

# *CONCURRENT COMPUTATION : A FRAMEWORK*



# *MODELLING CONCURRENCY BY NONDETERMINISM AND FAIRNESS*

- Concurrency is all about “concurrent execution of a system of process.”
  - It is modelled by nondeterministic arrangement of atomic actions of the individual process.
  - Semantics of a concurrent program is given by computation tree.
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## *Contd.....*

- How Fairness is related to concurrent computation ?
- Concurrency = Nondeterminism + Fairness.

# *ABSTRACT MODEL OF CONCURRENT COMPUTATION*

Abstract concurrent program is a triple

$(M, \emptyset_{\text{start}}, \Phi)$  , where

- $M$  is a temporal structure
- $\emptyset_{\text{start}}$  is an atomic proposition corresponding to a distinguished set of starting states in  $M$
- $\Phi$  is a fair scheduling constraint



## *Contd.....*

- **IMPARTIALLY** : Iff every process is executed infinitely often during computation.
  - **WEAK FAIRNESS** :Iff every process is enabled almost every where is executed infinitely often.
  - **STRONG FAIRNESS** :Iff every process enabled infinitely often is executed infinitely often.
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# *CONCRETE MODELS OF CONCURRENT COMPUTATION*

Can be obtained by refining abstract models of concurrent computation by refining it in various ways

- Providing structure for the global state space
  - Defining instructions which each process can execute to manipulate the state space, and
  - Providing concrete domains for each global state space.
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# *CONCRETE MODELS OF PARALLEL COMPUTATION BASED ON SHARED VARIABLES*

It can be refined further by

- By imposing appropriate restrictions on the way instructions can access and manipulate the data.
  - By imposing restrictions on which process are allowed which kind of access to which variables.
  - By specifying domain to the variables.
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# CONCRETE MODELS OF PARALLEL COMPUTATION BASED ON MESSAGE PASSING

The communication primitives are

- $B;e!\alpha$  :send the value of expression  $e$  along  $\alpha$ , provided that guard predicate  $B$  is enabled and there is corresponding receive command ready.
  - $B;v?\alpha$  :receive a value along channel  $\alpha$  and store it in variable  $v$ , provided that guard predicate  $B$  is enabled and there is corresponding send command ready.
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# CONNECTING THE CONCURRENT COMPUTATION FRAMEWORK WITH TEMPORAL LOGIC

- In the linear time framework :  $(M, \emptyset_{\text{start}}, \Phi) \models p$  iff  $\forall x$  in  $M$  such that  $M, x \models \emptyset_{\text{start}}$  and  $M, x \models \Phi$  and  $M, x \models p$
  - In the branching time framework :  $(M, \emptyset_{\text{start}}, \Phi) \models p$  iff  $\forall s$  in  $M$  such that  $M, s \models \emptyset_{\text{start}}$  we have  $M, s \models p_{\Phi}$ , where  $p_{\Phi}$  is the branching time formula obtained from  $p$  by relativizing all path quantification to scheduling constraint  $\Phi$ .
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# QUESTIONS ?

He discussed only some of the very common fair constraints, Can we find out any other?

