

Sequential to Concurrent Transformation

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start —→ $x := y$ —→ $x := x + 1$ —→ $z := y$ —→ finish

Sequential to Concurrent Transformation

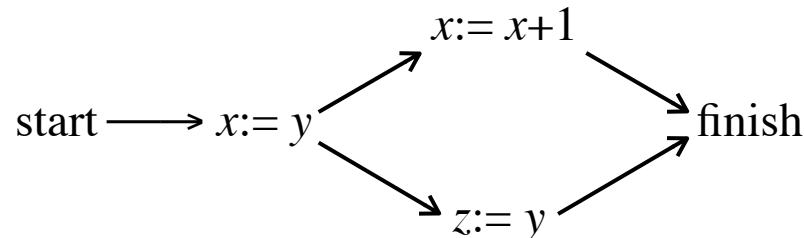
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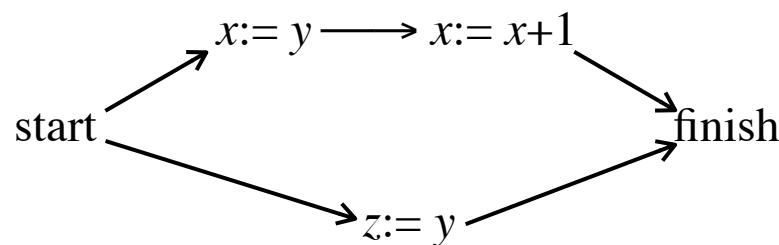
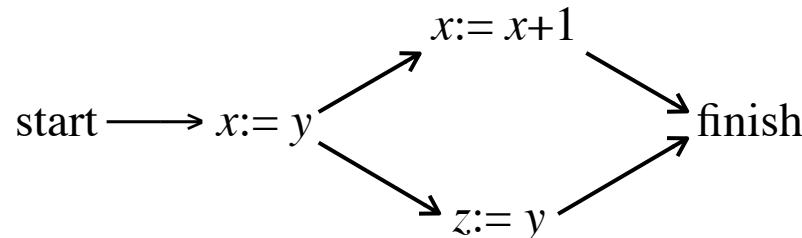
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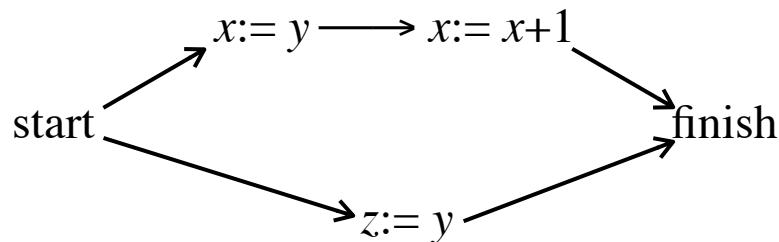
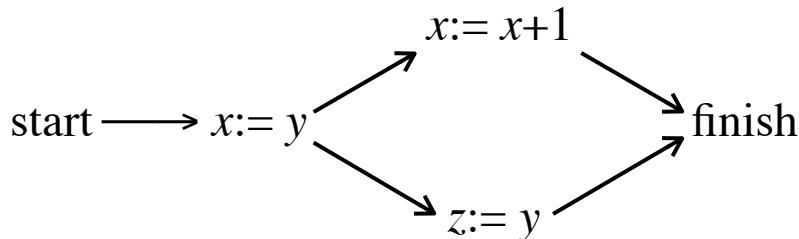
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Sequential to Concurrent Transformation

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start —→ $x := y$ —→ $x := x+1$ —→ $z := y$ —→ finish



Sequential to Concurrent Transformation

rules

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Whenever two programs occur in sequence, and neither assigns to a variable appearing in the other, they can be placed in parallel.

example $x := z.$ $y := z$ becomes $x := z \parallel y := z$

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example $x := z. \quad y := z$ becomes $x := z \parallel y := z$

Whenever two programs occur in sequence, and neither assigns to a variable assigned in the other, and no variable assigned in the first appears in the second, they can be placed in parallel.

