

# Monad-Par

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- ▶ Run a function parallel by using  
`runPar :: Par a -> a`
- ▶ Create parallel tasks with  
`fork :: Par () -> Par ()`
- ▶ **Problem:** How do we pass data back to the parent?

# IVar data type

- ▶ `IVar` introduces the following functions:

```
new :: Par (IVar a)
```

```
put :: NFData a => IVar a -> a -> Par ()
```

```
get :: IVar a -> Par a
```

- ▶ We can think of `IVar` as an empty box

# IVar data type

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```
get :: IVar a -> Par a
```

- ▶ We can think of `IVar` as an empty box
- ▶ NOTE: `put` calls `deepseq` on the value you try to put in

# Example: Fibonacci

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- ▶ Assumptions:  $n = k - 1$ ,  $m = k - 2$

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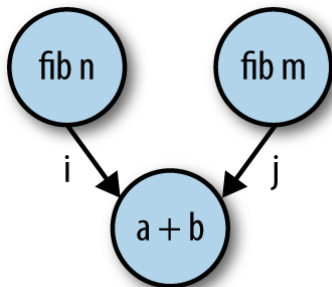


Figure: Dataflow diagram



# Example: Fibonacci

Actual code

```
runPar $ do i <- new
            j <- new
            fork (put i (fib n))
            fork (put j (fib m))
            a <- get i
            b <- get j
            return (a + b)
```

# Some other functions

## spawn

```
spawn :: NFData a => Par a -> Par (IVar a)
spawn p = do i <- new
           fork (do x <- p; put i x)
           return i
```

# Some other functions

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spawn p = do i <- new
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```

So we can write our Fibonacci as

```
runPar $ do i <- (spawn . return . fib) n
            j <- (spawn . return . fib) m
            a <- get i
            b <- get j
            return (a + b)
```

# Some other functions

## parMap

```
parMap :: NFData b => (a -> b) -> [a] -> Par [b]
parMap f xs = do ys <- mapM (spawn . return . f) xs
               mapM get ys
```

# Examples

## Back to Rose!

- For this example we go back to Assignment 2 to use Roses!

```
data Rose a = a :> [Rose a]  
    deriving (Eq, Show)
```

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```
data Rose a = a :> [Rose a]
  deriving (Eq, Show)
```

- ▶ We will make the function `leaves` parallel

```
leaves :: Rose a -> Int
leaves (_ :> []) = 1
leaves (_ :> b ) = sum (map leaves b)
```

# Examples

## Making leaves parallel

- Our first instinct would say: "Re-use the fibonacci example!"

```
parleaves2 :: Rose a -> Int
parleaves2 (_ :> [a,b])
= runPar $ do i <- new
               j <- new
               fork (put i (leaves a))
               fork (put j (leaves b))
               a <- get i
               b <- get j
               return (a + b)
```

# Examples

These parleaves become messy..

- This gets messy very fast.. for let's say 9 children

```
parleaves9 (_ :> [a,b,c,d,e,f,g,h,i])
= runPar $ do j <- new
    ...
    s <- new
    fork (put j (leaves a))
    ...
    fork (put s (leaves i))
    a <- get j
    ...
    i <- get s
    return (a + b + c + d + e + f + g + h + i)
```



# Examples

## Making leaves parallel with parMap

- So we use `parMap`

```
parMap :: NFData b => (a -> b) -> [a] -> Par [b]
parMap f xs = do ys <- mapM (spawn . return . f) xs
               mapM get ys
```

# Examples

## Making leaves parallel with parMap

- So we use `parMap`

```
parMap :: NFData b => (a -> b) -> [a] -> Par [b]
parMap f xs = do ys <- mapM (spawn . return . f) xs
               mapM get ys
```

- Making this look easy!

```
parleaves' (_ :> b)
  = runPar $ do solutions <- parMap (leaves) b
               return (sum solutions)
```

# Examples

## Mergesort!

- We can also make `mergesort` parallel

```
mergesort :: (Ord a, NFData a) => [a] -> [a]
```

```
mergesort xs
```

```
  | (length xs) > 1 = merge (mergesort ls) (mergesort rs)
```

```
  | otherwise       = xs
```

```
  where (ls, rs) = splitinhalf xs
```

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## Mergesort!

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mergesort :: (Ord a, NFData a) => [a] -> [a]
mergesort xs
  | (length xs) > 1 = merge (mergesort ls) (mergesort rs)
  | otherwise       = xs
  where (ls, rs) = splitinhalf xs
```

- ▶ We will only use this part of the mergesort-algorithm since we can split it up right here by adding this to the `where`

```
[l,r] = runPar $ do merged <- parMap mergesort (ls:[rs])
                      return merged
```

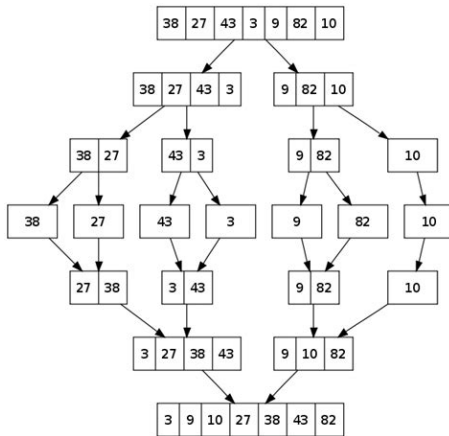
and replacing

