

# Choreographies for Program Understanding

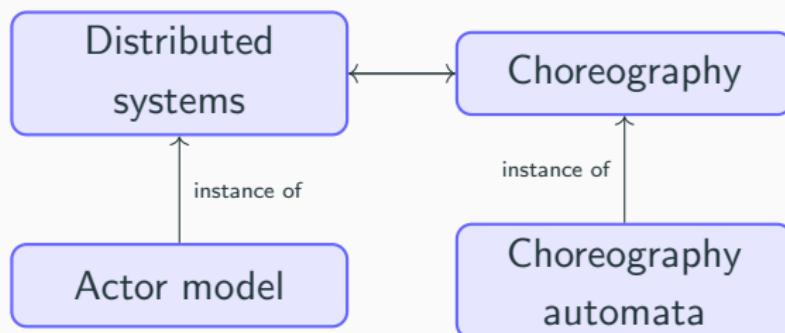
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# Distributed Systems are Hard

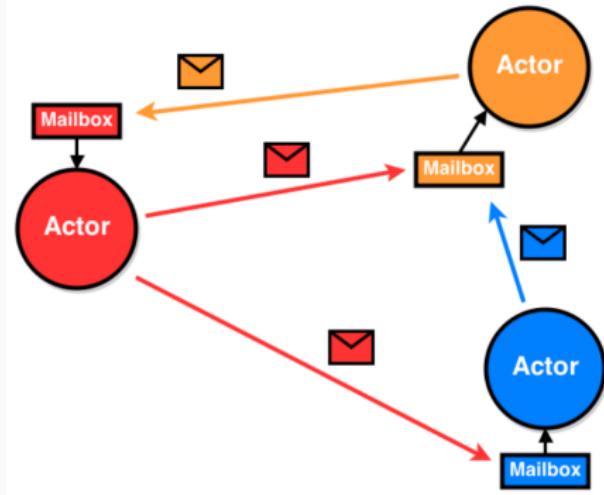
Abstractions in order to simplify:



# The Actor Model

## Main concepts

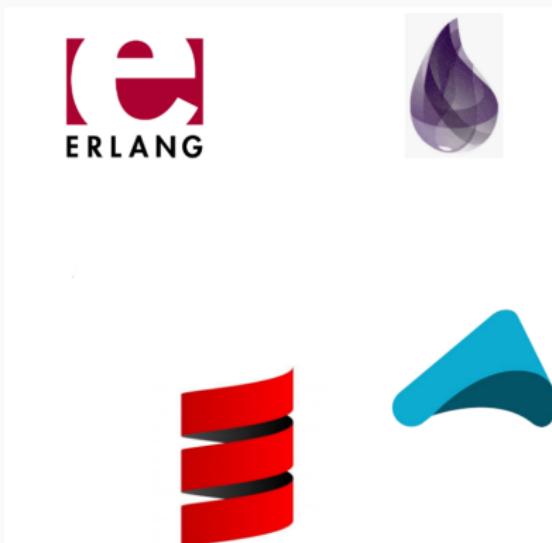
- Processes with mailbox
- Asynchronous messaging



# The Actor Model

## Ecosystem

- Erlang, Elixir, Scala
- Akka (Java), Actix (Rust)



# Choreography Automata [1]

## Informally

- Choreography: describes distributed protocols
- Paired with automata theory



[1] Barbanera et al. "Choreography automata." COORDINATION, 2020.

