

# Static Analysis of Services

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Types At Work, 2009

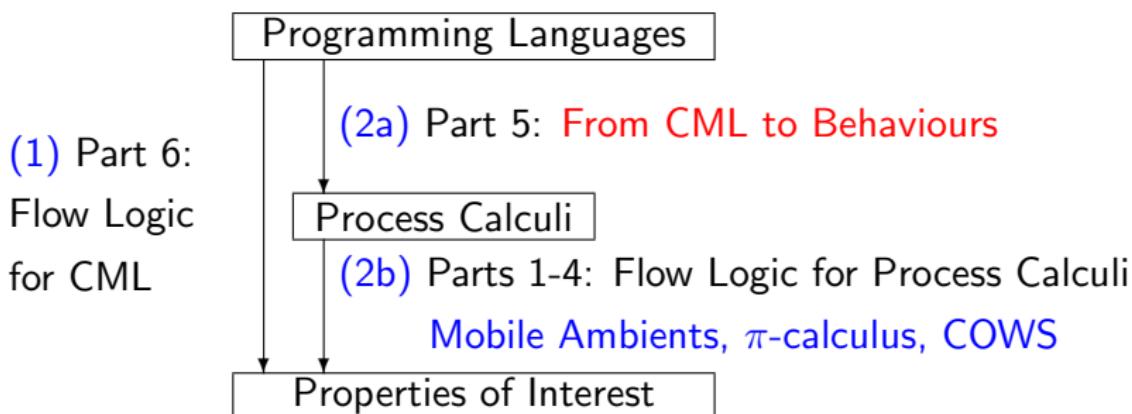
# Static Analysis of Services

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

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

## Constants:

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

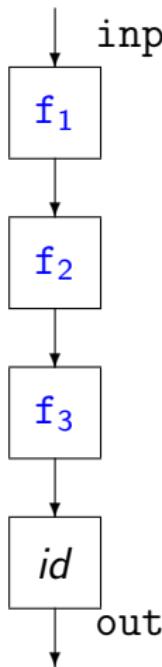
## Shorthands:

$$\text{input } e = \text{sync (receive } e\text{)}$$

$$\text{output } e = \text{sync (send } e\text{)}$$

## Example: the pipe function

pipe [f<sub>1</sub>, f<sub>2</sub>, f<sub>3</sub>] 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

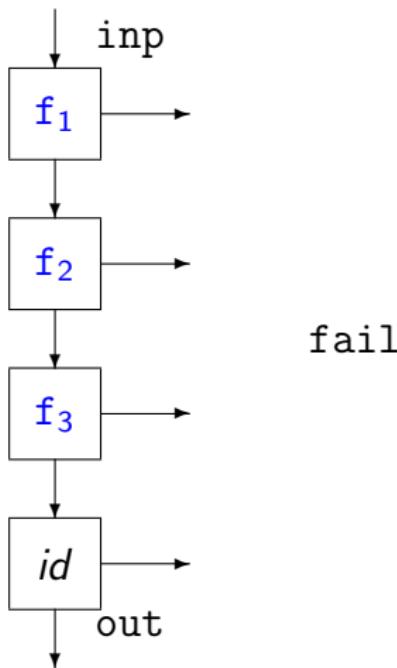
- `forkπ e` spawns a process computing `e ()`
- `channel, ()` creates a new channel

`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  $[f_1, f_2, f_3]$  inp out



# Example: Adding the possibility of failure

```
let node =
  fn f => fn inp => fn out =>
  forkπ (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 =>

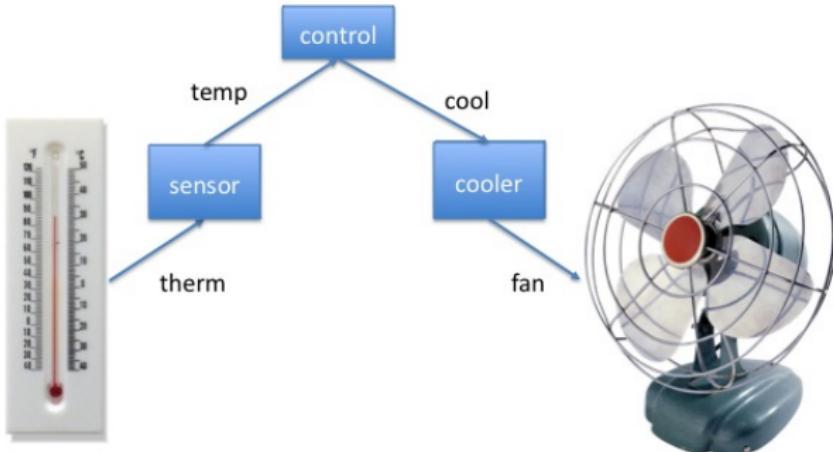
```
  if isnil fs
  then node (fn x => x) inp out
  else let ch = channelr0 ()
    in (node (hd fs) inp ch;
        pipe (tl fs) ch out)
```

# 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 = channelIt ();
  fan = channelIf ();
  temp = channelI1 ();
  cool = channelI2 ()
in forkπ1 (... sensor ...);
  forkπ2 (... control ...);
  forkπ3 (... 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:

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

Types:

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

Regions:

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

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: **FORK $_{\pi}$**  (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 :  $(t \rightarrow^b t)$  list

inp :  $t$  chan  $r_1$

out :  $t$  chan  $r_2$

pipe fs in out:

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

- 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 =>
  forkπ (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 = channelr0 ()
    in (node (hd fs) inp ch;
        pipe (tl fs) ch out)
```

