

Causally Consistent Reversible Choreographies

A Monitors-as-Memories Approach

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Roadmap

Context

The Process Model

Example (Part 1)

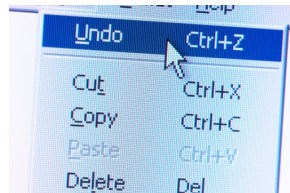
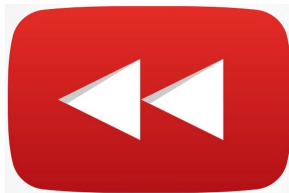
Semantics

Example (Part 2)

Causal Consistency

Final Remarks

Reversibility: From Movies to Software Practice



Undo™

Fix software bugs in minutes, not weeks

 **ICT COST** Action **IC1405**

This Work

Reversible computation in models of message-passing concurrency, in particular process calculi

Motivation:

- Rigorous basis for modern programming languages (Go, Erlang)
- Techniques based on type systems and contracts that enforce safety/liveness properties (“protocol conformance”)
- Programming abstractions that “undo” computation steps and return to a previous consistent state
- Analysis of workflow management systems with backward and forward “jumps” at runtime

Causal consistency, Informally (Danos & Krivine, CONCUR’04):
Reversibility doesn’t lead to states not reachable with forward steps

Monitors-as-Memories Approach (JLAMP'17)

The **monitors** that verify protocol actions at runtime
used as
the **memories** needed to reverse communication steps

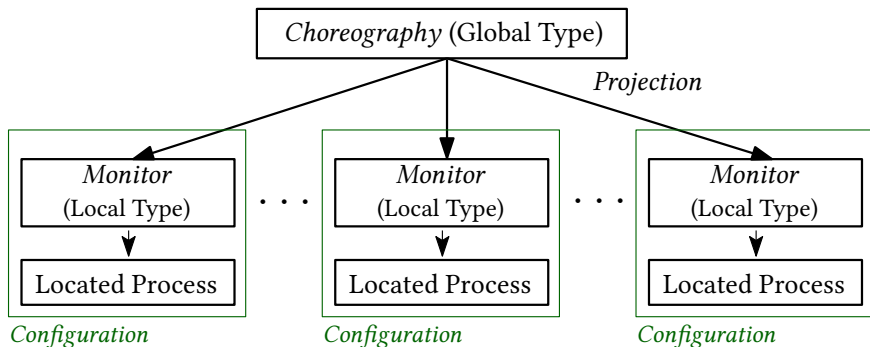
Smooth integration of reversibility into interacting processes:

- + A monitor for each protocol participant, with a session type that describes the intended protocol
- + A cursor in the type marks the protocol state: it moves forwards and backwards (reversing protocol actions)
- + Streamlined proofs of causal consistency

Shortcomings:

- Only protocols between two partners (binary session types)
- Synchronous communication

This Work: From Binary to Multiparty



Highlights:

- Asynchronous communication, declaratively specified
- Higher-order process passing (name passing is representable!)
- Causal consistency

Technical Contributions

1. A new **process model** for reversible, multiparty sessions
 - A concurrent λ -calculus with asynchronous process passing
 - Forward and backward semantics for decoupled rollbacks
 - Monitors-as-memories approach extended to global types, local types, and their process implementations
2. A proof of **causal consistency**
 - Needs an alternative semantics with **atomic rollbacks**, shown equivalent to the decoupled semantics
3. **Formal connection** of reversibility at two levels:
 - Declarative, given by global types
 - Operational, given by monitored processes

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In this talk

The process model and causal consistency, by example.

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Context

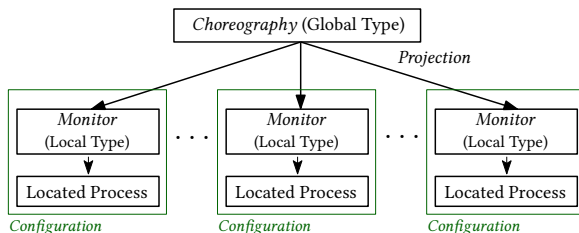
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Governing Protocols: Global and Local Types



Global Types $G, G' ::= p \rightarrow q : \langle U \rangle . G \mid \mu X . G \mid X \mid \text{end}$

Value Types $U, U' ::= \text{bool} \mid \text{nat} \mid \dots \mid \boxed{T \rightarrow \diamond}$

Local Types $T, T' ::= p ! \langle U \rangle . T \mid p ? \langle U \rangle . T \mid \mu X . T \mid X \mid \text{end}$

Notice:

- $T \rightarrow \diamond$ is the type of abstractions from names to processes
- $G \downarrow_p$ denotes the projection of G onto participant p (standard)
- Labelled choices can be easily incorporated (see our arXiv TR)

Running Example: A Three-Buyer protocol

Alice (A), Bob (B), and Carol (C) interact with a Vendor (V):

$$G = A \rightarrow V : \langle \text{title} \rangle. \quad V \rightarrow \{A, B\} : \langle \text{price} \rangle.$$
$$A \rightarrow B : \langle \text{share} \rangle. \quad B \rightarrow \{A, V\} : \langle \text{OK} \rangle.$$
$$B \rightarrow C : \langle \text{share} \rangle. \quad B \rightarrow C : \langle \{\{\diamond\}\} \rangle.$$
$$B \rightarrow V : \langle \text{address} \rangle. \quad V \rightarrow B : \langle \text{date} \rangle. \text{end}$$

where $\{\{\diamond\}\}$ is the type of a **thunk process**:

Bob sends Carol some code with the protocol; she must activate it.

