

Independent Composition

Dependent Composition $P.Q$ (sequential execution)

P and Q must have exactly the same state variables

Independent Composition $P||Q$ (parallel execution)

P and Q must have completely different state variables

and the state variables of the composition are those of both P and Q

Ignoring time and space variables

$$P||Q = P \wedge Q$$

Independent Composition

example in integer variables x , y , and z

$x := x+1 \parallel y := y+2$

partition the variables:

put x in left part, put y and z in right part

$= x' = x+1 \parallel y' = y+2 \wedge z' = z$

$= x' = x+1 \wedge y' = y+2 \wedge z' = z$

reasonable partition rule

If either x' or $x :=$ appears in a process specification, then x belongs to that process

(then neither x' nor $x :=$ can appear in the other process specification).

If neither x' nor $x :=$ appears at all, then x can be placed on either side of the partition.

Independent Composition

example in variables x , y , and z

$x := y \parallel y := x$

partition: put x in left, y in right, z in either

$= x' = y \wedge y' = x \wedge z' = z$

implementation of a process makes a private copy of the initial value of a variable belonging to the other process if the other process contains an assignment to that variable

Independent Composition

example in boolean variable b and integer variable x

$$b := x = x \parallel x := x + 1$$

replace $x = x$ by \top

$$= b := \top \parallel x := x + 1$$

example in integer variables x and y

$$(x := x + 1. x := x - 1) \parallel y := x$$

$$= ok \parallel y := x$$

$$= y := x$$

Independent Composition

$(x := x+y. \ x := x \times y) \parallel (y := x-y. \ y := x/y)$

Independent Composition

$$(x := x + y. \ x := x \times y) \parallel (y := x - y. \ y := x / y)$$

You should have written

$$(x := x + y \parallel y := x - y). \ (x := x \times y \parallel y := x / y)$$

Independent Composition

$$P \parallel Q = \exists tP, tQ. \quad (\text{substitute } tP \text{ for } t' \text{ in } P)$$

$$\wedge (\text{substitute } tQ \text{ for } t' \text{ in } Q)$$

$$\wedge t' = \max tP \ tQ$$

laws

$$(x := e \parallel y := f). P = (\text{for } x \text{ substitute } e \text{ and independently for } y \text{ substitute } f \text{ in } P)$$

$$P \parallel Q = Q \parallel P \quad \text{symmetry}$$

$$P \parallel (Q \parallel R) = (P \parallel Q) \parallel R \quad \text{associativity}$$

$$P \parallel \text{ok} = \text{ok} \parallel P = P \quad \text{identity}$$

$$P \parallel Q \vee R = (P \parallel Q) \vee (P \parallel R) \quad \text{distributivity}$$

$$P \parallel \text{if } b \text{ then } Q \text{ else } R = \text{if } b \text{ then } (P \parallel Q) \text{ else } (P \parallel R) \quad \text{distributivity}$$

$$\text{if } b \text{ then } (P \parallel Q) \text{ else } (R \parallel S) = \text{if } b \text{ then } P \text{ else } R \parallel \text{if } b \text{ then } Q \text{ else } S \quad \text{distributivity}$$

List Concurrency

$$Li := e \quad = \quad L'i = e \wedge (\forall j: 0, \dots, \#L. j \neq i \Rightarrow L'j = Lj) \wedge x' = x \wedge y' = y \wedge \dots$$

$$Li := e \quad = \quad L'i = e \wedge (\forall j: (\text{this part}) \cdot j \neq i \Rightarrow L'j = Lj) \wedge x' = x \wedge \dots$$

example find the maximum item in a nonempty list

findmax 0 (#L) where

$$\textit{findmax} = \langle i, j \rightarrow i < j \Rightarrow L' i = \text{MAX } L [i;..j] \rangle$$

