



17TH INTERNATIONAL  
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METHODS

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# Failure-Divergence Refinement of Compensating Communicating Processes

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Macau, China

# Long-Running Transactions

## Database

- Long-lived transactions
- Small ACID transactions

## SAGAS

- 1987, SIGMOD

## Compensation

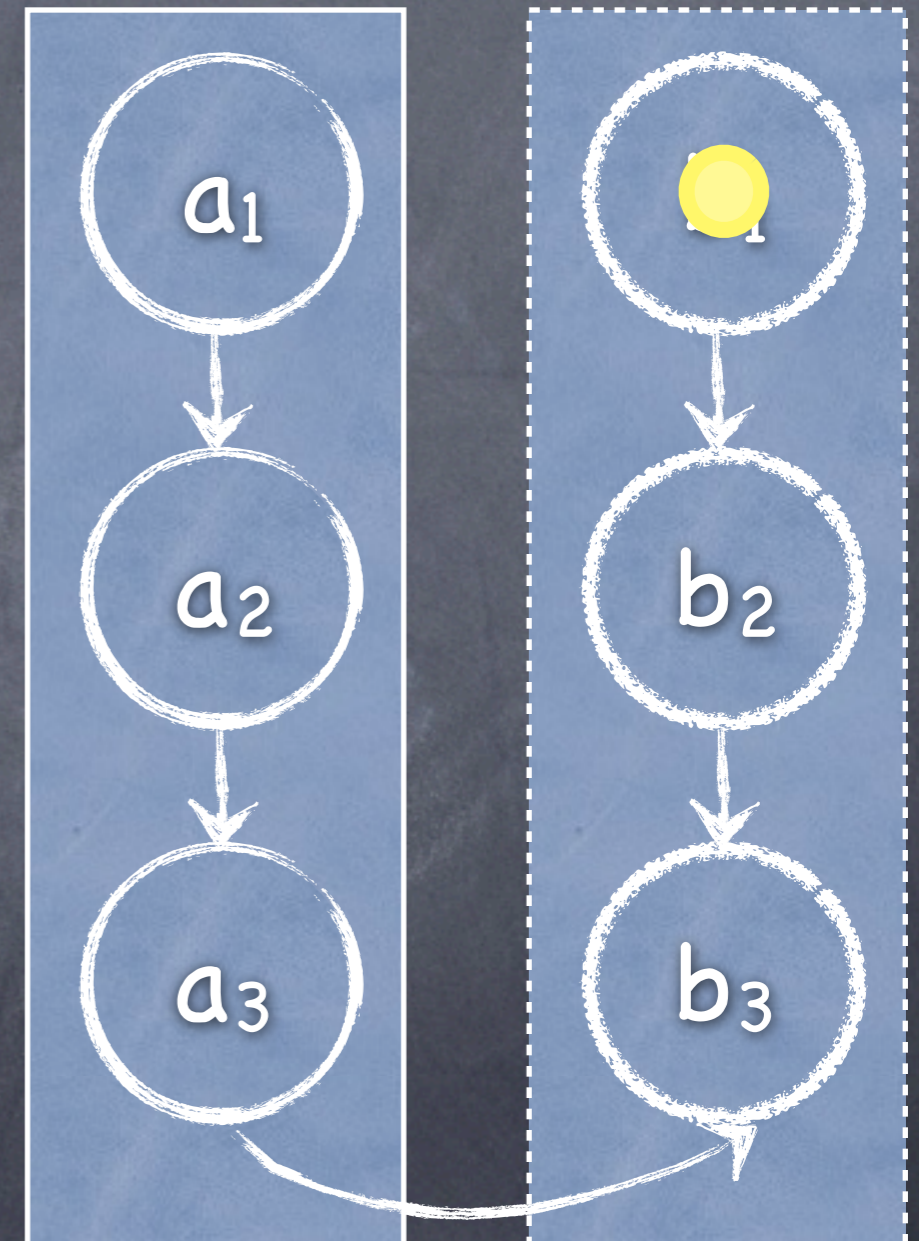


# Compensation



# In Database

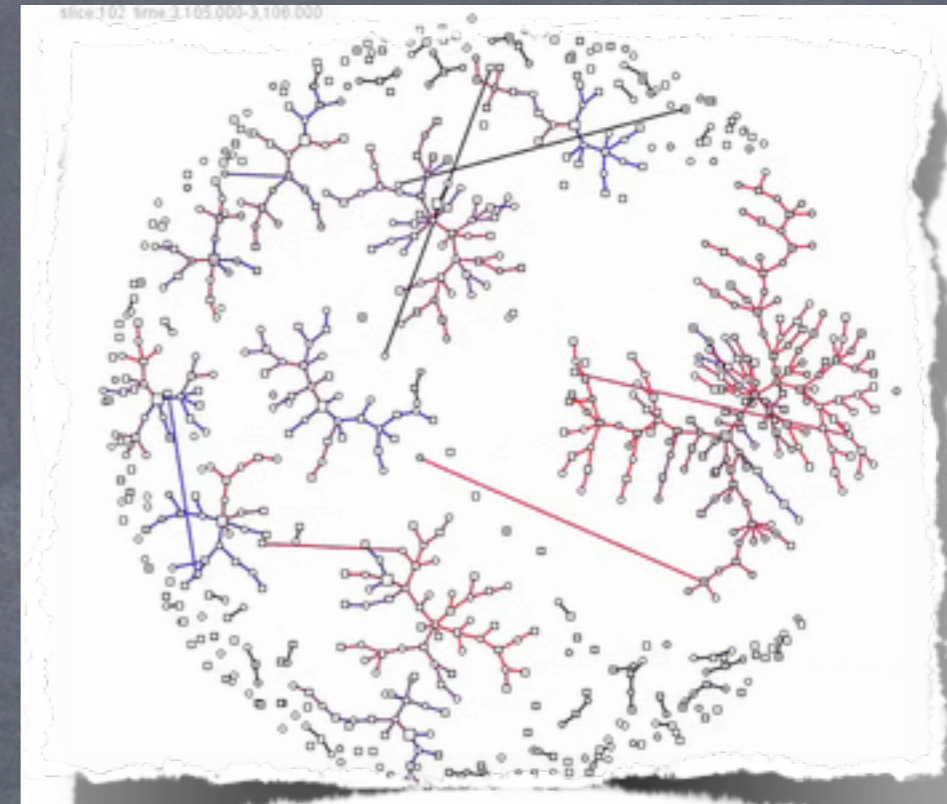
- An activity has its compensation activity
- In case of a failure, use compensations
- Atomicity and consistency



