

Getting Your Priorities Right

Fine-grained threading
Computation
e.g. sort, compress

Interaction
e.g. GUI

E-mail client



Need priorities - Millions of threads, no way to distinguish

2 problems w/ most ways of handling priorities

1. Fixed order \rightarrow Anti-modular
2. Priority inversions - high-prio thread waiting for low-prio

Solution: PciML

Partially ordered priors - prior order decs

spawn/sync + priorities

Qsort code

Type sys. prevents prior inversions

$\tau ::= \dots \mid \tau \text{ thread } [p] \mid \tau \text{ cmd } [p] \mid \forall \pi: C. \tau$

$p ::= p \mid \pi$

$e ::= \dots \mid \Delta \pi: C. e$

$C ::= p \leq p \mid C \wedge C$

$m ::= x \leftarrow e; m \mid \text{spawn } [p; \tau] \{ m \} \mid \text{sync } e \mid \text{ret } e$

$\Gamma \vdash m \approx \tau @ p$: m returns a τ , runs @ prio. p

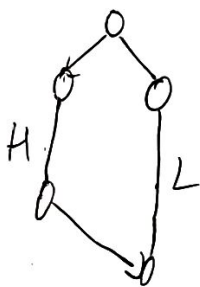
$$\frac{\Gamma \vdash m \approx \tau @ p'}{\Gamma \vdash \text{spawn}[p'; \tau] \{m\} \approx \tau \text{ thread}[p] @ p} \quad (\text{SPAWN})$$

$$\frac{\Gamma \vdash e : \tau \text{ thread}[p] \quad \Gamma \vdash p \leq p'}{\Gamma \vdash \text{sync } e \approx \tau @ p} \quad (\text{SYNC})$$

$$\frac{\Gamma, \pi, C \vdash e : \tau}{\Gamma \vdash \bigwedge \pi : C. e : \forall \pi : C. \tau}$$

Cost Semantics

Model program as a DAG - label threads w/priorities



Greedy schedule - Assign vertices to procs so no procs are idle unless necessary.
 $T \leq \frac{W}{p} + \delta$

Preempt schedule - Greedy + can highest-prio vertices possible

Bound response time: How long from when a thread is spawned until it completes.

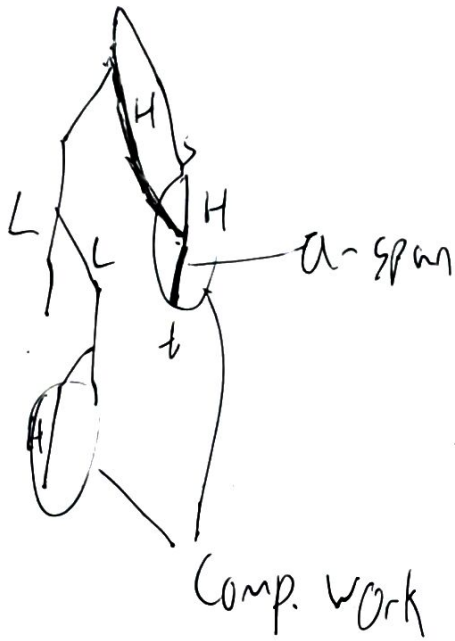
Let $a = s \dots t$

$$RT(a) \leq \frac{W_{SP}(a)}{p} + S_a$$

Competitor work
 \downarrow

a -span (longest path ending at t)

Bound holds unless there is a prio. inv.



Cost semantics: $m \downarrow v; g \leftarrow \text{graph}$

Theorem: If $\bullet \vdash m \dot{\sim} \tau @ p$, and $m \downarrow v; g$, then g does not have a prio. inversion.

Dynamic semantics: $m \Rightarrow m'$
 \uparrow
 thread pool
 $a \hookrightarrow m$

Thm: If $\bullet \vdash m \dot{\sim} \tau @ p$ and $a \hookrightarrow m \Rightarrow^* m'$ and m' final and a thread a is active for T transitions. Then $m \downarrow v; g$ and \exists a prompt schedule of g in which $RT(a) = T$.