Building a Parallel Haskell based on Arrows

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Functions

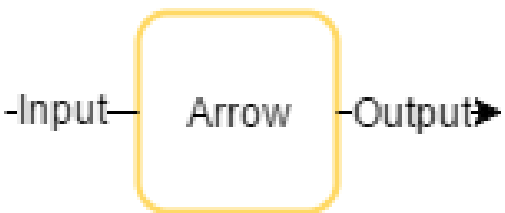
```
1 public static int fib(int x) {
2   if (x<=0)
3     return 0;
4   else if (x==1)
5     return 1;
6   else
7     return fib(x-2) + fib(x-1);
8 }
```

```
1 fib :: Int -> Int
2 fib x
3   | x <= 0 = 0
4   | x == 1 = 0
5   | otherwise =
6     (fib (x - 2))
7       + (fib (x - 1))
```

- Functional programming equally powerful as imperative programming
- focused on the "what?" instead of the "how?"
  $\Rightarrow$ more concise $\Rightarrow$ easier to reason about
- based on Lambda Calculus

Arrow Definition (1)

Another way to think about computations:

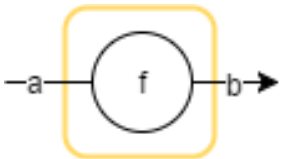


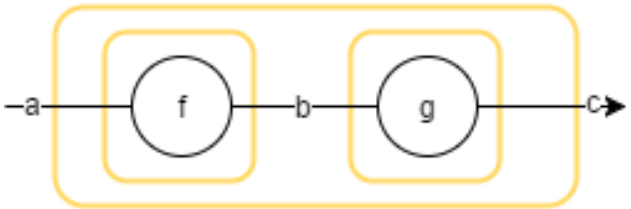
Arrow Definition (2)

```
class Arrow arr where
  arr   ::  (a -> b) -> arr a b

  (>>>) :: arr a b -> arr b c -> arr a c

  first   ::  arr a b -> arr (a,c) (b,c)
```





Functions ∈ Arrows

Functions (->) 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

The Kleisli type

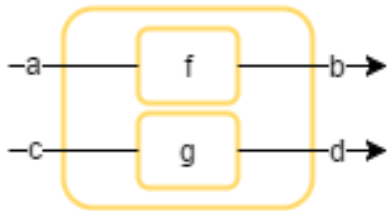
```
data Kleisli m a b = Kleisli { run :: a -> m b }
```

is also an arrow:

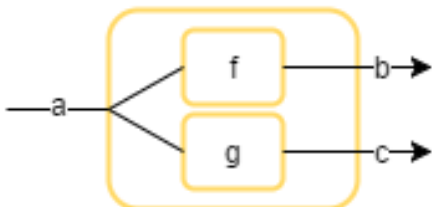
```
instance Monad m => Arrow (Kleisli m) where
  arr f = Kleisli $ return . f
  f >>> g = Kleisli $ \a -> f a >>= g
  first f = Kleisli $ \(a,c) -> f a >>= \b -> return (b,c)
```

Combinators

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



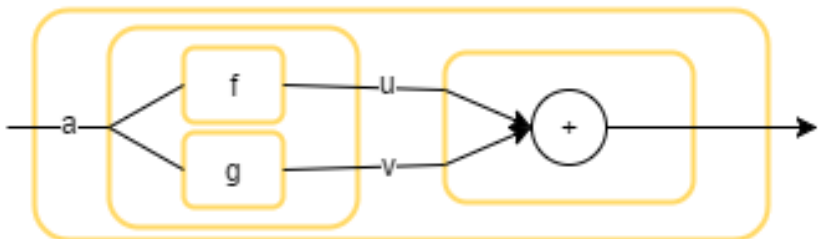

```
1 (&&&) :: arr a b -> arr a c -> arr a (b, c)
2 f &&& g = arr (\a -> (a, a)) >>> (f *** g)
```



Arrow Example

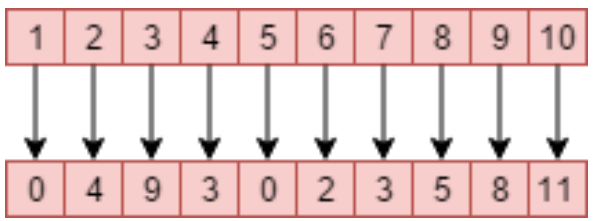
Arrow usage example:

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



In general, Parallelism can be looked at as:

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



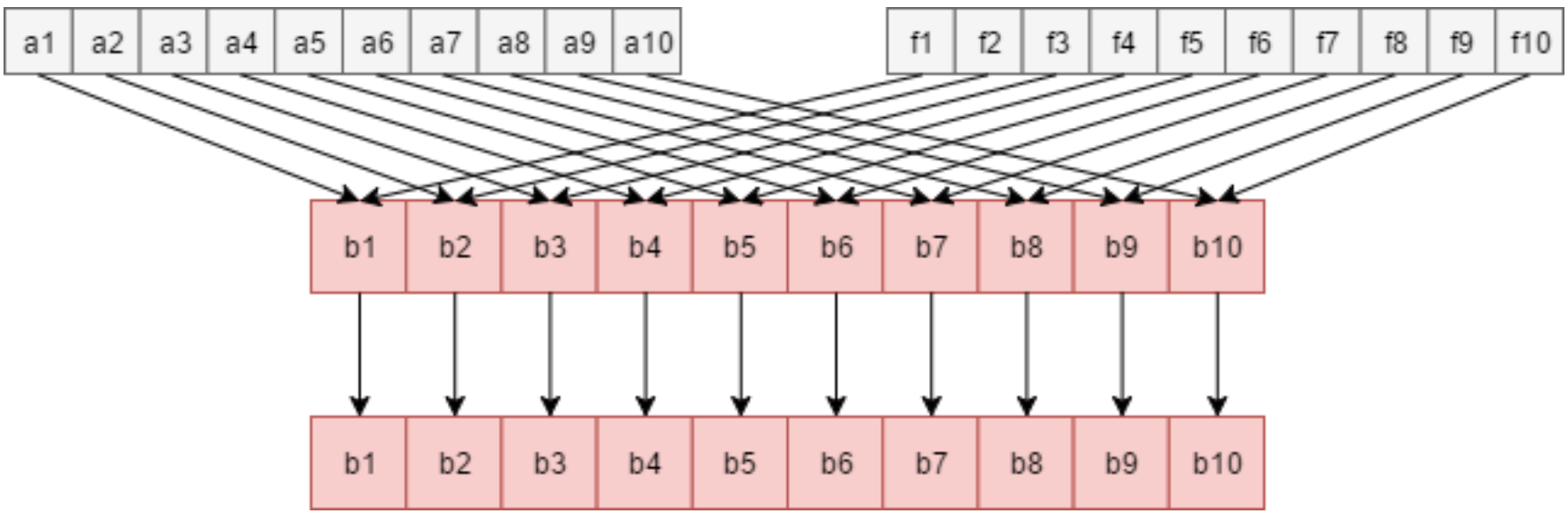
```
1 parEvalN :: [a -> b] -> [a] -> [b]
```

