

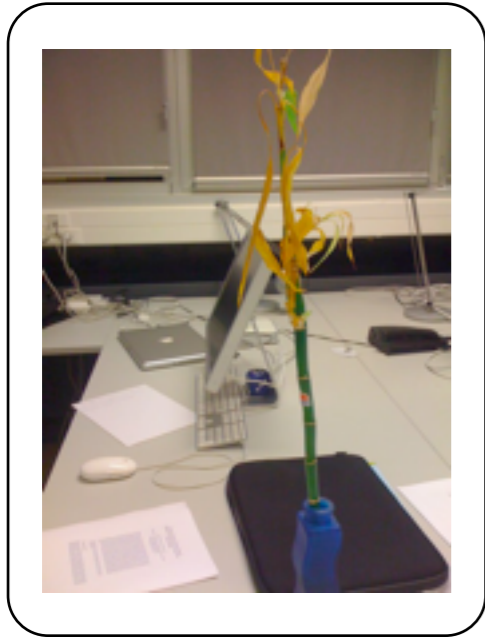
# Interruptible Context-dependent Executions: A Fresh Look at Programming Context-aware Applications

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# True Context-aware Applications



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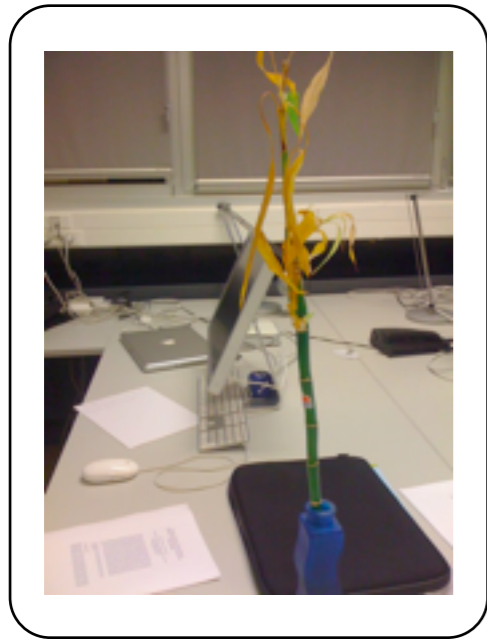


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# True Context-aware Applications



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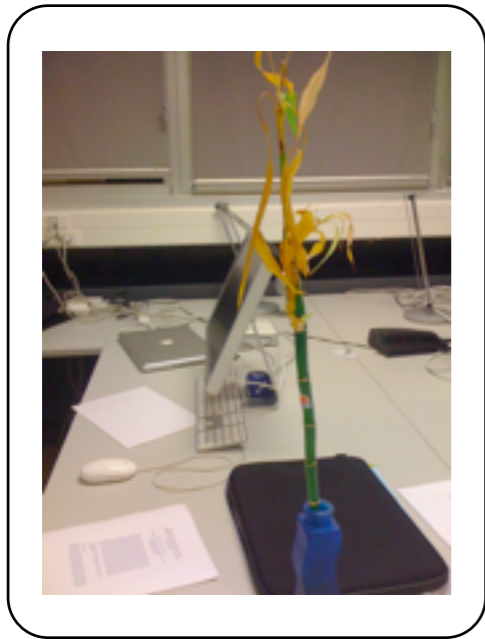


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# True Context-aware Applications



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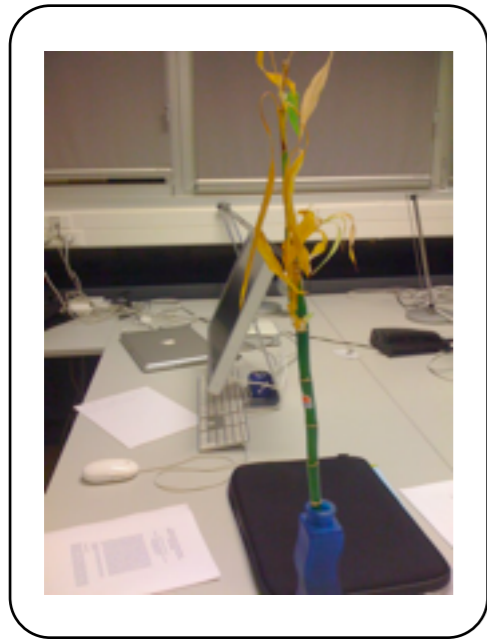


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# True Context-aware Applications



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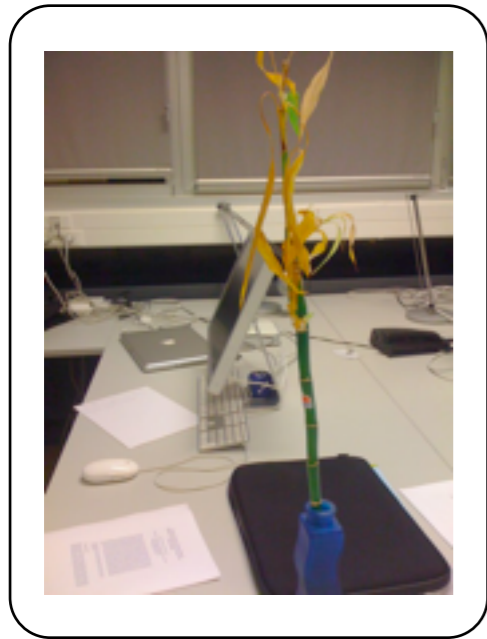


