Ozone:

Fully Out-of-Order Choreographies

Dan Plyukhin
@dplyukhin

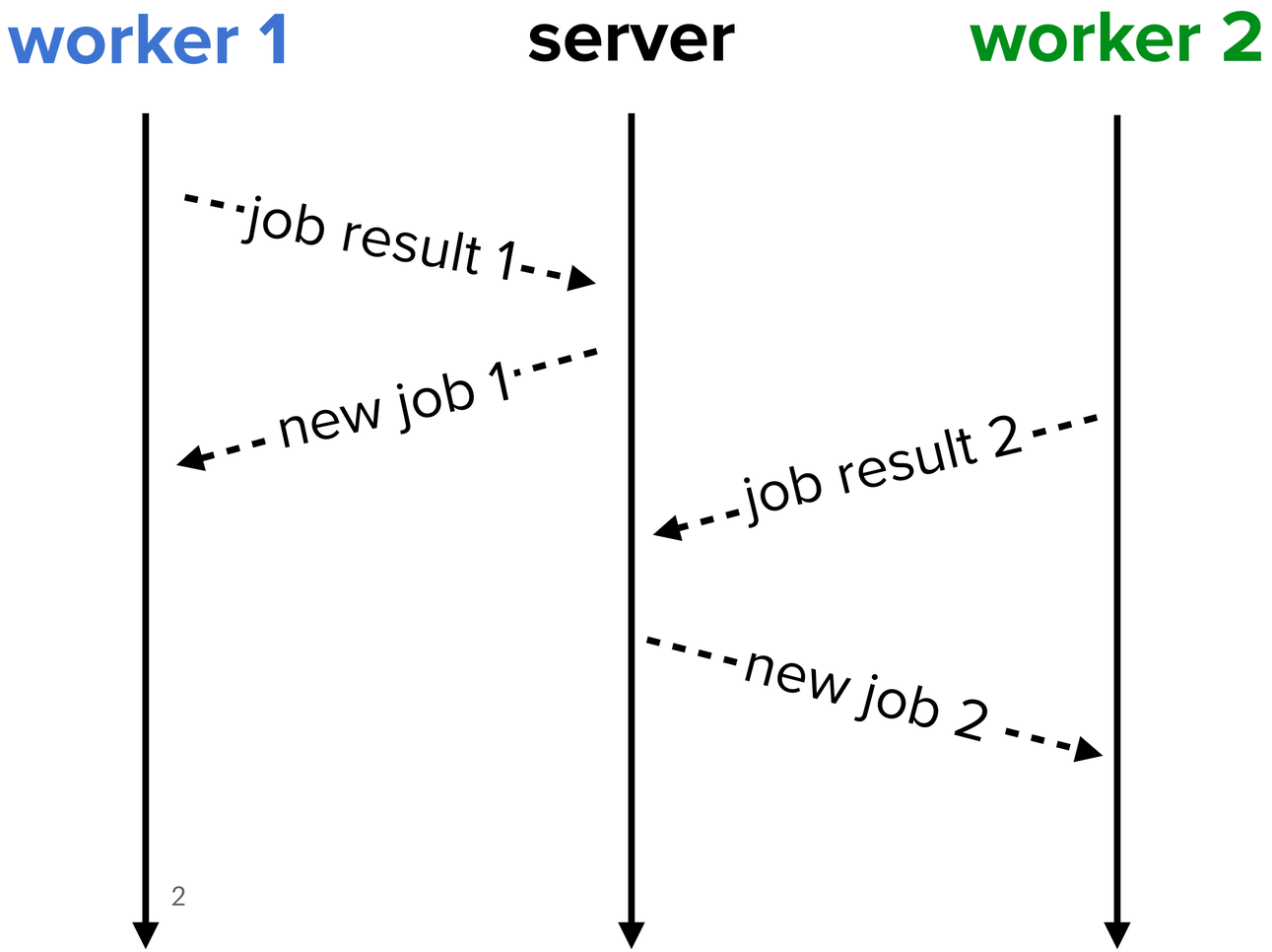
Marco Peressotti

Fabrizio Montesi

SDU

what is choreographic programming?

distributed model training



what is choreographic programming?

distributed model training

```
182   // Server.java
      Result x1 = worker1.recv();
184   worker1.send(newJob());
      Result x2 = worker2.recv();
      worker2.send(newJob());
```

```
175   // Worker.java
176   server.send(results);
177   Job newJob = server.recv();
```

```
175   // Worker.java
      server.send(results);
      Job newJob = server.recv();
```

choreography

CHORAL

```
1  // MyChoreography.ch
2  worker1.results -> server.x1;
3  server.newJob() -> worker1.job;
4  worker2.results -> server.x2;
5  server.newJob() -> worker2.job;
```

projection

endpoint code

Java

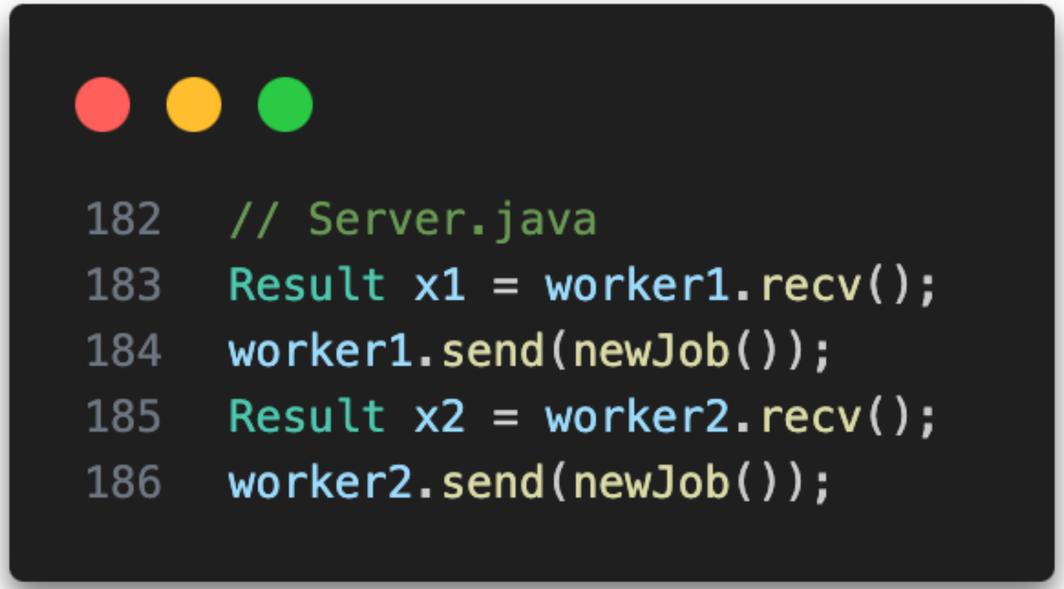
```
182  // Server.java
183  Result
184  worker
185  Result
186  worker
```

```
175  // Worker.java
176  server.send(results);
177  Job newJob = server.recv();
```

- ✅ provably deadlock-free
- ✅ no message type errors
- ✅ cleaner code

but is it fast?

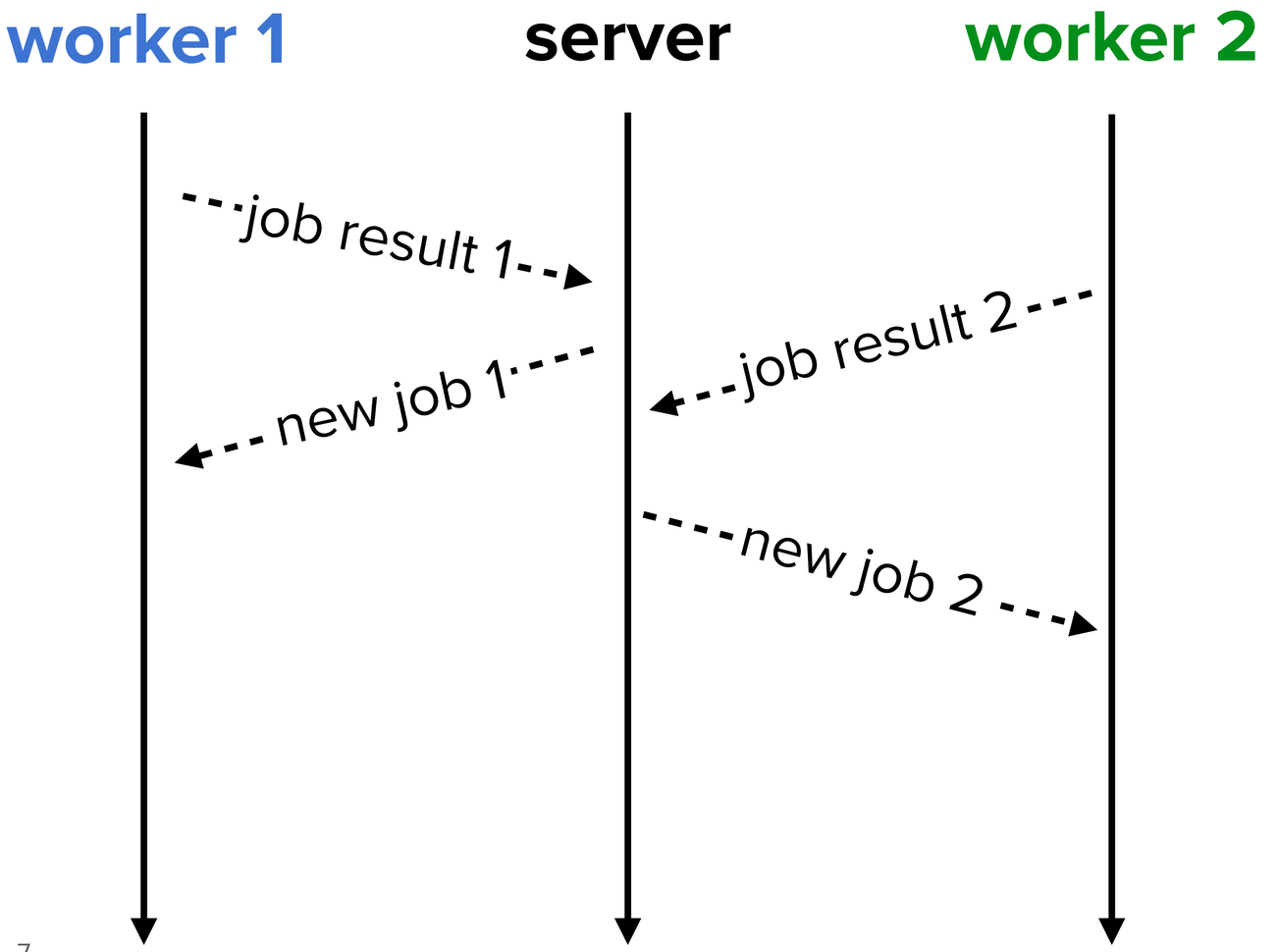
but is it fast?



```
182   // Server.java
183   Result x1 = worker1.recv();
184   worker1.send(newJob());
185   Result x2 = worker2.recv();
186   worker2.send(newJob());
```

