

Sequential to Concurrent Transformation

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$x := y. x := x + 1. z := y$

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start \longrightarrow $x := y$ \longrightarrow $x := x + 1$ \longrightarrow $z := y$ \longrightarrow finish

Sequential to Concurrent Transformation

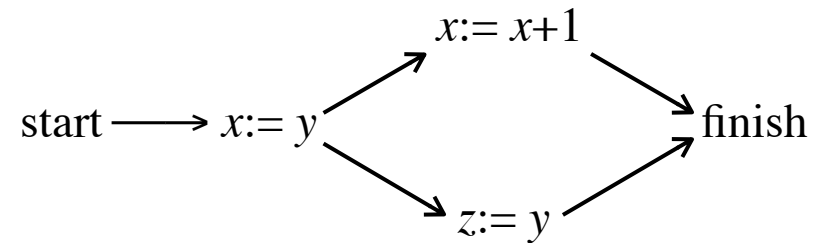
$$\begin{aligned} & x:= y. x:= x+1. z:= y \\ = & x:= y. (x:= x+1 \parallel z:= y) \end{aligned}$$

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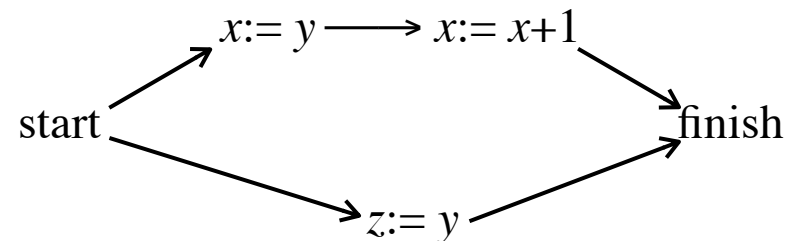
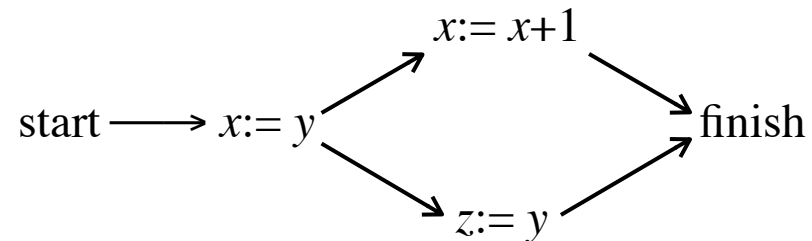
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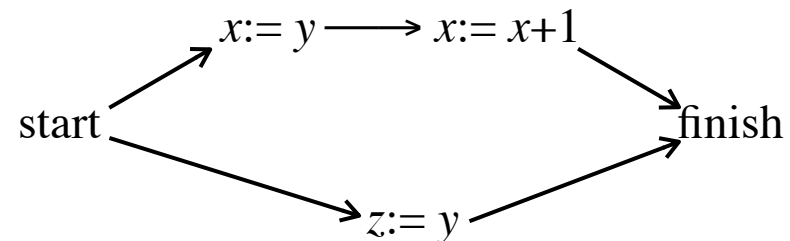
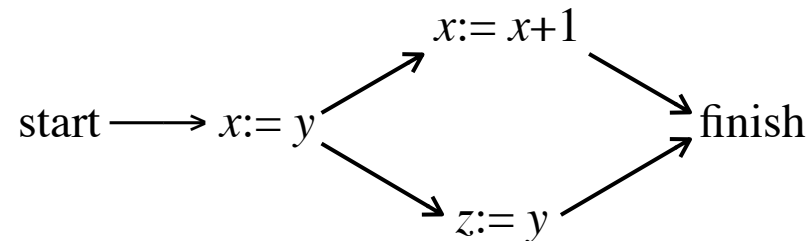
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Sequential to Concurrent Transformation

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start \longrightarrow $x:=y$ \longrightarrow $x:=x+1$ \longrightarrow $z:=y$ \longrightarrow finish