Roadmap:

- Implement using existing Haskells
  - GpH
  - ParMonad
  - Eden
- Generalize to Arrows
- Adapt Implementations
- Profit

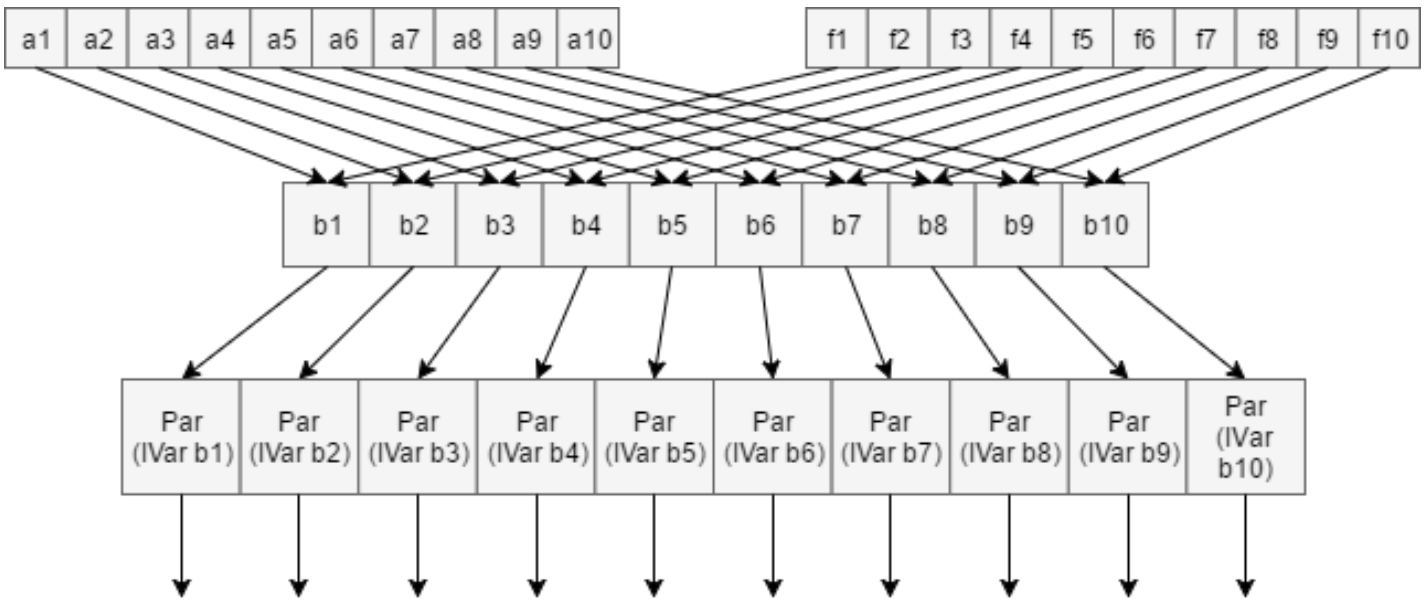
GpH

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



Par Monad

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



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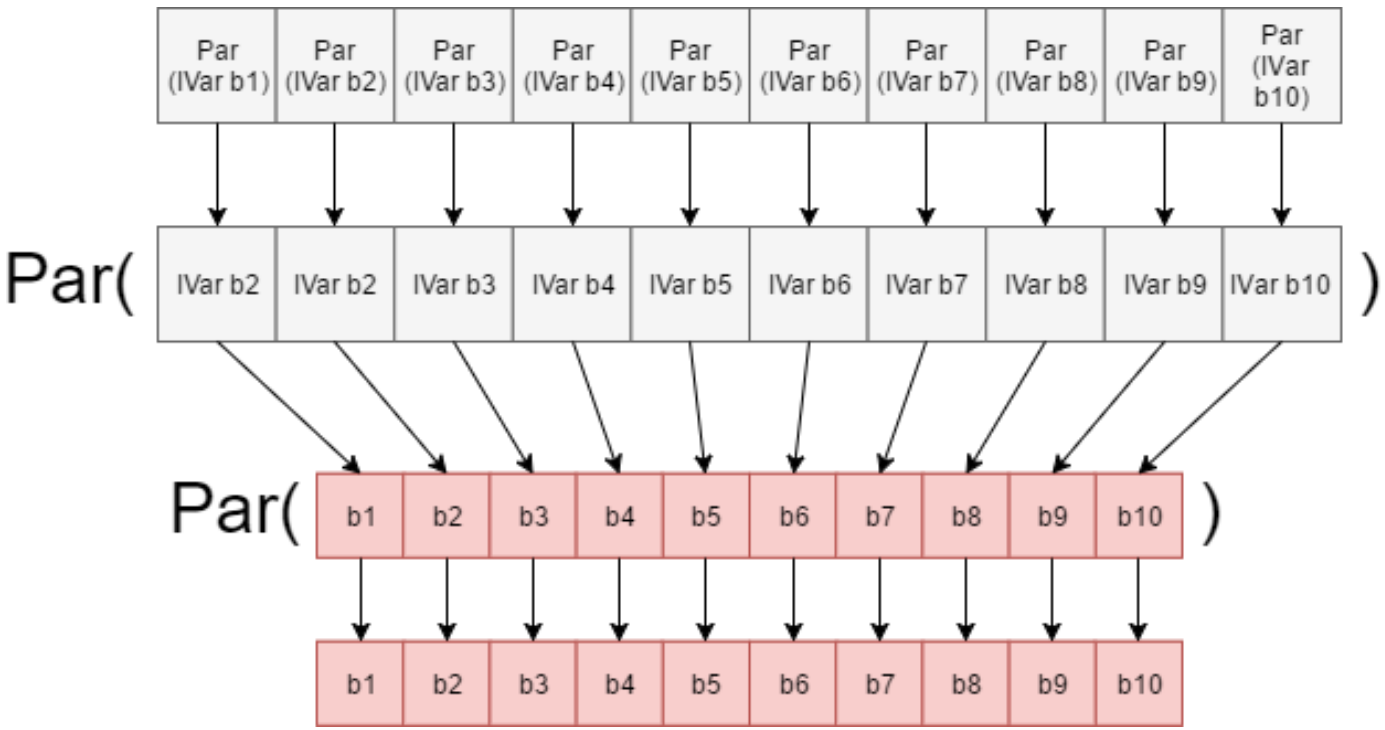
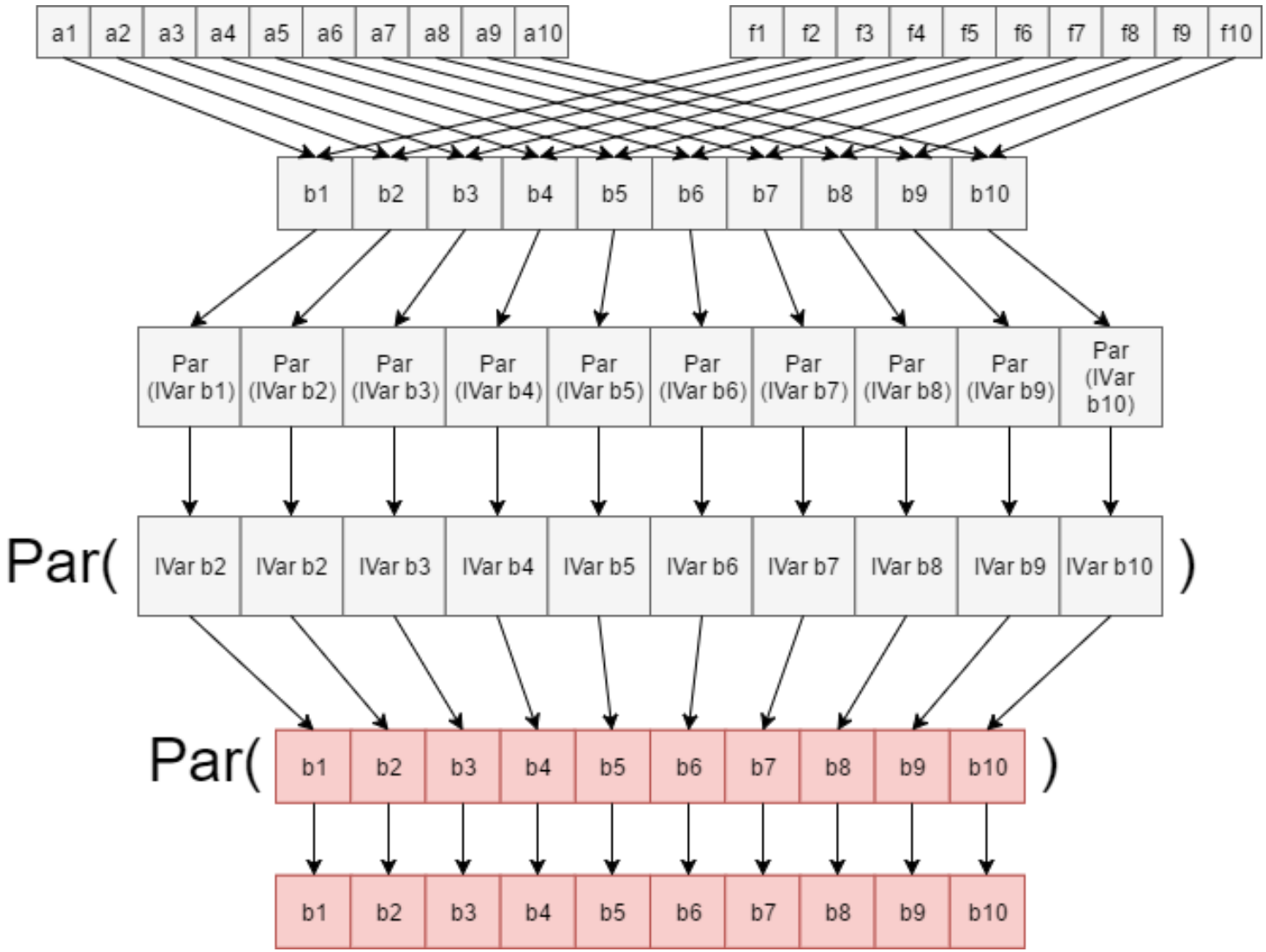
