

# Programming Language Foundations for Distributed Systems

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Ankush Das

Applied Scientist, Amazon AWS

Imperial College, London

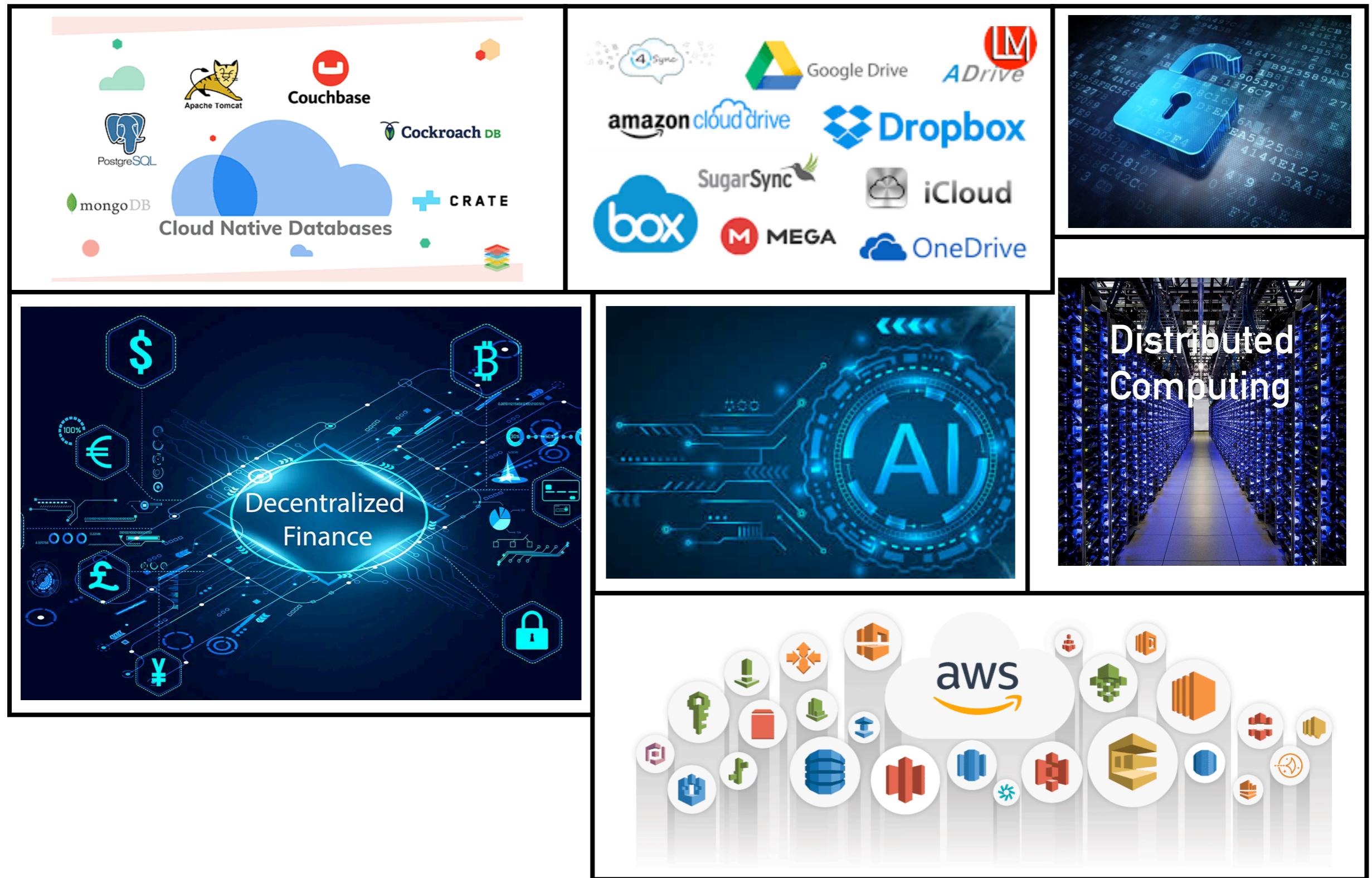
March 6, 2023



# We are Living in a Distributed Age! <sup>2</sup>

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# Programming in the Distributed Age is Hard! 3

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# Programming in the Distributed Age is Hard!

3



DAILY NEWS

Blackout hits New York City and the Northeast in 2003

A [software bug](#) known as a [race condition](#)

## Software Bugs

# Programming in the Distributed Age is Hard!

3



DAILY NEWS

Blackout hits New York City and the Northeast in 2003

A software bug known as a race condition

## Software Bugs



## Performance Defects

The Washington Post  
*Democracy Dies in Darkness*

HealthCare.gov

The System is down at the moment.

We're working to resolve the issue as soon as possible. Please try again later.

# Programming in the Distributed Age is Hard!

3



## DAILY NEWS

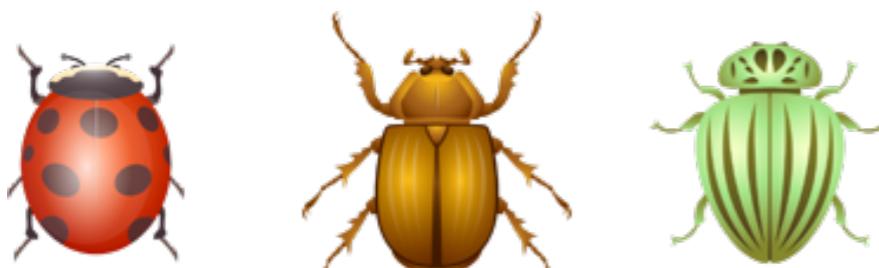
### Blackout hits New York City and the Northeast in 2003

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## Software Bugs



## Performance Defects



## Domain-Specific Issues



HealthCare.gov

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techradar.pro

Microsoft Azure bug left a bunch of cloud databases wide open

By Sead Fadilpašić published April 29, 2022

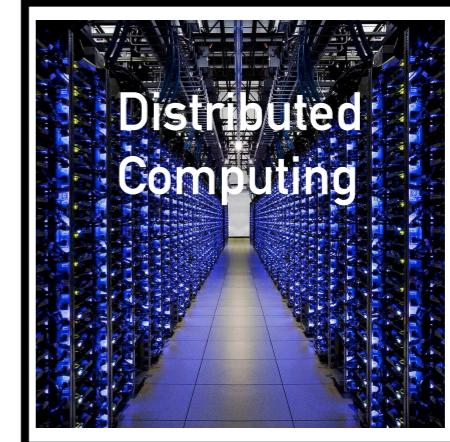
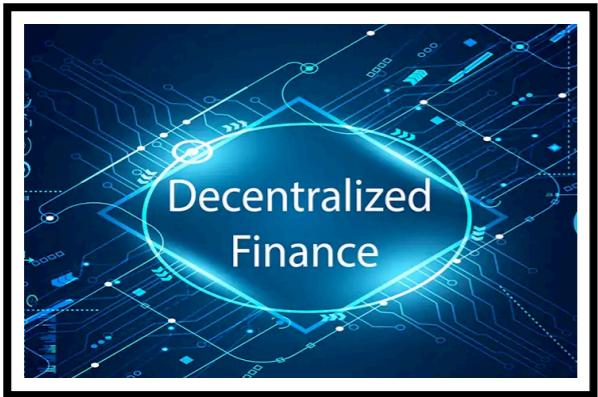
TechRepublic.

Report: Software failure caused \$1.7 trillion in financial losses in 2017

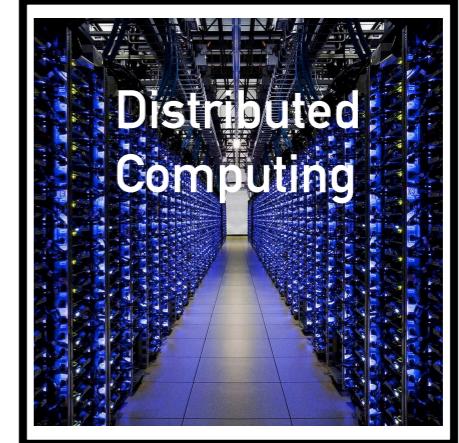
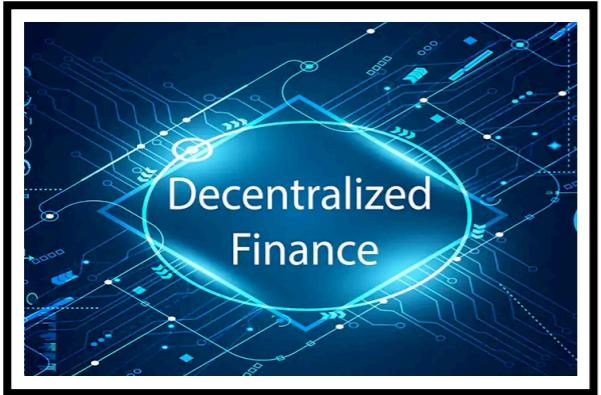


What Bugs Live in the Cloud? A Study of 3000+ Issues in Cloud Systems

# How can PL Tools Help?



# How can PL Tools Help?



The Software Model Checker  
BLAST



**CPA**✓  
**CBMC**

Model Checkers

Boogie: An Intermediate  
Verification Language



Verification  
Languages

LiquidHaskell

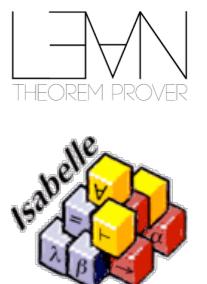
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Type Systems

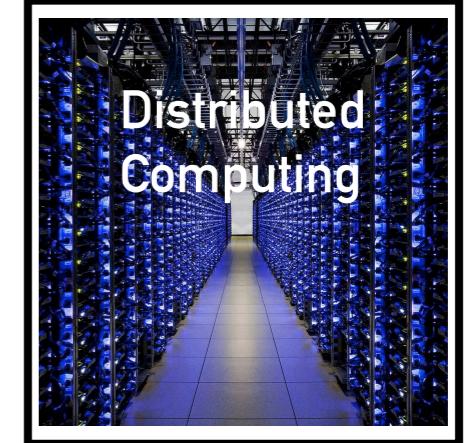
The Coq  
Proof Assistant

Agda



Proof Assistants

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## Concurrency Reasoning

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**Z3**



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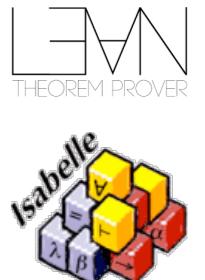
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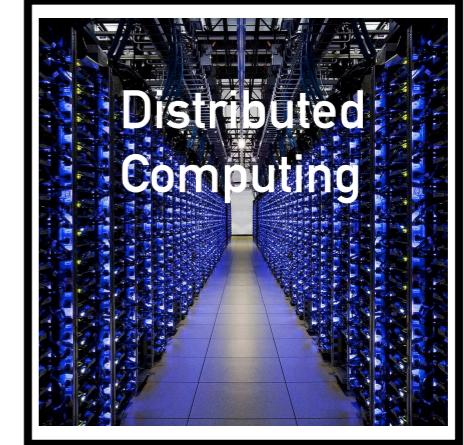
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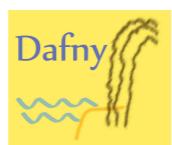
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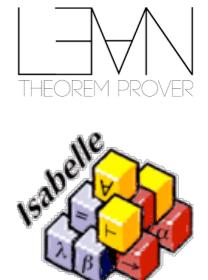


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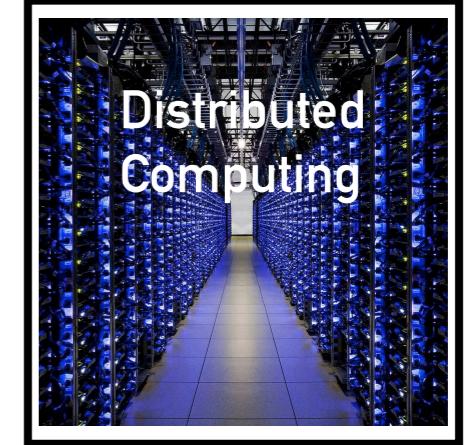
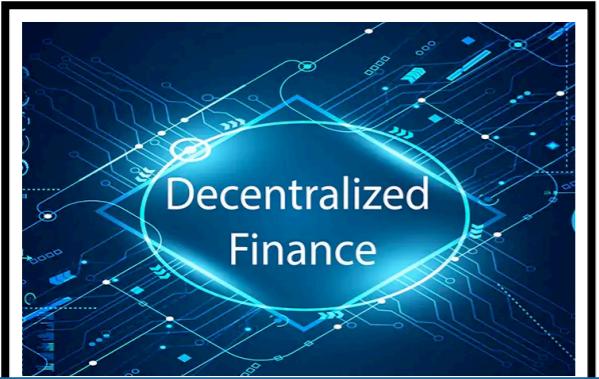
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 Isabelle  
THEOREM PROVER

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**Protocol Enforcement  
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**Domain-Specific Support**

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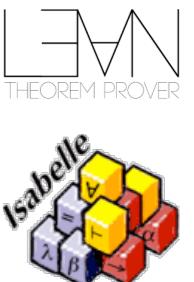
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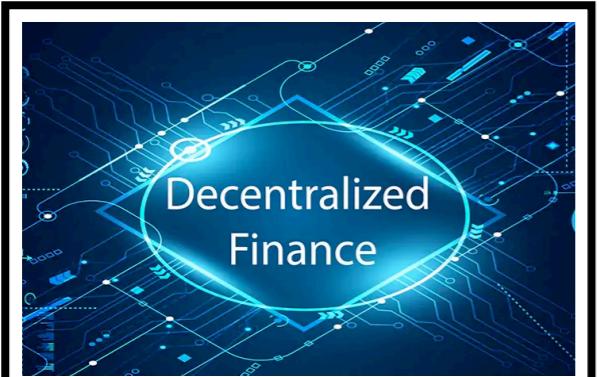
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**Proof Assistants**

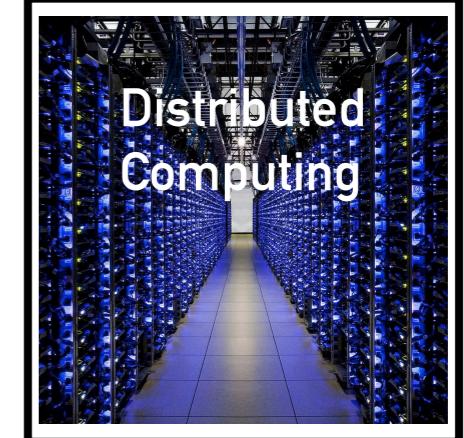
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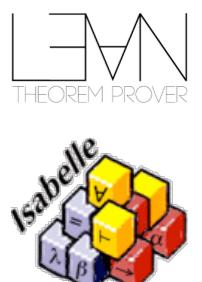
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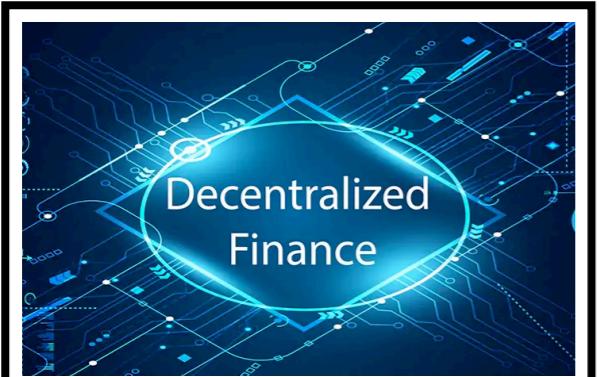


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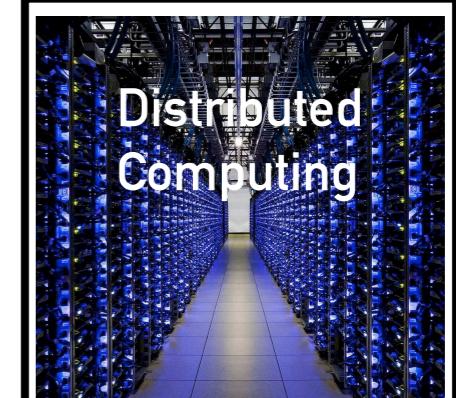
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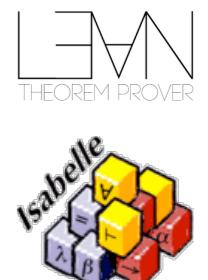
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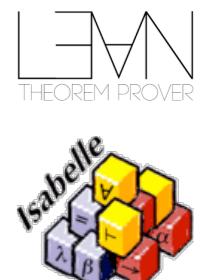
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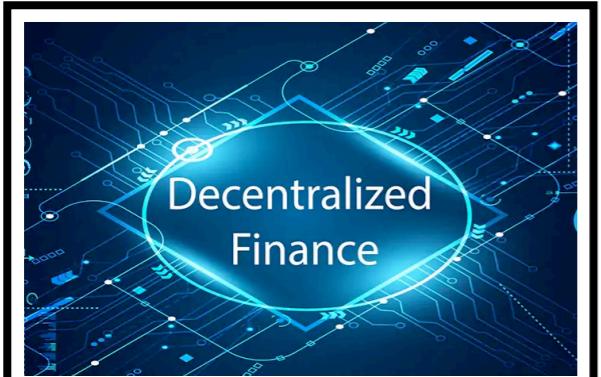
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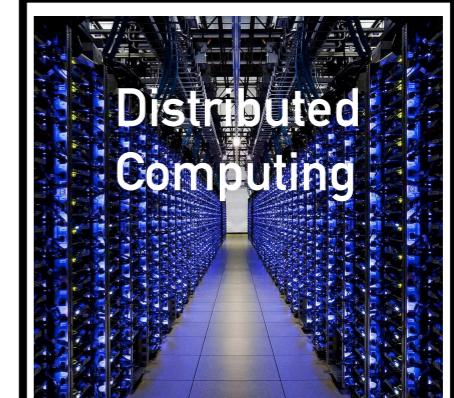
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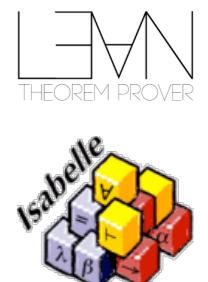
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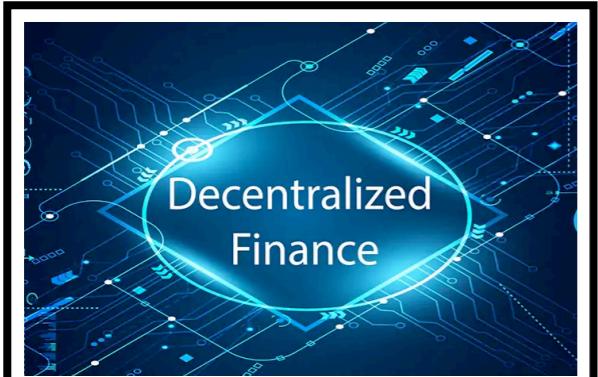
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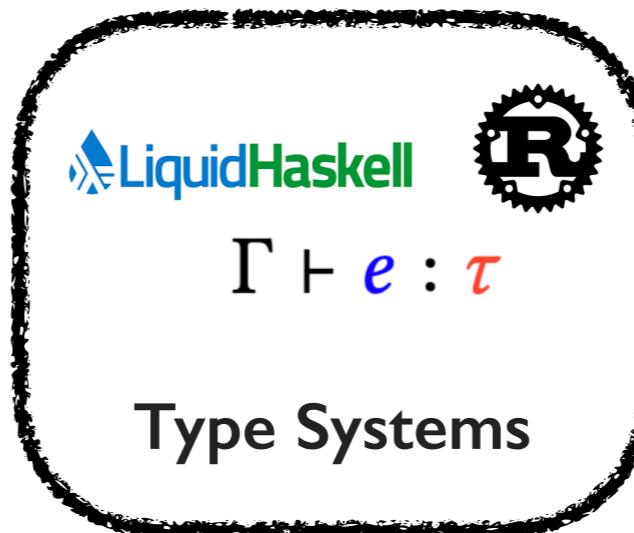
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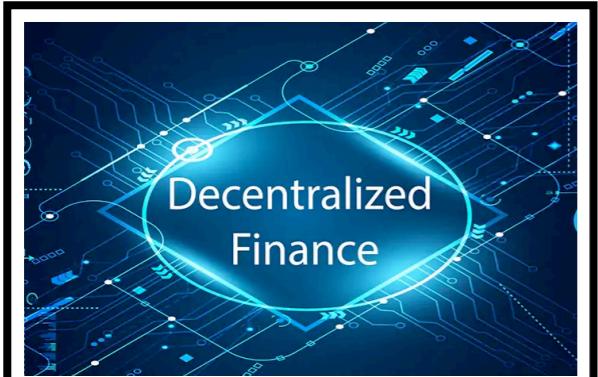
Performance  
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Domain-Specific Support