Sequential to Concurrent Transformation

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

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

Buffer

produce = $b := e$

consume = $x := b$

Buffer

produce = $b:=e$

consume = $x:=b$

control = *produce. consume. control*

Buffer

produce = $b:=e$

consume = $x:=b$

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

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produce = $b:=e$

consume = $x:=b$

control = *produce. consume. control*

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*

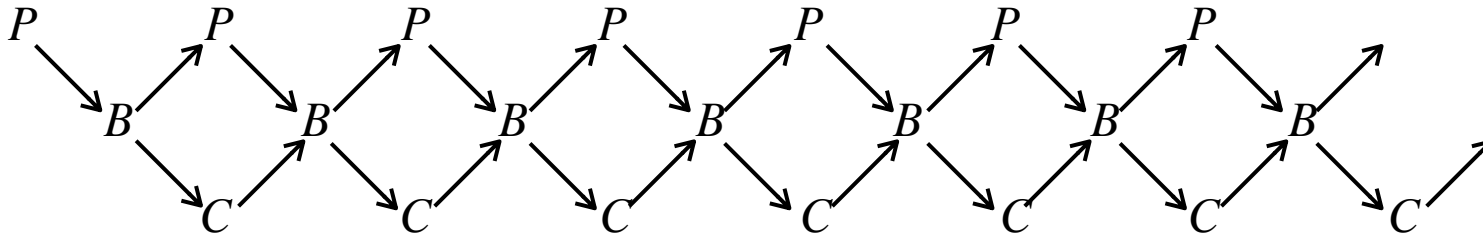
Buffer

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

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

control = *produce*. *newcontrol*

newcontrol = *c:= b*. (*consume* || *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*

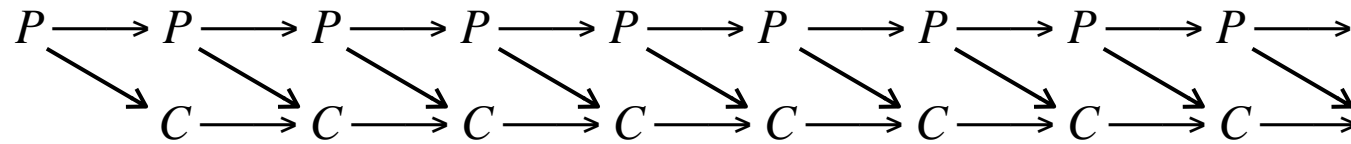
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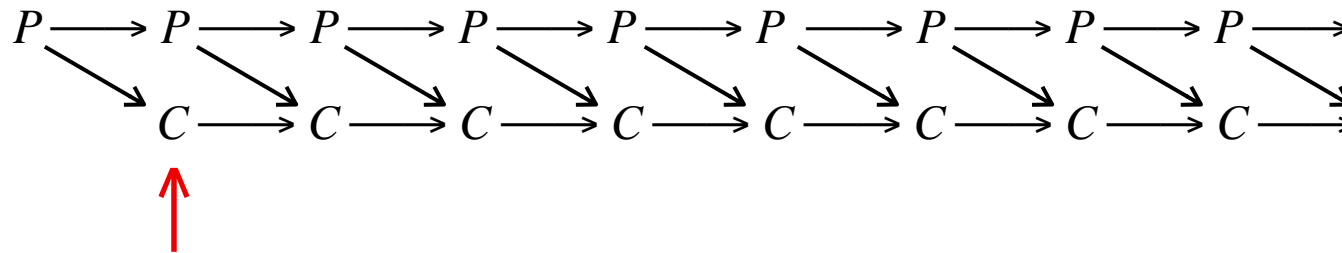
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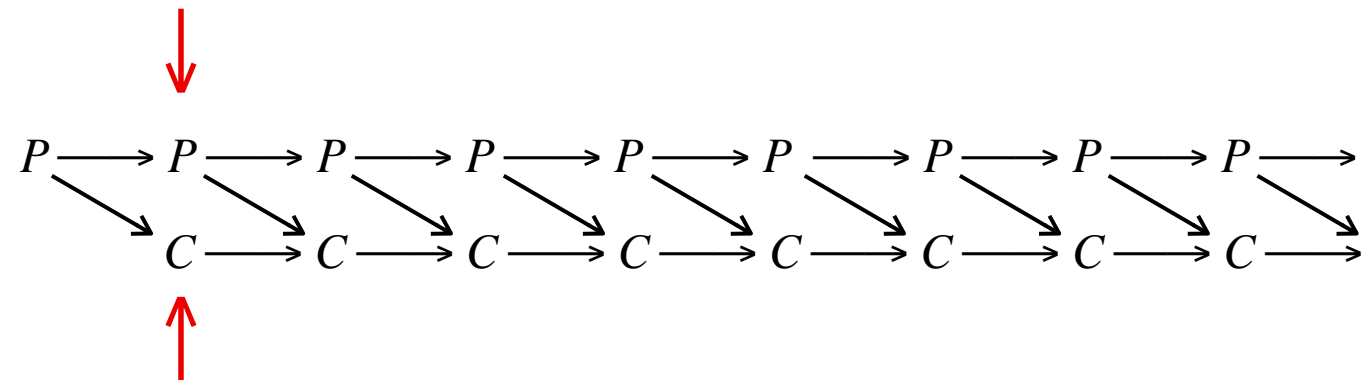
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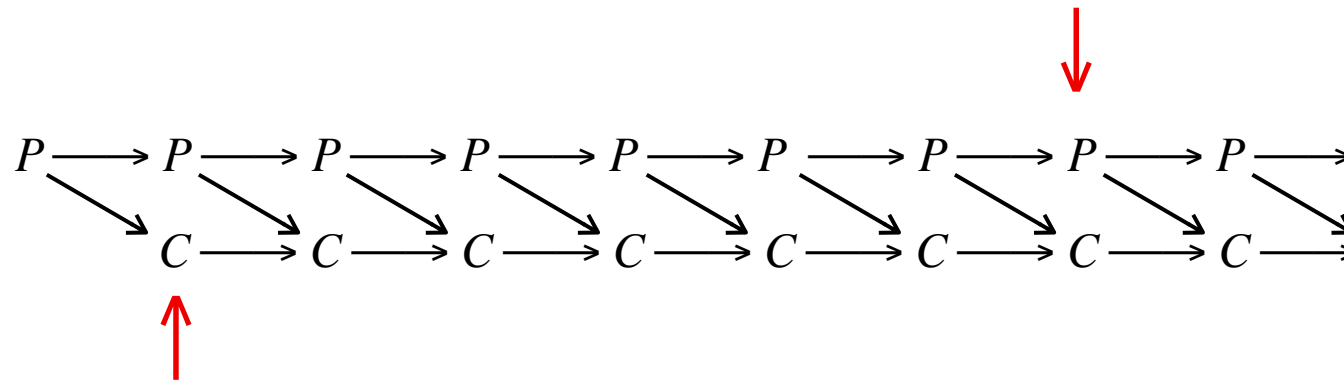
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produce =*b* *w*:= *e*. *w*:= *mod* (*w*+1) *n*.....

