

# State-Boundedness in Data-Aware Dynamic Systems



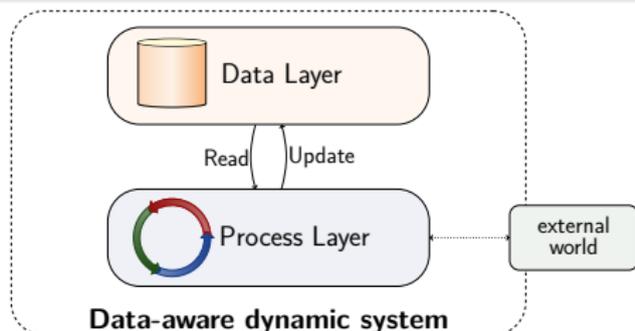
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Free University of Bozen-Bolzano

Joint work with: B. Bagheri Hariri, D. Calvanese, A. Deutsch

KR 2014

A dynamic system that manipulate data over time.



Recall the VSL keynote by F. Baader.

- **Data layer**: maintains data of interest.
  - ▶ Relational database.
  - ▶ (Description logic) ontology.
- **Process layer**: evolves the extensional part of the data layer.
  - ▶ Control-flow component: determines when actions can be executed.
  - ▶ Actions: atomic units of work that update the data.
    - ★ Interact with the **external world** to inject *fresh data* into the system.

- Data layer: relational database with FO constraints.
- Process (control-flow): condition-action rules.
- Actions: specified by (parallel) effects that query the current state and determine the next state.
  - ▶ Service calls can be invoked to get new data.

## Example

- Data layer: schema  $\{R/2, Q/1, S/1\}$ , no constraint.
- Process:  $\exists y. R(x, y) \mapsto \mathbf{t}(x)$ .

- Action:  $\mathbf{t}(p) : \left\{ \begin{array}{l} R(x, y) \wedge x \neq p \rightsquigarrow R(x, y) \\ R(p, y) \rightsquigarrow R(p, f(y)) \\ R(p, y) \rightsquigarrow Q(p) \end{array} \right\}$

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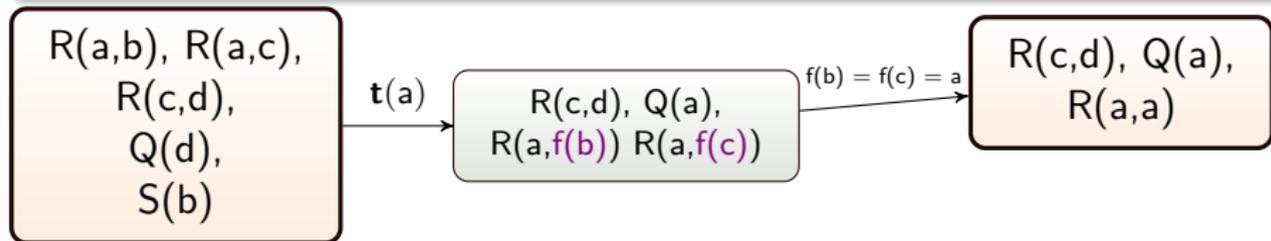
# Data-Centric Dynamic Systems (DCDSs)

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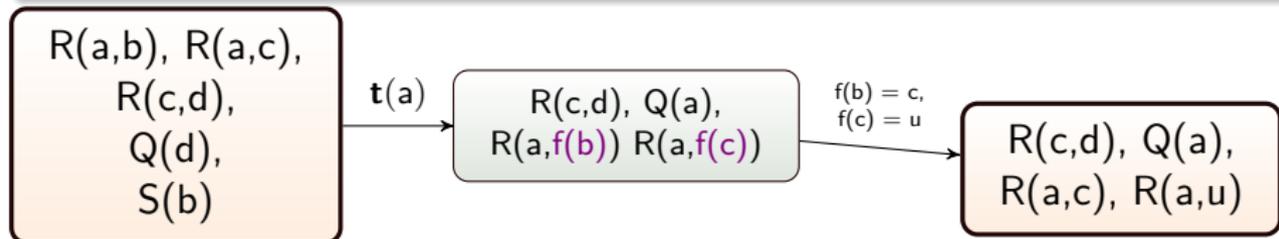


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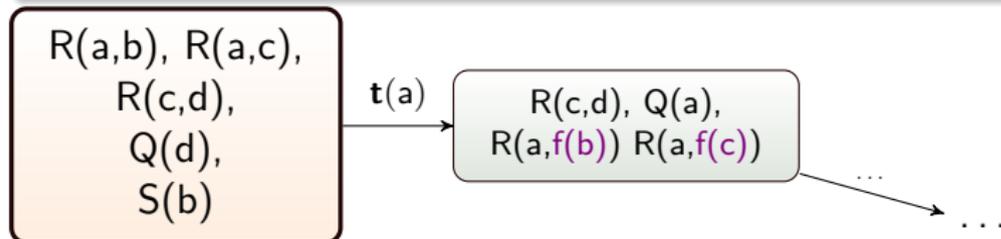


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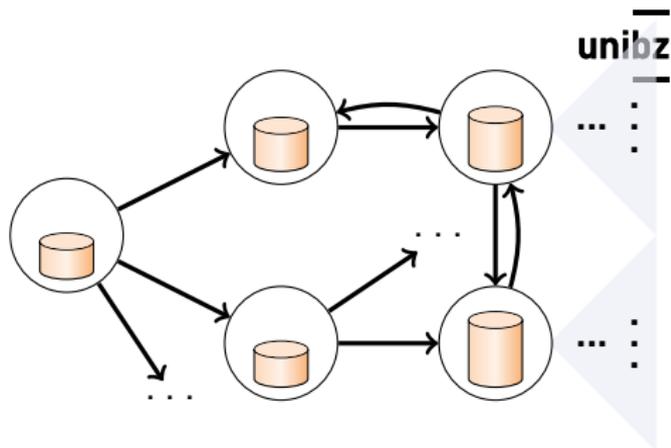
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# Verification

Execution semantics: a relational transition system, possibly with infinitely many states.

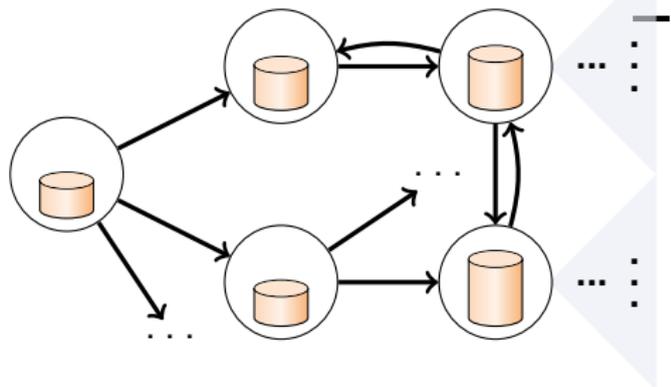


## Verification Problem

Check whether the dynamic system guarantees a desired property, expressed in some variant of a **first-order temporal** logic.

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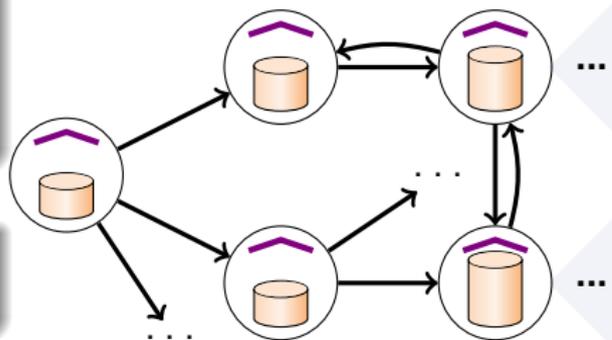
**Undecidable** in general!  
(Even for propositional temporal logics)

## State-Bounded System

Has an **overall bound** on the number of individuals stored **in each single state** of the system.

## Structurally State-Bounded

State-Bounded for any given initial database.

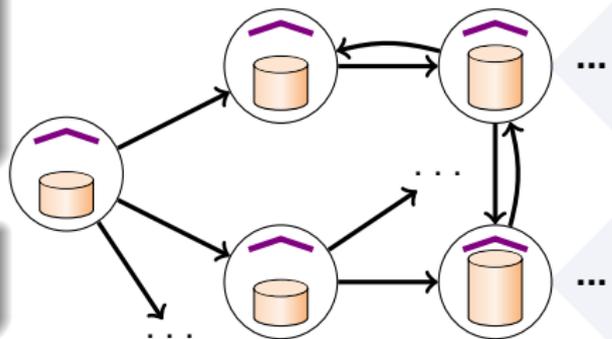


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## Decidability under state-boundedness

Shown in a plethora of recent works, for a variety of dynamic systems:

- Artifact-centric MASs, and FO-CTLK [BelardinelliEtAl-KR12].
- DCDSs and  $\mu\mathcal{L}_p$ .
- DL-based Dynamic Systems, and  $\mu\mathcal{L}_p^{ECQ}$  [CalvaneseEtAl-RR13].
- Data-aware MASs with commitments, and  $\mu\mathcal{L}_p^{ECQ}$  [MontaliEtAl-AAMAS14].
- Bounded situation calculus action theories, and  $\mu\mathcal{L}$  [DeGiacomoEtAl-KR12].

State-boundedness is a semantic property

Typically, **assumed to hold**.