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where $\{\{\diamond\}\}$ is the type of a **thunk process**:

Bob sends Carol some code with the protocol; she must activate it.

Local types for the four participants (projections of G onto V, A, B, C):

$$G \downarrow_V = A? \langle \text{title} \rangle. \{A, B\}! \langle \text{price} \rangle. B? \langle \text{OK} \rangle. B? \langle \text{address} \rangle. B! \langle \text{date} \rangle.\text{end}$$
$$G \downarrow_A = V! \langle \text{title} \rangle. V? \langle \text{price} \rangle. B! \langle \text{share} \rangle. B? \langle \text{OK} \rangle.\text{end}$$
$$G \downarrow_B = V? \langle \text{price} \rangle. A? \langle \text{share} \rangle. \{A, V\}! \langle \text{OK} \rangle.$$
$$C! \langle \text{share} \rangle. C! \langle \{\{\diamond\}\} \rangle. V! \langle \text{address} \rangle. V? \langle \text{date} \rangle.\text{end}$$
$$G \downarrow_C = B? \langle \text{share} \rangle. B? \langle \{\{\diamond\}\} \rangle.\text{end}$$

Key Ingredients

- **Processes** P, Q, \dots include point-to-point value communication, recursion, and application
- **Values** V, W, \dots include shared names and abstractions $\lambda x. P$. Name communication (delegation) can be represented.
- **Configurations** M, N, \dots are compositions of processes which are deployed in localities ℓ, ℓ', \dots , one per participant p, q, \dots

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- **Configurations** M, N, \dots are compositions of processes which are deployed in localities ℓ, ℓ', \dots , one per participant p, q, \dots
- There are also **run-time elements**, such as monitors and queues: they are configurations only generated at run-time
- Monitors with local types **with cursors** $\boxed{\wedge}$:

$$T, T' ::= p!\langle U \rangle.T \mid p?\langle U \rangle.T \mid \mu X.T \mid X \mid \text{end} \quad [\text{as before}]$$

$$\alpha ::= q?(U) \mid q!\langle U \rangle$$

$$H, K ::= \boxed{\wedge} T \mid T \boxed{\wedge} \mid \alpha_1 \cdots \alpha_n \cdot \boxed{\wedge} S$$

(We need to add cursors also to global types; see the paper).

Syntax

Names	$n, n' ::= a, b \mid s_{[p]} \quad u, w ::= n \mid x, y, z$
Values	$V, W ::= a, b \mid x, y, z \mid \lambda x. P \mid \text{tt} \mid \text{ff}$
Processes	$P, Q ::= u!\langle V \rangle.P \mid u?(x).P \mid V u$ $\mid P \mid Q \mid X \mid \mu X. P \mid (\nu n)P \mid \mathbf{0}$
Configurations	$M, N ::= \ell \{a!\langle x : T \rangle.P\} \mid \ell \{a?(x : T).P\}$ $\mid M \mid N \mid (\nu n)M \mid \mathbf{0}$ $\mid \boxed{\ell_{[p]} : \{P\}}$ $\mid \boxed{s_{[p]} [H \cdot \tilde{x} \cdot \sigma]^\spadesuit} \mid \boxed{k[(Vu), \ell]}$ $\mid \boxed{s : (h_i \star h_o)}$
Queues	$h ::= \epsilon \mid h \circ (p, q, V)$

The tag \spadesuit can be \blacklozenge or \blacklozenge if the monitor is involved in a rollback or not

Running Example: Process Implementations

One process per protocol participant:

$$\text{Vendor} = d!\langle x : G \downarrow_V \rangle . x?(t) . x!\langle \text{price}(t) \rangle . x!\langle \text{price}(t) \rangle . \\ x?(ok) . x?(a) . x!\langle \text{date} \rangle . 0$$

$$\text{Alice} = d?(y : G \downarrow_A) . y!\langle \text{'Logicomix'} \rangle . y?(p) . y!\langle h \rangle . y?(ok) . 0$$

$$\text{Bob} = d?(z : G \downarrow_B) . z?(p) . z?(h) . z!\langle ok \rangle . z!\langle ok \rangle . z!\langle h \rangle . \\ z!\langle \{ \{ z!\langle \text{'Lucca, 55100'} \rangle . z?(d) . 0 \} \} \rangle . 0$$

$$\text{Carol} = d?(w : G \downarrow_C) . w?(h) . w?(code) . (code *)$$

where $\{P\} = \lambda x . P$, with $x \notin fv(P)$, is a **thunk process**.

Upon activation of the thunk, received as *code*, Carol will send an address and receive a date on Bob's behalf.

