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# Parallelizing Quickref

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## Conclusion

- ▶ Quickref parallelized
- ▶ Performance improvement: 4x

Thank you! Any questions?



# Introduction

Jump to: # A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

## Quickref

Reference manuals for Quicklisp libraries

Version 2018-07-07 Documentation generated with Clozure CL 1.14 "The Hooper" / Clozure CL 1.4 patchlevel 1 "MRI Doctor", 1998-05-01 available.

### Index Entry

1am	3dmd	3d-vectors
3d-eef	3d-matrices	cl-6502
3dgl-shader		
<b>A</b>		
a-cl-logger	cl-annot	asdf
able	cl-annot-prove	asdf-dependency-grovel
abif	cl-annot-un	asdf-encoding
abstract-classes	cl-ansi-term	asdf-finalizers
access	cl-ansi-test	asdf-linguist
acclimation	antik	asdf-manager
cl-acronyms	cl-apple-pie	asdf-package-system
cl-actors	apply-argv	asdf-system-connections
advanced-readable	april	asdf-vte
adv-charting	aro-compat	aserve
agnostic-lizard	architecture.builder-protocol	assoc-util
agutil	architecture.service-provider	cl-association-rules
alexa	archive	asteroids
alexandra	cl-erf-parser	cl-asynch
algebraic-data-library	armeli	cl-asynch-future
cl-algebraic-data-type	array-operations	adoc
cl-af	array-utils	authenticated-encryption
also-also	arrow-micros	cl-autonpo
amazon-ecs	arrows	cl-autowrap
cl-ampq	cl-arriva	avaller-api
cl-ans	cl-ansiv-mpi	aws-foundation

- ▶ Reference manuals for CL (Quicklisp) libraries
- ▶ quickref.common-lisp.net or local builds
- ▶ Originally: sequential loop over 1700+ libraries
- ▶ 1h30 – 7h depending on the conditions
- ▶ *Parallelism worth investigating*



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## Important remarks:

- ▶ Declt works by introspection
  - ▶ Compilation / loading (of dependencies) may be required
  - ▶ Avoid loading 1700+ libraries in the same Lisp image!
  - ▶ Run Declt in external processes
- ▶ Makeinfo is a Perl/C script
  - ▶ *Ditto*



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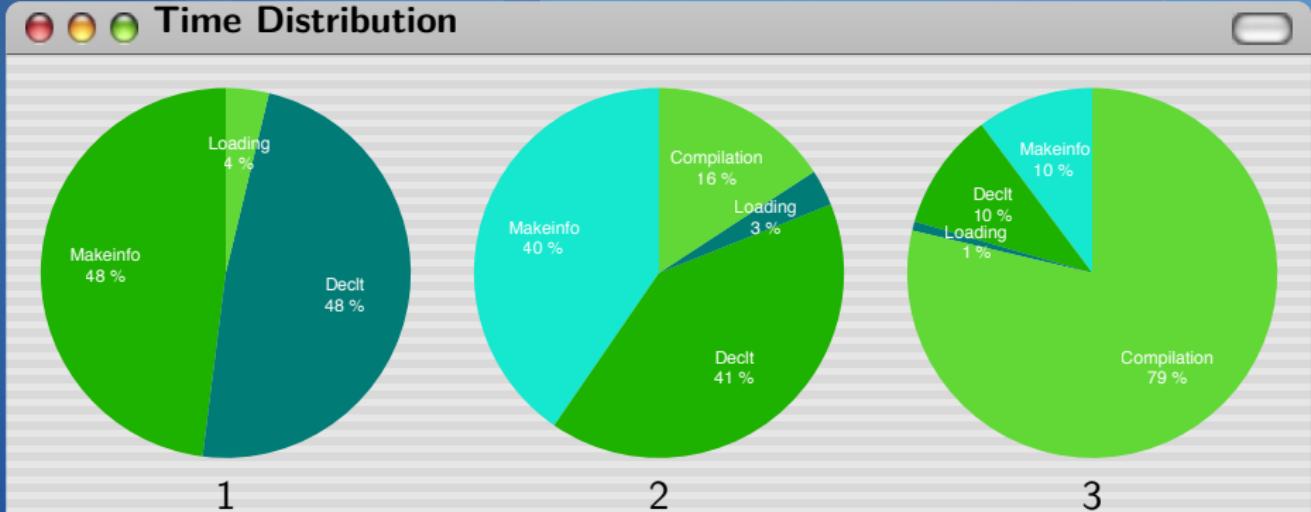
Discussion and Perspectives



