



CPA Survival guide

Herman Roebbers

Nov-1-2009

In the beginning there was CSP ...

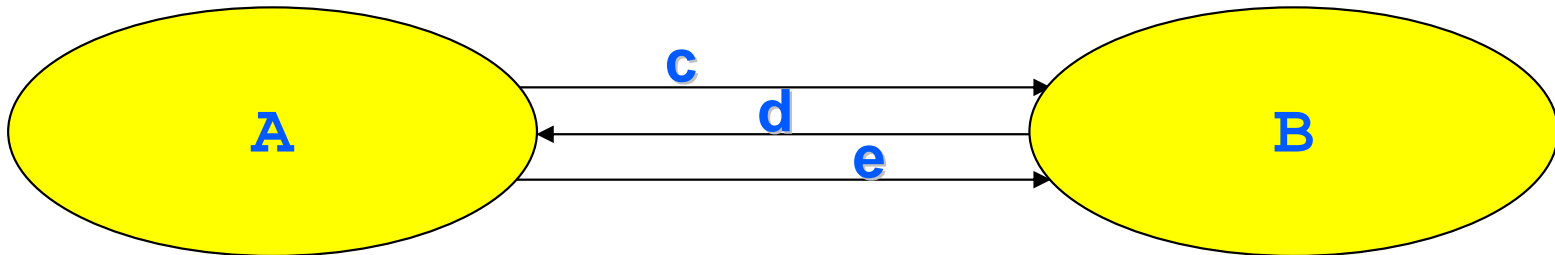
- Communicating Sequential Processes
 - Process Algebra by C.A.R. (“Tony”) Hoare
 - ACM paper, 1978
 - Book, 1985 (Communicating Sequential Processes)
<http://www.usingcsp.com/> - **Prentice-Hall.**
 - Follow-up work by A.W. (“Bill”) Roscoe
 - Book, 1995 (The Theory and Practice of Concurrency)
<http://web.comlab.ox.ac.uk/oucl/publications/books/concurrency/> - **Prentice-Hall.**

Communicating Sequential Processes

- Formal language (process algebra) describing parallel systems
- Related to Milner's Calculus of Communicating Systems (ca. 1980)
- Processes are entities that react on events
- Enables *specification* of behaviour patterns for processes (with respect to *events*) and their *refinement* into executable implementations

Communicating Sequential Processes

- Parallel operator: `| SyncSet |`
 - $A | \{c, d, e\} | B$ means **A** in parallel with **B**, synchronising (i.e. communicating) on channels **c**, **d** and **e**.



- Interleaved parallel operator: `|||`
 - $A ||| B$ means **A** in parallel with **B**, *free-wheeling* with no common synchronization.

Communicating Sequential Processes

- Communication
 - takes place over channels
 - $c?x$ means input to variable x from channel c
 - $d!y$ means output the value of y over channel d
 - is unbuffered
 - is synchronous (rendezvous mechanism : first process waits until second is ready)
- You can construct your own buffering if need be – FIFO, overwriting, overflowing ...

