

A pomset semantics for choreographies

José Proença
DCC-talks, 15 May 2024





2011
PhD @ CWI
Amsterdam (NL)
Coordination
Formal methods
Concurrency
Software Engineering

2005
Lic. @ UMinho
Braga

Mathematics &
Computer Science



2015
Postdoc @
KU Leuven (BE)

Programming languages
Variability

Wireless Sensor Netw.
Reactive programming



2019
Postdoc @
INESC TEC
Braga

Softw. Architectures
Design Calculi

From Feb'19
Postdoc @ CISTER
From Set'23
Assistant prof. @ DCC

Formal methods

Component-based systems

Concurrency theory

Coordination **models**

Distributed **algorithms**

Using SAT solvers

Compositional **semantics**

Automata based

Constraint based

Calculus based

ABS programming
language

Variability models

Domain specific
languages

Category theory

Type systems

*Wireless sensor
networks*

Verification

(Model checking,
Dynamic Logic)

Reactive **programming**

Real-time systems

Hybrid systems

Critical systems

*Ready-to-use **formal tools***



Universidade do Minho

2005

CWI



Universiteit Leiden

2010

KU LEUVEN

DistriNet

2015

INESCTEC



Universidade do Minho

CISTER
Research Center in
Real-Time & Embedded
Computing Systems

2020

isep FC



Nowadays...

Real-time systems + industrial partners

- Modelling of “coordinators” in real-time OS
- Model checking many variations made easier

Hybrid programs

- Lince tool
- ICTAC

```
// Cruise control
p:=0; v:=2;
while true do {
  if v<=10
  then p'=v, v'=5 for 1
  else p'=v, v'=-2 for 1
}
```

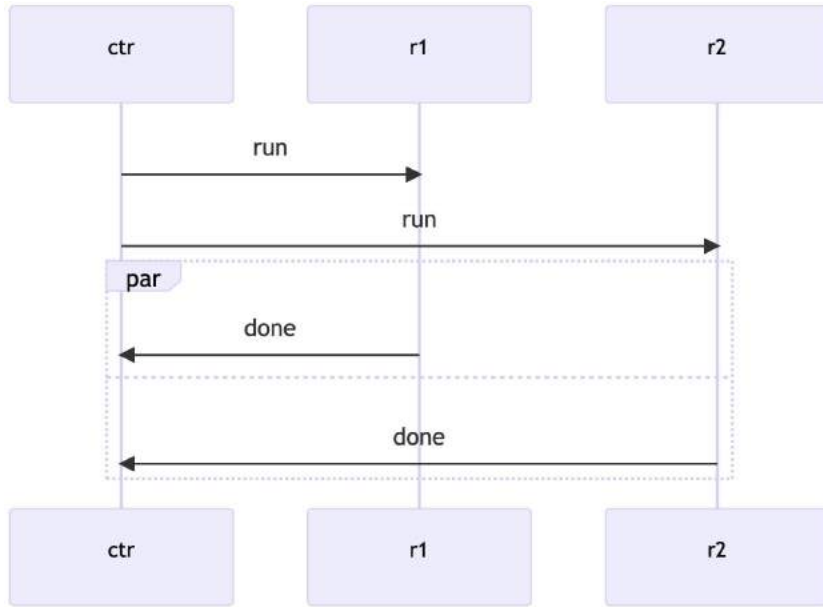
Team Automata

- (Multi) synchronisation of automata
- Communication properties
- Different setting: dynamic logic, variability, realisability, ...
- FM, ICTAC

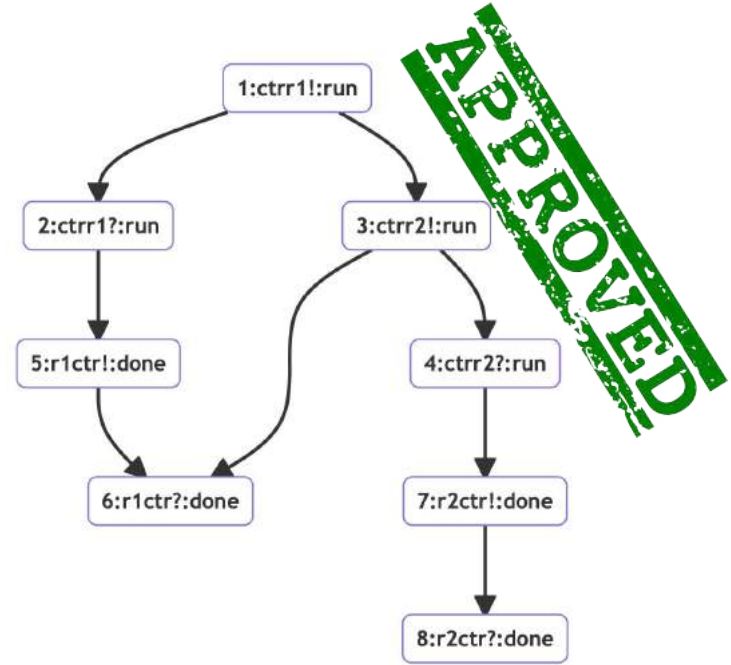
Choreographies

- Multi-party session types
- “Formal” message sequence charts
- **Pomsets**
- ECOOP, ISOLA

This talk: pomsets



Choreographies



(Branching) pomsets

Realisability

Joint work with



Sung-Shik Jongmans



Luc Edixhoven



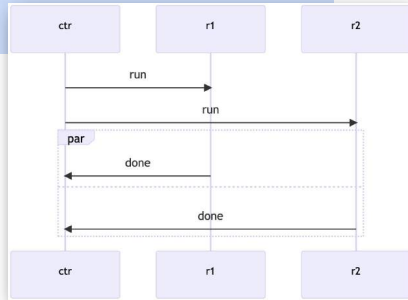
Universiteit Leiden



Outline

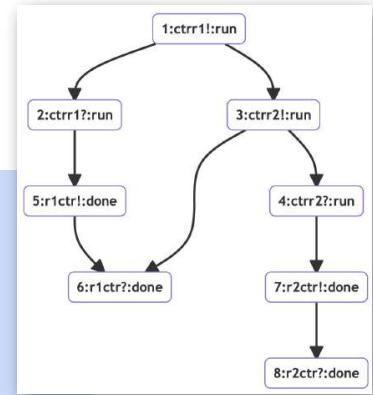
Choreographies

- What is a system of communicating agents



Pomsets

- What is a pomset
- Semantics as a set of pomsets
- Semantics as a **branching pomset**



Realisability via pomsets

- Local view of the behaviour
- **Realisable:**
composed local beh. = global beh.
- Goal: Infer realisability from sufficient conditions over the global view

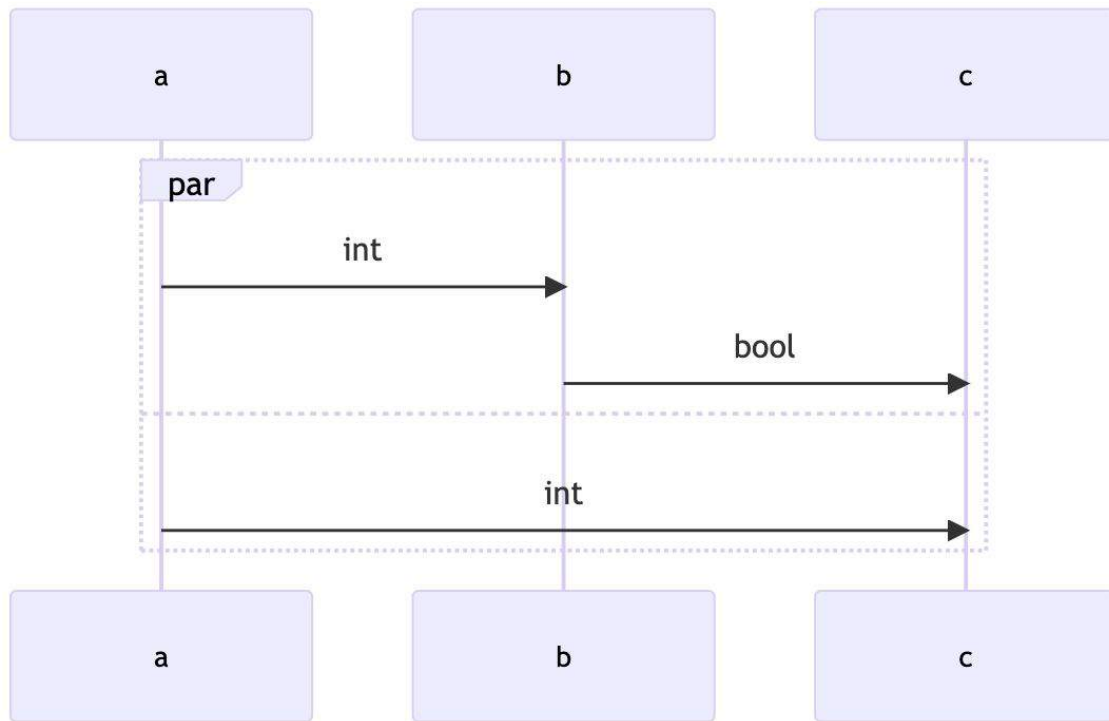
Choreographies

$(a \rightarrow b:\text{int} ; b \rightarrow c:\text{bool}) \parallel a \rightarrow c:\text{int}$

Alice communicates an integer to **Bob**,
after which **Bob** communicates a boolean to **Carol**.
Simultaneously, **Alice** communicates an integer to **Carol**.

