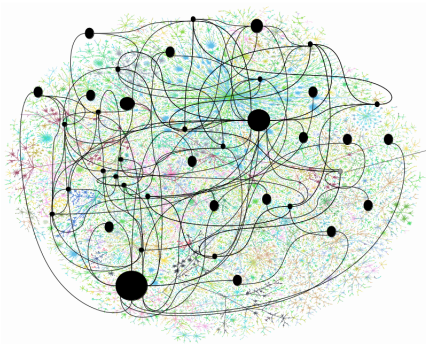


# $\pi$ calculus: toward global computing

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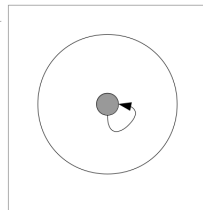
Applied Category Theory @ UC Riverside

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What is the internet?

What is a computer?



$\pi$  calculus    language of interaction

$N := a, b, c, \dots$

Names

$P :=$      $\emptyset$                     null  
           $+ P \mid P$             **parallel**  
           $+ a(x).P$         input  
           $+ \bar{a}y$             output

Processes

$\bar{a}y \mid a(x).P \Rightarrow P\{y/x\}$

Communication

$\bar{q}k \mid q(x).acs[x] \Rightarrow acs[k]$

“... by understanding communicating systems, there is a sense of **completion**; for we can now begin to describe what goes on **outside** a computer in the same terms as what goes on **inside** ... we may say that we inhabit a **global computer**, an informatic world which demands to be understood just as fundamentally as physicists understand the material world.”

– Robin Milner, creator

RChain: Secure. Sustainable. Scalable.



(transition)

relaxed intro.  
designing communities: magic.  
let's interact.

# syntax

$N := \{a, b, c, \dots\}$

$P := 0$

|  $\bar{a}b.P$

|  $a(x).P$

|  $P|P$

|  $\nu x P$

|  $!P$

|  $P+P$

nul — do nothing

out — send  $b$  on  $a$ , then  $P$

inp — receive  $(x)$  on  $a$ , then  $P$

par — do in parallel

new — create variable with scope  $P$

rep — replicate  $P$

sum — do first xor second

syntax (in math)

$$N = \{a, b, c, \dots\}$$

$$P \ni 0$$

$$\neg : N^2 \times P \rightarrow P$$

$$() : N^2 \times P \rightarrow P$$

$$| : P^2 \longrightarrow P$$

$$\gamma : N \times P \rightarrow P$$

$$! : P \longrightarrow P$$

$$+ : P^2 \longrightarrow P$$

names: free and bound

$fn(P)$  = free names of  $P$

$$fn(0) = \emptyset$$

$$fn(\bar{a}b.P) = \{a, b\} \cup fn(P)$$

$$* \quad fn(a(x).P) = \{a\} \cup fn(P) \setminus \{x\}$$

$$fn(P|Q) = fn(P) \cup fn(Q)$$

$$* \quad fn(\nu x.P) = fn(P) \setminus \{x\}$$

$$fn(!P) = fn(P)$$

$$fn(P+Q) = fn(P) \cup fn(Q)$$

binding  
(conventions)

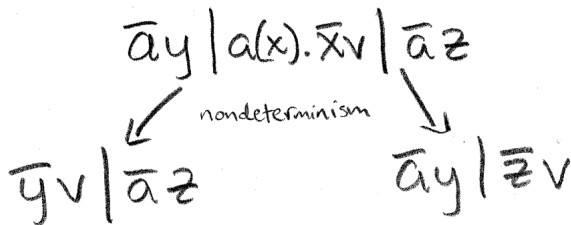


## communication

$$\text{COMM: } \bar{a}z.P \mid a(x).Q$$

$$\Rightarrow P \mid Q\{z/x\}$$

example: nondeterminism



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$$\bar{a}y.\bar{y}m \mid a(x).x(p).\bar{x}e \mid \bar{a}z.\bar{z}n$$

names are resources

example: restriction

$$\nu s (\bar{x}s. \bar{s}a. \bar{s}b \mid x(u). u(y). u(z). \bar{y}z)$$

$$\Rightarrow \nu s (\bar{s}a. \bar{s}b \mid s(y). s(z). \bar{y}z)$$

$$\Rightarrow \nu s (\bar{s}b \mid s(z). \bar{a}z)$$

$$\Rightarrow \nu s (\bar{a}b)$$

(passing a private channel)