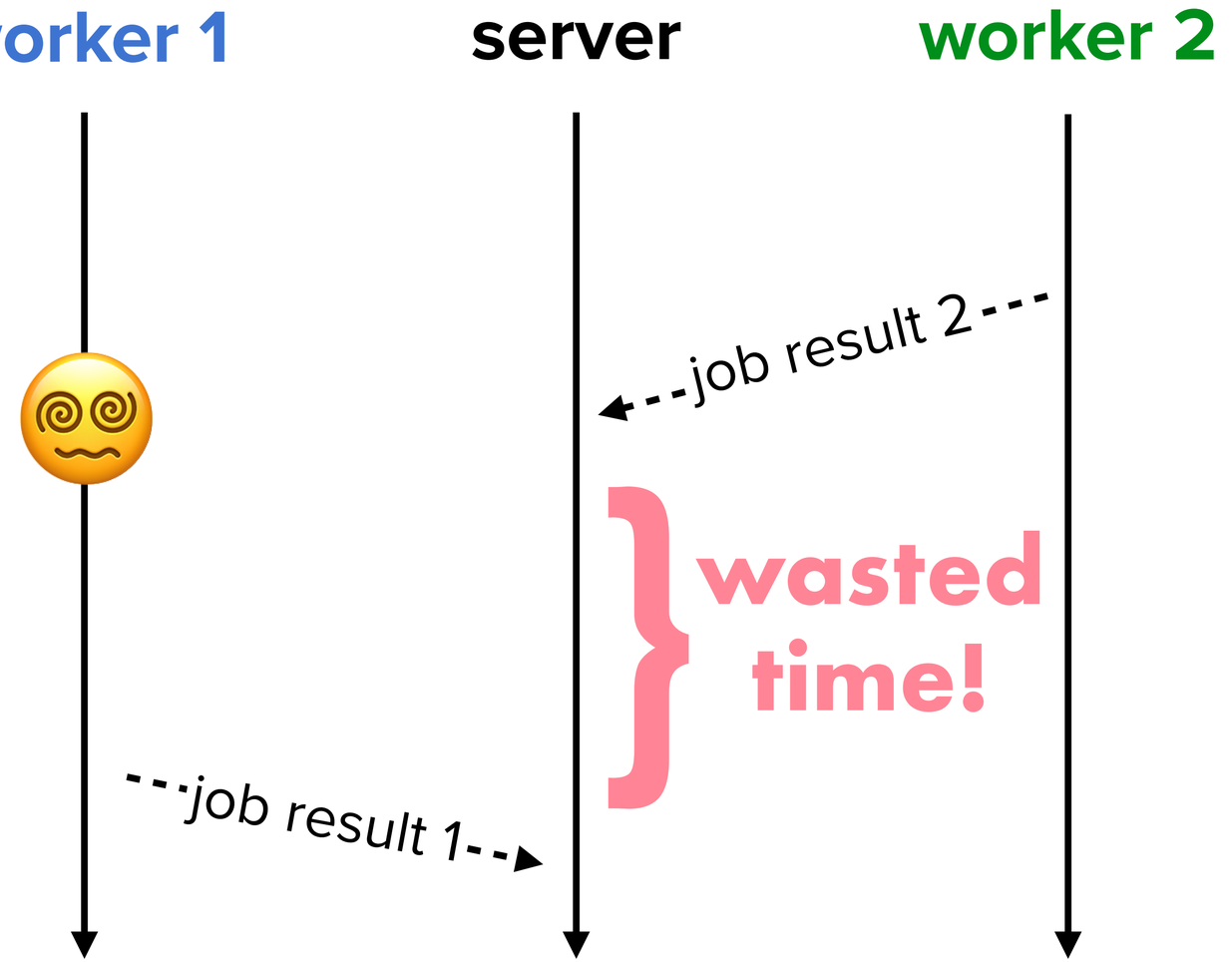
but is it fast?

```
182   // Server.java
183   Result x1 = worker1.recv();
184   worker1.send(newJob());
185   Result x2 = worker2.recv();
186   worker2.send(newJob());
```



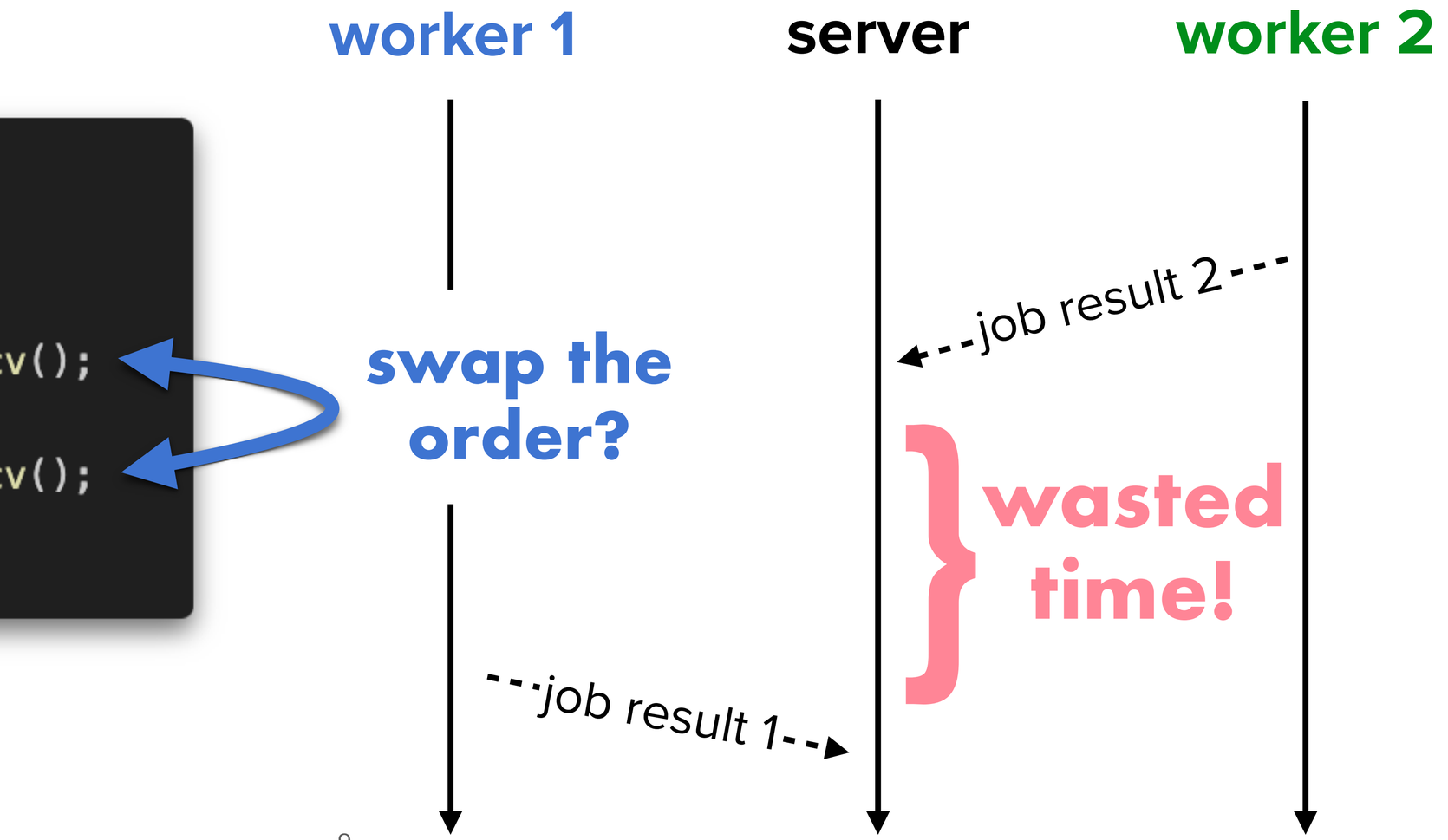
but is it fast?

```
182   // Server.java
183   Result x1 = worker1.recv();
184   worker1.send(newJob());
185   Result x2 = worker2.recv();
186   worker2.send(newJob());
```



