

# Machine-Checked Semantic Session Typing

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Joint work with

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$$\lambda c. (\text{recv } c \parallel \text{recv } c) : \text{chan } (?Z. ?Z. \text{end}) \multimap (Z \times Z)$$

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Really?	Well...	It could be added as an ad-hoc rule

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- ▶ Must reprove **progress** and **preservation** for any such addition
- ▶ Resulting proof effort is infeasible and immodular

**Goal:** Session type system where  
ad-hoc rules can be added modularly

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*e does not get stuck*

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- ▶ **Soundness** is a consequence of the judgement definition

## Semantic Typing

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## Semantic Typing using Iris

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- ▶ **Higher-Order:** Recursion, Polymorphism
- ▶ **Concurrent:** Ghost state mechanisms to reason about concurrency
- ▶ **Separation Logic:** Implicit separation of linear ownership
- ▶ Mechanised in Coq

## Semantic Typing using **Iris** and **Actris**

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**Actris** [[Hinrichsen et al., POPL'20](#)]

- ▶ Dependent separation protocols (logical session types)
- ▶ Mechanised in Coq

## Semantic approach to Session Typing

- ▶ Supports adding ad-hoc rules modularly
- ▶ Rich extensible type system for session types
  - ▶ Term and session type equi-recursion
  - ▶ Term and session type polymorphism
  - ▶ Term and (asynchronous) session type subtyping
  - ▶ Unique and shared reference types
  - ▶ Copyable types
  - ▶ Lock types
- ▶ Full mechanisation in Coq (<https://gitlab.mpi-sws.org/iris/actris>)

# Semantic Approach to Session Typing

**Language:** ML-like language extended with concurrency, state and message passing

$$e \in \text{Expr} ::= v \mid x \mid \text{rec } f(x) = e \mid e_1(e_2) \mid e_1 \parallel e_2 \mid \text{ref } (e) \mid !e \mid e_1 \leftarrow e_2 \mid \\ \text{new\_chan } () \mid \text{send } e_1 e_2 \mid \text{recv } e \mid \dots$$

Message-passing is:

- ▶ **Binary:** Each channel have one pair endpoints
- ▶ **Asynchronous:** `send` does not block, two buffers per endpoint pair
- ▶ **Affine:** No `close` expression, channels can be thrown away

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**Judgement** as Iris weakest precondition:

$$\begin{aligned}\Gamma \vDash \sigma &\triangleq \bigstar_{(x,A) \in \Gamma}. \exists v. (x, v) \in \sigma * A v \\ \Gamma \vDash e : A \multimap \Gamma' &\triangleq \forall \sigma. (\Gamma \vDash \sigma) * \text{wp } e[\sigma] \{v. A v * (\Gamma' \vDash \sigma)\}\end{aligned}$$

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**Type soundness:** If  $\emptyset \vDash e : A \ni \Gamma$  then  $e$  does not get stuck

- ▶ Consequence of Iris's adequacy of weakest precondition

But what about session types?

# Semantic Session Types - Definitions

**Session types** as ?:

$\text{Type}_\blacklozenge \triangleq ?$

$!A.S \triangleq ?$

$?A.S \triangleq ?$

$\text{end} \triangleq ?$

$\text{Type}_\star \triangleq \text{Val} \rightarrow \text{iProp}$

$\text{chan } S \triangleq \lambda w. ?$

Requires capturing:

- ▶ **Linearity** of channel endpoint ownership
- ▶ **Delegation** of linear types / channels
- ▶ **Session fidelity** of communicated messages