```
| (length xs) > 1 = merge l r
```

# Examples

What are we sorting parallel?

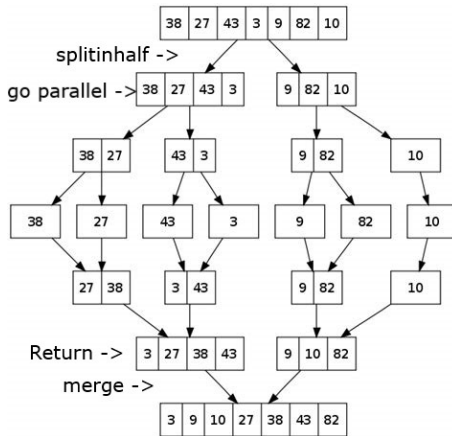
- The normal `mergesort` flow diagram



# Examples

What are we sorting parallel?

- Where we go parallel in **mergesort**



# Examples

## Generalize - parFuncOnList

- To make things easier

```
parFuncOnList :: (NFData b) => [a] -> (a -> b) -> [b]
parFuncOnList xs f = runPar $ do
    solutions <- parMap' f xs
    return (solutions)
```

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- ▶ Simplified `parleaves`

```
parleaves (_ :> b) = parFuncOnList b (leaves)
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- ▶ Simplified `parleaves`

```
parleaves (_ :> b) = parFuncOnList b (leaves)
```

- ▶ Simplified part of `parmergesort`

```
[1,r] = parFuncOnList (ls:[rs]) mergesort
```

# Examples

## Quicksort

- We can do a similar thing for `quicksort`

```
quicksort :: (Ord a) => [a] -> [a]
```

```
quicksort [] = []
```

```
quicksort (x:xs) = quicksort [y | y <- xs, y <= x]  
                  ++ [x] ++  
                  quicksort [y | y <- xs, y > x]
```

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## Quicksort

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quicksort (x:xs) = quicksort [y | y <- xs, y <= x]
                  ++ [x] ++
                  quicksort [y | y <- xs, y > x]
```

- ▶ We can simply say that

```
parquicksort :: (Ord a, NFData a) => [a] -> [a]
parquicksort [] = []
parquicksort (x:xs) = l ++ [x] ++ r
    where [ls,rs] = [y | y <- xs, y <= x]
              : ([y | y <- xs, y > x] : [])
    [l, r ] = parFuncOnList [ls,rs] quicksort
```

# ThreadScoping

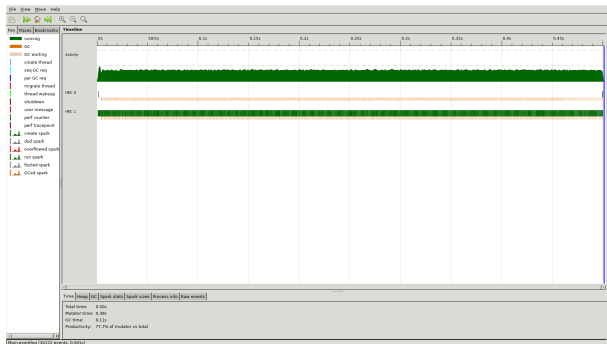
Is it faster?

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Is it faster?

- ▶ To test if these variants are faster we use ThreadScope which allows us to see the total runtime (and more)!
- ▶ It looks something like this



# ThreadScoping

Testing parleaves with gameTreeComplexity

- ▶ When testing `parleaves` with some small handmade examples we note that there is no real time difference, so we had to use something big...

# ThreadScoping

## Testing parleaves with gameTreeComplexity

- ▶ When testing `parleaves` with some small handmade examples we note that there is no real time difference, so we had to use something big...
- ▶ Remember Assignment 2?

```
gameTreeComplexity :: Int  
gameTreeComplexity = leaves (gameTree P1 emptyBoard)
```

Let's use this as our big data!

# ThreadScoping

## Results parleaves

- ▶ With `leaves` above and `parleaves` on the bottom

Time	Heap	GC	Spark stats	Spark sizes	Process info	Raw events
Total time: 0.50s						
Mutator time: 0.39s						
GC time: 0.11s						
Productivity: 77.7% of mutator vs total						

Time	Heap	GC	Spark stats	Spark sizes	Process info	Raw events
Total time: 0.27s						
Mutator time: 0.22s						
GC time: 0.05s						
Productivity: 81.9% of mutator vs total						

- ▶ So it's very fast!



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- ▶ Here's the result for `quicksort` with the parallel variant on the bottom



- ▶ Hard to see, but the normal one is 11ms and the parallel one is 6.6ms! The same can be shown for `mergesort`.

# Conclusion

Faster and understandable

- ▶ `monad-par` often much faster when using big data.
- ▶ Next to that, it's not very hard to use!