

# Contents

Preface by Luca Cardelli	VII
Prologue	XV
Reading Path	XIX
List of Figures	XX
List of Tables	XXIV
Definitions and Properties	XXVII
<b>Part I Review</b>	<b>1</b>
<b>1 Analysis</b>	<b>3</b>
1.1 A Few Definitions . . . . .	3
1.2 Distribution, Parallelism, Concurrency . . . . .	5
1.2.1 Parallel Activities . . . . .	5
1.2.2 Sharing . . . . .	6
1.2.3 Communication . . . . .	6
1.2.4 Synchronization . . . . .	10
1.2.5 Reactive vs. Proactive vs. Synchronous . . . . .	11
1.3 Objects . . . . .	14
1.3.1 Object vs. Remote Reference and Communication . . . . .	14
1.3.2 Object vs. Parallel Activity . . . . .	14
1.3.3 Object vs. Synchronization . . . . .	15
1.4 Summary and Orientation . . . . .	17
<b>2 Formalisms and Distributed Calculi</b>	<b>21</b>
2.1 Basic Formalisms . . . . .	21
2.1.1 Functional Programming and Parallel Evaluation . . . . .	21
2.1.2 Actors . . . . .	23
2.1.3 $\pi$ -calculus . . . . .	26
2.1.4 Process Networks . . . . .	30

2.1.5 $\varsigma$ -calculus . . . . .	31
2.2 Concurrent Calculi and Languages . . . . .	35
2.2.1 MultiLisp . . . . .	35
2.2.2 PICT . . . . .	37
2.2.3 Ambient Calculus . . . . .	40
2.2.4 Join-calculus . . . . .	42
2.2.5 Other Expressions of Concurrency . . . . .	43
2.3 Concurrent Object Calculi and Languages . . . . .	45
2.3.1 ABCL . . . . .	45
2.3.2 Obliq and Øjeblik . . . . .	49
2.3.3 The $\pi\omega\lambda$ Language . . . . .	51
2.3.4 Gordon and Hankin Concurrent Calculus: <b>conc<math>\varsigma</math></b> -calculus	54
2.4 Synthesis and Classification . . . . .	56
<b>Part II ASP Calculus</b>	<b>59</b>
<b>3 An Imperative Sequential Calculus</b>	<b>63</b>
3.1 Syntax . . . . .	63
3.2 Semantic Structures . . . . .	65
3.2.1 Substitution . . . . .	65
3.2.2 Store . . . . .	66
3.2.3 Configuration . . . . .	66
3.3 Reduction . . . . .	66
3.4 Properties . . . . .	68
<b>4 Asynchronous Sequential Processes</b>	<b>69</b>
4.1 Principles . . . . .	69
4.2 New Syntax . . . . .	71
4.3 Informal Semantics . . . . .	71
4.3.1 Activities . . . . .	72
4.3.2 Requests . . . . .	73
4.3.3 Futures . . . . .	73
4.3.4 Serving Requests . . . . .	73
<b>5 A Few Examples</b>	<b>75</b>
5.1 Binary Tree . . . . .	76
5.2 Distributed Sieve of Eratosthenes . . . . .	77
5.3 From Process Network to ASP . . . . .	79
5.4 Example: Fibonacci Numbers . . . . .	80
5.5 A Bank Account Server . . . . .	81
<b>Part III Semantics and Properties</b>	<b>83</b>
<b>6 Parallel Semantics</b>	<b>87</b>

