

Freeze After Writing: Quasi-Deterministic Parallel Programming with LVars

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Freeze After Writing

🐞 LVars

🐞 Quasi-Deterministic
Parallel Programming



```
data Item = Book | Shoes | ...  
  deriving (Show, Ord, Eq)
```



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data Item = Book | Shoes | ...  
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p :: IO (Map Item Int)
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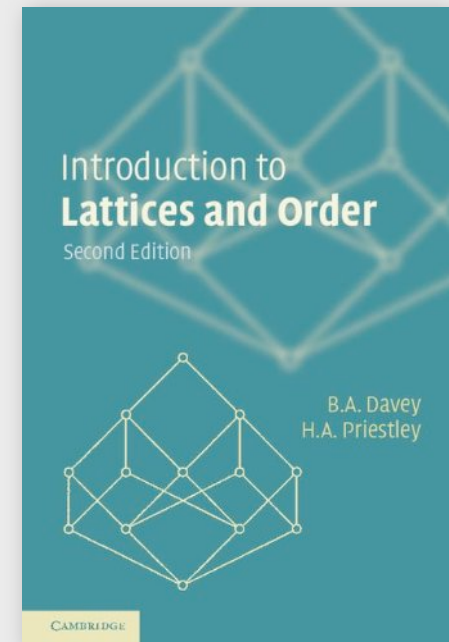


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p :: IO (Map Item Int)
p = do cart <- newIORef empty
      async $ atomicModifyIORef cart
        (\m -> (insert Book 1 m, ()))
```



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        (\m -> (insert Shoes 1 m, ()))
      res <- async $ readIORef cart
      wait res
```



bash

```
landin:~$ cd /var/examples/1kuper$ make map-iostream-data-race
ghc -O2 map-iostream-data-race.hs -rtsopts -threaded
[1 of 1] Compiling Main               ( map-iostream-data-race.hs, map-iostream-data-race.o )
Linking map-iostream-data-race ...
while true; do ./map-iostream-data-race +RTS -N2; done
[(Book,1),(Shoes,1)][(Shoes,1)][(Book,1),(Shoes,1)][(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),
(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)]
[(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),
(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)]
[(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),
(Shoes,1)][(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Shoes,1)][(Book,1),(Shoes,
1)][(Book,1),(Shoes,1)][(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoe
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s,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Shoes,1)][(Book,1),(Sho
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ook,1),(Shoes,1)][(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(
Book,1),(Shoes,1)][(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)]
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k,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoes,1)][(Book,1),(Shoe
```


bash

```
landin:lvar-examples lkuper$ make map-ioref-data-race
```

```
ghc -O2 map-ioref-data-race.hs -rtsopts -threaded
```

```
[1 of 1] Compiling Main          ( map-ioref-data-race.hs, map-ioref-data-race.o )
```

Linking map-ioref-data-race ...

```
while true; do /man-ioref-data-race +RTS -N2; done
```

`[Book,1],[Shoes,1]`


```
data Item = Book | Shoes | ...
  deriving (Show, Ord, Eq)

p :: IO (Map Item Int)
p = do cart <- newIORef empty
      async $ atomicModifyIORef cart
        (\m -> (insert Book 1 m, ()))
      async $ atomicModifyIORef cart
        (\m -> (insert Shoes 1 m, ()))
      res <- async $ readIORef cart
      wait res
```



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```



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data Item = Book | Shoes | ...
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p = do cart <- newIORef empty
      a1 <- async $ atomicModifyIORef cart
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data Item = Book | Shoes | ...
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p = do cart <- newIORef empty
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      res <- async $ do waitBoth a1 a2
      wait res          readIORef cart
```



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data Item = Book | Shoes | ...
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p :: IO (Map Item Int)
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      res <- async $ do waitBoth a1 a2
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```
p :: IO (Map Item Int)
p = do
  cart <- newIORef empty
  a1 <- async $ atomicModifyIORef cart
    (\c -> (insert Book 1 c, ()))
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    (\c -> (insert Shoes 1 c, ()))
  res <- async $ do waitBoth a1 a2
    readIORef cart

  wait res

main = do v <- p
  putStr $ show $ toList v
```

Deterministic,
but only because we put the `wait`s
in the right places

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                    readIORef cart
  wait res

main = do v <- p
          putStr $ show $ toList v

```

Deterministic,
but only because we put the `waits`
in the right places

```

p :: Par Det s (IMap Item s Int)
p = do
  cart <- newEmptyMap
  fork $ insert Book 1 cart
  fork $ insert Shoes 1 cart
  return cart

main = do
  putStr $ show $ toList $
    fromIMap $ runParThenFreeze p

```

Deterministic by construction

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 LVars

 Quasi-Deterministic
Parallel Programming

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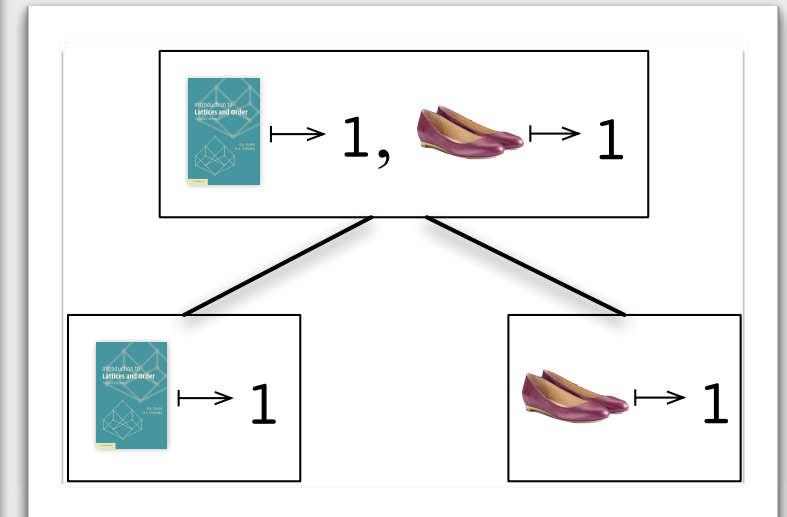
IVars: single writes, blocking (but exact) reads

[Arvind et al., 1989]



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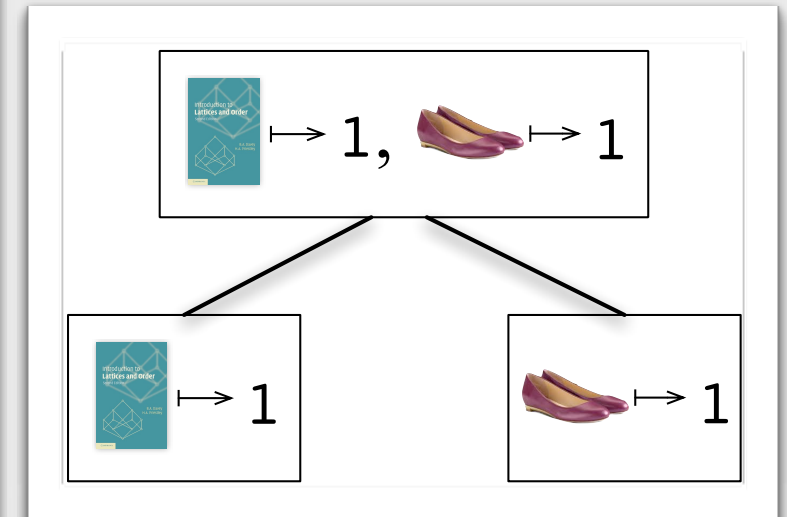
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*I*Vars: single writes, blocking (but exact) reads

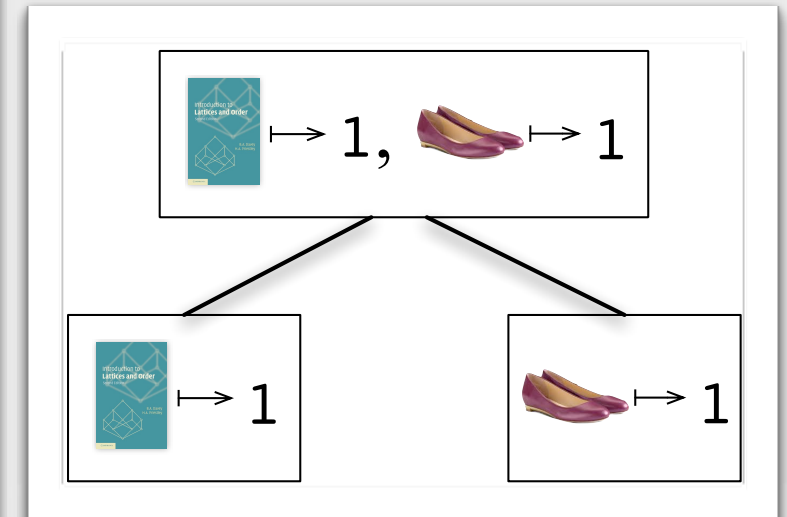
[Arvind et al., 1989]

*L*Vars: multiple *least-upper-bound* writes,
blocking *threshold* reads


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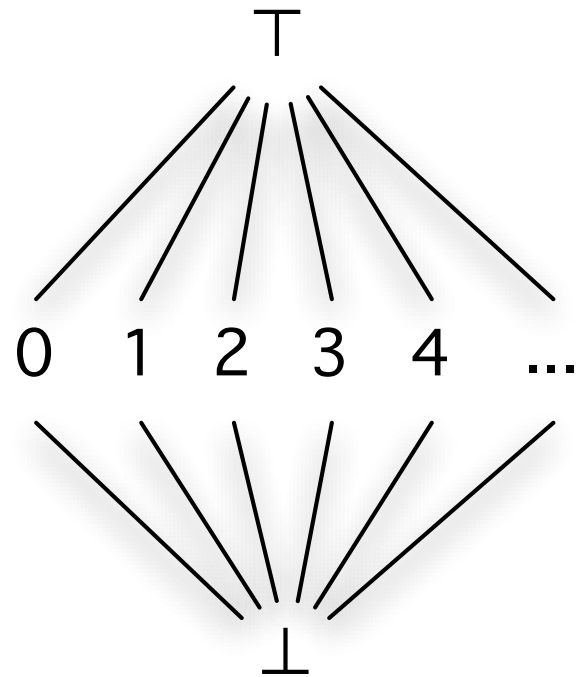
*I*Vars: single writes, blocking (but exact) reads

[Arvind et al., 1989]

*L*Vars: multiple *least-upper-bound* writes,
blocking *threshold* reads

* actually a bounded join-semilattice

num



Raises an error, since $3 \sqcup 4 = \top$

do

```
fork (put num 3)
```

```
fork (put num 4)
```

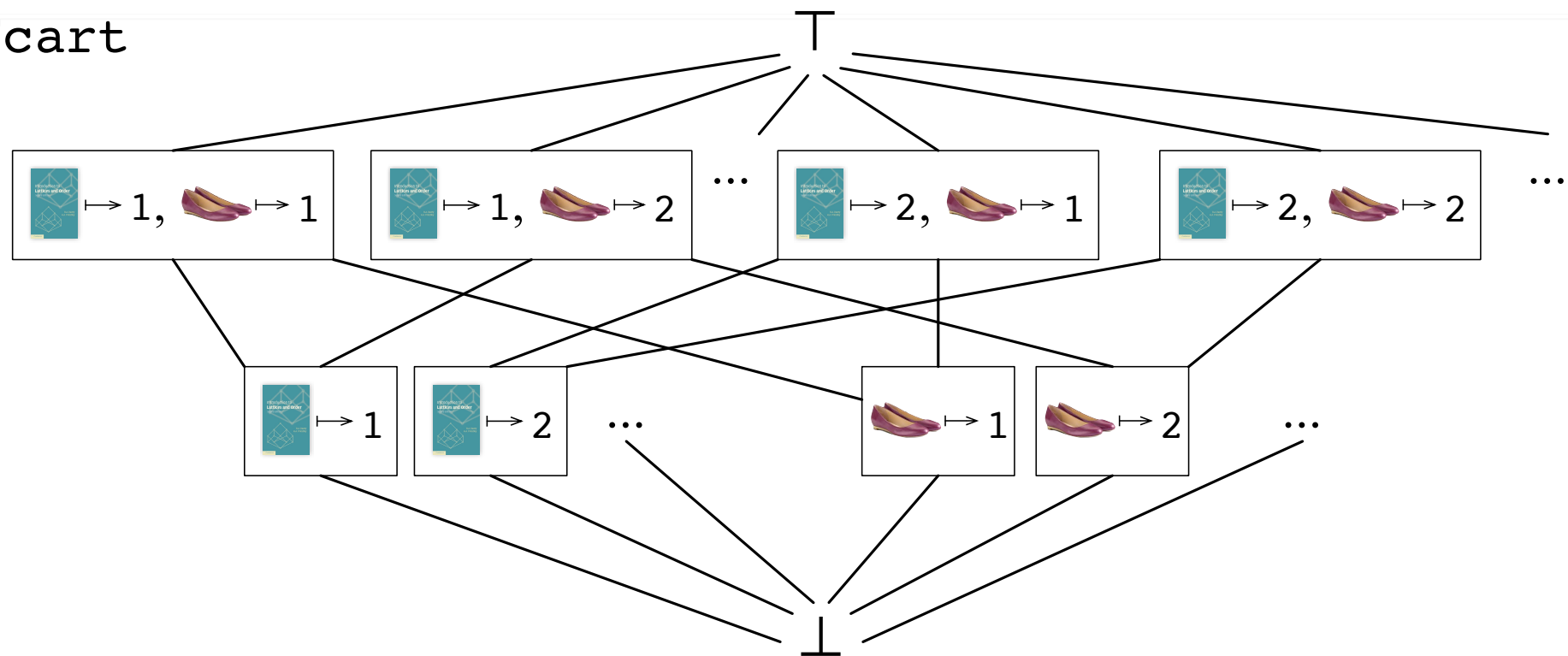
Works fine, since $4 \sqcup 4 = 4$

do

```
fork (put num 4)
```

```
fork (put num 4)
```

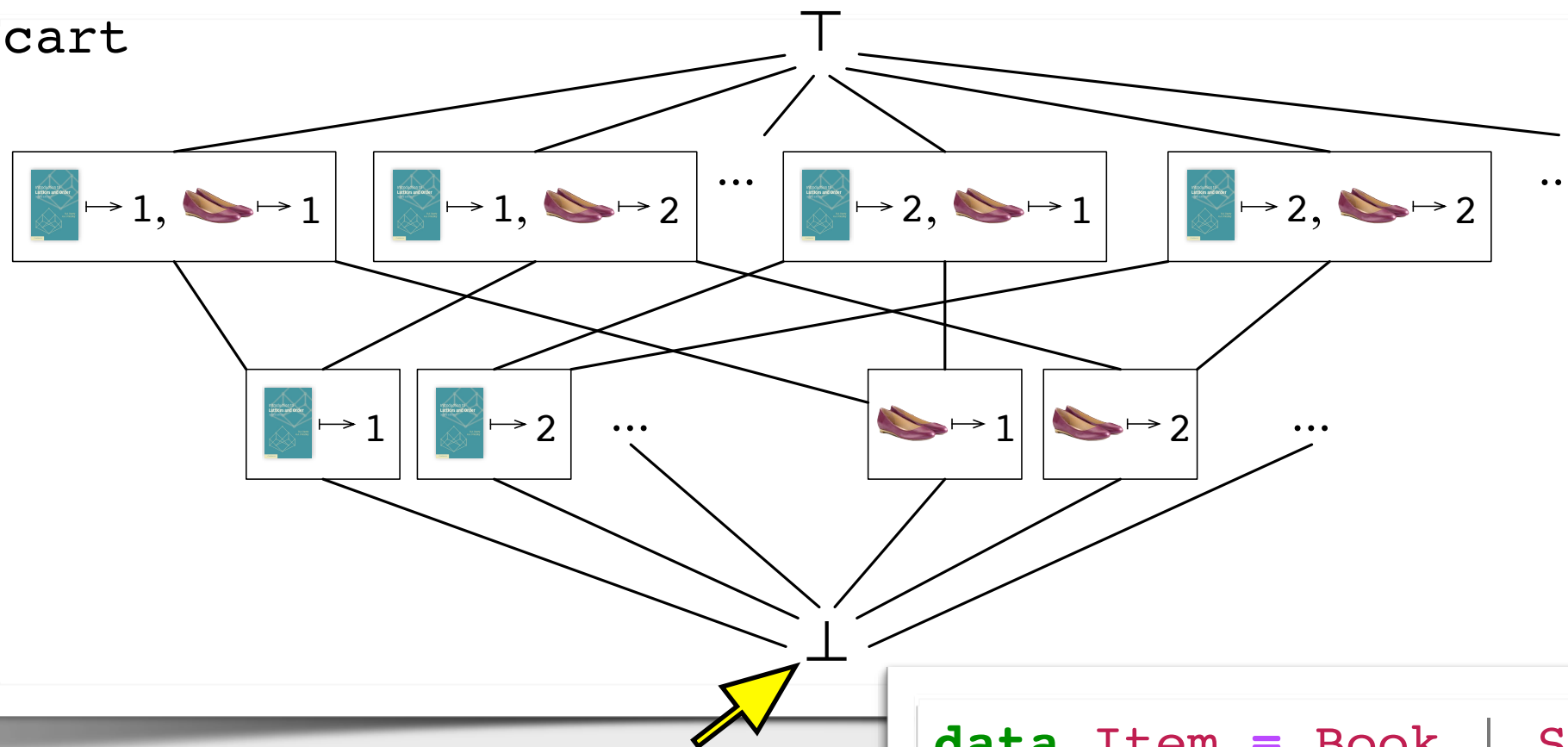
cart



```
data Item = Book | Shoes
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```

```
p = do
  cart <- newEmptyMap
  fork $ insert Shoes 1 cart
  fork $ insert Book 2 cart
  getKey Book cart -- returns 2
```

