Revisiting Sequential Composition in Process Calculi

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Outline

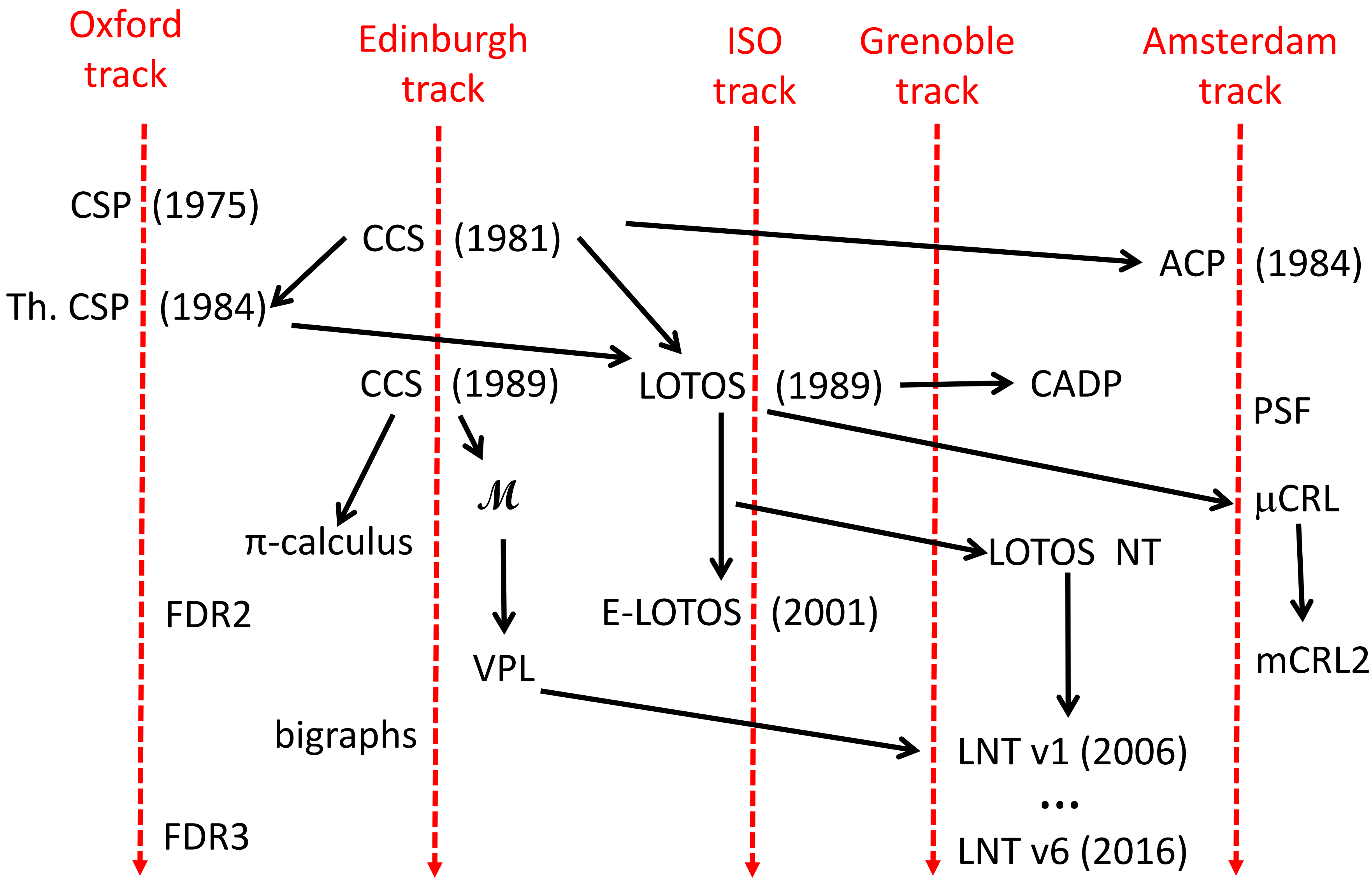
- Overview of mainstream process calculi
- Sequential composition in process calculi — Rationale for the design of LNT
- Upward encodings
- Expressiveness / Convenience
- Conclusion

