

Structured Wide-Area Programming

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April 12, 2010
Rennes, France

Features needed in a Concurrent Programming Language

- Describe entities and their interactions.
- Describe passage of time.
- Allow birth and death of entities.
- Allow programming novel interactions.
- Support hierarchical structure.

Orc

- **Goal:** Internet scripting language.
- **Next:** Component integration language.
- **Next:** A general purpose, structured “concurrent programming language”.
- **A very late realization:** A simulation language.

Internet Scripting

- Contact two airlines simultaneously for price quotes.
- Buy a ticket if the quote is at most \$300.
- Buy the cheapest ticket if both quotes are above \$300.
- Buy a ticket if the other airline does not give a timely quote.
- Notify client if neither airline provides a timely quote.

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Structured Concurrent Programming

- **Structured Sequential Programming:** Dijkstra circa 1968
Component Integration in a sequential world.
- **Structured Concurrent Programming:**
Component Integration in a concurrent world.

Orc Basics

- **Site**: Basic service or component.
- Concurrency **combinators** for integrating sites.
- Theory includes nothing other than the combinators.

No notion of data type, thread, process, channel,
synchronization, parallelism . . .

New concepts are programmed using the combinators.

Examples of Sites

- `+` `-` `*` `&&` `||` `<` `=` ...
- `println`, `random`, `Prompt`, `Email` ...
- `Ref`, `Semaphore`, `Channel`, `Database` ...
- `Timer`
- **External Services:** Google Search, MySpace, CNN, ...
- **Any Java Class instance, Any Orc Program**
- **Sites that create sites:** `MakeSemaphore`, `MakeChannel` ...
- `Humans`
- ...

Sites

- A site is called like a procedure with parameters.
- Site returns at most one value.
- The value is **published**.

Site calls are **strict**.

Overview of Orc

- Orc program has
 - a **goal** expression,
 - a set of definitions.
- The goal expression is executed. Its execution
 - calls **sites**,
 - publishes **values**.

Structure of Orc Expression

- **Simple**: just a site call, $CNN(d)$
Publishes the value returned by the site.

- **Composition** of two Orc expressions:

do f and g in parallel	$f \mid g$	Symmetric composition
for all x from f do g	$f > x > g$	Sequential composition
for some x from g do f	$f < x < g$	Pruning
if f halts without publishing do g	$f ; g$	Otherwise

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Symmetric composition: $f \mid g$

- Evaluate f and g independently.
- Publish all values from both.
- No direct communication or interaction between f and g . They can communicate only through sites.

Example: $CNN(d) \mid BBC(d)$

calls both CNN and BBC simultaneously.

Publishes values returned by both sites. (0, 1 or 2 values)

Sequential composition: $f \text{ > } x \text{ > } g$

For all values published by f do g .

Publish only the values from g .

- $CNN(d) \text{ > } x \text{ > } Email(address, x)$
 - Call $CNN(d)$.
 - Bind result (if any) to x .
 - Call $Email(address, x)$.
 - Publish the value, if any, returned by $Email$.
- $(CNN(d) \mid BBC(d)) \text{ > } x \text{ > } Email(address, x)$
 - May call $Email$ twice.
 - Publishes up to two values from $Email$.

Notation: $f \gg g$ for $f \text{ > } x \text{ > } g$, if x unused in g .

Schematic of Sequential composition

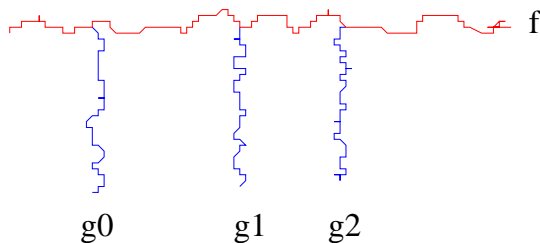


Figure: Schematic of $f >x> g$

Pruning: $(f \text{ } <x< \text{ } g)$

For some value published by g do f .

- Evaluate f and g in parallel.
 - Site calls that need x are suspended.
 - see $(M() \mid N(x)) \text{ } <x< \text{ } g$
- When g returns a (first) value:
 - Bind the value to x .
 - Terminate g .
 - Resume suspended calls.
- Values published by f are the values of $(f \text{ } <x< \text{ } g)$.

Example of Pruning

$Email(address, x) \text{ } <x < (CNN(d) \mid BBC(d))$

Binds x to the first value from $CNN(d) \mid BBC(d)$.
Sends at most one email.

Some Fundamental Sites

- *if*(*b*): boolean *b*,
returns a **signal** if *b* is true; remains **silent** if *b* is false.
- *Rtimer*(*t*): integer *t*, $t \geq 0$, returns a signal *t* time units later.
- *stop*: never responds. Same as *if*(*false*).
- *signal*: returns a signal immediately. Same as *if*(*true*).

Expression Definition

```
def MailOnce(a) =  
  Email(a, m) <m< (CNN(d) | BBC(d))
```

```
def MailLoop(a, t) =  
  MailOnce(a) >> Rtimer(t) >> MailLoop(a, t)
```

```
def metronome() = signal | (Rtimer(1) >> metronome())  
metronome() >> stockQuote()
```

- Expression is called like a procedure.
It may publish many values. *MailLoop* does not publish.
- Site calls are strict; expression calls non-strict.

