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# Contents

<table>
<thead>
<tr>
<th>Contents</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1 Introduction</strong></td>
<td>1</td>
</tr>
<tr>
<td><strong>2 Calling ECL\textsuperscript{PS} from C++</strong></td>
<td>3</td>
</tr>
<tr>
<td>2.1 To get started</td>
<td>3</td>
</tr>
<tr>
<td>2.1.1 Directories</td>
<td>3</td>
</tr>
<tr>
<td>2.1.2 Definitions</td>
<td>4</td>
</tr>
<tr>
<td>2.1.3 Compiling, linking and running on Unix/Linux</td>
<td>4</td>
</tr>
<tr>
<td>2.1.4 Compiling, linking and running on Windows</td>
<td>4</td>
</tr>
<tr>
<td>2.2 Creating an ECL\textsuperscript{PS} context</td>
<td>5</td>
</tr>
<tr>
<td>2.2.1 Initialisation</td>
<td>5</td>
</tr>
<tr>
<td>2.3 Control flow</td>
<td>6</td>
</tr>
<tr>
<td>2.3.1 Control flow and search</td>
<td>6</td>
</tr>
<tr>
<td>2.3.2 Asynchronous events</td>
<td>7</td>
</tr>
<tr>
<td>2.3.3 The yield-resume model</td>
<td>8</td>
</tr>
<tr>
<td>2.3.4 Summary of EC\textunderscore resume() arguments</td>
<td>8</td>
</tr>
<tr>
<td><strong>3 Managing Data and Memory in Mixed-Language Applications</strong></td>
<td>9</td>
</tr>
<tr>
<td>3.1 Constructing ECL\textsuperscript{PS} data</td>
<td>9</td>
</tr>
<tr>
<td>3.1.1 ECL\textsuperscript{PS} atoms and functors</td>
<td>9</td>
</tr>
<tr>
<td>3.1.2 Building ECL\textsuperscript{PS} terms</td>
<td>10</td>
</tr>
<tr>
<td>3.1.3 Building atomic ECL\textsuperscript{PS} terms</td>
<td>10</td>
</tr>
<tr>
<td>3.1.4 Building ECL\textsuperscript{PS} lists</td>
<td>10</td>
</tr>
<tr>
<td>3.1.5 Building ECL\textsuperscript{PS} structures</td>
<td>11</td>
</tr>
<tr>
<td>3.2 Converting ECL\textsuperscript{PS} data to C data</td>
<td>11</td>
</tr>
<tr>
<td>3.2.1 Converting simple ECL\textsuperscript{PS} terms to C data types</td>
<td>11</td>
</tr>
<tr>
<td>3.2.2 Decomposing ECL\textsuperscript{PS} terms</td>
<td>12</td>
</tr>
<tr>
<td>3.3 Referring to ECL\textsuperscript{PS} terms</td>
<td>12</td>
</tr>
<tr>
<td>3.4 Passing generic C or C++ data to ECL\textsuperscript{PS}</td>
<td>13</td>
</tr>
<tr>
<td>3.4.1 Wrapping and unwrapping external data in an ECL\textsuperscript{PS} term</td>
<td>13</td>
</tr>
<tr>
<td>3.4.2 The method table</td>
<td>13</td>
</tr>
<tr>
<td><strong>4 External Predicates in C and C++</strong></td>
<td>17</td>
</tr>
<tr>
<td>4.1 Coding External Predicates</td>
<td>17</td>
</tr>
<tr>
<td>4.2 Compiling and loading</td>
<td>18</td>
</tr>
<tr>
<td>4.3 Restrictions and Recommendations</td>
<td>19</td>
</tr>
</tbody>
</table>
8.3 Java representation of ECL’PS* data ........................................ 64
  8.3.1 General correspondence between ECL’PS* and Java data types 64
  8.3.2 Atoms and compound terms ............................................. 65
  8.3.3 Lists ................................................................. 65
  8.3.4 Floats and Doubles .................................................. 66
  8.3.5 Integers .................................................................... 66
  8.3.6 Variables .............................................................. 66
  8.3.7 The equals() method .................................................. 67

8.4 Executing an ECL’PS* goal from Java and processing the result .... 67
  8.4.1 Passing the goal parameter to rpc ................................. 67
  8.4.2 Retrieving the results of an rpc goal execution ............... 68
  8.4.3 More details about rpc goal execution ........................... 69

8.5 Communicating between Java and ECL’PS* using queues ............. 70
  8.5.1 Opening, using and closing queues ............................... 70
  8.5.2 Writing and reading ECL’PS* terms on queues ............... 71
  8.5.3 Using the QueueListener interface ............................... 73
  8.5.4 Access to ECL’PS*’s standard streams ......................... 74

8.6 Asynchronous Communicating between Java and ECL’PS* .......... 74
  8.6.1 Opening and closing asynchronous queues ..................... 75
  8.6.2 Writing and reading ECL’PS* terms on queues ............... 76

8.7 Managing connections to ECL’PS* ...................................... 76
  8.7.1 A unified ECL’PS*-side interface to Java : the ‘peer’ concept 77
  8.7.2 Creating and managing ECL’PS* engines from Java .......... 77
  8.7.3 Connecting to an existing ECL’PS* engine using RemoteEclipse 81
  8.7.4 Comparison of different Java-ECL’PS* connection techniques 84

9 EXDR Data Interchange Format .............................................. 87
  9.1 ECL’PS* primitives to read/write EXDR terms .................. 88
  9.2 Serialized representation of EXDR terms .......................... 88

10 The Remote Interface Protocol ......................................... 91
  10.1 Introduction ........................................................... 91
  10.2 Basics ..................................................................... 91
  10.3 Attachment ............................................................. 92
    10.3.1 An example ....................................................... 95
  10.4 Remote Peer Queues .................................................. 98
    10.4.1 Synchronous peer queues ...................................... 98
    10.4.2 Asynchronous peer queues .................................... 99
  10.5 Control Messages ..................................................... 99
    10.5.1 The disconnection protocol .................................... 108
  10.6 Support for the Remote Interface .................................. 108

A Parameters for Initialising an ECL’PS* engine ....................... 111
B Summary of C++ Interface Functions

B.1 Constructing ECL/PS\textsuperscript{e} terms in C++
  B.1.1 Class EC\textunderscore atom and EC\textunderscore functor
  B.1.2 Class EC\textunderscore word

B.2 Decomposing ECL/PS\textsuperscript{e} terms in C++

B.3 Referring to ECL/PS\textsuperscript{e} terms from C++

B.4 Passing Data to and from External Predicates in C++

B.5 Operations on ECL/PS\textsuperscript{e} Data

B.6 Initialising and Shutting Down the ECL/PS\textsuperscript{e} Subsystem

B.7 Passing Control and Data to ECL/PS\textsuperscript{e} from C++

C Summary of C Interface Functions

C.1 Constructing ECL/PS\textsuperscript{e} terms in C

C.2 Decomposing ECL/PS\textsuperscript{e} terms in C

C.3 Referring to ECL/PS\textsuperscript{e} terms from C

C.4 Passing Data to and from External Predicates in C

C.5 Operations on ECL/PS\textsuperscript{e} Data

C.6 Initialising and Shutting Down the ECL/PS\textsuperscript{e} Subsystem

C.7 Creating External Predicates in C

C.8 Passing Control and Data to ECL/PS\textsuperscript{e} from C

C.9 Communication via ECL/PS\textsuperscript{e} Streams

C.10 Miscellaneous

D Foreign C Interface

Index
Chapter 1

Introduction

This manual contains the information needed to interface ECL/PS code to C, C++ or Java environments, or to use it from within scripting languages such as Tcl. ECL/PS is available in the form of a linkable library, and a number of facilities are available to pass data between the different environments, to make the integration as close as possible.

Example sources can be found in the ECL/PS installation directory under doc/examples.
Chapter 2

Calling ECL$^i$PS$^e$ from C++

This chapter describes how ECL$^i$PS$^e$ can be included in an external program as a library, how to start it, and how to communicate with it. Code examples are given in C++. For the equivalent C functions, please refer to chapter 3.

2.1 To get started

This section is about the prerequisites for working with ECL$^i$PS$^e$ in your development environment. The directory structure, the libraries and the include files are described.

2.1.1 Directories

The libraries and include files needed to use ECL$^i$PS$^e$ as an embedded component are available under the ECL$^i$PS$^e$ directory which was set-up during installation. If you have access to a stand-alone ECL$^i$PS$^e$ it can be found using the following query at the ECL$^i$PS$^e$ prompt:

```
[eclipse 1]: get_flag(installation_directory,Dir).
Dir = "/usr/local/eclipse"
yes.
[eclipse 2]
```

We will assume from here that ECL$^i$PS$^e$ was installed in "/usr/local/eclipse".

You would find the include files in "/usr/local/eclipse/include/$ARCH" and the the libraries in "/usr/local/eclipse/lib/$ARCH" where "$ARCH" is a string naming the architecture of your machine. This can be found using the following ECL$^i$PS$^e$ query:

```
[eclipse 2]: get_flag(hostarch,Arch).
Arch = "sun4"
yes.
[eclipse 3]:
```

You will need to inform your C or C++ compiler and linker about these directories so that these tools can include and link the appropriate files. A make file "Makefile.external" can be found
together with the libraries. The definitions in that makefile may have to be updated according to your operating system environment.

A set of example C and C++ programs can be found in "/usr/local/eclipse/doc/examples". When delivering an application you will have to include with it the contents of the directory "/usr/local/eclipse/lib" without which ECLiPSe cannot work. Normally this would be copied into the directory structure of the delivered application. The interface can set different values for this directory, enabling different applications to have different sets of libraries.

2.1.2 Definitions

To include the definitions needed for calling the ECLiPSe library in a C program use:

```c
#include <eclipse.h>
```

For C++ a more convenient calling convention can be used based on some classes wrapped around these C definitions. To include these use:

```c
#include <eclipseclass.h>
```

2.1.3 Compiling, linking and running on Unix/Linux

Assuming that the environment variable ECLIPSEDIR is set to the ECLiPSe installation directory and the environment variable ARCH is set to the architecture/operating system name, an application can be built as follows:

```bash
gcc -I$ECLIPSEDIR/include/$ARCH eg_c_basic.c -L$ECLIPSEDIR/lib/$ARCH -leclipse
```

This will link your application with the shared library libeclipse.so.

At runtime, your application must be able to locate libeclipse.so. This can be achieved by adding ECLIPSEDIR/lib/ARCH to your LD_LIBRARY_PATH environment variable.

The embedded ECLiPSe finds its own support files (e.g. ECLiPSe libraries) through the ECLIPSEDIR environment variable. This must be set to the location where ECLiPSe is installed, e.g. /usr/local/eclipse. Alternatively, the application can invoke ec_set_option to specify the ECLIPSEDIR location before initialising the embedded ECLiPSe with ec_init.

2.1.4 Compiling, linking and running on Windows

If you use GCC, you can link either directly against eclipse.dll or against eclipse.dll.a. The required command line is similar to the Unix case.

If you use a Microsoft compiler, make sure you have the following additional settings in your C/C++ compiler/development system:

- In the C/C++ Preprocessor settings, specify the ECLiPSe include directory as an additional include directory, e.g. C:\Program Files\ECLiPSe 5.10\include\i386_nt.
- In the Link settings, specify eclipse.lib as an additional object/library module, and the location of this library, e.g. C:\Program Files\ECLiPSe 5.10\lib\i386_nt as an additional library path.

Moreover, you need to create an eclipse.lib for the compiler to link against. This file can be created from eclipse.def and eclipse.dll (which are part of the ECLiPSe distribution), using the lib.exe or link.exe tool (which comes with the C/C++ development system).
The `eclipse.dll` finds its own support files (e.g. ECLiPSe libraries) through the ECLIPSEDIR registry entry under the registry key `HKEY_LOCAL_MACHINE\SOFTWARE\IC-Parc\ECLiPSe\X.Y` (X.Y is the version number). This must be set to the location where ECLiPSe is installed, e.g. `C:/Eclipse`. Alternatively, the application can invoke `ec_set_option` to specify the ECLIPSEDIR location before initialising the embedded ECLiPSe with `ec_init`.

### 2.2 Creating an ECLiPSe context

ECLiPSe runs as a special thread (we will call it ECLiPSe engine) within your application, maintaining its own execution state. This section is about when and how to initialise it. There are parameters to be applied before initialisation, but these are usually acceptable. These parameters are described in Appendix A.

Although it is useful to think of ECLiPSe as a thread, it is not an operating system thread, but is rather implemented as a set of C functions that maintain some state. This state is the complete execution state of the ECLiPSe engine, its stack of goals, its success and failure continuations and its global stack of all constructed data.

At particular points during its execution ECLiPSe will yield control back to the C level. This is implemented by returning from a function. ECLiPSe can then be restarted from the exact point it left off. This is implemented by a function call.

#### 2.2.1 Initialisation

You initialise ECLiPSe by calling the parameterless function

```c
int ec_init();
```

A process should do this just once. `ec_init` returns 0 on success or -1 if an error occurred. It is possible to influence the initialisation of ECLiPSe by setting initialisation options as described in Appendix A.

None of the functions of the interface work before this initialisation. In particular in C++, if you use static variables which are constructed by calling ECLiPSe functions you must arrange for the initialisation to occur before the constructors are called.
2.3 Control flow

ECL/PS+ and a C or C++ main program are like threads running in a single process. Each maintains its state and methods for exchanging data and yielding control to the other thread. The main method of sending data from C++ to ECL/PS+ is by posting goals for it to solve. All posted goals are solved in conjunction with each other, and with any previously posted goals that have succeeded.

Data is passed back by binding logical variables within the goals.

Control is explicit in C++. After posting some goals, the C++ program calls the EC_resume() function and these goals are all solved. A return code says whether they were successfully solved or whether a failure occurred.

In ECL/PS+ control is normally implicit. Control returns to C++ when all goals have been solved.

```c
#include "eclipseclass.h"

main()
{
    ec_init();

    /* writeln("hello world"), */
    post_goal(term(EC_functor("writeln",1),"hello world"));
    EC_resume();
    ec_cleanup(0);
}
```

The above is an example program that posts a goal and executes it.

2.3.1 Control flow and search

Using this model of communication it is possible to construct programs where execution of C++ code and search within the ECL/PS+ are interleaved.

If you post a number of goals (of which some are non-deterministic) and resume the ECL/PS+ execution and the goals succeed, then control returns to the C++ level. By posting a goal that fails, the ECL/PS+ execution will fail back into the previous set of goals and these will succeed with a different solution.

```c
#include "eclipseclass.h"

main()
{
    ec_init();
    EC_ref Pred;

    post_goal(term(EC_functor("current_built_in",1),Pred));
    while (EC_succeed == EC_resume())
    {
        post_goal(term(EC_functor("writeln",1),Pred));
    }
}
The above example prints all the built ins available in ECLiPSe. When EC_resume() returns EC_succeed there is a solution to a set of posted goals, and we print out the value of Pred. otherwise EC_resume() returns EC_fail to indicate that no more solutions to any set of posted goals is available.

It is possible also to cut such search. So for example one could modify the example above to only print the 10th answer. Initially one simply fails, but at the tenth solution one cuts further choices. Then one prints the value of 'Pred'.

```c
#include "eclipseclass.h"

main()
{
    ec_init();
    EC_ref Pred,Choice;
    int i = 0;

    post_goal(term(EC_functor("current_built_in",1),Pred));
    while (EC_succeed == EC_resume(Choice))
    {
        if (i++ == 10)
        {
            Choice.cut_to();
            break;
        }
        post_goal(term(EC_atom("fail")));    
    }
    post_goal(term(EC_atom("fail")));  
    post_goal(term(EC_functor("writeln",1),Pred));
    EC_resume();
    ec_cleanup(0);
}
```

When EC_resume() is called with an EC_ref argument, this is for data returned by the EC_resume() If the return code is EC_succeed The EC_ref is set to a choicepoint identifier which can be used for cutting further choices at that point.

### 2.3.2 Asynchronous events

The posting of goals and building of any ECLiPSe terms in general cannot be done asynchronously to the ECLiPSe execution. It has to be done after the EC_resume() function has returned.

Sometimes it may be necessary to signal some asynchronous event to ECLiPSe, for example to implement a time-out. To do this one posts a named event to ECLiPSe. At the next synchronous point within the eclipse execution, the handler for that event is invoked.
/* C++ code, possibly within a signal handler */
post_event(EC_atom("timeout"));

/* ECLiPSe code */
handle_timeout(timeout) :-
   <appropriate action>
   :- set_event_handler(timeout, handle_timeout/1).

2.3.3 The yield-resume model
Although implicitly yielding control when a set of goals succeeds or fails is often enough, it is possible to explicitly yield control to the C++ level. This is done with the yield/2 predicate. This yields control to the calling C++ program. The arguments are used for passing data to C++ and from C++.
When yield/2 is called within ECLiPSe code, the EC_resume() function returns the value EC_yield so one can recognise this case. The data passed out via the first argument of yield/2 can be accessed from C++ via the EC_ref argument to EC_resume(). The data received in the second argument of yield/2 is either the list of posted goals, or an EC_word passed as an input argument to EC_resume().

yield(out(1,2),InData),

In this example the compound term out(1,2) is passed to C++. If we had previously called:

   EC_ref FromEclipse;
   result = EC_resume(FromEclipse);

then result would be EC_yield and FromEclipse would refer to out(1,2). If then we resumed execution with:

   result = EC_resume(EC_atom("ok"),FromEclipse);

then the variable InData on the ECLiPSe side would be set to the atom 'ok'.

2.3.4 Summary of EC_resume() arguments
EC_resume() can be called with two optional arguments. An input argument that is an EC_word and an output that is an EC_ref.
If the input argument is omitted, input is taken as the list of posted goals. Otherwise the input to ECLiPSe is exactly that argument.
If the output argument is present, its content depends on the value returned by EC_resume(). If it returns EC_succeed it is the choicepoint identifier. If it returns EC_fail it is not modified.
Chapter 3

Managing Data and Memory in Mixed-Language Applications

ECLiPSe is a software engine for constraint propagation and search tasks. As such, it represents its data in a form that is different from how it would be represented in a traditional C/C++ program. In particular, the ECLiPSe data representation supports automatic memory management and garbage collection, modifications that can be undone in a search context, referential transparency and dynamic typing.

In a mixed-language application, there are two basic ways of communicating information between the components coded in the different languages:

**Conversion:** When data is needed for processing in another language, it can be converted to the corresponding representation. This technique is appropriate for simple data types (integers, strings), but can have a lot of overhead for complex structures.

**Sharing:** The bulk of the data is left in its original representation, referred to by a handle, and interface functions (or methods) provide access to its components when required.

Both techniques are supported by the ECLiPSe/C and ECLiPSe/C++ interface.

### 3.1 Constructing ECLiPSe data

#### 3.1.1 ECLiPSe atoms and functors

```c
/* ECLiPSe code */
S = book("Gulliver’s Tales","Swift",hardback,fiction),
```

In the above structure 'hardback' and 'fiction' are atoms. 'book' is the functor of that structure, and it has an arity (number of arguments) of 4.

Each functor and atom is entered into a dictionary, and is always referred to by its dictionary entry. Two classes, EC_atom and EC_functor are used to access such dictionary entries.

The 'Name' method applies to both, to get their string form. The 'Arity' method can be used to find out how many arguments a functor has.

```c
/* C++ code */
EC_functor book("book",4);
```
3.1.2 Building ECL\textsuperscript{iPSE} terms

The \texttt{pword} C data type is used to store ECL\textsuperscript{iPSE} terms. In C++ the \texttt{EC_word} data type is used. This is used for any C type as well as for ECL\textsuperscript{iPSE} structures and lists. The size remains fixed in all cases, since large terms are constructed on the ECL\textsuperscript{iPSE} global stack. The consequences of this are that terms will be garbage collected or moved so terms do not survive the execution of ECL\textsuperscript{iPSE}. In particular, one cannot build such terms asynchronously while ECL\textsuperscript{iPSE} is running, for example this precludes building terms from within a signal handler unless it can make sure that ECL\textsuperscript{iPSE} has yielded when it is running.

3.1.3 Building atomic ECL\textsuperscript{iPSE} terms

It is possible to simply cast from a number of simple C++ types to build an \texttt{EC_word} In addition, functions exist for creating new variables, and for the nil which terminates ECL\textsuperscript{iPSE} lists. In C++ you can just cast.

```cpp
/* making simple terms in C++ */
EC_word w;
EC_atom hardback("hardback");
w = (EC_word) "Swift";
w = (EC_word) hardback;
w = (EC_word) 1.002e-7;
w = (EC_word) 12345;
w = (EC_word) nil();
w = (EC_word) newvar();
```

```cpp
/* ECLIPSe equivalent code */
P1 = "Swift",
P2 = hardback,
P3 = 1.002e-7,
P4 = 12345,
P5 = [],
P6 = _,
```

3.1.4 Building ECL\textsuperscript{iPSE} lists

The \texttt{list(head,tail)} function builds a list out of two terms. Well formed lists have lists as their tail term and a nil ("[]") at the end, or a variable at the end for difference lists.

```cpp
/* making the list [1, "b", 3.0] in C++ */
EC_word w = list(1, list("b", list(3.0, nil())));
```

The following example shows how you can write functions to build variable length lists.
/* function to build a list [n,n+1,n+2,...,m-1,m] */
EC_word fromto(int n, int m)
{
    EC_word tail = nil();
    for(int i = m ; i >= n ; i--)
        tail = list(i,tail);
    return tail;
}

The list is constructed starting from the end, so at all points during its construction you have a valid term. The interface is designed to make it hard to construct terms with uninitialised sub-terms, which is what you would need if you were to construct the list starting with the first elements.

3.1.5 Building ECL'i'PS'e' structures

The term(functor,args...) function is used to build ECL'i'PS'e' structures. A number of different functions each with a different number of arguments is defined so as not to disable C++ casting which would be the case if we defined a function with variable arguments.

    /* making s(1,2,3) in C++ */
    EC_functor s_3("s",3);
    EC_word w = term(s_3,1,2,3);

The above interface is convenient for terms with small fixed arities, for much larger terms an array based interface is provided.

    /* making s(1,2,...,n-1,n) */
    EC_word args[n];
    for(int i=0 ; i<n ; i++)
        args[i] = i+1;
    EC_word w = term(EC_functor("s",n),args);

3.2 Converting ECL'i'PS'e' data to C data

There are several aspects to examining the contents of a term. These include decomposing compound terms such as lists and structures, converting simple terms to C data types and testing the types of terms.

The functions for decomposing and converting check that the type is appropriate. If it is they return EC_succeed if not they return a negative error code.

3.2.1 Converting simple ECL'i'PS'e' terms to C data types

To convert from an ECL'i'PS'e' term to a C type you first have to declare a variable with that type. For fixed size data types (you can convert to double, long and dident fixed size data types) you are responsible for allocating the memory. For strings you declare a char* variable and on conversion it will point to the internal ECL'i'PS'e' string.

In the following example we see how one can try to convert to different types. Of course normally you will know what type you are expecting so only one of these functions need be called.
EC_word term;
double r;
long i;
EC_atom did;
char *s;
if (EC_succeed == term.is_double(&d))
    cout << d << "\n";
else if (EC_succeed == term.is_long(&i))
    cout << i << "\n";
else if (EC_succeed == term.is_atom(&did))
    cout << did.Name() << "\n";
else if (EC_succeed == term.is_string(&s))
    cout << s << "\n";
else
    cout << "not a simple type\n";

The term is converted by the function which returns EC_success. The functions that fail to convert will return a negative error number.

Care has to be taken with strings, these pointers point to the internal ECL'PS\* string which may move or be garbage collected during an ECL'PS\* execution. As a result if a string is to be kept permanently one should copy it first.

### 3.2.2 Decomposing ECL'PS\* terms

The function `ec_get_arg(index,term,&subterm)` is used to get the index'th subterm of a structure. The index varies from 1 to arity of `term`. A list can also be decomposed this way, where the head is at index 1 and the tail at index 2.

Below we see how we would write a function to find the nth element of a list.

```cpp
int nth(const int n, const EC_word list, EC_word& el)
{
    EC_word tail = list;
    for (int i=1, i<n, i++)
        if (EC_fail == tail.arg(2,tail))
            return EC_fail;
    return tail.arg(1,el);
}
```

The above function actually is not limited to lists but could work on any nested structure.

### 3.3 Referring to ECL'PS\* terms

The terms constructed so far (as EC-words) have been volatile, that is they do not survive an ECL'PS\* execution (due to eg. garbage collection). It is possible to create safe terms that have been registered with the ECL'PS\* engine and which do survive execution. The `EC_ref` and `EC_refs` classes are provided for this purpose. `EC_refs` are vectors of safe terms.

When you declare an `EC_ref` it will contain free variables.
EC_ref X; /* declare one free variable */
EC_refs Tasks(10); /* declare 10 free variables */

EC_refs work like logical variables. When ECL/PS fails during search they are reset to old values. They are always guaranteed to refer to something i.e. they never contain dangling references. If ECL/PS backtracks to a point in the execution older than the point at which the references were created, they return to being free variables, or take on their initial values.

It is possible to declare references, giving them an initial iser but this must be an atomic type that fits into a single word. That restricts you to atoms, integers and nil.

You can freely assign between an EC_ref and a EC_word.

One point to take care of is that assigning such a variable is not like unification since assignment cannot fail. It just overwrites the old value. Assignment is very similar to the setarg/3 built-in in the ECL/PS language.

3.4 Passing generic C or C++ data to ECL/PS

It is possible to include any C or C++ data in an ECL/PS term. To do this it is wrapped into a handle to tell ECL/PS that this is external data. You also have to supply a method table, which is a set of functions that are called when ECL/PS wants to make common operations that it assumes can be done on any data (eg. comparing, printing).

3.4.1 Wrapping and unwrapping external data in an ECL/PS term

To create an ECL/PS wrapper for a C/C++ object, the function handle() is used. It takes a pointer to any C or C++ data, and a pointer to a suitable method table (t_ext_type structure) and creates an ECL/PS handle term which refers to them. Method tables for the common case of arrays of char, long or double are predefined. For example a handle for a double array is made like this

```c
double my_array[5] = {1.1, 2.2, 3.3, 4.4, 5.5};
EC_word w = handle(&ec_xt_double_arr, my_array);
```

where ec_xt_double_arr is a predefined method table for arrays of doubles. To convert back from an ECL/PS term is_handle() is used. The method table passed in indicates the sort of data you expect to get. If the ECL/PS handle contains the wrong sort, the function returns TYPE_ERROR:

```c
if ((EC_succeed == w.is_handle(&ec_xt_double_arr, &obj))
obj->my_method();
else
    cerr << "unexpected type\n";
```

3.4.2 The method table

Apart from the predefined method tables ec_xt_double_arr, ec_xt_long_arr and ec_xt_char_arr, new ones can easily be defined. The address of the table is used as a type identifier, so when you get an external object back from ECL/PS you can check its type to determine the kinds of operations you can do on it. You can choose not to implement one or more of these functions, by leaving a null pointer ((void*)0) in its field.

13
typedef void *t_ext_ptr;

typedef struct {
  void (*free) (t_ext_ptr obj);
  t_ext_ptr (*copy) (t_ext_ptr obj);
  void (*mark_dids) (t_ext_ptr obj);
  int (*string_size)(t_ext_ptr obj, int quoted);
  int (*to_string) (t_ext_ptr obj, char *buf, int quoted);
  t_ext_ptr (*equal) (t_ext_ptr obj1, t_ext_ptr obj2);
  t_ext_ptr (*remote_copy)(t_ext_ptr obj);
  EC_word (*get) (t_ext_ptr obj, int idx);
  int (*set) (t_ext_ptr obj, int idx, EC_word data);
} t_ext_type;

void free(t_ext_ptr obj) This is called by ECLIPS e if it loses a reference to the external data. This could happen if the ECLIPS e execution were to fail to a point before the external object was created, or if a permanent copy was explicitly removed with built-ins like setval/2, erase/2 or bag_dissolve/2. Note that an invocation of this function only means that one reference has been deleted (while the copy function indicates that a reference is added).

t_ext_ptr copy(t_ext_ptr obj) This is called by ECLIPS e when it wants to make a copy of an object. This happens when calling ECLIPS e built-ins like setval/2 or recordz/2 which make permanent copies of data. The return value is the copy. If no copy-method is specified, these operations will not be possible with terms that contain an object of this type. A possible implementation is to return a pointer to the original and e.g. increment a reference counter (and decrement the counter in the free-method correspondingly).

void mark_dids( t_ext_ptr obj) This is called during dictionary garbage collection. If an external object contains references to the dictionary (dident) then it needs to mark these as referenced.

int string_size(t_ext_ptr obj, int quoted)

int to_string(t_ext_ptr obj, char *buf, int quoted) When ECLIPS e wants to print an external object it calls string_size() to get an estimate of how large the string would be that represents it. This is used by ECLIPS e to allocate a buffer. The string representation must be guaranteed to fit in the buffer.

Finally the to_string() function is called. This should write the string representation of the object into the buffer, and return the actual size of that string.

int equal(t_ext_ptr obj1, t_ext_ptr obj2) This is called when two external objects are unified or compared. Prolog views the external object as a ground, atomic element. It should return non-zero if the objects are considered equal.

t_ext_ptr remote_copy(t_ext_ptr obj) This is called by parallel ECLIPS e when it needs to make a copy of an object in another worker. If the object is in shared memory, this method can be the same as the copy method.
**EC_word get(t_ext_ptr obj, int idx)** Returns the value of a field of the C++ object. This method gets invoked when the ECL/PS e predicate `xget/3` is called. The mapping of index values to fields is defined by the get/set-method pair.

**int set(t_ext_ptr obj, int idx, EC_word data)** Set the value of a field of the C++ object. This method gets invoked when the ECL/PS e predicate `xset/3` is called. The mapping of index values to fields is defined by the get/set-method pair.

Example of the simplest possible user-defined method table:

```c
    t_ext_type my_type = {NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL,NULL};
    my_struct data_in;
    ...  // creating a handle for data_in
    EC_word w = handle(&my_type, &data_in);
    ...
    // checking a handle and extracting the data pointer
    my_struct *data_out;
    if ((EC_succeed == w.is_handle(&my_type, &data_out))
        data_out->my_method();
    else
        cerr << "unexpected type\n";
```

15
Chapter 4

External Predicates in C and C++

4.1 Coding External Predicates

External Predicates are C/C++ functions that can be called like predicates from ECL/PSe. Two following extra interface functions are provided for this purpose:

EC_word EC_arg(int i) returns the i’th argument of the predicate call.

pword ec_arg(int i)
same for C.

int unify(EC_word, EC_word)
unify two pwords. The return code indicates success or failure. Note however, that if attributed variables are involved, their handlers have not been invoked yet (this happens after the external predicate returns).

int EC_word::unify(EC_word)
same as method.

int ec_unify(pword, pword)
same for C.

Apart from that, all functions for constructing, testing and decomposing ECL/PSe data can be used in writing the external predicate (see chapter 3). Here are two examples working with lists, the first one constructing a list in C:

```c
#include "eclipse.h"
int p_string_to_list() /* string_to_list(+String, -List) */
{
    pword list;
    char *s;
    long len;
    int res;

    res = ec_get_string_length(ec_arg(1), &s, &len);
    if (res != PSUCCEED) return res;
```
list = ec_nil(); /* build the list backwards */
while (len--)
    list = ec_list(ec_long(s[len]), list);

return ec_unify(ec_arg(2), list);
}

The next example uses an input list of integers and sums up the numbers. It is written in C++:

#include "eclipseclass.h"
extern "C" int
p_sumlist()
{
    int res;
    long x, sum = 0;
    EC_word list(EC_arg(1));
    EC_word car, cdr;

    for ( ; list.is_list(car, cdr) == EC_succeed; list = cdr)
    {
        res = car.is_long(&x);
        if (res != EC_succeed) return res;
        sum += x;
    }
    res = list.is_nil();
    if (res != EC_succeed) return res;
    return unify(EC_arg(2), EC_word(sum));
}

The source code of these examples can be found in directory doc/examples within the ECLPS installation.

4.2 Compiling and loading

It is strongly recommended to copy the makefile "Makefile.external" provided in your installation directory under lib/$ARCH and adapt it for your purposes. If the makefile is not used, the command to compile a C source with ECLPS library calls looks something like this:

% cc -G -I/usr/local/eclipse/include/sparc_sunos5
    -o egExternals.so egExternals.c

or

% cc -shared -I/usr/local/eclipse/include/i386_linux
    -o egExternals.so egExternals.c

If the external is to be used in a standalone ECLPS, it is possible to dynamically load it using the load/1 predicate:
On older UNIX platforms without dynamic loading, the following method may work. Compile the source using

```bash
% cc -c -I/usr/local/eclipse/include/sparc_sunos5 eg_externals.c
```

and load it with a command like

```bash
load("eg_externals.o -lg -lm")
```

The details may vary depending on what compiler and operating system you use. Refer to the Makefile.external for details.

Once the object file containing the C function has been loaded into ECLiPSe, the link between the function and a predicate name is made with `external/2`

```prolog
eexternal(sumlist/2, p_sumlist)
```

The new predicate can now be called like other predicates. Note that the `external/2` declaration must precede any call to the declared predicate, otherwise the ECLiPSe compiler will issue an *inconsistent redefinition* error. Alternatively, the `external/1` forward declaration can be used to prevent this.

If the external is needed in the context of an ECLiPSe which is itself embedded in a C/C++ host program, then the external code can be compiled/linked together with the host program, and the link between function and predicate name can alternatively be made by calling the C function `ec_external()`, e.g.

