

# Dynamic Causality (in Event Structures)

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SOAMED 

September 22, 2015

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<sup>1</sup>slides  
<sup>2</sup>presenter

Dynamic Causality

YA, DSK, UN, KP

Introduction

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Dynamisation

Expressive Power

Higher-Order  
Dynamics

Asymmetric  
Concurrency?

# Motivation

Process modelling for health care scenarios, formally !

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# Motivation

Process modelling for health care scenarios, formally !

- Why?
  - *Analysis* of processes (Proofs of properties)
  - *Improvement* of processes

# Motivation

Process modelling for health care scenarios, formally !

- Why?
  - *Analysis* of processes (Proofs of properties)
  - *Improvement* of processes
- How?
  - Application domain is „rule“-based
  - Formal model with focus on causal dependencies

Dynamic Causality

YA, DSK, UN, KP

Introduction

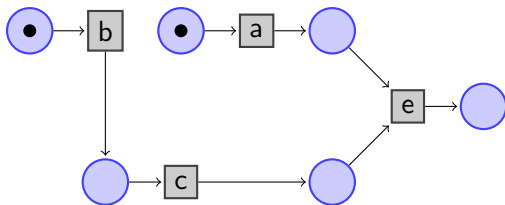
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## What is a Suitable Model?



Dynamic Causality

YA, DSK, UN, KP

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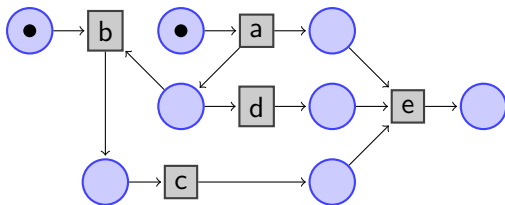
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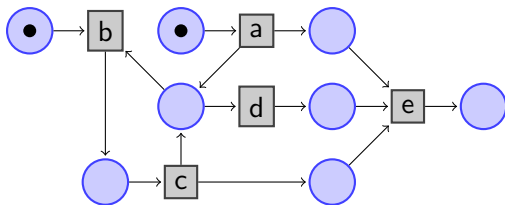
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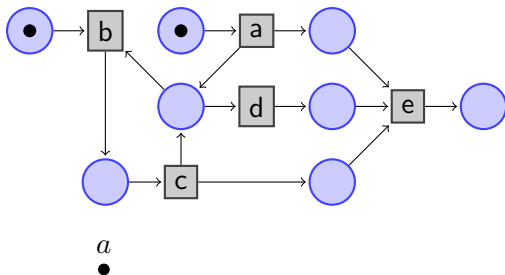
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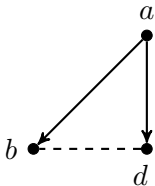
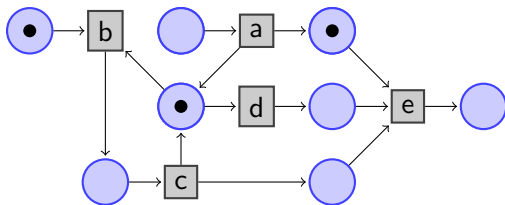
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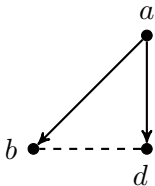
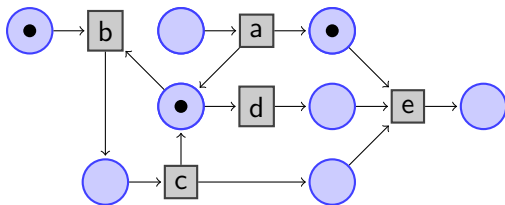
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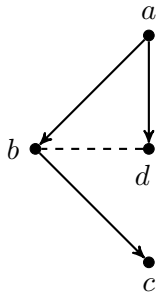
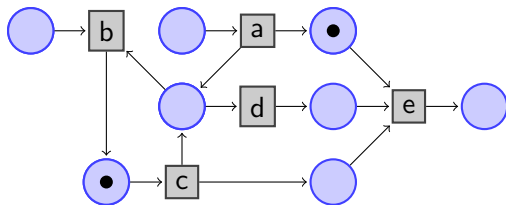
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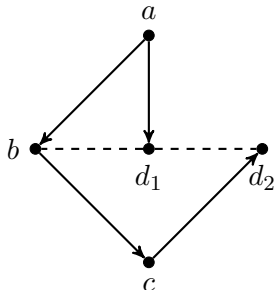
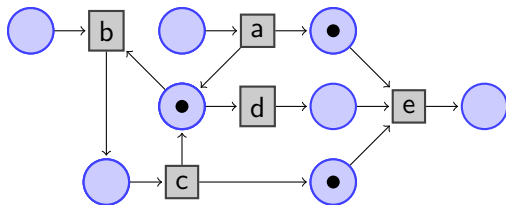
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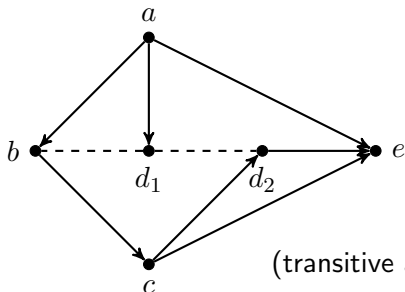
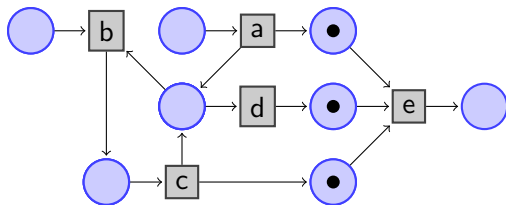
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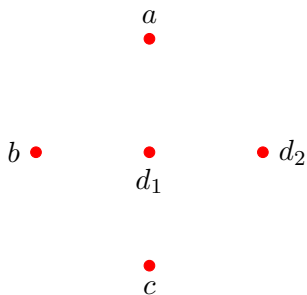
- Model for distributed/concurrent systems

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- Events (set  $E$ ) and relations (on  $E \times E$ )

