

# CS 735: Formal Models for Concurrent and Asynchronous Systems

– Introduction

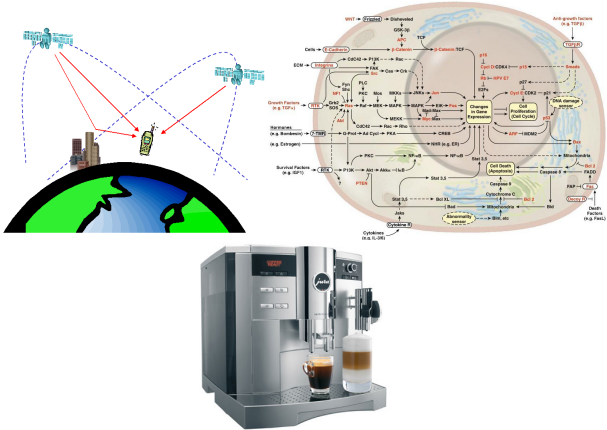
Instructor : Akshay S

Jan 5, 2018

Course hours: Slot14,  
Tuesdays and Fridays 5:30-7:00pm

# Goal

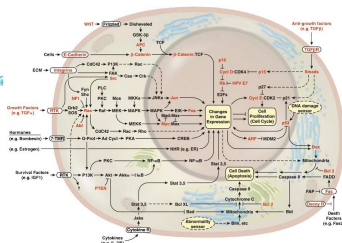
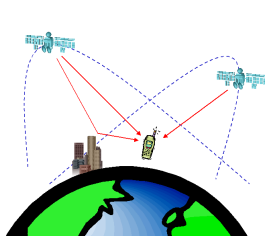
## Formal Models for distributed and infinite-state systems



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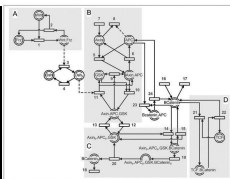
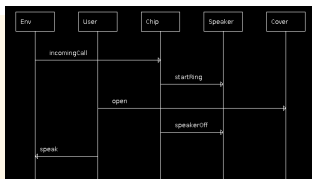
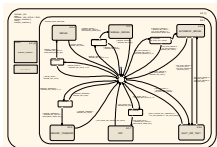
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## Formal Models for distributed and infinite-state systems

- ▶ **Distributed:** Concurrent, asynchronous, communicating,...
- ▶ **Formal models:** Mathematical description, graphical notations, Automata models



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- ▶ **Infinite-state**: variables over an infinite domain: counters, channel/queue size, data, time, probabilities

## Questions that we will tackle

- ▶ **Analysis** of such models
- ▶ **Characterization**, relations
- ▶ **Underlying** properties, generalizations

# Course contents

Topics and models that we will cover in this course:

1. Petri nets
2. Well-structured transition systems
3. Distributed automata models and their behaviors
4. Extensions and recent advances

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- ▶ Tools, implementations and case-studies

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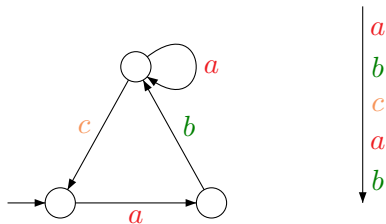
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## 3. Distributed automata models and their behaviors

- ▶ Asynchronous automata
- ▶ Message passing automata: Also called Communicating finite-state machines
- ▶ Lossy channel machines

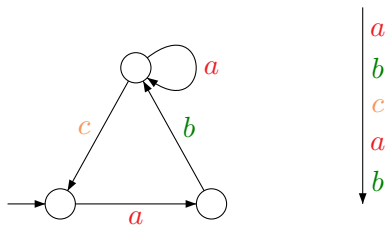
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# Automata



- ▶ Behaviours are words, i.e., sequences of actions over a finite alphabet  $\Sigma = \{a, b, c\}$ .

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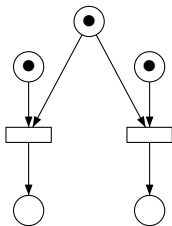


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## Questions

- ▶ How shall we distribute it?
- ▶ How shall we add concurrent behaviors?

# Petri Nets

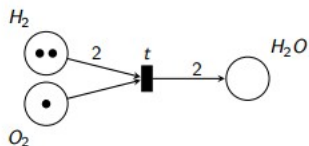


- ▶ An old model for distributed systems
  - ▶ invented by Carl Petri (-at the age of 13- in 1939? or '62)
  - ▶ to model resource consumption and so on...

