ILU 1.7 Reference Manual

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This document describes version 1.7 of the Inter-Language Unification (**ILU**) system.

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1 ILU Concepts

1.1 Introduction

ILU is primarily about interfaces between units of program structure; we call them by the generic term *modules*. They could be parts of one process, all written in the same language; they could be parts written in different languages, sharing runtime support in one memory image; they could be parts running in different memory images on different machines (on different sides of the planet). A module could even be a distributed system implemented by many programs on many machines. A particular module might be part of several different programs at the same time. **ILU** provides a way to define the interfaces for these modules, and facilitates using a module from a number of different languages. It optimizes calls across module interfaces to involve only as much mechanism as necessary for the calling and called modules to interact. In particular, when the two modules are in the same memory image and use the same data representations, the calls are direct local procedure calls — no stubs or other RPC mechanisms are involved. The notion of a 'module' should not be confused with the independent concept of a *program instance*; by which we mean the combination of code and data running in one memory image. A UNIX process is (modulo the possibilities introduced by the ability, in some UNIX sytems, to share memory between processes) an example of a program instance.

The approach used by **ILU** is one common to standard RPC systems such as Sun's ONC RPC, Xerox's Courier, and most implementations of OMG's CORBA. An interface is described once in **ILU**'s 'language-neutral' Interface Specification Language (called, simply, **ISL**). Types and exceptions can be defined in this specification. Exported functionality is specified by defining *methods* on object types. For each of the particular programming languages supported by **ILU**, a version of the interface in that particular programming language can be generated; the **ISL** description may (in a future version of **ISL**) indicate choices taken for how to cast the interface in the particular programming languages. Also generated are stubs for binding and calling; these stubs can bind to, call, and be called from stubs generated (from the same **ISL** description) for a different programming language. These stubs are generated in such a way that applications which link a caller and callee written in the same language directly together suffer no calling overhead. This makes **ILU** useful for defining interfaces between modules even in programs that do not use RPC.

1.2 Objects

ILU is *object-oriented*. By this, we mean that object types serve as the primary encapsulation mechanism in **ILU**. All functionality is exported from a module as methods that can be invoked

on an instance of some object type. The object types provide the context in which methods are executed. The object system also provides inheritance, to aid in structuring of interfaces.

With respect to a particular **ILU** object instance, a module is called the *server* if it implements the methods of that object, or a *client* if it calls, but does not implement, the methods of that object. One module can thus be a client of one object, and the server of another. An **ILU** object can be passed as a parameter to or result of a method call, and can be (in) the parameter to an exception. An object may be passed from its server to a client, from a client to its server, or between two clients, in any of the above three kinds of position. Unlike some RPC systems, there can be multiple **ILU** objects of the same type, even on one machine, even within one program instance.

For a given **ILU** object, there will, in general, be multiple *language-specific objects*; each is an "object" in one of the programming languages used in the system. One language-specific object, designated the *true object*, actually provides the implementation of the **ILU** object; it is thus part of the server module. The true object's methods are written by the programmer, not generated by **ILU**. The other language-specific objects are *surrogate objects*; their methods are actually RPC stubs (generated by **ILU**) that call on the true object. A surrogate object is used by a client module when the server module is in a different program instance or uses different data representations.

1.2.1 Instantiation

To use (e.g., call the methods of) an **ILU** object, a client must first obtain a language-specific object for that **ILU** object. This can be done in one of two ways: (1) the client can call on a language-specific object of a different **ILU** object to return the object in question (or receive the object in a call made on the client, or in the parameter of an exception caught and handled by the client); or (2) certain standard facilities can be used to acquire a language-specific object given either addressing or naming information about the **ILU** object. The addressing information is called a *string binding handle* (SBH), and the **ILU** runtime library includes a procedure to acquire a language-specific object given a string binding handle for an **ILU** object (in strongly-typed languages, this procedure is typed to return an object of the base type common to all **ILU** objects in that language).

Every creation of a surrogate instance implies communication with the server module, and binding of the surrogate instance to the true instance. **ILU** may attempt to perform this communication when it is actually necessary, rather than immediately on surrogate instance creation.

The process of creating an instance may bootstrapped via a *name service*, such as the PARC Name-and-Maintenance-Server (`NMS`), which allows servers to register instances on a net-wide basis.

A server registers a mapping from naming information to a string binding handle. The client-side stubs for an interface include a procedure that takes naming information, looks up the corresponding string binding handle in the name service, and calls the above-mentioned library routine to map the SBH to a language-specific object. Alternatively, a client can do those steps itself, using an **ILU** runtime library procedure to acquire a language-specific object for the name service.

1.2.2 Singleton Object Types

Many existing RPC protocols and servers do not have the notion of multiple instances of a type co-existing at the same server, so cannot use the instance discrimination information passed in **ILU** procedure calls. To support the use of these protocols and servers, we introduce the notion of a *singleton* object type, of which there is only one instance (of each singleton type) at a kernel server. Note that because a single address space may support multiple kernel servers, this means that in a single address space, there may be multiple instances of the same singleton type. When a method is being called on an instance of a singleton type, no instance discrimination information is passed. Singleton types may not be subclassed.

1.2.3 String Binding Handle

ILU objects can be passed as parameters in calls on methods of other **ILU** objects, as return values from such calls, or in parameters of exceptions **ILU** raised by such calls. When an object is marshalled for RPC, it is represented by its *string binding handle* and its most specific type ID. A string binding handle for an object has the form

instance-handle`@`*server-id*`@`*protocol-info*`|`*transport-info*

where *instance-handle* is a string containing only mixed-case alphanumeric characters and the period ('.') character; *server-id* is a string containing only mixed-case alphanumeric characters and the period ('.') character; *protocol-info* describes the RPC protocol used by the service, along with any protocol-specific information; *transport-info* describes the network communication transport layer used to communicate with the server (what about lexicographic restrictions?).

The tuple *instance-handle*`@`*server-id* is also known as the *object ID* (*OID*). It uniquely identifies an **ILU** object. The *server-id* uniquely identifies the server containing the true object, and the *instance-handle* identifies the true object within the server in some server-specific way. The only

significance of the division between the *server-id* and the *instance-handle* is that two **ILU** objects are considered "siblings" (see later) exactly when their *server-id*s are equal.

The tuple *protocol-info*|*transport-info* is also known as the *contact info*. It describes the location and communications protocol used by a client to talk with the server. Note that while the design of *object ID*s allows a service to be replicated, the *contact info* provides only one way to contact the service; this is a bug, to be fixed in the future by allowing multiple contact infos, and indirect contact infos, in a string binding handle.[1]

1.2.4 Inheritance

The object model specified here provides for multiple inheritance. It is intended that the subtype provide all the methods described by its supertypes, plus possibly other methods described directly in the subtype description. It is expected that in languages which support single-inheritance (or better) object models, that an **ILU** inheritance tree will be reflected in the language-specific inheritance tree.

1.2.5 Subtype Relationships

In the **ILU** type system, the only subtyping questions that arise are between two object types. This is because **ILU** employs only those OOP features common to all languages supported.

Subtyping in **ILU** is based on structure and name; we include the names in the structure, and thus need only talk about structure. An object type declaration of the form defined later constructs a structure of the form

(OBJTYPE
SINGLETON: *singleton-protocol-info*
OPTIONAL: `Boolean`
COLLECTIBLE: `Boolean`
AUTHENTICATION: *authentication-type*
SUPERTYPES: *supertype-structure, ...*

---

[1] If the Internet Engineering Task Force working on Uniform Resource Identifiers and Locators come up with something useful, we will probably switch to those forms for object ID's and string binding handles.

METHODS: *method-structure, ...*
LEVEL-BRANDS: (*interface-name*, *interface-brand*,
type-name, *type-brand*))

Structure A is a subtype of structure B iff either (1) A and B are equal structures, or (2) one member of A's *supertype-structure*s is a subtype of B.

Note that the level-brands include the interface name and (optional) brand, as well as the name and (optional) brand of the type being declared. Thus, two declarations of subtypes of the same type normally create distinct subtypes, because they would declare types of different names, or in interfaces with different names. When the interface name and the type name are the same, this does not cause a distinction, although other structural differences might. If the programmer wants to indicate that there's a semantic distinction, even though it doesn't otherwise show up in the structure, s/he can use different interface brands and/or different type brands. These distinctions can be made between declarations in different files, or between successive versions of a declaration in a file that's been edited.

1.2.6 Siblings

Some **ILU** object instances may have implementation dependencies on private communication with other instances. For example, imagine an object type `time-share-system`, which provides the method `ListUsers()`, which returns a list of "user" instances. Imagine that `time-share-system` also provides the method `SetUserPriority(u : user, priority : integer)`. We would like to be able to provide some assurance that the user instance used as a parameter to `SetUserPriority` is an instance returned from a call to `ListUsers` on the same instance of a `time-share-system`, because the way in which `SetUserPriority` is implemented relies on the user being a user of that particular `time-share-system`.

The **ILU** model provides the notion of a *sibling object*. Two instances are siblings if their methods are handled by the same server. Instances that are non-discriminator parameters to methods may be specified in **ISL** as having to be siblings of the discriminator.

1.2.7 Garbage Collection

A simple form of *garbage collection* is defined for **ILU** objects. If an object type is tagged as being collectible, a server that implements objects of that type expects clients holding surrogate

instances to register with it, passing an instance of a callback object. When a client finishes with the surrogate, the client unregisters itself. Thus the server may maintain a list of clients that hold surrogate instances. If no client is registered for an object, and the object has been dormant (had no methods called on it) for a period of time *T1*, the server may feel free to garbage collect the instance. *T1* is determined by human concerns, not network performance: *T1* is set long enough to allow useful debugging of a client.

To deal with possible failure of a client process, we introduce another time-out parameter. If an instance with registered clients has been dormant for a period of time *T2*, the server uses the callback instance associated with each client to see if the client still exists. If the client cannot be contacted for the callback, the server may remove it from the list of registered clients for that instance.

If a client calls a method on a surrogate instance of a true instance which has been garbage-collected (typically because of partitioning), it will receive the `ilu.ProtocolError` exception, with detail code `ilu.NoSuchInstanceAtServer`.

1.3 Error Signalling

ILU uses the notion of an *exception* to signal errors between modules. An exception is a way of passing control outside the normal flow of control. It is typically used for handling of errors. The routine which detects the error signals an exception, which is caught by some error-handling mechanism. The exception type supported in **ILU** is a termination-model exception, in which the calling stack is unrolled back to the frame which defined the exception handler. Exceptions are signalled and caught using the native exception mechanisms for the servers and clients. A raised exception may carry a single parameter value, which is typed.

1.4 ILU and the OMG CORBA

The type and exception model used by **ILU** is quite similar to that used by the Object Management Group's Common Object Request Broker Architecture (**CORBA**). We have in fact changed **ILU** in some ways to more closely match **CORBA**. Our tools will optionally parse the OMG's Interface Definition Language (**OMG IDL**) as well as **ILU**'s **ISL**.

ILU also attempts to address issues that are already upon us, but are not addressed in **CORBA 1.2**: 64-bit architectures, UNICODE characters, a uniform way of indicating optional values, and garbage collection.

ISL has a different syntax from **OMG IDL** for two reasons: firstly, the **C/TIRPC/C++** influences in **OMG IDL** are neither easy to read nor conducive to rational thought about mappings of **CORBA** to non-**C** languages; secondly, the obvious difference of **ISL** may help to avoid confusion about what language an interface definition is really written in, and thus about what concepts may or may not be expressed or expected. As all concepts present in **ILU** but not in **CORBA** must be used through **ISL**, a user who conscientiously sticks to **OMG IDL** can be assured that he is not using any proprietary extensions in expressing his interfaces.

ILU does not yet provide some of the features required by a full **CORBA** implementation. Notably it does not provide a Dynamic Invocation Interface, or implementations of either Interface Repository or Implementation Repository. It does not provide the Basic Object Adapter interface, either, but does provide an object adapter with most of the BOA's capabilities, except for those connected with the Interface Repository and/or Implementation Repository.

A number of concepts in **CORBA** that seem to require further thought are not yet directly supported in **ILU**: the use of `#include` (**ILU** uses a more limited notion of "import"); the notion of using an **IDL** "interface" as both an object type and a name space (this seems to be a "tramp idea" from the language **C++**; in **ILU** the "interface" defines a name space, and the object type defines a type); the notion that all BOA objects are persistent (in **ILU**, the question of whether an object is persistent is left up to that object's implementation); the notion that type definitions can exist outside the scope of any module or namespace (in **ILU**, all definitions occur in some interface). Currently, there is no support in **ILU** for **CORBA** `context`s, the **OMG IDL** type `any`, or the **OMG IDL** type `Object`. We feel that all three of these notions tend to weaken interface descriptions.

2 The ISL Interface Language

We define an interface language called **ISL** (for Interface Specification Language), to describe **ILU** interfaces. This document describes the syntax and semantics of this language.

2.1 General Syntax

The conventional file suffix for **ISL** files is '`.isl`'. Some of the **ILU** tools rely on the name of the file being the same as the name of the interface defined in it, and rely on having only one interface defined in each '`.isl`' file.

An **ISL** interface contains four kinds of statements: the interface header, type declarations, exception declarations, and constant declarations. Each statement is terminated with a semi-colon.

Many statements in **ISL** contain lists: lists of the fields in a record, the types in a union, the methods in an object type. All lists in **ISL** are terminated with an `END` keyword, and the items in the list are separated by commas.

Comments may be placed in an **ISL** file. They are introduced with the character sequence `(*`, and terminated with `*)`. Comments nest.

2.1.1 Identifiers

All identifiers that appear in ISL are alphanumeric, begin with an alphabetic character, and may contain hyphens.[1] Differences in case are not sufficient to distinguish between two identifiers; however, the case of an identifier may be preserved in its mapping to a specific programming language.

All **ILU** type names, exception names, and constant names have two parts, an interface identifier and a local identifier. When writing the full name, the interface identifier comes first, followed by a period, followed by the local identifier. If the interface identifier is ommitted in a name, it defaults to the interface identifier of the most recently encountered interface header.

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[1] We might forbid two consecutive hyphens or add other restrictions.

Interface names, type names, exception names, and constant names occur in different name spaces. Thus is is possible to have a type and an exception with the same name.[2]

2.1.2 Reserved Words

The following words are reserved words in **ISL**: `ARRAY`, `ASYNCHRONOUS`, `AUTHENTICATION`, `BOOLEAN`, `BRAND`, `CARDINAL`, `CHARACTER`, `CLASS`, `COLLECTIBLE`, `CONSTANT`, `DEFAULT`, `END`, `ENUMERATION`, `EXCEPTION`, `FALSE`, `FROM`, `FUNCTIONAL`, `IMPORTS`, `IN`, `INOUT`, `INTEGER`, `INTERFACE`, `LIMIT`, `LONG`, `METHODS`, `OBJECT`, `OF`, `OPTIONAL`, `OTHERS`, `OUT`, `RAISES`, `REAL`, `RECORD`, `SEQUENCE`, `SHORT`, `SIBLING`, `SINGLETON`, `SINK`, `SOURCE`, `SUPERCLASS`, `SUPERCLASSES`, `SUPERTYPES`, `TRUE`, `TYPE`, `UNION`.

Reserved words may be used as identifiers, by placing them in double quotes, but may not be used as identifiers without quoting.

Other identifiers are worth avoiding, as they may cause problems with specific language implementations. The identifier `t` or `T`, for instance, causes problems with **Common Lisp**. Language-specific mappings of **ISL** should try to avoid these problems.

2.2 Statement Syntax

2.2.1 The Interface Header

Each interface is introduced with exactly one interface header of the form

`INTERFACE` *interface-name* [`BRAND` *brand*] [`IMPORTS` *list-of-imported-interfaces* `END`] ;

The *interface-name* is used by various language-specific productions to create name spaces in which the types, exceptions, and constants defined in the interface are declared. The optional *list-of-imported-interfaces* is a comma-separated list of fields, each of the form

---

[2] We may change this.

interface-name [`FROM` *interface-file*]

where *interface-file* is the typical poorly defined string that names a file for your operating system (in our case, UNIX). Importing an interface allows the current interface to mention the types, exceptions, and constants defined in the imported interface, by referring to them as

interface-name.*type-or-value-name*

If the optional "FROM *interface-file*" is not specified for an imported interface, a sensible site-dependent search policy is followed in an attempt to locate that interface, typically looking down a path (environment variable `ILUPATH` on **POSIX** systems) of directories for a file with the name '*interface-name*`.isl`'.

2.2.2 Type Declarations

In general, a type is defined with a statement of the form

`TYPE` *type-name* `=` *type-reference* `|` *construction* `;`

The form `TYPE` *type-name* `=` *type-reference* is used when you want to rename an existing type to make its usage clear or give it a name in the current interface. A *type-reference* is just a *type-name*, or a reference to a type name defined in another interface: *interface-name.type-name*.

2.2.2.1 Primitive types

The following type "names" are pre-defined:

- `INTEGER`, a 32-bit signed integer value;
- `SHORT INTEGER`, a 16-bit signed integer value;
- `LONG INTEGER`, a 64-bit signed integer value;
- `CARDINAL`, a 32-bit unsigned integer value;
- `SHORT CARDINAL`, a 16-bit unsigned integer value;

- `LONG CARDINAL`, a 64-bit unsigned integer value;
- `BYTE`, an unsigned 8-bit byte value;
- `BOOLEAN`, a logical value either True or False;
- `REAL`, an IEEE 64-bit double-precision floating-point value;
- `SHORT REAL`, an IEEE 32-bit single-precision floating-point value;
- `LONG REAL`, a 128-bit quadruple-precision floating-point value;
- `CHARACTER`, a 16-bit UNICODE/IS-10646 character; and
- `SHORT CHARACTER`, an 8-bit ISO 8859-1 character code (but excluding the octet 8_000).

There is also a special type `NULL`, which cannot be used directly; it has a single value, NULL.

2.2.2.2 Constructor overview

The form `TYPE` *type-name* `=` *construction* is used when a user needs to define a new type. Several simple constructors for more complex data types are specified:

- `ARRAY`, a fixed-length N-dimensional array of some specified type;
- `SEQUENCE`, a variable-length one-dimensional array of some specified type;
- `RECORD`, a sequence of typed fields, each of which may be of a different type;
- `UNION`, one of a set of specified types;
- `OPTIONAL`, a union with `NULL`;
- `ENUMERATION`, a type consisting of an explicitly enumerated set of values;
- `OBJECT`, an **ILU** object type.

In addition, the automatically-imported interface **ILU** defines the short sequence `CString` of short character.

2.2.2.3 Array Declarations

An `ARRAY` is a fixed-length N-dimensional array of some type. It is defined with a declaration of the form

`TYPE` *type-name* `= ARRAY OF` *dimension-list base-type-reference* `;`

where *dimension-list* is a comma-separated list of non-negative integers, each integer specifying the size of a dimension of the array, and *base-type-reference* is a *type-reference* to some other **ILU** type. For example,

```
TYPE SymbolTable = ARRAY OF 400 Symbol;
TYPE Matrix3030 = ARRAY OF 30, 30 REAL;
```

The total number of elements in the array may not exceed 4294967295 (2^32-1).

2.2.2.4 Sequence Declarations

A sequence is a variable-length one-dimensional array of some type. It is defined with a declaration of the form

`TYPE` *type-name* `=` [`SHORT`] `SEQUENCE OF` *base-type-reference* [`LIMIT` *size*] `;`

where *base-type-reference* is a *type-reference* to some other **ILU** type. If the `LIMIT` parameter *size* is used, it limits the sequences to having at most *size* elements; otherwise the sequences are limited to having at most 4294967295 (2^32-1) elements. Use of the `SHORT` modifier is shorthand for a `LIMIT` of 65535 (2^16-1). Use of the `LONG` modifier is not defined for sequences.

2.2.2.5 Generalized Array Declarations

This is a proposed language change, not yet accepted.

The existing language has a weakness: it cannot express coordinated multidimensional variable-length arrays. Coordinated means that there is only one length per dimension, regardless of how many arrays there are at that level. An example is a bitmap of variable height and width: all rows are the same length, and all columns are the same length.

A generalized array type is defined with a declaration of the form

`TYPE` *type-name* `=` `ARRAY` *dim* , ... *dim* `OF` *base-type-reference* ;

where each *dim* is of the form

length | [`LIMIT` *maxlen* | `SHORT`]

A dimension can be given a fixed length by simply specifying that length. A variable-length dimension is either left blank (meaning the maximum length is 2**32-1), specified as `SHORT` (meaning the maximum length is 2**16-1), or given an explicit maximum length.

Note that putting the dimensions after the `OF` would create a syntactic ambiguity in some cases, concerning grouping of a `SHORT`.

2.2.2.6 Record Declarations

`TYPE` *type-name* `=` `RECORD` *fields...* `END` ;

where *fields* is a comma-separated list of *field*, which has the form

field-name : *field-type-reference*

A sample record declaration:

```
TYPE Symbol = RECORD
  name : string,
  type : TypeInfo,
  address : cardinal
END;
```

2.2.2.7 Union Declarations

A union is a type which may take on values of several different types. To be compliant with the **CORBA** notion of unions, the union declaration is much more baroque and complicated than it really should be. The declaration has the form:

`TYPE` *type-name* `=` [*tag-type*] `UNION` *arm-list* `END` [`OTHERS`] `;`

where *arm-list* is a comma-separated list of *arm*, each of the form:

[*union-case-name* :] *type-name* [*arm-valuator*]

where each *arm-valuator* is either of the form

`= DEFAULT`

or of the form

`=` *value-list* `END`

and where a *value-list* is a comma-separated list of constant values of the tag type. The tag type must be one of: `SHORT INTEGER`, `SHORT CARDINAL`, `INTEGER`, `CARDINAL`, `BYTE`, `BOOLEAN`, or an enumerated type. (We should also allow `SHORT CHARACTER` and `CHARACTER`.) The tag type is `SHORT INTEGER` if not explicitly specified.

A *arm-valuator* must be given for either all or none of the *arm*s; if none, the *arm*s are assigned single integral values, starting with 0. *arm-valuator*s must be given if the tag type isn't numeric. All the values appearing in the *value-list*s of a union must be different from one another. `DEFAULT` can appear in at most one arm of a union type construction. `DEFAULT` and `OTHERS` cannot both appear in the same union.

A union value consists of a tag value, possibly paired with a second value. When the tag value is one that appears in, or is implicitly assigned to, an arm of the union type construction, the second

value is of the type named in that arm. Otherwise, the union value is well-formed only if `DEFAULT` or `OTHERS` appears in the union type construction. If an arm is valued with `DEFAULT`, the second value is of that arm's type. If `OTHERS` appears, there is no second value; it is as if there were a default arm of some trivial type (like **C**'s `void` or **ML**'s `unit`).

A simple example:

```
TYPE StringOrInt = UNION ilu.CString, CARDINAL END;
```

A more complex example, that uses an explicit tag type, union case names, and a default arm:

```
TYPE ColorType = ENUMERATION RGB, CMY, HSV, YIQ, HLS END;
TYPE U2 = ColorType
  UNION
    rgb-field : RGBObject = RGB END,
    others : COLORObject = DEFAULT
  END;
```

The union case name is not guaranteed to be present in language-specific mappings.

ISL unions are logically (and sometimes actually, depending on the programming language) tagged. There is a difference between

```
TYPE T1 = UNION Bar, Baz END;
TYPE T2 = UNION Foo, T1 END;
```

and

```
TYPE T1 = UNION Bar, Baz END;
TYPE T2 = UNION Foo, Bar, Baz END;
```

2.2.2.8 Optional Declarations

A variable of type `OPTIONAL Foo` can have either a value of `Foo` or of type `NULL`. It is declared with the form

```
TYPE type-name = OPTIONAL base-type-reference ;
```

This should be thought of as roughly equivalent to the declaration

```
TYPE type-name = BOOLEAN UNION base-type-reference = TRUE END END OTHERS ;
```

The difference is that `OPTIONAL` types are logically un-tagged. An optional value is not a pair of (`BOOLEAN`, *base-type-reference*); rather it is a single value, either a special, distinguished, "null" value or a value of the *base-type-reference*. There is thus no difference between

```
TYPE Bar = OPTIONAL Foo;
TYPE Baz = OPTIONAL Bar;
```

and

```
TYPE Bar = OPTIONAL Foo;
TYPE Baz = OPTIONAL Foo;
```

2.2.2.9 Enumeration Declarations

An enumeration is an abstract type whose values are explicitly enumerated. It is declared with the form

```
TYPE type-name = ENUMERATION values... END ;
```

where *values* is a comma-separated list of value names, with optional value ID's that are constants of type `SHORT CARDINAL` that specify the value used to represent the enumeration value "on the wire".[3] *Use of value ID's is deprecated.*

[3] Same integer in all protocols? Yep – for now.

value-name [= *value-id*]

For example,

```
TYPE TapeAction = ENUMERATION
  SkipRecord = 1,
  Rewind = 23,
  Backspace = 49,
  WriteEOF = 0
END;
```

All *value-name*s and *value-ID*s must be unique within an enumeration. If *value-ID*s are not assigned explicitly, appropriate values will be assigned automatically in some unspecified way. An enumeration may have at most 65535 (2^16-1) values.

2.2.2.10 Object Type Declarations

Object types are described in the following way:

```
TYPE type-name = OBJECT
                 [ SINGLETON protocol-description-string ]
                 [ DOCUMENTATION documentation-string ]
                 [ COLLECTIBLE ]
                 [ OPTIONAL ]
                 [ AUTHENTICATION authentication-type ]
                 [ SUPERTYPES supertype-list END ]
                 [ METHODS method-list... END ]
                 [ BRAND string-constant ] ;
```

The keyword `CLASS` is a deprecated synonym for `OBJECT`, and `SUPERCLASSES` is a deprecated synonym for `SUPERTYPES`. Also,

```
                 [ SUPERCLASS supertype-name ]
```

is a deprecated equivalent to

[`SUPERTYPES` *supertype-name* `END`]

The `SINGLETON` keyword specifies that instances of this type are singleton servers, and implies that the discriminator object (the subject of the call) should not be implicitly marshalled as the first argument in an RPC. This is typically used in describing an instance of an existing RPC service, which is to be modelled in **ILU**. The argument to `SINGLETON` is a string in the form of **ILU** "protocol-info", which specifies particular protocol-specific parameters to be used in implementing this object type 'on the wire'. For example, the **Sun RPC** calendar manager would use a *protocol-description-string* of `"sunrpc_2_100068_3"`, indicating that it uses a **Sun RPC** program number of 100068 and a **Sun RPC** version of 3.

The optional *documentation-string* is a quoted string, which is passed on to language-specific bindings where possible, such as with the doc-string capability in **Common Lisp**.

The `COLLECTIBLE` keyword specifies that instances of this type are meant to be garbage collectible, and that methods necessary for this should be automatically added to its method suite. For an object type to be collectible, all ancestor object types must also be collectible.

The `OPTIONAL` keyword specifies that the language-specific `nil` value may be passed, instead of an instance of this object type, anywhere this object type is used. *This is a* **CORBA** *mis-feature, and its use is strongly deprecated. Better to explicitly use a different type constructed with the* **ILU** `OPTIONAL` *keyword.*

The *authentication-type* field of an object type definition defines which type of authentication is used to verify that a method can be handled. No values for this field are currently supported.

The optional *supertype-list* defines an inheritance relationship between the object types named in the list and the type *type-name*.

The *string-constant* in the `BRAND` clause, if any, contributes an arbitrary tag to the structure of the type; omitting the `BRAND` clause is equivalent to giving one with the empty string. Branding gives the programmer a way to make two types distinct despite their otherwise having the same structure. See an earlier subsection for more details.

The *method-list* is a comma-separated list of procedure descriptions. All the methods of an object type have distinct names. This means that independently-developed supertypes might not be usable together.

Methods have the syntax:

[`FUNCTIONAL`] [`ASYNCHRONOUS`] *method-name* ([*args...*])
[: *return-type-reference*]
[`RAISES` *exceptions...* `END`]
[`=` *procedure-id*]
[*documentation-string*]

where the discriminator (the implicit first argument to the method, the subject of the call, an instance of the object type in question) is not explicitly listed in the signature. Each method has zero or more arguments in a comma-separated list, each element of which is a colon-separated two-ple

[*argument-direction*] *argument-name* : [`SIBLING`] *argument-type-reference*

The `SIBLING` keyword may only appear on arguments of an object type, to indicate that the argument should be a sibling object to the discriminator of the method. The `FUNCTIONAL` keyword indicates that the method, for a given set of arguments, is idempotent (i.e., the side effects of one call are the same as the side effects of more than one call) and will always return the same result (or raise the same exception); this information may be used for caching of return values in the client side stubs. The optional *argument-direction* information is one of the three keywords `IN`, `OUT`, `INOUT`, specifying whether the parameter is being used as an input parameter, an output parameter, or both.

A method return type is allowed (again separated from the procedure argument list by a colon), and a list of possible exceptions may be specified as a comma-separated list of exception names, bracketed with the keywords RAISES and END.

The optional *procedure-id* field allows a service description to specify the procedure code that is used in the RPC request packet for this method. Procedure ID's are restricted to the range [0,65279], and must be unique within an interface. This may only be used in methods on objects marked with the `SINGLETON` attribute.

If a method is marked with the `ASYNCHRONOUS` keyword and does not return a value or raise an exception, the RPC method call of a surrogate instance will return after sending the request packet to the RPC partner, as the success of the call does not depend on the completion of the associated code. Other RPC methods will block in such a way as to allow the scheduler to handle

other events while it is waiting for the call to complete, if the user has registered the appropriate scheduler hooks with the **ILU** runtime.

The optional *documentation-string* is a quoted string, which is passed on to language bindings for which it is meaningful, such as the doc-string capability in **Common Lisp**.

For example:

```
TYPE FancyString = OBJECT
  METHODS
    FUNCTIONAL Length () : cardinal,
    Substring (start : cardinal, end : cardinal) : string
      RAISES StartGreaterThanEnd, StartTooLarge, EndTooLarge END,
    Char (index : cardinal) : character
      RAISES BadIndex END
  END;
```

Methods have the syntax:

```
[ FUNCTIONAL ] [ ASYNCHRONOUS ] method-name ( [ args... ] )
      [ : return-type-reference ]
      [ RAISES exceptions... END ]
      [ = procedure-id ]
      [ documentation-string ]
```

where the discriminator (the implicit first argument to the method, the subject of the call, an instance of the object type in question) is not explicitly listed in the signature. Each method has zero or more arguments in a comma-separated list, each element of which is a colon-separated two-ple

argument-name : [SIBLING] [*direction*] *argument-type-reference*

The SIBLING keyword may only appear on arguments of an object type, to indicate that the argument should be a sibling object to the discriminator of the method. The FUNCTIONAL keyword indicates that the method, for a given set of arguments, is idempotent (i.e., the side effects of one call are the same as the side effects of more than one call) and will always return the same result (or raise the same exception); this information may be used for caching of return values in the

client side stubs. The optional *direction* information is one of the three keywords `IN`, `OUT`, `INOUT`, specifying whether the parameter is being used as an input parameter, an output parameter, or both.

A method return type is allowed (again separated from the procedure argument list by a colon), and a list of possible exceptions may be specified as a comma-separated list of exception names, bracketed with the keywords RAISES and END.

The optional *procedure-id* field allows a service description to specify the procedure code that is used in the RPC request packet for this method. Procedure ID's are restricted to the range [0,65279], and must be unique within an interface. This is mainly supplied to allow description of existing services as object types.

If a method is marked with the `ASYNCHRONOUS` keyword and does not return a value or raise an exception, the RPC method call of a surrogate instance will return after sending the request packet to the RPC partner, as the success of the call does not depend on the completion of the associated code. Other RPC methods will block in such a way as to allow the scheduler to handle other events while it is waiting for the call to complete, if the user has registered the appropriate scheduler hooks with the **ILU** runtime.