# Model — Event Structures

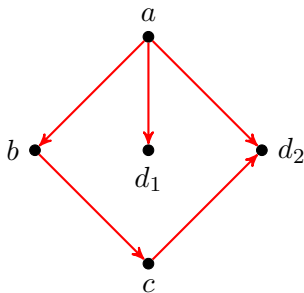
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  - Events (unique) as dots





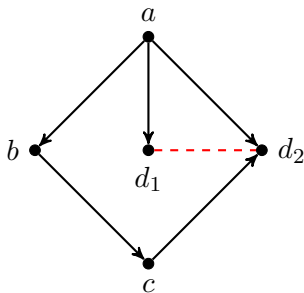
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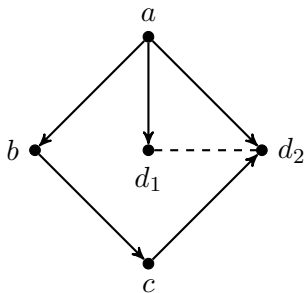
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  - **Conflict** as dashed lines



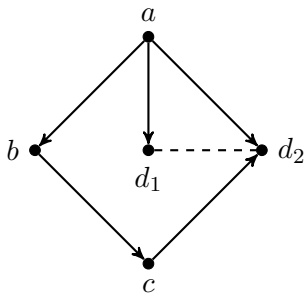
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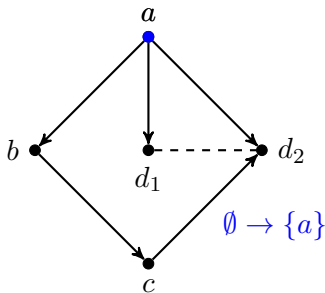


traces:

transitions:

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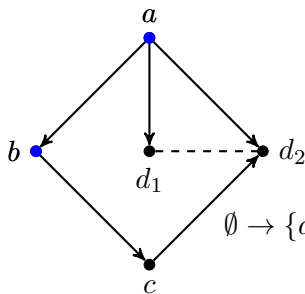
$a$

transitions:

$\emptyset \rightarrow \{a\}$

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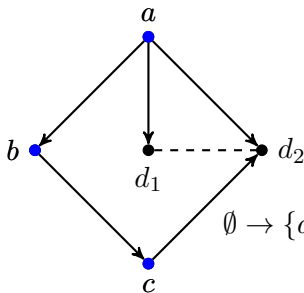
 $ab$ 

transitions:

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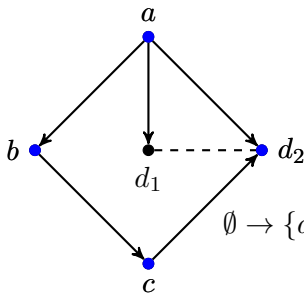
$abc$

transitions:

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traces:

$abcd_2$

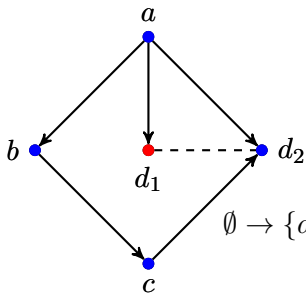
transitions:

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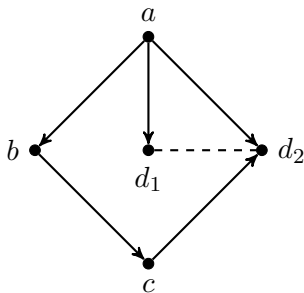
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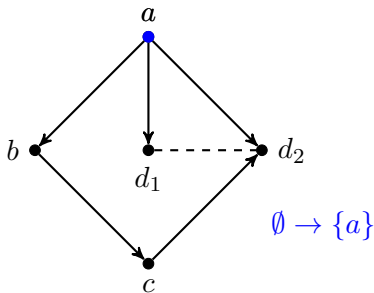
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traces:

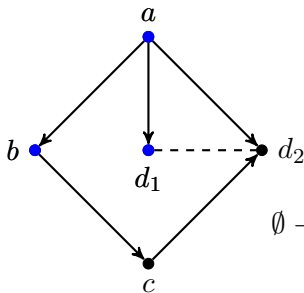
 $abcd_2$  $a$ 

transitions:

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traces:

$abcd_2$

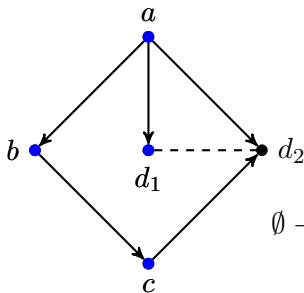
$abd_1$

transitions:

$\emptyset \rightarrow \{a\} \rightarrow \{a, b, d_1\}$

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traces:

$abcd_2$

$abd_1c$

transitions:

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# Prime Event Structures (PES)

First ES by Winskel 1980s,  $(E, \leq, \#)$ :

- *causality/enabling* relation  $\leq$
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$$\forall e, e', e'' \in E. e \# e' \wedge e' \leq e'' \Rightarrow e \# e''$$
- Finite causes:  
$$\forall e \in E. \{e' \mid e' \leq e\} \text{ is finite}$$



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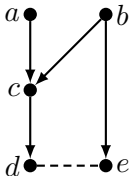
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# Semantics

- A trace is a sequence of events that can occur in an event structure, with respect to causality and conflicts.



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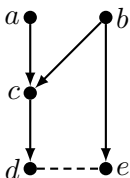
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Some traces:  $\varepsilon, a, b, ab, ba, abce, \dots$

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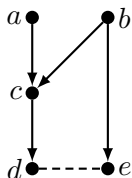
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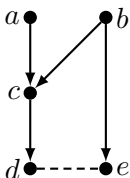


Some traces:  $\varepsilon, a, b, ab, ba, abce, \dots$

No traces:  $bc, c, abcde, \dots$

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- A trace is a sequence of events that can occur in an event structure, with respect to causality and conflicts.
- A configuration of an event structure is a set of events, that can occur in one system run.

