

Embracing Concurrency

for Fun, Utility & Simpler Code



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Or "what we've learnt as a part of the Kamaelia project about making concurrency something that's fun and useful, and usable by novice and advanced developers alike...
..rather than a pain in the neck"

Why?

Opportunity!

Hardware finally going
massively concurrent ...
.... PS3, high end servers, trickling down to desktops, laptops)

“many hands make light
work” but **Viewed** as Hard

... do we just have crap tools?

Problems

“And **one** language to in
the darkness bind them”

... **can** just we **REALLY** abandon 50 years of code for Erlang, Haskell
and occam?



We're Taught Wrong

Fundamental Control Structures

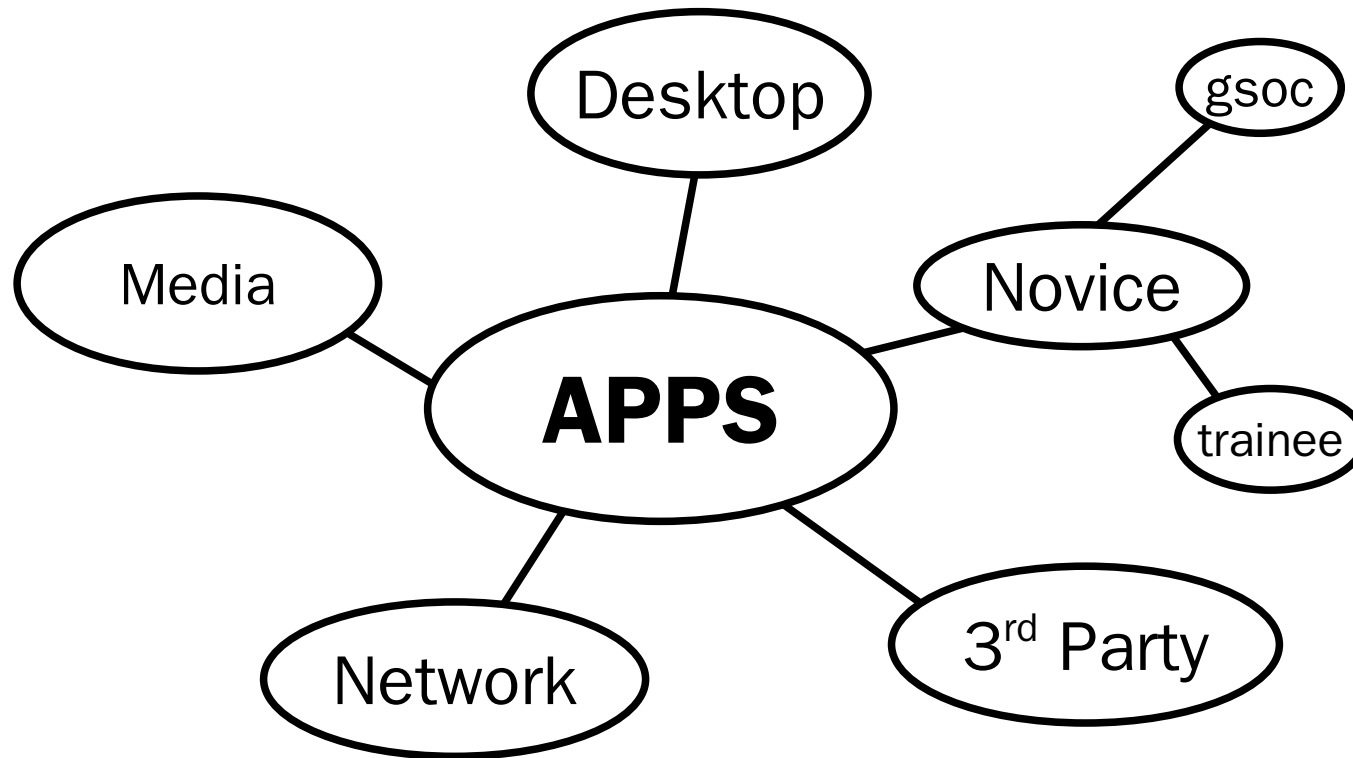
... in imperative languages **number greater than 3!**

