

Synching up

A few models of “side-by-side” computing

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Agenda

- Terminology and notation
- A few models
- Process calculi
- Actors
- Threads
- Comparisons
- Conclusions

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Terminology and Notation

- Model -- provides clear, concise and *effective* definition of a computation
 - lambda calculus
 - Turing machines
 - rewrite systems
 - Petri nets

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Terminology and Notation

- Parallel -- most tightly coupled form of side-by-side computation; everything fails together
- Concurrent -- a little less tightly coupled; some computations can fail and others succeed
- Distributed -- least tightly coupled; introduces macro time and space phenomena -- e.g. clock drift

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A few models

- The process calculi
- Actors
- Data flow
- Concurrent constraint programming
- Threads
- Software transactional memory
- Petri nets

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Process calculi

Encouraged by the success of typed functional languages (like ML progenitor of Scala and F#) based on the typed lambda calculus Milner and Hoare were looking for algebraic models of concurrency for reasoning, verification and ultimately execution

operational semantics

denotational semantics

- CCS, CSP

both assumed fixed communication topology

- π -calculus, join calculus, blue calculus

- ambient calculus

allowed dynamic communication topology

arguably the first model to directly address distribution



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Example: the rho calculus

a simpler variant of π -calculus -- yet higher order

These are the ingredients of a complete specification of a DSL:
Syntax, Structural Equivalence and Reduction Rules

Syntax

$P, Q ::= 0$

$| x?(y_1, \dots, y_n)P$

$| x!(Q_1, \dots, Q_n)$

$| P|Q$

$| *x$

$x, y ::= @<P>$

Structural Equivalence

$P | 0 = P$

$P | Q = Q | P$

$P = Q \Rightarrow @<P> = @<Q>$

$@<*@<P>> = @<P>$

Reduction Rules

$x?(y_1, \dots, y_n)P | x!(Q_1, \dots, Q_n)$

$\rightarrow P\{ @<Q_1>/y_1, \dots, @<Q_n>/y_n \}$

$P \rightarrow P' \Rightarrow P | Q \rightarrow P' | Q$

Like the lambda calculus -- full specification of the language fits on a page!

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Example: the rho calculus

a simpler variant of π -calculus -- yet higher order

Like the lambda calculus -- has the potential to be typed!

