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John Rosenberg and David Koch (Eds.)

# Persistent Object Systems, Newcastle, Australia 1989



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**Philip Gray, Roger Took** 

Persistent Object Systems John Rosenberg, David Koch, 2012-12-06 Persistent object systems are systems which support the creation and manipulation of objects in a uniform manner regardless of how long they persist This is in direct contrast with conventional systems where temporary objects are created and manipulated using one mechanism typically programming language data structures and permanent objects are maintained using a different mechanism usually a filestore The unification of temporary and permanent objects yields systems which are smaller and more efficient than conventional systems and which provide a powerful and flexible platform for the development of large data intensive applications This volume presents the proceedings of a workshop at which latest research in this area was discussed The papers are grouped into sections on the following topics type systems and persistence persistent programming languages implementing persistence object stores measurement of persistent systems transactions and persistence and persistent machines

Persistent Object Systems Antonio Albano, Ron Morrison, 2012-12-06 Persistent Object Systems Malcolm Atkinson, David Maier, Veronique Benzaken, 2012-12-06 The Sixth International Workshop on Persistent Object Systems was held at Les Mazets des Roches near Tarascon Provence in southern France from the fifth to the ninth of September 1994 The attractive context and autumn warmth greeted the 53 participants from 12 countries spread over five continents Persistent object systems continue to grow in importance Almost all significant uses of computers to support human endeavours depend on long lived and large scale systems As expectations and ambitions rise so the sophistication of the systems we attempt to build also rises The quality and integrity of the systems and their feasibility for supporting large groups of co operating people depends on their technical foundation Persistent object systems are being developed which provide a more robust and yet simpler foundation for these persistent applications. The workshop followed the tradition of the previous workshops in the series focusing on the design implementation and use of persistent object systems in particular and persistent systems in general There were clear signs that this line of research is maturing as engineering issues were discussed with the aid of evidence from operational systems. The work presented covered the complete range of database facilities transactions concurrency distribution integrity and schema modification There were examples of very large scale use one involving tens of terabytes of data Language issues particularly the provision of reflection continued to be important **Object Orientation** in Z Susan Stepney, Rosalind Barden, David Cooper, 2013-06-29 This collection of papers draws together a variety of approaches for adding object orientation to the Z formal specification language These papers are not a conference proceedings but have a slightly more complicated his tory This work has grown and evolved from some work originally done in the ZIP project under the United Kingdom's Department of Trade and Industry DTI IED initiative ZIP is a three year project which aims to make the use of the Z specification language more widespread It hopes to achieve this by producing a

standard for Zi developing a method for Zi building tool support for Zi and carrying out research into refinement proof and concurrency in Z The ZIP methods work includes performing a survey of current Z practitioners reported in Barden et al 1992 j investigating current styles and methods of Z usagej and developing a Z Method handbook available early in 1993 As part of this work we carried out a comparative study of the ways in which object orientation has been combined with Z A summary of that work has been published as Stepney et al 1992 **Designing Correct Circuits** Geraint Jones, Mary Sheeran, 2013-12-14 These proceedings contain the papers presented at a workshop on Designing Correct Circuits jointly organised by the Universities of Oxford and Glasgow and held in Oxford on 26 28 September 1990 There is a growing interest in the application to hardware design of the techniques of software engineering As the complexity of hardware systems grows and as the cost both in money and time of making design errors becomes more apparent so there is an eagerness to build on the success of mathematical techniques in program develop ment The harsher constraints on hardware designers mean both that there is a greater need for good abstractions and rigorous assurances of the trustworthyness of designs and also that there is greater reason to expect that these benefits can be realised. The papers presented at this workshop consider the application of mathematics to hardware design at several different levels of abstraction At the lowest level of this spectrum Zhou and Hoare show how to describe and reason about synchronous switching circuits using UNilY a formalism that was developed for reasoning about parallel programs Aagaard and Leeser use standard mathematical tech niques to prove correct their implementation of an algorithm for Boolean simplification The circuits generated by their formal synthesis system are thus correct by construction Thuau and Pilaud show how the declarative language LUSTRE which was designed for program ming real time systems can be used to specify synchronous circuits Functional Programming, Glasgow 1990 Simon L. Peyton Jones, Graham Hutton, Carsten Kehler Holst, 2013-03-14 This volume contains the papers presented at the 3rd Glasgow Workshop on Functional Programming which was held in Ullapool Scotland 13 15 August 1990 Members of the functional programming groups at the universities of Glasgow and Stirling attended the workshop together with a small number of invited participants from other universities and industry The papers vary from the theoretical to the pragmatic with particular emphasis on the application of theoretical ideas to practical problems This reflects the unusually close relationship between theory and practice which characterises the functional programming research community There is also material on the experience of using functional languages for particular applications and on debugging and profiling functional programs **Specifications of Database Systems** David J. Harper, Moira C. Norrie, 2013-03-09 Increasingly formal specification is being used by database researchers to describe and understand the systems they are designing and implementing Similarly those working on formal specification techniques have recognised that the database field provides a rich context for developing their ideas However as experts in one field often have a relatively limited knowledge of the other there is a growing need for discussion about the relationship between these two fields and how they can be usefully

