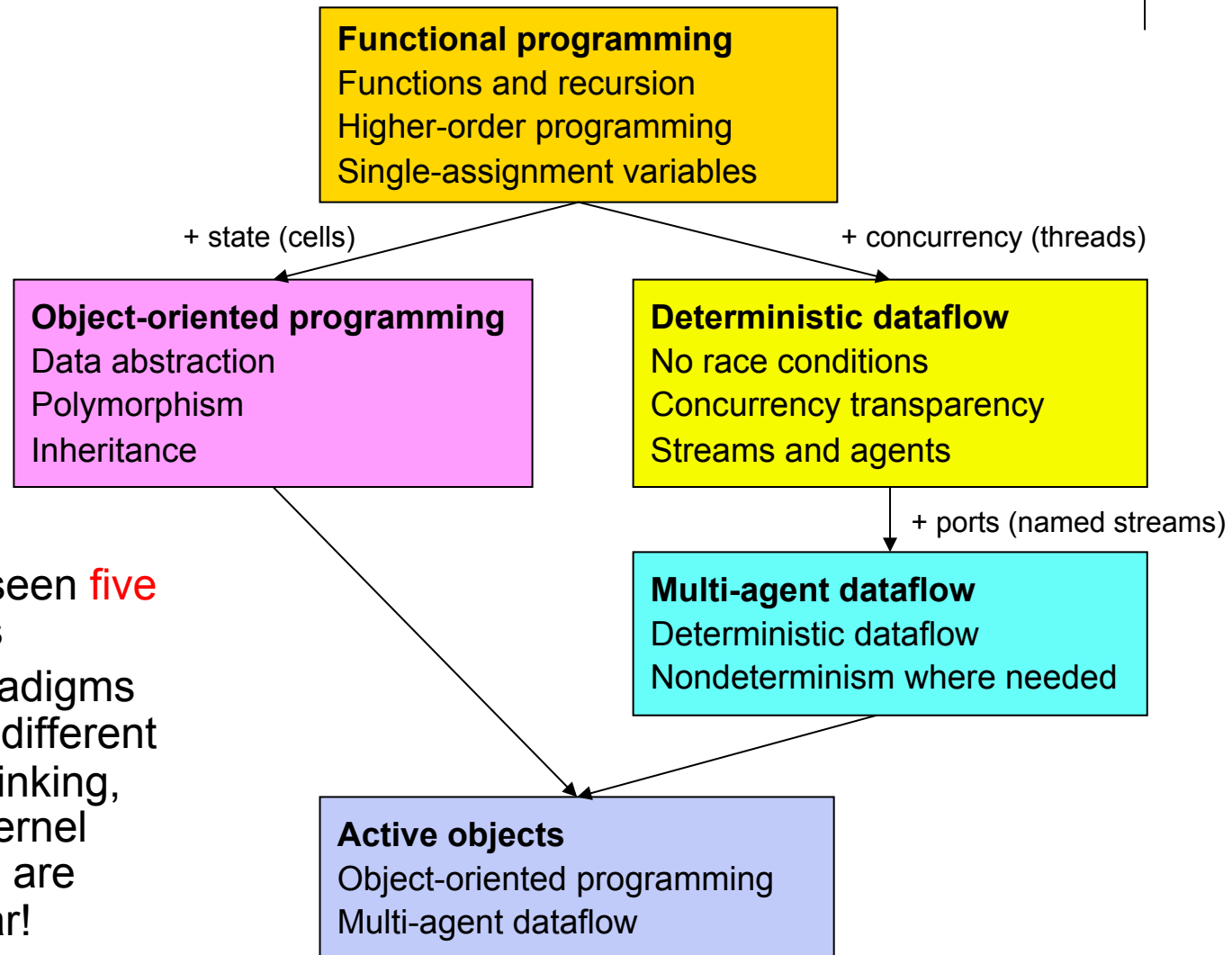


# Paradigms of this course (1)



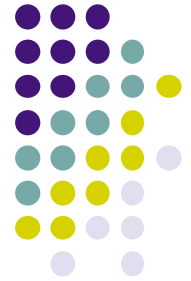
- We defined a **paradigm** as *an approach to programming a computer based on a coherent set of principles or a mathematical theory*
  - Different theories of computing result in different paradigms ( $\lambda$  calculus,  $\pi$  calculus, first-order logic, Hoare logic, ...)
  - Each theory highlights a different way of programming!
  - Programming is truly **a new discipline** that is not covered by traditional mathematical theories
- In this course we have covered **five** important paradigms
  - Why do we need more than one paradigm?
  - Because solving a problem is **much easier** when done in the right paradigm!

# Paradigms of this course (2)



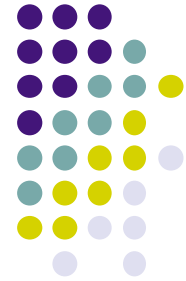
- We have seen **five** paradigms
- These paradigms have very different ways of thinking, but their kernel languages are very similar!

# Kernel language of the functional paradigm



- $\langle s \rangle ::=$  **skip**
  - |  $\langle s \rangle_1 \langle s \rangle_2$
  - | **local**  $\langle x \rangle$  **in**  $\langle s \rangle$  **end**
  - |  $\langle x \rangle_1 = \langle x \rangle_2$
  - |  $\langle x \rangle = \langle v \rangle$
  - | **if**  $\langle x \rangle$  **then**  $\langle s \rangle_1$  **else**  $\langle s \rangle_2$  **end**
  - |  $\{ \langle x \rangle \langle y \rangle_1 \dots \langle y \rangle_n \}$
  - | **case**  $\langle x \rangle$  **of**  $\langle p \rangle$  **then**  $\langle s \rangle_1$  **else**  $\langle s \rangle_2$  **end**
