

Lwt: a Cooperative Thread Library

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Introduction

Library Lwt

- Cooperative threads
- Entirely written in Ocaml
- Monadic

Motivation : race conditions

Less opportunities for race conditions

Explicit context switches

Large portions of code executed atomically

Modules `Hashtbl`, `Str` are thread-safe

Motivation : performance

Lightweight threads

Can use thousands of them

Context switches are cheap

Just a few function calls

Introduction to the library

Promises

Synchronous functions

```
input_char : in_channel -> char  
Unix.sleep : int -> unit
```

Asynchronous functions

```
Lwt_chan.input_char : in_channel -> char t  
Lwt_unix.sleep : int -> unit t
```

Promise: proxy for an eventual value

Combining promises

Asynchronous wait

Promise p : 'a t

Function f : 'a -> 'b t

$\Rightarrow$ result v : 'b t

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$\text{bind} : 'a\ t \rightarrow ('a \rightarrow 'b\ t) \rightarrow 'b\ t$

Combining promises

Asynchronous wait

Promise $p : 'a\ t$

Function $f : 'a \rightarrow 'b\ t$

$\Rightarrow$ result $v : 'b\ t$

$\text{bind} : 'a\ t \rightarrow ('a \rightarrow 'b\ t) \rightarrow 'b\ t$

Trivial promise

$\text{return} : 'a \rightarrow 'a\ t$

Combining promises

Asynchronous wait

Promise $p : 'a\ t$

Function $f : 'a \rightarrow 'b\ t$

$\Rightarrow$ result $v : 'b\ t$

$bind : 'a\ t \rightarrow ('a \rightarrow 'b\ t) \rightarrow 'b\ t$

Trivial promise

$return : 'a \rightarrow 'a\ t$

$\Rightarrow$ *this is a monad*

A first example

Sequential code

```
let forward in_fd out_fd buffer =  
  let n = Unix.read in_fd buffer 0 1024 in  
  Unix.sleep 3;  
  let n' = Unix.write out_fd buffer 0 n in  
  ()
```

Asynchronous code

```
let forward in_fd out_fd buffer =  
  Lwt.bind (Lwt_unix.read in_fd buffer 0 1024) (fun n ->  
    Lwt.bind (Lwt_unix.sleep 3) (fun () ->  
      Lwt.bind (Lwt_unix.write out_fd buffer 0 n) (fun n' ->  
        Lwt.return ())))
```

Improved syntax

Asynchronous code

```
let forward in_fd out_fd buffer =  
  Lwt.bind (Lwt_unix.read in_fd buffer 0 1024) (fun n ->  
    Lwt.bind (Lwt_unix.sleep 3) (fun () ->  
      Lwt.bind (Lwt_unix.write out_fd buffer 0 n) (fun n' ->  
        Lwt.return ())))
```

Asynchronous code, *improved syntax*

```
let forward in_fd out_fd buffer =  
  Lwt_unix.read in_fd buffer 0 1024 >>= fun n ->  
  Lwt_unix.sleep 3 >>= fun () ->  
  Lwt_unix.write out_fd buffer 0 n >>= fun n' ->  
  Lwt.return ()
```

Core of the library

The Lwt module

Core module Lwt

```
type 'a t
```

```
val return : 'a -> 'a t
```

```
val bind : 'a t -> ('a -> 'b t) -> 'b t
```

```
val fail : exn -> 'a t
```

```
val catch : (unit -> 'a t) -> (exn -> 'a t) -> 'a t
```

```
val wait : unit -> 'a t
```

```
val wakeup : 'a t -> 'a -> unit
```

```
val wakeup_exn : 'a t -> exn -> unit
```

```
val poll : 'a t -> 'a option
```

Dealing with exceptions

Raising an exception

```
fail : exn -> 'a t
```

Catching exceptions

```
catch :  
  (unit -> 'a t) -> (exn -> 'a t) -> 'a t
```

Regular exceptions

Regular exception are also caught

```
Lwt.catch  
  (fun () -> raise Exit)  
  (fun e -> Lwt.return ())
```

... even when they do not happen immediately

```
Lwt.catch  
  (fun () ->  
    Lwt_unix.sleep 3 >=> fun () ->  
    raise Exit)  
  (fun e -> Lwt.return ()))
```

Low-level primitives

A promise with no value yet

```
wait : unit -> 'a t
```

Assigning a value to a promise

```
wakeup : 'a t -> 'a -> unit
```

```
wakeup_exn : 'a t -> 'a -> unit
```

Current state of a promise

```
poll : 'a t -> 'a option
```

Structure of the library

Lwt	Core library
Lwt_unix	Unix system calls, scheduler
Lwt_chan	Buffered I/O
Lwt_mutex	Mutual exclusion locks
Lwt_timeout	Manage timers (for instance, for closing idle network connections)
Lwt_preemptive	Execute functions on preemptive threads

Using the library

A simple scheduler (1/2)

Queue of suspended threads

```
let queue = Queue.create ()
```

Yield function

```
let yield () =  
  let res = Lwt.wait () in  
  Queue.push res queue;  
  res
```

A simple scheduler (2/2)