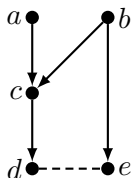


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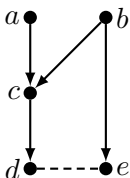
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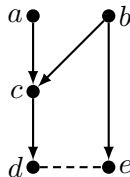
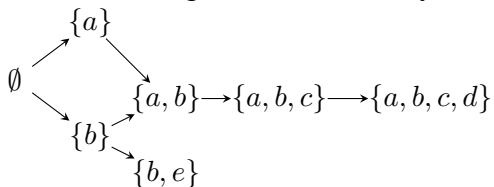
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No configurations:  $\{a, c\}, \{d, e\}$

# Families of Configurations

*A family of configurations*

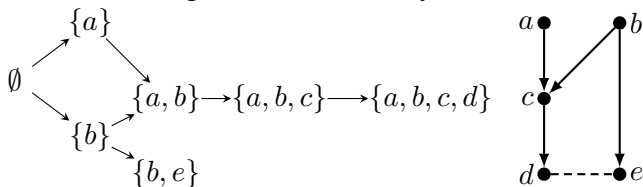
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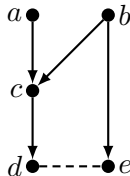
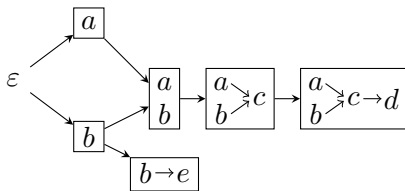


- Reflexive and transitive arrows are omitted.



# Families of Posets

A *family of posets (partially ordered sets)* consists of several posets and a prefix relation on posets.



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# Bundle Event Structures

Bundle event structures have a new enabling relation  
 $\mapsto \subseteq \mathcal{P}(E) \times E$ , for each  $X \mapsto e$ , an  $x \in X$  must precede  $e$ .

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Bundle ES (BES):

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Bundle ES (BES):

- $\mapsto$
- $\#$
- Stability
- Langerak [92]





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Bundle ES (BES):    Extended BES:

■  $\mapsto$

■  $\mapsto$

■  $\#$

■  $\rightsquigarrow$

■ Stability

■ Langerak [92]

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Bundle event structures have a new enabling relation

$\mapsto \subseteq \mathcal{P}(E) \times E$ , for each  $X \mapsto e$ , an  $x \in X$  must precede  $e$ .

Stability:  $\forall X \mapsto e. \forall e_1, e_2 \in X. e_1 \neq e_2 \Rightarrow e_1 \# e_2$ .

Bundle ES (BES):      Extended BES:

- $\mapsto$

- $\mapsto$

- $\#$

- $\rightsquigarrow$

- Stability

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■ Katoen [96]

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# ES for Resolvable Conflicts

An ES for Resolvable Conflicts [van Glabbeek, Plotkin 04]  
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2. for each  $W \subseteq C'$  there is a  $Z \subseteq C$ , such that  $Z \vdash W$ .

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## Other Event Structures ...

- Prioritized ES [Arbach, Peters, Nestmann 13]
- Several other extensions ...

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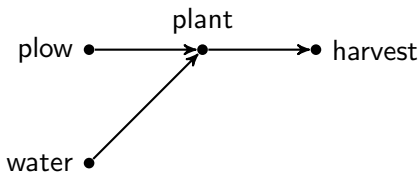
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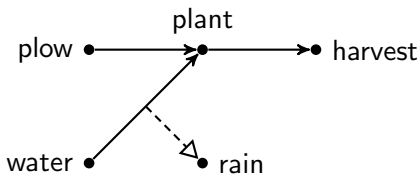
## Motivating Example

- Simple work-flow/process with regular behaviour



## Motivating Example

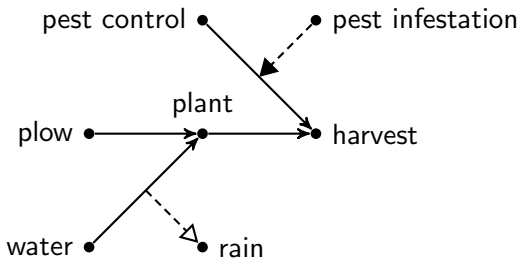
- Simple work-flow/process with regular behaviour
- Exceptional behaviour may change dependencies.





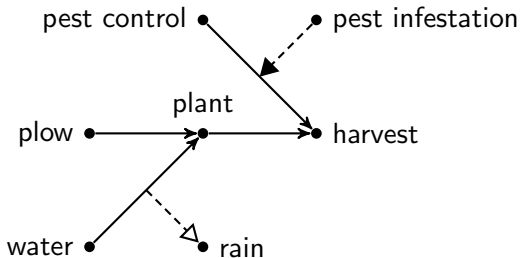
## Motivating Example

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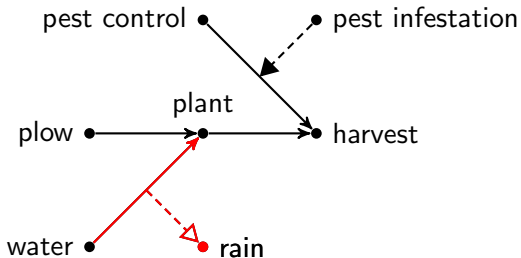
## Shrinking Causality

- Events may drop causal dependencies



## Shrinking Causality

- Events may drop causal dependencies, i.e. arrows may be **deleted**.