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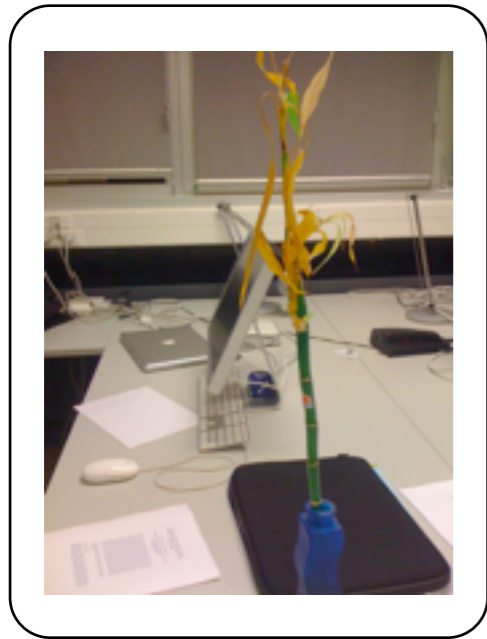
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# True Context-aware Applications



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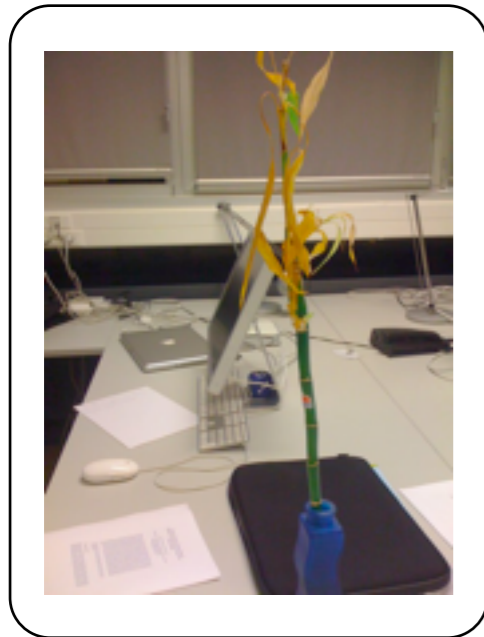


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Behavioural variants

# True Context-aware Applications



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Characteristics:

1. **Prompt** adaptability.
2. **Context-constrained** executions.
3. **Sudden** interruptions.



# Programming **True** Context-aware Applications

```
1 (define making-coffee
2   (lambda (person-name)
3     (show "Welcome: " person-name)
4     (task "1.place a cup")
5     (task "2.select ingredients")
6     (task "3.press make button")
7     (task "4.pick your coffee"))))
```

Context-  
independent

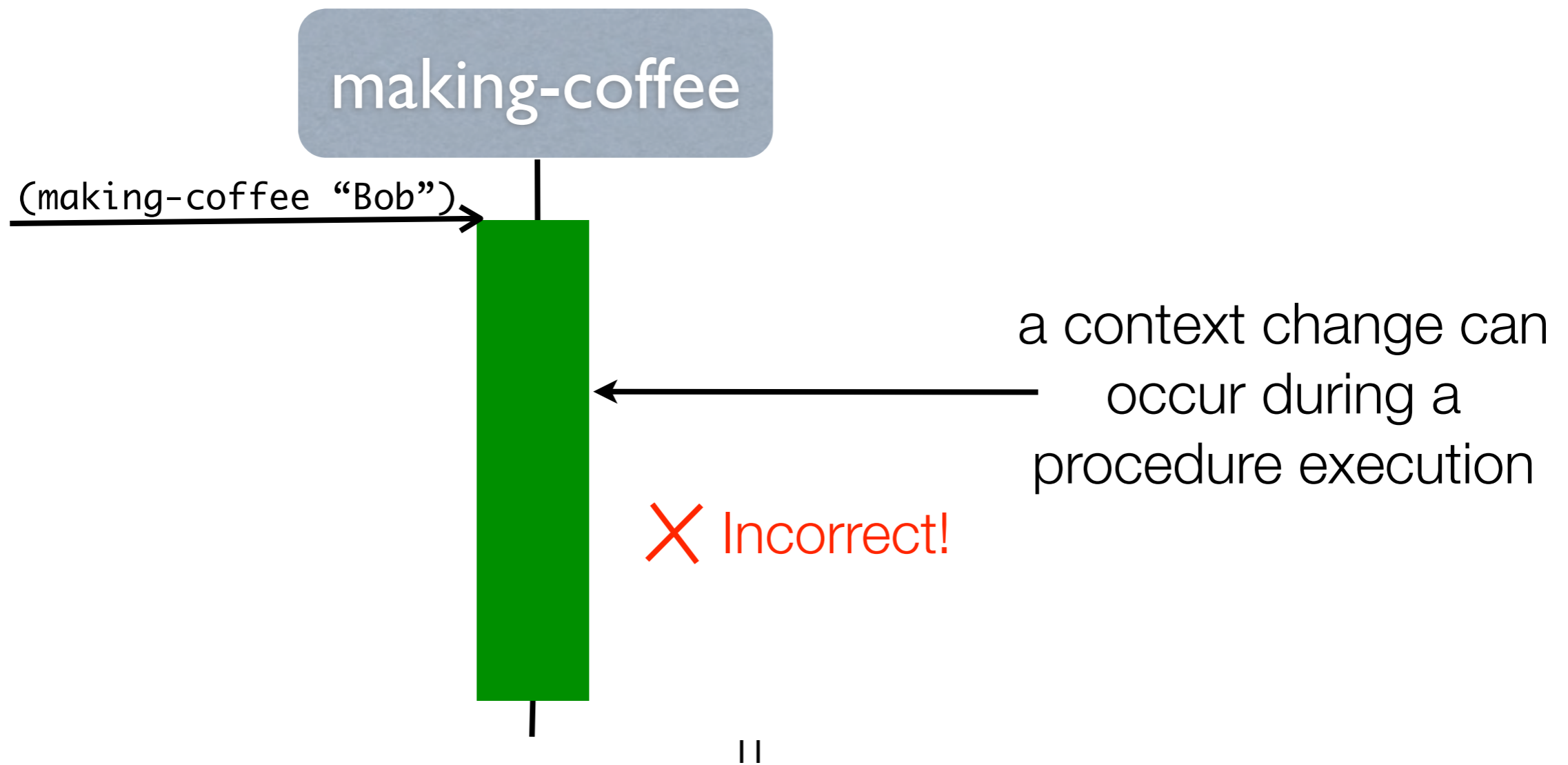
# Programming **True** Context-aware Applications

```
(if (nearby-coffee-machine?)  
    (making-coffee "Bob"))
```

