

Architectural design: the coordination perspective

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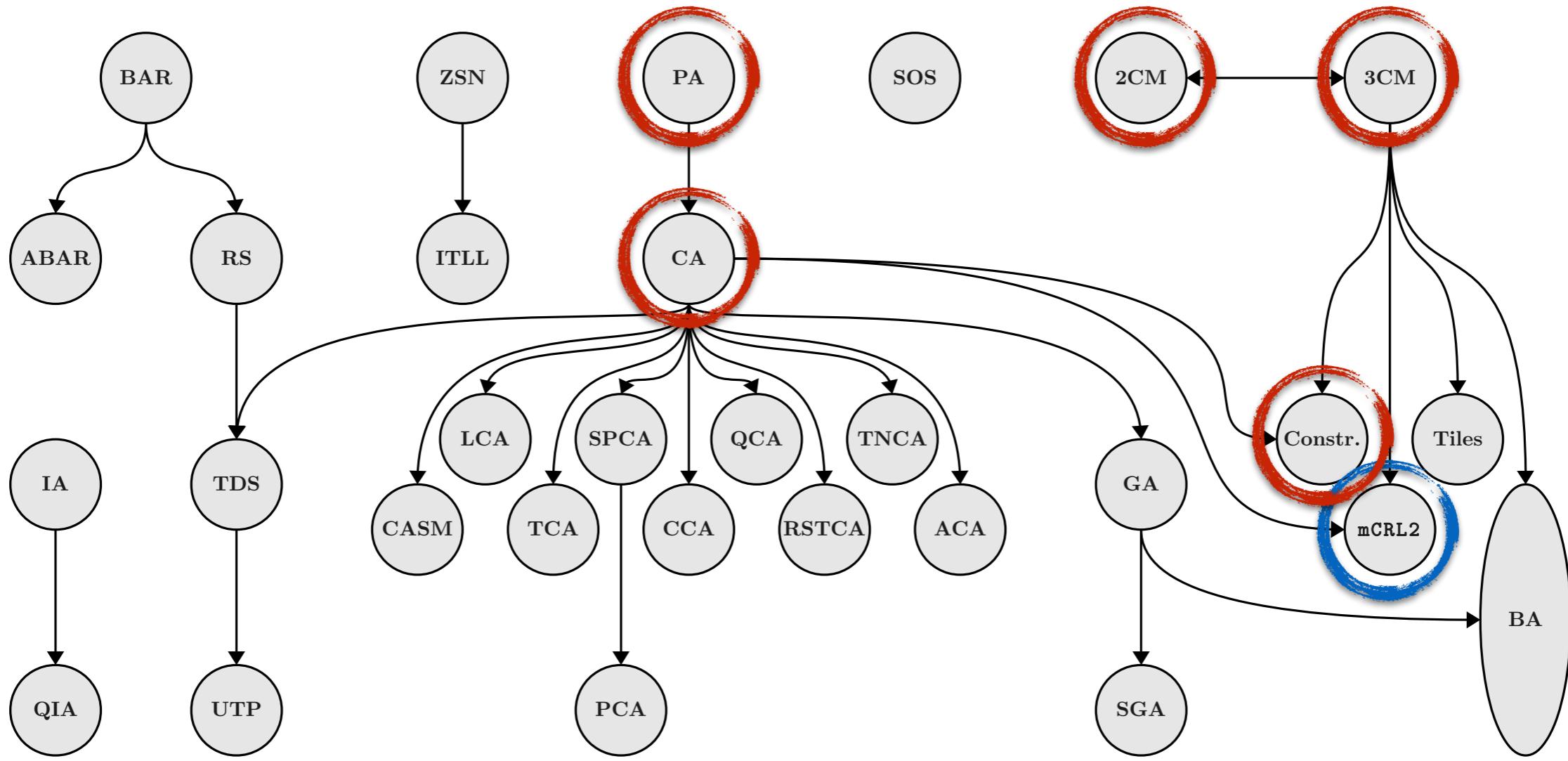
Reo semantics

Jongmans and Arbab 2012

Overview of Thirty Semantic Formalisms for Reo

Reo semantics

- *Coalgebraic models*
 - Timed data streams
 - Record streams
- *Coloring models*
 - Two colors
 - Three colors
 - Tile models
- *Other models*
 - Process algebra
 - Constraints
 - Petri nets & intuitionistic logic
 - Unifying theories of programming
 - Structural operational semantics
- *Operational models*
 - Constraint automata
 - Variants of constraint automata
 - Port automata
 - Timed Probabilistic
 - Continuous-time
 - Quantitative
 - Resource-sensitive timed
 - Transactional
 - Context-sensitive automata
 - Büchi automata
 - Reo automata
 - Intentional automata
 - Action constraint automata
 - Behavioral automata

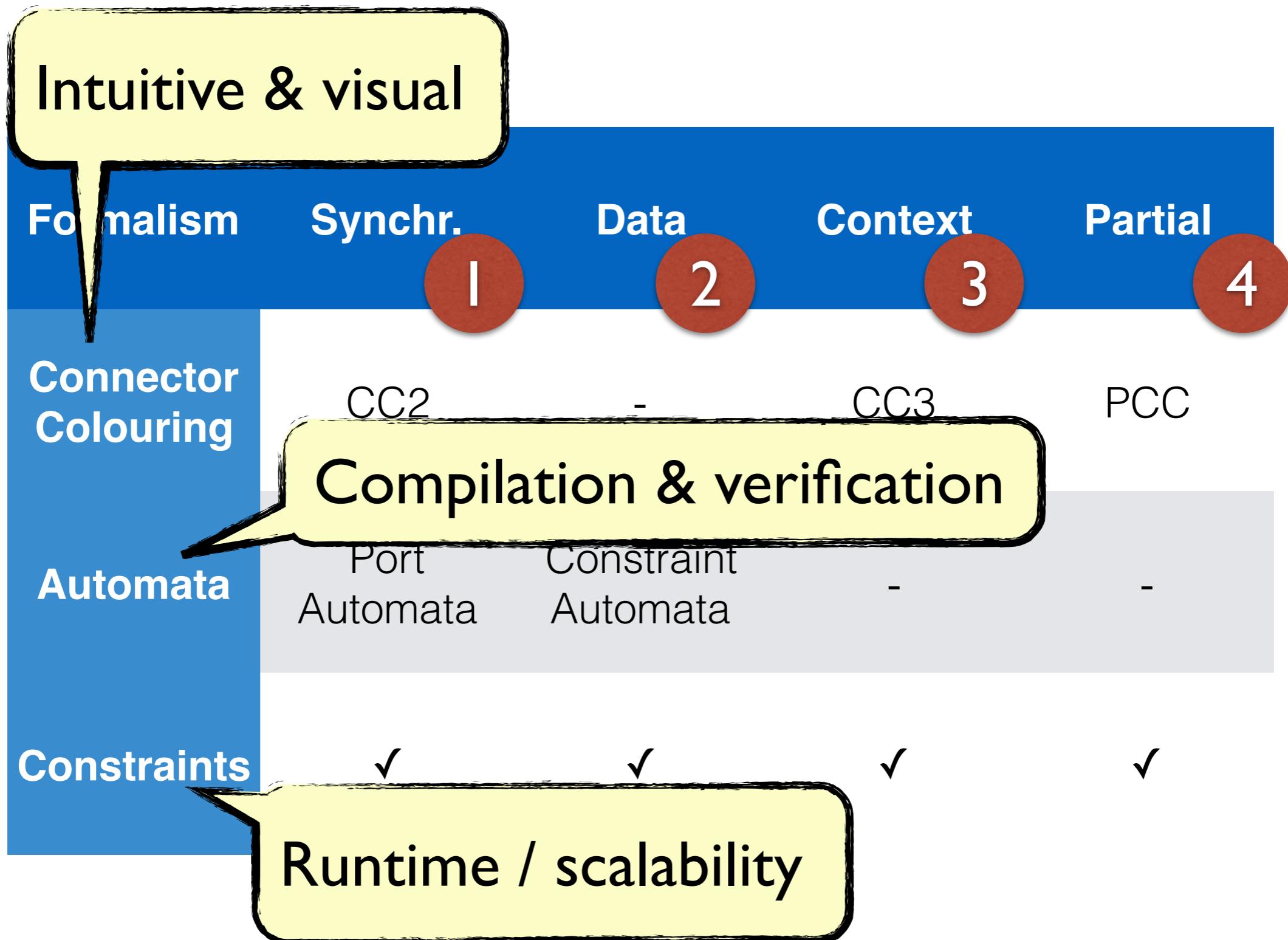


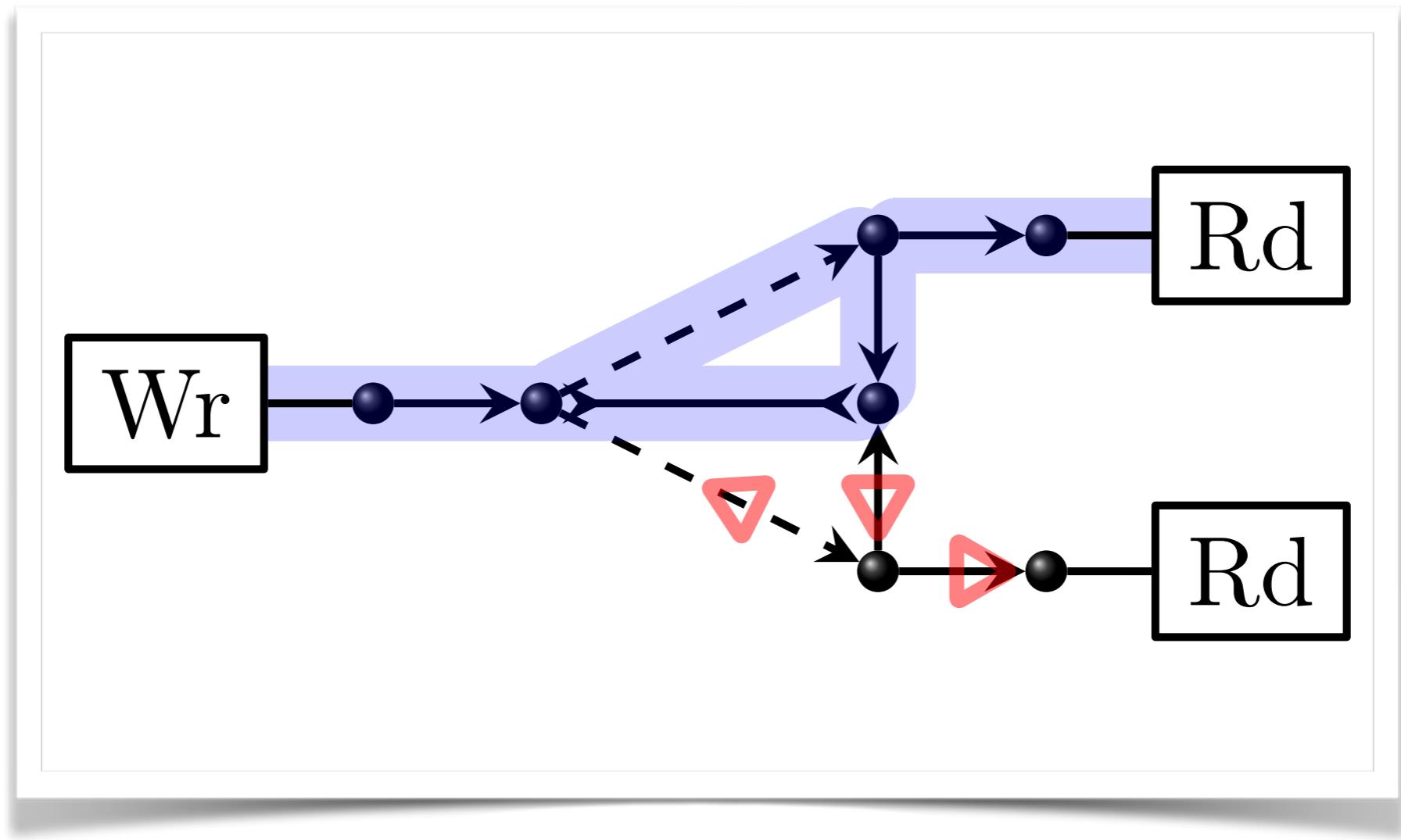
- | | | | |
|---------|--|-------|---|
| 2CM | : Coloring models with two colors [28, 29, 33] | PA | : Port automata [45] |
| 3CM | : Coloring models with three colors [28, 29, 33] | PCA | : Probabilistic CA [15] |
| ABAR | : Augmented BAR [39, 40] | QCA | : Quantitative CA [12, 53] |
| ACA | : Action CA [46] | QIA | : Quantitative IA [13] |
| BA | : Behavioral automata [61] | RS | : Record streams [38, 40] |
| BAR | : Büchi automata of records [38, 40] | RSTCA | : Resource-sensitive timed CA [51] |
| CA | : Constraint automata [10, 17] | SGA | : Stochastic GA [56, 57] |
| CASM | : CA with state memory [60] | SOS | : Structural operational semantics [58] |
| CCA | : Continuous-time CA [18] | SPCA | : Simple PCA [15] |
| Constr. | : Propositional constraints [30, 31, 32] | TCA | : Timed CA [8, 9] |
| GA | : Guarded automata [20, 21] | TDS | : Timed data streams [4, 5, 14, 62] |
| IA | : Intentional automata [33] | Tiles | : Tile models [11] |
| ITLL | : Intuitionistic temporal linear logic [27] | TNCA | : Transactional CA [54] |
| LCA | : Labeled CA [44] | UTP | : Unifying theories of programming [55, 52] |
| mCRL2 | : Process algebra [47, 48, 49] | ZSN | : Zero-safe nets [27] |

Outline

	Formalism	Synchr.	Data	Context	Partial
Connector Colouring		CC2	-	CC3	-
Automata		Port Automata	Constraint Automata	-	-
Constraints	✓		✓	✓	✓

Outline

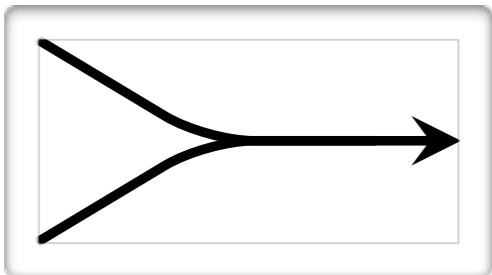




Reo Connector Colouring

Dave Clarke, David Costa, and Farhad Arbab. Connector colouring I: Synchronisation and context dependency

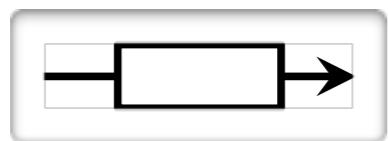
Behaviour?