# Actris Dependent Separation Protocols - Definitions

Session type inspired protocols for functional correctness

	<u>Dependent separation protocols</u>	<u>Syntactic session types</u>
<b>Symbols</b>	$prot \triangleq \begin{array}{l} !\vec{x}:\vec{\tau}\langle v\rangle\{P\}. prot \\ ?\vec{x}:\vec{\tau}\langle v\rangle\{P\}. prot \\ \mathbf{end} \end{array} \quad  $	$S \triangleq \begin{array}{l} !A. S \\ ?A. S \\ \mathbf{end} \end{array} \quad   \dots$
<b>Example</b>	$?(x:\mathbb{Z})\langle x\rangle\{\mathbf{True}\}.?(y:\mathbb{Z})\langle y\rangle\{x+y=10\}.\mathbf{end}$	$?Z. ?Z. \mathbf{end}$
<b>Duality</b>	$\begin{array}{l} \overline{!\vec{x}:\vec{\tau}\langle v\rangle\{P\}. prot} = ?\vec{x}:\vec{\tau}\langle v\rangle\{P\}.\overline{prot} \\ \overline{?\vec{x}:\vec{\tau}\langle v\rangle\{P\}. prot} = !\vec{x}:\vec{\tau}\langle v\rangle\{P\}.\overline{prot} \\ \overline{\mathbf{end}} = \mathbf{end} \end{array}$	$\begin{array}{l} \overline{!A. S} = ?A.\overline{S} \\ \overline{?A. S} = !A.\overline{S} \\ \overline{\mathbf{end}} = \mathbf{end} \end{array}$
<b>Usage</b>	$c \mapsto prot$	$c : S$

# Actris Dependent Separation Protocols - Rules

## Dependent separation protocols

**New**  $\text{wp } \text{new\_chan } () \{ (c, c'). c \mapsto \text{prot} * c' \mapsto \overline{\text{prot}} \}$

**Send**  $c \mapsto ! \vec{x} : \vec{\tau} \langle v \rangle \{ P \}. \text{prot} \text{ } * \triangleright P[\vec{t}/\vec{x}] \text{ } *$   
 $\text{wp } \text{send } c (v[\vec{t}/\vec{x}]) \{ c \mapsto \text{prot}[\vec{t}/\vec{x}] \}$

**Recv**  $c \mapsto ? \vec{x} : \vec{\tau} \langle v \rangle \{ \triangleright P \}. \text{prot} \text{ } *$   
 $\text{wp } \text{recv } c \left\{ w. \exists \vec{y}. \left( w = v[\vec{y}/\vec{x}] \right) * \right.$   
 $\left. c \mapsto \text{prot}[\vec{y}/\vec{x}] * P[\vec{y}/\vec{x}] \right\}$

## Syntactic session types

$\Gamma \vdash \text{new\_chan } () : S \times \bar{S} \dashv \Gamma$

$\Gamma, (c : !A. S), (x : A) \vdash \text{send } c \ x : \mathbf{1} \dashv \Gamma, (c : S)$

$\Gamma, (c : ?A. S) \vdash \text{recv } c : A \dashv \Gamma, (c : S)$

### Dependent separation protocols:

**Symbols:**  $! \vec{x} : \vec{\tau} \langle v \rangle \{ P \}. \text{prot}$  |  $? \vec{x} : \vec{\tau} \langle v \rangle \{ P \}. \text{prot}$  | **end**

**Example:**  $? (x : \mathbb{Z}) \langle x \rangle \{ \text{True} \}. ? (y : \mathbb{Z}) \langle y \rangle \{ x + y = 10 \}. \text{end}$

**Ownership:**  $c \mapsto \text{prot}$

# Semantic Session Types - Definitions

**Session types** as dependent separation protocols:

$\text{Type}_{\blacklozenge} \triangleq \text{iProto}$

$!A. S \triangleq !(v : \text{Val}) \langle v \rangle \{\triangleright(A v)\}. S$

$?A. S \triangleq ?(v : \text{Val}) \langle v \rangle \{\triangleright(A v)\}. S$

$\text{end} \triangleq \mathbf{end}$

$\text{Type}_{\star} \triangleq \text{Val} \rightarrow \text{iProp}$

$\text{chan } S \triangleq \lambda w. w \triangleright S$

**Dependent separation protocols:**

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# Semantic Session Types - Rules