```c
ec_external(ec_did("sumlist",2), p_sumlist, ec_did("eclipse"))
```

This must be done after the embedded ECLiPSe has been initialised (and after the module that is supposed to contain the external predicate has already been created).

### 4.3 Restrictions and Recommendations

It is neither supported nor recommended practice to call `ec_resume()` from within an external predicate, because this would invariably lead to programs which are hard to understand and to get right.

Currently, it is also not possible to post goals from within an external predicate, but that is a sensible programming style and will be supported in forthcoming releases. Posting events however is already possible now.
Chapter 5

Embedding into Tcl/Tk

This chapter describes how to embed ECL\textsuperscript{i}PS\textsuperscript{e} into a Tcl host program. Tcl/Tk is a cross-platform toolkit for the development of graphical user interfaces. The facilities described here make it possible to implement ECL\textsuperscript{i}PS\textsuperscript{e} applications with platform-independent graphical user interfaces. The interface is similar in spirit to the ECL\textsuperscript{i}PS\textsuperscript{e} embedding interfaces for other languages.

An alternative method of using ECL\textsuperscript{i}PS\textsuperscript{e} with Tcl is to use the Tcl remote interface, described in chapter \ref{remote}. In this case, the ECL\textsuperscript{i}PS\textsuperscript{e} is run as a separate program. The facilities provided by the remote and embedding interfaces are largely compatible, so that it is possible to reuse the same Tcl and ECL\textsuperscript{i}PS\textsuperscript{e} code in both interface. The advantage of the embedding interface is that ECL\textsuperscript{i}PS\textsuperscript{e} is much more tightly coupled with the Tcl program, and communication between the two is more efficient. The advantage of the remote interface is that the Tcl and ECL\textsuperscript{i}PS\textsuperscript{e} programs are not tightly coupled, and in fact can be run on separate machines.

The tkeclipse development environment is entirely implemented using the facilities described in this chapter. The toplevel of tkeclipse is currently implemented using only the embedding interface, but the development tools can be used with both the embedding and remote interfaces.

5.1 Loading the interface

The ECL\textsuperscript{i}PS\textsuperscript{e} interface is provided as a Tcl-package called eclipse, and can be loaded as follows:

\begin{verbatim}
lappend auto_path "/location/of/my/eclipse/lib_tcl"
package require eclipse
\end{verbatim}

5.2 Initialising the ECL\textsuperscript{i}PS\textsuperscript{e} Subsystem

These are the Tcl commands needed to initialize an embedded ECL\textsuperscript{i}PS\textsuperscript{e}.

\texttt{ec\_set\_option option\_name option\_value}

Set the value of an initialisation option for ECL\textsuperscript{i}PS\textsuperscript{e}. This must be done before invoking \texttt{ec\_init}. The available option_names are: localsize, globalsize, privatesize, sharedsize, default_module, eclipsedir, io. See Appendix A for their meaning.
**ec_init peername?**

Initialise the ECL\(^{\text{PS}}\) engine. This is required before any other commands of this interface (except ec_set_option) can be used. The optional argument peername is the name of the embedding peer, which defaults to ‘master’.

Example Tcl code for initialising ECL\(^{\text{PS}}\):

```
lappend auto_path "/location/of/my/eclipse/lib_tcl"
package require eclipse
#ec_set_option io 0;   # input/output/error via tty (for testing)
ec_set_option io 2;   # input/output/error via queues (default)
ec_init
```

Apart from the basic functionality in package eclipse which takes care of linking Tcl to ECL\(^{\text{PS}}\), there is a package eclipse_tools containing Tk interfaces to ECL\(^{\text{PS}}\) facilities like debugging and development support. This package should be used when developing Tcl/Tk/ECL\(^{\text{PS}}\) applications. To add these tools to your application, load the package and add the tools menu to your application’s menu bar. Your code should then contain the following pattern:

```
package require eclipse
package require eclipse_tools
...
menu .mbar
...
ee_init
...
ee_tools_init .mbar.tools
```

See also the examples in the lib_tcl directory of the ECL\(^{\text{PS}}\) installation.

### 5.3 Shutting down the ECL\(^{\text{PS}}\) Subsystem

The embedded ECL\(^{\text{PS}}\) is terminated when quitting from the Tcl/Tk application. The following Tcl command should be called just before the application is terminated to allow ECL\(^{\text{PS}}\) to shutdown:

```
ec_cleanup
```

**Shutdoen the ECL\(^{\text{PS}}\) engine.**

### 5.4 Passing Goals and Control to ECL\(^{\text{PS}}\)

The control flow between Tcl and ECL\(^{\text{PS}}\) is conceptually thread-based. An ECL\(^{\text{PS}}\) goal is executed by using the ec_rpc mechanism. The goal is posted from Tcl, and control is transferred automatically to ECL\(^{\text{PS}}\) to allow the goal to be executed. Control can also be explicitly transferred to ECL\(^{\text{PS}}\) using ec_resume. Furthermore, handler goals can be implicitly invoked on I/O operations on queues (this is described in more detail in section 5.5 with implicit transfer of control.

The related commands are the following:
ec_rpc goal ?format?
Remote ECL/PS predicate call. It calls goal in the default module. The goal should be simple in the sense that it can only succeed, fail or throw. It must not call yield/2. Any choicepoints the goal leaves will be discarded.

Unlike ec_resume, calls to ec_rpc can be nested and can be used from within Tcl queue event handlers.

If no format argument is given, the goal is assumed to be in ECL/PS syntax. If a format argument is provided, the ECL/PS goal is constructed from goal and format, according to the conversion rules explained in section 5.8.

On success, ec_rpc returns the (possibly more instantiated) goal as a Tcl data structure, otherwise "fail" or "throw" respectively.

This is the recommended way of executing ECL/PS code from Tcl, and passing the results back (via output arguments) to Tcl.

ec_running
checks whether an asynchronous ECL/PS thread is still running. If that is the case, the only interface function that can be invoked reliably is ec_post_event.

ec_resume ?async?
resume execution of the ECL/PS engine: All posted events and goals will be executed. The return value will be "success" if the posted goals succeed, "fail" if the goals fail, and "yield" if control was transferred because of a yield/2 predicate call in the ECL/PS code. No parameters can be passed.

If the async parameter is 1 (default 0), the ECL/PS execution is resumed in a separate thread, provided this is supported by the operating system. The effect of this is that Tcl/Tk events can still be handled while ECL/PS is running, so the GUI does not freeze during computation. However, only one ECL/PS thread can be running at any time, so before doing another call to ec_resume, ec_handle_events or ec_rpc one should use ec_running to check whether there is not a thread still running.

ec_flush ?stream_nr? ?nbytes?
flushes the Tcl end of a to-ECL/PS queue (see section 5.5) that has the ECL/PS stream number stream_nr. Control is then briefly transferred to ECL/PS so that any events that are raised can be handled. Afterwards the control is passed back to Tcl. nbytes is a dummy argument and is provided for compatibility with the Tcl remote interface only.

5.5 Communication via Queues
The most flexible way of passing data between ECL/PS and Tcl is via the I/O facilities of the two languages, ie. via ECL/PS queue streams which can be connected to Tcl channels. Currently, a communication channel between ECL/PS and Tcl is created from Tcl, which appears as an ECL/PS queue in ECL/PS, and a channel in Tcl. The queue has a symbolic name and a stream number in ECL/PS, and has a channel name in Tcl. Facilities are provided to interconvert between these names. Queues pass data between ECL/PS and Tcl in one direction: either from ECL/PS to Tcl (from-ECL/PS), or from Tcl to ECL/PS (to-ECL/PS). Queues are created with the direction
specified. The queues should be viewed as communication channels: data is written to the queue, and it only becomes available to the other side when the queue is flushed. This is done by calling the predicate `flush/1` on the ECL/PS\(^e\) side, and by invoking `ec_flush` on the Tcl side. The flush also has the effect of briefly transferring control to the other side to allow handlers to handle the data (see section 5.6).\(^1\)

**ec_queue_create** `ec_name mode ?command? ?event?`

Creates a queue between Tcl and ECL/PS\(^e\). On the Tcl side, a Tcl channel is created. On the ECL/PS\(^e\) side, the queue would be given the symbolic name `ec_name`. The `mode` argument indicates the direction of the queue, and can either be fromec or toec\(^2\). The procedure returns a channel identifier for use in commands like `puts`, `read`, `ec_read_exdr`, `ec_write_exdr` or `close`. The optional arguments `command` and `event` specifies the data handler for the queue: `command` is the name of the Tcl procedure for handling the data, with its user defined arguments. `event` is the name of the event that will be raised on the ECL/PS\(^e\) side. As a handler can only be defined for one side, either `event` or `command` should be undefined (\{\}).

**ec_queue_close** `ec_name`

Closes the queue with the ECL/PS\(^e\) name of `ec_name`.

**ec_stream_nr** `ec_name`

This command returns the ECL/PS\(^e\) stream number given a symbolic stream name (this is the same operation that the ECL/PS\(^e\) built-in `get_stream/2` performs).

**ec_streamname_to_streamnum** `ec_name`

This is an alias for `ec_stream_nr` for compatibility purposes.

**ec_streamname_to_channel** `ec_name`

Returns the Tcl channel name for the queue with the symbolic name `ec_name`.

**ec_streamnum_to_channel** `ec_stream_number`

Returns the Tcl channel name for the queue with the ECL/PS\(^e\) stream number `ec_stream_number`.

**ec_async_queue_create** `ec_name mode ?command? ?event?`

This is provided mainly for compatibility with the Tcl remote interface. The command is an alias for `ec_queue_create` in the embedding interface. Certain uses of the queues in the embedding interface cannot be duplicated using the synchronous queues of the remote interface. Instead, asynchronous queues are needed (see chapter \[6\] for more details). This command is provided to allow the same code to be used for both interfaces. Note that it is possible to use the asynchronous queues of the remote interface in ways that are incompatible with the embedding interface.

---

1Strictly speaking, flushing is not necessary in the embedding case to make the data available to the other side. However, it is needed in the remote case, and for compatibility and good practice, flushing is recommended.

2For compatibility with previous versions of the embedding Tcl interface, the mode can also be specified as r (equivalent to fromec) or w (equivalent to toec). These can be somewhat confusing as read/write status depends on from which side the queue is viewed (a read queue in ECL/PS\(^e\) is a write queue in Tcl).
5.5.1 From-ECL/PS\(^e\) to Tcl

To create a queue from ECL/PS\(^e\) to Tcl, use **ec_queue_create** with the *mode* argument set to *fromec*, e.g.

```tcl
Tcl: set my_in_channel [ec_queue_create my_out_queue fromec]
```

Once the queue is created, it can be used, e.g. by writing into it with ECL/PS\(^e\)'s **write/2** builtin, and reading using Tcl's **read** command:

```tcl
ECLiPSe: write(my_out_queue, hello),
         flush(my_out_queue).

Tcl:    set result [read $my_in_channel 5]
```

The disadvantage of using these low-level primitives is that for reading one must know exactly how many bytes to read. It is therefore recommended to use the EXDR (ECL/PS\(^e\) external data representation, see section 5.8) format for communication. This allows to send and receive structured and typed data. The primitives to do that are **write_exdr/2** on the ECL/PS\(^e\) side and **ec_read_exdr** (section 5.8) on the Tcl side:

```tcl
ECLiPSe: write_exdr(my_out_queue, foo(bar,3)),
         flush(my_out_queue).

Tcl:    set result [ec_read_exdr $my_in_channel]
```

In the example, the Tcl result will be the list `{foo bar 3}`. For details about the mapping see section 5.8.

5.5.2 To-ECL/PS\(^e\) from Tcl

To create a queue from Tcl to ECL/PS\(^e\) to Tcl, use **ec_queue_create** with the *mode* argument set to *toec*, e.g.

```tcl
Tcl: set my_out_channel [ec_queue_create my_in_queue toec]
```

Now the queue can be used, e.g. by writing into it with Tcl’s **puts** command and by reading using ECL/PS\(^e\)'s **read_string/4** builtin:

```tcl
Tcl: puts $my_out_channel hello
     ec_flush [ec_streamname_to_streamnum my_in_queue] 5

ECLiPSe: read_string(my_in_queue, "", 5, Result).
```

The disadvantage of using these low-level primitives is that for reading one must know exactly how many bytes to read, or define a delimiter character. It is therefore recommended to use the EXDR (ECL/PS\(^e\) external data representation, see section 5.8) format for communication. This allows to send and receive structured and typed data. The primitives to do that are **ec_read_exdr** (section 5.8) on the Tcl side and **read_exdr/2** on the ECL/PS\(^e\) side.
Tcl:        ec_write_exdr $my_out_channel {foo bar 3} (SI)
            ec_flush [ec_streamname_to_streamnum my_in_queue]

ECLiPSe:    read_exdr(my_in_queue, Result).

In the example, the ECLiPSe result will be the term foo("bar",3). For details about the mapping see section 5.8.

5.6 Attaching Handlers to Queues

In order to handle ECLiPSe I/O on queues more conveniently, it is possible to associate a handler with every queue, either on the Tcl or ECLiPSe side. These handlers can be invoked automatically whenever the other side initiates an I/O operation.

5.6.1 Tcl handlers

To-ECLiPSe queues

For this purpose, the to-ECLiPSe queue must be created with the command argument set. The following example creates a queue that can be written from the ECLiPSe side, and whose contents, if flushed, is automatically displayed in a text widget:

    Tcl:        pack [text .tout]
                ec_queue_create my_out_queue toec {ec_stream_to_window "" .tout} {}

Assume that ECLiPSe is then resumed, writes to the queue and flushes it. This will briefly pass control back to Tcl, the ec_stream_to_window-handler will be executed (with the stream number added to its arguments), afterwards control is passed back to ECLiPSe. Note that ec_stream_to_window is a predefined handler which reads the whole queue contents and displays it in the given text widget.

From-ECLiPSe queues

Similarly, a from-ECLiPSe queue could be created as follows:

    Tcl:        ec_queue_connect my_in_queue fromec \            {ec_stream_input_popup "Type here:"} {}

Assume that ECLiPSe is then resumed and reads from my_in_queue. This will briefly yield control back to Tcl, the ec_stream_input_popup-handler will be executed, afterwards control is passed back to ECLiPSe.

Three predefined handlers are provided:

ec_stream_to_window tag text_widget stream_nr
    Inserts all the current contents of the specified queue stream at the end of the existing text_widget, using tag.

ec_stream_to_window_sync tag text_widget stream_nr ?length?
    This is provided for compatibility with the Tcl remote interface. This command is essentially an alias for ec_stream_to_window, with an optional dummy argument length that is ignored.

26
**ec_stream_output_popup** `label_text stream_nr`

Pops up a window displaying the `label_text`, a text field displaying the contents of the specified queue stream, and an ok-button for closing.

**ec_stream_input_popup** `label_text stream_nr`

Pops up a window displaying the `label_text`, an input field and an ok-button. The text typed into the input field will be written into the specified queue stream.

When ECL/PS is initialised with the default options, its **output** and **error** streams are queues and have the **ec_stream_output_popup** handler associated. Similarly, the **input** stream is a queue with the **ec_stream_input_popup** handler attached. These handler settings may be changed by the user’s Tcl code.

### 5.6.2 ECL/PS handlers

A to-ECL/PS queue can be configured to raise an ECL/PS-event (see `event/1` and the User Manual chapter on event handling) whenever the Tcl program writes something into the previously empty queue. To allow that, the queue must have been created with the `event` argument of `ec_queue_create` set, e.g.\[3\]

```tcl
Tcl: set my_out_channel [ec_queue_create my_queue toec {} my_queue_event]
```

Assuming something was written into the queue from within Tcl code, the ECL/PS event will be handled if the queue is flushed on the Tcl side with the command `ec_flush`:

```tcl
Tcl: puts $my_out_channel hello
    ec_flush [ec_streamname_to_streamnum myqueue]
```

If `myqueue` was empty, then the `puts` would raise the event `my_queue_event`. The `ec_flush` transfer control over to ECL/PS, so that the event can be handled.

### 5.7 Obtaining the Interface Type

Generally, the Tcl embedded and remote interfaces are designed to allow the user to write code that can be used via both interfaces. However, sometimes it may be necessary to distinguish the two. This can be done via:

**ec_interface_type**

returns embedded for the embedding interface, and remote for the remote interface.

### 5.8 Type conversion between Tcl and ECL/PS

EXDR (ECL/PS External Data Representation, see also chapter [9]) is a data encoding that allows to represent a significant subset of the ECL/PS data types. The following Tcl primitives are provided to handle EXDR-format:

\[3\]It is possible to use the same name for both the queue stream itself and the event. This simplifies the event handler code because it receives that name as an argument.
**ec_write_exdr** *channel data ?format?*
write an EXDR-term onto the given channel. The term is constructed using the *data* argument and the additional type information provided in the *format* argument. If no format is specified, it defaults to S (string).

**ec_read_exdr** *channel*
reads an EXDR-term from the given channel and returns it as a Tcl data structure, according to its type. Note that, since Tcl does not have a strong type system, some typing information can get lost in this process (e.g. string vs. atom).

**ec_tcl2exdr** *data ?format?*
This is the low-level primitive to encode the given *data* and type information in *format* to an EXDR-string which is suitable for sending over communication links to ECLiPSe or other agents which can decode EXDR-format. If no format is specified, it defaults to S (string).

**ec_exdr2tcl** *exdr_string*
This is the low-level primitive to decode an EXDR-string. It returns a Tcl data structure, according to the type information encoded in the EXDR-string. Note that, since Tcl does not have a strong type system, some typing information can get lost in this process (e.g. string vs. atom).

Since Tcl is an untyped language, all commands which create EXDR terms accept, in addition to the data, an optional *format* argument which allows all EXDR data types to be specified. The syntax is as follows:

<table>
<thead>
<tr>
<th>To create EXDR type</th>
<th>use <em>&lt;format&gt;</em></th>
<th>data required</th>
</tr>
</thead>
<tbody>
<tr>
<td>String</td>
<td>S</td>
<td>string (binary)</td>
</tr>
<tr>
<td>String</td>
<td>U</td>
<td>string (utf8)</td>
</tr>
<tr>
<td>Integer</td>
<td>I</td>
<td>integer</td>
</tr>
<tr>
<td>Double</td>
<td>D</td>
<td>double</td>
</tr>
<tr>
<td>List</td>
<td>[&lt;formats&gt;]</td>
<td>fixed length list</td>
</tr>
<tr>
<td>List</td>
<td>[&lt;formats&gt;*]</td>
<td>list</td>
</tr>
<tr>
<td>Struct</td>
<td>(&lt;formats&gt;)</td>
<td>fixed list, first elem functor name</td>
</tr>
<tr>
<td>Struct</td>
<td>(&lt;formats&gt;* )</td>
<td>list, first elem functor name</td>
</tr>
<tr>
<td>Anonymous Variable</td>
<td>_</td>
<td>string &quot;_&quot;</td>
</tr>
</tbody>
</table>

Here are some examples that show which Tcl data/format pair corresponds to which ECLiPSe term (the curly brackets are just Tcl quotes and not part of the format string):

<table>
<thead>
<tr>
<th>Tcl data</th>
<th>Tcl format</th>
<th>Eclipse term</th>
</tr>
</thead>
<tbody>
<tr>
<td>hello</td>
<td>S</td>
<td>&quot;hello&quot;</td>
</tr>
<tr>
<td>hello</td>
<td>()</td>
<td>hello</td>
</tr>
<tr>
<td>123</td>
<td>S</td>
<td>&quot;123&quot;</td>
</tr>
<tr>
<td>123</td>
<td>I</td>
<td>123</td>
</tr>
<tr>
<td>123</td>
<td>D</td>
<td>123.0</td>
</tr>
<tr>
<td>123</td>
<td>()</td>
<td>’123’</td>
</tr>
<tr>
<td>{a 3 4.5}</td>
<td>{[SID]}</td>
<td>[&quot;a&quot;, 3, 4.5]</td>
</tr>
</tbody>
</table>

28
5.9 Incompatible and obsolete commands

Here is a list of commands in the embedding interface that are retained for compatibility purposes with previous versions. They have no equivalent in the Tcl remote interface, and their use for new code is discouraged.

**ec_post_goal** *goal ?format?*
post a goal that will be executed when ECL/PS is resumed. If no *format* argument is given, the goal is taken to be a string in ECL/PS syntax. Note that (unlike with the C/C++ interface) it is not possible to retrieve any variable bindings from ECL/PS after successful execution of the goal. To pass information from ECL/PS to Tcl, use queue streams as described later on. Example:

```
et_post_goal {go("hello",27)}
```

If a *format* argument is provided, the ECL/PS goal is constructed from *goal* data and *format*, according to the conversion rules explained in section 5.8. Example:

```
et_post_goal {go hello 27} (SI)
```

Posting several goals is the same as posting the conjunction of these goals. Note that simple, deterministic goals can be executed independently of the posted goals using the **ec_rpc** command (see below).

**ec_post_event** *event_name*
Post an event to the ECL/PS engine. This will lead to the execution of the corresponding event handler once the ECL/PS execution is resumed. See also *event/1* and the User Manual chapter on event handling for more information. This mechanism is mainly recommended for asynchronous posting of events, e.g. from within signal handlers or to abort execution. Otherwise it is more convenient to raise an event by writing into an event-raising queue stream (see section 5.6.2).

**ec_handle_events**
resume execution of the ECL/PS engine for the purpose of event handling only. All events that have been posted via ec_post_event or raised by writing into event-raising queues will be handled (in an unspecified order). The return value will always be "success", except when an asynchronous ECL/PS thread is still running, in which case the return value is "running" and it is undefined whether the events may have been handled by that thread or not.

first create an ECL/PS queue stream using ECL/PS's **open/3** or **open/4** predicate, then connect that stream to a Tcl channel by invoking the **ec_queue_connect** command from within Tcl code.
**ec_queue_connect**  *eclipse_stream_name mode ?command?*

Creates a Tcl channel and connects it to the given ECLPS stream (*eclipse_stream_name* can be a symbolic name or the ECLPS stream number). The *mode* argument is either r or w, indicating a read or write channel. The procedure returns a channel identifier for use in commands like `puts`, `read`, `ec_read_exdr`, `ec_write_exdr` or `close`. The channel identifier is of the form `ec_queueX`, where X is the ECLPS stream number of the queue. This identifier can either be stored in a variable or reconstructed using the Tcl expression

```
ec_queue[ec_stream_nr eclipse_stream_name]
```

If a *command* argument is provided, this command is set as the handler to be called when data needs to be flushed or read from the channel (see **ec_set_queue_handler**).

**ec_set_queue_handler**  *eclipse_stream_name mode command*

Sets *command* as the Tcl-handler to be called when the specified queue needs to be serviced from the Tcl side. Unlike **ec_queue_connect**, this command does not create a Tcl channel. The *mode* argument is either r or w, indicating whether the Tcl end of the queue is readable or writable. For readable queues, the handler is invoked when the ECLPS side flushes the queue. The Tcl-handler is expected to read and empty the queue. For writable queues, the handler is invoked when the ECLPS side reads from the empty queue. The Tcl-handler is expected to write data into the queue. In any case, the handler *command* will be invoked with the ECLPS stream number appended as an extra argument.
Chapter 6

Remote Tcl Interface

This chapter describes the remote Tcl interface, which allows a separate external Tcl program to interact with ECLiPSe in much the same fashion as the embedding Tcl interface (see chapter 5). Like the embedding interface, Tcl and ECLiPSe code communicates by sending and receiving streams of bytes via I/O queues (the ec_rpc mechanism is implemented on top of these queues). The interface can thus be used in similar fashion to the embedding interface, e.g. for the development of graphical user interfaces to an ECLiPSe application, with the difference that the ECLiPSe program is a separate program and not embedded into the Tcl program.

The main features of the interface are:

- The connection between the Tcl and ECLiPSe processes are established via sockets using TCP network protocol. Thus the Tcl process can be run on a different machine and platform from the ECLiPSe process.

- The Tcl process can be attached to any running ECLiPSe process, including an ECLiPSe embedded into another host language.

- More than one Tcl (or other remote) process can be attached to a single ECLiPSe via the remote interface.

- For the programmer, the embedding and remote interfaces are largely similar, and once the connection is established in the remote interface, the same code on the ECLiPSe and Tcl sides can be used for both interfaces.

The remote interface thus offers more flexibility than an embedding interface in how the Tcl code can be connected to an ECLiPSe program. However, as the Tcl and ECLiPSe processes are not as tightly coupled as in an embedded interface, the speed of communications between the Tcl and ECLiPSe processes is likely to be slower.

Currently, Tcl is the only language available for connecting to ECLiPSe remotely. However, it is expected that remote interfaces for other languages will become available in future releases of ECLiPSe.

6.1 Basic Concepts of the Interface

The interface is used by starting separate ECLiPSe and Tcl processes, and then attaching the Tcl process to the ECLiPSe process. Once attached, the Tcl and ECLiPSe processes can
communicate much as in the embedded interface: ECLiPS goals can be sent from the Tcl side to the ECLiPS side via the remote predicate call (ec_rpc) mechanism, and further I/O queues can be established between the ECLiPS and Tcl processes to allow streams of bytes to sent from one side to the other.

The attached Tcl process can also be detached from the ECLiPS process. This disconnection will terminate and clean-up the links between the two processes. Thus, typically, if the programmer wants to allow a particular application to be usable through both the Tcl remote and embedding interfaces, the only code that needs to be specific to one or the other interface is the code associated with starting and termination of the application (the attach and detach operations in the case of the remote interface).

The interaction between the Tcl and ECLiPS is mediated by a version of thread-like control flow of the embedded interface. The interface distinguishes two ‘sides’: the Tcl side, which is the Tcl process, and the ECLiPS side, which is generally the ECLiPS process. At any given time, either the ECLiPS side or the Tcl side has ‘control’. When the Tcl side has control, execution of the ECLiPS process is suspended. When the ECLiPS side has control, the Tcl side cannot initiate the execution of ec_rpc goals. The interface can implicitly transfer control from one side to the other (e.g. when processing synchronous I/O), or it can be explicitly transferred.

An ECLiPS process can have several attached remote processes. Each remote process is identified by a control name, which is the ECLiPS name for a special control connection between the two sides.

### 6.2 Loading the Interface

Before using the interface, the Tcl program must first load a Tcl-package called `remote_eclipse`, which can be loaded as follows:

```tcl
lappend auto_path "/location/of/my/eclipse/lib_tcl"
package require remote_eclipse
```

An ECLiPS program, onto which the Tcl program will attach, also needs to be started.

### 6.3 Attaching and Initialising the Interface

To use the interface, the Tcl program needs to be attached to the ECLiPS program. The attach request is initiated on the ECLiPS side, by calling the predicate `remote_connect/3` from ECLiPS. The Tcl program is then attached to the ECLiPS program by executing the procedure `ec_remote_init` from Tcl. If no error occurs, then the connection is established and the interface is set up.

In more detail, the ECLiPS predicate `remote_connect/3` establishes a socket listening for the connection from the Tcl side. It prints out, on the stream `log_output`, the hostname and the port number that the Tcl side should connect to:

---

1. The ECLiPS side may be more complicated than a simple ECLiPS, as it can be an embedded ECLiPS, or the ECLiPS process and other attached remote processes.
2. Instead of `remote_connect/3`, the more flexible `remote_connect_setup/3` and `remote_connect_accept/6` pair of predicates can be used. See the reference manual entries for these predicates for more details.

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32
On the Tcl side, `ec_remote_init` is called with the hostname and port number given by `remote_connect/3`:

```
ec_remote_init chicken.icparc.ic.ac.uk 25909
```

`ec_remote_init` host port ?init\_command? ?pass? ?format?

Initialise the remote Tcl interface on the Tcl side. A corresponding `remote_connect/3` must have been started on the ECL\PS\e side, which specifies the hostname (host) and port number (port) to connect to. The optional `init\_command` is an is a Tcl command that will be invoked at the end of the attachment, before control is handed over to the ECL\PS\e side (see section 6.7 for more details). `pass` and `format` are optional arguments for a simple security check: they specify an ECL\PS\e term that will be matched against a corresponding term (using `==/2`) on the ECL\PS\e side before the connection is allow to proceed. `pass` will be sent to the ECL\PS\e side in EXDR format, the default is an empty string, which is what `remote_connect_setup/3` expects.

If successful, some initial links are established between the two sides, such as the control connection and the connection to allow rpc goals to be sent from the Tcl to the ECL\PS\e side. After the attachment, optional user-defined initialisations are performed on both sides (via the InitGoal argument on the ECL\PS\e side, and the `init\_command` on the Tcl side), and the two sides can then interact. Initially, the control is given to the Tcl side, and `remote_connect/3` returns only when control is handed over to the ECL\PS\e side.

As part of the attachment process, the ECL\PS\e name of the control connection is passed to the Tcl side. This can be accessed by the user using the command:

```
ec\_control\_name
```

returns the ECL\PS\e name of the control connection. An error is raised if this procedure is called before an attachment to ECL\PS\e is made.

Unimplemented functionality error will be raised if the Tcl or ECL\PS\e side are incompatible with each other. This can happen if one side is outdated, e.g. if the remote Tcl interface used and the ECL\PS\e being connected to are not from the same version of ECL\PS\e. In this case, it is best to update both sides to the latest version of ECL\PS\e.

### 6.3.1 A Note on Security

Once a Tcl side is attached to an ECL\PS\e, the Tcl side can execute ECL\PS\e goals on the ECL\PS\e side via the `ec_rpc` mechanism. This may be a security concern as this gives the Tcl side as much access to the resources on the ECL\PS\e side as the ECL\PS\e process itself, even though the Tcl side can potentially be anywhere reachable from the ECL\PS\e side via TCP. However, the connection must be initiated from the ECL\PS\e side, and the attachment process must follow a protocol in order for a successful attachment. Nevertheless, if a third party somehow knew which Address to connect to, and follows the protocol, it can ‘steal’ the connection to ECL\PS\e. No authentication is performed by the simple `remote_connect_setup/3`, but

---

\(^3\) See section 5.8 for more on EXDR format
remote_connect_accept/6 does allow a simple authentication where it can require the Tcl side to send an ECL/PS term that matches the one specified in calling the predicate. This is done before the Tcl side is given the ability to run rpc goals on the ECL/PS side. It is also possible to limit the remote connection to the same machine as the ECL/PS process by specifying 'localhost' as the host name in the Host/Port address of remote_connect/3. The Tcl side must also use 'localhost' for the Host name in its client connection. Each peer queue is created by creating a new server socket on the ECL/PS side and then accepting a client connection from the Tcl side. The accept command is told where the client connection is from, and the client host is checked against the client’s host from the attachment, to ensure that the same host has been connected. If not, the ECL/PS side will reject the particular connection. At this point, the security has probably been compromised, and the two side should disconnect. Note also that by default, none of the information sent through the queues between the remote side and the ECL/PS side is encrypted. If the programmer requires these communication channels to be secure, then such encryptions need to be provided by the programmer.

6.4 Type Conversion Between Tcl and ECL/PSe

The EXDR (ECL/PSe External Data Representation, see chapter 9) representation is fully supported by the interface. The same type conversions commands as in the embedding Tcl interface, described in section 5.8 (ec_write_exdr, ec_read_exdr, ec_tcl2exdr, ec_exdr2tcl), are available.

6.5 Executing an ECL/PSe Goal From Tcl

An ECL/PSe predicate can be invoked from the Tcl side using the remote ECL/PSe predicate call (ec_rpc) facility. This should be the main method of interacting and communicating with ECL/PSe in the remote interface. Information can be sent to ECL/PSe via bindings for (input) arguments when the call is made; and results returned from ECL/PSe via the bindings made to (output) arguments:

```ec_rpc goal ?format?```

Remote ECL/PSe predicate call. It calls goal in the default module. The goal should be simple in the sense that it can only succeed, fail or throw. Any choice-points the goal leaves will be discarded.

Calls to ec_rpc can be nested and can be used from within Tcl queue event handlers. However, an ec_rpc cannot be issued while ECL/PSe side has control.

If no format argument is given, the goal is assumed to be in ECL/PSe syntax. If a format argument is provided, the ECL/PSe goal is constructed from goal and format, according to the conversion rules explained in section 5.8.

On success, ec_rpc returns the (possibly more instantiated) goal as a Tcl data structure (in EXDR format), otherwise "fail" or "throw" respectively.

6.6 Communication via Queues

Queues should be used to set up long-term I/O links between ECL/PSe and Tcl. An example would be the main output from an application that is to be displayed by a Tcl window. Streams
of bytes can be sent along the queue from one side to the other: on one side, data is written to
the queue; and when the queue is flushed, the data is sent to the other side, which can now read
the data. The data can either be sent as normal strings (where each byte represents a character)
using the normal I/O calls, or they can be in EXDR format, in which case both sides need to
read and write using EXDR.
On the Tcl side, the queue is seen as a Tcl I/O channel. On the ECL\textsuperscript{PS} side, a queue is seen
as an ECL\textsuperscript{PS} I/O stream, which has a unique (numeric) ID, the stream number, and has a
user supplied symbolic name. These all refer to the same queue. Queues are created using the
symbolic names, and the Tcl side maintains tables of the correspondence between Tcl channel
names, symbolic names and stream numbers. The built-in Tcl I/O commands accepts the Tcl
channel name for operating on the queue, and for compatibility with the embedding interface,
many of the Tcl remote interface commands refer to the queue using the stream number. The
interface provides commands to inter-convert the various names so that the right name can be
used for a particular command.
There are two types of queues:

**synchronous** These queues are unidirectional, i.e. either for sending data from ECL\textsuperscript{PS} to Tcl
(from-ECL\textsuperscript{PS}), or from Tcl to ECL\textsuperscript{PS} (to-ECL\textsuperscript{PS}). These streams are synchronous
because the interface ensures that the sending and receiving of data across the queue are
synchronised. This is achieved by transferring control between ECL\textsuperscript{PS} and Tcl in a
coroutine-like manner to ensure that data that is sent from one side is processed on the
other.

