

# Machine-Checked Semantic Session Typing

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- ▶ **Types:** Kinds of values
- ▶ **Rules:** Relations between **Terms** and **Types**
- ▶ **Soundness:** The absence of certain behaviours
  - ▶ *Safety:* Absence of crashes
  - ▶ *Deadlock-Freedom:* Absence of waiting indefinitely

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**Goal:**

A “mechanisable” type system



## **Solution:**

A semantic type system!

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Case study:  
Semantic Session Type System

## Semantic Typing

Semantic Typing [Milner, Princeton Proof-Carrying Code project, RustBelt Project]

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## Semantic Typing using Iris

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Iris [[Iris project](#)]

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

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

- ▶ **Dependent separation protocols (DSP):** Session type-style logical protocols
- ▶ Mechanised in **Coq**

## Semantic Session Type System

- ▶ 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/-/tree/cpp21>)
- ▶ Supports integrating safe yet untypeable programs

# Semantic Session Type System



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

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

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Message-passing is:

- ▶ **Binary:** Each channel have one pair of 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**

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**Soundness:** If  $[\ ] \vDash e : A \ni \Gamma$  then  $e$  does not get stuck

- ▶ Consequence of Iris's adequacy of weakest precondition

## Semantic Term Types - Rules

**Rules:**

$$\Gamma \vDash i : Z$$

$$\frac{\Gamma_2 \vDash e_1 : A_1 \ni \Gamma_3 \quad \Gamma_1 \vDash e_2 : A_2 \ni \Gamma_2}{\Gamma_1 \vDash (e_1, e_2) : A_1 \times A_2 \ni \Gamma_3}$$

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## Proofs:

```
Lemma ltyped_int  $\Gamma (i : Z) : \vdash \Gamma \vDash \#i : \text{lty\_int}$ .  
Proof. iIntros "!>" (vs) "Henv /=" . iApply wp_value. eauto. Qed.
```

```
Lemma ltyped_pair  $\Gamma_1 \Gamma_2 \Gamma_3 e_1 e_2 A_1 A_2 :$   
  ( $\Gamma_2 \vDash e_1 : A_1 \ni \Gamma_3$ ) -* ( $\Gamma_1 \vDash e_2 : A_2 \ni \Gamma_2$ ) -*  
   $\Gamma_1 \vDash (e_1, e_2) : A_1 * A_2 \ni \Gamma_3$ .  
Proof.  
  iIntros "#H1 #H2". iIntros (vs) "!> HG /=" .  
  wp_apply (wp_wand with "(H2 [HG //])"); iIntros (w2) "[HA2 HG]".  
  wp_apply (wp_wand with "(H1 [HG //])"); iIntros (w1) "[HA1 HG]".  
  wp_pures. iFrame "HG". iExists w1, w2. by iFrame.  
Qed.
```

```
Lemma ltyped_safety `{heapPreG  $\Sigma$ } e  $\sigma$  es  $\sigma'$  e' :  
  ( $\forall$  `{heapG  $\Sigma$ },  $\exists A \Gamma'$ ,  $\vdash \sigma \vDash e : A \ni \Gamma'$ )  $\rightarrow$   
  rtc erased_step ([e],  $\sigma$ ) (es,  $\sigma'$ )  $\rightarrow e' \in$  es  $\rightarrow$   
  is_Some (to_val e')  $\vee$  reducible e'  $\sigma'$ .  
Proof.  
  intros Hty. apply (heap_adequacy  $\Sigma$  NotStuck e  $\sigma$  ( $\lambda$  _, True))=> // ?.  
  destruct (Hty _) as (A &  $\Gamma'$  & He). iIntros "_".  
  iDestruct (He $!  $\sigma$  with "[ $\square$ ]" as "He"); first by rewrite /env_ltyped.  
  iEval (rewrite -(subst_map_empty e)). iApply (wp_wand with "He"); auto.  
Qed.
```

But what about session types?