The optional *documentation-string* is a quoted string, which is passed on to language bindings for which it is meaningful, such as the doc-string capability in **Common Lisp**.

Note that the object language in **ILU** is not intended to be used to fully *define* an object type, but rather to *describe* it in a simple language that can be transformed into the different object type definition systems of several other languages.

2.2.3 Exception Declarations

Exceptions in **ILU** are raised by **ILU** methods. They allow error conditions to be signalled back to the calling code. They are declared with a statement of the form:

`EXCEPTION` *exception-name* [: *type-reference*] [*documentation-string*] ;

The optional *type-reference* part of the declaration allows the exception to have an associated value, to be used in interpretation of the exception. For example, an exception BadFilename might have the type `ilu.CString`, so that the actual bad filename can be associated with the exception:

The optional *documentation-string* is a quoted string, which is passed on to language bindings for which it is meaningful, such as the doc-string capability in **Common Lisp**.

```
TYPE Filename = ilu.CString;
EXCEPTION BadFileName : Filename "The value is the bad filename";
```

Because of the uncertain nature of life in distributed systems, the pre-defined exception `ilu.ProtocolError` (defined in the **ILU** interface) may be raised by any method, to indicate that the method could not be handled, for some reason. It has the following form:

```
TYPE ProtocolErrorDetail = ENUMERATION
                NoSuchClassAtServer = 1,
                BrandMismatch = 2,
                NoSuchMethodOnClass = 3,
                InvalidArguments = 4,
                UnknownObjectInstance = 5,
                UnreachableModule = 6,
                RequestRejectedByModule = 7,
                TimeoutOnRequest = 8,
                UnknownError = 9
        END;

EXCEPTION ProtocolError : ProtocolErrorDetail;
```

Signalling of `ProtocolError` is never done by user-written server code; it is reserved to the transport and runtime layers of **ILU**.

2.2.4 Constant Declarations

For convenience of interface design, constant values for certain simple types may be defined in **ISL** with statements of the form

`CONSTANT` *constant-name* : *constant-type* `=` *constant-value* ;

2.2.4.1 Integer, Cardinal, and Byte Constants

A *constant-value* for types that are sub-types of `INTEGER`, `CARDINAL`, or `BYTE` is specified with the syntax

[*sign*] [*base-indicator*] *digits*

where the optional *base-indicator* allows selection of bases 2, 8, 10 or 16. It is a digit '0' (zero) followed by either the character 'B' for base 2, 'X' for base 16, 'O' (oh) for base 8, or 'D' for base 10. The *sign* is only valid for subtypes of `INTEGER`; it is either '`+`' or '-'; if not specified, '`+`' is assumed. The *base-indicator* and *digits* fields are case-insensitive.

2.2.4.2 Real Constants

A *constant-value* for subtypes of `REAL` has the syntax:

[*sign*] *integer* . *fraction* [`e` *exponent*]

where *integer* and *fraction* are sequences of decimal digits, *sign* is either '`+`' or '-' ('`+`' is the default), and *exponent* is the power of 10 which the rest of the value is multiplied by (defaults to 0).

2.2.4.3 ilu.CString Constants

A *constant-value* for a sub-type of `ilu.CString` has the form

"*characters*"

where *characters* are any ISO-Latin-1 characters except for 8_000. The escape character is defined to be '#' (hash). The escape character may occur in the string only in the following ways:

#" – a single double-quote character
– a single escape character

#*hex-digithex-digit* – the octet 16*hex-digithex-digit*
#n – newline
#r – carriage return

2.2.4.4 Examples of Constants

```
CONSTANT Newline : byte = 10;
CONSTANT Pi : short real = 3.14159;
CONSTANT Big : long real = -1.1349e27;  (*  -1.1349 * 10**27   *)
TYPE Filename = ilu.CString;
CONSTANT MyLogin : Filename = "~/.login";
CONSTANT Prompt : ilu.CString = "OK#n ";
CONSTANT HeapBound : cardinal = 0xFFFF39a0;
CONSTANT Pattern1 : cardinal = 0b000001000001;
```

2.3 ilu.isl

The standard interface `ilu` can be found in the file '*ILUHOME*`/interfaces/ilu.isl`'; it is maintained as '*ILUHOME*`/src/stubbers/parser/ilu.isl`'. Here are its contents:

```
INTERFACE ilu BRAND "v1";

TYPE CString = SEQUENCE OF SHORT CHARACTER;

TYPE ProtocolErrorDetail =
  ENUMERATION
    NoSuchClassAtServer,     (* server doesn't handle specified class *)
    BrandMismatch,           (* versions out of sync *)
    NoSuchMethodOnClass,     (* invalid method, or method not implemented *)
    InvalidArguments,        (* bad arguments passed *)
    UnknownObjectInstance,   (* specified instance not on server *)
    UnreachableModule,       (* no path to handler *)
    RequestRejectedByModule, (* request not looked at, for some reason *)
    TimeoutOnRequest,        (* no response from server within timeout *)
    UnknownError             (* catchall error *)
  END;

EXCEPTION ProtocolError : ProtocolErrorDetail;
```

The declarations of `ProtocolErrorDetail` and `ProtocolError` don't belong here, and will be eliminated in favor of a reference manual section explaining the possible errors.

2.4 ISL Grammar

In this grammar, parentheses are used for grouping, vertical-bar indicates selection, braces indicated optionality, quotation marks indicate literal keywords or literal punctuation.

No whitespace is allowed between the parts of a `radix`, `number`, or `quoted-string`. Aside from that, whitespace is used to separate fields where necessary, and excess whitespace is ignored outside of `quoted-string`s.

Three primitives are used:

- *name-string*, which is a string consisting of decimal digits, upper and lower-case letters, and hyphens, beginning with a letter. It may not be a keyword, unless it is quoted with double-quotes.
- *string*, which is any sequence of characters.
- *digits*, which is a sequence of digits drawn from the digits for the particular radix. The default radix is decimal.

```
interface = interface-def | interface interface-def

interface-def = interface-declaration other-declarations

interface-declaration = "INTERFACE" name-string
                        [ "BRAND" brand-string ]
                        [ "IMPORTS" import-list "END" ]
                        ";"

import-name = name-string [ "FROM" filename ]

import-list = import-name | import-list "," import-name

other-declarations = constant-decl | exception-decl | type-decl

constant-decl = "CONSTANT" name-string ":" ( integer-const
                                           | cardinal-const
                                           | byte-const
                                           | float-const
                                           | string-const ) ";"

integer-const = [ "SHORT" | "LONG" ] "INTEGER" "=" [ sign ] number

cardinal-const = [ "SHORT" | "LONG" ] "CARDINAL" "=" number

byte-const = "BYTE" "=" number
```

```
float-const = [ "SHORT" | "LONG" ] "REAL" "="
              [sign] digits [ "." digits ] [ "e" digits ]

number = [ radix ] digits

radix = "0" ( binary | octal | hexadecimal )

binary = "b"

octal = "o"

hexadecimal = "x"

string-const = "ilu.CString" "=" quoted-string

exception-decl = "EXCEPTION" excp-name [ ":" type-name ] [ doc-string ] ";"

excp-name = name-string

type-decl = "TYPE" type-name "=" ( type-name | new-type-decl ) ";"

type-name = primitive-type-name | name-string

primitive-type-name = "BYTE"
                    | [ "SHORT" | "LONG" ] "CARDINAL"
                    | [ "SHORT" | "LONG" ] "INTEGER"
                    | [ "SHORT" | "LONG" ] "REAL"
                    | [ "SHORT" ] "CHARACTER"
                    | "BOOLEAN"

new-type-decl =   record-decl
                | array-decl
                | sequence-decl
                | union-decl
                | optional-decl
                | object-decl

record-decl = "RECORD" field-list "END"

field-list = field | field-list "," field

field = name-string ":" type-name

sequence-decl = [ "SHORT" ] "SEQUENCE" "OF" type-name [ "LIMIT" number ]

array-decl = "ARRAY" "OF" dimensions-list type-name

dimensions-list = number | dimensions-list "," number
```

```
union-decl = "UNION" field-list "END"

optional-decl = "OPTIONAL" type-name

object-decl = "OBJECT" object-attributes

object-attributes = object-feature | object-attributes object-feature

object-feature =  "SINGLETON" singleton-protocol-info
                | "COLLECTIBLE"
                | "OPTIONAL"
                | "DOCUMENTATION" doc-string
                | "AUTHORIZATION" auth-type
                | "BRAND" brand-string
                | "SUPERTYPES" supertype-list "END"
                | "METHODS" method-list "END"

supertype-list = type-name | supertype-list "," type-name

singleton-protocol-info = quoted-string

auth-type = quoted-string

method-list = method | method-list "," method

method = [ "FUNCTIONAL" | "ASYNCHRONOUS" ] name-string
         arguments [ ":" return-type ] [ "RAISES" exception-list "END"]
         [ doc-string ]

return-type = type-name

exception-list = excp-name | exception-list "," excp-name

arguments = "(" argument-list ")"

argument-list = argument | argument-list "," argument

argument = [ "IN" | "OUT" | "INOUT" ] name-string ":" [ "SIBLING" ] type-name

doc-string = quoted-string

quoted-string = "\"" string "\""
```

3 Using ILU with Common Lisp

This document is for the **Common Lisp** programmer who wishes to use **ILU**. The first section explains the mappings from the **ILU** Interface Specification Language into the **Common Lisp** language, the second discusses concepts necessary for people exporting **ILU** modules from **Common Lisp**. In general, people who need only to use pre-existing **ILU** modules should only need to read the first section. You should understand the types and concepts supported by **ILU** before reading this document. (See Section 1.4 [ILU Concepts], page 7.)

3.1 ILU Mappings to Common Lisp

3.1.1 Generating Common Lisp Surrogate and True Stubs

The program **ILU** `lisp-stubber` takes a interface specification (an '`.isl`' file) and generates lisp code to provide both client-side and server-side support for the interface. The files are generated in the current working directory. In particular, the following files are generated:

- '*interface-name*`-sysdcl.lisp`' – tells `PDEFSYS`[1] how to compile and load the other files. It defines a Common Lisp module `:<`*interface*`>`, which describes the code needed to support both surrogate and true use of the interface. This file is often called a *sysdcl* for the module.
- '*interface-name*`-class-records.c`' – contains interface-specific ANSI C runtime code;
- '*interface-name*`-basics.lisp`' – contains lisp code needed by clients of the module; and
- '*interface-name*`-server-procs.lisp`' – contains lisp code needed by module implementations.

3.1.2 Packages & Symbols

Runtime code is in the **Common Lisp** package `ilu`.

Names from interface specifications are transformed into Lisp names (case-insensitive) by inserting hyphens at lower-to-upper case transitions. Hyphens that are already present are maintained as is.[2]

---

[1] See Section A.1 [The ILU Common Lisp Portable DEFSYSTEM Module], page 134, for a description of the `PDEFSYS` package.

A separate package is defined for each interface with `defpackage`. The name of this package is taken from the name of the interface. This package uses the packages `common-lisp` and `ilu`. The **Common Lisp** names of all entities defined in the ISL are exported from the package, including types, classes, constants, accessors, type predicates, generic functions, exceptions, etc. Such symbols are also shadowed, to avoid conflicts with used packages. For example, given the following interface:

```
INTERFACE MyInterface END;
EXCEPTION TotalLoser : Person;
TYPE Person = OBJECT
  METHODS
     FriendsP (someone : Person) : Boolean
       RAISES TotalLoser END
  END;
```

the stubber generates the following `defpackage`:

```
(defpackage :my-interface
  (:use :common-lisp :ilu)
  (:shadow #:total-loser #:person #:friends-p)
  (:export #:total-loser #:person #:friends-p))
```

This allows symbols defined in the `commonlisp` package to be used by the automatically generated code in the generated package, but it also means that the user needs to be careful about using any generated package. In general, we recommend that you explicitly specify the full name of symbols from **ILU** interfaces.

3.1.3 Types

ILU types appear in **Common Lisp** as follows:

1. Exceptions are represented with **CL** conditions, defined by `define-condition`. All ILU conditions are subtypes of `ilu:rpc-exception`, which is a `serious-condition`. If a value is specified for an exception it may be accessed with `ilu:exception-value` on the condition signalled.
2. Constants are implemented in **CL** by a value of the appropriate type, defined with `defconstant`.

[2] This causes problems; the ISL names "FooBar" and "foo-bar" map to the same **Common Lisp** name. Something will have to change.

3. Type aliases (one type name specified as another) are implemented with `deftype`.
4. Sequences are implemented as `list`s, except for sequences of characters, which are implemented as `simple-string`s.
5. BOOLEAN values are represented as normal **Common Lisp** logical values, typically either `commonlisp:t` or `commonlisp:nil`.
6. Arrays and sequences of CHARACTER (regular or SHORT) are implemented as `simple-string`s.
7. Arrays of bytes are implemented with objects of type `(simple-array (unsigned-byte 8) (*))`.
8. Other arrays are implemented as `simple-array`s.
9. Unions are implemented as with `(deftype lisht () '(or knul kons))`.[3]
10. Enumerations with keywords, as in `(deftype answer () '(member :yes :no :maybe))`
11. Record types are implemented with **CL** `defstruct`.
12. Classes are implemented with **CLOS** `defclass`.

    Private slots are created for methods which are specified as `functional`, and the runtime caches the value of this method in such slots after the first call to the method.

    Methods always take as their first argument the object which they are a method on. Subsequent arguments are those specified in the '`.isl`' file. Methods that have `OUT` or `INOUT` arguments may return multiple values. In general, the parameters to a method are the `IN` and `INOUT` parameters specified in the **ISL** interface, but not the `OUT` parameters. The return values from a method are the specified return value for the **ISL** method, if any, followed by the `INOUT` and `OUT` parameters for the method, if any, in the order in which they appear in the **ISL** specification of the method.

3.2 Using a Module from Common Lisp

To use a module from **Common Lisp**, you must first have loaded the **PDEFSYS** "system" that describes the module. Typically, for an **ILU** interface called *Foo*, the system can be loaded by invoking
(pdefsys:load-system :foo)
Next, you must bind an instance of an object from that interface. The most common way of doing

[3] This conflicts with the tagged-union approach of **CORBA**, and has to be changed to support **ILU**'s support for **CORBA**.

this is to receive an instance of an object from a method called on another object. But to get the first object exported by that module, one can use either `ilu:sbh->instance` or `ilu:lookup`.

ilu:sbh->instance (*PUTATIVE-TYPE-NAME* `symbol`) (*SBH* `string`) &optional (*MOST-SPECIFIC-TYPE-ID* `simple-string` `mstid of specified PUTATIVE-TYPE`) `=>` `ilu:rpc-object` Function

Accepts an **ILU** string binding handle and **Common Lisp** type name, and attempts to locally bind an instance of that type with the OID specified in the string binding handle. If no such instance exists locally, a surrogate instance is created and returned. If a true instance exists locally, that instance will be returned.

ilu:lookup (*PUTATIVE-TYPE-NAME* `symbol`) (*OID* `simple-string`) `=>` (`or nil ilu:rpc-object`) Function

This routine will find and return an object with the OID *OID*, if such an object has been registered in the local domain via the **ILU** simple binding protocol. **The simple binding protocol is experimental in release 1.6 of ILU, and may change without warning in later releases.** See Section 3.6 [Publishing a Common Lisp True Object], page 36, for an example.

Various **ILU** attributes of an object type may be discovered at run time with the generic function `ilu:ilu-class-info`.

ilu:ilu-class-info (*DISC* (`or ilu:ilu-object type-name`)) (*WHAT* `keyword`) `=>` (`or string boolean list`) Function

This routine will return the specified piece of information about the **ILU** class specified with *DISC*, which may be either a **CLOS** class name, or an instance of the class, and with *WHAT*, which identifies which piece of information to return. *WHAT* may have the following values:

- `:authentication` – what kind of authentication, if any, is expected by the methods of this class
- `:brand` – the brand of the object type, if any
- `:collectible-p` – whether or not the object type participates in the **ILU** distributed GC
- `:doc-string` – the doc string specified for the object type
- `:id` – the **ILU** unique ID for the object type
- `:ilu-version` – which version of **ILU** the stubber that generated the code for this object type came from

- `:methods` – a list of the methods of the object type
- `:optional-p` – whether values of this class are allowed to be `cl:nil` (a **CORBA** excrescence)
- `:name` – the **ILU** name of the object type

3.3 Implementing a Module in Common Lisp

For each **ILU** class *interface.otype*, **ILU** will define, in the file '*interface*`-server-procs.lisp`', a **CLOS** class called *interface*`:`*otype*`.IMPL`. To implement a true object for *interface.otype*, one should further subclass this **CLOS** class, and override all of its methods. In particular, do not let any of the default methods for the class be called from your methods for it.

ILU supports, in each address space, multiple instances of something called a *kernel server*, each of which in turn supports some set of object instances. A kernel server *export*s its objects by making them available to other modules. It may do so via one or more *port*s, which are abstractly a tuple of (*rpc protocol*, *transport type*, *transport address*). For example, a typical port might provide access to a kernel server's objects via `(Sun RPC, TCP/IP, UNIX port 2076)`. Another port on the same kernel server might provide access to the objects via `(Xerox Courier, XNS SPP, XNS port 1394)`.

When creating an instance of a true object, a kernel server for it, and an instance id (the name by which the kernel server knows it) for it must be determined. These may be specified explicitly by use of the keyword arguments to `commonlisp:make-instance` `:ilu-kernel-server` and `:ilu-instance-handle`, respectively. If they are not specified explicitly, the variable `ilu:*default-server*` will be bound, and its value will be used; a default instance handle, unique relative to the kernel server, will be generated.

A kernel server may be created by instantiating the class `ilu:kernel-server`. The keyword argument `:id` may be specified to select a name for the server. Note that **ILU** object IDs, which consist of the kernel server ID, plus the instance handle of the object on that server, must be unique "across space and time", as the saying goes. If no kernel server id is specified, **ILU** will generate one automatically, using an algorithm that provides a high probability of uniqueness. If you explicitly specify a kernel server ID, a good technique is to use a prefix or suffix which uniquely identifies some domain in which you can assure the uniqueness of the remaining part of the ID. For example, when using **ILU** at some project called NIFTY at some internet site in the IP domain `department.company.com`, one might use kernel server IDs with names like `something.NIFTY.department.company.com`.

```
=> (make-instance 'ilu:kernel-server :id "FOO-SERVER-1")
#<ILU:KERNEL-SERVER "FOO-SERVER-1">
=> (make-instance 'ilu:kernel-server)
#<ILU:KERNEL-SERVER "121.2.100.231.1404.2c7577eb.3e5a28f">
=>
```

To export a module for use by other modules, simply instantiate one or more instances of your subtypes of *interface*:*otype*.`IMPL`.

```
=> (make-instance 'foo:my-bar.impl :ilu-server s)
#<FOO:MY-BAR.IMPL 0x3b32e8 "1">
=>
```

The simplest **Common Lisp** "server" code would look something like:

```
(defun start-server ()
  (make-instance 'foo:my-bar.impl))
```

which will create an instance of `FOO:MY-BAR.IMPL` and export it via a default server.

3.3.1 Publishing

To enable users of your module find the exported objects, you may register the string binding handle of the object or objects, along with their type IDs, in any name service or registry that is convenient for you. In release 1.6 of **ILU**, we are supporting an experimental simple binding method that allows you to "publish" an object, which registers it in a domain-wide registry, and then to withdraw the object, if necessary. Potential clients can find the string binding handle and type ID of the object by calling a lookup function. **Note that this interface and service is experimental, and may be supported differently in future releases of the ILU system.**

ilu:publish (*OBJ* `ilu:rpc-object`) `=>` `boolean` Function

Accepts an `ilu:rpc-object` instance and registers it with some domain-wide registration service. The object is known by its *object ID* (OID), which is composed of the ID of its kernel server, plus a server-relative instance ID, typically composed as *instance-ID*`@`*server-ID*. Clients may find the object by looking up the OID via the `ilu:lookup` function. The function returns non-`cl:nil` if the publication succeeded.

ilu:withdraw (*OBJ* `ilu:rpc-object`) `=>` `boolean` Function

If *OBJ* is registered, and if it was published by the same address space that is calling `withdraw`, its registration is withdrawn. The function returns non-`cl:nil` if the object is no longer published.

If you wanted to create an instance, and publish it, the code for starting a service might look something like this:

```
(defun start-server ()
  (let* ((ks (make-instance 'ilu:kernel-server
                ;; specify the service id
                :id "service.localdomain.company.com"))
         (si (make-instance 'foo:my-bar.impl
                ;; specify the server
                :ilu-kernel-server ks
                ;; specify the instance handle
                :ilu-instance-handle "theServer")))
    ;; the OID for "si" is now "theServer@service.localdomain.company.com"
    (ilu:publish si)
    si))
```

Someone who wanted to use this service could then find it with the following:

```
(defun find-server ()
  (ilu:lookup 'foo:bar "theServer@service.localdomain.company.com"))
```

3.3.2 Debugging

To help with finding errors in your methods, the variable `*debug-uncaught-conditions*` is provided.

ilu:*debug-uncaught-conditions* Variable

If `cl:t`, causes a server to invoke the debugger when an unhandled error in user code is encountered, rather than the default action of signalling an exception back to the caller. The default value is `cl:nil`.

3.4 Dumping an image with ILU

ILU has dynamic runtime state. In particular, after it is initialized, it uses several **Common Lisp** threads to maintain part of its state, and may also keep open connections on operating system communication interfaces. If you wish to dump an image containing **ILU**, you must dump the image before initializing the `ILU` module.

Initialization occurs automatically whenever a instance of `ilu:ilu-object` or `ilu:rpc-server` is created. Thus you should not create any instances of either true or surrogate **ILU** objects before dumping the image. However, you may load all the interface code for any interfaces that you are using, before dumping the image.

Initialization may also be accomplished by an explicit call to `ilu:initialize-ilu`:

ilu:initialize-ilu Function

Initializes the `ILU` module.

You may check to see whether the system has been initialized by examining the variable `ilu::*ilu-initialized*`, which is `t` iff `ilu:initialize-ilu` has been invoked.

3.5 The Portable DEFSYSTEM Module

ILU support uses a portable implementation of `DEFSYSTEM` to specify modules to **Common Lisp**. See Section A.1 [The ILU Common Lisp Portable DEFSYSTEM Module], page 134, for details of this system.

3.6 ILU Common Lisp Lightweight Processes

ILU currently assumes the existence of lightweight process, or thread, support in your **Common Lisp** implementation. It uses these internally via a generic veneer, described fully in Section B.11 [The ILU Common Lisp Lightweight Process System], page 156.

4 Using ILU with C++

4.1 Introduction

This document is for the **C++** programmer who wishes to use **ILU**. The following sections will show how **ILU** is mapped into **C++** constructs and how both **C++** clients and servers are generated and built.

When functions are described in this section, they are sometimes accompanied by *locking comments*, which describe the locking invariants maintained by **ILU** on a threaded system. See the file '*ILUSRC*`/runtime/kernel/iluxport.h`' for more information on this locking scheme, and the types of locking comments used.

A number of macros are used in function descriptions, to indicated optional arguments, and ownership of potentially malloc'ed objects. The macro `OPTIONAL(`*type-name*`)` means that the value is either of the type indicated by *type-name*, or the value `NULL`. This macro may only be used with pointer values. The macro `RETAIN(`*type-name*`)` indicates, when used on a parameter type, that the caller retains ownership of the value, and when used on a return type, that the called function retains ownership of the value. The macro `PASS(`*type-name*`)` indicates, when used on a parameter type, that the caller is passing ownership of the storage to the called function, and when used on a return type, that the called function is passing ownership of the called value to the caller. The macro `GLOBAL(`*type-name*`)` means that neither the caller nor the calling function owns the storage.

4.2 Mapping ILU ISL to C++

Using **ILU** with **C++** is intended to eventually be compatible with the OMG **CORBA** specification. That is, all of the naming and stub generation comply with the Common Object Request Broker Architecture specified mapping for **C++**, when that specification is available. The current mapping was designed to be usable with a large number of **C++** compilers, by avoiding problematic constructs such as templates, exceptions, namespaces, and nested class definitions.

Note that **ILU** support for **C++** does rely on having argument prototypes, all **C++** library functions, and the capabilities of the **C++** pre-processor.

4.2.1 Names

In general, **ILU** constructs **C++** names from **ISL** names by replacing hyphens with underscores. Type names are prepended with their interface name and the string "_T_". Enumeration value namess are formed by prepending the enumeration type name and "_" to the **ISL** enumeration value name. Exception names are prepended with their interface name and "_E_". Constant names are prepended with their interface name and "_C_".

Other naming conventions may be specified explicitly; ⟨undefined⟩ [Tailoring C++ Names], page ⟨undefined⟩, describes this.

4.2.2 Types

Records turn directly into **C++** structs. Unions consist of a struct with two fields: the type discriminator, a field called "discriminator", and a union of the possible values, called "value". Arrays map directly into **C++** arrays. Sequences become a **C++** class that is a subclass of the pre-defined class `iluSequence`. Objects become normal **C++** classes that are subclasses of the pre-defined class `iluObject`.

4.2.2.1 Sequence types

For most sequences specified in **ILU** interfaces, the generated **C++** code contains

4.2.3 Object types

4.2.4 Exceptions

Because of the scarcity of implementation of the **C++** exception mechanism, exceptions are passed by adding an additional argument to the beginning of each method, which is a pointer to a status struct, which contains an exception code, and a union of all the possible exception value types defined in the interface. Method implementations set the exception code, and fill in the appropriate value of the union, to signal an exception. Exception codes are represented in **C++** with values of the type `ilu_Exception`.

In a true module, exceptions may be raised by using the function <*interface*>`_G::RaiseException`.

`void <`*interface*`>_G::RaiseException ( RETAIN(<`*interface*`>Status *)` *status*`, GLOBAL(ilu_Exception)` *code*`, ...)` C++

Causes an exception code and value for the exception specified by *code* to be bound in *status*. Besides the two required arguments, the function may take another argument, which should be a value of the type implied by the value of *code*; that is, of the appropriate type to be a value of the exception being signalled. Note that `RaiseException` does not actually cause a transfer of control, so that an explicit return statement must follow a call to `RaiseException`.

4.2.5 Constants

Constants are implemented with **C++** `#define` statements.

4.2.6 Examples

Here's a sample **ISL** spec, and the resulting **C++** mappings:

```
INTERFACE Foo;

TYPE String = ilu.CString;
TYPE UnsignedInt = CARDINAL;

TYPE E1 = ENUMERATION val1, val2, val3=40 END;
TYPE R1 = RECORD field1 : CARDINAL, field2 : E1 END;
TYPE A1 = ARRAY OF 200 BYTE;
TYPE A2 = ARRAY OF 41, 3 R1;
TYPE S1 = SEQUENCE OF E1;
TYPE U1 = UNION R1, A2 END;

EXCEPTION Except1 : String;

CONSTANT Zero : CARDINAL = 0;

TYPE O1 = OBJECT
  METHODS
    M1 (arg1 : R1) : UnsignedInt RAISES Except1 END
  END;
```

The **C++** mapping:

```
typedef ilu_CString Foo_T_String;
typedef ilu_Cardinal Foo_T_UnsignedInt;

typedef enum _Foo_T_E1_enum {
  Foo_T_E1_val1 = 1,
  Foo_T_E1_val2 = 2,
  Foo_T_E1_val3 = 40
} Foo_T_E1;
typedef struct _Foo_T_R1_struct {
  ilu_Cardinal field1;
  Foo_T_E1 field2;
} Foo_T_R1;
typedef ilu_Byte Foo_T_A1[200];
typedef Foo_T_R1 Foo_T_A2[41][3];
class _Foo_T_S1_sequence {
 private:
  ilu_Cardinal _maximum;
  ilu_Cardinal _length;
  Foo_T_E1 *_buffer;
 public:
  _Foo_T_S1_sequence ();
  virtual ~_Foo_T_S1_sequence ();
  static class _Foo_T_S1_sequence *Create (ilu_Cardinal initial_size, Foo_T_E1
*initial_data);
  virtual ilu_Cardinal Length();
  virtual void Append(Foo_T_E1);
  virtual Foo_T_E1 RemoveHead();
  virtual Foo_T_E1 RemoveTail();
  virtual ilu_Cardinal RemoveAll(ilu_Boolean (*matchproc)(Foo_T_E1));
  virtual Foo_T_E1 * Array();
  virtual Foo_T_E1 Nth(ilu_Cardinal index);
};
typedef class _Foo_T_S1_sequence * Foo_T_S1;
enum Foo_T_U1_allowableTypes { Foo_T_U1_R1, Foo_T_U1_A2 };
typedef struct _Foo_T_U1_union {
  enum Foo_T_U1_allowableTypes discriminator;
  union {
    Foo_T_R1 R1;
    Foo_T_A2 A2;
  } value;
} Foo_T_U1;

extern ilu_Exception Foo_E_Except1;     /* exception code Except1 */

typedef struct _Foo_Status_struct {
  ilu_Exception returnCode;
  union {
    ilu_Cardinal anyvalue;
    Foo_T_String Except1;
  } values;
```

```
} FooStatus;

class Foo_T_O1 : public iluObject {
 public:
  Foo_T_UnsignedInt M1 (FooStatus *_status, Foo_T_R1 *arg1);
};

#define Foo_C_Zero ((ilu_Cardinal) 0)
```

4.3 Using an ILU module from C++

A client module may obtain an instance of an **ILU** object in three basic ways: 1) instantiating it directly from a string binding handle, 2) using the function `iluObject::Lookup` to locate it via the simple binding interface, and 3) receiving the instance directly as a return value or out parameter from a method on a different object.

To instantiate from a string binding handle, a static member function is generated for each subclass of `class iluObject` declared in the **C++** stubs:

`OPTIONAL(class` *T* `*)` **iluObject::ILUCreateFromSBH** `(ilu_CString` *sbh*`, OPTIONAL(ilu_CString)` *type-id*`)` C++

To use the simple binding service to locate an object:

`static OPTIONAL(GLOBAL(void *))` **iluObject::Lookup** `( RETAIN(char *)` *oid*`, ilu_Class` *putative-class* `)` C++

Locking: Main invariant holds.

Finds and returns the object specified by *oid* by consulting the local domain registry of objects. *putative-class* is the type that the object is expected to be of, though the type of the actual object returned may be a subtype of *putative-class*, cast to the *putative-class*. The return value should be immediately cast to a value of the **C++** equivalent of *putative-class*.

4.4 Implementing an ILU Module in C++

For each **ILU** class *interface.otype*, **ILU** will define, in the file '*interface*`.cc`', a **C++** class called *interface*`_T_`*otype*. To implement a true object for *interface.otype*, one should further subclass

this **C++** class, and override all of its methods. In particular, do not let any of the default methods for the class be called from your methods for it.

4.4.1 Servers

ILU supports, in each address space, multiple instances of something called a *kernel server*, each of which in turn supports some set of object instances. A kernel server *exports* its objects by making them available to other modules. It may do so via one or more *ports*, which are abstractly a tuple of (*rpc protocol*, *transport type*, *transport address*). For example, a typical port might provide access to a kernel server's objects via `(Sun RPC, TCP/IP, (host 13.24.52.9, UNIX port 2076))`. Another port on the same kernel server might provide access to the objects via `(Xerox Courier, XNS SPP, XNS port 1394)`.

When creating an instance of a true object, a kernel server for it, and an instance id (the name by which the kernel server knows it) for it must be determined. These may be specified explicitly by overriding the default `iluObject::ILUGetServer` and `iluObject::ILUGetInstanceHandle` methods, respectively. If they are not specified explicitly by the object, the value of `ilu::GetDefaultServer` will be used; a default instance handle, unique relative to the kernel server, will be generated.

The kernel server is represented in **C++** with the class `iluServer`, which has the following constructor:

?? **iluServer::iluServer** (`OPTIONAL(const char *)` *server-id*, `OPTIONAL(iluObjectTable *)` *object-table*) C++

Constructs an instance of `class iluObject` with the given *server-id* and *object-table*.

