

Linda (or, "Spaces")

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Questions?

- Anything you want to say
 - Comments, questions, stray thoughts, etc.
 - Are we too fast/slow?
- Reminder – talk to your rep!
 - Feedback meeting after class
- Practical problems?
 - Don't miss deadlines! (you're not Douglas Adams)
 - Registration and other formalities

Comments on message passing

- Inter-process
 - Communication
 - Coordination
 - Cooperation
 - Contention
 - Concurrency
 - Synchronisation
- We mentioned simulation and examples such as pilots, athletes, dancers, musicians, ...

Loosely coupled systems

- Tightly coupled systems
 - Shared memory
 - Synchronous communication
 - Whether one-to-one or broadcast
- Loosely coupled
 - Asynchronous
 - Persistent
- Linda is such a system
 - So are filing systems and databases?

Tuple space

- Large shared notice board
- Posted notes are in the form of tuples
- Can read notes matching any pattern
 - E.g., you look for a pair
 - Only singletons and triples posted
 - Block until someone posts a pair
- This blocking gives us synchronisation

Linda primitives

- **Post**(v1, v2, ..., vn)
 - Put tuple of values out
 - Release an arbitrary proc waiting on this pattern
- **Remove**(X1, x2, ..., Xn)
 - X's are variables and x's are constants
 - Remove an arbitrary matching note
 - Block if none available
- **Read**(X1, x2, ..., Xn)
 - Like remove, but leave note on board

Generalisation of read and remove

- Allow patterns such as (X, 4, Y)
 - Matches only triples with middle element 4
- Allow patterns such as (X, c=, Y)
 - Where c is a variable
 - Matches only triples with middle element = c

Linda examples

- From the book
 - Slides 8.4 thru 8.7
 - Matrix multiplication using channels
 - Slides 9.1 thru 9.8
 - CS, client-server, buffer, matrix in Linda
- Given a monotonically increasing function f
 - with $f(0) < 0$ and $f(1) > 0$
 - find x where $0 < x < 1$ such that $f(x) = 0$.
 - Can be done by binary search
 - How to use more than one process
 - Can use ability to interrupt

The matrix example

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} \times \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & 2 \\ 1 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 4 & 2 & 6 \\ 10 & 5 & 18 \\ 16 & 8 & 30 \end{bmatrix}$$

So element (3,3) of the result is

$$\begin{bmatrix} 7 & 8 & 9 \end{bmatrix} \times \begin{bmatrix} 2 \\ 2 \\ 0 \end{bmatrix} = 7*2 + 8*2 + 9*0 = 30$$

On Engineering

- When things go wrong
 - Shinkansen fatalities
- Stability
 - Old planes
 - Why pull is stable and push is unstable
 - New planes and proof
- One world and many departments
- Specifications, tolerances, etc.
 - Elektronik är komponenter
 - We don't even know what our nuts and bolts are
 - New disciplines need patience (and modesty)
 - The limitations of formal proofs and model checking
- Build the right system, build it right.