

Adaptive choreographies

A photograph of five women in matching pink one-piece swimsuits water skiing in a line on a lake. They are holding onto a tow rope and have their arms extended outwards. The water is blue with white spray from the skis. The background shows a hazy shoreline with trees.

Ivan Lanese
Computer Science Department
University of Bologna/INRIA
Italy

Joint work with Mila Dalla Preda, Jacopo
Mauro and Maurizio Gabbrielli

Choreographies

- Allow to describe the behavior of a distributed communicating system at the very abstract level
- Based on interactions of the form $a \xrightarrow{o} b$
- Composed using different operators (sequence, parallel, ...)
- Possibly extended with other information (data, ...)
- Very similar to global types in multiparty session types

Choreography projection

- Allow to automatically derive from a choreography a description of the behavior of each participant
- When interacting, the participant behave as specified by the choreography
 - Requires some conditions on the choreography
- The projection of $a \xrightarrow{o} b; b \xrightarrow{o'} c$ is $[\bar{o}]_a \parallel [o; \bar{o}']_b \parallel [o']_c$

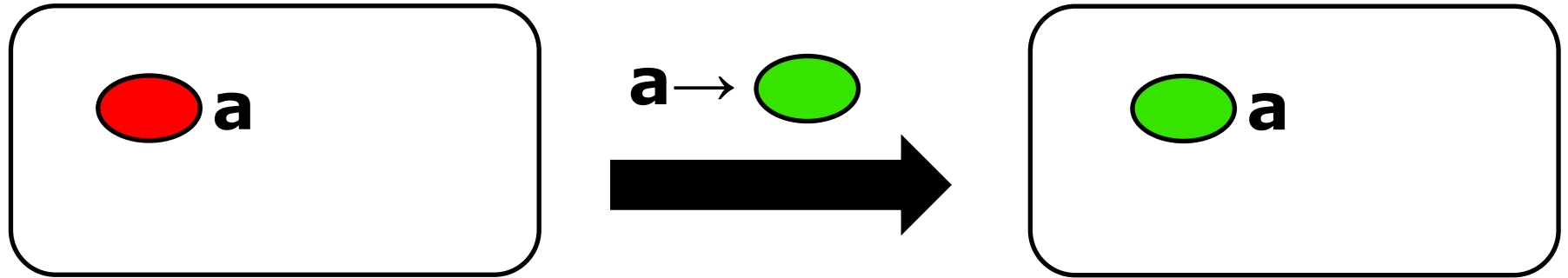
Adaptation

- Systems should live for long periods of time in ever changing environments
- Users can change their minds
- The system should adapt to satisfy new requirements
 - Adaptation at runtime
 - Adaptation details not known when the system has been designed or even started
- Lots of works on adaptation
- Very little guarantees on what happens after adaptation
 - Which properties does the system satisfy?
 - Is it still safe?

