

A type system to avoid runtime errors for Multi-ML

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University of Paris-East, France

²Former LACL members



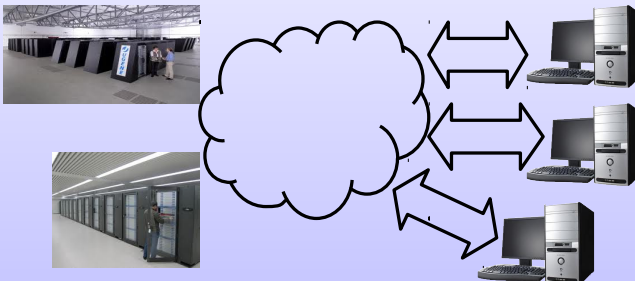
Outline

- 1 Introduction
- 2 Multi-BSP-ML Runtime Errors
- 3 A type system for Multi-ML
- 4 Conclusion

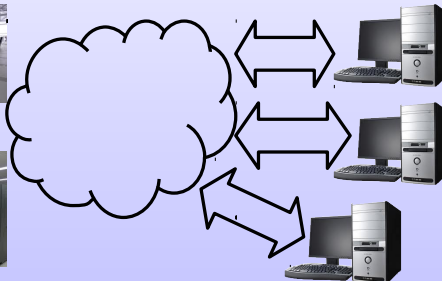
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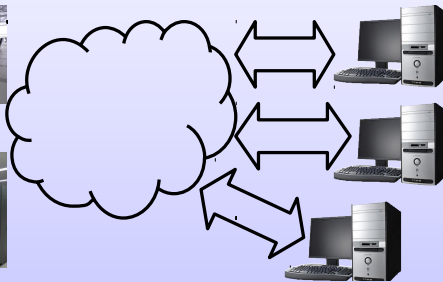
Q: Cloud/Grid computing?



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Bugs and crashing of HPC programs

- Portability, scalability \Rightarrow software-hardware bridging model
- Safety, cost \Rightarrow Structured parallelism \Rightarrow (Multi-)BSP

Q: why structured parallelism?

Debugging and verification

Reasoning about **cost**

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Debugging and verification



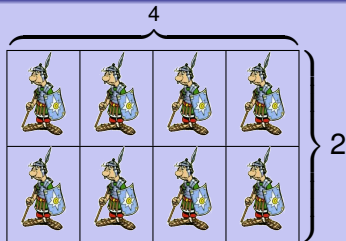
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Reasoning about **cost**



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Considered solutions

“Send-receive considered harmful” (Sergei GORLATCH)

1 (Multi-)BSP extension of a functional language

2 Types and Semantics



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- 1 (Multi-)BSP **extension** of a **functional** language
- 2 Types and Semantics



Q: What is OCaml?

A general-purpose (but functional spirit) programming language

- Rich static **type system**
- Many **features**: lambda, objects, modules, GADT, *etc.*
- **Industrial** strength (many tools and libraries)

