

Choreographic Development of Message-Passing Applications

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In the next 90 minutes...

Prologue	An intuitive account
Act I	Some definitions
Act II	A tool
Act III	A little exercise
Epilogue	Work in progress

– Prologue –

[An intuitive account]

“Top-down”

Quoting W3C

“Using the Web Services Choreography specification, a **contract** containing a global definition of the common **ordering conditions** and **constraints** under which **messages** are exchanged, is produced that describes, from a **global viewpoint** [...] observable behaviour of all the parties involved. Each **party** can then use the global definition to **build and test solutions that conform to it**. The global specification is in turn **realised by combination of** the resulting **local systems** [...]”

Synchrony

Choreography G
global viewpoint

Asynchrony

M_1
Local viewpoint₁

M_i
Local viewpoint _{i}

M_n
Local viewpoint _{n}

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spec, no code

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Choreography G
global viewpoint

Well-formedness

Asynchrony

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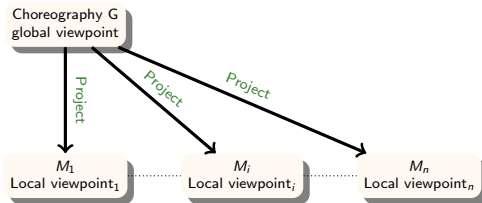
“Top-down” & “Bottom-up”

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Synchrony

Asynchrony



Well-formedness

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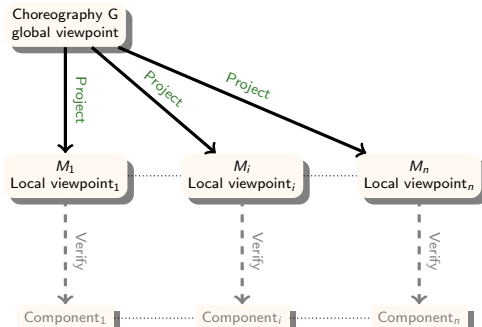
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Asynchrony

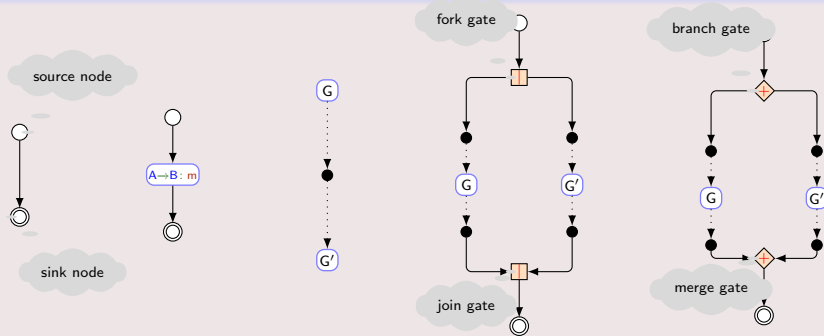


bottom-up

Extract from each component its local viewpoint, combine the local viewpoints in a choreography...if that makes sense [?]

Global views, intuitively

g-choreographies [?]

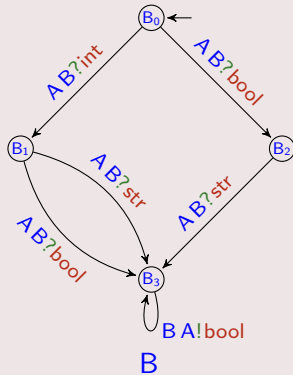
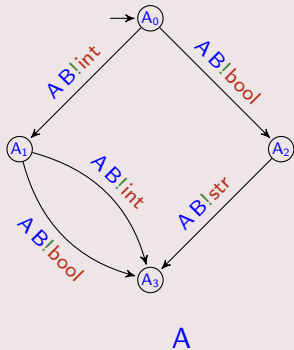


Pomset or (Event Structure^a)

