

Syntax of pure Wagon

$\mathbf{G}, \mathbf{H}, \dots$

Groups

$\mathbf{A}, \mathbf{B}, \dots$

agent groups

$\mathbf{V}, \mathbf{W}, \dots$

wall groups (distinct root group: \top)

n, m, \dots

Names

a, b, \dots

agent names

v, w, \dots

wall names

$P ::=$

Processes

$w [P]$

Wall

$a (M) [P]$

Agent

$(\nu \mathbf{G}:U)P$

Restriction (group)

$(\nu n:\mathbf{G})P$

Restriction (name)

$\mathbf{0} \mid P \mid P \mid !P$

$M ::= \text{in } w \mid \text{out} \mid \text{dis} \mid \text{get } a \mid \text{put } a \mid M.M$

Structural Congruence

$$\begin{array}{lll}
 P \mid (\nu n:\mathbf{G})Q & \equiv & (\nu n:\mathbf{G})(P \mid Q) \quad \text{suppose } n \notin fn(P) \\
 P \mid (\nu \mathbf{G}:U)Q & \equiv & (\nu \mathbf{G}:U)(P \mid Q) \quad \text{suppose } \mathbf{G} \notin fg(P) \\
 w [(\nu n:\mathbf{G})P] & \equiv & (\nu n:\mathbf{G})w [P] \quad \text{suppose } n \neq w \\
 w [(\nu \mathbf{W}:Y)P] & \equiv & (\nu \mathbf{W}:Y)w [P] \\
 !P & \equiv & P \mid !P \\
 !\mathbf{0} & \equiv & \mathbf{0} \\
 (\nu n:\mathbf{G})\mathbf{0} & \equiv & \mathbf{0} \\
 (\nu \mathbf{G}:U)\mathbf{0} & \equiv & \mathbf{0}
 \end{array}$$

Note that 1) agent group restrictions can't cross walls, 2) all restrictions can't cross agent borders.

Reduction semantics

Evaluation contexts

$$\mathbf{E} ::= - \mid P \mid \mathbf{E} \mid (\nu n:\mathbf{G})\mathbf{E} \mid (\nu \mathbf{G}:U)\mathbf{E} \mid w[\mathbf{E}]$$

Movements

$$w[P] \mid a(\text{in } w.M)[Q] \longrightarrow w[P \mid a(M)[Q]]$$

$$w[P \mid a(\text{out}.M)[Q]] \longrightarrow w[P] \mid a(M)[Q]$$

Computation

$$a(\text{dis})[P] \longrightarrow P$$

$$a(\text{get } b.M)[P] \mid b(\text{put } a)[Q] \longrightarrow a(M)[P \mid Q]$$

Reduction within contexts, up to sc

$$\frac{P \longrightarrow Q}{\mathbf{E}(P) \longrightarrow \mathbf{E}(Q)} \quad \frac{P \equiv P' \longrightarrow P'' \equiv P'''}{P \longrightarrow P'''}$$

Expressing choice

$$\begin{aligned}
 \mathbf{Context}() &\stackrel{\triangle}{=} w_1 [] \mid w_2 [] \mid w_3 [] \mid - \\
 e := w_i &\stackrel{\triangle}{=} e(\mathbf{get\ case.\ in\ } w_i.\ \mathbf{dis}) [] \\
 \mathbf{case}_3 e \text{ of} &\stackrel{\triangle}{=} (\nu k : \mathbf{C})(\mathbf{case\ (put\ } e)\ [\mathbf{cnt\ (get\ } k.\ \mathbf{out.\ dis})\ []} \\
 &\quad w_1 : P_1; \quad \mid \mathbf{case\ (in\ } w_1.\ \mathbf{dis})\ [k\ (\mathbf{put\ cnt})\ [P_1 \mid e := w_1]] \\
 &\quad w_2 : P_2; \quad \mid \mathbf{case\ (in\ } w_2.\ \mathbf{dis})\ [k\ (\mathbf{put\ cnt})\ [P_2 \mid e := w_2]] \\
 &\quad w_3 : p_3; \quad \mid \mathbf{case\ (in\ } w_3.\ \mathbf{dis})\ [k\ (\mathbf{put\ cnt})\ [P_3 \mid e := w_3]])
 \end{aligned}$$

e.g. $\mathbf{Context}(e := w_2 \mid \mathbf{case}_3 e \text{ of } w_1 : P_1; w_2 : P_2; w_3 : P_3;)$

$$\longrightarrow^{12} \simeq \mathbf{Context}(e := w_2 \mid P_2)$$

Encoding π

$$\begin{aligned}
 \mathbf{fwd}(u) &\triangleq !route(\mathbf{get}\ route.out.in\ u.put\ route)\ [] \\
 \langle\langle(\nu\ n)P\rangle\rangle &\triangleq (\nu\ n:\mathbf{N})(n\ [!\mathbf{route}(\mathbf{get}\ route.dis)\ []] \\
 &\quad | \langle\langle P\rangle\rangle) \\
 \langle\langle\bar{u}\langle v\rangle.P\rangle\rangle &\triangleq route(\mathbf{in}\ u.put\ route) \\
 &\quad [o(\mathbf{put}\ i)\ [cnt(\mathbf{out}.dis)\ [\langle\langle P\rangle\rangle]\ | \mathbf{fwd}(v)]] \\
 \langle\langle u(x).P\rangle\rangle &\triangleq (\nu\ x:\mathbf{X})(route(\mathbf{in}\ u.put\ route) \\
 &\quad [i(\mathbf{get}\ o.out.in\ x.dis) \\
 &\quad [cnt(\mathbf{out}.dis)\ [\langle\langle P\rangle\rangle]]]) \\
 &\quad | x\ [])
 \end{aligned}$$

Wagon - a little more than pure

Idea: agents can know where they are (the wall names where they stay) – out-binding.