A configuration results by placing these processes in four locations:

$$M = \ell_1 \{ \text{Vendor} \} \mid \ell_2 \{ \text{Alice} \} \mid \ell_3 \{ \text{Bob} \} \mid \ell_4 \{ \text{Carol} \}$$

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A Monitor-based Session Semantics

The binary case, as in [Kouzapas 2009; Hu et al, ECOOP'10]:

$$\bar{s}\langle v \rangle.P \mid s(x).Q$$

- Output and input processes along dual **endpoints** \bar{s}, s

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- A monitor per endpoint (a type and a message queue h_i)

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- Output and input processes along dual **endpoints** \bar{s}, s
- A monitor per endpoint (a type and a message queue h_i)
- Types enable synchronizations; processes/types are **consumed**

Our Idea: Cursors for Reversibility (JLAMP'17)

$$\bar{s}\langle v \rangle.P \mid \bar{s}[\quad !U.T_1 \cdot h_1] \mid s(x).Q \mid s[\quad ?U.T_2 \cdot h_2]$$

- Keep protocol information with a **cursor** on types

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- Keep protocol information with a **cursor** on types, written ^

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$$\bar{s}\langle v \rangle.P \mid \bar{s}[\boxed{\wedge}!U.T_1 \cdot h_1] \mid s(x).Q \mid s[\boxed{\wedge}?U.T_2 \cdot h_2]$$

\rightarrow [forward reduction]

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- Keep protocol information with a **cursor** on types, written $\boxed{\wedge}$
- The monitor allows us to move forward

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\rightsquigarrow [backwards reduction]

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- Keep protocol information with a **cursor** on types, written $\boxed{\wedge}$
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\rightsquigarrow [backwards reduction]

$$\bar{s}\langle v \rangle.P \mid \bar{s}[\boxed{\wedge}!U.T_1 \cdot h_1] \mid s(x).Q \mid s[\boxed{\wedge}?U.T_2 \cdot h_2]$$

- Keep protocol information with a **cursor** on types, written $\boxed{\wedge}$
- The monitor allows us to move forward and backwards
- Two operational semantics, denoted \longrightarrow and \rightsquigarrow

Forward Semantics (\rightarrow): Key Ideas

Our proposal for multiparty communication — in five rules:

- Session initiation checks that distributed participants implement compatible protocols, and sets up all the run-time machinery
- Session communication is asynchronous, mediated by the queue, in two reduction steps
The types in the monitors have to enable these steps
- β -reduction requires a special memory (“running function”) to record the exact part of the process where it occurs
- Parallel composition is supported by splitting running processes

Forward Reduction (1/5)

(INIT)

$$\begin{array}{c}
 \text{pa}(G) = \{p_1, \dots, p_n\} \quad \forall p_i \in \text{pa}(G). G \downarrow_{p_i} = T_i \\
 \hline
 \ell_1 \{a!\langle x_1 : T_1 \rangle.P_1\} \mid \prod_{i \in \{2, \dots, n\}} \ell_i \{a?(x_i : T_i).P_i\} \\
 \xrightarrow{\quad} \\
 (\nu s) \left(\prod_{i \in \{1, \dots, n\}} \ell_{i[p_i]} : [P_i \{s[p_i]/x_i\}] \mid s[p_i] \mid \boxed{\wedge} T_i \cdot x_i \cdot [x_i \mapsto a] \right)^\diamond \\
 \mid s : (\epsilon \star \epsilon)
 \end{array}$$

- One request (at ℓ_1) and $n - 1$ accepts (at ℓ_2, \dots, ℓ_n)
- Reduction sets up the n -party session: fresh session names, running processes, monitors (with tag \diamond), and the empty queue
- Cursors within the monitors are placed at the beginning

Forward Reduction (2/5)

$$\begin{array}{c}
 \text{(OUT)} \quad \frac{p = r \vee p \in \mathbf{roles}(r, h_i)}{\ell_{[r]} : \wr s_{[p]}! \langle V \rangle . P \int \mid s_{[p]} \llbracket \mathbb{T} \left[\boxed{\wedge} q! \langle U \rangle . S \right] \cdot \tilde{x} \cdot \sigma \rrbracket} \\
 \mid s : (h_i \star h_o) \\
 \xrightarrow{\quad} \\
 \ell_{[r]} : \wr P \int \mid s_{[p]} \llbracket \mathbb{T} \left[q! \langle U \rangle . \boxed{\wedge} S \right] \cdot \tilde{x} \cdot \sigma \rrbracket \\
 \mid s : (h_i \star h_o \circ (p, q, \sigma(V)))
 \end{array}$$

- \mathbb{T} is a type context (with past protocol actions)
- Premise $p = r \vee p \in \mathbf{roles}(r, h_i)$ allows performing actions on names previously received via abstraction-passing.

