

Reversibility in Timed Process Calculi

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OPTC23 meeting @ Bertinoro

Timed Systems - design choices

We address reversibility of real-time systems

Several design choices - **Durationless actions Vs durational actions**

- Durationless actions
 - actions are instantaneous events and time passes in between them
 - functional behaviour and time are orthogonal
- durational actions
 - every action takes a certain amount of time to be performed and time passes only due to action execution
 - functional behavior and time are integrated

Timed Systems - design choices

Several design choices - **Relative time Vs Absolute time**

- Relative time
 - Each timestamp refers to the time instant of the previous observation
- Absolute time
 - all timestamps refer to the starting time of the system execution

Timed Systems - design choices

Several design choices - **Global clock Vs Local clocks**

- Global clock
 - a single clock governs time passing
- Local clocks
 - several clocks associated with the various system parts elapse independent of each other

Timed Systems - design choices

Several interpretations of action execution in terms of whether and when the execution can be delayed

- Eagerness
 - actions must be performed as soon as they become enabled
 - e.g. actions cannot be delayed
- Laziness
 - actions can be delayed arbitrarily long before they are executed
- Maximal progress
 - enabled actions can be delayed unless they are independent of the external environment (e.g., taus)

Our design choices

We study reversibility in a timed calculus with

- Durationless actions VS durational actions
- Relative time VS absolute time
- Global clock VS local clocks

with

eager and lazy interpretation and time additivity

We start from a simple calculus inspired by Moller & Tofts [MT90]

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Reversibility in Concurrent System Calculi

Reversible Communicating System (**RCCS**) Danos&Krivine

- Use of explicit memories to keep track of past events
- Suitable for complex languages (e.g., scales with pi-calculus, Erlang)
- Give the first notion of causally consistent reversibility
- **Won CONCUR23 test of time award**

CCS with communication keys (**CCSK**) Phillips&Ulidowski

- History information directly recorded into the term
- Use of keys to keep track of synchronisations
- Suitable for CCS-like languages with LTSs

Example

$$a.P + b.Q \xrightarrow{a} P$$

After the computation, we loose information about

- The performed action a
- The other branch $b.Q$

RCCS

$$m \triangleright (a.P + b.Q)$$

RCCS

$$\underline{m \triangleright (a.P + b.Q)}$$



Memory monitoring the process

RCCS

$$\underline{m \triangleright (a.P + b.Q)} \xrightarrow{a[i]} \langle a, b.Q, i \rangle \cdot m \triangleright P$$



Memory monitoring the process

RCCS

$$\underline{m \triangleright (a.P + b.Q)} \xrightarrow{a[i]} \langle \underline{a, b.Q, i} \rangle \cdot m \triangleright P$$

Memory monitoring the process

Information about the previous state

RCCS

$$\underline{m \triangleright (a.P + b.Q)} \xrightarrow{a[i]} \langle \underline{a, b.Q, i} \rangle \cdot m \triangleright P \xrightarrow{a[i]} m \triangleright (a.P + b.Q)$$

Memory monitoring the process

Information about the previous state

CCSK

$$a.P + b.Q$$

The two reversible CCSs have been shown to be equivalent LMM2021

CCSK

$$\frac{a.P + b.Q}{\text{---}}$$



No need of extra memories

The two reversible CCSs have been shown to be equivalent LMM2021

CCSK

$$\underline{a.P + b.Q} \xrightarrow{a[i]} a[i].P + b.Q$$



No need of extra memories

The two reversible CCSs have been shown to be equivalent LMM2021

CCSK

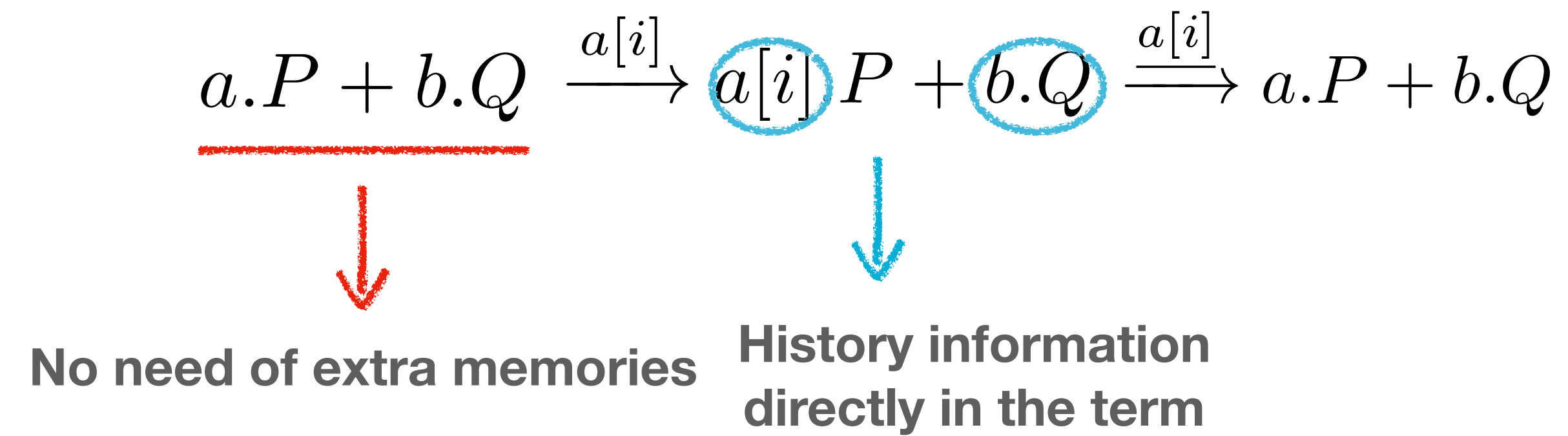
$$\frac{a.P + b.Q}{\text{No need of extra memories}} \xrightarrow{a[i]} a[i].P + b.Q$$

↓↓

**History information
directly in the term**

The two reversible CCSs have been shown to be equivalent LMM2021

CCSK



The two reversible CCSs have been shown to be equivalent LMM2021

RTPC: reversible timed process calculus

- A simple extension of CCS with time prefix $(n).P$
- $(n).P$ acts as P after n time units
- Reversing à la CCSK

$$\begin{array}{l} P, Q ::= \underline{0} \mid a.P \mid (n).P \mid P + Q \mid P \parallel_L Q \\ R, S ::= P \mid a[i].R \mid (n)^{[i]}.R \mid \langle n^i \rangle . R \mid R + S \mid R \parallel_L S \end{array}$$

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Past action prefix

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Past action prefix

Past time prefix

Dynamic delay prefix

RTPC - action semantics

$\delta(n,i)$ denote $(n)[i]$ or $\langle ni \rangle$

$$\begin{aligned} (\text{ACT1}) \quad & \frac{\text{std}(R)}{a . R \xrightarrow{a[i]}_a a[i] . R} \\ (\text{ACT2}) \quad & \frac{R \xrightarrow{b[j]}_a R' \quad j \neq i}{a[i] . R \xrightarrow{b[j]}_a a[i] . R'} \\ (\text{ACT3}) \quad & \frac{R \xrightarrow{b[j]}_a R'}{\delta(n, i) . R \xrightarrow{b[j]}_a \delta(n, i) . R'} \\ (\text{CHO}) \quad & \frac{R \xrightarrow{a[i]}_a R' \quad \text{npa}(S)}{R + S \xrightarrow{a[i]}_a R' + S} \\ (\text{PAR}) \quad & \frac{R \xrightarrow{a[i]}_a R' \quad a \notin L \quad i \notin \text{keys}_a(S)}{R \parallel_L S \xrightarrow{a[i]}_a R' \parallel_L S} \\ (\text{COO}) \quad & \frac{R \xrightarrow{a[i]}_a R' \quad S \xrightarrow{a[i]}_a S' \quad a \in L}{R \parallel_L S \xrightarrow{a[i]}_a R' \parallel_L S'} \end{aligned}$$

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$$(ACT1) \frac{\text{std}(R)}{a . R \xrightarrow{a[i]}_a a[i] . R}$$

$$(ACT2) \frac{R \xrightarrow{b[j]}_a R' \quad j \neq i}{a[i] . R \xrightarrow{b[j]}_a a[i] . R'}$$

$$(ACT3) \frac{R \xrightarrow{b[j]}_a R'}{\delta(n, i) . R \xrightarrow{b[j]}_a \delta(n, i) . R'}$$

$$(CHO) \frac{R \xrightarrow{a[i]}_a R' \quad \text{npa}(S)}{R + S \xrightarrow{a[i]}_a R' + S}$$

$$(PAR) \frac{R \xrightarrow{a[i]}_a R' \quad a \notin L \quad i \notin \text{keys}_a(S)}{R \parallel_L S \xrightarrow{a[i]}_a R' \parallel_L S}$$

$$(COO) \frac{R \xrightarrow{a[i]}_a R' \quad S \xrightarrow{a[i]}_a S' \quad a \in L}{R \parallel_L S \xrightarrow{a[i]}_a R' \parallel_L S'}$$

$$(ACT1^\bullet) \frac{\text{std}(R)}{a[i] . R \xrightarrow{a[i]}_a a . R}$$

$$(ACT2^\bullet) \frac{R \xrightarrow{b[j]}_a R' \quad j \neq i}{a[i] . R \xrightarrow{b[j]}_a a[i] . R'}$$

$$(ACT3^\bullet) \frac{R \xrightarrow{b[j]}_a R'}{\delta(n, i) . R \xrightarrow{b[j]}_a \delta(n, i) . R'}$$

$$(CHO^\bullet) \frac{R \xrightarrow{a[i]}_a R' \quad \text{npa}(S)}{R + S \xrightarrow{a[i]}_a R' + S}$$

$$(PAR^\bullet) \frac{P \xrightarrow{a[i]}_a P' \quad a \notin L \quad i \notin \text{keys}_a(S)}{R \parallel_L S \xrightarrow{a[i]}_a R' \parallel_L S}$$

$$(COO^\bullet) \frac{R \xrightarrow{a[i]}_a R' \quad S \xrightarrow{a[i]}_a S' \quad a \in L}{R \parallel_L S \xrightarrow{a[i]}_a R' \parallel_L S'}$$

RTPC - time semantics 1/2

$\delta(n,i)$ denote $(n)[i]$ or $\langle ni \rangle$

$$\text{(IDLING1)} \quad \underline{0} \xrightarrow{(n)^{[i]}}_{\text{d}} \langle n^i \rangle . \underline{0}$$

$$\text{(IDLING2)} \quad \frac{\text{std}(R)}{a . R \xrightarrow{(n)^{[i]}}_{\text{d}} \langle n^i \rangle . a . R}$$

$$\text{(IDLING3)} \quad \frac{\text{std}(R) \quad a \neq \tau}{a . R \xrightarrow{(n)^{[i]}}_{\text{d}} \langle n^i \rangle . a . R}$$

$$\text{(DELAY1)} \quad \frac{\text{std}(R)}{(n) . R \xrightarrow{(n)^{[i]}}_{\text{d}} (n)^{[i]} . R}$$

$$\text{(DELAY2)} \quad \frac{R \xrightarrow{(n)^{[j]}}_{\text{d}} R'}{a[i] . R \xrightarrow{(n)^{[j]}}_{\text{d}} a[i] . R'}$$

$$\text{(DELAY3)} \quad \frac{R \xrightarrow{(m)^{[j]}}_{\text{d}} R' \quad j \neq i}{\delta(n, i) . R \xrightarrow{(m)^{[j]}}_{\text{d}} \delta(n, i) . R'}$$

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$\delta(n,i)$ denote $(n)[i]$ or $\langle ni \rangle$

→ (IDLING1) $\underline{0} \xrightarrow{(n)^{[i]}_d} \langle n^i \rangle . \underline{0}$ **Laziness**

→ (IDLING2)
$$\frac{\text{std}(R)}{a . R \xrightarrow{(n)^{[i]}_d} \langle n^i \rangle . a . R}$$