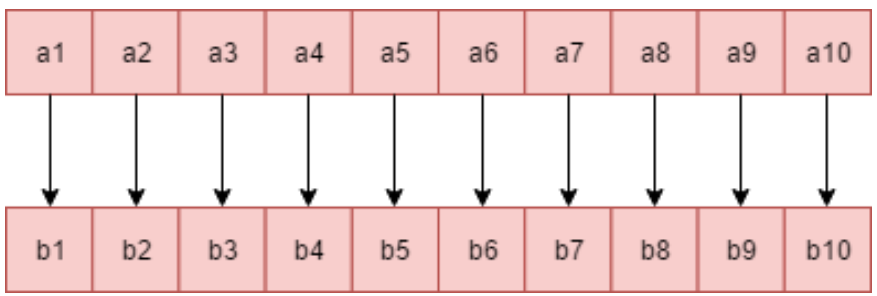


Par Monad


a1 a2 a3 a4 a5 a6 a7 a8 a9 a10
f1 f2 f3 f4 f5 f6 f7 f8 f9 f10
b1 b2 b3 b4 b5 b6 b7 b8 b9 b10
Par (IVar b1) Par (IVar b2) Par (IVar b3) Par (IVar b4) Par (IVar b5) Par (IVar b6) Par (IVar b7) Par (IVar b8) Par (IVar b9) Par (IVar b10)
Par(IVar b2 IVar b2 IVar b3 IVar b4 IVar b5 IVar b6 IVar b7 IVar b8 IVar b9 IVar b10)
Par(b1 b2 b3 b4 b5 b6 b7 b8 b9 b10)
b1 b2 b3 b4 b5 b6 b7 b8 b9 b10

