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Abstract. In this paper, we establish the concept of regularity for languages consisting of Message Sequence Charts (MSCs). To this aim, we formalise their behaviour by string languages and give a natural definition of regularity in terms of an appropriate Nerode right congruence. 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 by a monadic second-order logic interpreted over MSCs. In contrast to existing work on regular MSC languages, our approach is neither restricted to a certain class of MSCs nor tailored to a fixed communication medium (such as a FIFO channel). It explicitly allows MSCs with message overtaking and is thus 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 is that of *Message Sequence Charts* (MSCs) [9, 10]. They are standardised, can be denoted both textually and graphically, and are often employed in industry. Furthermore, they are quite similar to the notion of sequence charts of the Unified Modelling Language (UML) [2].

An MSC defines a set of processes and a set of communication actions between these processes. In the visual representation of an MSC, processes are drawn as vertical lines. A labelled arrow from one line to another corresponds to the communication event of sending the labelling value from the first process to the second. As the vertical lines are interpreted as time axes, there is the general rule that arrows must not go "upwards", because this would describe a situation that a message is received before it has been sent. Figure 1(a) gives an example of an MSC. Collections of MSCs are used to capture the scenarios that a designer might want the system to follow or to avoid.

When one considers the dynamic behaviour of an MSC, i.e., the sequences of actions that may be observed when the system is executed, one distinguishes between the so-called visual-order semantics and the causal-order semantics. The *visual order* assumes that the events are ordered as shown in the MSC. That is,

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