# A Lattice-Based Approach to Deterministic Parallelism with Shared State

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let $\_ =$ put $l$ $3$ in

let par $v =$ get $l$

$\_ =$ put $l$ $4$

in $v$

# What do we want?

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- A **deterministic** program is one that always produces the same observable result on multiple runs.
- A **deterministic-by-construction** programming model is one that only allows deterministic programs to be written.
  - Examples: Kahn process networks, Intel Concurrent Collections, Haskell's monad-par, ...

let $\_ =$ put $l$ $3$ in

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in $v$

# Serialize?

let _ = put $l$ $3$ in

let par $v$ = get $l$

_ = put $l$ $4$

in $v$

# Serialize?

let _ = put $l$ 3 in

let par $v$ = get $l$ in

let _ = put $l$ 4

in $v$

# Serialize?

let _ = put $l$ $3$ in

let par $v$ = get $l$

_ = put $l$ $4$

in $v$

# Disallow shared state?

let _ = put $l$ $3$ in

let par $v$ = get $l$

_ = put $l$ $4$

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# Disallow multiple assignment?

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# A few single-assignment languages

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  - monad-par for Haskell (Marlow *et al.*, 2011)

# Disallow multiple assignment?

let _ = put $l$ 3 in

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# Deterministic programs that single-assignment forbids

```
let _ = put l 3 in
  let par v = get l
          _ = put l 3
  in v
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let _ = put l 3 in
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          _ = put l 3
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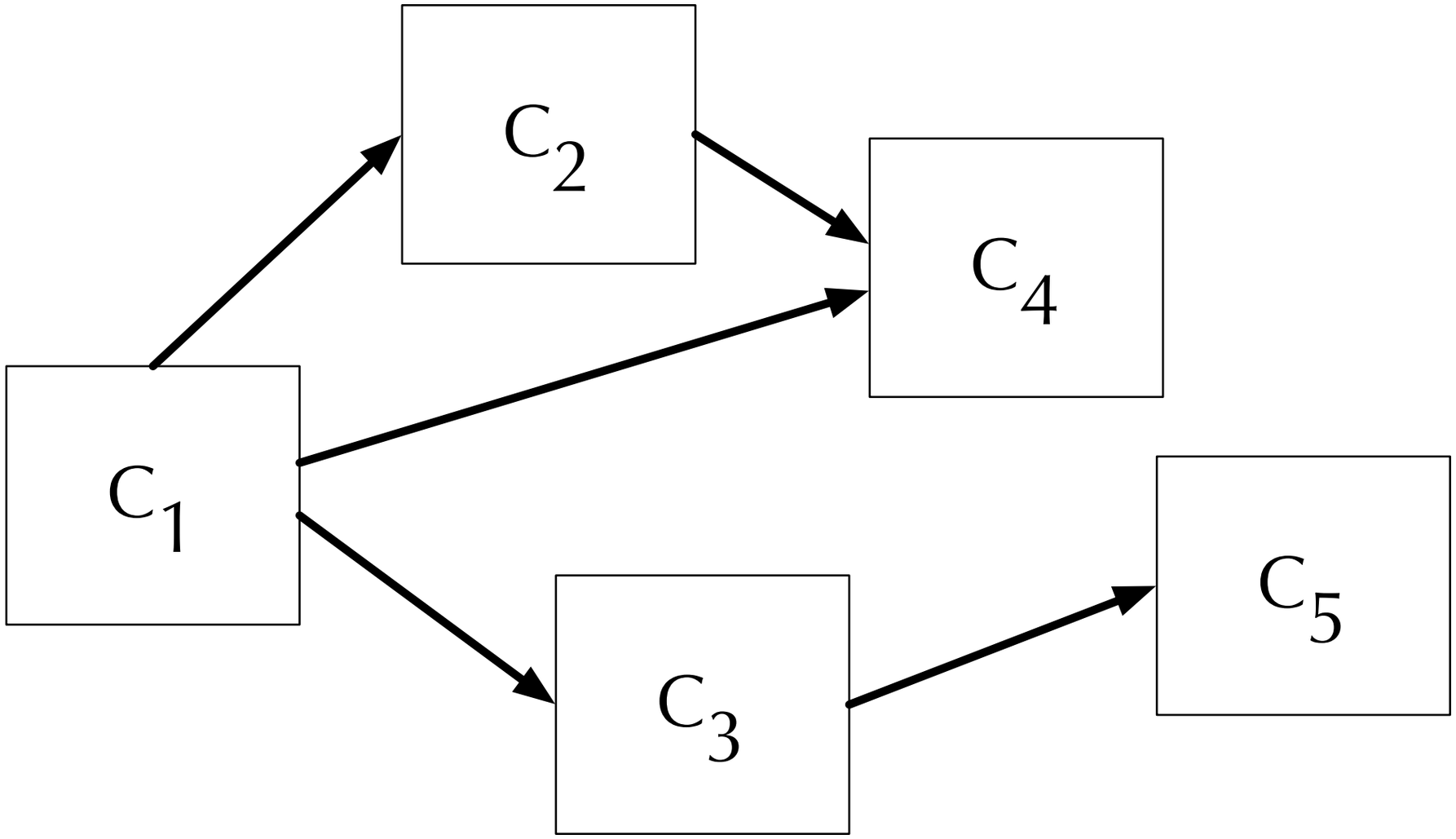
```
let par _ = put l (4, ⊥)
