

Static Analysis of Services

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Types At Work, 2009

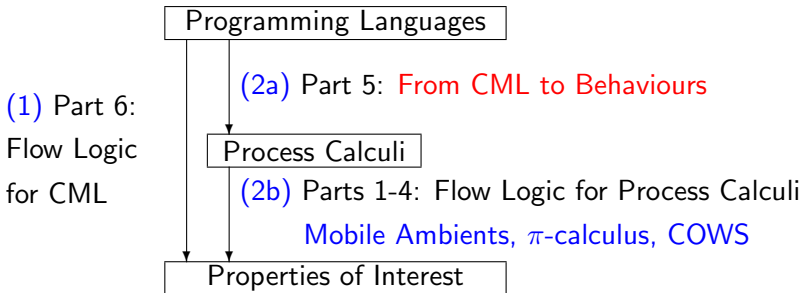
Static Analysis of Services

Part 5:

Extracting Process Calculus from Concurrent ML

The Grand View

Recall what we are doing:



Motivation

Concurrent ML

- functions and synchronous operations are **first class values**
- typed channels and processes are created **dynamically**

Behaviours

- express the overall communication actions performed
- can serve both as a description of concrete behaviour and as a specification of intended behaviour

Type and Effect Systems

- facilitates extracting behaviours from programs

Syntax of CML subset

Expressions

$$\begin{aligned}
 e & ::= c \mid x \mid \text{fn } x \Rightarrow e \mid e_1 e_2 \\
 & \mid \text{let } x = e_1 \text{ in } e_2 \\
 & \mid \text{rec } f \ x \Rightarrow e \\
 & \mid \text{if } e \text{ then } e_1 \text{ else } e_2
 \end{aligned}$$

Constants:

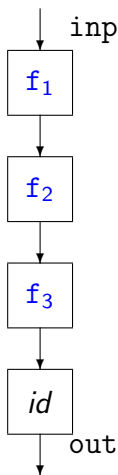
$$\begin{aligned}
 c & ::= () \mid \text{true} \mid \text{false} \mid n \mid \text{pair} \mid \text{fst} \mid \text{snd} \\
 & \mid \text{nil} \mid \text{cons} \mid \text{hd} \mid \text{tl} \mid \text{isnil} \mid + \mid * \mid = \mid \dots \\
 & \mid \text{send} \mid \text{receive} \mid \text{sync} \\
 & \mid \text{fork}_\pi \mid \text{channel}_l \mid \text{choose} \mid \text{wrap}
 \end{aligned}$$

Shorthands:

$$\begin{aligned}
 \text{input } e & = \text{sync (receive } e) \\
 \text{output } e & = \text{sync (send } e)
 \end{aligned}$$

Example: the pipe function

`pipe [f1, f2, f3] inp out`



Example: the pipe function

```

let node =
  fn f => fn inp => fn out =>
    forkπ (rec loop d => let v = input inp
                        in output (out, f v);
           loop d)

in rec pipe fs => fn inp => fn out =>
  if isnil fs
  then node (fn x => x) inp out
  else let ch = channelr0 ()
       in (node (hd fs) inp ch;
           pipe (tl fs) ch out)

```

The CML primitives

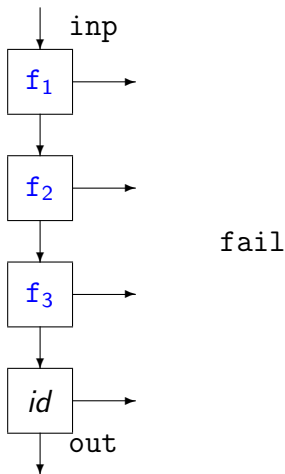
- `fork π e` spawns a process computing `e ()`
- `channel l ()` creates a new channel

`sync`, `receive` and `choose` do not perform the operations - they produce **delayed** communications (also called events). `sync` will activate the communications:

- `sync (send (ch, v))`: sends the value `v` on the channel `ch`
- `sync (receive ch)`: receives a value on the channel `ch`
- `sync (choose [e1, ..., en])`: chooses between a list of communication possibilities
- `sync (wrap (e1, e2))` is “similar” to `e2(sync e1)`

Example: Adding the possibility of failure

`pipe [f1, f2, f3] inp out`



Example: Adding the possibility of failure

```

let node =
  fn f => fn inp => fn out =>
    fork $\pi$  (rec loop d =>
      sync (choose
        [wrap (receive inp,
              fn x => sync (send (out, f x));
              loop d),
          send(fail,())]))))
in rec pipe fs => fn inp => fn out =>
  if isnil fs
  then node (fn x => x) inp out
  else let ch = channel $r_0$  ()
        in (node (hd fs) inp ch;
            pipe (tl fs) ch out)

```

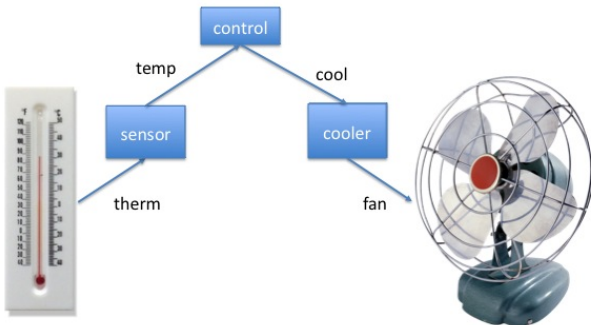
The map function

```
rec map f => fn xs =>  
  if isnil xs then nil  
  else cons(f (hd xs))(map f (tl xs))
```

Exercise:

A concurrent version?

