

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

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Yap Prolog: *<http://www.dcc.fc.up.pt/~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 Programming paradigm.
- SLD resolution cannot deal properly with the following situations:
  - ◆ **Positive Infinite Cycles** (insufficient expressiveness)
  - ◆ **Negative Infinite Cycles** (inconsistence)
  - ◆ **Redundant Computations** (inefficiency)

# SLD Resolution: Infinite Cycles

```
c1)    a(X) :- b(X).  
c2)    a(2).  
  
c3)    b(X) :- a(X).  
c4)    b(1).
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1.a(X)
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Infinite Cycle

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Infinite Cycle

# 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.
  - ◆ **Monitoring** - statistics, properties, etc.
  - ◆ **Synchronization** - mutex creation, statistics, etc.

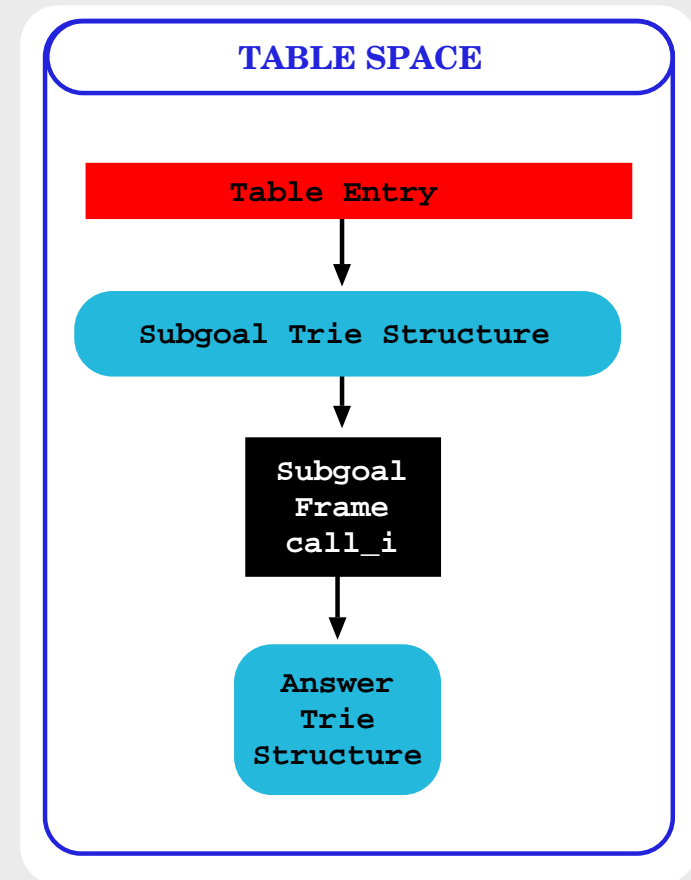
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- Write complex **dynamic programming** applications using the **Prolog** programming language.
  - ◆ **Procedures** in **Prolog** can be written as **logical specifications**, which are closer to **mathematical notation**.

# Internal Table Space Architecture

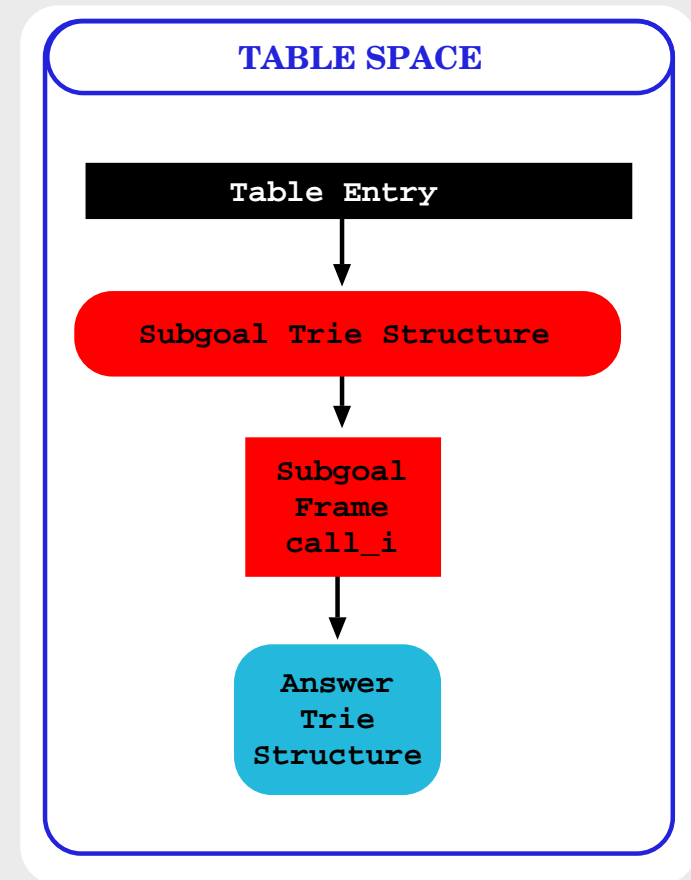
➤ **Table Entry**: stores generic about the predicates.