(IDLING3)
$$\frac{\text{std}(R) \quad a \neq \tau}{a . R \xrightarrow{(n)^{[i]}_d} \langle n^i \rangle . a . R}$$



(DELAY1)
$$\frac{\text{std}(R)}{(n) . R \xrightarrow{(n)^{[i]}_d} (n)^{[i]} . R}$$


(DELAY2)
$$\frac{R \xrightarrow{(n)^{[j]}_d} R'}{a[i] . R \xrightarrow{(n)^{[j]}_d} a[i] . R'}$$


(DELAY3)
$$\frac{R \xrightarrow{(m)^{[j]}_d} R' \quad j \neq i}{\delta(n, i) . R \xrightarrow{(m)^{[j]}_d} \delta(n, i) . R'}$$

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$\delta(n,i)$ denote $(n)[i]$ or $\langle ni \rangle$

  (IDLING1) $\underline{0} \xrightarrow{(n)^{[i]}_d} \langle n^i \rangle . \underline{0}$

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Laziness

Maximal Progress

RTPC - time semantics 1/2

$$\begin{array}{l}
 \Rightarrow \text{(IDLING1)} \quad \underline{0} \xrightarrow{(n)^{[i]}}_{\text{d}} \langle n^i \rangle . \underline{0} \\
 \Rightarrow \text{(IDLING2)} \quad \frac{\text{std}(R)}{a . R \xrightarrow{(n)^{[i]}}_{\text{d}} \langle n^i \rangle . a . R} \\
 \rightarrow \text{(IDLING3)} \quad \frac{\text{std}(R) \quad a \neq \tau}{a . R \xrightarrow{(n)^{[i]}}_{\text{d}} \langle n^i \rangle . a . R} \\
 \text{(DELAY1)} \quad \frac{\text{std}(R)}{(n) . R \xrightarrow{(n)^{[i]}}_{\text{d}} (n)^{[i]} . R} \\
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 \end{array}$$

Laziness

Maximal Progress

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$$\begin{array}{l}
 \text{(IDLING1}^\bullet) \quad \langle n^i \rangle . \underline{0} \dashrightarrow_{\text{d}} \underline{0} \\
 \text{(IDLING2}^\bullet) \quad \frac{\text{std}(R)}{\langle n^i \rangle . a . R \dashrightarrow_{\text{d}} a . R} \\
 \text{(IDLING3}^\bullet) \quad \frac{\text{std}(R) \quad a \neq \tau}{\langle n^i \rangle . a . R \dashrightarrow_{\text{d}} a . R} \\
 \text{(DELAY1}^\bullet) \quad \frac{\text{std}(R)}{(n)^{[i]} . R \dashrightarrow_{\text{d}} (n) . R} \\
 \text{(DELAY2}^\bullet) \quad \frac{R \dashrightarrow_{\text{d}} R'}{a[i] . R \dashrightarrow_{\text{d}} a[i] . R'} \\
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 \end{array}$$

RTPC - time semantics 2/2

$$(TADD1) \frac{R \xrightarrow{(m)^{[j]}}_d R' \quad \text{std}(R) \quad j \neq i}{(n) \cdot R \xrightarrow{(n+m)^{[i]}}_d (n)^{[i]} \cdot R'}$$

$$(TADD2) \frac{\text{std}(R) \quad n = n_1 + n_2}{(n) \cdot R \xrightarrow{(n_1)^{[i]}}_d (n_1)^{[i]} \cdot (n_2) \cdot R}$$

$$(TCHO1) \frac{R \xrightarrow{(n)^{[i]}}_d R' \quad S \xrightarrow{(n)^{[i]}}_d S' \quad \text{npa}(R + S)}{R + S \xrightarrow{(n)^{[i]}}_d R' + S'}$$

$$(TCHO2) \frac{R \xrightarrow{(n)^{[i]}}_d R' \quad \neg \text{npa}(R) \quad \text{npa}(S)}{R + S \xrightarrow{(n)^{[i]}}_d R' + S}$$

$$(TCOO) \frac{R \xrightarrow{(n)^{[i]}}_d R' \quad S \xrightarrow{(n)^{[i]}}_d S'}{R \parallel_L S \xrightarrow{(n)^{[i]}}_d R' \parallel_L S'}$$

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RTPC - time semantics 2/2

Time Additivity

$$\rightarrow (TADD1) \frac{R \xrightarrow{(m)^{[j]}}_d R' \quad \text{std}(R) \quad j \neq i}{(n) \cdot R \xrightarrow{(n+m)^{[i]}}_d (n)^{[i]} \cdot R'}$$

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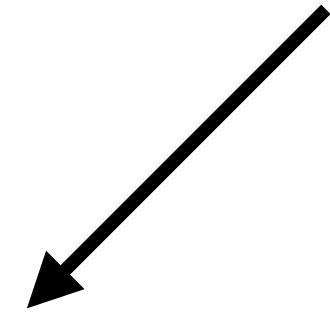
$$(TCOO^\bullet) \frac{R \overset{(n)^{[i]}}{\dashrightarrow}_d R' \quad S \overset{(n)^{[i]}}{\dashrightarrow}_d S'}{R \parallel_L S \overset{(n)^{[i]}}{\dashrightarrow}_d R' \parallel_L S'}$$

Dynamic delay operator ?

$$a \cdot (n) \parallel_{\emptyset} (n)$$

Dynamic delay operator ?

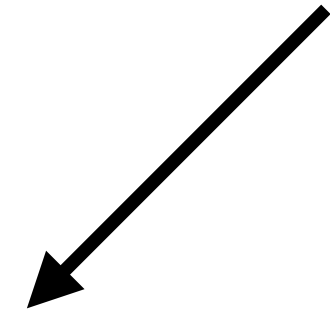
$$a \cdot (n) \parallel_{\emptyset} (n)$$



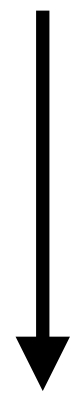
$$a[i] \cdot (n) \parallel_{\emptyset} (n)$$

Dynamic delay operator ?

