

**Lecture Notes in
Computer Science**

782

Jürg Gutknecht (Ed.)

**Programming Languages
and System Architectures**

International Conference
Zurich, Switzerland, March 1994
Proceedings



Springer-Verlag

1990 International Conference On Computer Languages

Y.N. Srikant, Priti Shankar



1990 International Conference On Computer Languages:

Computer Languages, '90 International Conference On, 1990 The conference was held in New Orleans March 1990 The thirty two papers collected here were selected out of 132 submissions and their authors represent eight countries Among the topics visual languages functional language implementation distributed languages language design object oriented

Proceedings of the 1994 International Conference on Computer Languages, 1994 **Proceedings of the 1993**

International Conference on Parallel Processing Alok N. Choudhary, P. Bruce Berra, 1993-08-16 This three volume work presents a compendium of current and seminal papers on parallel distributed processing offered at the 22nd International Conference on Parallel Processing held August 16 20 1993 in Chicago Illinois Topics include processor architectures mapping algorithms to parallel systems performance evaluations fault diagnosis recovery and tolerance cube networks portable software synchronization compilers hypercube computing and image processing and graphics Computer professionals in parallel processing distributed systems and software engineering will find this book essential to their complete computer reference library **Further Thought about the Resurrection of Jesus** Selby Vernon

McCasland, 1969 **Parallel Symbolic Computing: Languages, Systems, and Applications** Robert H. Halstead, Takayasu Ito, 1993-11-03 Parallel and distributed computing are becoming increasingly important as cost effective ways to achieve high computational performance Symbolic computations are notable for their use of irregular data structures and hence parallel symbolic computing has its own distinctive set of technical challenges The papers in this book are based on presentations made at a workshop at MIT in October 1992 They present results in a wide range of areas including speculative computation scheduling techniques program development tools and environments programming languages and systems models of concurrency and distribution parallel computer architecture and symbolic applications **Languages for Developing User Interfaces** Brad A. Myers, 1992-11-02 This book brings together a number of researchers and developers from industry and academia who report on their work It is of interest to language designers and the creators of toolkits UIMSs and other user interface tools **Data-parallel Programming on MIMD Computers** Philip J. Hatcher, Michael Jay

Quinn, 1991 **Mathematics of Computing Parallelism** **Languages and Compilers for Parallel Computing** Utpal Banerjee, 1994-01-28 This book contains papers selected for presentation at the Sixth Annual Workshop on Languages and Compilers for Parallel Computing The workshop was hosted by the Oregon Graduate Institute of Science and Technology All the major research efforts in parallel languages and compilers are represented in this workshop series The 36 papers in the volume are grouped under nine headings dynamic data structures parallel languages High Performance Fortran loop transformation logic and dataflow language implementations fine grain parallelism scalar analysis parallelizing compilers and analysis of parallel programs The book represents a valuable snapshot of the state of research in the field in 1993

Programming Language Implementation and Logic Programming Jan Małuszyński, Martin Wirsing, 1991-08-14 This

volume contains the papers which have been accepted for presentation at the Third International Symposium on Programming Language Implementation and Logic Programming PLILP 91 held in Passau Germany August 26-28 1991. The aim of the symposium was to explore new declarative concepts, methods and techniques relevant for the implementation of all kinds of programming languages, whether algorithmic or declarative ones. The intention was to gather researchers from the fields of algorithmic programming languages as well as logic, functional and object-oriented programming. This volume contains the two invited talks given at the symposium by H. Ait Kaci and D. B. MacQueen, 32 selected papers and abstracts of several system demonstrations. The proceedings of PLILP 88 and PLILP 90 are available as Lecture Notes in Computer Science Volumes 348 and 456.

COMPILER DESIGN, SECOND EDITION CHATTOPADHYAY, SANTANU, 2022-07-27. As an outcome of the author's many years of study, teaching and research in the field of Compilers and his constant interaction with students, this well-written book magnificently presents both the theory and the design techniques used in Compiler Designing. The book introduces the readers to compilers and their design challenges and describes in detail the different phases of a compiler. The book acquaints the students with the tools available in compiler designing. As the process of compiler designing essentially involves a number of subjects such as Automata Theory, Data Structures, Algorithms, Computer Architecture and Operating System, the contributions of these fields are also emphasized. Various types of parsers are elaborated, starting with the simplest ones such as recursive descent and LL to the most intricate ones such as LR canonical LR and LALR, with special emphasis on LR parsers. The new edition introduces a section on Lexical Analysis, discussing the optimization techniques for the Deterministic Finite Automata (DFA) and a complete chapter on Syntax-Directed Translation followed in the compiler design process. Designed primarily to serve as a text for a one-semester course in Compiler Design for undergraduate and postgraduate students of Computer Science, this book would also be of considerable benefit to the professionals.

