

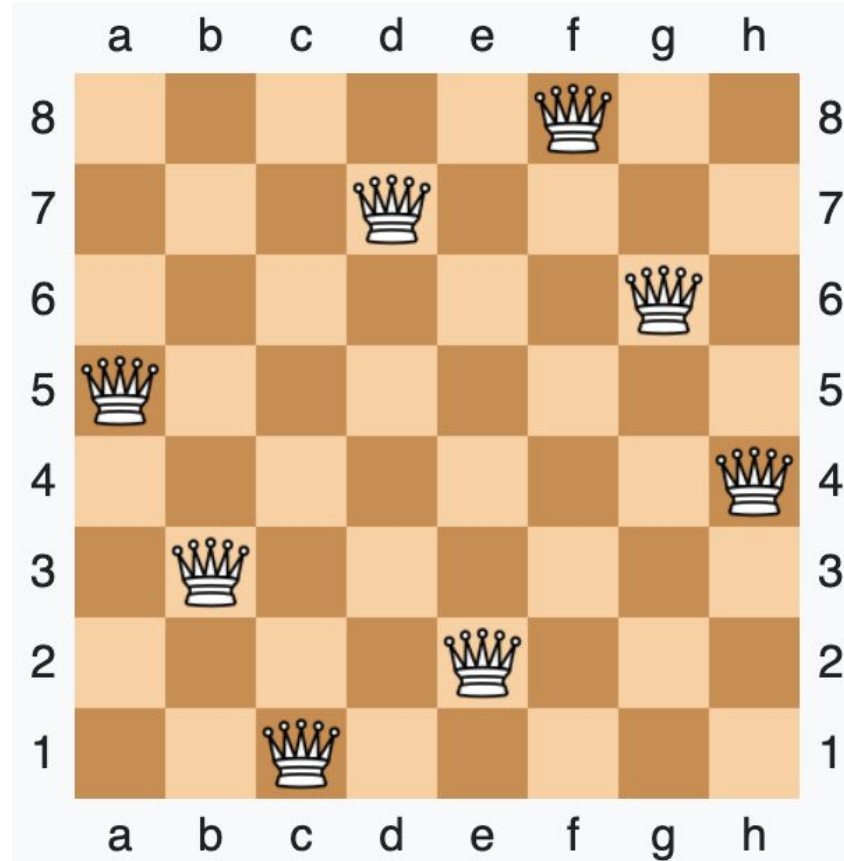


KQueens

Viktor Basharkevich
& Phillip Yan



Intro: The N-Queens Problem



Sequential Approach

```
Answer: 10
24,200,551,320 bytes allocated in the heap
n) = 16,152,552 bytes copied during GC
n) = 0 124,808 bytes maximum residency (2 sample(s))
n) = 0 73,816 bytes maximum slop
board n) = 0 32 MiB total memory in use (0 MiB lost due to fragmentation)
board n) = 0

Tot time (elapsed) Avg pause Max
Gen 0 5812 colls, 5812 par 0.126s 0.271s 0.0000s 0
Gen 1 2 colls, 1 par 0.001s 0.001s 0.0007s 0

Parallel GC work balance: 0.82% (serial 0%, perfect 100%)

TASKS: 14 (1 bound, 13 peak workers (13 total), using -N6)

SPARKS: 0 (0 converted, 0 overflowed, 0 dud, 0 GC'd, 0 fizzled)

INIT time 0.010s ( 0.010s elapsed)
MUT time 6.435s ( 5.863s elapsed)
GC time 0.127s ( 0.273s elapsed)
EXIT time 0.001s ( 0.012s elapsed)
Total time 6.572s ( 6.158s elapsed)

Alloc rate 3,760,982,762 bytes per MUT second
Productivity 97.9% of total user, 95.2% of total elapsed
```

```
-- Validate both number and depth
validateNum :: Int -> IO ()
validateNum num
  | num < 1 || num > 100 = do
    putStrLn "Error: The integer must be between 1 and 100."
    exitFailure
  | otherwise = return ()

validateDepth :: Int -> Int -> IO ()
validateDepth depth n
  | depth < 0 || depth >= n * n = do
    putStrLn $ "Error: Depth must be between 0 and " ++ show (n * n - 1) ++ "."
    exitFailure
  | otherwise = return ()

-- Main function updated to accept depth
main :: IO ()
main = do
  args <- getArgs
  case args of
    [potentialNum, potentialDepth] -> do
      case (readMaybe potentialNum :: Maybe Int, readMaybe potentialDepth :: Maybe Int) of
        (Just num, Just depth) -> do
          validateNum num
          validateDepth depth num
          putStrLn (someFunc num depth)
        _ -> do
          putStrLn "Error: Both arguments must be integers. Number must be between 1 and 100.
          Depth must be valid."
          exitFailure
    _ -> do
      putStrLn "Error: Please provide exactly two arguments (number and depth)."
      exitFailure
```