Eden

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



The ArrowParallel typeclass

Now, let's generalize:

```
1 parEvalN :: [a -> b] -> [a] -> [b]
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The ArrowParallel typeclass

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

The ArrowParallel typeclass

Now, let's generalize:

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

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

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

The ArrowParallel typeclass

Now, let's generalize:

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

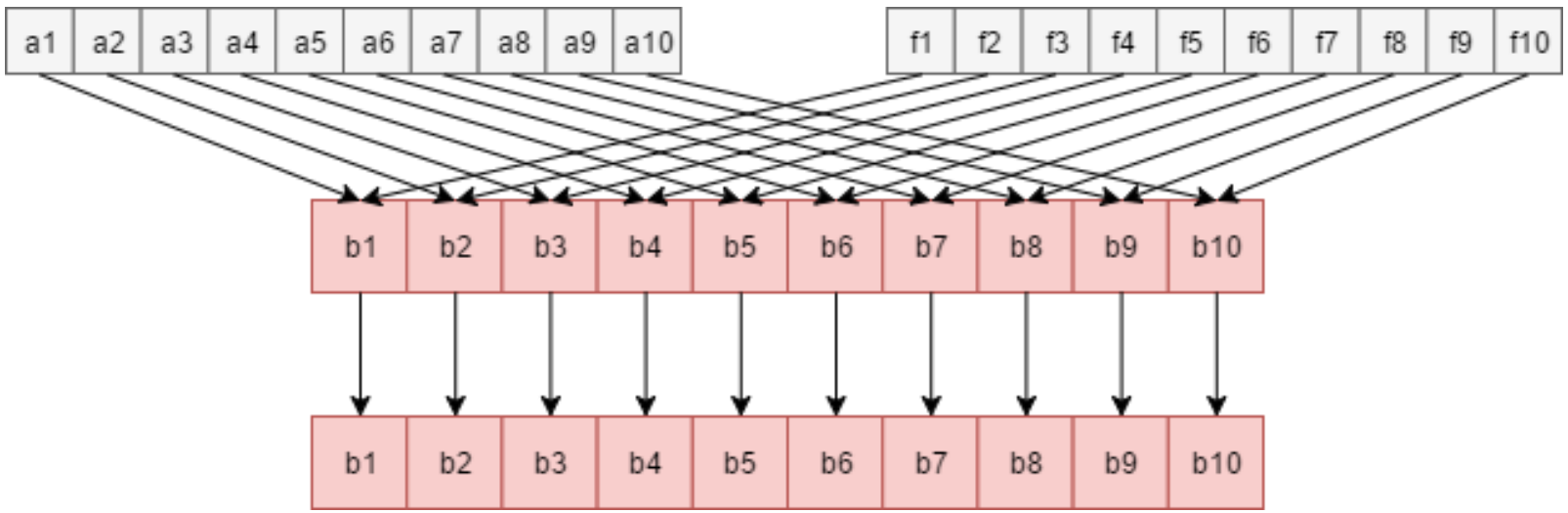
```
parEvalN :: (Arrow arr) => [arr a b] -> arr [a] [b]
```

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

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

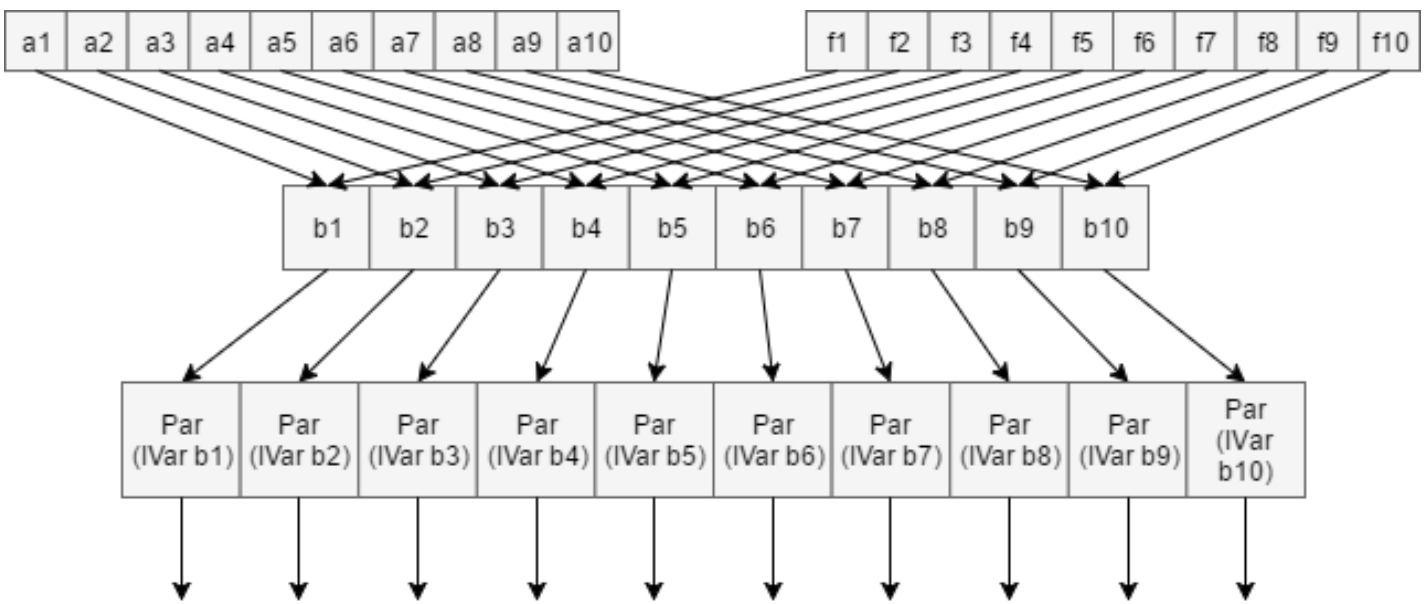
GpH