Theorem ([BagheriHaririEtAl-PODS13])

*Checking whether a DCDS is state-bounded is **undecidable**.*

↪ study of sufficient, syntactic conditions guaranteeing state-boundedness.

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**Do there exist significant classes of data-aware dynamic systems for which checking state-boundedness is decidable?**

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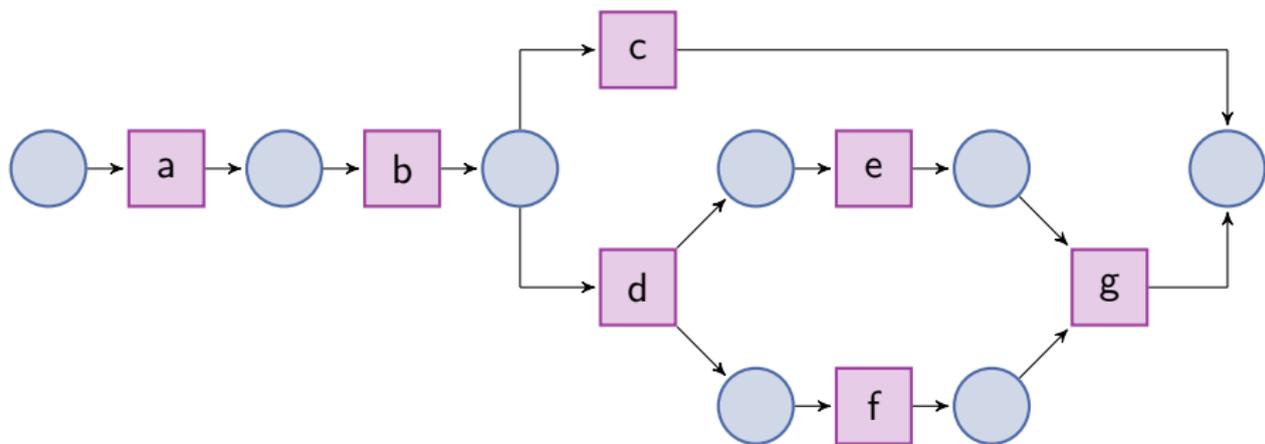
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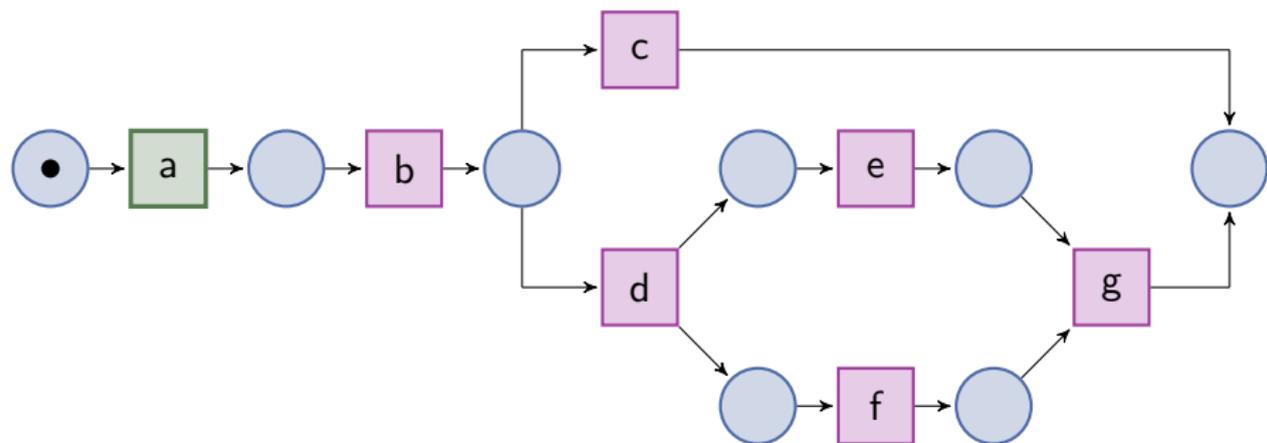
**Do there exist significant classes of data-aware dynamic systems for which checking state-boundedness is decidable?**

A similar question has been extensively studied in a different setting ...

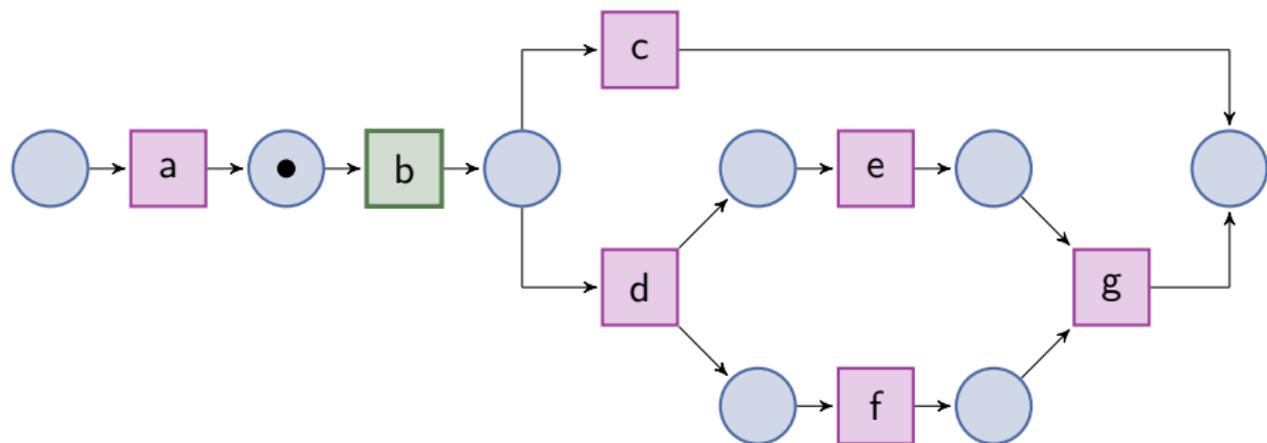
- Introduced by Carl Adam Petri in his PhD thesis (1962).
- Extensively used for modelling **concurrent systems**:
  - ▶ Distributed systems, workflows, business processes, ...
- Study of several formal properties: reachability, deadlock freedom, **boundedness**.



