

THE WIRE CALCULUS

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PROCESS CALCULI

- CCS 80s, Pi 90s, ambients, ...
- **common features:**
 - syntactic expressions represent “processes”
 - dynamics a first class entity (eg prefix & + in CCS)
 - (structural) operational semantics
 - observational equivalence, (weak) bisimulation
 - (weak) bisimulation induces an algebra on syntactic terms
 - Dijkstra-Hoare-Milner parallel composition ||

ALGEBRA OF PROCESSES

- Milner's SOS:

$$\frac{P \xrightarrow{a} P'}{P \| Q \xrightarrow{a} P' \| Q} \text{ (||L)} \quad \frac{Q \xrightarrow{a} Q'}{P \| Q \xrightarrow{a} P \| Q'} \text{ (||R)} \quad \frac{P \xrightarrow{a} P' \quad Q \xrightarrow{\bar{a}} Q'}{P \| Q \xrightarrow{\tau} P' \| Q'} \text{ (PAR)}$$

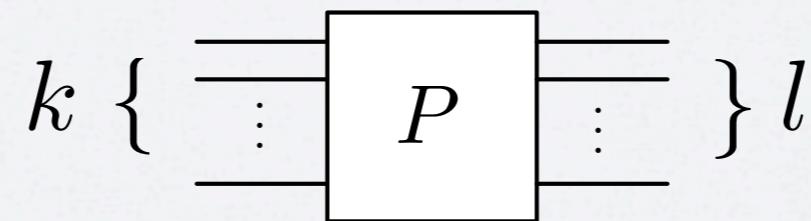
- what is the algebra induces by (weak) bisimilarity?
- the operation $\|$ is a commutative monoid
 - ie. processes live in a “chemical soup”
 - is it always the case that **concurrent universe = chemical soup?**
- interleaving gives **concurrency = nondeterminism**, always reasonable?
 - implementation issues: $\|$ is a very powerful scheduler

ANOTHER NOTION OF PROCESS

- Let Σ be a set of *signals* + silent action ι for int. computation
- for $k, l \in \mathbb{N}$ a (k, l) -transition is a labelled transition of the form

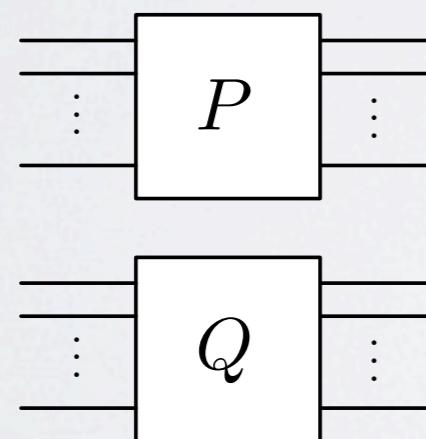
$$P \xrightarrow[\vec{b}]{} Q, \quad \#(\vec{a}) = k, \#(\vec{b}) = l$$

- any process in the wire calculus has a sort (k, l) and its semantics will be an LTS of (k, l) -transitions



ANOTHER PARALLEL COMPOSITION

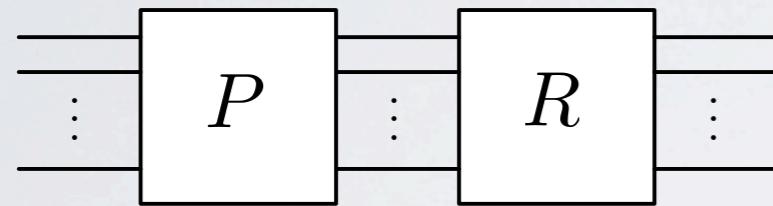
- processes are boxes with left and right boundary
- operators of the calculus allow us to specify & connect boxes
- labels have a monoidal structure (juxtaposition)



$$\frac{P \xrightarrow{\mathbf{a}} Q \quad R \xrightarrow{\mathbf{c}} S}{P \otimes R \xrightarrow{\mathbf{ac}} Q \otimes S} \text{ (TEN)}$$