$$a . (n) \parallel_{\emptyset} (n)$$

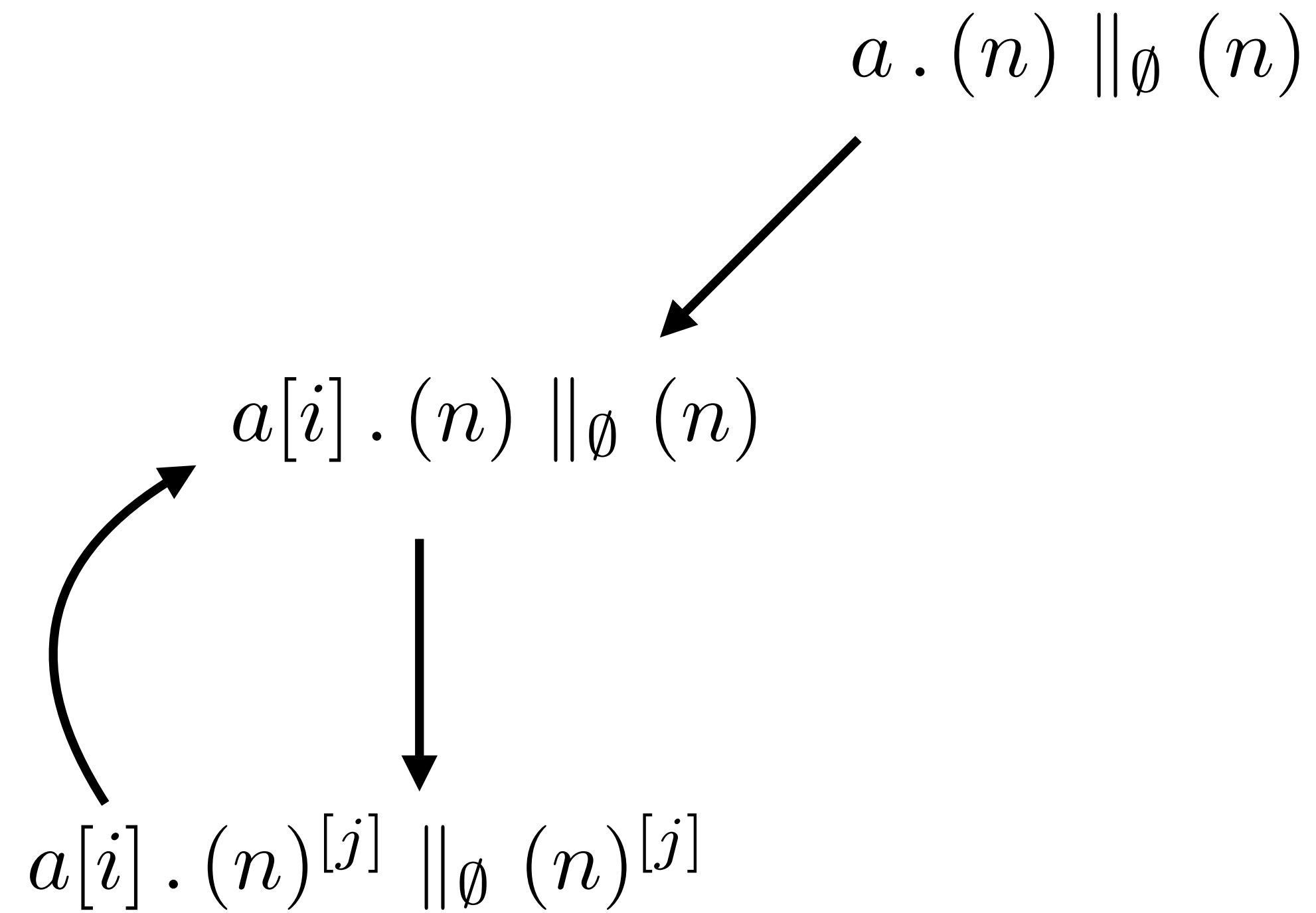


$$a[i] . (n) \parallel_{\emptyset} (n)$$

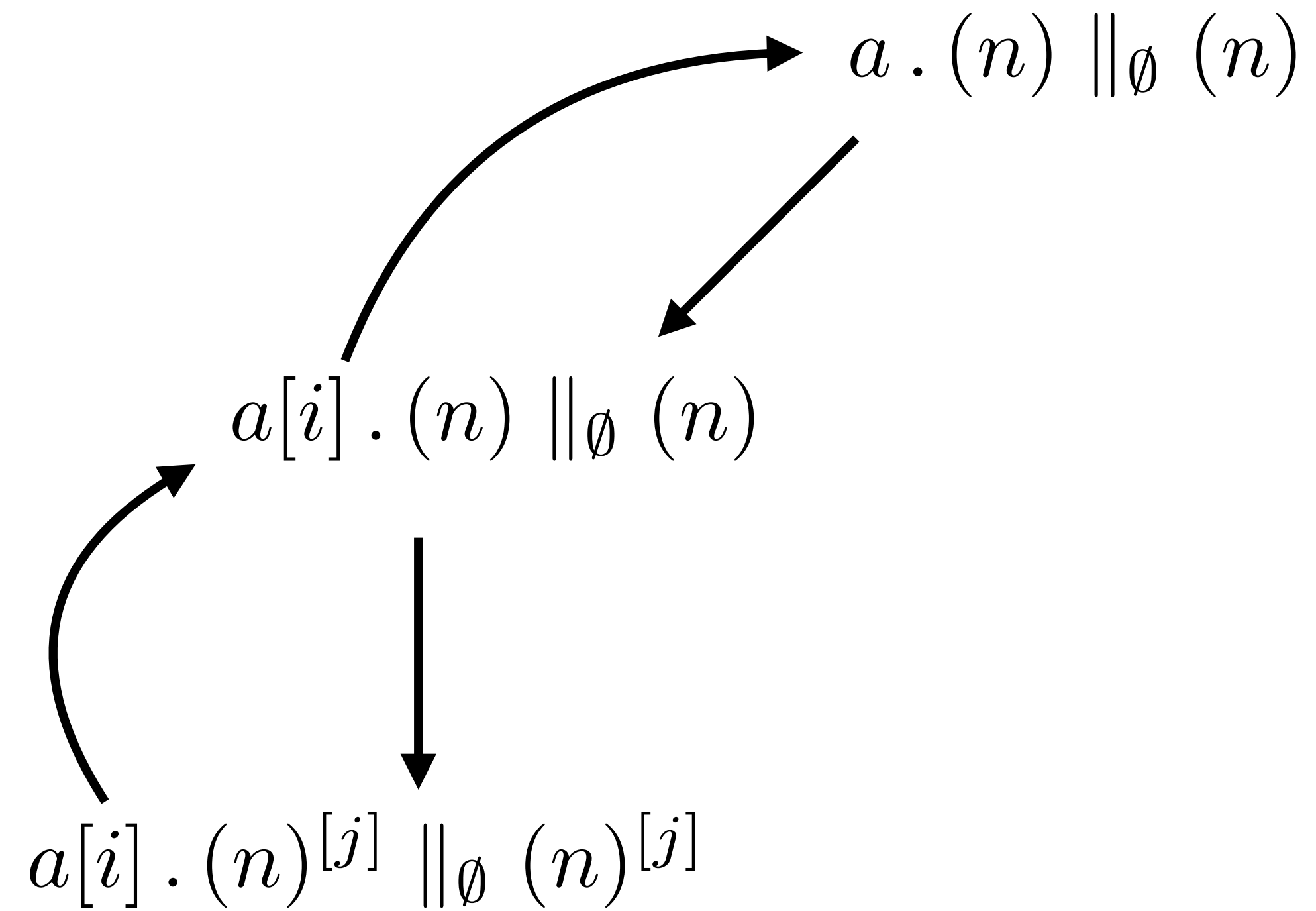


$$a[i] . (n)^{[j]} \parallel_{\emptyset} (n)^{[j]}$$

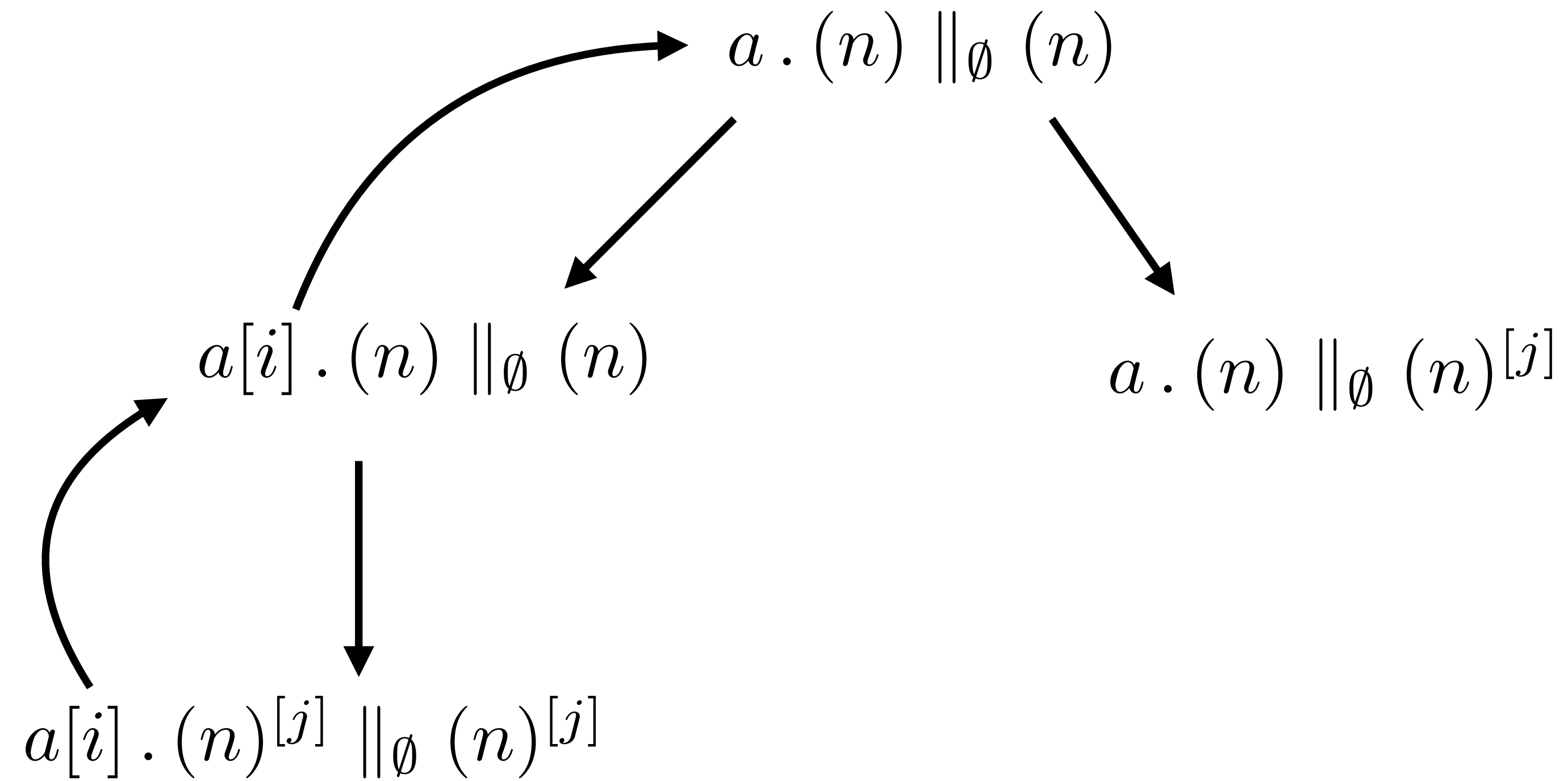
Dynamic delay operator ?



