Web services, choreography and the Event Calculus

A short introduction

History

- Invented by Kowalski & Sergot (1986)
- Many variants
- Shanahan's tutorial paper
 - http://casbah.ee.ic.ac.uk/~mpsha/ pubs.html
 - He uses it for robotics, reasoning about change
- Explored by Sloman for use in expressing policies

Event Calculus concepts

Events

Something happened

Fluents

Something is true of the world

Time

Partially ordered set of time points

Event

Occurs at a point in time May initiate the truth of a fluent May terminate a fluent May `release' a fluent (The truth of a released fluent is no longer known)

Fluent

- A logical formula whose truth (or falsity) has an extent in time
- Fluents are given concrete names
 - I.e., are first class entities
- Fluents are initiated, terminated by events
- Fluents may hold at a particular time
- Fluents can be clipped, released

EC Logic

We can reason about what is true

Uses standard predicate logic with a few extras - closed world assumption/ circumscription



Simple axioms of EC Fluent Time point

- HoldsAt(f,t) <- Initially(f), -Clipped(0,f,t).</p>
- HoldsAt(f,t) <- Happens(a,t1), Initiates(a,f), t>t1, ¬Clipped(t1,f,t).
- Clipped(t1,f,t2) <- Happens(a,t),t1<t<t2, Terminates(a,f)

Simple Order logic

Happens(sendOrder,T0).
Happens(acceptOrder,T1).
Happens(sendCash,T4)
Initiates(acceptOrder,orderAccepted).
Initiates(sendCash,orderCompleted).

Role in choreography

Complements pi-calculus view

- not particularly sensitive to process abstraction
- External state modeled as a set of fluents
- Transitions/messages are marked by events
- Permits expression of verification conditions
- Permits expression of policies