

```
1 parEvalN :: [a -> b] -> [a] -> [b]
```

```
1 parEvalN :: (NFData b) => [a -> b] -> [a] -> [b]
2 parEvalN fs as = zipWith ($) fs as 'using' parList rdeepseq
```

```
1 parEvalN :: (NFData b) => [a -> b] -> [a] -> [b]
2 parEvalN fs as = runPar $
3 (sequenceA $ map (spawnP) $ zipWith ($) fs as) >>= mapM get
```

```
1 parEvalN :: (Trans a, Trans b) => [a -> b] -> [a] -> [b]
2 parEvalN fs as = spawnF fs as
```

Arrow Definition

```
1 class Arrow arr where
2   arr  :: (a -> b) -> arr a b
3   (>>>) :: arr a b -> arr b c -> arr a c
4   first  :: arr a b -> arr (a,c) (b,c)
```

Functions (\rightarrow) are arrows:

```
1 instance Arrow (→) where
2   arr f = f
3   f >>> g = g . f
4   first f = \ (a, c) → (f a, c)
```

The Kleisli type

```
1 data Kleisli m a b = Kleisli { run :: a -> m b }
```

as well:

```
1 instance Monad m => Arrow (Kleisli m) where
2   arr f = Kleisli $ return . f
3   f >>> g = Kleisli $ \a -> f a >>= g
4   first f = Kleisli $ \(a,c) -> f a >>= \b -> return (b,c)
```

```
1 second :: Arrow arr => arr a b -> arr (c, a) (c, b)
2 second f = arr swap >>> first f >>> arr swap
3 where swap (x, y) = (y, x)
```

```
1 (***) :: Arrow arr => arr a b -> arr c d -> arr (a, c) (b, d)
2 f *** g = first f >>> second g
```

```
1 (&&&) :: Arrow arr => arr a b -> arr a c -> a a (b, c)
2 f &&& g = arr (\a -> (a, a)) >>> (f *** g)
```


Arrow usage Example

```
1 add :: Arrow arr => arr a Int -> arr a Int -> arr a Int
2 add f g = (f &&& g) >>> arr \(u, v) -> u + v
```

The `mapArr` combinator lifts any arrow `arr a b` to an arrow `arr [a] [b]`,

```

1 mapArr :: ArrowChoice arr => arr a b -> arr [a] [b]
2 mapArr f =
3   arr listcase >>>
4   arr (const []) ||| (f *** mapArr f >>> arr (uncurry ()))
5   where
6     listcase [] = Left ()
7     listcase (x:xs) = Right (x,xs)

```

with

```

1 (|||) :: ArrowChoice arr a c -> arr b c -> arr (Either a b) c

```

zipWithArr

zipWithArr lifts any arrow `arr (a, b) c` to an arrow
`arr ([a], [b]) [c]`.

```

1 zipWithArr :: ArrowChoice arr => arr (a, b) c -> arr ([a], [b]) [c]
2 zipWithArr f = (arr $ \(as, bs) -> zipWith (,) as bs) >>> mapArr f

```

```
1 listApp :: (ArrowChoice arr, ArrowApply arr) =>
2   [arr a b] -> arr [a] [b]
3 listApp fs = (arr $ \as -> (fs, as)) >>> zipWithArr app
```

This combinator also makes use of the `ArrowApply` typeclass which allows us to evaluate arrows with `app :: arr (arr a b, a) c`.

The ArrowParallel typeclass

```
1 parEvalN :: [a -> b] -> [a] -> [b]
```

```
1 parEvalN :: (Arrow arr) => [arr a b] -> arr [a] [b]
```

The ArrowParallel typeclass

```
1 class Arrow arr => ArrowParallel arr a b where
2   parEvalN :: [arr a b] -> arr [a] [b]
```

```
1 class Arrow arr => ArrowParallel arr a b conf where
2   parEvalN :: conf -> [arr a b] -> arr [a] [b]
```

```
1 instance (NFData b, ArrowApply arr, ArrowChoice arr) =>
2   ArrowParallel arr a b conf where
3     parEvalN _ fs = listApp fs >>> arr (flip using $ parList rdeepseq)
```

```
1 instance (NFData b, ArrowApply arr, ArrowChoice arr) =>
2   ArrowParallel arr a b conf where
3     parEvalN _ fs =
4       (arr $ \as -> (fs, as)) >>>
5       zipWithArr (app >>> arr spawnP) >>>
6       arr sequenceA >>>
7       arr (>>= mapM get) >>>
8       arr runPar
```



```

1 instance (Trans a, Trans b) => ArrowParallel (->) a b conf where
2   parEvalN _ fs as = spawnF fs as

