The Guppy Language: an Update

Fringe Presentation

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Abstract. As a possible successor and perhaps replacement language for occam-π, we have been working piecemeal for the past few years on a new language – Guppy. Rather than being a completely new language, it aims to rationalise and simplify the concurrent programming concepts and idioms that we have explored whilst developing occam-π. This short talk will look at the current state of the language and its implementation, that is now able to compile and run a simple *"commstime"* benchmark, scheduled by the existing occam-π run-time system (CCSP).

Keywords. concurrency, language, occam-pi, Guppy