consume =*x*:= *b* *r*. *r*:= *mod* (*r*+1) *n*.....

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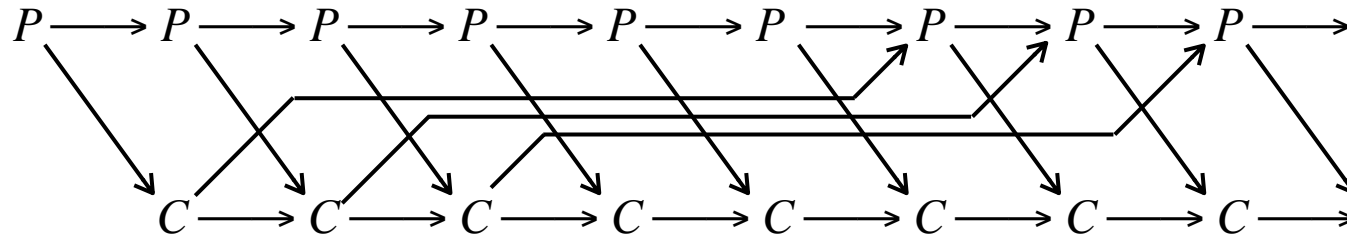
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Insertion Sort

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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Insertion Sort

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$$\text{sort} = \langle n \cdot \forall i, j: 0..n \cdot i \leq j \Rightarrow L i \leq L j \rangle$$

$$\text{sort}' (\#L) \iff \text{sort } 0 \Rightarrow \text{sort}' (\#L)$$

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$$\text{sort}' (\#L) \Leftarrow \text{sort } 0 \Rightarrow \text{sort}' (\#L)$$
$$\text{sort } 0 \Rightarrow \text{sort}' (\#L) \Leftarrow \mathbf{for} \ n := 0; ..\#L \ \mathbf{do} \ \text{sort } n \Rightarrow \text{sort}' (n+1) \ \mathbf{od}$$

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

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if $n=0$ **then**

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if $n=0$ then



$$\begin{array}{cccccc} [& L & 0 & ; & L & 1 & ; & L & 2 & ; & L & 3 & ; & L & 4 &] \\ 0 & & 1 & & 2 & & 3 & & 4 & & 5 \end{array}$$

