

Project Fortress:

A Multicore Language for
Scientists and Engineers

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December 13, 2009

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Project Fortress

- A multicore language for scientists and engineers

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- Run your whiteboard in parallel!

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$$\sum_{k \leftarrow 1:n} a_k x^k$$

$$C = A \cup B$$

$$y = 3x \sin x \cos 2x \log \log x$$

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- “Growing a Language”

Guy L. Steele Jr., keynote talk, OOPSLA 1998

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- “Growing a Language”
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- Parsing syntax, formal semantics, and safety

Project Fortress

- Fortress is a growable, mathematically oriented, parallel programming language for scientific applications.
- Started under Sun/DARPA HPCS program, 2003–2006.
- Fortress is now an open-source project with international participation.
- The Fortress 1.0 release (March 2008) synchronized the specification and implementation.
- Moving forward, we are growing the language and libraries and developing a compiler.

Mathematical Syntax

Mathematical Syntax

Integrated mathematical and object-oriented notation

- Supports a stylistic spectrum that runs from Fortran to Java™—and sticks out at both ends!
 - > More conventionally mathematical than Fortran
 - * Compare `a*x**2+b*x+c` and $ax^2 + bx + c$
 - > More object-oriented than Java
 - * Multiple inheritance
 - * Numbers, booleans, and characters are objects
 - > To find the size of a set S : either $|S|$ or `S.size`
 - * If you prefer $\#S$, defining it is a one-liner.

Mathematical Syntax Using Unicode

- Full Unicode character set available for use, including mathematical operators and Greek letters:

\times	\div	\oplus	\ominus	\otimes	\oslash	\odot	\approx	α	β	γ	δ
\boxplus	\boxminus	\boxtimes	\leftrightarrow	\wedge	\vee	\equiv	$\not\equiv$	ϵ	ζ	η	θ
\leq	\geq	Σ	Π	\prec	\succ	\asymp	\sim	ι	κ	λ	μ
\cap	\cup	\uplus	\subset	\subseteq	\supseteq	\supset	\in	ξ	π	ρ	σ
\sqcap	\sqcup	\sqsubset	\sqsubseteq	\sqsupseteq	\sqsupset	\neg	\notin	ϕ	χ	ψ	ω
\lfloor	\rfloor	\lceil	\rceil	\langle	\rangle	λ	Υ	Γ	Θ	and so on	

- Use of “funny characters” is under the control of libraries (and therefore users)

Mathematical Syntax Example

NAS NPB 1 Specification

```

z = 0
r = x
ρ = rT r
p = r
DO i = 1, 25
    q = A p
    α = ρ / (pT q)
    z = z + α p
    ρ0 = ρ
    r = r - α q
    ρ = rT r
    β = ρ / ρ0
    p = r + β p

```

ENDDO

compute residual norm explicitly: $\|r\| = \|x - Az\|$

Mathematical Syntax Example

NAS NPB 2.3 Serial Code in Fortran

```

do j=1,naa+1
  q(j) = 0.0d0
  z(j) = 0.0d0
  r(j) = x(j)
  p(j) = r(j)
  w(j) = 0.0d0
enddo
sum = 0.0d0
do j=1,lastcol-firstcol+1
  sum = sum + r(j)*r(j)
enddo
rho = sum
do cgit = 1,cgitmax
  do j=1,lastrow-firstrow+1
    sum = 0.d0
    do k=rowstr(j),rowstr(j+1)-1
      sum = sum + a(k)*p(colidx(k))
    enddo
    w(j) = sum
  enddo
  do j=1,lastcol-firstcol+1
    q(j) = w(j)
  enddo
enddo

do j=1,lastcol-firstcol+1
  w(j) = 0.0d0
enddo
sum = 0.0d0
do j=1,lastcol-firstcol+1
  sum = sum + p(j)*q(j)
enddo
d = sum
alpha = rho / d
rho0 = rho
do j=1,lastcol-firstcol+1
  z(j) = z(j) + alpha*p(j)
  r(j) = r(j) - alpha*q(j)
enddo
sum = 0.0d0
do j=1,lastcol-firstcol+1
  sum = sum + r(j)*r(j)
enddo
rho = sum
beta = rho / rho0
do j=1,lastcol-firstcol+1
  p(j) = r(j) + beta*p(j)
enddo
enddo

do j=1,lastrow-firstrow+1
  sum = 0.d0
  do k=rowstr(j),rowstr(j+1)-1
    sum = sum + a(k)*z(colidx(k))
  enddo
  w(j) = sum
enddo
do j=1,lastcol-firstcol+1
  r(j) = w(j)
enddo
sum = 0.0d0
do j=1,lastcol-firstcol+1
  d = x(j) - r(j)
  sum = sum + d*d
enddo
d = sum
rnorm = sqrt( d )

