

A model of Asymmetric Replicated State Machines

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Behavioural Types: Bridging Theory and Practice

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Take-away message

We define behavioural specs that

- feature
 - pub-subscribe (instead point-to-point)
 - (generalised) choices
 - arbitrary (and variable) number of instances
- trade coordination for availability
- trade “old” properties (eg. session fidelity) for new ones (eventual-consistency)

Types: Syntax

LoGal types

$$G ::=^{\text{co}} \sum_{i \in I} c_i @ R_i \langle l_i \rangle . G_i$$

Machines

$$M ::=^{\text{co}} \kappa \cdot [t_1 ? M_1 \ \& \ \dots \ \& \ t_n ? M_n]$$

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$$G = \text{publish} @ A \langle p \rangle . G'$$

$$G' = \text{bid} @ B \langle b \rangle . G'$$

+

$$\text{select} @ A \langle s \rangle . \text{finish} @ A \langle f \rangle . 0$$

Machines

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$$M_A = \{\text{publish} / p\} \cdot [p ? M_A']$$

$$M_A' = \{\text{select} / s\} \cdot [b ? M_A' \ \& \ s ? \{\text{finish} / f\} \cdot f ? 0]$$

$$M_B = p ? M_B'$$

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Types: Syntax

LoGal types

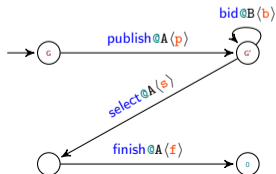
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Machines

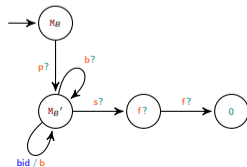
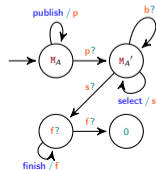
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$$M_{A'} = \{\text{select} / s\} \cdot [b ? M_{A'} \ \& \ s ? \{\text{finish} / f\} \cdot f ? 0]$$

$$M_B = p ? M_{B'}$$

$$M_{B'} = \{\text{bid} / b\} \cdot [b ? M_{B'} \ \& \ s ? f ? 0]$$



- Types “produce/consume” events

LoGal types: how/when roles produce events

Machines: how/when instances consume events “skipping”
those irrelevant events to them

- Deterministic types only

LoGal types: log types of branches have no common prefixes

Machines: event types of branches are pairwise distinct

- Non-deterministic events’ propagation

Types: Semantics...formally

LoGal types

$$\frac{\delta(G, l) \xrightarrow{c/l} G' \quad \vdash l' : 1 \quad l' \text{ fresh}}{(G, l) \xrightarrow{c/l} (G, l \cdot l')}$$

Machines

$$\frac{\delta(M, l) = M' \quad M' \downarrow_{c/l} \quad \vdash l' : 1 \quad l' \text{ fresh}}{(M, l) \xrightarrow{c/l} (M, l \cdot l')}$$

Types: Semantics...formally

LoGal types

$$\frac{\delta(G, l) \xrightarrow{c/l} G' \quad \vdash l' : 1 \quad l' \text{ fresh}}{(G, l) \xrightarrow{c/l} (G, l \cdot l')}$$

where

l is an (idealised) global/shared log

$$\sum_{i \in l} c_i @ R_i \langle 1_i \rangle . G_i \xrightarrow{c_i / 1_i} G_i \quad i \in l$$

$$\delta(G, \epsilon) = G$$

$$\delta(G, l) = \begin{cases} \delta(G', l \cdot l') & \text{if } G \xrightarrow{c/l} G', l \neq \epsilon, \vdash l' : 1 \\ \perp & \text{otherwise} \end{cases}$$

Machines

$$\frac{\delta(M, l) = M' \quad M' \downarrow_{c/l} \quad \vdash l' : 1 \quad l' \text{ fresh}}{(M, l) \xrightarrow{c/l} (M, l \cdot l')}$$

where

l is the local log accessible to M

$$M' \downarrow_{c/l} \iff c/l \text{ enabled at } M'$$

$$\delta(M, \epsilon) = M$$

$$\delta(M, e \cdot l) = \begin{cases} \delta(M_j, l) & \text{if } \vdash e : t_j, \\ & M = \kappa \cdot [\dots \& t_j ? M_j \& \dots] \\ \delta(M, l) & \text{otherwise} \end{cases}$$

Systems

Systems: finitely many machines with local logs + global log

$$(S, I) = (M_1, I_1) \mid \dots \mid (M_n, I_n) \mid I$$

(BTW: the global log is an optical illusion)

Events univocally associated to the machines generating them: $I_1 \sqsubseteq I_2 \iff$ there is an order-preserving and downward-total morphism from I_1 into I_2 on events of a same machine

Well-formedness

A system $(M_1, I_1) \mid \dots \mid (M_n, I_n) \mid I$ is **well-formed** if

$$\text{for all } i, I_i \sqsubseteq I \quad \text{and} \quad I = \bigcup_{i \in \underline{n}} I_i$$

- Events' generation

The local log of a machine is extended with the fresh events generated by the machine