These queues are designed to be compatible with the queues created via \texttt{ec_queue_create}
of the embedded interface (see section \ref{sec:ec_queue}). Their actual implementations are different,
in that the queues in the embedded case are memory queues and the synchronous queue
use socket connections. The interface tries to minimise the difference by buffering where
possible at either ends of the socket connection. However, there is an overhead for doing
this, and not all differences can be hidden. This is discussed in more detail in section \ref{sec:socket

**asynchronous** These are bi-directional – data can be sent both ways. Sending or receiving
data on these queues does not necessarily transfer control between ECL\textsuperscript{PS} and Tcl. In
particular, it is not possible to request data from the other side if the queue is empty: such
an operation would simply block. This is because such queues map directly to the socket
collections with no buffering, and there is no concept of a socket being empty. Generally,
it is up to the programmer to co-ordinate the transfer and processing of the data.

They have no direct equivalent in the embedding Tcl interface, but some uses of the
embedding Tcl interface queues, such as writing data from one side without a corresponding
reader on the other side, are better approximated by the asynchronous queues than the
synchronous queues. They can also be more efficient in that there is no buffering of the
data is performed by the interface.

### 6.6.1 Queue Data Handlers

The processing of data on queues (synchronous and to some extent asynchronous) can be per-
formed via *handlers*. A handler is a piece of code (a procedure in Tcl, a goal in ECL\textsuperscript{PS}) whose
execution is data-driven: it is invoked to deal with the transfer of data on a queue on their
respective sides.
In ECL\textsuperscript{i}PS\textsuperscript{e}, the handler goal is invoked using the events mechanism. That is, an event is raised, and the event handler goal associated with the event (see \texttt{set\_event\_handler/2}) is then executed when ECL\textsuperscript{i}PS\textsuperscript{e} has control.

A handler can be called under two situations:

**Data consumer** To consume data that has been sent over from the other side. Here, the other side has sent data over the queue, invoking the handler. The handler is expected to read the data off the queue and process it. An example of a data consumer handler is a Tcl handler which is invoked when the ECL\textsuperscript{i}PS\textsuperscript{e} side sends data that is intended to be displayed on a Tcl window. The handler would be invoked to read the data off the queue and display it on the window.

**Data provider** To provide data that has been requested by the other side. In this case, the handler is expected to generate the data and write the data onto the queue, and send it to the other side. For example, on the Tcl side, a Tcl handler might be invoked to ask for inputs from the user via the GUI. Note that these data providers can only exist for the synchronous queues.

For each queue and for a particular direction of data flow, a handler can be defined on either the Tcl or the ECL\textsuperscript{i}PS\textsuperscript{e} side, but not both. The handler either consumes or provides data as described above. The reason that handlers cannot be defined on both sides is that this avoids possible infinite loop of alternately triggering the data provider and the data consumer.

### 6.6.2 Synchronous Queues

These queues can be created on the Tcl side. This is done with the \texttt{ec\_queue\_create} command from within Tcl code:

**\texttt{ec\_queue\_create eclipse\_stream\_name mode ?command? ?event?}**

Creates a synchronous queue between Tcl and ECL\textsuperscript{i}PS\textsuperscript{e} sides. On the Tcl side, a Tcl channel is created. On the ECL\textsuperscript{i}PS\textsuperscript{e} side, the queue would be given the symbolic name \texttt{eclipse\_stream\_name}. The \texttt{mode} argument indicates the direction of the queue, and can either be \texttt{fromec} or \texttt{toec}.\textsuperscript{4} The procedure returns a channel identifier for use in commands like \texttt{puts, read, ec\_read\_exdr, ec\_write\_exdr} or \texttt{close}. The optional arguments \texttt{command} and \texttt{event} specifies the data handler for the queue: \texttt{command} is the name of the Tcl procedure for handling the data, with its user defined arguments. \texttt{event} is the name of the event that will be raised on the ECL\textsuperscript{i}PS\textsuperscript{e} side (see the section \ref{section:events} for more details). As a handler can only be defined for one side, either \texttt{event} or \texttt{command} should be undefined ({}).

**\texttt{ec\_queue\_close eclipse\_stream\_name}**

Closes the (synchronous or asynchronous) queue with the ECL\textsuperscript{i}PS\textsuperscript{e} name of \texttt{ec\_stream\_name}. The queue is closed on both the Tcl and ECL\textsuperscript{i}PS\textsuperscript{e} sides, and bookkeeping information for the queue is removed.

\textsuperscript{4}For compatibility with previous versions of the embedded Tcl interface, the mode can also be specified as \texttt{r} (equivalent to \texttt{fromec}) or \texttt{w} (equivalent to \texttt{toec}). These can be somewhat confusing as read/write status depends on from which side the queue is viewed (a read queue in ECL\textsuperscript{i}PS\textsuperscript{e} is a write queue in Tcl).
It is strongly recommended that the queues should be used for long-term I/O connections between the two sides, and so the queues should not be created and closed on a short-term basis. For quick interchange of data, it is recommended that the user use the ec_rpc mechanism.

**Handlers for a Synchronous From-ECL'PS Queue**

**Tcl Handler for From-ECL'PS Queue**  For a from-ECL'PS queue, the Tcl handler command would be a data consumer. This handler is initiated when ECL'PS side initially has control and flushes the queue (by calling flush/1). With a Tcl handler defined, control is transferred to the Tcl side, where command is invoked to consume the data. When the handler finishes, control is returned to the ECL'PS side. The general sequence of actions are:

<table>
<thead>
<tr>
<th>ECL'PS side</th>
<th>Tcl side</th>
</tr>
</thead>
<tbody>
<tr>
<td>Writes to the from-ECL'PS queue</td>
<td>Handler invoked to handle data on the from-ECL'PS queue</td>
</tr>
<tr>
<td>Flush the from-ECL'PS queue</td>
<td></td>
</tr>
<tr>
<td>ECL'PS returns from flush, and continue executing the following code</td>
<td></td>
</tr>
</tbody>
</table>

The Tcl handler is specified by command in ec_queue_create. command includes the name of the Tcl procedure to invoke, and any user defined arguments. When the handler is invoked, two additional arguments are appended: the ECL'PS stream number for the queue, and the number of bytes that has been sent on the queue. This command should read the data off the queue and process it. The following predefined Tcl data consumer handlers are provided:

**ec_stream_to_window_sync tag text widget stream_nr length**  
Read length bytes from the specified queue and insert the data at the end of the existing text widget, using tag as the tag for the text. If this is invoked as a handler for a from-ECL'PS queue, length and stream_nr would be supplied when the handler is invoked.

**ec_stream_output_popup label_text stream_nr length**  
Pops up a window displaying the label_text, a text field displaying the contents of the specified queue stream, and an ok-button for closing. The data is read as normal strings. This is the default Tcl fromec handler that will be called if ec_create_queue did not define one.

**An example from-ECL'PS queue with Tcl handler**  To create the queue on the Tcl side with a Tcl handler:

Tcl code:  
```tcl
ec_queue_create myqueue fromec {ec_stream_to_window_sync red textwin} {}
```

Note that the last {} specifies that there is no ECL'PS handler. This is the actual default for this argument, so it could be missed out. After creating the queue, it can be used on the ECL'PS side. The programmer can write to the queue, and to send the data to the Tcl side, the queue should be flushed:
ECLiPSe code:
...
  write(myqueue, hello),
  flush(myqueue),
...

When the queue is flushed as shown above, then control is handed over to Tcl, and the Tcl handler, in this case \texttt{ec\_stream\_to\_window\_sync}, would be invoked. This reads the data on the queue (hello, and anything else that has been written since the last flush), and puts it into the text widget \texttt{textwin}, with the tag red. The procedure is also called with the ECL\textsuperscript{i}PS\textsuperscript{e} stream number for the queue and the number of bytes sent as extra arguments. The \texttt{textwin} widget and the tag red must be defined already in the Tcl program (presumably ‘red’ means printing the text in red colour); if no tag is desired, \{\} can be used.

The procedure \texttt{ec\_stream\_to\_window\_sync} is predefined in the interface, but here is a slightly simplified version of it:

\begin{verbatim}
proc ec_stream_to_window_sync {Tag Window Stream Length} {
  set channel [ec_streamnum_to_channel $Stream]
  set data [read $channel $Length]
  $Window insert end $data $Tag
  $Window see end
}
\end{verbatim}

\textbf{ECL\textsuperscript{i}PS\textsuperscript{e} Handler for From-ECL\textsuperscript{i}PS\textsuperscript{e} Queue} Currently, the Tcl remote interface does not support ECL\textsuperscript{i}PS\textsuperscript{e} handlers (which will be a data provider) for from-ECL\textsuperscript{i}PS\textsuperscript{e} queues. Thus, the \textit{event} argument for \texttt{ec\_queue\_create} is currently a dummy argument that is ignored. The available alternative is to use \texttt{ec\_rpc} to obtain the required information: instead of reading from a from-ECL\textsuperscript{i}PS\textsuperscript{e} queue, an \texttt{ec\_rpc} should be called with argument(s) left to be filled in by the ECL\textsuperscript{i}PS\textsuperscript{e} side with the required data.

\textbf{Handlers for a Synchronous To-ECL\textsuperscript{i}PS\textsuperscript{e} Queue} 

\textbf{Tcl Handler for a To-ECL\textsuperscript{i}PS\textsuperscript{e} Queue} For a to-ECL\textsuperscript{i}PS\textsuperscript{e} queue, the Tcl handler \textit{command} defined in \texttt{ec\_queue\_create} would be a data producer. This handler is initiated when ECL\textsuperscript{i}PS\textsuperscript{e} side has control, and reads from the to-ECL\textsuperscript{i}PS\textsuperscript{e} queue, which is initially empty. With a Tcl handler defined, control is transferred to the Tcl side, where \textit{command} is invoked to provide the data. The handler should write the data to the queue, and call the Tcl remote interface command \texttt{ec\_flush} to send the data to ECL\textsuperscript{i}PS\textsuperscript{e} side. When the handler finishes, control is returned to the ECL\textsuperscript{i}PS\textsuperscript{e} side, and the read operation is performed to read the now available data. The general sequence of actions are:
ECL\textsuperscript{PS} side
Reads an empty to-ECL\textsuperscript{PS} queue

ECL\textsuperscript{PS} returns from the initial read operation, reading the data supplied by the Tcl handler, and continue execution the following code

Tcl side
Handler invoked to supply data to the to-ECL\textsuperscript{PS} queue. The data is written to the queue and flushed with \textbf{ec\_flush}

The Tcl remote interface command \textbf{ec\_flush}, instead of the standard Tcl \textbf{flush} command, should be used to flush a queue so that the data would be transferred and processed on the ECL\textsuperscript{PS} side. \textbf{ec\_flush} should be used both inside the Tcl data provider handler, and also to invoke an ECL\textsuperscript{PS} data consumer handler (see the next section).

\textbf{ec\_flush} \textit{eclipse\_streamnum ?nbytes?}

If the Tcl side has control, flushes the (synchronous or asynchronous) queue with the ECL\textsuperscript{PS} stream number \textit{eclipse\_streamnum} and hands over control briefly to ECL\textsuperscript{PS} to read the data. Control is then returned to Tcl. \textit{nbyte} is an optional argument that specifies the number of bytes being sent. If this argument is missing, the data sent must be a single EXDR term in the case of the synchronous queue. There is no restriction for the asynchronous queues, but it is the programmer’s responsibility that the read operation does not block.

Normally, data is written to the queue using standard Tcl output commands, and the amount of data written is not known. However, the programmer may have kept track of the number of bytes written inside the handler, and thus know how many bytes will be sent. In this case, \textbf{ec\_flush} can be called with the number of bytes supplied as a parameter. It is the programmer’s responsibility to ensure that this information is accurate. Without \textit{nbytes}, the output is restricted to EXDR terms for synchronous queues. The reason for this is because the data is sent through a socket connection, and without knowing the amount of data, it is not possible in general to know when the data ends, unless the data sent has implicit boundaries, like an EXDR term.

For the use of \textbf{ec\_flush} inside a Tcl data provider handler, the sequence of events that appears to the user is that the \textbf{ec\_flush} flushes the data, and the Tcl side then continues executing Tcl code until the handler’s execution is finished. Control is then returned to ECL\textsuperscript{PS}, where the original read operation can now read the available data. The actual sequence of event is slightly more complex for synchronous queues: when \textbf{ec\_flush} is invoked, control is actually transferred to ECL\textsuperscript{PS}, and the data flushed is then read into a buffer by ECL\textsuperscript{PS}, which then returns control to Tcl to continue the execution of the handler. When the handler finally finishes, control returns to ECL\textsuperscript{PS}, and the original read operation reads the data from the buffer and continues. This extra complexity should be transparent to the programmer except when the intermediate ECL\textsuperscript{PS} read to buffer does not complete (e.g. because \textit{nbytes} is greater than the actual amount of data sent).

The Tcl handler is specified by \textit{command} in \textbf{ec\_queue\_create}. \textit{command} includes the name of the Tcl procedure to invoke, and any user defined arguments. When the handler is invoked, an additional argument is appended: the ECL\textsuperscript{PS} stream number for the queue. This command should get the data required, output it onto the queue, and call \textbf{ec\_flush} to flush the data to
ECL\textsuperscript{i}PS\textsuperscript{e} side. If the command does not flush data to ECL\textsuperscript{i}PS\textsuperscript{e}, ECL\textsuperscript{i}PS\textsuperscript{e} will print a warning and return control to Tcl side.

The following predefined Tcl data producer handler is provided:

\texttt{ec\_stream\_input\_popup label\_text stream\_nr}

Pops up a window displaying the label\_text, an input field and an ok-button. The text typed into the input field will be written into the specified queue stream \textit{stream\_nr}, which is the ECL\textsuperscript{i}PS\textsuperscript{e} stream number for the queue. If this command is invoked as a handler for a to-ECL\textsuperscript{i}PS\textsuperscript{e} queue, \textit{stream\_nr} will be automatically appended by the interface. There should be no unflushed data already on the queue when this command is invoked.

**An example to-ECL\textsuperscript{i}PS\textsuperscript{e} queue with Tcl handler** To create the queue on the Tcl side with a Tcl-handler:

\begin{verbatim}
Tcl code :
ec_queue_create myqueue toec \{ec_stream_input_popup "Input for myqueue:"} {};
\end{verbatim}

This associates the pre-defined Tcl data producer handler \texttt{ec\_input\_popup} with myqueue. The last \{\} specifies that there is no ECL\textsuperscript{i}PS\textsuperscript{e} handler and can be omitted as that is the default. This queue can now be used on the ECL\textsuperscript{i}PS\textsuperscript{e} side in a demand driven way, i.e. ECL\textsuperscript{i}PS\textsuperscript{e} side can read from the queue:

\begin{verbatim}
ECLiPSe code :
...
read(myqueue, Data),
...
\end{verbatim}

When the ECL\textsuperscript{i}PS\textsuperscript{e} side reads from myqueue, and the queue contains no data on the ECL\textsuperscript{i}PS\textsuperscript{e} side, then control will be handed over to Tcl, and \texttt{ec\_input\_popup} invoked. This pops up a Tcl window, with the label “Input for myqueue:” with a text entry widget, asking the user to supply the requested data. The data is then sent back to the ECL\textsuperscript{i}PS\textsuperscript{e} side.

Here is a slightly simplified version (there are no buttons) of \texttt{ec\_stream\_input\_popup}:

\begin{verbatim}
set ec_stream_input_string {}
proc ec_stream_input_popup {Msg Stream} {
    global ec_stream_input_string

toplevel .ec_stream_input_box
label .ec_stream_input_box.prompt -width 40 -text $Msg
entry .ec_stream_input_box.input -bg white -width 40 \texttt{-textvariable ec\_stream\_input\_string}
bind .ec_stream_input_box.input <Return> {destroy .ec_stream_input_box}

;% pack the popup window
pack .ec_stream_input_box.prompt -side top -fill x
}
\end{verbatim}
Data is flushed to the ECLiPS side using `ec_flush`. The `puts` needs the Tcl channel name of the queue to write to, and this is provided via the Tcl remote interface command `ec_streamnum_to_channel` (see section 6.6.5). `ec_flush` is called with two arguments in this case, both the queue number (`Stream`), and the length of the data that is sent. Note that this makes the assumption that no other unflushed data has been written to the queue.

**ECLiPS Handler for a To-ECLiPS Queue** For a to-ECLiPS queue, the ECLiPS handler would be a data consumer. This handler is initiated when Tcl initially has control, and flushes data on a queue using `ec_flush`. Control is transferred to ECLiPS, and if the ECLiPS handler is defined, this is invoked to consume the data. When the handler returns, control is returned to Tcl, which continues executing the code after the flush. The general sequence of actions are:

<table>
<thead>
<tr>
<th>ECLiPS side</th>
<th>Tcl side</th>
</tr>
</thead>
<tbody>
<tr>
<td>Outputs data onto the to-ECLiPS queue</td>
<td></td>
</tr>
<tr>
<td>The ECLiPS handler associated with the queue is called to consume and process the data</td>
<td></td>
</tr>
<tr>
<td>Calls <code>ec_flush</code> to send data to ECLiPS side</td>
<td></td>
</tr>
<tr>
<td>Execution continues after the <code>ec_flush</code></td>
<td></td>
</tr>
</tbody>
</table>

The ECLiPS handler is specified by the `event` argument of `ec_queue_create`. This specifies an event that will be raised on the ECLiPS side when data is written to a previously empty queue. The ECLiPS side does not see this data, and the event not raised, until the data is flushed by `ec_flush` and copied by ECLiPS to its buffer and, if the buffer was initially empty, the event would then be raised.

The programmer should define the event handler associated with `event`.

**An example to-ECLiPS queue with ECLiPS handler** To create the queue on the Tcl side with an ECLiPS-handler:

Tcl code:

```tcl
ec_queue_create myqueue toec {} remoteflush_myqueue
```

Note that the `{}` is needed to specify that there is no Tcl handler. It defines `remoteflush_myqueue` as the event that will be raised when the queue is flushed by `ec_flush` on the Tcl side.
The event handler needs to be defined on the ECLiPSe side:

ECLiPSe code:

```prolog
:- set_event_handler(remoteflush_myqueue, read_myqueue/0).
...
read_myqueue :-
    read_exdr(myqueue, Data),
    process(Data).
```

This read handler assumes that the data is written using EXDR format. So on the Tcl side, the data should be written using EXDR format:

Tcl code:

```tcl
... 
ec_write_exdr [ec_streamname_to_channel myqueue] $data
ec_flush [ec_streamname_to_streamnum myqueue]
... 
```

### 6.6.3 Asynchronous Queues

Asynchronous queues are created on the Tcl side using the Tcl command `ec_async_queue_create`:

```tcl
```

Creates a socket stream between ECLiPSe and Tcl with the name `eclipse_stream_name` on the ECLiPSe side. The created stream is bidirectional, and can be written to or read from at both ends. The `mode` argument is for compatibility with the `ec_async_queue_create` command of the embedded interface only, and has no effect on the nature of the queue. The procedure returns a channel identifier for use in commands like `puts`, `read`, `ec_read_exdr`, `ec_write_exdr` or `close`. Unlike the synchronous queues, only data consumer handlers can be defined: if a `fromec_command` argument is provided, this command is set as the Tcl data consumer handler to be called when data arrives on the Tcl end of the socket. If `toec_event` is given, it specifies the event that will be raised on the ECLiPSe side when data is flushed by `ec_flush` on the Tcl side.

```tcl
ec_queue_close eclipse_stream_name
```

Closes the (synchronous or asynchronous) queue with the ECLiPSe name of `eclipse_stream_name`. The queue is closed on both the Tcl and ECLiPSe sides, and bookkeeping information for the queue is removed.

Asynchronous queues are bi-directional queues which allows data transfer between ECLiPSe and Tcl sides without transfer of control. In the case where a Tcl data consumer handler is defined in `fromec_command`, which is invoked on the Tcl side when the queue is flushed on the ECLiPSe side, the ECLiPSe side will carry on execution while the handler is invoked on the Tcl side.
These queues are designed to allow for more efficient transfer of data between ECL\textsuperscript{i}PS\textsuperscript{e} and Tcl than the synchronous queues.

For data transfer from ECL\textsuperscript{i}PS\textsuperscript{e} to Tcl, the intended use is that a Tcl data consumer handler would be invoked as the data becomes available on the Tcl side, after being flushed from the ECL\textsuperscript{i}PS\textsuperscript{e} side. Note that control is not handed over to Tcl side in this case: the Tcl handler is invoked and executed on the Tcl side while ECL\textsuperscript{i}PS\textsuperscript{e} side still has control, with the restriction that the Tcl handler is unable to issue \texttt{ec_rpc} goals because ECL\textsuperscript{i}PS\textsuperscript{e} side still retains control. Another difference with the synchronous from-ECL\textsuperscript{i}PS\textsuperscript{e} queue is that the handler would read from the queue in non-blocking mode, i.e. it will read whatever data is available on the queue at the Tcl side and never wait for more data. If more data become available, the handler would be invoked again. The following Tcl handler is pre-defined for the asynchronous queue for handling from-ECL\textsuperscript{i}PS\textsuperscript{e} data:

\begin{verbatim}
ec_stream_to_window tag text_widget stream_nr length
\end{verbatim}

Inserts all the current contents of the specified queue at the end of the existing text_widget, using tag as the tag for the text.

For data transfer from Tcl to ECL\textsuperscript{i}PS\textsuperscript{e}, the queue can be used either asynchronously or synchronously. If the queue is used asynchronously, then the standard Tcl command \texttt{flush} should be used to flush the queue. There would not be any transfer of control, and so there would not be an immediate corresponding read on the ECL\textsuperscript{i}PS\textsuperscript{e} side. In fact, no handler would be invoked automatically on the ECL\textsuperscript{i}PS\textsuperscript{e} side, even when control is transferred. Output and flush operations do not block on the Tcl side, as the Tcl side of the queue is put into non-blocking mode, so that the data is buffered and the operations carried out when they will not block. It is the programmer’s responsibility to write and call the code to read the data from the queue on the ECL\textsuperscript{i}PS\textsuperscript{e} side when the ECL\textsuperscript{i}PS\textsuperscript{e} side is given control.

This asynchronous use to send data to ECL\textsuperscript{i}PS\textsuperscript{e} should be useful when the queue is used as an auxiliary data channel, where the main data is sent either via \texttt{ec_rpc} or another queue. The desired effect is that data can be sent on the auxiliary channel without triggering processing on the ECL\textsuperscript{i}PS\textsuperscript{e} side until it is told to do so on the main data channel, which would be handled synchronously.

To use the queue synchronously for to-ECL\textsuperscript{i}PS\textsuperscript{e} data, \texttt{ec_flush} should be used to flush the queue on the Tcl side. With \texttt{ec_flush}, control will be handed over to the ECL\textsuperscript{i}PS\textsuperscript{e} side to process the data: the goal associated with the event \texttt{toec\_event} is executed, and this goal should read the data from the queue. Unlike the synchronous to-ECL\textsuperscript{i}PS\textsuperscript{e} queues, the data is not buffered, and the handler goal is called every time \texttt{ec_flush} is invoked, rather than only when the queue is empty. This should normally not make any difference, as the handler should empty all the contents of a queue each time it is invoked.

The goal is called with two optional arguments: the first argument is the event name, the second argument is the ‘culprit’ of the form \texttt{rem\_flushio(Queue,Len)}, indicating that this event is caused by a remote flush, where Queue is the ECL\textsuperscript{i}PS\textsuperscript{e} stream number, and Len is the number of bytes sent (this is supplied by \texttt{ec_flush}, if \texttt{ec_flush} does not supply a length, then Len is the atom unknown.

\textbf{Examples for asynchronous queue}

\textbf{Using the queue asynchronously: to-ECL\textsuperscript{i}PS\textsuperscript{e}} An example of using an asynchronous queue asynchronously to send data to ECL\textsuperscript{i}PS\textsuperscript{e} is in the tracer for TkECL\textsuperscript{i}PS\textsuperscript{e} development
tools. Here the trace line is printed on a synchronous from-ECL\PS\e queue, and handled by a Tcl data consumer handler which prints the trace line and waits for the user to type in a debugger command. This debugger command is sent to the ECL\PS\e-side using an asynchronous queue, which is read by the ECL\PS\e side when it returns. Here is a much simplified version of the code:

Tcl code:

```tcl
ec_queue_create debug_traceline fromec handle_trace_line
ec_async_queue_create debug_input toec ;# no handlers
```

During the initialisation of the development tools, the Tcl code creates the from-ECL\PS\e queue where the trace-line information is sent (debug_traceline), and the asynchronous queue (used only in a to-ECL\PS\e direction) for sending the debugger commands to ECL\PS\e (creep, leap, skip etc.). Note that as this queue is used asynchronously, there are no handlers associated with it.

On the ECL\PS\e side, when a goal with a spy-point is executed, this raises an event that calls the predicate `trace_line_handler/2` which should output the trace-line, and wait for a debug command, process the command, and carry on:

```
trace_line_handler(_, Current) :-
  % Current contains information on the current execution state
  % from this a trace line Traceline (a string) can be created
  make_current_traceline(Current, Traceline),
  % send the traceline to Tcl side
  write_exdr(debug_traceline, Traceline),
  flush(debug_traceline),
  % flush will return when the Tcl handler has finished
  read_exdr(debug_input, Cmd),
  % read the command from debug_input and process it
  interpret_command(Cmd, Current).
```

The trace-line handler is called with the second argument set to a structure that contains information on the current execution state (`Current`), from this, a trace-line (the debug port name, depth, goal being traced etc.) can be constructed: Traceline is the string that should be printed, e.g.

```
(1) 1 CALL  append([1, 2, 3], [], L)
```

This is sent as an EXDR term to the Tcl side using the synchronous queue `debug_traceline`. When `flush/1` is called, control is handed over to the Tcl to handle the data, and the Tcl data consumer handler `handle_trace_line` is invoked:

```
proc handle_trace_line {stream length} {
    global tkecl
    $ec_tracer.trace.text insert end \
```
As this is invoked as a handler, the ECLiPSe stream number (stream) and number of bytes sent (length) are appended as arguments. Note that as the trace-line is written as an EXDR term, the length information is actually not needed. What the handler does is simply read the trace-line as an EXDR term, and placing the resulting string onto the tracer text window $ec_tracer_trace.text. Next, configure_tracer_buttons active is called. This code is not shown, but what it does is to enable the buttons for the debugger commands so that the user can press them. There are buttons for the debugger commands such as ‘leap’, ‘creep’ etc. When one of this button is pressed, the global variable tkecl(tracercommand) is set to the corresponding command, and the handler continues its execution beyond the tkwait. The buttons are disabled, the command sent to ECLiPSe side on the debug_input queue using flush. This is the asynchronous sending of data on the asynchronous queue: control is not handed over to ECLiPSe to process this command. Instead, the execution on the Tcl side carries on (and happens to finish immediately after the flush. Control is then returned to the ECLiPSe side as the Tcl handler has finished, and the ECLiPSe side continues execution after the flush(debug_traceline) goal. Next, debug_input is read for the tracer command, and this command is acted on.

Using the queue synchronously: to-ECLiPSe If the Tcl remote interface command ec_stream_input_popup (see section 6.6.2) is used to send data to the ECLiPSe-side (in section 6.6.2 the command was initiated by a read operation on the ECLiPSe side; here the command is invoked directly when Tcl side has control), then the following is a possible ECLiPSe handler:

Tcl code:

```tcl
;
# create the asynchronous queue, with
;
# from-ECLiPSe Tcl consumer handler: data_to_window
;
# to-ECLiPSe ECLiPSe handler event: flush_myqueue
ec_async_queue_create myqueue {data_to_window textwin} flush_myqueue

...

# get input for the queue and send to ECLiPSe side
ec_stream_input_popup "Data:" [ec_channel_to_streamnum myqueue]

...  
```

ECLiPSe code:
:- set_event_handler(flush_myqueue, read_remote_data/2).

% Len is known when ec_stream_input_popup is used to send data
read_remote_data(_Event, rem_flushio(Queue,Len)) :-
read_string(Queue, "", Len, Data),
process(Data).

The ECL\textsuperscript{iPS} code defines \texttt{read远程_data/2} as the handler for to-ECL\textsuperscript{iPS} data sent with \texttt{ec\_flush} on the Tcl side. This handler is called when control is handed over to ECL\textsuperscript{iPS} side to read the data. Both the two optional arguments are used in this handler. The second argument supplies the ECL\textsuperscript{iPS} stream number for the queue and the length of data written. As the data is sent by explicitly calling \texttt{ec\_stream\_input\_popup}, the length of the data sent is known, so \texttt{read\_string/4} can be used to read the exact amount of data. In the asynchronous queue, it is generally the programmer’s responsibility to ensure that the read will not block.

**Using the queue asynchronously: from-ECL\textsuperscript{iPS}** The example \texttt{ec\_async\_queue\_create} also defines a Tcl data consumer handler to handle data sent on the from-ECL\textsuperscript{iPS} direction, with a user defined argument of the text window that the data will be sent to. Here is a simple procedure which reads the data on the queue and places it on the text window specified:

**Tcl code:**

```tcl
proc data_to_window {Window Stream} {
    set channel [ec\_streamnum\_to\_channel $Stream]
    $Window insert end [read $channel]
}
```

The \texttt{Stream} argument is appended by the interface when the handler is invoked, and is the ECL\textsuperscript{iPS} stream number of the queue. The procedure simply reads the data from the corresponding Tcl channel and display the data on \texttt{Window}, the text window specified by the programmer.

### 6.6.4 Reusable Queue Names

ECL\textsuperscript{iPS} stream names are global in scope, so using fixed queues names like ‘myqueue’ might cause name conflicts with other modules, if the programmer intend the remote Tcl code to be usable with other ECL\textsuperscript{iPS} code. One way to avoid name clashes is to dynamically composing queue names using the name of the control connection:

**Tcl code:**

```tcl
append queue_name [ec\_control\_name] myqueue
ec\_queue\_create $queue\_name fromec {ec\_stream\_output\_popup red textwin}
```
The user specified name ‘myqueue’ is appended to the control name of the remote connection to give a unique queue name. On the ECL/PS\textregistered side, the code will also need to use the dynamic name:

\begin{verbatim}
:- local variable(remote_control).
...
% code fragment to remember the control name
remote_connect(Addr, Control, _),
setval(remote_control, Control),
...
...
% code fragment to use the queue
getval(remote_control, Control),
concat_atom([Control, myqueue], QName),
...
write(QName, hello), flush(QName),
...
\end{verbatim}

### 6.6.5 Translating the Queue Names

The remote queues connecting ECL/PS\textregistered and Tcl are given different names on the two sides. The remote Tcl interface keeps track of the ECL/PS\textregistered names for the queues on the Tcl side. On the ECL/PS\textregistered side, the queue has a stream number, as well as possibly several symbolic aliases. The interface only keeps track of one symbolic name – the one that is supplied in \texttt{ec_queue_connect} and \texttt{ec_async_queue_create}. If the ECL/PS\textregistered stream number was supplied in these commands, then the stream number is also considered the symbolic name for the queue as well. The Tcl interface provides several commands to convert the names from one form to another:

- **\texttt{ec\_streamname\_to\_channel}** \texttt{eclipse\_name}
  Returns the Tcl channel name for the remote queue with the symbolic name \texttt{eclipse\_name}.

- **\texttt{ec\_streamnum\_to\_channel}** \texttt{eclipse\_stream\_number}
  Returns the Tcl channel name for the remote queue with the ECL/PS\textregistered stream number \texttt{eclipse\_stream\_number}.

- **\texttt{ec\_channel\_to\_streamnum}** \texttt{channel}
  Returns the ECL/PS\textregistered stream number for the remote queue with the Tcl channel name \texttt{channel}.

- **\texttt{ec\_streamname\_to\_streamnum}** \texttt{eclipse\_name}
  Returns the ECL/PS\textregistered stream number for the remote queue with the symbolic name \texttt{eclipse\_name}.

- **\texttt{ec\_stream\_nr}** \texttt{eclipse\_name}
  This is an alias for \texttt{ec\_streamname\_to\_streamnum} for compatibility with embedded interface.
6.7 Additional Control and Support

The remote interface provides additional support for controlling the interaction of the Tcl and ECL/PS\textsuperscript{e} sides, such as explicit transfer of control between ECL/PS\textsuperscript{e} and Tcl, and the disconnection of the Tcl and ECL/PS\textsuperscript{e} sides. The interface also provides support for special user-defined commands to be executed during these events.