Functional Core Language

- **Data Types:** Number, Boolean, String, with usual operators
- **Conditional Expression:** **if** E **then** F **else** G
- **Data structures:** Tuple and List
- **Pattern Matching, Clausal Definition**
- **Function Definition; Closure**

Variable Binding; Silent expression

val $x = 1 + 2$

val $y = x + x$

val $z = x/0$ -- expression is silent

val $u = \text{if } (0 < 5) \text{ then } 0 \text{ else } z$

Comingling with Orc expressions

Components of Orc expression could be functional.

Components of functional expression could be Orc.

$$(1 + 2) \mid (2 + 3)$$

$$(1 \mid 2) + (2 \mid 3)$$

Convention: whenever expression F appears in context C where a single value is expected from F , convert it to $C[x] \text{ } <x< F$.

$$1 + 2 \mid 2 + 3 \quad \text{is} \quad \text{add}(1, 2) \mid \text{add}(2, 3)$$

$$(1 \mid 2) + (2 \mid 3) \quad \text{is} \quad (\text{add}(x, y) \text{ } <x< (1 \mid 2)) \text{ } <y< (2 \mid 3)$$

Example: Fibonacci numbers

def $H(0) = (1, 1)$

def $H(n) = H(n - 1) \triangleright (x, y) \triangleright (y, x + y)$

def $Fib(n) = H(n) \triangleright (x, _) \triangleright x$

{- Goal expression -}

Fib(5)

Some Typical Applications

- **Adaptive Workflow** (Business process management):
Workflow lasting over months or years
Security, Failure, Long-lived Data
- **Extended 911**:
Using humans as components
Components join and leave
Real-time response
- **Network simulation**:
Experiments with differing traffic and failure modes
Animation

Some Typical Applications, contd.

- Grid Computations
- Music Composition
- Traffic simulation
- Computation Animation

Some Typical Applications, contd.

- **Map-Reduce** using a server farm
- **Thread management** in an operating system
- **Mashups** (Internet Scripting).
- **Concurrent Programming** on Android.

Time-out

Publish M 's response if it arrives before time t ,
Otherwise, publish 0.

$z <z< (M() \mid (Rtimer(t) \gg 0))$, or

$val\ z = M() \mid (Rtimer(t) \gg 0)$
 z

Fork-join parallelism

Call M and N in parallel.

Return their values as a tuple after both respond.

$$\begin{aligned} &((u, v) \\ &\quad <u < M() \\ &\quad <v < N() \end{aligned}$$

or,

$$(M(), N())$$

Recursive definition with time-out

Call a list of sites simultaneously.

Count the number of responses received within 10 time units.

def *tally*([]) = 0

def *tally*(*M* : *MS*) = (*M*() \gg 1 | *Rtimer*(10) \gg 0) + *tally*(*MS*)

Barrier Synchronization in $M() \gg f \mid N() \gg g$

f and g start only after **both** M and N complete.

Rendezvous of CSP or CCS; M and N are complementary actions.

$$(M(), N()) \gg (f \mid g)$$

Priority

- Publish N 's response asap, but no earlier than 1 unit from now.
Apply fork-join between $Rtimer(1)$ and N .

$val\ (u, _) = (N(), Rtimer(1))$

- Call M , N together.
If M responds within one unit, publish its response.
Else, publish the first response.

$val\ x = M() \mid u$

Parallel or

Sites M and N return booleans. Compute their **parallel or**.

```
val x = M()
val y = N()
if(x) >> true | if(y) >> true | (x||y)
```

To return just one value:

```
val x = M()
val y = N()
val z = if(x) >> true | if(y) >> true | (x||y)
z
```

Airline quotes: Application of Parallel or

Contact airlines *A* and *B*.

Return any quote if it is below \$300 as soon as it is available,
otherwise return the minimum quote.

threshold(x) returns *x* if $x < 300$; silent otherwise.

Min(x,y) returns the minimum of *x* and *y*.

val x = A()

val y = B()

val z = threshold(x) | threshold(y) | Min(x,y)

z

Backtracking: Eight queens

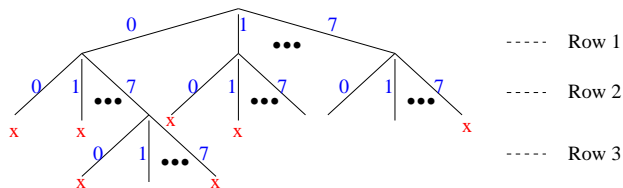


Figure: Backtrack Search for Eight queens

Eight queens; contd.

