

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

Miguel Areias and Ricardo Rocha

CRACS & INESC-TEC LA

Faculty of Sciences, University of Porto, Portugal

miguel-areias@dcc.fc.up.pt ricroc@dcc.fc.up.pt

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).
```

1.a(X)

SLD Resolution: Infinite Cycles

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

```
1.a(X)  
  | c1  
2.b(X)
```

SLD Resolution: Infinite Cycles

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

```
1.a(X)  
  | c1  
2.b(X)  
  | c3  
3.a(X)
```

SLD Resolution: Infinite Cycles

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

```
1.a(X)  
  | c1  
2.b(X)  
  | c3  
3.a(X)  
  | c1
```

Infinite Cycle

SLD Resolution: Infinite Cycles

c1) a(X) :- b(X).

c2) a(2).

c3) b(X) :- a(X).

c4) b(1).

1.a(X)

c1

2.b(X)

c3

3.a(X)

c1

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.

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.
- 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).`**

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).`**

- **Thread API** is **POSIX Threads compliant**:
 - ◆ **Management** - creating, joining , yielding, etc.
 - ◆ **Monitoring** - statistics, properties, etc.
 - ◆ **Synchronization** - mutex creation, statistics, etc.

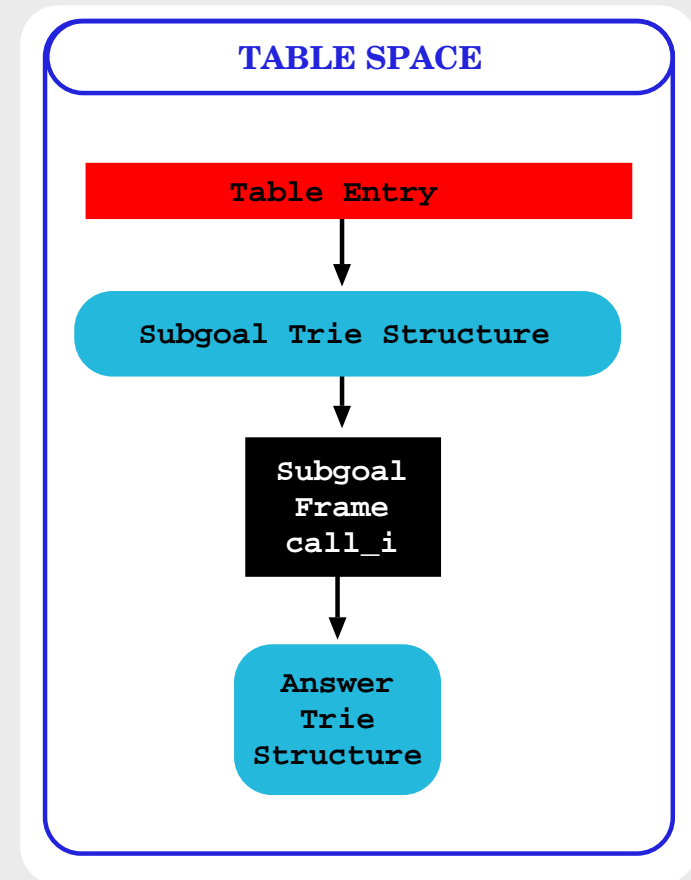
YapTab-Mt - Advantages

- 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).`**
- **Thread API** is **POSIX Threads compliant**:
 - ◆ **Management** - creating, joining , yielding, etc.
 - ◆ **Monitoring** - statistics, properties, etc.
 - ◆ **Synchronization** - mutex creation, statistics, etc.