Overview of mainstream process calculi

Process calculi

- Definition #1
  - mathematical models for the study of concurrency
  - mostly asynchronous concurrency
  - some approaches towards synchronous concurrency: SCCS, Esterel
- Definition #2
  - specification languages with an explicit parallel composition operator
  - and a formal semantics
- A complicated history
  - many different process calculi
  - partly justified by technical differences between them
  - but also due to different schools that were reluctant to merge
  - international standardization efforts did not manage to bring unification

A tentative landscape



Sequential composition in process calculi —
Rationale for the design of LNT

Action prefix (1/2)

- A key operator of many process calculi:

  a . P | a !x . P | a ?x . P with a action, P process, x variable

- Advantages:
  - well accepted by (most of) the concurrency theory community
  - simple syntax
  - simple SOS rules
  - favors inductive proofs

- Drawback #1: non-standard wrt other programming languages
  - action prefix is **asymmetric**: a . P action followed by a process
  - everywhere else: **symmetric** sequential composition

    P ; P' process followed by another process
  - students always tend to write symmetric sequential composition by default

Action prefix (2/2)

- Drawback #2: incompatible with regular expressions
  - computer scientists know regular expressions (command shells, text editors)
  - they naturally tend to write regular expressions, rather than prefix terms
- Drawback #3: no "**loop**" operator
  - one is forced to use recursion and introduce extra processes
  - many proposals for introducing loops, but few implementations (if any)
- Drawback #4: prohibits control-flow sharing
  - action prefix forces to write trees and prohibits DAGs
  - Ex1: (a . c . **nil** + b . c . **nil**) rather than (a+b) . c . **nil**
  - Ex2: **if** x **then** (a . c . **nil**) **else** (b . c . **nil**) rather than (**if** x **then** a **else** b) . c . **nil**
  - only solution to avoid undesirable unfoldings: define auxiliary processes
  - but poorly readable control flow ("goto"-like programming)
    obscures the data flow (requires value parameters to be passed)

Attempt #1: LOTOS, CSP

- Idea: keep action prefix, add symmetric sequential composition
  - noted ">>" in LOTOS and ";" in CSP
  - action prefix recognized to be insufficient as soon as 1985
- Many drawbacks:
  - two operators for almost the same purpose
    a ; b ; **exit** >> c ; d ; **stop**
  - each sequential composition creates a τ-transition in the LTS
  - no neutral element for sequential composition (modulo strong bisimulation)
  - sub-term sharing is possible but heavy
    (a ; **exit** [] b ; **exit**) >> c; **stop**
  - In CSP, the values of variables do not move across sequential composition
    (?x : T -> SKIP) ; (x -> STOP)   the left x remains local to (?x : T -> SKIP)
  - In LOTOS, the values of variables may move across sequential composition
    (**let** x:T = 1 **in exit** (x)) >> **accept** x:T **in** Output !x; **stop**   but awfully complex

Attempt #2: ACP & Co (PSF, µCRL, mCRL2)

- Idea: discard action prefix; use symmetric sequential composition
- Advantages (without value passing)
  - simplicity — and no creation of extra τ-transitions
  - allows control-flow sharing
  - subsumes regular expressions (and even context-free grammars)
- Drawbacks (all related to value passing)
  - Input?x:Int ; Output !x ; **exit** cannot be written this way
    it must be written Σ (x:Int, Input (x) . Output (x))
  - x is not assigned during the input, but before (in the sum operator)
  - ambiguous: no dedicated syntax to distinguish between inputs and outputs
    Σ (x:Int, a (x)) can mean either a?x:Int ; **exit** or **choice** x:Int [] a !x ; **exit**
  - certain suitable behaviours cannot be expressed
    Ex1: (a ; b ?x + c ; **stop**) ; d !x
    Ex2: x := 0 ; y := 0 ; (a ?x + b ?y) ; c !x+y

Early conclusions

- ACTION PREFIX IS THE ROOT OF ALL EVIL
- CCS, CSP, LOTOS are not optimal languages
- ACP & Co. do slightly better, but not solve all issues
- A better language (named "LNT") needs to be designed

- DECISION 1 for LNT:
  - get rid of action prefix
  - use ACP-style sequential composition

- Next step: find a proper solution for value-passing issues
  - must be intuitive for mainstream software engineers
  - thus, necessarily different from ACP & Co.

