

From Teams in Grammar Systems to Team Automata

Maurice ter Beek

FMT, CNR-ISTI, Pisa, Italy



Symposium for Erzsébet, ELTE, Budapest, Hungary, September 4th, 2024

- Teams in Grammar Systems
- Team Automata
- Recent Results
 - ICTAC20** Compositionality of Safe Communication in Systems of Team Automata
Extended Team Automata
 - FM21** Featured Team Automata
 - FM23** Can we Communicate? Using Dynamic Logic to Verify Team Automata
Model Check Team Automata
 - ICTAC23** Realisability of Global Models of Interaction
Realisable Team Automata
- Closing Words

Teams in Grammar Systems

July/August 1996: Grammar Systems (Budapest)



July/August 1996: Grammar Systems (Budapest) + AFL (Salgótarján)





Internal Report 96-32

September 1996

Rijksuniversiteit te Leiden

Vakgroep Informatica

Teams in grammar systems

Maurice H. ter Beek

MASTER'S THESIS

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Leiden University
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2300 RA Leiden
The Netherlands

Dr. Erzsébet Csuhaj-Varjú from the Computer and Automation Research Institute of the Hungarian Academy of Sciences had been found willing to supervise my work in Budapest. With the supervision of Professor Grzegorz Rozenberg and Jetty on distance, failure was excluded. Throughout the year Erzsébet has been of inexpressible help to me. Not only technical problems related to my study were solved by her, but also secondary conditions such as arranging me a room in the Academy have never been a problem. I would like to thank her very much for putting up with me all this time. It has been a year I will think back of for the rest of my life.



Teams in Grammar Systems: Hybridity and Weak Rewriting *

Maurice H. ter BEEK †



Teams in Grammar Systems: Sub-Context-Free Cases

Maurice H. ter BEEK¹



Teams in Grammar Systems:
Hybridity and Weak Rewriting *

Maurice H. ter BEEK †

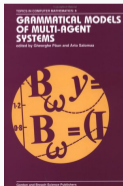


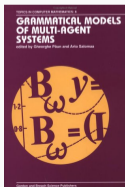
Teams in Grammar Systems: Sub-Context-Free Cases

Maurice H. ter BEEK¹

Simple eco-grammar systems with prescribed teams

Maurice H. ter Beek*





Teams in Grammar Systems: Hybridity and Weak Rewriting *

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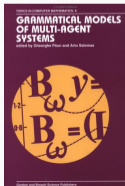
*This research was supported by a scholarship from the Hungarian Ministry of Culture and Education. Moreover, the facilities provided by the Department of General Computer Science of the Eötvös Loránd University and in particular by the Computer and Automation Research Institute of the Hungarian Academy of Sciences were essential.

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Simple eco-grammar systems with prescribed teams

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Acknowledgements

This work has benefited from discussions with and comments and suggestions from E. Csuhaj-Varjú and H.C.M. Kleijn.

The undersigned herewith accepts the ERCIM fellowship according to the schedule below, under the conditions set by each institution, and under the general conditions as follow:

Duration and Location

The duration of the fellowship will be 18 months, starting 11 March 2002. The fellowship will be divided in 2 successive periods of 9 months, spent in 2 different hosting laboratories.

The first period from 11 March 2002 to 11 December 2002 will be spent at: SZTAKI, Hungary, with Dr. Erzsebet Csuhaj-Varju <csuhaj@sztaki.hu>

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The ERCIM fellowship has allowed me to work in the Computer and Automation Research Institute of the Hungarian Academy of Sciences (MTA-SZTAKI) from 11 March 2002 until 11 December 2002. Throughout this period I was a member of the Research Group on Modelling Multi-Agent Systems (MMS) which is headed by dr. Erzsébet Csuhaj-Varjú. I have closely collaborated with both her and dr. György Vaszil, another member of this group. Furthermore, I have worked with several of the many guests visiting this group during these nine months, viz. dr. Markus Holzer and dr. Victor Mitrana.





On Competence in CD Grammar Systems*

Maurice H. ter Beek^{1,**}, Erzsébet Csuhaj-Varjú²,
Markus Holzer³, and György Vaszil²



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ON COMPETENCE IN CD GRAMMAR SYSTEMS WITH PARALLEL REWRITING

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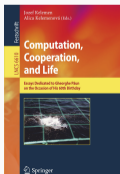
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Cooperating Distributed Grammar Systems: Components with Nonincreasing Competence

Maurice H. ter Beek¹, Erzsébet Csuhaj-Varjú^{2,*},
Markus Holzer^{3,**}, and György Vaszil⁴





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Team Automata

A formalism for interacting component-based systems, whereby multiple **sending** and **receiving** actions from concurrent automata can **synchronise** on certain executions

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First proposed at the 1997 ACM SIGGROUP Conference on Supporting Group Work for modelling components of groupware systems and their interconnections

