# On Extending a Full-Sharing Multithreaded Tabling Design with Batched Scheduling

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Yap Prolog:  $http://www.dcc.fc.up.pt/\sim vsc/Yap$  Project SIBILA: http://cracs.fc.up.pt/





#### **Prolog and SLD Resolution**

- Prolog systems are known to have good performances and flexibility, but they are based on SLD resolution, which limits the potential of the Logic Programing paradigm.
- > SLD resolution cannot deal properly with the following situations:
  - ♦ Positive Infinite Cycles (insufficient expressiveness)
  - **♦ Negative Infinite Cycles** (inconsistence)
  - **♦ Redundant Computations** (inefficiency)



```
c1) a(X) := b(X).
c2) a(2).
```

c3) 
$$b(X) := a(X).$$

c4) b(1).

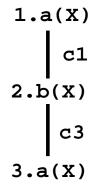
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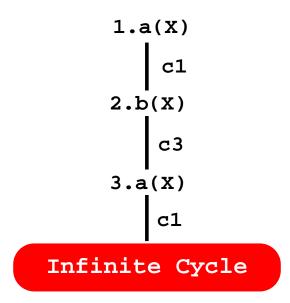
2.b(X)

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```
c1) a(X):-b(X).
c2) a(2).
c3) b(X):-a(X).
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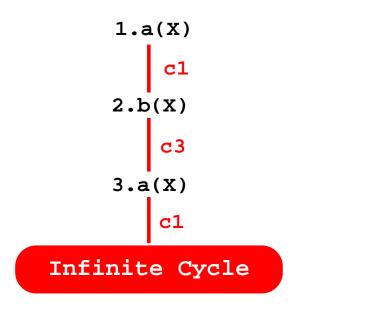


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#### **Tabling in Prolog Systems**

- ➤ Tabling is an implementation technique that overcomes some of the limitations of Prolog systems:
  - ♦ Tabled subgoals are evaluated by storing their answers in an appropriate data space, called the **table space**.
  - Repeated calls to tabled subgoals are resolved by consuming the answers already stored in the table instead of being re-evaluated against the program clauses.

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- Implementations of Tabling are currently available in systems like:
  - XSB Prolog, Yap Prolog, B-Prolog, ALS-Prolog, Mercury, Ciao Prolog and more recently Picat.
- ➤ Multithreading combined with Tabling:
  - ♦ XSB Prolog
  - **♦ YapTab-Mt [ICLP 2012].**



#### YapTab-Mt - Advantages

- ➤ An Abstraction layer with high-level constructors that provide access to the dynamic programming (tabling) support:
  - ♦ Instruction: :- table predicate/arity.
  - Scheduling: :- tabling\_mode(predicate, batched).

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- ➤ Thread API is POSIX Threads compliant:
  - ♦ Management creating, joining , yielding, etc.
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  - Synchronization mutex creation, statistics, etc.

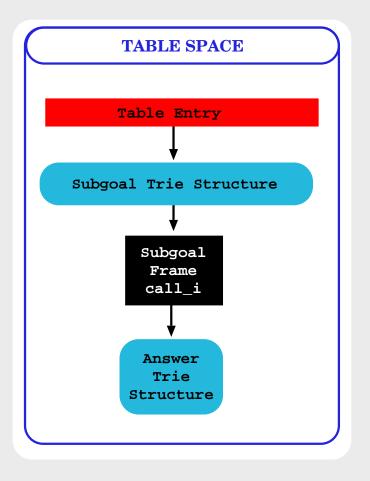
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- Write complex dynamic programming applications using the Prolog programming language.
  - ♦ Procedures in Prolog can be written as logical specifications, which are closer to mathematical notation.



