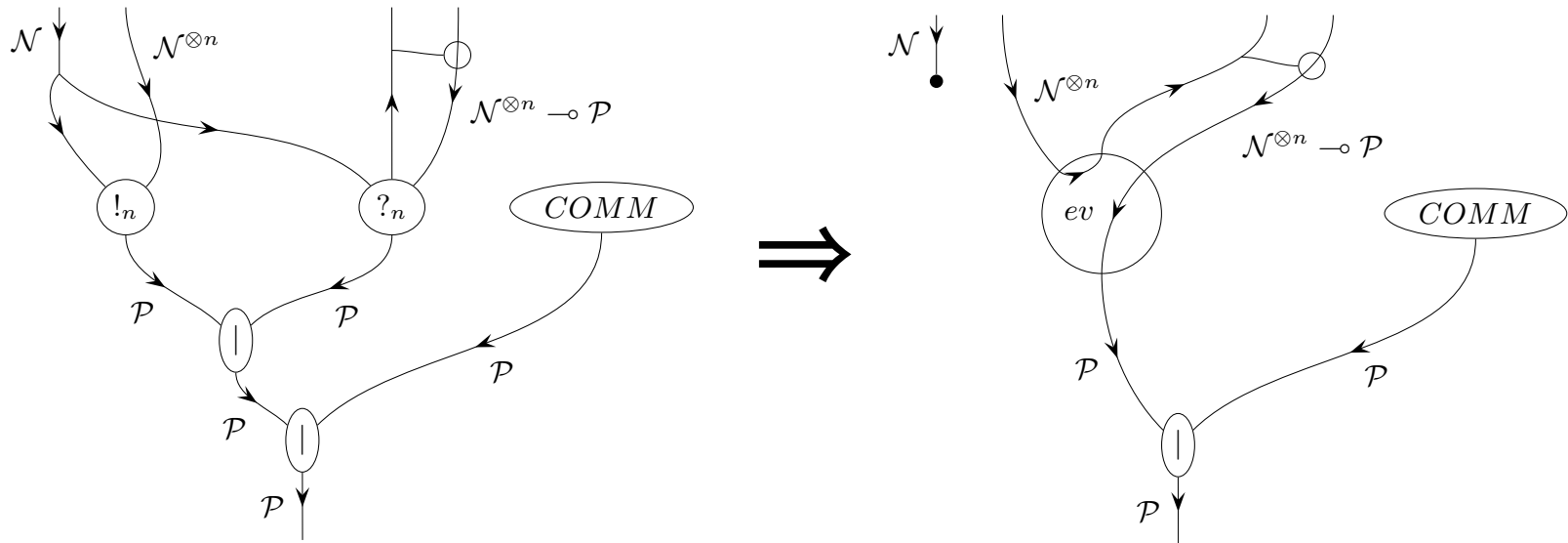


# Higher category models of the $\pi$ -calculus

The operational semantics and Curry-Howard



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# Higher category models of the $\pi$ -calculus

Modern presentations of computational calculi generalize  
generators and relations style presentations of universal algebra  
They are typically given in terms of

a grammar  $\approx$  generators  $\approx$  a free functor

a structural equivalence  $\approx$  relations  $\approx$  an algebra of a monad

an operational semantics

no analog

bi-directional  
rewrites

uni-directional  
rewrites

Process calculi, like vector spaces, are two sorted algebraic structures

names

scalars

processes

vectors

dynamics internal:  
a relation on a  
single algebra

dynamics external:  
morphisms  
between algebras

# Higher category models of the $\pi$ -calculus

## Syntax

$P ::= 0$	stopped process
$  x?(y_1, \dots, y_n) \Rightarrow P$	input
$  x!(y_1, \dots, y_n)$	output
$  (\text{new } x)P$	new channel
$  P \mid Q$	parallel

