Autonomous Mobility Skeletons

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Abstract

To manage load on large and dynamic networks we have developed Autonomous Mobile Programs (AMPs) that periodically use a cost model to decide where to execute. A disadvantage of directly programming AMPs is that the cost model, mobility decision function, and network interrogation are all explicit in the program. This paper proposes *autonomous mobility skeletons* (AMS) that encapsulate self-aware mobile coordination for common patterns of computation over collections. Autonomous mobility skeletons are akin to algorithmic skeletons in being polymorphic higher order functions, but where algorithmic skeletons abstract over parallel coordination, autonomous mobility skeletons abstract over autonomous mobile coordination. We present the `automap`, `autofold` and `autoiter` autonomous mobility skeletons, together with performance measurements of Jocaml, Java Voyager, and JavaGo implementations on small networks. `autoiter` is an unusual skeleton, abstracting over the `Iterator` interface commonly used with Java collections.

Key words: skeletons, mobile computation, autonomous mobile programs, Jocaml, Java Voyager, JavaGo
1991 MSC: 68w15, 68w40

1 Introduction

Classical distributed load balancing mechanisms are centralised and control a fixed set of locations. Such mechanisms are not appropriate for dynamic or very large scale networks. We have developed Autonomous Mobile Programs (AMPs)[4,3] that periodically make a decision about where to execute