Insertion Sort

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$$\text{sort} = \langle n \cdot \forall i, j: 0..n \cdot i \leq j \Rightarrow L_i \leq L_j \rangle$$
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$$\text{sort } n \Rightarrow \text{sort}' (n+1) \Leftarrow$$

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



$$\begin{array}{cccccc} [L 0 & ; L 1 & ; L 2 & ; L 3 & ; L 4 &] \\ 0 & 1 & 2 & 3 & 4 & 5 \end{array}$$


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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*

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

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



$$\begin{array}{cccccc} [L 0 & ; L 1 & ; L 2 & ; L 3 & ; L 4 &] \\ 0 & 1 & 2 & 3 & 4 & 5 \end{array}$$

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$$\text{sort} = \langle n \cdot \forall i, j: 0..n \cdot i \leq j \Rightarrow L i \leq L j \rangle$$
$$\text{swap} = \langle i, j: 0..#L \cdot L i := L j \parallel L j := L i \rangle$$
$$\text{sort}' (\#L) \Leftarrow \text{sort } 0 \Rightarrow \text{sort}' (\#L)$$
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if $n=0$ **then** *ok*

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

else $\text{swap } (n-1) n.$



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

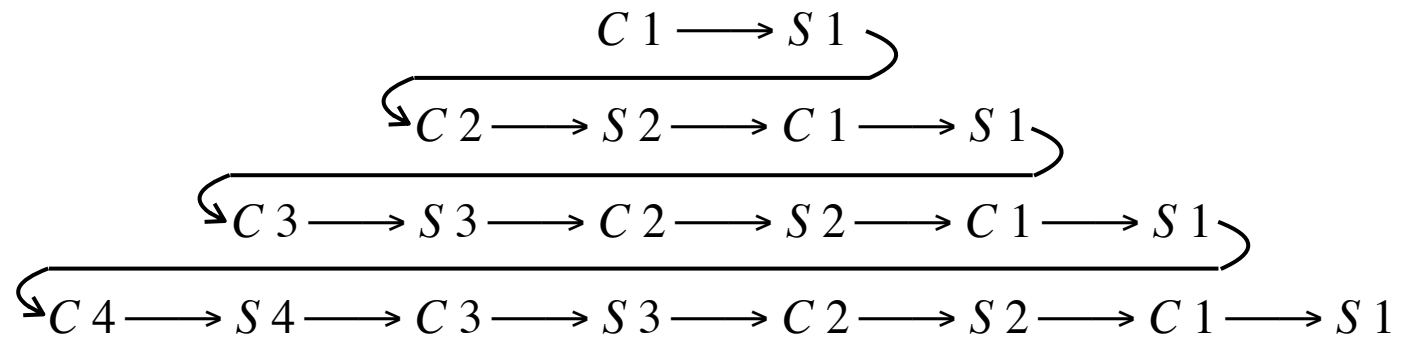
else if $L (n-1) \leq L n$ **then** *ok*

