

# On the Introduction of Guarded Lists in Bach: Expressiveness, Correctness, and Efficiency Issues

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a concurrent framework based on shared information

clear separation between interactional and computational aspects

- + many models and languages
- + many theoretical pieces of work
- + many implementations

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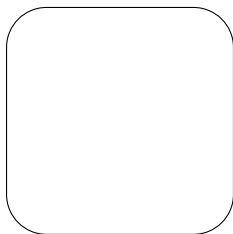
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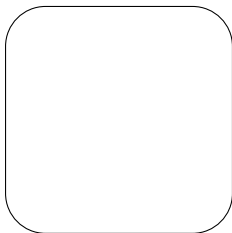
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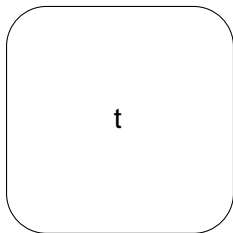
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tell(t)

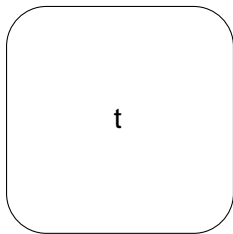


tell(t)



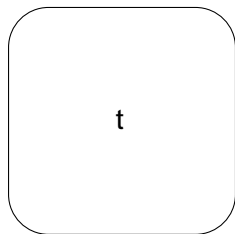
tell(t)

ask(t)



tell(t)

ask(t)

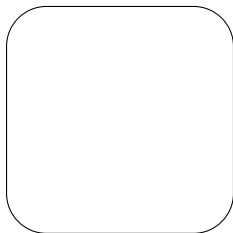


t

get(t)

tell(t)

ask(t)

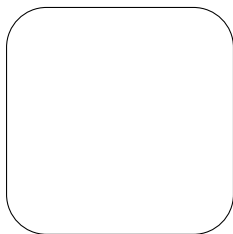


get(t)



tell(t)

ask(t)



nask(t)

get(t)

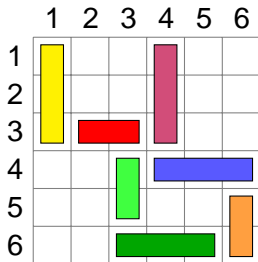
(T)        htell(t) j i ! h    E j [f tgi

(A)        hask(t) j [f tgi ! h    E j [f tgi

(G)        hget(t) j [f tgi ! h    E j i

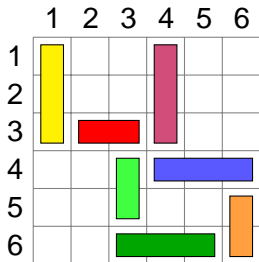
(N)        
$$\frac{t \ 62}{\text{hnask}(t) j i ! h \quad E j i}$$





trucks and cars as concurrent agents

competing through free places on the shared space



trucks and cars as concurrent agents  
 competing through free places on the shared space

## nite sets

eset RCInt = f 1, 2, 3, 4, 5, 6g.

## maps and equations as rewriting rules

```
map down_truck : RCInt => RCInt.  
eqn down_truck(1) = 4. down_truck(2) = 5.  
    down_truck(3) = 6.
```

## structured pieces of information

```
at tokens: a, b, ..., t, u, ...  
composed termsf (a1; :::; an)  
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[a<sub>1</sub> a<sub>2</sub> ... a<sub>n</sub>]



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[[a, b, c], [d, e, f]]

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$A ::= \text{Prim } j \text{ Proc } j$

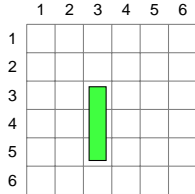
$A ; A_j \quad A_{jj} \quad A_j A \quad + \quad A_j$

$C! \quad A \quad A_j \quad \overset{X}{\quad} \quad A_e$

$e2S$

$$\begin{aligned}
 A & ::= \text{Prim } j \text{ Proc } j \\
 & \quad A ; A \quad j \quad A \quad j \quad j \quad A \quad j \quad A \quad + \quad A \quad j \\
 & \quad C ! \quad A \quad A \quad j \quad \overset{X}{\quad} \quad A_e \\
 & \quad \quad \quad \quad \quad \quad \quad \quad \quad e \in S
 \end{aligned}$$

where  $\text{Prim}$  represents a primitive,  $\text{Proc}$  a procedure call,  $C$  a condition,  $e$  a variable and  $S$  a set.



eset RCInt = f 1, 2, 3, 4, 5, 6g.

Colors = f yellow, green, blue, purple, red, orangeg.

