

# Structuring the Computation

# Expressions

## infix notation

$$a * (b + c)$$

## prefix notation

$$* a + b c$$

## postfix notation

$$a b c + *$$

## operator associativity and operator precedence

|              |                |                |                  |
|--------------|----------------|----------------|------------------|
| $a + b * c$  | corresponds to | $a + (b * c)$  | (Pascal, C, ...) |
| $a = b < c$  | corresponds to | $(a = b) < c$  | (Pascal)         |
| $a == b < c$ | corresponds to | $a == (b < c)$ | (C)              |

## conditional expressions

|   |      |
|---|------|
| $(a > b) ? a : b$   | (C)  |
| if $a > b$ then $a$ else $b$  | (ML) |
| case $x$ of $1 \Rightarrow f1(y) \mid 2 \Rightarrow f2(y) \mid \_ \Rightarrow g(y)$ | (ML) |

## Conditional Statements

```
if x > 0 then if x < 10 then x := 0 else x := 1000
```

```
if x > 0 then begin if x < 10 then x := 0 end else x := 1000
```

```
if x > 0 then if x < 10 then x := 0 end else x := 1000 end
```

```
if a then S1 else if b then S2 else if c then S3 else S4 end
```

```
switch (operator) {
```

```
  case '+': result = operand1 + operand2; break;
```

```
  case '-': result = operand1 - operand2; break;
```

```
  default: break; }
```

```
case OPERATOR is
```

```
  when '+' => result := operand1 + operand2;
```

```
  when '-' => result := operand1 - operand2;
```

```
  when others => null;
```

```
end case
```

## Loops

|   |          |
|---|----------|
| <code>for var := lower to upper do statement</code>       | (Pascal) |
| <code>for (int i=0; i &lt; 10; i++) { ... }</code>        | (C++)    |
| <code>for var in discrete_range loop body end loop</code> | (Ada)    |

|  |          |
|--|----------|
| <code>while condition do statement</code>            | (Pascal) |
| <code>while (expression) statement;</code>           | (C)      |
| <code>while condition loop loop_body end loop</code> | (Ada)    |

|   |          |
|---|----------|
| <code>repeat statement until condition</code>             | (Pascal) |
| <code>do statement while (expression);</code>             | (C)      |
| <code>loop statement; exit when condition end loop</code> | (Ada)    |

`A: loop ... loop ... exit A; ... end loop ... end loop A;`

## Routines

```
procedure p(var x: T; y: Q; function f(z: R): integer);
```

```
void proc(int* x, int y)  
  { *x = *x + y; }
```

```
void proc(int& x, int y)  
  { x = x + y; }
```

**alias problem:** aliases reduce readability and prevent optimizations

$$u := x + z + f(x,y) + f(x,y) + x + z$$

but, aliases are also a source of expressiveness and flexibility

## Exception Handling in Ada

predefined exceptions: Constraint\_Error  
Program\_Error  
Storage\_Error  
Tasking\_Error

user defined exception (example):            Help: exception;

explicit raise of an exception (example):    raise Help;

**begin** -- block with exception handling

    ... statements ...

**exception when** Help => ... statements ...

**when** Constraint\_Error => ... statements ...

**when others** => ... statements ...

**end;**

## Implementation of Exception Handling

compiler assigns unique name to exception

if an exception occurs, search handler in outer blocks within routine,  
if not found, propagate exception to calling routine (along the dynamic link)

each activation record holds pointer to a static table,  
each table entry associates an exception with a handler

alternative implementation: global exception table (no cost without exception),  
binary search on ip addresses to find handler (costs when exception occurs)

exceptions can be propagated to the outside of the scope

## Exception Handling in C++

arbitrary data can be propagated as exceptions

throwing an exception:

```
throw Help(MSG1);
```

declaration of propagated exceptions in functions (depricated):

```
void foo() throw(Help, Zerodivide);
```

special functions:

unexpected()

terminate()

when propagating wrong exception, depricated

when no exception handler found



## Example in C++

```
class Help { ... };
class Zerodivide { ... };

...
try { ... }
catch(Help& msg) {
    switch(msg.kind) {
        case MSG1:
            ...;
        case MSG2:
            ...;
        ...
    }
}
catch(Zerodivide& z) {
    ...
}
```

