

```
<bpmn2:choreography id="Choreography_1" name="comanche">
```

Formal Development of Choreographic Business Processes

Journée "Méthodes formelles et processus métier", Paris, 16 octobre 2014

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joint work with H. N. Nguyen, G. Salaün, and F. Zaïdi

```
<bpmn2:participant id="Participant_8" name="logger"/>
</bpmn2:participant>
<bpmn2:participant id="Participant_19" name="fileRequestHandler"/>
</bpmn2:participant>
<bpmn2:choreographyTask id="ChoreographyTask_5" name="analyze" initiatingParticipantRef="Participant_4">
  <bpmn2:incoming>SequenceFlow_6</bpmn2:incoming>
  <bpmn2:outgoing>SequenceFlow_4</bpmn2:outgoing>
  <bpmn2:participantRef>Participant_4</bpmn2:participantRef>
</bpmn2:choreographyTask>
<bpmn2:sequenceFlow id="SequenceFlow_4" name="" sourceRef="ChoreographyTask_5" targetRef="ExclusiveGateway_1"/>
<bpmn2:exclusiveGateway id="ExclusiveGateway_1" name="well-formed_URL" gatewayDirection="Diverging" default="SequenceFlow_5">
  <bpmn2:incoming>SequenceFlow_4</bpmn2:incoming>
  <bpmn2:outgoing>SequenceFlow_5</bpmn2:outgoing>
  <bpmn2:outgoing>SequenceFlow_12</bpmn2:outgoing>
</bpmn2:exclusiveGateway>
<bpmn2:sequenceFlow id="SequenceFlow_5" name="" sourceRef="ExclusiveGateway_1" targetRef="ChoreographyTask_8"/>
<bpmn2:sequenceFlow id="SequenceFlow_12" name="" sourceRef="ExclusiveGateway_1" targetRef="ChoreographyTask_2"/>
<bpmn2:choreographyTask id="ChoreographyTask_2" name="checking" initiatingParticipantRef="Participant_12">
  <bpmn2:incoming>SequenceFlow_12</bpmn2:incoming>
  <bpmn2:outgoing>SequenceFlow_9</bpmn2:outgoing>
  <bpmn2:participantRef>Participant_12</bpmn2:participantRef>
  <bpmn2:participantRef>Participant_13</bpmn2:participantRef>
</bpmn2:choreographyTask>
<bpmn2:sequenceFlow id="SequenceFlow_9" name="" sourceRef="ChoreographyTask_2" targetRef="ExclusiveGateway_2"/>
<bpmn2:choreographyTask id="ChoreographyTask_7" name="handleError" initiatingParticipantRef="Participant_13">
  <bpmn2:incoming>SequenceFlow_11</bpmn2:incoming>
  <bpmn2:outgoing>SequenceFlow_3</bpmn2:outgoing>
  <bpmn2:participantRef>Participant_13</bpmn2:participantRef>
  <bpmn2:participantRef>Participant_18</bpmn2:participantRef>
</bpmn2:choreographyTask>
<bpmn2:exclusiveGateway id="ExclusiveGateway_2" name="exists_URL" gatewayDirection="Diverging" default="SequenceFlow_11">
  <bpmn2:incoming>SequenceFlow_9</bpmn2:incoming>
  <bpmn2:outgoing>SequenceFlow_10</bpmn2:outgoing>
  <bpmn2:outgoing>SequenceFlow_11</bpmn2:outgoing>
</bpmn2:exclusiveGateway>
<bpmn2:sequenceFlow id="SequenceFlow_10" name="" sourceRef="ExclusiveGateway_2" targetRef="Participant_13">
```

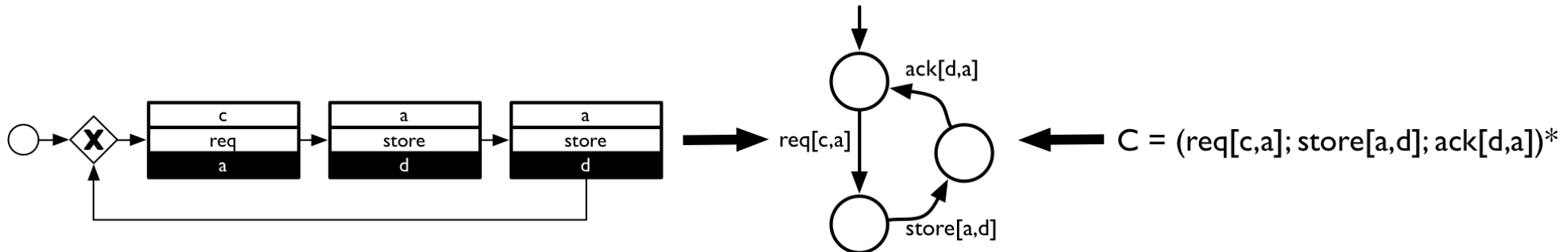
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A Short Comment on (Formal) Models
















- In this talk, formal models are **Transition Systems** (LTS, STG)
in these models, ! stands for emission and ? stands for reception
- why? mainly because they have a **good tool support**
e.g., model-checkers and equivalence-checkers in CADP
but also because they support numerous **model transformations**
e.g., from Business Process languages and notations (WS-BPEL, BPMN)



> Diving into

Choreographies

The Shop-n-Deliver Collaboration

- three participants :  buyer,  vendor, and  shipper
-   →  A **request for goods** first takes place.
-   →  If the goods are available, a **shipping request**
  →  and then a **delivery** are achieved.
-   →  Else, a **cancellation notification** is sent (vendor to buyer).




Local Views over Shop-n-Deliver

- orchestration **models**
- e.g., **WS-BPEL** code
- centered on a **specific role**
buyer or vendor or shipper
- the view is **local** to the role of interest
- captures conversations
between the role and its partners

```

1 buyer = invoke(vendor, request);
2   pick {
3     onMessage(vendor, abort):
4     onMessage(shipper, deliver):
5   }



```

```

1 vendor = receive(buyer, request);
2   if (article is not available) {
3     invoke(buyer, abort);
4   } else {
5     invoke(shipper, ship);
6   }



```

```

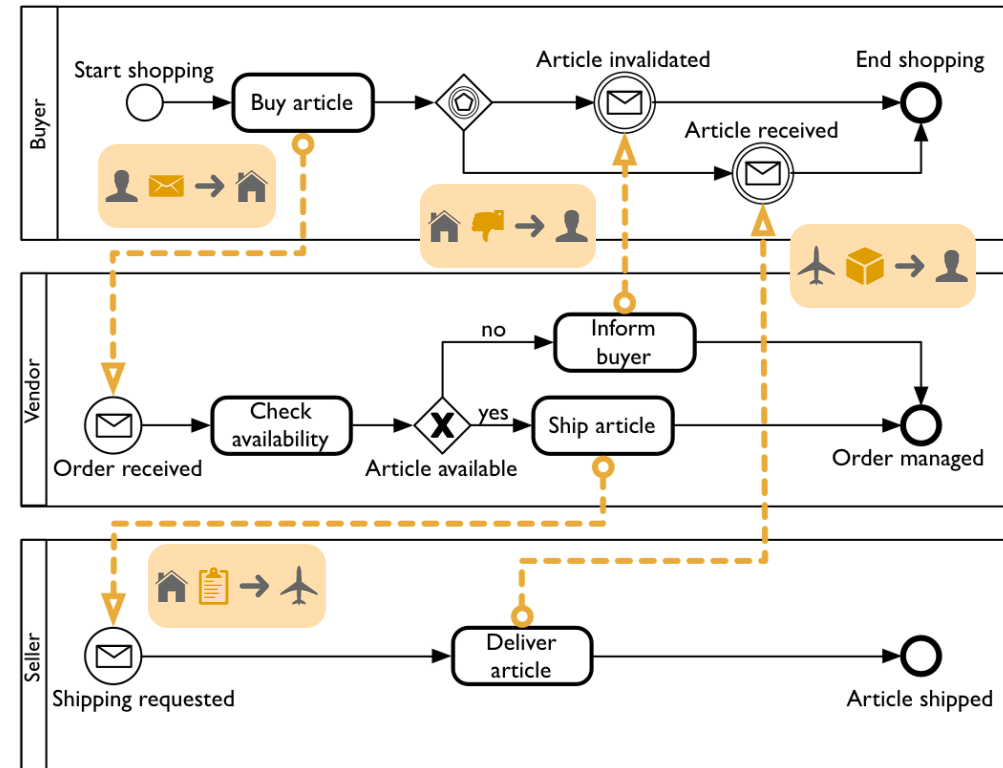
1 shipper = receive(vendor, ship);
2   invoke(buyer, deliver);

