

A Lattice-Based Approach to Deterministic Parallelism with Shared State

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Indiana University

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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.

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- 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, ...

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Serialize?

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Disallow shared state?

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Disallow shared state?

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let par $v = \text{get } l$

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in v



Disallow shared state?

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let _ = put l 3 in
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Disallow multiple assignment?

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let _ = put l 3 in  
  let par  $v = \text{get } l$   
        _ = put l 4  
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```

Disallow multiple assignment?

```
let _ = put l 3 in  
  let par v = get l  
    _ = put l 4 X  
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```

A few single-assignment languages

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 - Specifically, *Featherweight CnC*

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- Today:
 - Intel Concurrent Collections (Budimlić *et al.*, 2010)
 - Specifically, *Featherweight CnC*
 - monad-par for Haskell (Marlow *et al.*, 2011)

Disallow multiple assignment?

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Deterministic programs that single-assignment forbids

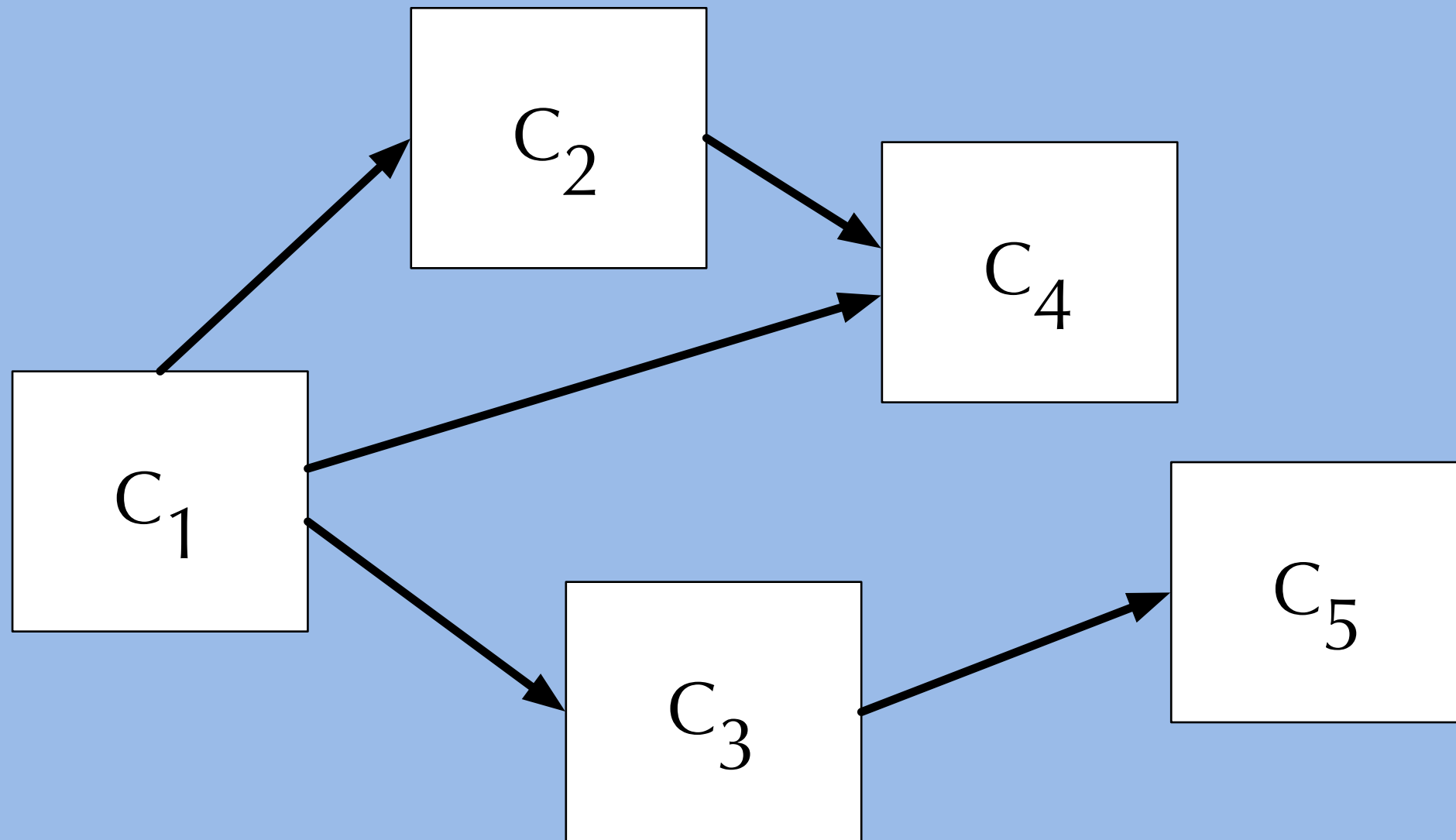
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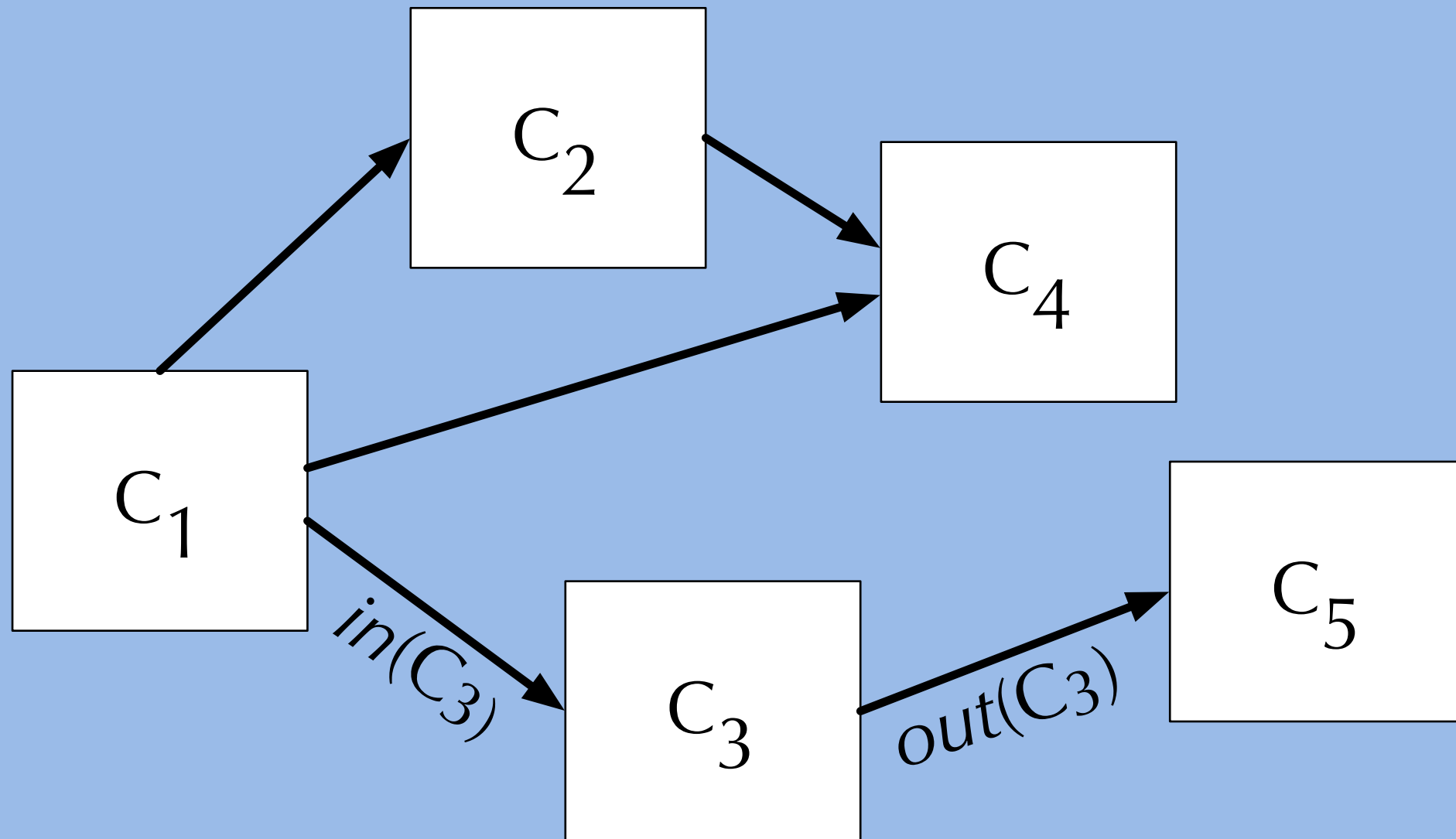
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```

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

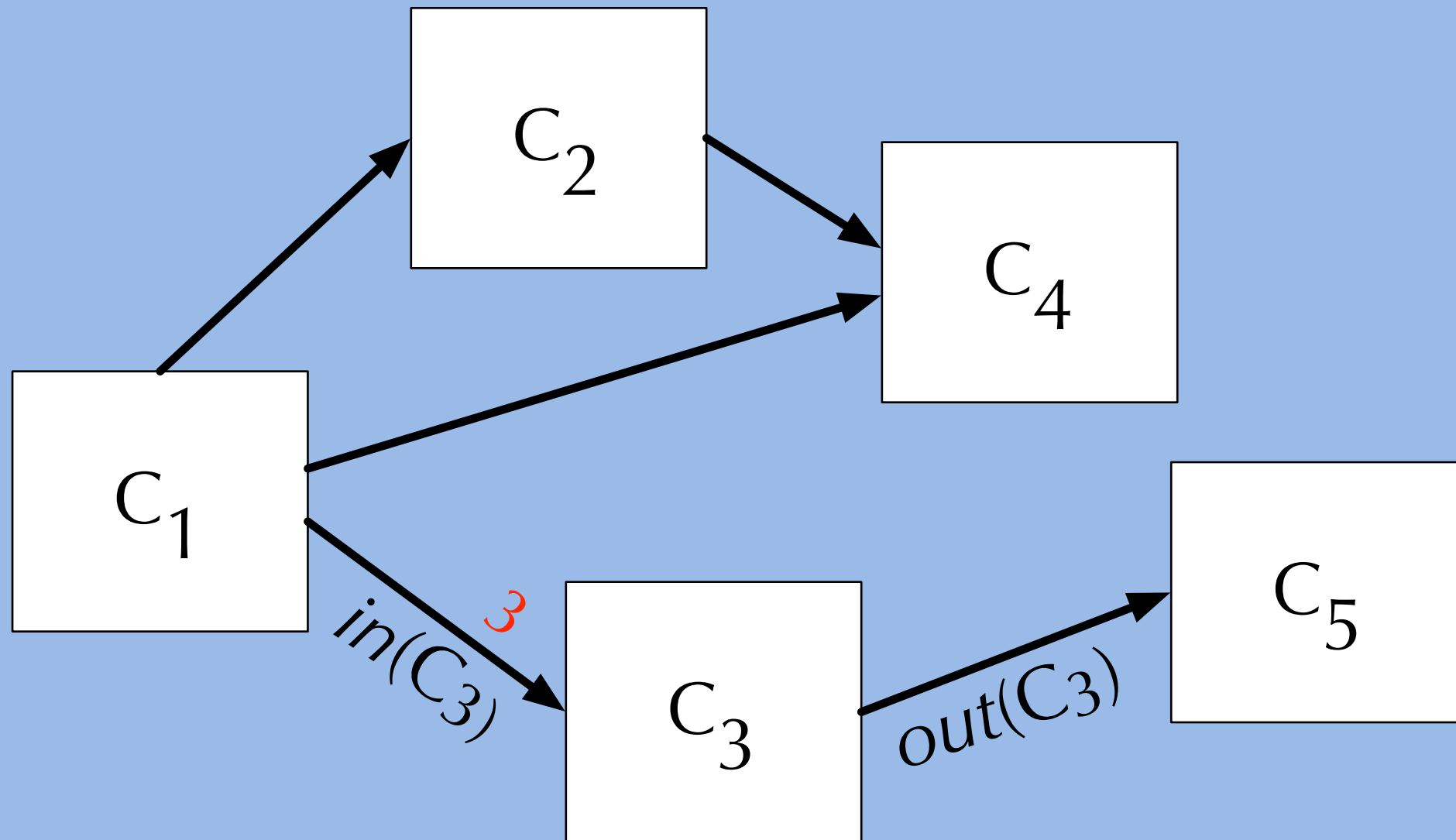
Kahn process networks (Kahn, 1974)



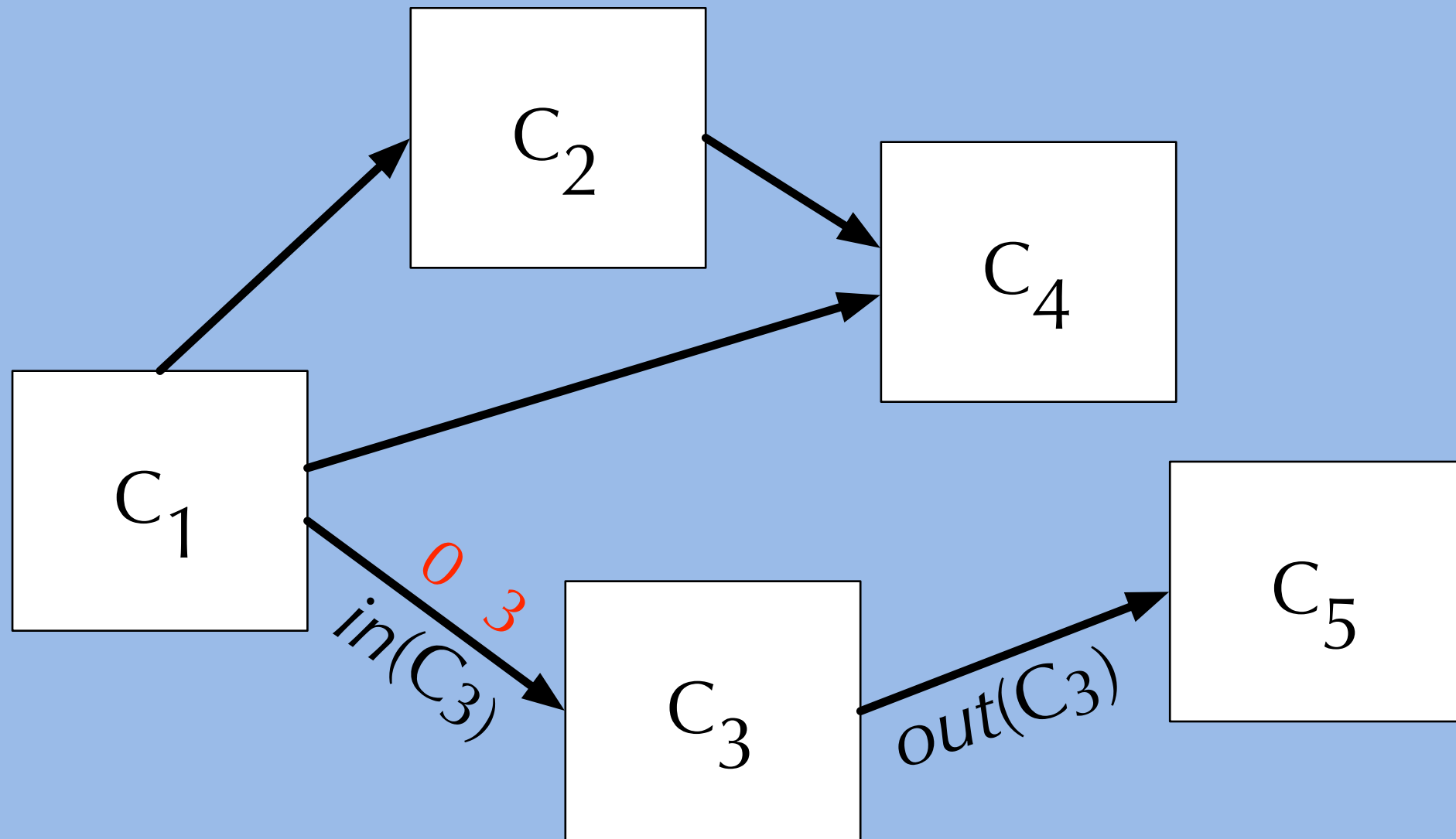
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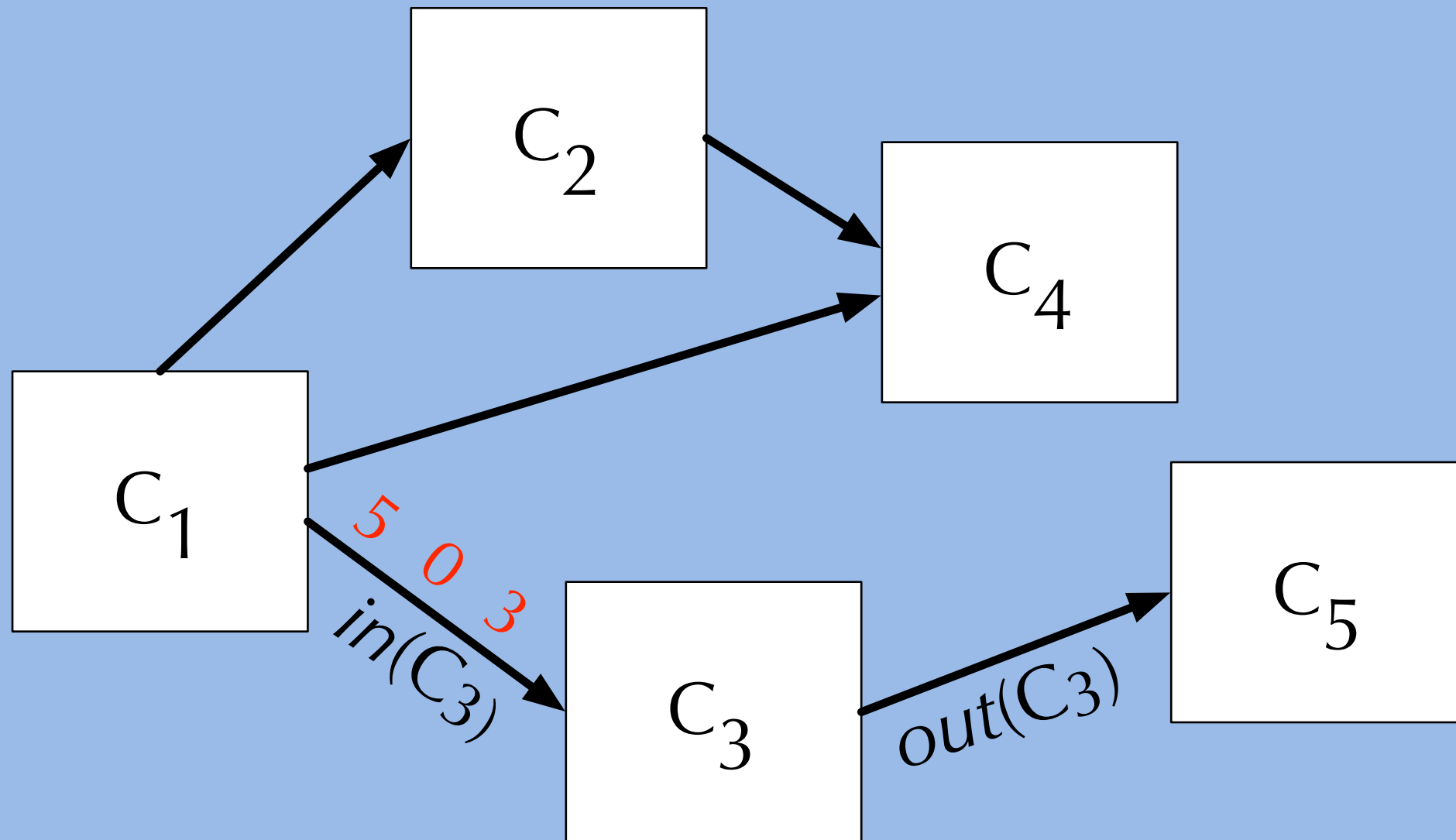
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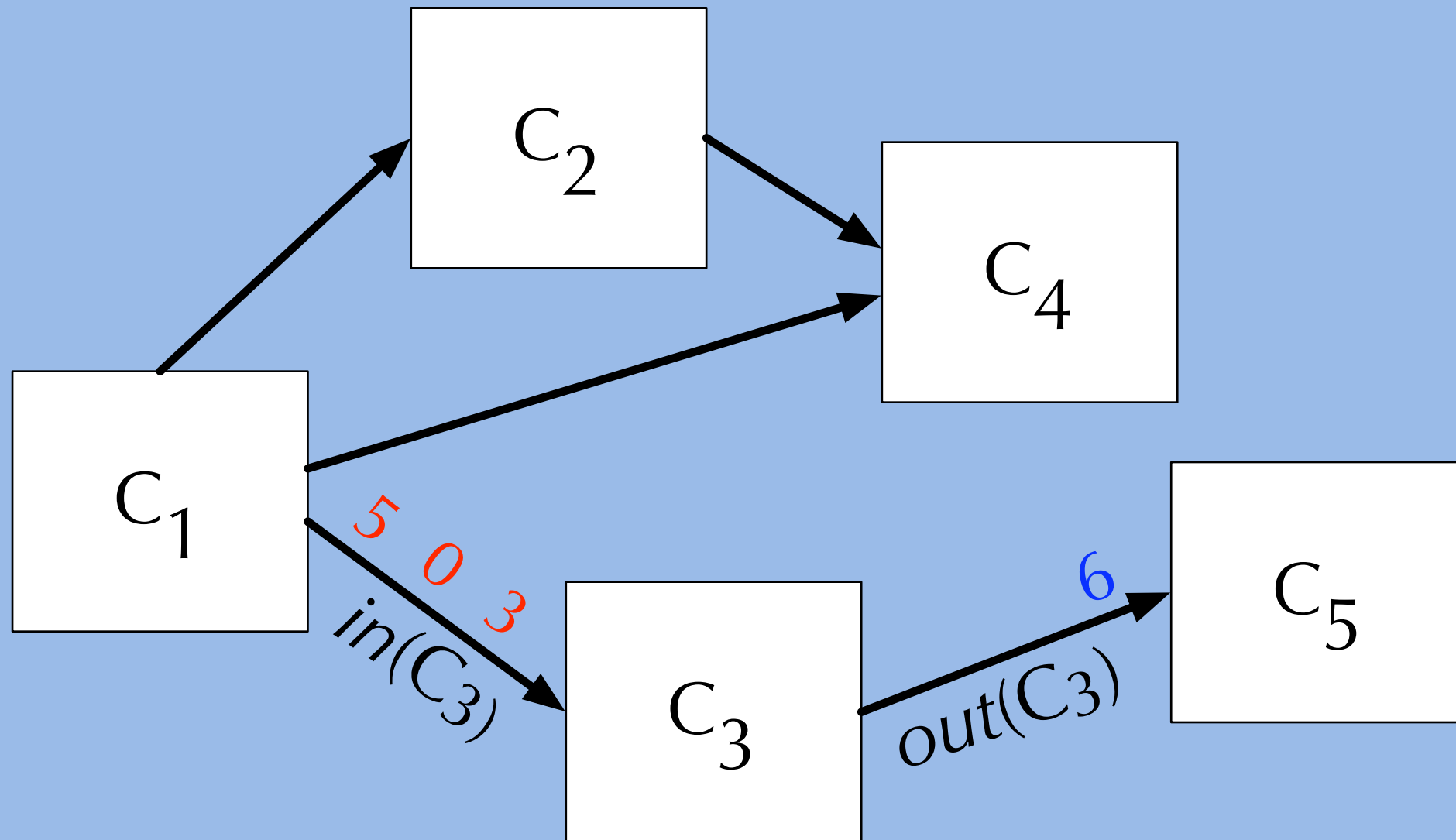