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```
for i = 0 to n-1 do                     (*first level*)
  checkmove();
  for j = 0 to n-1 do                   (*second level*)
    for k = 0 to n-1 do                 (*third level*)
      m3.(i).(j) <- m3.(i).(j)+m1.(i).(k)*m2.(k).(j);
    done  done;  done ;;
```

Fig. 1. Direct Autonomous Mobile Matrix Multiplication

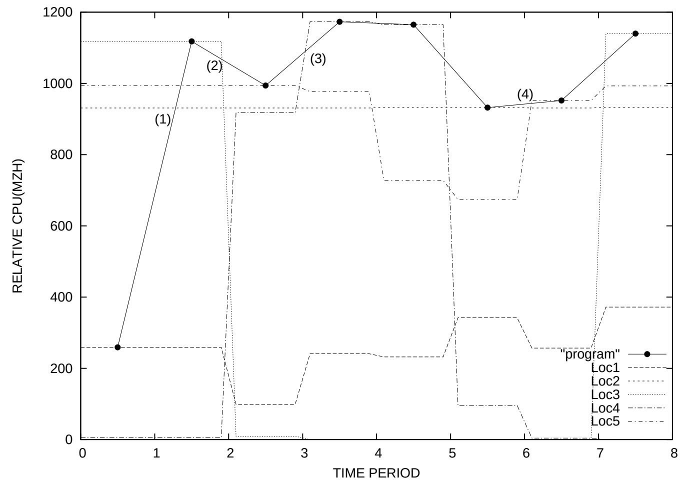

Fig. 2. Auto-mobile matrix movement

in a network. The decisions are informed by cost models that measure current performance, the relative speeds of alternative network locations, and communication costs. Unlike autonomous mobile agents that move to change their function or *computation*, an AMP always performs the same computation, but move to change *coordination*, i.e. to improve performance.

For example an autonomously mobile matrix multiplication program can be constructed by inserting a `checkmove` function into the outer `for` loop, as shown in Figure 1. The `checkmove` function interrogates the network to discover available locations, their processor speed and load. This information is used to parameterise cost models to determine whether to move. The program moves if the predicted time to complete at the current location (T_h) exceeds the time to move to the best available location (T_{comm}) and complete there (T_n), i.e.

$$T_h > T_{comm} + T_n \quad (1)$$

Figure 2 shows how an auto-mobile matrix multiplication moves between locations as their relative speeds, i.e. (CPU speed * (100-load)%), change. The AMP starts at the relatively slow location, Loc1, and immediately moves to the fastest available location, Loc3. When the relative speed of Loc3 drops, it moves again to the new fastest available location, Loc5, and so on.

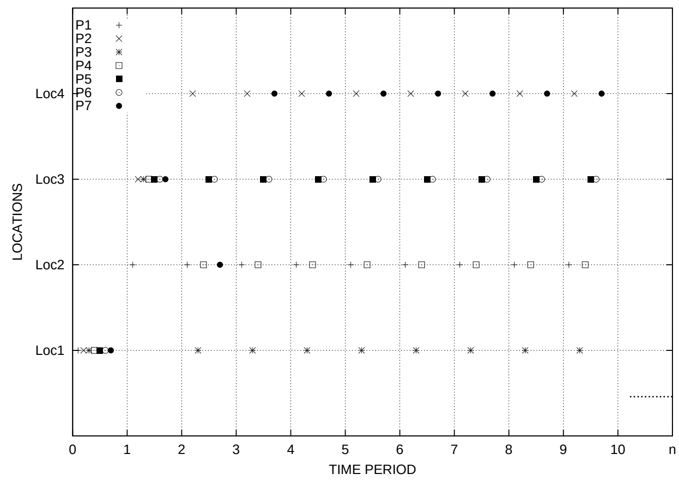

Fig. 3. AMP Load Management, 7 AMPs on 4 Locations

Figure 3 shows the load balancing induced by a collection of 7 matrix multiplication AMPs (1000*1000) on an homogeneous network where all four locations have the same speed and no other load. All the AMPs are started on Location 1 in time period 0. In time periods 1 and 2, the processes move to optimise load balance with little change thereafter. Locations 2, 3, and 4 are equally loaded, but as an artefact of the Java Voyager implementation, Location 1, as the initiating location is more heavily loaded. A comprehensive set of results and analysis are available in [4].

A disadvantage of directly programming AMPs is that the cost model, mobility decision function, and network interrogation are all explicit in the program. This paper explores *autonomous mobility skeletons* (AMS) that encapsulate mobility control for common patterns of computation over collections. Automobile skeletons are polymorphic higher order functions, such as `automap` or `autofold` that make mobility decisions by combining generic and task specific cost models.

This paper presents auto-mobile skeletons for the classic higher order functions `map` and `fold` and for the object-oriented `Iterator` interface[9]. After describing the skeleton context in section 2.2, autonomous mobility skeletons for the functional mobile language Jocaml are introduced in section 3. In section 4, we discuss the realisation of `automap` and `autofold` in Voyager [11], a mobile version of Java. In section 5, we compare the Jocaml and Java Voyager execution times. We define and sketch the implementation of `AutoIterator` in JavaGo[10] in section 6. Finally, Section 7 summarises our results and considers future research.

2 Background

2.1 Mobile Computation