Choreographies

$(a \rightarrow b:\text{int} ; b \rightarrow c:\text{bool}) \parallel a \rightarrow c:\text{int}$



Mostly standard semantics

$c ::=$ **1**
| $a \rightarrow b : x$
| $ab?x$
| $c ; c$
| $c + c$
| $c \parallel c$
| c^*

(Mostly) Standard Semantics

$c ::= \mathbf{1}$

| $a \rightarrow b : x$

| $ab ? x$

| $c ; c$

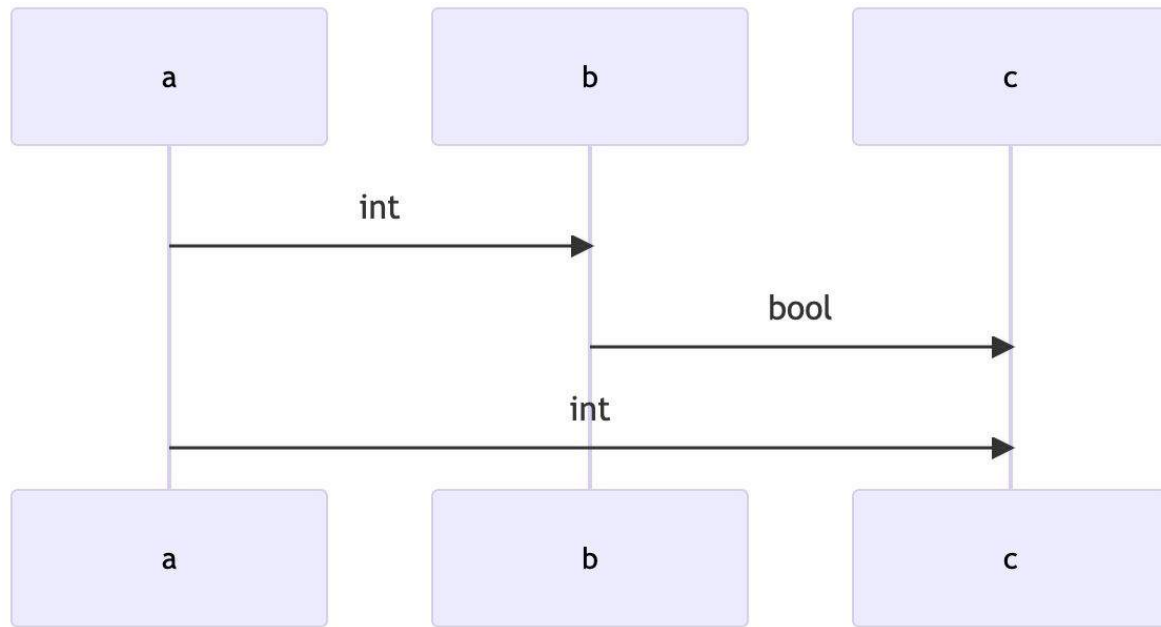
| $c + c$

| $c \parallel c$

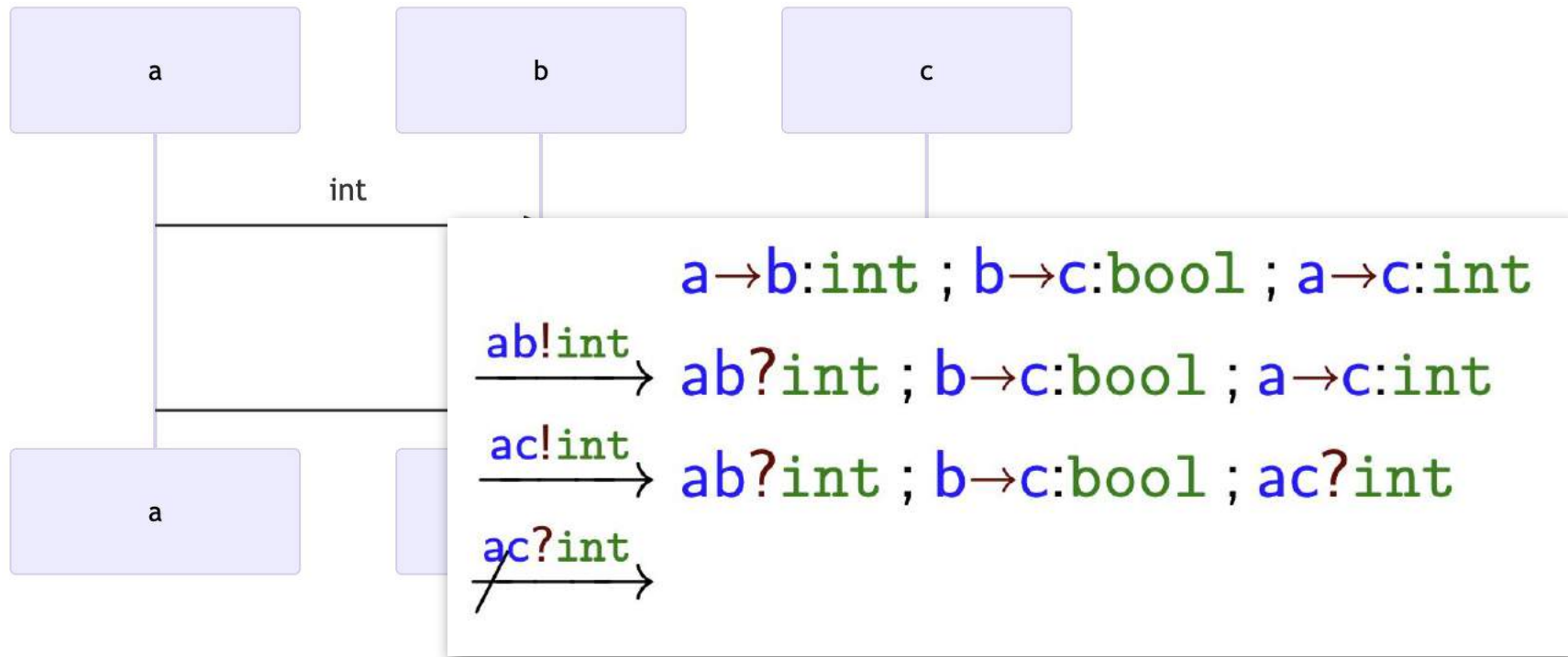
| c^*

	$(a \rightarrow b : \text{int} ; b \rightarrow c : \text{bool}) \parallel a \rightarrow c : \text{int}$
$\xrightarrow{ac! \text{int}}$	$(a \rightarrow b : \text{int} ; b \rightarrow c : \text{bool}) \parallel ac ? \text{int}$
$\xrightarrow{ab! \text{int}}$	$(ab ? \text{int} ; b \rightarrow c : \text{bool}) \parallel ac ? \text{int}$
$\xrightarrow{ab ? \text{int}}$	$b \rightarrow c : \text{bool} \parallel ac ? \text{int}$
$\xrightarrow{bc! \text{bool}}$	$bc ? \text{bool} \parallel ac ? \text{int}$
$\xrightarrow{ac ? \text{int}}$	$bc ? \text{bool}$
$\xrightarrow{bc ? \text{bool}}$	$\mathbf{1}$

Weak sequential composition



Weak sequential composition



Partial termination

(Rensink and Wehrheim 2001)

If $c_1 \xrightarrow{\sqrt{\ell}} c'_1$ and $c_2 \xrightarrow{\ell} c'_2$ then $c_1 ; c_2 \xrightarrow{\ell} c'_1 ; c'_2$

- If c_1 is independent of the subject of ℓ then $c_1 \xrightarrow{\sqrt{\ell}} c_1$.
- If c_1 can resolve choices to be independent of the subject of ℓ then $c_1 \xrightarrow{\sqrt{\ell}} c'_1$.
- Otherwise $c_1 \not\xrightarrow{\sqrt{\ell}}$.

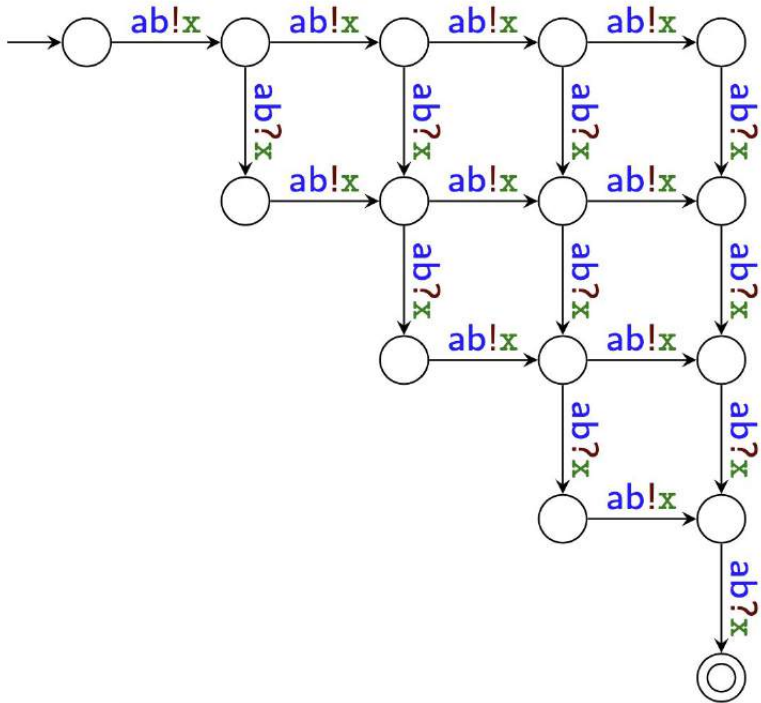
Partial termination: *allowing actions*

- $ab?int ; b \rightarrow c:bool \xrightarrow{\sqrt{ac!int}} ab?int ; b \rightarrow c:bool$
- $ab?int ; b \rightarrow c:bool \not\xrightarrow{\sqrt{ac?int}}$

- $a \rightarrow b:x + a \rightarrow c:x \xrightarrow{\sqrt{ad?x}} a \rightarrow b:x + a \rightarrow c:x$
- $a \rightarrow b:x + a \rightarrow c:x \xrightarrow{\sqrt{ba!x}} a \rightarrow c:x$
- $a \rightarrow b:x + a \rightarrow c:x \not\xrightarrow{\sqrt{ba?x}}$

How big is the state-space?

