

Aggregate Programming

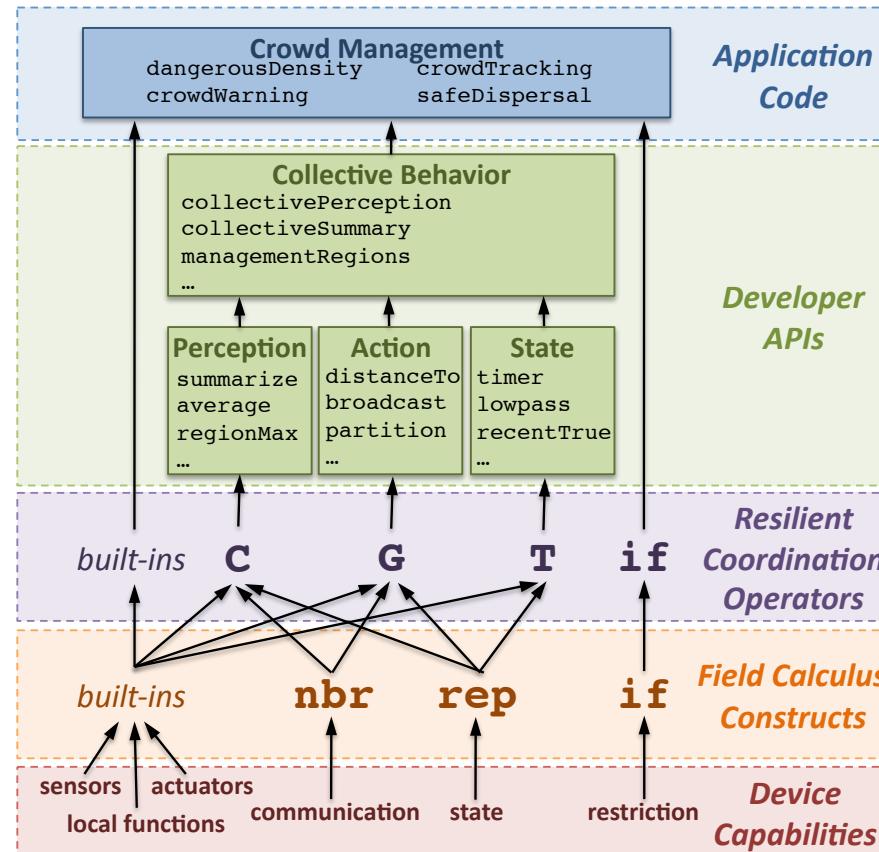
Part 1: Motivation & Field Calculus

Jacob Beal

SFM16: QUANTICOL
June 2016

A generative approach to safety

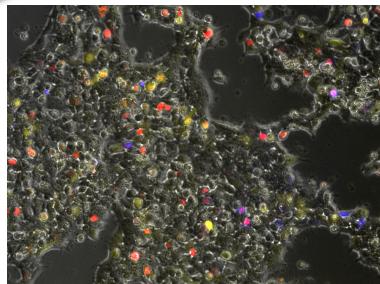
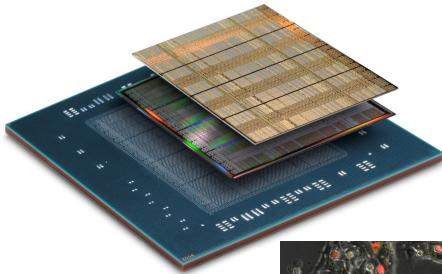
Restrict your development environment...



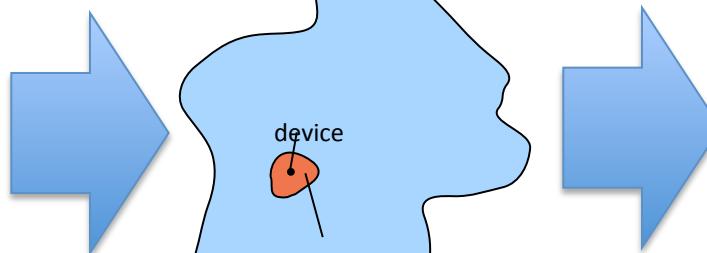
... to contain only resilient distributed systems.

