

Some Cute Programs

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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 new sites.

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: $f >x> g$

For all values published by f do g .

Publish only the values from g .

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

Notation: $f \gg g$ for $f >x> g$, if x is unused in g .

Schematic of Sequential composition

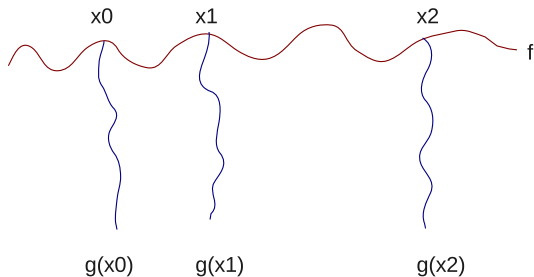


Figure: Schematic of $f \gg x \gg g$

Pruning: $f \text{ } \textcolor{red}{<x}< \textcolor{blue}{g}$

For some value published by g do f .

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

Notation: $f \ll g$ for $f \text{ } \textcolor{red}{<x}< \textcolor{blue}{g}$, if x is unused in 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.

Otherwise: $f ; g$

Do f . If f halts without publishing then do g .

- An expression halts if
 - its execution can take no more steps, and
 - all called sites have either responded, or will never respond.
- A site call may respond with a value, indicate that it will never respond (**helpful**), or do neither.
- All library sites in Orc are helpful.

Orc program

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

Some Fundamental Sites

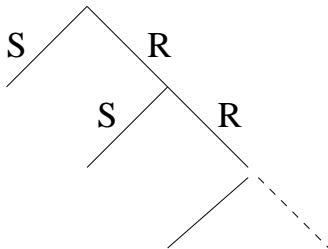
- $Ift(b)$, $Iff(b)$: boolean b ,
Returns a **signal** if b is true/false; remains **silent** otherwise.
Site is helpful: indicates when it will never respond.
- $Rwait(t)$: integer t , $t \geq 0$, returns a signal t time units later.
- **stop** : never responds. Same as $Ift(false)$ or $Iff(true)$.
- **signal** : returns a signal immediately.
Same as $Ift(true)$ or $Iff(false)$.

Example of a Definition: Metronome

Publish a signal every unit.

def *Metronome*() = *signal* | (*Rwait*(1) *>>* *Metronome*())

S *R*



Unending string of Random digits

Metronome() \gg *Random(10)* – one every second

def rand_seq() = – at a specified rate
Random(10) | Rwait(dd) \gg rand_seq()

Logical Connectives; 2-valued Logic

And: Publish a signal if both sites do.

Or: Publish a signal if either site does.

$M() \gg N()$ – “and”

$b < b < (M() \mid N())$ – “or”

$M() ; N()$ – “or” with helpful M

$(M() \gg \text{true} ; \text{false}) > b > \text{Iff}(b)$ – “not” with helpful M

Orc Language

- **Data Types:** Number, Boolean, String, with Java operators
- **Conditional Expression:** *if* b *then* f *else* g
- **Data structures:** Tuple, List, Record
- **Pattern Matching; Clausal Definition**
- **Function Closure**
- **Comingling functional and Orc expressions**
- **Class for active objects**

Implicit Concurrency

- An **experiment** tosses two dice.
Experiment is a success if and only if sum of the two dice thrown is 7.
- $exp(n)$ runs n experiments and reports the number of successes.

def $toss() = Random(6) + 1$

-- $toss$ returns a random number between 1 and 6

def $exp(0) = 0$

def $exp(n) = exp(n - 1)$
 $+ (if\ toss() + toss() = 7\ then\ 1\ else\ 0)$

Translation of the dice throw program

```
def toss() = add(x, 1) <x< Random(6)
def exp(n) =
  ( Ift(b) >> 0
    | Iff(b) >>
      ( add(x, y)
        <x< ( exp(m) <m< sub(n, 1) )
        <y< ( Ift(bb) >> 1 | Iff(bb) >> 0 )
        <bb< equals(p, 7)
          <p< add(q, r)
            <q< toss()
            <r< toss()
        )
      )
  ) <b< equals(n, 0)
```

Note: $2n$ parallel calls to *toss()*.

Deflation

- Expression $C(\dots, e, \dots)$,
- single value expected at e
- translate to $C(\dots, x, \dots) \text{ } \langle x \rangle e$ where x is fresh
- applicable hierarchically.