Communicating Sequential Processes

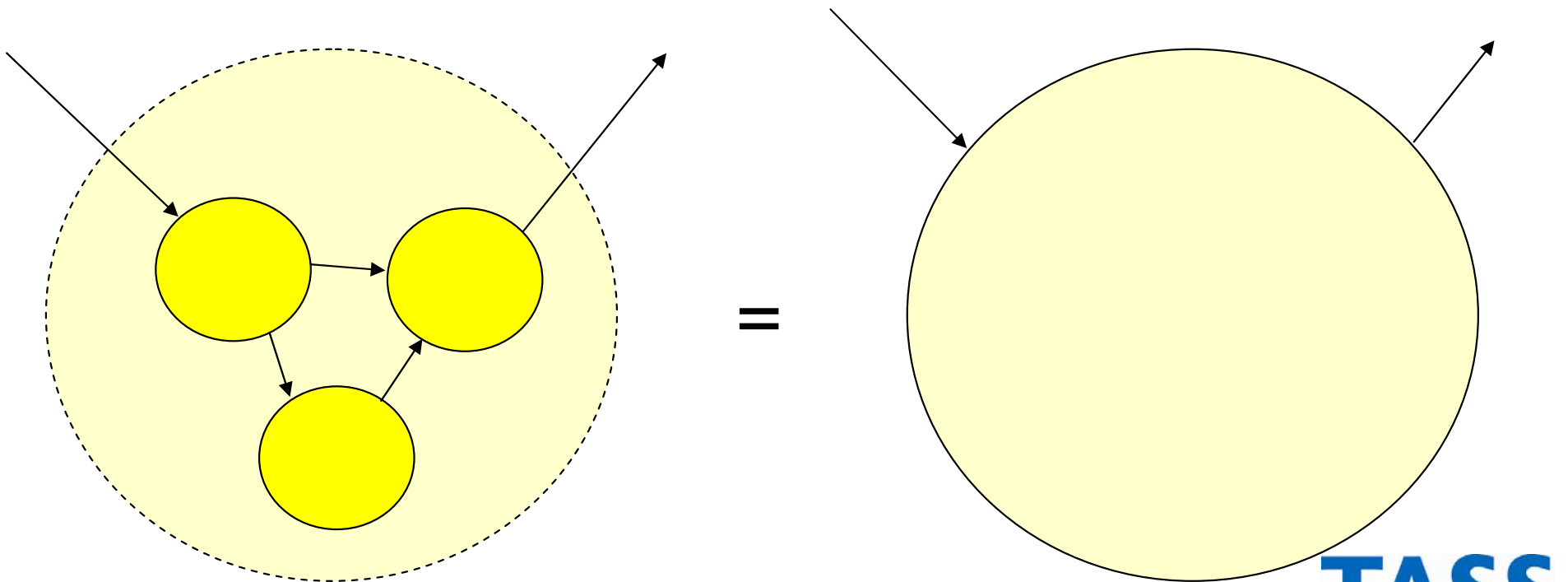
- Non-determinism
 - external choice (**ALT**, **[]**): a process waits *passively* for one from a set of events (communications, timeouts, ...) to become ready. If more than one is ready, it makes an *arbitrary* choice:

c?x -> P(x) [] d?x -> Q(x) [] e?x -> R(x)

In the above, the process waits for any of the three communications to be offered, chooses one that is offered and becomes the process following the corresponding arrow. For example, if **d?x** becomes available and is chosen, the message is collected in **x** and then **Q(x)** is executed.

Communicating Sequential Processes

- A sub-network of processes is itself a process.



Communicating Sequential Processes

- Example Vending Machine :
 - Accepts coin, delivers tea, then returns to previous state :

`VM = coin -> tea -> VM`

Communicating Sequential Processes

- Traces:
 - Sequences of events in which the process has engaged
 - Possible traces of **VM**:

```
< >  
< coin >  
< coin, tea >  
< coin, tea, coin >  
< coin, tea, coin, tea >  
< coin, tea, coin, tea, coin >  
< coin, tea, coin, tea, coin, tea >
```

– etc., etc.

Communicating Sequential Processes

- Other commonly used CSP terms:
 - Failure (deadlock)
 - Divergence (livelock)
 - Refinement
 - from specification to implementation ...

Communicating Sequential Processes

CSP is a formal process algebra =>

Programs can be checked for:

- Equivalence
- Certain properties (deadlock, livelock)

This can be done for example by the program FDR2 from Formal Systems (<http://www.fse1.com>)

Communicating Sequential Processes

- FDR2 does not deal with the mathematical notation of CSP directly (too many special symbols!)
 - FDR2 needs representation of CSP programs.
 - Machine readable CSP (CSP_M)

Variations on / extensions of CSP (1)

π -calculus (Robin Milner)

- another *process algebra* (similar in some respects to CSP) with the addition of:
 - **Mobile channels:** Channels can be dynamically created and sent to other processes over existing channels. Enables the creation of network topologies dynamically (e.g. in response to run-time demands)
 - **Mobile processes:** Processes can be dynamically created and sent over channels – again giving rise to dynamic networks ... also *mobile agent* technologies.