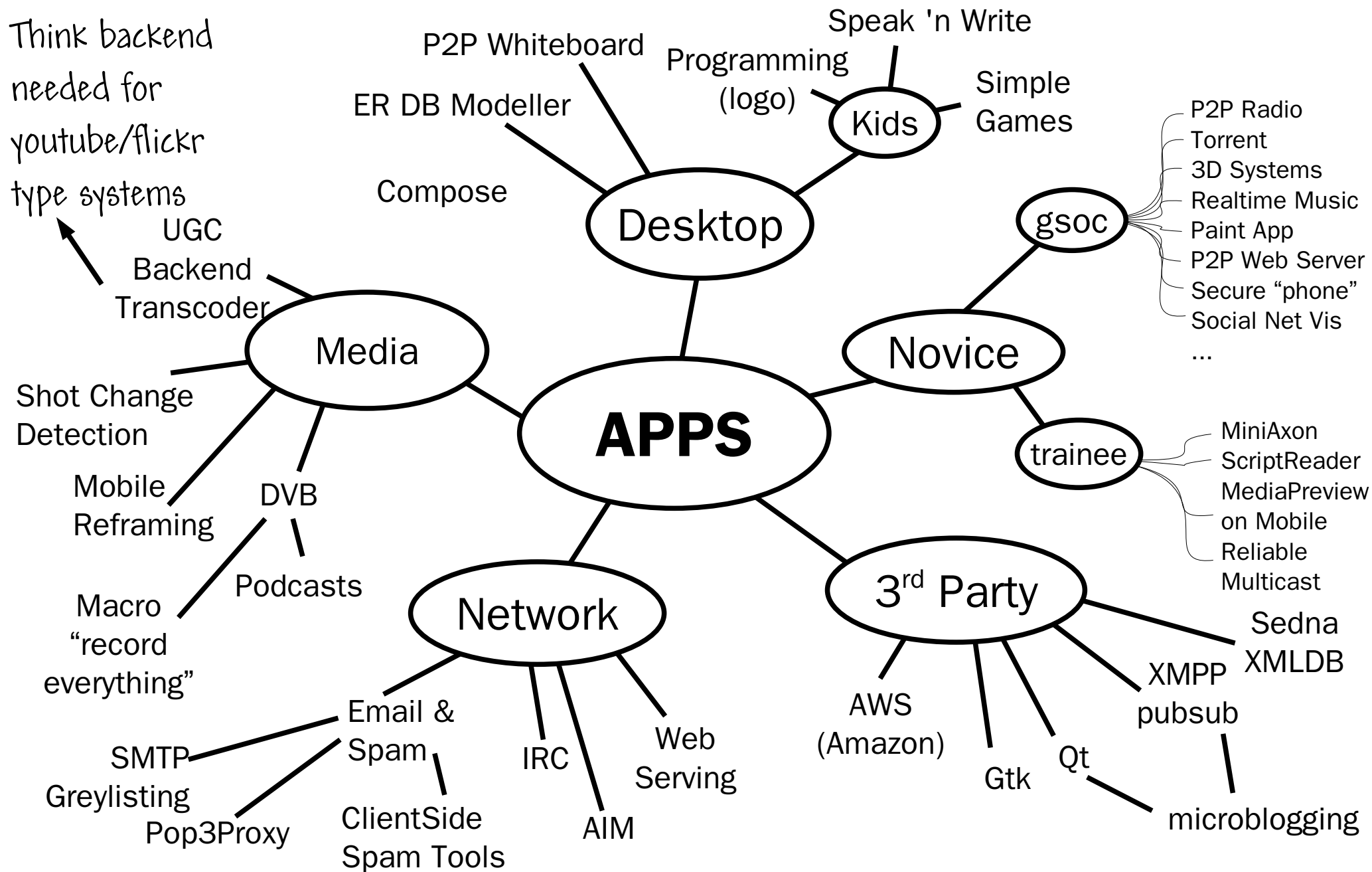
Control Structure	Traditional Abstraction	Biggest Pain Points
Sequence	Function	Global Var
Selection	Function	Global Var
Iteration	Function	Global Var
Parallel	Thread	Shared Data

