A Gentle Adventure Mechanising Message Passing Concurrency Systems

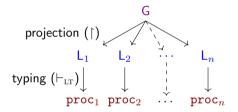
Formalising the Metatheory for smol-Zooid

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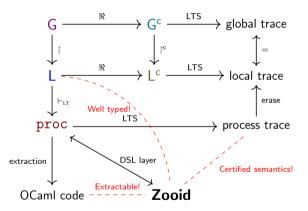


The MPST World, as We Know It



K. Honda, N. Yoshida, and M. Carbone. Multiparty asynchronous session types. POPL '08

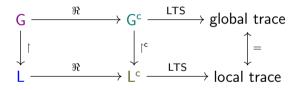
Zooid



D. Castro-Perez, F. Ferreira, L. Gheri, and N. Yoshida. <u>Zooid: a DSL for certified multiparty computation:</u> from mechanised metatheory to certified multiparty processes. PLDI 2021

Introducing the Metatheory of smol-Zooid Types

Simple, but significant multiparty session type metatheory!



Embark on our Gentle Adventure!!! https://github.com/emtst/GentleAdventure

Formalisation of Global and Local Types

Inductively Defined Datatypes Coinductively Defined Datatypes

G ::= end $G^c := end^c$ | X $| \mu X.G$ $| p \rightarrow q :(S).G$ $| p \rightarrow q : (S).G^{c}$ $| p \rightarrow q : (S).G^{c}$ L := end $\mid X$ $\mid \mu X.L$ $l^{c} ::= end^{c}$ | !^c[p];(S).L^c | ?^c[q]:(S).L^c ![**q**];(S).L ?[p]:(S).L

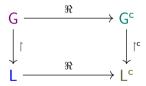
Formalisation of Global and Local Types

$$\begin{array}{cccc} \mathsf{G} = \mu X.\mathsf{p} \to \mathsf{q} : (\mathbf{S}).X & \xrightarrow{\Re} & \mathsf{G}^{\mathsf{c}} = \mathsf{p} \to \mathsf{q} : (\mathbf{S}).\mathsf{G}^{\mathsf{c}} \\ & & \downarrow^{\uparrow^{\mathsf{c}}} & & \downarrow^{\uparrow^{\mathsf{c}}} \\ & & \downarrow^{\uparrow^{\mathsf{c}}} & & \downarrow^{\uparrow^{\mathsf{c}}} \\ \mathsf{G} \upharpoonright_{\mathsf{q}} = \mu X.?[\mathsf{p}];(\mathsf{S}).X & \xrightarrow{\Re} & & \mathsf{G}^{\mathsf{c}} = ?^{\mathsf{c}}[\mathsf{q}];(\mathsf{S}).\mathsf{L}^{\mathsf{c}}_{\mathsf{q}} \\ & & \mathsf{U}^{\mathsf{c}}_{\mathsf{q}} = ?^{\mathsf{c}}[\mathsf{q}];(\mathsf{S}).\mathsf{L}^{\mathsf{c}}_{\mathsf{q}} \\ & & \mathsf{With } \mathsf{G}^{\mathsf{c}} \upharpoonright^{\mathsf{c}}\mathsf{p} \mathsf{L}^{\mathsf{c}}_{\mathsf{p}} \\ & & \mathsf{with } \mathsf{G}^{\mathsf{c}} \upharpoonright^{\mathsf{c}}\mathsf{p} \mathsf{L}^{\mathsf{c}}_{\mathsf{p}} \\ & & \mathsf{and } \mathsf{G}^{\mathsf{c}} \upharpoonright^{\mathsf{c}}\mathsf{q} \mathsf{L}^{\mathsf{c}}_{\mathsf{q}} \end{array}$$

Abandoning Inductive Datatypes

Theorem (Unravelling preserves projections)

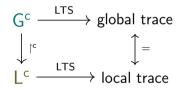
Given G, L, G^c and L^c, such that (a) G|r = L, (b) $G\Re G^c$, and (c) $L\Re L^c$, then $G^c \upharpoonright^c r L^c$.