#### Internal Table Space Architecture

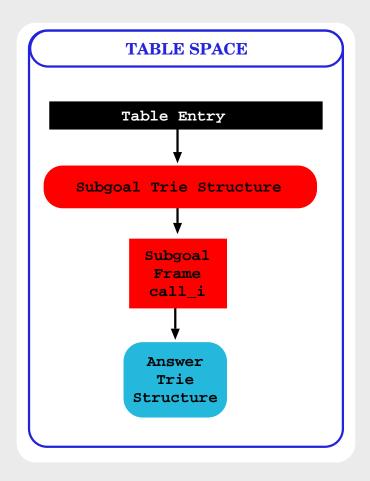
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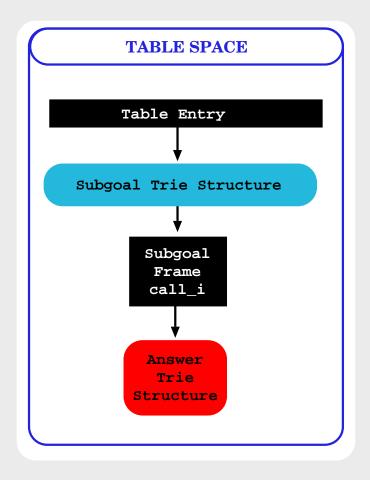
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  - **♦ table predicate/2**
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- ➤ Answer Trie Structure: stores the answers of the computations.
  - predicate(computation\_id, Answer).





#### **Tabling Scheduling Strategies**

➤ The two most successful tabling scheduling strategies are Local e Batched. They define the behavior of the tabling mechanism whenever it finds a new answer for a tabled call.

FAZER FIGURA COM LOCAL VS BATCHED. CLUSTER THE DEPENDENCIAS EM QUE EM LOCAL AS RESPOSTAS APENAS SAO CONSUMIDAS SOMENTE APOS TODAS AS RESPOSTAS SEREM ENCONTRADAS. EM BATCHED É O CONTRARIO

