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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?

```
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);
```