Naive Parallel Approach

```
solveNQueens :: Int -> Int -> Map.Map (Int, Int) Int ->
  Int
solveNQueens n index board
  | index == (Map.size board) = validateBoard board n
  | otherwise = solution1 'par' solution2 'par' (
    solution1 + solution2)
where
  solution1 = solveNQueens n (index + 1) board
  solution2 = solveNQueens n (index + 1) (
    placeQueen index board n)
```

- 75 million sparks created
- Only 9,000 converted
- 48 million overflowing
- Tens of millions GC'd or fizzled

Pseq For Forced Evaluation

1. **Spark Pool Overflow:** Each recursive call creates two new sparks without forcing evaluation, quickly exceeding the spark pool capacity, since creating sparks is a quick evaluation which probably outpaces evaluation.
2. **Unevaluated Thunks:** The build-up of unevaluated computations also potentially leads to increased memory pressure from stored thunks and redundant computation attempts (shown by high fizzled count) resulting in wasted parallelization effort (high GC'd count) as many sparks never getting evaluated before becoming garbage

```
solveNQueens n index board
| index == (Map.size board) = validateBoard board n
| otherwise = solution1 'par' (solution2 'pseq' (
    solution1 + solution2))
```

where

```
solution1 = solveNQueens n (index + 1) board
solution2 = solveNQueens n (index + 1) (
    placeQueen index board n)
```