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Sequential to Concurrent Transformation

rules

Whenever two programs occur in sequence, and neither assigns to a variable appearing in the other, they can be placed in parallel.

example $x := z. \quad y := z$ becomes $x := z \parallel y := z$

Whenever two programs occur in sequence, and neither assigns to a variable assigned in the other, and no variable assigned in the first appears in the second, they can be placed in parallel; a copy must be made of the initial value of any variable appearing in the first and assigned in the second.

example $x := y. \quad y := z$ becomes $c := y. \quad (x := c \parallel y := z)$

Buffer

produce = $b := e$

consume = $x := b$

Buffer

produce = $b := e$

consume = $x := b$

control = *produce. consume. control*

Buffer

produce = $b := e$

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$P \longrightarrow C \longrightarrow P \longrightarrow C \longrightarrow P \longrightarrow C \longrightarrow$

Buffer

produce = $b := e$

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Buffer

produce = $b := e$

consume = $x := b$

control = *produce*. *newcontrol*

newcontrol = *consume*. *produce*. *newcontrol*

Buffer

produce = $b := e$

consume = $x := b$

control = *produce*. *newcontrol*

newcontrol = (*consume* || *produce*). *newcontrol*

Buffer

produce = $b := e$

consume = $x := c$

control = *produce*. *newcontrol*

newcontrol = $c := b$. (*consume* || *produce*). *newcontrol*

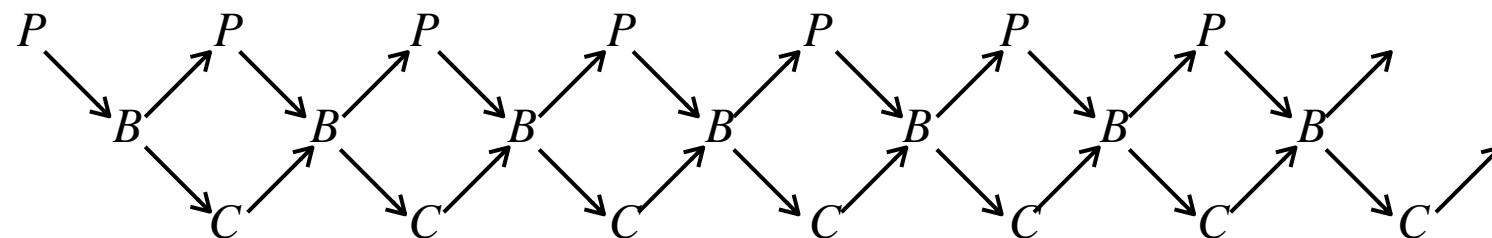
Buffer

produce =*b*:=*e*.....

consume =*x*:=*c*.....