^aSee Ugo de'Liguoro's talk @ ICE 2020

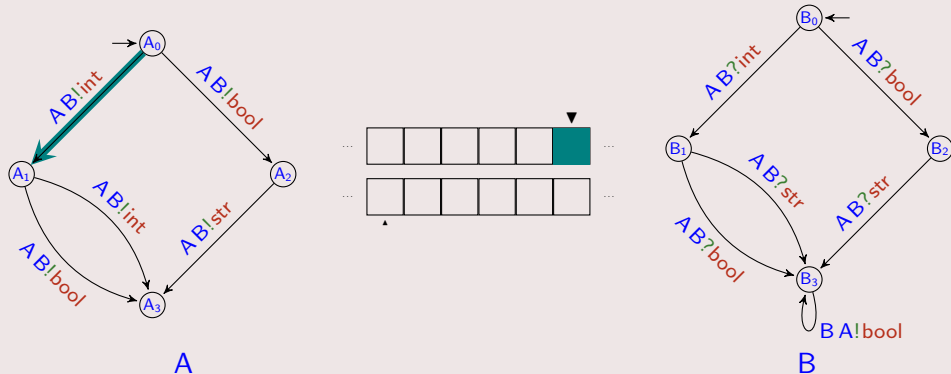
Local views, intuitively

Communicating systems [?]



