98-023A : Concurrent and Distributed Programming w/ Inferno and Limbo

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98-023A Lecture 18

Lecture Outline

• More CSP examples

Syllabus

- Week I: Introduction to Inferno
- Week 2: Overview of the Limbo programming language
- Week 3: Types in Limbo
- Week 4: Inferno Kernel Overview
- Week 5: Inferno Kernel Device Drivers
- Week 6: NO CLASS
- Week 7: C applications as resource servers: Built-in modules and device drivers
- Week 8: Case study I building a distributed multi-processor simulator
- Week 9: Platform independent Interfaces: Limbo GUIs; Project Update
- Week 10: Programing with threads, CSP
- Week II: Debugging concurrent programs; Promela and SPIN
- Week 12: Factotum, Secstore and Inferno's security architecture
- Week 13: Case study II Edisong, a distributed audio synthesis and sequencing engine

Example: Coroutines

• Squash in CSP

```
X :: *[c: character; west?c →
  [c ≠ asterisk → east!c □ c = asterisk → west?c;
     [c ≠ asterisk → east!asterisk; east!c
     □ c = asterisk → east!uparrow]
]
```

Example: Coroutines

'★*' → '1' one Squash east west whatered whatere squash: Ec: character; west?c -s c = asterisk -> east !< DC = asterisk -> West?C E c ≠asterisk → cast!asterisk ; east! c
□ c = asterisk → cast!upomow

Example: Coroutines

```
Squash in CSP (again)

    Squash in Limbo

                                                     X ::*[
   for (;;)
                                                     c: character; west?c \rightarrow
     c :=<- west;</pre>
     case c
     {
                                                       c = asterisk →
        asterisk =>
                                                          west?c;
          c =<- west;</pre>
          case c
          Ł
                                                             c = asterisk \rightarrow
             asterisk =>
                                                               east!uparrow
               east <-= uparrow;</pre>
                                                                c ≠ asterisk →
             * =>
                                                               east!asterisk;
               east <-= asterisk;</pre>
                                                               east!c
               east <-= c;</pre>
          }
        *
          =>
                                                          c \neq asterisk \rightarrow east!c
          east <-= c;</pre>
     }
   }
```

case, alt and

• **case** in Limbo is just a special form of (alt in CSP)

• **alt** in Limbo is a weak form of (alt in CSP)

• Take a look at what Occam, Newsqueak and Alef (other CSP-derived languages) do



• "Communicating Sequential Processes"; C.A.R. Hoare, Communications of the ACM, Volume 21, Number 8, 1978

• "Using SPIN"; Gerard J. Holzmann, *Plan 9 Documents, Volume 2*, available on the web at http://plan9.bell-labs.com/sys/doc/index.html

No Class for the next 2 weeks

• No class until Monday April 12th

• Spend the time reading the 2 handouts, working on your project, or both