Some short **examples**

```
# let compo f g x = g (f x)
# type 'a list = Null | Node of 'a * 'a list
# let rec length l = match l with
  | Null → 0
  | Node (data,next) → 1+(length next);;
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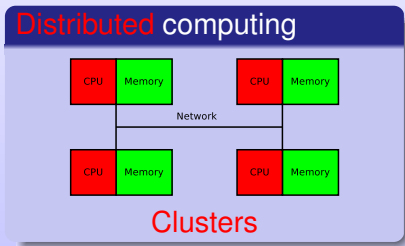
- Rich static **type system**
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And now...

- 1 **Multi-BSP** (hierachical version of BSP)
- 2 Multi-BSP extention for OCaml (**Multi-ML**)

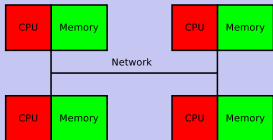
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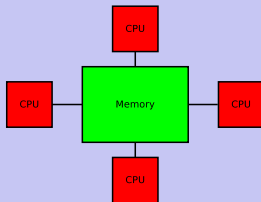
Q: What are the architectures BSP targets?

Distributed computing



Clusters

Shared memory



Multi-core

Q: What is Bulk Synchronous Parallelism? (BSP)

The BSP computer

Defined by:

- **p** pairs **CPU/memory**
- **Communication** network (**g**)
- **Synchronisation** unit (**L**)

Properties

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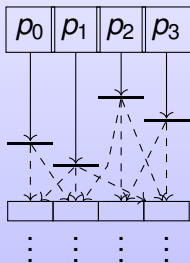
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Algorithms

Super-steps execution

Properties:

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- “Deadlock-free”
- Cost model (p, g, L)



local
computations

communication ($\otimes g$)

barrier ($\oplus L$)

next super-step

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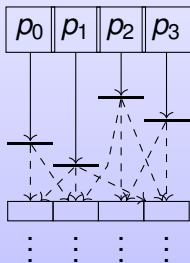
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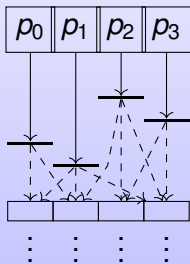