Scheduler

```
let rec run () =  
  match  
    try Some (Queue.take queue)  
    with Queue.Empty -> None  
  with  
    None -> ()  
  | Some t -> Lwt.wakeup t (); run ()
```

Using the scheduler

```
let rec loop message n =  
  if n > 0 then begin  
    yield () >=> fun () ->  
      Format.printf "%s@." message;  
      loop message (n - 1)  
  end else  
    Lwt.return ()
```

```
let ta = loop "a" 6 in  
let tb = loop "b" 5 in  
run ()
```

Implementation

Promises

The type of promises (simplified)

```
type 'a t =  
  { mutable state : 'a state }  
and 'a state =  
  Return of 'a  
  | Sleep of (unit -> unit) list
```

Creating promises

```
let return v = { state = Return v }  
let wait () = { state = Sleep [] }
```

Thread termination

Fulfilling a promise

```
let wakeup p v =  
  match p.state with  
  | Sleep waiters ->  
    p.state <- Return v;  
    List.iter (fun f -> f ()) waiters  
  | Return _ ->  
    invalid_arg "wakeup"
```

Synchronization (1/2)

```
let rec bind p f =  
  match p.state with  
    Return v ->  
      f v  
  | Sleep waiters ->  
    let result = wait () in  
    let restart () = connect result (bind p f) in  
    p.state <- Sleep (restart :: waiters);  
    result
```

Synchronization (2/2)

```
let rec connect p p' =  
  match p'.state with  
  | Return v ->  
    wakeup p v  
  | Sleep waiters' ->  
    let restart () = connect p p' in  
    p'.state <- Sleep (restart :: waiters')
```

Actual implementation : exceptions

Exceptions

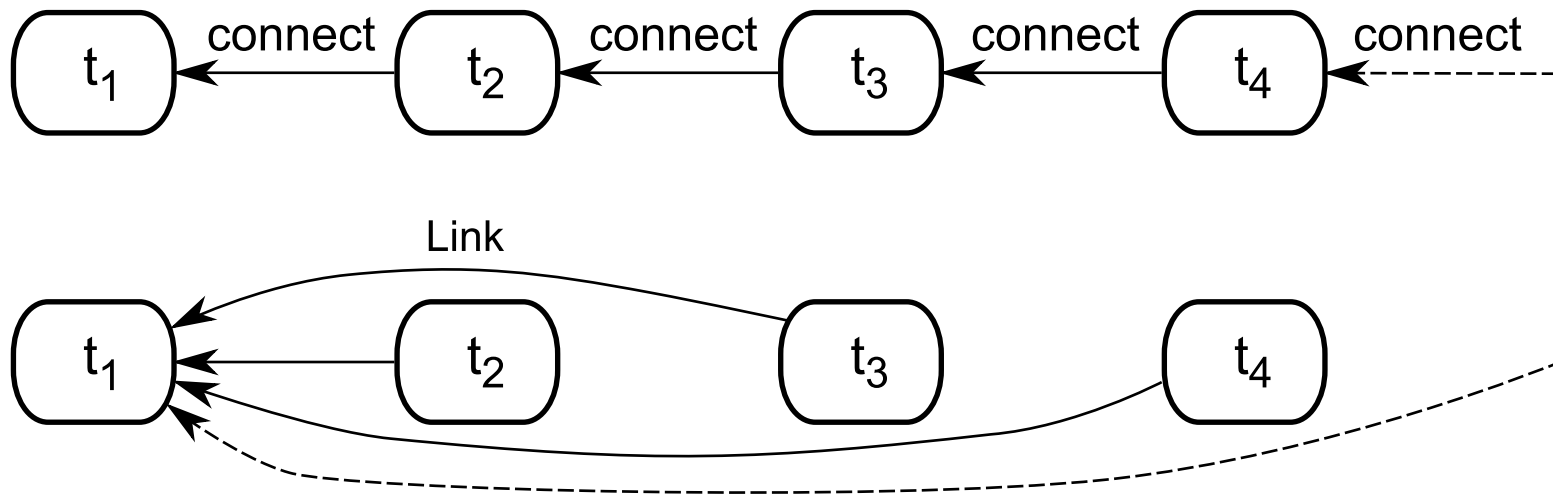
```
type 'a state =  
  ...  
  | Fail of exn
```

Actual implementation : memory-leaks

Avoiding memory leaks

Union-find datastructure

```
type 'a state =  
  ...  
  | Link of 'a t
```



Performances

Performances

From the Computer Language Shoutout Benchmarks

	Haskell	Lwt	System threads
thread-ring	5.5	5.5	34.0
chameneos-redux	4.3	14.9	430

Mostly measure context-switches costs...

Related works

CPS-based threads

- *A poor man's concurrency monad*, Claessen, 1999
- *Combining Events and Threads for Scalable Network Services*, Li and Zdancewic, 2007
- *An ocaml-based network services platform*, Waterson, 2007
- F#'s asynchronous workflows, Syme, 2007

Based on a monad of suspended computations

Applications

Successfully used in real-world applications

- [Unison](#) file synchronizer (since 2002)
- [Ocsigen](#) Web server

Available at: <http://www.ocsigen.org/lwt>