



# Kilim

## Isolation-typed actors for Java

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# background

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~ processors increasingly distributed

Multiple cores, processors, boxes, data centers

~ isolation

~ concurrency: how to get safety *and* speed?

memory-models and consistency

problems with shared memory concurrency

incorporating external actions

~ server applications are data-flow networks



# communicating sequential procs

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- ~ message passing everywhere

  - shared nothing == failure isolation

  - easy to reason about, debug

  - unified view of concurrent and distributed

- ~ lightweight threads

  - automatic stack management

  - maps to user-level concurrent tasks



# objections to message passing

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- ~ async programming is hard
  - verbose, inversion of control
- ~ heavyweight threads
- ~ message passing is expensive
  - copying
  - context switching



# Kilim

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- ~ Ultra-lightweight threads
- ~ Message-passing
- ~ Messages distinct from objects
  - No internal aliasing
  - Linear ownership transfer
- ~ Safe, zero-copy message passing
- ~ Run-time library (scheduler, typed mailboxes, timer)



# Programming model



# kilim tasks

```
class HttpConn extends Task {  
    @pausable  
    public void execute() {  
        while (true) {  
            HttpMsg m = readReq();  
            processMsg(m);  
        }  
    }  
}
```

```
    @pausable  
    public HttpMsg readReq() {  
        ....  
    }  
}
```

```
new HttpConn(mbox).start();
```



# mailboxes for messaging

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```
class MyTask extends Task {
    Mailbox<Msg> mb, outmb;
    public @pausable void execute() {
        while (true) {
            Msg m = mb.get();
            process(m);
            outmb.put(m);
        }
    }
}
```



# weaving

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~ java kilim.tools.Weaver -d ./classes HttpURLConnection

~ -or-

~ java kilim.tools.Weaver -d ./classes ./classes



Internals



# CPS transformation

```
public @pausable void foo(Object o ) {  
    for (int i = .... ) {  
        bar(o);  
        print(i, o);  
    }  
}}
```

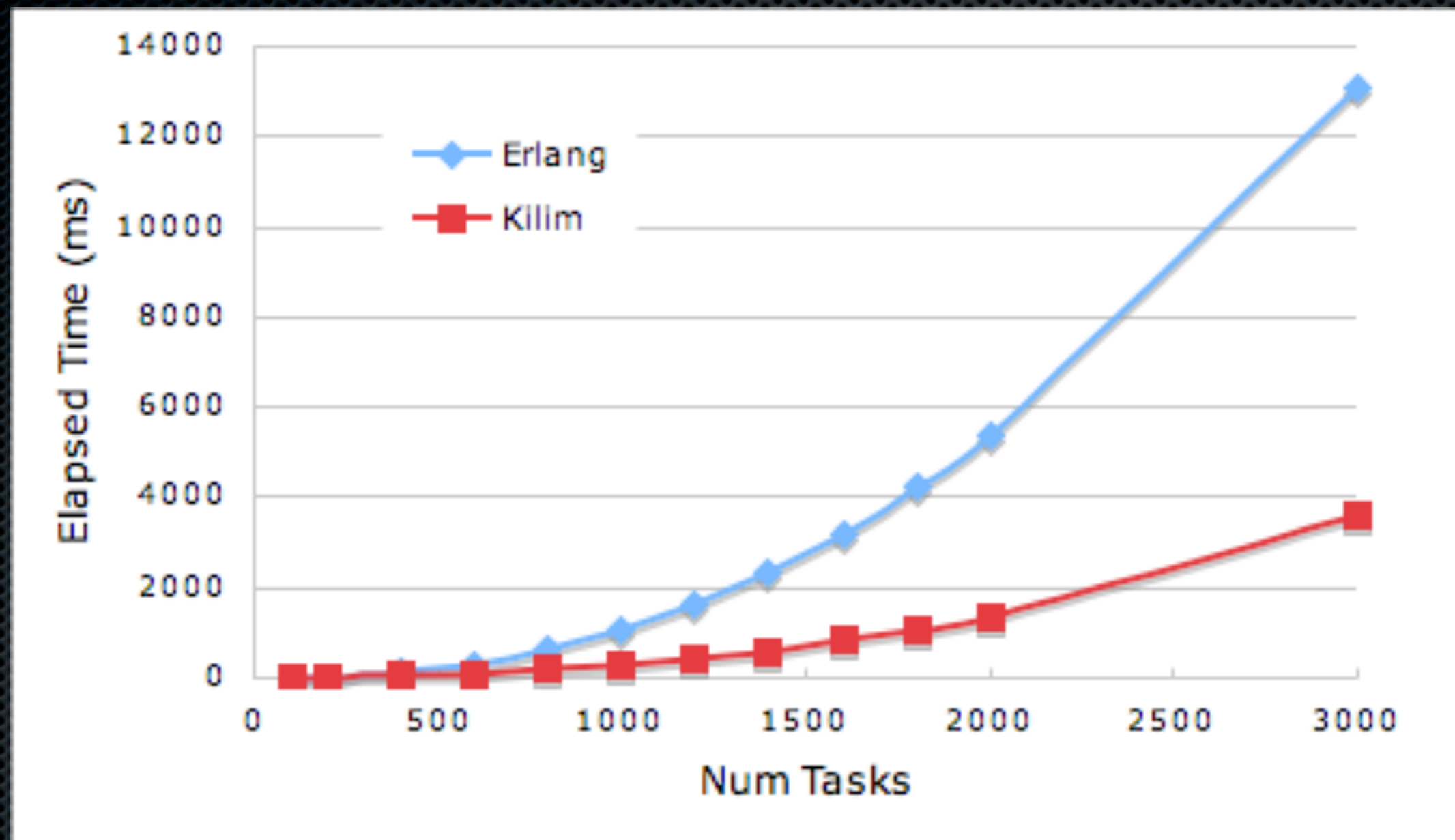


# CPS transformation