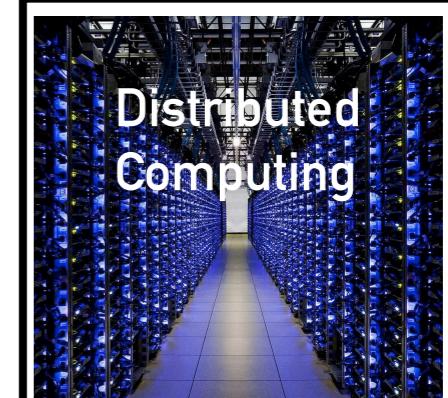
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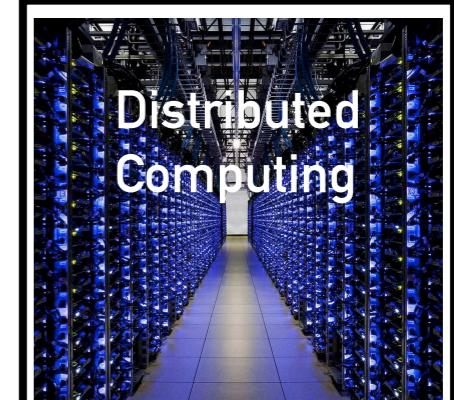
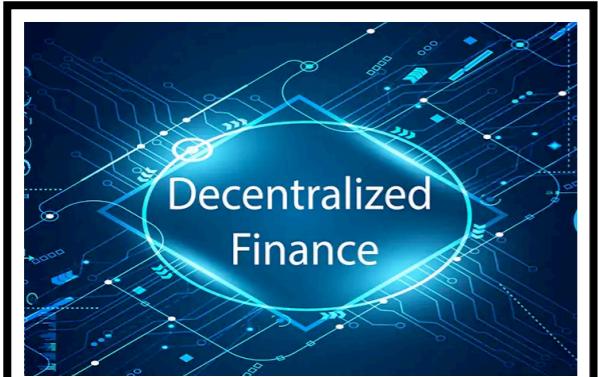
Concurrency Reasoning 

Domain-Specific Support

Session Types

Type system for concurrent  
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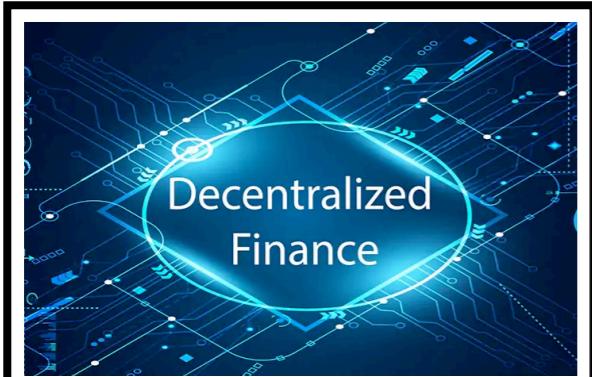
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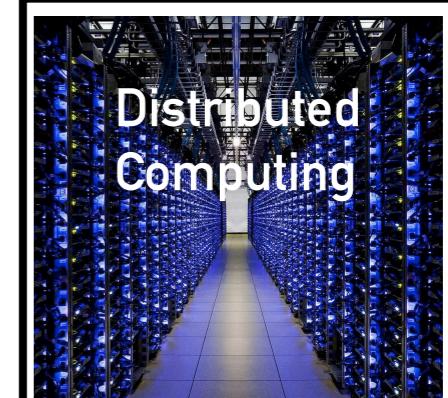
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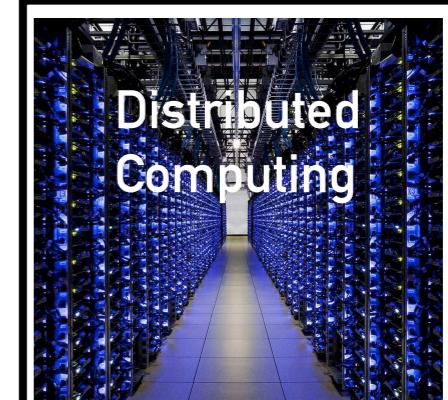
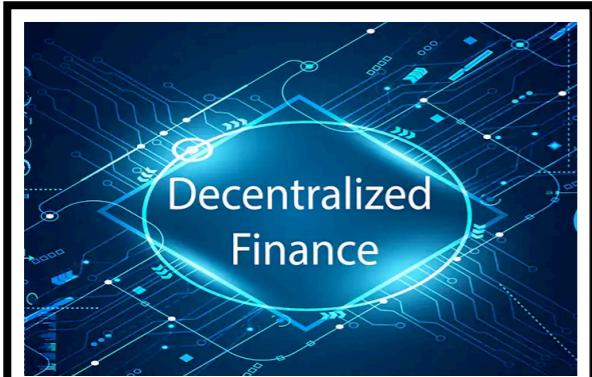


**Performance  
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## Session Types

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# My Research Focus



**Protocol Enforcement  
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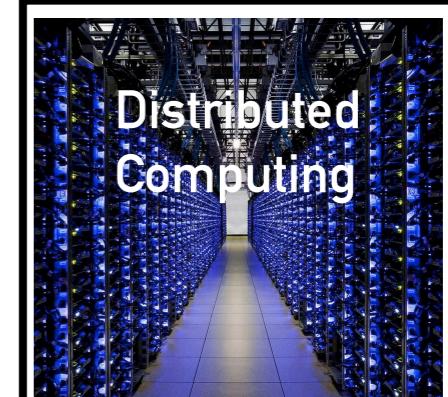
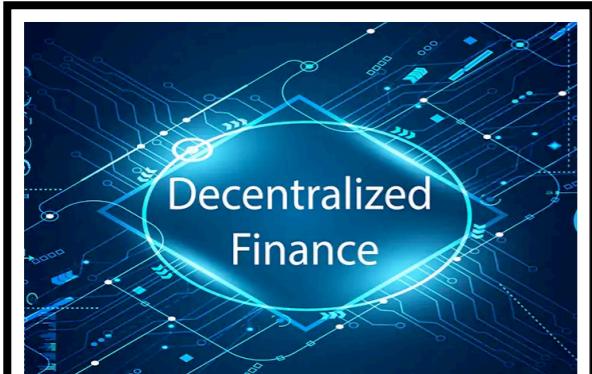
**Performance  
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**Nomos**  
*Resource-Aware  
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[LICS '18, SAS '20,  
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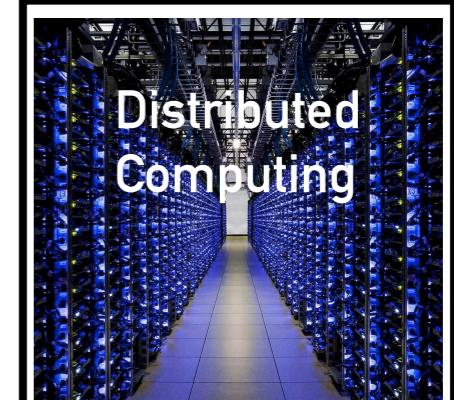
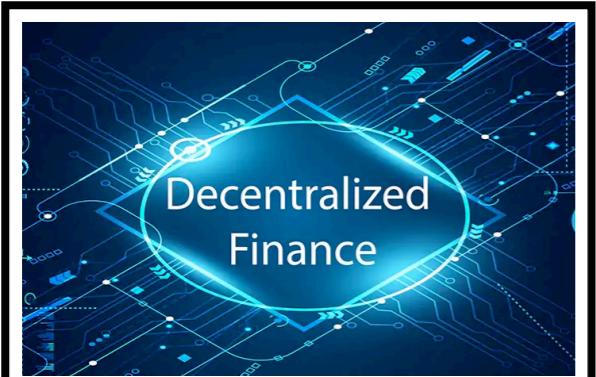
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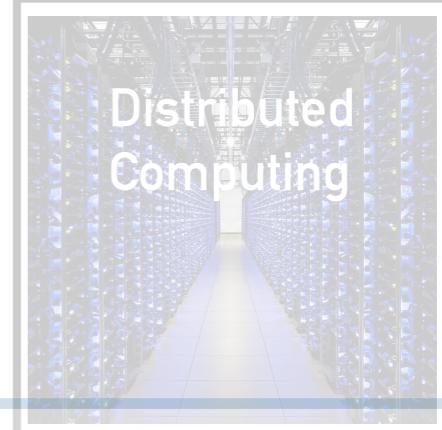
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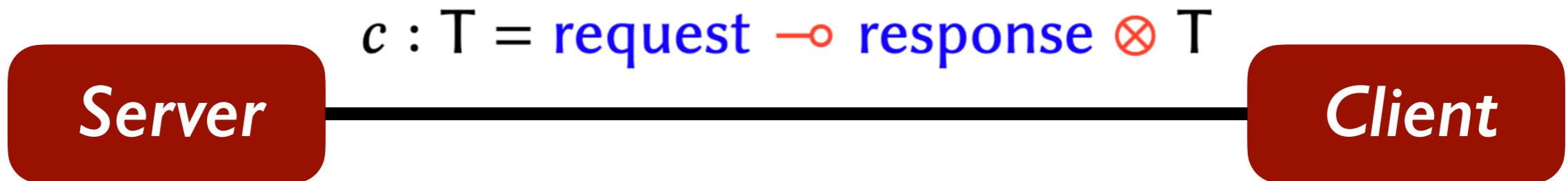
# What are Session Types?

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- ▶ Session types are a system for concurrent message-passing programs
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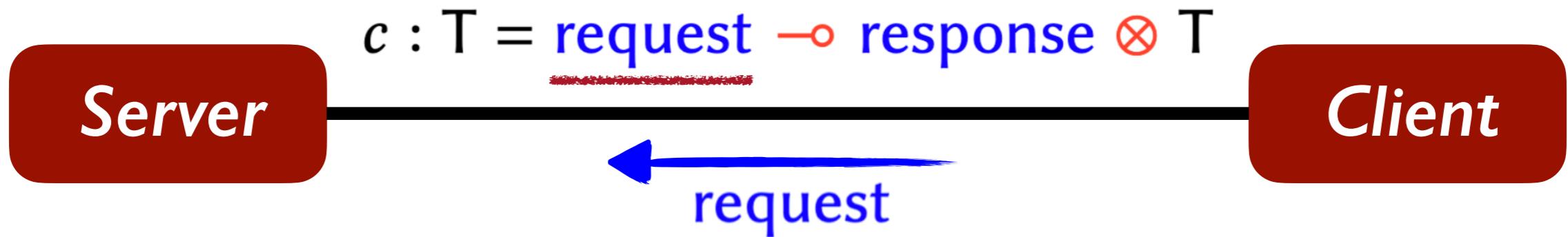
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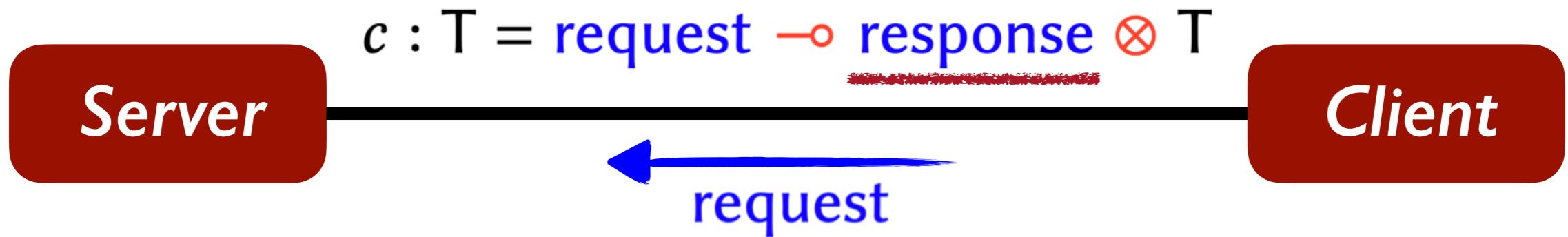
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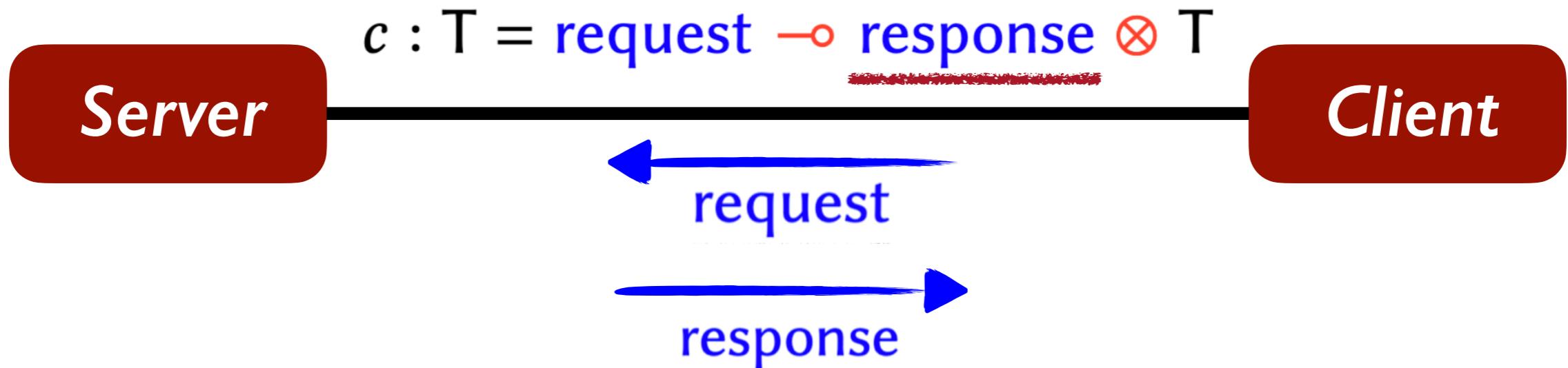
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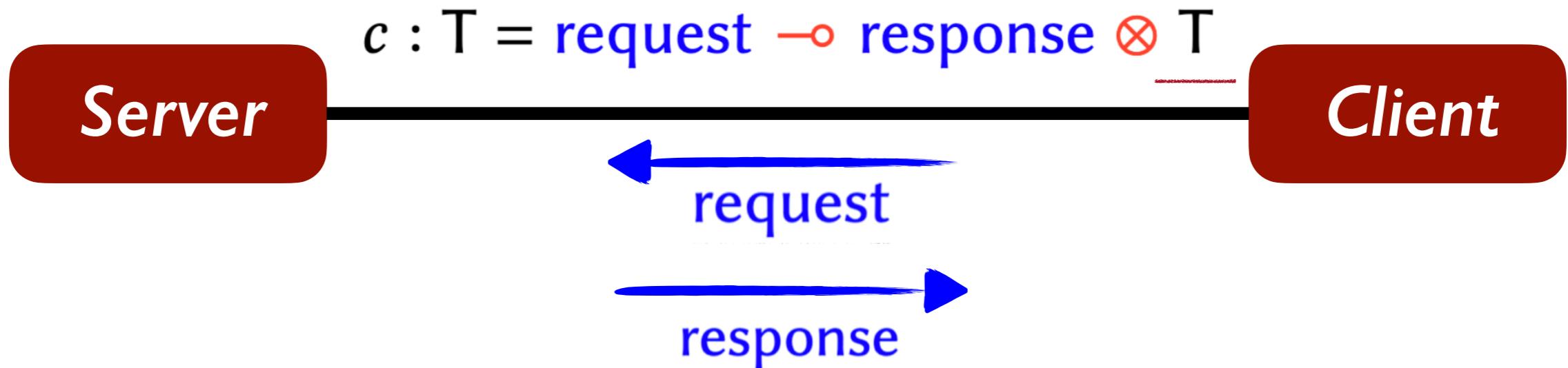
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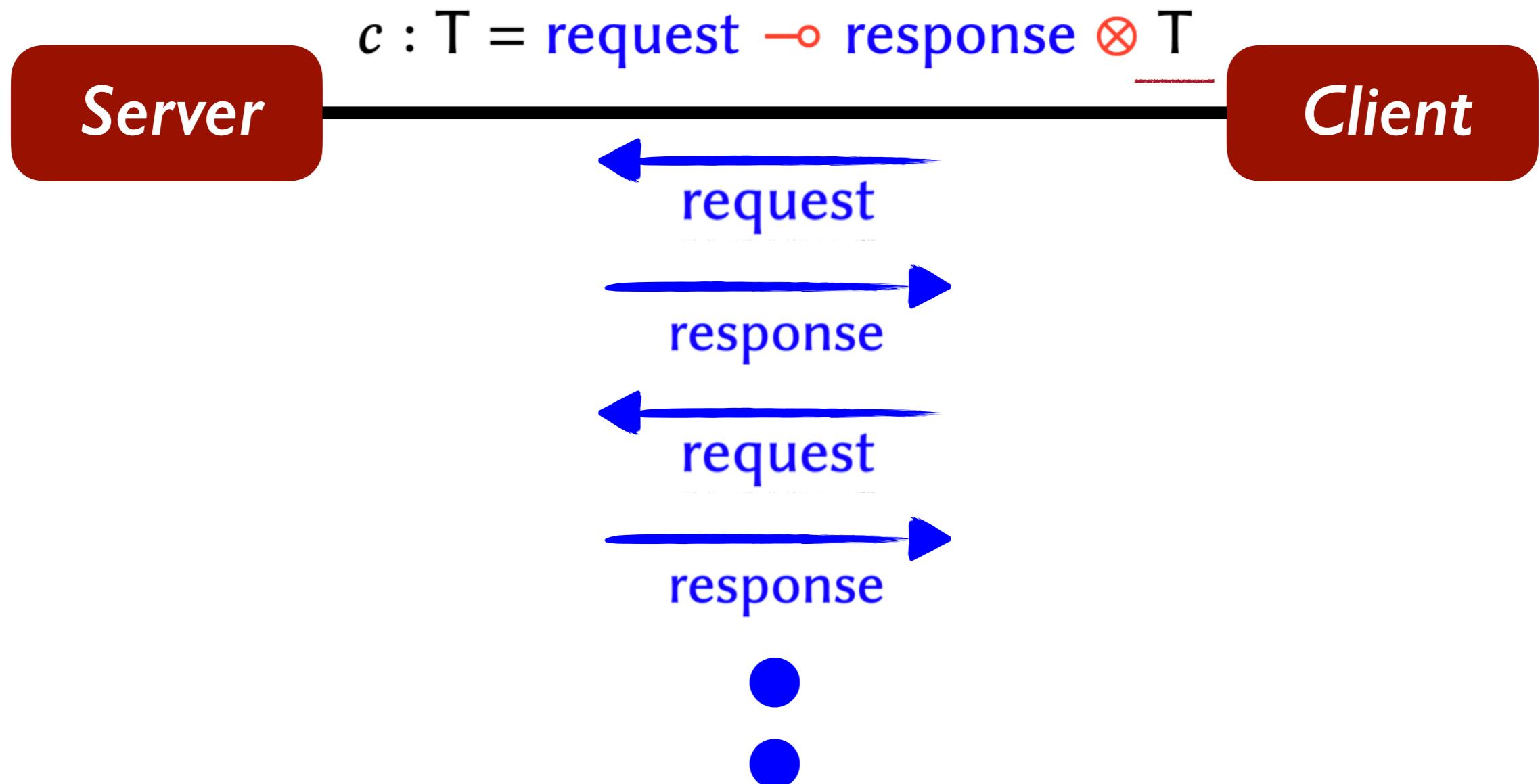
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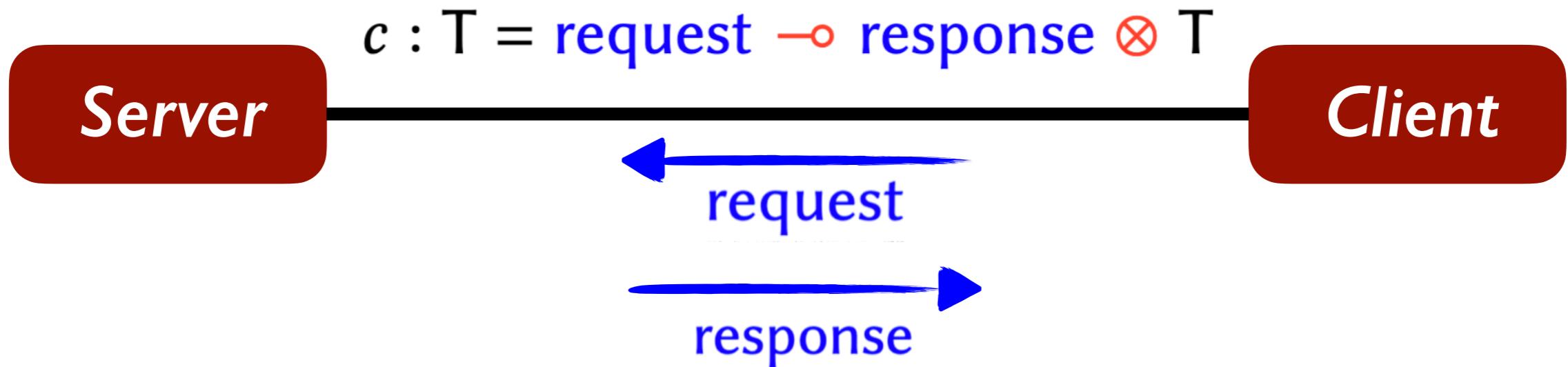


