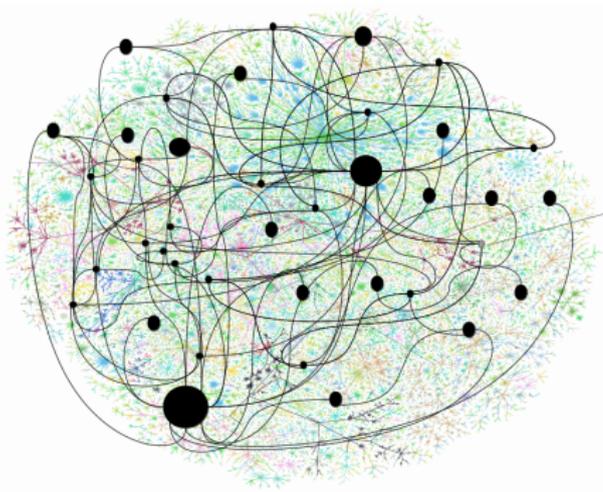


# $\pi$ calculus: toward global computing

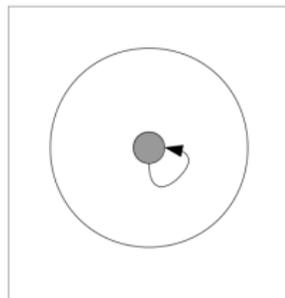
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Applied Category Theory @ UC Riverside

February 12, 2019



What is the internet?  
What is a computer?



$\pi$  calculus language of interaction

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

Names

$P :=$

- $\emptyset$  null
- $+ P | P$  **parallel**
- $+ a(x).P$  input
- $+ \bar{a}y$  output

Processes

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

Communication

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

“... 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)

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

$$P \ni 0$$

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

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

$$| : P^2 \rightarrow P$$

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

$$! : P \rightarrow P$$

$$+ : P^2 \rightarrow P$$

names: free and bound

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

$$fn(0) = \emptyset$$

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

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

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

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

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

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

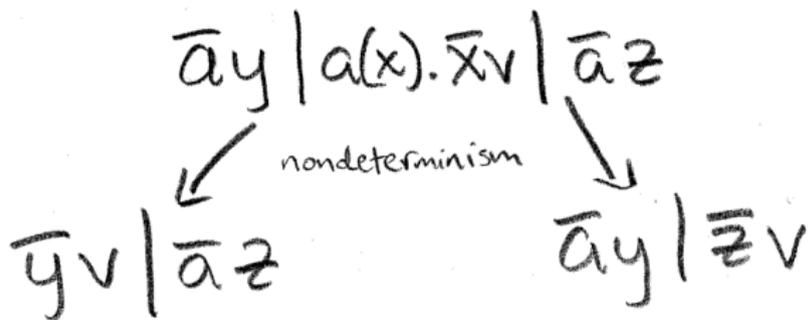
binding  
(conventions)

## communication

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

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

example: nondeterminism



---

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

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*

---

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

$$\begin{array}{c} \text{R-INTER} \quad \frac{}{(\bar{x}y. P_1 + M_1) \mid (x(z). P_2 + M_2) \longrightarrow P_1 \mid P_2\{y/z\}} \\ \\ \text{R-TAU} \quad \frac{}{\tau. P + M \longrightarrow P} \\ \\ \text{R-PAR} \quad \frac{P_1 \longrightarrow P'_1}{P_1 \mid P_2 \longrightarrow P'_1 \mid P_2} \qquad \text{R-RES} \quad \frac{P \longrightarrow P'}{\nu z P \longrightarrow \nu z P'} \\ \\ \text{R-STRUCT} \quad \frac{P_1 \equiv P_2 \longrightarrow P'_2 \equiv P'_1}{P_1 \longrightarrow P'_1} \end{array}$$

Table 1.3. *The reduction rules*

example: replication

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

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

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

what about tuples?