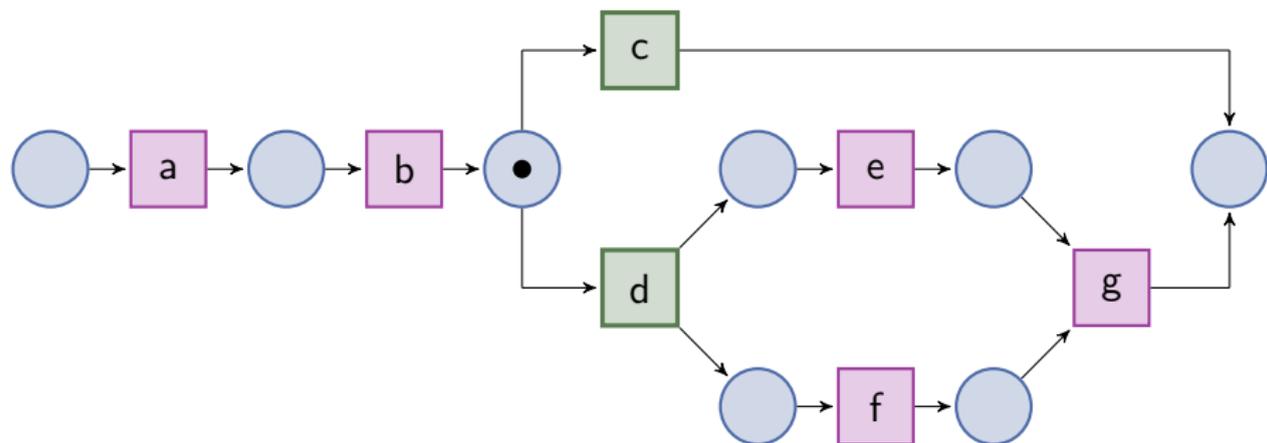
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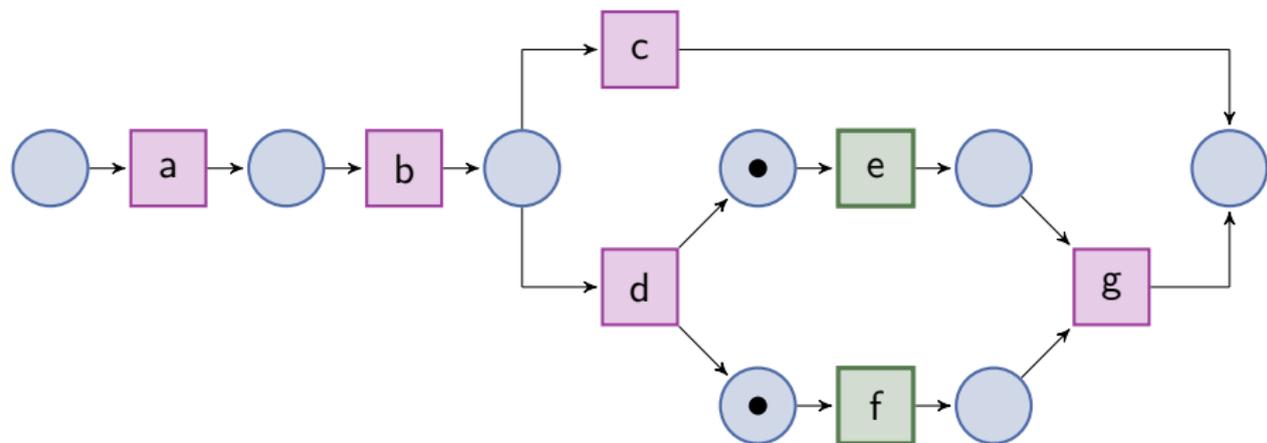
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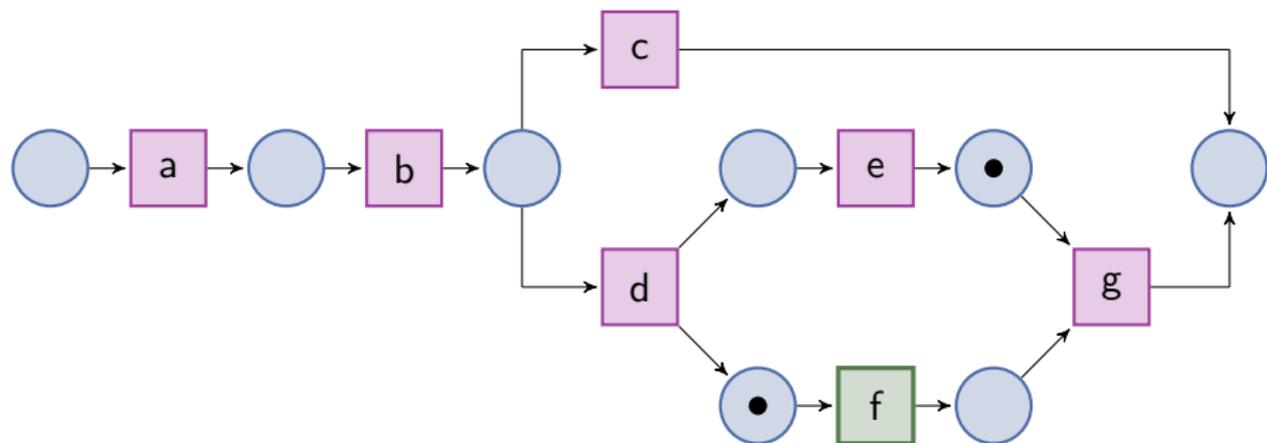
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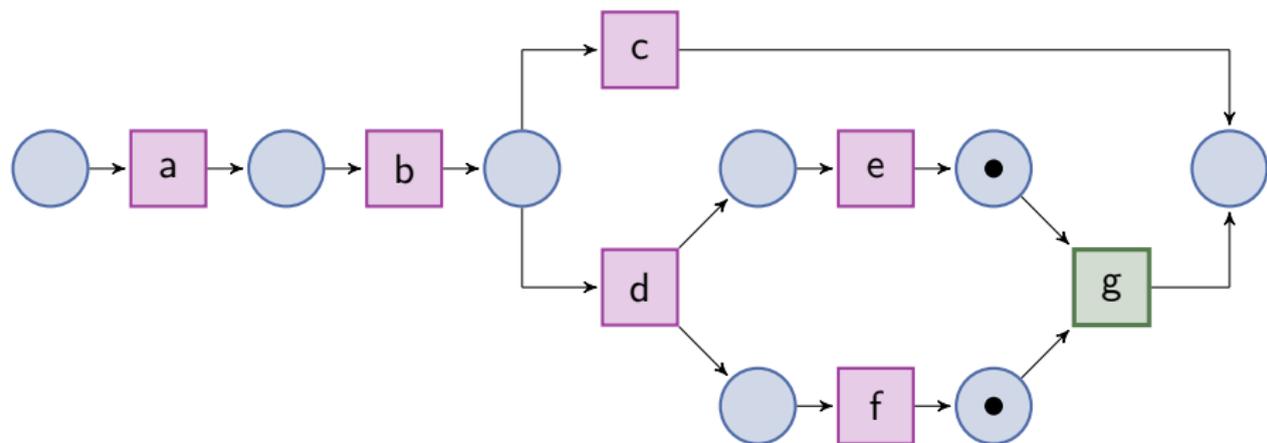
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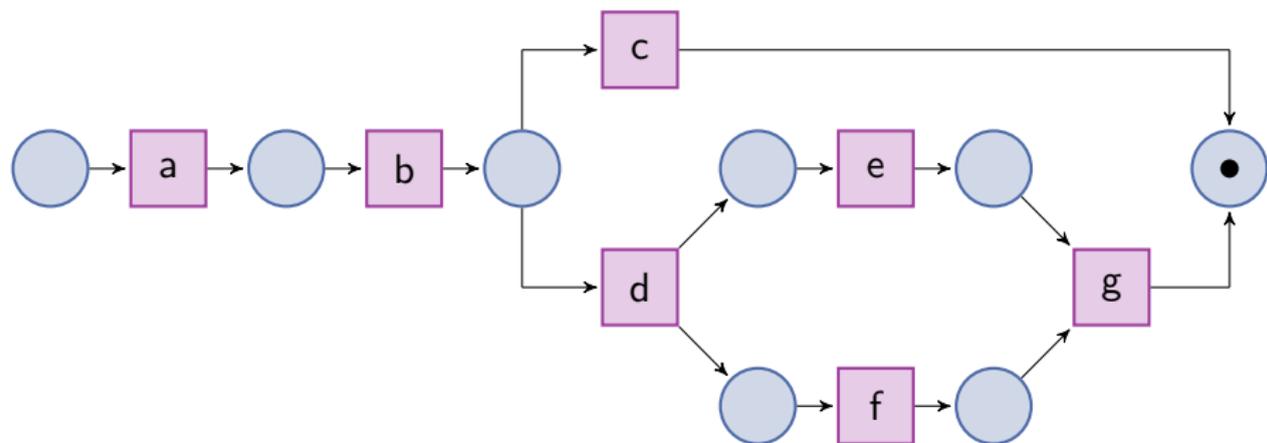
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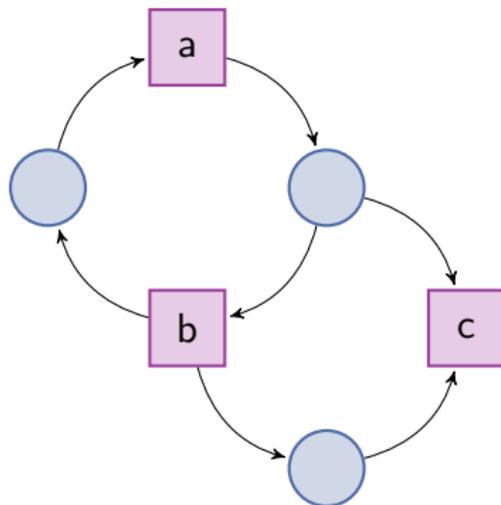


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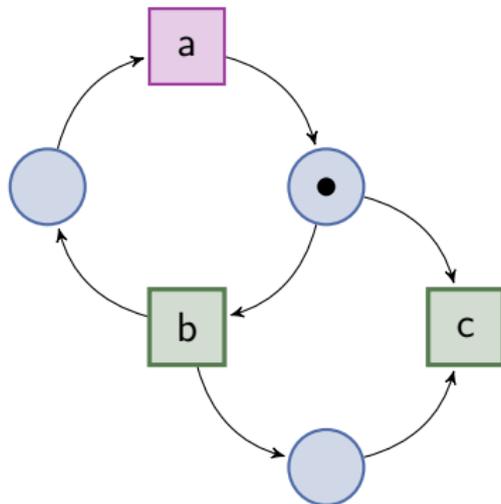
Not all marked Petri nets are bounded.







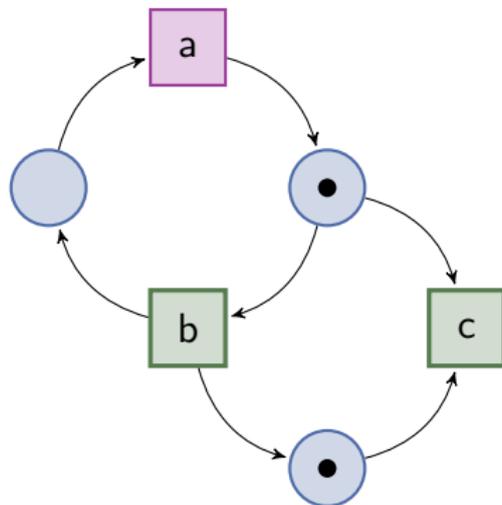
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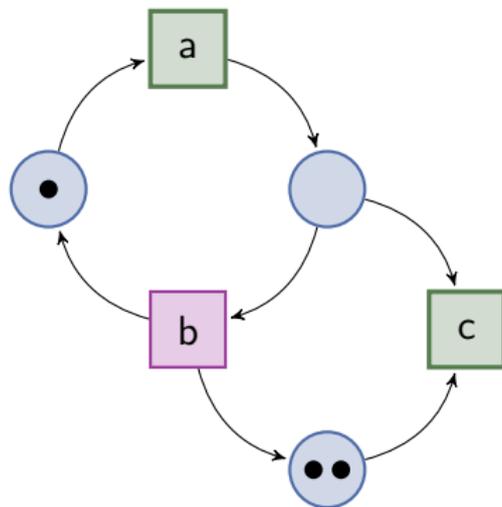