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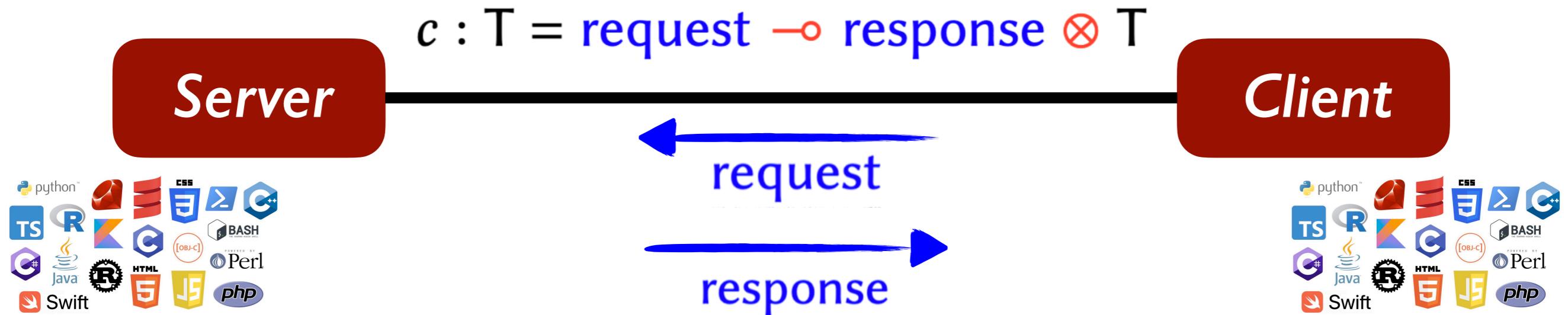
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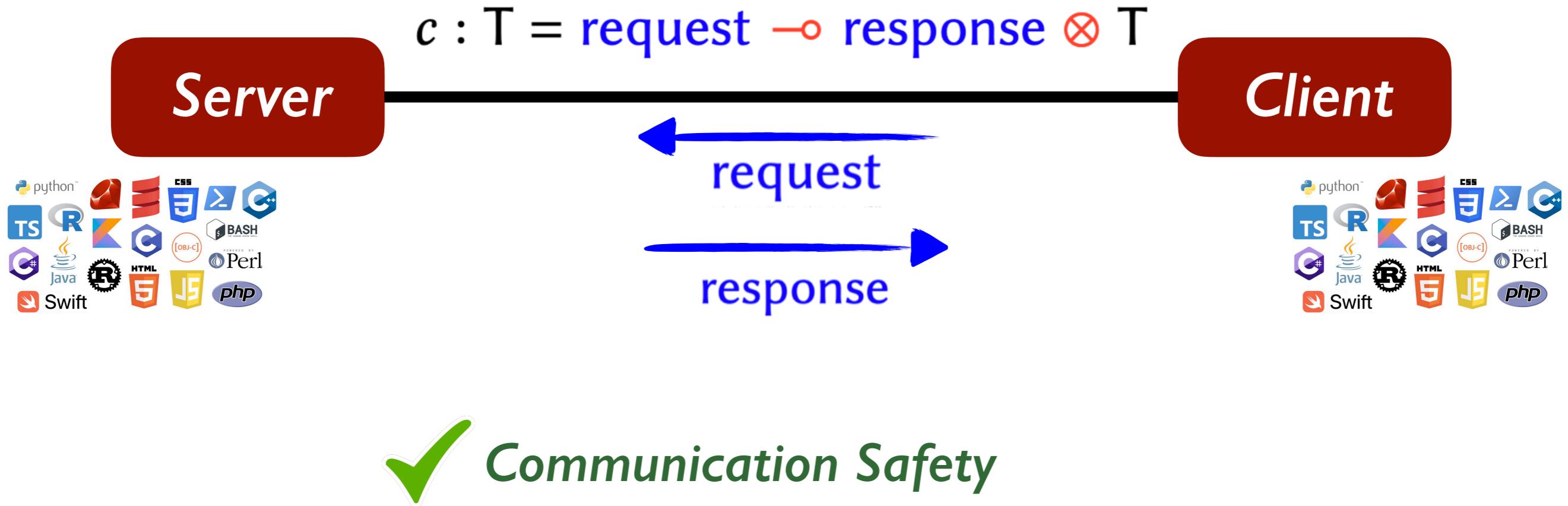
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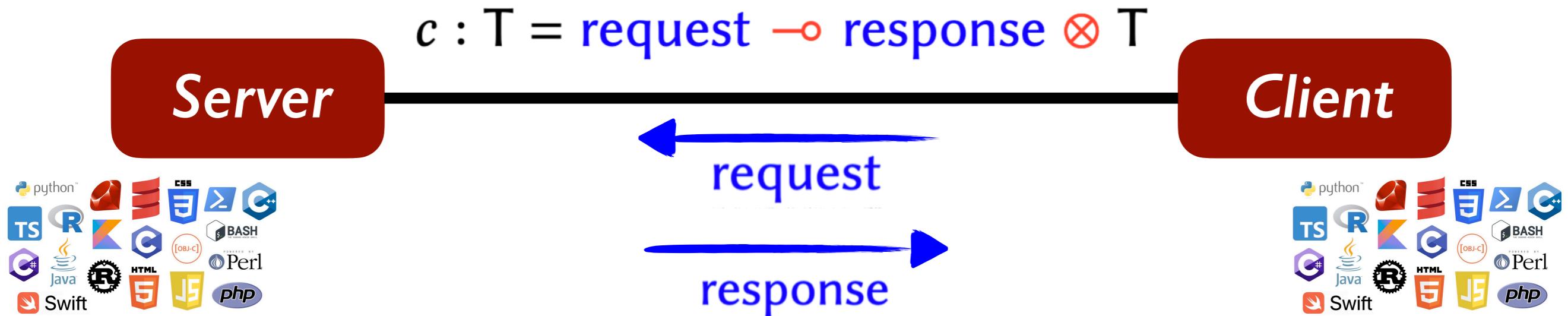
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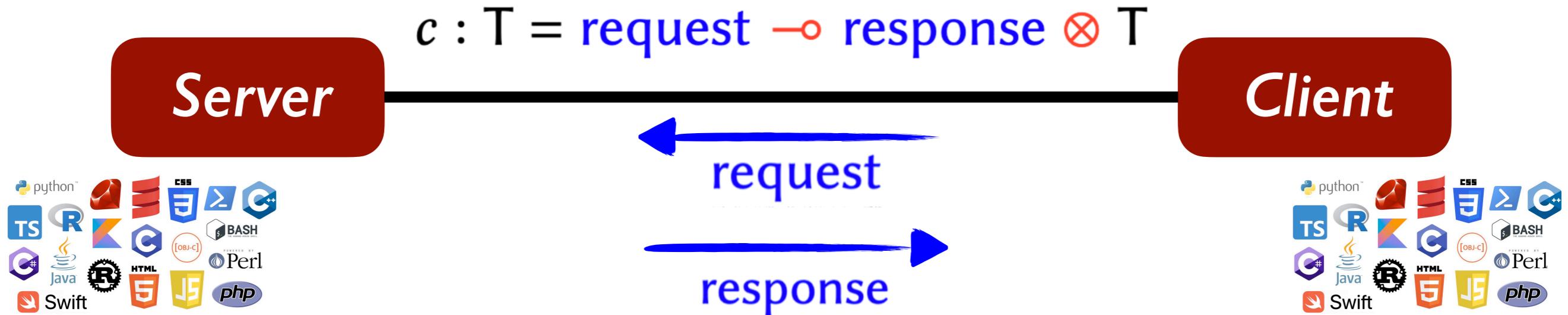
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✓ *Communication Safety*

✓ *Type acts as Specification*

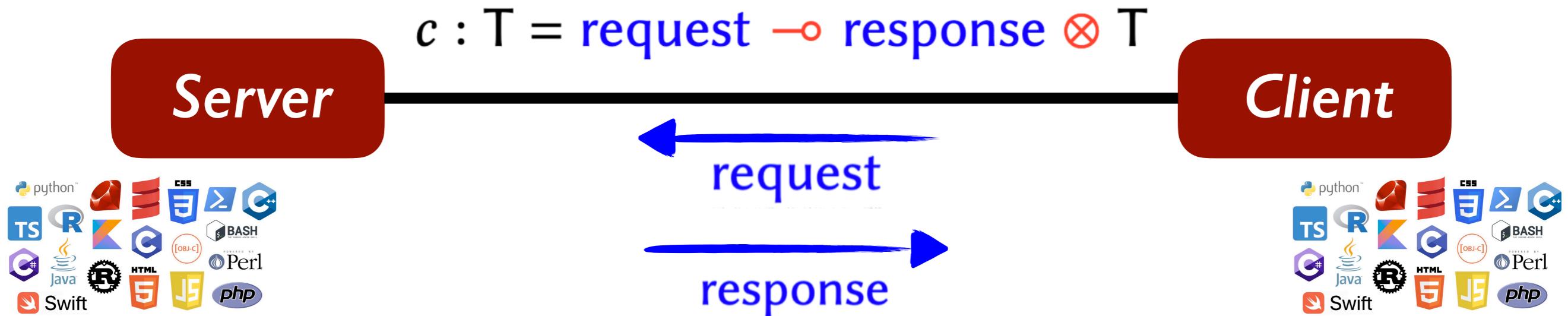
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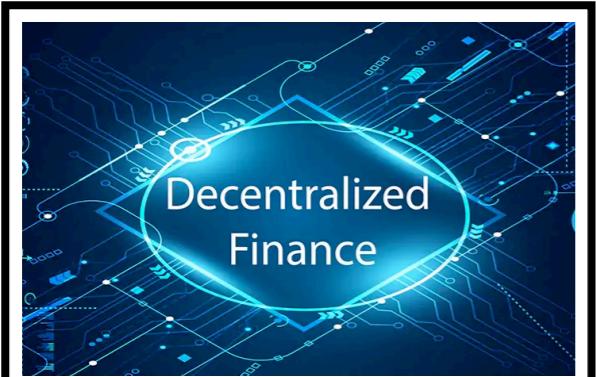
# How do Session Types Help?

7



- ✓ *Communication Safety*
- ✓ *Type acts as Specification*
- ✓ *Compositionality & Modularity*
- ✓ *Deadlock & Livelock Freedom!*

# Talk Outline



**Protocol Enforcement  
& Asset Preservation**



**Probabilistic  
Reasoning**



**Performance  
& Verification**

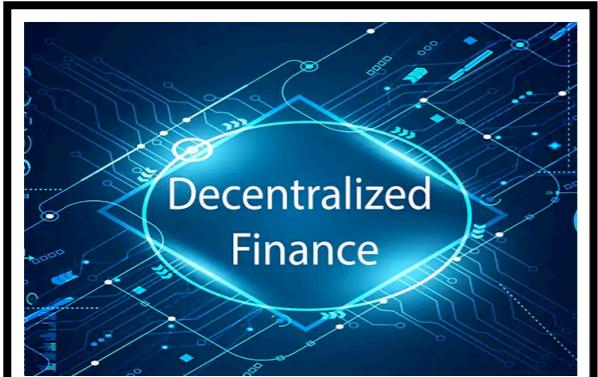
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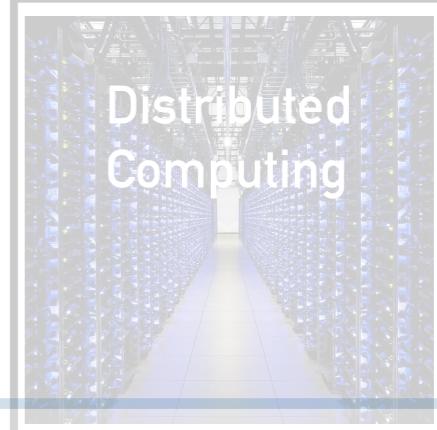
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# Smart Contracts

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*Programs that implement a digital (legal or financial) transaction*

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## Online Transactions

# Smart Contracts

*Programs that implement a digital (legal or financial) transaction*



Online Transactions



Wealth Management  
Applications

# Smart Contracts

*Programs that implement a digital (legal or financial) transaction*



Online Transactions

recently popularized  
in the form of



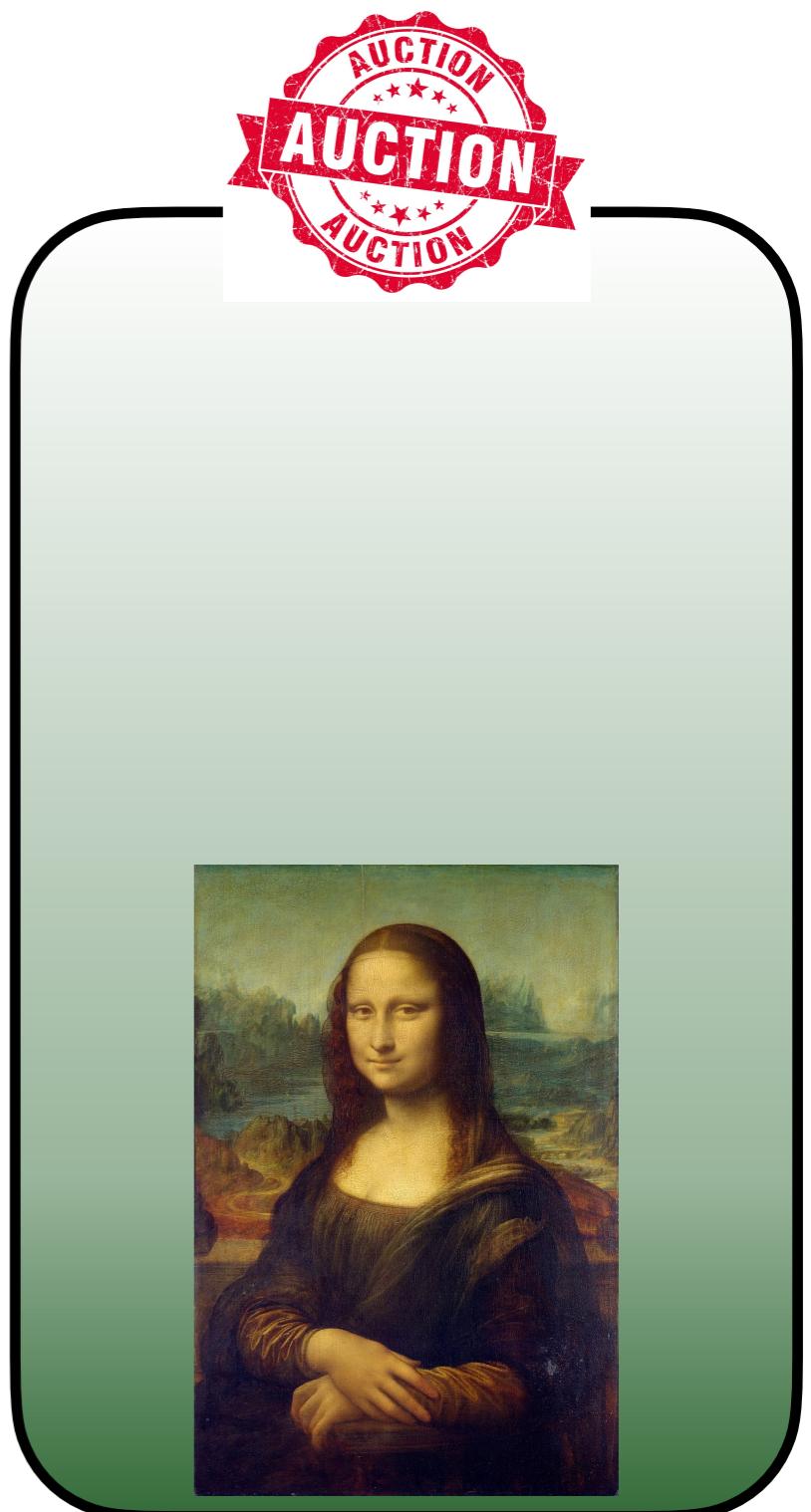
Wealth Management  
Applications



Blockchains and Cryptocurrencies

# Example: Auction Contract

10



status: running

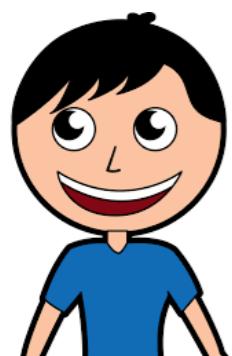
# Example: Auction Contract

10



**Bid 1**

**Bidder 1**



**Bid 2**

**Bidder 2**



**Bid 3**

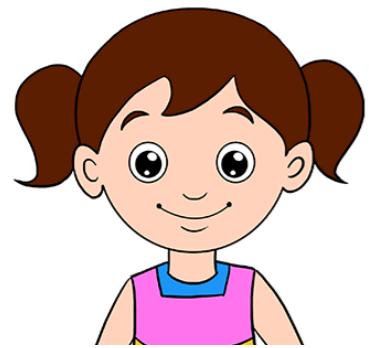
**Bidder 3**



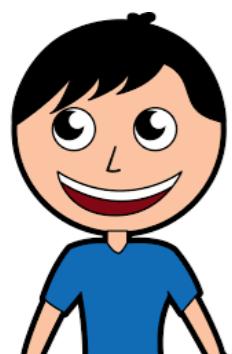
**status: running**

# Example: Auction Contract

10



Bidder 1



Bidder 2



Bidder 3



Bid 1

Bid 2

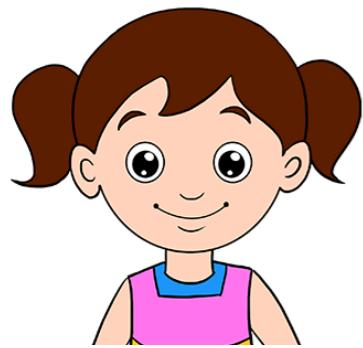
Bid 3



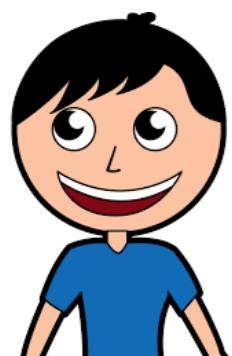
status: running

# Example: Auction Contract

10



Bidder 1



Bidder 2



Bidder 3



Bid 1

Bid 2

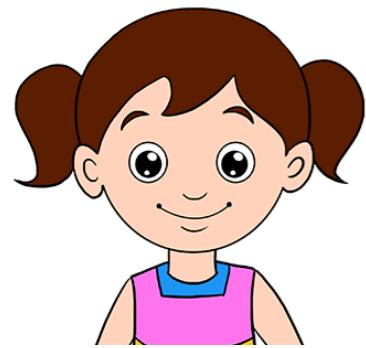
Bid 3



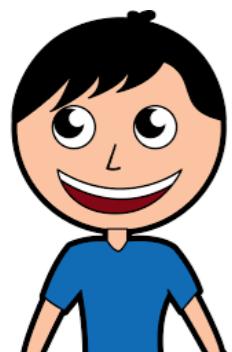
**status: ended**

# Example: Auction Contract

10



Bidder 1



Bidder 2



Bidder 3



Bid 1

Bid 2

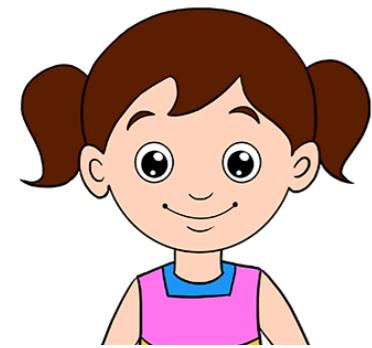
Bid 3 



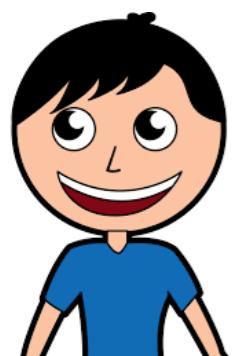
status: ended

# Example: Auction Contract

10



Bidder 1



Bidder 2



Bidder 3



Bid 1

Bid 2

Bid 3 

status: ended

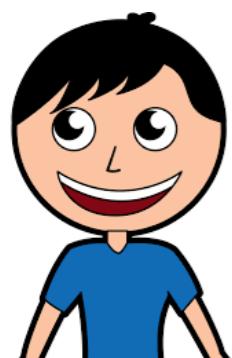
# Example: Auction Contract

10



Bidder 1

Bid 1



Bidder 2

Bid 2



Bidder 3



Bid 3 ✓

status: ended

# Auction in Solidity



```
function bid() public payable {
    uint bid = msg.value;                      // bidder's bid
    address bidder = msg.sender;                // bidder's address
    pendingReturns[bidder] = bid;                // store in local dictionary
    if (bid > highestBid) {                     // update highest bidder & bid
        highestBidder = bidder;
        highestBid = bid;
    }
}

function collect() public {
    // highest bidder gets Mona Lisa
    require (msg.sender != highestBidder);
    // return bid to bidder
    uint amount = pendingReturns[msg.sender];
    msg.sender.send(amount)
}
```

# Spot the Bug!

```
function collect() public {
    // highest bidder gets Mona Lisa
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**Hint:** function  
can be called at  
*any time* by a  
bidder

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*What happens if  
collect is called when  
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*add clause: require (status == ended);*

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    msg.sender.send(amount)  
}
```

Protocol violation!

