Programming Paradigms

Lecture 8

Slides are from Prof. Chin Wei-Ngan from NUS

Declarative Concurrency

Reminder of Last Lecture

- Programming techniques
  - Types
  - Abstract data types
  - Haskell
  - Design methodology : functors + modules

Overview

- Declarative concurrency
- Mechanisms of concurrent program
- Streams
- Demand-driven execution
  - execute computation, if variable needed
  - needs suspension by a thread
  - requested computation is running in new thread
- By-Need triggers
- Lazy functions

The World is Concurrent!

- Concurrent programs

  several activities execute

  simultaneously (concurrently)
- Most of the software used are concurrent
  - operating system: IO, user interaction, many processes, …
  - web browser, Email client, Email server, …
  - telephony switches handling many calls
  - …

Why Should We Care?

- Software must be concurrent…

  … for many application areas
- Concurrency can be helpful for constructing programs
  - organize programs into independent parts
  - concurrency allows to make them independent with respect to how to execute
  - essential: how do concurrent programs interact?
- Concurrent programs can run faster on parallel machines (including clusters and cores)

Concurrency and Parallelism

- **Concurrency** is *logically simultaneous processing* which can also run on sequential machine.
- **Parallelism** is *physically simultaneous processing* and it involves multiple processing elements and/or independent device operations.
- A **computer cluster** is a group of connected computers that work together as a unit. One popular implementation is a cluster with nodes running Linux with support library (for parallelism).

Concurrent Programming is Difficult…

- This is the traditional belief
- The truth is: concurrency is *very* difficult…

  … if used with inappropriate tools and programming languages
- Particularly troublesome : *state* and *concurrency*

Concurrent Programming is Easy…

- Oz (as well as Erlang) has been designed to be very good at concurrency…
- Essential for concurrent programming here
  - data-flow variables

    very simple interaction between concurrent programs, mostly automatic
  - light-weight threads

Declarative Concurrent Programming

- What stays the same
  - the result of your program
  - concurrency does not change the result
- What changes
  - programs can compute incrementally
  - incremental input… (such as reading from a network connection) … and incremental processing

Threads

Our First Concurrent Program

```
declare X0 X1 X2 X3
thread X1 = 1 + X0  end
thread X3 = X1 + X2 end
{Browse [X0 X1 X2 X3]}
```

- Browser will show `[X0 X1 X2 X3]`
  - variables are not yet assigned

Our First Program

```
declare X0 X1 X2 X3
thread X1 = 1 + X0  end
thread X3 = X1 + X2 end
{Browse [X0 X1 X2 X3]}
```

- Both threads are suspended
  - `X1 = 1 + X0` suspended; `X0` unassigned
  - `X3 = X1 + X2` suspended; `X1`, `X2` unassigned

Our First Program

```
declare X0 X1 X2 X3
thread X1 = 1 + X0  end
thread X3 = X1 + X2 end
{Browse [X0 X1 X2 X3]}
```

- Feeding `X0 = 4`

Our First Program

```
declare X0 X1 X2 X3
thread X1 = 1 + X0  end
thread X3 = X1 + X2 end
{Browse [X0 X1 X2 X3]}
```

- Feeding `X0 = 4`
  - First thread can execute, binds `X1` to `5`

Our First Program

```
declare X0 X1 X2 X3
thread X1 = 1 + X0  end
thread X3 = X1 + X2 end
{Browse [X0 X1 X2 X3]}
```

- Feeding `X0 = 4`
  - First thread can execute, binds `X1` to `5`
  - Browser shows `[4 5 X2 X3]`

Our First Program

```
declare X0 X1 X2 X3
thread X1 = 1 + X0  end
thread X3 = X1 + X2 end
{Browse [X0 X1 X2 X3]}
```

- Second thread is still suspended
  - Variable `X2` is still not assigned

Our First Program

```
declare X0 X1 X2 X3
thread X1 = 1 + X0  end
thread X3 = X1 + X2 end
{Browse [X0 X1 X2 X3]}
```

- Feeding `X2 = 2`
  - Second thread can execute, binds `X3` to `7`
  - Browser shows `[4 5 2 7]`

Threads

- A **thread** is simply an executing program.
- A program can have more than one thread.
- A thread is created by :

  thread $\langle s \rangle$ **end**

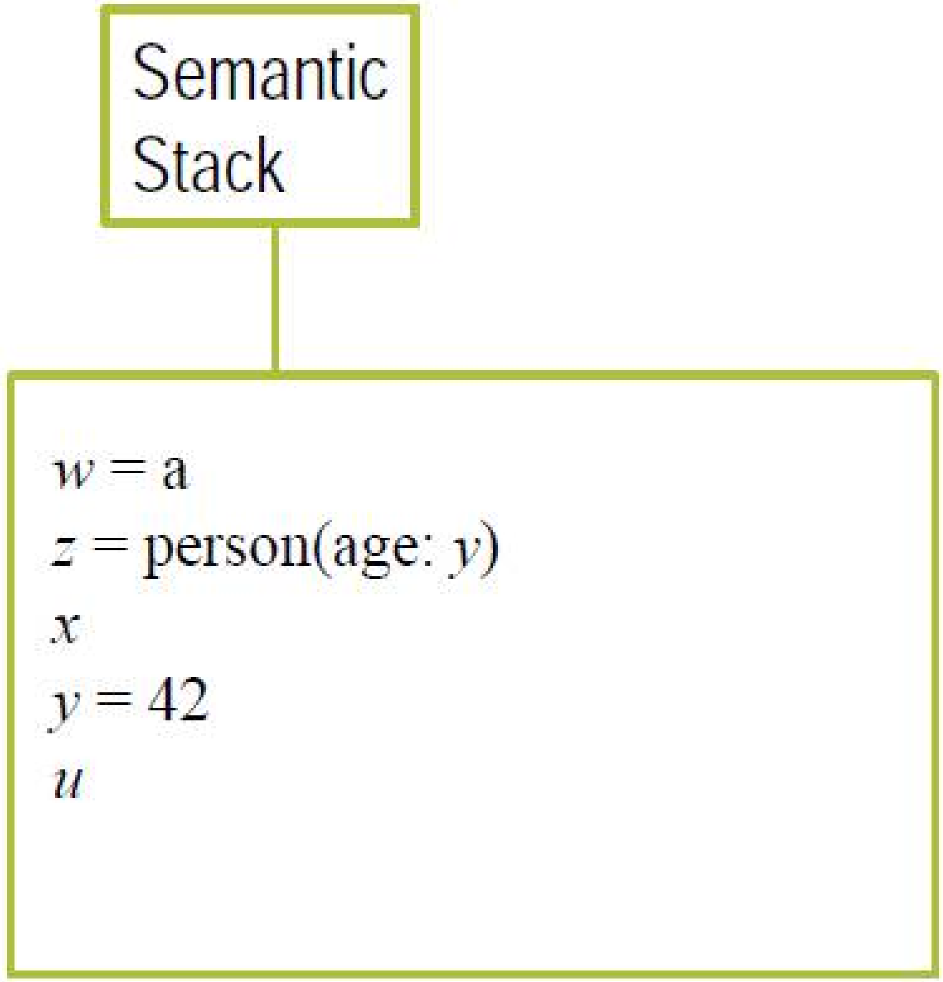
- Threads compute
  - independently
  - as soon as their statements can be executed
  - interact by binding variables in store

