Advanced Mechanisms for Service Combination and Transactions

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Long Running Transactions

What are they

- Computer activities that may last long periods of time.
- Common on systems composed by loosely coupled components, like service-oriented systems.

What can go wrong

Unexpected events may cause premature termination before the completion of the transaction.

- System failures like unreachability or time-out.
- A partner is not willing to participate anymore in the transaction.
- ...

Incomplete Transactions

How to handle premature termination

- Not feasible to lock (non-local) resources, thus, these transactions do not enjoy some of the usual ACID properties.
- Necessary to foresee special activities to *recover* from partial transaction execution.
- Purpose: lead the system to a sound state.

Recovery mechanisms

- Exception-handling: uses primitives to try-catch and throw failure signals.
- Compensation-handling: uses primitives to install and activate dedicated activities.

Contents of the Chapter

Linguistic primitives to deal with transaction failure

Main features under inspection are the mechanisms to deal with:

- failures: *exceptions* or *compensations*;
- non-interruptable units of execution: *protection operator*;
- nested computations: *nested transactions* and *nested failures*.

Sections

1. Linguistic primitives for exception and compensation handling.
2. Applications of the mechanisms in the context of SOC.
3. Models to reason about the mechanisms.

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Comparing two primitives

Interrupt versus try-catch

- $P \triangle Q$ executes P until Q executes its first action; when Q starts executing, the process P is interrupted
- $\texttt{try}\, P\, \texttt{catch}\, Q$ operator executes P, but if P performs a *throw* action it is interrupted and Q is executed instead

Failure management by example

- Failures managed externally; interruption not atomic
  $\texttt{PAY}; \texttt{if}\ !res\ \texttt{then}\ throw\ \texttt{else}\ 0; \ldots \triangle (f.\, \texttt{manageFault}) \mid \overline{throw}.\overline{f}$
- Decision to interrupt the execution of P is taken inside P itself
  $\texttt{try}\ \texttt{PAY}; \texttt{if}\ !res\ \texttt{then}\ \texttt{throw}\ \texttt{else}\ 0; \ldots\ \texttt{catch}\ \texttt{manageFault}$

Expressiveness

Summary of results

	interrupt	try-catch
repl	$CCS_!^{\triangle}$ exist termination undec univ termination decid	$CCS_!^{\text{tc}}$ exist termination undec univ termination decid
rec	$CCS_{rec}^{\triangle}$ exist termination undec univ termination decid	CCS_{rec}^{tc} exist termination undec univ termination undec

Expressiveness

Discrimination results

- **Interruption cannot be encoded using only communication primitives.** In CCS without restriction, existential termination is decidable while it is undecidable with either interrupt or try-catch
- **try-catch mechanism cannot be encoded using communication primitives and the interrupt operator.** With recursion universal termination is decidable in the presence of the interrupt operator, while this is not the case for try-catch

Compensation policies

Overview

	compensation definition	nested vs non-nested	protection operator
πt [BLZ03]	static	nested	no
c-join [BMM04]	static	nested	no
webπ [LZ05]	static	non-nested	implementable
webπ_∞ [ML06]	static	non-nested	implementable
dcπ [VFR08]	parallel	nested	yes
CaSPiS [BBDL08]	static	nested	no
CC [VCS08]	static	nested	no
COWS [LPT07]	static	nested	yes
SOCK [GLMZ08]	dynamic	nested	implementable

Table: Features of calculi and languages with compensation handling.

Static compensations

webπ_∞: workunit construct

- Workunit $\langle\!| P \;;\; Q |\!\rangle_t$ executes P until receiving message $\overline{t}$; then, P is killed and compensation Q is executed
- $\langle\!|$ `PAY.if` $!res$ `then` $\overline{t}$ `else` 0.... ; `manageFault` $|\!\rangle_t$
- Weak asynchronous bisimilarity characterises weak barbed congruence
- Handlers reducibility:

$$\langle\!| P \;;\; Q |\!\rangle_x = (x'x'')(\langle\!| P \;;\; \overline{x'} \,|\!\rangle_x \mid \langle\!| x'.Q \;;\; \mathbf{0} |\!\rangle_{x''})$$