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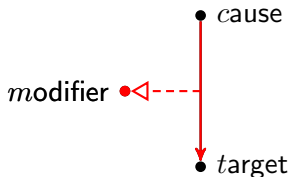
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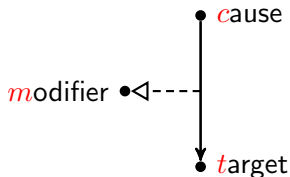
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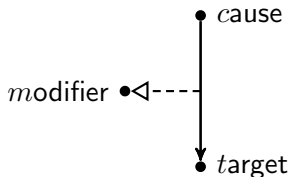
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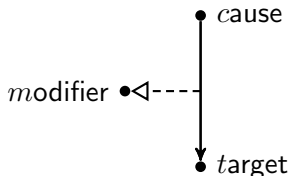
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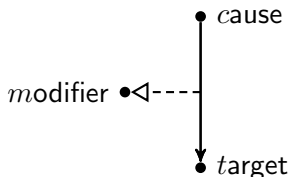
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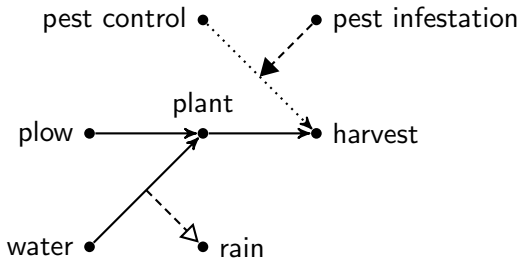


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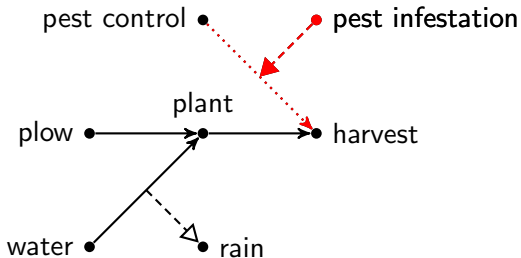
## Growing Causality

- Events may add causal dependencies



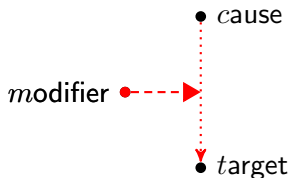
## Growing Causality

- Events may add causal dependencies, i.e. arrows may be **inserted**.



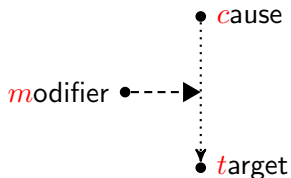
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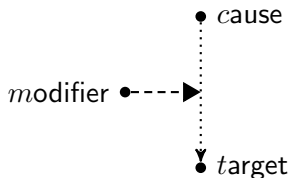
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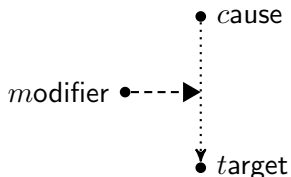
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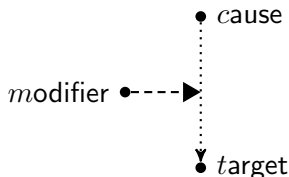
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Dynamic Causality

YA, DSK, UN, KP

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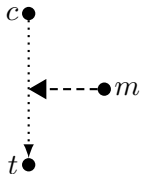
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## GES vs PES





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YA, DSK, UN, KP

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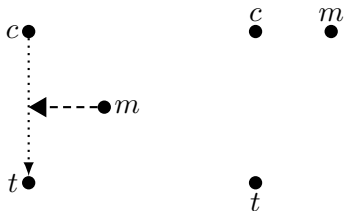
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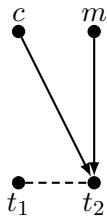
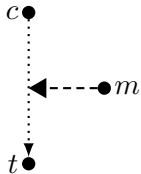
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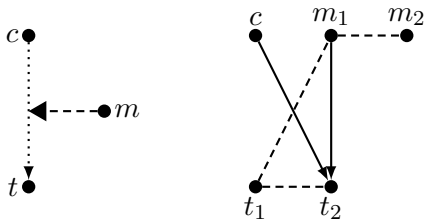
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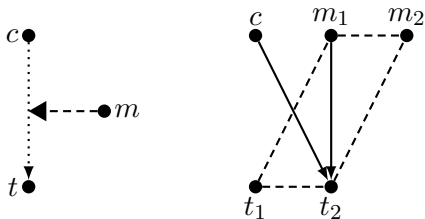
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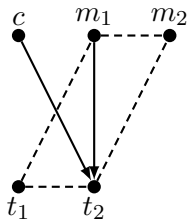
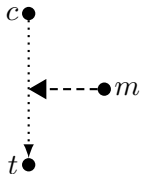
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## GES vs PES



Simulation is ugly.

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## Features

Relying on the assumption, that modifier and target can not occur concurrently we can model some interesting behaviour.

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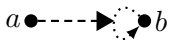
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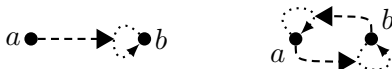
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## ■ Disabling

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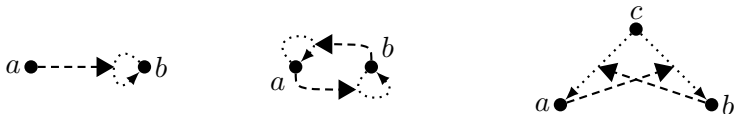


- Disabling
- binary conflict



# Features

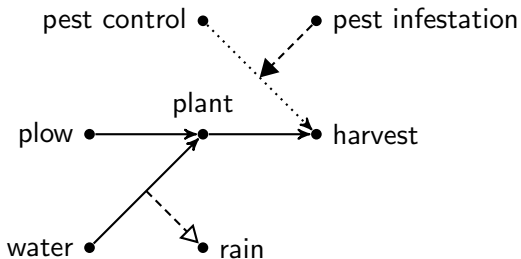
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- Disabling
- binary conflict
- resolvable conflict

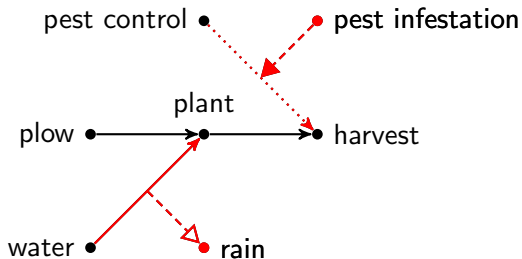
# Dynamic Causality

- Combining shrinking and growing causality.



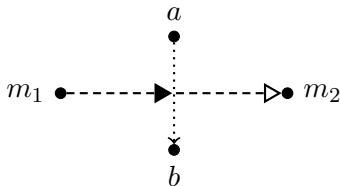
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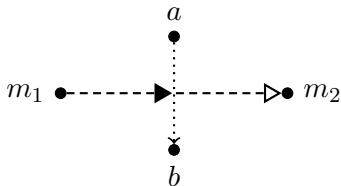
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# Dynamic Causality

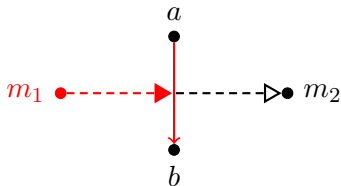
- Combining shrinking and growing causality.