Rules are proven as lemmas using the rules for dependent separation protocols

	<u>Semantic session types</u>	<u>Dependent separation protocols</u>
<b>New</b>	$\Gamma \models \text{new\_chan } () : \text{chan } S \times \text{chan } \bar{S} \models \Gamma$	$\text{wp } \text{new\_chan } () \{ (c, c'). c \mapsto \text{prot} * c' \mapsto \overline{\text{prot}} \}$
<b>Send</b>	$\Gamma, (c : \text{chan } !A. S), (x : A) \models \text{send } c \ x : \mathbf{1} \models \Gamma, (c : \text{chan } S)$	$c \mapsto ! \vec{x} : \vec{\tau} \langle v \rangle \{ P \}. \text{prot} \text{ } * \triangleright P[\vec{t}/\vec{x}] \text{ } * \text{wp } \text{send } c \ (v[\vec{t}/\vec{x}]) \{ c \mapsto \text{prot}[\vec{t}/\vec{x}] \}$
<b>Recv</b>	$\Gamma, (c : \text{chan } (?A. S)) \models \text{recv } c : A \models \Gamma, (c : \text{chan } S)$	$c \mapsto ? \vec{x} : \vec{\tau} \langle v \rangle \{ \triangleright P \}. \text{prot} \text{ } * \text{wp } \text{recv } c \left\{ w. \exists \vec{y}. \left( w = v[\vec{y}/\vec{x}] \right) * c \mapsto \text{prot}[\vec{y}/\vec{x}] * P[\vec{y}/\vec{x}] \right\}$

## Dependent separation protocols:

**Symbols:**  $! \vec{x} : \vec{\tau} \langle v \rangle \{ P \}. \text{prot}$  |  $? \vec{x} : \vec{\tau} \langle v \rangle \{ P \}. \text{prot}$  | **end**  
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**Ownership:**  $c \mapsto \text{prot}$

# Typing the Untypeable

## Typing the Untypeable Program

The rule:

$$\vDash \lambda c. (\text{recv } c \parallel \text{recv } c) : \text{chan } (?Z. ?Z. \text{end}) \multimap (Z \times Z)$$

Is just another lemma

## Typing the Untypeable Program

The rule:

$$\models \lambda c. (\text{recv } c \parallel \text{recv } c) : \text{chan } (?Z. ?Z. \text{end}) \multimap (Z \times Z)$$

Is just another lemma proven by unfolding all type-level definitions

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Extensibility of type system

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Extensibility of type system ?

## Overview of features

**Iris** and **Actris** gives immediate rise to many type features

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## Overview of features - Definitions

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**Term subtyping:**  $A <: B \triangleq \forall v. A v * B v$

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**Session subtyping:**  $S_1 <: S_2 \triangleq S_1 \sqsubseteq S_2$

# Concluding Remarks

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Semantic typing and separation logic is a good fit for session types

- ▶ **Linearity** is implicit from separation logic
- ▶ **Binders** are inherited from meta-logic

Using a strong logic gives immediate rise to advanced features

- ▶ **Iris**: Polymorphism, recursion, locks and more
- ▶ **Actris**: Session types, session polymorphism, session subtyping

Sources:

- ▶ Paper (<https://iris-project.org/pdfs/2020-actris2-submission.pdf>)
- ▶ Mechanisation in Coq (<https://gitlab.mpi-sws.org/iris/actris>)

