

Reaction Specification Tuples (ReSpecT)

Laboratory of Distributed Systems

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An Overview [Omicini, 2006]

- ReSpecT is a Logic-based language for system coordination and
- it is based on the tuple-centres-based coordination model
- The behaviour of ReSpecT tuple centres is programmed through the ReSpecT specification language
 - The behaviour of a tuple centre can be tailored to the application needs by defining a set of reactions, which determine how a tuple centre should react to interaction events
 - Agents can operate on a ReSpecT tuple centre in the same way as on a Linda tuple space



The ReSpecT Specification Language

- Has been shown to be *Turing-equivalent* [Denti et al., 1998]
 - Any computable coordination law could be in principle encapsulated into a ReSpecT tuple centre
 - ReSpecT can be assumed as a general-purpose core language for coordination
- Enables the definition of computations within a tuple centre, called **reactions**
- Makes it possible to associate **reactions** to **events** occurring in a tuple centre
- Associations between reactions and events by means of specific logic tuples called **specification tuples**: `reaction(E, (G,R))`
 - ▶ E describes the set of interaction events (*in*, *rd*, *inp*, *rdp* and *out*) *Ev* for which the reaction R has to be executed
 - ▶ G represents a set of conditions to be satisfied in order to execute a reaction R if the current event *Ev* matches E
 - ▶ R represents the reaction to be executed: a computation mainly composed by interaction primitives upon either the current or a remote tuple centre

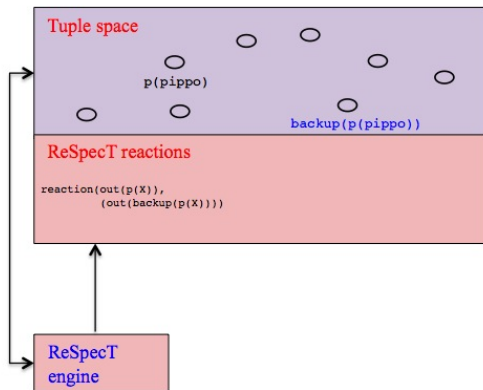


Other Reaction Features

- Each reaction executes sequentially with a *transactional semantic*
→ a failed reaction has no effect on the state of a logic tuple centre
- Reactions triggered by an event are executed before serving any other event
→ agents perceive the result of serving the event and executing all the associated reactions altogether as a single transition state of the tuple centre state



Example



Specification Language Syntax [Omicini, 2007]

```
 $\langle TCSpecification \rangle ::= \{ \langle SpecificationTuple \rangle . \}$   
 $\langle SpecificationTuple \rangle ::= \text{reaction} ( \langle SimpleTCEvent \rangle , [ \langle Guard \rangle , ] \langle Reaction \rangle )$   
 $\langle SimpleTCEvent \rangle ::= \langle SimpleTCPredicate \rangle ( \langle Tuple \rangle ) \mid \text{time} ( \langle Time \rangle )$   
 $\langle Guard \rangle ::= \langle GuardPredicate \rangle \mid ( \langle GuardPredicate \rangle \{ , \langle GuardPredicate \rangle \} )$   
 $\langle Reaction \rangle ::= \langle ReactionGoal \rangle \mid ( \langle ReactionGoal \rangle \{ , \langle ReactionGoal \rangle \} )$   
 $\langle ReactionGoal \rangle ::= \langle TCPredicate \rangle ( \langle Tuple \rangle ) \mid \langle ObservationPredicate \rangle ( \langle Tuple \rangle ) \mid$   
 $\quad \langle Computation \rangle \mid ( \langle ReactionGoal \rangle ; \langle ReactionGoal \rangle )$   
 $\langle TCPredicate \rangle ::= \langle SimpleTCPredicate \rangle \mid \langle TCLinkPredicate \rangle$   
 $\langle TCLinkPredicate \rangle ::= \langle TCIdentifier \rangle ? \langle SimpleTCPredicate \rangle$   
 $\langle SimpleTCPredicate \rangle ::= \langle TCStatePredicate \rangle \mid \langle TCForgedPredicate \rangle$   
 $\langle TCStatePredicate \rangle ::= \text{in} \mid \text{inp} \mid \text{rd} \mid \text{rdp} \mid \text{out} \mid \text{no} \mid \text{get} \mid \text{set}$   
 $\langle TCForgedPredicate \rangle ::= \langle TCStatePredicate \rangle . s$   
 $\langle ObservationPredicate \rangle ::= \langle EventView \rangle . \langle EventInformation \rangle$   
 $\langle EventView \rangle ::= \text{current} \mid \text{event} \mid \text{start}$   
 $\langle EventInformation \rangle ::= \text{predicate} \mid \text{tuple} \mid \text{source} \mid \text{target} \mid \text{time}$   
 $\langle GuardPredicate \rangle ::= \text{request} \mid \text{response} \mid \text{success} \mid \text{failure} \mid \text{endo} \mid \text{exo} \mid \text{intra} \mid \text{inter} \mid$   
 $\quad \text{from\_agent} \mid \text{to\_agent} \mid \text{from\_tc} \mid \text{to\_tc} \mid$   
 $\quad \text{before} ( \langle Time \rangle ) \mid \text{after} ( \langle Time \rangle )$   
  
 $\langle Time \rangle$  is a non-negative integer  
 $\langle Tuple \rangle$  is Prolog term  
 $\langle Computation \rangle$  is a Prolog-like goal performing arithmetic / logic computations  
 $\langle TCIdentifier \rangle ::= \langle TCName \rangle @ \langle NetworkLocation \rangle$   
 $\langle TCName \rangle$  is a Prolog ground term  
 $\langle NetworkLocation \rangle$  is a Prolog string representing either an IP name or a DNS entry
```



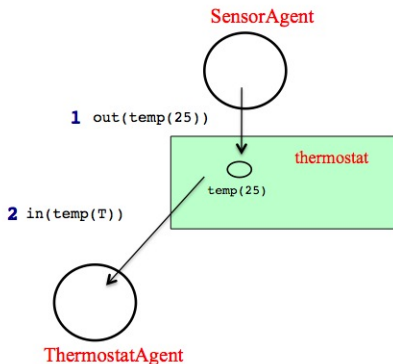
ReSpecT Technology

- ReSpecT technology is freely available in <http://alice.unibo.it/xwiki/bin/view/ReSpecT/>
- ReSpecT Shell
 - ▶ Shell interface for human agents
 - ▶ With current version (2.2): `alice.respect.tools.ConsoleNew`
- TuCSoN exploit ReSpecT tuple centres: TuCSoN 1.9.1 supports ReSpecT 2.2



Exercise: The Thermostat

- Create the tuple centre **thermostat**
- Create the agent **sensorAgent** writing in the tuple centre the sensed external-temperature
- Create the agent **thermostatAgent** reading the sensed temperature.
The temperature has to be ≥ 23 and ≤ 26 .
The agent's task is to adapt the external temperature in order to respect the constraint



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