Controlling a fan



Controlling a fan

In Concurrent ML:

```
let therm = channellt ();  
    fan = channellf ();  
    temp = channell1 ();  
    cool = channell2 ()  
in fork $\pi_1$  (... sensor ...);  
    fork $\pi_2$  (... control ...);  
    fork $\pi_3$  (... cooling ...)
```

Controlling a fan

```
rec sensor (t1,t2) =>
  sync (choose [wrap (receive therm,
                    fn t => sensor(t2,t)),
               wrap (send (temp, (t1+t2)/2),
                    fn d => sensor (t1,t2))])])
```

Controlling a fan

```
rec sensor (t1,t2) =>
  sync (choose [wrap (receive therm,
                    fn t => sensor(t2,t)),
                wrap (send (temp, (t1+t2)/2),
                    fn d => sensor (t1,t2))])

rec control d =>
  let t = sync (receive temp)
  in ((if t > upper then sync (send(cool, 'On'))
      else if t < lower then sync (send(cool, 'Off'))
      else 'Ok'); control d)
```

Controlling a fan

```
rec sensor (t1,t2) =>
  sync (choose [wrap (receive therm,
                    fn t => sensor(t2,t)),
                wrap (send (temp, (t1+t2)/2),
                    fn d => sensor (t1,t2))])

rec control d =>
  let t = sync (receive temp)
  in ((if t > upper then sync (send(cool, 'On'))
      else if t < lower then sync (send(cool, 'Off'))
      else 'Ok'); control d)

rec cooling state =>
  let new = sync (receive cool)
  in if new = state then cooling state
     else (sync (send(fan, new)); cooling new)
```


Typing system

Behaviours:

$$\begin{aligned}
 b ::= & \epsilon \mid r!t \mid r?t \mid t \text{CHAN}_r \\
 & \mid \text{FORK}_\pi b \mid b_1; b_2 \mid b_1 + b_2 \\
 & \mid \text{REC}_\beta.b \mid \beta
 \end{aligned}$$

Types:

$$\begin{aligned}
 t ::= & \text{unit} \mid \text{bool} \mid \text{int} \mid \alpha \\
 & \mid t_1 \rightarrow^b t_2 \mid t_1 \times t_2 \mid t \text{ list} \\
 & \mid t \text{ chan } r \mid t \text{ com } b
 \end{aligned}$$

Regions:

$$\begin{aligned}
 r ::= & l \mid r_1 + r_2 \quad (\text{sets of labels}) \\
 & \mid \rho
 \end{aligned}$$

Type schemes:

$$ts ::= t \mid \forall \beta.ts \mid \forall \alpha.ts \mid \forall \rho.ts$$

Example: the pipe function (again)

```

let node =
  fn f => fn inp => fn out =>
    forkπ (rec loop d => let v = input inp
                        in output (out, f v);
           loop d)

in rec pipe fs => fn inp => fn out =>
  if isnil fs
  then node (fn x => x) inp out
  else let ch = channelr0 ()
       in (node (hd fs) inp ch;
           pipe (tl fs) ch out)

```

Example: behaviour for node

Assumptions:

$f : t_1 \rightarrow^b t_2$

inp : t_1 chan r_1

out : t_2 chan r_2

node f inp out: $\text{FORK}_\pi (\text{REC } \beta. (r_1?t_1; b; r_2!t_2; \beta))$

Fork a process that will

- read a value of type t_1 on a channel in r_1
- do the computation f with behaviour b
- write a value of type t_2 on a channel in r_2 , and
- recurse

Example: behaviour for pipe

Assumptions:

$fs : (t \rightarrow^b t) \text{ list}$

$inp : t \text{ chan } r_1$

$out : t \text{ chan } r_2$

pipe fs in out:

$REC \beta'. (\text{FORK}_{\pi} (\text{REC } \beta. ((r_1 + r_0)?t; \epsilon; (r_2 + r_0)!t; \beta))$
 $+ t \text{ CHAN}_{r_0};$
 $\text{FORK}_{\pi} (\text{REC } \beta. ((r_1 + r_0)?t; b; (r_2 + r_0)!t; \beta));$
 $\beta')$

- fork a process that ... or
- allocate a new channel in r_0 ,
- fork a process that ... and
- recurse