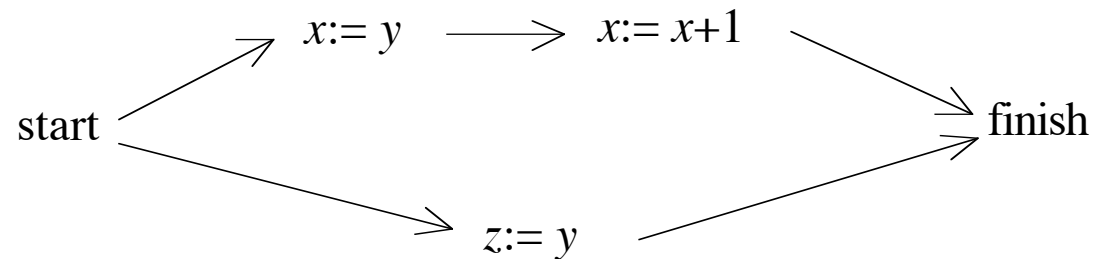
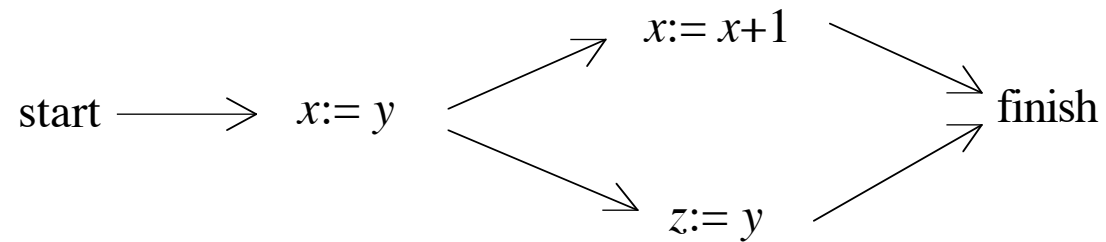
$$\begin{aligned} \textit{findmax } i \ j \Leftarrow & \quad \mathbf{if } j-i = 1 \mathbf{ then } ok \\ & \quad \mathbf{else } (\textit{findmax } i \ (\text{div } (i+j) \ 2) \parallel \textit{findmax } (\text{div } (i+j) \ 2) \ j). \\ & \quad L \ i := \max (L \ i) (L \ (\text{div } (i+j) \ 2)) \end{aligned}$$

recursive time = *ceil* (log (j-i))

Sequential to Parallel Transformation

$$\begin{aligned} & x := y. \ x := x + 1. \ z := y \\ = & \ x := y. \ (x := x + 1 \ \parallel \ z := y) \\ = & \ (x := y. \ x := x + 1) \ \parallel \ z := y \end{aligned}$$

start \longrightarrow $x := y$ \longrightarrow $x := x + 1$ \longrightarrow $z := y$ \longrightarrow finish



Sequential to Parallel Transformation

rules

Whenever two programs occur in sequence, and neither assigns to a variable appearing in the other, they can be placed in parallel.

example $x := z. y := z$ becomes $x := z \parallel y := z$

Whenever two programs occur in sequence, and neither assigns to a variable assigned in the other, and no variable assigned in the first appears in the second, they can be placed in parallel; a copy must be made of the initial value of any variable appearing in the first and assigned in the second.

example $x := y. y := z$ becomes $c := y. (x := c \parallel y := z)$

Buffer

produce =*b*:= *e*.....

consume =*x*:= *b*.....

control = *produce*. *consume*. *control*

$P \longrightarrow C \longrightarrow P \longrightarrow C \longrightarrow P \longrightarrow C \longrightarrow P \longrightarrow C \longrightarrow$

Buffer

produce =*b*:= *e*.....

consume =*x*:= *b*.....

control = *produce*. *newcontrol*

newcontrol = *consume*. *produce*. *newcontrol*

Buffer

produce =*b*:= *e*.....

consume =*x*:= *b*.....