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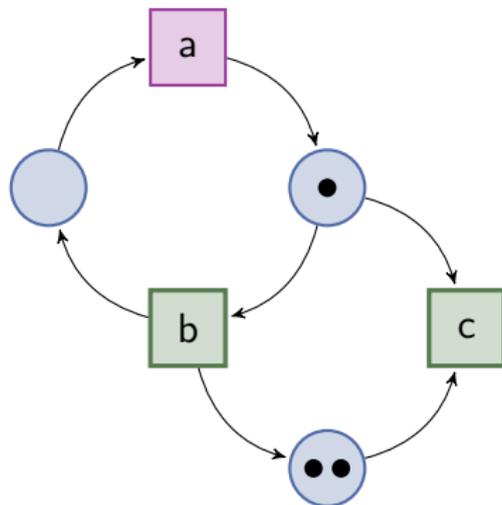


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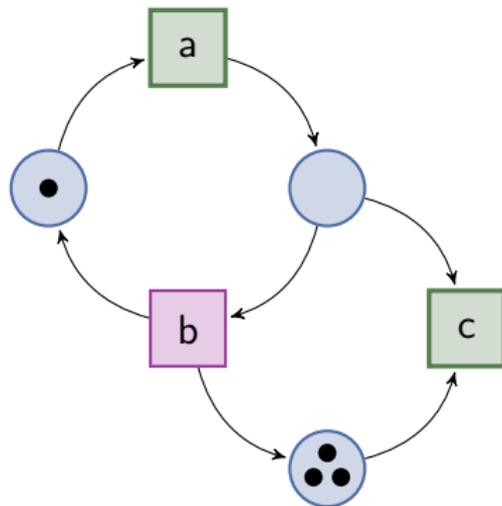


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## Boundedness

A **marked Petri net** is bounded if all executions starting from the given marking do not produce an unbounded amount of tokens.

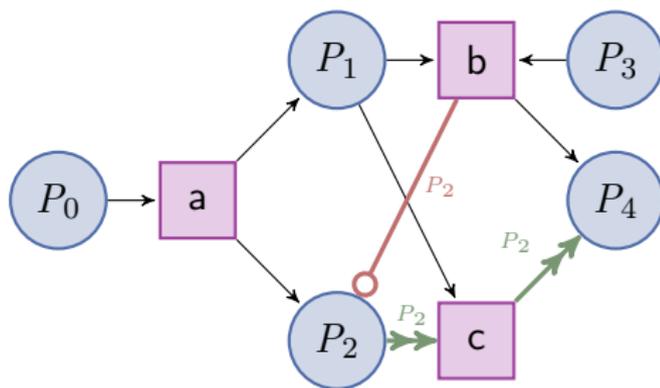
## Structural boundedness

A **Petri net** is structurally bounded if for all possible initial markings the resulting marked net is bounded.

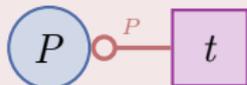


# Reset Transfer Nets - The Ugly

P/T nets  $\subset$  **RT nets**  $\subset$  Reset Post G-nets [DufourEtAlICALP98]

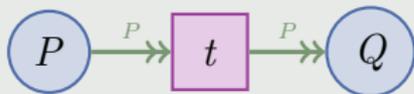


## Reset arc



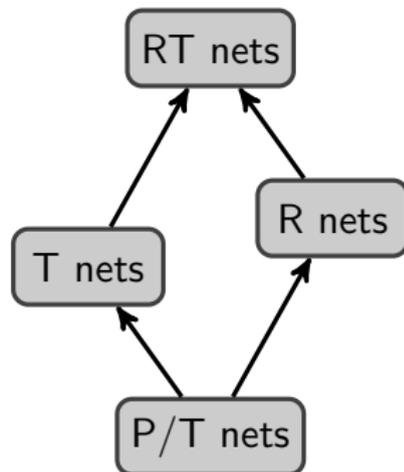
When  $t$  fires, all tokens in  $P$  are removed.

## Transfer pair

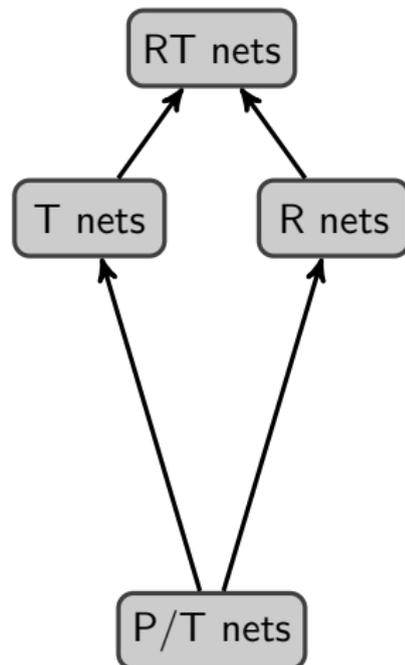


When  $t$  fires, all tokens in  $P$  are transferred to  $Q$ .

**boundedness**



**structural  
boundedness**

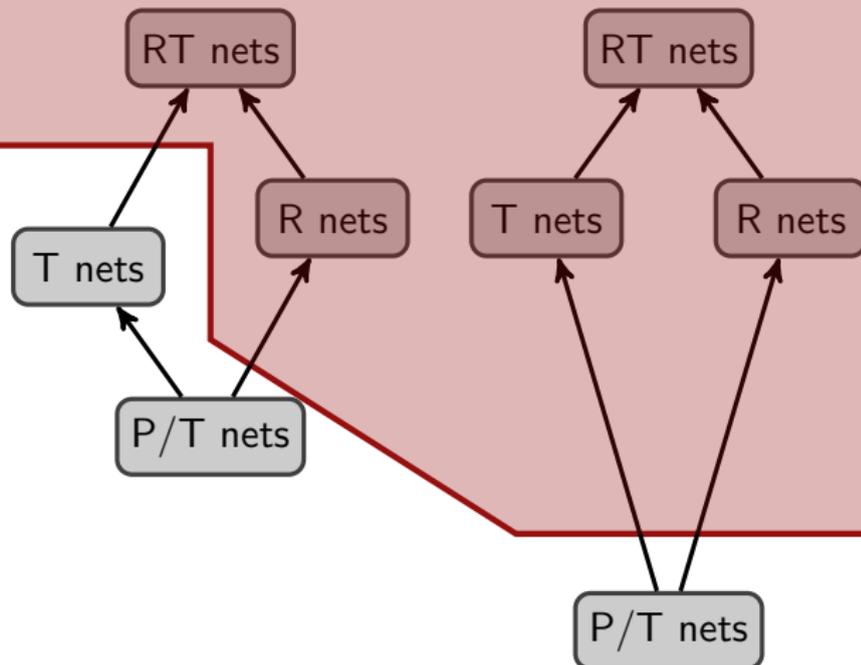


boundedness

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UNDEC.



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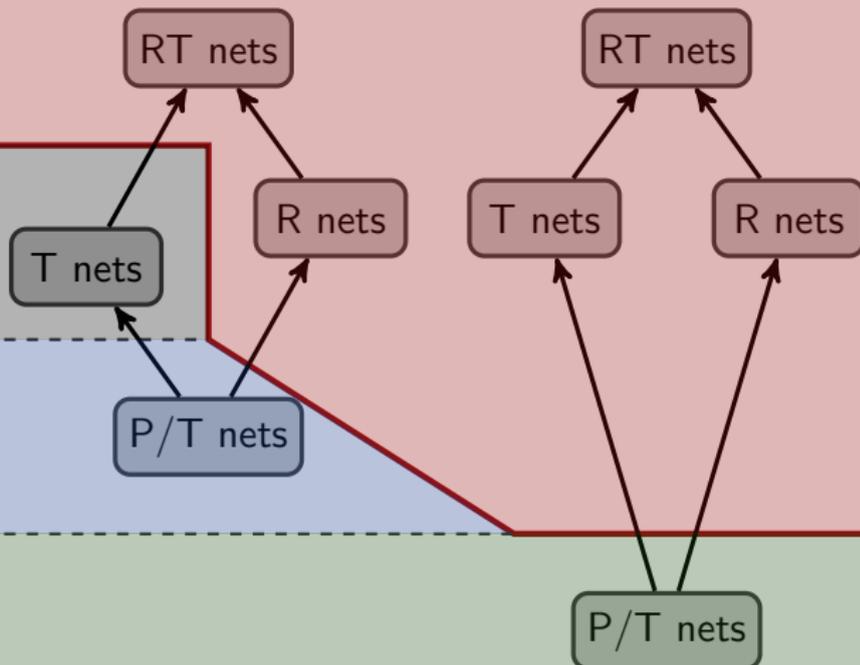
DEC.