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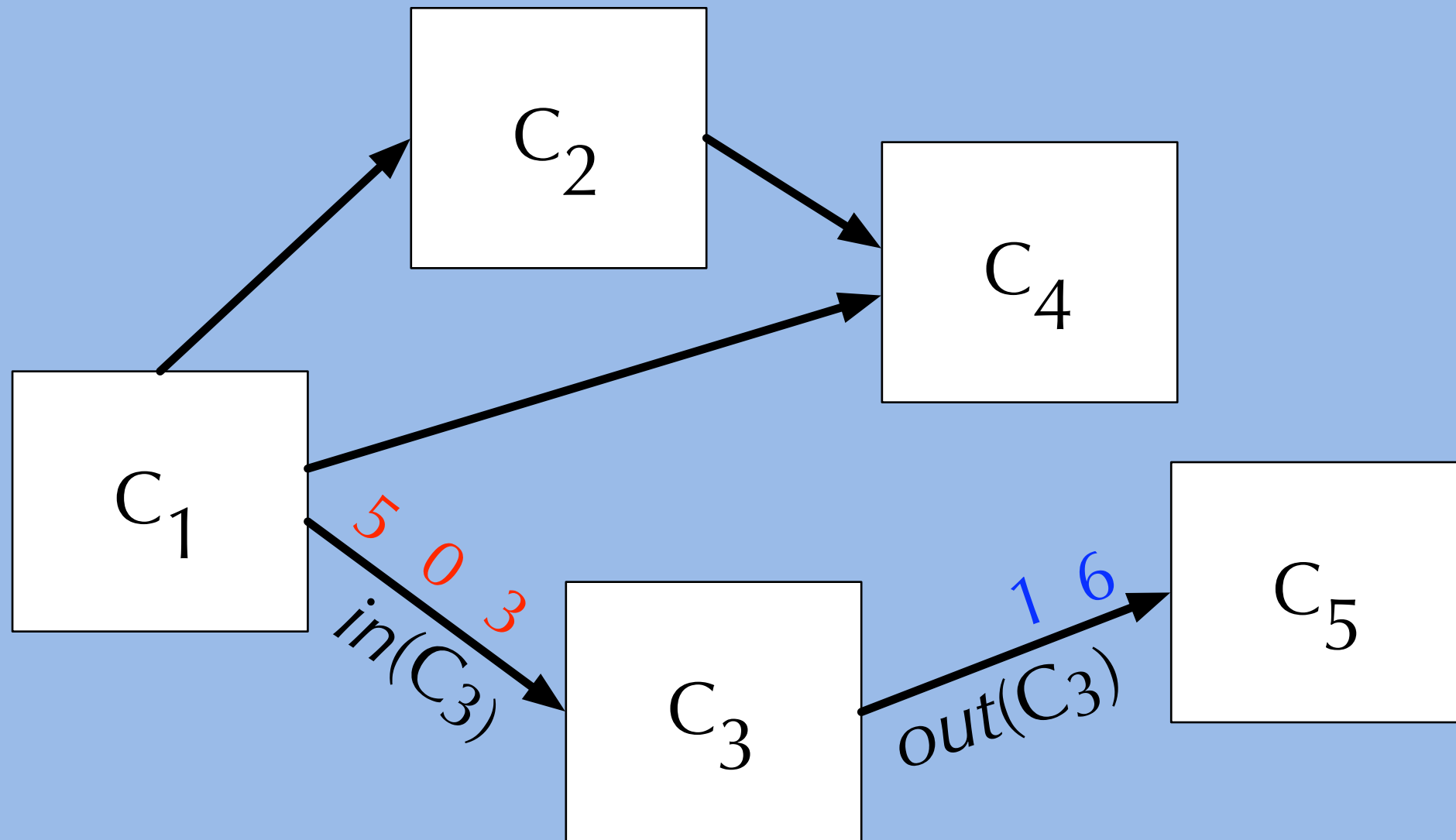
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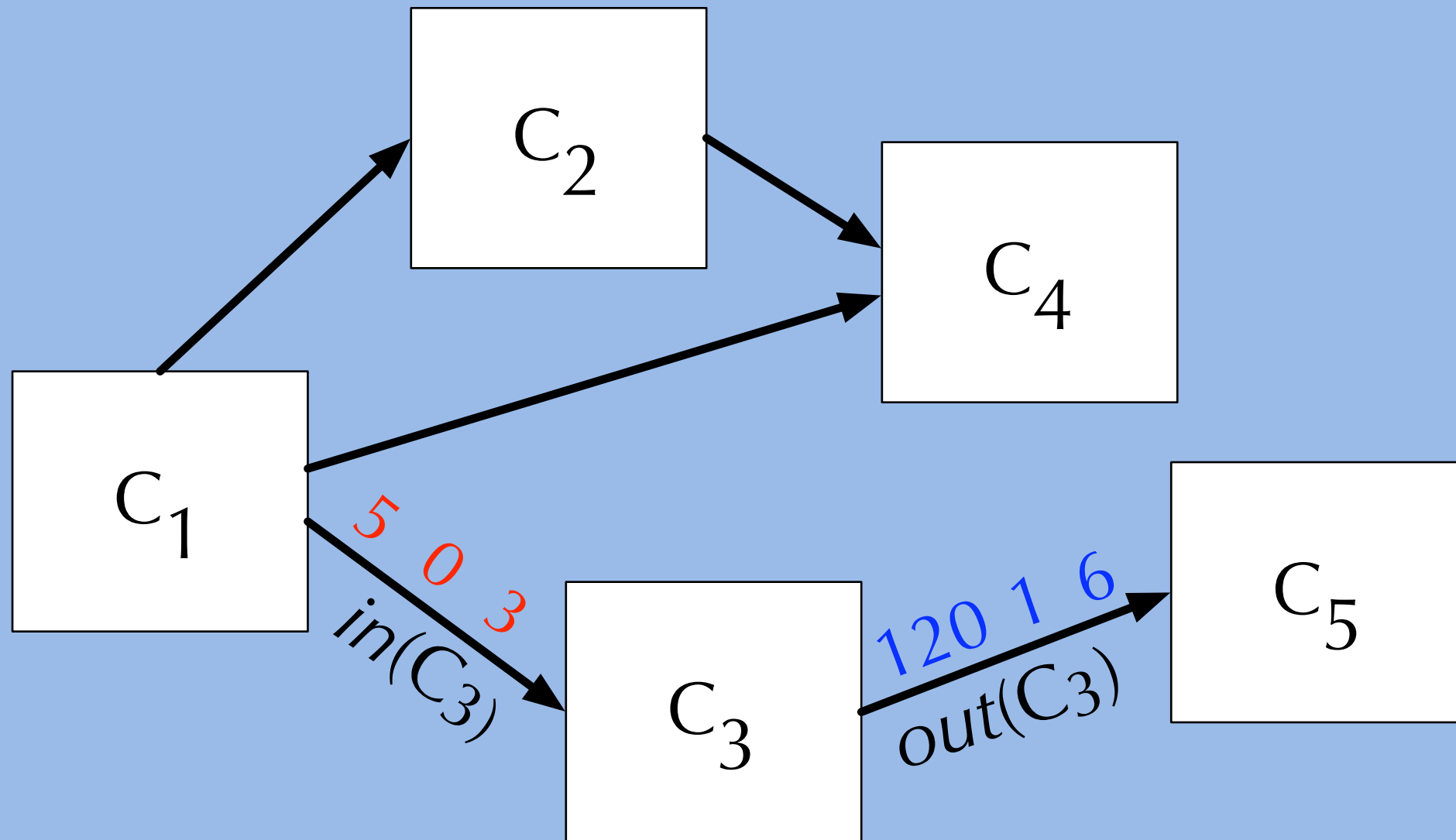
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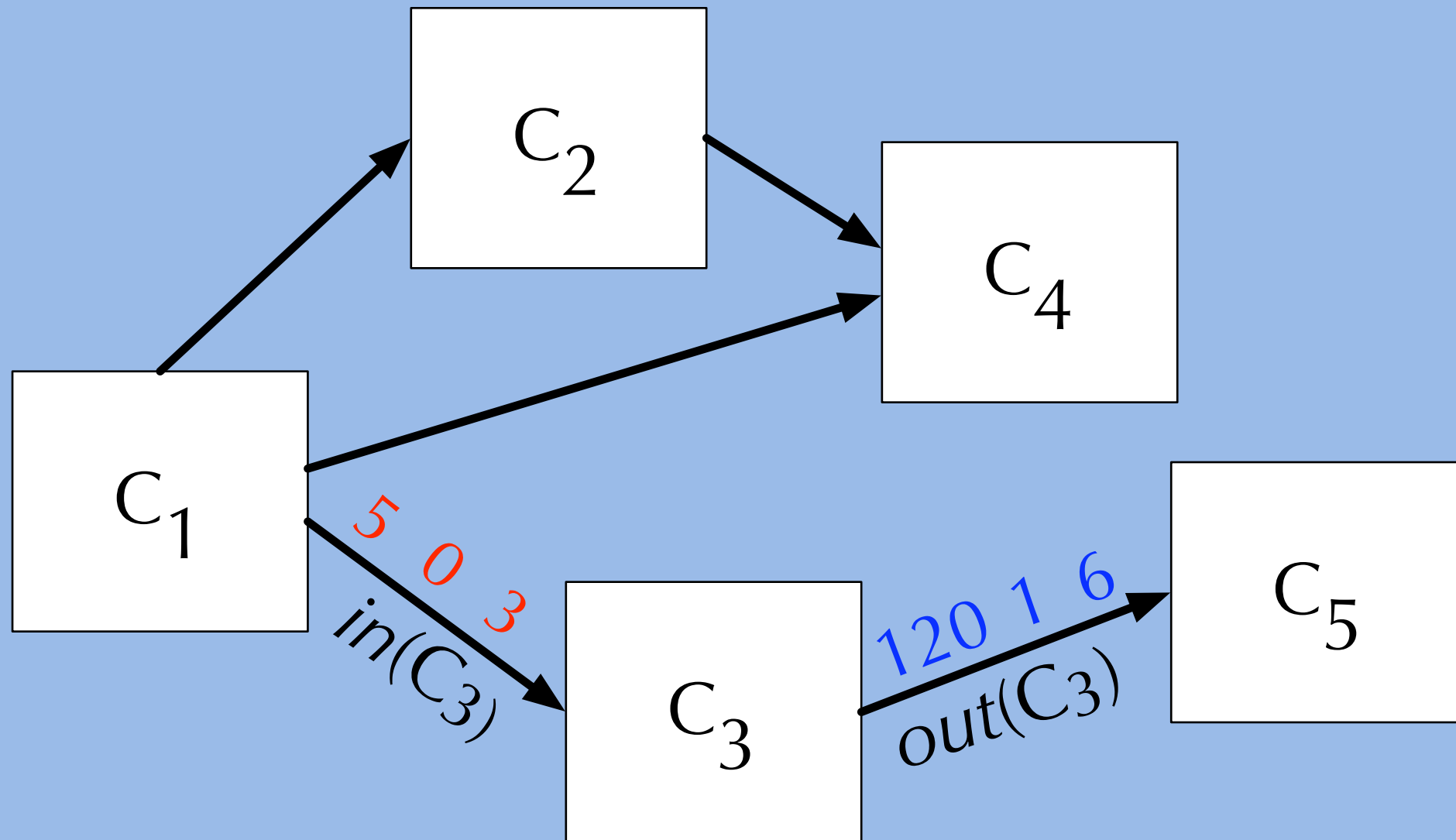
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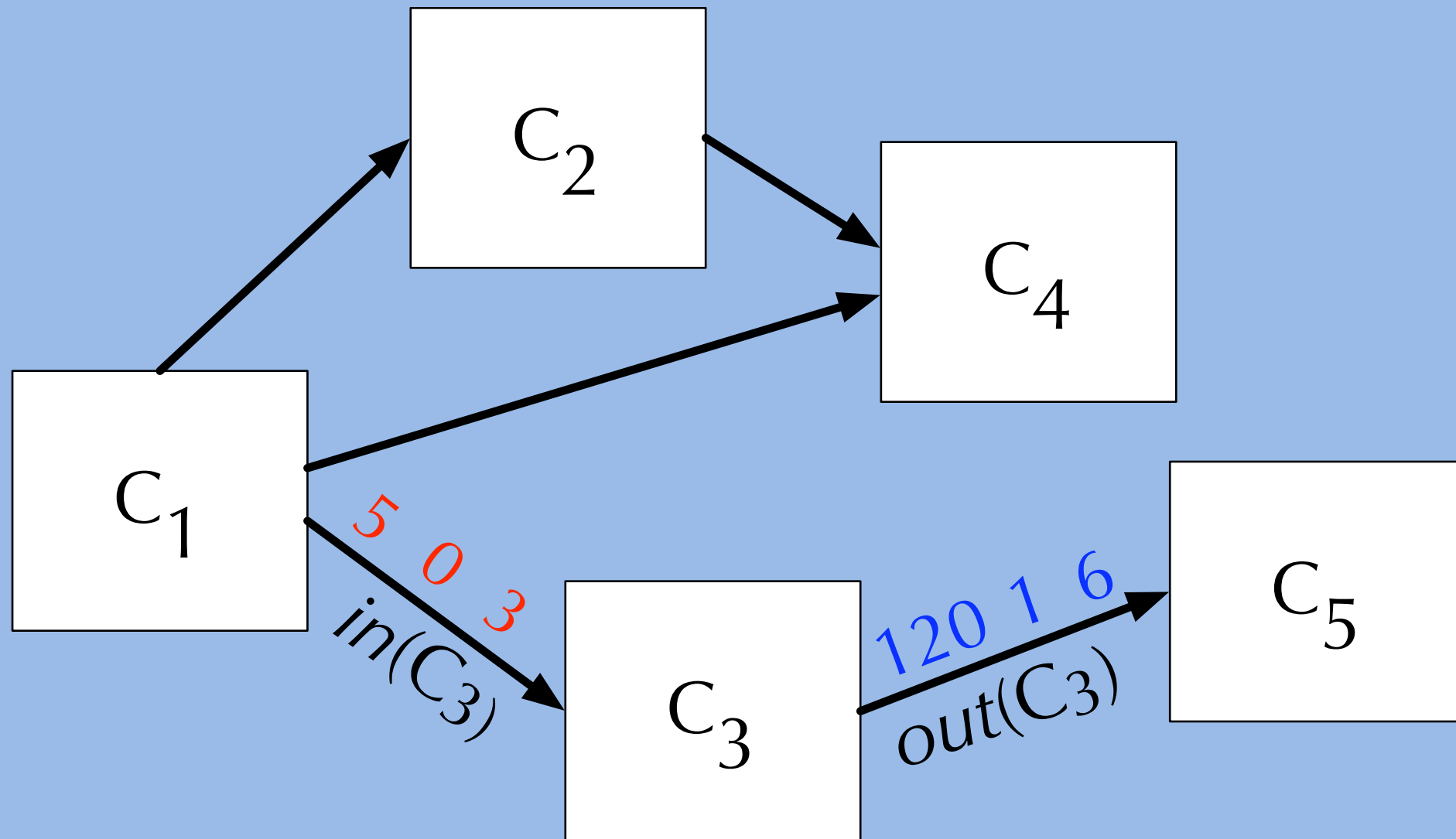


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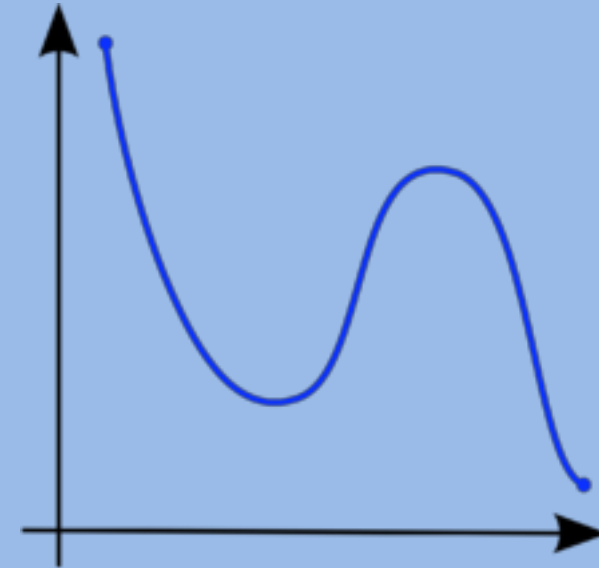
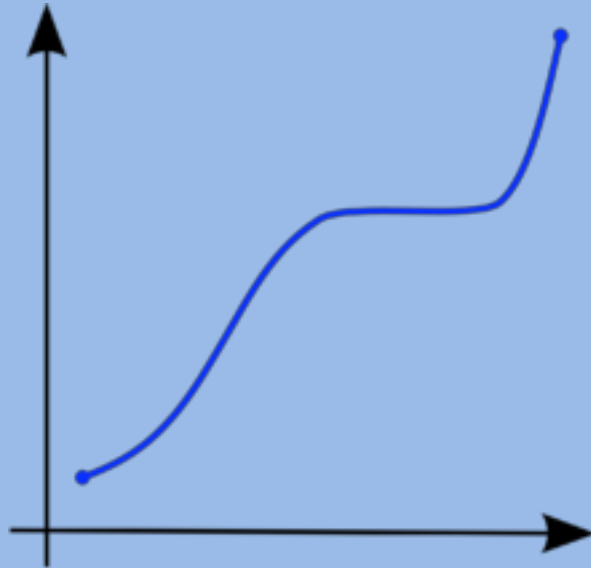
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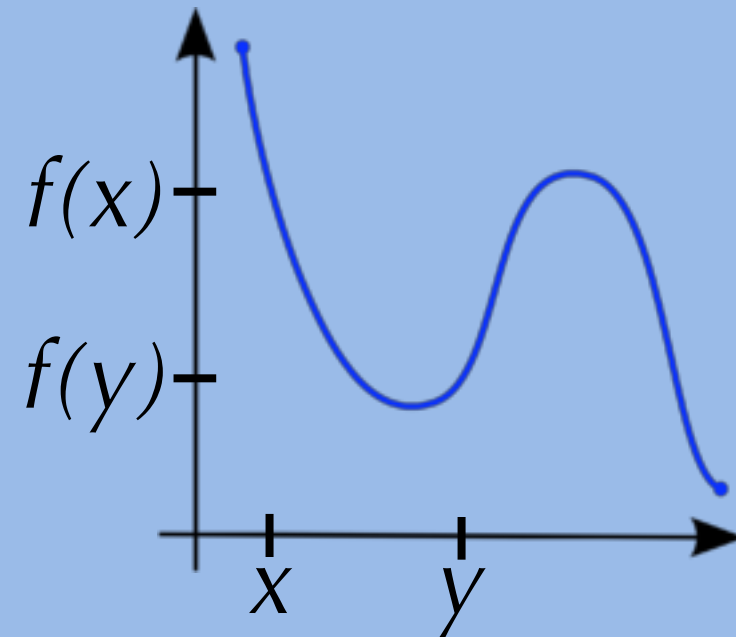
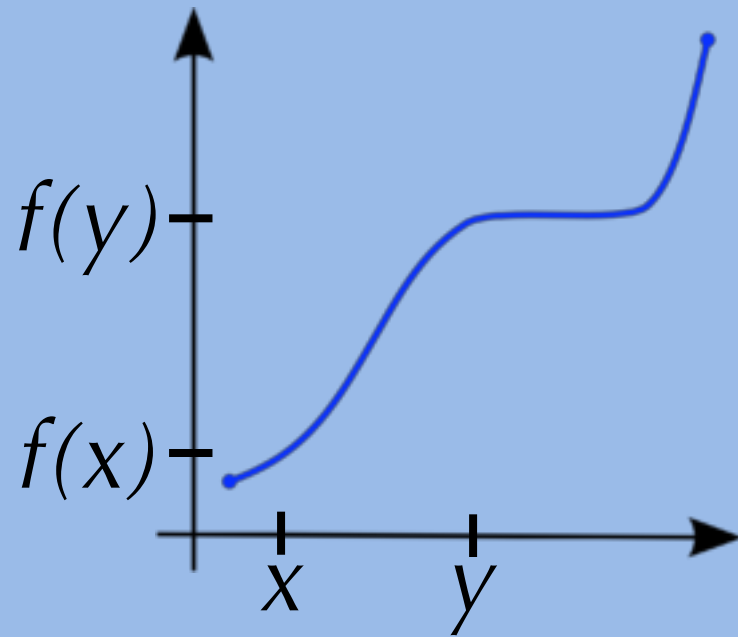


$hist(in(C_3))$: [3, 0, 5, ...] $hist(out(C_3))$: [6, 1, 120, ...]