```

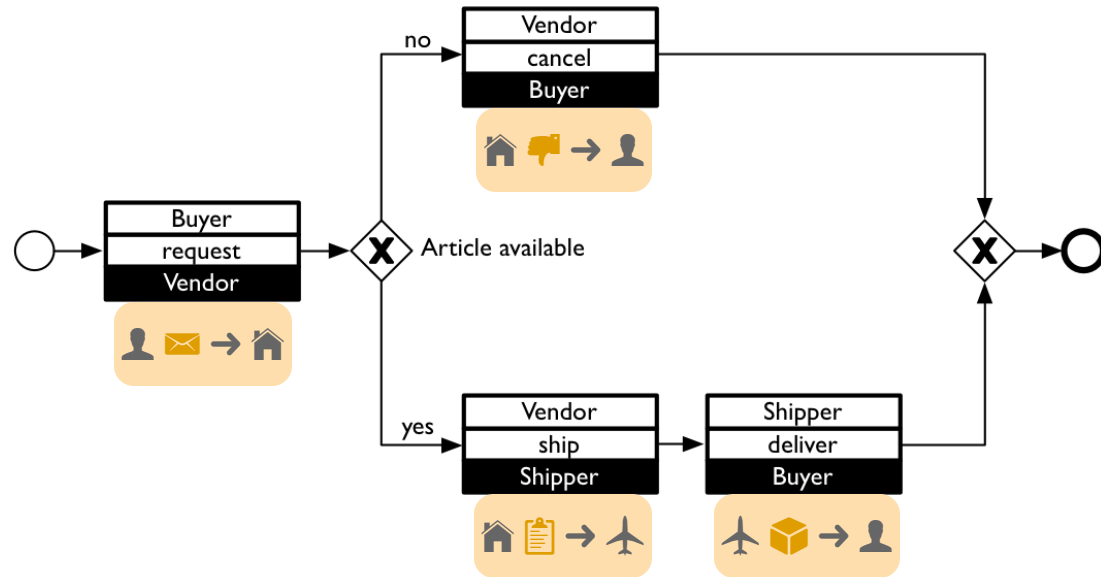
Global View over Shop-n-Deliver

- choreography **interconnection model**
- takes into account **all roles**
buyer and vendor and shipper
- the view is **global**
with **internal details** of the roles
- captures conversations
between all roles
interaction is not central
- e.g., **BPMN collaboration diagram**



Global View over Shop-n-Deliver

- choreography **interaction model**
- takes into account **all roles**
buyer and vendor and shipper
- the view is **global**
without **internal details** of the roles
- captures conversations
between all roles
interaction is central
- e.g., **BPMN choreography diagram**
since BPMN 2.0



Conclusion on 🌐 Global vs. ⌚ Local Views

- 🌐 global view: 💬 interactions matter, good for **specification**

💬 A request for goods first takes place (buyer to vendor).

If the goods are available, a shipping request (vendor to shipper) and then a delivery (shipper to buyer) are achieved. Else, a cancellation notification is sent (vendor to buyer). 💬

- ⌚ local view: 👤 peers matter, good for **implementation**

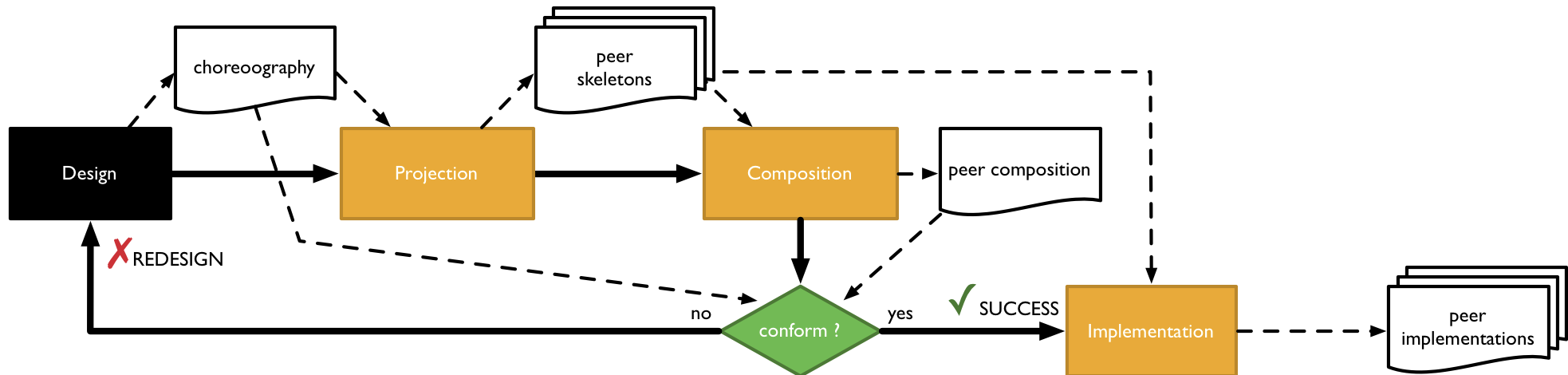
💬 The buyer issues requests about goods and is notified about cancellation or gets the goods.

The vendor checks if the goods are available and sends cancellation notification or requests shipping.

The shipper ships goods upon request. 💬

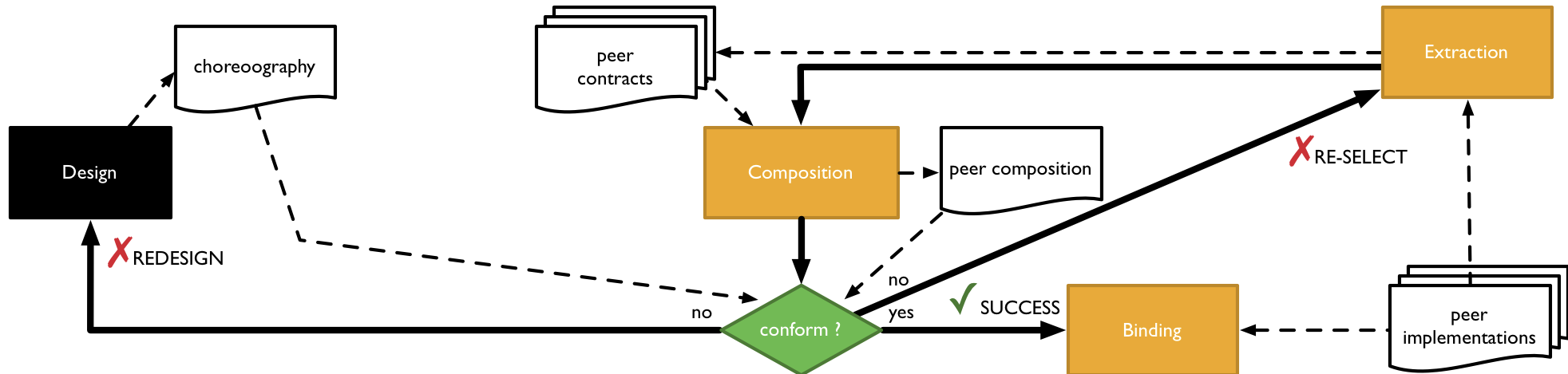
↓ Top-Down Development

- A form of **generative** development
 1. interaction skeletons are ⚙ generated using projection from the choreography
 2. conformance of the skeletons (composition) to the choreography is ⚙ verified
 3. interaction skeletons are 👤 implemented



↑ Bottom-Up Development

- A form of development guided by **reuse**
 - local contracts are ⚙️ extracted from reused (design time) or dynamically bound (runtime) peers
 - conformance of the contracts (composition) to the choreography is ⚙️ verified



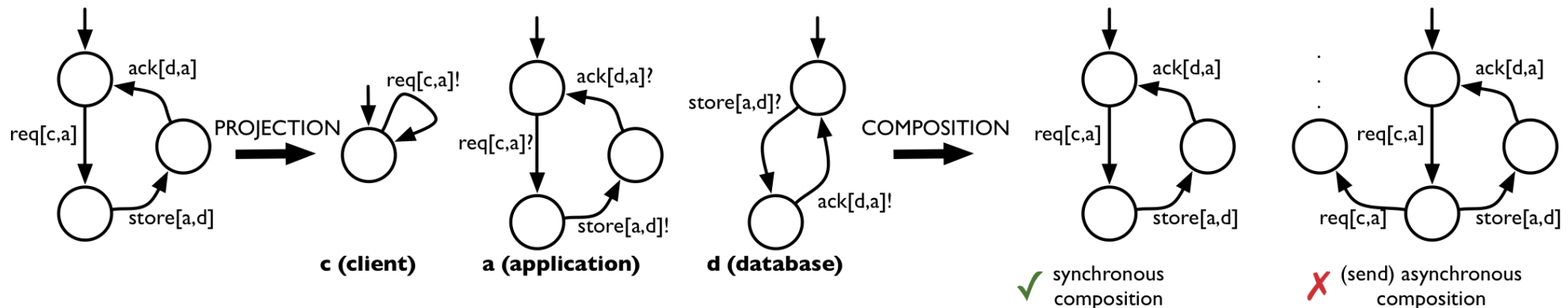
> VerChor

[Poizat and Salaün, SAC'12] [Güdemann et al, FASE'13]
VerChor (Python) is available at [VerChor Framework](#). VerChor (Java) is ongoing work on [GitHub](#).