Network technology is pervasive and more and more software is executed on multiple locations (or machines). In a mobile language, a programmer controls the placement of code or computations in an open network, e.g. a program can migrate between locations. A typical mobile program is a data mining application that visits a series of repositories to extract interesting information from each.

This *software mobility* is in contrast to hardware mobility where programs move on portable devices like PDAs. A number of mobile programming languages have been developed, including Telescript [12], Jocaml [5] and a number of Java variants, e.g. Java Voyager [11] and JavaGo [10].

Fuggetta et. al. distinguish two forms of mobility supported by mobile languages [6]: *weak mobility* is the ability to move only code from one machine to another. *Strong mobility* is the ability to move both code and its current execution state.

2.2 Algorithmic and Mobile Skeletons

Abstract skeletons are higher order constructs that abstract over common patterns of coordination and must be parameterised with specific computations. Concrete skeletons are executable, and the user must link computation-specific code into the appropriate skeleton. Figure 4 shows the relationship amongst different species of skeletons. The notion of *algorithmic skeletons* was characterised by Cole[2] to capture common patterns of parallel coordination in a closed or static set of locations. *Mobility skeletons*[1] are high-level abstractions capturing common patterns of mobile coordination in an open network i.e. a dynamic set of locations. With mobility skeletons, the mobile coordination is explicitly specified by the programmer, and the program makes no autonomous decisions about where to execute. In contrast, *auto-mobile skeletons* are self-aware. Using auto-mobile skeletons the programs can make the decision about when and where to move. So auto-mobile skeletons encapsulate autonomous coordination for common computations over collections, like map, fold or iteration.

In Figure 4 we distinguish between the *abstract* conception of skeletons and their *concrete realisations*. As we shall see, auto-mobile skeletons may have different realisations in languages with different mobile constructs. Specifically

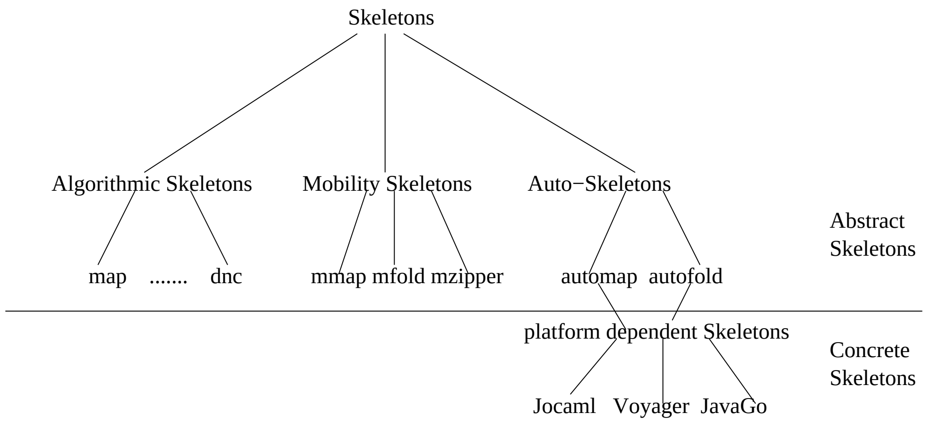

Fig. 4. Skeleton Taxonomy

the realisation in a language with weak mobility will differ from that in a language with strong mobility.

The motivation for auto-mobile skeletons is to minimise processing time by seeking the most favourable resources, without any requirement to visit specific processors. Thus different concrete realisations of a skeleton may carry out the same computation in a shortest time period with given resources, but the patterns of coordination may be very different. We will explore this further below.

3 Jocaml Autonomous Mobility Skeletons

3.1 Jocaml `automap`

The `automap` auto-mobile skeleton, performs the same computation as the map high order function, but may cause the program to migrate to a faster location. The standard Jocaml map, `map f [a1; ...; an]` applies function `f` to each list element `a1, ..., an`, building the list `[f a1; ...; f an]`. automap, `automap cur f [a1;...;an]` computes the same value but takes another argument `cur`, recording current location information, e.g. CPU speed and load.

For example, Figure 5 shows how the matrix multiplication may be reformulated using `automap`. At first sight, this looks like a conventional program using `map`. However, as we shall see next, `automap` also includes calls to generic and problem specific cost functions to determine whether or not the program should move.