The Browser

- Browser is implemented in Oz as a thread.
- It also runs whenever browsed variables are bound
- It uses some extra functionality to look at unbound variables

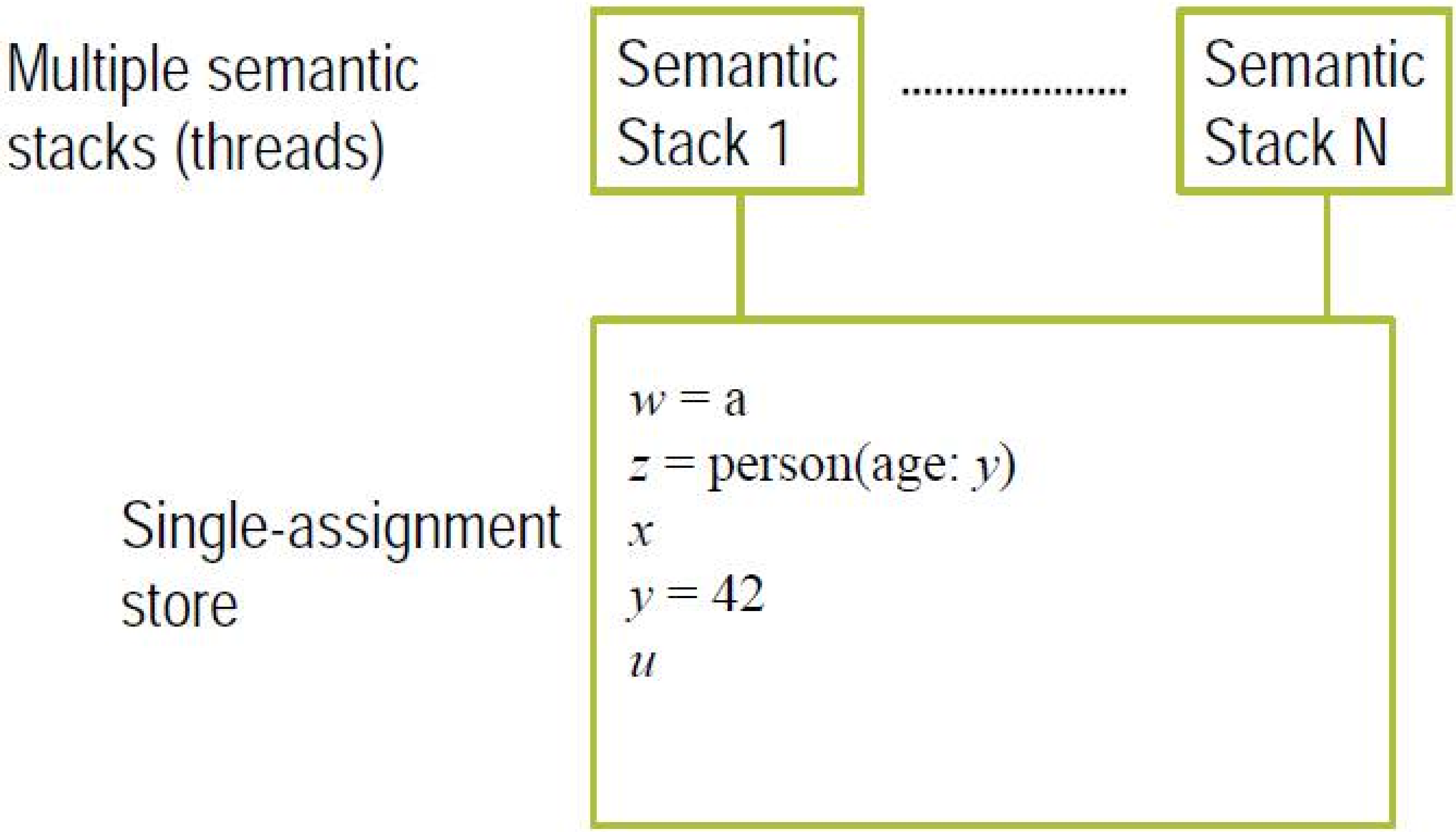
Sequential Model

Statements are executed sequentially from a single semantic stack



Single-assignment store

Concurrent Model

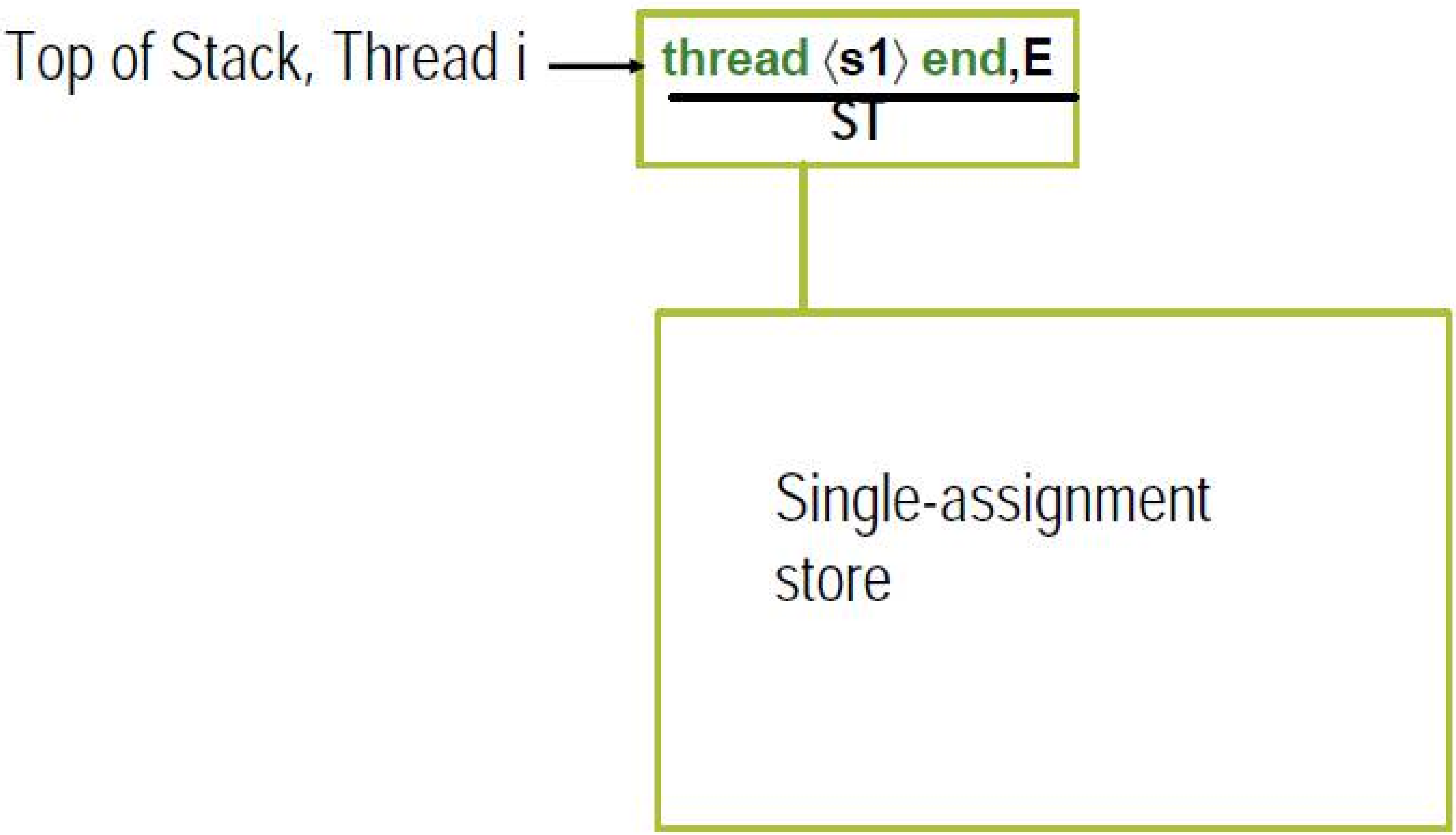


Concurrent Declarative Model

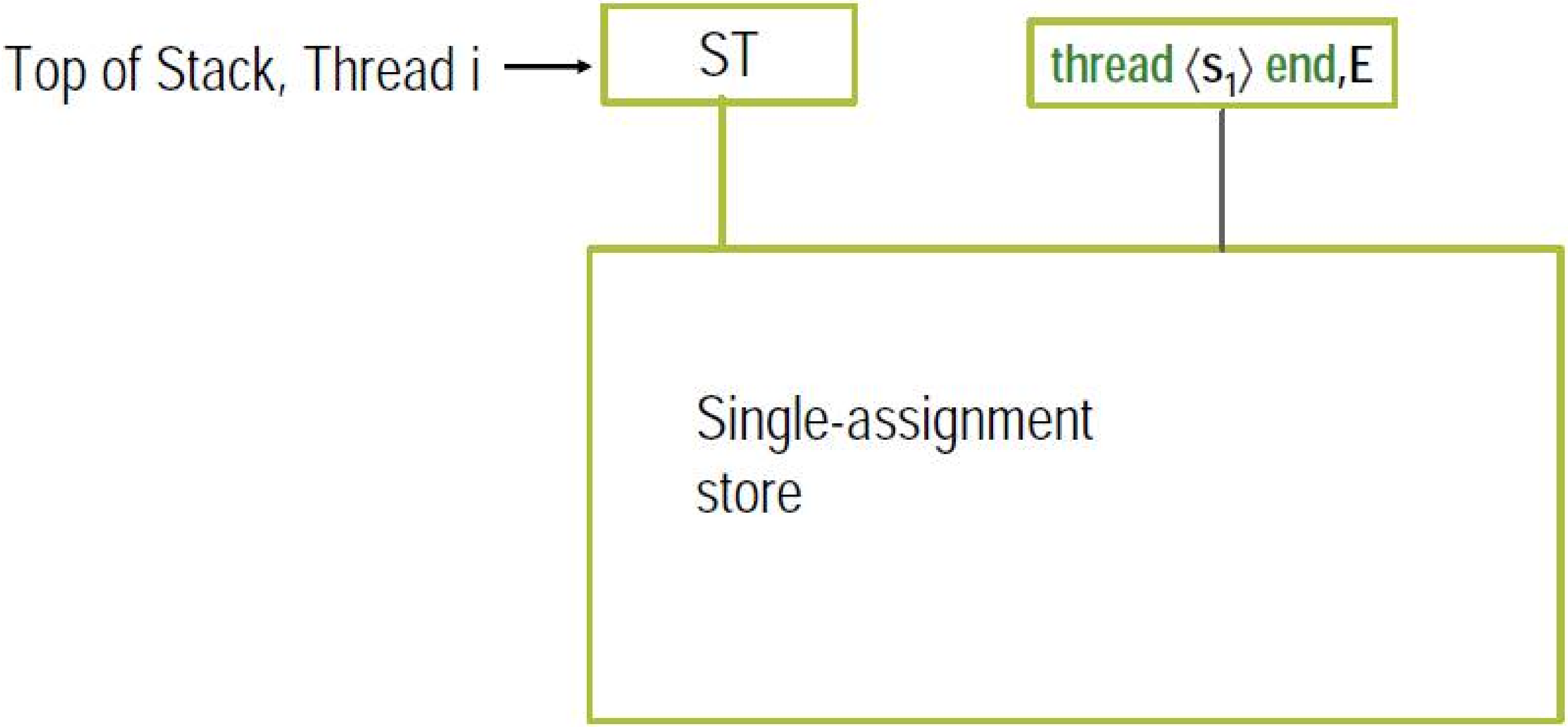
Kernel language extended with thread creation

⟨s⟩	::=	skip	*empty statement*
	|	⟨x⟩ = ⟨y⟩	*variable-variable binding*
	|	⟨x⟩ = ⟨v⟩	*variable-value binding*
	|	⟨s_1⟩ ⟨s_2⟩	*sequential composition*
	|	local ⟨x⟩ in ⟨s_1⟩ end	*declaration*
	|	proc {⟨x⟩ ⟨y_1⟩ … ⟨y_n⟩ } ⟨s_1⟩ end	*procedure introduction*
	|	if ⟨x⟩ then ⟨s_1⟩ else ⟨s_2⟩ end	*conditional*
	|	{ ⟨x⟩ ⟨y_1⟩ … ⟨y_n⟩ }	*procedure application*
	|	case ⟨x⟩ of ⟨pattern⟩ then ⟨s_1⟩ else ⟨s_2⟩ end	*pattern matching*
	|	**thread ⟨s_1⟩ end**	***thread creation***

The Concurrent Model



The Concurrent Model



Basic Concepts

- Model allows multiple statements to execute "*simultaneously*" ?
- Can imagine that these threads really execute in parallel, each has its own processor, but share the same memory
- Reading and writing different variables can be done simultaneously by different threads
- Reading the same variable can be done *concurrently*.
- Writing to the same variable to be done *sequentially*.

