

# Session Types and Linear Logic and Lightweight Applications of Session Types in Java

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# Introduction

## Concurrent Processes

- ▶ Coordination of multiple simultaneously executing agents.
- ▶ Programming Models: Shared-Memory vs Message-Passing
- ▶ Hard to reason about:
  - ▶ Deadlocks
  - ▶ Data races
  - ▶ Concurrent interleavings make behaviour hard to predict
  - ▶ ... and also hard to replicate (e.g. testing).

# Introduction

## A Concurrency-Theoretic Approach: Session Types

### Structuring Communication

- ▶ Communication without structure is hard to reason about.
- ▶ Structure communication around the concept of a **session**.
- ▶ Predetermined sequences of interactions along a (session) channel:
  - ▶ “Input a number, output a string and terminate.”
  - ▶ “Either output or input a number.”

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### Session-based Structuring

- ▶ Specify communication behaviour as sessions.
- ▶ Check that programs adhere to specification (session **fidelity**).

# Introduction

## A Concurrency-Theoretic Approach: Session Types

### Session Types [Honda93]

- ▶ Types **are** descriptions of communication behaviour, assigned to channels.
- ▶ A way of guaranteeing communication discipline, **statically**.
- ▶ A **linear** typing discipline for  $\pi$ -calculus processes.
- ▶ Intrinsic notion of duality: Send/Receive, Offer choice/Select

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### Syntax

$$P, Q ::= x\langle y \rangle.P \mid x(y).P \mid x.l; P \mid x.\text{case}\{l_i : P_i\}_{i \in I} \mid (\nu x)P \mid \mathbf{0} \mid (P \mid Q)$$
$$S, T ::= !S.T \mid ?S.T \mid \oplus \{l_i : T_i\}_{i \in I} \mid \& \{l_i : T_i\}_{i \in I}$$

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A pair of processes interacting on dual sessions is **deadlock-free**!

# Introduction

## Session Types and Linear Logic

### Linear Logic [Girard87]

- ▶ A marriage of classical dualities and constructivism.
- ▶ A logic of resources and interaction.
- ▶ Resource independence captures non-determinism/concurrency.
- ▶ Connected to concurrency early on [Abramsky93,BellinScott94]

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### Session Types and ILL [CairesPfenning01]

- ▶ Its possible to interpret session types as linear logic propositions.
- ▶ Linear logic proofs as process typing derivations.
- ▶ Proof dynamics as process dynamics.

# Introduction

## Session Types and Linear Logic

Why does it matter?

- ▶ Good metalogical properties map to good program properties.
- ▶ Progress, session fidelity, type preservation “for free”.
- ▶ Reasoning built-in.
- ▶ Much more compositional than traditional approaches (i.e. extensibility).

# Introduction

## Roadmap

1. Basic interpretation
2. Enriching the type structure (dependent types and polymorphism)
3. Reasoning Techniques: Logical equivalence, type isomorphisms and proof conversions.
4. Multiparty session types.

# ILL Interpretation

## Key Ideas

- ▶ Session Types as Intuitionistic Linear Propositions.
- ▶ Sequent calculus rules as  $\pi$ -calculus typing rules.
- ▶ Cut reduction as process reduction.

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## Propositions

$$A, B ::= A \otimes B \mid A \multimap B \mid \mathbf{1} \mid A \& B \mid A \oplus B \mid !A$$



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$$A, B ::= A \otimes B \mid A \multimap B \mid \mathbf{1} \mid A \& B \mid A \oplus B \mid !A$$

## Sequents

- ▶ Duality of offering (right rules) and using (left rules) a session.
- ▶ Proof composition (cut) as process composition.
- ▶ Identity as forwarding/renaming.

# ILL Interpretation

## Judgmental Principles

### Typing Judgment

$$\frac{\Gamma \quad A_1, \dots, A_m; \quad \Delta \quad A_1, \dots, A_n}{A} \Rightarrow$$

# ILL Interpretation

## Judgmental Principles

### Typing Judgment

$$\overbrace{u_1:A_1, \dots, u_m:A_m}^{\Gamma}; \overbrace{x_1:A_1, \dots, x_n:A_n}^{\Delta} \Longrightarrow P :: x:A$$

Process  $P$  provides  $A$  along  $x$  if composed with sessions in  $\Delta$  and  $\Gamma$ .

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### Cut as Composition

$$\frac{\Gamma; \Delta \Longrightarrow A \quad \Gamma; \Delta', A \Longrightarrow C}{\Gamma; \Delta, \Delta' \Longrightarrow C} \text{ cut}$$

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$$\frac{\Gamma; \Delta \Longrightarrow P :: x:A \quad \Gamma; \Delta', x:A \Longrightarrow Q :: z:C}{\Gamma; \Delta, \Delta' \Longrightarrow (\nu x)(P \mid Q) :: z:C} \text{ cut}$$

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Parallel composition of  $P$ , offering  $x:A$  and  $Q$ , using  $x:A$ .

