

Structured Wide-Area Programming

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Outline

Overview

Orc Notation

Examples

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.

-

Orchestrating Components (services)

Acquire data from services.

Calculate with these data.

Invoke yet other services with the results.

Additionally

Invoke multiple services simultaneously for failure tolerance.

Repeatedly poll a service.

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

Download a service and invoke it locally.

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

...

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, an Orchestration Theory

- **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**
- **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 |

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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.

Examples

- $CNN(d) \mid BBC(d)$: calls both CNN and BBC simultaneously.
Publishes values returned by both sites. (0, 1 or 2 values)
- $WebServer() \mid MailServer() \mid LinuxServer()$
May not publish any value.

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 $Email$.

Schematic of Sequential composition

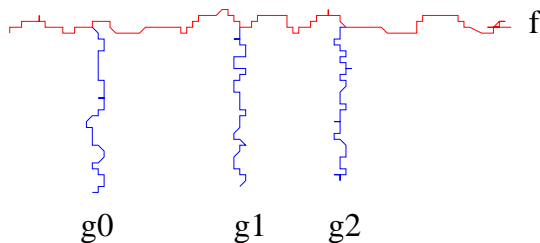


Figure: Schematic of $f >x> g$

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 $if(true)$.

Centralized Execution Model

- An expression is evaluated on a single machine (**client**).
- Client communicates with sites by messages.

Some Typical Applications

- **Account management in a bank** (Business process management):
Workflow lasting over several months
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
- **Managing a city:** (A proposal to EU)
Components integrated dynamically
The scope of software is nebulous

Some Typical Applications, contd.

- Matrix computation in a multi-core machine
- Map-Reduce using a server farm
- Concurrency management in database access
- Thread management in an operating system
- Mashups (Internet Scripting)

Time-out

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

$$z \text{ < } z \text{ < } (M() \mid (Rtimer(t) \gg 0))$$

Fork-join parallelism

Call M and N in parallel.

Return their values as a tuple after both respond.

$$((u, v) \text{ < } u \text{ < } M() \text{ < } v \text{ < } N())$$

Expression Definition

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

```
def MailLoop(a, d) =  
  MailOnce(a) >> Rtimer(d) >> 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.

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

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**
- **Function Definition; Closure**

Variable Binding; Silent expression

val $x = 1 + 2$

val $y = x + x$

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

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

Translating Functional Core to Pure Orc

- Operators to Site calls:

$1 + (2 + 3)$ to $add(1, x) \text{ } <x< \text{ } add(2, 3)$

- **if** E **then** F **else** G :

$(if(b) \gg F \mid not(b) \gg G) \text{ } <b< \text{ } E$

- **val** $x = G$ followed by F :

$F \text{ } <x< \text{ } G$

- Data Structures, Patterns: Site calls and variable bindings
- Function Definitions: Orc definitions

Comingling with Orc expressions

Components of Orc expression could be functional.

Components of functional expression could be Orc.

is $1 + 2 \mid 2 + 3,$
 $((let(x) \mid let(y)) <x< add(1, 2)) <y< add(2, 3)$

Convention: whenever expression F appears in a context where a single value is expected, convert it to $x <x< F$.

is $(1 \mid 2) + (2 \mid 3),$
 $(add(x, y) <x< (1 \mid 2)) <y< (2 \mid 3)$

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 -}

$Fib(5)$

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*) = (*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.

$val x = M() \mid u$

Interrupt f

Evaluation of f can not be directly interrupted.

Introduce a semaphore *interrupt*:

- *interrupt.release()*: to interrupt f
- *interrupt.acquire()*: responds after *interrupt.release()* has been called.

Instead of evaluating

val $z = f$

evaluate

val $(z, b) = f \triangleright x \triangleright (x, true) \mid interrupt.acquire() \triangleright x \triangleright (x, false)$

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

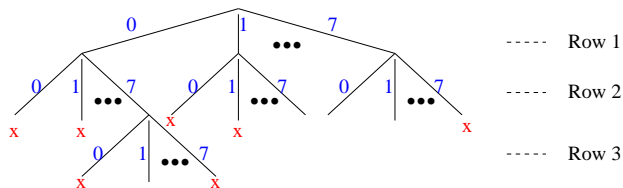


Figure: Backtrack Search for Eight queens

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

Random Permutation

```
val N = 20 -- size of permutation array
val ar = fillArray(Array(N), lambda(i) = i)

-- Randomize array a of size n,  $n \geq 1$ 
def randomize(1) = signal
def randomize(n) =
    random(n) >k>
    swapRefs(ar(n - 1), ar(k)) >> randomize(n - 1)

randomize(N)
```


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()
```

```
def rw() =
```

```
  req.get() > (b, s) >
```

```
    ( if(b) >> cb.inc() >> s.release() >> rw()
```

```
      | if(!b) >> cb.onZero()
```

```
        >> cb.inc() >> s.release() >> cb.onZero() >> rw()
```

```
    )
```

```
def start(b) =
```

```
  val s = Semaphore(0)
```

```
  req.put((b, s)) >> s.acquire()
```

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

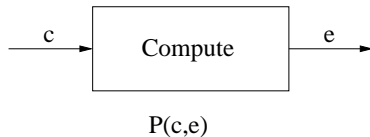


Figure: Iterative Process

Process Network

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

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

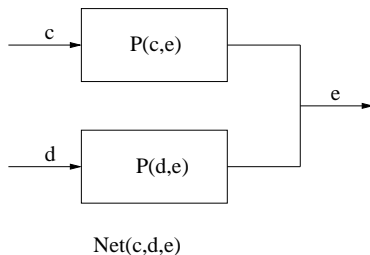


Figure: Network of Iterative Processes

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)
```

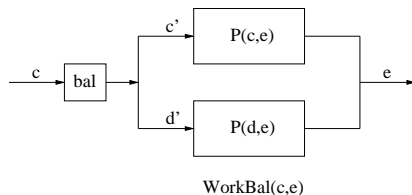


Figure: Workload Balancing in a network of Processes

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 $|$)

$$f \mid stop = f$$

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

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

$$f \mid f = f$$

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

$$stop \gg f = stop$$

$$f \gg stop = stop$$

$$signal \gg f = f$$

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

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

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

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

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