- \otimes neither commutative nor interleaving

SYNCHRONISING ON BOUNDARY



$$\frac{P \xrightarrow[\mathbf{c}]{\mathbf{a}} Q \quad R \xrightarrow[\mathbf{b}]{\mathbf{c}} S}{P;R \xrightarrow[\mathbf{b}]{\mathbf{a}} Q;S} (\text{CUT})$$

- non commutative
- don't confuse with seq composition in imperative prog langs

DYNAMICS - CHOICE

- CSP-like (\square) external choice

$$\frac{P \xrightarrow[\mathbf{b}]{\mathbf{a}} Q \quad (\mathbf{ab} \neq \iota)}{P+R \xrightarrow[\mathbf{b}]{\mathbf{a}} Q} (+L)$$

$$\frac{P \xrightarrow[\mathbf{b}]{\mathbf{a}} Q \quad (\mathbf{ab} \neq \iota)}{R+P \xrightarrow[\mathbf{b}]{\mathbf{a}} Q} (+R)$$

$$\frac{P \xrightarrow{\iota} Q \quad R \xrightarrow{\iota} S}{P+R \xrightarrow{\iota} Q+S} (+\iota)$$

DYNAMICS - PREFIX

- signals live in some set Σ
- prefix strings: $M ::= \epsilon \mid x \mid \lambda x \mid \iota \mid \sigma \in \Sigma \mid MM$
- prefixes: $P ::= \dots \mid \frac{M}{M}P$
- $\frac{u}{v}P$ with λx in u or v binds free occurrences of x in P
- substitution: $\sigma : bd(\frac{u}{v}) \rightarrow \Sigma + \{\iota\}$

$$\frac{}{\frac{u}{v}P \xrightarrow[v|\sigma]{u|\sigma} P|\sigma} (\text{PREF})$$

Example: $\frac{\lambda x a}{\lambda y} P \xrightarrow[\beta]{\alpha a} P[\alpha/x, \beta/y]$ for all $\alpha, \beta \in \Sigma$

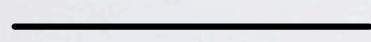
DYNAMICS - RECURSION

$$\frac{P[\mu Y. P/Y] \xrightarrow{\text{a/b}} Q}{\mu Y. P \xrightarrow{\text{a/b}} Q} \text{ (REC)}$$

- Standard Plotkin SOS rule

EXAMPLE - BASIC WIRES

Picture



Expression

$$I \stackrel{\text{def}}{=} \mu Y. \frac{\lambda x}{\lambda x} Y$$

Behaviour

$$\frac{}{I \xrightarrow{a} I} (\text{ID})$$



$$d \stackrel{\text{def}}{=} \mu Y. \frac{\lambda x \lambda x}{\lambda x \lambda x} Y$$

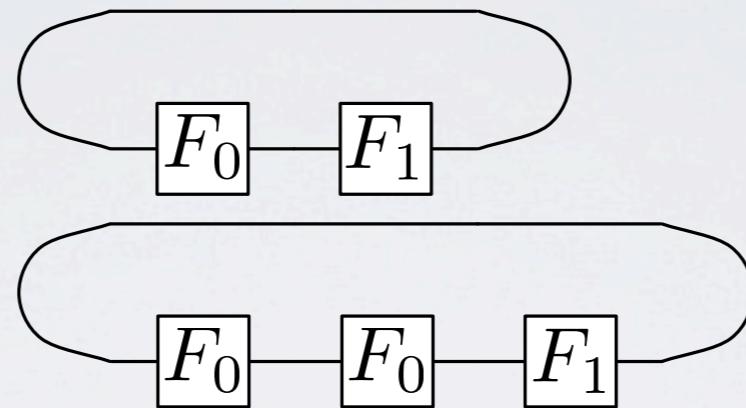
$$\frac{}{d \xrightarrow{aa} d} (\text{d})$$



$$e \stackrel{\text{def}}{=} \mu Y. \frac{\lambda x \lambda x}{\lambda x \lambda x} Y$$

$$\frac{}{e \xrightarrow{aa} e} (\text{e})$$

CONCURRENCY RULES



$$\frac{}{P \xrightarrow[\iota]{\iota} P} (\text{REFL})$$

unconnected processes cannot
block each other

$$\frac{P \xrightarrow[\iota]{\iota} R \quad R \xrightarrow[b]{a} Q}{P \xrightarrow[b]{a} Q} (\iota L)$$

$$\frac{P \xrightarrow[b]{a} R \quad R \xrightarrow[\iota]{\iota} Q}{P \xrightarrow[b]{a} Q} (\iota R)$$