# congruence

|               |   |
|---------------|---|
| SC-SUM-ASSOC  | $M_1 + (M_2 + M_3) \equiv (M_1 + M_2) + M_3$  |
| SC-SUM-COMM   | $M_1 + M_2 \equiv M_2 + M_1$  |
| SC-SUM-INACT  | $M + \mathbf{0} \equiv M$   |
| SC-COMP-ASSOC | $P_1 \mid (P_2 \mid P_3) \equiv (P_1 \mid P_2) \mid P_3$                              |
| SC-COMP-COMM  | $P_1 \mid P_2 \equiv P_2 \mid P_1$  |
| SC-COMP-INACT | $P \mid \mathbf{0} \equiv P$  |
| SC-RES        | $\nu z \nu w P \equiv \nu w \nu z P$  |
| SC-RES-INACT  | $\nu z \mathbf{0} \equiv \mathbf{0}$  |
| SC-RES-COMP   | $\nu z (P_1 \mid P_2) \equiv P_1 \mid \nu z P_2, \text{ if } z \notin \text{fn}(P_1)$ |
| SC-REP        | $!P \equiv P \mid !P$   |

Table 1.1. *The axioms of structural congruence*

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|       |   |
|-------|---|
| REFL  | $P = P$   |
| SYMM  | $P = Q \text{ implies } Q = P$                    |
| TRANS | $P = Q \text{ and } Q = R \text{ implies } P = R$ |
| CONG  | $P = Q \text{ implies } C[P] = C[Q]$              |

Table 1.2. *The rules of equational reasoning*

# reduction

$$\text{R-INTER} \quad \frac{}{(\bar{x}y. P_1 + M_1) \mid (x(z). P_2 + M_2) \longrightarrow P_1 \mid P_2\{y/z\}}$$

$$\text{R-TAU} \quad \frac{}{\tau. P + M \longrightarrow P}$$

$$\text{R-PAR} \quad \frac{P_1 \longrightarrow P'_1}{P_1 \mid P_2 \longrightarrow P'_1 \mid P_2}$$

$$\text{R-RES} \quad \frac{P \longrightarrow P'}{\nu z P \longrightarrow \nu z P'}$$

$$\text{R-STRUCT} \quad \frac{P_1 \equiv P_2 \longrightarrow P'_2 \equiv P'_1}{P_1 \longrightarrow P'_1}$$

Table 1.3. *The reduction rules*

example: replication

$$vS \quad S(v).! \bar{S}v \quad ?$$

$$! \quad v p \quad \bar{n} p. p(z). ! \bar{p} z \quad ?$$

(! $\sim$ permanent,  $v \sim$ local)

what about tuples?

$$x(y,z) \stackrel{\text{def}}{=} x(y).x(z)$$

$$\bar{x}\langle a,b \rangle \stackrel{\text{def}}{=} \bar{x}a.\bar{x}b$$

$$? \quad x(y,z).\bar{y}z \mid \bar{x}\langle a,b \rangle \mid x(y,z).\bar{z}y \quad ?$$

# polyadicity

$$\bar{a}(b_1, b_2, \dots, b_n) \stackrel{\text{def}}{=} \lambda w. \bar{a}w. \bar{w}b_1. \dots \bar{w}b_n$$

$$a(x_1, x_2, \dots, x_n) \stackrel{\text{def}}{=} a(w). w(x_1). \dots w(x_n)$$

polyadic: send + receive lists of names



# recursion

recursion

$$A[x] \stackrel{\text{def}}{=} P$$

$fn(P) \in \{x\}$ ,  
 $P$  contains  $A$ 's

$$\rightarrow A[x] = !a(x). P\{\bar{a}y / A[y]\}$$

$$A[z] \in S$$

$$\rightarrow \forall a(\bar{a}z \mid !a(x). P\{\bar{a}y / A[y]\}) \in S$$

(calling yourself)

example: update

$$S[v] = !(\bar{S}v + s(w).S[w])$$

$$= !s(v).!(\bar{S}v + s(w).\bar{S}w)$$

updateable storage

$$(P | S[i])$$

$$= (P | \nu s(\bar{S}i !s(v).!(\bar{S}v + s(w).\bar{S}w)))$$

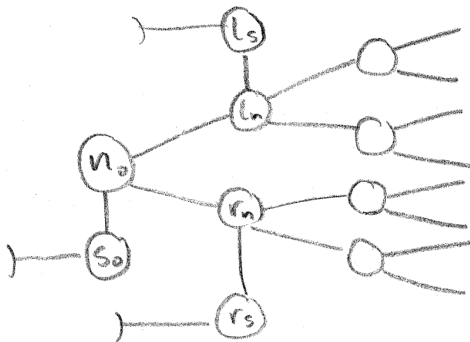
example: binary tree

$\text{tree}[\text{node}, \text{store}] :=$   
new left<sub>n</sub>, left<sub>s</sub>, right<sub>n</sub>, right<sub>s</sub>  
( $\overline{! \text{node}}(\text{left}_n, \text{left}_s, \text{right}_n, \text{right}_s)$   
| store(value).  $\overline{! \text{store}}(\text{value})$   
| Tree[left<sub>n</sub>, left<sub>s</sub>] | Tree[right<sub>n</sub>, right<sub>s</sub>] )