Error → Failure

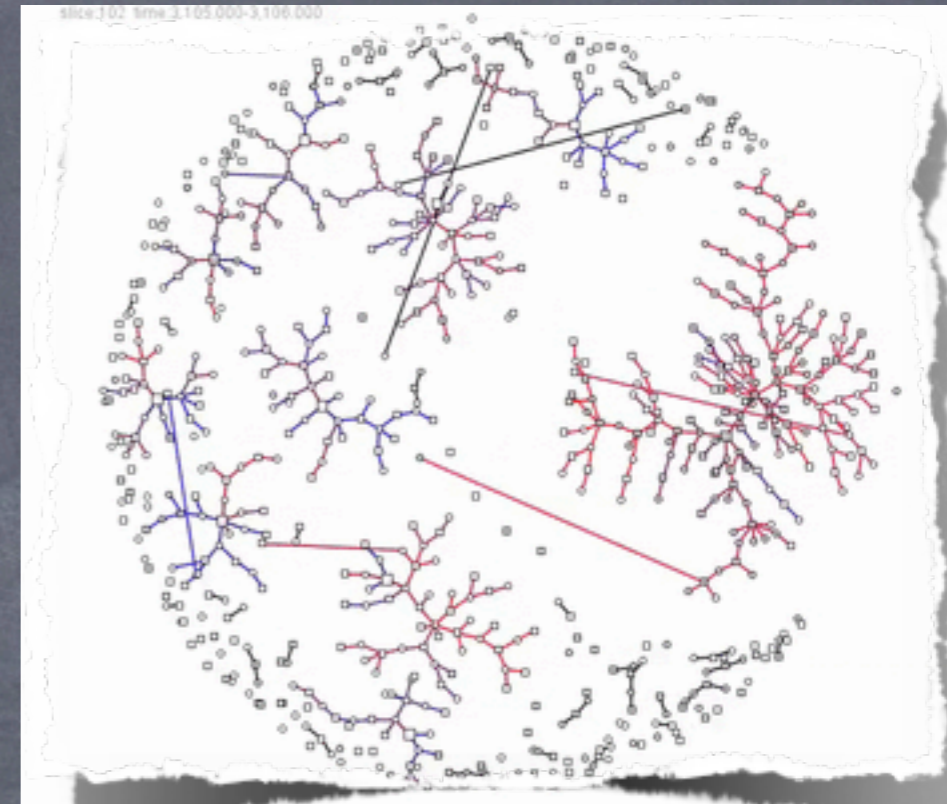
# In Service Oriented Computing

- World wide distributed organizations
- Coordinate to accomplish a task



# In Service Oriented Computing

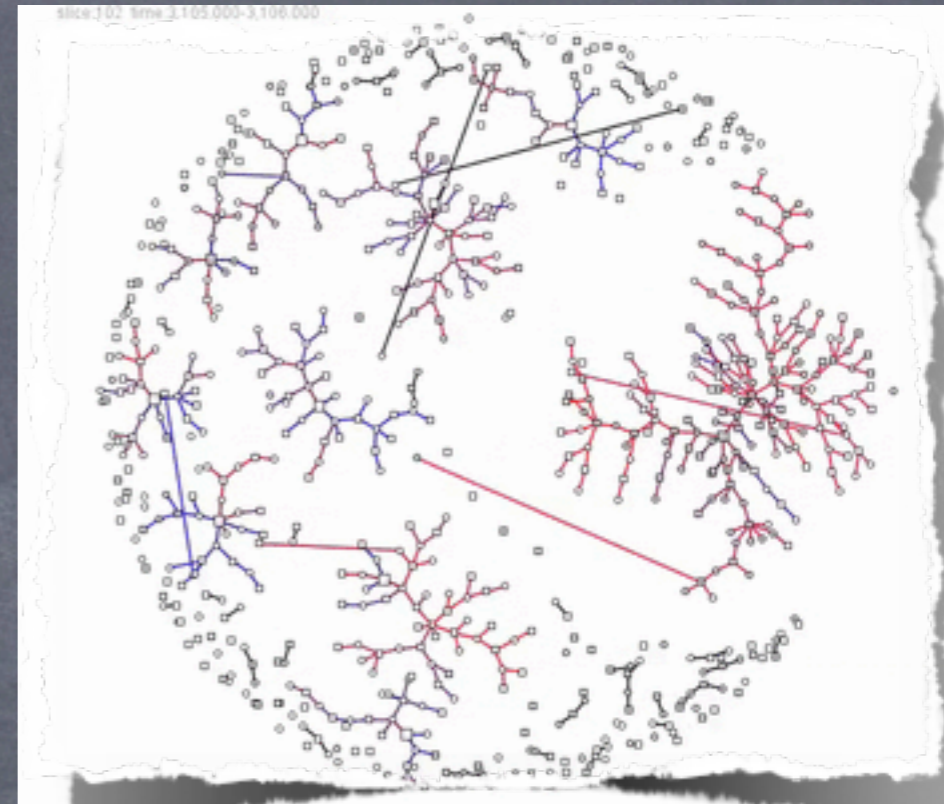
- World wide distributed organizations
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How to ensure consistency in case of a failure?

