



EXTENDING AND COMPLETING YAUHAU

Justus Adam, supervised by Sebastian Ertel and Andres Goens











```
(defn common-friends [x y]
  (intersection (friends-of x) (friends-of y)))
(defn friends-of [x]
  (fetch (FriendsOf, x)))
```





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• Batching, Caching and Concurrency desired





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- Batching, Caching and Concurrency desired
- Retaining concise and straight forward code





```
(defalgo common-friends [x y]
  (intersection (friends-of x) (friends-of y)))
(defalgo friends-of [x]
  (fetch (mk-req (FriendsOf. x) data-source)))
```

- Batching, Caching and Concurrency desired
- Retaining concise and straight forward code
- Yauhau solves issue with minimal difference in code







Current status

• Yauhau supports a base transformation on a dataflow graph





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- The structure of the graph does not reflect control flow





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• Handling control flow





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- Handling control flow
- Iteration/mapping with smap





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- Handling control flow
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- Conditional execution with if





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- The structure of the graph does not reflect control flow

Tasks

- Handling control flow
- Iteration/mapping with smap
- Conditional execution with if
- Semantics of side effects (writes)



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- Application
- 2 Ÿauhau Overview
- 3 smap rewrite
- 4 if rewrite
- 6 Generalising to Context
- 6 Side Effect Semantics
- Temperate Experiments and Evaluation



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Application



- Large scale, distributed systems (Facebook, Amazon, Twitter)
- Haskell library Haxl¹
- Clojure library Muse²
- Scala implementation Stitch by Twitter³ (closed source)
- Ÿauhau as an Ohua plugin⁴

⁴ Sebastian Ertel, Andrés Goens, Justus Adam and Jeronimo Castrillon. Ÿauhau: Concise Code and Efficient I/O Straight from Dataflow. POPL '17. In submission.



¹ Simon Marlow, Louis Brandy, Jonathan Coens, and Jon Purdy. 2014. There is no fork: an abstraction for efficient, concurrent, and concise data access. ICFP '14.

² Alexey Kachayev. 2015. Reinventing Haxl: Efficient, Concurrent and Concise Data Access. https://www.youtube.com/watch?v=ToekV8Pwv8

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Ohua



• Ÿauhau hooks into the Ohua⁵ compiler

⁵ Sebastian Ertel, Christof Fetzer, and Pascal Felber. 2015. Ohua: Implicit Dataflow Programming for Concurrent Systems. PPPJ '15

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Ohua



- Ÿauhau hooks into the Ohua⁵ compiler
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Ohua



- Ÿauhau hooks into the Ohua⁵ compiler
- Parallelisation framework based on dataflow⁶⁷
- Stateful functions and algorithms (defalgo) as abstraction

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Base transformation



Base transformation



• Rewrites high level algorithms

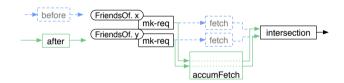


- Rewrites high level algorithms
- Operates on dataflow ir

```
(let [[x y] (algo-in)
        a (mk-req (FriendsOf. x) data-source)
        b (mk-req (FriendsOf. y) data-source)
        c (fetch a)
        d (fetch b)
        e (intersection a b)]
e)
```



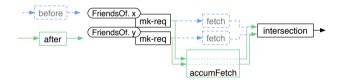
- Rewrites high level algorithms
- Operates on dataflow ir
- Traverses dataflow graph along dependencies







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- Collect fetches, replace with accumulator





- Rewrites high level algorithms
- Operates on dataflow ir
- Traverses dataflow graph along dependencies
- Collect fetches, replace with accumulator
- Transformation is very simple and naive

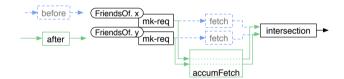




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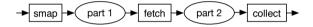
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smap rewrite



• Split inner graph around fetch



smap rewrite



- Split inner graph around fetch
- insert collect and smap around fetch



smap rewrite



- Split inner graph around fetch
- insert collect and smap around fetch
- Build tree of requests



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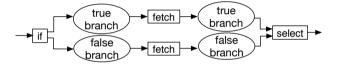


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• Split inner graph around fetch



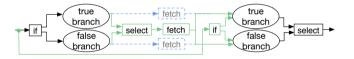


- Split inner graph around fetch
- Replace two fetches with one being selectively given the active request





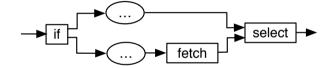
- Split inner graph around fetch
- Replace two fetches with one being selectively given the active request
- Push result to the continuation of the active branch using the initial condition







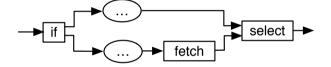
• Problem if unequal number of fetches on branches







- Problem if unequal number of fetches on branches
- Solution: Insert extra fetches





if rewrite



- Problem if unequal number of fetches on branches
- Solution: Insert extra fetches
- Use NoOp (empty) requests

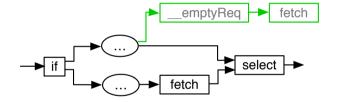




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Generalising to Context



• Handle arbitrary graphs with conditionals, maps etc



Generalising to Context



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- These structures are often interleaved