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Q: What is the BSML language?

BSML

- Explicit BSP programming with a **functional** approach
- Based upon ML; Implemented over **OCaML**

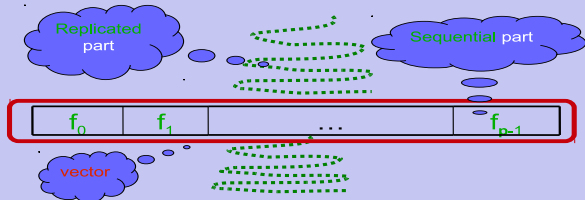
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Main idea

Parallel data structure \Rightarrow **vectors**:

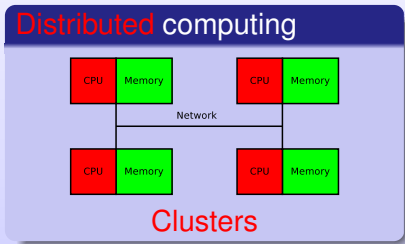


- 1 $\langle v_0, \dots, v_{p-1} \rangle : \alpha \text{ par} \equiv v_i$ on node i
- 2 **Four** primitives \Rightarrow simple semantics

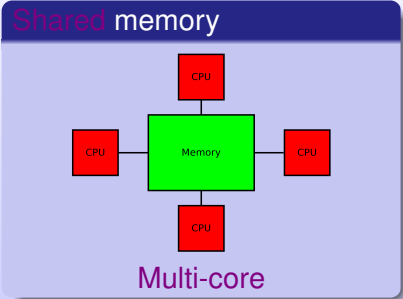
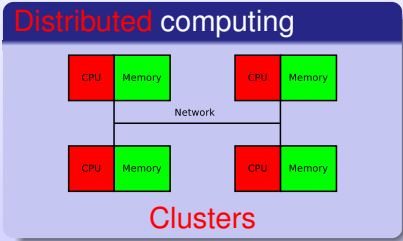
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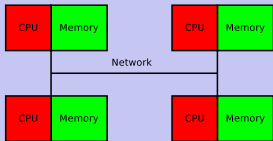


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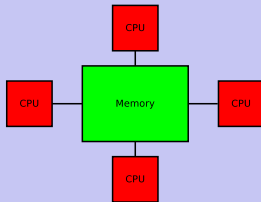
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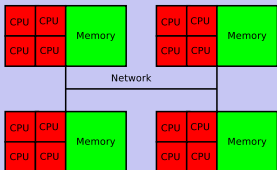
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Shared memory



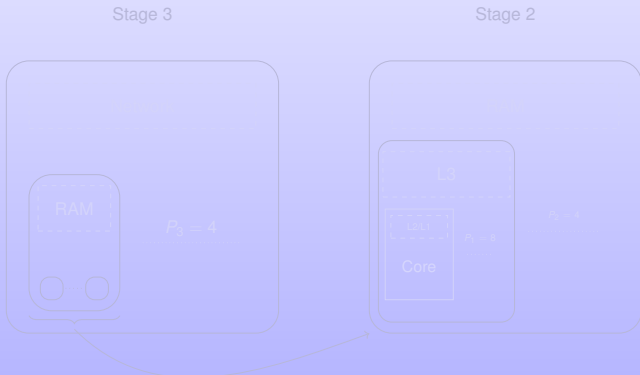
Multi-core

Hybrid model



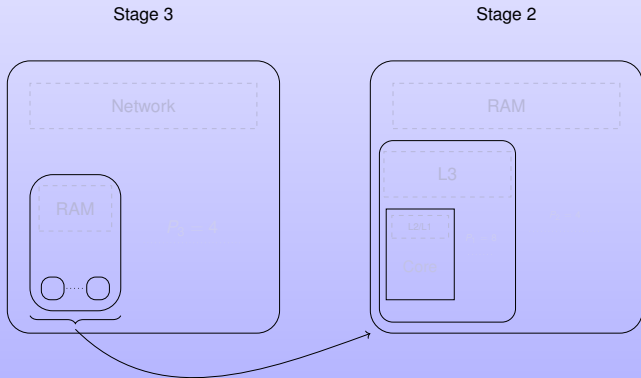
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- 1 A tree structure of nested components
- 2 Where nodes have a storage capacity
- 3 And leaves are processors
- 4 With sub-synchronisation capabilities



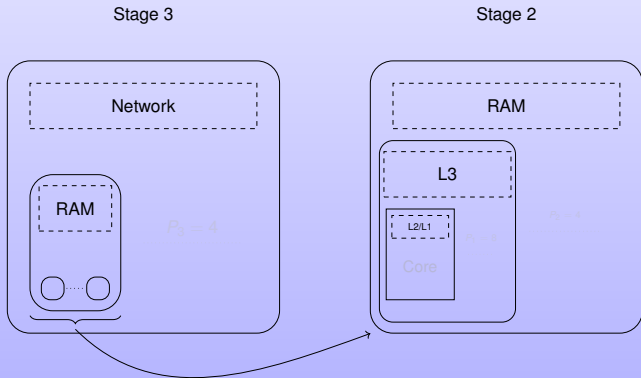
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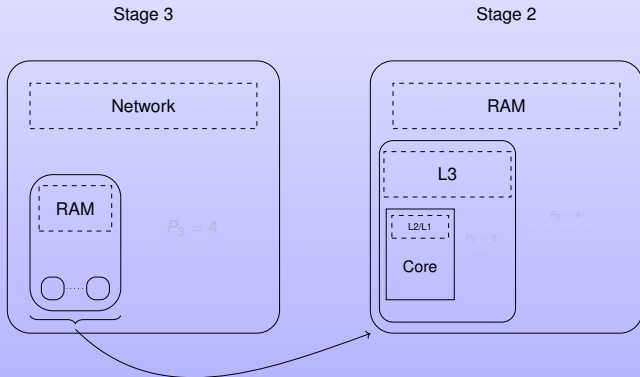
