

Parallel Session 6:

Programming Models

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in collaboration with

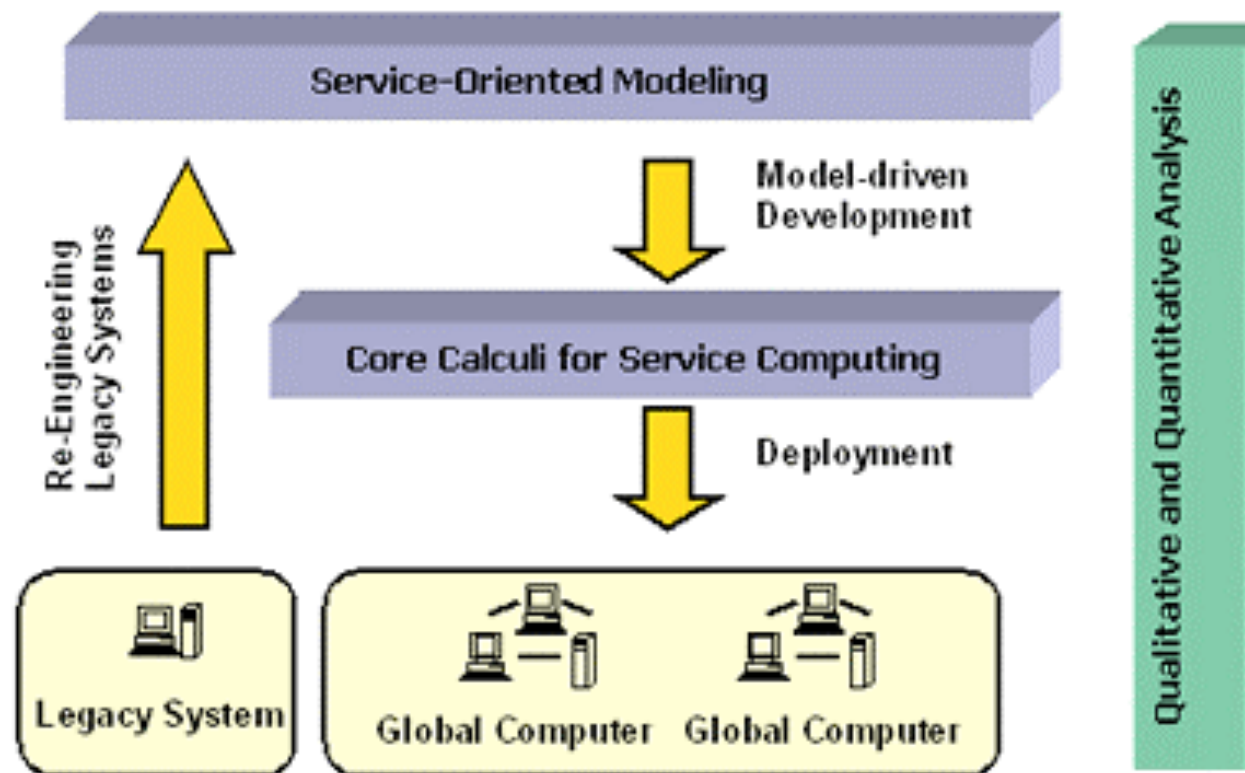
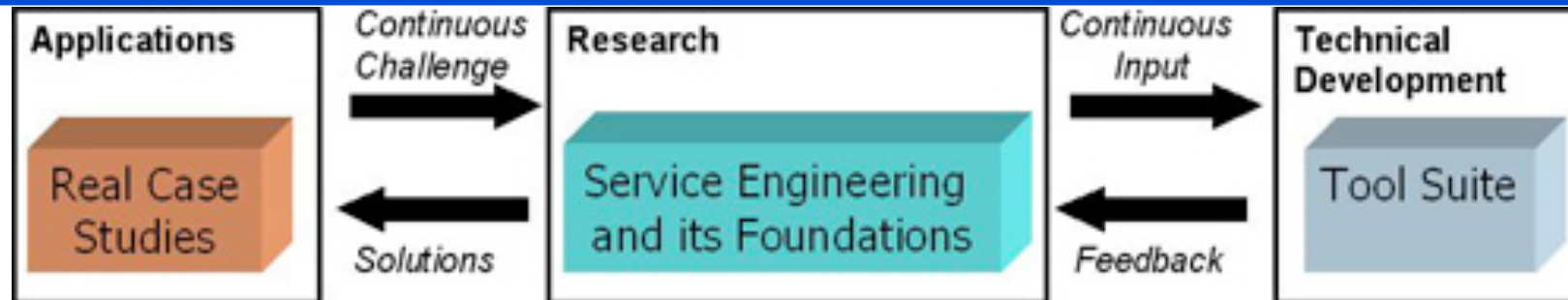
SENSORIA Teams, WP2 and WP5