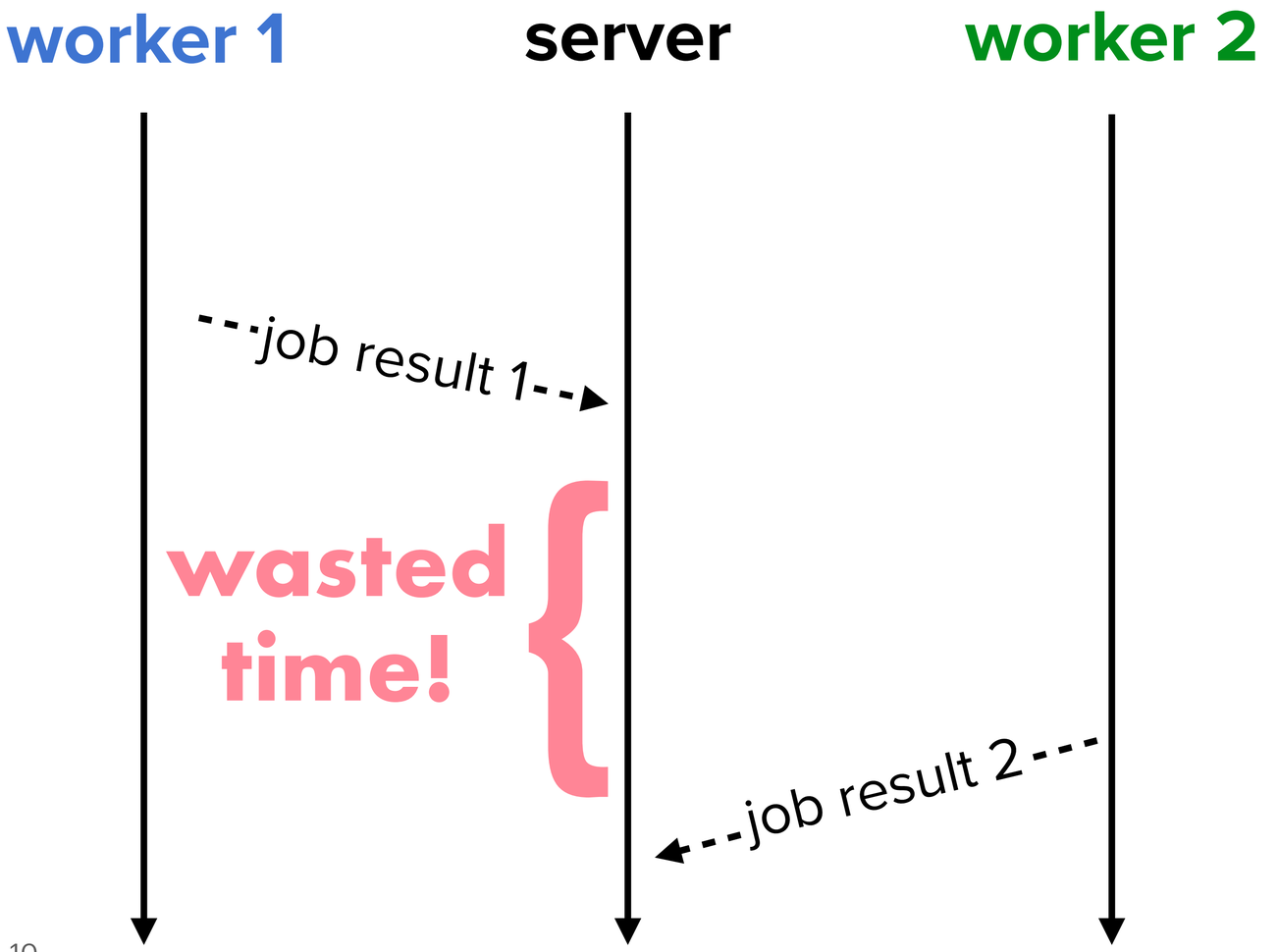
but is it fast?

```
182   // Server.java
183   Result x1 = worker1.recv();
184   worker1.send(newJob());
185   Result x2 = worker2.recv();
186   worker2.send(newJob());
```



but is it fast?

```
182   // Server.java
183   Result x2 = worker2.recv();
184   worker2.send(newJob());
185   Result x1 = worker1.recv();
186   worker1.send(newJob());
```



but is it fast?

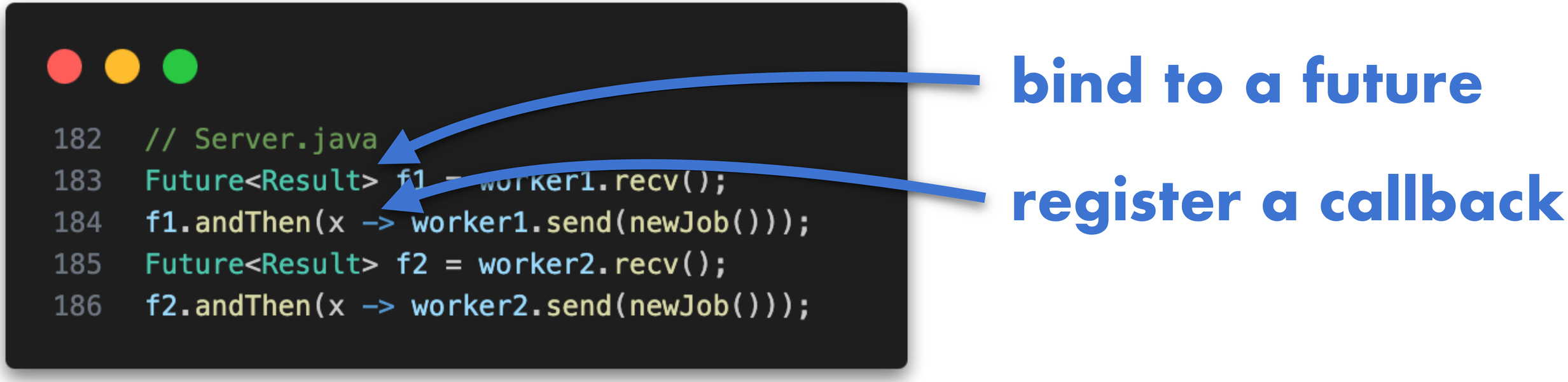
```
182   // Server.java
183   Future<Result> f1 = worker1.recv();
184   f1.andThen(x -> worker1.send(newJob()));
185   Future<Result> f2 = worker2.recv();
186   f2.andThen(x -> worker2.send(newJob()));
```

we need

out-of-order

processes!

but is it fast?



easy!

1. patch the compiler

2. deploy to production

3. happy friday 🍸

CODE RED


3:40
5G+
B
Boss
Today 3:37 PM
client is reporting corrupted data
somehow your tool tweeted the CEO's password??
ANSWER YOUR PHONE

this talk

futures + choreographies = 🐞 🐛 🦟

futures + choreographies + integrity keys = 📈 🤑 📈

what went wrong?