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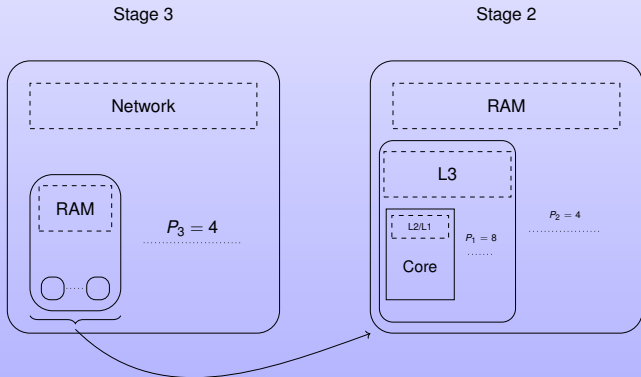
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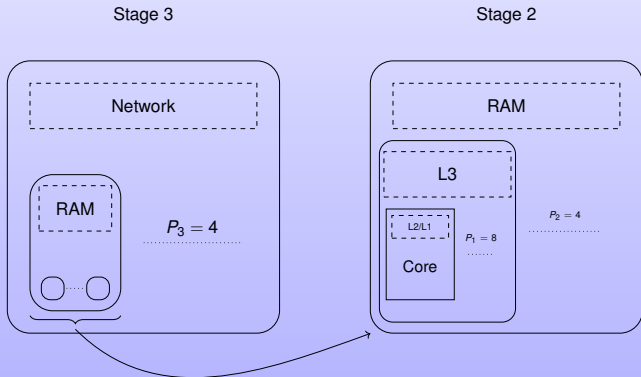
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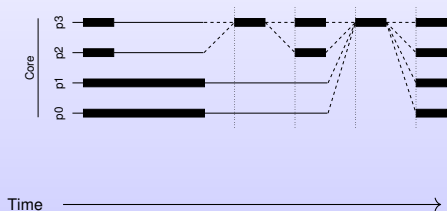
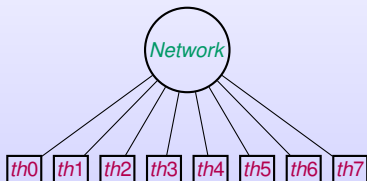


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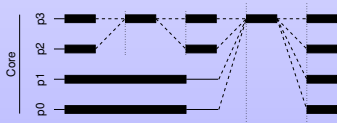
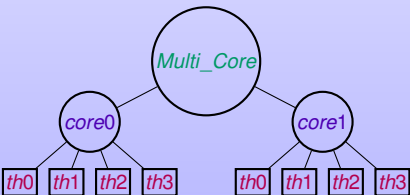
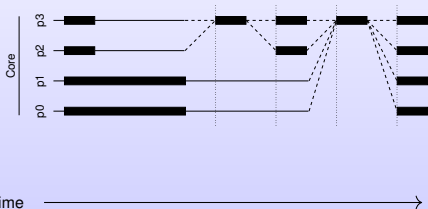
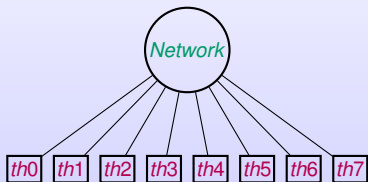
- Stage 3: 4 nodes with a network access
- Stage 2: one node has 4 chips plus RAM
- Stage 1: one chip has 8 cores plus L3 cache
- Stage 0: one core with L1/L2 caches



Q: BSP vs. MULTI-BSP?



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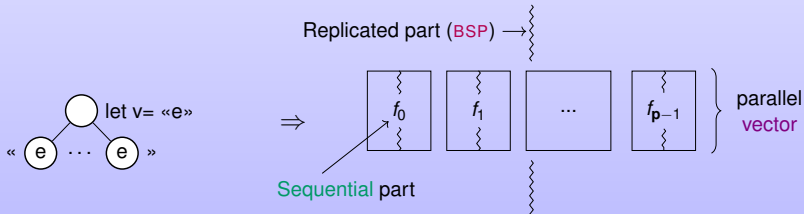
Basic ideas

- **BSML code** on every stage of the MULTI-BSP architecture
- **Specific syntax** over ML: eases programming

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Basic ideas

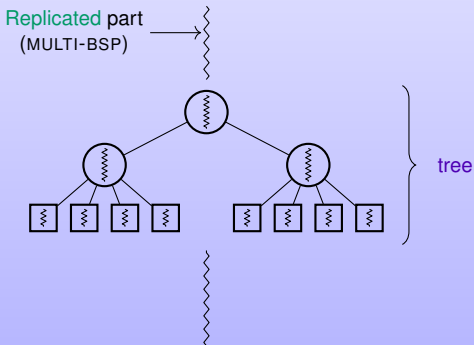
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Basic ideas

- **BSML code** on every stage of the MULTI-BSP architecture
- **Specific syntax** over ML: eases programming
- **Multi-functions** that recursively go through the MULTI-BSP **tree**



Q: What is tree recursion?

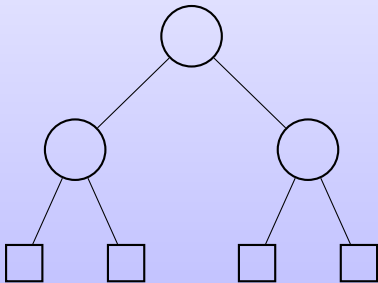
Recursion structure