control = *produce.* *newcontrol*

$$newcontrol \; = \; c := b. \; (consume \parallel produce). \; newcontrol$$



Buffer

produce = b $w := e.$ $w := w + 1$

consume = $x := b$ $r.$ $r := r + 1$

control = $w := 0.$ $r := 0.$ *newcontrol*

newcontrol = *produce.* *consume.* *newcontrol*

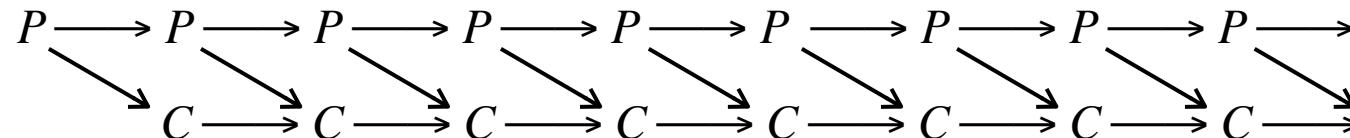
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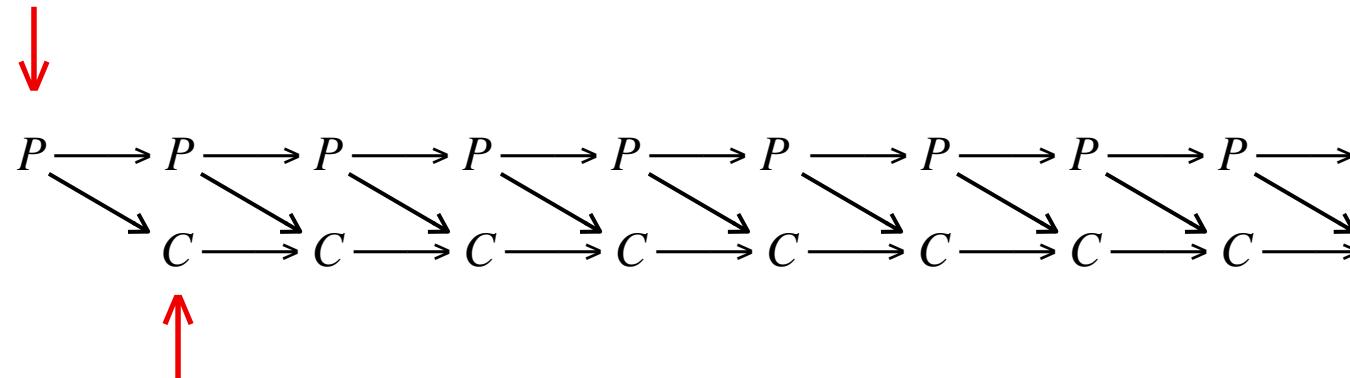
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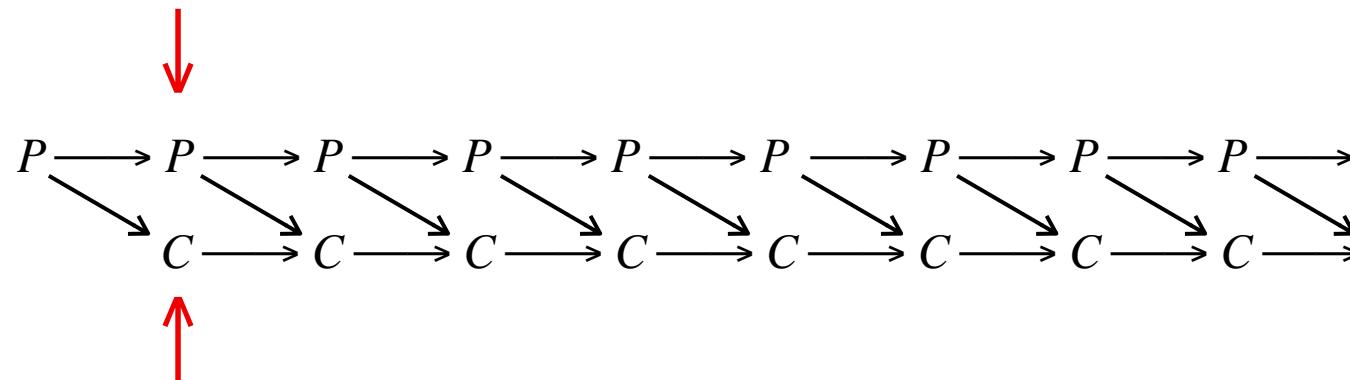
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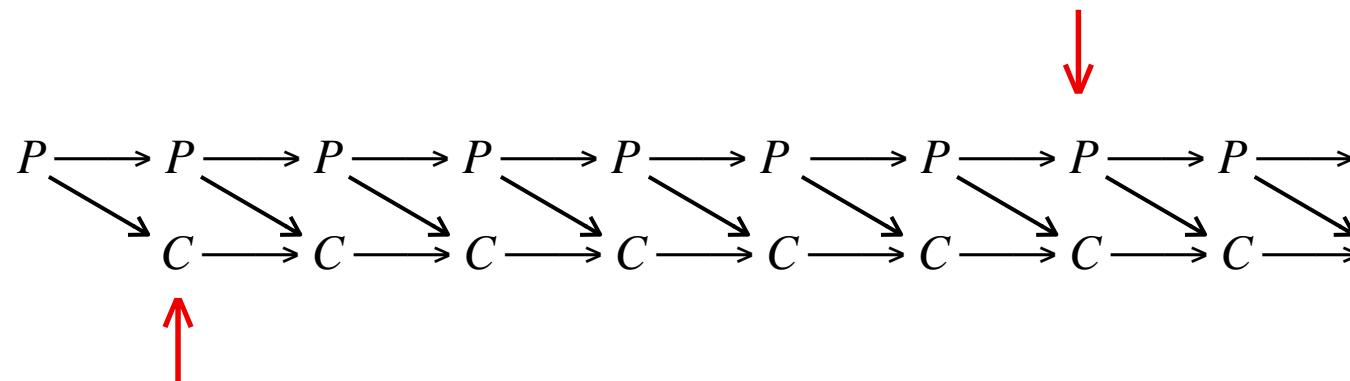
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control = $w := 0.$ $r := 0.$ *newcontrol*