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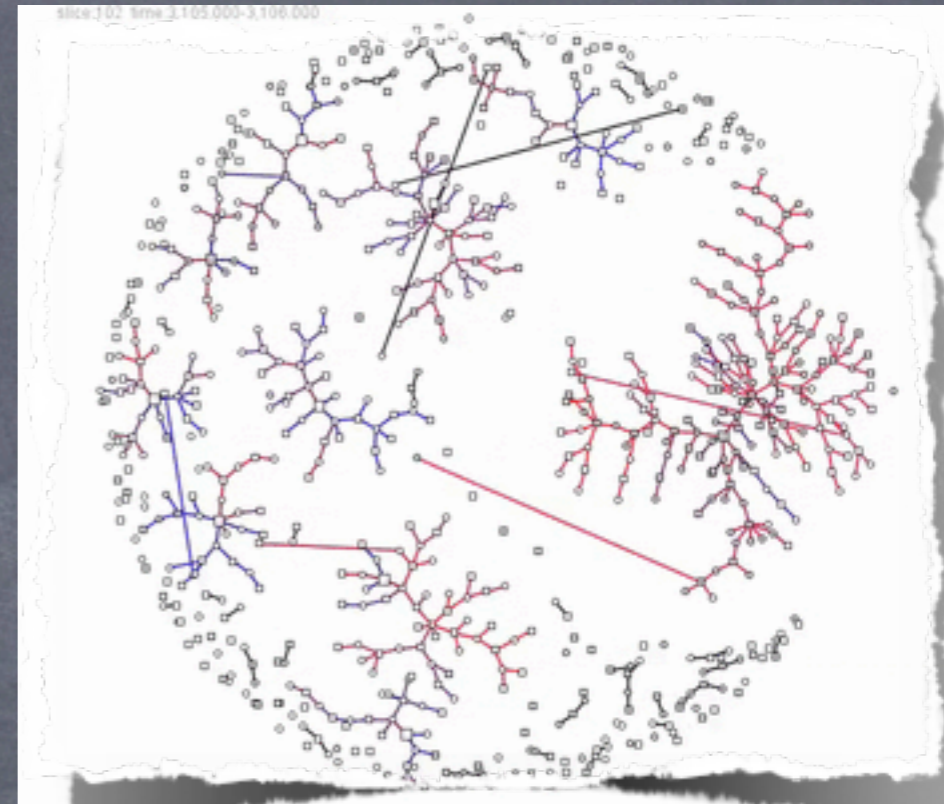
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How to ensure consistency in case of a failure?

# In Service Oriented Computing

- World wide distributed organizations
- Coordinate to accomplish a task



**Long Running Transactions**

How to ensure consistency in case of a failure?