Example: Adding failure (again)

```

let node =
  fn f => fn inp => fn out =>
    fork $\pi$  (rec loop d =>
      sync (choose
        [wrap (receive inp,
              fn x => sync (send (out, f x)));
          loop d),
          send(fail,())]))
in rec pipe fs => fn inp => fn out =>
  if isnil fs
  then node (fn x => x) inp out
  else let ch = channel $r_0$  ()
        in (node (hd fs) inp ch;
            pipe (tl fs) ch out)

```

Example: behaviour for node

Assumptions:

$$\begin{aligned} f & : t_1 \rightarrow^b t_2 \\ \text{fail} & : \text{unit chan } r_0 \\ \text{inp} & : t_1 \text{ chan } r_1 \\ \text{out} & : t_2 \text{ chan } r_2 \end{aligned}$$

node f inp out:

$$\text{FORK}_{\pi} (\text{REC } \beta. (r_1?t_1; b; r_2!t_2; \beta + r_0!\text{unit}))$$

Fork a process that will

- read a value of type t_1 on a channel in r_1
- do the computation f with behaviour b
- write a value of type t_2 on a channel in r_2 , and
- recurse

or

- write a value of type unit on a channel in r_0 , and
- terminate

Example: behaviour for pipe

Assumptions:

fs : $(t \rightarrow^b t)$ list
 $fail$: unit chan r_0
 inp : t chan r_1
 out : t chan r_2

pipe fs in out:

$REC \beta'$. (
 $FORK_{\pi}$ (
 $REC \beta.$
 (($r_1 + r_0$)? t ; ϵ ; ($r_2 + r_0$)! t ; $\beta + r_0!$ unit))
 + t CHAN $_{r_0}$;
 $FORK_{\pi}$ (
 $REC \beta.$
 (($r_1 + r_0$)? t ; b ; ($r_2 + r_0$)! t ; $\beta + r_0!$ unit));
 β')

- fork a process that ... or
- allocate a new channel in r_0 ,
- fork a process that ... and
- recurse

Exercises

Determine the behaviour of the concurrent map functions

Types for constants: $\text{TypeOf}(c)$

send	$\forall \alpha, \rho. (\alpha \text{ chan } \rho) \times \alpha \rightarrow^\epsilon (\alpha \text{ com } \rho! \alpha)$
receive	$\forall \alpha, \rho. (\alpha \text{ chan } \rho) \rightarrow^\epsilon (\alpha \text{ com } \rho? \alpha)$
sync	$\forall \alpha, \beta. (\alpha \text{ com } \beta) \rightarrow^\beta \alpha$
fork $_\pi$	$\forall \alpha, \beta. (\text{unit} \rightarrow^\beta \alpha) \rightarrow^{\text{FORK}_\pi \beta} \text{unit}$
channel $_l$	$\forall \alpha. \text{unit} \rightarrow^\alpha \text{CHAN}_l (\alpha \text{ chan } l)$
choose	$\forall \alpha, \beta. (\alpha \text{ com } \beta) \text{ list} \rightarrow^\epsilon (\alpha \text{ com } \beta)$
wrap	$\forall \alpha_1, \alpha_2, \beta_1, \beta_2. (\alpha_1 \text{ com } \beta_1) \times (\alpha_1 \rightarrow^{\beta_2} \alpha_2)$ $\rightarrow^\epsilon (\alpha_2 \text{ com } \beta_1; \beta_2)$
input	$\forall \alpha, \rho. (\alpha \text{ chan } \rho) \rightarrow^{\rho? \alpha} \alpha$
output	$\forall \alpha, \rho. (\alpha \text{ chan } \rho) \times \alpha \rightarrow^{\rho! \alpha} \alpha$

type environment $\vdash e : \text{type} \ \& \ \text{behaviour}$

$\text{tenv} \vdash c : t \ \& \ \epsilon$ if $\text{TypeOf}(c) \succ t$

$\text{tenv}[x \mapsto ts] \vdash x : t \ \& \ \epsilon$ if $ts \succ t$

$$\frac{\text{tenv}[x \mapsto t] \vdash e : t' \ \& \ b}{\text{tenv} \vdash \text{fn } x \Rightarrow e : t \rightarrow^b t' \ \& \ \epsilon}$$

$$\frac{\text{tenv} \vdash e_1 : t \rightarrow^b t' \ \& \ b_1 \quad \text{tenv} \vdash e_2 : t \ \& \ b_2}{\text{tenv} \vdash e_1 \ e_2 : t' \ \& \ b_1; b_2; b}$$

$$\frac{\text{tenv} \vdash e_1 : t_1 \ \& \ b_1 \quad \text{tenv}[x \mapsto ts] \vdash e_2 : t_2 \ \& \ b_2}{\text{tenv} \vdash \text{let } x=e_1 \text{ in } e_2 : t_2 \ \& \ b_1; b_2}$$

if $ts = \text{gen}(\text{tenv}, b_1)t_1$

Exercise:

Add the inference rules for recursion and conditions.

