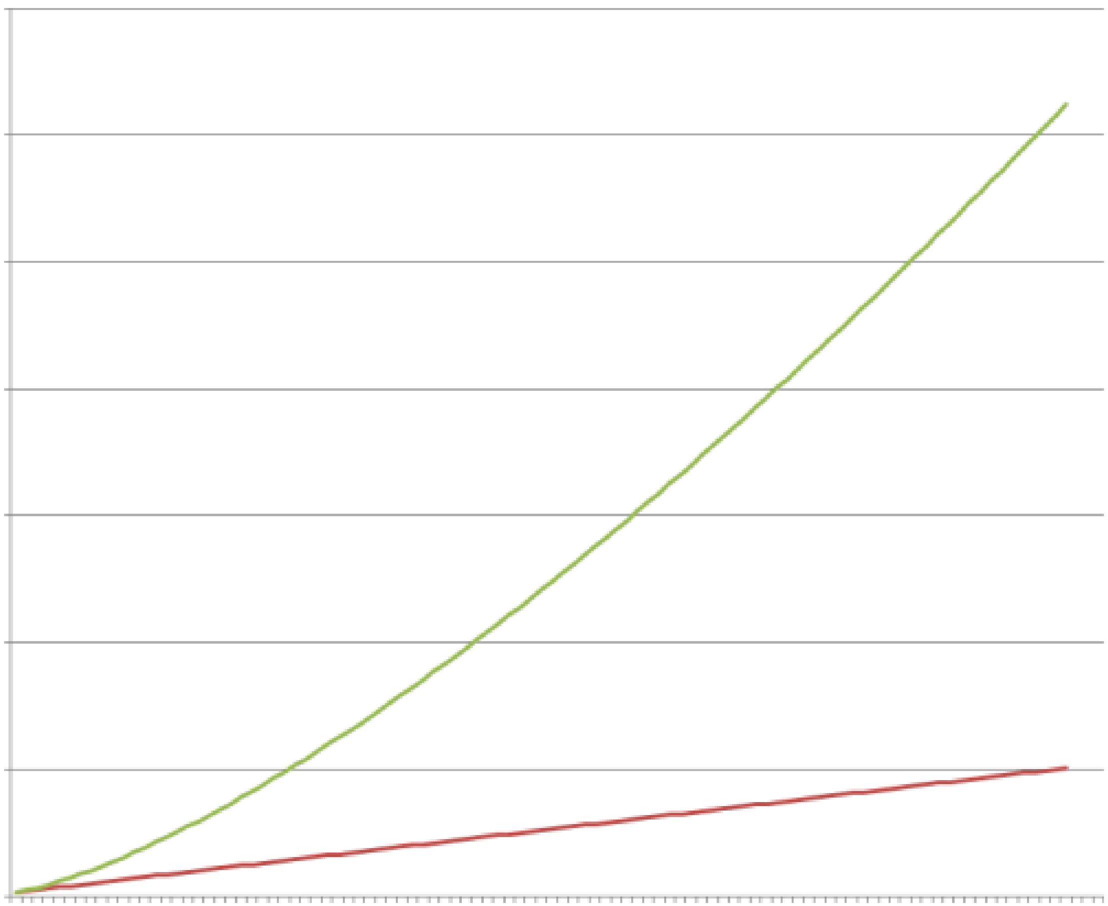
@vaclav_pech

Why concurrency?



We're all in the parallel computing business!

of cores



JVM machinery

Thread, Runnable, Thread Pools

JVM machinery

Thread, Runnable, Thread Pools

Synchronized blocks

Volatile

Locks

Atomic

Dealing with threads sucks!

```
public class Counter {
    private static long count = 0;

    public Counter() {

        count++;

    }
}
```

Dealing with threads sucks!

```java
public class Counter {
    private volatile static long count = 0;

    public Counter() {

        count++;

    }
}
```

Dealing with threads sucks!

```
public class Counter {
   private volatile static long count = 0;

   public Counter() {

         count = count + 1;

   }
}
```

Dealing with threads sucks!

```java
public class Counter {
    private static long count = 0;

    public Counter() {
        synchronized (this) {
            count++;
        }
    }
}
```

Dealing with threads sucks!

```
public class Counter {
    private static long count = 0;

    public Counter() {
        synchronized (this.getClass()) {
            count++;
        }
    }
}
```

Dealing with threads sucks!

```
public class Counter {
    private Long count = 0;

    public doSomething() {
        synchronized (count) {
            count++;
        }
    }
}
```

Dealing with threads sucks!

```
public class Counter {
    private Long count = 0;

    public doSomething() {
        synchronized (count) {
            count = new Long(count.longValue() + 1);
        }
    }
}
```

Dealing with threads sucks!

```
public class ClickCounter implements ActionListener {
    public ClickCounter(JButton button) {
        button.addActionListener(this);
    }

    public void actionPerformed(final ActionEvent e) {
        ...
    }
}
```

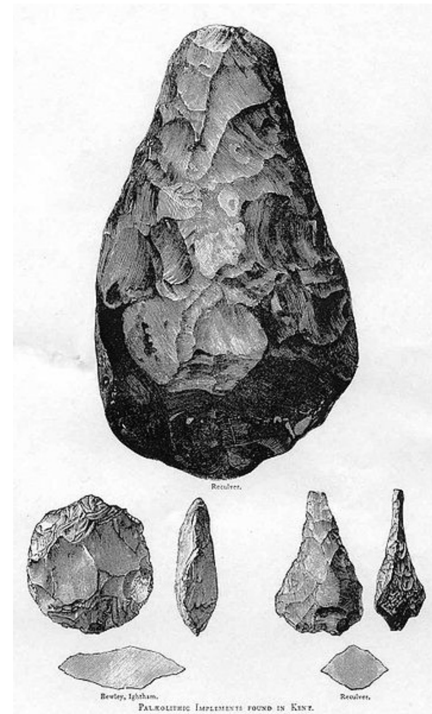
Stone age of parallel SW

Dead-locks

Live-locks

Race conditions

Starvation

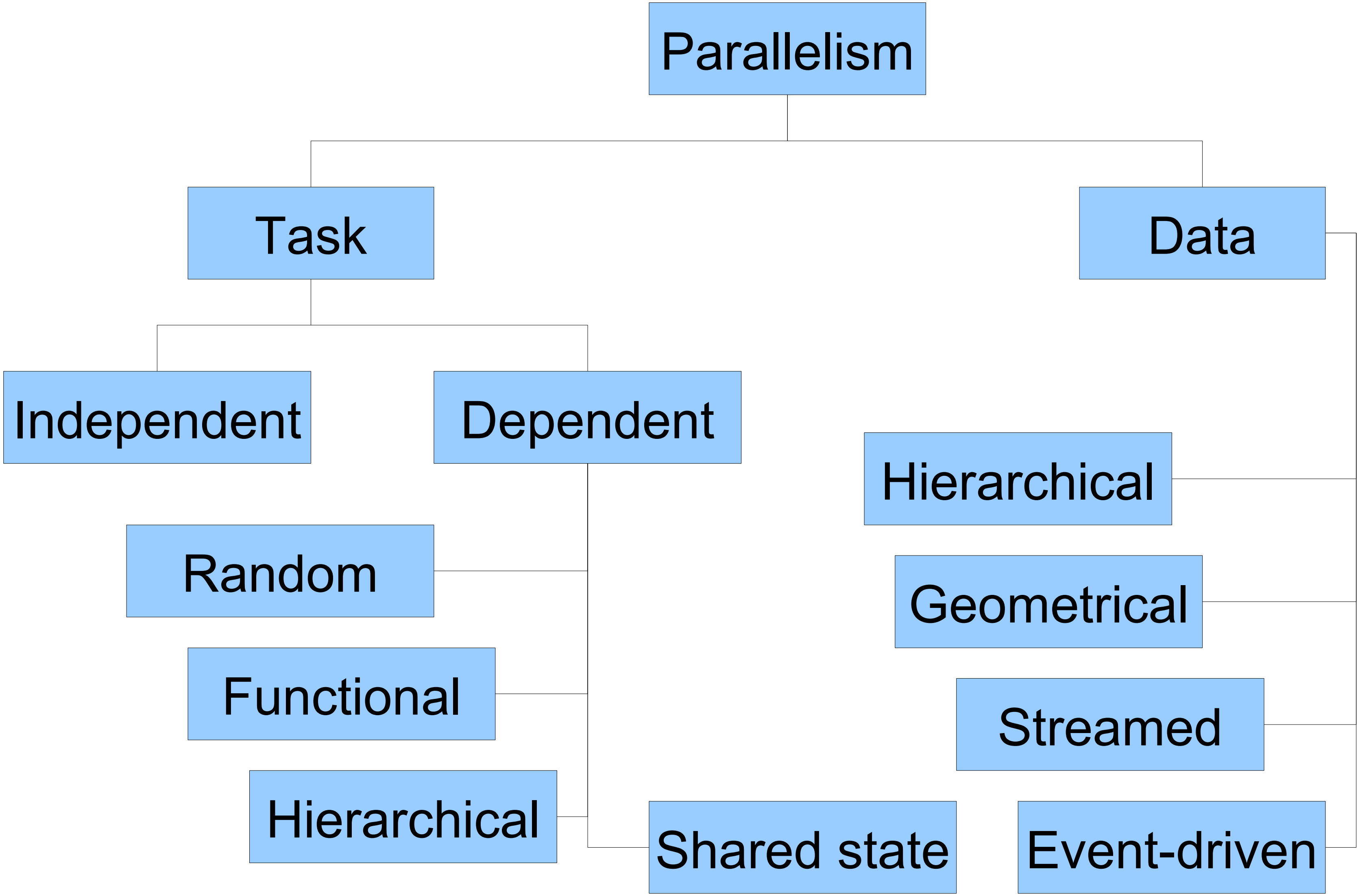


Shared Mutable State

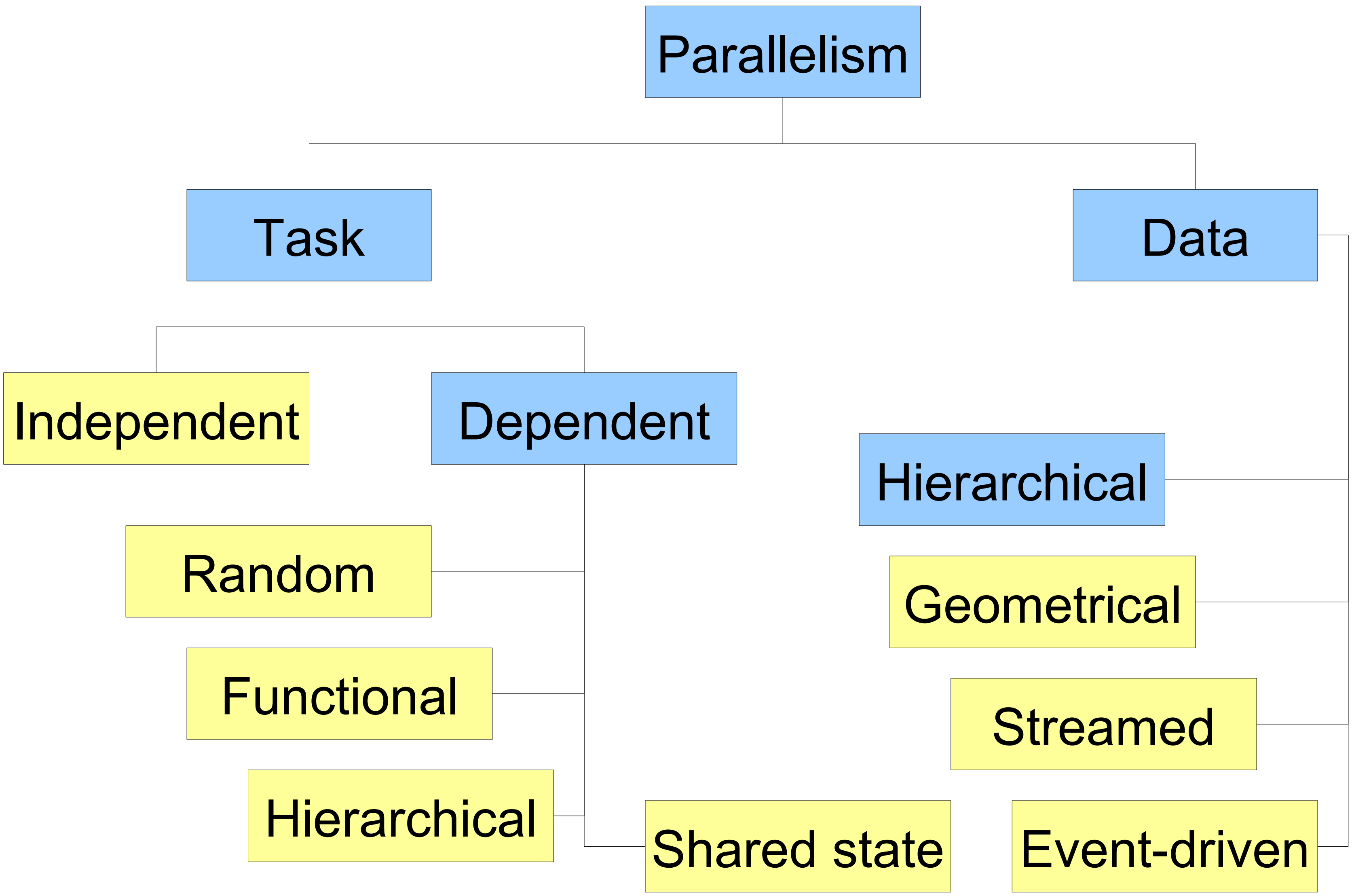
Why high-level concurrency?

Multithreaded programs today work mostly by accident!

Structure


Parallelism
Task
Data
Independent
Dependent
Random
Functional
Hierarchical
Shared state
Hierarchical
Geometrical
Streamed
Event-driven

Structure



Parallelism
Task
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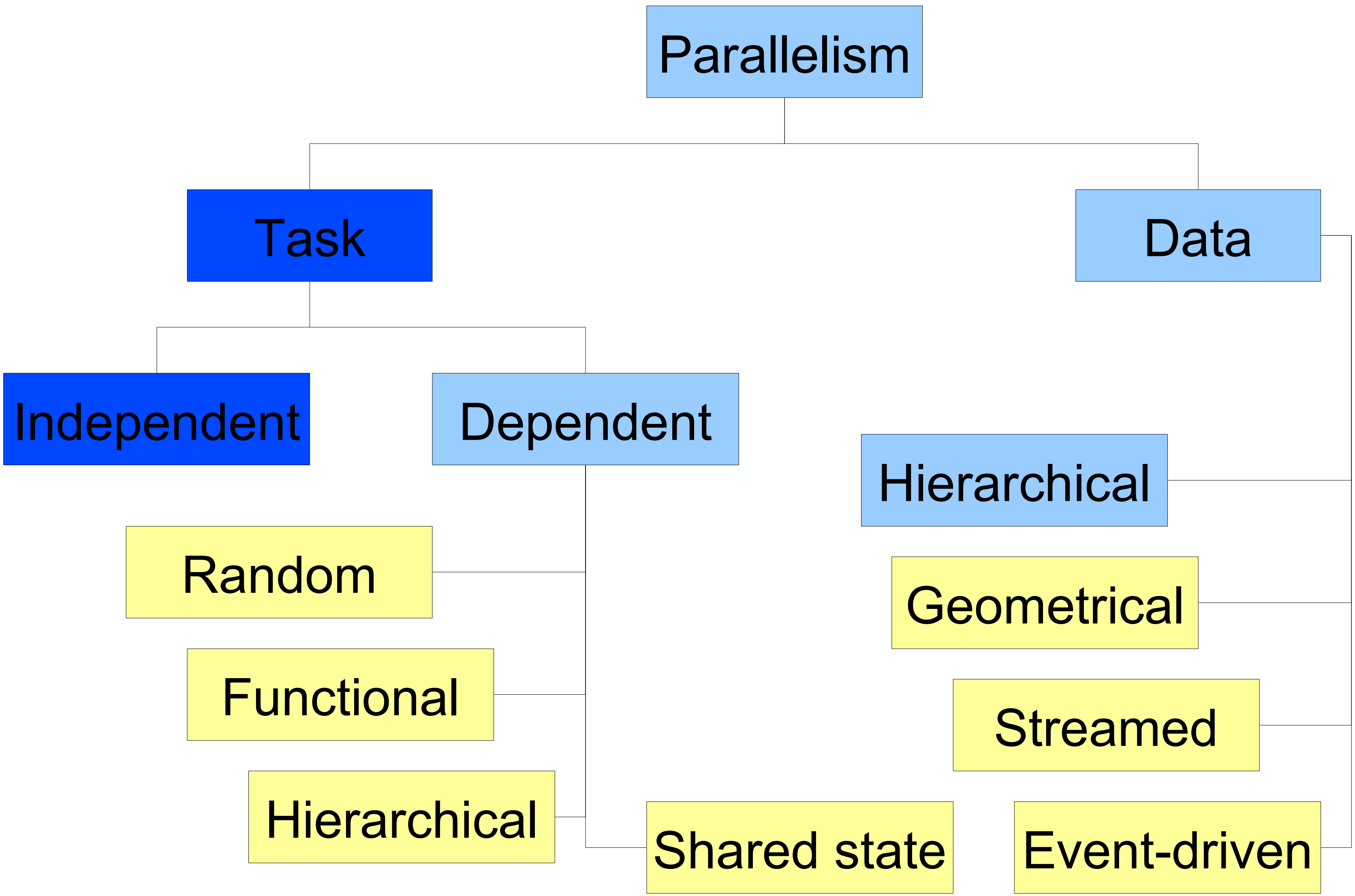
Hierarchical
Shared state
Event-driven