Note that **ILU** object IDs, which consist of the kernel server ID, plus the instance handle of the object on that server, must be unique "across space and time", as the saying goes. If no kernel server id is specified, **ILU** will generate one automatically, using an algorithm that provides a high probability of uniqueness. If you explicitly specify a kernel server ID, a good technique is to use a prefix or suffix which uniquely identifies some domain in which you can assure the uniqueness of the remaining part of the ID. For example, when using **ILU** at some project called NIFTY at some internet site in the IP domain `department.company.com`, one might use kernel server IDs with names like `something.NIFTY.department.company.com`.

Once constructed, a port must be added to the server:

`ilu_Boolean` **iluServer::AddPort** (`OPTIONAL(RETAIN(char *))` *protocol-info*, `OPTIONAL(RETAIN(char *))` *transport-info*, `ilu_Boolean` *be-default*) C++

To export a module for use by other modules, simply instantiate one or more instances of your subtype of *interface*:*otype* and call the **ILU C++** event dispatching loop, `iluServer::Run`.

4.4.2 Event dispatching

Most non-threaded long-lived **C** and **C++** programs simulate threads with *event dispatching*, in which the program waits in some piece of code called the *main loop* until an *event* such as input arriving on a file descriptor or the expiration of an alarm signal causes a *callback routine* to be invoked. The **ILU C++** runtime supports this mode of operation with various static member functions of the class `iluServer`.

`static ilu_Boolean` **iluServer::RegisterInputHandler** (`int` *fd*, `void (*`*callbackRoutine*`)(int, void *)`, `void *` *callbackArg*) C++

Register the file descriptor *fd* with the **ILU** kernel so that when **ILU** kernel event dispatching is active (that is, during the `iluServer::Run` call), the function *callbackRoutine* will be invoked with the arguments (*fd*, *callbackArg*) whenever input is available on the file descriptor *fd*.

`static ilu_Boolean` **iluServer::UnregisterInputHandler** (`int` *fd*) C++

Removes any callback routine registered on file descriptor *fd*.

`static ilu_Boolean` **iluServer::Run** (`void`) C++

Invokes the **ILU** main loop and causes **ILU** kernel event dispatching to be active. This routine never returns.

Occasionally it is necessary to use a different event dispatching mechanism, typically because some other work is done inside the main loop of the mechanism. An alternate main loop can be registered for use with **ILU** by creating a subtype of the class `iluMainLoop` and registering it with the kernel by calling the function `iluServer::iluSetMainLoop`:

`static void` **iluServer::iluSetMainLoop** (`RETAIN(iluMainLoop *)` *ml*) C++

Registers the main loop object *ml* with the runtime kernel.

4.4.3 Publishing

To enable users of your module find the exported objects, you may register the string binding handle of the object or objects, along with their type IDs, in any name service or registry that is convenient for you. In release 1.6 of **ILU**, we are supporting an experimental simple binding method that allows you to "publish" an object, which registers it in a domain-wide registry, and then to withdraw the object, if necessary. Potential clients can find the string binding handle and type ID of the object by calling a lookup function. **Note that this interface and service is experimental, and may be supported differently in future releases of the ILU system.**

`ilu_Boolean` **iluObject::ILUPublish** () C++

A method on instances of `class iluObject`, it registers the instance with some domain-wide registration service. The object is known by its *object ID* (OID), which is composed of the ID of its kernel server, plus a server-relative instance handle, typically composed as *instance-handle*`@`*server-ID*. Clients may find the object by looking up the OID via the `iluObject::Lookup` function. Returns true if the object can be successfully published in the local registry.

`ilu_Boolean` **iluObject::ILUWithdraw** () C++

Returns true if the object's registration in the local registry can be successfully withdrawn, or does not exist.

4.5 ILU API for C++

4.6 Generating ILU stubs for C++

To generate **C++** stubs from an **ISL** file, you use the program **c++-stubber**. Three files are generated from the '`.isl`' file:

- '*interface-name*`.H`' contains the class definitions for the types and procedures defined by the interface;
- '*interface-name*`.cc`' contains the client-side and general code for the interface; and
- '*interface-name*`-server-stubs.cc`' contains the server-side stubs and code for the interface.

Typically, clients of a module never have a need for the '*interface-name*`-server-stubs.cc`' file.

```
% c++-stubber foo.isl
header file interface foo to ./foo.H...
code for interface foo to ./foo.cc...
code for server stubs of interface foo to ./foo-server-stubs.cc...
%
```

The option `-renames` *renames-filename* may be used with `c++-stubber` to specify particular **C++** names for **ISL** types. See the following section for more details.

4.6.1 Tailoring C++ Names

It is sometimes necessary to have the **C++** names of an **ILU** interface match some other naming scheme. A mechanism is provided to allow the programmer to specify the names of **C++** language artifacts directly, and thus override the automatic **ISL** to **C++** name mappings.

To do this, you place a set of synonyms for **ISL** names in a *renames-file*, and invoke the `c++-stubber` program with the switch `-renames`, specifying the name of the renames-file. The lines in the file are of the form

construct **ISL**-*name* **C++**-*name*

where *construct* is one of `method`, `exception`, `type`, `interface`, or `constant`; **ISL**-*name* is the name of the construct, expressed either as the simple name, for interface names, the concatenation *interface-name*.*construct-name* for exceptions, types, and constants, or *interface-name*.*type-name*.*method-name* for methods; and **C++**-*name* is the name the construct should have in the generated **C++** code. For example:

```
# change "Foo_T_R1" to plain "R1"
type Foo.R1 R1
# change name of method "M1" to "Method1"
method Foo.O1.M1 Method1
```

Lines beginning with the 'hash' character '`#`' are treated as comment lines, and ignored, in the renames-file.

This feature of the `c++-stubber` should be used as little and as carefully as possible, as it can cause confusion for readers of the **ISL** interface, in trying to follow the **C++** code. It can also create name conflicts between different modules, unless names are carefully chosen.

4.7 Other ILU Considerations For C++

4.7.1 Libraries and Linking

For clients of an **ILU** module, it is only necessary to link with the '*interface-name*`.o`' file compiled from the '*interface-name*`.cc`' file generated for the interface or interfaces being used, and with the two libraries '*ILUHOME*`/lib/libilu-c++.a`' and '*ILUHOME*`/lib/libilu.a`' (in this order, as '`libilu-c++.a`' uses functions in '`libilu.a`').

For implementors of true classes, or servers, the code for the server-side stubs, in the file '*interface-name*`-server-stubs.o`', compiled from '*interface-name*`-server-stubs.cc`', should be included along with the other files and libraries.

4.7.2 Makefiles

ILU uses the `imake` system from **X11R?** to produce '`Makefile`'s from '`Imakefile`'s. For more details on this process, Section 13.4.1 [Using Imake with ILU], page 116.

5 Using ILU with ANSI C

5.1 Introduction

This document is for the **ANSI C** programmer who wishes to use **ILU**. The following sections will show how **ILU** is mapped into **ANSI C** constructs and how both **ANSI C** clients and servers are generated and built.

Using **ILU** with **ANSI C** is intended to be compatible with the OMG **CORBA** specification. That is, all of the naming and stub generation comply with the Common Object Request Broker Architecture, either revision 1.1 or 1.2, defaulting to 1.2.[1]

Note that **ILU** does not support non-ANSI variants of the **C** language. In particular, it relies on having prototypes, all **ANSI C** library functions, and the capabilities of the **ANSI C** pre-processor.

When functions are described in this section, they are sometimes accompanied by *locking comments*, which describe the locking invariants maintained by **ILU** on a threaded system. See the file '*ILUSRC*`/runtime/kernel/iluxport.h`' for more information on this locking scheme, and the types of locking comments used.

A number of macros are used in function descriptions, to indicated optional arguments, and ownership of potentially malloc'ed objects. The macro `OPTIONAL(`*type-name*`)` means that the value is either of the type indicated by *type-name*, or the value `NULL`. This macro may only be used with pointer values. The macro `RETAIN(`*type-name*`)` indicates, when used on a parameter type, that the caller retains ownership of the value, and when used on a return type, that the called function retains ownership of the value. The macro `PASS(`*type-name*`)` indicates, when used on a parameter type, that the caller is passing ownership of the storage to the called function, and when used on a return type, that the called function is passing ownership of the called value to the caller. The macro `GLOBAL(`*type-name*`)` means that neither the caller nor the calling function owns the storage.

---

[1] The Common Object Request Broker: Architecture and Specification, OMG document number 93.12.43, revision 1.2, Draft 29 December 1993

5.2 The ISL Mapping to ANSI C

5.2.1 Names

In general, **ILU** constructs **ANSI C** names from **ISL** names by replacing hyphens with underscores. Type names and class names are prepended with their interface name. For example, for the **ISL** type `T-1` in interface `I`, the generated name of the **ANSI C** type would be `I_T_1`.

Enumeration value names are formed by prepending the interface name and "_" to the **ISL** enumeration value name. Enumeration names and values are then cast into **ANSI C** `enum` statements.

Constant names are prepended with their interface name. They are implemented with the `const` declaration statements.

Method name prefixes are specified by **CORBA** to be *module-name_interface-name*. **ANSI C** function names for **ISL** methods are composed of the generated class name prepended to the method name. For example, if the interface name is `X` and the class type name is `Y` and the **ISL** method name is `Z` then the **ANSI C** callable method name will be `X_Y_Z`. **ILU ANSI C** servers for this method must implement a function called `server_X_Y_Z`.

For field names within records, hyphens are replaced with underscores.

5.2.2 Mapping Type Constructs Into ANSI C

5.2.2.1 Records

Records map directly into corresponding **ANSI C** structures.

5.2.2.2 Unions

Because of the somewhat baroque **CORBA** specification, unions may take one of several forms.

Generally, **ILU** unions in **ANSI C** consist of a record with two fields: the type discriminator, a field called "_d", and a union of the possible values. Since **ILU** does not name the fields of a union,

the union field names are derived from the **ILU** data types which compose the union. For example, if the **ILU** type in interface `I` is `TYPE u1 = UNION INTEGER, SHORT REAL END;` the generated **ANSI C** struct would be

```
typedef struct _I_u1_union I_u1;
enum I_u1_allowableTypes {
  I_u1_integer,
  I_u1_shortreal
};
struct _I_u1_union {
  enum I_u1_allowableTypes _d;
  union {
    ilu_integer integer;
    ilu_shortreal shortreal;
  } _u;
};
```

Note the discriminator `_d` may take on the values of `I_u1_integer` or `u_u1_shortreal` indicating how to interpret the data in the union. Also note how the enumerated names are formed: with the interface name and the type name prepended to the enumeration element name.

In more complex union forms, the user may specify the type of the discriminator as well as the field names and which field corresponds to which discriminator value. Consider the following **ISL** example:

```
INTERFACE I;
TYPE e1 = ENUMERATION red, blue, green, yellow, orange END;
TYPE u1 = e1 UNION
 a : INTEGER = red, green END,
 b : SHORT REAL = blue END,
 c : REAL
END;
```

The generated union is:

```
typedef struct _I_u1_union I_u1;
typedef enum {
  I_red = 0,
  I_blue = 1,
  I_green = 2,
  I_yellow = 3,
```

```
  I_orange = 4
} I_e1;
struct _I_u1_union {
  I_e1 _d;
  union {
    ilu_integer a;
    ilu_shortreal b;
    ilu_real c;
  } _u;
};
```

This example shows that the discriminator type is to be `I_e1` and that the field names are to be `a`, `b`, and `c`. When the discriminator has the value `I_red` or `I_green` the field `a` has a valid value and the type is interpreted to be integer. When the discriminator has the value `I_green` the field `b` has a valid value and the type is interpreted to be shortreal. If the discriminator has any other value, the field `c` is expected to have a valid value and the type is interpreted to be ilu_real (double).

Discriminator types may be `INTEGER`, `ENUMERATION`, or `SHORT INTEGER`. The default for an unspecified discriminator is `SHORT INTEGER`.

5.2.2.3 Floating Point Values

The **ISL** `SHORT REAL` primitive type maps to the **ANSI C** `float` data type while `REAL` maps to `double`. The **ISL** `LONG REAL` primitive type currently doesn't map to anything real.

5.2.2.4 Sequences

Sequence type names, as most type definitions, are formed with the interface name and the type name. Sequence instances are represented to the **ANSI C** programmer as a pointer to the sequence descriptor structure. For each sequence type declared in the interface description, a pseudo-object sequence type is defined in **ANSI C**. These sequence types will hold any number of values of type sequence's *primary type*. For the sequence
`INTERFACE I;`
`TYPE` *T2* `= SEQUENCE OF` *T1*`;`
the following functions are defined:

I_T2`*` *I_T2*_**Create** (`OPTIONAL(unsigned long)` *length*, `OPTIONAL(`*T1* `*)` *initial-values*) [ANSI C]

This function creates and returns a pointer to an instance of *T2*. If *length* is specified, but *initial-values* is not specified, enough space for *length* values of type *T1* is allocated in the sequence. If *initial-values* is specified, *length* is assumed to be the number of values pointed to by *initial-values*, and must be specified.

`void` *I_T2*_**Append** (*I_T2* `*` *s*, *T1 value*) [ANSI C]

Appends *value* to the end of *s*.

`void` *I_T2*_**Push** (*I_T2* `*` *s*, *T1 value*) [ANSI C]

Pushes *value* on to the beginning of the sequence.

`void` *I_T2*_**Pop** (*I_T2* `*` *s*, *T1* `*` *value-ptr*) [ANSI C]

Removes the first value from the sequence *s*, and places it in the location pointed to by *value-ptr*.

`void` *I_T2*_**Every** (*I_T2* `*` *s*, `void (*`*func*`)(`*T1*`, void *)`, `void *` *data*) [ANSI C]

Calls the function *func* on each element of *s* in sequence, passing *data* as the second argument to *func*.

`void` *I_T2*_**Init** (*I_T2* `*` *s*, `OPTIONAL(unsigned long)` *length*, `OPTIONAL(`*T1* `*)` *initial-values*) [ANSI C]

This function works like *T2*`_Create`, except that it takes a the address of an already-existing *T2* to initialize. This can be used to initialize instances of *T2* that have been stack-allocated.

`void` *I_T2*__**Free** (*I_T2* `*` *s*) [ANSI C]

Frees allocated storage used internally by *s*. Does not free *s* itself.

All sequence types have the same structure, mandated by **CORBA**:

```
typedef struct I_T2 {
  unsigned long _maximum;
  unsigned long _length;
  long *_buffer;
} I_T2;
```

The field `_maximum` contains the number of elements pointed to by `_buffer`. The field `_length` indicates the number of valid or useful elements pointed to by `_buffer`.

For example, the **ISL** specification

```
INTERFACE I;

TYPE iseq = SEQUENCE OF INTEGER;
```

would have in its **ANSI C** mapping the type

```
typedef struct I_iseq {
  unsigned long _maximum;
  unsigned long _length;
  ilu_integer *_buffer;
} I_iseq;
```

In a client program, a pointer to this type would be instantiated and initialized by calling the type specific sequence creation function generated for the sequence, e.g.

```
    ...
I_0 h;
ILU_C_ENVIRONMENT s;
I_iseq *sq;
    ...
sq = I_iseq_Create( 0, NULL );
I_iseq_Append (sq, 4);
    ...
```

5.2.3 Objects and Methods

As indicated earlier, method names are generated by prepending the interface name and the class name to the method name. The first argument to a method is an object instance. The object instance is an opaque pointer value returned from a class specific constructor function. All object types are subtypes for the type defined by `ILU_C_OBJECT`, a macro which expands to the appropriate **CORBA** object type for the version of **CORBA** being used. **CORBA** also specifies that the type of the handle be called *interface-name_type-name*. A typedef of the **CORBA**-specified

name to the `ILU_C_OBJECT` type is therefore generated for each object type. In the example above, the type of the object instance would be `I_O`.

Two binding procedures are specified for each object type. A *binding procedure* is a procedure that takes some name for an object instance, and returns the actual instance. Users of a module typically use a surrogate-side binding procedure, which takes the string binding handle of the object, and the most specific type ID of the object's type (if known). Suppliers of a module typically bind objects with a creation procedure, which takes an instance ID, a server on which to maintain the object, and arbitrary user data, and creates and returns the true instance of the object.

In general, for any object type T, the following **ANSI C** functions are defined:

`OPTIONAL(`T`)` T**__CreateTrue** (`OPTIONAL(RETAIN(char *))` *instance-id*, `OPTIONAL(GLOBAL(ilu_Server))` *server*, `OPTIONAL(PASS(void *))` *user-data*) [ANSI C]

Creates a true instance of type T, exporting it with instance-id *instance-id*, exporting it via server *server-id*, associating the value *user-data* with it. If *instance-id* is not specified, a server-relative instance-id will be assigned automatically. If *server* is not specified, the value of `ILU_C_DefaultServer` will be used, if bound. If *server* is not specified, and `ILU_C_DefaultServer` is not specified, a `NULL` pointer will be returned.

`OPTIONAL(`T`)` T**__CreateFromSBH** (`RETAIN(char *)` *sbh*, `OPTIONAL(char *)` *most-specific-type-ID*) [ANSI C]

Finds or creates an instance of T, using the instance-id and server-id specified in *sbh*, and the type specified by *most-specific-type-ID*.[1] If *most-specific-type-ID* is not specified, the most specific **ILU** type of T is used as the putative type. (The *putative type* is the most specific type of which the object instance may be assumed to be, even though the actual type of the instance may actually be a subtype of that type.)

`extern ilu_Class` T**__MSType** [ANSI C]

A value of type `ilu_Class` which identifies the most specific **ILU** type of the type T.

In the following example, the **ILU** definition is:

---

[1] We will probably move the type field into the SBH in the near future.

```
INTERFACE I;

TYPE T = OBJECT
  METHODS
    M ( r : REAL ) : INTEGER
  END;
```

This definition defines an interface `I`, an object type `T`, and a method `M`. The method `M` takes a `REAL` as an argument and returns an `INTEGER` result. The generated **ANSI C** header file would include the following statements:

```
typedef ILU_C_OBJECT I_T;

I_T I_T__CreateTrue (ilu_string, ilu_Server server, void *user_data);
I_T I_T__CreateFromSBH (char *sbh, char *mostSpecificTypeID);

ilu_integer I_T_M (I_T, ILU_C_ENVIRONMENT *, ilu_real);
```

The functions `I_T__CreateTrue` and `I_T__CreateFromSBH` are used to create instances of the class `I_T`. `I_T__CreateTrue` is used by servers while `I_T__CreateFromSBH` is used by clients. The pointer returned in each case is the object instance and must be passed with each method invocation.

In addition to its specified arguments, the method `I_T_M` takes an instance of the type `I_T` and a reference to a variable of type `ILU_C_ENVIRONMENT *`, which is a macro defined to be the appropriate **CORBA** environment type, and is used to return exception codes. The environment struct pointed to by the environment argument must be instantiated in a client; its address is passed as the second argument to each method. True procedures must expect a pointer to this structure as the second argument.

Finally, the **ANSI C** client calling the method for `M` might be as follows:

```
#include "I.h"

main (int ac, char **av)
{
  double atof( );
  I_T inst;
  int xx;
  double f;
```

```
  ILU_C_ENVIRONMENT ev;

  I__Initialize( );
  f = atof (av[1]);
  inst = I_T__CreateFromSBH (av[2], NULL);
  xx = I_T_M (inst, &ev, f);
  if (ILU_C_SUCCESSFUL(&ev))
    printf( "result is %d\n", xx );
  else
    printf( "exception <%s> signalled on call to I_T_M\n",
      ILU_C_EXCEPTION_ID(&ev));
}
```

Note the call on the interface-specific client initialization procdedure `I__Initialize`; these are described in a later section.

In this example, the string binding handle is obtained from standard input along with some floating-point value.

The class specific function `I_T__CreateFromSBH` is called to obtain the object instance. This function was passed the string binding handle, and a `NULL` pointer. specific function. The returned object instance is then passed as the first argument to the method `I_T_M`, along with the environment `ev`, and the single actual `ilu_real` argument `f`. `I_T_M` returns an `ilu_integer` value which is placed in `xx`.

The true implementation of the method `M` might be as follows:

```
ilu_integer server_I_T_M ( I_T h, ILU_C_ENVIRONMENT s, ilu_real u )
{
  return( (ilu_integer) (u + 1) );
}
```

In this simple example, the corresponding server, or true, method computes some value to be returned. In this case it adds one to its `ilu_real` argument `u`, converts the value to an integer, and returns that value. Note that the server method, if not signalling any exceptions, may ignore the environment parameter.

5.2.3.1 Inheritance

Through inheritance, an object type may participate in the behaviors of several different types that it inherits from. These types are called *ancestors* of the object type. In **ANSI C**, an object type supplies all methods either defined directly on that type, or on any of its ancestor types.

Consider the following example:

```
INTERFACE I2;

EXCEPTION E1;

TYPE T1 = OBJECT
  METHODS
    M1 (a : ilu.CString) : REAL RAISES E1 END
  END;

TYPE T2 = OBJECT
  METHODS
    M2 ( a : INTEGER, Out b : INTEGER )
  END;

TYPE T3 = OBJECT SUPERTYPES T1, T2 END
  METHODS
    M3 ( a : INTEGER )
  END;
```

The class `T3` inherits from the class `T2`. Thus, five **ANSI C** methods are generated for the interface `I2`: `I2_T1_M1`, `I2_T2_M2`, `I2_T3_M1`, `I2_T3_M2`, and `I2_T3_M3`. A module that implements true instances of `T3` would have to define all five true methods.

5.2.3.2 Object Implementation

This information is provided for those interested in the implementation of the ANSI C object system. It is **not** *guaranteed to remain the same from release to release.*

Each object type is represented by a *TypeVector*, which is a vector of pointers to *MethodBlock* structs, one for each component type of the object type, ordered in the proper class precedence for that object type. Each MethodBlock struct contains a `ilu_Class` value, followed by a vector of pointers to the methods directly defined by that `ilu_Class`. There are two different TypeVectors

for each object type, one for the surrogate class of the type, and the other for the true class of the type. The TypeVector for the surrogate class uses the MethodBlocks of its supertypes; the TypeVector for the true class uses its own MethodBlocks for both direct and inherited methods, as true classes in the **ANSI C** implementation override all of their methods. The TypeVectors, and MethodBlocks for true classes, are not exported; the MethodBlocks for surrogate classes are, as they are used by their subclasses.

For each method directly defined in the type, a generic function is defined in the common code for its interface, which dispatches to the appropriate method. It does this by walking down the TypeVector for the object, till it finds a MethodBlock which contains the appropriate ilu_Class on which this method is directly defined), then calling the method pointer which is indexed in the MethodBlock's vector of method pointers by the index of the method. The generic functions have the correct type signature for the method. They can be referenced with the `&` operator.

5.2.4 Exceptions

ANSI C has no defined exception mechanism. As already indicated, exceptions are passed in **ILU ANSI C** by adding an additional status argument to the beginning of each method which contains an exception code, and a union of all the possible exception value types defined in the interface. Method implementations set the exception code, and fill in the appropriate value of the union, to signal an exception.

In the following example, the `div` method can raise the exception `DivideByZero`:

```
INTERFACE calc;

TYPE numerator = INTEGER;

EXCEPTION DivideByZero : numerator;

TYPE self = OBJECT
  METHODS
    Div( v1 : INTEGER, v2 : INTEGER ) : INTEGER RAISES DivideByZero END
  END;
```

The generated include file, calc.h contains the exception definitions:

```
#ifndef __calc_h_
#define __calc_h_
```

```
/*
** this file was automatically generated for C
** from the interface spec calc.isl.
*/

#ifndef __ilu_c_h_
#include "ilu-c.h"
#endif

extern ILU_C_ExceptionCode    _calc__Exception_DivideByZero;
#define ex_calc_DivideByZero _calc__Exception_DivideByZero

typedef ilu_integer calc_numerator;
typedef calc_numerator calc_DivideByZero;

typedef ILU_C_OBJECT calc_self;

calc_self calc_self__CreateTrue ( char *id, ilu_Server server,
   void * user_data);
calc_self calc_self__CreateFromSBH ( char * sbh, char * mstid );

ilu_integer calc_self_Div( calc_self, ILU_C_ENVIRONMENT *,
   ilu_integer, ilu_integer );

#endif
```

The method implementation for `Div` in the true module must detect the divide-by-zero condition and raise the exception[2]:

```
long server_calc_self_Div (calc_self h, ILU_C_ENVIRONMENT *s, ilu_integer u,
ilu_integer v)
{
  calc_numerator n = 9;

  if ( v == 0 )
    {
      s->returnCode = ex_ilu_ProtocolError;
      s->_major = ILU_C_USER_EXCEPTION;
      s->ptr = (void *) malloc(sizeof(calc_numerator));
      *((calc_numerator *) (s->ptr)) = n;
      s->freeRoutine = (void (*) (void *)) free;
      return( u );
    }
```

[2] This should be done with a generated macro, and will be, in the next release.

```
  else
    return( u / v );
}
```

The exception is sent back to the client, which can detect it thusly:

```
...
calc_self instance;
ILU_C_ENVIRONMENT s;
ilu_integer i, j;
ilu_integer val;
...
instance = calc_self__CreateFromSBH (sbh, NULL);

val = calc_self_Div (instance, &s, i, j);

/* check to see if an exception occured */

if (! ILU_C_SUCCESSFUL(&s)) {
  /* report exception to user */
  char *p;

  p = ILU_C_EXCEPTION_ID (&s);

  if (p == ex_calc_DivideByZero) {
    calc_numerator *ip;
    ip = (calc_numerator *) ILU_C_EXCEPTION_VALUE (&s);
    fprintf (stderr, "%s signaled:  numerator = %d\n", p, *ip);
    }
  else {
    /* odd exception at this point */
    fprintf (stderr, "Unexpected <%s> on call to Div.\n", p);
    }
  /* free up any transient exception data */
  ILU_C_EXCEPTION_FREE (&s);
  }
else {
  /* no exception - print the result */
  printf( "result is %d \n", val );
  }
...
```

5.2.5 True Module (Server Module) Construction

This section will outline the construction of a true module exported by an address space. For the example, we will demonstrate the calculator interface described above. We will also use the **CORBA** 1.2 names for standard types and exceptions, to show that it can be done.

First, some runtime initialization of the server stubs must be done. Call *Foo*`__InitializeServer` for every **ISL** interface *Foo* containing an object type implemented by the address space. Also call any client initialization procedures needed (see next section). These server and client initialization calls can be made in any order, and each initialization procedure can be called more than once. However, no two calls may be done concurrently (this is an issue only for those using some sort of multi-threading package).

Then we create an instance of `calc_self`. We then make the string binding handle of the object available by printing it to stdout. Finally the `ILU_C_Run` procedure is called. This procedure listens for connections and dispatches server methods.

The main program for the server is as follows:

```
#include "I2.h"

CORBA_long
  server_calc_self_Div (calc_self h,
                        CORBA_Environment *s,
                        CORBA_integer u,
                        CORBA_integer v)
{
  calc_numerator n = 9;

  if ( v == 0 )
    {
      s->returnCode = ex_ilu_ProtocolError;
      s->_major = CORBA_USER_EXCEPTION;
      s->ptr = (void *) malloc(sizeof(calc_numerator));
      *((calc_numerator *) (s->ptr)) = n;
      s->freeRoutine = (void (*) (void *)) free;
      return( u );
    }
  else
    return( u / v );
}

main ()
{
```

```
    calc_self s;
    char * sbh;
    CORBA_Environment ev;

    calc__InitializeServer( );

    s = calc_self__CreateTrue (NULL, NULL, NULL);
    if (s == NULL)
      {
        fprintf (stderr, "Unable to create instance of calc_self.\n");
        exit(1);
      }
    else
      {
        sbh = CORBA_ORB_object_to_string (ILU_C_ORB, &ev, s);
        if (ev._major == CORBA_NO_EXCEPTION)
          {
            printf ("%s\n", sbh);
            ILU_C_Run (); /* enter main loop; hang processing requests */
          }
        else
          {
            fprintf (stderr,
                     "Attempt to obtain sbh of object %x signalled <%s>.\n",
                     s, CORBA_exception_id(&ev));
            exit(1);
          }
      }
}
```

5.2.6 Using ILU Modules

Before manipulating surrogate objects, a client module must first call a runtime initialization procedure *Foo*`__Initialize` for each **ISL** interface *Foo* that declares object types whose surrogates are to be manipulated. Additionally, server modules must also call server initialization procedures (see previous section). These initialization calls may be made in any order, and each procedure may be called more than once. However, no two calls may be done concurrently (this is an issue only for those using some sort of multi-threading package).

A client of an exported module may obtain an object instance either by calling a method which returns the instance, or by calling *TYPE*`__CreateFromSBH()` on the string binding handle of an instance. Once the object instance, which is typically a surrogate instance, but may in fact be a true instance, is held by the client, it can be used simply by making method calls on it, as shown above.

5.2.7 Stub Generation

To generate **ANSI C** stubs from an **ISL** file, use the program **c-stubber**. Four files are generated from the '`.isl`' file:

- '*interface-name*`.h`' contains the definitions for the types and procedures defined by the interface and used by the generated stubs.
- '*interface-name*`-common.c`' contains the general code used by both client and server; and
- '*interface-name*`-surrogate.c`' contains the client-side and general code for the interface; and
- '*interface-name*`-true.c`' contains the server-side stubs and code for the interface.

Typically, clients of a module never have a need for the '*interface-name*`-true.c`' file.

```
% c-stubber foo.isl
header file interface foo to ./foo.h...
code for interface foo to ./foo-common.c...
code for interface foo to ./foo-surrogate.c...
code for server stubs of interface foo to ./foo-true.c...
%
```

5.2.8 Tailoring Identifier Names

The option `-renames` *renames-filename* may be used with `c-stubber` to specify particular **ANSI C** names for **ISL** types.

It is sometimes necessary to have the **ANSI C** names of an **ILU** interface match some other naming scheme. A mechanism is provided to allow the programmer to specify the names of **ANSI C** language artifacts directly, and thus override the automatic **ISL** to **ANSI C** name mappings.

To do this, you place a set of synonyms for **ISL** names in a *renames-file*, and invoke the `c-stubber` program with the switch `-renames`, specifying the name of the renames-file. The lines in the file are of the form

construct **ISL**-*name* **ANSI C**-*name*

where *construct* is one of `method`, `exception`, `type`, `interface`, or `constant`; **ISL**-*name* is the name of the construct, expressed either as the simple name, for interface names, the concatenation *interface-name*.*construct-name* for exceptions, types, and constants, or *interface-name*.*type-name*.*method-name* for methods; and **ANSI C**-*name* is the name the construct should have in the generated **ANSI C** code. For example:

```
# change "foo_r1" to plain "R1"
type foo_r1 r1
# change name of method "m1" to "method1"
method foo_o1_m1 method1
```

Lines beginning with the 'sharp' character '`#`' are treated as comment lines, and ignored, in the renames-file.

This feature of the `c-stubber` should be used as little and as carefully as possible, as it can cause confusion for readers of the **ISL** interface, in trying to follow the **ANSI C** code. It can also create name conflicts between different modules, unless names are carefully chosen.

5.3 Libraries and Linking

For clients of an **ILU** module, it is only necessary to link with the '*interface-name*`-surrogate.o`' and '*interface-name*`-common`' files generated from the **ANSI C** files generated for the interface or interfaces being used, and with the two libraries '*ILUHOME*`/lib/libilu-c.a`' and '*ILUHOME*`/lib/libilu.a`' (in this order, as '`libilu-c.a`' uses functions in '`libilu.a`').

For implementors of servers, the code for the server-side stubs, in the file '*interface-name*`-true.o`' compiled from '*interface-name*`-true.c`', and in the file '*interface-name*`-common.o`' compiled from '*interface-name*`-common.c`', should be included along with the other files and libraries.