Depth Par Approach, n=5 is optimal

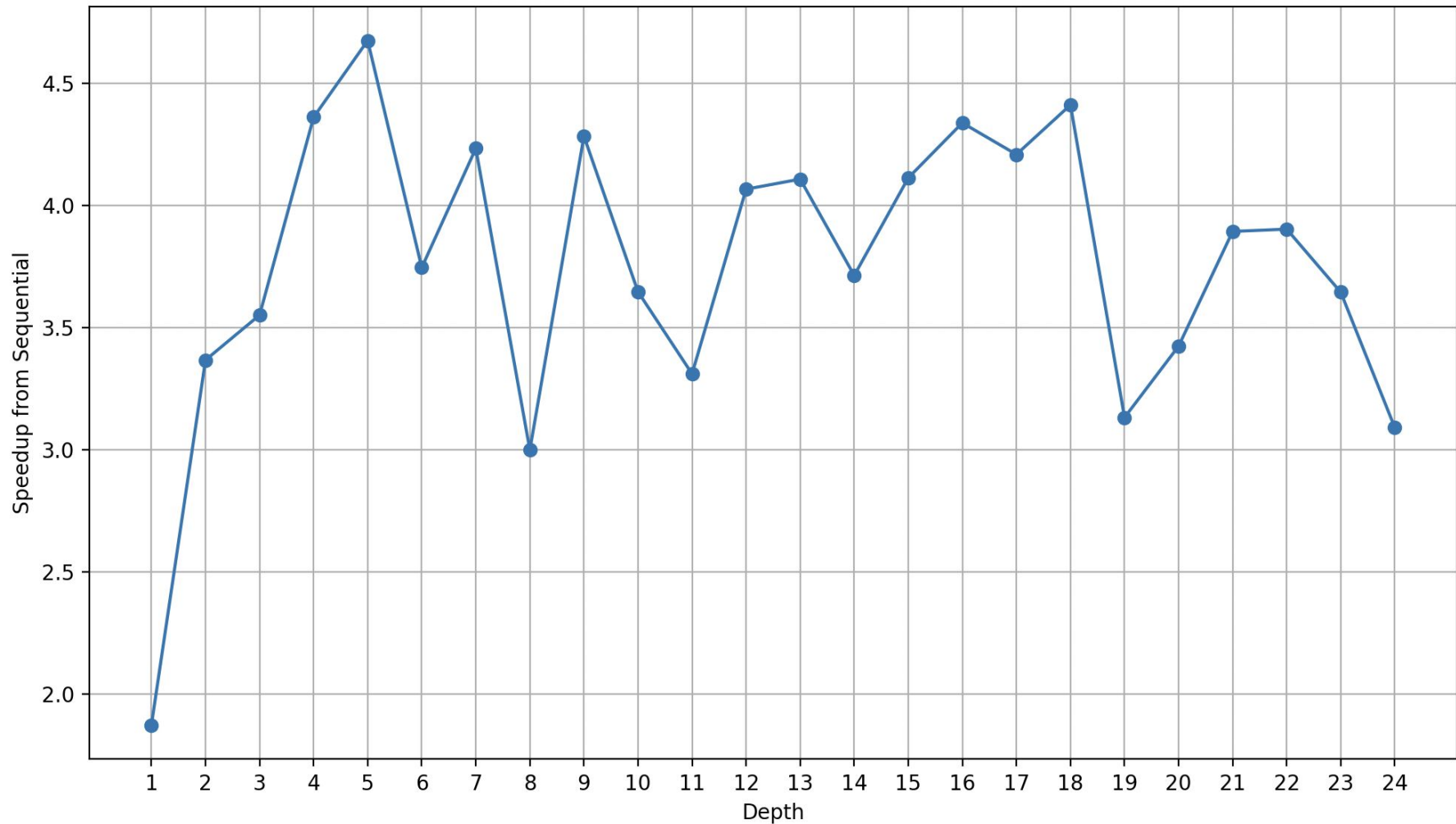
```
-- Parallel version: handles parallelism up to a fixed
depth
solveNQueens :: Int -> Int -> Map.Map (Int, Int) Int ->
Int -> Int
solveNQueens 0 n board index = solveNQueensSequential n
index board
solveNQueens _ n board index | index == (n * n) =
validateBoard board n
solveNQueens depth n board index =
  solution1 `par` solution2 `pseq` (solution1 +
solution2)
  where
    solution1 = solveNQueens (depth - 1) n board (index +
1)
    solution2 = solveNQueens (depth - 1) n (placeQueen
index board n) (index + 1)

-- Sequential Version
solveNQueensSequential :: Int -> Int -> Map.Map (Int,
Int) Int -> Int
solveNQueensSequential n index board
  | index == (Map.size board) = validateBoard board n
  | otherwise = solveNQueensSequential n (index + 1)
board + solveNQueensSequential n (index + 1) (placeQueen
index board n)

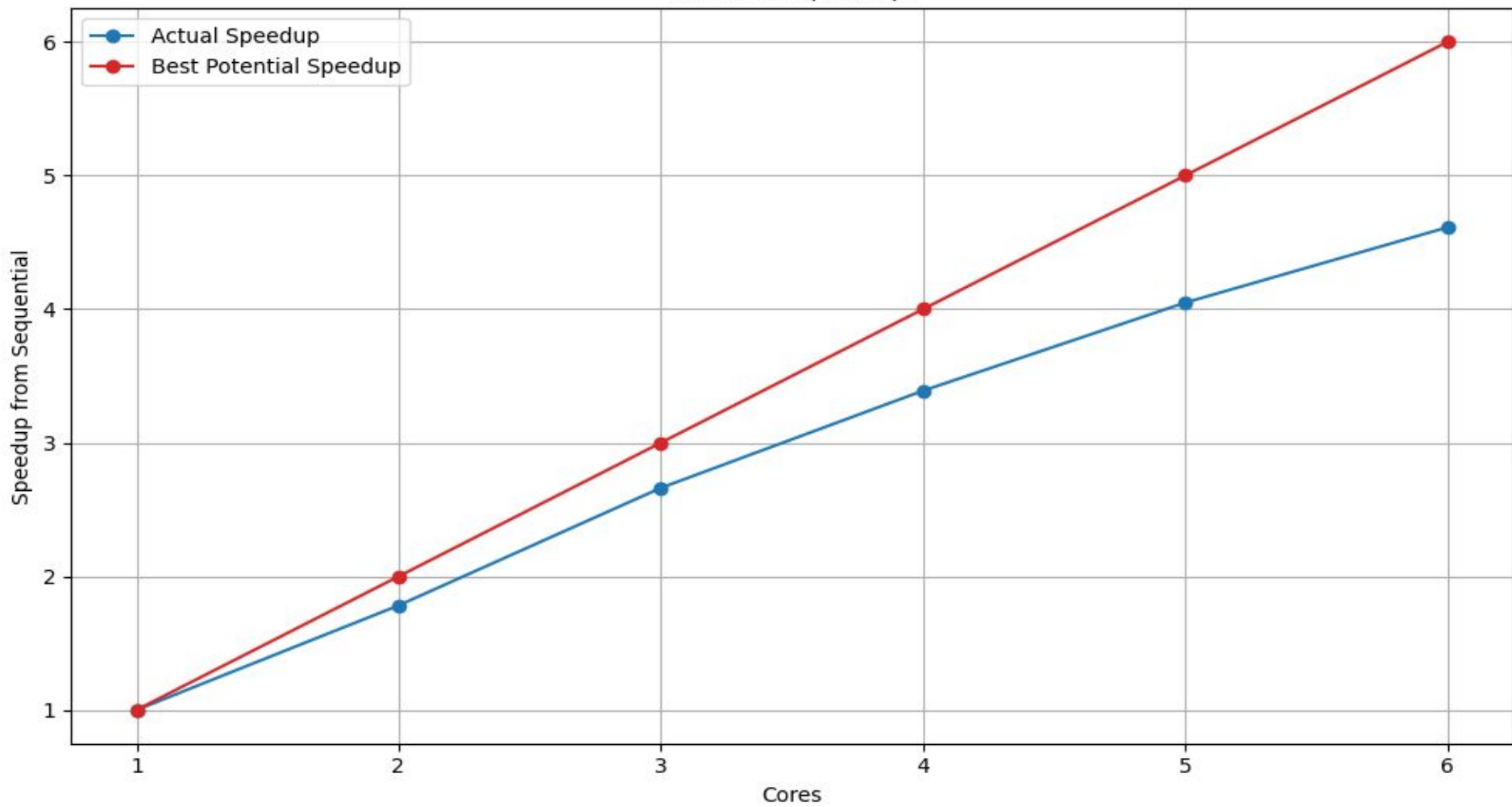
-- Updated someFunc to take depth as input
someFunc :: Int -> Int -> String
someFunc n depth = "Answer: " ++ show (solveNQueens depth
n (generateMatrix n) 0)
```