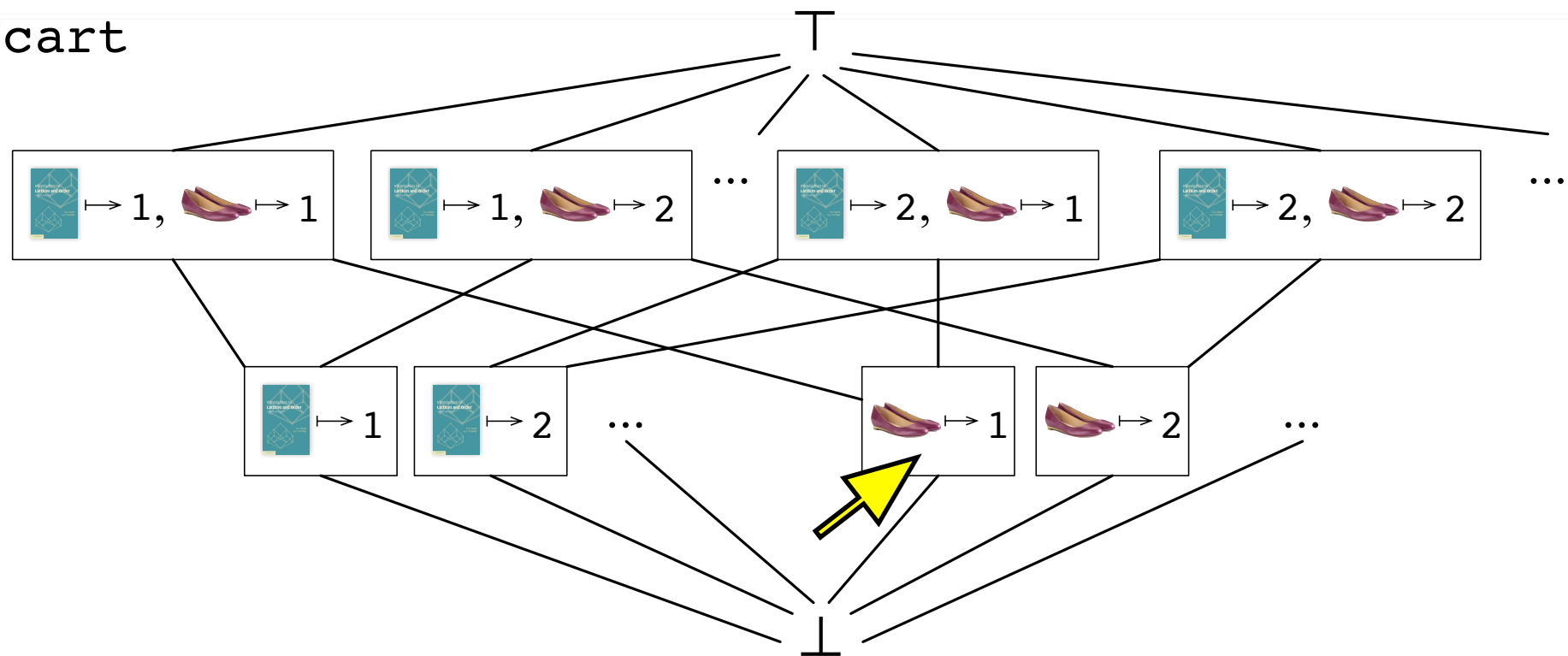
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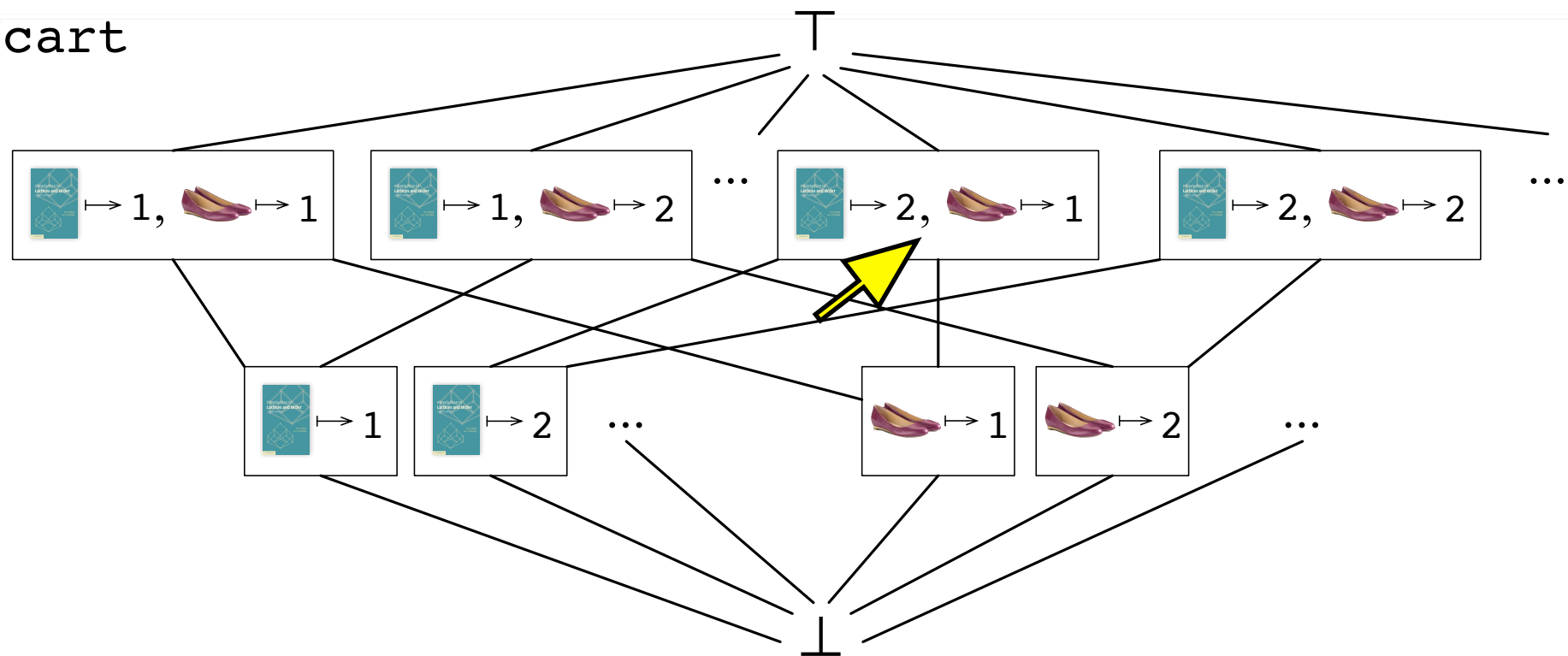
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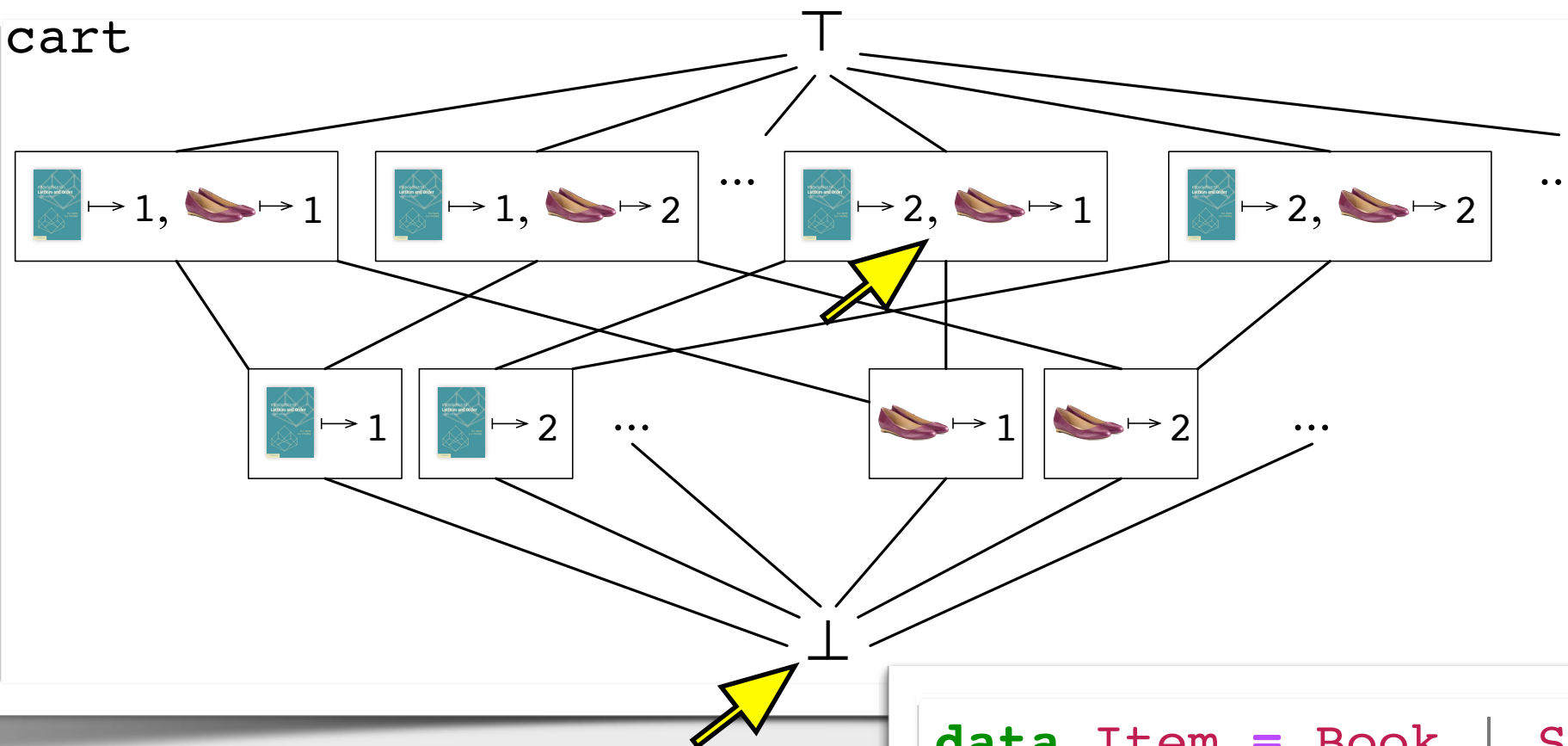
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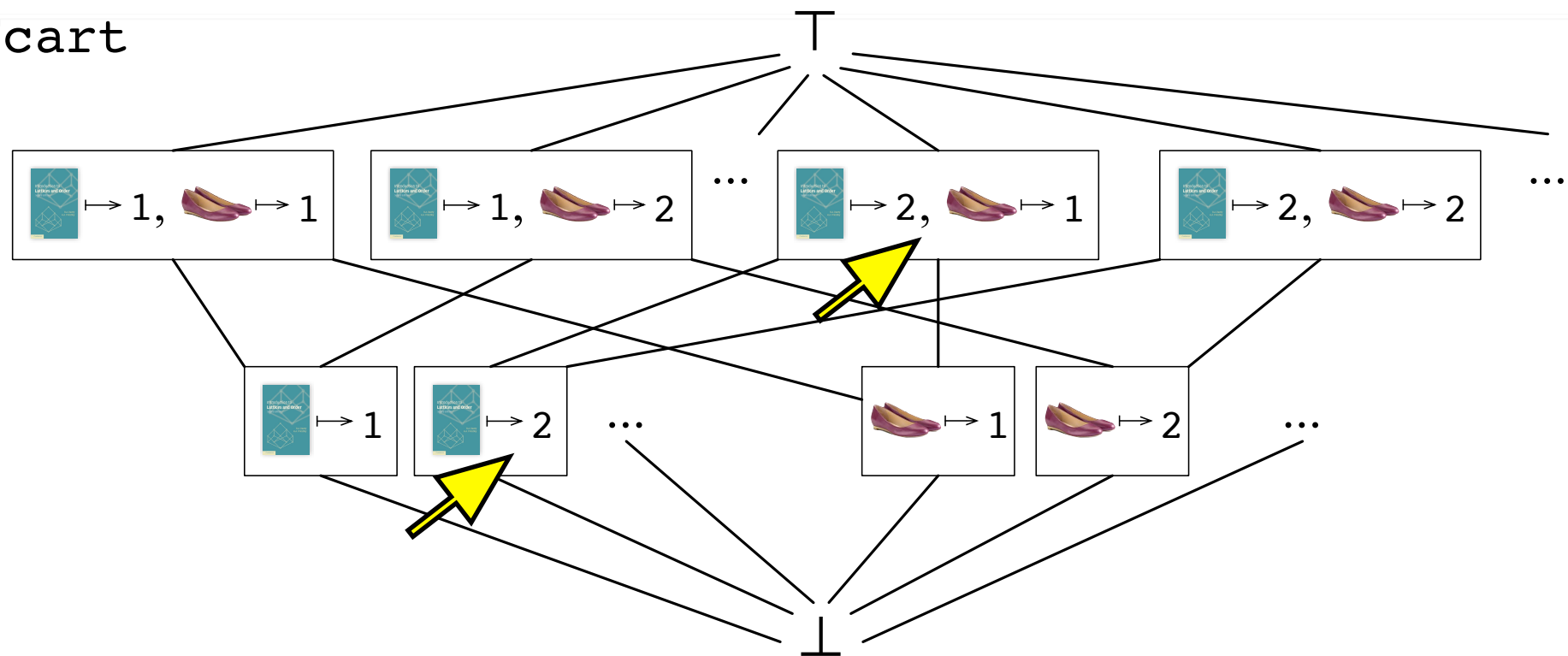
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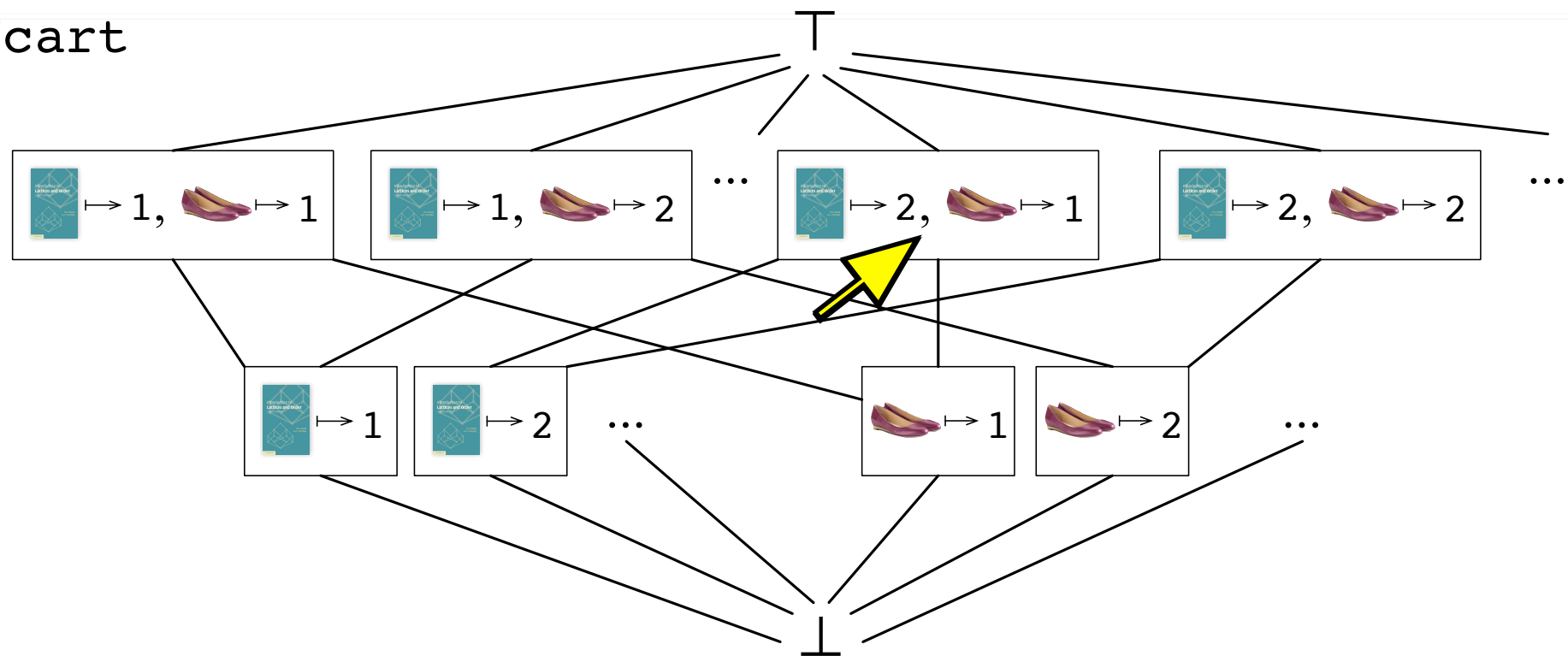
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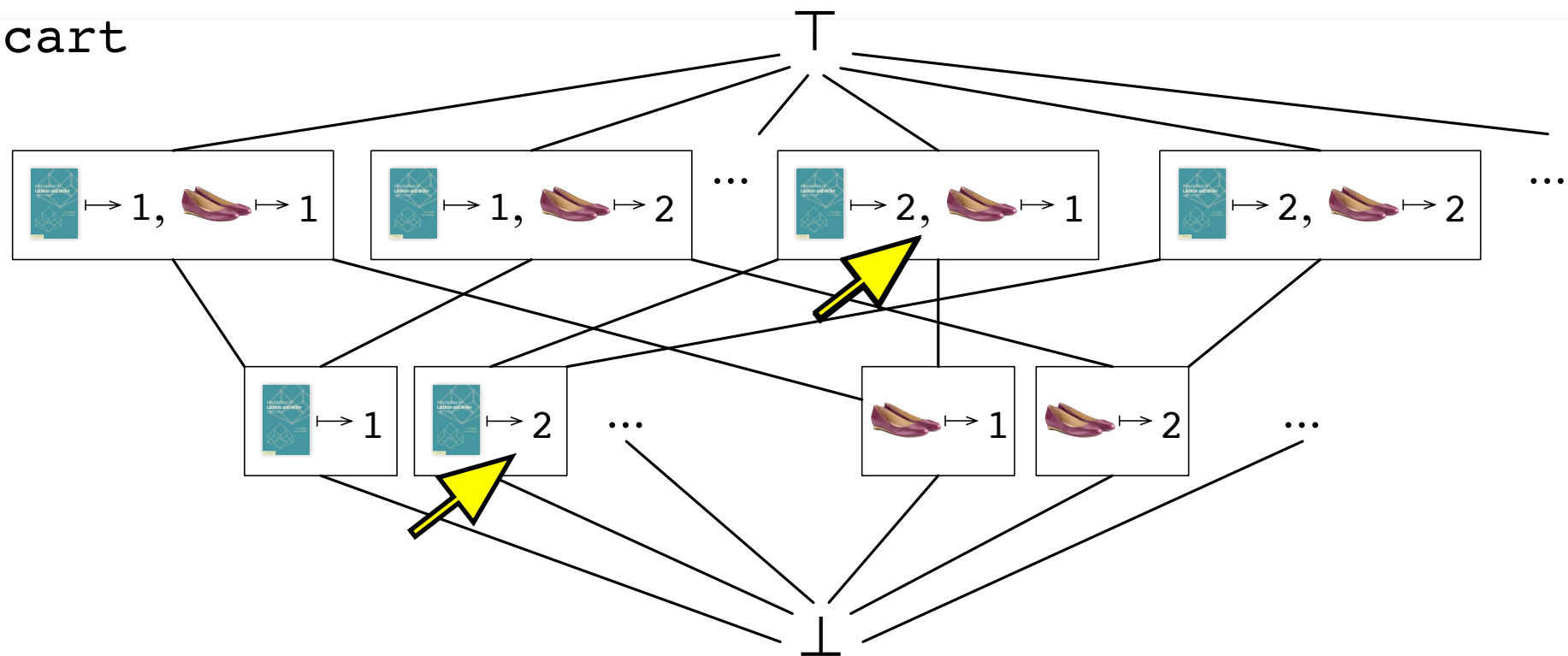

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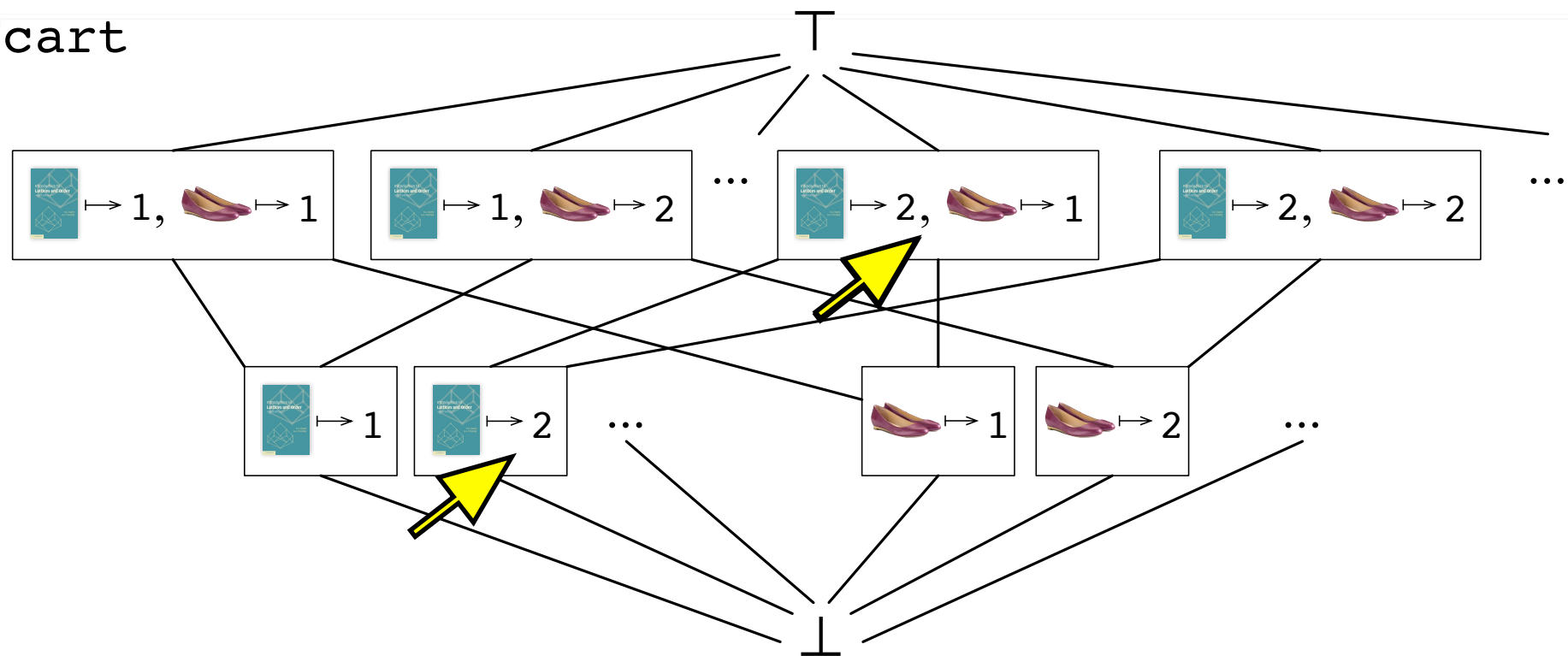
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cart

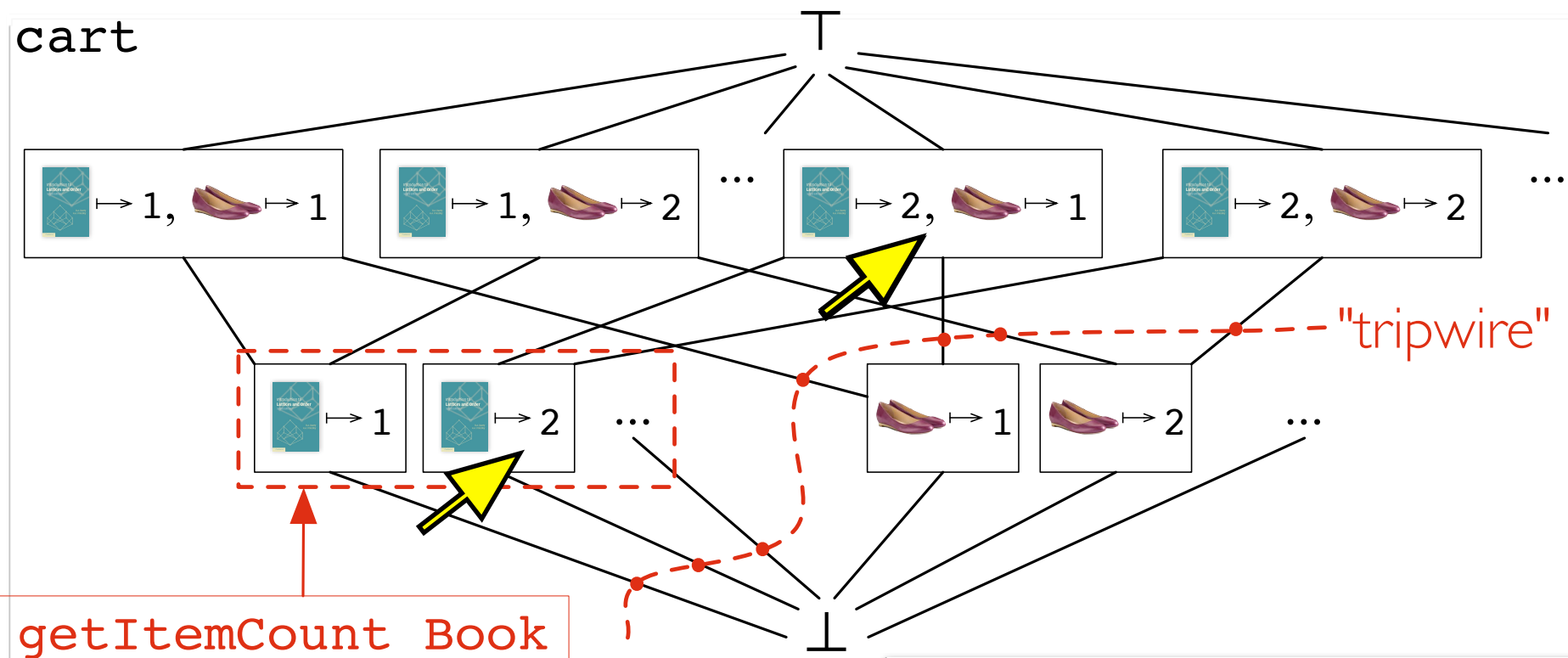


$\{(\text{Book}, 1), (\text{Book}, 2), \dots\}$

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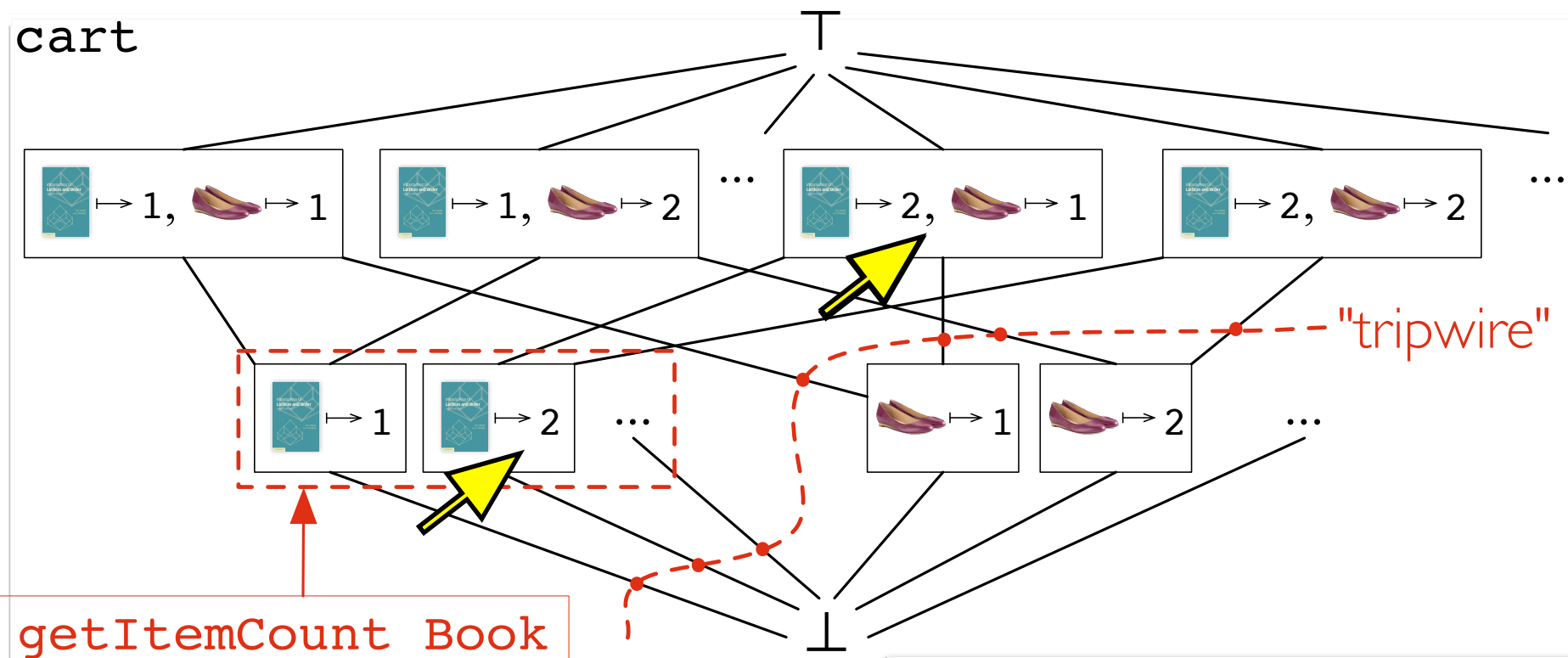
getItemCount Book

$\{(\text{Book}, 1), (\text{Book}, 2), \dots\}$

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cart



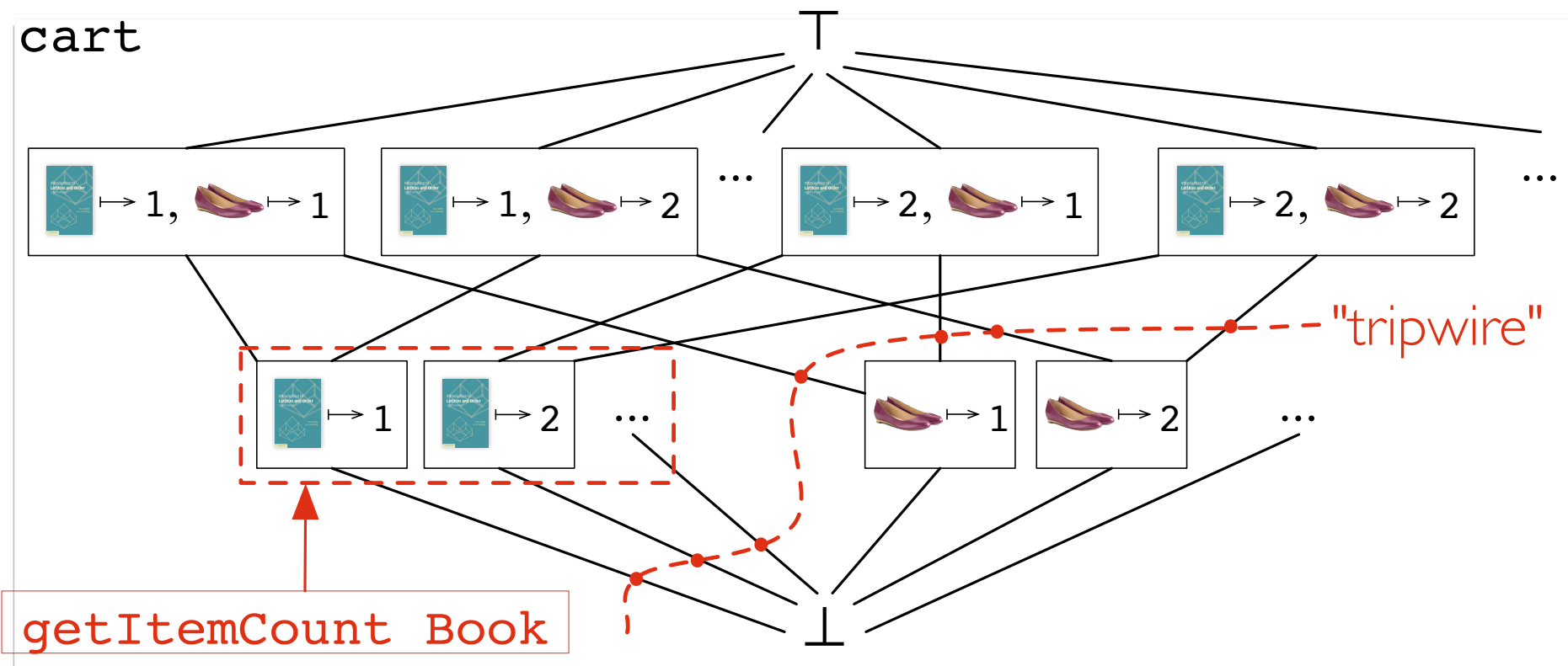
$\{(\text{Book}, 1), (\text{Book}, 2), \dots\}$