```
let rec dotprod mat1 mat2 =
  match (mat1,mat2) with
    ((h1::t1),(h2::t2)) -> h1*h2+dotprod t1 t2
  | (_,_) -> 0;;
let inner row col = (dotprod row) col;;
let rowmult row cols = List.map (dotprod row) cols;;
let outer cols x = rowmult x cols;;
let rowsmult rows cols = automap current (outer cols) rows;;
let mmultMat m1 m2 = rowsmult m1 (transpose m2);;
```

Fig. 5. Jocaml `automap` Matrix Multiplication

```
let getGran work f h =
    let (fh,fhtime) = timedapply f h
    in let t_static = fhtime * (float (work))
       let t_coord = tcoord (numofhost)
       let ov = 0.05                    (* 5% coordination overhead *)
    in let times = (ov * t_static)/t_coord
    in let gran = if times > 0
                  then (work/times)
                  else work
    in (fh,fhtime,gran)
```

Fig. 6. `getGran`: Calculating CheckMove Granularity

3.2 `automap` *Design and Implementation*

Potentially `automap` could investigate moving after processing every element of the list, but this induces enormous coordination overheads. Such overheads are limited by specifying that the total coordination overhead of the program (T_{Coord}) must be less than some small percentage (O, say 5%) of the execution time of the static, i.e. immobile program, (T_{static}):

$$T_{Coord} < OT_{static} \tag{2}$$

`automap`(Figure 8) investigates moving after processing `gran` elements. Under the assumption that the `automap` is the dominating computation for the program, `gran` is calculated from the time to compute a single element of the map result, the length of the list, and the overhead percentage O by the `getGran` function in Figure 6. In this function, `work` is the length of the list (list `l` in Figure 8) of tasks, `h` represents the first task of the list, and `f` is the same `f` as in `automap` in Figure 6. So the type of `getGran` is:

```
int->(a->b)->a->(b*float*int)
```

```
let check_move cur work workleft fhtime=
  let t_comm = tc work
  let t_h = fhtime * (float (workleft))
  in map (check_relspeed cur) hostlist
     let host_next = check_next cur hostlist
  in let t_n = cur.relspeed / host_next.relspeed * t_h
  in
      if (t_h > (t_n + t_comm))
      then (
            go host_next
            host_next
           )
      else cur
```

Fig. 7. `check_move`: Deciding to Move

A generic AMP cost model is used to inform the `automap` decision about moving to a new location [3]. The cost model determines how much time has elapsed(T_e), and the *relative speed* (CPU speed * (100-load)%) in order to predict the time to complete in the current location T_h. The network is interrogated to discover the relative speeds of available locations and the time to complete at the fastest remote location T_n is calculated. The program moves if the predicted time to complete at the current location exceeds the time to move to the best available location (T_{comm}) and complete there, i.e. $T_h > T_{comm} + T_n$. We have instantiated the generic auto-mobile cost model for `automap` and validated the cost model[3].

The movement check is encoded in the `check_move` function in Figure 7. Note that the sixth to last line encodes equation 1.

The definition of `automap` is given in Figure 8. It first calls `getGran` to calculate an initial granularity and before calling `automap'`. `automap'` applies standard `map` to `gran` elements before calling `getInfo` to evaluate the benefits of a move and to recalculate a `gran`.

The coordination behaviour of the Jocaml `automap` is depicted in Figure 9. As Jocaml supports strong mobility, the program moves along with its execution state. In the figure, we started a Jocaml program with `automap`, which applies `f` to list `l` in location 1 (1). `automap` will automatically decide whether and where the program moves automatically. So the whole program moves to location 2 with its data and context (2). In location 2, the `automap` consumes the input list (3), and produces a result list (4).

```
let automap cur f l =
  let work = List.length l
  in let (fh,fhtime,gran) = getGran work f (hd l)
  in fh::automap' cur work (work-1) gran fhtime f t

let rec automap' cur work workleft gran fhtime f l =
   let xs = List.map f (take (gran-1) l)
   let (h::t) = drop (gran-1) l
   in let (cur',gran', fhtime',fh') =
              getInfo cur work workleft gran fhtime f h
   in xs@(fh'::automap' cur' work (workleft-gran) gran' fhtime' f t)