### Identity as Renaming

$$\overline{\Gamma; A \Longrightarrow A}$$



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$$\overbrace{u_1:A_1, \dots, u_m:A_m}^{\Gamma}; \overbrace{x_1:A_1, \dots, x_n:A_n}^{\Delta} \Longrightarrow P :: x:A$$

Process  $P$  provides  $A$  along  $x$  if composed with sessions in  $\Delta$  and  $\Gamma$ .

### Identity as Renaming

$$\overline{\Gamma; x:A \Longrightarrow [x \leftrightarrow z] :: z:A}$$

# ILL Interpretation

## Propositions

### Multiplicative Conjunction

$$\frac{\Gamma; \Delta \Rightarrow A \quad \Gamma; \Delta' \Rightarrow B}{\Gamma; \Delta, \Delta' \Rightarrow A \otimes B} \otimes R$$

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$$\frac{\Gamma; \Delta, A, B \Rightarrow C}{\Gamma; \Delta, A \otimes B \Rightarrow C} \otimes L$$

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### Proof Reduction

$$\Gamma; \Delta, \Delta' \Longrightarrow (\nu x)((\nu y)x\langle y \rangle.(P_1 \mid P_2) \mid x(y).Q) :: z:C$$



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### Proof Reduction

$$\begin{aligned} & \Gamma; \Delta, \Delta' \Longrightarrow (\nu x)((\nu y)x\langle y \rangle.(P_1 \mid P_2) \mid x(y).Q) :: z:C \\ \longrightarrow & \Gamma; \Delta, \Delta' \Longrightarrow (\nu x)(\nu y)(P_1 \mid P_2 \mid Q) :: z:C \end{aligned}$$

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### Linear Implication

$$\frac{\Gamma; \Delta, A \Rightarrow B}{\Gamma; \Delta \Rightarrow A \multimap B} \multimap R$$

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Linear Implication as input. Reduction is the same as for  $\otimes$ .



# ILL Interpretation

## Propositions

### Multiplicative Unit

$$\frac{}{\Gamma; \cdot \Rightarrow 1} \text{1R}$$

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$$\Gamma; \Delta \Rightarrow (\nu x)(\mathbf{0} \mid Q) :: z:C$$

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### Multiplicative Unit as Termination

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### Additive Conjunction

$$\frac{\Gamma; \Delta \Rightarrow \quad A \quad \Gamma; \Delta \Rightarrow \quad B}{\Gamma; \Delta \Rightarrow \quad A \& B} \&R$$



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$$\frac{\Gamma; \Delta \Rightarrow P_1 :: x:A \quad \Gamma; \Delta \Rightarrow P_2 :: x:B}{\Gamma; \Delta \Rightarrow x.\text{case}(P_1, P_2) :: x:A \& B} \&R$$

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### Proof Reduction

$$\begin{aligned} \Gamma; \Delta, \Delta' \Longrightarrow (\nu x)(x.\text{case}(P_1, P_2) \mid x.\text{inl}; Q) :: z:C \\ \longrightarrow \Gamma; \Delta, \Delta' \Longrightarrow (\nu x)(P_1 \mid Q) :: z:C \end{aligned}$$

# ILL Interpretation

## Propositions

### Additive Disjunction

$$\frac{\Gamma; \Delta \Rightarrow A}{\Gamma; \Delta \Rightarrow A \oplus B} \oplus R_1$$

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$$\frac{\Gamma; \Delta \Longrightarrow P :: x:A}{\Gamma; \Delta \Longrightarrow \mathbf{x.inl}; P :: \mathbf{x:A} \oplus B} \oplus R_1$$

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Same proof reductions as  $\&$ .

# ILL Interpretation

## Judgmental Principles for Exponential

### Persistent Cut

$$\frac{\Gamma; \cdot \Rightarrow A \quad \Gamma, A; \Delta \Rightarrow C}{\Gamma; \Delta \Rightarrow C} \text{cut!}$$

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Parallel composition of  $P$ , offering  $x:A$  and  $Q$ , using  $u:A$  persistently.



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Parallel composition of  $P$ , offering  $x:A$  and  $Q$ , using  $u:A$  persistently.

### Copy

$$\frac{\Gamma, A; \Delta, A \Longrightarrow \quad C}{\Gamma, A; \Delta \Longrightarrow \quad C} \text{ copy}$$

# ILL Interpretation

## Judgmental Principles for Exponential

### Persistent Cut

$$\frac{\Gamma; \cdot \Longrightarrow P :: x:A \quad \Gamma, u:A; \Delta \Longrightarrow Q :: z:C}{\Gamma; \Delta \Longrightarrow (\nu u)(!u(x).P \mid Q) :: z:C} \text{ cut!}$$

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$$\frac{\Gamma, u:A; \Delta, x:A \Longrightarrow P :: z:C}{\Gamma, u:A; \Delta \Longrightarrow (\nu x)u\langle x \rangle.Q :: z:C} \text{ copy}$$

### Proof Reduction

$$\begin{aligned} & \Gamma; \Delta \Longrightarrow (\nu u)(!u(x).P \mid (\nu x)u\langle x \rangle.Q) :: z:C \\ \longrightarrow & \Gamma; \Delta \Longrightarrow (\nu u)(!u(x).P \mid (\nu x)(P \mid Q)) :: z:C \end{aligned}$$

# ILL Interpretation

## Propositions

### Exponential

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Proof reduction transforms a cut into a cut<sup>!</sup> (struct. equivalence).