6.7.1 Initialisation During Attachment

In an application, after the Tcl side has been attached, typically some application specific initialisation needs to be performed, such as setting up various data queues between the two sides, and defining the actions to take when the two sides are disconnected. On both sides, these initialisations can be performed immediately after attachment. On the Tcl side, such actions can be specified in the optional \texttt{init\_command} argument of \texttt{ec\_remote\_init}. On the ECL/PS\textsuperscript{e} side, such actions can be specified in the 'InitGoal' (last) argument of \texttt{remote\_connect/3}. InitGoal can be a built-in, or a user-defined goal.

6.7.2 Disconnection and Control Transfer Support

Disconnection should normally be performed when the ECL/PS\textsuperscript{e} application has finished using the GUI provided by the particular attached remote process. The disconnection may be initiated from either side. In addition to cleaning up and closing all the remote queues connecting the two sides, the disconnection would trigger the execution of user definable procedures on both sides (through an event on the ECL/PS\textsuperscript{e} side, and a call-back on the Tcl side), which can be used to perform extra application specific cleanup and shutdown routines.

For the transfer of control from Tcl to ECL/PS\textsuperscript{e} and vice versa, user-definable call-backs are made. This is to enable to define application specific restrictions on what the GUI is allowed to do when the ECL/PS\textsuperscript{e} side has the control (for example, the GUI may have a button that sends an rpc goal to ECL/PS\textsuperscript{e} when pressed. Such a button could be disabled by the call-back when control is transferred to ECL/PS\textsuperscript{e} and reenabled when control is transferred back to Tcl).

Note that there are two types of transfer of control from ECL/PS\textsuperscript{e} to Tcl: 1) when the control is implicitly yielded (e.g. initiating I/O from ECL/PS\textsuperscript{e} with Tcl, or returning after an rpc call); 2) when the control is handed over by yielding explicitly (e.g. by calling \texttt{remote\_yield/1} in ECL/PS\textsuperscript{e}). With implicit yield, the Tcl side is expected to eventually handed back control implicitly to ECL/PS\textsuperscript{e}, and not to explicitly hand control over to ECL/PS\textsuperscript{e} before this. Thus two call-backs are provided when control is yielded to Tcl: one is executed whenever the control is yielded, and the other is only executed when the control is explicitly yielded. Thus when control is explicitly yielded, both call-backs are executed. This can be useful for example by defining the explicit yield call-back to enable a button on the Tcl side that will explicitly transfer control back to ECL/PS\textsuperscript{e} when pressed, which should only be enabled when ECL/PS\textsuperscript{e} explicitly yielded to Tcl.

On the ECL/PS\textsuperscript{e} side, an event is raised when the two sides disconnect. The event’s name is the control stream’s name. The user can define a handler for this event to allow user-defined action to take place on the ECL/PS\textsuperscript{e} side on disconnection. The simplest way to define this handler is to do it during the connection, via the last argument of \texttt{remote\_connect/3}. 48
Tcl side

ec_running
  checks if the ECL/PS\textsuperscript{e} side has control. Returns 1 if ECL/PS\textsuperscript{e} side has control, 0 otherwise. If that is the case, then the Tcl side cannot issue an ec_rpc goal. Note that ec_running will return 1 before connection and after disconnection.

ec_connected
  checks if the Tcl side is currently attached to ECL/PS\textsuperscript{e}. Returns 1 if there is a connection to ECL/PS\textsuperscript{e} (i.e. it is attached), 0 otherwise.

ec_resume
  explicitly hand-over control to ECL/PS\textsuperscript{e}. Tcl side must have control when this command is called (i.e. ec_running must be false). This command returns when ECL/PS\textsuperscript{e} side yields the control back to the Tcl side. Meanwhile, the Tcl process is not suspended as the Tcl event loop is entered while waiting for the yield.

  set up commands that will be called just before control is handed over to ECL/PS\textsuperscript{e} (start), when control is handed back from ECL/PS\textsuperscript{e} (end), when ECL/PS\textsuperscript{e} explicitly yields control (yield), and when the Tcl side is disconnected by the ECL/PS\textsuperscript{e} side (disconnect). The start and end commands are called both when control change hands explicitly (e.g. via ec_resume), or implicitly (e.g. by making an rpc call or performing I/O on a synchronous remote queue). An explicit yield from ECL/PS\textsuperscript{e} will in addition call the yield command, after the start command is executed.
  The default for each command is that no command will be called.

ec_disconnect ?side?
  disconnect the Tcl process from the ECL/PS\textsuperscript{e} process. This closes all the connections between the two sides. The ECL/PS\textsuperscript{e} side will abort from what it was doing. After disconnection, the two sides can no longer communicate, and ec_running will be set. The optional argument side specifies which side, tcl or eclipse, initiated the disconnection. For user’s Tcl program, this will normally be the default tcl. If the disconnect is initiated from the Tcl side, this command will cause the ECL/PS\textsuperscript{e} side to also close its connections to this remote connection, as well as raising the disconnect event in ECL/PS\textsuperscript{e} associated with this remote connection. If the disconnect was initiated from the ECL/PS\textsuperscript{e} side, then ec_disconnect will be called automatically with side set to eclipse, and the disconnect command set up by ec_running_set_commands will be executed.

ECL/PS\textsuperscript{e} side

remote_yield(+Control)
  Explicitly yields control from ECL/PS\textsuperscript{e} to the remote side with the control stream Control. ECL/PS\textsuperscript{e} execution will suspend until control is transferred back to ECL/PS\textsuperscript{e}. This predicate returns when ECL/PS\textsuperscript{e} side resumes control.

remote_disconnect(+Control)
  Initiates disconnection from the remote side specified by Control. This will close all connections between ECL/PS\textsuperscript{e} and the remote side, on both sides. It will also cause an event Control to be raised.
6.8 Example

% Tcl side will create the from-ECLiPSe queue gui_output, which will also
% automatically flush at the end of every line (and so transfer the data
% to the Tcl side)

disconnect_handler :- % just terminate ECLiPSe execution
    writeln("Terminating...."),
    halt.

:- remote_connect(localhost/5000, control,
          set_event_handler(control, disconnect_handler/0)),
  % for simplicity, the host and port are fixed.
  % Name for control connection is also fixed.
  % when remote_connect returns, the gui_output queue will be
  % connected to Tcl side already.
  % eclipse side initialisation follows is just to set up the
  % handler for disconnection....
  writeln(gui_output, "Connected...").

% this is for yielding control to Tcl. No need to specify Control explicitly
 tclyield :-
    remote_yield(control).

Figure 6.1: Example use of interface: ECLiPSe code

Figures 6.1 and 6.2 shows a simple example of the use of the interface. To try this program,
the user should start an ECLiPSe, compile the ECLiPSe program. This will suspend on the
remote_connect/3, waiting for the Tcl program to attach. The Tcl program should then
be started on the same machine, and the attachment will be connected using the fixed host
and port address. During the initialisation when attaching, a from-ECLiPSe queue is created,
which is set to flush at every newline. This is done by an ec_rpc goal after the queue is cre-
atated. As no Tcl data consumer handler is specified, the default Tcl data consumer handler
ec_stream_output_popup handles and display the data on the Tcl side on a pop-up window.
The Tcl side GUI has just one button which allows the application to terminate. This but-
tton is disabled when ECLiPSe side has control, and this is done by setting up the appropriate
call-backs to disable and enable the button in ec_running_set_commands on the Tcl side.
On disconnection, which can be initiated either by pressing the button on the Tcl side, or by
quitting from ECLiPSe, the handlers for disconnection ensures that both the ECLiPSe and Tcl
program terminates.
6.9 Differences From the Tcl Embedding Interface

The remote Tcl interface is designed to be largely compatible with the embedded Tcl interface, so that a user GUI can be written that allows either interfaces to be used, while sharing most of the code in both ECL\textsuperscript{PS} and Tcl. An example of this is the Tkeclipse development tools.

Some remote specific code would need to be written. This includes code to handle the connection and disconnection of the Tcl and ECL\textsuperscript{PS} sides: there is no equivalent to ec\texttt{cleanup} in the embedded Tcl interface, as the termination of the ECL\textsuperscript{PS} side should be handled in ECL\textsuperscript{PS}.

In addition, the user may need to provide code to restrict the interaction within the Tcl/Tk GUI when control is transferred to ECL\textsuperscript{PS}. Aside from this, the rest of the code should be reusable, if the user exercises some care.

The supported compatible methods of communicating between Tcl and ECL\textsuperscript{PS} in the two interfaces is via the \texttt{ec\_rpc} calls and the use of the I/O queues. The \texttt{ec\_rpc} mechanism should behave the same in both interfaces. For the queues, there are some differences because the queues are in-memory queues in the embedded interface, but are socket channels in the remote interface. This leads to the following differences:

- Data will not appear on the other side until the queue is flushed on the side that is generating the output. To make code compatible, output queues should be always flushed.

- In general, reading data via a blocking socket requires the size of the data to be explicitly specified, except when I/O is done via the EXDR primitives, where size is implicitly specified. Only EXDR format is supported when data is sent from Tcl to ECL\textsuperscript{PS}. That is, a write handler for a Tcl write channel must write the data in EXDR format. For output from the ECL\textsuperscript{PS} side, the Tcl read handler would be supplied with the length of the output when it is invoked, and this information must be used if the Tcl read is not done via an EXDR primitive. However, in general it is strongly suggested that only EXDR formatted data should be sent via the queues in both direction.

- An I/O operation on the stream may block if there is no handler to consume/produce the data on the other side. If a handler is specified via the \textit{command} argument, then a corresponding handler in the Tcl side will be invoked at the correct place when the ECL\textsuperscript{PS} side produces output or request input.

- The channel identifier is not of the form \texttt{ec\_queueX}. To make code portable, the name of the channel should be obtained from the ECL\textsuperscript{PS} stream symbolic name or number via the commands \texttt{ec\_streamname\_to\_channel} or \texttt{ec\_streamnum\_to\_channel}.

- Asynchronous queues are bi-directional. In the embedding interface, there are no asynchronous queues, and \texttt{ec\_async\_queue\_create} is aliased to \texttt{ec\_queue\_create}, and a unidirectional queue is created. Thus for compatibility, these queues should only be used in one direction.

In summary, to write code that will work for both the remote and embedded interfaces, the data should be sent using EXDR format, flush always performed, and a handler (\textit{command} argument) provided. The Tcl channel identifier should not be constructed explicitly.

However, there may be cases where the two interfaces need to be distinguished. For example, if the Tcl side is to perform some operations on the file system for the ECL\textsuperscript{PS} side (e.g. selecting a file via a GUI), then with the remote interface, the two sides might not have access to the
same file systems, and being able to distinguish whether the interface is remote or embedded allows the user to provide code to handle this. To obtain information on which interface is being used, use the command:

```
ec_interface_type
```

returns remote for the remote interface, and embedded for the embedding interface.
# ECLIPSEDIR has to be set to where your ECLiPSe is at
lappend auto_path [file join $ECLIPSEDIR) lib_tcl]

package require remote_eclipse

proc terminate {} {
    destroy .
}

# disable the terminate button when control is transferred to ECLiPSe
proc disable_button {} {
    .b configure -state disabled
}

# enable the terminate button when control is transferred back to Tcl
proc enable_button {} {
    .b configure -state normal
}

# the initialisation procedure, called when the remote side is attached.  
# this creates the gui_output from-ECLiPSe queue, and then uses an
# ec_rpc to cause the queue to flush at every newline
proc initialise {} {
    ec_queue_create gui_output fromec
    ec_rpc "set_stream_property(gui_output, flush, end_of_line)"
}

# this button initiates disconnection and terminates the Tcl program
pack [button .b -text "Terminate" -command "ec_disconnect; terminate"]

# only start and end commands given; the others default to no commands
ec_running_set_commands disable_button enable_button

# disable button initially as ECLiPSe side has initial control
disable_button

# the attachment to ECLiPSe includes the initialisation ec_init, which
# creates the gui_output queue. The connection is at the fixed port address
ec_remote_init localhost 5000 initialise
# Tcl side initially has control, hand it over to ECLiPSe...
ec_resume resume

Figure 6.2: Example use of interface: Tcl code
Chapter 7

Tcl Peer Multitasking Interface

7.1 Introduction

This chapter describes how to use the peer multitasking interface with the Tcl peer interfaces. The usage is the same regardless of if the Tcl interface is of the embedded or remote variants. The facilities described here allows a Tcl peer to participate in peer multitasking, so that different peers can apparently interact with ECL/PS simultaneously. This would for example allow GUI windows that are implemented using different peers for the same ECL/PS process to be appear as if they can interact with the host eclipse side at the same time.

7.2 Loading the interface

The peer multitasking interface is provided as a Tcl-package called eclipse_peer_multitask, and must be loaded along with either the embedded (eclipse) or remote (remote_eclipse) variant of the Tcl peer interface.

```tcl
lappend auto_path "/location/of/my/eclipse/lib_tcl"
package require remote_eclipse
package require eclipse_peer_multitask
```

7.3 Overview

A peer must already exist before it can participate in peer multitasking: (i.e. it has already been set up using ec_init (embedded) or ec_remote_init (remote)). Peer multitasking occur in a multitasking phase, which is a special way for an ECL/PS side to hand over control to the external side. Effectively, instead of handing over control to a single peer, control is handed over repeatedly to all the peers that are participating in peer multitasking. The control is shared between these peers in a round-robin fashion, giving rise to a form of co-operative multitasking. The multitasking is co-operative in that each peer has to give up control, so that the control can be passed to the next multitasking peer. A peer multitasking phase is started by calling the predicate peer_do_multitask/1 in ECL/PS.
To participate in peer multitasking, a peer must be “registered” (initialised) for peer multitasking. This is done by executing the procedure ec_multi:peer_register from Tcl. Once registered, the peer will take part in subsequent multitasking phases.
The registration can set up three user-defined handlers: the **start** handler, the **interact** handler, and the **end** handler. During a multitasking phase, control is handed over to a multitasking peer, which invokes one of these handlers, and when the handler returns, control is handed to the next multitasking peer. The interact handler is normally invoked, except at the start (first) and end (last) of a multitasking phase. In these cases, the start and end handlers are invoked respectively.

A ‘type’ (specified in the call to `peer_do_multitask/1`) is associated with every multitasking phase to allow multitasking phases for different purposes (distinguished by different ‘type’s). This type is passed to the handlers as an argument. At the start of a multitasking phase, a peer should indicate if it is interested in this particular multitasking phase or not. If no peer is interested in the multitasking phase, then the multitasking phase enters the end phase after the initial round of passing control to all the multitasking peers, i.e. control is passed one more time to the multitasking peers, this time invoking the end handler. If at least one peer indicates that it is interested in the multitasking phase, then after the initial start phase, the control will be repeatedly handed over to each multitasking peer by invoking the interact handler. This phase is ended when one (or more) peer indicates that the multitasking phase should end (at which point the end phase will be entered in which the end handler will be invoked for each multitasking peer).

### 7.3.1 Summary of Tcl Commands

Here is a more detailed description of the Tcl procedures:

**ec_multi:peer_register** ?Multitask handlers

Registers for peer multitasking, and setup the (optional) multitask handlers. There handlers can be specified: a) start, invoked at the start of a multitasking phase; b) end, invoked at the end of a multitasking phase, and c) interact, invoked at other times when the peer is given control during a multitasking phase. **Multitask handlers** is a list specifying the handlers, where each handler is specified as two list elements of the form: **type** **name**, where type is either **start**, **end** or **interact**, and name is the name of the user defined handler. For example:

```
ec_multi:peer_register [list interact tkecl:multi_interact_handler start tkecl:multi_start_handler end tkecl:multi_end_handler]
```

When control is handed over to the peer during a peer multitasking phase, the appropriate handler (if defined) is invoked. When the handler returns, control is handed back to ECLIPS (and passed to the next multitasking peer). Note that events are not processed while the peer does not have control. The Tcl command **update** is therefore called each time the peer is given control, to allow any accumulated events to be processed. As long as the peer is given control frequently enough, then any interactions with the peer would appear to be continuous.

The handlers are invoked with the ‘type’ of the multitasking phase supplied as the first argument. This will for example allow the start handler to determine if it is interested in this multitasking phase. They can also set one of the following return codes:

**continue** indicates that the peer wants to continue the multitasking phase. In particular, this should be returned by the start handler if it is interested in the multitasking
phase. Note that the multitasking phase is not guaranteed to continue, as it can be terminated by another multitasking peer.

**terminate** indicates the termination of a multitasking phase. The multitasking phase will enter the end phase, where the end handlers will be invoked once per peer before the multitasking phase finishes.

For example, here is the start handler used in the Tk development tools:

```tcl
proc tkecl:multi_start_handler {type} {
    switch $type {
        tracer {
            # multitasking phase is 'tracer'
            # only do handling of port if the tracer window exists
            if [winfo exists .ec_tools.ec_tracer] {
                tkecl:handle_tracer_port_start
                set of_interest continue
            }
        }
        default {
            set of_interest no
            # do nothing
        }
    }
    return $of_interest
}
```

An error is raised if this procedure is called while the peer is already registered for multitasking.

**ec_multi:peer_deregister**

Deregisters peer from multitasking. After calling this procedure, the peer will not participate in any further multitasking. If this procedure is called during a multitasking phase, the peer will not participate further in that multitasking phase once control is returned. The multitasking phase will continue, unless there are no multitasking peers left, in which case an error will be raised on the ECL'PS® side. The peer multitask control queue will be automatically closed.

An error is raised if this procedure is called while the peer is not registered for multitasking.

**ec_multi:get_multi_status**

Returns the current peer multitasking status for the peer. The values can be:

- **not_registered**: the peer is not registered for peer multitasking.
- **off**: the peer is registered for peer multitasking, but is not currently in a multitasking phase.
• on: the peer is registered for peer multitasking, and is currently in a multitasking phase.

Note that the peer multitasking code is implemented using peer queue handlers. Thus, the peer multitask status is set to ‘on’ before the multitask start handler is called, but after the ‘ECL/PS end’ handler. Conversely, the peer multitask status is set to ‘off’ after the multitask end handler, but before the ECL/PS start handler.

## 7.4 Example

Here we present a simple example use of the Tcl peer multitasking facilities. The full programs (Tcl and ECL/PS code) are available in the ECL/PS distribution as example_multi.ecl and example_multi.tcl.

The Tcl program uses the remote Tcl peer interface to create a window that interacts with the ECL/PS process it is attached to. Multiple copies of the program can be run, and attached to the same ECL/PS process with a different remote peer. Each window has three buttons:

• run: a button to send an ERPC goal to ECL/PS (in this case a simple writeln with the peer name);
• end: a button to end interaction with ECL/PS and return control to ECL/PS;
• reg: a button to toggle the registration/deregistration of the peer for peer multitasking;

The program interacts with ECL/PS when the run button is pressed. This can be done either during a peer multitasking phase, or when the program’s specific peer is given control on its own. When the peer is given control on its own, only it can interact with ECL/PS; while during peer multitasking, all the multitasking peers (the copies of the program that are running) can interact with ECL/PS, i.e. the run buttons in all the windows can all be pressed.

After attaching to ECL/PS with `ec_remote_init`, the program sets various handlers for the handing of control between ECL/PS and itself with `ec_running_set_commands`:

```
ec_running_set_commands ec_start ec_end {} disable_buttons
```

The handlers for when control is handed back to ECL/PS, `ec_start`, and when control is handed over from ECL/PS, `ec_end`, are defined thus:

```
proc ec_end {} {
    if {[ec_multi:get_multi_status] != "on"} {
        enable_buttons
    }
}
```

```
proc ec_start {} {
    if {[ec_multi:get_multi_status] != "on"} {
        disable_buttons
    }
}
```
enable_buttons and disable_buttons enables and disables the buttons for the window, respectively. The code tests if the peer is multitasking with ec_multi:get_multi_status. This is needed because during a peer multitasking phase, control is repeatedly handed back and forth, and we don’t want the buttons to be repeatedly enabled and disabled during this phase.

Next, the program registers the peer for peer multitasking:

```
ec_multi:peer_register [list start multi_start_handler 
interact multi_interact_handler]
```

No special handler is needed for the end of multitasking, as no special action is needed beyond disabling the buttons. The return code is stored in a global variable \texttt{return\_code}. The start handler is defined thus:

```
proc multi_start_handler \{type\} {
  global return_code
  if \{$type == "demo"\} {
    set return_code continue
    enable_buttons
  } else {
    set return_code no
  }
  return $return_code
}
```

As discussed, multitasking phases can be of different types. For demonstrating this multitasking features of this example program, the type is “demo”. Therefore the handler tests for this and enables the button if the phase is “demo”. On the ECL\textsuperscript{PS} side, the multitasking phase is started with the following predicate call:

```
peer_do_multitask(demo),
```

The interact handler is defined thus:

```
proc multi_interact_handler \{type\} {
  global return_code
  if \{$return_code == "terminate"\} {
    disable_buttons
  }
  return $return_code
}
```
The code checks for the two cases where the user has requested to terminate the multitasking phase by pressing the .end button, and disables the buttons. The end button itself invokes the following code to set \texttt{return\_code}:

\begin{verbatim}
proc end_interaction {} {
    global return_code
    set return_code terminate
    if {[ec_multi:get_multi_status] != "on"} {
        ec_resume
    }
}
\end{verbatim}

The code checks if it is in a peer multitasking phase, and if so, \texttt{return\_code} is set to \texttt{terminate}, so that when the handler returns, the multitasking phase will terminate. Otherwise, the peer has been explicitly handed control exclusively, and so control is handed back to ECL\textsuperscript{PS} in the normal way using \texttt{ec_resume}.

The program also allows a peer to deregister from multitasking or, if already deregistered, to register again for multitasking. This is handled by the following two procedures:

\begin{verbatim}
proc register_for_multi {} {
    ec_multi:peer_register [list start multi_start_handler]
    .reg configure -command {deregister_for_multi}
    .reg configure -text "Deregister multitasking"
}

proc deregister_for_multi {} {
    ec_multi:peer_deregister
    .reg configure -command {register_for_multi}
    .reg configure -text "Register multitasking"
}
\end{verbatim}

Pressing the .reg button will either call \texttt{register\_for\_multi} or \texttt{deregister\_for\_multi}, depending on if the peer is currently deregistered or registered for peer multitasking (respectively). The procedure also changes the button to toggle to the other state.

Pressing the button during a peer multitasking phase will remove the peer from multitasking immediately. If pressed while the peer is given exclusive control, the peer will not participate in future multitasking phase (unless it is re-registered).
Chapter 8

Using the Java-ECL\textsuperscript{i}PS\textsuperscript{e} Interface

The Java-ECL\textsuperscript{i}PS\textsuperscript{e} Interface is a general-purpose tool for interfacing ECL\textsuperscript{i}PS\textsuperscript{e} with Java, Sun’s popular object-oriented platform-independent programming language. It could be used for example to write a Java graphical front-end to an ECL\textsuperscript{i}PS\textsuperscript{e} optimisation program or to interface ECL\textsuperscript{i}PS\textsuperscript{e} with a commercial application written in Java. This document assumes a moderate level of programming in Java (e.g. how to use classes, packages, interfaces etc. and some knowledge of the \texttt{java.util}, \texttt{java.io} and \texttt{java.net} libraries) and a basic knowledge of how to interact with ECL\textsuperscript{i}PS\textsuperscript{e} (e.g. how to execute a goal, nondeterminism, what lists are etc.). There are also some diagrams in UML notation, but these are not crucial to the reader’s understanding.

Section 8.1 is intended to get you started quickly by running the example program \texttt{QuickTest.java}. Section 8.2 gives a brief overview of the functionality of the Java-ECL\textsuperscript{i}PS\textsuperscript{e} interface by taking a closer look at how \texttt{QuickTest.java} works. In the other sections of the document you will learn how to write Java programs which can:

- Manipulate ECL\textsuperscript{i}PS\textsuperscript{e} terms and other data in Java (Section 8.3).
- Execute goals in ECL\textsuperscript{i}PS\textsuperscript{e} and use the results of this computation in Java (Section 8.4).
- Transfer data between Java and ECL\textsuperscript{i}PS\textsuperscript{e} using queues. (Section 8.5).
- Initialise and terminate different kinds of connections between ECL\textsuperscript{i}PS\textsuperscript{e} and Java. (Section 8.7).

Throughout this document, \texttt{<eclipse_dir>} stands for the root location of your ECL\textsuperscript{i}PS\textsuperscript{e} installation. Detailed javadoc-generated HTML descriptions of the API provided by the \texttt{com.parctechnologies.eclipse} package can be found at:

\texttt{<eclipse_dir>/doc/javadoc/JavaEclipseInterface/index.html}

You may wish to browse the API documentation after reading this document to obtain more detailed descriptions of classes and interfaces in the package.

8.1 Getting Started

At the end of this section you will run the simple Java program \texttt{QuickTest.java} which uses ECL\textsuperscript{i}PS\textsuperscript{e}. First of all though you need to check that your Java SDK version is recent enough and that your classpath correctly set up.
8.1.1 Check your Java SDK version

Use of the Java-ECL/PS® Interface requires an installation of the Java SDK (Standard Developer’s Kit) version 1.2.2 or later. If your Java SDK installation is an earlier version than this or you do not have the Java SDK on your machine, the latest version can be downloaded from Sun Microsystems Inc. (http://www.sun.com).

8.1.2 Make the com.parctechnologies.eclipse package available in your class path

The Java-ECL/PS® Interface consists mainly of a Java package which is used as a library by the Java programs you will write. This package is included as a .jar file located within the ECL/PS® distribution at:

<eclipse_dir>/lib/eclipse.jar

You are free to copy eclipse.jar to a more convenient location. However, to compile or run any Java programs which use the package you must include the full path of eclipse.jar in your classpath. For more information on using the classpath, please consult your Java documentation.

8.1.3 Compile and run QuickTest.java

To test that everything is working as it should be, and to see a quick example of the Java-ECL/PS® Interface at work, try compiling and running the Java program QuickTest.java. This starts up an ECL/PS® from Java and tells it to write a message to stdout. The program can be found at

<eclipse_dir>/doc/examples/JavaInterface/QuickTest.java

After compilation, to run the program, start the Java interpreter as you normally would but before the name of the class, supply the command line option

-Declipse.directory=<eclipse_dir>

This tells Java where to find the ECL/PS® installation, so it can run ECL/PS®. You should use this command line options when running all other examples in this document. When you run QuickTest.java, you should get a single line of output: hello world. How QuickTest.java works is explained in Section 8.2.

8.2 Functionality overview: A closer look at QuickTest.java

To give a broad overview of how the Java-ECL/PS® Interface works, we take a closer look at QuickTest.java. Here is the Java source code from QuickTest.java.

```java
import com.parctechnologies.eclipse.*;
import java.io.*;

public class QuickTest
{
    public static void main(String[] args) throws Exception
```
The structure of the `main` method in `QuickTest.java` contains elements which will appear in any Java code which uses the Java-ECL'PS\textsuperscript{e} interface. These are as follows:

Always import the `com.parctechnologies.eclipse` package

Note the first line using `import`. We need to have this in every Java source file which uses the Java-ECL'PS\textsuperscript{e} Interface so that it can load classes from the package.

Declare a reference to an `EclipseConnection` or an `EclipseEngine`

`EclipseConnection` and its subinterface `EclipseEngine` are Java interfaces which contain the methods used when interacting with ECL'PS\textsuperscript{e}.

Create an object which implements `EclipseConnection` or `EclipseEngine`

There are a number of classes which implement these interfaces. In the case of `QuickTest.java` we use an instance of `EmbeddedEclipse`. The initialisation of these implementing classes varies from class to class. In the case of `EmbeddedEclipse` initialisation is done by creating and configuring an `EclipseEngineOptions` object and using this in an invocation of the `EmbeddedEclipse` class’ static method `getInstance`.

Interact with ECL'PS\textsuperscript{e} using methods in the `EclipseConnection` or `EclipseEngine` interface

We interact with the ECL'PS\textsuperscript{e} engine by invoking methods on the object which implements `EclipseConnection` or `EclipseEngine`. In the case of `QuickTest.java` we invoke the `rpc` method, which causes the ECL'PS\textsuperscript{e} to execute a goal, in this case one which simply prints a message.
**Terminate interaction with the ECL\textsuperscript{i}PS\textsuperscript{e}**

In order to clean up, after the Java program has finished interacting with ECL\textsuperscript{i}PS\textsuperscript{e}, the interaction should be terminated. Like initialisation, how this termination is done varies among the classes which implement the `EclipseConnection` and `EclipseEngine` interfaces. In the case of `QuickTest.java`, termination is done by invoking the `destroy` method on the `EmbeddedEclipse` object.

### 8.3 Java representation of ECL\textsuperscript{i}PS\textsuperscript{e} data

The Java-ECL\textsuperscript{i}PS\textsuperscript{e} Interface uses a set of conventions and Java classes so that data types common in ECL\textsuperscript{i}PS\textsuperscript{e} can be represented. Representing ECL\textsuperscript{i}PS\textsuperscript{e} data types is useful for:

- Constructing compound goals to be sent to ECL\textsuperscript{i}PS\textsuperscript{e} for execution.
- Deconstructing the results of ECL\textsuperscript{i}PS\textsuperscript{e}'s computation, which are returned as a compound goal.
- Communicating compound terms and other data via queues.

More details on these tasks will be provided in Sections 8.4 and 8.5, but it is first necessary to understand how ECL\textsuperscript{i}PS\textsuperscript{e} data is represented in Java.

#### 8.3.1 General correspondence between ECL\textsuperscript{i}PS\textsuperscript{e} and Java data types

Not all ECL\textsuperscript{i}PS\textsuperscript{e} data types are represented: for example, at present the ECL\textsuperscript{i}PS\textsuperscript{e} type `rational` has no Java equivalent. However, all the most useful ECL\textsuperscript{i}PS\textsuperscript{e} types have a corresponding Java class. Table 8.1 gives the general correspondence between those ECL\textsuperscript{i}PS\textsuperscript{e} data types which are supported and the Java classes or interfaces which are used to represent them. The ECL\textsuperscript{i}PS\textsuperscript{e} types/Java classes which appear in the table are those which map to or from the ECL\textsuperscript{i}PS\textsuperscript{e} external data representation (EXDR) definition.

<table>
<thead>
<tr>
<th><strong>ECL\textsuperscript{i}PS\textsuperscript{e} data type</strong></th>
<th><strong>Java class/interface</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>atom</td>
<td><code>Atom</code></td>
</tr>
<tr>
<td>compound</td>
<td><code>CompoundTerm</code></td>
</tr>
<tr>
<td>integer</td>
<td><code>java.lang.Integer</code></td>
</tr>
<tr>
<td></td>
<td><code>java.lang.Long</code></td>
</tr>
<tr>
<td>list</td>
<td><code>java.util.Collection</code></td>
</tr>
<tr>
<td>float</td>
<td><code>java.lang.Double</code></td>
</tr>
<tr>
<td></td>
<td><code>java.lang.Float</code></td>
</tr>
<tr>
<td>string</td>
<td><code>java.lang.String</code></td>
</tr>
<tr>
<td>variable</td>
<td><code>null</code></td>
</tr>
</tbody>
</table>

Table 8.1: The correspondence between ECL\textsuperscript{i}PS\textsuperscript{e} and Java data types. The Java classes are within the `com.parctechnologies.eclipse` package unless otherwise specified.

The general rule is that you can send data to ECL\textsuperscript{i}PS\textsuperscript{e} by passing the relevant method an instance of the Java class corresponding to the ECL\textsuperscript{i}PS\textsuperscript{e} data type you want on the ECL\textsuperscript{i}PS\textsuperscript{e}
side. When data comes back from ECL's PS, it will be an instance of java.lang.Object but this can be cast to the relevant Java class, which must either be known beforehand or determined e.g. using the getClass() method.

There are also a number of peculiarities for certain cases which we now explain.

### 8.3.2 Atoms and compound terms

Atoms are simple: these are constructed in Java using the constructor of the Atom class: the string parameter of the constructor becomes the atom symbol. Although the Java interface CompoundTerm is listed above, compound terms (except lists) are usually constructed using the CompoundTermImpl class, which implements CompoundTerm. Incidentally, Atom also implements CompoundTerm, even though strictly speaking ECL's atoms are not compound. Here is an example of CompoundTermImpl at work:

```java
private static CompoundTerm construct_term()
{
    Atom a = new Atom("a");
    Atom b = new Atom("b");
    Integer numberThree = new Integer(3);
    CompoundTerm theTerm = new CompoundTermImpl("foo", a, b, numberThree);

    return(theTerm);
}
```

This method is taken from the example Java program DataExample1.java which can be found in the examples directory <eclipse_dir>/doc/examples/JavaInterface. The rest of the program sends ECL's a goal which tells it to write the term created by construct_term() to stdout.

In this example we use a CompoundTermImpl constructor whose first parameter is a string which becomes the functor of the term. The remaining parameters are instances of java.lang.Object. They may be instances of any class or interface which appears in Table 8.1. These become the arguments of the term. CompoundTermImpl has a number of other convenient constructors. See the API documentation for details of these.

Note that the object returned by construct_term() is declared not as a CompoundTermImpl but as a CompoundTerm. CompoundTerm is the Java interface for objects representing compound terms. Anything which implements CompoundTerm can be sent to ECL's as a compound term.

Instead of using CompoundTermImpl, you may wish to implement CompoundTerm yourself. The benefit of this is that you can pass any object implementing CompoundTerm to an rpc invocation, and it can supply a functor and arguments without the unnecessary creation of another object. To do this you may wish to subclass AbstractCompoundTerm.