Causal Order

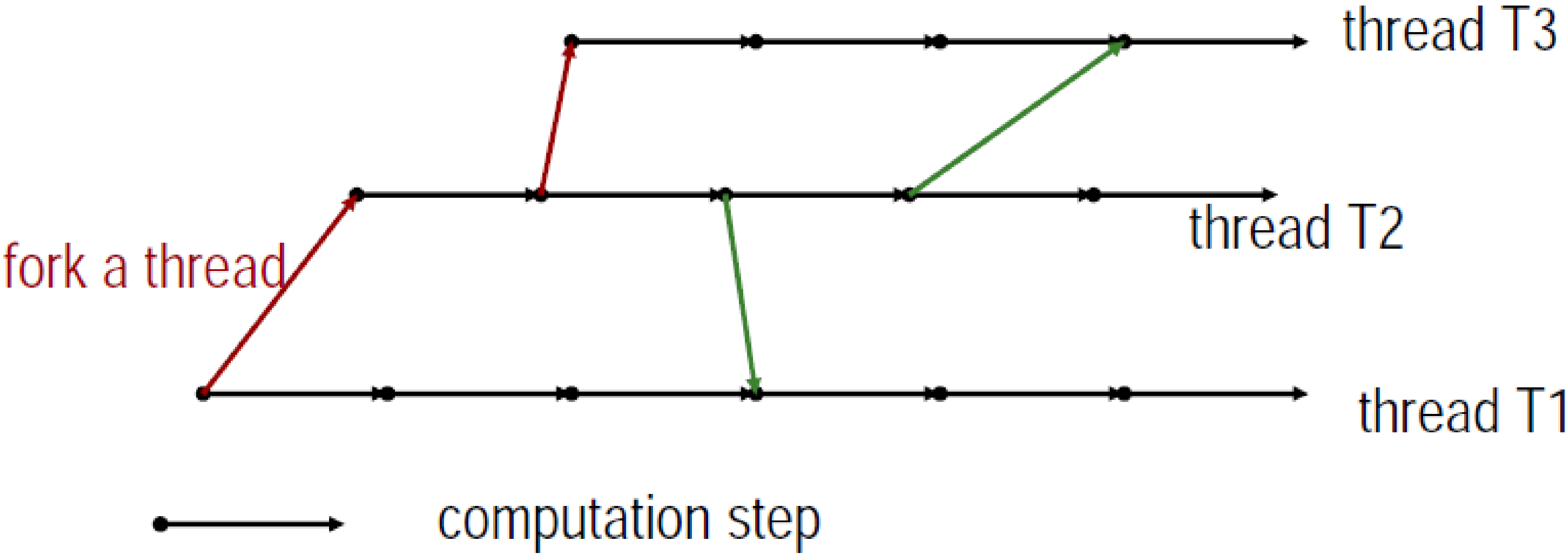
- In a sequential program, all execution states are *totally ordered*
- In a concurrent program, all execution states *of a given thread* are totally ordered
- But, ... the execution state of the concurrent program as a whole is **partially ordered**

Total Order

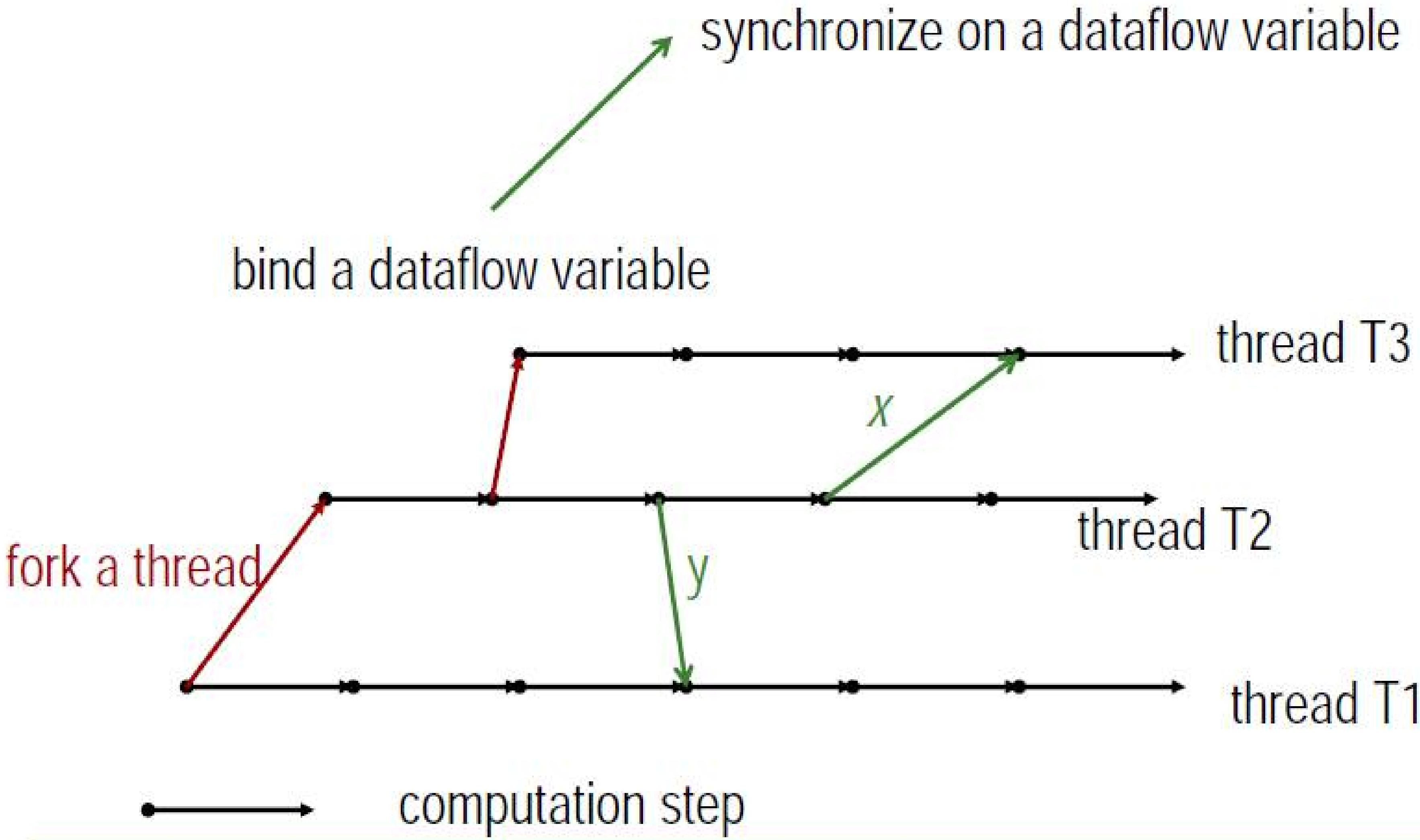
- In a sequential program all execution states are *totally ordered*
- Computation step: transition between two consecutive execution states

Causal Order in the Declarative Model

- In a concurrent program all execution states of a given thread are totally ordered
- The execution state of the concurrent program is *partially ordered*