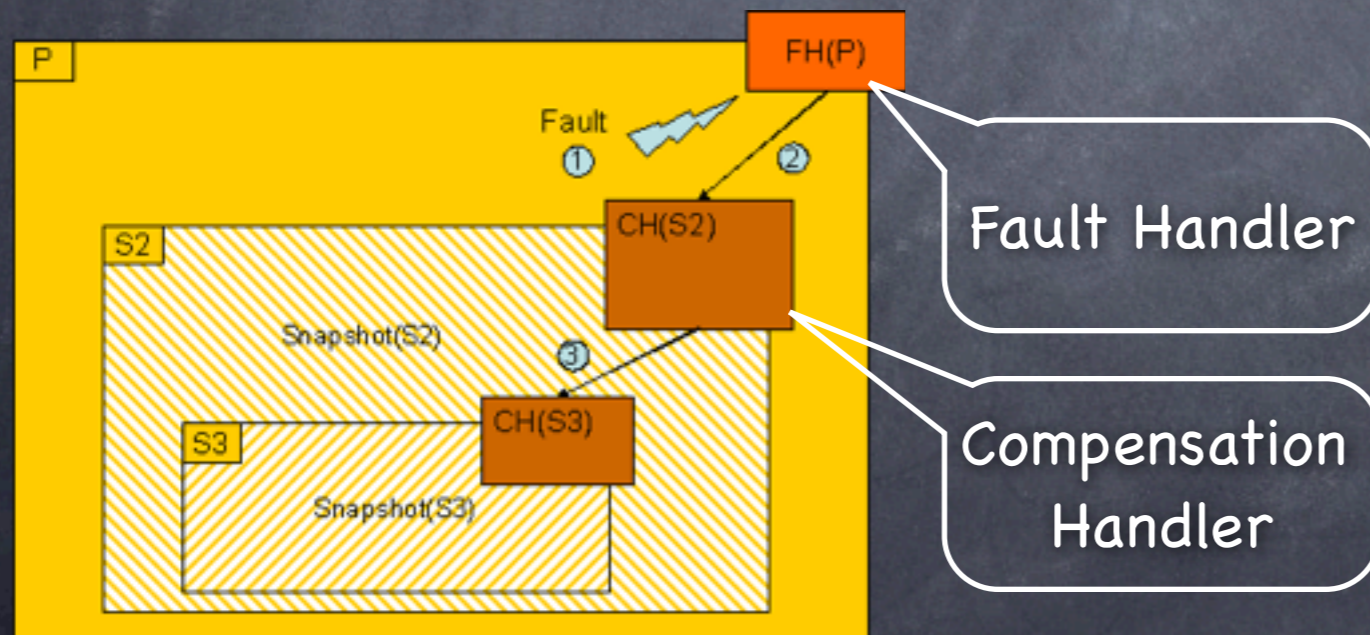


# Orchestration Programming in SOA

WS-BPEL



- Compensation based fault handling
- Flexible recovery mechanisms for LRTs



Ensure an acceptable  
consistency of composite  
Web Services

# Orchestration Programming in SOC

- WS-BPEL



- Compensation based fault handling
- Flexible recovery mechanisms for LRTs

- Formal languages

- cCSP, StAC, SAGAs, etc.

# Compensating CSP

- Process language
  - CSP extension for LRTs
  - Basic operators
- Two types of processes
  - Standard & Compensable
- Terminated trace semantics

# Theoretical Issues of cCSP

- Concurrent systems
  - Non-determinism & Deadlock & Livelock
  - Synchronization & Recursion
- Formal semantics
  - Denotational model
- Refinement

# Life Before

- Concurrent features
  - Non-determinism & Deadlock
- Denotational semantics
  - Trace & Stable failures
- Operational semantics

Recursion???

=>

no divergence

# Now

- All basic concurrent features
  - Divergence for livelock
- A failure-divergence semantics
  - Standard & Compensable
  - Fixed-point theory
- Refinement w.r.t the semantics
  - Non-determinism

# Extended cCSP Syntax

$$P ::= a \mid P;P \mid P \sqcap P \mid P \square P \mid P \underset{X}{\parallel} P \mid P \setminus X \mid P[R] \mid P \triangleright P \mid [PP] \mid$$
$$\text{skip} \mid \text{stop} \mid \text{throw} \mid \text{yield} \mid \mu p.F(p)$$
$$PP ::= P \dot{\div} P \mid PP;PP \mid PP \sqcap PP \mid PP \square PP \mid PP \underset{X}{\parallel} PP \mid PP \boxtimes PP \mid$$
$$PP \setminus X \mid PP[R] \mid \text{skipp} \mid \text{throww} \mid \text{yieldd} \mid \mu pp.FF(pp)$$

Examples  $[(a_1 \dot{\div} b_1; a_2 \dot{\div} b_2) ; \text{throww}]$

# Extended cCSP Syntax

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Examples  $[(a_1 \dot{\div} b_1; a_2 \dot{\div} b_2) ; \text{throww}]$

$a_1$

$b_1$



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Examples  $[(a_1 \dot{\div} b_1; a_2 \dot{\div} b_2) ; \text{throww}]$


$a_1 \quad a_2$

$b_1 \quad b_2$

# Extended cCSP Syntax

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Examples  $[(a_1 \dot{\div} b_1; a_2 \dot{\div} b_2) ; \text{throww}]$

$a_1$     $a_2$      
 $b_1$     $b_2$



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Examples  $[(a_1 \dot{\div} b_1; a_2 \dot{\div} b_2) ; \text{throww}]$