Control-flow and data-flow sharing

- Control-flow sharing is intuitive and suitable
  - Ex1: (A **[]** B) ; C
  - Ex2: (**if** x **then** A **else** B) ; C
  - Ex3: (**case** x **in** a -> A | b -> B) ; C
- The values of variables should implicitly move across ";" operators
  - Ex4: (A ?x **[]** B ?x) ; C !x ...
  - Ex5: (**if** c **then** A ?x **else** x := 0) ; B !x ...
- In most process calculi, variables are write-once
  - they are so-called "dynamic constants"
  - simple syntax: declaration and assignments are bound together
  - simple semantics: [value/variable] substitutions are enough
- But dynamic constants are not mainstream in computer languages
  - they isolate process calculi from the crowd of software developers

Introducing "true" variables

- DECISION 2 FOR LNT:
  - ordinary (i.e., "write-many") variables are suitable
  - both in the data part (functions) and in the behavior part (processes)
  - variable ***declarations*** and variable ***modifications*** need to be separated
  - successive assignments to the same variable are permitted

- Variable declarations
  - **var** X : T **in** … **end var**
- Variable modifications
  - X := E *assignment*
  - G ?X **where** E (X) *input with (optional) predicate*
  - X := **any** T **where** E (X) *nondeterministic assignment with predicate*
  - calls to functions and processes ("**in**", "**out**", and "**in out**" parameters)

Uninitialized variables (1/2)

- Problem: certain syntactically correct terms have no meaning
  - Ex: (A ?x [] B ?y) ; C !x+y
  - but this term becomes meaningful if prefixed with x := 0 ; y := 0
- Whether a term has a meaning or not is undecidable (= halting)
- Solution #1: reading uninitialized variables has undefined effects
  - usual solution in imperative languages (as in C, etc.)
  - unacceptable if a formal semantics is sought
- Solution #2: initialize all variables implicitly when they are declared
  - e.g. set integers to zero, Booleans to false (as in Eiffel)
  - allows formal semantics but hides user mistakes
- Solution #3: give uninitialized variables nondeterministic values
  - tricky: implicit summation operator by reading an uninitialized variable
  - allows formal semantics but hides user mistakes

Uninitialized variables (2/2)

- Solution #4: add restrictions to reject "dubious" programs
- Either syntactic restrictions:
  - CCS: **asymmetric action prefix** is just a means to avoid (a ?x + b ?y) . c !x+y
  - ACP: **output-only syntax for actions** is another means for the same issue
  - syntactic restrictions are very primitive defense means; better solutions exist
- Or static semantics restrictions:
  - standard means to rule out syntactically correct, yet problematic programs
  - process calculi neglect static semantics and try to do everything using syntax
- DECISION 3 FOR LNT: static semantics constraints on initializations
  - reject programs in which variables are not provably set before used
  - sufficient conditions based on static data-flow analysis
  - inspired by the Hermes (IBM) and Java (Sun) languages
  - well-accepted by programmers, catches many mistakes

"Context-free" recursion

- Symmetric sequential composition allows context-free recursion
  - Example: **process** P [A, B] = **null** [] (A ; P [A, B] ; B)
  - (action prefix syntactically prohibits this)

- Assessment:
  - this recursion is not so useful in practice
  - the same behaviour can be easily described using regular processes with value parameters

- DECISION 4 for LNT: static semantic restrictions on recursion
  - LNT processes: only tail-recursion is allowed
    note: non-tail recursion could be eliminated automatically (e.g. μCRL)
  - LNT functions: no restriction on the use of recursion

Shared variables

- Separation of declaration and assignment allows shared variables
  - Example: **var** X:int **in** (Input ?X **||** Input ?X) ; Output !X
  - (this is impossible when variables are write-once)

- Assessment
  - This could be an opportunity to combine message-passing and shared-variable paradigms in the same formal language
  - A nice semantics could probably be found for shared variables
  - For the moment, LNT remains in the message-passing framework

- DECISION 5 for LNT: static semantic restrictions on shared variables
  - LNT parallel branches may inherit variables from their enclosing scope
  - In principle, all parallel branches can read all shared variables
  - If a branch writes a shared variable, the other branches can neither write nor read this variable

Dynamic semantics of LNT

- Annex B of the LNT2LOTOS Reference Manual
  - Written by Frédéric Lang (16 pages)

- For LNT functions:
  - state = memory store (mapping: variable $\rightarrow$ value)
  - LNT instructions define transitions between states (i.e., store updates)

- For LNT processes:
  - Labelled transition systems
  - LTS state = <process term, memory store>
  - SOS rules define transitions between LTS states
  - Sequential composition: ACP-like rules + store updates
  - Static semantics restrictions avoid complications in the dynamic semantics