# Programming **True** Context-aware Applications

```
(if (nearby-coffee-machine?)  
    (making-coffee "Bob"))
```

Not enough!



# Programming **True** Context-aware Applications

```
1 (define making-coffee
2   (lambda (person-name)
3     (show "Welcome: " person-name)
4     (task "1.place a cup")
5     (task "2.select ingredients")
6     (task "3.press make button")
7     (task "4.pick your coffee"))))
```



- How to constrain an entire procedure execution to the right context?
- What to do when a context change occurs in the middle of an ongoing execution?

# Manual Checks, Coroutines, Continuations, ...

```
1 (define making-coffee
2   (lambda (person-name)
3     (if (nearby-coffee-machine?)
4         (show "Welcome: " person-name)
5         (save/suspend))
6     (if (nearby-coffee-machine?)
7         (task "1.place a cup")
8         (save/suspend))
9     (if (nearby-coffee-machine?)
10        (task "2.select ingredients")
11        (save/suspend))
12    (if (nearby-coffee-machine?)
13        (task "3.press make button")
14        (save/suspend))
15    (if (nearby-coffee-machine?)
16        (task "4.pick your coffee")
17        (save/suspend))))
```



Repetitive  
context checks

Error-prone!

Resumptions?

# What the Developer Really Wants ...

(nearby-coffee-machine?)

```
1 (define making-beverage
2   (lambda (person-name)
3     (show "Welcome: " person-name)
4     (task "1.place a cup")
5     (task "2.select ingredients")
6     (task "3.press make button")
7     (task "4.pick your coffee")))
```

(nearby-soup-maker?)

```
1 (define making-beverage
2   (lambda (person-name)
3     (show "Welcome: " person-name)
4     (task "1. select soup can")
5     (task "2. get a pan")
6     (task "3. pour soup in the pan")
7     (task "4. turn on hotplate")))
```