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auction is running?*



Hint: function  
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*add clause: require (status == ended);*

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Hint: function  
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set: pendingReturns[msg.sender] = 0 ;

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}
```

Asset is Duplicated!

*What happens if  
collect is called twice?*



Hint: function  
can be called  
*multiple times*  
by a bidder

set: pendingReturns[msg.sender] = 0 ;

# What is the Transaction Fee?

14

```
function collect() public {
    // highest bidder gets Mona Lisa
    require (msg.sender != highestBidder);
    require (status == ended);
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# What is the Transaction Fee?

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function collect() public {
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- ▶ *Transaction fee is proportional to execution cost*
- ▶ *Need to predict cost statically, fees is paid upfront*

# What is the Transaction Fee?

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```

Need Automatic  
Execution Cost Prediction!

- ▶ *Transaction fee is proportional to execution cost*
- ▶ *Need to predict cost statically, fees is paid upfront*



## Resource-Aware Session Types

### Smart Contracts



#### Challenges:

1. *contract protocols are violated*
2. *asset duplication/deletion*
3. *automatic inference of execution cost*

#### Solutions:

1. *session types enforce protocols*
2. *linear types track assets*
3. *resource-aware types infer execution cost*

# The Nomos Language

15



## Smart Contracts



### Challenges:

1. *contract protocols are violated*
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### Resource-Aware Session Types



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1. *session types enforce protocols*
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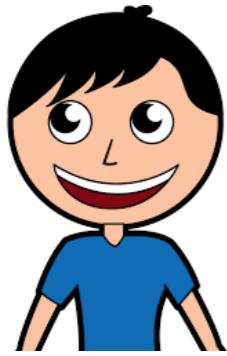
# Protocol Enforcement with Types

---

# Protocol Enforcement with Types

16

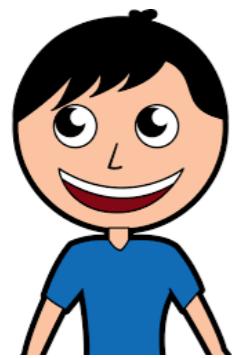
*running phase*



# Protocol Enforcement with Types

16

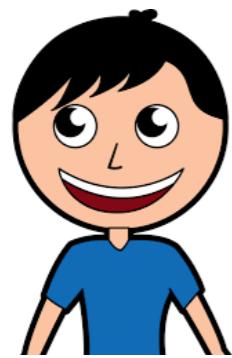
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# Protocol Enforcement with Types

16

*running phase*



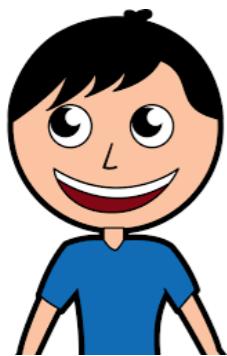
*compilation error*



# Protocol Enforcement with Types

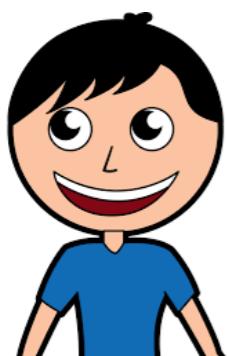
16

*running phase*



*compilation error*

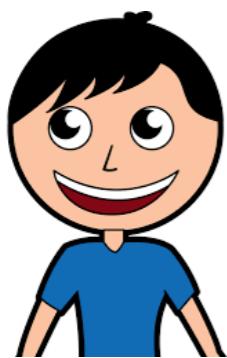
*ended phase*



# Protocol Enforcement with Types

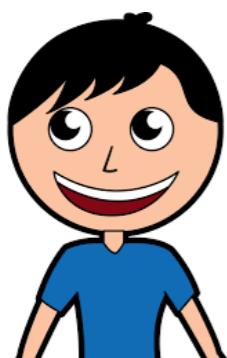
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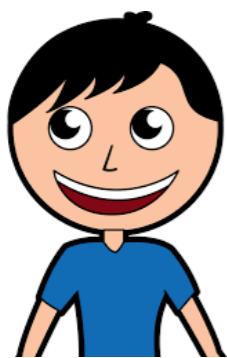
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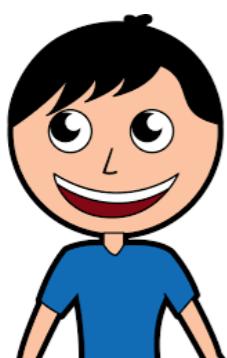
# Protocol Enforcement with Types

16

*running phase*



*ended phase*



# Auction as a Session Type

---

# Auction as a Session Type

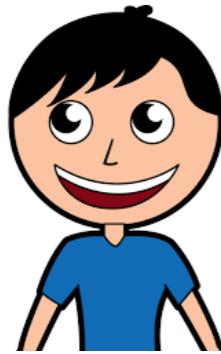
---

*type* auction =  $\oplus\{\mathbf{running} : \&\{\mathbf{bid} : \text{money} \multimap \text{auction}\},$   
                   $\mathbf{ended} : \&\{\mathbf{collect} : \oplus\{\mathbf{won} : \text{monalisa} \otimes \text{auction},$   
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# Auction as a Session Type

17

*running phase*

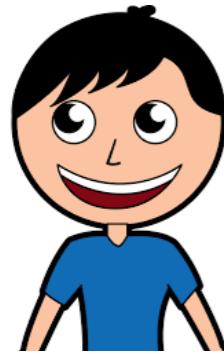


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# Auction as a Session Type

17

*running phase*



**running**



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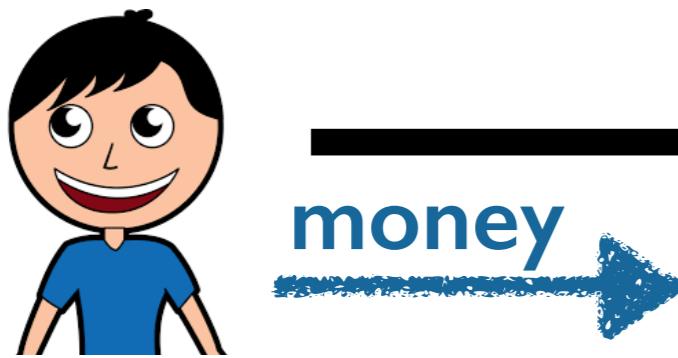
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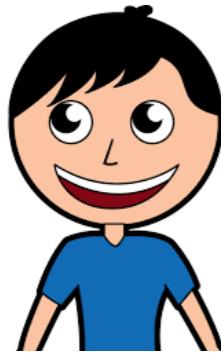
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# Auction as a Session Type

17

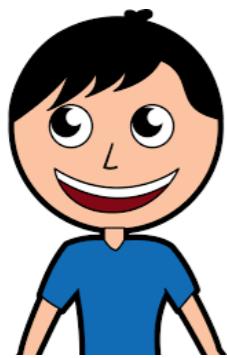
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$$\begin{aligned} \text{type auction} = & \oplus\{\text{running} : \&\{\text{bid} : \text{money} \multimap \text{auction}\}, \\ & \text{ended} : \&\{\text{collect} : \oplus\{\text{won} : \text{monalisa} \otimes \text{auction}, \\ & \quad \text{lost} : \text{money} \otimes \text{auction}\}\}\} \end{aligned}$$

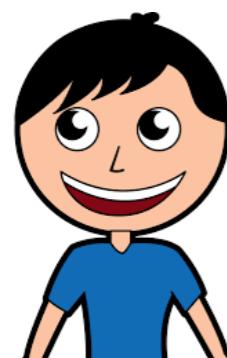
# Auction as a Session Type

17

*running phase*



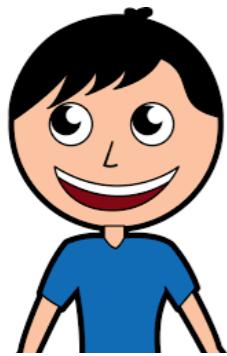
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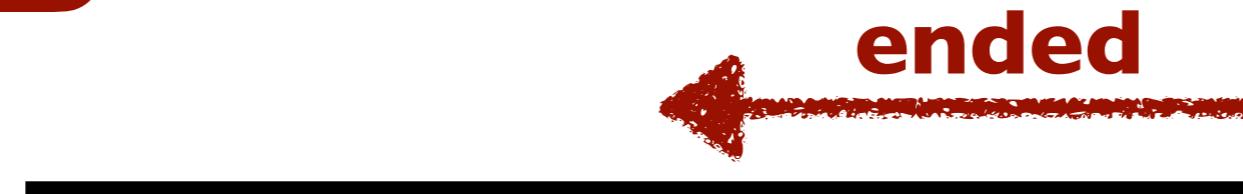
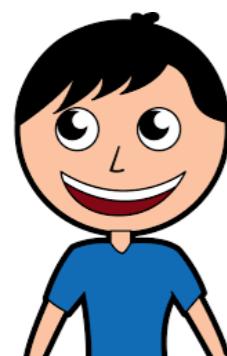
# Auction as a Session Type

17

*running phase*



*ended phase*



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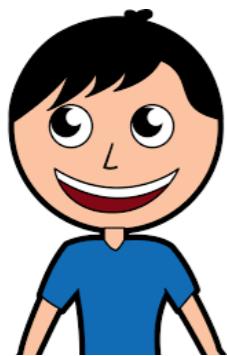
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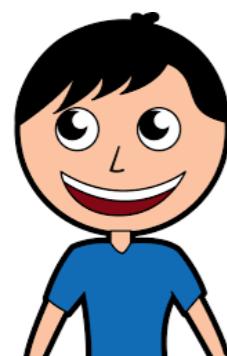
# Auction as a Session Type

17

*running phase*



*ended phase*



**collect** →



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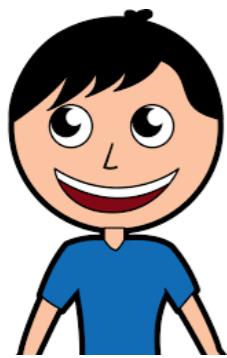
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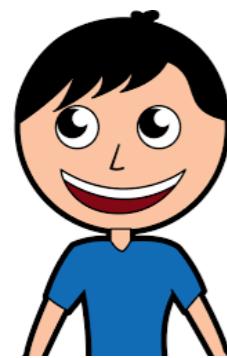
# Auction as a Session Type

17

*running phase*



*ended phase*



won



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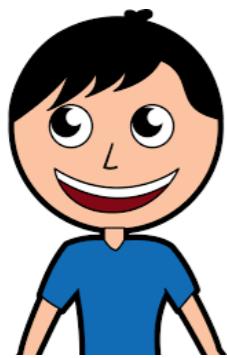
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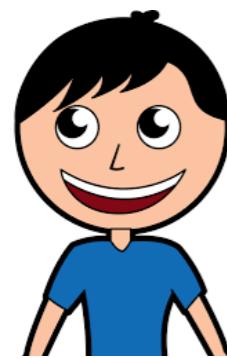
# Auction as a Session Type

17

*running phase*



*ended phase*



monalisa



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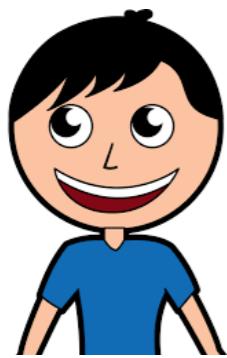
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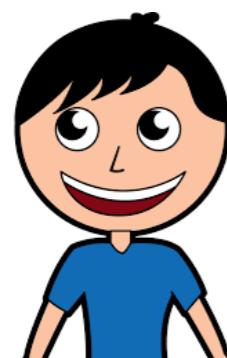
# Auction as a Session Type

17

*running phase*



*ended phase*



**lost**



*type auction =  $\oplus\{\text{running} : \&\{\text{bid} : \text{money} \multimap \text{auction}\},$*

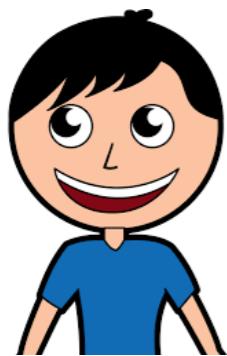
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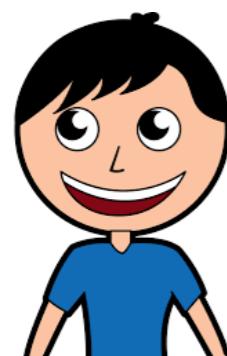
# Auction as a Session Type

17

*running phase*



*ended phase*



← money



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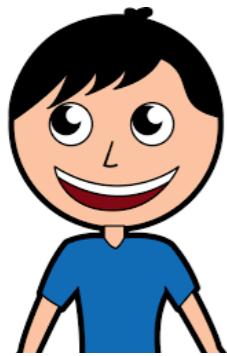
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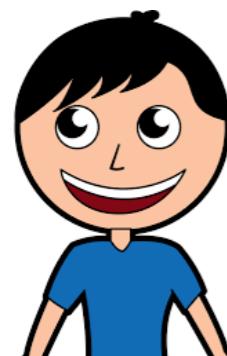
# Auction as a Session Type

17

*running phase*



*ended phase*



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# Asset Preservation

---

# Asset Preservation

18



*Key Idea:* Session types in Nomos are derived from linear logic (which is the logic of assets!)

# Asset Preservation



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lost :  $\text{money} \otimes \text{auction}\}\}$ 

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# Asset Preservation

18



**Key Idea:** Session types in Nomos are derived from linear logic (which is the logic of assets!)

```
type auction = ⊕{running : &{bid : money → auction},  
                  ended : &{collect : ⊕{won : monalisa ⊗ auction,  
                               lost : money ⊗ auction}}}
```

**Nomos statically guarantees:**

- ▶ *money and monalisa are assets, cannot be duplicated or discarded, only transferred between processes*
- ▶ *no additional machinery needed!*

# Get Asset Preservation for Free!

18



**Key Idea:** Session types in Nomos are derived from linear logic (which is the logic of assets!)

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type auction = ⊕{running : &{bid : money → auction},  
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                               lost : money ⊗ auction}}}
```

**Nomos statically guarantees:**

- ▶ *money and monalisa are assets, cannot be duplicated or discarded, only transferred between processes*
- ▶ *no additional machinery needed!*

# Expressing Transaction Fee

---

*cost of bidding = 2, cost of collecting = 3*

# Expressing Transaction Fee

19

*cost of bidding = 2, cost of collecting = 3*



**Key Idea:** Nomos enhances session types with potential (or fee) that pays for execution cost

# Expressing Transaction Fee

19

*cost of bidding = 2, cost of collecting = 3*



**Key Idea:** Nomos enhances session types with potential (or fee) that pays for execution cost

*type auction =  $\triangleleft^3 \oplus \{\text{running} : \&\{\text{bid} : \text{money} \multimap \triangleright^1 \text{auction}\},$*   
 *$\text{ended} : \&\{\text{collect} : \oplus\{\text{won} : \text{monalisa} \otimes \triangleright^0 \text{auction},$*   
 *$\text{lost} : \text{money} \otimes \triangleright^0 \text{auction}\}\}$*

# Expressing Transaction Fee

19

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*lost : \text{money} \otimes \triangleright^0 \text{auction}\}\}}*

*user pays 3 units as fees  
at start of execution*

# Expressing Transaction Fee

19

*cost of bidding = 2, cost of collecting = 3*



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*lost : \text{money} \otimes \triangleright^0 \text{auction}\}\}}*

*user pays 3 units as fees  
at start of execution*



*return leftover fee back  
to user in the end*

# Cost Computation is Automatic!

---

# Cost Computation is Automatic!

```

type auction =  $\triangleleft^*$   $\oplus \{ \text{running} : \& \{ \text{bid} : \text{money} \multimap \triangleright^* \text{auction} \},$   

 $\qquad \qquad \qquad \text{ended} : \& \{ \text{collect} : \oplus \{ \text{won} : \text{monalisa} \otimes \triangleright^* \text{auction},$   

 $\qquad \qquad \qquad \qquad \text{lost} : \text{money} \otimes \triangleright^* \text{auction} \} \} \}$ 

```

# Cost Computation is Automatic!

20

```
type auction = ▷* ⊕ {running : &{bid : money → ▷*auction},  
                      ended : &{collect : ⊕{won : monalisa ⊗ ▷*auction,  
                               lost : money ⊗ ▷*auction}}}
```

Linear constraints  
shipped to LP solver



Constraints are solved  
and substituted back  
into the program

# Cost Computation is Automatic!

```

type auction =  $\triangleleft^*$   $\oplus \{$ running : &{bid : money  $\multimap \triangleright^*$  auction},  

ended : &{collect :  $\oplus \{$ won : monalisa  $\otimes \triangleright^*$  auction,  

lost : money  $\otimes \triangleright^*$  auction} } $\}$ 

```

# Linear constraints shipped to LP solver



**Constraints are solved  
and substituted back  
into the program**

```

type auction =  $\triangleleft^3 \oplus \{\text{running} : \&\{\text{bid} : \text{money} \multimap \triangleright^1 \text{auction}\},$   

ended :  $\&\{\text{collect} : \oplus\{\text{won} : \text{monalisa} \otimes \triangleright^0 \text{auction},$   