Given sets:

(same: groups and names)

x, y, z

Variable wall names

$P ::=$ **Processes**

(same)

$M ::= \text{in } u \mid \text{out}(x:Y) \mid \text{dis} \mid \text{get } a \mid \text{put } a \mid M.M$

$u ::= w \mid x$ **Values**

Note: $\text{out} \stackrel{\Delta}{=} \text{out}(x : Y)$, where x is chosen fresh.

Wagon - Reductions

Evaluation contexts

(same)

Movements

(same for `in`)

$$w [P \mid a (\text{out}(x : Y) . M) [Q]] \longrightarrow w [P] \mid a (M) [Q\{w/x\}]$$

Computation

(same: `dis`, `get` / `put`)

Reduction within contexts, up to `sc`

(same)

π in Wagon with out-bindings

$$\begin{aligned}
 \langle\langle (\nu n)P \rangle\rangle &\stackrel{\triangle}{=} (\nu n:\mathbf{N})(n [] | \langle\langle P \rangle\rangle) \\
 \langle\langle \bar{u}\langle v \rangle . P \rangle\rangle &\stackrel{\triangle}{=} o(\text{in } u.\text{get } i.\text{out}.\text{in } v.\text{dis})[\text{cnt}(\text{out}.\text{dis})[\langle\langle P \rangle\rangle]] \\
 \langle\langle u(x) . P \rangle\rangle &\stackrel{\triangle}{=} i(\text{in } u.\text{put } o)[\text{cnt}(\text{out}(x:\mathbf{N}).\text{dis})[\langle\langle P \rangle\rangle]]
 \end{aligned}$$

No more redirection walls $x[\mathbf{fwd}(u)]$, very close to the original π semantics.

$D\pi$ in Wagon with out-bindings

Channel $a:\mathbf{A}$ at location $l:\mathbf{L}$:

$$l[a [] | P_{thread}] | N_{network}$$

Migration:

$$\{\text{go } l . P\} \stackrel{\Delta}{=} \text{toLoc}(\text{out} . \text{in } l . \text{dis}) [\{P\}]$$

Communication:

For passing channel names, it is the same as in π ;

For passing location names, a little tricky but still encodable.

The encoding

Networks:

$$\begin{aligned}
 \{\mathbf{0}\} &\triangleq \mathbf{0} \\
 \{N \mid M\} &\triangleq \{N\} \mid \{M\} \\
 \{(\nu l)N\} &\triangleq (\nu l:\mathbf{L})(l[] \mid \{N\}) \\
 \{(\nu_l a)N\} &\triangleq (\nu a:\mathbf{A})(toLoc(\text{in } l.\text{dis})[a[]] \mid \{N\}) \\
 \{l[P]\} &\triangleq toLoc(\text{in } l.\text{dis})[\{P\}]
 \end{aligned}$$

Threads:

$$\begin{aligned}
 \{\text{stop}\} &\triangleq \mathbf{0} \\
 \{P \mid Q\} &\triangleq \{P\} \mid \{Q\} \\
 \{!P\} &\triangleq !\{P\} \\
 \{(\nu l)P\} &\triangleq (\nu l:\mathbf{L})(toNet(\text{out}.\text{dis})[l[]] \mid \{P\}) \\
 \{(\nu a)P\} &\triangleq (\nu a:\mathbf{A})(a[] \mid \{P\})
 \end{aligned}$$

$$\begin{aligned}
\{\text{go } u . P\} & \triangleq \text{toLoc}(\text{out} . \text{in } u . \text{dis}) [\{P\}] \\
\{\overline{u_{chn}} \langle u_{loc} \rangle P\} & \triangleq o(\text{out}(y:\mathbf{L}) . \text{in } y . \text{in } u_{chn} . \text{get } i \\
& \quad . \text{out} . \text{out} . \text{in } u_{loc} . \text{dis}) [\\
& \quad \quad \text{toLoc}(\text{out} . \text{in } y . \text{dis}) [\{P\}]] \quad (y \text{ fresh}) \\
\{\overline{u_{chn}} \langle v_{chn} \rangle P\} & \triangleq o(\text{in } u_{chn} . \text{get } i . \text{out} . \text{in } v_{chn} . \text{dis}) [\\
& \quad \text{toLoc}(\text{out} . \text{dis}) [\{P\}]] \\
\{u_{chn}(x_{loc})P\} & \triangleq i(\text{out}(y:\mathbf{L}) . \text{in } y . \text{in } u_{chn} . \text{put } o) [\\
& \quad \text{toLoc}(\text{out}(x_{loc}:\mathbf{L}) . \text{in } y . \text{dis}) [\{P\}]] \quad (y \text{ fresh}) \\
\{u_{chn}(x_{chn})P\} & \triangleq i(\text{in } u_{chn} . \text{put } o) [\text{toLoc}(\text{out}(x_{chn}:\mathbf{A}) . \text{dis}) [\{P\}]]
\end{aligned}$$