$a \rightarrow b:x ; a \rightarrow b:x ; a \rightarrow b:x ; a \rightarrow b:x$

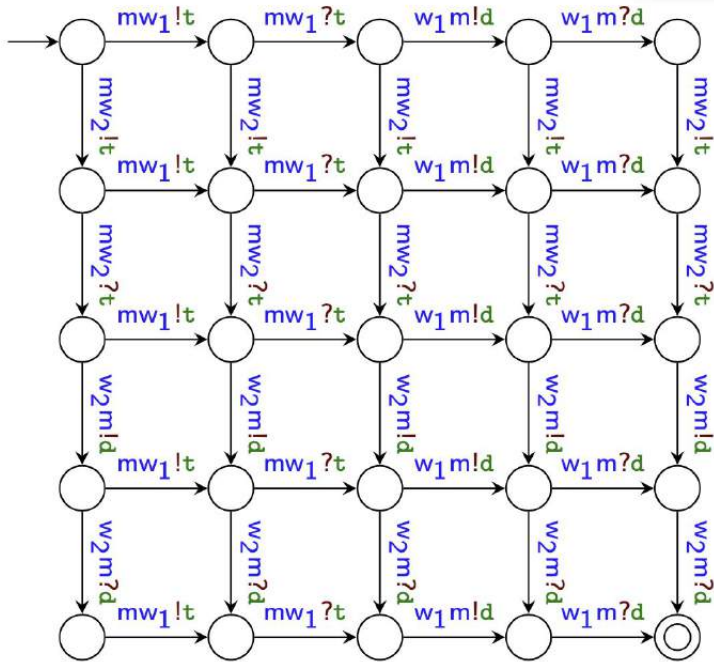


states:

$$O(n^2)$$

How big is the state-space?

$$(m \rightarrow w_1:t ; w_1 \rightarrow m:d) \parallel (m \rightarrow w_2:t ; w_2 \rightarrow m:d)$$

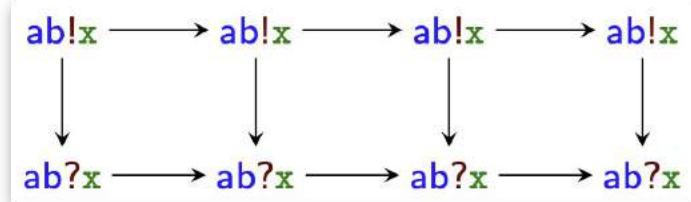
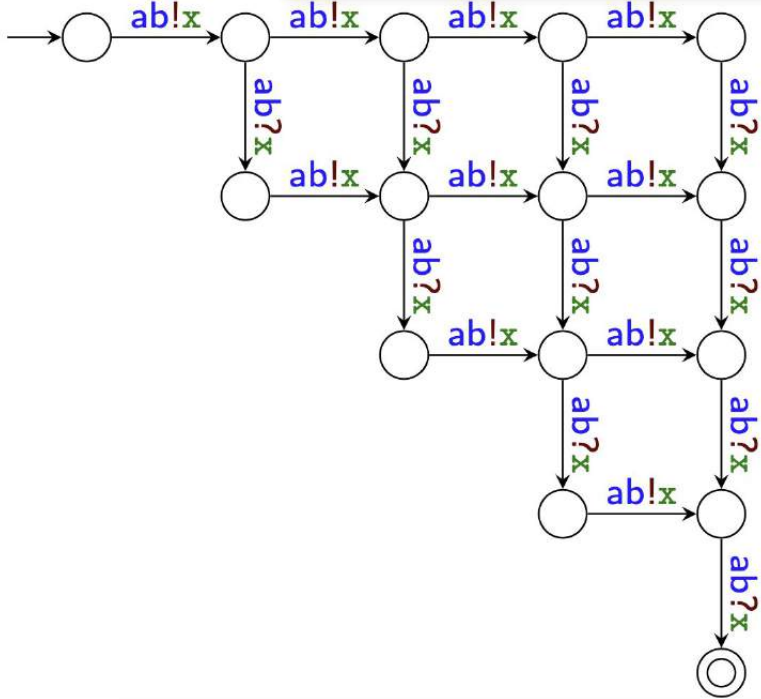


states:

$$O(5^n)$$

Pomsets: more compact?

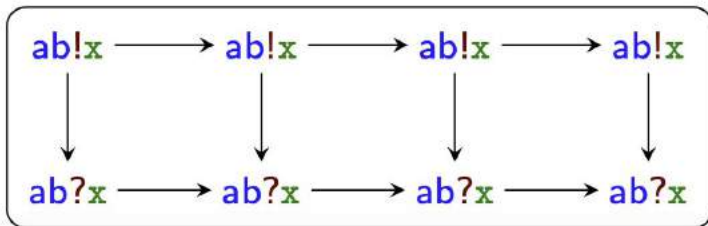
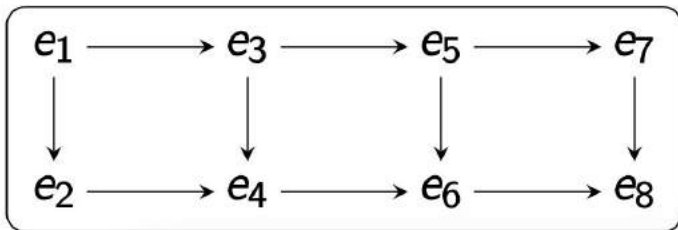
$a \rightarrow b:x$; $a \rightarrow b:x$; $a \rightarrow b:x$; $a \rightarrow b:x$



Partially **ordered multiset** (*Pratt 1986*)

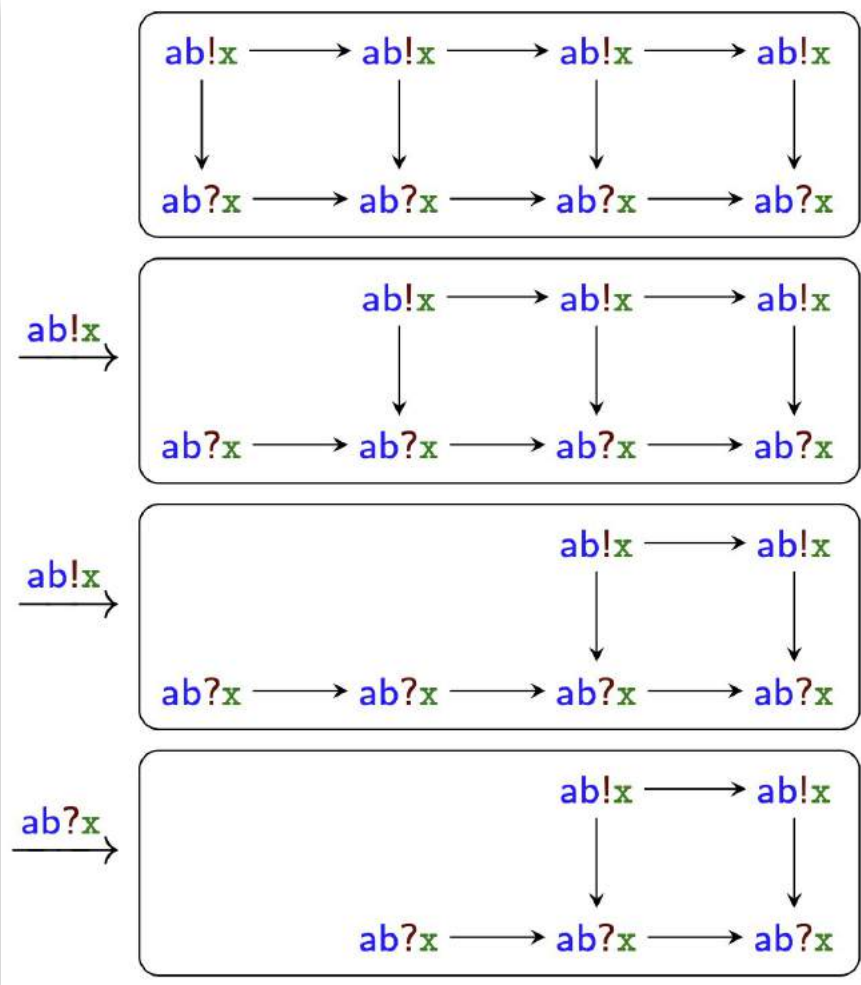
$a \rightarrow b:x ; a \rightarrow b:x ; a \rightarrow b:x ; a \rightarrow b:x$

$$\begin{aligned} & \langle \{e_1, \dots, e_8\}, & O(n) \\ & \{e_i \leq e_j \mid i \leq j \wedge (j \text{ is even} \vee i \text{ is odd})\}, & O(n^2) \\ & e_i \mapsto \begin{cases} ab!x & \text{if } i \text{ is odd} \\ ab?x & \text{if } i \text{ is even} \end{cases} & \rangle & O(n) \end{aligned}$$