6.1	Structure of Parallel Activities . . . . .	87
6.2	Parallel Reduction . . . . .	89
6.2.1	More Operations on Store . . . . .	89
6.2.2	Reduction Rules . . . . .	91
6.3	Well-formedness . . . . .	98
<b>7</b>	<b>Basic ASP Properties</b>	<b>101</b>
7.1	Notation and Hypothesis . . . . .	101
7.2	Object Sharing . . . . .	104
7.3	Isolation of Futures and Parameters . . . . .	105
<b>8</b>	<b>Confluence Property</b>	<b>107</b>
8.1	Configuration Compatibility . . . . .	107
8.2	Equivalence Modulo Future Updates . . . . .	111
8.2.1	Principles . . . . .	113
8.2.2	Alias Condition . . . . .	114
8.2.3	Sufficient Conditions . . . . .	115
8.3	Properties of Equivalence Modulo Future Updates . . . . .	117
8.4	Confluence . . . . .	118
<b>9</b>	<b>Determinacy</b>	<b>121</b>
9.1	Deterministic Object Networks . . . . .	121
9.2	Toward a Static Approximation of DON Terms . . . . .	124
9.3	Tree Topology Determinism . . . . .	126
9.4	Deterministic Examples . . . . .	126
9.4.1	The Binary Tree . . . . .	126
9.4.2	The Fibonacci Number Example . . . . .	127
9.5	Discussion: Comparing Request Service Strategies . . . . .	130
<b>Part IV A Few More Features</b>		<b>133</b>
<b>10</b>	<b>More Confluent Features</b>	<b>137</b>
10.1	Delegation . . . . .	137
10.2	Explicit Wait . . . . .	141
10.3	Method Update . . . . .	141
<b>11</b>	<b>Non-Confluent Features</b>	<b>143</b>
11.1	Testing Future Reception . . . . .	143
11.2	Non-blocking Services . . . . .	144
11.3	Testing Request Reception . . . . .	145
11.4	Join Patterns . . . . .	146
11.4.1	Translating Join Calculus Programs . . . . .	146
11.4.2	Extended Join Services in ASP . . . . .	147
<b>12</b>	<b>Migration</b>	<b>151</b>

12.1 Migrating Active Objects . . . . .	151
12.2 Optimizing Future Updates . . . . .	153
12.3 Migration and Confluence . . . . .	154
<b>13 Groups</b>	<b>157</b>
13.1 Groups in an Object Calculus . . . . .	157
13.2 Groups of Active Objects . . . . .	160
13.3 Groups, Determinism, and Atomicity . . . . .	162
<b>14 Components</b>	<b>169</b>
14.1 From Objects to Components . . . . .	169
14.2 Hierarchical Components . . . . .	170
14.3 Semantics . . . . .	172
14.4 Deterministic Components . . . . .	174
14.5 Components and Groups: Parallel Components . . . . .	175
14.6 Components and Futures . . . . .	177
<b>15 Channels and Reconfigurations</b>	<b>179</b>
15.1 Genuine ASP Channels . . . . .	179
15.2 Process Network Channels in ASP . . . . .	181
15.3 Internal Reconfiguration . . . . .	182
15.4 Event-Based Reconfiguration . . . . .	183
<b>Part V Implementation Strategies</b>	<b>185</b>
<b>16 A Java API for ASP: ProActive</b>	<b>187</b>
16.1 Design and API . . . . .	187
16.1.1 Basic API and ASP Equivalence . . . . .	188
16.1.2 Mapping Active Objects to JVMs: Nodes . . . . .	189
16.1.3 Basic Patterns for Using Active Objects . . . . .	190
16.1.4 Migration . . . . .	190
16.1.5 Group Communications . . . . .	193
16.2 Examples . . . . .	196
16.2.1 Parallel Binary Tree . . . . .	196
16.2.2 Eratosthenes . . . . .	199
16.2.3 Fibonacci . . . . .	204
<b>17 Future Update</b>	<b>211</b>
17.1 Future Forwarding . . . . .	211
17.2 Update Strategies . . . . .	213
17.2.1 ASP and Generalization: Encompassing All Strategies .	213
17.2.2 No Partial Replies and Requests . . . . .	215
17.2.3 Forward-Based . . . . .	217
17.2.4 Message-Based . . . . .	218
17.2.5 Lazy Future Update . . . . .	220