EXPSPACE



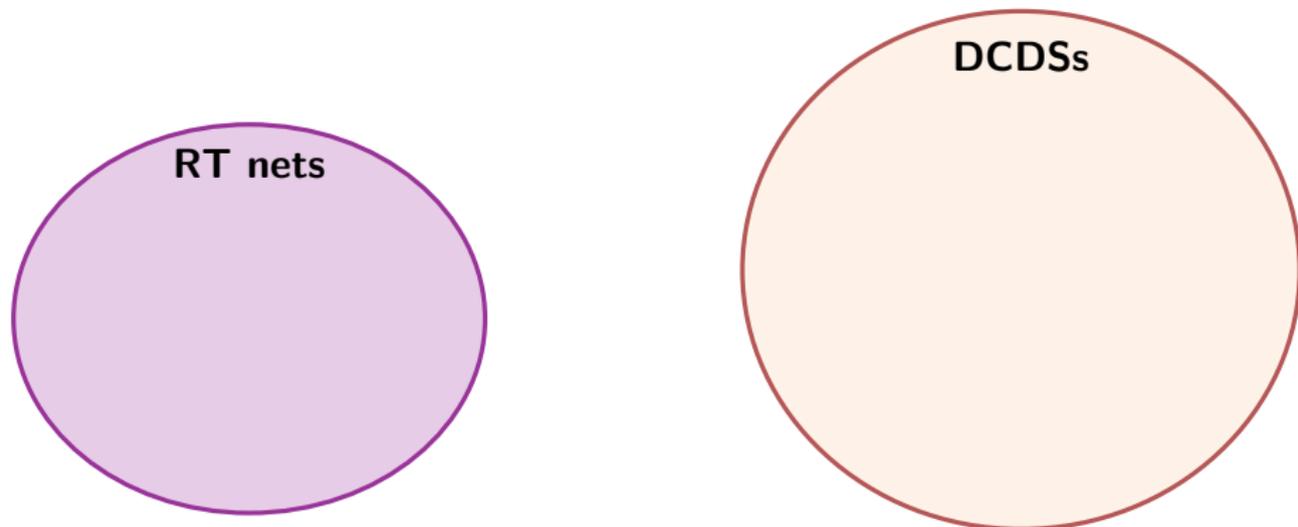
PTIME



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Devise a connection between RT nets and DCDSs so as to understand the state-boundedness spectrum in data-aware dynamic systems.

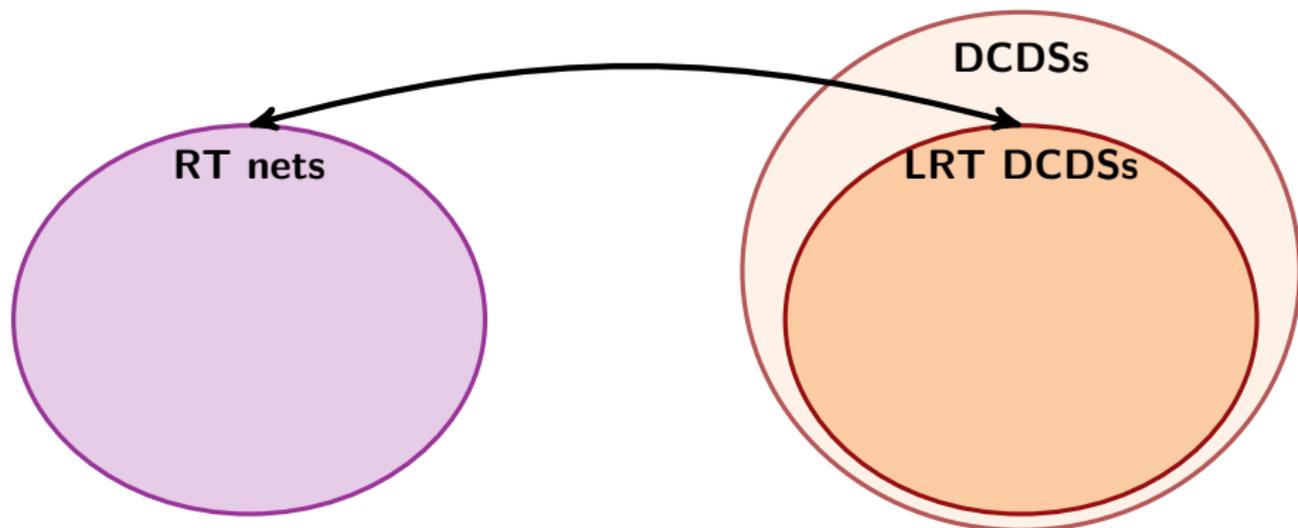
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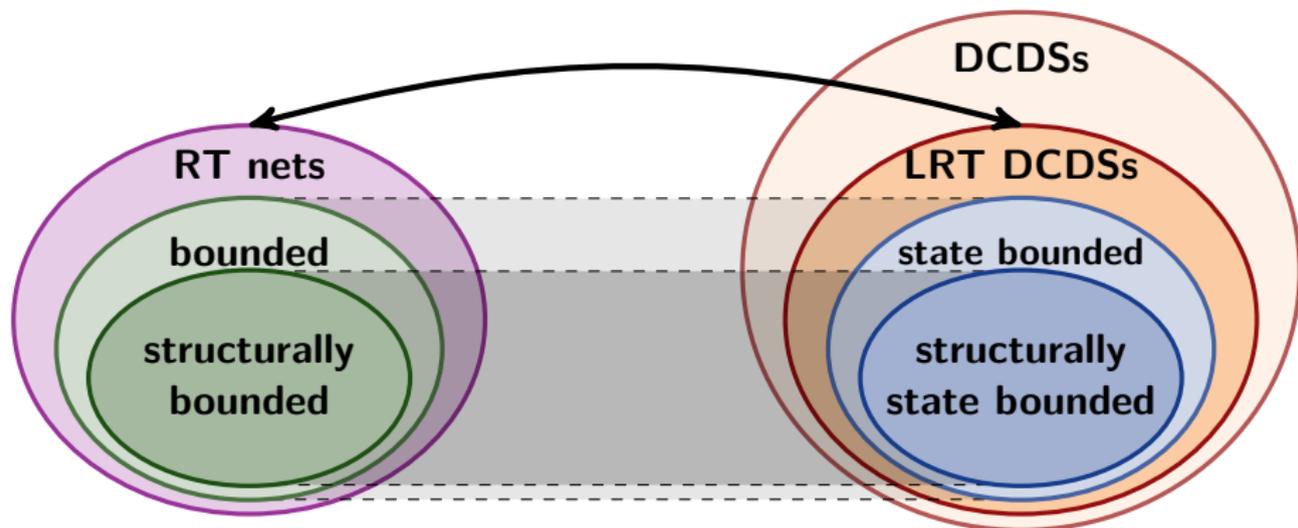
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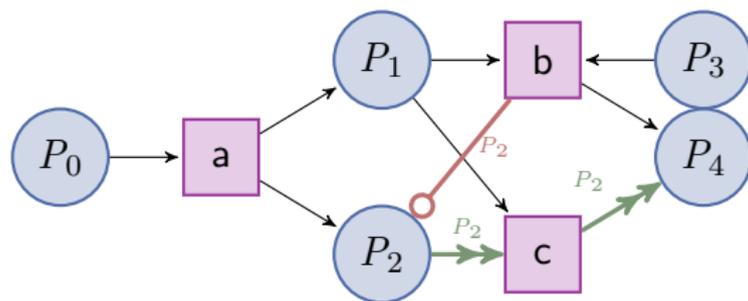


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## Idea

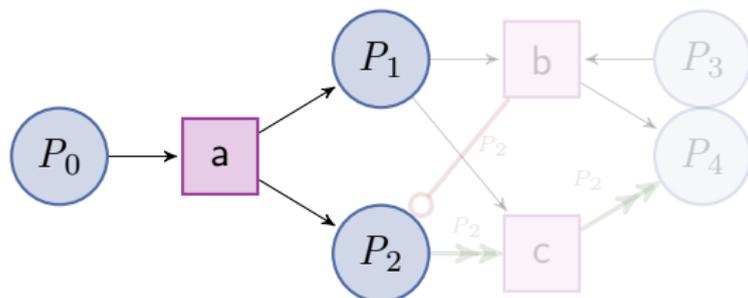
Tokens as distinct identifiers distributed over place relations.  
Only cardinalities matter, not the data values.

Data layer.

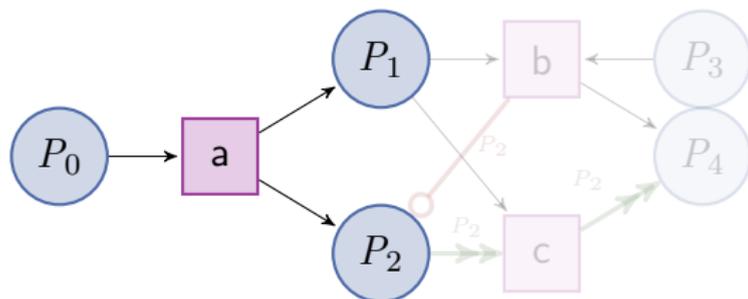
- Unary relations for places:  $\{P_i/1 \mid i \in \{1, \dots, 4\}\}$
- No constraints.

Process layer: each transition becomes an action + condition-action rule.

- Condition: gets tokens from input places; feeds the action with them.
- Action: moves tokens according to the firing semantics of the net.
  - ▶ Service calls to generate identifiers for new tokens.

