

ACP and PGA

Two Algebraic Theories in Computer Science

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Overview

- ACP - Algebra of Communicating Processes
 - Axioms
 - SubScript: GUI Application
- PGA - Program Algebra
 - Axioms
 - Java static variable initialization puzzler
- Conclusion

Algebra of Communicating Processes - 1

Bergstra & Klop, Amsterdam, 1982 - ...

ACP ~ Boolean Algebra

- + choice
- sequence
- 0 deadlock
- 1 empty process

atomic actions a, b, \dots

parallelism

communication

disruption, interruption

time, space, probabilities

money

...

Algebra of Communicating Processes - 2

$$x+y = y+x$$

$$(x+y)+z = x+(y+z)$$

$$x+x = x$$

$$(x+y) \cdot z = x \cdot z + y \cdot z$$

$$(x \cdot y) \cdot z = x \cdot (y \cdot z)$$

$$0+x = x$$

$$0 \cdot x = 0$$

$$1 \cdot x = x$$

$$x \cdot 1 = x$$

$$(x+1) \cdot y = x \cdot y + 1 \cdot y$$

$$= x \cdot y + y$$

Algebra of Communicating Processes - 3

$$x \parallel y = x \ll y + y \ll x + x | y$$

$$(x+y) \ll z = \dots$$

$$a \cdot x \ll y = \dots$$

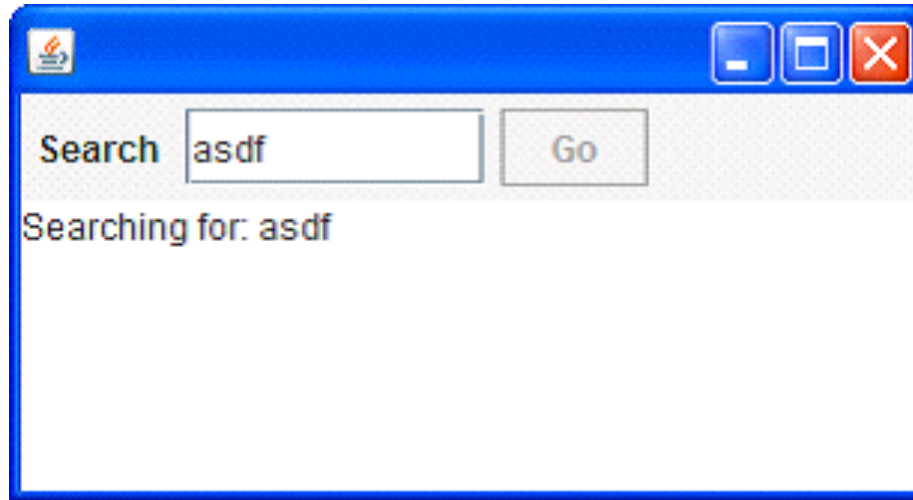
$$1 \ll x = \dots$$

$$0 \ll x = \dots$$

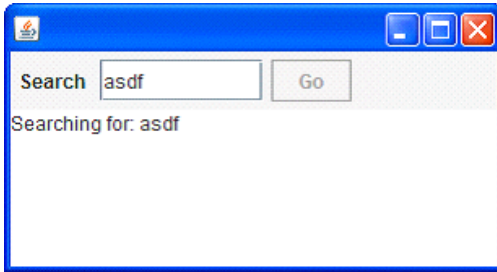
$$(x+y) | z = \dots$$

$$\dots = \dots$$

SubScript: GUI application - 1

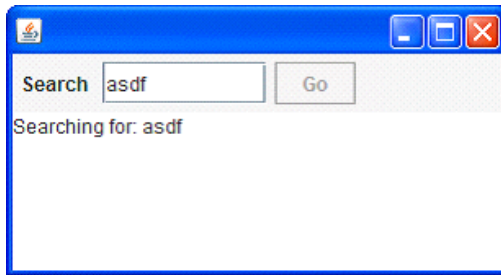


- Input Field
- Search Button
- Searching for...
- Results



SubScript: GUI application - 2

```
val searchButton = new Button("Go") {  
  reactions.+= {  
    case ButtonClicked(b) =>  
      enabled = false  
      outputTA.text = "Starting search..."  
      new Thread(new Runnable {  
        def run() {  
          Thread.sleep(3000)  
          SwingUtilities.invokeLater(new Runnable {  
            def run() { outputTA.text="Search ready"  
              enabled = true  
            }  
          })  
        })  
      }).start  
    }  
  }  
}
```