```

proc VerticalTruck(r: RCInt, c: RCInt, p: Colors) =
  ( (r > 1 & r < 5) => ( get(free(pred(r),c));
                        moveTruck(pred(r),c,p);
                        tell(free(succ(succ(r)),c));
                        VerticalTruck(pred(r),c,p) ))
+
  ( (r < 4) => ( get(free(down_truck(r),c));
                moveTruck(succ(r),c,p);
                tell(free(r,c));
                VerticalTruck(succ(r),c,p) )).

```



Key information on the store:  $\#free(1; 1)$

Basic formulae: equalities or inequalities involving integers and key information

$$+ \quad \#free(1; 1) = 3$$

Propositional state formulae: combination of basic formulae by usual Boolean operators

Linear temporal logic fragment:

$$TF ::= PF \mid \text{Next } TF \mid PF \text{ Until } TF$$

Reach formulae:

$$\text{Reach}(\# \text{ out} = 1) \quad \text{true Until } (\# \text{ out} = 1)$$

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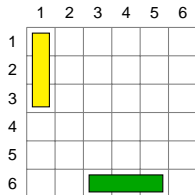
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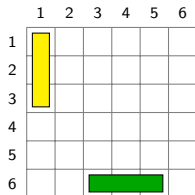
get (free (pred (r), c));
move (truck_img (c), pred (r), c);
tell (free (succ (succ (r)), c))

```

```

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```

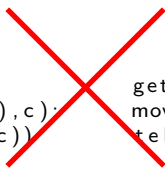
get ( free ( pred ( r ) , c ) );
move ( truck_img ( c ) , pred ( r ) , c );
tell ( free ( succ ( succ ( r ) ) , c ) );

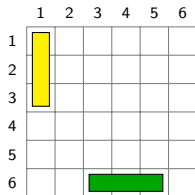
```

```

get ( free ( pred ( r ) , c ) );
move ( truck_img ( c ) , pred ( r ) , c );
tell ( free ( succ ( succ ( r ) ) , c ) );

```





```
get( free( pred( r ), c ) );
move( truck_img( c ), pred( r ), c );
tell( free( succ( succ( r ) ), c ) )
```

```
get( free( r, pred( c ) ) );
move( truck_img( c ), pred( r ), c );
tell( free( r, succ( succ( c ) ) ) )
```

```
[ get( free( pred( r ), c ) ) ->
  move( truck_img( c ), pred( r ), c ),
  tell( free( succ( succ( r ) ), c ) ) ]
```

## The construct

$[p ! p_1; \dots ; p_n]$  where  $p, p_1, \dots, p_n$  are primitives

$$(Le) \quad h [] j \ i \ ! \ h E j \ i$$

$$(Ln) \quad \frac{h p j \ i \ ! \ h E j \ i; h L j \ i \ ! \ h E j \ i}{h [p j L] j \ i \ ! \ h E j \ i}$$

$$(GL) \quad \frac{h p j \ i \ ! \ h E j \ i; h L j \ i \ ! \ h E j \ i}{h [p ! L] j \ i \ ! \ h E j \ i}$$

Introduce a new construct called guarded list

Establish an increase of expressiveness

Propose a theory of refinement

Show an increase of performance

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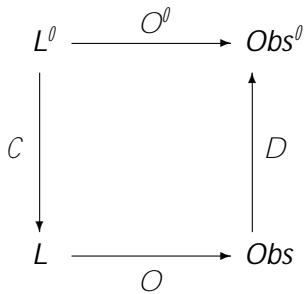
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$L$  embeds  $L^0$

## Propositions

$L_g(\text{ask}; \text{tell}) \not\leq L_r(\text{ask}; \text{tell})$

Inability for  $L_r(\text{ask}; \text{tell})$  to atomically test the presence of two distinct tokens  $a$  and  $b$ .

Assume  $AB = [\text{ask}(a) \mid \text{ask}(b)]$  and  $C(AB)$  a coder (in  $L_r(\text{ask}; \text{tell})$ )

$C(AB)$  in general form:

$$\begin{aligned} & \text{tell}(t_1); A_1 + \dots + \text{tell}(t_p); A_p \\ & + \text{ask}(u_1); B_1 + \dots + \text{ask}(u_q); B_q \\ & + gp_1; C_1 + \dots + gp_r; C_r \end{aligned}$$

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`hQ[tell(a)] j ;i`

$hQ[\text{tell}(a)] j ; i \longrightarrow ! h \ E j f a_1 ; ; a_m g i$

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$$hQ[\text{tell}(a); [\text{tell}(b)]] j ; i \longrightarrow ! h C \ ([\text{tell}(b)]) j \ f \ a_1 ; \ ; a_m g i$$