Formally defined in Computer Supported Cooperative Work (CSCW) — The Journal of Collaborative Computing, in terms of **component automata** that synchronise

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Inspired by Input/Output (I/O) automata, inheriting the distinction between **internal** and external (**input** and **output**) actions used for communication with the environment

Technically, an extension of I/O automata, imposing **hardly any restrictions on the role of actions** in components and **composition is not limited to the synchronous product**

Computer Supported Cooperative Work

The Journal of Collaborative Computing

Volume 12 No. 1 2003



Computer Supported
Cooperative Work

The Journal of Collaborative Computing

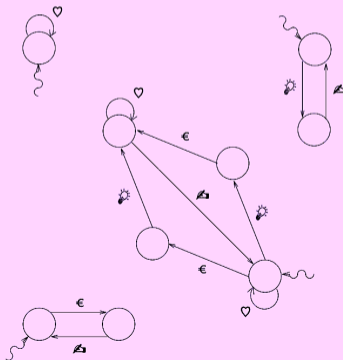
Volume 12 No. 1 2003



Team Automata

A Formal Approach to the Modeling of
Collaboration Between System Components

Maurice H. ter Beek



February 2003: CSCW

December 2003: PhD thesis + defense

Computer Supported Cooperative Work

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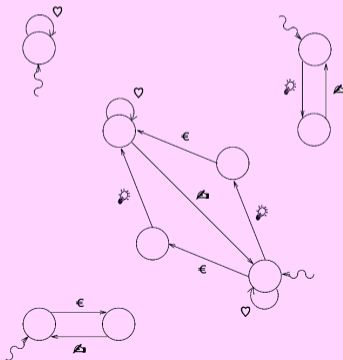


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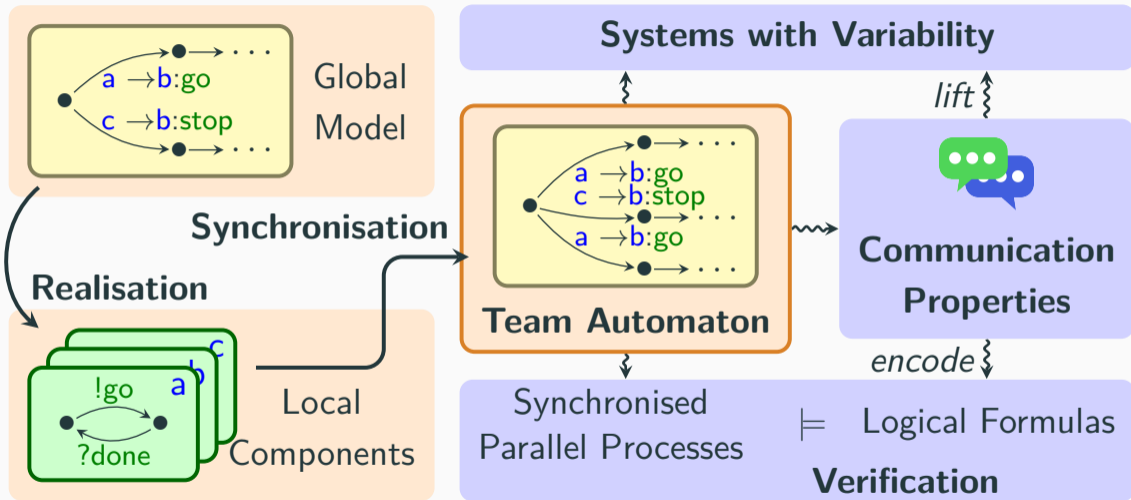
9/25

25+ Years: Selected Publications

2023	Realisability of Global Models of Interaction	ICTAC'23
2023	Overview on Constrained Multiparty Synchronisation in Team Automata *	FACS'23
2023	Can we Communicate? Using Dynamic Logic to Verify Team Automata	FM'23
2021	Featured Team Automata	FM'21
2020	Compositionality of Safe Communication in Systems of Team Automata	ICTAC'20
2020	Team Automata@Work: On Safe Communication	COORDINATION'20
2017	Communication Requirements for Team Automata	COORDINATION'17
2016	Conditions for Compatibility of Components: The Case of Masters and Slaves	ISoLA'16
2014	On Distributed Cooperation and Synchronised Collaboration	JALC
2013	Compatibility in a multi-component environment *	TCS
2012	Vector Team Automata	TCS
2010	Team Automata Based Framework for Spatio-Temporal RBAC Model *	BAIP'10
2009	Associativity of Infinite Synchronized Shuffles and Team Automata	Fundam. Inform.
2008	Extending Team Automata to Evaluate Software Architectural Design *	COMPSAC'08
2008	A calculus for team automata	ENTCS
2007	A Review on Specifying Software Architectures Using Extended Automata-Based Models *	FSEN'07
2006	Modelling a Secure Agent with Team Automata *	ENTCS
2006	A Team Automaton Scenario for the Analysis of Security Properties in Communication Protocols	JALC
2005	Team Automata for Security – A Survey –	ENTCS
2005	Modularity for Teams of I/O Automata	IPL
2004	Teams of Pushdown Automata	IJCM
2004	Interactive Behaviour of Multi-Component Systems *	ToBaCo'04
2003	Team Automata: A Formal Approach to the Modeling of Collaboration Between System Components	PhD thesis
2003	Team Automata Satisfying Compositionality	FME'03
2003	Team Automata for CSCW – A Survey – *	LNCS
2003	Synchronizations in Team Automata for Groupware Systems	CSCW
2002	Towards Team-Automata-Driven Object-Oriented Collaborative Work *	LNCS
2001	Team Automata for Spatial Access Control	ECSCW'01
1997	Team Automata for Groupware Systems	GROUP'97