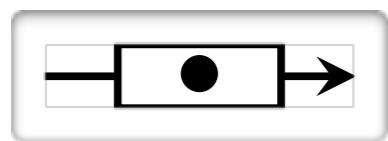
merger: data flows from one of the source ends to the sink end



lossy-sync: either data flows from the source to the sink end, OR it is lost

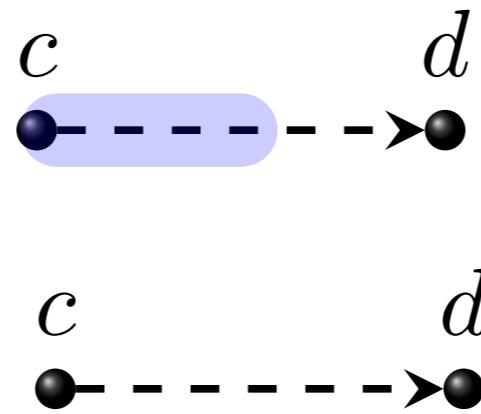
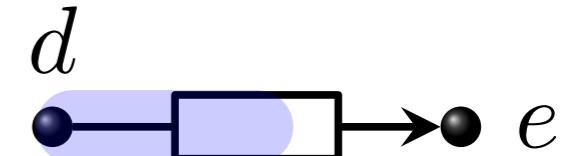
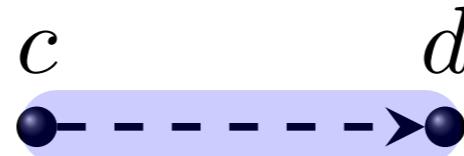
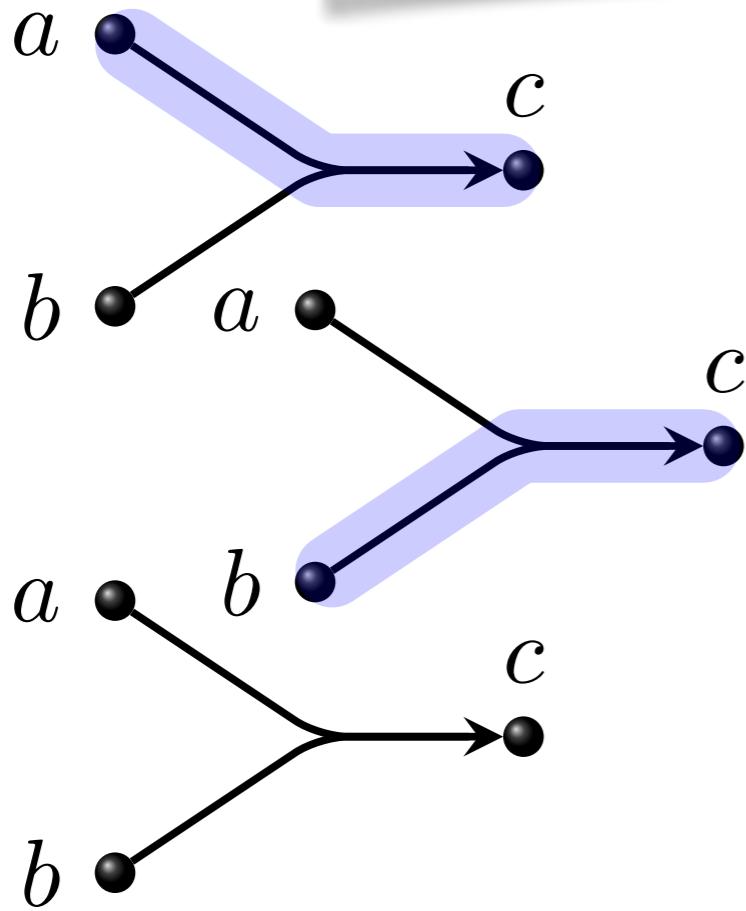
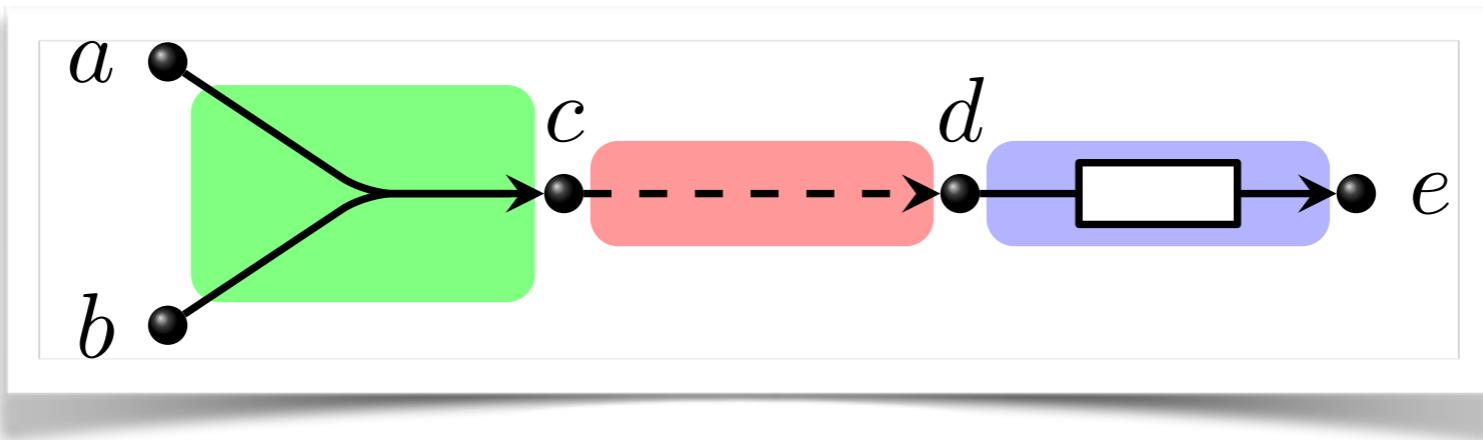


FIFO-1: data flows from the source end to the buffer, becoming a **FIFOFull-1**

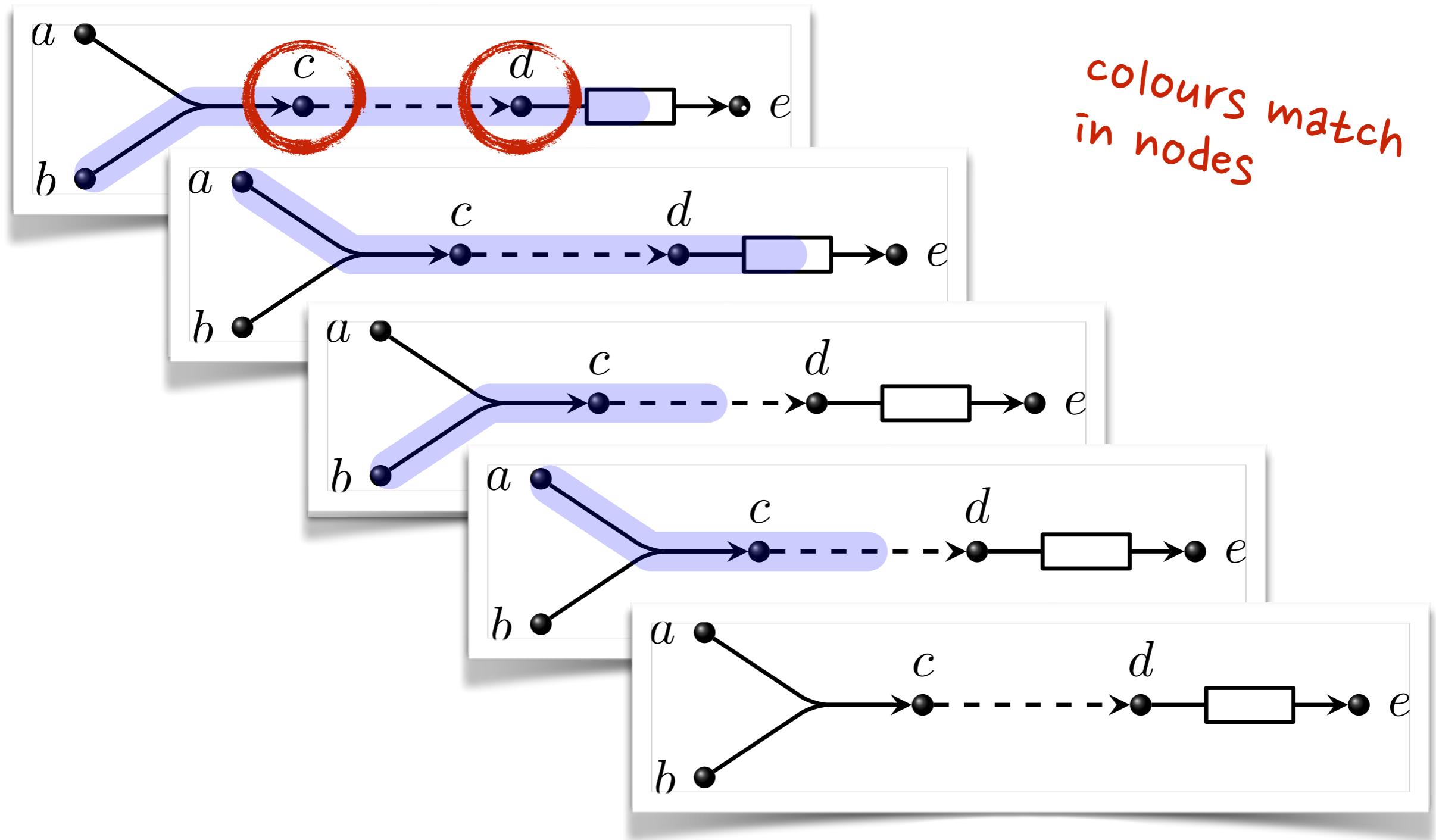


FIFOFull-1: data flows from the buffer to the sink buffer, becoming a **FIFO-1**

Colourings to describe synchronous dataflow

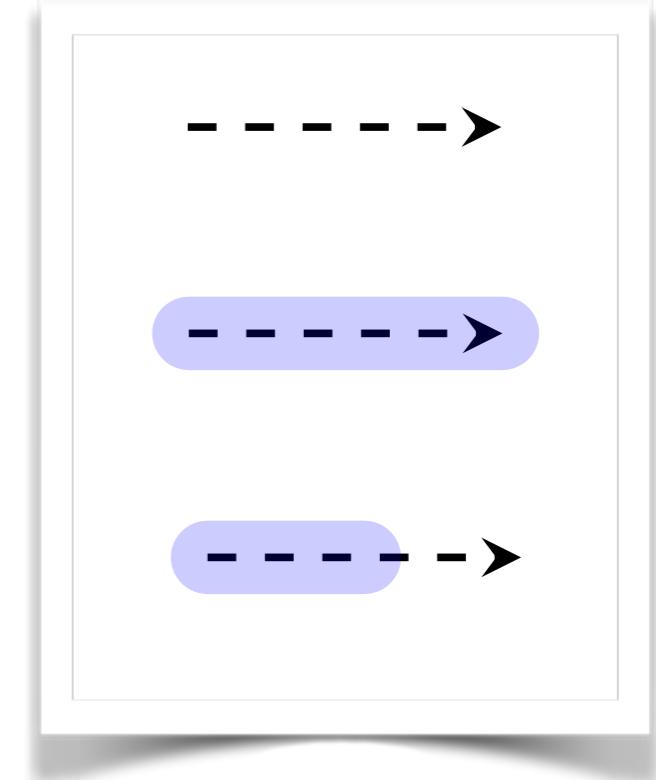


Colouring composition



Colouring semantics (CC2)

- *Colouring*: End → {Flow, NoFlow}
- *Colouring table*: Set(Colouring)
- *Composition* = matching colours
- More visual (intuitive)
- Used for generating animations



Colouring semantics (CC2)

- *Colouring*: $\text{End} \rightarrow \{\text{Flow}, \text{NoFlow}\}$
- *Colouring table*: $\text{Set}(\text{Colouring})$
- *Composition* = matching colours

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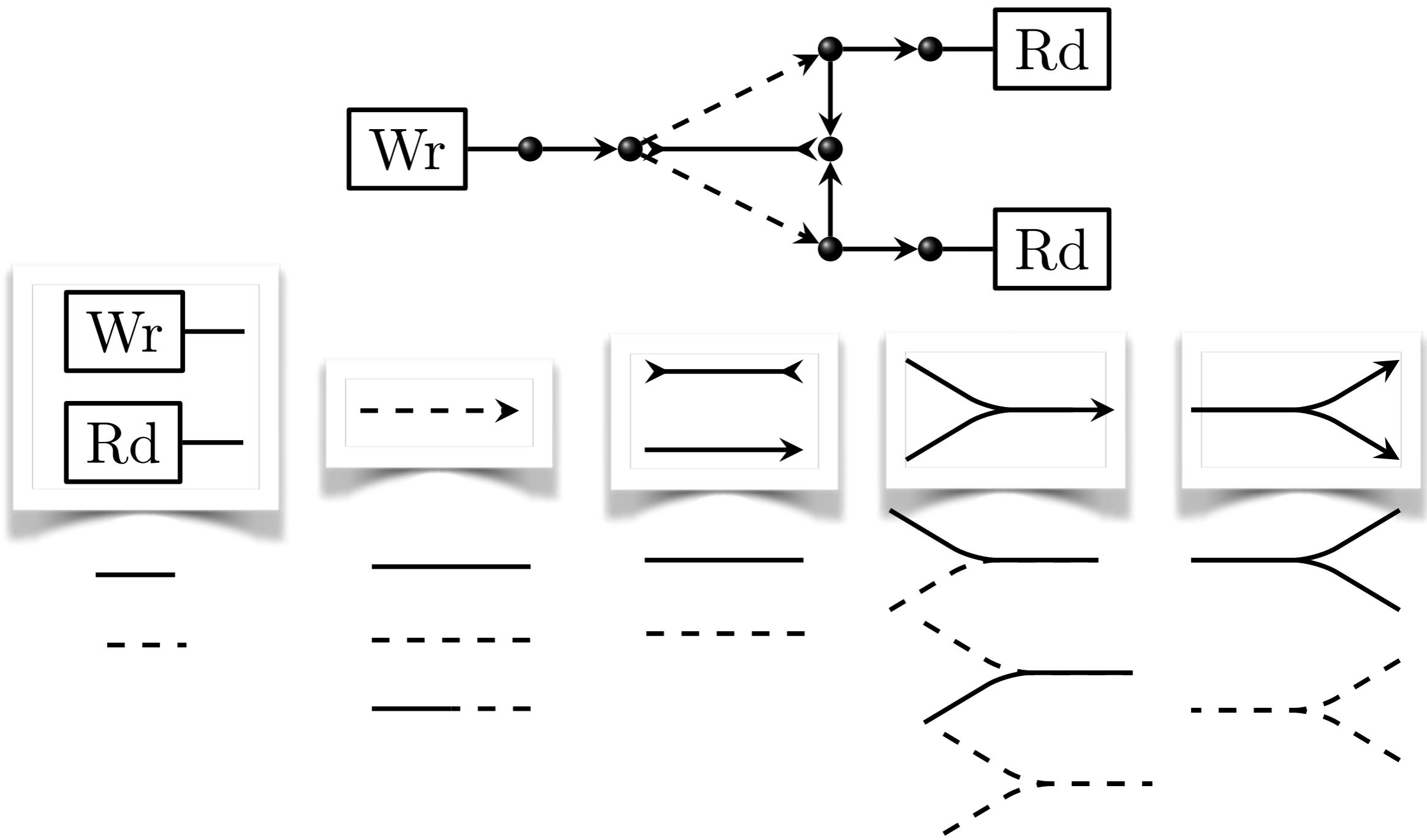
$$CT_1 \bowtie CT_2 =$$

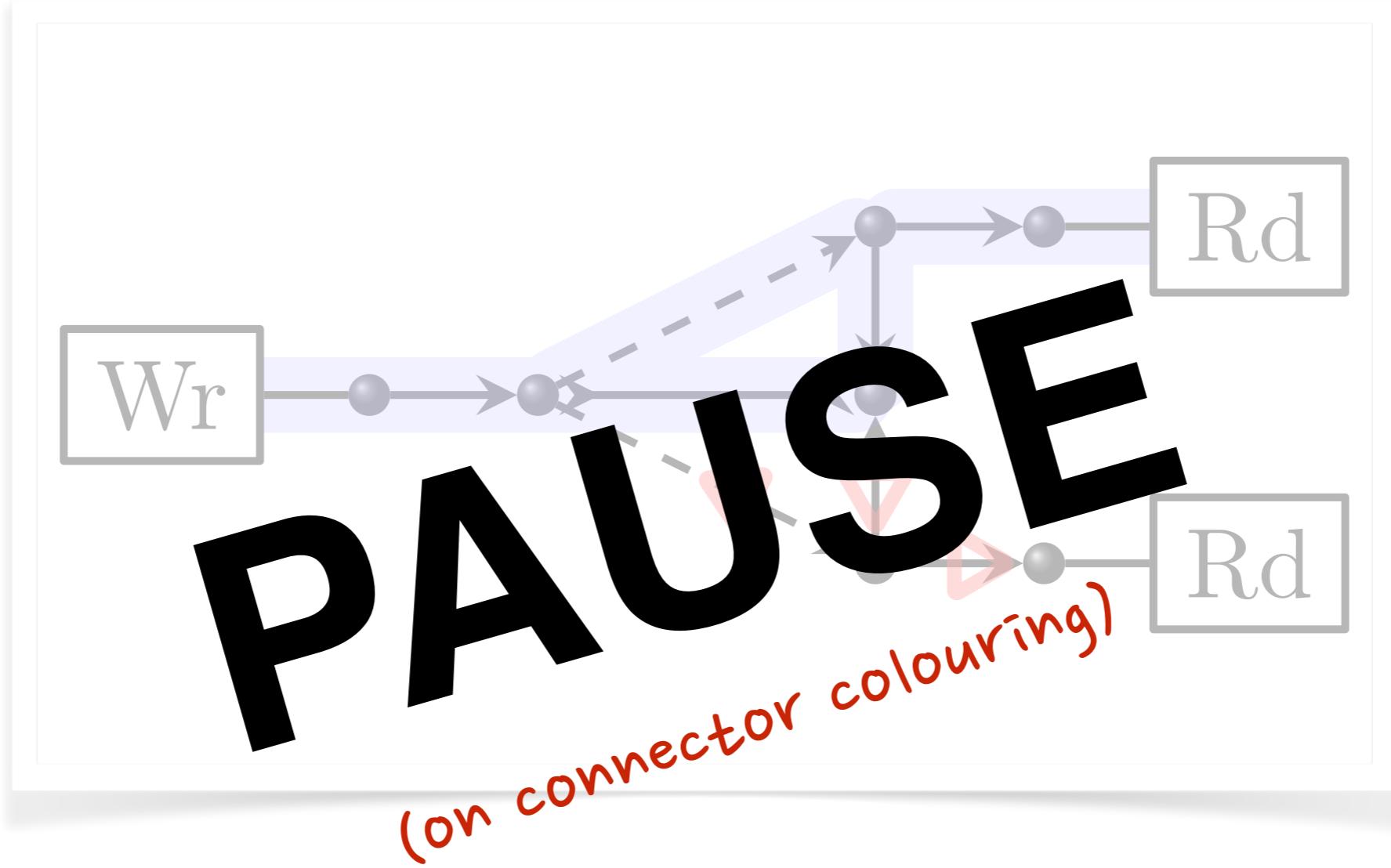
$$\{cl_1 \bowtie cl_2 \mid cl_1 \in CT_1, cl_2 \in CT_2, cl_1 \frown cl_2\}$$