# Global vs Local View

## Global



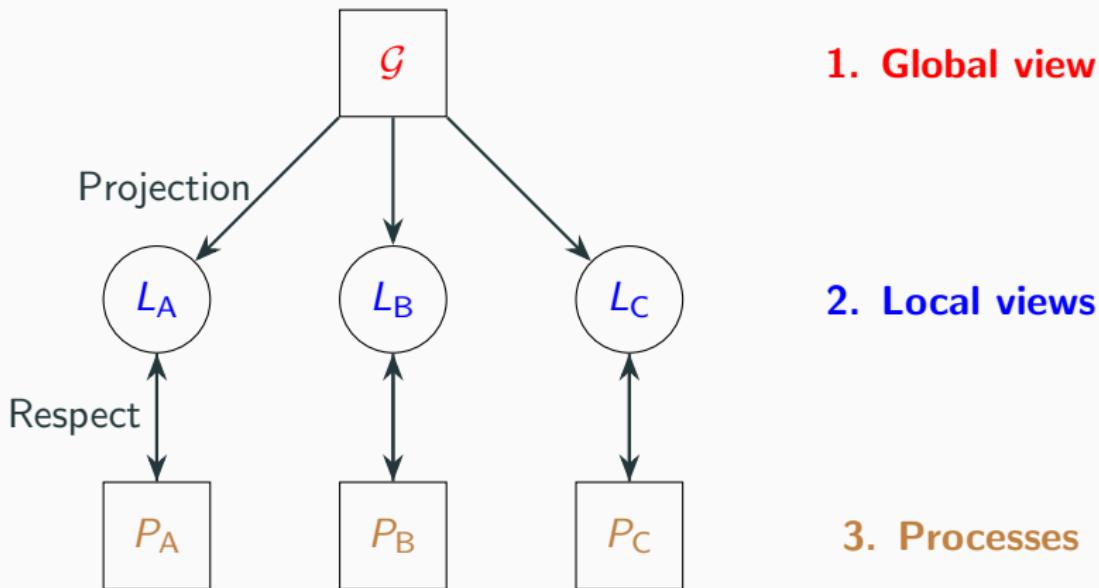
## Local



The communication system is seen as a whole.

A participant's individual perspective.

# Usual practice: Top-Down Approach



## Usual practice: Top-Down Approach

### Steps:

1. Write the global specification
2. Project to obtain the local specifications
3. Write local programs that respect the specifications

**Problem:** difficult to integrate existing code and architecture.

# Aim

Problem:

Debug and  
understand  
legacy code

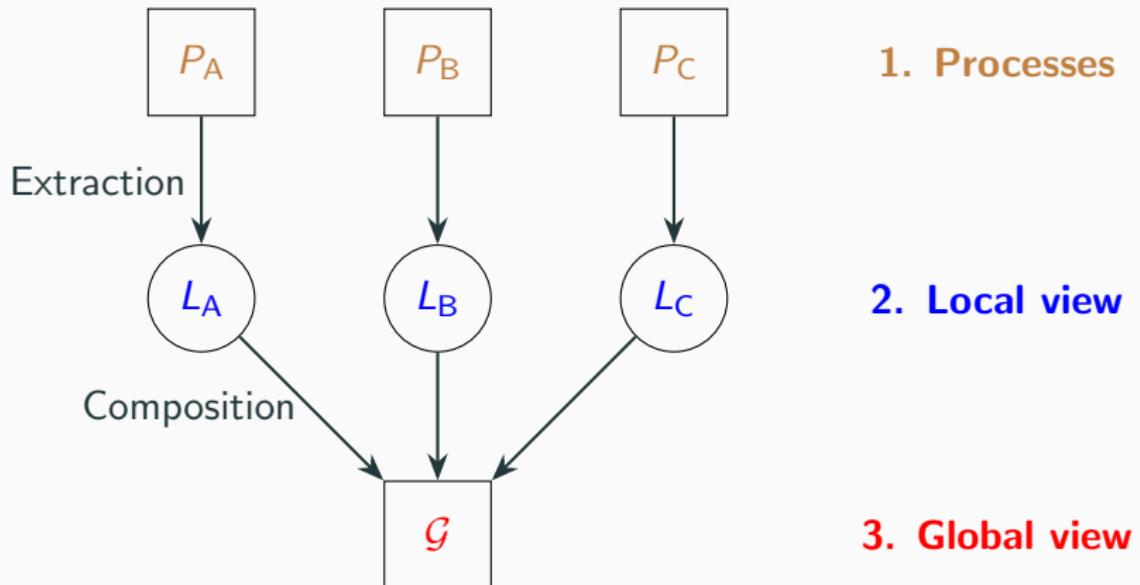
How?

Extract global  
specification  
from code

Support

Tool based on  
static analysis

# Bottom-up Approach



# Bottom-up approach

## Extraction steps

1. Analyze an input source code
2. Extract the local views
3. Compose local views to create an approximated global view

**Output:** an abstraction that captures all the possible behaviors.

# Why

## Possible benefits

- Improves understanding of the code
  - Give all good behavior
- Highlight bugs
  - Like deadlock, race condition, etc...