the **content service** generates tweets

the **key service** manages login info

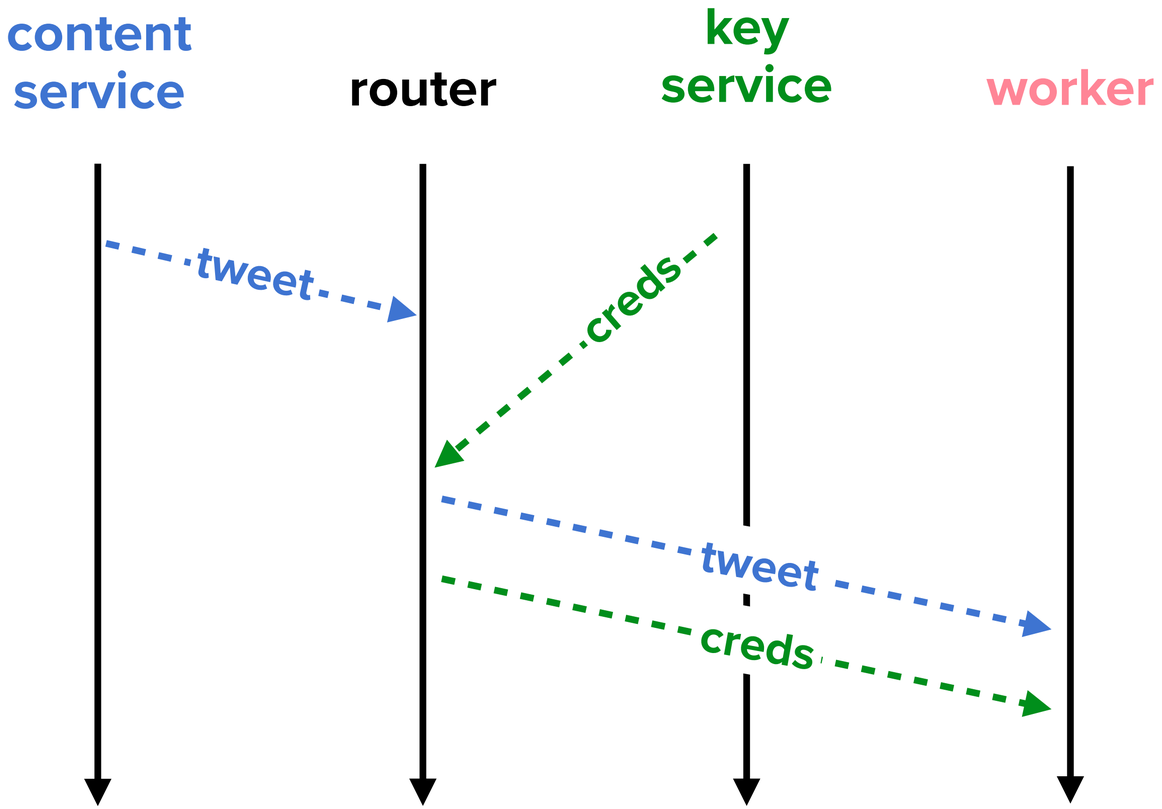
the **router** forwards data

the **worker** calls the Twitter API

somehow your tool tweeted the CEO's password??

```
// TweetChoreography.ch
cs.tweet -> router.tweet;
ks.creds -> router.creds;
router.tweet -> worker.tweet;
router.creds -> worker.creds;
worker.post(tweet, creds);
```

choreography



the **content service** generates tweets

the **key service** manages login info

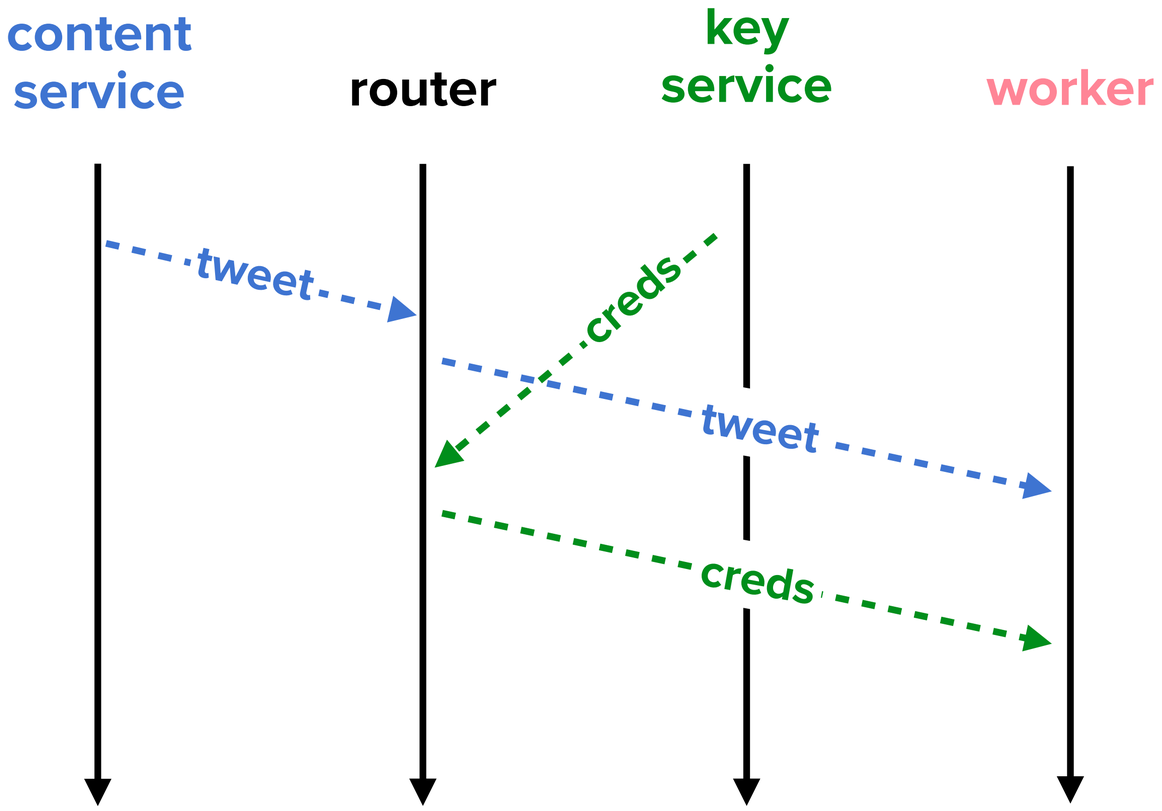
the **router** forwards data

the **worker** calls the Twitter API

somehow your tool tweeted the CEO's password??

```
// TweetChoreography.ch
cs.tweet -> router.tweet;
ks.creds -> router.creds;
router.tweet -> worker.tweet;
router.creds -> worker.creds;
worker.post(tweet, creds);
```

choreography



the **content service** generates tweets

the **key service** manages login info

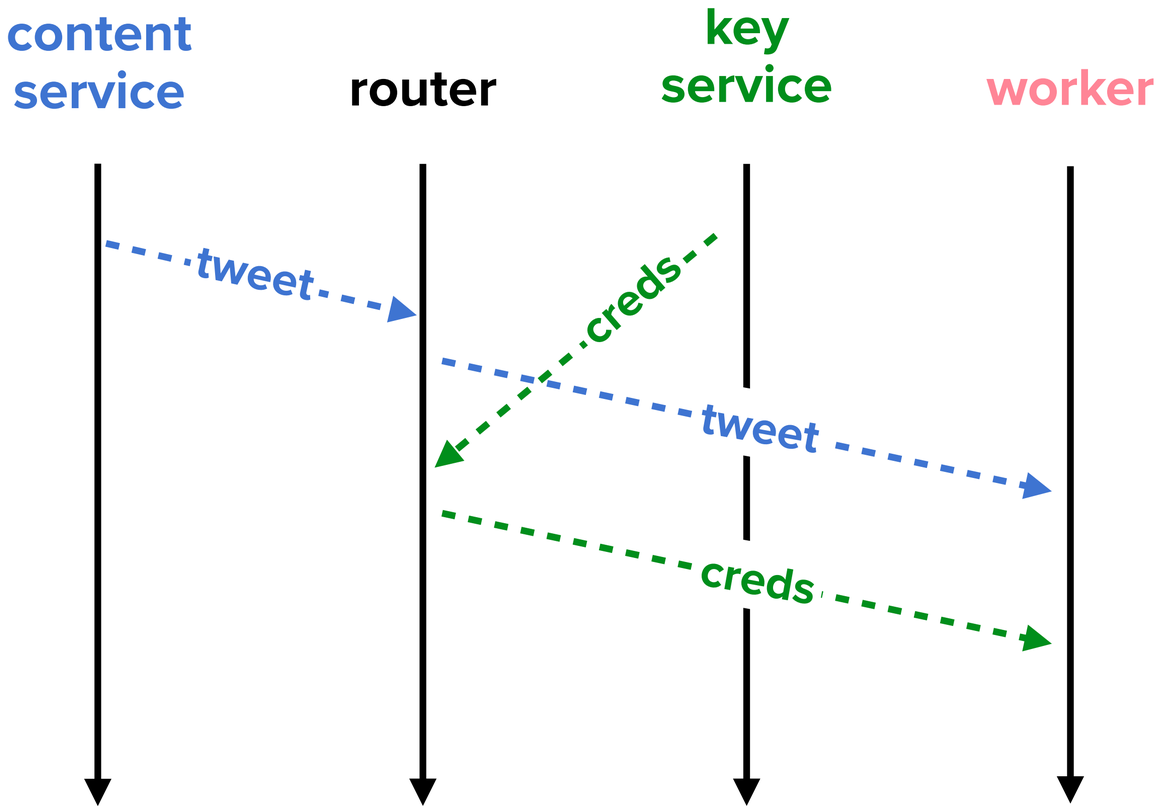
the **router** forwards data

the **worker** calls the Twitter API

somehow your tool tweeted the CEO's password??

```
1  // Router.java
2  Future<String> tweet = cs.recv();
3  Future<String> creds = ks.recv();
4  tweet.andThen( t -> worker.send(t) );
5  creds.andThen( c -> worker.send(c) );
```