Variations on / extensions of CSP (2)

CSP with the addition of time:

Timed CSP (Steve Schneider)

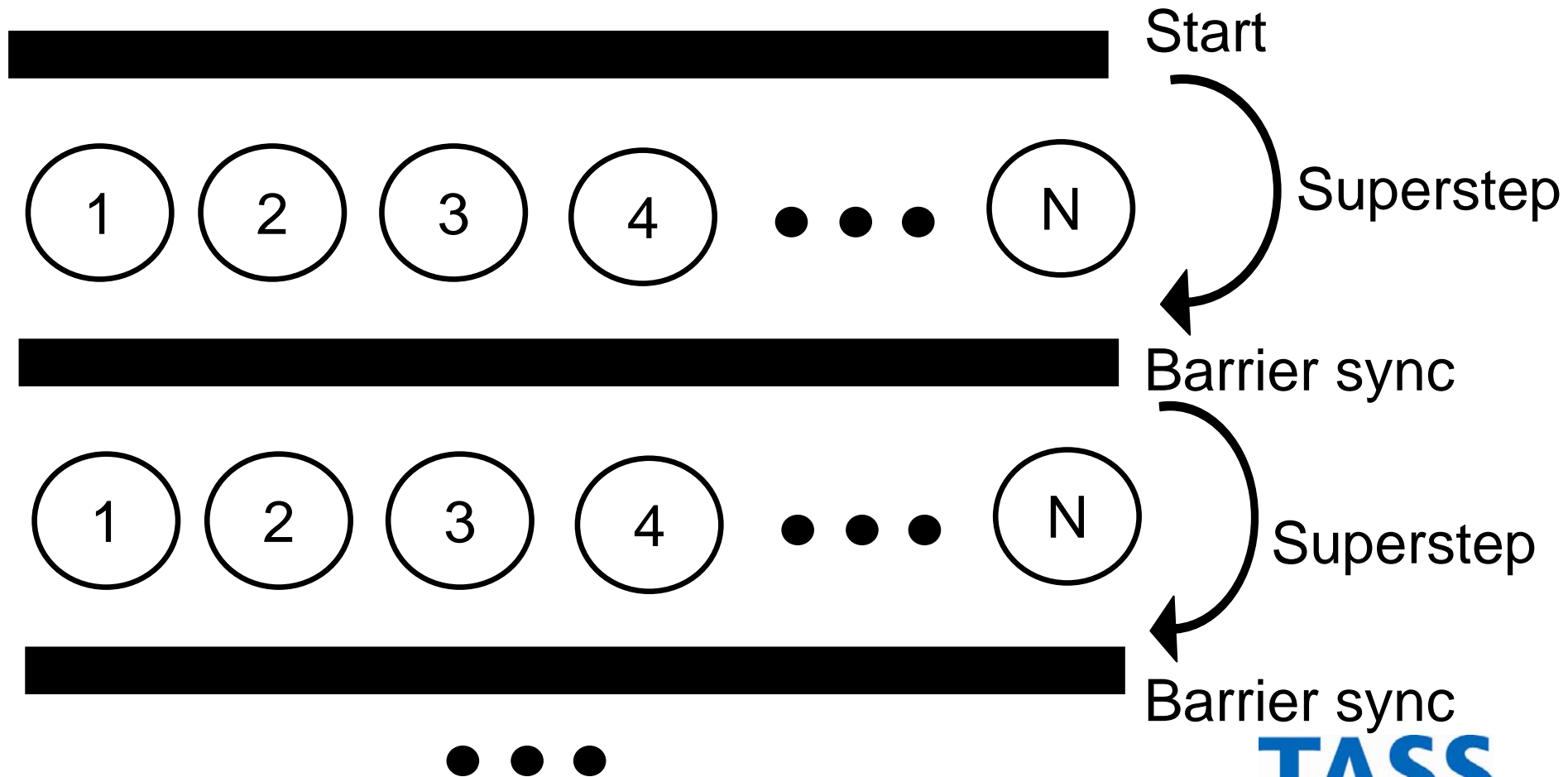
- real-time issues ...
- Book (Concurrent and real-time systems. The CSP Approach), 1999, John Wiley & Sons.
<http://www.cs.rhbnc.ac.uk/books/concurrency/>

