

HOARE'S COMMUNICATING SEQUENTIAL PROCESSES (CSP) '85

$c?x \rightarrow P$

$c!x \rightarrow P$

$P; Q$

$P \parallel Q$

$P [] Q$

Read (synchronous)
 $c(x).P$

Write (synchronous)
 $\bar{c}x.P$

Sequence

Parallel
 $P \parallel Q$

Sum
 $P + Q$

where P, Q are guarded.

(either $d?y \rightarrow R$ or $d!y \rightarrow R$)

JCSP (Welch et al.)

CHANNELS

Interfaces

Channel Input

Channel Output

Channel

Implementation

One2OneChannel

PROCESSES

Interface

CSPProcess

run()

Implementations

Parallel

Sequence

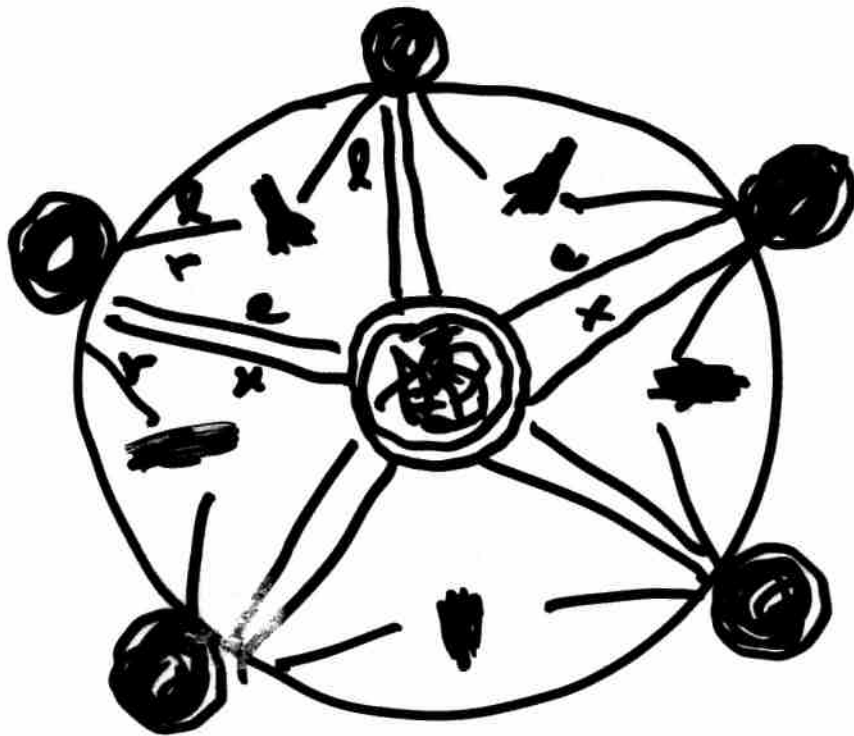
Alternative

select
fairSelect

OTHERS

Timer, Generate, Skip

DINING PHILOSOPHERS



Classes

Fork

selects a philosopher to be picked up and put down.

Butler

makes sure at most $N-1$ philosophers are seated at a time. (uses fairSelect)

Philosopher

loop thinking, entering table, picking forks up, eating, putting forks down and leaving table. (3)

PICT

Processes

run ()

run (() | () | ())

run (print! "hello"
| print! "world")

Channels

run (x?[] = print! "ok" | x![])

run (x?z = print! "got z" | x!y)

run (x!y
| x?z = z!u
| y?w = print! "u replaces w")

Process Definitions

def $p[a:T_1 \ a_n:T_n] =$
 $\langle \text{def-body} \rangle$

$p! [b_1 \dots b_n]$

$\langle \text{def-body} \rangle \{ b_1 \dots b_n / a_1 \dots a_n \}$

Records
new $x: [a = \text{Bool} \ b = \text{Bool} \ c = []]$
run $x! [a = \text{false} \ b = \text{true} \ c = []]$

$\{$
run $x? [a = p \ b = q \ c = r] =$
if q then print! "T"
else print! "F"
 $\}$

~~run $x? [a = p \ b = q \ c = r] = \dots$~~

run $x? [a = - \ b = q \ c = -] = \dots$

~~run x? r = if a then ...~~

run x? r = if a then ...

run x? s @ [a=p b=q c=r] =

if s.b then ...
q

new y: ^ [Bool b=Bool []]

run y! [true b=false []]

run y? [p b=q r] = if q then print! "T"
else print! "F"

run y? [- b=q -] = ...