### 8.3.3 Lists

Whenever you want to construct a list for ECL's or deconstruct a list coming from ECL's, you use the java.util.Collection interface. Look at the following method, taken from the example Java program DataExample2.java (which can be found in the examples directory <eclipse_dir>/doc/examples/JavaInterface).
// Construct a collection in Java to represent the Eclipse list [1, foo(3.5), bar].
private static Collection construct_collection()
{
    Collection theCollection = new LinkedList();
    theCollection.add(new Integer(1));
    theCollection.add(new CompoundTermImpl("foo", new Double(3.5)));
    theCollection.add(new Atom("bar"));

    return(theCollection);
}

If you study, compile and run DataExample2.java you will see that the collection is indeed translated into the required ECLiPS list. You will also see that order is maintained in the sense that the order of elements as they appear in the ECLiPS list will equal the collection’s iterator order (the converse is true if the data is coming from ECLiPS to Java).
Also note that the ECLiPS empty list ([ ]) is represented in Java by the constant java.util.Collections.EMPTY_LIST.

8.3.4 Floats and Doubles

The ECLiPS data type float is always converted to java.lang.Double in Java. However, ECLiPS can be sent an instance of java.lang.Double or java.lang.Float: both will be converted to float in ECLiPS. One value of java.lang.Double and java.lang.Float has no counterpart in ECLiPS: the not-a-number (NaN) value. Infinite values can be sent in either direction.

8.3.5 Integers

ECLiPS can be sent instances of either java.lang.Integer (32-bit integers) or java.lang.Long (64-bit integers). Both of these will be translated to type integer on the ECLiPS side. When ECLiPS sends data to Java, it will decide between the two classes depending on the number of bits needed for the integer. So for example, if the number is small enough to fit in an Integer, that is what will be returned. Note that therefore, the type of number coming back from ECLiPS cannot be relied upon to be of one type or the other if it could fall on either side of the 32-/64-bit boundary.
If you require a set of numbers coming from ECLiPS to be all of one Java type e.g. long, then the best approach is to cast the object returned by ECLiPS to an instance of java.lang.Number and then invoke the appropriate conversion method e.g. longValue().

8.3.6 Variables

The Java null token is used to represent any variables being sent to ECLiPS. All variables coming from ECLiPS will appear as null. The limitations of this are discussed in more detail in Section 8.4.
8.3.7 The equals() method

The equals() method has been overridden for AbstractCompoundTerm and therefore also for Atom and CompoundTermImpl. The implementation returns true iff the parameter Object implements CompoundTerm and its functor and arity are equal to those of the AbstractCompoundTerm, and pairwise invocations of equals() return true between each of the AbstractCompoundTerm's arguments and the corresponding argument of the parameter object.

8.4 Executing an ECL\(^\text{i}\)PS\(^e\) goal from Java and processing the result

The EclipseConnection interface provides a single method rpc (Remote Predicate Call) for executing goals in the ECL\(^\text{i}\)PS\(^e\). This method takes as a parameter the goal to be executed. How to construct this parameter is dealt with in Section 8.4.1. Section 8.4.2 explains how to deal with the results returned by rpc. Finally, some more details about the execution of the goal are given in Section 8.4.3.

8.4.1 Passing the goal parameter to rpc

There are main two variants of rpc which differ in the class of the goal parameter. The simplest way to use rpc is to pass it an instance of java.lang.String which should be the goal as it would be typed into the ECL\(^\text{i}\)PS\(^e\) command line. Just like with the ECL\(^\text{i}\)PS\(^e\) command line, the goal can be a conjunction of several subgoals. An example of this is the use of rpc in the example program QuickTest.java. Also please note a full stop is not necessary. The string-parameter rpc variant is somewhat inefficient and it is also inflexible because creating goals dynamically, or goals involving strings is tricky. It should really only be used for short simple goals. A more flexible and efficient alternative is to invoke rpc, passing it a parameter object which implements the CompoundTerm interface (discussed in Section 8.3.2). In this case the term becomes the goal. Here is an example of using this version of rpc, taken from DataExample1.java.

```java
CompoundTerm a_term = construct_term();

// Get Eclipse to write the term to stdout and flush
eclipse.rpc(
    new CompoundTermImpl("",
        new CompoundTermImpl("write",
            new Atom("output"), a_term),
        new CompoundTermImpl("flush", new Atom("output"))
    )
);
```

Using this variant is a bit more cumbersome (e.g. the creation of a new CompoundTermImpl for the conjunction of goals in the above example) but it would be useful for large goals constructed dynamically. There are also a number of “convenience” rpc methods, where instead of providing a CompoundTerm, you provide the objects from which the term is made. See the API documentation for more details of these variants.

67
Note: yield/2, remote_yield/1 and rpc

The builtins yield/2 and remote_yield/1 should not be executed anywhere within an rpc goal, as they will cause the goal to return prematurely.

8.4.2 Retrieving the results of an rpc goal execution

The rpc method returns an object which implements CompoundTerm. This object is the Java representation of the goal term, with the solution substitution applied to its variables.

The solution substitution can be deconstructed using the returned CompoundTerm's arg method. This method takes an integer (the argument position) and returns an Object which is the Java representation of the ECL/PS argument at that position.

In the returned CompoundTerm instantiated variables are replaced with their instantiations. Hence even if the variable was named in the initial goal, its instantiation is identified in the returned goal by its position rather than its name. Uninstantiated variables in the returned CompoundTerm are represented using the Java null token.

If a variable in the rpc goal becomes instantiated to an ECL/PS data type which does not have an equivalent EXDR type (such as breal), then in the returned CompoundTerm it will appear as the Java null token.

The following Java code is an example of how the returned CompoundTerm can be deconstructed to extract the variable substitutions.

```java
...  
    CompoundTerm result = eclipse.rpc("X = Q, Y is 2.1 + 7");

    // The top-level functor of the goal term is ",".
    // The first and second arguments of the goal term are the two subgoals
    // and we can safely cast these as CompoundTerms.
    CompoundTerm firstGoal = (CompoundTerm) result.arg(1);
    CompoundTerm secondGoal = (CompoundTerm) result.arg(2);
    // X is the first argument of the first goal.
    Object firstGoalFirstArg = firstGoal.arg(1);
    // Y is the first argument of the second goal.
    Object secondGoalFirstArg = secondGoal.arg(1);

    System.out.println("X = "+firstGoalFirstArg);
    System.out.println("Y = "+secondGoalFirstArg);
...  
```

The output will be:

X = null
Y = 9.1

Other ways an rpc invocation can terminate

Apart from succeeding and returning a CompoundTerm, rpc can throw exceptions. If the goal fails, an instance of Fail is thrown. So to test for failure you must catch this exception. An instance of Throw is thrown if ECL/PS itself throws an error.
8.4.3 More details about rpc goal execution

Variables

As explained in Section 8.3.6, ECLiPS variables are always represented by the null token, when rpc is invoked with a CompoundTerm parameter. When used in an rpc goal, each null token represents a different variable. Using CompoundTerm you cannot represent a goal with multiple occurrences of a single variable. So, for example, the following Java code will output q(b, b) for the first rpc invocation and q(a, b) for the second.

```java
... 
eclipse.rpc("assert(q(a, b))");
eclipse.rpc("assert(q(b, b))");

System.out.println(eclipse.rpc("q(X, X)"));
System.out.println(eclipse.rpc(new CompoundTermImpl("q", null, null)));
...
```

Nondeterminism

The rpc feature does not support the handling of nondeterminism in the execution of the ECLiPS goal. If the goal succeeds, control is returned to Java immediately after the first solution to the goal is found in ECLiPS. All choice-points thereafter are ignored. So, for example, although the first ECLiPS goal below would leave choice-points, it would be equal in effect to the second.

```java
... 
result = eclipse.rpc("member(X, [1, 2, 3, 4, 5])");
... 
result = eclipse.rpc("member(X, [1])");
```

This is not a practical problem. It merely implies that if you are using nondeterminism to generate multiple solutions, you should collect these on the ECLiPS side using a meta-level built-in predicate such as findall/3 and then return the result to Java.

Concurrent invocations of rpc

Note that the rpc method is synchronized. Therefore if, while one Java thread is currently executing an rpc invocation, a second Java thread tries to invoke the rpc method of the same EclipseConnection, the second thread will block until the first thread’s rpc invocation returns.

Nested invocations of rpc

During the execution of the rpc method, control is transferred to ECLiPS. Due to the QueueListener feature which is discussed in Section 8.5, control is sometimes temporarily returned to Java before the ECLiPS execution has finished. It is possible for this Java code itself to invoke rpc, thus leading to nested rpc invocations. Nested rpc invocations should not cause any problems.
8.5 Communicating between Java and ECL\textsuperscript{i}PS\textsuperscript{e} using queues

In the Java-ECL\textsuperscript{i}PS\textsuperscript{e} Interface, queues are one-way data streams used for communication between ECL\textsuperscript{i}PS\textsuperscript{e} and Java. These are represented on the ECL\textsuperscript{i}PS\textsuperscript{e} side using “peer queues”, which are I/O streams. The Java-ECL\textsuperscript{i}PS\textsuperscript{e} Interface includes the classes \texttt{FromEclipseQueue} and \texttt{ToEclipseQueue} which represent these queues on the Java side. \texttt{FromEclipseQueue} represents a queue which can be written to in ECL\textsuperscript{i}PS\textsuperscript{e} and read from in Java. A \texttt{ToEclipseQueue} is a queue which can be written to in Java and read from in ECL\textsuperscript{i}PS\textsuperscript{e}.

Section 8.5.1 discusses how queues are opened, referenced and closed from either the Java or ECL\textsuperscript{i}PS\textsuperscript{e} sides. We also discuss here how to transfer byte data in both directions. However, the programmer need not be concerned with low-level data operations on queues: whole terms can be written and read using the \texttt{EXDRInputStream} and \texttt{EXDROutputStream} classes discussed in Section 8.5.2.

Via the \texttt{QueueListener} feature, Java code can be invoked (in a sense) from within ECL\textsuperscript{i}PS\textsuperscript{e}. The use of this feature is discussed in Section 8.5.3. In some cases, the standard streams (\texttt{stdin}, \texttt{stdout} and \texttt{stderr}) of the ECL\textsuperscript{i}PS\textsuperscript{e} engine will be visible to Java as queues. How to use these is discussed in Section 8.5.4.

8.5.1 Opening, using and closing queues

We now explain the standard sequence of events for using queues. Opening and closing can be performed in a single step from either the Java or the ECL\textsuperscript{i}PS\textsuperscript{e} side.

Opening a queue using Java methods

\texttt{FromEclipseQueue} and \texttt{ToEclipseQueue} do not have public constructors. Instead, we invoke \texttt{getFromEclipseQueue} or \texttt{getToEclipseQueue}. This asks the \texttt{EclipseConnection} object for a reference to a \texttt{FromEclipseQueue} or \texttt{ToEclipseQueue} instance which represents a new queue. To specify the stream for later reference, we supply the method with a string which will equal to the atom by which the queue is referred to as a stream in ECL\textsuperscript{i}PS\textsuperscript{e}. For example the following code creates two queues, one in each direction:

```java
...  ToEclipseQueue java_to_eclipse =
      eclipse.getToEclipseQueue("java_to_eclipse");
  FromEclipseQueue eclipse_to_java =
      eclipse.getFromEclipseQueue("eclipse_to_java");
...```

These methods will create and return new \texttt{FromEclipseQueue} or \texttt{ToEclipseQueue} objects, and will also open streams with the specified names on the ECL\textsuperscript{i}PS\textsuperscript{e} side. No stream in ECL\textsuperscript{i}PS\textsuperscript{e} should exist with the specified name. If a stream exists which has this name and is not a queue between the Java object and ECL\textsuperscript{i}PS\textsuperscript{e}, the Java method throws an exception. If the name is used by a pre-existing queue, it is returned, so the \texttt{getFromEclipseQueue} and \texttt{getToEclipseQueue} methods can also be used to retrieve the queue objects by name once if they have already been created.
Opening a queue using ECL'PSe predicates

You can use the ECL'PSe builtin \texttt{peer\_queue\_create/5} to open a queue. Used correctly, these have the same effect as the Java methods explained above. For the peer name, you should use the atom returned by the \texttt{getPeerName()} method of the relevant \texttt{EclipseConnection} instance. The direction should be \texttt{fromec} for a \texttt{FromEclipseQueue} and \texttt{toec} for a \texttt{ToEclipseQueue}. The queue type should always be \texttt{sync} (for asynchronous queues, refer to section \texttt{??}).

Transferring data using Java methods

On the Java side, once a \texttt{FromEclipseQueue} has been established, you can treat it as you would any instance of \texttt{java.io.InputStream}, of which \texttt{FromEclipseQueue} is a subclass. Similarly, \texttt{ToEclipseQueue} is a subclass of \texttt{java.io.OutputStream}. The only visible difference is that \texttt{FromEclipseQueue} and \texttt{ToEclipseQueue} instances may have \texttt{QueueListeners} attached, as is discussed in Section \texttt{8.5.3}.

Transferring data using ECL'PSe predicates

On the ECL'PSe side, there are built-in predicates for writing to, reading from and otherwise interacting with streams. Any of these may be used. Perhaps most useful are \texttt{read\_exdr/2} and \texttt{write\_exdr/2}; these are explained in Section \texttt{8.5.2}. For the stream ID, you may either use the stream name, or the stream number, obtained for example using \texttt{peer\_get\_property/3}.

Note: always flush

When communicating between Java and ECL'PSe using queues, you should always invoke the \texttt{flush()} method of the Java \texttt{OutputStream} which you have written to, whether it be a \texttt{ToEclipseQueue} or an \texttt{EXDROutputStream}. Similarly, on the ECL'PSe side, \texttt{flush/1} should always be executed after writing. Although in some cases reading of the data is possible without a flush, flushing guarantees the transfer of data.

Closing a queue using Java methods

This is done simply by calling the \texttt{close()} method on the \texttt{FromEclipseQueue} or \texttt{ToEclipseQueue} instance.

Closing a queue using ECL'PSe predicates

This is done by executing the builtin \texttt{peer\_queue\_close/1}. Note that the builtin \texttt{close/1} should not be used in this situation, as it will not terminate the Java end of the queue.

8.5.2 Writing and reading ECL'PSe terms on queues

Rather than dealing with low-level data I/O instructions such as reading and writing bytes, the Java-ECL'PSe Interface provides classes for reading and writing whole terms. In the underlying implementation of these classes, the EXDR (ECL'PSe eXternal Data Representation) format is used. This allows ECL'PSe to communicate with other languages using a common data type. However, it is not necessary for the API user to know about EXDR in detail to use the Java-ECL'PSe Interface features discussed in this section.
EXDRInputStream is a subclass of java.io.DataInputStream which can read EXDR format. EXDROutputStream is a subclass of java.io.FilterOutputStream which can write EXDR format.

Initialising EXDRInputStream and EXDROutputStream

The constructor for EXDRInputStream takes an instance of java.io.InputStream as a parameter. This parameter stream is the source of the EXDR data for the new stream. If data has been written to the InputStream in EXDR format, you can access it by invoking the readTerm method of the new EXDRInputStream. This will read the data from the InputStream and translate the EXDR format into the Java representation of the data, which is then returned by readTerm. Similarly, the constructor for EXDROutputStream takes an instance of java.io.OutputStream as a parameter. This parameter stream is the destination of the data written to the new stream. You write data by invoking the write method of the stream. The parameter of this method is a Java object representing the piece of data to be written. The class of this object can be any of the Java classes mentioned in Table 8.1. The object gets translated into EXDR format and this is written to the destination OutputStream.

EXDRInputStream and EXDROutputStream at work

Although the underlying stream could be any kind of stream (e.g. a file stream), the most common use of EXDRInputStream and EXDROutputStream is to read data from and write data to queues in EXDR format. In other words, we usually wrap these classes around FromEclipseQueue and ToEclipseQueue classes. We now look at an example which does just this. The example is in these two files:

```java
// Create the two queues
java_to_eclipse = eclipse.getToEclipseQueue("java_to_eclipse");
eclipse_to_java = eclipse.getFromEclipseQueue("eclipse_to_java");
```

Then in the next two lines we create an EXDROutputStream to format data going to java_to_eclipse and an EXDRInputStream to format data coming from eclipse_to_java.

```java
// Set up the two formatting streams
java_to_eclipse_formatted = new EXDROutputStream(java_to_eclipse);
eclipse_to_java_formatted = new EXDRInputStream(eclipse_to_java);
```

The Java program writes two atoms to java_to_eclipse_formatted, and then flushes the stream. This causes each atom to be translated into EXDR format and the translation to then be written on to java_to_eclipse. The Java program then makes an rpc invocation to the ECL/PS program's only predicate read_2_write_1/0, which is defined as follows:

```prolog
read_2_write_1:-
    read_exdr(java_to_eclipse, Term1),
```
read_exdr(java_to_eclipse, Term2),
write_exdr(eclipse_to_java, pair(Term1, Term2)),
flush(eclipse_to_java).

The built-in read_exdr/2 reads a term’s worth of data from the stream supplied and instantiates it to the second argument. So read_2_write_1/0 reads the two terms from the stream. They are then written on to the eclipse_to_java stream within a pair(...) functor using the built-in write_exdr/2, and the stream is flushed. When the predicate succeeds, the rpc invocation returns and the term data is on eclipse_to_java in EXDR format. The next step of the java program is the following:

System.out.println(eclipse_to_java_formatted.readTerm());

Since eclipse_to_java was the FromEclipseQueue passed as a parameter when eclipse_to_java_formatted was initialised, the readTerm method of this object reads the EXDR data which is on eclipse_to_java and converts it into the appropriate Object to represent the piece of data, in this case a CompoundTerm. This Object is then returned by readTerm. Hence the output of the program is pair(a,b).

8.5.3 Using the QueueListener interface

It may sometimes be useful to have Java react automatically to data arriving on a queue from ECL\textsuperscript{PS}. An example of this would be where a Java program has a graphical display monitoring the state of search in ECL\textsuperscript{PS}. We would like ECL\textsuperscript{PS} to be able to send a message along a queue every time an element of the search state updates, and have Java react with some appropriate graphical action according to the message.

Similarly, ECL\textsuperscript{PS} may require information from a Java database at some point during its operation. Again we could use a queue to transfer this information. If ECL\textsuperscript{PS} tries to read from this queue when it is empty, we would like Java to step in and supply the next piece of data.

The QueueListener interface is the means by which handlers are attached to queues on the Java side so that Java reacts automatically to ECL\textsuperscript{PS}’s interaction with the queue.

Any object which implements the QueueListener interface can be attached to either a FromEclipseQueue or a ToEclipseQueue, using the setListener method. The QueueListener can be removed using removeListener. Queues can only have one Java listener at any one time.

The QueueListener interface has two methods: dataAvailable and dataRequest.

dataAvailable is invoked only if the QueueListener is attached to a FromEclipseQueue. It is invoked when the queue is flushed on the ECL\textsuperscript{PS} side.

dataRequest is invoked only if the QueueListener is attached to a ToEclipseQueue. It is invoked when ECL\textsuperscript{PS} tries to read from the queue when it is empty.\footnote{Note that this invocation occurs only if the ECL\textsuperscript{PS} side of the queue is empty. If you have written data to the queue on the Java side, but not flushed it, the ECL\textsuperscript{PS} side may still be empty, in which case the dataRequest method of the listener will be invoked.}

Both methods have a single Object parameter named source. When they are invoked this parameter is the FromEclipseQueue or ToEclipseQueue on which the flush or read happened.
There is an example Java program `QueueExample2.java` with an accompanying example ECL/PS<sup>e</sup> program `queue_example_2.pl` which use `QueueListeners` attached to queues going in both directions.

```plaintext
<eclipse_dir>/doc/examples/JavaInterface/QueueExample2.java
<eclipse_dir>/doc/examples/JavaInterface/queue_example_2.pl
```

After the queues streams are set up on both sides, the Java program attaches as listeners a `TermProducer` to the `ToEclipseQueue` and a `TermConsumer` to the `FromEclipseQueue`. These are both locally defined classes which implement `QueueListener`. The `TermProducer`, each time its `dataRequest` method is invoked, sends one of five different atoms down its queue in EXDR format. The `TermConsumer`, when its `dataAvailable` method is invoked, reads some EXDR data from its queue and translates it into the appropriate Java object. It then writes this object out to stdout.

Next, the Java program, using `rpc`, executes the only predicate in the ECL/PS<sup>e</sup> program: `read_5_write_5/0`. This repeats the following operation five times: read in a term in EXDR format from the relevant incoming stream, write it out in EXDR format with an extra functor to the relevant outgoing stream, and flush the outgoing stream.

### 8.5.4 Access to ECL/PS<sup>e</sup>’s standard streams

If the object representing the ECL/PS<sup>e</sup> implements the `EclipseEngine` interface, then the API user may have access to the ECL/PS<sup>e</sup>’s standard streams (see Section 8.7.2). These are returned as `FromEclipseQueues` and `ToEclipseQueues` by the methods `getEclipseStdin`, `getEclipseStdout` and `getEclipseStderr`.

### 8.6 Asynchronous Communicating between Java and ECL/PS<sup>e</sup>

Starting with release 5.9, the `OutOfProcessEclipse` and `RemoteEclipse` variants of the Java-ECL/PS<sup>e</sup> Interface also support asynchronous queues through the class `AsyncEclipseQueue`. These are essentially socket connections between ECL/PS<sup>e</sup> and Java, which can be used independently of which side has control.

An `AsyncEclipseQueue` queue is opened and closed in the same way as a `FromEclipseQueue` or `ToEclipseQueue`, but the following differences exist:

- an asynchronous queue can be read/written from the Java side even while the ECLiPSe side has control, e.g. during an RPC. This obviously has to happen from a different thread than the one that executes the RPC.
- I/O operations on asynchronous queues can block, they should therefore be done from a dedicated thread.
- the `AsyncEclipseQueue` class does not extend `InputStream` or `OutputStream` and can therefore not be used for I/O directly. Instead, a standard Java `InputStream` can be obtained from it via the `getInputStream()` method, and an `OutputStream` via the `getOutputStream()` method.
- on the ECLiPSe side, an event can (and should) be raised when data arrives from the Java side. If the ECLiPSe side has control at that time, it will handle the event. Otherwise, the event handling may be deferred until ECLiPSe has control back.
8.6.1 Opening and closing asynchronous queues

Opening and closing can be performed in a single step from either the Java or the ECL/PS<sup>e</sup> side.

Opening an asynchronous queue using Java methods

The AsyncEclipseQueue does not have public constructors. Instead, we invoke `getAsyncEclipseQueue`. This asks the EclipseConnection object for a reference to an AsyncEclipseQueue instance which represents a new queue. To specify the stream for later reference, we supply the method with a string which will equal to the atom by which the queue is referred to as a stream in ECL/PS<sup>e</sup>. For example the following code creates such a queue:

```
...
AsyncEclipseQueue java_eclipse_async =
    eclipse.getAsyncEclipseQueue("java_eclipse_async");
...
```

Note that this method will only work when the `eclipse` object is an OutOfProcessEclipse or RemoteEclipse. The method will create and return a new AsyncEclipseQueue object, and will also open a stream with the specified names on the ECL/PS<sup>e</sup> side. No stream in ECL/PS<sup>e</sup> should exist with the specified name. If a stream exists which has this name and is not a queue between the Java object and ECL/PS<sup>e</sup>, the Java method throws an exception. If the name is used by a pre-existing queue, it is returned, so the `getAsyncEclipseQueue` methods can also be used to retrieve the queue objects by name once they have already been created.

Opening an asynchronous queue using ECL/PS<sup>e</sup> predicates

You can use the ECL/PS<sup>e</sup> builtin `peer_queue_create/5` to open a queue. Used correctly, these have the same effect as the Java methods explained above. For the peer name, you should use the atom returned by the `getPeerName()` method of the relevant EclipseConnection instance. The direction should be bidirect, and the queue type should be specified as async.

Transferring data using Java methods

Once an AsyncEclipseQueue has been created, a standard Java InputStream can be obtained from it via the `getInputStream()` method, and an OutputStream via the `getOutputStream()` method. These Java streams can be used as you would any instance of `java.io.InputStream` or `java.io.OutputStream`. Unlike the synchronous FromEclipseQueue and ToEclipseQueue, I/O on these streams can block, and should therefore be handled by dedicated threads. For this reason, the listener-feature is not supported on asynchronous queues.

Transferring data using ECL/PS<sup>e</sup> predicates

On the ECL/PS<sup>e</sup> side, there are built-in predicates for writing to, reading from and otherwise interacting with streams. Any of these may be used. Perhaps most useful are `read_exdr/2` and `write_exdr/2`; these are explained in Section 8.5.2. For the stream ID, you may either use the stream name, or the stream number, obtained for example using `peer_get_property/3`. Since the ECL/PS<sup>e</sup> side does not support threads, it should only write to an asynchronous queue when there is an active thread on the Java side to read the data. Otherwise, the write-operation may block, and control will never be transferred back from ECL/PS<sup>e</sup> to Java.
For reading from an asynchronous queue, the ECL\textsuperscript{PS} side should typically set up an event handler. The handler will be invoked whenever new data arrives on a previously empty queue.

```
my_async_queue_handler(Stream) :-
    ( select([Stream], 0, [_,_]) ->
        read_exdr(Stream, Data),
        process(Data),
        my_async_queue_handler(Stream)
    ;
        events_nodefer
    ).