A design decision

- Early subsumption – or subtyping

Coercions between types can happen at any time inside any type

- add the subtyping rule:

$$\frac{tenv \vdash e : t \ \& \ b}{tenv \vdash e : t' \ \& \ b'} \text{ if } t \sqsubseteq t' \text{ and } b \sqsubseteq b'$$

- Late subsumption – or subeffecting

Generic instantiation produce the required instances.

- In $\text{TypeOf}(c)$ we shall use **constrained type schemas** as

$$\forall \beta : t_1 \rightarrow^{\beta} t_2 \ [\beta \geq b] \text{ in stead of } t_1 \rightarrow^b t_2$$

- add the subeffect rule:

$$\frac{tenv \vdash e : t \ \& \ b}{tenv \vdash e : t \ \& \ b'} \text{ if } b \sqsubseteq b'$$

Constraint type schemas: $\text{TypeOf}(c)$

send	$\forall \alpha, \rho, \beta_1, \beta_2. (\alpha \text{ chan } \rho) \times \alpha \rightarrow^{\beta_1} (\alpha \text{ com } \beta_2) [\epsilon \leq \beta_1, \rho! \alpha \leq \beta_2]$
receive	$\forall \alpha, \rho, \beta_1, \beta_2. (\alpha \text{ chan } \rho) \rightarrow^{\beta_1} (\alpha \text{ com } \beta_2) [\epsilon \leq \beta_1, \rho? \alpha \leq \beta_2]$
sync	$\forall \alpha, \beta_1, \beta_2. (\alpha \text{ com } \beta_1) \rightarrow^{\beta_2} \alpha [\beta_1 \leq \beta_2]$
fork $_{\pi}$	$\forall \alpha, \beta_1, \beta_2. (\text{unit} \rightarrow^{\beta_1} \alpha) \rightarrow^{\beta_2} \text{unit} [\text{FORK}_{\pi} \beta_1 \leq \beta_2]$
channel $_l$	$\forall \alpha, \beta, \rho. \text{unit} \rightarrow^{\beta} (\alpha \text{ chan } l) [\alpha \text{ CHAN}_{\rho} \leq \beta, l \leq \rho]$
choose	$\forall \alpha, \beta_1, \beta_2, \beta_3. (\alpha \text{ com } \beta_1) \text{ list} \rightarrow^{\beta_2} (\alpha \text{ com } \beta_3) [\epsilon \leq \beta_2, \beta_1 \leq \beta_3]$
wrap	$\forall \alpha_1, \alpha_2, \beta_1, \beta_2, \beta_3, \beta_4. (\alpha_1 \text{ com } \beta_1) \times (\alpha_1 \rightarrow^{\beta_2} \alpha_2) \rightarrow^{\beta_3} (\alpha_2 \text{ com } \beta_4) [\epsilon \leq \beta_3, \beta_1; \beta_2 \leq \beta_4]$

Generalisation and instantiation

Generalisation

$$\text{gen}(tenv, b)t = \text{let } \bar{\alpha}\bar{\beta}\bar{\rho} = FV(t) \setminus (FV(tenv) \cup FV(b)) \\ \text{in } \forall \bar{\alpha}\bar{\beta}\bar{\rho}. t$$

Generalisation and instantiation

Generalisation

$$\text{gen}(\text{tenv}, b)t = \text{let } \bar{\alpha}\bar{\beta}\bar{\rho} = FV(t) \setminus (FV(\text{tenv}) \cup FV(b)) \\ \text{in } \forall \bar{\alpha}\bar{\beta}\bar{\rho}. t$$

Instantiation

$$\forall \bar{\alpha}\bar{\beta}\bar{\rho}. t[C] \succ t'$$

where C is a (possible empty) set of constraints of the form $\beta \geq b$ and $\rho \geq r$

There exists a substitution θ with $DOM(\theta) = \{\bar{\alpha}\bar{\beta}\bar{\rho}\}$ such that

- $\theta t = t'$ and
- all the constraints of C are satisfied, that is,
 - $\theta\beta \sqsupseteq \theta b$ for all $\beta \geq b$ in C , and
 - $\theta\rho \sqsupseteq \theta r$ for all $\rho \geq r$ in C .