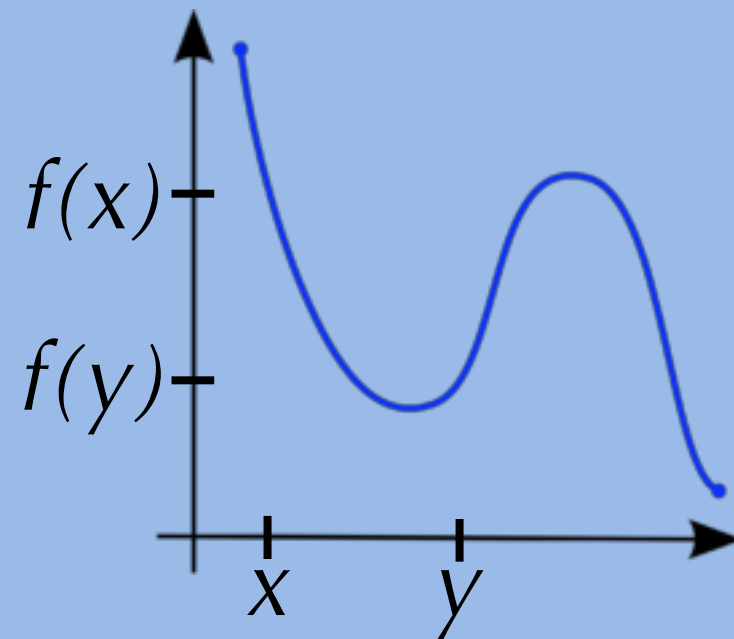
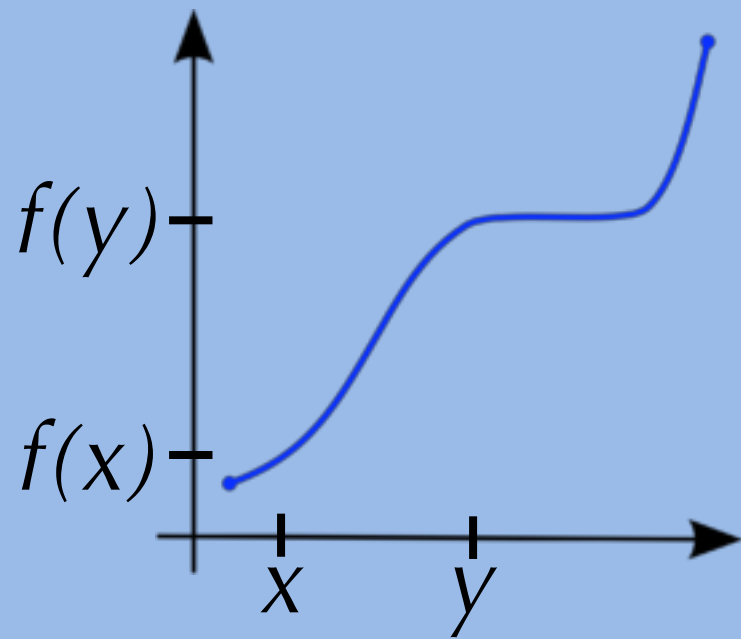
Monotonicity



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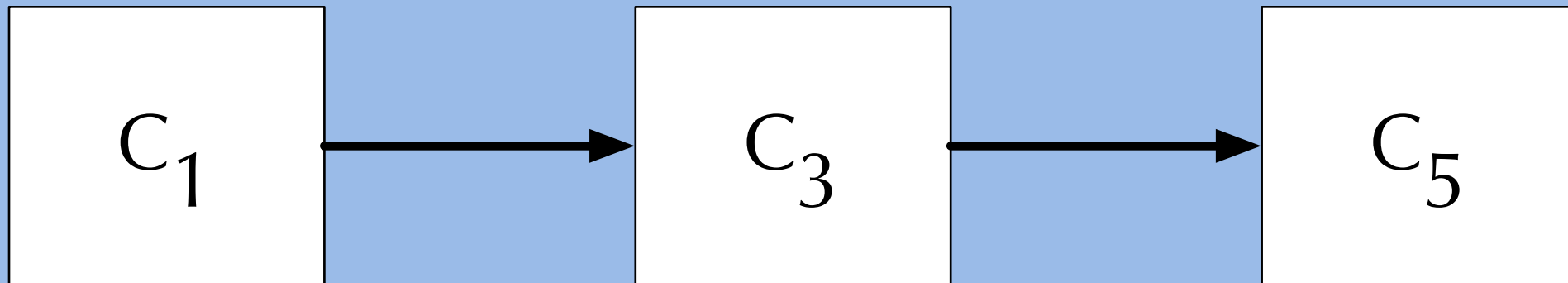
Monotonicity



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

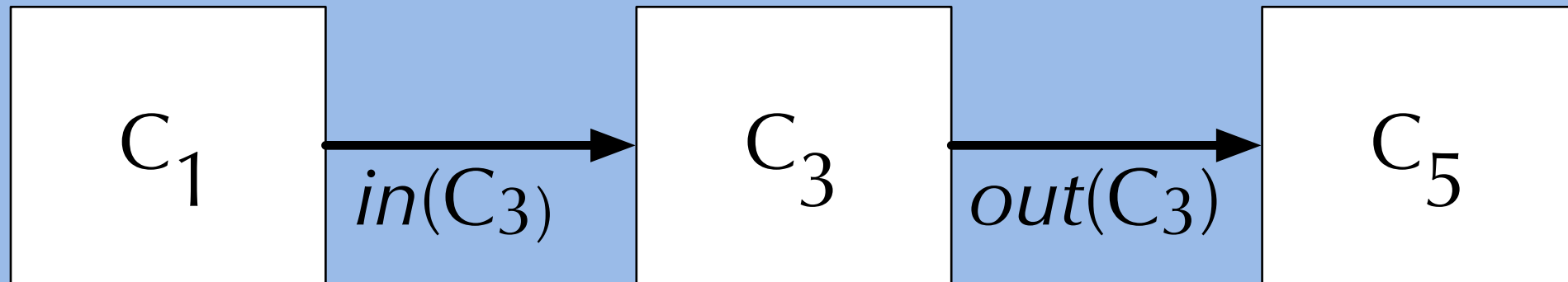
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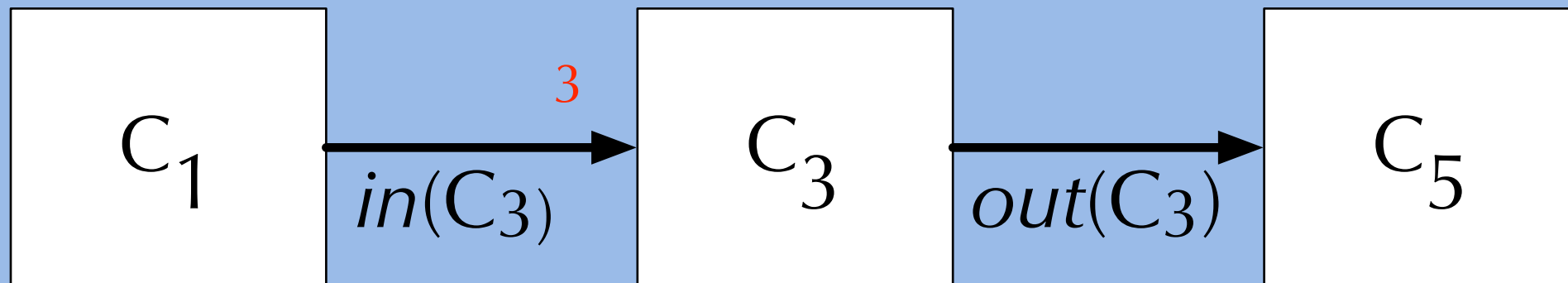
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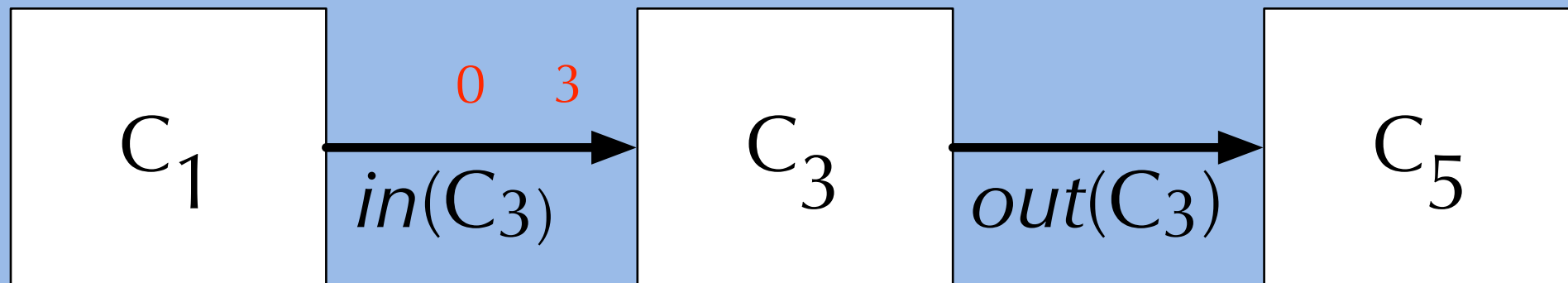
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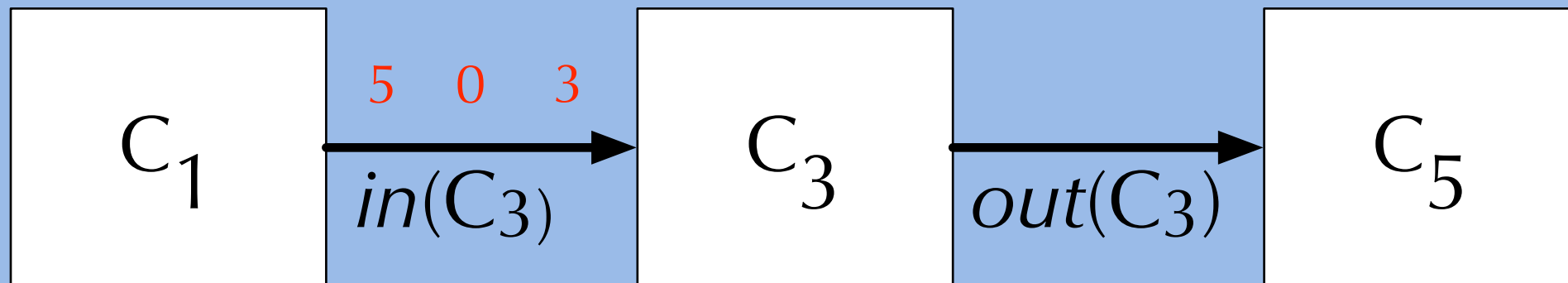