```
let multi f [args]=  
  where node =  
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    << f [args] >>  
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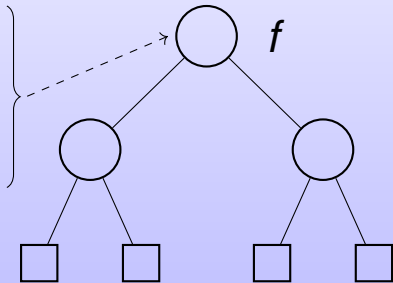
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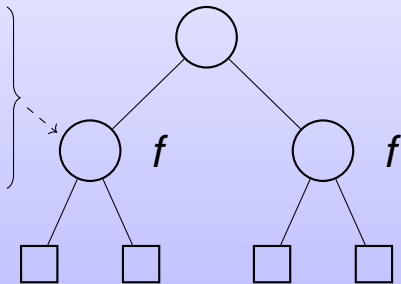
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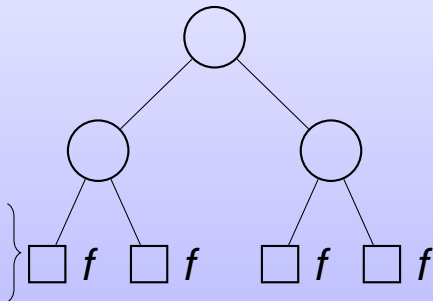
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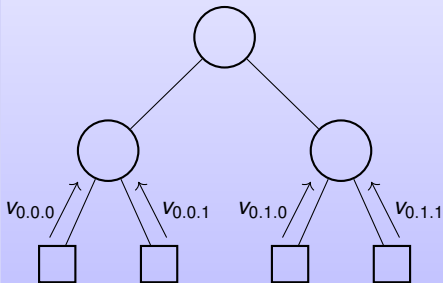
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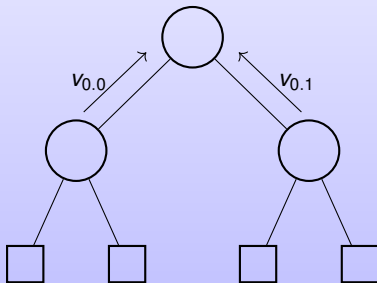
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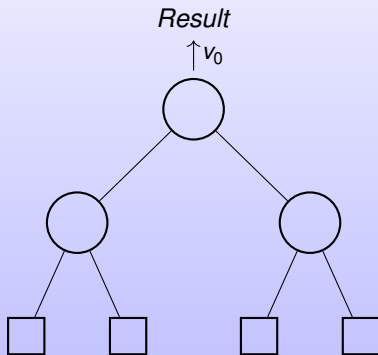
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Parallel program safety

