

ARx: Reactive Programming for Synchronous Connectors

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Coordination @ DisCoTec 2020



Universidade do Minho



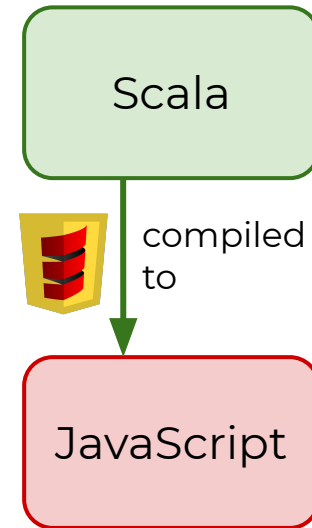
arcatools.org/#arx

The screenshot displays the Arcatools website interface for the ARx program. The browser address bar shows the URL `arcatools.org/assets/reo.html#arx`. The page features a navigation menu with options like `Reo`, `Preo`, `LW Preo`, `Treo`, `ARx`, `Development`, and `Publications`. The main content area is divided into several sections:

- ARx program:** Contains a code editor with the following code:

```
1 drain(a,b)
2 x<-a
3 x<-fifo(b)
4 x
```
- DSL Library:** Includes buttons for `Types`, `Conn.Prim`, `Conn.Math`, and `Conn.ControlFlow`.
- ARx Examples:** Features buttons for `alt`, `xor`, `def-alt`, `alt2`, `merger`, `dupl`, `lossy`, `lossy-fifo`, `lossyFifoVar`, `sequence3`, `counter`, `matches`, and `display`.
- Circuit of the program:** Shows a state transition graph with nodes and edges, representing the execution flow of the program.
- Automaton of the program:** Includes buttons for `push`, `pull`, `all`, `none`, and `text`.
- Analysis of the program:** A section for program analysis.

At the bottom of the page, there is a link for more information: <https://github.com/arcalab/arx> and a copyright notice: `Copyright 2017-2020 - ARCA.di.uminho.pt`.



arcatools.org/#arx

The screenshot shows a web browser window with the URL `arcatools.org/assets/reo.html#arx`. The page has a navigation bar with links for `Reo`, `Preo`, `LW Preo`, `Treo`, `ARx`, `Development`, and `Publications`. The main content area is divided into several sections:

- ARx program:** A code editor showing the following code:

```
1 drain(a,b)
2 x<-a
3 x<-fifo(b)
4 x
```
- DSL Library:** A set of buttons for `Types`, `Conn.Prim`, `Conn.Math`, and `Conn.ControlFlow`.
- ARx Examples:** A set of buttons for `alt`, `xor`, `def-alt`, `alt2`, `merger`, `dupl`, `lossy`, `lossy-fifo`, `lossyFifoVar`, `sequence3`, `counter`, `matches`, and `display`.
- Circuit of the program:** A diagram showing a flow from two input nodes (circles) through two intermediate nodes (black dots) to a final output node (circle). The diagram includes a small box representing a FIFO buffer.
- Automaton of the program:** A section with buttons for `push`, `pull`, `all`, `none`, and `text`.
- Analysis of the program:** A section for program analysis.

At the bottom, there is a link for more information: <https://github.com/arcalab/arx> and a copyright notice: Copyright 2017-2020 - ARCA.di.uminho.pt

Syntax

- Constructs
- Layout

Motivation

- Reactive Languages
- Synchronous Languages

Semantics

- Stream Builders
- Reactive Interpretation

Syntax

Reo-based constructs

```
lossy(a)  
fifo(a)  
drain(a,b)
```

```
c <- a  
c <- b
```

```
b <- a  
c <- a
```