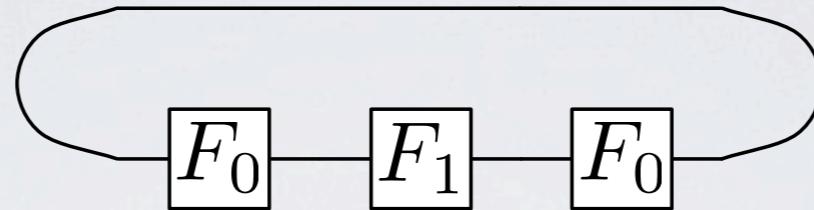
processes are not assumed to run at the same speed

SUMMARY - THE WIRE CALCULUS

$$\begin{aligned}
 P & ::= Y \mid P ; P \mid P \otimes P \mid \frac{M}{M}P \mid P + P \mid \mu Y : \tau . P \\
 M & ::= \epsilon \mid x \mid \lambda x \mid \iota \mid \sigma \in \Sigma
 \end{aligned}$$

$$\begin{array}{c}
 \frac{}{P \xrightarrow{\iota} P} (\text{REFL}) \quad \frac{P \xrightarrow{\iota} R \quad R \xrightarrow{\mathbf{a}} Q}{P \xrightarrow{\mathbf{a}} Q} (\iota L) \quad \frac{P \xrightarrow{\mathbf{a}} R \quad R \xrightarrow{\iota} Q}{P \xrightarrow{\mathbf{a}} Q} (\iota R) \\
 \\
 \frac{P \xrightarrow{\mathbf{a}} Q \quad R \xrightarrow{\mathbf{b}} S}{P ; R \xrightarrow{\mathbf{a}} Q ; S} (\text{CUT}) \quad \frac{P \xrightarrow{\mathbf{a}} Q \quad R \xrightarrow{\mathbf{d}} S}{P \otimes R \xrightarrow{\mathbf{ad}} Q \otimes S} (\text{TEN}) \\
 \\
 \frac{\frac{u}{v} P \xrightarrow{u|\sigma} P|\sigma}{P \xrightarrow{v|\sigma} P|\sigma} (\text{PREF}) \quad \frac{P \xrightarrow{\mathbf{b}} Q \quad (\mathbf{ab} \neq \iota)}{P + R \xrightarrow{\mathbf{a}} Q} (+L) \quad \frac{P \xrightarrow{\mathbf{a}} Q \quad (\mathbf{ab} \neq \iota)}{R + P \xrightarrow{\mathbf{a}} Q} (+R) \\
 \\
 \frac{P \xrightarrow{\iota} Q \quad R \xrightarrow{\iota} S}{P + R \xrightarrow{\iota} Q + S} (+\iota) \quad \frac{P[\mu Y. P/Y] \xrightarrow{\mathbf{a}} Q}{\mu Y. P \xrightarrow{\mathbf{a}} Q} (\text{REC})
 \end{array}$$

EXAMPLE



$$\frac{}{F_0 \xrightarrow[0]{0} F_0} \text{(0SET0)} \quad \frac{}{F_0 \xrightarrow[0]{1} F_1} \text{(0SET1)} \quad \frac{}{F_0 \xrightarrow[\iota]{\iota} F_0} \text{(0REFL)}$$

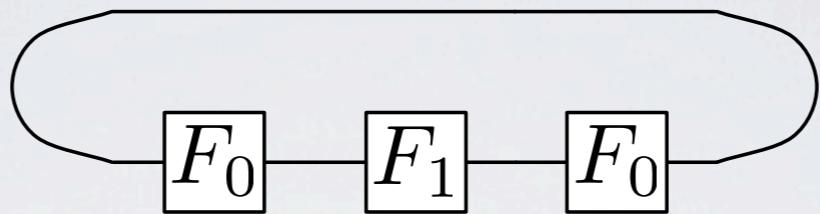
$$\frac{}{F_1 \xrightarrow[1]{1} F_1} \text{(1SET1)} \quad \frac{}{F_1 \xrightarrow[1]{0} F_0} \text{(1SET0)} \quad \frac{}{F_1 \xrightarrow[\iota]{\iota} F_1} \text{(1REFL)}$$