- 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

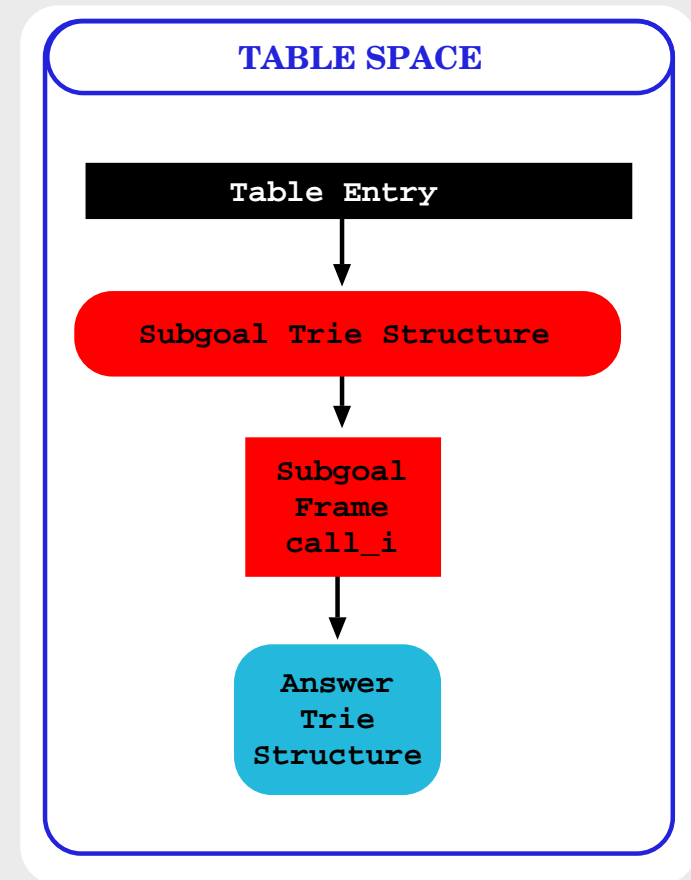
➤ **Table Entry**: stores generic about the predicates.

◆ **table predicate/2**.



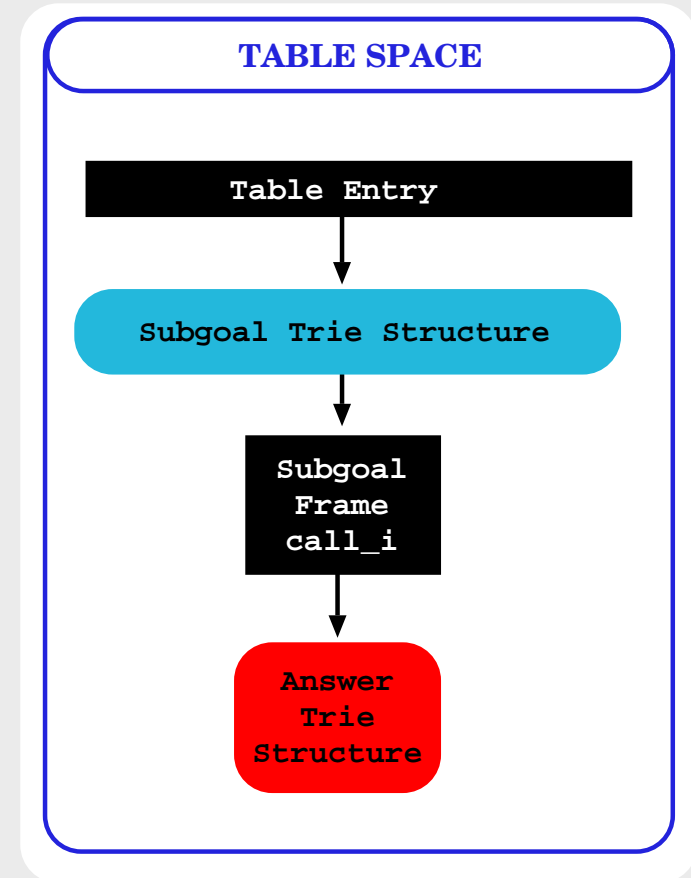
Internal Table Space Architecture

- **Table Entry**: stores generic about the predicates.
 - ◆ **table predicate/2**.