Usually Skipped

**Lost or duplicate update
are most common bugs**





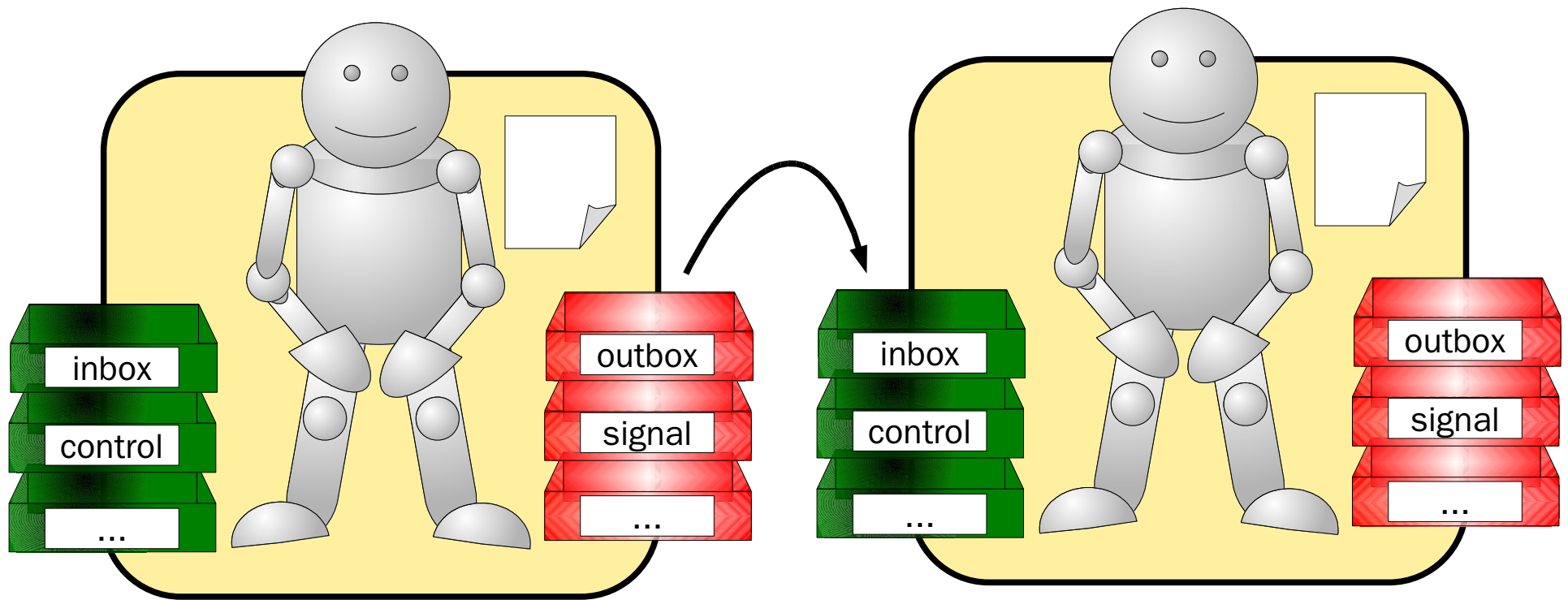


Core Approach:

Concurrent things with comms points

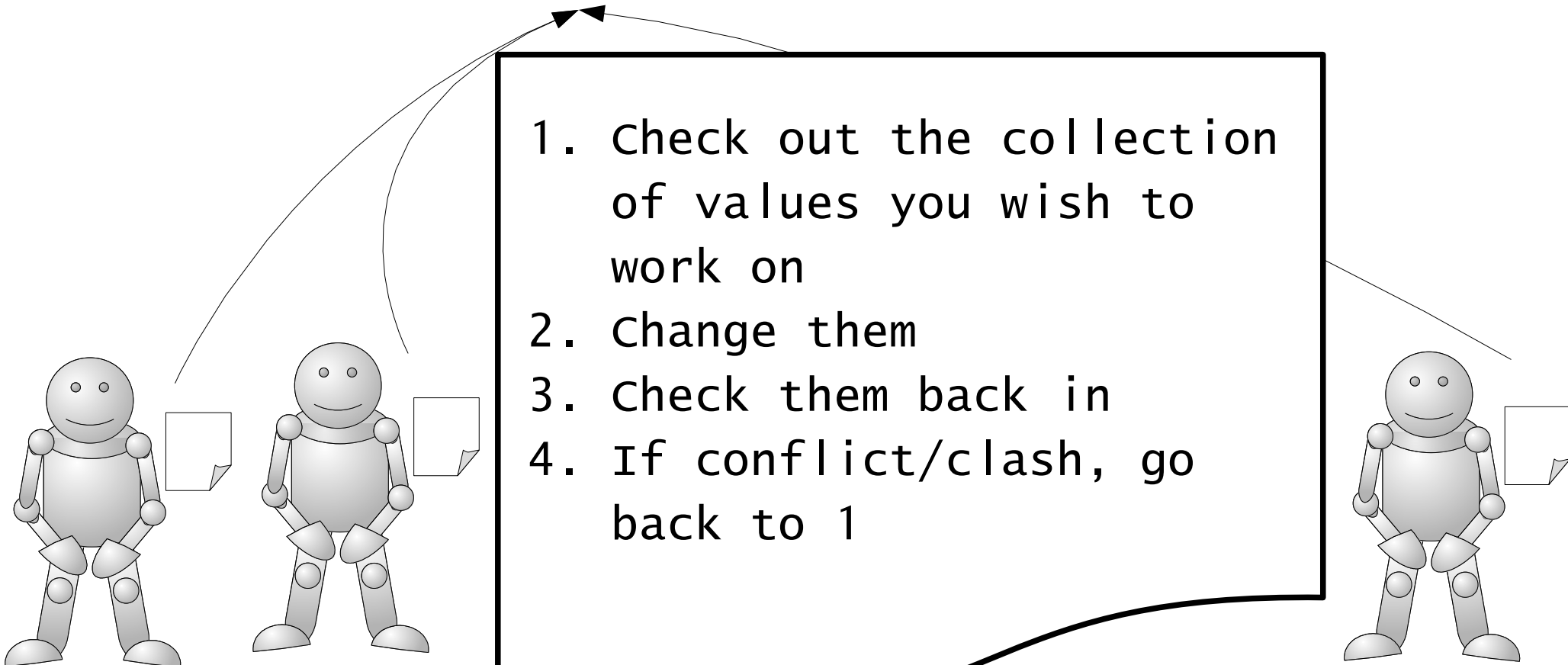
Generally send messages

Keep data private, don't share



But I must share data?

Use Software Transactional Memory
ie version control for variables.

- 
1. Check out the collection of values you wish to work on
 2. Change them
 3. Check them back in
 4. If conflict/clash, go back to 1