        _ = put l (⊥, 3)
  in let v = get l in v
```

# Kahn process networks (Kahn, 1974)



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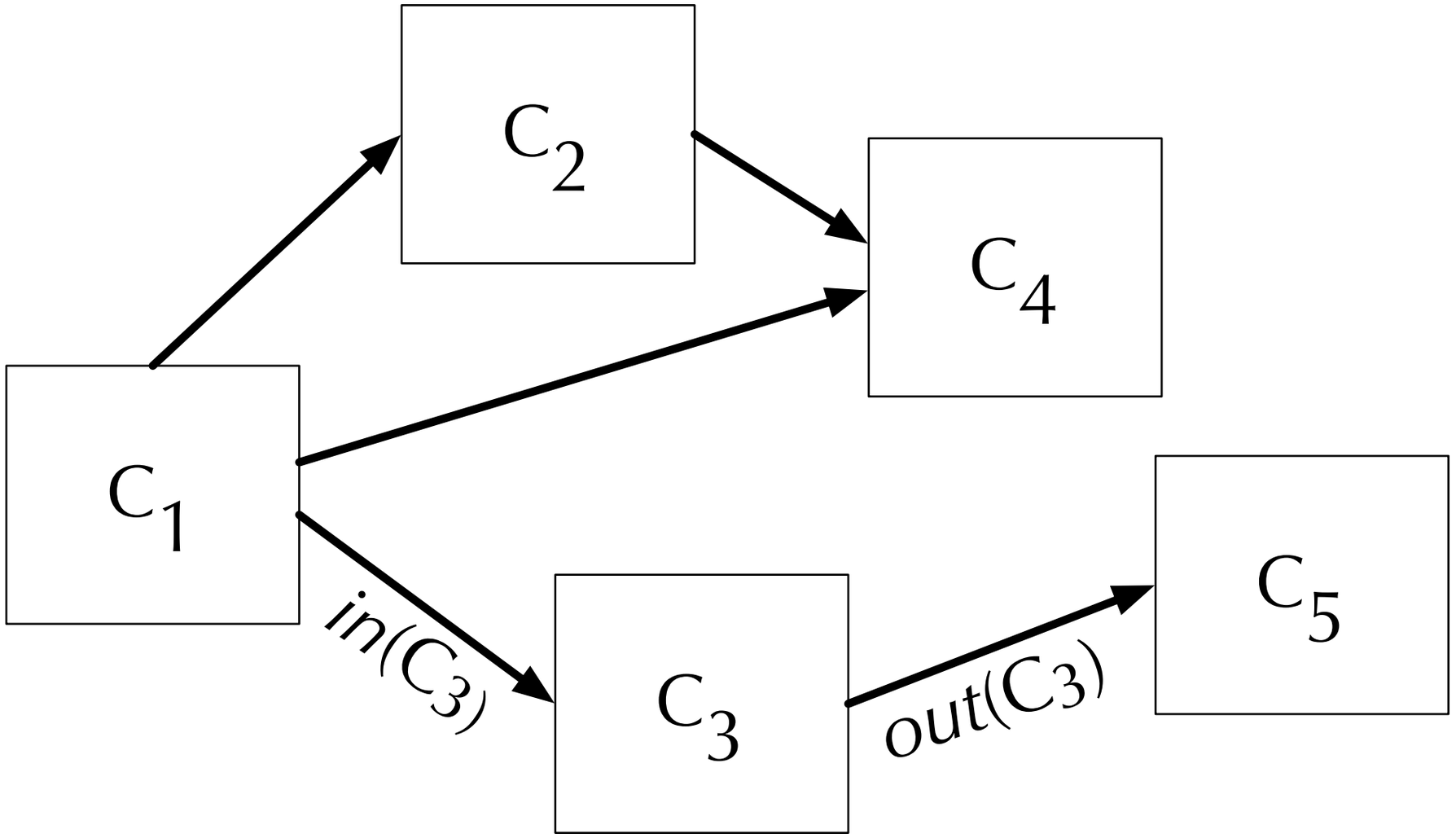

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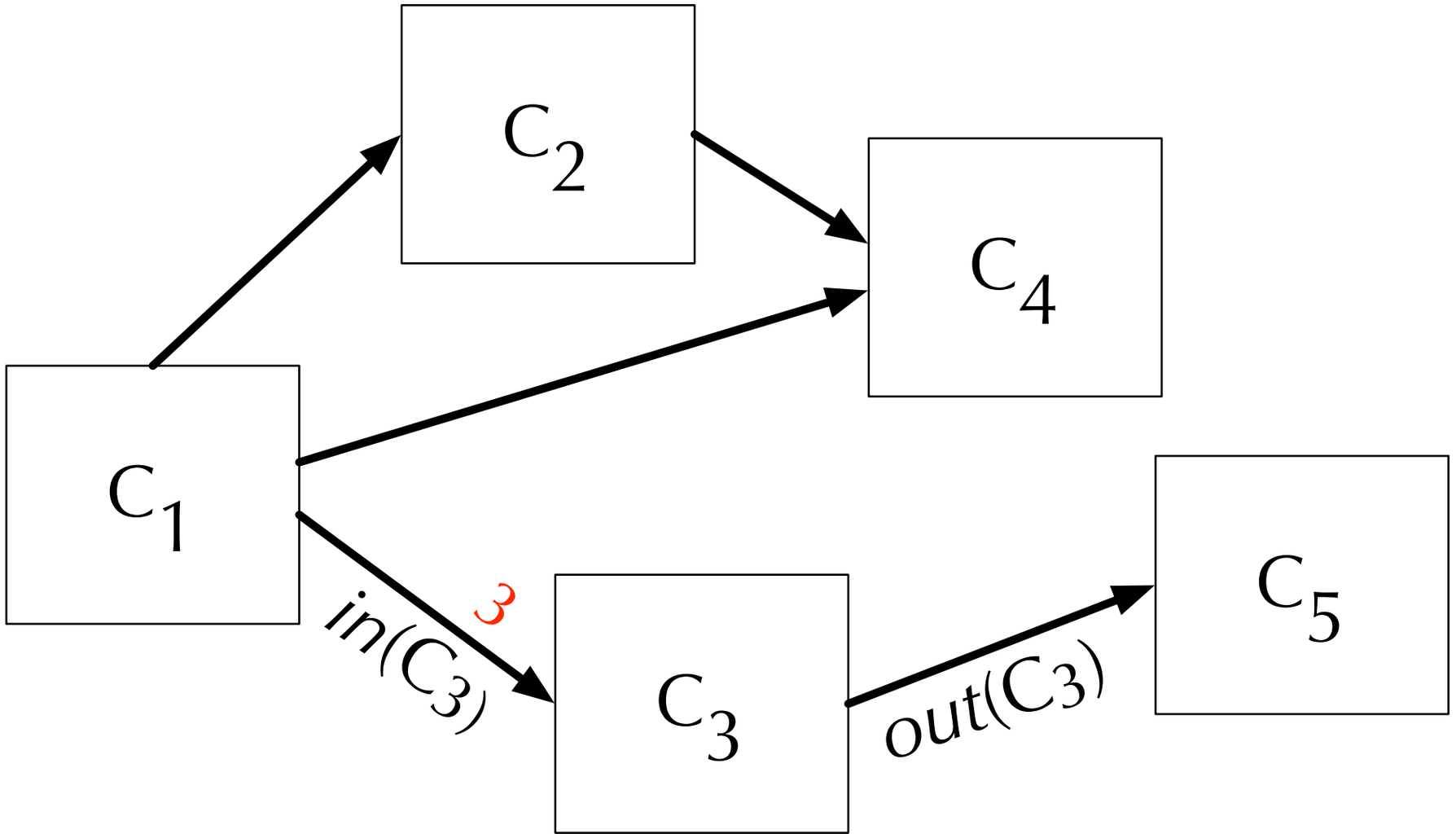

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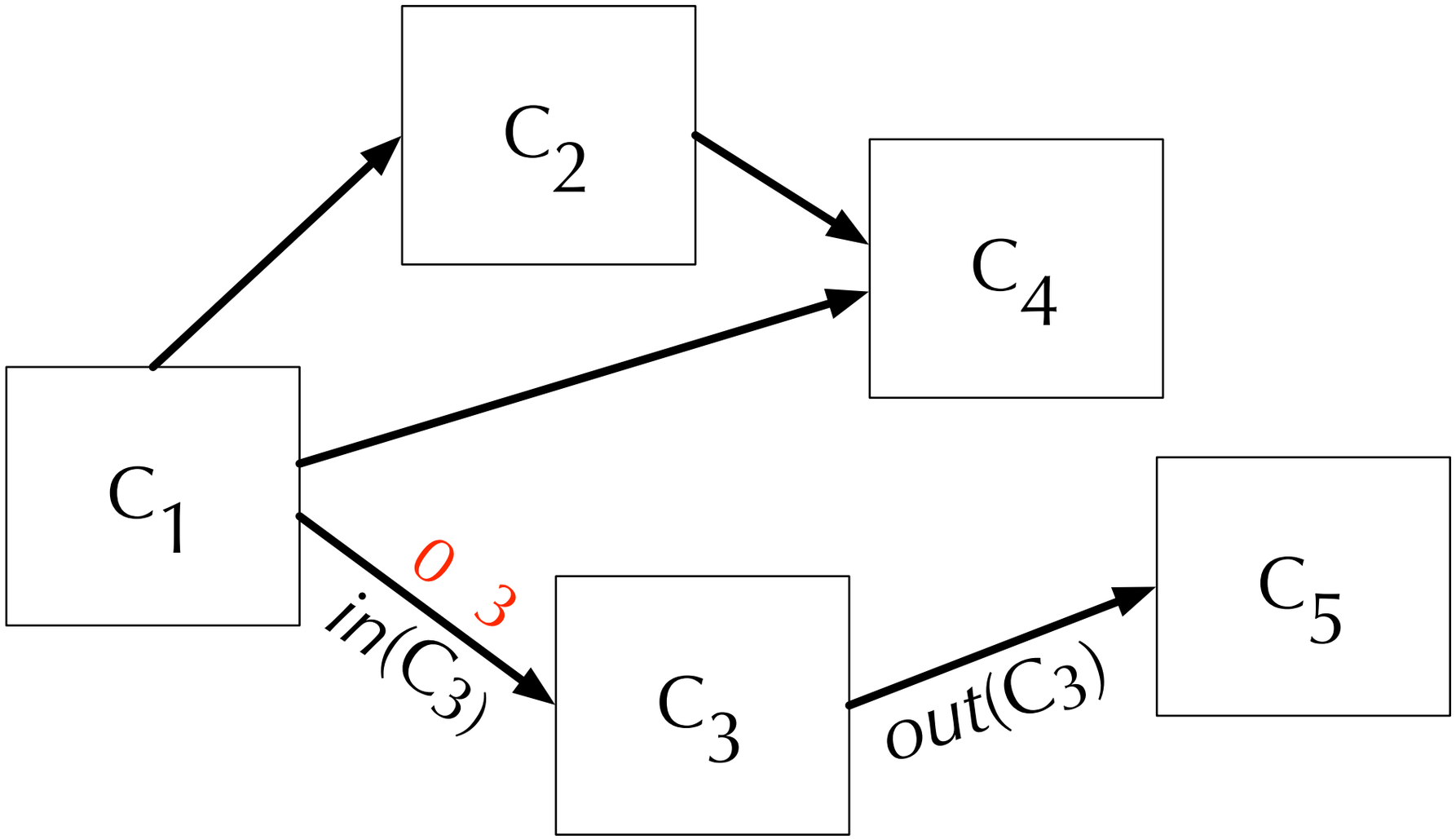

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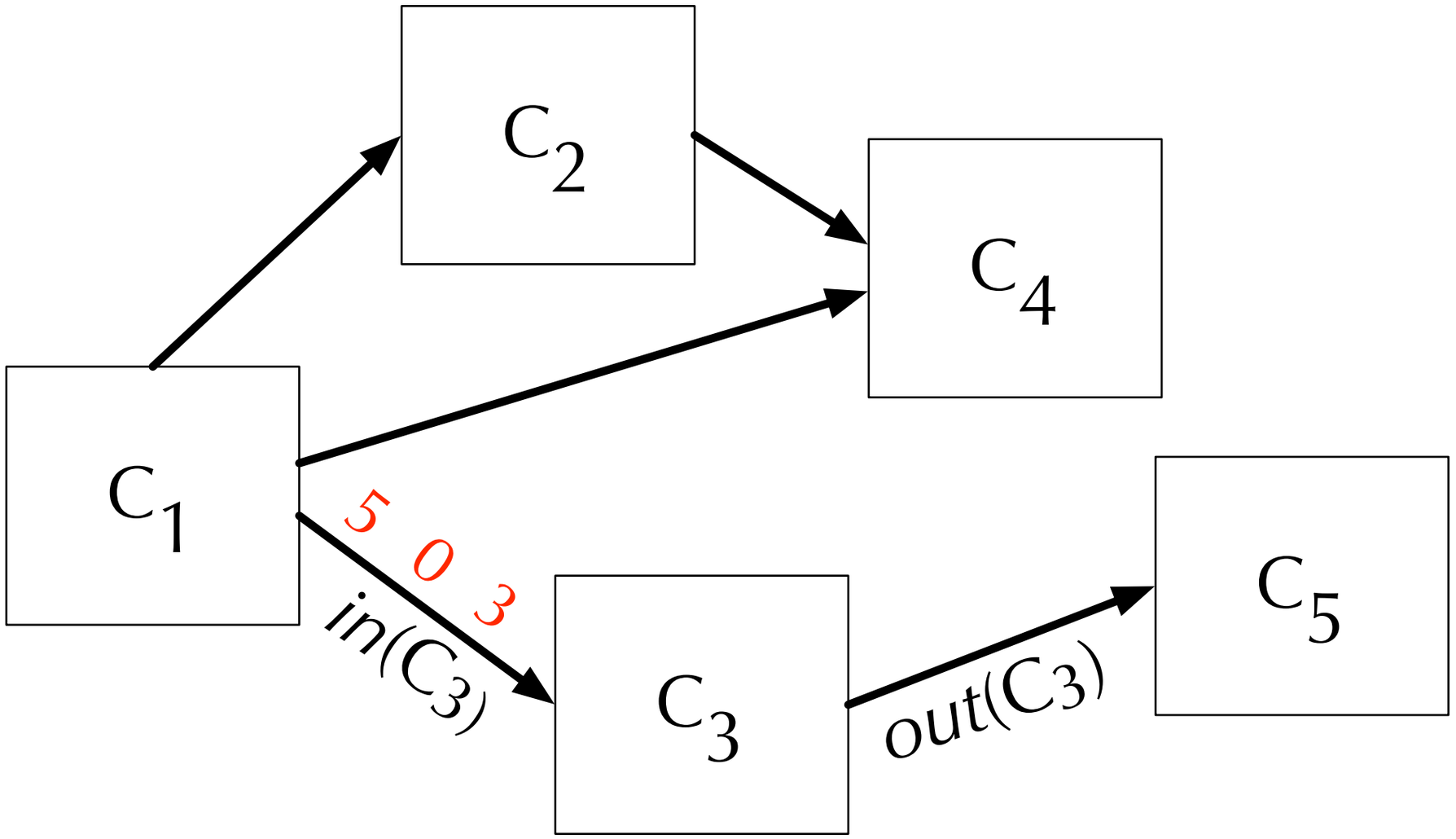

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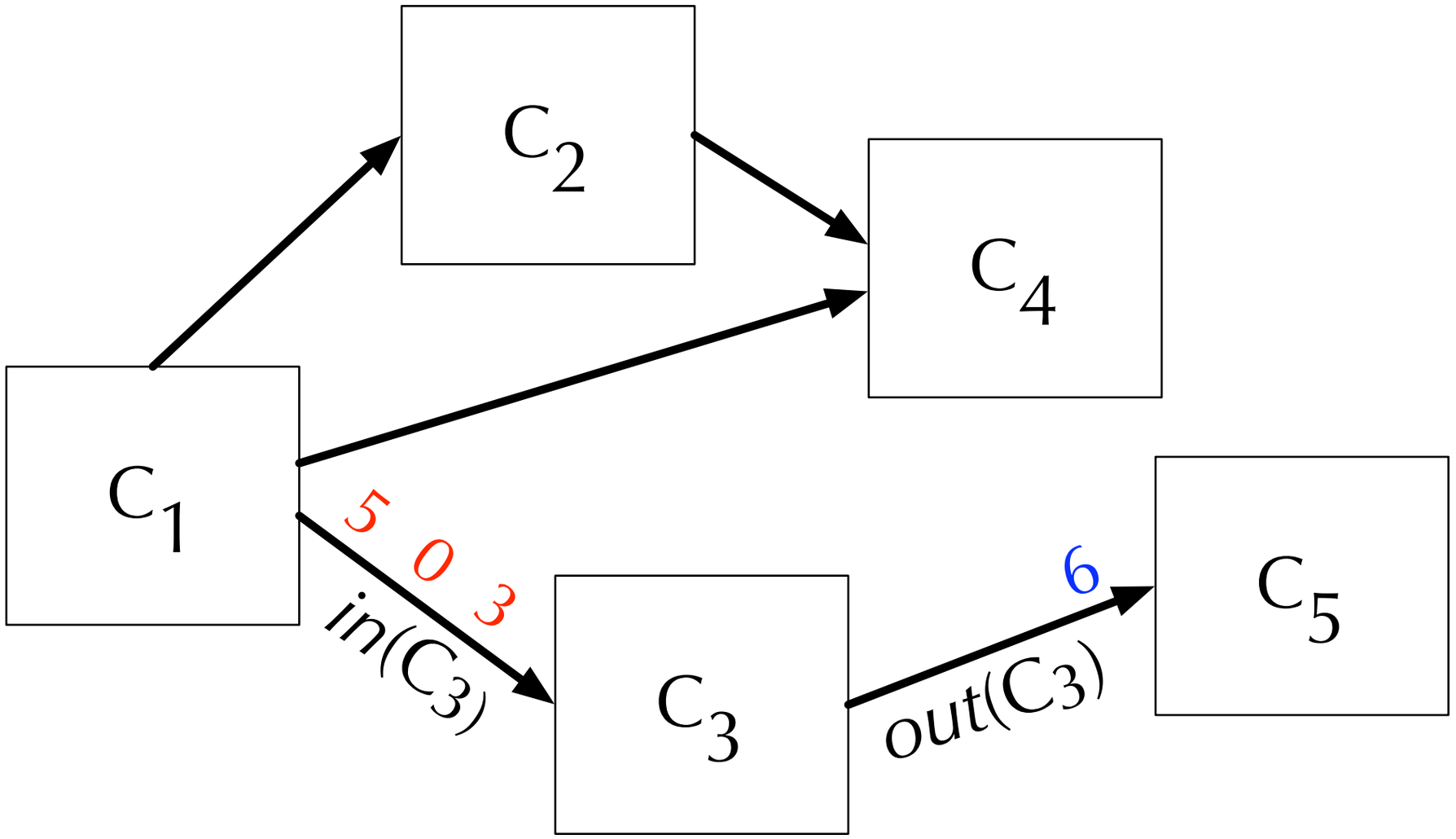

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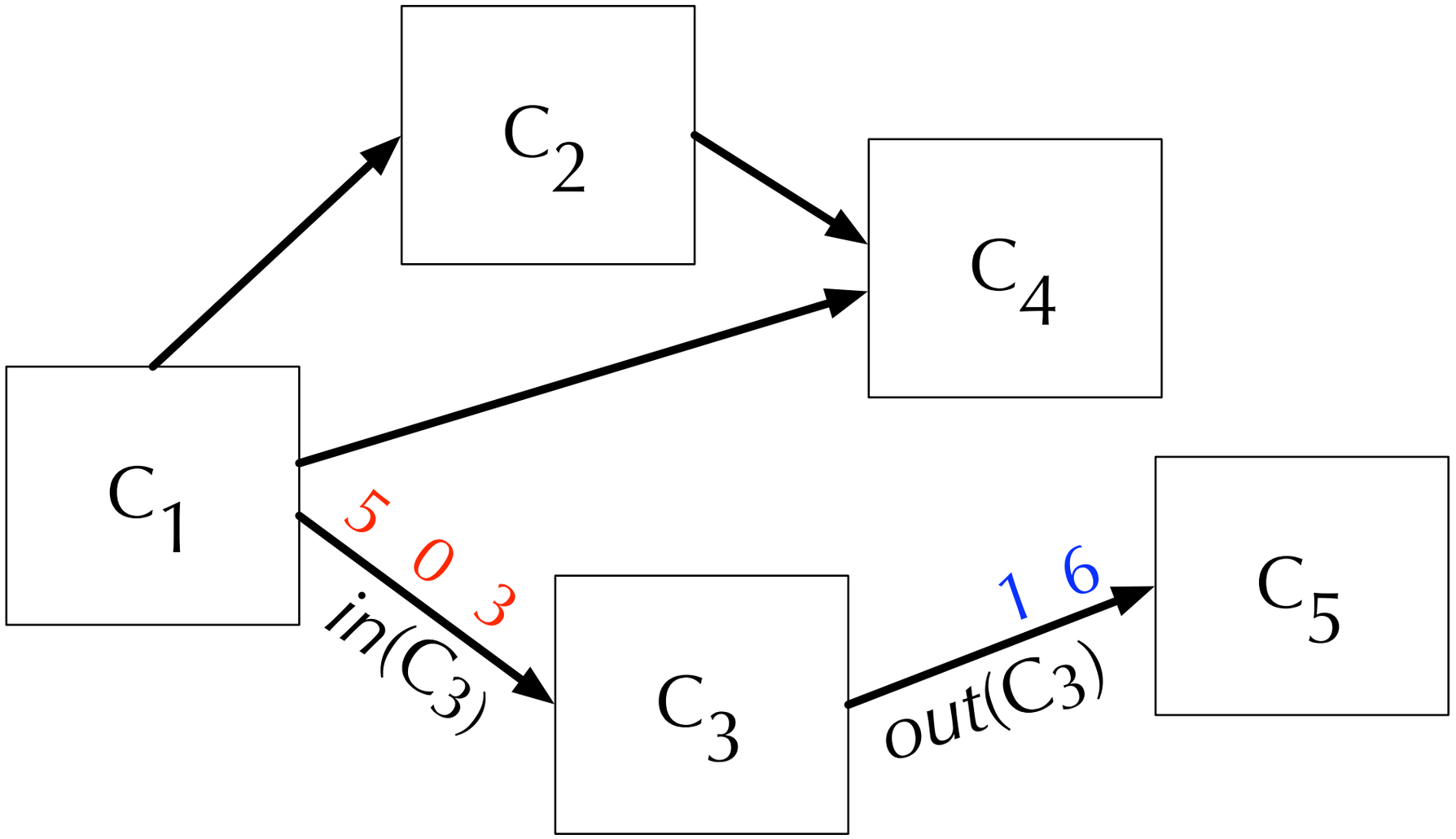

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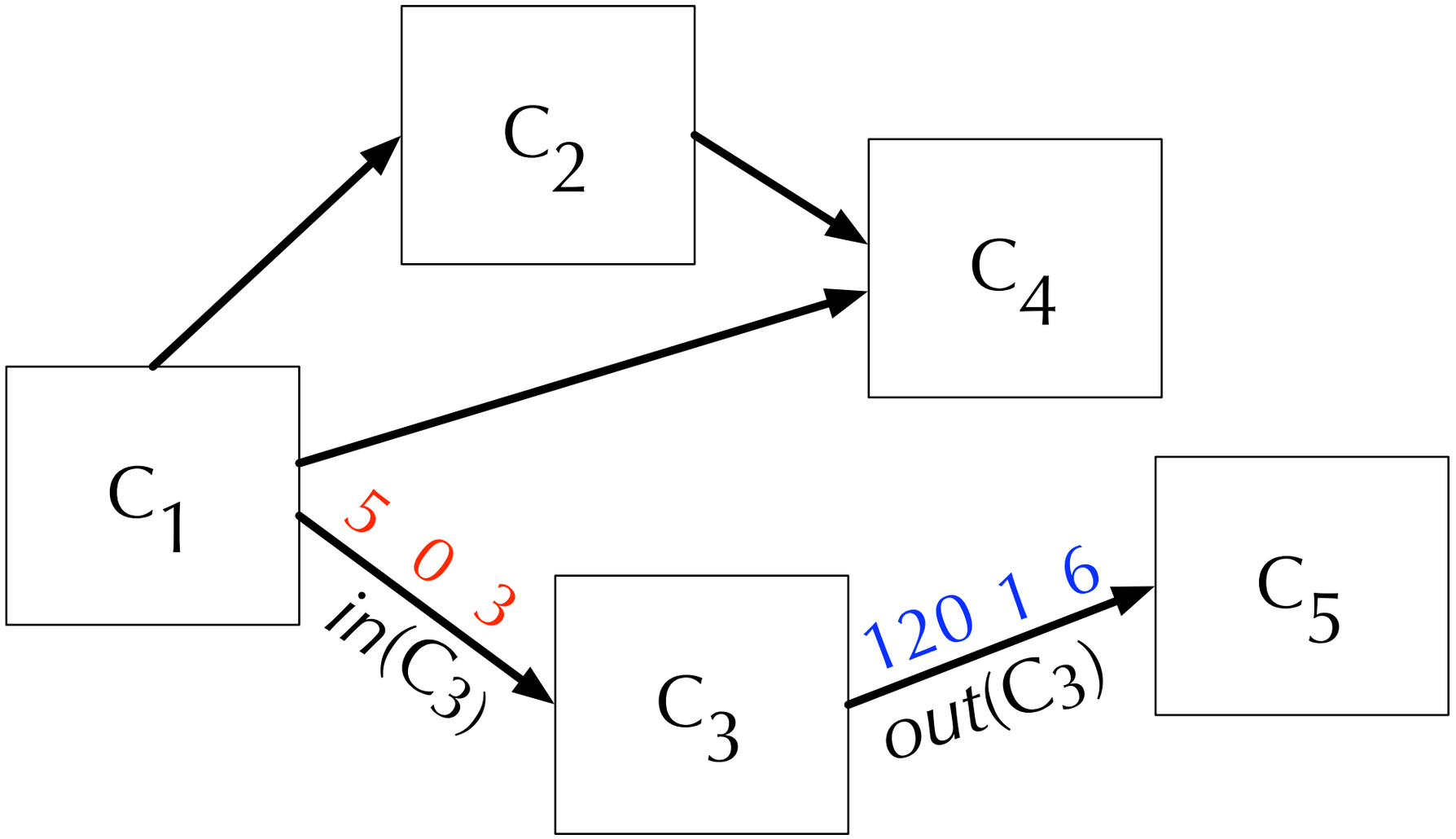

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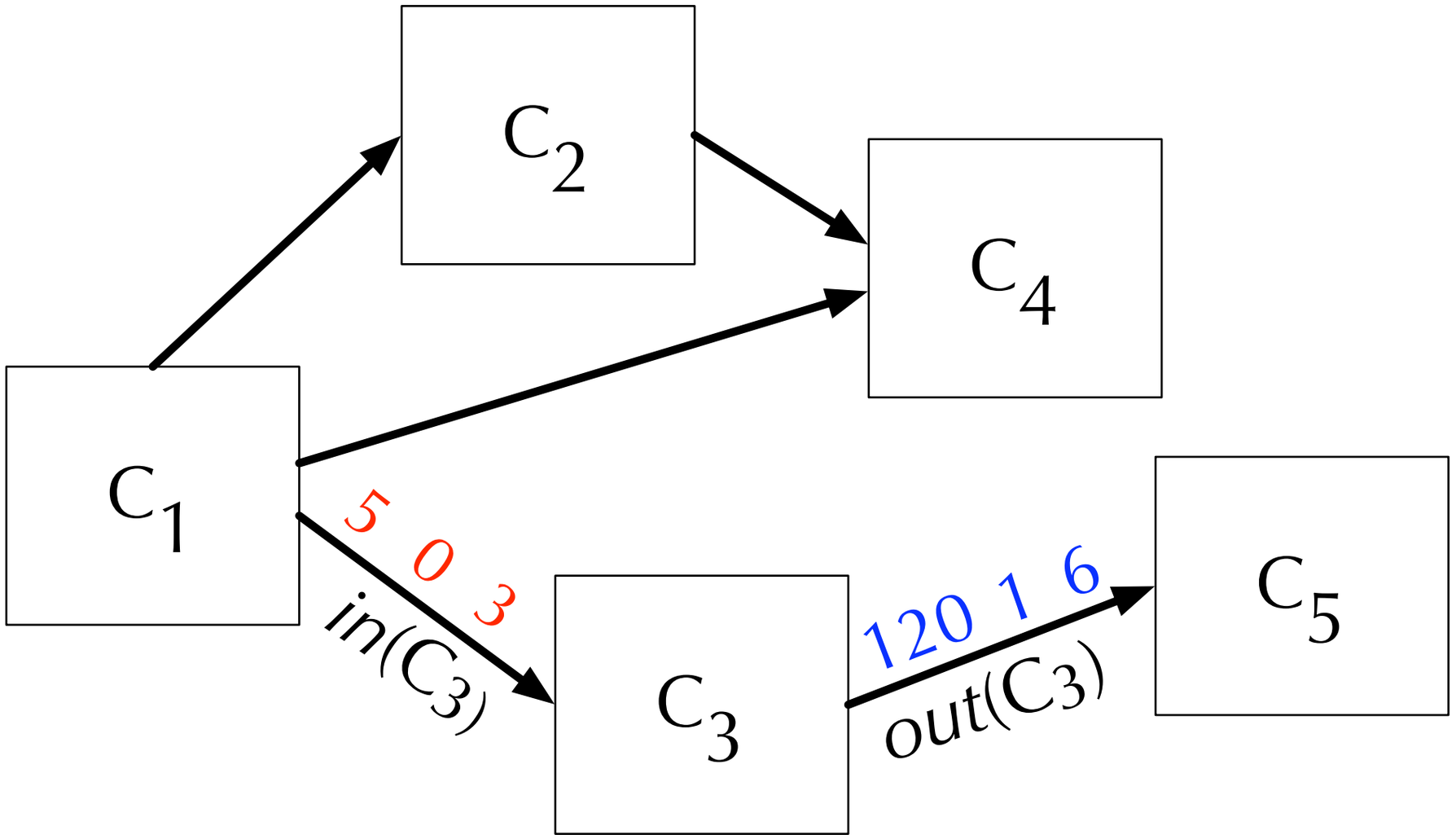


*hist*(*in*($C_3$)): [3, 0, 5, ...]