compiled endpoint code



the **content service** generates tweets

the **key service** manages login info

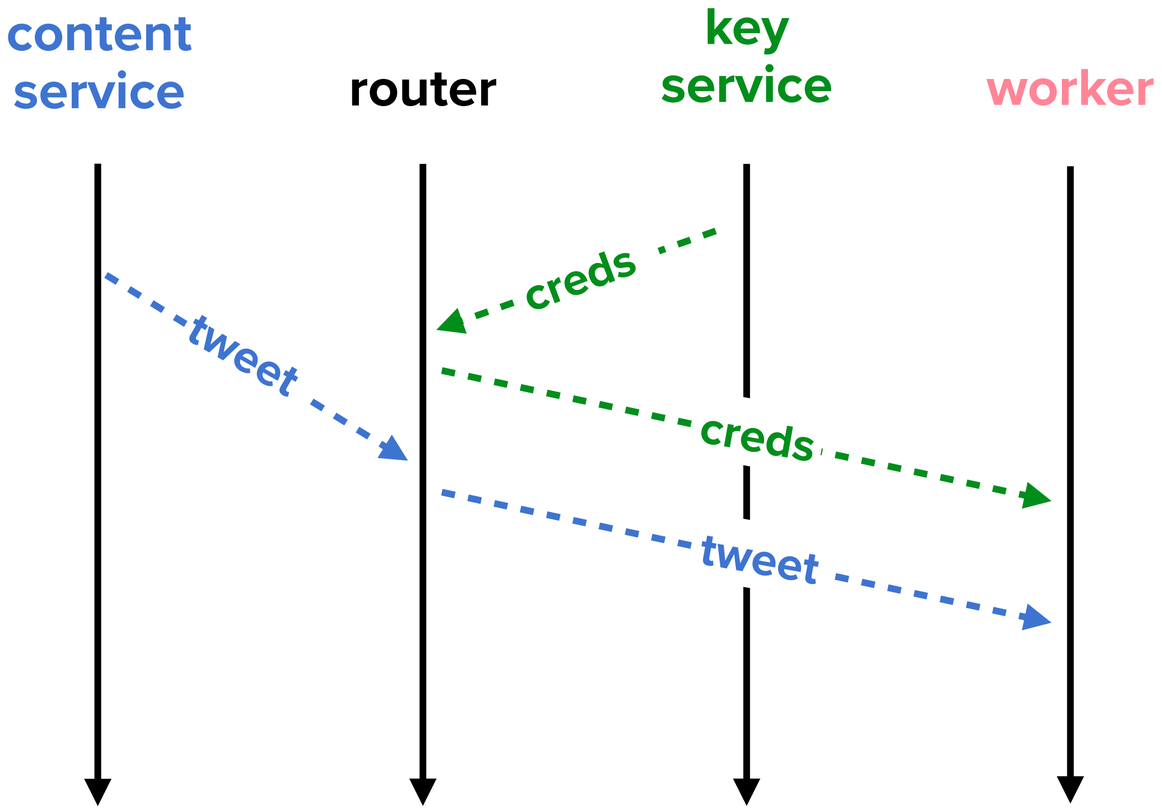
the **router** forwards data

the **worker** calls the Twitter API

somehow your tool tweeted the CEO's password??

```
1  // Router.java
2  Future<String> tweet = cs.recv();
3  Future<String> creds = ks.recv();
4  tweet.andThen( t -> worker.send(t) );
5  creds.andThen( c -> worker.send(c) );
```

compiled endpoint code



the **content service** generates tweets

the **key service** manages login info

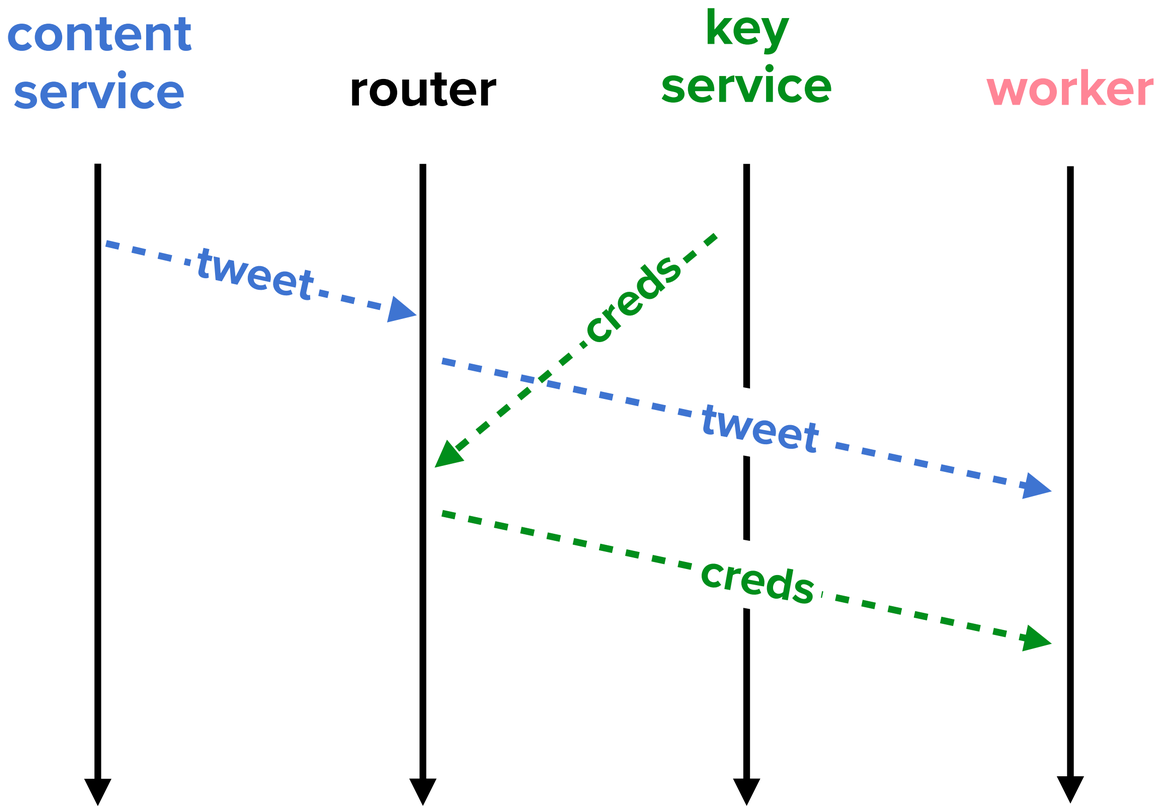
the **router** forwards data

the **worker** calls the Twitter API

somehow your tool tweeted the CEO's password??

```
// Router.java
Future<String> tweet = cs.recv();
Future<String> creds = ks.recv();
tweet.andThen( t -> worker.send(t) );
creds.andThen( c -> worker.send(c) );
```

compiled endpoint code



the **content service** generates tweets

the **key service** manages login info

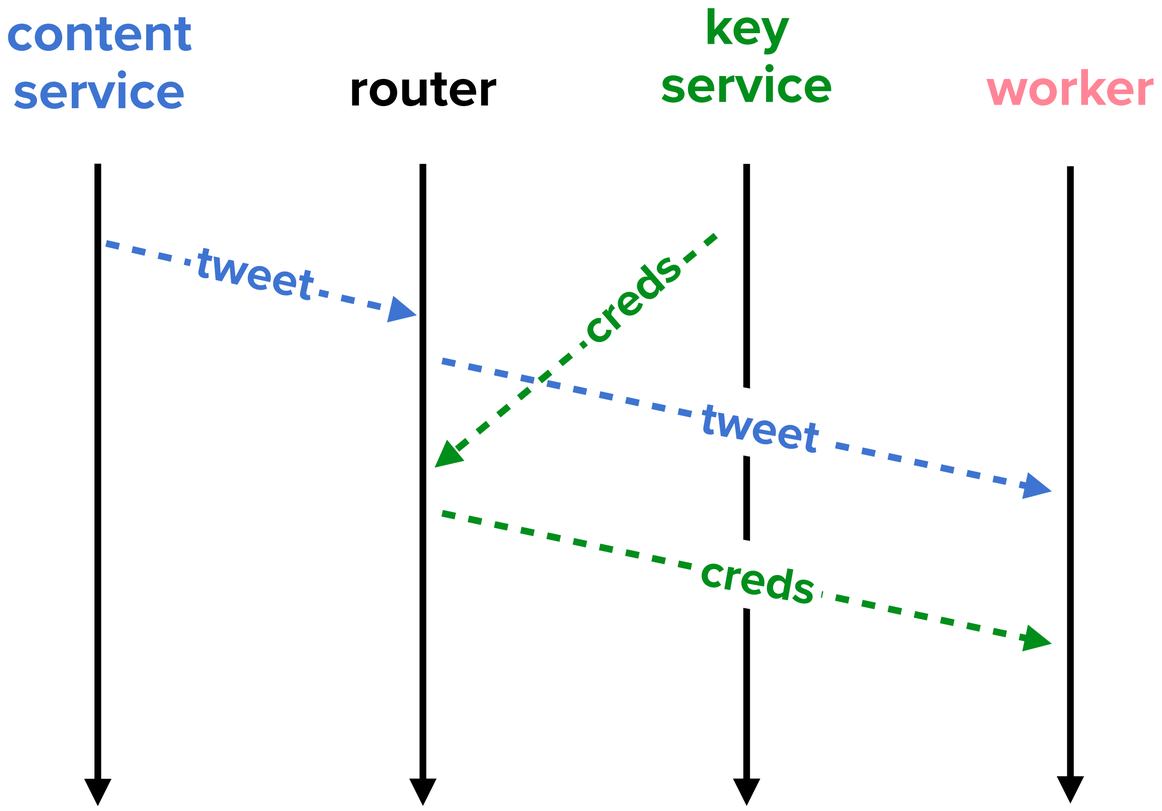
the **worker** calls the Twitter API

somehow your tool tweeted the CEO's password??

