

The Practical Uses of TransLucid

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What is TransLucid?

- Declarative programming language
- Expressions vary according to an arbitrarily-dimensional context

The Practical Uses of TransLucid

- Programming language in its own right
 - Coordination language
 - Target language for a variety of paradigms
- Potentially adding context-awareness

The Practical Uses of TransLucid

- Recursive functions
- Context-aware constants and operations
- Functional programs
- Context-aware programs

Recursive Functions

```
infixn  "=="  "operator==" 1;;  
infixl  "+"  "operator+" 2;;  
infixl  "-"  "operator-" 2;;  
infixl  "*"  "operator*" 3;;
```

```
%%
```

```
fact = if #0 _ == _ 0 then 1  
       else #0 * fact@[0:#0-1]  
       fi;;
```

```
%%
```

```
fact@[0:4];;
```

```
→ 24;;
```

Recursive Functions

```
infixn  "=="  "operator==" 1;;  
infixl  "+"  "operator+" 2;;  
infixl  "-"  "operator-" 2;;  
infixl  "*"  "operator*" 3;;
```

```
%%
```

```
fact = if #0 _ == _ 0 then 1  
       else #0 * fact@[0:#0-1]  
       fi;;
```

```
%%
```

```
fact@[0:4];;
```

```
→ 24;;
```

Key structure: **hyperdaton**

Context: dynamically
generated lazy tuples
(dimension, value)

Recursive Functions

```
infixn  "=="  "operator==" 1;;  
infixl  "+"   "operator+" 2;;  
infixl  "-"   "operator-" 2;;  
infixl  "*"   "operator*" 3;;  
%%
```

```
ack =  if #0 _ == _ 0 then #1 + 1  
      elseif #1 _ == _ 0  
      then ack@[0:#0-1, 1:1]  
      else ack@[0:#0-1, 1:ack@[1:#1-1]]
```

```
%%  
ack@[0:3, 1:4];;
```

→ 125;;

Context-dependent Constants

```
library "verb";;  
%%
```

```
%%  
verb<envoyer> @  
  [outmode: "indicative",  
   outtense: "future",  
   outperson: "1s"];;
```

```
verb<enverrai> @  
  [inmode: "indicative",  
   intense: "future",  
   inperson: "1s"];;
```

```
→ verb<enverrai> ;;  
   verb<envoyer> ;;
```


Functional Programming

```
add 3 4  
where  
  add x y = x+y;;  
end where;;
```

Functional Programming

An n-argument function can be seen as an (at least) n-dimensional hyperdaton

A function call corresponds to looking up the value of that hyperdaton in the appropriate context

Functional Programming

- Single hyperdaton called F, which varies in the *fun* dimension
- Partially applied functions: args and count

```
add 3 4
where
  add x y = x+y;;
end where;;
```

```
[ fun: "add", args: 2, count: 0 ]
[ fun: "add", args: 2, count: 1, 1: 3 ]
[ fun: "add", args: 2, count: 2, 1: 3, 2: 4 ]
```

```
→ (#1 + #2) @ [ 1: 3, 2: 4]
```

Hyperdatons of Functions

```
dimension "d";;
```

```
%%
```

```
pow = if #d _ == _ 0 then \x : x  
      else \x : x * (pow@[d:#d-1])(x) fi;
```

```
odd = if #d _ == _ 0 then 1  
      else odd@[d:#d-1] + 2 fi;
```

```
%%
```

```
(pow@[d:4])(odd@[d:3]);;
```

```
→ 7^5 = 16807
```

Context-Aware Programming

```
%%
```

```
contextin = external;;  
contextout = contextin @  
  if #time _ == _ 0 then []  
  else [ x : (#x * 2) @ [ time : #time - 1 ] ] fi;;
```

```
%%
```

```
contextout;
```

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Turing Completeness

- Clear since TransLucid can be used to write recursive programs.
- Declarative form of **unlimited register machines (URM)**

Unlimited Register Machines

- Infinite set of registers R_1 to R_n
- Program is a finite sequence of instructions $I_1 \dots I_m$
- $Z(i)$: set register i to 0, goto next
- $S(i)$: add 1 to register i , goto next
- $T(i, j)$: copy register j into register i , goto next
- $J(i, j, k)$: If registers i and j are equal, goto k , otherwise goto next

Unlimited Register Machines

Program:

%%

$X @ [0 : 1] = \text{Translate}(\text{Instruction}_1)$

...

$X @ [0 : m] = \text{Translate}(\text{Instruction}_m)$

$X = \#1$

%%

$X @ [0 : 1, 1 : i_1, \dots, n : i_n]$

Unlimited Register Machines

Translate:

- $Z(i) \rightarrow X @ [0: \#0+1, i: 0]$
 - $S(i) \rightarrow X @ [0: \#0+1, i: \#i+1]$
 - $T(i, j) \rightarrow X @ [0: \#0 + 1, i: \#j]$
 - $J(i, j, k) \rightarrow$ if $\#i _ == _ \#j$
then $X @ [0: k]$
else $X @ [0: \#0 + 1]$ fi
- $Z(i)$: set register i to 0, goto next
 - $S(i)$: add 1 to register i , goto next
 - $T(i, j)$: copy register j into register i , goto next
 - $J(i, j, k)$: If registers i and j are equal, goto k , otherwise goto next