Expressions

$$F_0 \stackrel{\text{def}}{=} \mu Y. \frac{0}{0} Y + \frac{1}{0} \mu Z. (\frac{1}{1} Z + \frac{0}{1} Y) \quad F_1 \stackrel{\text{def}}{=} \mu Z. \frac{1}{1} Z + \frac{0}{1} \mu Y. (\frac{0}{0} Y + \frac{1}{0} Z)$$

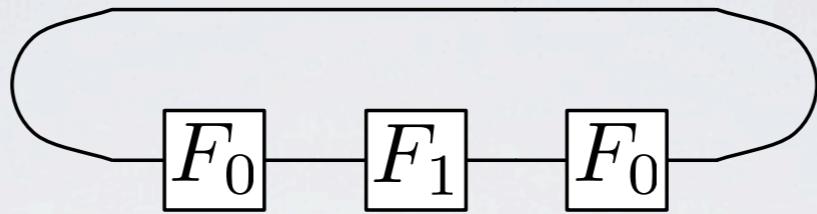
$$d ; I \otimes (F_0 ; F_1 ; F_0) ; e$$

EXAMPLE CTD



$$\frac{F_0 \xrightarrow[z]{x} X \quad F_1 \xrightarrow[y]{z} Y \qquad y = 1}{F_0; F_1 \xrightarrow[y]{x} X; Y} (\text{CUT}) \quad z = 0 \qquad Y = F_0$$

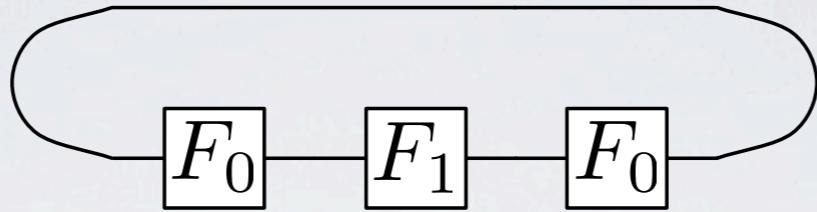
EXAMPLE CTD



$$\frac{F_0 \xrightarrow[z]{x} X \quad F_1 \xrightarrow[y]{z} Y}{F_0; F_1 \xrightarrow[y]{x} X; Y} \text{ (CUT)} \quad \begin{matrix} y = 1 \\ z = 0 \\ Y = F_0 \end{matrix}$$

$$\frac{F_0 \xrightarrow[0]{x} X \quad F_1 \xrightarrow[1]{0} F_0}{F_0; F_1 \xrightarrow[1]{x} X; F_0} \text{ (CUT)}$$

EXAMPLE CTD

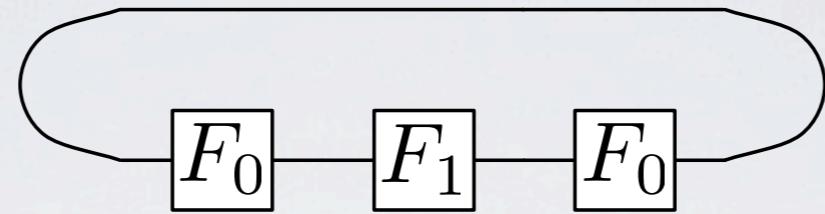


$$\frac{F_0 \xrightarrow[z]{x} X \quad F_1 \xrightarrow[y]{z} Y}{F_0;F_1 \xrightarrow[y]{x} X;Y} \text{ (CUT)} \quad \begin{matrix} y = 1 \\ z = 0 \\ Y = F_0 \end{matrix}$$

$$\frac{F_0 \xrightarrow[0]{x} X \quad F_1 \xrightarrow[1]{0} F_0}{F_0;F_1 \xrightarrow[1]{x} X;F_0} \text{ (CUT)}$$

$$\frac{F_0;F_1 \xrightarrow[1]{x} X;F_0 \quad F_0 \xrightarrow[0]{1} F_1}{F_0;F_1;F_0 \xrightarrow[0]{x} X;F_0;F_1} \text{ (CUT)}$$