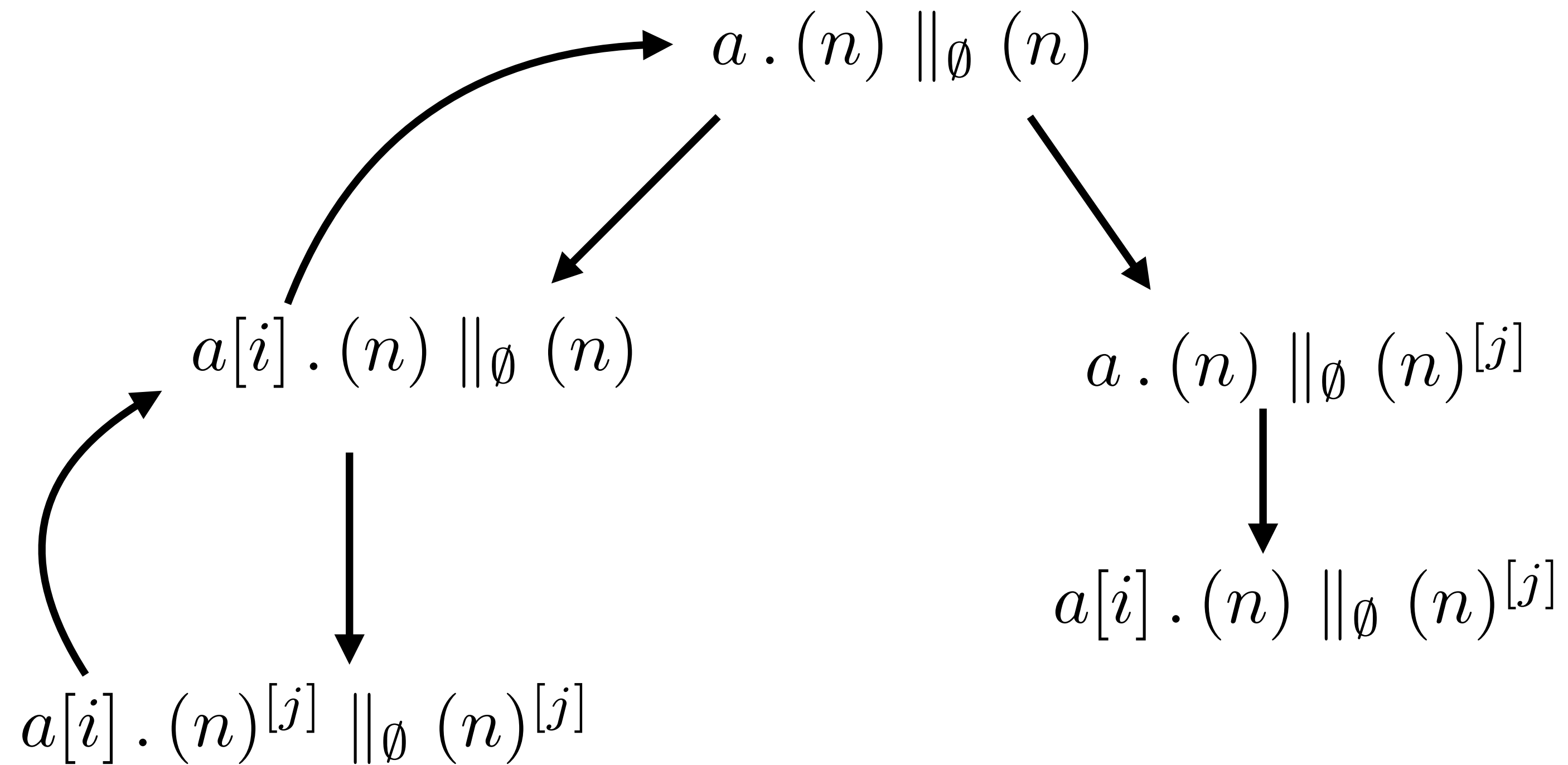
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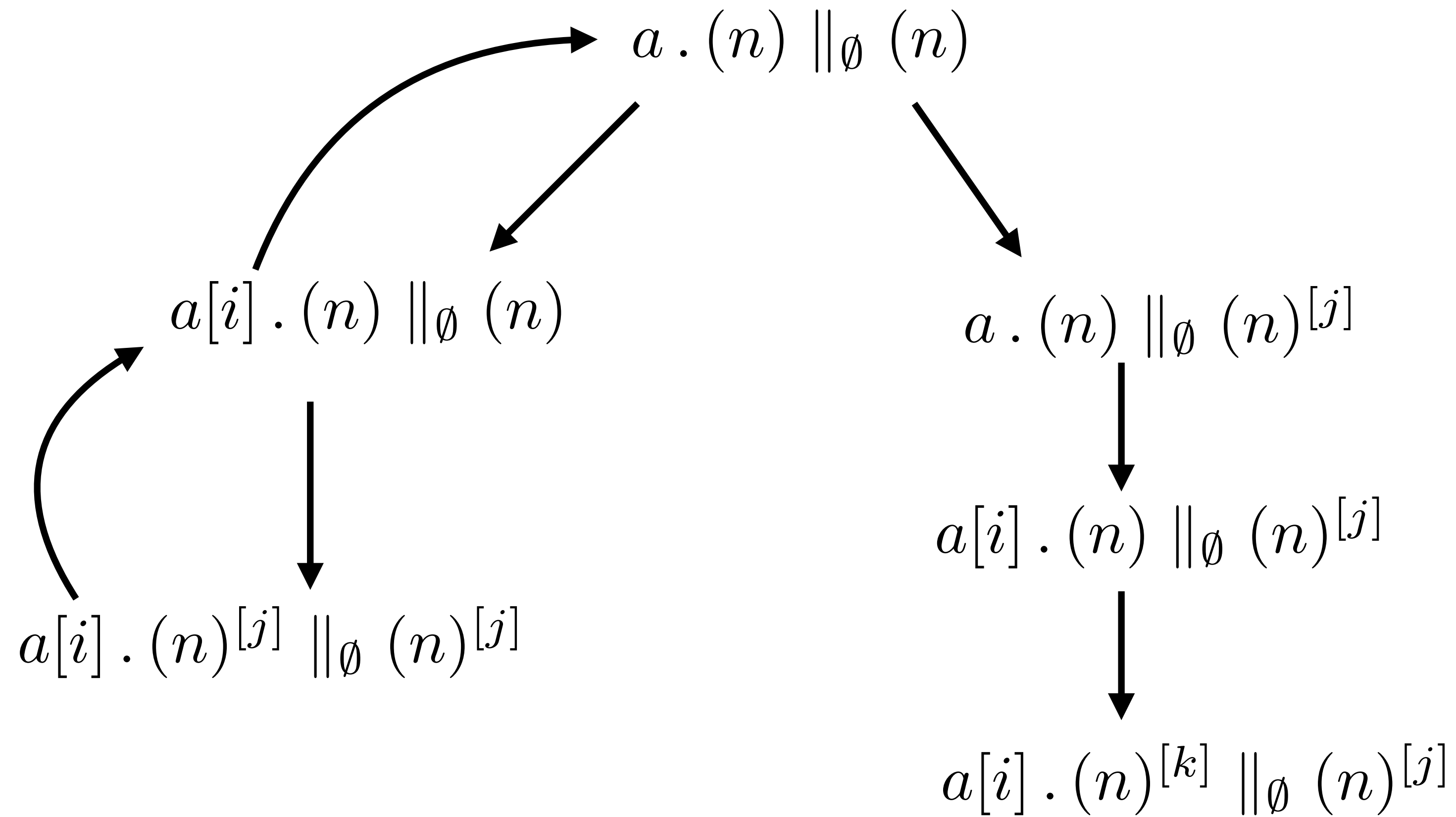
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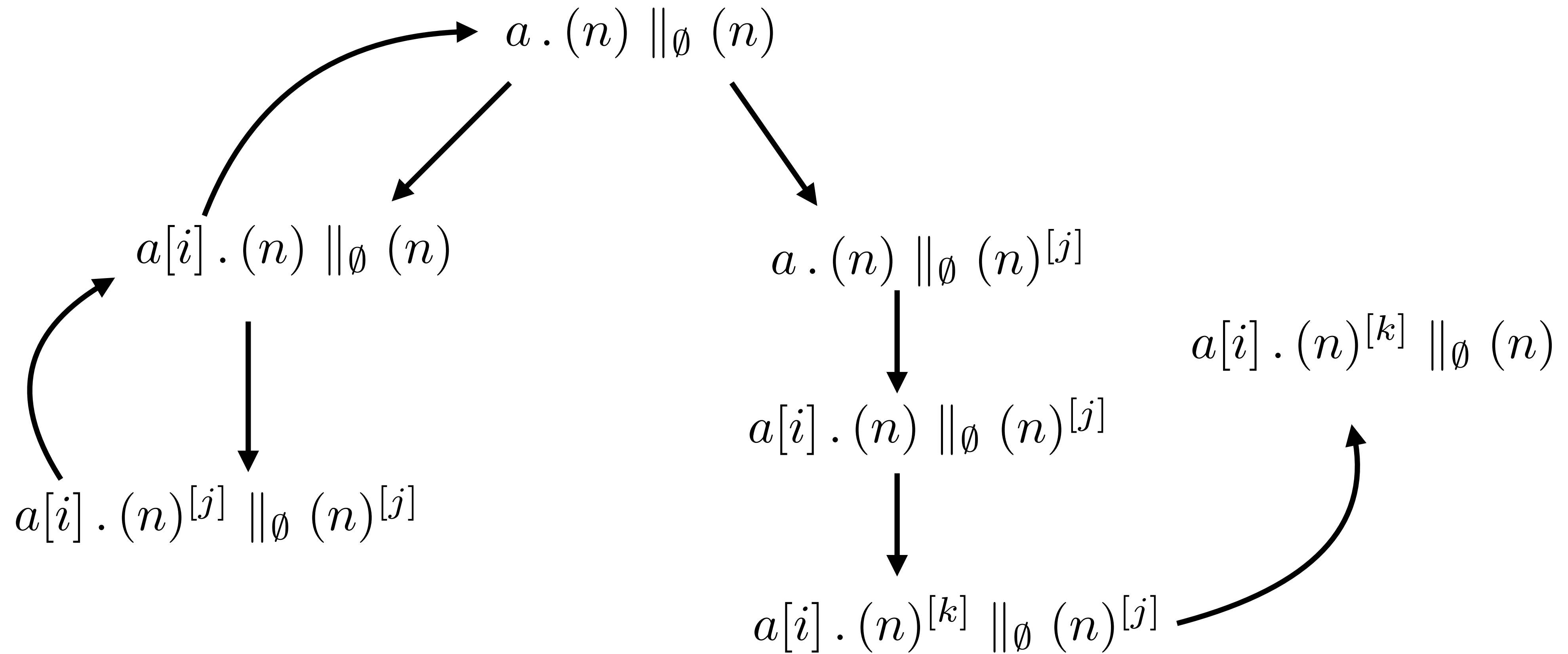
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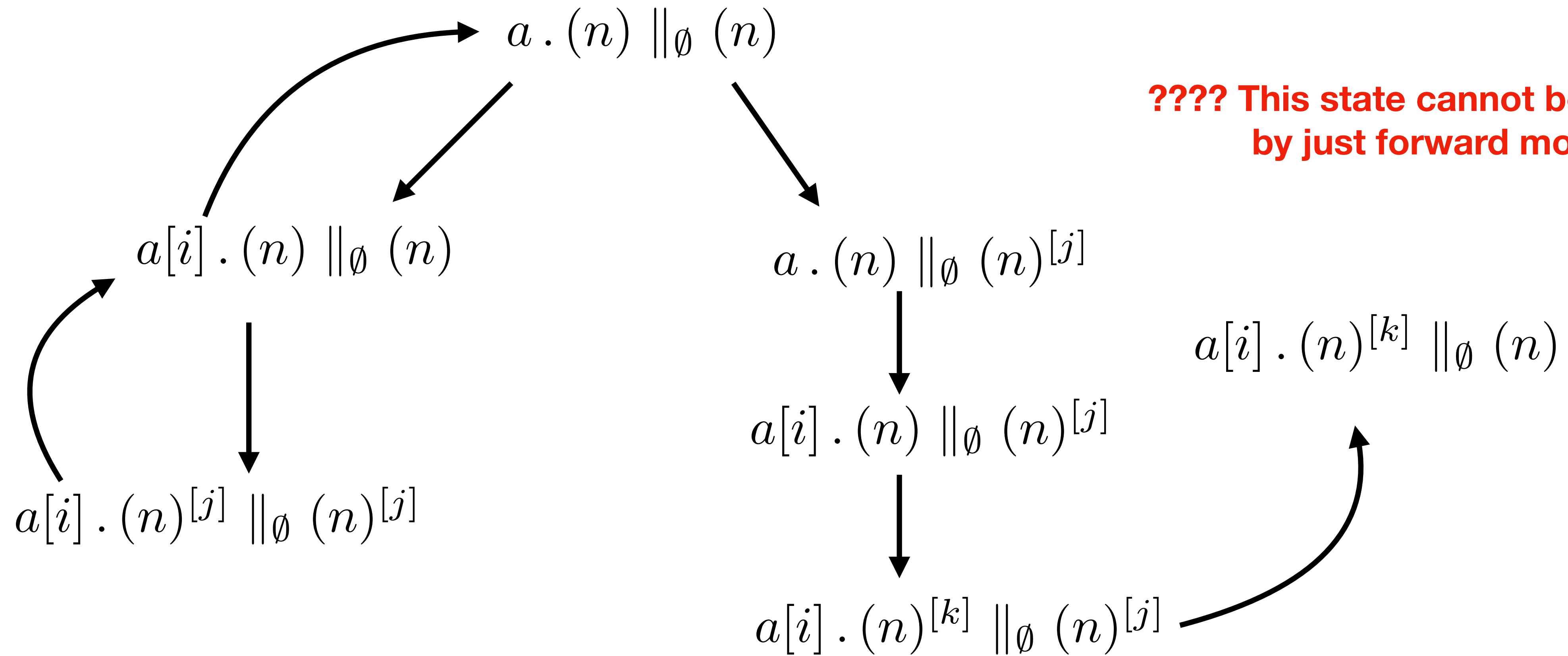
Dynamic delay operator ?



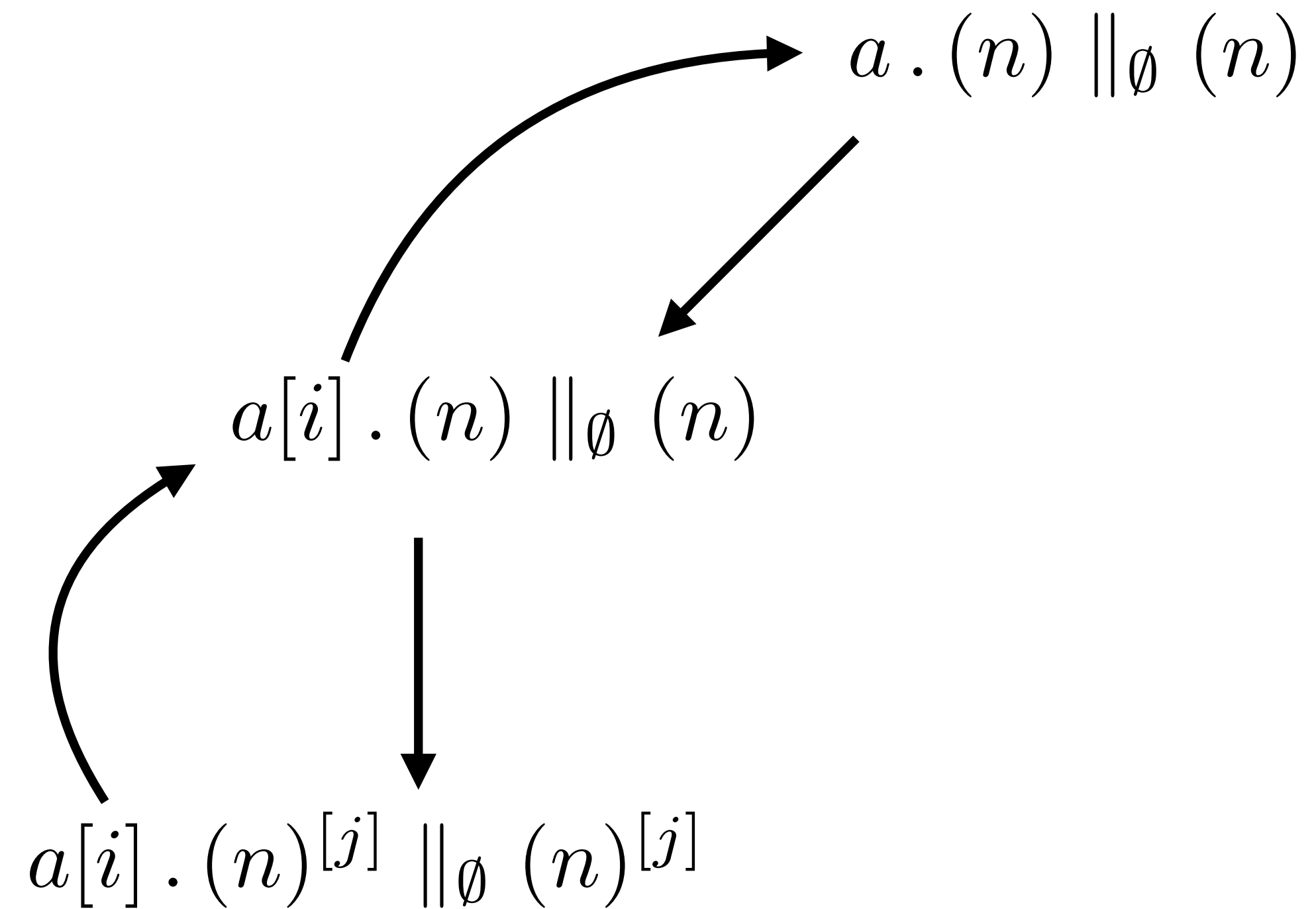
Dynamic delay operator ?