Reactive variables

```
a <~ b
```

Algebraic data types

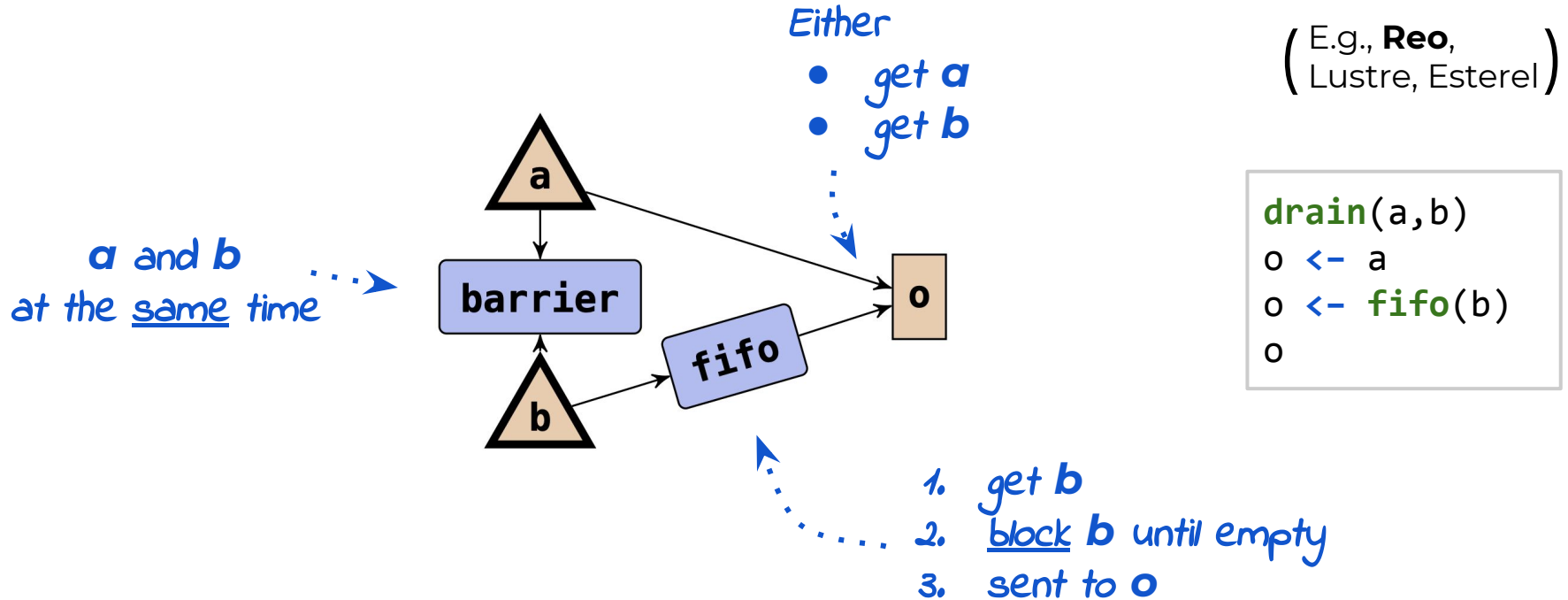
```
Data Bool =  
  True | False
```

The screenshot shows the Reo Online Tools interface. The browser address bar indicates the URL `arcatools.org/assets/reo.html#arx`. The interface includes a navigation menu with options like `Reo`, `Preo`, `LW Preo`, `Treo`, `ARx`, `Development`, and `Publications`. The main content area is divided into several sections:

- ARx program:** A code editor showing a sequence of four lines: `1 drain(a,b)`, `2 x<-a`, `3 x<-fifo(b)`, and `4 x`.
- DSL Library:** A section with buttons for `Types`, `Conn.Prim`, `Conn.Math`, and `Conn.ControlFlow`.
- ARx Examples:** A section with buttons for `alt`, `xor`, `def-alt`, `alt2`, `merger`, `dupl`, `lossy`, `lossy-fifo`, `lossyFifoVar`, `sequence3`, `counter`, `matches`, and `display`.
- Circuit of the program:** A visual representation of the program's circuit, showing two circular nodes connected by lines.
- Automaton of the program:** A button for generating an automaton.
- Analysis of the program:** A button for program analysis.

