GHC heap internals

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RAM footprint per unit of concurrency (approx)

```
1.3KB Haskell ThreadId + MVar (GHC 7.6.3, 64-bit)

2.6 KB Erlang process (64-bit)

8.0 KB Go goroutine

9.0 KB C pthread (minimum, 64-bit Mac OS X)

64.0 KB Java thread stack (minimum)
```

```
513 KB C pthread (default, 64-bit Mac OS X)
1024 KB Java thread stack (default)
```

(courtesy of Bob Ippolito, http://bob.ippoli.to/haskell-for-erlangers-2014/)

GHC RTS

https://ghc.haskell.org/trac/ghc/wiki/Commentary/Rts

- scheduler
- garbage collector
- I/O manager

Scheduler

- OS threads vs. Haskell Threads
 - Thread State Object + stack (+RTS -ki)
- Tasks (one per OS thread)
 - can hold a Capability
 - and hand over too
- Capabilities (one per CPU)
 - +RTS -N

Scheduler

- Run queue (one per Capability)
 - keeps Threads (forkIO or ...)
- Sparks
 - spark pool (one per Capability)
 - points to a thunk ⇒ can become a Thread

Sparks

- can be work-stolen by other Capabilities
- can fizzle if thunk already in WHNF
 - machine busy ⇒ many fizzled sparks
- if thunks are never used, sparks will be collected (almost) immediately!

Heap

Everything is a closure!

Heap

- Roots
 - NOT Threads (linked to by Run Queues)
 - Run queue
 - Spark pool
- Generations (+RTS -G)
 - Nursery (+RTS -A)

Garbage collector

- Traverse from the root, copy, scrap the rest
- Oldest generations are collected least often
- Eager promotion: if pointed to by an old object
- Aging: don't promote to quickly though

Garbage collector

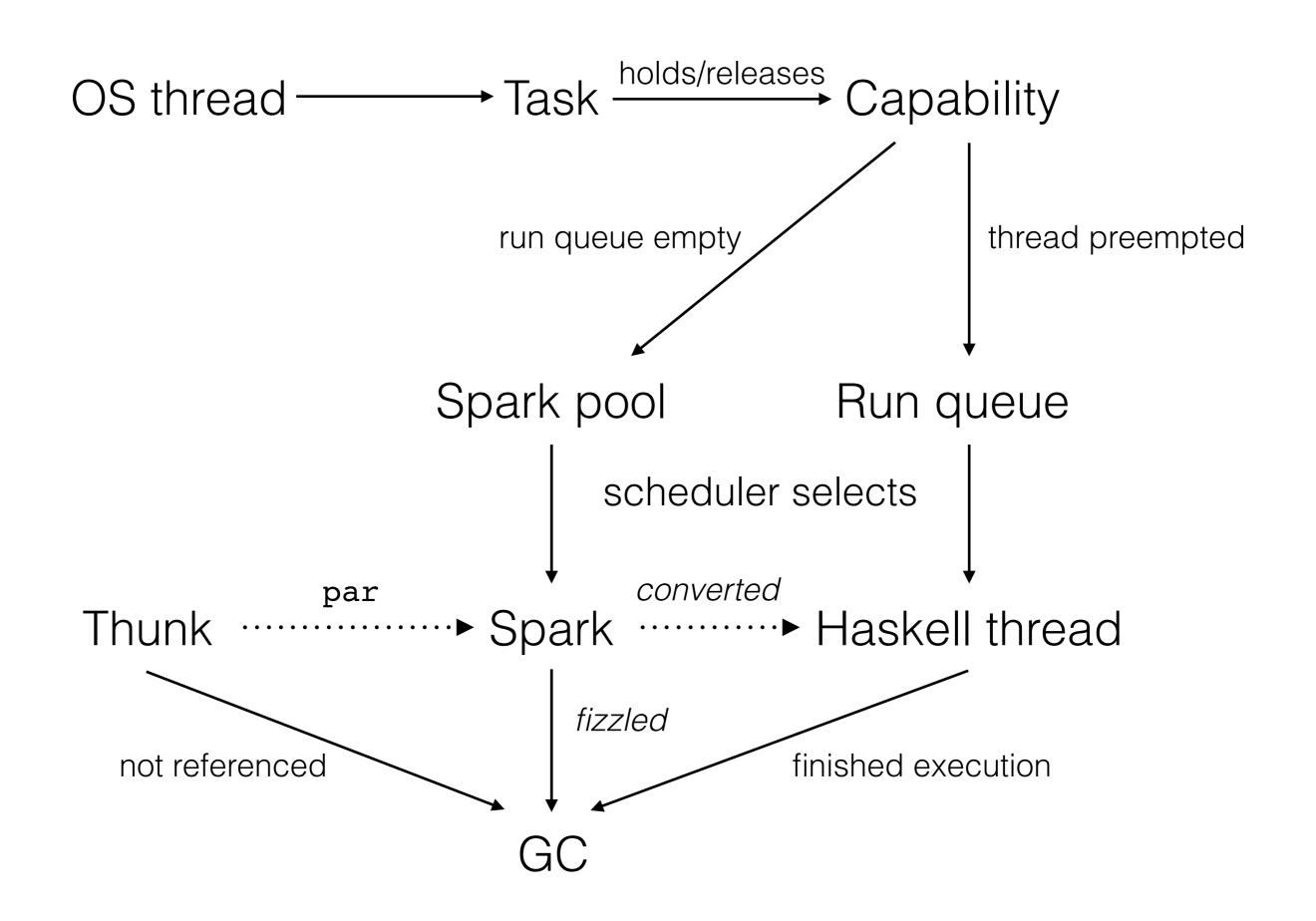
- "Allocation wall"
 - per-thread nurseries fitting into L2 cache
 - but frequent collections will stop the world often
 - running mutator and collector concurrently hurts cache
- Private heaps to every CPU!

Remember

- Play with heap and nursery sizes
 - Too big nursery: bad locality, less promotions
 - Too small nursery: unnecessary promotions
 - Too small starting heap: takes time to expand
- Distribute work evenly between sparks!

To read

- https://ghc.haskell.org/trac/ghc/wiki/Commentary/Rts
- http://www.haskell.org/ghc/docs/7.6.3/html/users_guide/ runtime-control.html
- Runtime Support for Multicore Haskell
- Multicore Garbage Collection with Local Heaps
- Mio: A High-Performance Multicore IO Manager for GHC
- The Implementation of Functional Programming Languages



Questions?