

Semantics of communicating systems

A configuration $s' = \langle \vec{q}' ; \vec{b}' \rangle$ is *reachable* from another configuration $s = \langle \vec{q} ; \vec{b} \rangle$ by **firing a transition** l , written $s \xrightarrow{l} s'$, if either of the following holds

1. $l = \underline{A}B!m$ and $q_A \xrightarrow{l} q'_A$ and

a. $q'_C = q_C$ for all $C \neq A$ and

b. $b'_{AB} = b_{AB}.m$ and

c. $b'_{CD} = b_{CD}$ for all
 $(C, D) \neq (A, B) \in \mathcal{C}$

2. $l = A\underline{B}?m$ and $q_B \xrightarrow{l} q'_B$ and

a. $q'_C = q_C$ for all $C \neq B$ and

b. $b_{AB} = m.b'_{AB}$ and

c. $b'_{CD} = b_{CD}$ for all
 $(C, D) \neq (A, B) \in \mathcal{C}$

Special configurations

$s = \langle \vec{q} ; \vec{b} \rangle$ is **stable** if $\vec{b} = \vec{\varepsilon}$.

$s = \langle \vec{q} ; \vec{b} \rangle$ is a **deadlock** if $s \not\rightarrow$ and there exists a participant $A \in \mathcal{P}$ such that

$q_A \xrightarrow{A\underline{B}?m} q'_A$

From global to local

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Projecting g-choreographies

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- ▶ Dis-jointly “combine” $G_1 \downarrow_A$ and $G_2 \downarrow_A$ with G_1 and G_2 sub-terms of G
- ▶ Let us define $(M, q_0, q_e) \otimes \mathbf{n}$ which transforms each state q of M in (q, n)

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Choice

$$(G_1 + G_2) \downarrow_A = \left(\left\{ q_e^2 / q_e^1 \right\} M_1 \sqcup \left\{ q_0^1 / q_0^2 \right\} M_2, q_0^1, q_e^2 \right)$$

where $(M_1, q_0^1, q_e^1) = G_1 \downarrow_A \otimes \mathbf{1}$

and $(M_2, q_0^2, q_e^2) = G_2 \downarrow_A \otimes \mathbf{2}$

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Parallel composition

$$(G_1 \mid G_2) \downarrow_A = (M_1 \times M_2, (q_0^1, q_0^2), (q_e^1, q_e^2))$$

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Iteration

Let $\{A, B_1, \dots, B_h\}$ be the set of participants of G

$$*G \downarrow_X = \left(M_1 \sqcup \left\{ q_e^1 / q_0^G \right\} M_G \sqcup \left\{ q_e^G / q_0^2 \right\} M_2, q_0^1, q_e^2 \right) \quad \text{where}$$

$$(M_G, q_0^G, q_e^G) = G \downarrow_X$$

$$(M_1, q_0^1, q_e^1) = (A \rightarrow B_1 : \lambda_{q_0} \mid \dots \mid A \rightarrow B_h : \lambda_{q_0}) \downarrow_X \quad \lambda_{q_0} \text{ fresh}$$

$$(M_2, q_0^2, q_e^2) = (A \rightarrow B_1 : \epsilon_{q_e} \mid \dots \mid A \rightarrow B_h : \epsilon_{q_e}) \downarrow_X \quad \epsilon_{q_e} \text{ fresh}$$

A first result: Progress

Theorem If $\llbracket G \rrbracket \neq \perp$ then any reachable configuration from the initial configuration of $(\Delta(G \downarrow A))_{A \in \mathcal{P}}$ is not a deadlock.

Proof sketch (structural induction on G).

Base cases: by construction.

Inductive step rely on determinisation of CFSMs since it preserves the language of the communicating system.

For sequential and parallel composition, we show that if there is a deadlock in the composed communicating system, then there must be a deadlock in at least one of the constituent

Choice: well-branchedness implies that traces of $(\Delta((G_1 + G_2) \downarrow A))_{A \in \mathcal{P}}$ belong to either $(\Delta(G_1 \downarrow A))_{A \in \mathcal{P}}$ or $(\Delta(G_2 \downarrow A))_{A \in \mathcal{P}}$. We can build a simulation relation between the communicating system of the non-deterministic choice and the one consisting of the CFSMs $(G_i \downarrow A)_{A \in \mathcal{P}}$.