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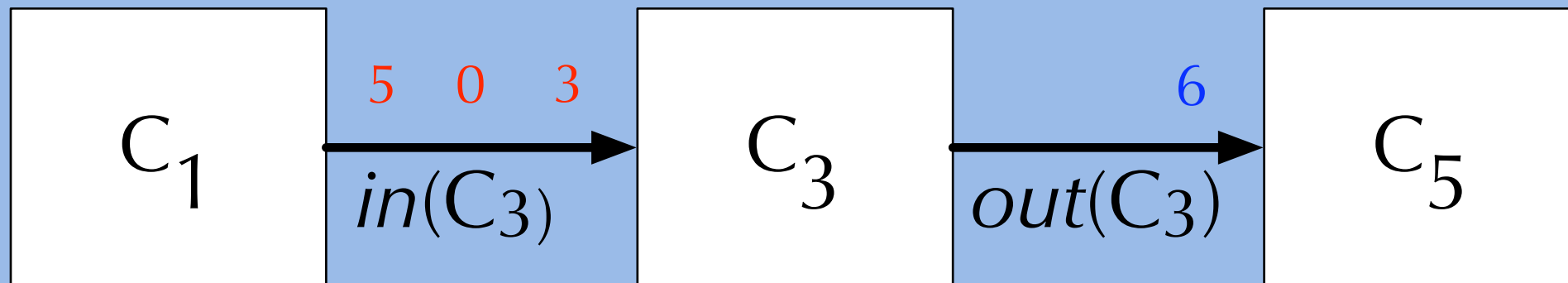
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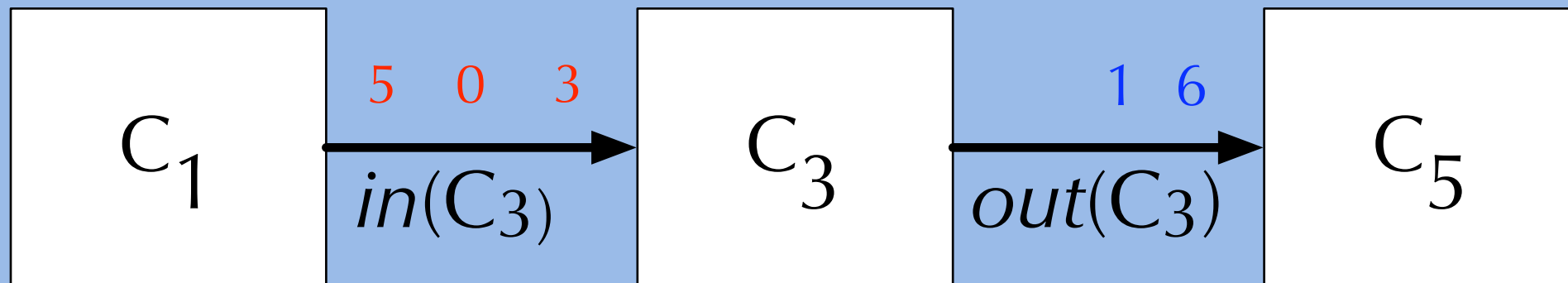
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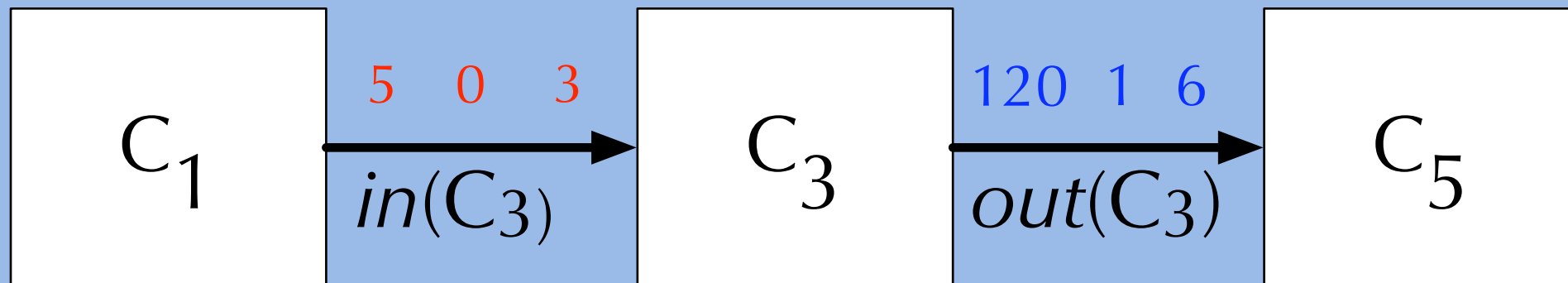
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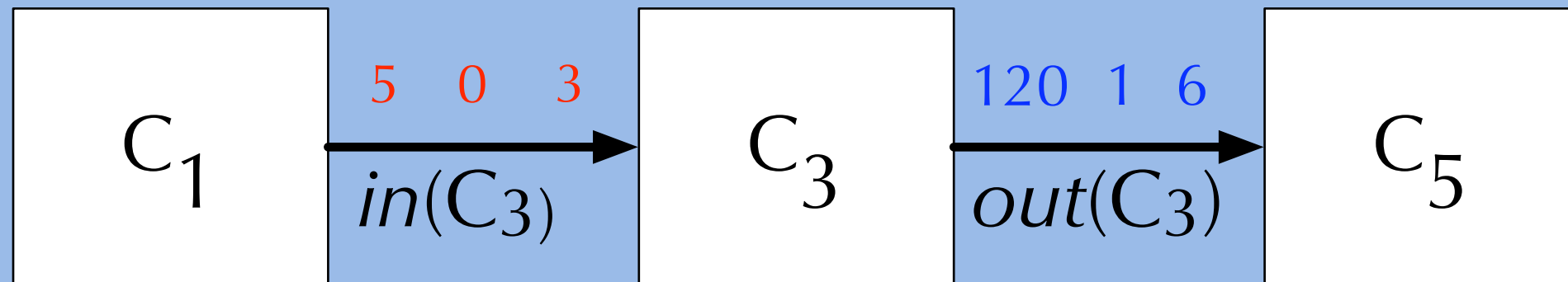
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For KPNs, the \leq relation is just *prefix-of*:

$[3] \text{ prefix-of } [3, 0] \implies [6] \text{ prefix-of } [6, 1]$

$[3, 0] \text{ prefix-of } [3, 0, 5] \implies [6, 1] \text{ prefix-of } [6, 1, 120]$

...