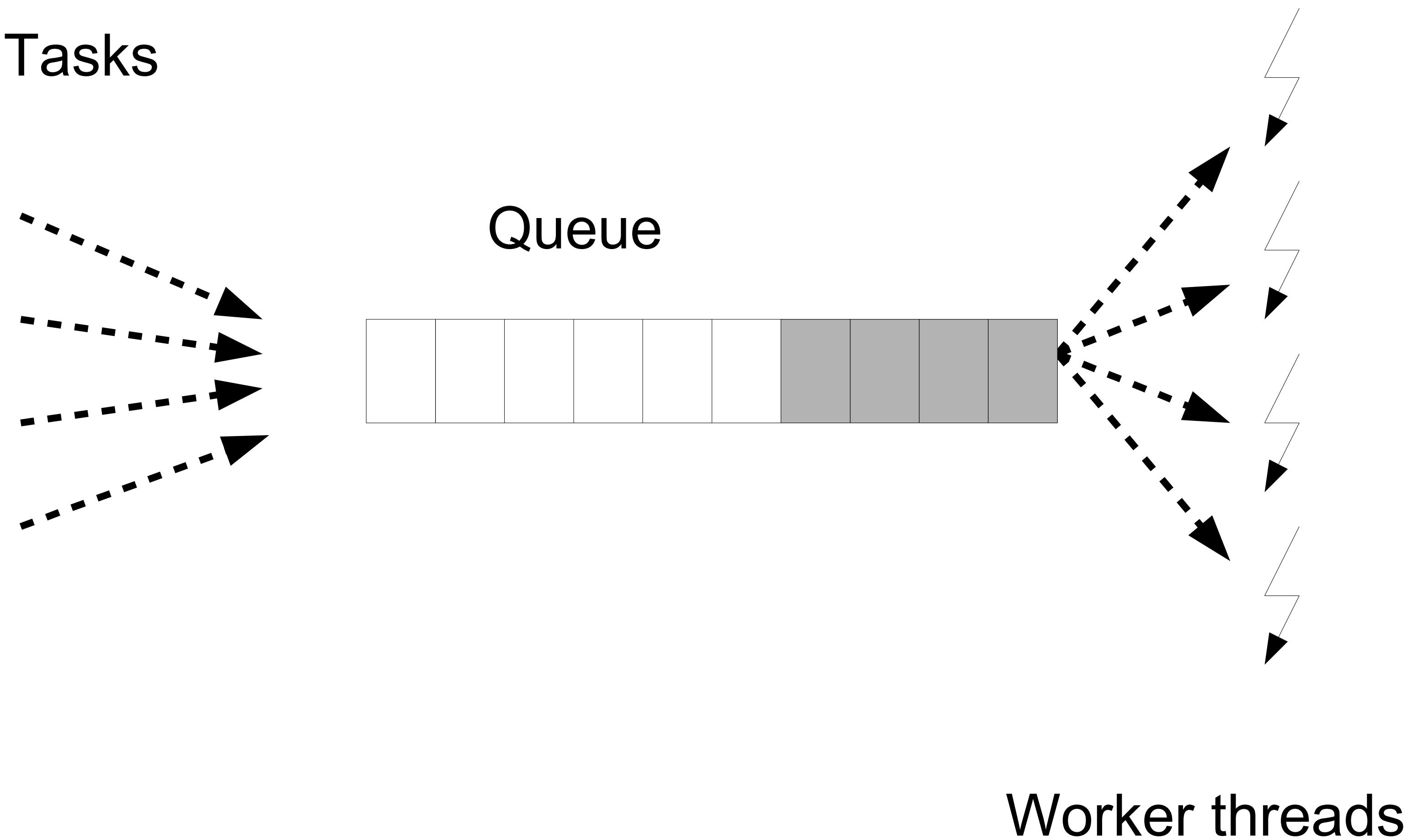
Task parallelism



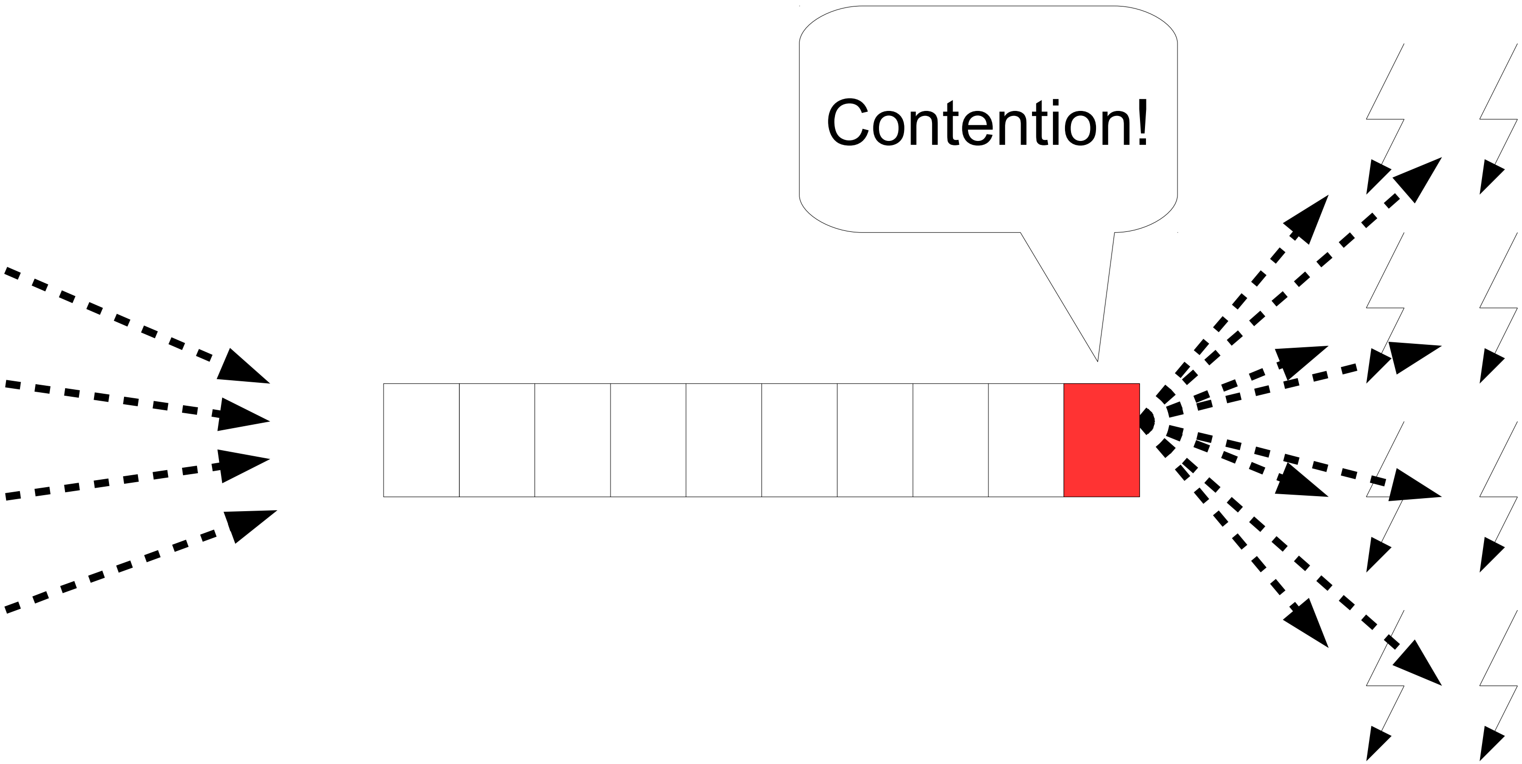
Asynchronous invocation

```
Future f = threadPool.submit(calculation);
…
System.out.println(“Result: “ + f.get());
```

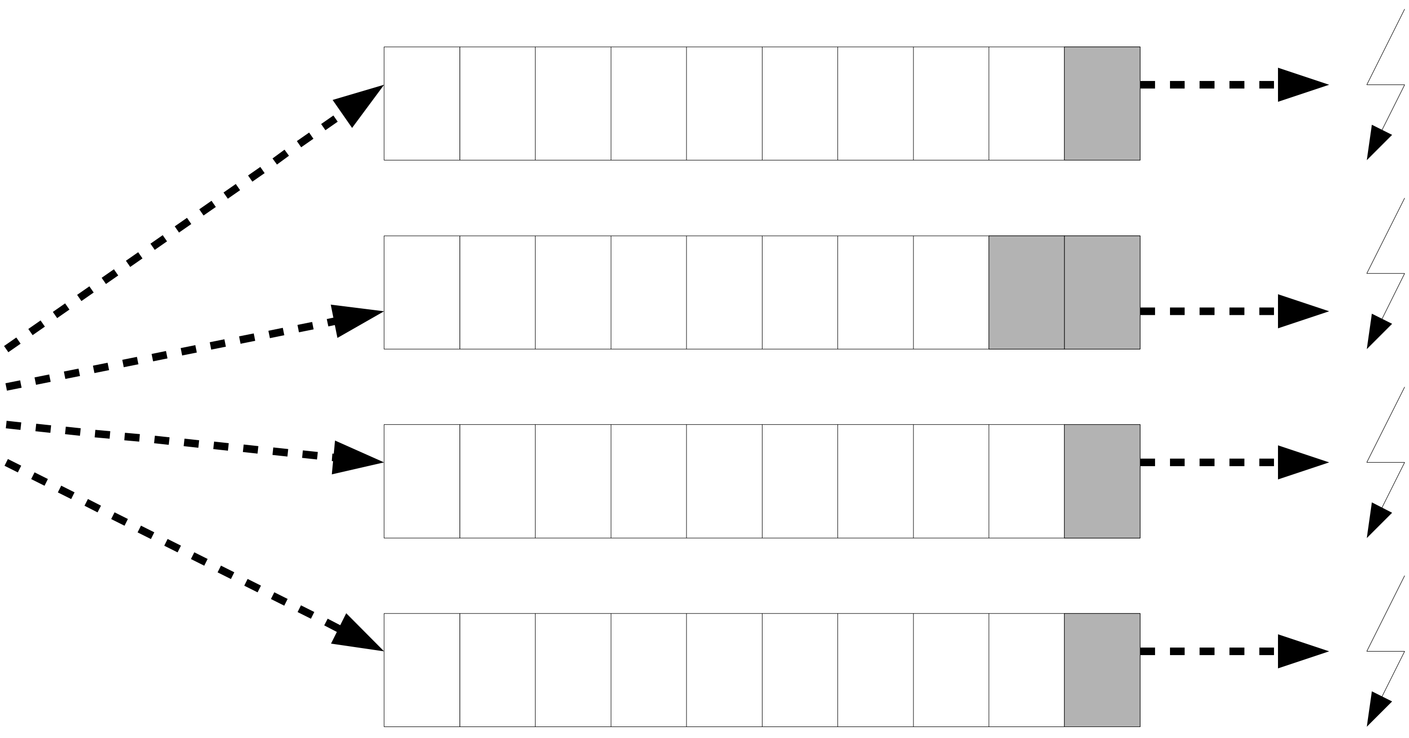
Thread Pool



Thread Pool

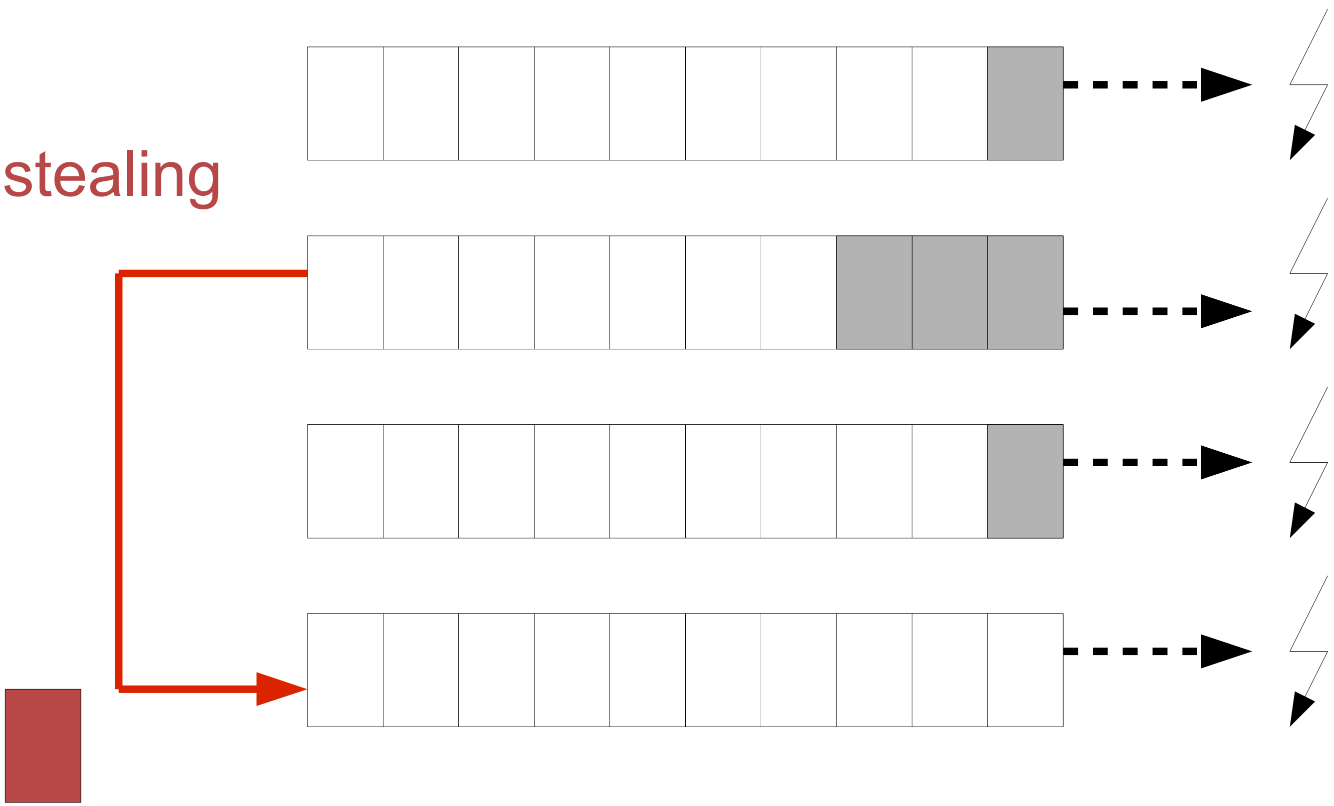


Fork/Join Thread Pool



Fork/Join Thread Pool

Work stealing



Async the Groovy way

```
task {
    calculation.process()
}
```

Async the Groovy way

```
def group = new NonDaemonPGroup(10)

group.task {
    calculation.process()
}
```

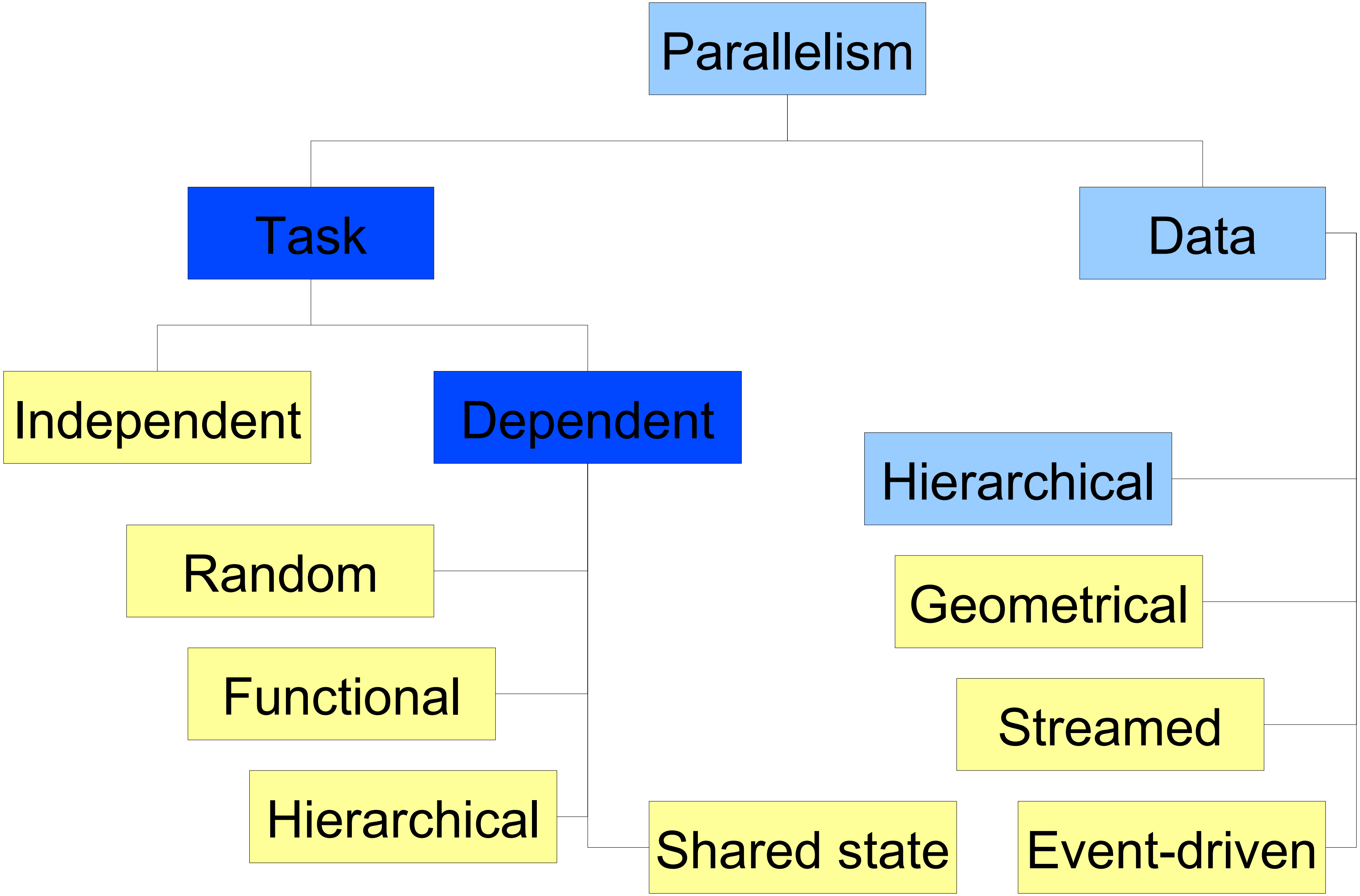
Async the Groovy way

```
group.task {->…}

group.task new Runnable() {…}

group.task new Callable<V>() {...}
```