```
1  data Conf a = Conf (Strategy a)
2
3  instance (ArrowChoice arr) =>
4     ArrowParallel  arr  a  b (Conf b) where
5       parEvalN (Conf  strat )  fs  =
6             evalN  fs  >>>
7             arr  (withStrategy  ( parList   strat ))
```



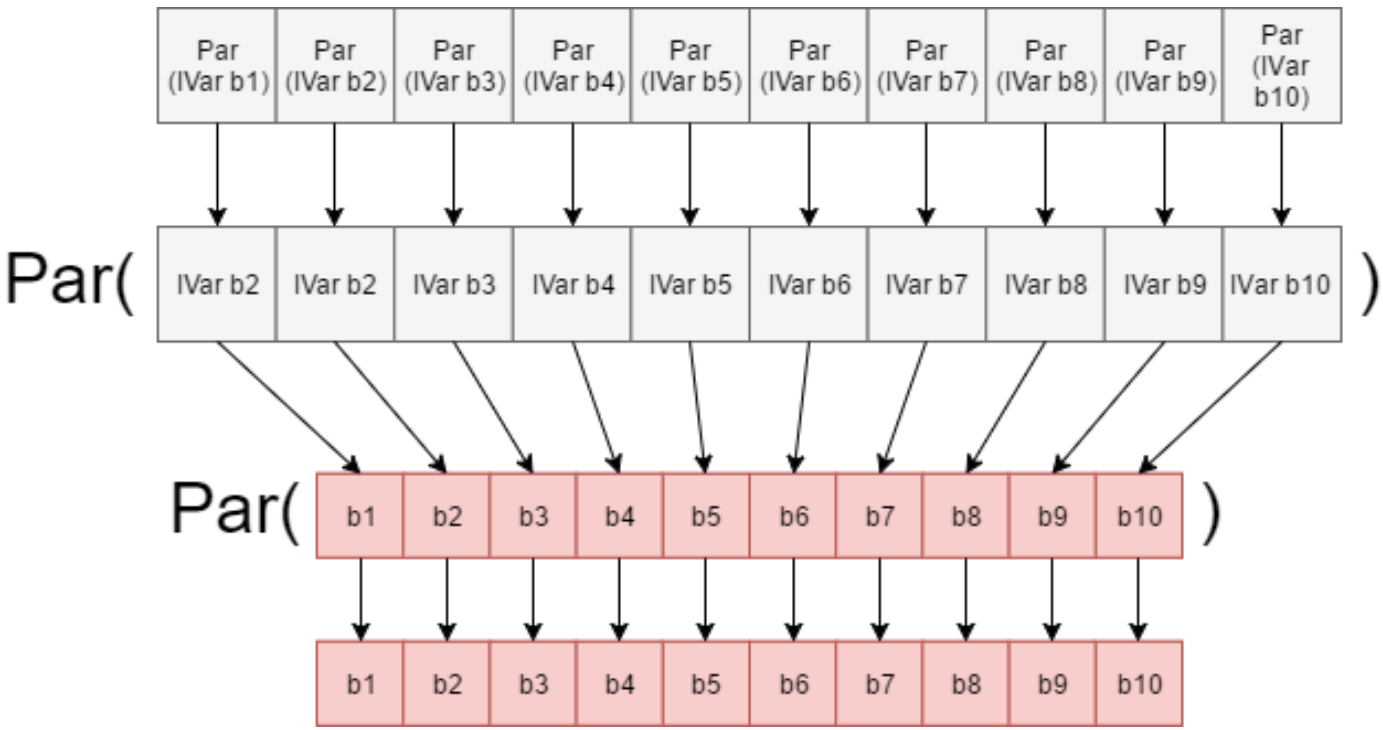
ParMonad

```
1 type Strategy a = a -> Par (IVar a)
2 data Conf a = Conf (Strategy a)
3
4 instance (ArrowChoice arr) => ArrowParallel arr a b (Conf b) where
5     parEvalN (Conf strat) fs =
6         evalN (map (>>> arr strat) fs) >>>
7             ...
```



ParMonad

```
1   ...
2   arr sequenceA >>>
3   arr (>>= mapM Control.Monad.Par.get) >>>
4   arr runPar
```



Eden (1)

For Eden we need separate implementations.

This is because of spawnF only supporting functions (−>).

```
1 spawnF :: (Trans a, Trans b) => [a -> b] -> [a] -> [b]
```

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```
1 spawnF :: (Trans a, Trans b) => [a -> b] -> [a] -> [b]
```

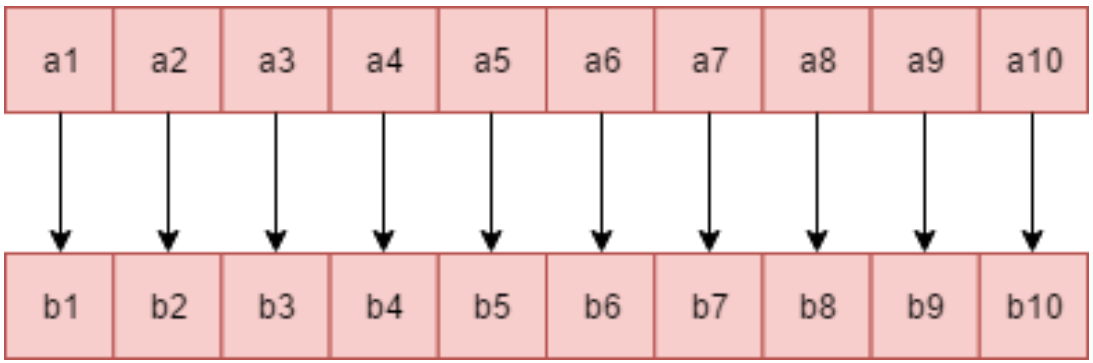
Hacky alternative:

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

Eden (2)