🔥 Synchronizability (↓↑)

objective: avoid state-space explosion due to asynchronous communication

- **synchronizable?**(P1, ..., Pn) \Leftrightarrow synch(P1, ..., Pn) \equiv asynch(P1, ..., Pn)
where synch is the synchronous product and asynch is the asynchronous product (buffers) takes into account the emission time in the asynchronous product
- **synchronizable?**(P1, ..., Pn) \Leftrightarrow synch(P1, ..., Pn) \equiv asynch-1(P1, ..., Pn)
[Basu et al, POPL'12], where asynch-1 is the 1-bounded asynchronous product
- **synchronizable?**(C) \Leftrightarrow synchronizable?(C↓1, ..., C↓n)



🔥 Realizability (\downarrow) & Conformance (\uparrow)

objective: check if peers can be implemented by (natural) projection or be reused

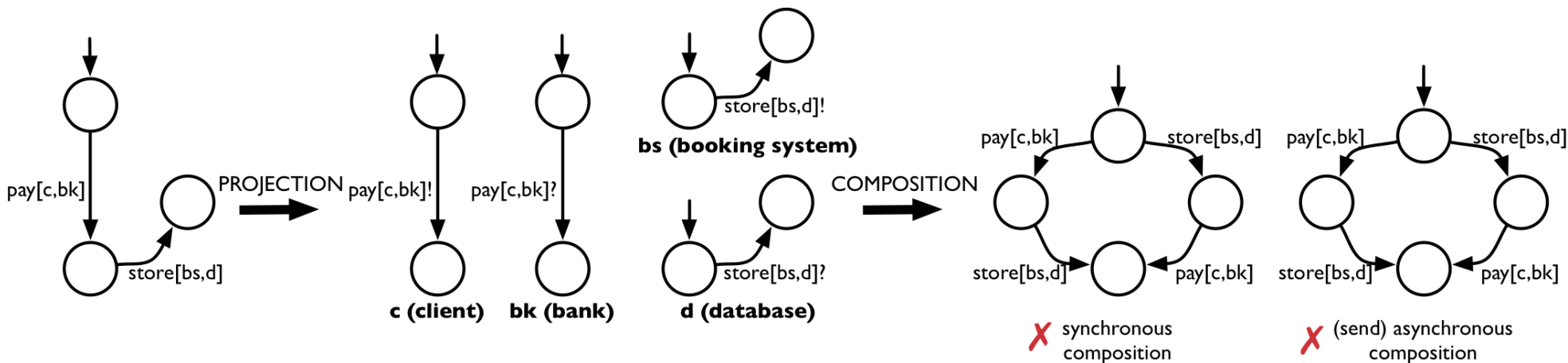
- **realizable?**(C) $\Leftrightarrow C \equiv \Pi(C \downarrow 1, \dots, C \downarrow n)$

where Π is an operation that yields the semantics of the peers collaboration

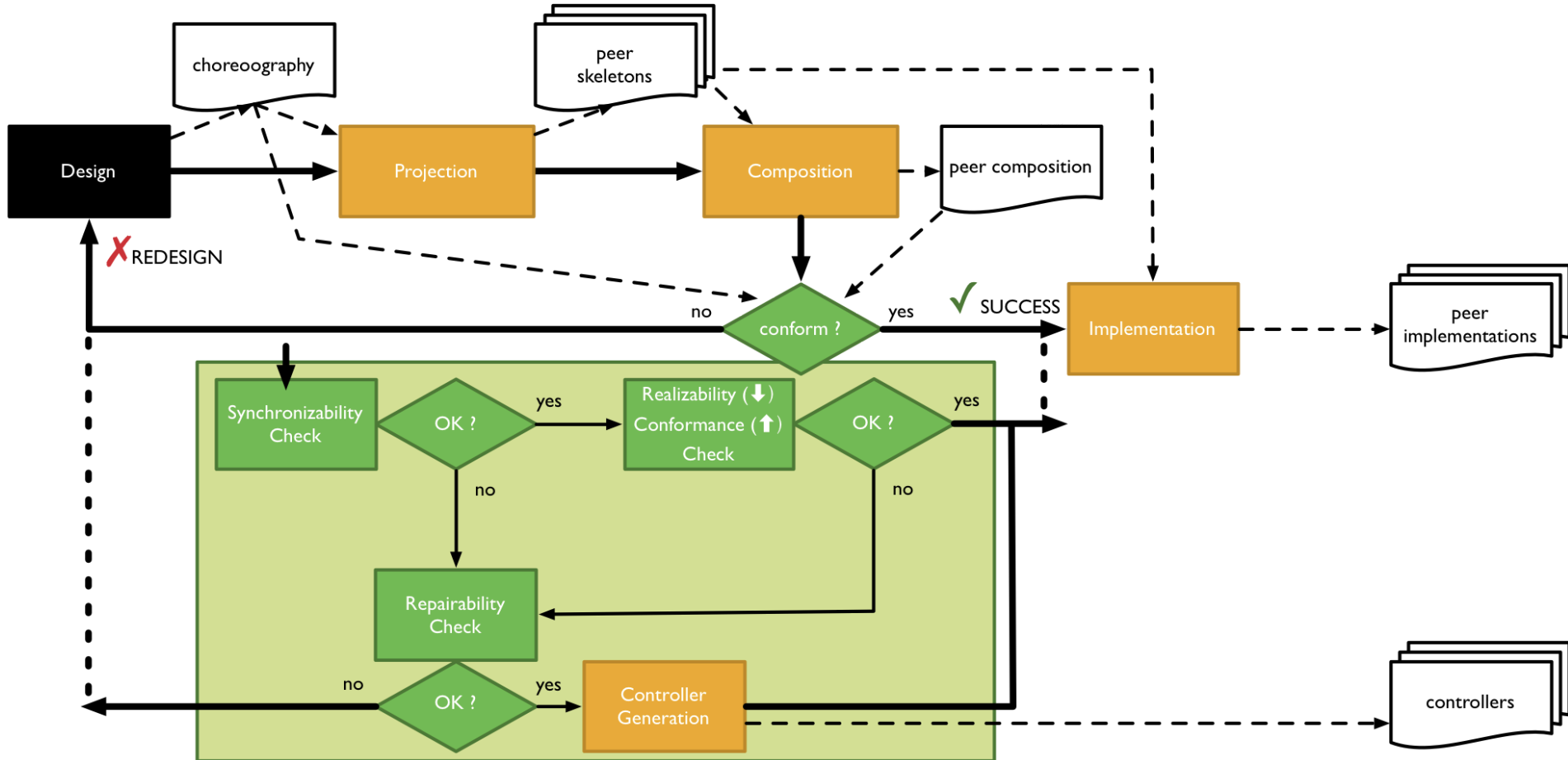
- **realizable?**(C) $\Leftrightarrow \text{synchronizable?}(C \downarrow 1, \dots, C \downarrow n) \wedge C \equiv \text{synch}(C \downarrow 1, \dots, C \downarrow n)$

[Basu et al, POPL'12]

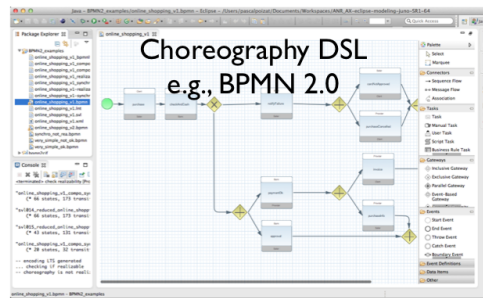
- **conform?**(C, P1, ..., Pn) $\Leftrightarrow \text{synchronizable?}(P1, \dots, Pn) \wedge C \equiv \text{synch}(P1, \dots, Pn)$