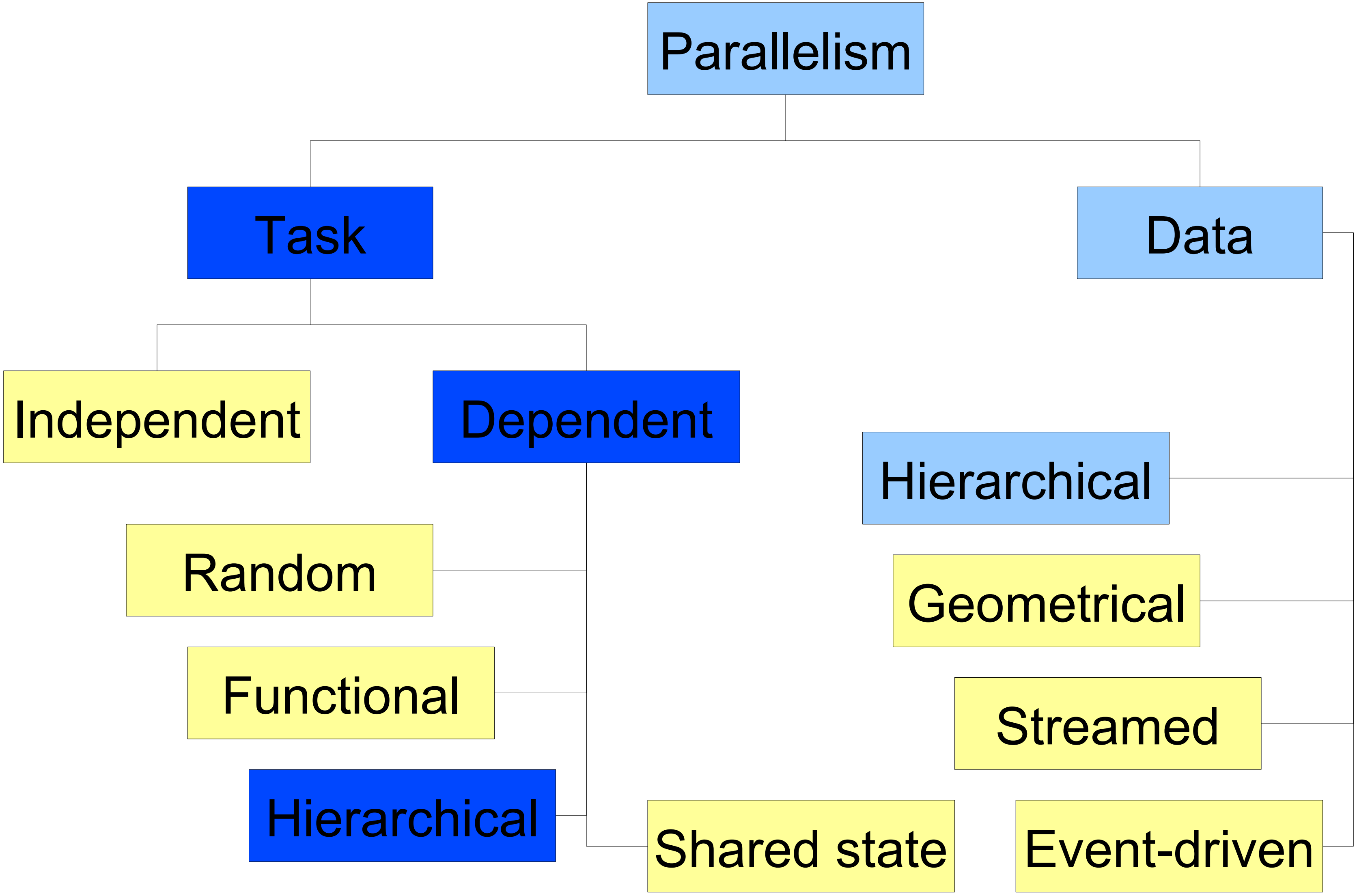
Independent tasks

```
def group = new NonDaemonPGroup(10)

submissions.each {form →
    group.task {
        form.process()
    }
}
```

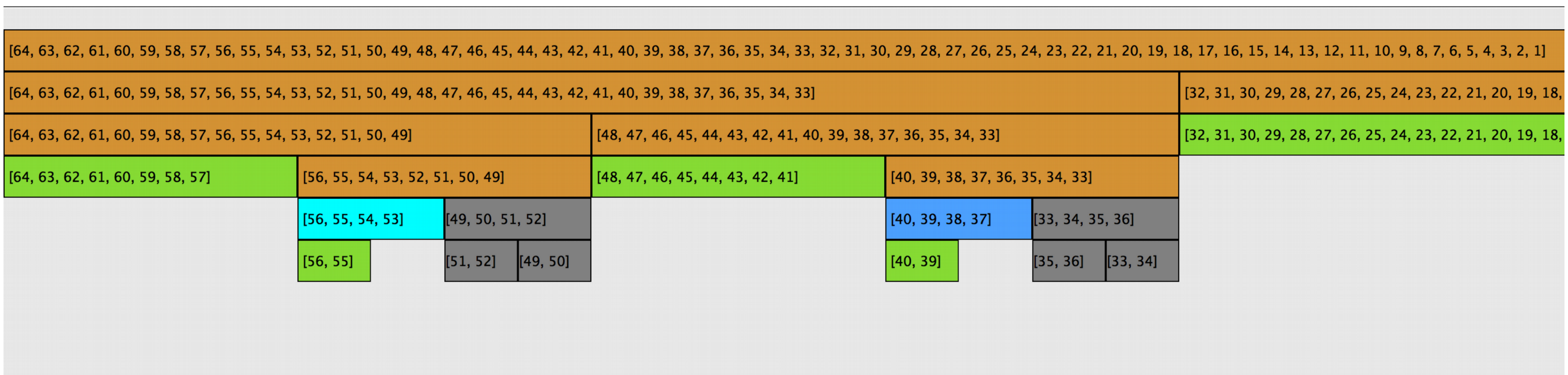
Dependent tasks



Dependent tasks

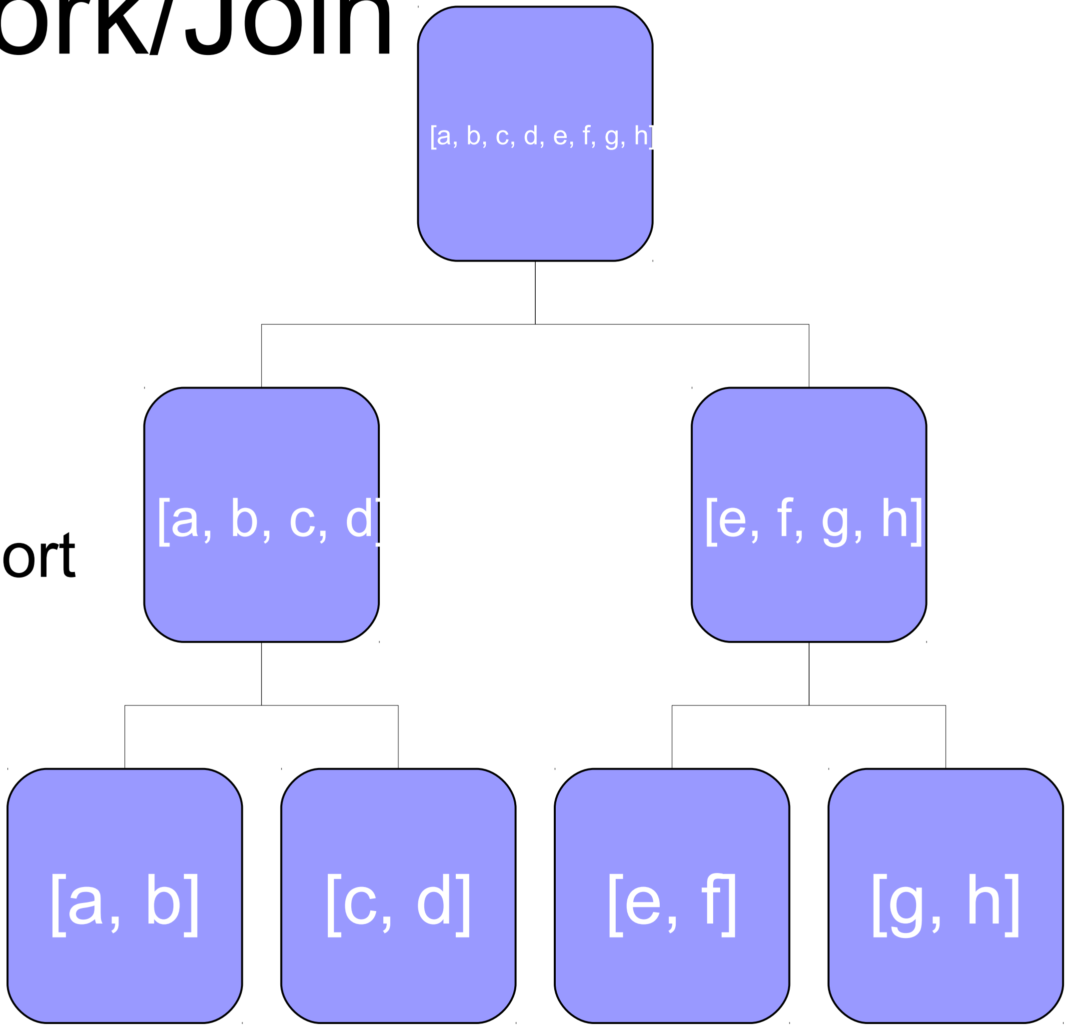


Hierarchical decomposition



Fork/Join

- Solve hierarchical problems
  - Divide and conquer
  - ☐ Merge sort, Quick sort
  - ☐ Tree traversal
  - ☐ File scan / search
  - ☐ …

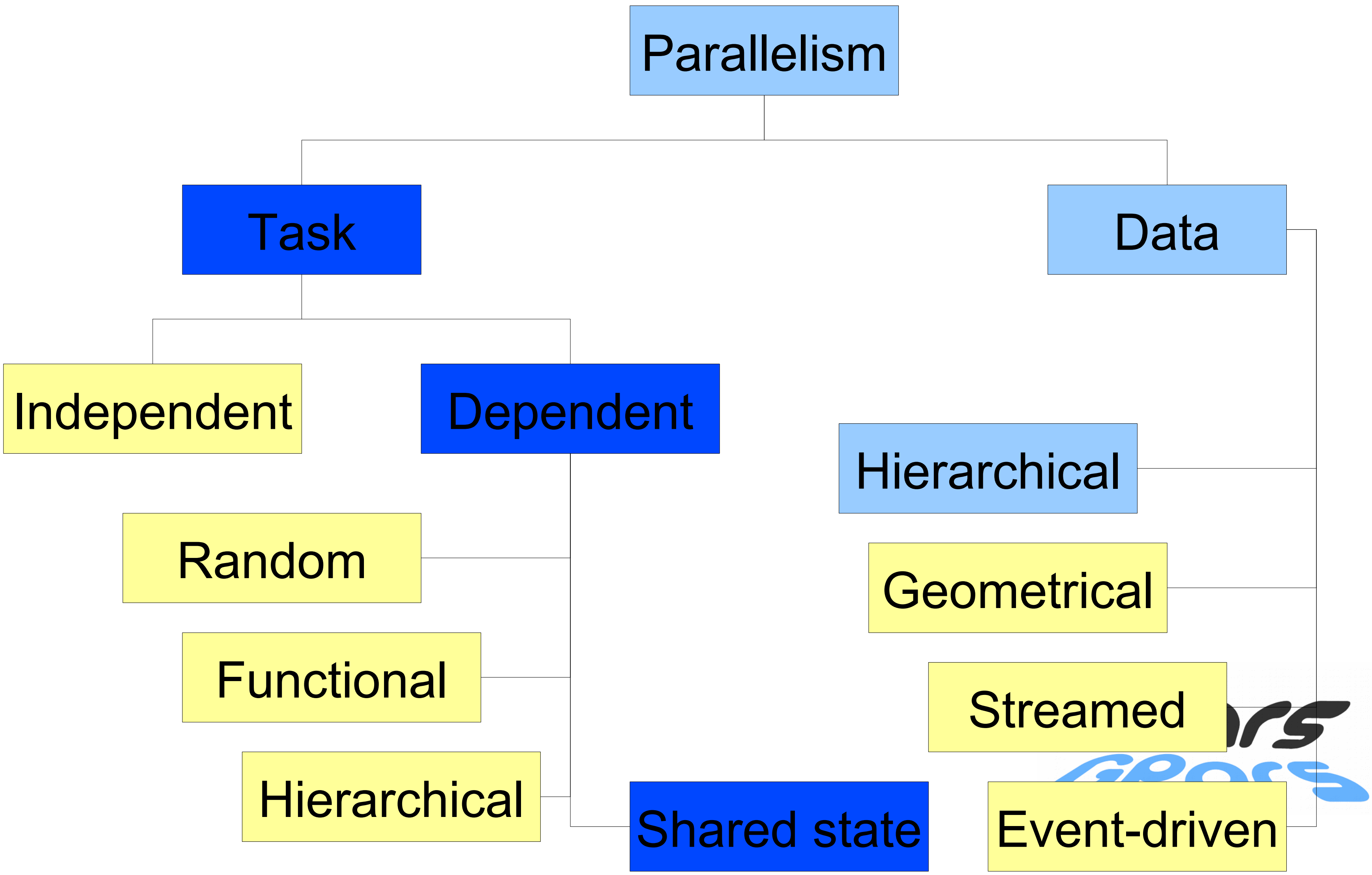


Fork/Join (GPars)

```
{currentDir ->
    long count = 0;
    currentDir.eachFile {
        if (it.isDirectory()) {
            forkOffChild it
        } else {
            count++
        }
    }
    return count + childrenResults.sum(0)
}
```

Waits for children without blocking the thread!

State sharing



State sharing

```
List registrations = []
submissions.each {form →
    group.task {
        if (form.process().valid) {
            registrations << form
        }
    }
}
```

State sharing

Needs protection

```
List registrations = []
submissions.each {form →
    group.task {
        if (form.process().valid) {
            registrations << form
        }
    }
}
```