◆ **table predicate/2**.



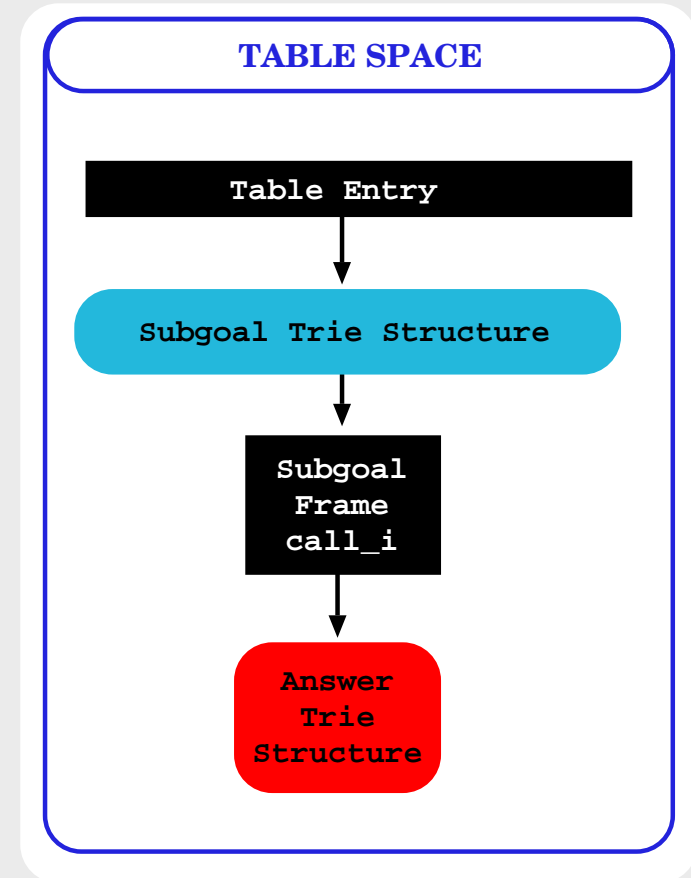
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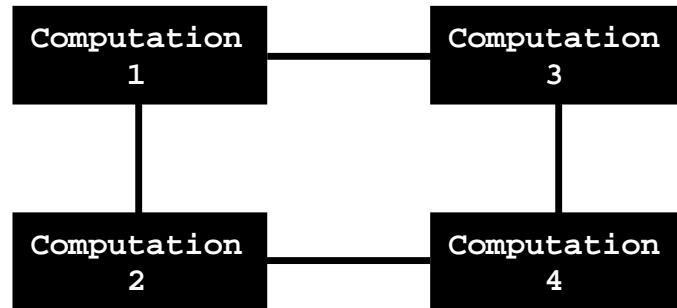
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- **Answer Trie Structure**: stores the **answers** of the computations.
  - ◆ **predicate**(computation\_id, **Answer**).



