
Johan Lindfors



1973



1982



HÖGSKOLAN
DALARNA

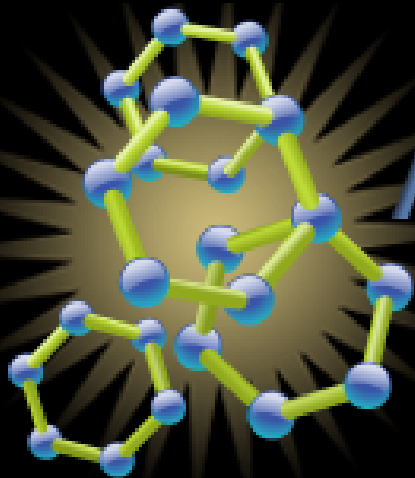


1995

Microsoft[®]



1998



Axum

```
namespace AxumAdo  
{  
    channel IntOp  
    {  
        input in
```

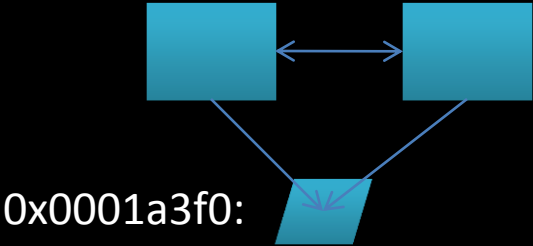
```
    AdderAgent()  
    le ( true )  
    2 <-- (receiv
```

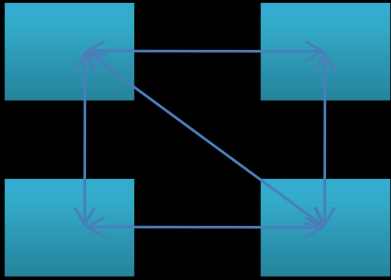
```
private writ  
{  
    public M  
    {  
        var
```

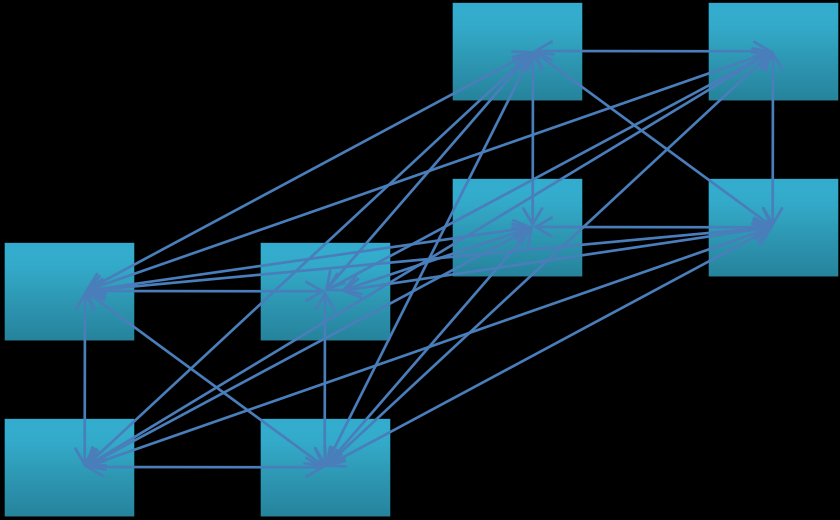
```
    console.WriteLine(  
        var x = Int32.  
    console.WriteLine(  
        var y = Int32.  
        adder::X <== x  
        adder::Y <== y  
    console.WriteLine
```