$a_1$     $a_2$    ☹️    $b_2$   
 $b_1$

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Examples  $[(a_1 \dot{\div} b_1; a_2 \dot{\div} b_2) ; \text{throww}]$

$a_1 \quad a_2 \quad \text{☹} \quad b_2 \quad b_1$

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Examples  $[(a_1 \dot{\div} b_1 \underset{\{a_1, a_2\}}{\parallel} a_2 \dot{\div} b_2)]$

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Examples  $[(a_1 \dot{\div} b_1 \underset{\{a_1, a_2\}}{\parallel} a_2 \dot{\div} b_2)]$

$a_1 \quad a_2$

$b_1 \quad b_2$

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Examples

$$[(a_1 \dot{\div} b_1 \underset{\{a_1, a_2\}}{\parallel} a_2 \dot{\div} b_2)]$$
$$\boxed{\begin{array}{c} a_1 \parallel a_2 \\ \{a_1, a_2\} \end{array}}$$
$$b_1 \quad b_2$$

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Examples

$$[(a_1 \dot{\div} b_1 \parallel a_2 \dot{\div} b_2)]$$

$\{a_1, a_2\}$

$$a_1 \parallel a_2$$

$\{a_1, a_2\}$

$b_1 \quad b_2$

Deadlock!!



# Extended cCSP Syntax

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$a \quad a$

$b_1 \quad b_2$

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$$\boxed{a \underset{\{a\}}{\parallel} a}$$

$$\boxed{b_1 \underset{\{a\}}{\parallel} b_2}$$

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Examples

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$a \underset{\{a\}}{\parallel} a$

$b_1 \underset{\{a\}}{\parallel} b_2$



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Examples

$[(a \dot{\div} b_1 \underset{\{a\}}{\parallel} a \dot{\div} b_2) ; \text{throww}]$

$a \underset{\{a\}}{\parallel} a$

$b_1 \underset{\{a\}}{\parallel}$



$b_2$

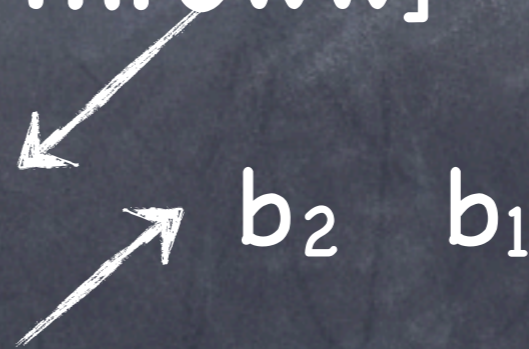
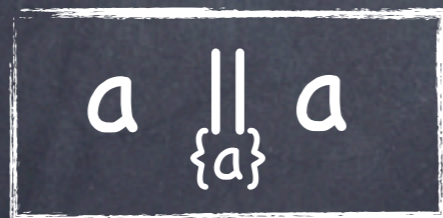
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Examples

$[(a \dot{\div} b_1 \underset{\{a\}}{\parallel} a \dot{\div} b_2) ; \text{throww}]$



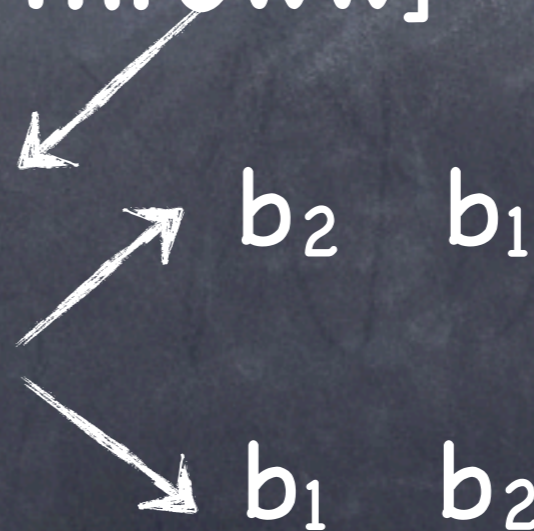
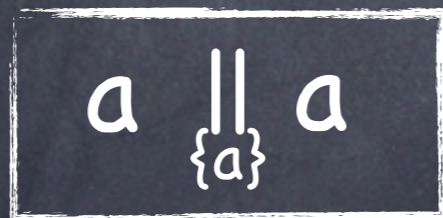
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Examples  $[(a_1 \dot{\div} b_1 \boxtimes a_2 \dot{\div} b_2); \text{throww}]$

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Examples  $[(a_1 \dot{\div} b_1 \boxtimes a_2 \dot{\div} b_2); \text{throww}]$