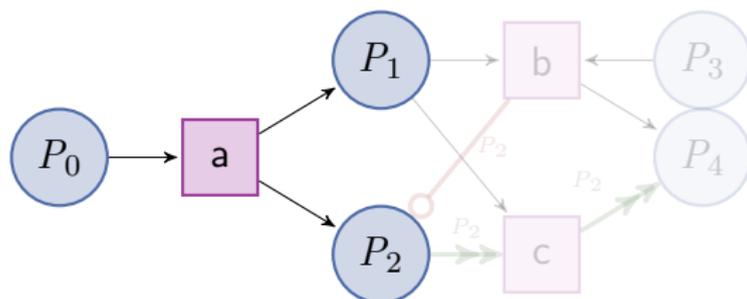


$$P_0(x_1) \mapsto \mathbf{a}(x_1)$$



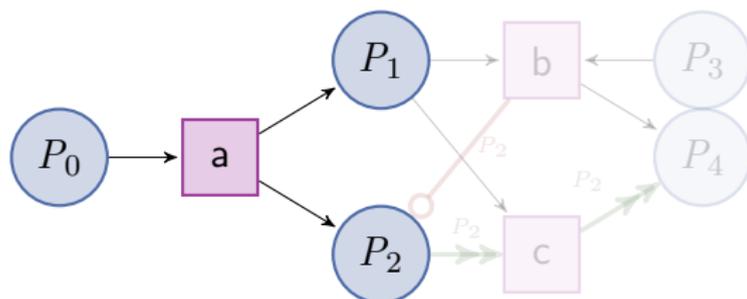
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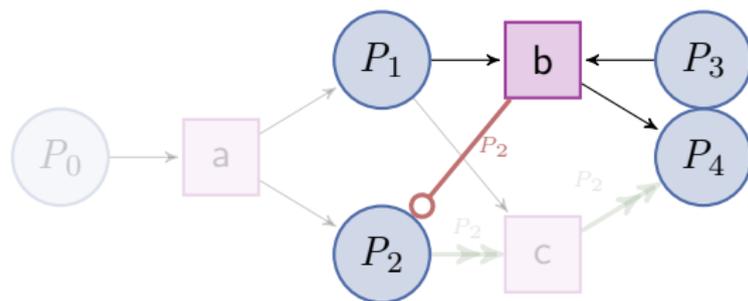
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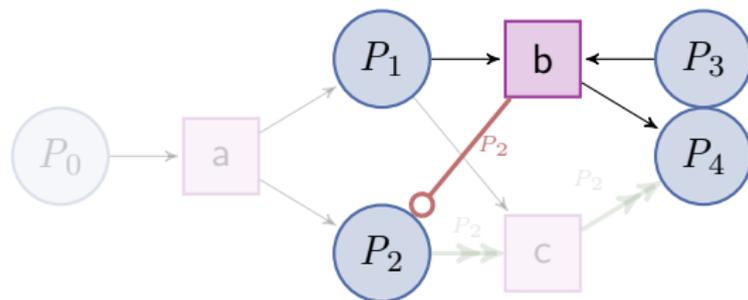


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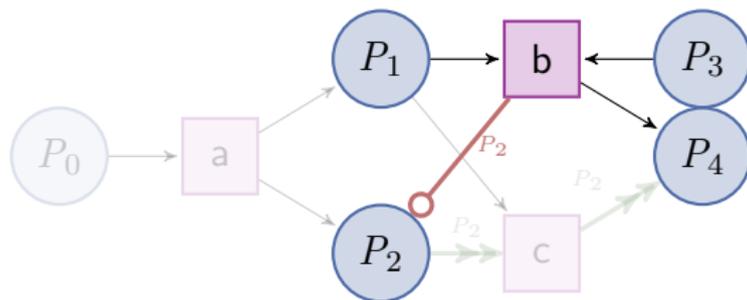


$$P_1(x_1) \wedge P_3(x_2) \mapsto \mathbf{b}(x_1, x_2)$$



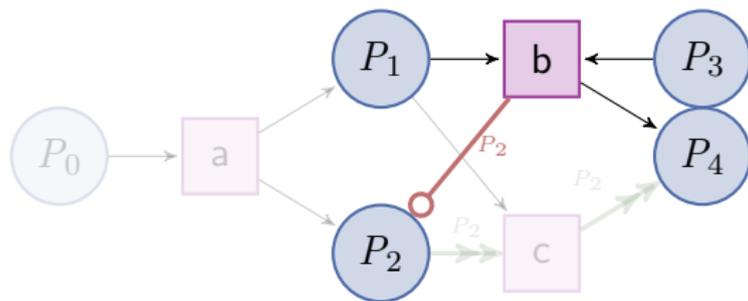
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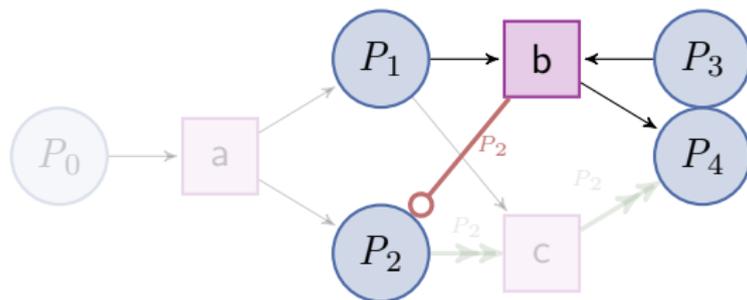
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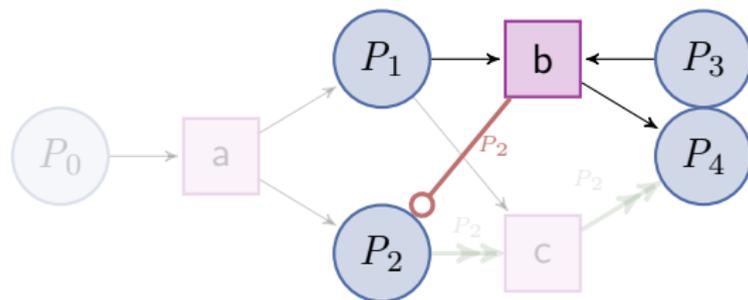
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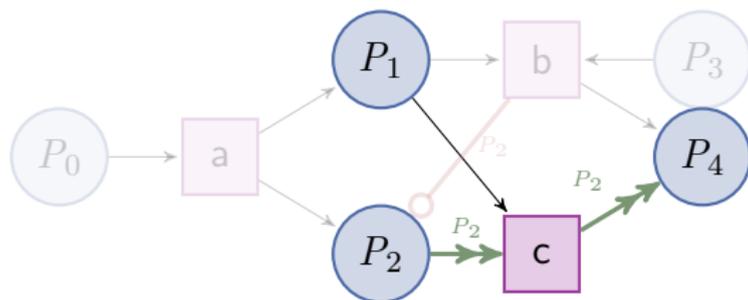


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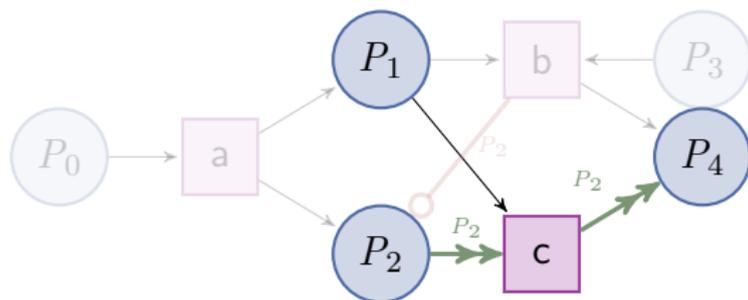
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A relation ( $P_2$ ) does not appear in the action!

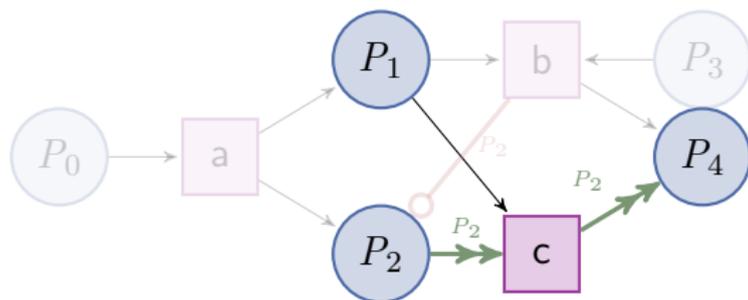


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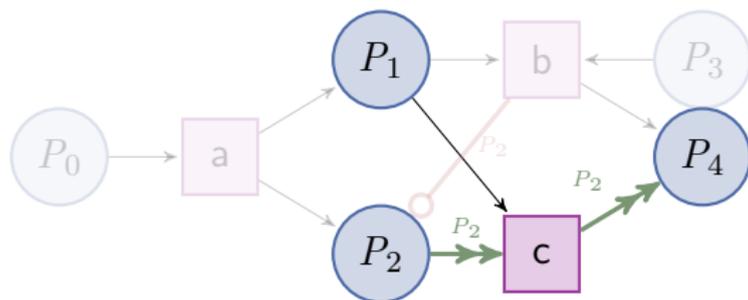
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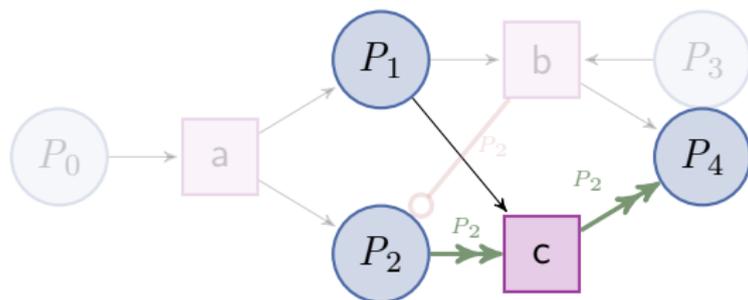
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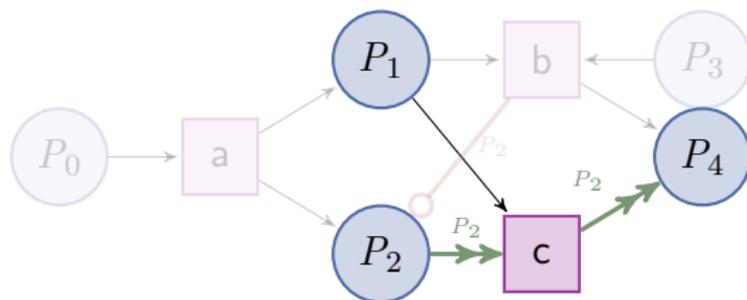
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There is an effect involving two different relations ( $P_2$  and  $P_4$ )!