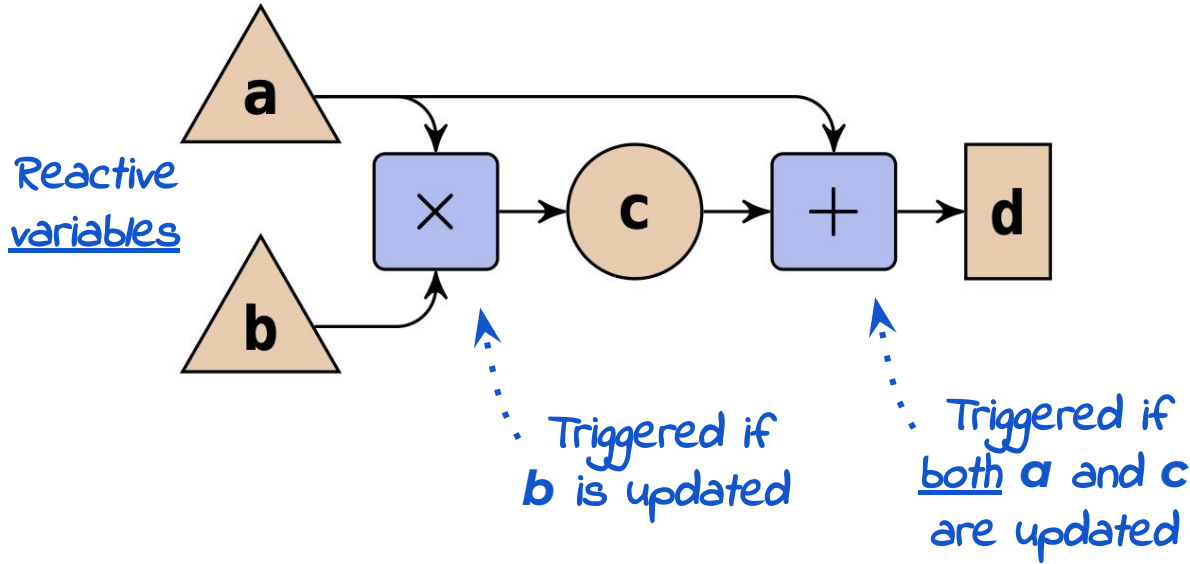
At the bottom right, there is a link for `More information on the p`. The footer contains the copyright notice: `Copyright 2017-2020 - ARCA.di.uminho.pt`.

Synchronous connectors



Reactive Programs (1)

(E.g., Angular,
Yampa, ReScala)

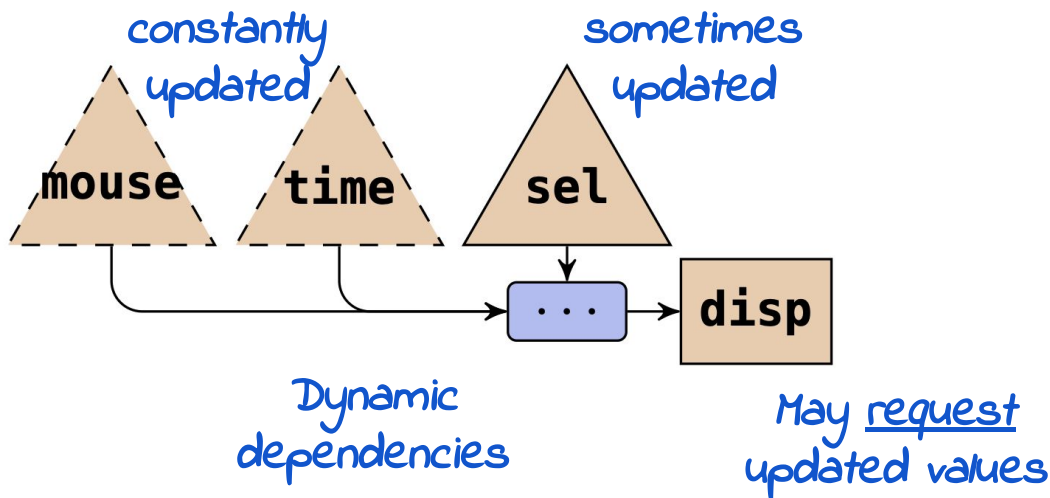


```
...  
c ← Times(a,b)  
Plus(a,c)
```

Reactive Programs (2)

Domain: Graphical
users interfaces

(E.g., Angular,
Yampa, ReScala)

