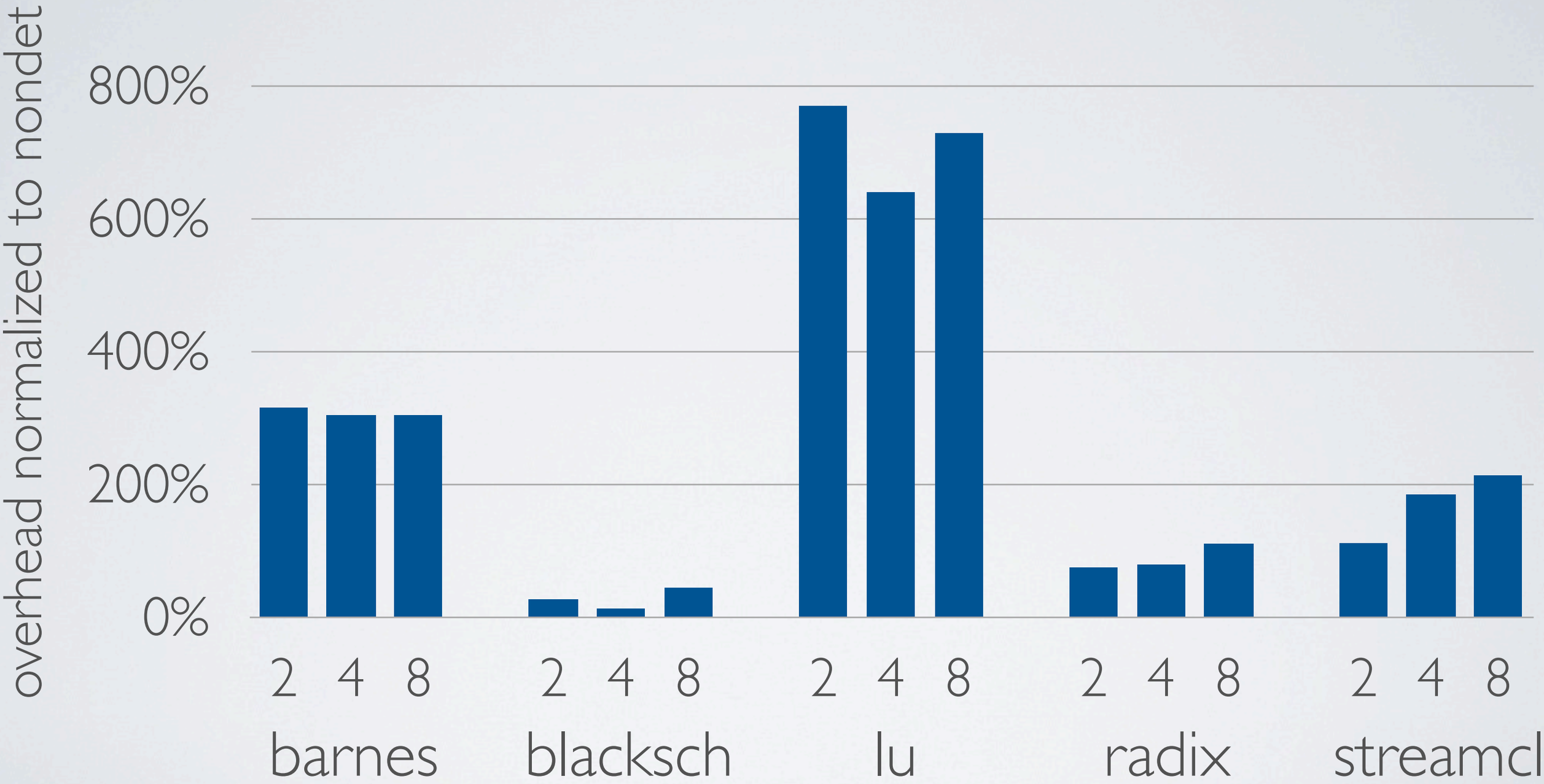
MELD:
Merging Execution- and Language-level Determinism