EXAMPLE CTD



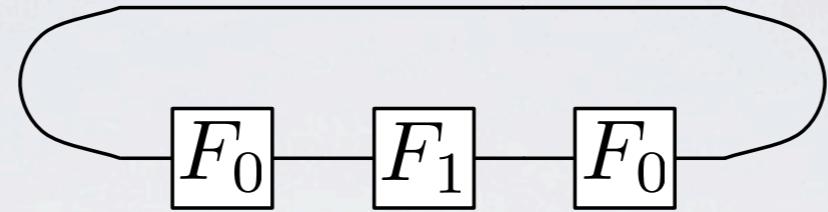
$$\frac{F_0 \xrightarrow[z]{x} X \quad F_1 \xrightarrow[y]{z} Y}{F_0;F_1 \xrightarrow[y]{x} X;Y} \text{ (CUT)} \quad \begin{matrix} y = 1 \\ z = 0 \\ Y = F_0 \end{matrix}$$

$$\frac{F_0 \xrightarrow[0]{x} X \quad F_1 \xrightarrow[1]{0} F_0}{F_0;F_1 \xrightarrow[1]{x} X;F_0} \text{ (CUT)}$$

$$\frac{F_0;F_1 \xrightarrow[1]{x} X;F_0 \quad F_0 \xrightarrow[0]{1} F_1}{F_0;F_1;F_0 \xrightarrow[0]{x} X;F_0;F_1} \text{ (CUT)}$$

$$\frac{}{I \otimes (F_0;F_1;F_0) \xrightarrow[w0]{wx} I \otimes (X;F_0;F_1)} \text{ (}\otimes\text{)}$$

EXAMPLE CTD



$$\frac{F_0 \xrightarrow[z]{x} X \quad F_1 \xrightarrow[y]{z} Y}{F_0;F_1 \xrightarrow[y]{x} X;Y} \text{ (CUT)} \quad \begin{matrix} y = 1 \\ z = 0 \\ Y = F_0 \end{matrix}$$

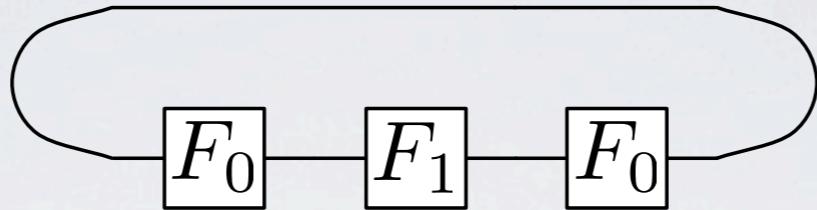
$$\frac{F_0 \xrightarrow[0]{x} X \quad F_1 \xrightarrow[1]{0} F_0}{F_0;F_1 \xrightarrow[1]{x} X;F_0} \text{ (CUT)}$$

$$\frac{F_0;F_1 \xrightarrow[1]{x} X;F_0 \quad F_0 \xrightarrow[0]{1} F_1}{F_0;F_1;F_0 \xrightarrow[0]{x} X;F_0;F_1} \text{ (CUT)}$$

$$\frac{}{I \otimes (F_0;F_1;F_0) \xrightarrow[w0]{wx} I \otimes (X;F_0;F_1)} (\otimes)$$

$$\frac{}{(I \otimes (F_0;F_1;F_0));\epsilon \xrightarrow{0x} I \otimes (X;F_0;F_1);\epsilon} \text{ (CUT)}$$

EXAMPLE CTD



$$\frac{F_0 \xrightarrow[z]{x} X \quad F_1 \xrightarrow[y]{z} Y}{F_0;F_1 \xrightarrow[y]{x} X;Y} \text{ (CUT)} \quad \begin{array}{c} y = 1 \\ z = 0 \\ Y = F_0 \end{array} \quad \frac{F_0 \xrightarrow[0]{x} X \quad F_1 \xrightarrow[1]{0} F_0}{F_0;F_1 \xrightarrow[1]{x} X;F_0} \text{ (CUT)}$$

$$\frac{F_0;F_1 \xrightarrow[1]{x} X;F_0 \quad F_0 \xrightarrow[0]{1} F_1}{F_0;F_1;F_0 \xrightarrow[0]{x} X;F_0;F_1} \text{ (CUT)} \quad \frac{}{I \otimes (F_0;F_1;F_0) \xrightarrow[w_0]{w_x} I \otimes (X;F_0;F_1)} \text{ (}\otimes\text{)}$$