$(1|2) * (10|100)$ is

$(Times(x, y) \text{ } \langle x \rangle (1 \mid 2)) \text{ } \langle y \rangle (10 \mid 100)$, or

$Times(x, y) \text{ } \langle x \rangle (1 \mid 2) \text{ } \langle y \rangle (10 \mid 100)$

Pattern Matching, clausal definition

```
type Tree = Node(Tree, Tree) | Leaf() | NonTree()
```

```
def tc(_, []) = NonTree()
```

```
def tc([], [(v, t)]) = if (v = 0) then t else NonTree()
```

```
def tc([], v : right) = tc([v], right)
```

```
def tc((u, t) : left, (v, t') : right) =  
  if u = v then tc(left, (v - 1, Node(t, t')) : right)  
  else tc((v, t') : (u, t) : left, right)
```

val, tuple, closure

```
def circle =
```

```
    val pi = 3.1416
```

```
    def perim(r) = 2 * pi * r
```

```
    def area(r) = pi * r ** 2 #
```

```
(perim, area)
```


Examples

- Combinatorial
- Mutable store manipulation
- Synchronization, Communication

List map

def *parmap*(_, []) = []

def *parmap*(*f*, *x* : *xs*) = *f*(*x*) : *parmap*(*f*, *xs*)

List map (Contd.)

def *seqmap*(_, []) = []

def *seqmap*(*f*, *x* : *xs*) = *f*(*x*) >*y*> (*y* : *seqmap*(*f*, *xs*))

Infinite Set Enumeration

Enumerate all finite binary strings.

A binary string is a list of 0,1.

def *bin*() =

[]
| bin() >xs> (0 : xs | 1 : xs)

Subset Sum

Given integer n and list of integers xs .

$parsum(n, xs)$ publishes all sublists of xs that sum to n .

```
def parsum(0, []) = []
```

```
def parsum(n, []) = stop
```

```
def parsum(n, x : xs) =  
  parsum(n - x, xs) >ys> x : ys | parsum(n, xs)
```

Subset Sum (Contd.), Backtracking

Given integer n and list of integers xs .

$seqsum(n, xs)$ publishes the **first** sublist of xs that sums to n .

“First” is smallest by index lexicographically.

```
def seqsum(0, []) = []
```

```
def seqsum( $n$ , []) = stop
```

```
def seqsum( $n$ ,  $x : xs$ ) =  
   $x : seqsum(n - x, xs)$  ;  $seqsum(n, xs)$ 
```

Subset Sum (Contd.), Concurrent Backtracking

Publish the **first** sublist of *xs* that sums to *n*.

Run the searches concurrently.

```
def parseqsum(0, []) = []
```

```
def parseqsum(n, []) = stop
```

```
def parseqsum(n, x : xs) =  
  (p ; q)  
    <p < x : parseqsum(n - x, xs)  
    <q < parseqsum(n, xs)
```

Note: Neither search in the last clause may succeed.

Fold on a non-empty list

fold with binary f : $\text{fold}(+, [x_0, x_1, \dots]) = x_0 + x_1 \dots$

$$\text{def fold}([x]) = x$$

$$\text{def fold}(f, x : xs) = f(x, \text{fold}(xs))$$

Associative fold on a non-empty list

```
def afold(f, [x]) = x
```

```
def afold(f, xs) =
```

```
  def pairfold([]) = []
```

```
  def pairfold([x]) = [x]
```

```
  def pairfold(x : y : xs) = f(x, y) : pairfold(xs)
```

```
afold(f, pairfold(xs))
```

map and associative fold: *map_afold*

Associative commutative fold over a channel

A channel has two methods: *put* and *get*.

chFold(*c*, *n*) folds the first *n* items of channel *c* and publishes.

```
def chFold(c, 1) = c.get()
```

```
def chFold(c, n) = f(chFold(c, n/2), chFold(c, n - n/2))
```

Associative commutative fold over a channel

def *cfold*(*c*, *n*) =

def *threads*(0) = *stop*

def *threads*(*k*) =
 threads(*k* - 1)
 | *c.put*(*f*(*c.get*(), *c.get*())) \gg *stop*

threads(*n* - 1) ; *c.get*()

- if *n* is strictly more than *k*, *threads*(*k*) terminates.
- at its termination the channel contains *n* - *k* items whose fold yields the desired result.

