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**CML**

`spawn : (unit -> unit) -> thread_id`

spawns a thread running a function

`channel : unit -> 'a chan`

creates a channel for passing information

`send(c,v)`

sends value `v` on channel `c`

`recv(c,v)`

attempts to receive value `v` on channel `c` – waits until it gets a value

*What does this do?*

```plaintext
fun foo(inch, ouch)=
 (send(ouch, true);
  let
   val x = recv inch
   val (on, back) = (channel( ), channel( ))
   fun loop( )=
     while true do
       let
         val y = recv inch
       in
         send(ouch, (recv back) andalso (x = y));
         send(on, y)
       end
   in
   send(ouch, true)
   spawn loop;
   spawn(fn ( ) => foo(on, back));
  end)
```