combined This volume contains the 16 papers which were presented at the International Workshop on Specification on Database Systems held in Glasgow 3 5 July 1991 The purpose of the workshop was to bring together these fields and to examine through a series of invited talks presentations and working groups the role that formal specification can play in developing database systems The papers describe current research into topics such as the formal specification of data models query languages and transaction handling and the use of formal specification techniques to understand problems which arise in database systems The working groups which are summarised at the end of the volume covered a variety of issues including the role of graphical notations in database specification the use of specification techniques in enabling open or extensible database systems and the education of the database community in specification techniques This volume will be invaluable to the increasing number of researchers who are using both database systems and formal specification techniques in their work and who wish to gain a more detailed knowledge of these two fields and the issues which affect them Z User Workshop, York 1991 J. E. Nicholls, 2012-12-06 In ordinary mathematics an equation can be written down which is syntactically correct but for which no solution exists For example consider the equation x x 1 defined over the real numbers there is no value of x which satisfies it Similarly it is possible to specify objects using the formal specification language Z 3 4 which can not possibly exist Such specifications are called inconsistent and can arise in a number of ways Example 1 The following Z specification of a function from integers to integers f x 1 x O fx x 1 i f x 1 x O fx x 2 ii is inconsistent because axiom i gives f 0 1 while axiom ii gives f 0 2 This contradicts the fact that f was declared as a function that is f must have a unique result when applied to an argument Hence no suchfexists Furthermore iff 0 1 andfO 2 then 1 2 can be deduced From 1 2 anything can be deduced thus showing the danger of an inconsistent specification Note that all examples and proofs start with the word Example or Proof and end with the symbol 1 Security and Persistence John Rosenberg, J. Leslie Keedy, 2012-12-06 During a short visit to Bremen in December 1989 John Rosenberg had several discussions with me about computer architecture Although we had previously worked together for more than a decade in Australia we had not seen each other for over a year following my move to Bremen in 1988 Meanwhile John was spending a year on study leave at the University of St Andrews in Scotland with Professor Ron Morrison and his persistent programming research group From our conversations it was quite clear that John was having a most fruitful time in St Andrews and was gaining valuable new insights into the world of persistent programming He was very keen to explore the significance of these insights for the MONADS Project which we had been jointly directing since the early 1980s MONADS was not about persistent programming In fact it had quite different origins in the areas of software engineering and information protection In an earlier stage of the project our ideas on these themes had led us into the world of computer architecture and even hardware deSign in our attempts to provide an efficient base machine for our software ideas The most important practical result of this phase of the project had been the development of the MONADS PC a mini computer which would be better compared with say a V tv