Joe Devietti, Dan Grossman, Luis Ceze
University of Washington

CoreDet results

Bergan et al., ASPLOS '10;
Devietti et al. ASPLOS '11

CoreDet results



Bergan et al., ASPLOS '10;
Devietti et al. ASPLOS '11

determinism recipe

isolate threads' updates

merge updates

i. in a deterministic way

ii. at deterministic times

determinism recipe

isolate threads' updates

use store buffers to buffer updates

merge updates

i. in a deterministic way

ii. at deterministic times

determinism recipe

isolate threads' updates

use store buffers to buffer updates

merge updates

i. in a deterministic way

parallel merge algorithm

ii. at deterministic times

determinism recipe

isolate threads' updates

use store buffers to buffer updates

merge updates

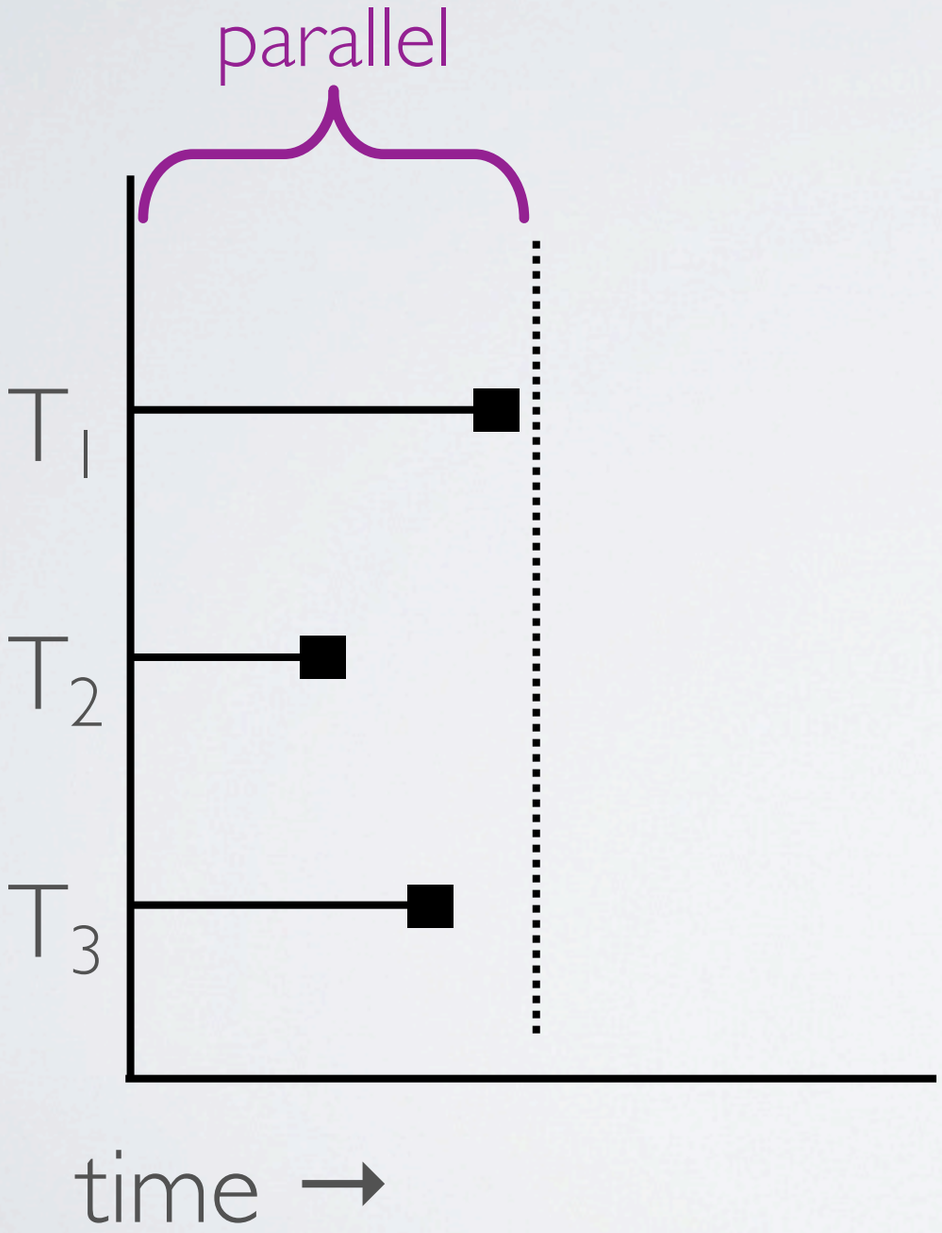
i. in a deterministic way

parallel merge algorithm

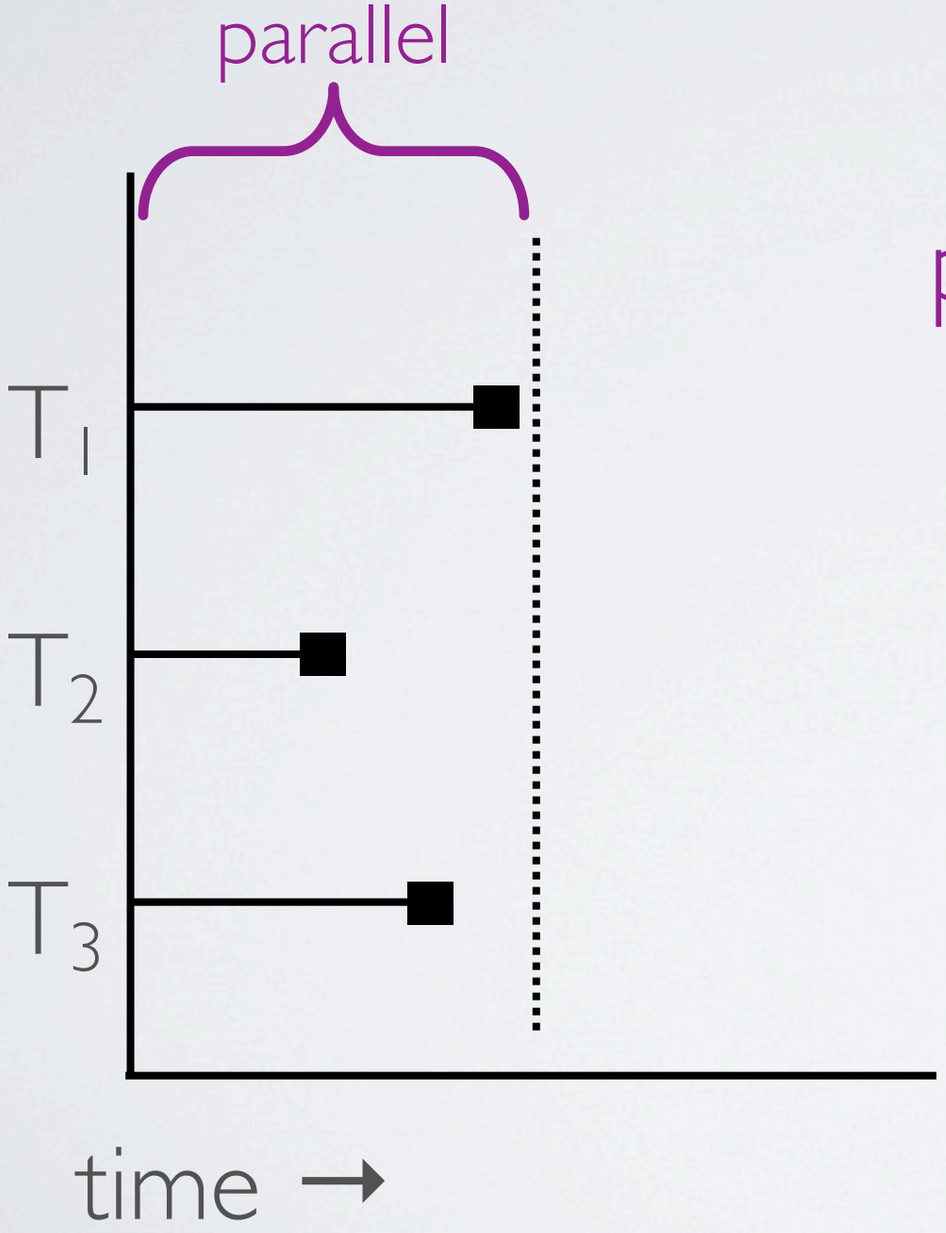
ii. at deterministic times

count fixed # of instructions

determinism via store buffers

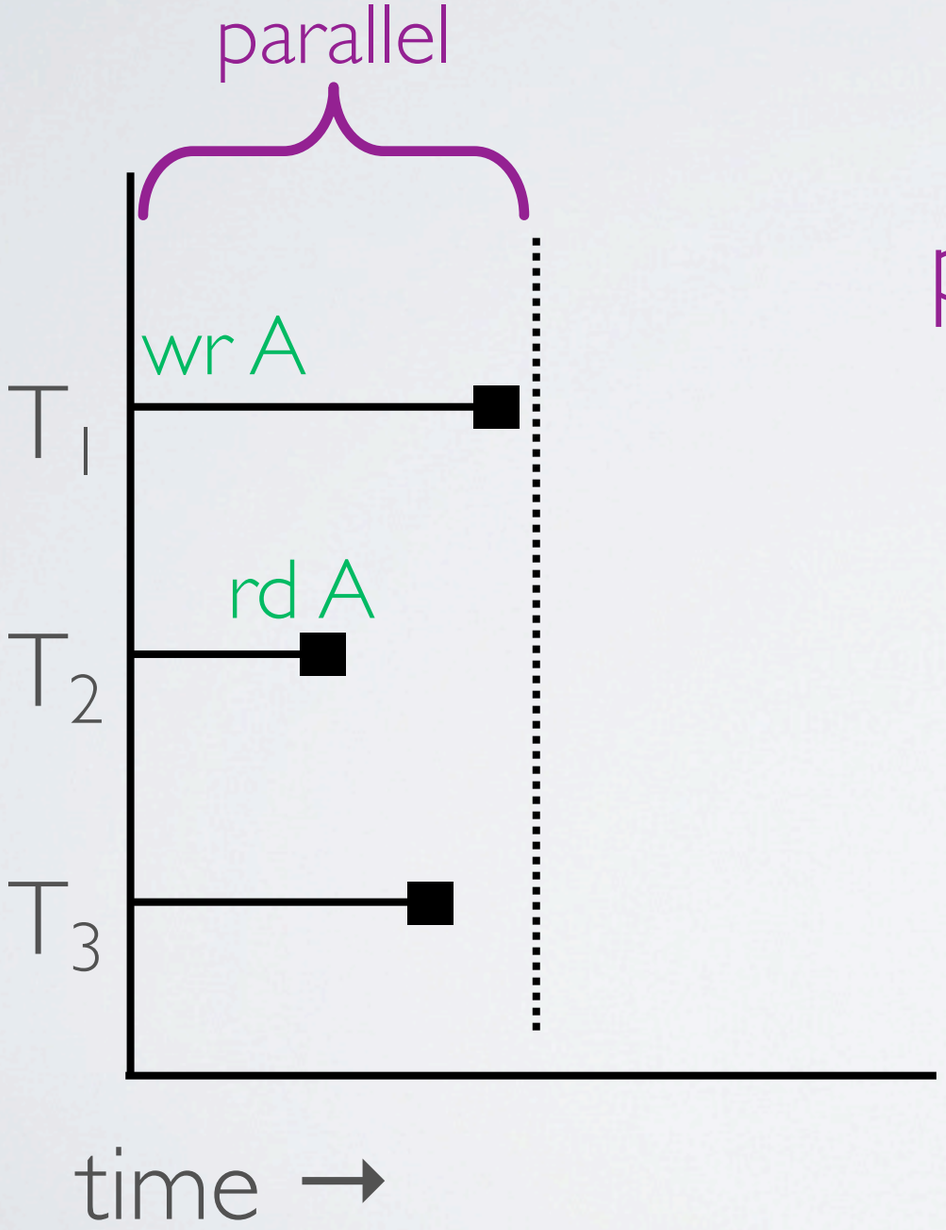


determinism via store buffers



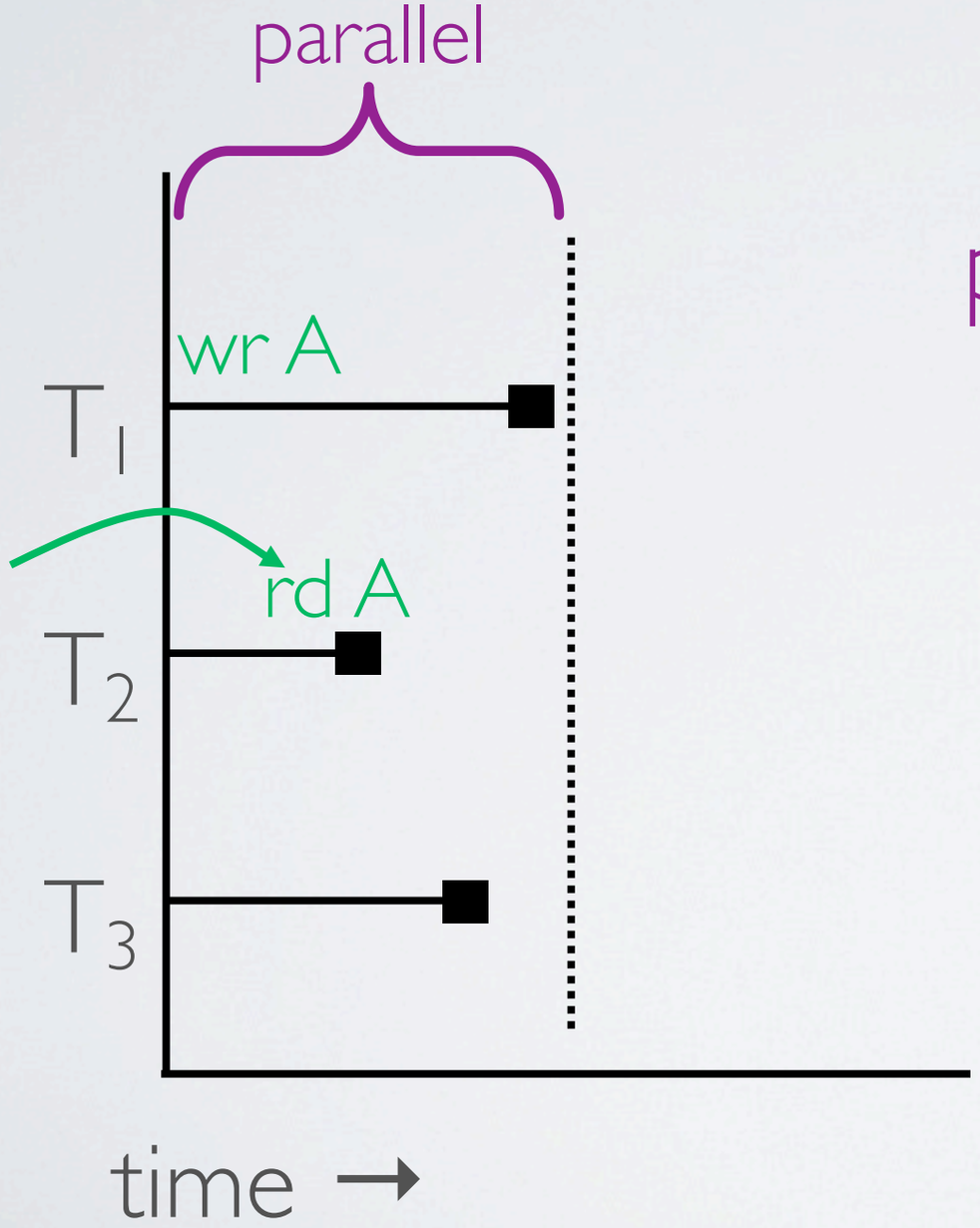
parallel mode: buffer all stores, sync via [Olszewski et al, ASPLOS '09]