↓ Choreography Development in VerChor

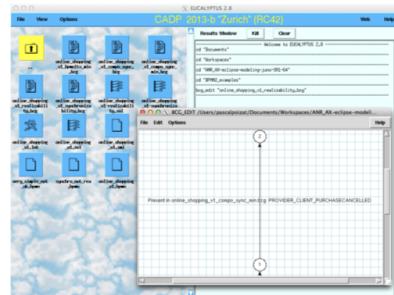


🕒 From Formal Framework to Formal IDE



Choreography Design Environment

↑ diagnostic



CADP toolbox

model transformation

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<choreography xmlns="http://convex.inria.fr">
  <choreoID>online_shopping_v1</choreoID>
  <participants>
    <peer>
      <peerID>Client</peerID>
    </peer>
    <peer>
      <peerID>Seller</peerID>
    </peer>
    <peer>
      <peerID>Bank</peerID>
    </peer>
    <peer>
      <peerID>Provider</peerID>
    </peer>
  </participants>
  <alphabet>
    <message>
      <msgID>ChoreographyTask_10</msgID>
      <sender>Seller</sender>
      <receiver>Client</receiver>
      <messageContent>totalValue</messageContent>
    </message>
  </alphabet>
</choreography>
```

Intermediary Format (CIF)

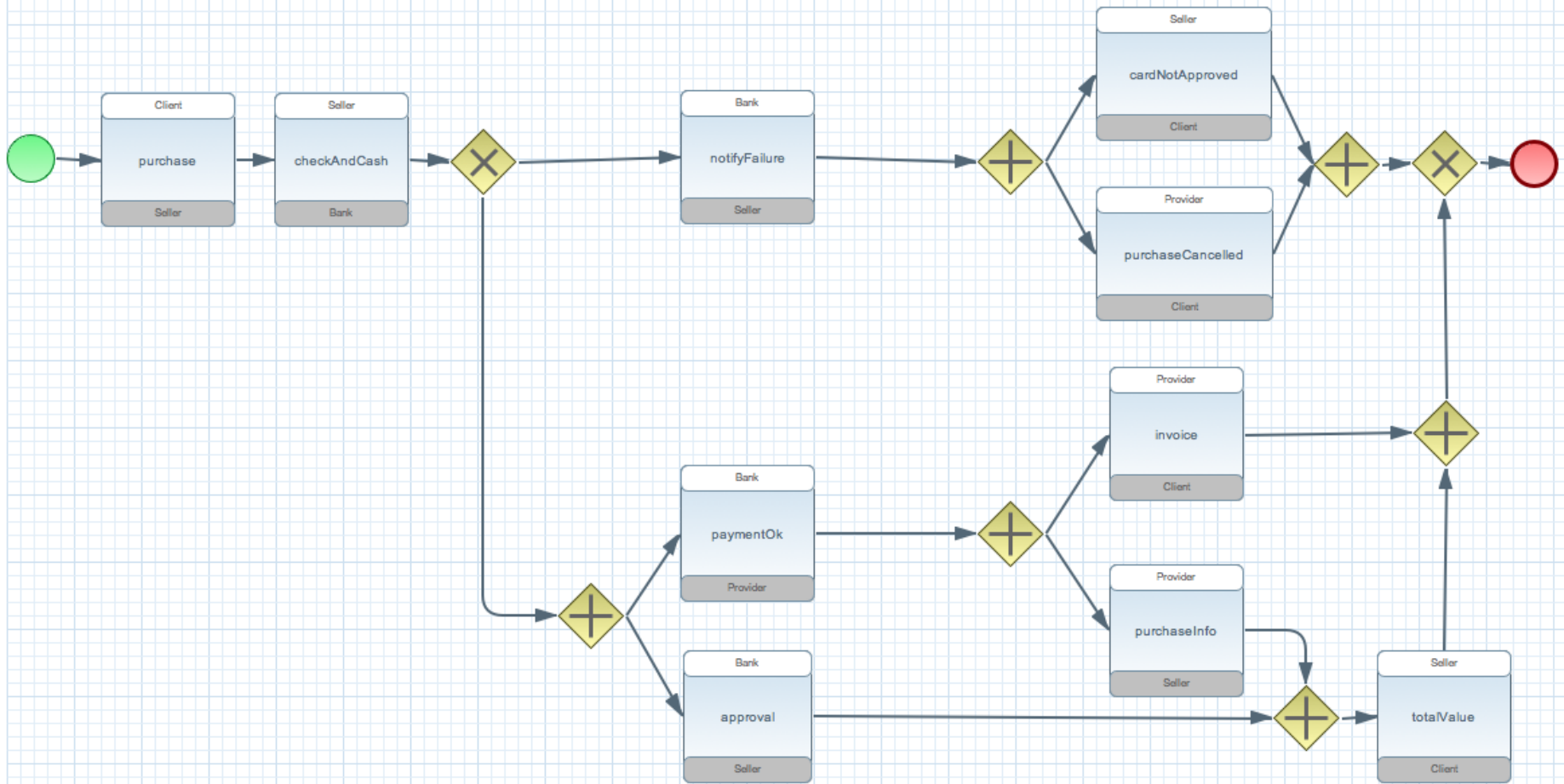
script generation

```
module online_shopping_v1 with "get" is
% CAESAR_OPEN_OPTIONS="-silent -warning"
% CAESAR_OPTIONS="-more cat"
% DEFAULT_PROCESS_FILE=online_shopping_v1.lnk
"online_shopping_v1_bpmnlt_min.bcg" = safety reduction of tau*.
"online_shopping_v1_compo_sync.bcg" = root leaf branching reduct
par Seller_Client_totalValue,Provider_Seller_purchaseInfo,Seller,
peer_Seller [Seller_Client_totalValue,Provider_Client_purchaseC
||
par Provider_Client_purchaseCancelled,Provider_Client_invoice in
peer_Client [Seller_Client_totalValue,Provider_Client_purchaseC
||
par Bank_Provider_payment0k in
peer_Provider [Seller_Client_totalValue,Provider_Client_purchas
||
```

Formal Models (LNT) + Verification Scripts (SVL)

script execution

📄 Online Shopping 1.0: BPMN



Choreography Intermediate Format (CIF)

- pivot model** for choreography-related model transformation

front-ends: BPMN Choreography Diagrams, Conversation Protocols, (ongoing: ChorD)

back-ends: LNT, (ongoing: STG, Petri Nets)

- workflow constructs**

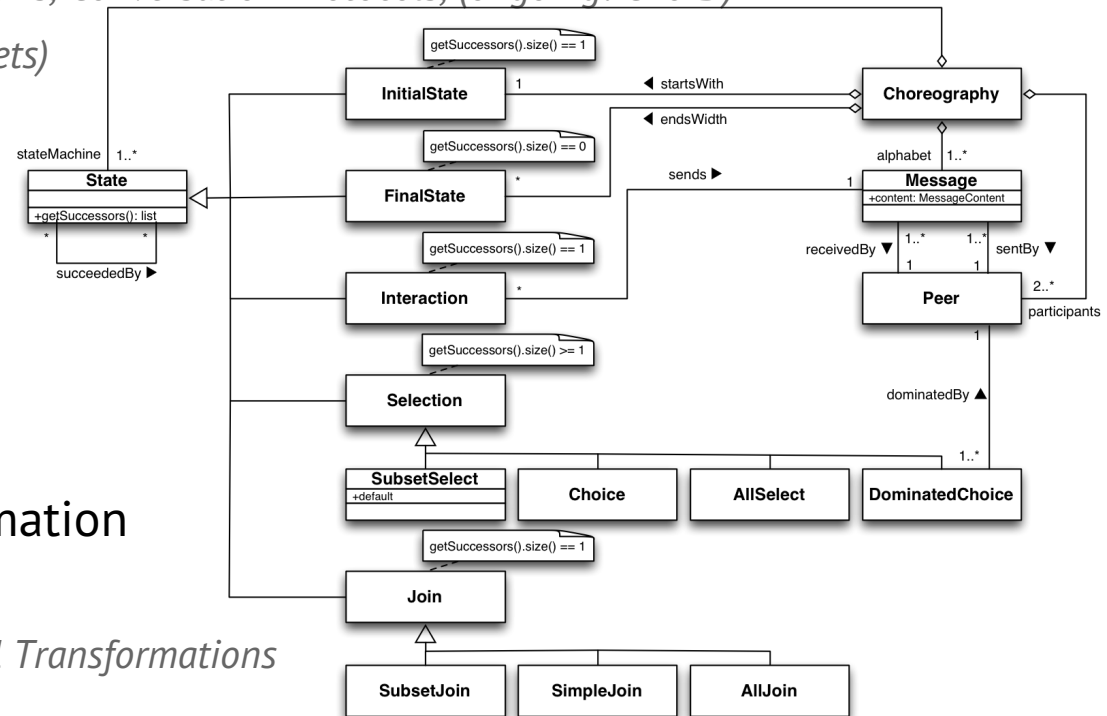
inspired but simplified wrt. BPMN

state-machine encoding

- BPMN → CIF** model transformation

plain old Java over EMF meta-models

part of the framework for Formal Model Transformations



Online Shopping 1.0: CIF

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<choreography xmlns="http://convecs.inria.fr">
  <choreoID>online_shopping_v1</choreoID>
  <participants>
    <peer>
      <peerID>Client</peerID>
    </peer>
    <peer>
      <peerID>Seller</peerID>
    </peer>
    <peer>
      <peerID>Bank</peerID>
    </peer>
    <peer>
      <peerID>Provider</peerID>
    </peer>
  </participants>
  <alphabet>
    <message>
      <msgID>ChoreographyTask_10</msgID>
      <sender>Seller</sender>
      <receiver>Client</receiver>
      <messageContent>totalValue</messageContent>
    </message>
    <!-- 9 other messages -->
  </alphabet>
</choreography>
```

```
<stateMachine>
  <initial>
    <stateID>StartEvent_1</stateID>
    <successors>ChoreographyTask_11</successors>
  </initial>
  <interaction>
    <stateID>ChoreographyTask_10</stateID>
    <successors>ParallelGateway_6</successors>
    <msgID>ChoreographyTask_10</msgID>
  </interaction>
  <!-- 9 other interactions -->
  <allJoin>
    <stateID>ParallelGateway_6</stateID>
    <successors>ExclusiveGateway_2</successors>
  </allJoin>
  <simpleJoin>
    <stateID>ExclusiveGateway_2</stateID>
    <successors>EndEvent_1</successors>
  </simpleJoin>
  <allJoin>
    <stateID>ParallelGateway_2</stateID>
    <successors>ExclusiveGateway_2</successors>
  </allJoin>
  <allSelect>
    <stateID>ParallelGateway_1</stateID>
    <successors>ChoreographyTask_4 ChoreographyTask_5</successors>
  </allSelect>
  <!-- 4 other gateways -->
  <final>
    <stateID>EndEvent_1</stateID>
  </final>
</stateMachine>
</choreography>
```