- **Subgoal Trie Structure**: stores the **identifier** of the computations.
 - ◆ **predicate(computation_id, Answer)**.



Internal Table Space Architecture

- **Table Entry**: stores generic about the predicates.
 - ◆ **table predicate/2**.
- **Subgoal Trie Structure**: stores the **identifier** of the computations.
 - ◆ **predicate(computation_id, Answer)**.
- **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.

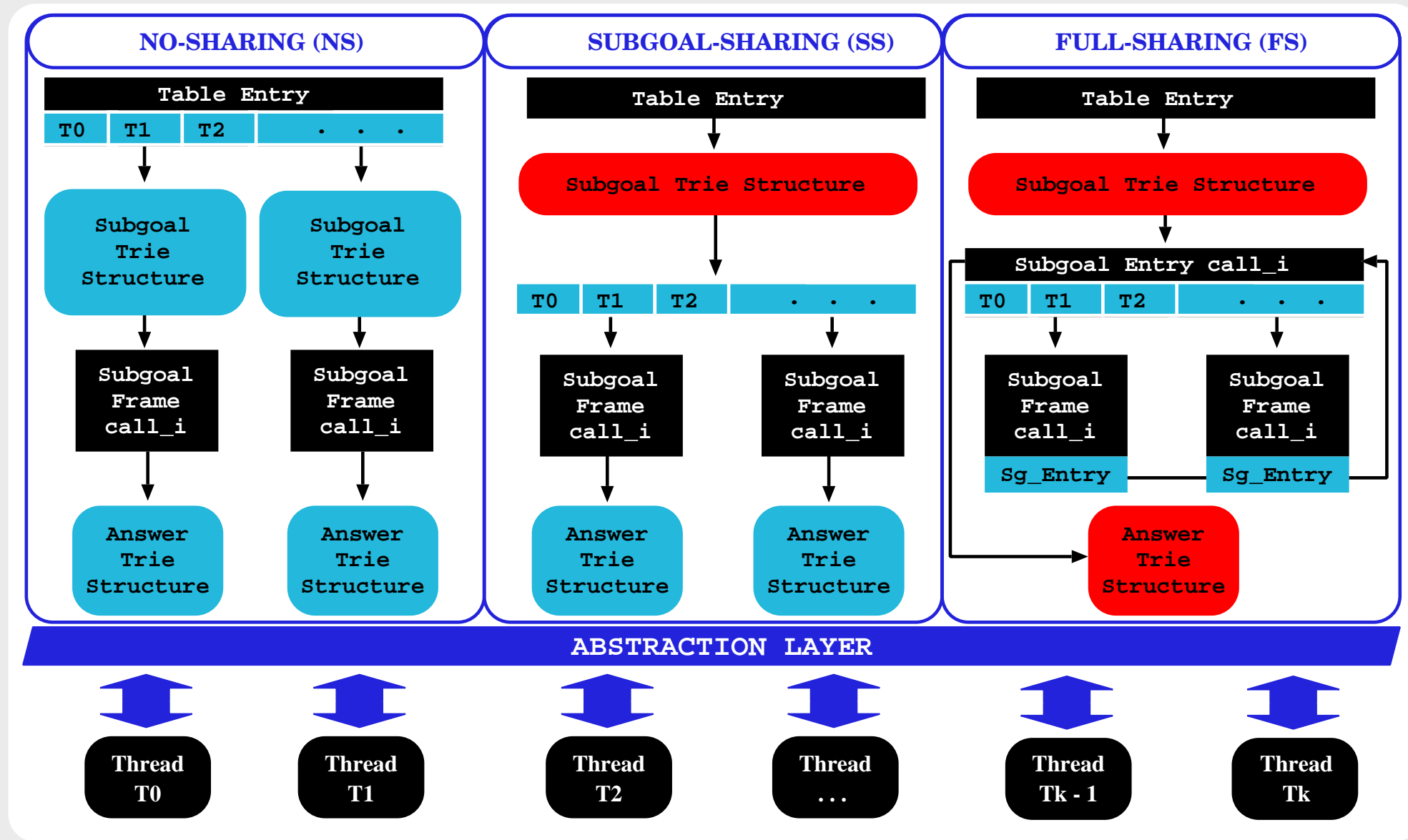