let getInfo cur work workleft gran fhtime f h=
       let cur' = check_move cur work workleft fhtime
       let (fh',fhtime',gran') = getGran work f h
       in  (cur', gran', fhtime',fh')
```

Fig. 8. Jocaml `automap`

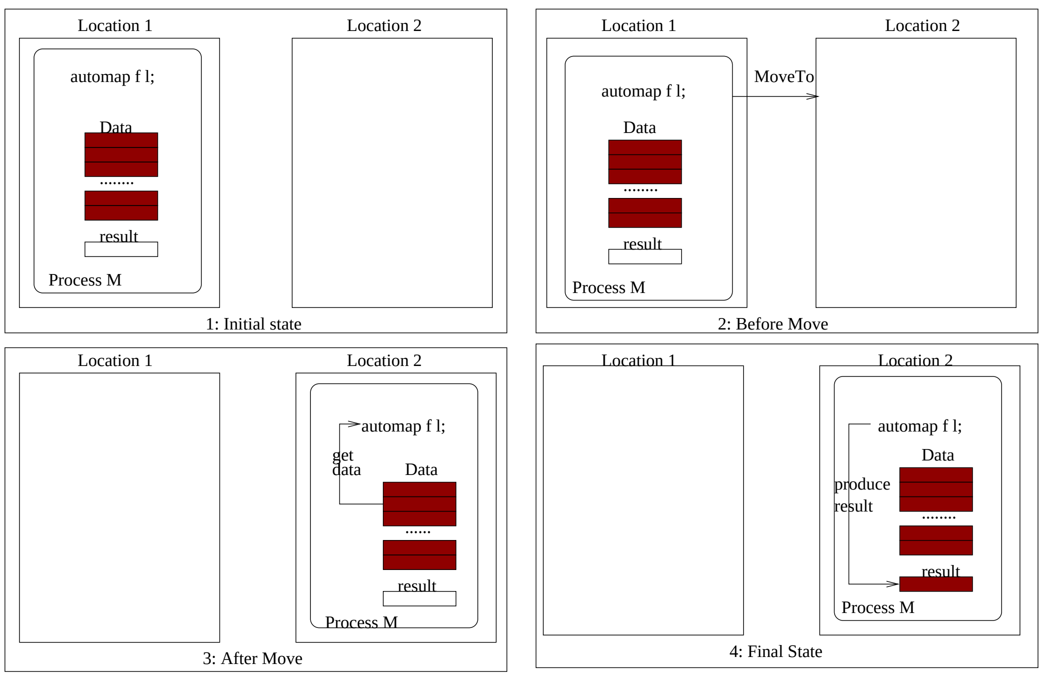

Fig. 9. Coordination Behaviour of Jocaml `automap`

3.3 Jocaml `automap` *Performance*

Figure 10 shows the execution times of the matrix multiplication program implemented using `automap`. Using `automap`, our test environment is based on three locations with CPU speeds 534MHZ, 933MHZ and 1894MHZ. The loads on these three computers are almost zero. We started both the static

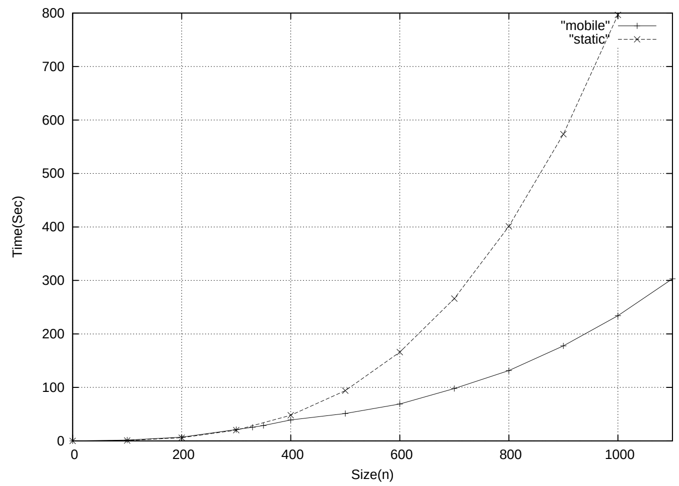

Fig. 10. Jocaml Matrix Multiplication Execution Times

and the mobile programs on the slowest CPU. Figure 10 shows the result for matrix multiplication, from which we can see the bigger the size of the matrix the faster the mobile version is compared with the static version. If the matrix is smaller than a certain size (here `330`), the mobile version stays on the current location, because it will take more than $O\%$ (overhead) of the time for completing at the current location if the program does coordination and move. So at this size, the program does not check information and move at all, and the mobile program takes almost the same time as the static program. If the size of matrix is bigger than `330` then the mobile program moves to the fastest location, and then stays there, so the mobile program takes much less time than the static program.

3.4 Jocaml `autofold`

The standard fold in Jocaml, `fold f a [b1; ...; bn]`, computes `f (... (f (f a b1) b2) ...) bn`. autofold is `autofold cur f a [b1;...;bn]` computes the same value but may migrate to a faster location. The definition of `autofold` is given in Figure 11

Autofold has been used to construct a coin counting program that uses a genetic algorithm to find a minimal and maximal set of coins that sum to a target figure[7]. Figure 12 shows the execution times of static and autofold-based versions of the coin counting program. As before, once the program has a sufficiently large execution time, it benefits from moving to a faster location. In this figure, there are three clear irregularities in the mobile version plot. That is because as the size of the program increases, `gran` (see Figure 6) may be decrease. So at some points, even if the size of the programs is increased, it may move early to the faster location than the smaller program, so the bigger

```
let autofold cur f accu l =
          let work = List.length l
          in let (fh,fhtime,gran) = getGran work (f accu) h
          in autofoldl' cur work (work-1) gran fhtime f fh t

let rec autofold' cur work workleft gran fhtime f accu l =
   let xs = fold f accu (take (gran-1) l)
   let (h::t) = drop (gran-1) l
   in let (cur',gran', fhtime',fh') =
              getInfo cur work workleft gran fhtime (f xs) h
   in autofoldl' cur work (workleft-gran) gran' fhtime' f fh' t
```

Fig. 11. Jocaml `autofold` Definition

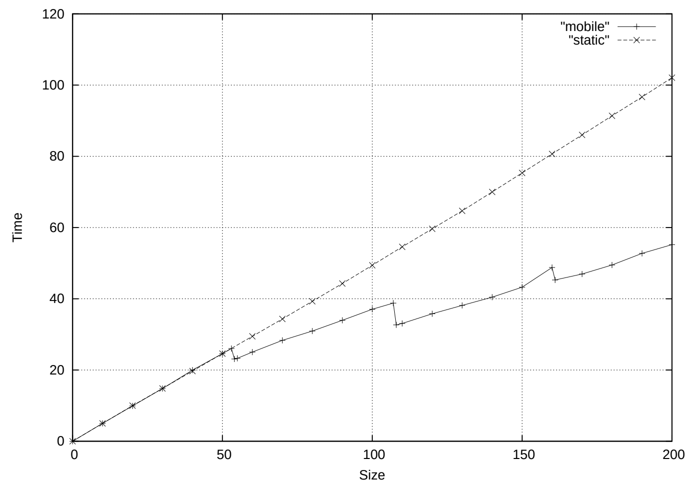

Fig. 12. Jocaml Coin Counting Execution Times

program finishing faster than the smaller program. For example, the program with size 50 matrix does not move, but the one with size 60 matrix moves. Similarly, the `gran` of size 100 is 51, but the `gran` of size 110 is 37, so the size 110 program move to faster location earlier than size 100 program. So we can see an irregularities at point 110 in the plot. These irregularities also arise in Figure 10, Figure 16, and Figure 17, but they are too small to be noticed.

4 Java Autonomous Mobility Skeletons

It is appealing to implement Java autonomous mobility skeletons as Java is a very widely used language and there are numerous mobile Java variants. Voyager[11,8] is a popular Java with weak mobility, providing a set of basic and advanced services and features for distributed application development. Voyager ORB includes distributed naming service and mobile agent technology. We have developed the two Jocaml auto-mobile skeletons in Voyager, `automap`