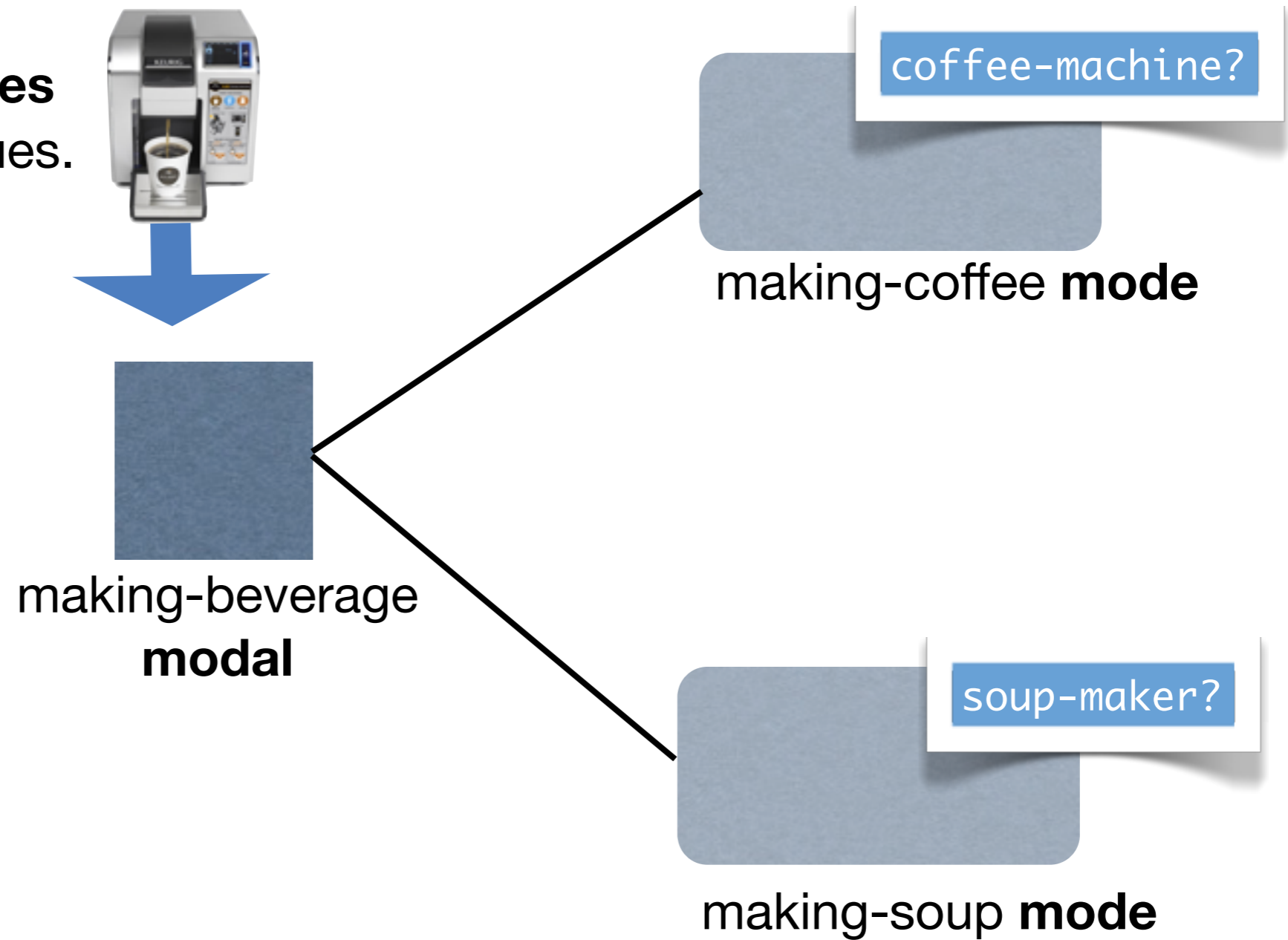
Language  
Runtime

## Requirements:

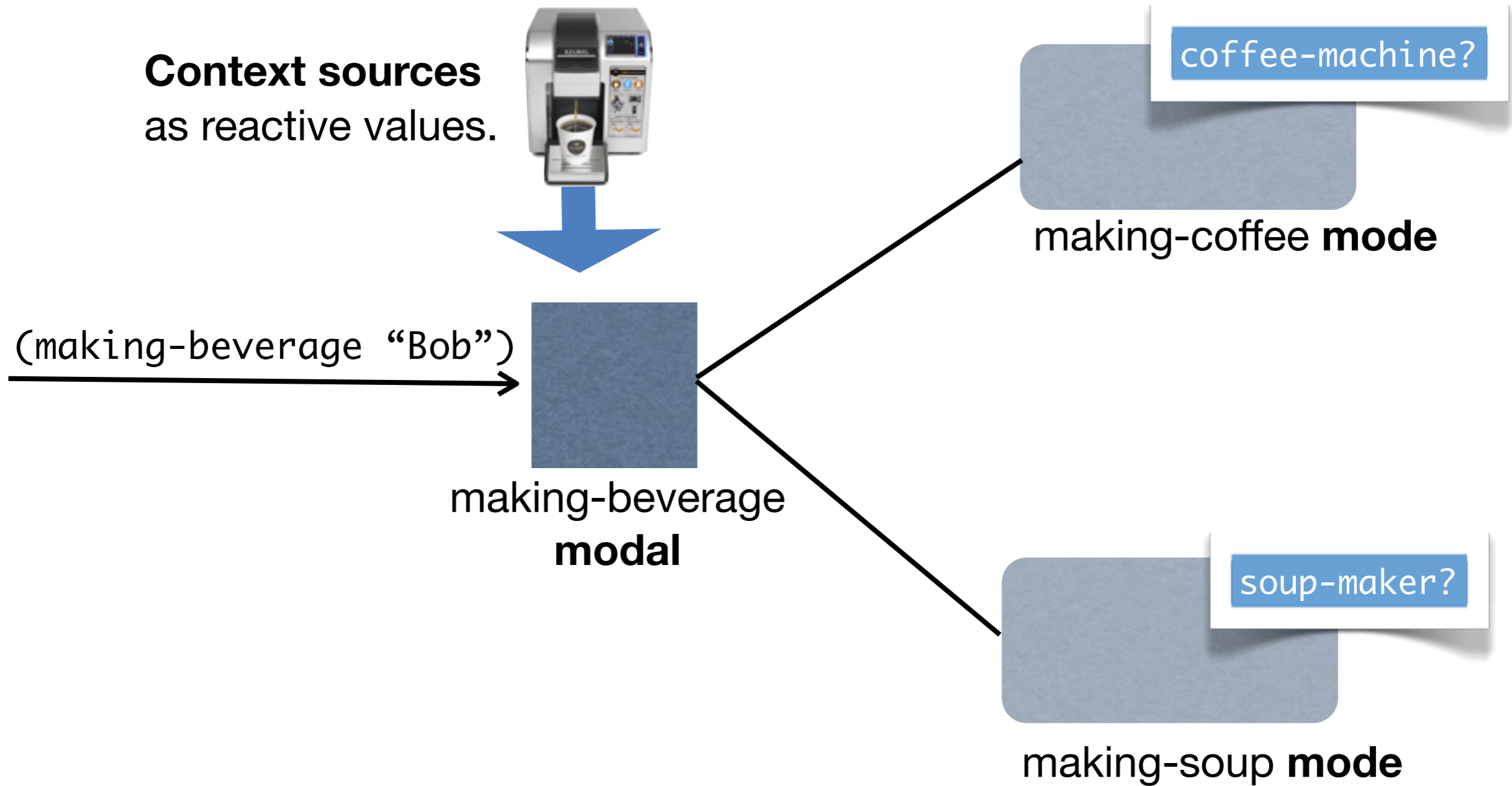
1. Contextual dispatch
2. Reactive dispatch
3. Context-dependent interruptions
4. Context-dependent resumptions
5. Reactive scope management

