

Adding Mobility to Networked Channel-Types

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KRoC.net – Overview

- Extension to KRoC
- Allows the distribution of *occam-π* channels (and channel-types) over networks
- Utilises new *occam-π* features to improve efficiency of implementation

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- Related extensions in *occam-π*
- Architecture and terminology
- Network-handles
- Network-channels and Network-channel-types (NCTs)
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- Conclusions and future work

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Components of KRoC.net

- Consists of two essential parts:
 - KRoC.net kernel
 - Supportive code
- KRoC.net kernel implemented (largely) in *occam-π* itself
 - Allows efficient and secure implementation
- Supportive code to interface the KRoC.net kernel:
 - Compiler-generated code
 - Code in the *occam-π* kernel (KRoC runtime system)

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Related Extensions

- Structural integrity support
- Mobile processes

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Structural Integrity in *occam-π*

- Motivation:
 - New dynamic *occam-π* features have introduced hidden communication routes
 - Process header no longer clearly shows the interface of a process to its environment
 - Disadvantage compared to classical *occam*
 - A bit like in OO languages – but we want to do better!

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Structural Integrity in occam- π

- New set of rules proposed (feedback welcome):
 - Definition:
 - a) Channel-type-end parameters *may* be qualified as being **GATE** or **HOLE**. **GATE** and **HOLE** parameters are *live*.
 - b) All other channel-type-ends are *dead* (i.e. locally declared channel-type-end-variables and parameters not qualified as **GATE** or **HOLE**).
 - Usage:
 - c) A process may not communicate over a dead channel-type-end.

Structural Integrity in occam- π

- Assignment/Communication:
 - d) **GATE** channel-type-end parameters have **VAL** semantics – they may not be changed inside the process in whose header they are declared.
 - e) **GATE**, **HOLE** and dead channel-type-ends may be freely assigned/communicated to each other as long as this does not break Rule (d).
- Parameter-Passing:
 - f) Arguments for **GATE** parameters may only be live variables – unless the process is being **FORKed**. If the process is being **FORKed**, both live and dead arguments are allowed, as long as this does not break Rule (d).

Structural Integrity in occam- π

- g) Inside the scope of a **CLAIM**, a claimed **SHARED** channel-type-end may be passed as an argument *only* to a non-shared **GATE** parameter of a process that is not being **FORKed**.
- h) **HOLE** parameters are initially undefined when a process starts. Arguments for **HOLE** parameters may be outer **HOLE** parameters of matching type which must be currently undefined, or the keyword **HOLE**. The latter may only be supplied to **FORKed** processes. **HOLE** parameters have no return value (i.e. for the calling process they are still undefined when the callee process terminates).
- i) Arguments for dead parameters may be dead or **HOLE** variables – unless the process is being **FORKed**. If the process is being **FORKed**, **GATE** variables are also allowed as arguments, as long as this does not break Rule (d).

Structural Integrity in occam- π

- Aim is that processes interact with environment only through formally declared live parameters
 - **GATES** are fixed
 - **HOLES** may be dynamically mapped to another channel-type-end by the process itself
 - External shape of the process does not change
- **FORKing** may threaten structural integrity as well
 - It is proposed to 'label' **FORKING PROCs** so that the calling process is aware that a callee might fork another process

Structural Integrity in occam- π

- Impact on KRoC.net:
 - Important when moving NCT-ends
 - Since communication is only possible over live ends, there is no need to set up low-level network infrastructure when an NCT-end is moved into a dead variable
 - Thus, NCT-ends can be passed more efficiently between many nodes without the overhead of unnecessarily setting up low-level network infrastructure on intermediary nodes

Mobile Processes

- Important for KRoC.net:
 - The header of a **MOBILE PROCESS** may only contain 'synchronisation objects' like channels, barriers, etc., as well as **GATE** or **HOLE** channel-type-ends. It may *not* contain data items or dead channel-type-ends.
- Clean interface when moving mobile processes to remote nodes
 - Moving workspace of the process
 - Moving channel-type-ends that are stored in the workspace of the process
 - Channel-types stretched between nodes

Definitions

- A *node* is an occam- π program which is using KRoC.net, i.e. whose main process has declared a network-handle (see a few slides later).
- A *network-channel-type (NCT)* is a channel-type that connects several nodes, i.e. whose ends are on more than one node. A *network-channel* is the networked version of a 'classical' occam channel.