The **threshold set** must be
pairwise incompatible

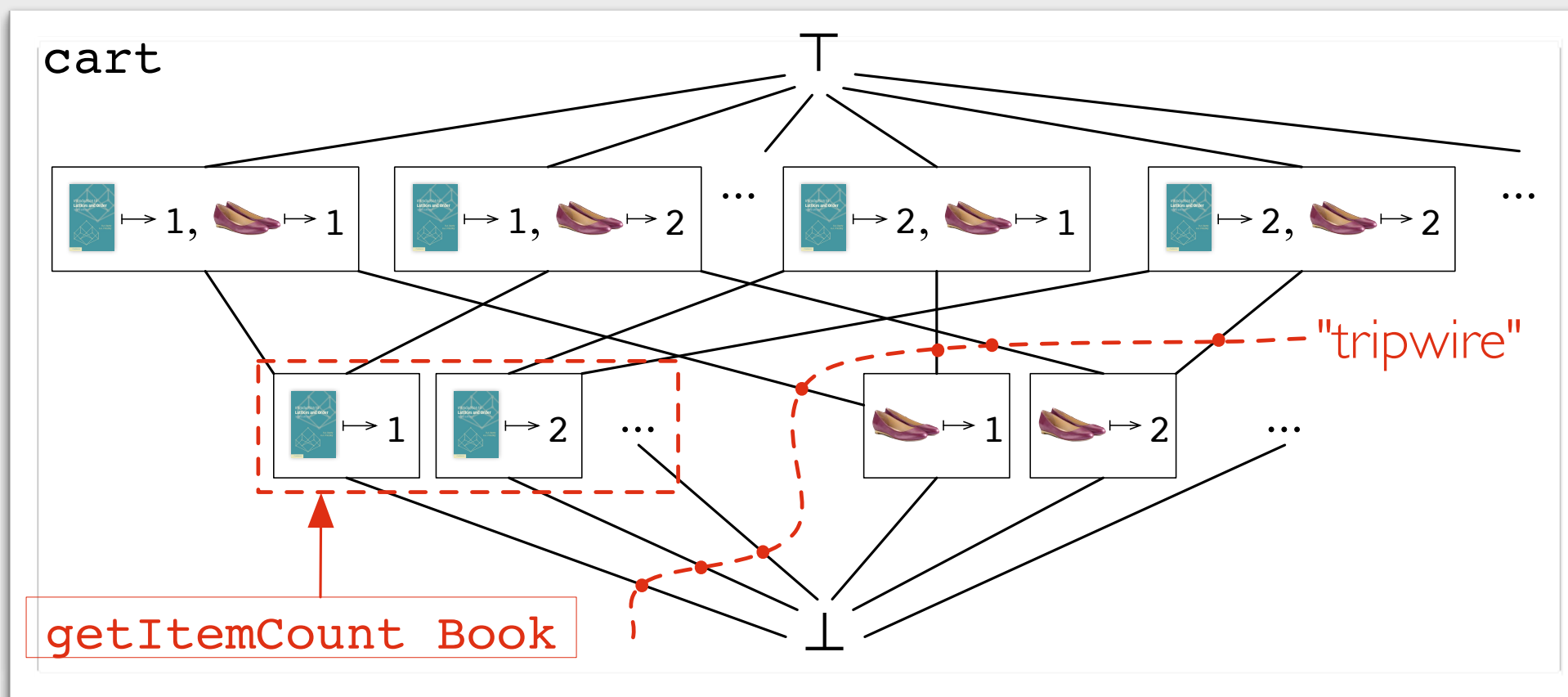
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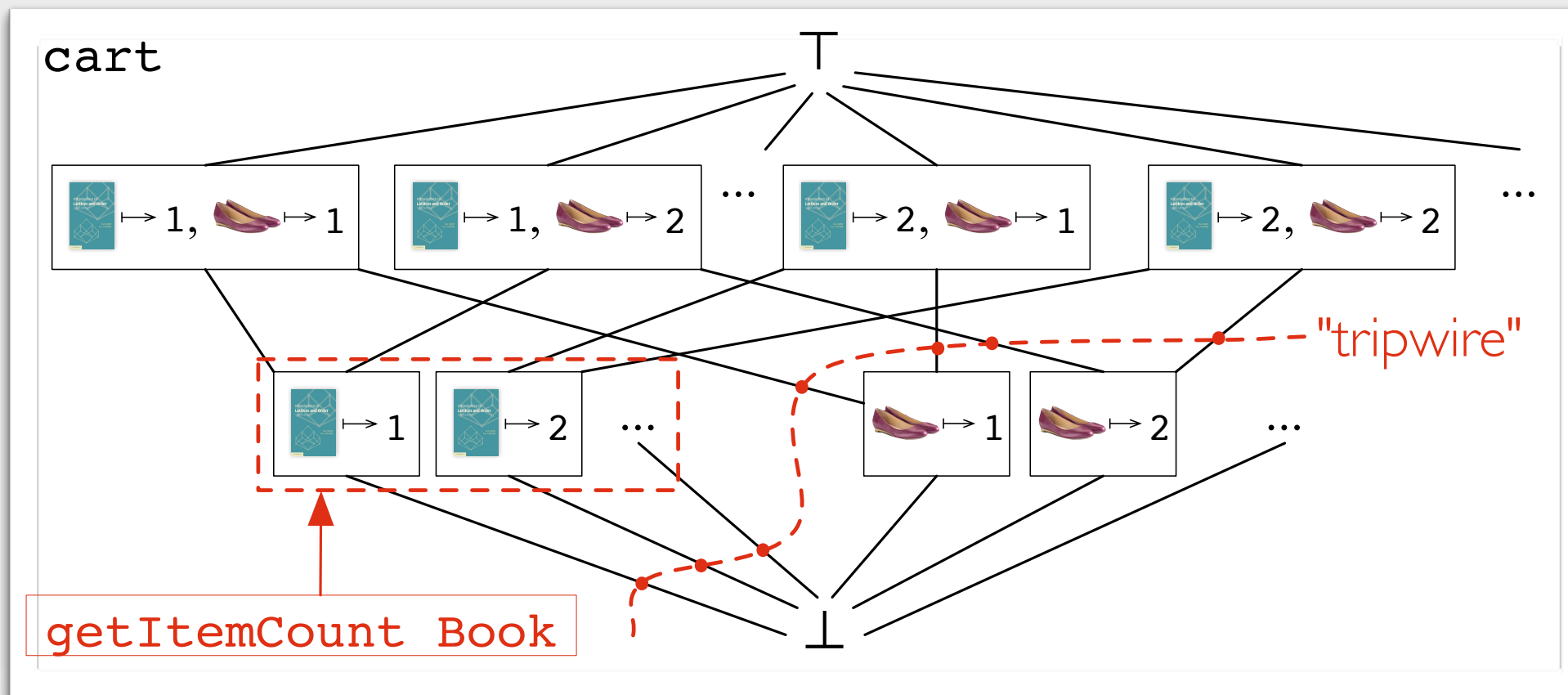
cart



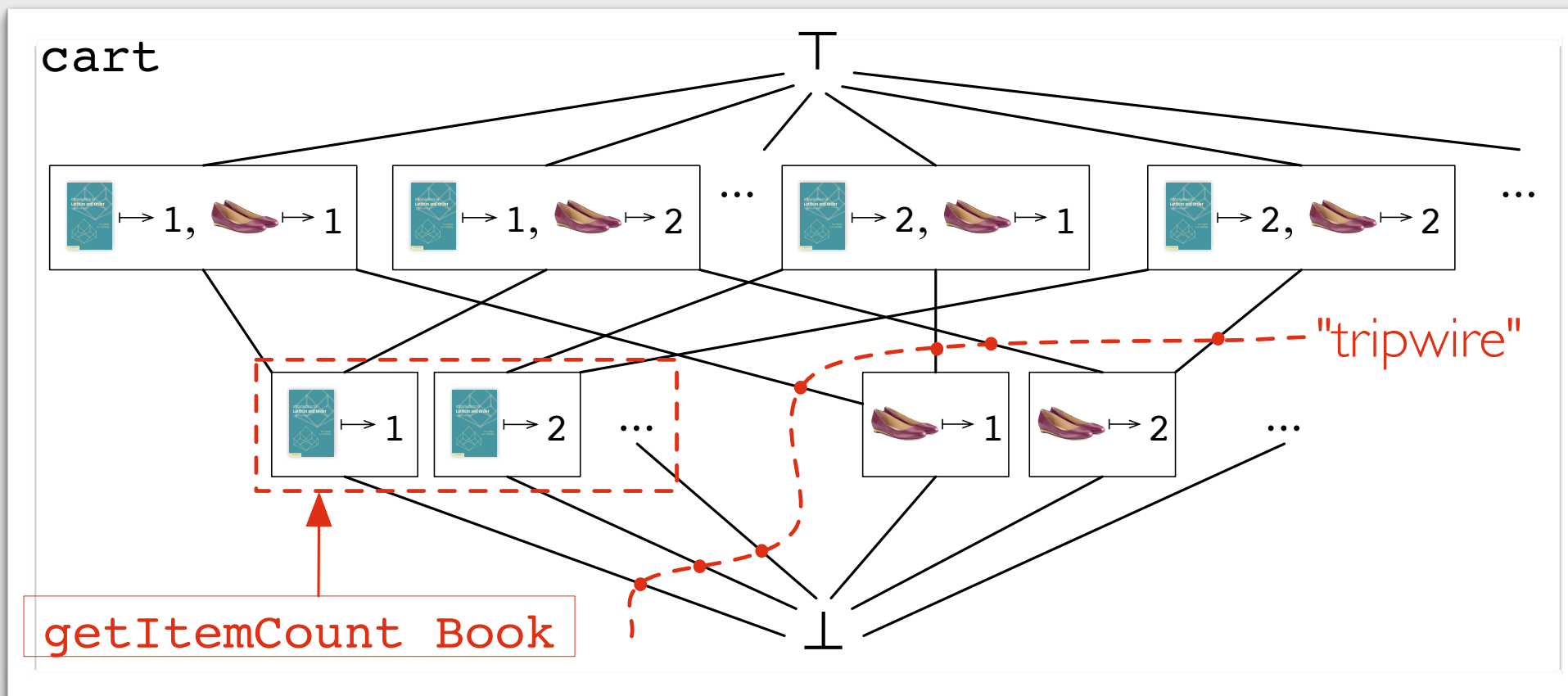
✗ Can't see the exact, complete contents of the cart



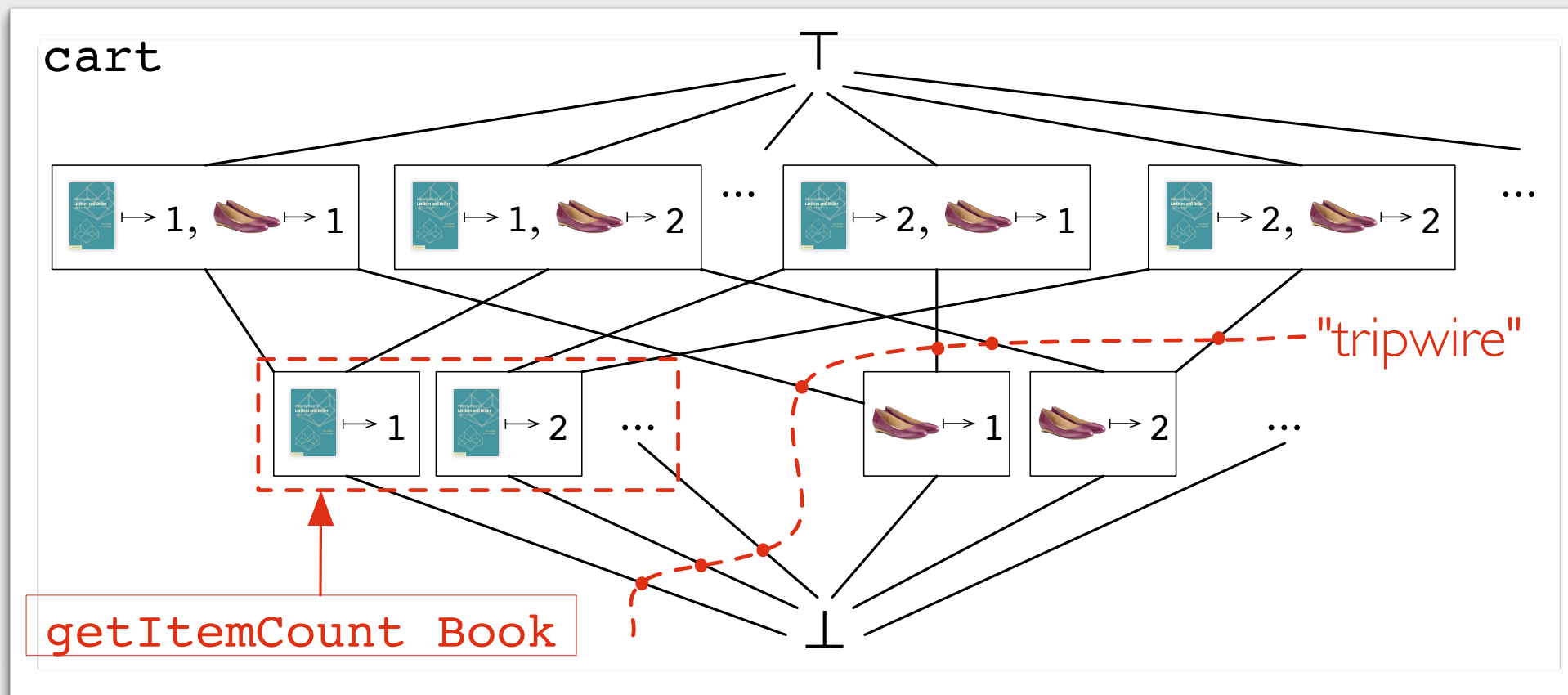
- ✗ Can't see the exact, complete contents of the cart
- ✗ Can't iterate over the items in the cart



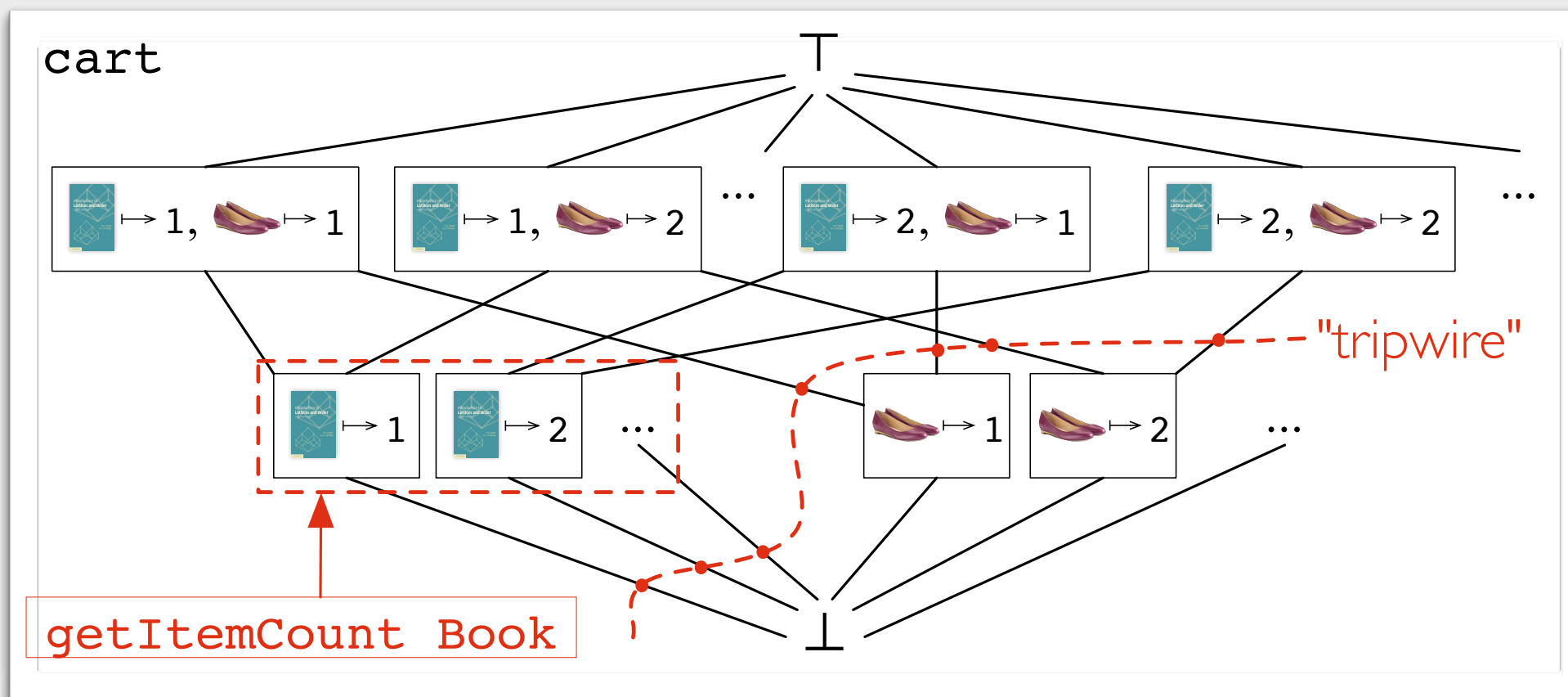
- ✗ Can't see the exact, complete contents of the cart
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- ✗ Can't determine if an item *isn't* in the cart



- ✗ Can't see the exact, complete contents of the cart
- ✗ Can't iterate over the items in the cart
- ✗ Can't determine if an item *isn't* in the cart
- ✗ Can't react to writes that we weren't expecting



- ✓ Can see the exact, complete contents of the cart
- ✓ Can iterate over the items in the cart
- ✓ Can determine if an item *isn't* in the cart
- ✓ Can react to writes that we weren't expecting

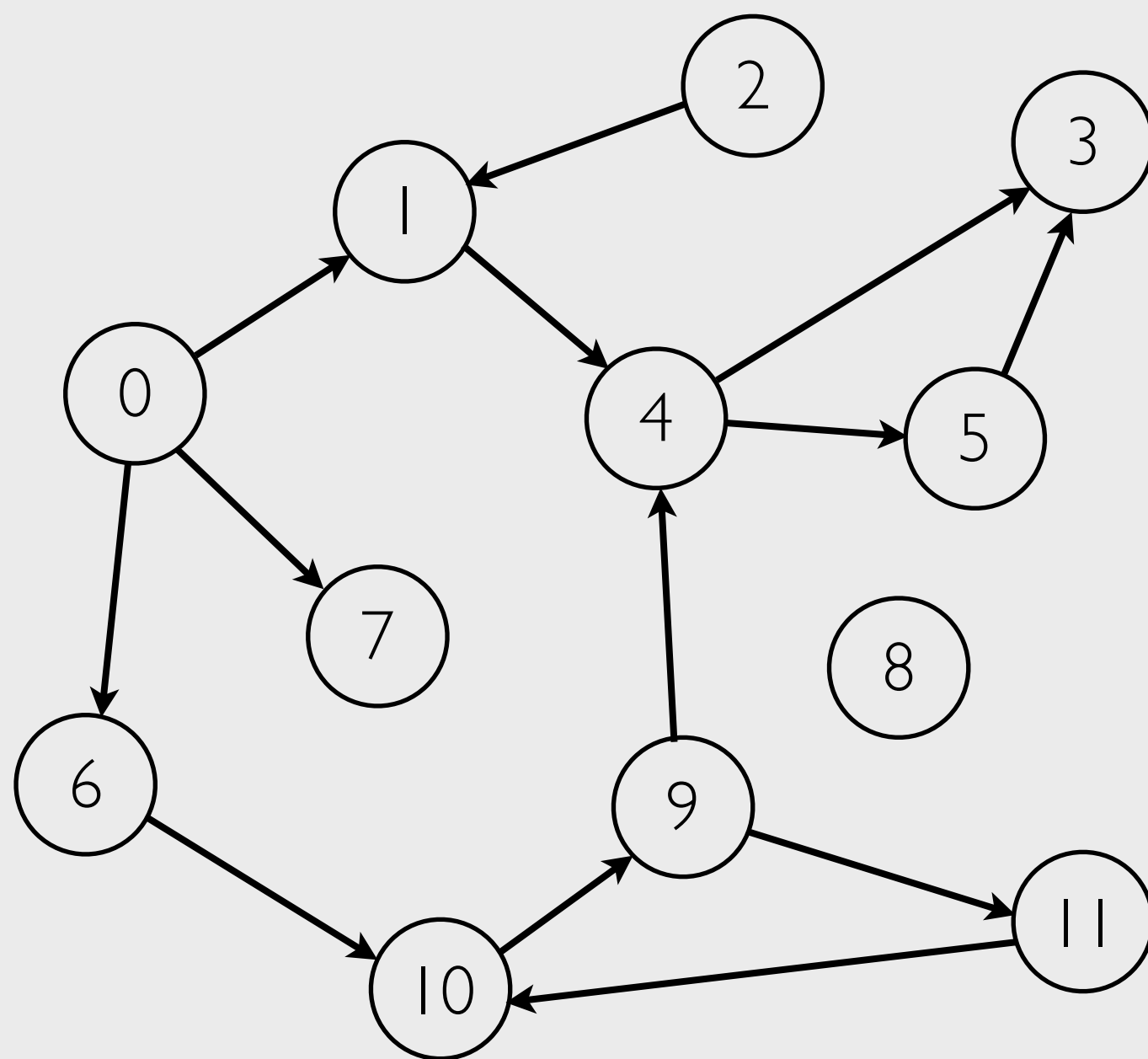


- ✓ Can see the exact, complete contents of the cart
 - ✓ Can iterate over the items in the cart
 - ✓ Can determine if an item *isn't* in the cart
 - ✓ Can react to writes that we weren't expecting
- handlers,
quiescence,
freezing

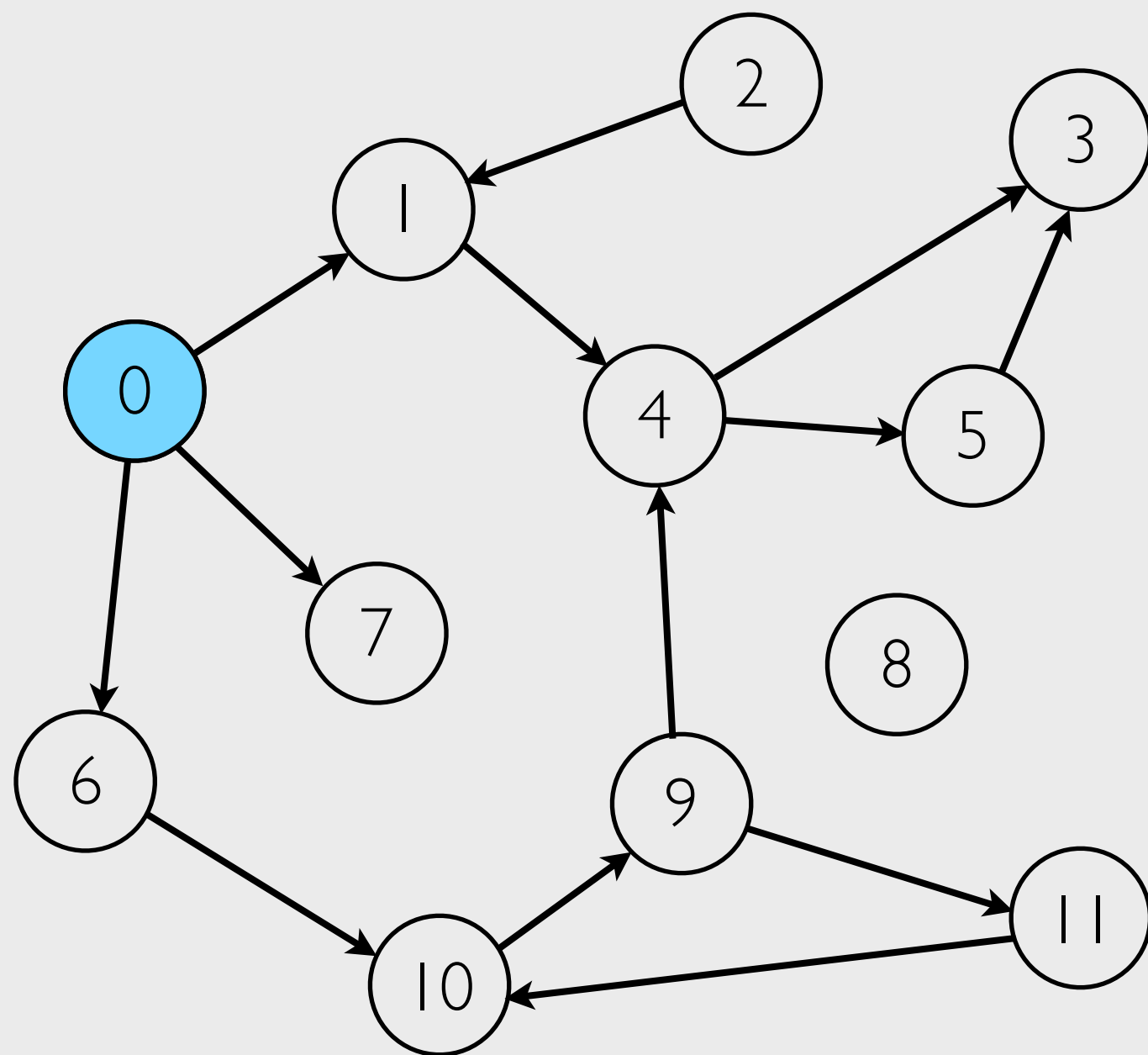
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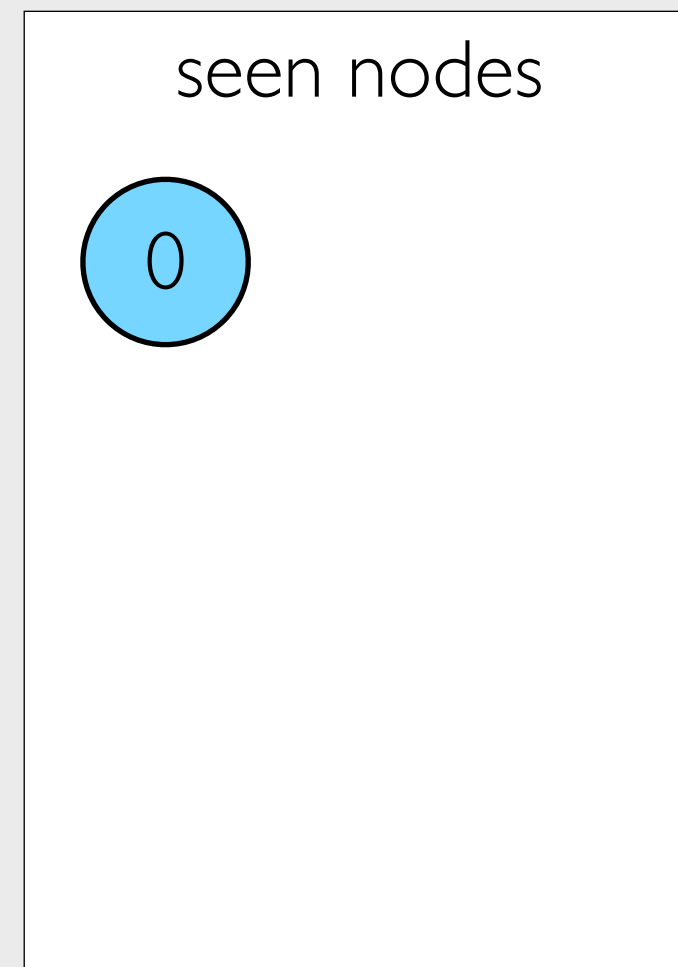
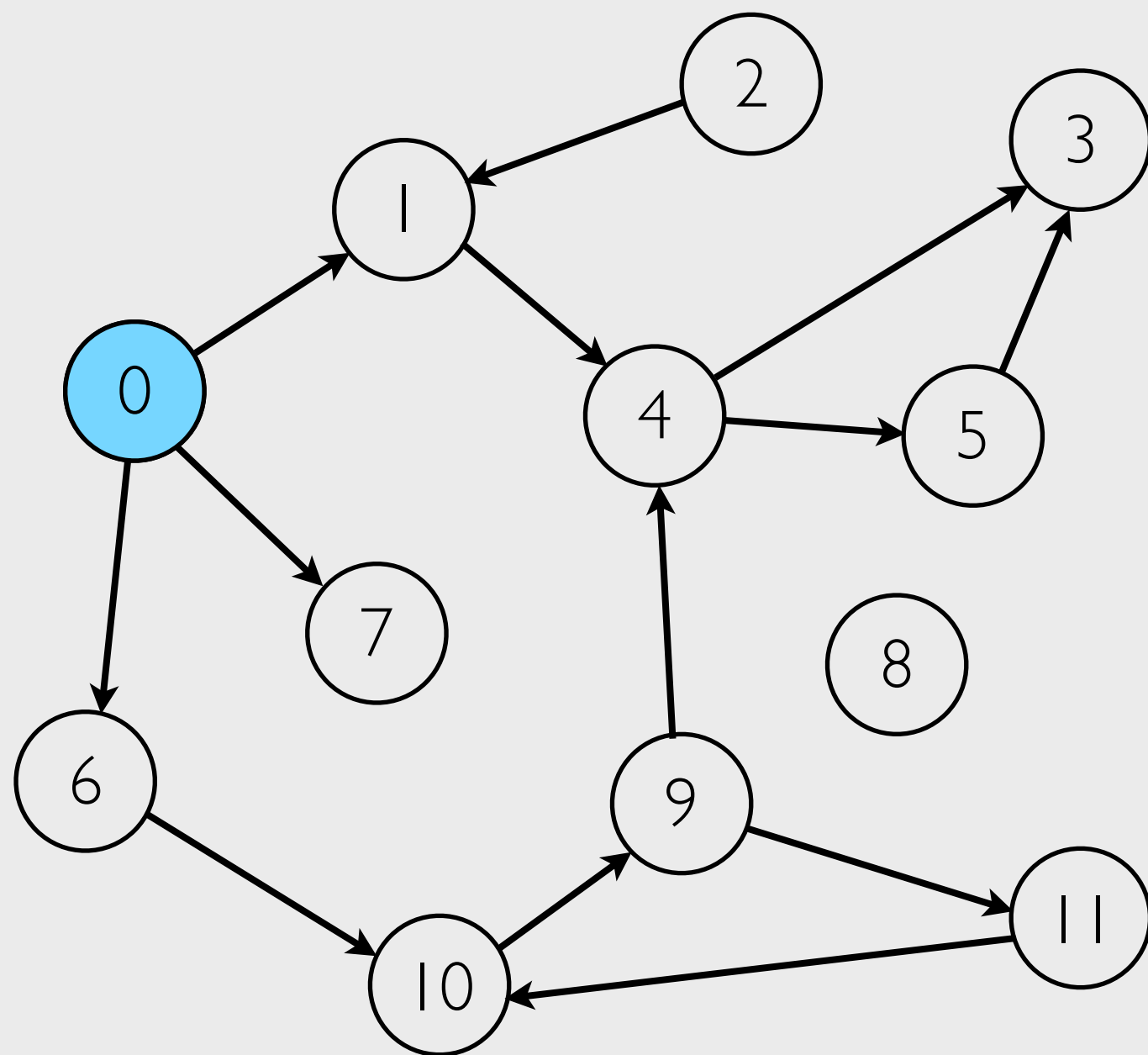
🐞 Quasi-Deterministic
Parallel Programming