```
public Object[] automap (Superclass obj, Object[] l){
  Object[] resultl = new Object[l.length];

  long timestart = 0;
  long timeend = 0;
  long fhtime = 0;
  int work = l.length;
  int gran = work;
  int checkPos = 0;

  ISuperclass proxy = (ISuperclass) Proxy.of(obj);
  IMobility mobility = Mobility.of(proxy); //bulid mobility

  for(int i=0;i<work;i++){ // map
    timestart = System.currentTimeMillis();
    resultl[i] = proxy.mapf (l[i]);
    timeend = System.currentTimeMillis();
    if( (i-checkPos) == 0 ){
      fhtime = timeend-timestart;
      gran = getGran (work,fhtime);
      checkPos = checkPos + gran;
      check_move (work,(work-i-1),fhtime,mobility);
    }
  }
  return resultl;
}
```

Fig. 13. Java Voyager `automap`

and `autofold`.

4.1 Java Voyager `automap`

The Voyager `automap` performs the same computation as, and similar coordination to, the Jocaml `automap`. Figure 13 gives the definition of `automap` in Voyager, where the Java `check_move` and `getGran` auxiliary functions have the same functionality as in section 3.2. As Java 1.4 has no parametric polymorphism, the Voyager `automap` operates on a list of `Object` and returns a list of `Object`.

As Voyager supports only weak mobility, when the program moves it communicates only the code, and not the execution state. Figure 14 shows the coordination behaviour of the Voyager `automap`. Here, we started a Voyager program with `automap`, which applies `f` in `Object A` to list `l` in location 1.

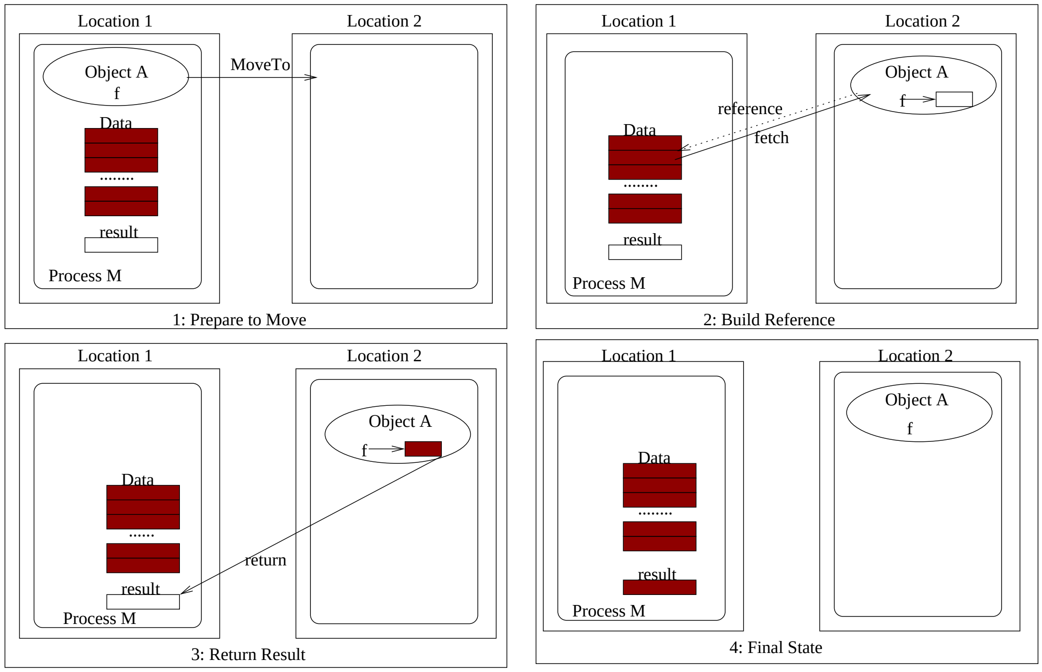

Fig. 14. Coordination Behaviour of Java Voyager `automap`

The program sends the code of `Object A` to location 2 (1). The system built a reference from location 2 to the data in location 1 (2). In location 2, function `f` fetches data from location 1, produces a result and returns it to location 1 (3). After the program has finished, the code of `Object A` stays in location 2 and waits for another migration but the data in location 1 will never move (4).

4.2 Voyager `automap` *Performance*

An autonomously mobile matrix multiplication is readily written in Voyager Java using `automap`, as in Figure 15. The new class `Auto` has an object `auton`, which includes `automap`. Class `RowMult` has a function `mapf`, which is the function the `map` will apply to the collection. When we do `auton.automap (rowM, mat1)`, `automap` will apply `rowM.mapf` on array `mat1`, and at the same time `automap` makes the decision of when and where to move.

Figure 16 shows the execution times of static and automap-based versions of Voyager matrix multiplications, using the apparatus from section 3.3.