## Examples of Petri nets

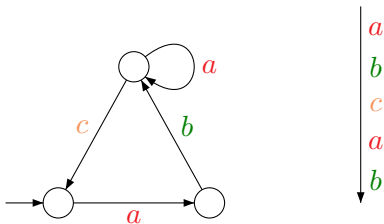
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- ▶ A library
- ▶ A producer-consumer example
- ▶ A coffee machine

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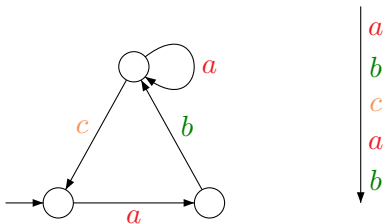
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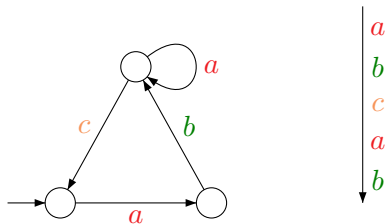


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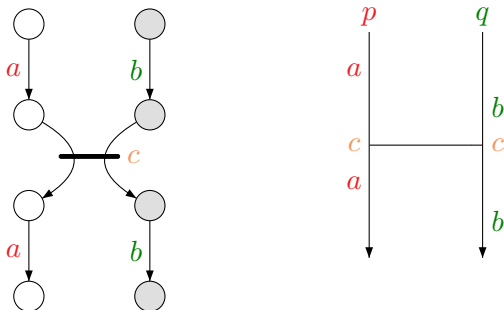
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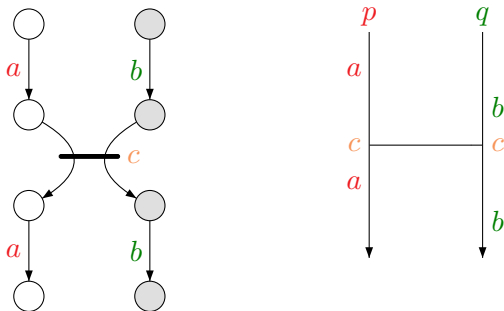
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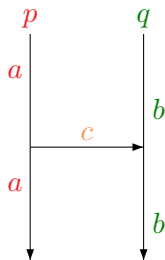
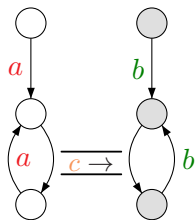
- ▶ Actions are distributed across processes (with sharing!)
- ▶ Some actions are shared, e.g.,  $c$  is allowed only if both  $p$  and  $q$  move on  $c$ .

# Asynchronous Automata



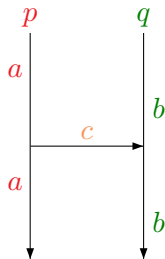
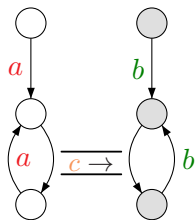
- ▶ What are the properties of languages accepted by such automata? E.g. above accepts  $\{\underline{abcab}, bacab, bacba, abcba\}$ .
- ▶ Given a language  $L$ , (when) can it be accepted by such an asynchronous automaton?

# Message Passing Automata



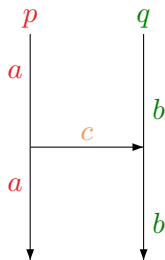
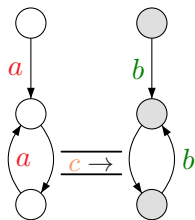
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- ▶ (Surprising fact: If you are allowed to lose messages randomly then it is decidable!) These are called Lossy channel systems.

## Distributing automata

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- ▶ Take products of automata with shared/communicated actions
- ▶ Consider local states and local transitions and see how they evolve

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- ▶ Fixed-point approaches

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## Pictures and Mathematics

- ▶ How do you write these objects mathematically?
- ▶ Why write them mathematically?

## Some take-aways from this course

- ▶ Different formal models for distributed systems
- ▶ Mathematical formalisms that reason about (the infinite) behaviors of such systems.
- ▶ Techniques to automatically analyze such systems.
- ▶ How to use them and where they are applied.



# Logistics

## Evaluation (flexible... upto a point)

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- ▶ Exam (Midsem/Endsem): 35 %
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Course material, references will be posted at

- ▶ <http://www.cse.iitb.ac.in/~akshayss/teaching.html>
- ▶ Piazza will be set up soon?