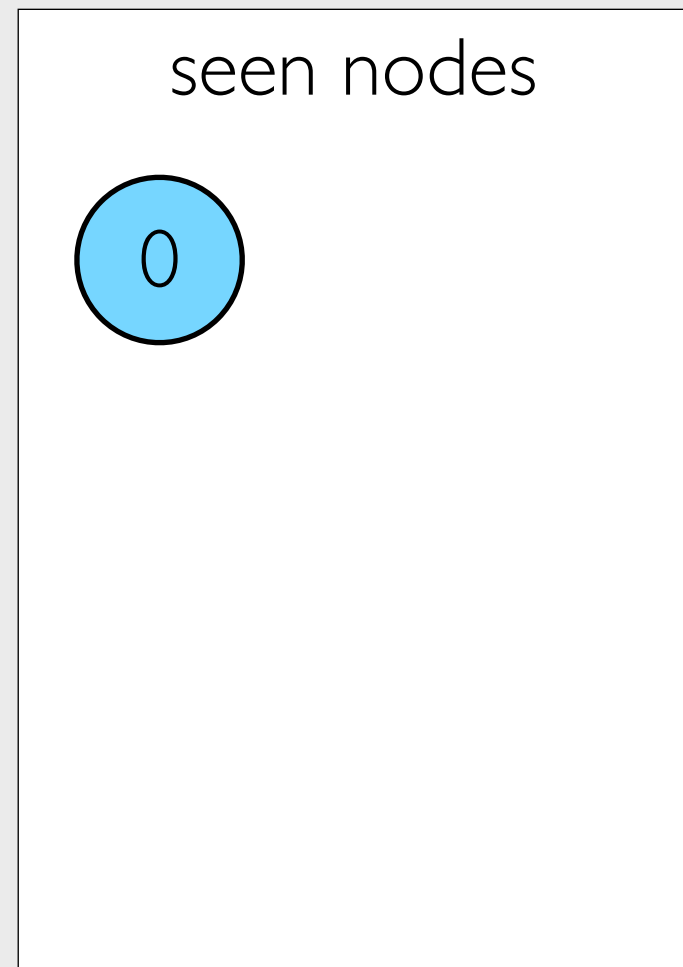
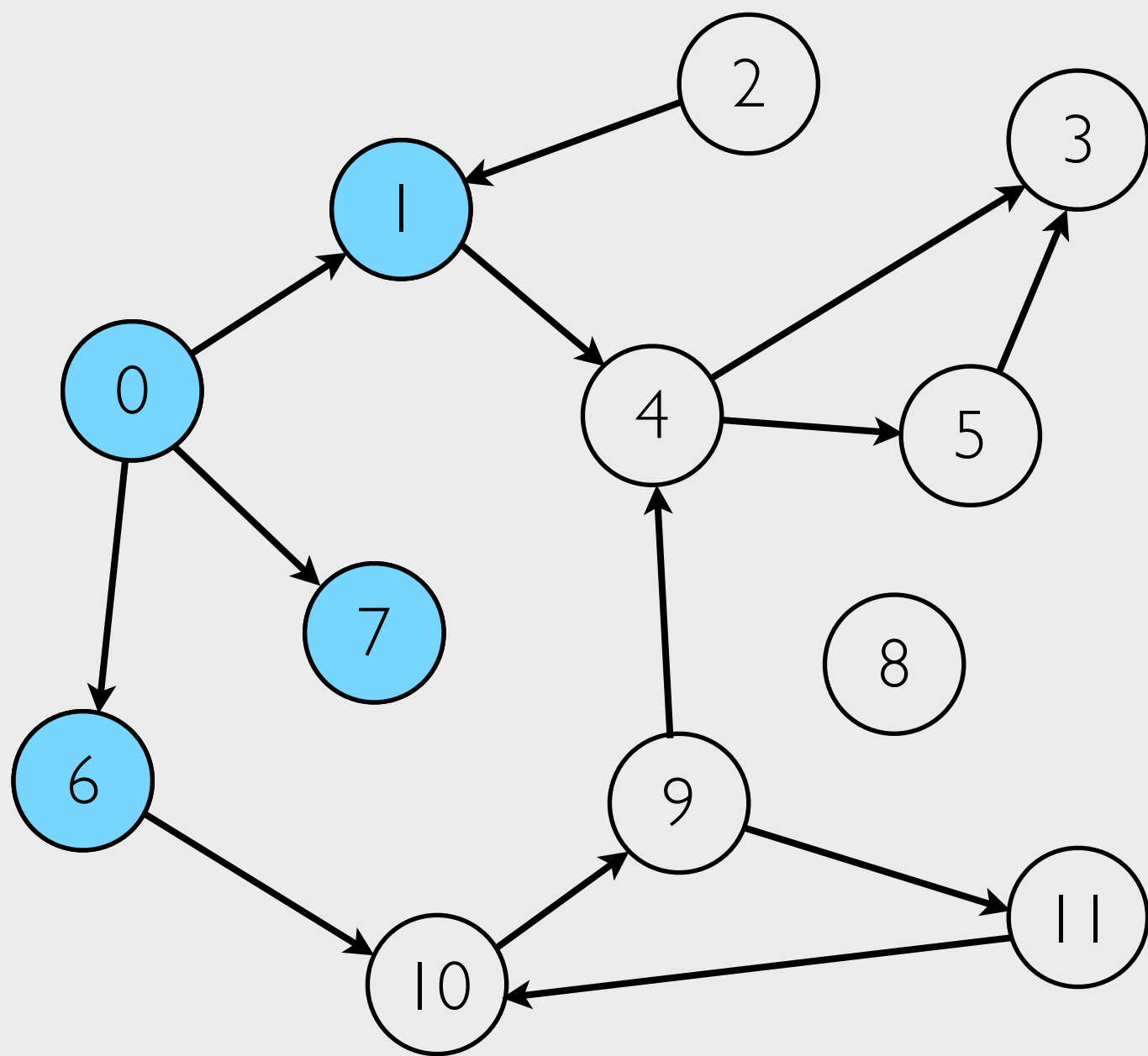


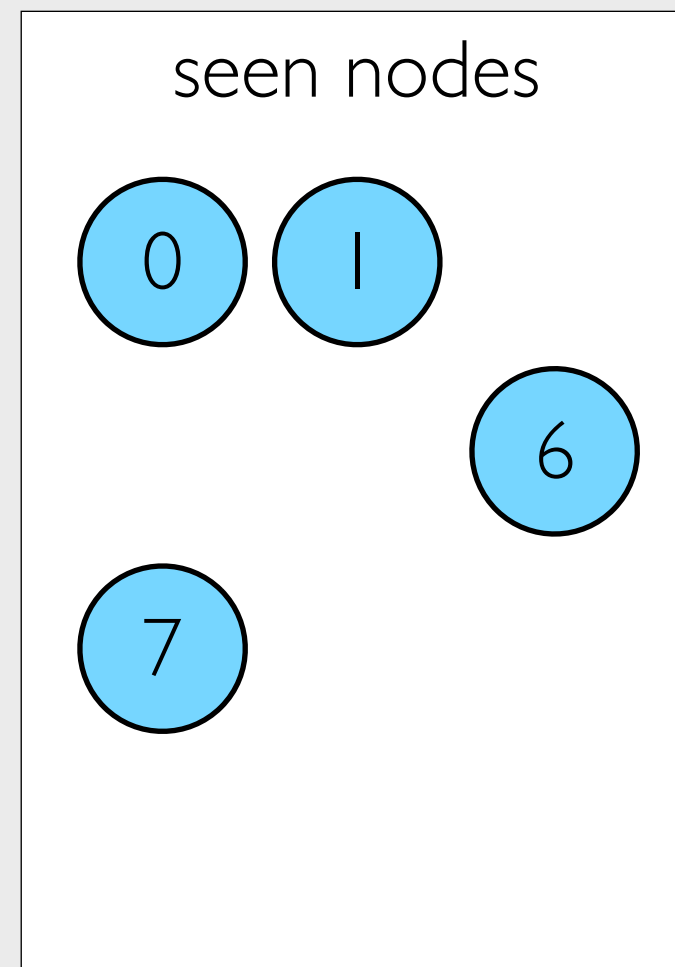
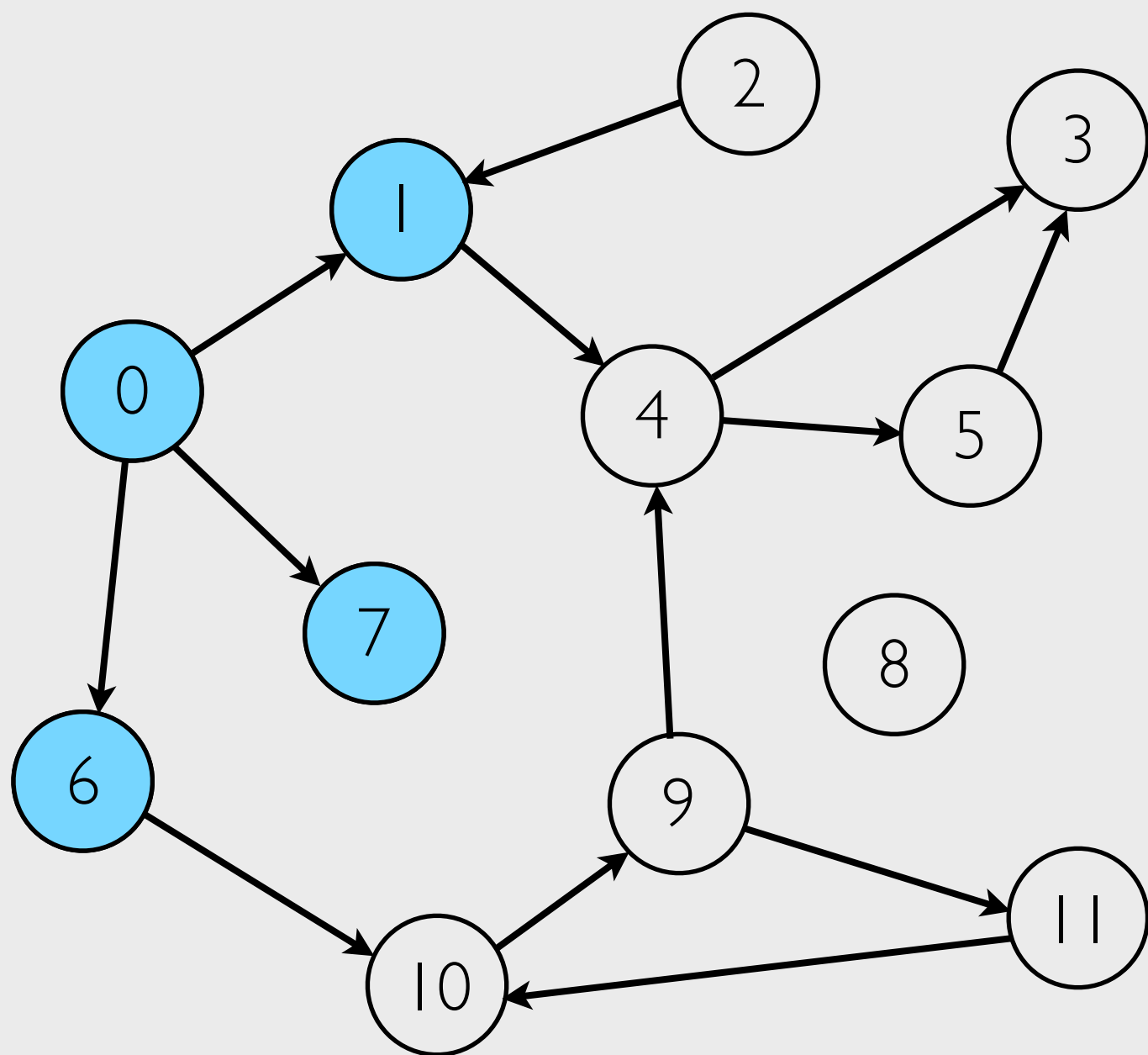
seen nodes

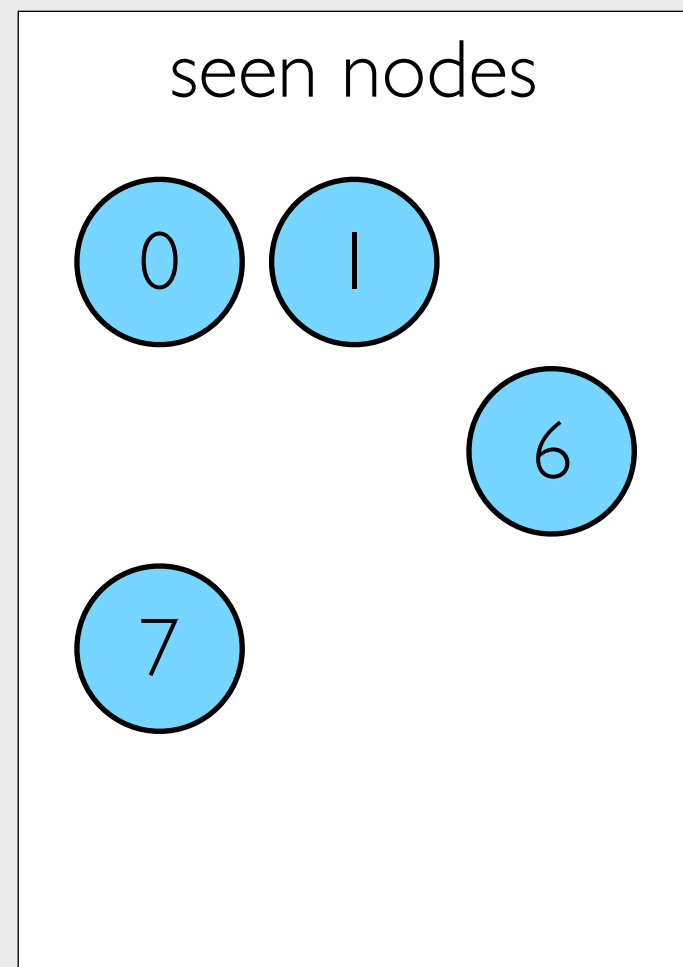
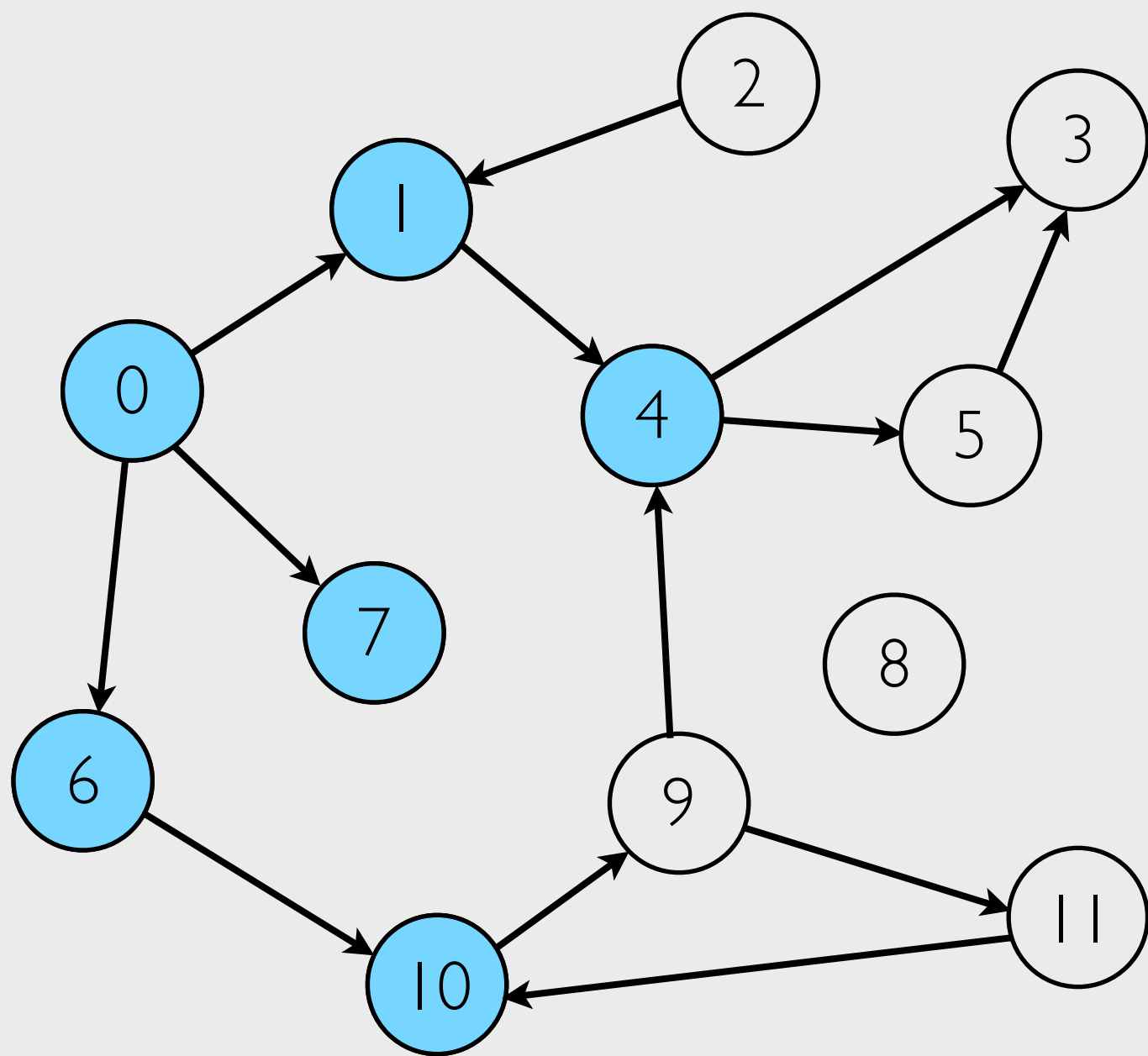


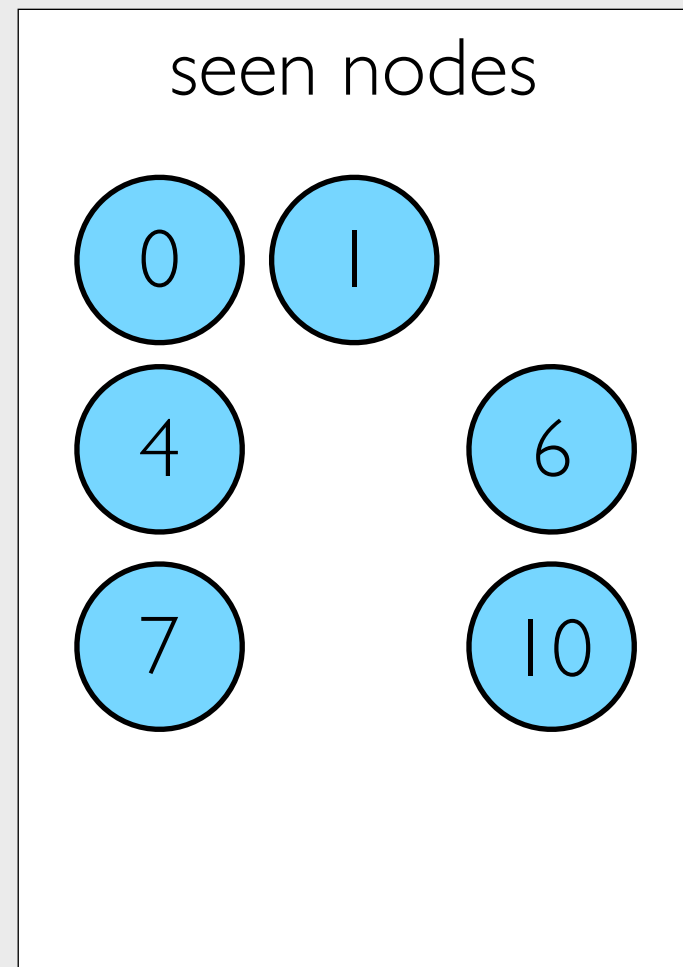
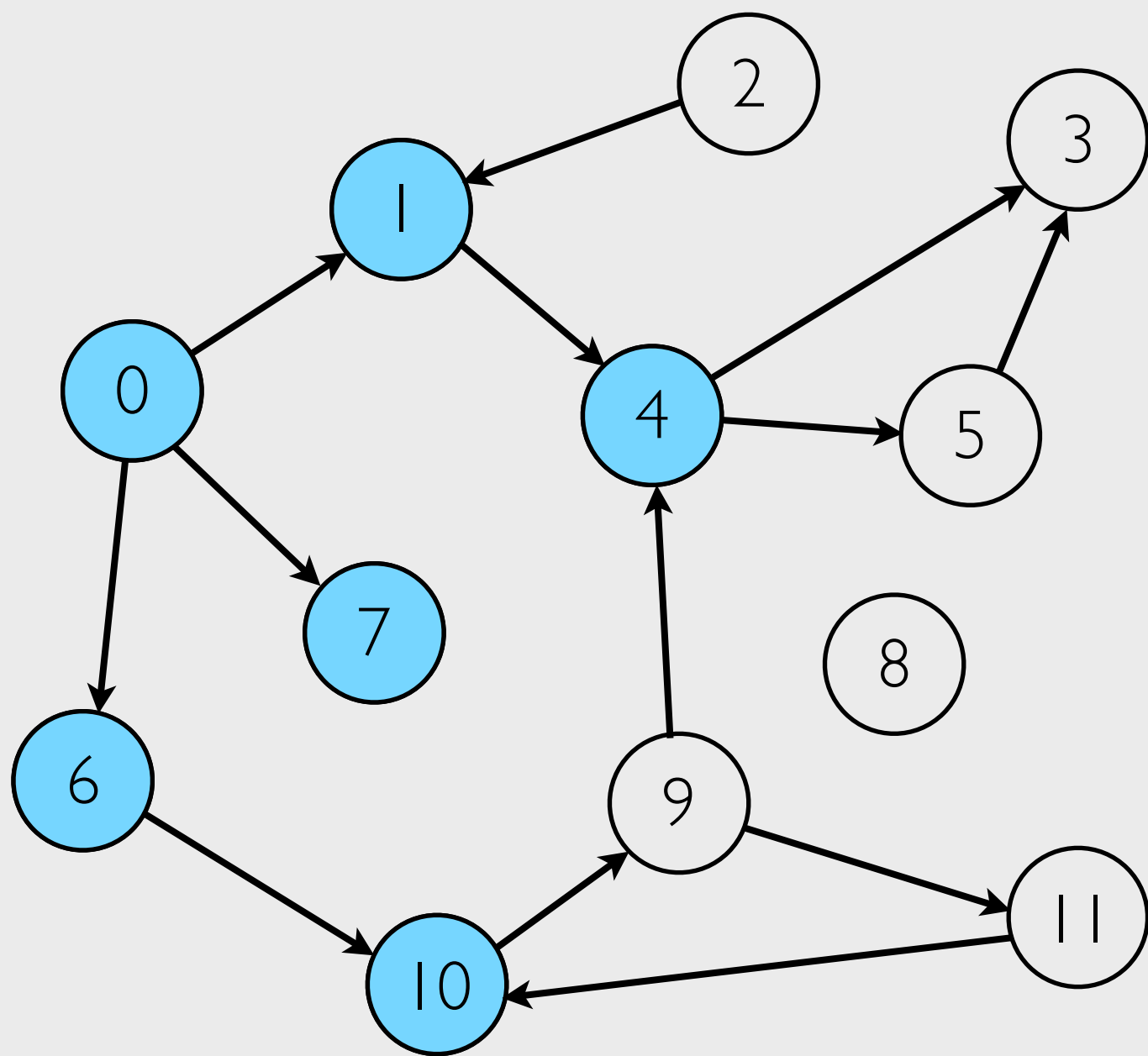
seen nodes

