

Cω

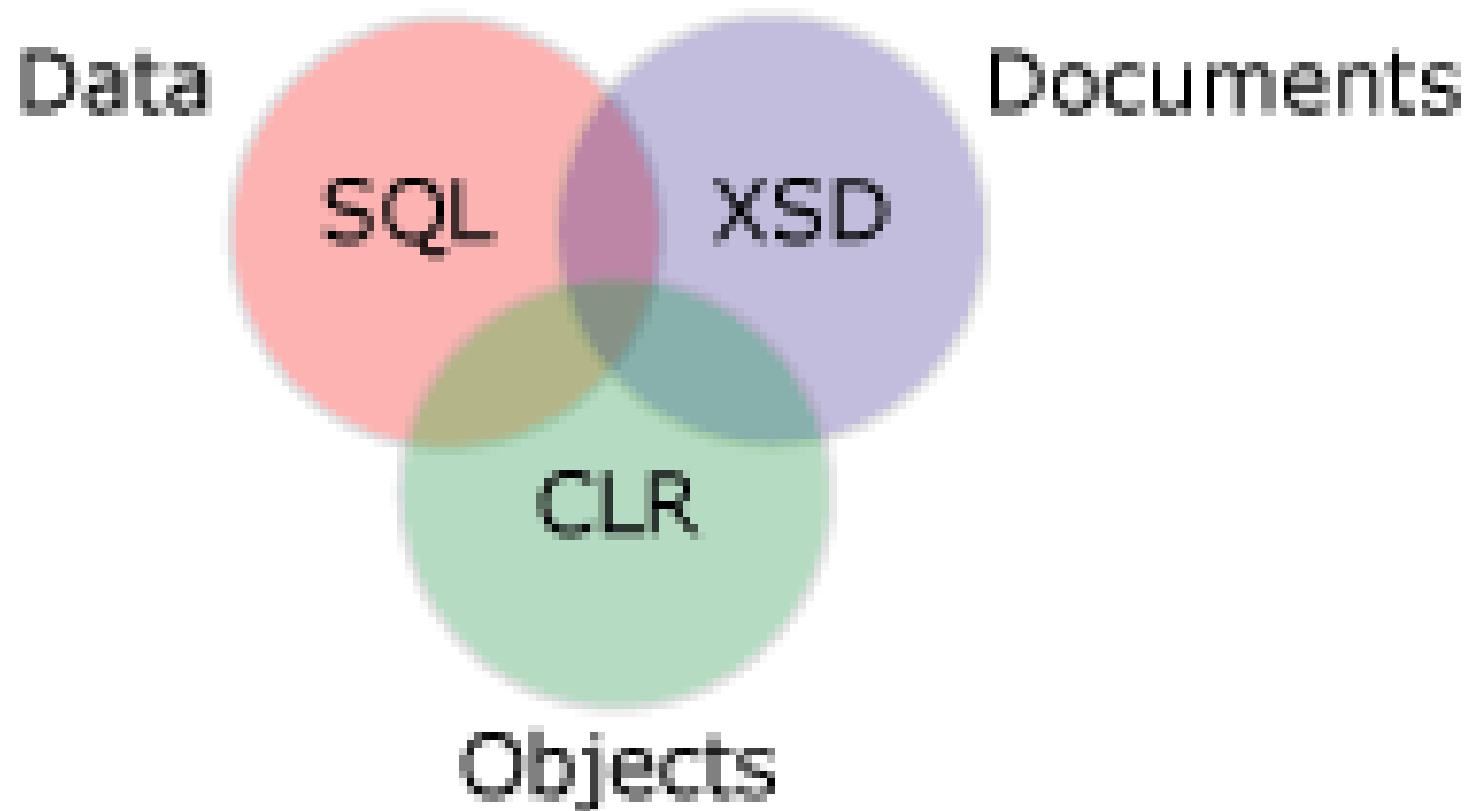
Perchè Cω?

- Target: applicazioni distribuite web-based
- Architettura “comune”:
 - Database (dati relazionali)
 - Main application – C#/Java
 - User interface (XML/HTML – dati generici semi strutturati)
- Concurrency scenario: eventi asincroni e scambio messaggi
 - Web services, ...

Perchè Cω?

- Garanzie compile-time più forti.
- Il compilatore ha più informazioni ed ha la “libertà” per scegliere le strategie differenti di esecuzione (per esempio effettuando le ottimizzazioni di domanda).
- Sintassi più naturale.
- Estensione di un linguaggio già esistente
- Nel caso della “concorrenza” viene adottato il modello teorico del Join-calculus (linguaggio funzionale).