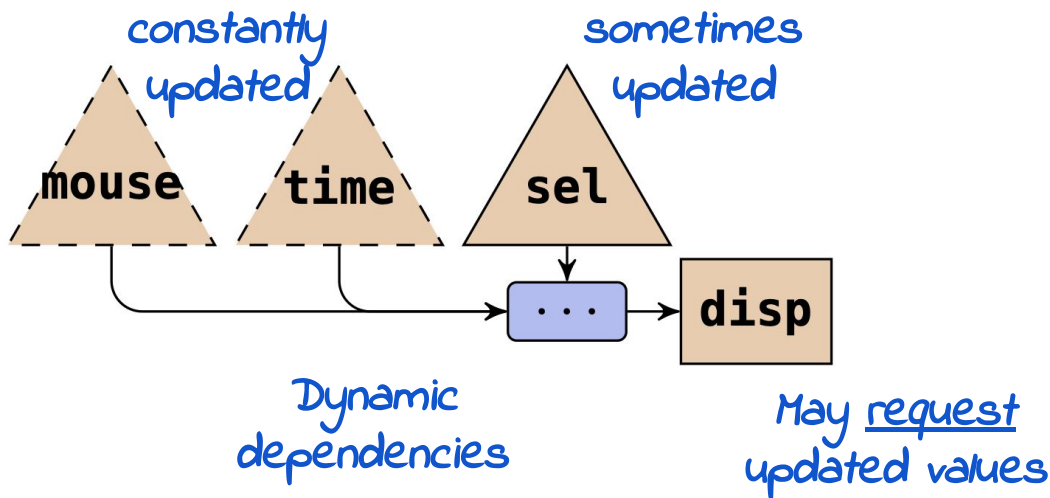


```
if sel then mouse else time
```

Reactive Programs (2)

Domain: Graphical
users interfaces

(E.g., Angular,
Yampa, ReScala)



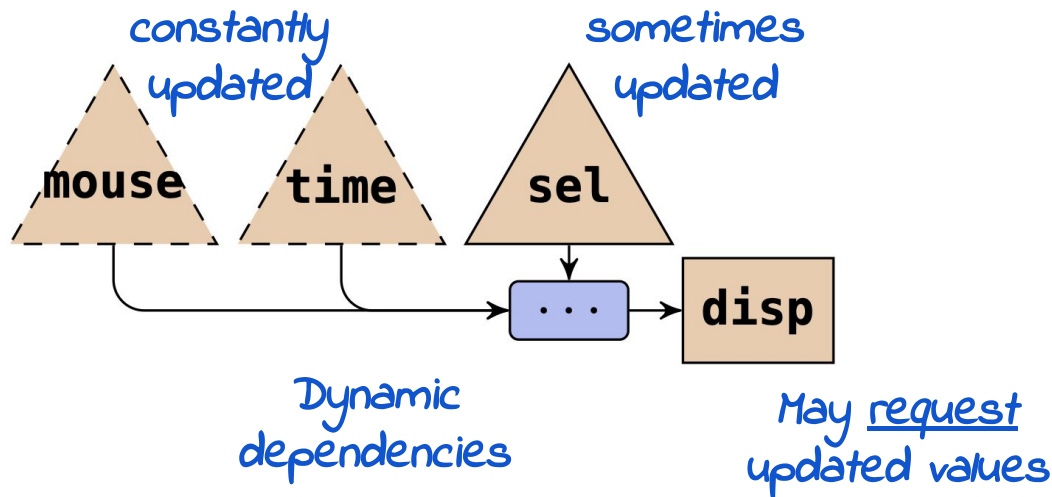
```
selRx <~ sel  
true,false <-  
  match(selRx)  
...
```

```
if sel then mouse else time
```


Reactive Programs (2)

Domain: Graphical
users interfaces

(E.g., Angular,
Yampa, ReScala)



```
data Bool =  
  True | False
```

```
selRx <~ sel  
true, false <-  
  match(selRx)  
...
```

```
if sel then mouse else time
```

Semantics

The screenshot shows the Reo Online Tools web interface. The browser address bar displays "arcatools.org/assets/reo.html#arx". The page has a navigation bar with "Reo", "Preo", "LW Preo", "Treo", "ARx", "Development", "Publications", and "Back to ArcaTools".

The main content area is divided into several sections:

- ARx program:** A code editor showing the following code:

```
1 drain(a,b)
2 x<-a
3 x<-fifo(b)
4 x
```
- DSL Library:** A section with buttons for "Types", "Conn.Prim", "Conn.Math", and "Conn.ControlFlow".
- ARx Examples:** A section with buttons for "alt", "xor", "def-alt", "alt2", "merger", "dupl", "lossy", "lossy-fifo", "lossyFifoVar", "sequence3", "counter", "matches", and "display".
- Circuit of the program:** A section with a red dashed border containing the text "Automaton of the program" and buttons for "push", "pull", "all", "none", and "text".
- Analysis of the program:** A section with a red dashed border containing the following text:

```
Program :: j x j → j
Memory Variables: m3
I/O Streams: [a, b | v6]
Output Sequence: v6
Initial State: ∅
Guarded Commands:
  get(m3) → v6:=m3
  get(a), get(b), und(m3) → m3:=b, v6:=a
```

At the bottom of the page, there is a link for "More information on the project: <https://github.com/arcalab/arx>" and a copyright notice: "Copyright 2017-2020 - ARCA.di.uminho.pt".