FAZER FIGURA COM LOCAL VS BATCHED. CLUSTER THE DEPENDENCIAS EM QUE EM LOCAL AS RESPOSTAS APENAS SAO CONSUMIDAS SOMENTE APOS TODAS AS RESPOSTAS SEREM ENCONTRADAS. EM BATCHED É O CONTRARIO

Tabling Scheduling Strategies

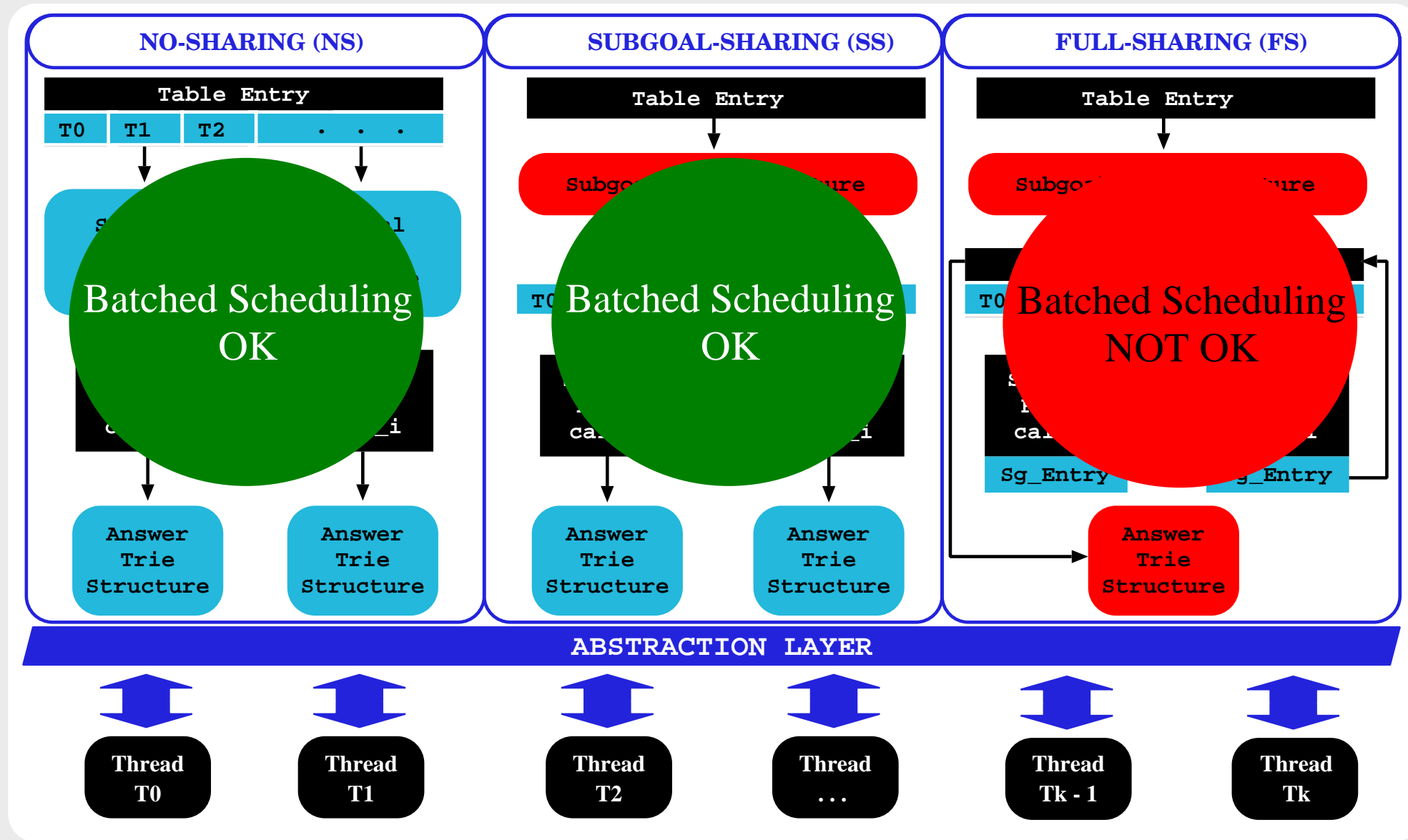
- The two most successful tabling scheduling strategies are **Local** e **Batched**. They define the behavior of the tabling mechanism whenever it finds a **new answer** for a tabled call.