Accesso ai dati in $C\omega$



Minimal extensions to C#

- New types:
 - Streams (**T***)
 - Choice (**choice{int;string;}**)
 - Tuples (**struct{int i;string s;}**)
 - Content classes
 - Nullables (**T?**)
 - **async** (subtype of **void**)
- Chords
- Generalized member access (cf. XPath)
- SQL-style **select** queries

Streams (T^*)

```
virtual string* Foo()  
{  
    yield return "Hello world!";  
}
```

NOTA: durante l'esecuzione di questo codice il compilatore non esegue un calcolo, ma restituisce una “chiusura” (i flussi sono esattamente delle “lazy lists” nello stile di Haskell).

I flussi sono sempre “appiattiti”, ovvero non è possibile avere flussi annidati.

Streams: Example

```
public static int* FromTo(int s, int e) {  
    for (i = s; i <= e; i++) yield return i;  
}
```

```
int* OneToTen = FromTo(1,10);
```

```
foreach(int j in OneToTen) {  
    Console.WriteLine(j);  
};
```

Choice (choice{int;string;})

```
choice{int;Button;} x = 3;  
choice{int;Button;} y = new Button();
```

Questo tipo permette l'esecuzione di una scelta relativa all'attribuzione del tipo della variabile.

Tuples (`struct{int i; string s;}`)

```
struct{int i; Button;}
```

questa struttura contiene un membro di tipo `int` chiamato “`i`” ed uno di tipo `Button` senza nome (analogo delle tuple in ML o Haskell)

`new(i=42,new Button())` - utilizzo della tupla

`x[1].BackColor`

per accedere ad un membro della tupla, ad esempio quello anonimo.

Content classes

Al fine di ottenere una maggiore integrazione con XML sono state introdotte le “Content classes”

```
class friend{  
    struct{  
        string name;  
        int age;  
    };  
    void incAge(){...}  
}
```

Pippo.age – ritornerà l'età di Pippo

Generalized member access

- Sequences

```
string* ss;  
ss.ToUpper();
```

string*

- Anonymous struct types

```
struct{int i; string s; string s;} x;  
x.i;  
x.s;
```

int

string*

- Choice types

```
choice{string; Person; int;} y;  
y.Length;
```

Optional
type

choice{int; Float; }?

Data access in Co

Current API data access

```
Connection con = DriverManager.getConnection(...);
Statement stmt = con.createStatement();
String query = "SELECT * FROM COFFEES WHERE Country='" + input + "'";
ResultSet rs = stmt.executeQuery(query);
while (rs.next()) {
    String s = rs.getString("Cof_Name");
    float n = rs.getFloat("Price");
    System.out.println(s + " - " + n);
}
```

Annotations in the code:

- Red circles around `ResultSet`, `"Cof_Name"`, `"Price"`, and the string literals in the query.
- Red box: "Runtime type conversion of attribute value" (points to `rs.getString("Cof_Name")`).
- Red box: "Very weak type for the table ☹" (points to `rs.getFloat("Price")`).
- Red box: "Queries stored as strings ☹" (points to the query string).
- Red box: "Using string to project attributes ☹" (points to the string literals in the query).