$$cl_1 \frown cl_2 = \forall e \in \text{dom}(cl_1) \cap \text{dom}(cl_2) \cdot cl_1(e) = cl_2(e)$$

$$cl_1 \bowtie cl_2 = cl_1 \cup cl_2$$

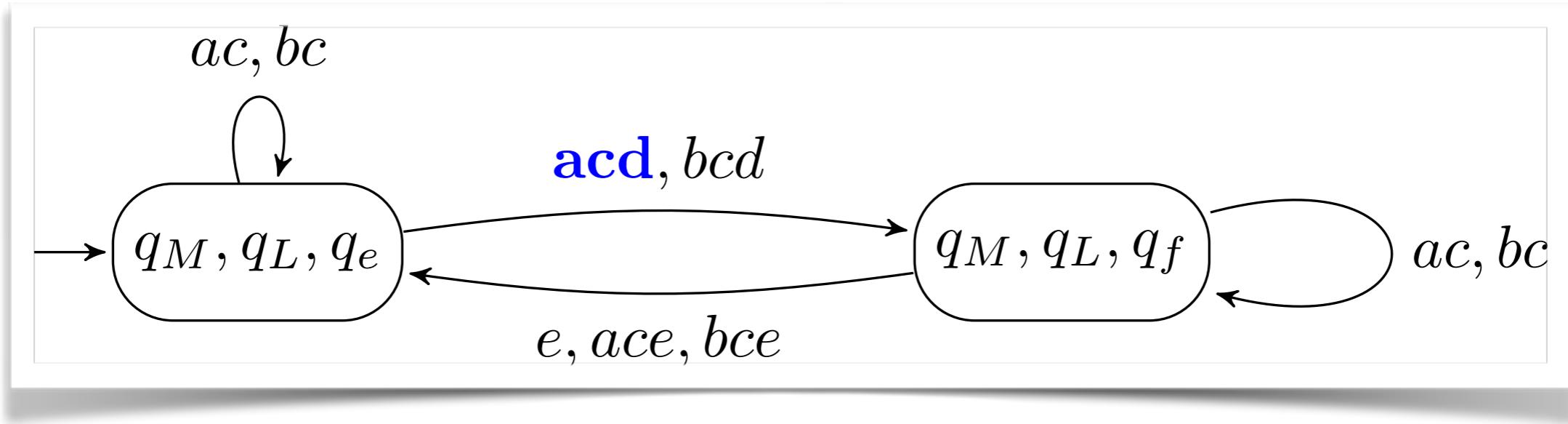
Exercise: compose colouring tables





Reo Connector Colouring

Dave Clarke, David Costa, and Farhad Arbab. Connector colouring I: Synchronisation and context dependency



Port and Constraint Automata

Christel Baier, Marjan Sirjani, Farhad Arbab, Jan Rutten. Modeling Component Connectors in Reo by Constraint Automata. 2004

Christian Koehler and Dave Clarke. Decomposing Port Automata. 2009

Connector behaviour (statefull)

- Dataflow behaviour is **discrete** in time: it can be observed and snapshots taken at a pace fast enough to obtain (at least) a snapshot as often as the configuration of the connector changes
- At each time unit the connector performs an **evaluation step**: it evaluates its configuration and according to its interaction constraints changes to another (possibly different) configuration
- A connector can **fire multiple ports in the same evaluation step**

Port Automata

$$\mathcal{A} = (\mathcal{Q}, \mathcal{N}, \rightarrow, \mathcal{Q}_0)$$

\mathcal{Q}

set of states

\mathcal{N}

a set of ports \mathcal{N}

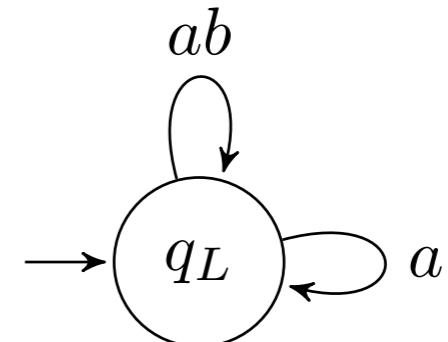
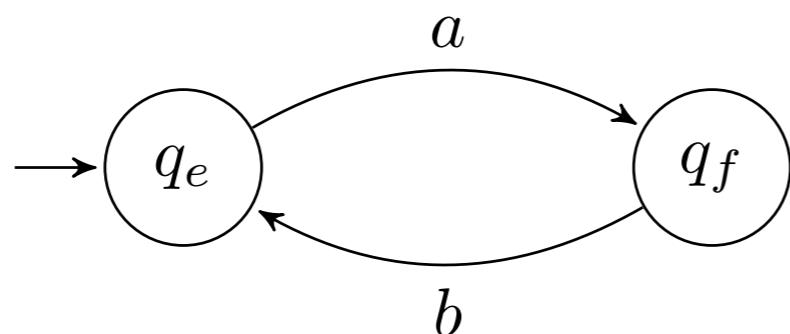
$\rightarrow \subseteq \mathcal{Q} \times 2^{\mathcal{N}} \times \mathcal{Q}$

a transition relation

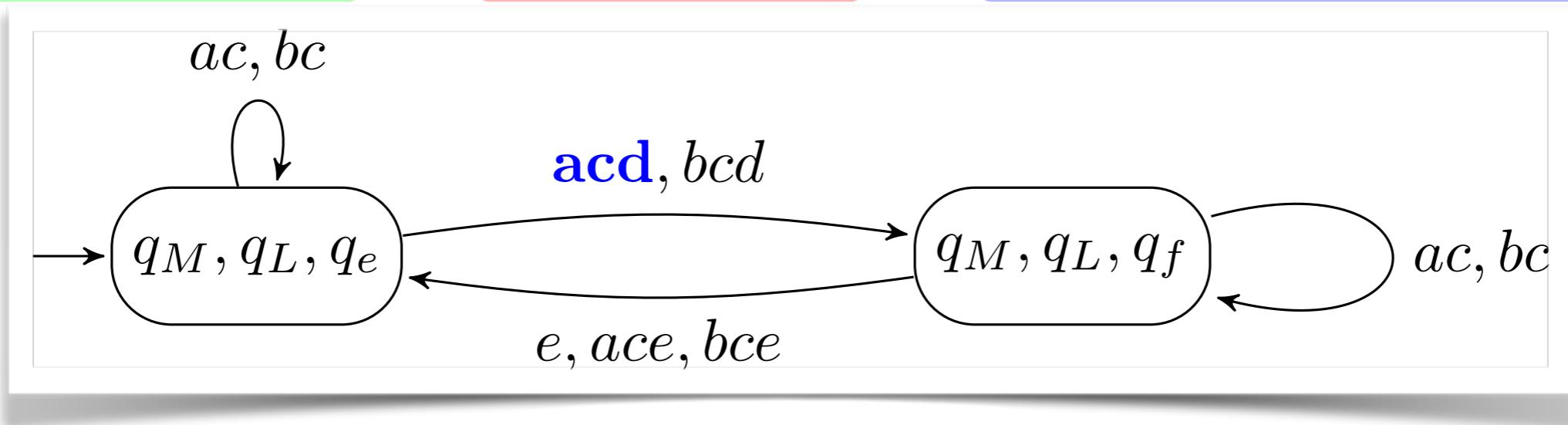
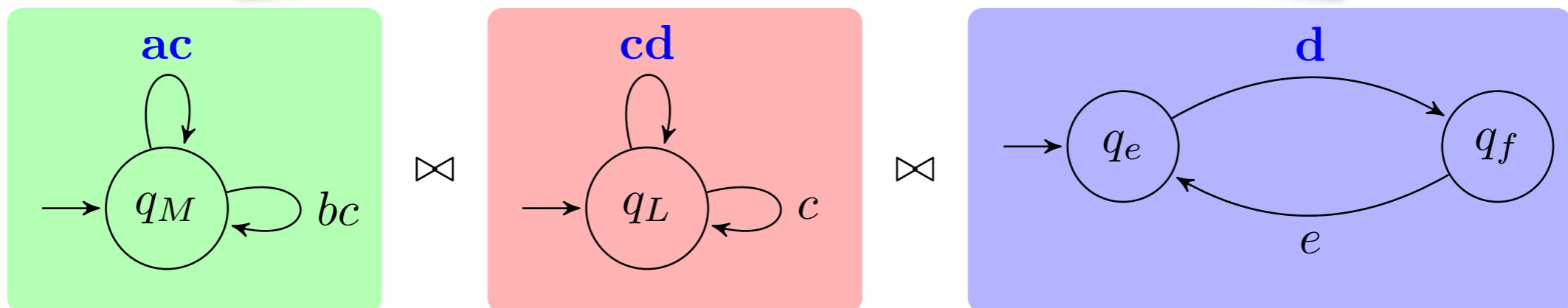
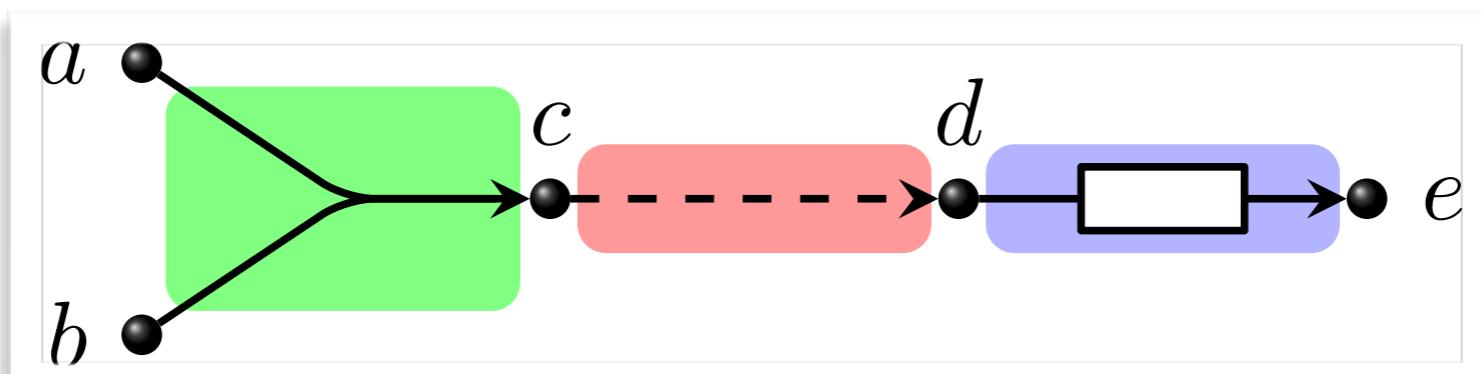
$\mathcal{Q}_0 \subseteq \mathcal{Q}$

a set of initial states

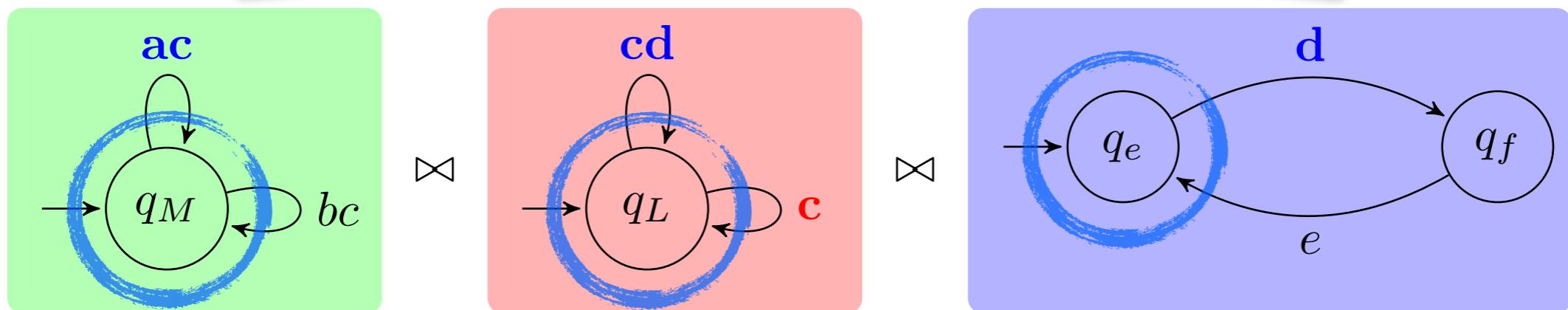
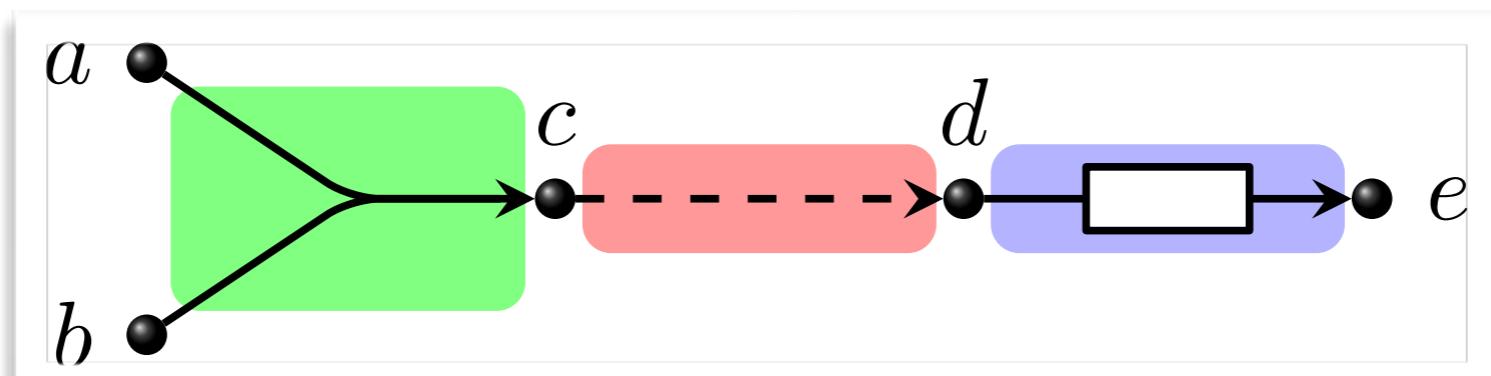
examples:



Composing steps



Composing steps



$$\mathbf{ac} \bowtie \mathbf{cd} \bowtie \mathbf{d} = \mathbf{acd}$$

$$\mathbf{ac} \bowtie \mathbf{c} \bowtie \mathbf{d} = \perp$$

Composition - formally

Definition 2. The product of two port automata $\mathcal{A}_1 = (\mathcal{Q}_1, \mathcal{N}_1, \rightarrow_1, \mathcal{Q}_{0,1})$ and $\mathcal{A}_2 = (\mathcal{Q}_2, \mathcal{N}_2, \rightarrow_2, \mathcal{Q}_{0,2})$ is defined by

$$\mathcal{A}_1 \bowtie \mathcal{A}_2 = (\mathcal{Q}_1 \times \mathcal{Q}_2, \mathcal{N}_1 \cup \mathcal{N}_2, \rightarrow, \mathcal{Q}_{0,1} \times \mathcal{Q}_{0,2})$$

where \rightarrow is defined by the rule

$$\frac{q_1 \xrightarrow{N_1} p_1 \quad q_2 \xrightarrow{N_2} p_2 \quad N_1 \cap \mathcal{N}_2 = N_2 \cap \mathcal{N}_1}{\langle q_1, q_2 \rangle \xrightarrow{N_1 \cup N_2} \langle p_1, p_2 \rangle}$$

and the following and its symmetric rule

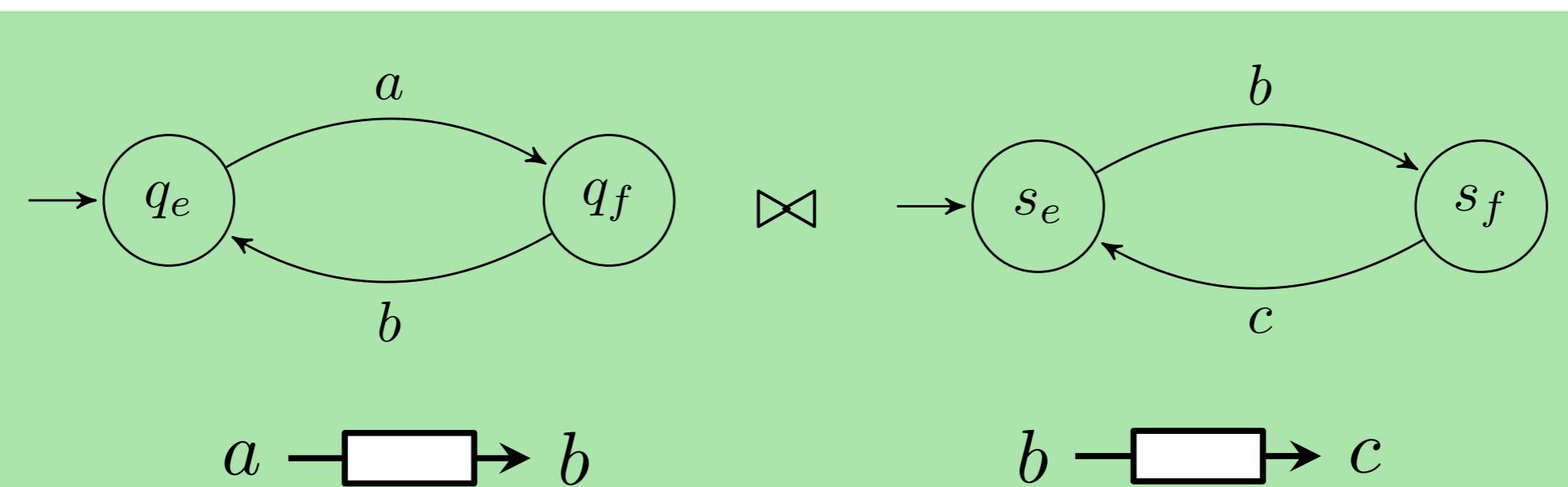
$$\frac{q_1 \xrightarrow{N_1} p_1 \quad N_1 \cap \mathcal{N}_2 = \emptyset}{\langle q_1, q_2 \rangle \xrightarrow{N_1} \langle p_1, q_2 \rangle}$$