KEY FEATURES This book is comprehensive yet compact and can be covered in one semester. Plenty of examples and diagrams are provided in the book to help the readers assimilate the concepts with ease. The exercises given in each chapter provide ample scope for practice. The book offers insight into different optimization transformations. Summary at the end of each chapter enables the students to recapitulate the topics easily.

TARGET AUDIENCE BE, B.Tech, M.Tech, CSE, IT, M.Sc. Computer Science.

Programming Languages and Systems Gert Smolka, 2003-06-26. ETAPS 2000 was the third instance of the European Joint Conferences on Theory and Practice of Software. ETAPS is an annual federated conference that was established in 1998 by combining a number of existing and new conferences. This year it comprised five conferences: FOSSACS, FASE, ESOP, CC, TACAS, five satellite workshops: CBS, CMCS, CoFI, GRATRA, INT, seven invited lectures, a panel discussion and ten tutorials. The events that comprise ETAPS address various aspects of the system development process, including specification, design, implementation, analysis and improvement. The languages, methodologies and tools which support these activities are all well within its scope. Different blends of theory and practice are represented with an inclination towards theory with a practical

motivation on one hand and soundly based practice on the other Many of the issues involved in software design apply to systems in general including hardware systems and the emphasis on software is not intended to be exclusive *Partial Evaluation and Automatic Program Generation* Neil D. Jones, Carsten K. Gomard, Peter Sestoft, 1993 Partial evaluation reconciles generality with efficiency by providing automatic specialization and optimization of programs This book covers the entire field of partial evaluation provides simple and complete algorithms and demonstrates that specialization can increase efficiency

Fully Integrated Data Environments Malcolm P. Atkinson, Ray Welland, 2012-12-06 Research into Fully Integrated Data Environments FIDE has the goal of substantially improving the quality of application systems while reducing the cost of building and maintaining them Application systems invariably involve the long term storage of data over months or years Much unnecessary complexity obstructs the construction of these systems when conventional databases file systems operating systems communication systems and programming languages are used This complexity limits the sophistication of the systems that can be built generates operational and usability problems and deleteriously impacts both reliability and performance This book reports on the work of researchers in the Esprit FIDE projects to design and develop a new integrated environment to support the construction and operation of such persistent application systems It reports on the principles they employed to design it the prototypes they built to test it and their experience using it

Constraint Programming Brian Mayoh, Enn Tyugu, Jaan Penjam, 2013-11-21 Constraint programming is like an octopus spreading its tentacles into databases operations research artificial intelligence and many other areas The concept of constraint programming was introduced in artificial intelligence and graphics in the 1960s and 1970s Now the related techniques are used and studied in many fields of computing Different aspects of constraint processing are investigated in theoretical computer science logic programming knowledge representation operations research and related application domains Constraint programming has been included in the lists of related topics of many conferences Nevertheless only in 1993 were the first forums held devoted as a whole to this field of knowledge These were the First Workshop on Principles and Practice of Constraint Programming PPCP 93 which was held in Newport Rhode Island USA April 28 30 the International Workshop on Constraint Processing at CSAM 93 held in St Petersburg Russia July 20 21 and the NATO Advanced Study Institute NATO AS on Constraint Programming held in Parnu Estonia August 13 24 NATO ASis are aimed to be schools bringing together leading researchers and practitioners from industry and academia in some area of knowledge to provide a concise picture of the work done and results obtained by different groups This is intended for dissemination of advanced knowledge not yet taught regularly in of new topics university However ASis must also encourage the introduction into university curricula as well as foster international scientific contacts

Programming Languages and Systems - Esop'96 Hanne R. Nielson, 1996-04-03 This book presents the refereed proceedings of the Sixth European Symposium on Programming ESOP 96 held in Linköping Sweden in April 1996 The 23 revised full papers included were selected from a total of 63 submissions