Dealing with challenging platforms

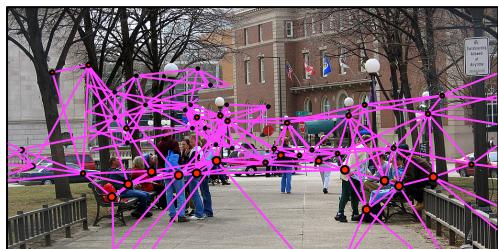
Emerging Computational Platforms



Computational Field Programming Models

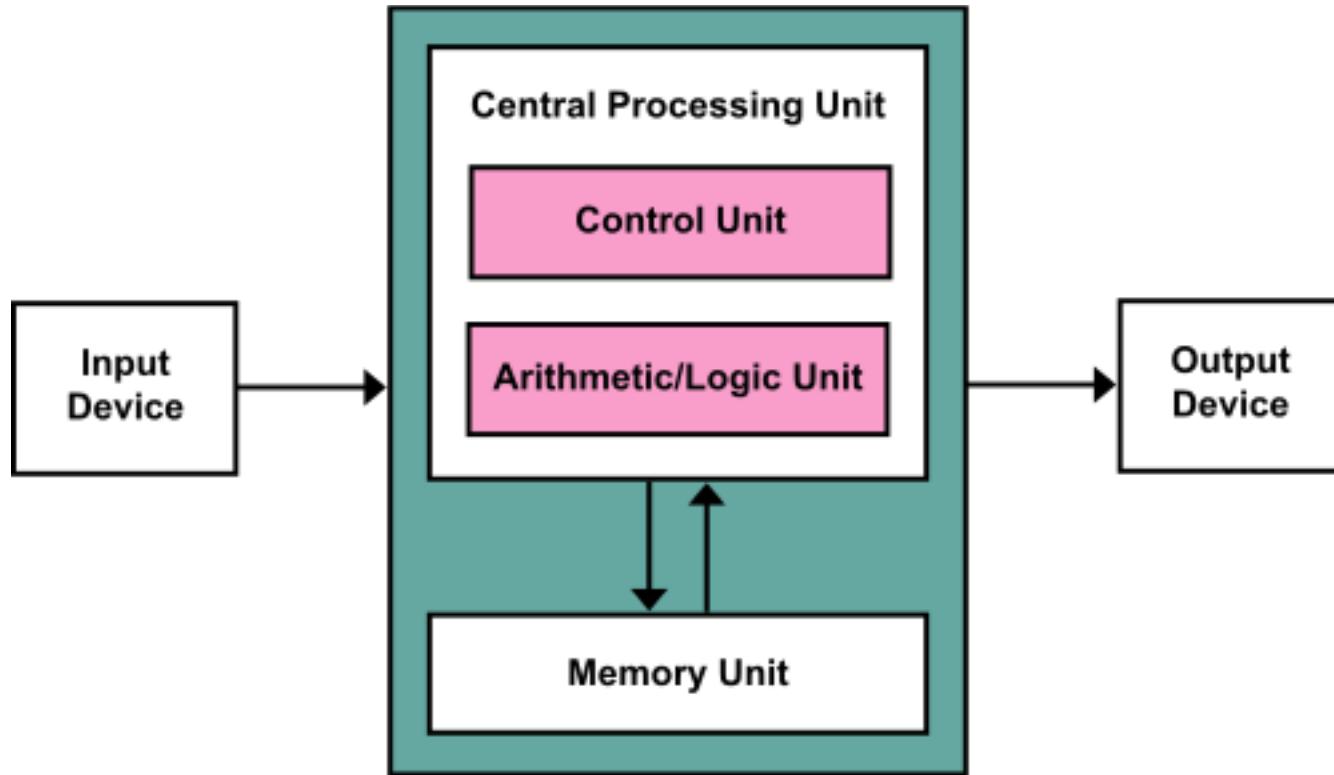


Inherently Resilient Distributed Systems



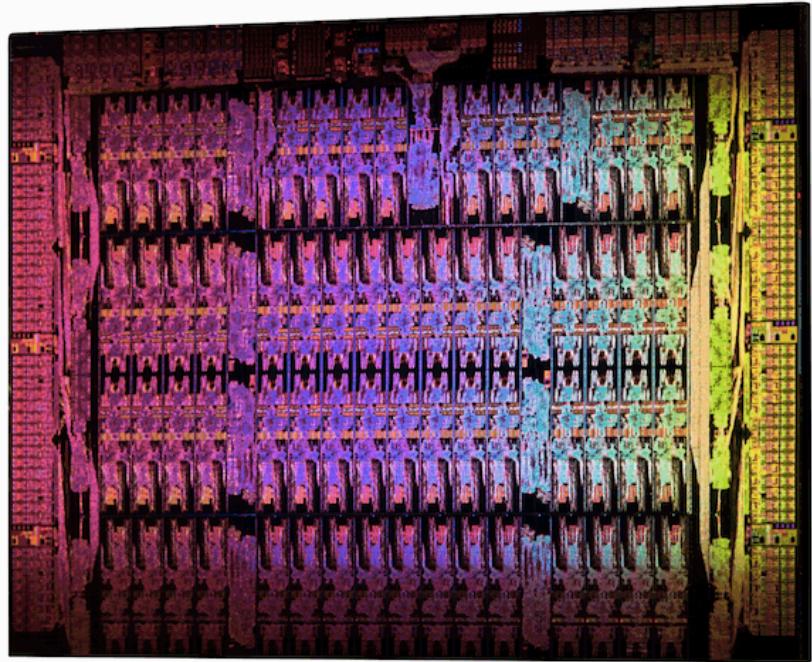
Pay a little efficiency, get a lot of programmability and resilience