Mutable Store Manipulation

<code>Ref(n)</code>	Mutable reference with initial value <code>n</code>
<code>Cell()</code>	Write-once reference
<code>Array(n)</code>	Array of size <code>n</code> of <code>Refs</code>
<code>Table(n, f)</code>	Array of size <code>n</code> of immutable values of <code>f</code>
<code>Channel()</code>	Unbounded (asynchronous) channel

Ref(3) >r> r.write(5) >> r.read(), or Ref(3) >r> r := 5 >> r?

Cell() >r> (r.write(5) | r.read()), or Cell() >r> r := 5 | r?

Array(3) >a> a(0) := true >> a(1)?

Channel() >ch> (ch.get() | ch.put(3) >> stop)

Quicksort

```
def swap(i,j) = (i?,j?) >(x,y)> (i := y, j := x) >> signal
def quicksort(a) =
  def segmentsort(u,v) =
    def part(p,s,t) =
      def lr(i) = Ift(i < t) >> Ift(a(i)? ≤ p) >> lr(i + 1) ; i
      def rl(i) = Ift(a(i)? :> p) >> rl(i - 1) ; i #
      (lr(s + 1),rl(t - 1)) >(s',t')>
      (if (s' < t') then swap(a(s'),a(t')) >> part(p,s',t')
       else t') #
    if v - u > 1 then
      part(a(u)?, u, v) >m>
      swap(a(u),a(m)) >>
      (segmentsort(u,m),segmentsort(m + 1,v)) >> signal
    else signal
  segmentsort(0,a.length?)
```

Sequential Breadth-First Traversal of a Graph

N nodes in a graph,

$root$ a specified node,

$succ(x)$ is the list of successors of x ,

Publish the $parent$ of each node in Breadth-First Traversal.

```
def bfs( $N, root, succ$ ) =  
  val  $parent$  = Table( $N, \lambda\_ = Cell()$ )  
  
  –  $bfs'$  is  $bfs$  on a list of nodes  
  def  $bfs'([])$  = signal  
  def  $bfs'(x : xs)$  =  $bfs'(append(xs, expand(x)))$   
  
   $parent(root) := N \gg bfs'([root]) \gg parent$ 
```

Site *expand*

def expand(*x*) =

- *expand'*(*x*, *ys*), *ys* successors of *x* yet to be scanned

def expand'(*x*, []) = []

def expand'(*x*, *z* : *zs*) =

parent(*z*) := *x* \gg *z* : *expand'*(*x*, *zs*) ; *expand'*(*x*, *zs*)

expand'(*x*, *succ*(*x*))

Sequential Breadth-First Traversal: Complete Program

```
def bfs(N, root, succ) =  
    val parent = Table(N, lambda(_) = Cell())  
  
    def expand(x) =  
        def expand'(x, []) = []  
        def expand'(x, z : zs) =  
            parent(z) := x >> z : expand'(x, zs) ; expand'(x, zs)  
        expand'(x, succ(x))           – Goal of expand  
  
    def bfs'([]) = signal  
    def bfs'(x : xs) = bfs'(append(xs, expand(x)))  
  
    parent(root) := N >> bfs'([root]) >> parent
```


Concurrent Breadth-First Traversal

```
def bfs(N, root, succ) =  
  val parent = Table(N, lambda(_) = Cell())  
  
  def expand(x) =  
    if succ(x) = [] then []  
    else map_afold  
      (  
        lambda(y) = parent(y) := x >> [y] ; [],  
        append,  
        succ(x)  
      )  
  
  def bfs'([]) = signal  
  def bfs'(xs) = bfs'(map_afold(expand, append, xs))  
  
parent(root) := N >> bfs'([root]) >> parent
```

Memoization

Memoize calls to $f()$.

```
val done = Cell()
```

```
val res = Cell()
```

```
def memof() =
```

```
  res? << (done := signal >> res := f())
```

Memoization of Fibonacci

```
val N = 100
val done = Table(N + 1, lambda(_) = Cell())
val res = Table(N + 1, lambda(_) = Cell())

def mfib(0) = 0
def mfib(1) = 1
def mfib(i) =
  res(i)? <<
  (done(i) := signal >> res(i) := mfib(i - 1) + mfib(i - 2))
```

