

LNCS 4137

Christel Baier
Holger Hermanns (Eds.)

CONCUR 2006 – Concurrency Theory

17th International Conference, CONCUR 2006
Bonn, Germany, August 2006
Proceedings



Springer

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Library of Congress Control Number: 2006930603

CR Subject Classification (1998): F.3, F.1, D.3, D.1, C.2

LNCS Sublibrary: SL 1 – Theoretical Computer Science and General Issues

ISSN 0302-9743
ISBN-10 3-540-37376-4 Springer Berlin Heidelberg New York
ISBN-13 978-3-540-37376-6 Springer Berlin Heidelberg New York

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Printed in Germany

Typesetting: Camera-ready by author, data conversion by Scientific Publishing Services, Chennai, India
Printed on acid-free paper SPIN: 11817949 06/3142 5 4 3 2 1 0

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Preface

This volume contains the proceedings of the 17th International Conference on Concurrency Theory (CONCUR) held in Bonn, Germany, August 27–30, 2006.

The purpose of the CONCUR conference series is to bring together researchers, developers and students in order to advance the theory of concurrency and promote its applications. Interest in this topic is continuously growing, as a consequence of the importance and ubiquity of concurrent systems and their applications and the scientific relevance of their foundations. The scope of CONCUR covers all areas of semantics, logics, and verification techniques for concurrent systems. Topics include basic models and logics of concurrent and distributed computation (such as process algebras, Petri nets, domain theoretic or game theoretic models, modal and temporal logics), specialized models or classes of systems (such as circuits, synchronous systems, real-time and hybrid systems, stochastic systems, databases, mobile and migrating systems, parametric protocols, security protocols), related verification techniques and tools (such as state-space exploration, model-checking, synthesis, abstraction, automated deduction, testing), and related programming models (such as distributed, constraint- or object-oriented, graph rewriting, as well as associated type systems, static analyses, abstract machines, and environments).

This volume starts with five invited papers covering the invited lectures and tutorials of the conference. The remaining 29 papers were selected by the Programme Committee out of 101 submissions after a very intensive reviewing and discussion phase. We would like to thank the members of the Programme Committee and the external reviewers for their excellent and hard work.

The conference programme contained three invited lectures and two invited tutorials. The invited talks were given by Edward A. Lee (University of California at Berkeley, USA), Jan Willem Klop, (Free University of Amsterdam, The Netherlands) and Orna Kupferman (Hebrew University, Israel), and the invited tutorials by Uwe Nestmann (Technical University of Berlin, Germany) and Roberto Segala (University of Verona, Italy).

Eleven workshops are affiliated to CONCUR 2006:

- Formal Methods for Industrial Critical Systems (FMICS) organized by Lubos Brim and Martin Leucker
- Verification of Infinite-State Systems (INFINITY) organized by Ahmed Bouajjani
- Expressiveness in Concurrency (EXPRESS) organized by Roberto Amadio and Iain Phillips
- Structural Operational Semantics (SOS) organized by Rob van Glabbeek and Peter D. Mosses
- Geometric and Topological Methods in Concurrency (GETCO) organized by Eric Goubault

- German Verification Day (GVD), organized by Werner Damm and Wolfgang Paul
- Foundations of Coordination Languages and Software Architectures (FO-CLASA) organized by Carlos Canal and Mirko Viroli
- Parallel and Distributed Model Checking (PDMC) organized by Boudewijn Haverkort and Jaco van de Pol
- Security Issues in Coordination Models, Languages, and Systems (SecCo) organized by Dieter Gollmann and Peter Ryan
- Control and Observation of Real-Time Open Systems (CORTOS) organized by Franck Cassez
- Graph Transformation for Verification and Concurrency (GT-VC) organized by Arend Rensink

We would like to thank the CONCUR Steering Committee, the workshop organizers, the authors, and all Organizing Committee members for their contributions to the success of the conference. Finally, we gratefully acknowledge the generous support received from the Deutsche Forschungsgemeinschaft (DFG) and from the European Research Consortium for Informatics and Mathematics (ERCIM).

June 2006

Christel Baier and Holger Hermanns

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Modeling Timed Concurrent Systems

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Abstract. Timed concurrent systems are widely used in concurrent and distributed real-time software, modeling of hybrid systems, design of hardware systems (using hardware description languages), discrete-event simulation, and modeling of communication networks. They consist of concurrent components that communicate using timed signals, that is, sets of (semantically) time-stamped events. The denotational semantics of such systems is traditionally formulated in a metric space, wherein causal components are modeled as contracting functions. We show that this formulation excessively restricts the models of time that can be used. In particular, it cannot handle super-dense time, commonly used in hardware description languages and hybrid systems modeling, finite time lines, and time with no origin. Moreover, if we admit continuous-time and mixed signals (essential for hybrid systems modeling) or certain Zeno signals, then causality is no longer equivalent to its formalization in terms of contracting functions. In this paper, we offer an alternative semantic framework using a generalized ultrametric that overcomes these limitations.

1 Introduction

This paper focuses on timed concurrent systems modeling. Timed concurrent systems are collections of concurrent components that communicate by use of timed signals. We will define this formally, but intuitively timed signals are functions of a globally defined time. They consist of either continuously evolving values or discrete events or some combination of the two. Semantically, time is a globally shared concept, and causality is intrinsically bound to chronological ordering.

Timed concurrent systems have a wide range of application. They are used in concurrent and distributed real-time software, modeling of hybrid systems, design of hardware systems (using hardware description languages), discrete-event simulation, and modeling of communication networks.