```
public static void main (String[] args){
  int[][] mat1 = makeMatrix(size);
  int[][] mat2 = makeMatrix(size);
  int[][] matT = transpose(mat2);

  RowMult rowM = new RowMult(matT);
  Auto auton = new Auto();
  int[][] res = auton.automap (rowM, mat1);
}
```

Fig. 15. Java Voyager Autonomously Mobile Matrix Multiplication

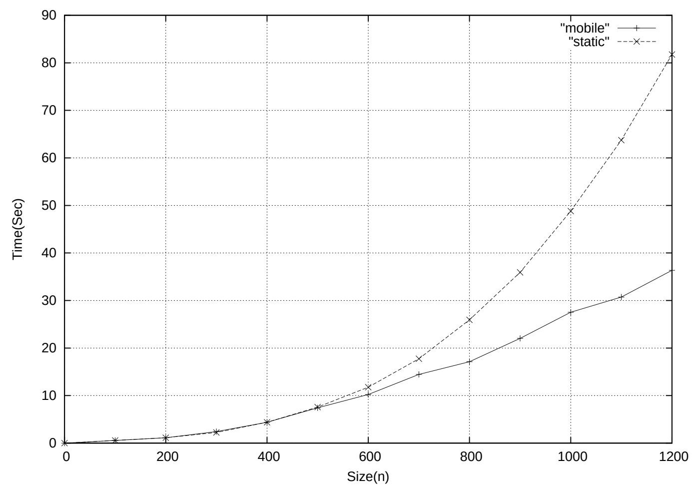

Fig. 16. Java Voyager Matrix Multiplication Execution Times

4.3 Java Voyager `autofold`

An `autofold` is also readily constructed in Voyager Java. Figure 17 shows the execution times of static and autofold-based versions of a Java Voyager coin counting program. These results are again similar to those for the Jocaml autonomous mobility skeletons.

4.4 Multiple AMSs Behaviour

We have measured the behaviour of multiple AMS programs on a heterogeneous network of ten locations. The CPU speeds are 3139MHz (Loc1-Loc5), 2167MHZ (Loc6), 1793MHz (Loc7-Loc10). For illustration, the movement of 20 AMSs between the 10 locations is shown in Figure 18. In Figure 18 "B" is the *balanced statue*, where every AMS has the similar *relative CPU speed*, which is $(CPUspeed) * loads\%/(NumberofAMS)$. In this status, the AMSs will stay in the current locations and not move any more until the balance is broken. In Figure 18 we started 20 AMSs on Loc1 in time period "0", when

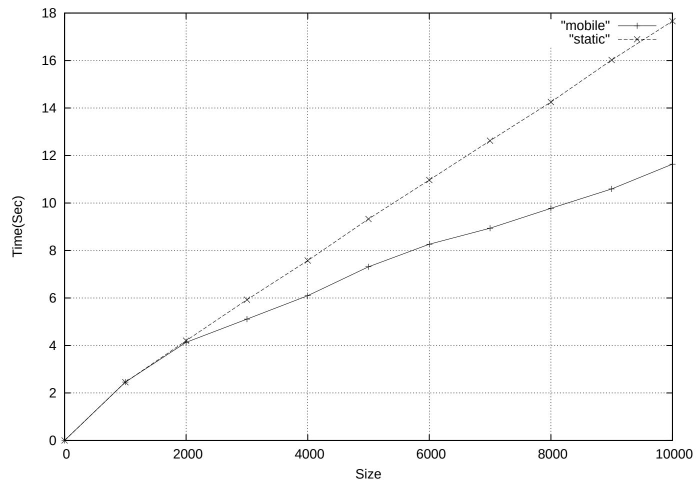

Fig. 17. Java Voyager Coin Counting Execution Times

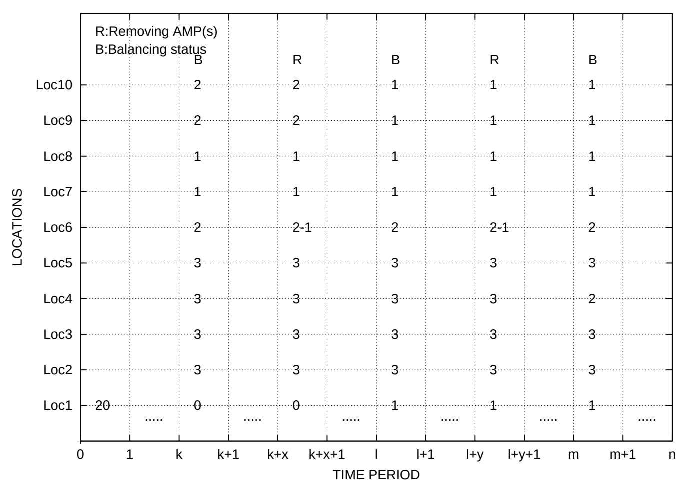

Fig. 18. 20 AMSs on Heterogeneous Network (10 Locations)

Loc1 was very busy, and the 20 AMSs were looking for other locations which were less busy than Loc1. After some movements of each AMSs, we got a balanced statue in time period “k”. The AMSs keep the balanced statue and do not move any more until time period “k+x”, when one of the AMSs is finished on Loc6 and the balance is broken. So the other 19 AMSs move again and reach a new balance in time period “l”.

Figure 19 shows the relative CPU speed available to 20 AMSs. In the figure, most AMSs have relative CPU speed from 200MHz to 400MHz (18 out of 20 AMPs). There is one AMS on Loc1 with CPU speed 650-700MHz. Similar results were got when there are 19 and 18 AMSs.

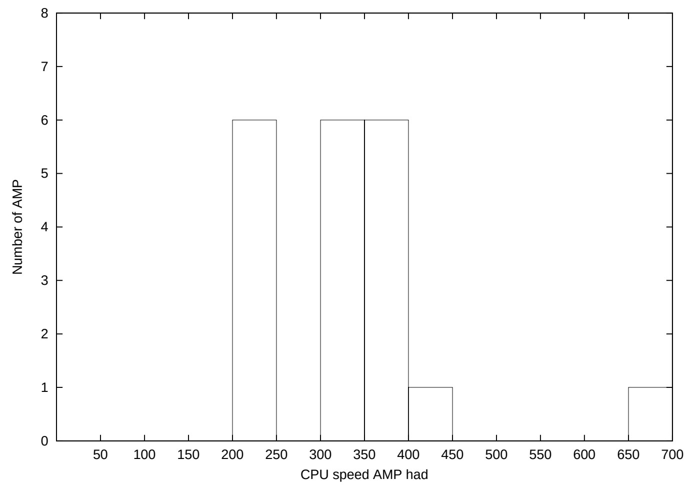

Fig. 19. Relative CPU Speed for AMPs

Jocaml			Voyager			Jocaml/Voyager
size	time	time/size^3	size	time	time/size^3	Average
300	20.1	7.4e^{-7}	300	1.27	4.7e^{-8}	-
400	47.9	7.5e^{-7}	400	3.00	4.6e^{-8}	-
500	93.9	7.5e^{-7}	500	6.03	4.8e^{-8}	-
600	166.1	7.7e^{-7}	600	10.2	4.7e^{-8}	-
700	266.2	7.7e^{-7}	700	16.0	4.7e^{-8}	-
800	401.3	7.8e^{-7}	800	23.8	4.6e^{-8}	-
900	573.6	7.9e^{-7}	900	33.4	4.6e^{-8}	-
1000	796.5	7.9e^{-7}	1000	46.2	4.6e^{-8}	-
Average		7.7e^{-7}	Average		4.7e^{-8}	16.4

Table 1
Jocaml and Java Voyager Matrix Multiplication Runtimes Comparison

5 Jocaml and Java Voyager Comparison

From Figure 10 and Figure 16, we can see there is a huge difference in the runtimes obtained with Jocaml and with Java Voyager. Table 1 compares the runtimes of static versions of Jocaml and Java Voyager matrix multiplication programs. The time complexity of our matrix multiplication is $O(n^3)$, so in the table's third and sixth columns we use "time/size^3" as a measure of the time taken for a single matrix element multiplication. From this table, Jocaml matrix multiplications take on average 16.4 times longer time than Java Voyager.

Similar differences also can be seen in Figure 12 and Figure 17. For the coin counting program on average Jocaml is 272 times slower than Java Voyager and Table 2 summarises the results.

Jocaml			Voyager			Jocaml/Voyager
size	time	time/size	size	time	time/size	Average
30	14.8	0.49	3000	5.9	0.0019	-
40	19.7	0.49	4000	7.6	0.0019	-
50	24.6	0.49	5000	9.3	0.0019	-
60	29.5	0.49	6000	11.0	0.0018	-
70	34.3	0.49	7000	12.6	0.0018	-
80	39.3	0.49	8000	14.3	0.0018	-
90	44.3	0.49	9000	16.0	0.0018	-
100	49.4	0.49	10000	18.0	0.0018	-
Average		0.49	Average		0.0018	272

Table 2
Jocaml and Java Voyager Coin Counting Runtimes Comparison