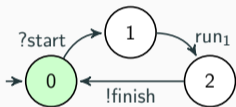
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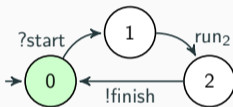


Extended Team Automata

Team Automata: **not all system transitions are meaningful!**



Runner₁



Runner₂



Controller

Team Automata

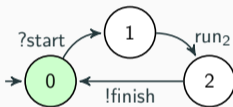
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[COORDINATION'17,'20] [ICTAC'20,'23]

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$Runner_2$



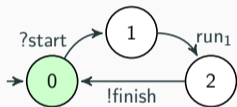
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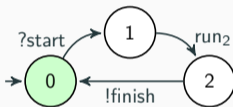
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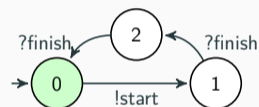
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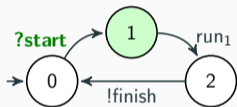
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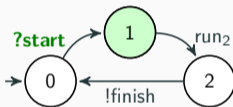
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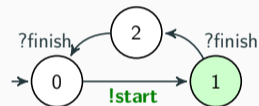
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$Runner_2$



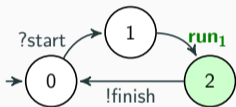
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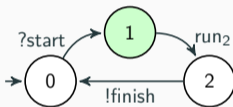
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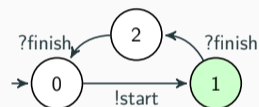
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$Runner_2$



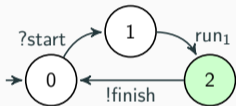
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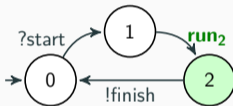
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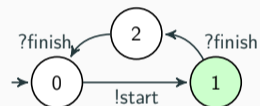
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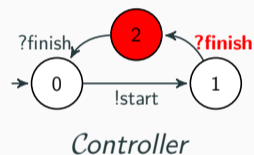
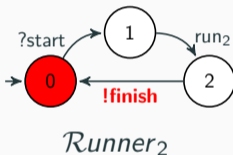
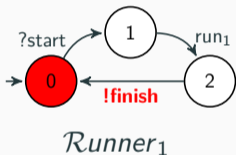
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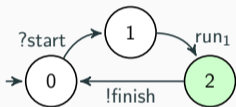


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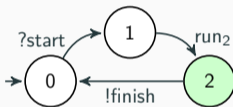
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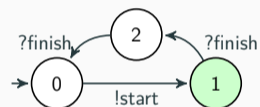
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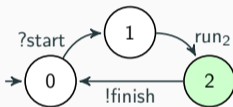
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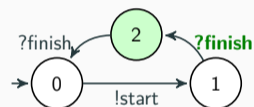
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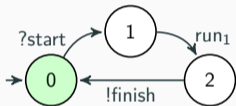
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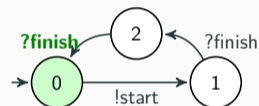
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Runner₁



Runner₂



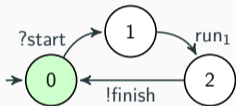
Controller

Team Automata

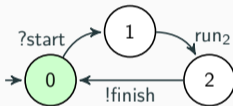
[CSCW'01'03] [FM'03,'21,'23] [TCS'12'13]

[COORDINATION'17,'20] [ICTAC'20,'23]

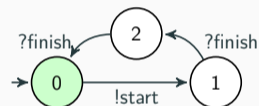
Extended Team Automata: **Constrained Multiparty** Synchronisations



Runner₁



Runner₂



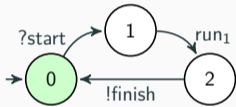
Controller

Extended TA synchronisations

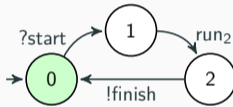
[CSCW'01'03] [FM'03,'21,'23] [TCS'12'13]

[COORDINATION'17,'20] [ICTAC'20,'23]

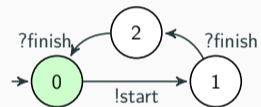
Extended Team Automata: **Constrained Multiparty** Synchronisations