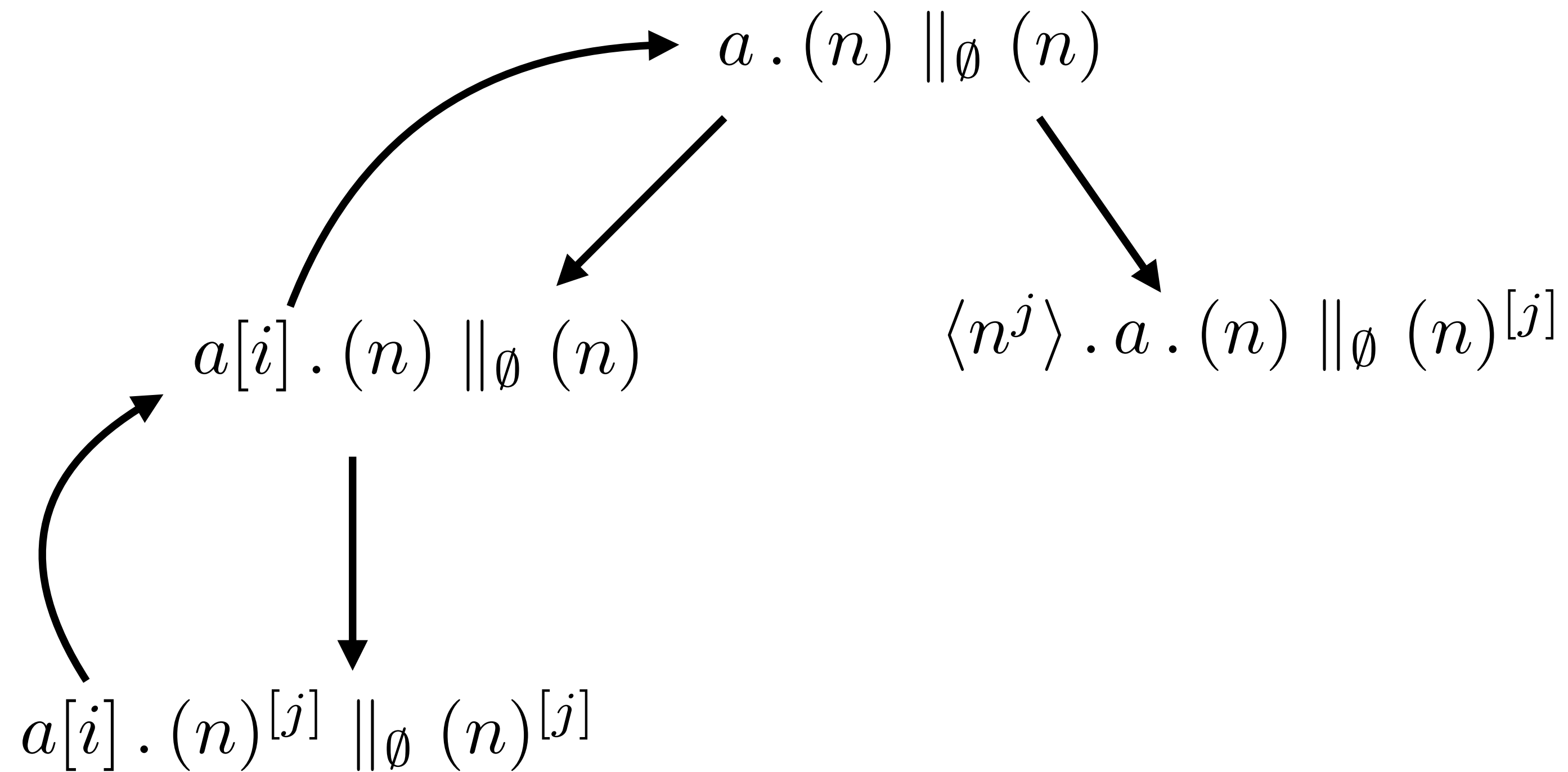
Dynamic delay operator ?