# Tabling Scheduling Strategies - Local vs Batched

## LOCAL SCHEDULING

### Cluster of Dependent Computations



Answer  
Propagation

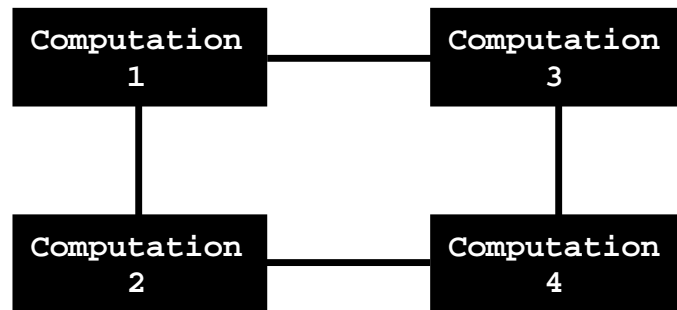
After All Answers Found



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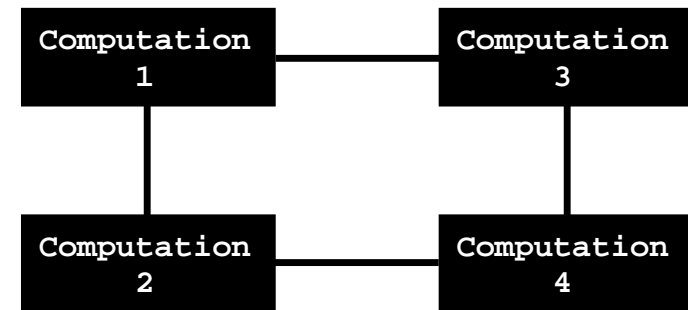


Answer  
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After All Answers Found

## BATCHED SCHEDULING

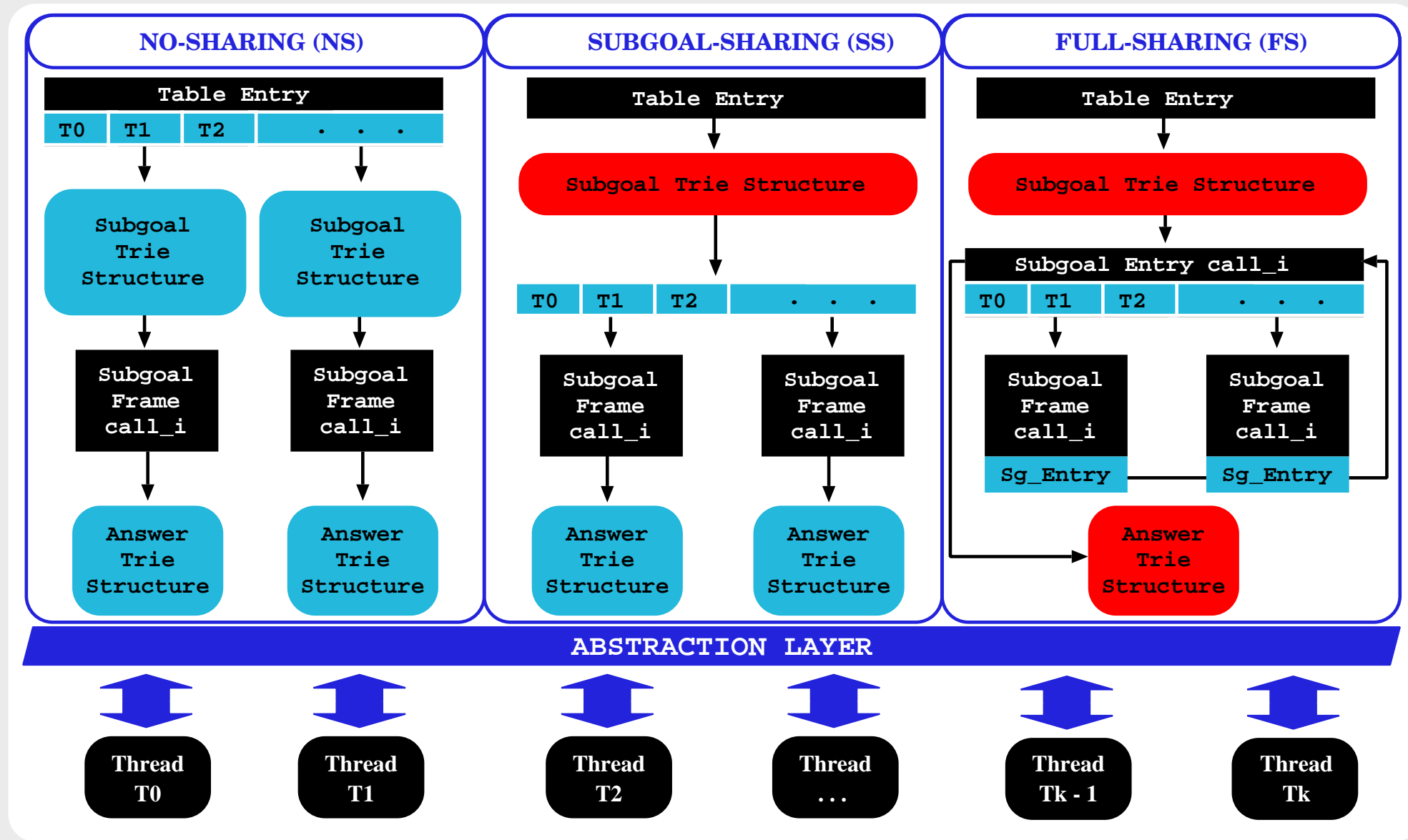