- First trace:

# Dynamic Causality

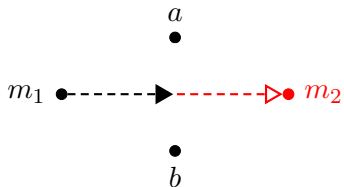
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- First trace:  $m_1$

# Dynamic Causality

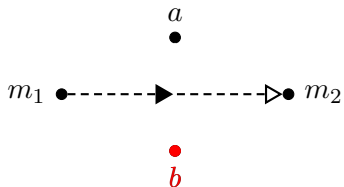
- Combining shrinking and growing causality.



- First trace:  $m_1 m_2$

# Dynamic Causality

- Combining shrinking and growing causality.

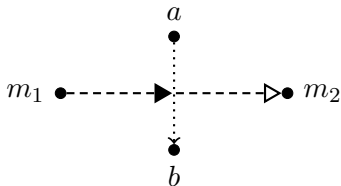


- First trace:  $m_1 m_2 b$



# Dynamic Causality

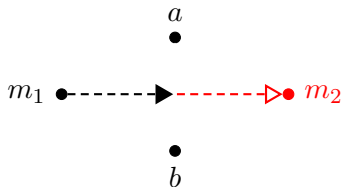
- Combining shrinking and growing causality.



- First trace:  $m_1 m_2 b$
- Second trace:

# Dynamic Causality

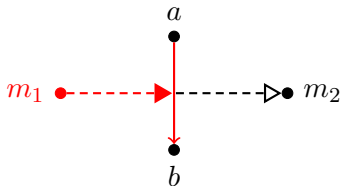
- Combining shrinking and growing causality.



- First trace:  $m_1 m_2 b$
- Second trace:  $m_2$

# Dynamic Causality

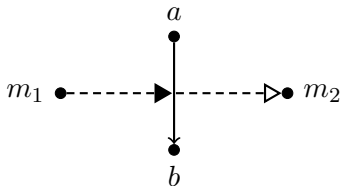
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- First trace:  $m_1 m_2 b$
- Second trace:  $m_2 m_1$

# Dynamic Causality

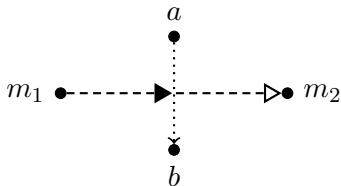
- Combining shrinking and growing causality.



- First trace:  $m_1m_2b$
- Second trace:  $m_2m_1$
- Now  $b$  is not allowed!

# Dynamic Causality

- Combining shrinking and growing causality.



- First trace:  $m_1 m_2 b$
- Second trace:  $m_2 m_1$
- Now  $b$  is not allowed!
- order sensitive

Dynamic Causality

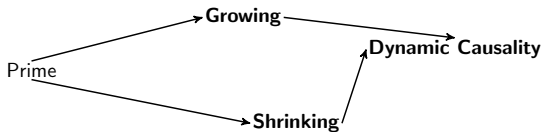
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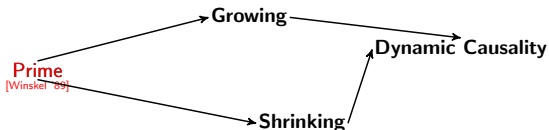
YA, DSK, UN, KP

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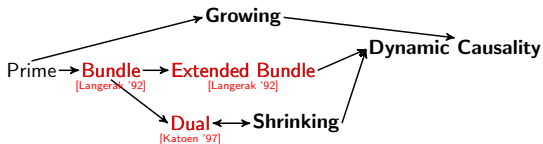
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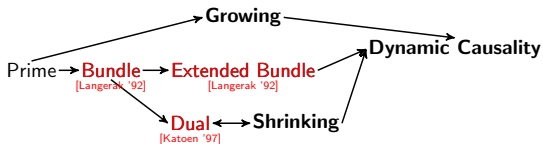
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- The ES from the introduction  
(with some additional properties)

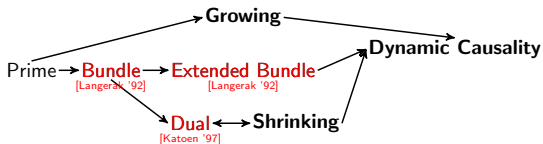


- Bundle enabling:  $X \mapsto e$ , one  $x \in X$  must precede  $e$

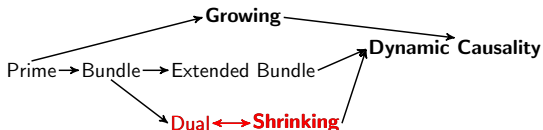




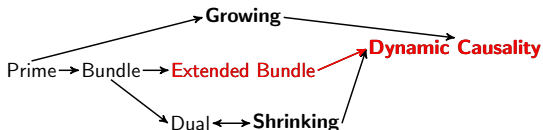
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- Extended Bundle ES: Disabling instead of conflict



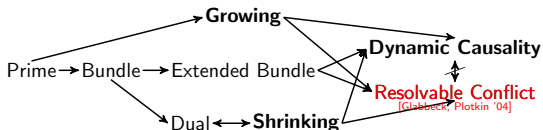
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- Extended Bundle ES: Disabling instead of conflict
- (Extended) Bundle ES: Stability  
 $\forall X. X \mapsto e. (\forall x, y \in X. [x \neq y \implies x \# y])$



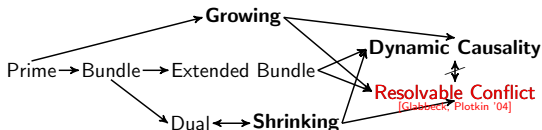
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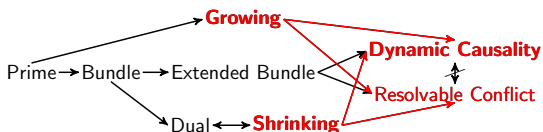
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- Dual ESs and Shrinking Causality ESs equivalent
- Extended Bundle ESs **strictly less expressive** than Dynamic Causality ESs



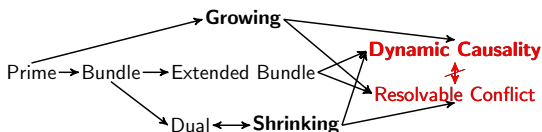
- Set of events and witness relation  $\vdash \subseteq 2^E \times 2^E$ ,  
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- ESs for Resolvable Conflicts and Dynamic Causality ESs are **incomparable**.



