Optimizing Component Interaction

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Computer Performance

MIPS

Time

Application Performance

Speed

Time

Application Function

Things Done

Time
Component integration is the way people program

- Programmers have been writing at higher and higher levels using vast libraries
- Separately written legacy code must be bound together
- Components that are designed separately will have performance problems when integrated
  - e.g. the library writer has no idea how his routines will be used and the user doesn't know the algorithm in the library
- We have studied this in the context of distribution
  - It is a more general problem
Simple problem and complex ones

- One choice of component effects only itself
- Or it effects others
  - e.g. where to place a component on a network effects where another component belongs

How do you write a library?

- Code multiple implementations of a class
- Write a set of instrumentation for each method
- Compose the instrumentation and implementations using a new composition rule with HyperJ
- HyperJ would make a new class for each allocation site
- Instrumentation computes values used after an initial run and a formula is evaluated to determine which implementation should be used for a given class

Note that different Objects may need different implementations
*In the same program*

Original Motivation

- How do you distribute entities of a distributed program to optimize its performance?
- Two entities can communicate more efficiently if they share the property of being on one particular machine
- Problem in several IBM products including VisualAge Generator, SF.
- Performance of a program written on top of SF can be affected as much as an order of magnitude by placement of objects.
- Programmers often do a poor job of placing the objects.
- Provide help to the programmers or automate the process of object placement.

The Graph Cutting Problem
### VAGen Sample Program Costs

<table>
<thead>
<tr>
<th>Partitioning</th>
<th>Cut Cost (messages between machines)</th>
<th>Run Time (ms)</th>
<th>Run Time/Cut Cost (ms/message)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Naive</td>
<td>53</td>
<td>10.23</td>
<td>0.193</td>
</tr>
<tr>
<td>Manual</td>
<td>42</td>
<td>8.62</td>
<td>0.205</td>
</tr>
<tr>
<td>Automatic</td>
<td>23</td>
<td>4.75</td>
<td>0.206</td>
</tr>
</tbody>
</table>

### How do we define a component?

- Components have entities bundled together which have many ways of interacting
- The code from one component produces entities that are used by the code of another
- Run time wants to bundle entities that interact most often

### Notation

- Components interact through entities
  - via either push or pull interactions
- Entities have properties
  - two entities with the same properties can interact more cheaply than those with different ones
  - Which machine an entity resides on is a property
- Some entities must have certain properties
- Others can be determined based on efficiency

### Example: two components that share string entities

- One component requires strings
  - be Unicode
- The other requires Ascii

```plaintext
Ascii a,b;
Unicode c,d;
String e,f;
e=a;
f=b;
c=e+f;
d=f+e;
```

Cost of e and f being Ascii is the conversion of e+f and f+e to Unicode
Additional Motivation
- Data structures in different representation
  - Unicode Vs EBCDIC Vs ASCII
    - variables are nodes in the graph
    - Unicode, ASCII, EBCDIC are terminals
  - edges are assignment statements
- Different Collection Class
- EJB's in different containers
- Message format in Publish-Subscribe setting?

Our Approach
- Run the program with a "typical" input.
- Trace the program using tools such as Jinsight to obtain the objects and their communications.
- Obtain the communication graph and find the optimal placement of the objects.
- Characterize the objects to allow for optimal or near optimal placement of objects during future runs.
- Help Programmer Visualize where remaining problems are.

Remainder of this Talk
- A Priori optimization of a program
- A Posteriori optimization of a run of a program
- Flights of fancy over where we can go from here

Graph Cutting is NP hard
- In our work we look for heuristics which simplify the graph, but preserve the minimum cut.
- We will ignore other constraints such as load factor - which may be important in some instances.
- We can combine our heuristics with existing algorithms.
Reprise: How to simplify this problem?

Dominant Edge heuristic

Dominant Edge w/Terminals

Dominant Edge Application

- When we discover a dominant edge we collapse the edge, and combine the nodes.
- Reduces the graph size by one - and can create new dominant edges.
- In some graphs we see over 90% reduction in graph size - by repeated application of dominant edge.
- Can be implemented to run in time \(O(\min(\text{degrees of the nodes}))\) per collapse.
- This can be done in \(O(E \log E)\) time for the whole graph, \(E\) the number of edges in the graph.
**Machine Cut**

If \( w(e) > W_j \) (second largest machine cut), it cannot be in min cut.

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**Zeroing**

Zeroing Heuristic: The weight of edges to the Terminals \( 1..m \) can be reduced by the \( \min(w(e^{*1}), w(e^{*2}), ..., w(e^{*m})) \). It helps Dominant edge and Machine Cut heuristics.

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**Independent Net**

A graph consisting of two independent nets. One net consists of all the filled nodes, and the other net consists of all the non-filled nodes.