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

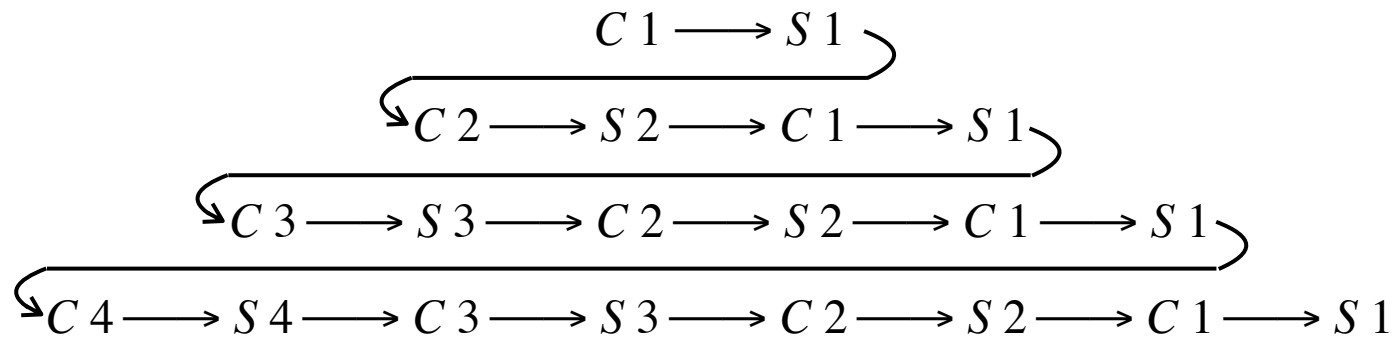


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Insertion Sort

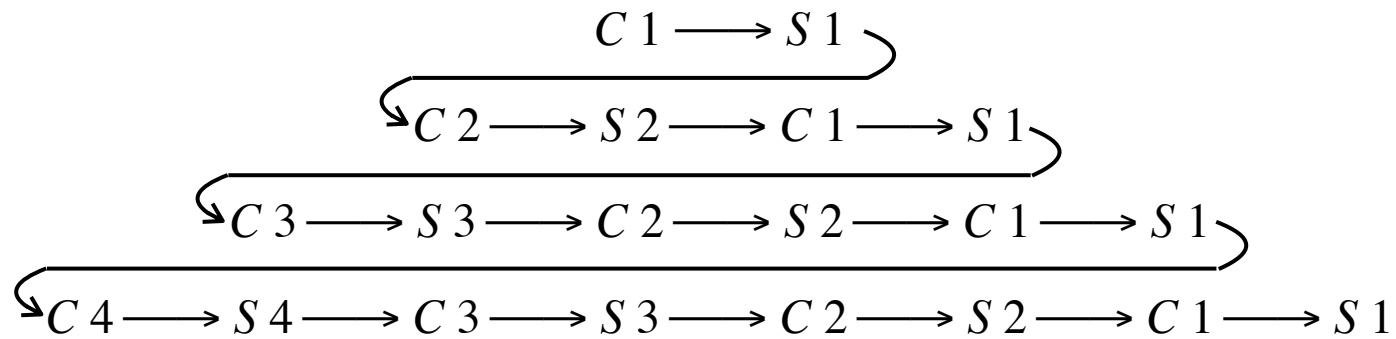


Insertion Sort



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

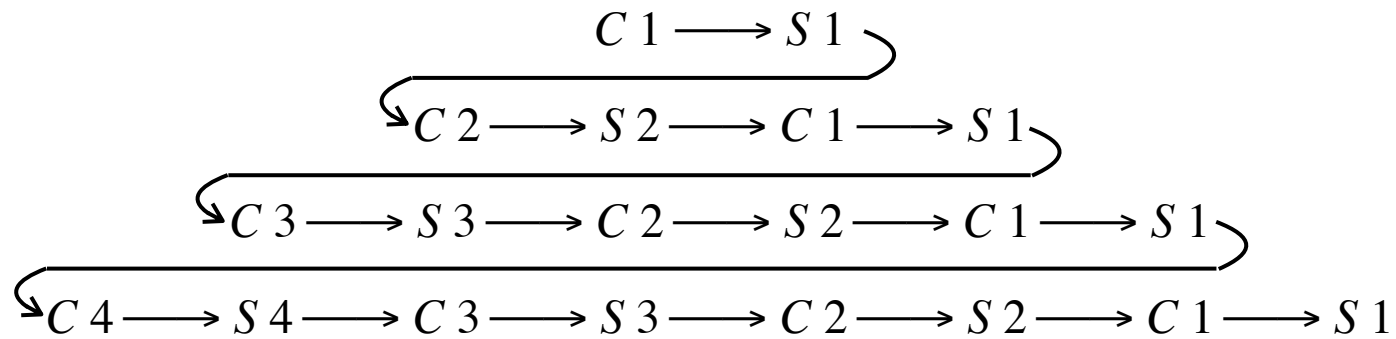
Insertion Sort



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

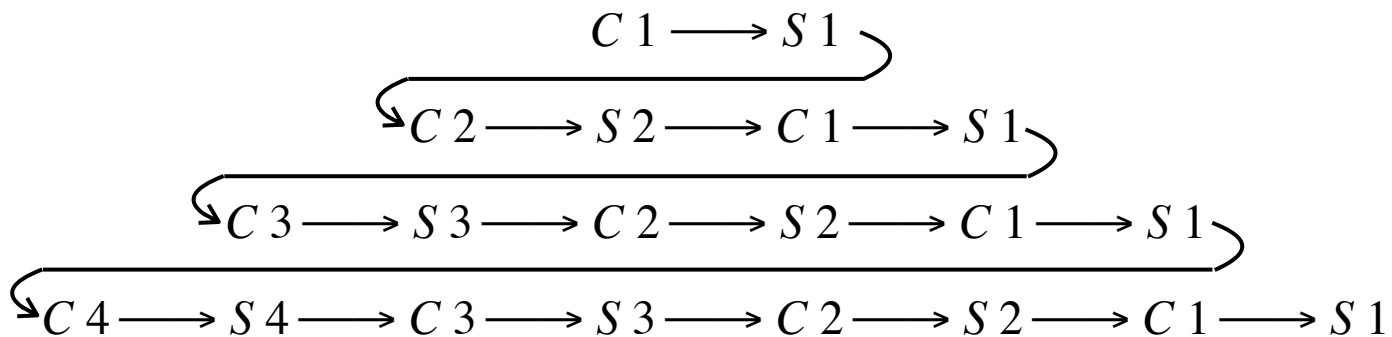


If $abs(i-j) > 1$ then S_i and S_j in parallel

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

C_i and C_j in parallel

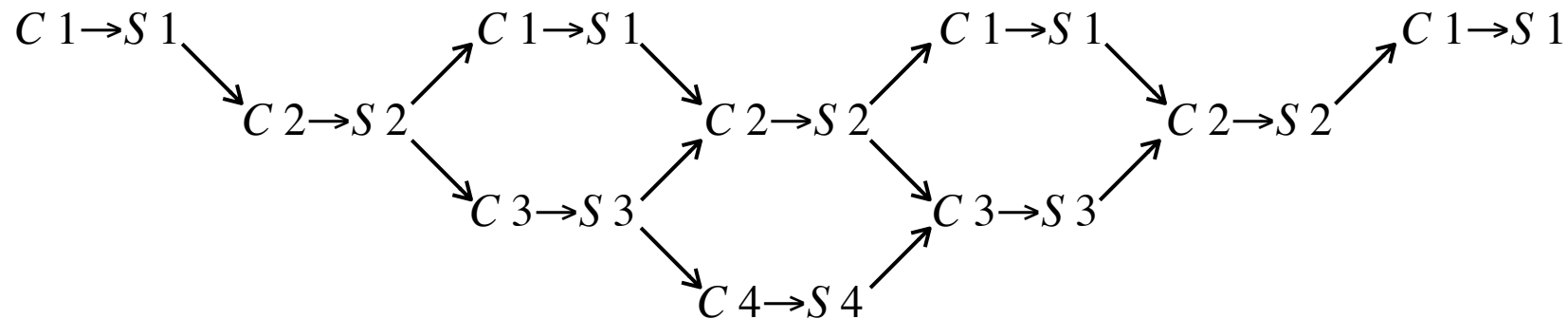
Insertion Sort



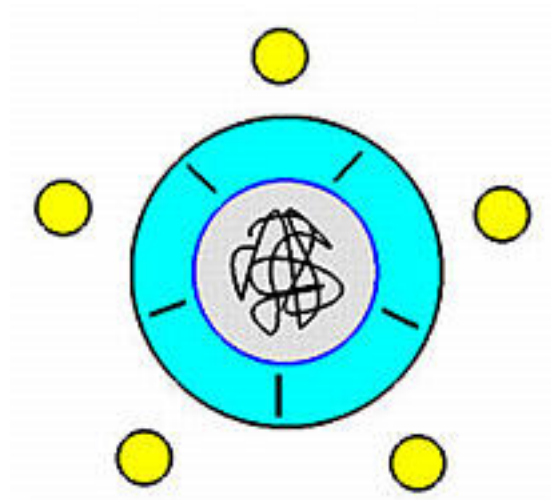
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C_i and C_j in parallel



Dining Philosophers



Dining Philosophers

$life = P_0 \parallel P_1 \parallel P_2 \parallel P_3 \parallel P_4$

$P_i = think\ i. (up\ i \parallel up(i \oplus 1)). eat\ i. (down\ i \parallel down(i \oplus 1)). P_i$

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

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

$eat\ i = (uses\ chopstick\ i\ and\ chopstick(i \oplus 1))$

$think\ i = (does\ not\ use\ any\ chopstick)$

Dining Philosophers

$life = P_0 \parallel P_1 \parallel P_2 \parallel P_3 \parallel P_4 \quad \leftarrow$

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Dining Philosophers

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Dining Philosophers

$life = P_0 \parallel P_1 \parallel P_2 \parallel P_3 \parallel P_4$ **X**

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Dining Philosophers

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

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

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Dining Philosophers

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Dining Philosophers

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$P_i = think\ i. up\ i. up(i \oplus 1). eat\ i. down\ i. down(i \oplus 1)$ ←

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