# Semantic Session Types - Definitions

**Session types** as a new type kind:

$$\text{Type}_\blacklozenge \triangleq ?$$
$$!A. S \triangleq ?$$
$$?A. S \triangleq ?$$
$$\text{end} \triangleq ?$$
$$\text{Type}_\star \triangleq \text{Val} \rightarrow \text{iProp}$$
$$\text{chan } S \triangleq \lambda w. ?$$

Requires capturing:

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



# Actris Dependent Separation Protocols

Session type-inspired protocols for functional correctness

	<u>Dependent separation protocols</u>	<u>Syntactic session types</u>
<b>Example</b>	$?(x:\mathbb{Z}) \langle x \rangle \{x > 10\}. ? \langle x + 10 \rangle \{\text{True}\}. \text{end}$	$?Z. ?Z. \text{end}$
<b>Usage</b>	$c \rightsquigarrow \text{prot}$	$c : \text{chan } S$

# Semantic Session Types - Definitions

**Session types** as dependent separation protocols:

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

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

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

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

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

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

**Dependent separation protocols:**

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

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

## Semantic Session Types - Rules

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

$$\begin{array}{l} \Gamma \models \text{new\_chan } () : \text{chan } S \times \text{chan } \bar{S} \Rightarrow \Gamma \\ \Gamma, (c : \text{chan } (!A. S)), (x : A) \models \text{send } c \ x \quad : 1 \quad \Rightarrow \Gamma, (c : \text{chan } S) \\ \Gamma, (c : \text{chan } (?A. S)) \models \text{recv } c \quad : A \quad \Rightarrow \Gamma, (c : \text{chan } S) \end{array}$$

# Semantic Session Types - Proofs

**Rule:**

$$\Gamma, (c : \text{chan } (?A. S)) \models \text{recv } c : A \Rightarrow \Gamma, (c : \text{chan } S)$$

**Proof:**

```
Lemma ltyped_recv  $\Gamma$  (x : string) A S :
```

```
   $\Gamma$  !! x = Some (chan (<??> TY A; S))%lty  $\rightarrow$   
   $\vdash \Gamma \models \text{recv } x : A \Rightarrow \langle [x := (\text{chan } S)]\%lty \rangle \Gamma$ .
```

**Proof.**

```
iIntros (Hx) "!>". iIntros (vs) "H $\Gamma$ " => /=.
```

```
iDestruct (env_ltyped_lookup _ _ _ (Hx) with "H $\Gamma$ ") as (v' Heq) "[Hc H $\Gamma$ "].  
rewrite Heq.
```

```
wp_recv (v) as "HA". iFrame "HA".
```

```
iDestruct (env_ltyped_insert _ _ x (chan _) _ with "[Hc //] H $\Gamma$ ") as "H $\Gamma$ " => /=.  
by rewrite insert_delete (insert_id vs).
```

**Qed.**

# Extensions

# Overview of features

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

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

Linear products	Separation Conjunction (*)
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# Overview of features

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

Linear products	Separation Conjunction ( $*$ )
Function types	Wand ( $-*$ ) and weakest precondition ( $\text{wp } e \{ \Phi \}$ )



# Overview of features

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

Linear products	Separation Conjunction ( $*$ )
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Shared references	Invariants ( $\boxed{P}$ )

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Term polymorphism	Higher-order impredicative quantifiers



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Term subtyping	Predicates closed under wand ( $\forall v. A_1 v \multimap A_2 v$ )

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Term polymorphism	Higher-order impredicative quantifiers
Session polymorphism	Higher-order impredicative protocols binders
Term subtyping	Predicates closed under wand ( $\forall v. A_1 v \multimap A_2 v$ )
Session subtyping	Actris 2.0 subprotocols ( $\sqsubseteq$ )

# Overview of features - Definitions

**Shared references:**  $\text{ref}_{\text{shr}} A \triangleq \lambda w. (w \in \text{Loc}) * \boxed{\exists v. (w \mapsto v) * \square(A v)}$