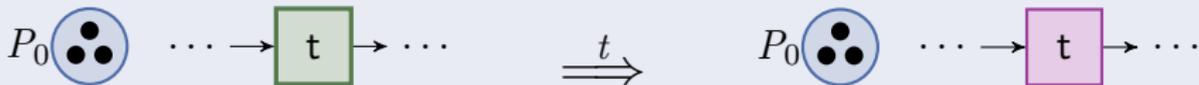
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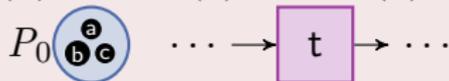
## Petri net



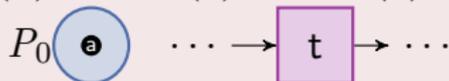
## DCDS

$$\mathbf{t}(\dots) : \{\dots, P_0(y) \rightsquigarrow P_0(h_0(y)), \dots\}$$

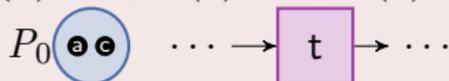
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...



**However...**

The resulting DCDS reproduces **all behaviors** of the net (and more).

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## Theorem

*An RT net is (structurally) bounded if and only if the corresponding DCDS is (structurally) state-bounded.*

## Data Layer

Schema  $\mathcal{R}$  with unary relations only, and no constraint.

## Process

Only one rule per action, of the form  $Q(\vec{x}) \mapsto \alpha(\vec{x})$ , where

$$Q(x_1, \dots, x_n) = \bigwedge_{i \in \{1, \dots, n\}, P_i \neq P_j \text{ for } i \neq j} P_i(x_i)$$

Shape of action  $\alpha(\vec{x})$ 

For each  $P_i \in \text{RELS}(Q)$ ,  $\alpha$  **must** contain: For each  $P_l \in \mathcal{R} \setminus \text{RELS}(Q)$ ,  $\alpha$  **may** contain:

- $P_i(y) \wedge y \neq x_i \rightsquigarrow P_i(f_i(y))$

- $P_l(y) \rightsquigarrow P_l(h_l(y))$

and **may** contain:

- $\text{true} \rightsquigarrow P_i(g_i())$

- *either*  $\text{true} \rightsquigarrow P_j(g_j()),$

- or  $P'_j(y) \rightsquigarrow P_j(h_j(y))$

- for some  $P'_j \in \mathcal{R} \setminus (\text{RELS}(Q) \cup P_j).$

Consider schema  $\mathcal{R} = \{P_0, P_1, P_2, P_3, P_4\}$ , and action  $\mathbf{t}$  with:

- process condition-action rule  $P_0(x_0) \wedge P_1(x_1) \mapsto \mathbf{t}(x_0, x_1)$

- action  $\mathbf{t}(x_0, x_1) :$ 

$$\left\{ \begin{array}{ll} P_0(y) \wedge y \neq x_0 & \rightsquigarrow P_0(f_0(y)) \\ P_1(y) \wedge y \neq x_1 & \rightsquigarrow P_1(f_1(y)) \\ true & \rightsquigarrow P_1(g_1()) \\ true & \rightsquigarrow P_2(g_2()) \\ P_3(y) & \rightsquigarrow P_4(h_3(y)) \\ P_4(y) & \rightsquigarrow P_4(h_4(y)) \end{array} \right\}$$

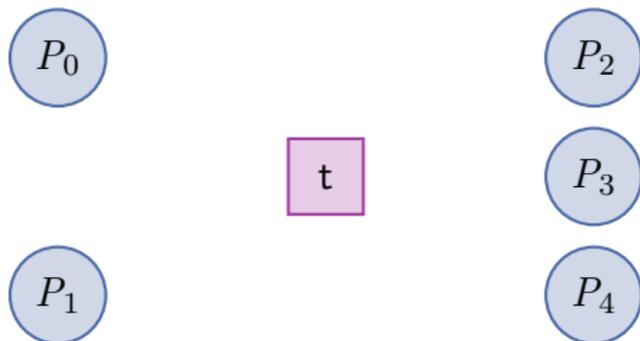
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Consider schema  $\mathcal{R} = \{P_0, P_1, P_2, P_3, P_4\}$ , and action  $\mathbf{t}$  with:

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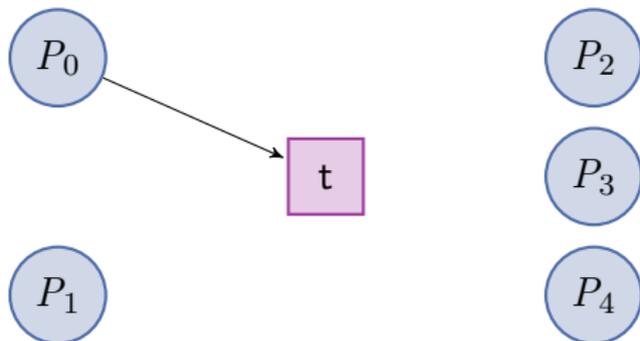
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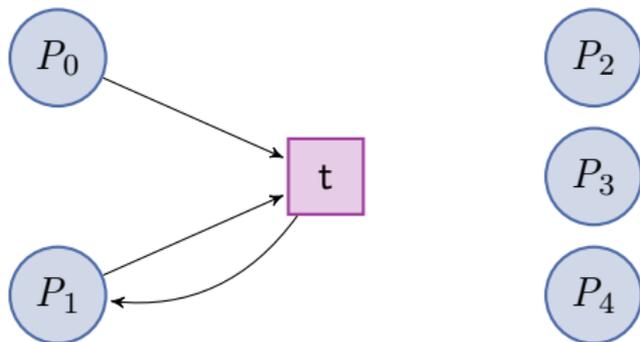
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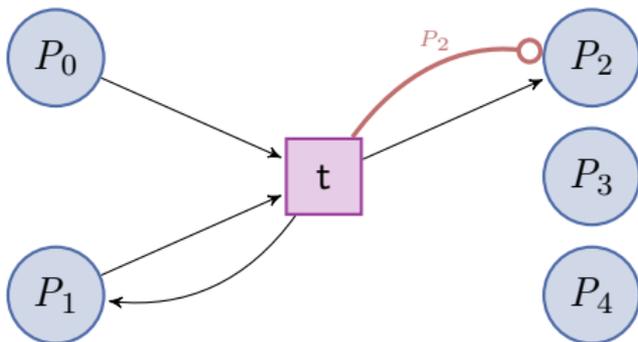
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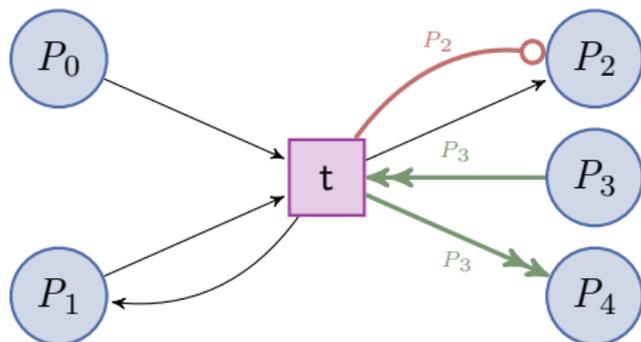


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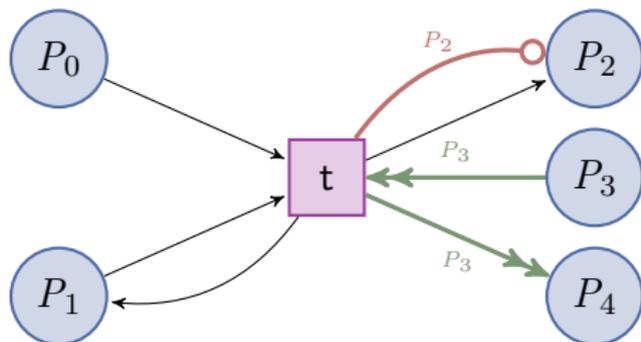