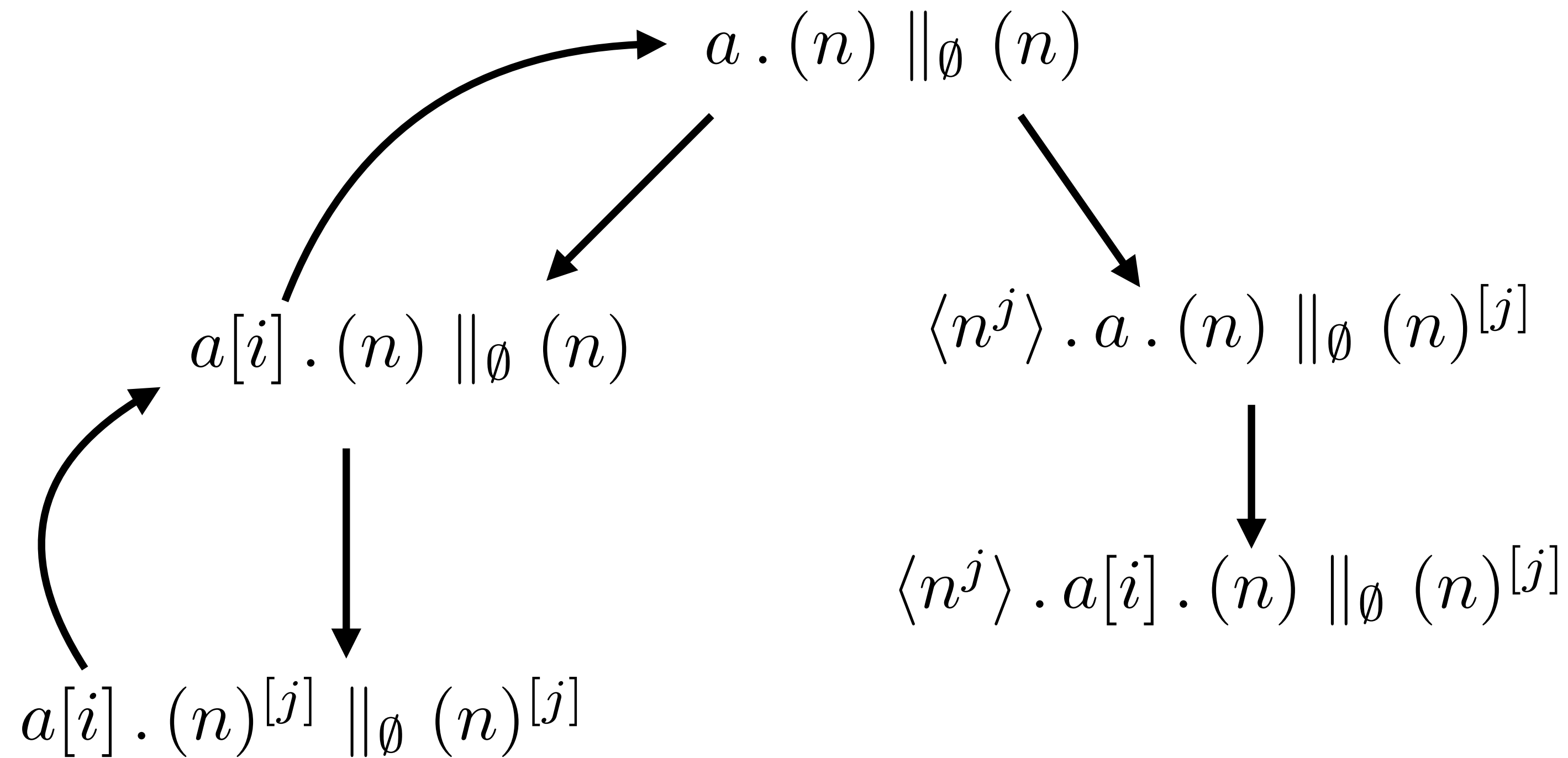
Dynamic delay operator LBMV22



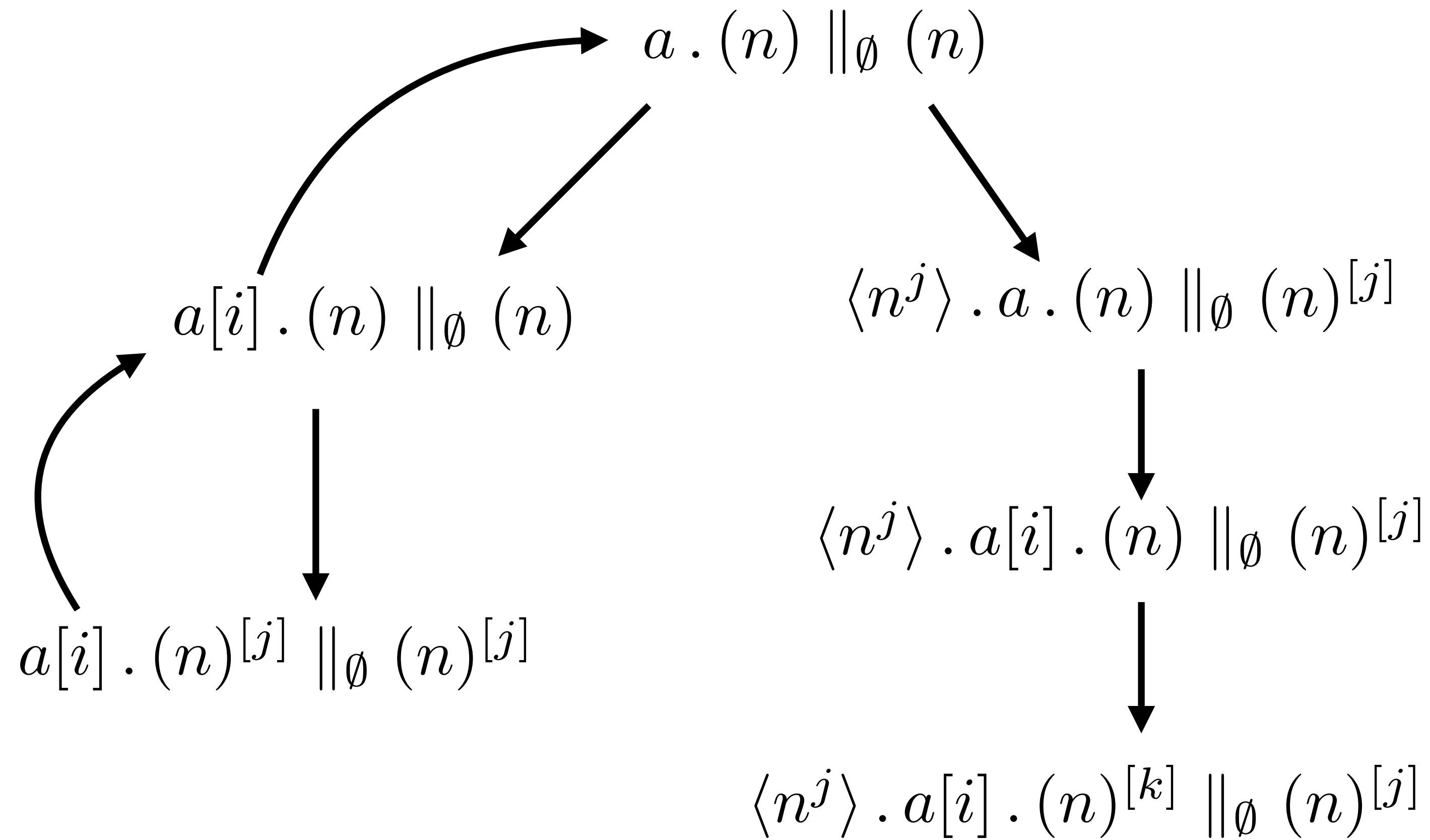
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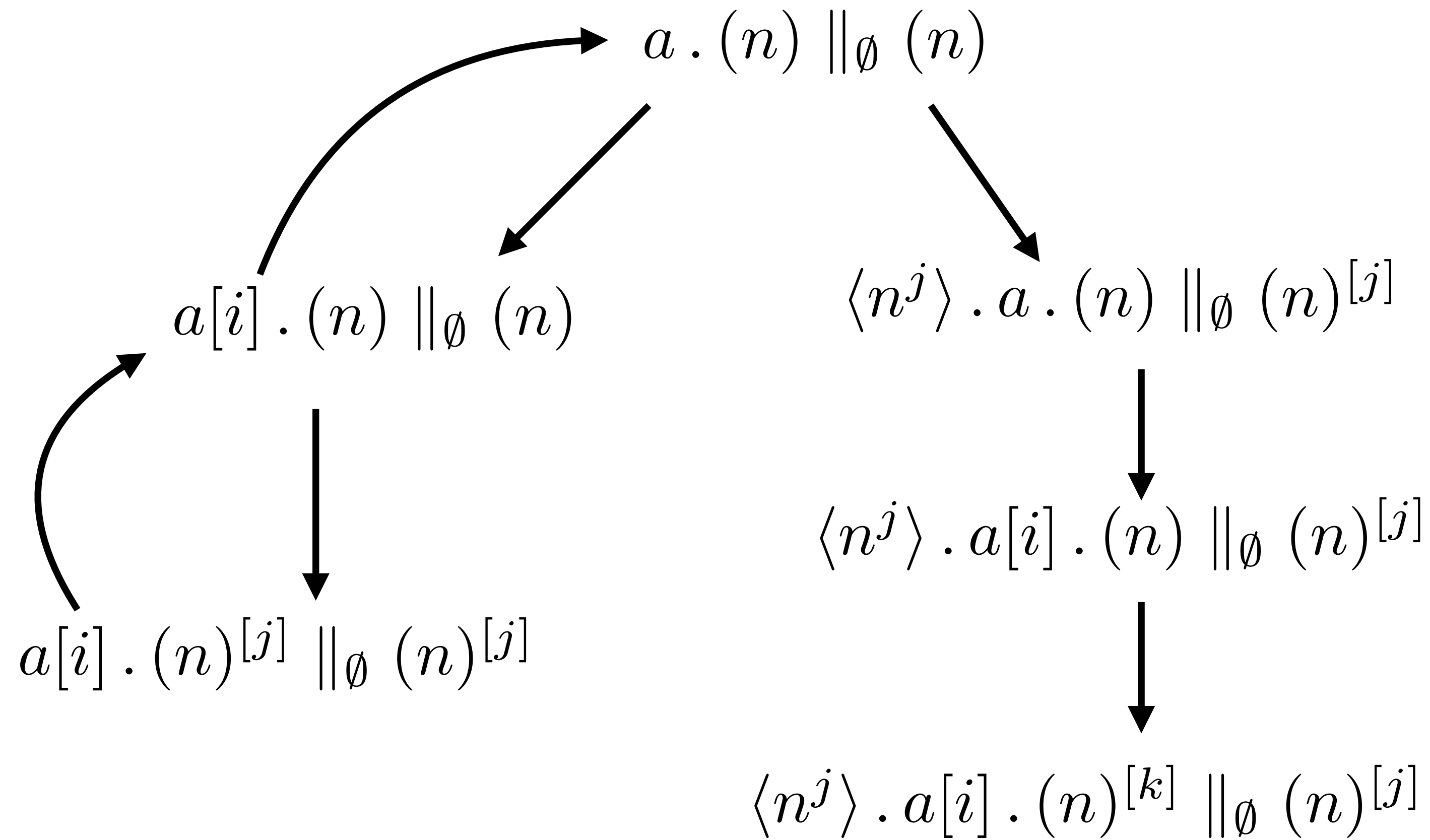
Dynamic delay operator LBMV22



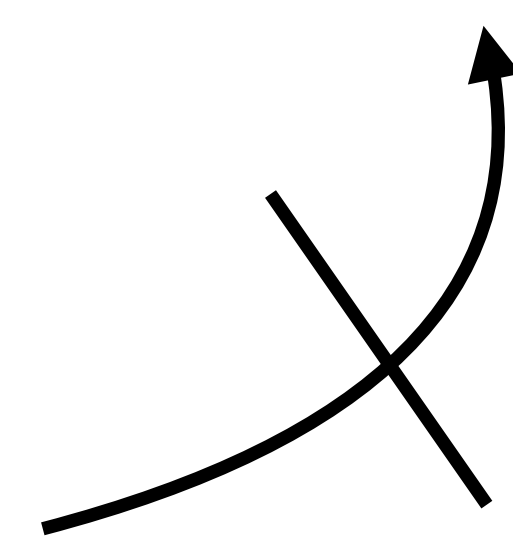
Dynamic delay operator LBMV22



Dynamic delay operator LBMV22



j cannot be undone as it depends on i and k



Properties

Proposition 1 (time determinism). *Let $R, S_1, S_2 \in \mathbb{P}$, $n \in \mathbb{N}_{>0}$, $i_1, i_2 \in \mathcal{K}$, and $j \in \mathcal{K}$ be not occurring associated with past delays in S_1 and S_2 . Then:*

- *If $R \xrightarrow{(n)^{[i_1]}}_{\text{d}} S_1$ and $R \xrightarrow{(n)^{[i_2]}}_{\text{d}} S_2$, then $S_1\{^j/i_1\} = S_2\{^j/i_2\}$.*
- *If $R \dashrightarrow_{\text{d}}^{(n)^{[i_1]}} S_1$ and $R \dashrightarrow_{\text{d}}^{(n)^{[i_2]}} S_2$, then $S_1 = S_2$. ■*

Proposition 2 (time additivity). *Let $R, S, S' \in \mathbb{P}$, $n, h \in \mathbb{N}_{>0}$, and $i \in \mathcal{K}$. Then:*

- *$R \xrightarrow{(n)^{[i]}}_{\text{d}} S$ iff $R \xrightarrow{(m_1)^{[i_1]}}_{\text{d}} \dots \xrightarrow{(m_h)^{[i_h]}}_{\text{d}} S'$ with $\sum_{1 \leq l \leq h} m_l = n$.*
- *$R \dashrightarrow_{\text{d}}^{(n)^{[i]}} S$ iff $R \dashrightarrow_{\text{d}}^{(m_1)^{[i_1]}} \dots \dashrightarrow_{\text{d}}^{(m_h)^{[i_h]}} S$ with $\sum_{1 \leq l \leq h} m_l = n$. ■*

Axioms of reversibility

In LPU20 gives a general framework to prove causal consistency

- On a LTS with an independence relation and on which loop lemma holds
- **Square property (SP)**, **well-foundness (WF)** and **backward transition independence (BTI)**

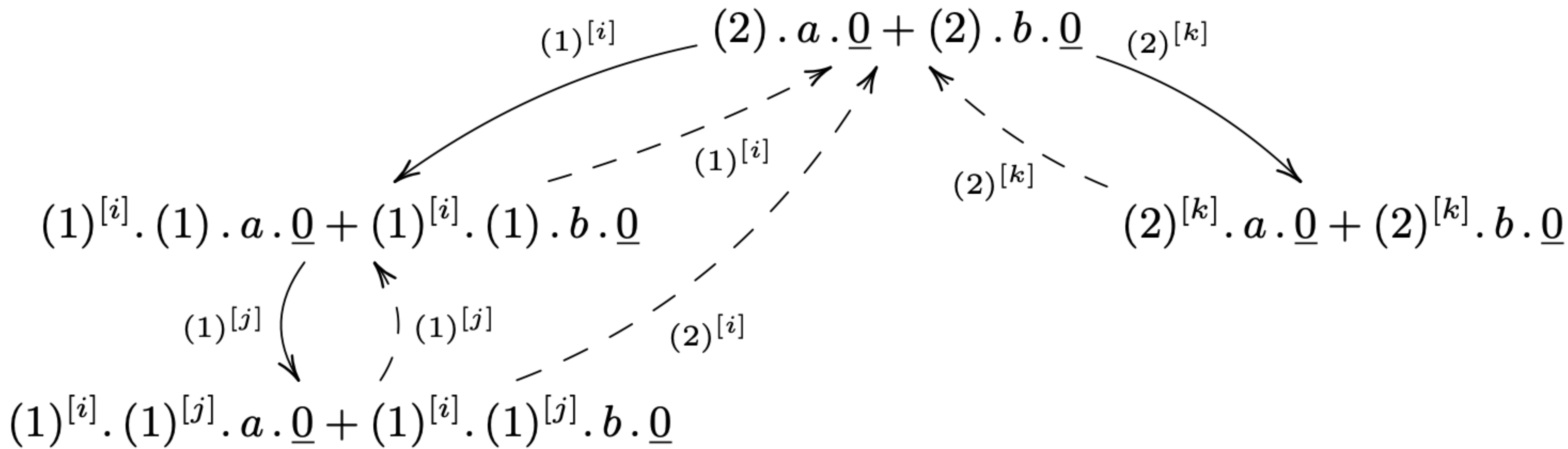
In RTPC

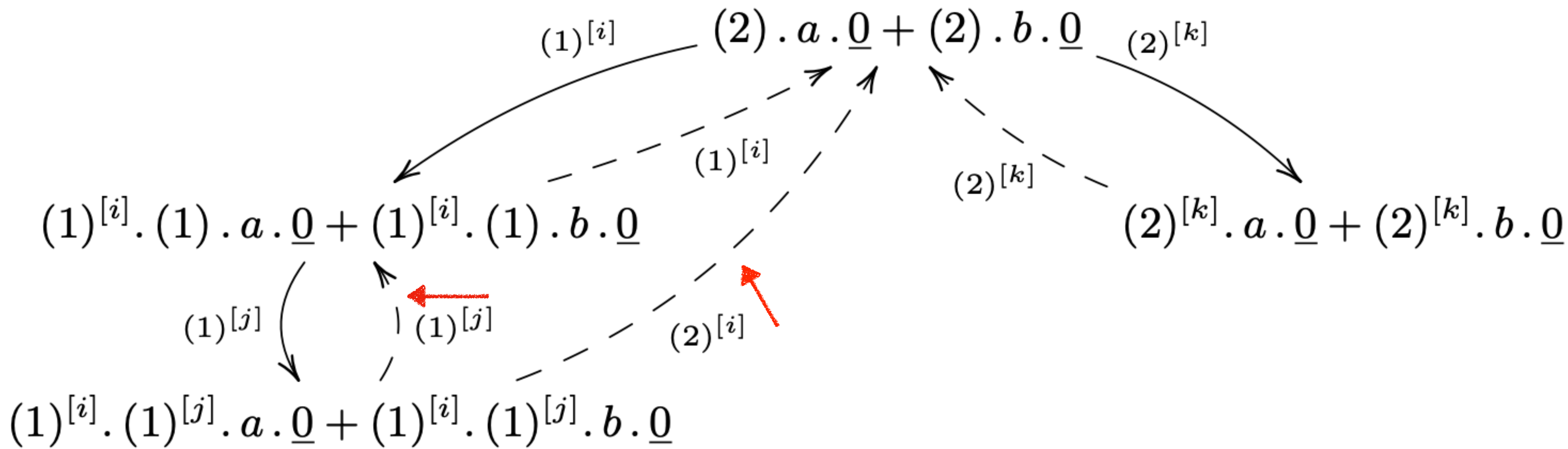
- Loop Lemma does not hold
 - Any transition can be undone
- Square property does hold
 - Concurrent transitions can be swapped
- WF does hold
 - History information is finite
- BTI holds as long as at least one of the two coinital backward transitions is not a delay transition