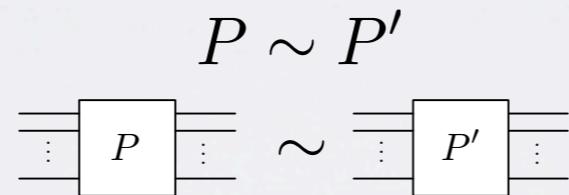
$$\frac{}{(I \otimes (F_0;F_1;F_0));\epsilon \xrightarrow{0x} I \otimes (X;F_0;F_1);\epsilon} \text{ (CUT)}$$

$$\frac{}{\mathsf{d};(I \otimes (F_0;F_1;F_0));\epsilon \rightarrow \mathsf{d};I \otimes (F_0;F_0;F_1);\epsilon} \text{ (CUT)}$$

BISIMILARITY

- bisimilarity = weak bisimilarity
- bisimilarity a congruence wrt all operators of the language

$$P, P' : (k, l) \quad Q : (m, n) \quad R : (l, l') \quad S : (k', k)$$



$$P \otimes Q \sim P' \otimes Q$$

then

$$Q \otimes P \sim Q \otimes P'$$

$$P ; R \sim P' ; R$$

$$S ; P \sim S ; P'$$

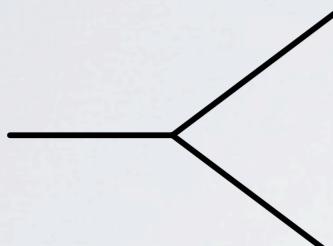
ALGEBRA

- what is the resulting algebra?
 - objects = natural numbers; arrows = equivalence classes wrt bisimilarity
 - a strictly associative monoidal category
 - d and e yield compact closed structure
- easy to define a directed variant of calculus
- See “*A non-interleaving process calculus for multi-party synchronisation*” in Proc. ICE ’09

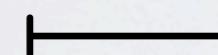
I'VE SEEN THIS ALL BEFORE!

- **related work** (incomplete!):
 - RFC Walters et al:
 - $\text{Span}(\mathbf{Graph})$ - similar algebra, no SOS, dynamics not first class members of language
 - Gadducci Montanari et al:
 - tiles - similar algebra, same SOS for tensor and composition, dynamics not first class, less structure (more general) wrt weak issues
 - Abramsky et al:
 - interaction categories - similar SOS for tensor and composition, much more involved type structure
 - Arbab
 - Reo, etc: similar modelling style but has semantic issues, “user-defined” dynamics
 - Stefanescu
 - network algebra - monolithic, hard to tell what is primitive

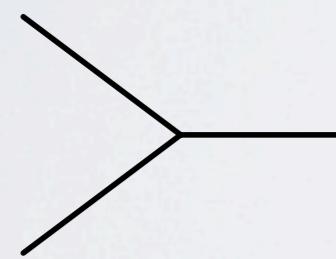
OTHER WIRES



$$\Delta \stackrel{\text{def}}{=} \mu Y. \frac{\lambda x}{\lambda x \lambda x} Y$$



$$\top \stackrel{\text{def}}{=} \mu Y. \frac{}{\lambda x} Y$$



$$\nabla \stackrel{\text{def}}{=} \mu Y. \frac{\lambda x \lambda x}{\lambda x} Y$$



$$\perp \stackrel{\text{def}}{=} \mu Y. \frac{\lambda x}{\lambda x} Y$$

$$\frac{}{\Delta \xrightarrow{aa} \Delta} (\Delta)$$

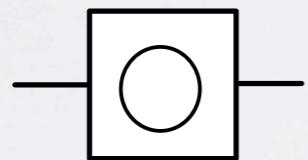
$$\frac{}{\top \xrightarrow{a} \top} (\top)$$

$$\frac{}{\nabla \xrightarrow{aa} \nabla} (\nabla)$$

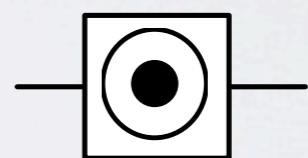
$$\frac{}{\perp \xrightarrow{a} \perp} (\perp)$$