Ordering on behaviours

Axioms and rules that formally state:

- \sqsubseteq is a pre-order
- \sqsubseteq is a pre-congruence
- sequencing $;$ is associative
- sequencing distributes over join

$$(b_1 + b_2); b_3 \sqsubseteq b_1; b_3 + b_2; b_3$$

$$b_1; b_3 + b_2; b_3 \sqsubseteq (b_1 + b_2); b_3$$

- ϵ is left and right identity for sequencing
- join $+$ is least upper bound operation
- recursion can be unfolded

$$\text{REC } \beta.b \sqsubseteq b[\beta \mapsto \text{REC } \beta.b]$$

$$b[\beta \mapsto \text{REC } \beta.b] \sqsubseteq \text{REC } \beta.b$$

Example (1)

```
let node = fn f => fn inp => fn out =>
  forkπ ((rec loop d => let v = input inp
    in output (out, f v); loop d) ())
in ...
```

Type for `node`:

$$\forall \alpha_1, \alpha_2, \beta, \rho_1, \rho_2. \underbrace{(\alpha_1 \xrightarrow{\beta} \alpha_2)}_f \xrightarrow{\epsilon} \underbrace{(\alpha_1 \text{ chan } \rho_1)}_{\text{inp}} \xrightarrow{\epsilon} \underbrace{(\alpha_2 \text{ chan } \rho_2)}_{\text{out}} \xrightarrow{\varphi} \text{unit}$$

where $\varphi = \text{FORK}_{\pi}(\text{REC } \beta'. (\rho_1? \alpha_1; \beta; \rho_2! \alpha_2; \beta'))$

Example (2)

```

let node = ...
in rec pipe fs => fn inp => fn out =>
    if isnil fs then node (fn x => x) inp out
    else let ch = channelC ()
         in (node (hd fs) inp ch; pipe (tl fs) ch out)
    
```

Type for `pipe`:

$$\forall \alpha, \beta, \rho_1, \rho_2.$$

$$\underbrace{((\alpha \xrightarrow{\beta} \alpha) \text{ list})}_{fs} \xrightarrow{\epsilon} \underbrace{(\alpha \text{ chan } (\rho_1 \cup \{C\}))}_{inp, ch} \xrightarrow{\epsilon} \underbrace{(\alpha \text{ chan } \rho_2)}_{out} \xrightarrow{\varphi} \text{unit}$$

where $\varphi =$

$$\text{REC } \beta'. \underbrace{(\text{FORK}_{\pi}(\text{REC } \beta''. ((\rho_1 \cup \{C\})? \alpha; \epsilon; \rho_2! \alpha; \beta''))}_{node \text{ (fn x => x) } \dots}$$

$$+ \alpha \text{ CHAN } C; \underbrace{\text{FORK}_{\pi}(\text{REC } \beta''. ((\rho_1 \cup \{C\})? \alpha; \beta; C! \alpha; \beta''))}_{node \text{ (hd fs) } \dots}; \beta'$$

Exercises

Determine the type and behaviour of the concurrent map functions and the fan controller.

Theory: overview

Structural operational semantics for

- CML
- behaviours

Subject Reduction Theorem:

- types are preserved by CML-evaluation steps
- steps in CML-semantics can be mimicked in behaviour semantics

The developments

- simplified semantics: only input and output
- complex semantics: also sync, receive and send

Sequential Semantics of CML

Evaluation in context:

$$(\text{fn } x \Rightarrow e) v \rightarrow e[x \mapsto v]$$

$$\text{let } x = v \text{ in } e \rightarrow e[x \mapsto v]$$

$$\text{rec } f \ x \Rightarrow e \rightarrow (\text{fn } x \Rightarrow e)[f \mapsto (\text{rec } f \ x \Rightarrow e)]$$

$$\text{if true then } e_1 \text{ else } e_2 \rightarrow e_1$$

$$\text{if false then } e_1 \text{ else } e_2 \rightarrow e_2$$

$$v_1 \ v_2 \rightarrow v_3 \quad \text{if } (v_1, v_2, v_3) \in \delta$$

Sequential Semantics of CML

Evaluation in context:

$$(\text{fn } x \Rightarrow e) v \rightarrow e[x \mapsto v]$$

$$\text{let } x = v \text{ in } e \rightarrow e[x \mapsto v]$$

$$\text{rec } f x \Rightarrow e \rightarrow (\text{fn } x \Rightarrow e)[f \mapsto (\text{rec } f x \Rightarrow e)]$$

$$\text{if true then } e_1 \text{ else } e_2 \rightarrow e_1$$

$$\text{if false then } e_1 \text{ else } e_2 \rightarrow e_2$$

$$v_1 v_2 \rightarrow v_3 \quad \text{if } (v_1, v_2, v_3) \in \delta$$

Evaluation contexts:

$$E ::= [] \mid E e \mid v E \mid \text{let } x = E \text{ in } e \mid \text{if } E \text{ then } e_1 \text{ else } e_2$$

$$v ::= c' \mid x \mid \text{fn } x \Rightarrow e \mid (c', v_1) \mid \cdots \mid (c', v_1, \dots, v_k)$$

where c' can be any constant except sync, channel and fork.