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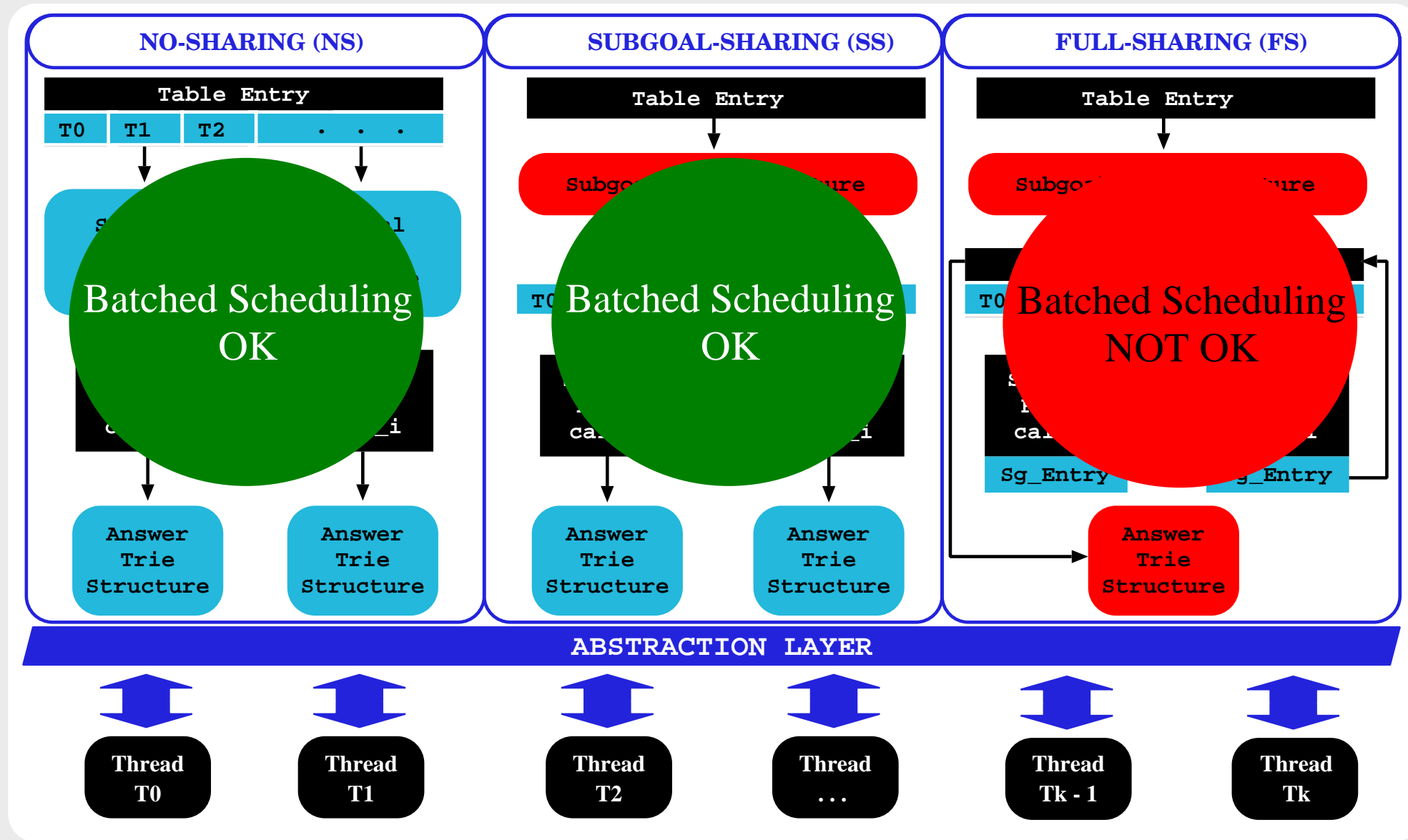
Answer  
Propagation

Whenever a New Answer is Found

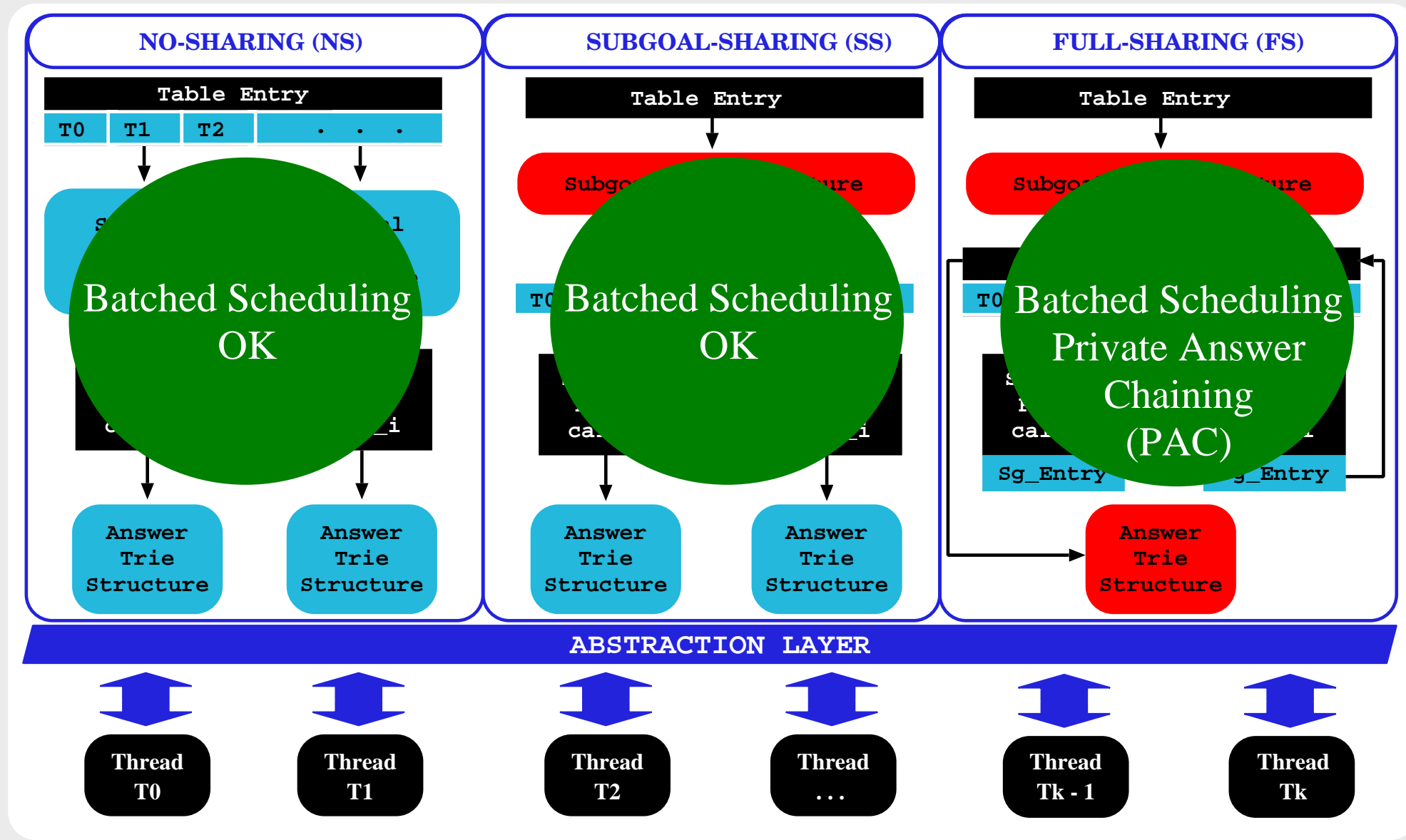
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