PETRI NET PLACES

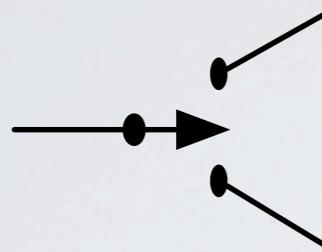
$$\textcircled{0} \stackrel{\text{def}}{=} \mu Y. \frac{\bullet}{\iota} \frac{\iota}{\bullet} Y$$



$$\textcircled{•} \stackrel{\text{def}}{=} \frac{\iota}{\bullet} \textcircled{0}$$

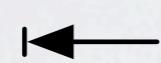


OTHER WIRES



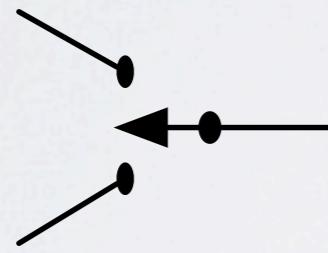
$$\Lambda \stackrel{\text{def}}{=} \mu Y. \frac{\lambda x}{\lambda x \iota} Y + \frac{\lambda x}{\iota \lambda x} Y$$

$$\overline{\Lambda \xrightarrow{a} \Lambda} (\Lambda L)$$



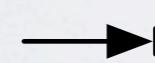
$$\uparrow \stackrel{\text{def}}{=} \mu Y : (0, 1). Y$$

$$\overline{\uparrow \xrightarrow{\iota} \uparrow} (\uparrow)$$



$$\vee \stackrel{\text{def}}{=} \mu Y. \frac{\lambda x \iota}{\lambda x} Y + \frac{\iota \lambda x}{\lambda x} Y$$

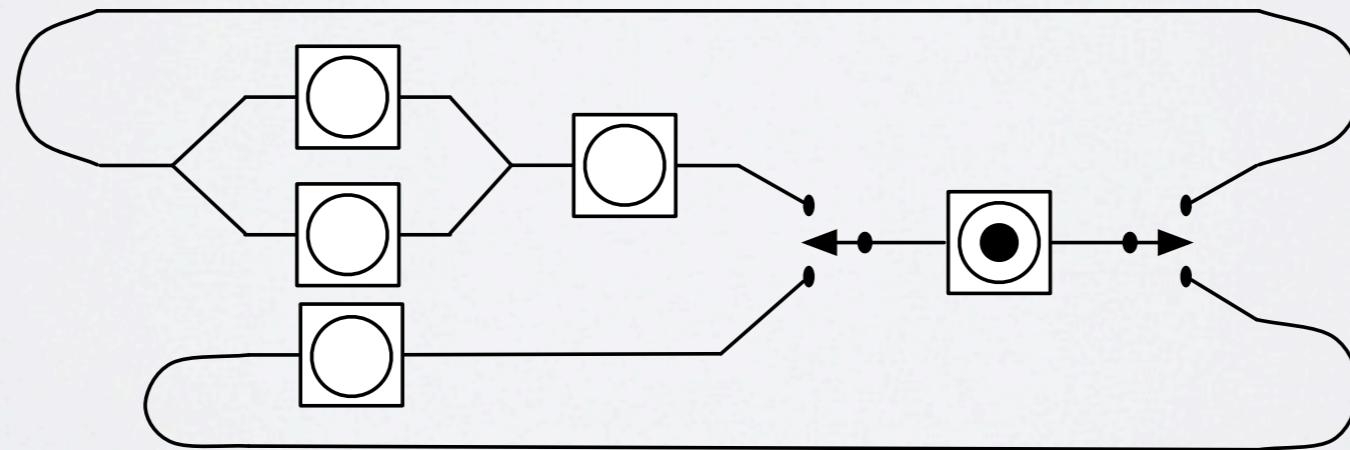
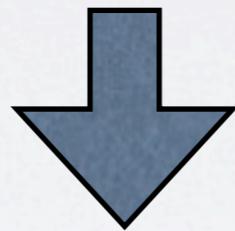
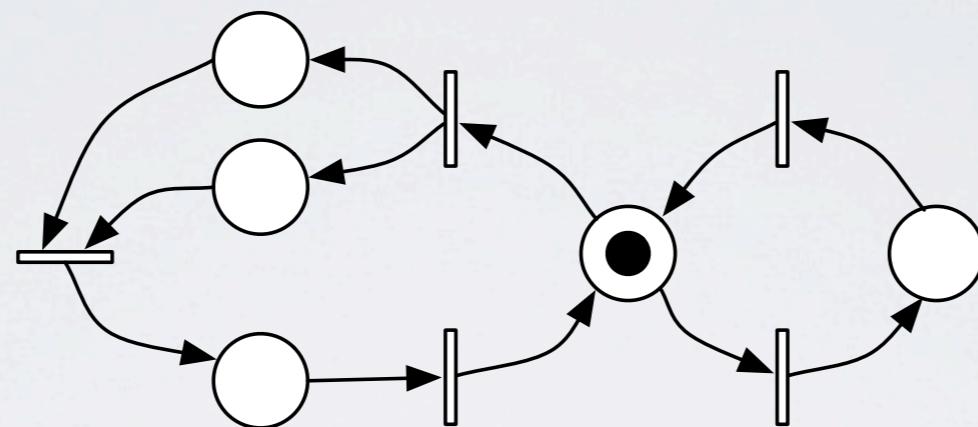
$$\overline{\vee \xrightarrow{a} \vee} (\vee L)$$