Formalize and compose

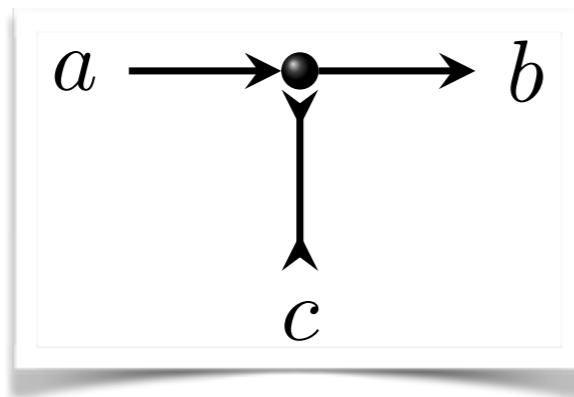
$$\frac{q_1 \xrightarrow{N_1} p_1 \quad q_2 \xrightarrow{N_2} p_2 \quad N_1 \cap \mathcal{N}_2 = N_2 \cap \mathcal{N}_1}{\langle q_1, q_2 \rangle \xrightarrow{N_1 \cup N_2} \langle p_1, p_2 \rangle}$$

$$\mathcal{A} = (\mathcal{Q}, \mathcal{N}, \rightarrow, \mathcal{Q}_0)$$

$$\frac{q_1 \xrightarrow{N_1} p_1 \quad N_1 \cap \mathcal{N}_2 = \emptyset}{\langle q_1, q_2 \rangle \xrightarrow{N_1} \langle p_1, q_2 \rangle}$$

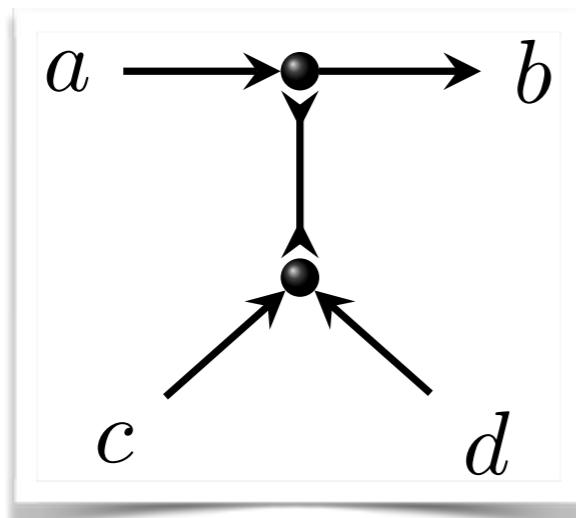


Examples I



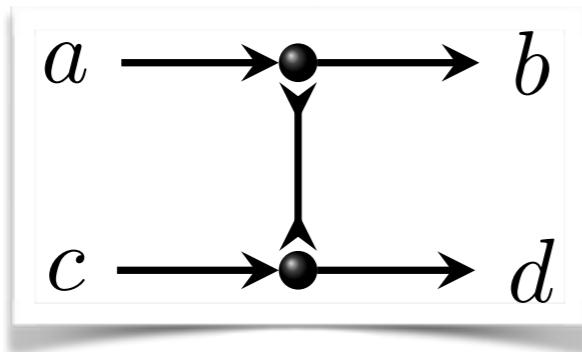
Flow regulator

“b” controls flow
from “a” to “c”

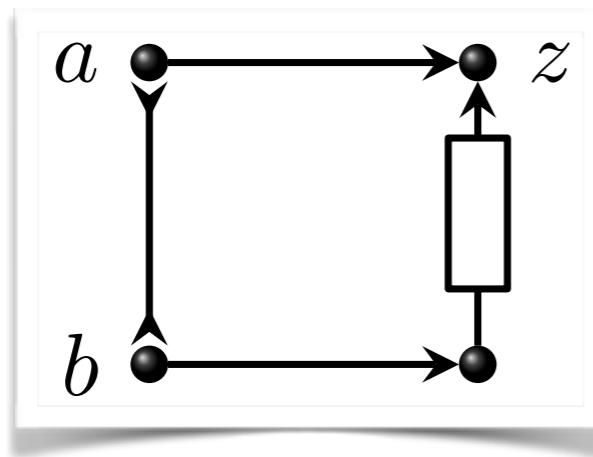


data flows from “a”
to “b” ONLY if
either “c” or “d”
have data

Examples II



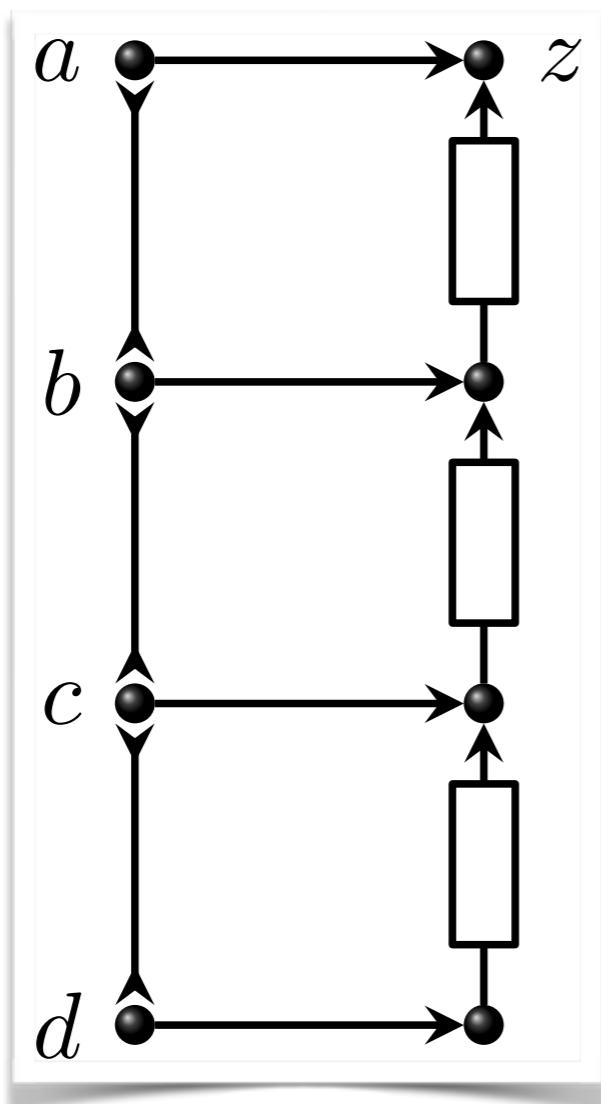
Synchronising barrier
data flows “a” \rightarrow “b”
IFF
data flows “c” \rightarrow “d”



Alternator

data flows from “a”
and from “b” to “z”,
alternating (+ extra
synch constraints)

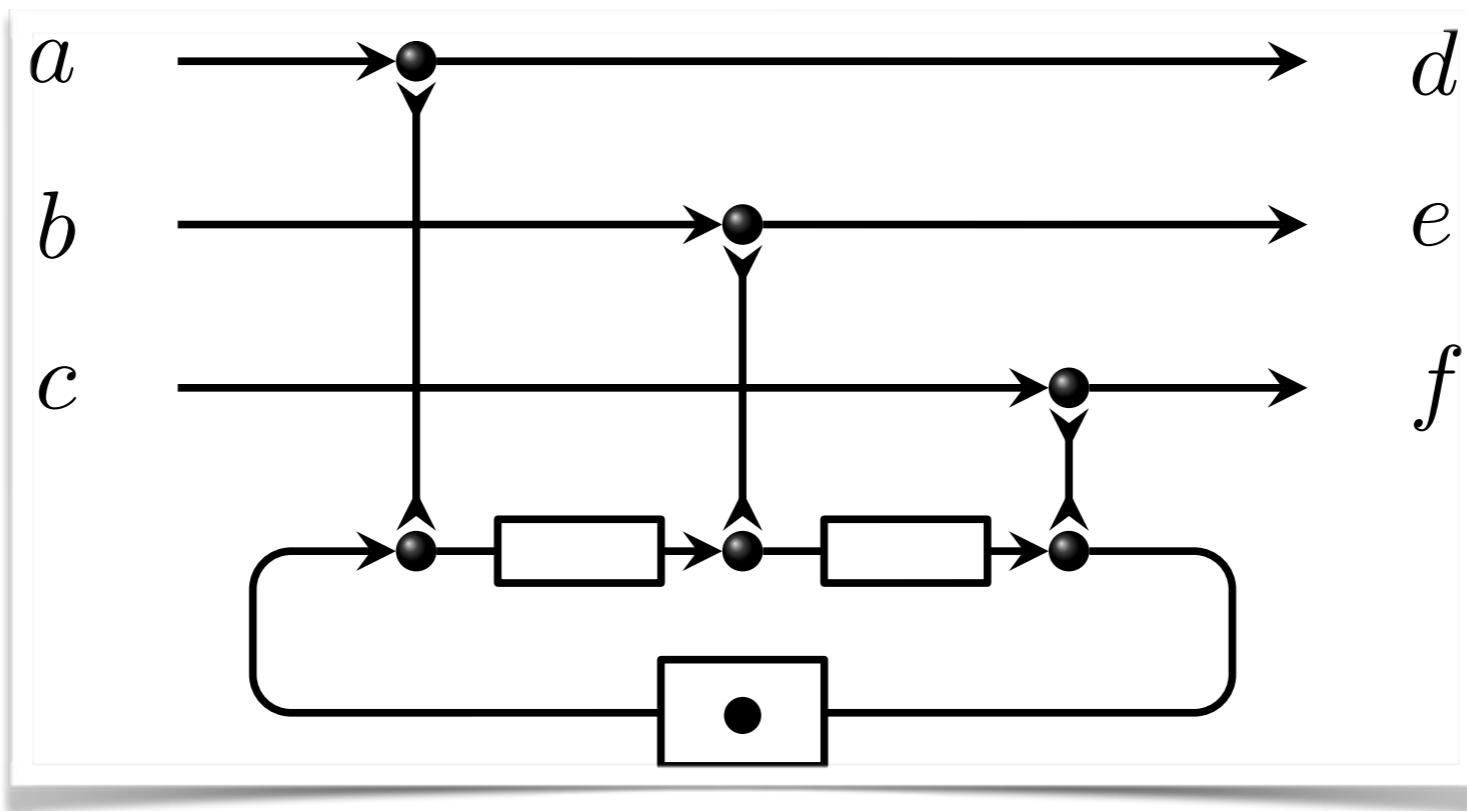
Examples III



N-Alternator

data flows from “*a*”, “*b*”, “*c*”, and “*d*” to “*z*”, alternating (+ extra synch constraints)

Examples IV



Sequencer

Data flows from "a" to "d", "b" to "e",
and "c" to "f" alternating.

Can you prove?

colourings and port automata provide equivalent semantics

$$\mathcal{A}(C_1) = (Q_1, \mathcal{N}_1, \rightarrow_1, \textcolor{red}{q_{0,1}})$$

$\mathcal{CT}(C)$ – colouring table of C

$$\mathcal{A}(C_2) = (Q_2, \mathcal{N}_2, \rightarrow_2, \textcolor{red}{q_{0,2}})$$

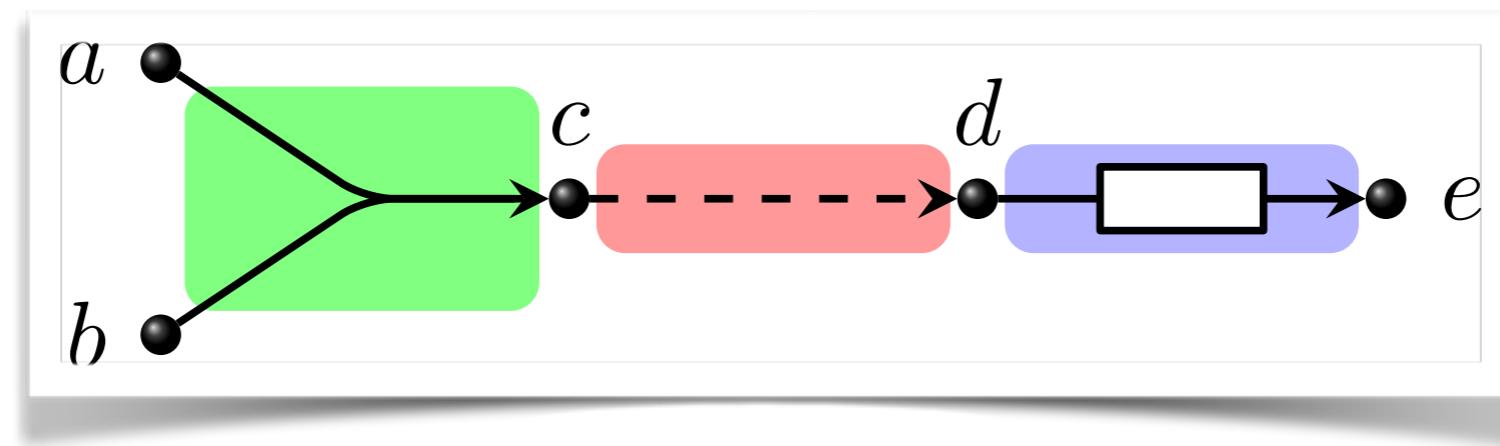
$col(q \xrightarrow{P} q')$ – colouring associated
to a transition

$$(\langle \textcolor{red}{q_{0,1}}, q_{0,2} \rangle \xrightarrow{P} \langle q_1, q_2 \rangle) \in \mathcal{A}(C_1) \bowtie \mathcal{A}(C_2)$$

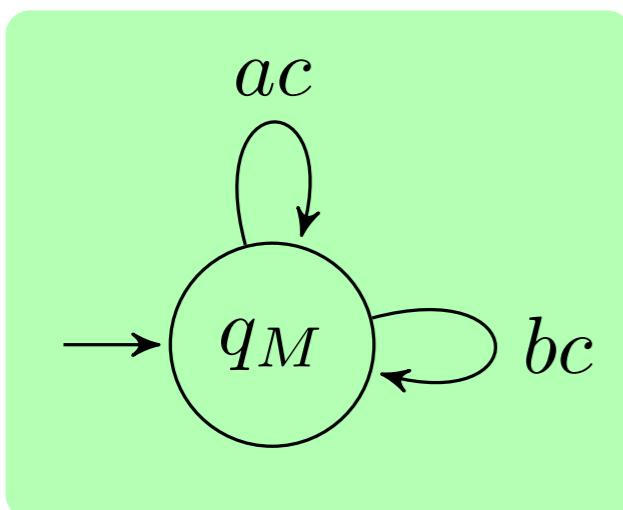
\Rightarrow

$$col(\langle \textcolor{red}{q_{0,1}}, q_{0,2} \rangle \xrightarrow{P} \langle q_1, q_2 \rangle) \in \mathcal{CT}(C_1) \bowtie \mathcal{CT}(C_2)$$