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Definitions

- A group of nodes forms a logical *application*.
 - In the non-networked world, node and application would be congruent. In the networked world, an application is made up of several nodes.
 - Nodes can only communicate over NCTs that belong to the same application as they do
 - Each NCT can only connect nodes of the same application

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Definitions

- A *Channel Name Server (CNS)* is an external server that administrates applications, nodes and NCTs.
 - Each application has a name that is unique within the CNS by which it is administrated.
 - Within the application, each node and each NCT has a unique name or automatically assigned ID. Each node has to register with a CNS before it can do any network communication.
 - NCTs are either allocated under an application-unique name *explicitly* via the CNS, or *implicitly* by moving ends of locally allocated channel-types to remote nodes.

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Definitions

- The *network-type* is the type of a network infrastructure used by KRoC.net.
 - Every network-type has its own *KRoC.net kernel*. If a node declares a network-handle of a particular network-type, an instance of the respective KRoC.net kernel will be started.
 - TCP/IP currently only supported network-type
 - Adding support for others will be relatively easy, as the front-end of the KRoC.net kernel (which the supportive code interfaces) is the same for all network-types; just the back-end (the 'network driver') needs to be exchanged.

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Network-Handles

- Built on the new concept of structural integrity
- To be able to allocate NCT-ends and network-channel-ends, a process must declare a *network-handle* as a **GATE** in its header
- Network-handle is the client-end of a channel-type defined in KRoC.net library (the server-end is held by the KRoC.net kernel):

```
CHAN TYPE NET_HANDLE
MOBILE RECORD
CHAN NET_HANDLE.REQ req?:
CHAN NET_HANDLE.REPLY reply!:
```

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Network-Handles

- Network-handles may be *typed*. If declared by the main process, they *must* be typed:
 - This will create supportive code that calls an instance of the TCP/IP version of the KRoC.net kernel
- Network-handles may be untyped if declared in a non-main process:

```
PROC main (CHAN BYTE keyb, scr, err,
           GATE NET_HANDLE$TCP! net)
... do stuff using 'net'
:
PROC my_proc (<...>, GATE NET_HANDLE! net, <...>)
... do stuff using 'net'
:
```

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Network-Handles

- Network-handles may only be passed to network-handle parameters of the same type or to untyped network-handle parameters.
- Network-handles may be **SHARED**. The normal rules for **SHARED** channel-type-ends apply. If used to allocate NCT-ends etc. (see later), a **SHARED** network-handle must be **CLAIMED** first
- Network-handles may only be declared in process headers and may not be communicated over channels

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Network-Channels and NCTs

- Are the 'backbone' of KRoC.net
- Channel communication is the basic paradigm for distributed application development with KRoC.net
- Key issue is transparency – the channel communication over KRoC.net must work in the same way as the communication over local channels and channel-types

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Joining an Application

- The first thing a node must do to be able to use KRoC.net
- Done by calling the following process:

```
PROC net.join.app (GATE NET_HANDLE! net,  
                  VAL ({}BYTE cns, app.name, node.name,  
                      RESULT INT result,  
                      RESULT MOBILE ({}BYTE full.node.name)
```
- Implemented by a communication over the network handle
 - The supportive code communicates with the KRoC.net kernel who holds the server-end of the network-handle

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Channel-Type-Blocks

- A *channel-type-block (CTB)* is the memory structure that defines a channel-type
 - Located in the dynamic mobilespace of the node; channel-type-end variables point to it
 - Local channel-types have one CTB
 - NCTs have one CTB per node, interconnected by KRoC.net