control = *produce*. *newcontrol*

newcontrol = (*consume* || *produce*). *newcontrol*

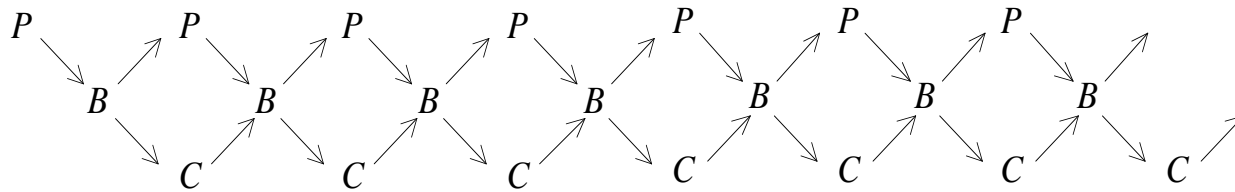
Buffer

$produce = \dots\dots b := e \dots\dots$

$consume = \dots\dots x := c \dots\dots$

$control = produce. newcontrol$

$newcontrol = c := b. (consume \parallel produce). newcontrol$



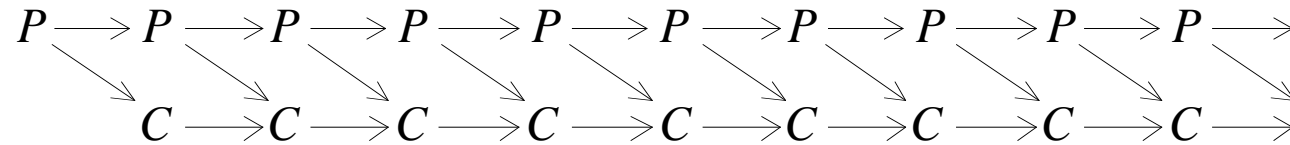
Buffer

produce =*b* *w* := *e*. *w* := *w* + 1

consume =*x* := *b* *r*. *r* := *r* + 1

control = *w* := 0. *r* := 0. *newcontrol*

newcontrol = *produce*. *consume*. *newcontrol*



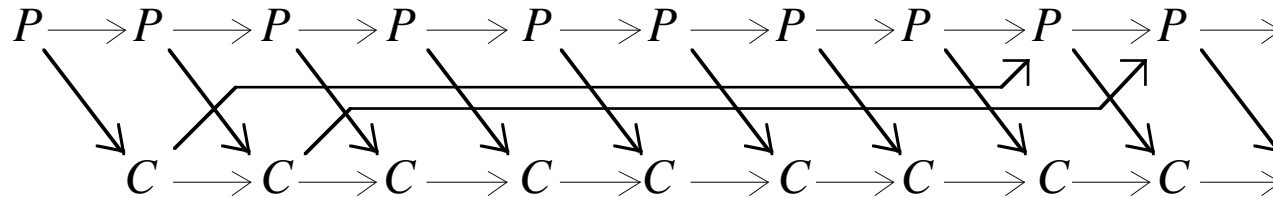
Buffer

produce =*b* *w*:= *e*. *w*:= *mod* (*w*+1) *n*.....

consume =*x*:= *b* *r*. *r*:= *mod* (*r*+1) *n*.....

control = *w*:= 0. *r*:= 0. *newcontrol*

newcontrol = *produce*. *consume*. *newcontrol*



Insertion Sort

define

$$\textit{sort} = \langle n \rightarrow \forall i, j: 0, \dots, n. i \leq j \Rightarrow L\ i \leq L\ j \rangle$$

$$\textit{swap} = \langle i, j: 0, \dots, \#L \rightarrow L\ i := L\ j \parallel L\ j := L\ i \rangle$$

$$\textit{sort}' (\#L) \Leftarrow \textit{sort}\ 0 \Rightarrow \textit{sort}' (\#L)$$

$$\textit{sort}\ 0 \Rightarrow \textit{sort}' (\#L) \Leftarrow \mathbf{for}\ n := 0; \dots, \#L\ \mathbf{do}\ \textit{sort}\ n \Rightarrow \textit{sort}' (n+1)$$

$$\textit{sort}\ n \Rightarrow \textit{sort}' (n+1) \Leftarrow$$

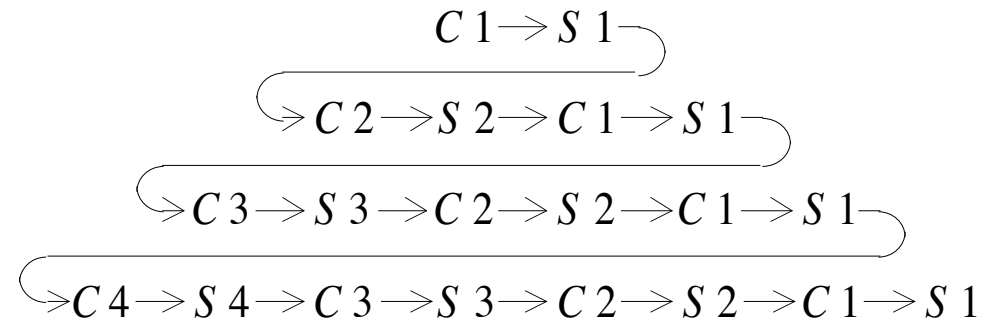
if $n=0$ **then** ok

else if $L\ (n-1) \leq L\ n$ **then** ok

else $(\textit{swap}\ (n-1)\ n. \textit{sort}\ (n-1) \Rightarrow \textit{sort}'\ n)$

$$\begin{array}{cccccc} [& L\ 0 & ; & L\ 1 & ; & L\ 2 & ; & L\ 3 & ; & L\ 4 &] \\ 0 & & 1 & & 2 & & 3 & & 4 & & 5 \end{array}$$