(evolving system of cells)

internal

example: binary tree



$$T \equiv F(n_0, s_0) \mid !h(n, s). (\nu l_n, l_s, r_n, r_s)$$

$$!n(l_n, l_s, r_n, r_s) \mid s(v). !sv \mid F(l_n, l_s) \mid F(r_n, r_s)$$

## example: HIGUL

a pair of processes cooperate  
to build two unbounded chains of storage cells

$$P \stackrel{\text{def}}{=} (\nu n, s)(H | I | G | U | L)$$

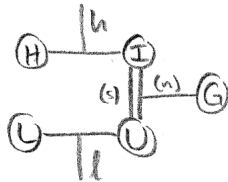
$$H \stackrel{\text{def}}{=} h(z). !\bar{h}z$$

$$L \stackrel{\text{def}}{=} l(z). !\bar{l}z$$

$$G \stackrel{\text{def}}{=} !\nu p \bar{n}p.p(z). !\bar{p}z$$

$$I \stackrel{\text{def}}{=} \nu i(\bar{i}h | !i(z).n(a).\bar{z}a.\bar{s}a.s(c).\bar{i}c)$$

$$U \stackrel{\text{def}}{=} \nu u(\bar{u}l | !u(z).n(b).\bar{z}b.  
n(c).\bar{z}c.s(a).\bar{s}c.\bar{u}a)$$



# dynamic topology

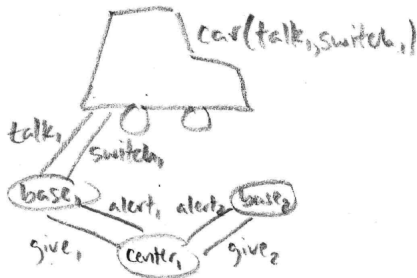
## mobility

- $\text{car}[\text{talk}, \text{switch}]$   
 $\stackrel{\text{def}}{=} \text{talk}. \text{car}[\text{talk}, \text{switch}]$   
+  $\text{switch}(t', s'). \text{car}[t', s']$

- $\text{base}[t, s, g, a]$   
 $\stackrel{\text{def}}{=} t. \text{base}[t, s, g, a]$   
+  $g(t', s'). \bar{s}(t', s'). \text{idlebase}(t, s, g, a)$

- $\text{idlebase}[t, s, g, a] \stackrel{\text{def}}{=} a. \text{base}(t, s, g, a)$

- $\text{center}_1 \stackrel{\text{def}}{=} \overline{\text{give}_1}(\text{talk}_2, \text{switch}_2). \text{alert}_2. \text{center}_2$   
 $\text{center}_2 \stackrel{\text{def}}{=} \overline{\text{give}_2}(\text{talk}_1, \text{switch}_1). \text{alert}_1. \text{center}_1$



## dynamic topology

$$\text{system}_1 \equiv (v\bar{c})(\text{car}(\text{talk}_1, \text{switch}_1) | \text{base}_1 | \text{idle}_2 | \text{center}_1)$$

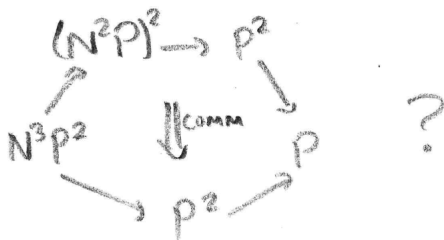
$$\Rightarrow (v\bar{c})(\text{car}(\text{talk}_1, \text{switch}_1) | \overline{\text{switch}_1}(\text{talk}_2, \text{switch}_2). \text{idle}_1 | \text{idle}_2 | \text{alert}_2. \text{center}_2)$$

$$\Rightarrow (v\bar{c})(\text{car}(\text{talk}_2, \text{switch}_2) | \text{idle}_1 | \text{idle}_2 | \text{alert}_2. \text{center}_2)$$

$$\Rightarrow (v\bar{c})(\text{car}(\text{talk}_2, \text{switch}_2) | \text{idle}_1 | \text{base}_2 | \text{center}_2) \equiv \text{system}_2$$

categories

$$\bar{a}b.P \mid a(x).Q \Rightarrow P \mid Q\{b/x\}$$



enriched algebraic theories  
— with binding



# reflection

reflection

code  $\Leftrightarrow$  data

$$p(n) = 1 + \overset{\text{not}}{n^2} \overset{\text{out}}{p(n)} + \overset{\text{inp}}{n^2} \overset{\text{par}}{p(n)} + p(n)^2$$
$$\overset{\text{new}}{n} \overset{\text{rep}}{p(n)} + \overset{\text{sum}}{p(n)} + p(n)^2$$

$$p(r) = r$$

(least fixed point - "Y combinator")