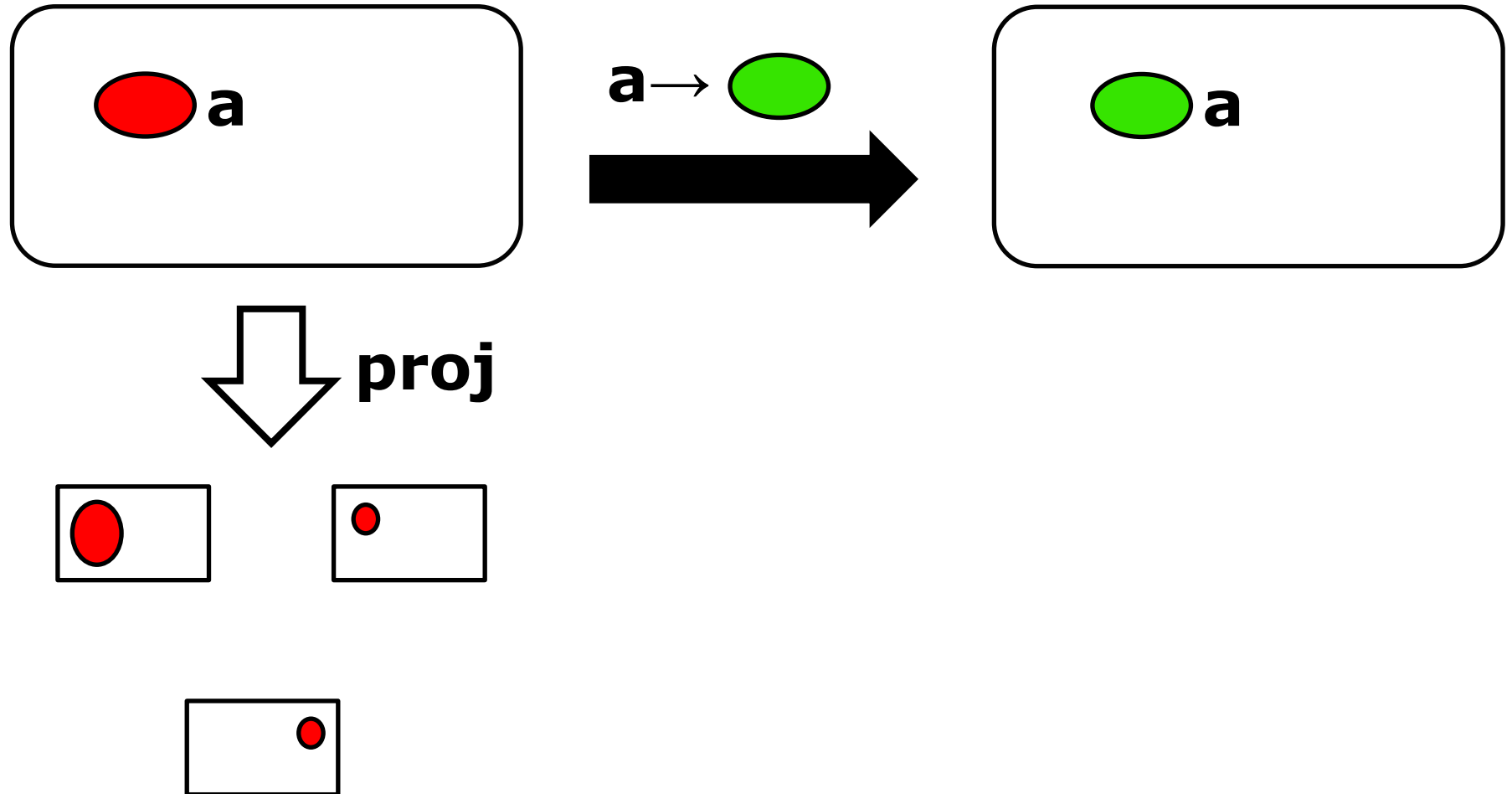
Our approach

- Extend choreographies with adaptation scopes
 - Part of the choreography that may be adapted
- Adaptation is specified by adaptation rules
 - Include the new code for the scope
 - Include information on when and where the rule can be applied
- The effect of the rules at choreography level is clear
- The projection of the rules is applied to the projected system

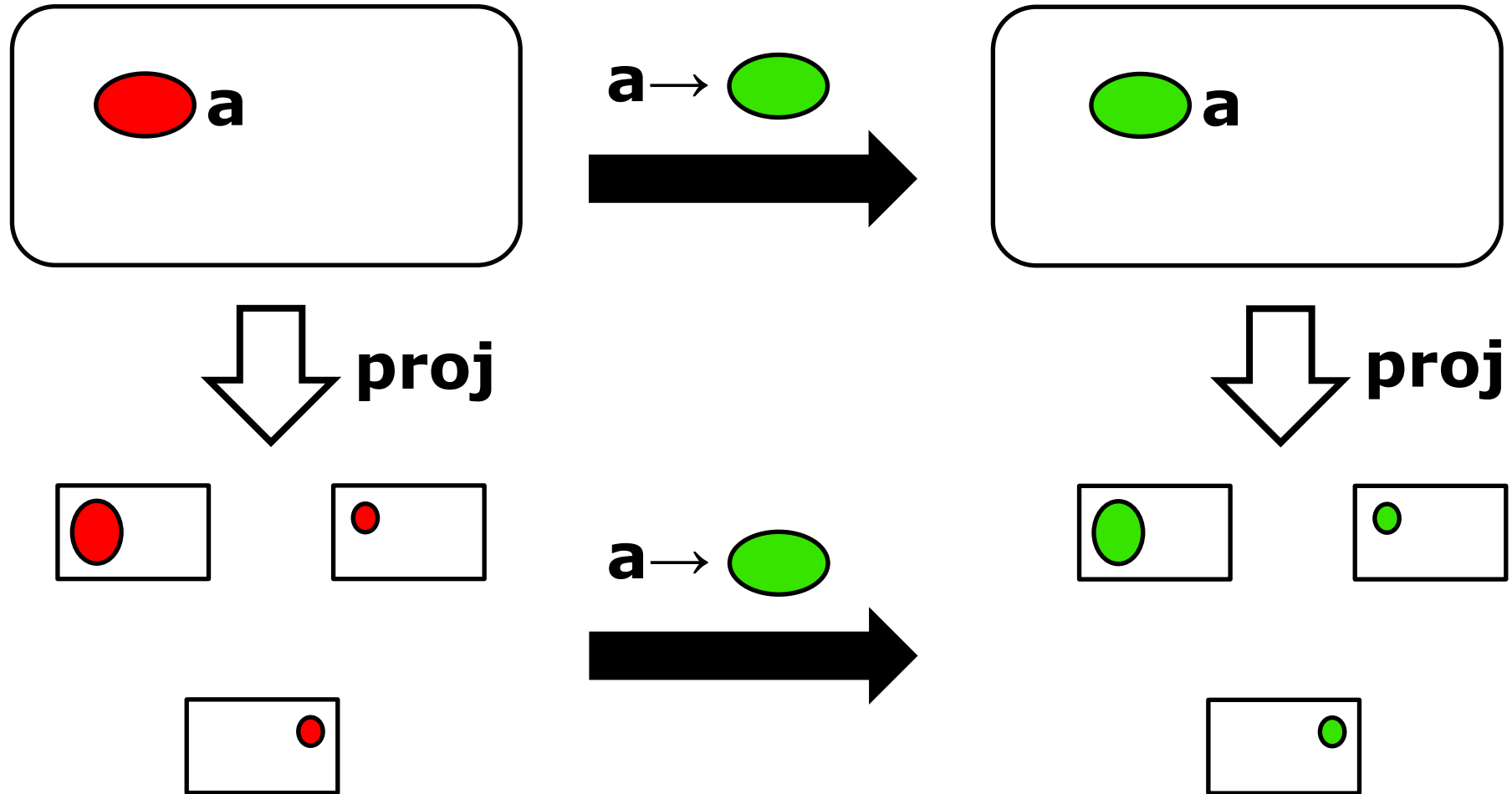
Our approach, graphically



Our approach, graphically



Our approach, graphically



Results

- We can adapt distributed communicating systems
- The adaptive system follows the behavior prescribed by the choreography under all possible adaptations
- The adapted system is deadlock free by construction

Open issues

- Is it possible to restate/extend this approach using multiparty session types?
- What is needed to go towards an implementation?
 - More concrete language
 - Add data
- Can we specify other forms of adaptation?

End of talk

Thanks!

QUESTIONS?