Proof. By coinduction. :)

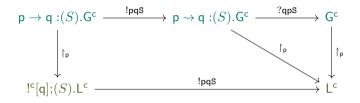
The Paco Library for Coq: https://plv.mpi-sws.org/paco/

Type Semantics for Zooid

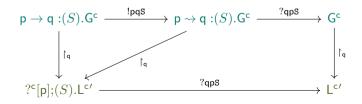


With Love, from p to q

p sends:



q receives:



Tools for our LTS

Actions. !pqS and ?qpS

(Local) Environments. *E* such that, $E(p) = L^{c}_{p}$ where $G^{c} \upharpoonright^{c} p \ L^{c}_{p}$

Queues and Queue Environments. Q, buffers for asynchronous communication.

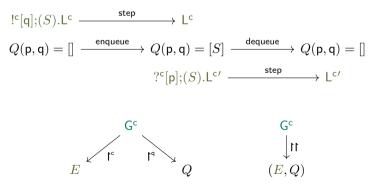
$$\begin{array}{ccc} !^{c}[\mathbf{q}];(S).\mathsf{L}^{c} & \xrightarrow{\mathsf{step}} & \mathsf{L}^{c} \\ \\ Q(\mathbf{p},\mathbf{q}) = [] & \xrightarrow{\mathsf{enqueue}} & Q(\mathbf{p},\mathbf{q}) = [S] & \xrightarrow{\mathsf{dequeue}} & Q(\mathbf{p},\mathbf{q}) = [] \\ & & ?^{c}[\mathbf{p}];(S).\mathsf{L}^{c'} & \xrightarrow{\mathsf{step}} & \mathsf{L}^{c'} \end{array}$$

Tools for our LTS

Actions. !pqS and ?qpS

(Local) Environments. E such that, $E(p) = L^{c}_{p}$ where $G^{c} \upharpoonright^{c} p \perp^{c}_{p}$

Queues and Queue Environments. Q, buffers for asynchronous communication.



Theorems

Theorem (Step Soundness)

If $G^{c} \xrightarrow{a} G^{c'}$ and $G^{c} \upharpoonright [(E,Q)]$, there exist E' and Q' such that $G^{c'} \upharpoonright [(E',Q')]$ and $(E,Q) \xrightarrow{a} (E',Q')$.

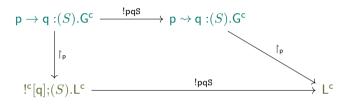
Theorem (Step Completeness)

If $(E,Q) \xrightarrow{a} (E',Q')$ and $G^{c} \upharpoonright (E,Q)$, there exist $G^{c'}$ such that $G^{c'} \upharpoonright (E',Q')$ and $G^{c} \xrightarrow{a} G^{c'}$.

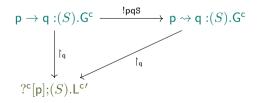
Theorem (Trace equivalence)

If $G^c \upharpoonright (E,Q)$, then $tr^g t G^c$ if and only if $tr^i t(E,Q)$.

Lemma, to give the flavour



 $\longrightarrow \mathsf{Coq}!$



Our Adventurer Rests and Meditates

- Formal proofs are not easy! (But useful and fun!)
- Proof design is the key.
- Proof techniques are to be taken seriously: (co)induction, functions VS relations...

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"You need to stay focused. Otherwise you miss the subtleties!" ¹

¹Barney Greenway (Napalm Death), after suprising the audience with a blitz performance of "You Suffer".

Future

- Adding Features for Reasoning about Processes
- Certifying Existing Systems (e.g., integration with ν Scr)
- Moving Further towards Coinduction (e.g., Interaction Trees)
- Hoping for New People and Collaborations :)

Check out our material!

- $\rightarrow~$ This tutorial is available at https://github.com/emtst/GentleAdventure

Thank You!