# Higher category models of the $\pi$ -calculus

## Free and bound names

$$\mathcal{FN}(0) := \emptyset$$

$$\mathcal{FN}(x?(y_1, \dots, y_n) \Rightarrow P) :=$$

$$\{x\} \cup (\mathcal{FN}(P) \setminus \{y_1, \dots, y_n\})$$

$$\mathcal{FN}(x!(y_1, \dots, y_n)) := \{x, y_1, \dots, y_n\}$$

$$\mathcal{FN}((\text{new } x)P) := \mathcal{FN}(P) \setminus \{x\}$$

$$\mathcal{FN}(P \mid Q) := \mathcal{FN}(P) \cup \mathcal{FN}(Q)$$

# Higher category models of the $\pi$ -calculus

## Structural congruence

The *structural congruence* of processes, noted  $\equiv$ , is the least congruence containing  $\alpha$ -equivalence,  $\equiv_\alpha$ , making  $(P, |, 0)$  into commutative monoids and satisfying

$$(\text{new } x)(\text{new } x)P \equiv (\text{new } x)P$$

$$(\text{new } x)(\text{new } y)P \equiv (\text{new } y)(\text{new } x)P$$

$$((\text{new } x)P) \mid Q \equiv (\text{new } x)(P \mid Q)$$

# Higher category models of the $\pi$ -calculus

## Operational semantics

$$\frac{|\vec{y}| = |\vec{z}|}{x?(\vec{y}) \Rightarrow P \mid x!(\vec{z}) \rightarrow P\{\vec{z}/\vec{y}\}} \quad (\text{COMM})$$

$$\frac{P \rightarrow P'}{P \mid Q \rightarrow P' \mid Q} \quad (\text{PAR})$$

$$\frac{P \rightarrow P'}{(\text{new } x)P \rightarrow (\text{new } x)P'} \quad (\text{NEW})$$

$$\frac{P \equiv P' \quad P' \rightarrow Q' \quad Q' \equiv Q}{P \rightarrow Q} \quad (\text{EQUIV})$$

# Higher category models of the $\pi$ -calculus

## Bisimulation

$$\overline{x!(\vec{y}) \downarrow x}$$

$$\frac{P \downarrow x \text{ or } Q \downarrow x}{P / Q \downarrow x}$$

DEFINITION 2.1.2. *An barbed bisimulation, is a symmetric binary relation  $\mathcal{S}$  between agents such that  $P \mathcal{S} Q$  implies:*

1. *If  $P \rightarrow P'$  then  $Q \rightarrow Q'$  and  $P' \mathcal{S} Q'$ .*
2. *If  $P \downarrow x$ , then  $Q \downarrow x$ .*

# Higher category models of the $\pi$ -calculus

## Bisimulation

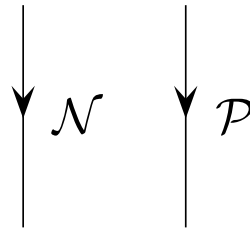
*$P$  is barbed bisimilar to  $Q$ , written  $P \dot{\approx} Q$ , if  $P \mathcal{S} Q$  for some barbed bisimulation  $\mathcal{S}$ .*



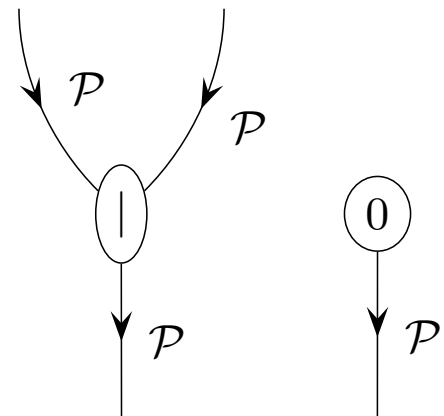
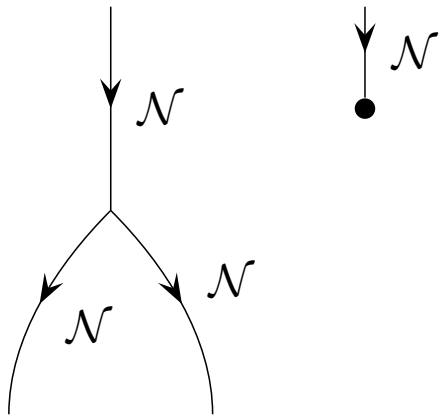
# Higher category models of the $\pi$ -calculus

