Synchronous Communication in FRP

TODO

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ABSTRACT

Inspired by method calls in current object-oriented programming we develop a synchronous communication mechanism across signal functions. Potential use-cases are in agent-based simulation where agents need to interact synchronously with each other.

KEYWORDS

Agent-Based Simulation, Functional Reactive Programming, Property-Based Testing, Haskell

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1 INTRODUCTION

what if it calls the same MSF it is currently in? its recursion

Main message: method-call emulation in functional programming contribution: propose mechanisms to achieve this in a clean way in a Monadic FRP implementation like Dunai

2 RELATED WORK

TODO: wormholes thesis and paper

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