

Provably correct implementations of services

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Outline...

- 1 Motivations
- 2 SOAM: Service Oriented Abstract Machine
- 3 Implementing Service Calculi with SOAM
- 4 Concluding Remarks

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- Important features of SOC are: compositionality, context-independence, encapsulation and re-usability.

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A number of formalisms have been defined to support the specification and analysis of service oriented applications at the right level of abstraction

Motivations...

These formalisms are based on process algebras enriched with primitives specific of service orientation:

- operators for manipulating semi-structured data
- mechanisms for describing safe client-service interactions
- constructors for composing possibly unreliable services
- techniques for query and discovery of services.

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A key point for the usefulness of process calculi is the availability of tools (types or logics) to specify, check and guarantee the correct behavior of the considered services.

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Three representative service-oriented calculi will be considered.

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SOAM: Service Oriented Abstract Machine

SOAM is based on the notion of *queues*:

- model persistent, protected, communication lines;
- permit inter-task communication;
- are created on service invocation;
- messages are retrieved by means of *pattern matching*;
- can be either *synchronous* or *asynchronous*;
- naturally corresponds to the concept of session.

SOAM: Service Oriented Abstract Machine

SOAM network. . .

. . . can be:

- $\langle \sigma \vdash \mathcal{C} \rangle$, a program \mathcal{C} running with local store σ
 - ▶ σ associates variable to values;
- $r : h$, a queue r with associated a sequence of values h ;
- $\mathcal{N} | \mathcal{M}$, the parallel composition of two networks.

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SOAM programs. . .

. . . are built from:

- standard imperative commands (iteration, selection, . . .);
- primitives for queues (creation, input and output);
- service definitions and invocations.

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Queue actions: out, in

(MOUT)

$$\frac{\sigma(w) = r}{\langle \sigma \vdash \text{out}(w, \tilde{v}); \mathcal{C} \rangle | r : h \rightarrow \langle \sigma \vdash \mathcal{C} \rangle | r : \tilde{v} \cdot h}$$

(MIN)

$$\frac{\sigma(w) = r \quad \text{match}(\sigma, \tilde{\mathcal{F}}_k, \tilde{v}) = \rho}{\langle \sigma \vdash \text{in}(w, \Sigma_{j \in J}(\tilde{\mathcal{F}}_j \cdot \mathcal{C}_j)); \mathcal{D} \rangle | r : h \cdot \tilde{v} \cdot h' \rightarrow \langle \sigma \rho \vdash \mathcal{C}_k; \mathcal{D} \rangle | r : h \cdot h'}$$

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Queue creation: new

(MNEWR)

$$\frac{r \text{ is fresh}}{\langle \sigma \vdash \text{new } x; \mathcal{C} \rangle \rightarrow (\nu r)(\langle \sigma[r/x] \vdash \mathcal{C} \rangle | r : \emptyset)}$$

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SOAM: Service Oriented Abstract Machine

Syntax

\mathcal{C}, \mathcal{D}	$::=$	<code>skip</code>	(skip)
		<code>new n</code>	(new)
		<code>while e do \mathcal{C}</code>	(while)
		<code>if e then \mathcal{C} else \mathcal{D}</code>	(if-then-else)
		<code>invoke($v, \langle x, y \rangle, \mathcal{C}$)</code>	(new session inv)
		<code>offer($v, \langle x, y \rangle, \mathcal{C}$)</code>	(new session def)
		<code>out(w, \tilde{v})</code>	(send)
		<code>in($w, \sum_{j \in J} (\tilde{\mathcal{F}}_j. \mathcal{C}_j)$)</code>	(receive)
		<code>$x := e$</code>	(assignment)
		<code>fork($\langle x_1, y_1 \rangle, \mathcal{C}_1, \langle x_2, y_2 \rangle, \mathcal{C}_2$)</code>	(fork and sync)
		<code>$\mathcal{C}; \mathcal{D}$</code>	(sequencing)
\mathcal{N}	$::=$	\emptyset	(empty net)
		$\langle \sigma \vdash \mathcal{C} \rangle$	(running program)
		$\mathcal{N} \mathcal{M}$	(network composition)
		$(\nu n) \mathcal{N}$	(name restriction)
		$r : h$	(session queue)

Outline...

- 1 Motivations
- 2 SOAM: Service Oriented Abstract Machine
- 3 Implementing Service Calculi with SOAM**
- 4 Concluding Remarks

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- Calculus of Sessions and Pipelines (CASPiS);
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We assume session be polarised to distinguish the two sides of a session (r^+, r^-) :

- we let $r^{\bar{+}} = r^-$ and $r^{\bar{-}} = r^+$.

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Processes at the two sides of a session can interact with each other by means of:

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Function `net` takes the references to the three queues used for identifying:

- the session used for retrieving *input* messages;
- the session used for delivering *output* messages;
- the session used for *returning* messages.

These queues are referenced in `prg(P)` by variables m_1^- , m_1^+ and m_2 .

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- These are directly mapped to SOAM service synchronization primitives where input and output queues are created after a synchronisation, while the return is performed in the current *out* queue:

$$\text{net}(a.P, r_i, r_o, r_r) = \langle m_2 \mapsto r_o \vdash \text{offer}(a, \langle m_1^+, m_1^- \rangle, \text{prg}(P)) \rangle$$

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- Values produced by P are stored in a fresh queue r_t . A process continuously retrieves values from r_t and executes a copy of Q :

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Theorem (Correctness)

If $\text{net}(P) \rightarrow^ \mathcal{M}$ then either $\mathcal{M} \equiv \text{net}(Q')$ or there exists $k > 0$ s.t. $\mathcal{M} \rightarrow \underbrace{\dots \rightarrow}_k \equiv \text{net}(Q')$ and $P \rightarrow^* Q$ with $Q \equiv Q'$.*

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 - Queues are used for modelling persistent and protected communication lines.
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- We have used the proposed machine to implement three very different formalisms for service specification: the Session Language (SL), CASPIS, and ORC.
 - For all of them we have proved that the proposed implementation is operationally correct (sound and complete).

Future work. . .

- We plan to investigate the extensions that are needed to deal with more advanced features of service oriented computing such as
 - ▶ controlled service closures,
 - ▶ compensations,
 - ▶ multiparty synchronization.
- We plan to provide a complete prototype implementation of our machine.

Thank You