⇒ Tuples are unlabeled records.

BOOLEAN EXAMPLE

new b: $\wedge[\wedge[] \wedge[]]$

new t: $\wedge[]$

new f: $\wedge[]$

run {- False -}

b? [t f] = f![]

run {- Test -}

(b! [t f]

| t?[] = print! "True"

| f?[] = print! "False")

False

PICT Core Syntax

<u>Program</u>	=	run <u>Proc</u>	Program
<u>Proc</u>	=	<u>Val</u> ! <u>Val</u>	Async. Output
		<u>Val</u> ? <u>Abs</u>	Sync. Input
		()	Null proc
		(<u>Proc</u> <u>Proc</u>)	Parallel
		(<u>Dec</u> <u>Proc</u>)	Declaration
		if <u>Val</u> then <u>Proc</u> else <u>Proc</u>	Conditional
<u>Abs</u>	=	<u>Pat</u> = <u>Proc</u>	Process Abstr
<u>Pat</u>	=	<u>Id</u> <u>RType</u>	Var
		[<u>Label</u> <u>Pat</u> ... <u>Label</u> <u>Pat</u>]	Record
		- <u>RType</u>	wildcard
		<u>Id</u> <u>RType</u> @ <u>Pat</u>	Layered

PICT CORE SYNTAX CONTINUED

RType = $\langle \text{empty} \rangle$ Omitted type
: Type Explicit type

Type reconstruction (inference) fills in annotations for type checking.

Val = Const Constant
Path Path
[Label Val ... Label Val] Record

Path = Id Variable
Path . Id Record field

Const = String | Char | Int | true | false

Type = \wedge Type | Bool | string | Int | Char
| [Label Type ... Label Type]

PICT Core Syntax CONTINUED (II)

Dec = new Id : Type Channel creation
def Id₁ Abs₁ and ... Recursive definition
and Id_n Abs_n
type Id = Type Type Abbreviation

Label = <empty> Anonymous field.
Id = Labeled field.

PICT OPERATIONAL SEMANTICS

Same as π -Calculus (asynchronous version)

e.g. Scope Extrusion:

$$BV(d) \cap FV(e) = \emptyset$$

$$((d e_1) | e_2) \equiv (d (e_1 | e_2))$$

$((\text{new } y: \wedge[] \ x!y) \mid x?z = z![])$

$\equiv (\text{new } y: \wedge[] \ (x!y \mid x?z = z![]))$

e.g. Communication Rule:

$\frac{\{p \mapsto v\} \text{ defined}}{(x!v \mid x?p = e) \rightarrow \{p \mapsto v\}e}$

$\{p \mapsto v\} = \text{"}v/p\text{"}$

(Note asynchronous output)

Values and Patterns

a channel is a value

if $v_1 \dots v_n$ are values then

$[v_1 \ v_2 \ \dots \ v_n]$ is a value.