17.3 Synthesis and Comparison of the Strategies . . . . .	221
<b>18 Loosing Rendezvous</b>	<b>223</b>
18.1 Objectives and Principles . . . . .	223
18.2 Asynchronous Without Guarantee . . . . .	225
18.3 Asynchronous Point-to-Point FIFO Ordering . . . . .	227
18.4 Asynchronous One-to-All FIFO Ordering . . . . .	230
18.5 Conclusion . . . . .	233
<b>19 Controlling Pipelining</b>	<b>235</b>
19.1 Unrestricted Parallelism . . . . .	236
19.2 Pure Demand Driven . . . . .	236
19.3 Controlled Pipelining . . . . .	237
<b>20 Garbage Collection</b>	<b>239</b>
20.1 Local Garbage Collection . . . . .	239
20.2 Futures . . . . .	240
20.3 Active Objects . . . . .	240
<b>Part VI Final Words</b>	<b>241</b>
<b>21 ASP Versus Other Concurrent Calculi</b>	<b>243</b>
21.1 Basic Formalisms . . . . .	243
21.1.1 Actors . . . . .	243
21.1.2 $\pi$ -calculus and Related Calculi . . . . .	244
21.1.3 Process Networks . . . . .	246
21.1.4 $\varsigma$ -calculus . . . . .	247
21.2 Concurrent Calculi and Languages . . . . .	247
21.2.1 MultiLisp . . . . .	247
21.2.2 Ambient Calculus . . . . .	248
21.2.3 join-calculus . . . . .	248
21.3 Concurrent Object Calculi and Languages . . . . .	248
21.3.1 Obliq and Øjeblik . . . . .	248
21.3.2 The $\pi o\beta\lambda$ Language . . . . .	249
<b>22 Conclusion</b>	<b>251</b>
22.1 Summary . . . . .	251
22.2 A Dynamic Property for Determinism . . . . .	252
22.3 ASP in Practice . . . . .	253
22.4 Stateful Active Objects vs. Immutable Futures . . . . .	254
22.5 Perspectives . . . . .	255
<b>23 Epilogue</b>	<b>259</b>

<b>Appendices</b>	<b>264</b>
<b>A Equivalence Modulo Future Updates</b>	<b>267</b>
A.1 Renaming . . . . .	267
A.2 Reordering Requests ( $R_1 \equiv_R R_2$ ) . . . . .	267
A.3 Future Updates . . . . .	268
A.3.1 Following References and Sub-terms . . . . .	268
A.3.2 Equivalence Definition . . . . .	271
A.4 Properties of $\equiv_F$ . . . . .	274
A.5 Sufficient Conditions for Equivalence . . . . .	279
A.6 Equivalence Modulo Future Updates and Reduction . . . . .	281
A.7 Another Formulation . . . . .	286
A.8 Decidability of $\equiv_F$ . . . . .	288
A.9 Examples . . . . .	289
<b>B Confluence Proofs</b>	<b>291</b>
B.1 Context . . . . .	291
B.2 Lemmas . . . . .	292
B.3 Local Confluence . . . . .	294
B.3.1 Local vs. Parallel Reduction . . . . .	295
B.3.2 Creating an Activity . . . . .	296
B.3.3 Localized Operations (SERVE, ENDSERVICE) . . . . .	297
B.3.4 Concurrent Request Sending: REQUEST/REQUEST . . . . .	300
B.4 Case of the Calculus with $Serve(\alpha)$ . . . . .	301
B.5 Extension . . . . .	302
<b>References</b>	<b>305</b>
<b>Index of Notations</b>	<b>317</b>
<b>Syntax of ASP Calculus</b>	<b>323</b>
<b>Operational Semantics</b>	<b>325</b>
<b>Overview of Properties</b>	<b>327</b>
<b>Overview of ASP Extensions</b>	<b>329</b>
<b>Index</b>	<b>337</b>