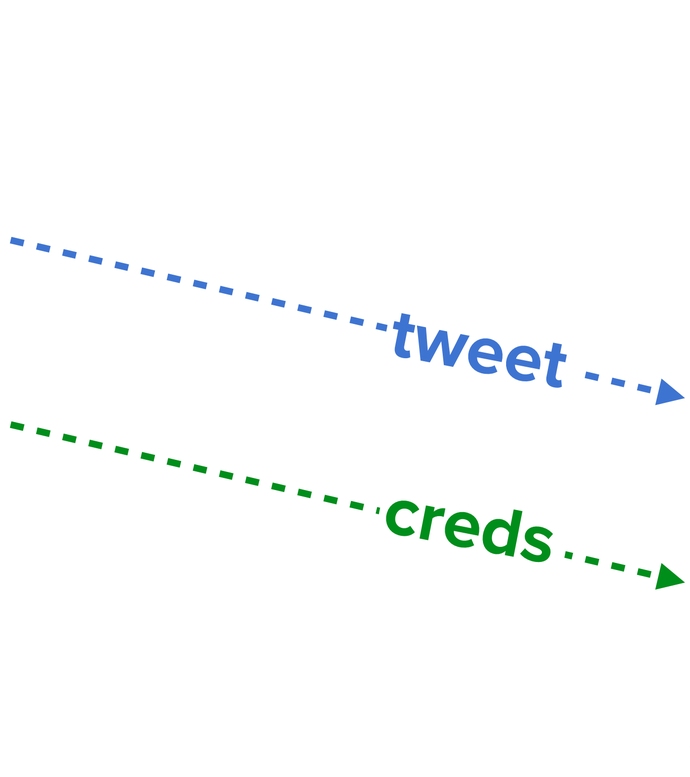
```java
// Router.java
Future<String> tweet = cs.recv();
Future<String> creds = ks.recv();
tweet.andThen( t -> worker.send(t) );
creds.andThen( c -> worker.send(c) );
```

```java
// Worker.java
Future<String> tweet = router.recv();
Future<String> creds = router.recv();
post(tweet.get(), creds.get());
```

compiled endpoint code

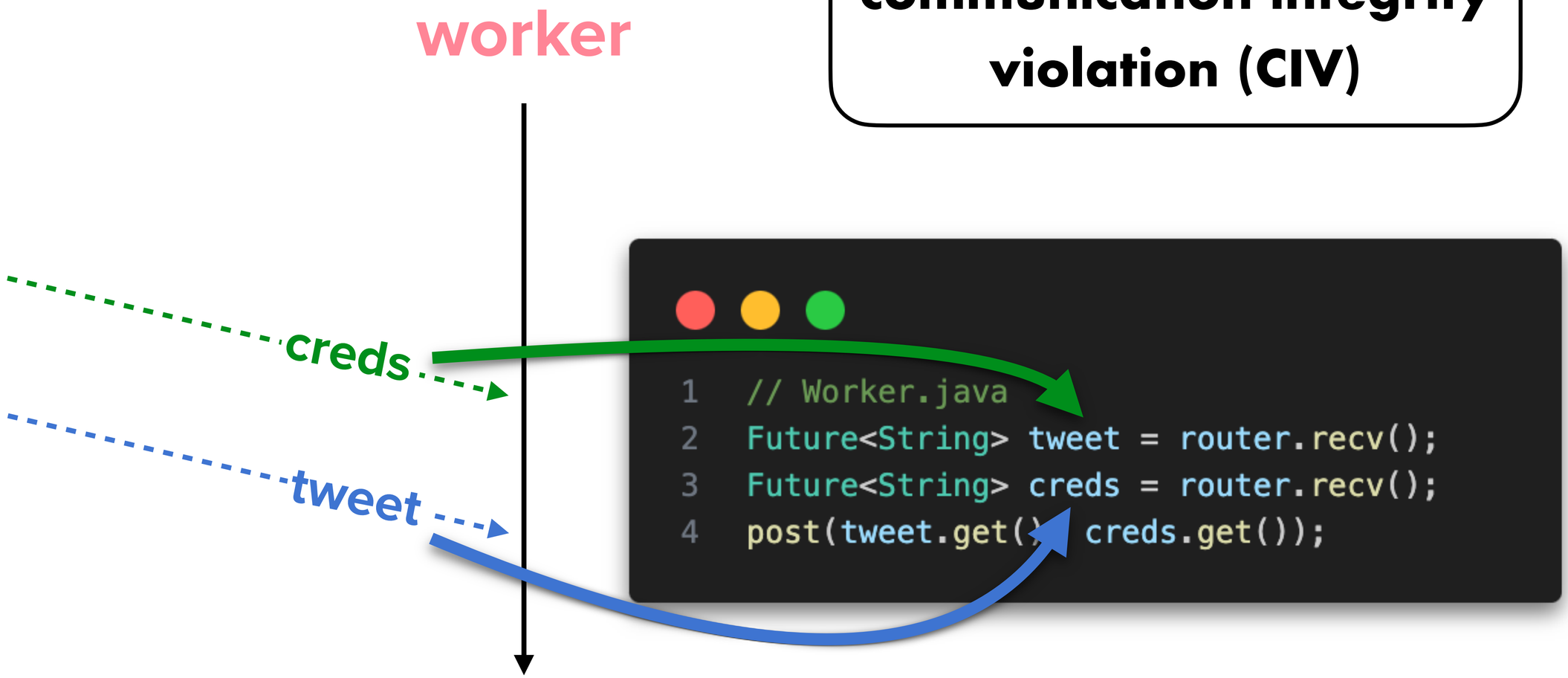


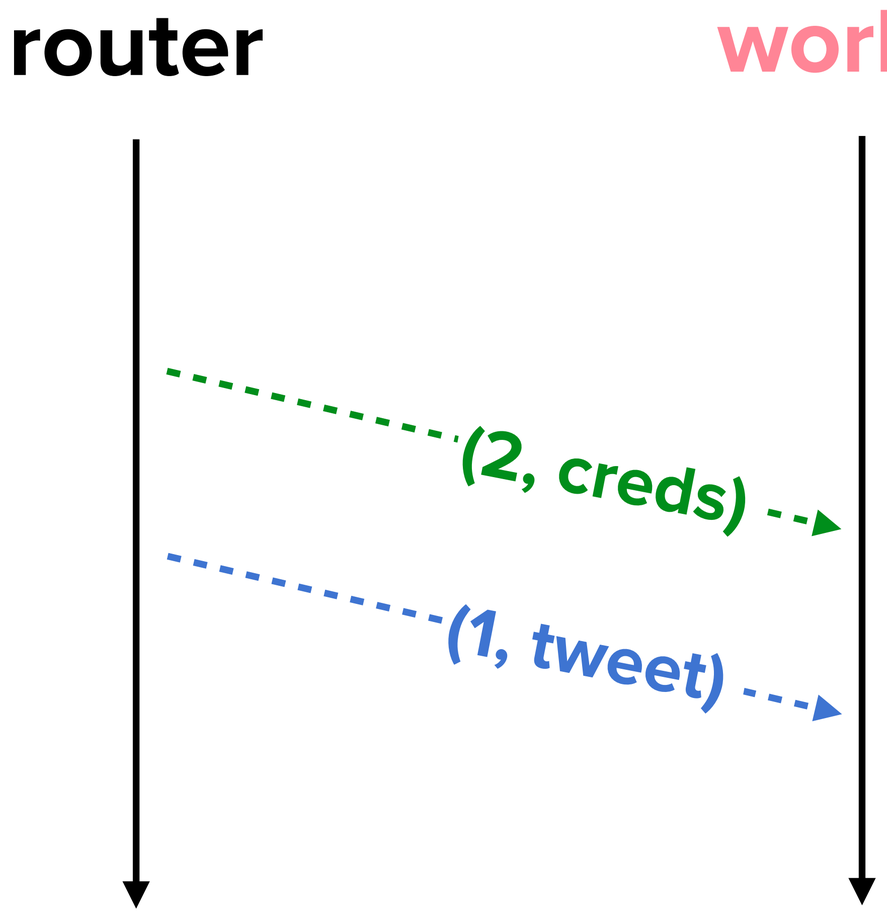
worker




```java
// Worker.java
Future<String> tweet = router.recv();
Future<String> creds = router.recv();
post(tweet.get(), creds.get());
```