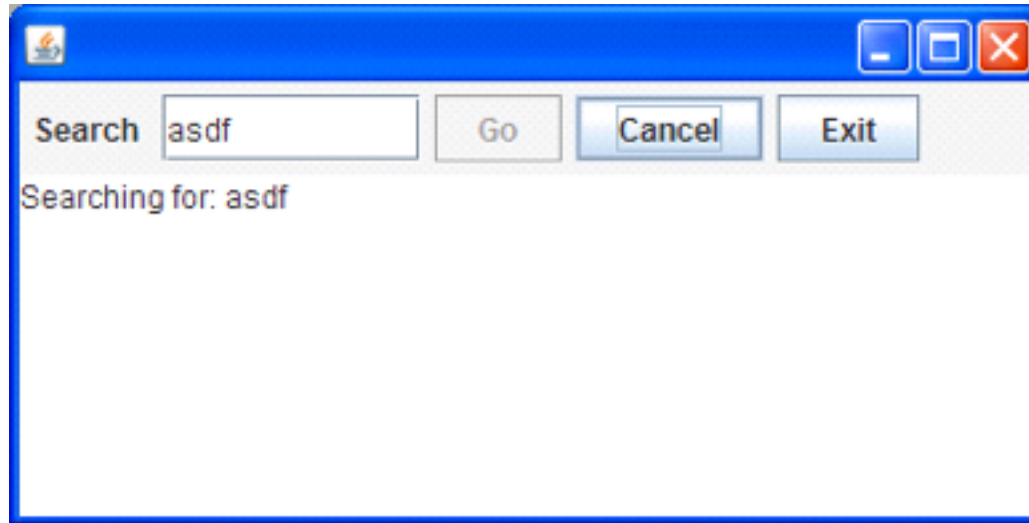
SubScript: GUI application - 3


live = searchSequence...

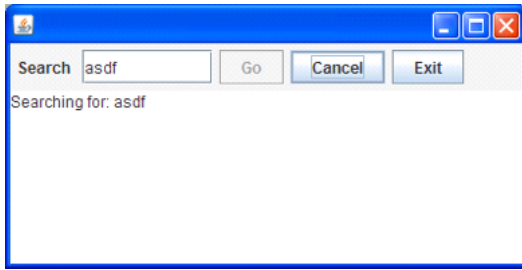
searchSequence = searchCommand
showSearchingText
searchInDatabase
showSearchResults

searchCommand = searchButton
showSearchingText = @gui: {:outputTA.text = "...":}
showSearchResults = @gui: {:outputTA.text = "...":}
searchInDatabase = {* Thread.sleep(3000) *}

SubScript: GUI application - 4




- **Search:** button or **Enter** key
- **Cancel:** button or **Escape** key
- **Exit:** button or  ; ; “**Are you sure?**”...
- Search only allowed when input field **not** empty
- Progress indication



SubScript: GUI application - 5

```

live = searchSequence... || exit

searchCommand = searchButton + Key.Enter
cancelCommand = cancelButton + Key.Escape
exitCommand = exitButton + windowClosing 
exit = exitCommand @gui: confirmExit ~~(b:Boolean)~~> while(!b)
cancelSearch = cancelCommand @gui: showCanceledText

searchSequence = searchGuard searchCommand
                 showSearchingText searchInDatabase showSearchResults
                 / cancelSearch

searchGuard = if(!searchTF.text.isEmpty) . anyEvent(searchTF) ...

searchInDatabase = {*Thread.sleep(3000)*} || progressMonitor
progressMonitor = {*Thread.sleep( 250)*}
                 @gui:{searchTF.text+=here.pass} ...
  
```

PGA - Program Algebra

/ Instruction Sequences **1**

- Computational Model
- Alternative for Turing Machine
- Close to Assembly Language: jumps
- Sequential composition
- Axioms
- Higher levels: PGLA, PGLB, ...
- Defined using simple projections
- Applied to
 - method call dispatch in Ruby
 - static variable initialization in Java

PGA - Program Algebra

/ Instruction Sequences 2

Primitive instructions: for each $a \in A$, $k \in \mathbb{N}$

- a - basic instruction; execution yields true/false
- $+a$ - positive test instruction
 - a true: execute next instruction
 - a false: skip next instruction
- $-a$ - negative test instruction
- $!$ - termination instruction
- $\#k$ - relative jump instruction