# ILL Interpretation

## Metatheory

### Operational Correspondence and Subject Reduction

If  $\Gamma; \Delta \Longrightarrow P :: z:A$  and  $P \rightarrow P'$  then  $\exists Q$  such that  $\Gamma; \Delta \Longrightarrow Q :: z:A$  and  $P' \equiv Q$ .

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## Metatheory

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If  $\Gamma; \Delta \Longrightarrow P :: z:A$  and  $P \rightarrow P'$  then  $\exists Q$  such that  $\Gamma; \Delta \Longrightarrow Q :: z:A$  and  $P' \equiv Q$ .

### Global Progress

$live(P) \triangleq (\nu \bar{x})(Q \mid R)$  with  $Q \equiv \pi.Q'$  or  $Q \equiv [x \leftrightarrow y]$

If  $\vdash P :: x:1$  and  $live(P)$  then  $\exists Q$  such that  $P \rightarrow Q$ .

Much stronger property than in classical session types, “for free”!

# ILL Interpretation

## Summary

- ▶ Linear Propositions as Session Types.
- ▶ Intuitionistic proofs as session-typed processes.
- ▶ Process reduction maps to proof conversion.

# ILL Interpretation

## Summary

- ▶ Linear Propositions as Session Types.
- ▶ Intuitionistic proofs as session-typed processes.
- ▶ Process reduction maps to proof conversion.
- ▶ ... but not all proof conversions are process reductions!

# Richer Type Theories

## Motivation

### Session Types

- ▶ Only express simple communication patterns.
- ▶ No interesting properties of exchanged **data**.
- ▶ No sophisticated properties of processes.

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### Session Types

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- ▶ No sophisticated properties of processes.

### Answers from Logic

- ▶ Enrich the logic/types: Quantifiers, Modalities
- ▶ Dependent Session Types [Toninho et al.11]
- ▶ Polymorphic Session Types [Pérez et al.11, Wadler11]
- ▶ Internalisation in a linear monad [Toninho et al.12]



# Richer Type Theories

Where are we?

## Dependent Session Types [Toninho et al.11, Pfenning et al.11]

- ▶ Two new types:  $\forall x:\tau.A$  and  $\exists x:\tau.A$
- ▶ Parametric in the language of types  $\tau$ .

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# Richer Type Theories

Where are we?

## Polymorphism and Parametricity [Pérez et al.11, Wadler11]

- ▶ Second-order quantification ( $\forall X.A$  and  $\exists X.A$ ).
- ▶ Communication of session types / abstract protocols.
- ▶ Relational parametricity results in the style of System F.

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## Monadic Integration [Toninho et al.12]

- ▶  $M : \{\Gamma; \Delta \vdash z:A\}$ , type of an open process  $P$  (construct  $\{P\}$ ).
- ▶ Process construct  $\text{bind}(M, z.Q)$ :
  - ▶ Evaluate  $M$  to a (suspended) process  $\{P\}$ .
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  - ▶ Run underlying process  $P$  in parallel with  $Q$ .
- ▶ Higher-Order Sessions, e.g.:  $\forall x:\{z:A\}.\forall y:\{z:B\}.A \otimes B$

# Proof Conversions and Type Isomorphisms

## Introduction

### Proof Conversions

- ▶ Process reductions map to principal cut reductions.
- ▶ What about the remaining proof conversions?
- ▶ Can we understand them in concurrency theoretic terms?

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### Approach

We decompose proof conversions into three classes:

- ▶ Computational Conversions (i.e. principal cut conversions).
- ▶ Cut Conversions (i.e. permuting two cuts in a proof).
- ▶ Commuting Conversions (i.e. commuting inference rules).

First two correspond to **reductions** and **structural equivalences**.

# Proof Conversions

## Commuting Conversions

Commuting Conversions induce a congruence  $\simeq_c$  on typed processes

### $\otimes L / \otimes L$ Commuting Conversion

$$x:A \otimes B, z:C \otimes D \implies x(y).z(w).P \simeq_c z(w).x(y).P :: v:E$$

Commuting (input) prefixes appears, at first, counterintuitive.

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Commuting (input) prefixes appears, at first, counterintuitive.

