

# Structured Concurrent Programming

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# Outline

Motivation

Orc Notation

Examples

Laws

A Time-Based Algorithm

# Structured Concurrent Programming

- Structured Sequential Programming: Dijkstra circa 1968
- Structured Concurrent Programming:
  - Fundamental combinators for concurrency
  - A paradigm for constructing concurrent and distributed programs
  - Component Integration and Orchestration

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# Wide-area Computing

Acquire data from remote services.

Calculate with these data.

Invoke yet other remote services with the results.

## Additionally

Invoke alternate services for failure tolerance.

Repeatedly poll a service.

Ask a service to notify the user when it acquires the appropriate data.

Download an application and invoke it locally.

Have a service call another service on behalf of the user.

...

# Overview of Orc, an Orchestration Theory

- Orc program has
  - a **goal** expression,
  - a set of definitions.
- A Program execution evaluates the goal. It
  - calls **sites**, to invoke services,
  - publishes **values**.
- Orc is simple
  - Language has only 3 combinators to form expressions.
  - Can handle time-outs, priorities, failures, synchronizations, ...

# 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

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# Sites

- **External Services:** Google spell checker, Google Search, MySpace, CNN, Discovery ...
- **Any Java Class instance**
- **Library sites**
  - `+ - * && || ...`
  - `println, random, prompt, Mail`
  - `if`
  - `Rtimer`
  - `storage, semaphore, MakeChannel`
  - ...

-

## 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.

### Examples

- $CNN(d) \mid BBC(d)$ : calls both  $CNN$  and  $BBC$  simultaneously.  
Publishes values returned by both sites. (0, 1 or 2 values)
- $WebServer() \mid MailServer() \mid LinuxServer()$   
A System Configuration

## Sequential composition: $f \gg x \gg g$

For all values published by  $f$  do  $g$ .

Publish only the values from  $g$ .

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

-

# Schematic of Sequential composition

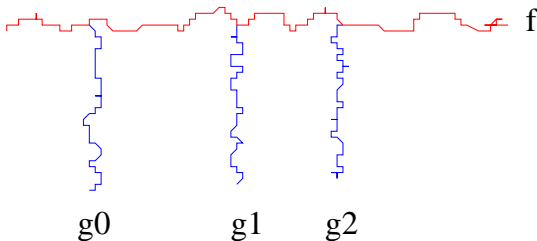


Figure: Schematic of  $f >x> g$

## Pruning: $(f \lt x \lt g)$

For some value published by  $g$  do  $f$ .

Publish only the values from  $f$ .

- Evaluate  $f$  and  $g$  in parallel.
  - Site calls that need  $x$  are suspended.
  - Other site calls proceed.
  - see  $(M() \mid N(x)) \lt x \lt g$
- When  $g$  returns a value:
  - Assign it to  $x$ .
  - Terminate  $g$ .
  - Resume suspended calls.
- Values published by  $f$  are the values of  $(f \lt x \lt g)$ .

## Example of Pruning

$Email(address, x) \langle x \rangle (CNN(d) \mid BBC(d))$

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

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## Some Fundamental Sites

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

# Centralized Execution Model

- An expression is evaluated on a single machine (**client**).
- Client communicates with sites by messages.
- All fundamental sites are local to the client.  
All except *Rtimer* respond immediately.
- Round-based Execution.

# Time-out

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

$$z \ll z \ll (M() \mid (Rtimer(t) \gg 0))$$

## Fork-join parallelism

Call  $M$  and  $N$  in parallel.

Return their values as a tuple after both respond.

