

Kernel Process Model Requirements (v0.1)

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The Hebrides release of the SpringSource dm Server will be based on a separate *kernel* component. This document explores the requirements for how concurrent processes are modelled in the kernel.

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1 Overview

There are three layers in the kernel process model: events, processes, and a completion service that provides callbacks when processes change state.

2 Events

Events have string names and associated value objects

$$[EventName, Value]$$

Each event has a name and an optional value object.

$\begin{array}{l} \textit{Event} \\ \textit{name} : \textit{EventName} \\ \textit{value} : \textit{Value} \end{array}$
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Events are correlated using correlator objects.

$$[Correlator]$$

$\begin{array}{l} \textit{EventWait} \\ \textit{awaited} : \mathbb{P}(\textit{EventName} \times \textit{Correlator}) \\ \textit{fired} : \textit{EventName} \times \textit{Correlator} \rightarrow \textit{Event} \end{array}$
$\begin{array}{l} \textit{awaited} \cap \text{dom } \textit{fired} = \emptyset \\ \forall n : \textit{EventName}, c : \textit{Correlator} \mid (n, c) \in \text{dom } \textit{fired} \bullet \\ \quad \textit{fired}(n, c).\textit{name} = n \end{array}$

Events can be awaited. If the event has not already fired, the event is added to the awaited set of events (and the await operation blocks until the event fires).

$\begin{array}{l} \textit{AwaitNotFired} \\ \Delta \textit{EventWait} \\ \textit{c?} : \textit{Correlator} \\ \textit{n?} : \textit{EventName} \end{array}$
$\begin{array}{l} (n?, c?) \notin \text{dom } \textit{fired} \\ \textit{awaited}' = \textit{awaited} \cup \{(n?, c?)\} \\ \textit{fired}' = \textit{fired} \end{array}$

If the event has already fired, the state is not changed and the operation returns immediately.

$\begin{array}{l} \textit{AwaitFired} \\ \Xi \textit{EventWait} \\ \textit{c?} : \textit{Correlator} \\ \textit{n?} : \textit{EventName} \end{array}$
$(n?, c?) \in \text{dom } \textit{fired}$

Awaiting an event covers either case.

$$\textit{Await} \triangleq \textit{AwaitNotFire} \vee \textit{AwaitFired}$$

Correlators can be used to clean up old events. By definition, old events are not being waited upon.

<i>Cleanup</i>	
$\Delta EventWait$	
$c? : Correlator$	
$\forall a : awaited \bullet c? \neq second\ a$	
$fired' = (EventName \times \{c?\}) \triangleleft fired$	

2.1 Serviceability Requirements

Event waits and event firings will appear in the trace.

The set of awaited events and the collection of fired events will appear in the dump.

3 Processes

Process states and transitions are defined by a process schema.

Process schemas may be checked statically for properties such as deadlock freedom.

Child processes can be related to their parent processes?

Progress of a process relative to its schema to be visible in dump and trace.

Overall process graph to be deducible from the dump.

4 Completion Service

TBD.