Automata semantics of stream builders

Types

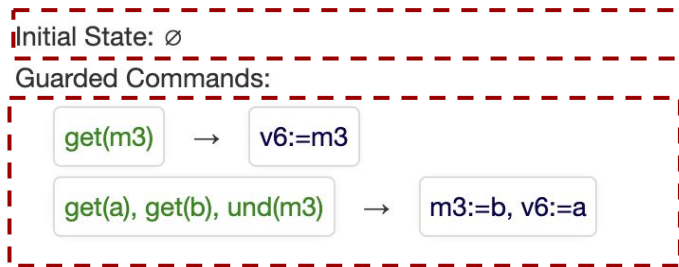
ARx Semantics via **stream builders**

Stream Builder

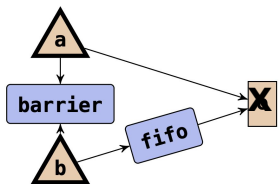
Semantics with **composition**

```
ARx program
```

```
1 drain(a, b)
2 x<-a
3 x<-fifo(b)
4 x
```



Set of exclusive
guarded
commands



guards

how to consume input/memory streams

updates

how to write output/memory streams

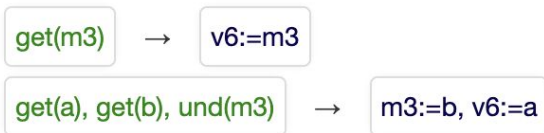
Stream Builder

```
ARx program ↻  
1 drain(a, b)  
2 x<-a  
3 x<-fifo(b)  
4 x
```



Initial State: \emptyset


Guarded Commands:



get destructive read
Und undefined value
...

Stream Builder

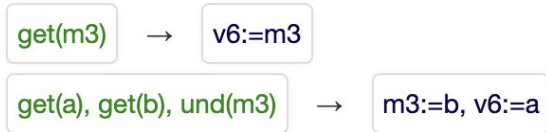
Compact representation
(no state explosion)

```
ARx program   
1 drain(a, b)  
2 x<-a  
3 x<-fifo(b)  
4 x
```



Initial State: \emptyset

Guarded Commands:



Based on stream
constraints

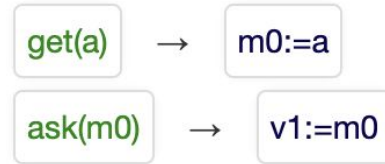
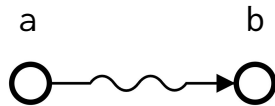
[Dokter and Arbab '18]

Stream Builder

Reactivensness

latest value always available

```
ARx program ↻  
1 b<-a  
2 b
```



ask non-destructive read

Examples

```
ARx program ↻  
1 b<-~a  
2 b
```

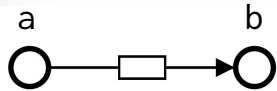


get(a) → m0:=a

ask(m0) → v1:=m0

b always available
m0 overwritten

```
ARx program ↻  
1 b<-fifo(a)  
2 b
```



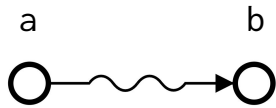
get(a), und(m0) → m0:=a

get(m0) → v3:=m0

b only once
m0 NOT overwritten

Reactive Semantics

```
ARx program ↻  
1 b<-a  
2 b
```



~~Triggered if
a is updated~~

Push-pull interpretation

Triggered if
a is updated
or if
a is active

and the environment wants to read b

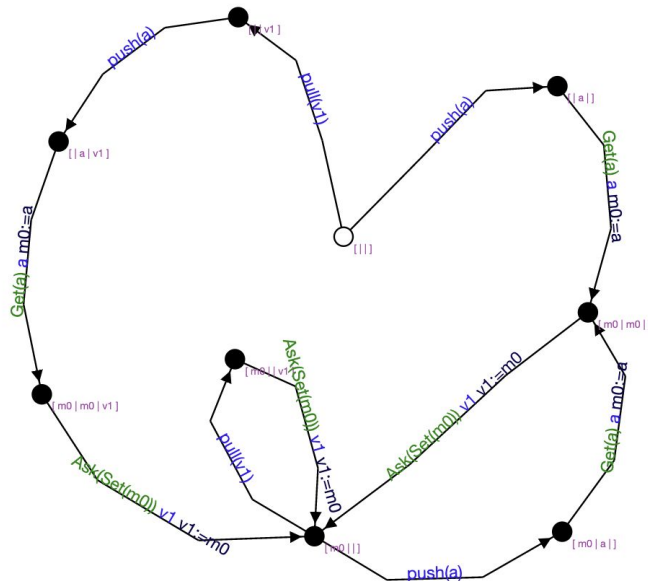
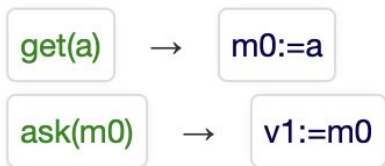
The environment controls when
to read (pull) / write (push)