$a_1 \quad a_2$

$b_1 \quad b_2$

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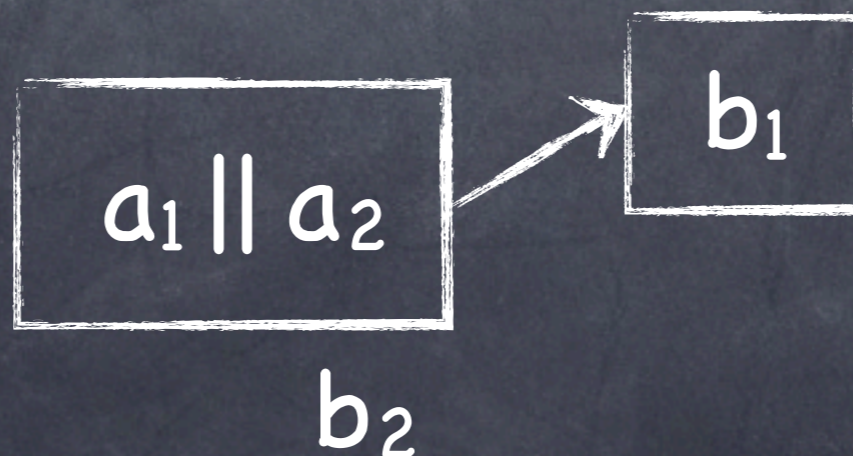
$$a_1 \parallel a_2$$
$$b_1 \quad b_2$$

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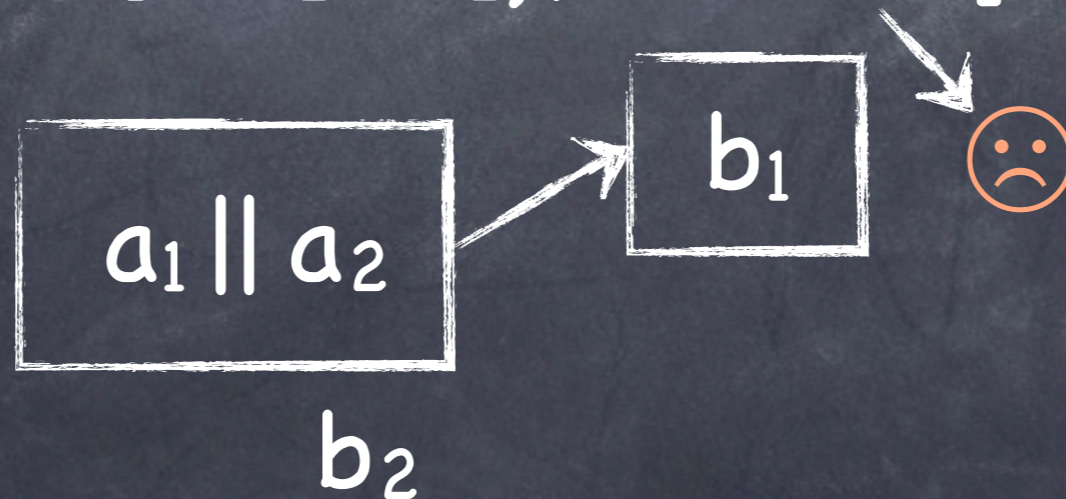
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Examples

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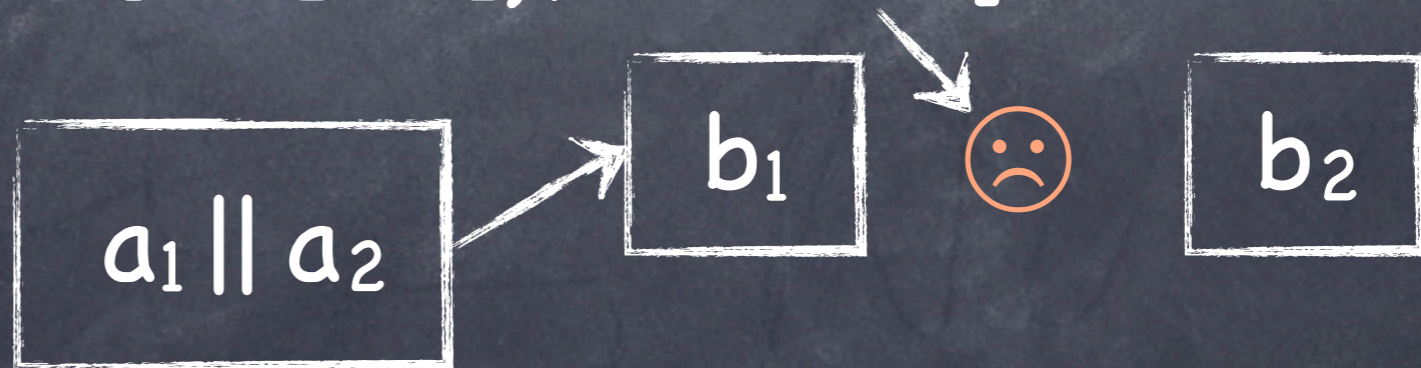