### Typed Contextual Equivalence

In any well-typed context, we cannot distinguish the two processes:

$$(\nu x)(\nu z)(x(y).z(w).P \mid R_x \mid S_z) \cong (\nu x)(\nu z)(z(w).x(y).P \mid R_x \mid S_z) :: v:E$$

Actions along  $x$  and  $z$  are not observable.

# Proof Conversions

## Typed Contextual Equivalence

### Typed Contextual Equivalence

- ▶ How to define this equivalence in a tractable way?
- ▶ Typed Contextual **Bisimilarity**.

# Proof Conversions

## Typed Contextual Equivalence

### Typed Contextual Equivalence

- ▶ How to define this equivalence in a tractable way?
- ▶ Typed Contextual **Bisimilarity**.

### Contextual Bisimilarity

- ▶ Contextual: For all typed contexts...
- ▶ Typed bisimilarity on closed processes:
  - ▶  $P \sim Q :: x:A \multimap B$  iff  $P \xrightarrow{x(y)} P'$  implies  $Q \xrightarrow{x(y)} Q'$  and  $\forall R. \cdot \Longrightarrow R :: y:A$  we have  $(\nu y)(P \mid R) \sim (\nu y)(Q \mid R) :: x:B$
  - ▶  $P \sim Q :: x:C$  iff  $P \xrightarrow{\tau} P'$  implies  $Q \Rightarrow Q'$  and  $P' \sim Q' :: x:C$ .
  - ▶ ...

# Proof Conversions

Issue

## $\otimes L / \otimes L$ Conversion Revisited

$$(\nu x)(\nu z)(x(y).z(w).P \mid R_x \mid S_z) \sim (\nu x)(\nu z)(z(w).x(y).P \mid R_x \mid S_z) :: v:E?$$

- ▶ Suppose input along  $x$  matches an output in  $R_x$  on the left proc.



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- ▶ Suppose input along  $x$  matches an output in  $R_x$  on the left proc.
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## Termination and Bisimilarity

- ▶ Can we develop a uniform solution?
- ▶ Inspiration from functional “world”: Linear Logical Relations!

# Proof Conversions

## Termination and Bisimilarity

### Linear Logical Relations [Pérez et al. 12]

- ▶ Termination: Inductively defined unary predicate.
- ▶ Contextual Bisimulation: Co-inductively defined binary relation.

# Proof Conversions

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### Logical Predicate

- ▶ Terminating by construction.
- ▶ Inductive on typing derivations:  $\mathcal{L}[\Gamma; \Delta \vdash T]$ 
  - ▶  $P \in \mathcal{L}[\Gamma; y:A, \Delta \vdash T]$  if  $\forall R \in \mathcal{L}[y : A]. (\nu y)(R \mid P) \in \mathcal{L}[\Gamma; \Delta \vdash T]$ .

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- ▶ Base case is inductive on types:
  - ▶  $P \in \mathcal{L}[z:A \multimap B] \triangleq$  if  $P \stackrel{z(y)}{\Rightarrow} P'$  then  $\forall Q \in \mathcal{L}[y:A]. (\nu y)(P' \mid Q) \in \mathcal{L}[z:B]$
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### Typing implies Termination

If  $\Gamma; \Delta \vdash P :: T$  then  $P \in \mathcal{L}[\Gamma; \Delta \vdash T]$ .

# Proof Conversions

## Termination and Bisimilarity

### Typed Bisimilarity

- ▶ Relational generalization of the predicate.
- ▶ Inductive on typing derivations:  $\Gamma; \Delta \vdash PRQ :: T$ 
  - ▶ If  $\Gamma; \Delta, y:A \vdash PRQ :: T$  then  $\forall R. \vdash R :: y:A, \Gamma; \Delta \vdash (\nu y)(P|R)\mathcal{R}(\nu y)(Q|R) :: T$ .



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- ▶  $\approx$  is the largest such relation.

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### Soundness of Commuting Conversions

If  $\Gamma; \Delta \vdash P \simeq_c Q :: T$  then  $\Gamma; \Delta \vdash P \approx Q :: T$

# Type Isomorphisms

## Definition and Validation

### Type Isomorphism ( $A \simeq B$ )

Types  $A$  and  $B$  are iso. if there are proofs  $\pi_A$  of  $B \vdash A$  and  $\pi_B$  of  $A \vdash B$ , composing in both direction to identity.

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### Session Type Isomorphisms ( $A \simeq_S B$ )

Session types  $A$  and  $B$  are iso. if there are processes  $P$  and  $Q$ :

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- ▶  $x:A \vdash (\nu y)(P \mid Q) \approx [x \leftrightarrow z] :: z:A$ .
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- ▶  $y:B \vdash (\nu x)(Q \mid P) \approx [y \leftrightarrow z] :: z:B$ .

### Validating Isomorphisms

If  $A \simeq B$  then  $A \simeq_S B$ .

# Summary

So far:

- ▶ Explored a logical interpretation of session-based concurrency
- ▶ Explain concurrency theoretic concepts using logic
- ▶ Map logical phenomena to concurrency theory
- ▶ Clean and elegant reasoning through logic.

