A Predicate Transformer for Choreographies [ESOP'22]

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## Long-term research aim:

Develop theoretical **foundations** 

and practical tools to make

concurrent programming easier







<u>3/14</u>							
	Suppose that a program consists of:						
	1. ???	<b>2.</b> ???	<b>3.</b> ???				





























Choreographic programming in a nutshell:
1. ???
<b>2.</b> ???
[Carbone et al., ESOP'07/TOPLAS; Carbone & Montesi, POPL'13]

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**Theorem:** G is deadlock-free

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**2.** ???



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Theorem:		Corollary:
$G \approx L_1   \cdots   L_n$	[	$L_1   \cdots   L_n$ is deadlock-free



 $G = C.18 \rightarrow A.x$ ; A. $(x * 6) \rightarrow B.y$ ; if B.(y%14==0) B."foo"  $\rightarrow$  C.z









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Answer: ???

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Answer: No

Question: Why not?

**Answer**: (1) No theory of functional correctness; (2) No theory of deadlock freedom of "multiparty conditions"





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- One-party condition: (centralised; existing)

if  $p.e (p.true \rightarrow q_1.x_1; \ldots; p.true \rightarrow q_n.x_n; G_{true})$  $(p.false \rightarrow q_1.x_1; \ldots; p.false \rightarrow q_n.x_n; G_{false})$ 

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Needed: One-to-all communications ("easy" to check)

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Needed:

One-to-all communications ("easy" to check)

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**if**  $(r_1.e_1 \wedge \cdots \wedge r_n.e_n) G_{\texttt{true}} G_{\texttt{false}}$ 

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predicate transformer

## This paper: "Kill two birds with one stone"

functional correctness and deadlock freedom

+ multiparty conditions















## Main results

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Thank you (future work: asynchrony, and more)