$$\downarrow \stackrel{\text{def}}{=} \mu Y : (1, 0). Y$$

$$\overline{\downarrow \xrightarrow{\iota} \downarrow} (\downarrow)$$

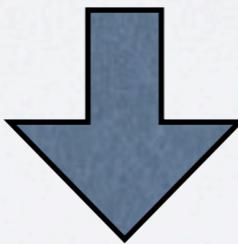
TRANSLATING NETS



FULL ABSTRACTION

$$M \xrightarrow{e} M' \quad \longrightarrow \quad \llbracket M \rrbracket \rightarrow \llbracket M' \rrbracket$$

$$\llbracket M \rrbracket \rightarrow P$$



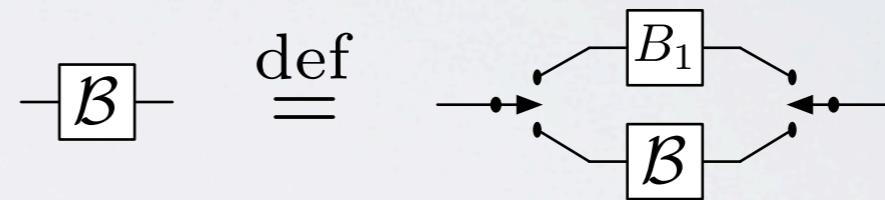
$$\exists M'. \llbracket M' \rrbracket = P \ \& \ (M' = M \ \vee \ \exists e_1, \dots, e_m. \xrightarrow{e_1} \dots \xrightarrow{e_m} M')$$

BUFFERS & QUEUES

(inspired by Selinger's Axioms for Asynchrony)

Unbounded buffer

$$B_1 \stackrel{\text{def}}{=} \frac{\lambda x}{\iota} \frac{\iota}{\lambda x} 0$$
$$\mathcal{B} \stackrel{\text{def}}{=} \mu Y. B_1 \mid Y$$



$$\frac{}{C[X] \xrightarrow{\iota} C[X]}$$
$$\frac{\sigma \in \Sigma}{C[X] \xrightarrow{\sigma} C[X+\sigma]}$$
$$\frac{}{C[X+\sigma] \xrightarrow{\sigma} C[X]}$$

Queue

$$Q \stackrel{\text{def}}{=} \mu Y. \frac{\lambda x}{\iota} (Y ; \frac{\iota}{\lambda x} I)$$

CONCLUSION

- Wire-calculus: a process calculus that is fundamentally different from existing calculi yet shares many of their features
- mathematically interesting algebra
- future work
 - expressivity
 - continue Selinger's work on axioms for asynchrony