Introduction:

Unicon is a very high level programming language and The Unicon Development Team is tasked with enhancing this signature language of the University of Idaho's Computer Science department.

Objectives:

The Unicon Development Team's objectives are:

- a) Enhance the Unicon IDE to provide context-sensitive help in the form of hyperlinks from a procedure or method call to its code body or reference documentation.
- b) Extend Unicon's optimizing compiler to support concurrency features built using pthreads.

Timeline Evolution of Uniconc Icon Unicon Unicon Uniconc Unicon Unicon Unicon Unicon Unicon Unicon Uniconc Unicon Unicon Unicon GUI Facilities Unicon IDE New IDE tools New IDE tools

Unicon Development Team:

Serendel MacPhereson Ian Westrope Shea Newton

Inicon Development

Standard Unicon
Concurrent Unicon
Uniconc
Concurrent Unicon
Concur

Performance ratios reflect averages of three runs. Bars omitted where no timing data is applicable.

Methods:

IDE

- Recognize name under cursor.
- Look up name in table.
- Move cursor to name definition, or for builtins, to its reference documentation.

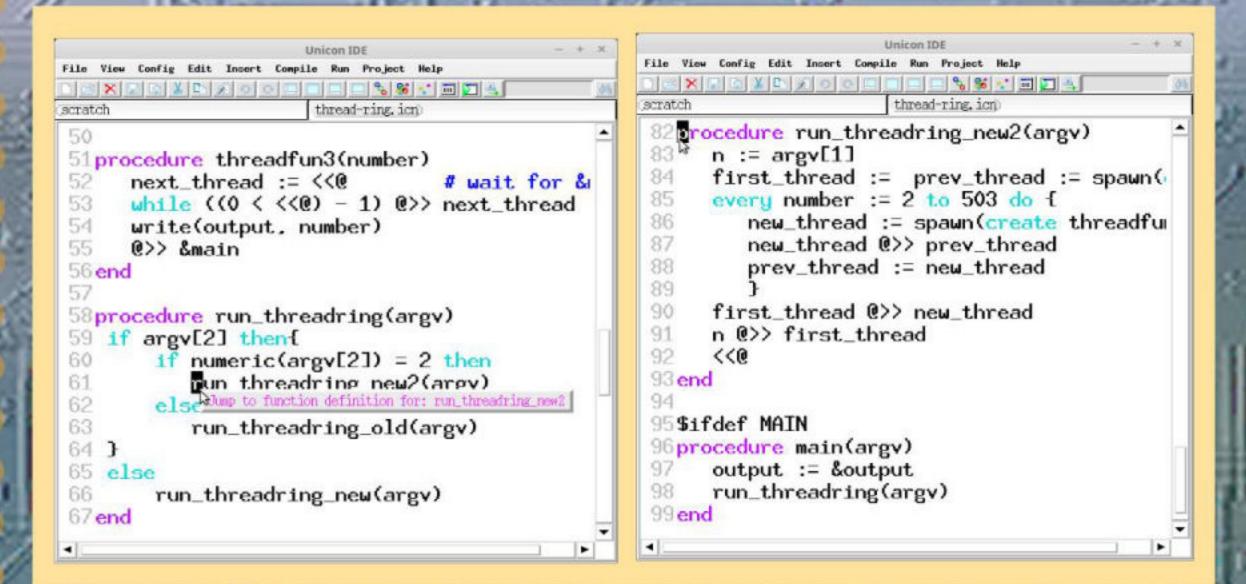
Uniconc

- Expose concurrent tools to Uniconc code generator.
- Modify compiler's lexical analyzer and compiler for new thread syntax.
- · Make generated code thread-safe.
- Move runtime system globals into per-thread states.



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Results:

The faster Uniconc gets, the higher the proportional cost of concurrency mutexes and locking is. Longer running and significantly more parallel code may be required in order to see concurrent speedups that outweigh the costs of synchronizing threads.

Discussion:

Both objectives can report primary goals have been achieved.

IDF

Future work may include features such as code refactoring tools or "Find Usage" capabilities.

Uniconc

Future work may include porting graphics or event monitoring to Uniconc. Additionally concurrent implementation may be further optimized.