Dynamic Causality

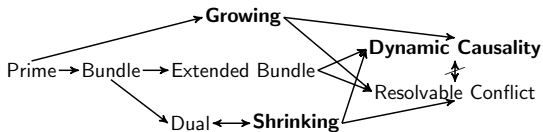
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## ■ Solution:

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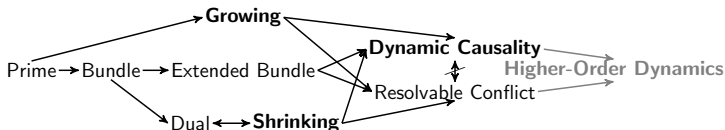
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- Solution:  
set-based and higher-order dynamic causality ES

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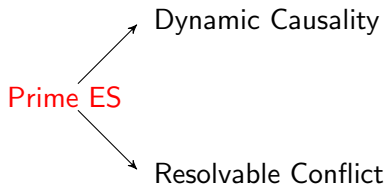
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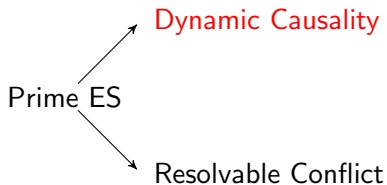
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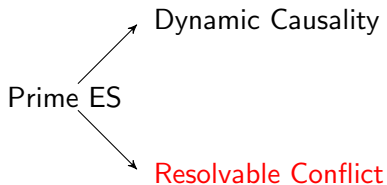
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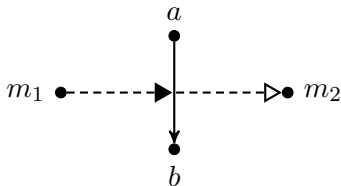
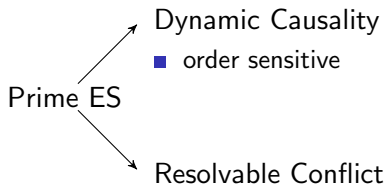
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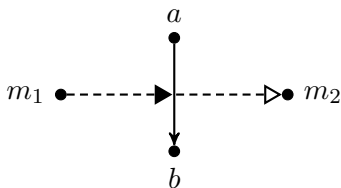
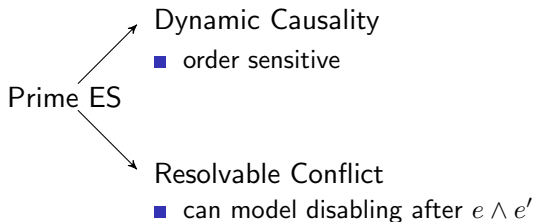
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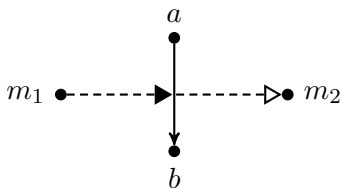
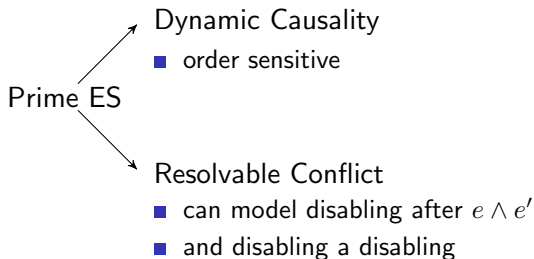
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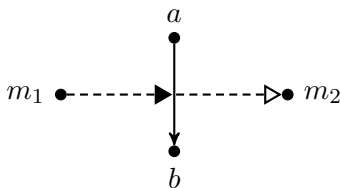
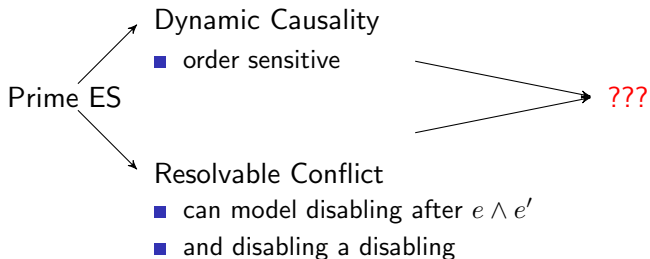


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## Classification



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# Examples for Dynamics — Rules

- Dynamics of 0th order

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## Examples for Dynamics — Rules

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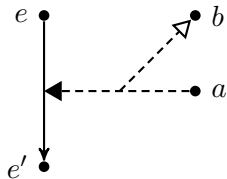
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# Set-Based Higher-Order Dynamics

- The new structure consists of:

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# Set-Based Higher-Order Dynamics

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  1. a set of events  $E$
  2. a rule set  $\mathcal{R}$  over  $E$
- The rules for higher-order dynamics over  $E$  are generated by the following grammar:

$$S ::= A \rightarrow A \mid M \blacktriangleright [S] \mid M \triangleleft [S] \quad M \subseteq E$$

$$A ::= e \quad e \in E$$

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# Semantics

- Configurations are not expressive enough.

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  3.  $R_{C'}$  is a rule update for  $R_C$ , w.r.t.  $C \rightarrow C'$ .