# Example: behaviour for node

Assumptions:

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

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  $\text{unit}$  on a channel in  $r_0$ , and
- terminate

# Example: behaviour for pipe

Assumptions:

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

pipe fs in out:

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

- 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: 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,  $\forall \alpha. \text{unit} \rightarrow^{\alpha} \text{CHAN}_l (\alpha \text{ chan } l)$

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

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

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

$$tenv[x \mapsto t] \vdash e : t' \ \& \ b$$

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

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

$$\frac{tenv \vdash e_1 : t_1 \ \& \ b_1 \quad tenv[x \mapsto ts] \vdash e_2 : t_2 \ \& \ b_2}{\begin{aligned} tenv \vdash \text{let } x = e_1 \text{ in } e_2 : t_2 \ \& \ b_1; b_2 \\ \text{if } ts = \text{gen}(tenv, b_1) t_1 \end{aligned}}$$

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:

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

- Late subsumption – or subeffecting

Generic instantiation produce the required instances.

- In  $\text{TypeOf}(c)$  we shall use **constrained type schemas** as  
 $\forall \beta : t_1 \rightarrow^{\beta} t_2 \text{ [ } \beta \geq b \text{ ]}$  instead of  $t_1 \rightarrow^b t_2$
- add the subeffect rule:

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

# Constraint type schemas: 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

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

# Generalisation and instantiation

## Generalisation

$\text{gen}(\text{t} \text{env}, b)t = \text{let } \bar{\alpha}\bar{\beta}\bar{\rho} = FV(t) \setminus (FV(\text{t} \text{env}) \cup FV(b))$   
 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  $\theta$  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

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

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

- $\epsilon$  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`:

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



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:

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

$$((\alpha \xrightarrow{\beta} \alpha) \text{ list}) \xrightarrow{\epsilon} (\alpha \text{ chan } (\rho_1 \cup \{\text{C}\})) \xrightarrow{\epsilon} (\alpha \text{ chan } \rho_2) \xrightarrow{\varphi} \text{unit}$$

fs
inp. ch
out

where  $\phi =$

**REC**  $\beta'$ . (FORK $_{\pi}$ (REC  $\beta''$ .  $((\rho_1 \cup \{C\})? \alpha; \epsilon; \rho_2! \alpha; \beta'')$ )  
node (fn x => x) ...  
 $+ \alpha$  CHAN C; FORK $_{\pi}$ (REC  $\beta''$ .  $((\rho_1 \cup \{C\})? \alpha; \beta; C! \alpha; \beta'')$ );  $\beta'$ )  
node (hd fs) ...

# 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:

$$(\text{fn } x \Rightarrow e) \ v \rightarrow e[x \mapsto v]$$
$$\text{let } x = v \text{ in } e \rightarrow e[x \mapsto v]$$
$$\text{rec } f \ x \Rightarrow e \rightarrow (\text{fn } x \Rightarrow e)[f \mapsto (\text{rec } f \ x \Rightarrow e)]$$
$$\text{if true then } e_1 \text{ else } e_2 \rightarrow e_1$$
$$\text{if false then } e_1 \text{ else } e_2 \rightarrow e_2$$
$$v_1 \ v_2 \rightarrow v_3 \qquad \text{if}(v_1, v_2, v_3) \in \delta$$

# 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:

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

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

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

# Concurrent Semantics of CML

$$CP, PP[pi \mapsto E[e_1]] \xrightarrow{e_{pi}} CP, PP[pi \mapsto E[e_2]]$$

if  $e_1 \rightarrow e_2$

$$CP, PP[pi \mapsto E[\text{channel}_i()]] \xrightarrow{CHAN_{ci}} CP \cup \{ci\}, PP[pi \mapsto E[ci]]$$

if  $ci \notin CP$

$$CP, PP[pi \mapsto E[\text{fork}_\pi e_0]] \xrightarrow{FORK_{\pi pi_0}} CP, PP[pi \mapsto E[()]] [pi_0 \mapsto e_0 ()]$$