Forward Reduction (3/5)

$$\begin{array}{c}
\text{(IN)} \quad \frac{\mathbf{p} = \mathbf{r} \vee \mathbf{p} \in \mathbf{roles}(\mathbf{r}, h_i)}{\ell_{[\mathbf{r}]} : \wr s_{[\mathbf{p}]}?(y).P \wr \mid s_{[\mathbf{p}]}[\mathbb{T} [\textcolor{red}{\wedge} \mathbf{q}?\langle U \rangle.S] \cdot \tilde{x} \cdot \sigma] \\
\mid s : (h_i \star (\mathbf{q}, \mathbf{p}, V) \circ h_o)} \\
\quad \quad \quad \xrightarrow{\quad} \\
\ell_{[\mathbf{r}]} : \wr P \wr \mid s_{[\mathbf{p}]}[\mathbb{T} [\mathbf{q}?\langle U \rangle. \textcolor{red}{\wedge} S] \cdot \tilde{x}, y \cdot \sigma[y \mapsto V]] \\
\mid s : (h_i \circ (\mathbf{q}, \mathbf{p}, V) \star h_o)}
\end{array}$$

- The queue actually implements a history, separated by \star
- \mathbb{T} is a type context (with past protocol actions)
- Premise $p = r \vee p \in \text{roles}(r, h_i)$ allows performing actions on names previously received via abstraction-passing.

Forward Reduction (4/5)

(BETA)

$$\sigma(V) = \lambda x. P$$

$$\ell_{[p]} : \wr(V \ w) \wr \mid s_{[p]} \llbracket \mathbb{T} \left[\boxed{\wedge} S \right] \cdot \tilde{x} \cdot \sigma \rrbracket$$

\rightarrow

$$(\nu k) \left(\ell_{[p]} : \wr P\{\sigma(w)/x\} \wr \mid k \llbracket (V \ w), \ell \rrbracket \mid s_{[p]} \llbracket \mathbb{T} \left[k. \boxed{\wedge} S \right] \cdot \tilde{x} \cdot \sigma \rrbracket \right)$$

- A fresh k is used in the running function and the monitor.

Forward Reduction (5/5)

$$\begin{array}{c}
 \text{(SPAWN)} \quad \frac{\ell_{[p]} : \{P \mid Q\} \mid s_{[p]} \llbracket \mathbb{T} \left[\boxed{\wedge} S \right] \cdot \tilde{x} \cdot \sigma \rrbracket}{\begin{array}{c} \xrightarrow{\text{blue}} \\ (\nu \ell_1, \ell_2) (\ell_{[p]} : \{0\} \mid \ell_{1[p]} : \{P\} \mid \ell_{2[p]} : \{Q\} \\ \mid s_{[p]} \llbracket \mathbb{T} \left[(\ell, \ell_1, \ell_2) . \boxed{\wedge} S \right] \cdot \tilde{x} \cdot \sigma \rrbracket \end{array}}
 \end{array}$$

- Location ℓ is split into running processes with fresh ℓ_1, ℓ_2 . This is recorded in the monitor

Backward Semantics (\rightsquigarrow): Key Ideas

- The rollback of a synchronization is **decoupled**:
The two involved monitors are first jointly tagged (from \diamond to \blacklozenge); then, each participant independently undoes its behavior
- Undoing a forward session communication uses two backward reductions
- Again, tagging and undoing steps have to be enabled by the type
- In contrast, β -reductions and parallel processes are rolled back atomically

Backward Semantics (1/2)

$$\begin{array}{c}
 \text{(ROLLS)} \quad \frac{}{s_{[p]} [\mathbb{T} [q? \langle U \rangle . \boxed{\wedge} T] \cdot \tilde{x} \cdot \sigma_1]^\diamond} \\
 | s_{[q]} [\mathbb{S} [p! \langle U \rangle . \boxed{\wedge} S] \cdot \tilde{y} \cdot \sigma_2]^\diamond \\
 | s : (h_i \star h_o) \\
 \rightsquigarrow \\
 s_{[p]} [\mathbb{T} [q? \langle U \rangle . \boxed{\wedge} T] \cdot \tilde{x} \cdot \sigma_1]^\blacklozenge \\
 | s_{[q]} [\mathbb{S} [p! \langle U \rangle . \boxed{\wedge} S] \cdot \tilde{y} \cdot \sigma_2]^\blacklozenge \\
 | s : (h_i \star h_o)
 \end{array}$$

- Starts to undo a synchronization between p and q by **tagging** their monitors
- The two monitor types must be complementary
- Once tagged, reversing input/output actions can occur independently

Backward Semantics (2/2)

$$\begin{array}{c}
 \text{(ROUT)} \quad \frac{p = r \vee p \in \mathbf{roles}(r, h_i)}{\ell_{[r]} : \{ P \int \mid s_{[p]} [\mathbb{T} [q? \langle U \rangle . \boxed{\wedge} S] \cdot \tilde{x}, y \cdot \sigma]^\diamond \mid} \\
 \qquad \qquad \qquad s : (h_i \circ (q, p, V) \star h_o) \\
 \qquad \qquad \qquad \rightsquigarrow \\
 \ell_{[r]} : \{ s_{[p]}?(y).P \int \mid s_{[p]} [\mathbb{T} [\wedge q? \langle U \rangle . S] \cdot \tilde{x} \cdot \sigma \setminus y]^\diamond \mid} \\
 \qquad \qquad \qquad s : (h_i \star (q, p, V) \circ h_o)
 \end{array}$$

- Rule RIN is symmetric to Rule IN and only enabled when the monitor is tagged as \diamond
- Other rules for \rightsquigarrow are as expected