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# Theorem

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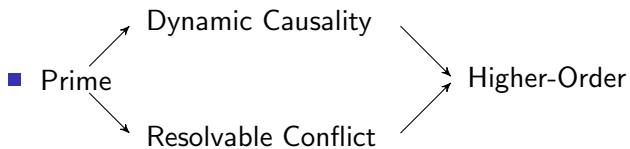
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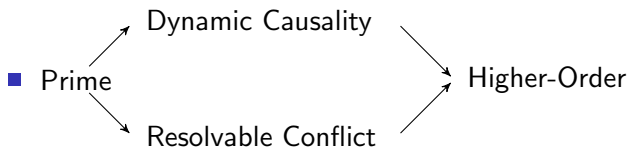
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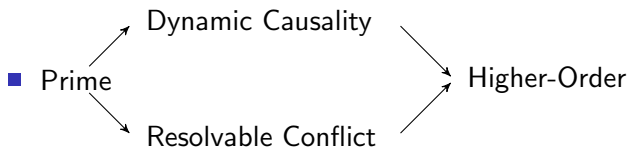
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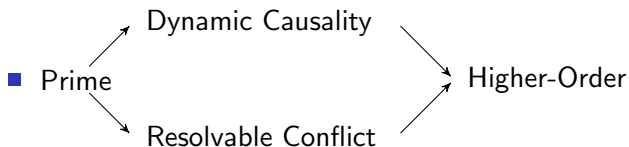
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## Conclusion



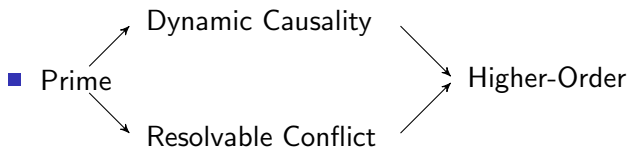
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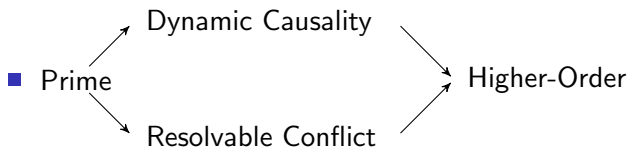
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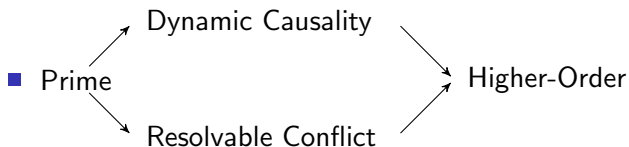
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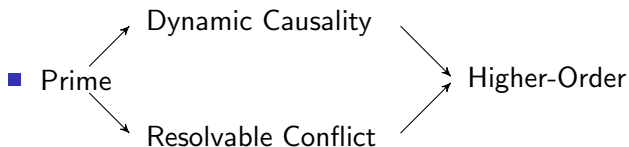


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- Applications?

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# Independence versus Concurrency

- Two events are *independent*, if they are (causally) unrelated.

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- In the literature of ESs, *concurrency* is usually understood as independence.
- If the events  $a$  and  $b$  may happen concurrently, then they may also happen in either order.
- In *true concurrency* semantics, as opposed to *interleaving* semantics, events  $a$  and  $b$  may happen at the same time.

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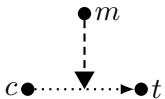
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# Asymmetric Concurrency



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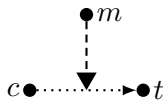
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# Asymmetric Concurrency



- Up to now:  
 $m$  and  $t$  not concurrent



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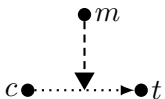
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# Asymmetric Concurrency



- From now on:  
 $m$  and  $t$  possibly concurrent

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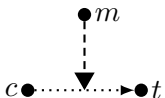
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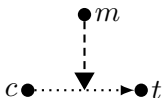
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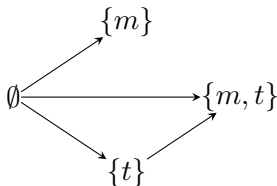
the trace  $tm$  and the concurrent occurrence of  $t$  and  $m$  are possible, but not the trace  $mt$ .

# Asymmetric Concurrency

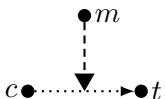


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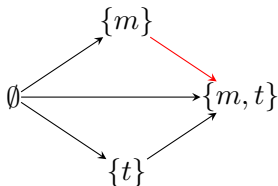


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# What goes wrong?

Let us reconsider the features from the GES as seen above:

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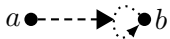
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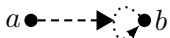
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Let us reconsider the features from the GES as seen above:



## What goes wrong?

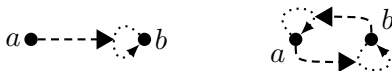
Let us reconsider the features from the GES as seen above:



- Disabling becomes 'delayed disabling'.

## What goes wrong?

Let us reconsider the features from the GES as seen above:

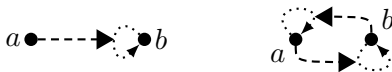


- Disabling becomes 'delayed disabling'.



## What goes wrong?

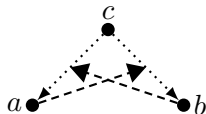
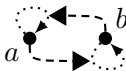
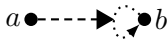
Let us reconsider the features from the GES as seen above:



- Disabling  
becomes 'delayed disabling'.
- Conflict  
becomes 'concurrent or conflict'.

## What goes wrong?

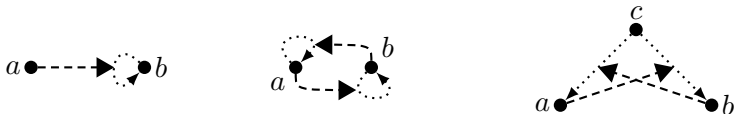
Let us reconsider the features from the GES as seen above:



- Disabling  
becomes 'delayed disabling'.
- Conflict  
becomes 'concurrent or conflict'.

## What goes wrong?

Let us reconsider the features from the GES as seen above:



- Disabling  
becomes 'delayed disabling'.
- Conflict  
becomes 'concurrent or conflict'.
- Resolvable conflict  
becomes 'concurrent or resolvable conflict'.