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

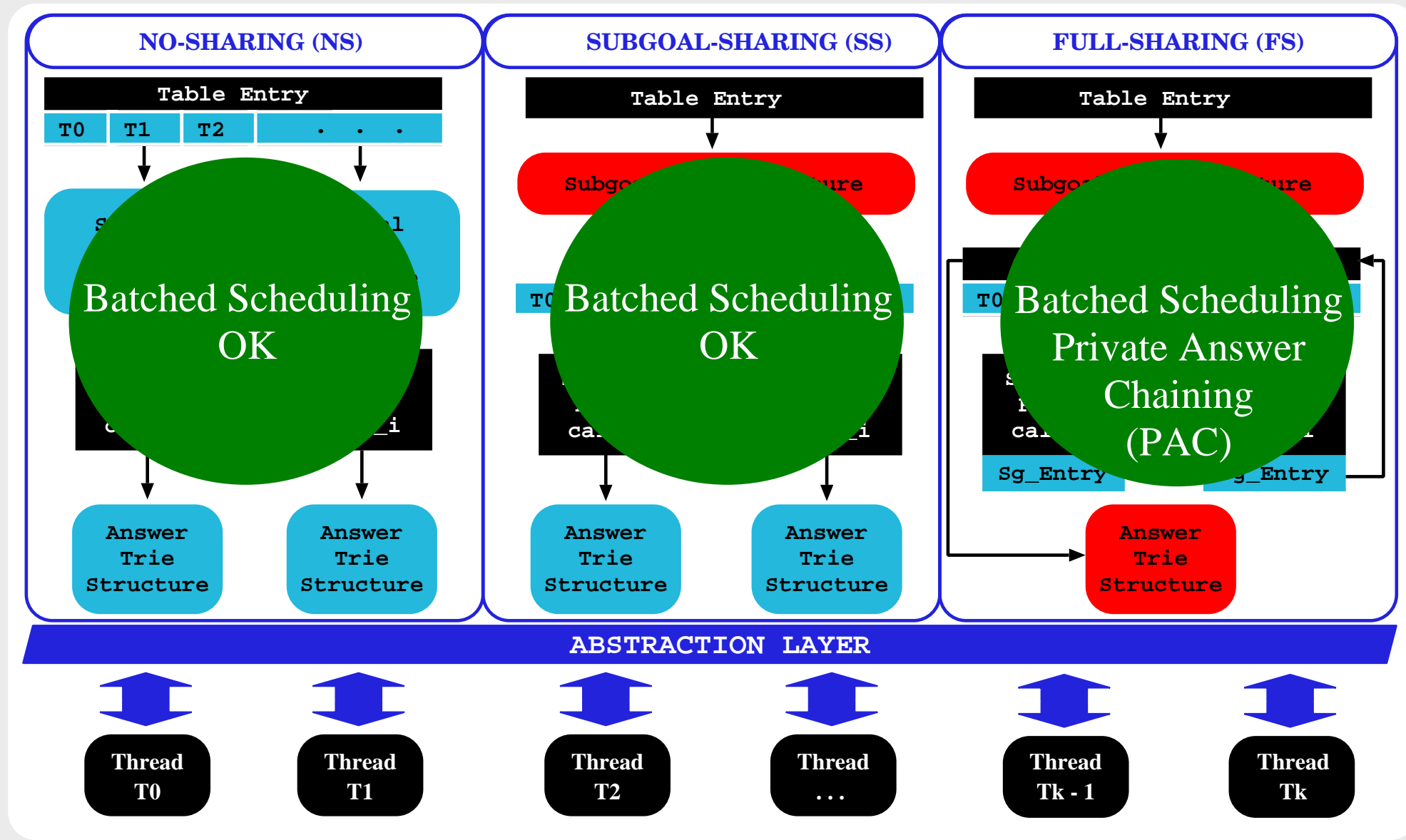
YapTab-Mt - Internal Architecture



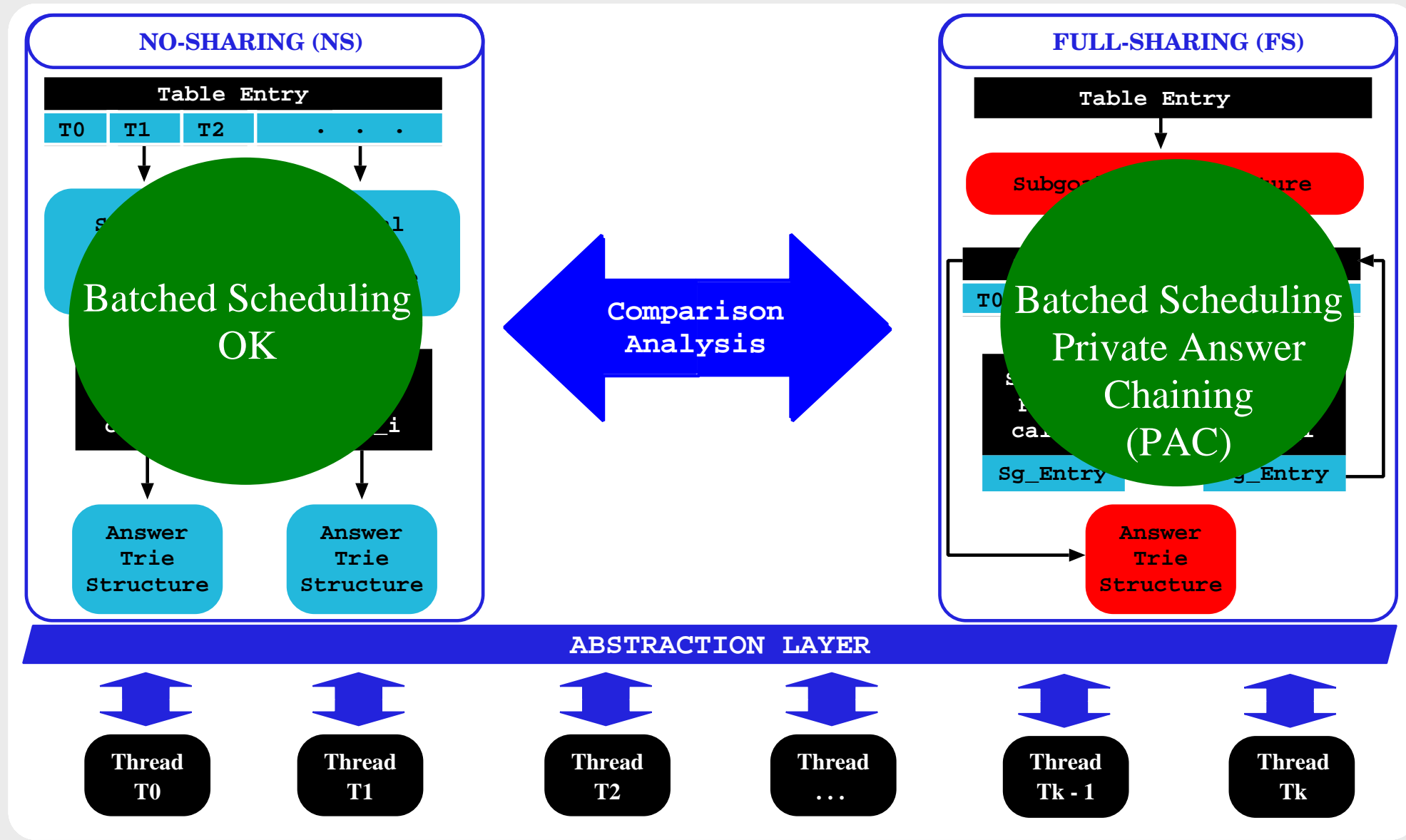
YapTab-Mt - Internal Architecture