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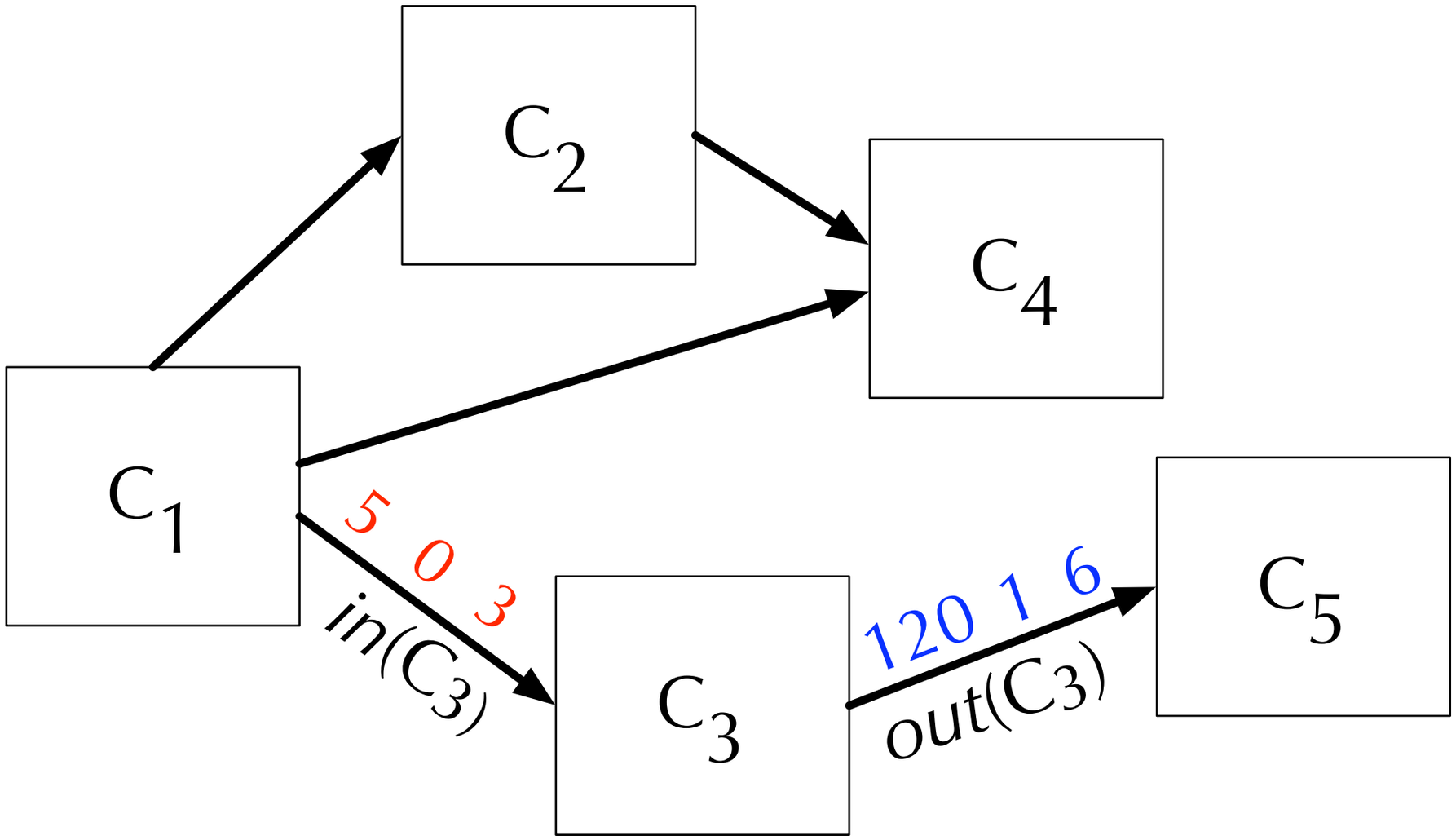
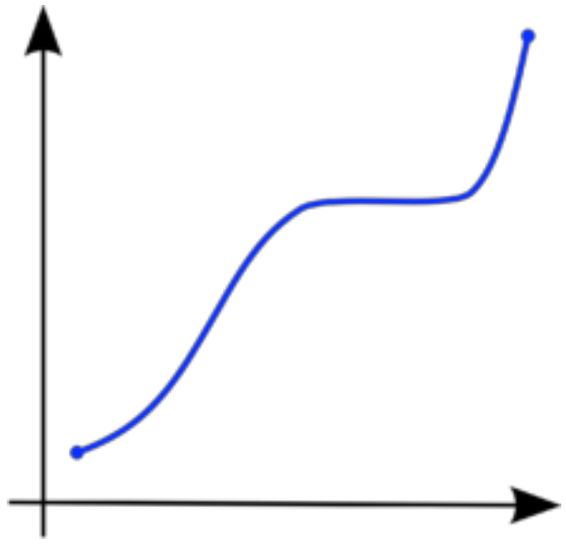
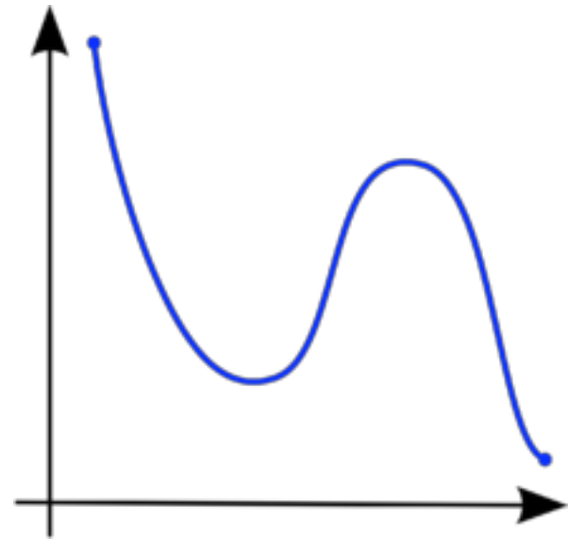



*hist*(*in*($C_3$)): [3, 0, 5, ...]  *hist*(*out*($C_3$)): [6, 1, 120, ...]

# Monotonicity





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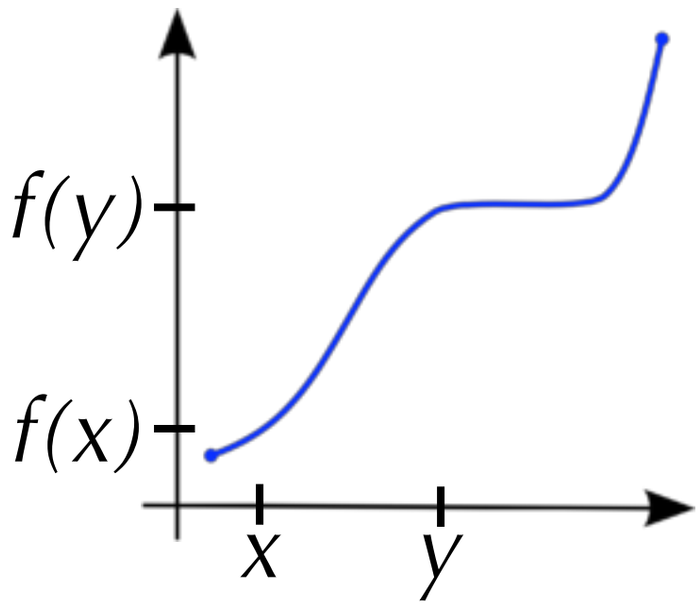


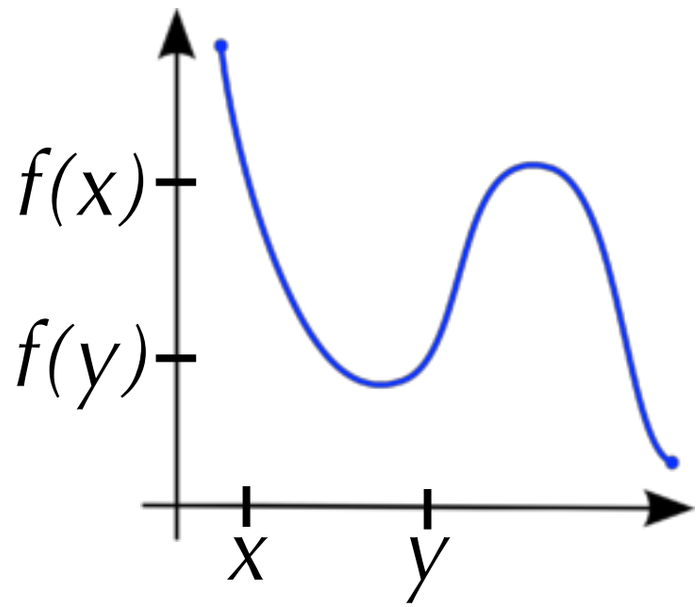

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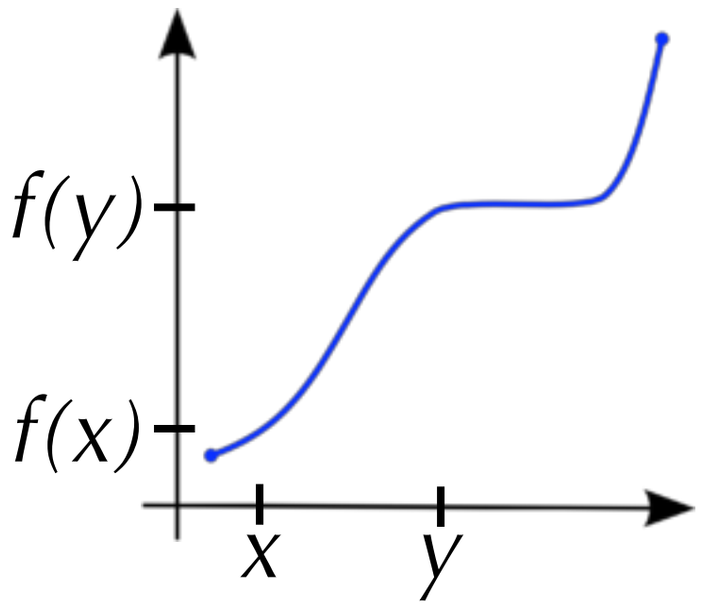


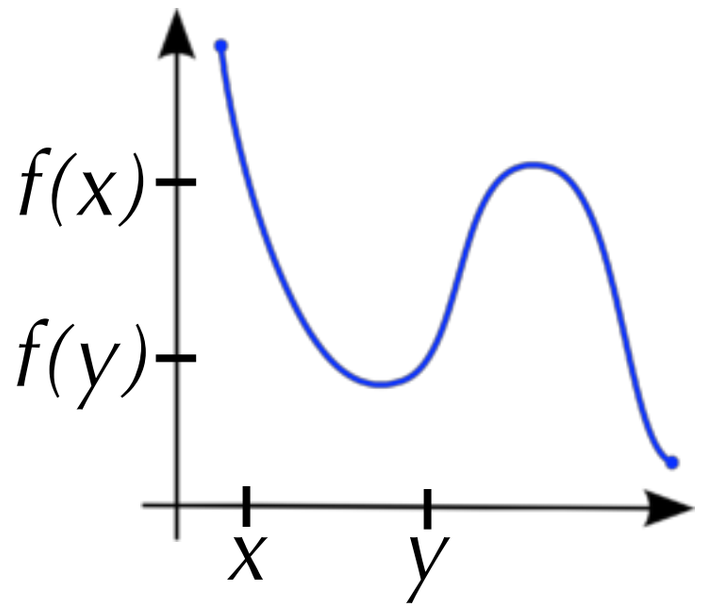


$f$ is monotonic iff $x \leq y \implies f(x) \leq f(y)$

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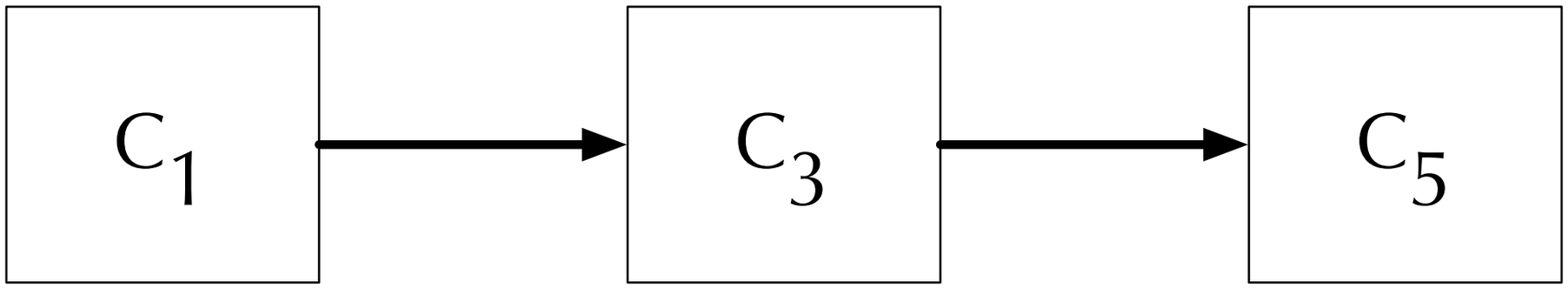

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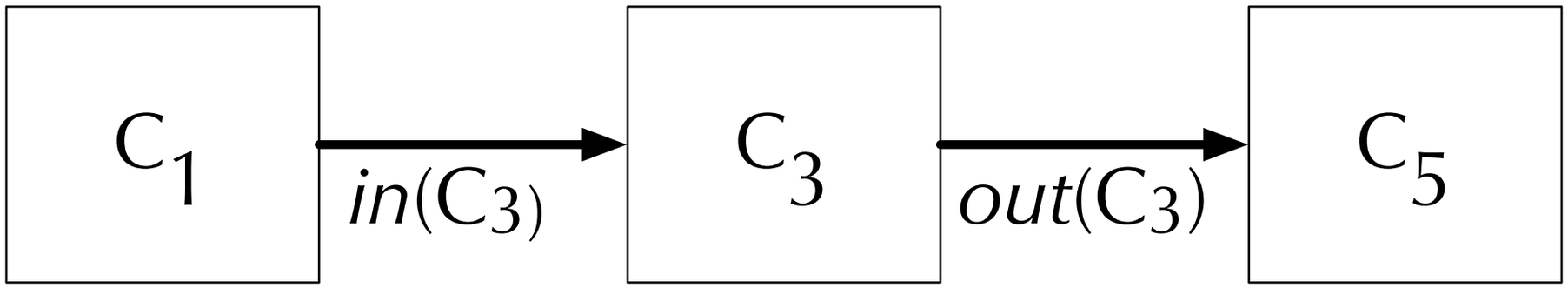

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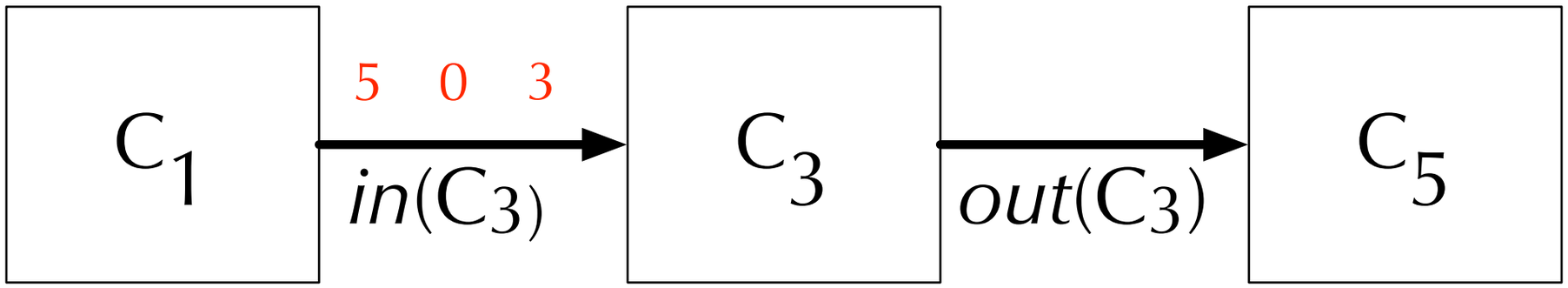