```

Mathematical Syntax Example

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```

z = 0
r = x
ρ = rT r
p = r
DO i = 1, 25
    q = A p
    α = ρ / (pT q)
    z = z + α p
    ρ0 = ρ
    r = r - α q
    ρ = rT r
    β = ρ / ρ0
    p = r + β p

```

ENDDO

compute residual norm explicitly: $\|r\| = \|x - Az\|$

in Fortress

```

z: Vec := 0
r: Vec := x
p: Vec := r
ρ: Elt := rT r
for j ← seq(1:cgitmax) do
    q = A p
    α =  $\frac{\rho}{p^T q}$ 
    z := z + α p
    r := r - α q
    ρ0 = ρ
    ρ := rT r
    β =  $\frac{\rho}{\rho_0}$ 
    p := r + β p
end
(z,  $\|x - Az\|$ )

```

Mathematical Syntax by 'Fortify'

- Emacs-based code formatter
- Fortress programs can be typed on ASCII keyboards.
- Code automatically formatted for processing by \LaTeX

```
sum:  $\mathbb{R}64$  := 0
```

```
for  $k \leftarrow 1:n$  do
```

```
     $a_k := (1 - \alpha)b_k$ 
```

```
     $sum += c_k x^k$ 
```

```
end
```

All code on these slides was formatted by this tool.

Mathematical Syntax by ‘Fortify’

- Emacs-based code formatter
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<pre> sum: $\mathbb{R}64$:= 0 for $k \leftarrow 1:n$ do $a_k := (1 - \alpha)b_k$ $sum += c_k x^k$ end </pre>	<pre> sum: RR64 := 0 for k<-1:n do a[k] := (1-alpha)b[k] sum += c[k] x^k end </pre>
---	--

All code on these slides was formatted by this tool.

Mathematical Syntax Using Editors

- Fortress mode for Emacs
 - > Provides syntax coloring
 - > Some automatic formatting
 - > Unicode font conversion
- Fortress NetBeans™ plug-in
 - > Syntax highlighting
 - > Mark occurrences
 - > Instant rename
- These tools were contributed by people outside Sun.

Parallelism by Default

A Parallel Language

High productivity for multicore, SMP, and cluster computing

- Hard to write a program that isn't potentially parallel
- Support for parallelism at several levels
 - > Expressions
 - > Loops, reductions, and comprehensions
 - > Parallel code regions
 - > Explicit multithreading
- Shared global address space model with shared data