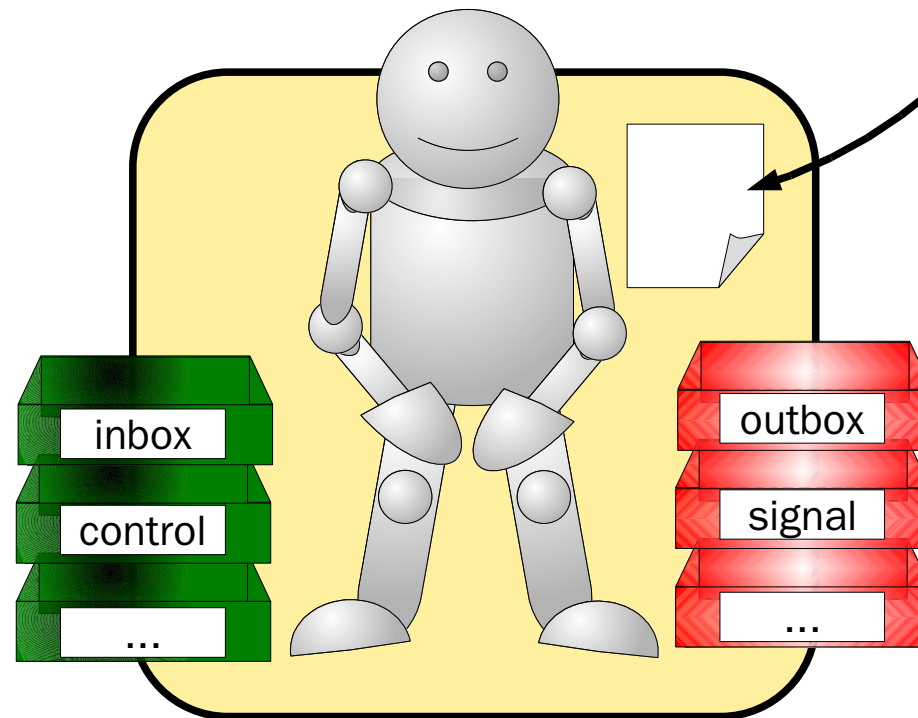


Perspectives in APIs! (1/2)

1st, 2nd, 3rd Person

1st Person - **I** change my state

2nd Person – **YOU**
want to me to do
something
(**you** send
me a message)

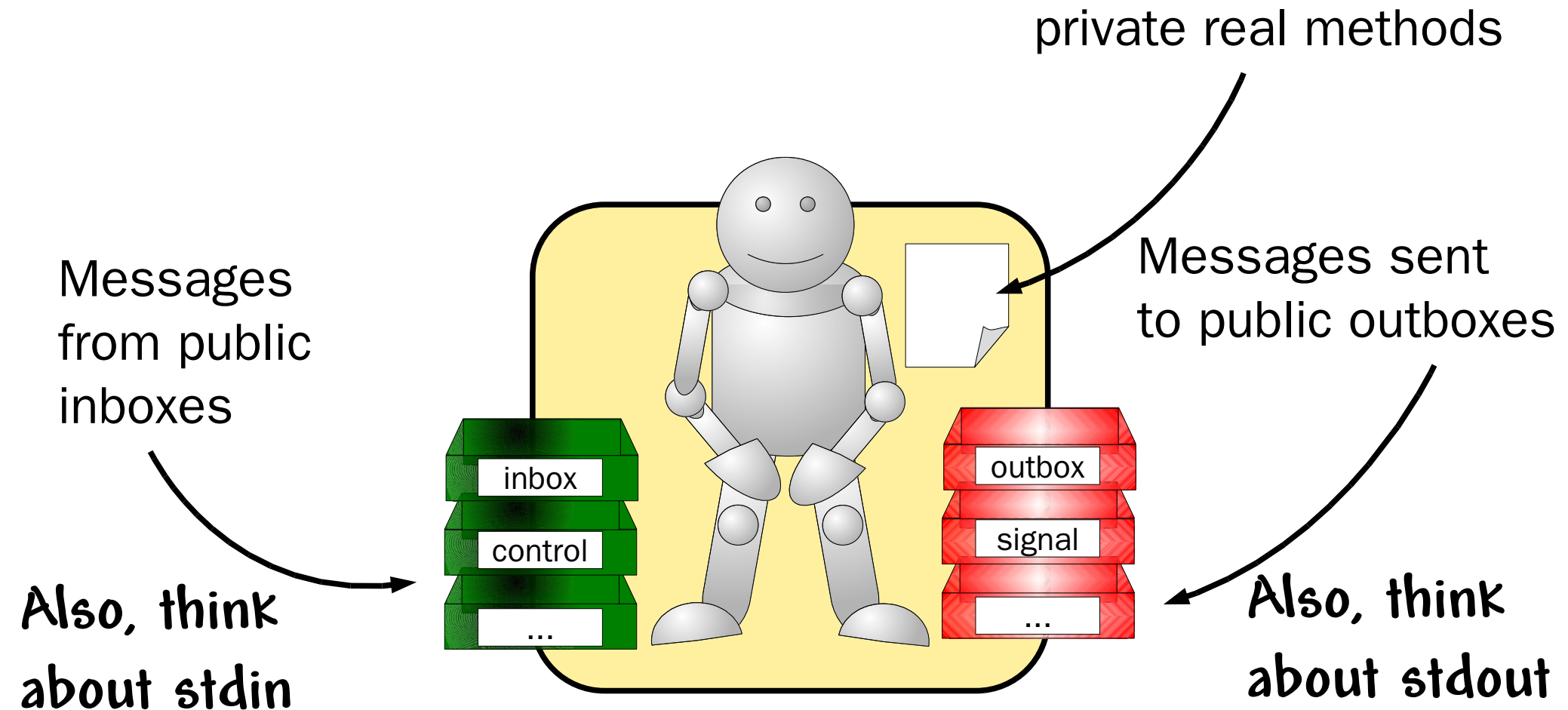


3rd Person –
Bla should
do something
(**I** send a message)



Perspectives in APIs! (2/2)