newcontrol = *produce.* *consume.* *newcontrol*



Buffer

produce = b $w := e.$ $w := \text{mod}(w+1)$ n

consume = $x := b$ $r.$ $r := \text{mod}(r+1)$ n

control = $w := 0.$ $r := 0.$ *newcontrol*

newcontrol = *produce.* *consume.* *newcontrol*

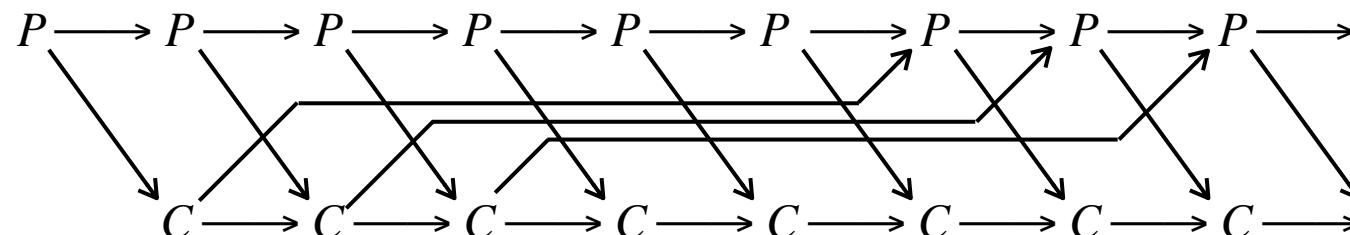
Buffer

produce = b $w := e.$ $w := \text{mod}(w+1) n$

consume = $x := b$ $r.$ $r := \text{mod}(r+1) n$

control = $w := 0.$ $r := 0.$ *newcontrol*

newcontrol = *produce.* *consume.* *newcontrol*



Insertion Sort

define

$$sort = \langle n \cdot \forall i, j : 0,..n \cdot i \leq j \Rightarrow L_i \leq L_j \rangle$$

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$$sort n \Rightarrow sort' (n+1) \iff$$

$$\begin{bmatrix} L_0 & ; L_1 & ; L_2 & ; L_3 & ; L_4 & \\ 0 & 1 & 2 & 3 & 4 & 5 \end{bmatrix}$$

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if $n=0$ **then**

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↓

L_0	$; L_1$	$; L_2$	$; L_3$	$; L_4$	$]$
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$$sort n \Rightarrow sort' (n+1) \iff$$

if $n=0$ **then** *ok*

↓

[L_0	$; L_1$	$; L_2$	$; L_3$	$; L_4$]
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if $n=0$ **then** *ok*

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[L_0 ; L_1 ; L_2 ; L_3 ; L_4]
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if $n=0$ **then** ok

else if $L(n-1) \leq L(n)$ **then** ok



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if $n=0$ **then** ok

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else



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if $n=0$ **then** *ok*

else if $L(n-1) \leq L(n)$ **then** *ok*

else *swap* $(n-1) n.$



[$L_0 \ ; L_1 \ ; L_2 \ ; L_3 \ ; L_4 \ ; L_5$]
0 1 2 3 4 5

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if $n=0$ **then** ok

else if $L(n-1) \leq L n$ **then** ok

else $swap (n-1) n.$



[L_0 ; L_1 ; L_2 ; L_3 ; L_4]
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if $n=0$ **then** ok