Programs X, Y, \dots

- Primitive instruction
- $X; Y$
- $X^\omega (= X; X; X; \dots)$

PGA - Program Algebra

/ Instruction Sequences 3

Axioms for instruction sequence congruence:

$$(X; Y); Z = X; (Y; Z) \quad (\text{PGA1})$$

$$(X^n)^\omega = X^\omega \quad (\text{PGA2, } n \geq 1, X^1 = X, X^{n+1} = X; X^n)$$

$$X^\omega; Y = X^\omega \quad (\text{PGA3})$$

$$(X; Y)^\omega = X; (Y; X)^\omega \quad (\text{PGA4})$$

A proof of unfolding (i.e., $X^\omega = X; X^\omega$):

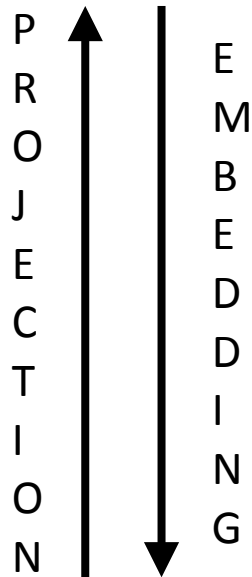
$$X^\omega = (X; X)^\omega \quad (\text{PGA2, } n = 2)$$

$$= X; (X; X)^\omega \quad (\text{PGA4})$$

$$= X; X^\omega \quad (\text{PGA2})$$

PGA - Program Algebra

/ Instruction Sequences 4



PGA

PGLA \#n repeat last n instructions

PGLB backward jump

PGLC conventional termination, without !

PGLD absolute jump

PGLD_g numeric labels, jump-to instruction

PGLE Instruction refinement preparation

PGLE_c If-then-else

PGLE_{cw} While

PGA - Program Algebra / Instruction Sequences 5

What is a program?

Answer (Bergstra, ±1998):

- A program is defined relative to a programming language
- A programming language is a pair (L, ϕ) with L a set of expressions and ϕ a projection to **PGA**

PGA - Program Algebra / Instruction Sequences 6

Projection semantics for multi-file programs

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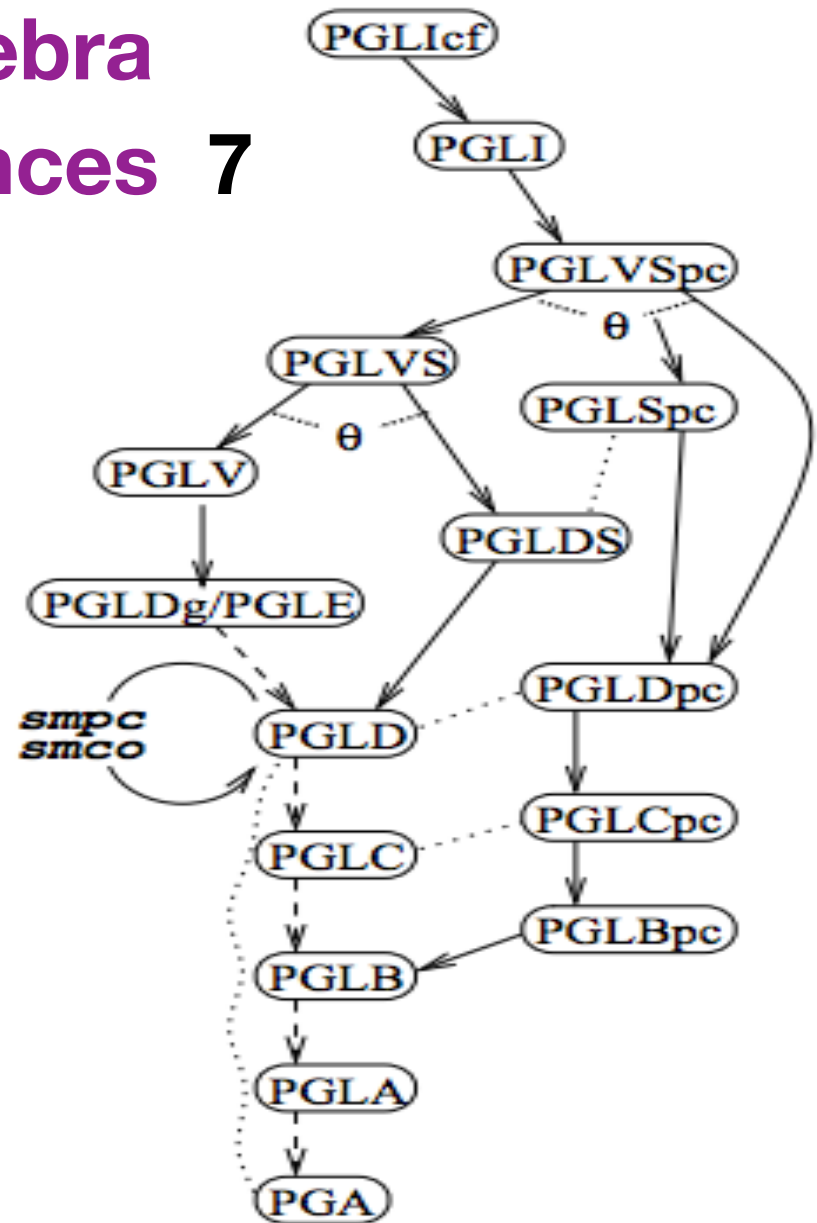
Microsoft