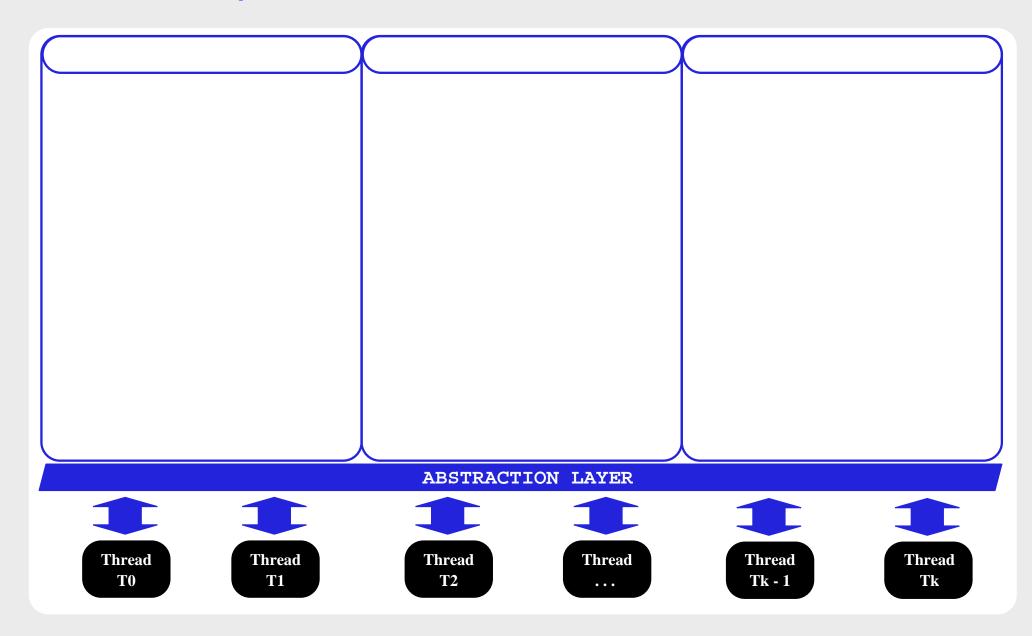


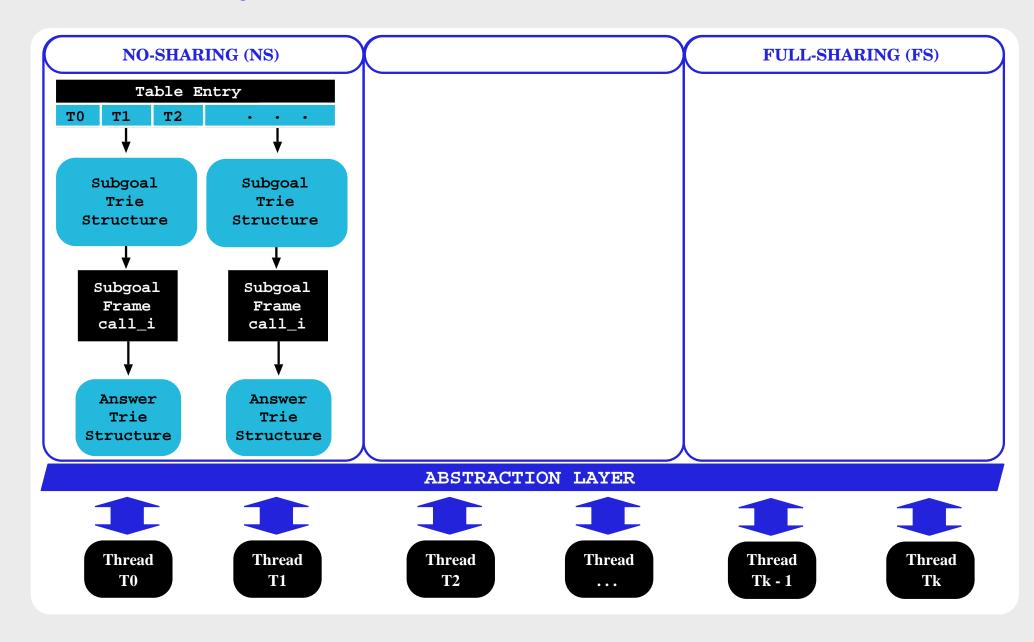
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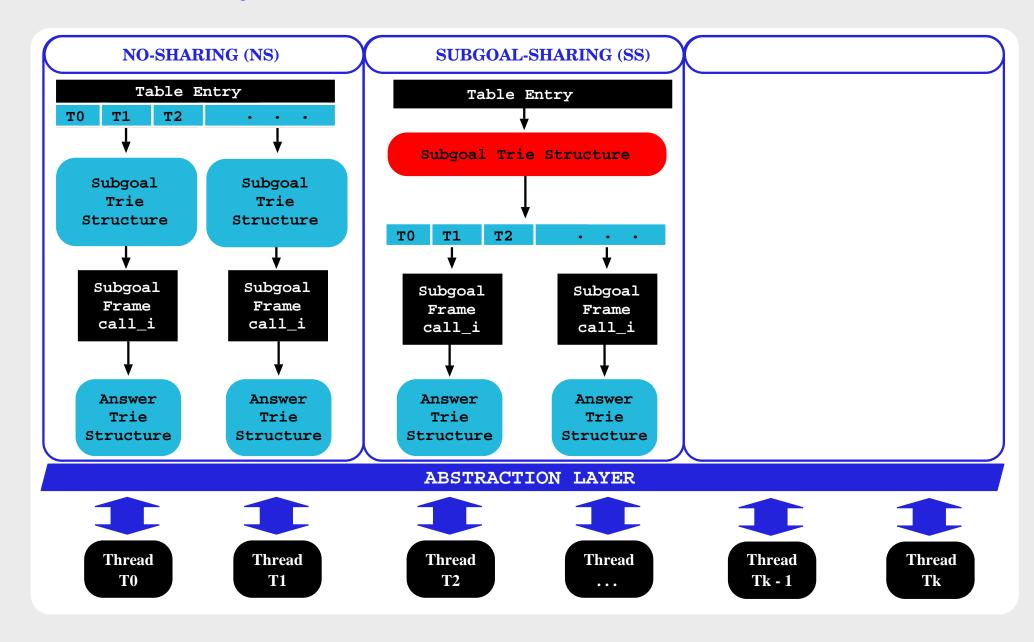
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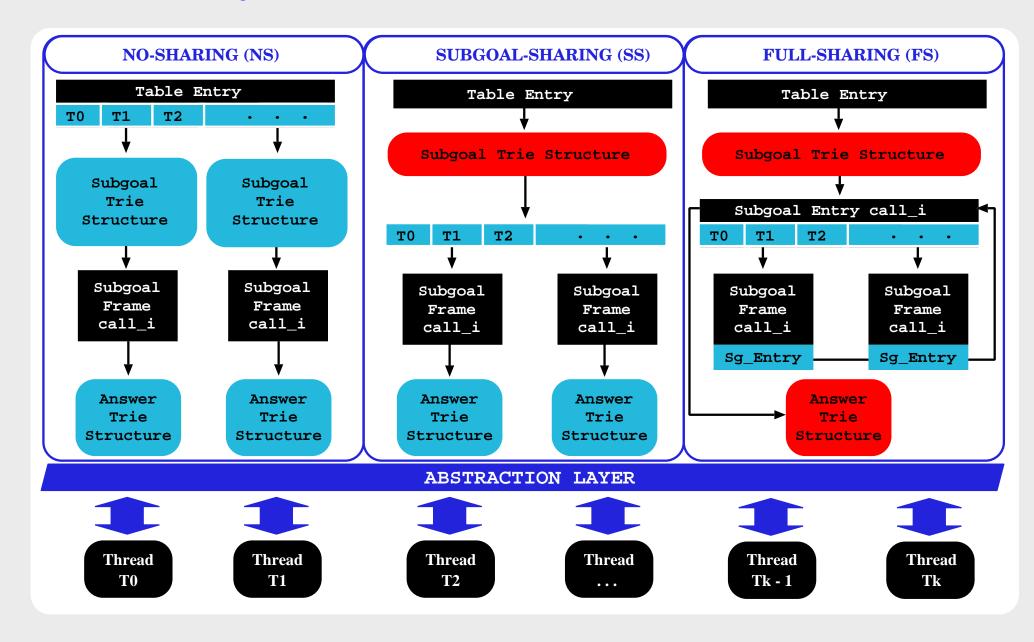
Scheduling	New Answer	Fix-Point Detection		
Local	Fail the computation to the current	Consume all the answers, propagating them to the		
Local	choice point.	context of the <b>previous</b> call.		
Batched	Consume the answer,	Fail the computation to		
	propagating it immediately	the <b>previous</b> choice point,		
	to the context of the	since the actual was		
	previous call.	already fully evaluated.		