Shared Mutable State

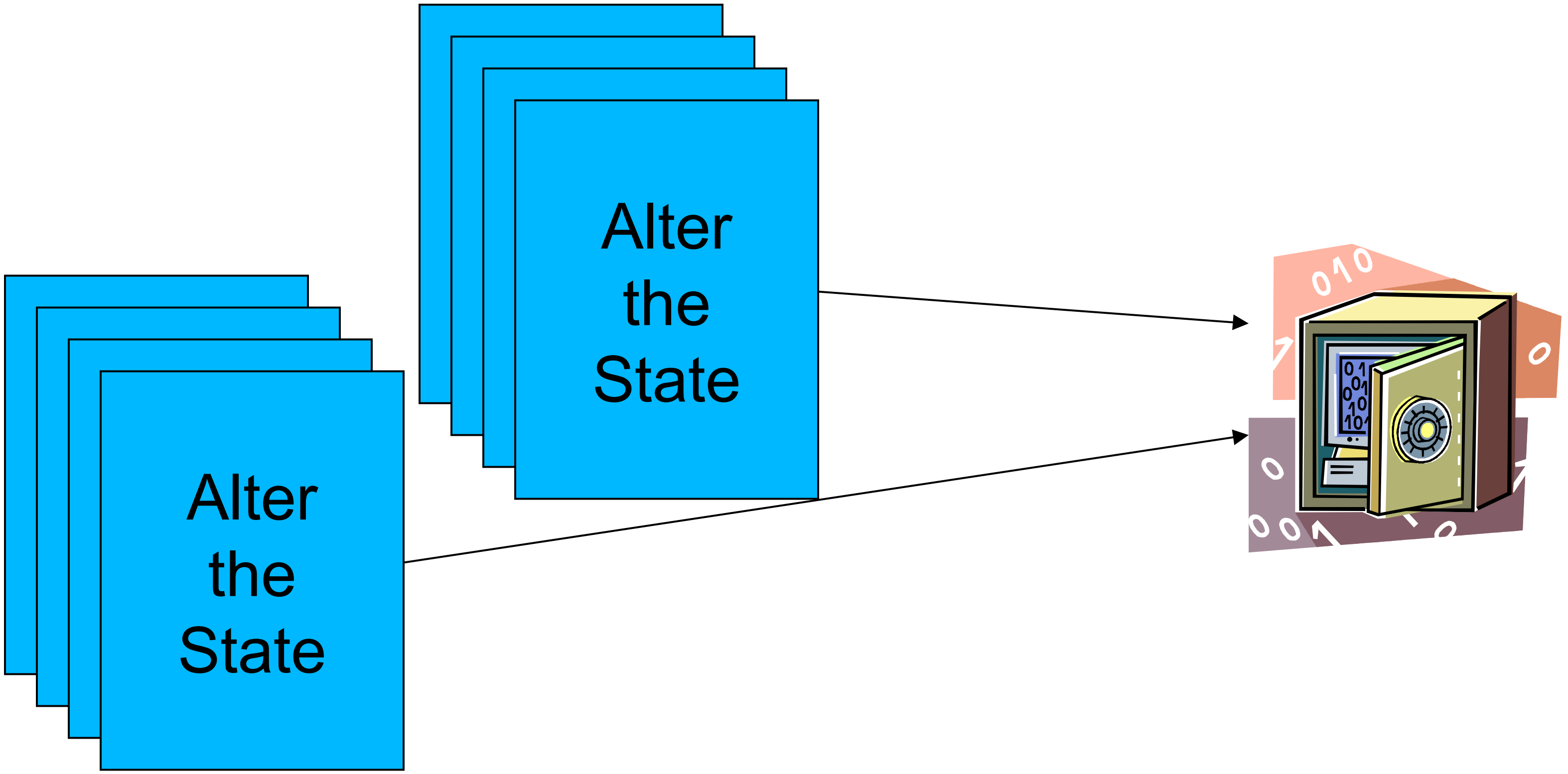
Frequently misused

When really needed, use

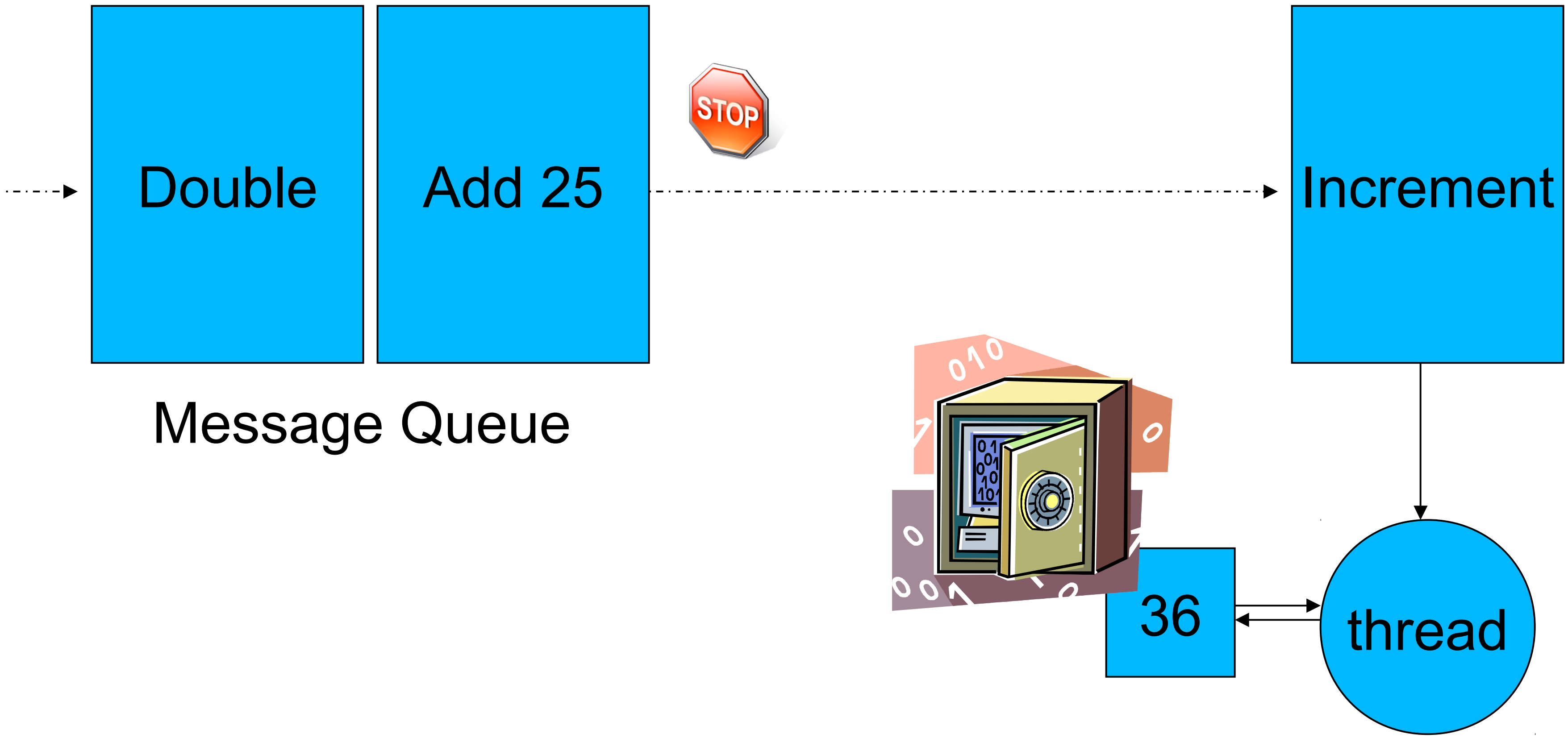
- Agents
- Software Transactional Memory
- Locks

Agent

Lock Shared Mutable State in a Safe



Agent inside



Sharing through agents

```
Agent registrations = group.agent( [] )
submissions.each {form →
    group.task {
        if (form.process().valid) {
            registrations.send {it << form}
        }
    }
}
```

STM (Akka - Scala)

```
atomic {
  .. // do something within a transaction
}

atomic(maxNrOfRetries) { .. }
atomicReadOnly { .. }

atomically {
  .. // try to do something
} orElse {
  .. // if tx clash; try do do something else
}
```

Sample taken from Akka documentation - http://doc.akkasource.org/stm

Persistent Data Structures

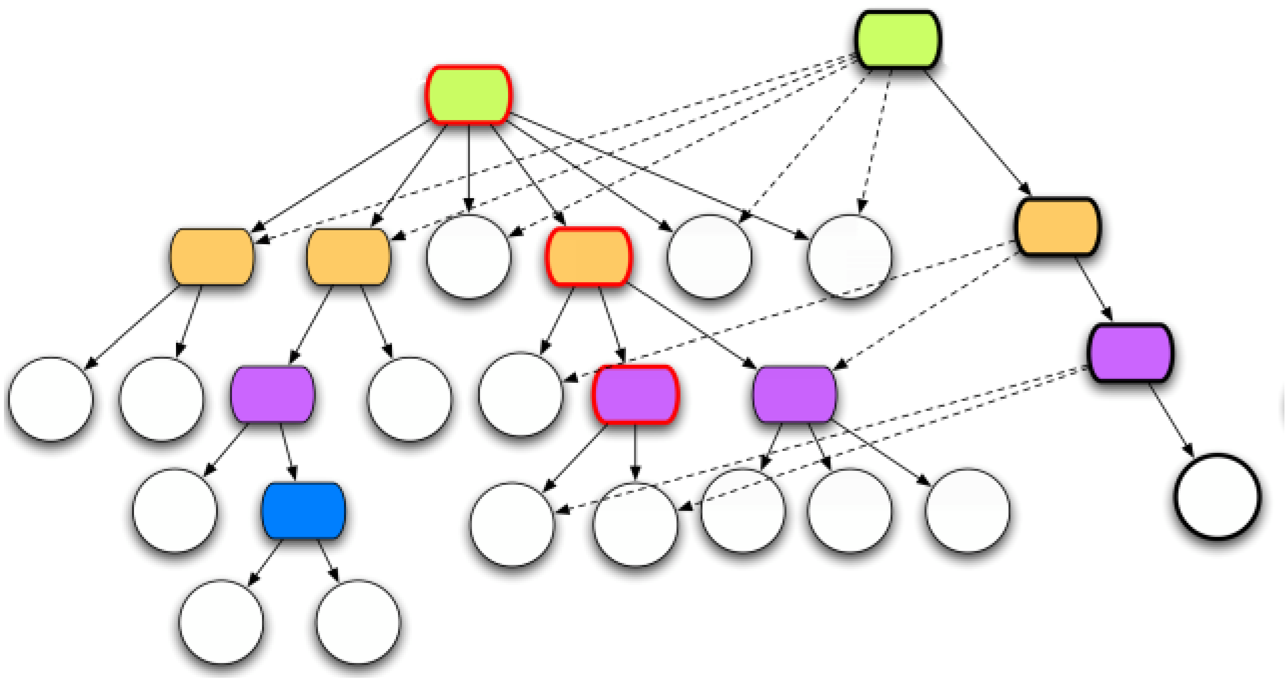
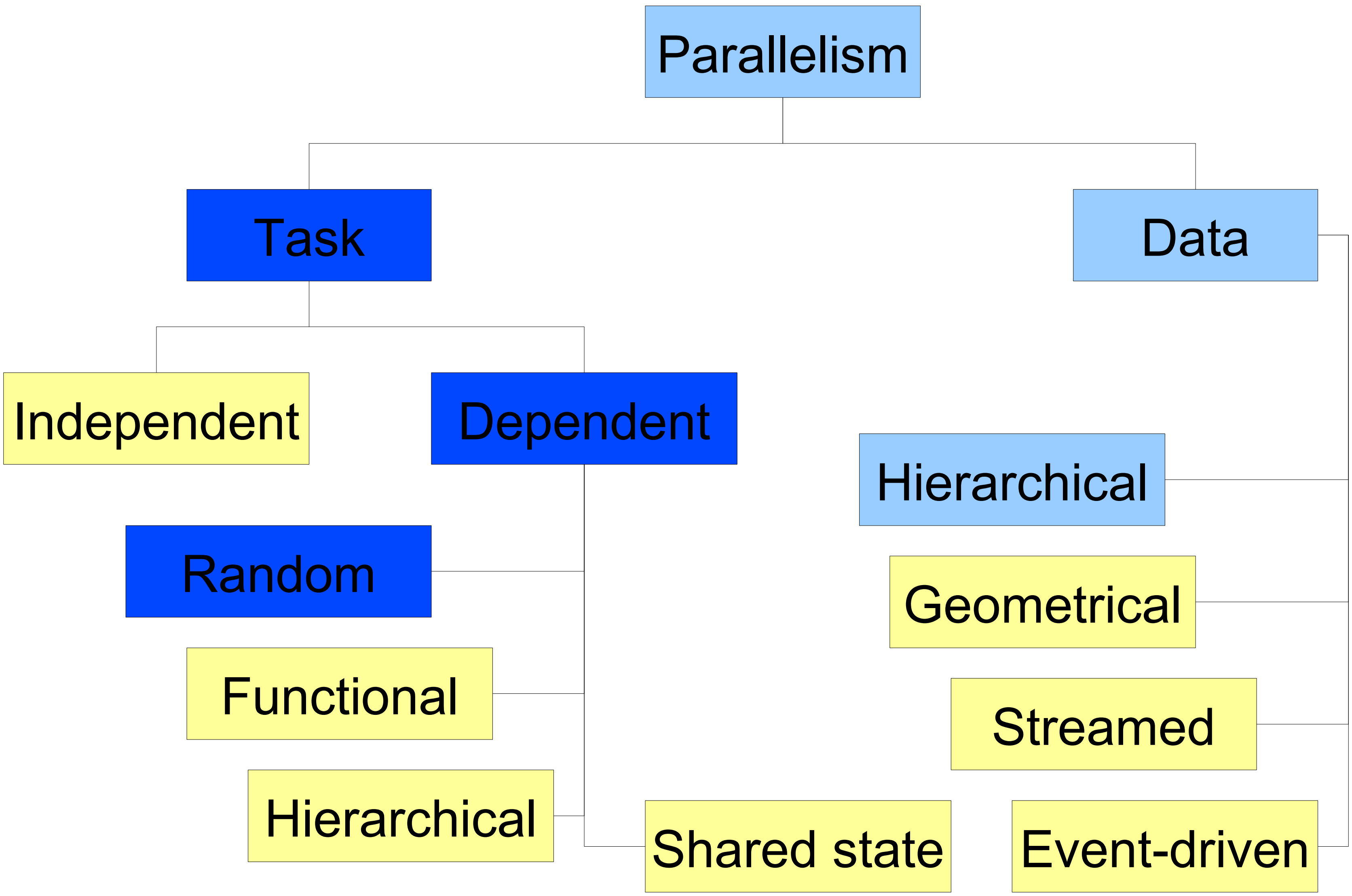
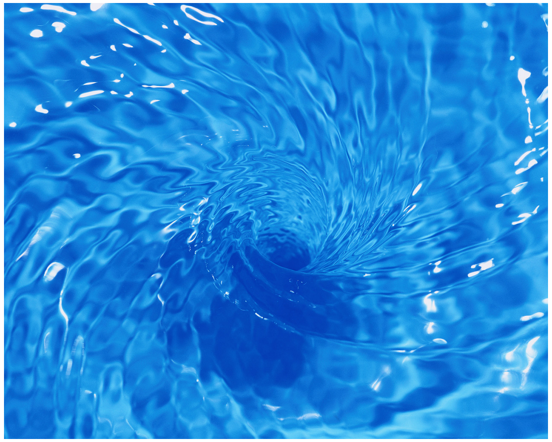