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
-------	---

Back to single-assignment languages

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Store:

l_1	4
l_2	3

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l_3	5

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Store:

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Store:

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l_4	3

For stores, the \leq relation is \subseteq :

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

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Generalizing our notion of monotonicity

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

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Idea: restrict reads

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  in v
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Idea: restrict reads

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let _ = put l 3 in  
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        _ = put l 4  
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Idea: restrict reads

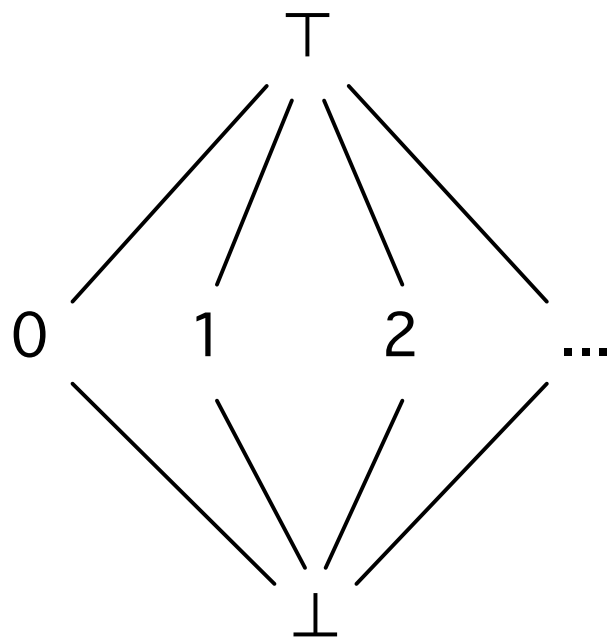
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```

return 4

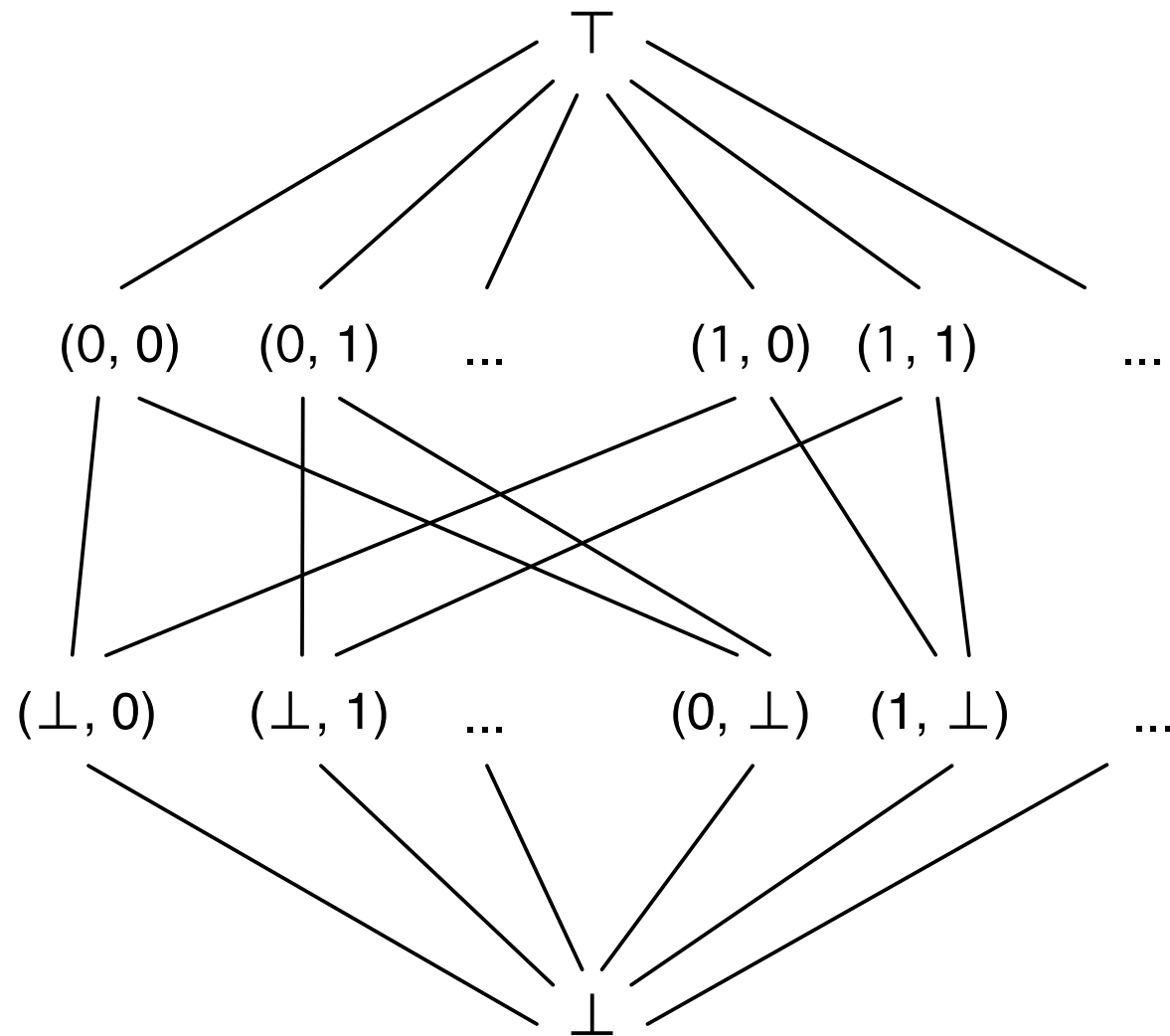