- $\langle v \rangle ::= \langle \text{number} \rangle \mid \langle \text{procedure} \rangle \mid \langle \text{record} \rangle$
- $\langle \text{number} \rangle ::= \langle \text{int} \rangle \mid \langle \text{float} \rangle$
- $\langle \text{procedure} \rangle ::=$  **proc**  $\{ \$ \langle x \rangle_1 \dots \langle x \rangle_n \}$   $\langle s \rangle$  **end**
- $\langle \text{record} \rangle, \langle p \rangle ::= \langle \text{lit} \rangle (\langle f \rangle_1 : \langle x \rangle_1 \dots \langle f \rangle_n : \langle x \rangle_n)$

# Kernel language of the object-oriented paradigm



- $\langle s \rangle ::=$ 
  - skip**
  - $\langle s \rangle_1 \langle s \rangle_2$
  - local**  $\langle x \rangle$  **in**  $\langle s \rangle$  **end**
  - $\langle x \rangle_1 = \langle x \rangle_2$
  - $\langle x \rangle = \langle v \rangle$
  - if**  $\langle x \rangle$  **then**  $\langle s \rangle_1$  **else**  $\langle s \rangle_2$  **end**
  - $\{ \langle x \rangle \langle y \rangle_1 \dots \langle y \rangle_n \}$
  - case**  $\langle x \rangle$  **of**  $\langle p \rangle$  **then**  $\langle s \rangle_1$  **else**  $\langle s \rangle_2$  **end**
  - $\{ \text{NewCell } \langle x \rangle \langle y \rangle \}$
  - $\langle y \rangle := \langle x \rangle$
  - $\langle x \rangle = @ \langle y \rangle$
  - try**  $\langle s \rangle_1$  **catch**  $\langle x \rangle$  **then**  $\langle s \rangle_2$  **end**
  - raise**  $\langle x \rangle$  **end**