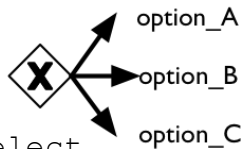
CIF → LNT

- state machine encoding

LNT (LOTOS NT) process algebra

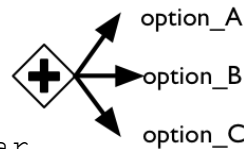
use of patterns for CIF constructs

complex for inclusive gateways



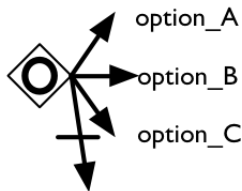
```

1 | select
2 |   option_A[...]
3 | [] option_B[...]
4 | [] option_C[...]
5 | end select
  
```



```

1 | par
2 |   option_A[...]
3 | || option_B[...]
4 | || option_C[...]
5 | end par
  
```

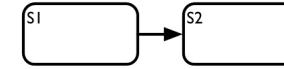


```

1 | select
2 |   option_A[...] || ((option_B[...] [] null) || (option_C[...] [] null))
3 | [] option_B[...] || ((option_A[...] [] null) || (option_C[...] [] null))
4 | [] option_C[...] || ((option_A[...] [] null) || (option_B[...] [] null))
5 | [] default[...]
6 | end select
  
```

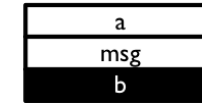
```

1 | process s1[...]
2 |   s2[...]
3 | end process
  
```



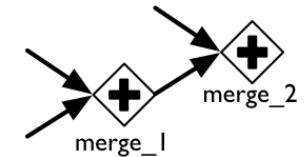
```

1 | process s1[...]
2 |   a_b_msg; s2[...]
3 | end process
  
```



```

1 | process s1[...]
2 |   a_b_msg_REC; s2[...]
3 | end process
  
```



```

1 | hide sync1, sync2 in
2 | par
3 |   sync1, sync2 -> option_A[... , sync1, sync2]
4 | || sync1, sync2 -> option_B[... , sync1, sync2]
5 | || sync2         -> option_C[... , sync2]
6 | end par
  
```

Verification Scripts (SVL)

- **SVL scripts** are generated to compute models (LTS)

choreography model

peer models if needed (projection using hiding + reduction)

buffer models

composition models (synch and asynch-1)

- **SVL scripts** are generated to check for properties

synchronizability

realizability

- using these "Makefile" formal verification scripts, **all tasks are automated**

including counter-example extraction in case some property does not yield

Online Shopping 1.0: LNT and SVL

```

module online_shopping_v1 with "get" is
// definition of types for messages and buffers
...

// definition of choreography workflow

process ChoreographyTask_10 [Seller_Client_totalValue:any,Provider_Client_purchaseCancel
Seller_Client_totalValue; synchro_ParallelGateway_6:null
end process

process ParallelGateway_4 [Seller_Client_totalValue:any,Provider_Client_purchaseCancel
par
synchro_ParallelGateway_5 -> ChoreographyTask_9 [Seller_Client_totalValue,Provider_Clier
||
synchro_ParallelGateway_6 -> ChoreographyTask_10
end par
end process

process ParallelGateway_3 [Seller_Client_totalValue:any,Provider_Client_purchaseCancel
par
synchro_ParallelGateway_6,synchro_ParallelGateway_5 -> ChoreographyTask_9
||
synchro_ParallelGateway_5 -> ChoreographyTask_10
end par
end process

process ParallelGateway_6 [Seller_Client_totalValue:any,Provider_Client_purchaseCancel
synchro_ParallelGateway_6; ExclusiveGateway_2
end process

process split_ParallelGateway_3 [Seller_Client_totalValue:any,Provider_Client_purchaseCancel
hide synchro_ParallelGateway_5:any,synchro_ParallelGateway_6:null
par
synchro_ParallelGateway_6 -> ParallelGateway_4
||
synchro_ParallelGateway_6,synchro_ParallelGateway_5 -> ParallelGateway_3
||
synchro_ParallelGateway_6,synchro_ParallelGateway_5 -> ParallelGateway_6
end par
end hide
end process

(* peers (synchronous communication) *)

```

```

resource is: /Users/pascalpoizat/Documents/Workspaces/ANR_AX-eclipse-modeling-junc
-- current file is: /Users/pascalpoizat/Documents/Workspaces/ANR_AX-eclipse-modeling-junc
... loading choreography
-- choreography loaded
... generating encoding files (LNT, SVL)
-- encoding files generated
... cleaning up workspace
removing old bcg files
removing old diagnostics
-- workspace cleaned up
... generating encoding LTS (BCG) <this can be long>
-- encoding LTS generated
... checking if synchronizable
2
i
Present in online_shopping_v1_acompo_min.bcg: PROVIDER_CLIENT_PURCHASECANCELLED
-- choreography is not synchronizable

```

```

% CAESAR_OPEN_OPTIONS="-silent -warning"
% CAESAR_OPTIONS="-more cat"

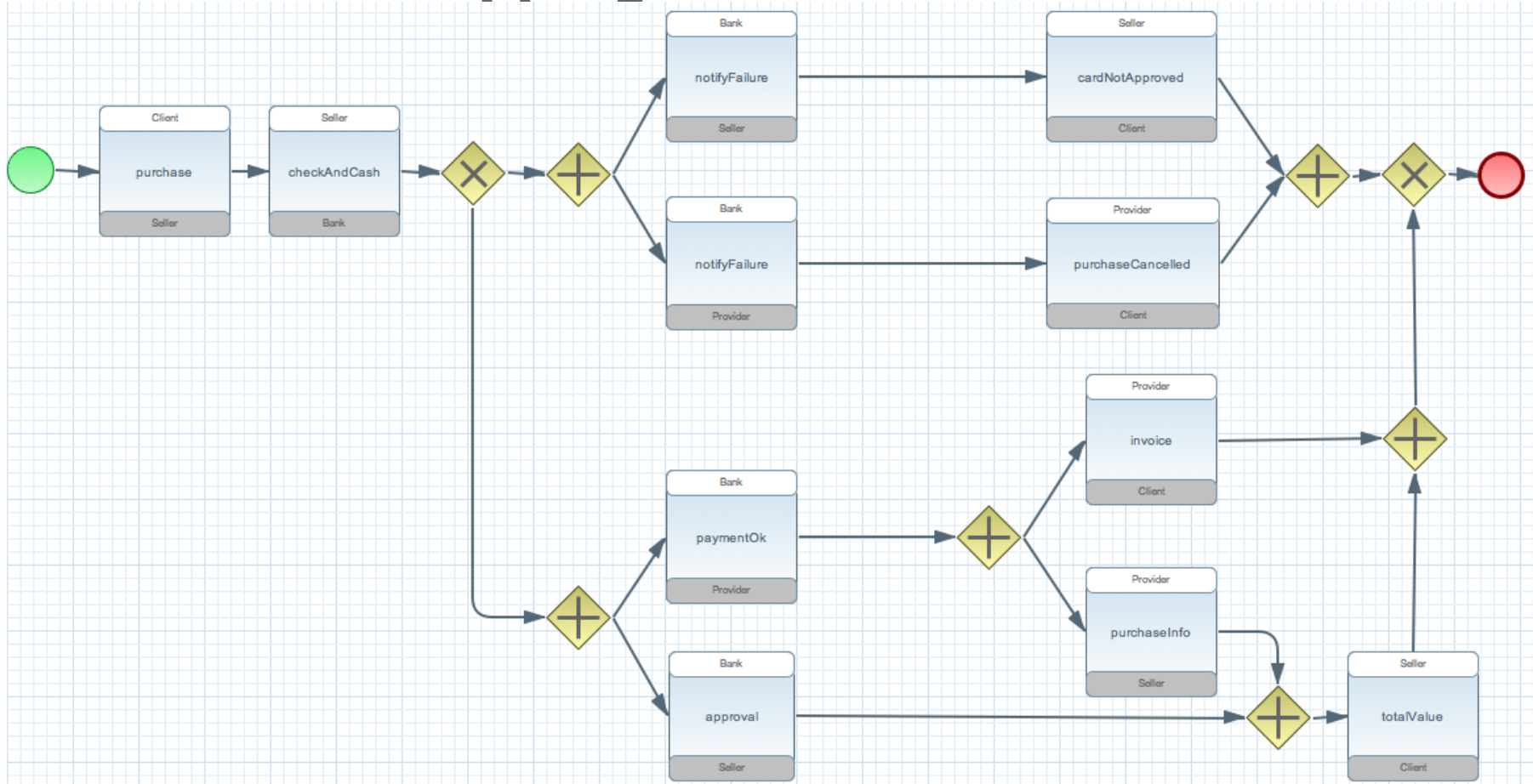
% DEFAULT_PROCESS_FILE=online_shopping_v1.lnt

"online_shopping_v1_bpmnlts_min.bcg" = safety reduction of tau*.a reduction of branchi

"online_shopping_v1_compo_sync.bcg" = root leaf branching reduction of
par Seller_Client_totalValue,Provider_Seller_purchaseInfo,Seller_Bank_checkAndCash,Ban
peer_Seller [Seller_Client_totalValue,Provider_Client_purchaseCancelled,Provider_Sell
||
par Provider_Client_purchaseCancelled,Provider_Client_invoice in
peer_Client [Seller_Client_totalValue,Provider_Client_purchaseCancelled,Provider_Sell
||
par Bank_Provider_paymentOk in
peer_Bank_Provider_paymentOk_REC,Provider_Client_purchaseCancelled,Provider_Se
||
peer_Client_purchaseCancelled,Provider_Seller
||
peer_Seller_purchaseInfo_REC,Seller_Bank_
||
peer_Seller_purchaseInfo,Bank_Seller_approval,Client_Seller_pu
||
peer_Client_invoice in
Provider_Client_purchaseCancelled_REC,Provide
||
peer_Client_purchaseCancelled,Provide
||
peer_Client_purchaseCancelled_REC,Provider_Seller_purchaseInfo_REC,Pro
||
peer_paymentOk,Provider_Client_purchaseCancelled,Provid
||
peer_Bank_Provider_paymentOk_REC,Bank_Seller_appro
||
peer_Seller_Bank_checkAndCash_REC,Bank_Provider_
end par
end par
end par