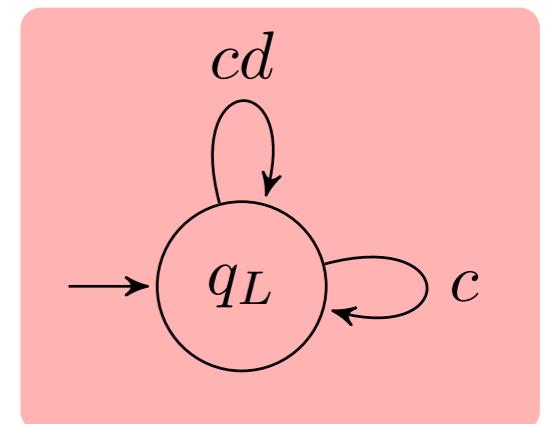
Reo in mCRL2



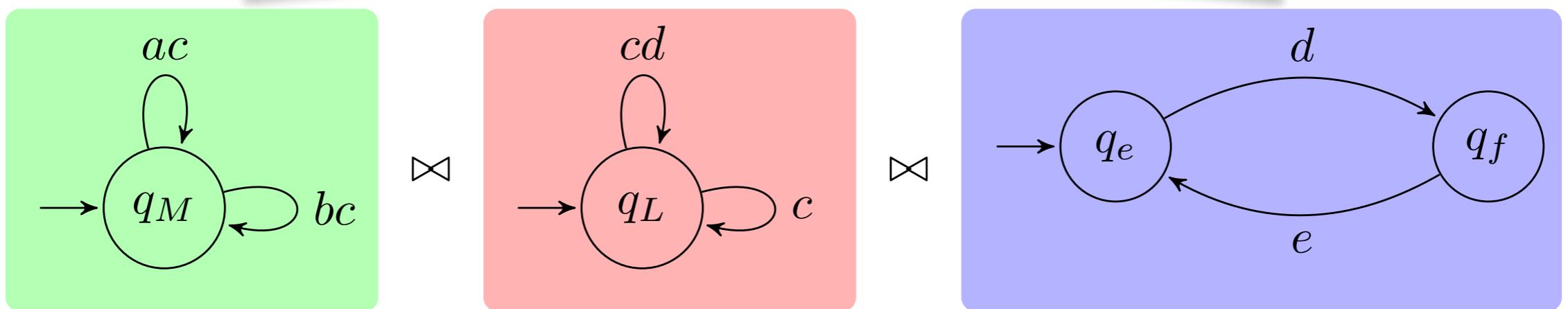
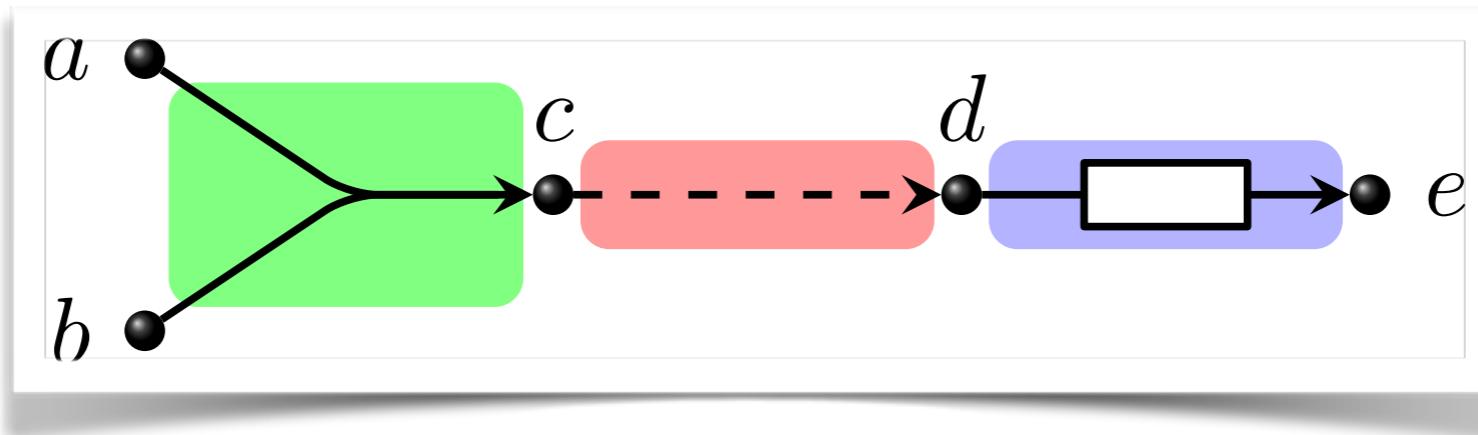
Lossy = ($c|d + c$).Lossy



Merger = ($a|c + b|c$).Merger



Reo in mCRL2



Conn = hide($\{c, d\}$,
block($\{c_1, c_2, d_1, d_2\}$,
comm($\{c_1||c_2 \rightarrow c, d_1||d_2 \rightarrow d\}$,
Merger || Lossy || FIFO1)))

Constraint Automata

Automata labelled by

- a **data constraint** which represents a set of data assignments to port names

$$g ::= \text{true} \mid d_A = v \mid g_1 \vee g_2 \mid \neg g$$

Note: other constraints, such as

$$d_A = d_B \stackrel{\text{abv}}{=} \vee_{d \in Data}(d_A = d \wedge d_B = d)$$

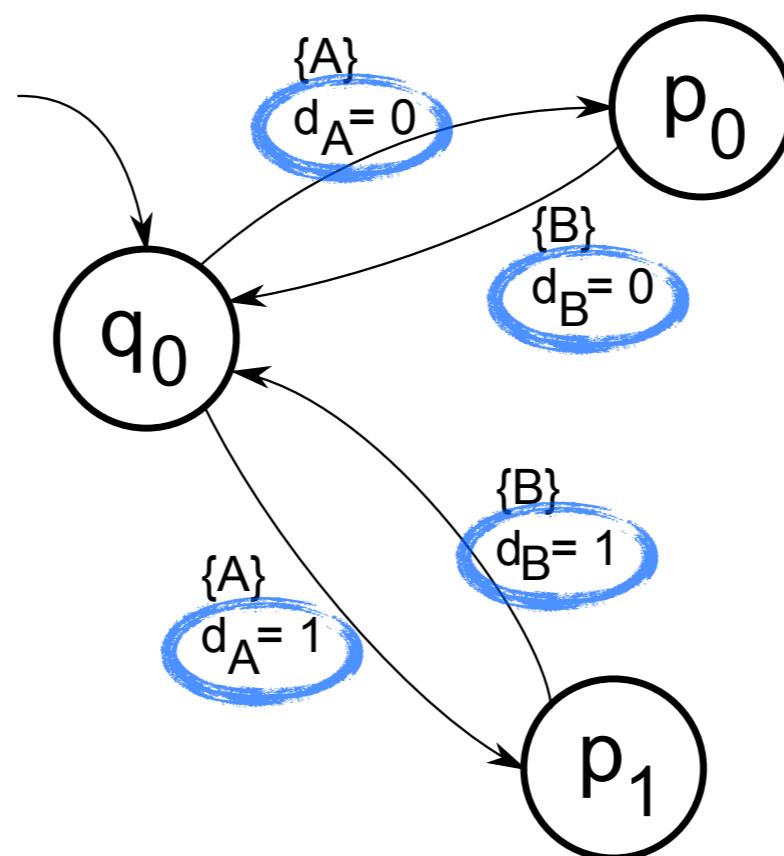
are derived.

- a **name set** which represents the set of port names at which IO can occur

States represent the configurations of the corresponding connector, while transitions encode its maximally-parallel stepwise behaviour.

Constraint Automata

Example: FIFOI



Constraint Automata - Definition

$$\mathcal{A} = (\mathcal{Q}, \mathcal{N}, \rightarrow, \mathcal{Q}_0)$$

\mathcal{Q}

set of states

\mathcal{N}

a set of ports \mathcal{N}

$\mathcal{Q}_0 \subseteq \mathcal{Q}$

a set of initial states

$\rightarrow \subseteq \mathcal{Q} \times 2^{\mathcal{N}} \times DC$

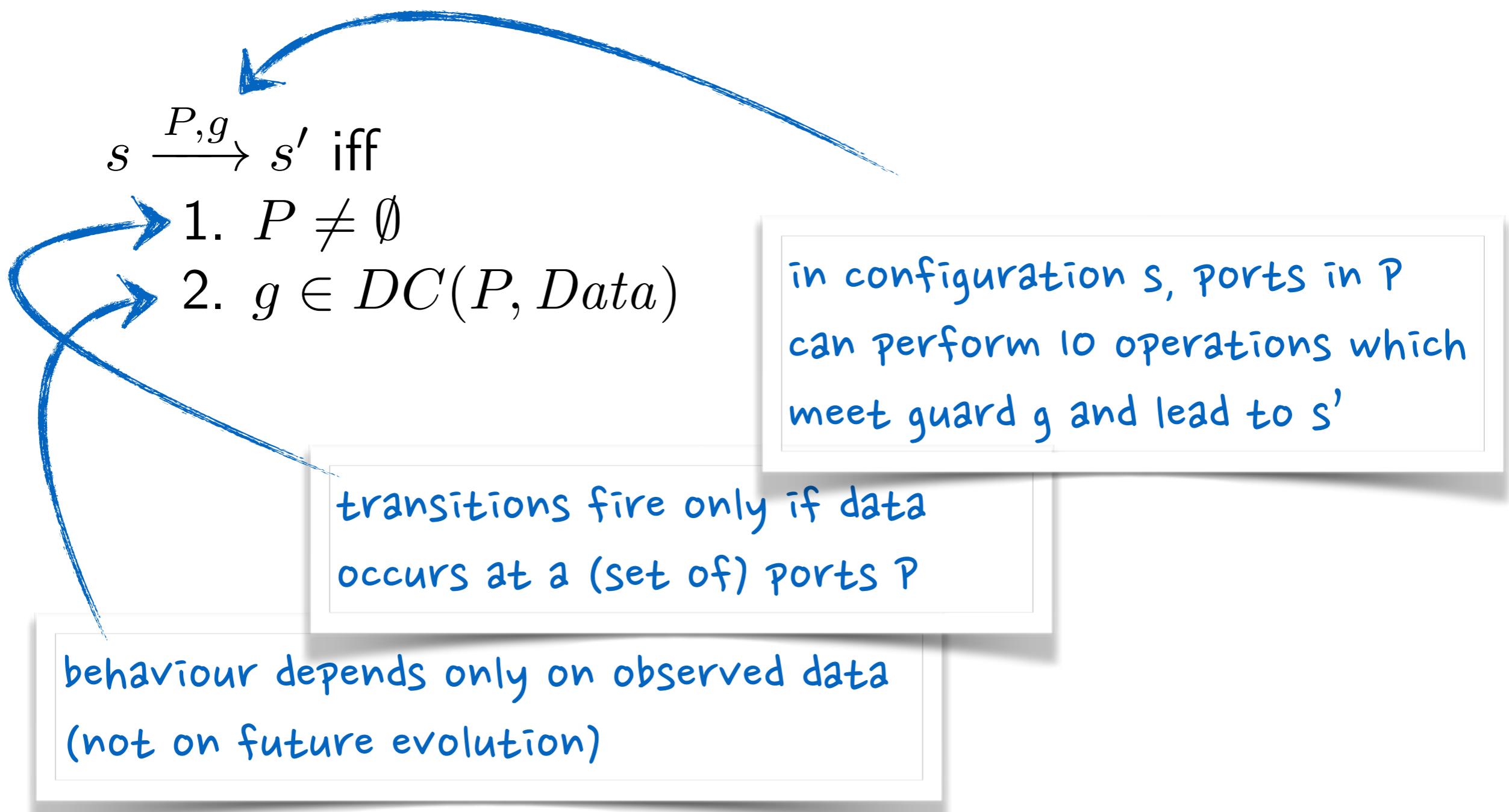
a transition relation such that $\xrightarrow{P,g}$ iff

1. $P \neq \emptyset$

2. $g \in DC(P, Data)$

($DC(P, Data)$ is the set of data constraints over Data and P)

Constraint Automata - Definition

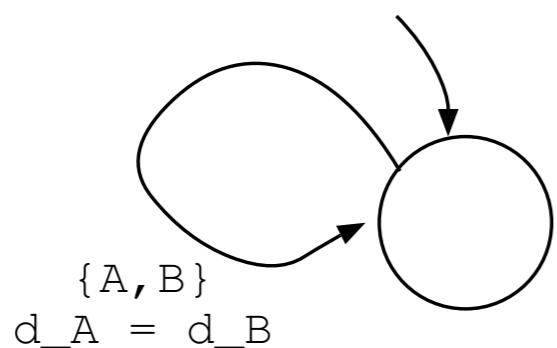


Constraint Automata as a semantics for Reo

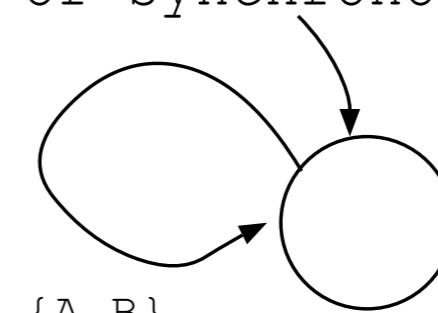
- cannot capture context-awareness [Baier, Sirjani, Arbab, Rutten 2006], but forms the basis for more elaborated models (eg, Reo automata)
- captures all behaviour alternatives of a connector; useful to generate a state-machine implementing the connector's behaviour
- basis for several tools, including the model checker Vereofy [Klappelholz, Baier 2007]

Constraint Automata - Reo connectors

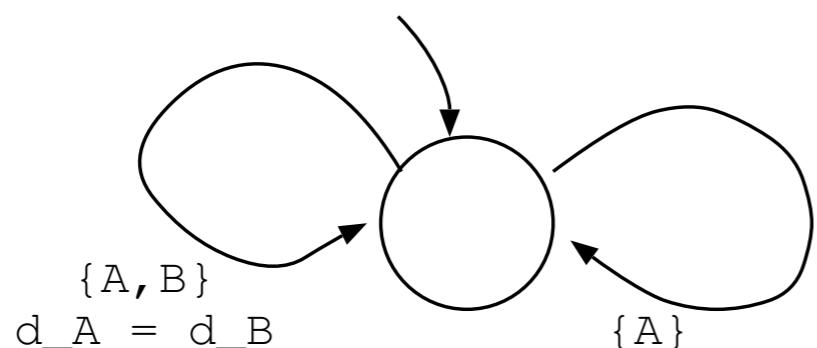
synchronous channel



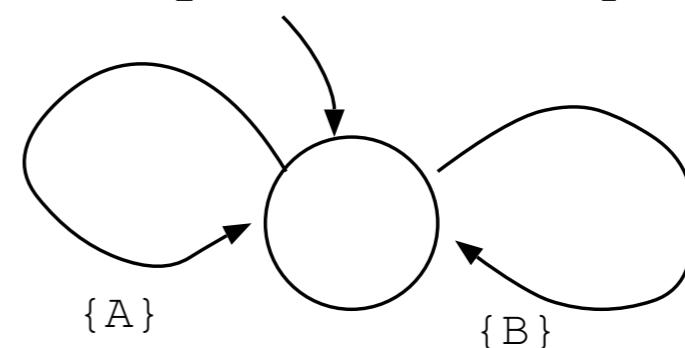
synchronous drain
or synchronous spout



lossy synchronous channel



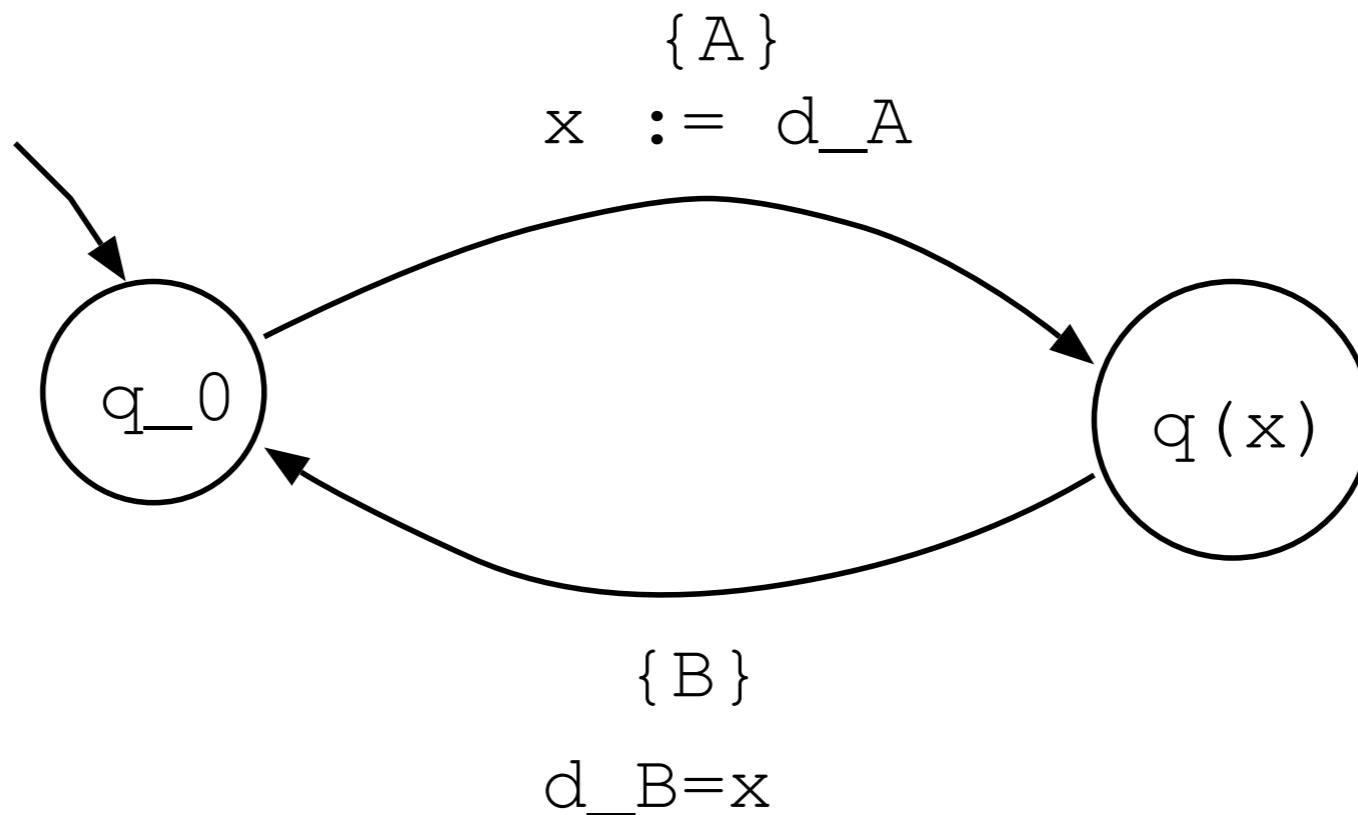
asynchronous drain
or asynchronous spout