The importance of precise mathematical models for such systems cannot be overemphasized. In short, they establish canonical denotational definitions of timed programming languages, thereby providing the means for reasoning about the correctness of individual implementations, as well as allowing hidden commonalities of seemingly different timed systems to emerge.

Unfortunately, timed systems are not amenable to standard order-theoretic denotational semantic approaches as they may realize non-monotonic functions over the sequences of observable actions [25]. Yet interesting results have been obtained by imposing a fixed lower bound on the reaction time of the involved components, effectively precluding Zeno behavior, where an infinite number of actions takes place over a finite interval of time. This has permitted the successful employment of traditional metric-space theory in the construction of well-defined mathematical models for these constrained classes of timed concurrent systems [23,25,11,2,4,6].

In this paper, we expose a number of limitations in the traditional metric-space approach that hinder generalization to broader classes of timed concurrent systems. We then proceed to develop the fundamentals of a semantic framework for timed concurrent systems that is more broadly applicable. The underlying assumption is that a timed concurrent system can be modeled as a single system function, and that the behavior of the system corresponds to a fixed point of that function. In practice, to obtain this function, we have to be concerned about composition. That is, given the functions for the interconnected components, we need to be able to compose them to obtain the system function. The techniques given in this paper facilitate such composition.

This paper begins with a brief review of metric spaces, a definition of timed signals, and a review of a metric-space semantics for timed concurrent systems. During this review, we point out several limitations in this traditional approach. We then develop an alternative based on generalized ultrametric spaces, and discuss how it overcomes these limitations.

2 Mathematical Preliminaries

A *metric space* (X, d) is a set X with a *metric distance function* $d: X \times X \rightarrow \mathbb{R}_0$ such that for all $x, y, z \in X$,

1. $d(x, y) = 0$ if and only if $x = y$,
2. $d(x, y) = d(y, x)$, and
3. $d(x, z) \leq d(x, y) + d(y, z)$.

If the metric distance function d also satisfies

4. $d(x, z) \leq \max(d(x, y), d(y, z))$

for all $x, y, z \in X$, then (X, d) is an *ultrametric space* and d an *ultrametric distance function*.

The value $d(x, y)$ quantifies how closely x approximates y . An element $x \in X$ is the *limit* of a sequence $\{x_k\}_{k \in \mathbb{N}}$, where \mathbb{N} is the set of all natural numbers $\{0, 1, 2, \dots\}$, iff for all $\epsilon > 0$, there exists $n \in \mathbb{N}$ such that for all $k \geq n$, $d(x_k, x) < \epsilon$. The sequence is then said to *converge* to x , denoted by $x_k \rightarrow x$. A sequence $\{x_k\}_{k \in \mathbb{N}}$ is *Cauchy* iff for all $\epsilon > 0$, there exists $n \in \mathbb{N}$ such that for all $k, l \geq n$, $d(x_k, x_l) < \epsilon$. A metric space (X, d) is *complete* iff every Cauchy sequence converges to some $x \in X$.

If $B_\delta(x)$ is the set $\{y \in X \mid d(y, x) < \delta\}$, then the collection of such sets $\{B_\delta(x) \mid x \in X, \delta \in \mathbb{R}_+\}$ is a basis of a *topology* on X . This topology is called the *metric topology* induced by d .

Let (X, d) and (X', d') be metric spaces. A function $f: X \rightarrow X'$ is *continuous* iff $x_k \rightarrow x$ implies $f(x_k) \rightarrow f(x)$. It is *contracting* iff for all $x, y \in X$,

$$d'(f(x), f(y)) \leq d(x, y).$$

It is *strictly contracting* iff for all $x, y \in X$,

$$x \neq y \implies d'(f(x), f(y)) < d(x, y).$$

It is a δ -*contraction* iff there exists $\delta \in (0, 1)$ such that for all $x, y \in X$,

$$d'(f(x), f(y)) \leq \delta d(x, y).$$

From the theory of metric spaces, the key result used in programming language semantics is the Banach fixed-point theorem [7].

Theorem 1 (Banach). *Let (X, d) be a complete metric space. If the function $f: (X, d) \rightarrow (X, d)$ is a δ -contraction, then f has a unique fixed point in X , denoted by $\text{fix } f$, and for all $x \in X$, $f^k(x) \rightarrow \text{fix } f$.*

3 Timed Signals

In this paper, we are interested in concurrent components that communicate via *timed signals*. We model these using the tagged-signal model [12], where the communication between two components is represented by a set of events. Formally, let \mathcal{T} be a non-empty set of *tags*, and \mathcal{V} a non-empty set of *values*. An *event* is a pair (t, v) in $\mathcal{T} \times \mathcal{V}$. A *signal* is a set of events that typically represents the sum total of the communication between two components along some communication path. For the systems we are interested in, these sets are very likely infinite. Most applications of the tagged-signal model impose structure on the tag set \mathcal{T} and study the consequences of that structure. For example, \mathcal{T} might represent causality properties, time, or activation orders.

3.1 Models of Time

In general, in the tagged signal model, \mathcal{T} is a partially ordered set. In this paper, \mathcal{T} represents time. Our framework admits several models of time, but in all cases, \mathcal{T} will be totally ordered.

Perhaps the most natural choice for \mathcal{T} is the set of non-negative real numbers \mathbb{R}_0 , reflecting a Newtonian physical view of time. The fact that we include only the non-negative reals implies that our timed concurrent networks have a starting point.