Synchronization, Communication

<code>Semaphore(n)</code>	Semaphore with initial value <code>n</code>
<code>BoundedChannel(n)</code>	bounded (asynchronous) channel of size <code>n</code>
<code>Counter()</code>	Counter with <code>inc()</code> , <code>dec()</code> and <code>onZero()</code>

`Semaphore(1) >s> s.acquire() >> r := 5 >> s.release()`

`BoundedChannel(1) >ch> (ch.put(5) | ch.put(3))`

`Counter() >ctr> (ctr.inc() >> ctr.onZero() | Rwait(10) >> ctr.dec())`

Rendezvous

```
def class zeroChannel() =  
    val s = Semaphore(0)  
    val w = BoundedChannel(1)  
  
    def put(x) = s.acquire() >> w.put(x)  
    def get() = s.release() >> w.get()  
  
stop
```

Pure Rendezvous

```
def class pairSync() =  
    val s = Semaphore(0)  
    val t = Semaphore(0)  
  
    def put() = s.acquire() >> t.release()  
    def get() = s.release() >> t.acquire()  
  
stop
```

Reader-Writer; Call API

```
val req = Channel()
val na = Counter()

def startread() =
    val s = Semaphore(0)
    req.put((true,s)) >> s.acquire()

def startwrite() =
    val s = Semaphore(0)
    req.put((false,s)) >> s.acquire()

def endread() = na.dec()
def endwrite() = na.dec()
```

Reader-Writer; Main Loop

```
def manager() = grant(req.get()) >> manager()
```

```
def grant((true,s)) = na.inc() >> s.release() – Reader
```

```
def grant((false,s)) = – Writer  
    na.onZero() >> na.inc() >> s.release() >> na.onZero()
```


Reader-Writer; Using 2 semaphores

```
def class readerWriter2() =  
  val req = Channel()  
  val na = Counter()  
  val (r, w) = (Semaphore(0), Semaphore(0))  
  
  def startread() = req.put(true) >> r.acquire()  
  def startwrite() = req.put(false) >> w.acquire()  
  
  def endread() = na.dec()  
  def endwrite() = na.dec()  
  
  def grant(true) = na.inc() >> r.release() – Reader  
  def grant(false) = – Writer  
    na.onZero() >> na.inc() >> w.release() >> na.onZero()  
  
  def manager() = grant(req.get()) >> manager()  
  
manager()
```

Reader-Writer; dispense with the queue

Keep count of the number of waiting readers and writers.

Use coin toss to choose a reader or writer, instead of looking up in the queue.

Packet Reassembly Using Sequence Numbers

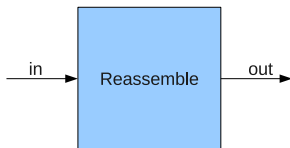


Figure: Packet Reassembler

- Packet with sequence number i is at position p_i in the input channel.
- Given: $|i - p_i| \leq k$, for some positive integer k .
- Then $p_i \leq i + k \leq p_{i+2 \times k}$. Let $d = 2 \times k$.

Packet Reassembly Program

def *reassembly*(*read*, *write*, *d*) = – *d* must be positive

val *ch* = *Table*(*d*, *lambda*(_) = *Channel*())

def *input*() = *read*() >(*n*, *v*)> *ch*(*n*%*d*).*put*(*v*) >> *input*()

def *output*(*i*) = *ch*(*i*).*get*() >*v*> *write*(*v*) >> *output*((*i* + 1)%*d*)

input() | *output*(0) – Goal expression

{ - With Multiple Readers - } *read*() | *read*() | *write*(0)

Response Game

```
val sw = Stopwatch()
val (id, dd) = (3000, 100) – initial delay, digit delay
def rand_seq() = – Publish a random sequence of digits
    Random(10) | Rwait(dd) >> rand_seq()
def game() =
    val v = Random(10) – v is the seed for one game
    val (b, w) =
        Rwait(id) >> sw.reset() >> rand_seq() >x> Println(x) >>
        Ift(x = v) >> sw.start() >> stop
    | Prompt( "Press ENTER for SEED "+v ) >>
        sw.isrunning() >b> sw.halt() >w> (b, w)
if b then – Goal expression of game()
    ( "Your response time = " + w + " milliseconds." )
else ( "You jumped the gun." )
game()
```