determinism via store buffers



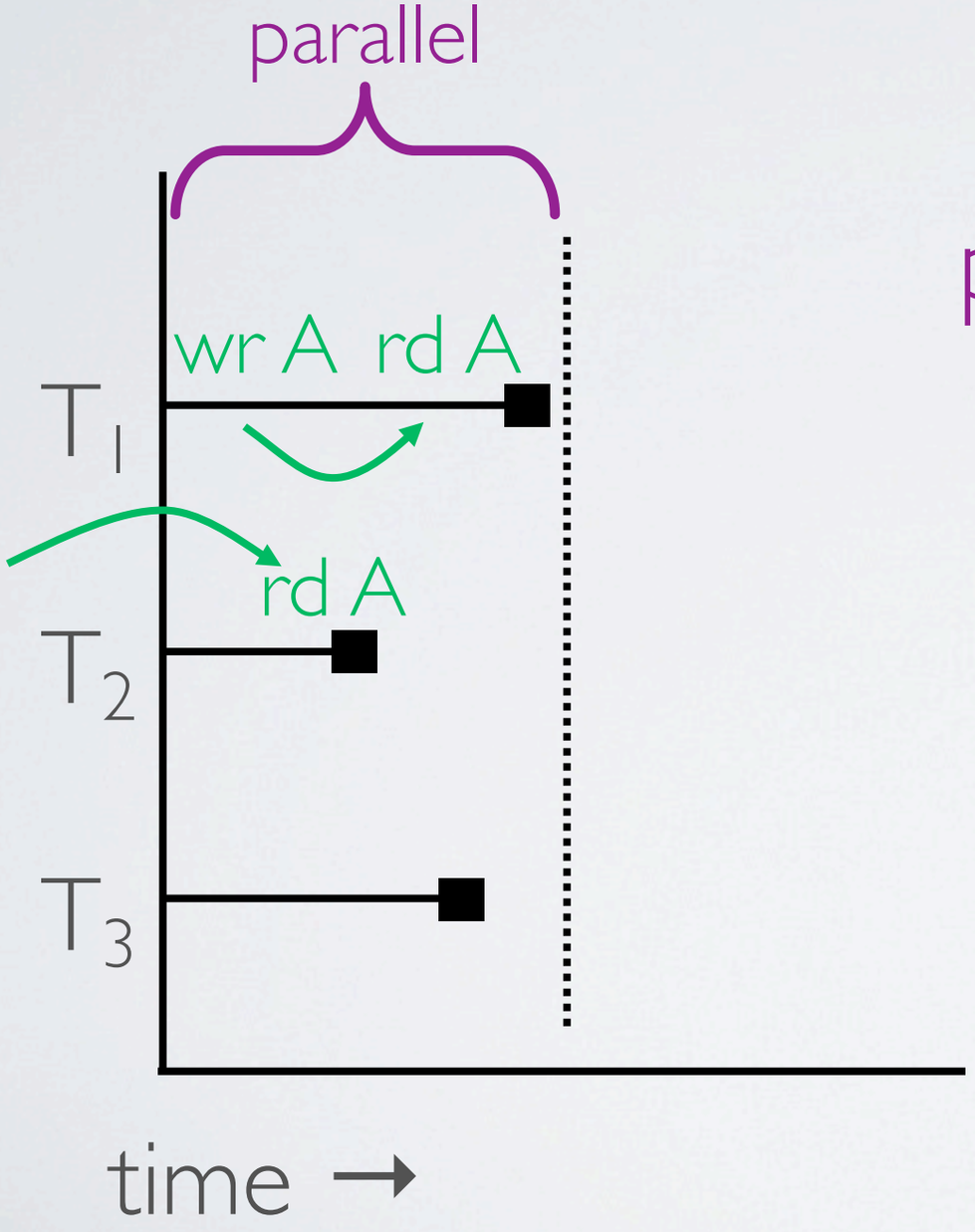
parallel mode: buffer all stores,
sync via [Olszewski et al, ASPLOS '09]

determinism via store buffers



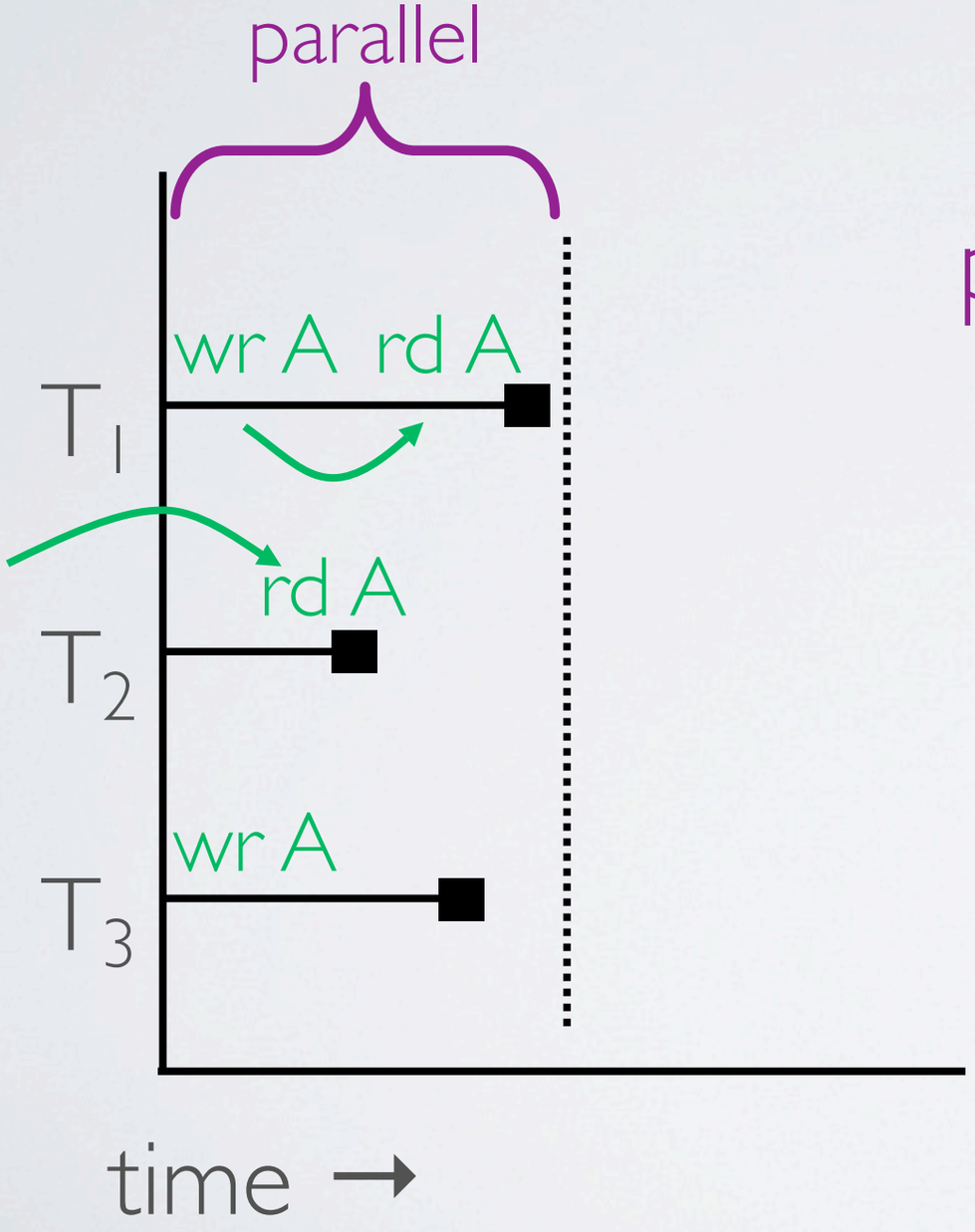
parallel mode: buffer all stores, sync via [Olszewski et al, ASPLOS '09]

determinism via store buffers



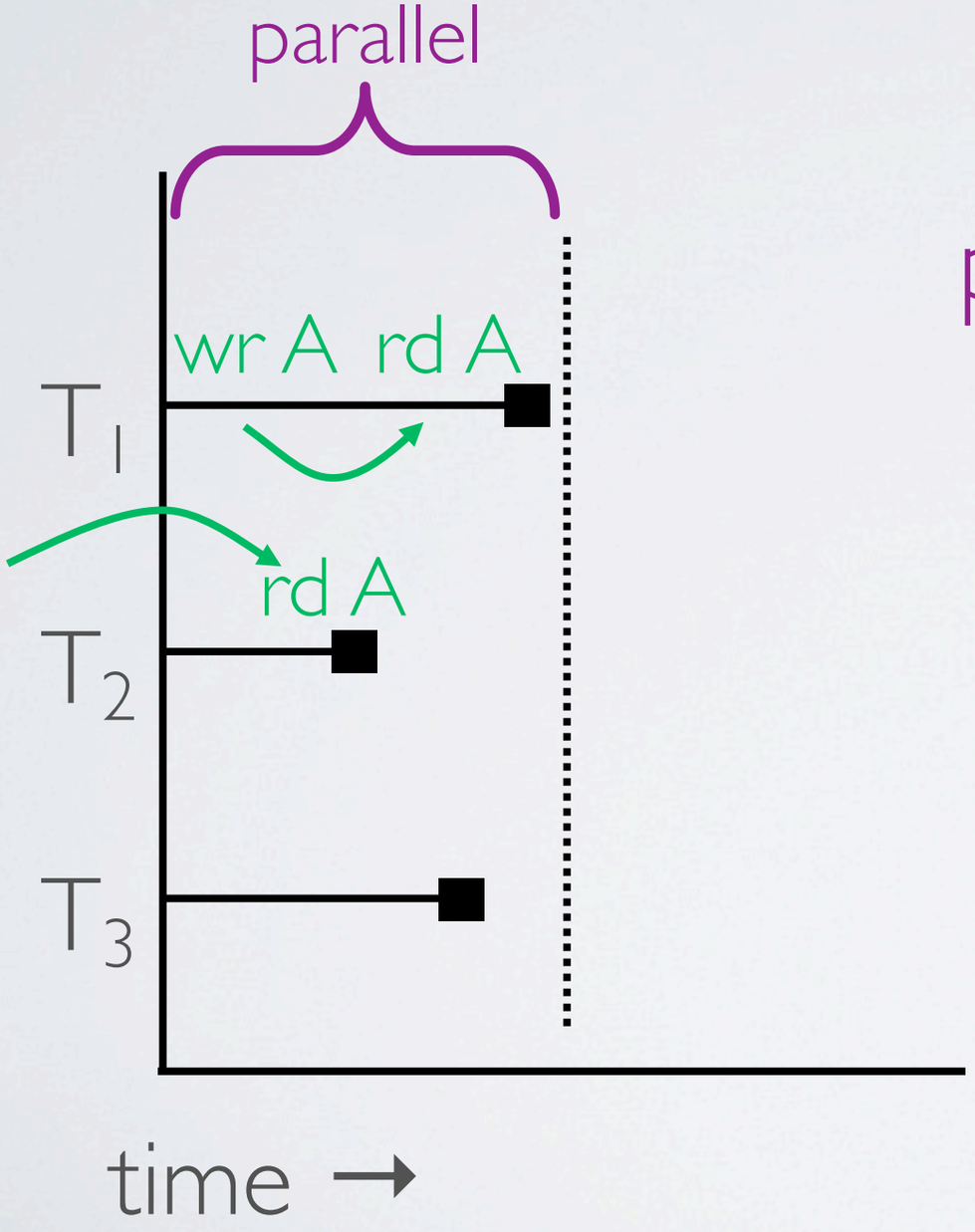
parallel mode: buffer all stores, sync via [Olszewski et al, ASPLOS '09]