Upward encodings

The quest for a unifying framework for process calculi

- The usual approach
  - search for a "core" calculus of very primitive elements
  - encode the various calculi using this "core" calculus
  - the core calculus is **low** level, the process calculi **are** high level

- LNT: a different approach
  - translate process calculi to LNT
  - the process calculi are **low** level, LNT is **high** level
  - the translations to LNT are straightforward

Encoding reg. exp. and ACP in LNT

- Regular expressions -------------> LNT

ε	**null** — *but adds a tick* √
a	a — *but adds a tick* √
R1 . R2	R1 ; R2
R1 | R2	**select** R1 **[]** R2 **end select**
R*	**loop** R **end loop**

- ACP -------------> LNT

0	**stop**
1	**null**
Σ (x : T, P(x))	**var** x:T **in** x := **any** T; P (x) **end var**
	or **var** x:T **in** G (?x) ; P (x) **end var**

Encoding CCS in LNT

- CCS ------------> LNT

CCS	LNT
nil	**stop**
a . P	a ; P
a !x . P	a (x) ; P
a ?x:T . P	**var** x:T **in** a (?x) ; P **end var**
P1 + P2	**select** R1 **[]** R2 **end select**

- Other CCS operators
  - recursion: translates to either a **loop** operator or an LNT process call
  - "complement" gates : out of scope

Encoding LOTOS / CSP in LNT

- Common part with CCS to LNT translation
  - plus a few additional operators

- LOTOS ------------> LNT

LOTOS	LNT
G ?x:T [V] ; P	**var** x:T **in** G (?x) **where** V ; P **end var**
let x:T = V **in** P	**var** x:T **in** x := V ; P **end var**
choice x:T [] P	**var** x:T **in** x := **any** T ; P **end var**
exit	**null**
P1 >> P2	P1 ; τ ; P2
P1 >> **accept** x:T **in** P2	P1 *(which assigns x)* ; τ ; P2

Expressiveness / Convenience

Reusing algorithmic constructs

- Once symmetric sequential composition is adopted, all the usual constructs of algorithmic programming languages come "for free"
- In LNT, 70% of constructs look familiar (Ada-like syntax):
  - **if-then-else** (with **elsif**)
  - **case** with pattern matching
  - **while** … **loop**, **for … loop**, forever **loop** with **break**
  - functions with **return** statement
- Additional constructs (originating from concurrency theory):
  - nondeterministic assignment: X := **any** T **where** P (X)
  - nondeterministic choice: **select** … [] … [] … **end select**
  - parallel composition: **par** … ||… || … **end par**
  - hiding: **hide** … **end hide**
- **Functions** and **processes** have many constructs in common

More flexible specification styles

- LNT favors alternatives to the traditional "condition/action" style

```
select
     L := {}
 []  L := {0, 1}
 []  L := {1, 0, 2}
 []  ...
end select ;
SEND (L);
while L != {} loop
   X := X - head (L);
   L := tail (L)
end loop
```

nondeterministic choice used to produce a finite set of values among a potentially infinite domain

(there are no input/output actions in the branches of this select statement)

statically unbounded number of assignments

Challenge 1: Guarded commands

- Proposed by Dijkstra — used, e.g., in the PRISM model checker
- LNT can express guarded commands naturally and concisely

```
process GuardedCommands [G1, G2, ... Gn : void] is
   var X1, X2, ... Xn : int in
      X1 := 0 ; X2 := 0 ; ... ; Xn := 0
      loop
         select
            only if X1 < 9 then G1 ; X1 := X1+1 end if
            [] ... []
            only if Xn < 9 then Gn ; Xn := Xn+1 end if
         end select
      end loop
   end var
end process
```

Using traditional process calculi:

- ***1*** recursive process having ***n*** parameters
- ***n*** recursive process calls
- ***n²*** parameters passed (most of which unchanged)
- LNT = linear code size, others = quadratic code size

Challenge 2: DAG control patterns

- LNT can directly express DAG-like control patterns:
  - e.g., choice-DAGs: (P1 [] P2) ; (Q1 [] Q2) ; (R1 [] R2)
  - but also if-DAGs, case-DAGs, etc.

```
process DAG [Input, Output : IntChannel] (X1, ..., Xn : Int) is
  if X1 = 0 then Input (?X1) end if ;
  if X2 = 0 then Input (?X2) end if ;
  ...
  if Xn = 0 then Input (?Xn) end if ;
  Output (combination (X1, X2, ..., Xn))
end process
```

