

#### **PL efforts in UPMARC**

an excerpt



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### **Short Bio**





'06 PhD @ Royal Inst. of Technology, Sweden
'07 Postdoc @ Purdue University, IN US
'09 Associate prof @ Stockholm University
'10 Assistant prof @ Uppsala University

Aliasing in OOPLs (Pluggable) type systems Concurrent and parallel programming Dynamic programming languages



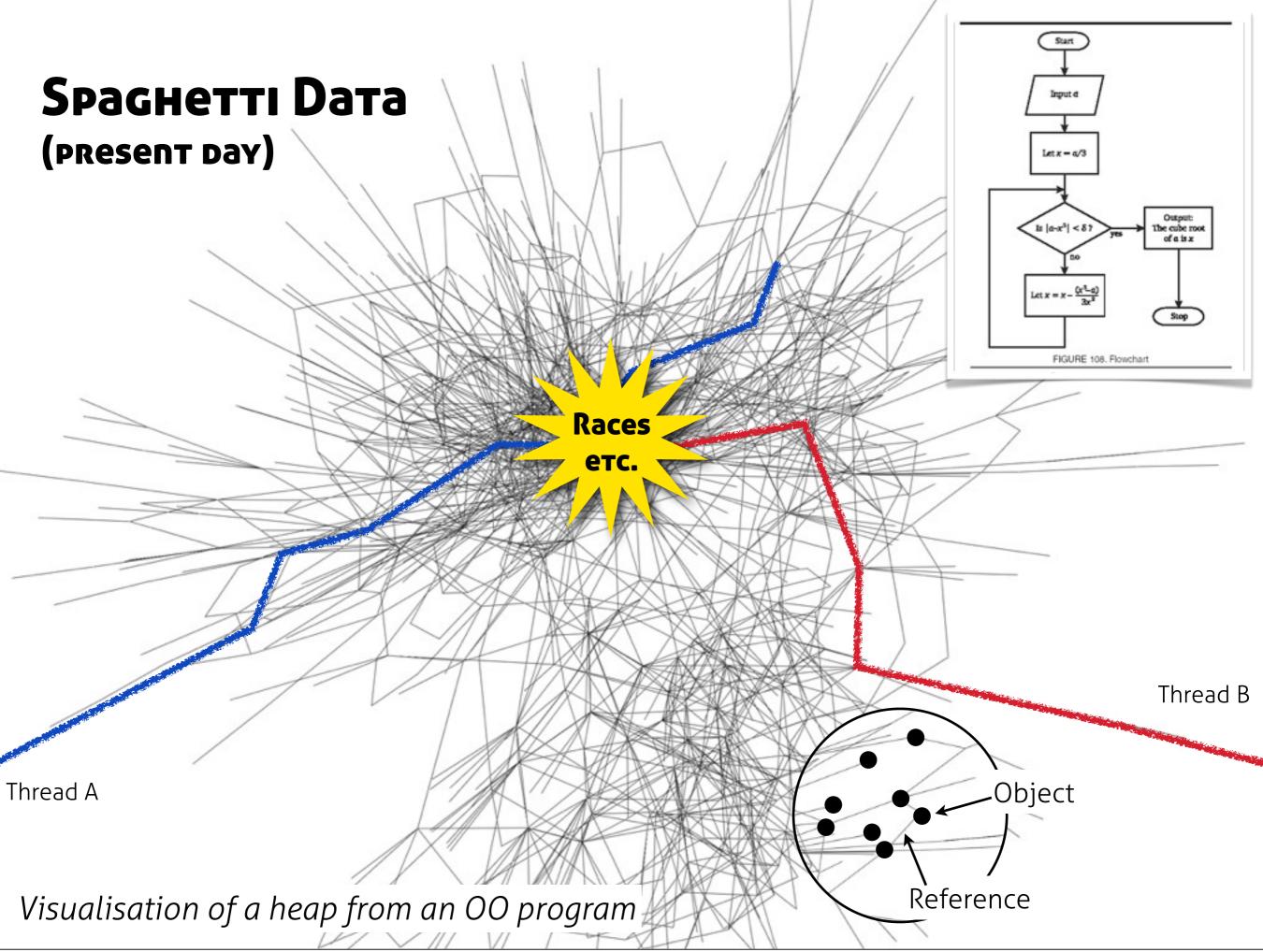






000407001 110		
080487dd: movl	\$0x1,-0x20(%ebp)	
	0x0804897c	
080487e9: lea	0x0(%esi),%esi	
10 4 (2010) 2010 (2010) 2010	VIEWERS HE AN AND TO BE AND THE	
080487ec: cmpl	\$0x1,-0x1c(%ebp) 4-4-4	
-080487f0: jne	0x080488f0	
080487f6: cmpl	\$0x1,-0x20(%ebp)	
-080487fa: jne	0x080488f0	
08048800: movzbl	-0x422(%ebp),%eax	
08048807: cmp	\$0x6c, %eax	<b>Браднетті Соре</b>
0804880a: je	0x080488ac	
08048810: cmp	\$0x6c, %eax 'l'	
08048813: jg	0x08048838 -	(~1968)
08048815: cmp	\$0x61,%eax '1'	
08048818: je	0x08048884	
0804881a: cmp	\$0x61, teax '9	
08048814: jg	0x0804882c	
	\$0x22, %eax '11'	
0804881f: cmp		I
08048822: je	0x0804885c	
08048824: jmp	0x080488e8	
08048829: lea	0x0(%esi),%esi	A RATE OF A
0804882c: cmp	\$0x69, %eax	
0804882f: je	0x08048898	the second se
08048831: jmp	0x080488e8	
08048836: lea	(%esi),%esi	
08048838: cmp	\$0x6f, %eax '6' 4	
0804883b: je	0x080488d4	
08048841: cmp	SUXOL, Sedx	
08048844: jg	0x08048850	
08048846: cmp	\$0x6d, %eax 1m	
08048849: je	0x08048870	
0804884b: jmp	0x080488e8	
08048850: cmp	\$0x74, %eax 14'	the second se
08048853: je	0x080488c0	
08048855: jmp	0x080488e8	
0804885a: lea	(%esi),%esi	
0804885c: cmpb	\$0x6d,-0x421(%ebp) 'm'	
08048863: je	0x0804886c	
08048865: mov1	\$0x0,-0x20(%ebp)	
L	0x080488e8	E DE SAL
0804886e: lea	(%esi),%esi	
08048870: cmpb	\$0x61,-0x421(%ebp) 'a 4	
08048877: je	0x08048880	
08048879: mov1	\$0x0,-0x20(%ebp)	
B08048880: jmp	0x080488e8	
08048882: lea	(%esi),%esi	
08048884: cmpb	\$0x69,-0x421(%ebp) 'i	
-0804888b: je	0x08048894	
0804888d: mov1	\$0x0,-0x20(%ebp)	
#08048894: jmp	0x080488e8	
08048896: 1ea	(tesi),tesi	
08048898: cmpb	\$0x6c,-0x421(%ebp) 1 4	
0804889f: je	0x080488a8	
080488a1: mov1	\$0x0,-0x20(%ebp)	
- #080488a8: jmp	0x080488e8	
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### Capsule Summary