Reactive Semantics

Push-pull interpretation

via stream builder
automata

```
ARx program ↺  
1 b<~a  
2 b
```



Synchronous +
Reactive DSL

Wrap up



Scala +
Javascript

```
ARx program
1 import Types.{Bool,Unit}
2
3 def gui(sel:Bool,mouse,time) = {
4   last <- sel
5   t,f <- match(last)
6   drain(t,mouse) display <- mouse
7   drain(f,time) display <- time
8   display
9 }
10
11 gui(sm,mc,t)
```

ADTs

Synchronous +
Reactive DSL

Wrap up



Scala +
Javascript

```
ARx program
1 import Types.{Bool,Unit}
2
3 def gui(sel:Bool,mouse,time) = {
4   last ← sel
5   t,f ← match(last)
6   drain(t,mouse) display ← mouse
7   drain(f,time) display ← time
8   display
9 }
10
11 gui(sm,mc,t)
```

ADTs

Stream builder
Semantics

Analysis of the program

gui :: Bool x p x p → p

Memory Variables: m0

I/O Streams: [sel, mouse, time | v9]

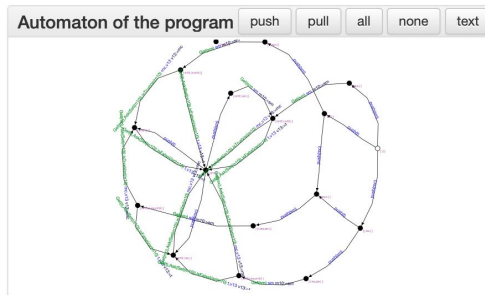
Output Sequence: v9

Initial State: ∅

Guarded Commands:

- get(sel) → m0:=sel
- ask(m0, isFalse(m0), get(time)) → v9:=time
- ask(m0, isTrue(m0), get(mouse)) → v9:=mouse

Type Analysis



Reactive Semantics
for SB
(with push-pull
interpretation)

Synchronous +
Reactive DSL

Wrap up



Scala +
Javascript

```
ARx program
1 import Types.{Bool,Unit}
2
3 def gui(sel:Bool,mouse,time) = {
4   last <- sel
5   t,f <- match(last)
6   drain(t,mouse) display <- mouse
7   drain(f,time) display <- time
8   display
9 }
10
11 gui(sm,mc,t)
```

ADTs

Stream builder
Semantics

Analysis of the program

gui :: Bool x p x p → p

Memory Variables: m0

I/O Streams: [sel, mouse, time | v9]

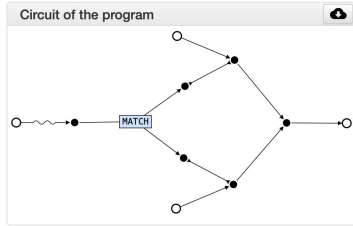
Output Sequence: v9

Initial State: ∅

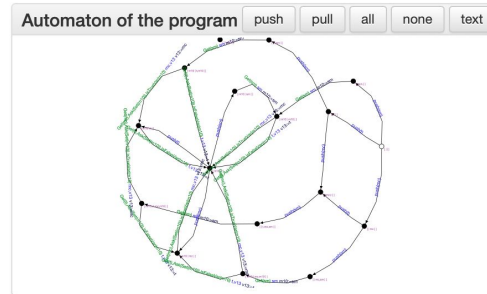
Guarded Commands:

- get(sel) → m0:=sel
- ask(m0, isFalse(m0), get(time)) → v9:=time
- ask(m0, isTrue(m0), get(mouse)) → v9:=mouse

Type Analysis



Architectural view



Reactive Semantics
for SB
(with push-pull
interpretation)