# Subtyping

# Semantic Asynchronous Session Subtyping

## Conventional subtyping:

$$\frac{S_1 <: S_2}{\text{chan } S_1 <: \text{chan } S_2}$$

$$\frac{A_2 <: A_1 \quad S_1 <: S_2}{!A_1. S_1 <: !A_2. S_2}$$

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## Polymorphism subtyping:

$$\begin{array}{l} !_{(\vec{X}:\vec{k})} A. S <: !A[\vec{K}/\vec{X}]. S[\vec{K}/\vec{X}] \\ ?A[\vec{K}/\vec{X}]. S[\vec{K}/\vec{X}] <: ?_{(\vec{X}:\vec{k})} A. S \end{array}$$

$$\frac{S_1 <: !A. S_2}{S_1 <: !_{(\vec{X}:\vec{k})} A. S_2}$$

$$\frac{?A. S_1 <: S_2}{?_{(\vec{X}:\vec{k})} A. S_1 <: S_2}$$

# Semantic Asynchronous Session Subtyping - Example

**Goal:**

$$\mu(\text{rec} : \blacklozenge). !_{(X, Y: \star)} (X \multimap Y). !X. ?Y. \text{rec} <: \mu(\text{rec} : \blacklozenge). !_{(X_1, X_2: \star)} (X_1 \multimap \mathbf{B}). !X_1. !(X_2 \multimap \mathbf{Z}). !X_2. ?\mathbf{B}. ?\mathbf{Z}. \text{rec}$$

# Semantic Asynchronous Session Subtyping - Example

**Goal:**

$$\mu(\text{rec} : \blacklozenge). !_{(X, Y: \star)} (X \multimap Y). !X. ?Y. \text{rec} <: \mu(\text{rec} : \blacklozenge). !_{(X_1, X_2: \star)} (X_1 \multimap \mathbf{B}). !X_1. !(X_2 \multimap \mathbf{Z}). !X_2. ?\mathbf{B}. ?\mathbf{Z}. \text{rec}$$

**Derivation:**

$$\mu(\text{rec} : \blacklozenge). !_{(X, Y: \star)} (X \multimap Y). !X. ?Y. \text{rec}$$

# Semantic Asynchronous Session Subtyping - Example

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$$\mu(\text{rec} : \blacklozenge). !_{(X, Y: \star)} (X \multimap Y). !X. ?Y. \text{rec} <: \mu(\text{rec} : \blacklozenge). !_{(X_1, X_2: \star)} (X_1 \multimap \mathbf{B}). !X_1. !(X_2 \multimap \mathbf{Z}). !X_2. ?\mathbf{B}. ?\mathbf{Z}. \text{rec}$$

## Derivation:

$$\begin{aligned} & \mu(\text{rec} : \blacklozenge). !_{(X, Y: \star)} (X \multimap Y). !X. ?Y. \text{rec} \\ <: \mu(\text{rec} : \blacklozenge). !_{(X_1, Y_1: \star)} (X_1 \multimap Y_1). !X_1. ?Y_1. !_{(X_2, Y_2: \star)} (X_2 \multimap Y_2). !X_2. ?Y_2. \text{rec} \end{aligned} \quad (\text{L\"OB})$$

# Semantic Asynchronous Session Subtyping - Example

**Goal:**

$$\mu(\text{rec} : \blacklozenge). !_{(X, Y: \star)} (X \multimap Y). !X. ?Y. \text{rec} <: \mu(\text{rec} : \blacklozenge). !_{(X_1, X_2: \star)} (X_1 \multimap \mathbf{B}). !X_1. !(X_2 \multimap \mathbf{Z}). !X_2. ?\mathbf{B}. ?\mathbf{Z}. \text{rec}$$

**Derivation:**

$$\mu(\text{rec} : \blacklozenge). !_{(X, Y: \star)} (X \multimap Y). !X. ?Y. \text{rec}$$

$$<: \mu(\text{rec} : \blacklozenge). !_{(X_1, Y_1: \star)} (X_1 \multimap Y_1). !X_1. ?Y_1. !_{(X_2, Y_2: \star)} (X_2 \multimap Y_2). !X_2. ?Y_2. \text{rec} \quad (\text{LÖB})$$

$$<: \mu(\text{rec} : \blacklozenge). !_{(X_1, X_2: \star)} (X_1 \multimap \mathbf{B}). !X_1. ?\mathbf{B}. !(X_2 \multimap \mathbf{Z}). !X_2. ?\mathbf{Z}. \text{rec} \quad (\text{S-ELIM, S-INTRO})$$