## Exception Handling in Java

propagated exceptions must be declared (except `RuntimeException`, `Error`):

```
void foo() throws Help;
```

usual try-catch-finally block:

```
try { ... }  
catch(Exception1 ex) { ... }  
catch(Exception2 ex) { ... }  
...  
finally { ... } // exception in finally supresses that in try
```

try with resources (since Java 7):

```
try (Reader r = new FileReader(path)) { ... }  
// r closed; exception in try suppresses that from closing
```

## Exception Handling in ML

```
exception Neg
```

```
fun fact(n) =
```

```
  if n < 0 then raise Neg
```

```
  else if n = 0 then 1
```

```
    else n * fact(n - 1)
```

```
fun fact_0(n) =
```

```
  fact(n) handle Neg => 0;
```

## Exception Handling in Eiffel

```
try_several_methods is
  local
    i: INTEGER -- automatically initialized to 0
  do
    try_method(i);
  rescue
    i := i + 1;
    if i < max_trials then
      retry -- retry the execution of try_several_methods
    end
  end
end
```

## Pattern Matching

```
datatype day = Mon | Tue | Wed | Thu | Fri | Sat | Sun
```

```
fun day_off(Sun) = true  
  | day_off(Sat) = true  
  | day_off(_) = false
```

```
fun reverse(nil) = nil  
  | reverse(head::tail) = reverse(tail) @ [head]
```

```
fun rev(nil) = nil  
  | rev(0::tail) = [0] @ [tail]  
  | rev(head::tail) = rev(tail) @ [head]
```

## Nondeterminism and Backtracking

A if B or  
C or  
D.

C if E and  
F and  
G.

D if I or  
H.