Parameterised constraint automata

States are parametric on data values ... therefore capturing complex constraint automata emerging from data-dependencies

Example: 1 bounded FIFO



Composing constraint automata

Definition 4.1 [Product-automaton] The product-automaton of the two constraint automata $\mathcal{A}_1 = (Q_1, \mathcal{Names}_1, \longrightarrow_1, Q_{0,1})$ and $\mathcal{A}_2 = (Q_2, \mathcal{Names}_2, \longrightarrow_2, Q_{0,2})$, is:

$$\mathcal{A}_1 \bowtie \mathcal{A}_2 = (Q_1 \times Q_2, \mathcal{Names}_1 \cup \mathcal{Names}_2, \longrightarrow, Q_{0,1} \times Q_{0,2})$$

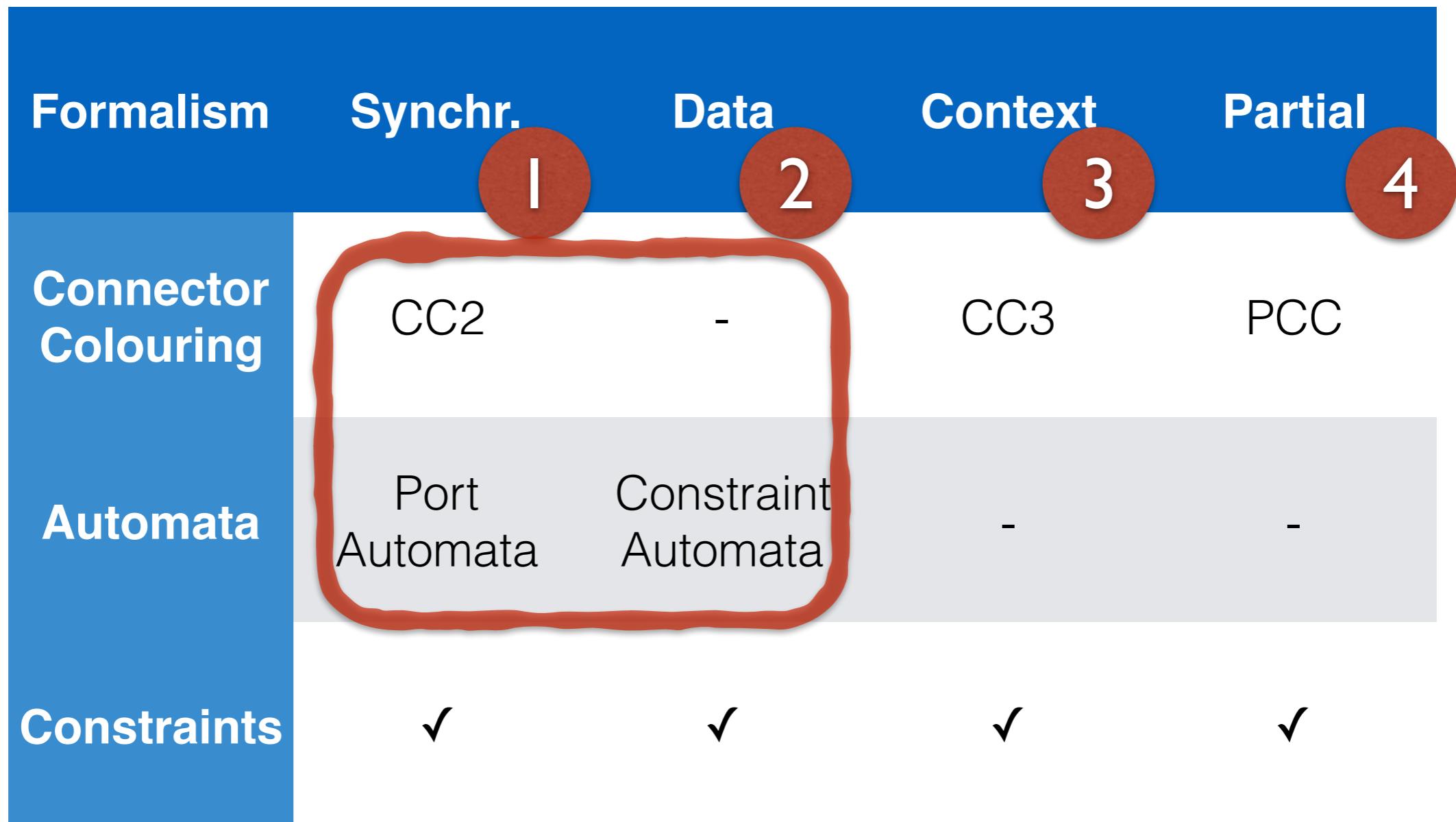
where \longrightarrow is defined by the following rules:

$$\frac{q_1 \xrightarrow{N_1, g_1} p_1, \quad q_2 \xrightarrow{N_2, g_2} p_2, \quad N_1 \cap \mathcal{Names}_2 = N_2 \cap \mathcal{Names}_1}{\langle q_1, q_2 \rangle \xrightarrow{N_1 \cup N_2, g_1 \wedge g_2} \langle p_1, p_2 \rangle}$$

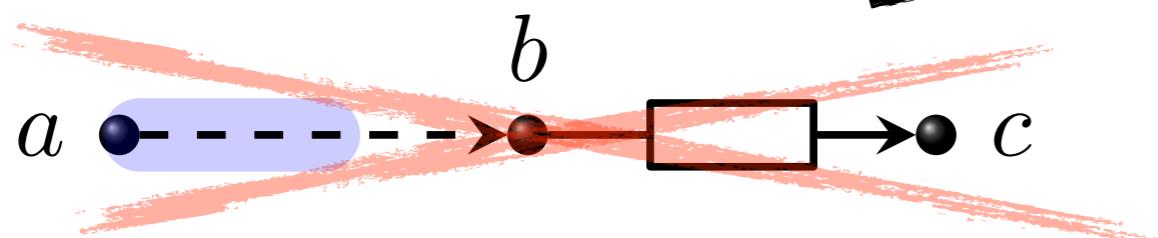
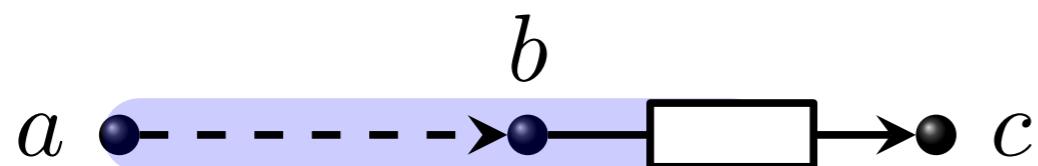
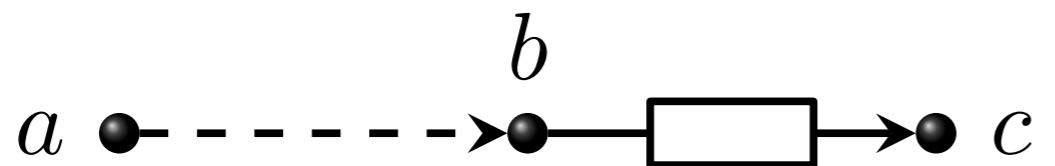
and

$$\frac{q_1 \xrightarrow{N, g} p_1, \quad N \cap \mathcal{Names}_2 = \emptyset}{\langle q_1, q_2 \rangle \xrightarrow{N, g} \langle p_1, q_2 \rangle}$$

You are here

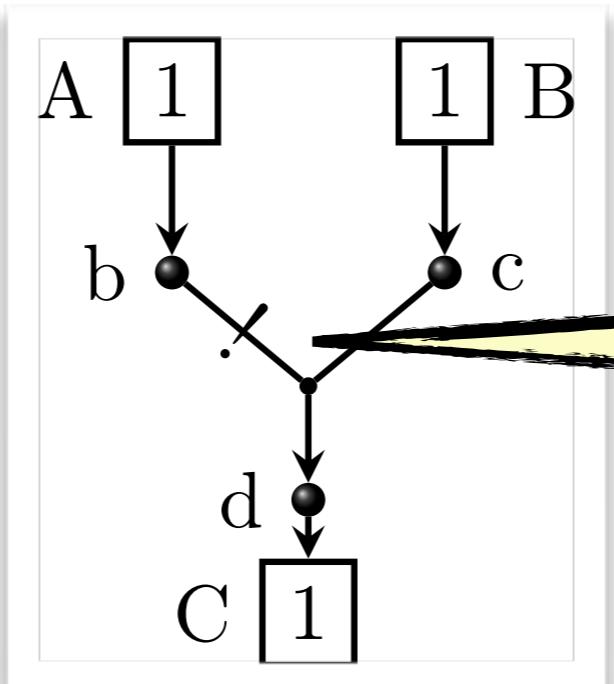


2 reasons for context

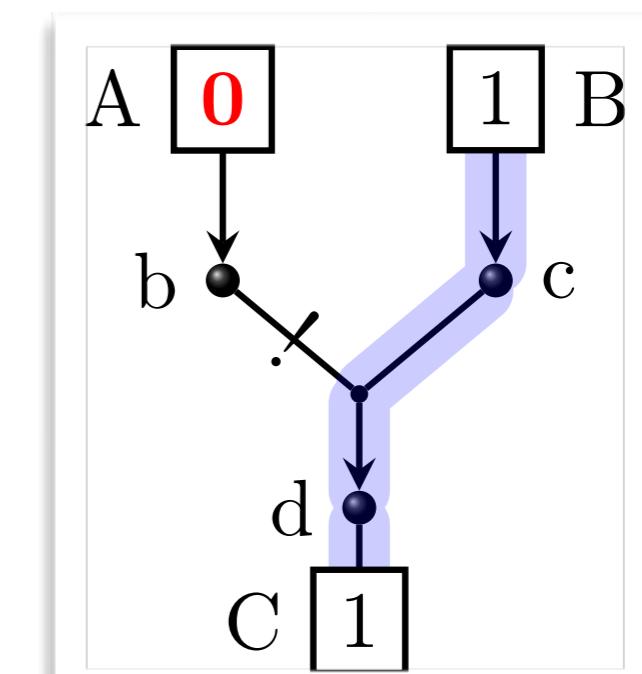
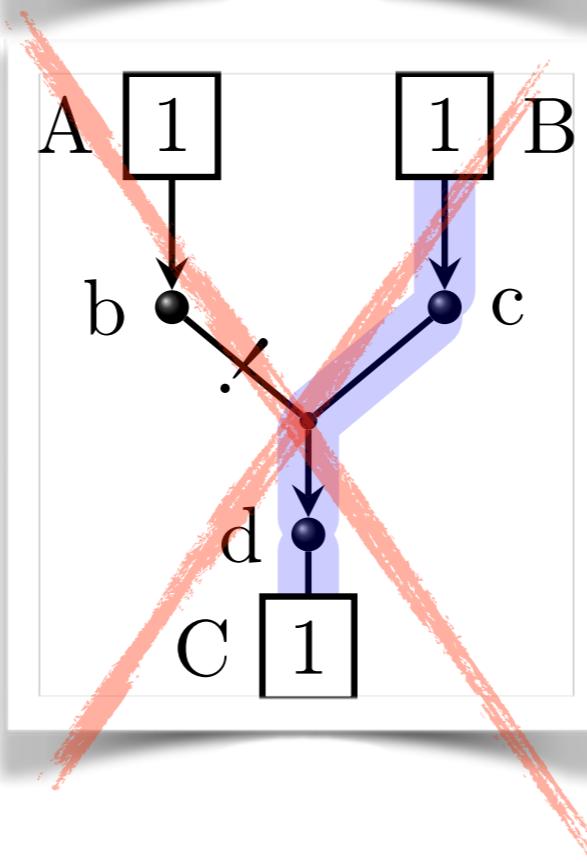
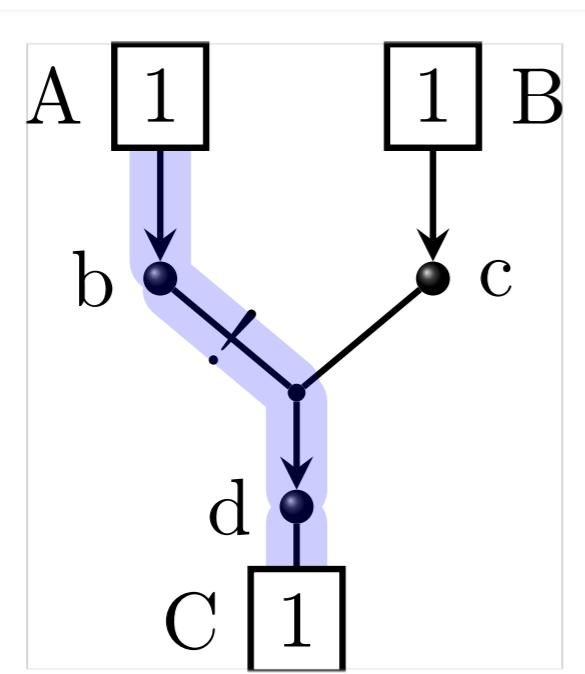


1 - avoid data loss
when the **context**
(FIFO) can receive
the data.

2 reasons for context



2 - give **priority**
based on the
context (writer)

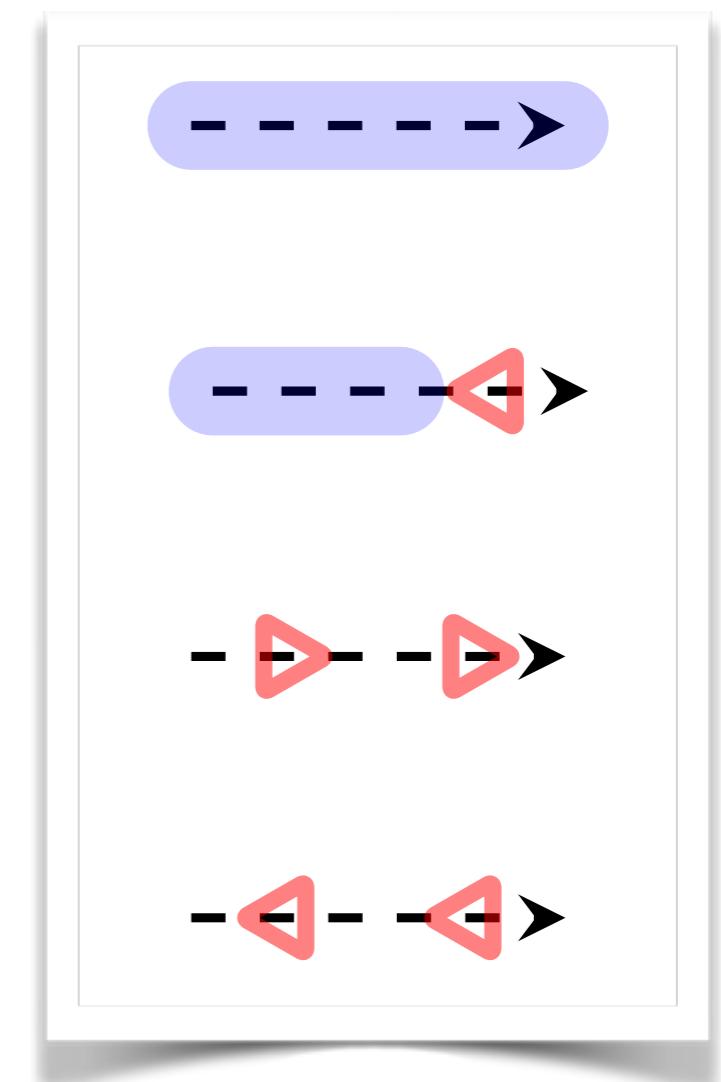
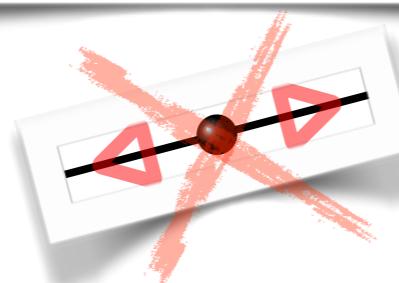
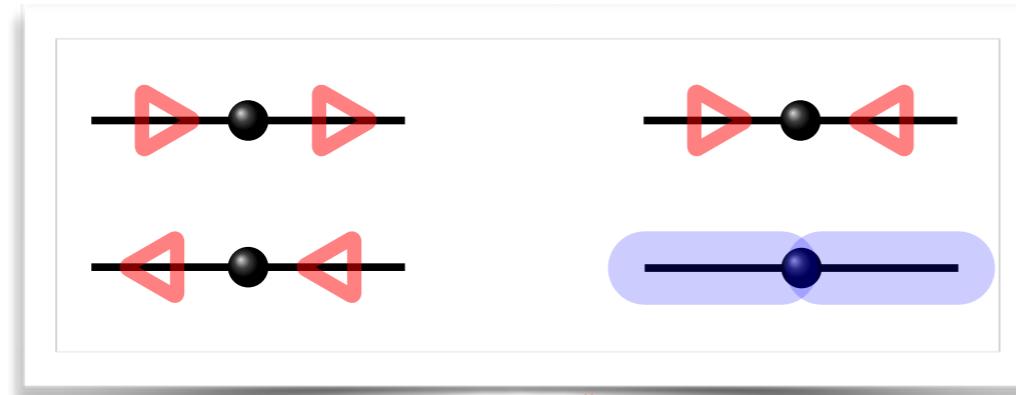