Outline

- Web Services
- Some Requirements for Programming Models
- Session Based Calculi
- Committed Negotiations
- Constraint Programming for Quality of Service
- Software Architectures as Types

Web Service Scenario

- Largely distributed systems
 - Wide Area Network (WAN)
 - Global Computing (GC)
 - Web programming and service-oriented computing
- Asynchronous communication
- Transactions, contracts, negotiations, decisions, agreements, choices
 - Causality, concurrency and distribution
- Language primitives and formal models
 - Coordination, orchestration, choreography
- Quality of service and service level agreements



Models of Computation

- Useful for:
 - PL design and formal semantics
 - Formal methods & verification
 - Software architectures
- Must handle:
 - Distribution, concurrency, network awareness
 - Mobility
 - Open endness, service publication, discovery and binding
 - Negotiation
 - Security
- Existing models often inadequate

Session- Based Calculi

- Explicit notions of service definition, service invocation and session handling
- Structured orchestration of services
- Multiple session instances
- Termination handlers for closing (multiple) sessions
- ORC by J. Misra et al., e.g. CONCUR 2006
- SCC a Service-Centered Calculus, SENSORIA Team, WS-FM 06

Committed Negotiations

- Local and global resources
- Local sub-contracts and decisions
- Global results posted upon commit
- Abort of ongoing contracts
 - All participants must be informed
 - Compensations can be activated
- Either abort or commit (no divergence)?
- Dynamic joining of participants
 - Contracts can be merged
- Nested structure of contracts

Our Proposal

- committed JOIN
 - PDL presentation
 - Non ACID
 - Multiway
 - Open Nesting
 - Flexible
 - Split / Join
 - Programmable commit / abort / compensation
 - Concurrency and distribution
 - Distributed 2PC
 - Different levels of abstraction

Service Invocation as Constraint Solving

- Web services published, invoked with suitable constraints
 - more than two sites involved e.g. when routing or access paths are involved
 - a site cannot anticipate the requests of the other sites or solve the global constraint that arises in this way
 - suitable network services must be provided to do this job
- Non-crisp situations: a constraint
 - solved in a yes or no way
 - solved with some cost, or some probability, or according to several criteria at the same time => constraint semirings
- Networks of constraints
 - Graphical presentations of the constraints, distributed solution algorithm

Constraint Programming with C-Semirings

- Logical, fuzzy, optimization (tropical), probability, hierarchy, capability semiring
- Several existing algorithms can be extended to c-semirings
- Constraint Logic Programming (CLP(X)) can be extended to c-semirings
- Cartesian product of c-semirings is a c-semiring (it is not the case for booleans)
- Functional domains, power domains preserve the c-semiring structure and allow for the same logic, algorithms
- Concurrent constraint programming for network aware programming

Cc-pi, A Language for Contracts

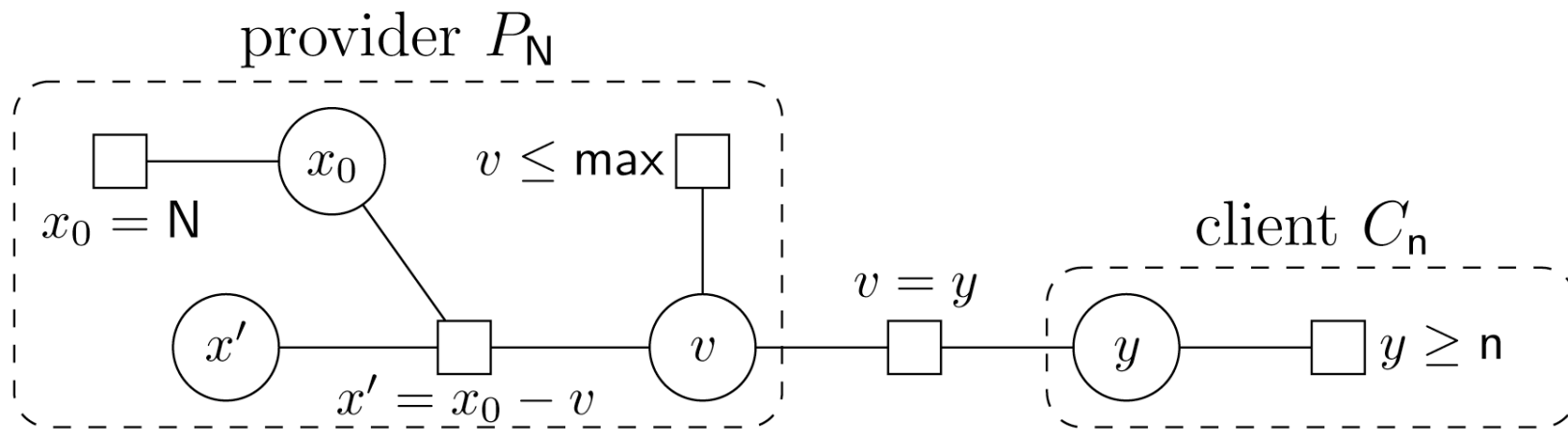
Prefixes $\pi ::= \tau \mid \bar{x}\langle\tilde{y}\rangle \mid x\langle\tilde{y}\rangle \mid \text{tell } c \mid \text{ask } c \mid \text{retract } c$

