Set-once memory

Set-once memory is a special kind of synchronous memory with the following constraints.

- Multiple fibers can access the memory.
- We initialize the memory at most once, during the first <code>set</code> operation.
- We spin until the thunk has evaluated.

Our implementation has the following signature. The <code>new</code> operation creates a set-once cell. The <code>get</code> operation obtains the value of the cell. This operation spins if the thunk is already evaluating.

type 'a set_once_mem

val new : 'a thunk -> 'a set_once_mem

val get : 'a set_once_mem -> 'a

We can completely specify the behavior of set-once memory in terms of futures.

type 'a set_once_mem = 'a future

fun set sm = (}

  case poll sm

  of NONE => touch sm

  SOME v => v

  (* end case *))