YapTab-Mt - Internal Architecture



YapTab-Mt - Internal Architecture

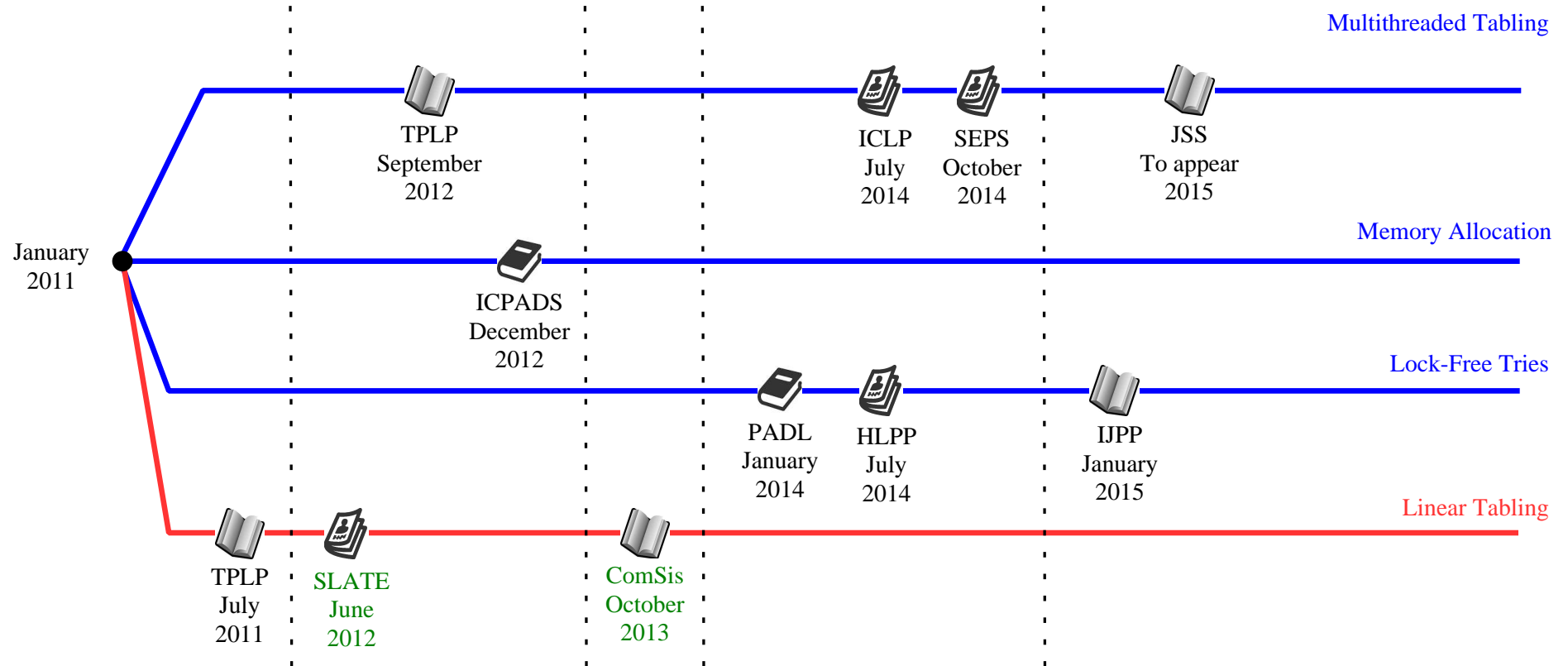


Private Answer Chaining - Key Ideas

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