Context = 3 colours

- *Colouring:*

End → {Flow, GiveReason, GetReason}

- *Composition* = matching colours:



Context = 3 colours

- *Color*: $\text{End} = \{e_1, \dots, e_n\} \cup \{\overline{e_1}, \dots, \overline{e_n}\}$

$\text{End} \rightarrow \{\text{Flow}, \text{GiveReason}, \text{GetReason}\}$



- *Composition* = matching colours:



$$CT_1 \bowtie CT_2 =$$

$$\{cl_1 \bowtie cl_2 \mid cl_1 \in CT_1, cl_2 \in CT_2, cl_1 \frown cl_2\}$$

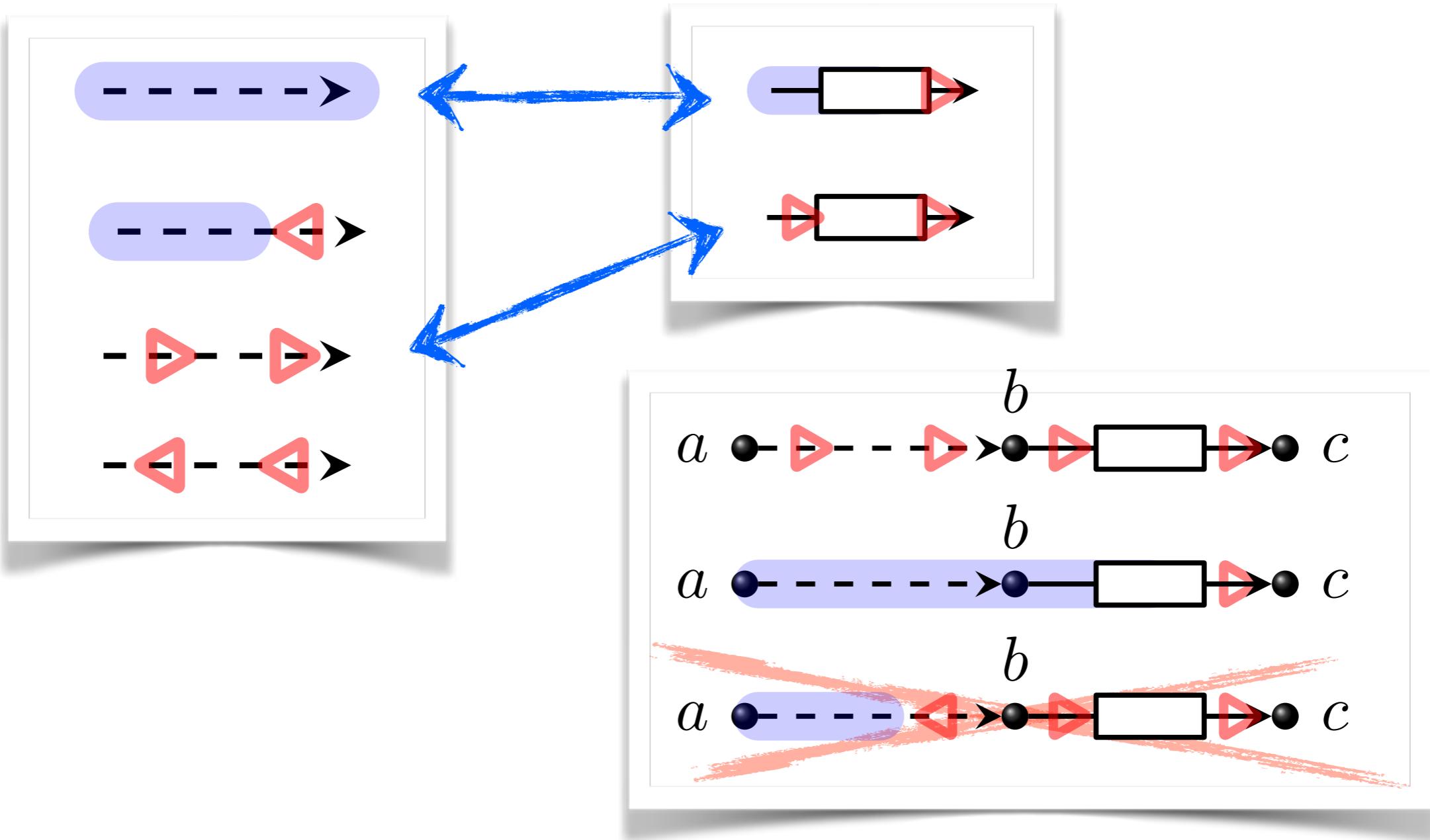
$$cl_1 \frown cl_2 = \forall e_1 \in \text{dom}(cl_1) \cdot \forall e_2 \in \text{dom}(cl_2) \cdot$$

$$e_1 = \bar{e}_2 \Rightarrow$$

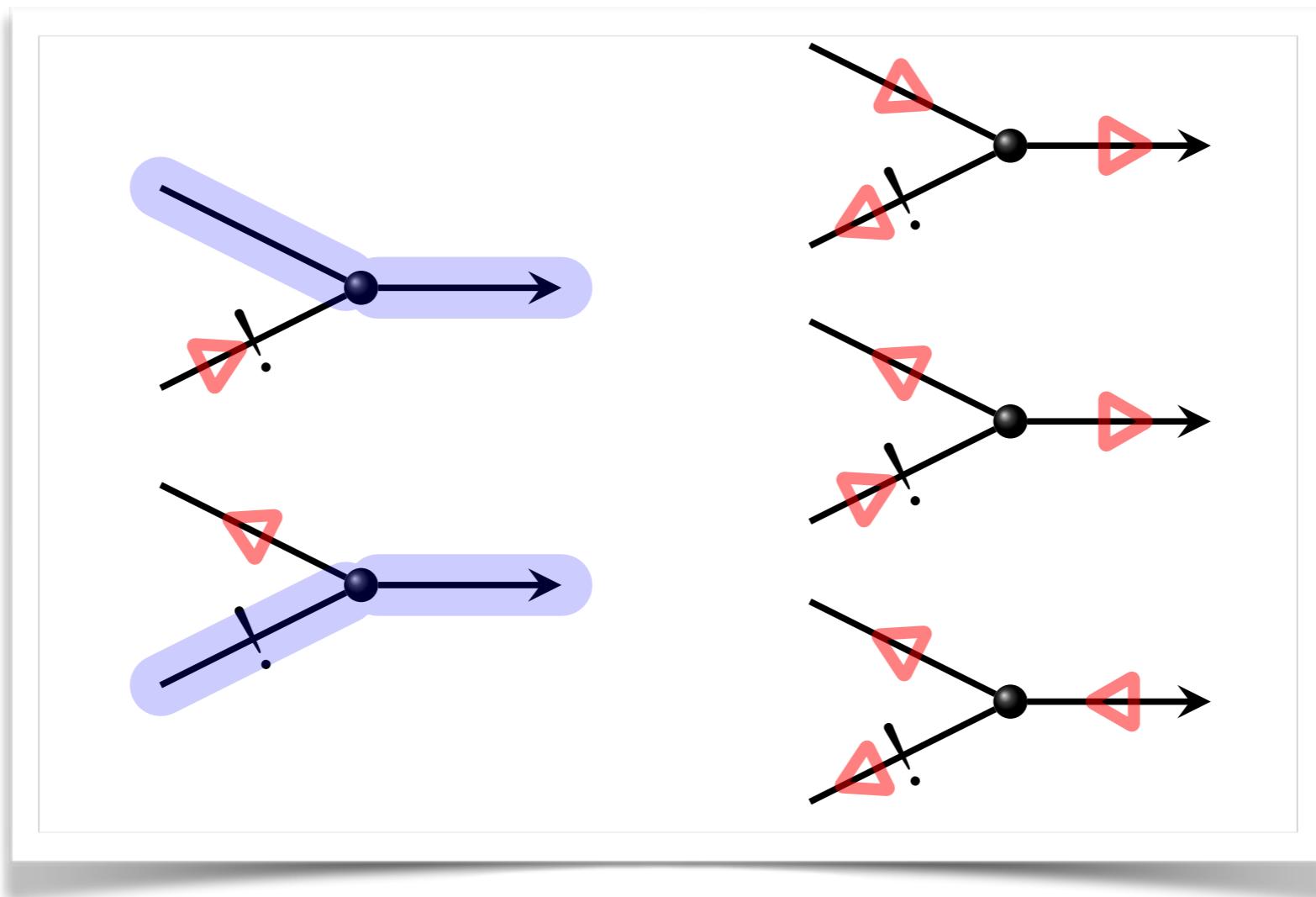
$$(cl_1(e), cl_2(e)) \in \{(\triangleright, \triangleright), (\triangleleft, \triangleleft), (\triangleright, \triangleleft), (\triangleleft, \triangleright)\}$$

$$cl_1 \bowtie cl_2 = cl_1 \cup cl_2$$

Composition



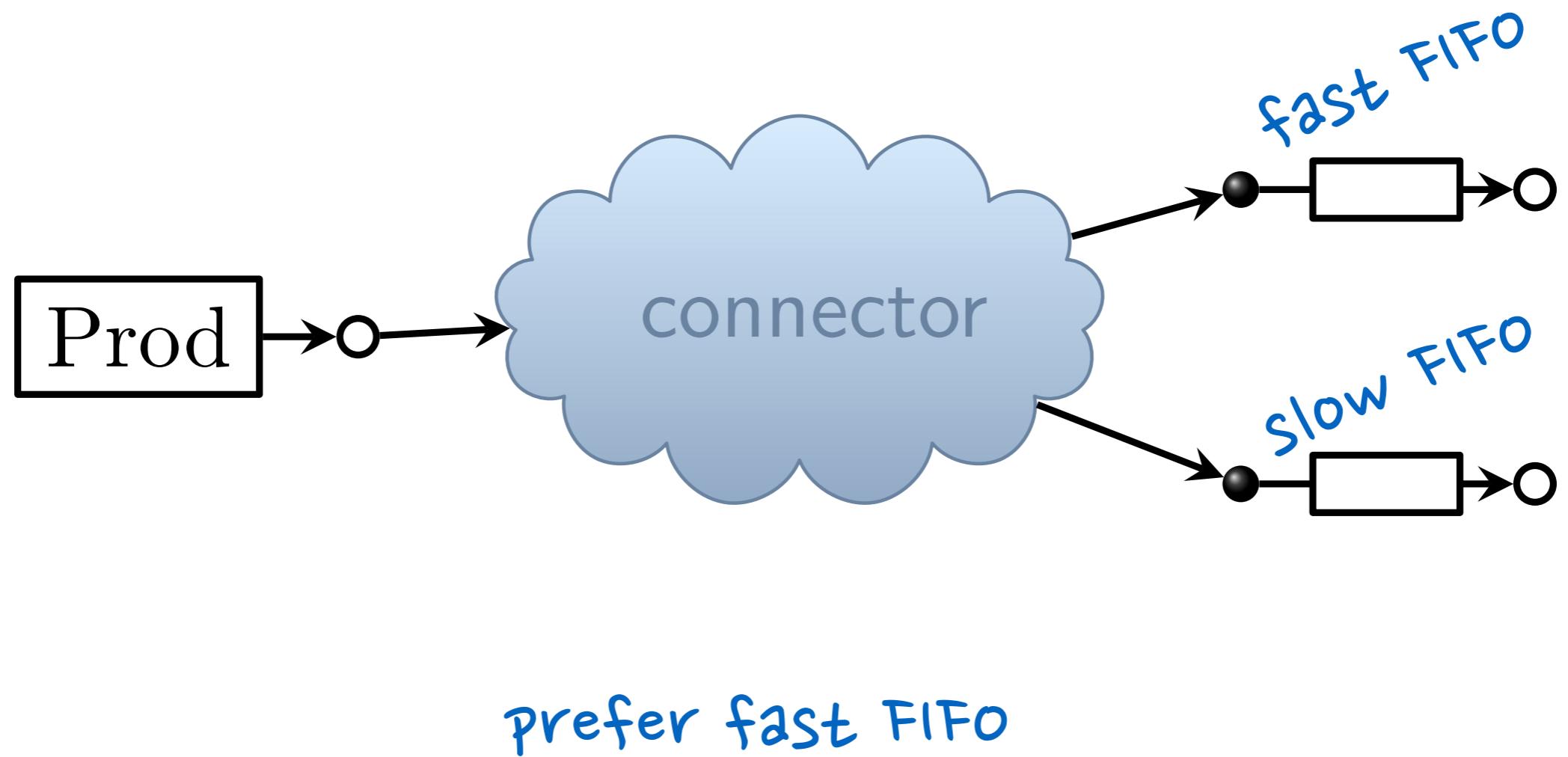
Priority with 3 colours



Connector colouring 3

- **Compositional** – composition operation is associative, commutative, and does not require post-processing.
- Reasons for the absence of flow are **propagated**.
- Expresses **priority**.
- 2 colours \Leftrightarrow constraint automata (without data)
- 3 colours: + expressive (\Leftrightarrow intentional automata)

Build a connector



Outline

1. Visual semantics for Reo

▶ Connector colouring (CC)¹

2. Locality (concurrency)

▶ Partial connector colouring (PCC)²

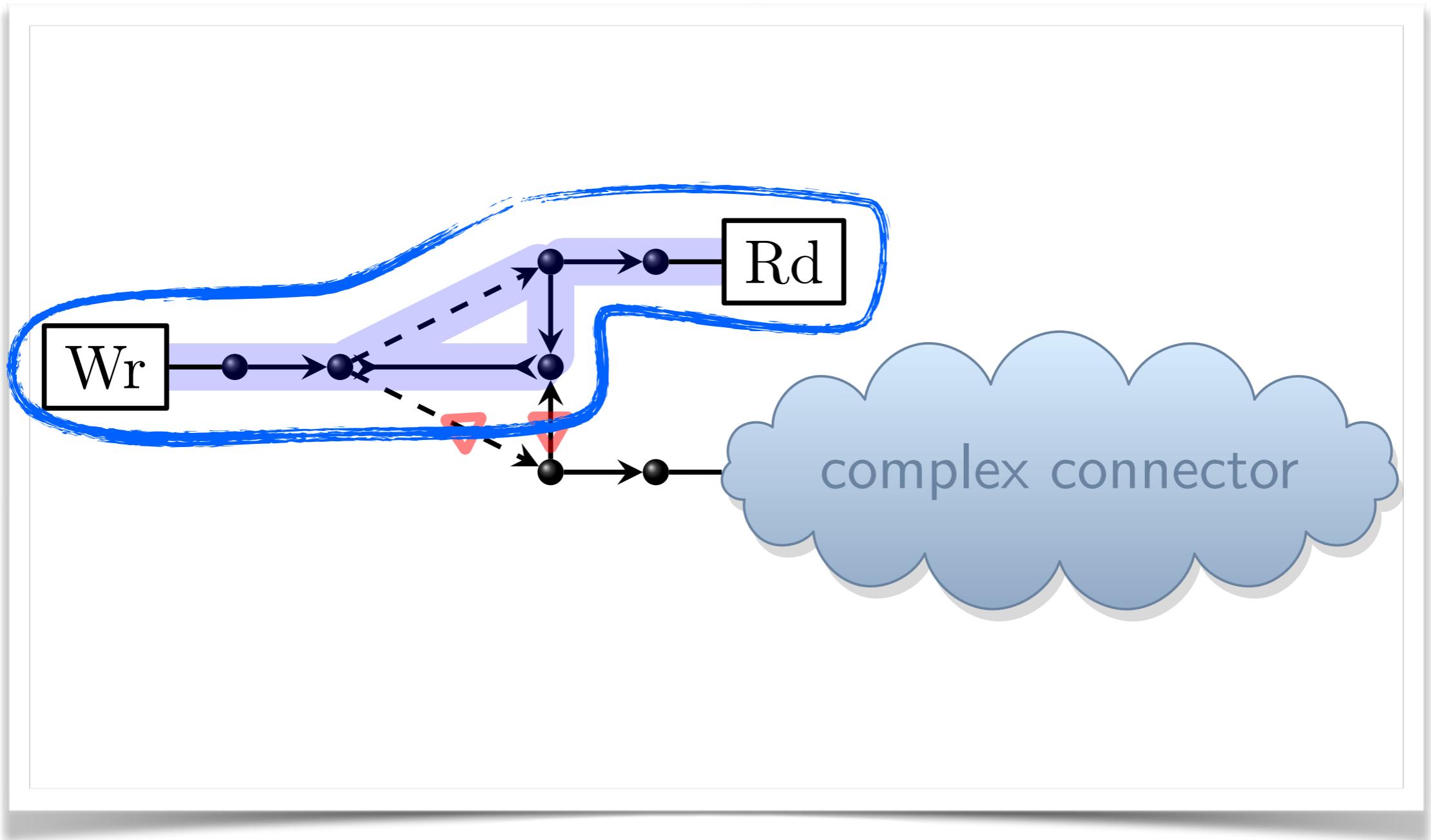
3. Constraints

▶ SAT solving with data for Reo³

¹ Dave Clarke, David Costa, and Farhad Arbab. Connector colouring I: Synchronisation and context dependency