- ▶ Quickref Options
  - ▶ Libraries and Update
    - ▶ full / installed-only
    - ▶ download / compilation may occur
  - ▶ Compilation cache Policy
    - ▶ global / local
    - ▶ global cache may cause problems
- ▶ Scenarios
  1. All libraries already compiled (1h 27m)
  2. Nothing compiled, global compilation cache (1h 51m)
  3. Nothing compiled, local compilation cache (7h 01m)



## Time Distribution



1

2

3

Scenario	Texinfo	HTML
1	52%	48%
2	60%	40%
3	90%	10%



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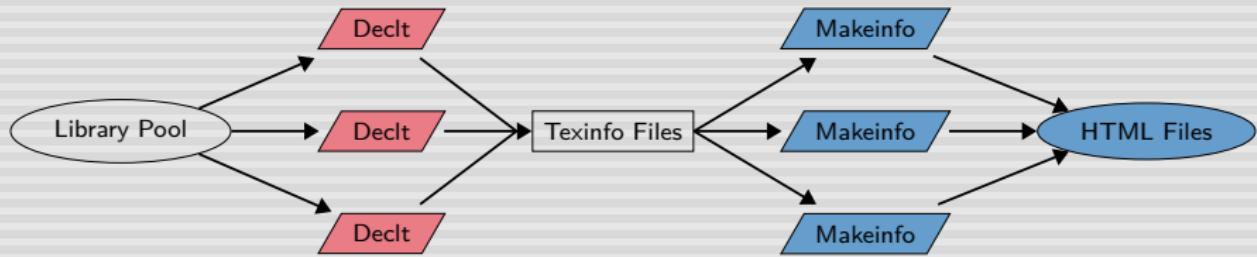
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## Parallel Solution



- ▶ Usable in all scenarios
- ▶ Dependency graph management cheap
- ▶ Scenario 2
  - ▶ Best results: 4 Declt threads / 4 Makeinfo threads
  - ▶ Total time: 28m 17s (25% of sequential time)



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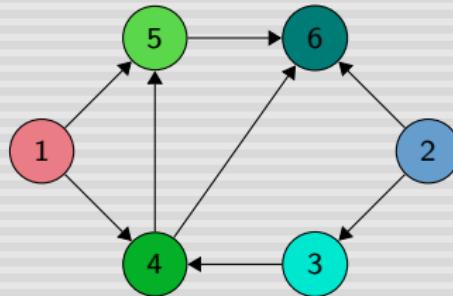
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# Library Pool Management



## Dependency Graph



Library Pool

Done



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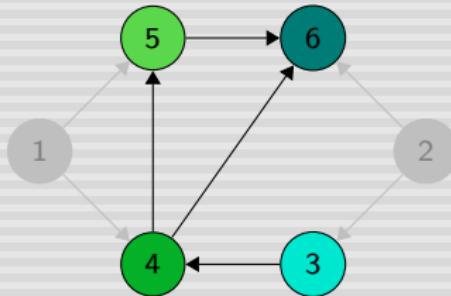
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# Library Pool Management

Dependency Graph



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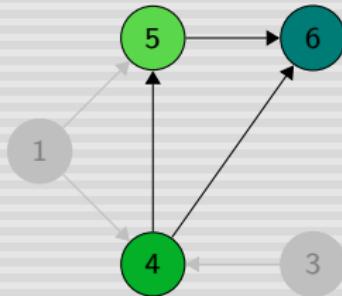
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# Library Pool Management

Dependency Graph



Library Pool

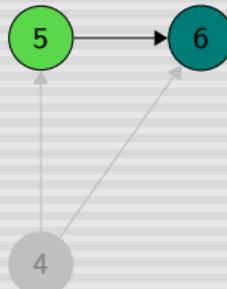


Done



# Library Pool Management

Dependency Graph



Library Pool



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## Dependency Graph



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## Dependency Graph

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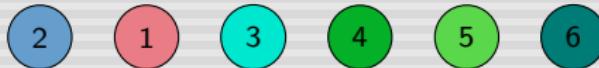
# Library Pool Management



## Dependency Graph

Library Pool

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## Discussion and Perspectives

- ▶ Alternative Algorithms
- ▶ Dependency Management Issues
  - ▶ Based on static information provided by Quicklisp
  - ▶ Fragile, not always correct
- ▶ CPU vs. I/O Consumption
  - ▶ 4x is a bit disappointing
  - ▶ Open the Declt and Makeinfo black boxes
- ▶ SJF-like Scheduling
  - ▶ Very difficult to figure out where complexity comes from
  - ▶ Collect timings and use them in next run
- ▶ SSD!



## Acknowledgments



- ▶ Initial code base: Antoine Martin
- ▶ Author index and parallel algorithm #4: Antoine Hacquard
- ▶ Hosting (code & website): CLF / common-lisp.net