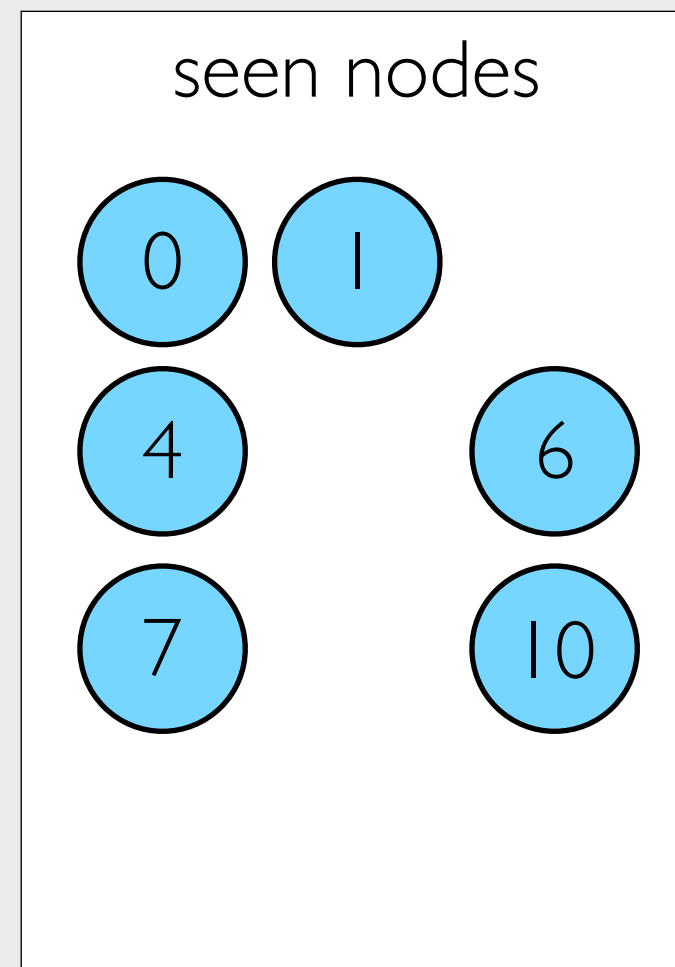
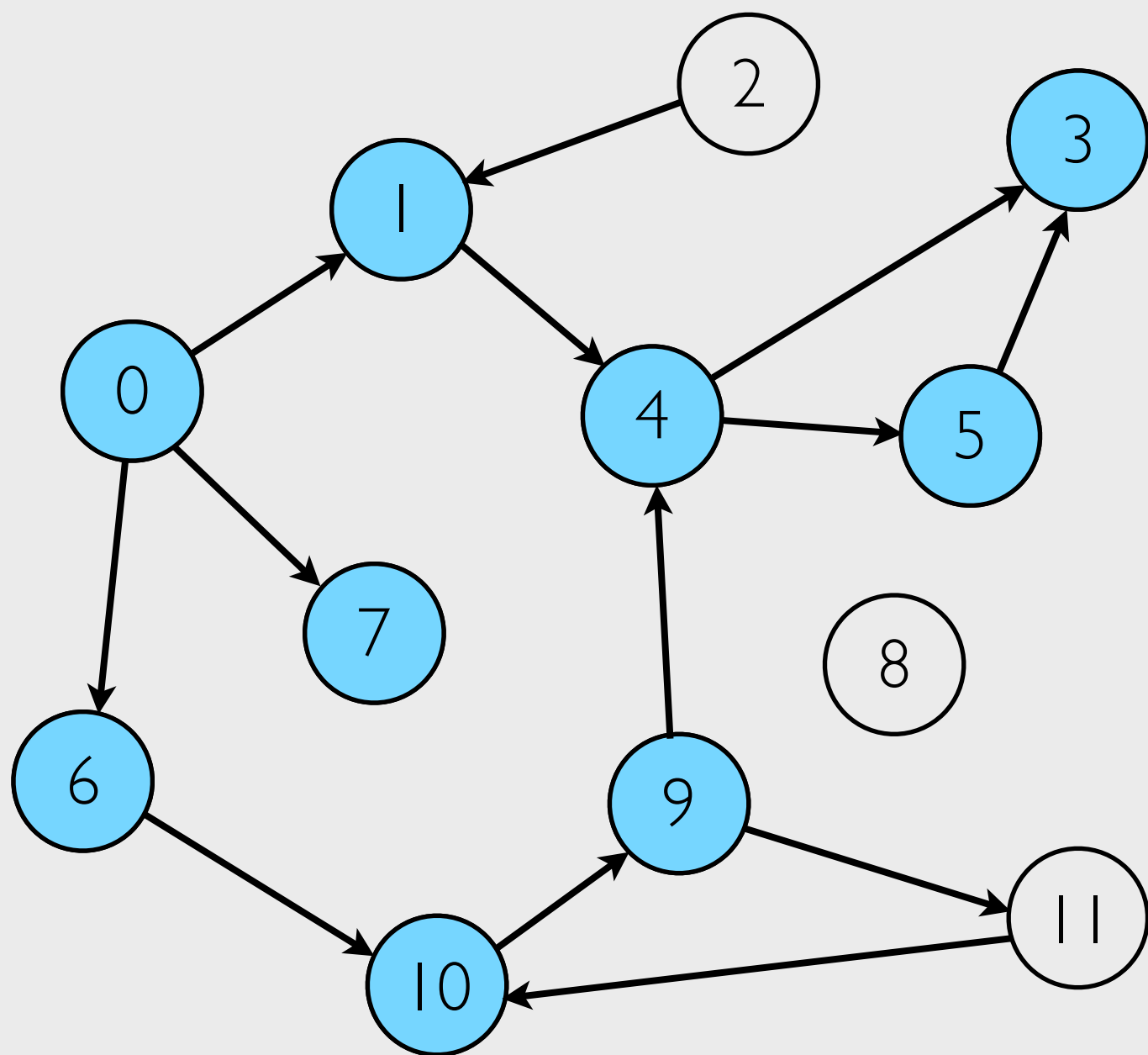


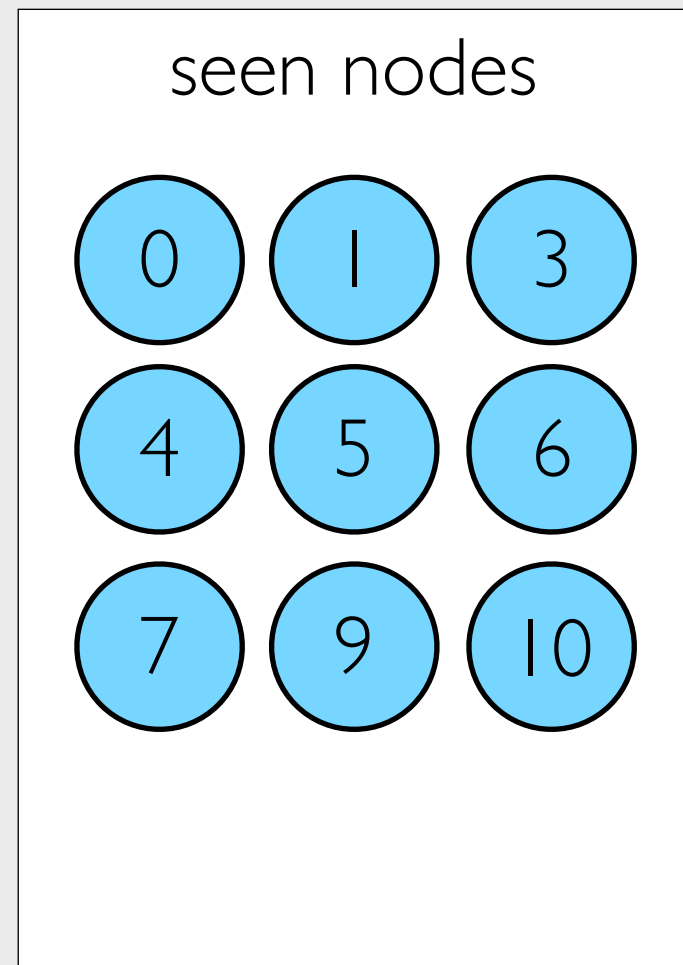
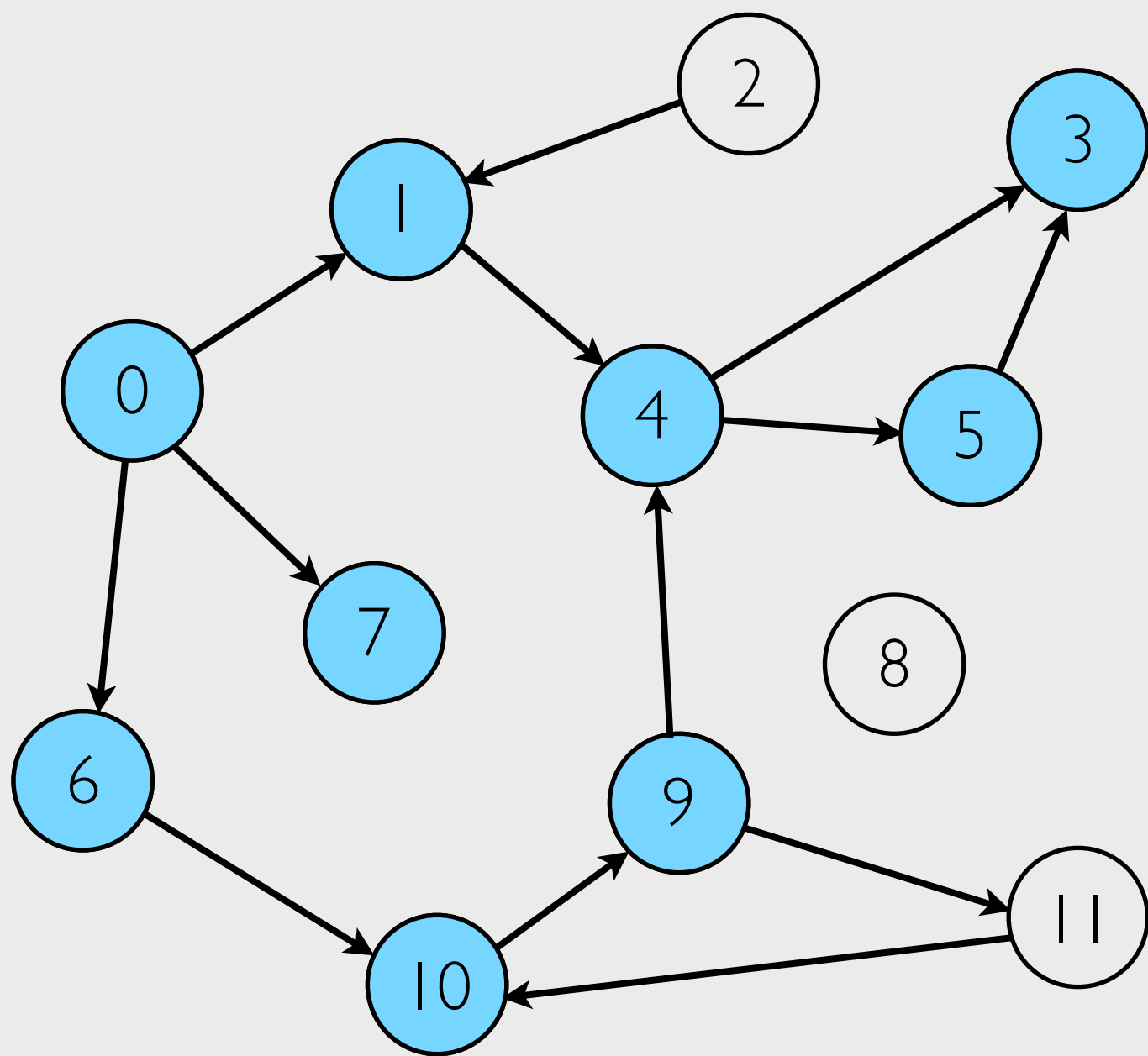


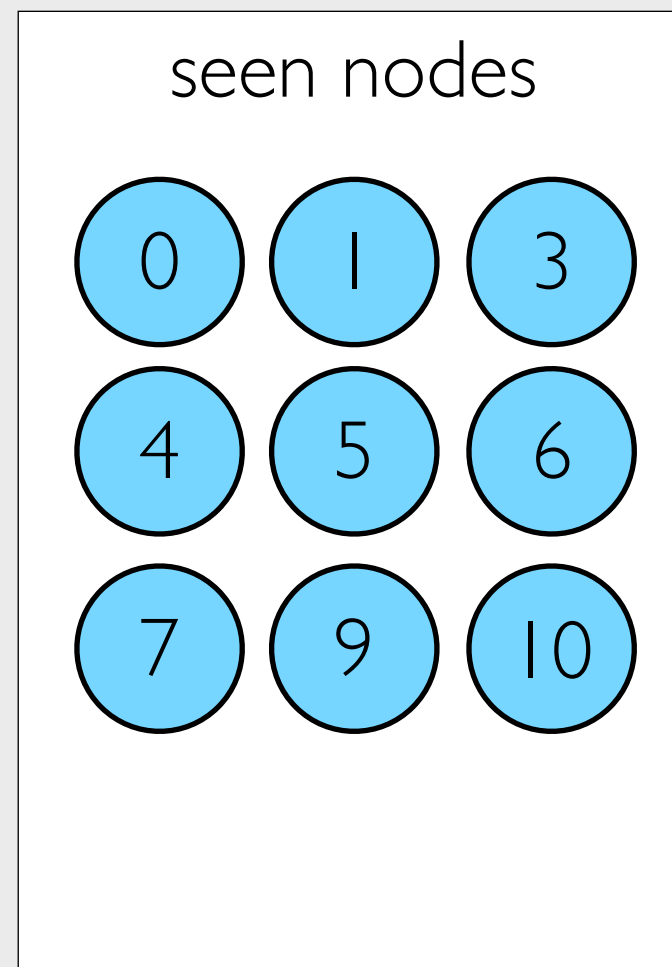
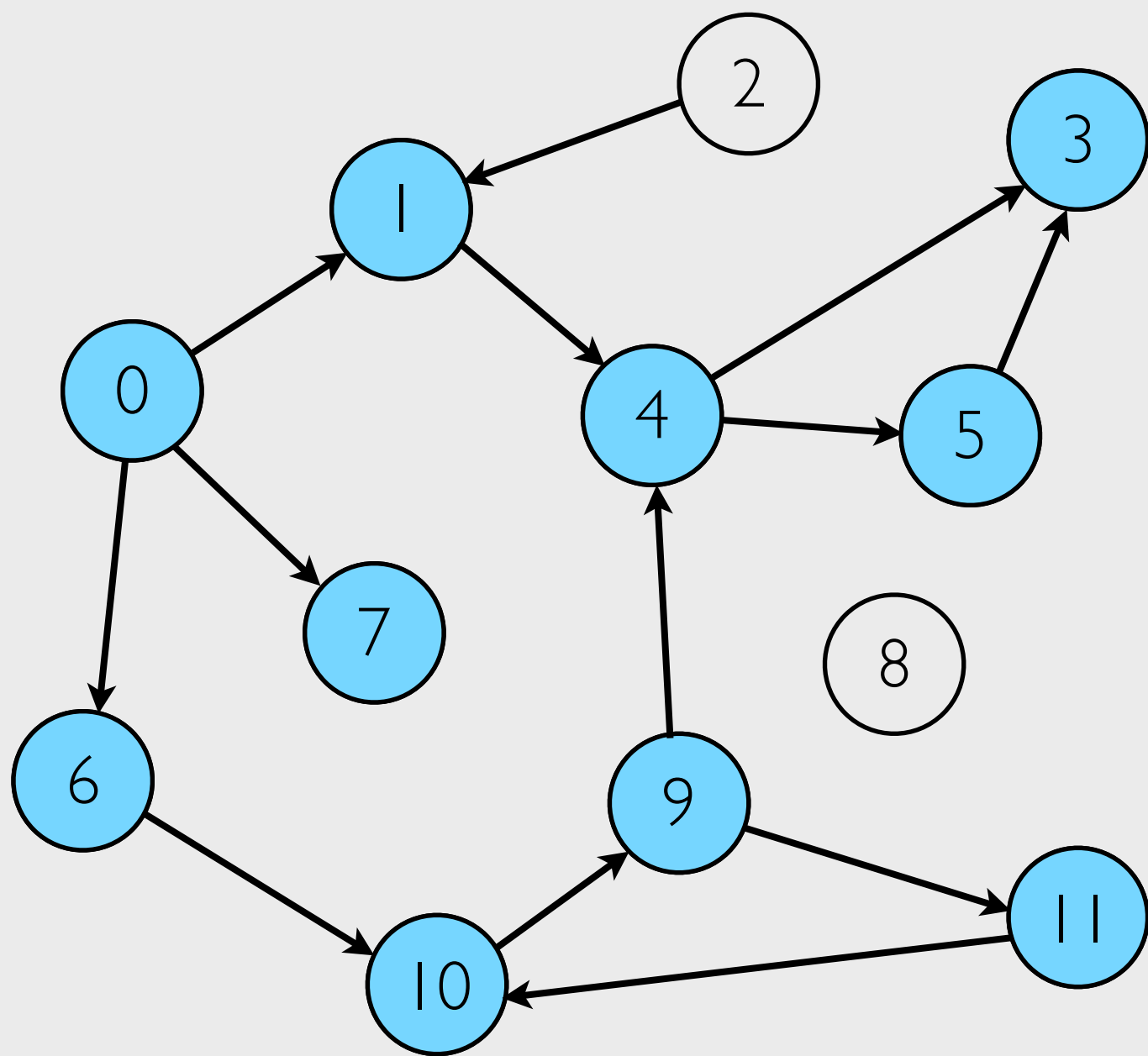


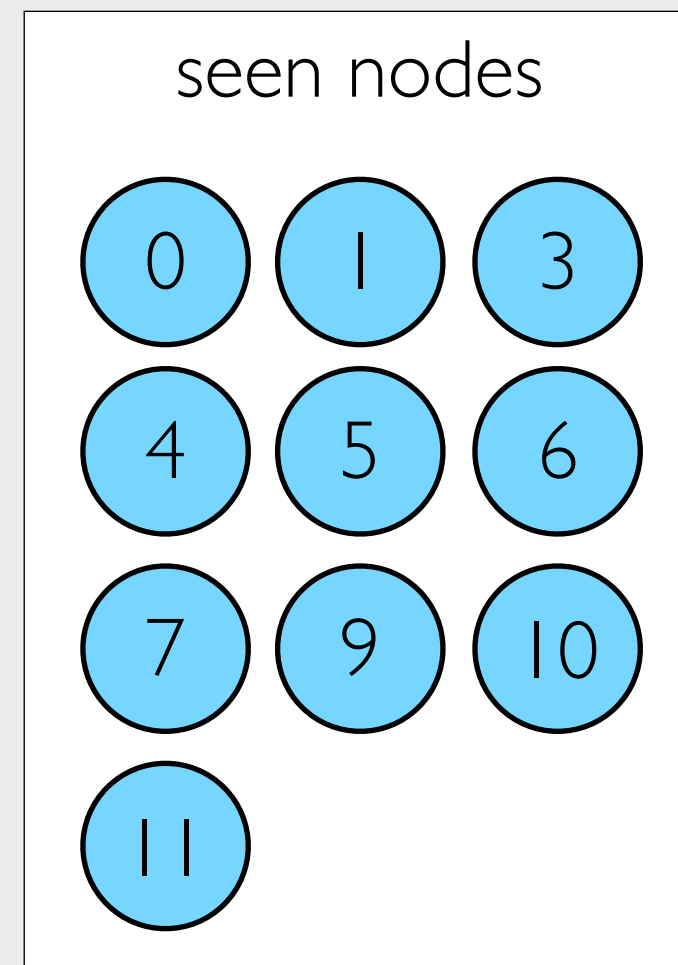
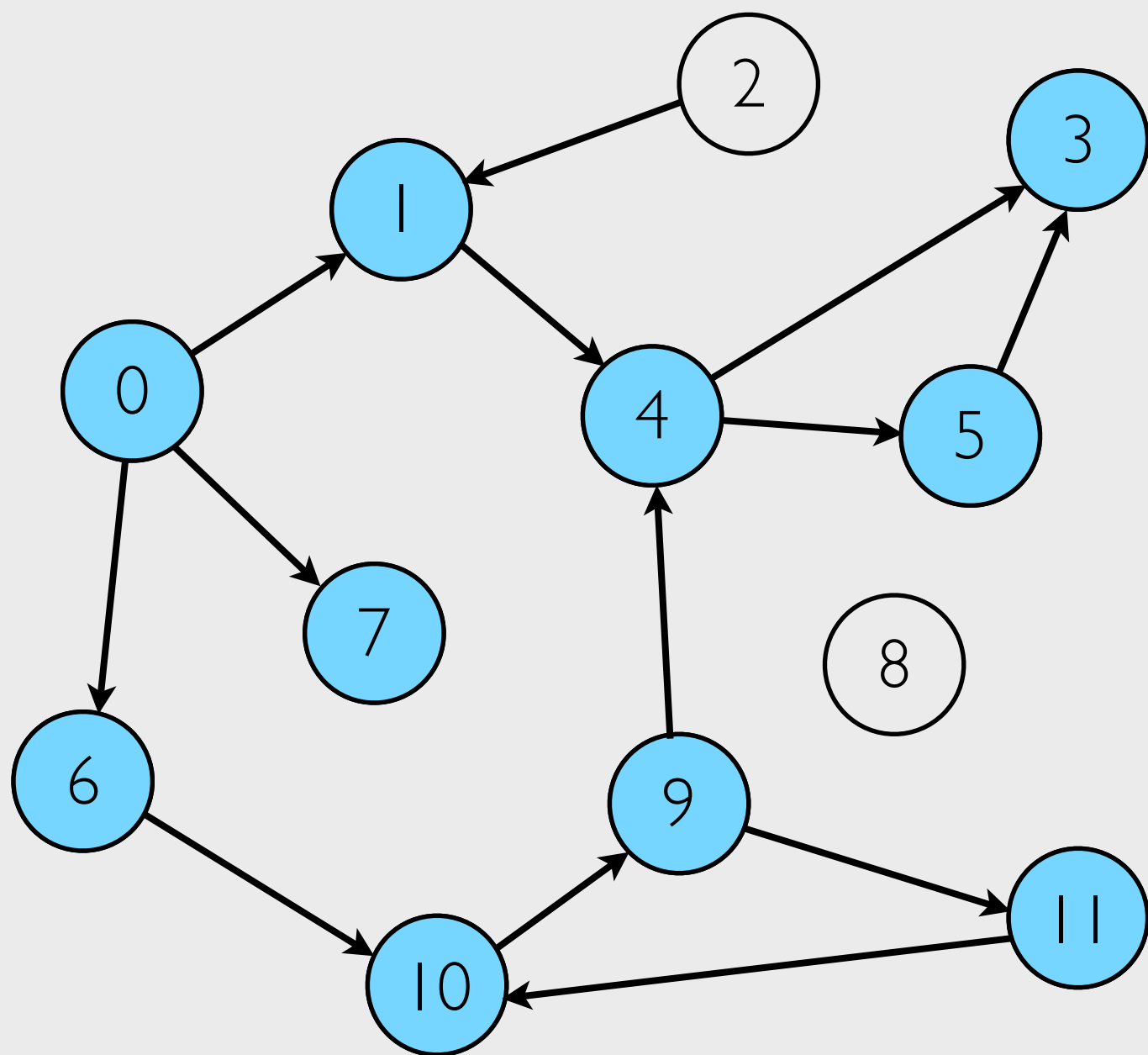


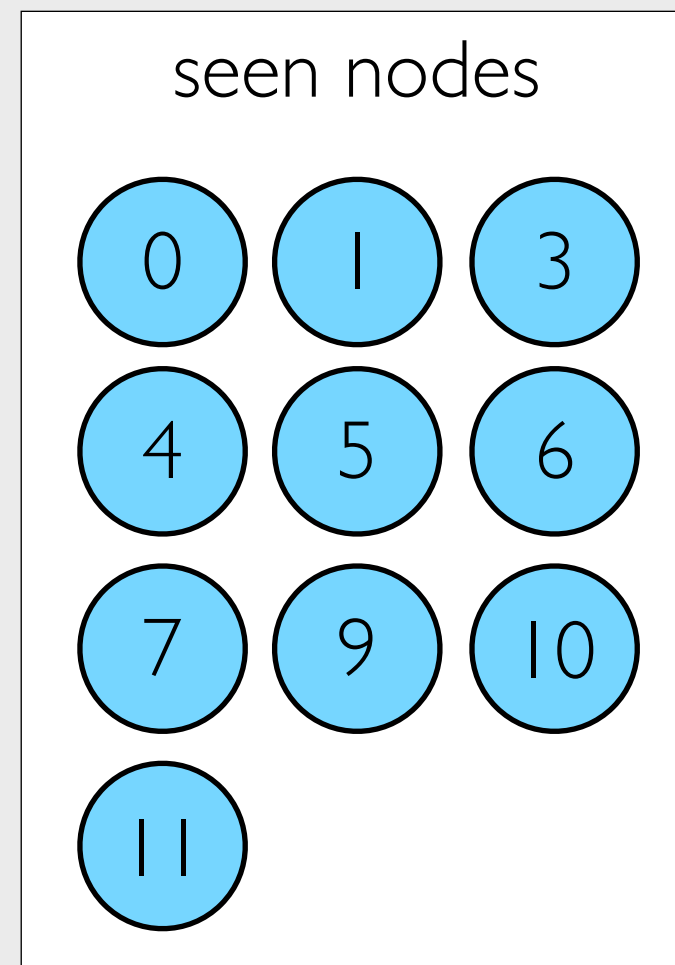
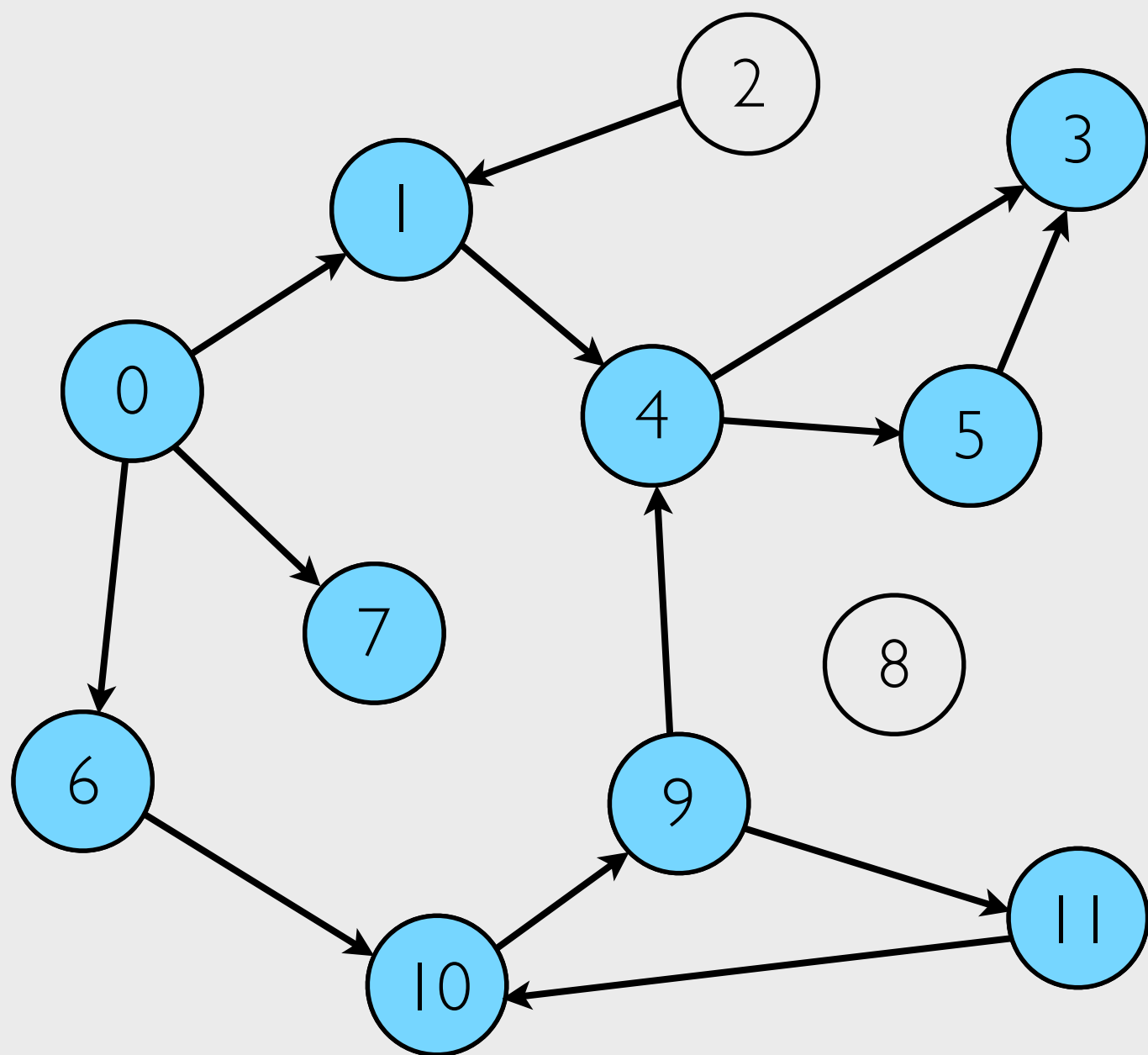