lost :  $\text{money} \otimes \triangleright^0 \text{auction}\}\}$ 

```

# Cost Computation is Hard!

---



# Cost Computation is Hard!

21



# Cost Computation is Hard!

21



# Cost Computation is Hard!

21



*How do you compute the execution cost of distributed computation?*



# Cost Computation is Hard!

21



*How do you compute the execution cost of distributed computation?*



*No static data structures*

# Cost Computation is Hard!

21



*How do you compute the execution cost of distributed computation?*



*No static data structures*



*Cost may depend on number of processes, buffer sizes, etc.*

# Cost Computation is Hard!

21



*How do you compute the execution cost of distributed computation?*



*No static data structures*



*Cost may depend on number of processes, buffer sizes, etc.*



*Inter-process dependencies*

# Cost Computation is Hard!

21



*How do you compute the execution cost of distributed computation?*



*What should cost be function of?*



*No static data structures*



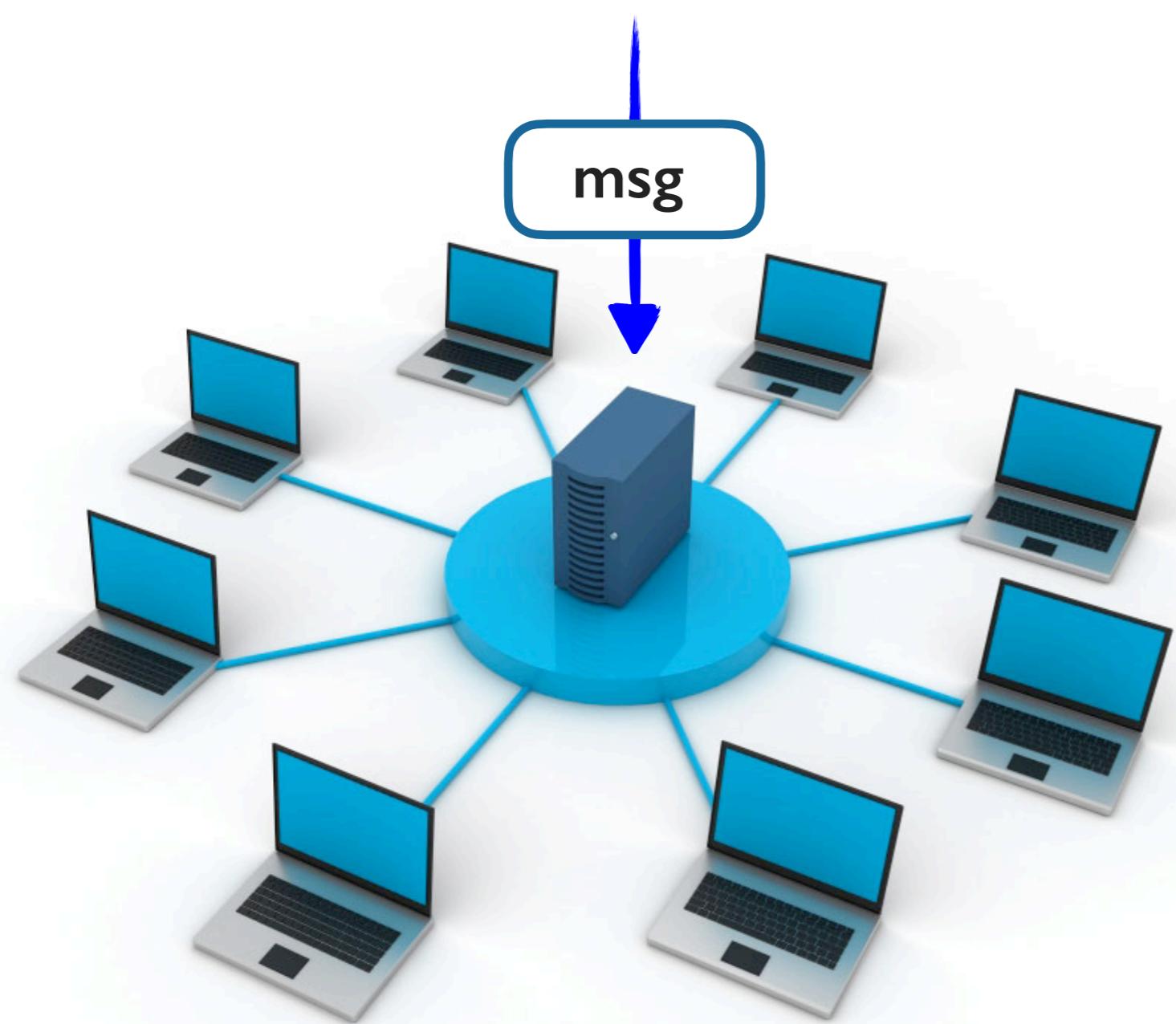
*Cost may depend on number of processes, buffer sizes, etc.*



*Inter-process dependencies*

# Resource-Aware Session Types

22



# Resource-Aware Session Types

22



*Key Idea: Messages carry potential & processes consume potential*

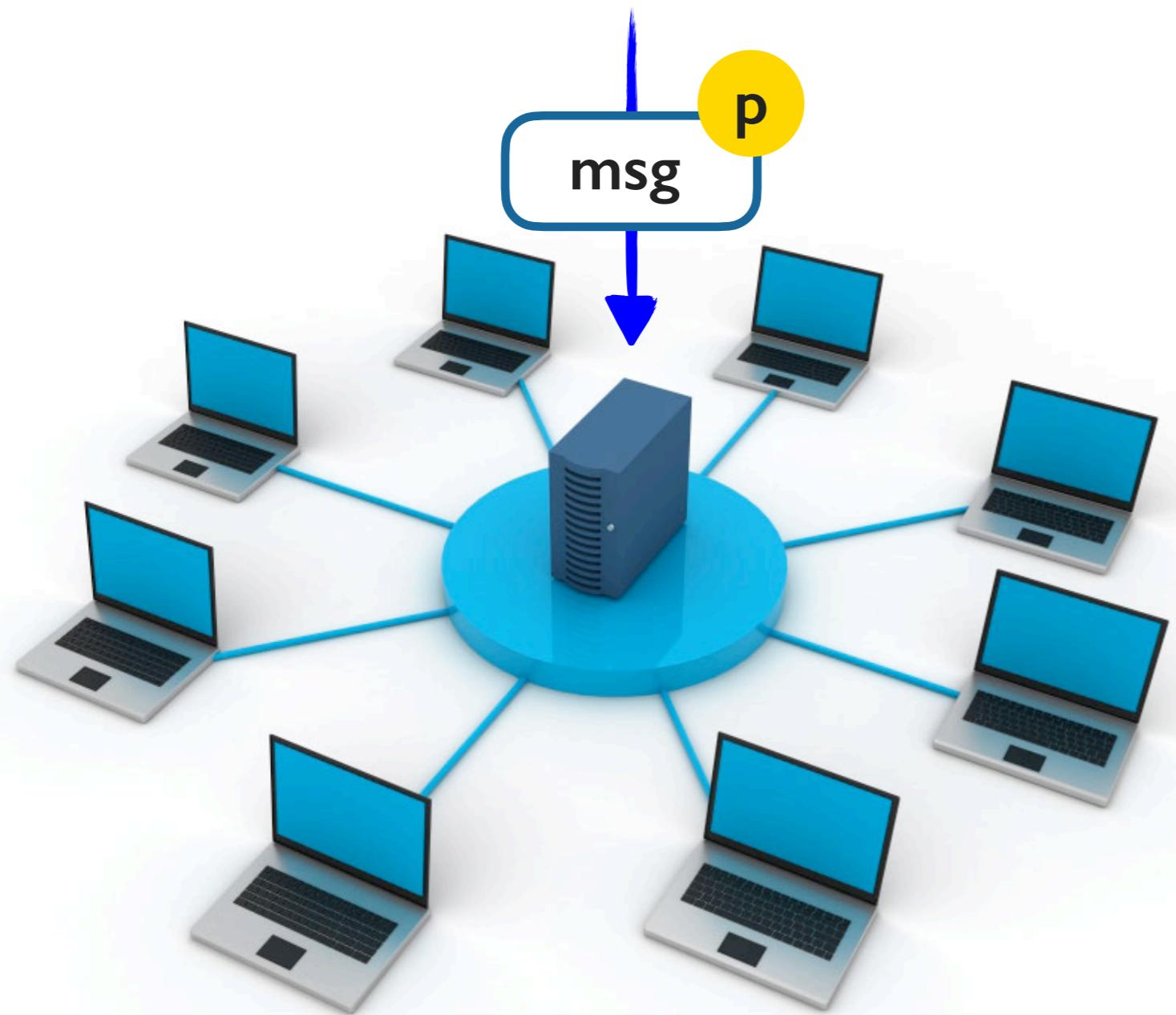


# Resource-Aware Session Types

22



*Key Idea: Messages carry potential & processes consume potential*

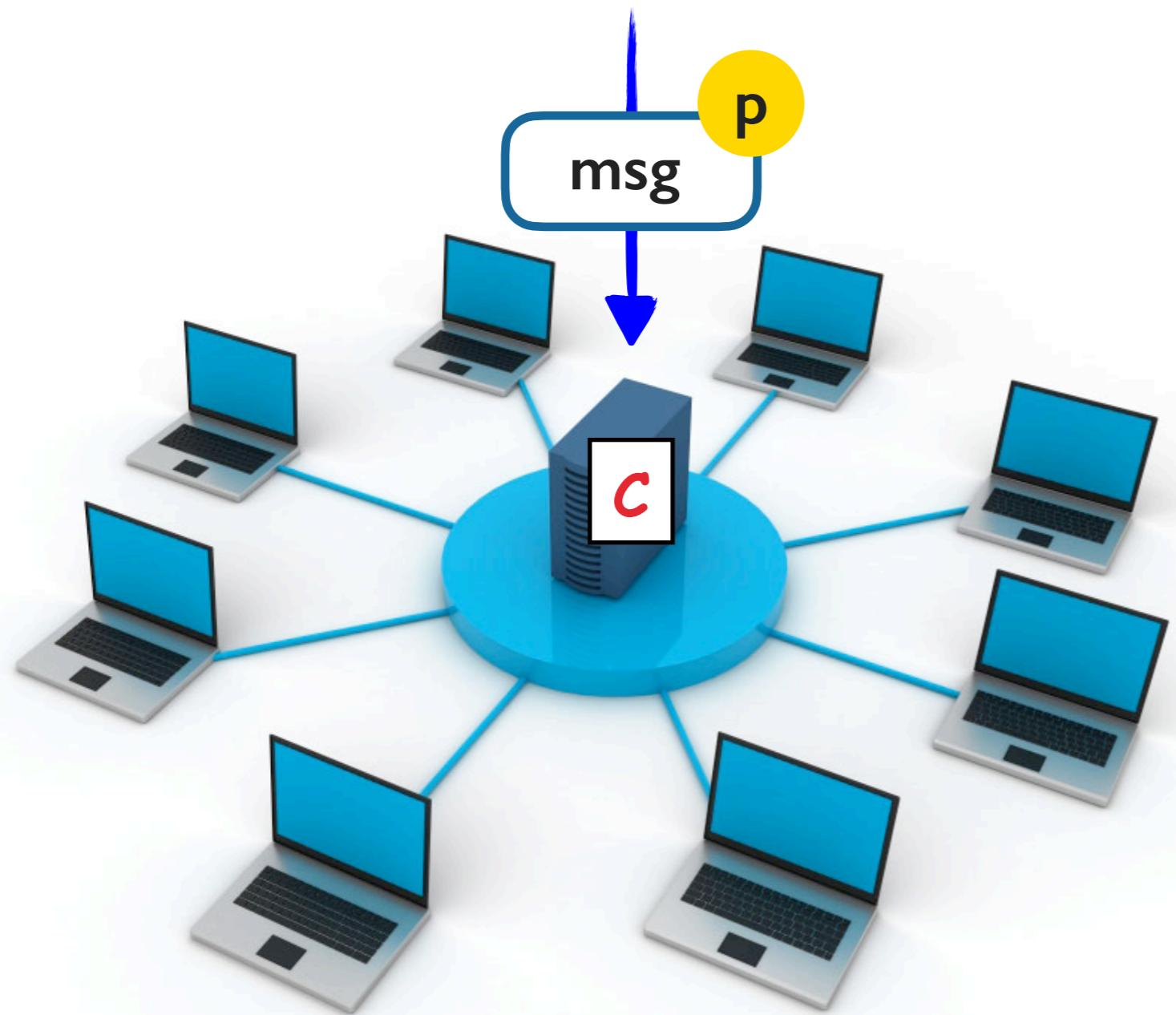


# Resource-Aware Session Types

22



*Key Idea: Messages carry potential & processes consume potential*

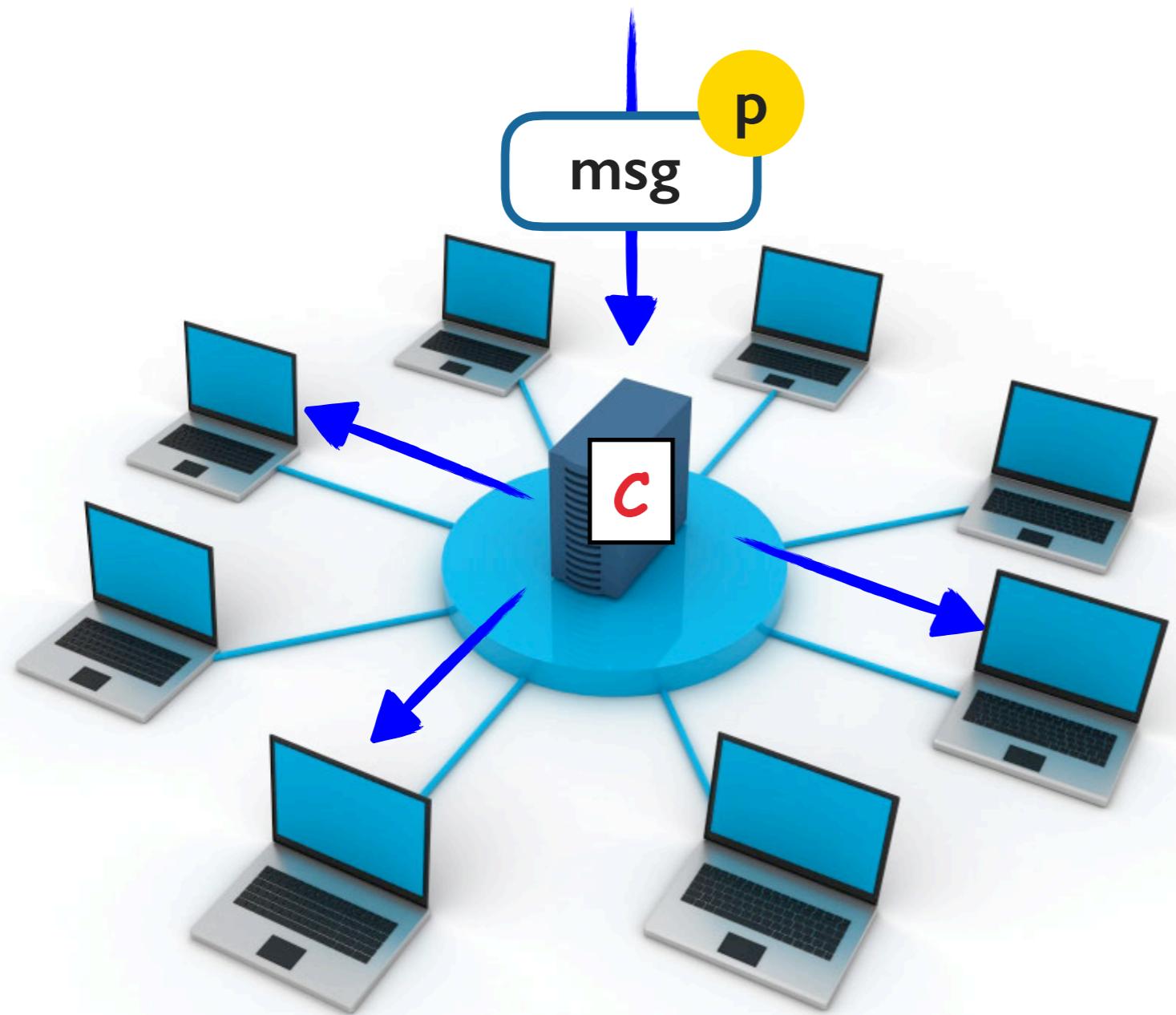


# Resource-Aware Session Types

22



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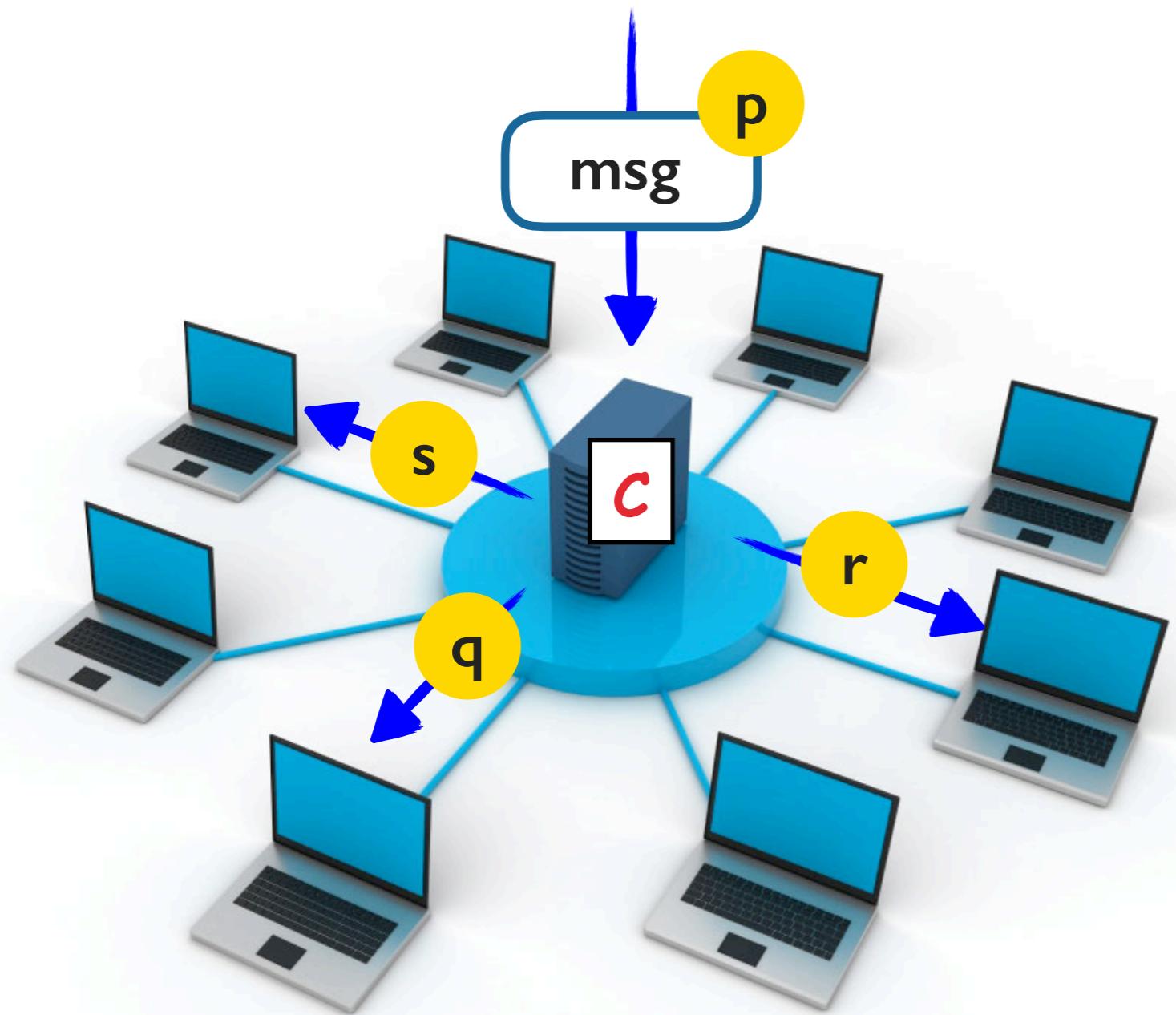


# Resource-Aware Session Types

22



*Key Idea: Messages carry potential & processes consume potential*

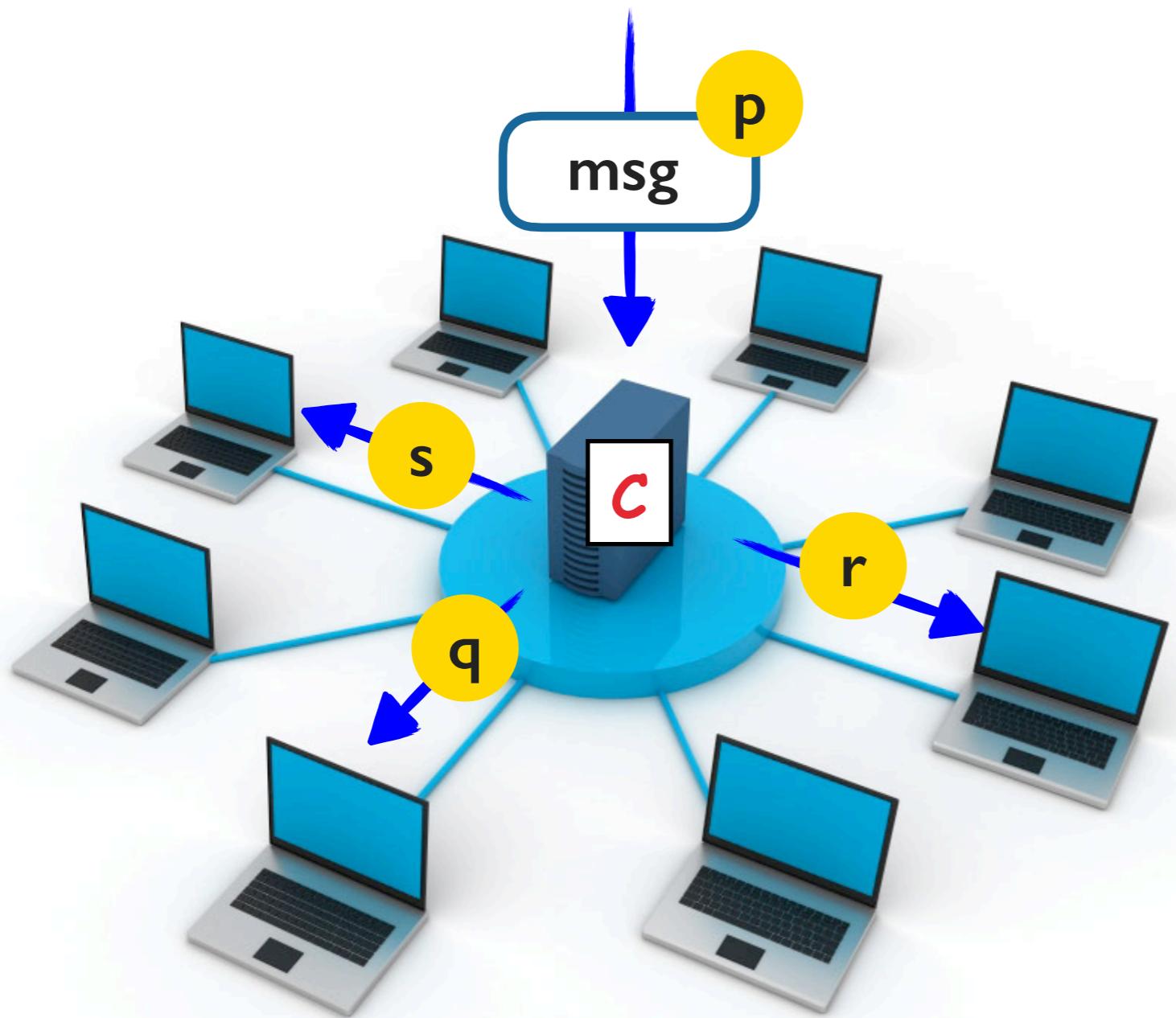


# Resource-Aware Session Types

22



*Key Idea: Messages carry potential & processes consume potential*

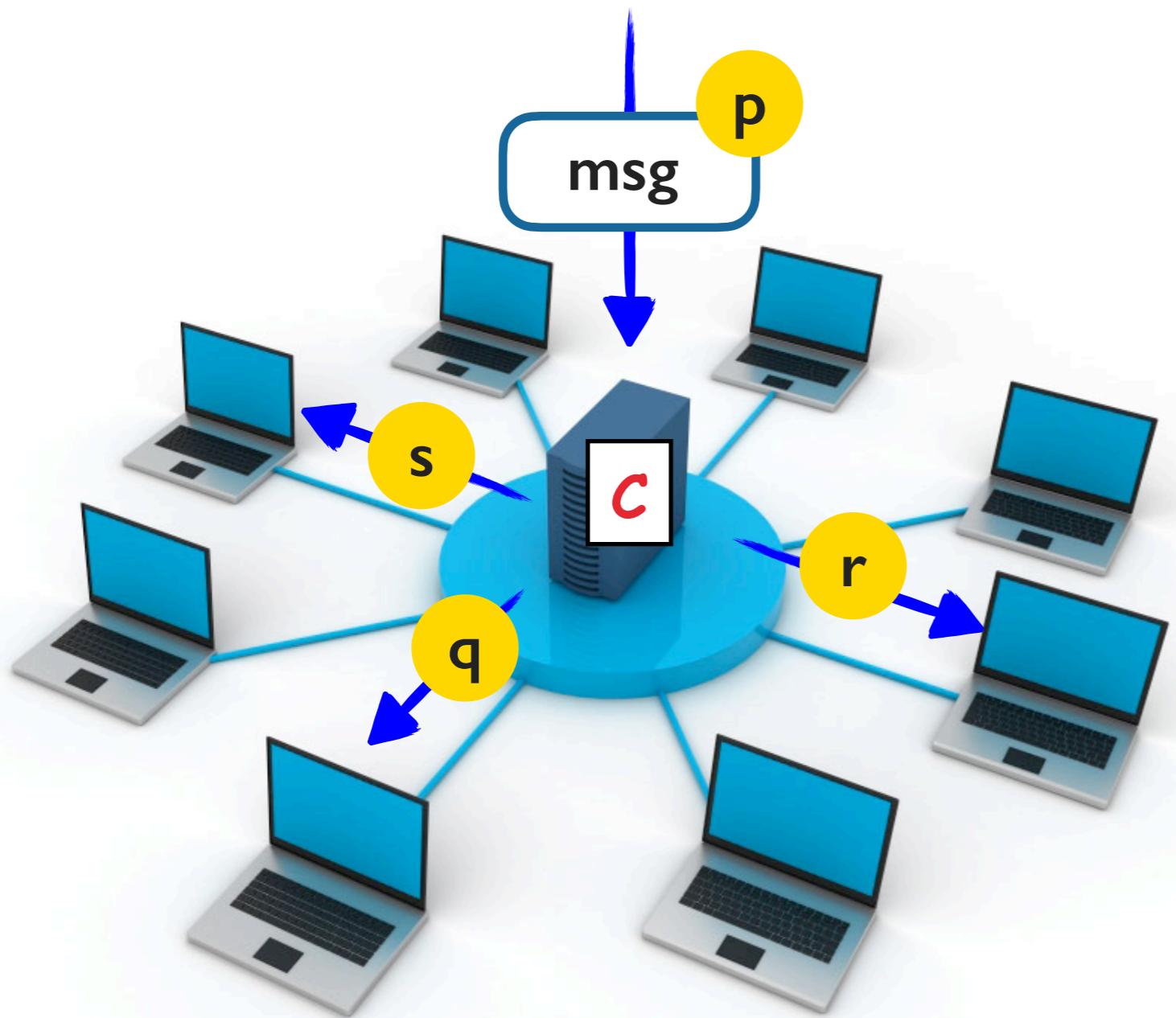


# Resource-Aware Session Types

22



*Key Idea: Messages carry potential & processes consume potential*



$$p = q + r + s + C$$

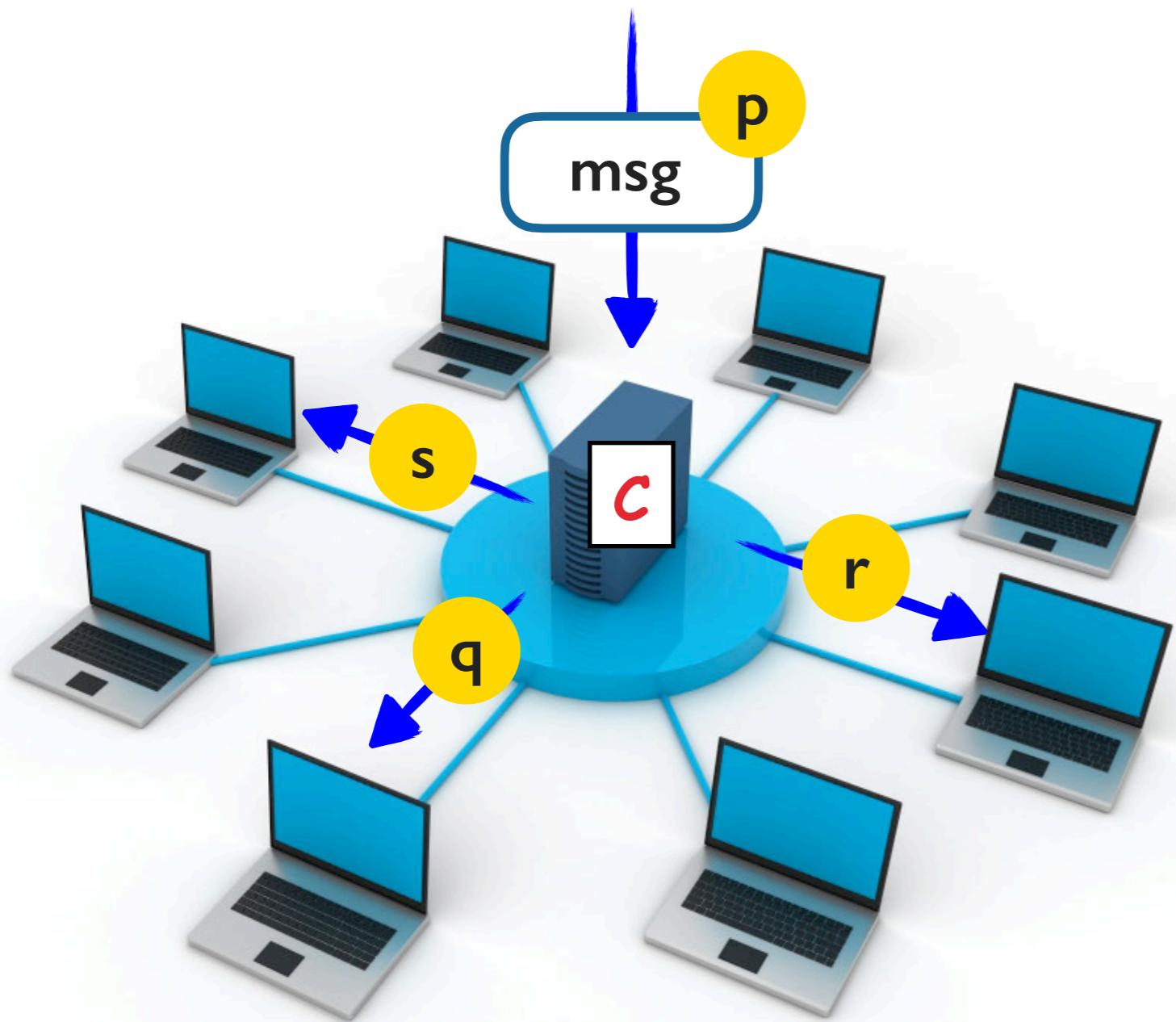
$$p, q, r, s \geq 0$$

# Resource-Aware Session Types

22



*Key Idea: Messages carry potential & processes consume potential*



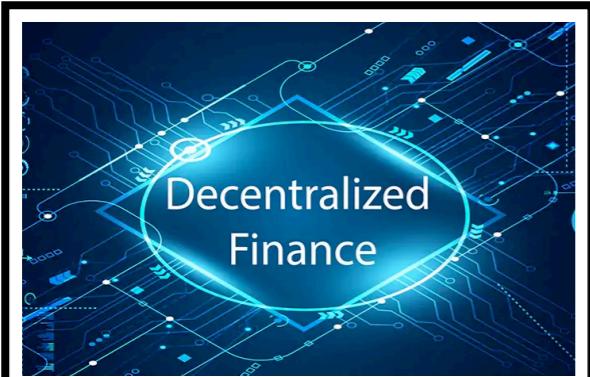
$$p = q + r + s + C$$

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• • •



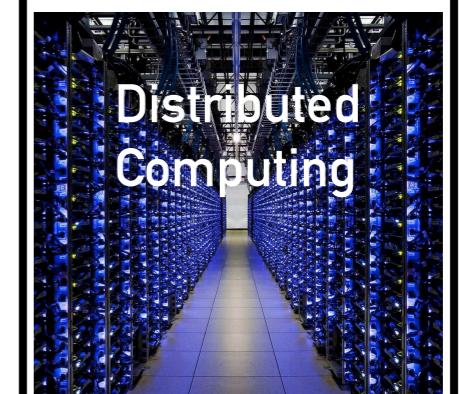
# Talk Outline



**Protocol Enforcement  
& Asset Preservation**



**Probabilistic  
Reasoning**



**Performance  
& Verification**

**Nomos**  
*Resource-Aware  
Session Types*  
[LICS '18, SAS '20,  
CSF '21]

**NomosPro**  
*Probabilistic  
Session Types*  
[POPL '23]

**Rast**  
*Refinement  
Session Types*  
[ICFP '18, FSCD '20,  
CONCUR '20]

**Session Types**  
Type system for concurrent  
message-passing programs

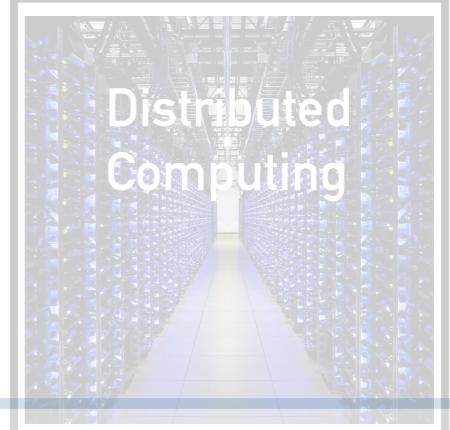
# Talk Outline



Protocol Enforcement  
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**Probabilistic  
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Performance  
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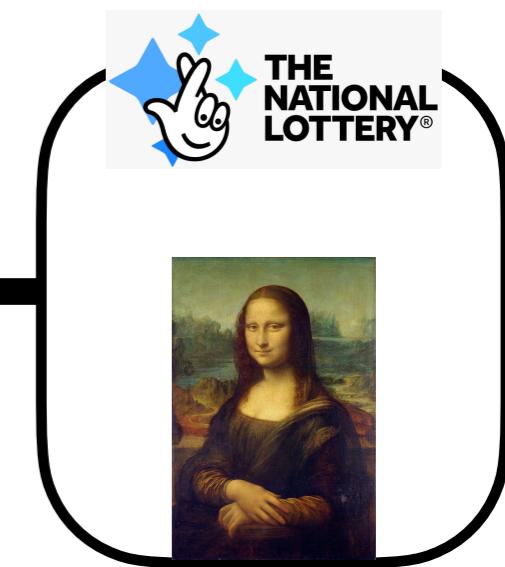
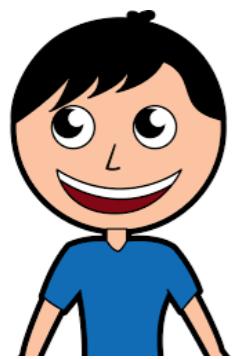
**NomosPro**  
**Probabilistic  
Session Types**  
[POPL '23]

**Rast**  
*Refinement  
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[ICFP '18, FSCD '20,  
CONCUR '20]

**Session Types**  
Type system for concurrent  
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# Probabilistic Smart Contracts

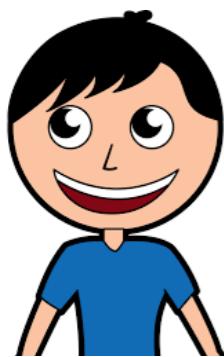
24



# Probabilistic Smart Contracts

24

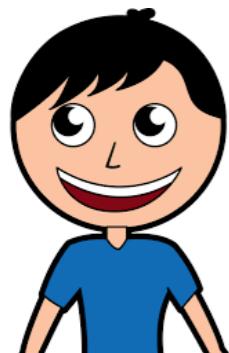
```
type lottery = ⊕{running : &{buy : money → lottery},  
ended : &{collect : ⊕{won : monalisa ⊗ lottery,  
lost : lottery}}}
```



# Probabilistic Smart Contracts

24