### Spaghetti data + ubiquitous parallelism is a no-go — However, sharing state is key to performance!

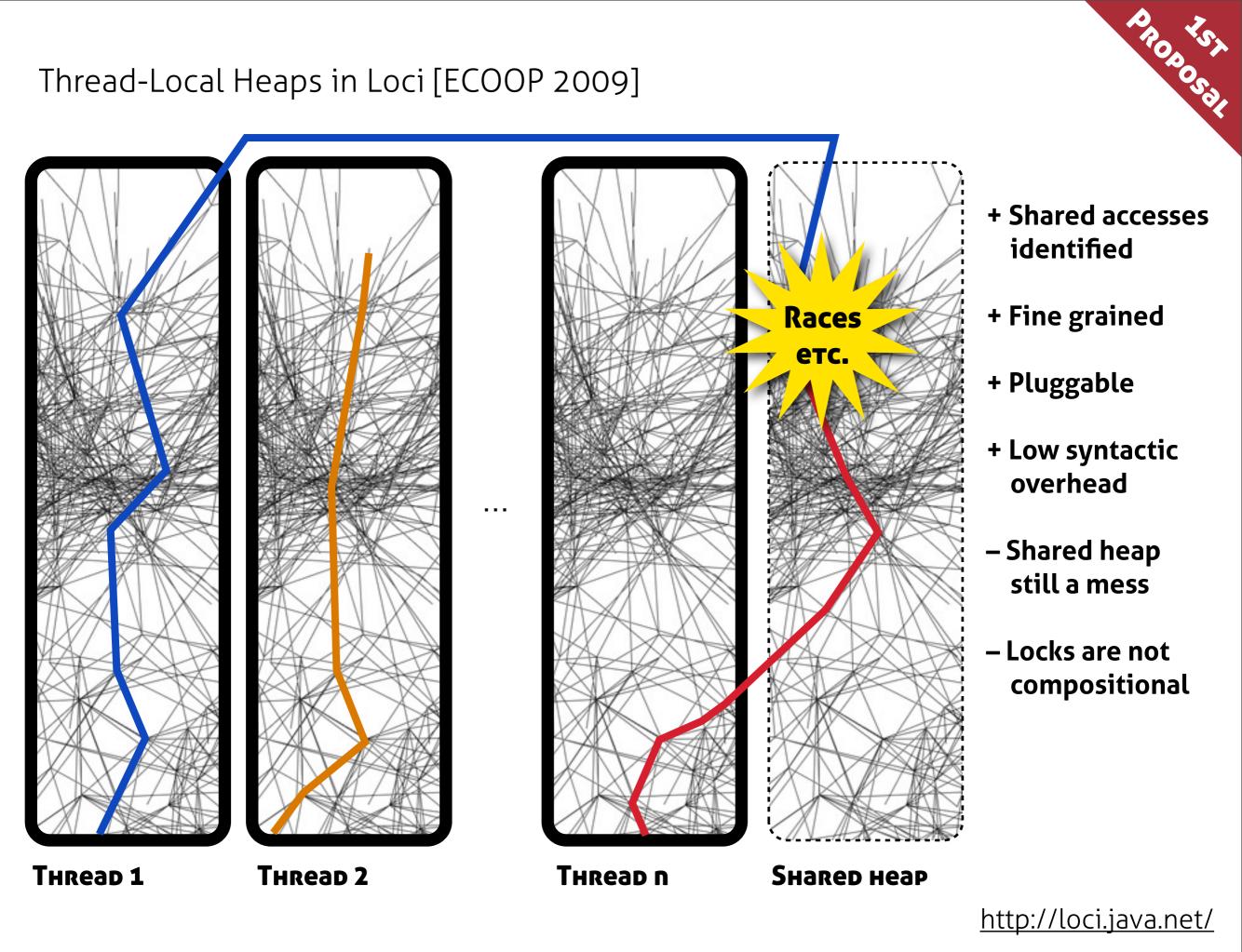
#### Our goal

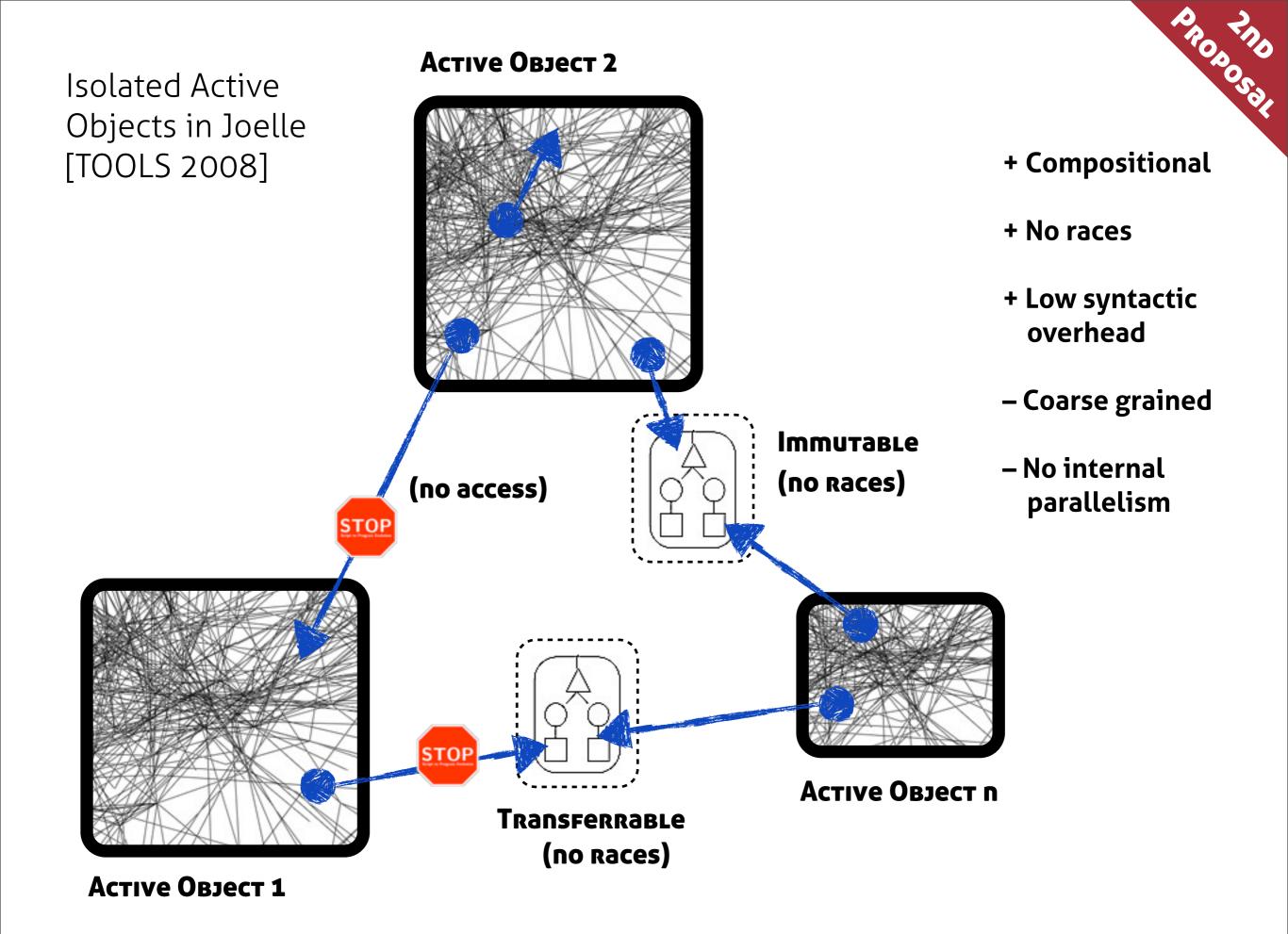
• Bring order to object-oriented data

#### Our approach

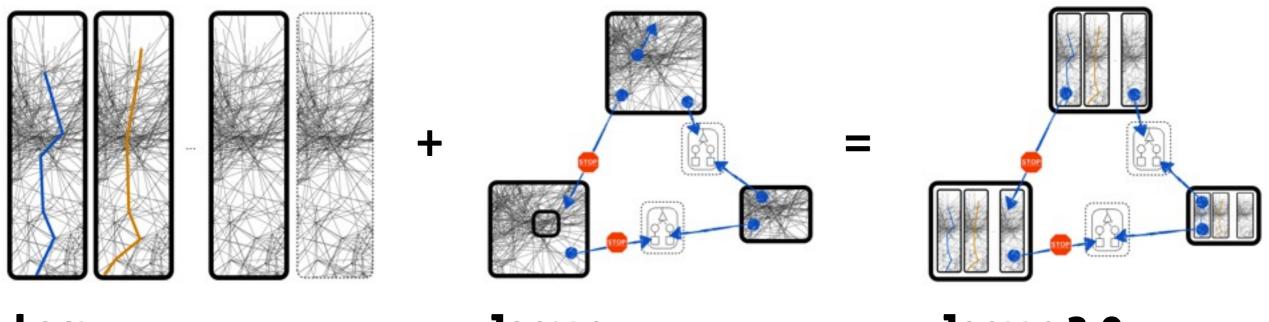
- Enable programmers to express sharing, locality, etc.
- Use this information for checking and parallelisation *(correctness) (efficency)*
- Avoid problems (races, compositionality, etc.) by design

#### Thread-Local Heaps in Loci [ECOOP 2009]





#### The Way Forward: Our Core Design



Loci

Joelle

JOELLE 2.0

### **Ultimate Goals**

- Replace Java as the safe mainstream programming language Simple & gradual system, legacy, do not ignore the programming craft...
- Deal with parallelism and concurrency better than Erlang Efficiency, locality, migration, high-level errors only...
- Without compromising with object-orientation

Support shared mutable state as effortlessly as possible, encapsulation...