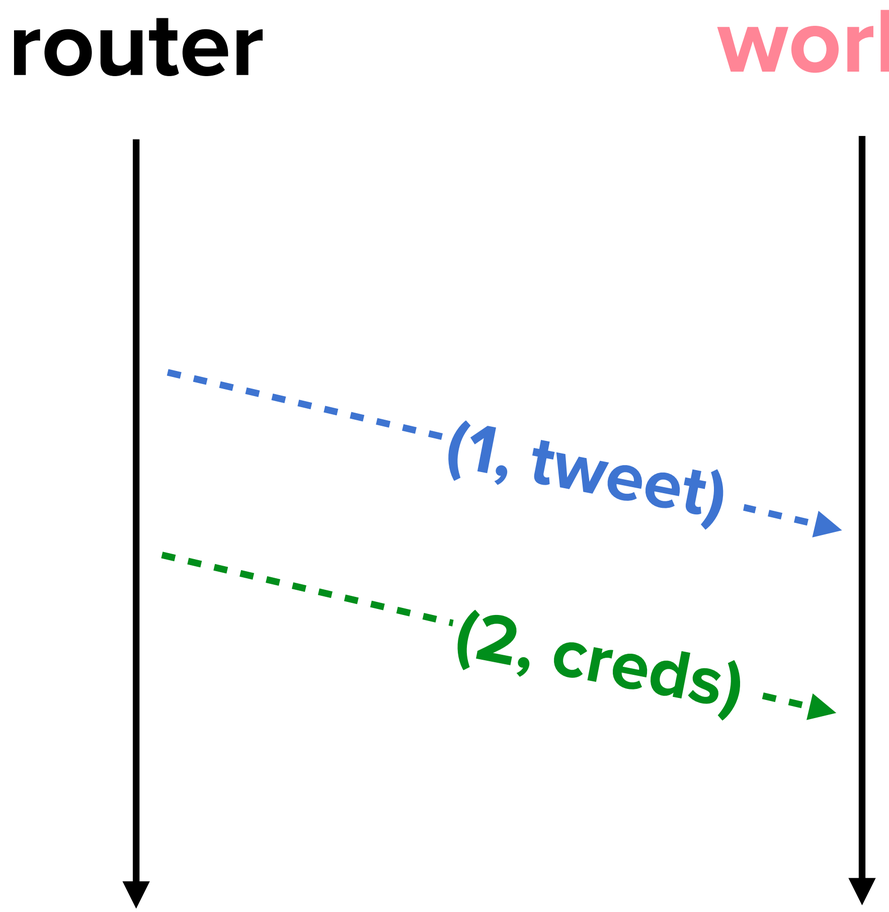
communication integrity violation (CIV)





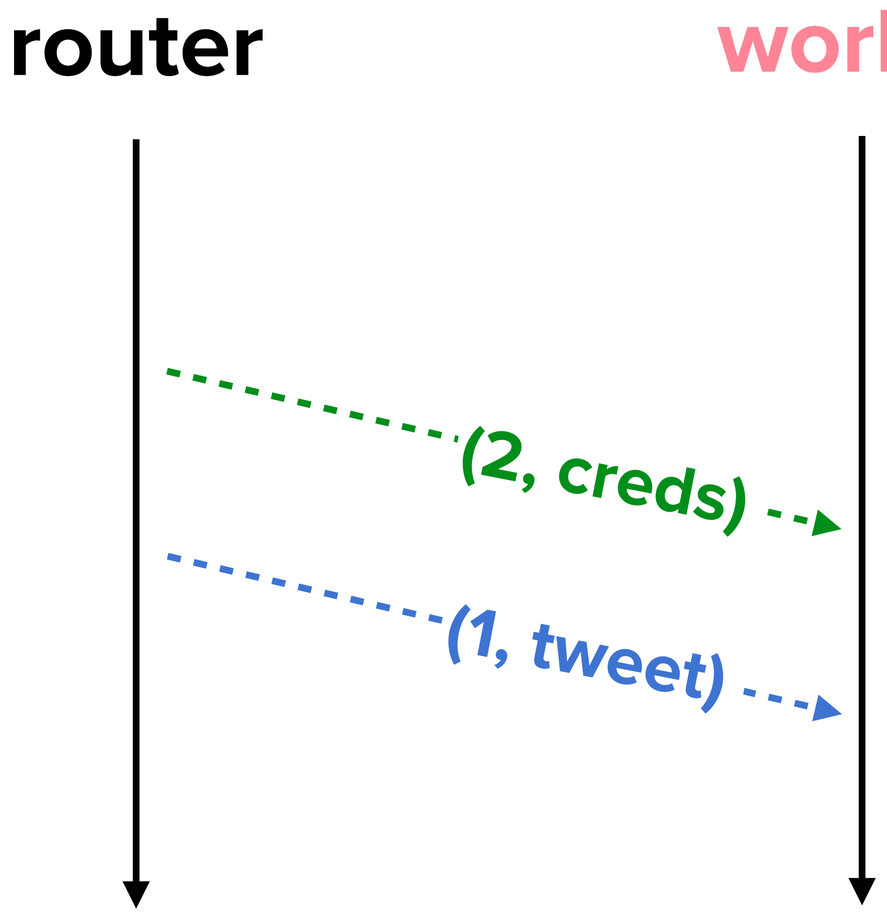
communication integrity violation (CIV)

```
1  // Worker.java
2  Future<String> tweet = router.recv(1);
3  Future<String> creds = router.recv(2);
4  post(tweet.get(), creds.get());
```



communication integrity violation (CIV)

```
1  // Worker.java
2  Future<String> tweet = router.recv(1);
3  Future<String> creds = router.recv(2);
4  post(tweet.get(), creds.get());
```



communication integrity violation (CIV)

```
1  // Worker.java
2  Future<String> tweet = router.recv(1);
3  Future<String> creds = router.recv(2);
4  post(tweet.get(), creds.get());
```

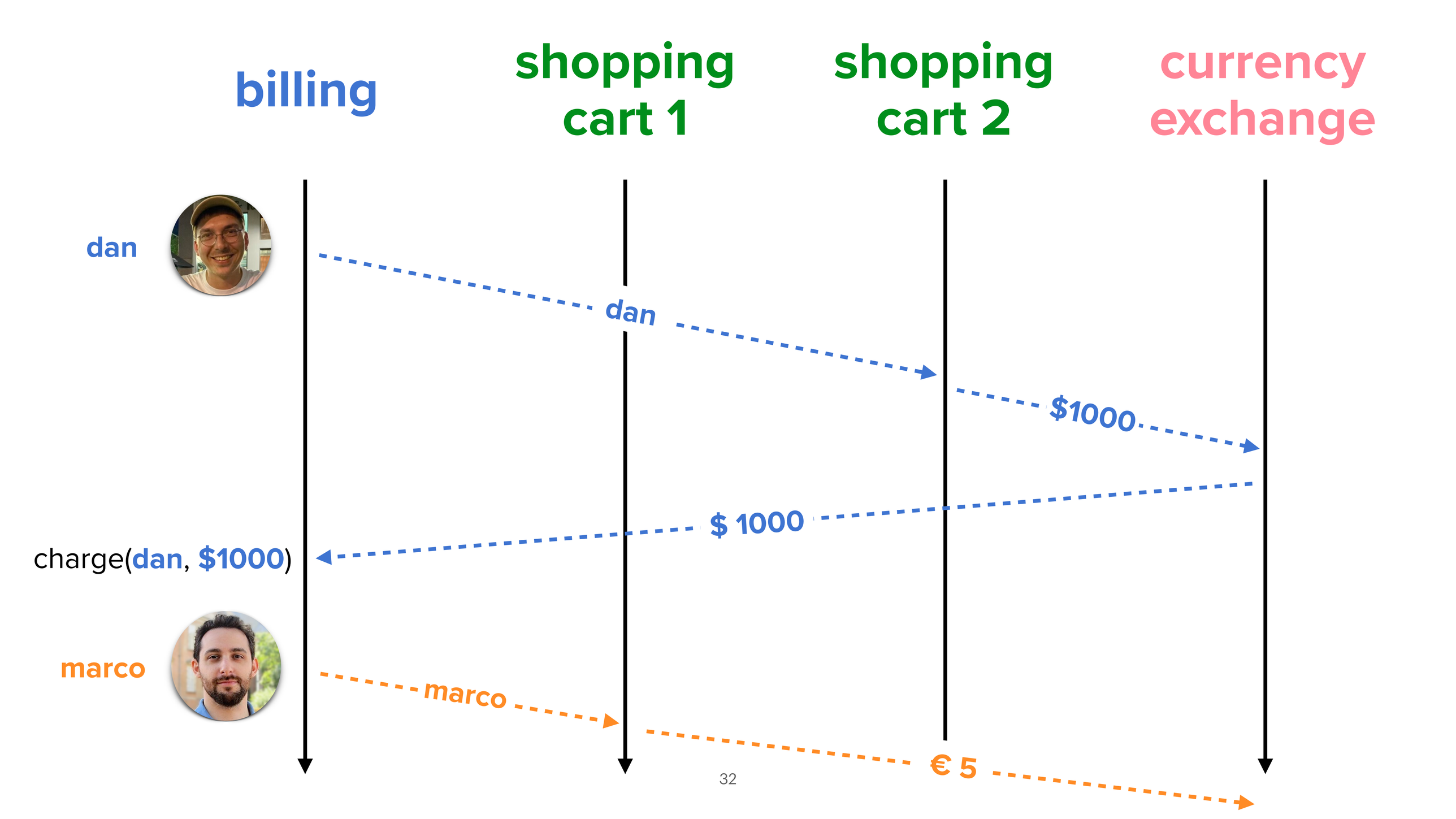
but wait, there's more!