5.4 ILU C API

In addition to the functions defined by the CORBA mapping, the **ILU ANSI C** mapping provides some other functions, chiefly for type manipulation, object manipulation, and server manipulation. There are also a number of macros provided for compatibility with both versions of **CORBA** (1.1 and 1.2).

5.4.1 Type Manipulation

`OPTIONAL(ilu_Class)` **ILU_C_FindILUClassByTypeName** ([ILU C API]
`RETAIN(ilu_string)` *type-name*)
Locking: L1_sup < otmu, L2, Main unconstrained.

Given the *type-name* of an ILU object type, of the form `"Interface.Typename"`, returns the `ilu_Class` value for it. This value can be used to compare types for equality.

`OPTIONAL(ilu_Class)` **ILU_C_FindILUClassByTypeID** ([ILU C API]
`RETAIN(ilu_string)` *type-id*)
Locking: L1_sup < otmu; L2, Main unconstrained.

Given the *type-id* of an ILU object type, of the form `"ilu:gfbSCM7tsK9vVYjKfLole1HOBDc"`, returns the `ilu_Class` value for it. This value can be used to compare types for equality.

`GLOBAL(OPTIONAL(ilu_string))` **ILU_C_ClassName** ([ILU C API]
`RETAIN(CORBA_Object)`)
Locking: unconstrained.

Returns the ILU name for the most specific type of an object instance.

`GLOBAL(OPTIONAL(ilu_string))` **ILU_C_ClassID** ([ILU C API]
`RETAIN(CORBA_Object)`)
Locking: unconstrained.

Returns the ILU type ID for the most specific type of an object instance.

`ilu_Class` **ILU_C_ClassRecordOfInstance** (`CORBA_Object`) [ILU C API]
Locking: unconstrained.

Returns the `ilu_Class` value for the most specific type of an object instance.

5.4.2 Object Manipulation

`ilu_string` **ILU_C_SBHOfObject** (`CORBA_Object` *instance*) [ILU C API]

Locking: Main invariant holds.

Given an *instance*, returns a string form which is its name and contact information. The CORBA-specified routine `CORBA_ORB_object_to_string()` should typically be used instead.

`OPTIONAL(CORBA_Object)` **ILU_C_SBHToObject** (`char *` *sbh*, [ILU C API]
`OPTIONAL(char *)` *mostSpecificTypeID*, `OPTIONAL(ilu_Class)` *putative_type*)

Locking: Main invariant holds.

Given the string form of an object instance, along with information about its type, this routine returns an object, creating it if necessary.

`OPTIONAL(PASS(char*))` **ILU_C_PublishObject** (`CORBA_Object` [ILU C API]
instance)

Locking: Main invariant holds.

Publishes the OID of the *instance* in a domain-wide registry. This is an experimental interface, and may change in the future.

`ilu_boolean` **ILU_C_WithdrawObject** (`CORBA_Object` *instance*, [ILU C API]
`PASS(char *)` *proof*)

Locking: Main invariant holds.

Removes the OID of the *instance* from the domain-wide registry. *proof* is the string returned from the call to `ILU_C_PublishObject()`.

`OPTIONAL(GLOBAL(CORBA_Object))` **ILU_C_LookupObject** ([ILU C API]
`RETAIN(char *)` *oid*, `ilu_Class` *putative-class*)

Locking: Main invariant holds.

Finds and returns the object specified by *oid* by consulting the local domain registry of objects. *putative-class* is the type that the object is expected to be of, though the type of the actual object returned may be a subtype of *putative-class*.

5.4.3 Server Manipulation

`void` **ILU_C_Run** (`void`) [ILU C API]

Locking: Main invariant holds.

Called to animate a server or other program. Invokes the event handling loop. Never returns.

`ilu_Server` **ILU_C_DefaultServer** [ILU C API]

Locking: Main invariant holds.

Can be set to choose the default server. Note that the default port must be chosen in lockstep.

`ilu_Port` **ILU_C_DefaultPort** [ILU C API]

Locking: Main invariant holds.

Can be set to determine the default port.

`ilu_Server` **ILU_C_InitializeServer** (`OPTIONAL(RETAIN(char *))` *serverID*, `OPTIONAL(GLOBAL(ilu_ObjectTable))` *obj_tab*, `OPTIONAL(RETAIN(char *))` *protocol*, `OPTIONAL(RETAIN(char *))` *transport*, `ilu_boolean` *setdefaultport*) [ILU C API]

Locking: Main invariant holds.

Creates and returns an `ilu_Server` with ID *serverID*, object mapping table *obj_tab*, using protocol *protocol* over a transport of type *transport*. If *serverID* is specified as `NULL`, a unique string is generated automatically for the server ID. If *obj_tab* is specified as `NULL`, the default hash table object table is used.

If either *protocol* or *transport* is specified, or if *setdefaultport*, an `ilu_Port` will automatically be created and added to the `ilu_Server`. *protocol* is a string of the form `"sunrpc_"`. It defaults using `Sun RPC`. *transport* is a string of the form "*yyy*`_localhost_`*xxx*", where *yyy* is one of `tcp` or `udp`, and *xxx* is a decimal number indicating which UNIX port to listen on, or 0 if you wish the system to select the port. The default *transport* value, if `NULL` is passed, is `"tcp_localhost_0"`. If *setdefaultport* is true, the newly created `ilu_Port` will become the default port of the `ilu_Server`.

5.4.4 CORBA Compatibility Macros

ILU supports either **CORBA** 1.1 and 1.2, depending on how it is installed at your site.[3] A number of macros are defined to make programs less dependent on which version they use.

ILU_C_OBJECT Macro
Expands to either `CORBA_Object` or `Object`.

ILU_C_ENVIRONMENT Macro
Expands to either `CORBA_Environment` or `Environment`.

ILU_C_NO_EXCEPTION Macro
Expands to either `StExcep_NO_EXCEPTION` or `CORBA_NO_EXCEPTION`.

ILU_C_USER_EXCEPTION Macro
Expands to either `StExcep_USER_EXCEPTION` or `CORBA_USER_EXCEPTION`.

ILU_C_SYSTEM_EXCEPTION Macro
Expands to either `StExcep_SYSTEM_EXCEPTION` or `CORBA_SYSTEM_EXCEPTION`.

ILU_C_SUCCESSFUL (*ILU_C_ENVIRONMENT * ev*) Macro
Evaluates to true if no exception has been raised.

ILU_C_SET_SUCCESSFUL (*ILU_C_ENVIRONMENT * ev*) Macro
Sets *ev* to a successful result.

ILU_C_EXCEPTION_ID (*ILU_C_ENVIRONMENT * ev*) Macro
Returns the `char *` value that is the exception's ID.

ILU_C_EXCEPTION_VALUE (*ILU_C_ENVIRONMENT * ev*) Macro
Expands to either `exception_value(`*ev*`)` or `CORBA_exception_value(`*ev*`)`.

---

[3] At PARC we are using 1.2, as it provides better identifier name safety.

ILU_C_EXCEPTION_FREE (*ILU_C_ENVIRONMENT* * ev) Macro

Expands to either `exception_free(`*ev*`)` or `CORBA_exception_free(`*ev*`)`.

6 Using ILU with Modula-3

This document is for the **Modula-3** programmer who wishes to use **ILU**. **ILU** currently supports only DEC SRC **Modula-3** version 2.08.

6.1 Mapping ILU ISL to Modula-3

6.1.1 Names

An item named `Bar` in **ISL** interface `Foo` becomes an item named `Bar` in the **Modula-3** interface `Foo`. A hyphen in an **ISL** name becomes an underscore in the corresponding **Modula-3** name.

6.1.2 Types

ISL types appear in **Modula-3** as follows:

1. `SHORT INTEGER` becomes `[-32768 .. 32767]`.
2. `INTEGER` becomes `INTEGER`.
3. `LONG INTEGER` becomes

```
TYPE LongInt = RECORD
                 high: [-16_80000000 .. 2147483647];
                 low : Word.T (*[0 ..  4294967295]*)
               END;
```

   This represents the number `high*2^32 + low`. We always have the invariants `-2^31 <= high < 2^31` and `0 <= low < 2^32`, even on systems whose natural word size is greater than 32 bits.
4. `BYTE` becomes `[0 .. 255]`.
5. `SHORT CARDINAL` becomes `[0 .. 65535]`.
6. `CARDINAL` becomes `Word.T`.
7. `LONG CARDINAL` becomes `RECORD high, low: Word.T END`. This representation works analogously to that for `LONG CARDINAL`.
8. `SHORT REAL` becomes `REAL`.
9. `REAL` becomes `LONGREAL`.
10. `LONG REAL` becomes an opaque type. Values of this type can only be handed around; no other operations are provided, not even equality testing. `LONG REAL` is not really supported yet.

11. `SHORT CHARACTER` becomes `['\000' .. '\377']`.
12. `CHARACTER` becomes `[0 .. 65535]`.
13. Variable-length `ARRAY`s of `SHORT CHARACTER` become `TEXT`.
14. Other variable-length arrays become `REF ARRAY OF`.
15. Fixed-length arrays of `SHORT CHARACTER` become arrays of `BITS 8 FOR ['\000' .. '\377']`.
16. Fixed or variable-length `ARRAY`s of `BYTE` become arrays of `BITS 8 FOR [0 .. 255]`.
17. No other arrays specify packing in the **Modula-3**.
18. A fixed length array, `ARRAY OF` *L1*, ... *Ln*, becomes `ARRAY [0 ..` *L1*`-1] OF ... ARRAY [0 ..` *Ln*`-1] OF`.
19. An **ISL** record becomes a **M3** record.
20. An **ISL** union becomes a **M3** object type and some subtypes. The **ISL**

```
TYPE Foo = DiscT UNION
    case1: T1 = val1-1, ... val1-j END,
    ...
    casen: Tn = valn-1, ... valn-k END
    END OTHERS;
```

    maps to the **Modula-3**

```
TYPE Foo = BRANDED OBJECT d: DiscT END;
TYPE  Foo_case1 = Foo BRANDED OBJECT v: T1 END;
CONST Foo_case1__Code : DiscT = val1-1;
...
TYPE  Foo_casen = Foo BRANDED OBJECT v: Tn END;
CONST Foo_casen__Code : DiscT = valn-1;
TYPE  Foo_OTHERS = Foo BRANDED OBJECT END;
(* Where every Foo is of one of the subtypes enumerated here,
   and the tag field (d) is consistent with the subtype. *)
```

    The *Foo*`_OTHERS` subtype appears only for union constructions including the `OTHERS` keyword. If the **ISL** union has a `DEFAULT` arm

```
    cased: Td = DEFAULT
```

    it maps to another subtype in **Modula-3**:

```
TYPE  Foo_cased = Foo BRANDED OBJECT v: Td END;
```

    The *Foo_casen*`__Code` constants are conveniences for filling in and decoding the `d` field. Note that code that creates a *Foo* is responsible for filling in the `d` field.

21. An **ISL** enumeration becomes a **M3** enumeration. Due to the fact that **Modula-3** offers no way to specify the codes used to represent enumerated values, the codes specified in **ISL**, if any, have no effect on the translation.
22. When a *Foo* becomes a *Bar*, an `OPTIONAL` *Foo* becomes a `REF` *Bar*, unless *Bar* is a subtype of `REFANY`, in which case `OPTIONAL` *Foo* becomes *Bar*; `NIL` encodes the `NULL` case.

23. An **ISL** object type becomes a **Modula-3** object type. The **ISL** adjectives `SINGLETON`, `DOCUMENTATION`, `COLLECTIBLE`, `OPTIONAL`, `AUTHENTICATION`, and `BRAND` have no effect on the mapping into the **Modula-3** type system.

    `OUT` and `INOUT` method parameters in **ISL** become `VAR` parameters in **Modula-3**; `IN` parameters become `VALUE` (by default) parameters. The `SIBLING` constraint in **ISL** has no manifestation in the **Modula-3** type system.

    The methods are declared to raise the exceptions `IluBasics.Failed` and `Thread.Alerted` in addition to the exceptions declared in the **ISL**. Exception `IluBasics.Failed` is used to convey all the errors that can arise from the RPC mechanism, except `Thread.Alerted`. Is the surrogate (and the other surrogates from the same server?) broken after either of these exceptions is raised?

    Because **ILU** has multiple inheritance (i.e., an object type can have more than one direct supertype), the **Modula-3** subtype relation is a sub-relation of the **ILU** subtype relation. In general, an **ILU** object type is mapped to a suite of **Modula-3** object types, and a cohort of **Modula-3** objects (one of each of the suite of **Modula-3** types) correspond to one **ILU** object. There will be only one **Modula-3** object (type) when only single-inheritance is used in constructing the **ILU** object type: when every ancestor type has at most one direct ancestor. Except where the programmer knows this is the case, and plans for it to remain so, she must abandon the native **Modula-3** `TYPECASE`/`NARROW`/automatic-widen facilities for explicit calls that invoke the **ILU** subtype relation.

    To generalize the **Modula-3** `TYPECASE`/`NARROW`/automatic-widen facilities, the **Modula-3** object type `Ilu.Object` includes the following method:

    ```
    PROCEDURE ILU_Qua_Type(ot: ObjectType): Object;
    ```

    If the object has, in **ILU**, the given object type, the **Modula-3** object of the appropriate **Modula-3** type is returned; otherwise, NIL is returned. As an added convenience, the **Modula-3** mapping of interface *Foo* will contain, for each of its object types *Bar*:

    ```
    PROCEDURE ILU_Qua_Bar(x: Ilu.Object): Bar;
    ```

    This procedure takes a non-`NIL` argument. If the argument is, in **ILU**, an instance of *Bar* or one of its subtypes, the corresponding language-specific object is returned; otherwise, `NIL` is returned.

6.1.3 Exceptions

ISL exceptions are exactly like **Modula-3** exceptions, and are mapped directly.

6.1.4 Example

Here's a sample **ISL** spec, and the resulting **Modula-3** mappings:

```
INTERFACE Foo;

TYPE String = ilu.CString;
TYPE UInt = CARDINAL;

TYPE E1 = ENUMERATION val1, val2, val3 = 40 END;
TYPE R1 = RECORD field1 : CARDINAL, field2 : E1 END;
TYPE FAB = ARRAY OF 200 BYTE;
TYPE VAB = SEQUENCE OF BYTE;
TYPE FASC = ARRAY OF 10 SHORT CHARACTER;
TYPE VASC = SEQUENCE OF SHORT CHARACTER;
TYPE FAC = ARRAY OF 5 CHARACTER;
TYPE VAC = SEQUENCE OF CHARACTER;
TYPE A2 = ARRAY OF 41, 3 R1;
TYPE S1 = SEQUENCE OF E1;
TYPE U1 = UNION R1, A2 END;

EXCEPTION Except1 : String;

CONSTANT Zero : CARDINAL = 0;

TYPE O1 = OBJECT
    METHODS
        M1(r1: R1, INOUT v: VASC, OUT s1: S1): UInt RAISES Except1 END,
        FUNCTIONAL Hash(v: VASC): FASC,
        ASYNCHRONOUS Note(x: LONG REAL)
    END;
```

The **Modula-3** mapping:

```
INTERFACE Foo;

IMPORT Ilu, IluBasics, Thread;
IMPORT ilu; <*NOWARN*>

TYPE UInt = CARDINAL;
TYPE E1 = {
  val1,
  val2,
  val3};
TYPE R1 = RECORD
   field1 : CARDINAL;
```

```
   field2 : E1;
END;
TYPE VASC = TEXT;  (* NIL not allowed *)
TYPE S1 = REF ARRAY OF E1;  (* NIL not allowed *)
TYPE FASC = ARRAY [0..9] OF Ilu.PackedShortChar;


(* declaration of M3 type "Foo.O1" from ILU class "Foo:O1"  *)

TYPE O1 = Ilu.Object OBJECT
  METHODS
    M1 (r1: R1; VAR v: VASC; VAR s1: S1): UInt
       RAISES {IluBasics.Failed, Thread.Alerted, Except1};
    Hash (v: VASC): FASC RAISES {IluBasics.Failed, Thread.Alerted};
    Note (x: Ilu.LongReal) RAISES {IluBasics.Failed, Thread.Alerted};
  OVERRIDES
    ILU_Get_Type := ILU_Get_Type_O1
  END;

PROCEDURE ILU_SBH_To_O1 (sbh: TEXT; mostSpecificTypeID: TEXT := NIL): O1
  RAISES {IluBasics.Failed, Thread.Alerted};

PROCEDURE ILU_Get_Type_O1 (self : Ilu.Object): Ilu.ObjectType;

PROCEDURE ILU_Qua_O1 (x: Ilu.Object): O1;

TYPE A2 = ARRAY [0..40] OF ARRAY [0..2] OF R1;
TYPE  U1 = BRANDED OBJECT d: Ilu.ShortInt END;  (* NIL not allowed *)
TYPE  U1_R1       = U1 BRANDED OBJECT v: R1 END;
CONST U1_R1__Code : [-32768..32767] = 0;
TYPE  U1_A2       = U1 BRANDED OBJECT v: A2 END;
CONST U1_A2__Code : [-32768..32767] = 1;
TYPE VAC = REF ARRAY OF Ilu.Character;  (* NIL not allowed *)
TYPE FAC = ARRAY [0..4] OF Ilu.Character;
TYPE VAB = REF ARRAY OF BITS 8 FOR Ilu.Byte;  (* NIL not allowed *)
TYPE FAB = ARRAY [0..199] OF Ilu.PackedByte;
TYPE String = TEXT;  (* NIL not allowed *)

CONST Zero : CARDINAL = 0;

(* Exceptions *)

EXCEPTION Except1 (String);

END Foo.
```

6.2 Importing an ILU interface in Modula-3

A client can acquire a **Modula-3** language-specific object by calling the `ILU_SBH_To_...` stub procedure, passing the string binding handle and most specific type ID; these are typically obtained through some name service. The Simple Binding facility is available in an integrated way, as exhibited later.

The client can then proceed to make calls on the object.

6.3 Exporting an ILU interface in Modula-3

A server uses the following interface to expose itself to the **ILU/M3** runtime.

```
INTERFACE Ilu;
IMPORT IluKernel, Word;
FROM IluBasics IMPORT Failed, Failure;

<*PRAGMA lL, Ll, Main*>


(* Concurrency and locking:

   As in iluExports.h.  The ILU/Modula-3 runtime adds the folloing
   mutexes:
| ssMu global mutex for server registry;
| srmu global mutex for StrongRef implementation;
| ocMu global mutex for ObjectCreator registry;
| Ilu.Server each one is a mutex;

   and the following ordering constraints:
|  IluKernel.Server < ssMu < Ilu.Server
|  IluKernel.Server < srmu
|  IluKernel.Server < ocMu

   *)

(* RPC protocol failures *)

TYPE
  ProtocolFailure =
    Failure BRANDED OBJECT case: ProtocolFailureCase; END;


  ProtocolResultCode =
```

```
    {Success, NoSuchTypeAtServer, TypeVersionMismatch,
     NoSuchMethodOnType, GarbageArguments, Unknown, LostConnection,
     RequestRejected, RequestTimeout};

  ProtocolFailureCase = [ProtocolResultCode.NoSuchTypeAtServer ..
                         ProtocolResultCode.RequestTimeout];


(* Datatypes defined in ISL. *)

TYPE Byte = [0 .. 255];
TYPE PackedByte = BITS 8 FOR Byte;
TYPE ShortInt = [-32768 .. 32767];
TYPE Integer = INTEGER;
TYPE
  LongInt = RECORD
              high: [-16_80000000 .. 2147483647];
              low : Word.T (*[0 ..  4294967295]*)
            END;
TYPE ShortCard = [0 .. 65535];
TYPE Cardinal = Word.T;
TYPE LongCard = RECORD high, low: Word.T (*[0 ..  4294967295]*) END;
TYPE ShortReal = REAL;
TYPE Real = LONGREAL;
TYPE LongReal <: REFANY;
TYPE ShortChar = ['\000' .. '\377'];
TYPE PackedShortChar = BITS 8 FOR ShortChar;
TYPE Character = ShortCard; (* In Unicode. *)
TYPE String = TEXT; (* With no embedded '\000'. *)
TYPE WString = REF ARRAY OF Character; (* With no embedded 0. *)
TYPE Bytes = REF ARRAY OF PackedByte;


(* The String Binding Handle. *)

TYPE
  SBH = TEXT;
  (* A string that includes an instance ID and a contact-info *)

TYPE
  InstanceId = TEXT;
  (* A unique identifier for an object; it is factored into a ServerId
     and an ObjectHandle. *)

TYPE
  ServerId = TEXT;
  (* A unique identifier for a server *)

TYPE
  ObjectHandle = TEXT;
```

```
  (* A server-relative identifier for an object *)

TYPE
  ContactInfo = TEXT;
  (* An encoding of how to reach a server *)


(* ================ Server stuff ================ *)

TYPE
  ServerPrivate <: ROOT;
  Server = ServerPrivate OBJECT
             <*lL, Ll, Main unconstrained*>
             id: ServerId; (*READONLY*)
           METHODS
           END;
  (* A data structure that represents a server, either local to this
     program or remote.  Each server is actually one of the following
     two types. *)

TYPE SurrogateServer <: Server;

TYPE
  TrueServer <:
    Server OBJECT
    METHODS
      <*Main Invariant holds; Ll otherwise unconstrained*>

      HandleListenerFailure (f: Failure): FailureAction;
      (* When there's a failure in a listener for this server, this
         procedure is notified, and the result indicates whether the
         listener is abandoned or continues listening. *)
      HandleWorkerFailure (f: Failure): FailureAction;
      (* When there's a failure in a worker for this server, this
         procedure is notified, and the result indicates whether the
         connection is abandoned or continues listening. *)
    END;
  (* A server local to this program. *)

TYPE FailureAction = {Quit, Continue};

<*lL, Ll = {}*>
PROCEDURE DefaultHandleListenerFailure (self: TrueServer; f: Failure):
  FailureAction;

<*lL, Ll = {}*>
PROCEDURE DefaultHandleWorkerFailure (self: TrueServer; f: Failure):
  FailureAction;

<*Main Invariant holds; Ll otherwise unconstrained*>
```

```
PROCEDURE InitTrueServer (self  : TrueServer;
                          id    : ServerId := NIL;
                          objtab: ObjectTable := NIL ): TrueServer
  RAISES {Failed};

TYPE
  ObjectTable =
    OBJECT
    METHODS
      <*lL >= {the kernel server}*>
      <*lL >= {gcmu} if the object is collectible*>
      <*Ll, Main unconstrained*>

      ObjectToHandle (o: Object): ObjectHandle;
      (* Returns the handle associated with the given object, inventing
         and recording a new handle if necessary. *)
      HandleToObject (h: ObjectHandle): Object;
      (* Returns the Object associated with the given handle, or NIL if
         no such Object. *)
    END;
  (* An one-to-one association between Objects and ObjectHandles, such
     as a server might maintain. *)

PROCEDURE Export_Server (server: TrueServer;
                         p     : ProtocolInfo;
                         t     : TransportInfo ) RAISES {Failed};

TYPE ProtocolInfo = BRANDED OBJECT END;
TYPE SunRpc2 = ProtocolInfo BRANDED OBJECT prognum, version := 0 END;
TYPE Courier = ProtocolInfo BRANDED OBJECT prognum, version := 0 END;

TYPE TransportInfo = BRANDED OBJECT END;
TYPE
  TCP = TransportInfo BRANDED OBJECT host, port := 0 END;
  UDP = TransportInfo BRANDED OBJECT host, port := 0 END;
  (* host and port are in host, not network, byte order. *)
TYPE SPP = TransportInfo BRANDED OBJECT addr := AnyXnsAddr END;

TYPE
  XnsAddr = RECORD
              net   : XnsNet;
              host  : XnsHost;
              socket: XnsSocket
            END;
  XnsNet = Cardinal;
  XnsHost = ARRAY [0 .. 5] OF PackedByte;
  XnsSocket = ShortCard;
CONST AnyXnsAddr = XnsAddr{0, XnsHost{0, ..}, 0};
```

```
TYPE Root <: ROOT;

TYPE
  Object <: ObjectPublic;
  ObjectPublic =
    Root OBJECT
      <*lL, Ll, Main unconstrained*>
      ilu_is_surrogate: BOOLEAN := FALSE;
    METHODS
      <*lL, Ll, Main unconstrained*>

      ILU_Get_Server (): Server;
      ILU_Get_Type (): ObjectType;
      (* Returns the most specific ILU type known to this program for
         the ILU object represented by this Modula-3 object. *)
      ILU_Qua_Type (ot: ObjectType): Object;

      <*Main Invariant holds; Ll otherwise unconstrained*>

      ILU_Close           () RAISES {};
      ILU_Close_Surrogate () RAISES {};
    END;

TYPE ObjectType = IluKernel.ObjectType;

PROCEDURE SbhFromObject (o: Object): SBH RAISES {Failed};
  (* May be applied to any Object; returns a reference that can be
     passed to other programs.  Export_Server must have been called on
     the object's server. *)

<*lL, Ll, Main unconstrained*>
PROCEDURE IdOfObjectType (ot: ObjectType): TEXT;
  (* Returns a shortish string that identifies this object type. *)


END Ilu.
```

A server module begins by creating an `Ilu.TrueServer` and calling `Ilu.InitTrueServer` on it. The server module may either specify the server's ID in this call, or let the **ILU** runtime choose one. The server module may specify how to handle errors arising in the server stubs, or let the ILU runtime handle them in the default way: print an error message to stdout and quit the listener or connection worker. The server module may assert control over the association between *object-handle*s and objects in the server by supplying an `ObjectTable`, or let the **ILU** runtime manage the association in its default way.

The server module continues by calling `Ilu.Export_Server`, specifying the protocol and transport combinations through which the server should be contactable. Due to internal restrictions in the current runtime, this procedure should be called exactly once.

Each true object should be a subtype of `Ilu.Object`; the implementor of the true object is responsible for ensuring that the `ilu_is_surrogate` is filled in with `FALSE` and that the `Ilu_Get_Server`, `Ilu_Get_Type`, and `ILU_Qua_Type` methods have reasonable behavior. The `ilu_is_surrogate` field defaults to `FALSE`, and the object type declared in a **Modula-3** interface generated by the `m3-stubber` from an **ISL** interface takes care of implementing `Ilu_Get_Type`, so a programmer using the stubs needs to worry only about `Ilu_Get_Server` and `ILU_Qua_Type`.

Once a true object has been created, and `Ilu.Export_Server` has been called, the server can export individual objects. This can be done through a name service or by passing the object to another module among the arguments, results, or exception parameter contents of a call on a different language-specific object. The Simple Binding facility described later is integrated with **ILU**. To use a non-integrated name service, the object's string binding handle and most specific type ID are needed; they can be determined by calling `Ilu.SbhFromObject(`*obj*`)` and `Ilu.IdOfObjectType(`*obj*`.ILU_Get_Type())`.

6.4 ILU API for Modula-3

The full API is presented in the previous section.

ILU currently supports DEC SRC Modula-3 version 2.08 — which lacks finalization. When an application program — any combination of client and server modules — knows it is done with a particular object, it can explicitly free the resources associated with that object. This is done by invoking the `ILU_Close` method on that object.

It is always safe — but may be expensive — to invoke `ILU_Close` on a surrogate object or on a true object that will be found by the `HandleToObject` method of its server's `ObjectTable`. The `HandleToObject` method of the default `ObjectTable` implementation will not find a true object after `ILU_Close` has been called on that object.

6.4.1 Simple Binding

The Simple Binding functionality is available through the following interface.

```
INTERFACE IluSimpleBind;
FROM IluBasics IMPORT Failed;
IMPORT Ilu;

<*PRAGMA lL, Ll, Main*>

<*Main invariant holds*>

TYPE Cookie <: REFANY;

PROCEDURE Publish (obj: Ilu.Object): Cookie RAISES {Failed};

PROCEDURE Withdraw (obj: Ilu.Object; c: Cookie) RAISES {Failed};

PROCEDURE Lookup (iid: Ilu.InstanceId; ot: Ilu.ObjectType): Ilu.Object
  RAISES {Failed};

END IluSimpleBind.
```

The instance ID used in the `Lookup` call is what's called an *object ID* in chapter 1. It is the concatenation of: (1) the object handle, as determined by the server's `Ilu.ObjectTable`; (2) an at-sign (`@`); and (3) the server ID, determined in the call on `Ilu.InitTrueServer`.

6.5 Generating ILU stubs for Modula-3

To generate **Modula-3** stubs from an **ISL** file, you use the program **m3-stubber**. Five files are generated from the '`.isl`' file:

- '*interface-name*`.i3`' contains the Modula-3 renderings of the types, exceptions, and constants declared in the interface, plus some items needed to import or export objects of types declared in the interface;
- '*interface-name*`_x.i3`' is a private interface between the following three implementation modules;
- '*interface-name*`_y.m3`' contains code useful to both server and client stubs;
- '*interface-name*`_c.m3`' contains the client stubs; and
- '*interface-name*`_s.m3`' contains the server stubs for the interface.

Typically, client and server programmers directly reference only the first of these five files.

```
% m3-stubber foo.isl
translating interface foo to ./foo.i3...
private interface for foo to ./foo_x.i3...
common code for interface foo to ./foo_y.m3...
client stubs for interface foo to ./foo_c.m3...
server stubs of interface foo to ./foo_s.m3...
%
```

6.6 Libraries and Linking

Clients of an **ILU** interface need to link with all but the server stubs; servers need to link with all five modules. It's convenient to make a library containing all five modules and let the linker worry about the details of which are needed; the `imake` macro `IluM3Files` (see later) conveniently generates the names of all five modules.

Both clients and servers also need to link with the libraries '*ILUHOME*`/lib/libilu-m3.a`' and '*ILUHOME*`/lib/libilu.a`' (in this order, as the former uses functions in the latter). Because the former library contains only **Modula-3** code, and the latter only **C** code, invocations of the `m3` command need to mention the latter library only when a complete program is being built.

7 Using ILU with Python

7.1 Introduction

This document is for the **Python** programmer who wishes to use **ILU**. The following sections will show how **ILU** is mapped into **Python** constructs and how both **Python** clients and servers are generated and built.

7.2 The ISL Mapping to Python

7.2.1 Names

In general, **ILU** constructs **Python** symbols from **ISL** names by replacing hyphens with underscores. For example, an **ISL** object type `T-1` would correspond to the **Python** class `T_1`. Any place an **ISL** name appears as part or all of a **Python** identifier, this translation occurs.

7.2.2 Interface

Each **ISL** `interface` *I* generates two **Python** modules: one named *I* containing common definitions, and another named *I*`__skel` containing skeletons (server stubs). For example, `INTERFACE map-test;` generates the **Python** modules `map_test` and `map_test__skel`, contained in the files '`map_test.py`' and '`map_test__skel.py`', respectively.

7.2.3 Constant

ISL constants translate to **Python** variables initialized to the specified value. For example,

```
CONSTANT pi : real = 3.14159265358979323846;
```

maps to

```
pi = 3.141592653589793238 46e0
```

7.2.4 Exception

An **ISL** exception translates to a **Python** variable initialized with a string representing the exception. These variables are used in **Python** `raise` statements in object implementation code, and in `try ... except` statements in client code. For example, the declaration

```
EXCEPTION division-by-zero;
```

in the interface `map-test` maps to the following statement in '`map_test.py`':

```
division = 'map-test: division-by-zero'
```

7.2.5 Types

7.2.5.1 Basic Types

The basic **ISL** types have the following mapping to **Python** types:

1. BYTE, BOOLEAN, SHORT CHARACTER, CHARACTER, SHORT INTEGER, INTEGER, and SHORT CARDINAL all map to **Python** int.
2. LONG INTEGER, CARDINAL, and LONG CARDINAL all map to **Python** long int.
3. SHORT REAL and REAL map to **Python** float.
4. LONG REAL maps to the **Python** type ilu_longreal, a type implemented by the **ILU Python** runtime. This type has limited functionality, but can be passed around without loss of precision, converted to float or int, and compared. A value of this type may be constructed by calling `ilu.LongReal()`.