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Examples

$[(a_1 \dot{\div} b_1 \boxtimes a_2 \dot{\div} b_2); \text{throww}]$



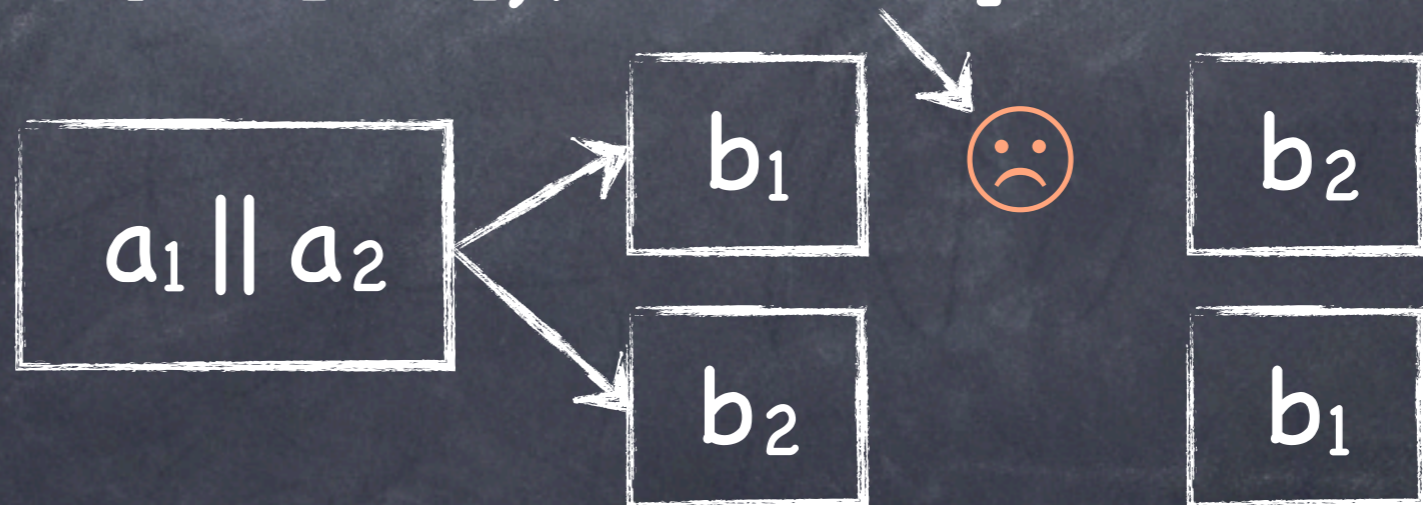
# Extended cCSP Syntax

$$P ::= a \mid P;P \mid P \sqcap P \mid P \square P \mid P \underset{X}{\parallel} P \mid P \setminus X \mid P[R] \mid P \triangleright P \mid [PP] \mid \text{skip} \mid \text{stop} \mid \text{throw} \mid \text{yield} \mid \mu p.F(p)$$

$$PP ::= P \div P \mid PP;PP \mid PP \sqcap PP \mid PP \square PP \mid PP \underset{X}{\parallel} PP \mid PP \boxtimes PP \mid PP \setminus X \mid PP[R] \mid \text{skipp} \mid \text{throww} \mid \text{yieldd} \mid \mu pp.FF(pp)$$

Examples

$[(a_1 \div b_1 \boxtimes a_2 \div b_2); \text{throww}]$



# Way to Go

Build a new model

Find it out



Based on an existing one

Stable failures model





# Way to Go

Build a new model

Find it out



Based on an existing one

Stable failures model



# Problems

• We failed on the first way

• Compensable processes

$$[[PP]] = (T, F, C)$$

(s, T, F)

↓ Extension

$$[[PP]] = (F, D, C)$$

(s, F, D)



Complete Lattice or CPO?  
Refinement order? I don't know

# Working Process and Final Result

- Search and tradeoff
  - Semantic model and algebraic laws
  - Refinement and fixed-point theory



[PP] ???



$(F, D, F^c, D^c)$

$(s, s', X)$

$(s, s')$

# Order and Properties

$$(F_1, D_1, F^c_1, D^c_1) \sqsubseteq_c (F_2, D_2, F^c_2, D^c_2)$$

$$F_1 \supseteq F_2 \wedge D_1 \supseteq D_2 \wedge F^c_1 \supseteq F^c_2 \wedge D^c_1 \supseteq D^c_2$$

- The order is easy to understand
- The domain is a CPO w.r.t the order
- The order is natural for refinement

# Recursion Semantics

- The operators are continuous
- Least fixed-point semantics

$$\llbracket \mu pp. FF(pp) \rrbracket = \sqcup \{ FF^n(\text{div} \div \text{div}) \mid n \in \mathbb{N} \}$$

$$\llbracket \mu pp. (a \div b; pp) \rrbracket = ( \llbracket \mu p. (a; p) \rrbracket , \{\}, \{\} )$$