$Runner_1$



$Runner_2$



$Controller$

Extended TA synchronisations

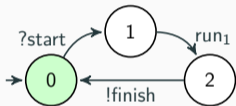
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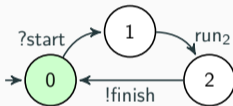
multiparty

$Ctr \rightarrow \{R1, R2\}: start$

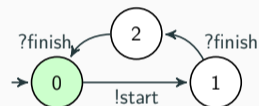
Extended Team Automata: **Constrained Multiparty** Synchronisations



Runner₁



Runner₂



Controller

Extended TA synchronisations

[CSCW'01'03] [FM'03,'21,'23] [TCS'12'13]

[COORDINATION'17,'20] [ICTAC'20,'23]

multiparty

$\text{Ctr} \rightarrow \{R1, R2\}$: start

constrained

start: $1 \rightarrow 2$

finish: $1 \rightarrow 1$

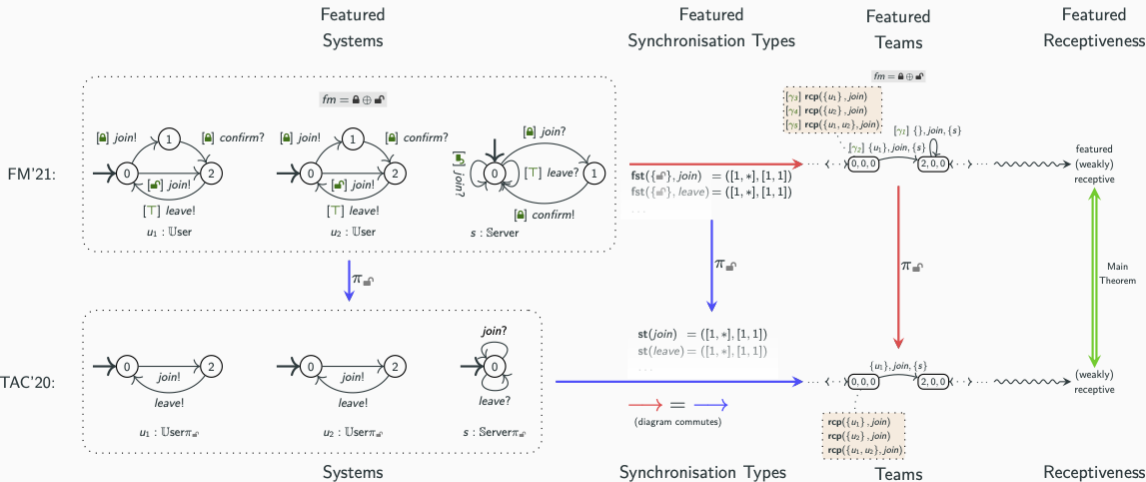
Recent Results

Featured Team Automata

Safe communication: **receptiveness** (*no message loss*) & **responsiveness** (*no indefinite waiting*)

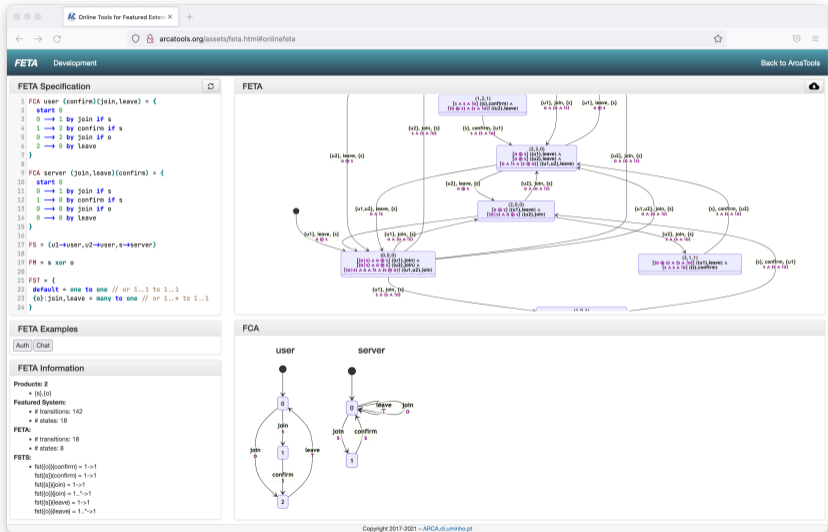
Featured Extended Team Automata (fETA)

Safe communication: **receptiveness** (no message loss) & **responsiveness** (no indefinite waiting)



- Specify
- Generate*
- Visualise
- Statistics

*SAT solver to solve *fm*



The screenshot displays the FETA web application interface, which is used for specifying and analyzing feature models. The interface is divided into several sections:

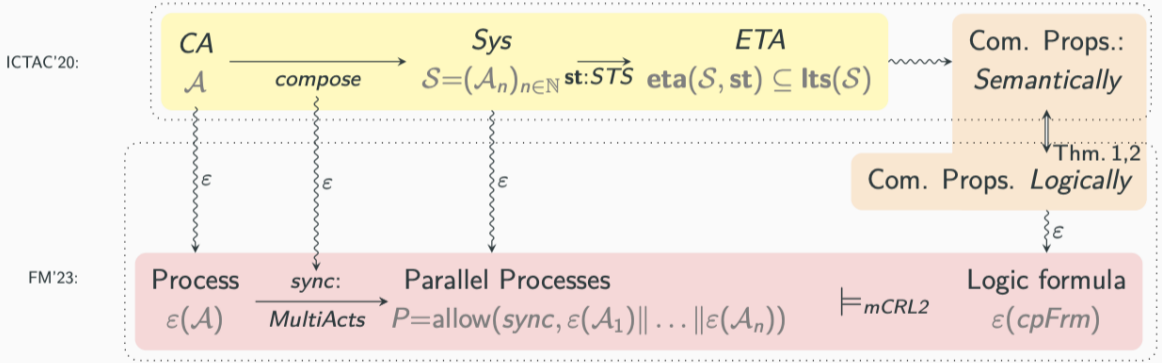
- FETA Specification:** A text editor showing the specification for a user and server. The user specification includes features like 'start', 'join', 'leave', and 'confirm'. The server specification includes features like 'start', 'join', 'leave', and 'confirm'. The feature sets (FS) and feature hierarchies (FH) are also defined.
- FETA:** A large state transition diagram showing the state space of the system. States are represented by nodes and transitions by arrows. The diagram is complex, with many nodes and transitions, indicating a large state space.
- FCA:** Two smaller state transition diagrams labeled 'user' and 'server'. The 'user' diagram shows states 0, 1, and 2 with transitions 'join', 'leave', and 'confirm'. The 'server' diagram shows states 0 and 1 with transitions 'join', 'leave', and 'confirm'.
- FETA Examples:** A section with 'Auth' and 'Chat' buttons.
- FETA Information:** A section providing statistics about the system, including the number of products, transitions, and states for both the featured system and the FETA model.

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Model Check Team Automata

Using Dynamic Logic to Verify Team Automata

Com. Props.: **receptiveness** (no message loss) & **responsiveness** (no indefinite waiting)

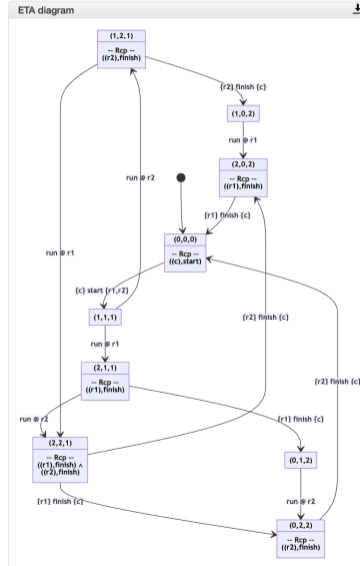


```
ETA Specification
1 //Race example
2 CA runner (start)
3   (finish) = {
4     start @
5     0 --> 1 by start
6     1 --> 2 by run
7     2 --> @ by finish
8   }
9 CA controller (finish)
10  (start) = {
11    start @
12    0 --> 1 by start
13    1 --> 2 by finish
14    2 --> @ by finish
15  }
16 S = (r1:runner, r2:runner,
17      c:controller)
18 STS = {
19   default = 1 to 1
20   start = 1 to 2
21 }
```

Race example

ETA Examples

Simple Race Chat



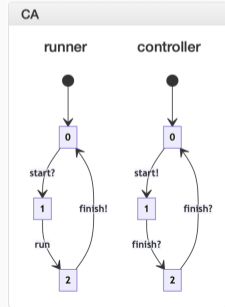
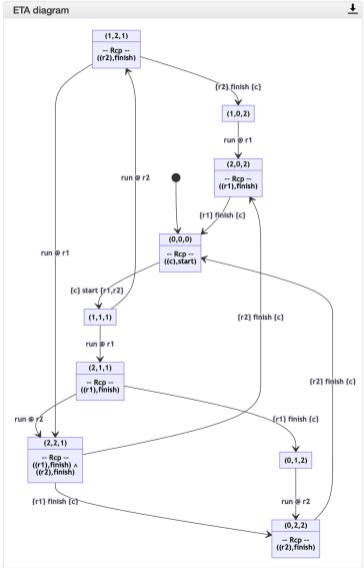
```

ETA Specification
1 //Race example
2 CA runner (start)
3   (finish) = {
4   start 0
5   0 --> 1 by start
6   1 --> 2 by run
7   2 --> 0 by finish
8 }
9 CA controller (finish)
10  (start) = {
11  start 0
12  0 --> 1 by start
13  1 --> 2 by finish
14  2 --> 0 by finish
15 }
16 S = (r1:runner, r2:runner,
17      c:controller)
18 STS = {
19  default = 1 to 1
20  start = 1 to 2
21 }
    
```