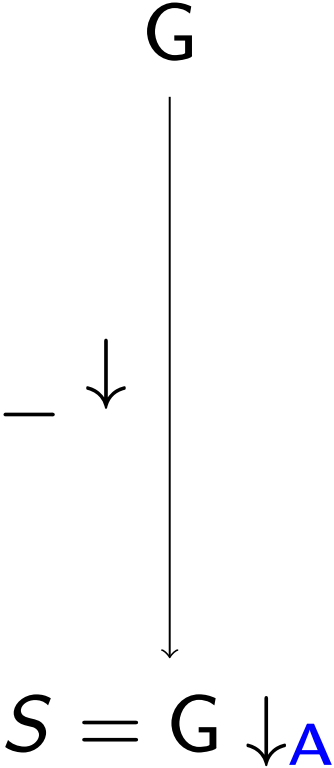
Iteration: inductive hypothesis + well-formedness of additional interactions to decide the loop exit. □

Relating g-choreographies and communicating systems

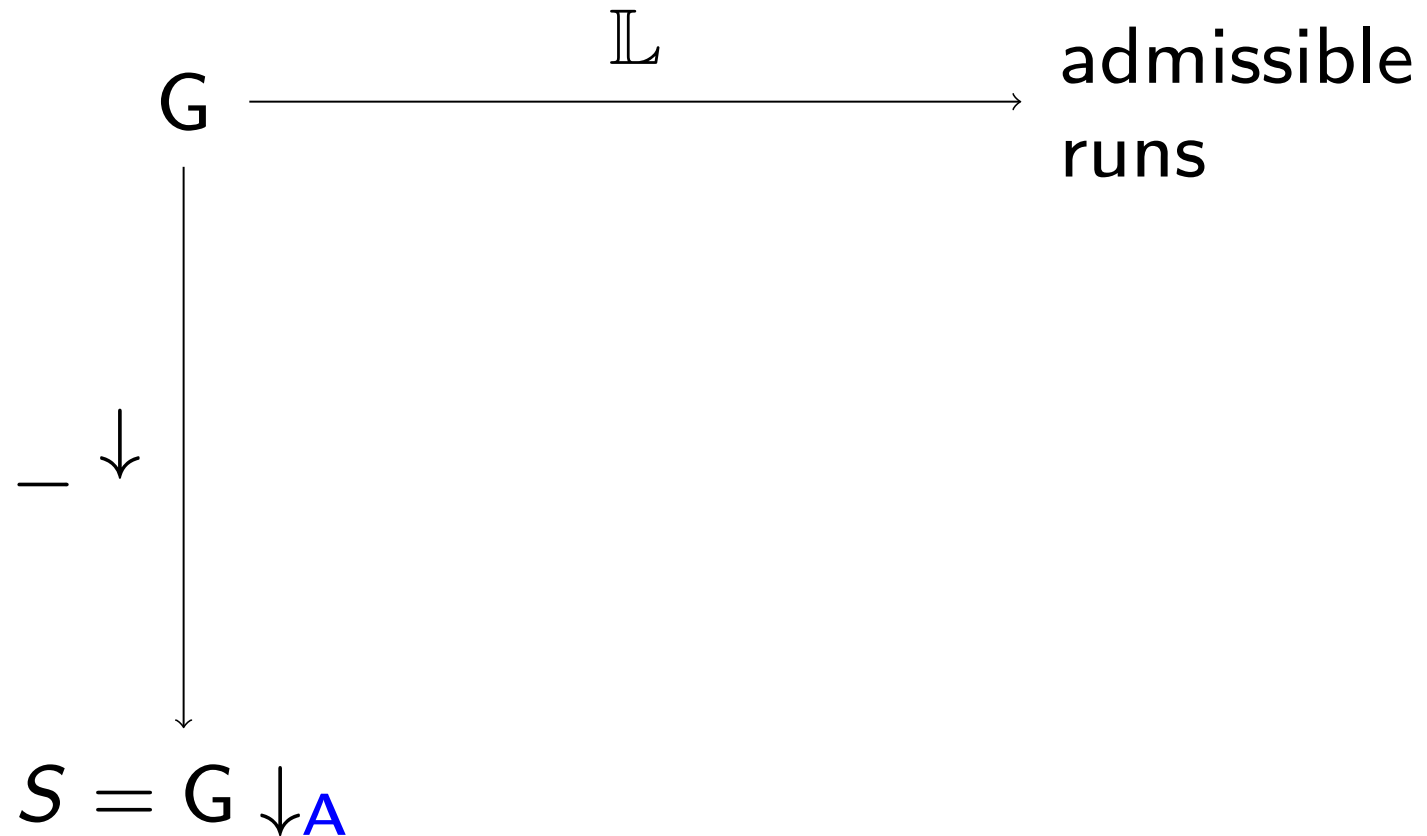
G

$$S = G \downarrow A$$

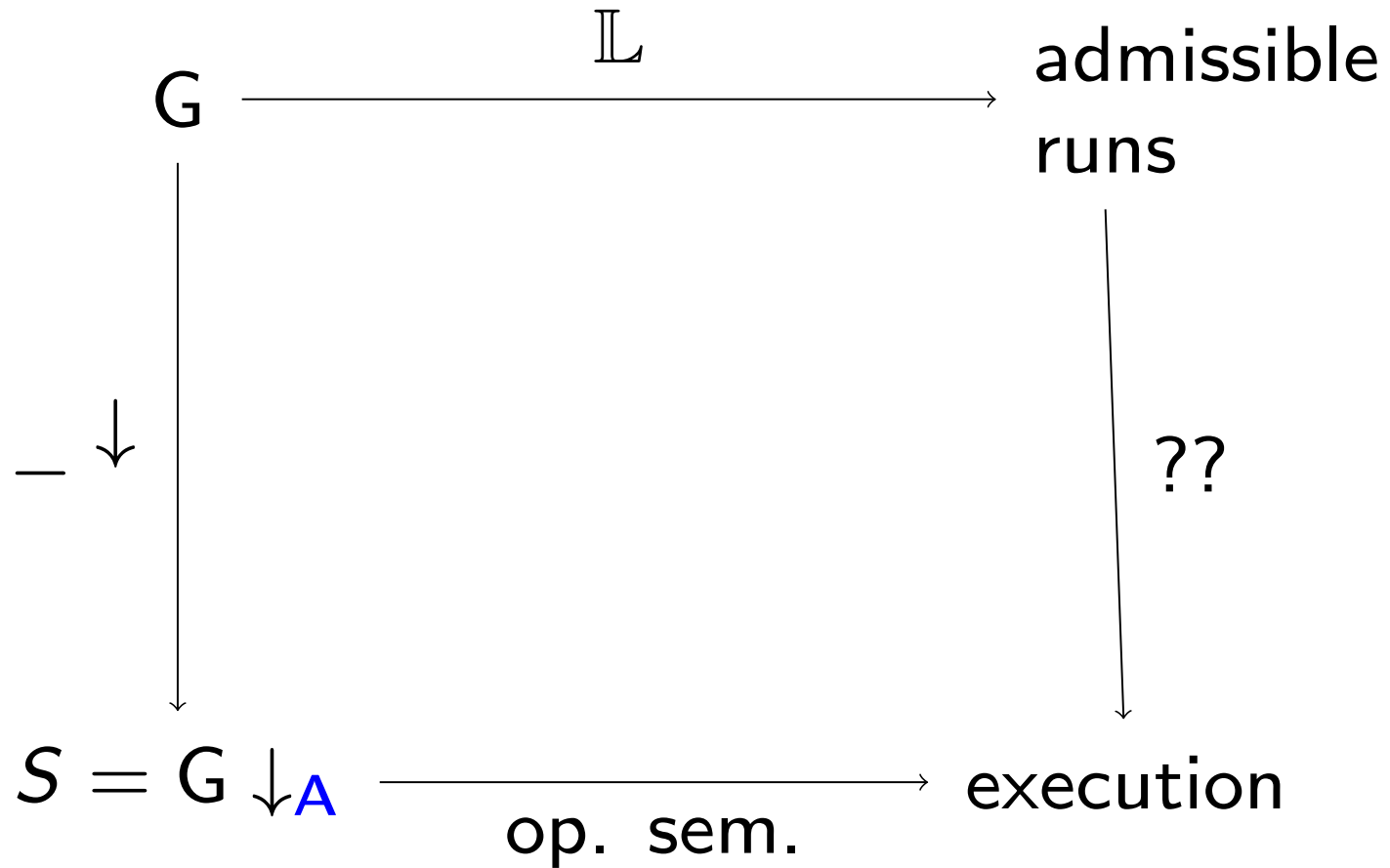
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Language of g-choreographies