7th UK Computer and Telecommunications Performance Engineering Workshop Jane E. Hillston, Peter J.B. King, Robert J. Pooley, 2013-06-29 Performance engineering is a fast moving field where advances in technology mean that new issues constantly need to be addressed In response to this the UK Computer and Telecommunications Performance Engineering workshops were set up in 1985 to provide a valuable opportunity for the discussion and exchange of ideas They have subsequently become well established as the focus for academic and industrial practitioners from the UK and Europe with an interest in performance and modelling and analysis This volume contains the 16 papers which were presented at the 7th annual workshop held in Edinburgh in July 1991 The workshop highlighted various aspects of parallel computing an area which is attracting an increasing amount of interest and the work presented in these papers is of particular interest as the contributors used real analysis to evaluate their models. The papers cover an unusually wide range of topics both practical and theoretical including advances in queueing theory common performance problems and their solutions assessments of available tools and presentations of new theoretical results The result is an extremely comprehensive coverage of this important and challenging field This volume provides an up to date assessment of work being carried out by performance engineers in the UK and Europe and will be an invaluable reference book for researchers and practitioners wishing to familiarise themselves with the benefits of performance and analysis Building Interactive Systems Philip Gray, Roger Took, 2013-03-09 Architectures and tools are two important considerations in the construction of interactive computer systems The former is concerned with the optimal structural organisation of systems and the latter with the effective support of the design and management of user interfaces. They are regarded as the areas of research most likely to contribute to the development of existing interactive systems in particular by providing improved architectures capable of supporting new styles of interaction and more sophisticated software tools to improve productivity This volume combines the proceedings of two workshops held in York and Glasgow which concentrated on architectures and tools respectively In doing so it addresses the problems of user interface construction from two complementary viewpoints and provides alternative perspectives on many of the central issues Some of the papers are published in expanded form to provide a more comprehensive coverage of the topics and two additional papers have been included which offer a useful insight into issues raised by the workshops The papers address formal and theoretical concerns as well as academic and commercial ones Specific topics covered include novel input models architectures for real time systems and object oriented user interface tools for X widgets NeWS and Smalltalk based applications The papers also include presentations of new tools and architectural designs Building Interactive Systems Architectures and Tools provides the most extensive recent account of research into the relationship between architectures and tools in the construction of interactive computer systems and will be of interest to researchers postgraduate students and software developers Fully Integrated Data Environments Malcolm P. Atkinson, Ray Welland, 2012-12-06 Research into Fully Integrated Data Environments FIDE has the goal of substantially improving the

quality of application systems while reducing the cost of building and maintaining them Application systems invariably involve the long term storage of data over months or years Much unnecessary complexity obstructs the construction of these systems when conventional databases file systems operating systems communication systems and programming languages are used This complexity limits the sophistication of the systems that can be built generates operational and usability problems and deleteriously impacts both reliability and performance This book reports on the work of researchers in the Esprit FIDE projects to design and develop a new integrated environment to support the construction and operation of such persistent application systems It reports on the principles they employed to design it the prototypes they built to test it and ALPUK91 Geraint A. Wiggins, Chris Mellish, Tim Duncan, 2013-06-29 Since its conception nearly their experience using it 20 years ago Logic Programming the idea of using logic as a programming language has been developed to the point where it now plays an important role in areas such as database theory artificial intelligence and software engineering However there are still many challenging research issues to be addressed and the UK branch of the Association for Logic Programming was set up to provide a forum where the flourishing research community could discuss important issues of Logic Programming which were often by passed at the large international conferences. This volume contains the twelve papers which were presented at the ALPUK's 3rd conference which was held in Edinburgh 10 12 April 1991 The aim of the conference was to give a broad but detailed technical insight into the work currently being done in this field both in the UK and by researchers as far afield as Canada and Bulgaria The breadth of interest in this area of Computer Science is reflected in the range of the papers which cover amongst other areas massively parallel implementation constraint logic programming circuit modelling algebraic proof of program properties deductive databases specialised editors and standardisation The resulting volume gives a good overview of the current progress being made in the field and will be of interest to researchers and students of any aspects of logic programming parallel computing or database techniques and management Code Generation — Concepts, Tools, Techniques Robert Giegerich, S.L. Graham, 2013-03-09 Code Generation Concepts Tools Techniques is based upon the proceedings of the Dagstuhl workshop on code generation which took place from 20 24 May 1991 The aim of the workshop was to evaluate current methods of code generation and to indicate the main directions which future research is likely to take It provided an excellent forum for the exchange of ideas and had the added advantage of bringing together European and American experts who were unlikely to meet at less specialised gatherings This volume contains 14 of the 30 papers presented at the Dagstuhl workshop The papers deal mainly with the following four topics tools and techniques for code generation code generation for parallel architectures register allocation and phase ordering problems and formal methods and validations Most of the papers assess the progress of on going research work much of which is published here for the first time while others provide a review of recently completed projects. The volume also contains summaries of two discussion groups which looked at code generation tools and parallel architectures As a direct result of one of these