- Replicated **coherency**

Replicated coherency

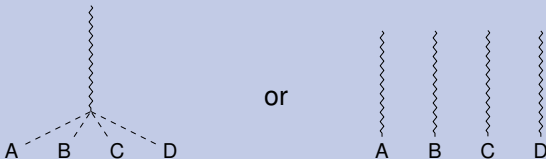
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if random_bool () then  
  multi_fct ()  
else  
  (fun _ → ...) ()
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Why ?



Replica

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- Replicated **coherency**
- Level (memory) **compatibility**

Level (memory) compatibility

let v = **<<** **let multi** f x = ... **>>**

let z = \$v\$+\$pid\$ // outside vectors

<< \$v\$+\$pid\$ **>>** // outside nodes (e.g. inside leafs)

Q: What are the errors?

Parallel program safety

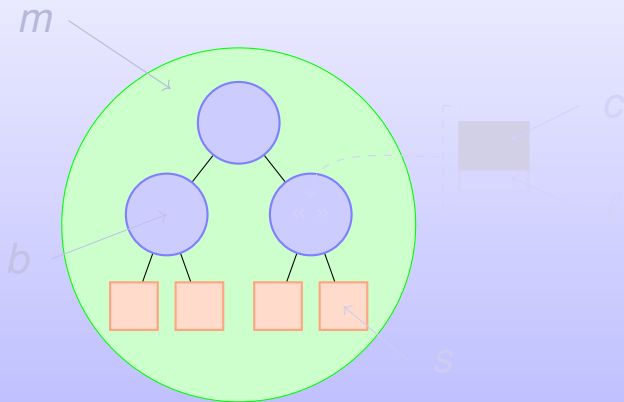
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- **Control** parallel structure imbrication
 - vector
 - tree

Parallel structure imbrication

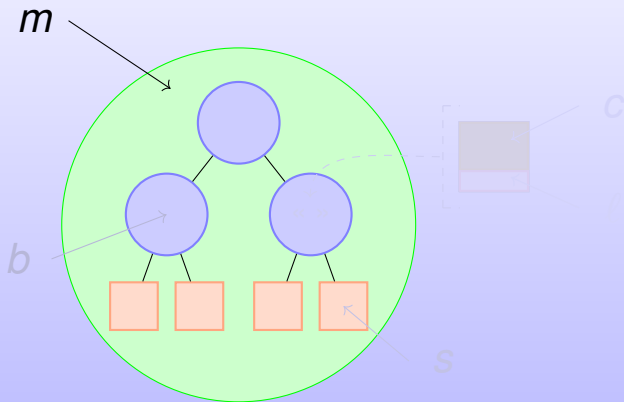
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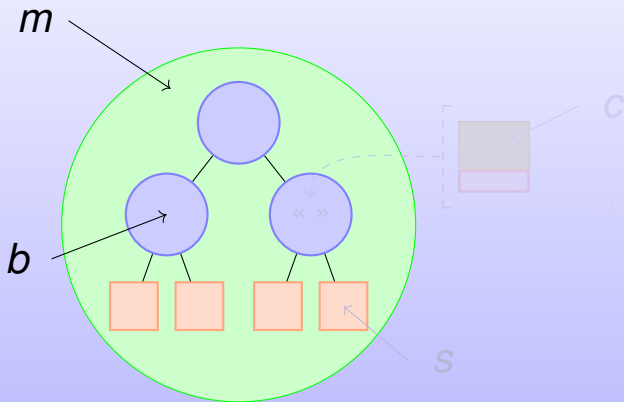
Type localities