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Let $r = [\mathcal{E}, \leq, \lambda]$, the **language** $\mathbb{L}[r]$ of r is the set of $\lambda(w)$ where $w \in \mathcal{E}^*$ is s.t. for any $0 \leq i \neq j \leq \text{len}(w)$

- ① $w[i] \neq w[j]$
- ② if $w[i] \leq w[j]$ then $i \leq j$
- ③ for every $e \in \mathcal{E}$, if there is i s.t. $e < w[i]$ then $e \in w$

The **language** of $G \in \mathcal{G}$ is

$$\mathbb{L}[G] = \begin{cases} \bigcup_{r \in \llbracket G \rrbracket} \mathbb{L}[r], & \text{if } \llbracket G \rrbracket \text{ is defined} \\ \text{undef}, & \text{otherwise} \end{cases}$$

Examples of languages of g-choreography

$$G_1 = A \rightarrow B: x \mid A \rightarrow B: y$$

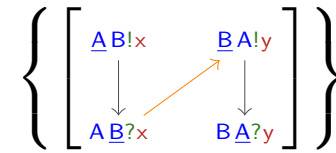
$$\left\{ \left[\begin{array}{c} \underline{A}B!x \\ \downarrow \\ \underline{A}B?x \end{array} \quad \begin{array}{c} \underline{A}B!y \\ \downarrow \\ \underline{A}B?y \end{array} \right] \right\}$$

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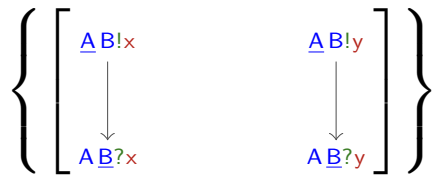
$$G_2 = A \rightarrow B: x; B \rightarrow A: y$$



$$\mathbb{L}[G_1] = \{ \underline{A} B!x \underline{A} B!y \underline{A} B?x \underline{A} B?y, \\ \underline{A} B!y \underline{A} B!x \underline{A} B?x \underline{A} B?y, \\ \underline{A} B!x \underline{A} B!y \underline{A} B?y \underline{A} B?x, \\ \underline{A} B!y \underline{A} B!x \underline{A} B?y \underline{A} B?x, \\ \underline{A} B!x \underline{A} B?x \underline{A} B!y \underline{A} B?y, \\ \underline{A} B!y \underline{A} B?y \underline{A} B!x \underline{A} B?x, \\ + \text{ all the prefixes} \}$$

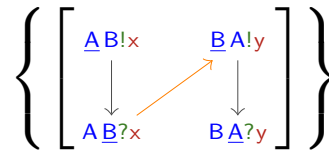
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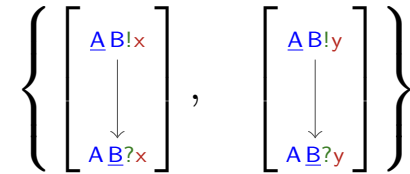
$$\mathbb{L}[G_1] = \{ \underline{A} \underline{B}!x \underline{A} \underline{B}!y \underline{A} \underline{B}?x \underline{A} \underline{B}?y, \\ \underline{A} \underline{B}!y \underline{A} \underline{B}!x \underline{A} \underline{B}?x \underline{A} \underline{B}?y, \\ \underline{A} \underline{B}!x \underline{A} \underline{B}!y \underline{A} \underline{B}?y \underline{A} \underline{B}?x, \\ \underline{A} \underline{B}!y \underline{A} \underline{B}!x \underline{A} \underline{B}?y \underline{A} \underline{B}?x, \\ \underline{A} \underline{B}!x \underline{A} \underline{B}?x \underline{A} \underline{B}!y \underline{A} \underline{B}?y, \\ \underline{A} \underline{B}!y \underline{A} \underline{B}?y \underline{A} \underline{B}!x \underline{A} \underline{B}?x, \\ + \text{all the prefixes} \}$$