determinism via store buffers



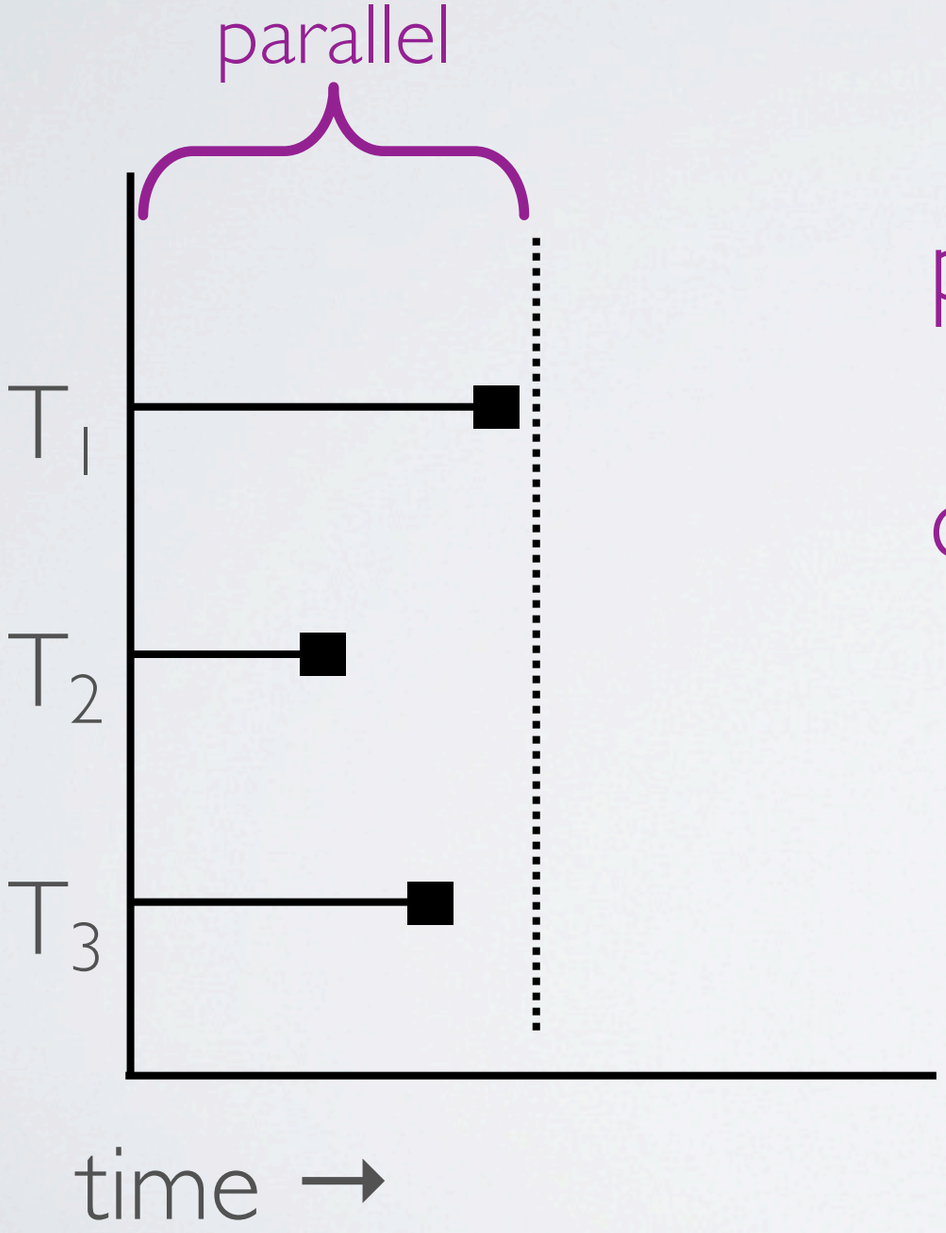
parallel mode: buffer all stores, sync via [Olszewski et al, ASPLOS '09]

determinism via store buffers



parallel mode: buffer all stores, sync via [Olszewski et al, ASPLOS '09]

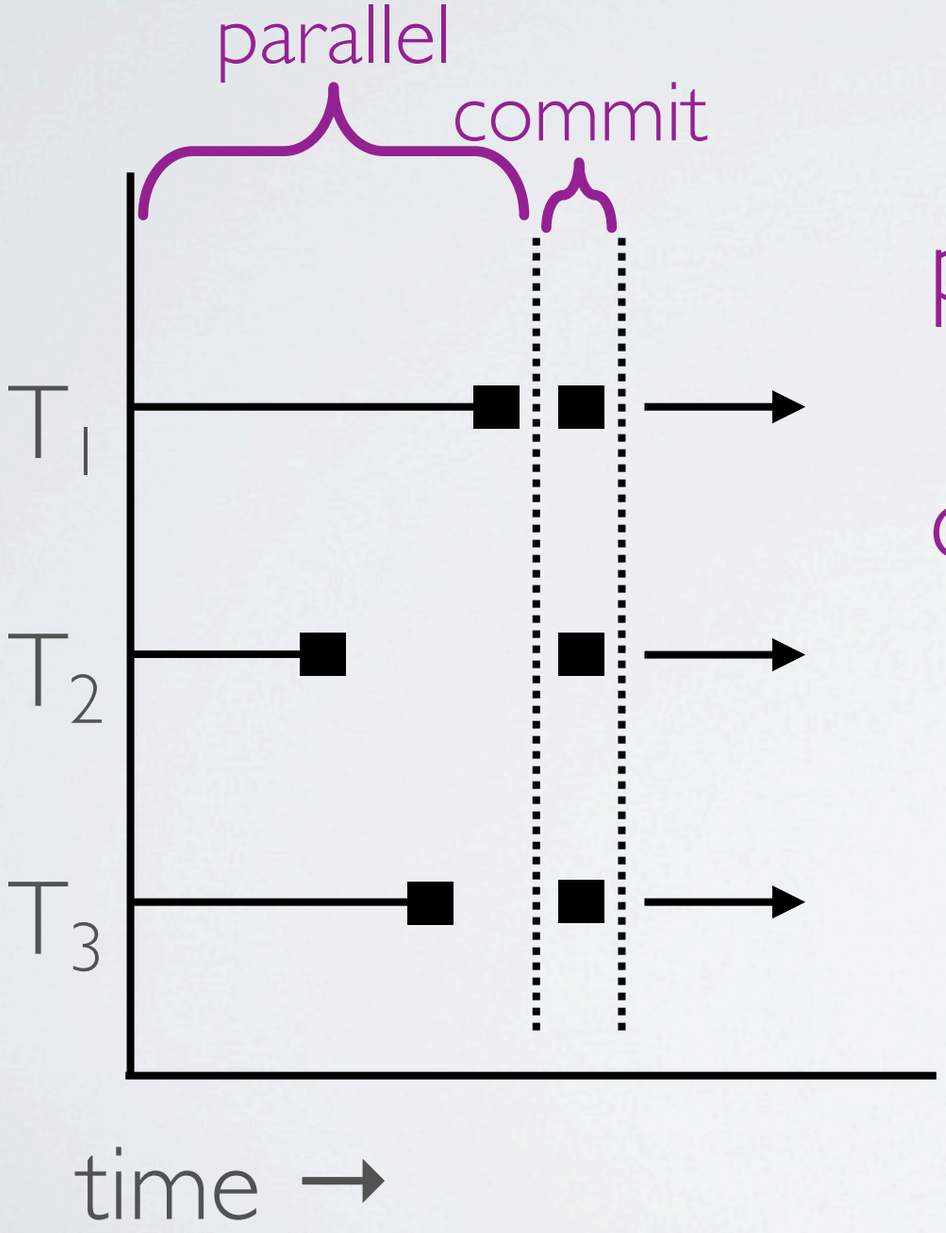
determinism via store buffers



parallel mode: buffer all stores, sync via [Olszewski et al, ASPLOS '09]