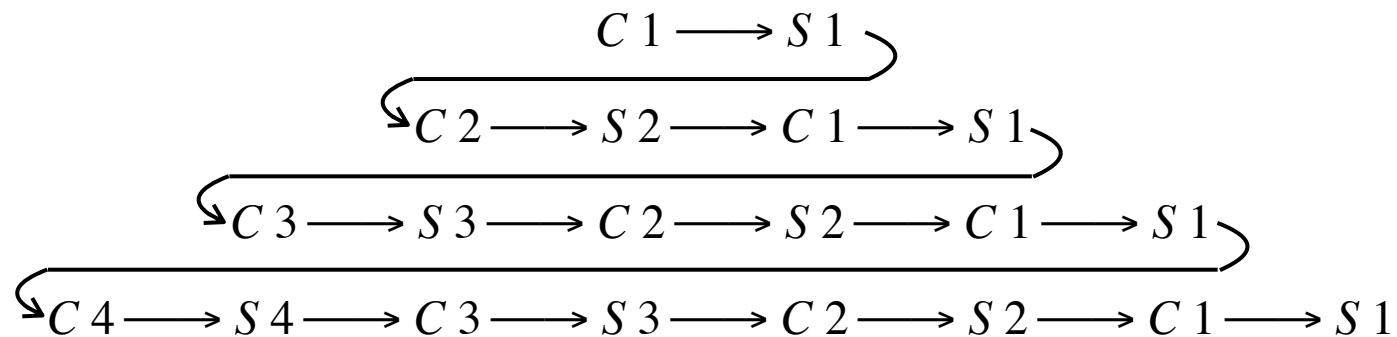
else if $L(n-1) \leq L n$ **then** ok

else $swap (n-1) n.$ $sort (n-1) \Rightarrow sort' n$ **fi fi**

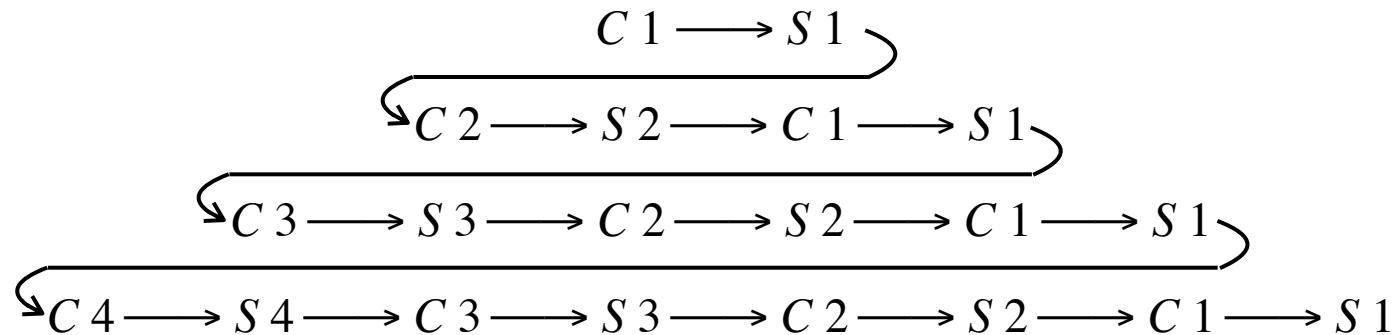


[L_0 ; L_1 ; L_2 ; L_3 ; L_4]
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Insertion Sort