7.2.5.2 Enumeration

The names of **Python** variables for enumeration values are formed by prepending the enumeration type name and two underscores ("__") to the enumeration value name. There is also a dictionary

for each enumeration type that maps an enumeration value to a string corresponding to its **Python** enumeration value name. The name of the dictionary is "imageOf" followed by three underscores ("___") followed by the enumeration type name.

For example,

```
TYPE color = ENUMERATION red, dark-blue END;
```

maps to

```
color__red = 0
color__dark_blue = 1
imageOf___color = {
  color__red: 'color__red',
  color__dark_blue: 'color__dark_blue'}
```

7.2.5.3 Array

An **ISL** array maps into a **Python** list with the specified number of elements. Tuples as well as lists are accepted as input, but lists are always produced as output from **ILU**. For an array of short character or byte, strings are also accepted, in which case the `ord()` of each character in the string is sent. Be careful using these alternate forms on input, since they will go across as is for objects in the same address space, but will be changed to lists for remote objects.

7.2.5.4 Sequence

An **ISL** sequence of short character maps into a **Python** string.

All other **ISL** sequence types map into **Python** lists. Tuples as well as lists are accepted as input, but lists are always produced as output from **ILU**. For a sequence of byte, strings are also accepted, in which case the `ord()` of each character in the string is sent. Be careful using these alternate forms on input, since they will go across as is for objects in the same address space, but will be changed to lists for remote objects.

7.2.5.5 Record

ISL records map into **Python** dictionaries, with the field names as string keys, and the field values as the corresponding values.

For example, a record value of the **ISL** type

```
TYPE segment = RECORD left-limit : integer, right-limit : integer END;
```

with a left-limit of -3 and a right-limit of 7 would map to

```
{'left_limit': -3, 'right_limit': 7}
```

7.2.5.6 Union

An **ISL** union maps into a **Python** tuple with two components: an integer discriminator, and the discriminated value. There are three possibilities:

1. If the discriminator matches one of the union case values of an arm, the second component is of the type specified by that arm.
2. If the discriminator matches no union case values and there is a default arm, the second component is of the type specified by the default arm.
3. If the discriminator matches no union case values and there is no default arm but the union has the `OTHERS` attribute, the second component is `None`.

7.2.5.7 Object

Each **ISL** object type is mapped into a **Python** class. These classes have the methods specified in the ISL, as well as some built-ins.

7.2.5.8 Optional

A value corresponding to the **ISL** type `OPTIONAL` T may be `None` (indicating the null case) in addition to the values of the type T.

7.2.6 Methods and Parameters

ISL methods of an object type map to **Python** methods of the corresponding class. `IN` and `INOUT` parameters appear in the **Python** method signature in the same order as they do in **ISL**.

Let us define a *result* value to be either a return value (corresponding to a method's return type) or an `INOUT` or `OUT` parameter. Result values are returned by the **Python** method as a tuple, with the return value (if present) appearing before any parameters. If the method has only one result value, then it is simply returned (i.e., a tuple of length one is *not* constructed to hold this value). If the method has no result values, then `None` is returned.

7.3 Using an ILU module from Python

The **ILU** runtime interface is in the **Python** module `ilu`. **Python** definitions for **ISL** `INTERFACE` *I* are in the **Python** module *I*. As with any other modules in **Python**, these modules are imported using the `import` statement.

A client program may create an **ILU** object in one of three ways:

1. Knowing the string binding handle `sbh` and class `cl` of an object, call `ilu.ObjectOfSBH(cl, sbh)` which returns an instance of that class. For example, to obtain an instance of **ISL** type `square` from `INTERFACE shapes` whose string binding handle is `sbh`, one would call `ilu.ObjectOfSBH(shapes.square, sbh)`.
2. Knowing an object ID `oid` and class `cl` of an object that has been published using the simple binding service, call `ilu.Lookup(oid, cl)` which returns an instance of that class (or `None` if the lookup fails).
3. Receive an instance as a result value from a method call that returns an object type or has an object type as an `INOUT` or `OUT` parameter.

7.4 Implementing an ILU module in Python

A **Python** module that implements **ILU** objects of types defined in `INTERFACE` *I* also imports from *I*`__skel`. This gives access to the skeleton classes from which implementation classes inherit.

7.4.1 Implementation Inheritance

An implementation of object type T from interface I needs to inherit from the class I`__skel.`T. If there is inheritance in the **ISL**, and an implementation of a subtype wants to inherit from an implementation of a supertype, the skeleton class must be appear in the list of base types before the implementation class.

For example, objects for the **ISL**

```
INTERFACE j;

TYPE c1 = OBJECT METHODS one() END;
TYPE c2 = OBJECT METHODS two() END;
TYPE c3 = OBJECT SUPERTYPES c1, c2 END METHODS three() END;
```

could be implemented in **Python** by

```
import ilu, j, j__skel

class c1(j__skel.c1):
    def one(self):
        ...

class c2(j__skel.c2):
    def two(self):
        ...

class c3(j__skel.c3, c1, c2):
    def three(self):
        ...
```

In this case `c3`'s method `one` is implemented by `c1.one` and `c3`'s method `two` is implemented by `c2.two`.

7.4.2 True Servers

Each object exported by an implementation must belong to a true server, an instance of the **Python** type `ilu_Server` which is implemented by the **ILU** runtime. An `ilu_Server` can be created by calling the function `ilu.CreateServer(serverID = None, transport = None, protocol`

`= None)`, which returns a value of type `ilu_Server`. If `serverID` is a string, it specifies the server ID; if it is `None`, one will be invented automatically. The transport and protocol arguments are strings to choose a specific transport or protocol, or `None` to let them default.

The first time a true server is created, it becomes the default server. The default server is used for an exported object if a server is not otherwise specified. If an object is exported before any servers have been created, one will be created automatically using default parameters and a message to that effect will be written to stderr.

An object of type `ilu_Server` has a method `id()` that returns its server ID.

7.4.3 Exporting Objects

An object can be exported in one of three ways:

1. The object's string binding handle may be obtained by calling its method `IluSBH()` and communicating this somehow to a client, who then turns the handle back into an object by calling `ilu.ObjectOfSBH(cl, sbh)`.
2. The object may be published using the simple binding service by calling its method `IluPublish()`. In order for this to be effective, the object must have a well-known object ID, or the object ID must be communicated to clients, so clients can know what to pass to `ilu.Lookup`. The object ID is a function of the object's instance handle and its server's server ID.
3. The object may be returned by a method or passed back in a method's `INOUT` or `OUT` parameter.

An object's instance handle can be controlled by setting the instance variable `IluInstHandle` before the object is first exported. If this instance variable is not set, and instance handle will be invented automatically.

An object's server can be controlled by setting the instance or class variable `IluServer` to a value of type `ilu_Server`. The value of this variable at the time an object is first exported will be used as the server for that object. If such a variable is not set, the default server is used.

7.4.3.1 Holding References to Exported Objects

Currently, an implementation must cause at least one reference to be held to an exported object in order for it not to be garbage collected by **Python**. This may change in later releases. One way to hold a reference to an exported object is to append it to a global list.

7.4.4 Animating Servers

Running the **ILU** main loop by calling `ilu.RunMainLoop()` brings the true servers to life. This function does not return until `ilu.ExitMainLoop()` is called.

7.4.5 Using Alarms

In order to schedule a **Python** function to be called at a certain time in the future when executing the **ILU** main loop, an `ilu_Alarm` may be used. Objects of this type are created by calling `ilu.CreateAlarm()`. An `ilu_Alarm` must be set to have any effect.

The alarm's method `set(time, proc, args)` is used to set the alarm. The `int`, `float`, or `ilu_FineTime time` argument is the time at which the alarm will fire; the `proc` argument is the **Python** function that will be called when the alarm fires; and the `args` argument is a tuple of arguments to be passed to `proc`. The tuple `args` must match `proc`'s signature. For example, if `proc` is declared `def P(a, b):` then `args` must be a two-tuple. Likewise, if `proc` takes only one argument then `args` must be a one-tuple, or if no arguments then a zero-tuple.

The function `ilu.FineTime_Now()` may be called to obtain **ILU**'s idea of the current time. A value `sec` of type `int` or `float` in units of seconds may be converted to type `ilu_FineTime` by calling `ilu.FineTime(sec)`. Values of type `ilu_FineTime` may be compared, added, and subtracted. These operations may be used to construct values representing any relative time (subject to precision and range limitations), which is what is needed by an alarm's `set` method.

The alarm may be set multiple times with different arguments, in which case the parameters of the most recent call to `set` are in effect. Thus, once an alarm fires, it may be reused by calling `set` again.

An alarm may be unset by calling its method `unset()`.

7.5 Using the Simple Binding Service

An object may be published using the simple binding service by calling its method `IluPublish()`. An object may be unpublished by calling its method `IluWithdraw()`.

A published **ILU** object may be obtained by calling `ilu.Lookup(oid, cl)`, where `oid` is its object ID and `cl` is its class. The function `ilu.FormOID(instHandle, serverID)` may be called, knowing the instance handle and server id of the object in question, to obtain an oid to pass to `ilu.Lookup`.

7.6 Summary of the ILU Python Runtime

Exported from module `ilu`:

- `def AddRegisterersToDefault(regIn, canIn, regOut, setAlarm, canAlarm):`
  The purpose of this function is to be able to use a foreign main loop (such as for a user interface toolkit) with an **ILU** server. The details will not be described here. Look at the runtime module `ilu_tk` for an example of its use.
- `def CreateAlarm():`
  Creates an object of type `ilu_Alarm`.
- `def CreateServer(serverID = None, transport = None, protocol = None):`
  Used to create an `ilu_Server` object with the specified serverID, transport, and protocol. If serverID is `None`, an identifier will be invented automatically. If transport or protocol are `None`, they will default to `'tcp_localhost_0'` and `'sunrpc_'`, respectively. The first time CreateServer is called, the server so created becomes the default server. If there is no default server when one is required, one will be created using default parameters and a message will be issued on stderr.
  An `ilu_Server` object has an `id` method which returns the string identifier of that server.
- `def DefaultServer():`
  Returns the default server.
- `def ExitMainLoop():`
  Exits the **ILU** main loop, assuming it is running.
- `FALSE = 0`
- `def FineTime(sec):`
  Converts its `int` or `float` argument in units of seconds to type `ilu_FineTime`. Objects of this type can be compared, added, subtracted, and converted to `int` or `float`. The main use of objects of this type is in setting alarms.

- `FineTimeRate = ...`

  The precision of type `ilu_FineTime` in seconds is the reciprocal of this constant.

- `def FineTime_Now():`

  Returns the current time as an `ilu_FineTime` object.

- `def FormOID(instHandle, serverID):`

  Returns the object id corresponding to the instance handle `instHandle` and server id `serverID`. This is the inverse of ParseOID.

- `def FormSBH(objectID, contactInfo):`

  Returns the string binding handle corresponding to the object id `objectID` and contact info `contactInfo`. This is the inverse of ParseSBH.

- `IluGeneralError`, `IluProtocolError`, and `IluUnimplementedMethodError` are all strings that may occur as exceptions from the **ILU** runtime.

- `def LongReal(v):`

  Converts its `int`, `float`, or sixteen-integer `list` or `tuple` argument to type `ilu_LongReal`. In case of a list or tuple, the elements encode the bytes of the IEEE long real value, from most significant to least.

- `def LookupObject(oid, cl):`

  Returns the object with object identifier `oid` and **Python** class `cl`, assuming it was previously published using the simple binding service. If the lookup fails, `None` is returned.

- `def ObjectOfSBH(cl, sbh, typeID = None):`

  Returns the object corresponding to the **Python** class `cl`, string binding handle `sbh`, and **ILU** type identifier `typeID`. If `typeID` is `None`, then the **ILU** type corresponding to `cl` is used.

- `def ParseOID(oid):`

  Returns the pair (instance handle, server id) corresponding to the object id `oid`.

- `def ParseSBH(sbh):`

  Returns the pair (object id, contact info) corresponding to the string binding handle `sbh`.

- `def RunMainLoop():`

  Runs the **ILU** main loop.

- `def SetDebugLevel(bits):`

  Sets the **ILU** kernel debugging flags according to its `int` argument.

- `def SetDebugLevelViaString(flags):`

  Sets the **ILU** kernel debugging flags according to its `string` argument, which names one or more of the flags.

- `TRUE = 1`

- `def TypeID(cl):`

  Returns the **ILU** unique type identifier corresponding to the **Python** class `cl`.

- `def TypeName(cl):`
  Returns the **ILU** type name corresponding to the **Python** class `cl`.
- `Version = ...` is the ILU version string.

Built-in methods of **ILU** objects:

- `IluObjectID()` returns the object ID of the object.
- `IluPublish()` publishes the object using the simple binding service.
- `IluSBH()` returns the object's string binding handle.
- `IluTypeID()` returns the unique type identifier of the object's **ILU** type.
- `IluTypeName()` returns the type name of the object's **ILU** type.
- `IluWithdraw()` undoes the effect of IluPublish().

Special attributes of **ILU** true objects: One or more of the following attributes may be set in a true (implementation) object of an **ISL** object type to control certain aspects of that object.

- `IluInstHandle`, a string instance variable, gives the object's instance handle. If not present, an instance handle is invented automatically.
- `IluServer`, a variable of type `ilu_Server`, determines the object's server. This can be an instance or a class variable. If not present, the default server is used.

7.7 Stub Generation

To generate **Python** stubs from an **ISL** file, use the program `python-stubber`. Two files are generated from each **ISL** `INTERFACE` *name*:

- '*name*`.py`' containing code for constants, exceptions, and types defined in the interface, and
- '*name*`__skel.py`' containing code for the skeletons (server stubs) for object types defined in the interface.

8 Single-Threaded and Multi-Threaded Programming

8.1 Introduction

ILU can be used in either the single-threaded or the multi-threaded programming style. This chapter describes how.

The issue of *threadedness* appears at two levels: within a program instance, and again for an entire distributed system. We will first discuss the program level, and then the system level.

ILU factors its runtime support into a common kernel and several independent language-specific veneers; you will see this structure when you try to do certain non-vanilla things. The interface to the runtime kernel is '*ILUHOME*`/include/iluxport.h`'.

8.2 Multi-Threaded Programs

Some programming languages are defined to support multiple threads of control. **Modula-3** is an example. Other language definitions are single-threaded, or are silent on this issue. Some of these, such as **C** and **C++**, can be used to write mutli-threaded programs with the use of certain libraries, coding practices, and compilation switches. **ILU** can be used in multi-threaded programs in both inherently multi-threaded languages and some of those where multi-threaded is an option.

ILU's runtimes for both **Franz Common Lisp** and **Modula-3** support multi-threading; programmers do not need to do anything special in these languages.

ILU's runtimes for **C++** and **TCL** assume single-threaded programming, and simply do not support multi-threading. For **C++**, this is a deficiency we hope to remedy soon. How wedded to single-threadedness is **TCL**?

ILU's runtime for **C** supports both single-threaded and multi-threaded programming; it assumes single-threading by default, and can be switched to multi-threading by a procedure call during initialization (described below).

What about **Python**?

ILU's runtime kernel defaults to supporting single-threaded operation, and can be switched to multi-theading by procedure calls during initialization. It is the responsibility of the language runtime to make these calls, if the language is inherently multi-threaded, or to offer the option of making these calls, if the language is optionally multi-threaded. A later subsection describes how to switch the kernel.

8.2.1 Multi-Threaded Programming in C

To switch the **ILU ANSI C** runtime from its default assumption of single-threadedness to multi-threaded operation, call `ILU_C_SetFork` (described in '*ILUHOME*`/include/iluchdrs.h`') before calling `ILU_C_Run`, `ILU_C_InitializeServer`, or anything that relies on a default `ilu_Server` existing. `ILU_C_SetFork` makes a feeble attempt to detect being called too late, returning a logical value indicating whether an error was detected (when an error is detected, the switch is not made). This detection is not reliable — the caller should take responsibility for getting this right.

Pass to `ILU_C_SetFork` a procedure for forking a new thread. This forking procedure is given two arguments: a procedure of one pointer (`void *`) argument and a pointer value; the forked thread should invoke that procedure on that value, terminating when the procedure returns.

8.2.2 Switching the Runtime Kernel to Multi-Threaded Operation

The kernel assumes single-threaded operation, and can be switched to multi-threading. To do so, three procedure calls must be made early in the initialization sequence, on `ilu_SetWaitTech`, `ilu_SetMainLoop`, and `ilu_SetLockTech`. See '`iluxport.h`' for details, and the **Modula-3** and **Common Lisp** language-specific veneers (found in '*ILUSRC*`/runtime/m3/`' and '*ILUSRC*`/runtime/lisp/`') for usage examples.

8.3 Single-Threaded Programs

Users of **ILU** in single-threaded programs typically need to worry about only one thing: the main loop. To animate **ILU** server modules, a single-threaded program needs to be running the **ILU** main loop. This can be done, e.g., by calling `ILU_C_Run()` in **C** or `iluServer::Run` in **C++**. **ILU** also runs its main loop while waiting for I/O involved in RPC (so that incoming calls may be serviced while waiting for a reply to an outgoing call; for more on this, see the section on "Threadedness in Distributed Systems").

The problem is, many other subsystems also have or need their own main loop. Windowing toolkits are a prime example. When a programmer wants to create a single-threaded program that uses both **ILU** and another *main looped* subsystem, one main loop must be made to serve both (or all) subsystems. From **ILU**'s point of view, there are two approaches doing this: (1) use **ILU**'s default main loop, or (2) use some *external* (to **ILU**) main loop (this might be the main loop of some other subsystem, or a main loop synthesized specifically for the program at hand). **ILU** supports both approaches. Actually, **ILU**'s runtime kernel supports both approaches. Currently no language veneers mention it. This is, in part, because it has no interaction with the jobs of the language veneers — application code can call this part of the kernel directly (from any language that supports calling **C** code).

8.3.1 ILU Main Loop Functional Spec

ILU needs a main loop that repeatedly waits for I/O being enabled on file descriptors (a UNIX term) and/or certain times arriving, and invokes given procedures when the awaited events happen. (Receipt of certain UNIX signals should probably be added to the kinds of things that can be awaited.) The main loop can be recursively invoked by these given procedures, and thus particular instances of the main loop can be caused to terminate as soon as the currently executing given procedure returns. This functionality can be accessed via the procedures `ilu_RunMainLoop` through `ilu_UnsetAlarm` in '`iluxport.h`'; these procedures are shims that call the actual procedures of whatever main loop is really being used.

8.3.2 Using ILU's Default Main Loop

In this approach, **ILU**'s default main loop is made to serve the needs of both **ILU** and the other main-loop-using parts of the program. When the other main-loop-using parts of the program need to wait for I/O being enabled or a particular time arriving, you arrange to call the appropriate registration procedures (via, e.g., `ilu_RegisterInputSource`, `ilu_RegisterOutputSource`, `ilu_SetAlarm`) of the **ILU** main loop.

8.3.3 Using an External Main Loop

In this approach, you use an external (to **ILU**) main loop to serve the needs of **ILU** (as well as other parts of your program). This involves getting **ILU** to reveal to you its needs for waiting on I/O and time passage, and your arranging to satisfy these needs using the services of the external main loop. You do this by calling `ilu_SetMainLoop` early in the initialization sequence, passing a

`ilu_MainLoop` metaobject of your creation. **ILU** reveals its needs to you by calls on the methods of this metaobject, and you satisfy them in your implementations of these methods.

Note that an `ilu_MainLoop` is responsible for managing multiple alarms. Some external main loops may directly support only one alarm. Later in '`iluxport.h`' you will find a general alarm multiplexing facility, which may come in handy in such situations.

See '*ILUSRC*`/etc/Xt/`' for an (untested) example of this approach (for the X Window System's Xt-based toolkits, like Motif).

8.3.4 A Hybrid Aproach

Both of the above approaches rely on there being a certain amount of harmony between the functional requirements made by some main-looped subsystems and the functional capabilities offered by others. It also relies on the subsystems whose "normal" main loops are not used being open enough that you can determine their main loop needs. The conditions cannot be guaranteed in general. We've tried to minimize the main loop requirements of **ILU**, and maximize its openness.

We know of an example where neither of the above approaches is workable, and have a solution that may be of interest. See '*ILUSRC*`/etc/xview/`' for the (untested) code.

The problem is with the **Xview** toolkit (for the X Window System). Its main loop cannot be recursively invoked (a requirement of **ILU**), and the **Xview** toolkit is not open enough to enable use of any other main loop.

Our solution is to use **Xview**'s main loop as the *top level* main loop, letting **ILU** use its own main loop when waiting on RPC I/O. Like the external main loop approach, this requires getting **ILU** to reveal its needs for waiting on I/O and time; unlike the external main loop approach, this requires *not* calling `ilu_SetMainLoop`. Instead of calling `ilu_SetMainLoop`, you call `ilu_AddRegisterersToDefault`, which causes **ILU**'s default main loop to reveal **ILU**'s needs to you — in addition to doing everything the default main loop normally does. (Actually, the multiple alarms of **ILU** have been multiplexed into one here for your convenience.) You register these needs with the **Xview** main loop, and run it at the top level.

This solution is not as good as we'd like; it does not provide a truly integrated main loop. **Xview** prevents us from doing much better.

8.4 Threadedness in Distributed Systems

In a distributed system of interacting program instances, you can (in principle, even if not (easily) in practice) trace a thread of control across remote procedure calls. Thus a distributed system, when viewed as a whole, can be seen to be programmed in either a single-threaded or multi-threaded style. **ILU** aims to minimize the consequences of the choice between in-memory and RPC binding, and this requires things not usually offered by other RPC systems. Some of these things are required by both the single-threaded and multi-threaded styles of programming distributed systems, for related but not quite identical reasons.

Forget RPC for a moment, and consider a single-threaded program instance. Method `m1` of object `o1` (we'll write this as `o1.m1`) may call `o2.m2`, which may call `o3.m3`, which may in turn call `o1.m1` again, which could then call `o3.m4`, and then everything could return (in LIFO order, of course). Late in this scenario, the call stack of the one thread includes two activations of the very same method of the same object (`o1.m1`), and another two activations of different methods of a common object (`o3`). All this is irrespective of module boundaries.

We want to be able to do the same thing in a distributed setting, where, e.g., each true object is in a different program instance. This means that while the **ILU** runtime is waiting for the reply of an RPC, it must be willing to service incoming calls. This is why **ILU** requires a recursive main loop in single-threaded programs.

In fact, one rarely wants single-threaded distributed systems. Indeed, the opportunities for concurrency are one of the main attractions of distributed systems. In particular, people often try to build multi-threaded distributed systems out of single-threaded program instances. While we hope this confused approach will fade as multi-threading support becomes more widespread, we recognize that it is currently an important customer requirement. Making single-threaded **ILU** willing to recursively invoke its main loop also makes single-threaded program instances more useful in a multi-threaded distributed system (but what you really want are multi-threaded program instances).

Threading is also an issue in RPC protocols. Some allow at most one outstanding call per connection. When using one of these, **ILU** is willing to use multiple parallel RPC connections, because they're needed to make nested calls on the same server.

9 Using OMG IDL with ILU

The program **idl2isl** translates from **IDL** to **ISL**. **IDL** is the Interface Definition Language defined by the Object Management Group.[1] The program is derived from the Interface Definition Language Compiler Front End from SunSoft, Inc.[2]

9.1 Invocation

The program is run automatically as an intermediate step by any of the **ILU** tools that take **ISL** files (normally ending in '`.isl`') if the filename ends in '`.idl`'.

The program may also be run directly, with the following arguments:

`idl2isl` { `-Wb,`*toggle* | `-Wb,!`*toggle* }* *source*`.idl`

In this case, it writes the **ISL** to its standard output. A toggle is set with an argument `-Wb,`*toggle* and cleared with an argument `-Wb,!`*toggle*. Toggle settings may also be effected by setting the environment variable '`IDL2ISL_OPTS`' to a comma-separated list of toggle names, each of which is either preceded by a '`!`' character (which clears it) or not (which sets it). Command-line arguments take precedence over the environment variable settings.

The toggles are:

- `dump` (default off): produce a dump of the abstract syntax tree. Used for debugging the translator itself.
- `imports` (default on): set the `imports` mode on (explained below).
- `topmodules` (default on): set the `topmodules` mode on (explained below).

---

[1] **IDL** is defined in: The Common Object Request Broker: Architecture and Specification, OMG Document Number 91.12.1, Revision 1.1

[2] See the file '`src/stubbers/idl2isl/Sun-parser/docs/COPYRIGHT`' in the **ILU** distribution.

9.2 Translation

On the whole, the translation from **IDL** to **ISL** is a straightforward change of syntax. There are a few cases, however, where a bit extra is needed.

9.2.1 Anonymous types

IDL allows type declarators to be used in certain places in the syntax (for example, struct members and operation parameters). **ISL** does not; it requires a type name in the corresponding situations. As a result, it is sometimes necessary for the translator to introduce a name in the **ISL** output for those types that are anonymous in the **IDL** input. These names are always of the form `AnonType-`*nnn*`-`, where *nnn* is an integer.

For example, the **IDL** declaration

```
struct str {
long f1;
long f2[5];
};
```

is translated into the following **ISL**:

```
TYPE AnonType-1- = ARRAY OF 5 INTEGER;
TYPE str = RECORD
f1 : INTEGER,
f2 : AnonType-1-
END;
```

9.2.2 Topmodules mode

When the translator is in this mode (which it is by default), only `module` declarations are allowed at the topmost level. Each `module` translates into an `INTERFACE` declaration in **ISL**, and the declarations inside each `module` go into the corresponding **ISL** `INTERFACE`.

If the translator is not in this mode, all the declarations in the **IDL** file go into one **ISL** `INTERFACE` whose name is taken from the **IDL** input filename, less the '`.idl`' suffix.

9.2.3 Imports mode

When the translator is in this mode (which it is by default), `#include` preprocessor directives are, roughly speaking, turned into **ISL** `IMPORT` statements. This mode allows for separate compilation (stub generation) of interfaces. There are some restrictions: the `#include` directives must occur before any declarations in the file, and the files that are included must not be fragments. That is, each must consist of a sequence of whole declarations (more specifically, `module` declarations if in `topmodules` mode). The included files may in turn include other files.

If the translator is not in this mode, the input is considered to be the result of preprocessing the file first and textually substituting the included files, following the usual behavior of **C** and **C++** compilers.

9.2.4 Unsupported constructs

The **IDL** types `Object` and `any` are disallowed by the translator. Use of `context` clauses on operations is also prohibited.

10 ILU Simple Binding

This release of **ILU** includes an experimental simple binding/naming facility. It allows a module to *publish* an object, so that another module can import that object knowing only its object ID (as defined in Section 1.4 [ILU Concepts], page 7). The interface to this facility is deliberately quite simple; one reason is to allow various implementations. This release includes one (extremely preliminary) implementation.

The interface consists of three operations: *Publish*, *Withdraw*, and *Lookup*. `Publish` takes one argument, an **ILU** object. `Publish` returns a string that is needed to successfully invoke `Withdraw`. `Withdraw` undoes the effects of `Publish`, and takes two arguments: (1) the object in question, and (2) the string returned from `Publish`. In some langauge mappings, the string is not explicitly passed, but conveyed in the language mapping's representation of **ILU** objects. `Lookup` takes two arguments: an object ID and a type the identified object should have. If the object with that ID is currently being published, and has the given type (among others), `Lookup` returns that object.

The implementation shipped with this release of **ILU** uses a filesystem directory (specified in the file '*ILUSRC*`/imake/local.defs`') to store information on the currently published objects. To be useful in a distributed system, this directory must be available, by the same name, on all machines in the system.

11 Debugging ILU Programs

This document describes some of the common errors that occur with the use of ILU, and some techniques for dealing with them.

11.1 Registration of interfaces

To use an interface with the Courier RPC protocol, a program number has to be specified for each class. This is done with the program `courier-register-interface`, which assigns every class in the interface a program number and records the number in a database. This database is searched by the runtime when a service or client attempts to export an instance of that class. If the class is not registered in the appropriate database, you will see the error message `_courier_FormProtocolHandle: Can't figure program#/version for class` *foo*.*bar*.

`courier-register-interface` will clean out old assignments to the classes not now named in the interface, so you can run it as often as you like.

11.2 C++ static instance initialization

Our support for **C++** currently depends on having the constructors for all static instances run before `main()` is called. If your compiler or interpreter doesn't support that, you will experience odd behavior. The **C++** language does not strictly mandate that this initialization will be performed, but most compilers seem to arrange things that way. We'd like to see how many compilers *do not*; if your's doesn't, please send a note to `ilu-bugs@parc.xerox.com` telling us what the compiler is.

11.3 ILU trace debugging

ILU contains a number of trace statements that allow you to observe the progress of certain operations within the ILU kernel. To enable these, you can set the environment variable `ILU_DEBUG` with the command `setenv ILU_DEBUG "`*xxx*`:`*yyy*`:`*zzz*`:...."` where *xxx*, *yyy*, and *zzz* are the names of various trace classes. The classes are (as of May 1994) `packet`, `connection`, `incoming`, `export`, `authentication`, `object`, `sunrpc`, `courier`, `dcerpc`, `call`, `tcp`, `udp`, `xnsspp`, `gc`, `lock`, and `server`. The special class `ALL` will enable all trace statements: `setenv ILU_DEBUG`

`ALL`. The function `ilu_SetDebugLevelViaString(char *trace_classes)` may also be called from an application program or debugger, to enable tracing. The argument *trace_classes* should be formatted as described above.

`ILU_DEBUG` may also be set to an unsigned integer value, where each bit set in the binary version of the number corresponds to one of the above trace classes. For a list of the various bit values, see the file '`ilu/include/iluDebug.h`'. Again, you can also enable the tracing from a program or from a debugger, by calling the routine `ilu_SetDebugLevel(unsigned long trace_bits)` with an unsigned integer argument.

11.4 Use of `islscan`

The `islscan` program is supplied as part of the **ILU** release. It runs the **ISL** parser against a file containing an interface, and prints a "report" on the interface to standard output. It can therefor be used to check the syntax of an interface before running any language stubbers.

11.5 Bug Reporting and Comments

Report bugs (nah! – couldn't be!) to the Internet address `ilu-bugs.parc@xerox.com`, or to the XNS address `ILU-bugs:PARC:Xerox`. Bug reports are more helpful with some information about the activity. General comments and suggestions can be sent to either `ILU@parc.xerox.com` or `ILU-bugs`.

11.6 Use of `gdb`

When using ILU with C++ or C or even Common Lisp, running under the GNU debugger `gdb` can be helpful for finding segmentation violations and other system errors. ILU provides a debugging trace feature which can be set from `gdb` with the following command:

```
(gdb) p ilu_SetDebugLevel(0xXXX)
ilu_SetDebugLevel:  setting debug mask from 0x0 to 0xXXX
$1 = void
(gdb)
```

The value *XXX* is an unsigned integer as discussed in section 3. The debugger `dbx` should also work.

11.7 Error handling

The **ILU** error kernel distinguishes between two classes of fatal errors, which are errors that have no pre-coded recovery code. The first type of fatal error is a failure to allocate heap-allocated memory in a case where the caller has indicated that memory *must* be allocated. The second type of fatal error is the violation of a kernel invariant. The application using **ILU** can specify one of three failure actions to be taken when either of these fatal errors is encountered:

1. Explicitly trigger a `SEGV` signal by attempting to write to protected memory. This is useful for generating core dumps for later study of the error.
2. Exit the program with an application-specified exit code.
3. Enter an endless loop, which calls `sleep(3)` repeatedly. This option is useful for keeping the process alive but dormant, so that a debugger can attach to it and examine its "live" state. This is the default action.

An application can change the action taken on memory failures by calling `ilu_SetMemFaultAction`, and can change the action taken on invariant violations by calling `ilu_SetAssertionFailureAction`.