setup_async_queue_with_handler :-
    event_create(my_async_queue_handler(my_async_queue), [defers], Event),
    peer_queue_create(my_async_queue, host, async, bidirect, Event).
```

Note that execution of the handler is only guaranteed when the ECL\textsuperscript{PS} side has control. When communicating between Java and ECL\textsuperscript{PS} using queues, you should always invoke the \texttt{flush()} method of the Java \texttt{OutputStream} which you have written to, whether it be a \texttt{ToEclipseQueue} or an \texttt{EXDROutputStream}. Similarly, on the ECL\textsuperscript{PS} side, \texttt{flush/1} should always be executed after writing. Although in some cases reading of the data is possible without a flush, flushing guarantees the transfer of data.

**Closing a queue using Java methods**

This is done simply by calling the \texttt{close()} method on the \texttt{AsyncEclipseQueue} instance.

**Closing a queue using ECL\textsuperscript{PS} predicates**

This is done by executing the builtin \texttt{peer_queue_close/1}. Note that the builtin \texttt{close/1} should not be used in this situation, as it will not terminate the Java end of the queue.

### 8.6.2 Writing and reading ECL\textsuperscript{PS} terms on queues

See the corresponding section for synchronous queues, \S 8.5.2

### 8.7 Managing connections to ECL\textsuperscript{PS}

As of ECL\textsuperscript{PS} 5.3 and later, there are three Java classes which can be used to provide interaction with ECL\textsuperscript{PS}. These are \texttt{EmbeddedEclipse}, \texttt{OutOfProcessEclipse} and \texttt{RemoteEclipse}. Although the three classes all implement the \texttt{EclipseConnection} interface, there are some important differences in initialisation, termination and use which are explained in this section. On the ECL\textsuperscript{PS} side, as of version 5.3 and later, there is a unified interface for interaction with Java, based around the concept of a ‘peer’. This is explained in Section \S 8.7.1 Section \S 8.7.2 discusses how to create an ECL\textsuperscript{PS} engine from within Java (this covers both \texttt{EmbeddedEclipse} and \texttt{OutOfProcessEclipse}). Section \S 8.7.3 discusses the \texttt{RemoteEclipse} class, which allows Java to connect to an existing ECL\textsuperscript{PS} engine. Finally, Section \S 8.7.4 compares the three connection classes, assessing the advantages and disadvantages of each.
8.7.1 A unified ECL\textsuperscript{PS}e-side interface to Java: the ‘peer’ concept

To allow ECL\textsuperscript{PS}e code to be independent of the way it is interfacing with Java, there is a unified technique in ECL\textsuperscript{PS}e for interfacing to Java and other non-ECL\textsuperscript{PS}e programs, based on the concept of a peer. A peer is a computation environment which is external to ECL\textsuperscript{PS}e, either in the sense of being a different computer language or being a different process, possibly on a different machine. When ECL\textsuperscript{PS}e is communicating with one or more Java virtual machines using the Java-ECL\textsuperscript{PS}e interface (including cases where ECL\textsuperscript{PS}e is embedded), it stores some global information to keep track of each peer.

Each peer of the ECL\textsuperscript{PS}e engine is indexed within ECL\textsuperscript{PS}e by a unique peer name which is an atom. This is set during the initialisation of the connection between ECL\textsuperscript{PS}e and Java; the details vary according to the Java class used to make the connection. The peer name is used in those ECL\textsuperscript{PS}e predicate calls related to the peer connection. In particular, those related to the opening and closing of peer queues (see Section 8.5.1). The EclipseConnection interface includes the method getPeerName() which can be used to retrieve this name on the Java side.

8.7.2 Creating and managing ECL\textsuperscript{PS}e engines from Java

There are at present two options for creating an ECL\textsuperscript{PS}e engine from Java. With EmbeddedEclipse, the engine takes the form of a dynamically loaded shared library within the Java virtual machine. With OutOfProcessEclipse it is a separate, child process of the Java virtual machine. These two options have in common that they are both initialised using an EclipseEngineOptions object and that both classes implement EclipseEngine.

Configuring an EclipseEngineOptions object

Before an ECL\textsuperscript{PS}e engine is created using either option, an EclipseEngineOptions object must be created and configured. An instance of the EclipseEngineOptions class represents our configuration choices for a new ECL\textsuperscript{PS}e engine.

The options can be specified by either looking them up in a java.util.Properties instance or by calling “set” methods on the EclipseEngineOptions instance.

In the first case you can either specify system properties (by passing -D command line options to the JVM) or you can use an EclipseEngineOptions constructor which takes a Properties parameter. Each option has a standard property name detailed below. Once the EclipseEngineOptions object is created, there are also “set” methods we can invoke on it to set the different options.

The ECL\textsuperscript{PS}e installation directory (eclipse.directory) This must be the correct path of an ECL\textsuperscript{PS}e installation so that Java can find the files it needs to start ECL\textsuperscript{PS}e. If an EclipseEngineOptions constructor is invoked without a directory having been set, either using a constructor parameter or as a property, an exception will be thrown.

The default module (eclipse.default-module) is the default ECL\textsuperscript{PS}e module where goals are executed. If no setting is made, then the default module will be “eclipse”.

Local and global size (eclipse.local-size and eclipse.global-size) are the maximum size of the local stack and the global stack respectively. In each case the option
is an integer representing the required size in megabytes. If no setting is made, the sizes default to the ECL\textsuperscript{PS} defaults.

**Local size** is the maximum combined size of the local stack and the control stack. Roughly speaking, the local stack is the ECL\textsuperscript{PS} equivalent of the call/return stack in procedural languages. The control stack is used to store the choicepoints which occur in the execution of non-deterministic code. You may therefore need to increase this limit if your search tree is exceptionally deep or if there is a lot of non-determinism. You can use the ECL\textsuperscript{PS} goal \texttt{get_flag(max_local_control, X)} to find out the current setting. For more details, see the section on “Memory Organisation and Garbage Collection” in the ECL\textsuperscript{PS} User Manual.

**Global size** is the maximum combined size of the global stack and the trail stack. The global stack is used to store data structures. The trail stack is used to store backtracking information and is therefore closely related to the control stack. You may need to increase this limit if you are creating large data structures in ECL\textsuperscript{PS}, or if there is a lot of non-determinism. You can use the ECL\textsuperscript{PS} goal \texttt{get_flag(max_global_trail, X)} to find out the current setting. Again, see the section in the ECL\textsuperscript{PS} User Manual for more details.

The “use queues” flag (\texttt{eclipse.use-queues}) If false (the default case), the ECL\textsuperscript{PS} engine’s standard streams (\texttt{stdin}, \texttt{stdout} and \texttt{stderr}) will be connected to the standard streams of the JVM. So for example if, as in \texttt{QuickTest.java}, a message is written to \texttt{stdout} from within ECL\textsuperscript{PS}, this will appear on the \texttt{stdout} stream of the JVM. Similarly, if ECL\textsuperscript{PS} requests input from the \texttt{stdin} stream, input will be requested from the \texttt{stdin} stream of the JVM. If the flag is set true, \texttt{FromEclipseQueue} and \texttt{ToEclipseQueue} objects are used to represent the ECL\textsuperscript{PS}’s standard streams.

The peer name (\texttt{eclipse.peer-name}) is the peer name by which the Java side can be referenced within ECL\textsuperscript{PS}, for example when queues are created from the ECL\textsuperscript{PS} side. By default the peer name for the Java side when using an \texttt{EmbeddedEclipse} or an \texttt{OutOfProcessEclipse} is “host”.

**Using \texttt{EmbeddedEclipse}**

This section discusses issues specific to using the \texttt{EmbeddedEclipse} class. With \texttt{EmbeddedEclipse}, the ECL\textsuperscript{PS} engine is a dynamically loaded native library in the Java virtual machine. Figure 8.1 shows this deployment model in UML notation. The important consequences of this deployment model are:

- The ECL\textsuperscript{PS} engine shares memory and other resources with Java.
- Only one such engine can exist in a Java virtual machine at any one time.
- Communication between Java and ECL\textsuperscript{PS} is very efficient.
Initialising an *EmbeddedEclipse* The embedded ECLIPS which runs within the JVM and shares its resources, can be started and ended only once during the lifetime of the JVM. There is no public constructor method for *EmbeddedEclipse*. Initialisation of the embedded ECLIPS is done using the static `getInstance` method of class *EmbeddedEclipse* which takes an `EclipseEngineOptions` instance as a parameter. The method uses this to configure and set up ECLIPS and then returns an object of type *EmbeddedEclipse*. There may only ever be one instance of *EmbeddedEclipse* in a JVM. If the embedded ECLIPS has already been set up or if it has been set up and terminated, subsequent invocations of `getEclipse` with an `EclipseEngineOptions` will throw exceptions. However during the lifetime of the embedded ECLIPS, a reference to the unique *EmbeddedEclipse* object can be obtained using the parameterless static `getEclipse` method.

Termination of an *EmbeddedEclipse* The `destroy` method which appears in the *EmbeddedEclipse* class will shut the embedded ECLIPS down. Once the `destroy` method has been invoked, the invocation of any methods which require use of the ECLIPS engine will result in an `EclipseTerminatedException` being thrown. The `destroy` method should free all the resources of the JVM process which were being used by the embedded ECLIPS.

Once the *EmbeddedEclipse* has been destroyed, `getEclipse` can no longer be used during the lifetime of the JVM to initialise an embedded ECLIPS engine. In other words, by invoking `destroy`, one removes the ability to use embedded ECLIPS engines within the current instance of the JVM.
Using OutOfProcessEclipse

This section discusses issues specific to the OutOfProcessEclipse class. With OutOfProcessEclipse, the ECL'PS engine is a child process of the Java virtual machine. Figure 8.2 shows this deployment model in UML notation. The important consequences of this deployment model are:

- The ECL'PS engine uses separate memory and other resources, depending on how the operating system allocates these between processes.
- Several instances of OutOfProcessEclipse can exist in a Java virtual machine at any one time.
- Communication between Java and ECL'PS is less efficient.

![Figure 8.2: UML deployment diagram for OutOfProcessEclipse](image)

Initialisation of an OutOfProcessEclipse

OutOfProcessEclipse has a single constructor which takes an EclipseEngineOptions object as its only parameter. See Section 8.7.2 for details of how to create and configure this object. Unlike EmbeddedEclipse, multiple OutOfProcessEclipse instances are allowed.

Termination of an OutOfProcessEclipse

We invoke the instance method destroy() in OutOfProcessEclipse to terminate both the child ECL'PS process and our association with it. Once the destroy method has been invoked, the invocation of any methods on the destroyed
OutOfProcessEclipse object which require use of the ECL\PS engine will throw an EclipseTerminatedException. Unlike EmbeddedEclipse, invoking destroy() on an OutOfProcessEclipse does not affect our ability to create new OutOfProcessEclipse instances during the lifetime of the Java virtual machine.

If the child process ECL\PS crashes or is killed while ECL\PS has control, the Java thread which handed control to ECL\PS should throw an EclipseTerminatedException. If this happens while Java has control, usually the next invocation of a method on the OutOfProcessEclipse should throw an EclipseTerminatedException, although it is possible that some operations will throw a different class of IOException. If this should happen it is worth calling the destroy method to do a final clean-up.

8.7.3 Connecting to an existing ECL\PS engine using RemoteEclipse

In some applications, for example where Java is used to visualise search in ECL\PS, the life of the ECL\PS engine may begin before the connection with Java is initialised or end after the connection with Java is terminated. Furthermore, it may also be useful for the eclipse engine and the Java virtual machine to be running on physically separate computers, for example if the ECL\PS tasks are being executed on a compute server, but the Java program is to be run on a workstation. The RemoteEclipse class can be used to connect Java to ECL\PS in these two scenarios. The deployment model is that the RemoteEclipse Java object is a “Proxy” for the ECL\PS engine which is running on the remote machine, as shown in UML notation in Figure 8.3.

The key consequences of this deployment model are:

- ECL\PS and Java can run on different machines and the two machines may have a different architecture/OS.
- ECL\PS can connect to multiple Java processes using this model.
- The lifetime of the ECL\PS engine need not necessarily be a sub-duration of the lifetime of the JVM.

Initialisation of a RemoteEclipse connection

Connecting Java to ECL\PS using RemoteEclipse requires the ECL\PS engine to be primed so that it is ready to accept the connection. By the time it connects, the Java program must have the IP address of the machine hosting the ECL\PS engine (the server) and the port number being used for the connection. The attachment protocol also optionally allows for a password to be used by the Java side and checked against one specified on the ECL\PS side. Also the server must be configured to allow TCP/IP socket servers which can be connected to by the machine hosting Java. Initialising a connection using RemoteEclipse therefore requires some coordination between the ECL\PS code and the Java code. The Java code always consists of a single RemoteEclipse constructor invocation, although the constructor parameters may vary. The ECL\PS side of the code uses certain builtins. Refer to the relevant documentation of these for precise details of usage. On the ECL\PS side, the code can be structured in two different ways; one simpler and the other allowing more flexibility. We outline here the sequence of actions in each case.
Basic connection sequence  This can be used in situations where no password is to be used and where the port number is specified in advance, rather than generated dynamically by ECL\textsuperscript{i}PS\textsuperscript{e}, and is known by the Java side.

1. The ECL\textsuperscript{i}PS\textsuperscript{e} side executes the builtin \texttt{remote\_connect/3}, specifying the port number in advance. This builtin will block until the connection is established.

2. The Java side then invokes one of the \textit{RemoteEclipse} constructors which has no password parameter. This should immediately complete or throw an exception if the connection is unsuccessful.

Advanced connection sequence  This more complicated sequence uses a password and optionally allows the port number to be generated dynamically and then communicated to the Java side.

1. The ECL\textsuperscript{i}PS\textsuperscript{e} side executes the builtin \texttt{remote\_connect\_setup/3}, specifying the password and either specifying the port number or allowing it to be generated dynamically.

2. The port number must be communicated to the Java side somehow, e.g. manually, or via a file.
3. The Java side then invokes one of the `RemoteEclipse` constructors with a password parameter. This either blocks until the connection is successful or throws an exception.

4. The ECL\textsuperscript{PS}\textsuperscript{e} side executes the builtin `remote_connect_accept/6`, specifying the password which the Java should supply.

5. The Java constructor invocation then completes, or throws an exception if the connection could not be made.

If left as a free variable, the Host argument of either the `remote_connect/3` or `remote_connect_setup/3` goal will become instantiated to the IP address of the machine hosting ECL\textsuperscript{PS}\textsuperscript{e}. Another possibility is to call the goal with this argument already instantiated to the atom `localhost`. This will mean that only client connections made by processes on the same machine and using the loopback address will be accepted. With this usage, on the Java side you should use invoke `InetAddress.getHostByAddress("localhost")`. Note that `InetAddress.getLocalHost()` will not work in this situation.

In both connection sequences, the peer name indexing the connection is either specified or generated dynamically on the ECL\textsuperscript{PS}\textsuperscript{e} side in the `remote_connect/3` or `remote_connect_setup/3` goal.

Once the connection has been established by one of the above sequences, control initially rests with the Java side. Therefore the ECL\textsuperscript{PS}\textsuperscript{e} code which called the `remote_connect/3` goal or the `remote_connect_accept/6` goal blocks until the Java side explicitly transfers control to ECL\textsuperscript{PS}\textsuperscript{e} or disconnects.

**Explicit transfer of control between ECL\textsuperscript{PS}\textsuperscript{e} and Java**

As mentioned above, after the initial connection has been established, Java has control by default. However, this may not be convenient. For example, in the case of search visualisation, after the initialisation of the visualisation client, we may prefer ECL\textsuperscript{PS}\textsuperscript{e} to have control by default, allowing control to pass to Java only on certain occasions. Control can be explicitly passed from Java to ECL\textsuperscript{PS}\textsuperscript{e} by invoking the `resume()` method on a `RemoteEclipse`. In this case the ECL\textsuperscript{PS}\textsuperscript{e} code will resume execution after the last point where it passed control to Java. For example, if `resume()` is invoked immediately after the `RemoteEclipse` constructor completes, ECL\textsuperscript{PS}\textsuperscript{e} execution will resume at the point just after the call to the `remote_connect/3` goal or the `remote_connect_accept/6` goal.

Control can be transferred to a Java peer using the `remote_yield/1` builtin. In this case the Java thread which passed execution to ECL\textsuperscript{PS}\textsuperscript{e} will resume execution at the point where it blocked.

The `resume()` method and the `remote_yield/1` builtin should be used with care. An invocation of `resume()` should be paired with an execution of a `remote_yield/1` goal in most cases. In addition, `remote_yield/1` should not be executed in any code executed as a result of an rpc invocation and `resume()` should not be executed within the `QueueListener` methods `dataAvailable()` or `dataRequest()`.

The `resume()` method and the `remote_yield/1` builtin should only be used when other techniques such as rpc are not suitable.
Termination of a RemoteEclipse connection

A RemoteEclipse connection between ECLIPS and Java may be terminated in different ways. Firstly, disconnection may be initiated by either side. Secondly the disconnection may be either multilateral or unilateral. Multilateral disconnection, the preferred method, is where the side which has control initiates disconnection. Unilateral disconnection is where the side which initiates disconnection does not have control, and should only take place as a clean-up routine when one side is forced to terminate the connection because of an unexpected event.

Java-initiated multilateral disconnect is performed by invoking the disconnect method on the RemoteEclipse instance while the Java side has control.

Java-initiated unilateral disconnect is performed by invoking the unilateralDisconnect method on the RemoteEclipse instance while Java does not have control.

ECLIPS-initiated multilateral disconnect is performed on the ECLIPS side by executing a remote_disconnect/1 goal while ECLIPS has control, identifying the connection to be closed by supplying the peer name.

ECLIPS-initiated unilateral disconnect cannot be executed by the user, since ECLIPS is not multi-threaded. However, it may occur in certain urgent situations e.g. if the ECLIPS process is killed while ECLIPS does not have control.

If an ECLIPS-initiated disconnect occurs, or the connection is lost for whatever reason while ECLIPS has control, the Java thread which handed control to ECLIPS should throw an EclipseTerminatedException. If either of these happens while Java has control, the next invocation of a method on the RemoteEclipse should throw an EclipseTerminatedException, although it is possible that some operations will throw a different class of IOException. If this should happen it is worth invoking the unilateralDisconnect() method to do a final clean-up.

8.7.4 Comparison of different Java-ECLIPS connection techniques

This section should give you some idea of when it is most appropriate to use each connection class. Figure 8.4 is a UML class diagram showing the most important relationships and operations of the principal classes and interfaces.

All three classes implement EclipseConnection, which provides all the functionality you would expect during a “session” with ECLIPS. The EclipseEngine interface is implemented when the JVM “owns” the ECLIPS engine, and so provides the methods to access the standard I/O streams. Note that the termination methods are not in either of the interfaces, but are specific to each class. Furthermore, the resume() method allows RemoteEclipse to explicitly hand control to ECLIPS, but this operation is not supported by the other two classes.

To summarise the advantages and disadvantages Table 8.2 gives an at-a-glance comparison of the different features of the different connection classes.
Figure 8.4: UML class diagram for different classes connecting Java and ECL/PS. Some convenience methods from \textit{EclipseConnection} have been omitted.
<table>
<thead>
<tr>
<th>Feature</th>
<th>Java-ECL\textsuperscript{i}PS\textsuperscript{e} connection class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Implements \textit{EclipseConnection} interface</td>
<td>\textbullet \textbullet \textbullet</td>
</tr>
<tr>
<td>(allowing \texttt{rpc} and queues)</td>
<td></td>
</tr>
<tr>
<td>Implements \textit{EclipseEngine} interface</td>
<td>\textbullet \textbullet \textminus</td>
</tr>
<tr>
<td>(allowing access to ECL\textsuperscript{i}PS\textsuperscript{e} stdin streams)</td>
<td></td>
</tr>
<tr>
<td>ECL\textsuperscript{i}PS\textsuperscript{e} is in a separate process</td>
<td>\textminus \textbullet \textbullet</td>
</tr>
<tr>
<td>(with separate memory heap/stack)</td>
<td></td>
</tr>
<tr>
<td>ECL\textsuperscript{i}PS\textsuperscript{e} can be on a separate</td>
<td>\textminus \textminus \textbullet</td>
</tr>
<tr>
<td>machine from Java</td>
<td></td>
</tr>
<tr>
<td>ECL\textsuperscript{i}PS\textsuperscript{e} engine can start before/</td>
<td>\textminus \textminus \textbullet</td>
</tr>
<tr>
<td>end after Java virtual machine</td>
<td></td>
</tr>
<tr>
<td>ECL\textsuperscript{i}PS\textsuperscript{e} engine created/</td>
<td>\textbullet \textbullet \textminus</td>
</tr>
<tr>
<td>destroyed from Java</td>
<td></td>
</tr>
<tr>
<td>Efficient transfer of data on</td>
<td>\textbullet \textminus \textminus</td>
</tr>
<tr>
<td>queues and \texttt{rpc} invocations</td>
<td></td>
</tr>
<tr>
<td>One ECL\textsuperscript{i}PS\textsuperscript{e} can connect to many</td>
<td>\textminus \textminus \textbullet</td>
</tr>
<tr>
<td>Java virtual machines using this</td>
<td></td>
</tr>
<tr>
<td>One Java virtual machine can connect to many ECL\textsuperscript{i}PS\textsuperscript{e} engines using this</td>
<td>\textminus \textbullet \textbullet</td>
</tr>
</tbody>
</table>

Table 8.2: Feature comparison table for different ECL\textsuperscript{i}PS\textsuperscript{e} connection classes
Chapter 9

EXDR Data Interchange Format

We have defined a data interchange format called EXDR for the communication between ECLiPSe and other languages. The data types available in this format are integer, double, string, list, nil, structure and anonymous variable. This is intended to be the subset of ECLiPSe types that has a meaningful mapping to many other languages’ data types. The mapping onto different languages is given in the following table. For details of the mapping between Java classes/interfaces and EXDR/ECLiPSe types see Section 8.3.1.

<table>
<thead>
<tr>
<th>EXDR type</th>
<th>ECLiPSe type</th>
<th>TCL type</th>
<th>Java type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integer</td>
<td>integer</td>
<td>int</td>
<td>java.lang.Integer</td>
</tr>
<tr>
<td>e.g.</td>
<td>123</td>
<td>123</td>
<td>123</td>
</tr>
<tr>
<td>Long</td>
<td>integer</td>
<td>string</td>
<td>java.lang.Long</td>
</tr>
<tr>
<td>e.g.</td>
<td>500000000000</td>
<td>500000000000</td>
<td>500000000000</td>
</tr>
<tr>
<td>Double</td>
<td>float</td>
<td>double</td>
<td>java.lang.Double/Float</td>
</tr>
<tr>
<td>e.g.</td>
<td>12.3</td>
<td>12.3</td>
<td>12.3</td>
</tr>
<tr>
<td>String</td>
<td>string</td>
<td>string</td>
<td>java.lang.String</td>
</tr>
<tr>
<td>e.g.</td>
<td>&quot;abc&quot;</td>
<td>abc</td>
<td>&quot;abc&quot;</td>
</tr>
<tr>
<td>List</td>
<td>./2</td>
<td>list</td>
<td>java.util.Collection</td>
</tr>
<tr>
<td>e.g.</td>
<td>[a,b,c]</td>
<td>{a b c}</td>
<td></td>
</tr>
<tr>
<td>Nil</td>
<td>[ ]/0</td>
<td>empty string</td>
<td>java.util.Collection</td>
</tr>
<tr>
<td>e.g.</td>
<td>[ ]</td>
<td>{}</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>Struct</td>
<td>compound</td>
<td>list</td>
<td>CompoundTerm/Atom</td>
</tr>
<tr>
<td>e.g.</td>
<td>foo(bar,3)</td>
<td>{foo bar 3}</td>
<td></td>
</tr>
<tr>
<td>Variable</td>
<td>variable</td>
<td>string</td>
<td>null</td>
</tr>
<tr>
<td>e.g.</td>
<td>-</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

The EXDR Integer data type is a 32-bit signed integer, the EXDR Long data type is a 64-bit signed integer, bigger ECLiPSe integers cannot be represented. The EXDR Variable type only allows singleton, anonymous variables, which means that it is not possible to construct a term where a variable occurs in several places simultaneously. The main use of these variables is as placeholders for result arguments in remote procedure calls.
9.1 ECL\textsuperscript{i}PS\textsuperscript{e} primitives to read/write EXDR terms

The ECL\textsuperscript{i}PS\textsuperscript{e} predicates to create and interpret EXDR-representation read from and write directly to ECL\textsuperscript{i}PS\textsuperscript{e} streams. This means that EXDR-format can be used readily to communicate via files, pipes, sockets, queues etc.

\texttt{write\_exdr(+Stream, +Term)}

This predicate writes terms in exdr format. The type of the generated EXDR-term is the type resulting from the “natural” mapping of the Eclipse terms. Atoms are written as structures of arity 0 (not as strings). Note that all information about variable sharing, variable names and variable attributes is lost in the EXDR representation.

\texttt{read\_exdr(+Stream, -Term)}

This predicate reads exdr format and constructs a corresponding Eclipse term.

Please refer to chapter 5 for the Tcl primitives, and to chapter 8 for the Java primitives for manipulating EXDR terms.

9.2 Serialized representation of EXDR terms

The following is the specification of what is actually send over the communication channels. This is all the information needed to create new language mappings for EXDR terms. This definition corresponds to EXDR\_VERSION 2:

\[
\text{ExdrTerm} ::= \ 'V' \ Version \ CompactFlag? \ Term \\
\text{CompactFlag} ::= \ 'C' \\
\text{Term} ::= \ (\text{Integer}\mid\text{Double}\mid\text{String}\mid\text{List}\mid\text{Nil}\mid\text{Struct}\mid\text{Variable}) \\
\text{Integer} ::= \ ('B' \ <\text{byte}> \mid \ 'I' \ XDR\_int \mid \ 'J' \ XDR\_long) \\
\text{Double} ::= \ 'D' \ XDR\_double \\
\text{String} ::= \ ('S' \ Length \ <\text{byte}>* \mid \ 'R' \ Index) \\
\text{List} ::= \ '[' \ Term (\text{List}\mid\text{Nil}) \\
\text{Nil} ::= \ ']' \\
\text{Struct} ::= \ 'F' \ Arity \ String \ Term* \\
\text{Variable} ::= \ '_' \\
\text{Length} ::= \ XDR\_nat \\
\text{Index} ::= \ XDR\_nat \\
\text{Arity} ::= \ XDR\_nat \\
\text{Version} ::= \ <\text{byte}> \\
\text{XDR\_int} ::= \ <4 \text{ bytes, msb first}> \\
\text{XDR\_long} ::= \ <8 \text{ bytes, msb first}> \\
\text{XDR\_double} ::= \ <8 \text{ bytes, ieee double, exponent first}> \\
\text{XDR\_nat} ::= \ (\ <8 \text{ bits: 1 + seven bits unsigned value}> \\
\hphantom{\text{XDR\_nat} ::= \} \ // \ >= 0
\]

The version byte is 1 or 2. EXDR version 1 encodings are also valid version 2 encodings, and version version 2 decoders can read version 1 encoded terms.

XDR\_long, XDR\_int and byte are all signed integers in two’s complement representation.

The string reference code R means that the string is the same as the Index’th S-encoded string that occurred in the EXDR term earlier. The presence of the CompactFlag C in the header
indicates that the term may actually contain such string references. If the flag is absent, the term does not contain any.
Chapter 10

The Remote Interface Protocol

10.1 Introduction

The ECL\textsuperscript{i}PS\textsuperscript{e} remote interface protocol is used to build a remote interface between ECL\textsuperscript{i}PS\textsuperscript{e} and some programming language. A program written in that programming language can interact and communicate with a separate ECL\textsuperscript{i}PS\textsuperscript{e} process via the remote interface. The Tcl remote interface (chapter 6) is an example of such an interface. This chapter describes the protocol, so that remote interfaces to other programming languages can be built.

The protocol is designed to allow the implementer to build an interface that is compatible with the embedding interface of the same language. This should allow the same code (in both ECL\textsuperscript{i}PS\textsuperscript{e} and the other language) to be used in both interfaces. On the ECL\textsuperscript{i}PS\textsuperscript{e} side, the concept of peers is used to unify the remote and embedding interfaces.

Another feature of the remote interface is that on the ECL\textsuperscript{i}PS\textsuperscript{e} side, the interface is independent of the programming language that is being interfaced to. It should be possible to write ECL\textsuperscript{i}PS\textsuperscript{e} code with the interface (e.g. for a GUI) and change the remote code without needing to rewrite the code on the ECL\textsuperscript{i}PS\textsuperscript{e} side.

Briefly, a socket connection is established between the remote program and an ECL\textsuperscript{i}PS\textsuperscript{e} process. The processes exchange messages in the EXDR (see chapter 9) format according to the protocol. This allows the communication to be platform independent, and the ECL\textsuperscript{i}PS\textsuperscript{e} and remote processes can be located on any two machines which can establish socket connections.

10.2 Basics

The remote interface is established by attaching the remote and ECL\textsuperscript{i}PS\textsuperscript{e} processes. The attachment establishes two socket connections between the two processes:

- **Control** This connection is used to control the remote interface. Messages (in EXDR format) are sent in both directions according to the remote protocol to co-ordinate the two processes.

- **Rpc** This is used to send ec\verb|_rpc| goals from the remote process to ECL\textsuperscript{i}PS\textsuperscript{e} and return the results. The goal is sent in EXDR format.

More than one remote attachment can be established in an ECL\textsuperscript{i}PS\textsuperscript{e} process. Each attachment is independent, and is a remote peer, identified by its control connection. Each remote attachment has two sides: the ECL\textsuperscript{i}PS\textsuperscript{e} side, and the remote side.
At any one time, either the ECL\textsuperscript{ps} or the remote side has control. When a side has control, it is able to send messages to the other side via the control connection. The side that does not have control waits for messages to arrive on the control connection. On the ECL\textsuperscript{ps} side, execution is suspended while it does not have control. In general, once a control message is sent, the control is passed to the other side, and the side that sent the message waits for a reply message from the other side.

The \texttt{ec_rpc} mechanism is designed to be the main way for the remote side to interact with the ECL\textsuperscript{ps} side. The remote side can send an ECL\textsuperscript{ps} goal, in EXDR format to be executed by the ECL\textsuperscript{ps} side. This can only be done while the remote side has control, and when the goal is issued, a message is sent via the control connection to the ECL\textsuperscript{ps} side, and control is passed to the ECL\textsuperscript{ps} side. Control is passed back to the remote side when ECL\textsuperscript{ps} completes the execution of the goal.

After the attachment, extra I/O connections can be established between the two sides. This allows data to be transferred from one side to the other. These connections (referred to as peer queues) can be of two types:

\begin{itemize}
  \item \texttt{synchronous} These queues are synchronised by the control connection. Control messages are exchanged between the two sides to ensure that they are both are synchronised for the data transfer: one side consumes the data that is sent from the other. This ensures that no blocking occurs with the I/O operations across the sockets.
  \item \texttt{asynchronous} These queues can perform I/O operations that are not co-ordinated by the control connection. Either side can write to or read from the queue without transferring control. In fact, if the remote language is multi-threaded, it can perform asynchronous I/O while ECL\textsuperscript{ps} has control. Note that asynchronous I/O operations may block on the ECL\textsuperscript{ps} side.
\end{itemize}

\section{Attachment}

The attachment process is summarised in Figure [10.3]. It is initiated from the ECL\textsuperscript{ps} side, by either calling \texttt{remote_connect/3} or the more flexible \texttt{remote_connect_setup/3} and \texttt{remote_connect_accept/6} pair. In fact, \texttt{remote_connect/3} is implemented using \texttt{remote_connect_setup/3} and \texttt{remote_connect_accept/6} with default values for some of the arguments.

The attachment can be divided into several phases:

1. Initialisation and handshaking: the control connection is established, and handshaking between the two sides are carried out – checking that the remote protocols on the two sides are compatible; checking the pass-term.

2. Establishing the ERPC connections and exchange of information (remote language, ECL\textsuperscript{ps} name for the peer).

3. User-defined initialisations.

The remote protocol version is stored in the flag \texttt{remote_protocol_version}, accessible via \texttt{get_flag/2} as an integer version number. This version number should only change when the protocol is modified. Checking of the version ensures that the same (or at least compatible)
versions of the protocol are used, so that the two sides behaves correctly. The version information is sent from the remote side (which must have its own copy of the version information), and the ECLiPSe side checks that this is compatible with the protocol version it is using. In order to cope with remote connections which may not be using the remote protocol, the ECLiPSe side waits only for a fixed period of time for the remote side to send the version information before timing out.

Time-out on the ECLiPSe side can also occur for forming any of the connections between the two sides, from the control connection to the peer queue. This is specified by the user in `remote_connect_accept/6`. If time-out occurs during the attachment, then the attachment process is abandoned, and the predicate fails (any connected sockets will be closed).

The detailed sequence of events for the attachment for the remote side (with some description of the relevant ECLiPSe side actions) are:

1. **ECLiPSe side:** a socket server for the control connection is created, using the address Host/Port which can be specified by the user. It then waits to accept a socket stream for the control connection from the remote side. The user can specify the amount of time to wait before this operation times-out, which would then terminate the attachment.

2. **Remote side:** create a client socket stream for the control connection, with an address compatible with Host/Port. The socket stream should be in blocking mode, and perform no translation on the data sent.

3. **Remote side:** sends the remote protocol version information on the control socket in EXDR format and flush it. This should be a `remote_protocol/1` term.
4. **ECLiPS side**: reads the EXDR version term from the control socket, and compares it with the version on the ECLiPS side. If the two protocols are compatible, it sends the EXDR string `yes` back to the remote side; otherwise it sends the ECLiPS remote protocol version to the remote side and disconnects from the remote side (raising unimplemented functionality error). The ECLiPS side waits at most 100 seconds after the control connection is established for the remote side’s version; after this the ECLiPS side disconnects the control connection and raises out of range error.

5. It is expected that the future versions of the protocol will remain unchanged up to this point at least, to ensure the proper handshaking and checking of versions.

6. **Remote side**: write the ‘pass-term’ in EXDR format on the newly created control connection and flush it. This provides a simple security check: ECLiPS side will check if the ‘pass-term’ matches the ‘pass-term’ it was given when the remote connection was initiated – for `remote_connect/3`, the pass-term is the empty string, but the user can specify any pass-term if `remote_connect_setup/3` and `remote_connect_accept/6` are used. If the terms are not identical, then the ECLiPS side will discontinue the attachment process.

7. **Remote side**: read from the control connection the ECLiPS name for the control connection. This is sent in EXDR format, and is used to identify this particular remote attachment – the peer name for the peer. This name is needed when calling `ec_rpc` goals that refer to the peer.

8. **Remote side**: write the name of the programming language (e.g. tcl, java) of the remote process on the control connection. This should be in EXDR string format, and the connection flushed.

9. **ECLiPS side**: read the name of the programming language and store it (it can be accessed later via `peer_get_property/3`). The ECLiPS side now wait to accept the socket stream (using the same socket server as the control connection) for the `ec_rpc` connection. This can also time-out.

10. **Remote side**: create a client socket stream for the `ec_rpc` connection, using the same Port as for the control connection. This stream should be in blocking mode, and perform no translation on the data sent. The server socket on the ECLiPS will be closed after accepting this client.

11. **Remote side**: read the control connection name again on the remote side, on the newly established `ec_rpc` connection. This is also sent in EXDR format. This is designed to verify that the `ec_rpc` connection is indeed connected to the ECLiPS side.

12. **Remote side**: the remote side now has control. Any user-defined initialisations on the remote side can now be performed, to make the remote side ready for the interaction. The remote side has the control initially. Note that user-defined initialisations on the ECLiPS side is also performed after sending the control name on the `ec_rpc` connection. After the initialisation, ECLiPS side will suspend and listen on the control connection for the remote side to give control back to the ECLiPS side.

At the end of this, the remote side should be ready for normal interaction with the ECLiPS side.
The remote_connect/3 or remote_connect_accept/6 predicate wait for the control to be handed back by the remote side before exiting. Thus when the predicate succeeds, the remote side has been attached and properly initialised, with ECLiPSe side having control.

The protocol does not specify how the remote side should be informed of the Host/Port address for the initial socket connection. The Address can be fixed before hand (with the Address argument instantiated, or the information can be transmitted either manually or via files. In addition, the remote process can be started from within ECLiPSe using the exec/3 command, with the host and port supplied as arguments.

In accepting client socket connections from the remote side, the ECLiPSe side is informed of the host of the remote side. This should either be the client’s hostname, or 'localhost'. After accepting the control connection, subsequent connections (for ec_rpc and any peer queues) are checked to ensure that they are from the same client. If not, the attachment is terminated by ECLiPSe. Using 'localhost' as the name on either side will restrict the two sides to be on the same machine (and they must both use localhost for Host in the address, rather than the actual hostname).

10.3.1 An example

The following is a simple example of making a remote attachment on the remote side. In this case, the remote side is also an ECLiPSe program. A remote attachment by a program written in another programming language will need to provide a similar function in that language:

```
% Example code for making a remote attachment on the remote side

:- local variable(ecsidehost).