Running Example: The Semantics At Work

Recall the configuration:

$$M = \ell_1 \{\text{Vendor}\} \mid \ell_2 \{\text{Alice}\} \mid \ell_3 \{\text{Bob}\} \mid \ell_4 \{\text{Carol}\}$$

where processes are as follows:

$$\begin{aligned} \text{Vendor} = & d!\langle x : G \downarrow_V \rangle . x?(t) . x!\langle \text{price}(t) \rangle . x!\langle \text{price}(t) \rangle . \\ & x?(ok) . x?(a) . x!\langle \text{date} \rangle . 0 \end{aligned}$$

$$\text{Alice} = d?(y : G \downarrow_A) . y!\langle \text{'Logicomix'} \rangle . y?(p) . y!\langle h \rangle . y?(ok) . 0$$

$$\begin{aligned} \text{Bob} = & d?(z : G \downarrow_B) . z?(p) . z?(h) . z!\langle ok \rangle . z!\langle ok \rangle . z!\langle h \rangle . \\ & z!\langle \{ z!\langle \text{'Lucca, 55100'} \rangle . z?(d) . 0 \} \rangle . 0 \end{aligned}$$

$$\text{Carol} = d?(w : G \downarrow_C) . w?(h) . w?(code) . (code *)$$

Let's examine some forward and backward reductions from M .

Forward Semantics: Session Initialization

$$M = \ell_1 \{\text{Vendor}\} \mid \ell_2 \{\text{Alice}\} \mid \ell_3 \{\text{Bob}\} \mid \ell_4 \{\text{Carol}\}$$

$$\begin{aligned} M \rightarrow (\nu s) \Big(& \ell_{1[V]} : \{ V_1 \{ s[V]/x \} \} \mid s[V] \mid \boxed{\wedge} G \downarrow_V \cdot x \cdot [x \mapsto d] \Big)^\diamond \\ & \mid \ell_{2[A]} : \{ A_1 \{ s[A]/y \} \} \mid s[A] \mid \boxed{\wedge} G \downarrow_A \cdot y \cdot [y \mapsto d] \Big)^\diamond \\ & \mid \ell_{3[B]} : \{ B_1 \{ s[B]/z \} \} \mid s[B] \mid \boxed{\wedge} G \downarrow_B \cdot z \cdot [z \mapsto d] \Big)^\diamond \\ & \mid \ell_{4[C]} : \{ C_1 \{ s[C]/w \} \} \mid s[C] \mid \boxed{\wedge} G \downarrow_C \cdot w \cdot [w \mapsto d] \Big)^\diamond \\ & \mid s : (\epsilon \star \epsilon) \Big) = M_1 \end{aligned}$$

- Each monitor type is initialized with $\boxed{\wedge}$
- A queue with empty memory is created
- At this point we could either undo the initialization, or proceed further with the protocol

Forward Semantics: Asynchronous Output

The first action of Alice is to send 'Logicomix' to Vendor:

$$\begin{aligned}
 M_1 &\rightarrow (\nu s)(\ell_{2[A]} : [s_{[A]}?(p).s_{[A]}!\langle h \rangle.s_{[A]}?(ok).0] \\
 &\quad | s_{[A]}[V!\langle \text{title} \rangle.\boxed{\wedge} V?\langle \text{price} \rangle.B!\langle \text{share} \rangle.B?\langle \text{OK} \rangle.\text{end} \cdot y \cdot [y \mapsto d]]^\diamond \\
 &\quad | N_2 \mid s : (\epsilon \star (A, V, \text{'Logicomix'}))) = M_2
 \end{aligned}$$

\rightarrow

Forward Semantics: Asynchronous Output

The first action of Alice is to send 'Logicomix' to Vendor:

$$\begin{aligned} M_1 &\rightarrow (\nu s)(\ell_{2[A]} : \{s_{[A]}?(p).s_{[A]}!\langle h \rangle.s_{[A]}?(ok).0\} \\ &\quad | s_{[A]}[V!\langle title \rangle. \boxed{\wedge} V?\langle price \rangle.B!\langle share \rangle.B?\langle OK \rangle.end \cdot y \cdot [y \mapsto d]]^\diamond \\ &\quad | N_2 \mid s : (\epsilon \star (A, V, 'Logicomix')) = M_2 \end{aligned}$$

\rightarrow

$$\begin{aligned} &(\nu s)(\ell_{1[V]} : \{s_{[V]}!\langle price(t) \rangle.s_{[V]}!\langle price(t) \rangle.s_{[V]}?(ok). \\ &\quad s_{[V]}?(a).s_{[V]}!\langle date \rangle.0\} \\ &\quad | s_{[V]}[A?\langle title \rangle. \boxed{\wedge} \{A, B\}!\langle price \rangle.T_V \cdot x, t \cdot \sigma_3]^\diamond \mid N_3 \\ &\quad | s : ((A, V, 'Logicomix') \star \epsilon)) = M_3 \end{aligned}$$