```

and the Kleisli type.

```

1 instance (Monad m, Trans a, Trans b, Trans (m b)) =>
2   ArrowParallel (Kleisli m) a b conf where
3   parEvalN conf fs =
4     (arr $ parEvalN conf (map \(Kleisli f) -> f) fs)) >>>
5     (Kleisli $ sequence)

```

```

1 class (Arrow arr) => ArrowUnwrap arr where
2   arr a b -> (a -> b)

```

With the ArrowParallel typeclass in place and implemented, we can now implement some basic parallel skeletons.

```
1 parEvalNLazy :: ( ArrowParallel arr a b conf, ArrowChoice arr, ArrowApply arr ) =>  
2   conf -> ChunkSize -> [arr a b] -> (arr [a] [b])  
3 parEvalNLazy conf chunkSize fs =  
4   arr (chunksOf chunkSize) >>>  
5   listApp fchunks >>>  
6   arr concat  
7   where  
8     fchunks = map (parEvalN conf) $ chunksOf chunkSize fs
```

```
1 arrMaybe :: (ArrowApply arr) => (arr a b) -> arr (Maybe a) (Maybe b)
2 arrMaybe fn = (arr $ go) >>> app
3   where
4     go Nothing = (arr $ \Nothing -> Nothing, Nothing)
5     go (Just a) = ((arr $ \(Just x) -> (fn, x)) >>> app >>> arr Just, (
```

```

1 parEval2 :: ( ArrowParallel arr a b conf,
2   ArrowParallel arr (Maybe a, Maybe c) (Maybe b, Maybe d) conf,
3   ArrowApply arr) =>
4   conf -> arr a b -> arr c d -> (arr (a, c) (b, d))
5 parEval2 conf f g =
6   (arr $ \(a, c) -> (f_g, [(Just a, Nothing), (Nothing, Just c)])) >>>
7   app >>>
8   (arr $ \comb -> (fromJust (fst (comb !! 0)), fromJust (snd (comb !! 1))))
9 where
10  f_g = parEvalN conf $ replicate 2 $ arrMaybe f *** arrMaybe g

```

parMap

```
1 parMap :: ( ArrowParallel arr a b conf, ArrowApply arr) =>
2   conf -> (arr a b) -> (arr [a] [b])
3 parMap conf f =
4   (arr $ \as -> (f, as)) >>>
5   ( first $ arr repeat >>>
6     arr (parEvalN conf)) >>>
7   app
```

parMapStream

```
1 parMapStream :: (ArrowParallel arr a b conf, ArrowChoice arr, ArrowApply a) =>  
2   conf -> ChunkSize -> arr a b -> arr [a] [b]  
3 parMapStream conf chunkSize f =  
4   (arr $ \as -> (f, as)) >>>  
5   ( first $ arr repeat >>>  
6     arr (parEvalNLazy conf chunkSize)) >>>  
7   app
```

farm

```

1 farm :: ( ArrowParallel arr a b conf, ArrowParallel arr [a] [b] conf,
2   ArrowChoice arr, ArrowApply arr) =>
3   conf -> NumCores -> arr a b -> arr [a] [b]
4 farm conf numCores f =
5   (arr $ \as -> (f, as)) >>>
6   ( first $ arr mapArr >>> arr repeat >>>
7     arr (parEvalN conf)) >>>
8   (second $ arr ( unshuffle numCores)) >>>
9   app >>>
10  arr shuffle

```

The definition of `unshuffle` is

```

1 unshuffle :: Int
2   -> [a]
3   -> [[a]]
4 unshuffle n xs = [takeEach n (drop i xs) | i <- [0..n-1]]

```

, while `shuffle` is defined as:

```
1 shuffle :: [[a]]  
2   -> [a]  
3 shuffle = concat . transpose
```

(These were taken from Eden's source code. [2])

farmChunk

```
1 farmChunk :: ( ArrowParallel arr a b conf, ArrowParallel arr [a] [b] conf,
2   ArrowChoice arr, ArrowApply arr) =>
3   conf -> ChunkSize -> NumCores -> arr a b -> arr [a] [b]
4 farmChunk conf chunkSize numCores f =
5   (arr $ \as -> (f, as)) >>>
6   ( first $ arr mapArr >>> arr repeat >>>
7     arr (parEvalNLazy conf chunkSize)) >>>
8   (second $ arr (unshuffle numCores)) >>>
9   app >>>
10  arr shuffle
```

```

1 ( $|>>>|$ ) :: (Arrow arr) => [arr a b] -> [arr b c] -> [arr a c]
2 ( $|>>>|$ ) = zipWith (>>>)