for each $x', x'' \notin \mathrm{fn}(P) \cup \mathrm{fn}(Q), x' \neq x'' \neq x$

Dynamic compensations

Parallel recovery: $\mathtt{dc}\pi$

- Input and compensation update form a unique atomic primitive
$$\mathit{payConf}(\vec{x})\%\overline{\mathit{Annul}}\langle\vec{x}\rangle.Q$$
- Message $\overline{\mathit{payConf}}\langle\vec{v}\rangle$ installs in the nearest enclosing scope a new compensation item $\overline{\mathit{Annul}}\langle\vec{v}\rangle$ and continues as $Q\{{}^{\vec{v}}/_{\vec{x}}\}$
- When a scope is killed, all the installed compensation items are executed in parallel

Dynamic compensations

General recovery policies: backward, parallel, or forward

- Compensable processes provide
  1. a scope construct $t[P, Q]$
  2. a compensation update primitive $\mathrm{inst}\lfloor \lambda X.Q' \rfloor.R$
- Parallel recovery: $Q' = Q'' \mid X$ where X does not occur in Q''
- Backward recovery: $\lambda X.(\mathit{finished})(Q' \mid \mathit{finished}.X)$
  The Q' signals its termination with an output on the private channel *finished*
- Forward recovery: the compensation can be deleted by installing $\lambda X.\mathbf{0}$, or replaced with a new compensation by installing $\lambda X.\mathit{NewComp}$ where *NewComp* does not contain X

Dynamic compensations

Example of backward recovery

$$t[PAY_1.\,\mathrm{inst}\lfloor \lambda X.ANNUL_1.X\rfloor.\ldots.PAY_n.\,\mathrm{inst}\lfloor \lambda X.ANNUL_n.X\rfloor. \\ CHECK.\ \texttt{if}\ check = \texttt{ok}\ \texttt{then}\ \mathrm{inst}\lfloor \lambda X.\mathbf{0}\rfloor\ \texttt{else}\ \overline{t}, \mathbf{0}]$$

If something goes wrong in one of the payments, all are annulled. At the end a final check is performed, and if it succeeds then annul is no more possible.

Dynamic compensations

Expressiveness Results

- Parallel recovery is encodable into static recovery, preserving weak bisimilarity
- No “good” encoding of backward or forward recovery to static recovery exists

Implementing SAGAs in SOCK

SAGAs [BMM05] are (sequential or parallel) compositions of basic compensable activities

Encoding

- Activities as Services, invoked using the request-response interaction pattern
- Failures of activities generate faults, handled by the automatic fault notifcation mechanism of SOCK
- Abortion of a SAGA is managed by using SOCK fault and compensation handlers
- Encoding proved correct.

Reasoning about structured compensating transactions

A general model

- To reason about compensations in an abstract way, independently from a particular language implementation [CFV08]
- Compensating CSP (cCSP) enjoys of fundamental properties expected in any compensation model, namely atomicity of transactions
- There is a correct embedding of cCSP transactions in the Conversation Calculus, since it induces a stateful model of compensating transactions

Reasoning about structured compensating transactions

Compensation Model

A compensation model is a pair $(\mathcal{S}, \mathcal{D})$ where $\mathcal{S}$ gives its static structure and $\mathcal{D}$ gives its dynamic structure

- The static structure $\mathcal{S} = (S, \mid, \#, \bowtie)$ is defined such that:
    - S is a set of (abstract) states
    - $\mid$ is a partial composition operation on states
    - $\#$ is an apartness relation on states
    - $\bowtie$ is an equivalence relation on S
- The dynamic structure $\mathcal{D} = (\Sigma, \xrightarrow{a})$ is defined such that:
    - Σ is a set of primitive actions
    - $\xrightarrow{\text{a}}$ is a labeled (by elements of Σ) transition system between states.

Reasoning about structured compensating transactions

Results

- The behavior of transactions implemented over $\bowtie$-consistent compensable programs approximate atomicity: a transaction either aborts (*throw*) doing "nothing", or ($\oplus$) terminates successfully after executing all of its forward actions (R^+)
- There is a correct encoding of Structured Compensating Transactions in CC

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