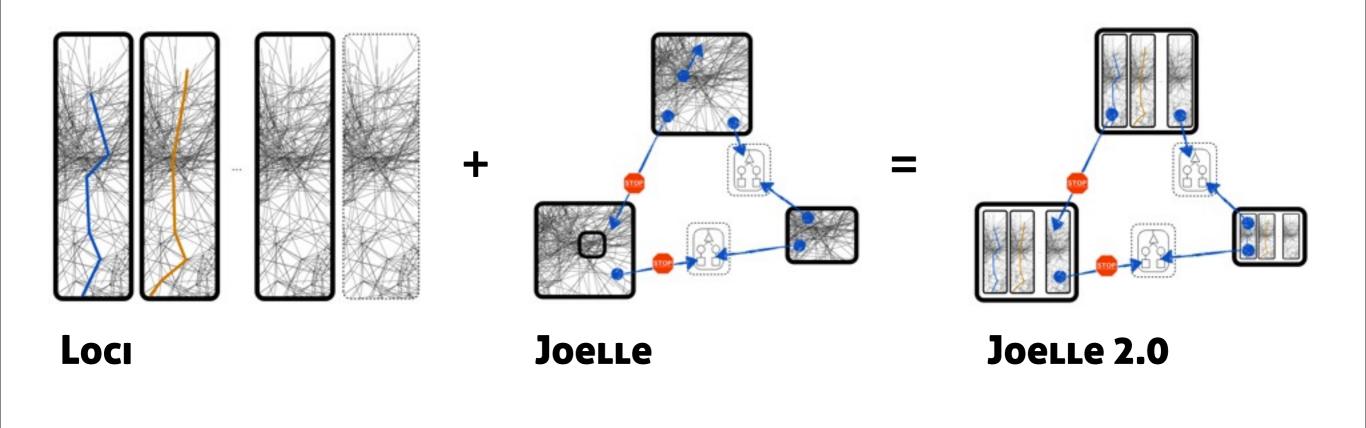
### **Current Goals**

- Avoid races, deadlocks, subtle memory model considerations
- Better utilise shared resources (caches, shared buffers, etc.)
- Implicit parallelism where possible
- Facilitate manual and automated reasoning
- Language a superset of Java (or C++)

**Interested industry:** Ericsson, ABB, IBM, Oracle (no real committment from anyone yet)

Impact: OOPSLA 2010, ECOOP 2009, APLAS 2008, TOOLS 2008 (Community: **sc** IWACO '07–11; **is** UPMARC summer school '10; **pc** FTfJP '11, IWACO '11, OOPSLA '11, ECOOP '12 **je** LNCS state-of-the-art aliasing in OOP Journal)