Semantics

All traces that follow the
causal dependencies
between events



Another example

$$(m \rightarrow w_1:t ; w_1 \rightarrow m:d) \parallel (m \rightarrow w_2:t ; w_2 \rightarrow m:d)$$

$\langle \{e_1, \dots, e_8\},$	$O(n)$
$\{e_i \leq e_j \mid i \leq j \wedge i \equiv j \bmod 2\},$	$O(n^2)$
$\{e_1 \mapsto mw_1!t, \dots, e_8 \mapsto w_2m?d\}\rangle$	$O(n)$

$e_1 \longrightarrow e_3 \longrightarrow e_5 \longrightarrow e_7$

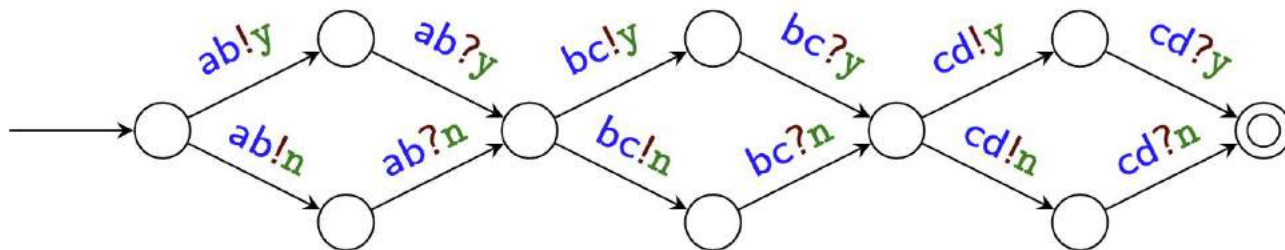
$e_2 \longrightarrow e_4 \longrightarrow e_6 \longrightarrow e_8$

$mw_1!t \longrightarrow mw_1?t \longrightarrow w_1m!d \longrightarrow w_1m?d$

$mw_2!t \longrightarrow mw_2?t \longrightarrow w_2m!d \longrightarrow w_2m?d$

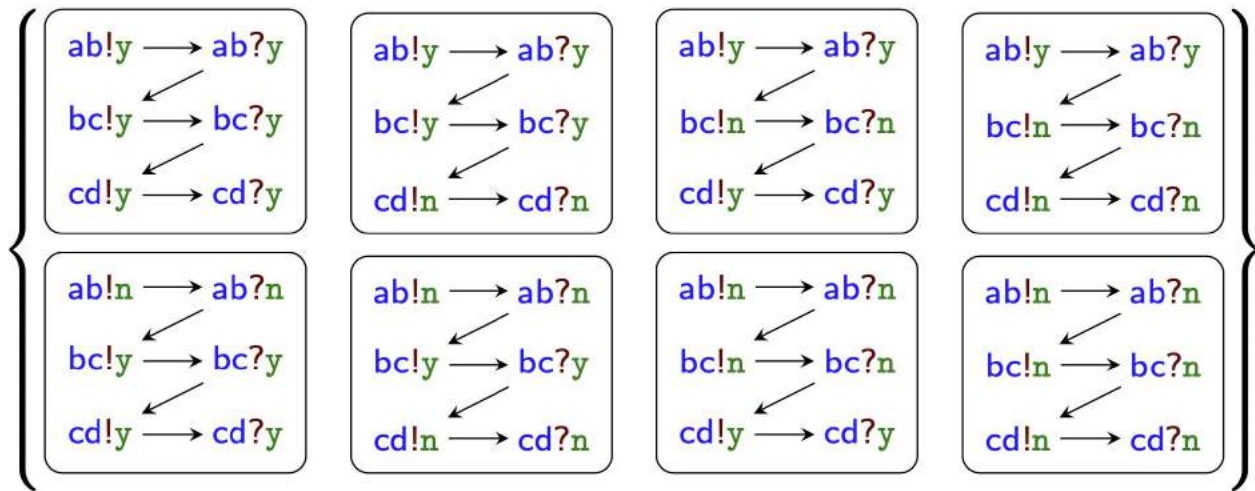
Choices – the dark side

$(a \rightarrow b:y + a \rightarrow b:n) ; (b \rightarrow c:y + b \rightarrow c:n) ; (c \rightarrow d:y + c \rightarrow d:n)$



$O(n)$ states

Choices – the dark side

$$(a \rightarrow b:y + a \rightarrow b:n) ; (b \rightarrow c:y + b \rightarrow c:n) ; (c \rightarrow d:y + c \rightarrow d:n)$$


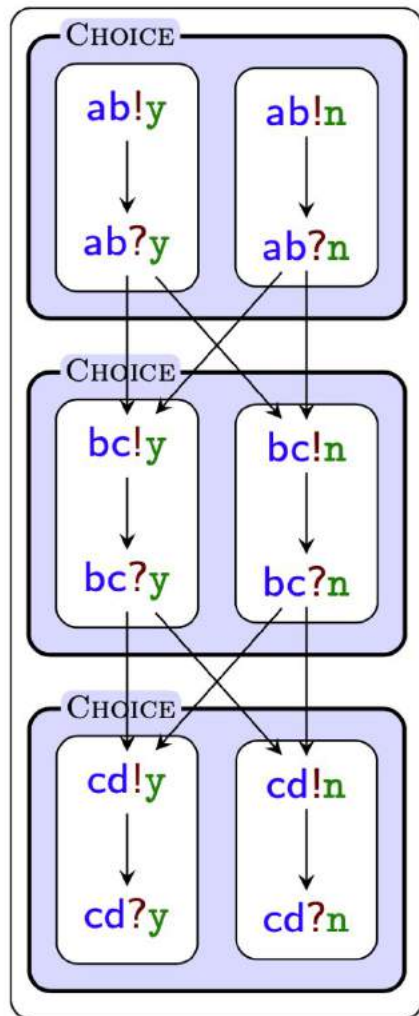
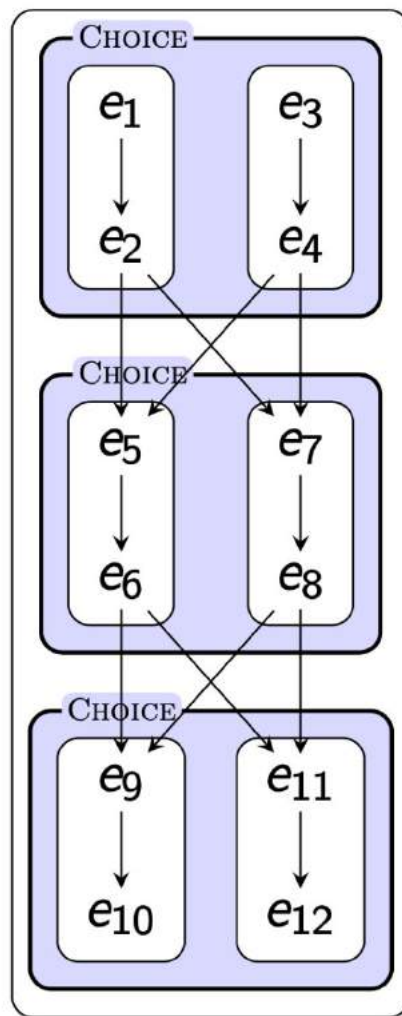
$O(2^n)$ pomsets

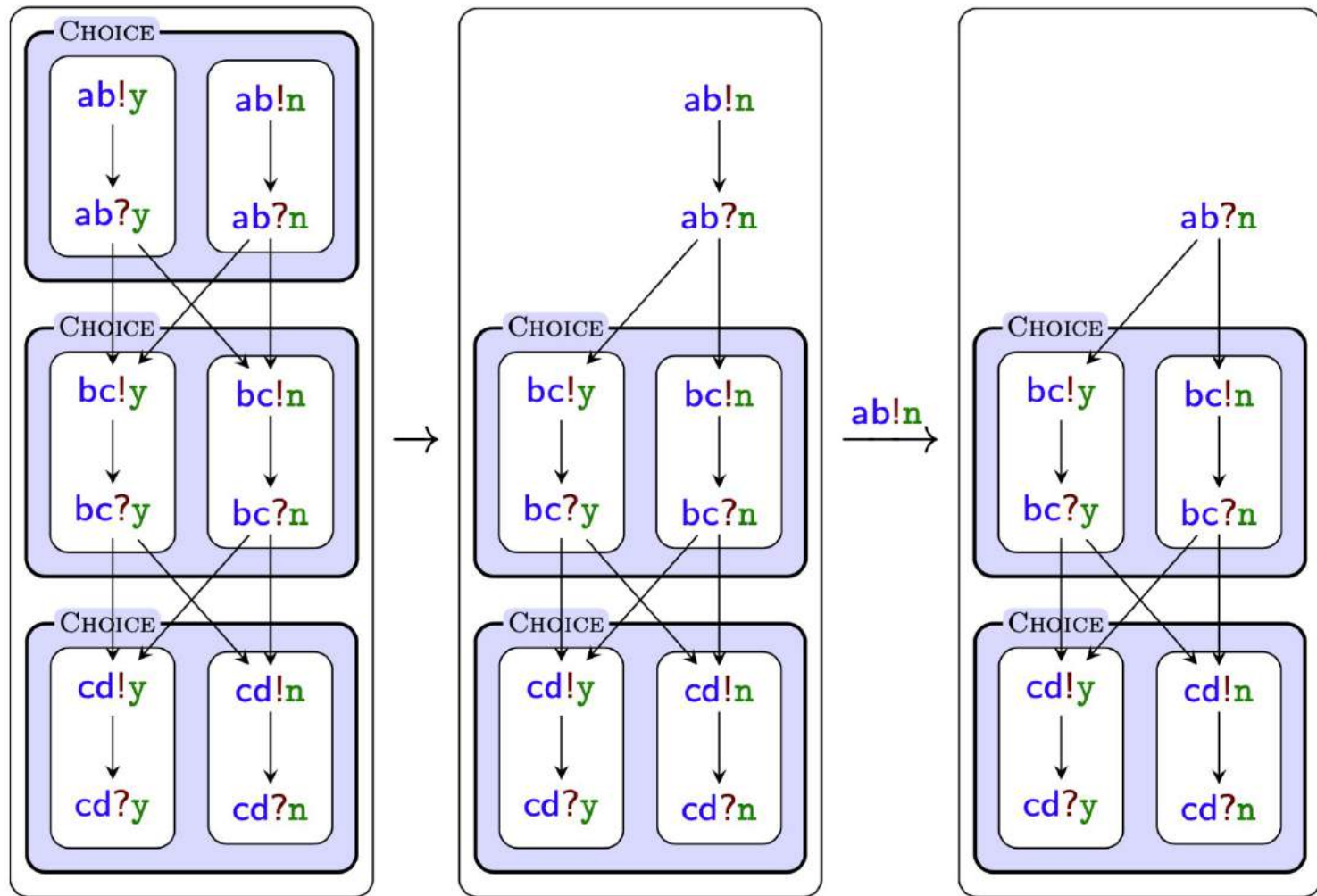
Branching pomsets (to the rescue)