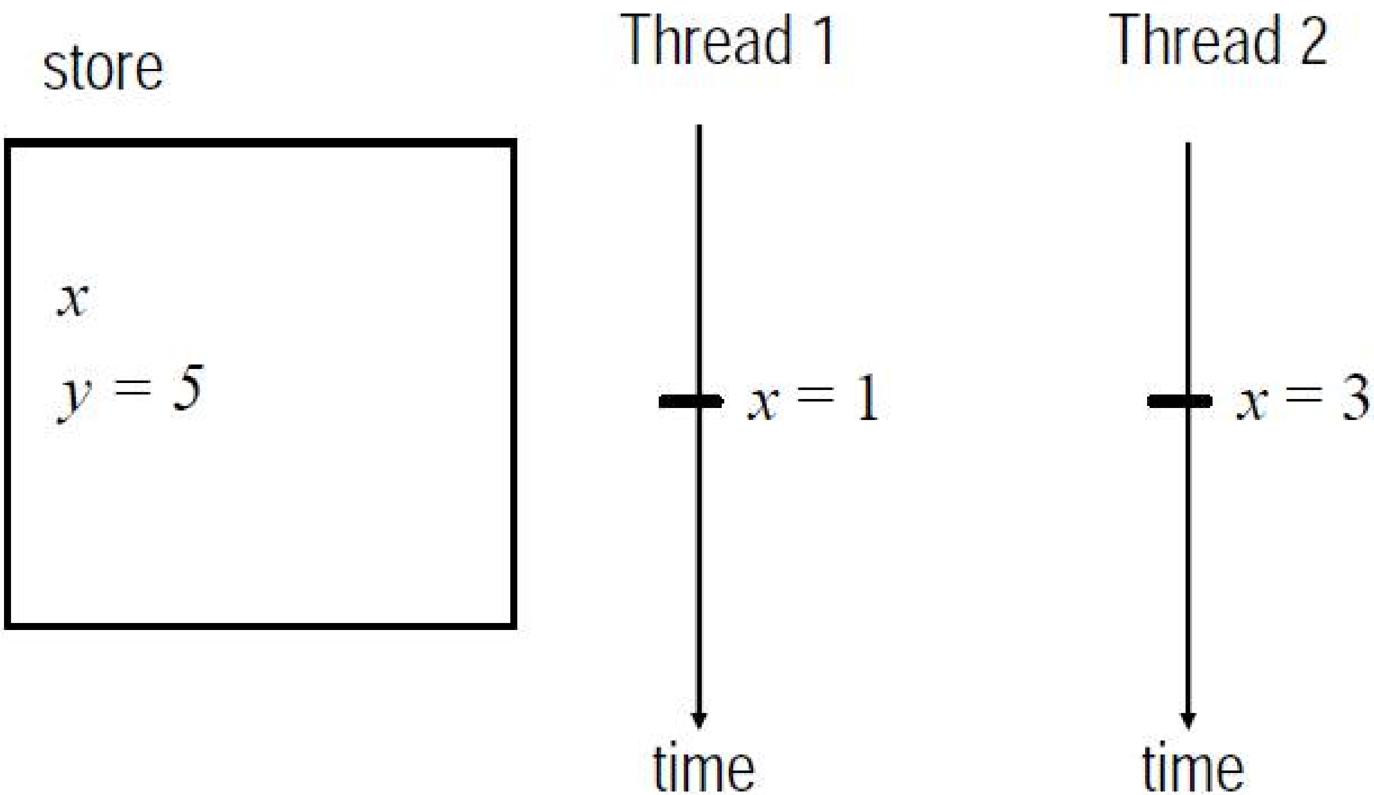
Causal Order in the Declarative Model



Nondeterminism

- An execution is *nondeterministic* if there is a computation step in which there is a **choice** what to do next
- Nondeterminism appears naturally when there are multiple concurrent states

Example of Nondeterminism



- The thread that binds x first will continue, the other thread will raise an exception

Nondeterminism

- If there is only one binder for each dataflow variable, nondeterminism is not *observable* on the store.
- That is the store has the same final results.
- Hence, for correctness we can ignore the concurrency
- This concept is known as ”Declarative Concurrency”.

Declarative concurrency

- *Declarative programming (Reminder)*:
  - the output of a declarative program should be a mathematical function of its input.
- *Functional programming (Reminder)*:
  - the program executes with some input values and when it terminates, it has returned some output values.
- *Data-driven concurrent model*: a **concurrent** program is **declarative** if all executions with a given set of inputs have one of two results:
  - (1) they all do not terminate or
  - (2) they all eventually reach partial termination and give results that are logically equivalent.

Partial Termination. Example

```
fun {Double Xs}
case Xs of
   nil then nil
   [] X|Xr then 2*X|{Double Xr} end
end
Ys={Double Xs}
```

- As long as input stream `Xs` grows, then output stream `Ys` grows too. The program never terminates.
- However, if the input stream stops growing, then the program will eventually stop executing too.
- The program does *a partial termination*.

Partial Termination. Examples

- If the inputs are bound to some partial values, then the program will eventually end up in partial termination. Also, the outputs will be bound to some partial values.
- What is the relation of outputs in terms of inputs when we consider partial values?
- Example:

  `Xs=1|2|3|Xr` → `Ys` will be bound to `2|4|6|_`
- Having `Xr=4|5|Xr1`, we get `Ys` bound to `2|4|6|8|10|_`
- Making `Xr1=nil`, we get `Ys` bound to `[2 4 6 8 10]`

Logical Equivalence. Examples

- What does store contents being “the same” means?
- **Example 1**:
  - Case 1: `X=1 Y=X`
  - Case 2: `Y=X X=1`
- The store contents is the same for both cases
- **Example 2**:
  - Case 1: `X=foo(Y W) Y=Z`
  - Case 2: `X=foo(Z W) Y=Z`
- The store contents is the same for both cases

Logical Equivalence

- A set of store bindings is called a **constraint**.

- For each variable *x* and constraint *c*, we define *values*(*x*, *c*) to be the set of all possible values *x* can have, given that *c* holds.

  Example: $values(x, 2<x<8)=\{3,4,5,6,7\}$

  arbitrary constraint

Logical Equivalence

- Two constraints $c1$ and $c2$ are *logically equivalent* if:

  (1) they contain the same set of variables, and

  (2) for each variable x, $values(x, c1) = values(x, c2)$.

Logical Equivalence. Example

- **Example**:
  - suppose that x, y, z, and w are store variables.
  - the constraint

    $$x = \text{foo}(y\ w) \wedge y = z$$

  - is *logically equivalent* to the constraint

    $$x = \text{foo}(z\ w) \wedge y = z.$$

- **Reason**: $y = z$ forces y and z to have the same set of possible values, so that foo(y w) defines the same set of values as foo(z w).

Scheduling

- The choice of which thread to execute next and for how long is done by the *scheduler*
- A thread is *runnable* if its next statement to execute is not blocked on a dataflow variable, otherwise the thread is *suspended*

Scheduling

- A scheduler is *fair* if it does not starve each runnable thread
  - All runnable threads execute eventually

- Fair scheduling makes it easier to reason about programs

- Otherwise some runnable programs will never get its turn for execution.