Race example

ETA Examples

Simple Race Chat



Communication Properties' Characterisation in mCRL2

Receptiveness:

```
[ (r1_finish|c_finish + r2_run + c_start|r1_start|r2_start + r2_finish|c_finish + r1_run)* ](
  (<c_start> true) => (<c_start|r1_start|r2_start> true) &&
  (<r1_finish> true) => (<r1_finish|c_finish> true) &&
  (<r2_finish> true) => (<r2_finish|c_finish> true)
)
```

Responsiveness:

```
[ (r1_finish|c_finish + r2_run + c_start|r1_start|r2_start + r2_finish|c_finish + r1_run)* ](
  <c_finish +
  r1_start|r2_start> true)
=>
  (<r1_finish|c_finish +
  c_start|r1_start|r2_start +
  r2_finish|c_finish> true)
)
```

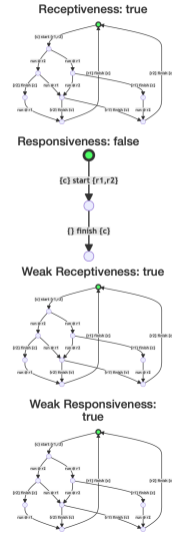
Weak Receptiveness:

```
[ (r1_finish|c_finish + r2_run + c_start|r1_start|r2_start + r2_finish|c_finish + r1_run)* ](
  (<r1_finish> true) => (<(r2_run+r2_finish|c_finish)* . r1_finish|c_finish> true) &&
  (<r2_finish> true) => (<(r1_finish|c_finish+r1_run)* . r2_finish|c_finish> true) &&
  (<c_start> true) => (<(r2_run+r1_run)* . c_start|r1_start|r2_start> true)
)
```

Weak Responsiveness:

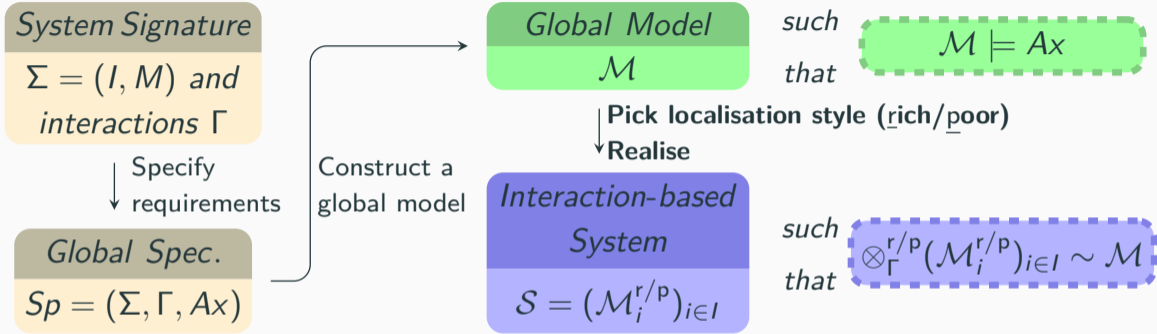
```
[ (r1_finish|c_finish + r2_run + c_start|r1_start|r2_start + r2_finish|c_finish + r1_run)* ](
  <c_finish +
  r1_start|r2_start> true)
=>
  (<(r2_run+r1_run)* . r1_finish|c_finish +
  c_start|r1_start|r2_start +
  (r2_run+r1_run)* . r2_finish|c_finish> true)
)
```

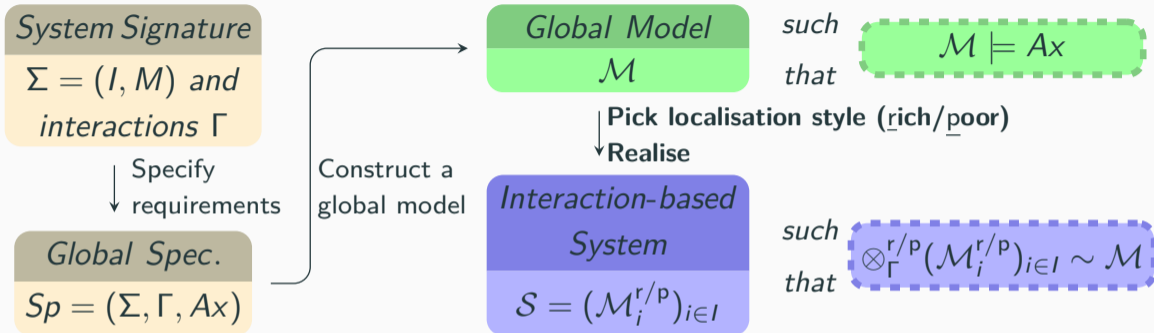
View mCRL2 evidence



Realisable Team Automata

How to check if a global (team) model is **realisable** and, if it is, how to **synthesise** a realisation?