$$\mathcal{B} ::= \{\mathcal{C}_1, \dots, \mathcal{C}_n\}$$

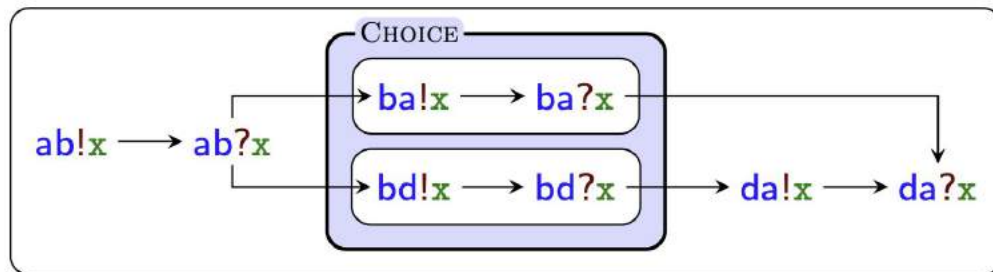
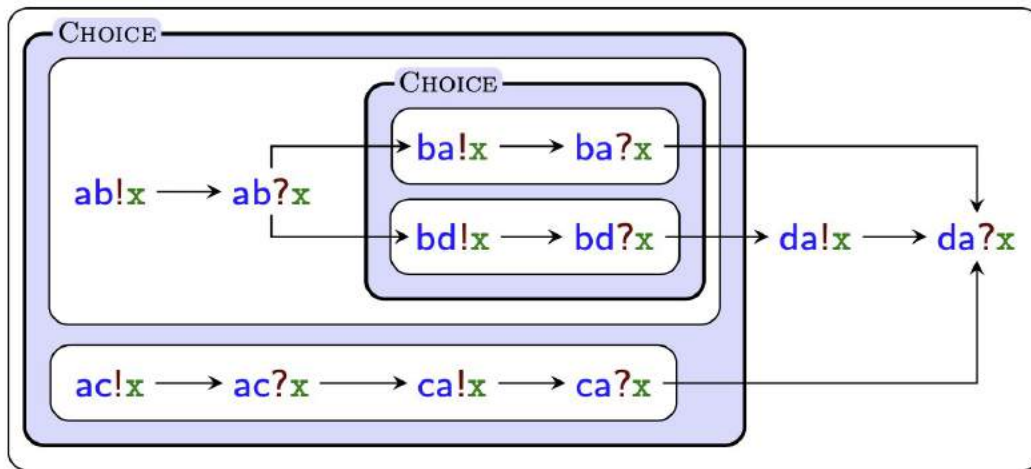
$$\mathcal{C} ::= e \mid \{\mathcal{B}_1, \mathcal{B}_2\}$$

Here: $\mathcal{B} = \{\mathcal{C}_1, \mathcal{C}_2, \mathcal{C}_3\}$, where
 $\mathcal{C}_1 = \{\{e_1, e_2\}, \{e_3, e_4\}\}$,
 $\mathcal{C}_2 = \{\{e_5, e_6\}, \{e_7, e_8\}\}$ and
 $\mathcal{C}_3 = \{\{e_9, e_{10}\}, \{e_{11}, e_{12}\}\}$.

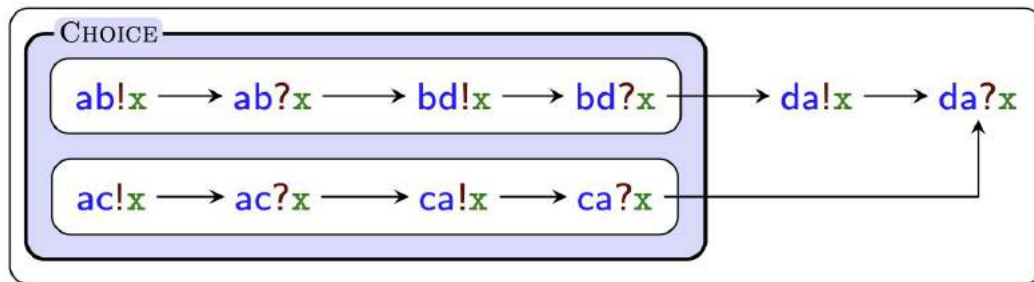
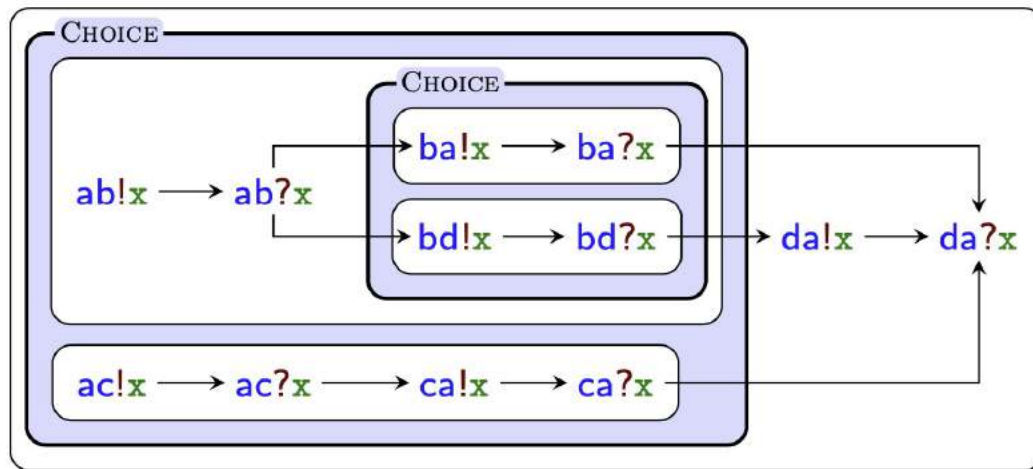




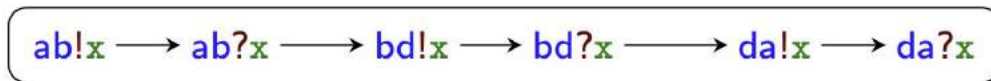
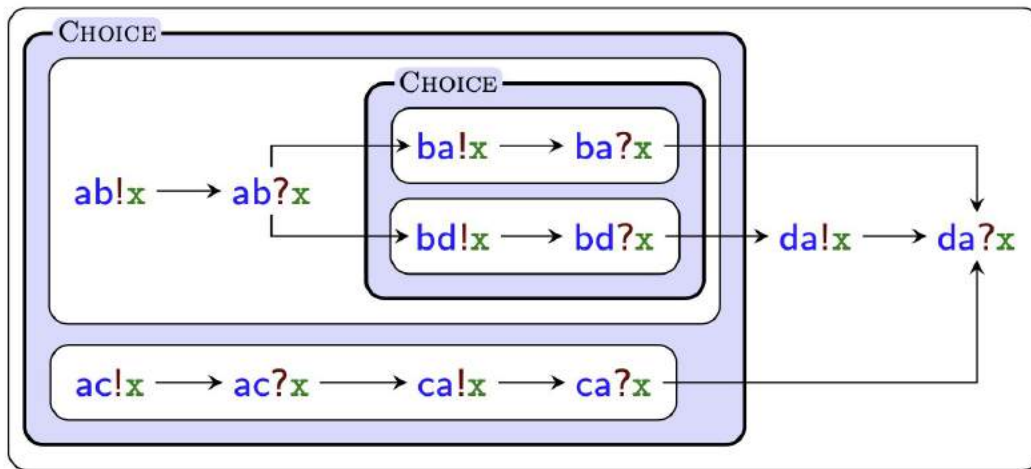
Refining: resolving choices