commit mode: deterministically publish buffers

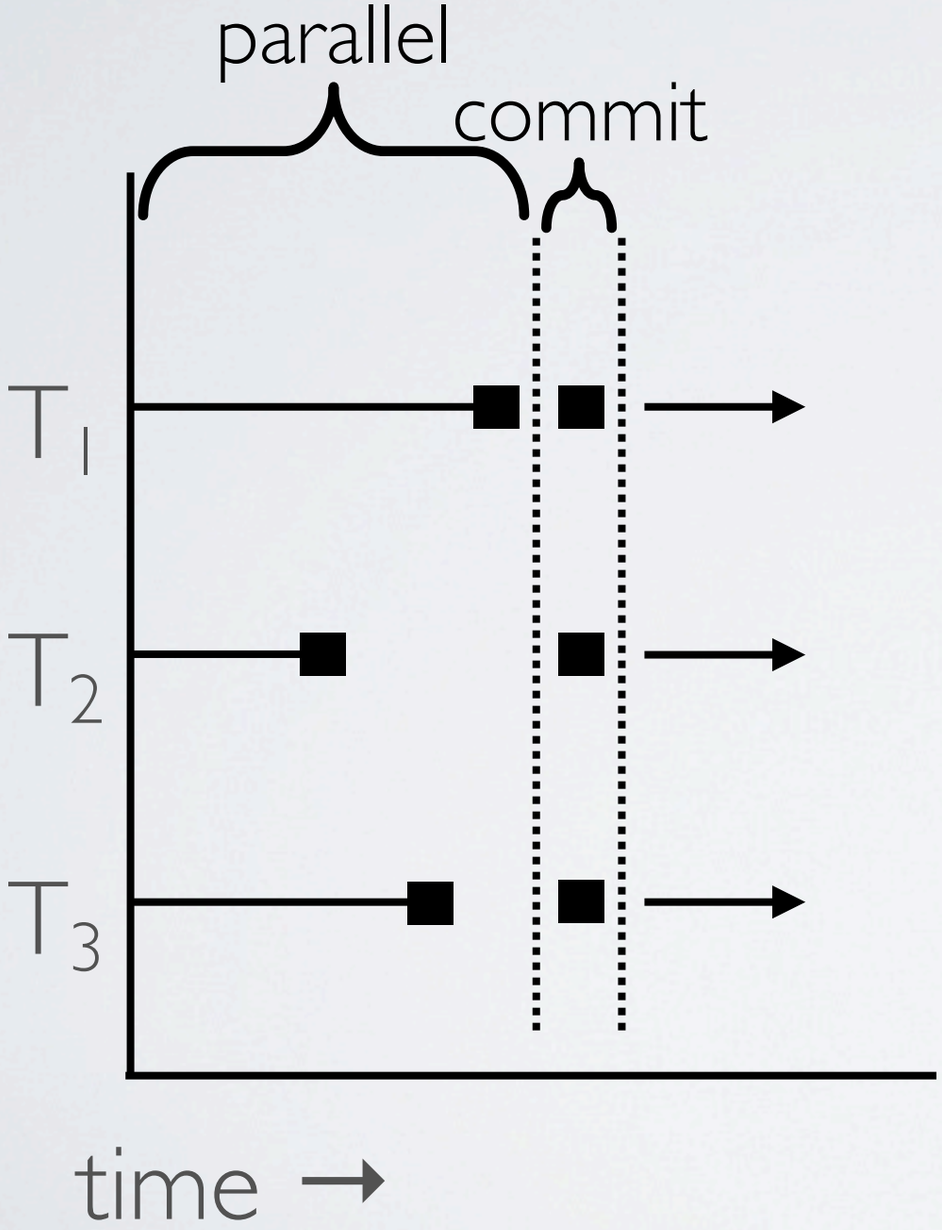
determinism via store buffers



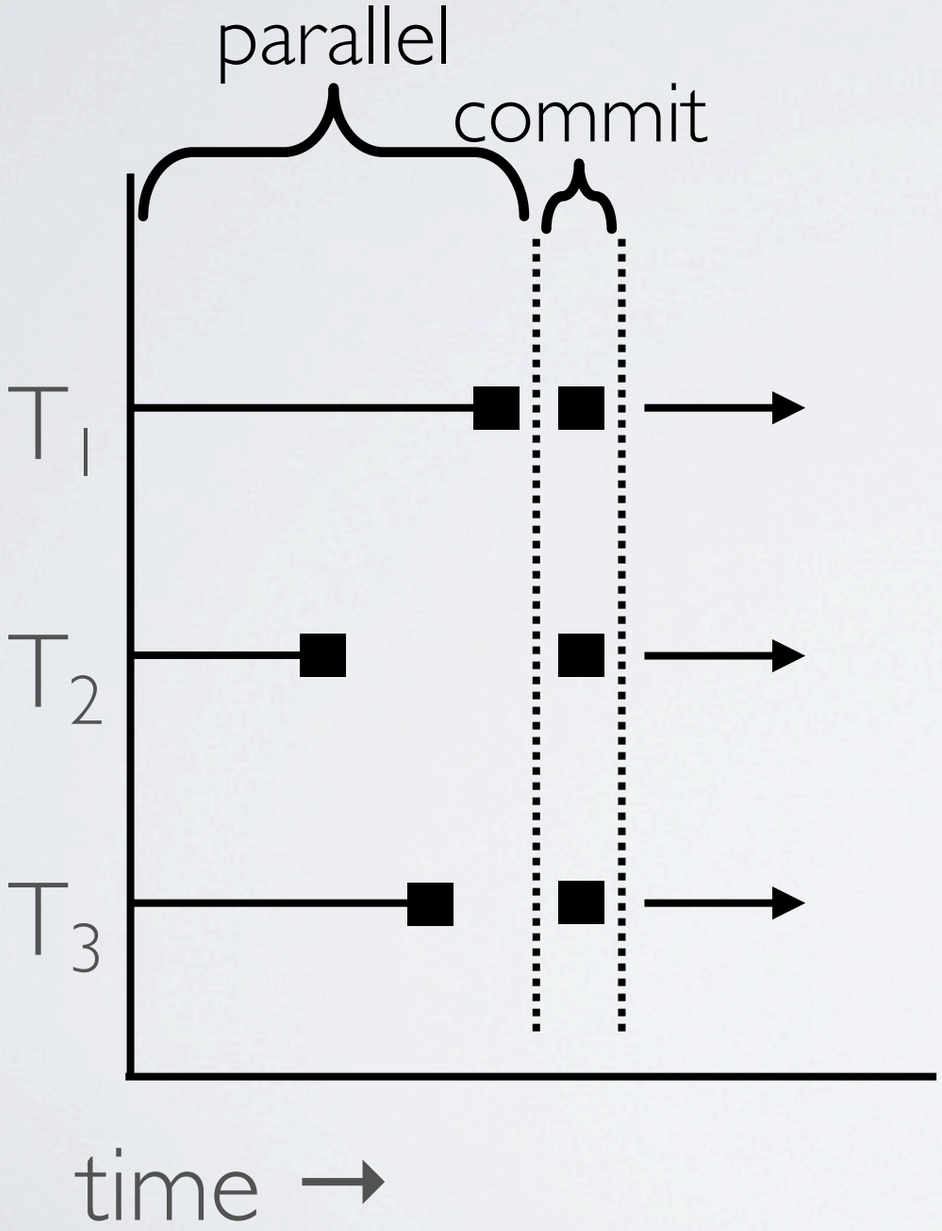
parallel mode: buffer all stores, sync via [Olszewski et al, ASPLOS '09]