Traditional Monolithic Computing

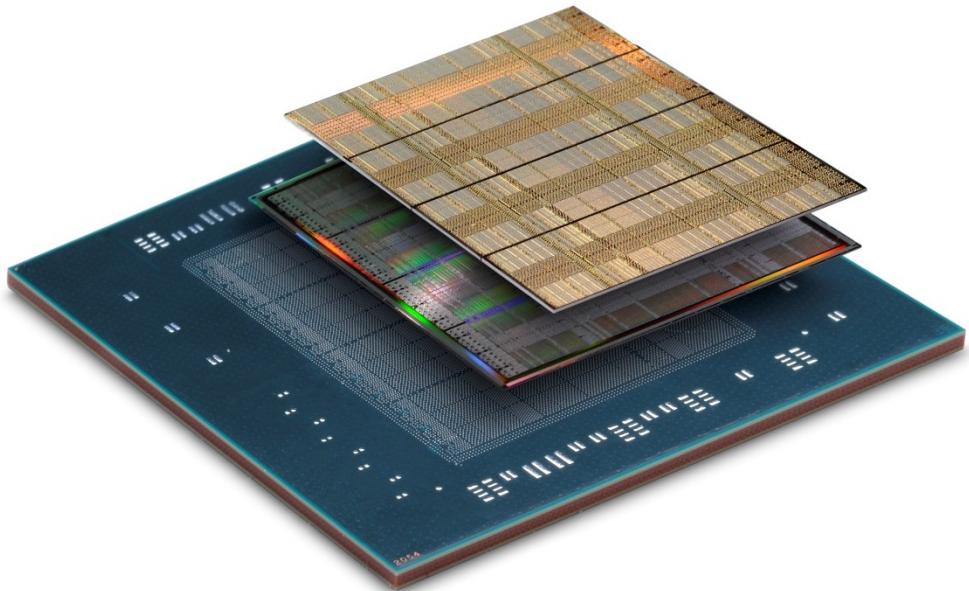


*The venerable von Neumann model is
breaking down in several ways...*

The End of Moore's Law



Intel Xeon Phi: 61 cores



Xilinx Virtex-7: 2M Logic cells

High-performance computing = mesh

Networked Devices Everywhere

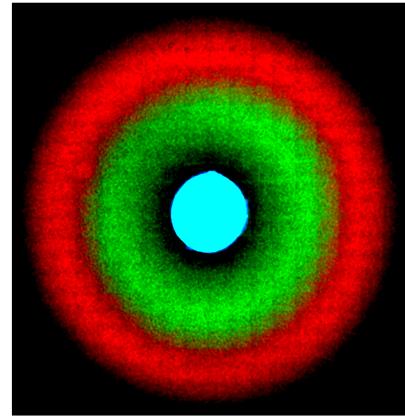


New Computational Materials

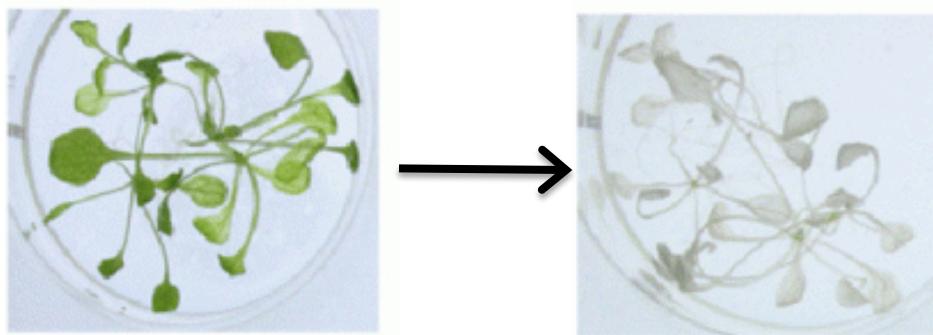
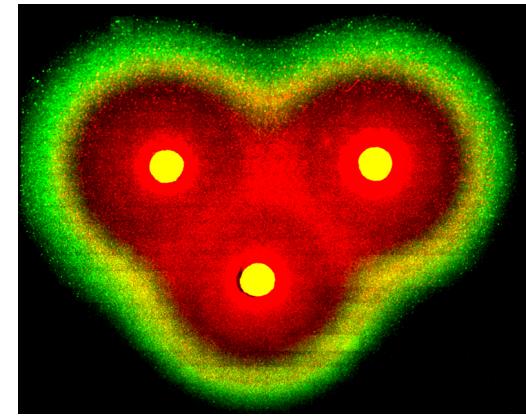
- Synthetic Biology:



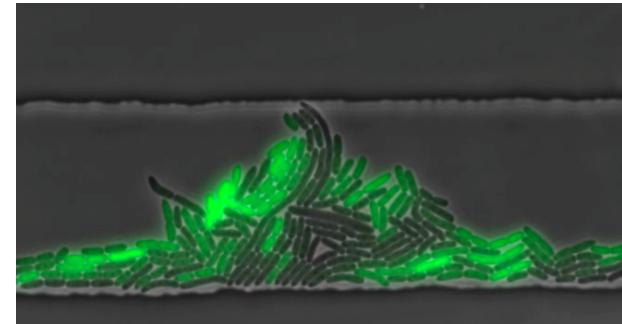
[Levskaya]



[Weiss]



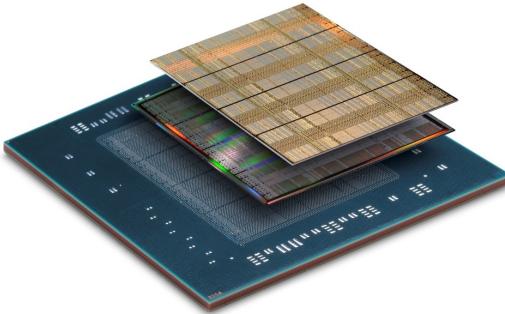
[Medford]



[Hasty]

Other emerging areas too, including nanoassembly, active materials...

Fundamentally different models



Isolate Systems
Extremely High FLOPs



High Dispersion
Moderate FLOPs



High Resolution Sense/Act
Abysmal FLOPs

*How can we program aggregates adaptively & efficiently?
Are there commonalities that cross substrates?*