Concurrent Semantics of CML

$$CP, PP[pi \mapsto E[e_1]] \Rightarrow_{pi}^{\epsilon} CP, PP[pi \mapsto E[e_2]]$$

if $e_1 \rightarrow e_2$

$$CP, PP[pi \mapsto E[\text{channel}_l()]] \Rightarrow_{pi}^{\text{CHAN}_l ci} CP \cup \{ci\}, PP[pi \mapsto E[ci]]$$

if $ci \notin CP$

$$CP, PP[pi \mapsto E[\text{fork}_\pi e_0]] \Rightarrow_{pi}^{\text{FORK}_\pi pi_0} CP, PP[pi \mapsto E[()]] [pi_0 \mapsto e_0 ()]$$

if $pi_0 \notin \text{dom}(PP) \cup \{pi\}$

Annotation of \Rightarrow_{pi}^{ev} :

$$ev ::= \epsilon \mid (ci!, ci?) \mid \text{CHAN}_r ci \mid \text{FORK}_\pi pi$$

Semantics of communication

The simple case:

$$\begin{aligned}
 & CP, PP[p_1 : E_1[\text{output}(ci, v)]] [p_2 : E_2[\text{input } ci]] \\
 & \quad \Rightarrow_{p_1, p_2}^{(ci!, ci?)} CP, PP[p_1 : E_1[v]] [p_2 : E_2[v]] \\
 & \quad \text{if } p_1 \neq p_2
 \end{aligned}$$

Semantics of communication

The simple case:

$$\begin{aligned}
 & CP, PP[p_1 : E_1[\text{output}(ci, v)]] [p_2 : E_2[\text{input } ci]] \\
 & \quad \Rightarrow_{p_1, p_2}^{(ci!, ci?)} CP, PP[p_1 : E_1[v]] [p_2 : E_2[v]] \\
 & \quad \text{if } p_1 \neq p_2
 \end{aligned}$$

More generally:

$$\begin{aligned}
 & \frac{(v_1, v_2) \overset{(ci!, ci?)}{\rightsquigarrow} (e_1, e_2)}{[p_1 \mapsto E_1[\text{sync } v_1], p_2 \mapsto E_2[\text{sync } v_2]]} \\
 & \quad \Rightarrow_{p_1, p_2}^{(ci!, ci?)} [p_1 \mapsto E_1[e_1], p_2 \mapsto E_2[e_2]] \\
 & \quad \text{if } p_1 \neq p_2
 \end{aligned}$$

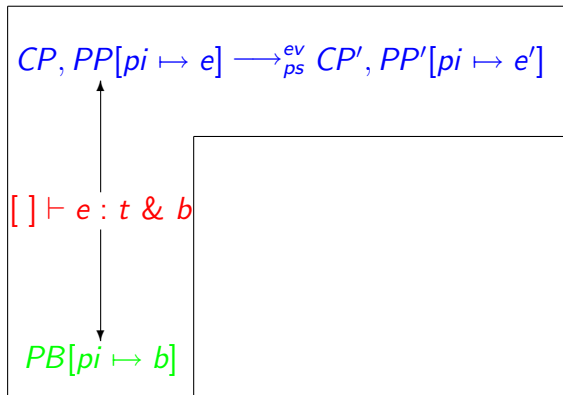
Matching

$$((\text{send}(ci, v)), (\text{receive } ci)) \stackrel{(ci!, ci?)}{\rightsquigarrow} (v, v)$$

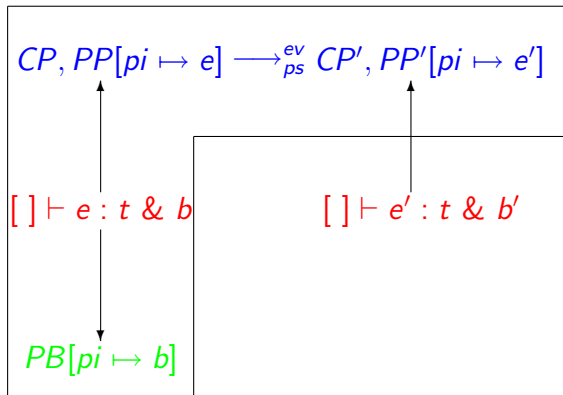
$$\frac{(v_1, v_3) \stackrel{(d_1, d_2)}{\rightsquigarrow} (e_1, e_2)}{(\text{wrap}(v_1, v_2), v_3) \stackrel{(d_1, d_2)}{\rightsquigarrow} (v_2 \ e_1, e_2)}$$