`void` **ilu_SetMemFaultAction** (`int` *mfa*) [ILU kernel]

Locking: unconstrained

Calling this tells the **ILU** kernel which drastic action is to be performed when `ilu_must_malloc` fails. -2 means to coredump; -1 means to loop forever in repeated calls to `sleep(3)`; positive numbers mean to `exit(`*mfa*`)`. The default is -1.

`void` **ilu_SetAssertionFailureAction** (`int` *afa*) [ILU kernel]

Locking: unconstrained

Calling this tells the **ILU** kernel which drastic action is to be performed when a kernel invariant assertion fails. -2 means to coredump; -1 means to loop forever in repeated calls to `sleep(3)`; positive numbers mean to `exit(`*afa*`)`. The default is -1.

12 Installation of ILU

This document describes the installation of version 1.7 of the Inter-Language Unification (**ILU**) system.

If you succeed in installing **ILU** *on a particular platform, we'd appreciate it if you could send a note to* `ilu-core@parc.xerox.com` *telling us (1) what operating system you succeeded with, and what version of that OS, (2) which versions of what compilers you used, and (3) which version of* **ILU** *you used. We're accumulating a list of operating systems and compilers that work with* **ILU**. *If you had to make any changes to make it work on your system, please send them along, and we'll incorporate them into the next release.*

12.1 Installing on a UNIX System

12.1.1 Prerequisites

ILU requires the `imake` program from the MIT X Consortium release of the **X Window System**, version 4 or later. This is available via FTP from the ftp servers `ftp.x.org` on the East Coast, or `gatekeeper.dec.com` on the West Coast.

The stubbers for **ILU** use the **GNU** program `bison`, which may be obtained via FTP from `prep.ai.mit.edu`, in '`pub/gnu/bison-1.xx.tar.Z`'. However, the release as distributed provides a **C** version of the parser, so it is not necessary to have `bison` at your site.

You will need an **ANSI C** compiler to build and install **ILU**, along with an **ANSI C**-compliant '`libc.a`'. We find that **GNU** `GCC` combined with the **GNU** C Library, used in ANSI/POSIX mode, works fine, unless you are building the **Modula-3** support. The SunOS runtime library for release 2.08 of **Modula-3** hard-codes in dependencies on Sun include files, so they must be used.

ILU provides support for a number of languages, currently **ANSI C**, **C++**, **Modula-3**, **Python**, and **Common Lisp**.

- If you wish to build the support for **Common Lisp**, you will need Franz Allegro Common Lisp, version 4.1 or later.
- If you wish to build the support for **ANSI C**, you will need a **C** compiler, and an **ANSI C**-compliant libc.

- If you wish to build the support for **C++**, you will need a **C++** compiler that conforms to version 2.0 of the C++ specification. **ILU** does not use either **C++** templates or exceptions, as these are too spottily implemented to be relied on. The **GNU C/C++** compiler `g++` seems to work well with **ILU**. It has also been tested with Lucid's Energize `lcc` compiler, CenterLine's `CC` compiler, and Sun's `CC` compiler.
- If you wish to build support for **Modula-3**, you will need a **Modula-3** system, release 2.08. Several **Modula-3** compilers can be obtained via anonymous FTP from `gatekeeper.dec.com`.
- If you with to build support fo **Python**, you will need the **Python** 1.1.1 (or later) release, available via FTP from '`ftp://ftp.cwi.nl/pub/python/`'.

No standard "name service" or binding service is provided. We feel that this is an area to be addressed independently, and we may include a name service in future releases of **ILU**. An experimental simple name service bootstrap interface is available as the *simple binding system*. See the **ANSI C** `ILU_C_PublishObject`, `ILU_C_WithdrawObject`, and `ILU_C_LookupObject`, and corresponding routines in the other languages, for more details. This interface is not guaranteed to be present in future releases.

ILU documentation is provided in a pre-formatted form, **PostScript**. The source form of the documentation is called **TIM**, and is documented in '*ILUSRC*`/doc/tim.ps`'. It uses TEX for document formatting, but you should not need to rebuild the documentation. If for some reason you do need to rebuild the documentation, you should have the system TEX; the file '`ftp://ftp.parc.xerox.com/pub/ilu/misc/texinfo2.ps.gz`' contains information about obtaining TEX.

12.1.2 Configuration

Begin by creating two directories: one, *ILUHOME*, to install the **ILU** in, and the other, *ILUSRC*, to unpack the sources in, and build the system in. It is often convenient if *ILUSRC* is a subdirectory of *ILUHOME*, but it is not necessary. At PARC, we use '`/import/ilu`' for *ILUHOME*, and '`/import/ilu/src`' for *ILUSRC*.

Copy the tar file '`ilu-1.7.tar`' or '`ilu-1.7.tar.Z`' to *ILUSRC*. Uncompress it if necessary with the `uncompress` program:

```
% uncompress ilu-1.7.tar.Z
```

Then unpack the tar file:

```
% tar xf ilu-1.7.tar
```

Next, edit the file *ILUSRC*/makefile.dist to change the value of the variable `IMAKE` to point to your `imake` program.

After that, copy the file '*ILUSRC*`/imake/local.defs.default`' to '*ILUSRC*`/imake/local.defs`'. Then configure the distribution by editing '*ILUSRC*`/imake/local.defs`' to define the configuration of your system. The following variables need to be set:

- The file '*ILUSRC*`/imake/ilu.defs`' will define the variables `_IS_POSIX`, `_IS_BSD`, and `_HAS_SOCKETS` if your **C** preprocessor defines either "sun", "sgi", or "linux". If your system is not one of those three, you must still have **POSIX** compliance, a few **BSD** extensions (`gettimeofday(2)`, `gethostname(2)`, `select(2)`), and some package that provides the **BSD** socket package to build **ILU** in this release. If you have these, and your system is not a Sun, SGI, or Linux system, define `_IS_POSIX`, `_IS_BSD`, and `_HAS_SOCKETS` in '`local.defs`'.
- `IMAKE` – this should be set to the name of your imake program, typically something like /usr/X11/bin/imake.
- `INSTALL` – your version of the `install(1)` program. This can be a bit tricky, as we expect the version of `install` that recognizes the `-c` and `-m` flags. The SGI `install`, for example, is different enough to cause problems. If your `install` program causes problems, you can point the installation process at the `ilu-install` **C-shell** script provided in *ILUSRC*/etc/misc/ by defining this variable.
- `DESTDIR` – this should be the name of *ILUHOME*.
- `ILUHOME` – this should also be the name of *ILUHOME*. The two variables `DESTDIR` and `ILUHOME` are provided separately because a directory may have two different names that are used to access it in different ways. At PARC, for instance, installation directories are often write-protected if named with their ordinary names, and a special name has to be given to enable writing in that directory. If your site does not have this type of restriction, the variables `DESTDIR` and `ILUHOME` should probably have the same values. Note that the default is '`/tmp/ilu`', which is OK for experimentation, but not for real use.
- `REGISTRY_LAST_RESORT` – directory to look in for for the program number registry for Courier. This is typically '*ILUHOME*`/lib`'.
- `ANSI_C_COMPILER` – command to use to invoke your **ANSI C** compiler.
- `ANSI_C_LIBRARY` – pathname of your **ANSI C** library. If your system's normal '`/usr/lib/libc.a`' is already an **ANSI C** library, you may leave this blank. `-lm` is added to the link line of **ILU**

programs automatically (see '*ILUSRC*`/imake/ilu.rules`' to change this) as most **ANSI C** implementations seem to need it to include the math functions prescribed in the library spec.

- `SIMPLE_BIND_DIRECTORY` – a world-writable directory on a network file system, for supporting the experimental name service bindings, if you wish to use them.
- `SYSAUX_LIBRARIES` – additional flags that must be specified to the linker for **C** and **C++** functions (and possibly for **Modula-3** and **Common Lisp**; we don't know yet). We found it necessary to define this to be `-lsocket -lnsl` on **Solaris 2.3**, for instance, to get the networking libraries linked in with the image. On the other hand, for **SunOS 4.1.3** and **IRIX 5.2**, this variable didn't have to be defined; the normal **C** libraries seemed to include all the necessary code.

If you are going to have a need to build the documentation, you should also define the following:

- `PERL` – your version of the `perl` interpreter. If you do not already have `perl`, you can FTP it from `uunet.uu.net`, from the '`gnu/perl-*`'.
- `TEX` – your version of the `tex` program. Normally only needs to be defined if you are going to build the documentation, which shouldn't be necessary.
- `TEXINDEX` – your version of the `texindex` program, part of the **GNU** distribution, which sorts the TEX index files. Normally only needs to be defined if you are going to build the documentation, which shouldn't be necessary.
- `DVIPS` – your version of the program which converts TEX **dvi** format files into **PostScript** files.
- `DVIPS4050` – your version of the program which converts TEX **dvi** format files into **PostScript** files suitable for printing on a Xerox 4050-series printer with Docuprint page decomposition software. If you don't have a 4050 or Docuprint, just define this to be the same as `DVIPS`.
- `MAKEINFO` – your version of the program which converts **GNU texinfo** files into **GNU info** files.

Next, you should decide which transports you wish to build. The options are `UDP datagrams` (keyword `UDPSOCKET`) and `TCP/IP sockets` (keyword `TCPSOCKET`). (Currently, we recommend building only the `TCPSOCKET` transport.) For each transport that you wish to build, add a line

```
#define ADD_transport-keyword_TRANSPORT 1
```

Do the same for RPC protocols. The current choices are `Sun RPC` (keyword `SUNRPC`). For each protocol that you wish to include, add a line

```
#define ADD_protocol-keyword_PROTOCOL 1
```

Do the same for programming languages. The current choices are **C++** (keyword `CPLUSPLUS`), **C** (keyword `C`), **Modula-3** (keyword `MODULA3`), **Python** (keyword `PYTHON`), and **Common Lisp** (keyword `COMMONLISP`). (We recommend building only those languages you are actually interested in using.) For each language that you decide to include, add a line

```
#define ADD_language-keyword_LANGUAGE 1
```

If you are building support for **Common Lisp**, you will need to specify the command which invokes your **Common Lisp** program in batch mode, as the value of the variable `LISP_BATCH_COMMAND`, the file extension used for binary or fasl files as the value of the variable `LISP_BIN_EXT`, and the file extension used for compiled **ANSI C** object files that are loaded into the lisp image (usually `"o"`, but sometimes `"so"`) as the value of `LISP_C_BIN_EXT`.

If you are building support for **C++**, you should define the command to compile a **C++** file as the value of the variable `CPLUSPLUS_COMMAND`. If you are using the SunPRO **C++** compiler on Solaris-2, you need to include the string `"-DILU_SOLARIS2_SUNPRO_CPLUSPLUS_CPP_CONCAT_BUG"` in your value for `CPLUSPLUS_COMMAND`, to work around a bug in the compiler's preprocessor. You may also need to define the variable `CPLUSPLUS_LIBRARIES` if your **C++** compiler requires additional libraries to be linked to provide full **ANSI C** importation. Our experience is that usually you won't need to define this variable.

If you are building support for **Modula-3**, you should define the command to compile a **Modula-3** file as the value of the variable `M3_COMPILER`, and consider whether you like the definition of the variable `M3DEBUGFLAGS`.

If you choose to build the **ANSI C** support, the same compile command will be used compile a **C** file as you have defined for the value of `ANSI_C_COMPILER`.

If you are building support for **Python**, you will need to define the value of `PYTHON_HOME` to point to the root of the tree where the **Python** include, bin, and lib directories are located (often '`/usr/local`'). If building **Python** extensions as shared libraries is supported on your OS, and you choose to build the **ILU** support for **Python** as a shared library, you should also define the variable `PYTHON_USES_SHARED_LIBRARIES_FOR_EXTENSIONS`, using `#define`. If this variable is not defined, a new **Python** image will be built, called *ILUHOME*`/bin/ilupython`, that will include the **ILU** support. If you use shared libraries, you may also need to edit '*ILUSRC*`/imake/ilu.rules`' to

redefine the rule for `PythonExtension`, which is currently set up to build dynamically loadable modules for **SunOS**.

If you wish to include support for **OMG IDL**, you will need to provide a **C++** (CFRONT version 3.0 or later) compiler by defining the variable `CPLUSPLUS_COMMAND`, if you haven't already defined it by including support for **C++**. You should also uncomment the definition of `ADD_IDL_SUPPORT` in '`local.defs`', and follow the other configuration instructions embedded in comments there.

You may need to add other defines to include various libraries, but probably not. If so, examine the file '*ILUSRC*`/imake/ilu.rules`' to see what the possibilities are.

If you are not using **SunOS 4.x**, you may have to edit the definitions of `AR`, `CC`, and so on in the file '*ILUSRC*`/imake/ilu.defs`'. This file will probably be automatically constructed by **GNU** `autoconf` in future releases. In particular, **SVR4** releases such as Sun's **Solaris 2.3** and SGI's **IRIX 5.2** seem to need the following definitions:

```
AR = ar r
RANLIB = touch
```

and possibly others.

12.1.3 Building

Now that you have configured the release, do the following to build the system. Note that the capitalization of the arguments to `make` is important.

1. Set your working directory to *ILUSRC*:

   ```
   % cd ILUSRC
   ```

2. Build the Makefiles with the following commands:

   ```
   % make -f makefile.dist
   % make Makefiles
   ```

3. Build the system with the command:

   ```
   % make
   ```

4. If the build goes well, install the system with the command

   ```
   % make Install
   ```

5. After the installation is complete, you may remove extra files in *ILUSRC* with the command

```
% make Clean
```

You may wish to use `make Clean` at any time, to get your system into a consistent state.

6. If you change the configuration files, you should clean the system with the command '`make Clean`', and redo the installation starting at step 2. If you run into problems that can be fixed without changing the configuration files, you can re-build the system by starting at step 3.

12.1.4 Environment Variables

ILU tools use a number of **UNIX** environment variables under the covers.

- The variable `ILUHOME` should be set to point to the value of *ILUHOME*.
- The variable `ILUPATH` should be set to a colon-separated list of directories in which the tools look for interface files. A minimal value for `ILUPATH` is probably `.:${ILUHOME}/interfaces`.
- Your `PATH` environment variable should have the directory '*ILUHOME*`/bin`' on it.
- Your `MANPATH` variable should have the directory '*ILUHOME*`/man`' on it.
- If you are using **Common Lisp**, the portable DEFSYSTEM included with **ILU** uses the value of `SYSDCLPATH` to find system descriptions. It should be a colon-separated list of directories. A good initial value might be `.:${ILUHOME}/lisp`. See Appendix A of the reference manual for more details on the portable DEFSYSTEM.
- If you are using **Python**, the value of the environment variable `PYTHONPATH` should include the directory in which the `ilu` library for **Python** has been installed; that's normally '*ILUHOME*`/lib`'.
- The variable `ISLDEBUG` can optionally be set to any value to enable tracing in the **ISL** parser.
- The variable `ILU_DEBUG` can be optionally be set to a colon-separated list of trace values to enable tracing in the **ILU** runtime kernel. See Section 11.7 [Debugging ILU Programs], page 104, for more information.

12.1.5 Examples

If you are interested in working with **Common Lisp**, we recommend starting with the example system in '*ILUHOME*`/examples/fs/`'. If you are interested in working with **Modula-3**, we recommend starting with the example system in '*ILUHOME*`/examples/foogen/`'. If you are interested in working with **ANSI C** or **Python** or **C++**, we recommend starting with the example system in '*ILUHOME*`/examples/test1/`'. Read the '`README`' file in each directory first.

12.2 Bug Reporting and Comments

Report bugs (nah! – couldn't be!) to the Internet address `ilu-bugs.parc@xerox.com`, or to the XNS address `ILU-bugs:PARC:Xerox`. Bug reports are more helpful with some information about the activity; *please* read Section 11.7 [Debugging ILU Programs], page 104, for more information on how to look at problems. General comments and suggestions can be sent to either `ILU@parc.xerox.com` or `ILU-bugs`.

13 Using Imake with ILU

ILU uses the `imake` system from the **X Window System** distribution. `imake` provides a parameterized way of constructing '`Makefile`'s automatically from '`Imakefile`'s. The '`Imakefile`'s contain macros which are expanded to regular '`Makefile`' rules when the program `imake` is run.

13.1 Creating '`Makefile`'s from '`Imakefile`'s

The program `ilumkmf` is supplied with the **ILU** system. When run, it will use the '`Imakefile`' in your current working directory as input, and produce the corresponding '`Makefile`', again in the current working directory:

```
% cd myilu
% ls
Imakefile foo.isl fooProg.cc
% ilumkmf
% ls
Imakefile Makefile foo.isl fooProg.cc
%
```

13.2 ANSI C Usage

A typical '`Imakefile`' for an ANSI C **ILU** application would look like:

```
NormalObjectRule()  /* this rule defines the .c -> .o step */

InterfaceTarget(foo.isl)
ILUCTarget(foo.h foo-surrogate.c foo-common.c foo-true.c, foo.isl)

DepObjectTarget(programComponent1.o, foo.h somethingElse.h)
ObjectTarget(programComponent2.o)

CProgramTarget(program, programComponent1.o programComponent2.o foo-surrogate.o
foo-common.o,,)
```

13.2.1 ANSI C ILU `imake` Macros

The variable `LOCAL_INCLUDES` is a list of include file locations to be included when compiling.

The variable `ANSI_C_COMMAND` defines the particular command invoked for compiling **ANSI C** on your system. If you wish to use a different **ANSI C** compiler, override the default command by redefining this value in your '`Imakefile`'. Note that it may also be necessary to build a version of the **ILU ANSI C** library, '*ILUHOME*`/lib/libilu-c.a`', to use with this compiler.

`NormalObjectRule()` defines a number of suffix rules, in particular the one to go from '`.c`' files to '`.o`' files in your environment.

`InterfaceTarget(`*ISL-file*`)` defines a number of rules about the '`.isl`' file *ISL-file*. You should have one of these in your '`Imakefile`' for every interface you use.

`ILUCTarget(`*generated-files*`,` *ISL-file*`)` defines which ANSI C files are generated from the '`isl`' file and may therefore by re-generated at will, and when the '`.isl`' file changes. Generally, for an interface called `foo`, the generated files will be '`foo-surrogate.c`', '`foo-true.c`', '`foo-common.c`', and '`foo.h`'.

`ObjectTarget(`*object-file*`)` simply states that the specified *object-file* should be built.

`DepObjectTarget(`*object-file*`,` *dependencies*`)` says that the specified *object-file* should be built, and that it depends on the files specified in *dependencies*, which is a list of file names separated by spaces. Whenever something in the *dependencies* list changes, the *object-file* will be re-built.

`CProgramTarget(`*program-name*`,` *objects*`,` *dep-libraries*`,` *non-dep-libraries*`)` defines a program called *program-name* that is dependent on the object files defined in *objects*, and the libraries specified in *dep-libraries*, so that it will be re-built if anything changes in those two groups. It will also be linked with libraries specified in *non-dep-libraries*, but will not be re-built if they change. Note that the **ILU ANSI C** libraries are not automatically included by this command, but may be specified as part of the program by specifying them as part of either `dep-libraries` or `non-dep-libraries`.

`ILUCProgramTarget(`*program-name*`,` *objects*`,` *dep-libraries*`,` *non-dep-libraries*`)` defines a program called *program-name* that is dependent on the object files defined in *objects*, and the libraries specified in *dep-libraries*, and the normal **ILU ANSI C** libraries, so that it will be re-built if anything changes in those three groups, all of which will be linked into the program *program-name*. It will also be linked with libraries specified in *non-dep-libraries*, but will not be re-built if they change. This differs from `CProgramTarget` in that the **ILU** libraries are automatically included.

13.3 C++ Usage

A typical '`Imakefile`' for a C++ application and **ILU** would look like:

```
LOCALINCLUDES = -I$(ILUHOME)/include
ILULIBS = $(ILUHOME)/lib/libilu-c++.a $(ILUHOME)/lib/libilu.a

NormalObjectRule()  /* this rule defines the .cc -> .o step */

InterfaceTarget(foo.isl)
ILUCPlusPlusTarget(foo.H foo.cc foo-server-stubs.cc, foo.isl)

DepObjectTarget(programComponent1.o, foo.H somethingElse.H)
ObjectTarget(programComponent2.o)

CPlusPlusProgramTarget(program, programComponent1.o programComponent2.o foo.o,
$(ILULIBS),)
```

13.3.1 C++ ILU `imake` Macros

The variable `LOCAL_INCLUDES` is a list of include file locations to be included when compiling. `-I$(ILUHOME)/include` should always be on this list for compiling **ILU** applications.

The variable `CPLUSPLUS_COMMAND` defines the particular command invoked for compiling **C++** on your system. If you wish to use a different **C++**, override the default command by re-defining this value. Note that it will also be necessary to build a version of **ILU C++** library, '*ILUHOME*`/lib/libilu-c++.a`', to use with this compiler.

`NormalObjectRule()` defines a number of suffix rules, in particular the one to go from '`.cc`' files to '`.o`' files in your environment.

`InterfaceTarget(`*ISL-file*`)` defines a number of rules about the '`.isl`' file *ISL-file*. You should have one of these in your '`Imakefile`' for every interface you use.

`ILUCPlusPlusTarget(`*generated-files*`,` *ISL-file*`)` defines which C++ files are generated from the '`isl`' file and may therefore by re-generated at will, and when the '`.isl`' file changes. Generally, for an interface called `foo`, the generated files will be '`foo.cc`', '`foo.H`', and '`foo-server-stubs.cc`'.

`ObjectTarget(`*object-file*`)` simply states that the specified *object-file* should be built.

`DepObjectTarget(`*object-file*`,` *dependencies*`)` says that the specified *object-file* should be built, and that it depends on the files specified in *dependencies*, which is a list of file names separated by spaces. Whenever something in the *dependencies* list changes, the *object-file* will be re-built.

`CPlusPlusProgramTarget(`*program-name*`,` *objects*`,` *dep-libraries*`,` *non-dep-libraries*`)` defines a program called *program-name* that is dependent on the object files defined in *objects*, and the libraries specified in *dep-libraries*, so that it will be re-built if anything changes in those two groups. It will also be linked with libraries specified in *non-dep-libraries*, but will not be re-built if they change. Note that the **ILU ANSI C** libraries are not automatically included by this command, but may be specified as part of the program by specifying them as part of either `dep-libraries` or `non-dep-libraries`.

`ILUCPlusPlusProgramTarget(`*program-name*`,` *objects*`,` *dep-libraries*`,` *non-dep-libraries*`)` defines a program called *program-name* that is dependent on the object files defined in *objects*, and the libraries specified in *dep-libraries*, and the normal **ILU ANSI C** libraries, so that it will be re-built if anything changes in those three groups, all of which will be linked into the program *program-name*. It will also be linked with libraries specified in *non-dep-libraries*, but will not be re-built if they change. This differs from `CProgramTarget` in that the **ILU** libraries are automatically included.

13.4 Modula-3 Usage

A typical '`Imakefile`' for a **Modula-3** application and **ILU** would look like:

```
LOCALM3FLAGS = -D$(ILUHOME)/include -L$(ILUHOME)/lib

InterfaceTarget(foo.isl)
ILUM3Target(IluM3Files(foo), foo.isl)
M3LibraryTarget(libfoo.a, IluM3Files(foo), -lilu-m3)
M3ProgramTarget(FooM3Server, FooM3Server.m3 libfoo.a, -lilu-m3 -lilu)
M3ProgramTarget(FooM3Client, FooM3Client.m3 libfoo.a, -lilu-m3 -lilu)
```

13.4.1 Modula-3 ILU `imake` Macros

The variable `LOCALM3FLAGS` is a list of extra arguments to be passed to the `m3` command when compiling. `-D$(ILUHOME)/include` and `-L$(ILUHOME)/lib` should always be on this list for compiling **ILU** applications.

The variable `M3_COMMAND` defines the particular command invoked for compiling **Modula-3** on your system. If you wish to use a different **Modula-3**, override the default command by redefining this value. Note that it will also be necessary to build a version of **ILU Modula-3** library, '*ILUHOME*`/lib/libilu-m3.a`', to use with this compiler.

`IluM3Files(`*base*`)` expands to the series of filenames generated by the **Modula-3** stubber from '*base*`.isl`': '*base*`.i3` *base*`_x.i3` *base*`_y.m3` *base*`_c.m3` *base*`_s.m3`'.

`ILUM3Target(`*generated-files*`,` *ISL-file*`)` declares that files *generated-files* are generated from the '`isl`' file and may therefore by re-generated at will, and should be when the '`.isl`' file changes.

`M3LibraryTarget(`*library-name*`,` *parts*`,` *non-dep-libraries*`)` defines a library called *library-name* that is built from *parts* and *non-dep-libraries*; it will be re-built if anything among the *parts* changes. The *library-name* should be the name of the '`.a`' file, including the ".a".

`M3ProgramTarget(`*program-name*`,` *parts*`,` *non-dep-libraries*`)` defines a program called *program-name* that is built from *parts* and *non-dep-libraries*; it will be re-built if anything among the *parts* changes.

14 The ILU Protocol

This document describes the abstract communication protocol that ILU uses when communicating between two modules that are written in different languages. It also describes the mapping of this protocol into various specific on-the-wire RPC protocols.

14.1 The ILU Protocol

The **ILU** protocol is quite simple. Two types of messages are used, one to communicate parameters to a true method, and the other to communicate results and/or exceptions from the true method to surrogate caller. Parameters and values are encoded according to a simple abstract external data representation format. This abstract protocol identifies what information is passed between modules without specifying its exact mapping to bit patterns.

14.1.1 Message Types

The first type of message is called a *request*. Each request consists of a code identifying the method being requested, an authentication block identifying the principal making the call, and a list of parameter inputs to the method being called. The method is identified by passing the one-based ordinal value (that is, the index of the method in the list of methods, beginning with one) of the method, in the list of methods as specified in the **ISL** description of the class which actually defines the method. No more than 65278 (1-0xFEFF) methods may be directly specified for any type (though more methods may be inherited by a type). Method codes 0xFF00 to 0xFFFF are reserved for **ILU** internal use. The principal is identified by a block of authentication credentials information which varies depending on the specific authentication protocol used. These credentials may be either in the request header, or may appear as a parameter of the request. (Note: There should also be an ILU protocol version number somewhere here, but there isn't (yet).)

The *result* message is used to convey return values and exception values from the true method back to the caller. It consists of a Boolean value, indicating whether the call was successful (for `TRUE`) or signalled an exception (for `FALSE`). If successful, the return value (if any), follows, followed by the values of any `Out` parameters, in the order they are specified as parameters. If an exception was signalled, a value between 1 and 2^16-1 follows, indicating the ordinal value specific exception in the list specified in the definition of the method, followed by a value of the exception type, if any was specified for the exception.

14.1.2 Parameter Types

Simple numerical values, of types `integer`, `cardinal`, `real`, or `byte`, are passed directly.

`Character` values are passed as integer values in the range [0,2^16-1]. `Short character` values are passed as integer values in the range [0,2^16-1]. `Long character` values are passed as integer values in the range [0,2^32-1].

`Enumeration` values are passed as integer values in the range [0,2^16-1], the value being the zero-based ordinal value of the corresponding enumeration value in the original list of enumeration values in the definition of the enumerated type.

`Boolean` values are passed as as integer values of either 0, for `FALSE`, or 1, for `TRUE`.

`Optional` values are passed by first passing a Boolean value, with `TRUE` indicating that a non-`NIL` value is being passed, and then only in the non-`NIL` case passing a value of the optional value's indicated type.

`Sequence` values are passed by first passing a count, as an integer in the range [0,2^32-1] for sequences without limits, or for sequences with limits greater than 2^16-1, or an integer in the range [0,2^16-1], for sequences with limits less than 2^16, indicating the number of elements in the sequence, and then that number of values of the sequence's base type.

`Array` values are passed by passing a number of elements of the array's base type corresponding to the size of the array.

`Record` values are passed by passing values of types corresponding to the fields of the record, following the order in which the fields are defined in the **ISL** definition of the record.

`Union` values are passed by passing a value of the discriminant type, which indicates which branch of the union constitutes the union's actual type, usually followed by a value of the union's actual type. If the discriminant value indicates a branch of the union which has no associate value, only the discriminant value is passed.

`Object` values are passed in four different forms, depending on whether or not the object value is in the discriminator position, whether or not the object's type is a `singleton` type, and whether or not the object reference is `NIL`.

1. The first form is used when the object is in the discriminator position (that is, is the instance upon which the method is being invoked), and is an instance of a `singleton` type. In this case, the object is already known to both sides, and the object is implicit; that is, no value is passed.

2. The second form is also used when the object is in the discriminator position, but when it is not of a `singleton` type. In this case, the object ID (comprising the instance handle and the server ID) of the object is passed as a `sequence of short character` value.

3. In the third case, the object is being passed as a normal parameter, that is, not in the discriminator position. In this case, the object is passed as two `sequence of short character` values: the first is the unique ID of the most specific type of the object, and the second is the full string binding handle of the object.

4. Finally, **CORBA** Nil object references passed in the position of object parameters are passed as two zero-length strings.

14.1.3 ILU Transport Semantics

ILU depends on a reliable transport system to deliver messages. In particular, this means that a message is either delivered exactly once, or an error is signalled to the caller. (An unreliable transport mechanism based on UDP has also been implemented for use with **Sun RPC**. With this transport, messages may be delivered more than once. The **ILU** implementation of UDP on the server side filters out multiple receipts of the same request. Asynchronous methods may not be called over this transport mechanism, as reliable delivery of the request packet cannot be recognized by the client side. Non-asynchronous methods use the reply message as an acknowledgement that the request was received. Query: can requests be larger than the UDP packet size? How then are they segmented? Note: This should probably be replaced by a reliable UDP protocol, in which each message is acknowledged by the receiver. This would allow use of asynchronous methods over UDP. Of course, **Sun RPC** would not cooperate.)

ILU has no notion of "connections". That is, the called side has no pointer back to the caller, and no notion of how to do anything with the caller aside from returning a result message. Credentials passed in the request message can identify the caller, but not necessarily the location the call is made from. Protocols that need such information should pass it explicitly as an argument (an instance of a object type with methods defined on it) to the method.

14.2 Mapping of the ILU Protocol onto the Sun RPC Protocol

This section describes the mapping of the abstract **ILU** protocol into the specific on-the-wire protocol used with **Sun RPC**[1]. One of the major goals of this mapping is to preserve compatibility with existing **Sun RPC** services that can be described in **ISL**.

14.2.1 Message Mappings

The request message used is that specified by the **Sun RPC** protocol. The **ILU** method index is encoded as a 32-bit number in the "proc" field in the **Sun RPC** request header. Principal identification is passed in the "cred" field of the **Sun RPC** request header. By default, **ILU** will pass the `AUTH_UNIX` authentication information, if no authentication method is specified for the method. For non-singleton object types, the **Sun RPC** program number passed in the "prog" slot is always 0x31000400, and the version number passed in the "vers" slot is the CRC-32 hashed value of the ILU unique ID for the object type. For singleton classes, the program number and version specified in the singleton information is used. The "mtype" field is set to `CALL`. The indicated "rpcvers" is 2. A monotonically increasing 32-bit serial number is used in the "xid" field.

The reply message used is that specified by the **Sun RPC** protocol. The "mtype" field is set to `REPLY`. The "stat" field is always set to `MSG_ACCEPTED`. In the `accepted_reply`, the authentication verifier is always NULL. The "stat" field may be non-zero, to signal one of a small number of "standard" exceptions, or may be zero. This header is then followed by one of three forms: If a "standard" exception was raised, nothing. If the method has no exceptions, the return values and out parameters (if any). If the method has any exceptions defined, a 32-bit value which specifies either successful completion (a value of 0), or an exception (a value greater than 0, which is the ordinal value of the particular exception being signalled in the list of exceptions specified for this method), followed by either the return value and out parameters (if any), in the case of successful completion, or the exception value (if any), in the case of an exception.

