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Regular MSC Languages

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Abstract. In this paper we establish the concept of regularity for languages consisting of Message Sequence Charts (MSCs) under the aspect of realisability. To this aim we characterise their behaviour by string languages, and we give a natural definition of regularity in terms of appropriate right congruences. Moreover, we present a class of accepting automata, and, using this characterisation, establish several decidability and closure properties of MSC languages. We also provide a logical characterisation in terms of a monadic second order logic interpreted over MSCs. In contrast to existing work on regular MSC languages, our approach is not tailored to a fixed communication medium (as a FIFO channel, for example) but is applicable to a broad range of channel types like mixtures of stacks and FIFOs.

1 Introduction

Components of distributed systems usually communicate with each other via message passing. A sender process sends a message over a channel from which it is taken by the receiver process. A prominent formalism to model this kind of systems are *Message Sequence Charts* (MSCs) [9]. They are standardised, can be denoted textually as well as graphically, and are often employed in industry. Furthermore, they are quite similar to UML's sequence charts [3].

A message sequence chart defines a set of processes and a set of communication actions between these processes. In the visual presentation of an MSC, processes are drawn as vertical lines. A labelled arrow from one line to a second line corresponds to the communication event of sending the label value from the first process to the second. Since the vertical lines are interpreted as time axes, there is the general rule that arrows must not go "upwards" since this would describe a situation that a message is received before it was sent. Figure 1 (a) gives an example of an MSC.

When one considers the exact behaviour of an MSC, i.e., the sequences of actions which may be observed when the system is executed, one distinguishes between the so-called *visual-order semantics* and the *causal-order semantics* of an MSC. The visual order assumes that the events are ordered as shown in the MSC. That is, the events on a single process line are linearly ordered, and sending events precede their corresponding receiving events. For example, process Q in Figure 1 (a) reads an a symbol before it can read a b. In the causal order based semantics, a concrete communication medium between the processes is taken into account, for example, a first-in-first-out (FIFO) channel. Furthermore,