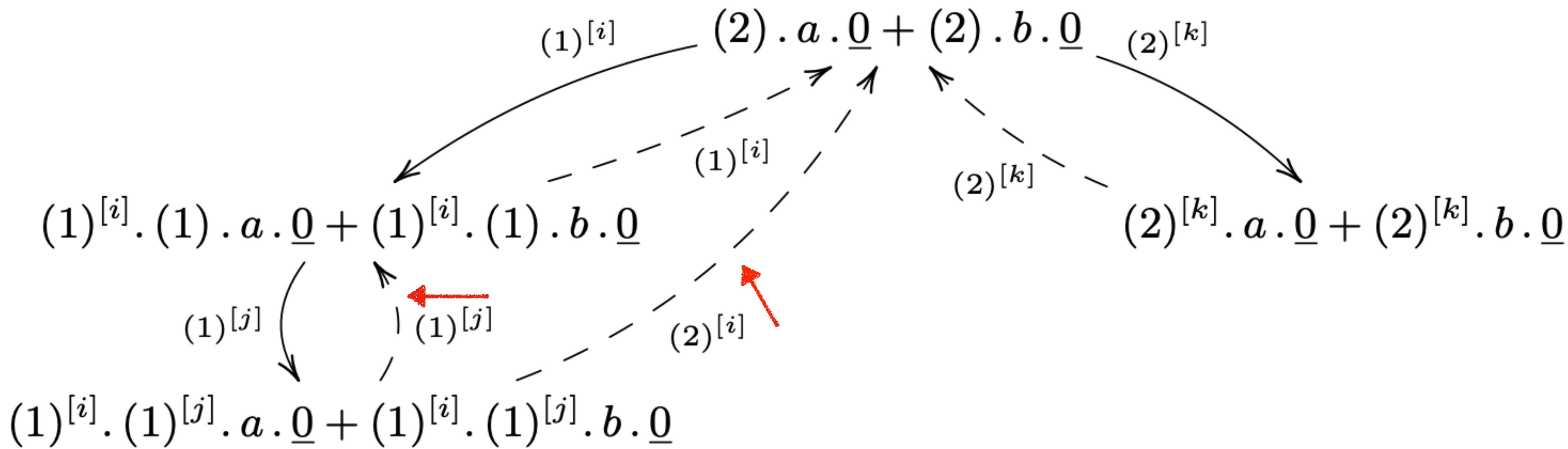
Loop Property (weak)

Proposition 3 (loop property). *Let $R, S \in \mathbb{P}$, $a[i], (n)^{[i]} \in \mathcal{L}$, and $h \in \mathbb{N}_{>0}$. Then:*

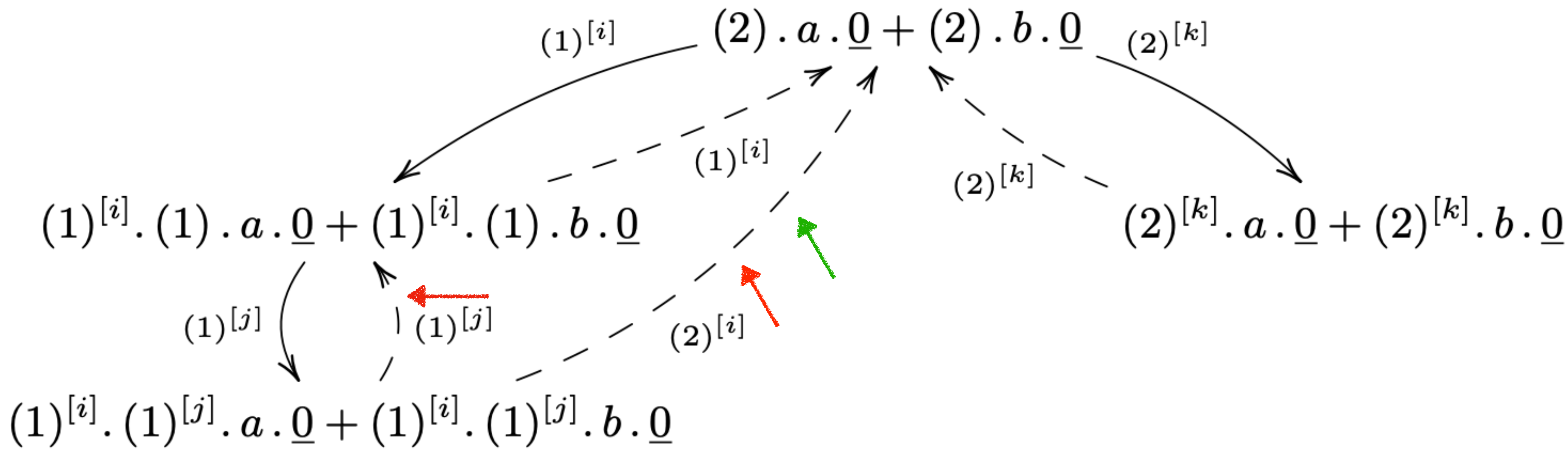
- $R \xrightarrow{a[i]}_{\mathbf{a}} S$ iff $S \xrightarrow{a[i]}_{\mathbf{a}} R$.
- if $R \xrightarrow{(n)^{[i]}}_{\mathbf{d}} S$ then $S \xrightarrow{(m_1)^{[i_1]}}_{\mathbf{d}} \dots \xrightarrow{(m_h)^{[i_h]}}_{\mathbf{d}} R$ with $\sum_{1 \leq l \leq h} m_l = n$.
- if $R \xrightarrow{(n)^{[i]}}_{\mathbf{d}} S$ then $S \xrightarrow{(m_1)^{[i_1]}}_{\mathbf{d}} \dots \xrightarrow{(m_h)^{[i_h]}}_{\mathbf{d}} R$ with $\sum_{1 \leq l \leq h} m_l = n$. ■