Illustration taken from Rich Hickey's presentation. Copyright Rich Hickey 2009

Random task dependency



Dataflow Concurrency

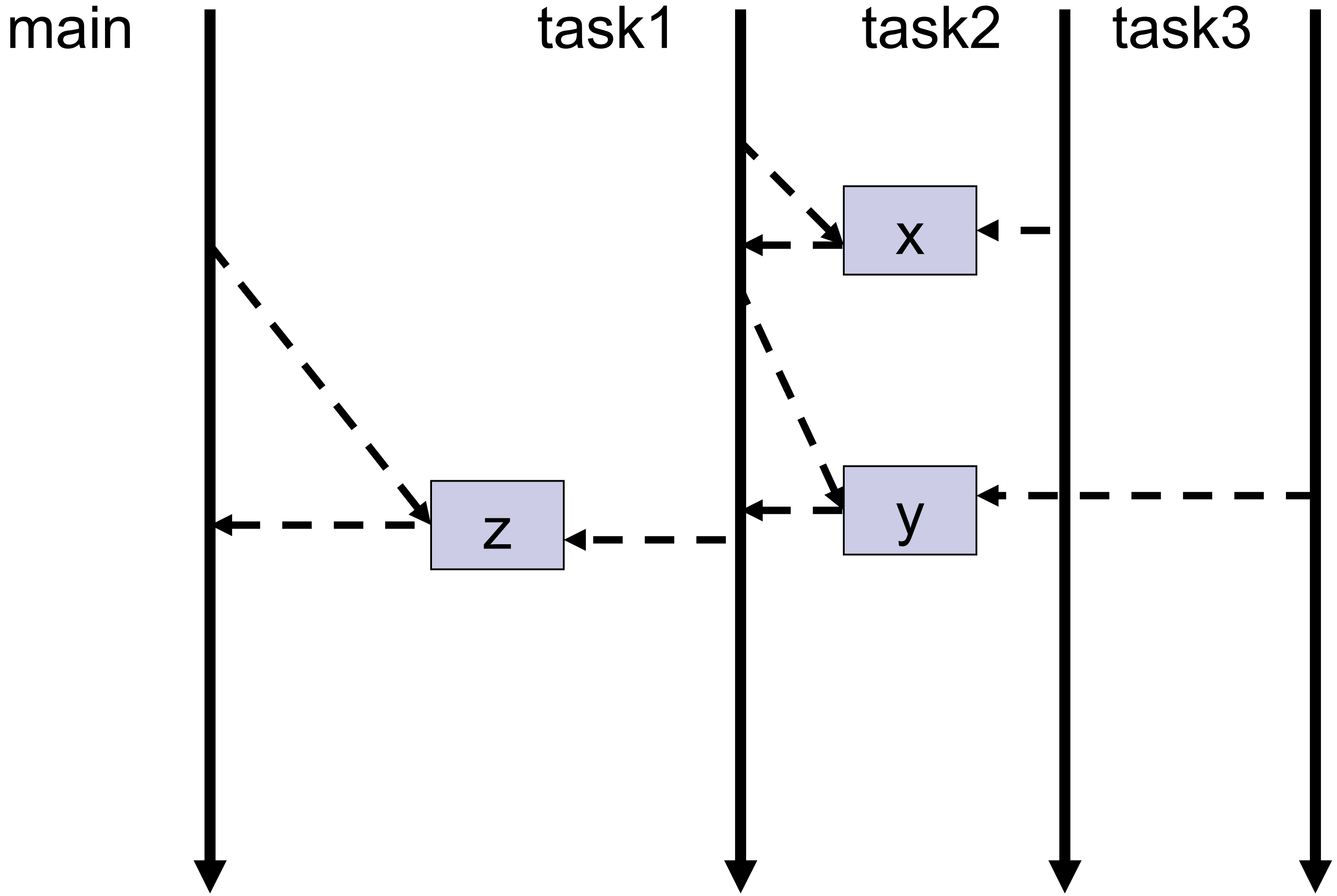


No race-conditions

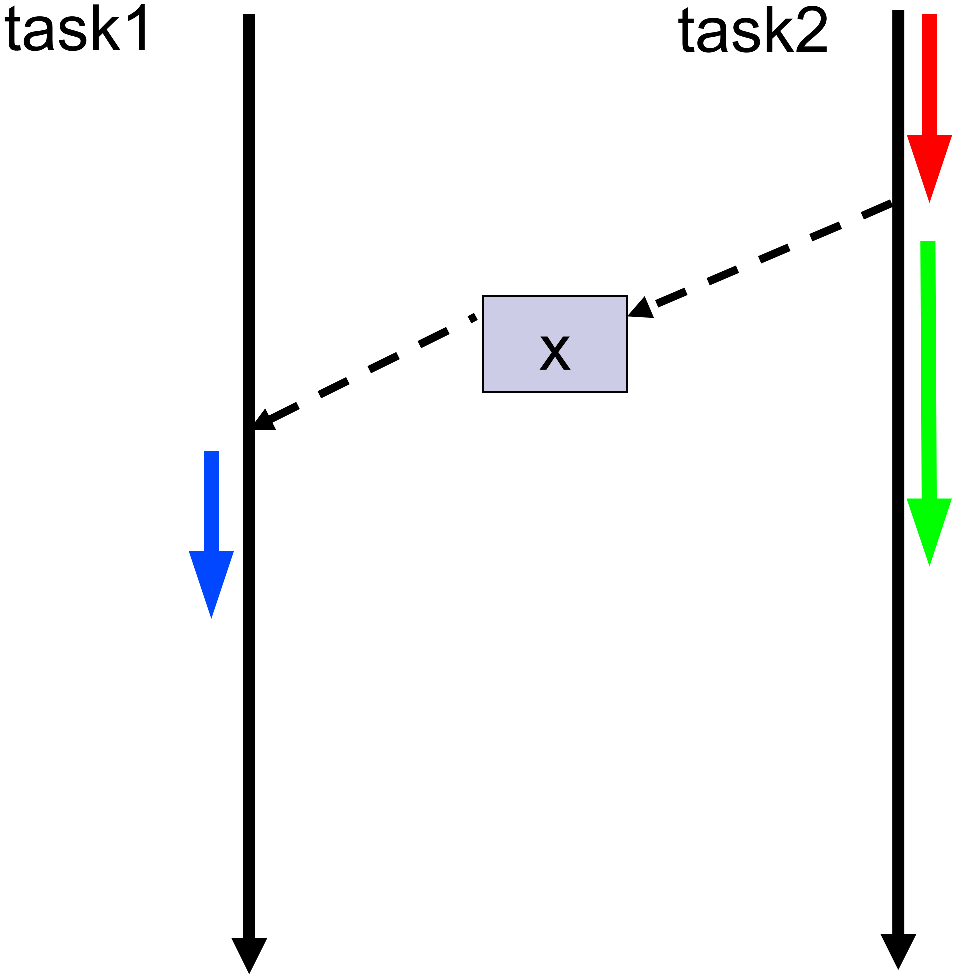
No live-locks

Deterministic deadlocks

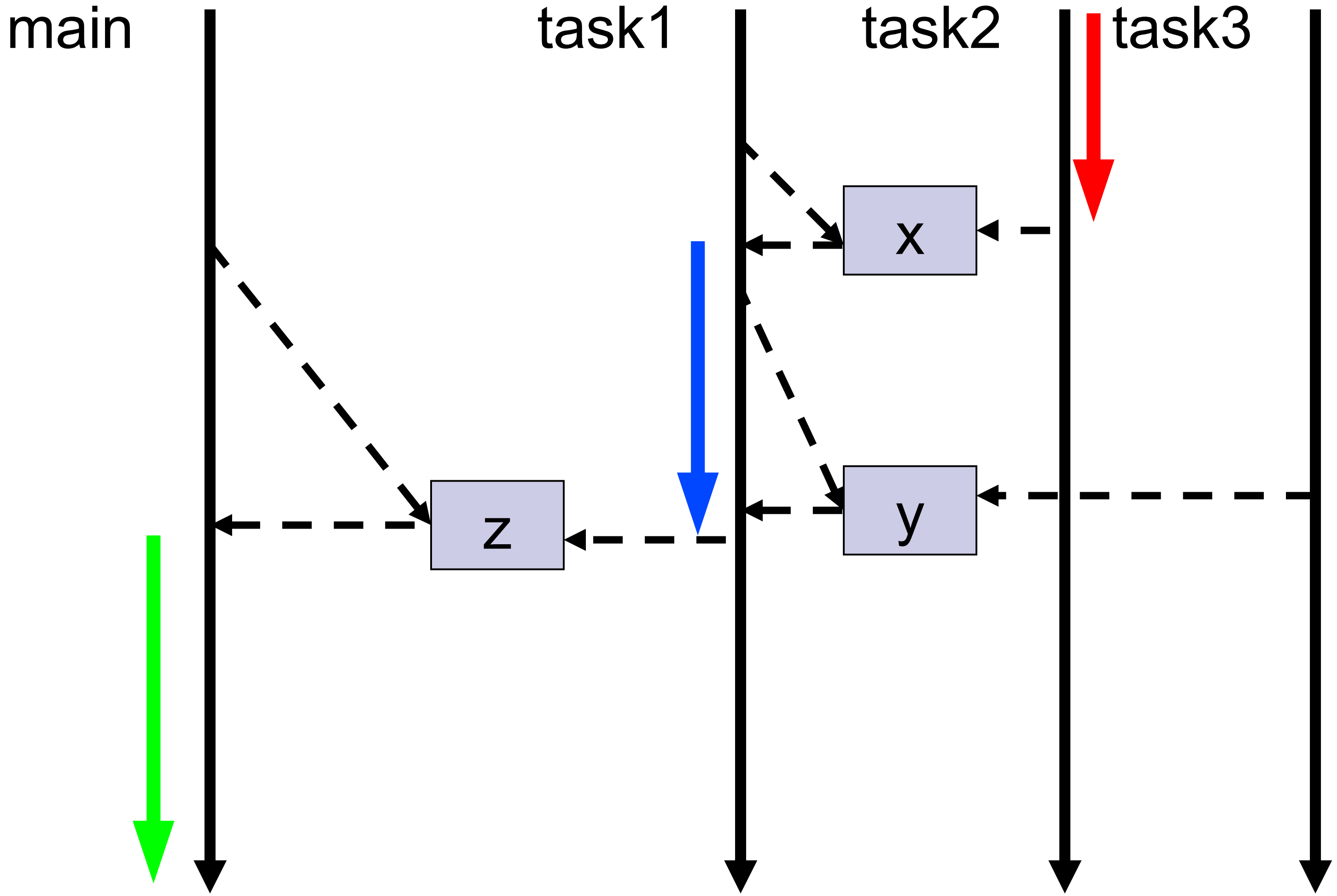
Dataflow Variables / Promises



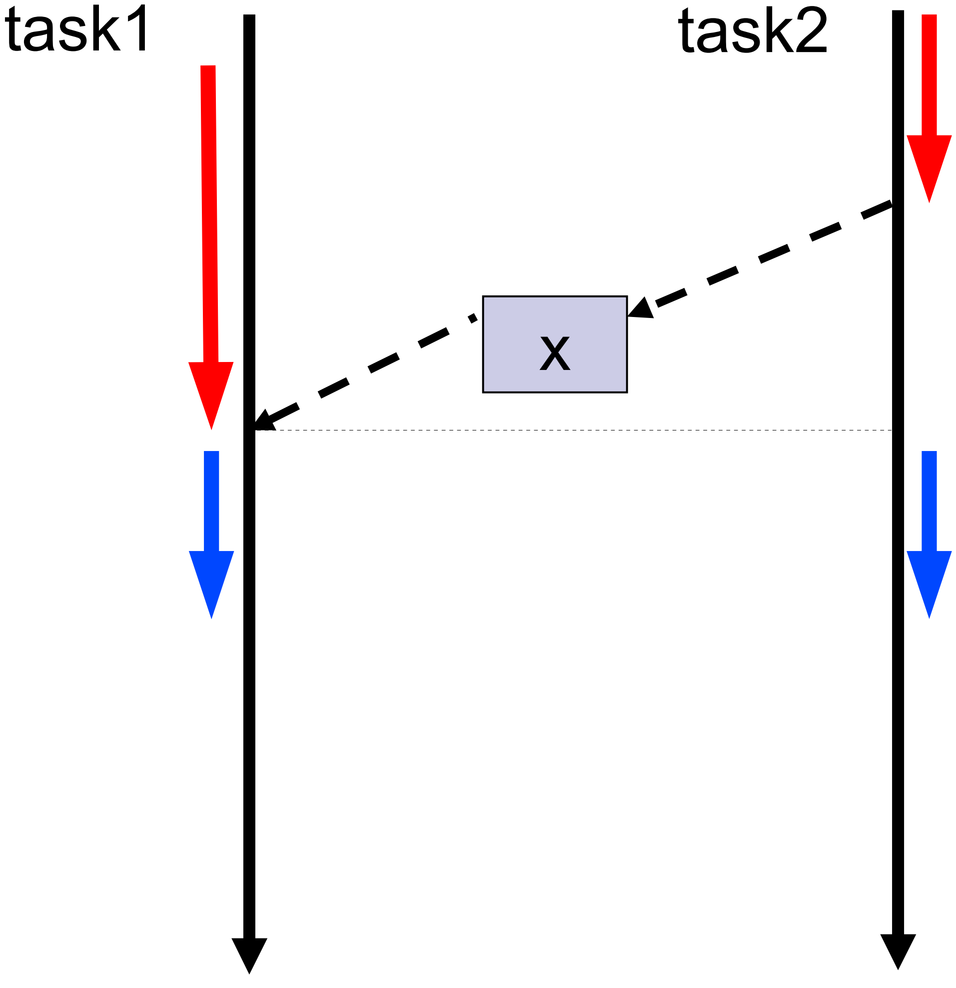
Dataflow Variables / Promises



Dataflow Variables / Promises



Synchronous Variables



Promises to exchange data

```
task { z << x.val + y.val }
task { x << 10 }
task {
    println "I am task 3"
    y << 5
}
assert 15 == z.val
```

Glue tasks together

```
Promise c1 = task {compile(module1)}
Promise c2 = task {compile(module2)}
```

Glue tasks together

```
Promise c1 = task {compile(module1)}
Promise c2 = task {compile(module2)}

Promise j1 = c1.then {jar it}
Promise j2 = c2.then {jar it}
```

Glue tasks together

```
Promise c1 = task {compile(module1)}
Promise c2 = task {compile(module2)}

Promise j1 = c1.then {jar it}
Promise j2 = c2.then {jar it}
whenAllBound(j1, j2) {m1, m2 → deploy(m1, m2)}
j1.then {pushToRepo it}
```

Glue tasks together

```
Promise c1 = task {compile(module1)}
Promise c2 = task {compile(module2)}

Promise j1 = c1.then {jar it}
Promise j2 = c2.then {jar it}
whenAllBound(j1, j2) {m1, m2 → deploy(m1, m2)}
j1.then {pushToRepo it}
iWillSendEmailWhenJarred(j1)
```

Chaining promises

```
def h1 = download('url') then {text → text.trim()} then hash
```

Chaining promises

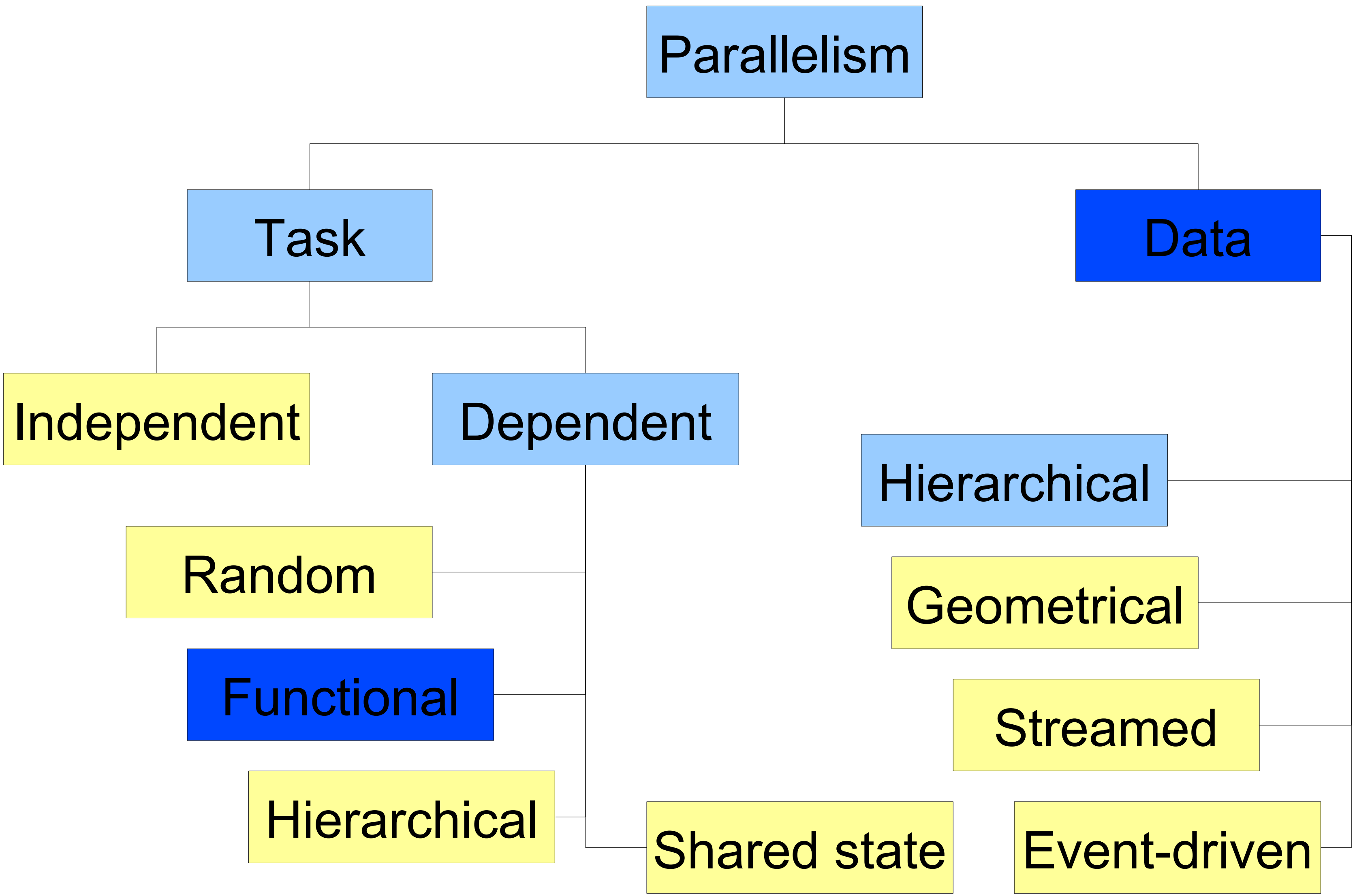
```
def h1 = download('url') then {text → text.trim()} then hash
```

```
def h1 = download('url') | {text → text.trim()} | hash
```

Error handling

```
url.then(download)
   .then(calculateHash)
   .then(formatResult)
   .then(printResult, printError)
   .then(sendNotificationEmail);
```

Data parallelism



Composing async functions

```
int hash1 = hash(download('http://www.gpars.org'))
int hash2 = hash(loadFile('/gpars/website/index.html'))
boolean result = compare(hash1, hash2)
println result
```

Composing async functions

```
@AsyncFun hash = oldHash
@AsyncFun compare = oldCompare
@AsyncFun download = oldDownload
@AsyncFun loadFile = oldLoadFile

def hash1 = hash(download('http://www.gpars.org'))
def hash2 = hash(loadFile('/gpars/website/index.html'))
def result = compare(hash1, hash2)
println result.get()
```

int hash(String text) {…}

Promise<int> hash(*Promise<String>* | *String* text)

int hash(String text) {…}

Promise<*int*> hash(*Promise*<*String*> | *String* text) {

1. Return a Promise for the result
2. Wait (non-blocking) for the text param
3. Call the original *hash()*
4. Bind the result

}

int hash(String text) {…}

Promise<int> hash(*Promise<String>* | *String* text)

compare(

hash(download()),

hash(loadFile())

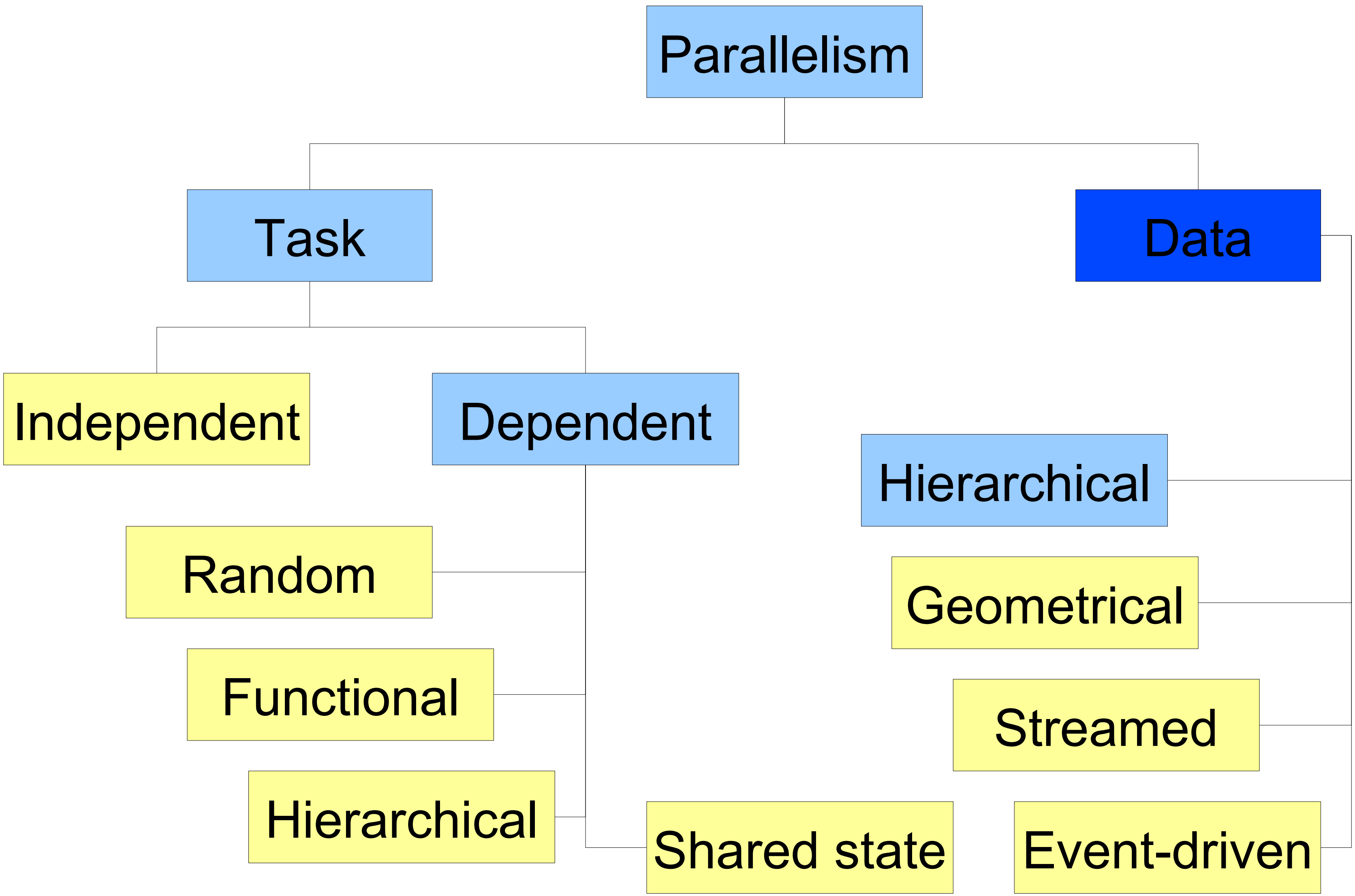
)