Forward Semantics: Asynchronous Output

The first action of Alice is to send 'Logicomix' to Vendor:

$$\begin{aligned} M_1 &\rightarrow (\nu s)(\ell_{2[A]} : \{s_{[A]}?(p).s_{[A]}!\langle h \rangle.s_{[A]}?(ok).0\} \\ &\quad | s_{[A]}[V!\langle title \rangle. \boxed{\wedge} V?\langle price \rangle.B!\langle share \rangle.B?\langle OK \rangle.end \cdot y \cdot [y \mapsto d]]^\diamond \\ &\quad | N_2 \mid s : (\epsilon \star (A, V, 'Logicomix')) = M_2 \end{aligned}$$

\rightarrow

$$\begin{aligned} &(\nu s)(\ell_{1[V]} : \{s_{[V]}!\langle price(t) \rangle.s_{[V]}!\langle price(t) \rangle.s_{[V]}?(ok). \\ &\quad s_{[V]}?(a).s_{[V]}!\langle date \rangle.0\} \\ &\quad | s_{[V]}[A?\langle title \rangle. \boxed{\wedge} \{A, B\}!\langle price \rangle.T_V \cdot x, t \cdot \sigma_3]^\diamond \mid N_3 \\ &\quad | s : ((A, V, 'Logicomix') \star \epsilon)) = M_3 \end{aligned}$$

In M_3 we have:

- $\sigma_3 = [x \mapsto d], [t \mapsto 'Logicomix']$ is the resulting store
- $T_V = B?\langle OK \rangle.B?\langle address \rangle.B!\langle date \rangle.end$
- the message from A to V has now been moved to the input queue

Decoupled Rollback (1/3)

Returning to M_1 starting from M_3 .

We need to apply Rules **(ROLLS)**, **(RIN)**, and **(ROUT)**.

$$\begin{aligned} M_3 &\rightsquigarrow (\nu s)(\ell_{1[V]} : \wr_{s[V]}!\langle price(t) \rangle.s_{[V]}!\langle price(t) \rangle.s_{[V]}?(ok). \\ &\quad s_{[V]}?(a).s_{[V]}!\langle date \rangle.0) \\ &\quad | s_{[V]}[A?\langle title \rangle. \boxed{\wedge} \{A, B\}!\langle price \rangle.T_B \cdot x, t \cdot \sigma_3] \blacklozenge \\ &\quad | \ell_{2[A]} : \wr_{s[A]}?(p).s_{[A]}!\langle h \rangle.s_{[A]}?(ok).0) \\ &\quad | s_{[A]}[\mathbb{T}_4 [\boxed{\wedge} V?\langle price \rangle.B!\langle share \rangle.B?\langle OK \rangle.end] \cdot y \cdot [y \mapsto d]] \blacklozenge \\ &\quad | N_4 \mid s : ((A, V, \text{'Logicomix'}) \star \epsilon) = M_4 \end{aligned}$$

Notice:

- By applying **(ROLLS)** monitors for V and A have now tag \blacklozenge
- In the monitor for A , we have $\mathbb{T}_4[\bullet] = V!\langle title \rangle.\bullet$
- M_4 has several possible forward and backward reductions.

Decoupled Rollback (2/3)

Using Rule (RIN) to first undo the input at V:

$$\begin{aligned}
 M_4 &\rightsquigarrow (\nu s)(\ell_{1[V]} : \{s_{[V]}?(t).s_{[V]}!\langle price(t)\rangle.s_{[V]}!\langle price(t)\rangle. \\
 &\quad s_{[V]}?(ok).s_{[V]}?(a).s_{[V]}!\langle date\rangle.0\} \\
 &\mid s_{[V]} \mid \boxed{\wedge} A?\langle title\rangle.\{A, B\}!\langle price\rangle.T_B \cdot x \cdot [x \mapsto d]] \diamond \\
 &\mid \ell_{2[A]} : \{s_{[A]}?(p).s_{[A]}!\langle h\rangle.s_{[A]}?(ok).0\} \\
 &\mid s_{[A]} \mid \mathbb{T}_4 \mid \boxed{\wedge} V?\langle price\rangle.B!\langle share\rangle.B?\langle OK\rangle.end] \cdot y \cdot [y \mapsto d]] \blacklozenge \\
 &\mid N_4 \mid s : (\epsilon \star (A, V, \text{'Logicomix'})) = M_5
 \end{aligned}$$

- The input at V has been undone, as witnessed by the modified cursor and tag \diamond
- The output at A still needs to be reversed (hence the tag \blacklozenge); this can take place from M_5 at any time

Decoupled Rollback (3/3)

A particular reduction from M_5 undoes the output at A:

$$\begin{aligned}
 M_5 &\rightsquigarrow (\nu s)(\ell_{1[V]} : \wr s_{[V]}?(t).s_{[V]}!\langle price(t)\rangle.s_{[V]}!\langle price(t)\rangle. \\
 &\quad s_{[V]}?(ok).s_{[V]}?(a).s_{[V]}!\langle date\rangle.0) \\
 &\quad | s_{[V]}[\text{red box with } \blacktriangle] A?\langle title\rangle.\{A, B\}!\langle price\rangle.T_B \cdot x \cdot [x \mapsto d]]^\diamond \\
 &\quad | \ell_{2[A]} : \wr s_{[A]}!\langle \text{'Logicomix'}\rangle.s_{[A]}?(p).s_{[A]}!\langle h\rangle.s_{[A]}?(ok).0) \\
 &\quad | s_{[A]}[\text{red box with } \blacktriangle] V!\langle title\rangle.V?\langle price\rangle.B!\langle share\rangle.B?\langle OK\rangle.end \cdot y \cdot [y \mapsto d]]^\diamond \\
 &\quad | N_4 \mid s : (\epsilon \star \epsilon) = M_6
 \end{aligned}$$