discussions a group of the participants have collaborated to make a pure BURS system available for public distribution This system named BURG is currently being beta tested Code Generation Concepts Tools Techniques provides a representative summary of state of the art code generation techniques and an important assessment of possible future innovations It will be an invaluable reference work for researchers and practitioners in this important area **Logic Program Synthesis and** Transformation Timothy P. Clement, Kung-Kiu Lau, 2013-04-17 Logic programming synthesis and transformation are methods of deriving logic programs from their specifications and where necessary producing alternative but equivalent forms of a given program The techniques involved in synthesis and transformation are extremely important as they allow the systematic construction of correct and efficient programs and have the potential to enhance current methods of software production Transformation strategies are also being widely used in the field of logic program development LOPSTR 91 was the first workshop to deal exclusively with both logic program synthesis and transformation and as such filled an obvious gap in the existing range of logic programming workshops In attempting to cover the subject as comprehensively as possible the workshop brought together researchers with an interest in all aspects of logic including Horn Clause and first order logic and all approaches to program synthesis and transformation Logic Program Synthesis and Transformation provides a complete record of the workshop with all the papers reproduced either in full or as extended abstracts They cover a wide range of aspects both practical and theoretical including the use of mode input output in program transformation program specification and synthesis in constructive formal systems and a case study in formal program development in modular Prolog This volume provides a comprehensive overview of current research and will be invaluable to researchers and postgraduate students who wish to enhance their understanding of logic programming techniques **Computing** Gillian Lovegrove, Barbara Segal, 2013-06-29 This book contains the majority of the papers presented at the 1990 Women into Computing Conference together with selected papers from the 1989 and 1988 Conferences In 1988 the main theme running through the Conference was that of dismay at the low number of women taking computing courses or following computing careers The 1989 Conference was concerned solely with workshops for schoolgirls and the 1990 Conference concentrated on strategies rather than an assessment of the situation As editors we set as our task to make a selection of papers presenting the overall picture in 1990 We found that many of the issues discussed in 1988 are still a cause for concern in 1990 but that strategies to improve the situation are many and varied Section I contains speeches from the invited speakers and needs little introduction Section II contains papers covering so me attitudes and issues of concern ranging from the specific Gill Russell on child care and Laurie Keller on hacker mentality through to broader aspects of gender inequality the papers of Flis Henwood Margaret Bruce and Alison Adam and Lyn Bryant Susan Jones takes a look at the reasons why we should want to see more women in computing whilst Gillian Lovegrove and Wendy Hall present a more general paper on school and higher education Formal Aspects of Measurement Tim Denvir, Rosalind Herman, Robin

Whitty, 2012-12-06 This book contains the eight invited papers presented at the workshop on Formal Aspects of Measurement held at South Bank University on 5th May 1991 organised by the British Computer Society's Special Interest Group on Formal Aspects of Computer Science FACS In addition there are five papers which have been included because of their relevance to the subject of the workshop The book represents something of a landmark in software engineering research The British Computer Society s Special Interest Group on Formal Aspects of Computer Science FACS has an established reputa tion among researchers in formal methods of software specification design and validation These researchers have not in the past paid much attention to software measurement Perhaps software measurement re search was felt to have emphasised its management potential at the expense of proper scientific foundations At any rate for the FACS group to host a workshop in this field is recognition of the significant body of formal measurement theories and techniques which has now become available to software engineers Declarative Programming, Sasbachwalden 1991 John Darlington, Roland Dietrich, 2013-12-21 Declarative programming languages are based on sound mathematical foundations which means that they offer many advantages for software development These advantages include their powerful descriptive capabilities the availability of program analysis techniques and the potential for parallel execution This volume contains the proceedings of a seminar and workshop organised by the Esprit Basic Research Action Phoenix in collaboration with the Esprit Basic Research Action Integration Both these groups have been closely involved in investigating the foundations of declarative programming and the integration of various language paradigms as well as the developing aspects of related technology The main aim of the seminar and workshop was to provide a forum for the results of this work together with contributions from other researchers in the same field These papers cover a variety of important technical areas such as foundations and languages program transformation and analysis integrated approaches implementation techniques abstract machines and programming methodology The resulting volume provides an in depth picture of current research into declarative programming It will be of special interest to researchers in programming languages and methodology students of artificial intelligence and anyone involved in industrial research and development Australian National Bibliography: 1992 National Library of Formal Methods for Trustworthy Computer Systems (FM89) Karen Summerskill, Dan Craigen, 2013-11-11 Australia, 1988 The 1989 Workshop on the Assessment of Formal Methods for Trustworthy Com puter Systems FM89 was an invitational workshop that brought together repre sentatives from the research commercial and governmental spheres of Canada the United Kingdom and the United States The workshop was held in Halifax Nova Scotia Canada from July 23 through July 27 1989 This document reports the activities observations recommendations and conclusions resulting from FM89 1 1 Purpose of Workshop The primary purpose for holding FM89 was to assess the role of formal methods in the development and fielding of trustworthy critical systems The need for this assessment was predicated upon four observations 1 Critical systems are increasingly being controlled by computer systems 2 Existing techniques for developing assuring and certifying computer