commit mode: deterministically publish buffers

sources of overhead

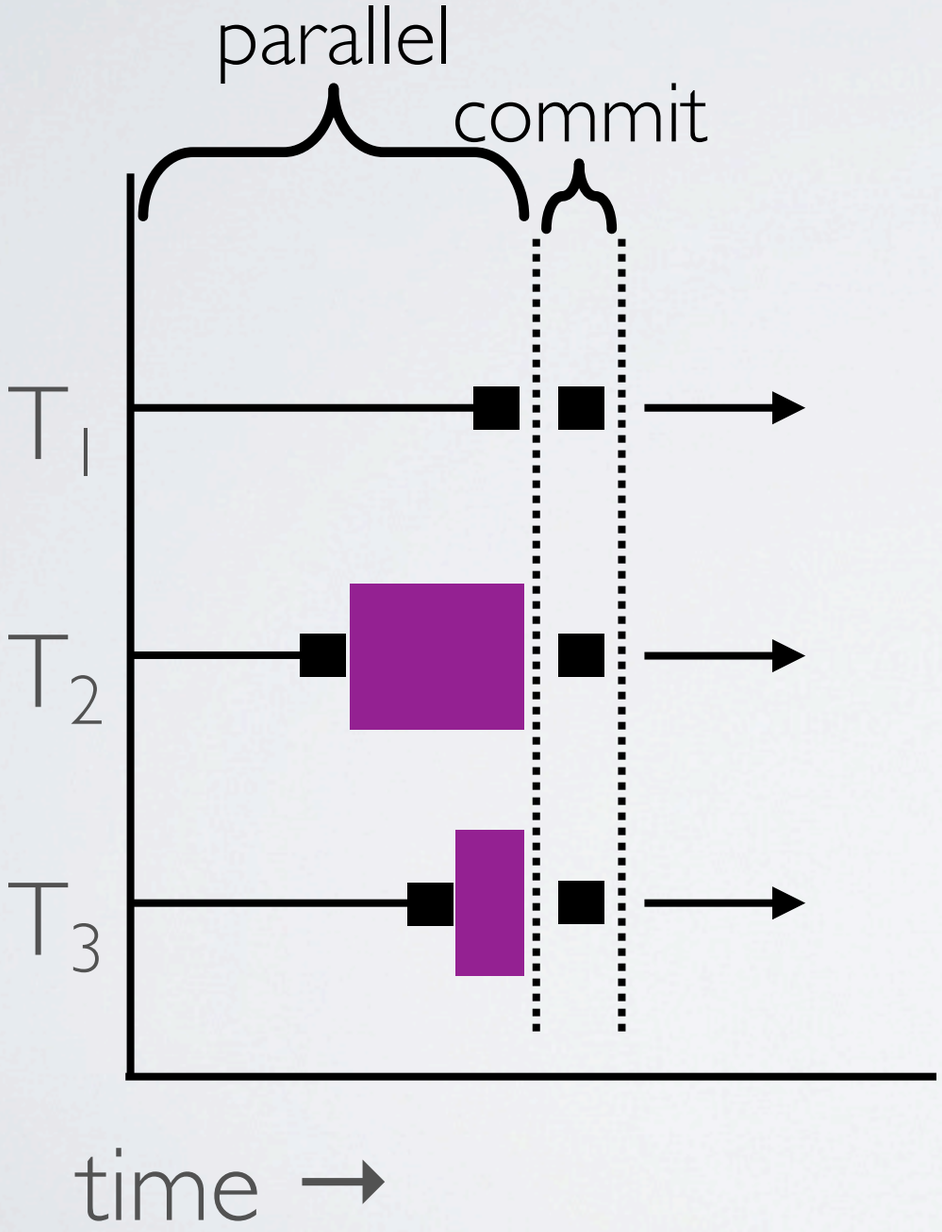


sources of overhead



store buffer instrumentation

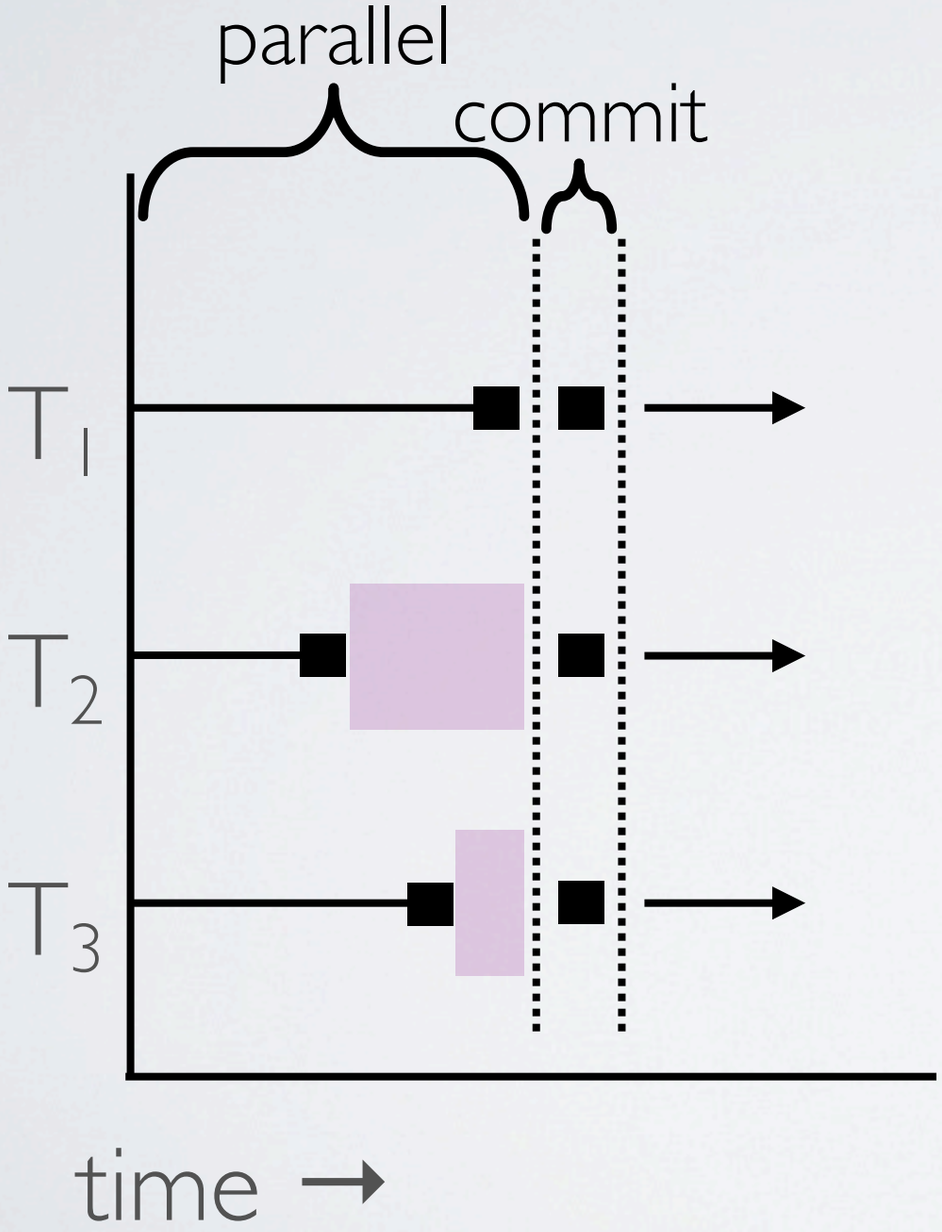
sources of overhead



store buffer instrumentation

imbalance

sources of overhead



store buffer instrumentation

imbalance

MELD

Merging Execution- and Language-level Determinism

	language-level	execution-level
examples	Jade, DPJ	DMP, Kendo

MELD

Merging Execution- and Language-level Determinism

	language-level	execution-level
examples	Jade, DPJ	DMP, Kendo
runtime overhead?	none	moderate-high

MELD

Merging Execution- and Language-level Determinism

	language-level	execution-level
examples	Jade, DPJ	DMP, Kendo
runtime overhead?	none	moderate-high
supports all code?	no	yes

MELD

Merging Execution- and Language-level Determinism

	language-level	execution-level
examples	Jade, DPJ	DMP, Kendo
runtime overhead?	none	moderate-high
supports all code?	no	yes
sequential semantics?	yes	no

MELD

Merging Execution- and Language-level Determinism

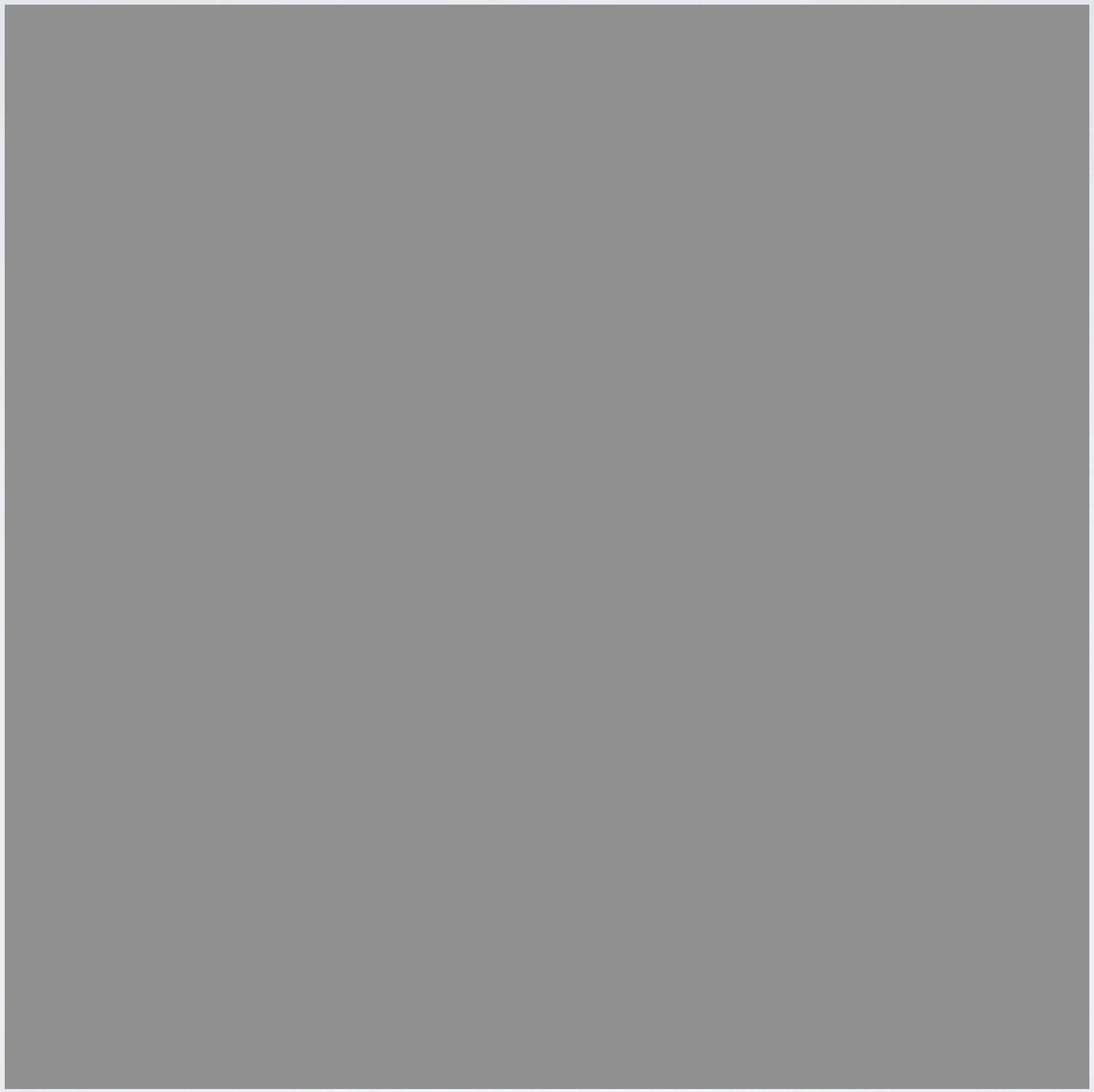
	language-level	execution-level	hybrid
examples	Jade, DPJ	DMP, Kendo	MELD
runtime overhead?	none	moderate-high	low
supports all code?	no	yes	yes
sequential semantics?	yes	no	no

90% of execution time is spent in 10% of the code

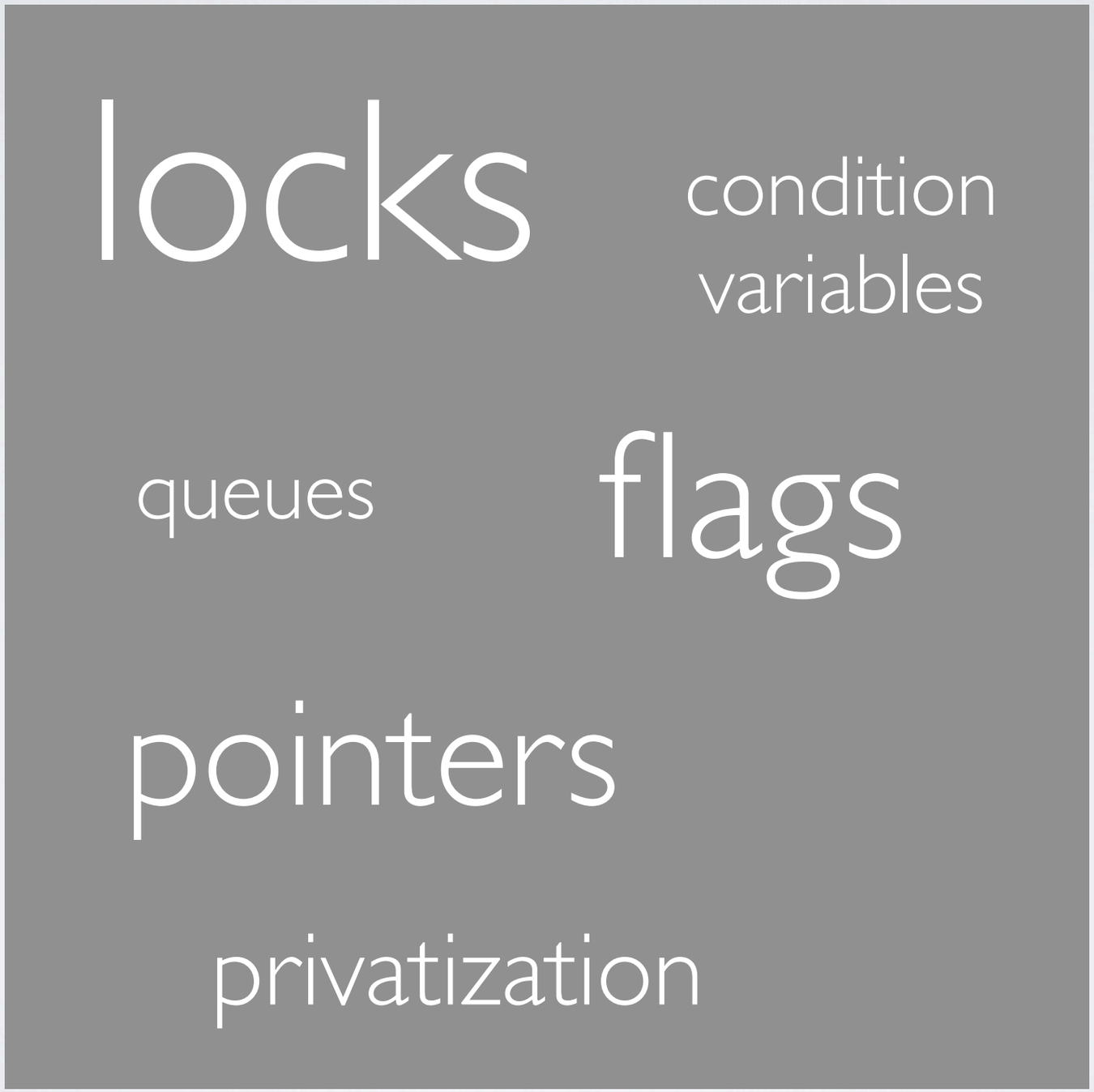
90% of execution time is spent in 10% of the code