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

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

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

# 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

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

$\text{fn}(P) \in \{x\}$ ,  
 $P$  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

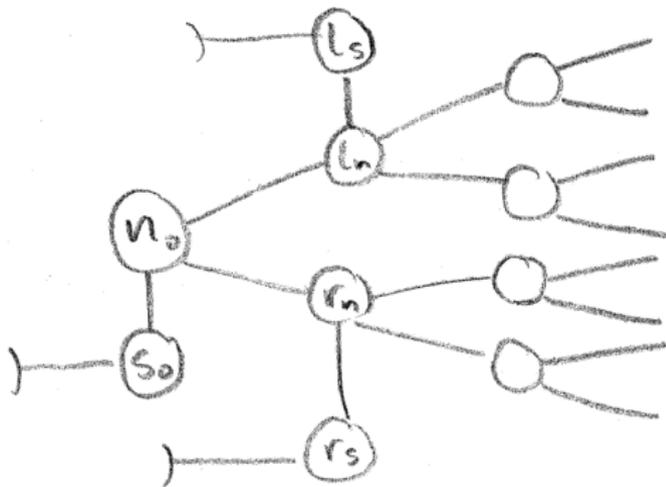
tree[node, store] :=

new left<sub>n</sub>, left<sub>s</sub>, right<sub>n</sub>, right<sub>s</sub>  
(!node<left<sub>n</sub>, left<sub>s</sub>, right<sub>n</sub>, right<sub>s</sub>>  
| store(value). !store<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



$$T \equiv F(n_0, s_0) | !t(n, s) \cdot (\forall l_n, l_s, r_n, r_s)$$

$$!n(l_n, l_s, r_n, r_s) | s(v) \cdot !Sv | F(l_n, l_s) | F(r_n, r_s)$$

# example: HIGUL

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

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

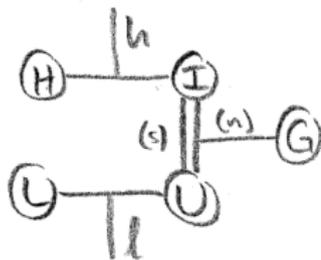
$$H \stackrel{\text{def}}{=} h(z). !\bar{h}z$$

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

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

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

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



# dynamic topology

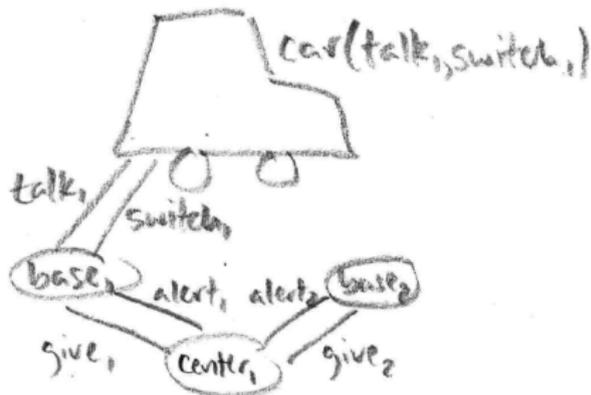
## mobility

- $\text{car}[\text{talk}, \text{switch}]$   
 $\stackrel{\text{def}}{=} \text{talk} . \text{car}[\text{talk}, \text{switch}]$   
+  $\text{switch}(t, s) . \text{car}[t, s]$

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

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

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



# dynamic topology

$$\text{system}_1 \equiv (\forall \vec{c}) (\text{car}(\text{talk}_1, \text{switch}_1) \mid \text{base}_1 \mid \text{idle}_2 \mid \text{center}_1)$$

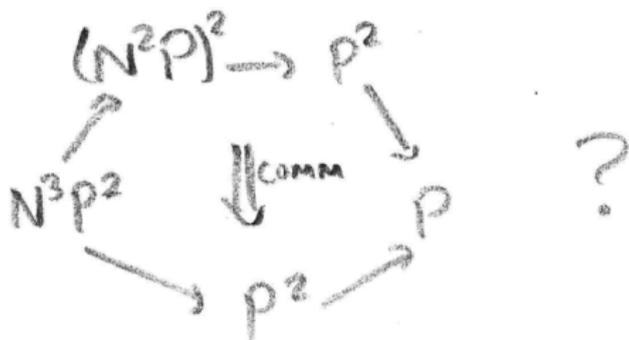
$$\Rightarrow (\forall \vec{c}) (\text{car}(\text{talk}_1, \text{switch}_1) \mid \overline{\text{switch}_1} \langle \text{talk}_2, \text{switch}_2 \rangle . \text{idle}_1 \\ \mid \text{idle}_2 \mid \text{alert}_2 . \text{center}_2)$$

$$\Rightarrow (\forall \vec{c}) (\text{car}(\text{talk}_2, \text{switch}_2) \mid \text{idle}_1 \\ \mid \text{idle}_2 \mid \text{alert}_2 . \text{center}_2)$$

$$\Rightarrow (\forall \vec{c}) (\text{car}(\text{talk}_2, \text{switch}_2) \mid \text{idle}_1 \\ \mid \text{base}_2 \mid \text{center}_2) \equiv \text{system}_2$$