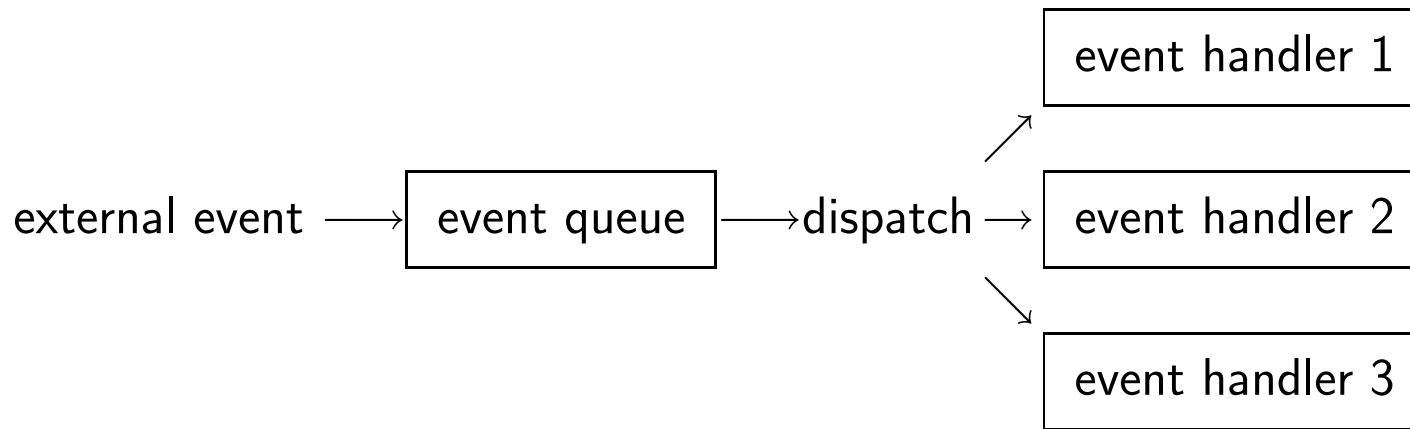
# Event Driven Computation

example of trigger in database:

```
on event  
when condition  
do action
```

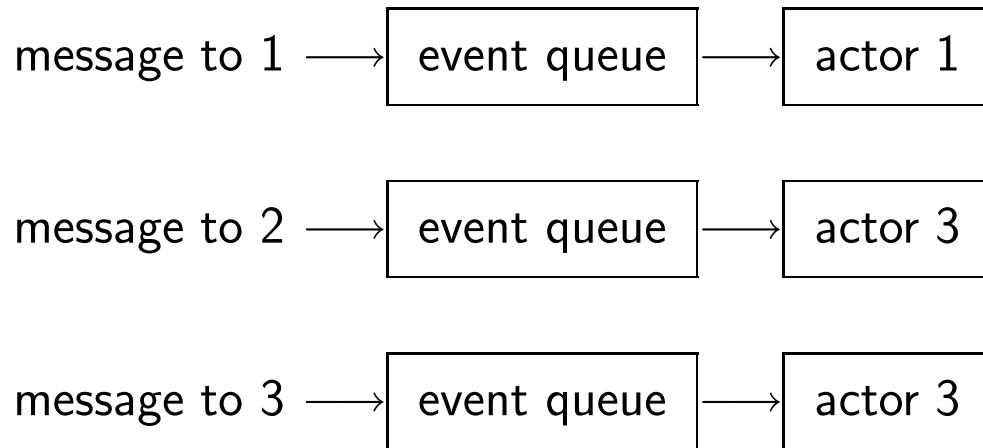
```
on insert in EMPLOYEE  
when TRUE  
do emp_number++
```

# Scheme of Event Driven Computation





## Scheme of Actors



# Coroutines

```
int i = 0;

unit client {
  int stop = ...;
  ...
  while(i != stop) {
    ...
    resume next;
  }
}

unit main {
  resume client;
}

unit next {
  int step(){...};
  ...
  while(true) {
    i += step();
    resume client;
  }
}
```

## Process Example: Producer and Consumer

```
process producer {  
  while (true) {  
    produce an element;  
    append it to the buffer;  
  }  
}
```

```
process consumer {  
  while (true) {  
    take element from buffer;  
    operate on it;  
  }  
}
```

## Buffer Operations

```
void append(int x) {  
    count++;  
    int i = next_in();  
    buffer[i] = x;  
}
```

```
int remove() {  
    count--;  
    int j = next_out();  
    return buffer[j];  
}
```

race conditions occur when executed concurrently, synchronization necessary

## Declaration of Processes in Ada

```
task type SERVER is
  entry NEXT_REQUEST(NR: in REQUEST);
  entry SHUT_DOWN;
end SERVER;

type SERVER_PTR is access SERVER;

MY_SERVER: SERVER;

task CHECKER is
  entry CHECK(T: in TEXT);
  entry CLOSE;
end CHECKER;

HIS_SERVER_PTR: SERVER_PTR := new SERVER;
```

# Semaphores

low-level synchronization mechanism based on a counters

two atomic actions on each semaphore:

$P(s)$ : if  $s > 0$  then  $s = s - 1$   
else suspend current process

$V(s)$ : if there is a process suspended on the semaphore  
then wake up process  
else  $s = s + 1$

before entering a critical section controlled by  $s$  invoke  $P(s)$ ,  
on exit invoke  $V(s)$

## Using Semaphores

```
var buffer buf;
semaphore mutex = 1;  in = 0;  spaces = buf.size();

process producer {
  int i;
  while(true) {
    produce(i);
    P(spaces);
    P(mutex);
    buf.append(i);
    V(mutex);
    V(in);
  }
}

process consumer {
  int j;
  while(true) {
    P(in);
    P(mutex);
    j = buf.remove();
    V(mutex);
    V(spaces);
    consume(i);
  }
}
```

## Using a Monitor in Concurrent Pascal

```
type fifostorage = monitor
  var    contents: array[1..n] of integer;
        total: 0..n;  in, out: 1..n;
        sender, receiver: queue;
  procedure entry append (item: integer)
begin  if total = n then delay(sender);
      contents[in] := item;
      in := (in mod n) + 1;  total := total + 1;
      continue(receiver)
end;
  procedure entry remove (var item: integer)
begin  if total = 0 then delay(receiver);
      item := contents[out];
      out := (out mod n) + 1;  total := total - 1;
      continue(sender)
end;
begin  total := 0;  in := 1;  out := 1  end
```



## Synchronization of Processes via Monitor

```
type fifostorage = ... previous slide ...;

type producer = process (storage: fifostorage)
  var  element: integer;
  begin cycle ...; storage.append(element); ... end end;

type consumer = process (storage: fifostorage)
  var  datum: integer;
  begin cycle ...; storage.remove(datum); ... end end;

var  meproducer: producer;
     youconsumer: consumer;
     buffer: fifostorage;

begin meproducer(buffer);
     youconsumer(buffer);
end
```