1st, 2nd, 3rd Person

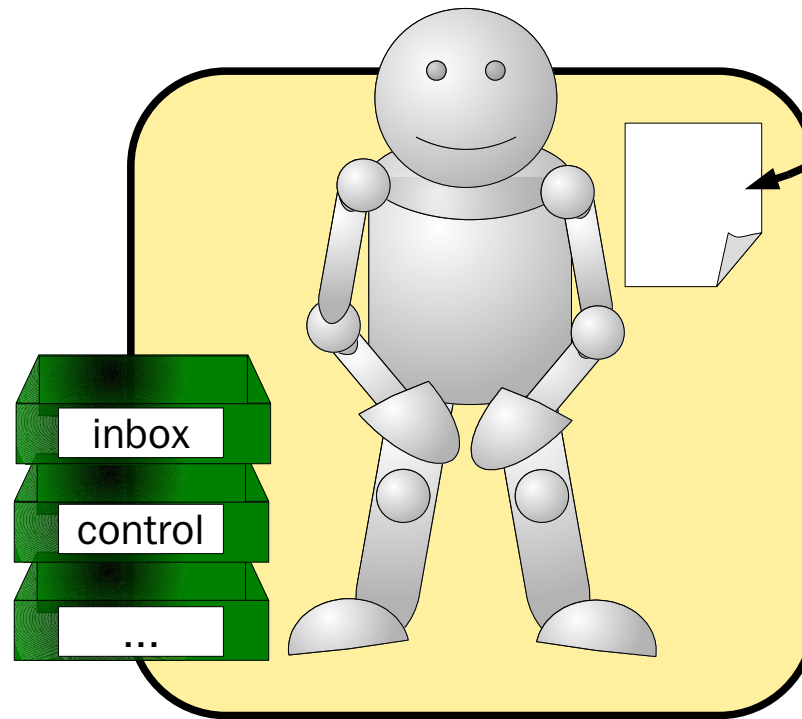


Actor Systems

Distinction **can** be unclear,
potential source of ambiguity*

private real methods

Messages
from public
inboxes



No outbox concept

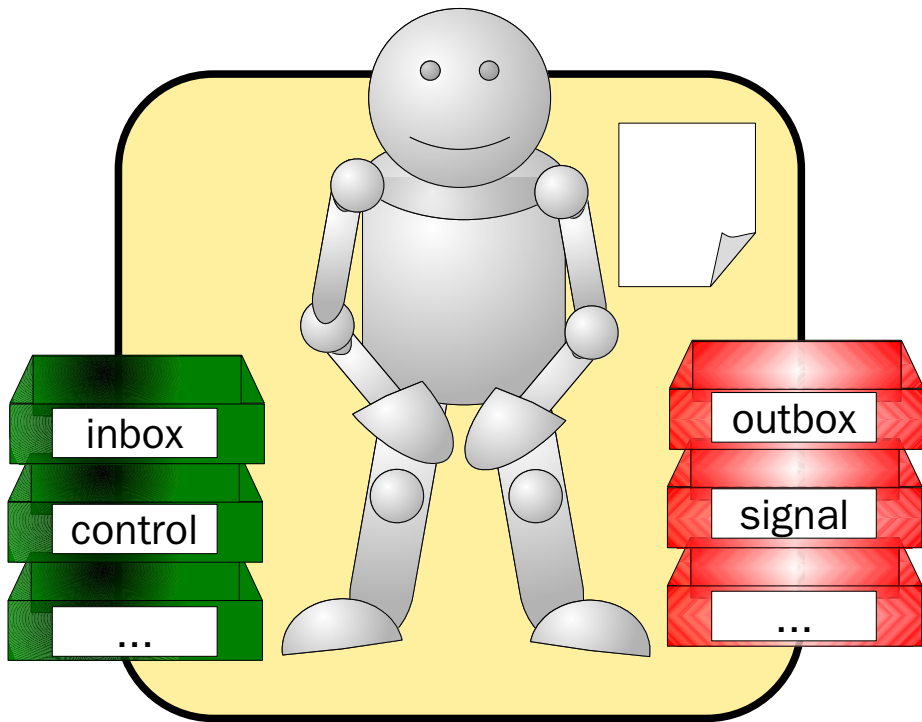
Possible issues with
rate limiting*

Hardcodes recipient
in the sender

*system dependent issue



Advantages of outboxes



No hardcoding of recipient allows:

- Late Binding
- Dynamic rewiring

**Concurrency Patterns as
Reusable Code
... a concurrency DSL**



A Core Concurrency DSL

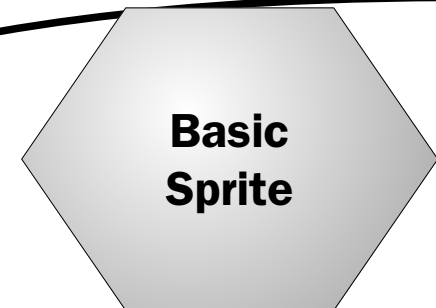
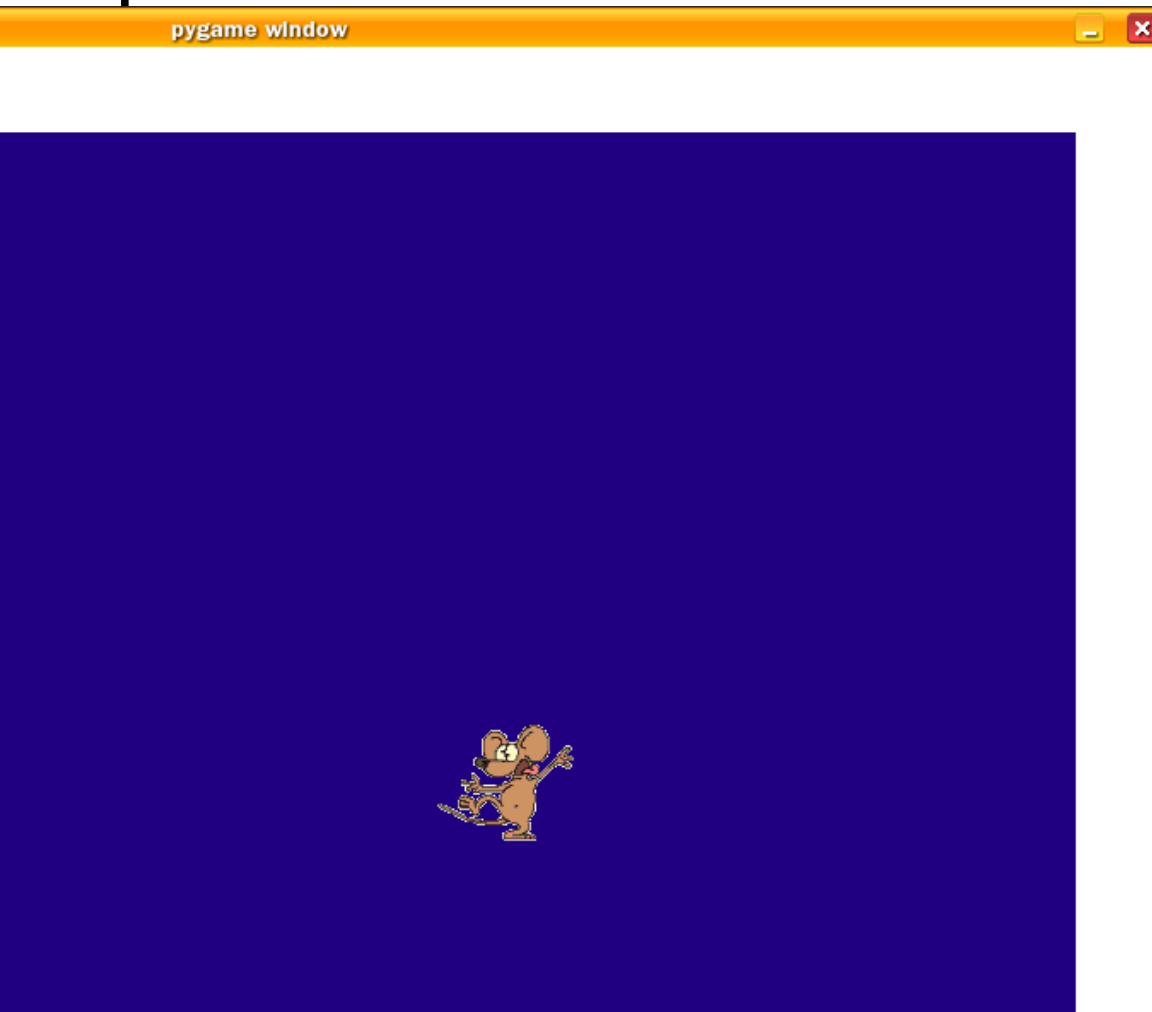
```
Pipeline(A,B,C)
Graphline(A=A,B=B, C=C, linkages = {})
Tpipe(cond, C)
Seq(A,B,C), PAR(), ALT()
Backplane("name"), PublishTo("name"), SubscribeTo("name")
Carousel(...)
PureTransformer(...)
StatefulTransformer(...)
PureServer(...)
MessageDemuxer(...)
Source(*messages)
NullSink
```

Some of these are *work in progress*
– they've been identified as useful,
but not implemented as chassis, yet