# Refinement Laws

- Consistently related

$$PP_1 \sqsubseteq_c PP_2 \Rightarrow [PP_1] \sqsubseteq [PP_2]$$

- Reduction

$$Q_1 \sqsubseteq Q_2 \Rightarrow P \div Q_1 \sqsubseteq_c P \div Q_2$$

$$P_1 \sqsubseteq P_2 \Rightarrow P_1 \div Q \sqsubseteq_c P_2 \div Q$$

# Basic Algebraic Laws

## • Units and zeros

$$\text{skipp} ; P P = P P$$

$$P P ; \text{skipp} = P P$$

$$\text{throww} ; P P = \text{throww}$$

## • Distribution

$$[P P \cap Q Q] = [P P] \cap [Q Q]$$

$$P \div (Q \cap R) = (P \div Q) \cap (P \div R)$$

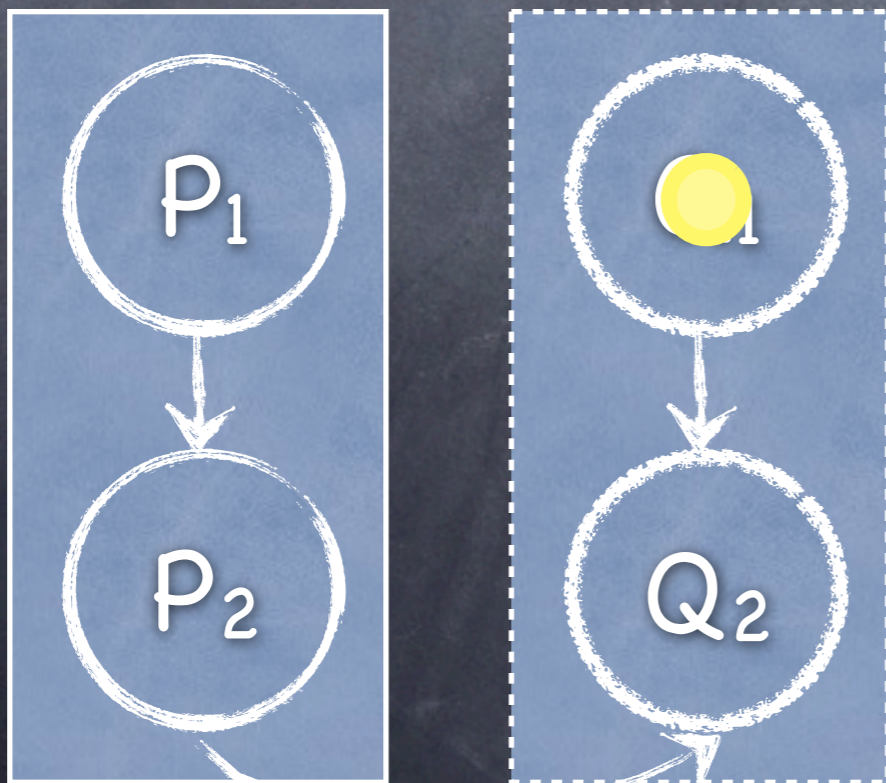
$$(P \div Q) \setminus X = (P \setminus X) \div (Q \setminus X)$$

# Compensation Laws (1)

- If  $P$ ,  $P_1$  and  $P_2$  do not result in an exception

$$[P \div Q ; \text{throww}] = P ; Q$$

$$[P_1 \div Q_1 ; P_2 \div Q_2 ; \text{throww}] = P_1 ; P_2 ; Q_2 ; Q_1$$



The laws are still valid when  $P_1$  is YIELD



# Compensation Laws (2)

- If all the standard processes terminate successfully and do not diverge

$$[(P \div Q) \parallel \text{throww}] = P ; Q$$

$$P_1 \div Q_1 \parallel_X P_2 \div Q_2 = P_1 \parallel_X P_2 \div Q_1 \parallel_X Q_2$$

$$[(P_1 \div Q_1 \boxtimes P_2 \div Q_2) ; \text{throww}] = (P_1 \parallel P_2) ; ((Q_1 ; Q_2) \sqcap (Q_2 ; Q_1))$$

# Interruption Laws

- If all the standard processes do not diverge and terminate successfully

$$[(\mathbf{yieldd}; P_1 \div Q_1; \mathbf{yieldd}; P_2 \div Q_2) \parallel \mathbf{throww}] = \mathbf{skip} \sqcap (P_1 ; Q_1) \sqcap (P_1 ; P_2 ; Q_2 ; Q_1)$$

$$[(\mathbf{yieldd}; P_1 \div Q_1) \parallel (\mathbf{yieldd}; P_2 \div Q_2) \parallel \mathbf{throww}] = \mathbf{skip} \sqcap (P_1 ; Q_1) \sqcap (P_2 ; Q_2) \sqcap ((P_1 \parallel P_2); (Q_1 \parallel Q_2))$$

**yieldd** must be used to  
specify interruption places

# Conclusion & Future Work

- A semantic theory for LRTs
  - Non-determinism, deadlock and livelock
  - Design by refinement
  - Verification of LRTs
- Next step
  - Tool development for extended cCSP
  - Component-based modeling

**FMM2011**

17TH INTERNATIONAL  
SYMPOSIUM ON FORMAL  
METHODS

Limerick, Ireland, June 20-24, 2011

End

Thank you!