

Reaction rules

並行分散計算特論 (5)

Shoji Yuen

2011/11/1

H23 並行分散計算特論 2011/11/1

1/6

$$\tau.P + M \rightarrow P$$

$$(a.P + M) | (\bar{a}.Q + N) \rightarrow P|Q$$

$$\frac{P \rightarrow P'}{P|Q \rightarrow P'|Q} \quad \frac{P \rightarrow P'}{\text{new } a \ P \rightarrow \text{new } a \ Q}$$

$$\frac{P \rightarrow P'}{Q \rightarrow Q'} \quad \text{where } P \equiv Q \text{ and } P' \equiv Q$$

H23 並行分散計算特論 2011/11/1

2/6

Transition by inferences

$$\frac{\overline{b.\bar{c}}|b.0 \rightarrow \bar{c}.B|0}{\frac{b.A|\overline{b.\bar{c}.B}|b.0 \rightarrow b.A|\bar{c}.B|0}{b.A|\overline{b.\bar{c}.B}|b.0 \rightarrow b.A|\bar{c}.B|0}}$$

new prevents unintentional communications together with the structural congruence

$$\frac{\overline{b.A|\overline{b.\bar{c}.B}} \rightarrow A|\bar{c}.B}{\frac{\text{new } b \ (b.A|\overline{b.\bar{c}.B}) \rightarrow \text{new } b \ (A|\bar{c}.B)}{\frac{\text{new } b(b.A|\overline{b.\bar{c}.B})|b.0 \rightarrow \text{new } b(A|\bar{c}.B)|b.0}{\text{new } b(b.A|B)|B' \rightarrow \text{new } b(A|\bar{c}.B)|B'}}}$$

H23 並行分散計算特論 2011/11/1

3/6

Concurrency

Concurrency is modelled in $P|Q$

$$P|Q \rightarrow P'|Q \quad Q|P \rightarrow Q|P'$$

when $P \rightarrow P'$

Asynchrony between P and Q

Concurrency = interleaving + rendezvous

Synchronization when P communicates with Q

H23 並行分散計算特論 2011/11/1

4/6

Example:Lottery

Specification

$$Lotspec \stackrel{\text{def}}{=} \tau.b_1.Lotspec + \cdots + \tau.b_n.Lotspec$$

N agents to rotate a token to be selected

$$A(a, b, c) \stackrel{\text{def}}{=} \bar{a}.C(a, b, c)$$

$$B(a, b, c) \stackrel{\text{def}}{=} b.C$$

$$C(a, b, c) \stackrel{\text{def}}{=} \tau.B(a, b, c) + c.A(a, b, c)$$

$$A_i \stackrel{\text{def}}{=} A(a_i, b_i, a_{i \oplus n1})$$

$$B_i \stackrel{\text{def}}{=} B(a_i, b_i, a_{i \oplus n1})$$

$$C_i \stackrel{\text{def}}{=} C(a_i, b_i, a_{i \oplus n1})$$

$$x \oplus_n 1 = \begin{cases} x+1 & \text{if } x < n \\ 1 & \text{otherwise} \end{cases}$$

$$\text{new } \vec{a} (C_1 | A_2 | \dots | A_n)$$

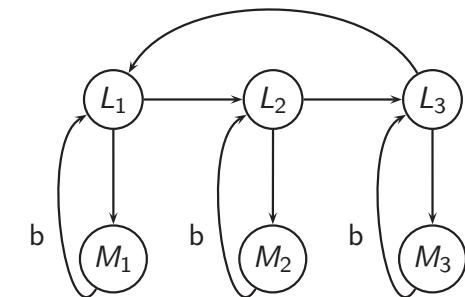
Example:Lottery

if n=3

$$L_1 = \text{new } a_1 a_2 a_3 (C_1 | A_2 | A_3)$$

$$L_2 = \text{new } a_1 a_2 a_3 (A_1 | C_2 | A_3)$$

$$L_3 = \text{new } a_1 a_2 a_3 (A_1 | A_2 | C_3)$$



Lotspec differs from new $\vec{a}(C_1 | A_2 | \dots | A_n)$ in the number of \rightarrow .

Relation between $\xrightarrow{\tau}$ and \rightarrow