```
public @pausable void foo(Object o, Fiber f) {  
    goto f.pc;  
    for (int i = ... ) {  
        L1:  
        bar(o, f);  
        if f.isPausing  
            f.store: pc=L1, i, o  
            return  
        else if f.needsRestoring  
            f.restore o, i  
        print(i, o);  
    }  
}}
```

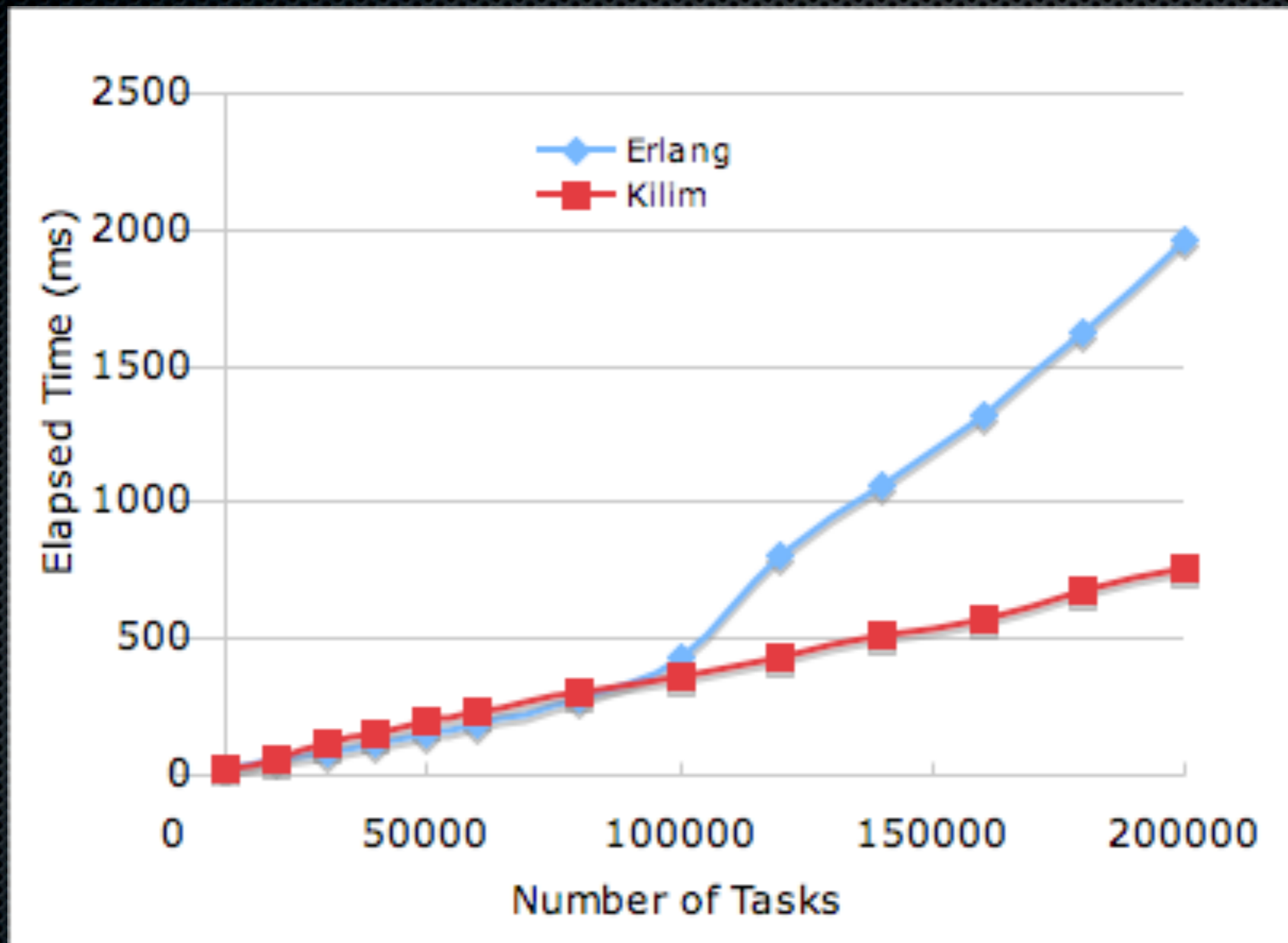


$n$  tasks,  $n^2$  messages





# task creation





# options for message safety

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- ~ Immutable messages
- ~ copies
- ~ locks (?)