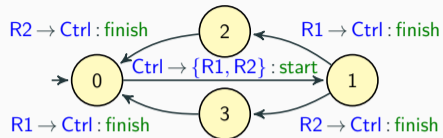


Multi-interactions

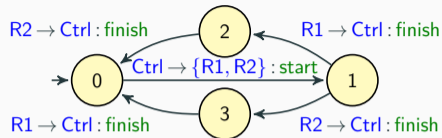
rich (à la multi-party session types, choreography languages) $i \rightarrow j : m \Rightarrow$
 local output action $ij!m$ for i and local input action $ij?m$ for j

poor (à la component-based I/O development, loose coupling) $i \rightarrow j : m \Rightarrow$
 local output action $!m$ for i and local input action $?m$ for j

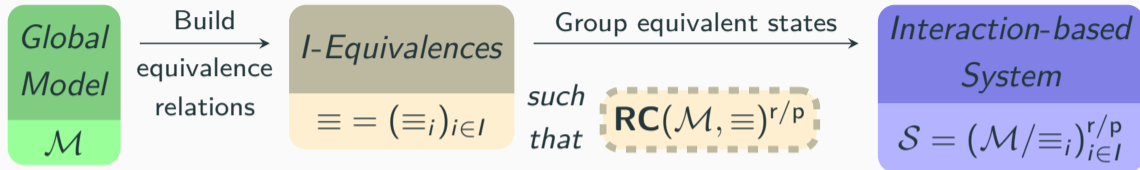
$$\Gamma_{\text{Race}} = \left\{ \begin{array}{l} \text{Ctrl} \rightarrow \{R1, R2\} : \text{start}, \\ R1 \rightarrow \text{Ctrl} : \text{finish}, \\ R2 \rightarrow \text{Ctrl} : \text{finish} \end{array} \right\}$$

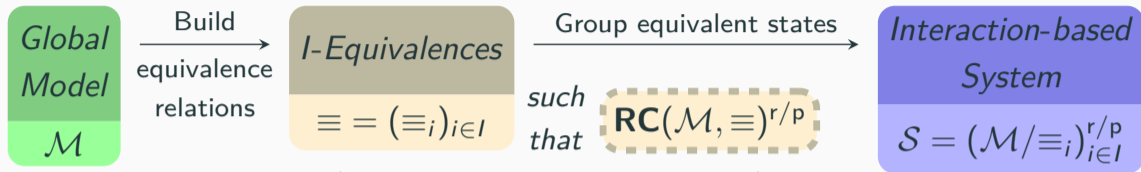


$$\Gamma_{\text{Race}} = \left\{ \begin{array}{l} \text{Ctrl} \rightarrow \{R1, R2\} : \text{start} , \\ R1 \rightarrow \text{Ctrl} : \text{finish} , \\ R2 \rightarrow \text{Ctrl} : \text{finish} \end{array} \right\}$$



Localisation	Local Ctrl	Local R1	Local R2
Rich			
Poor			



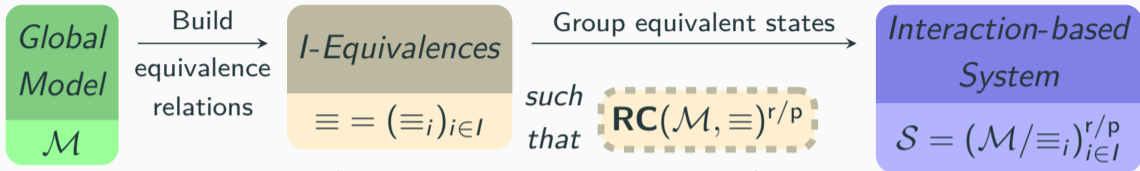


$q \equiv_i q' \Rightarrow \exists q \xrightarrow{\text{out} \rightarrow \text{in} : m} \mathcal{M} q'$ with $i \notin \text{out} \cup \text{in}$

enabledness in “glue” states

I. Castellani, M. Mukund, and P.S. Thiagarajan,
Synthesizing Distributed Transition Systems
from Global Specifications @ FSTTCS'99

cf. our paper for details:
M.H. ter Beek, R. Hennicker, and J. Proença,
Realisability of Global Models of Interaction @ ICTAC'23



$$q \equiv_i q' \Rightarrow \exists q \xrightarrow{\text{out} \rightarrow \text{in} : m} \mathcal{M} q' \text{ with } i \notin \text{out} \cup \text{in}$$

enabledness in "glue" states

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Theorems 2/3

If $\mathcal{RC}(\mathcal{M}, \equiv)^{r/p}$ holds, then $\mathcal{M} \sim \otimes_{\Gamma}^{r/p} ((\mathcal{M}/\equiv_i)^{r/p})_{i \in I}$