## The categorical machinery

objects  $\mathcal{N}$  for names and  $\mathcal{P}$  for processes



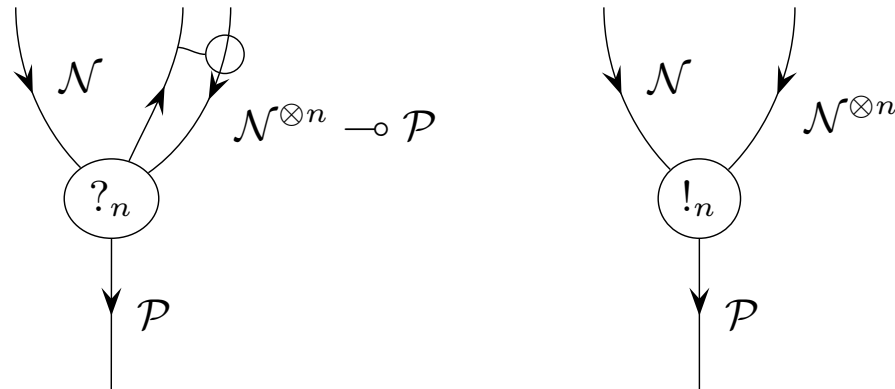
1-morphisms  $\Delta: \mathcal{N} \rightarrow \mathcal{N} \otimes \mathcal{N}$  and  $\delta: \mathcal{N} \rightarrow I$       1-morphisms  $|: \mathcal{P} \otimes \mathcal{P} \rightarrow \mathcal{P}$  and  $0: I \rightarrow \mathcal{P}$ ,



# Higher category models of the $\pi$ -calculus

## The categorical machinery

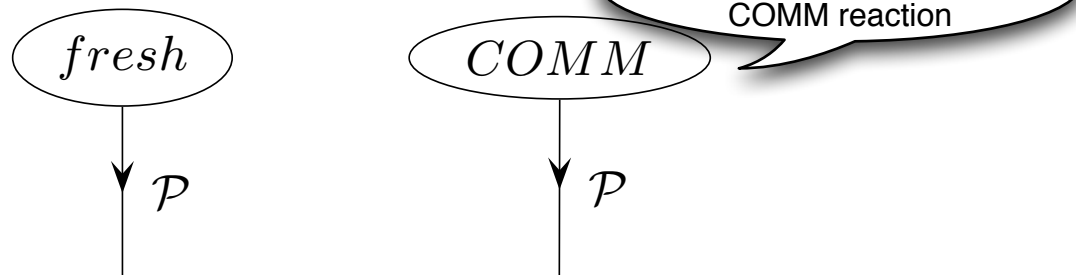
1-morphism  $?_n: \mathcal{N} \otimes (\mathcal{N}^{\otimes n} \multimap \mathcal{P}) \rightarrow \mathcal{P}$  and  
 $!_n: \mathcal{N} \otimes \mathcal{N}^{\otimes n} \rightarrow \mathcal{P}$  for each natural number  
 $n \geq 0$ ,