- ~ linear type systems
- ~ ownership types



# mutable messages in Kilim

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- ~ philosophically different from objects

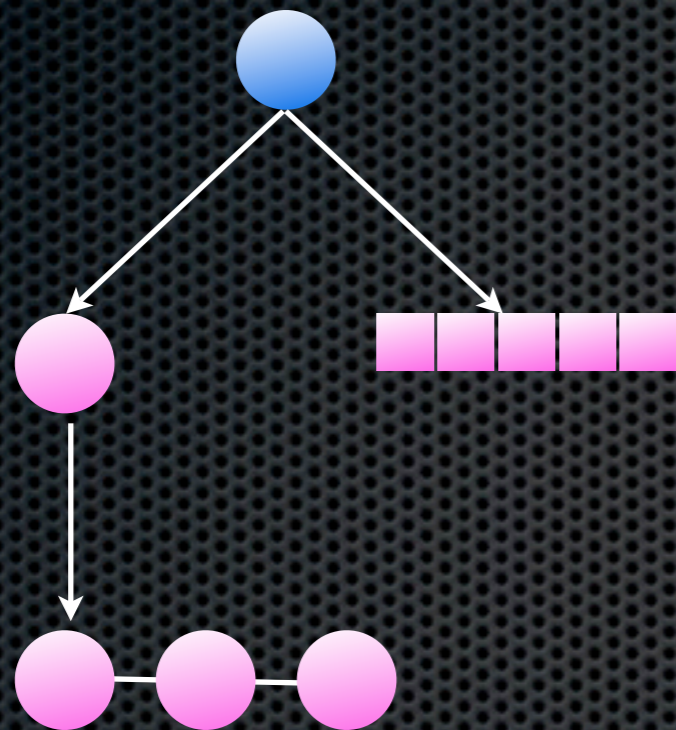
Implement **Message**

Primitives, refs to **Message**, arrays