Example of Runnable Threads

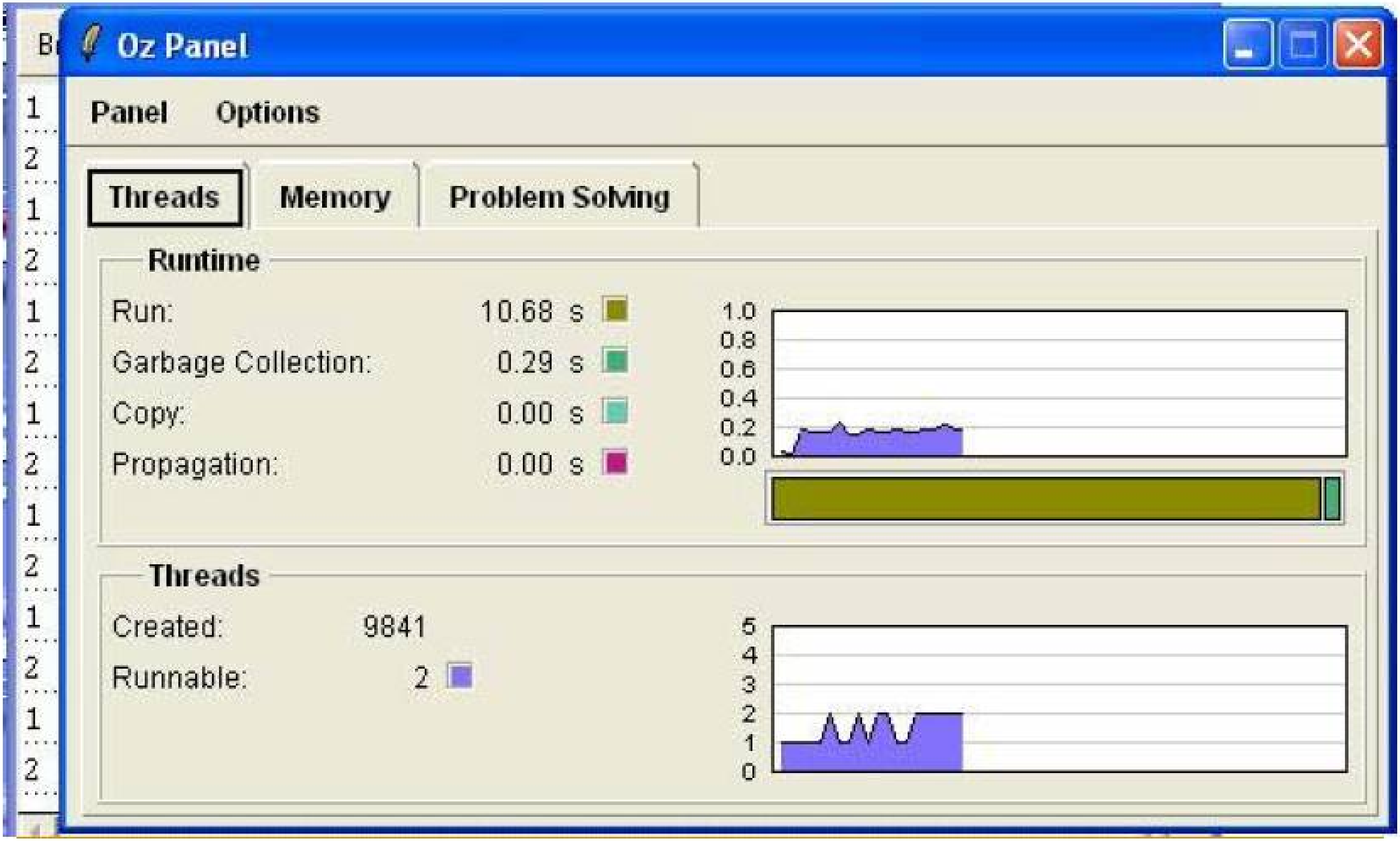
```
thread
  for I in 1..10000 do {Browse 1} end
end
thread
  for I in 1..10000 do {Browse 2} end
end
```

Example of Runnable Threads

```
thread
   for I in 1..10000 do {Browse 1} end
end
thread
   for I in 1..10000 do {Browse 2} end
end
```

- This program will interleave the execution of two threads, one printing 1, and the other printing 2
- fair scheduler

Example of Runnable Threads



Dataflow Computation

- Threads suspend when dataflow variables needed are not yet bound
- `{Delay X}` primitive makes the thread suspends for `X` milliseconds, after that the thread is runnable

```
declare X
{Browse X}
local Y in
   thread {Delay 1000} Y = 10*10 end
   X = Y + 100*100
end
```

Concurrency is Transparent

Example : a concurrent map operation

```
fun {CMap Xs F}
    case Xs
    of nil  then nil
    [] X|Xr then
        thread {F X} end | {CMap Xr F}
    end
end
```

Concurrency is Transparent

```
fun {CMap Xs F}
    case Xs
    of nil  then nil
    [] X|Xr then
        thread {F X} end | {CMap Xr F}
    end
end
```

thread … end can also be used as expression

Concurrency is Transparent

- What happens:

```
declare F
{Browse {CMap [1 2 3 4] F}}
```

- Browser shows `[_ _ _ _]`
  - `CMap` computes the list skeleton
  - newly created threads suspend until `F` becomes bound

Concurrency is Transparent

- What happens:

```
F = fun {$ X} X+1 end
```

- Browser shows `[2 3 4 5]`

Cheap Concurrency and Dataflow

- Declarative programs can be easily made concurrent
- Just use the `thread` statement where concurrency is needed

Cheap Concurrency and Dataflow

```
fun {Fib X}
    if X==0 then 0
    elseif X==1 then 1
    else
        thread {Fib X-1} end + {Fib X-2}
    end
end
```