- Thread synchronization through atomic blocks and transactional memory

Implicit Parallelism

- Tuples $(a, b, c) = (f(x), g(y), h(z))$
- Functions, operators, method call recipients, and their arguments

$e_1 e_2$

$e_1(e_2)$

$e_1 + e_2$

$e_1.method(e_2)$

- Expressions with generators

$$s = \sum_{k \leftarrow 1:n} c_k x^k$$

$\{ x^2 \mid x \leftarrow xs, x > 43 \}$

for $k \leftarrow 1:n$ do

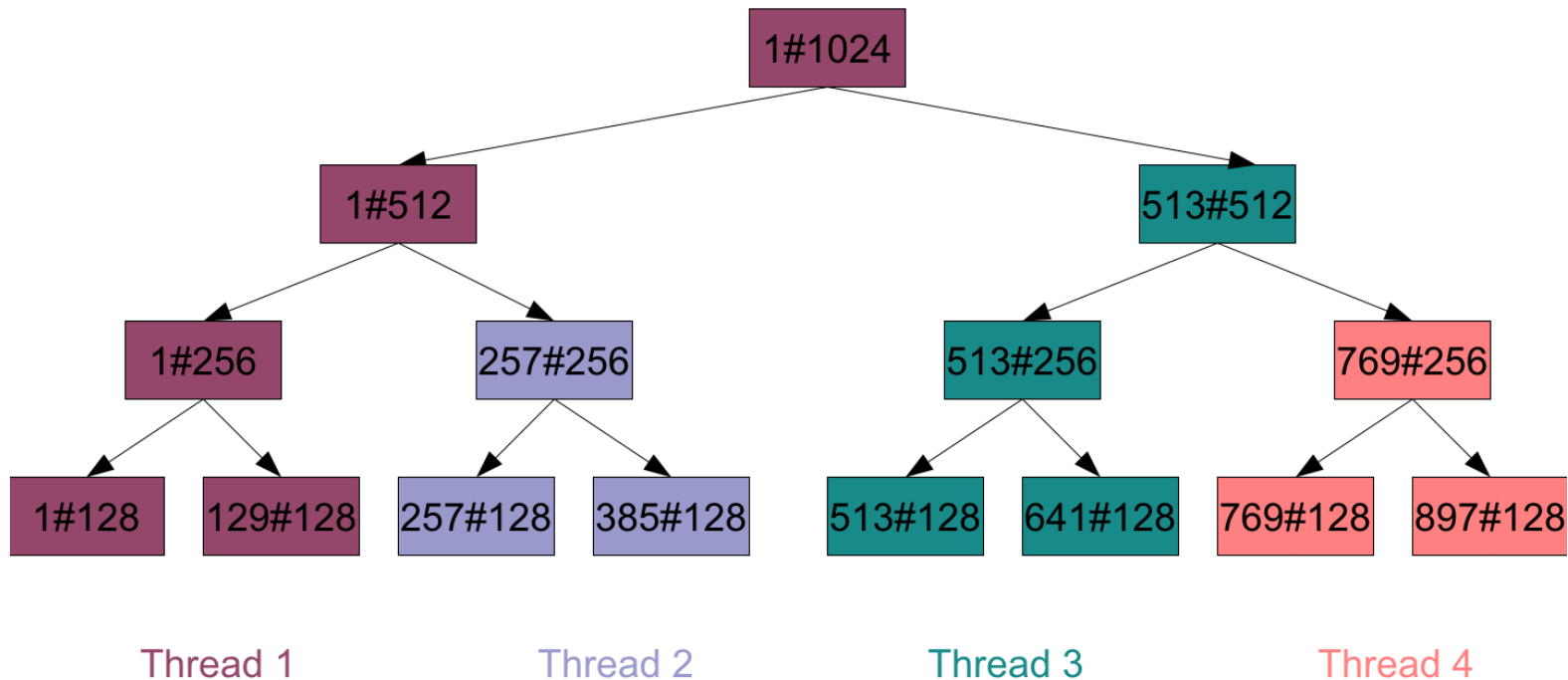
$sum += c_k x^k$

end

$sum += c_k x^k, k \leftarrow 1:n$

Recursive Subdivision and Work Stealing

$$\sum_{k=1}^{1024} c_k x^k$$



Growable Language

Growing a Language

- Languages have gotten much bigger.
- You can't build one all at once.
- Therefore it must grow over time.
- What happens if you design it to grow?
- How does the need to grow affect the design?
- Need to grow a user community, too.

Design Strategy

Consider how a proposed language feature might be provided by a library rather than building features directly into the compiler.

This requires control over both syntax and semantics, not just the ability to add new functions and methods.

for Loops in Fortress

```
for generators do  
    body  
end
```

- **Generator list** produces data items (usually in parallel).
- **Body computation** is executed for each data item.
- Whether/how they run in parallel is defined in the libraries.

for Loops in Fortress

```
for generators do
    body
end
```

```
for  $i \leftarrow \{1, 2\}, j \leftarrow \{3, 4\}$  do
    println "("  $i$  ", "  $j$  ")"
end
```

- **Generator list** produces data items (usually in parallel).
- **Body computation** is executed for each data item.
- Whether/how they run in parallel is defined in the libraries.
- In Fortress, `for` loops are parallel by default.

(2, 3)

(1, 3)

(2, 4)

(1, 4)

Desugaring for Loops

$g_1 = \{1, 2\}$

$g_2 = \{3, 4\}$

for $i \leftarrow g_1, j \leftarrow g_2$ do

println “(” i “,” j “)”

end

Desugaring for Loops

$g_1 = \{1, 2\}$

$g_2 = \{3, 4\}$

```
for  $i \leftarrow g_1, j \leftarrow g_2$  do
    println "(" i ", " j ")"
end
```

desugars to