plus rules for choose and swopping input and output

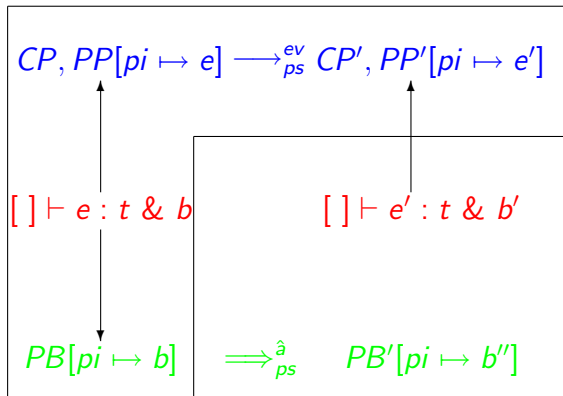
Subject reduction theorem



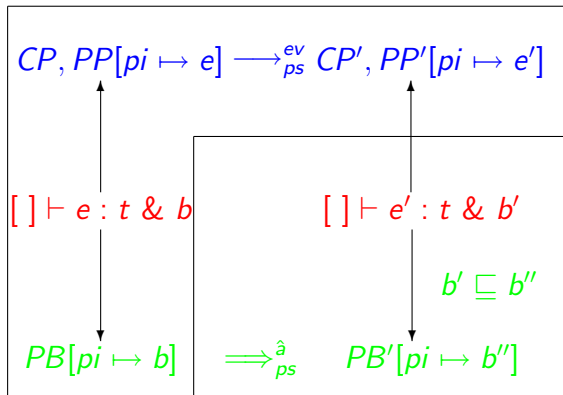
Subject reduction theorem



Subject reduction theorem



Subject reduction theorem



where \hat{a} is 'the translation of' ev

Semantics of behaviours: sequential

$$p \Rightarrow^P \epsilon \qquad \epsilon \Rightarrow^\epsilon \checkmark$$

$$b \Rightarrow^\epsilon b$$

$$\frac{b_1 \Rightarrow^P b'_1}{b_1; b_2 \Rightarrow^P b'_1; b_2} \qquad \frac{b_1 \Rightarrow^P \checkmark}{b_1; b_2 \Rightarrow^P b_2}$$

plus rules for choice and recursion

Annotations of \Rightarrow^P :

$$p ::= \epsilon \mid r!t \mid r?t \mid t \text{ CHAN}_r \mid \text{FORK}_\pi b$$

Semantics of behaviours: concurrent

$$\frac{b \Rightarrow^a b'}{PB[\pi_i \mapsto b] \Rightarrow_{\pi_i}^a PB[\pi_i \mapsto b']}$$

$$\frac{b_1 \Rightarrow^{r!t} b'_1 \quad b_2 \Rightarrow^{r?t} b'_2}{[\pi_{i_1} \mapsto b_1, \pi_{i_2} \mapsto b_2] \Rightarrow_{\pi_{i_1}, \pi_{i_2}}^{r!t?r} [\pi_{i_1} \mapsto b'_1, \pi_{i_2} \mapsto b'_2]} \quad \text{if } \pi_{i_1} \neq \pi_{i_2}$$

Annotations on \Rightarrow^a :

$$a ::= \epsilon \mid r!t?r \\ \mid t \text{ CHAN}_r \mid \text{FORK}_\pi b$$

Simulation on behaviours

\mathcal{S} is a simulation on (closed) behaviours if

- $\sqrt{\mathcal{S}} b$ if and only if $b = \sqrt{}$
- if $b_1 \Rightarrow^{p_1} b'_1$ and $b_1 \mathcal{S} b_2$ then there exists b'_2 and p_2 such that
 - $b_2 \Rightarrow^{\hat{p}_2} b'_2$,
 - $p_1 \mathcal{S}^\partial p_2$
 - $b'_1 \mathcal{S} b'_2$.

where

$$\mathcal{S}^\partial = \{(p, p) \mid p \in \{\epsilon, r!t, r?t, t \text{CHAN}_r\}\} \cup \{(\text{FORK}_\pi b, \text{FORK}_\pi b') \mid b \mathcal{S} b'\}$$

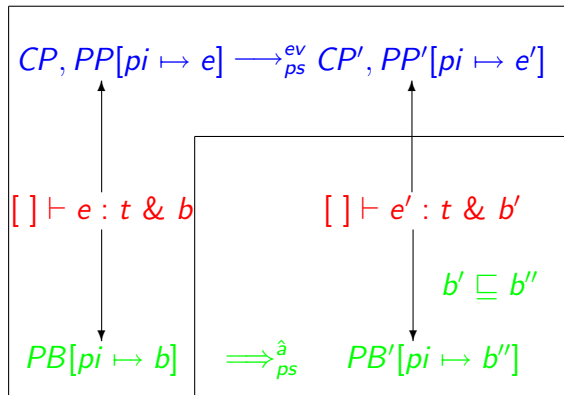
Define \sqsubseteq as the largest simulation.

Lemma: Soundness of Ordering

\sqsubseteq is a simulation.

The ordering \sqsubseteq is undecidable.

Subject reduction theorem



where \hat{a} is 'the translation of' ev

Algorithm

The algorithm is based on Milner's \mathcal{W}

- use **unification** for the types
- collect **constraints** for the behaviours

Problem: Constraints need not have principal solutions: incomparable solutions could be mixed.