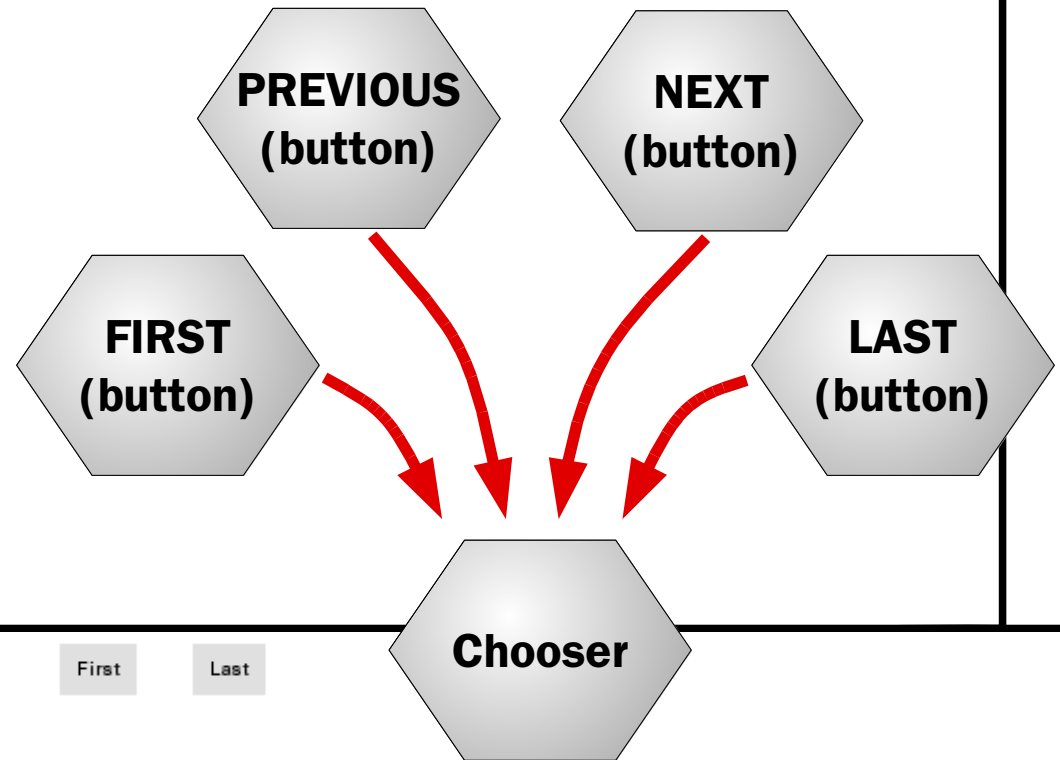
Pipeline Example

```
Pipeline(  
    MyGamesEventsComponent(up="p", down="l", left="a", right="s"),  
    BasicSprite("cat.png", name = "cat", border=40),  
) .activate()
```



Graphline Example

```
Graphline(  
  NEXT = Button(...),  
  PREVIOUS = Button(...),  
  FIRST = Button(...),  
  LAST = Button(...),  
  CHOOSER = Chooser(...),  
  IMAGE = Image(...),  
  ...  
) .run()
```