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

Annotation of  $\xrightarrow{ev}$ :

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

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# Semantics of communication

The simple case:

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

# Semantics of communication

The simple case:

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

More generally:

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

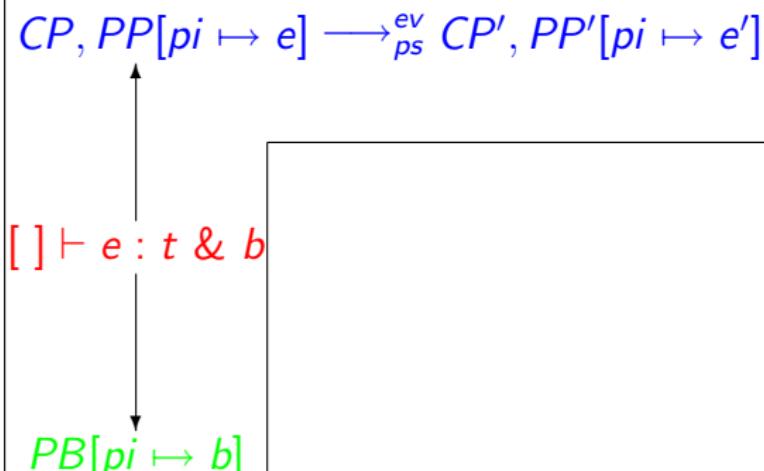
# Matching

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

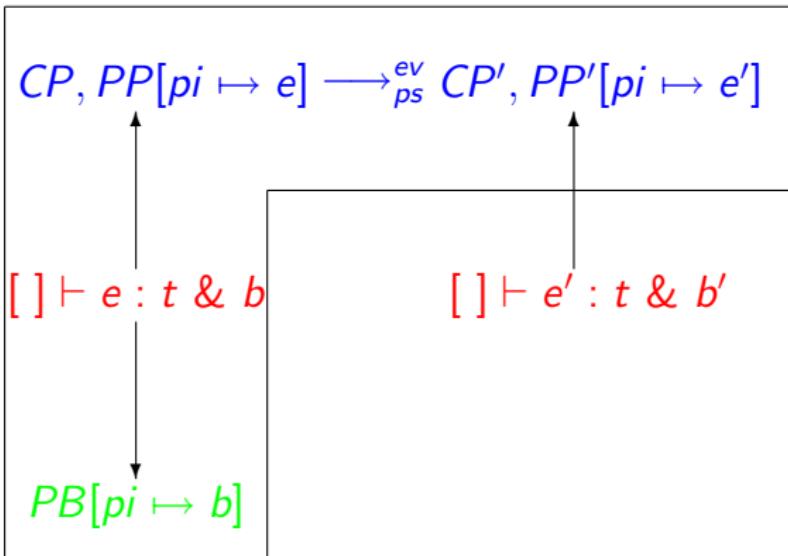
$$\frac{(v_1, v_3) \xrightarrow{(d_1, d_2)} (e_1, e_2)}{(\text{wrap}(v_1, v_2), v_3) \xrightarrow{(d_1, d_2)} (v_2 \ e_1, e_2)}$$