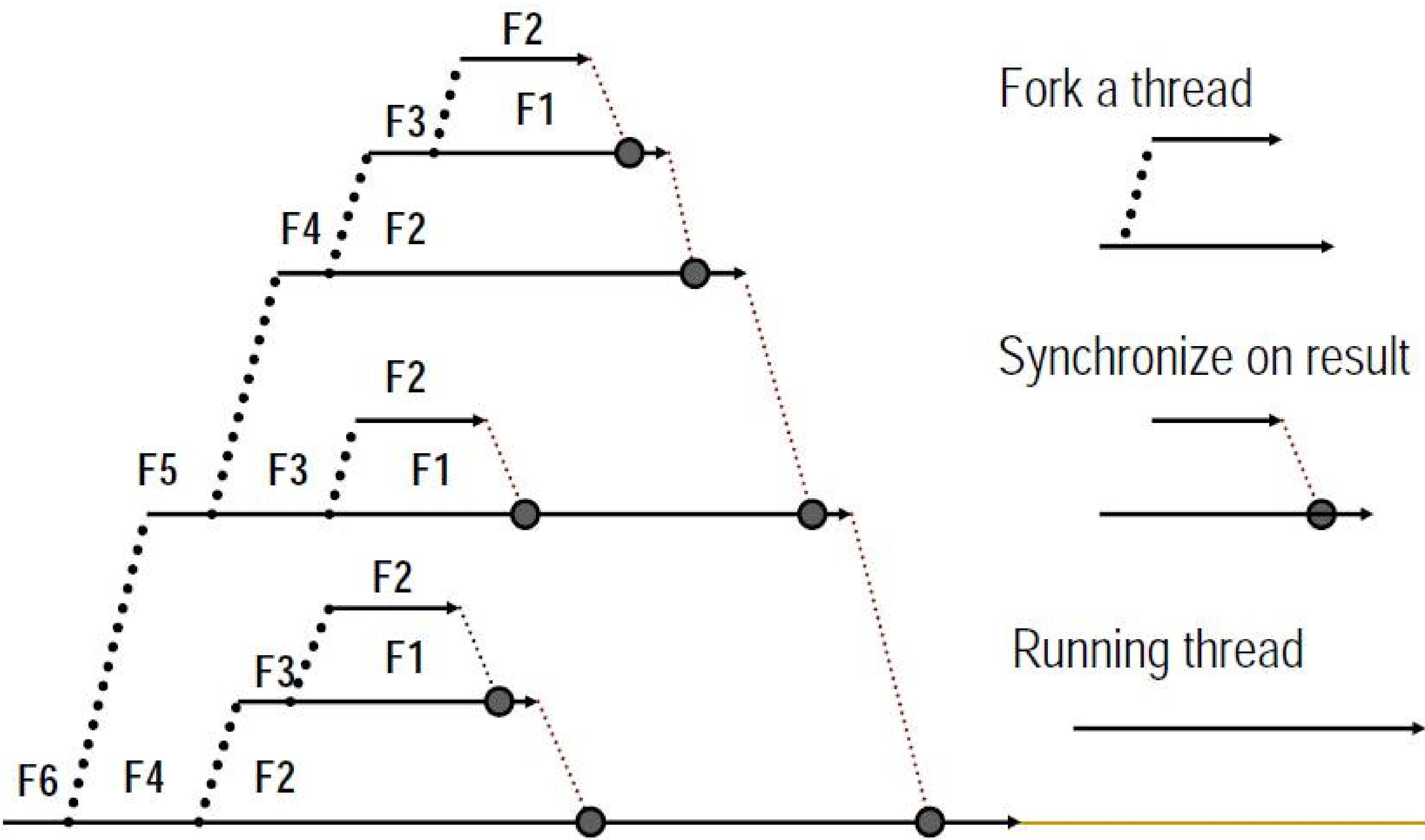
Understanding why

```
fun {Fib X}
   if X==0 then 0 elseif X==1 then 1
   else  Y1 Y2 in
    Y1    =  thread {Fib X-1} end
    Y2    =  {Fib X-2}
    Y1 + Y2
  end
end
```

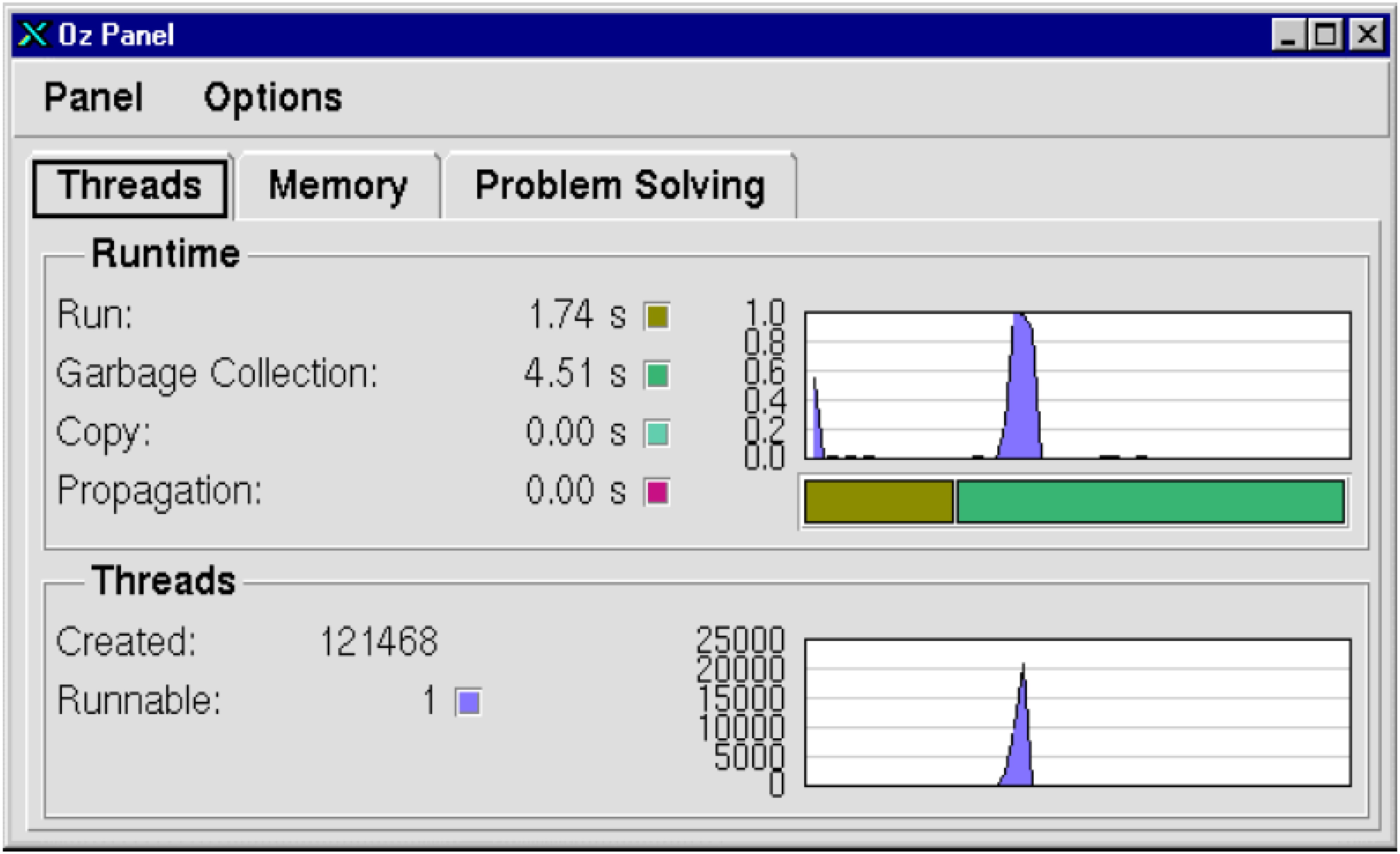
Dataflow dependency

Execution of `{Fib 6}`

`{Fib 6}` is denoted as **F6**,...



