

PSM: Policy-Synchronised Shared Memory in Haskell

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<https://www.arxiv.org/abs/2506.15424> (June 2025)

Introduction

Objective

The objective of the work is to implement ...

- ... Esterel-style **synchronous model of computation** for **main-stream programmers** (**sequentially constructive + reaction to absence**)
- ... **based on the work**

J. Aguado, M. Mendler, M. Pouzet, P. Roop, R. v. Hanxleden: Deterministic Concurrency: A Clock-Synchronised Shared Memory Approach, ESOP 2018.

which abstracts Esterel's signals to general **abstract data structures (ADS)**

- ... shallowly, as a **domain-specific library (DSL)** in **Haskell**.

Synchronous MoC in Mainstream Languages

- F. Boussinot: *SugarCubes Implementation of Causality*, 1998 [Java]
- R. Budde, A. Poigné, K.-H. Sylla: *SynERJY – An Object-oriented Synchronous Language*, SLAP 2004. [Java]
- F. Boussinot. FairThreads: *Mixing Cooperative and Preemptive Threads in C*. In Concurrency and Computation: Practice and Experience, 18:445–469, 2005. C
- L. Mandel, M. Pouzet: *ReactiveML: a reactive extension to ML*. PPDP'05. [ML]
- F. Boussinot, F. Dabrowski: *Safe reactive programming: The FunLoft proposal*, 2007. [Java]
- I. Perez, M. Bärenz, and H. Nilsson: *Functional Reactive Programming, Refactored*. SIGPLAN Notices, 2016. [Haskell]
- M. Serrano, R. Findler: *The Functional, the Imperative, and the Sudoku: Getting Good, Bad, and Ugly to Get Along*. ICFP 2024. [Javascript]
- ...

Haskell Memory Abstractions

IO Monad (IORef) – Input/Output

<code>newIORef :: a → IO (IORef a)</code>	concurrent & multi-threaded
<code>readIORef :: IORef a → IO a</code>	non-deterministic
<code>writeIORef :: IORef a → a → IO ()</code>	simple mutable references

STM Monad (TVar, MVar, ...) – Software Transactional Memory

<code>newTVar :: a → STM (TVar a)</code>	sequential & single-threaded
<code>writeTVar :: TVar a → a → STM ()</code>	deterministic
<code>readTVar :: TVar a → STM a</code>	fixed selection of memory
<code>atomically :: STM a → IO a</code>	objects

But what about multi-threaded, deterministic, general ADS?

PSM – Policy Synchronised Memory

PSM is a type constructor (generalised monad) wraps a safe evaluation context for **concurrent functional transactions** (Church-Rosser):

- provides user-defined, race-free, shared data structures and synchronised IO, as instances of **class PSMStruct**.
- data structures **instance PSMStruct p** are accessed through policy synchronised references **ref :: PSMVar p**.

Expressions **e :: PSM a** are **multi-threaded IO-actions**:

- compute a **determinate** value of type **a**
- access **shared PSMVars**
- **synchronise** on a (single) clock à la SCEsterel
-

Hidden under the Carpet: $\text{PSM } a \cong (\text{Prediction}, \text{IO } a)$ publish a **prediction** and update their **potential** as part of the IO action.

The Class of PSM Structures

The PSMStruct Class

```
class PSMStruct p where
```

```
  type PSMStatic p
```

```
  data PSMState p
```

```
  init    :: PSMStatic p → IO (PSMState p)
```

```
  tick    :: PSMState p → IO ()
```

```
  term    :: PSMState p → IO ()
```

```
  data family Method p b c
```

```
  method   :: Method p b c → PSMState p → b → STM c
```

```
  methodId :: Method p b c → MethodId
```

```
  prec     :: PSMState p → MethodId → STM (Maybe [MethodId])
```

... subject to **Coherence Conditions** (omitted here, see ESOP 2018).

PSM Actions

The PSMVar Wrapper

Assuming `p` is an instance of the class `PSMStruct`:

`data PSMVar p`

- Policy-synchronised **memory references**
- Every `ref :: PSMVar p` is a sharable data structure of type `p`

Hidden under the Carpet: `PSMVar p` $\cong$ (`Id`, `PSMState p`, `Potential`)

Instantiating a PSMVar

```
newPSMVar :: PSMStruct p =>
    PSMStatic p -> (PSMVar p -> PSM b) -> PSM b
```

```
myAct :: PSM b = newPSMVar init $ \ ref ->
    <use 'ref::PSMVar p' to access the data structure of type 'p'>
```