Bulk-Synchronous Parallelism

Leslie G. Valiant (ca. 1998), W.G. (“Bill”) McColl:

- The von Neumann model of sequential computation is successful because:
 - Efficient bridge between software and hardware: high-level languages can be efficiently compiled on to this model
 - Yet it can be efficiently implemented in hardware.
- Analogous bridge between software and hardware is required for parallel computation to become as widely used => BSP

Bulk-Synchronous Parallel



Bulk-Synchronous Parallel

DEC / Compaq Alpha CPU has special pins to implement barrier sync in hardware!

occam

Lean parallel programming language based on CSP,
designed together with transputer

- Keywords:
 - SEQ PAR ALT ? ! WHILE IF FOR AFTER IS PROC SIZE
- Indentation has syntactic meaning: WYSIWYG
- Replication (e.g. PAR i = 0 FOR 4)
- Lots of semantic checks (compile time and run-time)
 - Alias check
 - Usage check

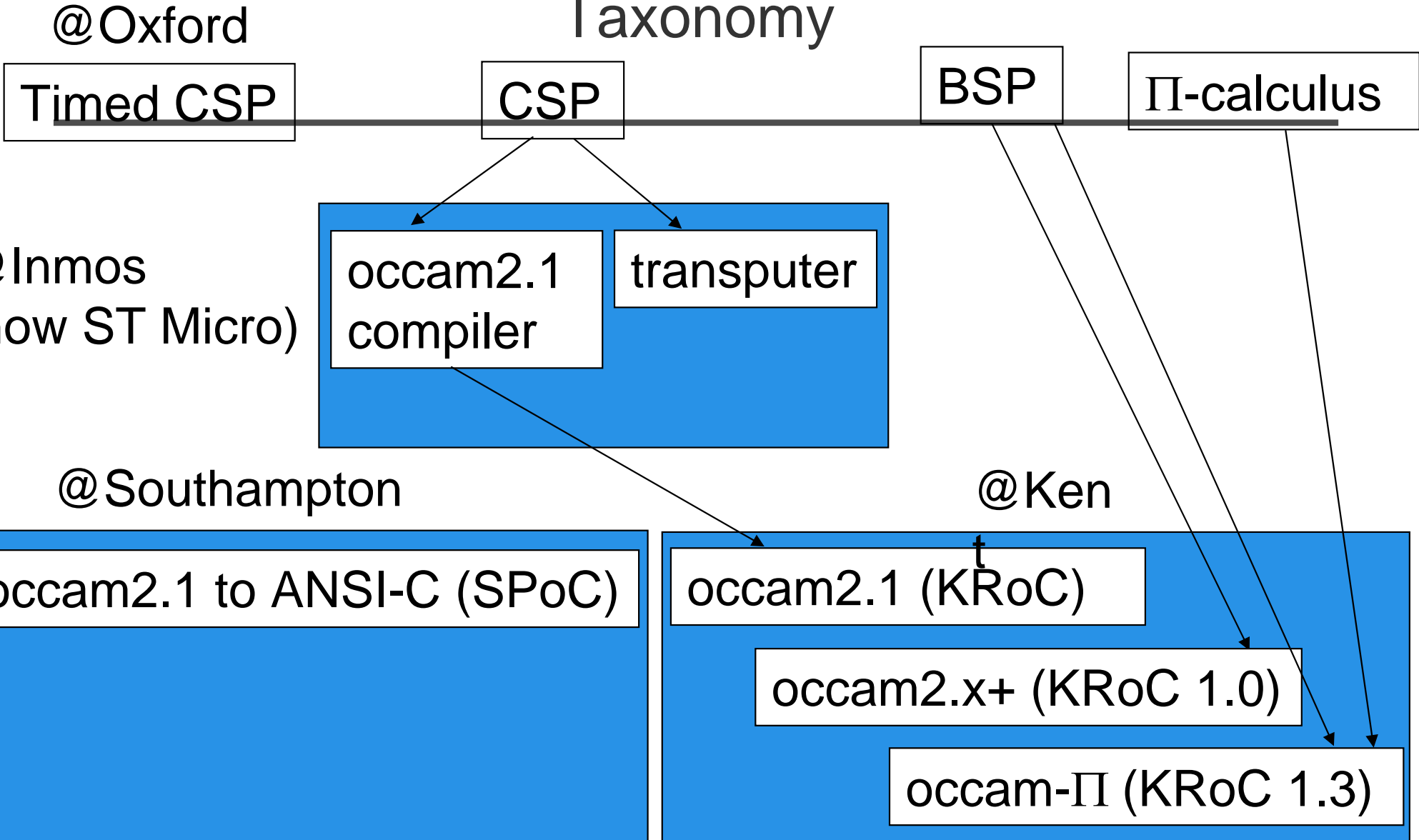
Transputer (Inmos, ca. 1984)