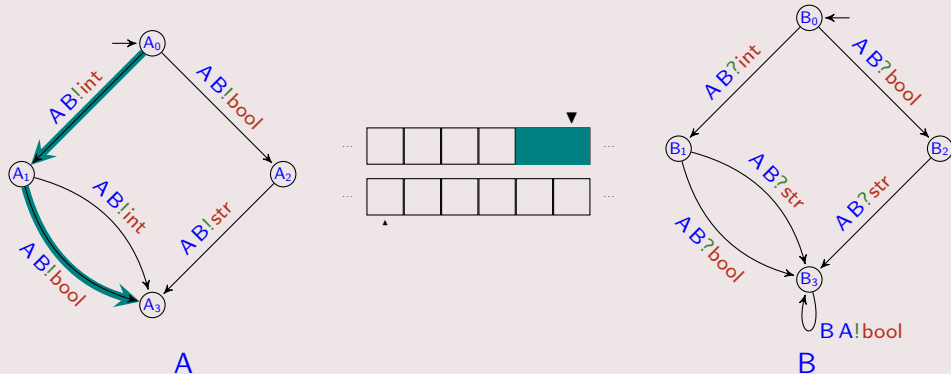
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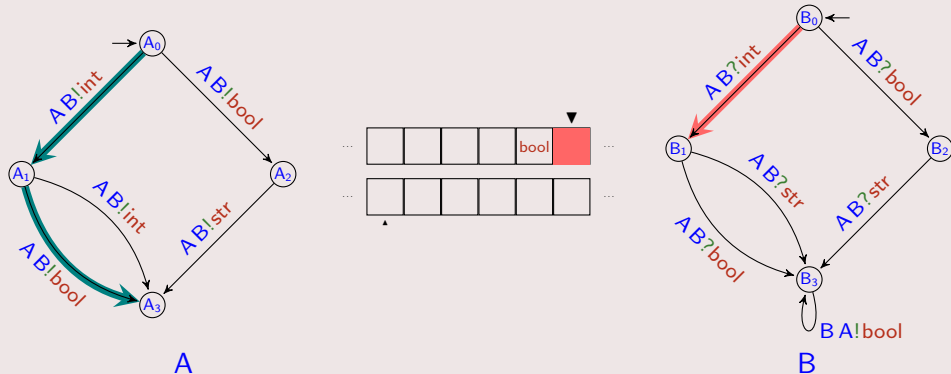
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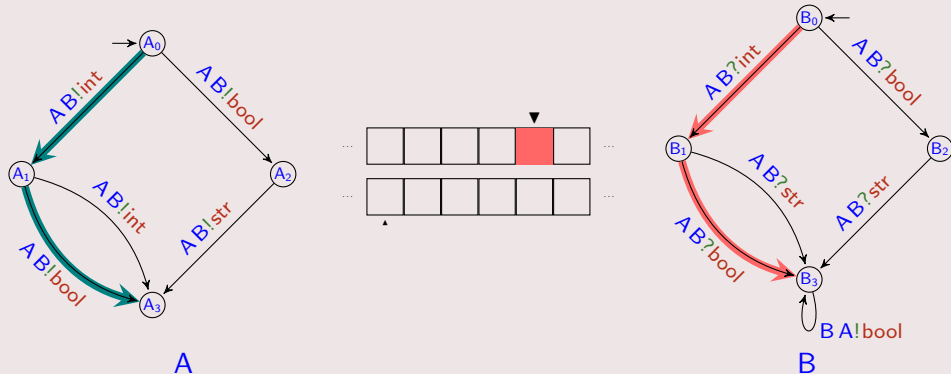
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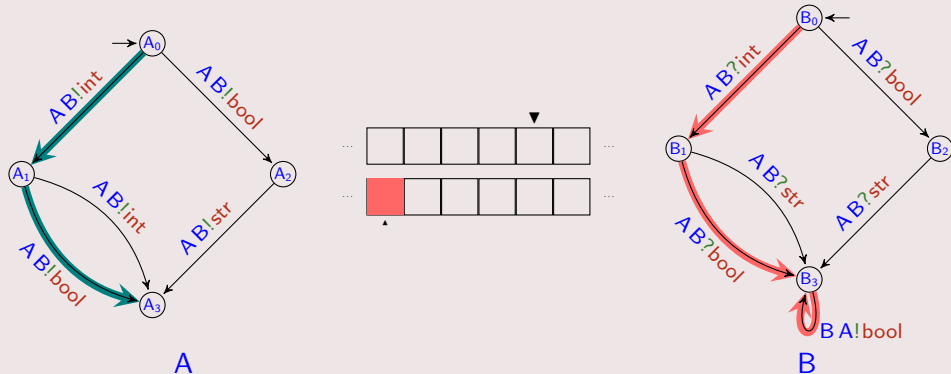
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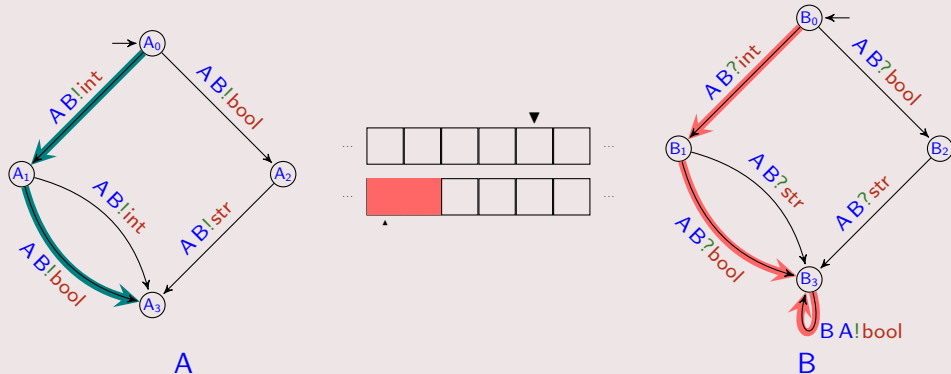
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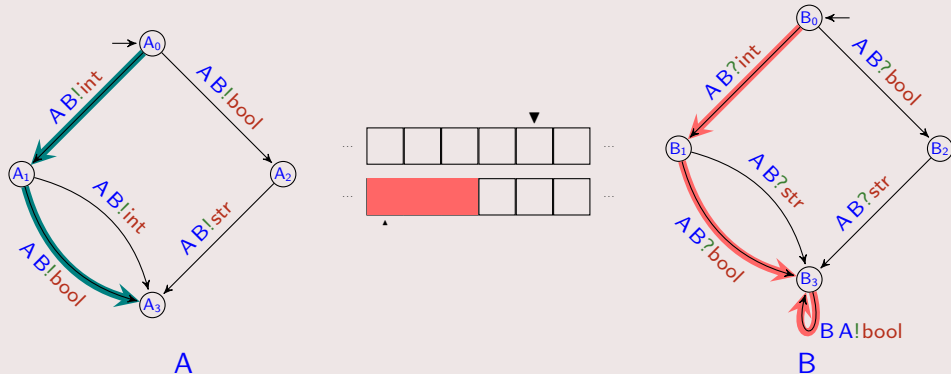
Local views, intuitively

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Local views, intuitively

Communicating systems [?]