# Higher category models of the $\pi$ -calculus

The categorical machinery

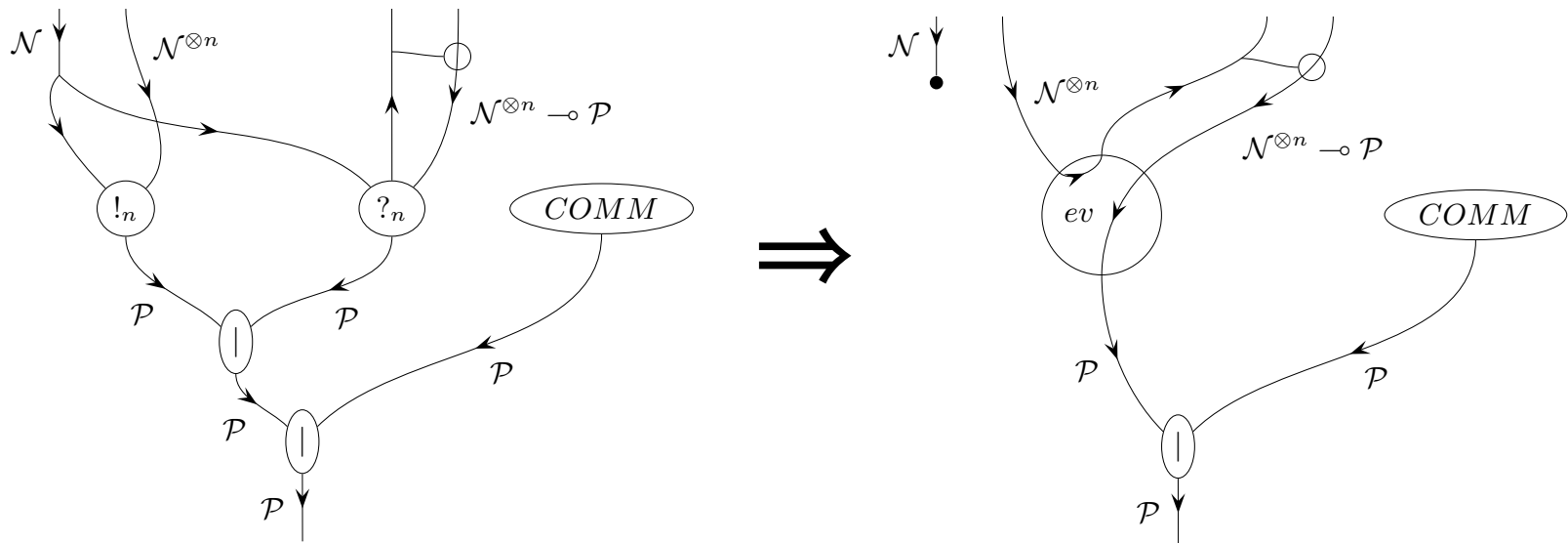
1-morphisms  $fresh: I \rightarrow \mathcal{P}$  and  $COMM: I \rightarrow \mathcal{P}$



# Higher category models of the $\pi$ -calculus

## The categorical machinery

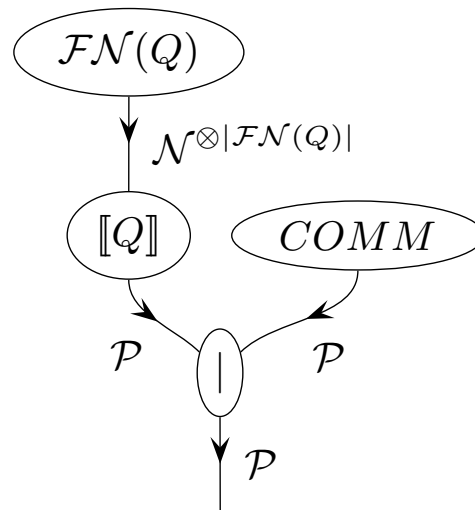
a 2-morphism  $comm_n$  encoding the COMM rule  
for each natural number  $n \geq 0$ .