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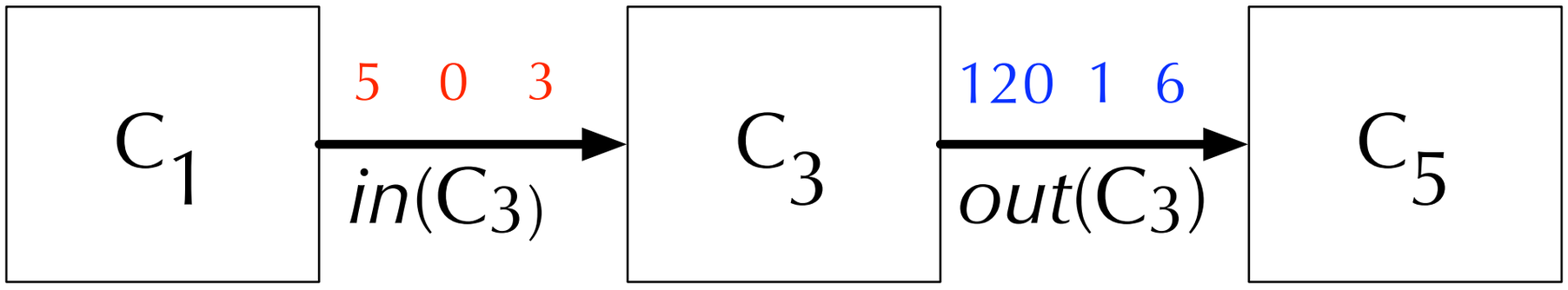

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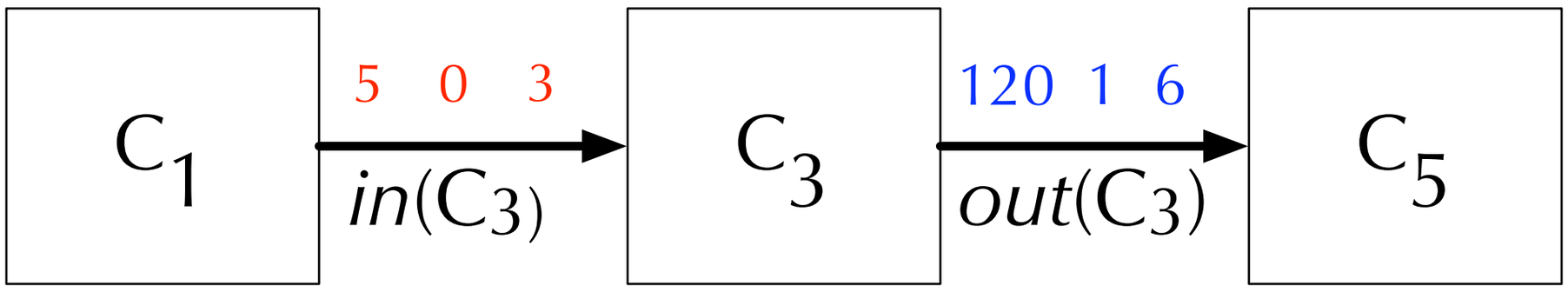


For KPNs, the $\leq$ relation is just *prefix-of*:

[3] *prefix-of* [3, 0] $\Longrightarrow$ [6] *prefix-of* [6, 1]

[3, 0] *prefix-of* [3, 0, 5] $\Longrightarrow$ [6, 1] *prefix-of* [6, 1, 120]

...

Monotonicity causes deterministic parallelism!

# Back to single-assignment languages

let _ = put $l_1$ $4$ in

let _ = put $l_2$ $3$ in

let par _ = put $l_4$ $3$

_ = put $l_3$ $5$

in get $l_4$

Store:

# Back to single-assignment languages

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Store:

| $l_1$ | $4$ |
|---|---|

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Store:

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For stores, the $\leq$ relation is $\subseteq$:

$$\{l_1 \to 4,\ l_2 \to 3\} \subseteq \{l_1 \to 4,\ l_2 \to 3,\ l_3 \to 5\} \implies$$