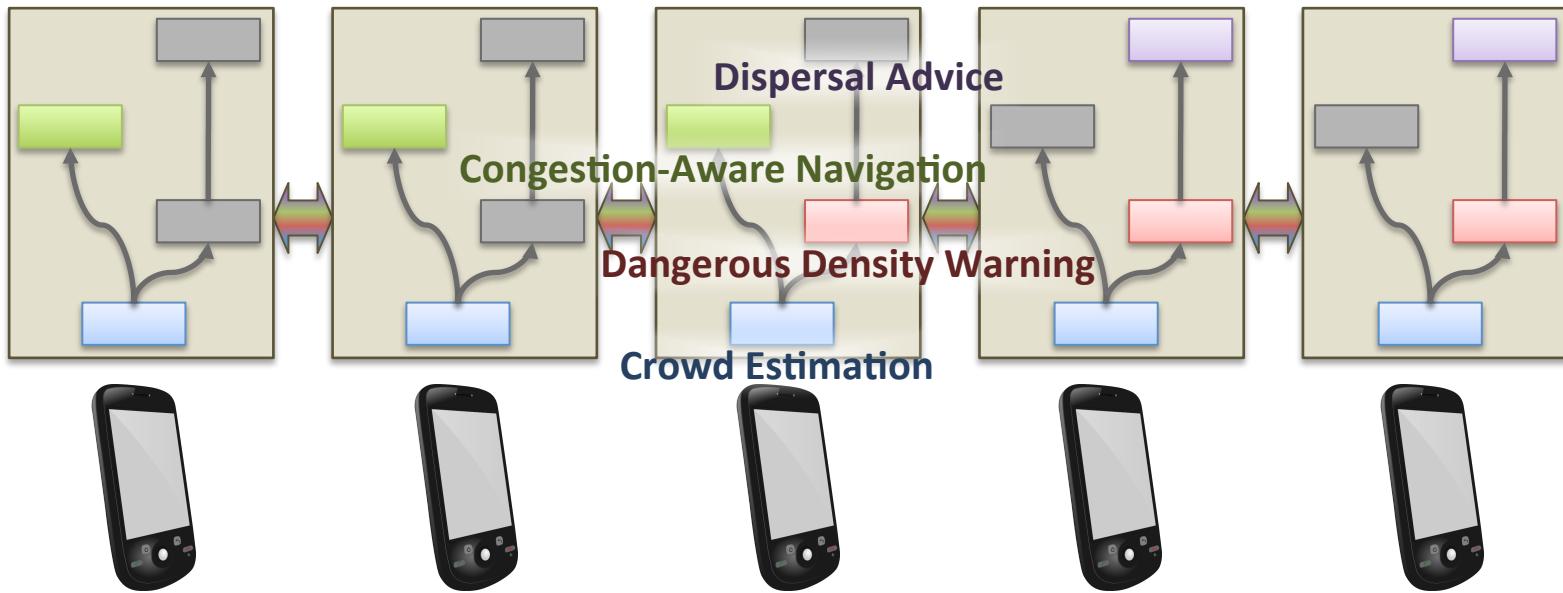
Example: Services for Mass Events



Example: Managing Crowd Danger

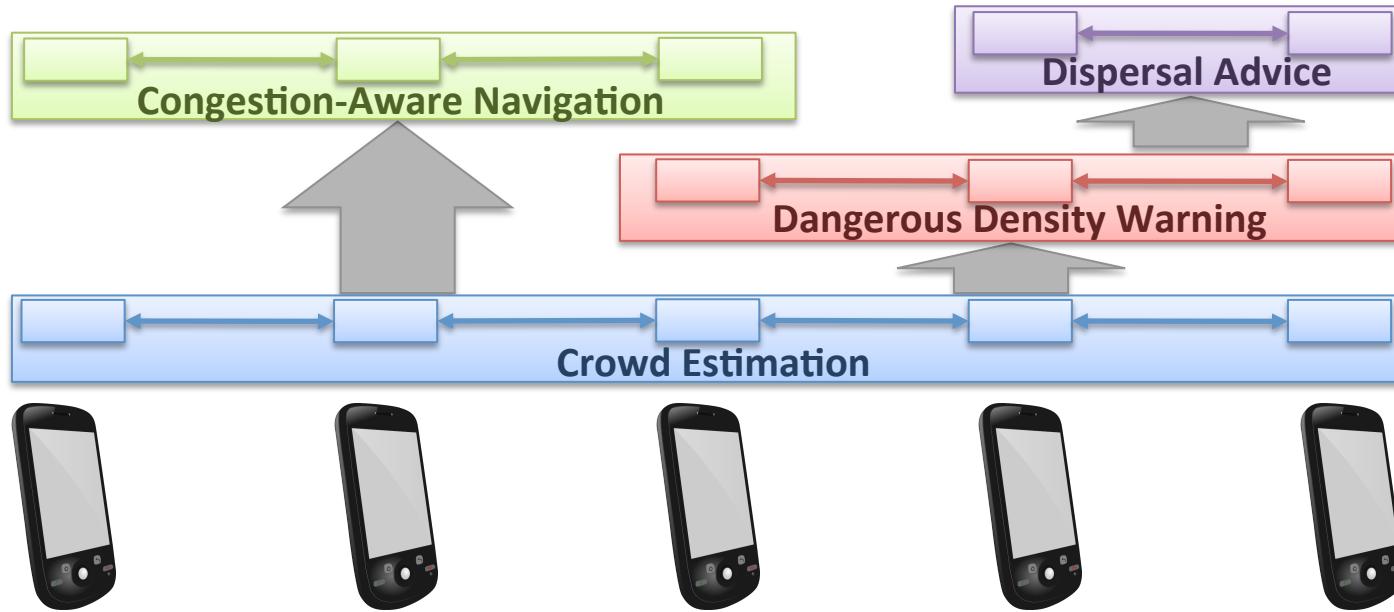


Device-Centric Programming



- Explicit design of adaptation and communication
- Complex per-device multi-service application
- Intractable to ensure correct behavior

Aggregate Programming

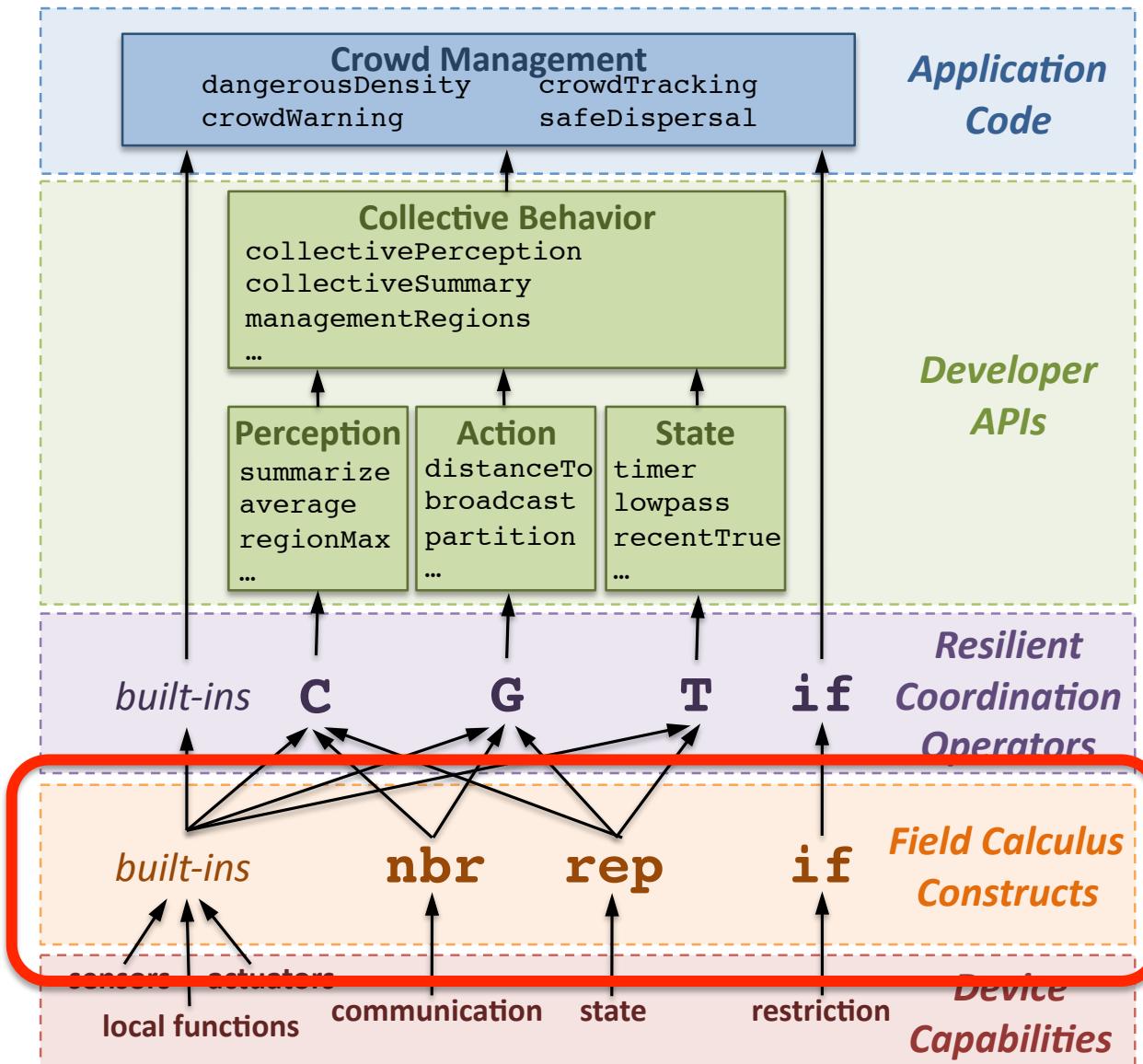


- Implicit adaptation and communication
- Code each collective service independently
- Compose via scope and information flow