$\mathcal{W}(e) = (s, d, C, S)$ where

- s : **simple type**: only behaviour variables
- d : **simple behaviour**: no REC behaviours
- C : set of **constraints**
- S : set of **solution restrictions**

Analysing behaviours

pipe fs in out:

$$\begin{aligned}
 & \text{REC } \beta'. (\text{FORK}_{\pi} (\text{REC } \beta. ((r_1 + r_0)?t; \epsilon; (r_2 + r_0)!t; \beta)) \\
 & \quad + \quad t \text{ CHAN}_{r_0}; \\
 & \quad \text{FORK}_{\pi} (\text{REC } \beta. ((r_1 + r_0)?t; b; (r_2 + r_0)!t; \beta)); \\
 & \quad \beta')
 \end{aligned}$$

Finite communication topology?

- how many channels might be created?
- how many processes might be created?

Analysis for finite communication topology

Judgements: $\vdash b : (\text{no. of channels, no. of processes})$

Definition:

$$\vdash \epsilon : (0, 0) \qquad \vdash r!t : (0, 0) \qquad \vdash t?t : (0, 0)$$

$$\vdash t \text{ CHAN}_r : (1, 0) \qquad \frac{\vdash b : (n, m)}{\vdash \text{FORK}_\pi b : (n, m + 1)}$$

$$\vdash \beta : (0, 0) \qquad \frac{\vdash b : (n, m)}{\vdash \text{REC } \beta.b : (n, m)} \quad \text{provided that ...}$$

$$\frac{\vdash b_1 : (n_1, m_1) \quad \vdash b_2 : (n_2, m_2)}{\vdash b_1; b_2 : (n_1 + n_2, m_1 + m_2)} \quad \text{provided that ...}$$

$$\frac{\vdash b_1 : (n_1, m_1) \quad \vdash b_2 : (n_2, m_2)}{\vdash b_1 + b_2 : (\max(n_1, n_2), \max(m_1, m_2))} \quad \text{provided that}$$

Examples: Do we have a finite communication topology?

- 1 $\text{REC } \beta.t \text{ CHAN}_r + (r!t; \beta)$
- 2 $\text{REC } \beta.r?t + (t \text{ CHAN}_r; \beta)$
- 3 $\text{REC } \beta.t \text{ CHAN}_r + (r!t; \beta; \beta)$
- 4 $\text{REC } \beta.\epsilon + (r!t; \beta; \beta)$
- 5 $\text{REC } \beta.t \text{ CHAN}_r + \text{FORK}_\pi(r!t; \beta)$

Exercise

Determine whether or not the concurrent map functions and the fan controller have a finite communication topology.

Analysing behaviours

pipe fs in out:

$$\text{REC } \beta'. \left(\text{FORK}_{\pi} \left(\text{REC } \beta. ((r_1 + r_0)?t; \epsilon; (r_2 + r_0)!t; \beta) \right) \right. \\ \left. + t \text{CHAN}_{r_0}; \right. \\ \left. \text{FORK}_{\pi} \left(\text{REC } \beta. ((r_1 + r_0)?t; b; (r_2 + r_0)!t; \beta) \right); \right. \\ \left. \beta' \right)$$

Static processor allocation: Assume that all instances of processes labelled π will be running on the same processor - which requirements does this put on the processor?

- how many channels labelled r might be created?
- how many processes labelled π might be created?
- how many times might a channel labelled r be used for input/output?

Analysing behaviours

pipe fs in out:

$$\text{REC } \beta'. \left(\text{FORK}_{\pi} \left(\text{REC } \beta. ((r_1 + r_0)?t; \epsilon; (r_2 + r_0)!t; \beta) \right) \right. \\ \left. + \quad t \text{CHAN}_{r_0}; \right. \\ \left. \text{FORK}_{\pi} \left(\text{REC } \beta. ((r_1 + r_0)?t; b; (r_2 + r_0)!t; \beta) \right); \right. \\ \left. \beta' \right)$$

Dynamic processor allocation: Which requirements does this put on the processor?

- how many channels labelled r might be created?
- how many processes labelled π might be created?
- how many times might a channel labelled r be used for input/output?

Suggested Reading (1)

- T. Amtoft, H. Riis Nielson, F. Nielson: **Behavior Analysis for Validating Communication Patterns**. In **Journal on Software Tools for Technology Transfer**, vol.2, pages 13-28, Springer, 1998.
Gives an overview of the development and of a computer system for carrying out the analysis.
- H. Riis Nielson and F. Nielson: **Communication Analysis for Concurrent ML**. In **ML with Concurrency**. Monographs in Computer Science, pages 185-235, Springer, 1997.

Suggested Reading (2)

- F. Nielson and H. Riis Nielson: **From CML to its Process Algebra**. Theoretical Computer Science, vol. 155, pages 179-219, 1996.
- T. Amtoft, F. Nielson, H. Riis Nielson: **Type and Effect Systems: Behaviours for Concurrency**. Imperial College Press, 1999.
This book contains the full development.
- H. Riis Nielson, F. Nielson: **Static and Dynamic Processor Allocation for Higher-Order Concurrent Languages**. TAPSOFT'95, LNCS 915.