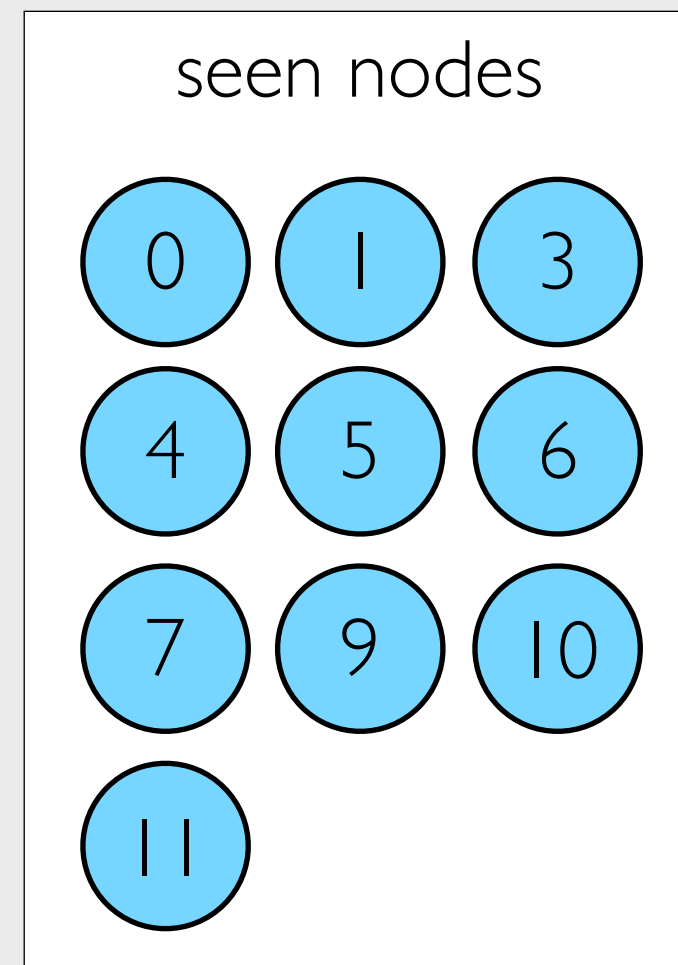
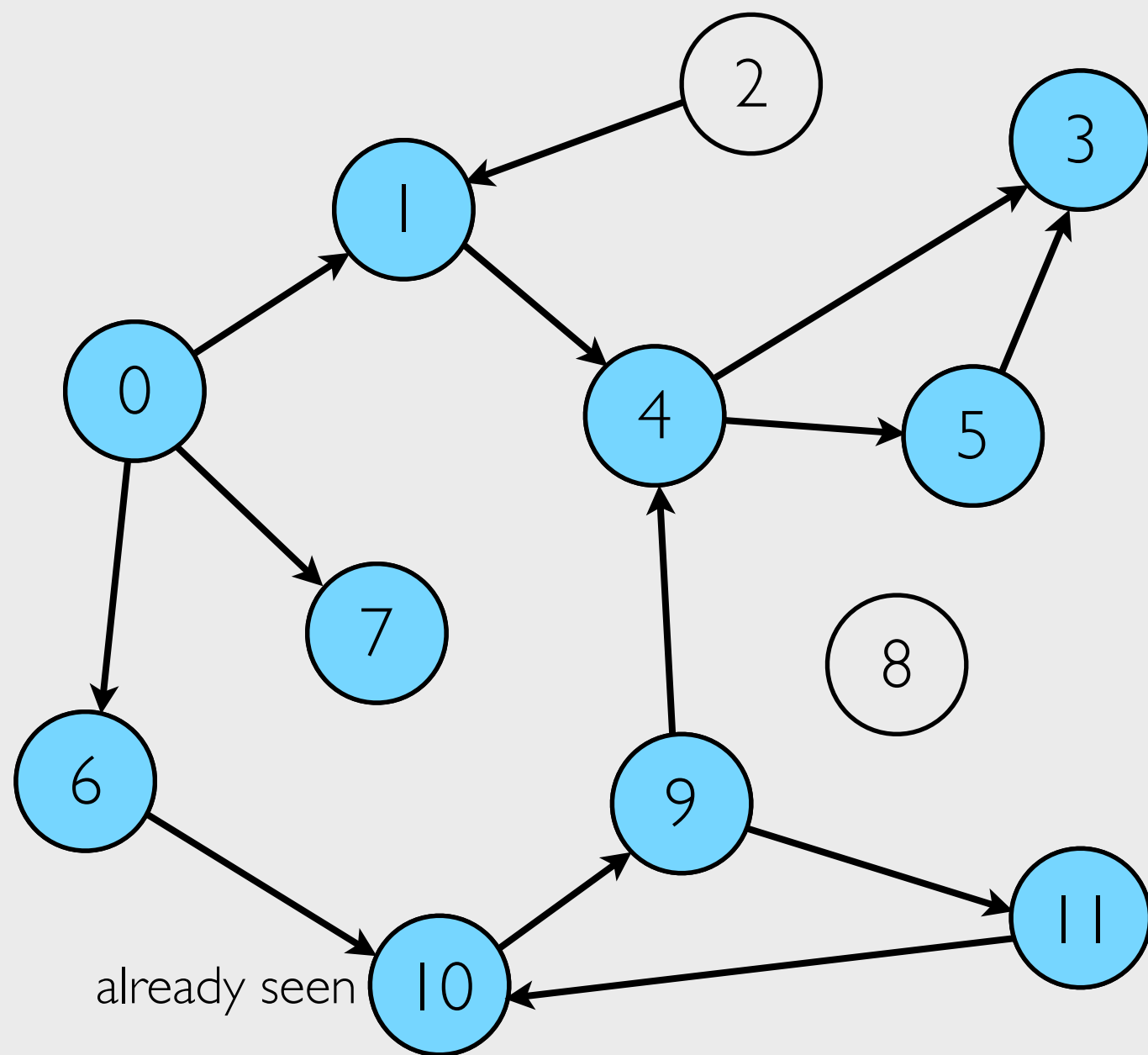


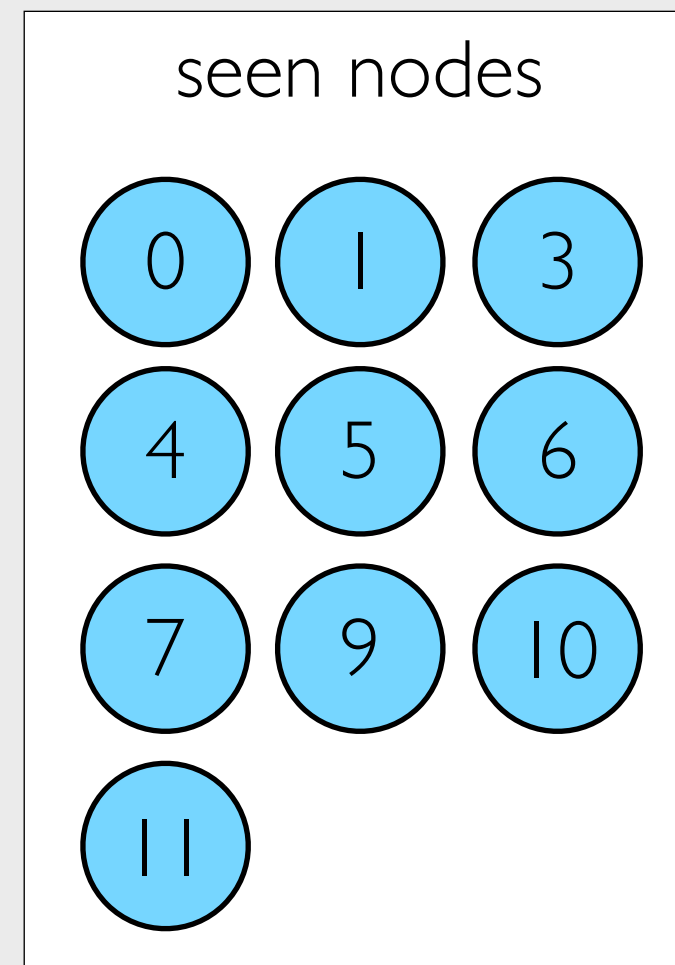
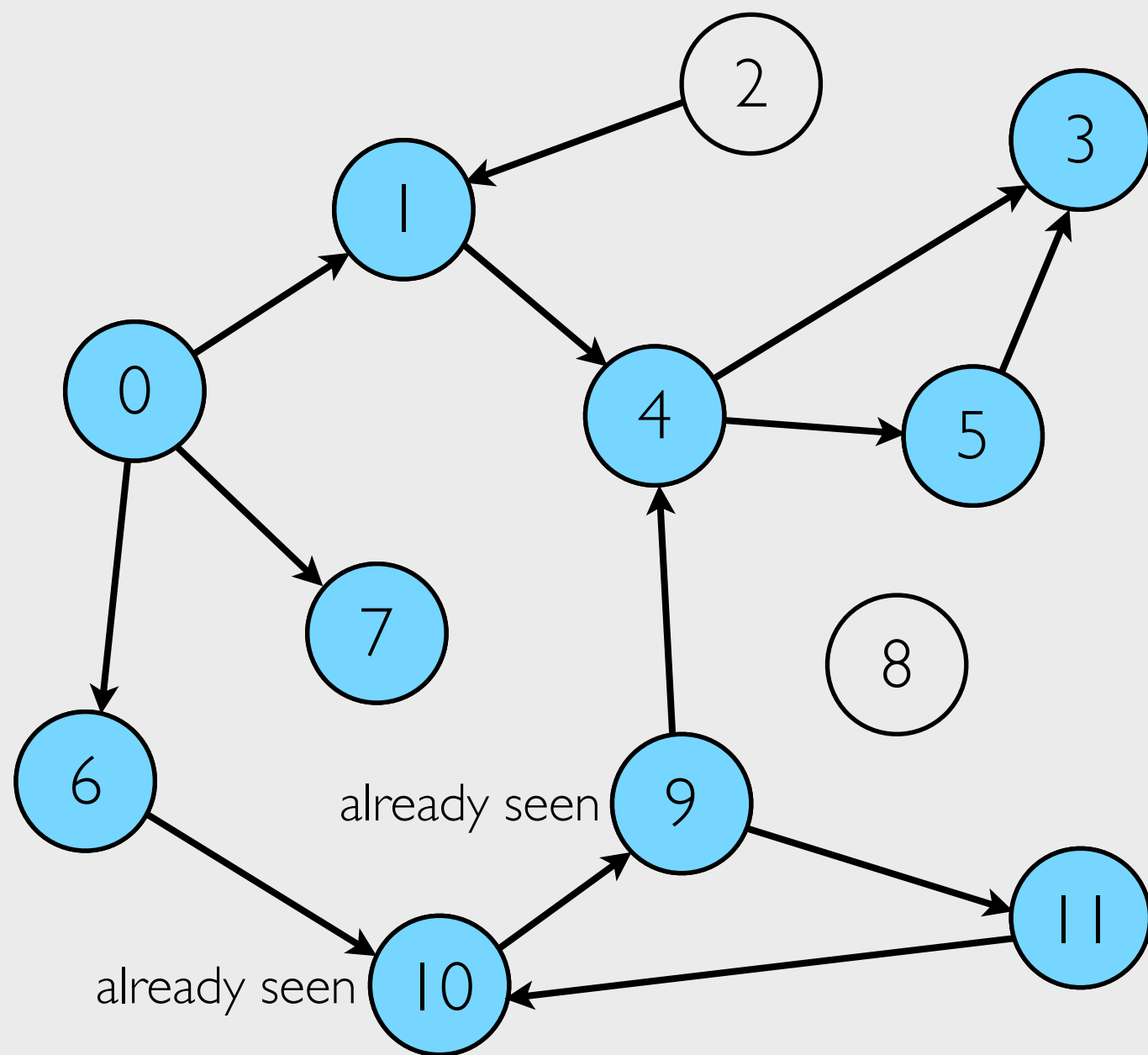


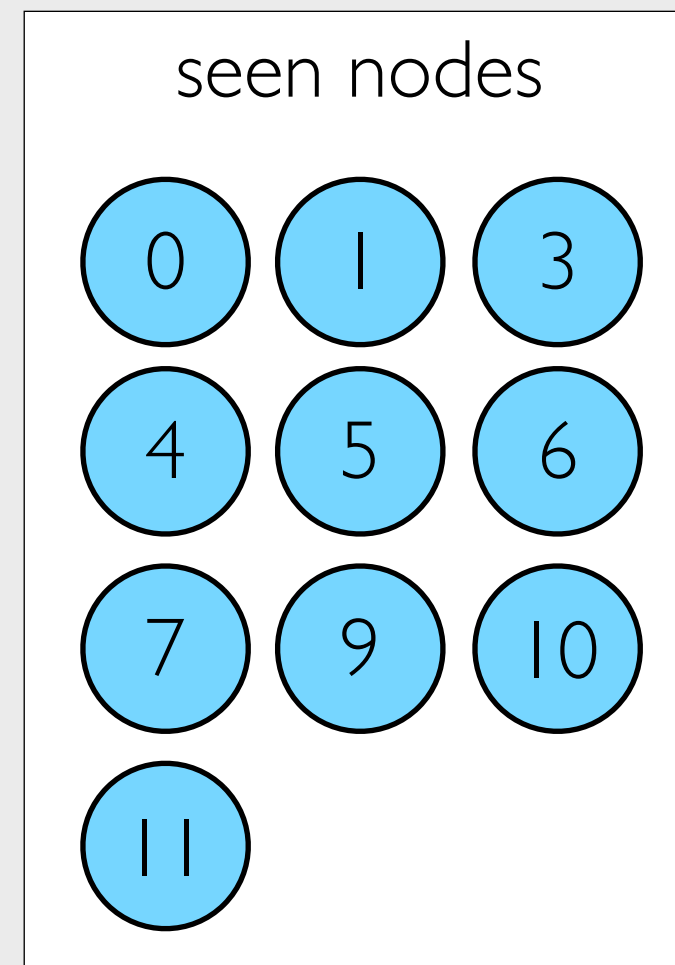
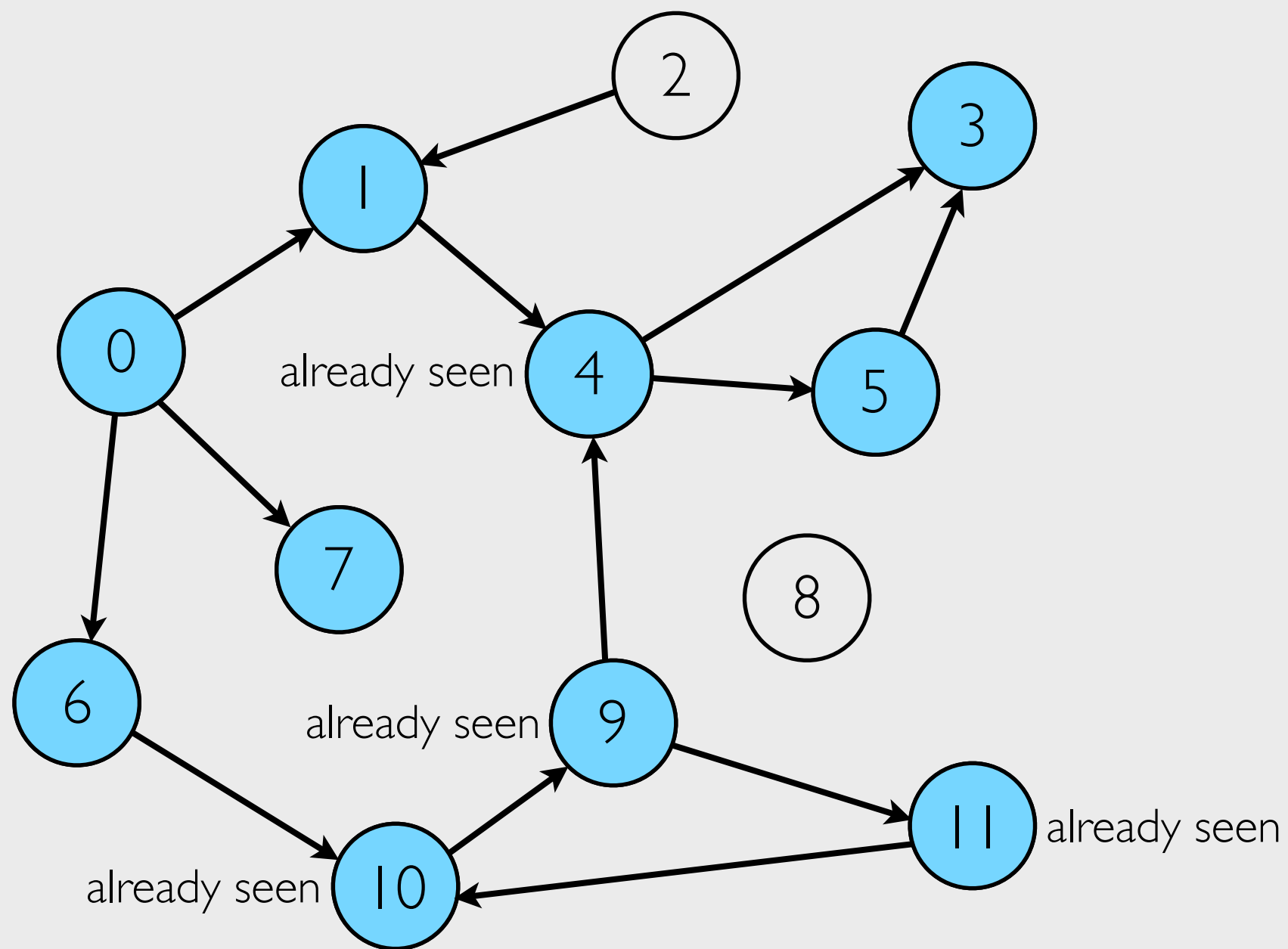


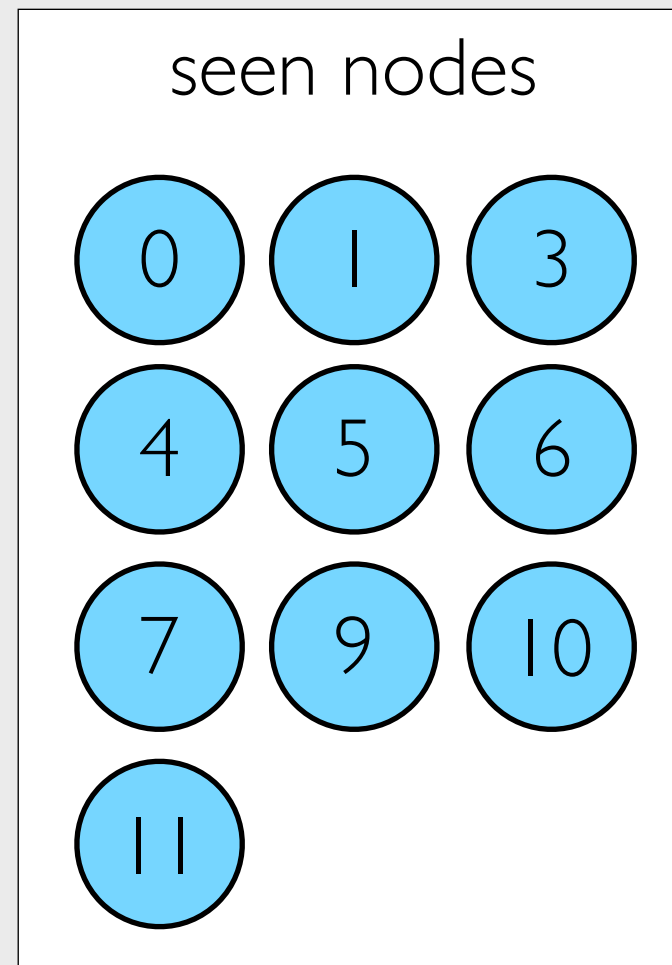
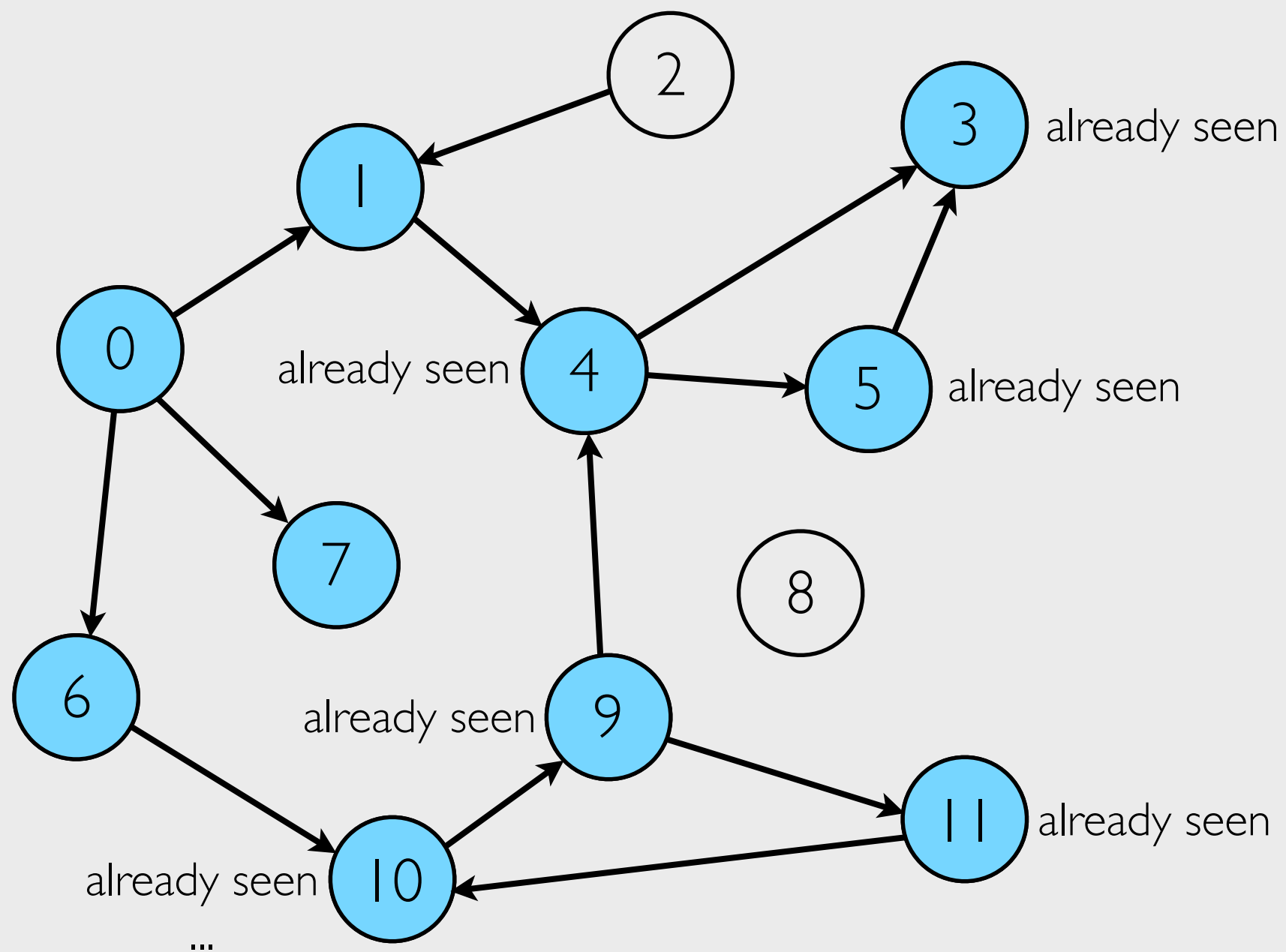


