

Structured Application Development over Wide-Area Networks

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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.

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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.

Example: $CNN(d) \mid BBC(d)$

calls **both** CNN and BBC simultaneously.

Publishes values returned by both sites. (0 , 1 or 2 values)

Sequential composition: $f >x> g$

For all values published by f do g .

Publish only the values from g .

- $CNN(d) >x> Email(address, x)$
 - Call $CNN(d)$.
 - Bind result (if any) to x .
 - Call $Email(address, x)$.
 - Publish the value, if any, returned by $Email$.
- $(CNN(d) \mid BBC(d)) >x> Email(address, x)$
 - May call $Email$ twice.
 - Publishes up to two values from $Email$.

Notation: $f \gg g$ for $f >x> g$, if x unused in g .

Schematic of Sequential composition

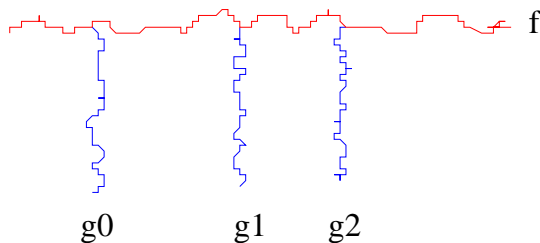


Figure: Schematic of $f >x> g$

Pruning: $(f \lt x \lt g)$

For some value published by g do f .

- Evaluate f and g in parallel.
 - Site calls that need x are suspended.
 - see $(M() \mid N(x)) \lt x \lt g$
- When g returns a (first) value:
 - Bind the value to x .
 - Terminate g .
 - Resume suspended calls.
- Values published by f are the values of $(f \lt x \lt g)$.

Example of Pruning

$Email(address, x) \langle x \rangle (CNN(d) \mid BBC(d))$

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.

Expression Definition

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

```
def MailLoop(a, t) =  
  MailOnce(a) >> Rtimer(t) >> MailLoop(a, t)
```

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

- Expression is called like a procedure.
It may publish many values. *MailLoop* does not publish.
- Site calls are strict; expression calls non-strict.

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 $add(1, x) <x< add(2, 3)$
- **if** E **then** F **else** G :
 $(if(b) \gg F \mid not(b) >c> if(c) \gg G) <b< E$
- **val** $x = G$ followed by F :
 $F <x< G$
- 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.

$$(1 + 2) \mid (2 + 3)$$

$$(1 \mid 2) + (2 \mid 3)$$

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

$$1 + 2 \mid 2 + 3 \quad \text{is} \quad (x \langle x \langle \mathit{add}(1, 2)) \mid (y \langle y \langle \mathit{add}(2, 3))$$

$$(1 \mid 2) + (2 \mid 3) \quad \text{is} \quad (\mathit{add}(x, y) \langle x \langle (1 \mid 2)) \langle y \langle (2 \mid 3)$$

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)

Some Typical Applications

- **Adaptive Workflow** (Business process management):
Workflow lasting over months or years
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

Some Typical Applications, contd.

- Grid Computations
- Music Composition
- Traffic simulation
- Computation Animation

Some Typical Applications, contd.

- **Map-Reduce** using a server farm
- **Thread management** in an operating system
- **Mashups** (Internet Scripting).
- **Concurrent Programming** on Android.

Time-out

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

$z <z< (M() \mid (Rtimer(t) \gg 0))$, or

$val\ z = M() \mid (Rtimer(t) \gg 0)$

z

Fork-join parallelism

Call M and N in parallel.

Return their values as a tuple after both respond.

$$\begin{aligned} &((u, v) \\ &\quad \langle u \langle M() \rangle \\ &\quad \langle v \langle N() \rangle \end{aligned}$$

or,

$$(M(), N())$$

Recursive definition with time-out

Call a list of sites simultaneously.

Count the number of responses received within 10 time units.

```
def tally([]) = 0
```

```
def tally(M : MS) = (M() >> 1 | Rtimer(10) >> 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.

$val x = M() | u$

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

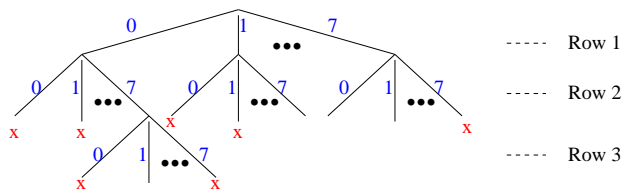


Figure: Backtrack Search for Eight queens

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 $randomize(n) =$
 $random(n) >k>$

$swapRefs(ar(n - 1), ar(k)) \gg randomize(n - 1)$

$randomize(N)$

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 $P(c, e) = c.get() >x> \text{Compute}(x) >y> e.put(y) \gg P(c, e)$

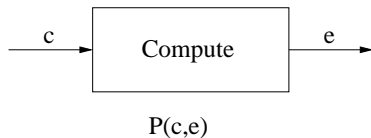


Figure: Iterative Process

Process Network

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

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

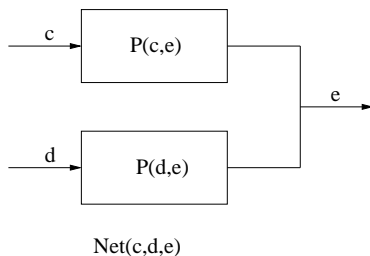


Figure: Network of Iterative Processes

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)
```

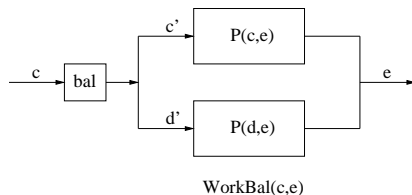


Figure: Workload Balancing in a network of Processes

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 $|$)

$$f | stop = f$$

$$f | g = g | f$$

$$(f | g) | h = f | (g | h)$$

$$f | f = f$$

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

$$stop \gg f = stop$$

$$f \gg stop = stop$$

$$signal \gg f = f$$

$$f > x > let(x) = f$$

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

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

Additional Laws

(Distributivity over \gg) if g is x -free

$$((f \gg g) \langle x \langle h \rangle) = (f \langle x \langle h \rangle) \gg g$$

(Distributivity over $|$) if g is x -free

$$((f | g) \langle x \langle h \rangle) = (f \langle x \langle h \rangle) | g$$

(Distributivity over $\langle\langle$) if g is y -free

$$\begin{aligned} & ((f \langle x \langle g \rangle) \langle y \langle h \rangle) \\ = & ((f \langle y \langle h \rangle) \langle x \langle g \rangle) \end{aligned}$$

(Elimination of where) if f is x -free, for site M

$$(f \langle x \langle M \rangle) = f | (M \gg stop)$$