Chip Multiprocessors
COMP35112

Lecture 15 - Functional Programming Languages and Dataflow Principles

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The Final Lecture

- The difficulties (related to shared updateable state) associated with using “normal” programming languages have led some to reconsider earlier attempts to exploit parallelism.

- This lecture talks about two of these attempts which are related to one another:
  - Functional Programming and Dataflow computing

- Still an active area of research: (see later)
  - The recent EU TERAFLUX project (Ian Watson, Chris Kirkham, Mikel Lujan in this School + Siena + Cyprus + Barcelona + …) undertook to add Transactional Memory to Dataflow => extensible multicore architecture
Functional Programming

- Many languages
  - Lisp, ML (SML, CAML, ….), Haskell
  - Java and Python now support “lambda” expressions
  - Based on lambda calculus, Alonzo Church, Princeton, 1930s(!)

- Based on the idea that programming need not be imperative; instead it can be about defining functions, and then evaluating these with some arguments

- Functional programming is a subset of declarative programming, which also includes logic programming languages, such as Prolog
A key property of functional languages is **referential transparency** – the property that:

- names mean the same thing wherever they occur
- you can freely replace a name with its value without changing the meaning of the program
- i.e. functions have no **side effects**

So updateable state (e.g. variables) is out!

- From the programmer’s perspective
- Compiler and run-time can optimize
- No variables makes programs easier to reason about and functional languages expose much concurrency…
Example: The Fibonacci Series

```plaintext
let fun fib 0 = 1
    | fib 1 = 1
    | fib n = fib (n - 1) + fib (n - 2)
in fib 5
```

This is a program – and its execution consists of rewriting:

```
fib 5 => fib 4 + fib 3 => fib 4 + fib 2 + fib 1 =>
    fib 4 + fib 1 + fib 0 + fib 1 => fib 4 + 1 + 1 + 1 => ....
```

Absence of variables means that the order of rewriting is not important – can even be done in parallel!
Church-Rosser Property (1936)

- This property, that the order of evaluation does not affect the result, is called the Church-Rosser property (after mathematicians Alonzo Church and J. Barkley Rosser)
Other Features

- Can still have sophisticated data structures – but they are (if purely functional) not updateable
  - e.g. can have a search tree – but adding a new item produces a new tree, rather than modifying the original
    - As far as the programmer is concerned
- Pattern matching of arguments (e.g. fib)
- Some functional programming languages derive type information for you!
- Some allow “infinite constructs” and use lazy evaluation to avoid building more than needed to evaluate (simple e.g. fib, fib n only evaluates up to n)
What are FPLs not so good at?

- I/O: OK if input is e.g. a String, and output is a String, but it is difficult to fit interactive behaviour into that form (but there are solutions, e.g. infinite streams)
- Updateable state sometimes is useful, either to avoid repeated evaluation (i.e. an optimisation – FPL runtime system can do this behind the scenes) or because it seems a natural way to do things
- Many FPLs “cheat” – they allow impure features
  - E.g, Haskell – solves interactive problem this way
  - With care, can write functional code in C, Java, Python
Functional Programming: the Advert

- Allows programmers to concentrate on the computation required at a higher level than imperative programming
- Communicates this to the compiler without superfluous constraints which would impede parallelisation
- Allows compiler/run-time system to make best use of the resources available to evaluate the program
  - A difficult problem…

- Functional languages can be compiled to dataflow graphs which led to research into dataflow machines…
Dataflow

- A very simple principle of execution
  - Data values *flow* to the instructions which need them (in *tokens*) – *Not* Von Neumann (IF, ID, E, MA, WB)
  - When an instruction has all the operands it needs, it can execute (on any processor) and eventually generate a result – another token
    - Values are generated and consumed by instructions
  - Program is a graph in which:
    - Nodes are instructions
    - Arcs are paths along which data tokens flow from node to node
  - Overall inputs are values flowing in to the graph
  - Overall results are values flowing out of the graph
Example: Computing the Discriminant \((b^2 - 4ac)\)
Loops

- Straight-through programs are not very interesting ....
- Can create loops by having backward arcs
- Need control nodes (gates, switches, or branches) with boolean inputs that determine direction of flow
Simple Loop Example

Two inputs, e.g. (3, 12); one output (61 – Check!)