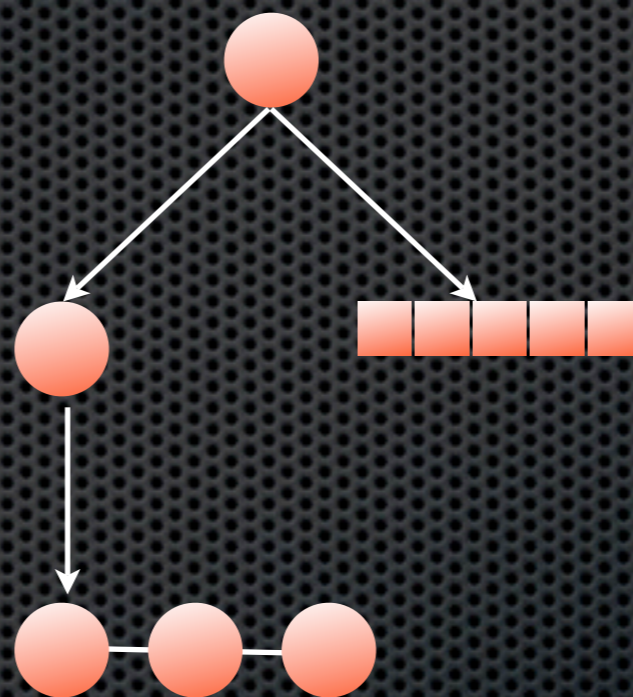
- ~ no internal aliasing allowed
- ~ public structure encouraged
- ~ ownership passed linearly



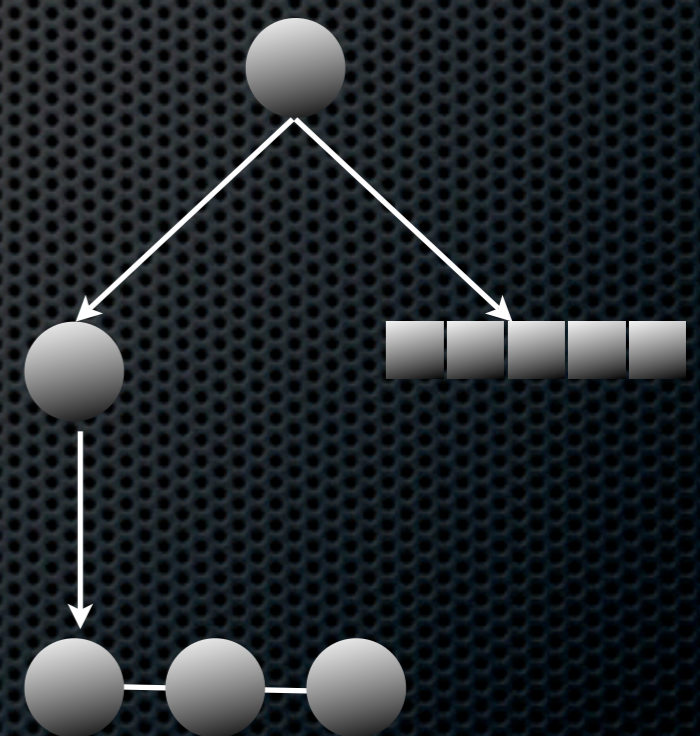
# capabilities



Modifiable



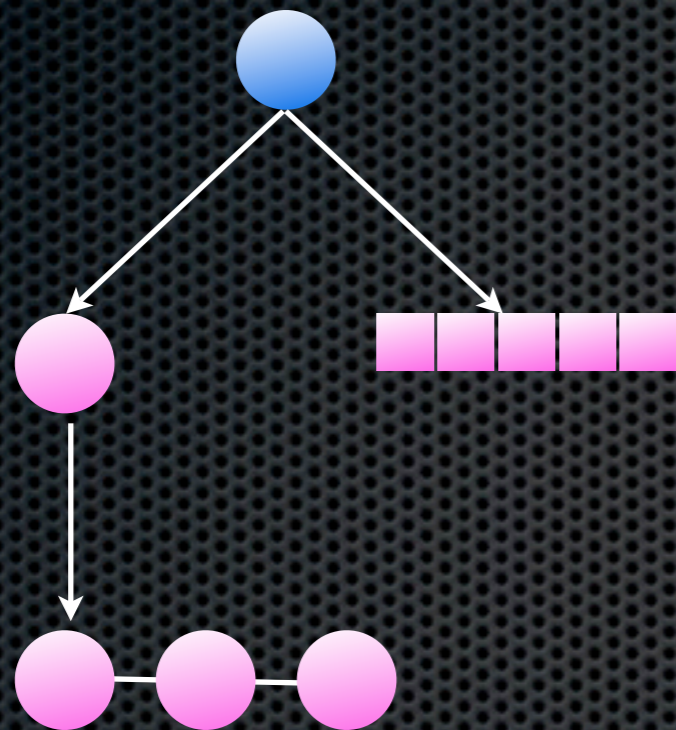