**Rules:**

S-ELIM

$$\frac{S_1 <: !A. S_2}{S_1 <: !_{(\vec{X}: \vec{k})} A. S_2}$$

S-INTRO

$$!_{(\vec{X}: \vec{k})} A. S <: !A[\vec{K}/\vec{X}]. S[\vec{K}/\vec{X}]$$

# Semantic Asynchronous Session Subtyping - Example

## Goal:

$$\mu(\text{rec} : \blacklozenge). !_{(X, Y: \star)} (X \multimap Y). !X. ?Y. \text{rec} <: \mu(\text{rec} : \blacklozenge). !_{(X_1, X_2: \star)} (X_1 \multimap \mathbf{B}). !X_1. !(X_2 \multimap \mathbf{Z}). !X_2. ?\mathbf{B}. ?\mathbf{Z}. \text{rec}$$

## Derivation:

$$\mu(\text{rec} : \blacklozenge). !_{(X, Y: \star)} (X \multimap Y). !X. ?Y. \text{rec}$$

$$<: \mu(\text{rec} : \blacklozenge). !_{(X_1, Y_1: \star)} (X_1 \multimap Y_1). !X_1. ?Y_1. !_{(X_2, Y_2: \star)} (X_2 \multimap Y_2). !X_2. ?Y_2. \text{rec} \quad (\text{LÖB})$$

$$<: \mu(\text{rec} : \blacklozenge). !_{(X_1, X_2: \star)} (X_1 \multimap \mathbf{B}). !X_1. ?\mathbf{B}. !(X_2 \multimap \mathbf{Z}). !X_2. ?\mathbf{Z}. \text{rec} \quad (\text{S-ELIM, S-INTRO})$$

$$<: \mu(\text{rec} : \blacklozenge). !_{(X_1, X_2: \star)} (X_1 \multimap \mathbf{B}). !X_1. !(X_2 \multimap \mathbf{Z}). ?\mathbf{B}. !X_2. ?\mathbf{Z}. \text{rec} \quad (\text{SWAP})$$

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SWAP

$$?A_1. !A_2. S <: !A_2. ?A_1. S$$

# Semantic Asynchronous Session Subtyping - Example

## Goal:

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## Derivation:

$$\mu(\text{rec} : \blacklozenge). !_{(X, Y: \star)} (X \multimap Y). !X. ?Y. \text{rec}$$

$$<: \mu(\text{rec} : \blacklozenge). !_{(X_1, Y_1: \star)} (X_1 \multimap Y_1). !X_1. ?Y_1. !_{(X_2, Y_2: \star)} (X_2 \multimap Y_2). !X_2. ?Y_2. \text{rec} \quad (\text{LÖB})$$

$$<: \mu(\text{rec} : \blacklozenge). !_{(X_1, X_2: \star)} (X_1 \multimap \mathbf{B}). !X_1. ?\mathbf{B}. !(X_2 \multimap \mathbf{Z}). !X_2. ?\mathbf{Z}. \text{rec} \quad (\text{S-ELIM, S-INTRO})$$

$$<: \mu(\text{rec} : \blacklozenge). !_{(X_1, X_2: \star)} (X_1 \multimap \mathbf{B}). !X_1. !(X_2 \multimap \mathbf{Z}). ?\mathbf{B}. !X_2. ?\mathbf{Z}. \text{rec} \quad (\text{SWAP})$$

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$$!_{(\vec{X}: \vec{k})} A. S <: !A[\vec{K}/\vec{X}]. S[\vec{K}/\vec{X}]$$

SWAP

$$?A_1. !A_2. S <: !A_2. ?A_1. S$$