

Behavioural Contracts

- Behavioural types: model the behaviour of ensembles of services in terms of their interactions;
 - behavioural contracts, session types.
- Useful for:
 - reasoning formally about well-behaving properties,
 - building applications that are verified by construction against these properties.
- *Contract automata*: behavioural contracts modelled as FSA,
- In contract automata services match their requests and offers between each other to reach an agreement

Motivation

- few studies on how to derive the finalised software from the verified specification as behavioural contracts;
- these behavioural specifications are not yet a feature of standard mainstream programming languages.
- We investigate the connection between a behavioural specification given as contract automata and its implementation.

Contract Automata: Software Support

- CATLib : library implementing contract automata and their operations, for *specifying* applications using contract automata;
- CAT_App : Graphical front-end for designing contract automata;
- CARE : Runtime Environment for *implementing* applications specified via contract automata

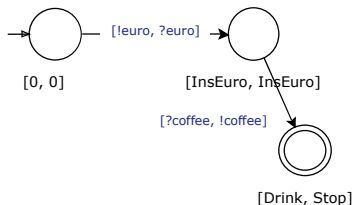
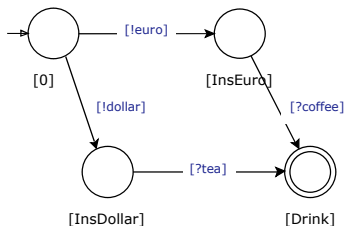
`https://github.com/contractautomataproject`

Benefits of CARE

- We show a possible realisation of an orchestration engine,
 - abstracted away in the contract automata theory,
 - but needed for implementing applications specified with contract automata,
- improving our understanding of the relation between a specification with contract automata and its implementation, and the corresponding level of abstraction.
- **Benefits:** formal guarantees, reduction of the software complexity, separation of concerns, modularity.

Modal Service Contract Automata (MSCA)

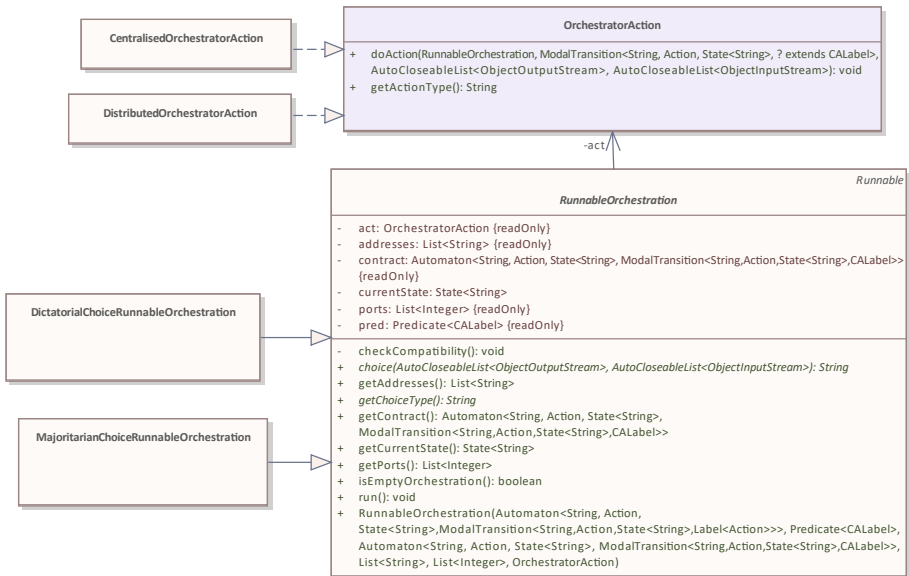
- MSCA are FSA enhanced with:
 - Partitioned alphabet of actions:
 - offers $!a$ (or \bar{a}) (A^o) and requests $?a$ (or a) (A^r)
 - special idle action ($\bullet \notin A^o \cup A^r$)
 - rank : the number of services in the contract,
 - Transitions partitioned into permitted (T^\diamond) and necessary (T^\square),
 - Labels are list of actions and are constrained to be:
 - offers: $(\bullet, \bullet, \bullet, !a)$,
 - requests: $(\bullet, ?a, \bullet, \bullet)$,
 - matches: $(\bullet, ?a, \bullet, !a)$,
 - $size(list) = rank$



Contract Automata Runtime Environment

- the software is organised into:
 - the classes for the orchestrator and
 - the classes for the orchestrated services;
- offers and requests of contracts are an abstraction of low-level messages sent between the services and the orchestrator to realise them.

Two aspects to implement: action and choice



Formal Guarantees : Adherence to the Contract

Algorithm 1 Orchestration	Algorithm 2 Service Thread
<p>Require: non-empty orchestration automaton</p> <p>Ensure: no exception is thrown</p> <pre> <i>init Sockets</i> ▷ connect to the services <i>cs</i> ← <i>initialState</i> ▷ current state while true do <i>fws</i> ← <i>forwardStar(cs)</i> if <i>empty(fws)</i> & <i>notFinal(cs)</i> then throw Exception end if <i>choice</i> ← <i>choice()</i> ▷ interact with services if <i>choice</i> == <i>stop</i> & <i>final(cs)</i> then return end if <i>tr</i> ← <i>select(fws,choice)</i> if <i>tr</i> not in agreement then throw Exception end if <i>doAction(tr)</i> ▷ interact with services <i>cs</i> ← <i>targetState(tr)</i> end while </pre>	<p>Require: connected to the orchestrator</p> <pre> <i>init Socket</i> ▷ set socket timeout <i>cs</i> ← <i>initialState</i> ▷ current state while true do <i>act</i> ← <i>receive(socket)</i> if <i>stop(act)</i> then if <i>final(cs)</i> then return else throw ContractViolationException end if end if if <i>choice(act)</i> then <i>performChoice()</i> ▷ interact with or- continue ▷ chestration end if <i>tr</i> ← <i>select(forwardStar(cs),act)</i> if no valid action then throw ContractViolationException else <i>invokeMethod(tr)</i> end if <i>cs</i> ← <i>targetState(tr)</i> end while </pre>

if the orchestration is correctly synthesised
no contract exception will ever be raised

Formal Guarantees : Uppaal model