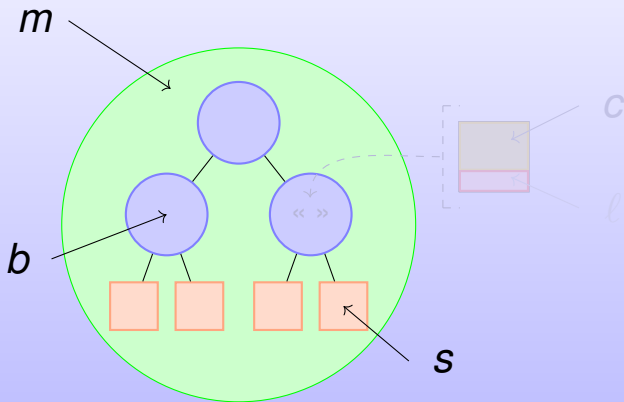
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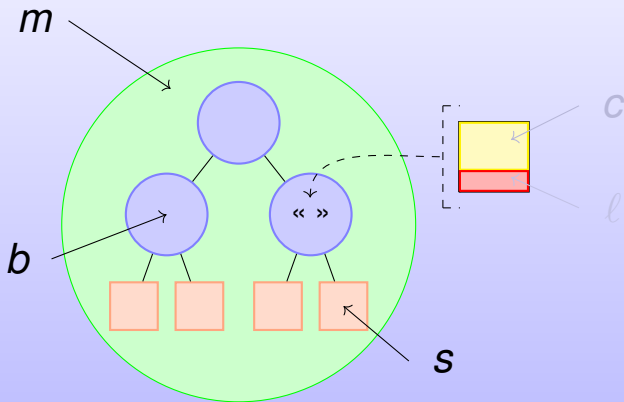
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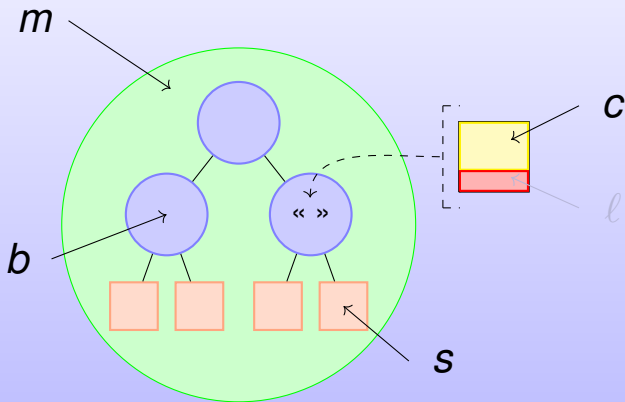
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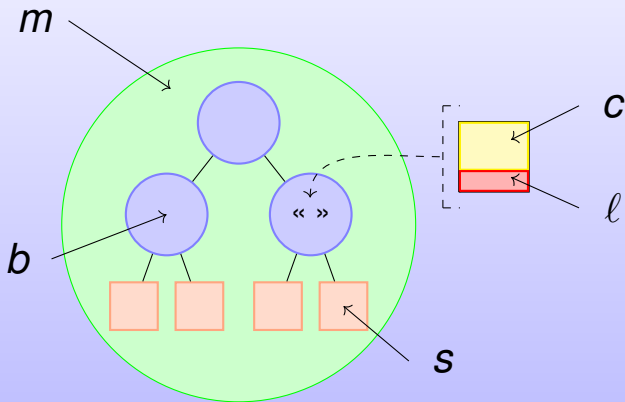
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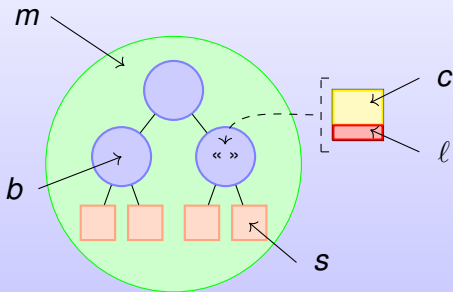
Type localities



Type localities



Type annotations



Type grammar

τ	::=	
α_π		<i>type variable</i>
Base_π		<i>base type</i>
$(\tau, \tau)_\pi$		<i>pair</i>
$\tau \text{ Par } b$		<i>vector</i>
$\tau \text{ Tree }_\pi$		<i>tree</i>
$(\tau \xrightarrow{\pi} \tau)_\pi$		<i>arrow type</i>

$\pi ::= m|b|c|l|s$

Q: What are the types?

