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K3: Language Design for Building Multi-Platform	
Domain-Specific Runtimes	
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	K3: Language Design for Building Multi-Platform Domain-Specific Runtimes

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First International Workshop on Cross-Model Language Design and Implementation

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## What are Domain-Specific Runtimes?

Runtimes: Systems that underlie an application's execution.

- Data Management
- Execution Management
- Integrity Management

Domain Specific Runtimes:

- Hadoop
- Pregel
- LINQ

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# A Language for Building Domain-Specific Runtimes

Translate high-level domain-specific information into low-level implementation decisions.

- Describe application logic flexibly.
- Represent domain-specific information at a high level.
- Recognize existing runtime patterns.
- Revisit implementation decisions over time.

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# Applications

- DBToaster (SQL) <http://www.dbtoaster.org/>
- Dyna (Weighted Logic Programming) <http://www.dyna.org/>
- BLOG (Probabilistic Graphical Models) <http://bayesianlogic.cs.berkeley.edu/>

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DSRs	Language Design	Annotations	Closing

#### Building Domain Specific Runtimes

#### Language Design

#### Annotations: Exploiting Domain Specific Information

#### Closing

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### Simple Control Flow

Triggers carry out small step computation. They:

- Perform side-effecting functional style computation.
- Only contain acyclic control flow.
- Can send messages to other triggers.

```
trigger fibonacci(n:int, a:int, b:int) {} =
  if n == 1 then send(sink, a)
  else send(fibonacci, n - 1, b, a + b)
```

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# Complex Control Flow

Large step computation is done using *message* passing.

- Triggers are invoked on receiving a message.
- Message passing is asynchronous.
- Message processing is governed by a scheduler.
- Flexible enough to capture most execution patterns.

### Collection Management

The K3 collection model is based on structural recursion.

- Basic collection transformers provide bounded iteration.
- More complex transformations are provided through annotations, and are subject to depth-based analyses.
- Collection access operators provide the ability to mutate all or parts of the collection.

### Mutable State

K3 maintains a deep value-based semantics of mutability by default.

- Particular implementations can choose which approaches to use (copy-on-write, etc.), to provide this mutability.
- Pointer-based semantics are available on demand, for annotation writers, etc.
- Mutability of collections is determined at multiple granularities:
  - The entire collection,
  - Parts of the collection (restructurability),
  - Individual elements,
- Mutation operations ensure that the relevant integrity constraints are satisfied.

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#### Building Domain Specific Runtimes

#### Language Design

#### Annotations: Exploiting Domain Specific Information

#### Closing

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### Exploiting Domain Specific Information

K3 uses a system of *annotations* to encode, and make use of domain specific information. Annotations can:

- Be attached to any part of a K3 program.
- Be acted upon by any part of the toolchain.

### Categorization of Annotations

- Data structure annotations specify properties about a collection, and facilitate *declarative data structures*.
  - Sorted, Layout\*, ...
- Control annotations specify properties of a piece of code, and facilitate adaptive execution.
  - Logging, Profiling, ...
- Hint Annotations describe possible optimizations.
  - Layout\*, Locking, ...
- Constraint Annotations describe correctness properties of the program, and require code to be generated to check them.
  - ▶ FunDep, Unique, ...

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C	)ata	Control and Execution				
Integrity	Efficiency	Assurances	Scalability			
(Constraint)	(Hint)	(Constraint)	(Hint)			
Functional	Layout, and	Fault tolerance,	Degrees of			
dependencies	compression	checkpointing	parallelism			
Sortedness	Indexes, views	Service-level	Vectorization			
Orderedness	Allocation, GC	agreements	Scheduling			
Referential	Data placement	Auditing and	Autotuning			
integrity	and replication	compliance	heuristics			
Concurrency	Lock granularity	Access control	Profiling			

## Components of a Data Structure Annotation

A user-defined data structure annotation should contain specifications of:

- ► Requirements from other annotations on the collection.
- Per-collection data structures.
- Schema extensions.
- Method definitions.
- Method hooks (method.pre, method.post, ...).

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### A Simple Data Structure Annotation: Index

- Other required annotations: None
- Per-collection data: An auxiliary lookup data structure.
- Schema extensions: None
- Method definitions: lookup
- Method hooks: Post hooks for the maintenance of the auxiliary data structure.



## Composing Annotations: B+Trees



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## A Collection Of Blocks

3	5	
---	---	--

1	2			3	4			5	6	7
---	---	--	--	---	---	--	--	---	---	---

declare b : Collection(Collection(t))

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# Adding Tree Linkage



declare b : Collection(Collection(t)) @ { Tree }

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# Managing Overflow and Underflow



```
declare b :
  Collection(
      Collection(t) @ {
          Capacity(k), Fill(k),
          OverflowHandler, UnderflowHandler
      }
  ) @ { Tree(Capacity(k)) }
```

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### Providing a B+Tree Interface



```
declare b :
  Collection(
      Collection(t) @ {
          Capacity(k), Fill(k),
          OverflowHandler, UnderflowHandler
      }
  ) @ { Tree(Capacity(k)), BPTree }
```

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## Extending the B+Tree

We can extend the existing B+Tree with other behaviors, such as:

- Cache consciousness, with an annotation describing fractal layouts of collections.
- Concurrency, through annotations providing logging or locking.

```
declare b :
Collection(
  Collection(t) @ {
    Capacity(k), Fill(k),
    OverflowHandler.
    UnderflowHandler
  }
 0 {
  Tree(Capacity(k)), BPTree
  FractalLayout, Logged
}
```

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#### Building Domain Specific Runtimes

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## Implementation Status

K3 currently has:

- A functional core, with value-based mutation.
- A simple distributed execution model.
- An initial model of data structure and control annotations.

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### Next Steps

- Language Features:
  - Effect System Guiding parallelization decisions.
  - Depth analysis of annotation methods User-defined collection transformations.
- Scalability and Performance:
  - Optimizer Model.
  - Eventually-consistent distributed data structures.

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### The End

- <http://damsl.cs.jhu.edu/>
- <http://cs.jhu.edu/~shyam/>

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