Using traditional process calculi:

- ***n*** processes having ***n*** parameters each
- n^2 parameters passed
- LNT = linear code size, others = quadratic code size
- tedious and error prone

Challenge 3: Map-Reduce

- Given n inputs X1, X2, ..., Xn, compute g (f1 (X1), f2 (X2), ..., fn (Xn))
- Each computation Yi = fi (Xi) is given to one parallel processor

```
var X1, X2, ..., Xn : S,
    Y1, Y2, ..., Yn : T in
  Input (?X1, ?X2, ..., ?Xn);
  par
        Y1 := f1 (X1)
     || Y2 := f2 (X2)
     || ...
     || Yn := fn (Xn)
  end par ;
  Output (g (Y1, Y2, ..., Yn))
end var
```

```
Input ?X1, X2, ..., Xn : S ;
  (
     exit (f1 (X1), any T, ..., any T)
  || exit (any T, f2 (X2), ... any T)
  || ...
  || exit (any T, any T,  ..., fn (Xn))
  )
  >> accept Y1, Y2, ..., Yn : T in
     Output (g (Y1, Y2, ..., Yn))
end var
```

LNT = linear code size, LOTOS = quadratic code size, non compositional

Conclusion

Questioning action prefix

- For "basic" process calculi
  - action prefix has little justification and seems inferior to ACP
- For value-passing process calculi
  - action prefix is mostly a "trick" to syntactically forbid write-many variables and force the use of write-once variables
  - simple, but overly restrictive and clumsy
  - ignores the difference between syntax checks and static semantics checks
- Why is (most of) concurrency theory built on this?
  - need for having a formal semantics (forbid uninitialized variables)
  - individual preferences for functional languages, algebras, etc.
  - process calculi came too early: Hermes and Java arrived later
  - a few forerunner languages tried to get rid of action prefix: ACPε, ACP$_G$, ACBS&, Extended-LOTOS, E-LOTOS, OCCAM

LNT: an alternative approach

- Key concepts:
  - remove action prefix
  - add sequential symmetric composition
  - separate variable declaration and modification
  - allow write-many variables
  - static semantics: use data flow analysis to reject dubious programs
  - dynamic semantics: extend LTS states with "memory stores"

- Benefits:
  - generalizes regular expressions and the usual calculi: ACP, CCS, CSP, LOTOS
  - generalizes sequential imperative languages
  - better convenience than the usual calculi (dags, map-reduce, etc.)
  - supports action refinement (replacement of an action by a process)

Feedback about LNT

- LNT is taught to engineering students
  - LNT is much easier and faster to learn than LOTOS
  - LNT builds on prior knowledge: regular expressions, programming languages
    students don't have to forget what they already learnt in programming courses
    they can focus on concurrency theory concepts (choice, parallel, hide, etc.)
  - LNT is intuitive, students tend to jump writing specifications without reading the formal semantics
    impossible with traditional process calculi, but a questionable advantage
- LNT is used to model real-life applications
  - since 2010, LNT has entirely replaced LOTOS in our team
  - a growing list of case-studies: ATVA'13, CBSE'14-15, EICS'14-15, FMICS'13-14, FORTE'13-14, ICEFM'14, IFM'13, ISSE'13, PDP'15, MARS'15, SAC'14, TACAS'13-15-16, SCICO'13-14, VMCAI'15
  - STMicroelectronics: *"LNT enabled us to analyze systems too large to be realistically described in LOTOS"*

Implementation of LNT

- First attempt: 1993-2000
  - push ideas in the definition of E-LOTOS (ISO standard 15435:2001)
- Second attempt: 1998-2008
  - definition of LOTOS NT, a simplified version of E-LOTOS
  - direct implementation : the TRAIAN compiler (data types only → C)
    Mihaela Sighireanu's PhD thesis
- Third attempt: 2005-now
  - indirect implementation: LNT → LOTOS (much harder than LOTOS → LNT)
  - LNT2LOTOS translator (funded by Bull)
    Frédéric Lang: translation of LNT types and functions
    Wendelin Serwe: translation of LNT processes
    D. Champelovier, X. Clerc, etc.: implementation of the translator
  - reuse of the LOTOS compilers and verification tools present in CADP
- On the long run: resume direct implementation LNT → C