- Clearly, $M_6 = M_1$.
- Summing up, the synchronization realized by the sequence $M_1 \rightarrow M_2 \rightarrow M_3$ can be reversed by the sequence $M_3 \rightsquigarrow M_4 \rightsquigarrow M_5 \rightsquigarrow M_6$

Forward Abstraction Passing (1/3)

Assume that M_3 follows a sequence of forward reductions until M_7 :

$$\begin{aligned}
 M_7 = & (\nu s)(\ell_{3[B]} : \wr s_{[B]}! \langle \{ \{ s_{[B]}! \langle \text{'Lucca, 55100'} \rangle . s_{[B]}?(d).0 \} \} \rangle . 0 \rangle \\
 & | s_{[B]} \lfloor \mathbb{T}_7 \left[\text{C!} \langle \{ \{ \diamond \} \} \rangle . v! \langle \text{address} \rangle . v? \langle \text{date} \rangle . \text{end} \right] \cdot z, p, h \cdot \sigma_7 \rfloor^\diamond \\
 & | \ell_{4[C]} : \wr s_{[C]}?(code).(code *) \rangle \\
 & | s_{[C]} \lfloor \mathbb{T}_8 \left[\text{B?} \langle \{ \{ \diamond \} \} \rangle . \text{end} \right] \cdot w, h \cdot \sigma_8 \rfloor^\diamond | N_5 | s : (h_7 \star \epsilon))
 \end{aligned}$$

Forward Abstraction Passing (1/3)

Assume that M_3 follows a sequence of forward reductions until M_7 :

$$\begin{aligned}
 M_7 = & (\nu s)(\ell_{3[B]} : \lambda s_{[B]}! \langle \{ \{ s_{[B]}! \langle \text{'Lucca, 55100'} \rangle . s_{[B]}?(d).0 \} \} \rangle . 0 \rangle \\
 & | s_{[B]} \llbracket \mathbb{T}_7 \left[\boxed{\wedge} C! \langle \{ \{ \diamond \} \} \rangle . V! \langle \text{address} \rangle . V? \langle \text{date} \rangle . \text{end} \right] \cdot z, p, h \cdot \sigma_7 \rrbracket^\diamond \\
 & | \ell_{4[C]} : \lambda s_{[C]}?(code).(code *) \rangle \\
 & | s_{[C]} \llbracket \mathbb{T}_8 \left[\boxed{\wedge} B? \langle \{ \{ \diamond \} \} \rangle . \text{end} \right] \cdot w, h \cdot \sigma_8 \rrbracket^\diamond | N_5 | s : (h_7 \star \epsilon))
 \end{aligned}$$

where $\mathbb{T}_7[\bullet]$, σ_7 , $\mathbb{T}_8[\bullet]$, σ_8 , and h_7 capture prior steps as follows:

$$\mathbb{T}_7[\bullet] = V? \langle \text{price} \rangle . A? \langle \text{share} \rangle . \{A, V\}! \langle \text{OK} \rangle . C! \langle \text{share} \rangle . \bullet$$

$$\sigma_7 = [z \mapsto d], [p \mapsto \text{price}(\text{'Logicomix'})], [h \mapsto 120]$$

$$\mathbb{T}_8[\bullet] = B? \langle \text{share} \rangle . \bullet \quad \sigma_8 = [w \mapsto d], [h \mapsto 120]$$

$$h_7 = (A, V, \text{'Logicomix'})$$

$$\circ (V, A, \text{price}(\text{'Logicomix'})) \circ (V, B, \text{price}(\text{'Logicomix'}))$$

$$\circ (A, B, 120) \circ (B, A, \text{'ok'}) \circ (B, V, \text{'ok'}) \circ (B, C, 120)$$

Forward Abstraction Passing (2/3)

If $M_7 \twoheadrightarrow \twoheadrightarrow M_8$ by using Rules (OUT) and (IN), then we would have a higher-order communication:

$$\begin{aligned} M_8 = & (\nu s)(\ell_{3[B]} : \wr 0) \\ & | s_{[B]} \lfloor \mathbb{T}_7 \left[C! \langle \{\{\diamond\}\} \rangle . \boxed{\wedge} v! \langle \text{address} \rangle . v? \langle \text{date} \rangle . \text{end} \right] \cdot z, p, h \cdot \sigma_7 \rfloor^\diamond \\ & | \ell_{4[C]} : \wr (code *) \\ & | s_{[C]} \lfloor \mathbb{T}_8 \left[B? \langle \{\{\diamond\}\} \rangle . \boxed{\wedge} \text{end} \right] \cdot w, h, code \cdot \sigma_9 \rfloor^\diamond \\ & | N_5 \mid s : (h_7 \circ (B, C, \{\{s_{[B]}! \langle \text{'Lucca, 55100'} \rangle . s_{[B]}? \langle (d).0 \rangle\}\} \star \epsilon)) \end{aligned}$$

where $\sigma_9 = \sigma_8[code \mapsto \{\{s_{[B]}! \langle \text{'Lucca, 55100'} \rangle . s_{[B]}? \langle (d).0 \rangle\}\}]$.