Dynamic Causality

YA, DSK, UN, KP

Introduction

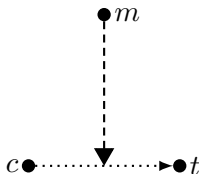
Event Structures

Dynamisation

Expressive Power

Higher-Order  
DynamicsAsymmetric  
Concurrency?

## Suitable semantics ?!



■ No traces

$tm$  is a trace, but  $mt$  is not.

Because  $m$  and  $t$  can occur concurrently, traces aren't suitable.

Dynamic Causality

YA, DSK, UN, KP

Introduction

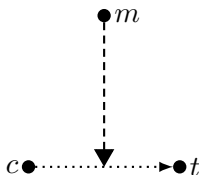
Event Structures

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## Suitable semantics ?!



- No traces
- No families of configurations

Because  $\{m, t\}$  and  $\{m\}$  are configurations, there would be a transition from  $\{m\}$  to  $\{m, t\}$ .

Therefore families of configurations are not suitable.

Dynamic Causality

YA, DSK, UN, KP

Introduction

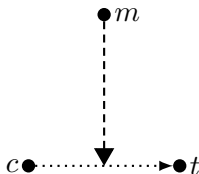
Event Structures

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## Suitable semantics ?!



- No traces
- No families of configurations
- No families of posets

No poset can express the causal relation between  $m$  and  $t$ .  
Therefore families of posets are not suitable.

Dynamic Causality

YA, DSK, UN, KP

Introduction

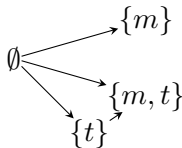
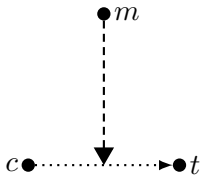
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## Suitable semantics



Dynamic Causality

YA, DSK, UN, KP

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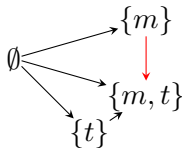
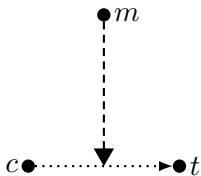
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## Suitable semantics





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YA, DSK, UN, KP

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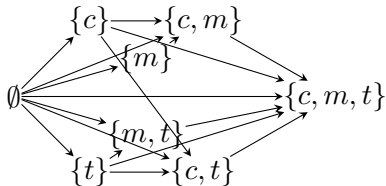
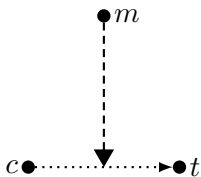
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## Suitable semantics



- Transitions on configurations!

Dynamic Causality

YA, DSK, UN, KP

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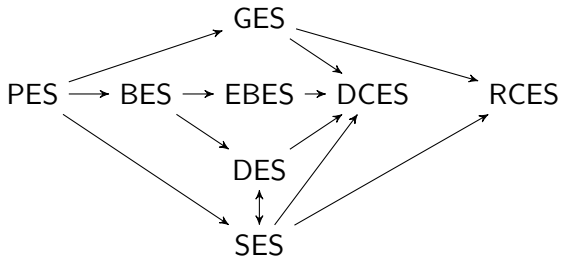
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## Landscape revisited



Dynamic Causality

YA, DSK, UN, KP

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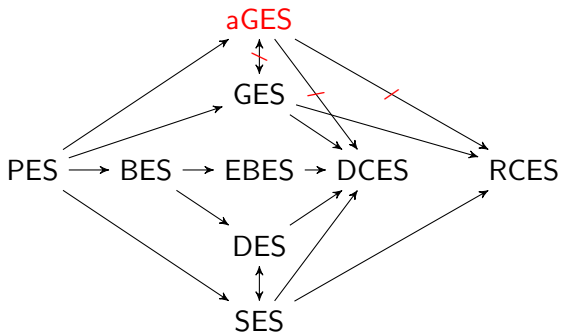
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## Landscape revisited



Dynamic Causality

YA, DSK, UN, KP

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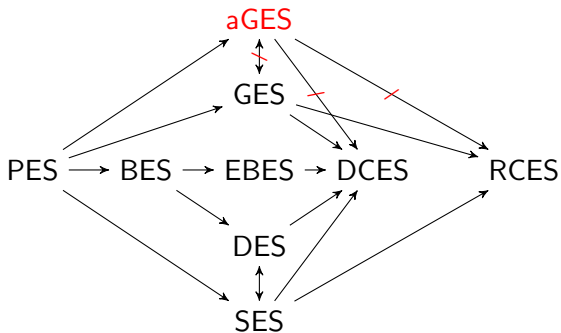
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## Landscape revisited



- Any more properties to be proved?

Dynamic Causality

YA, DSK, UN, KP

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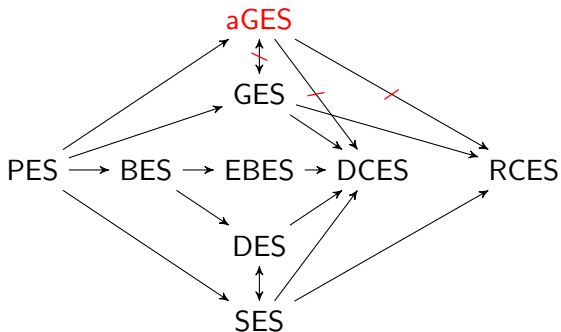
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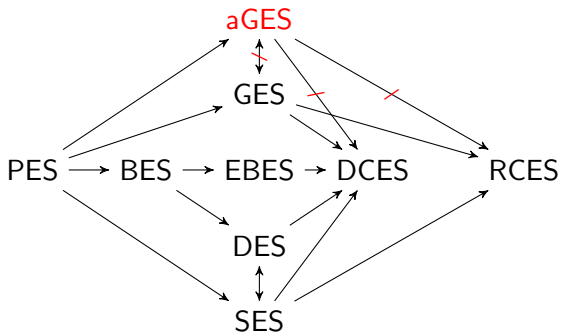
Higher-Order  
DynamicsAsymmetric  
Concurrency?

## Landscape revisited



- Any more properties to be proved?
- What is the 'supremum'?

## Landscape revisited



- Any more properties to be proved?
- What is the 'supremum'?
- Similarities in other concurrency models?