also included are invited papers by Cliff B Jones and by Simon L Peyton Jones The book is devoted to fundamental issues in the specification analysis and implementation of programming languages and systems the emphasis is on research issues bridging the gap between theory and practice Among the topics addressed are software specification and verification programming paradigms program semantics advanced type systems program analysis program transformation and implementation techniques The Compiler Design Handbook Y.N. Srikant,Priti Shankar,2018-10-03 Today s embedded devices and sensor networks are becoming more and more sophisticated requiring more efficient and highly flexible compilers Engineers are discovering that many of the compilers in use today are ill suited to meet the demands of more advanced computer architectures Updated to include the latest techniques The Compiler Design Handbook Second Edition offers a unique opportunity for designers and researchers to update their knowledge refine their skills and prepare for emerging innovations The completely revised handbook includes 14 new chapters addressing topics such as worst case execution time estimation garbage collection and energy aware compilation The editors take special care to consider the growing proliferation of embedded devices as well as the need for efficient techniques to debug faulty code New contributors provide additional insight to chapters on register allocation software pipelining instruction scheduling and type systems Written by top researchers and designers from around the world The Compiler Design Handbook Second Edition gives designers the opportunity to incorporate and develop innovative techniques for optimization and code generation

Compiling Parallel Loops for High Performance Computers David E. Hudak,Santosh G. Abraham,2012-12-06 4 2 Code Segments 96 4 3 Determining Communication Parameters 99 4 4 Multicast Communication Overhead 103 4 5 Partitioning 103 4 6 Experimental Results 117 4 7 Conclusion 121 5 COLLECTIVE PARTITIONING AND REMAPPING FOR MULTIPLE LOOP NESTS 125 5 1 Introduction 125 5 2 Program Enclosure Trees 128 5 3 The CPR Algorithm 132 5 4 Experimental Results 141 5 5 Conclusion 146 BIBLIOGRAPHY 149 INDEX 157 LIST OF FIGURES Figure 1 1 The Butterfly Architecture 5 1 2 Example of an iterative data parallel loop 7 1 3 Contiguous tiling and assignment of an iteration space 13 2 1 Communication along a line segment 24 2 2 Access pattern for the access offset 3 2 25 2 3 Decomposing an access vector along an orthogonal basis set of vectors 26 2 4 An analysis of communication patterns 29 2 5 Decomposing a vector along two separate basis sets of vectors 31 2 6 Cache lines aligning with borders 33 2 7 Cache lines not aligned with borders 34 2 8 nh is the difference of nd and nb 42 2 9 nh is the sum of nd and nb 42 2 10 The ADAPT system 44 2 11 Code segment used in experiments 46 2 12 Execution rates for various partitions 47 2 13 Execution time of partitions on Multimax 48 2 14 Performance increase as processing power increases 49 2 15 Percentage miss ratios for various aspect ratios and line sizes

Multiparadigm Constraint Programming Languages Petra Hofstedt,2011-06-16 Programming languages are often classified according to their paradigms e g imperative functional logic constraint based object oriented or aspect oriented A paradigm characterizes the style concepts and methods of the language for describing situations and processes and for

solving problems and each paradigm serves best for programming in particular application areas Real world problems however are often best implemented by a combination of concepts from different paradigms because they comprise aspects from several realms and this combination is more comfortably realized using multiparadigm programming languages This book deals with the theory and practice of multiparadigm constraint programming languages The author first elaborates on programming paradigms and languages constraints and the merging of programming concepts which yields multiparadigm constraint programming languages In the second part the author inspects two concrete approaches on multiparadigm constraint programming the concurrent constraint functional language CCFL which combines the functional and the constraint based paradigms and allows the description of concurrent processes and a general framework for multiparadigm constraint programming and its implementation Meta S The book is appropriate for researchers and graduate students in the areas of programming and artificial intelligence

Constraints, Language and Computation M. A. Rosner, C. J. Rupp, Torrence Johnson, 2014-06-28 Constraint based linguistics is intersected by three fields logic linguistics and computer sciences The central theme that ties these different disciplines together is the notion of a linguistic formalism or metalanguage This metalanguage has good mathematical properties is designed to express descriptions of language and has a semantics that can be implemented on a computer Constraints Language and Computation discusses the theory and practice of constraint based computational linguistics The book captures both the maturity of the field and some of its more interesting future prospects during a particularly important moment of development in this field

Reversible Grammar in Natural Language Processing T. Strzalkowski, 2012-12-06 Reversible grammar allows computational models to be built that are equally well suited for the analysis and generation of natural language utterances This task can be viewed from very different perspectives by theoretical and computational linguists and computer scientists The papers in this volume present a broad range of approaches to reversible bi directional and non directional grammar systems that have emerged in recent years This is also the first collection entirely devoted to the problems of reversibility in natural language processing Most papers collected in this volume are derived from presentations at a workshop held at the University of California at Berkeley in the summer of 1991 organised under the auspices of the Association for Computational Linguistics This book will be a valuable reference to researchers in linguistics and computer science with interests in computational linguistics natural language processing and machine translation as well as in practical aspects of computability

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