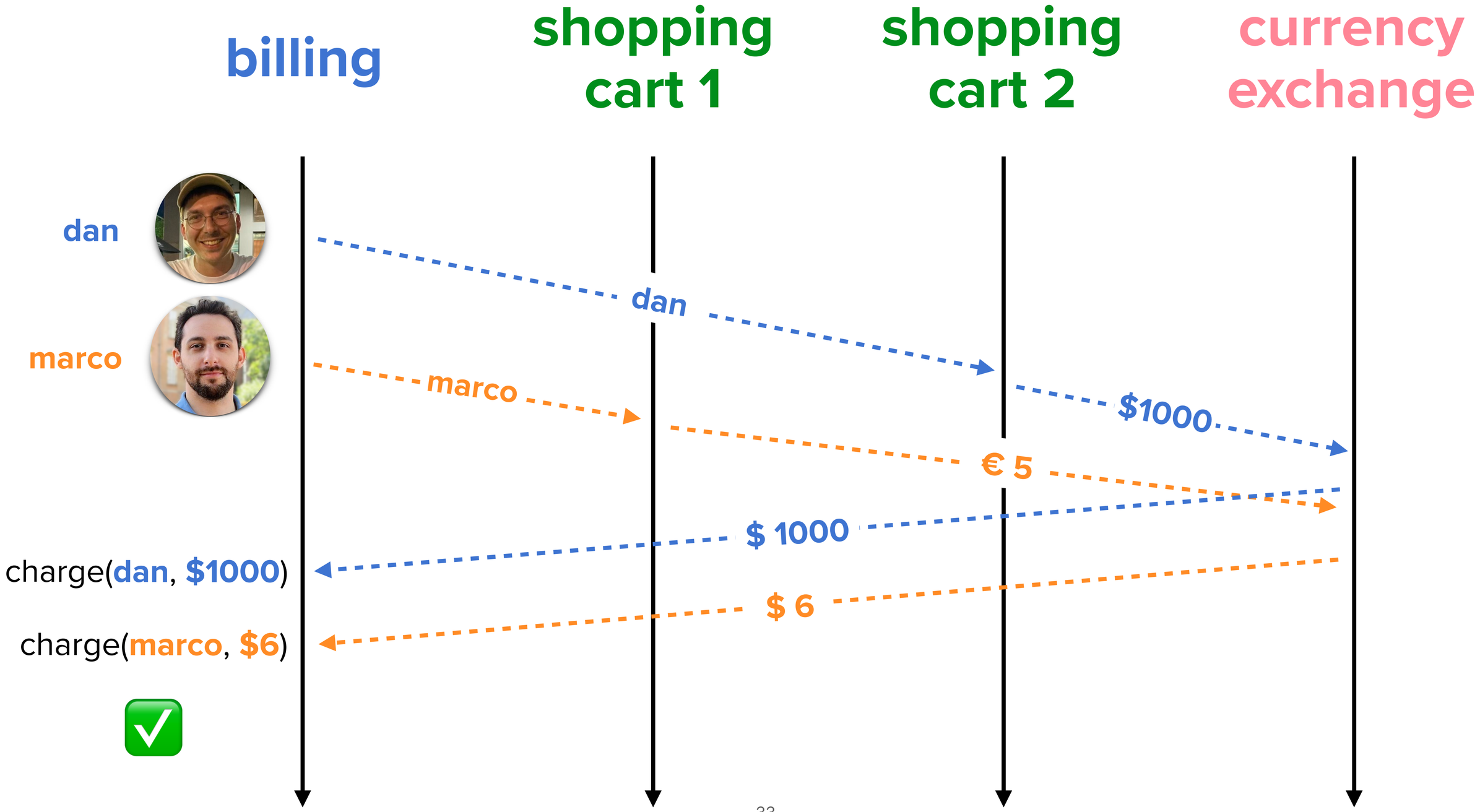
big takeaway #1

You can prevent CIVs inside a choreography with **statically unique** IDs!

but wait, there's more!

online shopping checkout


billing
shopping cart 1
shopping cart 2
currency exchange
dan
dan
$1000
$ 1000
charge(dan, $1000)
marco
marco
€ 5


billing
shopping cart 1
shopping cart 2
currency exchange
dan
marco
dan
marco
$1000
€ 5
$ 1000
$ 6
charge(dan, $1000)
charge(marco, $6)

billing

shopping cart 1

shopping cart 2

currency exchange

dan 

marco 

dan

marco

€ 5

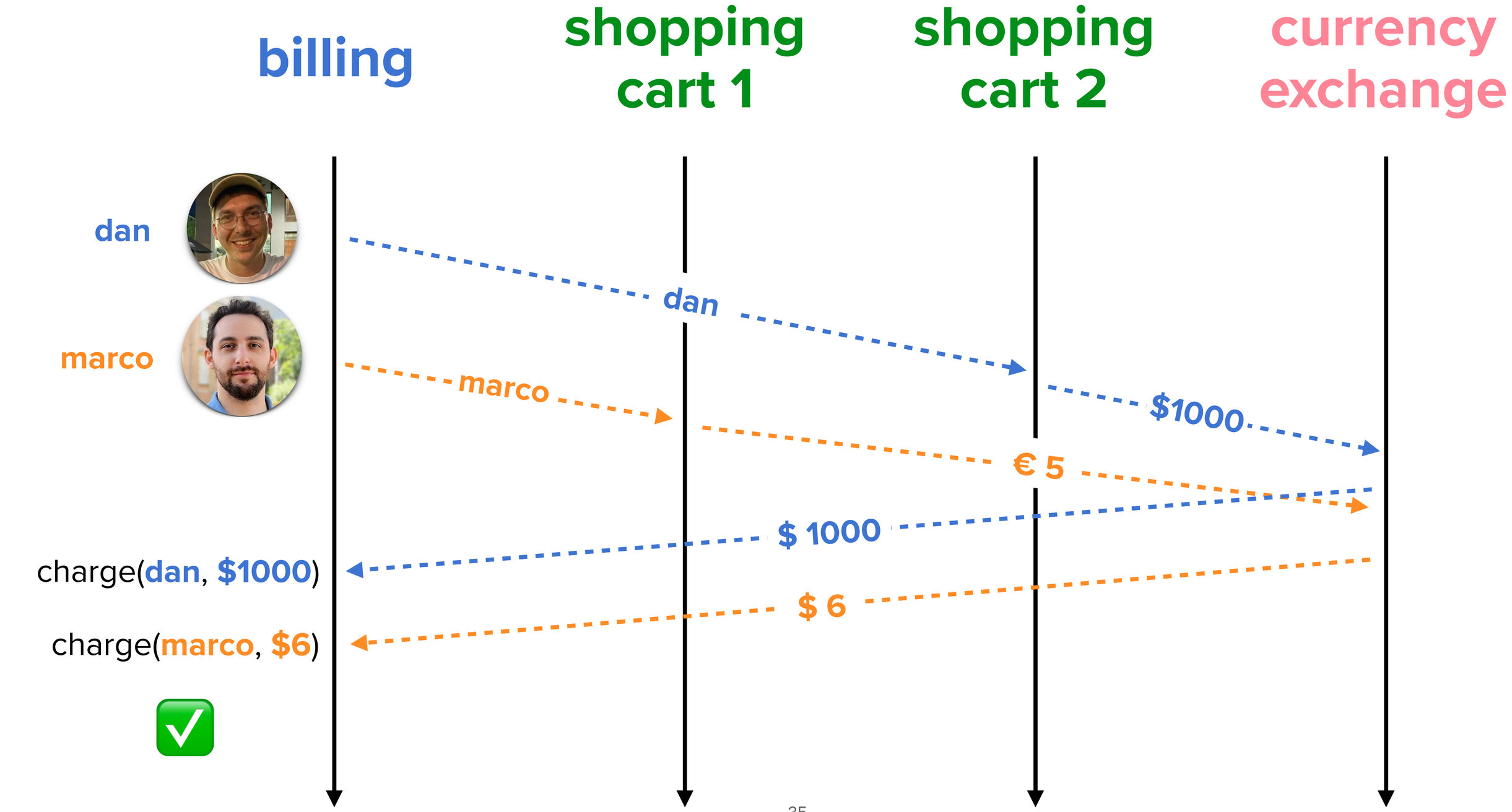
$1000

$ 6

charge(dan, $6)

$ 1000

charge(marco, $1000)


billing
shopping cart 1
shopping cart 2
currency exchange
dan
marco
dan
marco
$1000
€ 5
$ 1000
$ 6
charge(dan, $1000)
charge(marco, $6)
✅

billing

shopping cart 1

shopping cart 2

currency exchange

dan 

marco 

dan

marco

€ 5

$1000

$ 6

charge(dan, $6)

$ 1000

charge(marco, $1000)

billing

shopping cart 1

shopping cart 2

currency exchange

dan

marco

(T1, dan)

(T2, marco)

(T2, € 5)

(T1, $1000)

(T2, $6)

(T1, $1000)

✅

charge(marco, $6)

charge(dan, $1000)

big takeaway #2

You can prevent CIVs between choreographies with **dynamically unique** session tokens!

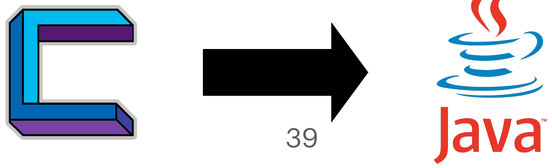
the paper

ECOOP 2024

formal model: session tokens without synchronization

proofs: deadlock-freedom, bisimulation,
communication integrity

performance: microbenchmarks, model serving



conclusion

join us on zulip!

read the paper!

big takeaway #1

You can prevent CIVs inside a choreography
with **statically unique** IDs!

big takeaway #2

You can prevent CIVs between choreographies
with **dynamically unique** session tokens!