**Copyable types:**  $\text{copy } A \triangleq \lambda w. \square(A w)$

**Lock types:**  $\text{mutex } A \triangleq \lambda w. \exists lk, \ell. (w = (lk, \ell)) * \text{isLock } lk (\exists v. (\ell \mapsto v) * \triangleright(A v))$   
 $\overline{\text{mutex}} A \triangleq \lambda w. \exists lk, \ell. (w = (lk, \ell)) * \text{isLock } lk (\exists v. (\ell \mapsto v) * \triangleright(A v)) * (\ell \mapsto -)$

**Session choice:**  $\oplus\{\vec{S}\} \triangleq ! (I : \mathbb{Z}) \langle I \rangle \{I \in \text{dom}(\vec{S})\}. \vec{S}(I)$   
 $\&\{\vec{S}\} \triangleq ? (I : \mathbb{Z}) \langle I \rangle \{I \in \text{dom}(\vec{S})\}. \vec{S}(I)$

**Recursion:**  $\mu (X : k). K \triangleq \mu (X : \text{Type}_k). K$  ( $K$  must be contractive in  $X$ )

**Polymorphism:**  $\forall (X : k). A \triangleq \lambda w. \forall (X : \text{Type}_k). \text{wp } w () \{A\}$   
 $\exists (X : k). A \triangleq \lambda w. \exists (X : \text{Type}_k). \triangleright(A w)$   
 $!_{\vec{X}:\vec{k}} A. S \triangleq ! (\vec{X} : \vec{\text{Type}}_k) (v : \text{Val}) \langle v \rangle \{A v\}. S$   
 $?_{\vec{X}:\vec{k}} A. S \triangleq ? (\vec{X} : \vec{\text{Type}}_k) (v : \text{Val}) \langle v \rangle \{A v\}. S$

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

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

# Typing the Untypeable

# An Untypeable Program

Consider the following judgement:

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

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

Is it typeable?

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Is it typeable? **No**



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Is it typeable? **No**      It violates the ownership discipline

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Is it safe?

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It violates the ownership discipline

Is it safe?

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Order of receives does not matter

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Really?

It violates the ownership discipline

Order of receives does not matter

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Is it safe?	Yes	Order of receives does not matter
Really?	Well...	

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

The rule is just another lemma proven by unfolding all type-level definitions

$$(c \multimap ?(v_1 : \text{Val}) \langle v_1 \rangle \{v_1 \in \mathbb{Z}\}. ?(v_2 : \text{Val}) \langle v_2 \rangle \{v_2 \in \mathbb{Z}\}. \text{end}) \multimap$$
$$\text{wp } (\text{recv } c \parallel \text{recv } c) \{v. \exists v_1, v_2. (v = (v_1, v_2)) * \triangleright (v_1 \in \mathbb{Z}) * \triangleright (v_2 \in \mathbb{Z})\}$$

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Consider the following judgement:

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$$\text{wp } (\text{recv } c \parallel \text{recv } c) \{v. \exists v_1, v_2. (v = (v_1, v_2)) * \triangleright (v_1 \in \mathbb{Z}) * \triangleright (v_2 \in \mathbb{Z})\}$$

And then using Iris's ghost state machinery!

# An Untypeable Program

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And then using Iris's ghost state machinery!Beyond the scope of this talk

# Concluding Remarks

## Concluding Remarks

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

- ▶ **Linearity** is implicit from separation logic
- ▶ **Binders** can be inherited from underlying logic

Using a strong logic gives immediate rise to advanced features

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

Material:

- ▶ Paper on semantic session type system ([TBD](#))
- ▶ Mechanisation in Coq (<https://gitlab.mpi-sws.org/iris/actris/-/tree/cpp21>)

Questions?

# Asynchronous Session Subtyping

# Semantic Asynchronous Session Subtyping

**Conventional session subtyping:**

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

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

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



# Semantic Asynchronous Session Subtyping

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

## Asynchronous session subtyping:

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

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

## Asynchronous session subtyping:

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

## Polymorphic session 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:**

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

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## Derivation:

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

## 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:

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

## Derivation:

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

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

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## Rules:

S-ELIM

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

S-INTRO

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

SWAP

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

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