Aggregate Programming



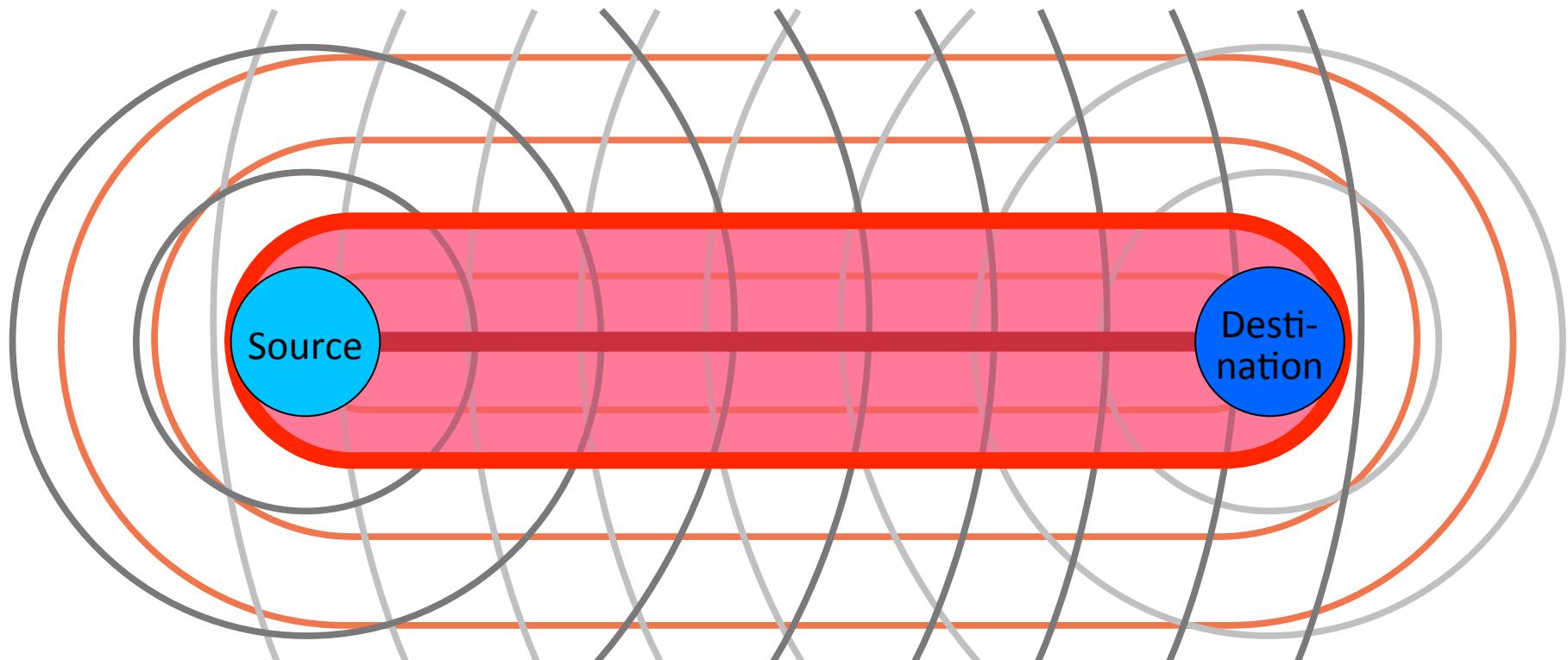
Aggregate Programming Stack



Example: Mesh-Network Cell Phones