Unmodifiable



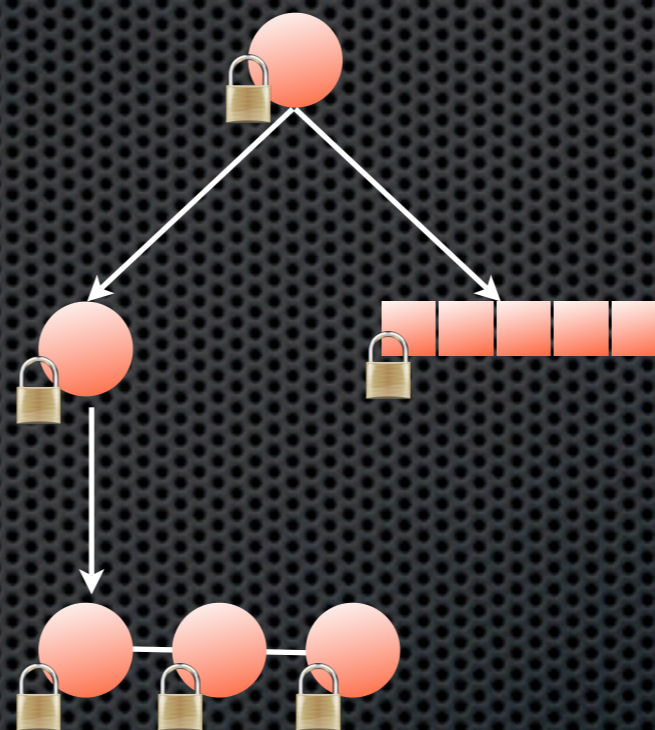
Unusable



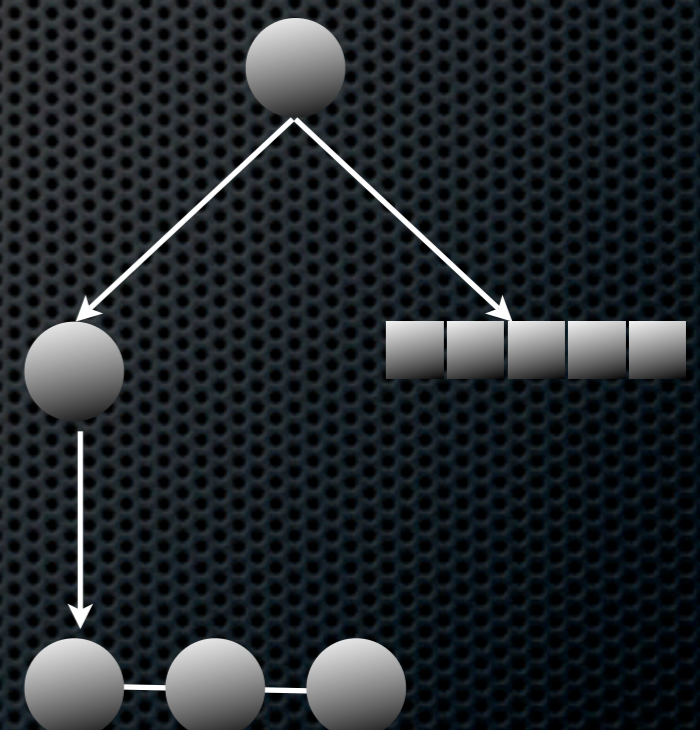
# capabilities



Modifiable



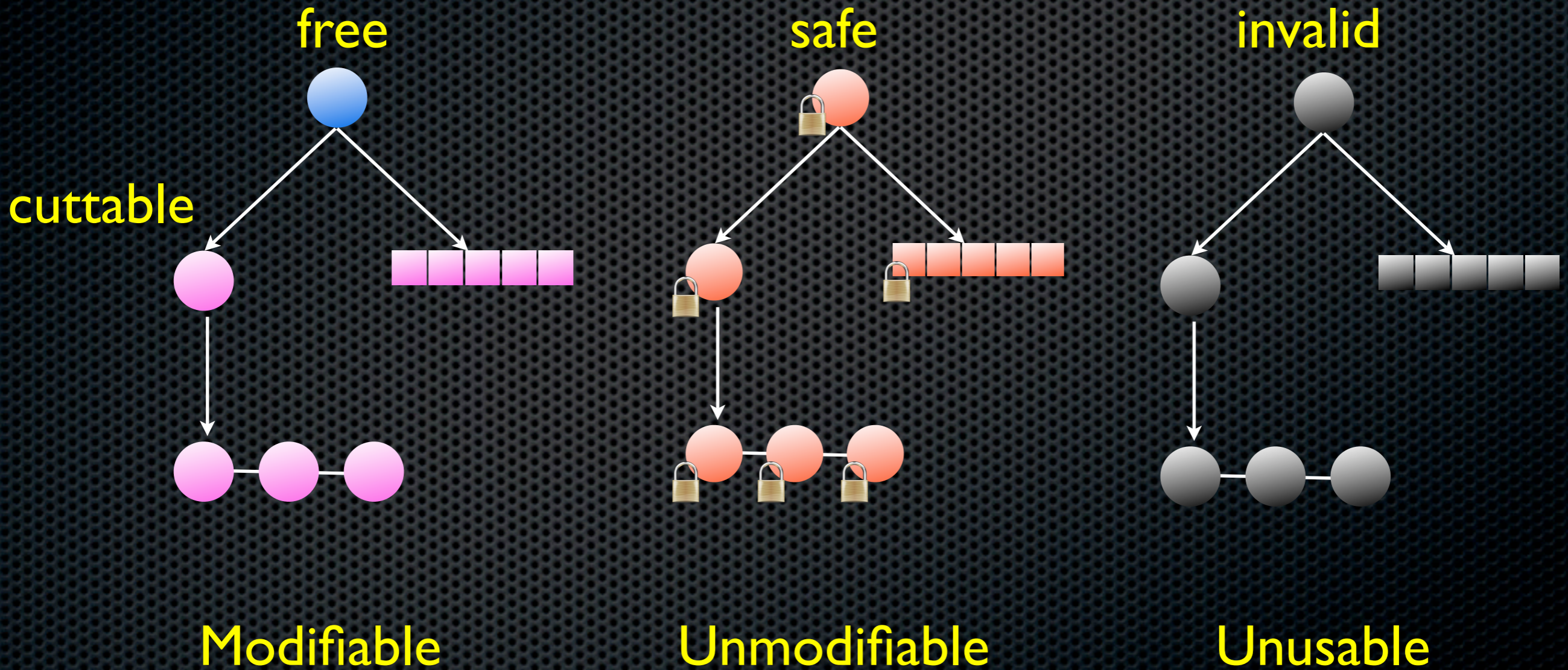
Unmodifiable



Unusable



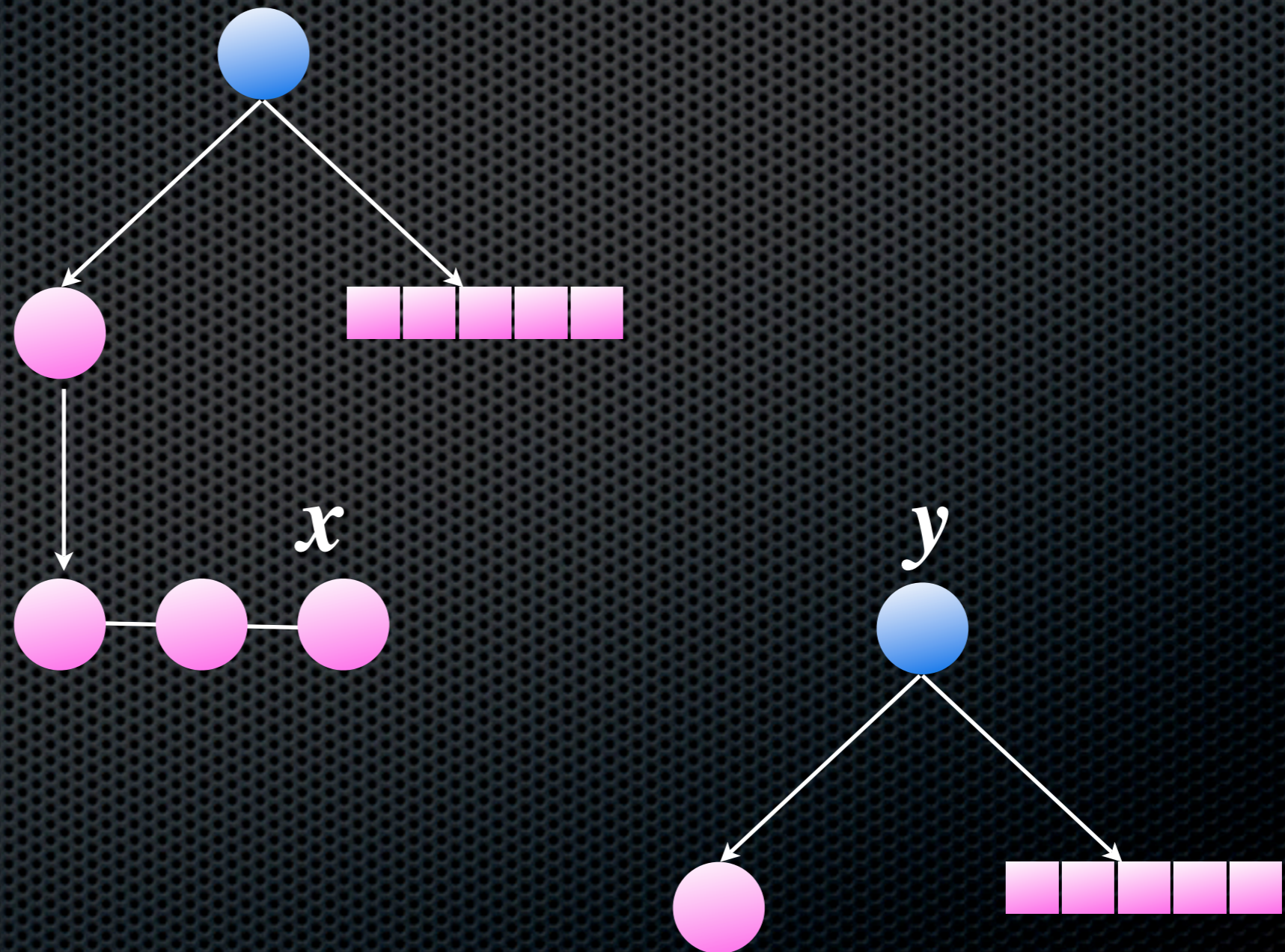