$$G_2 = A \rightarrow B: x; B \rightarrow A: y$$



$$\mathbb{L}[G_2] = \{ \underline{A} \underline{B}!x \underline{A} \underline{B}?x \underline{B} \underline{A}!y \underline{B} \underline{A}?y \\ + \text{all the prefixes} \}$$

$$G_3 = A \rightarrow B: x + A \rightarrow B: y$$



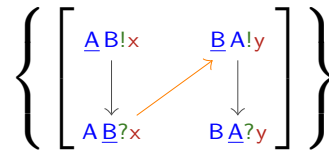
Examples of languages of g-choreography

$$G_1 = A \rightarrow B: x \mid A \rightarrow B: y$$



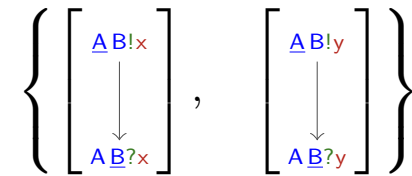
$$\mathbb{L}[G_1] = \{ \underline{A} \underline{B}!x \underline{A} \underline{B}!y \underline{A} \underline{B}?x \underline{A} \underline{B}?y, \\ \underline{A} \underline{B}!y \underline{A} \underline{B}!x \underline{A} \underline{B}?x \underline{A} \underline{B}?y, \\ \underline{A} \underline{B}!x \underline{A} \underline{B}!y \underline{A} \underline{B}?y \underline{A} \underline{B}?x, \\ \underline{A} \underline{B}!y \underline{A} \underline{B}!x \underline{A} \underline{B}?y \underline{A} \underline{B}?x, \\ \underline{A} \underline{B}!x \underline{A} \underline{B}?x \underline{A} \underline{B}!y \underline{A} \underline{B}?y, \\ \underline{A} \underline{B}!y \underline{A} \underline{B}?y \underline{A} \underline{B}!x \underline{A} \underline{B}?x, \\ + \text{all the prefixes} \}$$

$$G_2 = A \rightarrow B: x; B \rightarrow A: y$$



$$\mathbb{L}[G_2] = \{ \underline{A} \underline{B}!x \underline{A} \underline{B}?x \underline{B} \underline{A}!y \underline{B} \underline{A}?y \\ + \text{all the prefixes} \}$$

$$G_3 = A \rightarrow B: x + A \rightarrow B: y$$



$$\mathbb{L}[G_3] = \{ \underline{A} \underline{B}!x \underline{A} \underline{B}?x, \\ \underline{A} \underline{B}!y \underline{A} \underline{B}?y, \\ \underline{A} \underline{B}!x, \\ \underline{A} \underline{B}!y \\ \}$$

Adequacy

Theorem If $G \in \mathcal{G}$ with $\llbracket G \rrbracket \neq \perp$ and $S = (\Delta(G \downarrow_A))_{A \in \mathcal{P}}$ then $\mathbb{L}[S] \subseteq \mathbb{L}[G]$.

Proof sketch (by structural induction on G).

Proof obligations

(i) dependencies are preserved by sequential composition

(ii) parallel composition does not yield unexpected communication.

(i): by definition, every word w_0 in $\mathbb{L}[G; G']$ is the order-preserving shuffling of two words, $w \in \mathbb{L}[G]$ and $w' \in \mathbb{L}[G']$

+

by well-sequencedness all events in w with subject A precede in w_0 every event of w' with subject A .

(ii): as for the progress theorem. □

The semantics are not equivalent

Projected communicating system can have less behaviours than their protocol due to the FIFO policy on buffers.

Example

Take the g-choreography

$$G = A \rightarrow B : x \mid A \rightarrow B : y$$

we have

$$\underline{A} B ! x \underline{A} B ! y \underline{A} B ? y \underline{A} B ? x \in \mathbb{L}[G] \setminus \mathbb{L}[(\Delta(G \downarrow_A))_{A \in \mathcal{P}}]$$

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