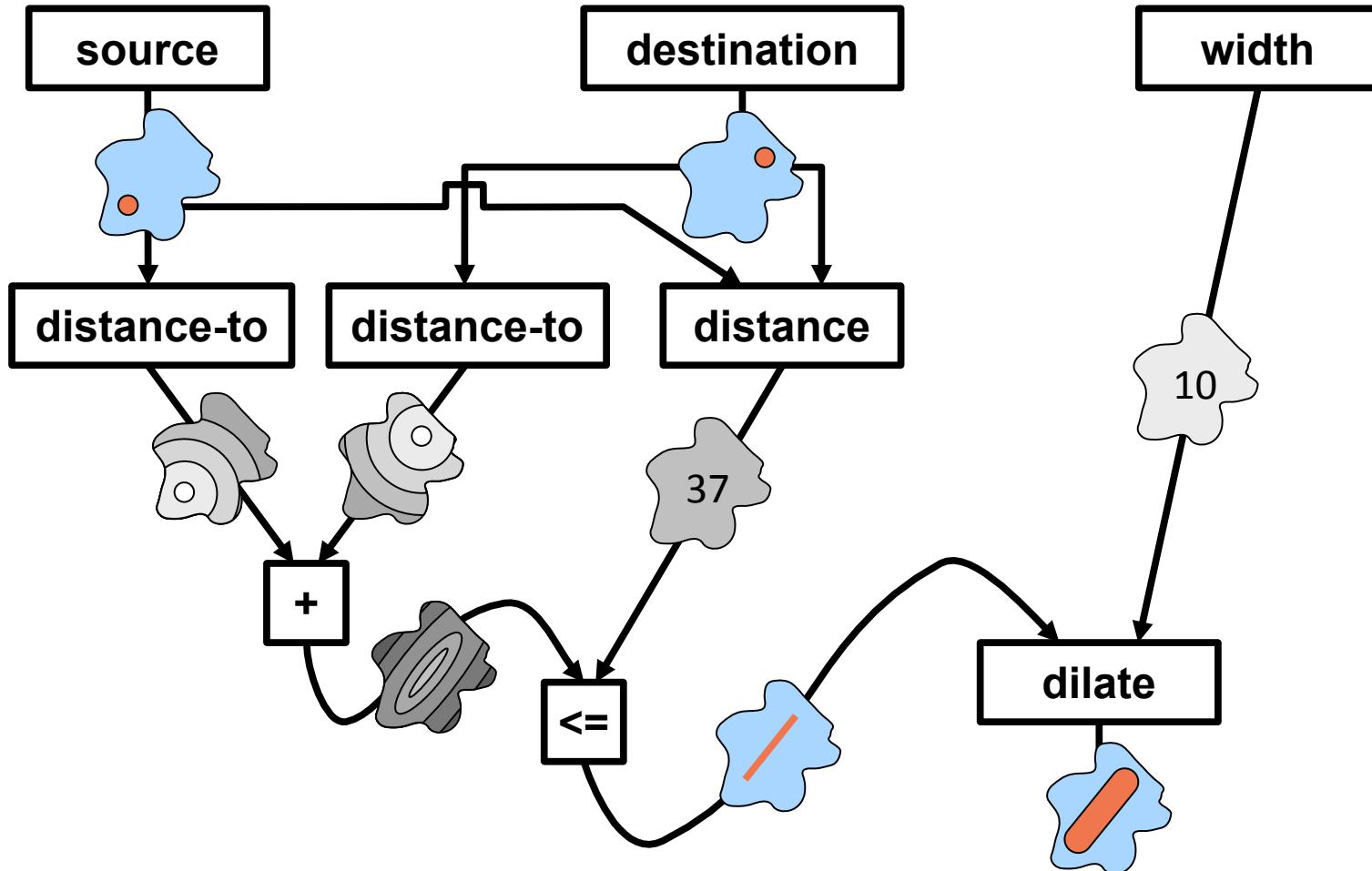


Geometric Program: Channel

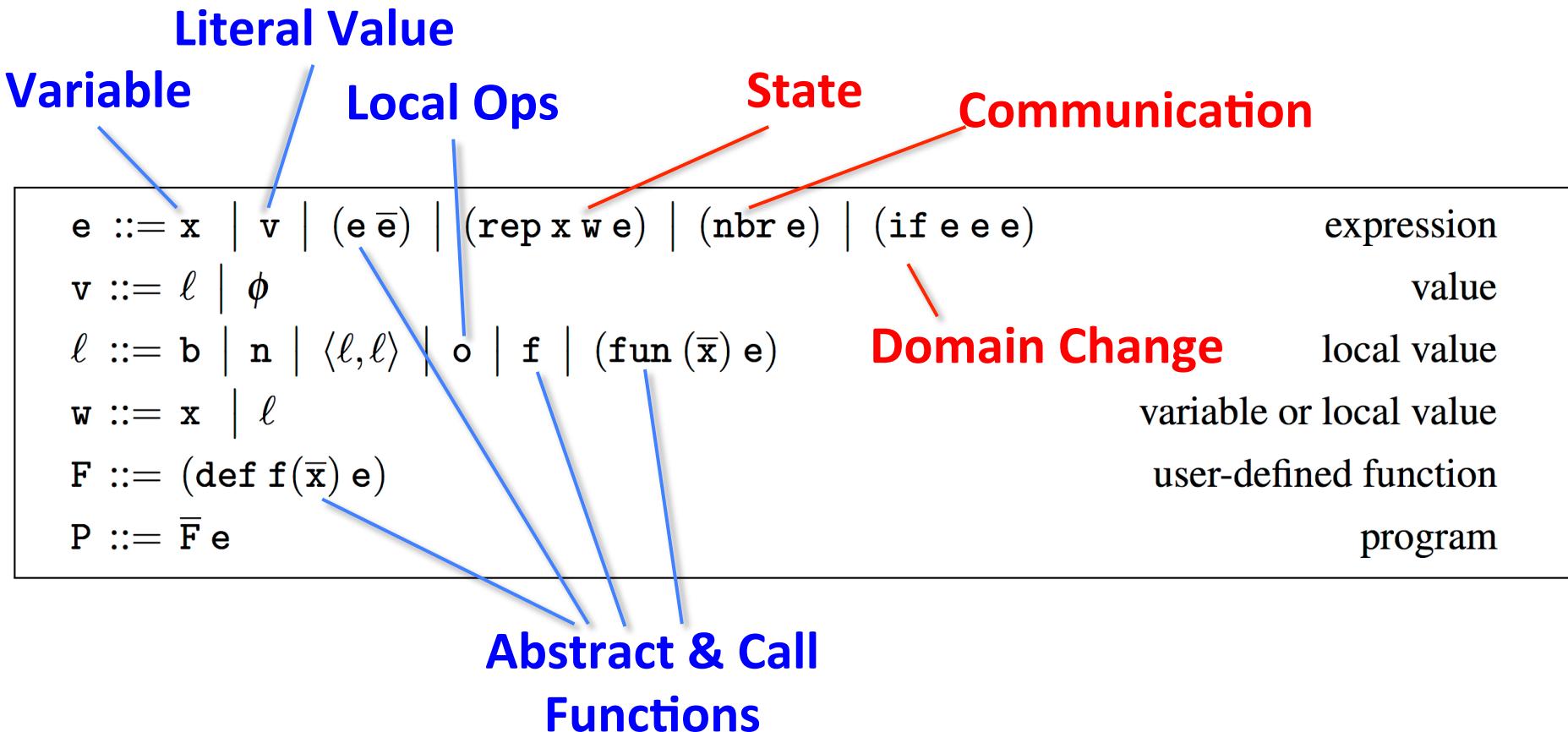


(cf. Butera)