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**Articulation Point**

Node \( n \) is an example of an articulation point, since all nodes in \( S \) will be separated from the rest of the graph if \( n \) is removed.
Computational Experience 1

- For several smaller graphs (20-100 nodes) from VA Gen. applications - these heuristics gave complete reductions
- One large example from pBOB (predecessor of SPECjBB2000) gave a large graph with 13,915 nodes, 32,221 edges, 404,737 messages between objects.
- The program traced with Jinsight.
- Dominant edge (w/ terminals) heuristic reduced the graph to 1695 nodes and 7494 edges.
- Zeroing and machine cut heuristic reduced the graph to 1597 nodes and 3990 edges.
- Dominant edge heuristic reduced the graph to 39 nodes and 110 edges.
- Articulation point heuristic reduced the graph to 6 nodes and 5 edges (5 terminal nodes).
- Dominant edge reduced the graph to 5 terminal nodes.

Computational Experience 2

- Another run of pBOB, focusing on the transaction part of it.
- Graph with 3543 nodes and 5485 edges.
- Dominant edge heuristic reduced it to 198 nodes and 774 edges.
- Articulation Point heuristic reduced it to 161 nodes and 660 edges.
- Then had to use randomized reduction or branch and bound techniques.
- Typically 6-20 collapses using random - and then these heuristics reduced the graph completely.
- Randomized reduction gave a probable minimum.
- Distribution of nodes was more uniform - 672, 1055, 689 and, 1127 nodes on each of the four machines.
- The randomized algorithm converged significantly more rapidly when we combined it with our heuristics.

Results of Randomized: With and without new heuristics

Comparison of our Partitioning Algorithm

<table>
<thead>
<tr>
<th>Data</th>
<th>Spec1</th>
<th>Spec2</th>
<th>Spec3</th>
<th>Spec4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number of entities</td>
<td>1,972</td>
<td>3,317</td>
<td>6,197</td>
<td>11,478</td>
</tr>
<tr>
<td>Number of edges</td>
<td>2,841</td>
<td>4,896</td>
<td>9,444</td>
<td>17,878</td>
</tr>
<tr>
<td>Number of messages</td>
<td>29,323</td>
<td>53,954</td>
<td>109,503</td>
<td>210,889</td>
</tr>
<tr>
<td>Weight of optimal cut</td>
<td>1,416</td>
<td>2,611</td>
<td>5,288</td>
<td>10,901</td>
</tr>
<tr>
<td>Weight w/o Dalhouse</td>
<td>1,416</td>
<td>2,642</td>
<td>5,437</td>
<td>10,914</td>
</tr>
<tr>
<td>Weight Schloegel's algorithm gets</td>
<td>2,087</td>
<td>3,710</td>
<td>5,794</td>
<td>13,070</td>
</tr>
</tbody>
</table>
Related Work

- Distributed Application partitioning problem is related to Graph cutting - H. Stone 1977.
- There has been work using various heuristics to obtain approximate solution, e.g. Stoyenko et. al.
- When there is only two terminals we can solve the problem using max-flow (Ford-Folkerson).
- When there are more than two terminals, the problem is NP-hard - Dahlhaus et. al.1994.

Conclusion about A Priori optimization

- Even though the multi-terminal graph cutting problem is NP-hard, these heuristics can significantly reduce the graph.
- In many cases they yield optimal results.
- Even when they do not completely reduced the graph, they enhance the performance of other algorithms.
- We would like to explore the applicability of these heuristics to other graph cutting problems, such as the ones from network problems.

Using Dynamic Information to Distribute OO Programs

- Components are assembled but their developers often know nothing about what the components will be connected to.
- We have experimented with automatic distribution involving:
  - Running the program determining how often one object communicates with another
  - Partitioning the resulting graph
  - Characterizing the objects which end up on the different machines

Characterization: Basic Idea

- For each class of objects or each allocation site, construct a strategy for determining properties for entities at create time.
- Possible strategies:
  - All objects of that a given class have the same property
  - Use machine that the creation was done on to determine where it should be allocated (has same property as the creator)
Characterization Greedy Algorithm

- Partition the entities optimally
- For each class determine cost of moving all instances of the class to a terminal
- For each class determine cost of putting the instances of a class on the same terminal as their creator
- Unify elements of the most obvious class with either terminal or creating entity

Experience with Characterization

- Class objects and factories need to be replicated
- Benchmarks don't contain all the information needed
  - Creator information is not present during the part of the run that is the benchmark
- If we have four warehouses and four customers, class is not enough
- Except when information lost during benchmarks we have succeeded in the few cases we have attempted
  - Greedy has worked optimally

Other important techniques

- Replication -- If an entity is not going to be modified, just make a copy with the alternate property
- Caching -- convert it from one property to the other only on demand and keep it with that property until needed with the other
  - Data structure caching instead of data motion caching
  - This is one way of discussing data movement
  - David Bacon has looked at this for strings
- Characterization needed to determine if the overhead is worth it.