# capabilities





# assignment

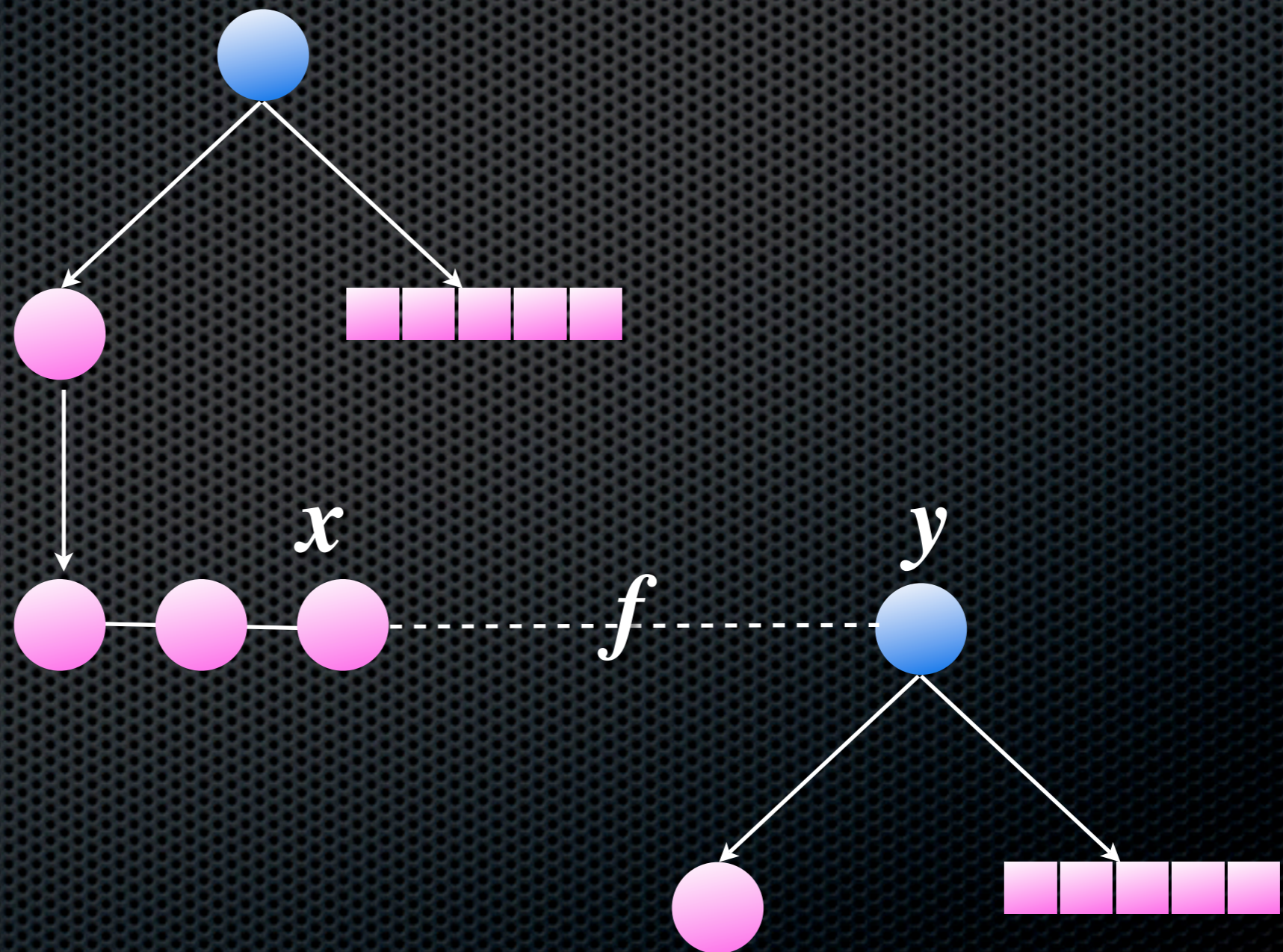
$$x.f = y$$





# assignment

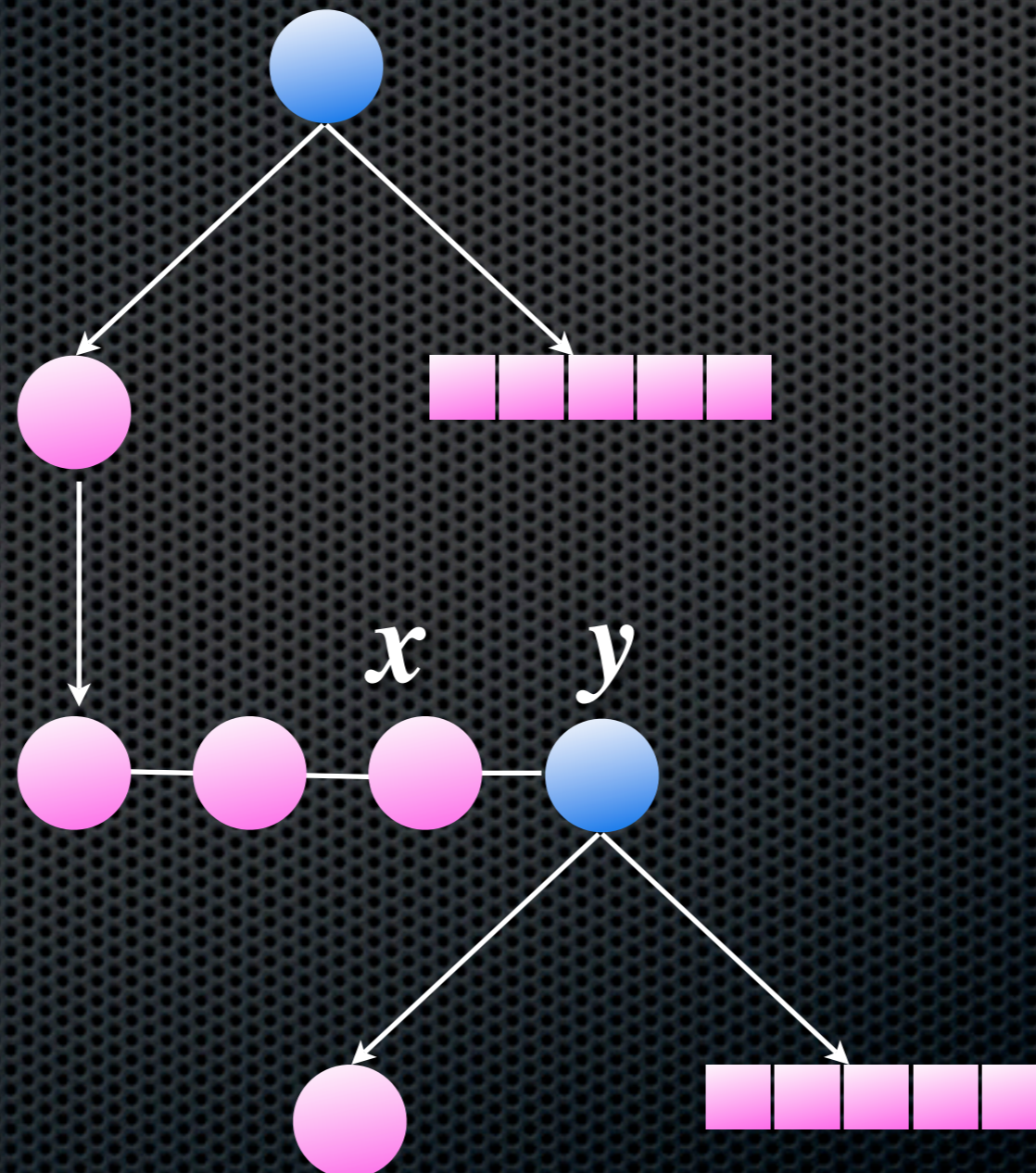
$$x.f = y$$





# assignment

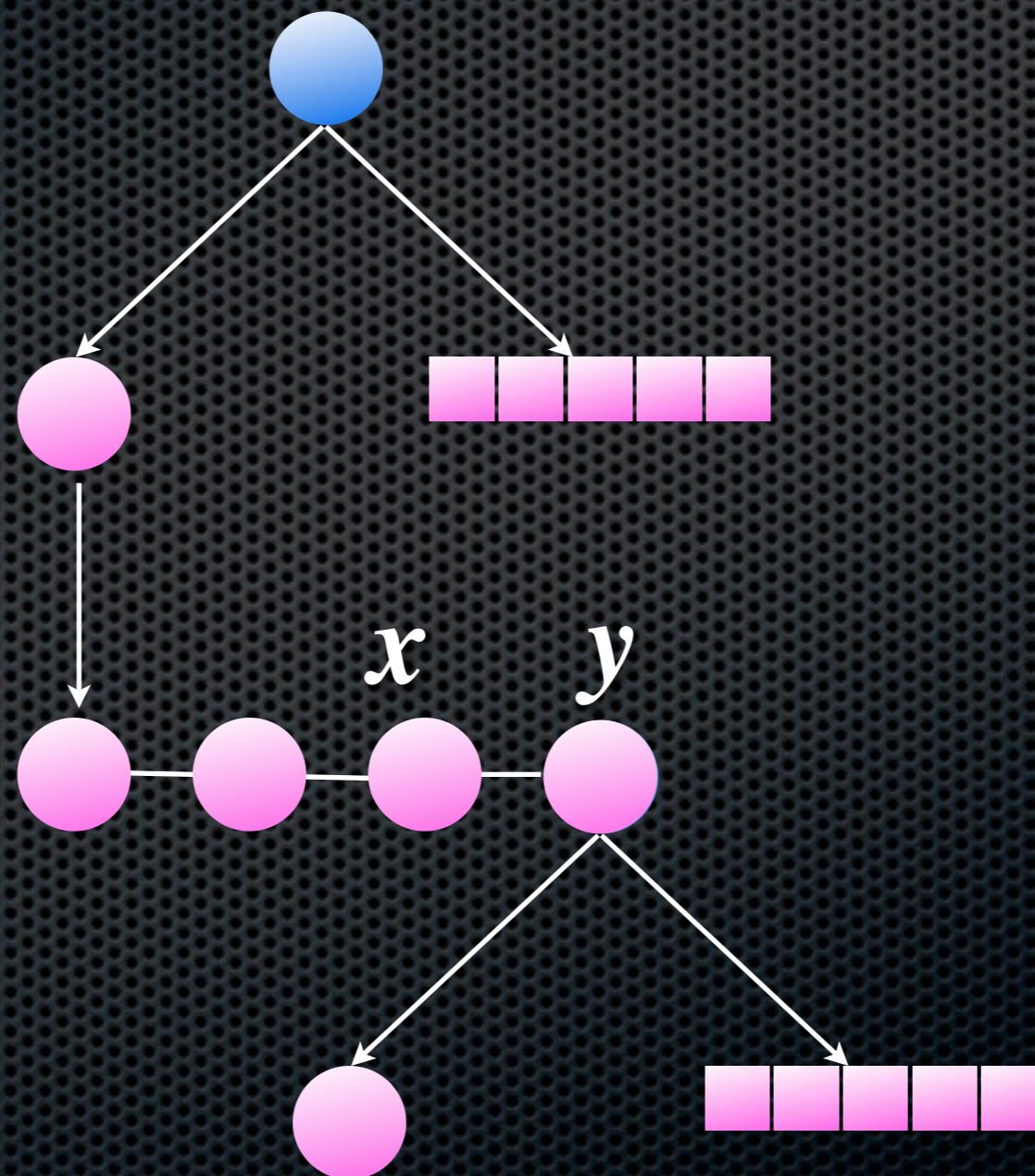
$$x.f = y$$





# assignment

$$x.f = y$$





# capability inference