Well-formedness, intuitively

To G or not to G?

Ehm...in a distributed choice $G_1 + G_2 + \dots$

- there should be **one active** participant
- any non-active participant should be **passive** decides which branch to take in a choice

Well-formedness, intuitively

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Def. **A** is **active** when it **locally** decides which branch to take in a choice

Def. **B** is **passive** when

- either **B** behaves uniformly in **each branch**
- or **B** “unambiguously understands” which branch **A** opted for through the information received on each branch

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Well-branchedness

When the above holds true for each choice, the choreography is **well-branched**. This enables **correctness-by-design**.

Class test

Figure out the graphical structure of the following terms and for each of them say which one is well-branched

- $G_1 = A \rightarrow B: \text{int} + A \rightarrow B: \text{str}$
- $G_2 = A \rightarrow B: \text{int} + \odot$
- $G_3 = A \rightarrow B: \text{int} + A \rightarrow C: \text{str}$
- $G_4 = \left(\begin{array}{c} A \rightarrow C: \text{int}; A \rightarrow B: \text{bool} \\ + \\ A \rightarrow C: \text{str}; A \rightarrow C: \text{bool}; A \rightarrow B: \text{bool} \end{array} \right)$

– Act I –

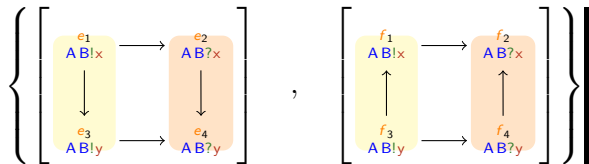
[Choreographies, more precisely]

Syntax of g-choreographies

G	$::=$	(o)	empty
		$A \rightarrow B : m$	interaction
		$G \mid G$	fork
		$\text{sel } \{G + \dots + G\}$	choice
		$G; G$	sequential
		$\text{repeat } G$	iteration

Partially-ordered multisets [?]

Isomorphism class of labelled partially-ordered sets



- specify legit executions
- sets of alternative executions

Language of a pomset

- $e_1 e_2 e_3 e_4 \rightsquigarrow AB!x AB?x AB!y AB?y$
- $f_3 f_1 f_2 f_4 \rightsquigarrow AB!y AB!x AB?x AB!y$
- $e_1 e_3 e_2 e_4 \rightsquigarrow AB!x AB!y AB?x AB?y$



Pomset semantics

The semantics of a g-choreography G

The basic idea

- is a set of pomsets
- each pomset in the set corresponds to a branch of G
- is defined by induction on the structure of G

$$\llbracket (o) \rrbracket = \{\epsilon\}$$

$$\llbracket A \rightarrow B : m \rrbracket = \left\{ \llbracket A B ! m \longrightarrow A B ? m \rrbracket \right\}$$

$$\llbracket \text{repeat } G \rrbracket = \llbracket G \rrbracket$$

$$\llbracket G \mid G' \rrbracket = \{ \text{par}(r, r') \mid (r, r') \in \llbracket G \rrbracket \times \llbracket G' \rrbracket \}$$

$$\llbracket G ; G' \rrbracket = \{ \text{seq}(r, r') \mid (r, r') \in \llbracket G \rrbracket \times \llbracket G' \rrbracket \}$$

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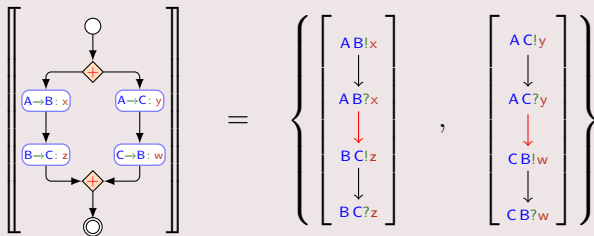
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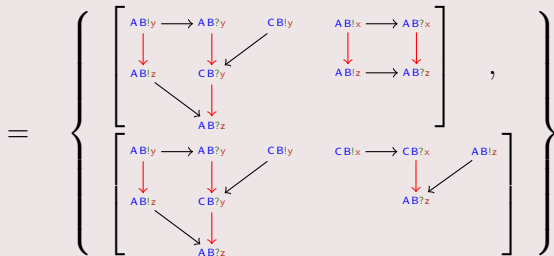
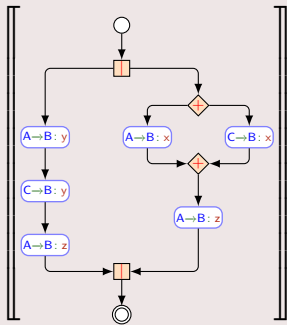
Some examples

Choice & Sequential



Some examples

Parallel & choice



Realisability

Put simply...