```

Online Shopping 2.0: BPMN



>SChorA

The ChorD Language

- Based on [Qiu et al, WWW'07], **extended with support for data**

L	semantics
1	skip
α	interaction
$L1; L2$	sequence
$L1 + L2$	choice
$L1 \mid L2$	parallelism
$L1 \triangleright L2$	interruption
$[\phi] \triangleright L$	if-then
$[\phi] * L$	while

α	choreography language semantics
$o[a,b].x$	interaction o from a to b, x is not bound
$o[a,b].<x>$	interaction o from a to b, x is bound

no need for τ s since we have choice.

- shopping = request[buyer,vendor].<x>;
 $[x \leq 0] * (\text{error}[\text{vendor}, \text{buyer}]; \text{request}[\text{buyer}, \text{vendor}].<x>);$
 confirm[vendor,buyer].x

The ChorD Language

- Based on [Qiu et al, WWW'07], **extended with support for data**

L	semantics
1	skip
α	interaction
$L1; L2$	sequence
$L1 + L2$	choice
$L1 \mid L2$	parallelism
$L1 [> L2$	interruption
$[\phi] \triangleright L$	if-then
$[\phi] * L$	while

α	role language semantics
$o[a,b]?x$	reception o in a from b, x is not bound
$o[a,b]?<x>$	reception of o in a from b, x is bound
$o[a,b]!x$	emission of o in a to b, x is not bound
$o[a,b]!<x>$	emission of o in a to b, x is bound
τ	internal action

- $\text{vendor} = \text{request}[\text{buyer}, \text{vendor}]?<x>;$
 $[x \leq 0] * (\text{error}[\text{vendor}, \text{buyer}]!; \text{request}[\text{buyer}, \text{vendor}]?<x>);$
 $\text{confirm}[\text{vendor}, \text{buyer}]!x$

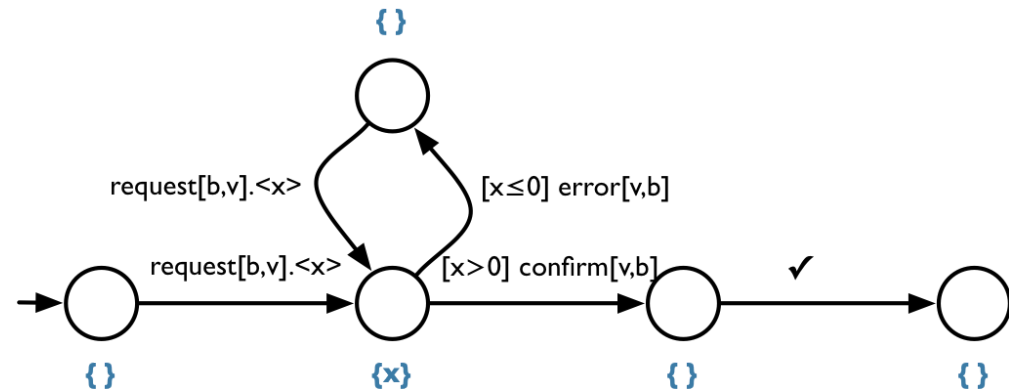
Symbolic Transition Graphs (STG)

- Labelled Transition Systems **extended with support for data**
[Hennessy and Lin, TCS:138(2), 1995] with renamings/extensions (STGA, STS, IOLTS, ...) by others
used for symbolic verification, e.g., WS-BPEL testing in [Bentakouk et al, TESTCOM'07]
- 13 **transformation rules** from Chord to STG

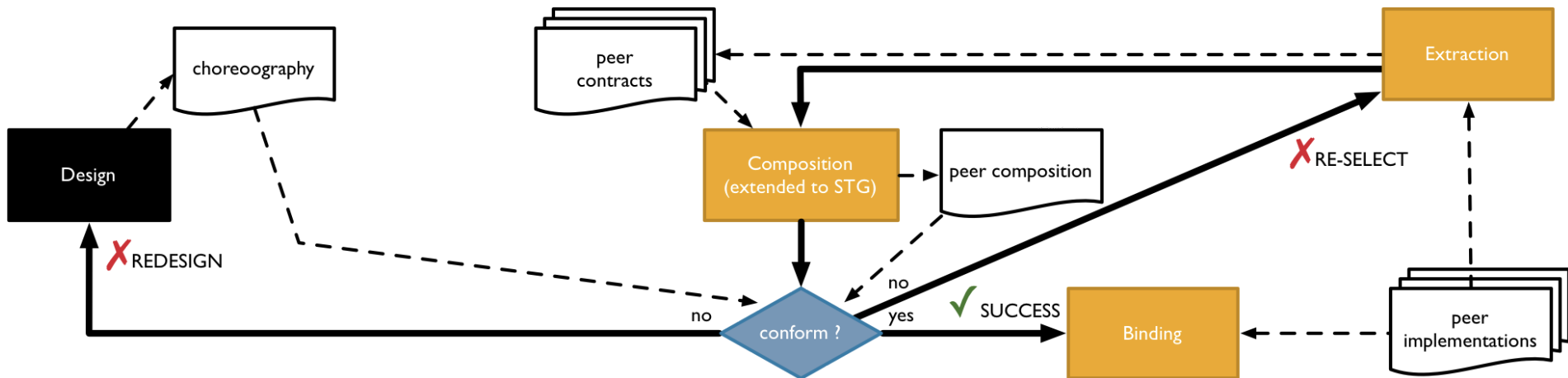
request[buyer,vendor].<x>;

[x ≤ 0] * (error[vendor,buyer]; request[buyer,vendor].<x>);

confirm[vendor,buyer].x



↑ Choreography Development in SChorA



🔑 Conformance and Data

- Conformance is a relation **between a specification and an implementation approach**

approach	data	support using	loops	assignments	equivalence
[Busi et al, Coordination'06]	yes	closure	no	yes	branching bisimulation
[Li et al, TASE'07]		closure	yes	yes	weak bisimulation
[Kazhamiakin et Pistore, WS-FM'06]		bound domains	yes	no	branching bisimulation

- closure does not work for open choreographies, e.g., $o1[a,b].<x>; [x>0] \mid o2[b,a].x$
 bound domains still yield state space explosion if LTS are used
 possibility to have internal actions in peers, hence in implementations
 → **symbolic branching bisimulation**
- conformance is not always just true or false
if $x \geq 0$, $Impl = ([x \geq 0] \triangleright confirm[a,b].x + [x < 0] \triangleright cancel[a,b].x)$ is conform to $Spec = confirm[a,b].x$
 → **most general constraint** for conformance