Implementation for Functions

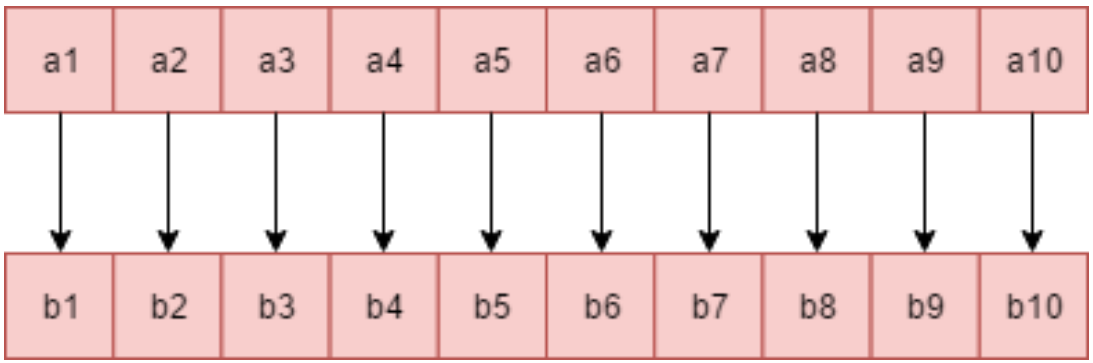
```
1 data Conf = Nil
2
3 instance (Trans a, Trans b) => ArrowParallel (->) a b conf where
4   parEvalN _ = spawnF
```



Eden (3)

Implementation for the Kleisli Type:

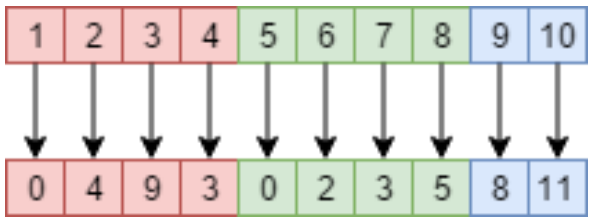
```
1 instance (ArrowParallel (->) a (m b) Conf,
2    Monad m, Trans a, Trans b, Trans (m b)) =>
3    ArrowParallel  ( Kleisli  m) a b conf where
4      parEvalN conf fs =
5         arr (parEvalN conf (map (\(Kleisli f) -> f) fs)) >>>
6          Kleisli sequence
```



Skeletons... (1)

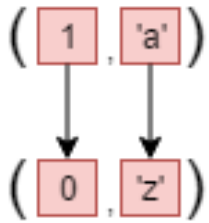
parEvalN, but **chunky**:

```
1 parEvalNLazy :: conf -> ChunkSize -> [arr a b] -> arr [a] [b]
```



parallel evaluation of **different typed functions**:

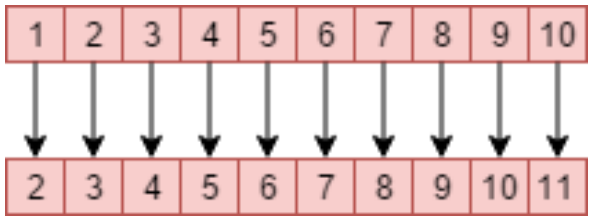
```
1 parEval2 :: conf -> arr a b -> arr c d -> arr (a, c) (b, d)
```



Skeletons... (2)

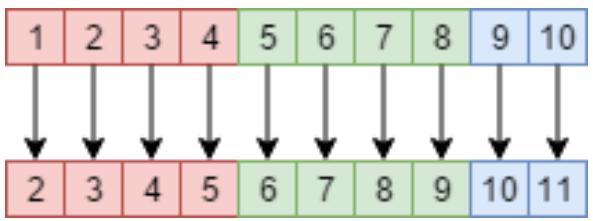
map, but in **parallel**:

```
1 parMap :: conf -> arr a b -> arr [a] [b]
```



parMap, but **chunky**:

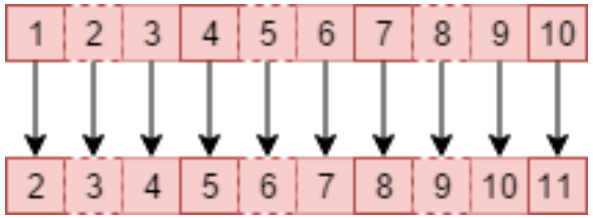
```
1 parMapStream :: conf -> ChunkSize -> arr a b -> arr [a] [b]
```



Skeletons... (3)

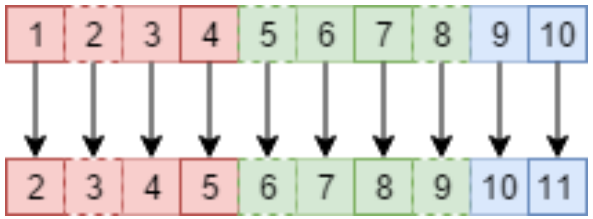
parMap, but with **workload distribution**:

```
1 farm :: conf -> NumCores -> arr a b -> arr [a] [b]
```



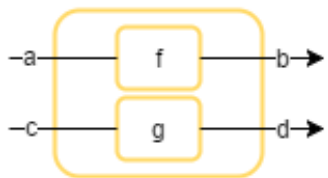
farm, but **chunky**:

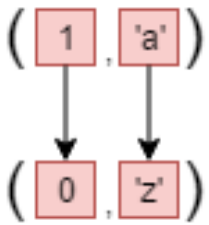
```
1 farmChunk ::
2   conf -> ChunkSize -> NumCores -> arr a b-> arr [a] [b]
```



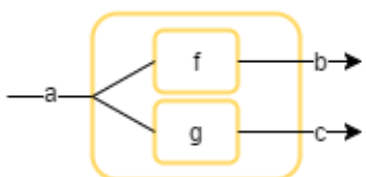
Parallel Operators

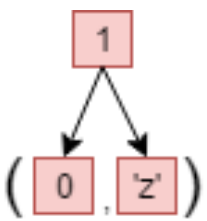
```
1 (|***|) :: arr a b -> arr c d -> arr (a, c) (b, d)
2 (|***|) = parEval2 ()
```