$$\{l_1 \to 4,\ l_2 \to 3,\ l_4 \to 3\} \subseteq \{l_1 \to 4,\ l_2 \to 3,\ l_3 \to 5,\ l_4 \to 3\}$$

# Generalizing our notion of monotonicity

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- Given stores $S$ and $S'$, we say that $S \leq S'$ iff:
  - $\mathrm{dom}(S) \subseteq \mathrm{dom}(S')$, and
  - for all locations $l$ in $\mathrm{dom}(S)$, $S(l) = S'(l)$

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user-specified

# Idea: restrict reads to “threshold” reads

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$\_ =$ put $l\ 4$

in $v$

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in $v$

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_ = put $l$ $4$

_ = put $l$ $5$

in $v$

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_ = put $l$ $5$

in $v$

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let _ = put $l$ $3$ in

let par $v$ = get $l$ $4$

_ = put $l$ $4$

_ = put $l$ $5$

in $v$

# Idea: restrict reads to "threshold" reads

let _ = put $l$ 3 in

let par $v$ = get $l$ 4

_ = put $l$ 4

in $v$

return 4

let _ = put $l$ 3 in

let par $v$ = get $l$ 4

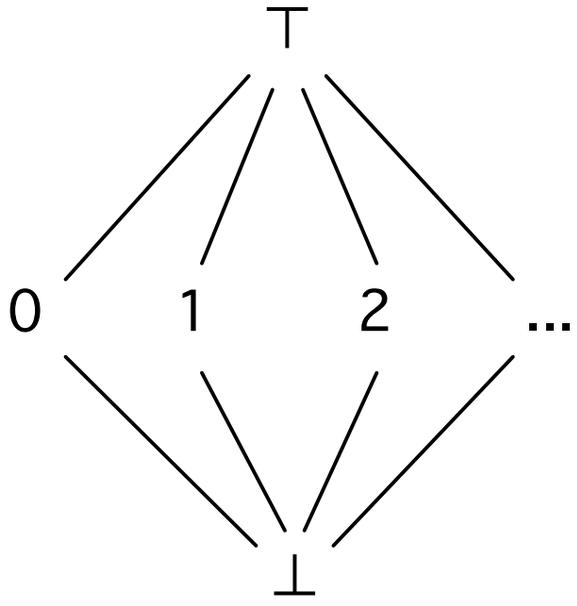
_ = put $l$ 4

_ = put $l$ 5

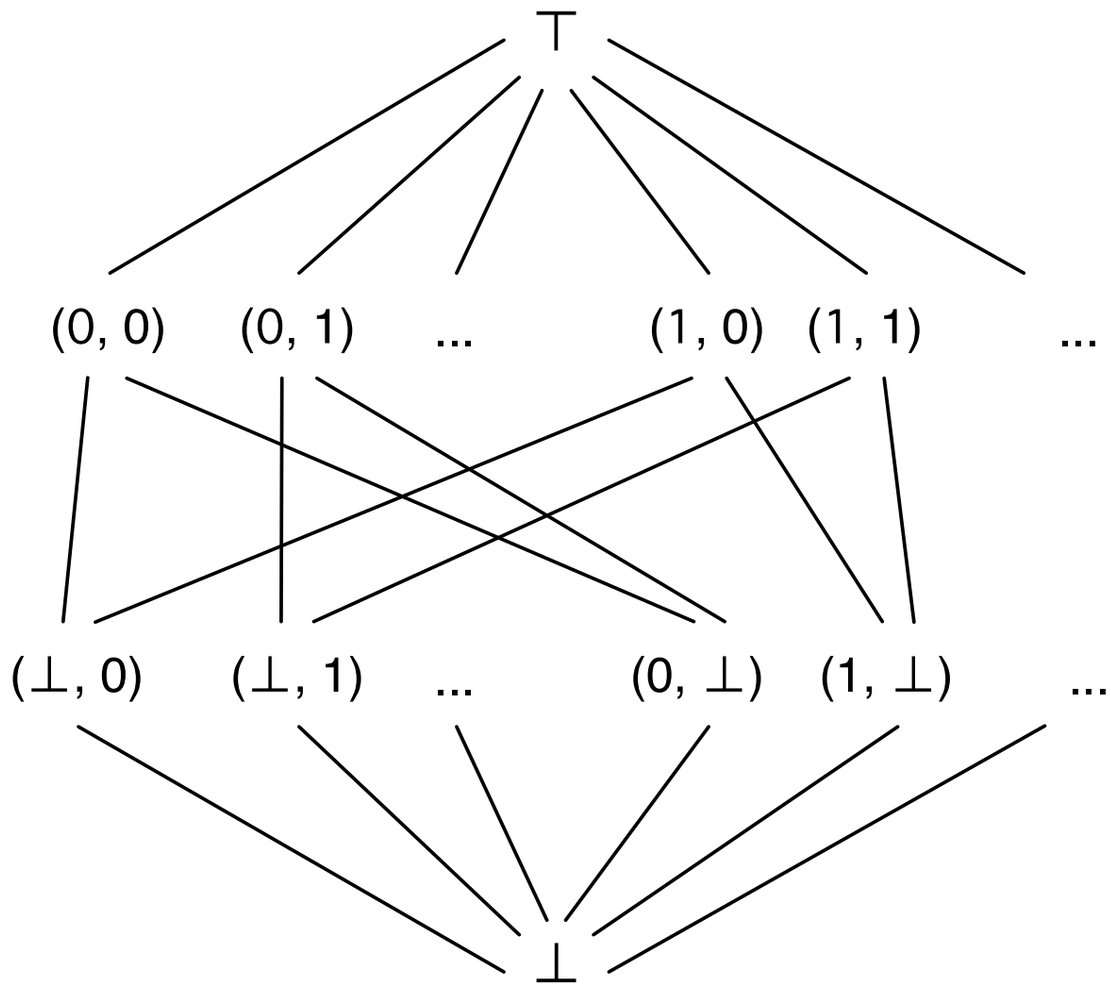
in $v$

Monotonically increasing writes
+ threshold reads
= deterministic parallelism

# Parameterizing our language: “LVars”




IVar




Pair of IVars


Counter

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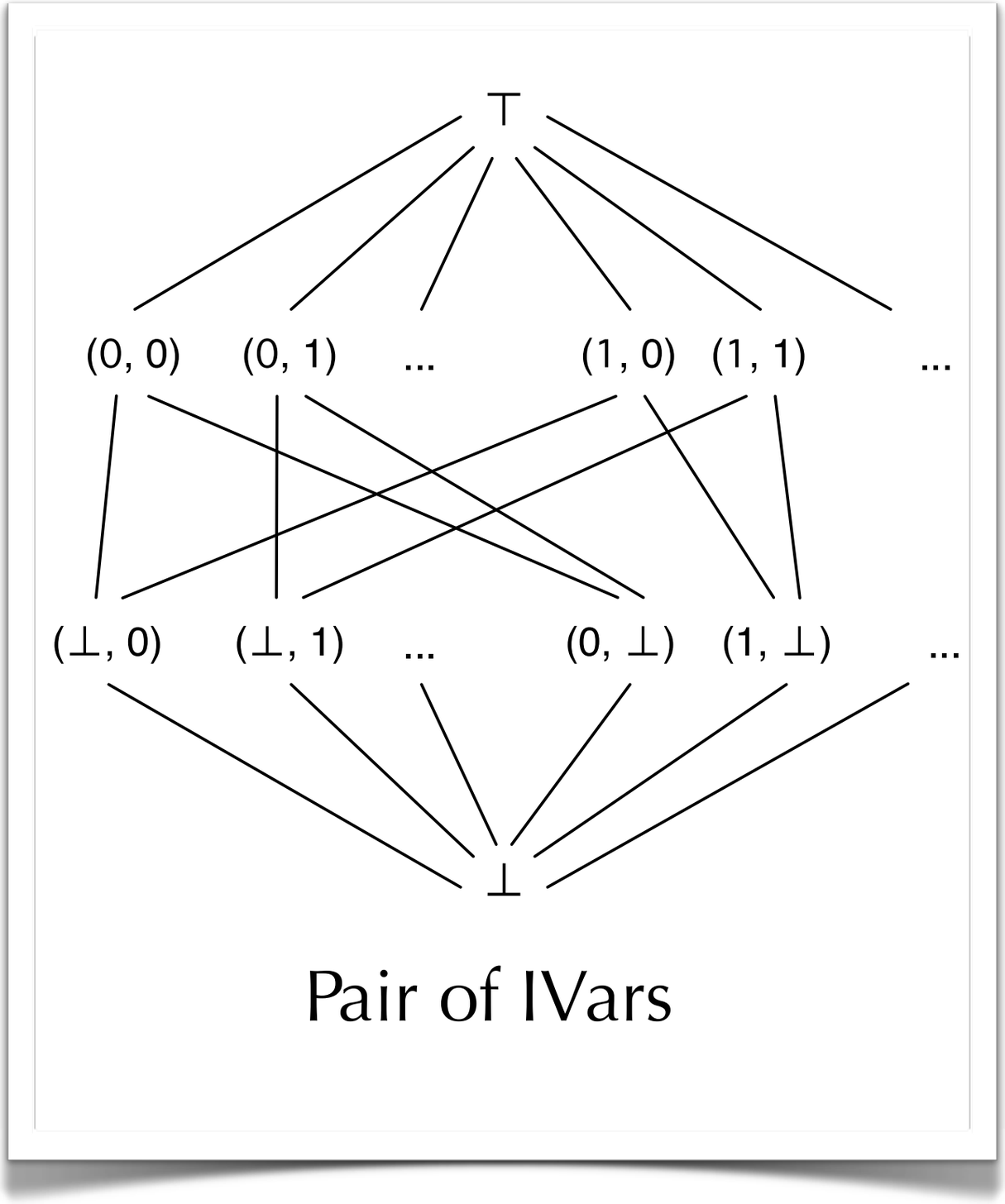


Pair of IVars

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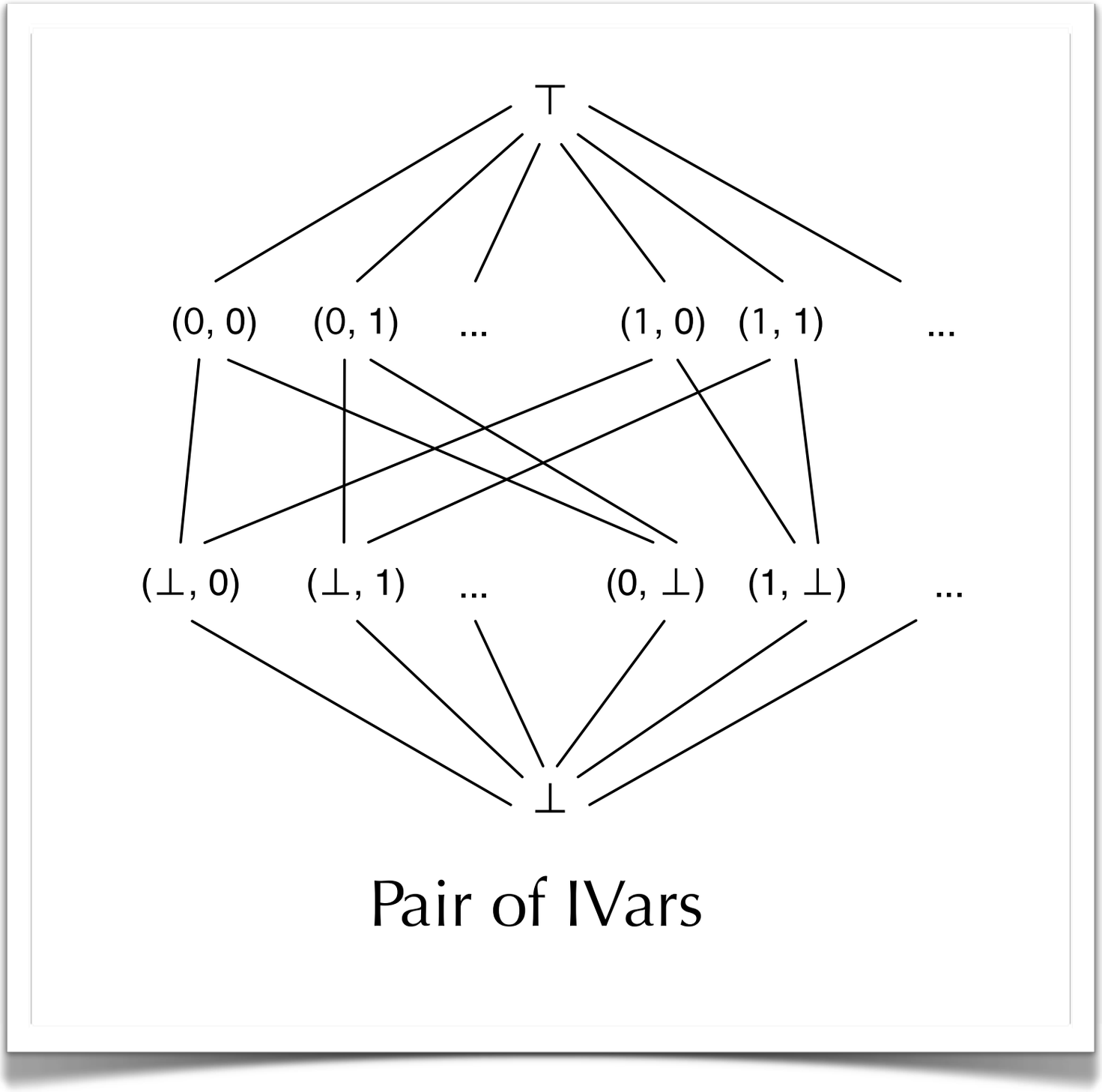


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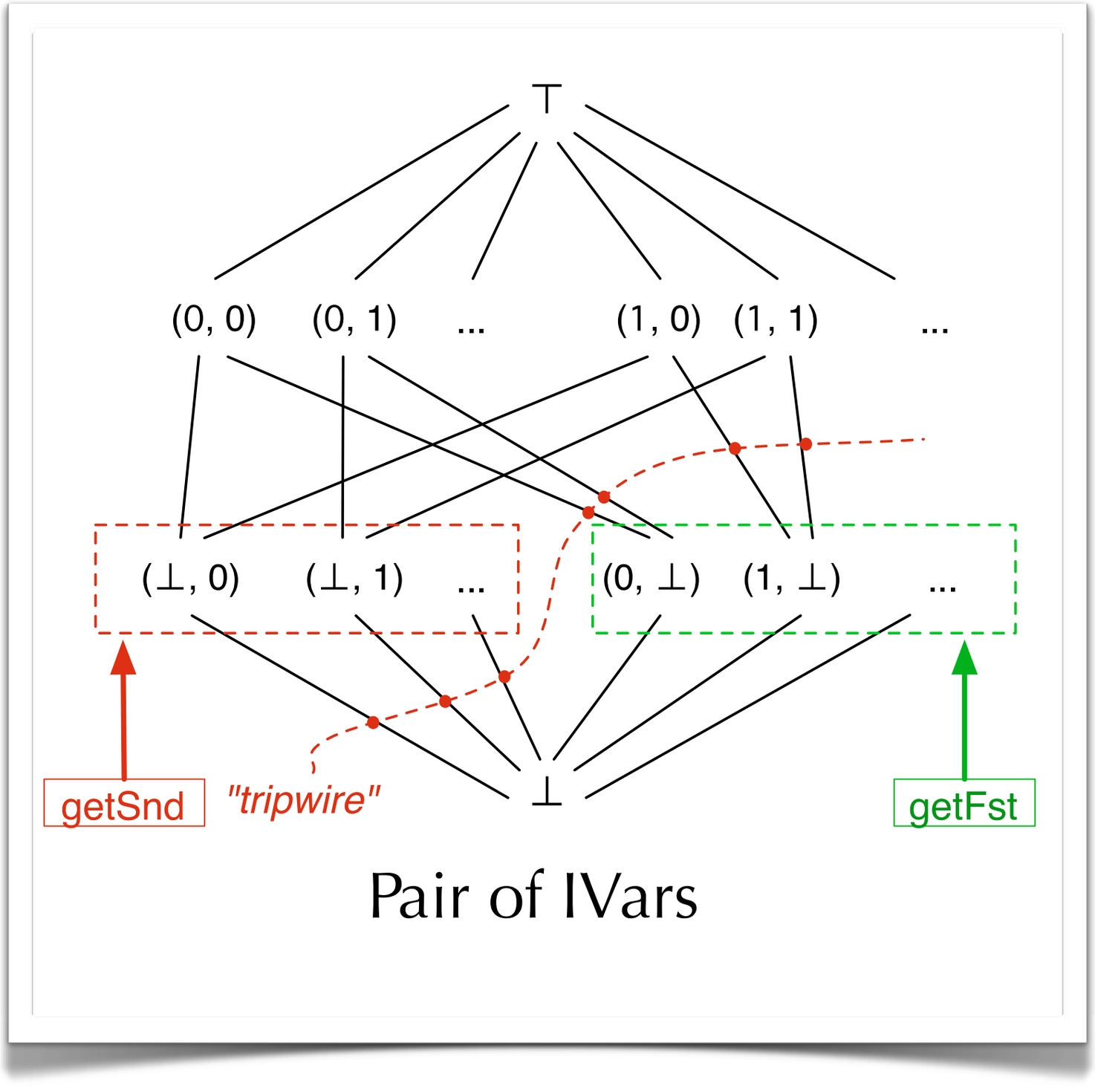
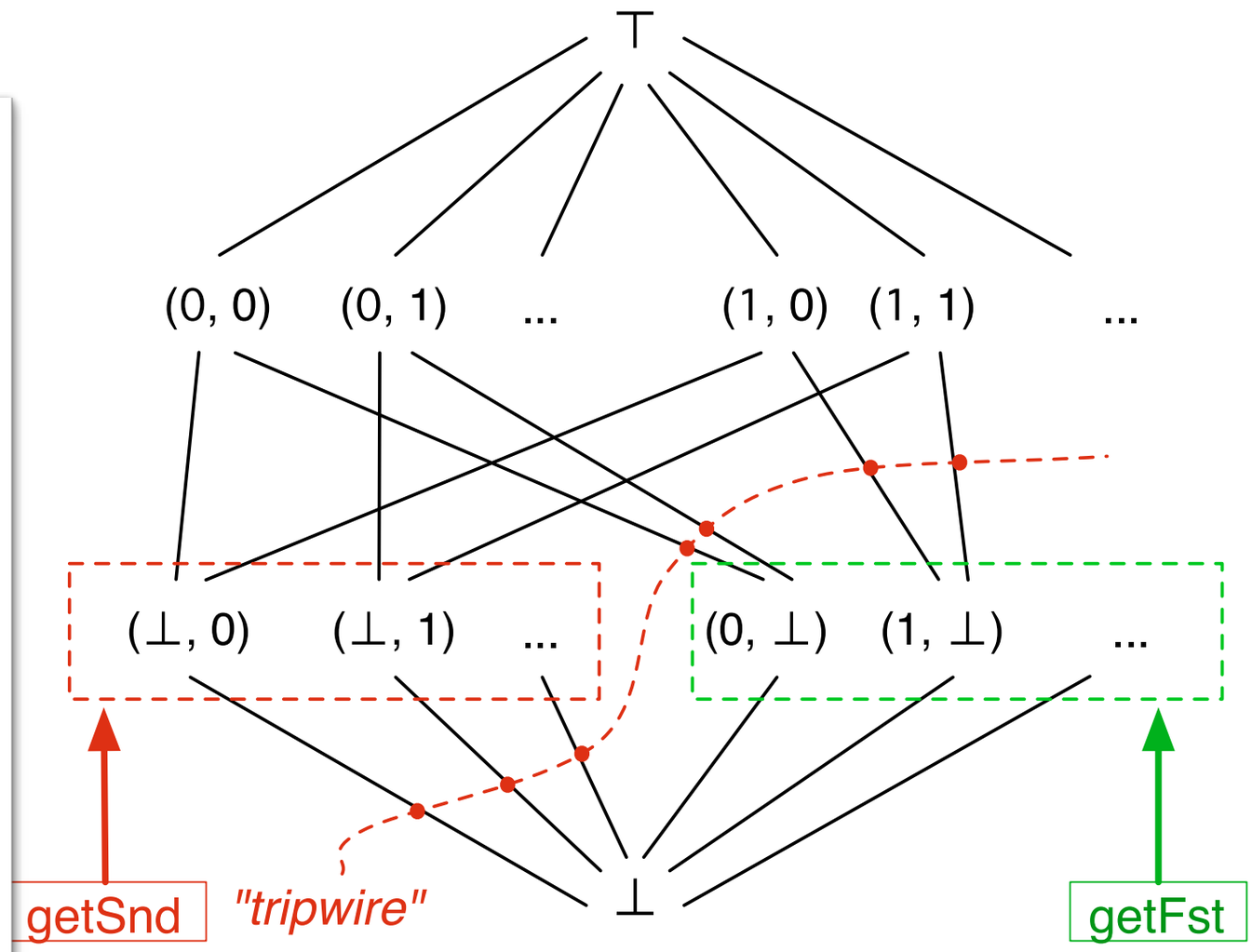



Pair of IVars

# Parameterizing our language: "LVars"

let $p =$ new in
  let $\_ =$ put $p$ $\{(\bot, 4)\}$ in
    let par $v_1 =$ getFst $p$
        $\_ =$ put $p$ $\{(3, 4)\}$
    in $\ldots v_1 \ldots$




Pair of IVars

# Two take-aways

Monotonicity causes deterministic parallelism

Monotonically increasing writes
+ threshold reads
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# More in our paper draft

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  - A “frame-rule-like” property
  - Location renaming is surprisingly tricky!

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  - KPNs, CnC, monad-par

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  - A "frame-rule-like" property
  - Location renaming is surprisingly tricky!
- Subsuming existing models
  - KPNs, CnC, monad-par
- Support for controlled nondeterminism
  - "probation" state

# Tak!

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