```
class Event implements Message {  
    Event a;  
    Event b [ ];  
}
```

```
▶ void foo(@free Event ev, @safe Event msg) {  
    p = new Event();  
    msg.a = p;  
    ev.a = p;  
    ev.b[2] = p;  
    ev.a = msg;  
}
```

ev  msg 



# capability inference

```
class Event implements Message {  
    Event a;  
    Event b [];  
}
```

```
void foo(@free Event ev, @safe Event msg) {  
    ▶ p = new Event();  
    msg.a = p;  
    ev.a = p;  
    ev.b[2] = p;  
    ev.a = msg;  
}
```

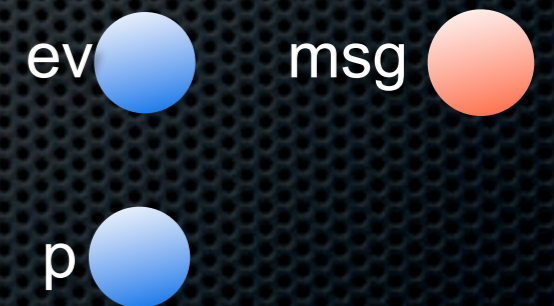




# capability inference

```
class Event implements Message {  
    Event a;  
    Event b [];  
}
```

```
void foo(@free Event ev, @safe Event msg) {  
    p = new Event();  
    ▶ msg.a = p;      X not modifiable  
    ev.a = p;  
    ev.b[2] = p;  
    ev.a = msg;  
}
```





# capability inference

```
class Event implements Message {  
    Event a;  
    Event b [];  
}
```

```
void foo(@free Event ev, @safe Event msg) {  
    p = new Event();  
    msg.a = p;      ✗ not modifiable  
    ev.a = p;      ✓  
    ev.b[2] = p;  
    ev.a = msg;  
}
```





# capability inference

```
class Event implements Message {  
    Event a;  
    Event b [];  
}
```

```
void foo(@free Event ev, @safe Event msg) {  
    p = new Event();  
    msg.a = p;      ✗ not modifiable  
    ev.a = p;      ✓  
    ▶ ev.b[2] = p;  ✗ p not free  
    ev.a = msg;    ✗ safe, cannot be assigned  
}
```





# method calls

```
void foo (@free p) {  
    q = p.f;  
    print(q);  
    mb.put(q);  
    mb.put (p);  
    print(p);  
}
```





# method calls

```
void foo (@free p) {  
    q = p.f;  
    print(q);      ✓  
    mb.put(q);    ✗ q not root  
    mb.put (p);  
    print(p);  
}
```





# method calls

```
void foo (@free p) {  
    q = p.f;  
    print(q);      ✓  
    mb.put(q);    ✗ q not root  
    mb.put (p);  ✓  
    print(p);  
}
```





# method calls

```
void foo (@free p) {  
    q = p.f;  
    print(q);      ✓  
    mb.put(q);    ✗ q not root  
    mb.put (p);   ✓  
    print(p);    ✗ p, q invalid  
}
```





# cut operator

---

```
foo(@free root, @cuttable mid) {  
    if (...)  
        r = root  
    else  
        r = cut(mid.f)  
    mb.put(r)  
}
```



# static analysis

---

- ~ Shape Analysis for heap abstraction
- ~ Transfer of Ownership between tasks
  - == TOI between methods



# Kilim summary

## Tasks

lightweight  
automatic stack mgmt  
failure isolation  
state Isolation

cooperative tasking

## Messaging

fast  
safe  
request reordering  
flow control  
open structures

tree-shaped structures  
(only when mutable)

## Ease

uniform syntax for  
distr. & conc. prog  
monitorable  
use existing classes

fixed task granulariy



# references

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