A set of pomsets R is *realizable* if there is a deadlock-free^a communicating system whose language is $\mathcal{L}(R)$.

^aA system S is *deadlock-free* if none of its reachable configurations s is a deadlock, that is $s \nrightarrow$ and either some buffers are not empty or some CFSMs have transitions from their state in s .

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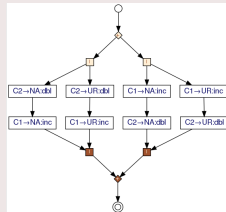
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Trivial non-realisability

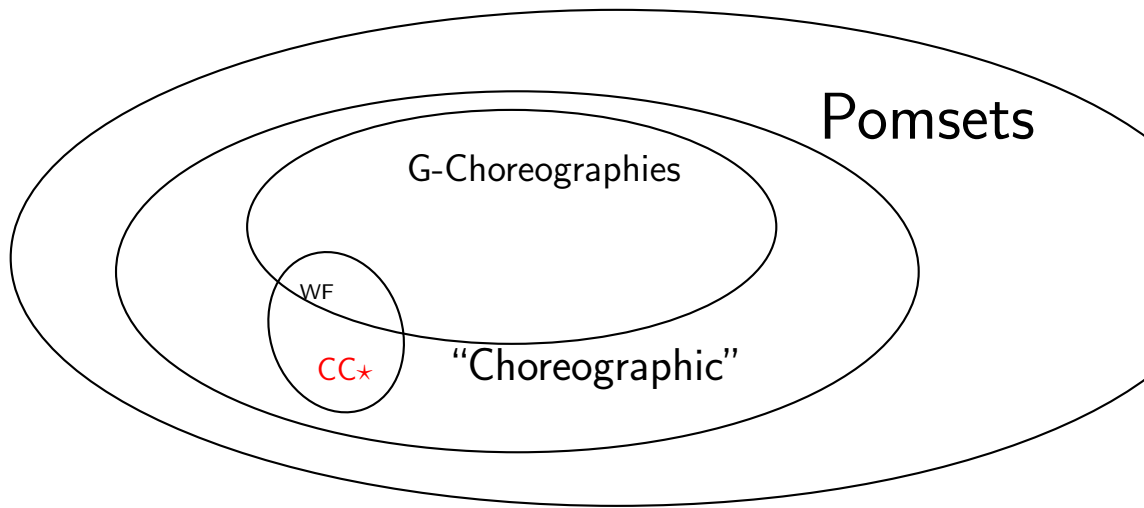
$AB?m \longrightarrow BC?n$

Communicating systems “start” with outputs!

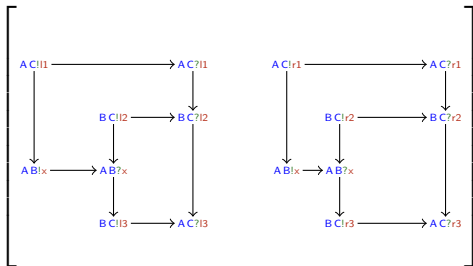
Non-trivial non-realisability [?]