Not in this talk:

- ▶ Asynchrony
- ▶ Parametricity
- ▶ Inductive, Coinductive and Recursive Session Types.



# Multiparty Session Types

## Motivation and Basic Concepts

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  - ▶ Global types specify a global choreography.
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  - ▶ Global types specify a global choreography.
  - ▶ Local types specify the protocol for each participant.
  - ▶ Local types are generated mechanically from global types.
  - ▶ Duality is generalised to **consistency** to ensure deadlock-freedom.

# Multiparty Session Types

## Global Types

### Global Types

$$\begin{aligned} G &::= p \rightarrow q : (T).G \\ &| p \rightarrow q : \{\ell_j : G_j\}_{j \in J} \\ &| \mu t. G \mid t \\ &| \mathbf{end} \end{aligned}$$

# Multiparty Session Types

## Global Types

### Global Types

$$\begin{aligned} G & ::= p \rightarrow q : (T).G \\ & \quad | p \rightarrow q : \{\ell_j : G_j\}_{j \in J} \\ & \quad | \mu t. G \mid t \\ & \quad | \mathbf{end} \end{aligned}$$

### 2-Buyer Protocol

$$\begin{aligned} G_{2B} & \triangleq \mathbf{B1} \rightarrow \mathbf{S} : (\text{str}). \mathbf{S} \rightarrow \mathbf{B1} : (\text{int}). \mathbf{S} \rightarrow \mathbf{B2} : (\text{int}). \\ & \quad \mathbf{B1} \rightarrow \mathbf{B2} : (\text{int}). \mathbf{B2} \rightarrow \mathbf{S} : \{\text{ok} : \mathbf{B2} \rightarrow \mathbf{S} : (\text{str}). \mathbf{end} \\ & \quad \quad \quad \text{quit} : \mathbf{end}\} \end{aligned}$$

# Multiparty Session Types

## Global Types

### Global Types

$$\begin{aligned} G & ::= p \rightarrow q : (T).G \\ & \quad | p \rightarrow q : \{\ell_j : G_j\}_{j \in J} \\ & \quad | \mu t. G \mid t \\ & \quad | \mathbf{end} \end{aligned}$$

### 2-Buyer Protocol

$$\begin{aligned} G_{2B} & \triangleq B1 \rightarrow S : (\text{str}).S \rightarrow B1 : (\text{int}).\mathbf{S} \rightarrow B2 : (\text{int}). \\ & \quad B1 \rightarrow B2 : (\text{int}).B2 \rightarrow S : \{\text{ok} : B2 \rightarrow S : (\text{str}).\mathbf{end} \\ & \quad \quad \text{quit} : \mathbf{end}\} \end{aligned}$$

# Multiparty Session Types

## Global Types

### Global Types

$$\begin{aligned} G & ::= p \rightarrow q : (T).G \\ & \quad | p \rightarrow q : \{\ell_j : G_j\}_{j \in J} \\ & \quad | \mu t. G \mid t \\ & \quad | \mathbf{end} \end{aligned}$$

### 2-Buyer Protocol

$$\begin{aligned} G_{2B} & \triangleq B1 \rightarrow S : (\text{str}).S \rightarrow B1 : (\text{int}).S \rightarrow B2 : (\text{int}). \\ & \quad B1 \rightarrow B2 : (\text{int}).B2 \rightarrow S : \{\text{ok} : B2 \rightarrow S : (\text{str}).\mathbf{end} \\ & \quad \quad \text{quit} : \mathbf{end}\} \end{aligned}$$

# Multiparty Session Types

## Global Types

### Global Types

$$\begin{aligned} G & ::= p \rightarrow q : (T).G \\ & \quad | p \rightarrow q : \{\ell_j : G_j\}_{j \in J} \\ & \quad | \mu t. G \mid t \\ & \quad | \mathbf{end} \end{aligned}$$

### 2-Buyer Protocol

$$\begin{aligned} G_{2B} & \triangleq B1 \rightarrow S : (\text{str}).S \rightarrow B1 : (\text{int}).S \rightarrow B2 : (\text{int}). \\ & \quad B1 \rightarrow B2 : (\text{int}).B2 \rightarrow S : \{\text{ok} : B2 \rightarrow S : (\text{str}).\mathbf{end} \\ & \quad \quad \text{quit} : \mathbf{end}\} \end{aligned}$$



# Multiparty Session Types

## Local Types and Projection

### Local Types

$$S, T ::= p!(T); S \mid p?(T); S \mid \oplus p\{l_i: T_i\}_{i \in I} \mid \& p\{l_i: T_i\}_{i \in I} \mid \text{end}$$

# Multiparty Session Types

## Local Types and Projection

### Local Types

$$S, T ::= p!(T); S \mid p?(T); S \mid \oplus p\{l_i: T_i\}_{i \in I} \mid \& p\{l_i: T_i\}_{i \in I} \mid \text{end}$$

