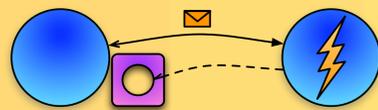


Asynchrony

```
editor#merge(myLocalChanges);
```

- message scheduled for transmission
- future (placeholder for result) created



no need to wait for a result

```
try {
  editor#merge(myLocalChanges);
} catch(MergeX exc) {
```

Context is left before exceptions may be reported

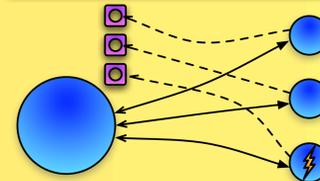
```
try {
  editor#merge(myLocalChanges);
} catch(TimeOutX exc) {
```

Future may never get resolved

Concurrency

```
for editor in participants
  editor#merge(myLocalChanges);
```

each message is executed in parallel



independent futures

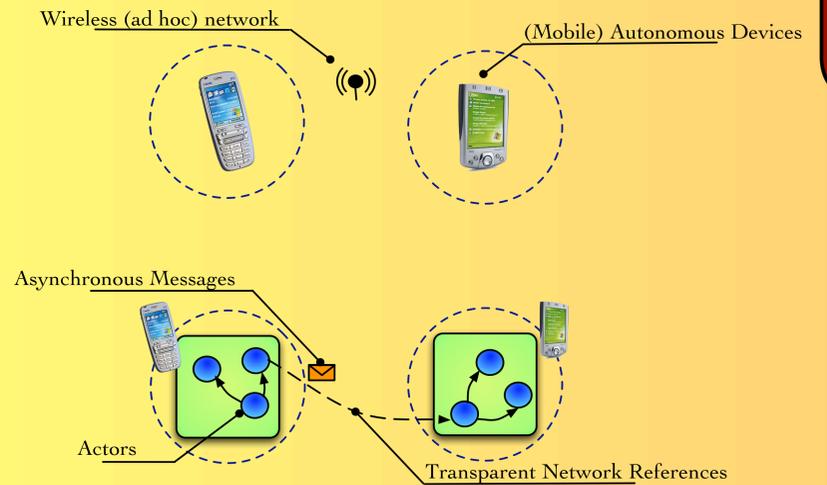
```
try {
  for editor in participants
    editor#merge(myLocalChanges);
} catch(MergeX exc) {
```

Multiple exceptions may be reported concurrently

```
try {
  for editor in participants
    editor#merge(myLocalChanges);
} catch(MergeX exc) {
```

Implicit dependencies

Pervasive Computing Mobile Networks

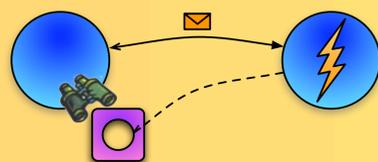


Example: Collaborative Editor

Future-based Propagation

```
future = editor#merge(myLocalChanges);
when(future) { /* post-processing code */ }
```

- scheduled upon resolving the future
- access to lexical environment



reconciling events with "sequential" code

```
when(future) {
  /* post-processing code */
} catch(MergeX exc) {
```

Context is captured and bound to a future rather than the stack

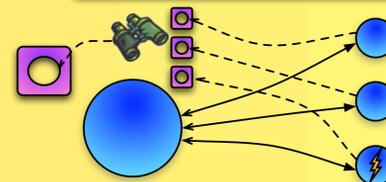
```
when(future) {
  /* post-processing code */
} due( 60 seconds ) {
```

Attribute deadlines to future resolution

Concerted Exceptions

```
group {
  for editor in participants
    editor#merge(myLocalChanges); }
```

Observes all futures within a block and resolves a future of its own



clustering for futures

```
group {
  for editor in participants
    editor#merge(myLocalChanges);
} catch(MergeX exc) {
```

Immediate handling given a log of previously raised exceptions

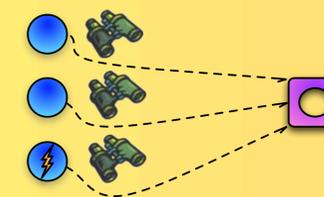
```
group {
  for editor in participants
    editor#merge(myLocalChanges);
} resolve(Exception[] exc) {
```

Wait for all futures to be resolved
Treat all raised exceptions jointly

Collaborative Handling

```
conversation( editors )
```

Participants observe the conversation and will propagate exceptions to it.



clustering for actors

```
startConversation(conv) {
  when(conv) { /* when finished */
  } catch(MergeX exc) {
    /* handler */
  }
}
```

Hook to install handlers

```
catch(MergeX exc) {
  become(recoveryBehaviour);
  thisActor#mergeConflict(exc)
}
```

Collaborative handling by switching in dedicated failure handling behaviour

Primitives

Problems

Context