Runtime type
conversion of
attribute value

Very weak type for
the table ☹

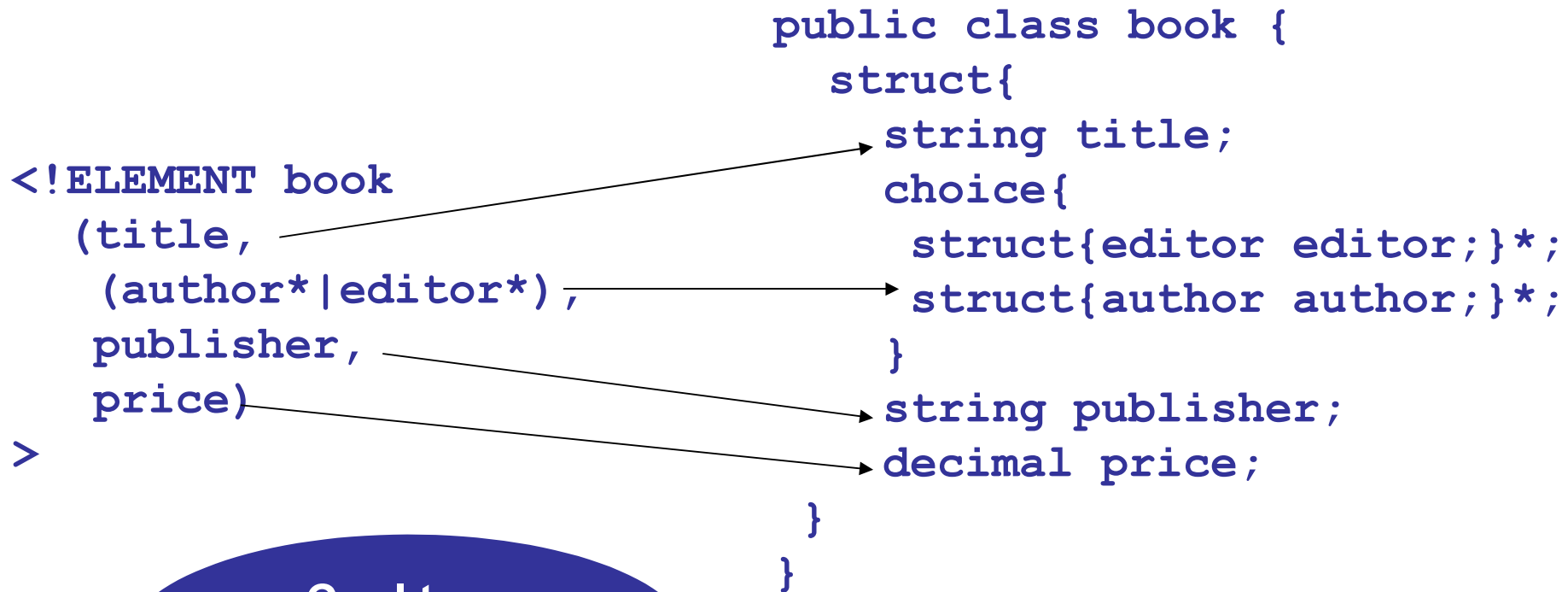
Queries
stored as strings ☹

Using string to
project attributes ☹

A sneak preview...

```
<!ELEMENT book
(title,
(author*|editor*),
publisher,
price)
>
```

```
public class book {
    struct{
        string title;
        choice{
            struct{editor editor;}*;
            struct{author author;}*;
        }
        string publisher;
        decimal price;
    }
}
```



Cool type
declarations!

A sneak preview...

```
book b = <book>
    <title>Cw in a nutshell</title>
    <author><first>Nick</first>
        <last>Benton</last>
    </author>
    <author><first>Gavin</first>
        <last>Bierman</last>
    </author>
    <publisher>OReally</publisher>
    <price>40.99</price>
</book>;
```

XML in
your
code!!

Path
expressions
(like XPath) in
your code!!

```
b.author.first.{ Console.WriteLine(it); };
```

A sneak preview...



SQL in your
code!!

```
alts1 = select Title,Artist  
        from CDs  
        where Style == CDStyle.Alt;
```

```
alts1.{Console.WriteLine("Title={0},Artist={1}",  
                          it.Title,it.Artist)};
```

Path expressions

- GMA allows us to write OQL-like path expressions:

```
static int* FromTo(int s, int e) {  
    for (i = s; i <= e; i++) yield return i;  
}  
FromTo(0,100).{return it.ToString("x");}  
              .ToUpper()  
              .{Console.WriteLine(it);};
```

XQuery use case 3

For each book in the bibliography, list the title and authors, grouped inside a “result” element

X
Q
U
E
R
Y

```
for $b in $bs/book
return
  <result>
    {$b/title}
    {$b/author}
  <result>
```

C
S

```
foreach (b in bs.book)
{
  yield return <result>
    {b.title}
    {b.author}
  </result>;
}
```

A simple buffer

(for use by producer/consumer threads)