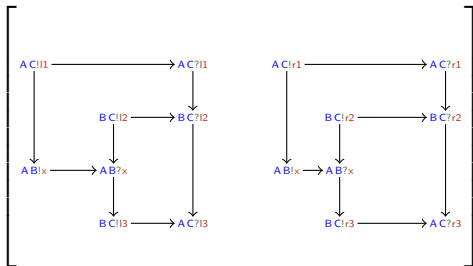
A taxonomy of global views



Closures



Closures



$AC!l1$
↓
 $AB!x$

$AC!r1$
↓
 $AB!x$

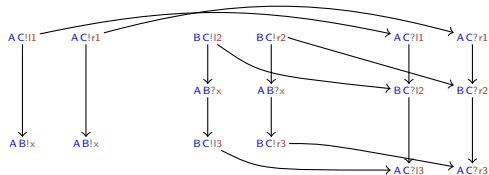
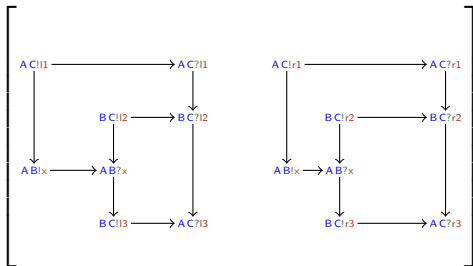
$BC!l2$
↓
 $AB?x$
↓
 $BC!l3$

$BC!r2$
↓
 $AB?x$
↓
 $BC!r3$

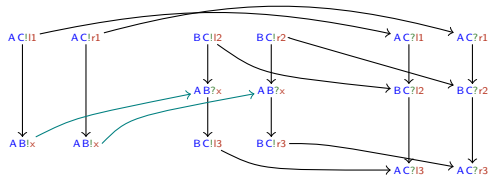
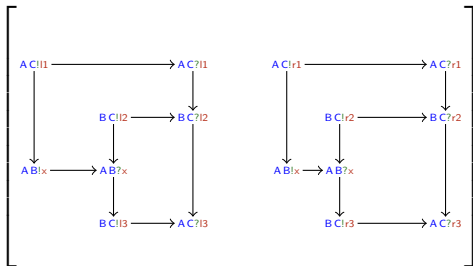
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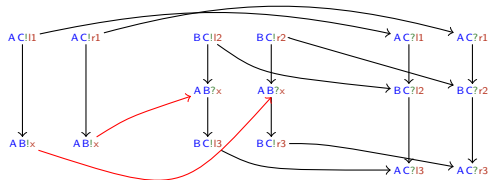
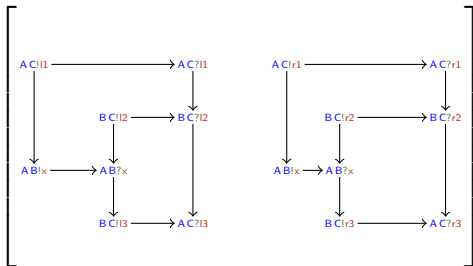
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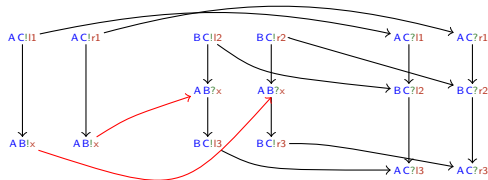
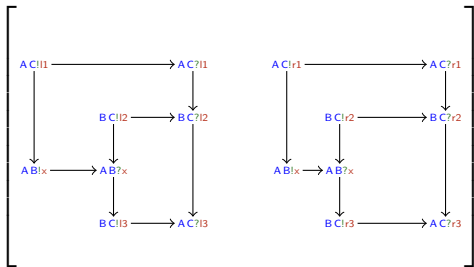
Closures



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Closures



CC*-POM

Take a set of pomsets R

Choose a pomset $\bar{r}^A \in R$ for each participant

Def. R is **CC2-POM** if $\forall r \in \square((r^A|_A)_{A \in \mathcal{P}}) : \exists r' \in R : r \sqsubseteq r'$

Choose a prefix \bar{r}^A of a pomset in R for each participant A

Def. R is **CC3-POM** if $\forall \bar{r} \in \square((\bar{r}^A|_A)_{A \in \mathcal{P}}) : \exists r' \in R, \bar{r}' \text{ prefix of } r' : \bar{r} \sqsubseteq \bar{r}'$

less permissive

Class test : solutions

Which of the following g-choreographies is well-branched?

- $G_1 = A \rightarrow B: \text{int} + A \rightarrow B: \text{str}$
- $G_2 = A \rightarrow B: \text{int} + \odot$
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Find out which closure conditions the non well-branched properties violate

– Act II –

[An exercise: prototype tool support]