## Using a Monitor in Java

```
public class IntBuffer100 {
    private int[] cont = new int[100];
    private int in = 0, out = 0, total = 0;

    public synchronized void append(int item) {
        while (total >= 100) try { wait(); }
                               catch(InterruptedException e){}
        cont[in] = item; total++; if (++in >= 100) in = 0;
        notifyAll();
    }

    public synchronized int remove() {
        while (total <= 0) try { wait(); }
                           catch(InterruptedException e){}
        int temp = cont[out]; total--; if (++out >= 100) out = 0;
        notifyAll();
        return temp;
    }
}
```

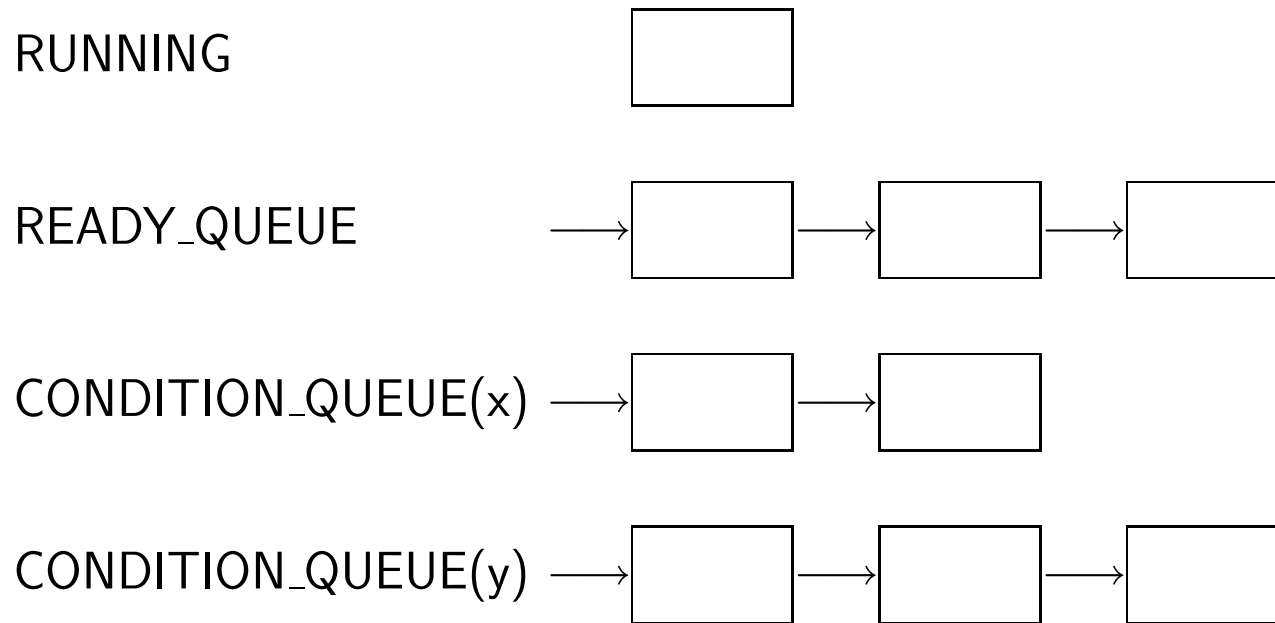
## Using a Protected Type (Monitor) in Ada

```
protected type Fifo_Storage is
    entry Append (Item: Integer);
    entry Remove (Item: out Integer);
private
    Contents: array(1..100) of Integer;
    In, Out: Integer range 1..100 := 1;
    Total: Integer range 0..100 := 0;
end Fifo_Storage;
protected body Fifo_Storage is
    entry Append (Item: Integer) when Total < 100 is begin
        Contents(In) := Item;
        In := (In mod 100) + 1; Total := Total + 1;
    end Append;
    entry Remove (Item: out Integer) when Total > 0 is begin
        Item := Contents(Out);
        Out := (Out mod 100) + 1; Total := Total - 1;
    end Remove;
end Fifo_Storage;
```