Computing with fields



(Higher Order) Field Calculus



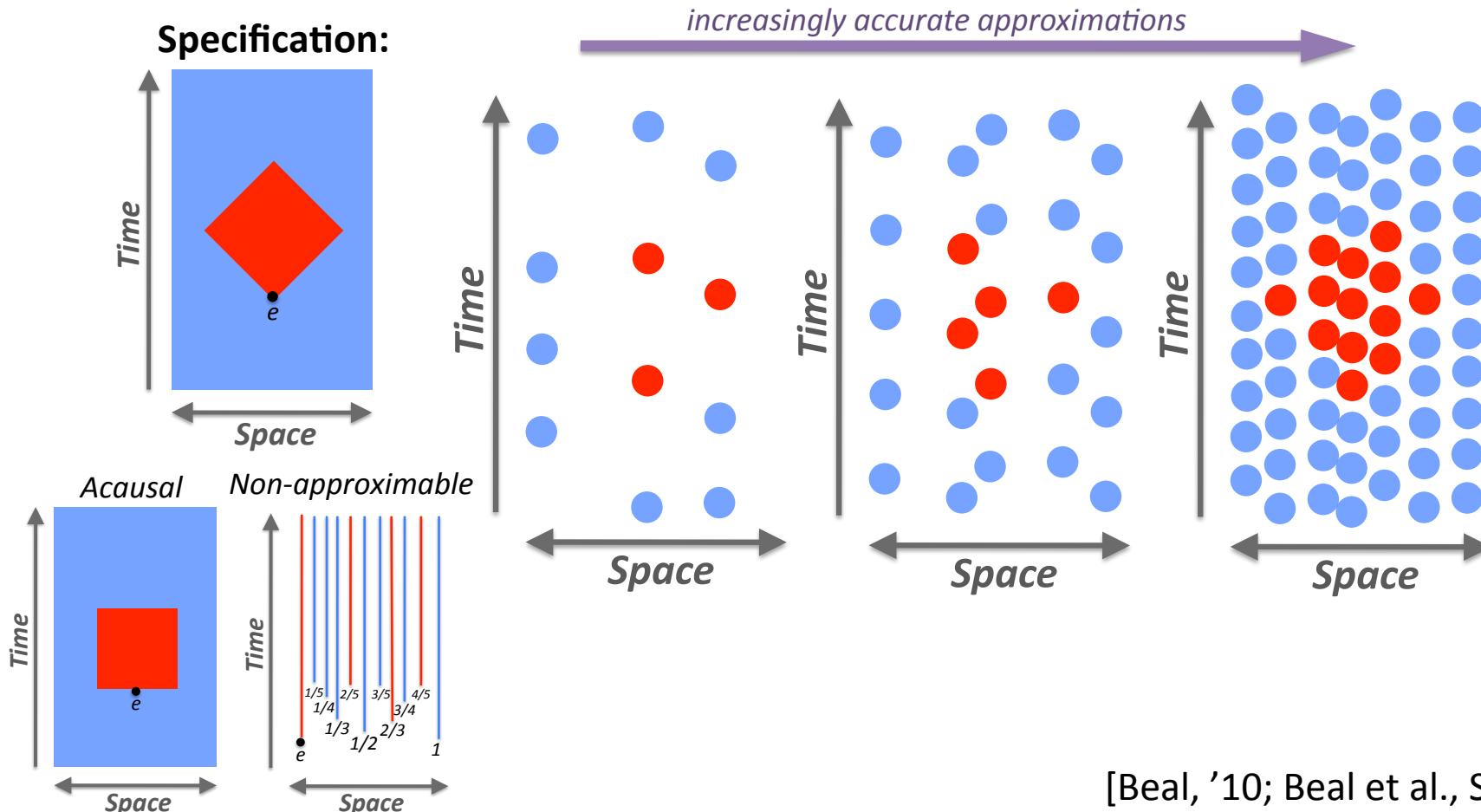
Field Calculus Example

```
(def distance-to (region)
  (rep d
    infinity
    (mux region
      0
      (min-hood
        (+ (nbr d)
            (nbr-range))))))
```

Let's go examine this in simulation...

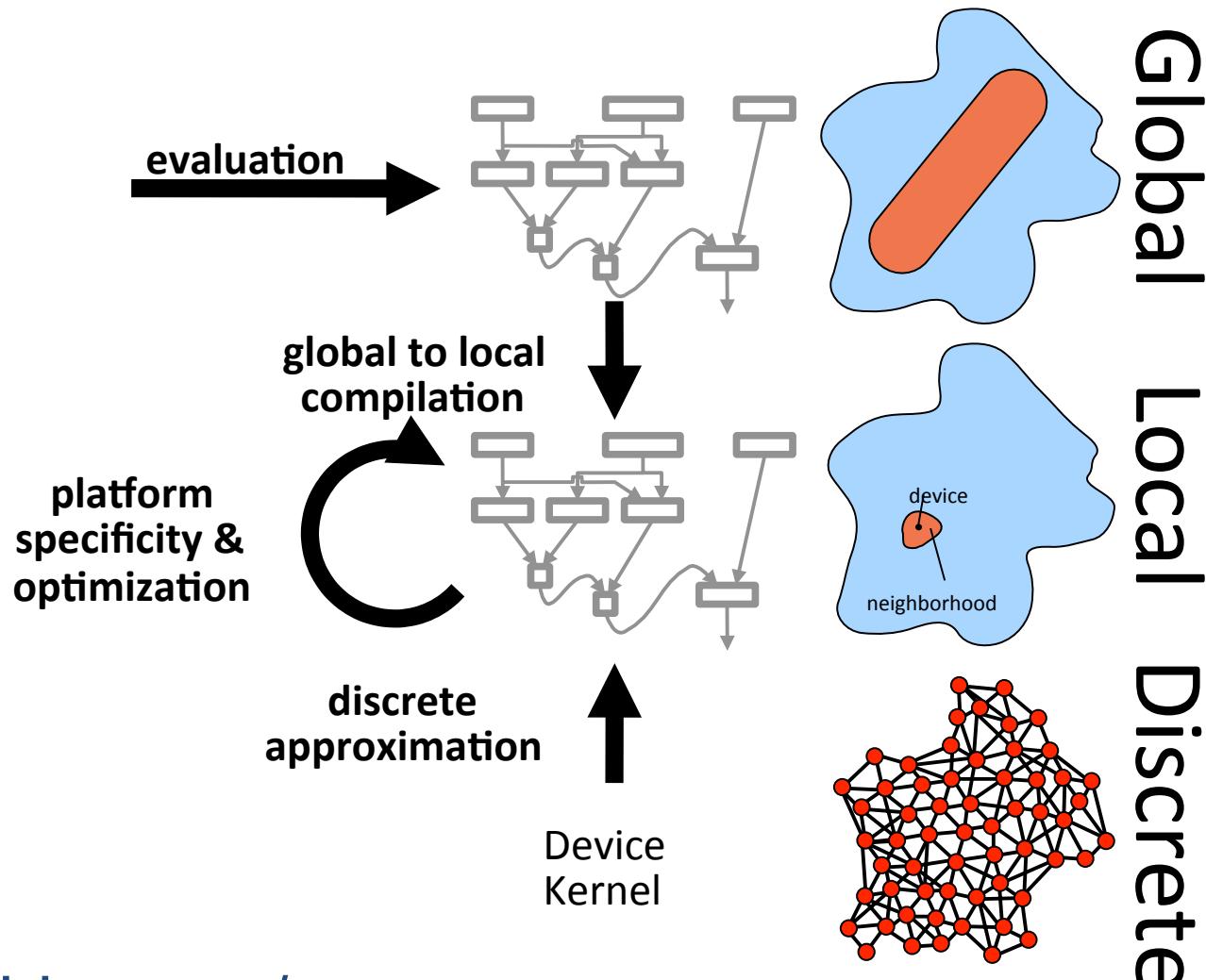
Field Calculus is Space-Time Universal

Space-time Universal = arbitrarily good approximation of any causal, finitely-approximable computation