Forward Abstraction Passing (3/3)

We may apply Rule (BETA) to obtain the code sent from B to C:

$$\begin{aligned}
 M_8 \rightarrow & (\nu s)(\nu k)(\ell_{4[C]} : \wr s_{[B]}! \langle \text{'Lucca', 55100'} \rangle . s_{[B]}?(d).0 \int \mid N_6 \\
 & \mid s_{[B]} \llbracket \mathbb{T}_7 \left[C! \langle \{\{\diamond\}\} \rangle . \textcolor{red}{\blacktriangle} v! \langle \text{address} \rangle . v? \langle \text{date} \rangle . \text{end} \right] \cdot z, p, h \cdot \sigma_7 \rrbracket^\diamond \\
 & \mid k \llbracket (code *), \ell_4 \rrbracket \mid s_{[C]} \llbracket \mathbb{T}_8 \left[B? \langle \{\{\diamond\}\} \rangle . k . \textcolor{red}{\blacktriangle} \text{end} \right] \cdot w, h, code \cdot \sigma_9 \rrbracket^\diamond \\
 & \mid s : (h_7 \circ (B, C, \llbracket s_{[B]}! \langle \text{'Lucca', 55100'} \rangle . s_{[B]}?(d).0 \rrbracket) \star \epsilon)) = M_9
 \end{aligned}$$

- This reduction added a running function on a fresh k , which is also used within the monitor $s_{[C]}$.
- Reduction $M_8 \rightarrow M_9$ completes the code mobility from B to C: the now active thunk will run B's implementation from C's location.
- Observe that Bob's identity B is "hardwired" in the sent thunk. This justifies the premise $p = r \vee p \in \mathbf{roles}(r, h_i)$.
- Reductions from M_9 will modify the cursor in the type stored in monitor $s_{[B]}$ based on the process located at $\ell_{4[C]}$.

Roadmap

Context

The Process Model

Example (Part 1)

Semantics

Example (Part 2)

Causal Consistency

Final Remarks

Causal Consistency (1/3)

Intuitively, causal consistency characterizes rollbacks which are:

- **Consistent**: do not lead to past unreachable configurations
- **Flexible**: admit the rearrangement of reversed actions

Thus, the set of states reached by a backward step could have been reached by performing only forward computations.

Causal Consistency (1/3)

Intuitively, causal consistency characterizes rollbacks which are:

- **Consistent**: do not lead to past unreachable configurations
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Thus, the set of states reached by a backward step could have been reached by performing only forward computations.

Causal consistency is a property of **traces of transitions** between configurations. **Causal equivalence** \asymp ensures:

- given two *concurrent* transitions, the traces obtained by swapping their execution order are equivalent
- a trace consisting of opposing transitions is equivalent to the empty trace

Causal Consistency (2/3)

The flexibility of the decoupled semantics makes proving **causal consistency** difficult

- We move to a synchronous semantics with atomic rollbacks and communications (“atomic semantics”)
- The decoupled and atomic semantics are tightly related via
 - (1) a bi-directional operational correspondence and
 - (2) a back-and-forth barbed bisimilarity
- It then suffices to prove causal consistency on the atomic semantics!

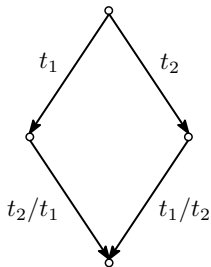
Causal Consistency (3/3)

Theorem (Causal consistency)

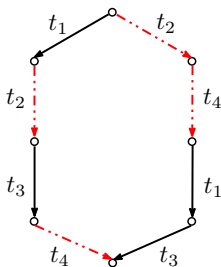
Let ρ_1 and ρ_2 be coinital traces of transitions.

Then $\rho_1 \preceq \rho_2$ if and only if ρ_1 and ρ_2 are cofinal.

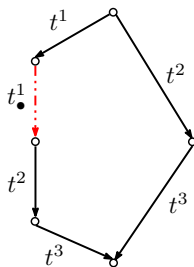
We follow the “recipe” by Danos & Krivine, using three lemmas:



(a) Square Lemma



(b) Rearranging Lemma



(c) Shortening Lemma

Black, solid arrows represent forward reductions;
red, dashed arrows represent backward reductions.

Roadmap

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Example (Part 2)

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Final Remarks

Final Remarks

A process framework of reversible, multiparty asynchronous communication

- built upon session-based concurrency
- flexible decoupled rollbacks
- causally consistent

Future work

- Add control to reversibility, via enhanced (monitor) types
 - ▶ types with modalities
 - ▶ types with logical conditions

Different monitors for the same process enact different behaviors

- Compare with recent work on “Concurrent Reversible Sessions” by Castellani, Dezani-Ciancaglini & Giannini (CONCUR’17)
- Implement practical support for process specifications with reversibility (building upon CaReDeb)

Causally Consistent Reversible Choreographies

A Monitors-as-Memories Approach

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