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```

Monotonically increasing writes
+ restricted reads
= deterministic-by-construction parallelism

Parameterizing our language: “LVars”



IVar

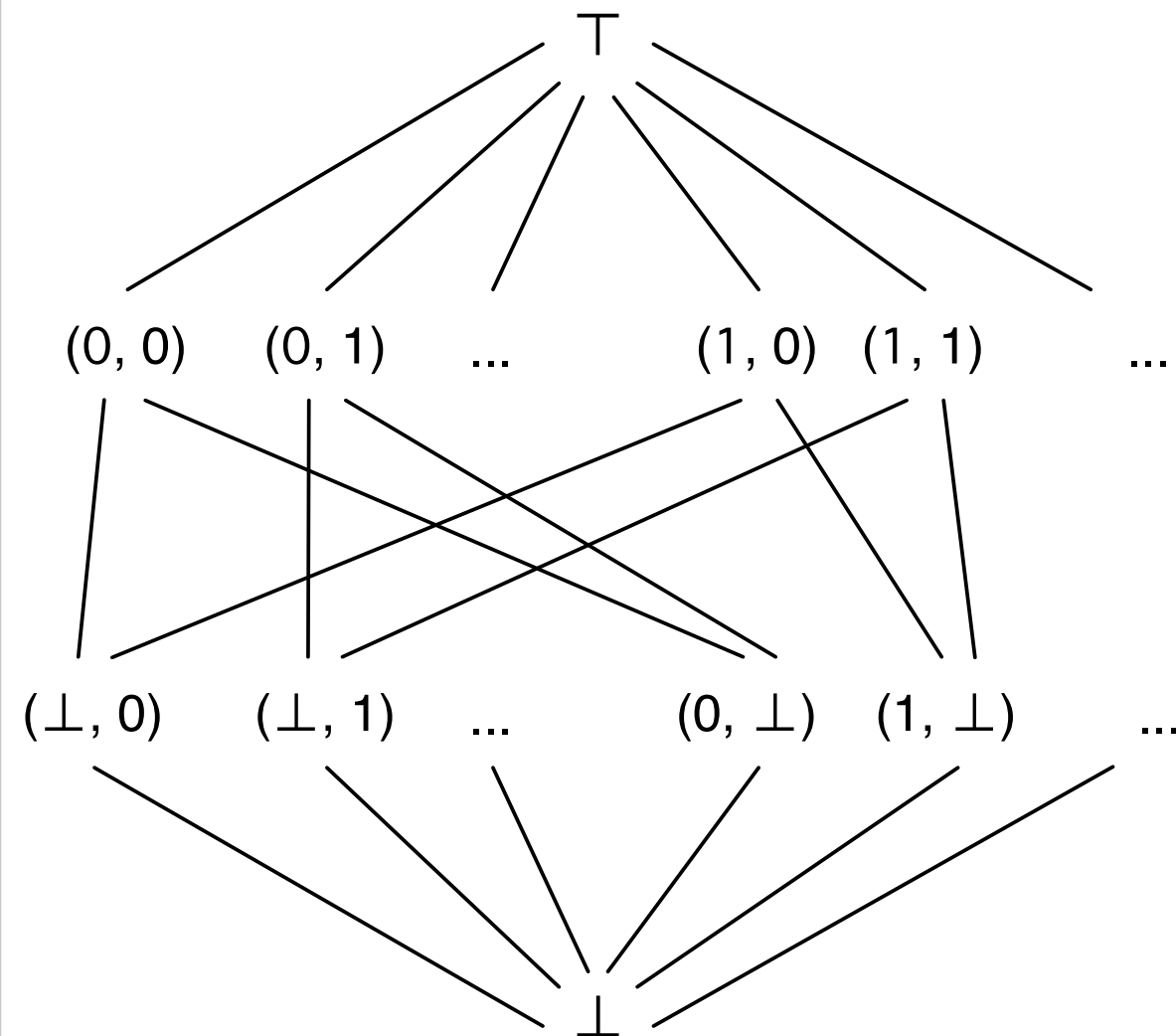


Pair of IVars



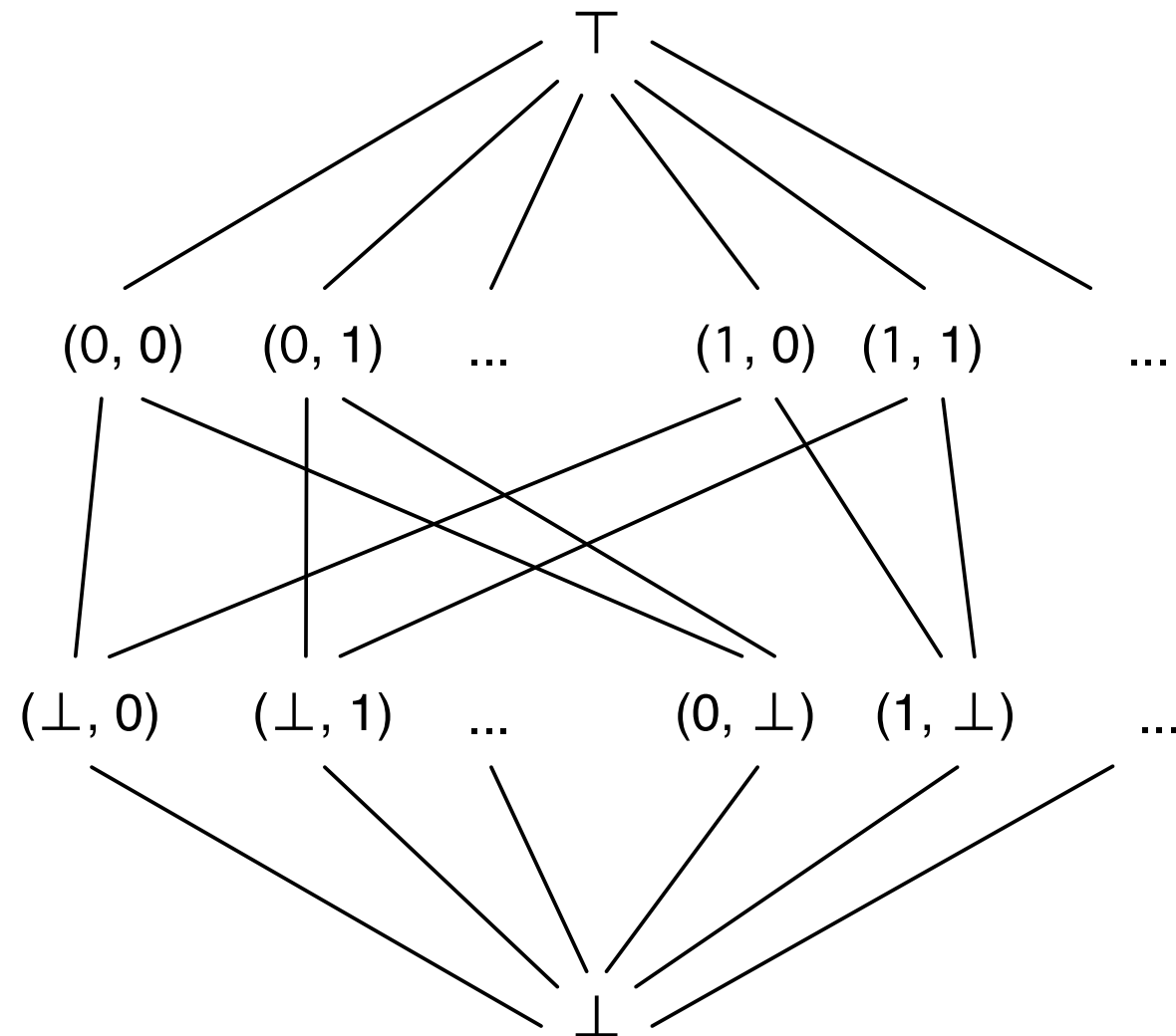
Counter

Parameterizing our language: “LVars”



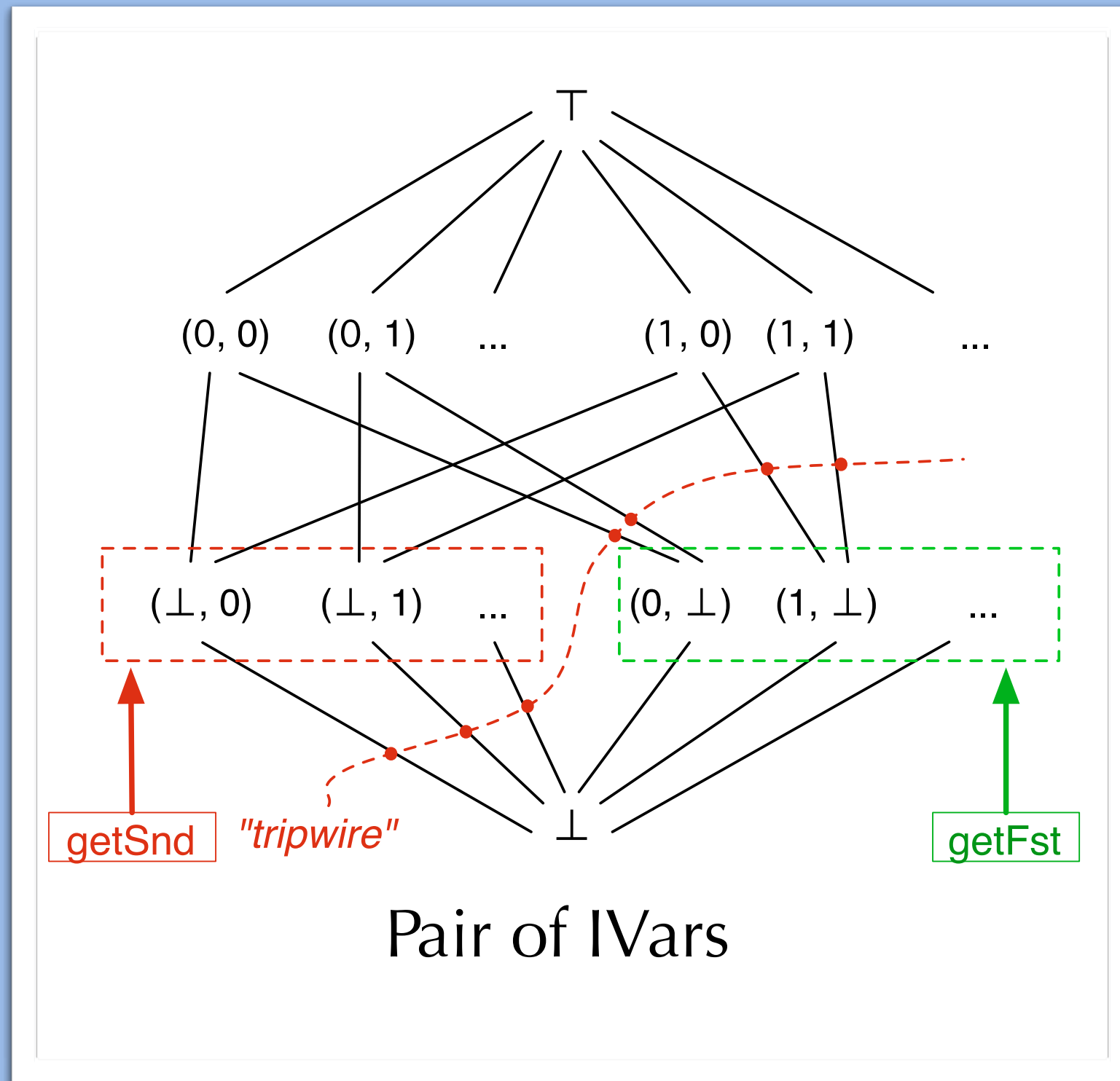
Pair of LVars

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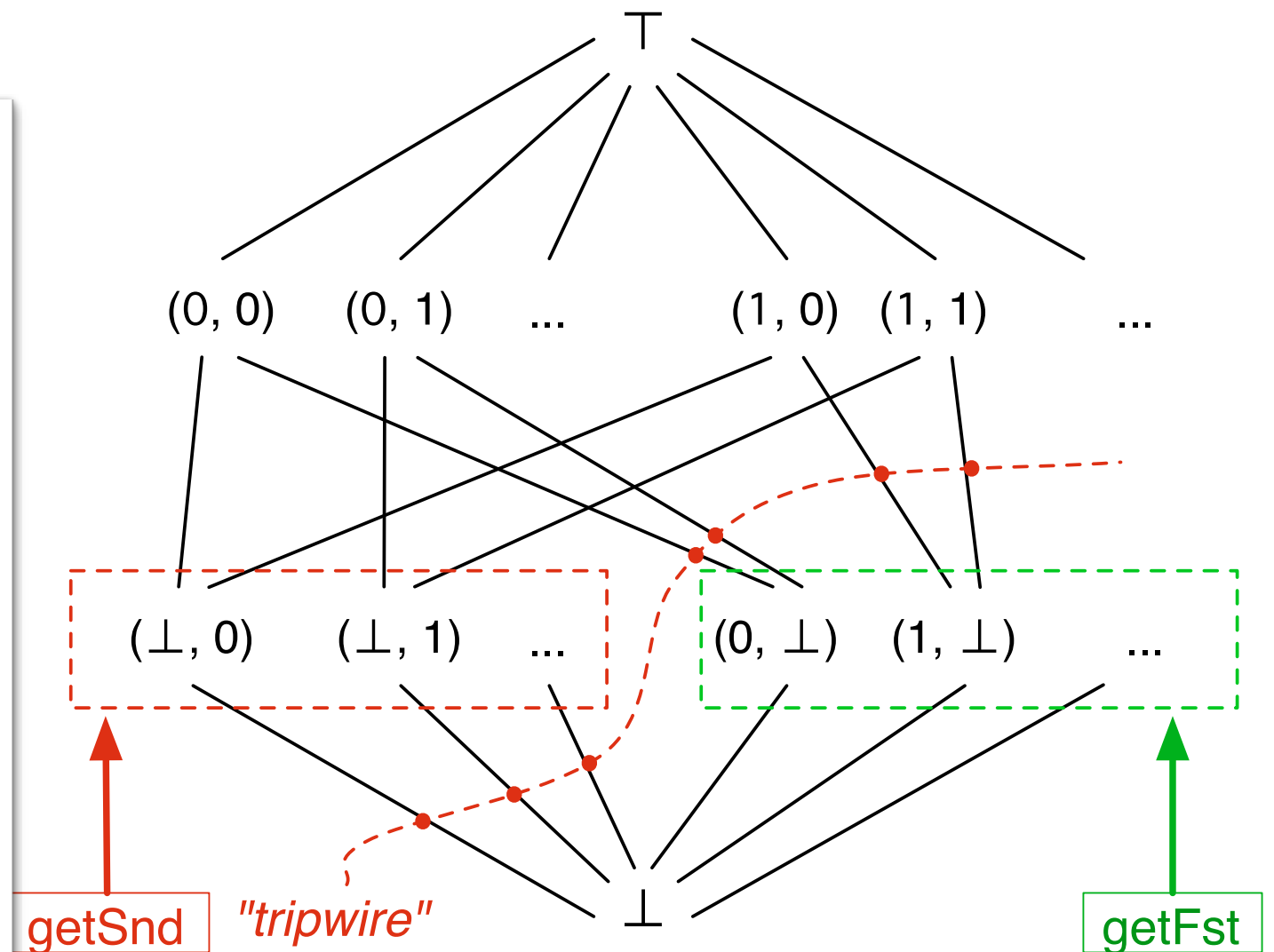
Pair of LVars

Parameterizing our language: "LVars"



Parameterizing our language: "LVars"

```
let  $p = \text{new}$  in  
  let  $\_ = \text{put } p \{(\perp, 4)\}$  in  
    let par  $v_1 = \text{getFst } p$   
            $\_ = \text{put } p \{(3, 4)\}$   
    in  $\dots v_1 \dots$ 
```



Pair of IVars

More in our paper draft and TR

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 - A “frame-rule-like” property
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- Complete syntax and semantics
- Proof of determinism
 - A “frame-rule-like” property
 - Location renaming is surprisingly tricky!
- Subsuming existing models
 - KPNs, CnC, monad-par
- Support for controlled nondeterminism
 - “probation” state

Thanks!

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