---

[1] RPC: Remote Procedure Call Protocol Specification, Version 2; Sun Microsystems Inc., Internet RFC 1057, June 1988

14.2.2 Mapping of Standard Types

The mapping of **ILU** types into **Sun RPC** types is accomplished primarily by using the appropriate **XDR**[2] representation for that type.

`Short integer` and `integer` types are represented with the **XDR** Integer type. `Long integer` types are represented as an **XDR** Hyper Integer.

`Short cardinal`, `byte`, and `cardinal` types are represented with the **XDR** Unsigned Integer type. `Long cardinal` types are represented as an **XDR** Unsigned Hyper Integer.

`Short real` numbers are encoded as **XDR** Floating-point. `Real` numbers are encoded as **XDR** Double-precision Floating-point. `Long real` numbers are encoded as **XDR** Fixed-length Opaque data of length 16.

`Array` values are encoded as **XDR** Fixed-length Array, except for two special cases. If the array is multi-dimensional, it is encoded as a flat rendering into a single-dimensional array in row-major order (the last specified index varying most rapidly). If the array is of element-type `byte` or `short character`, it is encoded as an array of one (in the one-dimensional case) or more (in the greater-than-one dimensional case) values of **XDR** Opaque Data.

`Record` values are encoded as **XDR** Structures.

`Union` values are encoded as **XDR** Discriminated Unions, with a discriminant of type "unsigned int" containing the **ILU** `short cardinal` discriminant.

`Enumeration` values are encoded as **XDR** Unsigned Integer (note that this is different from **XDR** Enumerations, which are encoded as **XDR** Integer).

`Boolean` values are encoded as **XDR** Unsigned Integer, using the value 0 for `FALSE` and the value 1 for `TRUE`.

`Sequence` values are encoded as **XDR** Variable-length Arrays, except for several special cases. Sequences of `short character` are encoded as **XDR** String, sequences of `byte` are encoded as **XDR**

---

[2] XDR: External Data Representation Standard; Sun Microsystems Inc., Internet RFC 1014, June 1987

Variable-length Opaque Data, and sequences of `character` are encoded as **XDR** String, where the string is the UTF-2 encoding of the Unicode characters in the sequence.

`Optional` values are encoded as an **XDR** Boolean value, followed by another encoded value, if the Boolean value is TRUE.

Instances of an `object` type are encoded as either zero (in the case of a method discriminant of a singleton type), or one (in the case of a non-singleton discriminant, the object ID) or two (in the case of a non-discriminant, the most-specific-type unique ID and the string binding handle) values of type **XDR** String.

14.3 Mapping of the ILU Protocol onto the Xerox Courier Protocol

This section describes the mapping of the abstract **ILU** protocol into the specific on-the-wire protocol used with **Xerox Courier**[3]. One of the major goals of this mapping is to preserve compatibility with existing **Xerox Courier** services that can be described in **ISL**. Unfortunately, many if not most important **Courier** services use *bulk data transfer*, something that is still only planned for **ILU**.

14.3.1 Message Mappings – Courier Layer 3

The request message used is the `CallMessageBody` specified in section 4.3.1 of the **Courier** protocol. A monotonically increasing 16-bit serial number is passed in the `transactionID` field; a 32-bit number drawn from a registry of (ILU type ID, Courier program number, Courier version) triples is passed in the `programNumber` field; a 16-bit version drawn from the same registry is passed in the `versionNumber` field; the **ILU** method index is passed as a 16-bit value in the `procedureValue` field.

Successful replies are sent using the **Courier** `ReturnMessageBody` specified in section 4.3.3 of the **Courier** specification. The `procedureResults` field contains the return value, if any, followed by the `INOUT` and `OUT` parameter values, if any.

---

[3] Courier: The Remote Procedure Call Protocol; Xerox Corporation, XNSS 038112, 1981

User exceptions are signalled using the `AbortMessageBody` specified in section 4.3.4 of the Courier specification. The `errorValue` field contains a value greater than 0, which is the ordinal value of the particular exception being signalled in the list of exceptions specified for this method. The `errorArguments` field contain the exception value, if any.

System exceptions (of exception type `ilu.ProtocolError`) are signalled using the `RejectMessageBody` message of section 4.3.2. The `rejectionDetail` field of the message contains the `ProtocolError` detail.

14.3.2 Mapping of Standard Types – Courier Layer 2

The mapping of **ILU** types into **Courier** types is accomplished primarily by using the appropriate **Courier** Layer 2 representation for that type.

`Short integer` and `integer` types are represented with the **Courier** `Integer` and `Long Integer` types. `Long integer` types are represented as an `integer` followed by a `cardinal`.

`Short cardinal`, `byte`, and `cardinal` types are represented with the **Courier** `cardinal`, `cardinal`, and `long cardinal` types, respectively. `Long cardinal` types are represented as a big-endian (most significant 16 bits first) **Courier** array of 4 `cardinal`s.

As the **Courier** protocol does not have any mapping for floating point values, `short real` numbers are passed as a **Courier** `long cardinal`, `real` numbers are encoded as a big-endian array of two **Courier** `long cardinal` values, and `long real` numbers are encoded as big-endian array of four **Courier** `long cardinal` values.

`Array` values are encoded as **Courier** one-dimensional `array`s. If the array is multi-dimensional, it is encoded as a flat rendering into a single-dimensional array in row-major order (the last specified index varying most rapidly). If the array is of type `byte` or `short character`, the contents of the **ILU** value are packed into a **Courier** array of `unspecified` two values per array element, so that the **Courier** array is half the length of the actual **ILU** array.

`Record` values are encoded as **Courier** `record` values.

`Union` values of union types whose discriminant type can be mapped to a 16-bit value type in the range [0,2^16-1] are passed as **Courier** `choice` values. Other unions are passed as a **Courier** `long cardinal`, followed by the value of the union's indicated type (if any).

`Enumeration` values are encoded as **Courier** `enumeration` values.

`Boolean` values are encoded as **Courier** `boolean` values.

`Sequence` values are encoded as **Courier** `sequence`s, except for several special cases. Sequences of N `short character`s or `byte`s are encoded as either a **Courier** `cardinal`, for sequences with limits less than 2^16, or `long cardinal`, for sequences with no limits or limits greater than 2^16-1, value of N, followed by `(`N`+1)/2` values of **Courier** `unspecified`, each such value containing two `short character` or `byte` values, packed in big-endian order.

`Optional` values are encoded as an **Courier** `boolean` value, followed by another encoded value, if the Boolean value is `TRUE`.

Instances of an `object` type are encoded as either zero (in the case of a method discriminant of a singleton type), or one (in the case of a non-singleton discriminant, the object ID) or two (in the case of a non-discriminant, the most-specific-type unique ID and the string binding handle) values of **ISL** `short sequence of short character`. **CORBA** Nil object references are represented as two zero-length `short sequence of short character`s.

15 The TIM Documentation Language

This document describes the **TIM** documentation language that the documentation for **ILU** is written in. It is not necessary to be familiar with **TIM** to use **ILU**; you will only need to know **TIM** if you wish to use it to write or modify documentation.

15.1 TIM

TIM is essentially a superset of the **GNU texinfo** language, version 2. It adds several features to allow more precise discrimination of semantics when documenting software systems. You should be familiar with the basic **texinfo** system first. Documentation on **texinfo** is supplied with the **ILU** distribution; you should be able to find it in the files '`ilu/doc/texinfo2.ps`'.

TIM removes the need to begin every file with `\input texinfo`, and to end every file with `@bye`. These lines are added automatically by **TIM** as needed. This allows a file to define both a stand-alone document, and to be included as a section in some larger document.

TIM redefines the following **texinfo** markup commands:

- `@var` is now used to indicate a regular programming language variable. The term `@metavar` is used to mark meta-variables.

TIM also extends **texinfo** by adding the following markup:

- `@C` is used to mark artifacts of the **C** language, e.g., `@C{#define}`.
- `@C++` is used to mark artifacts of the **C++** language, e.g., `@C++{#define}`.
- `@class` is used to mark names of object classes.
- `@command` is used to mark user input, such as a user-typed shell command, when it occurs in the normal flow of text. The term `@userinput` is used when the user input occurs within a `@transcript` section.
- `@codeexample` is used to mark code that is excerpted in the style of a **texinfo** `example`. The term `@codeexample` should appear on a line by itself, before the text of the code, and the terms `@end codeexample` should appear on a line by itself, at the end of the text of the code.
- `@cl` is used to mark artifacts of the **Common Lisp** language, e.g., `@cl{defmacro}`.
- `@constant` can be used to mark constant names and values that appear in the text.

- `@exception` is used to mark names of exceptions.
- `@fn` is used to mark function names that occur in the text.
- `@interface` is used to mark interface names.
- `@isl` is used to mark artifacts of the **ILU ISL** language, e.g. `@isl{SIBLING}`.
- `@kwd` is used to mark keywords that occur in the text.
- `@language` is used to mark names of computer or human languages.
- `@m3` is used to mark artifacts of the **Modula-3** language, e.g. `@m3{INTERFACE Foo;}`.
- `@macro` is used to mark names of macros that occur in the text.
- `@message` is used to mark in-line text that is a message a program may write to its output.
- `@metavar` is used to mark meta-variables.
- `@method` is used to mark method names.
- `@module` is used to denote module names for those languages which support them, such as **Common Lisp** package names, or **Modula-3** module names.
- `@parm` is used to mark parameter names.
- `@program` is used to mark program names that occur in the text.
- `@protocol` is used to mark names of **ILU** RPC protocols.
- `@system` is used to mark system names that occur in the text.
- `@transcript` is used to mark an example that is a dialog between a user and a program. The term `@transcript` should appear on a line by itself, before the text of the dialog, and the terms `@end transcript` should appear on a line by itself, at the end of the dialog. The term `@userinput` may be used within a transcript.
- `@transport` is used to mark the names of **ILU** data transport systems.
- `@type` is used to mark the names of programming language types.
- `@userinput` is used to mark text typed by the user in a transcript section.

15.2 TIM Tools

ILU provides a program called `tim` to turn **TIM** files into either **PostScript** or **GNU Info** files. It is invoked either as

```
% tim -t INPUTFILE.tim >OUTPUTFILE.ps
```

to produce **PostScript** code from a .tim file, or as

```
% tim -t4050 INPUTFILE.tim >OUTPUTFILE.4050ps
```

to produce **Postscript** formatted for a write-white printer such as the Xerox 4050 series with Docuprint page decomposition software, or as

```
% tim -i INPUTFILE.tim >OUTPUTFILE.info
```

to produce **GNU Info** code, or as

```
% tim -x INPUTFILE.tim >OUTPUTFILE.texinfo
```

to produce **GNU texinfo** code.

`tim` is a script written in the **perl** script language, so you will need to have `perl` installed to use it. See the **ILU** installation instructions for a location from which `perl` can be FTP'ed.

Appendix A The ILU Common Lisp Portable DEFSYSTEM Module

The **ILU** Common Lisp support uses files called 'sysdcl's to describe the generated lisp files for a particular interface. A *sysdcl* is similar to a **UNIX** 'Makefile', in that it describes the dependencies of the files of a module on each other. As part of **ILU**, we supply an implementation of a sysdcl interpreter, implemented in the `DEFSYSTEM` (which is also nicknamed `PDEFSYS`). The notion is that to load a module, the user loads the sysdcl which describes it, then uses the `DEFSYSTEM` commands to compile and load the files of that module. The rest of this section describes this system in more detail. All symbols described here are in the `pdefsys` package unless otherwise specified.

pdefsys:set-system-source-file (*NAME* `string`) (*PATHNAME* `pathname`) Function

Informs the defsystem utility that the definition of the system name can be found by loading the file pathname.

pdefsys:load-system-def (*NAME* (`or symbol string`) &optional (*RELOAD* `boolean t`) `=> boolean` Function

If there is a system named name and reload is false (the default), does nothing. Otherwise, loads the system defintion from a file. If `pdefsys:set-system-source-file` has been used to give an explicit source file for the system defintion, that file is used. Otherwise the file '*NAME*-`sysdcl.lisp`' is loaded from the directory specified in `pdefsys:*sysdcl-pathname-defaults*` if such a file exists. Returns false if the system was not loaded and is not already defined, true otherwise.

pdefsys:*sysdcl-pathname-defaults* Variable

Specifies the location for system declaration files. `*sysdcl-pathname-defaults*` is a list of pathnames; each location is searched for the declaration file. The default value is `(list #P"/import/commonlisp-library/sysdcl/")`.

pdefsys:defsystem (*NAME* `string`) (*SYSTEM-OPTIONS* `plist`) &rest (*MODULE-DESCRIPTIONS* `module-list`) Macro

The name of the system (which is interned in the current package), is used by defsystem to allow dependencies between multiple systems.

The *SYSTEM-OPTIONS* is a plist which may contain each of the following keywords:

- `:default-pathname` (`(or string pathname)`)

  The default place in which to find files; this value defaults to the null string. This argument is evaluated (unlike most of the others).

- `:default-binary-pathname` (`(or string pathname)`)

  The default location in which to place and look for binaries. This defaults to the value of the :default-pathname option. This argument is evaluated (unlike most of the others).

- `:default-package` (`(or symbol package)`)

  The default package to load/compile modules in; this value defaults to the current package.

- `:default-optimizations` (`list`)

  List of default compiler optimizations settings to use when compiling modules. If `nil`, optimization levels are not changed.

- `:needed-systems` (`list`)

  A list of subsystems; this value defaults to `nil`.

- `:load-before-compile` (`(or boolean list)`)

  A list of subsystems needed for compilation; this value defaults to `nil`. A value of `T` means all needed subsystems.

The module-descriptions is a list of modules which make up a system. A module is a list whose car is the module name and whose cdr is a list of keywords and values. The module keywords may contain each of the following:

- `:load-before-compile` (`list`)

  The load-before-compile keyword specifies a list of modules which will cause this module to be recompiled. If any of listed modules is newer then the current module; the current module will be recompiled. If the current module is recompiled the list of recompile dependencies will be loaded first.

  This is also a recursive recompilation. If foo dependends on bar and bar is out of date then bar will be recompiled before foo is recompiled.

  A value of `T` means all modules that occur earlier in the system definition. This value defaults to `nil`.

- `:load-after` (`list`)

  The load-after keyword specifies a list of modules which should be loaded before the current module is loaded. This option is useful only for modules during compilation since the load order will normally be satisfied during a load-system. A value of `T`

means all modules that occur earlier in the system definition. This value defaults to `nil`.

- `:pathname` (`(or string pathname)`)
  The pathname keyword specifies a pathname to find the current module. Normally the pathname is the result of the concatenation of the default pathname for the system and the module name. This value defaults to `nil`. This argument is evaluated, unlike the other module options.
- `:binary-pathname` (`(or string pathname)`) Specifies the pathname for the binary of the current module. Defaults to the pathname with the same directory & name as the module source, with an appropriate file type.
- `:package` (`(or symbol package)`) The package keyword specifies a package in which to load/compile the current module. Normally the package is the default package for the system. This value defaults to `nil`.
- `:compile-satisfies-load` (`boolean`) The compile-satisfies-load keyword specifies that compiling the current module will satisfy a load (and hence the current module will not be loaded during a compile). This option is useful only for files containing macros. This value defaults to false.
- `:language` (`keyword`) The language the source is written in. See the variable `pdefsys:*language-descriptions*` for further info. The default is :LISP.
- `:optimizations` (`list`) List of compiler optimization settings to use when compiling the module. A useful value for lisp might be ((SPEED 3) (SAFETY 0)); for C ("-O"). If not present, the system's default-optimizations are used. If they too are absent, the current settings are used.
- `:libraries` (`list`) List of object libraries to load when the module is loaded. This is only useful for languages like C.
- `:features` (`list`) Run-time conditionialization, similar to `#+`. The module is used iff the features is "true" in the same way that `#+` interpretes the features. Additionally, features may be `T` (the default) which is always true, or a list of features which is true iff at least one of the features matches.
- `:eval-after` (`form`) If present, a form that will be evaluated after the module is loaded. It should be noted that this is evaluated each time the module is loaded, whether or not the coresponding -file- is loaded.
- `:binary-only` (`boolean`) If true, declares that there is no source file associated with the module. No attempt will be name to compile it. Defaults to false.

pdefsys:*language-descriptions* Variable

An alist describing how files written in different languages are compiled and loaded. Each entry in the list is of the form (language-name source-file-type binary-file-type

compile-fn load-fn). The language-name is the (keyword) name of the language. Source-file-type and binary-file-type are lists of strings; they are the file-types for source and binary files for the language. The compile-fn is symbol that will be called with three arguments to compile the source file; the pathname of the source file, the pathname of the binary output file, and a list of the optimizations declared for the module. Load-fn is a symbol that will be called with two required argument to load the binary file: the pathname of the binary, and a list of object library files to use.

The initial value of *language-descriptions* contains a description of `:lisp`, `:k&r-c` and `:ansi-c` languages. The description of `:lisp` uses the second argument to the compile-fn as a list of compiler optimization settings. The description of `:k&r-c` and `:ansi-c` uses the list as a set of additional arguments to pass to the C compiler.

pdefsys:undefsystem (*NAME* (`or symbol string`)) Macro

This macro removes the named system description from the list of all systems.

pdefsys:load-system (*NAME* (`or symbol string`)) &key (*RELOAD* `boolean nil`) (*RECURSE* `boolean nil`) (*TRACE* `boolean nil`) (*SOURCE-IF-NEWER* `boolean nil`) Function

This function loads the modules of the system with the specified name and is called recursively for all required systems. While the system is being loaded, the special variable `pdefsys:*current-system*` is bound to the name of the system.

The keyword args act as follows:

- *RELOAD*

  The reload keyword, if true, specifies that a full reload of all system modules and required systems, regardless of need. This value defaults to false.

- *RECURSE*

  If recurse is true, required systems are reloaded if the currently loaded version is not up-to-date or if the reload option is true. If recurse is false (the default), a required subsystem is not loaded if there is already a version loaded.

- *TRACE*

  If true, no module or subsystem is actually loaded. Instead a message is printed out informing you of what would have been loaded. The default value is false.

- *SOURCE-IF-NEWER*

If true and a module's source is newer than its binary, or the binary does not exist, the source will be loaded. In all other cases, the binary will be loaded. The default value is false.

pdefsys:compile-system (*NAME* (`or string symbol`)) &key Function
(*RECOMPILE* `boolean nil`) (*RELOAD* `boolean nil`) (*PROPAGATE* `boolean nil`) (*TRACE* `boolean nil`) (*INCLUDE-COMPONENTS* `boolean nil`)

This function compiles the modules of the system with the specified name and is called recursively for all required systems. While the system is being compiled, the special variable `pdefsys:*current-system*` is bound to the name of the system.

The keyword args act as follows:

- *RECOMPILE*

  The recompile keyword, if true, specifies that all modules should be recompiled, regardless of need. This value defaults to false.

- *INCLUDE-COMPONENTS*

  The include-components keyword, if true, specifies that compile-system should load all required systems. This value defaults to true.

- *RELOAD*

  The reload keyword, if true, specifies that a full reload of all system modules and required systems, regardless of need. This value defaults to false.

- *PROPAGATE*

  If true, the compile propagates to all subsystems (those required to load and to compile this system). The default is false.

- *TRACE*

  If true, no module of subsystem is actually compiled. Instead a message is printed out informing you of what would have been done. The default value is false.

pdefsys:show-system (*NAME* (`or string symbol`)) Function

This function outputs a formatted description of the system with the specified *NAME*.

A.1 Pathname Support

Some lisps don't yet support the structured directories specified in CLtL2 (p. 620). To support those lisps, `pdefsys` contains two functions which do support some of that functionality.

pdefsys:make-pathname &key *host device directory name type version defaults* Function

pdefsys:pathname-directory *pathname* Function

These functions shadow the functions in the `common-lisp` package, and support the subdirectory list syntax described as follows (From the X3J13 PATHNAME-SUBDIRECTORY-LIST proposal):

> It is impossible to write portable code that can produce a pathname in a subdirectory of a hierarchical file system. This defeats much of the purpose of the pathname abstraction.
>
> According to CLtL, only a string is a portable value for the directory component of a pathname. Thus in order to denote a subdirectory, the use of punctuation characters (such as dots, slashes, or backslashes) would be necessary. The very fact that such syntax varies from host to host means that although the representation might be "portable", the code using that representation is not portable.
>
> This problem is even worse for programs running on machines on a network that can retrieve files from multiple hosts, each using a different OS and thus different subdirectory punctuation.
>
> Proposal:
>
> Allow the value of a pathname's directory component to be a list. The car of the list is one of the symbols :ABSOLUTE or :RELATIVE. Each remaining element of the list is a string or a symbol (see below). Each string names a single level of directory structure. The strings should contain only the directory names themselves – no punctuation characters.
>
> A list whose car is the symbol :ABSOLUTE represents a directory path starting from the root directory. The list (:ABSOLUTE) represents the root directory. The list (:ABSOLUTE "foo" "bar" "baz") represents the directory called "/foo/bar/baz" in Unix [except possibly for alphabetic case – that is the subject of a separate issue].
>
> A list whose car is the symbol :RELATIVE represents a directory path starting from a default directory. The list (:RELATIVE) has the same meaning as `nil` and hence is not used. The list (:RELATIVE "foo" "bar") represents the directory named "bar" in the directory named "foo" in the default directory.

Here's an sample sysdcl file that shows how the DEFSYSTEM functions and these pathname functions work together.

```
(in-package "DEFSYSTEM")

(defvar *my-system-default-directory*
  (make-pathname :directory
                 '(:absolute "import" "my-system" "release-1.0")))

(set-system-source-file :mysys-test
  (make-pathname :directory '(:relative "test")
                 :name "test-sysdcl"
                 :defaults *my-system-default-directory*))

(defsystem :my-system (:default-pathname *my-system-default-directory*
                       :default-package "USER"
                       :load-before-compile ()
                       :needed-systems ())
  ...)
```

Appendix B The ILU Common Lisp Lightweight Process System

B.1 Introduction

Although it is not required by the specification, most Common Lisp implementations include a facility for multiple, independent *threads* of control (often called *lightweight processes*) within a single Lisp environment. Unfortunately, this facility is not standardized across the various implementations. Although the capabilities provided are very similar across implementations, the details of lightweight processes and the interface to them differ significantly. This situation makes it difficult to write programs that use lightweight processes and yet are portable across Common Lisp implementations.

Common Lisp **ILU** does not requires lightweight processes in order to function, but they are useful. In particular, servers typically make heavy use of lightweight process facilities. The purpose of the **ILU** CL Process Interface is to provide a standardized, portable interface to lightweight processes for use within the **ILU** environment. This interface isolates **ILU** users from the differences in the various lightweight process implementations and allows them to write programs that are portable across all implementations to which the **ILU** CL Process Interface has been ported. At present, these implementations include Franz Allegro CL 4.1, and Lucid Common Lisp 3.0 (a.k.a., Sun Common Lisp).

This chapter explains how the **ILU** CL Process Interface works for **ILU** users. It begins with an overview that describes the **ILU** CL Process model, followed by a listing of some functional capabilities of this model. After brief discussions of the implementation architecture and general limitations of the **ILU** CL Process Interface, the chapter presents an example of how to use the interface to define a simple shared FIFO queue. Next, it lists all of the functions and macros necessary to use lightweight processes in the **ILU** environment. The chapter concludes with a brief list of references.

To use the information in this chapter, you should be familiar with Common Lisp and with the notion of processes and threads in an operating system. Familiarity with the UNIX process model would also be helpful. (See the References section for recommendations on further reading.)

B.2 Overview Of The ILU CL Process Model

The **ILU** CL Process Interface features an interface to lightweight processes similar to that on the Symbolics Lisp machine. In particular, within a single Lisp environment (which on stock hardware runs as a single heavyweight UNIX process) there are multiple threads of control that can be scheduled independently. These threads are called *lightweight processes* (or sometimes just *processes*). Each lightweight process contains its own run-time control and binding stack, but it shares the global data and program address space with all other processes in the Lisp environment. Note that this arrangement differs from that of the UNIX heavyweight process facility, where each process has its own address space as well as its own run-time stack.

B.2.1 The Scheduler Process

Each lightweight process represents an independent thread of control. The multiple threads within the Lisp environment are managed by a special *scheduler* process. The **ILU** CL Process Interface makes no assumptions about the nature of this scheduler process. However, most implementations use a time-slice, priority-based scheduler. In such a scheduler, an interrupt occurs once every so often (called the scheduler's *quantum*). When the interrupt occurs, the process that is currently running is stopped and its state is saved. The scheduler then examines all processes that are runnable (that is, waiting to run) and restarts the process that has the highest priority. This process runs until the next interrupt or until it gives up control to the scheduler, whichever comes first. At any given time, the one process that is "currently" running is known as the *current process*.

B.2.2 States Of Processes

In the **ILU** CL Process model, each lightweight process is represented by a single Lisp object that maintains the information about that process. Also, each process is always in one of three states: *active*, *inactive*, or *killed*. A process maintains two lists of objects called, respectively, the *run reasons* and the *arrest reasons* for the process. For a process to be active, it must have at least one run reason and no arrest reasons. A process with no run reasons or at least one arrest reason is considered inactive. The **ILU** CL Process Interface provides functions for adding and removing run and arrest reasons for a process. Thus, the user (or a program) can move a process between the active and inactive states.

The scheduler runs only active processes. Until an inactive process is reactivated, it cannot run. A killed process is one that has been explicitly killed (using the `ilu-process:process-kill` function). A killed process can never be run again (that is, it can never be made active).

An active process can in turn be in one of two substates: *runnable* and *waiting*. A runnable process is ready to be restarted by the scheduler, which determines whether and when a process will actually be restarted based on its status (that is, priority) and the status of the other runnable processes. A waiting process is a process that has a *wait function* and a list of *wait arguments*. These two items are supplied to the process using the `ilu-process:process-wait` function. Periodically, the scheduler will `apply` the process's wait function to its wait arguments (in the context of the scheduler). If the result is a non-`nil` value, the wait function and wait arguments are removed from the process, and the process thereby becomes runnable. Usually, the scheduler evaluates the wait functions for all waiting processes every time around the scheduler loop. Therefore, it is important that wait functions be fast and very efficient.

B.2.3 Removing Or Killing Processes

You can reversably remove a process from a runnable state either by entering a wait or by making it inactive. In general, it is more efficient to make a process inactive because this removes it from the scheduler's active process list. Thus, the scheduler does not incur the cost of periodically evaluating its wait function. However, an inactive process cannot make itself active. It must depend on some other process to recognize when it is ready to run again and to reactivate it at that time. Although a waiting process is initially more costly than an inactive one, it is automatically returned to a runnable state by the scheduler whenever its wait function returns non-`nil`. Hence, no second process is needed to *restart* a waiting function. Thus, the choice between waiting a process and rendering it inactive depends on the architecture of the application being written.

When a process is first started, it is given a Lisp function and a set of arguments to this function. These are known as the process's *initial-function* and *inital-arguments*, respectively. A newly created process, `apply`s its initial-function to its inital-arguments. When the initial-function returns, the process is automatically killed. Once killed it can never be restarted. You can also kill the process before the inital-function returns using the `ilu-process:process-kill` function, which causes the process to execute a `throw` in its current context. This `throw` causes the stack to unwind (executing unwind-protect forms along the way) and the initial-function to return, thereby killing the process.

B.2.4 Properties Of Processes

Every process has a number of properties. Specifically, a process has an arbitrary *process name* that identifies it in displays and in certain operations. Process names need not be unique. A process also has a *priority* that the scheduler uses optionally to determine when to schedule the process.

Priorities are small integers and default to zero (0). In most implementations, processes with higher priorities are given scheduling preference. Negatives are used to indicate that a process should run as a background task when nothing else is running. Finally, a process has a *quantum*, which is the amount of time (measured in seconds) that the process wishes to run each time before it is interrupted. In some implementations, the scheduler uses a process's quantum to help determine the actual length of the time-slice given to the process. Many implementations ignore the quantum altogether.

B.2.5 Process Locks

The **ILU** CL Process Interface also includes a facility called *process locks* that supports exclusion-based sharing of a common resource (that is, a common object or data structure) or a critical region of code by two or more concurrent processes. A process lock is an object that a process can *lock* in order to claim exclusive access to the shared resource corresponding to the lock. Process locks are essentially a semaphore mechanism specialized for use with the **ILU** CL Process interface.

Each process lock has a name and a locker. A lock's name is for display purposes only. Processes can ask to gain or relinquish exclusive rights to the lock (called *locking* and *unlocking* the lock, respectively). While a process has rights to the lock, the lock's locker is (generally) the process object for that process. When a process asks to lock a lock that is already locked, the asking process blocks and "waits" until the lock is free. Waiting does not necessarily use the standard wait mechanism. Some implementations use process deactivation to implement the "wait" in this case. Some implementations may also maintain a queue of processes waiting for a lock to be freed, thereby ensuring fair access to the lock. Other implementations may not maintain such a queue, and therefore fair access to the lock is not guaranteed.

Process locks are contractual in nature. The various processes sharing a resource (or critical section of code) must all agree not to access the common resource while the process lock corresponding to that resource is held by another process. Furthermore, they must agree to lock the process lock whenever they need exclusive access to the resource, thereby notifying the other processes of their intent. Moreover, the correspondence between a process lock and the shared resource is a matter of agreement between the cooperating processes. The system does not provide any direct support for this correspondence (although it may be added on at a higher level built on top of the basic process lock mechanism).

Process locks provide a code-centered "sharing" mechanism where the access control is built into the programs that access the shared resource. Process locks are suited for closed, or non-extensible, applications where the shared resource is a standard Lisp data structure (that is, not a **CLOS** object) and where efficiency is a major concern. For applications not meeting these criteria, a

mechanism in which a **CLOS** object itself controls simultaneous access to its internal data structures may be more appropriate.

B.3 Functional Overview

The **ILU** CL Process Interface provides all of the functions and macros necessary to use lightweight processes in the **ILU** environment. The functionality provided by these functions and macros includes:

- Starting new processes and killing processes
- Displaying status information, such as the current process, all active processes, or all known processes
- Accessing and modifying the properties of a process (for example, its name or priority)
- Adding/Removing arrest and run reasons for a process
- Allowing a process to give up control to the scheduler or enter into a wait state
- Temporarily turning off the scheduler so that the current process cannot be interrupted
- Creating, locking, unlocking, and modifying process locks

B.4 Implementation Architecture

The **ILU** CL Process Interface is implemented as a veneer over the existing process interfaces for a number of Common Lisp implementations (currently Franz Allegro CL and Lucid Common Lisp). In many cases, the implementation's functions are simply imported and then exported from the `ilu-process` package. In other cases, a new function is wrapped around the implementation's native function to change the name, arguments, or semantics of the function so that they match those required by the **ILU** CL Process Interface specification. In a few cases, whole new functions have been written to achieve functionality not provided by the original implementation.

The nature of the process object in the **ILU** CL Process Interface is not specified. The process object is inherited from the underlying implementation and may therefore be a list, a structure, a flavor object, or even a **CLOS** object. Because of this lack of specification, process objects cannot be specialized. Moreover, they cannot be accessed or modified in any way other than through the functional interface described in this chapter.

B.5 General Limitations

The **ILU** CL Process Interface assumes that the scheduler is loaded and running in the **ILU** environment. Procedures for starting the scheduler are not included in the **ILU** CL Process Interface. Some implementations, however, may require you to actually load and start up the scheduler. For example, in Franz Allegro CL, you need to evaluate `(mp:start-scheduler)` either at the top-level or in your '`.clinit.cl`' file in order to load and start up the scheduler.

The **ILU** CL Process Interface is subject to all of the limitations of its underlying implementations. In particular, one problem with most Common Lisp implementations on stock hardware is that the smallest scheduler quantum possible is one second. This means that each process gets to run for one second uninterrupted. For applications that involve real-time response, waiting for one second before an event can be handled is problematic. In practice, this problem can be lessened if all processes release control to the scheduler at regular, short intervals (that is, each few times around a tight inner loop), thereby making the effective quantum significantly less than one second. Note that this practice effectively reduces the scheduler to a prioritized, cooperative scheduler rather than the preemptive scheduler intended.