May 8, 2003

Abstract

The multi-file paradigm – where program modules are located in different files – as exhibited in Java, is investigated using the program algebra PGA. In order to do so a number of auxiliary results in the context of PGA are presented: languages with explicit location of execution (PC), method invocation, structured programming, and a flat file system.

PGA - Program Algebra / Instruction Sequences 7



PGA - Program Algebra

/ Instruction Sequences 8

File	c0.java	c1.java	c2.java
Java Code	<pre>class c0 { static void main (String s[]) { c1.m7(); } }</pre>	<pre>class c1 { static boolean b3 = c2.b5; static boolean b6 = true; static void m7() { if (b3) { b3 = false; c2.b5 = false; m7(); } else { c2.m8(); } } }</pre>	<pre>class c2 { static boolean b4 = c1.b6; static boolean b5 = true; static void m8() { System.out.println(b4); System.out.println(b5); System.out.println(c1.b6); } }</pre>

PGA - Program Algebra

/ Instruction Sequences 9

File	c0.java	c1.java	c2.java
PGLIcf Code	<pre>R##c2[1]; R##c1[1]; R##c1[7]; !</pre>	<pre>[1] -smbv:5; ##[2]; smbv:3.set:true; [2]; smbv:6.set:true; ##R; [7]; -smbv:3; ##[3]; smbv:3.set:false; smbv:5.set:false; R##[7]; ##[9]; [3]; R##c2[8]; [9]; ##R</pre>	<pre>[1] -smbv:6; ##[2]; smbv:4.set:true; [2]; smbv:5.set:true; ##R; [8]; *skip; ##R</pre>

PGA - Program Algebra

/ Instruction Sequences 10

PGLI		
<pre> R##[2,1]; R##[1,1]; R##[1,7]; !; !; !; [2,1]; -smbv:6; ##[2,2]; smbv:4.set:true; [2,2]; smbv:5.set:true; ##R; </pre>	<pre> [2,8]; *skip; ##R; !; !; [1,1]; -smbv:5; ##[1,2]; smbv:3.set:true; [1,2]; smbv:6.set:true; ##R; [1,7]; </pre>	<pre> -smbv:3; ##[1,3]; smbv:3.set:false; smbv:5.set:false; R##[1,7]; ##[1,9]; [1,3]; R##[2,8]; [1,9]; ##R; !; ! </pre>

Jan Bergstra

- 1951; Mathematician
- 1976-1982 Leiden University: Logic, λ
- 1982-2016 University of Amsterdam:
 - 1982: ACP, with Jan Willem Klop
 - 1997: Java semantics
 - 1998: PGA, with Marijke Loots e.a.
 - 2004: Promise Theory, with Mark Burgess
 - 2005: Thread Algebra
 - 2010: Proposition Algebra
- 2013: Head Informatics Section Academia Europaea



Conclusion

- **ACP**
 - Very Applicable to Programming: SubScript
 - Low Acceptance
 - Lower than CSP, CCS
- **PGA**
 - Potential Successor of Turing Machine
 - Barely Known
 - Opportunities

References

- **SubScript**
 - Main site: subscript-lang.org
 - Repository: github.com/scala-subscript
- **Jan Bergstra**
 - Personal page: staff.fnwi.uva.nl/j.a.bergstra
- **PGA**
 - Main site: www.science.uva.nl/research/prog/projects/pga/
 - Program algebra for sequential code: staff.fnwi.uva.nl/a.ponse/DPM/JLAP51-125-156.pdf
 - Projection semantics for multi-file programs: www.science.uva.nl/research/prog/projects/pga/pub/MF.pdf
 - A Projection of the Object Oriented Constructs of Ruby to Program Algebra: ivi.fnwi.uva.nl/tcs/pub/mastertheses/RMGeerlings.ps.gz
 - An Introduction to Program and Thread Algebra www.cs.swan.ac.uk/cie06/files/d133/c06.pdf
 - A SWOT analysis of Instruction Sequence Theory <http://vixra.org/pdf/1502.0231v1.pdf>