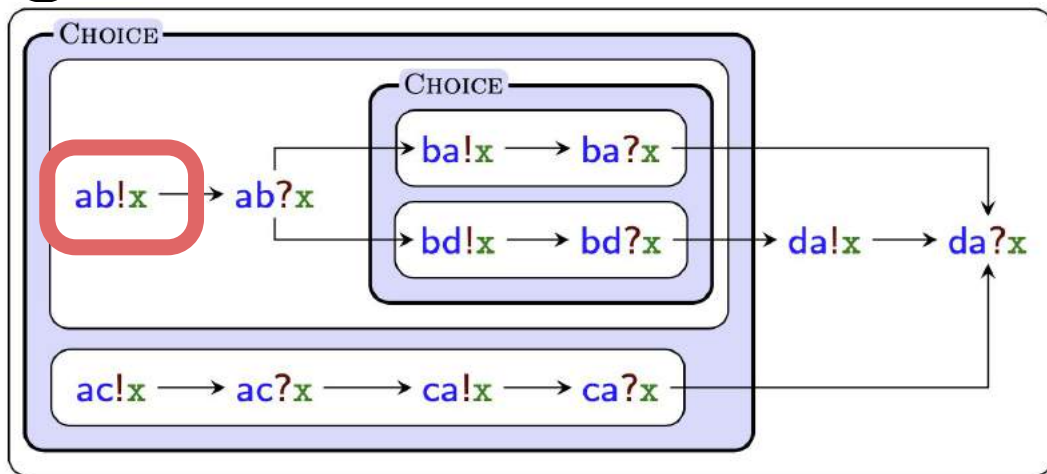
Refining: resolving choices



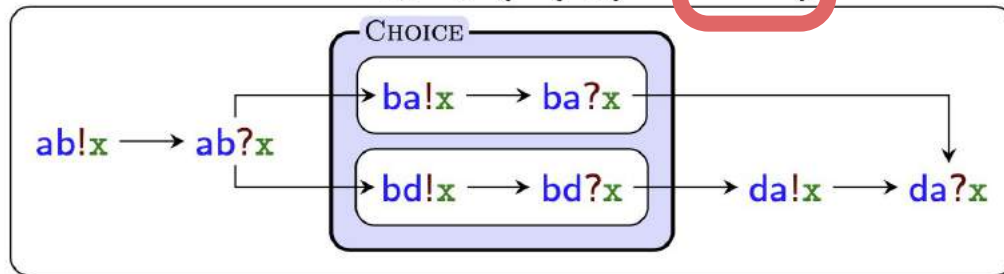
Refining: resolving choices



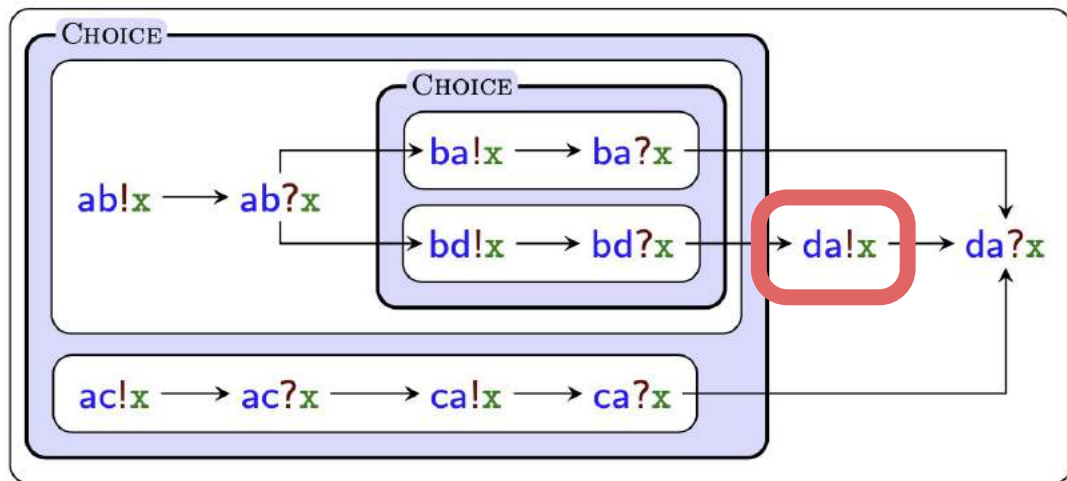
Enabling: *maximal* refinement wrt “e”



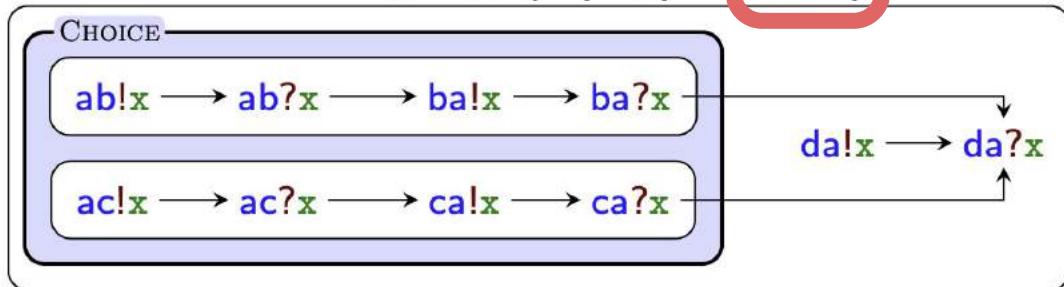
Enabling e_1 ($\lambda(e_1) = ab!x$)



Enabling: *maximal* refinement wrt “e”



Enabling e_{11} ($\lambda(e_{11}) = da!x$)



From choreographies to B-Pomsets

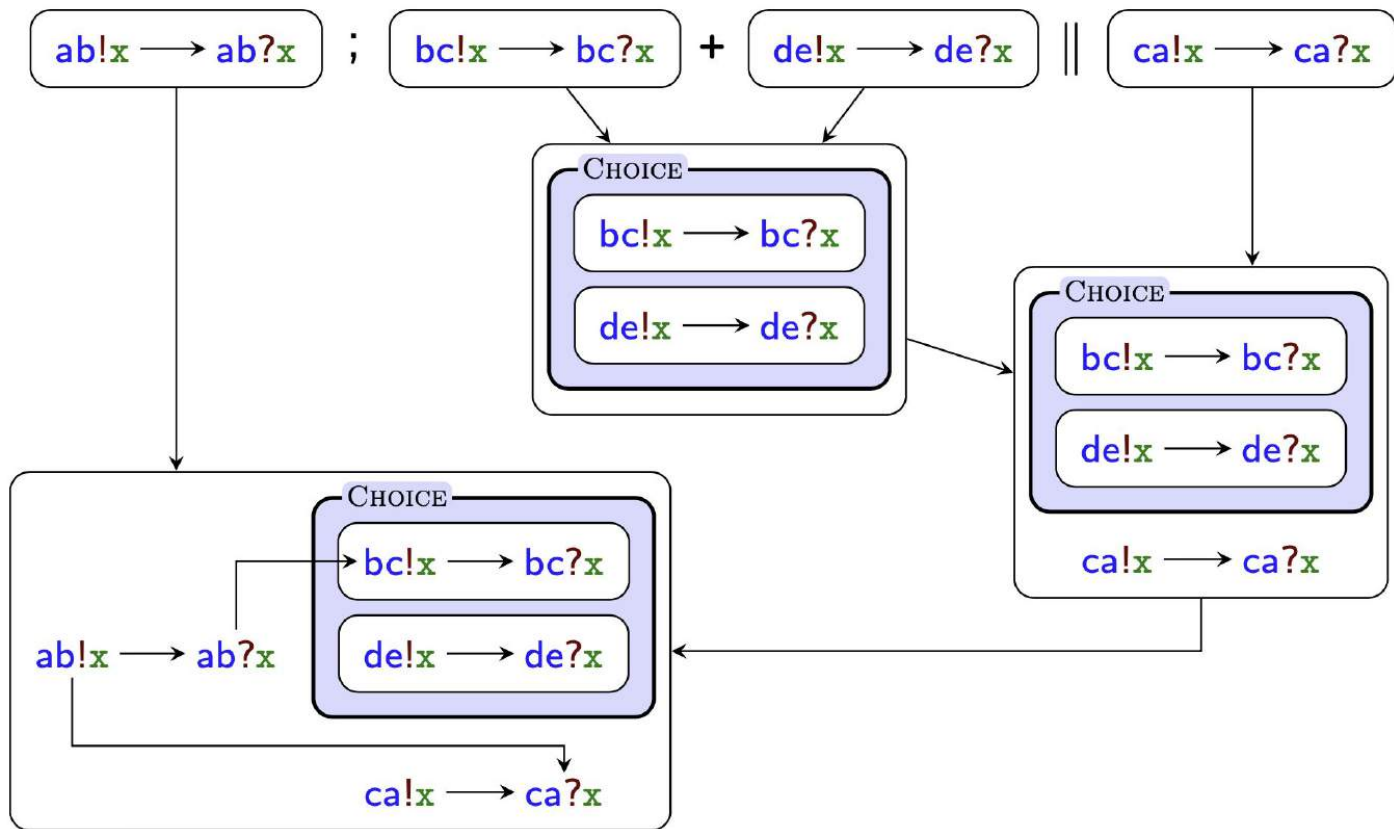
$$\llbracket a \rightarrow b : x ; ((b \rightarrow c : x + d \rightarrow e : x) \parallel c \rightarrow a : x) \rrbracket$$

From choreographies to B-Pomsets

$$\llbracket a \rightarrow b : x ; ((b \rightarrow c : x + d \rightarrow e : x) \parallel c \rightarrow a : x) \rrbracket$$

$$\boxed{ab!x \longrightarrow ab?x} ; \boxed{bc!x \longrightarrow bc?x} + \boxed{de!x \longrightarrow de?x} \parallel \boxed{ca!x \longrightarrow ca?x}$$

From choreographies to B-Pomsets



From choreographies to B-Pomsets

Theorem

If [...] then choreography c is bisimilar to branching pomset $\llbracket c \rrbracket$.