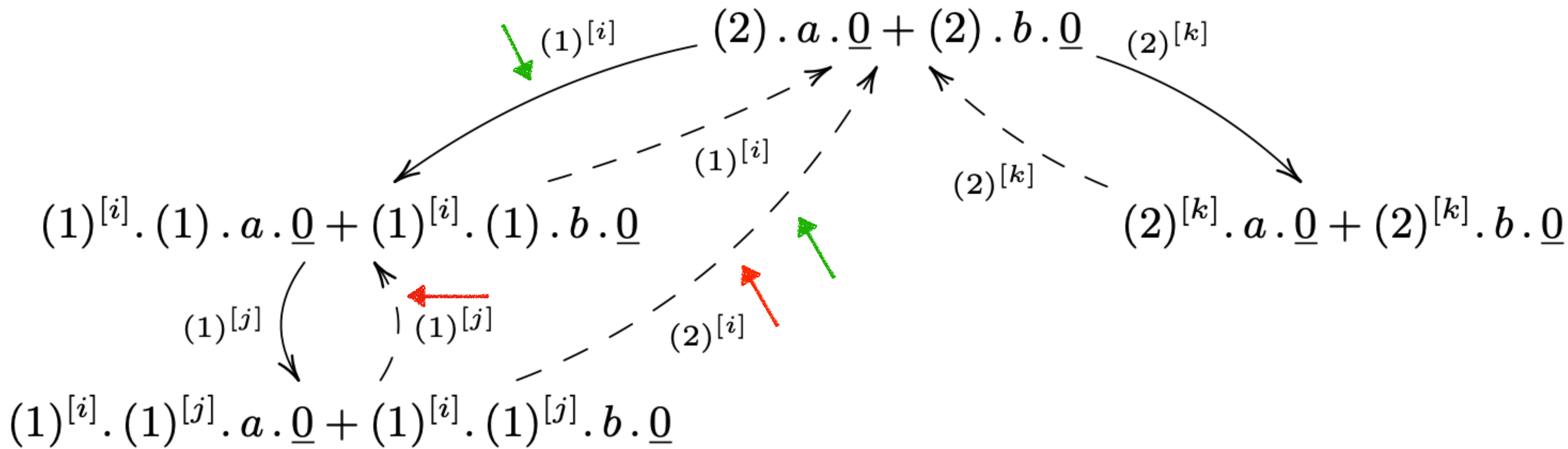




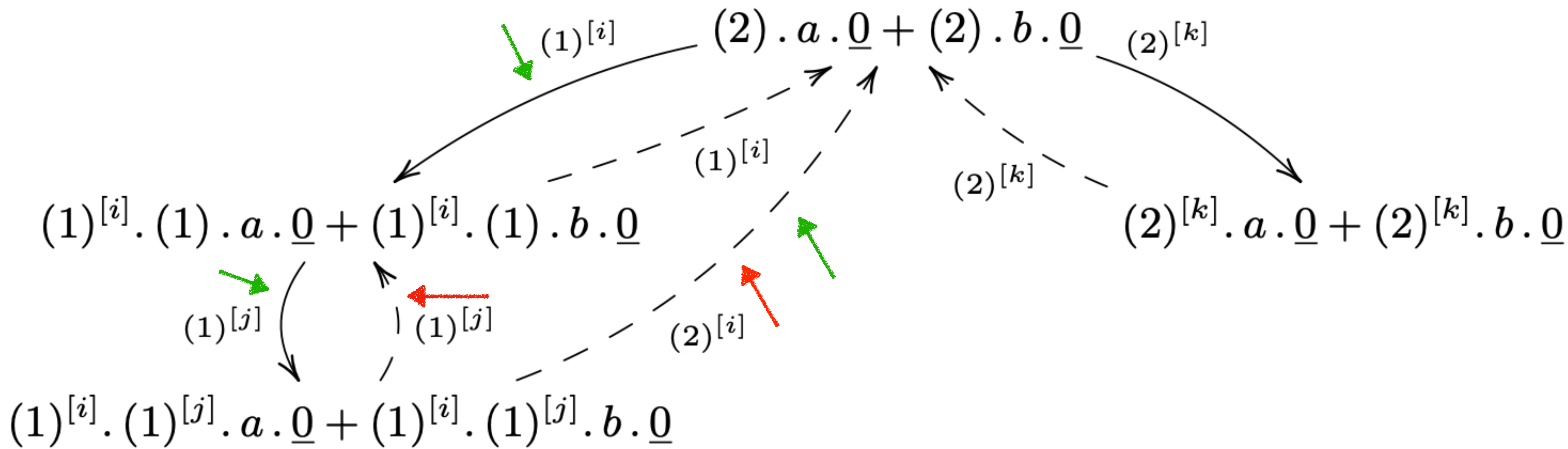
No BTI



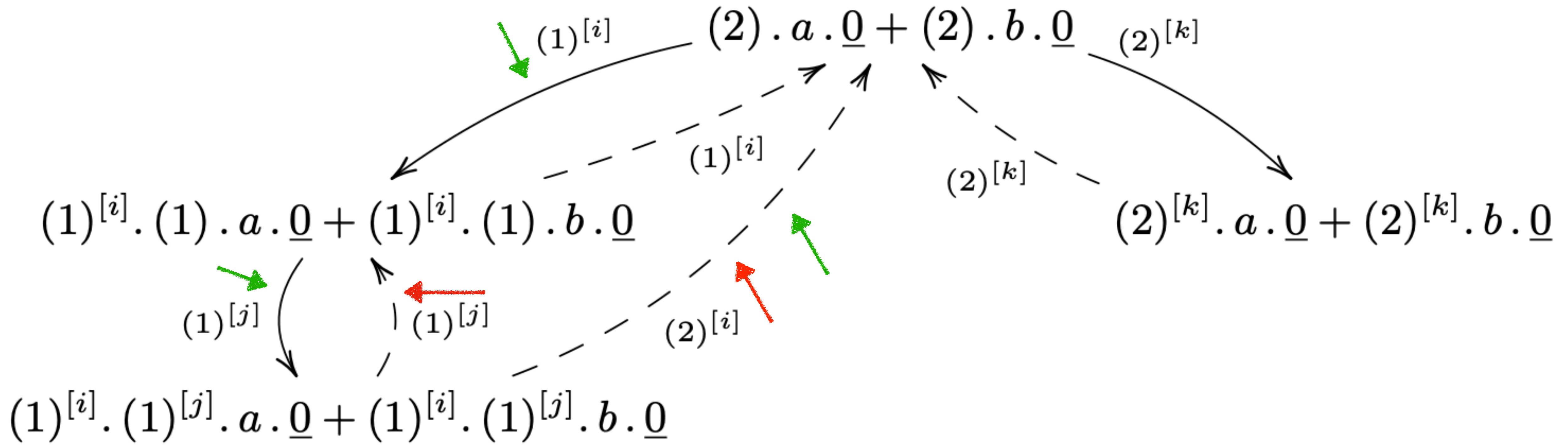
No BTI



No BTI



No BTI

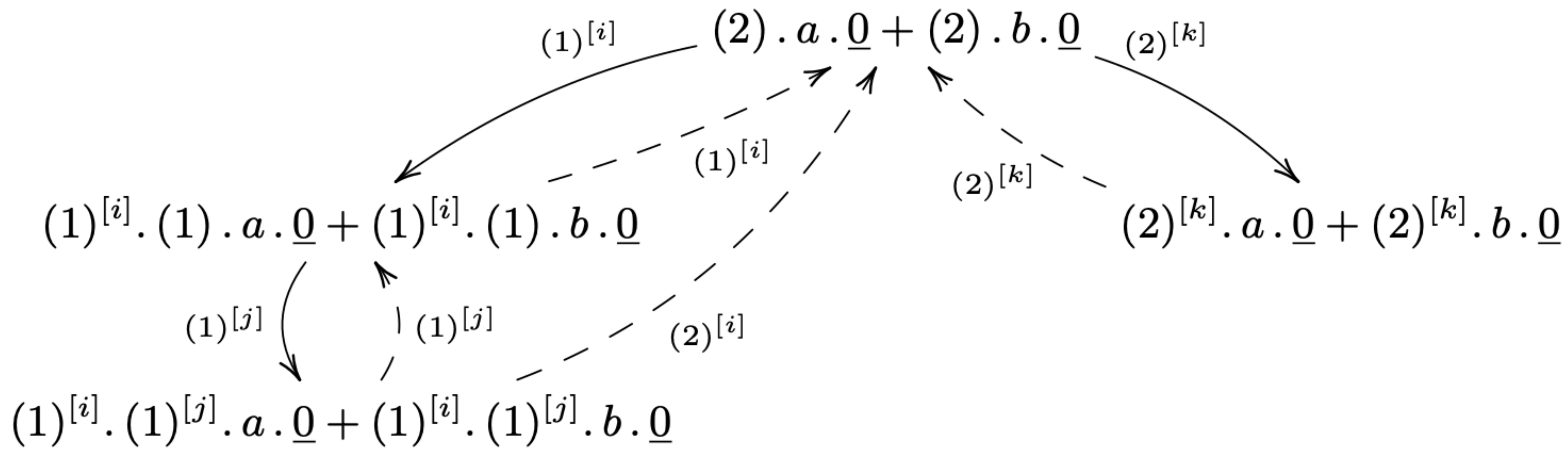


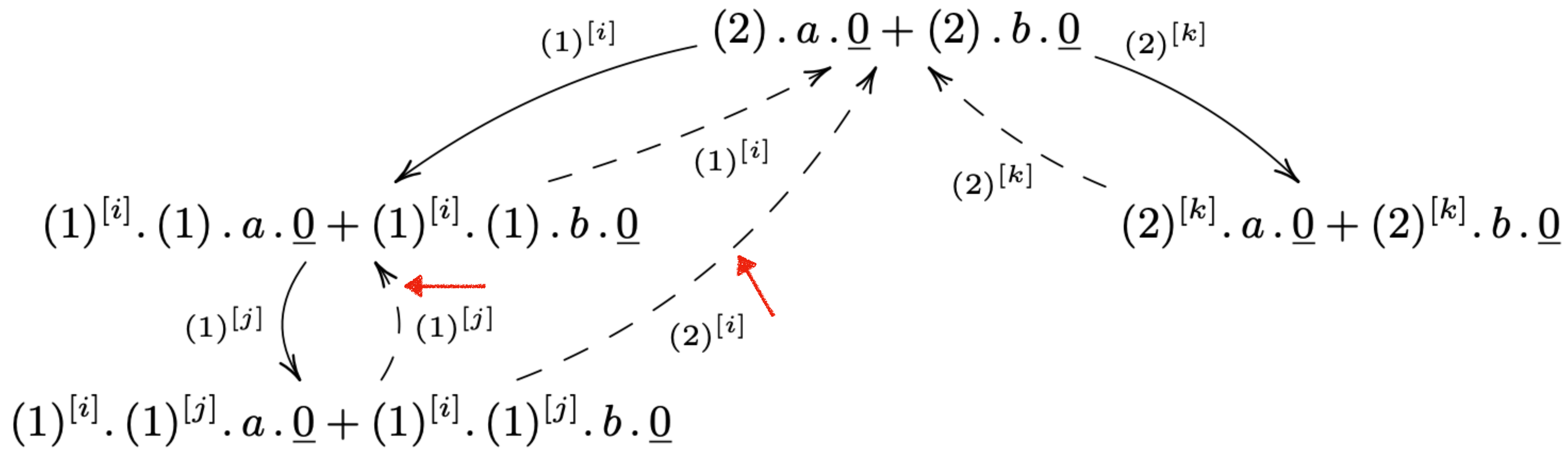
No BTI

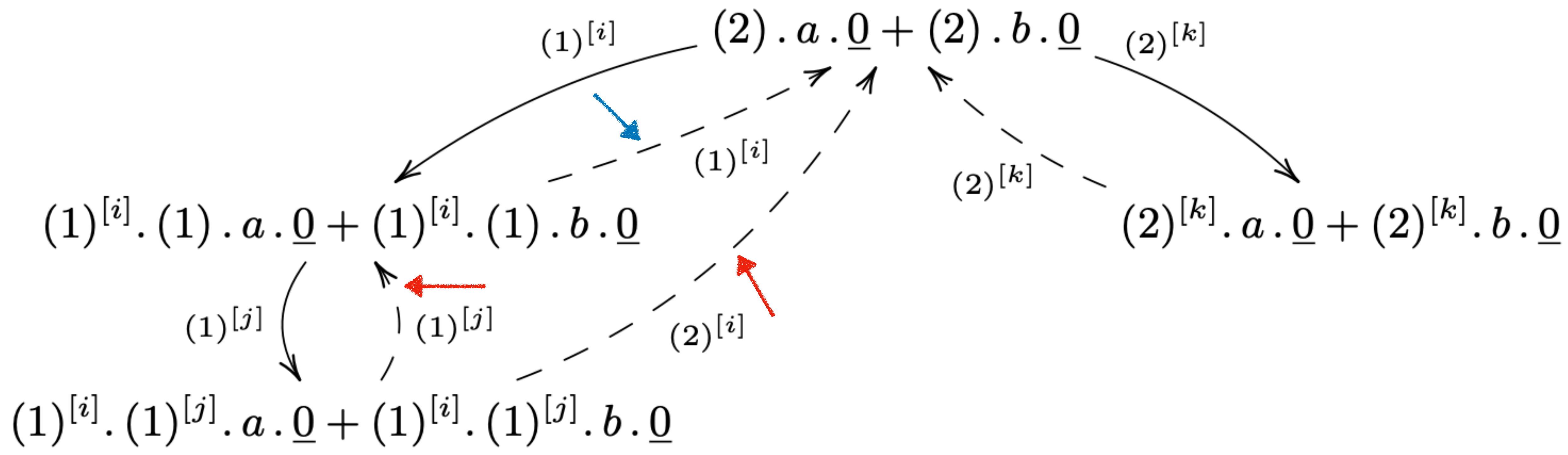
No classical loop lemma

Backward triangularity

Lemma 3 (backward triangularity). *Let $R \in \mathbb{P}$. Whenever $R \overset{(n)^{[i]}}{\dashrightarrow}_{\mathfrak{d}} S_1$ and $R \overset{(m)^{[j]}}{\dashrightarrow}_{\mathfrak{d}} S_2$ with $m > n$, then $S_1 \overset{(m-n)^{[k]}}{\dashrightarrow}_{\mathfrak{d}} S_2$. ■*







Causal equivalence

Definition 2 (causal equivalence). Causal equivalence \asymp is the smallest equivalence relation over paths that is closed under composition and satisfies the following:

1. $\theta_1\theta'_2 \asymp \theta_2\theta'_1$ for any two coinitial concurrent action transitions $\theta_1 : R \xrightarrow{a[i]} R_1$ and $\theta_2 : R \xrightarrow{b[j]} R_2$ and any two cofinal action transitions $\theta'_2 : R_1 \xrightarrow{b[j]} S$ and $\theta'_1 : R_2 \xrightarrow{a[i]} S$ respectively composable with the previous ones.
2. $\theta\bar{\theta} \asymp \epsilon$ and $\bar{\theta}\theta \asymp \epsilon$ for any transition θ .
3. $\omega_1\bar{\omega}_2 \asymp \epsilon$ and $\bar{\omega}_2\omega_1 \asymp \epsilon$ for any two coinitial and cofinal forward paths ω_1 and ω_2 with delay transitions only such that $\mathbf{time}(\omega_1) = \mathbf{time}(\omega_2)$. ■

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Properties

Lemma 5 (parabolic lemma). *For any path ω , there exist two forward paths ω_1 and ω_2 such that $\omega \asymp \overline{\omega_1}\omega_2$ and $|\omega_1| + |\omega_2| \leq |\omega|$. ■*

We could not exploit the axioms of Lanese, Phillips & Ulidowski to prove PB

Theorem 1 (causal consistency). *Let ω_1 and ω_2 be two paths. Then $\omega_1 \asymp \omega_2$ iff ω_1 and ω_2 are both coinitial and cofinal. ■*

We could not exploit the axioms of Lanese, Phillips & Ulidowski to prove CC

PB + WF (+ **looplemma**) = CC

Timeout operator

Under maximal progress, we can encode a timeout operator $\text{Timeout}(P, Q, n)$

- It allows the process P to communicate with the environment **within n** units of time
- After this time has passed, and P has not communicated yet, the process Q takes control

$$\text{TIMEOUT}(P, Q, n) = P + (n) . \tau . Q$$

Erlang receive

```
1 process_A () ->
2   receive
3     X -> handleMsg ()
4     after 50 ->
5       handleTimeout ()
6   end end.
```

```
7 process_B (Pid) ->
8   timer:sleep (100) ,
9   Pid! Msg end.
10
11 PidA=spawn (?MODULE, process_A , [ ] ) ,
12 spawn (?MODULE, process_B , [PidA] ) .
```

Process A awaits a message from the environment (B)

- If the message is received within 50 ms then handleMsg() is called
- Otherwise handleTimeout() is called

RTPC example

$$A = \text{TIMEOUT}(a.P, Q, 50)$$

$$B = (100).a.\underline{0}$$

P is the process encoding `handleMsg()`

Q is the process encoding `handleTimeout()`

$$A \parallel_{\{a\}} B \xrightarrow{(50)^{[i]}_a} (a.P + (50)^{[i]}. \tau.Q) \parallel_{\{a\}} ((50)^{[i]}. (50).a.\underline{0})$$
$$\xrightarrow{\tau[j]_a} (a.P + (50)^{[i]}. \tau[j].Q) \parallel_{\{a\}} ((50)^{[i]}. (50).a.\underline{0})$$

Conclusions

- We have studied reversibility in a calculus with
 - Eagerness / laziness and where time is modelled via numeric delays
 - Numeric delays are subject to time additivity
- Because of time additivity
 - Loop property is stated differently
 - BTI does not hold

As future work, we plan to investigate suitable notions of bisimilarity for RTPC

Better way to deal with dynamic delay prefix (use zone?)

Study reversibility and dense time

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