Scientific Stay at Vrije Universiteit, Brussels

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INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

Vrije Universiteit, Brussels and Software Language Lab

• Flemish university (about 10.000 students)

Software Language Lab

- part of the CS department
- world leading institution in programming language research (publications at OOPSLA/SPLASH, ECOOP)
- 3 professors, 12 post-doc's, 20 members (Ph.D./master students)
- grants by IWT (Flemish Government agency for Innovation by Science and Technology, Intel, IMEC)

Research Activities

- Ambient (prof. Wolfgang De Meuter) mobile devices, context-oriented programming
- CAMP (prof. Viviane Jonckers) static analysis, DSL, Meta-Level architectures
- PPP (prof. Theo D'Hondt) dynamic parallelization, programming models, virtual machines
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Need for New Approaches to Parallel Programming

- increasing number of CPU cores (currently tenths, in the near future hundreds)
- CPU core failures (IBM BlueGene/Q chip 17 + 1 cores)
- new data structures (lockless ⇒ memory models)
- new algorithms (e.g., Map/Reduce for graphs)
- simplifying development (transactional memory, actor model)
- automatic memory management (stop-the-world problem)
- automatic parallelization
 - Lisp (Scheme, Clojure)
 - Smalltalk (Squeak, RoarVM)
 - JavaScript

Lisp/Scheme Related Project

- several projects (Beaver, SLIP, ...) focused on automatic parallelization
- testing environment for new features and execution models
- interpretation (compilation as an optimization)
- AST transformation/partial compilation
- Finger-trees (Beaver)
- static vs. dynamic parallelization
- speculative execution
- work-stealing (cf. fork/join execution)
- CPS-based interpretation

Continuation Passing Style (1/3)

```
(define fact
  (lambda (n)
    (if (= n 0)
      (* n (fact (- n 1)))))
(define fact2
  (lambda (n k)
    (if (= n 0)
      k
      (fact2 (- n 1) (* k n)))))
(fact2 6 1)
```

Continuation Passing Style (2/3)

Continuation Passing Style (3/3)

- unifies all types of calls and jumps
- transformation performed automatically
- control of tail-calls
- straightforward implementation of call/cc
- explicit stack manipulation (cf. Schemik)
- allows for distribution of computation among threads
- non-trivial implementation in C (setjmp, longjmp, makecontext, setcontext)

Memory Management

- no-stop-the-world garbage collector (complex, benefits?)
- cache access optimizations (object ,,recycling")
- allocation optimization
- lockless queues
- "worlds" \Longrightarrow variant of a software transaction memory (Clojure, JavaScript)

Conclusions

- established connection between Palacky University and Software Langauge Lab, Vrije Universiteit, Brussels
- got familiar with new trends in programming language design
- found new opportunities for future colaboration