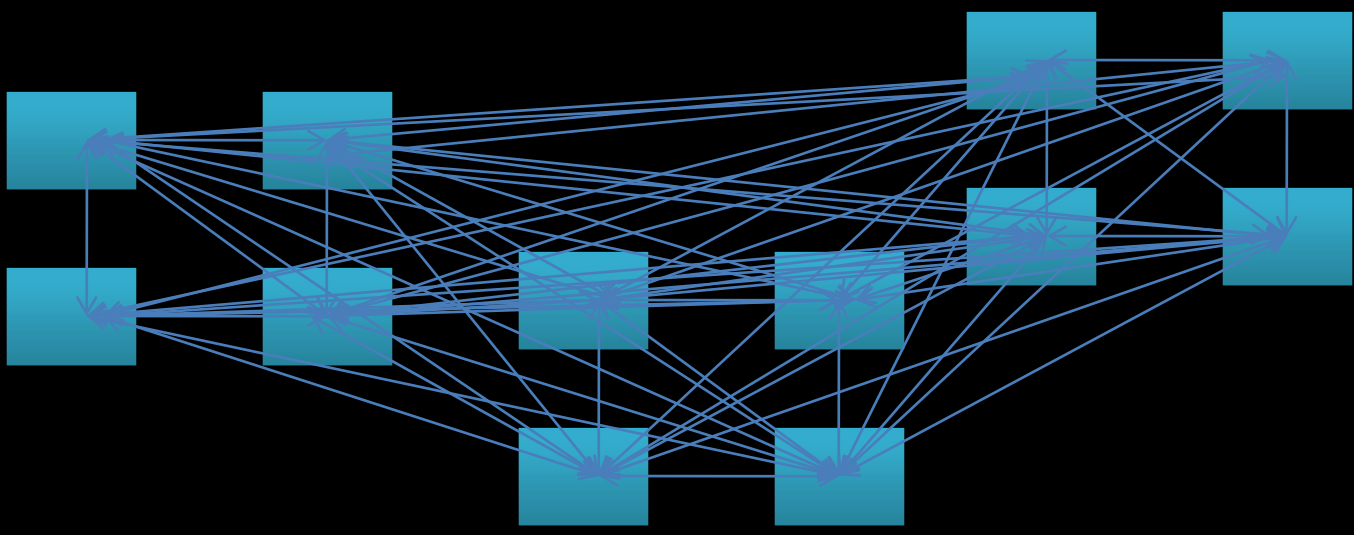
version 0.2

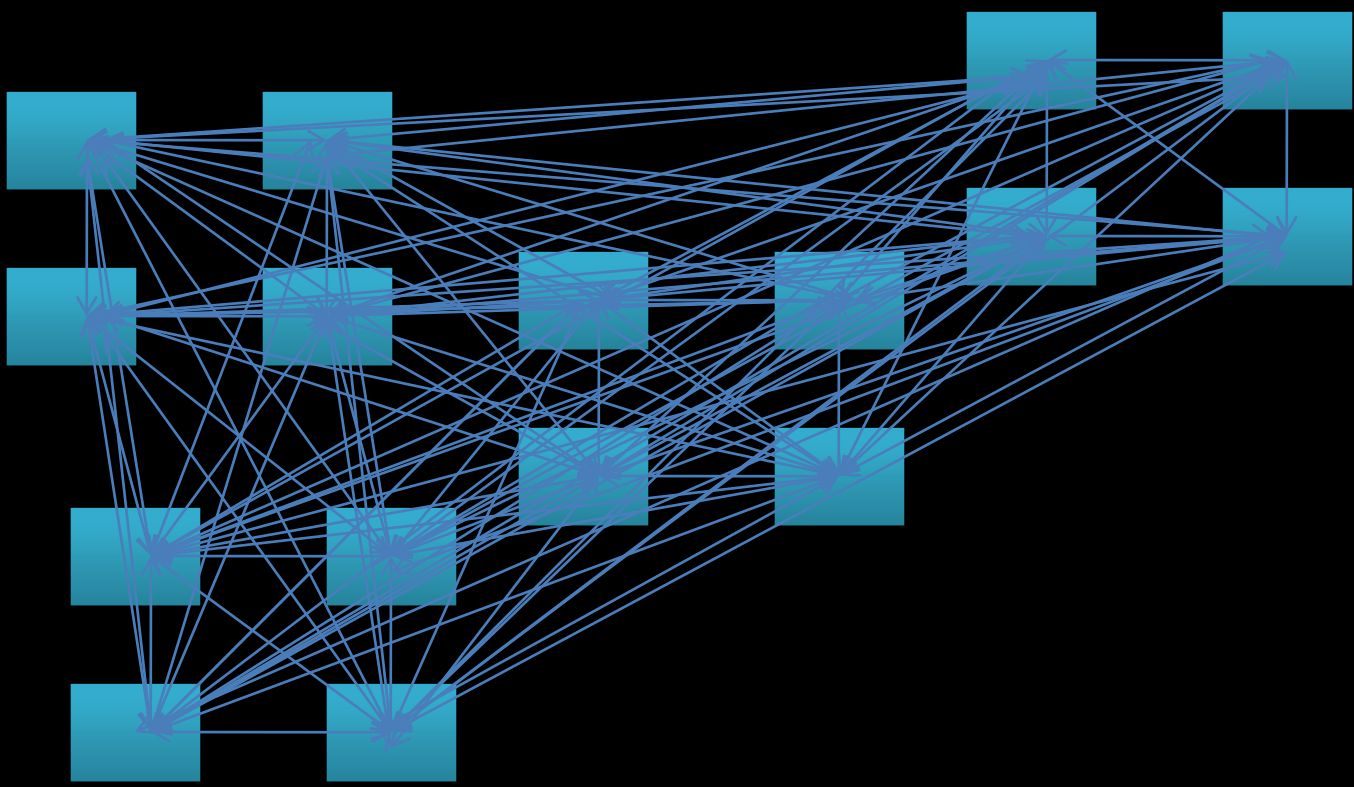
Parallelism is here

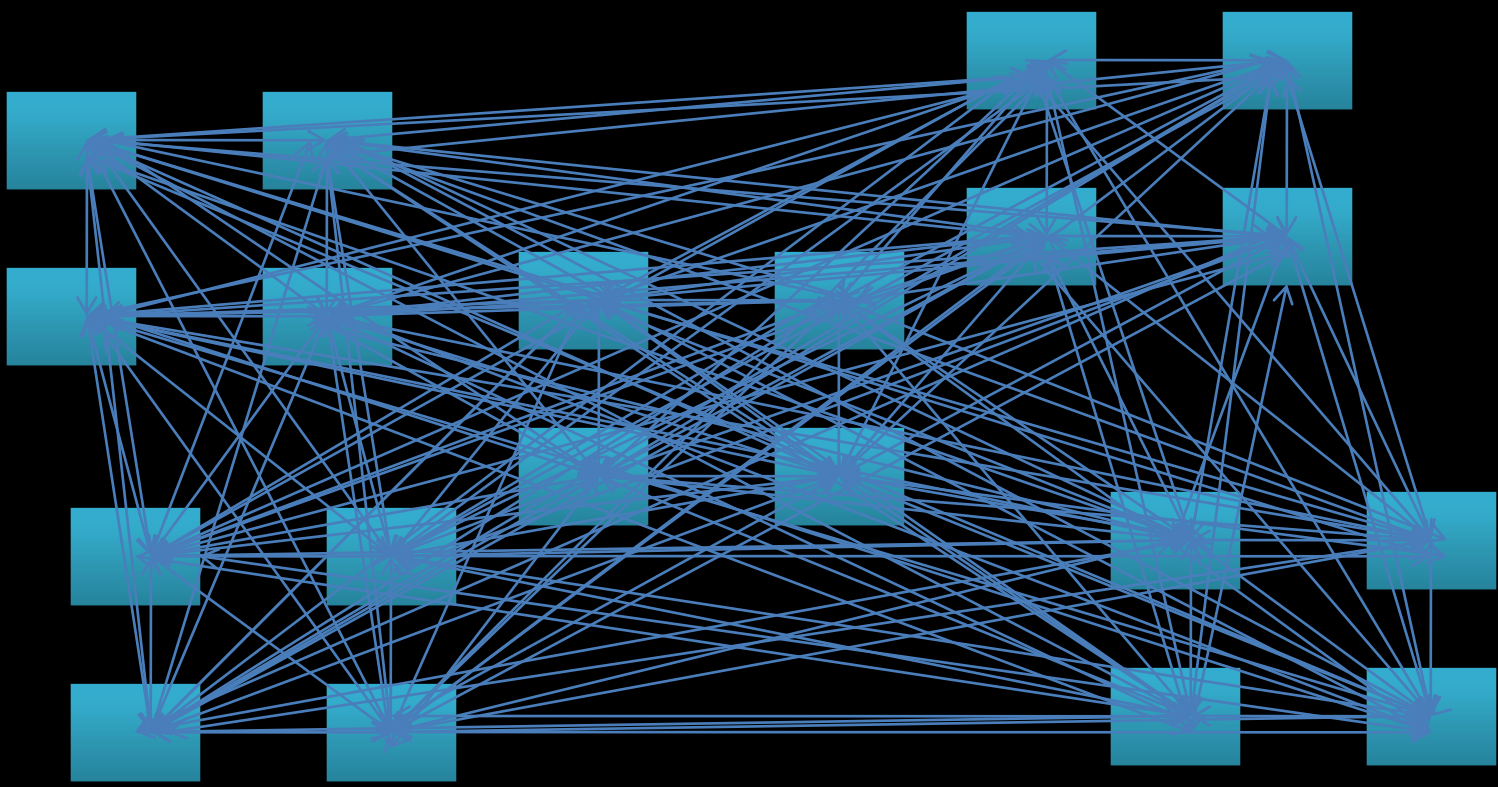












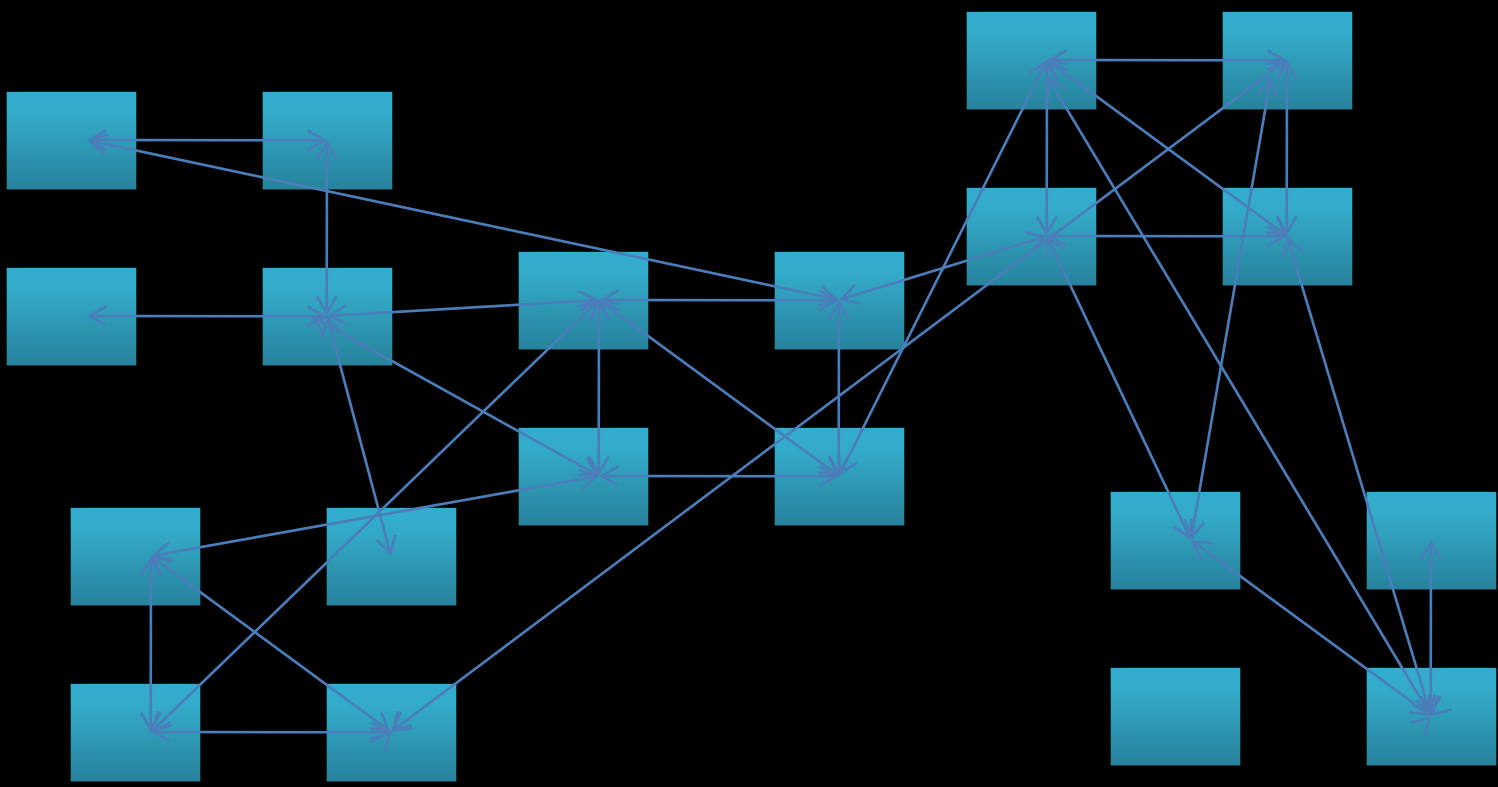


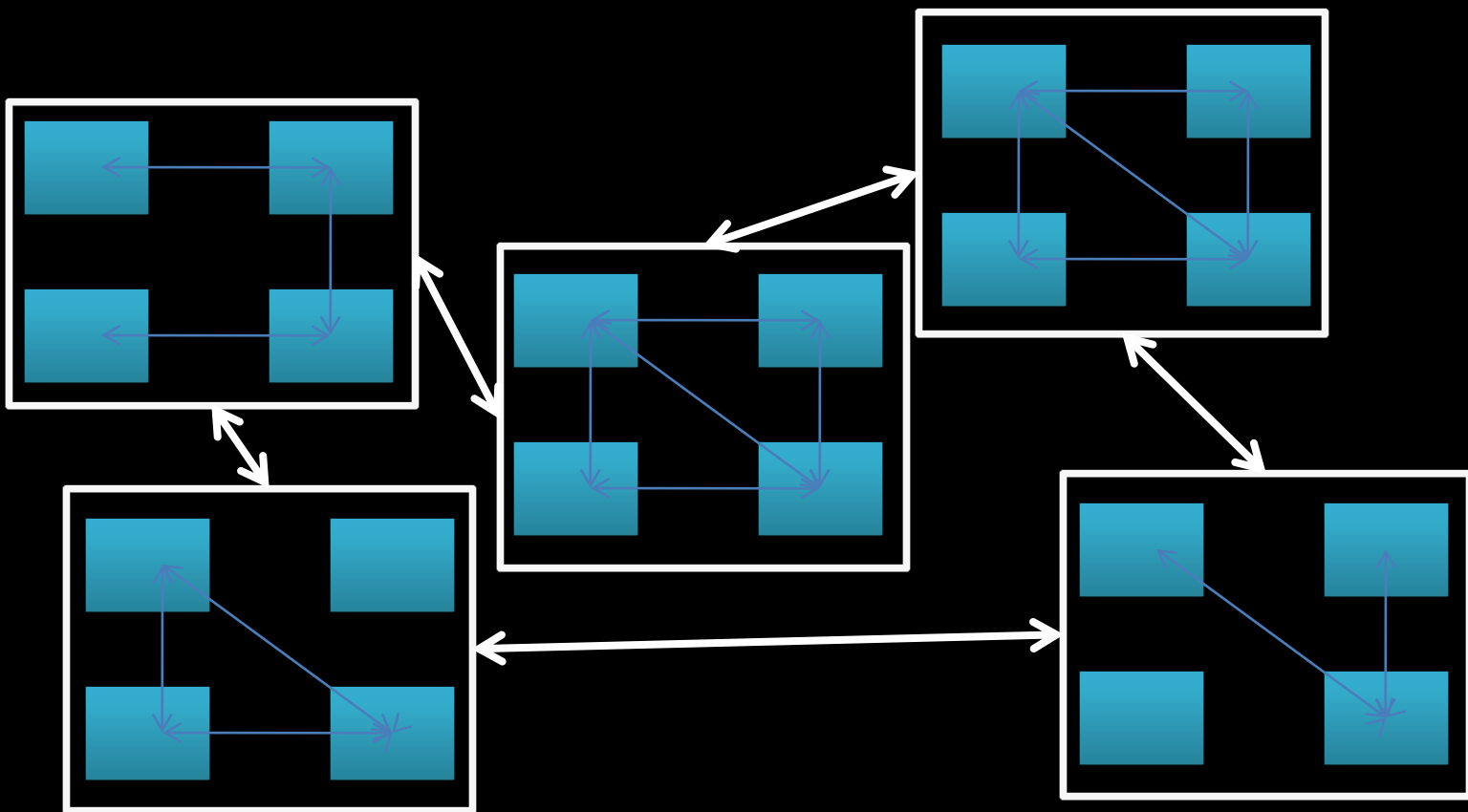
Loosely coupled

Low trust between “components”

Partitioned state

Message-passing (HTTP Get/Put)