- Events' propagation

Emitted events propagate asynchronously & non-deterministically

Systems' semantics: formally

[LOCAL]

$$\frac{i \in \text{dom } \mathbf{S} \quad \mathbf{S}(i) = (\mathbf{M}, l_i) \quad (\mathbf{M}, l_i) \xrightarrow{c/l} (\mathbf{M}, l'_i) \quad l' \in l \bowtie l'_i}{(\mathbf{S}, l) \xrightarrow{c/l} (\mathbf{S}[i \mapsto (\mathbf{M}, l'_i)], l')}$$

where

$$l_1 \bowtie l_2 = \{l \mid l \subseteq l_1 \cup l_2 \wedge l_1 \subseteq l \wedge l_2 \subseteq l\}$$

[PROP]

$$\frac{i \in \text{dom } \mathbf{S} \quad \mathbf{S}(i) = (\mathbf{M}, l_i) \quad l_i \subseteq l' \subseteq l \quad l_i \subset l'}{(\mathbf{S}, l) \xrightarrow{\tau} (\mathbf{S}[i \mapsto (\mathbf{M}, l')], l)}$$

Semantics at work (I)

If

$$(B, b_1) \xrightarrow{c/1} (B, b_1 \cdot b_2 \cdot b_3) \quad \text{with} \quad \vdash b_2 \cdot b_3 : 1$$

then, by [LOCAL],

$$(A, a) \mid (B, b_1) \mid (C, c) \mid a \cdot b_1 \cdot c \xrightarrow{c/1} (A, a) \mid (B, b_1 \cdot b_2 \cdot b_3) \mid (C, c) \mid l'$$

for all

$$\begin{aligned} l' &\in (a \cdot b_1 \cdot c) \bowtie (b_1 \cdot b_2 \cdot b_3) \\ &= \{a \cdot b_1 \cdot c \cdot b_2 \cdot b_3, a \cdot b_1 \cdot b_2 \cdot c \cdot b_3, a \cdot b_1 \cdot b_2 \cdot b_3 \cdot c\} \end{aligned}$$

Semantics at work (II)

Consider the (well-formed) system

$$S = (A, a) \mid (B, b_1 \cdot b_2 \cdot b_3) \mid (C, c) \mid a \cdot b_1 \cdot b_2 \cdot c \cdot b_3$$

Then, by rule [PROP],

$$S \xrightarrow{\tau} (A, a) \mid (B, b_1 \cdot b_2 \cdot b_3) \mid (C, a \cdot c) \mid a \cdot b_1 \cdot b_2 \cdot c \cdot b_3 \quad \text{😊}$$

or

$$S \xrightarrow{\tau} (A, a) \mid (B, b_1 \cdot b_2 \cdot b_3) \mid (C, c \cdot b_1) \mid a \cdot b_1 \cdot b_2 \cdot c \cdot b_3 \quad \text{😊}$$

but

$$S \xrightarrow{\tau} (A, a) \mid (B, b_1 \cdot b_2 \cdot b_3) \mid (C, c \cdot b_2) \mid a \cdot b_1 \cdot b_2 \cdot c \cdot b_3 \quad \text{😞}$$

Properties of our semantics

Well-Formedness preservation

[LOCAL] & [PROP] preserve well-formedness

Eventual Consistency

If

$S = (M_1, I_1) \mid \dots \mid (M_n, I_n) \mid I$ is well-formed

then

$S \xrightarrow{\tau}^* (M_1, I) \mid \dots \mid (M_n, I) \mid I$

On realisation (I)

It is hard to get it right (even **without** multi-instances or choices!)

A trivial protocol

Take

$$G = c_1 @ R_1 \langle t_1 \rangle . c_2 @ R_2 \langle t_2 \rangle . 0$$

Do

$$M_1 = \{c_1 / t_1\} . 0 \quad \text{and} \quad M_2 = t_1 ? \{c_2 / t_2\} . 0$$

realise G ?

On realisation (I)

It is hard to get it right (even **without** multi-instances or choices!)

A trivial protocol

Take

$$G = c_1 @R_1 \langle t_1 \rangle . c_2 @R_2 \langle t_2 \rangle . 0$$

Do

$$M_1 = \{c_1 / t_1\} . 0 \quad \text{and} \quad M_2 = t_1 ? \{c_2 / t_2\} . 0$$

(**correctly**) realise G ?

On realisation (II)

Well-formedness of loGal types

Each **guard**, say l_i , should be

- **causal consistent**
 - each selector in (the continuation of) l_i reacts to l_i
 - each role involved in the continuation of l_i cannot react to more events on l_i than selectors on the branch
- **determined**
 - each role in the continuation of l_i reacts to $l_i[0]$
 - selectors in the continuation of l_i react to the same set of event types in l_i
- **confusion-free**
 - guards of different branches start with distinct event types
 - an event type cannot occur in more than one guard

Conclusions

- reference documentation for Actyx's developers
- possibly useful to derive “minimal” subscriptions
- projectable global specs
- tools / develop typing
- compensations (hence causality tracking) / active monitoring?
- failures

Thank you!