Composing async functions

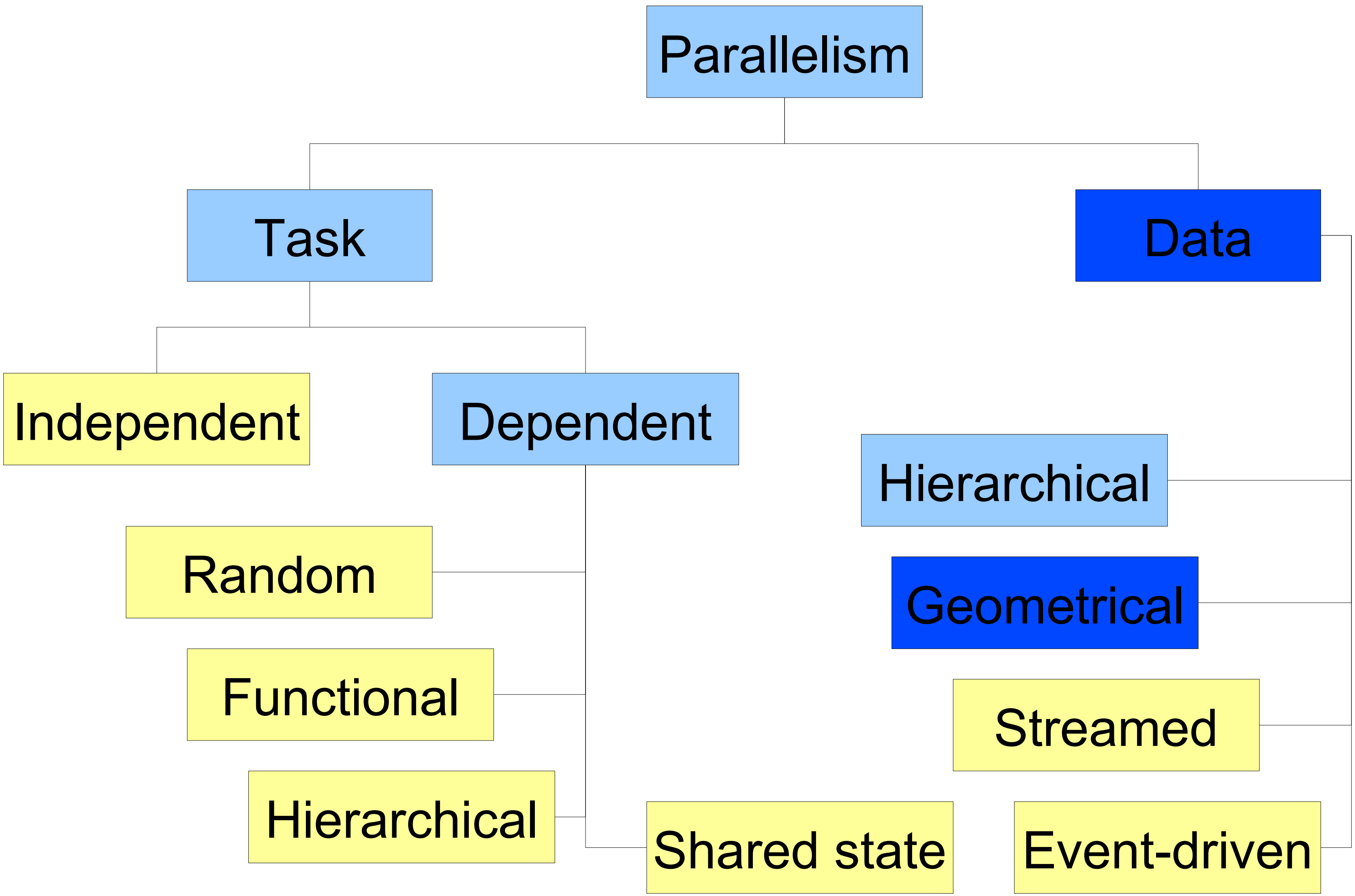
Combine functions as usual

Parallelism is detected automatically

Data parallelism

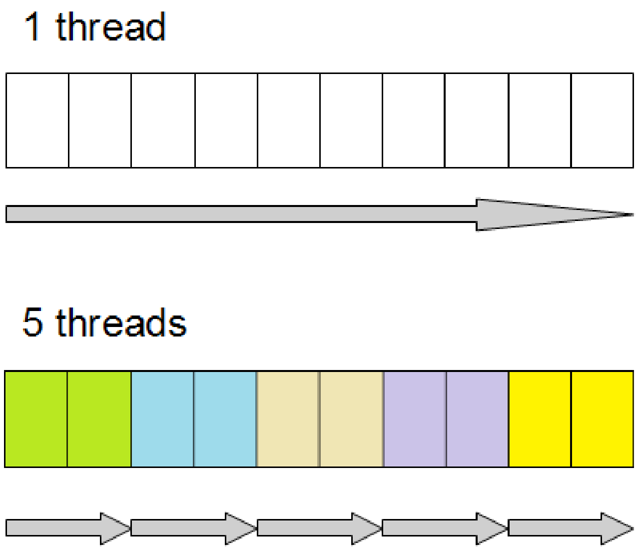


Data parallelism



Geometric decomposition

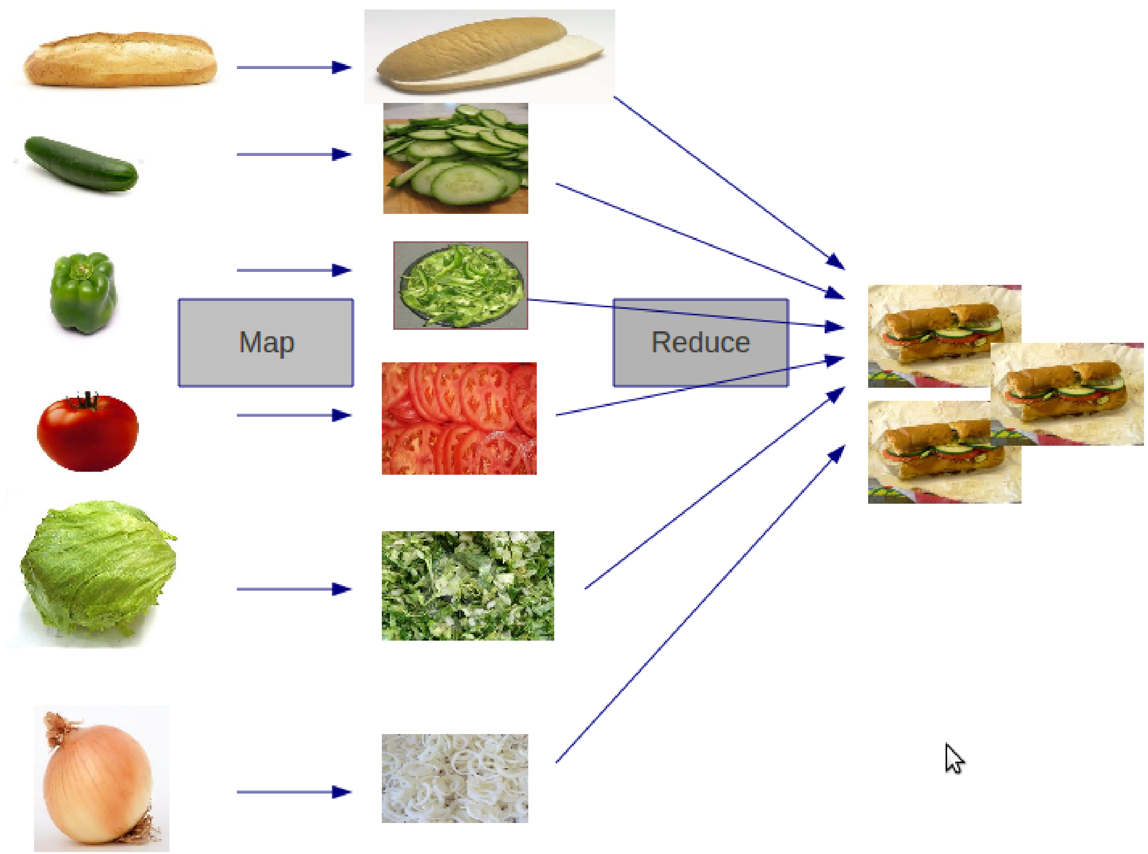
```
images.eachParallel {it.process()}
documents.sumParallel()
candidates.maxParallel {it.salary}.marry()
```



Geometric decomposition

```
registrations = submissions
        .collectParallel { form -> form.process()}
        .findAllParallel { it.valid }

registrations = submissions.parallel
        .map { form -> form.process()}
        .filter { it.valid }.collection
```

Map - reduce



Frequent confusion

stackoverflow

Questions | Tags | Users | Badges | Unanswered

parallel quick sort outdone by single threaded quicksort

0

I've been reading , here is the example in the book using futures to implement parallel quick sort.

But I found this function is more than twice slower than the single threaded quick sort function without using any asynchronous facilities in c++ standard library. Tested with g++ 4.8 and visual c++ 2012.

I used 10M random integers to test, and in visual c++ 2012,this function spawned 6 threads in total to perform the operation in my quad core PC.

I am really confused about the performance. Any body can tell me why?

GPU

NVIDIA CUDA

OpenCL

Improper use 1

```
def accumulator = 0

myCollection.eachParallel {
    accumulator += calculate(it)
}
```

Do not accumulate, map-reduce!

```
def accumulator = myCollection.parallel
                              .map {calculate(it)}
                              .reduce {a, b → a + b}
```

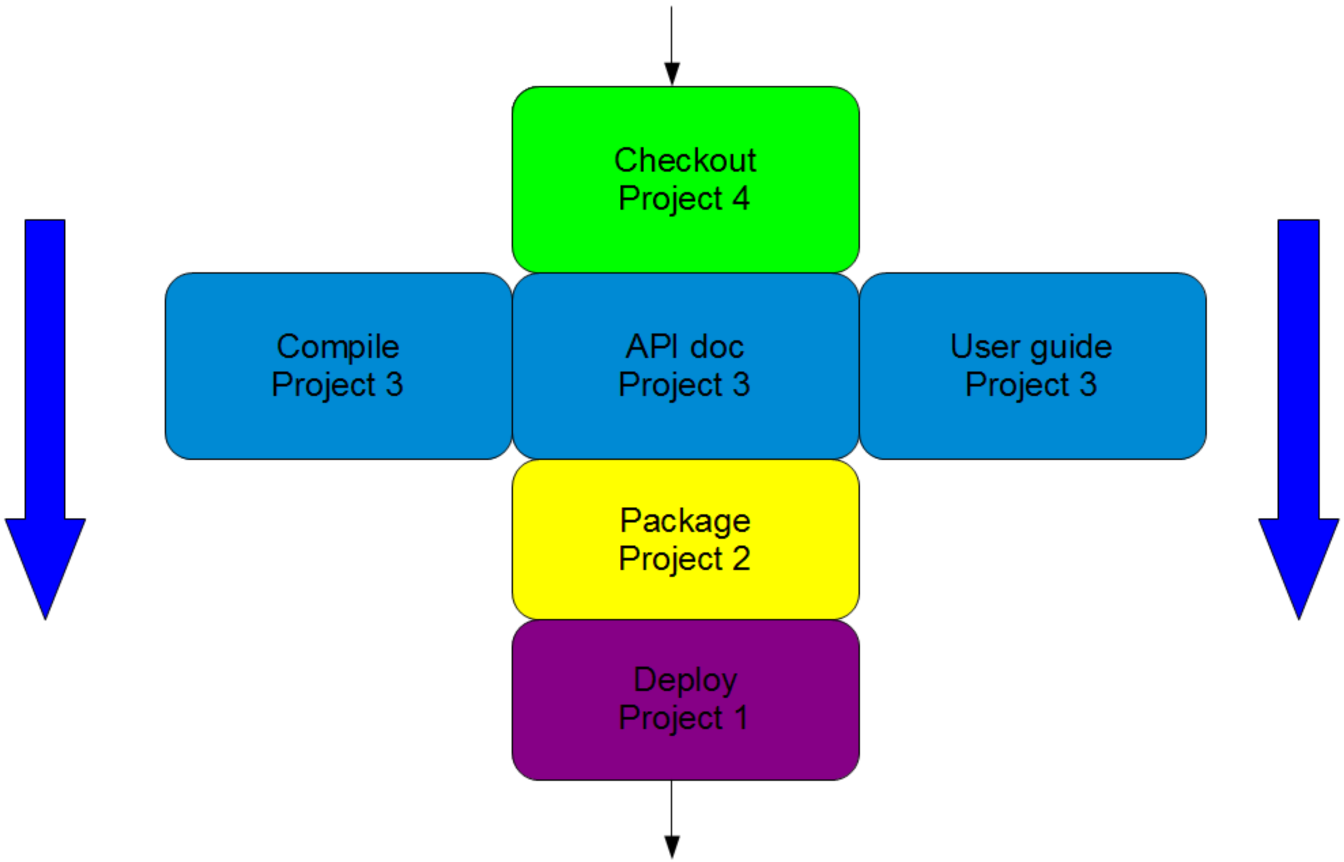
Improper use 2

```
new File("/file.txt").withReader{reader ->
    reader.eachParallel {
        def r1 = step1(r)
        def r2 = step2(r1)
        def r3 = step3(r2)
    }
}
```

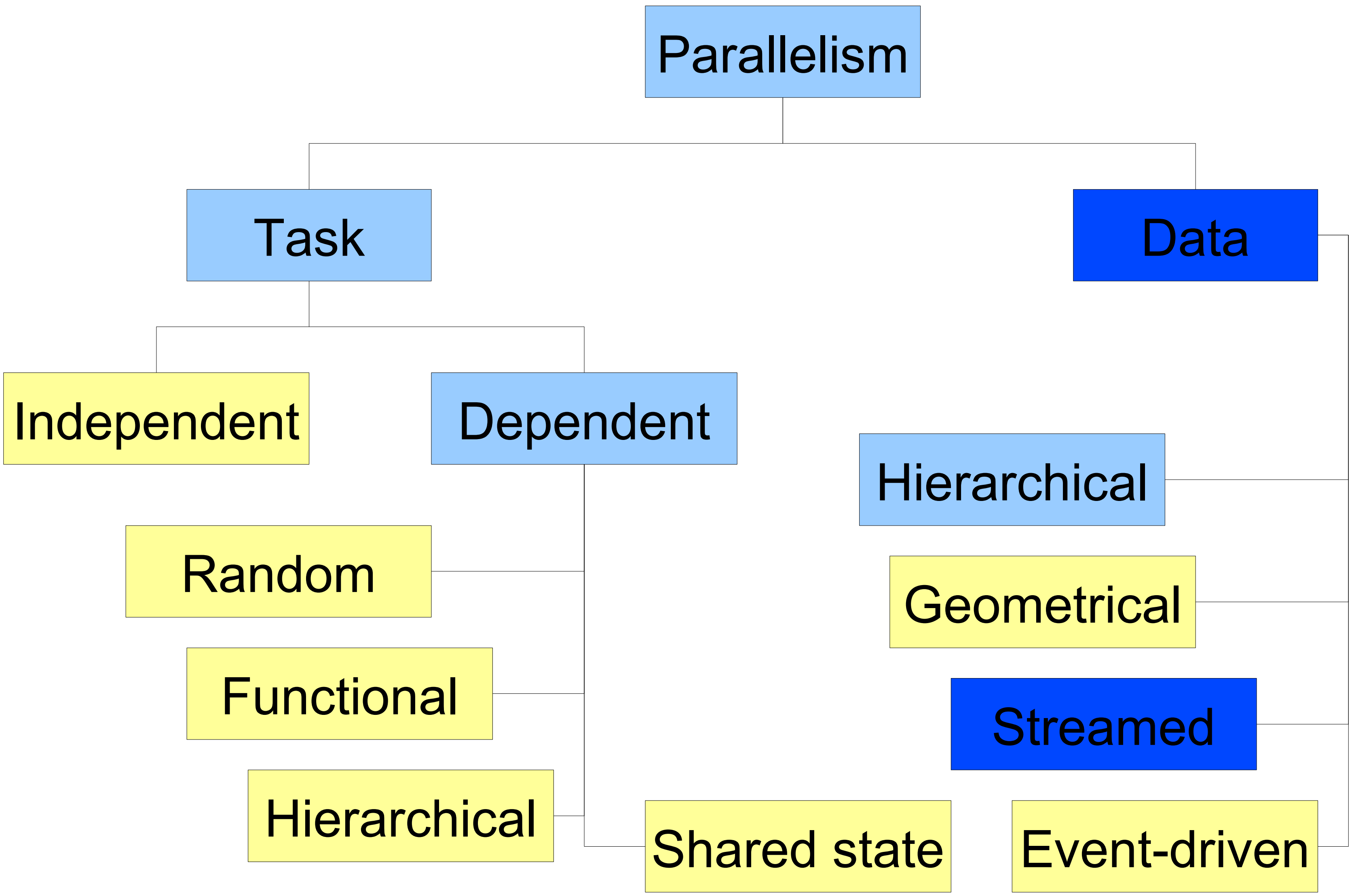
Unroll iteration

```
def pipeline = data | step1 | step2 | step3

new File("/file.txt").withReader{reader ->
    reader.each {
        data << it
    }
}
```