```
 $g_1$ .loop(fn  $i \Rightarrow$ 
     $g_2$ .loop(fn  $j \Rightarrow$ 
        println "(" i ", " j ")"
    ))
```

Desugaring for Loops

- Design strategy

Consider how a proposed language feature might be provided by a library rather than building features directly into the compiler.

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- `for loops` desugaring in the current implementation is built directly into `the interpreter`.

Desugaring for Loops

- Design strategy
Consider how a proposed language feature might be provided by a library rather than building features directly into the compiler.
- `for` loops desugaring in the current implementation is built directly into the interpreter.
- `for` loops desugaring by **syntactic abstraction** is provided by a library.

Syntactic Abstraction^a

- New syntax indistinguishable from the core syntax
- Similar syntax for definition/use of a language extension
- Composition of independent language extensions
- Expansion into other language extensions
- Mutually recursive definition of a language extension

^aGrowing a Syntax, Eric Allen, Ryan Culpepper, Janus Dam Nielsen, Jon Rafkind, and Sukyoung Ryu. The Foundations of Object-Oriented Languages 2009

Syntactic Abstraction Example

- Use of a new syntax

```
xml2 = <note><to>Tove</to></note>
```

```
println "Xml: " xml2
```

Syntactic Abstraction Example

- Use of a new syntax

$xml_2 = \langle \text{note} \rangle \langle \text{to} \rangle \text{Tove} \langle / \text{to} \rangle \langle / \text{note} \rangle$

$\text{println } \text{"Xml: " } xml_2$

- Definition of a new syntax

grammar xml extends {Expression, Symbols}

Expr ::=

$x: XExpr \Rightarrow \langle [x] \rangle$

XExpr: Element : Expr :=

$b: XmlStart\ c: XmlContent\ e: XmlEnd \Rightarrow \langle [\text{Element}(b, c, e)\ \text{asif Content}] \rangle$

| $b: XmlStart\ e: XmlEnd \Rightarrow \langle [\text{Element}(b, e)\ \text{asif Content}] \rangle$

| $x: XmlComplete \Rightarrow \langle [\text{Element}(x)\ \text{asif Content}] \rangle$

...

end

Parsing Fortress Syntax

Challenges in Parsing

- Parsing juxtaposition requires types of juxtaposed items.
- Operator fixity is dependent on whitespace context.
- Program itself defines how it is parsed.
- Language syntax changes constantly.

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3 x sin x cos 2 x log log x

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$((((3x)(\sin x))(\cos(2x)))(\log(\log x)))$

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$(((((3\ x)\ (\sin\ x))\ (\cos\ (2\ x)))\ (\log\ (\log\ x))))$

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$\{ |x| \mid x \leftarrow mySet, 3|x \}$

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$xml = \langle to \rangle Tove \langle /to \rangle$

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- Language syntax changes constantly.

language being developed by a research lab.

Parsing Fortress Syntax

- Parsing juxtaposition requires types of juxtaposed items.
two-phase parsing: `Juxt(3,x,sin,x,cos,2,x,log,log,x)`
- Operator fixity is dependent on whitespace context.
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two-phase parsing: `Juxt(3,x,sin,x,cos,2,x,log,log,x)`
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space-sensitive parsing: `Expression, NoNewlineExpr, NoSpaceExpr`
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syntax normalization: `parsing \Rightarrow transformation`
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space-sensitive parsing: `Expression, NoNewlineExpr, NoSpaceExpr`
- Program itself defines how it is parsed.
syntax normalization: `parsing \Rightarrow transformation`
- Language syntax changes constantly.
automatic generation: `ASTGen and Rats!`

Parsing Techniques Tried

- JavaCC: $LL(k)$
- CUP: LALR(1)
- Hand-Written Recursive Descent
- Elkhound: GLR(1)
- Rats!: Packrat

Parsing Techniques Tried

- JavaCC: $LL(k)$
requires big lookahead
- CUP: LALR(1)
requires big lookahead
- Hand-Written Recursive Descent
hard to understand, implement, adapt to syntax changes
- Elkhound: GLR(1)
no abstraction mechanism, not scalable
- Rats!: Packrat

Rats! Parser Generator: Pros

- Unlimited lookahead
- Close to EBNF notation
- Module system
- Linear time performance