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Channel-Type-Blocks

- To support NCTs, CTBs must be extended
- The CTB will be in one of the following states:
 - local
 - networked
 - localised

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Channel-Type-Blocks

- When the CTB becomes networked (explicitly or implicitly – see later), it stores an *NCT-handle* (whose server-end is held by the KRoC.net kernel)
 - Similar to the network-handle, but for handling one particular NCT
- CTB gets *connected* when at least one live (i.e. **GATE** or **HOLE**) variable points to it
 - Only then will the the low-level network infrastructure be set up

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Explicit Allocation of NCT-Ends

- Done by allocation processes such as:

```
PROC net.alloc.one2one.client (GATE NET.HANDLE! net,
<CT>! the.cli, VAL {}BYTE nct.name, RESULT INT result)
```
- This example connects the client-end of a one2one NCT (i.e. with a non-shared client-end and a non-shared server-end). Similar allocation processes for server-ends, and for any2one, one2any and any2any NCTs
- Structural integrity guaranteed by requiring a network-handle – if a process does not have one, it cannot allocate an NCT-end

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Implementation of Network-Channels

- Network-channels are the networked version of single (classical occam) channels
- Approach similar to anonymous **SHARED** channels
- Each network-channel is implemented as an 'anonymous' NCT that contains exactly one channel

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Implementation of Network-Channels

- The following declaration:

```
NET CHAN INT iw!:           -- These network-channel-ends
NET CHAN BOOL br?:         -- must be allocated before
SHARED NET CHAN BOOL sbw!: -- we can communicate over them!
SHARED NET CHAN INT sir?:
... allocate iw!, br?, sbw!, sir?
... use iw!, br?, sbw!, sir?
```

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Implementation of Network-Channels

- ... would have the semantics of:

```
CHAN TYPE $anon.INT      -- compiler-generated type
MOBILE RECORD
  CHAN INT x?:           -- server-end holds reading-end
:
CHAN TYPE $anon.BOOL    -- compiler-generated type
MOBILE RECORD
  CHAN BOOL x?:         -- server-end holds reading-end
:
$anon.INT! iw$cli:
$anon.BOOL? br$svr:
SHARED $anon.BOOL! sbw$cli:
SHARED $anon.INT? sir$svr:
... allocate iw$cli, br$svr, sbw$cli, sir$svr
... use iw$cli, br$svr, sbw$cli, sir$svr
... resp. iw$cli[x], br$svr[x], sbw$cli[x], sir$svr[x]
```

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Moving NCT-Ends

- When moving an end of a previously local channel-type to a remote node, the channel-type becomes networked
- It is allocated *implicitly*
 - Not by allocation the ends explicitly via a name ...
 - ... but implicitly by the supportive code when an end is sent away or when an end is received from a remote node

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Moving NCT-Ends

- Three phase approach
- Example for sending the end of a previously local channel-type away:
 - **DECODE.CHANNEL** allocates the CTB implicitly; it gets registered with the CNS under a unique ID
 - **DECODE.CHANNEL** passes the pointer of the CTB to the KRoC.net kernel, who sends the NCT-end to the remote node; identified by its ID
 - The remote KRoC.net kernel passes the new end to **ENCODE.CHANNEL**, who also allocated the new CTB implicitly

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Moving NCT-Ends

- Similar approach is taken when the end of an already networked channel-type is moved across the network
- In any case, the CTB of the received end will only be *connected* (i.e. the low-level network infrastructure be set up) when the end is stored in a live variable

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Conclusions

- KRoC.net is now fully specified, the missing features for full transparency have been added
- Improvements have been made to make the use of KRoC.net as simple and intuitive as possible for the programmer
- Wherever possible, existing occam- π syntax has been used to specify KRoC.net

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Conclusions

- Current state:
 - KRoC.net kernel almost completely implemented
 - Supportive code partly implemented
 - Feedback welcome on these plans, especially on the structural integrity proposals

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Future Work

- Completion of the implementation of KRoC.net (kernel and supportive code)
- Comprehensive testing
- Performance benchmarks

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