plus rules for choose and swapping input and output

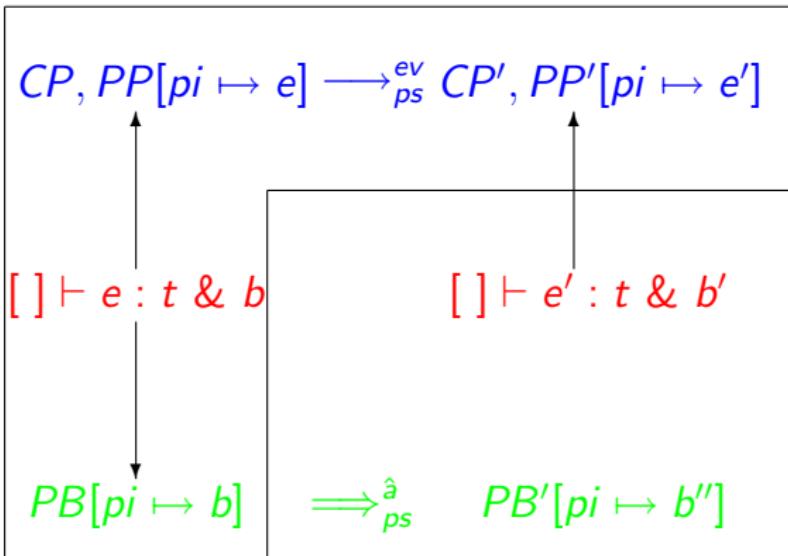
# Subject reduction theorem



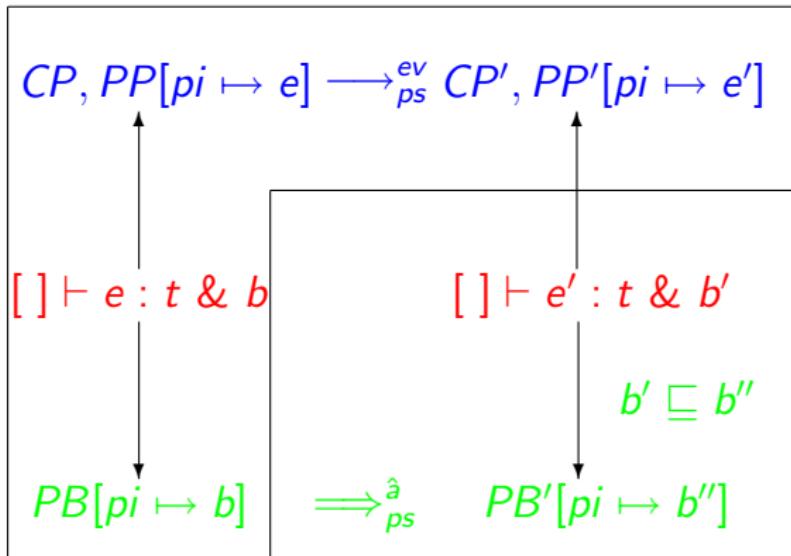
# Subject reduction theorem



# Subject reduction theorem



# Subject reduction theorem



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

# Semantics of behaviours: sequential

$$p \xrightarrow{p} \epsilon \quad \epsilon \xrightarrow{\epsilon} \checkmark$$

$$b \xrightarrow{\epsilon} b$$

$$\frac{b_1 \xrightarrow{p} b'_1 \quad b_1 \xrightarrow{p} \checkmark}{b_1; b_2 \xrightarrow{p} b'_1; b_2} \quad \frac{b_1 \xrightarrow{p} \checkmark}{b_1; b_2 \xrightarrow{p} b_2}$$

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

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

$$\frac{b_1 \Rightarrow^{r!t} b'_1 \quad b_2 \Rightarrow^{r?t} b'_2}{[pi_1 \mapsto b_1, pi_2 \mapsto b_2] \Rightarrow_{pi_1, pi_2}^{r!t?r} [pi_1 \mapsto b'_1, pi_2 \mapsto b'_2]} \quad \text{if } pi_1 \neq pi_2$$

Annotations on  $\Rightarrow^a$ :

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

# Simulation on behaviours

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

- $\sqrt{\mathcal{S}} b$  if and only if  $b = \sqrt{\phantom{b}}$
- 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

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

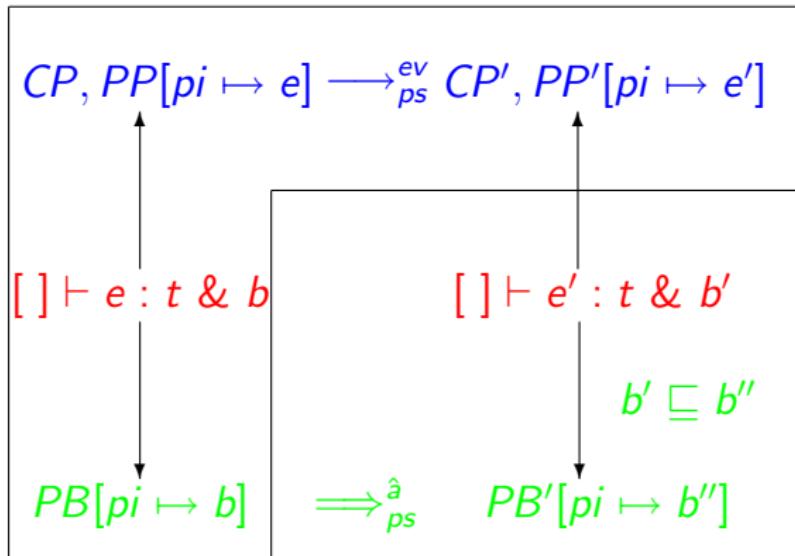
Define  $\sqsubseteq$  as the largest simulation.

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:

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

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:

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

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

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

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

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

# Examples: Do we have a finite communication topology?

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

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

Static processor allocation: Assume that all instances of processes labelled  $\pi$  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  $\pi$  might be created?
- how many times might a channel labelled  $r$  be used for input/output?

# Analysing behaviours

pipe fs in out:

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

$\beta'$

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

- how many channels labelled  $r$  might be created?
- how many processes labelled  $\pi$  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.