# Interruptible Context-dependent Executions (ICoDE)

**Context sources**  
as reactive values.

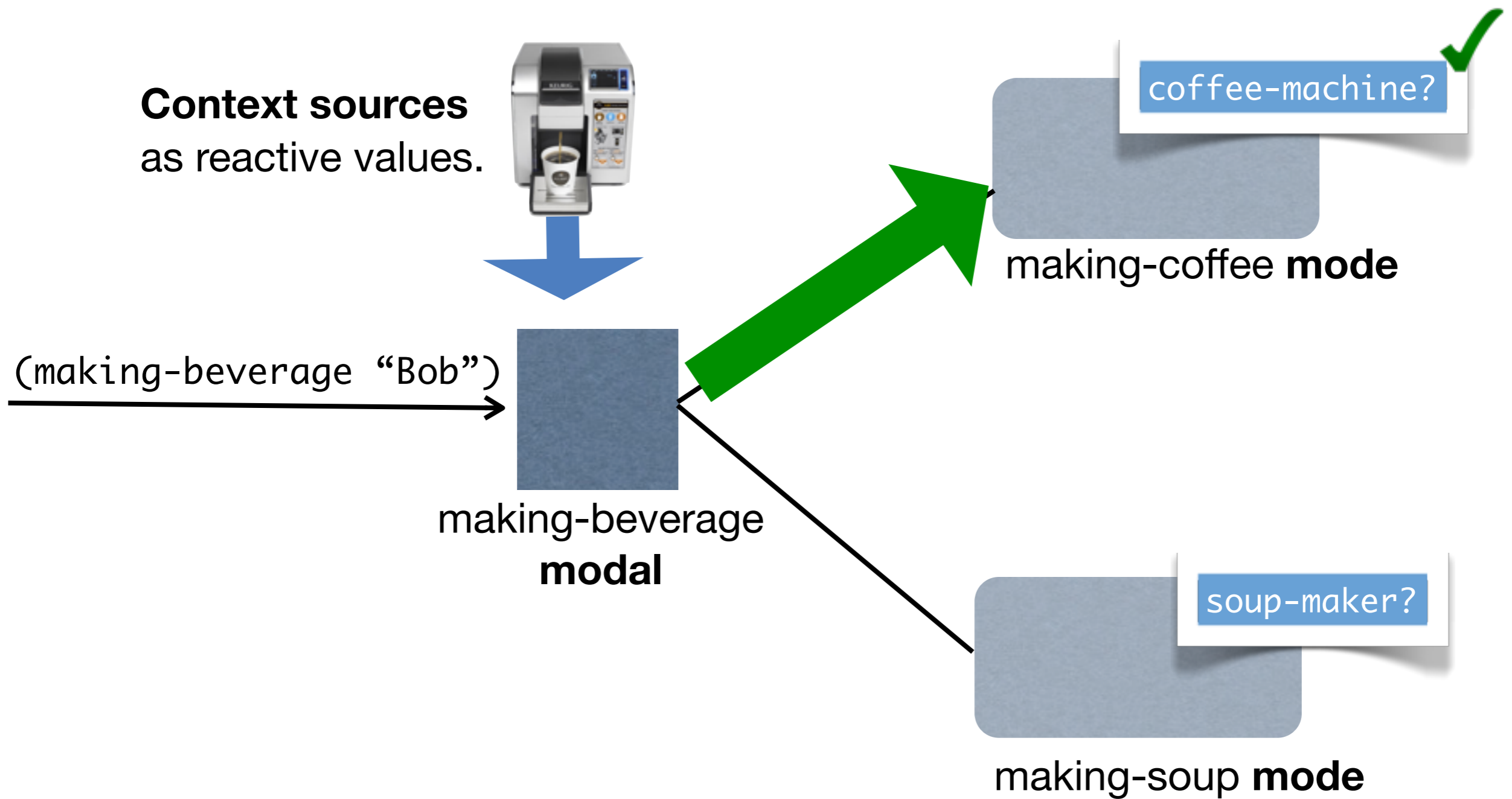


# Contextual and Reactive Dispatching



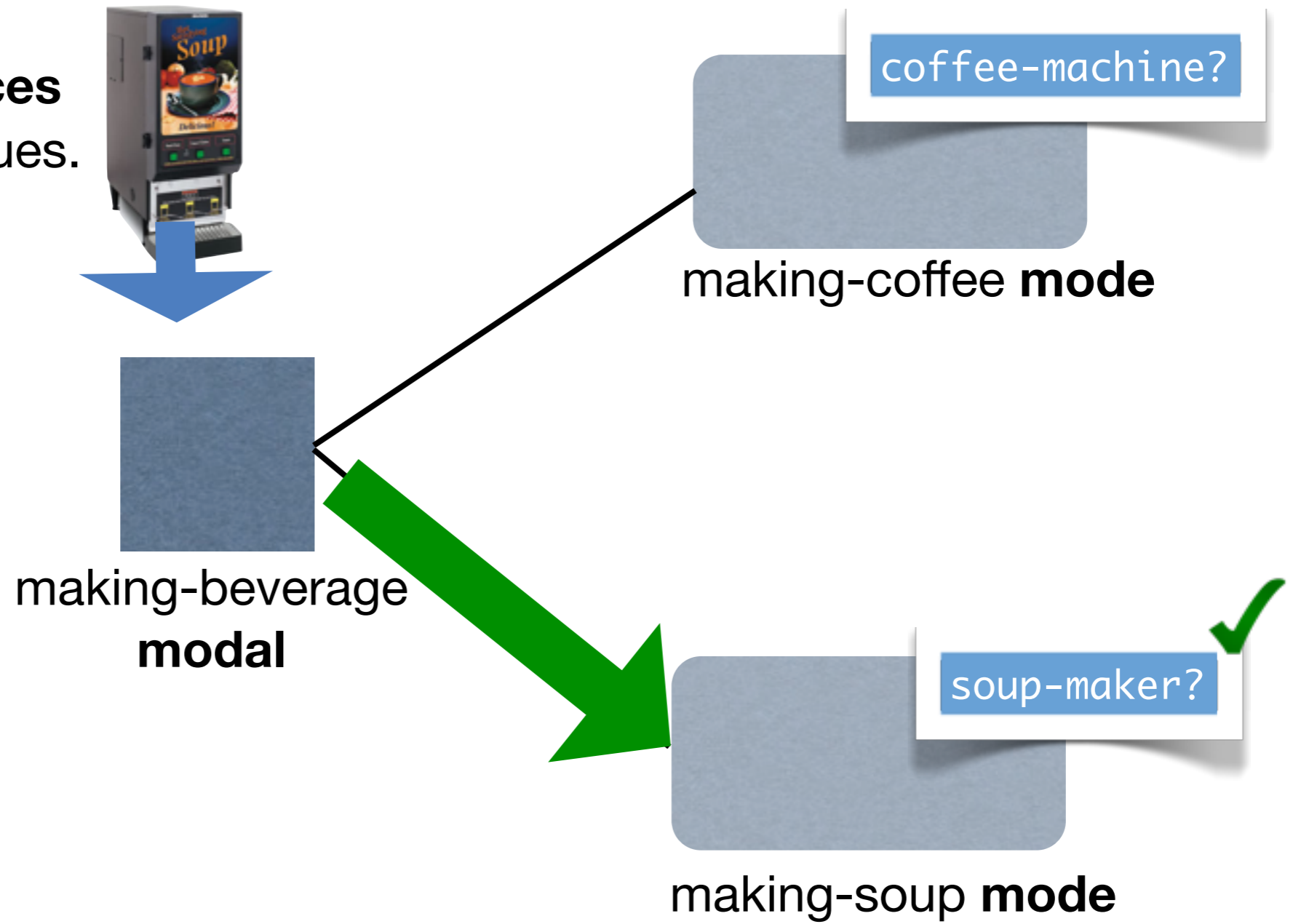


# Contextual and Reactive Dispatching

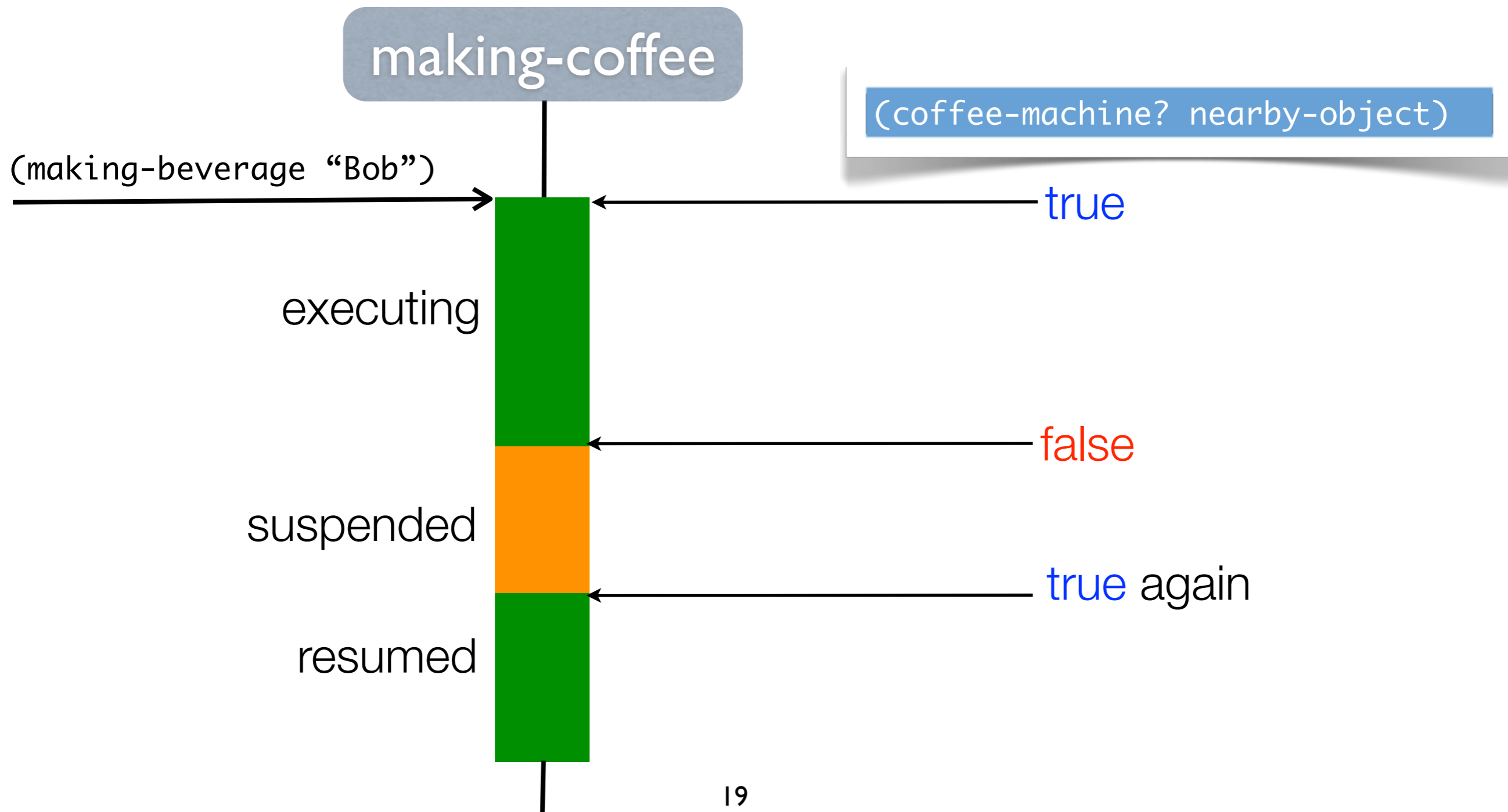


# Contextual and Reactive Dispatching

**Context sources**  
as reactive values.



# Interruptible and Resumable Executions



# Interruptible Context-dependent Executions in Flute

## Context source:

```
(define nearby-object (ctx-source))
```

context source

## Modal:

```
(define making-beverage (modal (nearby-object)  
  (define user-experience 1)))
```

shared variable

## Mode:

```
(define making-coffee  
  (mode (making-beverage)  
    (coffee-machine? nearby-object)  