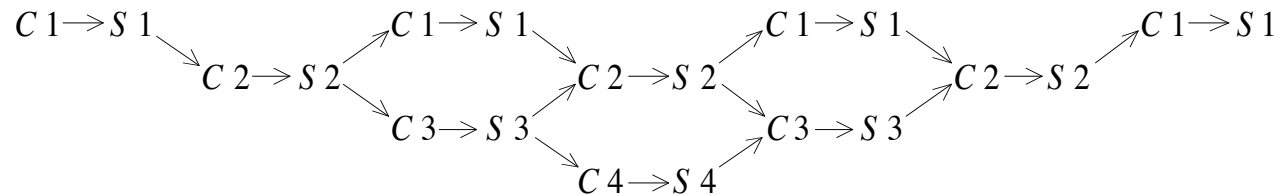
Insertion Sort



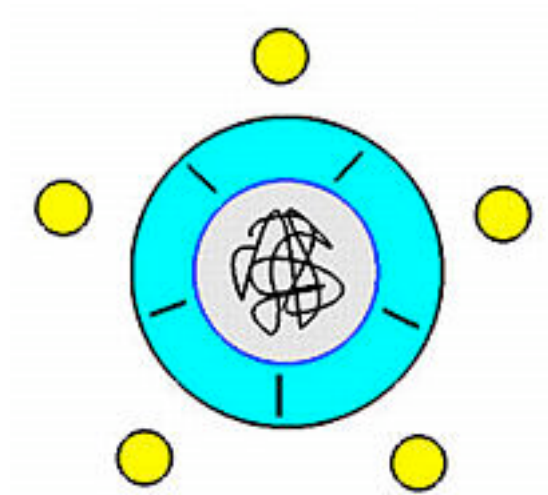
If $abs(i-j) > 1$ then S_i and S_j in parallel

If $abs(i-j) > 1$ then S_i and C_j in parallel

C_i and C_j in parallel



Dining Philosophers



Dining Philosophers

$life = (P\ 0 \vee P\ 1 \vee P\ 2 \vee P\ 3 \vee P\ 4). \ life$

$P\ i = up\ i. \ up(i+1). \ eat\ i. \ down\ i. \ down(i+1)$

$up\ i = chopstick\ i := \top$

$down\ i = chopstick\ i := \perp$

$eat\ i = \cdots \cdots chopstick\ i \cdots \cdots chopstick(i+1) \cdots \cdots$

If $i \neq j$, $(up\ i. up\ j)$ becomes $(up\ i \parallel up\ j)$.

If $i \neq j$, $(up\ i. down\ j)$ becomes $(up\ i \parallel down\ j)$.

If $i \neq j$, $(down\ i. up\ j)$ becomes $(down\ i \parallel up\ j)$.

If $i \neq j$, $(down\ i. down\ j)$ becomes $(down\ i \parallel down\ j)$.

If $i \neq j \wedge i+1 \neq j$, $(eat\ i. up\ j)$ becomes $(eat\ i \parallel up\ j)$.

If $i \neq j \wedge i \neq j+1$, $(up\ i. eat\ j)$ becomes $(up\ i \parallel eat\ j)$.

If $i \neq j \wedge i+1 \neq j$, $(eat\ i. down\ j)$ becomes $(eat\ i \parallel down\ j)$.

If $i \neq j \wedge i \neq j+1$, $(down\ i. eat\ j)$ becomes $(down\ i \parallel eat\ j)$.

If $i \neq j \wedge i+1 \neq j \wedge i \neq j+1$, $(eat\ i. eat\ j)$ becomes $(eat\ i \parallel eat\ j)$.

Dining Philosophers

$$life = (P\ 0 \vee P\ 1 \vee P\ 2 \vee P\ 3 \vee P\ 4). \ life$$

$$P\ i = up\ i. \ up(i+1). \ eat\ i. \ down\ i. \ down(i+1)$$

$$up\ i = chopstick\ i := \top$$

$$down\ i = chopstick\ i := \perp$$

$$eat\ i = \cdots \cdots chopstick\ i \cdots \cdots chopstick(i+1) \cdots \cdots$$

$$life = P\ 0 \parallel P\ 1 \parallel P\ 2 \parallel P\ 3 \parallel P\ 4$$

$$P\ i = (up\ i \parallel up(i+1)). \ eat\ i. \ (down\ i \parallel down(i+1)). \ P\ i$$