# Higher category models of the $\pi$ -calculus

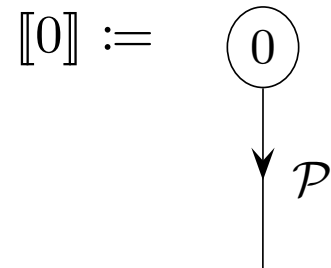
The semantics

$\llbracket Q \rrbracket_{top} :=$

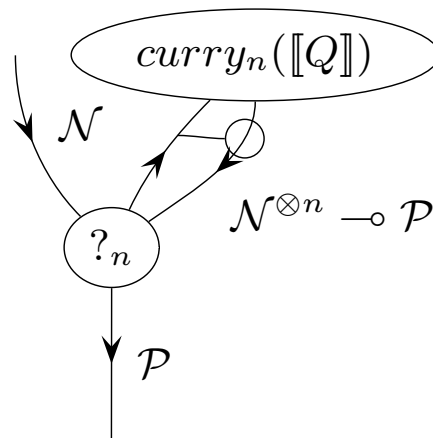


# Higher category models of the $\pi$ -calculus

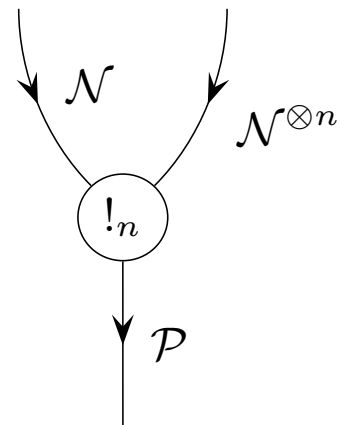
The semantics



$\llbracket x?(y_1, \dots, y_n) \Rightarrow Q \rrbracket :=$

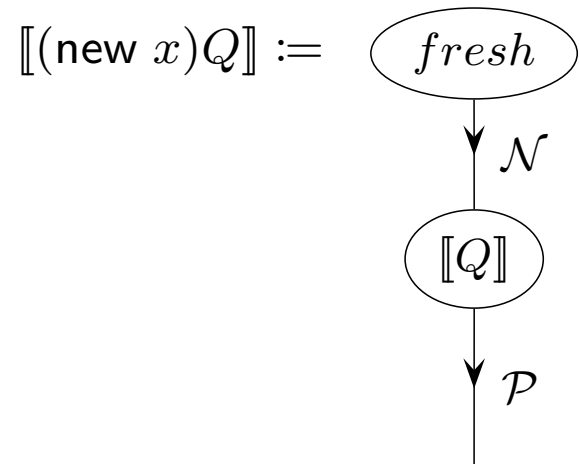
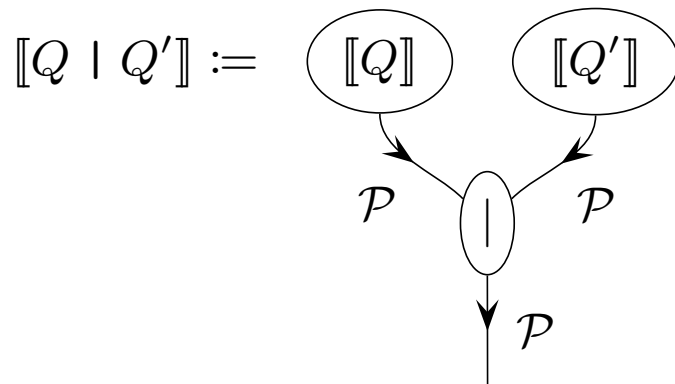