often data-parallel

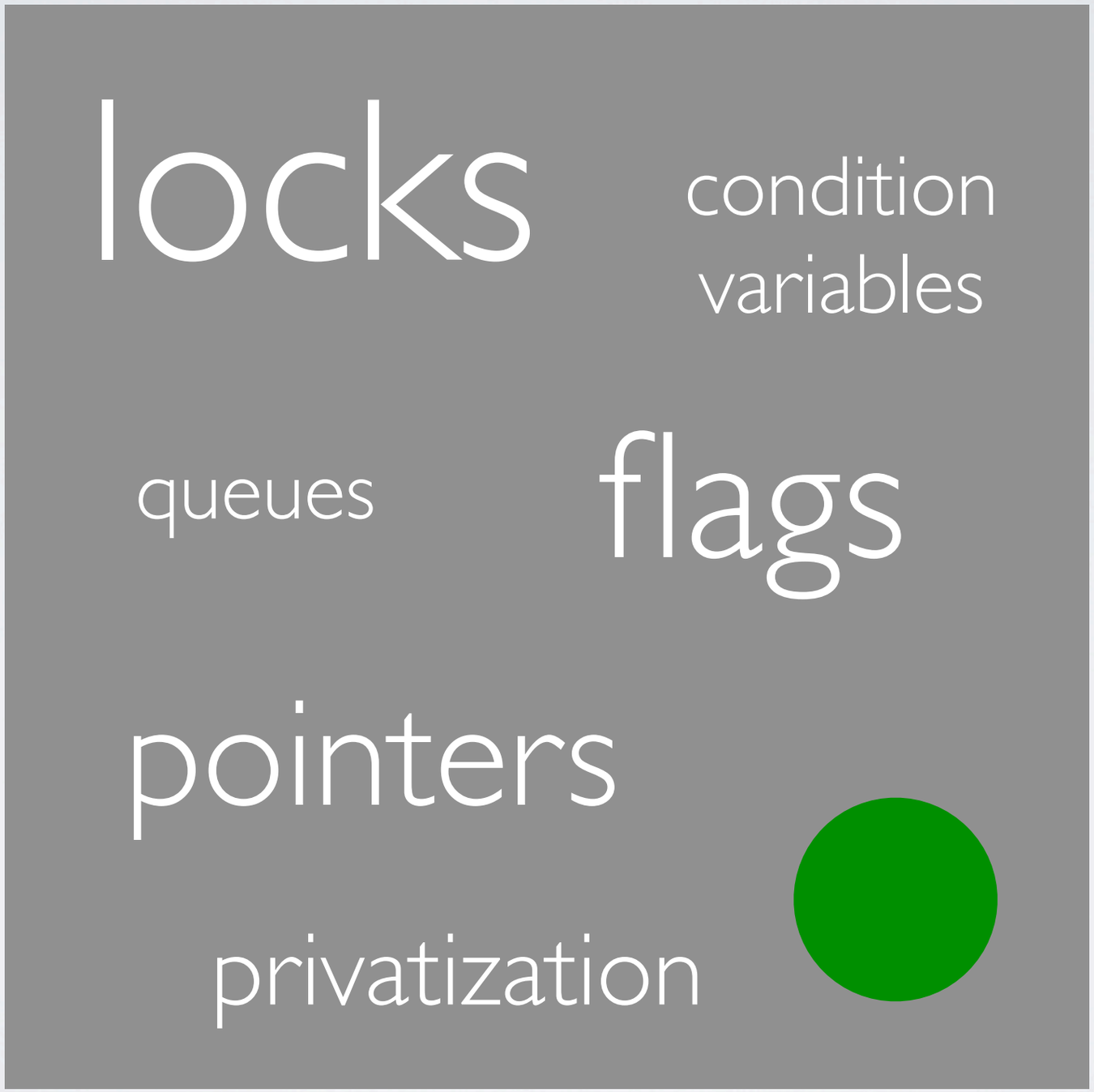
program composition



program composition



program composition



regular data parallel computation

program composition

locks

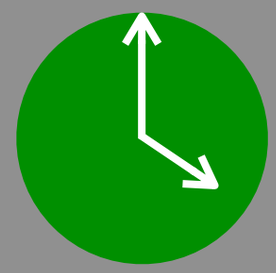
condition variables

queues

flags

pointers

privatization



regular data parallel computation

program composition

execution-level determinism

locks

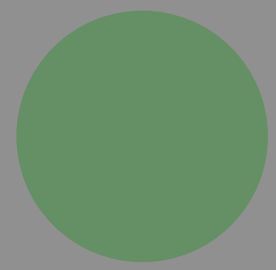
condition variables

queues

flags

pointers

privatization



regular data parallel computation

program composition

execution-level determinism

locks

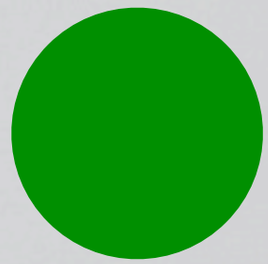
condition variables

queues

flags

pointers

privatization



language-level determinism

regular data parallel computation

program composition

execution-level determinism

locks

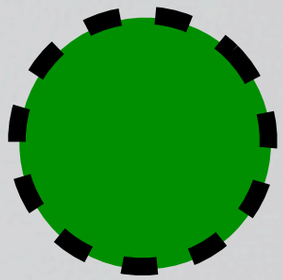
condition variables

queues

flags

pointers

privatization



language-level determinism

regular data parallel computation

what could possibly go wrong?

```
mergesort(int* array) {
   // verified by det lang
}
```

what could possibly go wrong?

what other threads call
`mergesort` concurrently?

```
mergesort(int* array) {
  // verified by det lang
}
```

what aliases `array`?

can other threads
concurrently
access `array`?

what could possibly go wrong?

what other threads call
`mergesort` concurrently?

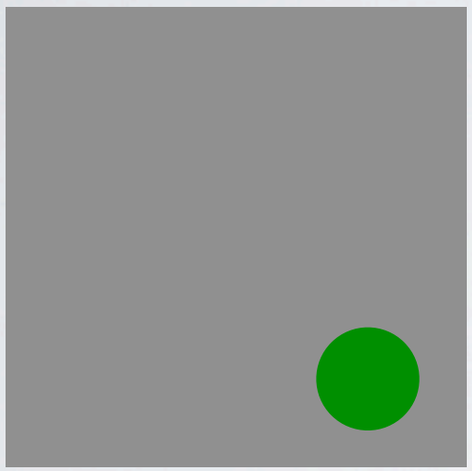
langdet

```
mergesort(int* array) {
   // verified by det lang
}
```

what aliases `array`?

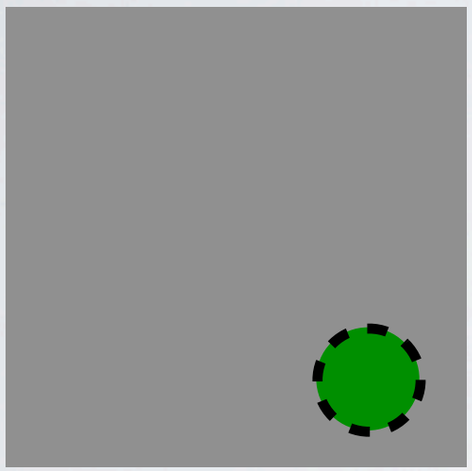
can other threads
concurrently
access `array`?