- *xs*: partial placement of queens (list of values from 0..7)
- *extend(xs)* publishes **all** solutions that are extensions of *xs*.
- *open(xs)* publishes the columns that are **open** in the next row.
- Solve the original problem by calling *extend*([]).

```
def extend(xs) =
  if (length(xs) = 8) then xs
  else
    (open(xs) >j> extend(j : xs))
```

Mutable Structures

val $r = \text{Ref}()$

$r.\text{write}(3)$, or $r := 3$

$r.\text{read}()$, or $r?$

def $\text{swapRefs}(x, y) = (x?, y?) > (xv, yv) > (x := yv, y := xv)$

Binary Search Tree; Pointer Manipulation

```
def search(key) = -- return true or false
    searchstart(key) >(_ , _ , q) > (q ≠ null)
```

```
def insert(key) = -- true if value was inserted, false if it was there
    searchstart(key) >(p, d, q) >
```

```
    if q = null
```

```
        then Ref() >r>
```

```
            r := (key, null, null) >> update(p, d, r) >> true
```

```
        else false
```

```
def delete(key) =
```

Semaphore

val $s = \text{Semaphore}(2)$ -- s is a semaphore with initial value 2

$s.\text{acquire}()$

$s.\text{release}()$

Rendezvous:

val $s = \text{Semaphore}(0)$

val $t = \text{Semaphore}(0)$

def $\text{send}() = t.\text{release}() \gg s.\text{acquire}()$

def $\text{receive}() = t.\text{acquire}() \gg s.\text{release}()$

n -party Rendezvous using $2(n - 1)$ semaphores.

Readers-Writers

```

val req = Buffer()
val cb = Counter()
val (r, w) = (Semaphore(0), Semaphore(0))

def rw() = req.get() >b>
  (
    if(b)    >> cb.inc()      >> r.release() >> rw()
    | if(¬b)  >> cb.onZero() >>
      cb.inc() >> w.release() >> cb.onZero() >> rw()
  )

def start(b) = req.put(b) >>
  if(b) then r.acquire() else w.acquire()

def end() = cb.dec()

```

Processes

- Processes typically communicate via channels.
- For channel *c*, treat *c.put* and *c.get* as site calls.
- In our examples, *c.get* is blocking and *c.put* is non-blocking.
- Other kinds of channels can be programmed as sites.

Typical Iterative Process

Forever: Read x from channel c , compute with x , output result on e :

def $P(c, e) = c.get() \rightarrow x \rightarrow \text{Compute}(x) \rightarrow y \rightarrow e.put(y) \gg P(c, e)$

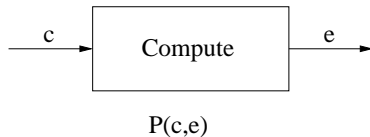


Figure: Iterative Process

Process Network

Process (network) to read from both c and d and write on e :

def $Net(c, d, e) = P(c, e) \mid P(d, e)$

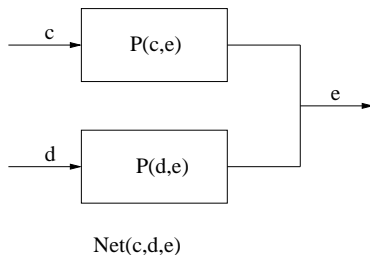


Figure: Network of Iterative Processes

Workload Balancing

Read from c , assign work randomly to one of the processes.

```
def bal(c, c', d') = c.get() >x> random(2) >t>
                     (if t = 0 then c'.put(x) else d'.put(x)) >>
                     bal(c, c', d')
```

```
def WorkBal(c, e) = val c' = Buffer()
                    val d' = Buffer()
                    bal(c, c', d') | Net(c', d', e)
```

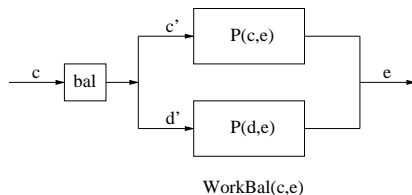


Figure: Workload Balancing in a network of Processes

Laws Based on Kleene Algebra

(Zero and $|$)

(Commutativity of $|$)

(Associativity of $|$)

(Idempotence of $|$) NO

(Associativity of \gg)

(Left zero of \gg)

(Right zero of \gg) NO

(Left unit of \gg)

(Right unit of \gg)

(Left Distributivity of \gg over $|$) NO

(Right Distributivity of \gg over $|$)

$$f \mid stop = f$$

$$f \mid g = g \mid f$$

$$(f \mid g) \mid h = f \mid (g \mid h)$$

$$f \mid f = f$$

$$(f \gg g) \gg h = f \gg (g \gg h)$$

$$stop \gg f = stop$$

$$f \gg stop = stop$$

$$signal \gg f = f$$

$$f \mathrel{>x>} let(x) = f$$

$$f \gg (g \mid h) = (f \gg g) \mid (f \gg h)$$

$$(f \mid g) \gg h = (f \gg h) \mid (g \gg h)$$

Additional Laws

(Distributivity over \gg) if g is x -free

$$((f \gg g) <x< h) = (f <x< h) \gg g$$

(Distributivity over $|$) if g is x -free

$$((f | g) <x< h) = (f <x< h) | g$$

(Distributivity over $<<$) if g is y -free

$$\begin{aligned} & ((f <x< g) <y< h) \\ = & ((f <y< h) <x< g) \end{aligned}$$

(Elimination of where) if f is x -free, for site M

$$(f <x< M) = f | (M \gg stop)$$