- Global parsing state

Rats! Parser Generator: Cons

- Syntax error reporting
 - > Unlimited lookahead
 - > Module system
- Memory consumption
 - > Linear time performance
- Left-recursive productions
- Subtle grammatical errors

Rats! Parser Generator: Cons

- **Syntax error reporting**
 - > Delimiter checker: pre-parsing
 - > Syntax checker: post-parsing
- **Memory consumption**
 - > transient productions
- **Left-recursive productions:** OMeta parsing algorithm, ...
- **Subtle grammatical errors**
 - > Extensive regression testing

Parsing Fortress Syntax

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Parsing Fortress Syntax

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- Operator fixity is dependent on whitespace context.
- Program itself defines how it is parsed.
- Language syntax changes constantly.
- Fortress “parser” family
 - > Abstract Syntax Tree: ASTGen
 - > Syntactic abstraction: syntax normalization
 - > Delimiter checker: pre-parsing
 - > Parser: Rats!
 - > Syntax checker: post-parsing
 - > Type checker: juxtaposition

Formal Semantics and Safety

Formalism for the Fortress Programming Language

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The Value of Formal Methods



Ariane 5

A data conversion from 64-bit floating point to 16-bit signed integer value raised an uncaught Overflow exception.

Result: The launcher was destroyed 40 seconds into the flight. The launch cost of an Ariane 5 was \$180 million.



Mars Climate Orbiter

Orbiter software represented Force Time in Ns. Ground software represented Force Time in lbf s.

Result: The spacecraft was lost. The project cost was \$327.6 million for both orbiter and lander.

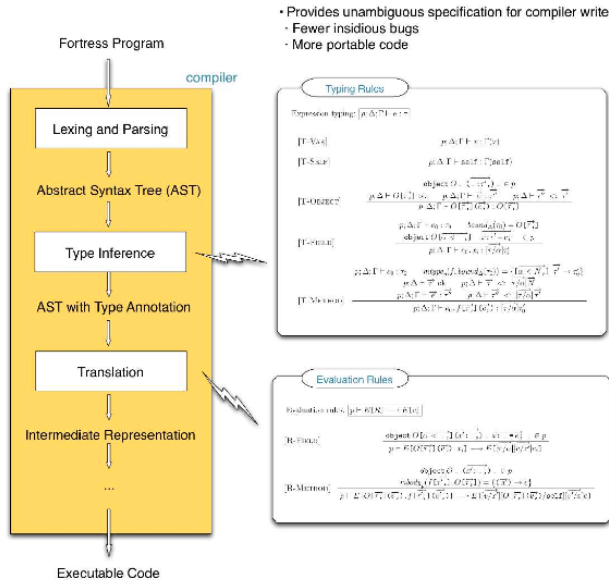


Patriot Missile Failure

Accumulated rounding error in patriot missile software caused a missile to track its target incorrectly.

Result: SCUD missile was able to strike an army barrack, resulting in 28 Americans killed.

Formalized Semantics



• Allows proofs of soundness and formal analysis

Typing Rules

Expression typing: $[p, \Delta] \vdash e : \tau$

[E-Var] $\frac{}{p, \Delta \vdash x : \tau(x)}$

[E-Sum] $\frac{p, \Delta \vdash \text{val} : \tau(\text{val})}{p, \Delta \vdash \text{sum} : \tau(\text{sum})}$

[E-Object] $\frac{p, \Delta \vdash O : \tau(O) \quad p, \Delta \vdash \text{fields} : \tau(\text{fields})}{p, \Delta \vdash \text{obj} : \tau(\text{obj})}$

[E-Method] $\frac{p, \Delta \vdash \text{obj} : \tau(\text{obj}) \quad p, \Delta \vdash \text{method} : \tau(\text{method})}{p, \Delta \vdash \text{obj}.\text{method} : \tau(\text{method})}$

[E-Block] $\frac{p, \Delta \vdash \text{block} : \tau(\text{block})}{p, \Delta \vdash \text{block} : \tau(\text{block})}$

Evaluation Rules

Evaluation info: $[p, \Delta] \vdash e \rightarrow v$

[E-Block] $\frac{}{[p, \Delta] \vdash \text{block} \rightarrow \text{block}}$

[E-Method] $\frac{[p, \Delta] \vdash \text{obj} : \tau(\text{obj}) \quad [p, \Delta] \vdash \text{method} : \tau(\text{method})}{[p, \Delta] \vdash \text{obj}.\text{method} \rightarrow \text{method}}$

Type Soundness Proof

Theorem (Subject Reduction). If e is well-typed, $p, \Delta \vdash e : \tau$, and $p, \Delta \rightarrow p', \Delta'$ then $p', \Delta' \vdash e' : \tau'$ where $p, \Delta \vdash e \rightarrow p', \Delta' \vdash e' : \tau'$.

Proof. The proof is by case analysis on the evaluation rule applied.

Case [E-Block]: $e = \text{block}$

By the well-typedness of e , we have $p, \Delta \vdash \text{block} : \tau(\text{block})$ where $\tau(\text{block}) = \tau(\text{block})$. By the typing rules [E-Block], [E-Object], [E-Method], and [E-Block], we have:

- (1) $p, \Delta \vdash \text{block} : \tau(\text{block})$
- (2) $p, \Delta \vdash \text{block} : \tau(\text{block})$
- (3) $p, \Delta \vdash \text{block} : \tau(\text{block})$
- (4) $p, \Delta \vdash \text{block} : \tau(\text{block})$

By the Weakening Lemma and the Term Substitution Lemma applied to (1), (2), and (3), we have:

- (5) $p, \Delta \vdash \text{block} : \tau(\text{block})$
- (6) $p, \Delta \vdash \text{block} : \tau(\text{block})$
- (7) $p, \Delta \vdash \text{block} : \tau(\text{block})$

By applying the Reduction Lemma to judgments (5) and (6), we finish the case.

Case [E-Method]: ...

Example Program in Fortress