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

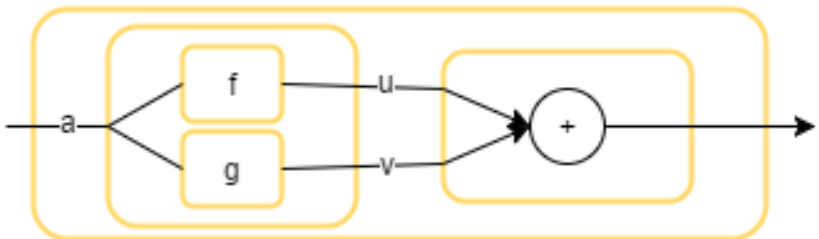


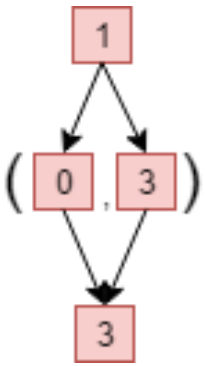


Parallelism made easy

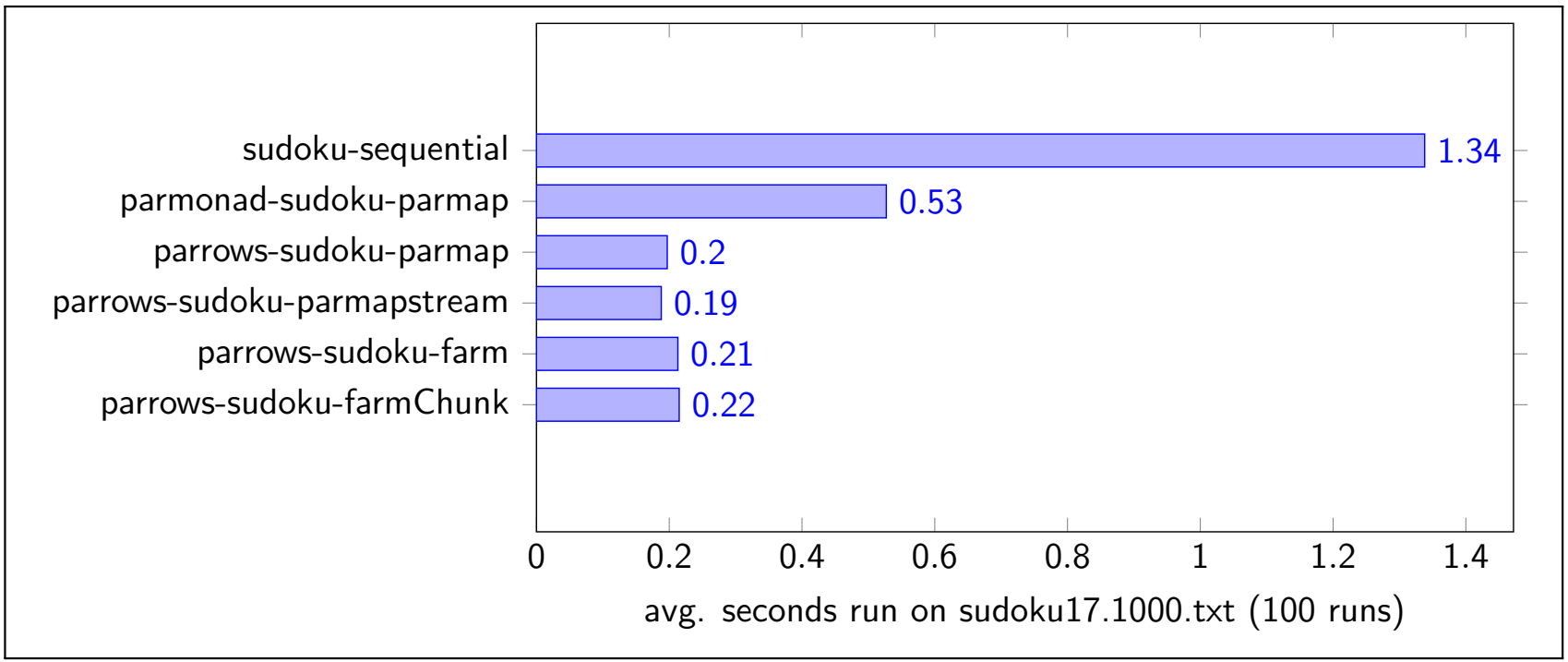
Parallel Evaluation made easy:

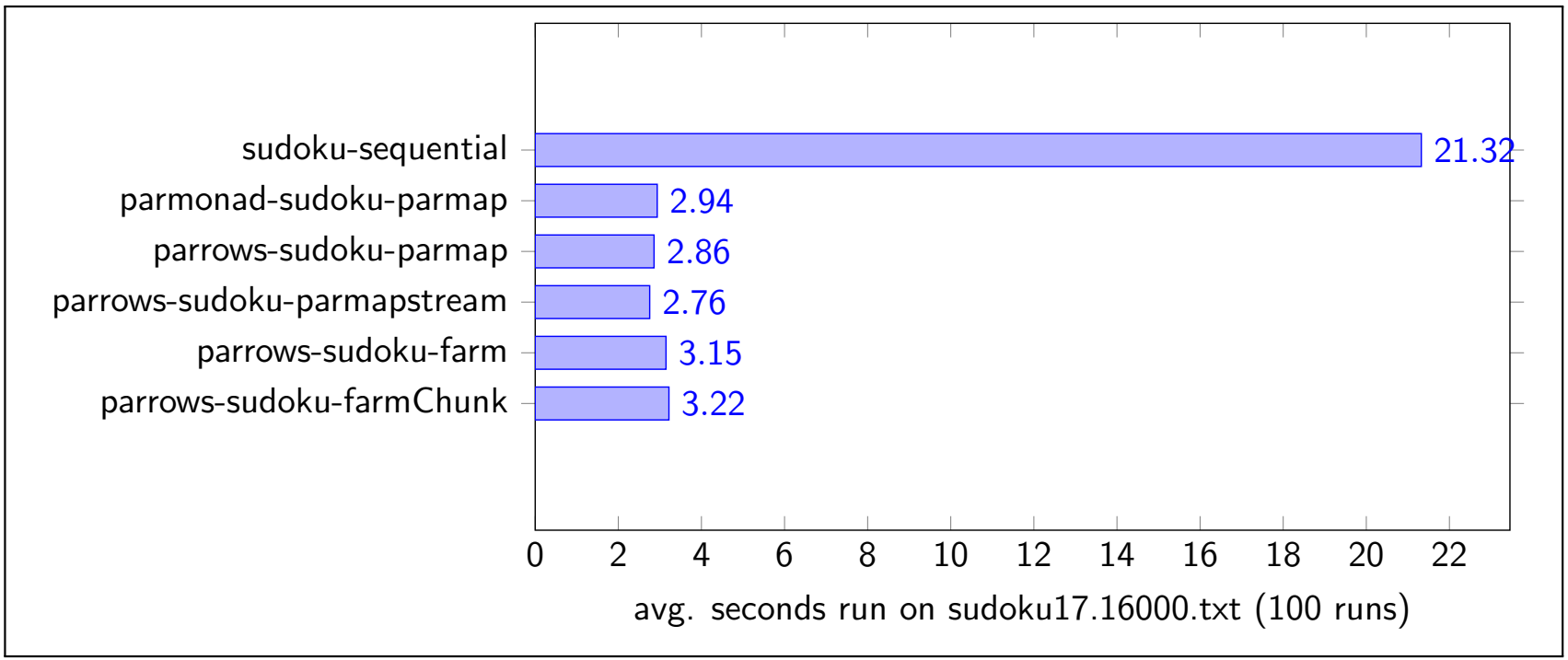
```
1 add :: Arrow arr => arr a Int -> arr a Int -> arr a Int
2 add f g = (f |&&&| g) >>> arr (\(u, v) -> u + v)
```