Latent effect as annotations

$$(\tau \xrightarrow{\pi} \tau)_{\pi'}$$

Where π is the **effect** emitted by the evaluation and π' the **locality** of definition.

A BSP function

```
# let f = fun x →  
  let v = << ... >> in 1
```

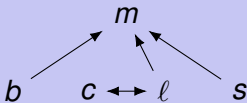
```
–: val f : ('a_z → (b) → int_b)_m
```

$$f : ('a_z \xrightarrow{b} int_b)_m$$

Q: What are the constraints?

Definability: ◀

s, b, m ◀ m
 b ◀ b
 l, c ◀ c
 l, c ◀ l
 s ◀ s

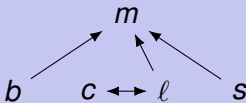


λ_1 ◀ λ_2 : “ λ_1 can be *defined* in λ_2 memory”

Q: What are the constraints?

Definability: ◀

$s, b, m \llcorner m$
 $b \llcorner b$
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$\lambda_1 \llcorner \lambda_2$: “ λ_1 can be *defined* in λ_2 memory”

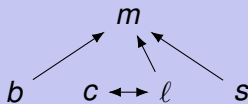
Example:

« let multi f x = ... » $\rightsquigarrow m \llcorner c$

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 $l, c \llcorner c$
 $l, c \llcorner l$
 $s \llcorner s$



$\lambda_1 \llcorner \lambda_2$: “ λ_1 can be *defined* in λ_2 memory”

Example:

« let multi f x = ... » $\rightsquigarrow m \llcorner c$

Error

Q: What are the rules?

Other relations

- **Accessibility**: “ λ_1 can *read* in λ_2 memory”
- **Propagation**: prevailing effect among types
- **Weakening**: type generalization under constraints
- **Serialisation**: safety of communicating τ_π to locality λ

One example of rule (**let** $x = e_1$ **in** e_2)

$$\begin{array}{l}
 \Lambda, \Gamma \vdash e_1 : \tau_{\pi_1}^1 / \varepsilon_1 [c_1] \\
 \Lambda, \Gamma; x : \mathbf{Weak}(\tau_{\pi_1}^1, \varepsilon_1, \Gamma) \vdash e_2 : \tau_{\pi_2}^2 / \varepsilon_2 [c_2] \\
 \mathbf{LET\ IN} \quad \frac{c_3 \equiv [\Psi = \mathbf{Propgt}(\varepsilon_1, \varepsilon_2), c_1, c_2]}{\Lambda, \Gamma \vdash \mathbf{let\ } x = e_1 \mathbf{\ in\ } e_2 : \tau_{\pi_2}^2 / \Psi [c_3]}
 \end{array}$$

Formal properties

Operational semantics

- Big step semantics $\Downarrow_p^{\mathcal{L}}$
- Big step semantics for diverging terms
- Programs that “do not go wrong”, $e \Rightarrow_{safe}$:

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Theorem: type safety of MULTI-ML programs

- Let e be an expression (program),
- Γ a typing environment,
- and c a set of constraint.

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Outline

- 1 Introduction
- 2 Multi-BSP-ML Runtime Errors
- 3 A type system for Multi-ML
- 4 Conclusion**

Conclusion

Main results

- BSML for BSP;
- MULTI-ML for MULTI-BSP
- A **type system** (with **constraints** and **effects**) to forbid erroneous MULTI-ML codes
- **Formal semantics** of a mini-language
- **Type inference algorithm**

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Perspectives (Ongoing/Future Work)

- **Implementation** for a full language
- **Static** and automatic **analysis** for **cost** prediction
- Application to **bigger examples**

Merci !