#### THE Way Forward: Our Core Design

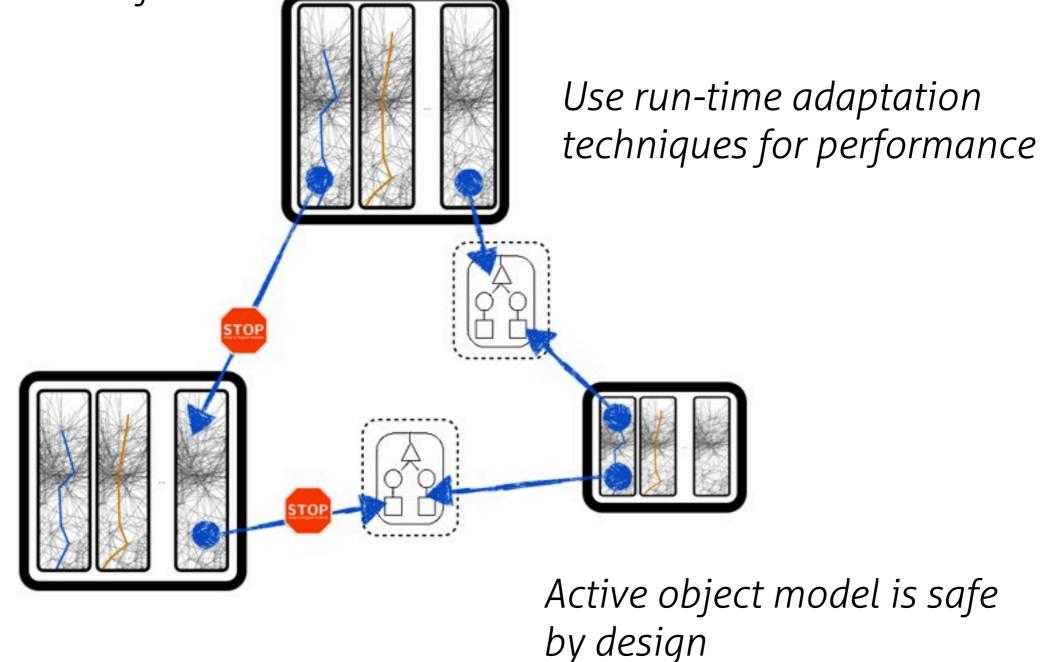


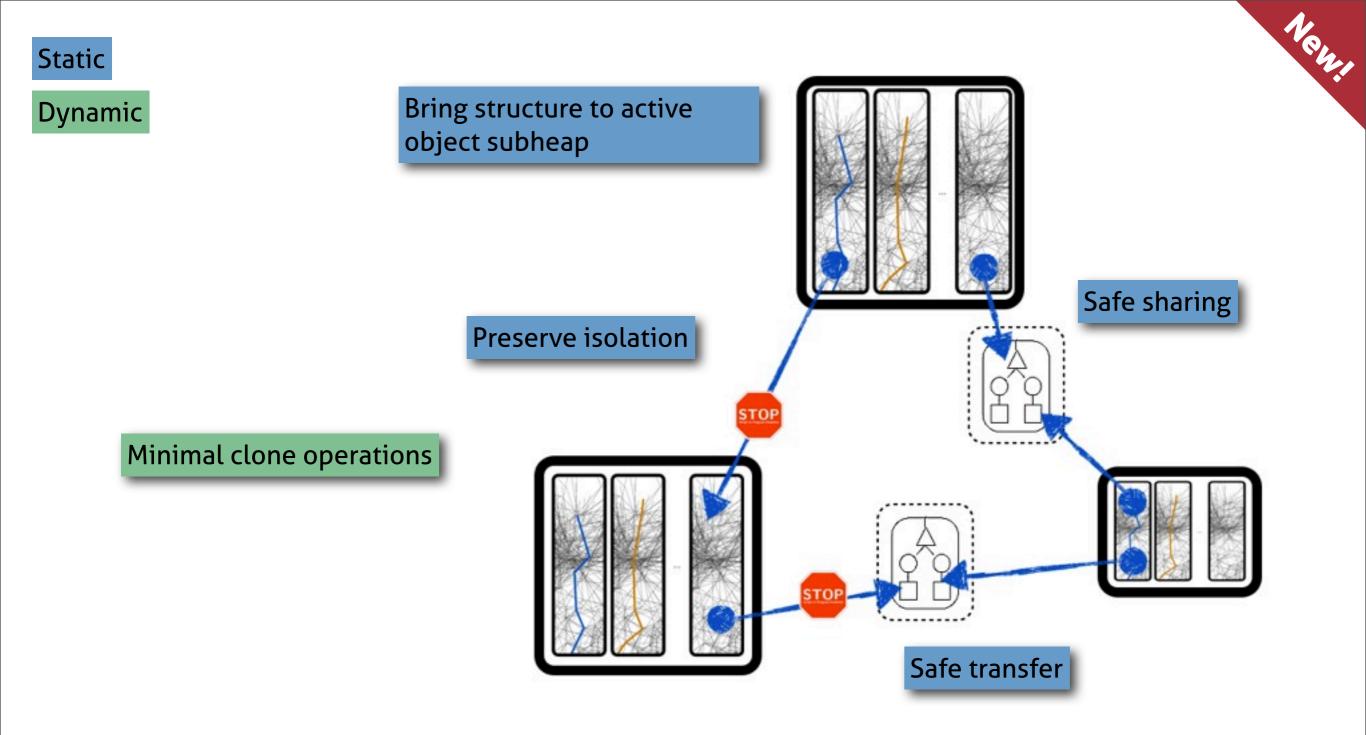
Ownership types Effect systems

Alias Analysis



# Fine-grained parallelism inside active objects

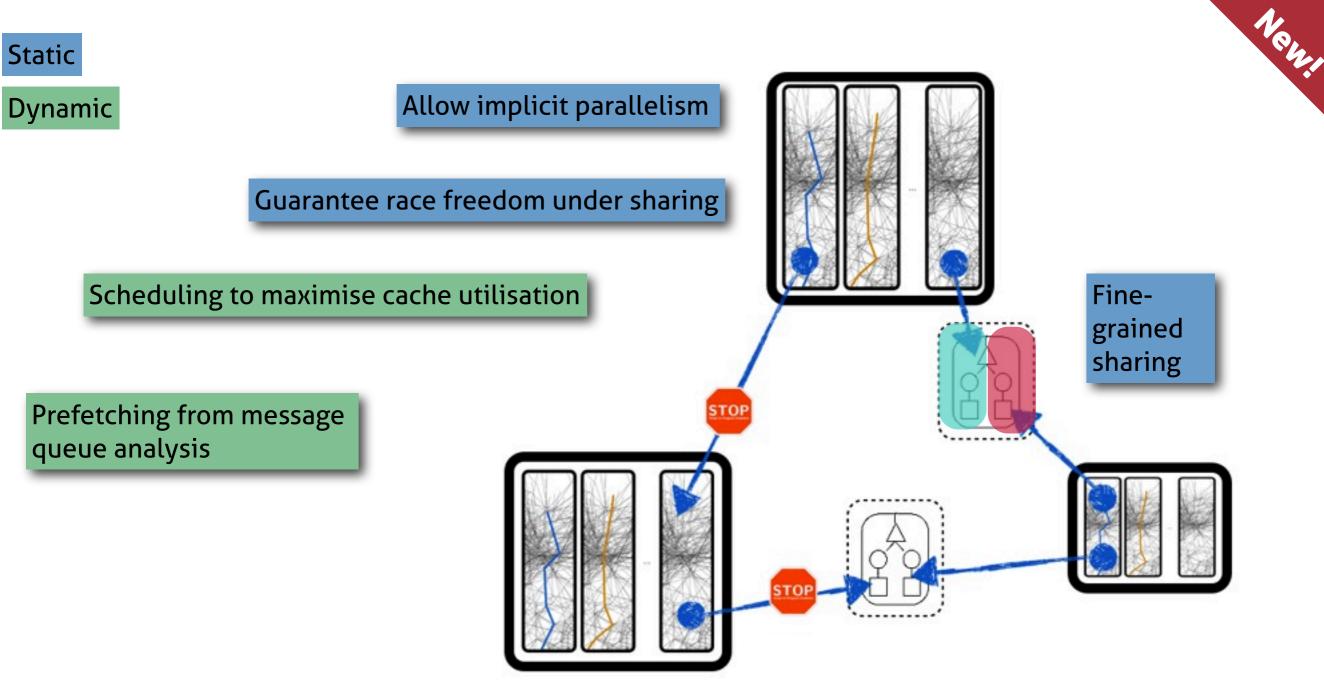




Effect systems

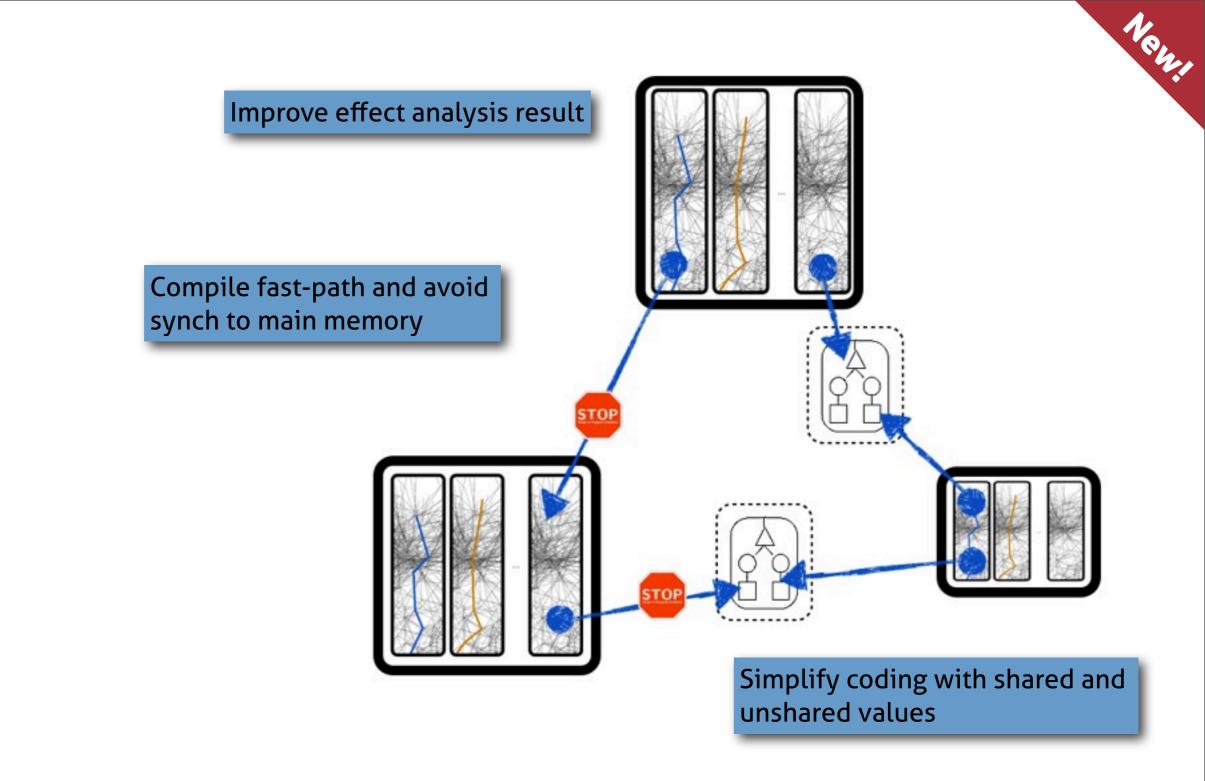
Alias Analysis





**Effect systems** 

Alias Analysis

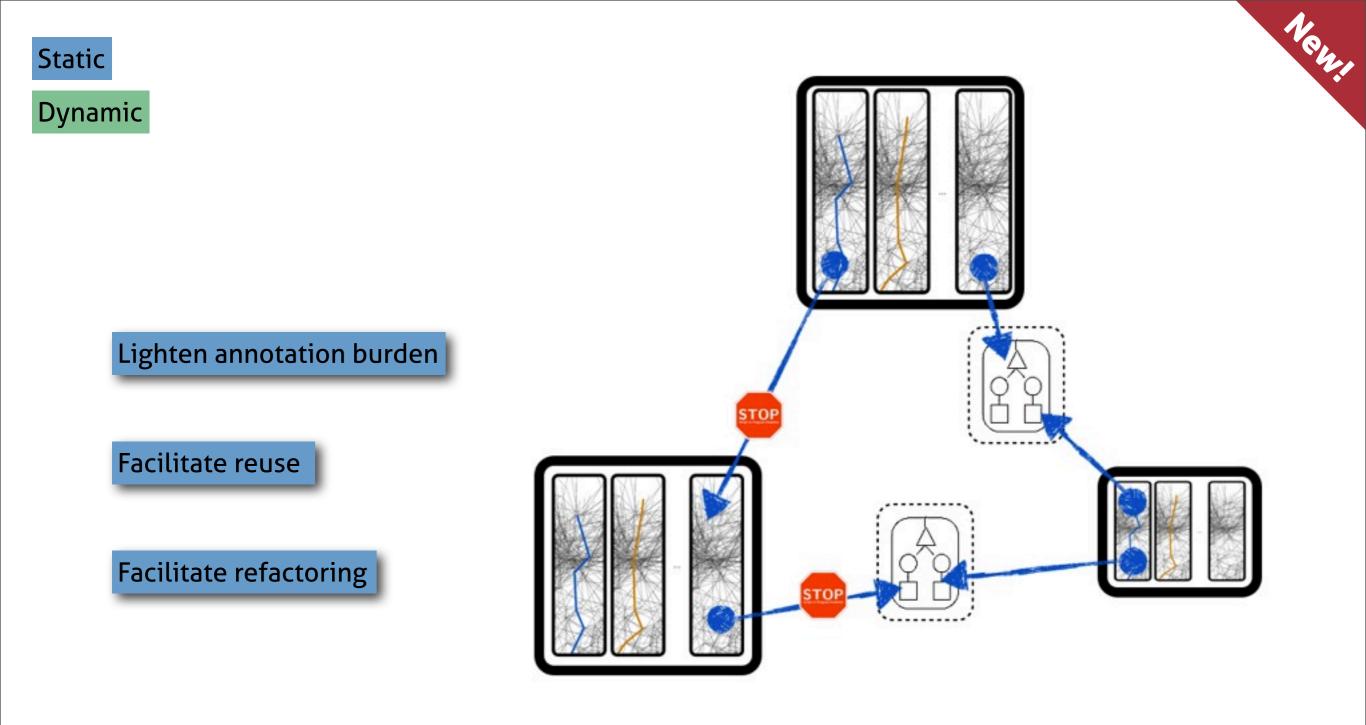


Effect systems

Alias Analysis Inference

Static

Dynamic



Effect systems

Alias Analysis

## Immediate UPMARC Synergy

Programs in our system exhibit strong properties that facilitate program analysis

- e.g., alias freedom, locality information, effects of expressions