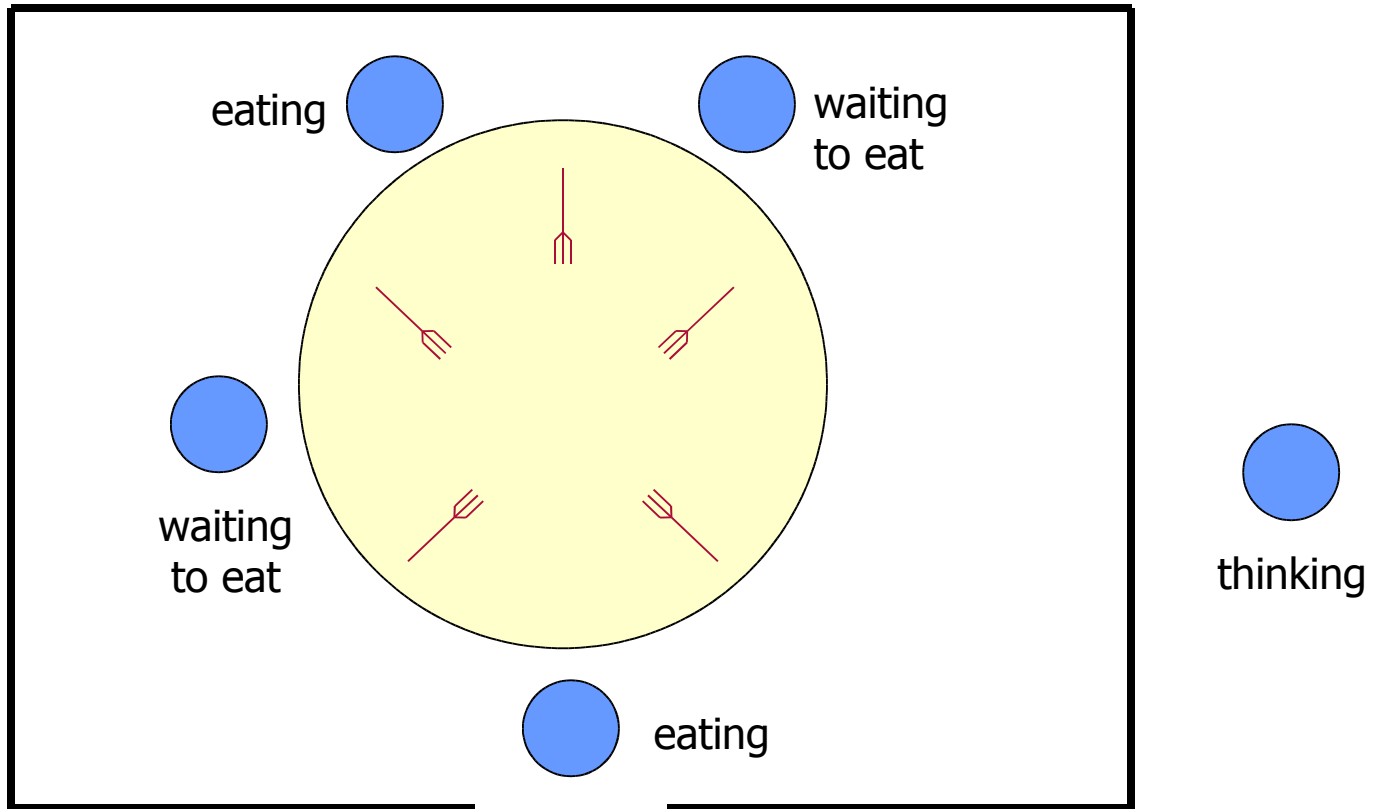
```
class Buffer {  
    async put(string s);  
    string get() & put(string s) {  
        return s;  
    }  
}
```

A simple buffer

```
class Buffer {  
    async put(string s);  
    string get() & put(string s) {  
        return s;  
    }  
}
```

- Calls to `put()` return immediately, but are internally queued if there's no waiting `get()`
- Calls to `get()` block until/unless there's a matching `put()`
- When there's a match the body runs, returning the argument of the `put()` to the caller of `get()`.
- Exactly which pairs of calls are matched up is unspecified.

Dining Philosophers



Code extract

```
class Room {
    async hasspaces(int n);
    async isfull();

    public Room (int size) { hasspaces(size); }

    public void enter() & hasspaces(int n) {
        if (n > 1) hasspaces(n-1);
        else      isfull();
    }

    public void leave()
        & hasspaces(int n) {
            hasspaces(n+1);
        }
    & isfull() {
        hasspaces(1);
    }
}
```

Relationship with C#

- Note: C ω is **not** C# *n.0*
 - We're a **research** project
 - We're not sponsored by the C# or VS team

"The C# team is excited about C ω and other C#-based research projects that MSR-Cambridge is working on. We have no current plans to extend the C# language in this direction, but will continue to observe the progress of C ω and other MSR-Cambridge projects."

Scott Wiltamuth, C# Product Unit Manager

Compiler release

- Available (v.1.0.2) from
<http://research.microsoft.com/Comega>

Domande??