1. Realisations of global models with **arbitrary multi-interactions** supporting any kind of synchronous communication between multiple senders and multiple receivers
2. Correctness notion for realisation based on **bisimulation** rather than isomorphism, so allowing to deal with non-determinism
3. To construct realisations we consider, and analyse, **two different localisation styles**: rich and poor local actions
4. A prototypical **tool Ceta** checks the realisability conditions and, if they are satisfied, generates local quotients and hence realisations

<https://github.com/arcalab/choreo/tree/ceta>

<https://lmf.di.uminho.pt/ceta>

Choreographic Extended Team Automata

Choreography

```

1 // Race example
2 (
3   (Ctrl->R1,R2: start);
4   (R1->Ctrl:finish ||
5     R2->Ctrl:finish)
6 )*
```

A controller starts 2 runners at the same time, and receives a finish message from each runner at a time.

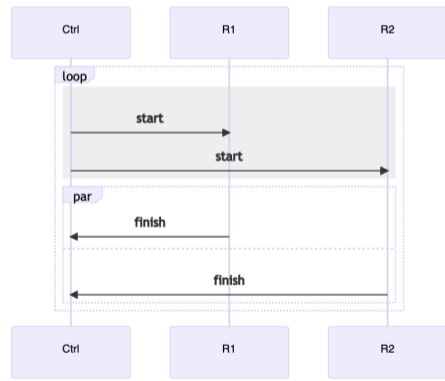
Examples

Race (simple) Race (R1-first) Race (once, simple)

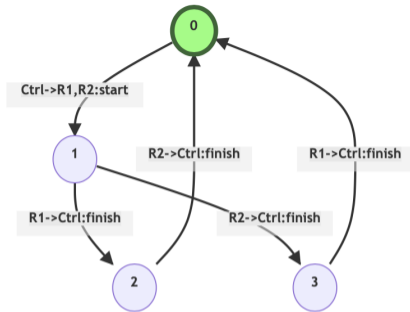
Toss Gossip (bad) Gossip (good) Cast-v1

Cast-v2 ab+cb+ca ab;ac ab|ac ab;cd ab|cd

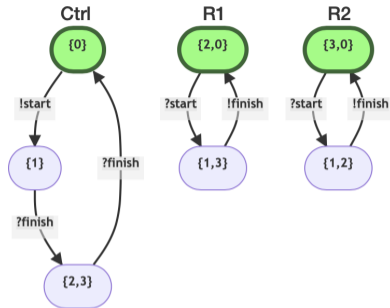
Sequence Diagram



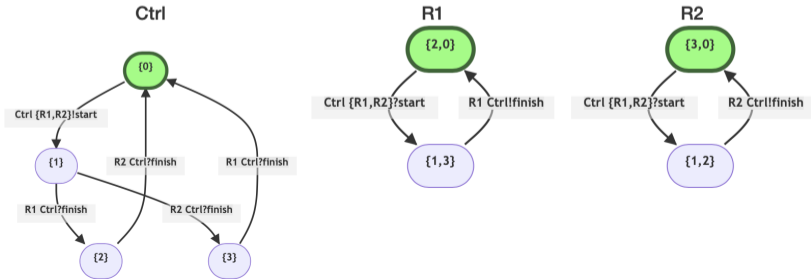
LTS: Global S-Choreo



LTS (poor actions): Local Quotients (Component Automata)



LTS (rich actions): Local Quotients (NOT Component Automata)



Team automata with **asynchronous communication**?

Closing Words

It has been a true pleasure to work with Erzsi on the ERCIM News editorial board for about 20 years, from 1995 to 2015. Her sharp scientific insight greatly contributed to the quality of ERCIM News, playing a key role in its ongoing success and enduring popularity.

I wish Erzsi a wonderful retirement filled with joy and happiness,

Peter

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Dear Erzsébet,

first of all congratulations with your achievements and your contributions to theoretical computer science. It has always been a pleasure to see you at conferences, workshops, and of course in Leiden.

Thank you for your friendliness and wishing you a happy relaxed retirement with pleasant new endeavours.

Jetty

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Jetty

Dear Erzsi,

Congratulations on your 70th birthday. The theory group in Leiden (distributed by now) holds very nice memories of stimulating and rewarding contacts with you, in Leiden, Hungary and at many scientific meetings in many countries. Also, best wishes for a relaxed, satisfying and productive retirement period of your life.

Hugs, Grzegorz

Thanks for your Attention!



Köszí Erzszi!

Realisability Condition $\mathbf{RC}(\mathcal{M}, \equiv)$: Sufficient But Not Necessary

Global model \mathcal{M} does not satisfy $\mathbf{RC}(\mathcal{M}, \equiv)$, but $\mathcal{S} = \{\mathcal{M}_p, \mathcal{M}_q, \mathcal{M}_r\}$ does realise \mathcal{M} :