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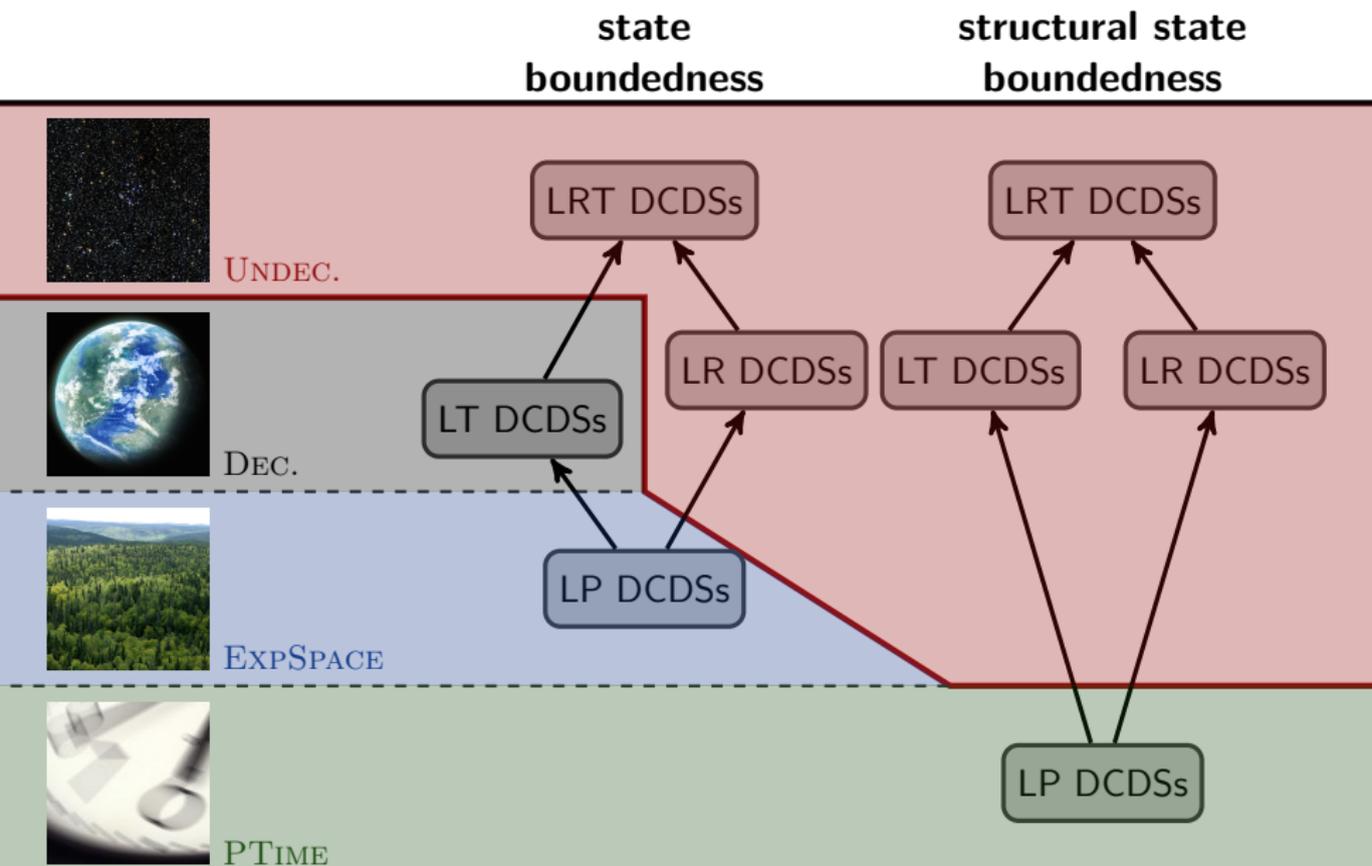
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## Theorem

*An LRT DCDS is (structurally) state-bounded if and only if the corresponding RT net is (structurally) bounded.*



LRT DCDSs are **weak**:

- Only unary relations.
- Only conjunctions without joins in conditions.
- Only atomic queries inside effects (possibly with a value inequality).
- Very limited use of negation (inequalities).
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Still, to ensure that (structural) state-boundedness is decidable . . .

## Boundedness

**All** relations must appear on the left-hand side of action effects, i.e., contribute to form the new state.

## Structural Boundedness

Each action must be such that only a **fixed amount** of tuples is added to/removed from each relation in the schema.

## Central question

**Do there exist significant classes of data-aware dynamic systems for which checking state-boundedness is decidable?**

## Answer

**NO**

Hence, it becomes important to provide significant sufficient, checkable syntactic conditions that guarantee structural state-boundedness.

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We follow this line, focusing on DCDSs and starting from [\[BagheriHaririEtAl-PODS13\]](#).

## Example

Consider a DCDS with process  $\{\text{true} \mapsto \alpha()\}$ , and

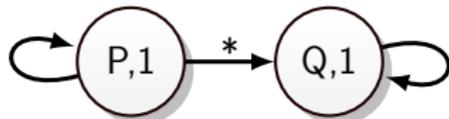
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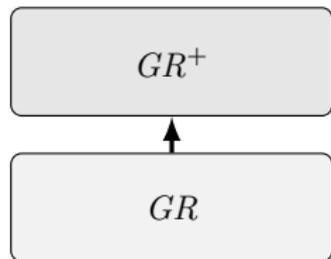
We approximate the DCDS data-flow through a **dependency graph**.



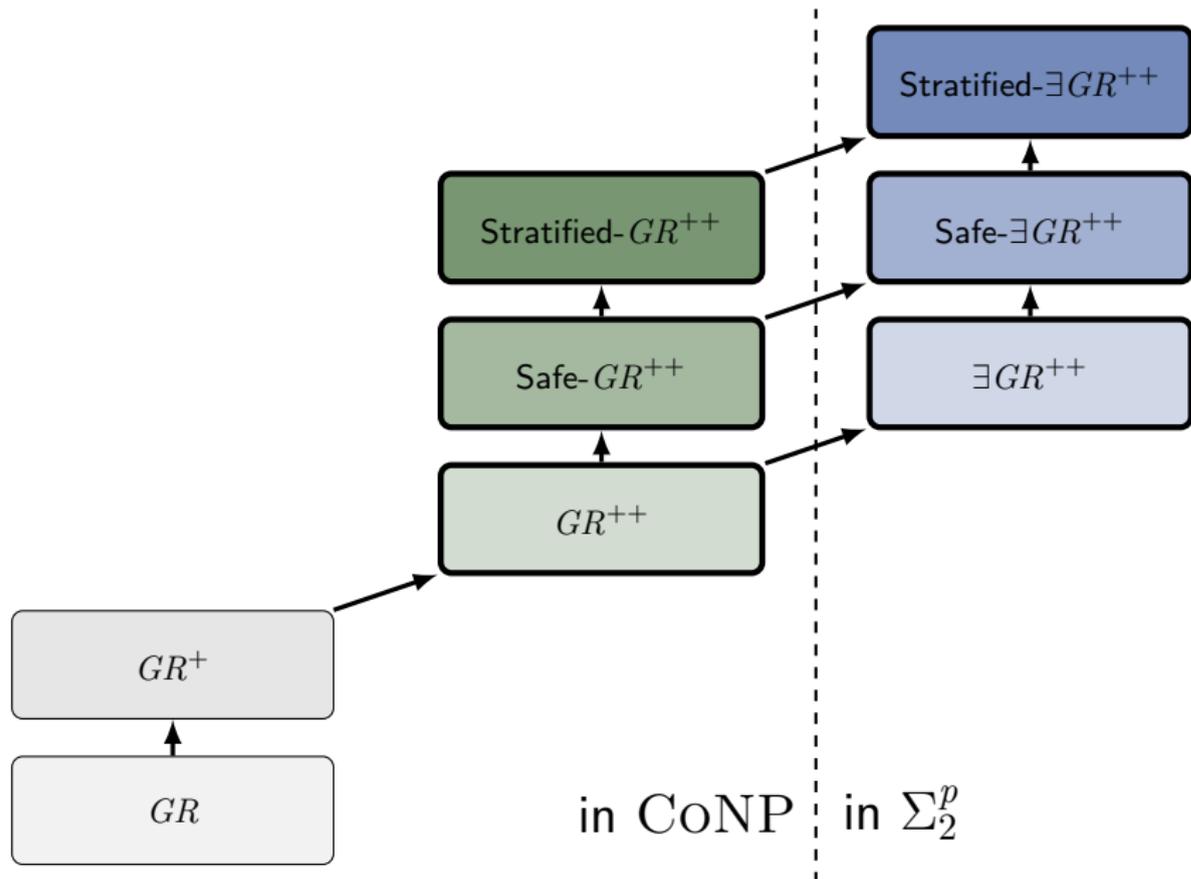
The system is **not** state-bounded, due to:

- a **generate cycle** that continuously feeds a **path issuing service calls**;
- a **recall cycle** that accumulates the obtained results.
- (+ the fact that both cycles are simultaneously active)

GR-acyclicity detects exactly these undesired situations.



in CoNP | in  $\Sigma_2^p$



1.

No significant decidable classes of data-aware dynamic systems for which state-boundedness is decidable.

2.

It becomes crucial to provide checkable, sufficient conditions.

- We have built on results on chase termination for tuple-generating dependencies, providing a family of conditions for DCDSs.

## Ongoing and future work

- Refine the syntactic conditions to handle `if-then-else` effects.
- Follow a different approach: provide modelling guidelines towards systems that are structurally state bounded by design.
  - ▶ Preliminary results in [\[SolomakhinEtAl-ICSOC13\]](#).