↓

$$h E j \ f \ a_1 ; \ ; a_m ; b_1 ; \ ; b_n g i$$

$u_i$ 's  $\neq$   $f a_1; \dots; a_m g [f b_1; \dots; b_n g$

$u_i$ 's  $\neq$  f a<sub>1</sub>; ; a<sub>m</sub>g [ f b<sub>1</sub>; ; b<sub>n</sub>g

h([tell(a)]; [tell(b)]; AB) j ; i

$u_i$ 's  $\exists f a_1; \dots; a_m g [f b_1; \dots; b_n g$

$h([\text{tell}(a)]; [\text{tell}(b)]; AB) j; i \longrightarrow ! h \ E j f a; b g i$

$u_i$ 's  $\neq f a_1; \dots; a_m g [ f b_1; \dots; b_n g$

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C  
↓

$hQ([\text{tell}(a)]; [\text{tell}(b)]; AB) j ; i$

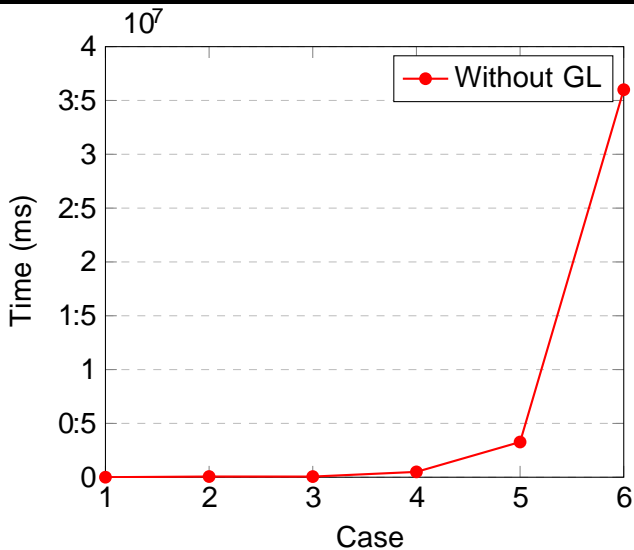
$u_i$ 's  $\neq f a_1; \dots; a_m g [f b_1; \dots; b_n g$

$h([\text{tell}(a)]; [\text{tell}(b)]; AB) j ; i \longrightarrow ! h \ E j f a; b g i$

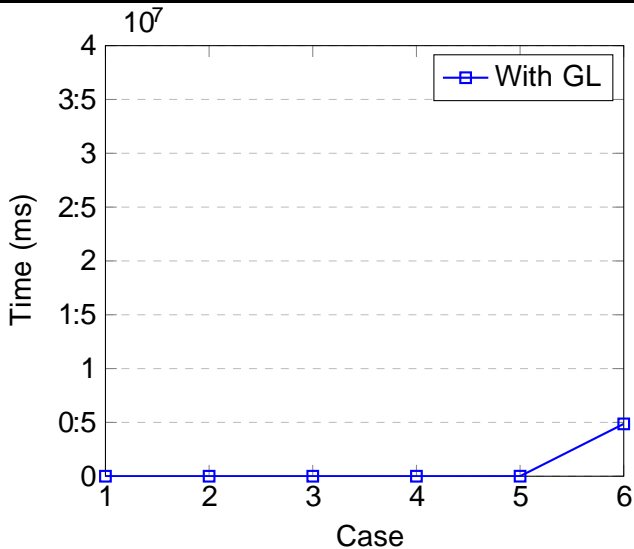
C  
↓

$hQ[\text{tell}(a)]; [\text{tell}(b)]; AB) j ; i$

$\longrightarrow hAB j f a_1; \dots; a_m; b_1; \dots; b_n g i 6!$

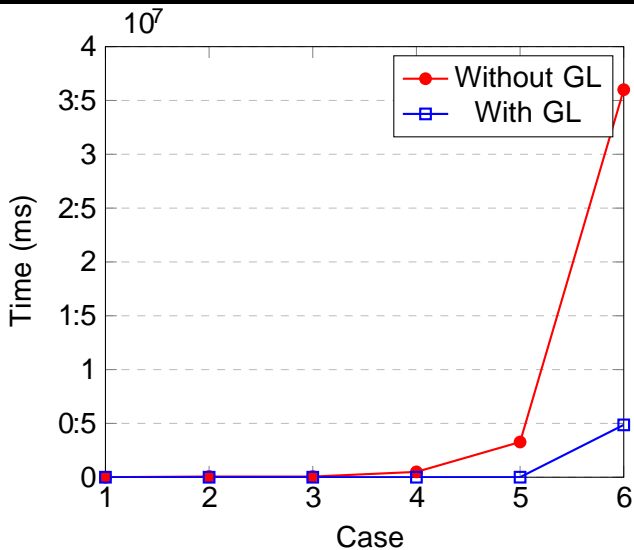


Without GL: The graph shows the time values without GL for different cases.



With GL: The graph displays the time values with GL for different cases.





Comparison: The graph compares the time values with and without GL for different cases.

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Show an increase in performance

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