Lemma

If [...] and $c_2 \xrightarrow{\ell} c'_2$ and $\llbracket c_2 \rrbracket \xrightarrow{\ell} \llbracket c'_2 \rrbracket$ then $c_1 \xrightarrow{\sqrt{\ell}} c'_1$ if and only if $\llbracket c_1 ; c_2 \rrbracket$ can enable the corresponding event e .

Tool support

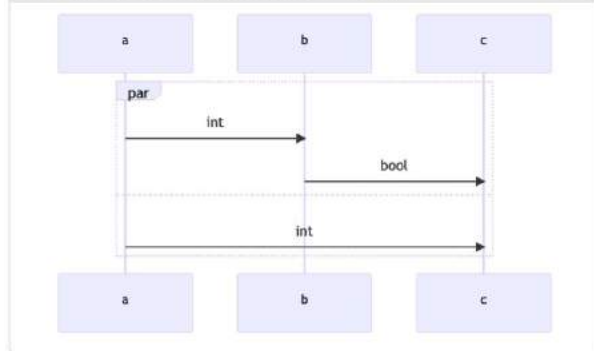
<https://lmf.di.uminho.pt/b-pomset>

Choreography

```
1 (a->b:int ; b->c:bool)
2 ||
3 a->c:int
```

Examples

Sequence Diagram (Choreo only)



Global B-Pomset

Global B-Pomset (extended)

B-Pomset Semantics

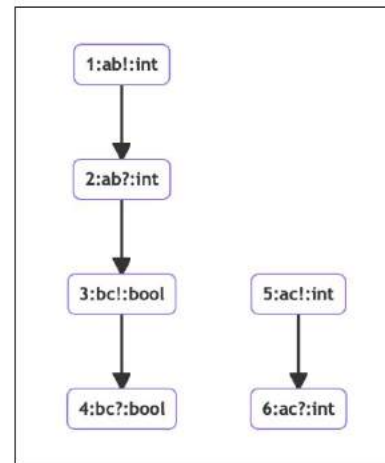
Trace:

undo

Enabled transitions:

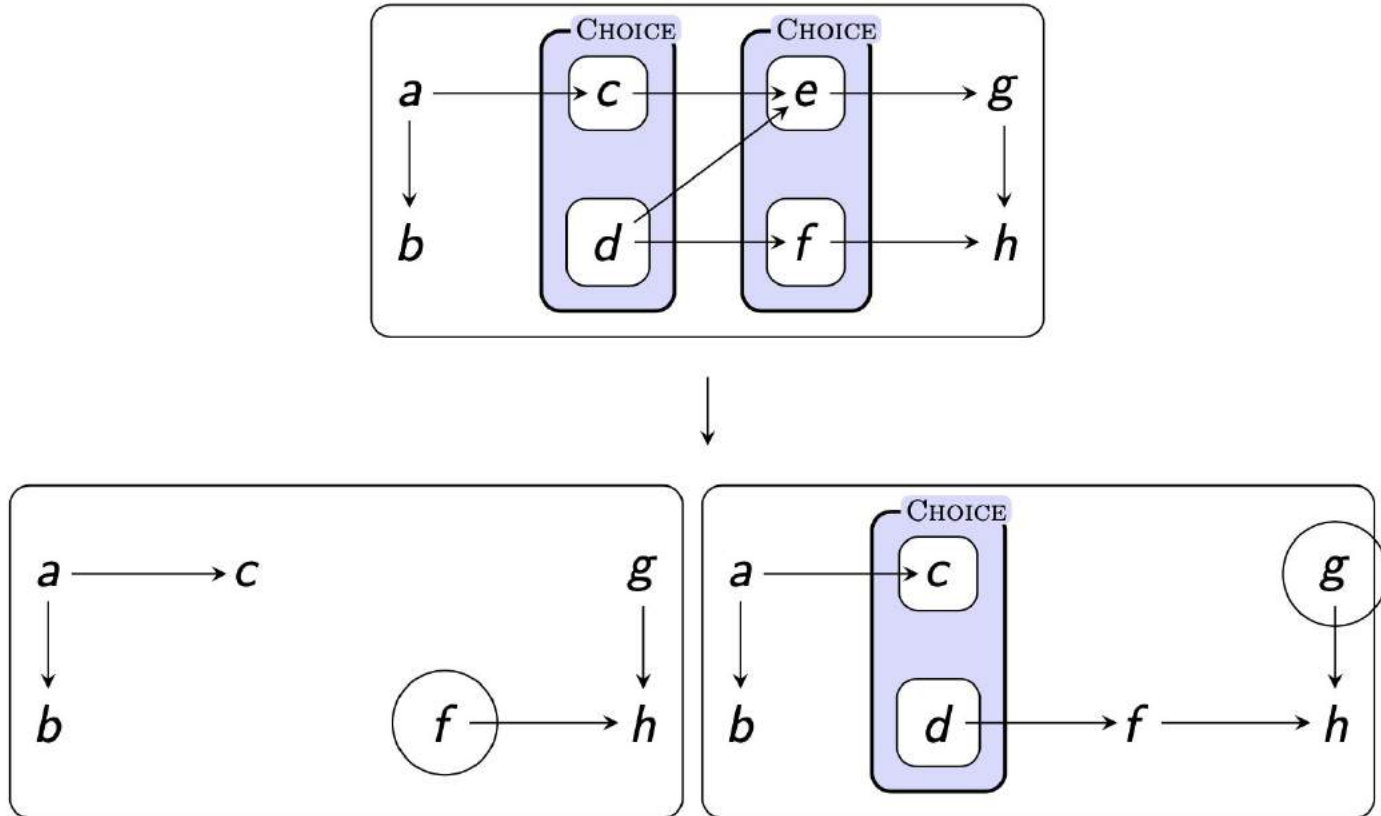
abl!int

ac!int

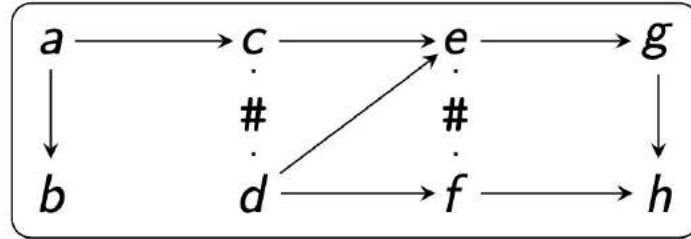


Choreo Semantics (without added dependencies for b-pomsets)

B-Pomsets are not choreographies



B-Pomsets are similar to **Event Structures**

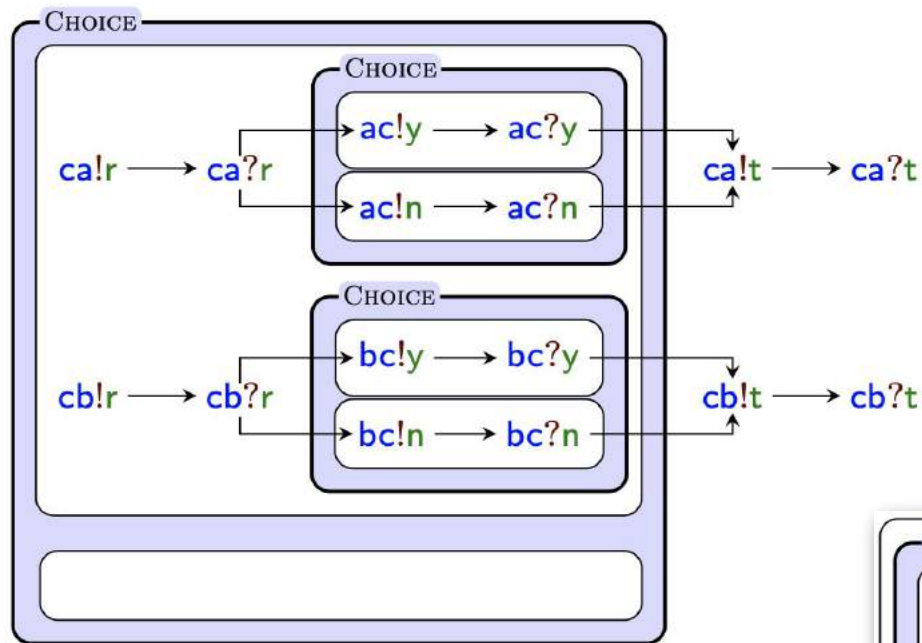


- add conflict relation; two conflicting events may not occur together in the same execution

above: $\{(c, d), (e, f)\}$

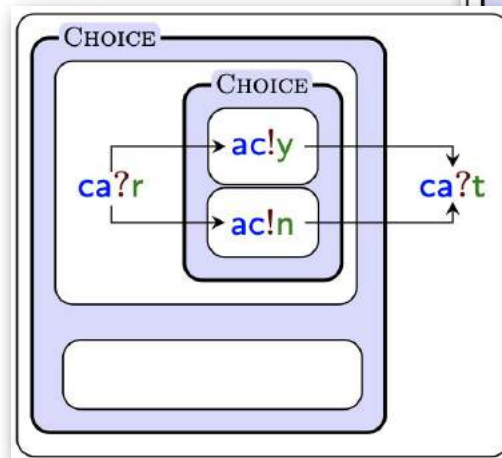
- most classes of event structures define variations on causality and/or conflicts