```
type lottery = ⊕{running : &{buy : money → lottery},  
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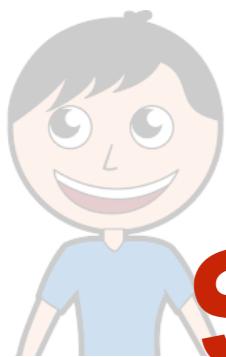


*What if ‘won’ is sent  
to nobody?*

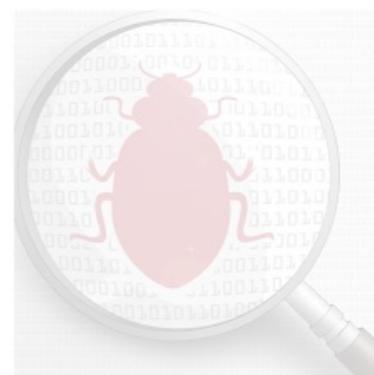


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```

Session Type Does Not  
Capture Probabilistic Behavior



*What if ‘won’ is sent  
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# Probabilistic Session Types

---

25

# Probabilistic Session Types

25



**Key Idea:** NomosPro enhance session types with probabilities to capture prob. distribution of messages

# Probabilistic Session Types

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**Key Idea:** NomosPro enhance session types with probabilities to capture prob. distribution of messages

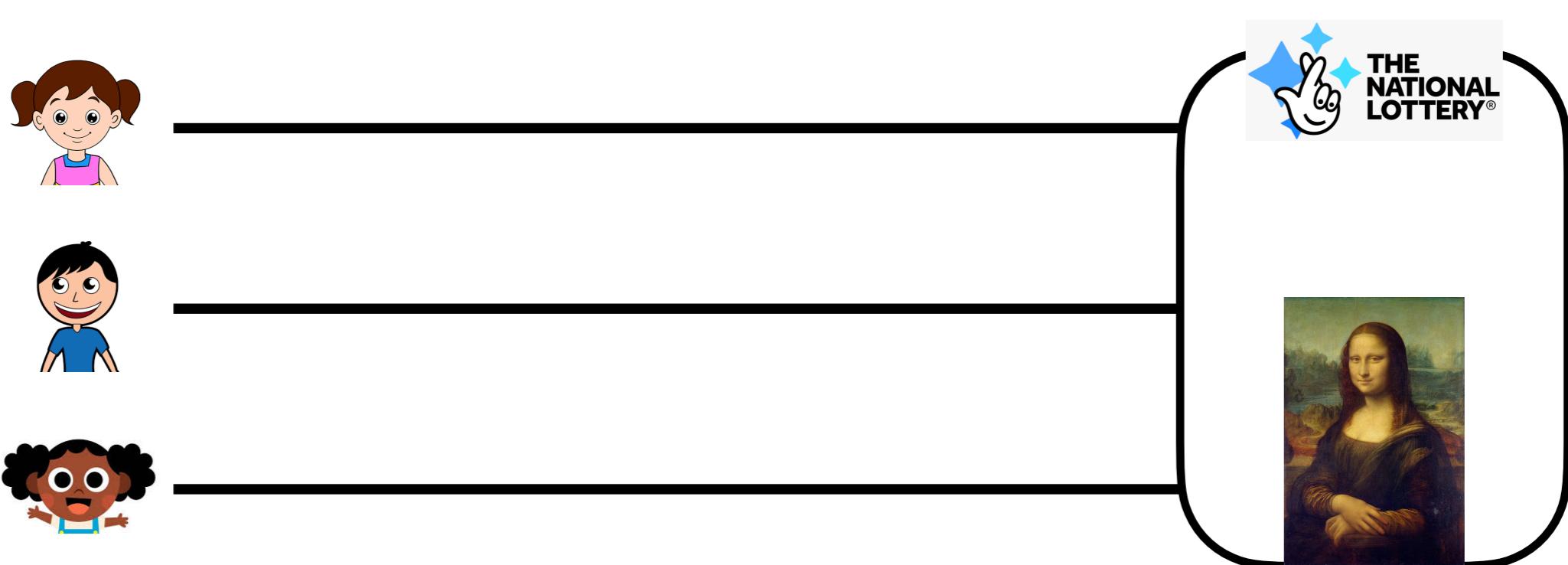
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type lottery = ⊕{running : &{buy : money → lottery},  
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# Probabilistic Session Types

25



**Key Idea:** NomosPro enhance session types with probabilities to capture prob. distribution of messages



*type lottery =  $\oplus\{\text{running} : \&\{\text{buy} : \text{money} \multimap \text{lottery}\},$*   
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lost2/3 : lottery}}}
```

# How to Track Probabilities?

26



```

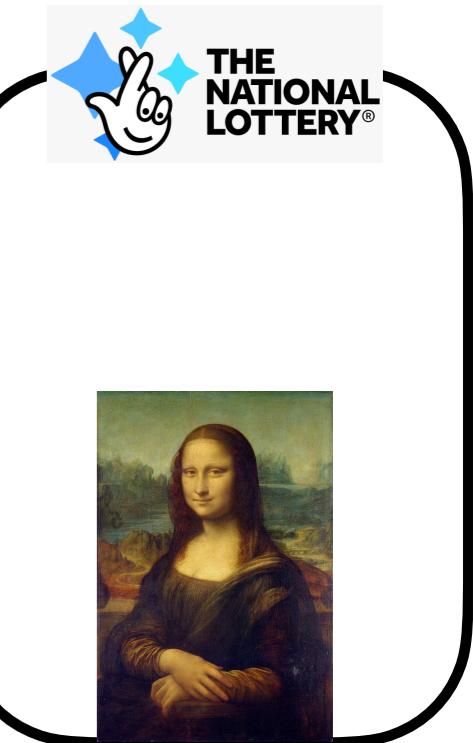
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# How to Track Probabilities?

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```
...  
let u = uniform(3) ;  
case u (  
    | 1  $\Rightarrow$  send lost ; ...  
    | 2  $\Rightarrow$  send lost ; ...  
    | 3  $\Rightarrow$  send lost ; ...  
)  
...;
```



```

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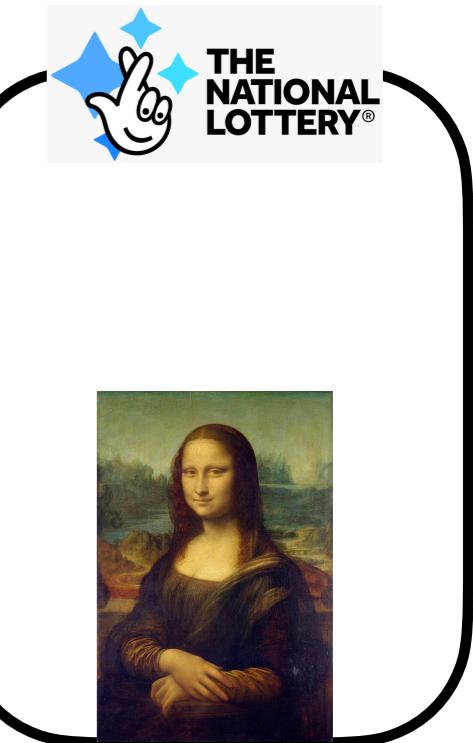
lost2/3 : lottery\}\}

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# How to Track Probabilities?