Unconstrained Processes $U ::= \mathbf{0} \mid U|U \mid \sum_i \pi_i.U_i \mid (x)U \mid D(\tilde{y})$

Constrained Processes $P ::= U \mid c \mid P|P \mid (x)P$

Cc-pi, A Language for Contracts

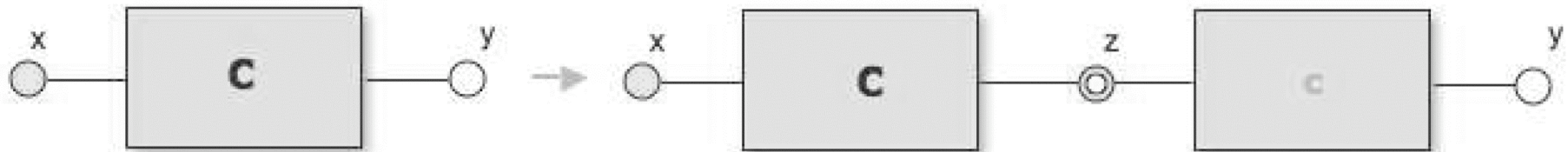
$$\begin{aligned}
 P_N &= (x_0) (\text{tell } (x_0 = N).Q(x_0)) \\
 Q(x) &= (v) (x') (\text{tell } (x' = x - v). \text{tell } (v \leq \text{max})).c\langle v \rangle.Q(x')). \\
 C_n &= (y) (\text{tell } (y \geq n).\bar{c}\langle y \rangle.\tau.\text{retract } (y \geq n).\text{tell } (y = 0)).
 \end{aligned}$$



A Provider and Client example

Deriving Architectural Styles

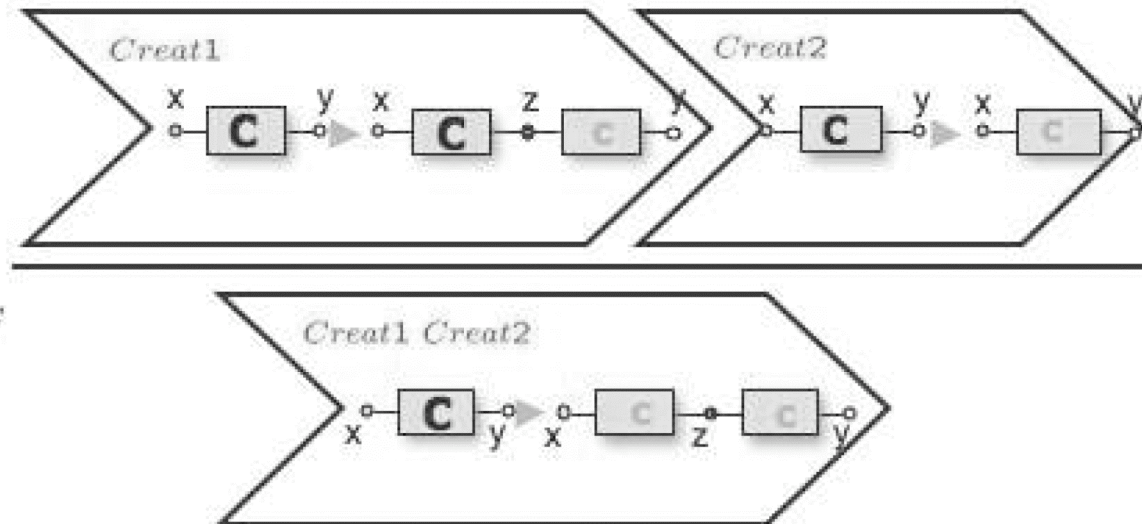
$$\text{Creat1} \stackrel{\text{def}}{=} x, y, X : C \vdash \nu z. X(x, z) \mid c(z, y) : C$$



A refinement production for a pipeline architecture

Architectural Programming

$$\frac{J = \vec{x}, \Delta_1 \vdash H : A \quad R = \Gamma, \Delta_2, X:A \vdash \nu \vec{w}.G \mid X(\vec{z}) : C}{(RJ) = \Gamma, \Delta_2, \Delta_1 \vdash \nu \vec{w}.G \mid H \left[\frac{\vec{z}}{\vec{x}} \right] : C} \quad |\vec{x}| = \text{rank}(A)$$



An inference rule for composing two productions

Reconfiguration

$$\mathbf{AddC} = \triangleright Creat1 \Rightarrow \triangleright Creat1Creat1 : C$$

Init Creat1 Creat2

AddC

Init Creat1 Creat1 Creat2

A reconfiguration transformation between two proofs