- Previous work on verification @ UU could capitalise on this

Migrating legacy code to active objects

- Can it be done automatically?
- Inference in isolated enclosures a smaller problem?
- Maybe annotations can be partially inferred?



Jonathan Cederberg

Ownership and effect information used for scheduling, resource management

Wang Yi

David Black-Schaffer

### Obstacles & Some Open Questions

Need more "warm bodies" (PhD students & PostDocs)

Need representative legacy code (tentative from ABB)

What are the effects on common idioms and programming practises? Inference vs. programmer annotations—what is a good balance?

- Inference is flexible but brittle
- Annotations are stable but stale

Will a single active object concept fit all circumstances?

How to feedback that we cannot run something in parallel to the programmer?

### Related Work (Excerpt)

Proactive, Scoop, Akka, etc. — active object systems for Java, Eiffel, Scala; no isolation guarantees, not for parallel programs

DPJ — share some ideas but for threads and task-based parallelism only; extreme programming overhead

X10 — captures where a computation takes place in the "place type"

CoBoxes, JCoBoxes — similar ideas for encapsulation but completely dynamic

FlexoTask and StreamFlex — shares ideas for encapsulation but for stream programming

A wealth of systems for ownership types, linearity, effect systems (Clarke, Boyland, Noble, Vitek, Aldrich, Rinard, Liskov, ...)

Ownership types inference work by Milanova et al., Ma & Foster

Jade — implicit parallelism; Futures; Erlang; ...

Flexible yet powerful aliasing constraints; ownership-based effects; 2D rep splitting

Active-object based

Combination of annotations and inference; full static checking

Both coarse-grain (AO) and fine-grain (task, etc.) parallelism

Run-time reliance on ownership and effects for scheduling and implicit parallelism

Consider programming surroundings & legacy

### **THANK YOU! QUESTIONS?**