Diagram:

- Two inputs: (3, 12)
- One output: 61
- Operations:
  - Addition (+)
  - Duplication (dup)
  - Comparison (>=)
  - Branch (br)

Decision:
- If (3 + 1) >= 10:
  - 10
- If (3 + 1) < 10:
  - 0
Handling multiple calls to a function?

- Function graphs avoid confusion from multiple calls by **colouring** tokens at call

Can also use token colouring to distinguish different elements of an array (for example) flowing along a single arc

Make all graphs self-cleaning, i.e. when function evaluation completes, no tokens remain in it

- e.g. token after left branch is T in above
Dataflow Processor Ring Architecture

- Token Input
- Insert in Queue
- Extract from Queue
- Try to Match
- Wait if no partner
- Else fetch instruction
- Allocate to free PE
Manchester Dataflow machine (1980s)

Matching store
Components

- Instruction Store: holds coding of the dataflow graph (equivalent to object code/machine code)
- Processor Bank: a number of processors – all holding NO state from one execution to next!
- Token Queue: buffering (and the place to insert any input data)
- Matching Store: where tokens meet up with (same coloured) tokens going to the same instruction (matching operation is effectively associative)
Programming

- Machine code level: very tedious (graphical or otherwise, e.g. assembly language)

- Higher level
  - Functional Programming Languages
  - Single Assignment Languages (a subset of FPLs)
    - “names” can be assigned to only once
SISAL

- Stream and Iteration in a Single Assignment Language
- Developed by LLNL, CSU, DEC and University of Manchester in 1980s
- To give “imperative” programmers a language which they could use easily
- Easy compilation to Dataflow – and all the other parallel machines (supercomputers) at LLNL and elsewhere
Example Loop in SISAL

Define Main

function Main(j, s : integer returns integer)

    for initial i := j;

        tot := s;

        while (i < 10) repeat

            i := old i + 1 ;

            tot := old tot + i ;

            returns value of tot

        end for

    end function
Reduction Operators in Loops

Define Main

function Main(j, s : integer returns integer)
    let tot := for initial i := j;
        while (i < 10) repeat
            i := old i + 1 ;
        returns sum of i
    end for
    in s + tot
end let
end function
#!/usr/bin/python

import sys

def sumvalsOffsetSISAL(j,s):
    i = j
    tot = s
    while (i<10):
        i=i+1
        tot=tot+i
    return tot

x=int(sys.argv[1])
y=int(sys.argv[2])

print sumvalsOffsetSISAL(x,y)
#!/usr/bin/python

import sys

def sumvalsOffset(j,s):
    p = j+1
    q = s+p
    if not(p>=10):
        return sumvalsOffset(p,q)
    return q

x=int(sys.argv[1])
y=int(sys.argv[2])

print sumvalsOffset(x,y)
Moving tokens round a large network, and matching tokens and instructions together, turned out to be more costly than executing the instructions!
  • Can be thought of as not being able to exploit locality effectively

Dataflow has been successful in signal processing and other areas

Many techniques in modern Out-of-Order cores are based on dataflow research
Current resurgence of interest in “Coarse-grained” dataflow

- DAG-based (Directed Acyclic Graph) or Task-based computing
- Systems such as PLASMA, MAGMA in the Linear Algebra world
- StarPU, OmpSS etc., OpenMP tasking
- **OpenStream (Antoniu Pop et al here in Manchester)
- APT’s EuroExa project – started October 2017 (FPGAs)

A lively research area currently as we move to exascale computing with, potentially, billions of threads…
Wrap-up

- Exam – Do check yourselves too!
  - Date TBA
  - 2 hours – answer ALL 3 questions
  - NB: past paper from 2011 – COMP35111

- Revision sessions – IT401 (TO BE UPDATED)
  - Wednesday 24th May 2017 1400 – 1500
  - Friday 26th May 2017 1400 – 1500
  - Bring questions about attempted answers

- Back-up reading (list on course materials webpage)