Realisability

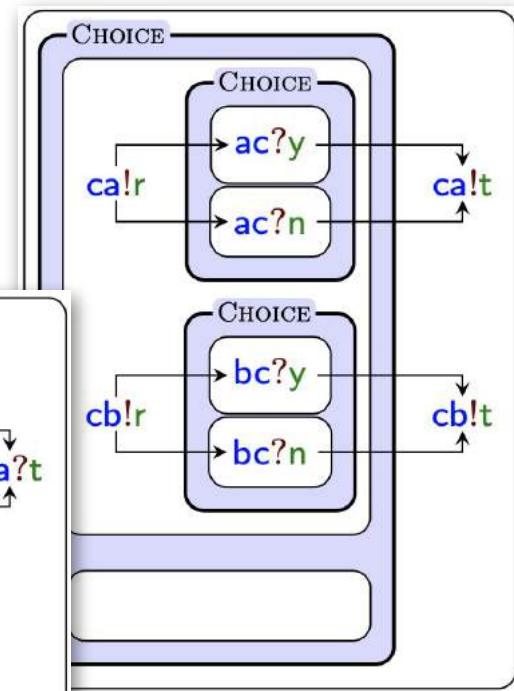


Global B-Pomset

Alice



Carol



Checking realisability of B-Pomsets

Well-Branches

- Every choice has a “leader”

Tree-like

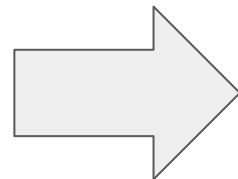
- “Arrows” cannot “leave” choices

Well-Channeled

- “Sends” and “receives” of the same agents must be in the same order

Choreographic

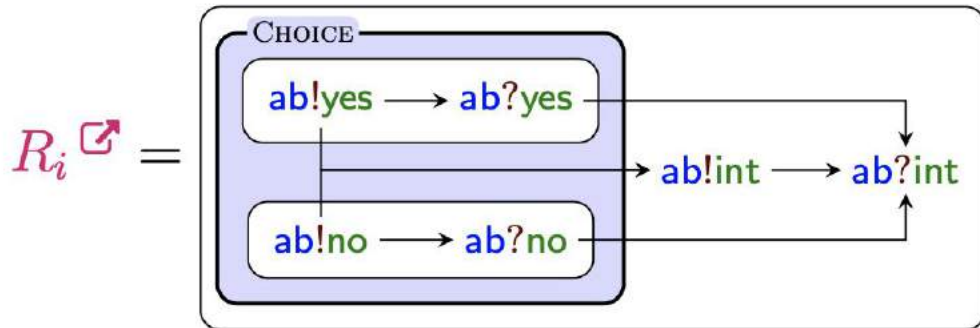
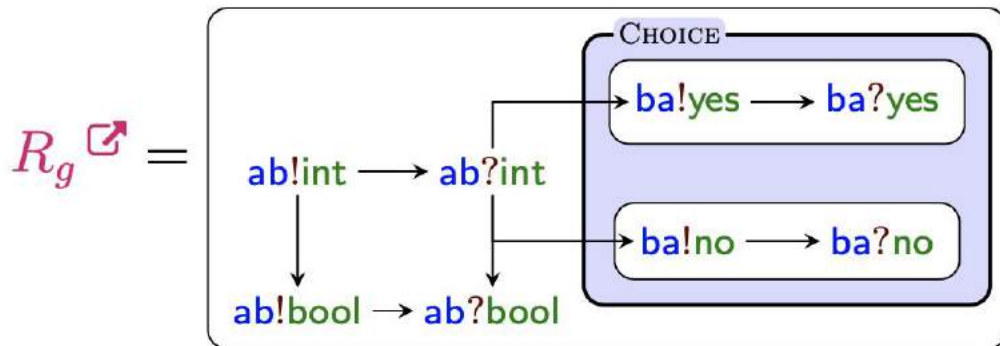
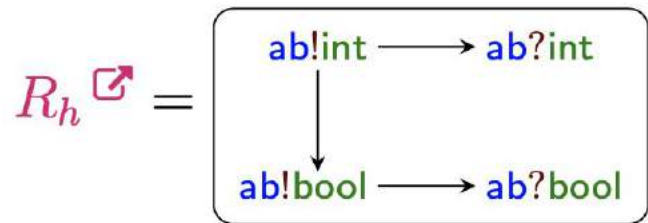
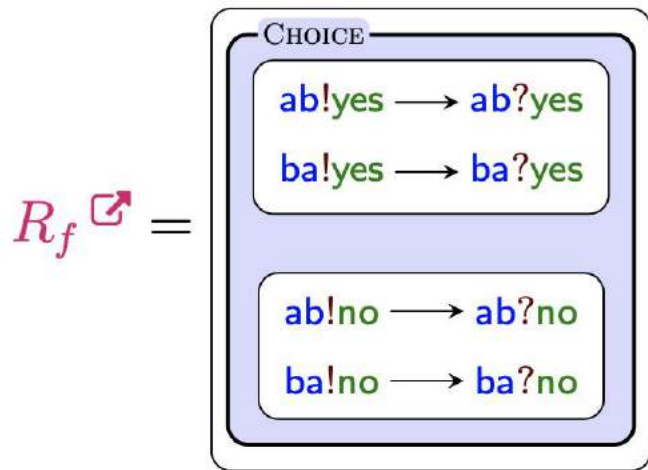
- It represents “some” choreography



Realisable

**inspired by multiparty
session types**

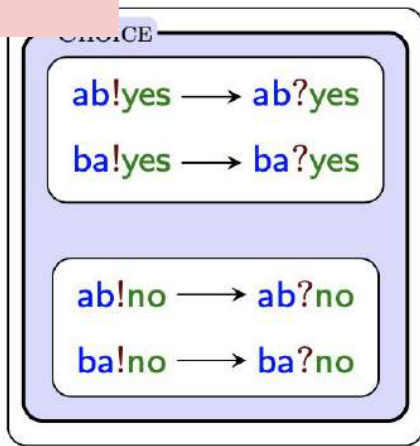
Examples



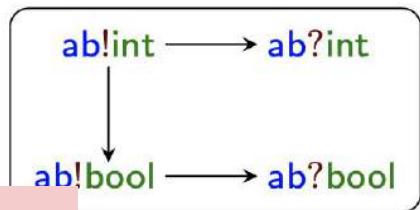
Examples

ill-branched

$R_f \curvearrowright =$

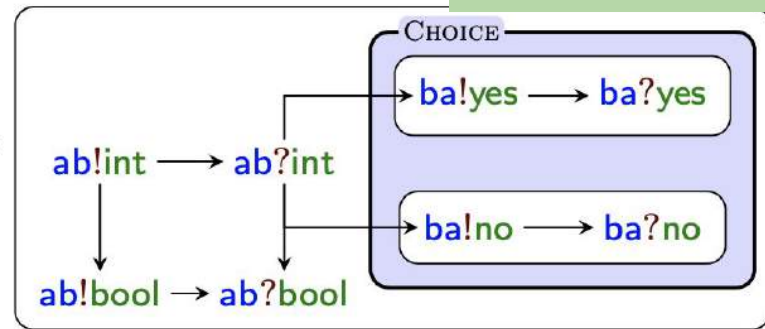


$R_h \curvearrowright =$



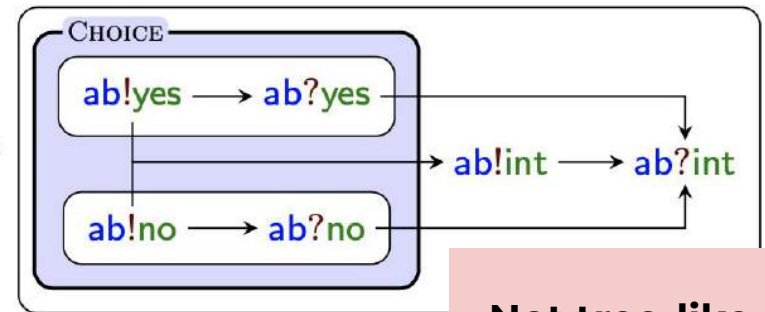
ill-channelled

$R_g \curvearrowright =$



OK

$R_i \curvearrowright =$

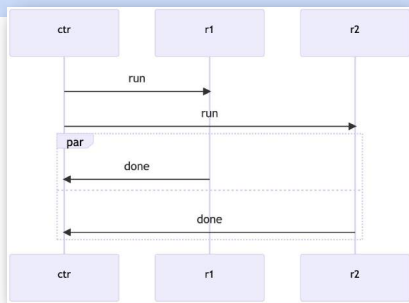


Not tree-like

Wrap up

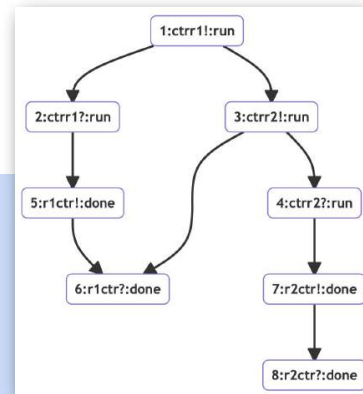
Choreographies

- What is a system of communicating agents (asynchronous)



Pomsets

- What is a pomset
- Semantics as a set of pomsets
- Semantics as a **branching pomset**



Event Structures & Realisability

- **Realisable:**
composed local beh. = global beh.
- Sufficient conditions for realisability