

Implementing the add() protocol

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1 Introduction

We start by writing syntax, type checking rules and the operational semantics of the *add()* protocol.

2 Syntax

$$\langle program \rangle ::= \text{'protocol' } (\langle args \rangle) : \text{'party' } \langle Idlist \rangle \text{'{' } } \langle body \rangle \text{'}'$$
$$\begin{aligned} \langle args \rangle &::= \langle arg \rangle \\ &| \langle arg \rangle, \langle args \rangle \end{aligned}$$
$$\langle arg \rangle ::= \langle \tau \rangle \langle Id \rangle$$
$$\begin{aligned} \langle \tau \rangle &::= \text{'Int'} \\ &| \text{'Field'} \end{aligned}$$
$$\begin{aligned} \langle Idlist \rangle &::= \langle Id \rangle \\ &| \langle Id \rangle, \langle Idlist \rangle \end{aligned}$$
$$\begin{aligned} \langle Id \rangle &::= \text{'[a-z, A-Z]}^+ \\ &| \langle Id \rangle. \langle Id \rangle \\ &| \text{'environment'} \end{aligned}$$
$$\langle body \rangle ::= \langle statement \rangle^+$$
$$\begin{aligned} \langle statement \rangle &::= \langle pvtstmt \rangle \\ &| \langle fwdstmt \rangle \\ &| \langle assgnmntstmt \rangle \\ &| \langle declstmt \rangle \end{aligned}$$
$$\langle pvtstmt \rangle ::= \text{'in' } \langle Id \rangle \text{'{' } } \langle statment \rangle \text{'}'$$
$$\langle fwdstmt \rangle ::= \langle Id \rangle \text{'\Rightarrow' } \langle Id \rangle$$

$$\langle \text{assgnmntstmt} \rangle ::= \langle Id \rangle \text{'='} \langle exp \rangle$$

$$\begin{aligned} \langle exp \rangle ::= & n \\ & | \langle Id \rangle \\ & | \langle exp \rangle \text{'+'} \langle exp \rangle \\ & | \text{'('} \langle exp \rangle \text{'('} \\ & | \langle exp \rangle \text{'*'} \langle exp \rangle \end{aligned}$$

$$\langle \text{declstmt} \rangle ::= \langle \tau \rangle \langle Id \rangle$$

$$\langle \Gamma \rangle ::= \langle Id \rangle \rightarrow (\langle \tau \rangle, \langle \text{partyScope} \rangle)$$

$$\begin{aligned} \langle \text{partyScope} \rangle ::= & \langle \zeta \rangle \\ & | \langle Id \rangle \end{aligned}$$

3 Type checking

The following rules states how the types checks are going to be performed

3.1 Type Environment

The *type* environment of Cooler consists of three parts.

- A type environment that contains all possible scopes denoted by A
- Γ that maps Identifier to a tuple $(\text{type}, \text{partyScope})$. Here *type* denotes the type of the Identifier while *partyScope* denotes a scope the Identifier belongs to. A *partyScope* is the scope local to each party.
 $\Gamma(Id) \rightarrow (\text{type}, \text{partyScope})$
- s denotes the current scope

3.2 Type Checking Rules

The notation used for each of the type checking rule is as follows:

$$\frac{\vdots}{A, \Gamma, s \vdash e : T}$$

here A , Γ and s represents the three type environments respectively as introduced above and the expression e evaluates to type T .

$$\frac{(Id, s) \notin \Gamma}{A, \Gamma, s \vdash \tau Id : \tau} [\text{declstmt}]$$

$$\frac{}{A, \Gamma, s \vdash n : Int} [\text{Int}]$$

Here x is a special Int that is not of the form $Id.Id$

$$\frac{\Gamma(x) = Int}{A, \Gamma, s \vdash x : Int} [x]$$

$$\frac{\begin{array}{c} A, \Gamma, s \vdash e_1 : Int \\ A, \Gamma, s \vdash e_2 : Int \\ op \in \{+, *\} \end{array}}{A, \Gamma, s \vdash e_1 \ op \ e_2 : Int} [exp \ op \ exp]$$

$$\frac{A, \Gamma, s \vdash e_1 : Int}{A, \Gamma, s \vdash (e_1) : Int} [(exp)]$$

$$\frac{\begin{array}{c} \Gamma, s \vdash e : T \\ \Gamma(x) = (T, s) \end{array}}{A, \Gamma, s \vdash x = e : ()} [assgnmntstmt]$$

x and *environment* is always well typed

$$\frac{A(x)}{A, _, _ \vdash x : ()} [x]$$

$$\frac{}{_, _, _ \vdash environment : ()} [environment]$$

$$\frac{\begin{array}{c} A, \Gamma, s \vdash Id_1 : T \\ A, \Gamma, s \vdash Id_2 : T \end{array}}{A, \Gamma, s \vdash Id_1 \Rightarrow Id_2 : ()} [fwdstmt \ Id \ to \ Id]$$

$$\frac{A, \Gamma, s \vdash Id : T}{A, \Gamma, s \vdash Id \Rightarrow environment : ()} [fwdstmt \ Id \ to \ env]$$

$$\frac{A, \Gamma, s \vdash Id : T}{A, \Gamma, s \vdash environment \Rightarrow Id : ()} [fwdstmt \ env \ to \ Id]$$

$$\frac{A, \Gamma, x \vdash B : ()}{A, \Gamma, \zeta \vdash in \ x\{B\} : ()} [pvtstmt]$$

$$\frac{\begin{array}{c} A, _, _ \vdash x : () \\ A, \Gamma, x \vdash y : T \end{array}}{A, \Gamma, \zeta \vdash x.y : T} [x.y]$$

$$\frac{\{\mathcal{G}, scopelist\}, f(args), \zeta \vdash B : ()}{\{\mathcal{G}\}, \phi \vdash protocol(args) : party \ scopelist\{B\} : ()} [proto-$$

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4 Operational Rules

The following section describes the operational semantics of our language: The notation used is as follows.

$$\frac{\vdots}{S, E, s \vdash e : v, S'}$$
$$\frac{E(Id) = l \quad S(l) = v}{S, E, s \vdash Id : v, S}[\text{Var}]$$