Generalising to Context

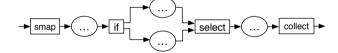


- Handle arbitrary graphs with conditionals, maps etc
- These structures are often interleaved
- Ease handling of complex nested stacks



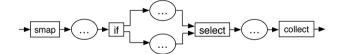


• Hidden graph structures unified into context



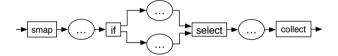


- Hidden graph structures unified into context
- Context is property of subgraphs emerging from node labels



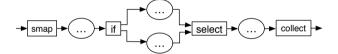


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- Context is property of subgraphs emerging from node labels
- Has a marker for begin and end



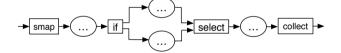


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- Inherited property



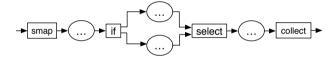


- Hidden graph structures unified into context
- Context is property of subgraphs emerging from node labels
- Has a marker for begin and end
- Inherited property
- Subcontexts are always fully enclosed



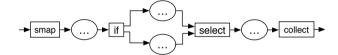


• Context recognition is done at compile time



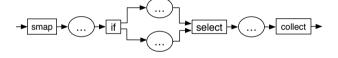


- Context recognition is done at compile time
- If a context opening node is found annotate subgraph



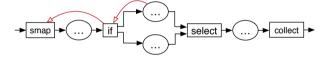


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- Resolve full context stack by following the parent context references



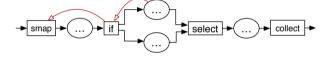


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- Context recognition is done at compile time
- If a context opening node is found annotate subgraph
- Resolve full context stack by following the parent context references
- Hinges on the "fully enclosing" property



Handling arbitrary graphs



- Calculate contexts for each fetch
- Contexts are unwound in order of descending nesting level
- Unwinding is interleaved



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Side Effects in Algorithms

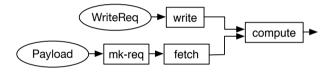


• Execution order depends entirely on data dependencies

Side Effects in Algorithms



• Execution order depends entirely on data dependencies





- Execution order depends entirely on data dependencies
- Can be enforced using **seq** operator



Side Effects across Algorithms



- Execution order depends entirely on data dependencies
- Can be enforced using **seq** operator
- Should be implicit from data dependencies





• Exploring and evaluating different approaches





- Exploring and evaluating different approaches
- Combining expected semantics and efficiency





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Current approach

- seq'ing fetches to algorithm boundary
- for 'unconnected' fetches following writes
- Vice versa for 'unconnected' writes following reads





- Exploring and evaluating different approaches
- Combining expected semantics and efficiency

Current approach

- seq'ing fetches to algorithm boundary
- for 'unconnected' fetches following writes
- Vice versa for 'unconnected' writes following reads

Open questions

- Always enabled?
- Scope?



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Verifying correctness (program semantics) and performance in comparison to Haxl and Muse for:





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This requires extensions to our random code generator to allow generation of correct code with





Verifying correctness (program semantics) and performance in comparison to Haxl and Muse for:

- Modularised graphs (functions/algorithms)
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This requires extensions to our random code generator to allow generation of correct code with

- Randomly generated functions
- Map operations using randomly generated functions
- Onditionals, with and without forcibly prefetched branches





The end. Thank you for listening.

Slides are available at http://static.justus.science/presentations/extending-yauhau.pdf



Haxl Implementation details



- Applicative functors denote independent data fetches
- Monad bind retrieved data
- Requests are GADT's encoding result type



Muse implementation detail



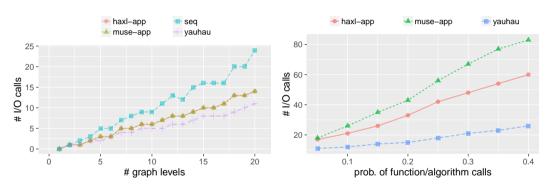
- Similar syntax to Haxl
- fmap/<\$> (<\$> and <*>), flat-map (>>=)
- Uses free monad to build an AST
- Traverses AST to find fetch rounds

```
(defn common-friends [x y]
  (<$> intersection
    (friends-of x)
    (friends-of y)))
(defn friends-of [x]
  (FriendsOf. x))
(defrecord FriendsOf [id]
 MuseAST
  (\ldots)
```



Graphs



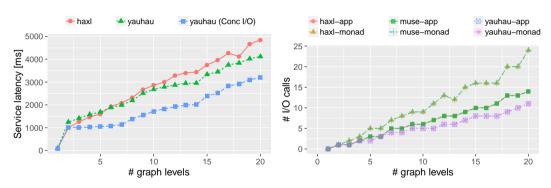


Left: Baseline comparison. Right: Performance with functions.



Graphs





Left: Mixed latency data sources. Right: Performance across code styles.



Base transformation – Details



- Simulates program execution
- Maintains set of created data (bindings)
- At each step 'call' all non-fetch functions with satisfied inputs
- If no further function can be called dispatch round