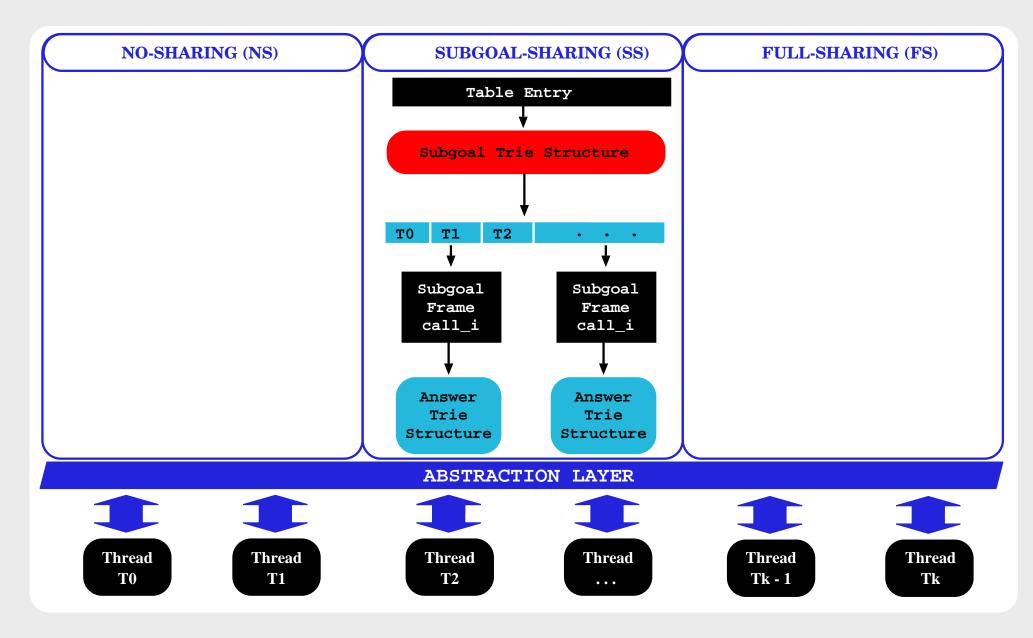


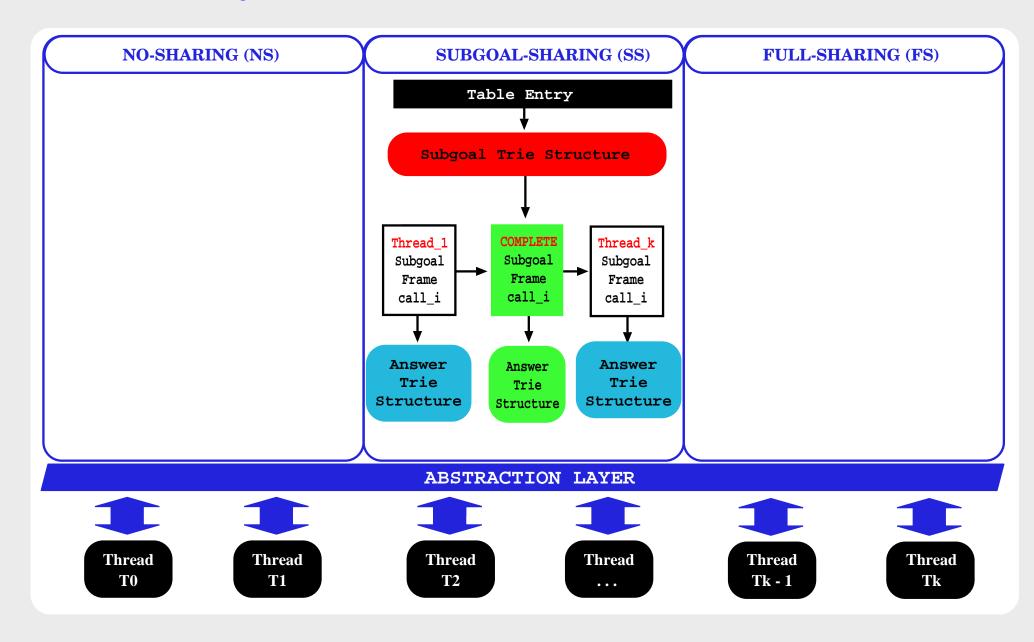


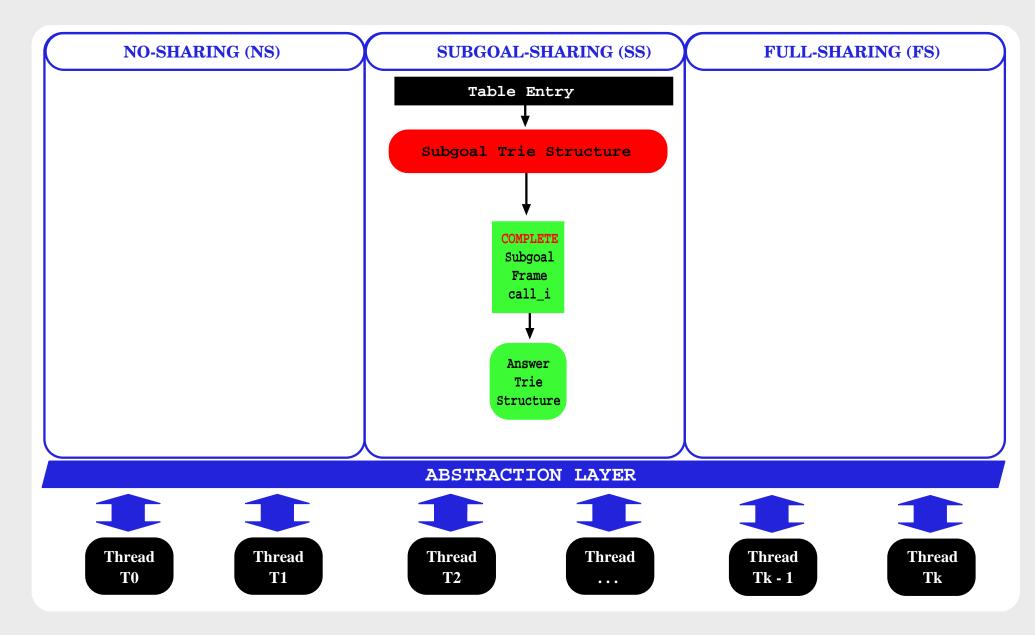












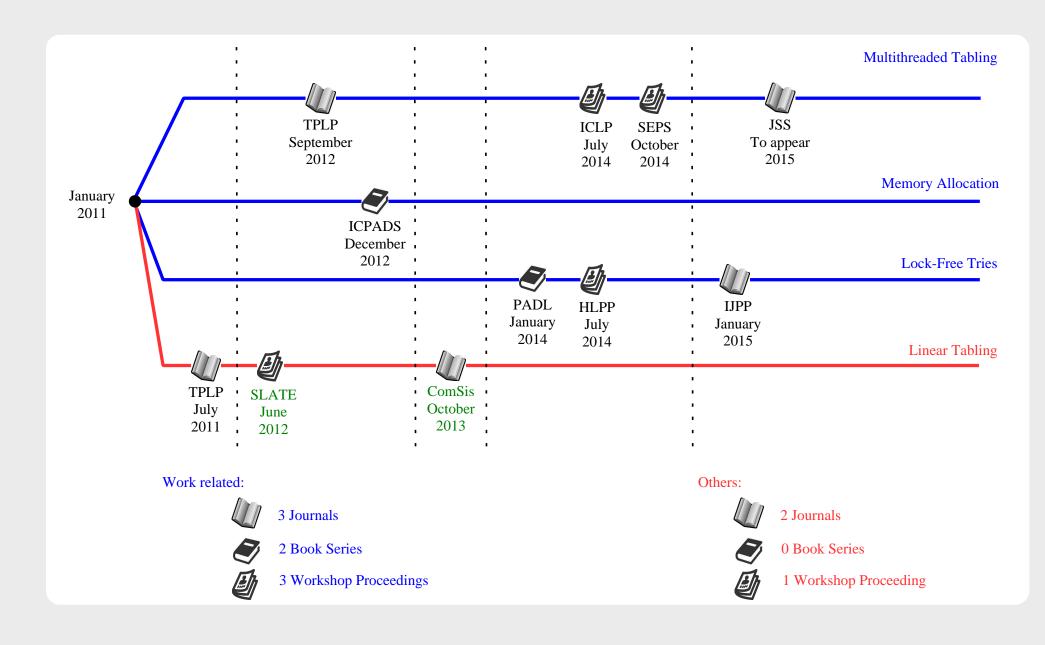


## **Experimental Results - Worst Case Scenarios**

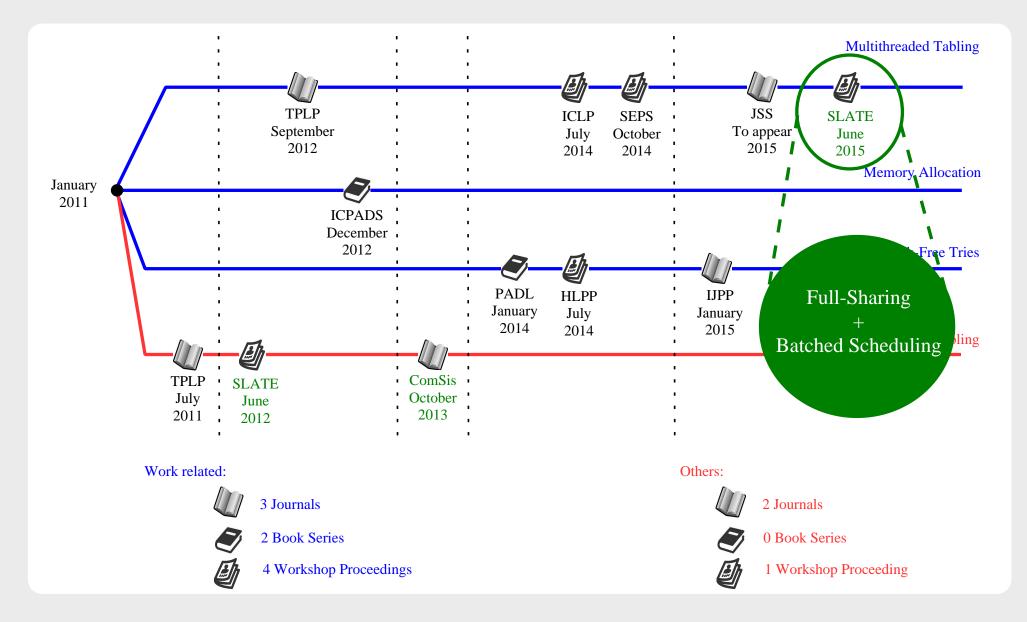
Threads		NS		FS	
		Local	Batched	Local	Batched
	Min	0.53	0.55	1.01	0.95
1	Avg	0.78	0.82	1.30	1.46
T	Max	1.06	1.05	1.76	2.33
	Min	0.66	0.63	1.16	0.99
8	Avg	0.85	0.88	1.88	1.95
0	Max	1.12	1.14	2.82	3.49
	Min	0.85	0.75	1.17	1.06
16	Avg	0.98	1.00	1.97	2.08
	Max	1.16	1.31	3.14	3.69
	Min	0.91	0.93	1.16	1.09
24	Avg	1.15	1.16	2.06	2.19
24	Max	1.72	1.60	3.49	4.08
	Min	1.05	1.04	1.33	1.26
32	Avg	1.51	1.49	2.24	2.41
	Max	2.52	2.63	3.71	4.51



#### **Research Outline**



#### **Research Outline**





#### Thank You !!!