```

object Main[]() traits {Object}
myself:Main[] = self
identity[] (x:Object):Object = x
end

Main[]().identity[] (Main[]().myself)
    
```

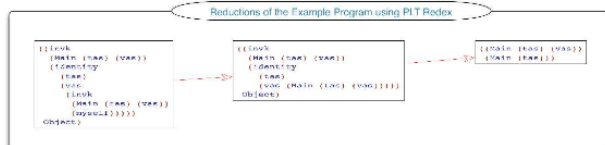
Mechanized Semantics

• Tests soundness of language semantics

Soundness of the Example Program

Suppose p is the example program

If $p \vdash \text{Main}[]().\text{identity}[](\text{Main}[]().\text{myself}) : \text{Object}$, $p \vdash \text{Main}[]().\text{identity}[](\text{Main}[]().\text{myself}) \rightarrow \text{Main}[]()$ then $p \vdash \text{Main}[]().\text{Main}[]()$ where $p \vdash \text{Main}[]() < \text{Object}$.



Formal Semantics

- Formalized Semantics
 - > Provides unambiguous specification for compiler writers
 - * Fewer insidious bugs
 - * More portable code
 - > Allows proofs of soundness and formal analysis
- Mechanized Semantics
 - > Tests soundness of language semantics by PLT Redex

Type System

- Traits are like JavaTM interfaces, but may contain code
- Objects are like JavaTM classes, but may not be extended
- Multiple inheritance of code (but not fields)
 - > Objects with fields are the leaves of the hierarchy
- Traits and objects may be parameterized
 - > Parameters may be types or compile-time constants
- Primitive types are first-class
 - > Booleans, integers, floats, characters are all objects

Safety in Fortress

- Strong static type checking
 - > Including dimensions and units
- Bounds checking
 - > Enclose bounds in the type, check at compile time
- Atomic transactional synchronization
- Garbage collection
- Design-by-contract
 - > requires, ensures, invariant clauses
- Test-driven development
 - > properties and tests

Current Task: Compiler Development

- Better syntax error messages
- Full static type checker and various static guarantees
- Static type inference to reduce “visual clutter”
- Code generation
 - > Initially targeted to JVM for full multithreaded platform independence
 - > After that, VM customization for Fortress-specific optimizations
- Collaboration with universities and individuals

Conclusion

Help scientists and engineers build the programs with higher:

- Productivity
- Performance
- Correctness

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Help scientists and engineers build the programs with higher:

- Productivity
 - > Mathematical syntax
 - > Growable language
- Performance
 - > Parallelism by default
- Correctness
 - > Formal semantics and safety

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 - > Parallelism by default
- Correctness
 - > Formal semantics and safety

“...
“

*Thanks again for all the work
you guys have put into this,*

*There is fortress code being used
in the wild (it is REALLY handy
if the code needs to be audited
and we have a math based spec.)”*

– blair (ProjectFortress community)