    (suspend resume deferred)  
    (lambda (person-name)  
      (show "Welcome: " person-name)  
      (task "1. place a cup")  
      (task "2. select ingredients")  
      ...)))
```

modal

context predicate

interruption, resumption,  
and scoping strategies

# Interruptible Context-dependent Executions in Flute

## Context source:

```
(define nearby-object (ctx-source))
```

context  
source



## Modal:

```
(define making-beverage (modal (nearby-object)  
  (define user-experience 1)))
```

shared  
variable



## Mode:

```
(define making-coffee  
  (mode (making-beverage)  
    (coffee-machine? nearby-object)  
    (suspend resume deferred)  
    (lambda (person-name)  
      (show "Welcome: " person-name)  
      (task "1. place a cup")  
      (task "2. select ingredients")  
      ...)))
```

```
(define making-soup  
  (mode (making-beverage)  
    (soup-maker? nearby-object)  
    (suspend resume deferred)  
    (lambda (person-name)  
      (show "Welcome: " person-name)  
      (task "1. select soup can")  
      (task "2. get a pan")  
      ...)))
```

# What to do with State Changes?

making-coffee

A vertical rectangular box with a green top section, an orange middle section, and a green bottom section. A vertical line extends from the top of the box to a grey rounded rectangle labeled 'making-coffee'. Another vertical line extends from the bottom of the box.

(`set!` user-experience 2)

**immediate**

Changes are immediately visible to other executions.

**deferred**

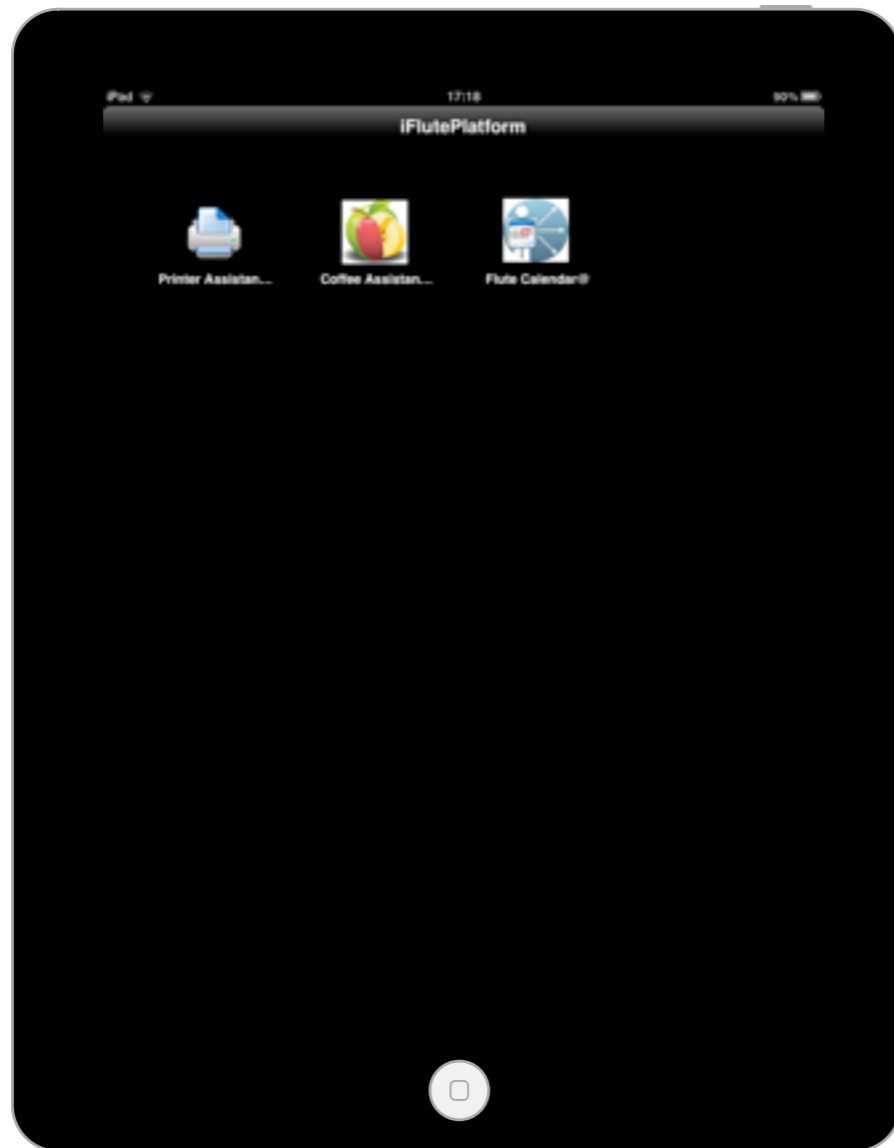
Changes become visible to other executions on completion.