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

**Notational Convention:**  $\langle u \langle$  is left-associative.

$$\begin{aligned}
 &(u, v) \langle u \langle M() \rangle \langle v \langle N() \rangle, \text{ or} \\
 &(u, v) \\
 &\quad \langle u \langle M() \\
 &\quad \quad \langle v \langle N()
 \end{aligned}$$

# Expression Definition

*def*  $MailOnce(a) =$   
 $Email(a, m) \langle m \langle (CNN(d) \mid BBC(d))$

*def*  $MailLoop(a, d) =$   
 $MailOnce(a) \gg Rtimer(d) \gg MailLoop(a, d)$

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

## Expression Definition

- output  $n$  signals -

*def signals*( $n$ ) = *if*( $n > 0$ )  $\gg$  (*signal* | *signals*( $n - 1$ ))

- Publish a signal at every time unit.-

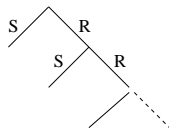
*def metronome*() = *signal* | (*Rtimer*(1)  $\gg$  *metronome*())

- Publish a signal every  $t$  time units.-

*def tmetronome*( $t$ ) = *signal* | (*Rtimer*( $t$ )  $\gg$  *tmetronome*( $t$ ))

- Publish natural numbers from  $i$  every  $t$  time units.-

*def gen*( $i, t$ ) =  $i$  | *Rtimer*( $t$ )  $\gg$  *gen*( $i + 1, t$ )



## Recursive definition with time-out

Call a list of sites.

Count the number of responses received within 10 time units.

```
def tally([]) = 0
```

```
def tally(M : MS) = u + v
```

```
    <u< (M() >> 1) | (Rtimer(10) >> 0)
```

```
    <v< tally(MS)
```

or, even better,

```
def tally([]) = 0
```

```
def tally(M : MS) = (M() >> 1 | Rtimer(10) >> 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.

$$\begin{aligned} & ((u, v) \\ & \quad \langle u \langle M() \\ & \quad \langle v \langle N() \rangle) \\ \gg & (f \mid g) \end{aligned}$$

# Priority

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

*def*  $Delay() = (Rtimer(1) \gg u) <u < N()$

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

$x <x < (M() \mid Delay())$

# Interrupt $f$

Evaluation of  $f$  can not be directly interrupted.

Introduce two sites:

- *Interrupt.set*: to interrupt  $f$
- *Interrupt.get*: responds after *Interrupt.set* has been called.

Instead of  $f$ , evaluate

$$z \ll z \ll (f \mid \text{Interrupt.get}())$$

## Parallel or

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

$$\begin{aligned} & \text{if}(x) \gg \text{true} \mid \text{if}(y) \gg \text{true} \mid \text{or}(x, y) \\ & \quad \langle x \mid M() \rangle \\ & \quad \langle y \mid N() \rangle \end{aligned}$$

To return just one value:

$$\begin{aligned} & z \\ & \quad \langle z \mid \text{if}(x) \gg \text{true} \mid \text{if}(y) \gg \text{true} \mid \text{or}(x, y) \rangle \\ & \quad \langle x \mid M() \rangle \\ & \quad \langle y \mid N() \rangle \end{aligned}$$

# Airline quotes: Application of Parallel or

Contact airlines  $A$  and  $B$ .

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

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

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

$z$

$\langle z \langle threshold(x) \mid threshold(y) \mid Min(x, y) \rangle \rangle$

$\langle x \langle A() \rangle \rangle$

$\langle y \langle B() \rangle \rangle$

# Backtracking: Eight queens

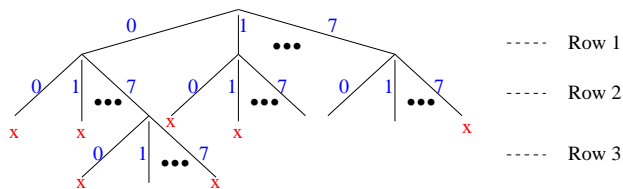


Figure: Backtrack Search for Eight queens

## Eight queens; contd.

*def*  $extend(z, 1) = valid(0:z) \mid valid(1:z) \mid \dots \mid valid(7:z)$

*def*  $extend(z, n) = extend(z, 1) >y> extend(y, n - 1)$

- $z$ : partial placement of queens (list of values from 0..7)
- $extend(z, n)$  publishes **all** valid extensions of  $z$  with  $n$  additional queens.
- $valid(z)$  returns  $z$  if  $z$  is valid; silent otherwise.
- Solve the original problem by calling  $extend([], 8)$ .

## Network of Services: Insurance Company