# Requirements

- Automatic extraction
- Target mainstream languages
- Support creation and removal of participants
- Capture good behaviors and highlight misbehaviors
- Use a simple notation as output

# Extraction steps

1

Take the file input and perform simple analysis

2

Extract a local-view for each actor found

3

Compose a global-view using the local-views

4

Minimize and analyse the output graph

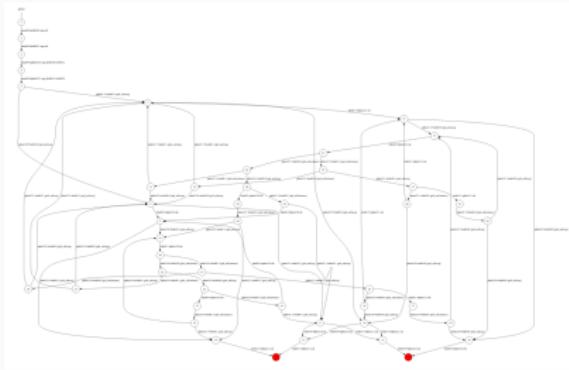
## Problems - Undecidability

It would imply deciding termination. Choice of:

- Under-approximation: we can leave out some useful behavior
- **Over-approximation:** we include many behaviors (good or bad, present or not)

# Problems - Huge descriptions

- Distributed system are naturally huge
- Needs of abstraction mechanisms: remove redundant information



# Motivating Examples

Two examples:

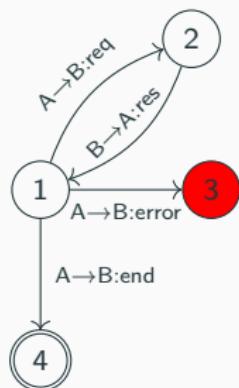
Dining Philosophers  
(deadlock)

Bank Account  
(race condition)

# Deadlock

**Final state:** all the participants are in a *local* final state.

**Deadlock:** a non-final state without outgoing transitions.

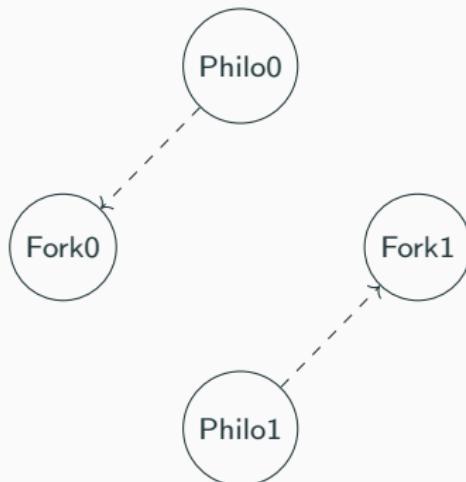


# Dining Philosophers example

```
philosopher(Fork1, Fork2) →  
    send req to Fork1,  
    receive ack from Fork1,  
    send req to Fork2,  
    receive ack from Fork2,  
    eat(),  
    send release to Fork1,  
    send release to Fork2,  
    philosopher(Fork1, Fork2).  
  
fork() →  
    receive req from Phil,  
    send ack to Phil,  
    receive release from Phil,  
    fork().
```

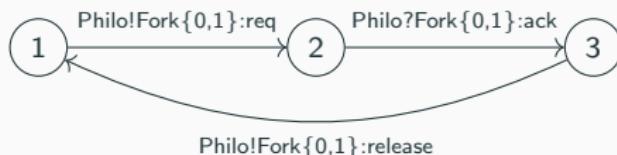
## Participants:

- 2 philosophers
- 2 forks

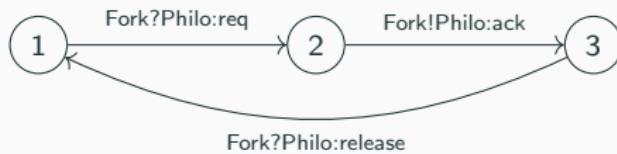


# Dining Philosophers example's local views

**Note:** merge of redundant communication!

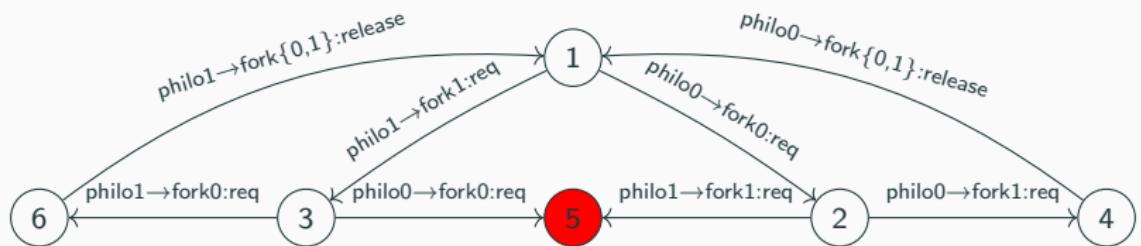


Philosopher's local view.



Fork's local view.

# Dining Philosophers global-view



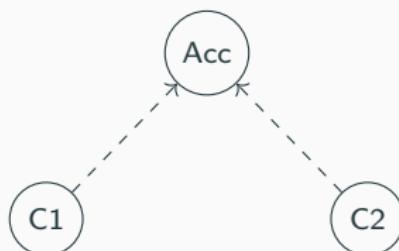
Global view of the Dining Philosophers example.

# Bank Account example

```
account(Value) →  
    receive  
        read from Client →  
            send Value to Client ,  
            account(Value);  
        NewValue from Client →  
            account(NewValue).  
  
client() →  
    send read to Acc ,  
    receive Value from Acc ,  
    % operations on Value  
    send NewValue to Acc .
```

## Participants:

- 1 account
- 2 clients



# Bank Account example's local views

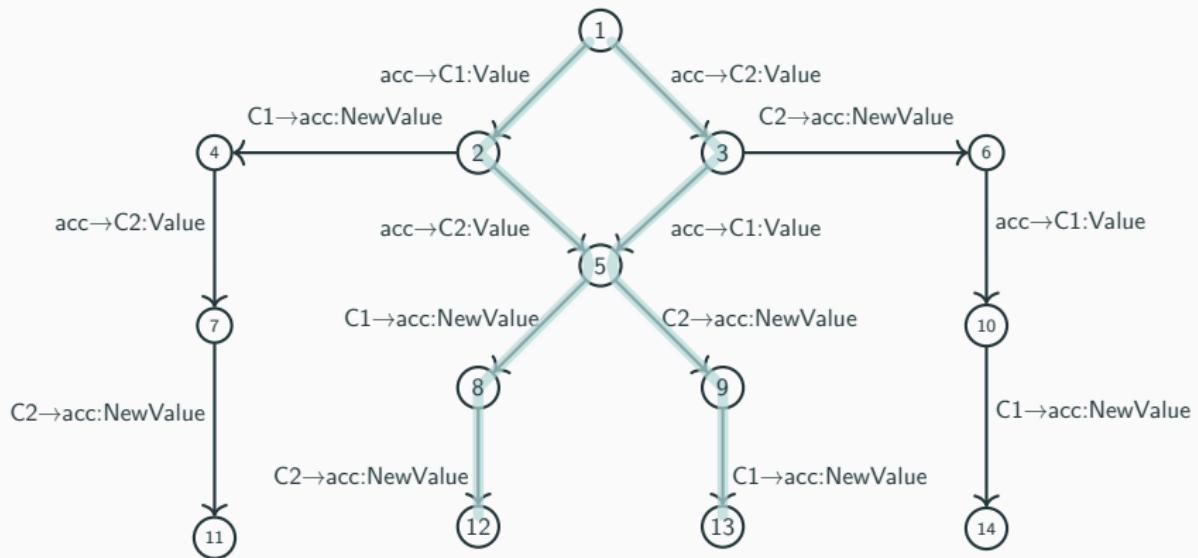


Account's local view.



Clients' local view.

# Bank Account global-view



Global view of the Bank Account example.

# Conclusion

## Summary

- Problem: difficult to express legacy code
- Bridge the gap between programming and theoretical frameworks
- Use of bottom-up and over-approx techniques

**Future work:** create the tool as described (**WIP** on [github.com/gabrielegenovese/chorer](https://github.com/gabrielegenovese/chorer)) and evaluate it on real-world examples.



Thanks for listening!