Research Outline



Work related:



3 Journals



2 Book Series



3 Workshop Proceedings

Others:



2 Journals

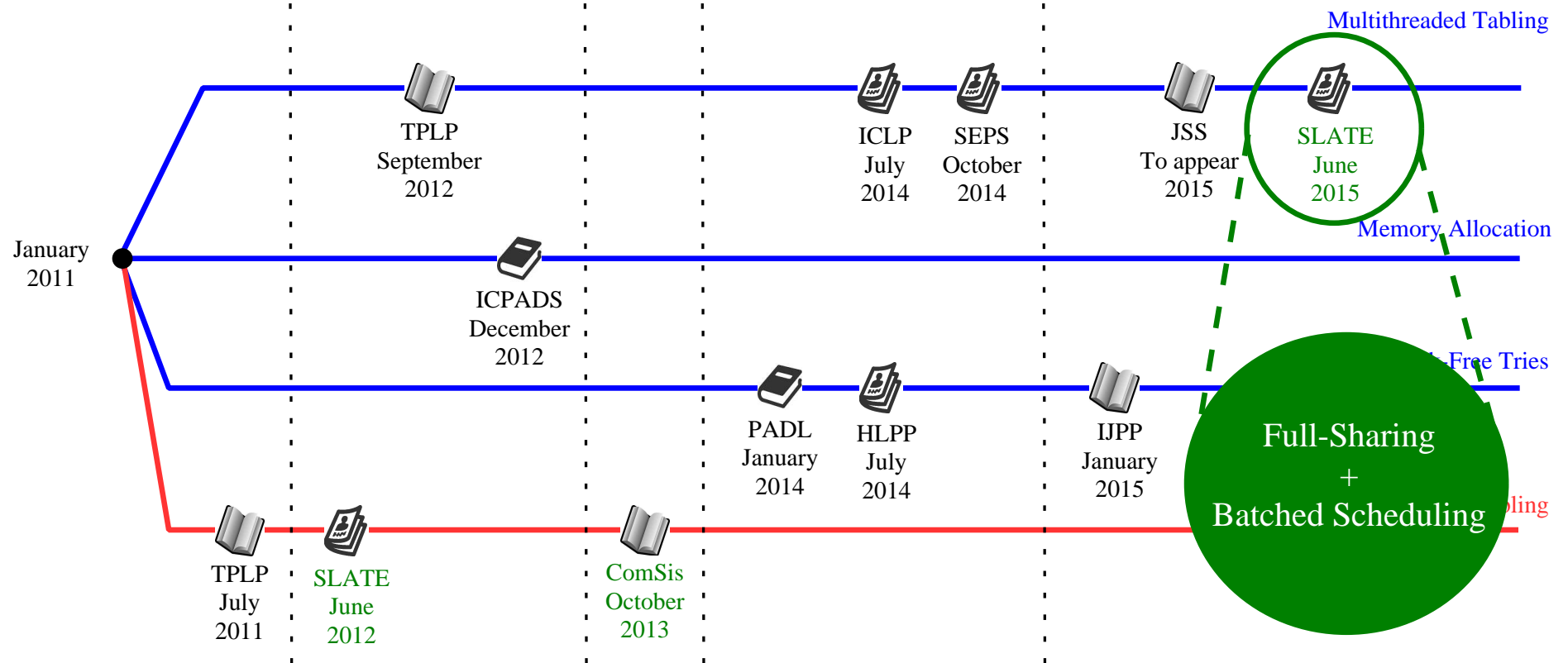


0 Book Series



1 Workshop Proceeding

Research Outline



Work related:



3 Journals



2 Book Series



4 Workshop Proceedings

Others:



2 Journals



0 Book Series



1 Workshop Proceeding

Thank You !!!