Conformance Verification

1. hide (τ) **additional interactions** in the implementation

these interactions may have been added by the developer to reach conformance

they may also result from peers interacting with partners outside the scope of the choreography

2. compute the **most general constraint** ρ over data exchanged between peers to achieve conformance

modification of [Li and Chen, TACAS'99], symbolic weak bisimulation \rightarrow symbolic branching bisimulation

ρ is obtained as a Predicate Equation System (PES)

3. verify ρ using **the Z3 SMT solver**

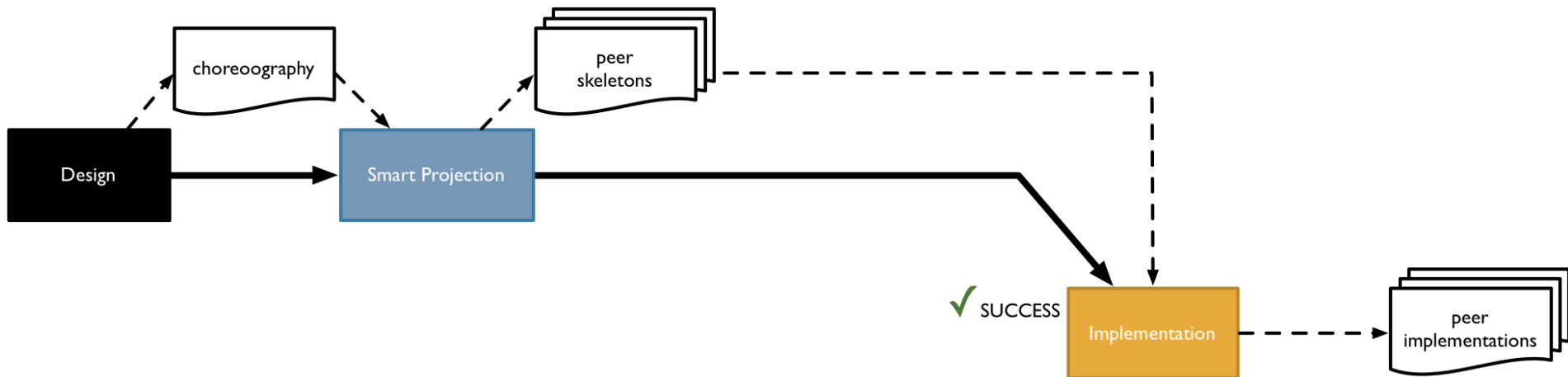
transformation from PES to the Z3 input language

4. reach **verdict** (true / false / maybe / inconclusive)

if $[\rho=false] \rightarrow \text{unsat}$ then ρ is always true and we have conformance

else verdict based on $[\rho=true]$: $\text{unsat} \rightarrow \text{false}$, $\text{sat} \rightarrow \text{maybe}$, and $\text{timeout} \rightarrow \text{inconclusive}$

↓ Choreography Development in SChorA



🔑 Realizability and Data

- A choreography is realizable if we can **generate conform peers using projection**

approach	synchr. communication	asynchr. communication	#causality semantics
[Sun et al, APSEC'10]	yes	no	1

- 4 different causality semantics** for $m[a,b]; n[c,d]$

[Lanese et al, SEFM'08] *synch, send-asynch, receive-asynch, disjoint-asynch*

$o1[b,a]; o2[c,a]$: ✓ for *synch*, ✗ for *send-asynch* ($b.o1! < c.o2!$ not ensured)

$o1[a,b]; o2[a,c]$: ✓ for *synch*, ✗ for *receive-asynch* ($b.o1? < c.o2?$ not ensured)

$o1[a,b]; o2[c,a]$: ✓ for *synch*, ✗ for *disjoint-asynch* ($b.o1? < c.o2!$ not ensured)

- full-support for data**

$o1[c,a]<x>; [x>0] \mid o2[a,b]; [x\leq 0] \mid o3[c,d]$ is realizable (dead parts)

$o1[a,c].<x>; ([x>0] \mid o2[a,b] + [x<0] \mid o3[c,d])$ is realizable (choice based on known data)

- realizability achieved using a **smart projection**

intrusive control well-suited for ↓

Smart Projection

1. **prune** unreachable transitions and states

these are parts of the choreography that are not consistent

2. **connect** consecutive interactions with different sender/receiver

[Lanese et al, SEFM'08] e.g., $o1[a,b].\langle x \rangle; o2[c,d].\langle y \rangle \rightarrow o1[a,b].\langle x \rangle; X[a,c]; o2[c,d].\langle y \rangle$ (send-asynch)

3. **synchronize** choice branches

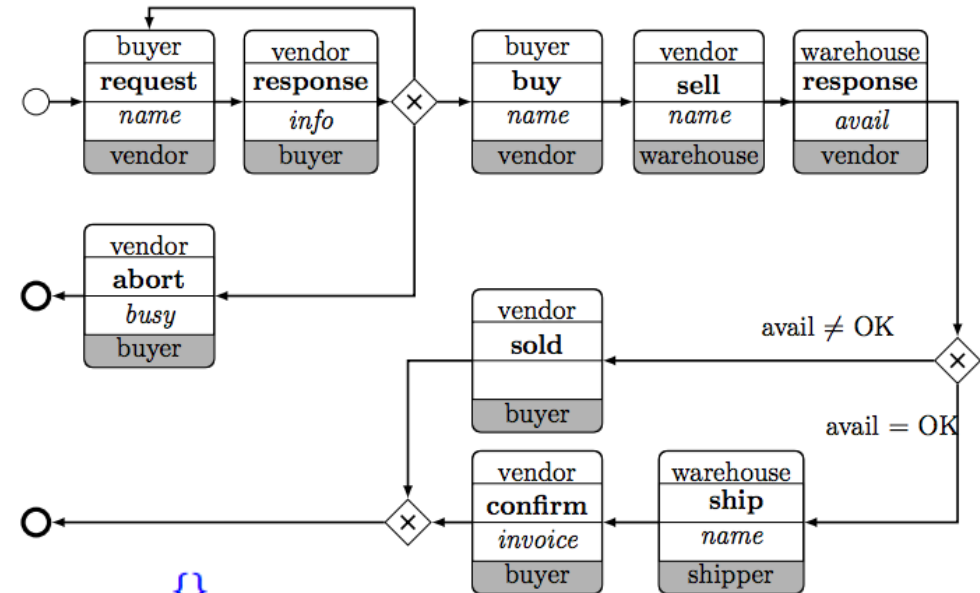
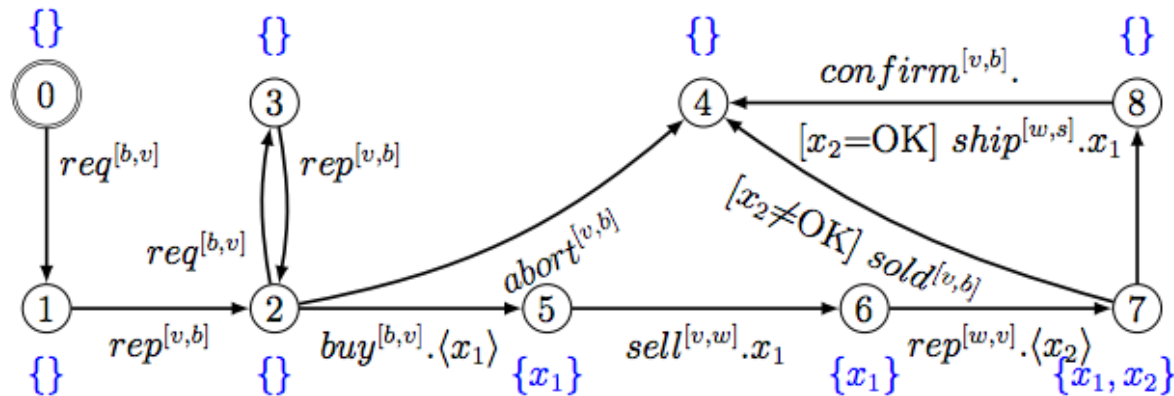
[Qiu et al, WWW'07] role-based, $o1[a,b] + o2[a,c] + o3[d,e] \rightarrow o1[a,b] + o2[a,c] + X[a,d]; o3[d,e]$ (send-asynch)

nothing to do if data-based, $o1[a,c].\langle x \rangle; ([x > 0] \mid\!> o2[a,b] + [x < 0] \mid\!> o3[c,d])$