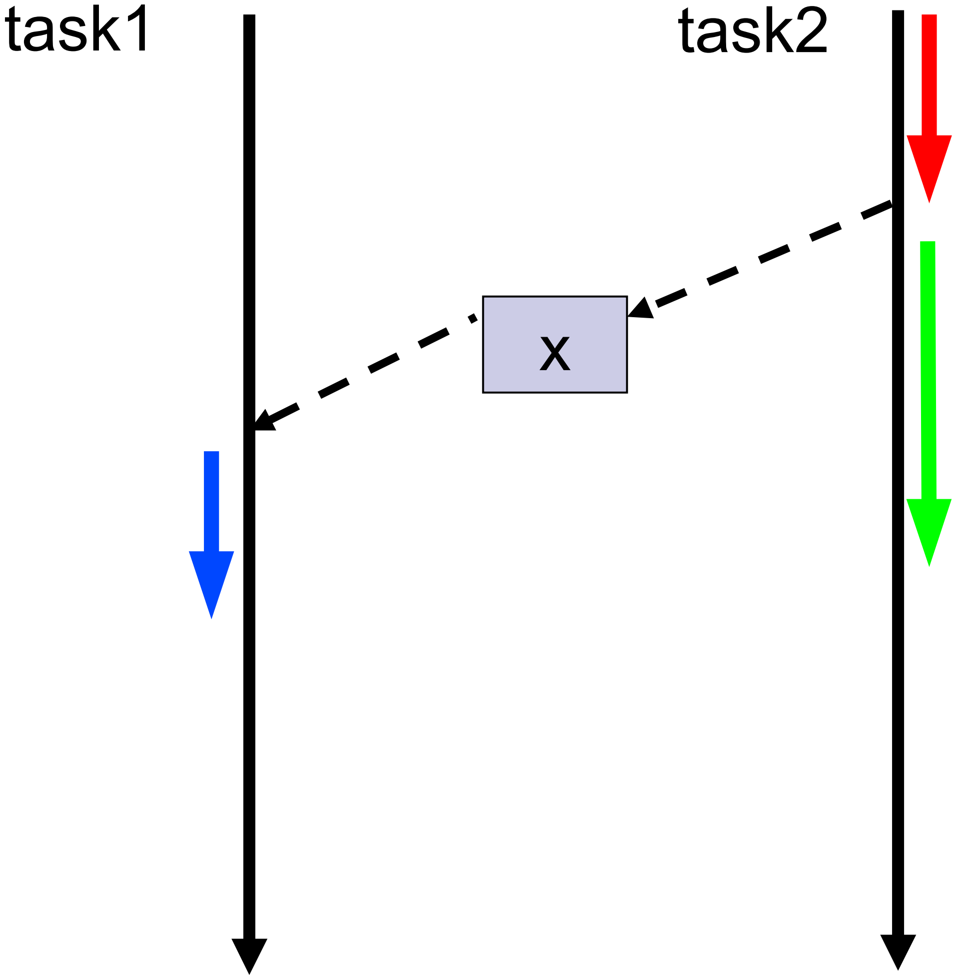
Unroll iteration



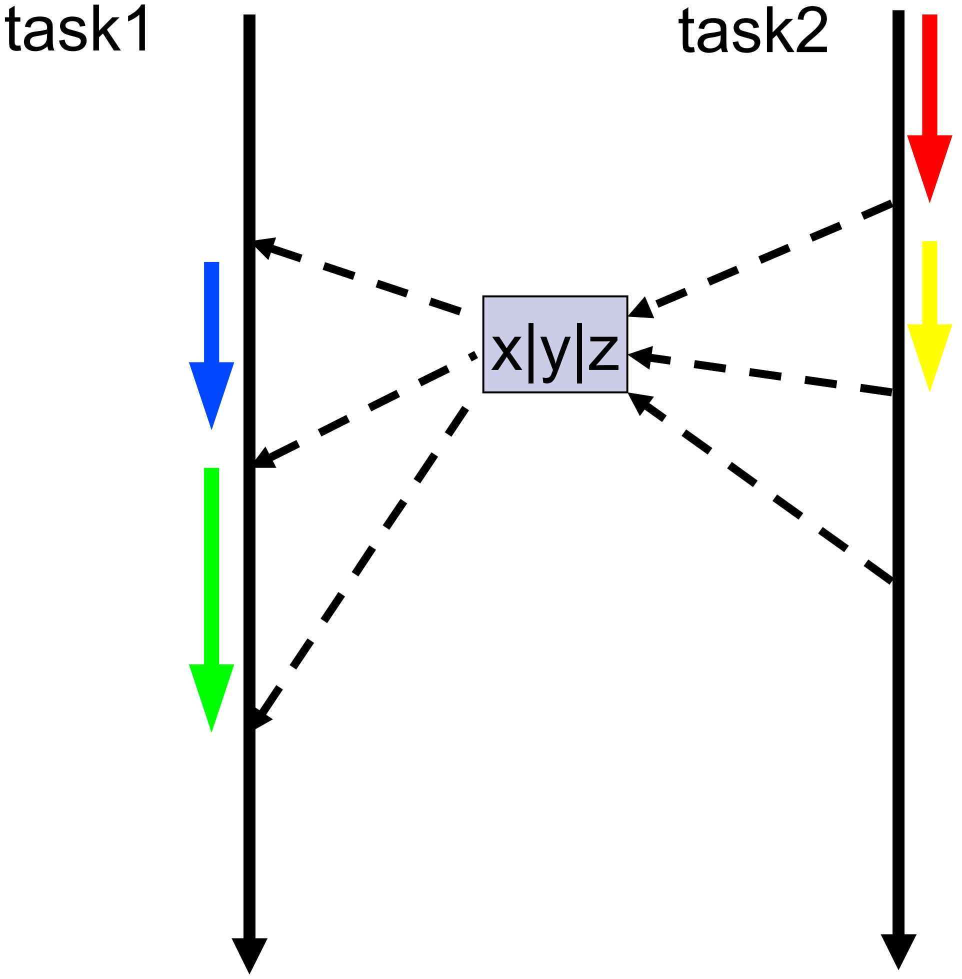
Streamed data



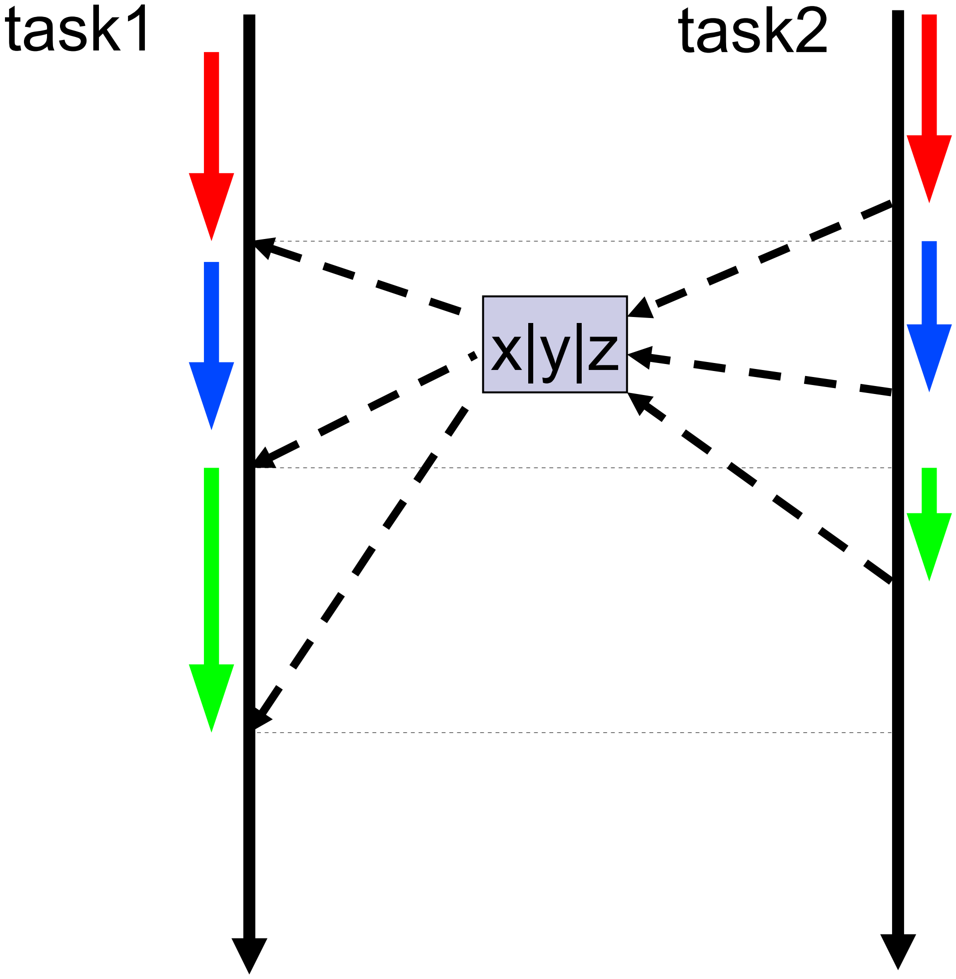
Dataflow Variables / Promises



Dataflow Channels

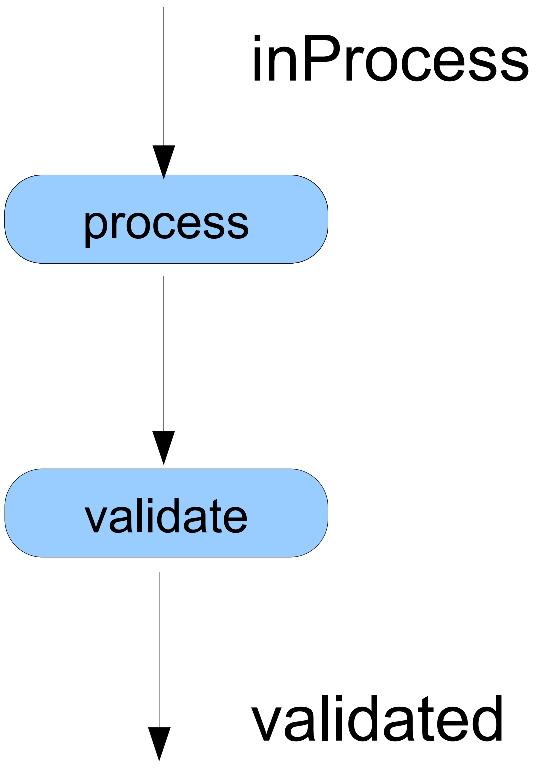


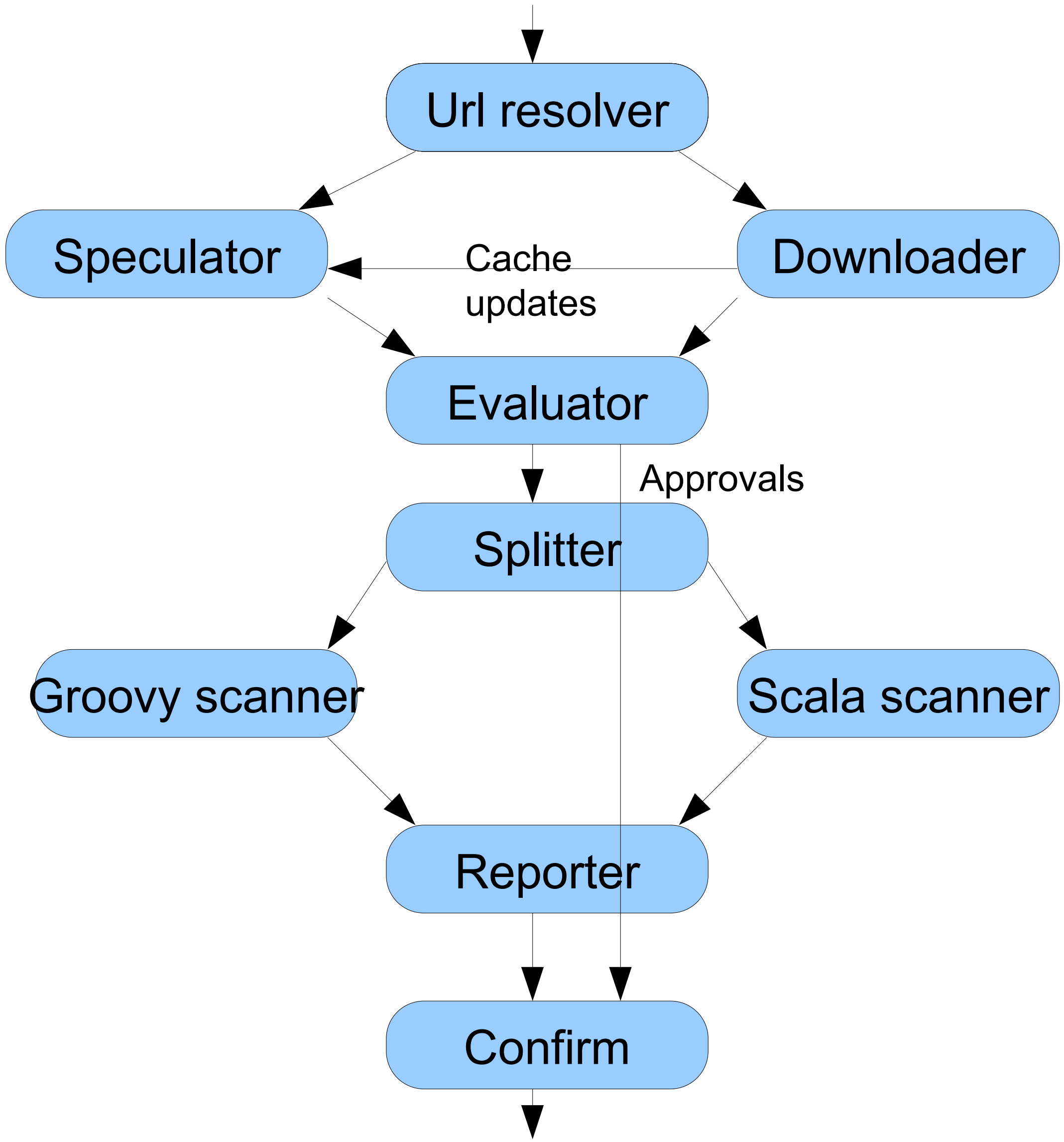
Synchronous Channels



Pipeline DSL

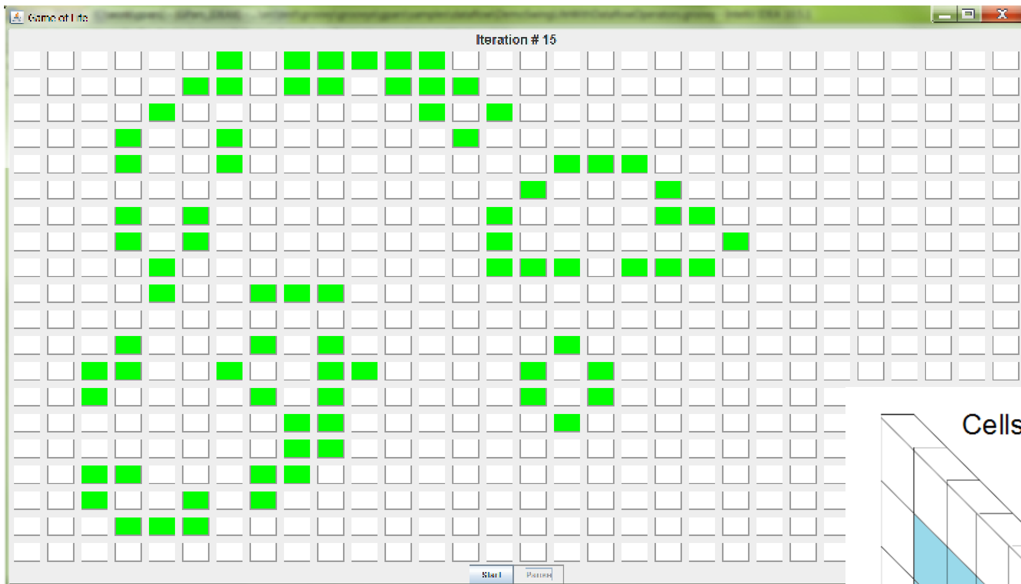
```
def toProcess = new DataflowQueue()
def validated = new DataflowQueue()

toProcess |  {form -> process(form)} |
    {processedForm -> validate(processedForm)} | validated

submissions.each {toProcess << it}
```

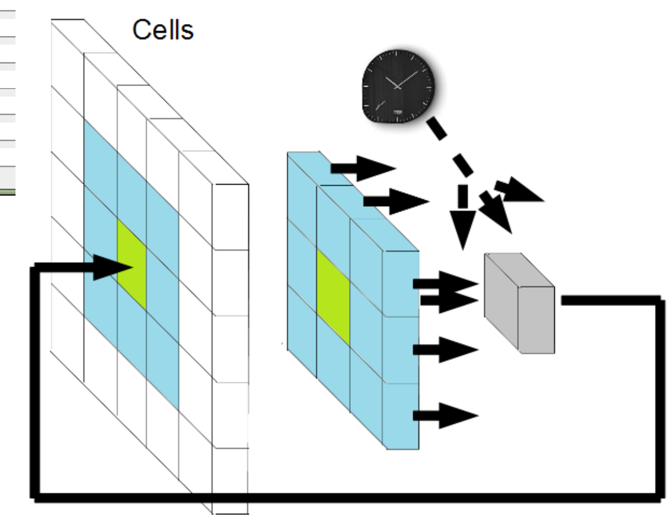

inProcess
process
validate
validated


Url resolver
Speculator
Downloader
Cache
updates
Evaluator
Approvals
Splitter
Groovy scanner
Scala scanner
Reporter
Confirm

