

# The (thouroughly) Un-Revised Report on the Server Programming Language Markov

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**Abstract**



Figure 1: The graph generated by the Markov dynamic febserver program

In any Markov program there are four different types of functional units:

**Source** Source nodes represent the source of data entering the Markov program. They have no input, only output. The functionality of source nodes is implemented by the Markov programmer.

**Add** Add nodes add data to the Markov program. They have one input and one output. The functionality of add nodes is implemented by the Markov programmer.

## 2.4 Errors

It is an unfortunate fact of life that even in the best designed network application errors occur. Someone trips over a network cable, an erroneous request is made,

and error handlers, it is a syntax error to declare any two of these to have the same name.

### 3.2 Type declarations

Each type declaration is of the form:

`typedef <type> <function> ;`

- <type> is the name of the type (to be used in later definitions of functional

### 3.4 Source Statements

there matches the path specification (including wildcards th27st329(matc)2ionth









-	-
50 -	-
0 -	-

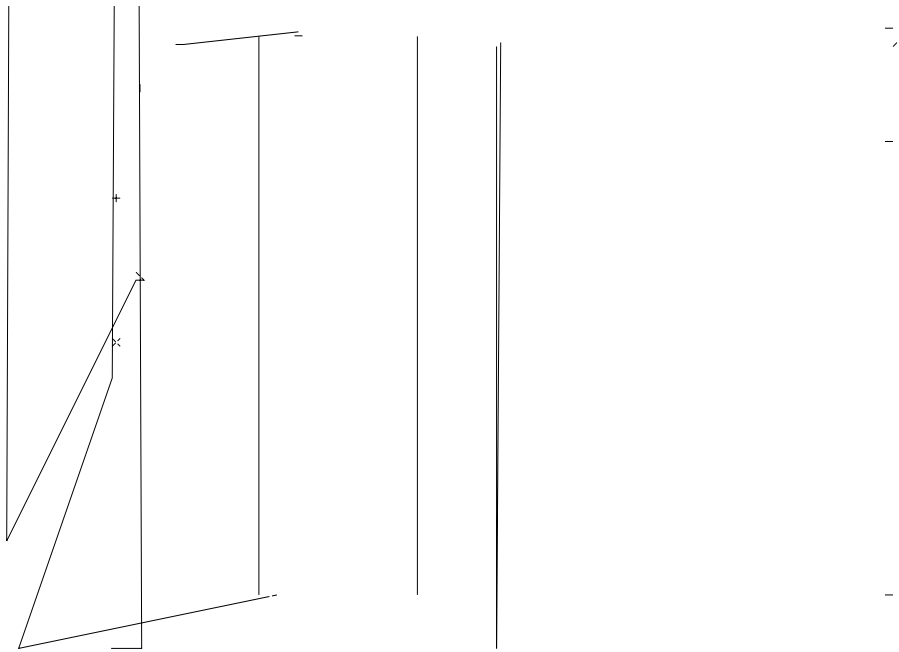


Figure 4: Completed requests/second vs. simultaneous clients for each server

## 6 Future Work

## References