## Rendezvous in Ada

```
task Buffer_Handler is
    entry Append (I: Integer);
    entry Remove (I: out Integer);
end Buffer_Handler;
task body Buffer_Handler is
    Cont: array(1..100) of Integer;
    In, Out: Integer range 1..100 := 1;
    Total: Integer range 0..100 := 0;
begin loop select when Total < 100 =>
                accept Append(I: Integer) do Cont(In) := I end;
                In := (In mod 100) + 1; Total := Total + 1;
            or when Total > 0 =>
                accept Remove(I: out Integer) do I := Cont(Out) end;
                Out := (Out mod 100) + 1; Total := Total - 1;
            end select;
    end loop;
end Buffer_Handler;
```

# State Management by Operating System



# Operations of Operating System

dispatch module in operating system is ADT supporting these operations:

enqueue:  $\text{Queue} \times \text{Descriptor} \rightarrow \text{Queue}$

dequeue:  $\text{Queue} \rightarrow \text{Queue} \times \text{Descriptor}$

empty:  $\text{Queue} \rightarrow \text{Boolean}$

each clock interrupt executes this operation:

```
Suspend_and_Select() {  
    RUNNING = process_status;  
    READY_QUEUE.enqueue(RUNNING);  
    RUNNING = READY_QUEUE.dequeue();  
    process_status = RUNNING;  
}
```

## Implementation of Semaphore

```
Suspend_on_Condition(c) {  
    RUNNING = process_status;  
    CONDITION_QUEUE(c).enqueue(RUNNING);  
    RUNNING = READY_QUEUE.dequeue();  
    process_status = RUNNING;  
}
```

```
Awaken(c) {  
    RUNNING = process_status;  
    READY_QUEUE.enqueue(RUNNING);  
    READY_QUEUE.enqueue(CONDITION_QUEUE(c).dequeue());  
    RUNNING = READY_QUEUE.dequeue();  
    process_status = RUNNING;  
}
```

## Implementation of Monitor

“mutual exclusion” by disabling interrupts while being in the monitor

```
Continue(c) {  
    RUNNING = process_status (interrupts enabled,  
        program counter set to return point from monitor call);  
    READY_QUEUE.enqueue(RUNNING);  
    if not CONDITION_QUEUE(c).empty() {  
        READY_QUEUE.enqueue(CONDITION_QUEUE(c).dequeue());  
    }  
    RUNNING = READY_QUEUE.dequeue();  
    process_status = RUNNING;  
}
```



## Implementation of Rendezvous (1)

each “entry” has descriptor with these fields:

- O: Boolean; true if entry is open
- W: waiting queue (task descriptors of callers)
- T: descriptor of task owning entry
- I: pointer to first instruction of accept body

```
Call_Entry(e) {  
    RUNNING = process_status;  
    DESCR(e).W.enqueue(RUNNING);  
    if DESCR(e).O {  
        for all entries oe of DESCR(e).T do { oe.O = false; }  
        RUNNING = DESCR(e).T;  
        RUNNING.ip = DESCR(e).I;  
    } else { RUNNING = READY_QUEUE.dequeue(); }  
    process_status = RUNNING;  
}
```

## Implementation of Rendezvous (2)

```
At_End_Of_Accept_Body(e) {
    RUNNING = process_status;
    READY_QUEUE.enqueue(DESCR(e).W.dequeue());
    READY_QUEUE.enqueue(RUNNING);
    RUNNING = READY_QUEUE.dequeue();
    process_status = RUNNING;
}

Execute_Accept_Statement(e) {
    if DESCR(e).W.empty() {
        DESCR(e).O = true;
        DESCR(e).T = process_status;
        RUNNING = READY_QUEUE.dequeue();
        process_status = RUNNING;
    } -- else simply continue executing the accept body
}
```

## Implementation of Rendezvous (3)

```
Execute_Select_Statement() {  
    LOE = list of open entries in selection;  
    if LOE is empty { raise Program_Error; }  
    else {  
        if DESCR(e).W.empty() (for all e in LOE) {  
            for all e in LOE do {  
                DESCR(e).O = true;  
                DESCR(e).T = process_status;  
            }  
            RUNNING = READY_QUEUE.dequeue();  
            process_status = RUNNING;  
        } else { choose an e with not DESCR(e).W.empty(); }  
    }  
    proceed execution from instruction DESCR(e).I;  
}
```