## $\rho$ calculus

rho

$$P := 0 \mid a?(\vec{x}).P \mid a!(P) \mid P \mid P \mid *a$$

evaluate

$$N := @P \quad \text{reference}$$

$$\text{COMM: } a!(P) \mid a?(x).Q \Rightarrow Q\{@P/x\}$$

application:  blockchain



application: biology [1]

| <b>Biology</b>         | <b>Process calculi</b> |
|------------------------|------------------------|
| Entity                 | Process                |
| Interaction capability | Channel                |
| Interaction            | Communication          |
| Modification/evolution | State change           |

Table 1: Process calculi abstraction for systems biology

## application: biology [2]

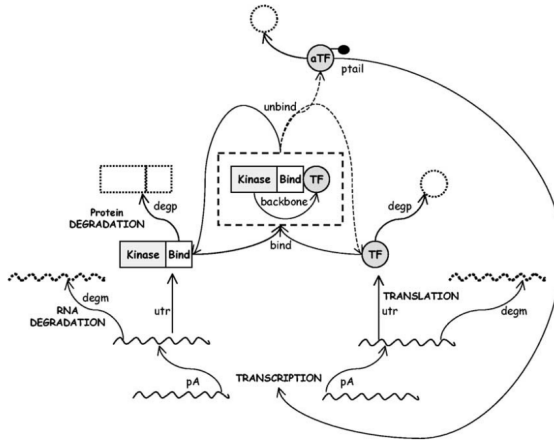


Fig. 1. A simple biomolecular process: Transcriptional regulation by positive feedback.

# application: biology [2]

Table 2  
Specification of a biomolecular system

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$$\begin{aligned}\text{Sys} &= \text{Gene\_A} | \text{Gene\_TF} | \text{Transcr} | \text{Transl} | \text{RNA\_Deg} | \text{Protein\_Deg} \\ \text{Gene\_A} &= (\text{basal}(), 4).(\text{Gene\_A} | \text{RNA\_A}) + (\text{pA}(), 40).(\text{Gene\_A} | \text{RNA\_A}) \\ \text{RNA\_A} &= (\text{utr}(), 1).(\text{RNA\_A} | \text{Protein\_A}) + (\text{degm}(), 1) \\ \text{Protein\_A} &= (\text{vbb1}, \text{bb2}, \text{bb3})(\text{Binding\_Site} | \text{Kinase}) \\ \text{Binding\_Site} &= (\overline{\text{bind}}(\text{bb1}, \text{bb2}, \text{bb3}), 0.1).\text{Bound\_Site} + (\text{degp}(), 0.1).(\overline{\text{bb3}}, \infty) \\ \text{Bound\_Site} &= (\overline{\text{bb1}}, 10).\text{Binding\_Site} + (\text{degp}(), 0.1).(\overline{\text{bb3}}, \infty).(\overline{\text{bb3}}, \infty) \\ \text{Kinase} &= (\overline{\text{bb2}}(\text{ptail}), 10).\text{Kinase} + (\text{bb3}(), \infty) \\ \text{Gene\_TF} &= (\text{basal}(), 4).(\text{Gene\_TF} | \text{RNA\_TF}) + (\text{pA}(), 40).(\text{Gene\_TF} | \text{RNA\_TF}) \\ \text{RNA\_TF} &= (\text{utr}(), 1).(\text{RNA\_TF} | \text{Protein\_TF}) + (\text{degm}(), 1) \\ \text{Protein\_TF} &= (\text{bind}(\text{c\_bb1}, \text{c\_bb2}, \text{c\_bb3}), 0.1).\text{Bound\_TF} + (\text{degp}(), 0.1) \\ \text{Bound\_TF} &= (\text{c\_bb1}(), 10).\text{Protein\_TF} + (\text{c\_bb3}(), \infty) + \\ &\quad (\text{c\_bb2}(\text{tail}), 10).((\text{c\_bb1}(), 10).\text{Active\_TF}(\text{tail}) + (\text{c\_bb3}(), \infty)) \\ \text{Active\_TF}(\text{tail}) &= (\overline{\text{tail}}, 100).\text{Active\_TF}(\text{tail}) + (\text{degp}(), 0.1) \\ \text{Transcr} &= (\overline{\text{basal}}, 4).\text{Transcr} + (\text{ptail}(), 100).(\overline{\text{pA}}, 40).\text{Transcr} \\ \text{Transl} &= (\overline{\text{utr}}, 1).\text{Transl} \\ \text{RNA\_Deg} &= (\overline{\text{degm}}, 1).\text{RNA\_Deg} \\ \text{Protein\_Deg} &= (\overline{\text{degp}}, 0.1).\text{Protein\_Deg}\end{aligned}$$

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# mathematics

linear logic [3]

game semantics [4]

double categories [5]

bigraphs [6]

operational semantics

categorical semantics

## references

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