Board N Size	Depth (1 to n^2)	Sparks				Time		Speedup from sequential
		Sparks Total	Converted	GCed	Fizzled	Time Total	Elapsed	
5	1	1	1	0	0	6.5	3.47	1.873198847
5	2	3	3	0	0	6.244	1.93	3.367875648
5	3	7	6	0	1	6.4	1.83	3.551912568
5	4	15	12	0	3	6.51	1.49	4.362416107
5	5	31	14	0	17	6.51	1.39	4.676258993
5	6	63	22	0	41	6.727	1.735	3.746397695
5	7	127	30	0	97	6.645	1.535	4.234527687
5	8	255	38	0	217	7.176	2.167	2.999538533
5	9	512	42	1	469	6.684	1.517	4.284772577
5	10	1023	71	0	952	6.812	1.782	3.647586981
5	11	2050	47	3	2000	7.074	1.963	3.311258278
5	12	4098	63	3	4032	6.742	1.598	4.067584481
5	13	8203	114	539	7550	6.846	1.582	4.108723135
5	14	16407	93	4428	11886	6.884	1.75	3.714285714
5	15	32816	129	16570	16117	6.862	1.58	4.113924051
5	16	65633	170	45200	20263	6.782	1.498	4.339118825
5	17	131263	210	106423	24630	6.887	1.544	4.20984456
5	18	262541	243	233031	29267	6.842	1.473	4.412763069
5	19	525131	240	488991	35900	6.88	2.075	3.13253012
5	20	1054080	688	999281	54111	7.178	1.898	3.424657534
5	21	2103267	599	2045935	56733	7.091	1.669	3.894547633
5	22	4208578	717	4117332	90529	7.291	1.665	3.903903904
5	23	8408301	446	8283775	124080	7.427	1.783	3.645541223
5	24	16844393	562	16622464	221367	8.232	2.103	3.090822634