² Dave Clarke and José Proença. Partial connector colouring

³ Dave Clarke, José Proença, Alexander Lazovik, and Farhad Arbab, Channel-based coordination via constraint satisfaction
José Proença, Dave Clarke, Interactive interaction constraints



Locality (concurrency)

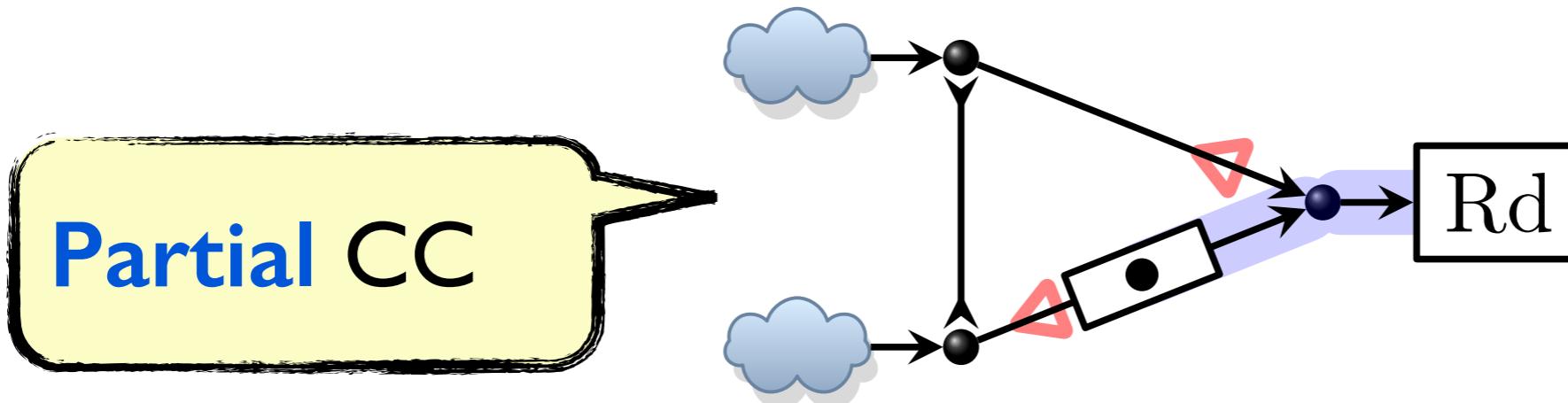
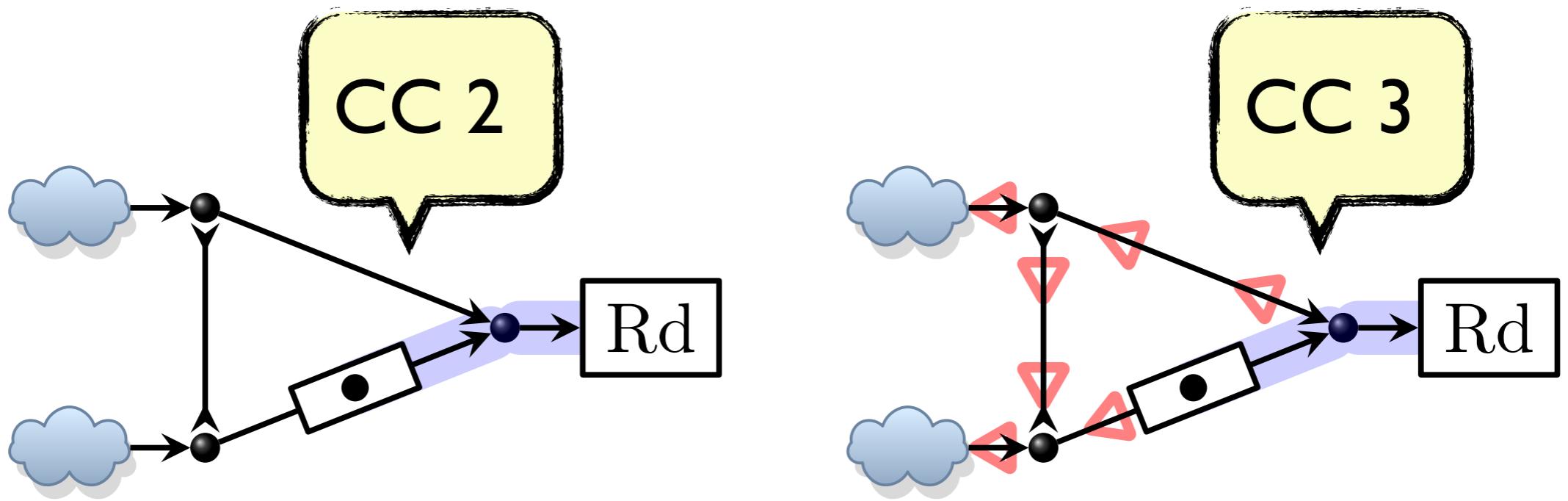
Motivation

- Connector colouring is not optimal for **distributed** systems.
- **All-or-nothing** – all channels are needed to decide where data goes.
- Need to identify **local flows** that are not composed with the full connector.
- Model **context** dependency

Problems

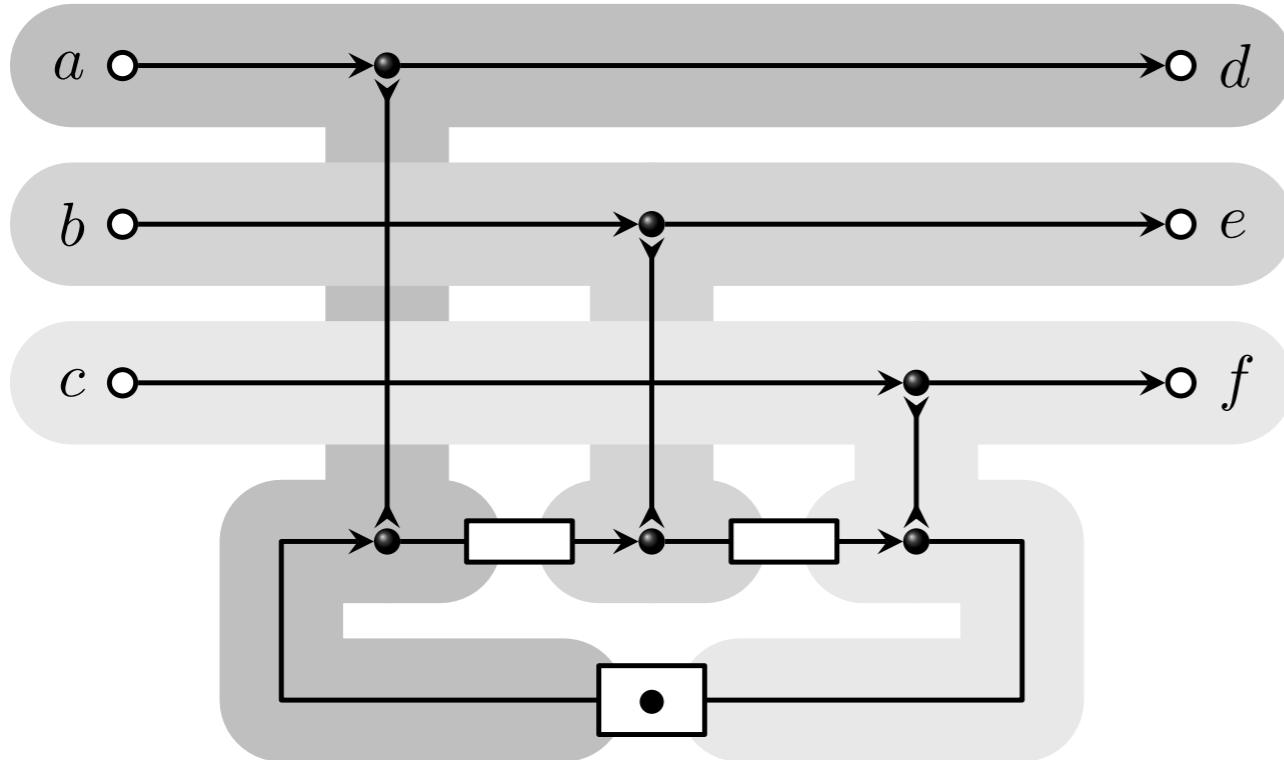
- 2 colours (or constraint automata):
 - ▶ **assume** primitives can make a *no-flow* step
- 3 colours:
 - ▶ **cannot assume** primitives have a no-flow colour – which direction would it be?
 - ▶ **Idea?**: add another no-flow colour, without direction, and assume all primitives have it...

Example



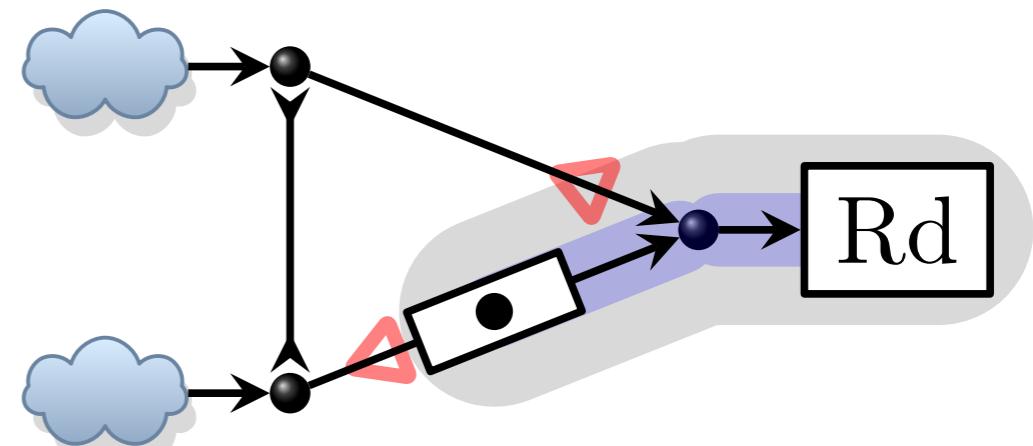
Partial CC

Synchronous regions



Static regions:
boundaries
=
FIFO's

Dynamic regions:
boundaries
=
GiveReason

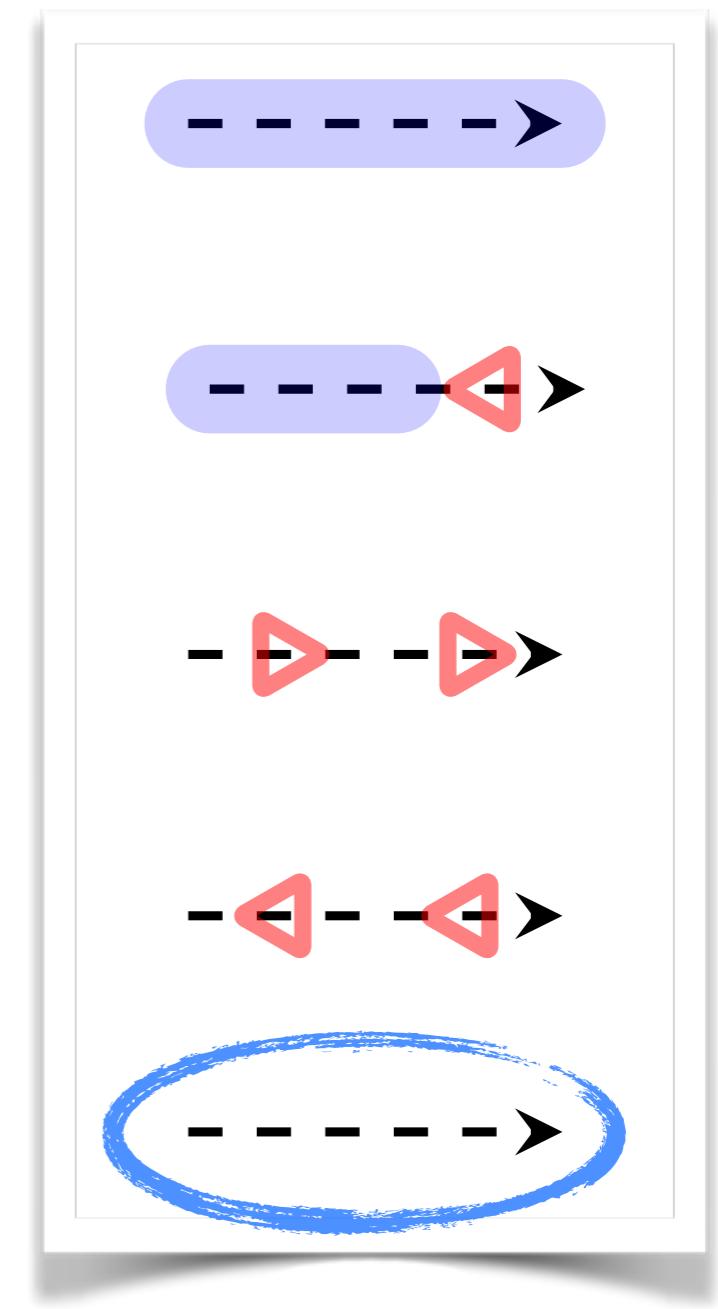
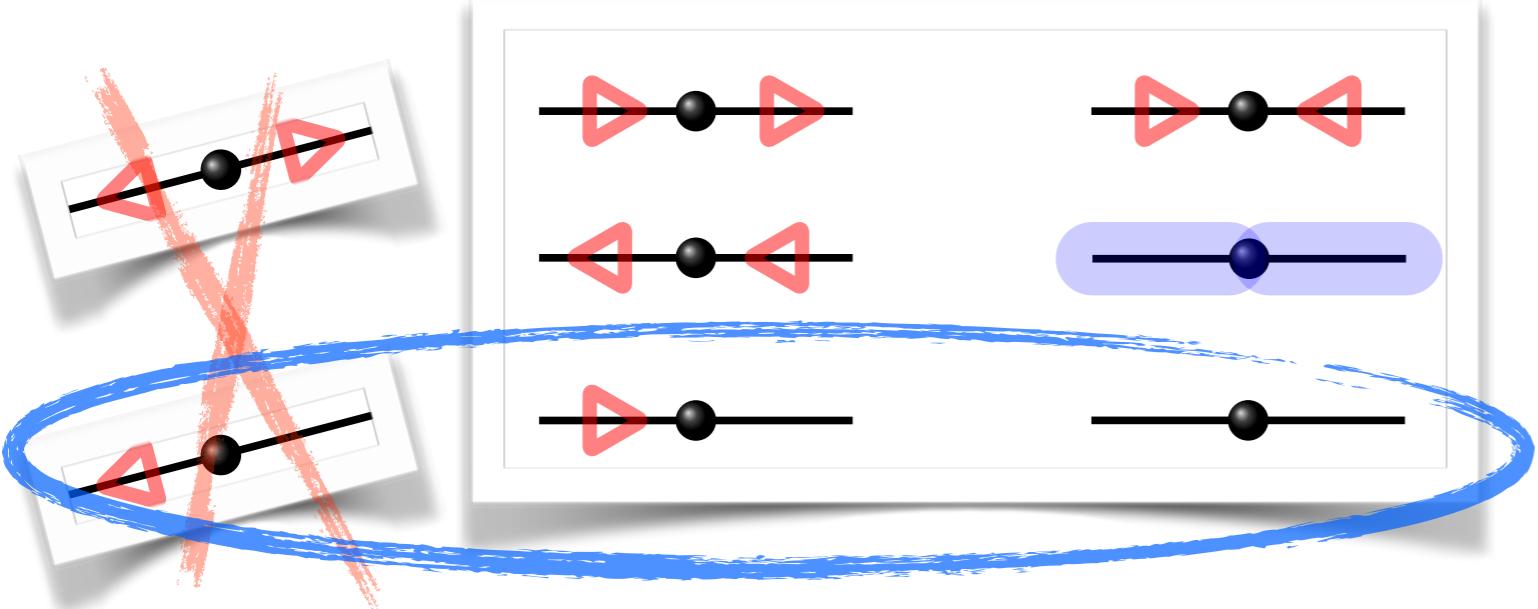


Partial connector colouring

- *Colouring:*

End → {Flow, GiveReason, GetReason}

- *Composition* = matching colours:



In practice

Shall I search now
for a colouring?