Instantiation: Proto

```
(def gradient (src ...))
(def distance (src dst) ...)
(def dilate (src n)
  (<= (gradient src) n))
(def channel (src dst width)
  (let* ((d (distance src dst))
         (trail (<= (+ (gradient src)
                        (gradient dst))
                    d)))
  (dilate trail width)))
```



<http://proto.bbn.com/>

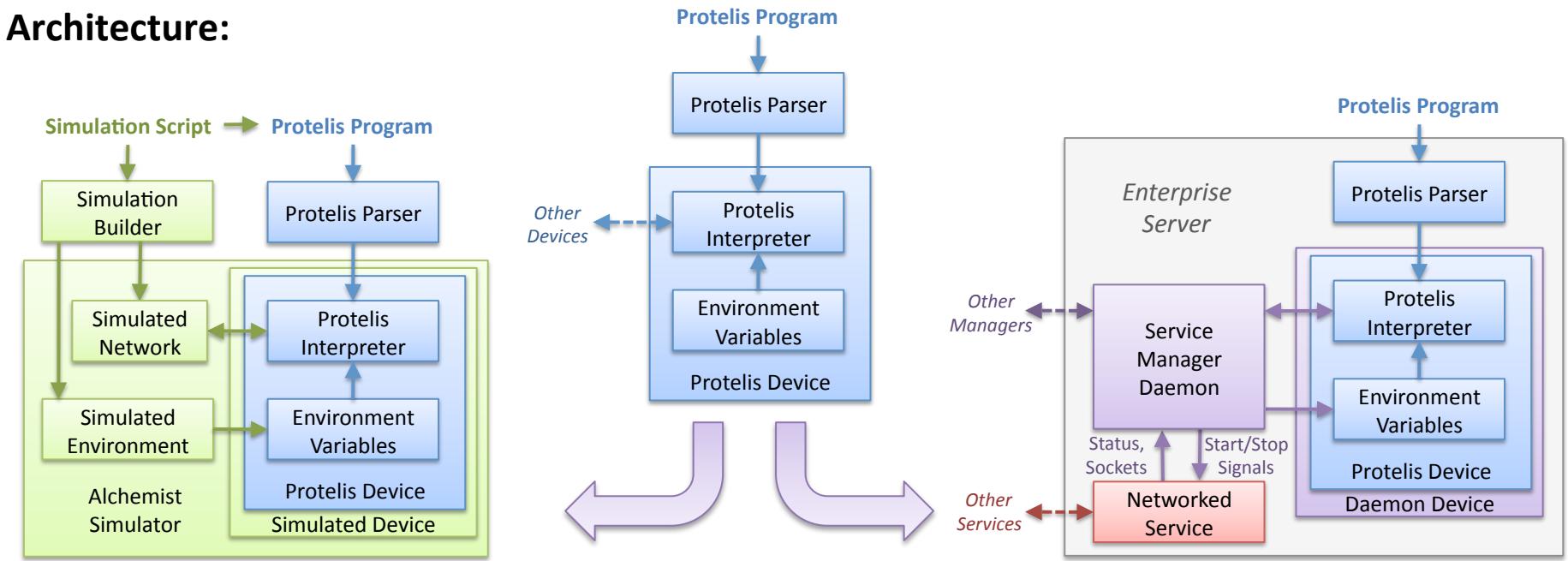
[Beal & Bachrach, '06]

Instantiation: Protelis

- Java-hosted & integrated
- Java-like syntax
- Eclipse support

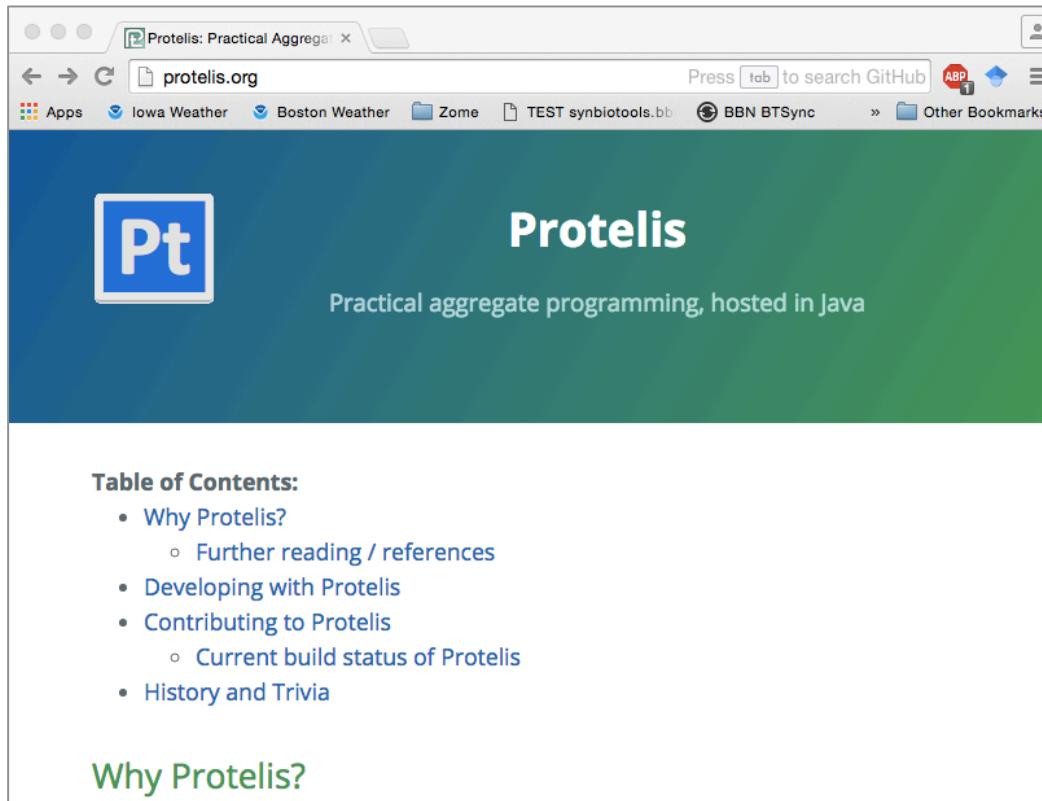
```
def distanceTo(source) {
    rep(d <- Infinity) {
        mux (source) { 0 }
        else { minHood(nbr{d} + nbrRange) }
    }
}
```

Architecture:



Using Protelis in your projects

<http://protelis.org>



Summary

- Aggregate programming addresses emerging networked computation challenges by separating challenges and raising to a more natural abstraction level
- Field calculus is a simple, universal model for aggregate programming
- Protelis is a field calculus implementation integrated with Java