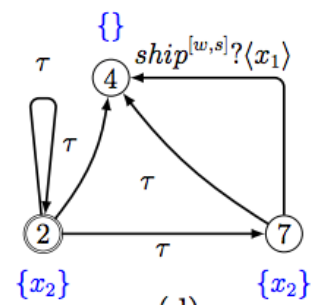
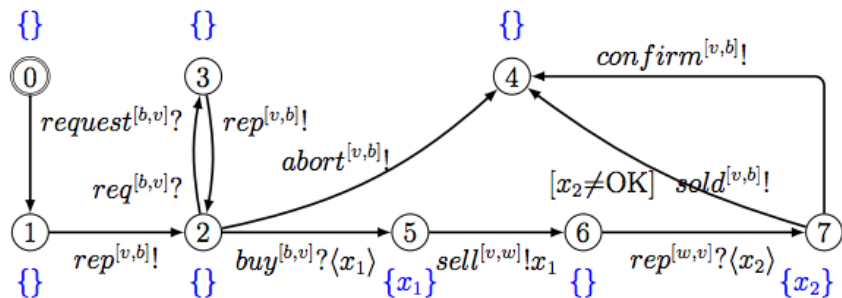
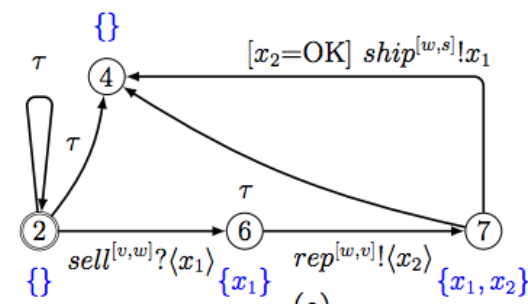
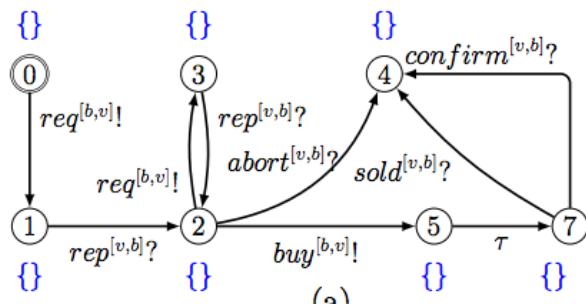
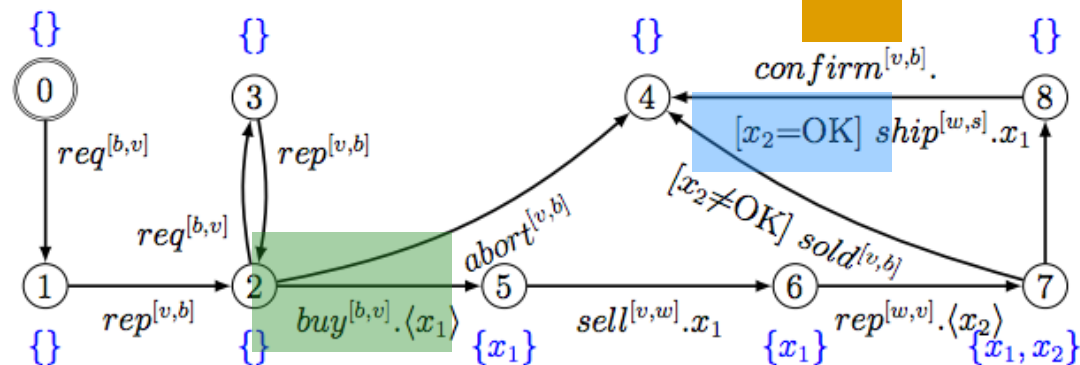
4. **exchange** information relative to data constraints between peers

$o1[a,b].\langle x \rangle; o2[c,d].x \rightarrow o1[a,b].\langle x \rangle; X[b,c].x; o2[c,d].x$ (disjoint-asynch)

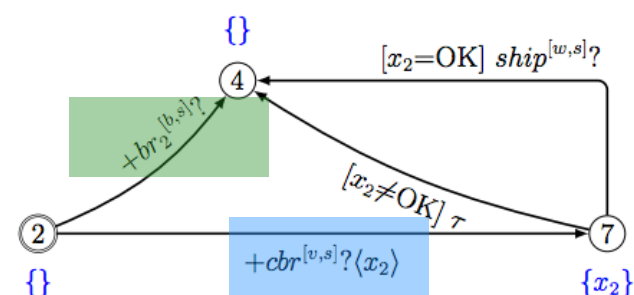
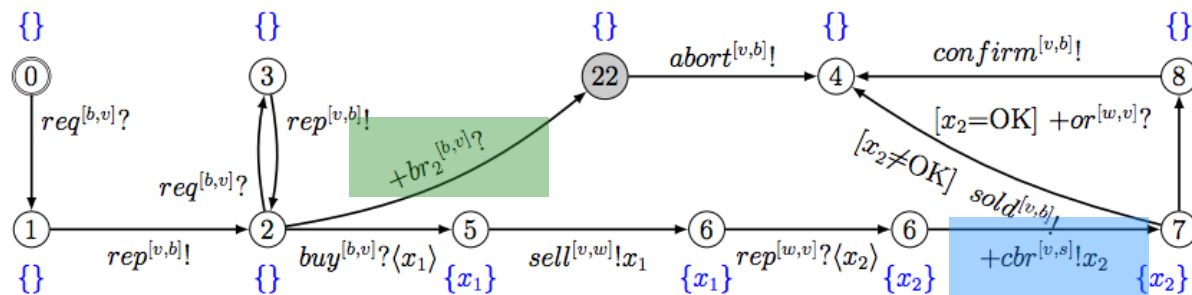
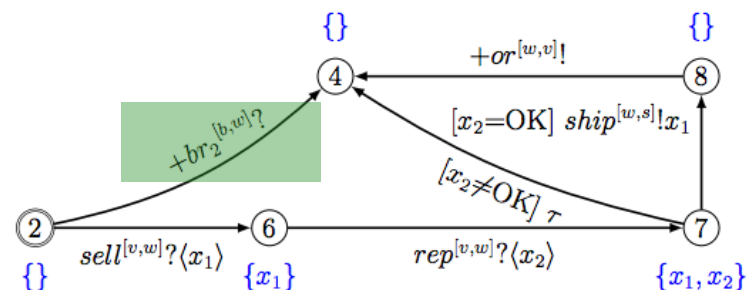
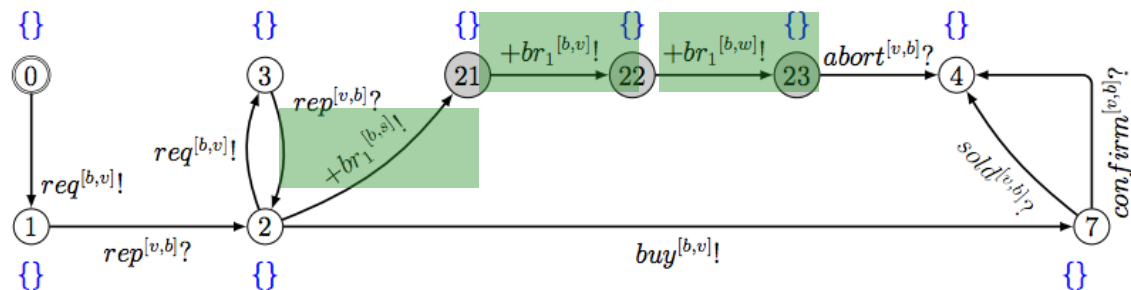
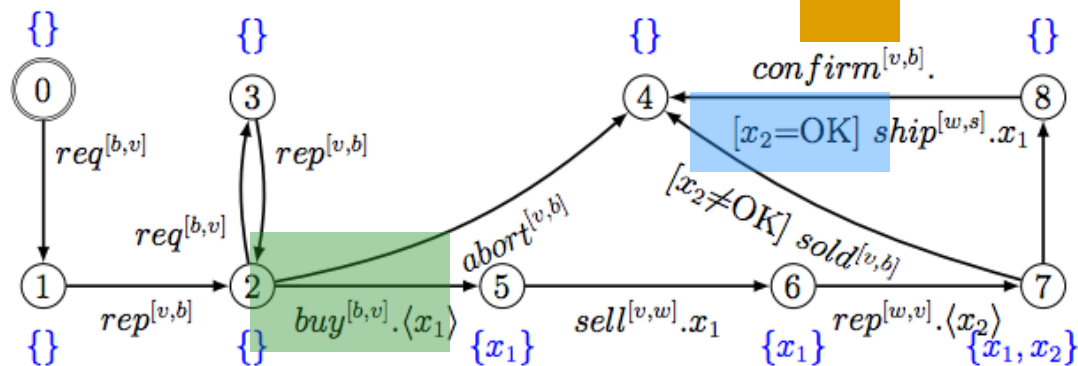
Example



Example



Example



Conclusion

- **choreographies** are central in distributed system development
well-suited for global specifications with interaction as a 1st class citizen
support reasoning and rapid development through generative approaches
- **formal methods** integrate well in choreography-based development
formal grounding - synchronizability, realizability, conformance, control
tool development - VerChor and SChorA (both open source)
- **going further?**
study new developments on classes of choreographies
choreographies and dynamic system evolution
application of the symbolic approach (SChorA) to BPM