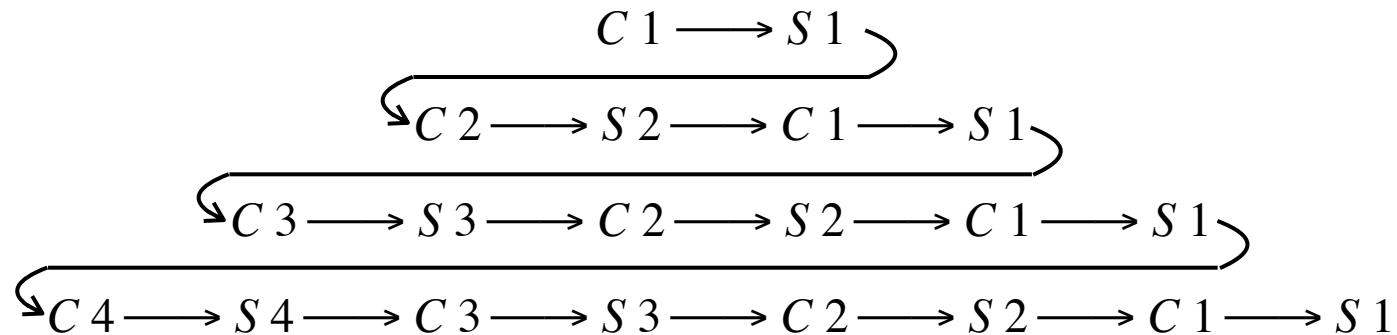


Insertion Sort



If $abs(i-j) > 1$ then S_i and S_j in parallel

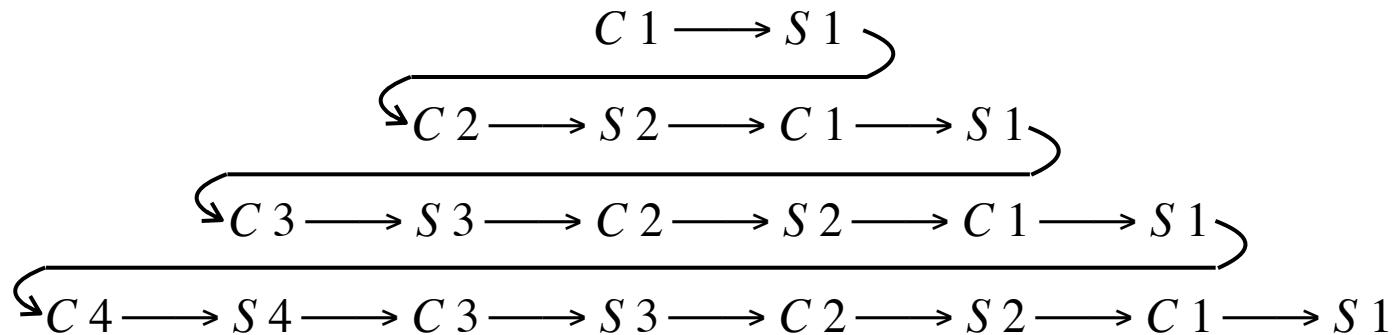
Insertion Sort



If $abs(i-j) > 1$ then S_i and S_j in parallel

If $abs(i-j) > 1$ then S_i and C_j in parallel

Insertion Sort

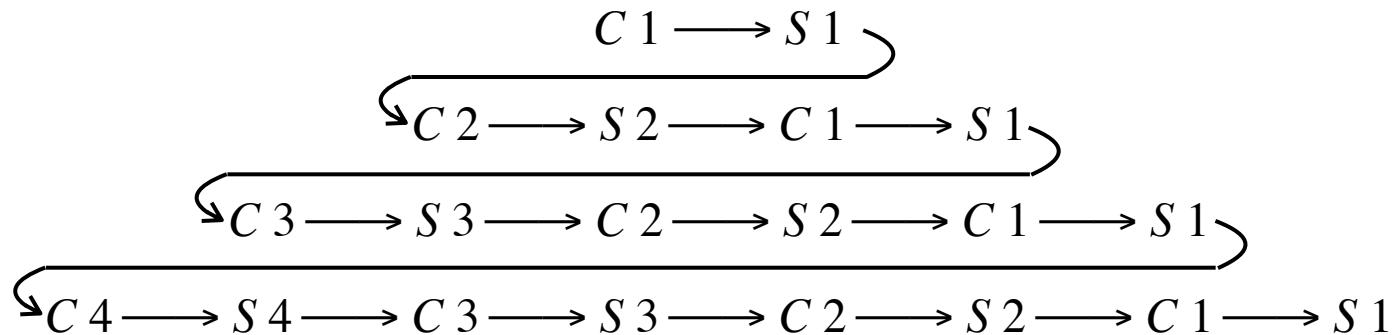


If $\text{abs}(i-j) > 1$ then S_i and S_j in parallel

If $\text{abs}(i-j) > 1$ then S_i and C_j in parallel

C_i and C_j in parallel

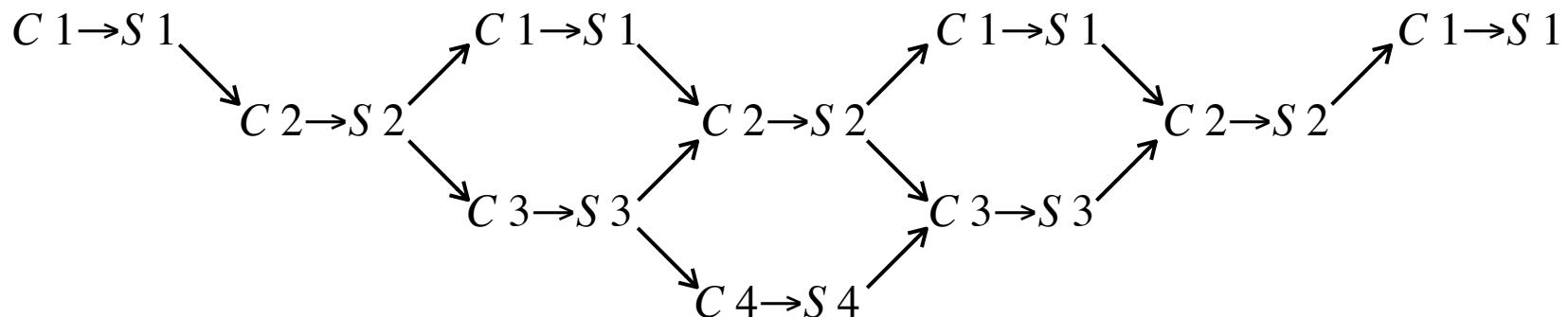
Insertion Sort



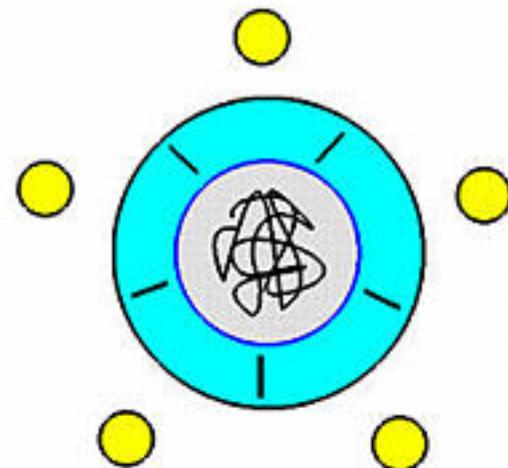
If $\text{abs}(i-j) > 1$ then S_i and S_j in parallel

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C_i and C_j in parallel



Dining Philosophers



Dining Philosophers

$$life = (P_0 \vee P_1 \vee P_2 \vee P_3 \vee P_4). \ life$$

$$P_i = up\ i. \ up(i+1). \ eat\ i. \ down\ i. \ down(i+1)$$

$$up\ i = chopstick\ i := \top$$

$$down\ i = chopstick\ i := \perp$$

$$eat\ i =chopstick\ ichopstick(i+1).....$$

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Dining Philosophers

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up i = *chopstick i* := \top

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Dining Philosophers

life = $(P_0 \vee P_1 \vee P_2 \vee P_3 \vee P_4). *life*$

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up i = *chopstick i := T* 

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Dining Philosophers

life = $(P_0 \vee P_1 \vee P_2 \vee P_3 \vee P_4). *life*$

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If $i \neq j \wedge i+1 \neq j$, $(eat\ i. \ up\ j)$ becomes $(eat\ i \parallel up\ j)$.

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If $i \neq j$, $(up\ i. \ down\ j)$ becomes $(up\ i \parallel down\ j)$.

If $i \neq j$, $(down\ i. \ up\ j)$ becomes $(down\ i \parallel up\ j)$. ←

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Dining Philosophers

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