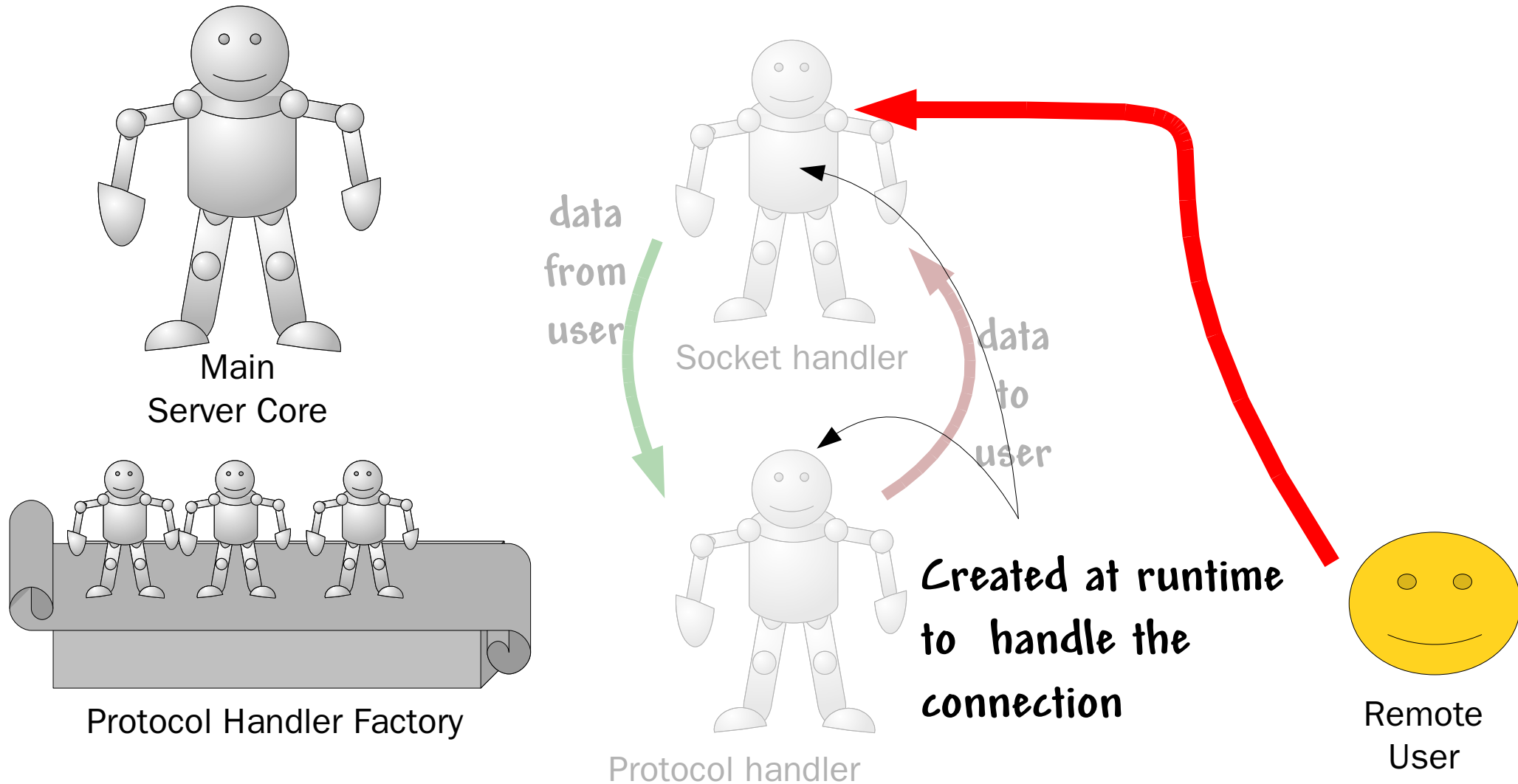


Finally: Collaboration

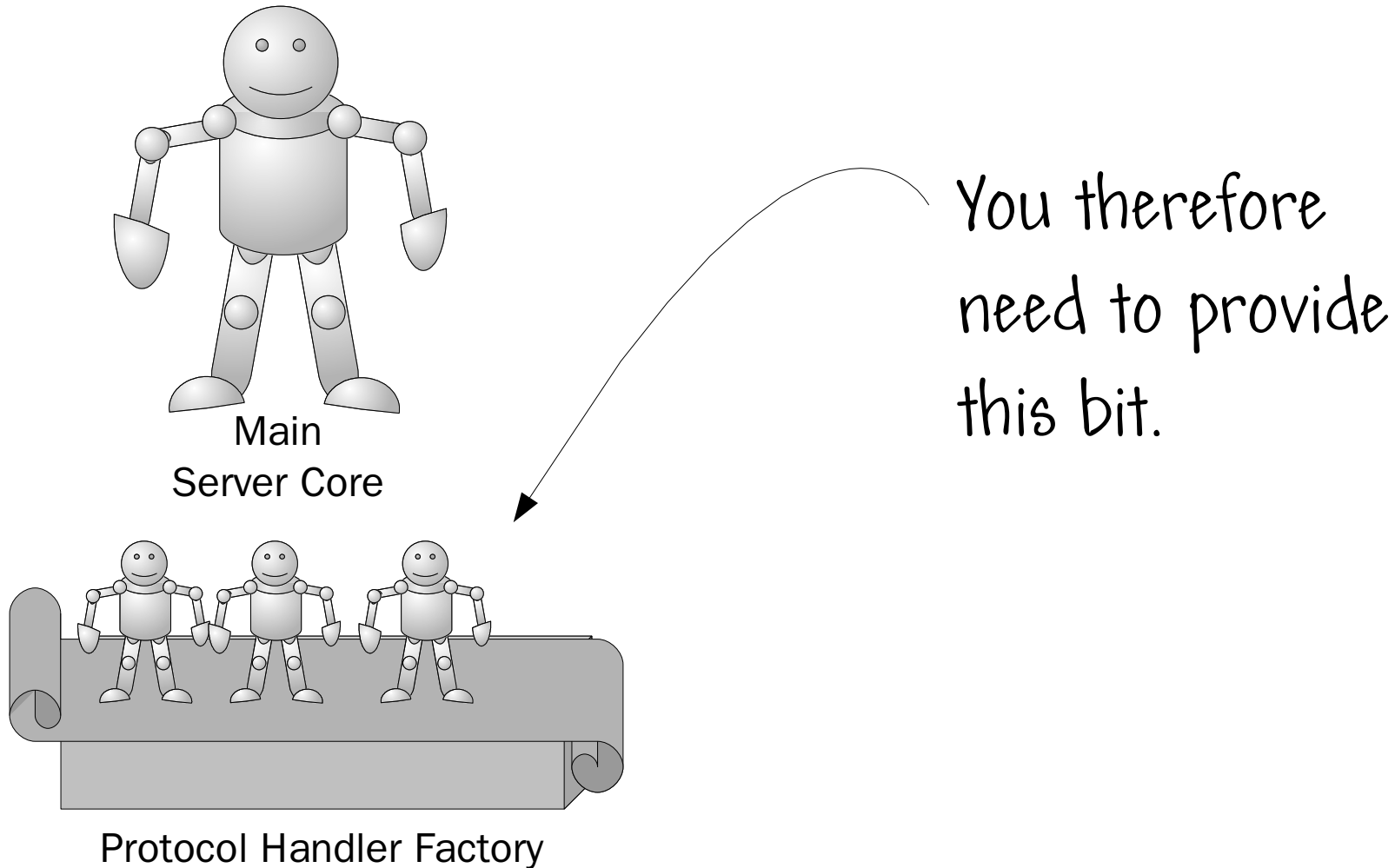


- If you're interested in working with us, please do
- If you find the code looks vaguely interesting, please use and give

Server Example



Server Example



Server Example

```
from Kamaelia.Chassis.ConnectedServer import ServerCore
from Kamaelia.Util.PureTransformer import PureTransformer

def greeter(*argv, **argd):
    return PureTransformer(lambda x: "hello" +x)

class GreeterServer(ServerCore):
    protocol=greeter
    port=1601

GreeterServer().run()
```



Backplane Example

```
# Streaming Server for raw DVB of Radio 1
Backplane("Radio").activate()

Pipeline(
    DVB_Multiplex(850.16, [6210], feparams), # RADIO ONE
    PublishTo("RADIO"),
).activate()

def radio(*argv,**argd):
    return SubscribeTo("RADIO")

ServerCore(protocol=radio, port=1600).run()
```



Thank you for listening!

If you have questions, grab me later :-)