Speedup vs Depth



Cores vs Speedup

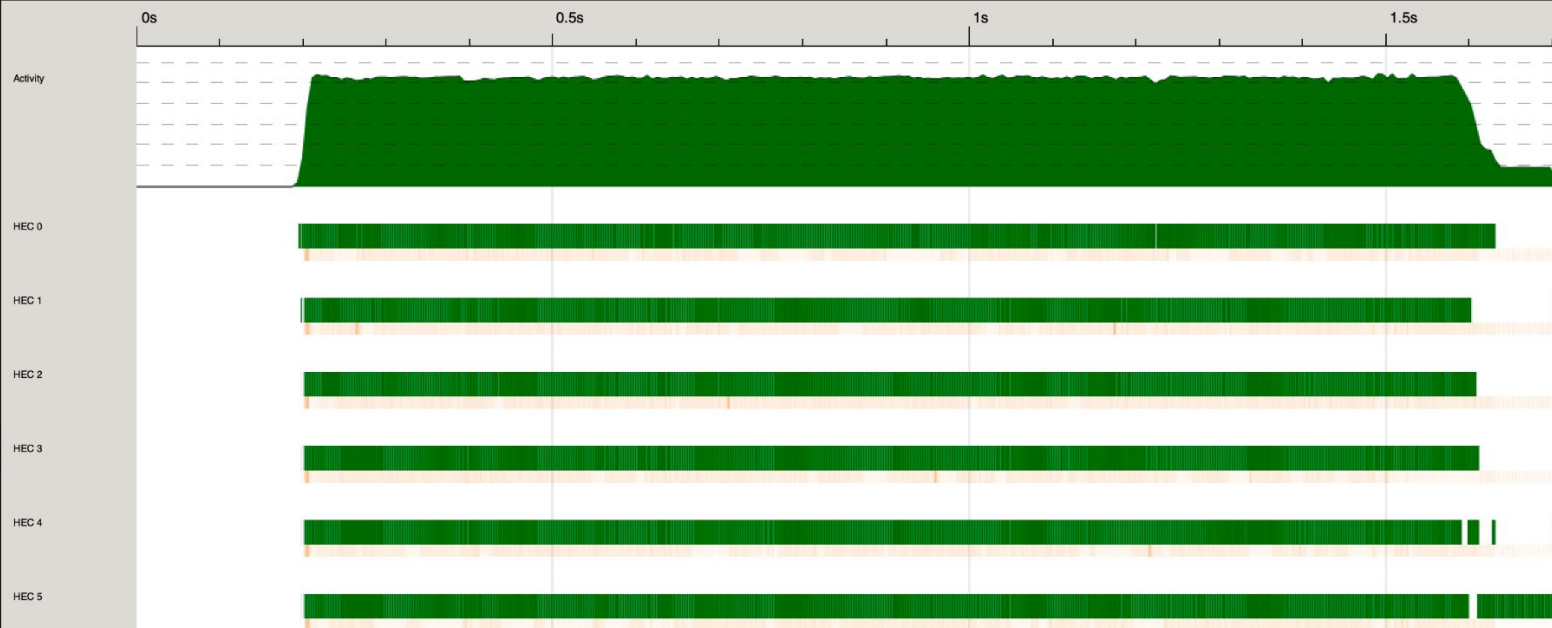




Key Traces Bookmarks

Timeline

- running
- GC
- GC waiting
- create thread
- seq GC req
- par GC req
- migrate thread
- thread wakeup
- shutdown
- user message
- perf counter
- perf tracepoint
- create spark
- dud spark
- overflowed spark
- run spark
- fizzled spark
- GCed spark



Time Heap GC Spark stats Spark sizes Process info Raw events

HEC	Total	Converted	Overflowed	Dud	GCed	Fizzled
Total	31	31	0	0	0	0
HEC 0	5	0	0	0	0	0
HEC 1	13	7	0	0	0	0
HEC 2	6	13	0	0	0	0
HEC 3	7	11	0	0	0	0
HEC 4	0	0	0	0	0	0
HEC 5	0	0	0	0	0	0

1. Using a fixed depth of par (i.e. only spark 5 times regardless if input n), then switching to sequential for the rest.
2. Using a fixed depth of sequential, (i.e. sparking until you reach the last 5 elements, which you will deal with sequentially)
3. Using a dynamic depth of par, perhaps as a function of n .

Other Ideas/Approaches

```
parBuffer :: Int -> Strategy a -> Strategy [a]
```

Like `evalBuffer` but evaluates the list elements in parallel when pushing them into the buffer.

```
parMap :: Strategy b -> (a -> b) -> [a] -> [b]
```

A combination of `parList` and `map`, encapsulating a common pattern:

```
parMap strat f = withStrategy (parList strat) . map f
```