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

$$p(n) = 1 + \overset{\text{nul}}{n^2} p(n) + \overset{\text{out}}{n^2} p(n) + \overset{\text{inp}}{p(n)^2} + \overset{\text{par}}{p(n)^2}$$
$$\overset{\text{new}}{n} p(n) + \overset{\text{rep}}{p(n)} + \overset{\text{sum}}{p(n)^2}$$

$$p(r) = r$$

(least fixed point - "Y combinator")

# $\rho$ calculus

rho

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

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]

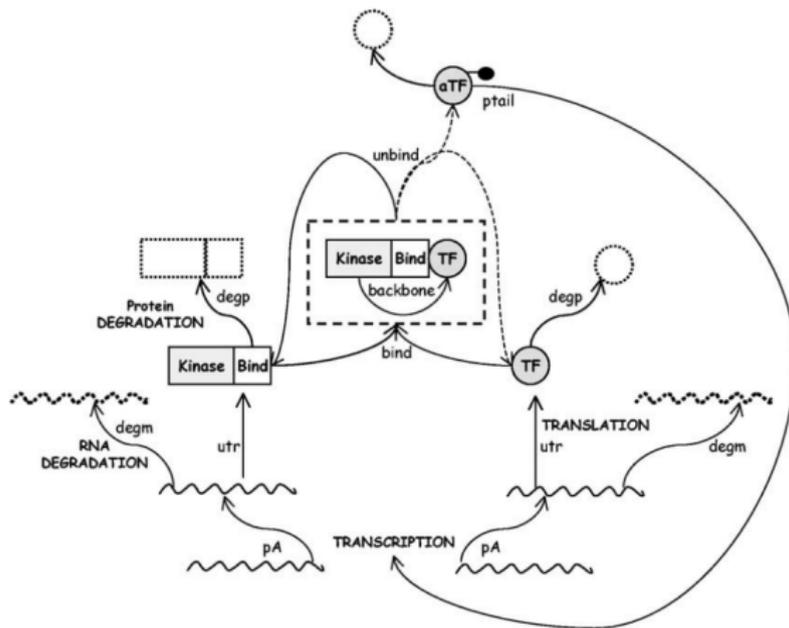


Fig. 1. A simple biomolecular process: Transcriptional regulation by positive feedback.

# application: biology [2]

Table 2  
Specification of a biomolecular system

---

Sys = Gene\_A|Gene\_TF|Transcr|Transl|RNA\_Deg|Protein\_Deg

Gene\_A = (basal(), 4).(Gene\_A|RNA\_A) + (pA(), 40).(Gene\_A|RNA\_A)

RNA\_A = (utr(), 1).(RNA\_A|Protein\_A) + (degm(), 1)

Protein\_A = (vbb1, bb2, bb3)(Binding\_Site|Kinase)

Binding\_Site = ( $\overline{\text{bind}}$ (bb1, bb2, bb3), 0.1).Bound\_Site + (degp(), 0.1).( $\overline{\text{bb3}}$ ,  $\infty$ )

Bound\_Site = ( $\overline{\text{bb1}}$ , 10).Binding\_Site + (degp(), 0.1).( $\overline{\text{bb3}}$ ,  $\infty$ ).( $\overline{\text{bb3}}$ ,  $\infty$ )

Kinase = ( $\overline{\text{bb2}}$ (ptail), 10).Kinase + (bb3(),  $\infty$ )

Gene\_TF = (basal(), 4).(Gene\_TF|RNA\_TF) + (pA(), 40).(Gene\_TF|RNA\_TF)

RNA\_TF = (utr(), 1).(RNA\_TF|Protein\_TF) + (degm(), 1)

Protein\_TF = (bind(c\_bb1, c\_bb2, c\_bb3), 0.1).Bound\_TF + (degp(), 0.1)

Bound\_TF = (c\_bb1(), 10).Protein\_TF + (c\_bb3(),  $\infty$ ) +  
(c\_bb2(tail), 10).((c\_bb1(), 10).Active\_TF(tail) + (c\_bb3(),  $\infty$ ))

Active\_TF(tail) = ( $\overline{\text{tail}}$ , 100).Active\_TF(tail) + (degp(), 0.1)

Transcr = ( $\overline{\text{basal}}$ , 4).Transcr + (ptail(), 100).( $\overline{\text{pA}}$ , 40).Transcr

Transl = ( $\overline{\text{utr}}$ , 1).Transl

RNA\_Deg = ( $\overline{\text{degm}}$ , 1).RNA\_Deg

Protein\_Deg = ( $\overline{\text{degp}}$ , 0.1).Protein\_Deg

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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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