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# CODE GENERATION OF VDM+ + CONCURRENCY

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# AGENDA

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Introduction

Code Generation Platform

Generating concurrency

Mapping Synchronization

Conclusion

Future Vision of Overture

Q&A

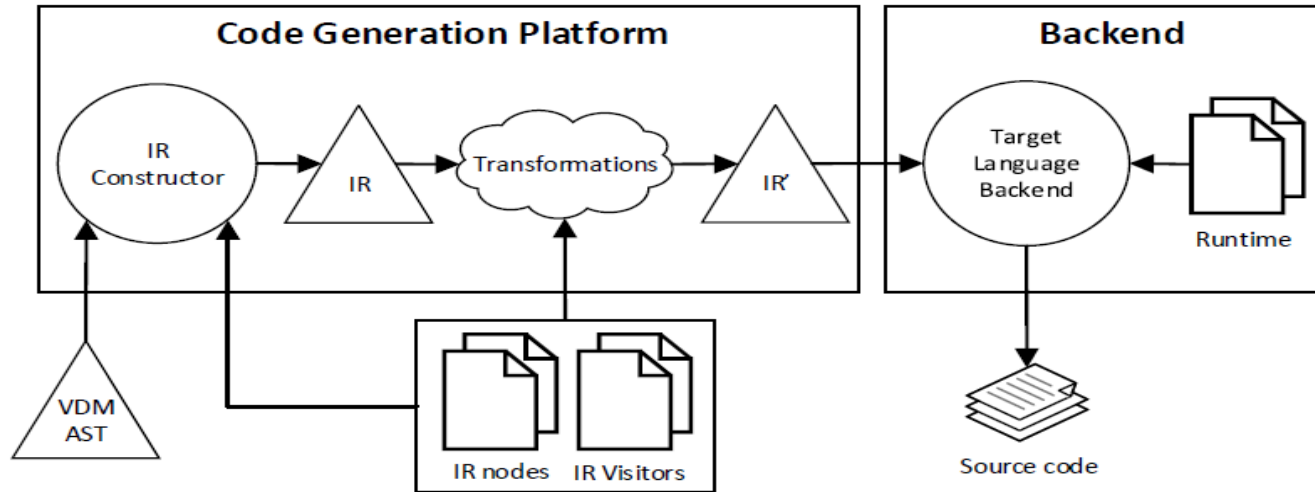
# MOTIVATION

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- ▶ Expanding the Code Generation Platform
- ▶ Concurrency is becoming more and more important

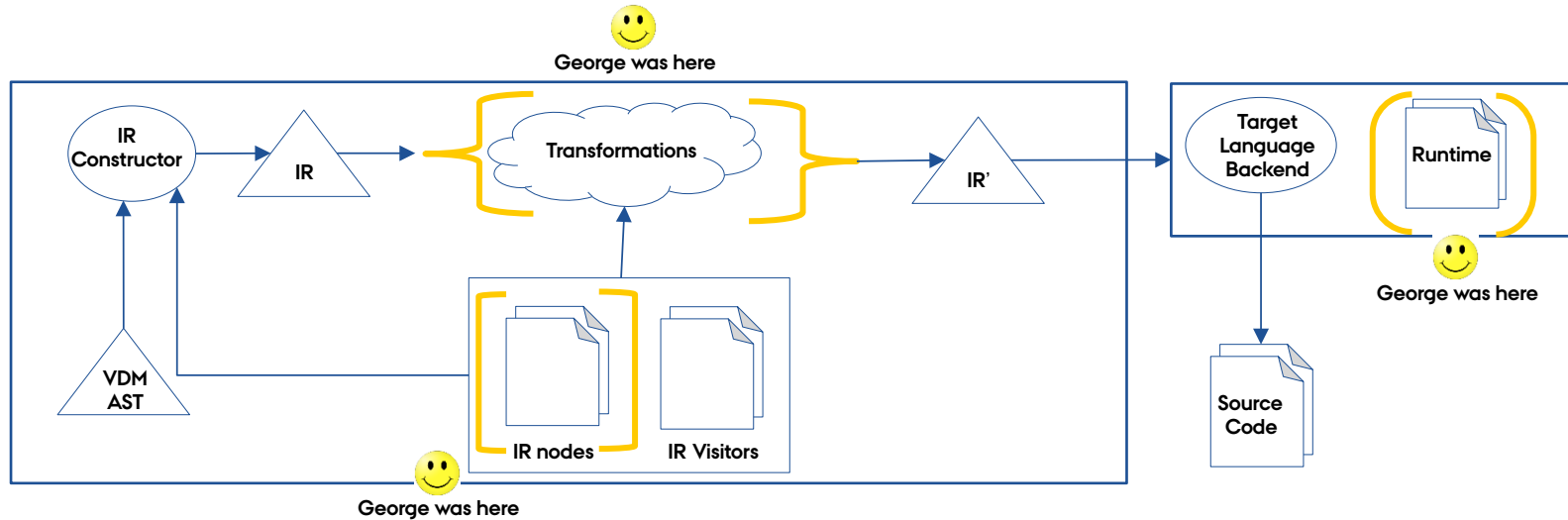
# CODE GENERATION PLATFORM

## CG Platform Overview



# CODE GENERATION PLATFORM

## CG Platform Extension



# VDM++ VS JAVA CONCURRENCY

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## VDM++ Concurrency

- Threads
- History counters
- Permission Predicates
- Mutex



## Java Concurrency

- Threads
- Monitors
- Locks

# GENERATING CONCURRENCY

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## The Main Solution

- ▶ Simple thread generation
- ▶ Managing history counters
- ▶ Mechanism for evaluating permission predicates