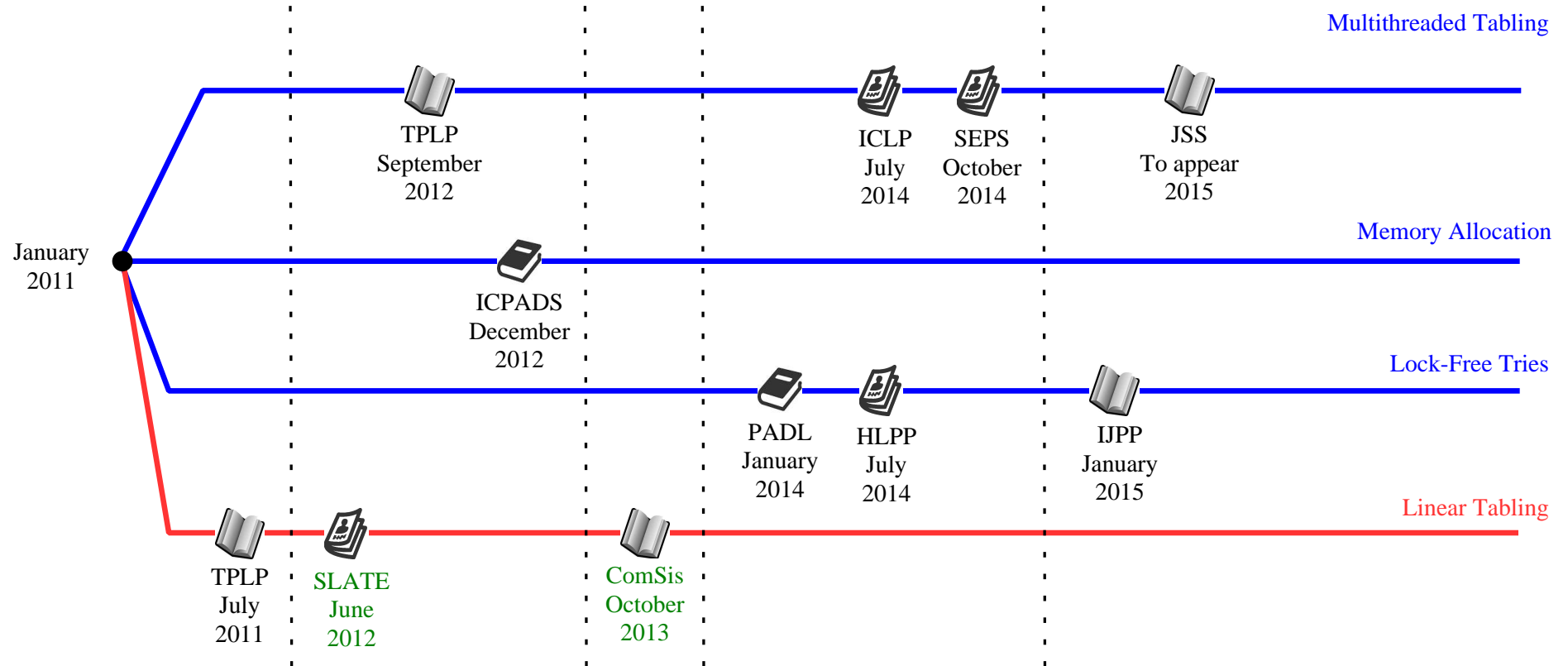
# Private Answer Chaining - Key Ideas

# Experimental Results - Worst Case Scenarios

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

# Conclusions and Further Work