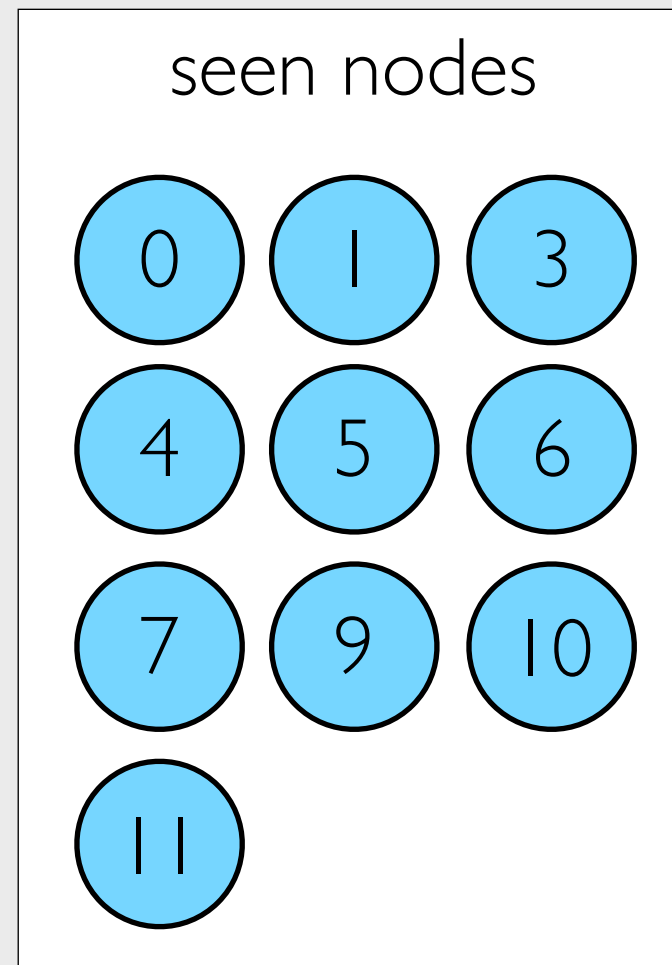
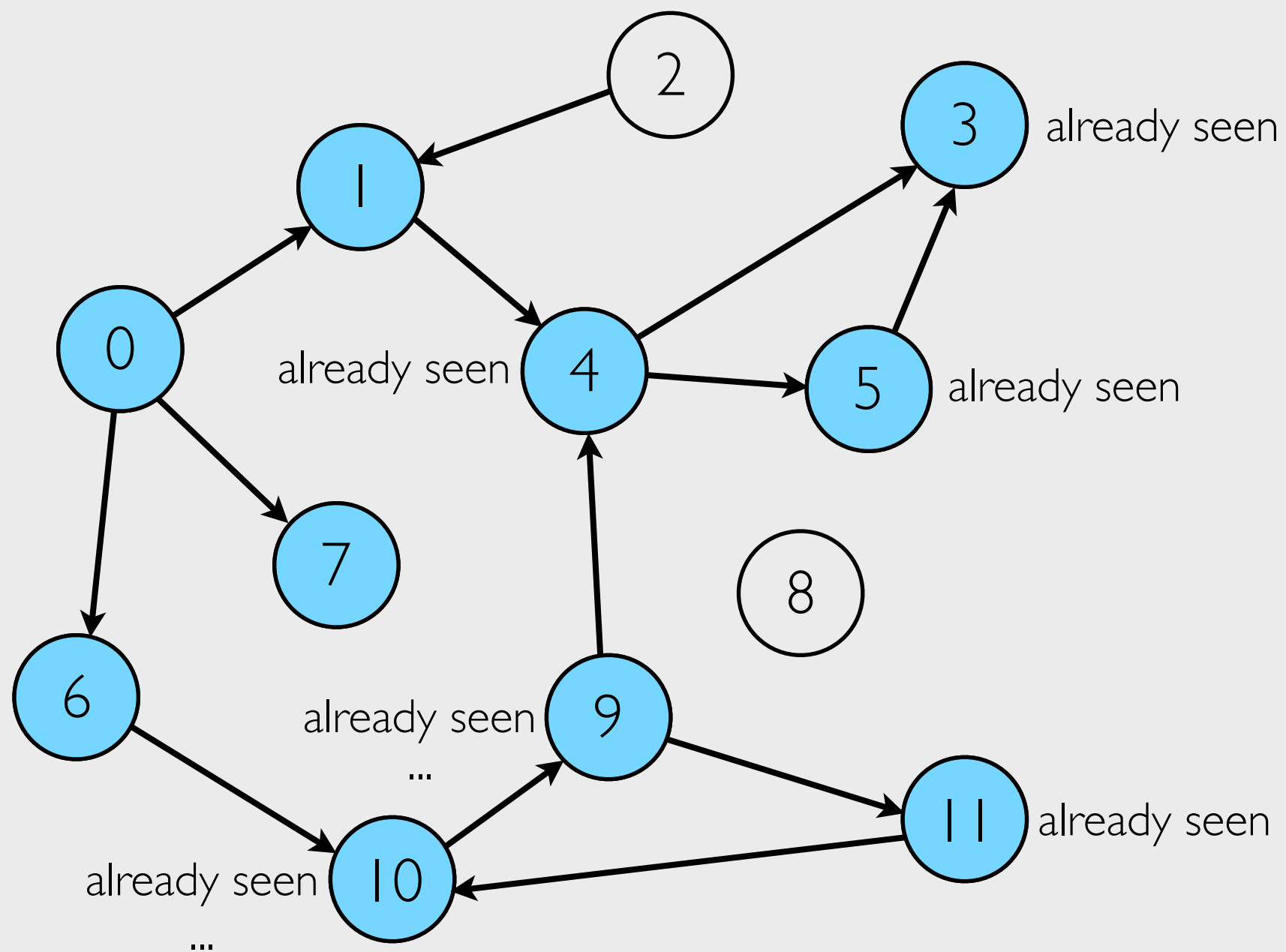


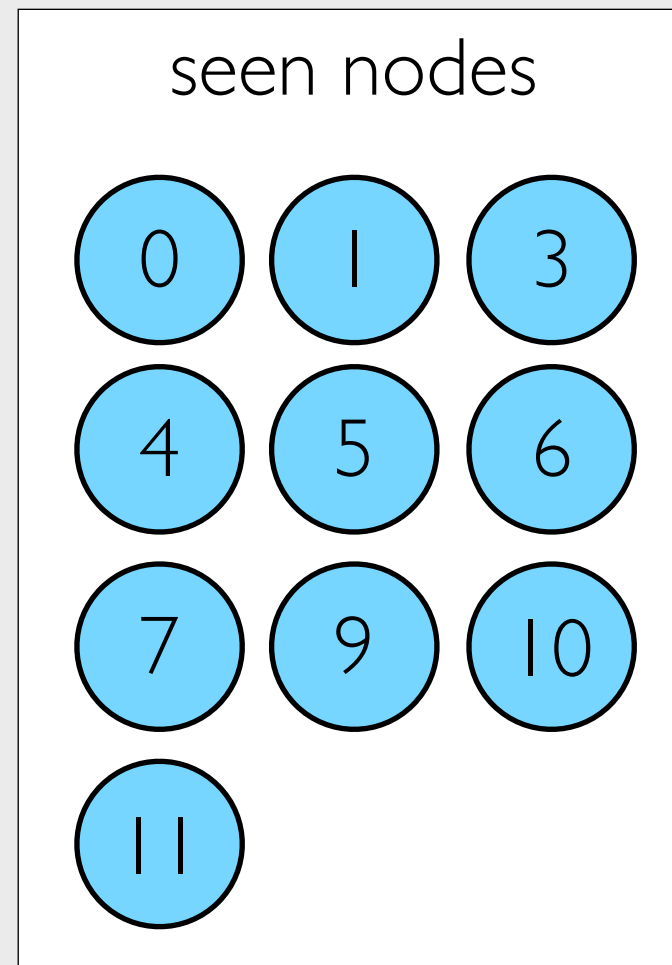
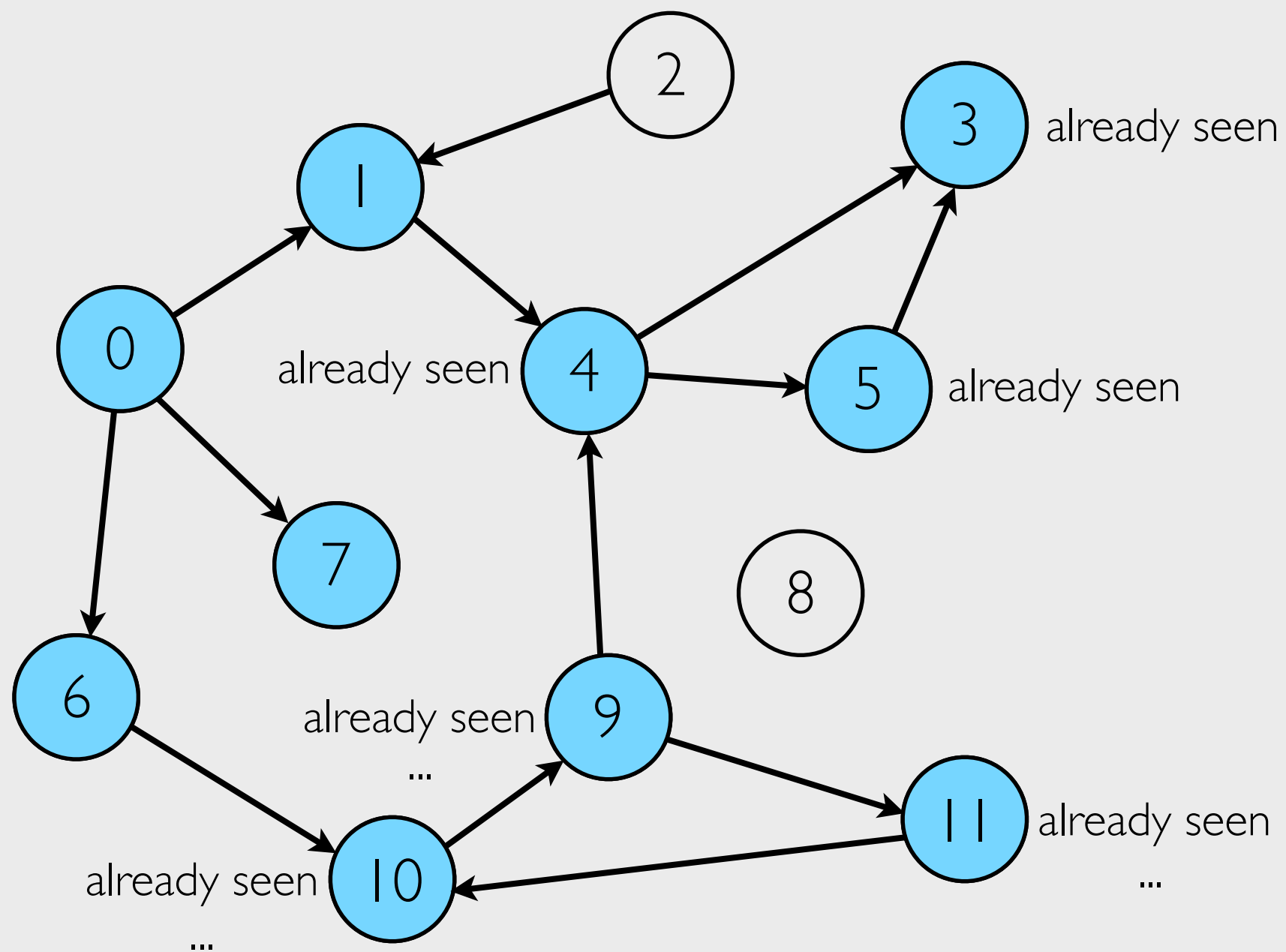




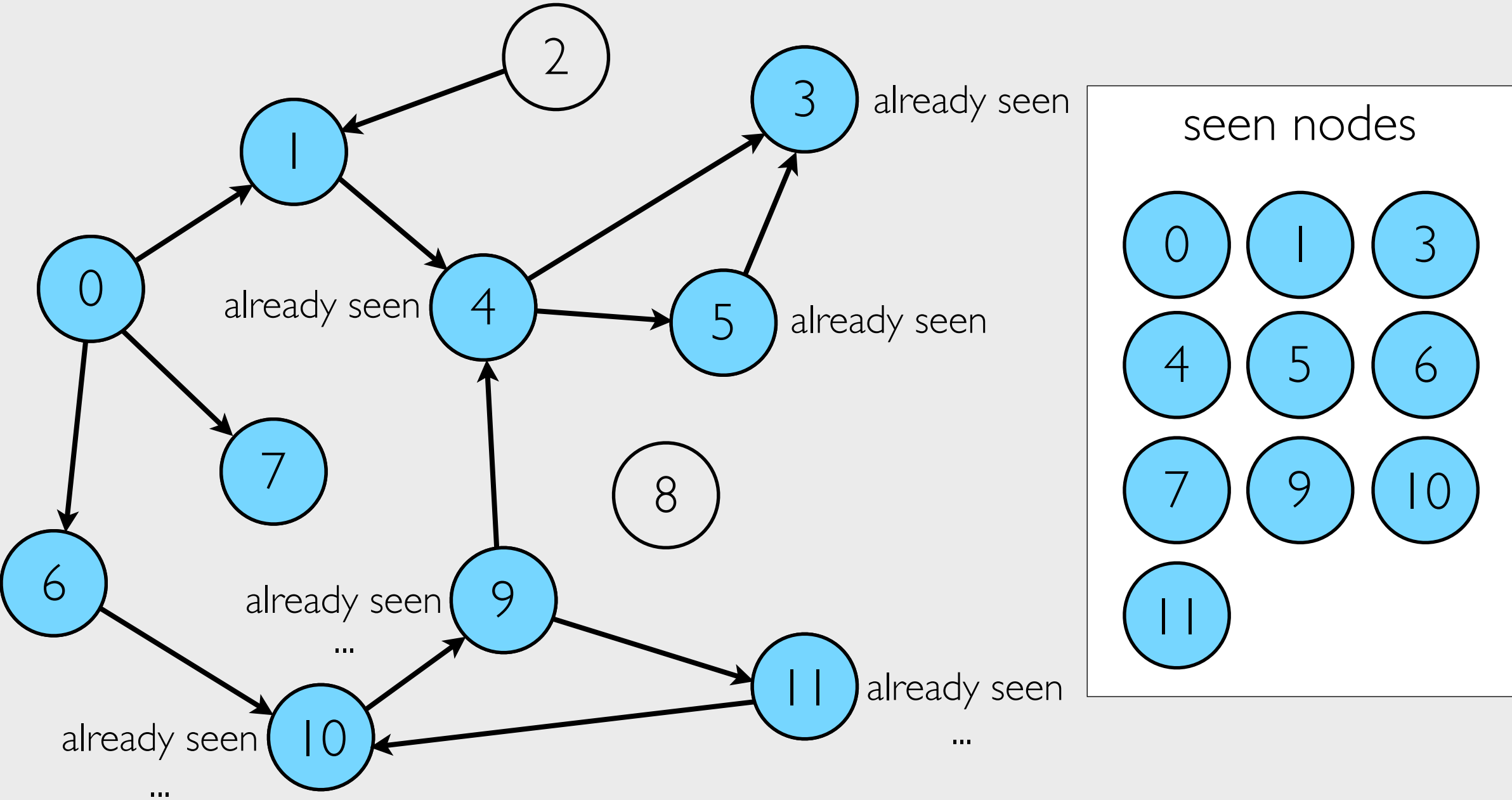






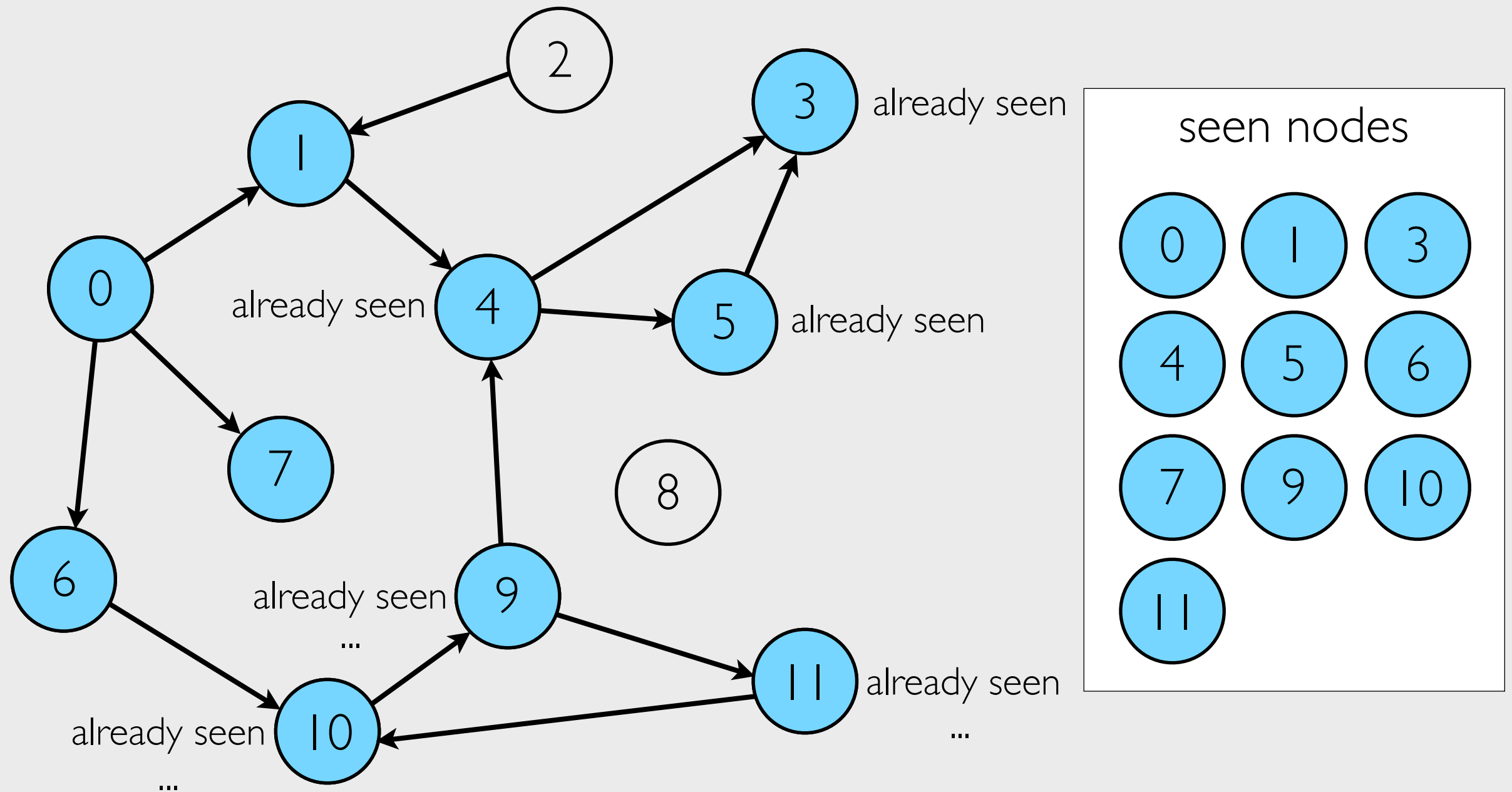


Events are updates that change an LVar's state



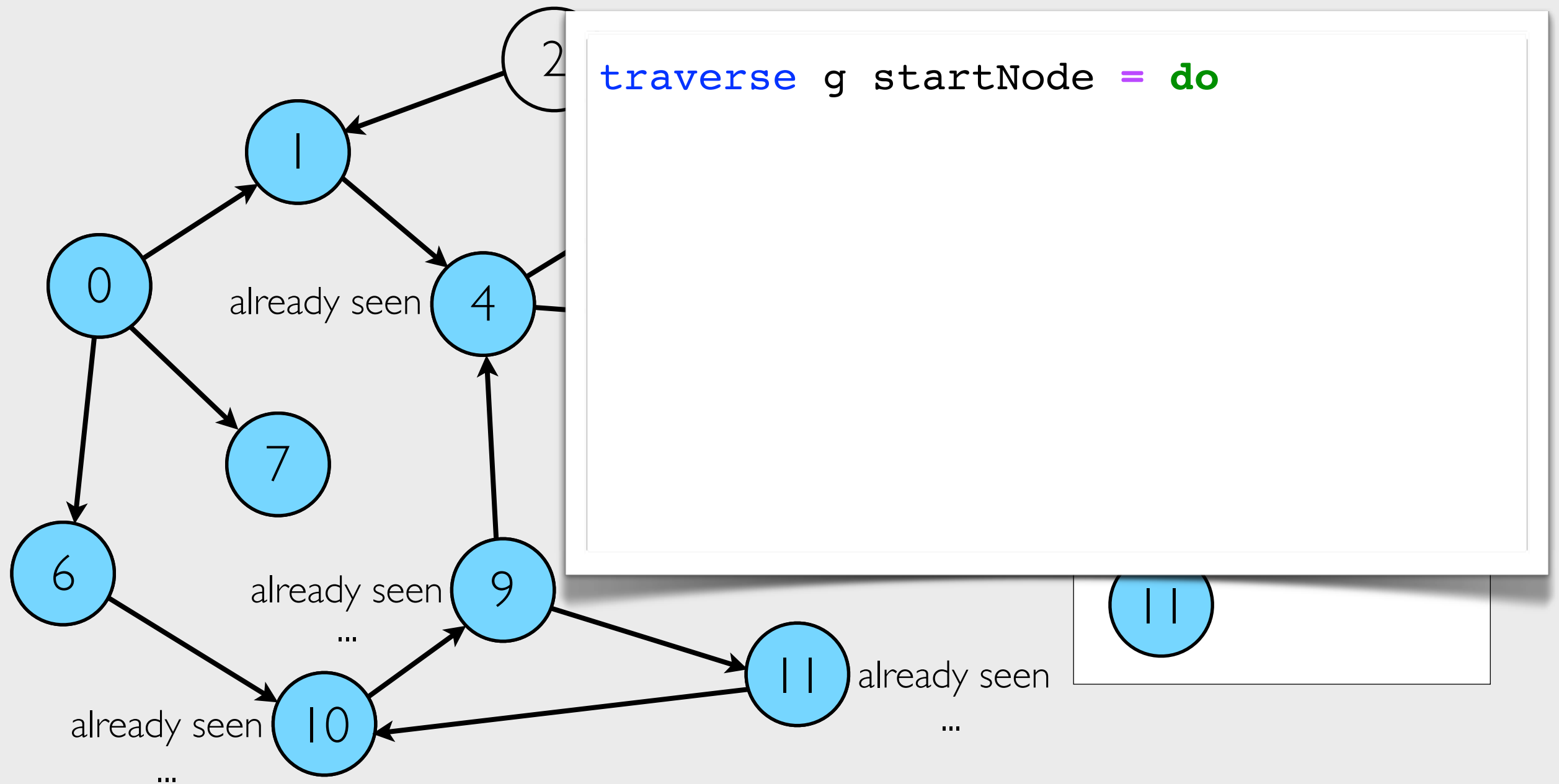
Events are updates that change an LVar's state

Event handlers listen for events and launch callbacks in response



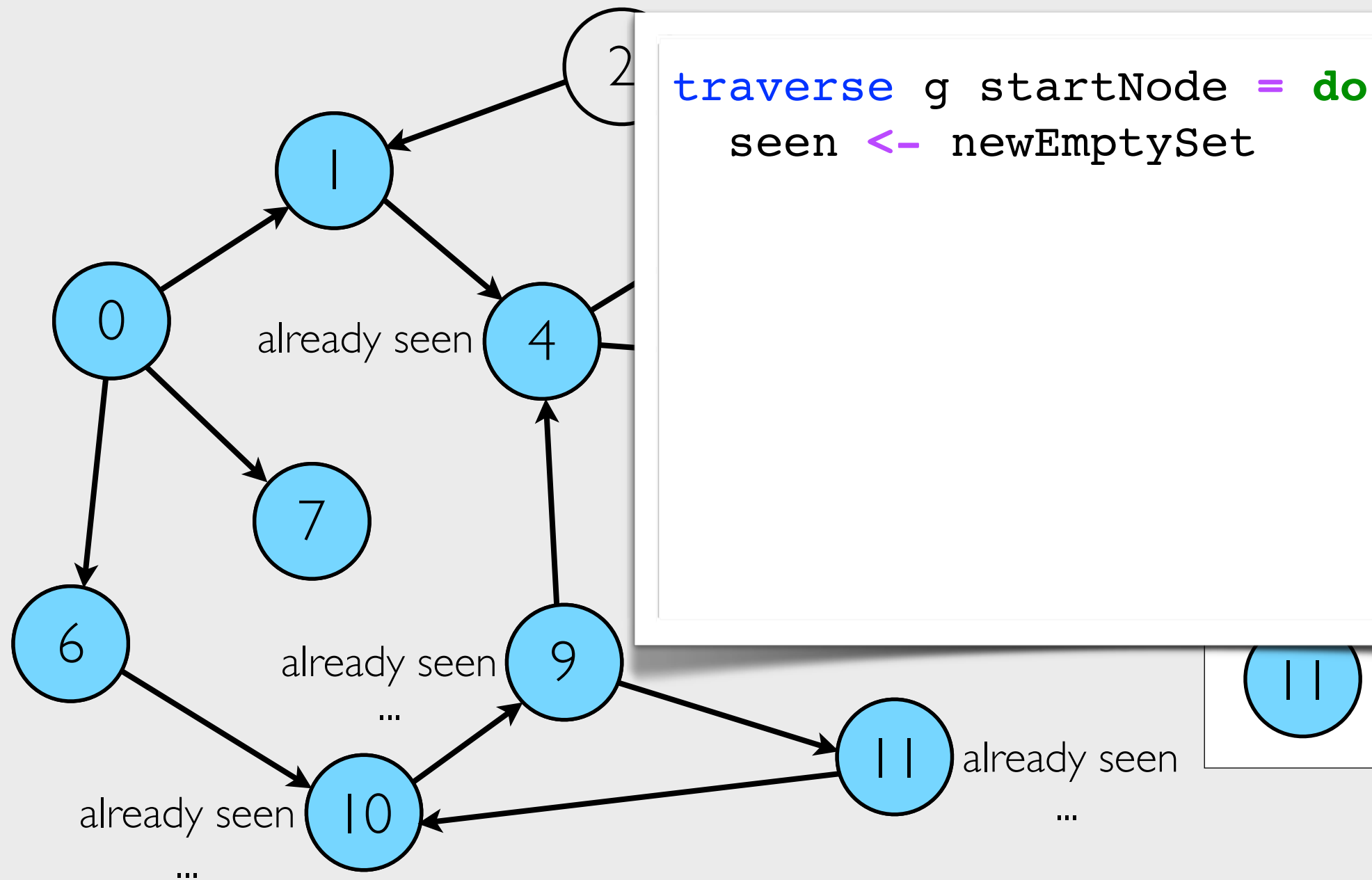
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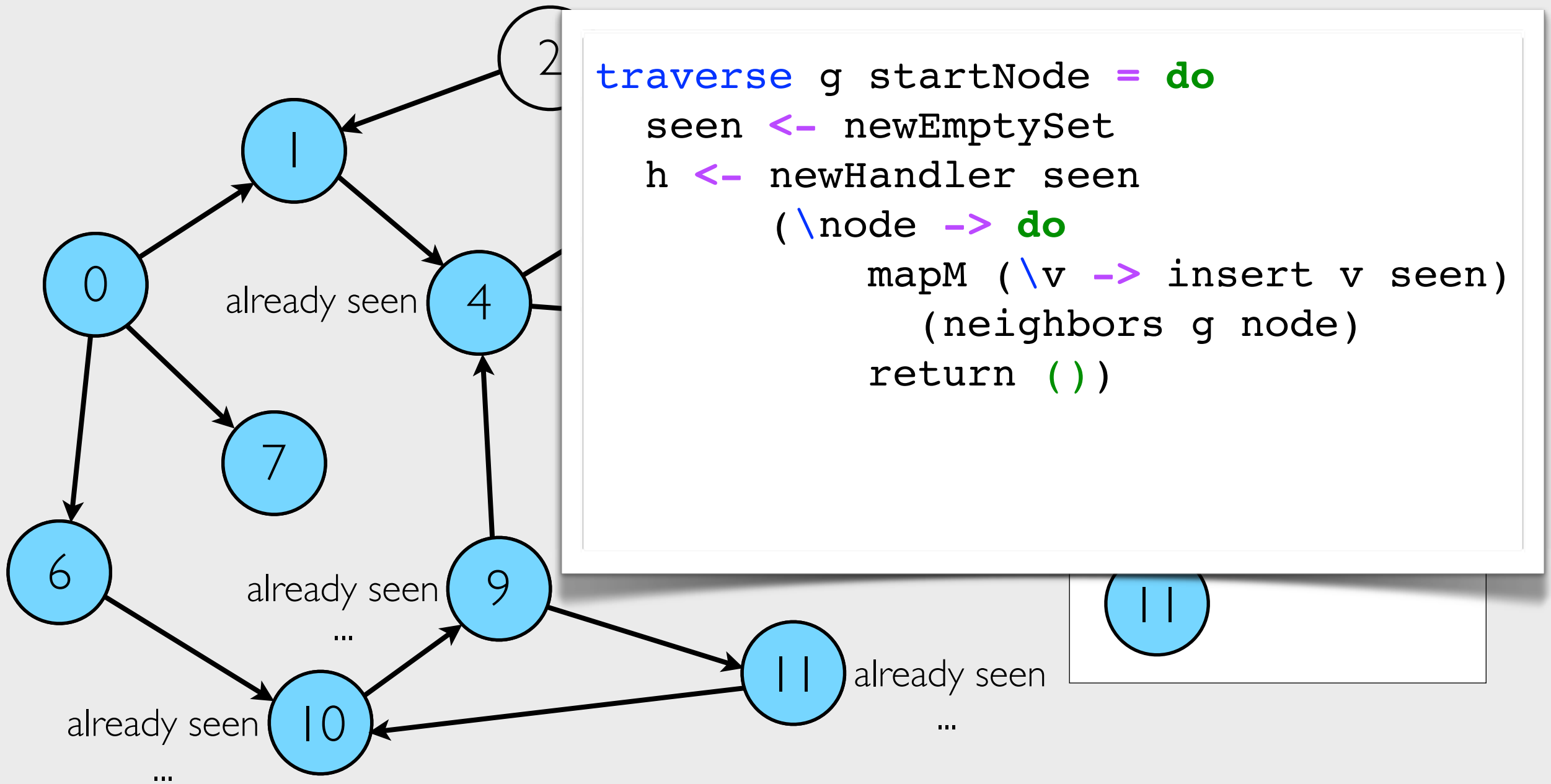
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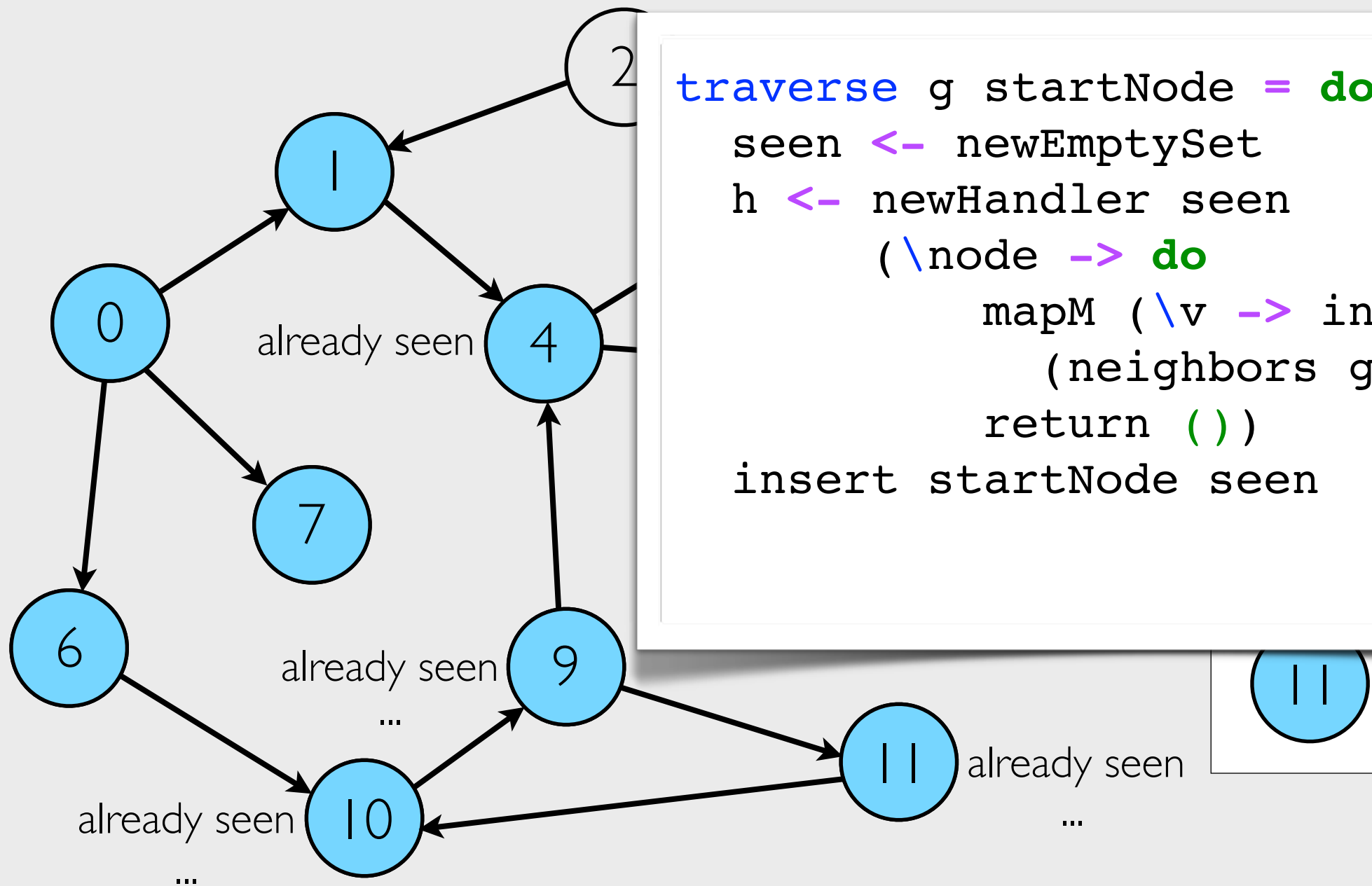
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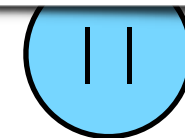