based critical systems are inadequate 3 Formal methods have the potential for playing the same role in the devel opment of computer based systems as applied mathematics does for other engineering disciplines and 4 Formal methods have had limited impact on the development of comput based systems and supporting technologies The goal of the workshop was to complete the following tasks 1 Assess the problems retarding the development of trustworthy critical systems 2 Determine the potential impact of applying formal methods techniques to the development of trustworthy critical systems 3 Determine the research and development required to facilitate a broader ap plication of formal methods techniques 4

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# Table of Contents Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia

- 1. Understanding the eBook Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia
  - The Rise of Digital Reading Persistent Object Systems Proceedings Of The Third International Workshop 10 13
     January 1989 Newcastle Australia
  - Advantages of eBooks Over Traditional Books
- 2. Identifying Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia
  - Exploring Different Genres
  - Considering Fiction vs. Non-Fiction
  - Determining Your Reading Goals
- 3. Choosing the Right eBook Platform
  - Popular eBook Platforms
  - Features to Look for in an Persistent Object Systems Proceedings Of The Third International Workshop 10 13
     January 1989 Newcastle Australia

- User-Friendly Interface
- 4. Exploring eBook Recommendations from Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia
  - Personalized Recommendations
  - Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia User Reviews and Ratings
  - Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia and Bestseller Lists
- 5. Accessing Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia Free and Paid eBooks
  - Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia Public Domain eBooks
  - Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia eBook Subscription Services
  - Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia Budget-Friendly Options
- 6. Navigating Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia eBook Formats
  - ∘ ePub, PDF, MOBI, and More
  - Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia Compatibility with Devices
  - Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia Enhanced eBook Features
- 7. Enhancing Your Reading Experience
  - Adjustable Fonts and Text Sizes of Persistent Object Systems Proceedings Of The Third International Workshop
     10 13 January 1989 Newcastle Australia
  - Highlighting and Note-Taking Persistent Object Systems Proceedings Of The Third International Workshop 10 13
     January 1989 Newcastle Australia
  - Interactive Elements Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia

- 8. Staying Engaged with Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989
  Newcastle Australia
  - Joining Online Reading Communities
  - Participating in Virtual Book Clubs
  - Following Authors and Publishers Persistent Object Systems Proceedings Of The Third International Workshop
     10 13 January 1989 Newcastle Australia
  - 9. Balancing eBooks and Physical Books Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia
    - Benefits of a Digital Library
    - Creating a Diverse Reading Collection Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia
- 10. Overcoming Reading Challenges
  - Dealing with Digital Eye Strain
  - Minimizing Distractions
  - Managing Screen Time
- 11. Cultivating a Reading Routine Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia
  - Setting Reading Goals Persistent Object Systems Proceedings Of The Third International Workshop 10 13
     January 1989 Newcastle Australia
  - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Persistent Object Systems Proceedings Of The Third International Workshop 10 13 January 1989 Newcastle Australia
  - Fact-Checking eBook Content of Persistent Object Systems Proceedings Of The Third International Workshop 10
     13 January 1989 Newcastle Australia
  - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
  - Utilizing eBooks for Skill Development
  - Exploring Educational eBooks
- 14. Embracing eBook Trends
  - Integration of Multimedia Elements

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