# Research Outline



## Work related:



3 Journals



2 Book Series



3 Workshop Proceedings

## Others:



2 Journals



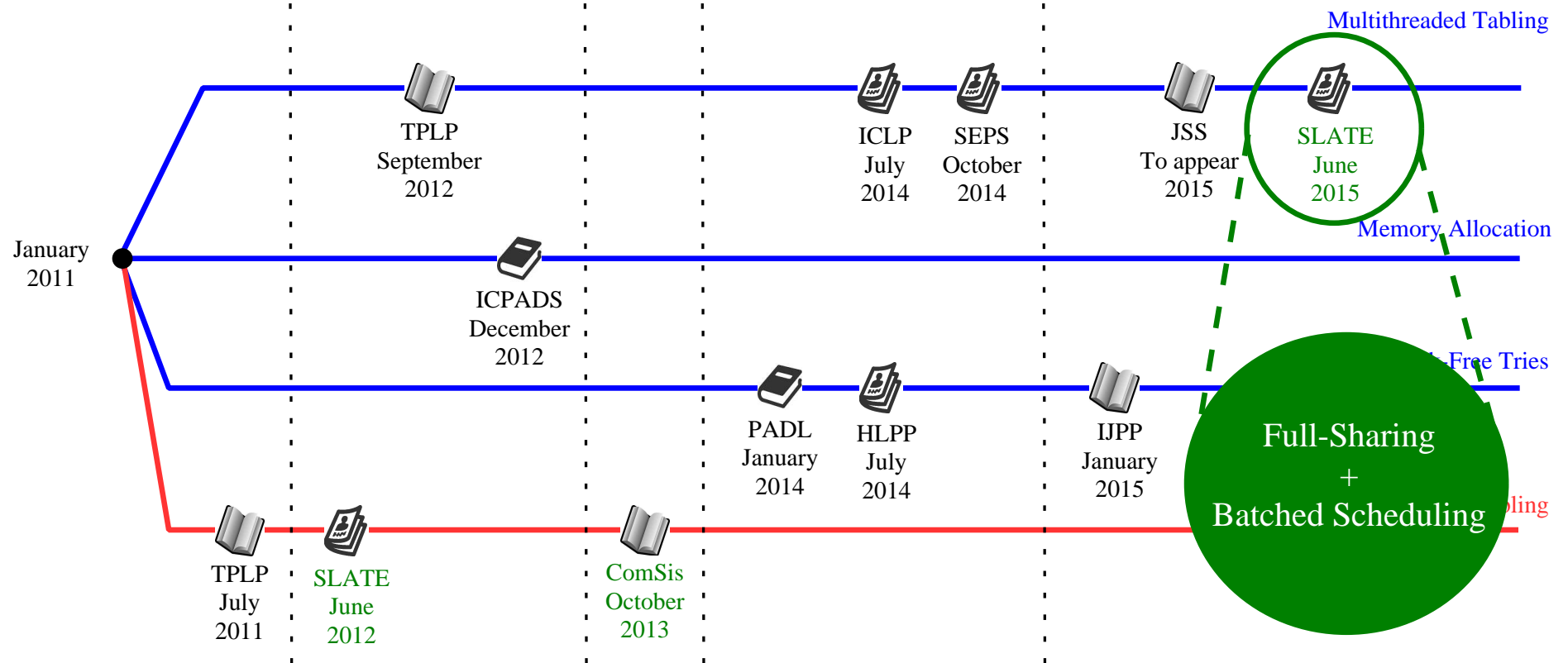
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# Thank You !!!