```
def insurance() = apply() | join() | payment()
```

```
def apply() = inApply.get() >x> quote(x) >y> Email(x.addr, y) >>  
  apply()
```

```
def join() = inJoin.get() >(id,p)> validate(id,p) >>  
  ( add_client(id,p) >> Email(id.addr, welcome)  
    | renew(id)  
  ) >>  
  join()
```

```
def payment() = inPayment.get() >(id,p)> validate(id,p) >>  
  update_client(id,p) >>  
  payment()
```

# 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  $e$ :

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

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

$$\text{def } Net(c, d, e) = P(c, e) \ | \ P(d, e)$$

## Interaction: Run a dialog

Prompt the user to input an integer.

Print *true* iff the number is prime. Loop forever.

Site *Prime?(x)* returns *true* iff *x* is prime.

```
def Dialog() =  
  Prompt(" input an integer ") >x>  
  Prime?(x) >b>  
  println(b) >>  
  Dialog()
```

# Laws of Kleene Algebra

(Zero and  $|$ )

$$f | 0 = f$$

(Commutativity of  $|$ )

$$f | g = g | f$$

(Associativity of  $|$ )

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

(Idempotence of  $|$ )

$$f | f = f$$

(Associativity of  $\gg$ )

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

(Left zero of  $\gg$ )

$$0 \gg f = 0$$

(Right zero of  $\gg$ )

$$f \gg 0 = 0$$

(Left unit of  $\gg$ )

$$\text{Signal} \gg f = f$$

(Right unit of  $\gg$ )

$$f \gg x \text{ let}(x) = f$$

(Left Distributivity of  $\gg$  over  $|$ )

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

(Right Distributivity of  $\gg$  over  $|$ )

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

## Laws which do not hold

(Idempotence of  $|$  )

$$f | f = f$$

(Right zero of  $\gg$  )

$$f \gg 0 = 0$$

(Left Distributivity of  $\gg$  over  $|$  )  $f \gg (g | h) = (f \gg g) | (f \gg h)$

## Additional Laws

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

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

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

$$((f | g) \langle x \langle h) = (f \langle x \langle h) | g$$

(Distributivity over  $\ll$ ) if  $g$  is  $y$ -free

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

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

$$(f \langle x \langle M) = f | (M \gg 0)$$

# Shortest path problem

- Directed graph; non-negative weights on edges.
- Find shortest path from source to sink.

We calculate just the length of the shortest path.

# Algorithm with Lights and Mirrors

- Source node sends rays of light to each neighbor.
- Edge weight is the time for the ray to traverse the edge.
- When a node receives its first ray, sends rays to all neighbors.  
Ignores subsequent rays.
- Shortest path length = time for sink to receive its first ray.

# Expressions and Sites needed for Shortest path

*succ*( $u$ ): Publish all  $(v, d)$ , where edge  $(u, v)$  has weight  $d$ .

*write*( $u, t$ ): Write value  $t$  for node  $u$ . If already written, block.

*read*( $u$ ): Return value for node  $u$ . If unwritten, block.

# First Algorithm

*def*  $eval1(u, t) =$   $write(u, t) \gg$   
 $Succ(u) \succ (v, d) \succ$   
 $Rtimer(d) \gg$   
 $eval1(v, t + d)$

*Goal* :  $eval1(source, 0) \mid read(sink)$

First call to  $eval1(u, t)$ :

- The relative time in the evaluation is  $t$ .
- Length of the shortest path from source to  $u$  is  $t$ .
- $eval1$  does not publish.

# Research Agenda

Establish Orc as a fundamental paradigm of concurrent and distributed computing.

- Transaction Processing
- Virtual Time and Simulation
- Distributed Implementation
- Verification
- High assurance workflow and Security
- Adaptive workflow
- Large system design using component integration
- Analysis tools