The PSMVal Monad

data PSMVal a

- monad of thread-local **pure values** of type **a**
- Can only be used inside **PSM** actions but **cannot influence prediction**

return :: a → PSMVal a

(>>=) :: PSMVal a → (a → PSMVal b) → PSMVal b

PSMVal and PSMVar lift PSM Methods for Application

runMtd :: PSMStruct p ⇒

Method p a b → PSMVar p → PSMVal a → PSM b

PSM Actions

Core PSM Action Combinators

`delay :: Int → PSM ()` — terminating with delay

`pause :: PSM ()` — pausing

`kill :: PSM ()` — exiting all

`val :: PSMVal a → PSM a`

`(>>>=) :: PSM a → (PSMVal a → PSM b) → PSM b`

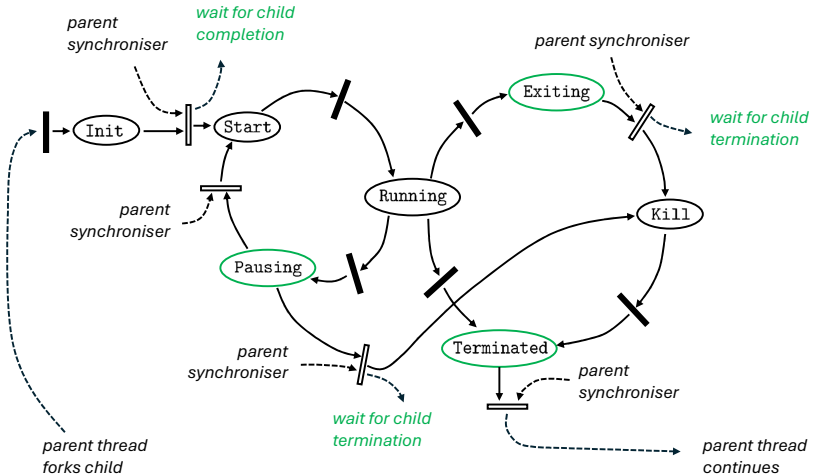
`( ||| ) :: PSM a → PSM b → PSM (a,b)`

`ifte :: PSMVal Bool → PSM a → PSM a → PSM a`

`repUntil :: PSM Bool → PSM ()`

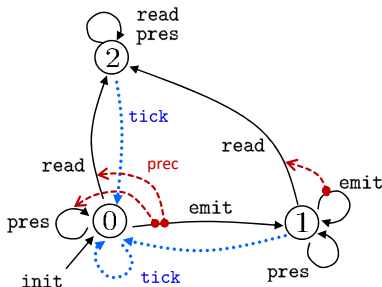
`runPSM :: PSM a → IO ThreadId`

Thread Scheduling



PSMStruct for Esterel Signals

TSig: Temporary Valued Esterel Signal (V7)



Method Interface

```
data TSig a = TSig a
```

```
emitPTSig :: PSMVar(TSig a) → PSMVal a → PSM () — emit
```

```
presPTSig :: PSMVar(TSig a) → PSM Bool — pres
```

```
readPTSig :: PSMVar(TSig a) → PSM a — read
```

TSig: State

```
data StatSig a = StatSig {default :: a, cmb :: a → a → a}
```

```
instance PSMStruct (TSig a) where
```

```
  type PSMStatic (TSig a) = StatSig a
```

```
  data PSMState (TSig a) = TSigState a (a → a → a) (TVar (a, Int))
```

```
  init (StatSig v0 cmb) = do
    sRef ← atomically $ newTVar (v0, 0)
    return $ TSigState v0 cmb sRef
```

```
  tick (TSigState def _ sRef) =
    atomically $ writeTVar sRef (def, 0)
```

TSig: Methods & Policy

data instance Method (TSig a) b c where

DEmit :: Method (TSig a) a ()

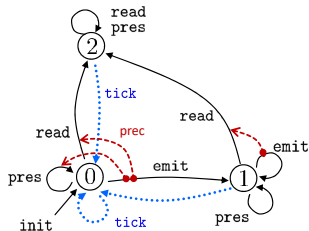
DPres :: Method (TSig a) () Bool

DRead :: Method (TSig a) () a

methodId DEmit = MethodId 2 "emit"

methodId DPres = MethodId 3 "pres"

methodId DRead = MethodId 4 "read"



prec (TSigState _ _ sRef) (MethodId 2 "emit") = do

 (., s) ← readTVar sRef

 return \$ if s == 2 then Nothing else Just []

prec (TSigState _ _ sRef) (MethodId 3 "pres") = do

 (., s) ← readTVar sRef

 return \$ if s == 0 then Just [MethodId 2 "emit"] else Just []

...