# THREADS

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## Threads

- ▶ VDM thread maps easily to Java.
- ▶ VDM thread has a slightly different life cycle



# HISTORY COUNTERS

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## Managing History Counters

- ▶ Sentinel Class
  - > Keeps history counters
  - > Manages history counters
  - > Forces evaluation of permission predicates

# HISTORY COUNTERS

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## Mapping History Counters

- ▶ Are kept as arrays in the Sentinel class
- ▶ Each method is represented with one index of the array
- ▶ Overloaded operations are given only one index

Sentinel
+act : long[]
+req : long[]
+fin : long[]
+active : long[]
+waiting : long[]
+entering()
+leaving()
-activating()
-waiting()
-requesting()

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# HISTORY COUNTERS

## VDM++

```
class test_class_pptypes

instance variables
x:int:=0;

operations
public foo : () ==> int
foo () == return 1;

private bar : () ==> bool
bar () == return false;

end test_class_pp
```



## Java

```
public class test_class_pp implements EvaluatePP {
    public Number foo() {
        sentinel.entering(sentinel.foo);
        try {
            return 1L;
        } finally {
            sentinel.leaving(sentinel.foo);}
    }
    private Boolean bar() {
        sentinel.entering(sentinel.bar);
        try {
            return false;
        } finally {
            sentinel.leaving(sentinel.bar);}
    }
    public static class test_class_pp_sentinel
    extends Sentinel {
        public static final int foo = 0;
        public static final int bar = 1;
        public test_class_pp_sentinel(final valuatePP,instance)
        {
            init(instance, function_sum); }
    }
}
```



# SENTINEL.ENTERING

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- ▶ Increments relevant history counters
- ▶ Also requests the evaluation of permission predicates

# PERMISSION PREDICATES

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## Evaluating Permission Predicates

- ▶ EvaluatePP interface
  - > Contains only one method `evaluatePP (...)`
  - > Generated for all user defined classes

# PERMISSION PREDICATES

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## Mapping Permission Predicates

- ▶ Permission Predicates become `evaluatePP` method
- ▶ Each permission predicate becomes a branch in the `evaluatePP`

# PERMISSION PREDICATES

## VDM++

```
class test_class_pptypes
instance variables
  x:int:=0;
operations
  public foo : () ==> int
  foo () == return 1;

  private bar : () ==> bool
  bar () == return false;

sync
  per foo => #act(foo) < 3;
  per bar => x < 5;
end test_class_pp
```



## Java

```
public class test_class_pp implements EvaluatePP {
  private volatile Number x = 0L;
  public volatile Sentinel sentinel;
  public Number foo() {
  ...}
  private Boolean bar() {
  ...}
  public Boolean evaluatePP(final Number fnr) {
    if (Utils.equals(fnr, 0L)) {
      return (sentinel.act[sentinel.foo] < 3L)
    } else if (Utils.equals(fnr, 1L)) {
      return (x.longValue() < 5L)
    }
  }
  else {
    return true;
  }
}
```

# MUTEX

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```
mutex(foo, bar);
```

Transformed



```
per foo => #active(bar) = 0;
```

```
per bar => #active(foo) = 0;
```



# EVALUATION

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- ▶ Tested on examples:
  - > POP3
  - > Concurrent Factorial
  - > Shared Variable Buffers
  
- ▶ **It is in the Tool!**

# CONCLUSION – FUTURE WORK

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- ▶ Code generation of VDM ++ to Java concurrency
  - › Permission predicates, history counters, threads...
- ▶ Validated on various models
  
- ▶ In the future...
  - › Code generate concurrency with static operations
  - › Investigate portability of concurrency codegen transformations

# FUTURE OF OVERTURE

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- ▶ 1 Year
  - > Clear its features, providing the most useful
- ▶ 5 Years
  - > Expand its developer community and its user base
  - > Be part of important projects in the industry
- ▶ 10 years
  - > Being a well established industry tool

# Q&A

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## QUESTIONS?



**ΛΕΓΕ ΕΙΔΩΣ – ΝΕΩΤΕΡΟΝ ΔΙΔΑΣΚΕ – ΣΟΦΙΑΝ ΖΗΤΕΙ**

Teach what you know – Teach the younger – Seek wisdom

Δελφικά Παραγγελήματα - Delphic Maxims



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