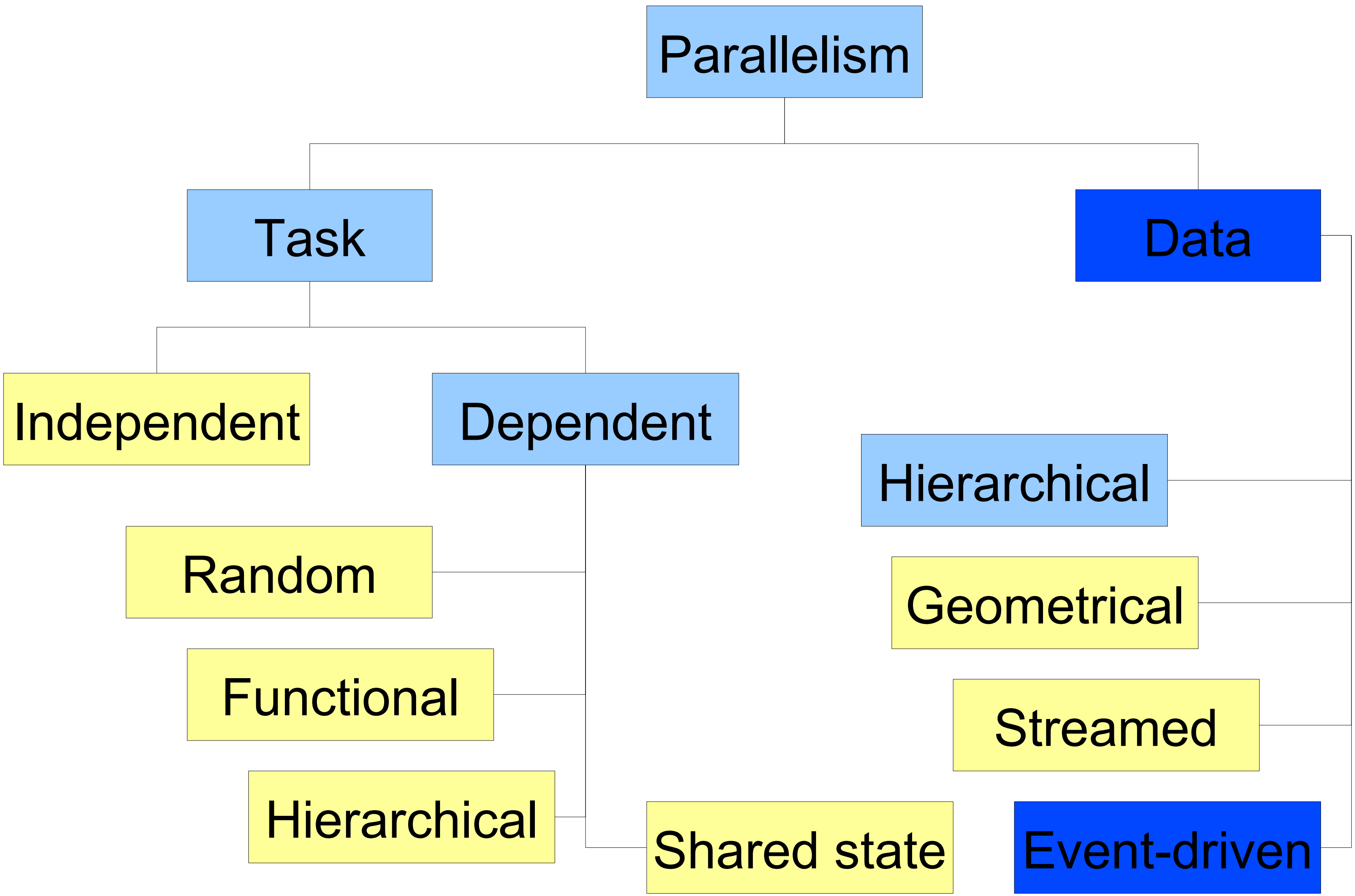
Dataflow Operators

```
operator(inputs: [headers, bodies, footers],
         outputs: [articles, summaries])
  {header, body, footer ->
    def article = buildArticle(header, body, footer)
    bindOutput(0, article)
    bindOutput(1, buildSummary(article))
  }
```


Iteration # 15
Start


Cells

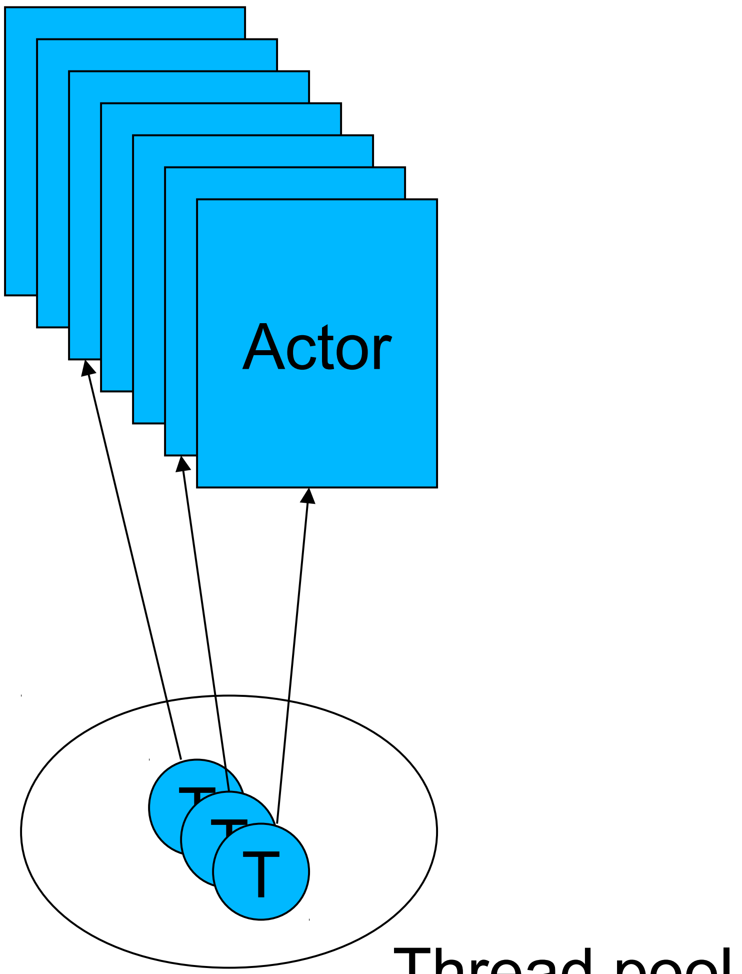
Actors



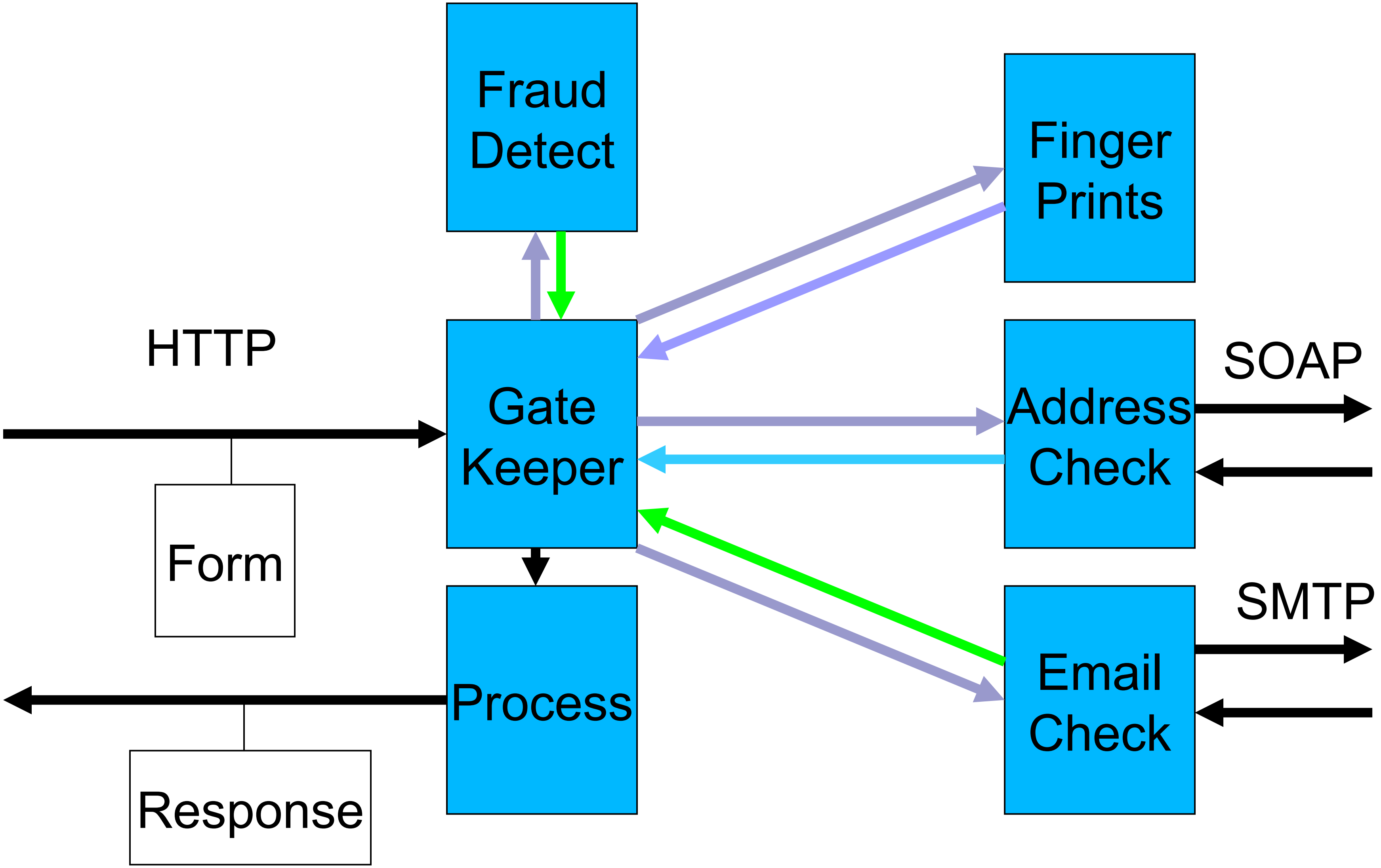
Parallelism
Task
Data
Independent
Dependent
Hierarchical
Random
Geometrical
Functional
Streamed
Hierarchical
Shared state
Event-driven

Actors

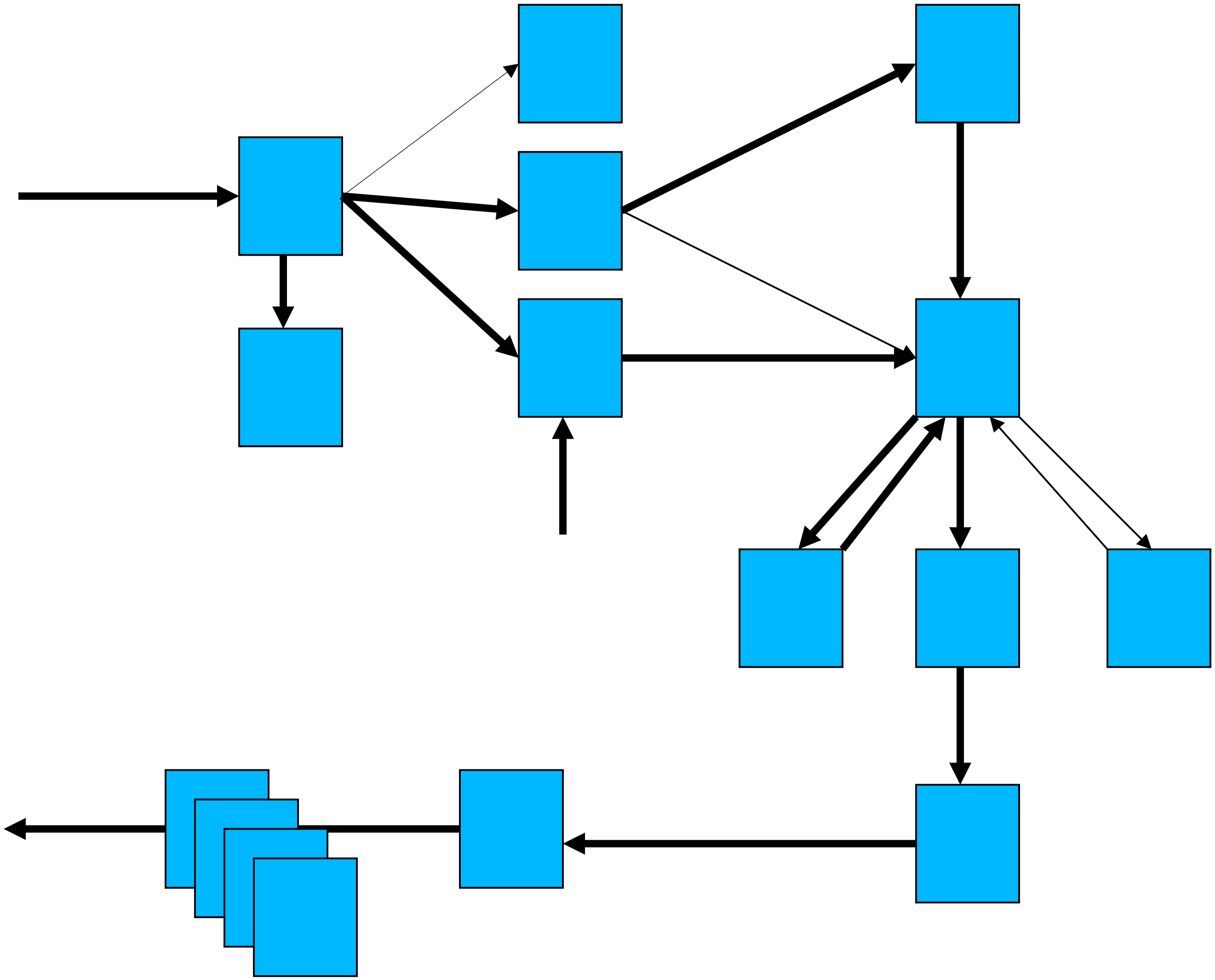
- Isolated
- Communicating
    - Immutable messages
- Active
    - Pooled shared threads
- Activities
    - Create a new actor
    - Send a message
    - Receive a message



Actors use


Fraud Detect
Finger Prints
HTTP
Gate Keeper
Address Check
SOAP
Form
Process
Email Check
SMTP
Response

Actors patterns



Enricher

Router

Translator

Endpoint

Splitter

Agregator

Filter

Resequencer

Checker

Sending messages

```
buddy.send 10.eur

buddy << new Book(title:'Groovy Recipes',
                  author:'Scott Davis')

def canChat = buddy.sendAndWait 'Got time?'

buddy.sendAndContinue 'Need money!', {cash->
    pocket.add cash
}
```

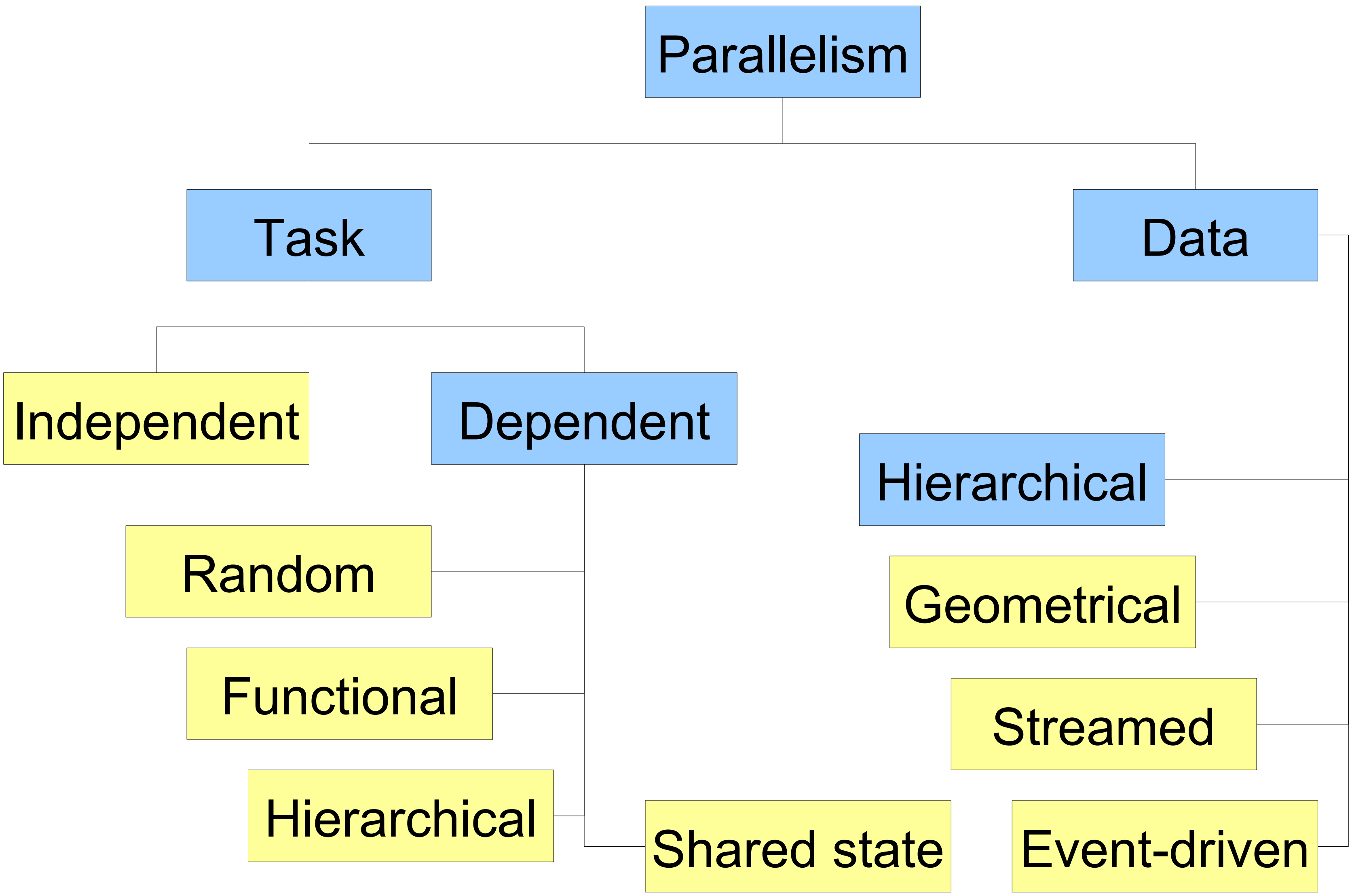
Event driven – actors

```
class MyActor extends DynamicDispatchActor {
    private int counter = 0

    public void onMessage(String msg) {
        this.counter += msg.size()
    }
    public void onMessage(Integer number) {
        this.counter += number
    }
    public void onMessage(Money cash) {
        this.counter += cash.amount
        reply 'Thank you'
    }
}
```

Event driven – active objects

```
@ActiveObject
class MyCounter {
    private int counter = 0


 @ActiveMethod
    def incrementBy(int value) {
        println "Received an integer: $value"
        this.counter += value
    }
}
```

Conclusion



Parallelism
Task
Data
Independent
Dependent
Random
Functional
Hierarchical
Shared state
Hierarchical
Geometrical
Streamed
Event-driven

Summary

Parallelism is not hard, multi-threading is

Jon Kerridge, Napier University

References

http://groovy-lang.org

http://grails.org

http://groovyconsole.appspot.com/

http://www.manning.com/koenig2/