$\llbracket x!(y_1, \dots, y_n) \rrbracket :=$



# Higher category models of the $\pi$ -calculus

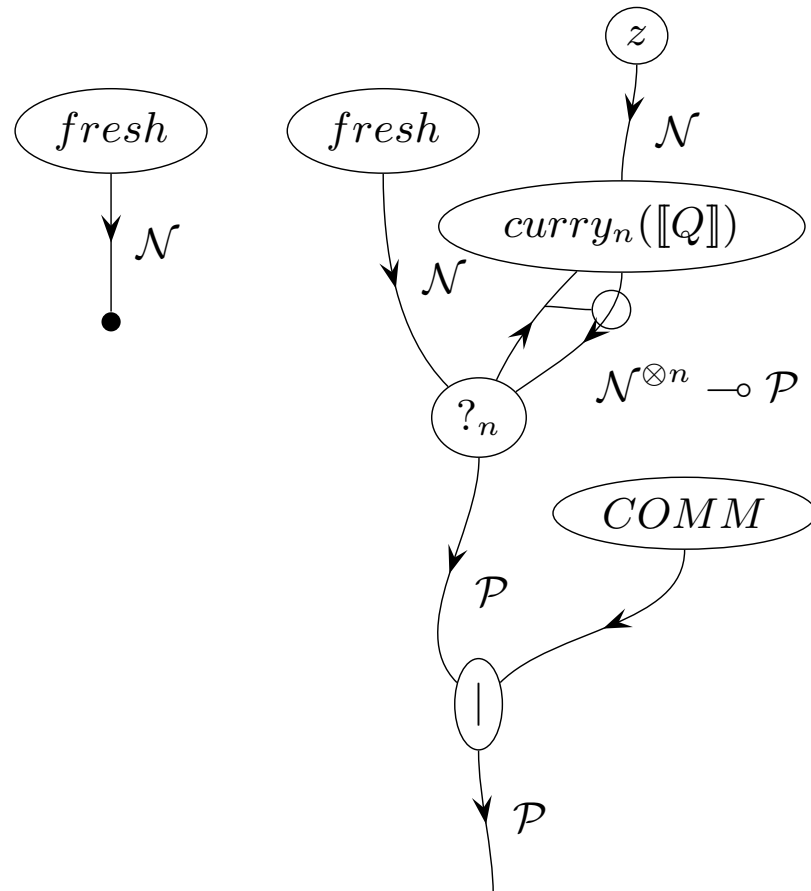
The semantics



# Higher category models of the $\pi$ -calculus

The semantics

$$\llbracket (\text{new } y)(\text{new } x)x?(y_1, \dots, y_n) \Rightarrow Q \rrbracket_{top}$$





# Higher category models of the $\pi$ -calculus

The semantics

$$\llbracket x!(y_1, \dots, y_n) \rrbracket \Downarrow \llbracket x \rrbracket$$

$$\llbracket P \rrbracket \Downarrow \llbracket x \rrbracket \text{ or } \llbracket Q \rrbracket \Downarrow \llbracket x \rrbracket \text{ implies } \llbracket P \rrbracket \mid \llbracket Q \rrbracket \Downarrow \llbracket x \rrbracket$$

Taken together these two notions provide an immediate lifting of the syntactic notion of bisimulation to a corresponding semantic notion, which we write,  $\approx$ .

# Higher category models of the $\pi$ -calculus

The semantics

THEOREM 4.1.1 (FULL ABSTRACTION).

$$P \dot{\approx} Q \quad \Longleftrightarrow \quad \llbracket P \rrbracket \approx \llbracket Q \rrbracket$$

# Higher category models of the $\pi$ -calculus

## Conclusions and future work

Mellies and Zeilberger types

Explicit computational resources

True concurrency

$P, Q ::= 0$	<code>{ }</code>
$a![v_1, \dots, v_n]$	<code>[  a  ](m) ![   v1  ](m), ..., [  vn  ](m) ]</code>
$a?(x_1, \dots, x_n)P$	<code>for( [ x1, ..., xn ] &lt;- [  a  ](m) ){   [  P  ](m)( x1, ..., xn ) }</code>
$P \mid Q$	<code>spawn{ [  P  ](m) };spawn{ [  Q  ](m) }</code>
$(\text{new } a)P$	<code>{ val q = new Queue(); [  P  ](m[ a &lt;- q ] ) }</code>
$(\text{def } X(x_1, \dots, x_n) = P)[v_1, \dots, v_n]$	<code>object X {   def apply( x1, ..., xn ) = {     [  P  ](m)( x1, ..., xn )   } }</code>
$X[v_1, \dots, v_n]$	<code>X( [  v1  ](m), ..., [  vn  ](m) )</code>

`[| - |]( - ) : (  $\pi$ -calculus, Map[Symbol,Queue] ) -> Scala`