$[\]$ is the empty tuple value.

```
run ( x?[z] = print! "got z" | x![y] )
```

```
run ( x?[z1 z2] = print! "ok" ( x![y1 y2] ) )
```

pattern

```
run ( x?z = print! "ok" ( x![y1 y2] ) )
```

$z \leftarrow [y1 \ y2]$

Wildcard pattern

$\text{run } (x? _ = \text{print! "ok"} \mid x! [y_1 \ y_2])$

Layered pattern

$\text{new } x: ^{\wedge} [\text{sig } \text{sig}]$

$\text{run } (x? z @ [z_1 \ z_2] = \text{print! "ok"} \mid x! [y_1 \ y_2])$

$z \leftarrow [y_1 \ y_2]$

$z_1 \leftarrow y_1$

$z_2 \leftarrow y_2$

Types

if T is a type

$^{\wedge} T$ is a channel carrying elements of that type

$\text{Sig} = \# []$

run w?[a] = a?[] = ()

a: sig \wedge []

w: \wedge [\wedge []]

run w?a = a?[] = ()

w: \wedge sig : \wedge \wedge []

type X = T

type sig = \wedge []

Channel Creation

new x: T

BOOLEAN EXAMPLE RE-VISITED

```
type Boolean = ^[ ^[] ^[] ]
def tt [b: Boolean] = b? [t -] = t![]
and ff [b: Boolean] = b? [- f] = f![]
def test [b: Boolean] =
  (new t: ^[] new f: ^[]
   | b! [t f]
   | t?[] = print! "It's true"
   | f?[] = print! "It's false"))

new b: Boolean
run ( ff! [b]
     | test! [b])
```

TYPE REFINEMENT

type Boolean = $\wedge [![] \ []]$

type Client Boolean = $! [![] \ []]$

type Server Boolean = $? [![] \ []]$

SUBSUMPTION

Boolean < Client Boolean

Boolean < Server Boolean

Boolean is a subtype of $\begin{bmatrix} \text{Client} \\ \text{Server} \end{bmatrix}$ Boolean.

In general, $\wedge T < ?T$

$\wedge T < !T$

Top is the super-type of every other type
in PICT: "don't care"-type. (16)

BOOLEAN EXAMPLE REVISITED (III)

```
type Boolean = ^ [ ^ [ ] ^ [ ] ]
```

```
type ClientBoolean = ! [ ^ [ ] ^ [ ] ]
```

```
type ServerBoolean = ? [ ^ [ ] ^ [ ] ]
```

```
def tt [b: Server Boolean] = b ? [t -] = t ! [ ]
```

```
and ff [b: Server Boolean] = b ? [- f] = f ! [ ]
```

```
def test [b: Client Boolean] =
```

```
(new t: ^ [ ] new f: ^ [ ]
```

```
( b ! [t f]
```

```
| t ? [ ] = print! "True"
```

```
| f ? [ ] = print! "false" ))
```

```
new b: Boolean
```

```
run ( ff ! [b]
```

```
| test ! [b] )
```

SUBTYPES

!T

?T

/T

output channel type

input channel type

responsive output channel type

RESPONSIVE OUTPUT CHANNELS

Channels created by def clauses:

- (1) are ALWAYS available to receive values.
- (2) all communications are received by the SAME receiver (the body of def)

A channel created by def, has the type `/T` ("responsive channel").

e.g.:

```
new x: ^[/Bool]
```

```
def d b: Bool = if b then print! "True"  
                else print! "false"
```

```
run x![d]
```

```
run x?[a] = a! false
```

prints False.

RESPONSIVE OUTPUT CHANNELS CONTINUED

$!T < !!T$ holds.

e.g.:

```
new y : ^[!Bool]
```

```
run y![d]
```

```
run y?[a] = a!false
```

prints False.

Many PICT standard libraries use responsive channels.

e.g.: `pr` $/[String /[]]$

a responsive channel expecting a String and a responsive channel to signal completion.

RESPONSIVE CHANNEL EXAMPLE

```
def d [] = print! "done"  
run pr! ["pr..." d]
```

pr...done

COERCING ORDINARY INTO RESPONSIVE CHANNEL

```
new c: ^[]  
run pr! ["pr..." (rchan c)]  
run c?[] = print! "done"
```

pr...done

ANOTHER EXAMPLE

```
def r z: Int = print! z
```

```
run +! [2 3 r]
```

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EXERCISE: (1) Type of +?
(2) Use w/ ordinary channel

(21)