- Microprocessor intended to be as universal as transistor (**transistor computer**), to be used in networks
- Bidirectional serial links at 5 – 100 Mbit/sec with hardware handshake protocol and DMA, automatic scheduling
- Micro-coded hardware round-robin scheduler with 2 priorities
- Instructions for communication and scheduling
- Instructions much like current java byte code

Transputer (ST Micro, ca. 2000)

- The transputer is NOT dead ...
- It is transformed into the ST20 processor inside many ST Microelectronics Set Top Box / DVD / Digital Video Broadcasting / GPS chips, which are selling by the millions.
- The ideas pioneered by the transputer (that concurrency, communication and computation are '*first-class*' operations – equally in need of hardware support) are fundamental to the next generation multi-processors.

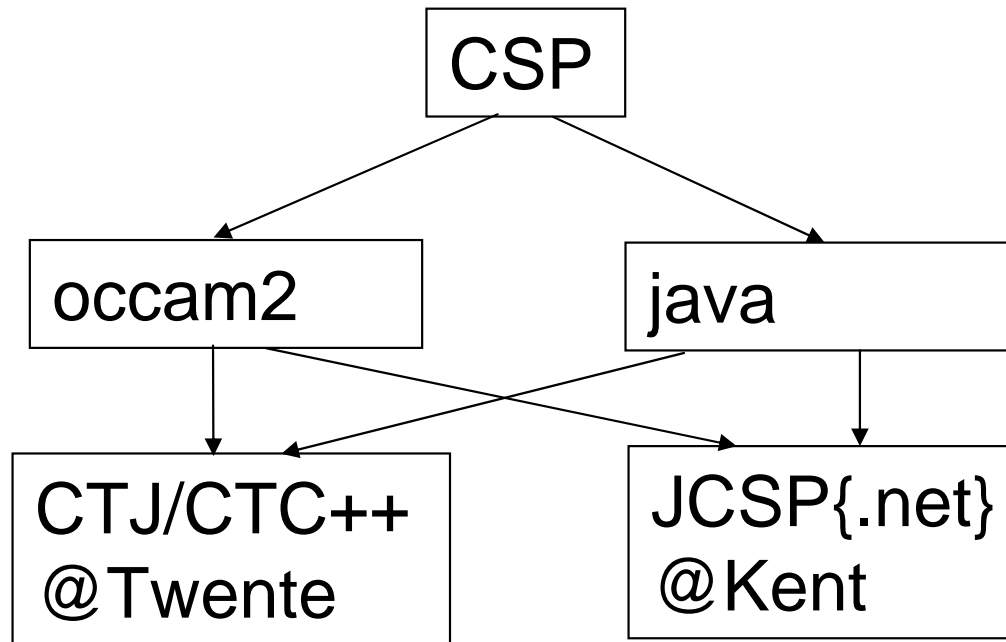
Taxonomy



SPoC = Southampton Portable occam Compiler

