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River Trail: A Path to Parallelism in JavaScript

Stephan Herhut et al. (Intel Labs), 2013 Stefan Zurfluh, CCC Seminar Talk May 7, 2014

Web Programming / JavaScript *Today*

Requirements, Challenges, Goals for RiverTrail

- Used more and more for computationally complex, large-scale applications
- The only universal web browser programming language
- Mostly sequential

- Safety and security
- Comfortable API
- Generic and hardware independent
- Dramatic performance
 improvements

API Components

Parallel **methods**: map, combine, reduce, scan, scatter, filter, flatten, partition, get

Elemental functions

API Components

- ParallelArray
 - Numeric
 - Immutable
 - May be multidimensional
- Parallel methods
 - Compact set of useful, common data-parallel methods
- Elemental function
 - Operates element-wise on parallel arrays
 - Read-only access to global state

Example: Map Function

Element-wise operation on array myArray.map(elementalFunction, arg1, arg2, ...)

returns new array with applied function

Example: Reduce Function

Reduce a dimension to one element

myArray.reduce(elementalFunction, arg1, arg2, ...)

returns last element

Elemental function: function (a, b, arg1, arg2, ...)

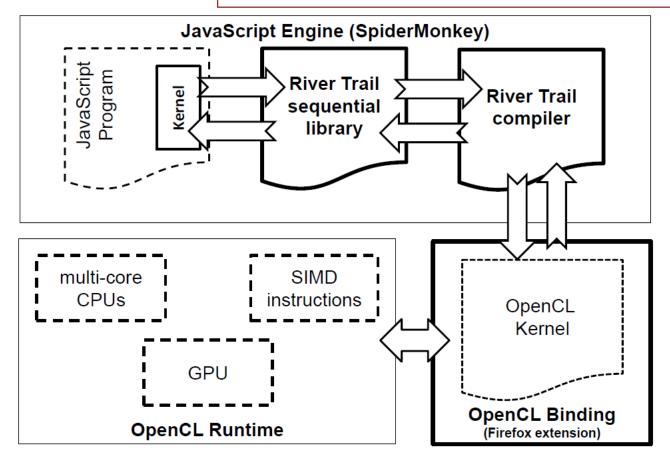
should be commutative and associative, as reducing order is arbitrary

Other Functions

- combine
 - like map, but exposes element index instead of element value to elemental function
- scan
 - reduce n times from 0 to i
- scatter
 - element redistribution with indices similar to reduce
 from MapReduce
- filter
 - remove elements according to boolean function
- flatten, partition
 - change array dimensions
- get
 - return element

Implementation

There are both *parallel* and *sequential* implementations



Parallel and Sequential Implementations

- All functions have sequential versions
- If *compiler* and *OpenCL* are present: parallel versions of *map*, *combine*, and *comprehension constructor* are used instead
- Parallel version := elemental function translated from JavaScript to OpenCL

River Trail Compiler

JavaScript

- High level
- Dynamically typed
- Implicit memory mgmt / GC
- (restricted) Shared memory model

OpenCL

- Hardware specific
- Statically typed (C-like)
- Explicit memory (de)allocation
- Distributed memory model

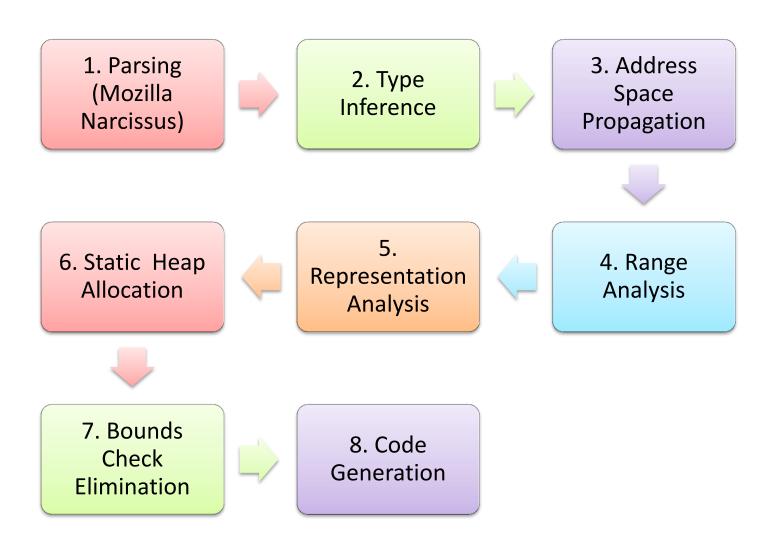
Compiler Restrictions

Don't:

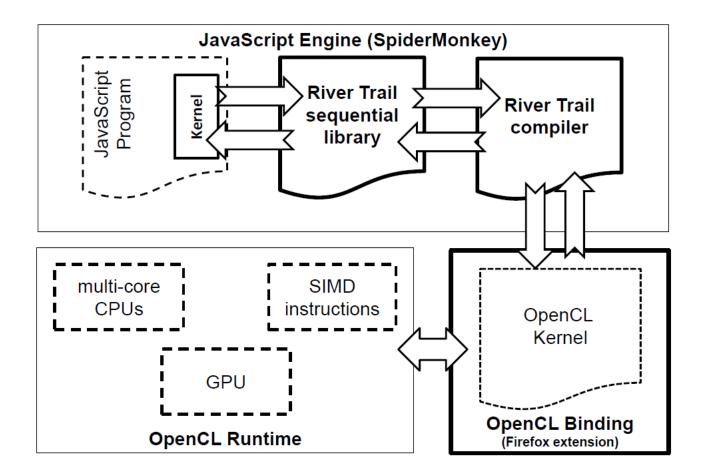
- use closures
- throw exceptions
- use objects
 - except for homogeneous arrays, multiple return types, and Math
- use polymorphism
- use strings
- use null

within elemental functions

Compiler Stages

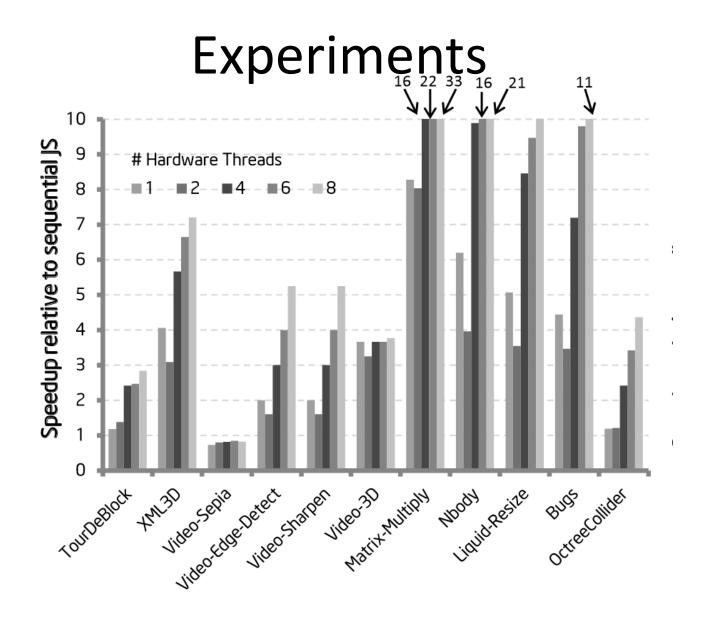


Implementation



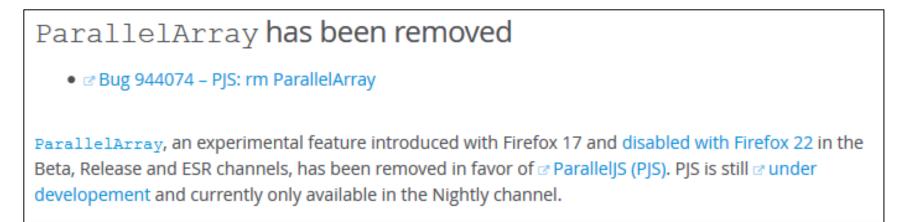
After Compilation?

- OpenCL embedding into SpiderMonkey (written in C++)
- Optimizations:
 - cache compiled functions
 - cache mapped ParallelArrays
 - result is not mapped back until read in JavaScript
 - memory alignment
 - dynamically set CPU/GPU distribution factor ("hybrid execution")



Firefox

- Authors claim joint work with Mozilla on production version
- Firefox 29 (April 29, 2014):



• ECMAScript Proposal

Personal Assessment

- First data-parallelism library for JavaScript
- Minimalistic approach
- Integrates well with existing
 technologies
- Experimental results are promising
- Enables new kinds of web applications

- Other parallelizable routines
- Additional web browser components needed
- Browser Support?