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```



```

type lottery =  $\oplus\{\text{running} : \&\{\text{buy} : \text{money} \multimap \text{lottery}\},$ 
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prob. = 1/3

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won [prob. = 0]  
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won [prob. = 0]  
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✗ compilation error

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type lottery = ⊕{running : &{buy : money → lottery},  
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# Correct Lottery

27

```
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let u = uniform(3) ;  
case u (  
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)  
...
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**won** [prob. = 1/3]  
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*type lottery =  $\oplus\{\text{running} : \&\{\text{buy} : \text{money} \rightarrow \text{lottery}\},$*   
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...
```

prob. = 1/3

prob. = 1/3

prob. = 1/3

won [prob. = 1/3]  
lost [prob. = 2/3]



*compilation successful*

```
type lottery = ⊕{running : &{buy : money → lottery},  
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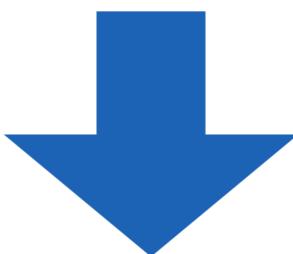
# Probability Inference is Automatic! <sup>28</sup>

---

```
type lottery = ⊕{running : &{buy : money → lottery},  
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# Probability Inference is Automatic! <sup>28</sup>

```
type lottery = ⊕{running : &{buy : money → lottery},  
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Linear constraints  
shipped to LP solver



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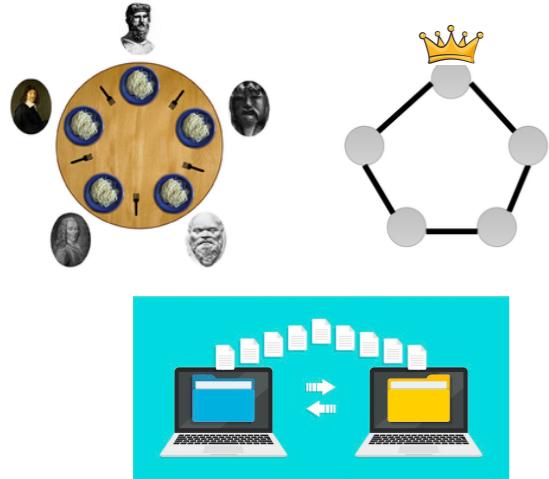
```

# Applications of NomosPro

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# Applications of NomosPro

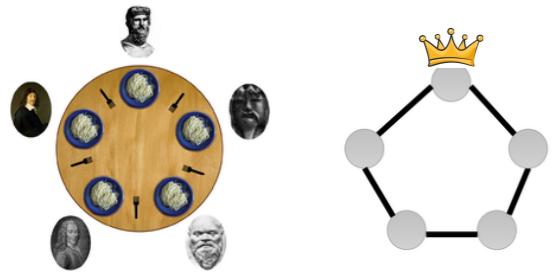
29



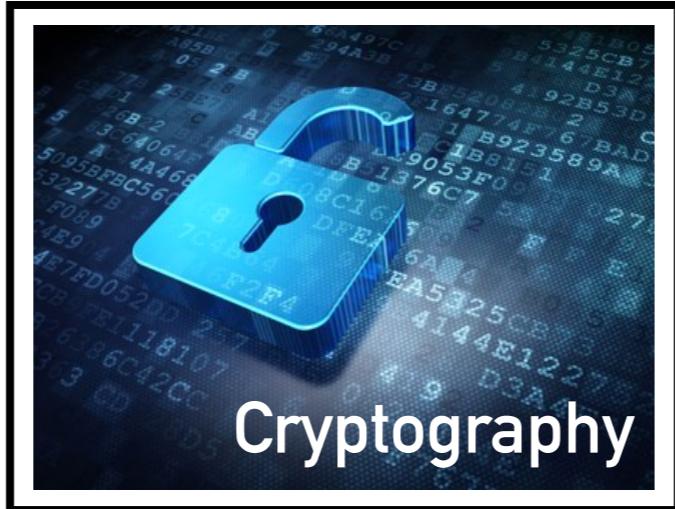
**Randomized  
Algorithms**

# Applications of NomosPro

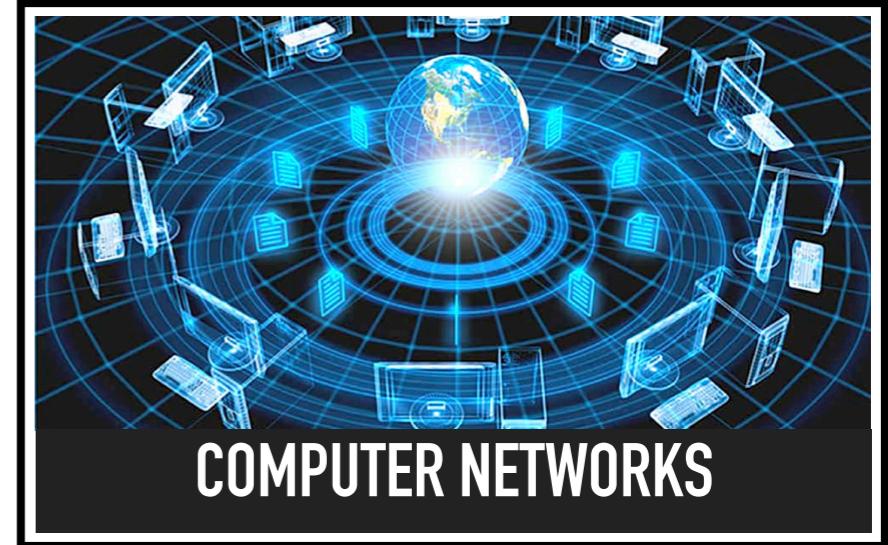
29



**Randomized  
Algorithms**



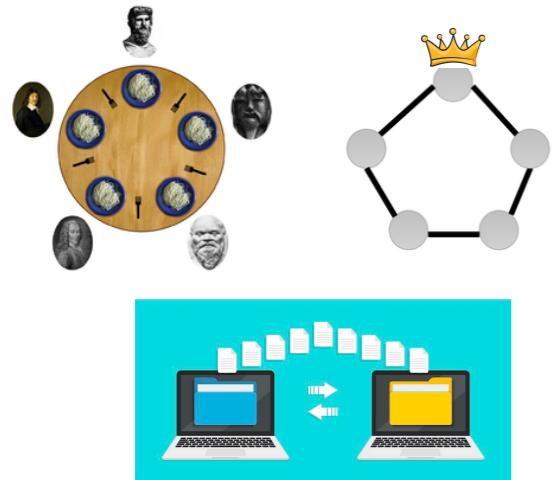
**Cryptography**



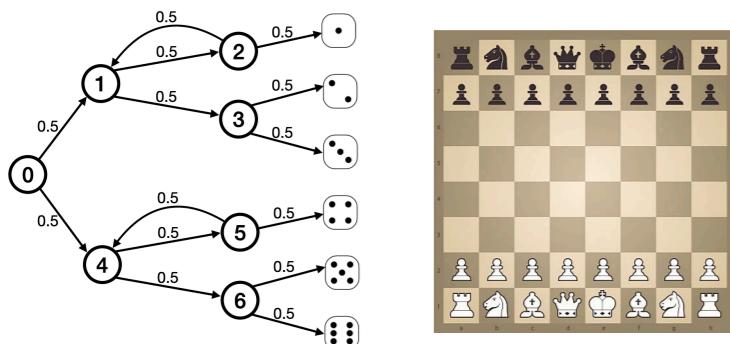
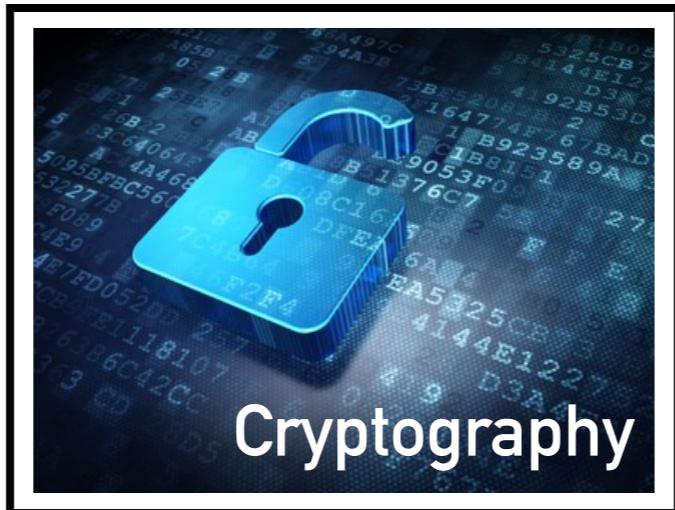
**COMPUTER NETWORKS**

# Applications of NomosPro

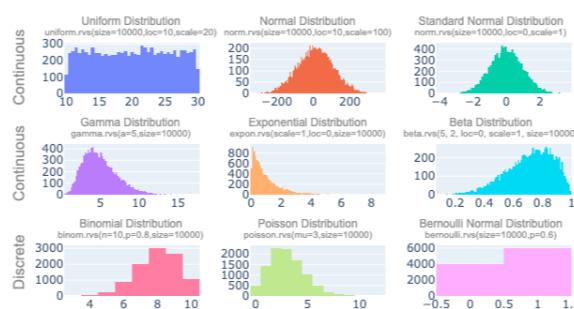
29



**Randomized  
Algorithms**



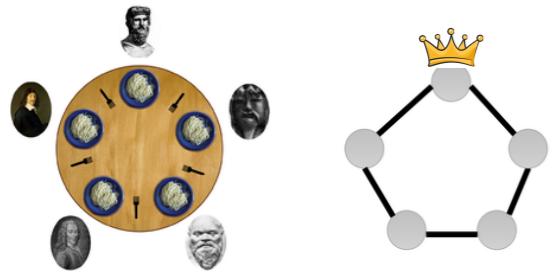
**Markov Chains**



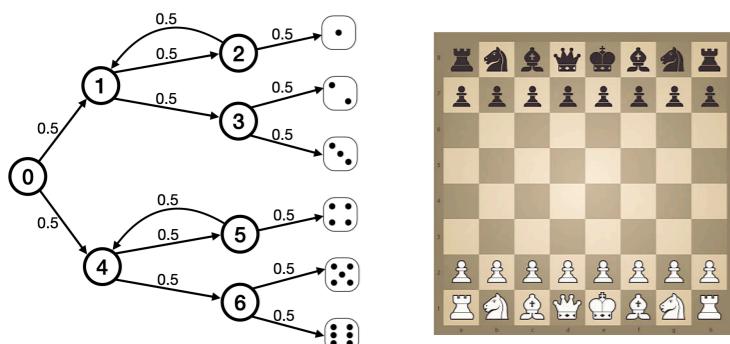
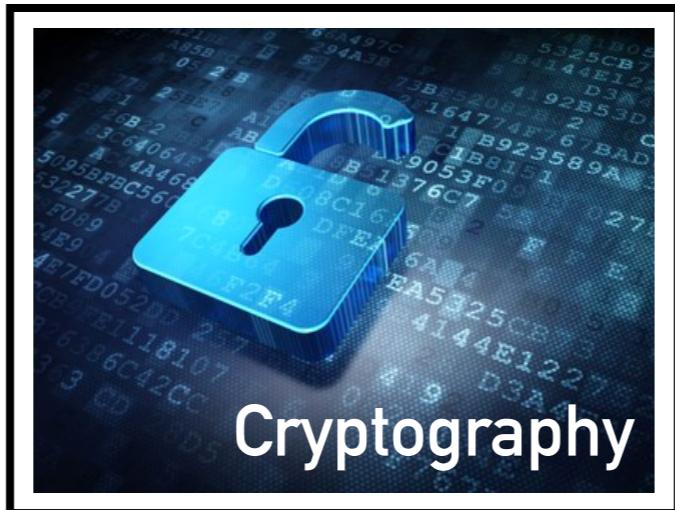
**Modeling Unknown  
Distributions**

# Applications of NomosPro

29



Randomized  
Algorithms



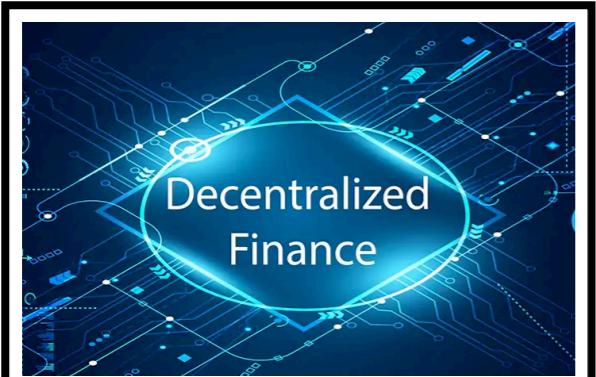
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Modeling Unknown  
Distributions



# Talk Outline



**Protocol Enforcement  
& Asset Preservation**



**Probabilistic  
Reasoning**



**Performance  
& Verification**

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*Resource-Aware  
Session Types*  
[LICS '18, SAS '20,  
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**NomosPro**  
*Probabilistic  
Session Types*  
[POPL '23]

**Rast**  
*Refinement  
Session Types*  
[ICFP '18, FSCD '20,  
CONCUR '20]

**Session Types**  
Type system for concurrent  
message-passing programs

# Talk Outline

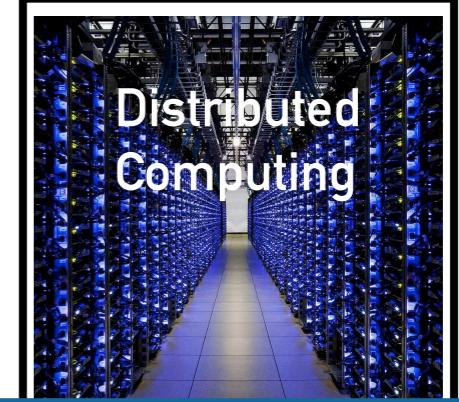
30



Protocol Enforcement  
& Asset Preservation



Probabilistic  
Reasoning



Performance  
& Verification

**Nomos**  
*Resource-Aware  
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[LICS '18, SAS '20,  
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[ICFP '18, FSCD '20,  
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**Session Types**  
Type system for concurrent  
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# Who Wins the Auction?

31