Special-purpose language in incubation

Partition data into domains

Agents use shared state within domains

Agents use message-passing between domains

Support for asynchrony and data-flow

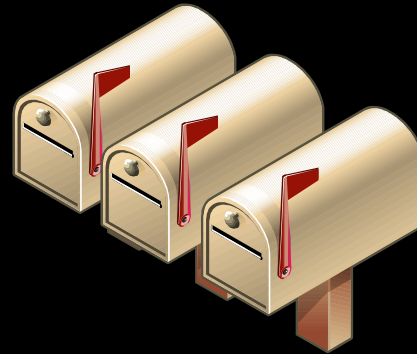
Agent



Domain



Channel



Schema



msdn.com/devlabs

msdn.se/johan

Microsoft[®]

```
channel PingPong
{
    input  bool  Ping;
    output Signal Pong;
}
```



```
agent PingAgent : channel PingPong
{
  public PingAgent ()
  {
    while (receive(Ping))
    {
      Pong <-- Signal.Value;
    }
    Pong <-- Signal.Value;
  }
}
```

```
domain Table
{
    Dictionary<string, string> dict =
        new Dictionary<string, string>();

    public Table()
    {
        Host<TableAgent>("TableAgentAddress");
    }

    public agent TableAgent : channel TableAccess ...
}
```

```
channel TableAccess
```

```
{
```

```
    input KeyValuePair <String,String> Put;
```

```
    input String Get : String;
```

```
    input Signal Done;
```

```
    Start: {
```

```
        Put $ (!String.IsNullOrEmpty(value.Key)) -> Start;
```

```
        Get $ (!String.IsNullOrEmpty(value)) -> Start;
```

```
        Done -> End; }
```

```
}
```

```
chan::Request ==> TransformString ==> chan::Reply;
```

```
buffer -<< { TransformString ==> sink, PrintString };
```

```
schema TableEntry
{
    required String Key;
    required String Value;

    rules { require !String.IsNullOrEmpty(Key);
           require !String.IsNullOrEmpty(Value); }
}
```