## A Theory of Communicating Sequential Processes

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Abstract. A mathematical model for communicating sequential processes is given, and a number of its interesting and useful properties are stated and proved. The possibilities of nondeterminism are fully taken into account.

Categories and Subject Descriptors: D.3.1 [Programming Languages]: Formal Definitions and Theory—semantics; syntax; D.3.2 [Programming Languages]: Language Classifications; D.3.3 [Programming Languages]: Language Constructs—concurrent programming structures; F.3.2 [Logics and Meanings of Programs]: Semantics of Programming Languages—denotational semantics

General Terms: Theory

Additional Key Words and Phrases: Communicating sequential processes, synchrony, asynchrony, nondeterminism, parallelism, deadlock, safety, liveness

## 1 Introduction

In the last decade there has been a remarkable growth in general understanding of the design and definition of computer programming languages. This understanding has been based upon a recognition that the text of each program expressed in the language should be given a mathematically defined meaning or denotation, in the same way as any other notational system of logic or mathematics. For a conventional sequential programming language, the simplest mathematical domain suitable for this purpose is the space of partial functions that maps from an abstract machine state before execution of a command to the state of the machine afterward. For a programming language with jumps, the appropriate mathematical domain is slightly more complicated, involving continuations. For a programming language in which subprograms are themselves assignable components of the abstract machine state, the appropriate reflexive domain of continuous functions has been

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