**isolated**

Changes remain locally visible to the execution.

# The Flute Mobile Platform

- Flute is implemented as a meta-interpreter on top of iScheme [1].
- Context sources: GPS, proximity sensor, accelerometer on the iOS.

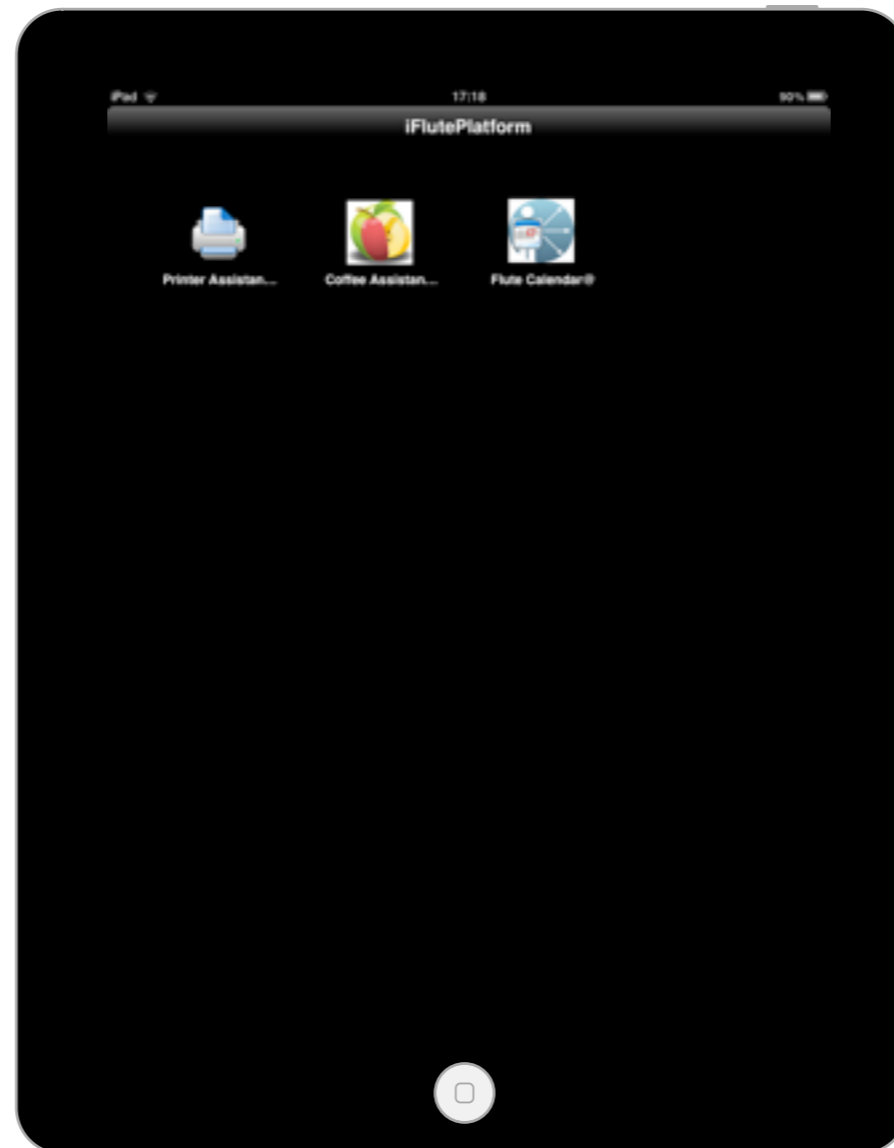


Example apps on the Flute mobile platform

- 1 *Kalenda*: a true context-aware calendar assistant.
- 2 *Pulinta*: a true context-aware printer assistant.
- 3 *Tasiki*: a true context-aware task assistant.

[1] Bainomugisha, E. *et.al.* (2012), Bringing Scheme Programming to the iPhone - Experience. *Software: Practice and Experience*, 42(3):331–356.

# The Future of Mobile Platforms Lies in **True** Context-awareness



✓ Languages

✗ Middleware



# In Summary

## Interruptible Context-dependent Executions (ICoDE):

- Interruptible and resumable executions.
- Contextual and reactive dispatch.
- Reactive scope management.
- Flute: an ICoDE instantiation.

## Challenges

- Building a fully interruptible system.
- Garbage collection of suspended executions.

Thank You.

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<http://soft.vub.ac.be/~ebainomu/Flute/>