% remote_attach/6 makes a remote attachment to a host ECLiPSe program.
% Args:
%   +Host: host name on ECLiPSe side
%   +Port: port on ECLiPSe side
%   +Pass: 'pass-term' - used to verify the connection
%   +Init: goal to call to perform any application specific initialisation
%   -Control: the remote side (local) name of the control connection
%   -Ec_rpc: the remote side name of the ec_rpc connection
%   -EcSideControl: the ECLiPSe side name for the control connection

remote_attach(Host, Port, Pass, Init, Control, Ec_rpc, EcSideControl) :-
   % control connection
   new_client_socket(Host, Port, Control),
   % send the protocol version information to the ECLiPSe side
   % we are the remote side, so must have our own version info.
   write_exdr(Control, remote_protocol(1)), flush(Control),
   % read response from ECLiPSe side to make sure it is compatible...
   read_exdr(Control, IsSameVersion),
   (IsSameVersion == "yes" ->
      true
   ;
   writeln("Incompatible versions of remote protocol. Failing...."),
   fail
).
```
fail
),
% send pass-term; if this does not match the pass-term on the ECLiPSe % side, it will terminate the attachment
write_exdr(Control, Pass), flush(Control),
% ECLiPSe side name for connection
read_exdr(Control, EcSideControl),
% send language name to ECLiPSe side
write_exdr(Control, "eclipse"), flush(Control),
% Ec_rpc connection
new_client_socket(Host, Port, Ec_rpc),
% read control name again on Ec_rpc to verify connection
% in a more sophisticated implementation, this should time-out
(read_exdr(Ec_rpc, EcSideControl) ->
  true
; % if not verified, terminate connection
  close(Control), close(Ec_rpc),
  fail
),
% Remote side now has control, call Init to perform application % specific initialisations
call(Init),
% hand control over to ECLiPSe side...
write_exdr(Control, resume), flush(Control).

new_client_socket(Host, Port, Socket) :-
  socket(internet, stream, Socket),
  connect(Socket, Host/Port).

%----------------------------------------------------
% the following code make use of remote_attach/6 to make an attachment, % and then disconnect immediately when ECLiPSe side returns control
test(Host, Port) :-
  % make the remote attachment. For this simple example, there is no % application specific initialisations, and the default pass-term % of an empty string is used...
remote_attach(Host, Port, ",", true, Control, Ec_rpc, _),
% control has been given to ECLiPSe side, wait for ECLiPSe side to % return control....
read_exdr(Control, _),
% immediately disconnect from ECLiPSe side
write_exdr(Control, disconnect), flush(Control),
% wait for ECLiPSe side to acknowledge disconnect...
read_exdr(Control, disconnect_yield),


% clean up
    close(Control), close(Ec_rpc).

In addition to the attachment, the example contains a very simple example of using the protocol by exchanging control messages with the ECLiPSe side. After attachment, it disconnects the remote attachment as soon as control is handed back to it. For more details on the messages, see next section.
To try out the example, start an ECLiPSe session and initiate a remote attachment. This process is the ECLiPSe side:

(ECLiPSe side)
[eclipse 1]: remote_connect(Host/Port, Control, _).
Socket created at address chicken.icparc.ic.ac.uk/32436

Now start another ECLiPSe session, compile the example program, and make the attachment to the ECLiPSe side:

(Remote side)
[eclipse 4]: test('chicken.icparc.ic.ac.uk', 32436).

On the ECLiPSe side, remote_connect/3 should now succeed:

(ECLiPSe side)
Host = 'chicken.icparc.ic.ac.uk'
Port = 32436
Control = peer3
yes.
[eclipse 2]:

The remote side is suspended, awaiting the ECLiPSe side to return control. To return control to the remote side, the ECLiPSe side should call remote_yield/1 (see section 10.6 for a description of remote_yield/1):

(ECLiPSe side)
[eclipse 2]: remote_yield(peer3).
Abort
[eclipse 3]:

In this simple example, when control is returned to remote side, it immediately disconnects, thus the remote_yield/1 on the ECLiPSe side is aborted (as disconnect was initiated from the remote side), as per the disconnect protocol.

(Remote side)
[eclipse 4]: test('chicken.icparc.ic.ac.uk', 32436).

yes.
[eclipse 5]:

97
10.4 Remote Peer Queues

As discussed in section 10.2, peer queues can be formed interactively during an attachment between the two sides. The protocol provides for the creation and closing of these queues on both sides.

The handling of data on these queues are performed by data handlers, routines which either provide data to the queue or consume data from the queue. They are triggered by the appropriate control messages, so that a data consumer handler would consume data arriving on a queue, and a data provider handler would send data onto a queue (which would be consumed on the other side). These data handlers can be user defined.

The programmer for the remote side needs to provide the remote side of the interface to the peer queue.

10.4.1 Synchronous peer queues

The implementation of a synchronous peer queue on the ECLiPSe side is shown in figure 10.2.

There is an in-memory buffer, which is implemented as a memory queue in ECLiPSe (i.e. queue("") option for open/3). Associated with the memory queue is the actual socket stream to the remote side. The memory queue is the queue that the user sees on the ECLiPSe side, with name Name and a unique integer id Queue, which is the stream id for the memory queue. The id is used by both sides to identify the queue, as it is unique (a symbolic name can always be reassigned), and is used in the control messages. To conform to normal ECLiPSe streams, these queues appear uni-directional to the user, i.e. data can be either written to or read from the queue. The direction is fromec if the direction of the data is from ECLiPSe to the remote side (i.e. ECLiPSe can output to the queue), and toec if the direction is from the remote side to ECLiPSe (i.e. ECLiPSe can read from the queue). The user perform normal I/O operations on the memory queue, and the protocol ensures that the data is transferred correctly to the remote side without blocking.

The socket stream is largely hidden from the user on the ECLiPSe side, with data automatically transferred between it and the buffer. The buffer is needed to ensure that when data is transferred between the two sides, the I/O operation is synchronised (the data is being read on one end of the socket while it is being written at the other), so no blocking will occur. When a side needs to initiate an I/O operation with the other side (either to write data to or read data from the other side via the socket stream), it must have control (otherwise it would not be in a position to initiate an action). Before performing the I/O operation, a control message is sent to the

Figure 10.2: ECLiPSe implementation of remote synchronous peer queue
other side to allow it to prepare to read the data before the I/O operation is actually initiated. 
The memory queue thus serves to buffer the data before it is transferred to the socket stream. 
The socket stream must be connected to the remote side before it could be used. Control messages are used also to synchronise the connection of the socket. The protocol does not specify if a buffer is needed on the remote side, this depends on the facilities available in the language used for the remote side. 
For a particular synchronous queue, a data handler can only be defined on one side of the queue, but not both.

10.4.2 Asynchronous peer queues
I/O operations on these queues do not need to be controlled by the remote protocol, but their creation and closing is controlled by the remote protocol, so that the remote interface can keep track of these queues. These are implemented as raw socket streams on the ECL'PSe side, with I/O operations performed directly on the socket. The Name and Queue id for the stream is thus those for the ECL'PSe socket stream. It is the responsibility of the user to ensure that I/O operations do not block on these queues. They are provided to allow asynchronous transfer of data (e.g. from ECL'PSe side to the remote side without handing over control), and also they allow more efficient transfer of data.

10.5 Control Messages
These are the messages that are exchanged between the ECL'PSe and remote sides when the 
remote side is attached. The messages are sent on the control connection, and are in EXDR format. All arguments for the messages are either atoms or integers. The messages are used to co-ordinate and synchronise the two sides. A message should only be sent from a particular side when that side has control, and control is handed over to the other side when the message is sent.

Most messages are used to initiate an interaction with the other side. That is, used to cause some action to take place on the other side: control is handed over, the action takes place on 
the other side, and eventually control is handed back when the action is completed. Control can also be explicitly handed over from one side to the other so that the other side can initiate interactions. Some additional messages can only be sent as part of an interaction, for exchanges of information between the two sides. Finally, there are messages for terminating the remote attachment. Note that interactions can be nested, that is, an interaction from one side can contain an interaction initiated from the other side.
The implementer for the remote interface should provide the methods for a programmer to initiate the interactions from the remote side. These routines would send the appropriate control messages to the ECL'PSe side, and the messages should not be directly visible to the programmer.
The usage of each message is summarised in the diagram(s) accompanying them. These diagrams show:

- time proceeds downward. The ECL'PSe side is shown on the left, the remote side on the right. Messages are shown as vertical arrows between the two sides. The direction of the arrow indicates the direction the message is sent.
• the context in which the message can be sent, i.e. the message from the other side that it is either expecting as a response, or that it is a response to. The message sequence is shown, with the message highlighted.

• any accompanying actions expected with the message. These actions are either sending or receiving data on some other connections between the two sides. These are shown as dashed arrows in the diagrams.

• whether nested interactions can take place between messages of an interaction. This is indicated by vertical ellipsis between the messages in the diagram. In such cases, the nested interaction can be initiated, and this interaction completed before the next message for the original interaction is expected.

From ECL\textsuperscript{i}PS\textsuperscript{e} side to the remote side

\textbf{yield} this yields control to the remote side. The message is used either to implicitly return control to the remote side at the end of an interaction initiated from the remote side, or it is used to explicitly hand over control to the remote side.

\begin{itemize}
\item \textbf{ECL\textsuperscript{i}PS\textsuperscript{e}} \textbf{yield} \textbf{Remote} \textbf{ECL\textsuperscript{i}PS\textsuperscript{e}} \textbf{Remote} \textbf{rpc (goal via rpc)} \textbf{yield (answer via rpc)}
\item \textbf{ECL\textsuperscript{i}PS\textsuperscript{e}} \textbf{rem\_flushio(Q)} \textbf{(data via Q)} \textbf{Remote} \textbf{ECL\textsuperscript{i}PS\textsuperscript{e}} \textbf{rem\_flushio(Q,L)} \textbf{(L bytes via Q)} \textbf{yield}
\item \textbf{ECL\textsuperscript{i}PS\textsuperscript{e}} \textbf{queue\_close(Q)} \textbf{Remote} \textbf{ECL\textsuperscript{i}PS\textsuperscript{e}} \textbf{queue\_create(N,T,D,E)} \textbf{socket\_client(P,N,T,D)} \textbf{socket\_connect(N,S)} \textbf{socket\_accept(N,Q)} \textbf{resume} \textbf{yield}
\end{itemize}

The interaction-initiating messages from the remote side will be described in more detail in their own sections.

\textbf{ec\_flushio\texttt{(Queue, Length)}} this message is sent when output on a remote synchronous queue is flushed on the ECL\textsuperscript{i}PS\textsuperscript{e} side:
Queue is the ECLiPS\textsuperscript{e} stream number for the peer queue, and Length is the number of bytes that is being sent on the queue. Control is yielded to the remote side. The data on the queue Queue will be sent through the queue after sending this message on the control connection, so on receiving this message on the remote side, the remote side should read Length bytes from Queue. After processing the data, the remote side should return control to the ECLiPS\textsuperscript{e} side via a \texttt{resume} message.

**\texttt{ec\_waitio}(Queue)** this message is sent when ECLiPS\textsuperscript{e} requests input from a remote synchronous queue, and the data is not available in the queue’s buffer.

This interaction is triggered when the ECLiPS\textsuperscript{e} side attempts a read operation on the empty buffer of a peer queue. The operation is suspended, and control is yielded to remote side so that it can provide the required data. There should be a data-provider handler associated with the queue on the remote side. This handler should obtain the data, and send the data to the ECLiPS\textsuperscript{e} side. The data will arrive from the remote side via a \texttt{rem\_flushio} message, which initiates a remote flushio interaction, nested within the ECLiPS\textsuperscript{e} \texttt{waitio} interaction. The data arrives on the socket associated with the remote peer queue Queue, and is automatically copied by ECLiPS\textsuperscript{e} into the peer queue buffer. Control is then yielded back to the remote side, completing the flushio interaction. The remote side then hands control back to ECLiPS\textsuperscript{e} side by the resume message. The suspended read operation is resumed on the now non-empty buffer.

The remote flushio interaction is described in more detail in its own section. The main difference between a remote flushio initiated on the remote side and one initiated by an ECLiPS\textsuperscript{e} \texttt{waitio} described here is that there must not be a data-consumer handler on the ECLiPS\textsuperscript{e} side, as the data is to be consumed by the suspended read operation instead. This is ensured in the protocol by prohibiting handlers on both sides of a synchronous peer queue.

Note that the ECLiPS\textsuperscript{e} side will also listen to the control connection while waiting for the data to be sent from the remote side. If a \texttt{resume} is sent before the data arrives, this is likely caused by a programming error in the data provider handler, which finished without sending data to the ECLiPS\textsuperscript{e} side. The ECLiPS\textsuperscript{e} side will print a warning message on the
warning output stream, and immediately yield back to the remote side. Other messages are handled as normal, recursively while waiting for the data to arrive – this is mainly intended to allow for unexpected aborts from the remote side, although it could also be used to perform ec_rpc calls before the remote side sends the data.

socket_client(Port, Name, Type, Dir) this requests the remote side to form a client socket connection for the remote peer queue Name. The queue is of type Type (sync or async), and direction Dir (fromec, toec for synchronous queues, bidirect for asynchronous queues). The client socket is to connect at port Port with the ECLiPSe side host name.

socket client(Port, Name, Type, Dir)

socket connect(Name, Status)
Name is the name of the queue, and should be the same as the Name sent by the socket_client message. This is used to verify that the messages refer to same interaction. The ECLiPSe side will raise an error and disconnect from the remote side if the name does not match. Status is either success or fail, depending on if the remote side successfully created the remote side of the queue or not.

If Status is success, then the ECLiPSe side will complete the connection for the peer queue by accepting the socket connection. Since the remote end of the socket exists, the accept operation should succeed very quickly. If not, the operation will time-out, using the time-out interval specified when the attachment was made. The server socket is closed immediately after the accept operation. On successful connection, ECLiPSe first checks that this client’s host is indeed the same as the one previously recorded for the remote side. If so, the ECLiPSe will finish creating the ECLiPSe side of the queue. If not, the connection is closed, and the operation is considered to have failed.

If Status from the socket_connect message is fail, then the ECLiPSe side will clean up the preparation for the peer queue.

The ECLiPSe side then returns control to the remote side via a socket_accept message: 
socket_accept(Name,Queue)

The ECLiPSe side first creates a server socket for the peer queue Name. The port address is Port. This, along with the details of the queue is passed to the remote side via the socket_client message. The remote side should then connect a client socket with Port as the port, and the Host used for the initial attachment (which is either localhost or the hostname of the eclipse side) for the host. It should also perform any additional setups for the peer queue using the information sent with the message (typically this involve setting up book-keeping information for the queue on the remote side). When the remote side connection is established, it returns control to ECLiPSe via a socket_connect message:

socket_connect(Name, Status)

Name is the name of the queue, and should be the same as the Name sent by the socket_client message. This is used to verify that the messages refer to same interaction. The ECLiPSe side will raise an error and disconnect from the remote side if the name does not match. Status is either success or fail, depending on if the remote side successfully created the remote side of the queue or not.

If Status is success, then the ECLiPSe side will complete the connection for the peer queue by accepting the socket connection. Since the remote end of the socket exists, the accept operation should succeed very quickly. If not, the operation will time-out, using the time-out interval specified when the attachment was made. The server socket is closed immediately after the accept operation. On successful connection, ECLiPSe first checks that this client’s host is indeed the same as the one previously recorded for the remote side. If so, the ECLiPSe will finish creating the ECLiPSe side of the queue. If not, the connection is closed, and the operation is considered to have failed.

If Status from the socket_connect message is fail, then the ECLiPSe side will clean up the preparation for the peer queue.

The ECLiPSe side then returns control to the remote side via a socket_accept message: 
socket_accept(Name,Queue)
Name is again the name of the queue, and Queue the stream id. If the accept was unsuccessful (or if Status for socket_connect was fail), then Queue will be the atom fail, indicating that the peer queue connection was unsuccessful.

The remote side should then record the id Queue for later use (it is needed for the control messages connected with this peer queue). If instead fail was received, then the remote side should clean up the attempted queue connection. When the remote side has finished the final stage of the connection, control is returned to the ECLiPSe side via a resume message, and the socket_client interaction completes.

Note that the socket_connect and socket_accept messages are always exchanged during a socket_client interaction, even if the connection failed on the remote side before socket_connect is sent. They also can only occur in this context. If these messages occur in any other occasion, an error should be raised.

queue_close(Queue) this message is sent when the ECLiPSe side closes the peer queue with id Queue.

```
ECLiPSe   Remote

queue_close(Q)        
resume
```  

The remote side should close the remote side of the peer queue Queue, and remove all bookkeeping information associated with it. Control should then be returned to ECLiPSe via a resume message. The ECLiPSe side should also close the queue and remove bookkeeping information on the ECLiPSe side.

disconnect this message is sent when ECLiPSe side initiates disconnect.

```
ECLiPSe   Remote
disconnect      
disconnect_resume
```  

Control is yielded to the remote side, which should acknowledge with the disconnect_resume message. Once the ECLiPSe side receives this message, the connection between the two sides is considered terminated. The ECLiPSe side will then close all the connections (the control and ec_rpc connections, and any asynchronous and synchronous queues) to the remote side, and clean up the information associated with the attachment. After sending the disconnect_resume message, the remote side should also shutdown its end of the connection by closing all the connections on its side.

Note that the disconnection message can be used to terminate the attachment from within an interaction. In such cases, the interaction(s) would not be completed.

disconnect_yield this message is sent when ECLiPSe side receives a disconnect message from the remote side, i.e. the remote side initiated disconnection.
This message is sent as an acknowledgement to the disconnect message. Once the disconnect_yield is sent, the connection is considered terminated, and the ECLiPSe side will close all the connections and clean up. After the clean up, abort is called. This is done because the application on the ECLiPSe side (such as the remote development tools) may be deep inside some interaction loop with the remote side, and abort is the most general way of escaping from such a loop. It can be caught (see remote_yield/1 in section 10.6) if the user wants a more graceful termination.

**Messages from remote side to ECLiPSe side**

*resume* this message hands over control from remote side to ECLiPSe side. This is used to either implicitly return control to the ECLiPSe side at the end of an interaction initiated from the ECLiPSe side, or to explicitly hand over control to the remote side.

*rpc* this message is sent before the remote side sends an ec_rpc goal on the rpc connection.
After sending the `rpc` message, the remote side should then send the `ec_rpc` goal (in EXDR format) on the rpc connection. When the execution of the `ec_rpc` goal is finished, the ECLiPSe side will yield control back to the remote side with a `yield` message, followed by the result of the `ec_rpc` execution on the rpc connection (in EXDR format) – the goal with its bindings if the execution succeeded; ‘fail’ if the goal failed; ‘throw’ if an exception is generated.

**rem_flushio(Queue)** this message is sent if the remote side wish to transfer data to the ECLiPSe side on peer queue with queue id Queue, and the remote side does not know how many bytes will be sent with the operation.

After sending the message, control is transferred over to the ECLiPSe side, and the data is sent on the socket stream. On the ECLiPSe side, if the queue is a synchronous queue, then the data sent must be a single EXDR term, because otherwise the ECLiPSe side would not know when the data transfer is complete. The ECLiPSe side would read the data from the socket stream as a single EXDR term, which is then written onto the buffer. If an event handler has been associated with the peer queue, this will now be invoked to consume the data from the buffer. If not (for example, if the `rem_flushio` was initiated by an `ec_waitio` message), then the data is left on the buffer to be processed later.

The `rem_flushio` message can also be used to sending data to ECLiPSe for asynchronous queues as well. In this case, an event handler is directly associated with the socket stream, and this event is invoked when the `rem_flushio` message is received. The event handler goal in this case is invoked with the ‘culprit’ argument being the term `rem_flushio(Queue, Len)`, where Len is the atom ‘unknown’. It is up to the user-defined event handler goal to properly read the data: since the length is unknown, the data sent should have natural boundaries, e.g. EXDR terms, or use a mutually agreed ‘end of data’ marker.

**rem_flushio(Queue, Length)** this message is sent if the remote side wish to transfer data to the ECLiPSe side on peer queue with queue id Queue, and the length of data to be sent is known, and is specified in Length (the number of bytes to be sent).
After sending the message, control is transferred over to the ECLiPSe side, and the data is sent on the socket stream. On the ECLiPSe side, if the queue is a synchronous queue, then it would read Length bytes of data from the socket stream and transfer the data to the queue buffer. If an event handler has been associated with the peer queue, this will now be invoked to consume the data from the buffer. If not (for example, if the \texttt{rem\_flushio} was initiated by an \texttt{ec\_waitio} message), then the data is left on the buffer to be processed later.

In the case that the peer queue is an asynchronous queue, an event handler is directly associated with the socket stream, and this event is invoked when the \texttt{rem\_flushio} message is received. The event handler goal in this case is invoked with the ‘culprit’ argument being the term \texttt{rem\_flushio(Queue, Length)}, It is up to the user-defined event handler goal to properly read the data.

\texttt{queue\_create(Name, Type, Dir, Event)} this message is sent when the remote side wish to initiates the creation of a new peer queue. Name is the name of the peer queue, Type is its Type: sync for synchronous, async for asynchronous. Dir is the data direction: fromec or toec, and Event is the name of the event that will be raised for the event handler goal on the ECLiPSe side, if no event is to be associated with the queue, this should be the empty atom ("").

\begin{center}
\begin{tabular}{|c|c|}
\hline
ECLiPSe & Remote \\
\hline
\texttt{queue\_create(N,T,D,E)} & \texttt{queue\_create(N,T,D,E)} \\
\texttt{socket\_client(P,N,T,D)} & \\
\texttt{socket\_connect(N,S)} & \\
\texttt{socket\_accept(N,Q)} & \\
\texttt{resume} & \\
\texttt{yield} & \\
\hline
\end{tabular}
\end{center}

Control is handed over to ECLiPSe side, which should then set up a new server socket for connecting the socket stream for the peer queue. Once this server socket is set up, the creation of the queue proceeds via a socket\_client interaction from the ECLiPSe, i.e. the ECLiPSe side sends a \texttt{socket\_client} message. For more detail, see the description for the socket\_client message. At the end of the socket\_client interaction, the peer queue would be established, and ECLiPSe side has control. The ECLiPSe side will yield control back to the remote side, completing the queue\_create interaction.

Note that the \texttt{socket\_client} interaction is performed by the ECLiPSe built-in \texttt{peer\_queue\_create/5}, this is the goal that ECLiPSe calls on receiving the \texttt{queue\_create} message.

If the initial creation of the socket server fails, then the ECLiPSe side will not initiate a socket\_client interaction. Instead, it will simple yield control back to the remote side with a \texttt{yield} message. In this case, no peer queue is created.

\texttt{queue\_close(Queue)} this message is sent when the remote side closes the peer queue with id Queue.

106
The ECL\textsuperscript{i}PS\textsuperscript{e} side should close the ECL\textsuperscript{i}PS\textsuperscript{e} side of the peer queue Queue, and remove all bookkeeping information associated with it. Control should then be returned to ECL\textsuperscript{i}PS\textsuperscript{e} via a \texttt{yield} message. The queue should also be closed on the remote side, with the bookkeeping information removed too.

\texttt{disconnect} this message is sent if the remote side wish to initiate disconnection.

Control is handed over to the ECL\textsuperscript{i}PS\textsuperscript{e} side, which will acknowledge with \texttt{disconnect\_yield} message. Once the ECL\textsuperscript{i}PS\textsuperscript{e} side receives this message, the remote attachment between the two sides is considered terminated. The remote side should now close all connections to the ECL\textsuperscript{i}PS\textsuperscript{e} side. Concurrently, the ECL\textsuperscript{i}PS\textsuperscript{e} side will also close down its end of the connections.

The \texttt{disconnect} message can be issued during an interaction. In such cases, the interaction will be terminated early along with the attachment.

\texttt{disconnect\_resume} this message is sent in acknowledgement of a disconnection initiated from the ECL\textsuperscript{i}PS\textsuperscript{e} side.

After sending this message, the remote attachment between the two sides is considered terminated. The remote side should now close all connections to the ECL\textsuperscript{i}PS\textsuperscript{e} side. Concurrently, the ECL\textsuperscript{i}PS\textsuperscript{e} side will also close down its end of the connections. In addition, this message should be sent if the remote side has to terminate the attachment while the ECL\textsuperscript{i}PS\textsuperscript{e} side has control. This can happen if the remote process is forced to quit. This is the only case where a message can be sent via the control connection on the remote side while it does not have control. Once the message is sent, the remote side can terminate its connection unilaterally.
10.5.1 The disconnection protocol

Under normal circumstances, the disconnection of the two sides is initiated by the side that has control, by sending a `disconnect` message to the other side. The other side acknowledges this by responding with a `disconnect_yield` (ECL'PS side) or `disconnect_resume` (remote side). The acknowledgement should be sent when that side is ready to disconnect. Once the messages have been exchanged, both sides should be ready, and can physically disconnect. The exchange of messages should ensure that any asynchronous I/O between the two sides are properly terminated.

However, under some circumstances, a side may be forced to disconnect when it does not have control. For example, in the Tcl remote interface, the root window for the Tcl process may be destroyed by the user. In such cases, a unilateral disconnect will be performed by that side – only the second part of the normal disconnect protocol is performed by sending the disconnect acknowledge message (`disconnect_resume` or `disconnect_yield`) without being initiated by a `disconnect` message.

The ECL'PS side checks the control connection for any unexpected incoming messages before it sends an outgoing control message. If there is a `disconnect_resume` message, the ECL'PS side will perform the disconnection on its side.

When the user exits normally from an ECL'PS session, ECL'PS will disconnect from all remote attachments. This is done in `sepia_end/0` event handler.

As part of the disconnection process on the ECL'PS side, a user definable event will be raised in ECL'PS, just before the remote queues are closed. This allows the user to define application specific handlers for dealing with the disconnection of the remote interface (on the ECL'PS side). A similar handler should probably be provided on the remote side. The event raised has the same name as the control stream. The event handler for this event is initially defined to be `true/0` (i.e. a no-op) when the remote connection is set up. The handler can then be redefined by the user, e.g. during the user-defined initialisation during attachment:

```prolog
... remote_connect(localhost/MyPort, Control,
    set_event_handler(Control, my_disconnect_handler/1)),
... my_disconnect_handler(Remote) :-
    % just print out a message about the disconnection
    printf("Disconnected from remote attachment %w", [Remote]).
```

10.6 Support for the Remote Interface

ECL'PS provides the following predicates to support the remote interface:

`remote_connect(?Address, ?Peer, ?InitGoal)` Initiates a remote attachment at address Host/Port. The predicate will wait for a remote process to establish an attachment according to the protocol described in section [10.3]. If instantiated, InitGoal is called after the connection is established to perform any user defined initialisation on the ECL'PS side (this can be used for example to define a disconnection handler that will be called when
the two sides disconnect). The predicate succeeds when the attachment is successfully made and the remote side returns control to the ECL'PS® side. Peer is the name of the control connection, and is used to identify a particular remote peer (an ECL'PS® session can have several).

remote_connect_setup(?Address, ?Peer, -Socket) remote_connect/2 is implemented by calls to remote_connect_setup/3 and remote_connect_accept/6. These lower level predicates allow more flexibility in the implementation of the remote attachment, at the cost of some increased complexity.

The two predicates must be used together, with remote_connect_setup/3 called first. The predicate creates a socket server for remote attachment at host Host and port Port. Socket will be instantiated to the name of the socket server that is created. When the predicate returns, the remote process can request the socket connection at Host/Port address (if the request is issued before remote_connect_setup/3 is called, the server would refuse the connection). The remote process will suspend waiting for the request to be accepted. This will happen when remote_connect_accept/6 is called.

Splitting the attachment into two predicates enables the user to start the remote program in between. This will allow the user to start the remote attachment automatically by executing the remote program from within ECL'PS® with an exec/3 call.

remote_connect_accept(?Peer, +Socket, +TimeOut,?InitGoal,?PassTerm,-InitRes) This predicate accepts an remote attachment at the socket server Socket. This predicate is called after a call to remote_connect_setup/3, with the same arguments for Peer and Socket. The predicate will create the control and rpc connections according to the protocol described in section 10.3 with a remote process. Socket will be closed if the attachment is successful.

TimeOut specifies the amount of time (in seconds) that the predicate will wait for a remote process to attempt a remote attachment. If no remote attachment request is made in the specified time, the predicate will fail. This time is also used for the time-outs on peer queue connections. To make the predicate block indefinitely waiting for a remote attachment, the atom block can be used for TimeOut.

InitGoal is used to define the optional initialisation on the ECL'PS® side when the two sides are connected. InitGoal will be called immediately after connection, before the two sides are allowed to interact. If no initialisation is desired, then the argument can be left uninstantiated. The result of executing the goal is returned in InitRes, which should be initially left uninstantiated.

PassTerm is the pass-term that is used to verify the connection. The remote side sends a pass-term which is checked to see it is identical to PassTerm. If not, the attachment fails.

Unimplemented functionality error is raised if the remote protocol used by the remote and ECL'PS® sides are incompatible. This can happen if one side is outdated (and using an outdated version of the protocol).

remote_disconnect(+Peer) Initiates the disconnection of the remote attachment represented by Peer. All connections (control, ec_rpc, synchronous and asynchronous streams) will be closed. The predicate succeeds after the clean up. In addition, a Control event will be raised.
remote_yield(+Peer) Explicitly yield control to the remote side Peer. Execution on ECLPS side will be suspended until the remote side returns control to ECLPS side. The predicate will succeed when remote side returns control. The predicate will abort if the remote side initiates disconnect. The abort will occur after the remote attachment is disconnected. The abort can be caught to allow for more graceful exits in user applications by wrapping the remote_yield/1 in a block/3 call.

peer_queue_create(+Name,+Peer,+Type,+Direction,+Event) Creates a peer queue from ECLPS. Name is the name for the queue, and Peer is the peer to which the queue would be connected. Type specifies if the queue is synchronous or not (atom sync or async), and direction is the direction of the queue (fromec, toec for synchronous queues, it is ignored for asynchronous queues), Event is the name of the event that will be raised on the ECLPS side. The user should associate an event handler goal with Event. If no event is to be raised, then the empty atom ("")) should be used.

The predicate does not provide a way to specify a handler for the queue on the peer side. This is because it is not possible to provide a generic way that is independent of peer’s programming language.

peer_queue_close(+Name) Closes the peer queue Name from ECLPS.
Appendix A

Parameters for Initialising an ECL$^{i}$PS$^{e}$ engine

It is possible to parametrise the initialisation of the ECL$^{i}$PS$^{e}$ engine by calling the functions ec_set_option_long() and ec_set_option_ptr(). This must be done before initialisation.

Installation directory

    ec_set_option_ptr(EC_OPTION_ECLIPSEDIR, "/usr/tom/eclipse");

This can be used to tell an embedded ECL$^{i}$PS$^{e}$ where to find its support files. The default setting is NULL, which means that the location is taken from the registry entry or from the ECLIPSEDIR environment variable.

Stack Memory Allocation

    ec_set_option_long(EC_OPTION_LOCALSIZE, 128*1024*1024);
    ec_set_option_long(EC_OPTION_GLOBALSIZE, 128*1024*1024);

The sizes in bytes of the stacks can be varied. They will be rounded to system specific pagesizes. On machines where initially only virtual memory is reserved rather than allocating real memory (WindowsNT/95, Solaris) they default to very large sizes (128MB), where real memory or space in the operating system swap file is taken immediately (SunOS), their default is very small (750KB,250KB).

Heap Memory Allocation

    ec_set_option_long(EC_OPTION_PRIVATESIZE, 32*1024*1024);
    ec_set_option_long(EC_OPTION_SHAREDSIZE, 64*1024*1024);

The sizes in bytes of the private and shared heaps. Normally these are ignored as the heaps grow as required.

They are used in the parallel ECL$^{i}$PS$^{e}$, since there allocation is done at fixed addresses and in that case these sizes determine the maximum amount of memory per heap.
Panic Function

```c
void my_panic(char * what, char * where);
...
ec_set_option_ptr(EC_OPTION_PANIC, my_panic);
```

When ECLIPS experiences an unrecoverable error, this function is called. By default a function that prints the panic message and exits is called. After such an error, one should not call any of the functions in this interface.

Startup Arguments

```c
char *args[] = {"a","b","c"}
...
ec_set_option_long(EC_OPTION_ARGC, 3);
ec_set_option_ptr(EC_OPTION_ARGV, args);
```

These setting are used to simulate a command line for an embedded ECLIPS, or to pass command line information to an embedded ECLIPS. The ECLIPS built-in predicates (argc/1 and argv/2) can access this information. This provides a way of passing some initial data to the ECLIPS engine.

Default Module

```c
ec_set_option_ptr(EC_OPTION_DEFAULT_MODULE, "my_module");
```

The default module is the module in which goals called from the top-level execute. It is also the module that goals called from C or C++ execute in. The default setting is "eclipse".

I/O Initialisation

