

Traverse

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ABSTRACT

We propose a structured mechanism to traverse recursive data structures incrementally. **traverse** is ...

MIX OF:

- recursive calls to anonymous closures
- each instance—many co-routines

DESIGNED FOR CÉU:

- lexical compositions
- static memory management
- bounded execution/memory
- reactive
- mutation

Categories and Subject Descriptors

D.3.3 [Programming Languages]: Language Constructs and Features

General Terms

Design, Languages

Keywords

Incremental Computation, Structured Programming, Behavior Trees, Domain Specific Languages

1. INTRODUCTION

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... CÉU [1, 2]

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2. TRAVERSE

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- adts
- description
- expansion: pool / recursive spawn
- mutation / safety / watching

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3. APPLICATIONS

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3.1 Incremental Computation

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- gray binary generation?

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3.2 Behavior Trees

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- ?

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3.3 Domain Specific Languages

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- LOGO Turtle?

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4. RELATED WORK

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5. CONCLUSION

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6. REFERENCES

- [1] F. Sant'Anna et al. Safe System-level Concurrency on Resource-Constrained Nodes. In *Proceedings of SenSys'13*. ACM, 2013.
- [2] F. Sant'Anna et al. Structured Synchronous Reactive Programming with Céu. In *Proceedings of Modularity'15*, 2015. to appear.