compilation flow



compilation flow

- lightweight type qualifier system

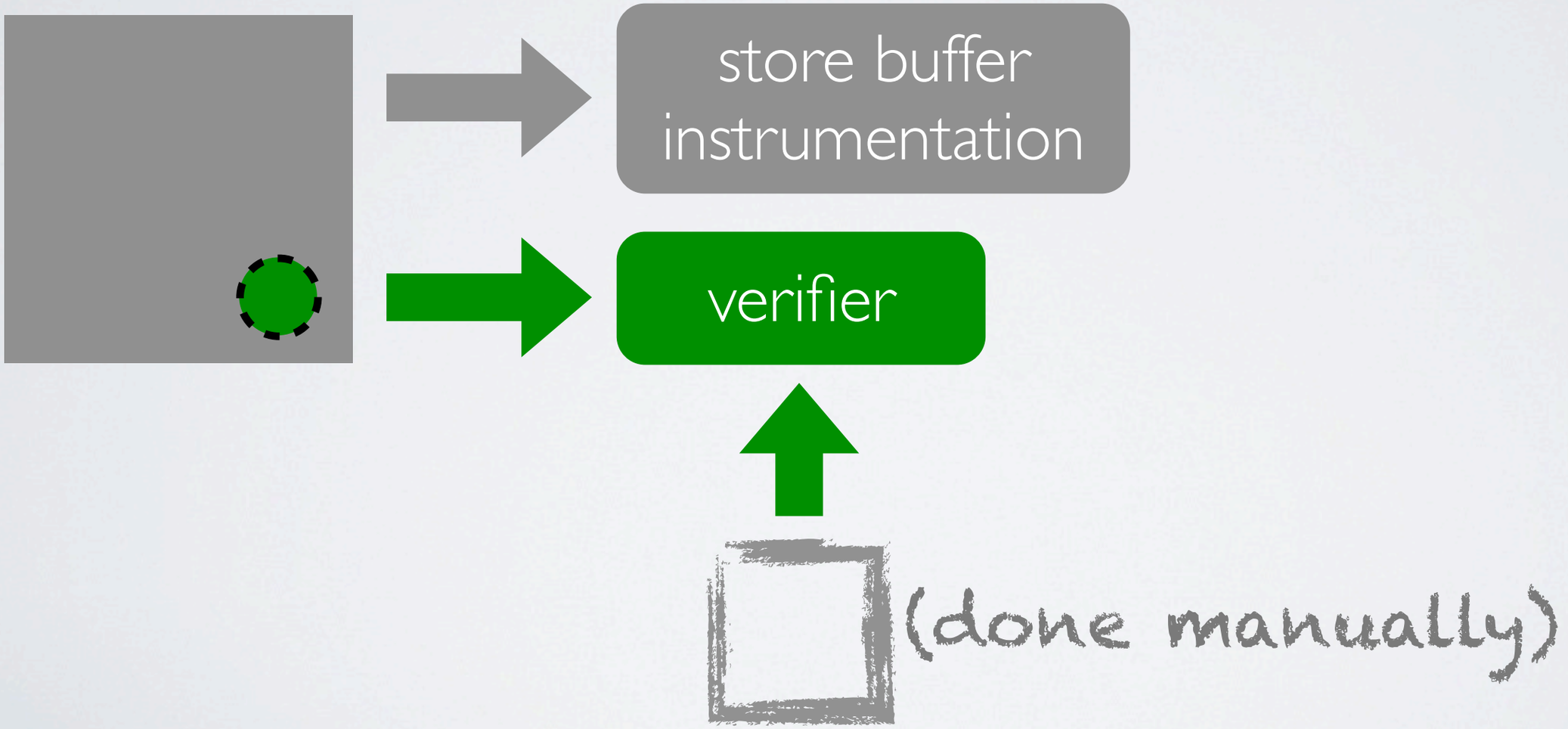


compilation flow

lightweight type
qualifier system

compilation flow

lightweight type qualifier system



compilation flow

lightweight type
qualifier system

store buffer instrumentation

verifier

insn counting instrumentation

(done manually)

example: radix

```
int *dest = ...; // implicitly “exdet”
```

example: radix

```
int *dest = ...; // implicitly “exdet”

langdet int langdet *_source = cast(source);
```

example: radix

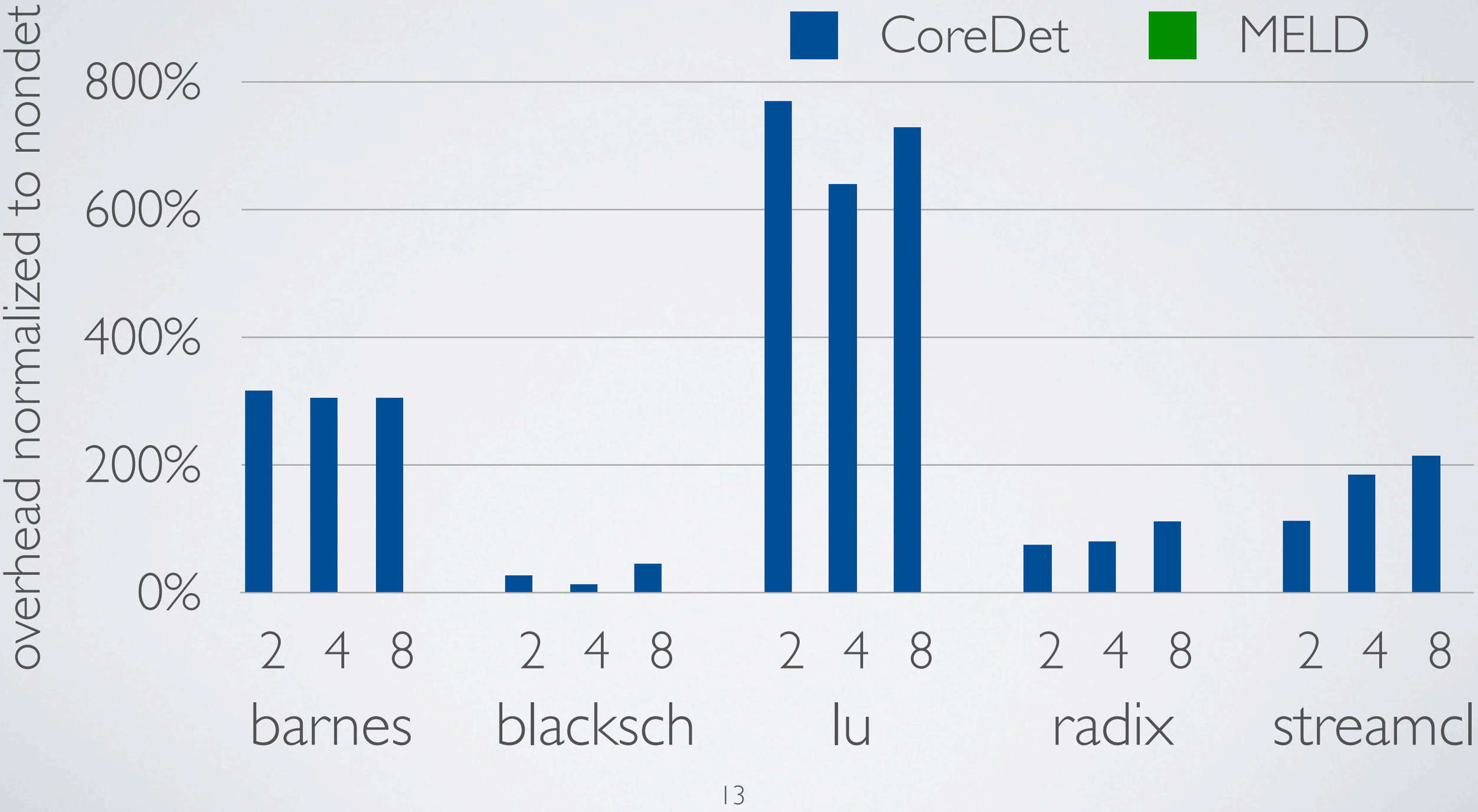
```
int *dest = ...; // implicitly “exdet”

langdet int langdet *_source = cast(source);

BARRIER();
for (int i = ...) {
  dest[COMPLICATED] = _source[i];
}
BARRIER();
```

experimental setup

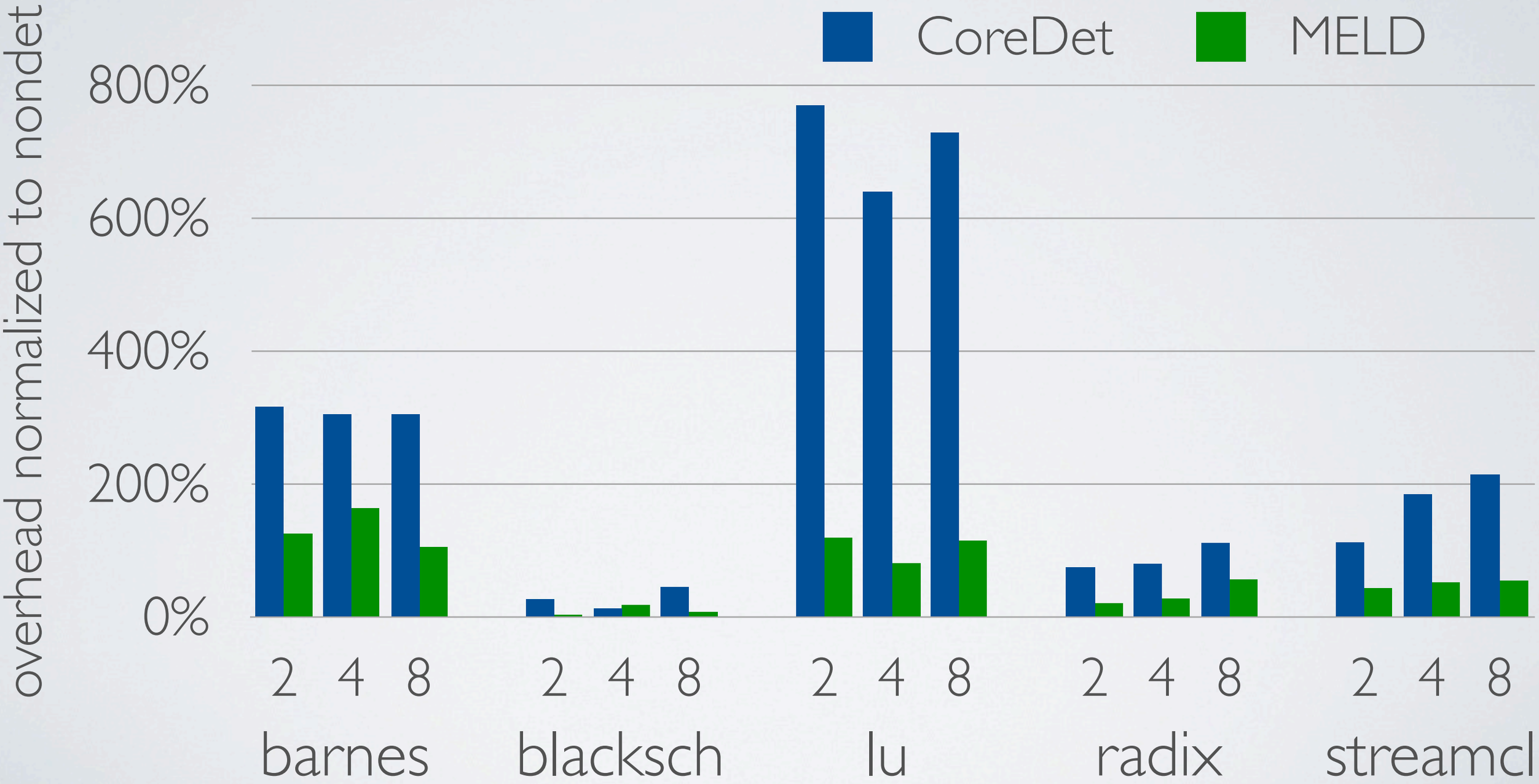
- 8-core 2.4GHz Intel Nehalem, 10GB RAM
- C benchmarks from SPLASH2, PARSEC
- CoreDet compiler with consistency optimizations from RC/DC [Devietti et al., ASPLOS '11]

MELD results

MELD results



MELD results



characterization

workload	LOC	explicit sync ops (static)
barnes	2964	6
blackscholes	420	0
lu	993	1
radix	878	3
streamcluster	2347	4

usability

workload	annotations	casts
barnes	6	7
blackscholes	8	0
lu	10	3
radix	2	2
streamcluster	3	1

future work

- build fully integrated system
- supporting nondeterminism via information flow tracking type system
- find gainful employment

Questions?