Message Passing

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MultiProcessor world - Taxonomy

- SIMD
- MIMD

- Message Passing
  - Fine-grained
  - Coarse-grained
- Shared Memory
  - UMA
  - NUMA
  - COMA
Scenario

Several cars want to drive from point A to point B.

Sequential Programming

They can compete for space on the same road and end up either:
- following each other
- or competing for positions (and having accidents!).

Parallel Programming

Or they could drive in parallel lanes, thus arriving at about the same time without getting in each other’s way.

Distributed Programming

Or they could travel different routes, using separate roads.
Distributed Programming

No shared-memory ⇒
Have to exchange messages with each other.

Important to define communication interface
Reads and writes like reads/writes on shared-memory?
⇒

Instead, a better approach is to define special network operations that include synchronization (in the same way as semaphores were special operations on shared variables)
Distributed Programming

are typically the only objects processes share

⇒ Each variable is

⇒ No concurrent access

⇒
Communication in the channel

- One-way or two-way information flow
- Asynchronous or synchronous communication (non-blocking/blocking)
- Direct or indirect communication (mailbox/ports)
- Automatic or explicit buffering
4 communication patterns

- Remote Procedure Call
- Rendez-vous
- Asynchronous message passing
- Synchronous message passing

OS2’10 | Message Passing
Relation between concurrent mechanism
Channels

Shared channel
send is blocking or non-blocking
receive is blocking
receive has blocking semantics...

... so the receiving process does not have to use busy-waiting to poll the channel if it has nothing else to do until a message arrives.

**Assumption**

Access to the content of each channel is atomic and that message delivery is reliable and error-free.
Naming convention

- Sending to and receiving from any channel

- exactly one receiver
  - eventually many senders

- exactly one receiver
  - exactly one sender
Clients / Server

- Clients / Server
- Request
- Reply

Diagram shows a client-server architecture with multiple clients communicating with a server.
Clients/Server with one operation $\text{op}$

channel request(int clientID, types of input values);
channel reply[n](types of results);

process Client {
  $\forall i = 0,\ldots,n-1$
  send request($i$, value arguments);
  receive reply[$i$](result arguments);
}

process Server {
  int clientID;
  $\triangleright$ declaration of other permanent variables
  $\triangleright$ initialization code;
  while ( true ) {
    receive request(clientID, input values);
    $\triangleright$ code from body of operation $\text{op}$;
    send reply[clientID](results);
  }
}
Clients/Server with multiple operation

type op_kind, arg_type, result_type;

channel request(int clientID, op_kind, arg_type);
channel reply[n](res_type);

process Client { ⊢ i = 0, ..., n-1
(arg_type myargs; result_type myresults;
▷ place value arguments in myargs;
send request(i, op_j, myargs); ▷ “call” op_j
receive reply[i](myresults); ▷ wait for reply
}

process Server {
(int clientID; op_kind kind; arg_type args; res_type results;
▷ declaration of other permanent variables;
▷ initialization code;
while ( true ) {
receive request(clientID, kind, args);
if (kind == op_1){body of op_1}
...
else if (kind == op_n){body of op_n}
send reply[clientID](results);
}
}
Interacting Peers

Each worker has a local value.

**Task:** Sort the smallest and biggest values among the workers.
channel values(int);
channel results[n](int smallest, int largest);

process P_{i=1,...,n-1} {
    int val;  ▶️ Assume val has been initialized
    int smallest, int largest;
    send values(val);
    receive results[i](smallest,largest);
}

process Coordinator (= P_0) {
    int val;  ▶️ Assume val has been initialized
    int new, smallest = val, largest = val;  ▶️ initial state
    for [ [i = 1 to n-1] ] {  ▶️ gather values and save the smallest and largest
        receive values(new);
        if (new < smallest) smallest = new;
        if (new > largest) largest = new;
    }
    for [ [i = 1 to n-1] ] {  ▶️ Send the result to the other processes
        send results[i](smallest,largest);
    }
}
channel values\[k\](int); \[ \triangleright k = \frac{n\cdot(n+1)}{2} \]

process \( P_{i=0,...,n-1} \) {
  int val; \[ \triangleright \text{Assume val has been initialized} \]
  int new, smallest = val, largest = val; \[ \triangleright \text{initial state} \]

  \[ \triangleright \text{send my value to the other processes} \]
  for [ \( j = 0 \) to \( n-1 \) but \( j \neq i \) ] {
    send values\[j\](val);
  }

  \[ \triangleright \text{gather values and save the smallest and largest} \]
  for [ \( j = 0 \) to \( n-1 \) but \( j \neq i \) ] {
    receive values\[i\](new);
    if (new < smallest){ smallest = new; }
    if (new > largest){ largest = new; }
  }
}
Interacting peers – Circular pipeline

channel values[n](int smallest, int largest);

process $P_1, \ldots, P_{n-1}$ {
  int val; ▶ Assume val has been initialized
  int smallest, int largest; ▶ initial state
  ▶ receive smallest and largest so far then update them by comparing their value to val

  ▶ send the result to the next process and then wait to get the global result

  }
Conclusion

Tools:
- MPI
- Java RMI
- CORBA
- SOAP
- RPC
- used in Microkernels
- Erlang

Message passing systems have been called “shared nothing” systems because the message passing abstraction hides underlying state changes that may be used in the implementation of sending messages.

Message passing model based programming languages typically define messaging as the (usually asynchronous) sending (usually by copy) of a data item to a communication endpoint (Actor, process, thread, socket, etc...).