Syntax

$P, Q ::= 0$

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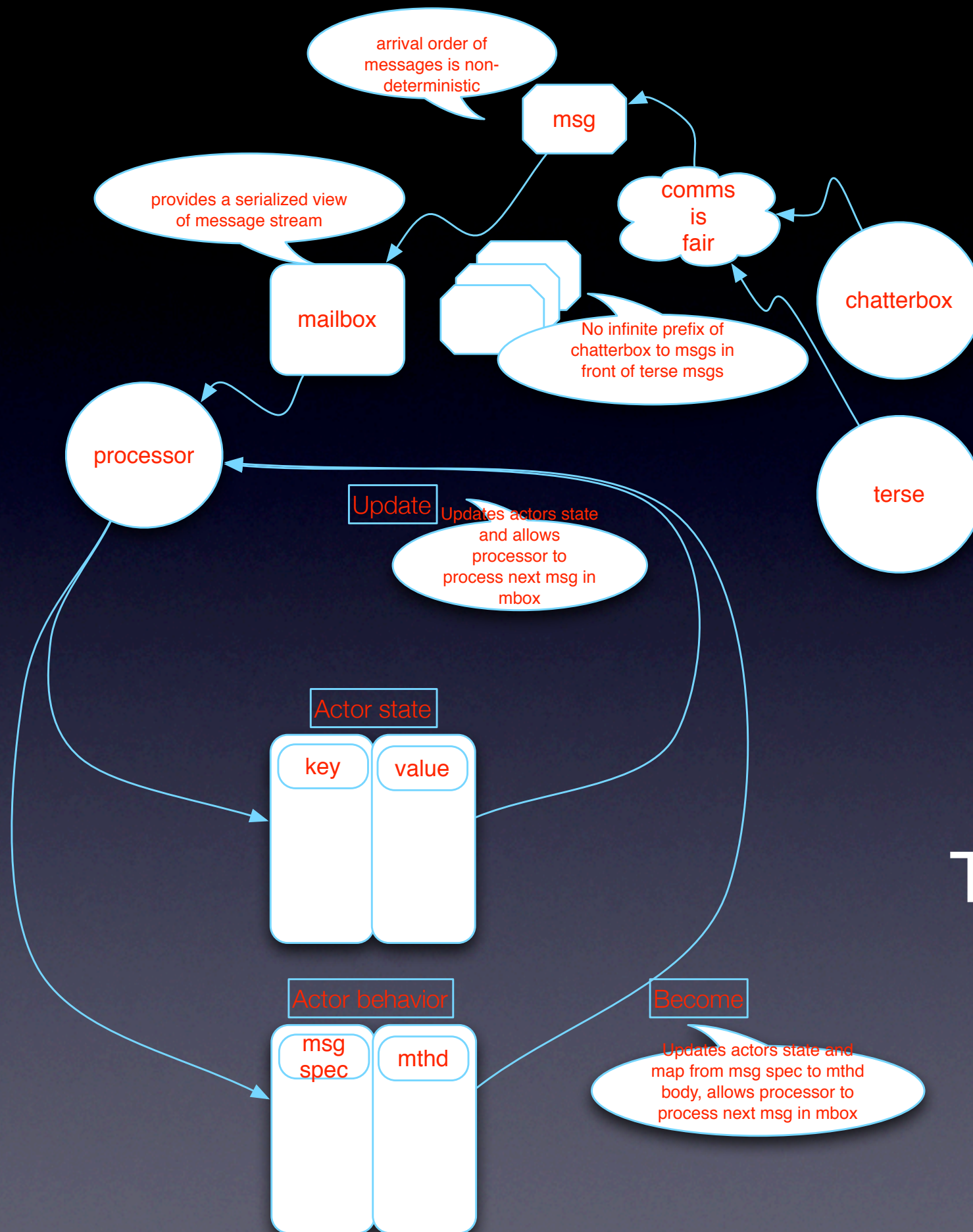
Actors

- What is an actor?
- How does that relate to what's out there today?

That's a great question! We're still waiting for a specification of what the actual computational model is from the various modern libraries.

The older language-based proposals -- ABCL, ABLC/R, Rosette, etc -- were pretty clear

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The actor model

Data flow

- Not what steps, but what data
- Combinators are boxes with typed ports
- Natural segue to concurrent constraint programming
- Scala concurrent collections + delimited continuations could provide a substrate for dataflow model

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Threads



- Synchronization
 - Locks
 - Monitors
- Sharing
 - Potentially everything is shared!
 - Mutate at your own risk

This is an old story, now. We don't need to be reminded of the pain...

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Monads

```
for(  
  event1 <- evntStrm1( pattern1 );  
  ...  
  eventN <- evntStrmN( patternN );  
  if ( condWithPossibleBacktracking( event, ..., eventN ) )  
) {  
  handle( event1, ..., eventN )  
}
```

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Monads

Generalizes

```
select E1 ... En from DataSource1 ...  
DataSourceN  
  
where cond  
  
return handle( E1, ..., En )
```

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Monads

- LINQ
- Map/reduce
 - Hadoop
 - ...
- RX frameworks

Hiding inside these we find monadic structure --
which can be accessed by a polymorphic form of
SELECT-FROM-WHERE

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Comparison

	Process calculi	Actors	Data flow	Threads
Parallel	★	★	★	★
Concurrent	★	★		★
Distributed	★	★		
Programming	★	★	★	★
Reasoning	★		★	
Composes	★	★	★	
Transactional	★	★	★	★

Meaning plays well with transactions

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Arguably, STM mitigates this...

Comparison

	Process calculi	Monads
Parallel	★	★
Concurrent	★	★
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Reasoning	★	★
Composes	★	★
Transactional	★	★

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Conclusions

- In the world of *sequential* computation typed functional languages are winning out as providing a model of computation that scales in terms of
 - complexity management
 - cost management
 - performance

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Conclusions

- In the world of side-by-side computation we are still waiting for a model or family of models of computation that scales in terms of
 - complexity management
 - cost management
 - performance

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Conclusions

- No one size fits all answer
- Know your domain
- When locality is clear use it!
- Types are coming soon!

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