Most Common Lisp implementations build their process mechanism on top of a very powerful mechanism called *stack groups*. Stack groups provide for alternative run-time stacks in the Lisp environment that can be used for various purposes beyond implementing processes. For example, stack groups are an ideal substrate for implementing co-routines. Unfortunately, not all implementations provide an interface to stack groups (if indeed they have stack groups). Hence, an interface to stack groups is not a part of the **ILU** CL Process Interface.

B.6 How To Use The ILU CL Process Interface

The **ILU** CL Process Interface is intended as a programmer's interface; the functions and macros provided should be used to implement programs that run in the **ILU** environment. Although you can use any of the functions and macros directly from a Lisp listener, the interface is not designed particularly well for interactive use. The two exceptions to this rule are the functions `ilu-process:show-process` and `ilu-process:show-all-processes`, both of which are designed to print out status information in the Lisp listener window. Because it is a user-oriented function, `ilu-process:show-process` accepts either the process name or a process object to identify the process whose status is to be displayed.

Most implementations include an interactive interface to multiple processes and the scheduler. For example, Franz Allegro CL has a special top-level command language that is operative in every

Lisp listener. This command language includes the following commands that deal specifically with lightweight processes (see Chapter 4 of *[Franz-92]* for more information):

- `:processes`

  Lists all processes (see `ilu-process:all-processes`)
- `:kill`

  Kills a process (see `ilu-process:process-kill`)
- `:arrest`

  Adds an arrest reason to a process (see `ilu-process:add-arrest-reason`)
- `:unarrest`

  Removes any arrest reason that was added to a process by `:arrest` (see `ilu-process:process-revoke-arrest-reason`)
- `:focus`

  Performs an `:arrest` on a process and arranges for all user keyboard input to be sent to the arrested process (usually to the debugger).

B.7 How To Program The ILU CL Process Interface

The following example illustrates how to use the **ILU** CL Process Interface to define a shared FIFO queue. Two processes will utilize this queue. A producer process will read input items from the user and place them on the shared queue. A consumer process will wake up every five seconds and read items from the shared queue, printing them on the standard output stream as they are taken off the queue. Access to the shared queue will be controlled using a process lock associated with the queue.

```
;;;-------------------------------------------------
;;; the shared queue, its process-lock, and its accessors/mutators
;;;

(defvar queue (list t) "The shared queue")

(defvar queue-lock (ilu-process:make-process-lock :name "queue lock")
  "process lock for queue")

(defun queue-pop (queue)
  "Pop an item off of the shared FIFO queue.
   Use ilu-process:with-process-lock to prevent collisions between processes.
  "
  (ilu-process:with-process-lock (queue-lock)
    (prog1
```

```
(cadr queue)
      (rplacd queue (cddr queue)))
    ))

(defun queue-push (queue item)
  "Push an item onto the shared FIFO queue.
   Use ilu-process:with-process-lock to prevent collisions between processes.
  "
  (ilu-process:with-process-lock (queue-lock)
    (nconc queue (list item))
    ))

(defun queue-empty-p (queue)
  "Is queue empty?
   Use ilu-process:with-process-lock to prevent collisions between processes.
  "
  (ilu-process:with-process-lock (queue-lock) (null (cdr queue)) ))

;;;-----------------------------------------------
;;;  The producer function
;;;

(defun produce ()
  "Loop reading an item from the user and pushing it onto the shared queue."
  (let (Item)
    (loop
      ;; Wait until there is something on the input stream.
      (ilu-process:process-wait "Waiting for input" #'listen *standard-input*)

      ;; Read the input.
      (setq Item (read *standard-input*))

      ;; Check to see if it is the EOF marker and exit if so.
      (when (eq Item :EOF) (return nil))

      ;; Push the item onto the queue.
      (queue-push queue Item)
      )))

;;;-----------------------------------------------
;;; The consumer function
;;;

(defun consume ()
  "Wake up every five seconds and see if there is something on the shared
   queue.  If there is, pop it off and print it on standard output.
   If the queue is empty and the producer process is not alive, terminate.
  "
  (loop
    ;; Check to see if there is anything on the queue.
```

```
    (if (not (queue-empty-p queue))
;; There is an item on the queue; pop and print all items.
(do ()((queue-empty-p queue))
  (fresh-line t)
  (princ "Output: ")
  (prin1 (queue-pop queue))
  (fresh-line t)
  (finish-output t))

      ;; Queue is empty; check to see if the producer is still alive.
      (if (null (ilu-process:find-process "Producer Process"))

  ;; Producer not alive; terminate.
  (return nil)))

    ;; Sleep for five seconds; this gives up control immediately
    ;; so some other process can run.
    (sleep 5)
    ))

;;;-----------------------------------------------
;;;   Main function; starts consumer and producer processes
;;;

(defun test-queue ()
  "Start consumer and producer processes. Wait in an idle loop until
   both the producer and the consumer processes die.  This function is
   meant to be evaluated in the Lisp listener.  Waiting until both
   processes die ensures that the Lisp listener does not interfere
   with user input to the producer.
  "
  (let (Producer Consumer)
    ;; Start the producer first; the consumer needs the producer to run.
    (setq Producer (ilu-process:fork-process "Producer Process" #'produce))
    ;; Start the consumer.
    (setq Consumer (ilu-process:fork-process "Consumer Process" #'consume))
    ;; Show processes on the standard ouput.
    (ilu-process:show-all-processes)
    ;; Wait until both consumer and producer are dead.
    (ilu-process:process-wait "Waiting for godot"
#'(lambda (P1 P2)
    (not
     (or (ilu-process:process-alive-p P1)
 (ilu-process:process-alive-p P2))))
Consumer Producer)
    ))
```

The following is a transcript of this test program in operation:

```
;;;-----------------------------------------------
#73: (test-queue)
-------------Data on all processes follows---------
Process: "Consumer Process"
  Process-alive-p: T
  Process-active-p: T
  Process-quantum: 2
  Process-priority: 0
  Process-run-reasons: (:START :START)
Process: "Producer Process"
  Process-alive-p: T
  Process-active-p: T
  Process-quantum: 2
  Process-priority: 0
  Process-run-reasons: (:START :START)
Process: "Initial Lisp Listener"
  Process-alive-p: T
  Process-active-p: T
  Process-quantum: 2
  Process-priority: 0
  Process-run-reasons: (:ENABLE)
123
Output: 123
456
789
Output: 456
Output: 789
444
555
666
Output: 444
Output: 555
Output: 666
:eof
NIL
#74:
```

B.8 The ILU CL Process Interface

The following sections detail the functions and macros that make up the **ILU** CL Process Interface. All are assumed to be in the `ilu-process` package unless otherwise specified. Arguments are shown with their type, if they have any restrictions on their type. Return types are shown if the function returns a value. Optional arguments are shown with their type and their default value.

B.8.1 The Process Object

The following listings describe the object that is used to represent each lightweight process.

ilu-process:process Type

A Lisp object representing a single process. This object is to be used only as a handle for the process. To alter the state or characteristics of a process, use the external function interface defined below. The exact nature of the process object differs between implementations. In particular, it may or may not be a flavor or a CLOS object. Hence, it is not safe to specialize processes.

find-process (*NAME* `string`) `=>` `process` Function

Returns the process object whose name is *NAME*. Only `ilu-process:process-alive-p` processes (that is, processes on the list returned from `ilu-process:all-processes`) are searched. This function returns `nil` if there is no matching process.

processp *OBJECT* `=>` `boolean` Function

Returns non-`nil` if *OBJECT* is an object of type `process` for this implementation. This function returns `nil` otherwise.

B.8.2 Querying The Status Of The Scheduler And All Processes

The following functions and macros provide status information about the general state of processes and the scheduler in the Lisp environment.

active-processes `=>` `list` Macro

Returns a list of all active processes; that is, processes that have at least one run reason and no arrest reasons. Note, however, that these processes are not necessarily runnable because they may be in a process-wait.

all-processes `=>` `list` Macro

Returns a list of all processes currently known by the scheduler, including active and inactive processes but not processes that have been killed.

current-process `=>` `process` Macro

Returns the process object for the current thread of control.

show-all-processes &optional (*STREAM* `streamp` `cl:*standard-output*`) (*VERBOSE* `boolean` `nil`) Function

Displays information about all processes known by the scheduler (that is, the processes returned by `ilu-process:all-processes`). Output is to *STREAM*, which defaults to the value of `cl:*standard-output*`. This function shows only non-`nil` fields unless *VERBOSE* is non-`nil`; the default is `nil`.

B.8.3 Starting And Killing Processes

fork-process (*NAME-OR-KEY-LIST* (`or string proplist`) (*FUNCTION* `function`) &rest *ARGS* `=> process` Function

Creates a new process and returns the `process` object for this process. In this process, *FUNCTION* is `applyed` to *ARGS*. If *FUNCTION* ever returns, the process is automatically killed. The *FUNCTION* is known as the initial-function of the process (see `ilu-process:process-initial-form`).

The new process is activated by default, although you can create it in a deactivated state by giving it a run reasons list with a value of `nil` or by giving it one or more arrest reasons as detailed below.

NAME-OR-KEY-LIST is either a string, in which case it serves as the name of the process, or it is a property list with one or more of the following property-value pairs:

- `:name` (`string`)
  A string to be used as the name of the process.
- `:priority` (`integer`)
  Sets the priority of the process to the given value (see `ilu-process:process-priority`).
- `:quantum` (`(or numberp nil)`)
  Sets the quantum of the process to the given value (see `ilu-process:process-quantum`). Defaults to `1`.
- `:stack-size` (`fixnum`)
  Sets the stack-size of the process (if possible in this implementation).
- `:run-reasons` (`list`)
  Sets the run reasons of this process to the given list. Unless run-reasons is non-`nil`, the forked process does not run until a `ilu-process:process-add-run-reason` is done. This property defaults to `(quote (:start))`.

- `:arrest-reasons` (`list`)

  Sets the arrest reasons of this process to the given list. If arrest-reasons is non-`nil`, the forked process does not run until a `ilu-process:process-revoke-arrest-reason` is done. This property defaults to `nil`.

- `:bindings` (`list`)

  A list of bindings (as in let) that are done in the context of the forked process before the function is run. This property defaults to `ilu-process:*default-process-bindings*`.

process-kill (*PROCESS* `process`) Function

Terminates *PROCESS* and removes it from the scheduler's consideration altogether. It is an error if *PROCESS* is not `ilu-process:processp` and `ilu-process:process-alive-p`.

A process may not terminate immediately. In particular, the process is first activated and scheduled. It is then forced to `throw` out of its initial-function, thereby properly unwinding and executing any unwind forms.

A killed process cannot be reactivated.

B.8.4 Waiting A Process

process-wait (*WHOSTATE* `string`) (*FUNCTION* `function`) &rest *ARGS* Function

The current process is suspended until *FUNCTION* applied to *ARGS* returns non-`nil`. During this time, the process's whostate (see `ilu-process:process-whostate`) is set to *WHOSTATE*.

Note that the current process is not deactivated. It is simply not scheduled to run until its wait-function returns non-`nil`. The scheduler re-evaluates the wait-function periodically. In general, the re-evaluation occurs whenever the waited process would be scheduled to run if it were not suspended. However, in some implementations it is run during every scheduler break.

B.8.5 Activating And Deactivating Processes

process-add-arrest-reason (*PROCESS* `process`) *OBJECT* Function

Adds *OBJECT* to the list of arrest reasons for *PROCESS*. The *OBJECT* argument can be any Lisp object. It is an error if *PROCESS* is not `ilu-process:processp`.

Adding an arrest reason may cause a process to become deactivated. In particular, if this is the first arrest reason, then the process becomes deactivated (if it was previously activated).

process-add-run-reason (*PROCESS* `process`) *OBJECT* Function

Adds *OBJECT* to the list of run reasons for *PROCESS*. The *OBJECT* argument can be any Lisp object. It is an error if *PROCESS* is not `ilu-process:processp`.

Adding a run reason may cause a process to become activated. In particular, if there are no arrest reasons and the added run reason is first, the process goes from a deactivated state to an activated state.

process-arrest-reasons (*PROCESS* `process`) `=> list` Function

Returns the list of arrest reasons for *PROCESS*. It is an error if *PROCESS* is not `ilu-process:processp`.

process-disable (*PROCESS* `process`) Function

Causes *PROCESS* to become inactive by removing all of its arrest reasons and all of its run reasons. It is an error if *PROCESS* is not `ilu-process:processp`.

process-enable (*PROCESS* `process`) Function

Causes *PROCESS* to become active by removing all of its arrest reasons and all of its run reasons and then giving it a single run reason (usually `:enable`). It is an error if *PROCESS* is not `ilu-process:processp`.

process-revoke-arrest-reason (*PROCESS* `process`) *OBJECT* Function

Removes *OBJECT* from the list of arrest reasons for *PROCESS*. It is an error if *PROCESS* is not `ilu-process:processp`. *OBJECT* is compared to the existing arrest reasons using an `eq` test.

Revoking an arrest reason may cause a process to become activated. In particular, when the last arrest reason for a process is removed, the process is (re-)activated if it has at least one run reason.

process-revoke-run-reason (*PROCESS* `process`) *OBJECT* Function

Removes *OBJECT* from the list of run reasons for *PROCESS*. It is an error if *PROCESS* is not `ilu-process:processp`. The *OBJECT* argument is compared to the existing run reasons using an `eq` test.

Revoking a run reason may cause a process to become inactive. In particular, when the last run reason for a process is removed, the process is made inactive (if it was previously activate).

process-run-reasons (*PROCESS* `process`) Function

Returns the list of run reasons for *PROCESS*. It is an error if *PROCESS* is not `ilu-process:processp`.

B.8.6 Accessing And Modifying The Properties Of A Process

process-active-p (*PROCESS* `process`) `=> boolean` Function

Returns non-`nil` if *PROCESS* is an active process object; that is, a process with no arrest reasons and at least one run reason. Otherwise, this function returns `nil`. It is an error if *PROCESS* is not `ilu-process:processp`.

process-alive-p (*PROCESS* `process`) `=> boolean` Function

Returns non-`nil` if *PROCESS* is alive (that is, has been created but has not been killed). Essentially, a process is alive if it is on the list returned by `ilu-process:all-processes`. It is an error if *PROCESS* is not `ilu-process:processp`.

process-initial-form (*PROCESS* `process`) `=> consp` Function

Returns the initial-form of the `process` object *PROCESS*. It is an error if *PROCESS* is not `ilu-process:processp`. Note that the returned value is not an `eval`able form. It is merely the `cons` of the process's intial function onto a list of the initial arguments passed to the function. (See `ilu-process:fork-process`.)

process-name (*PROCESS* `process`) `=> string` Function

Returns the name of the `process` object *PROCESS*. It is an error if *PROCESS* is not `ilu-process:processp`. The `ilu-process:process-active-p` function can be used with `setf` to change the name of a process.

process-priority (*PROCESS* `process`) `=>` `integer` Function

Returns the scheduling priority for the `process` object *PROCESS*. It is an error if *PROCESS* is not `ilu-process:processp`. The `ilu-process:process-priority` function can be used with `setf` to change the priority of a process.

When the priorities are set, a small integer is generally used. Process priorities default to zero (0). Processes with higher priorities are given scheduling preference. Priorities can be negative if a process should run as a background task when nothing else is running.

Note that an implementation is free to ignore process priorities. Setting a process's priority is merely advisory. For this reason, the value returned by `ilu-process:process-priority` may not match the most recent `setf` on `ilu-process:process-priority`.

process-quantum (*PROCESS* `process`) `=>` (`or` `numberp` `nil`) Function

Returns the quantum, which is the amount of time the scheduler allows a process to run each time its is rescheduled, for the `process` object *PROCESS*. It is an error if *PROCESS* is not `ilu-process:processp`. The `ilu-process:process-quantum` function can be used with `setf` to change the quantum of a process.

The quantum is measured in seconds (not necessarily integral).

Note that an implementation is free to ignore process quantums. Setting a quantum is merely advisory. For this reason, the value returned by `ilu-process:process-quantum` may not match the most recent `setf` on `ilu-process:process-quantum`.

The default process quantum is 1.

process-wait-args (*PROCESS* `process`) `=>` `list` Function

Returns a list of the arguments being passed to the wait-function of the `process` object *PROCESS*. It is an error if *PROCESS* is not `ilu-process:processp`. (See `ilu-process:process-wait`.)

process-wait-function (*PROCESS* `process`) `=>` (`or` `functionp` `nil`) Function

Returns the wait-function of the `process` object *PROCESS*. It is an error if *PROCESS* is not `ilu-process:processp`. (See `ilu-process:process-wait`.)

process-whostate (*PROCESS* `process`) `=>` `string` Function

Returns the whostate of the `process` object *PROCESS*. It is an error if *PROCESS* is not `ilu-process:processp`. The `ilu-process:process-whostate` function can be used with `setf` to change the whostate of a process. (See also `ilu-process:fork-process` and `ilu-process:process-wait`.)

show-process &optional (*PROCESS* `process`) (*STREAM* `streamp` `cl:*standard-output*`) (*VERBOSE* `boolean` `nil`) Function

Displays information about process *PROCESS*, which may be a `process` object or the name of a process known to the scheduler. If *PROCESS* is a symbol, it is downcased and converted to a string. *PROCESS* defaults to the current process. Output is is to *STREAM*, which defaults to the value of `cl:*standard-output*`. If *VERBOSE* is `nil` (defaults to non-`nil`), then only non-`nil` fields are displayed and the process's initial-form is not shown.

B.8.7 Miscellaneous Process/Scheduler Functions And Macros

process-allow-schedule Function

Suspends the current process and returns to the scheduler. All other processes of equal or higher priority have a chance to run before control returns to the current process.

process-interrupt (*PROCESS* `process`) (*FUNCTION* `function`) &rest *ARGS* Function

Forces *PROCESS* to apply *FUNCTION* to *ARGS* when it is next scheduled. When *FUNCTION* returns, *PROCESS* resumes execution where it was interrupted.

In general, `ilu-process:process-interrupt` is run immediately (that is, when *PROCESS* is next scheduled) if *PROCESS* is active, even if *PROCESS* is a process-wait. If *PROCESS* is not active, `ilu-process:process-interrupt` may wait until *PROCESS* is reactivated before *FUNCTION* is executed.

without-scheduling &body *BODY* Macro

Evaluates the forms in *BODY* with scheduling turned off. While the current-process is within the scope of `ilu-process:without-scheduling`, no other process will run. However, scheduling may be resumed if a `ilu-process:process-wait` or `ilu-process:process-allow-schedule` is executed within the scope of `ilu-process:without-scheduling`. Most Common Lisp I/O functions as well as the

function `sleep` usually call some form of `ilu-process:process-allow-scheduling` and hence will resume scheduling if called within the scope of a `ilu-process:without-scheduling`.

B.8.8 Process Locks Interface

ilu-process:process-lock Type

The process lock object. You should access fields of this lock using only the functional interface listed in this section.

make-process-lock &optional (*NAME* `(or nil string)` `nil`) `=>` `process-lock` Function

Creates and returns a `process-lock` object with *NAME* as the name of the lock.

process-lock (*LOCK* `ilu-process:process-lock`) &optional (*LOCK-VALUE* `process` `(ilu-process:current-process)`) (*WHOSTATE* `(or nil string)` `<undefined>`) Function

Grabs *LOCK*, entering *LOCK-VALUE* as the lock's locker. *LOCK-VALUE* defaults to the current process. It is an error if *LOCK* is not `ilu-process:process-lock-p`.

If *LOCK* is already locked, then the current process waits until it is unlocked. The waiting is done using `ilu-process:process-wait`. The *WHOSTATE* argument is a string that is used as the whostate of the process if the process is forced to wait; defaults to an implementation-dependent string.

process-lock-locker (*LOCK* `ilu-process:process-lock`) `=>` `t` Function

Returns the current locker of *LOCK*. It is an error if *LOCK* is not `ilu-process:process-lock-p`. This function returns `nil` if *LOCK* is currently unlocked, that is, has no locker. This value is *not* setfable. You should use `ilu-process:process-lock` to set the locker.

process-lock-name (*LOCK* `ilu-process:process-lock`) `=>` `(or nil string)` Setf-able Function

Returns the name associated with *LOCK*. It is an error if *LOCK* is not `ilu-process:process-lock-p`. The `ilu-process:process-lock-locker` function can be used with `setf` to change the name of a process lock.

process-lock-p *OBJECT* `=> boolean` Function

Returns non-`nil` if *OBJECT* is a `ilu-process:process-lock`. Otherwise, this function returns `nil`.

process-unlock (*LOCK* `ilu-process:process-lock`) &optional Function
(*LOCK-VALUE* `t (ilu-process:current-process)`) (*ERROR-P* `boolean nil`)

Releases *LOCK*. It is an error if *LOCK* is not `ilu-process:process-lock-p`.

If *LOCK*'s locker is not `eq` to *LOCK-VALUE*, which defaults to the current process, then an error is signalled unless *ERROR-P* is `nil` (it defaults to `t`).

with-process-lock (*LOCK* `ilu-process:process-lock`) Macro
(*NORECURSIVE* `boolean nil`) &body *BODY*

Locks *LOCK* for the current process and evaluates the forms in *BODY*. It is an error if *LOCK* is not `ilu-process:process-lock-p`.

If *NORECURSIVE* is `t` (the default), and if the current process already owns the lock (determined dynamically), then no action is taken. If *NORECURSIVE* is non-`nil`, then an error is signalled if the current process already owns *LOCK*.

If *LOCK* is held by another process, then the current process waits as in `ilu-process:process-lock`, which is described earlier in this section.

B.9 Handling Errors

Errors in most of the process functions will cause a break. There are no special tricks to handling these errors.

The `:focus` command is an important tool for using the Allegro CL debugger in a multiple-process environment. In particular, in Allegro CL a new process by default shares its standard input/output (I/O) stream with the Lisp listener. Generally, this is not a problem because the process runs in the background and does no I/O. However, if the process enters a break, the debugger needs to use the process's standard I/O stream to interact with the user. This could lead to a problem because the debugger I/O from the broken process will be interleaved with the Lisp listener's normal I/O. Specifically, the system will not be able to determine to which process user input is directed.

To avoid this situation, Allegro CL has the notion of a *focus process*. Input coming from the shared Lisp listener I/O stream is always sent to the focused process. Usually this is the Lisp listener process. However, if a background process breaks, you can use the `:focus` command to focus on the broken process and allow you to send input to the debugger running in that process. When the debugging is complete, `:focus` is automatically returned to the Lisp listener process.

The following transcript illustrates the use of the `:focus` command in Allegro CL:

```
;;;-------------------------------------------------------------------------
;;; Start out focused on the Lisp listener process. List all processes.
<cl 71> :processes
"Initial Lisp Listener" is active.
;;;-------------------------------------------------------------------------
;;; Second, start a test process that will enter a break immediately.
<cl 72> (ilu-process:fork-process "test" #'error "test break")
#<process test  #x13e92b1>
<cl 73>
;;;-----------------------------------------------
;;; Process test enters a break.

Error: test break

;;; Still speaking to the Lisp listener process, list the processes.
[1] <cl 1> :processes
"test" is waiting for terminal input.
"Initial Lisp Listener" is active.
<cl 74>
;;;-----------------------------------------------
;;; Now refocus on the test process.
<cl 74> :focus "test"
Focus is now on the "test" process.
;;;  Look at stack of test process.
<cl 75> :zoom
Evaluation stack of process "test":
 ->(EXCL::STM-SY-READ-CHAR #<synonym stream for *TERMINAL-IO*  #x13e9619>)
   (PEEK-CHAR NIL #<synonym stream for *TERMINAL-IO*  #x13e9619> NIL :EOF NIL)
   (ERROR "test break")
   (ILU-PROCESS::PROCESS-INITIALIZATION-FUNCTION NIL
      #<Function ERROR  #x219ab9> ("test break"))
;;;-----------------------------------------------
;;; Kill the test process (which is the current process).
<cl 76> :kill
Do you really want to kill process "test" [n]? y

;;; Automatic refocus to Lisp listener. Ask listener to list all processes.
Focus is now on the "listener" process.
<cl 77> :processes
"Initial Lisp Listener" is active.
```

For more information on the Lisp listener interface and the Lisp debugger, see the manual for the implementation of Common Lisp that you are using. For Allegro CL, refer to chapters 4 and 5 of *[Franz-92]*.

B.10 Notes

It is possible for a process to do a non-blocking attempt to lock a process lock using the following idiom:

```
(ilu-process:without-scheduling    ; Make sure this is not interrupted.
 (if (ilu-process:process-lock-locker LOCK) ; Is lock free?
     (ilu-process:process-lock LOCK)))      ; Lock is free, grab it.
(if (eq                            ; Did we get the lock for this process?
     (ilu-process:process-lock-locker LOCK)
     (ilu-process:current-process))
    (prog1                         ; Yes, do A, releasing lock on way out.
      ...A...
      (ilu-process:process-unlock LOCK))
  ...B...                          ; No, do B, which does not depend on lock.
  )
```

B.11 References

[Franz-92]: **Allegro Common Lisp User Guide**. Release 4.1. Berkeley, CA: Franz Incorporated, March 1992.

Bach, M.J., **The Design of the UNIX Operating System**. Englewood Cliffs, NJ: Prentice-Hall, 1986. Especially read Chapters 6, 7, and 8.

Deitel, H.M. **An Introduction to Operating Systems**. Reading, MA: Addison-Wesley, 1984. Especially read Part 2.

Kernighan, B.W. and R. Pike., **The UNIX Programming Environment**. Englewood Cliffs, NJ: Prentice-Hall, 1984. Especially read Sections 1.4 and 7.4.

Tanenbaum, A.S. **Operating Systems: Design and Implementation**. Englewood Cliffs, NJ: Prentice-Hall, 1987. Especially read Chapter 2.

Appendix C Possible ISL Name Mappings for Target Languages

This note outlines a proposal for name mappings and restrictions; this proposal is not yet accepted. (Thanks to external standards such as **CORBA**, this proposal cannot be implemented for some languages, such as **ANSI C**.) **The mappings outlined here are not necessarily the ones used in the current ILU release.**

This proposal is about how to name things in the various programming languages, in a way that avoids name clashes. It imposes no restrictions on the **ISL** source. However, the mappings will be more straightforward if the **ISL** source avoids two things: (1) two or more concsecutive hyphens in a name, and (2) starting an interface or type name with "ilu-" (in any casing).

The first step in mapping an **ISL** to a programming language is to scan type and interface names for the substring "ilu-" (in any casing); wherever it occurs, we insert a trailing digit zero.

In a similar way, we next scan the name for sequences of hyphens. Wherever two or more hyphens appear consecutively, the digit zero ('0') is inserted after every other one, starting with inserting a zero after the second hyphen.

The following steps assume the first two steps have already been done.

Where tuples <N1, N2, ... Nk> of **ISL** names must be mapped into a flat programming namespace, we concatenate the **ISL** names, with a double hyphen ("–") inserted between each.

Where **ISL** names (or tuples thereof) must be mapped, together with **ILU**-chosen names derived from the **ISL** names, into a flat programming namespace, the derived names begin with fixed strings specific to the derivation, where the fixed strings begin with "ilu-" (with any case), and a double hyphen is inserted between the fixed string and the **ISL** name.

Where **ISL** names (or tuples thereof), and possibly **ILU**-chosen names derived from the **ISL** names, must be mapped, together with a fixed set of **ILU**-chosen names, into a flat programming namespace, the fixed **ILU**-chosen names begin with "ilu-" (with any case) and do not include a double hyphen.

The final step is to translate hyphens to underscores, for programming languages that accept underscores but not hyphens in names.

Following is a specification of how names are mapped in each language. The notation "[N]" is used to denote the application of the first two steps and the last step. Examples of "[..]" are:

```
[Foo] => Foo
[foo-bar] => foo-bar
[wait----for---it-] => wait--0--0for--0-it-
[iluminate] => iluminate
[ilu---uli] => ilu-0--0uli
```

The mappings also use the notation "[[..]]" to denote the mapping of a type-reference.

C.1 C mapping

[This mapping, while clean, will never be adopted because of the more problematic mapping specified by the OMG's CORBA document.]

Item `N` from interface `I` is mapped to `[I]__[N]`. `[[I.N]] = [I]__[N]`; `[[N]] = [I]__[N]`, where `I` is the current interface.

An enumerated value named `V`, of type `T` in interface `I` is mapped to `[I]__[T]__[V]`.

A declaration of a record type `T` in interface `I` with fields `F1:TR1`, ... `Fn:TRn` is mapped to

```
typedef struct {[[TR1]] F1; ... [[TRn]] Fn} [I]__[T];
```

A declaration of a union type `T` in interface `I` of types `TR1`, ... `TRn` is mapped to

```
typedef enum {[[I.T]]__[[TR1]], ... [[I.T]]__[[TRn]]} ilu_tags__[[I.T]];
typedef struct {ilu_tags__[[I.T]] tag;
    union {
        [[TR1]] [[TR1]];
        ...
        [[TRn]] [[TRn]];
    } val;
} [[I.T]];
```

For passing exceptions through the method calls in interface `I`, the following auxiliary declaration is generated (supposing exceptions `ER1:TR1`, ... `ER2:TR2` are raised):

```
typedef struct {
    ilu_Exception returnCode;
    union {
        [[TR1]] [[ER1]];
        ...
        [[TRn]] [[ERn]];
    } val;
} ilu_Status__[I];
```

An object type named `T` in interface `I` with methods `M1`, ... `Mn` maps to

```
typedef ilu_Ojbect [[I.T]];
[result-type-1] [I]__[T]__[M1]([[I.T]] ilu_self,
    [[arg-type-1-1]] [arg-name-1-1], ...
    [[arg-type-1-k]] [arg-name-1-k]);
...
```

C.2 C++ mapping

Item `N` from interface `I` is mapped to `[I]__[N]`. `[[I.N]] = [I]__[N]`; `[[N]] = [I]__[N]`, where `I` is the current interface.

A declaration of an enumerated type named `T` in interface `I` containing values `V1`, ... `Vn` is mapped to `typedef enum {[V1], ... [Vn]} [I]__[T]`.

Record and union declarations are mapped as for C. The exception status declaration is as for C.

C.3 Modula-3 mapping

ILU interface `I` is mapped to **Modula-3** interface `[I]`; within an interface, item `N` is mapped to item `[N]`. `[[I.N]] = [I].[N]`; `[[N]] = [N]`. For **Modula-3**, we also use the notation "((a type-reference))", defined by `((N)) = [N]` and `((I.N)) = [I]__[N]`.

A declaration of a record type `T` in interface `I` with fields `F1:TR1`, ... `Fn:TRn` is mapped to

```
TYPE [T] =  RECORD F1: [[TR1]]; ... Fn: [[TRn]]; END;
```

A declaration of a union type `T` in interface `I` of types `TR1`, ... `TRn` is mapped to

```
TYPE [T] = BRANDED OBJECT END;
TYPE [T]__((TR1)) = [T] BRANDED OBJECT v: [[TR1]] END;
...
TYPE [T]__((TRn)) = [T] BRANDED OBJECT v: [[TRn]] END;
```

A declaration of an enumerated type named `T` in interface `I` containing values `V1`, ... `Vn` is mapped to `TYPE [T] = {[V1], ... [Vn]};`

The type `Ilu.Object` has slots named `ilu_is_surrogate`, `Ilu_Get_Server`, `Ilu_Get_Type`, and `Ilu_Close_Surrogate`. Method names `M` are translated to `[M]`. For each object type `T`, the **Modula-3** interface includes auxiliary procedures named `Ilu_Sbh_Import__[T]`, `Ilu_Name_Import__[T]`, and `Ilu_Get_Type__[T]`.

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