TSig: Method Implementation

```
method DEmit (TSigState _ cmb sRef) v = do  
  (val, _) ← readTVar sRef; writeTVar sRef (cmb val v, 1)
```

```
method DPres (TSigState _ cmb sRef) v = do  
  (_, s) ← readTVar sRef; return $ s != 0
```

```
method DRead (TSigState _ _ sRef) _ = do  
  (val, _) ← readTVar sRef; return val
```

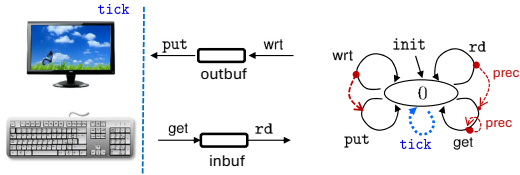
```
emitPTSig :: PSMVar(TSig a) → PSMVal a → PSM ()  
emitPTSig = runMtd DEmit
```

```
presPTSig :: PSMVar(TSig a) → PSM Bool  
presPTSig sig = runMtd DPres sig (PSMVal())
```

```
readPTSig :: PSMVar(TSig a) → PSM a  
readPTSig sig = runMtd DRead sig (PSMVal ())
```

PSMStruct for String IO

StrIO: String IO Object



Method Interface

data StrIO = StrIO

wrStrIO :: PSMVar StrIO $\rightarrow$ PSMVal String $\rightarrow$ PSM ()

— writing to the out-buffer (wrt)

rdStrIO :: PSMVar StrIO $\rightarrow$ PSM String

— reading the in-buffer (rd)

Example

Examples

Termination Controller

```
wait4Quit :: PSMVar StrIO → PSM ()  
wait4Quit io = repUntil cycle where  
  cycle =  
    rdStrIO io >>= λl →  
    ifte (do s ← l; return (s == ":q"))  
        (kill >> val (pure False))  
        (pause >> val (pure False))
```

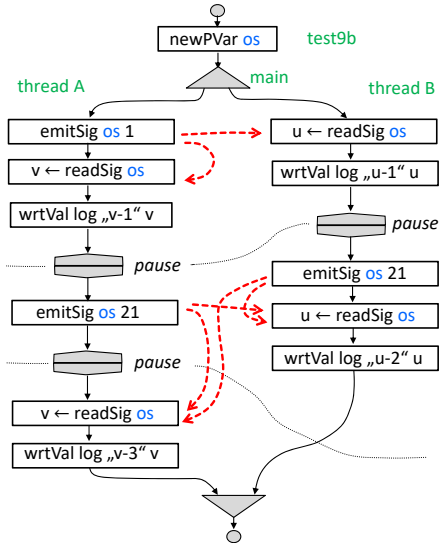
Logging to StdOut

```
wrtVal :: Show a ⇒ PSMVar StrIO → String → a → PSM ()  
wrtVal log s n =  
  let line = s ++ " = " ++ show n ++ " " in  
  wrStrIO log (pure line)
```

Example

```

testPTSig = runPSM $
  newPSMVar zpSigInit $ \ os →
  newPSMVar "io" $ \ io →
    wait4Quit io
    ||| ( emitPTSig os (pure 1) >>>
        readPTSig os >>>= λ v →
        wrtVal io "v-1" v >>>
        pause >>>
        emitPTSig os (pure 21) >>>
        pause >>>
        readPTSig os >>>= λ v →
        wrtVal io "v-3" v )
    ||| ( readPTSig os >>>= λ u →
        wrtVal io "u-1" u >>>
        pause >>>
        emitPTSig os (pure 21) >>>
        readPTSig os >>>= λ u →
        wrtVal io "u-2" u >>>
        pause)
  
```



Conclusion

Conclusion

PSM provides ...

- ... **deterministic shared abstract data types** in Haskell
- ... shallow **encoding of policy-based scheduling** of threads, generalising Esterel's constructive semantics
- ... **language-independent workbench for synchronous programming** with threads and destructive memory, exploiting the power of full Haskell.

ToDos:

- **Optimise Scheduling** (e.g., object-local prediction management, e.g., using ideas from FunLoft [F. Boussinot, F. Dabrowski])
- **Extend to multiple clocks** (e.g., as in Synpatick, with C. Stolze & L. Liquori) and general **trap mechanism**
- **Application case study** (e.g., GALS for Railway Signaling in context of DFG-funded Transfer Project PRETSY, with R. von Hanxleden).