# Multiparty Session Types

## Local Types and Projection

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$$S, T ::= p!(T); S \mid p?(T); S \mid \oplus p\{l_i:T_i\}_{i \in I} \mid \& p\{l_i:T_i\}_{i \in I} \mid \text{end}$$

# Multiparty Session Types

## Local Types and Projection

### Local Types

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# Multiparty Session Types

## Local Types and Projection

### Local Types

$$S, T ::= p!(T); S \mid p?(T); S \mid \oplus p\{l_j: T_j\}_{j \in I} \mid \& p\{l_j: T_j\}_{j \in I} \mid \text{end}$$

### Projection

$$\begin{aligned} s \rightarrow r:(T).G' \upharpoonright p &= \begin{cases} r!(T); (G' \upharpoonright p) & \text{if } p = s \\ s?(T); (G' \upharpoonright p) & \text{if } p = r \\ G' \upharpoonright p & \text{otherwise} \end{cases} \\ s \rightarrow r:\{l_j: G_j\}_{j \in J} \upharpoonright p &= \begin{cases} \oplus r\{l_j: G_j \upharpoonright p\}_{j \in J} & \text{if } p = s \\ \& s\{l_j: G_j \upharpoonright p\}_{j \in J} & \text{if } p = r \\ G_1 \upharpoonright p & \forall i, j \in J. G_i \upharpoonright p = G_j \upharpoonright p \end{cases} \\ \text{end} \upharpoonright p &= \text{end} \end{aligned}$$

# Multiparty Session Types

## Local Types and Projection

### Local Types

$$S, T ::= p!(T); S \mid p?(T); S \mid \oplus p\{l_j: T_j\}_{j \in I} \mid \& p\{l_j: T_j\}_{j \in I} \mid \mathbf{end}$$

### Projection

$$\begin{aligned} s \rightarrow r:(T).G' \upharpoonright p &= \begin{cases} r!(T); (G' \upharpoonright p) & \text{if } p = s \\ s?(T); (G' \upharpoonright p) & \text{if } p = r \\ G' \upharpoonright p & \text{otherwise} \end{cases} \\ s \rightarrow r:\{l_j: G_j\}_{j \in J} \upharpoonright p &= \begin{cases} \oplus r\{l_j: G_j \upharpoonright p\}_{j \in J} & \text{if } p = s \\ \& s\{l_j: G_j \upharpoonright p\}_{j \in J} & \text{if } p = r \\ G_1 \upharpoonright p & \forall i, j \in J. G_i \upharpoonright p = G_j \upharpoonright p \end{cases} \\ \mathbf{end} \upharpoonright p &= \mathbf{end} \end{aligned}$$

# Multiparty Session Types

## Local Types and Projection

### Local Types

$$S, T ::= p!(T); S \mid p?(T); S \mid \oplus p\{l_j: T_j\}_{j \in I} \mid \& p\{l_j: T_j\}_{j \in I} \mid \mathbf{end}$$

### Projection

$$\begin{aligned} s \rightarrow r:(T).G' \upharpoonright p &= \begin{cases} r!(T); (G' \upharpoonright p) & \text{if } p = s \\ s?(T); (G' \upharpoonright p) & \text{if } p = r \\ G' \upharpoonright p & \text{otherwise} \end{cases} \\ \mathbf{s} \rightarrow r:\{l_j: G_j\}_{j \in J} \upharpoonright p &= \begin{cases} \oplus r\{l_j: G_j \upharpoonright p\}_{j \in J} & \text{if } p = s \\ \& s\{l_j: G_j \upharpoonright p\}_{j \in J} & \text{if } p = r \\ G_1 \upharpoonright p & \forall i, j \in J. G_i \upharpoonright p = G_j \upharpoonright p \end{cases} \\ \mathbf{end} \upharpoonright p &= \mathbf{end} \end{aligned}$$

# Multiparty Session Types

## Local Types and Projection

### Local Types

$$S, T ::= p!(T); S \mid p?(T); S \mid \oplus p\{l_j: T_j\}_{j \in I} \mid \& p\{l_j: T_j\}_{j \in I} \mid \mathbf{end}$$

### Projection

$$\begin{aligned} s \rightarrow r:(T).G' \upharpoonright p &= \begin{cases} r!(T); (G' \upharpoonright p) & \text{if } p = s \\ s?(T); (G' \upharpoonright p) & \text{if } p = r \\ G' \upharpoonright p & \text{otherwise} \end{cases} \\ s \rightarrow r:\{l_j: G_j\}_{j \in J} \upharpoonright p &= \begin{cases} \oplus r\{l_j: G_j \upharpoonright p\}_{j \in J} & \text{if } p = s \\ \& s\{l_j: G_j \upharpoonright p\}_{j \in J} & \text{if } p = r \\ G_1 \upharpoonright p & \forall i, j \in J. G_i \upharpoonright p = G_j \upharpoonright p \end{cases} \\ \mathbf{end} \upharpoonright p &= \mathbf{end} \end{aligned}$$