```c
ec_set_option_long(EC_OPTION_IO, MEMORY_IO);
```

This option controls whether the default I/O streams of ECLIPS are connected to stdin/stdout/stderr or to memory queues. The default setting of this option is SHARED_IO, which means the ECLIPS streams 0,1,2 are connected to stdin/stdout/stderr. In an embedded application, stdin/stdout/stderr may not be available, or the host application may want to capture all I/O from ECLIPS. In this case, use the MEMORY_IO setting, which creates queue streams for streams 0,1 and 2. These can then be read and written using ec_queue_read() and ec_queue_write().

Parallel system parameters
ec_set_option_long(EC_OPTION_PARALLEL_WORKER, 0);
ec_set_option_long(EC_OPTION_ALLOCATION, ALLOC_PRE);
ec_set_option_ptr(EC_OPTION_MAPFILE, NULL);

The above options are set differently in ECL/PS when it is a worker in a parallel system. They should not be altered.
Appendix B

Summary of C++ Interface Functions

Note that apart from the methods and functions described here, all functions from the C interface which operate on simple types (int, long, char*) can also be used from C++ code.

B.1 Constructing ECL\textsuperscript{PS}\textsuperscript{e} terms in C++

B.1.1 Class EC\_atom and EC\_functor

The ECL\textsuperscript{PS}\textsuperscript{e} dictionary provides unique identifiers for name/arity pairs. EC\_atoms are dictionary identifiers with zero arity, EC\_functors are dictionary identifiers with non-zero arity.

**EC\_atom(char*)**
- looks up or enters the given string into the ECL\textsuperscript{PS}\textsuperscript{e} dictionary and returns a unique atom identifier for it.

**char* EC\_atom::name()**
- returns the name string of the given atom identifier.

**EC\_functor(char*,int)**
- looks up or enters the given string with arity into the ECL\textsuperscript{PS}\textsuperscript{e} dictionary and returns a unique functor identifier for it.

**char* EC\_functor::name()**
- returns the name string of the given functor identifier.

**int EC\_functor::arity()**
- returns the arity of the given functor identifier.

B.1.2 Class EC\_word

The EC\_word is the basic type that all ECL\textsuperscript{PS}\textsuperscript{e} data structures are built from (because within ECL\textsuperscript{PS}\textsuperscript{e} typing is dynamic). The following are the functions for constructing ECL\textsuperscript{PS}\textsuperscript{e} terms from the fundamental C++ types:

**EC\_word(const char *)**
- converts a C++ string to an ECL\textsuperscript{PS}\textsuperscript{e} string. The string is copied.
EC_word(const int, const char *)
converts a C++ string of given length to an ECL\textsuperscript{i}PS\textsuperscript{e} string. The string is copied and can contain NUL bytes.

EC_word(const EC_atom)
creates an ECL\textsuperscript{i}PS\textsuperscript{e} atom from an atom identifier.

EC_word(const long)
converts a C++ long to an ECL\textsuperscript{i}PS\textsuperscript{e} integer.

EC_word(const double)
converts a C++ double to an ECL\textsuperscript{i}PS\textsuperscript{e} double float.

EC_word(const EC_ref&)
retrieves the ECL\textsuperscript{i}PS\textsuperscript{e} term referenced by the EC_ref (see below).

EC_word term(const EC_functor, const EC_word args[ ])

EC_word term(const EC_functor, const EC_word arg1, ...)
creates an ECL\textsuperscript{i}PS\textsuperscript{e} compound term from the given components.

EC_word list(const EC_word hd, const EC_word tl)
Construct a single ECL\textsuperscript{i}PS\textsuperscript{e} list cell.

EC_word list(int n, const long*)
Construct an ECL\textsuperscript{i}PS\textsuperscript{e} list of length n from an array of long integers.

EC_word list(int n, const char*)
Construct an ECL\textsuperscript{i}PS\textsuperscript{e} list of length n from an array of chars.

EC_word list(int n, const double*)
Construct an ECL\textsuperscript{i}PS\textsuperscript{e} list of length n from an array of doubles.

EC_word array(int, const double*)
creates an ECL\textsuperscript{i}PS\textsuperscript{e} array (a structure with functor [ ]of appropriate arity) of doubles from the given C++ array. The data is copied.

EC_word matrix(int rows, int cols, const double*)
creates an ECL\textsuperscript{i}PS\textsuperscript{e} array (size rows) of arrays (size cols) of doubles from the given C++ array. The data is copied.

EC_word handle(const t_ext_type *cl, const t_ext_ptr data)
Construct an ECL\textsuperscript{i}PS\textsuperscript{e} handle for external data, attaching the given method table.

EC_word newvar()
Construct a fresh ECL\textsuperscript{i}PS\textsuperscript{e} variable.

EC_word nil()
Construct the empty list [ ].
B.2 Decomposing \texttt{ECL\textsuperscript{PS}\textsuperscript{e}} terms in C++

The following methods type-check an \texttt{ECL\textsuperscript{PS}\textsuperscript{e}} term and retrieve its contents if it is of the correct type. The return code is \texttt{EC\_succeed} for successful conversion, an error code otherwise.

\texttt{int EC\_word::is\_atom(EC\_atom \*)}
checks whether the \texttt{ECL\textsuperscript{PS}\textsuperscript{e} pword} is an atom, and if so, return its atom identifier.

\texttt{int EC\_word::is\_string(char **)}
checks whether the \texttt{EC\_word} is a string (or atom) and converts it to a C++ string. This string is volatile, i.e. it should be copied when it is required to survive resuming of \texttt{ECL\textsuperscript{PS}\textsuperscript{e}}.

\texttt{int EC\_word::is\_string(char **, long \*)}
checks whether the \texttt{EC\_word} is a string (or atom) and converts it to a C++ string. This string is volatile, i.e. it should be copied when it is required to survive resuming of \texttt{ECL\textsuperscript{PS}\textsuperscript{e}}. The string’s length is returned in the second argument.

\texttt{int EC\_word::is\_long(long \*)}
checks whether the \texttt{EC\_word} is a word-sized integer, and if so, returns it as a C++ long.

\texttt{int EC\_word::is\_double(double \*)}
checks whether the \texttt{EC\_word} is a floating point number, and if so, returns it as an C++ double.

\texttt{int EC\_word::is\_list(EC\_word&,EC\_word\&)}
checks whether the \texttt{EC\_word} is a list and if so, returns its head and tail.

\texttt{int EC\_word::is\_nil()}
checks whether the \texttt{EC\_word} is nil, the empty list.

\texttt{int EC\_word::functor(EC\_functor \*)}
checks whether the \texttt{EC\_word} is a compound term and if so, returns its functor.

\texttt{int EC\_word::arg(const int,EC\_word\&)}
checks whether the \texttt{EC\_word} is a compound term and if so, returns its nth argument.

\texttt{int EC\_word::arity()}
returns the arity of an \texttt{EC\_word} if it is a compound term, zero otherwise.

\texttt{int EC\_word::is\_handle(const t\_ext\_type \*, t\_ext\_ptr \*)}
checks whether the \texttt{EC\_word} is a handle whose method table matches the given one, and if so, the data pointer is returned.

\texttt{int EC\_word::is\_var()}
checks whether the \texttt{EC\_word} is a variable. Returns \texttt{EC\_succeed} if so, \texttt{EC\_fail} otherwise.

B.3 Referring to \texttt{ECL\textsuperscript{PS}\textsuperscript{e}} terms from C++

The data types \texttt{EC\_refs} and \texttt{EC\_ref} provide a means to have non-volatile references to \texttt{ECL\textsuperscript{PS}\textsuperscript{e}} data from within C++ data structures. However, it must be kept in mind that \texttt{ECL\textsuperscript{PS}\textsuperscript{e}} data structures are nevertheless subject to backtracking, which means they may be reset to an earlier
status when the search engine requires it. Creating a reference to a data structure does not change that in any way. In particular, when the search engine fails beyond the state where the reference was set up, the reference disappears and is also reset to its earlier value.

**EC_refs(int n)**

create a data structure capable of holding n non-volatile references to ECL\'PS\textsuperscript{e} data items. They are each initialised with a freshly created ECL\'PS\textsuperscript{e} variable.

**EC_refs(int n,EC_word pw)**

create a data structure capable of holding n non-volatile references to ECL\'PS\textsuperscript{e} data items. They are all initialised with the value pw, which must be of a simple type.

**∼EC.refs()**

destroy the ECL\'PS\textsuperscript{e} references. It is important that this is done, otherwise the ECL\'PS\textsuperscript{e} garbage collector will not be able to free the references data structures, which may eventually lead to memory overflow.

**EC_word EC_refs::operator[](int i)**

return the ECL\'PS\textsuperscript{e} term referred to by the i’th reference.

**void EC_refs::set(int i, EC_word new)**

assign the term new to the i’th reference. This is a backtrackable operation very similar to setarg/3.

**EC_word list(EC_refs&)**

creates an ECL\'PS\textsuperscript{e} list containing all the elements of the EC_refs.

**EC_ref()**

**EC_ref(EC_word pw)**

**∼EC_ref()**

analogous to the corresponding EC_refs constructors/destructor.

**EC_ref& operator=(const EC_word)**

assign a value to the EC_ref.

**EC_word(const EC_ref&)**

retrieves the ECL\'PS\textsuperscript{e} term referenced by the EC_ref.

### B.4 Passing Data to and from External Predicates in C++

These two functions are only meaningful inside C++ functions that have been called from ECL\'PS\textsuperscript{e} as external predicates.

**EC_word EC_arg(int i)**

If inside a C++ function called from ECL\'PS\textsuperscript{e}, this returns the i’th argument of the call.
int unify(EC_word, EC_word)
    Unify the two given pwords. Note that, if attributed variables are involved in the unification, the associated unification handlers as well as subsequent waking will only happen once control is returned to ECL'PSe.

int EC_word::unify(EC_word)
    Similar, but a method of EC_word.

B.5 Operations on ECL'PSe Data

Interfaces to some basic operations on ECL'PSe Data.

int compare(const EC_word& pw1, const EC_word& pw2)
    Similar to the compare/3 built-in predicate: returns 0 if the arguments are identical, a negative number if pw1 is smaller than pw2, and a positive number if pw1 is greater than pw2 in the standard term ordering.

int EC_word::schedule_suspensions(int)
    Similar to the schedule_suspensions/2 built-in predicate. Waking will only happen once control is returned to ECL'PSe and the wake/0 predicate is invoked. Return code is EC_succeed or an error code.

pword EC_word::free_handle(const t_ext_type*)
    checks whether the EC_word is an ECL'PSe external data handle of the expected type, and calls its free-method. After doing that, the handle is stale and cannot be used any longer. Calling this method on an already stale handle silently succeeds. Return code is EC_succeed or an error code.

B.6 Initialising and Shutting Down the ECL'PSe Subsystem

These are the functions needed to embed ECL'PSe into a C++ main program.

int ec_init()
    Initialise the ECL'PSe engine. This is required before any other functions of this interface can be used.

int ec_cleanup()
    Shutdown the ECL'PSe engine.

B.7 Passing Control and Data to ECL'PSe from C++

These are the functions needed to embed ECL'PSe into C++ code.

void post_goal(const EC_word)

void post_goal(const char *)
    post a goal (constraint) that will be executed when ECL'PSe is resumed.
resume execution of the ECL\textsuperscript{PS}\textsuperscript{e} engine: All posted goals will be executed. The return value will be \texttt{EC\_succeed} if the goals succeed (in this case the \texttt{ToC} argument returns a cut value that can be used to discard alternative solutions). \texttt{EC\_fail} is returned if the goals fail, and \texttt{EC\_yield} if control was yielded because of a yield/2 predicate call in the ECL\textsuperscript{PS}\textsuperscript{e} code (in this case, \texttt{ToC} contains the data passed by the first argument of yield/2). If a writable queue stream with yield-option (see \texttt{open/4}) was flushed, the return value is \texttt{PFLUSHIO} and \texttt{ToC} contains the associated stream number. If there was an attempt to read from an empty queue stream with yield-option, the return value is \texttt{PWAITIO} and \texttt{ToC} contains the associated stream number. Moreover, if the previous \texttt{EC\_resume} yielded due to a yield/2 predicate call, the term \texttt{FromC} is passed as input into the second argument of yield/2 on resuming.

\texttt{void \texttt{EC\_ref\_cut\_to()}}
Should be applied to the \texttt{ToC} cut return value of an \texttt{EC\_resume()}. Cut all choicepoints created by the batch of goals whose execution succeeded.

\texttt{int post\_event(EC\_word Name)}
Post an event to the ECL\textsuperscript{PS}\textsuperscript{e} engine. This will lead to the execution of the corresponding event handler once the ECL\textsuperscript{PS}\textsuperscript{e} execution is resumed. See also \texttt{event/1} and the User Manual chapter on event handling for more information. Name should be an ECL\textsuperscript{PS}\textsuperscript{e} atom.
Appendix C

Summary of C Interface Functions

Note that a self-contained subset of the functions described here uses only integer and string arguments and is therefore suitable to be used in situations where no complex types can be passed, e.g. when interfacing to scripting languages.

C.1 Constructing ECL\textsuperscript{PS}\textsubscript{e} terms in C

All these functions return (volatile) pwords, which can be used as input to other constructor functions, or which can be stored in (non-volatile) ec_refs.

\textbf{pword ec_string(const char*)}

converts a C string to an ECL\textsuperscript{PS}\textsubscript{e} string. The string is copied.

\textbf{pword ec_length_string(int, const char*)}

converts a C string of given length to an ECL\textsuperscript{PS}\textsubscript{e} string. The string is copied and can contain NUL bytes.

\textbf{pword ec_atom(const dident)}

creates an ECL\textsuperscript{PS}\textsubscript{e} atom. A dident (dictionary identifier) can be obtained either via ec\_did() or ec\_get\_atom().

\textbf{pword ec_long(const long)}

converts a C long to an ECL\textsuperscript{PS}\textsubscript{e} integer.

\textbf{pword ec_double(const double)}

converts a C double to an ECL\textsuperscript{PS}\textsubscript{e} float.

\textbf{pword ec_term(dident,pword,pword,...)}

creates an ECL\textsuperscript{PS}\textsubscript{e} term from the given components.

\textbf{pword ec_term_array(const dident,const pword[])}

creates an ECL\textsuperscript{PS}\textsubscript{e} term from the arguments given in the array.

\textbf{pword ec_list(const pword,const pword)}

creates a single ECL\textsuperscript{PS}\textsubscript{e} list cell with the given head (car) and tail (cdr).

\textbf{pword ec_listofrefs(ec.refs)}

creates an ECL\textsuperscript{PS}\textsubscript{e} list containing the elements of the ec_refs array.
pword ec_listoflong(int, const long*)
creates an ECLPS list of integers containing the longs in the given array. The data is
copied.

pword ec_listofchar(int, const char*)
creates an ECLPS list of integers containing the chars in the given array. The data is
copied.

pword ec_listofdouble(int, const double*)
creates an ECLPS list of doubles containing the doubles in the given array. The data is
copied.

pword ec_arrayofdouble(int, const double*)
creates an ECLPS array (a structure with functor [ ]of appropriate arity) of doubles from
the given C array. The data is copied.

pword ec_matrixofdouble(int rows, int cols, const double*)
creates an ECLPS array (size rows) of arrays (size cols) of doubles from the given C
array. The data is copied.

pword ec_handle(const t_ext_type*, const t_ext_ptr)
creates an ECLPS handle that refers to the given C data and its method table.

pword ec_newvar()
creates a fresh ECLPS variable.

pword ec_nil()
creates an ECLPS nil ie. the empty list [].

Auxiliary functions to access the ECLPS dictionary.

dident ec_did(char*, int)
looks up or enters the given string with arity into the ECLPS dictionary and returns a
unique identifier for it.

char* DidName(dident)
returns the name string of the given dictionary identifier.

int DidArity(dident)
returns the arity of the given dictionary identifier.

C.2 Decomposing ECLPS terms in C

The following group of functions type-check an ECLPS term and retrieve its contents if it is
of the correct type. The return code is PSUCCEED for successful conversion. If a variable
was encountered instead INSTANTIATION_FAULT is returned. Other unexpected types yield
a TYPE_ERROR. Special cases are explained below.

int ec_get_string(const pword, char**)
checks whether the ECLPS pword is a string (or atom) and converts it to a C string.
This string is volatile, ie. it should be copied when it is required to survive resuming of
ECLPS.
int ec_get_string_length(const pword,char**,long*)
    the same as ec_get_string(), but returns also the string’s length. Note that ECL/PS strings may contain null characters!

int ec_get_atom(const pword,dident*)
    checks whether the ECL/PS pword is an atom, and if so, return its dictionary identifier.

int ec_get_long(const pword,long*)
    checks whether the ECL/PS pword is a word-sized integer, and if so, returns it as a C long.

int ec_get_double(const pword,double*)
    checks whether the ECL/PS pword is a floating point number, and if so, returns it as an C double.

int ec_get_nil(const pword)
    checks whether the ECL/PS pword is nil, the empty list.

int ec_get_list(const pword,pword*,pword*)
    checks whether the ECL/PS pword is a list, and if so, returns its head and tail. If it is nil, the return code is PFFAIL.

int ec_get_functor(pword,dident*)
    checks whether the ECL/PS pword is a structure, and if so, returns the functor.

int ec_get_arg(const int n,pword,pword*)
    checks whether the ECL/PS pword is a structure, and if so, returns the n’th argument. The return code is RANGE_ERROR if the argument index is out of range.

int ec_arity(pword)
    returns the arity (number of arguments) of an ECL/PS pword if it is a structure, otherwise zero.

int ec_get_handle(const pword,const t_ext_type*,t_ext_ptr*)
    checks whether the ECL/PS pword is a handle whose method table matches the given one, and if so, the data pointer is returned.

int ec_is_var(const pword)
    checks whether the ECL/PS pword is a variable. Note that the return values are PSUCEED are PFFAIL rather than standard C truth values.

C.3 Referring to ECL/PS terms from C

The data types ec_refs and ec_ref provide a means to have non-volatile references to ECL/PS data from within C data structures. However, it must be kept in mind that ECL/PS data structures are nevertheless subject to backtracking, which means they may be reset to an earlier status when the search engine requires it. Creating a reference to a data structure does not change that in any way. In particular, when the search engine fails beyond the state where the reference was set up, the reference disappears and is also reset to its earlier value.
ec_refs ec.refs_create(int n, const pword pw)
create a data structure capable of holding n non-volatile references to ECL/PSC data items. They are initialised with the value pw, which must be of a simple type.

ec_refs ec.refs_create_newvars(int)
like ec.refs_create(), but each item is initialised to a freshly created ECL/PSC variable.

void ec.refs_destroy(ec.refs)
destroy the ECL/PSC references. It is important that this is done, otherwise the ECL/PSC garbage collector will not be able to free the references data structures, which may eventually lead to memory overflow.

void ec.refs_set(ec.refs, int i, const pword pw)
set the i'th reference to the ECL/PSC term pw. This setting is subject to the ECL/PSC engine's undo-mechanism on backtracking.

pword ec.refs_get(const ec.refs, int i)
return the ECL/PSC term referred to by the i'th reference.

int ec.refs_size(const ec.refs)
return the capacity of the ec.refs data structure.

ec_ref ec.ref_create(pword)
like ec.refs_create() for a single reference.

ec_ref ec.ref_create_newvar()
analogous to ec.refs_create_newvars().

void ec.ref_destroy(ec_ref)
analogous to ec.refs_destroy().

void ec.ref_set(ec.ref, const pword)
analogous to ec.refs_set().

pword ec.ref_get(const ec.ref)
analogous to ec.refs_get().

C.4 Passing Data to and from External Predicates in C

These two functions are only meaningful inside C functions that have been called from ECL/PSC as external predicates.

pword ec.arg(int i)
If inside a C function called from ECL/PSC, this returns the i'th argument of the call.

int ec.unify(pword, pword)
Unify the two given pwords. Note that, if attributed variables are involved in the unification, the associated unification handlers as well as subsequent waking will only happen once control is returned to ECL/PSC.

124
C.5 Operations on ECL/PS Data

Interfaces to some basic operations on ECL/PS Data.

```c
int ec_compare(const pword pw1, const pword pw2)
    Similar to the compare/3 built-in predicate: returns 0 if the arguments are identical, a
    negative number if pw1 is smaller than pw2, and a positive number if pw1 is greater than
    pw2 in the standard term ordering.
```

```c
int ec_schedule_suspensions(pword, int)
    Similar to the schedule_suspensions/2 built-in predicate. Waking will only happen
    once control is returned to ECL/PS and the wake/0 predicate is invoked. Return code is
    PSUCCEED or an error code.
```

```c
int ec_free_handle(const pword, const t_ext_type*)
    checks whether pw is an ECL/PS external data handle of the expected type, and calls its
    free-method. After doing that, the handle is stale and cannot be used any longer. Calling
    this function on an already stale handle silently succeeds. Return code is PSUCCEED or
    an error code.
```

C.6 Initialising and Shutting Down the ECL/PS Subsystem

These are the functions needed to embed ECL/PS into a C main program.

```c
int ec_set_option_long(int, long)
    Set the value of a numerical option (see appendix A). The numerical value can be of type
    long.
```

```c
int ec_set_option_ptr(int, char *)
    Set the value of a string-valued option (see appendix A).
```

```c
int ec_init()
    Initialise the ECL/PS engine. This is required before any other functions of this interface
    (except option setting) can be used.
```

```c
int ec_cleanup()
    Shutdown the ECL/PS engine.
```

C.7 Creating External Predicates in C

This function serves the same purpose as the ECL/PS built-in external/2:

```c
int ec_external(dident pred, int(*fct)(), dident module)
    Creates a predicate pred in the given module, whose C/C++ implementation is the func-
    tion fct (see chapter 4 for how to write such functions). The module must exist. Return
    code is PSUCCEED or an error code.
```
C.8 Passing Control and Data to ECL\textsuperscript{i}PS\textsuperscript{e} from C

These are the functions needed to embed ECL\textsuperscript{i}PS\textsuperscript{e} into C code.

**void ec\_post\_goal(const pword)**

post a goal (constraint) that will be executed when ECL\textsuperscript{i}PS\textsuperscript{e} is resumed.

**void ec\_post\_string(const char *)**

same as ec\_post\_goal(), but the goal is given in ECL\textsuperscript{i}PS\textsuperscript{e} syntax in a string. This should only be used if speed is not critical and if the goal does not contain variables whose values may be needed later. This function is part of the simplified interface.

**void ec\_post\_exdr(int len, const char *exdr)**

same as ec\_post\_goal(), but the goal is given in EXDR format (see chapter 9). This function is part of the simplified interface.

**int ec\_resume()**

resume execution of the ECL\textsuperscript{i}PS\textsuperscript{e} engine: All posted goals will be executed and all posted events will be handled. The return value will be PSUCCEED if the goals succeed, PFAIL if the goals fail, and PYIELD if control was yielded because of a \texttt{yield/2} predicate call in the ECL\textsuperscript{i}PS\textsuperscript{e} code. If a writable queue stream with yield-option (see \texttt{open/4}) was flushed, the return value is PFLUSHIO. If there was an attempt to read from an empty queue stream with yield-option, the return value is PWAITIO. If an asynchronous ECL\textsuperscript{i}PS\textsuperscript{e} thread is already running, PRUNNING is returned. No parameters can be passed. This function is part of the simplified interface.

**int ec\_resume1(ec\_ref ToC)**

Similar to ec\_resume(), but if the return value is PSUCCEED, the ToC argument returns a cut value that can be used to discard alternative solutions by passing it to ec\_cut\_to\_chp(). If the return value is PYIELD, control was yielded because of a \texttt{yield/2} predicate call in the ECL\textsuperscript{i}PS\textsuperscript{e} code, and ToC contains the data passed by the first argument of \texttt{yield/2}. If the return value is PFLUSHIO or PWAITIO, ToC contains the associated stream number.

**int ec\_resume2(const pword FromC, ec\_ref ToC)**

Similar to ec\_resume1(), but it allows to pass an argument to the resumed execution. This is only useful if the execution had yielded due to a \texttt{yield/2} predicate call. The term FromC is passed as input into the second argument of \texttt{yield/2}.

**int ec\_resume\_long(long *ToC)**

Similar to ec\_resume1(), but allows only integer values to be passed from ECL\textsuperscript{i}PS\textsuperscript{e} to C (otherwise TYPE\_ERROR is returned). This function is part of the simplified interface.

**int ec\_resume\_async()**

Similar to ec\_resume(), but ECL\textsuperscript{i}PS\textsuperscript{e} is resumed in a separate thread in case this is supported by the operating system. The return value is PSUCCEED if the thread started successfully, SYS\_ERROR if there was a problem creating the thread, and PRUNNING if there was already an ECL\textsuperscript{i}PS\textsuperscript{e} thread running (only one ECL\textsuperscript{i}PS\textsuperscript{e} thread is allowed to run at any time). If threads are not supported, the call does nothing and return PSUCCEED. Use ec\_resume\_status() to wait for termination and to retrieve the results of the execution.
int ec_resume_status()
This function is supposed to be called after a call to ec_resume_async(). It returns PRUNING as long as the ECL/PS\textsuperscript{e} thread is still running. If the thread has stopped, the return values are the same as for ec_resume(). If threads are not supported, the pair of ec_resume_async() and ec_resume_status() is equivalent to an ec_resume().

int ec_resume_status_long(long *ToC)
Similar to ec_resume_status(), but allows an integer to be returned to the caller, as done by ec_resume_long().

int ec_wait_resume_status_long(long *ToC, int timeout)
Similar to ec_resume_status_long(), but waits for the ECL/PS\textsuperscript{e} thread to finish execution. The function returns as soon as the ECL/PS\textsuperscript{e} thread is finished, or after timeout milliseconds, whatever is earlier. In case of timeout, the return value will be PRUNING. If timeout is zero, the function is equivalent to ec_resume_status_long(). If timeout is negative, there will be no timeout and the function will only return when the ECL/PS\textsuperscript{e} thread is finished.

int ec_handle_events(long *ToC)
Similar to ec_resume_long(), but posted goals are not executed, only events are handled.

void ec_cut_to_chp(ec_ref)
Cut all choicepoints created by the batch of goals whose execution succeeded. The argument should have been obtained by a call to ec_resume2().

int ec_post_event(pword Name)
Post an event to the ECL/PS\textsuperscript{e} engine. This will lead to the execution of the corresponding event handler once the ECL/PS\textsuperscript{e} execution is resumed. See also event/1 and the User Manual chapter on event handling for more information. Name should be an ECL/PS\textsuperscript{e} atom.

int ec_post_event_string(const char *)
Post an event to the ECL/PS\textsuperscript{e} engine. This will lead to the execution of the corresponding event handler once the ECL/PS\textsuperscript{e} execution is resumed. See also event/1 and the User Manual chapter on event handling for more information. The event name is given as a string. This function is part of the simplified interface.

C.9 Communication via ECL/PS\textsuperscript{e} Streams
These functions allow exchanging data with an embedded ECL/PS\textsuperscript{e} via queue streams created by the ECL/PS\textsuperscript{e} code. Queue streams can be created either by using open/3 and open/4 from within ECL/PS\textsuperscript{e} code, or by initializing ECL/PS\textsuperscript{e} with the MEMORY\_IO option. In the latter case, the streams 0, 1 and 2 are queues corresponding to ECL/PS\textsuperscript{e}’s input, output and error streams.

int ec_queue_write(int stream, char *data, int size)
Write string data into the specified ECL/PS\textsuperscript{e} queue stream. Data points to the data and size is the number of bytes to write. The return value is 0 for success, or a negative error number.

127
int ec_queue_read(int stream, char *buf, int size)
Read string data into the specified ECL/PS\textsuperscript{e} queue stream. Buf points to a data buffer and size is the buffer size. The return value is either a negative error code, or the number of bytes read into buffer.

int ec_queue_avail(int stream)
Determines the number of bytes that are available and can be read from the given queue stream. The return value is either that number or a negative error code.

int ec_stream_nr(char *name)
Get the stream number of the named stream. If the return value is negative then there is no open stream with the specified name. This is the same operation that the ECL/PS\textsuperscript{e} built-in \texttt{get_stream/2} performs).

C.10 Miscellaneous

These two functions provide an alternative method for posting goals and retrieving results. They are intended for applications with a simple structure that require only infrequent call-return style control transfers and little information passing between ECL/PS\textsuperscript{e} and C. It is less powerful and less efficient that the primitives described above.

int ec_exec_string(char*, ec_ref Vars)
let ECL/PS\textsuperscript{e} execute a goal given in a string ECL/PS\textsuperscript{e} syntax. Return value is PSUCCEED or PFAIL, depending on the result of the execution. If successful, Vars holds a list mapping the variables names within the string to their values after execution.

int ec_var_lookup(ec_ref Vars, char*, pword* pw)
Lookup the value of the variable with the given name. Vars is a list as returned by ec_exec_string().
Appendix D

Foreign C Interface

This library (loaded with :- lib(foreign)) allows to use external functions written for Quintus or SICStus Prolog, or to interface C functions which are independent of ECLiPS®. It accepts the syntax and semantics of the predicates foreign/3, load_foreign_files/2 and load_foreign_files/2 of Quintus/SICStus. Since their external interface is incompatible with the ECLiPS® one, this library generates a C source file which converts the ECLiPS® interface into the foreign one, by defining a new C function for every C function defined in the foreign interface. Note that this approach uses more C code, but it is still more efficient than using a generic procedure to check the argument of every external function.

After compiling definitions of the foreign/3 predicate, (the predicate foreign_file/2 is ignored), the predicate make_simple_interface has to be called. This predicate generates a file interface.c, which contains the auxiliary C definitions. This file has to be compiled to obtain the interface.o file, it might also have to be edited to include other .h files. After the file interface.o has been generated, the system is fully compatible with the Quintus/SICStus foreign interface, and calling load_foreign_files/2 will connect the external functions with ECLiPS®.

Although it is possible to use this library to interface existing independent C functions, its main use is to port foreign interface from Quintus or SICStus. Please refer to their manuals for the description of the foreign interface.
Index

==/2, 33
data types, Java, 64

ARCH, 3
architecture, 3
array, 13
AsyncEclipseQueue, 74
asynchronous, 7
atom, 9
backtracking, 6
bag_dissolve/2, 14
block/3, 110
choicepoint, 7, 8
classpath, 62
compound term, 11
cut, 4
directories, 3
doc/examples, 1

ec_async_queue_create (Tcl embedding interface), 24
ec_async_queue_create (Tcl remote interface), 42
ec_channel_to_streamnum (Tcl remote interface), 47
ec_cleanup, 22
ec_connected (Tcl remote interface), 49
ec_control_name (Tcl remote interface), 33
ec_disconnect (Tcl remote interface), 49
ec_exdr2tcl, 28
ec_flush (Tcl embedding interface), 28
ec_flush (Tcl remote interface), 39
ec_handle_events, 29
ec_init, 22
ec_interface_type (Tcl embedding interface), 27
ec_interface_type (Tcl remote interface), 52
ec_multi:get_multi_status (Tcl peer multitasking), 57
ec_multi:peer_deregister (Tcl peer multitasking), 57
ec_multi:peer_register (Tcl peer multitasking), 56
ec_post_event, 29
ec_post_goal, 29
ec_queue_close (Tcl embedding interface), 24
ec_queue_close (Tcl remote interface), 36, 12
ec_queue_connect (Tcl embedding interface), 30
ec_queue_create (Tcl embedding interface), 24
ec_queue_create (Tcl remote interface), 36
ec_read_exdr, 28
ec_remote_init (Tcl remote interface), 33
ec_resume (Tcl embedding interface), 23
ec_resume (Tcl remote interface), 19
eec_rpc (Tcl embedding interface), 23
ec_rpc (Tcl remote interface), 34
ec_running (Tcl embedding interface), 25
ec_running (Tcl remote interface), 49
ec_running_set_commands (Tcl remote interface), 49
eec_set_option, 21
eec_set_queue_handler (Tcl embedding interface), 30
ec_stream_input_popup (Tcl embedding interface), 27
ec_stream_input_popup (Tcl remote interface), 40
eec_stream_nr (Tcl embedding interface), 24
ec_stream_nr (Tcl remote interface), 47
ec_stream_output_popup (Tcl embedding interface), 27
ec_stream_output_popup (Tcl remote interface), 37
include files, \texttt{4}  
initialisation, \texttt{5}  
installation directory, \texttt{8}  
list, \texttt{10}  \texttt{12}  
load/1, \texttt{18}  
load\_foreign\_files/2, \texttt{129}  
logical variable, \texttt{6}  \texttt{10}  
logical variables, \texttt{13}  
Makefile, \texttt{4}  \texttt{18}  
memory management, \texttt{9}  
method table, \texttt{13}  
open/3, \texttt{29}  \texttt{38}  \texttt{127}  
open/4, \texttt{29}  \texttt{120}  \texttt{126}  \texttt{127}  
OutOfProcessEclipse class, \texttt{76}  \texttt{78}  \texttt{80}  
package eclipse, \texttt{21}  
package eclipse\_tools, \texttt{22}  
passing data, \texttt{8}  \texttt{9}  
peer\_do\_multitask/1, \texttt{55}  \texttt{56}  
peer\_get\_property/3, \texttt{71}  \texttt{75}  \texttt{91}  
peer\_queue\_close/1, \texttt{71}  \texttt{76}  \texttt{110}  
peer\_queue\_create/5, \texttt{71}  \texttt{75}  \texttt{106}  \texttt{110}  
posting events, \texttt{7}  
posting goals, \texttt{9}  
pword, \texttt{10}  
QueueListener interface, \texttt{69}  \texttt{71}  \texttt{73}  
Queues, \texttt{73}  
queues, \texttt{61}  \texttt{63}  \texttt{70}  \texttt{73}  \texttt{75}  \texttt{76}  
queues, asynchronous, \texttt{74}  
queues, closing, \texttt{70}  \texttt{71}  \texttt{75}  \texttt{76}  
queues, opening, \texttt{70}  \texttt{71}  \texttt{75}  
read\_exdr/2, \texttt{25}  \texttt{71}  \texttt{73}  \texttt{75}  \texttt{88}  
read\_string/4, \texttt{25}  
recordz/2, \texttt{14}  
references, \texttt{13}  \texttt{14}  
remote\_connect/3, \texttt{92}  \texttt{98}  \texttt{92}  \texttt{92}  \texttt{94}  \texttt{108}  
remote\_connect\_accept/6, \texttt{92}  \texttt{94}  \texttt{83}  \texttt{92}  \texttt{94}  \texttt{109}  
remote\_connect\_setup/3, \texttt{32}  \texttt{33}  \texttt{82}  \texttt{83}  \texttt{92}  \texttt{94}  \texttt{109}  
remote\_disconnect/1, \texttt{19}  \texttt{84}  \texttt{109}  
remote\_yield/1, \texttt{48}  \texttt{49}  \texttt{68}  \texttt{83}  \texttt{97}  \texttt{104}  \texttt{110}  
remote\_eclipse, \texttt{32}  
RemoteEclipse class, \texttt{76}  \texttt{81}  \texttt{84}  

ec\_stream\_to\_window (Tcl embedding interface), \texttt{26}  
etc\_stream\_to\_window (Tcl remote interface), \texttt{43}  
etc\_stream\_to\_window\_sync (Tcl embedding interface), \texttt{26}  
etc\_stream\_to\_window\_sync (Tcl remote interface), \texttt{47}  
etc\_stream\_name\_to\_channel (Tcl embedding interface), \texttt{24}  
etc\_stream\_name\_to\_channel (Tcl remote interface), \texttt{47}  
etc\_stream\_name\_to\_streamnum (Tcl embedding interface), \texttt{24}  
etc\_stream\_name\_to\_streamnum (Tcl remote interface), \texttt{47}  
etc\_stream\_num\_to\_channel (Tcl embedding interface), \texttt{24}  
etc\_stream\_num\_to\_channel (Tcl remote interface), \texttt{47}  
etc\_tcl2exdr, \texttt{28}  
etc\_write\_exdr, \texttt{28}  
etc\_mult\_peer\_register (Tcl command), \texttt{55}  
etc\_remote\_init (Tcl command), \texttt{92}  
EC\_word, \texttt{10}  
eclipse\_dll, \texttt{5}  
eclipse\_lib, \texttt{4}  
eclipse\_peer\_multitask (Tcl package), \texttt{55}  
Eclipse\_Connection interface, \texttt{63}  \texttt{71}  \texttt{76}  \texttt{77}  \texttt{84}  
Eclipse\_Engine interface, \texttt{63}  \texttt{71}  \texttt{77}  \texttt{84}  
EmbeddedEclipse class, \texttt{63}  \texttt{71}  \texttt{76}  
erase/2, \texttt{14}  
et/1, \texttt{27}  \texttt{29}  \texttt{120}  \texttt{127}  
events, \texttt{7}  
EXDR, \texttt{71}  \texttt{72}  \texttt{73}  \texttt{75}  
exe/3, \texttt{95}  \texttt{109}  
external/1, \texttt{19}  
external/2, \texttt{19}  
failure, \texttt{9}  
flush/1, \texttt{24}  \texttt{37}  
foreign (library), \texttt{129}  
foreign/3, \texttt{129}  
functor, \texttt{9}  
garbage collection, \texttt{9}  \texttt{10}  \texttt{12}  
get\_flag/2, \texttt{92}  
get\_stream/2, \texttt{24}  \texttt{128}  

resume, 6, 8
rpc() method, 69
rpc() method, 63, 65, 67, 69, 72, 74, 83, 86

schedule_suspensions/2, 119, 125
search, 9
set_event_handler/2, 36
setarg/3, 13, 118
setval/2, 14
state, 6
string, 11, 12
structure, 11, 12

term, 10, 11
thread, 6

type testing, 11

write/2, 25
write_exdr/2, 25, 71, 73, 75, 88

xget/3, 15
xset/3, 15

yield, 8
yield/2, 8, 23, 68, 126