```
private int checkPos = 0;
private long timestart = 0;
private long timeend = 0;
private double fhtime = 0;
private int gran = work;

public migratory Object autoNext() {
    if (nextIndex < work){
      if(nextIndex == 0){
        timestart = System.currentTimeMillis();
        timeend = timestart;
      }
      else
        if((nextIndex-checkPos) == 0 ){
          timestart = timeend;
          timeend = System.currentTimeMillis();
          fhtime = timeend-timestart;
          check_move (size,(work-nextIndex-1),fhtime);
          gran = getGran (work,fhtime);
          checkPos = checkPos + gran;
        }
      return list.get(nextIndex++);
    }
    else
      throw new NoSuchElementException("No next element");
}
```

Fig. 20. JavaGo `autoNext` Method in `AutoIterator` Class

6 An Autonomous Mobile Iterator

An iterator is a class that implements the Java `Iterator` interface, which specifies a generic mechanism to enumerate the elements of a collection. The methods in the `Iterator` interface are `hasNext`, `next` and `remove`[9]. The

```
public class AutoIterator implements Iterator,Resalable{
  public AutoIterator(ArrayList theList){
    list = theList;
    nextIndex = 0;
    work = list.size();
  }

  public boolean hasNext(){
    return nextIndex < work;
  }
  public Object next() {
     if (nextIndex < work)
        return list.get(nextIndex++);
      else
        throw new NoSuchElementException("No next element");
  }

  public migratory Object autoNext() { ... }
}
```

Fig. 21. JavaGo `AutoIterator`

`AutoIterator` class implements all three methods, and extends it with `autonext`, which has the same functionality as `next` but can make autonomous mobility decisions.

`AutoIterator` requires strong mobility and hence Voyager, with only weak mobility, cannot be used. JavaGo [10] supports strong mobility and Figure 20 shows an `autoNext` implementation again using analogous `check_move` and `getGran` functions. The whole program of `AutoIterator` is given in Figure 21.The `AutoIterator` is very similar to `automap` and `autofold`. It counts the time of computation on the first element of the list, and calculates `gran`. Then it makes the decision autonomously of whether to move or not and where to move after every `gran` elements.

Figure 22 shows how `AutoIterator` can be used to implement matrix multiplication. Each element of the list is a `MatrixMul` object and includes two matrices and a function `Multiplication`, which multiplies the two matrices. `AutoIterator` enumerates each object using `autoNext` and performs the multiplication.

Figure 23 shows the execution times of static and AutoIterator-based versions of a JavaGo matrix multiplication program. Once again, the skeleton version is faster.

```
public static void main(String args[]){
  undock {
    String port=null;
    int listlength = Integer.parseInt(args[0]);
    ArrayList al = new ArrayList();
    for (int i=0;i<listlength;i++){
      MatrixMul ii = new MatrixMul();
      al.add(i,ii);
    }
    long timestart = System.currentTimeMillis();
    AutoIterator ai = new AutoIterator(al);
    while (ai.hasNext()){
      MatrixMul iu = (MatrixMul)ai.autoNext();
      int[][] mat = iu.Multiplication();
    }
  }
}
```

Fig. 22. JavaGo Autonomously Mobile Matrix Multiplication

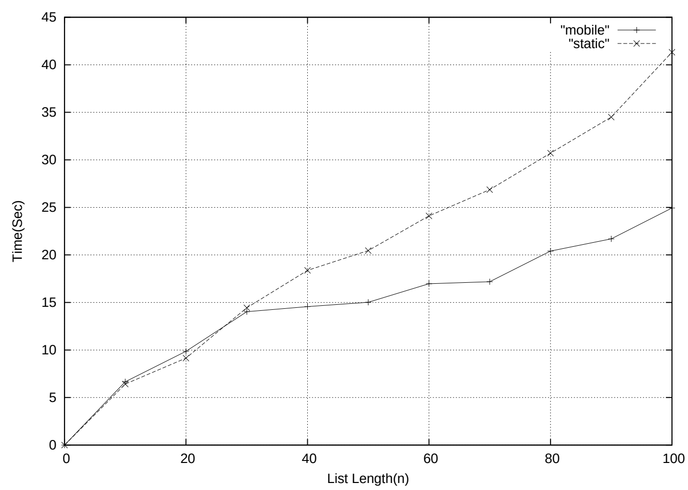

Fig. 23. `AutoIterator` Matrix Multiplication Execution Times

7 Conclusion

We have proposed auto-mobile skeletons that encapsulate common patterns of self-aware mobile coordination aiming to minimise execution time in networks with dynamically changing loads. In analogy with other skeleton species, they hide low level mobile coordination details from users and provide higher level loci for designing load-aware mobile systems.

We have demonstrated abstract auto-mobile skeletons with concrete realisations for the common higher-order functions `map` and `fold`. The realisations are provided both in the functional language context shared with other skeleton species, using Jocaml, and in an object-oriented context using mobile Javas. We have also demonstrated a novel `autoiter` skeleton for the widely used object-oriented `iterator` interface. Our experiments suggest that, for our set of test programs, auto-mobile skeletons can offer considerable savings in execution times, which scale well as overall execution times increase.

Auto-mobile skeleton cost models are dynamic and substantially implicit. During the traversal of a collection, the skeleton implementation periodically measures the time to compute a single collection element, and uses the value to parameterise an implicit cost for the remainder of the traversal.

Auto-mobile skeletons currently have a number of limitations because the skeletons dynamically parameterise the cost model with measurements of performance on the preceding collection segment. If the program is reasonably regular, i.e. computing each segment of the collection represents a similar amount of work, then the cost model will be valid, and hence the movement decisions reasonable. However, as the computations become increasingly irregular, the cost model will be less valid, and hence the movement decisions may not optimise performance.

Currently the cost models of auto-mobile skeletons do not incorporate the costs of computations following the processing of the current collection. This restricts auto-mobility skeletons to programs that expose useful loci of mobility at the top-levels that dominate the computation. In essence we lack appropriate techniques to compose and nest auto-mobile skeletons, as we are unable to compose and nest their cost models.

There are two main areas for future work. Firstly, we wish to generalise auto-mobile skeletons to irregular problems with cost models and strategies to adapt to their behaviour. Secondly, we wish to be able to nest and compose auto-mobile skeletons.

To solve both problems, we are exploring a calculus to manipulate, and ultimately automatically extract, continuation cost models that can provide costs for the rest of a computation at arbitrary points during its execution. The advantage of a continuation cost model is that it is not necessary to provide a closed form solution as environmental information for a computation is always available implicitly at run-time. Thus, branches are not necessarily a source of loss of accuracy as concrete data values are available at the point where the cost is calculated. The disadvantage is that a naive cost model may have the same complexity as the computation it models, which, for programs with relatively high coordination and low processing degrees, could add considerably to the overall execution time.

We are experimenting with a simple cost analyser for a small core language, where cost functions are generated in SML rather than in the source language. We plan to investigate the use of meta-programming techniques to integrate cost functions into the source language at appropriate checking points.

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