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CompileSurface( $c$ ,  $strt$ ,  $S$ )
begin
  switch  $S$ 
  case [nothing]:
    return ( $\{\}$ ,  $\{\}$ )
  case [ $x = \tau$ ]: # actions
    return ( $\{strt \Rightarrow next(x) = \tau\}$ ,  $\{\}$ )
  case [ $\ell$ : pause( $C$ )]: # pause
    return ( $\{\}$ ,  $\{strt \Rightarrow next(\ell) = true\}$ )
  case [if ( $\gamma$ ) {  $S_1$  } else {  $S_2$  }]: # conditional
    ( $A_1^{data}$ ,  $A_1^{ctrl}$ ) := CompileSurface( $c$ ,  $strt \wedge \gamma$ ,  $S_1$ )
    ( $A_2^{data}$ ,  $A_2^{ctrl}$ ) := CompileSurface( $c$ ,  $strt \wedge \neg\gamma$ ,  $S_2$ )
    return ( $A_1^{data} \cup A_2^{data}$ ,  $A_1^{ctrl} \cup A_2^{ctrl}$ )
  case [ $S_1$ ;  $S_2$ ]: # sequence
    ( $A_1^{data}$ ,  $A_1^{ctrl}$ ) := CompileSurface( $c$ ,  $strt$ ,  $S_1$ )
    ( $A_2^{data}$ ,  $A_2^{ctrl}$ ) := CompileSurface( $c$ ,  $strt \wedge inst_{S_1}$ ,  $S_2$ )
    return ( $A_1^{data} \cup A_2^{data}$ ,  $A_1^{ctrl} \cup A_2^{ctrl}$ )
  case [ $S_1$  ||  $S_2$ ]: # parallel threads
    ( $A_1^{data}$ ,  $A_1^{ctrl}$ ) := CompileSurface( $c$ ,  $strt$ ,  $S_1$ )
    ( $A_2^{data}$ ,  $A_2^{ctrl}$ ) := CompileSurface( $c$ ,  $strt$ ,  $S_2$ )
    return ( $A_1^{data} \cup A_2^{data}$ ,  $A_1^{ctrl} \cup A_2^{ctrl}$ )
  case [suspend {  $S'$  } when( $\gamma$ )]:
    return CompileSurface( $c$ ,  $strt$ ,  $S'$ )
  case [ $\ell$ : immediate suspend {  $S'$  } when( $\gamma$ )]:
    ( $A^{data}$ ,  $A^{ctrl}$ ) := CompileSurface( $c$ ,  $strt \wedge \neg\gamma$ ,  $S'$ )
    return ( $A^{data}$ ,  $A^{ctrl} \cup \{strt \wedge \gamma \Rightarrow next(\ell) = true\}$ )
  case [abort {  $S'$  } when( $\gamma$ )]:
    return CompileSurface( $c$ ,  $strt$ ,  $S'$ )
  case [immediate abort {  $S'$  } when( $\gamma$ )]:
    return CompileSurface( $c$ ,  $strt \wedge \neg\gamma$ ,  $S'$ )
  case [clock ( $C$ ) {  $S'$  }]: # clock declaration
    return CompileSurface( $C$ ,  $strt$ ,  $S'$ )
end

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