KRoC = Kent Retargeted occam Compiler (x86, SPARC, MIPS, ...) ³¹

Taxonomy(2): java Class Libraries Implementing CSP Semantics

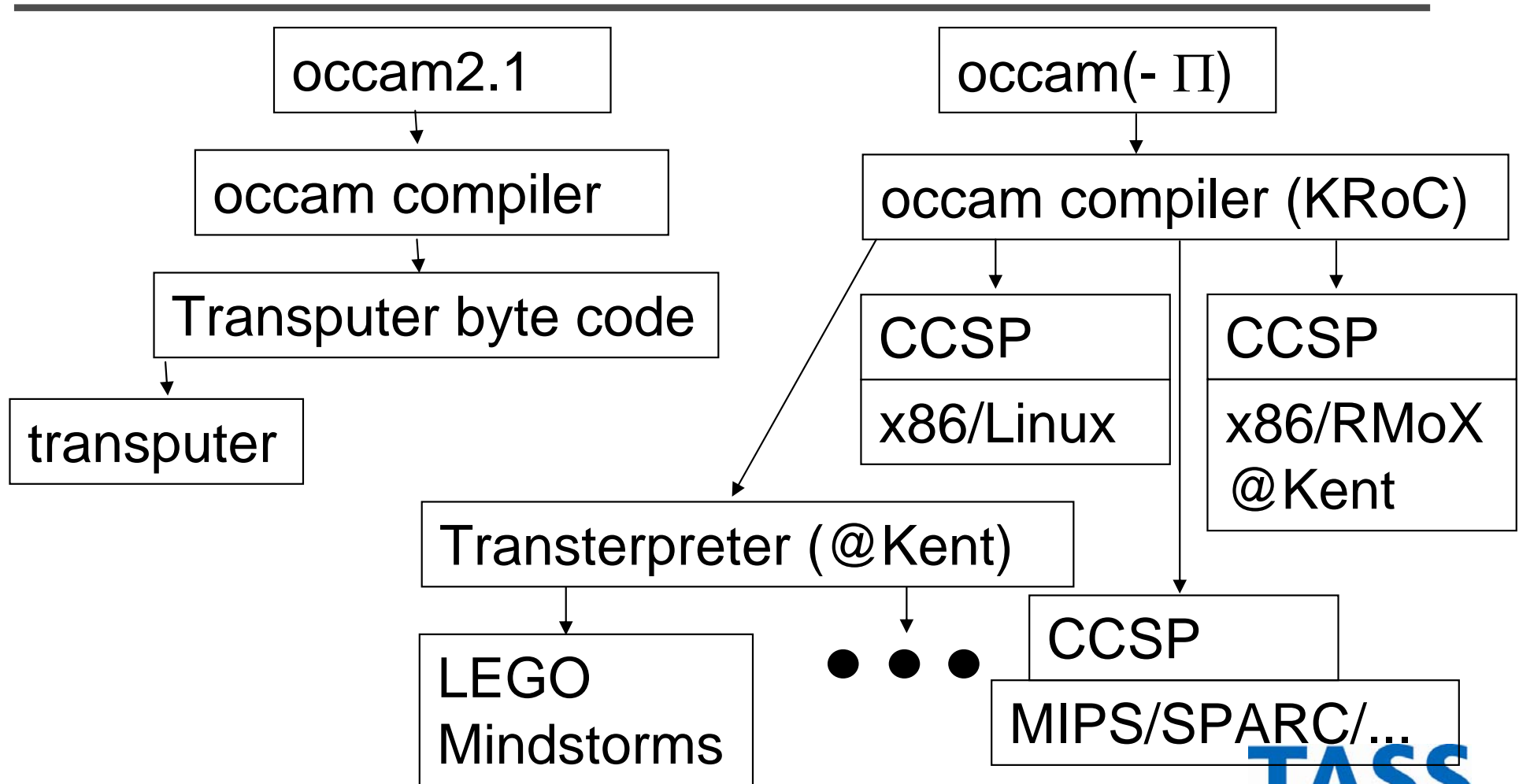


CTJ = Communicating Threads for Java/C++

JCSP = Java Communicating Sequential Processes

Taxonomy(3)

occam execution engines

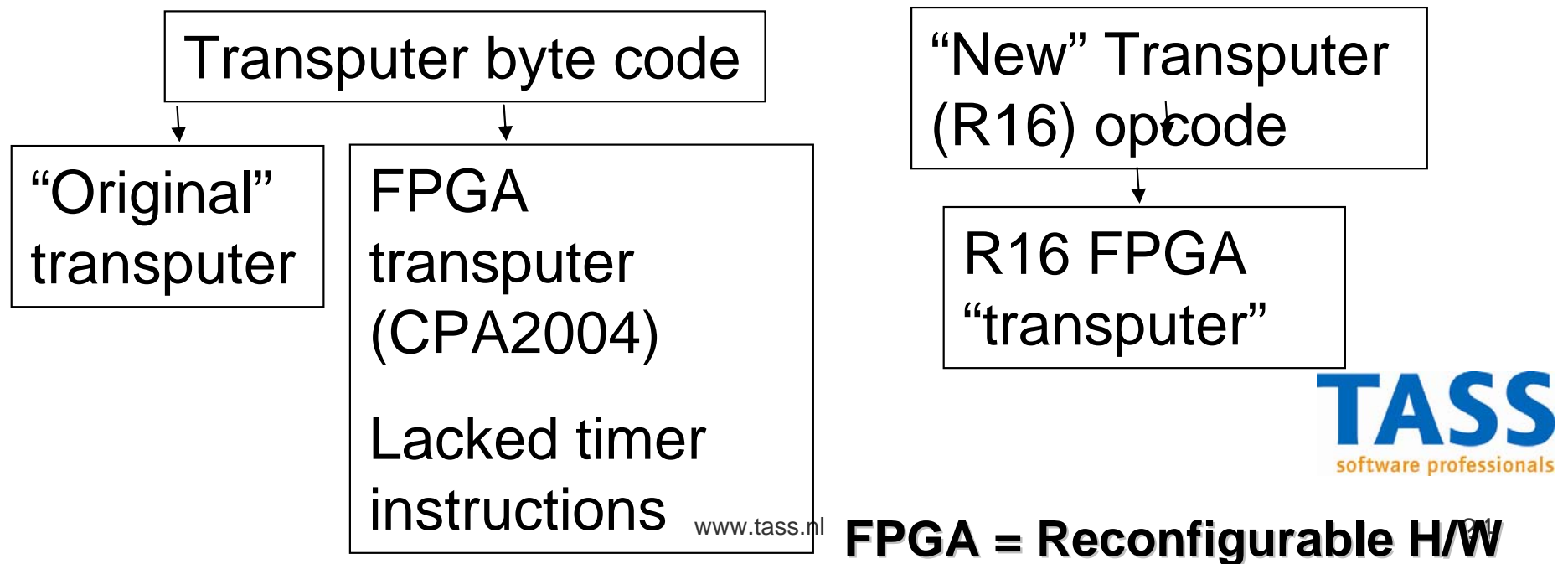


CCSP = Portable CSP based runtime supporting C and occam
 RMoX = Raw Metal occam eXperiment : running on PC without O/S

Taxonomy(4)