# Multiparty Session Types

## Projection and Properties

### Projecting 2-Buyer Protocol

$$G_{2B} \triangleq B1 \rightarrow S : (\text{str}).S \rightarrow B1 : (\text{int}).S \rightarrow B2 : (\text{int}).$$
$$B1 \rightarrow B2 : (\text{int}).B2 \rightarrow S : \{\text{ok} : B2 \rightarrow S : (\text{str}).\mathbf{end}$$
$$\text{quit} : \mathbf{end}\}$$

$$T_{B1} \triangleq G_{2B} \upharpoonright B1 = S!(\text{str}); S?(\text{int}); B2!(\text{int}); \mathbf{end}$$

$$T_{B2} \triangleq G_{2B} \upharpoonright B2 = S?(\text{int}); B1?(\text{int}); \oplus S\{\text{ok} : S!(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

$$T_S \triangleq G_{2B} \upharpoonright S = B1?(\text{str}); B1!(\text{int}); B2!(\text{int}); \& B2\{\text{ok} : B2?(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

# Multiparty Session Types

## Projection and Properties

### Projecting 2-Buyer Protocol

$$G_{2B} \triangleq \mathbf{B1} \rightarrow \mathbf{S} : (\mathbf{str}).\mathbf{S} \rightarrow \mathbf{B1} : (\mathbf{int}).\mathbf{S} \rightarrow \mathbf{B2} : (\mathbf{int}).$$
$$\mathbf{B1} \rightarrow \mathbf{B2} : (\mathbf{int}).\mathbf{B2} \rightarrow \mathbf{S} : \{\mathbf{ok} : \mathbf{B2} \rightarrow \mathbf{S} : (\mathbf{str}).\mathbf{end}$$
$$\mathbf{quit} : \mathbf{end}\}$$

$$T_{B1} \triangleq G_{2B} \upharpoonright \mathbf{B1} = \mathbf{S}!(\mathbf{str}); \mathbf{S}?(int); \mathbf{B2}!(int); \mathbf{end}$$

$$T_{B2} \triangleq G_{2B} \upharpoonright \mathbf{B2} = \mathbf{S}?(int); \mathbf{B1}?(int); \oplus \mathbf{S}\{\mathbf{ok} : \mathbf{S}!(\mathbf{str}); \mathbf{end}, \mathbf{quit} : \mathbf{end}\}$$

$$T_S \triangleq G_{2B} \upharpoonright \mathbf{S} = \mathbf{B1}?(str); \mathbf{B1}!(int); \mathbf{B2}!(int); \& \mathbf{B2}\{\mathbf{ok} : \mathbf{B2}?(str); \mathbf{end}, \mathbf{quit} : \mathbf{end}\}$$

# Multiparty Session Types

## Projection and Properties

### Projecting 2-Buyer Protocol

$$G_{2B} \triangleq B1 \rightarrow S : (\text{str}).S \rightarrow B1 : (\text{int}).S \rightarrow B2 : (\text{int}).$$
$$B1 \rightarrow B2 : (\text{int}).B2 \rightarrow S : \{\text{ok} : B2 \rightarrow S : (\text{str}).\mathbf{end}$$
$$\text{quit} : \mathbf{end}\}$$

$$T_{B1} \triangleq G_{2B} \upharpoonright B1 = S!(\text{str}); S?(\text{int}); B2!(\text{int}); \mathbf{end}$$

$$T_{B2} \triangleq G_{2B} \upharpoonright B2 = S?(\text{int}); B1?(\text{int}); \oplus S\{\text{ok} : S!(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

$$T_S \triangleq G_{2B} \upharpoonright S = B1?(\text{str}); B1!(\text{int}); B2!(\text{int}); \& B2\{\text{ok} : B2?(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

# Multiparty Session Types

## Projection and Properties

### Projecting 2-Buyer Protocol

$$G_{2B} \triangleq \begin{array}{l} B1 \rightarrow S : (\text{str}).S \rightarrow B1 : (\text{int}).S \rightarrow B2 : (\text{int}). \\ B1 \rightarrow B2 : (\text{int}).B2 \rightarrow S : \{\text{ok} : B2 \rightarrow S : (\text{str}).\mathbf{end} \\ \text{quit} : \mathbf{end}\} \end{array}$$

$$T_{B1} \triangleq G_{2B} \upharpoonright B1 = S!(\text{str}); S?(\text{int}); B2!(\text{int}); \mathbf{end}$$

$$T_{B2} \triangleq G_{2B} \upharpoonright B2 = S?(\text{int}); B1?(\text{int}); \oplus S\{\text{ok} : S!(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

$$T_S \triangleq G_{2B} \upharpoonright S = B1?(\text{str}); B1!(\text{int}); B2!(\text{int}); \& B2\{\text{ok} : B2?(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