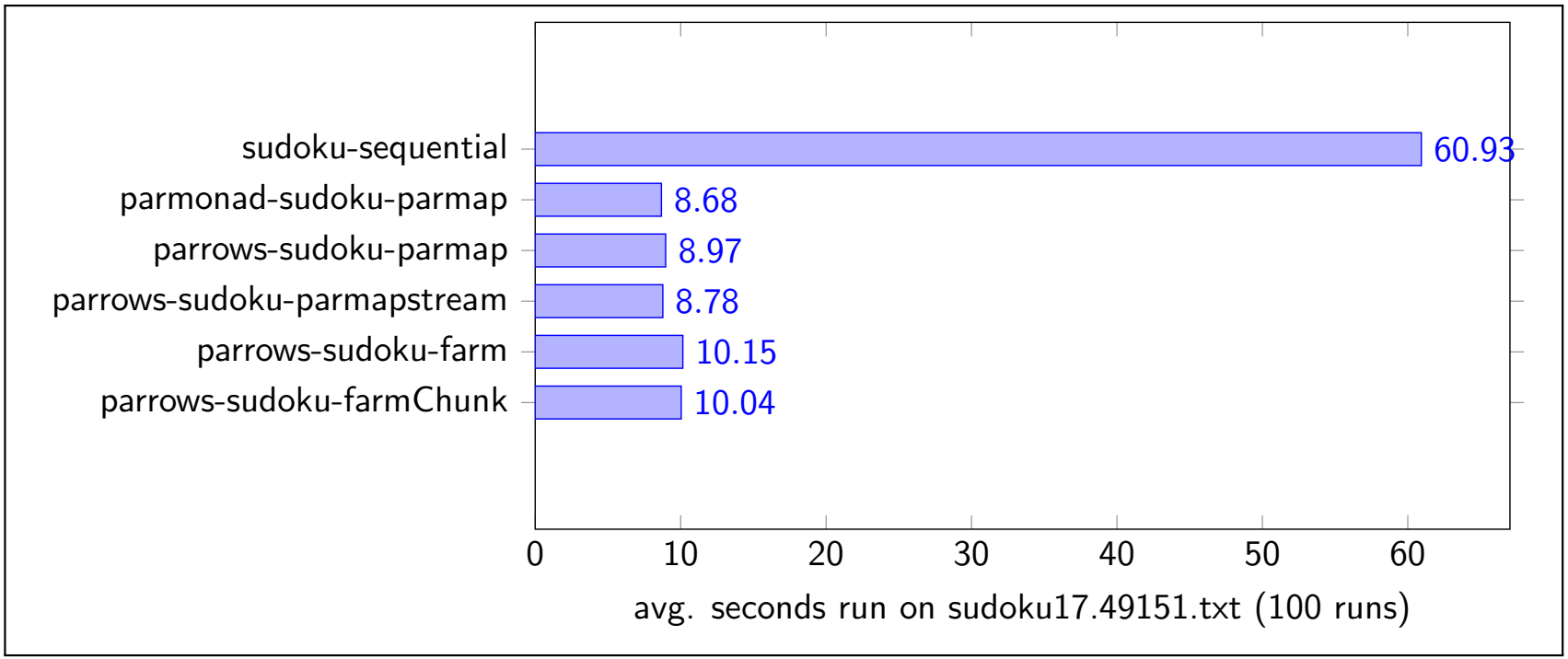




- Run on: Core i7-3970X CPU @ 3.5GHz / 6C/12T
- compiled with ParMonad backend
- used Sudoku Benchmark from ParMonad examples


sudoku-sequential
parmonad-sudoku-parmap
parrows-sudoku-parmap
parrows-sudoku-parmapstream
parrows-sudoku-farm
parrows-sudoku-farmChunk
1.34
0.53
0.2
0.19
0.21
0.22
0
0.2
0.4
0.6
0.8
1
1.2
1.4
avg. seconds run on sudoku17.1000.txt (100 runs)


sudoku-sequential
parmonad-sudoku-parmap
parrows-sudoku-parmap
parrows-sudoku-parmapstream
parrows-sudoku-farm
parrows-sudoku-farmChunk
21.32
2.94
2.86
2.76
3.15
3.22
0
2
4
6
8
10
12
14
16
18
20
22
avg. seconds run on sudoku17.16000.txt (100 runs)


sudoku-sequential
parmonad-sudoku-parmap
parrows-sudoku-parmap
parrows-sudoku-parmapstream
parrows-sudoku-farm
parrows-sudoku-farmChunk
60.93
8.68
8.97
8.78
10.15
10.04
0
10
20
30
40
50
60
avg. seconds run on sudoku17.49151.txt (100 runs)

Profit

So... What does this get us?

- Arrow based Haskell $\Rightarrow$ **Free Parallelism** for (other) Arrows
- **Replaceable Backends** $\Rightarrow$ Easier Development
- Arrows are quite **intuitive** for parallelism

Further information

Paper draft:
`https://goo.gl/AJ9slI`

GitHub repository:
`https://github.com/s4ke/Parrows`

Frege Version in the works:
`https://goo.gl/oHbqh0`