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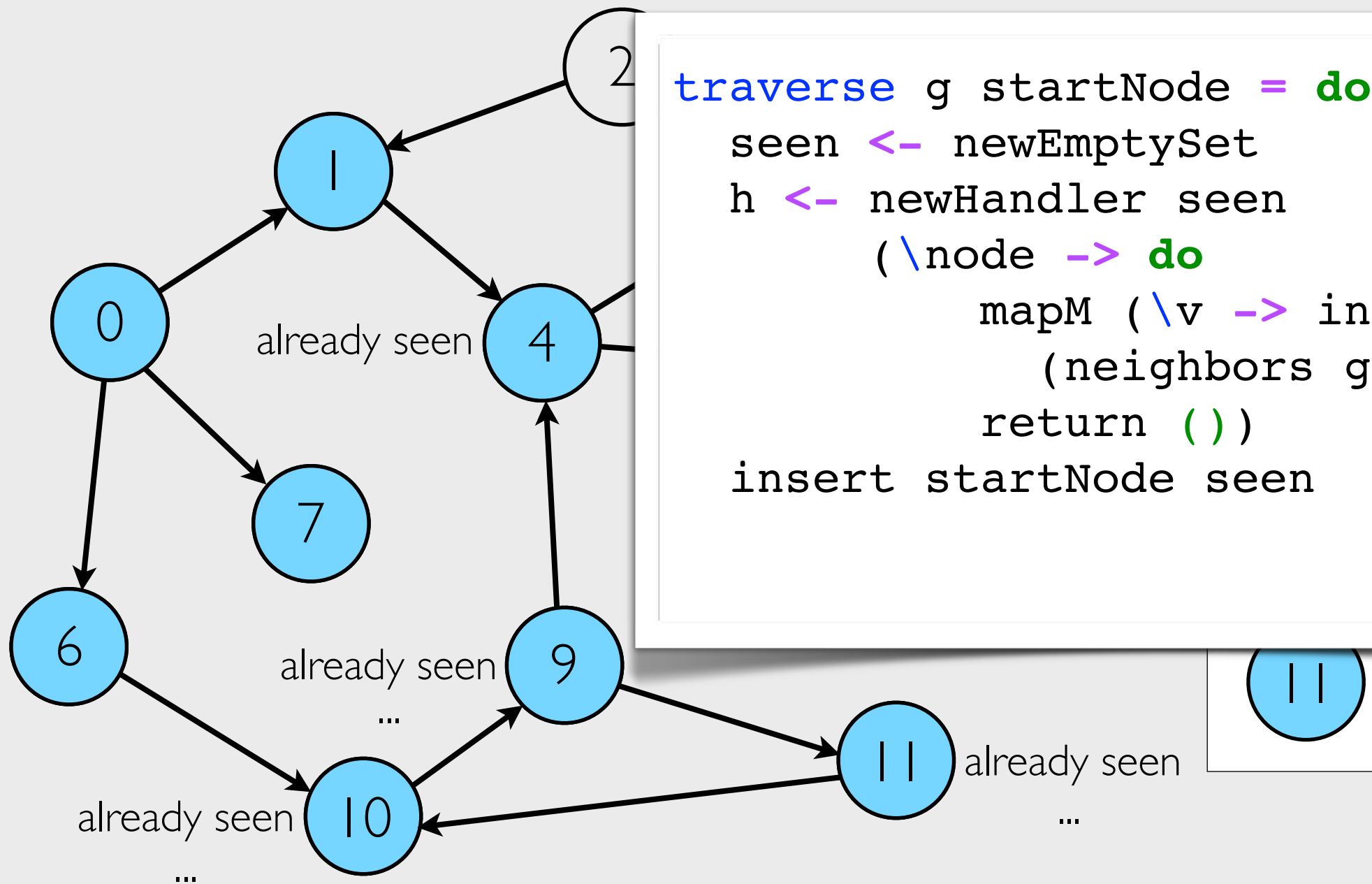
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traverse g startNode = do
  seen <- newEmptySet
  h <- newHandler seen
  (\node -> do
    mapM (\v -> insert v seen)
      (neighbors g node)
    return ())
  insert startNode seen
```



Events are updates that change an LVar's state

Event handlers listen for events and launch callbacks in response

quiesce blocks until all callbacks launched by a given handler are done running

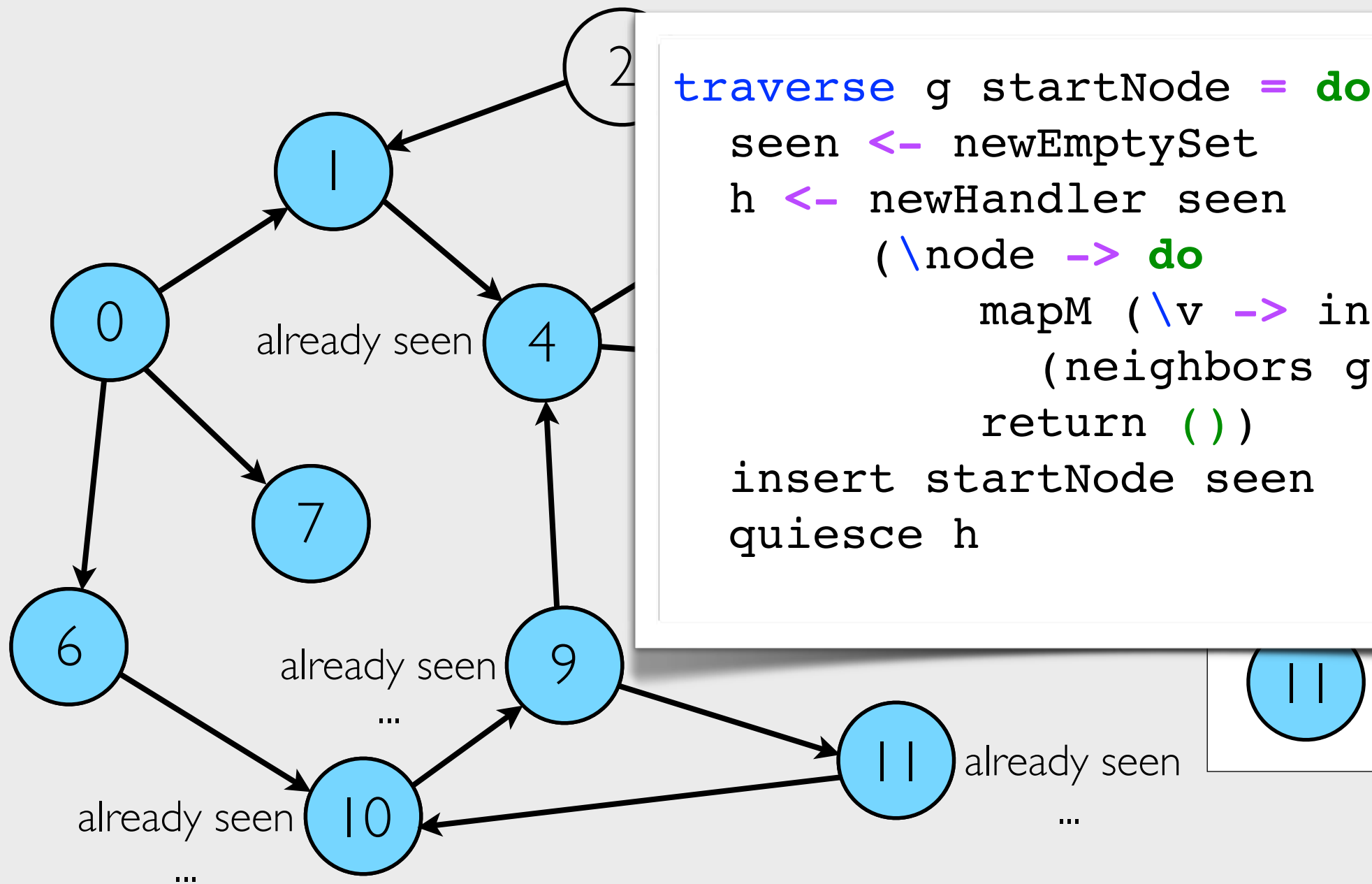


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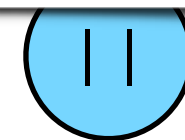

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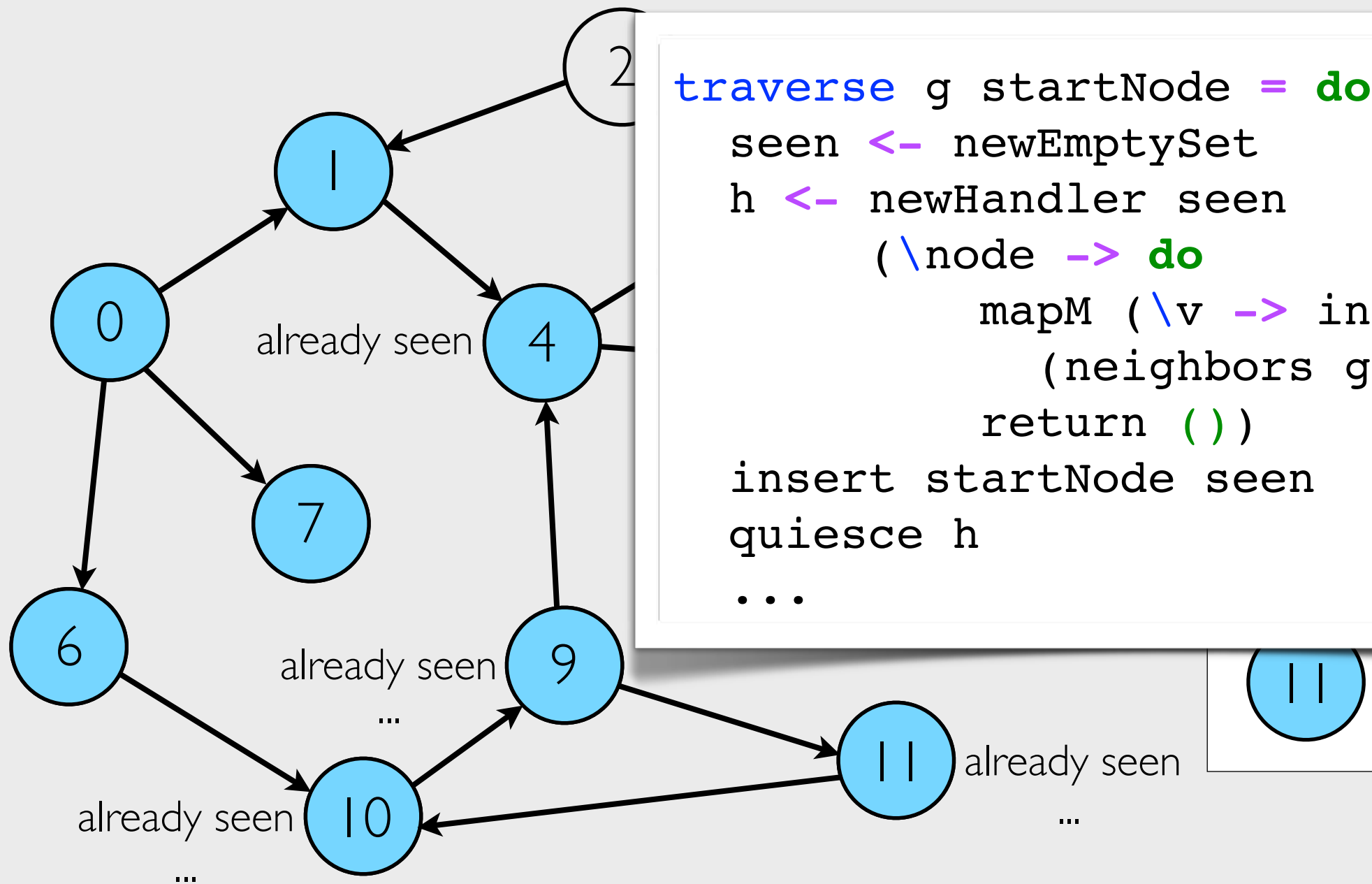
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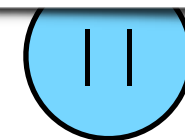
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    return ())
  insert startNode seen
  quiesce h
  ...
```



freeze: exact non-blocking read

```
traverse g startNode = do
  seen <- newEmptySet
  h <- newHandler seen
  ( \node -> do
    mapM ( \v -> insert v seen )
      (neighbors g node)
    return () )
  insert startNode seen
  quiesce h
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```

freeze: exact non-blocking read

Attempts to write to a frozen LVar raise a write-after-**freeze** exception

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traverse g startNode = do
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Attempts to write to a frozen LVar raise a write-after-**freeze** exception

Two possible outcomes: either the same final value or an exception

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1. $\sigma' = \sigma''$ up to a permutation on locations π , or
2. $\sigma' = \mathbf{error}$ or $\sigma'' = \mathbf{error}$.

```
        (neighbor g node)
        return ( )
insert startNode seen
quiesce h
freeze seen
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[(Book,1),(Shoes,1)]

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LVish

a Haskell library for programming with LVars



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LVar operations run inside a **Par** monad

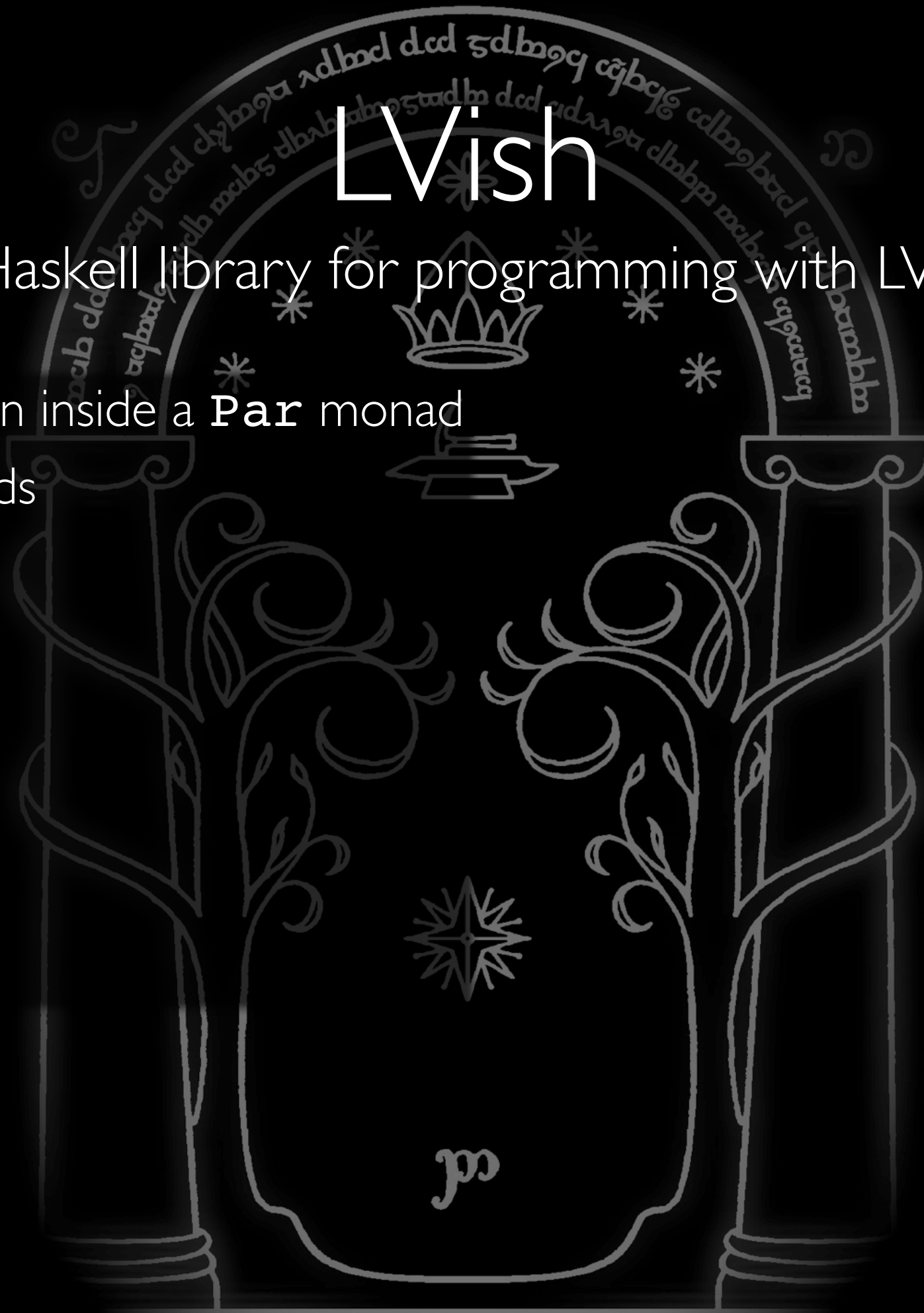


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LVar operations run inside a **Par** monad

Library-level threads



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LVar operations run inside a **Par** monad

Library-level threads

Par computations indexed by *effect level*

```
p :: Par Det s (IMap Item s Int)
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runParThenFreeze captures the
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main = do
  putStr $ show $ toList $
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```

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LVar data structures: sets, maps, etc.

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Implement your own LVars, too

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cabal install lvish today!

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More in the paper and TR

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The LVish calculus and its quasi-determinism proof

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Gory details of the LVish scheduler implementation

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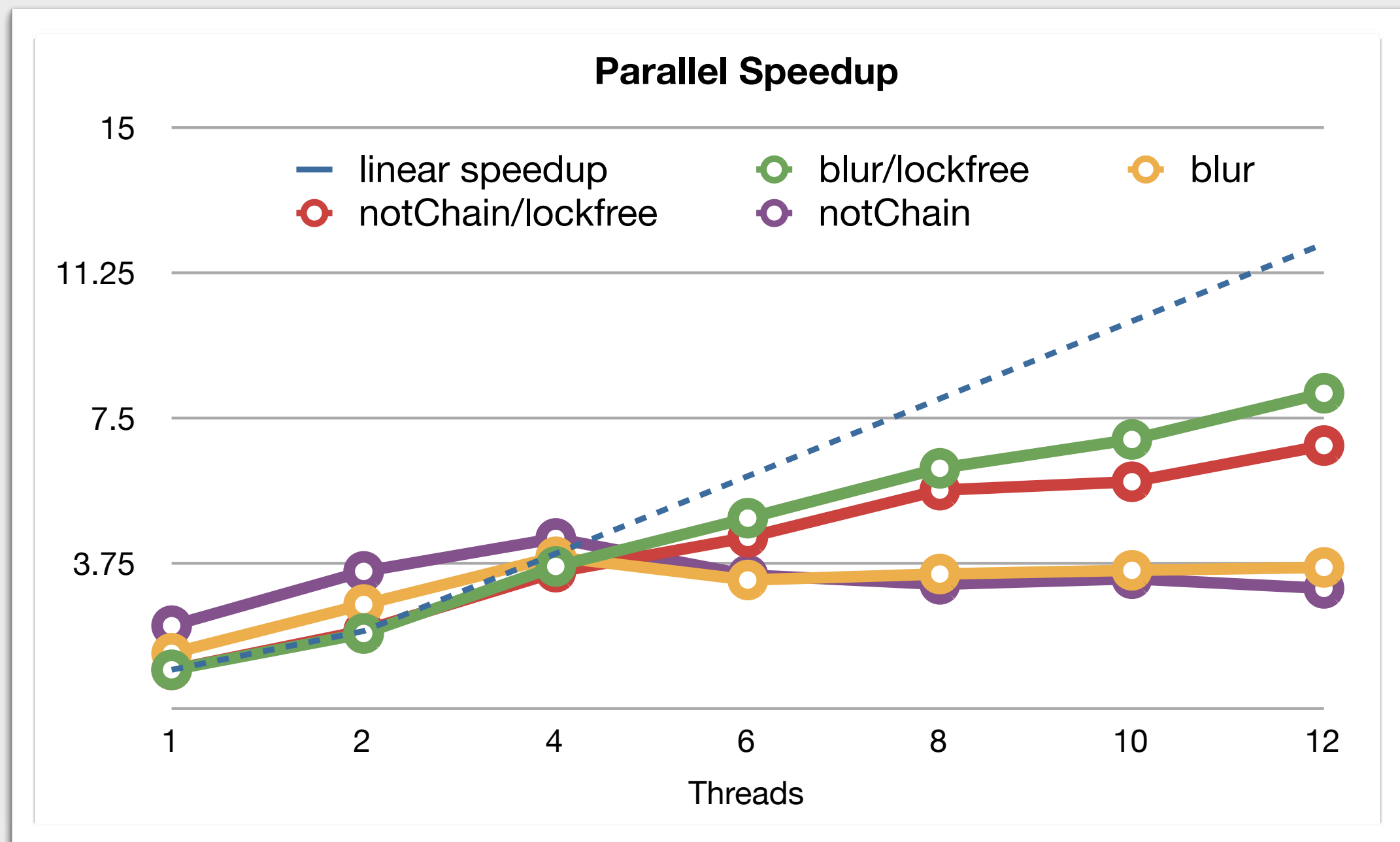
Case study: parallel k -CFA written with the LVish library

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Thank you!

Email: lkuper@cs.indiana.edu

Project repo: github.com/iu-parfunc/lvars

Code from this talk: github.com/lkuper/lvar-examples

More LVars papers: cs.indiana.edu/~lkuper

Research blog: composition.al