```

```

1 ( $|***|$ ) :: (ArrowParallel arr a b (),
2   ArrowParallel arr (Maybe a, Maybe c) (Maybe b, Maybe d) (),
3   ArrowApply arr) =>
4   arr a b -> arr c d -> arr (a, c) (b, d)
5 ( $|***|$ ) = parEval2 ()

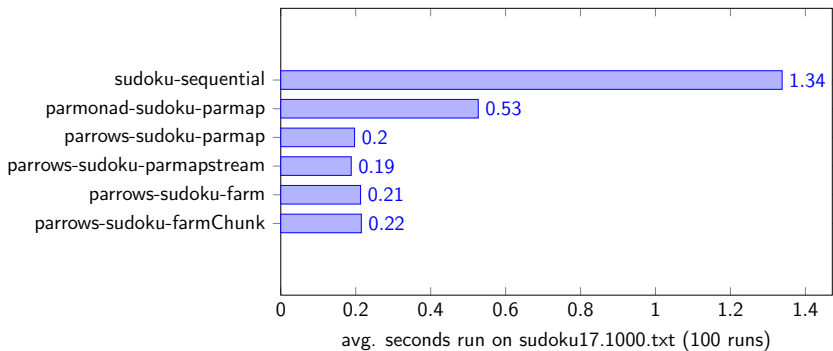
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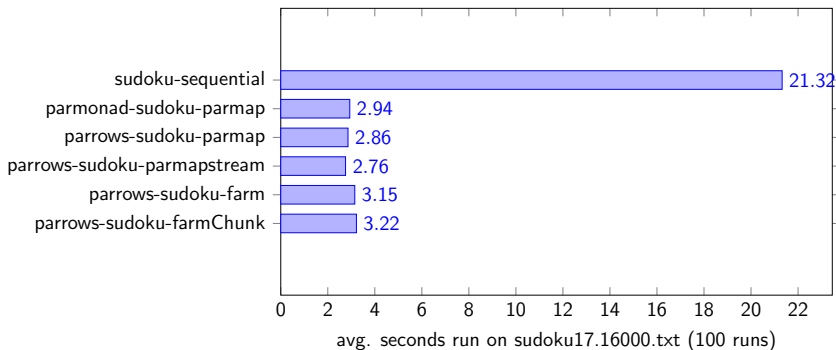
```

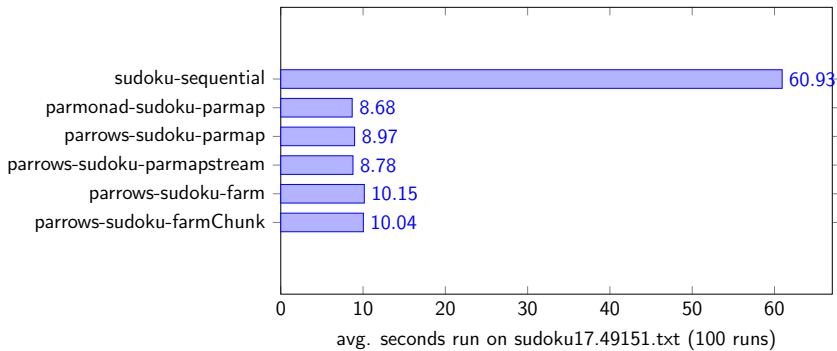
1 ( $|&&&|$ ) :: (ArrowParallel arr a b (),
2   ArrowParallel arr (Maybe a, Maybe a) (Maybe b, Maybe c) (),
3   ArrowApply arr) =>
4   arr a b -> arr a c -> arr a (b, c)
5 ( $|&&&|$ ) f g = (arr $ \a -> (a, a)) >>> f  $|***|$  g

```

The Benchmarks were run on a Core i7-3970X CPU @ 3.5GHz with 6 cores and 12 threads. For sake of comparability with Simon Marlow's parallel version which uses the ParMonad, we use the ParMonad backend for the parallel arrow versions as well.







- [1] John Hughes. *Programming with Arrows*, pages 73–129. Springer Berlin Heidelberg, Berlin, Heidelberg, 2005. ISBN 978-3-540-31872-9. doi: 10.1007/11546382_2. URL http://dx.doi.org/10.1007/11546382_2.
- [2] Eden skeletons' control.parallel.eden.map package source code. URL <https://hackage.haskell.org/package/edenskel-2.1.0.0/docs/src/Control-Parallel-Eden-Map.html>. [Accessed on 02/12/2017].