Functional  
paradigm

Extension with cells  
and exceptions

- $\langle v \rangle ::= \langle \text{number} \rangle \mid \langle \text{procedure} \rangle \mid \langle \text{record} \rangle$
- $\langle \text{number} \rangle ::= \langle \text{int} \rangle \mid \langle \text{float} \rangle$
- $\langle \text{procedure} \rangle ::= \text{proc } \{ \$ \langle x \rangle_1 \dots \langle x \rangle_n \} \langle s \rangle \text{ end}$
- $\langle \text{record} \rangle, \langle p \rangle ::= \langle \text{lit} \rangle ( \langle f \rangle_1 : \langle x \rangle_1 \dots \langle f \rangle_n : \langle x \rangle_n )$

# Kernel language of deterministic dataflow



- $\langle s \rangle ::=$ 
    - skip**
    - $\langle s \rangle_1 \langle s \rangle_2$
    - local**  $\langle x \rangle$  **in**  $\langle s \rangle$  **end**
    - $\langle x \rangle_1 = \langle x \rangle_2$
    - $\langle x \rangle = \langle v \rangle$
    - if**  $\langle x \rangle$  **then**  $\langle s \rangle_1$  **else**  $\langle s \rangle_2$  **end**
    - $\{ \langle x \rangle \langle y \rangle_1 \dots \langle y \rangle_n \}$
    - case**  $\langle x \rangle$  **of**  $\langle p \rangle$  **then**  $\langle s \rangle_1$  **else**  $\langle s \rangle_2$  **end**
    - thread**  $\langle s \rangle$  **end**
- Functional paradigm
- Extension with threads
- $\langle v \rangle ::= \langle \text{number} \rangle \mid \langle \text{procedure} \rangle \mid \langle \text{record} \rangle$
  - $\langle \text{number} \rangle ::= \langle \text{int} \rangle \mid \langle \text{float} \rangle$
  - $\langle \text{procedure} \rangle ::= \text{proc } \{ \$ \langle x \rangle_1 \dots \langle x \rangle_n \} \langle s \rangle \text{ end}$
  - $\langle \text{record} \rangle, \langle p \rangle ::= \langle \text{lit} \rangle ( \langle f \rangle_1 : \langle x \rangle_1 \dots \langle f \rangle_n : \langle x \rangle_n )$

# Kernel language of multi-agent dataflow



- $\langle s \rangle ::=$ 
  - skip**
  - $\langle s \rangle_1 \langle s \rangle_2$
  - local**  $\langle x \rangle$  **in**  $\langle s \rangle$  **end**
  - $\langle x \rangle_1 = \langle x \rangle_2$
  - $\langle x \rangle = \langle v \rangle$
  - if**  $\langle x \rangle$  **then**  $\langle s \rangle_1$  **else**  $\langle s \rangle_2$  **end**
  - $\{ \langle x \rangle \langle y \rangle_1 \dots \langle y \rangle_n \}$
  - case**  $\langle x \rangle$  **of**  $\langle p \rangle$  **then**  $\langle s \rangle_1$  **else**  $\langle s \rangle_2$  **end**
  - thread**  $\langle s \rangle$  **end** Extension with threads
  - $\{ \text{NewPort } \langle x \rangle \langle y \rangle \}$  Extension with ports
  - $\{ \text{Send } \langle x \rangle \langle y \rangle \}$
- $\langle v \rangle ::= \langle \text{number} \rangle \mid \langle \text{procedure} \rangle \mid \langle \text{record} \rangle$
- $\langle \text{number} \rangle ::= \langle \text{int} \rangle \mid \langle \text{float} \rangle$
- $\langle \text{procedure} \rangle ::= \text{proc } \{ \$ \langle x \rangle_1 \dots \langle x \rangle_n \} \langle s \rangle \text{ end}$
- $\langle \text{record} \rangle, \langle p \rangle ::= \langle \text{lit} \rangle ( \langle f \rangle_1 : \langle x \rangle_1 \dots \langle f \rangle_n : \langle x \rangle_n )$

# Kernel language of active objects



- Active objects combine the abilities of object-oriented programming with multi-agent dataflow
  - The behavior of each active object is determined by a class, and active objects communicate by message passing
  - The kernel language is the union of the two kernel languages of these paradigms
  - I leave it as an exercise for you to write it down!