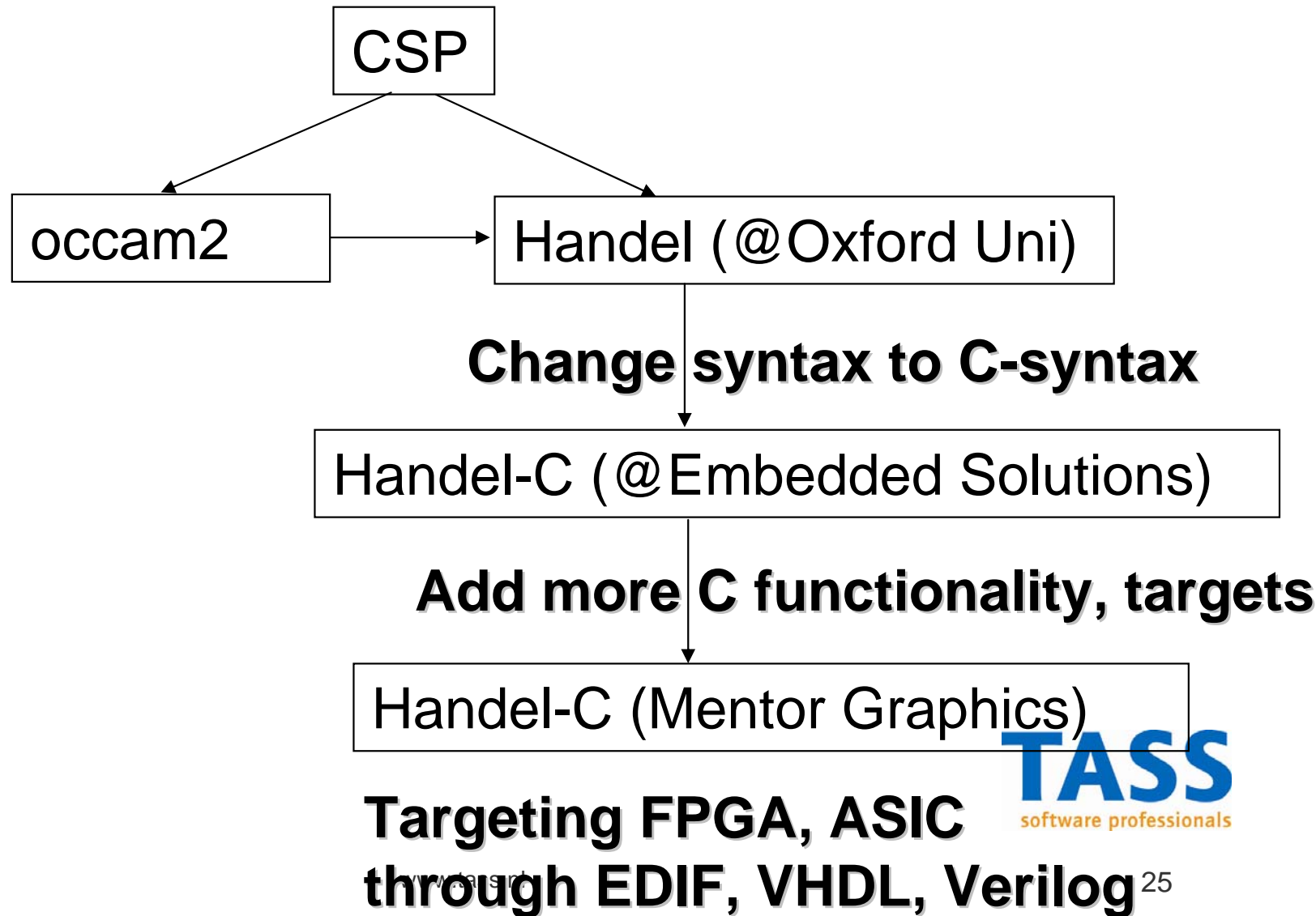
Transputer incarnations

Transputer = high-performance processor for efficient execution of multiprocessing code and high-speed serial links integrated through communication instructions



Taxonomy(5)

CSP for Hardware Design



CPA 2009 is about much more than occam and
transputers.

CPA2009 is open!



Questions???