Fib


Oz Panel
Panel
Options
Threads
Memory
Problem Solving
Runtime
Run: 1.74 s
Garbage Collection: 4.51 s
Copy: 0.00 s
Propagation: 0.00 s
1.0
0.8
0.6
0.4
0.2
0.0
Threads
Created: 121468
Runnable: 1
25000
20000
15000
10000
5000
0

Streams

Streams

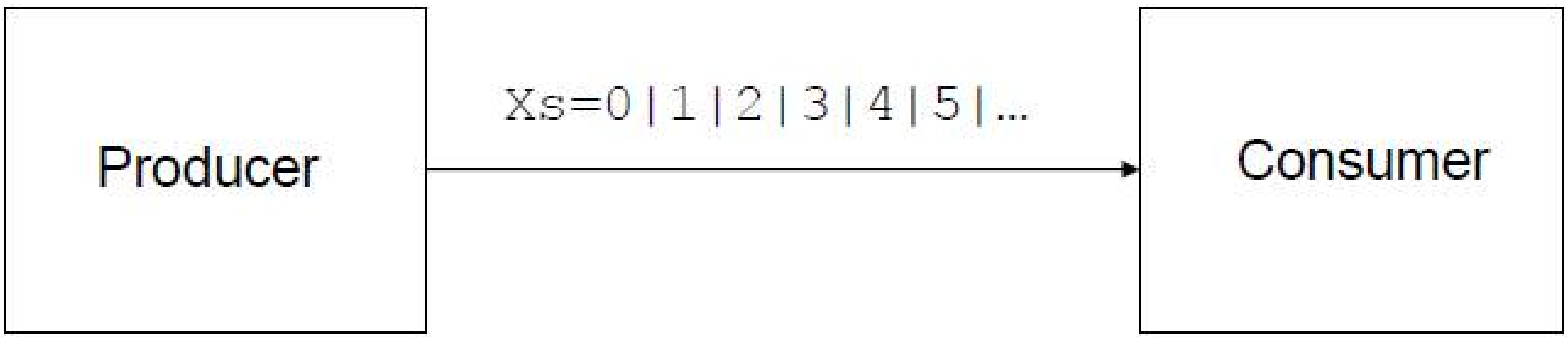
- A most useful technique for declarative concurrent programming to use **streams** to communicate between threads.
- A **stream** is a potentially unbounded list of messages, i.e., it is a list whose tail is an unbound dataflow variable.
- A thread communicating through streams is a kind of "active object", also called **stream object**.
- A sequence of stream objects each of which feeds the next is called a **pipeline**.
- **Deterministic stream programming**: each stream object always knows for each input where the next message will come from.

Producer ⇔ Consumer

```
thread X={Produce} end
thread Result={Consume X} end
```

- Typically, what is produced will be put on a list that never ends (without `nil`), called **stream**
- **Consumer** (also called **sink**) consumes as soon as **producer** (also called **source**) produces

Producer/Consumer Stream



`Xs={Produce 0 Limit}`

`S={Consume Xs 0}`

Example: Producer ⇔ Consumer

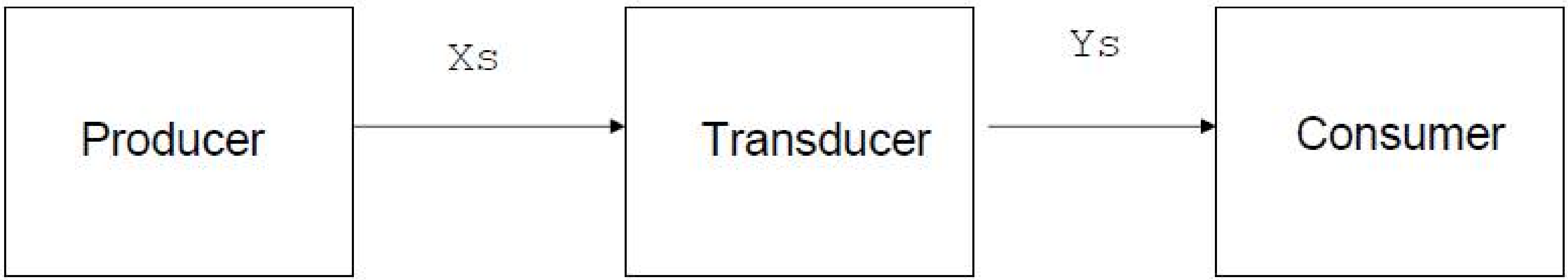
```
fun {Produce N Limit}
    if N<Limit then
        N|{Produce N+1 Limit}
    else nil end
end
fun {Consume Xs Acc}
    case Xs of X|Xr then
        {Consume Xr Acc+X}
    [] nil then Acc
    end
end
```

Stream Transducer. Example

```
thread Stream={Produce 0 1000} end
thread FilterResult={Filter Stream IsOdd} end
thread Result={Consume FilterResult 0} end
```

- **Transducer**: a stream which reads the producer's output and computes a filtered stream for the consumer.
- Can be: filtering, mapping, …
- Advantages of pipeline:
  - there is no need to wait the final value of the producer
  - producer, transducer, and consumer are executed concurrently

Simple Pipeline




```
Ys = {Filter Xs ..}
```

Client ⇔ Server

- Similar to producer ⇔ consumer
- Typical scenario:
  - more clients than servers
  - server has a fixed identity
  - clients send messages to server
  - server replies
- See Next Lecture: message sending

Fairness

- Essential that even though producer can always produce, consumer also gets a chance to run
- Threads are scheduled with **fairness**
  - if a thread is runnable, it will eventually run

Thread Scheduling

- More guarantees than just fairness
- Threads are given a time slice to run
  - approximately 10ms
  - when time slice is over: thread is **preempted**
  - next runnable thread is **scheduled**
- Can be influenced by priorities
  - high, medium, low

Summary so far

- Threads
  - suspend and resume automatically
  - controlled by **data-flow variables**
  - cheap
  - execute fairly according to time-slice
- Pattern
  - producer ⇔ transducer ⇔ consumer

Demand Driven Execution

How to Control Producers?

- *Eager model*: the producer decides when enough data has been sent
- *Possible problem*: producer should not produce more than needed
- *One attempt*: make consumer the driver
  - consumer produces stream skeleton

    producer fills skeleton

Make Consumer be the Driver

```
fun {DConsume ?Xs A Limit}
   if Limit>0 then
      local X Xr in
         Xs=X|Xr {DConsume Xr A+X Limit-1}
   else A end
end
proc {DProduce N Xs}
   case Xs of X|Xr then
      X=N
      {DProduce N+1 Xr}
   end
end
```

Overall program :

```
local Xs S in
   thread {DProduce 0 Xs} end
   thread S={DConsume Xs 0 150000} end
   {Browse S}
end
```

Note that consumer controls how many elements are needed.