# Multiparty Session Types

## Projection and Properties

### Projecting 2-Buyer Protocol

$$G_{2B} \triangleq B1 \rightarrow S : (\text{str}).S \rightarrow B1 : (\text{int}).S \rightarrow B2 : (\text{int}).$$
$$B1 \rightarrow B2 : (\text{int}).B2 \rightarrow S : \{\text{ok} : B2 \rightarrow S : (\text{str}).\mathbf{end}$$
$$\text{quit} : \mathbf{end}\}$$

$$T_{B1} \triangleq G_{2B} \upharpoonright B1 = S!(\text{str}); S?(\text{int}); \mathbf{B2!(int)}; \mathbf{end}$$

$$T_{B2} \triangleq G_{2B} \upharpoonright B2 = S?(\text{int}); \mathbf{B1?(int)}; \oplus S\{\text{ok} : S!(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

$$T_S \triangleq G_{2B} \upharpoonright S = B1?(\text{str}); B1!(\text{int}); B2!(\text{int}); \& B2\{\text{ok} : B2?(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

# Multiparty Session Types

## Projection and Properties

### Projecting 2-Buyer Protocol

$$G_{2B} \triangleq B1 \rightarrow S : (\text{str}).S \rightarrow B1 : (\text{int}).S \rightarrow B2 : (\text{int}).$$
$$B1 \rightarrow B2 : (\text{int}).B2 \rightarrow S : \{\text{ok} : B2 \rightarrow S : (\text{str}).\mathbf{end}$$
$$\text{quit} : \mathbf{end}\}$$

$$T_{B1} \triangleq G_{2B} \upharpoonright B1 = S!(\text{str}); S?(\text{int}); B2!(\text{int}); \mathbf{end}$$

$$T_{B2} \triangleq G_{2B} \upharpoonright B2 = S?(\text{int}); B1?(\text{int}); \oplus S\{\text{ok} : S!(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

$$T_S \triangleq G_{2B} \upharpoonright S = B1?(\text{str}); B1!(\text{int}); B2!(\text{int}); \& B2\{\text{ok} : B2?(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

# Multiparty Session Types

## Projection and Properties

### Projecting 2-Buyer Protocol

$$G_{2B} \triangleq B1 \rightarrow S : (\text{str}).S \rightarrow B1 : (\text{int}).S \rightarrow B2 : (\text{int}).$$
$$B1 \rightarrow B2 : (\text{int}).B2 \rightarrow S : \{\text{ok} : \mathbf{B2} \rightarrow \mathbf{S} : (\text{str}).\mathbf{end}$$
$$\text{quit} : \mathbf{end}\}$$

$$T_{B1} \triangleq G_{2B} \upharpoonright B1 = S!(\text{str}); S?(\text{int}); B2!(\text{int}); \mathbf{end}$$

$$T_{B2} \triangleq G_{2B} \upharpoonright B2 = S?(\text{int}); B1?(\text{int}); \oplus S\{\text{ok} : \mathbf{S}!(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

$$T_S \triangleq G_{2B} \upharpoonright S = B1?(\text{str}); B1!(\text{int}); B2!(\text{int}); \& B2\{\text{ok} : \mathbf{B2}?( \text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

# Multiparty Session Types

## Projection and Properties

### Projecting 2-Buyer Protocol

$$\begin{aligned} G_{2B} &\triangleq B1 \rightarrow S : (\text{str}).S \rightarrow B1 : (\text{int}).S \rightarrow B2 : (\text{int}). \\ &B1 \rightarrow B2 : (\text{int}).B2 \rightarrow S : \{\text{ok} : B2 \rightarrow S : (\text{str}).\mathbf{end} \\ &\quad \text{quit} : \mathbf{end}\} \end{aligned}$$

$$T_{B1} \triangleq G_{2B} \upharpoonright B1 = S!(\text{str}); S?(\text{int}); B2!(\text{int}); \mathbf{end}$$

$$T_{B2} \triangleq G_{2B} \upharpoonright B2 = S?(\text{int}); B1?(\text{int}); \oplus S\{\text{ok} : S!(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

$$T_S \triangleq G_{2B} \upharpoonright S = B1?(\text{str}); B1!(\text{int}); B2!(\text{int}); \& B2\{\text{ok} : B2?(\text{str}); \mathbf{end}, \text{quit} : \mathbf{end}\}$$

Processes implementing a complete multiparty session projected from a global type are **deadlock-free**.



# Conclusion

## Summary:

- ▶ Explored a logical interpretation of session-based concurrency
- ▶ Explain concurrency theoretic concepts using logic, and vice-versa.
- ▶ Clean and elegant reasoning through logic.

## Coming Up:

- ▶ More on Multiparty Session Types.
- ▶ Implementation and practical considerations.

Thank you!  
Questions?

# Session Types and Linear Logic and Lightweight Applications of Session Types in Java

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University College London,  
March 7, 2017