```
function bid() public payable {  
    uint bid = msg.value;  
    address bidder = msg.sender;  
    pendingReturns[bidder] = bid;  
    if (bid > highestBid) {  
        highestBidder = bidder;  
        highestBid = bid;  
    }  
}
```



*type auction = ⊕{running : &{bid : money → auction},  
ended : &{collect : ⊕{won : monalisa ⊗ auction,  
lost : money ⊗ auction}}}}*

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**What if  $\text{bid} < \text{highestBid}$ ?**

*type auction =  $\oplus\{\text{running} : \&\{\text{bid} : \text{money} \multimap \text{auction}\},$   
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```



Bid = bid;  
**Session Type Does  
Not Encode  
Logical Constraints**

# Tracking Highest Bid in Type

---

32

# Tracking Highest Bid in Type

32



Key Idea: Session types in Rast are indexed with integers capturing arithmetic properties

# Tracking Highest Bid in Type

32



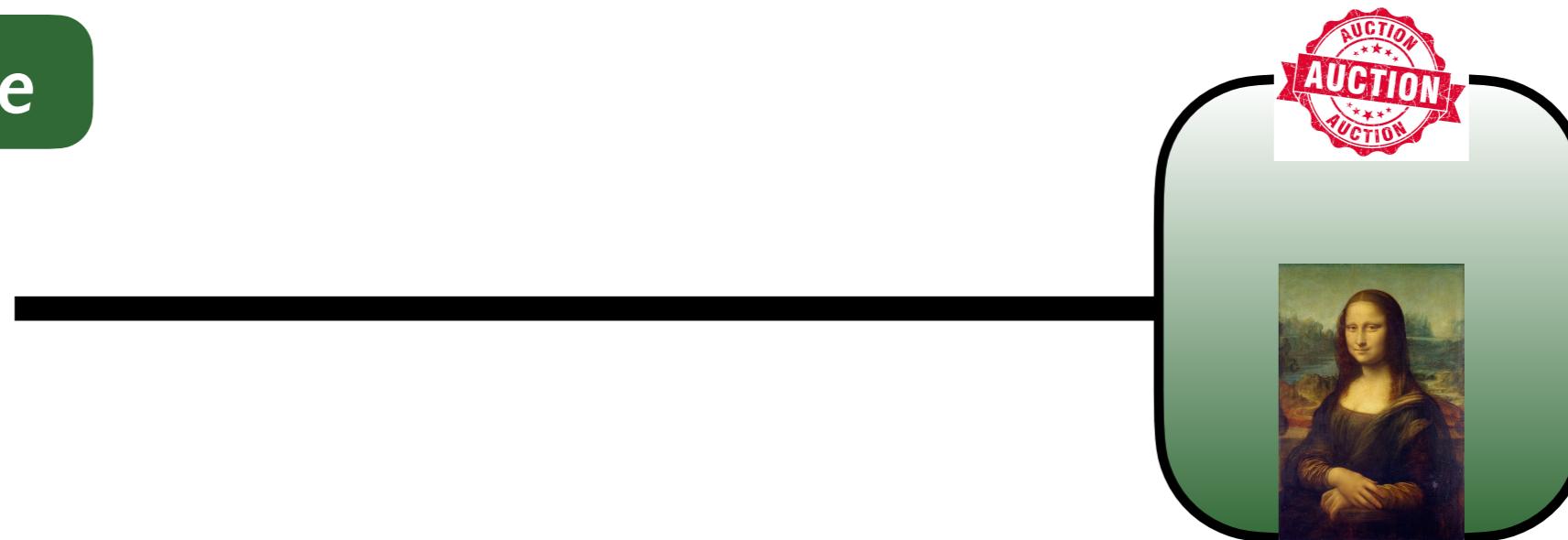
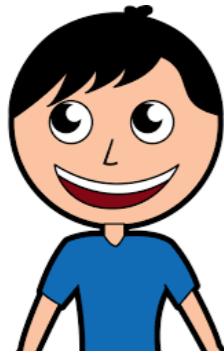
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```

# Tracking Highest Bid in Type

32

*running phase*

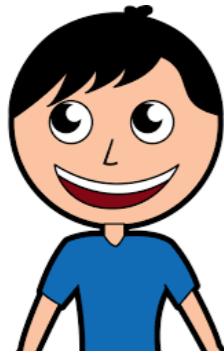


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# Tracking Highest Bid in Type

32

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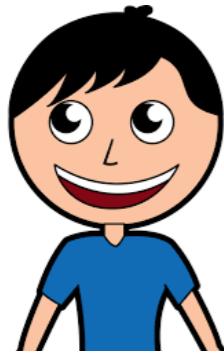
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# Tracking Highest Bid in Type

32

running phase



money  $[m \mid m > max]$

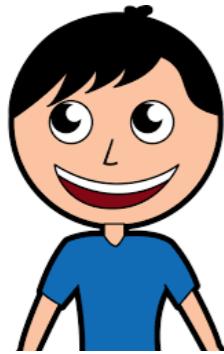


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# Tracking Highest Bid in Type

32

*running phase*



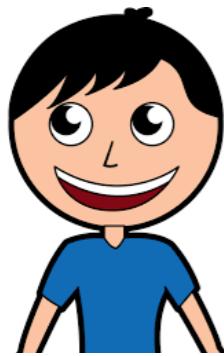
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# Tracking Highest Bid in Type

32

*running phase*

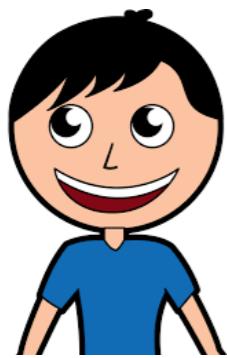


*type auction*[*max*] =  $\oplus\{\text{running} : \&\{\text{bid} : \text{money}[m \mid m > \text{max}] \multimap \underline{\text{auction}}[m]\},$   
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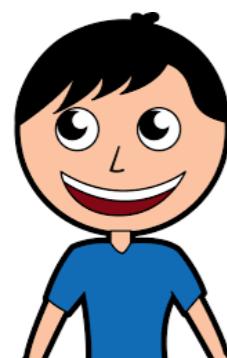
# Tracking Highest Bid in Type

32

*running phase*



*ended phase*

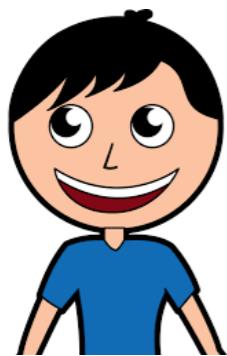


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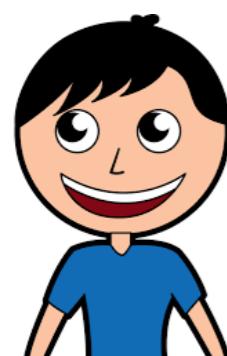
# Tracking Highest Bid in Type

32

*running phase*



*ended phase*



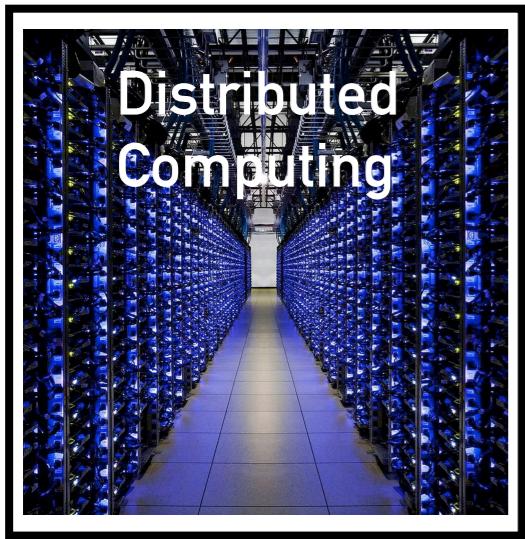
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# Applications of Rast

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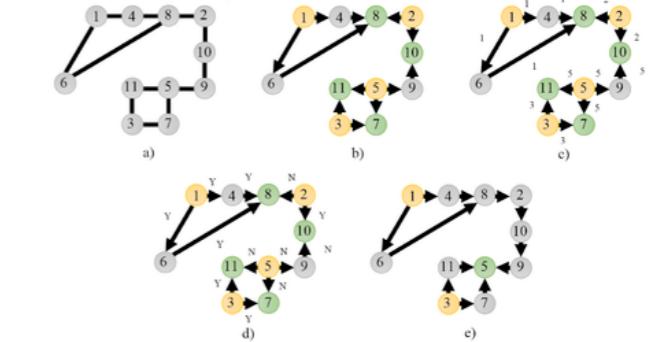
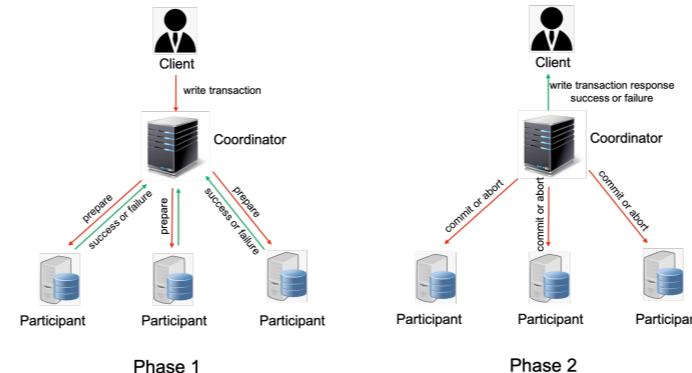
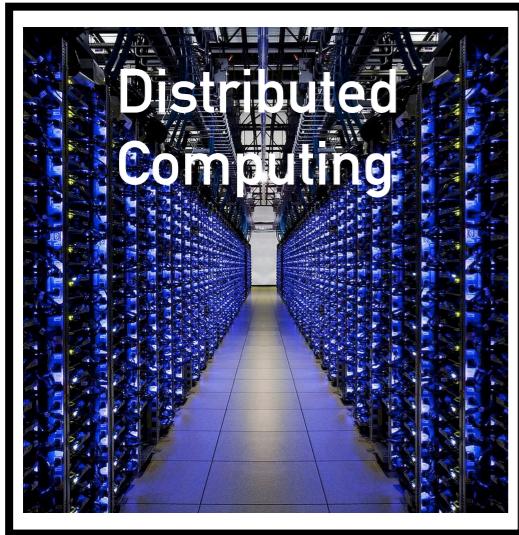
# Applications of Rast

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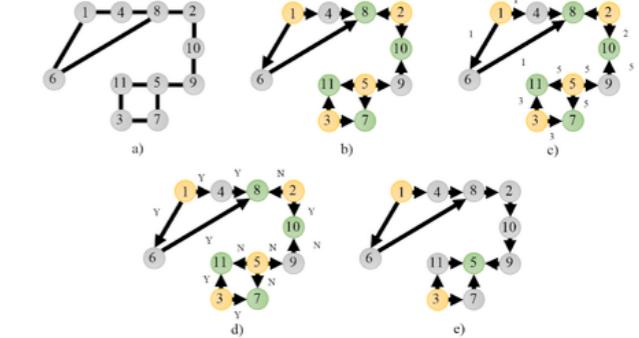
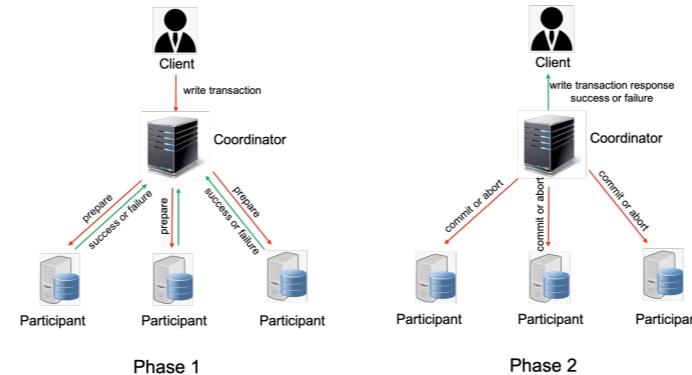
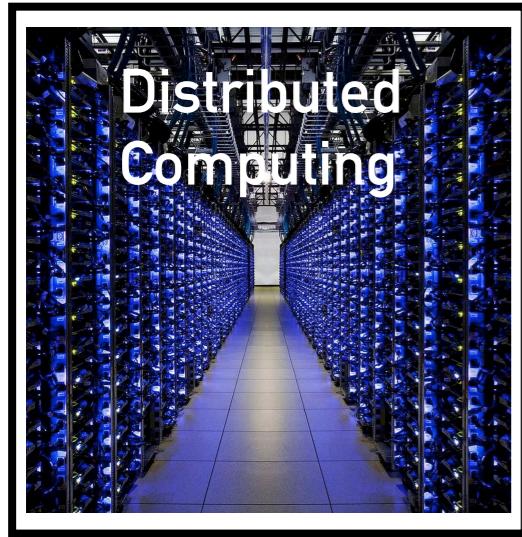
# Applications of Rast

33

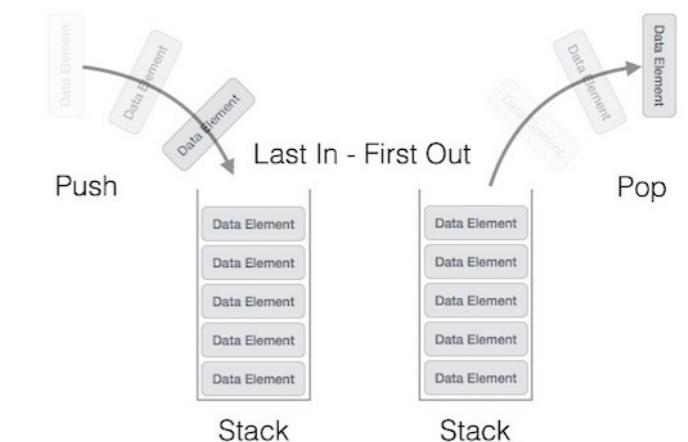
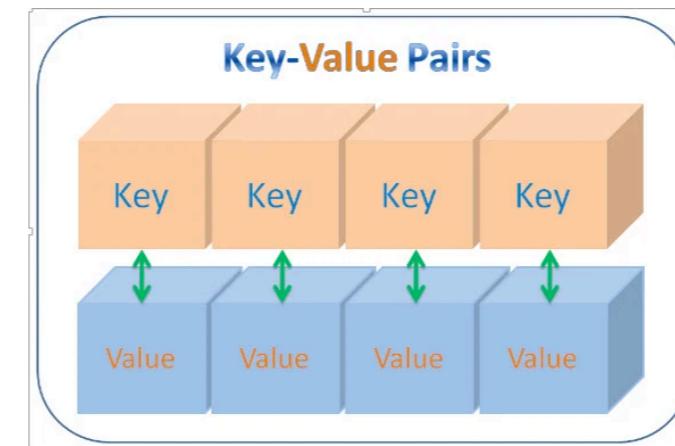
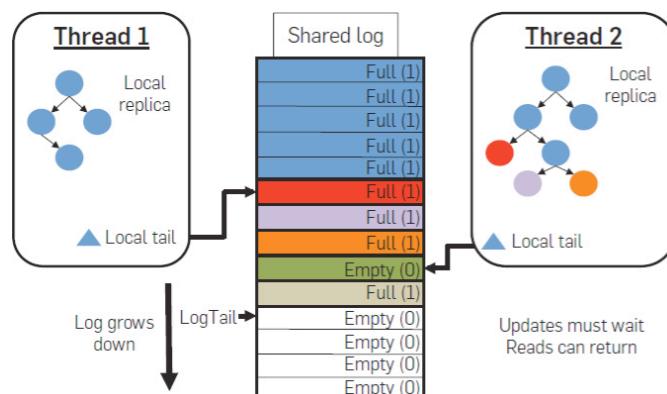


Lightweight Verification of Distributed Algorithms

# Applications of Rast

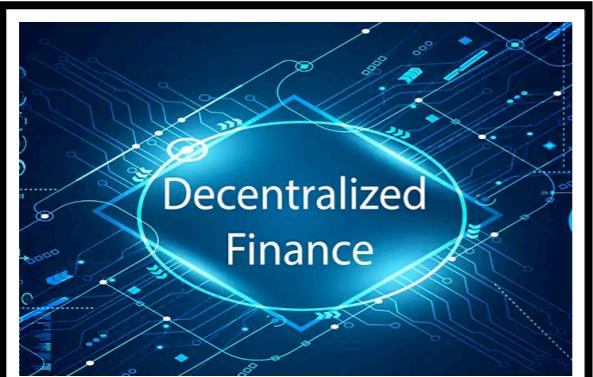


**Lightweight Verification of Distributed Algorithms**



**Analysis of Concurrent Data Structures**

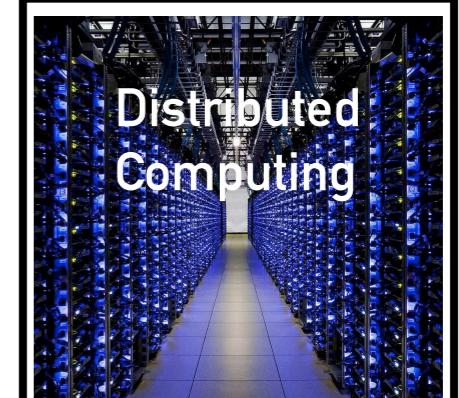
# Key Takeaways



Protocol Enforcement  
& Asset Preservation



Probabilistic  
Reasoning



Performance  
& Verification

**Nomos**  
*Resource-Aware  
Session Types*  
[LICS '18, SAS '20,  
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[ICFP '18, FSCD '20,  
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**Session Types**  
Type system for concurrent  
message-passing programs

# Key Takeaways

- ▶ ***Session Types serve as a type-theoretic foundation for programming distributed systems***
- ▶ ***Domain-specific abstractions provide domain-specific guarantees***
- ▶ ***Guarantees are provided by the type itself, which acts as a specification***
- ▶ ***No need to analyze code once it has compiled!***

Session Types

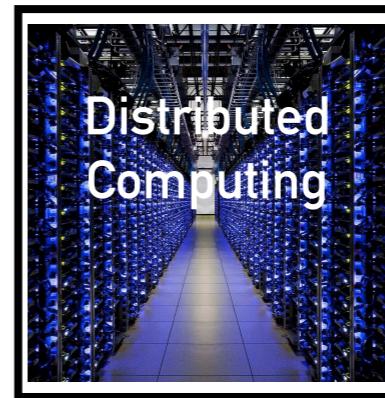
Type system for concurrent  
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# Future Research

## Adapting PL Techniques to the Distributed Age

# Future Research Directions

36



**Nomos**

*Resource-Aware  
Session Types*

**NomosPro**

*Probabilistic  
Session Types*

**Rast**

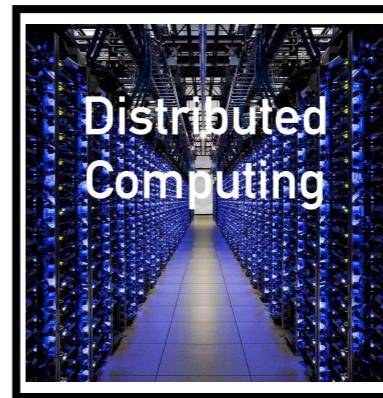
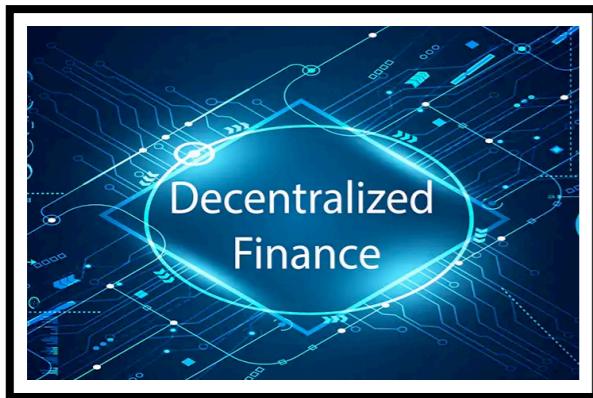
*Refinement  
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**Session Types**

Type system for concurrent  
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# Future Research Directions

36



*More Application Domains ...*

**Nomos**

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Session Types*

**NomosPro**

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**Rast**

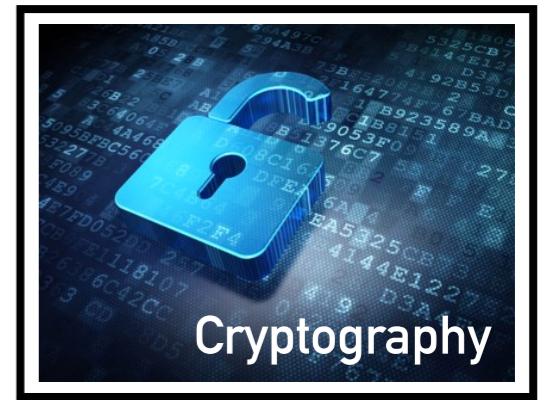
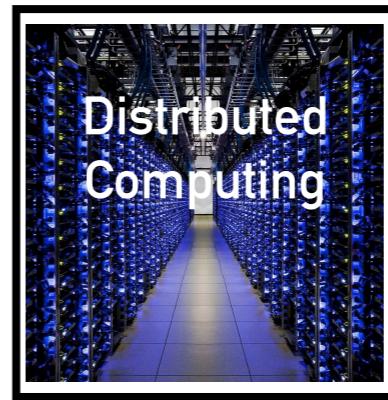
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# Future Research Directions

36



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**Rast**

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**NomosUC**

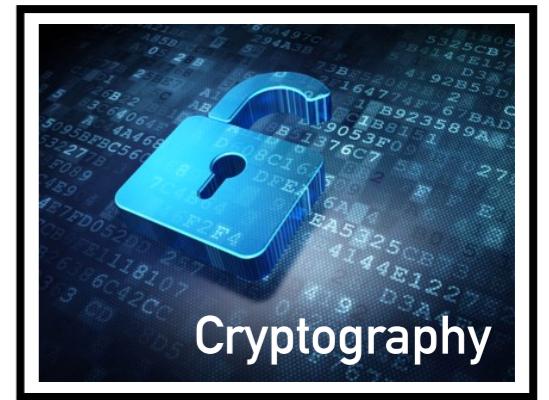
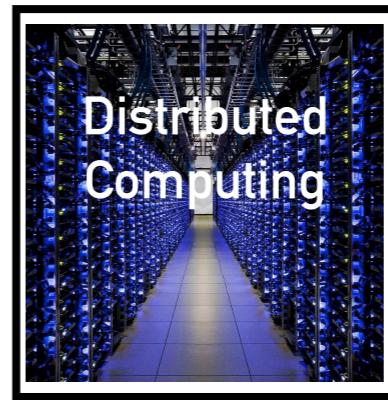
*Import  
Session Types*

**Session Types**

Type system for concurrent  
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# Future Research Directions

36



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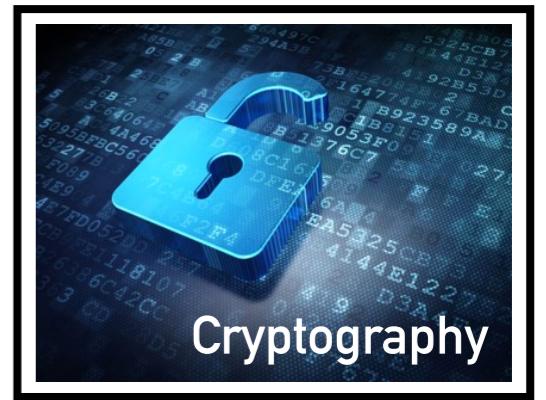
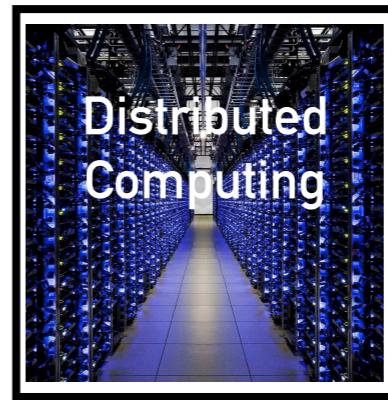
**Session Types**

Type system for concurrent  
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*Dependent Session Types*

# Future Research Directions

36



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Session Types*

**NomosPro**

*Probabilistic  
Session Types*

**Rast**

*Refinement  
Session Types*

**NomosUC**

*Import  
Session Types*

**Session Types**

Type system for concurrent  
message-passing programs

*Dependent Session Types*

*Encoding Failures, Timeouts*

# Cryptographic Protocols

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37



SSL/TLS



KERBEROS



# Cryptographic Protocols

37



SSL/TLS



KERBEROS



# Cryptographic Protocols

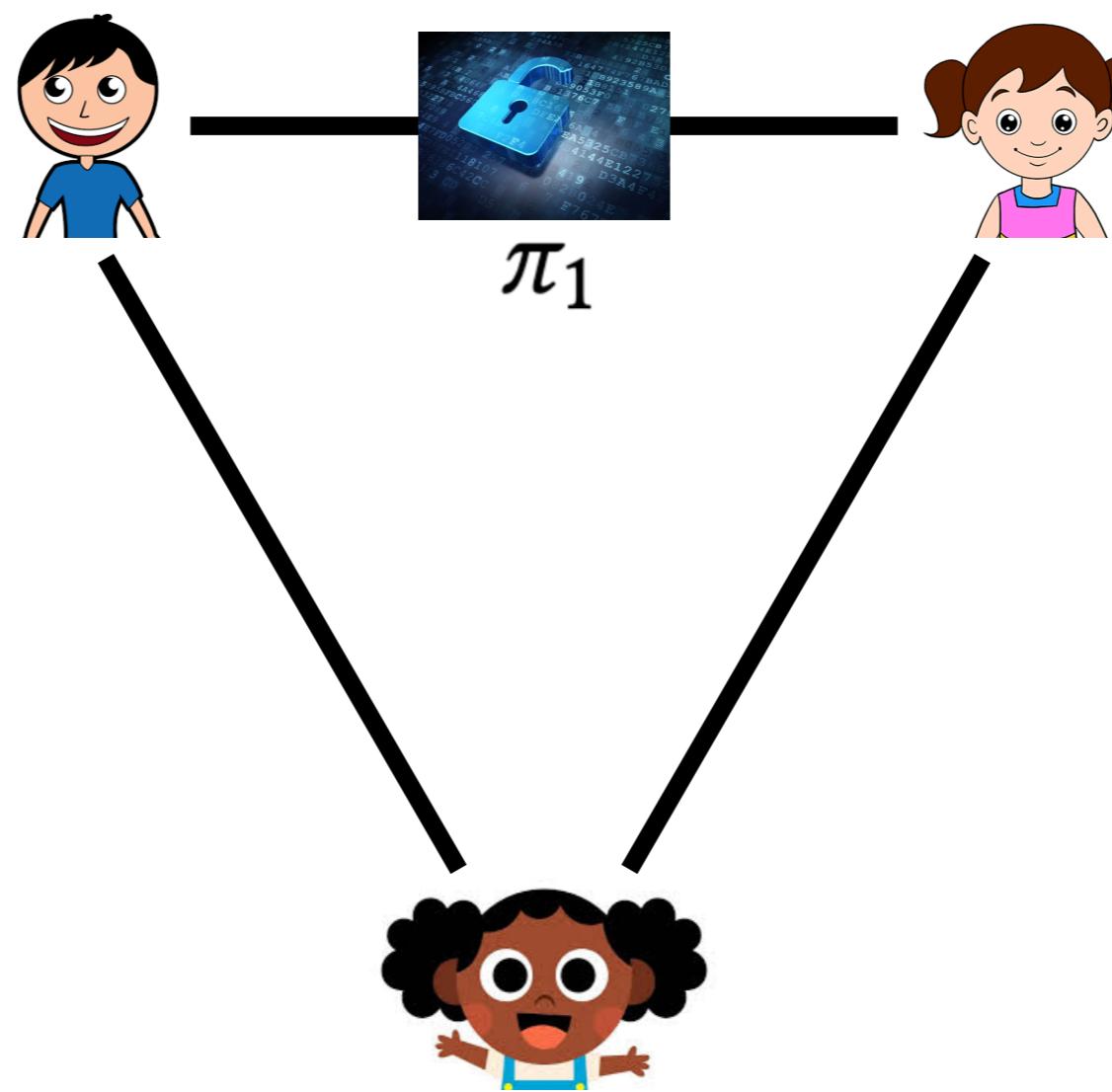
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SSL/TLS



KERBEROS

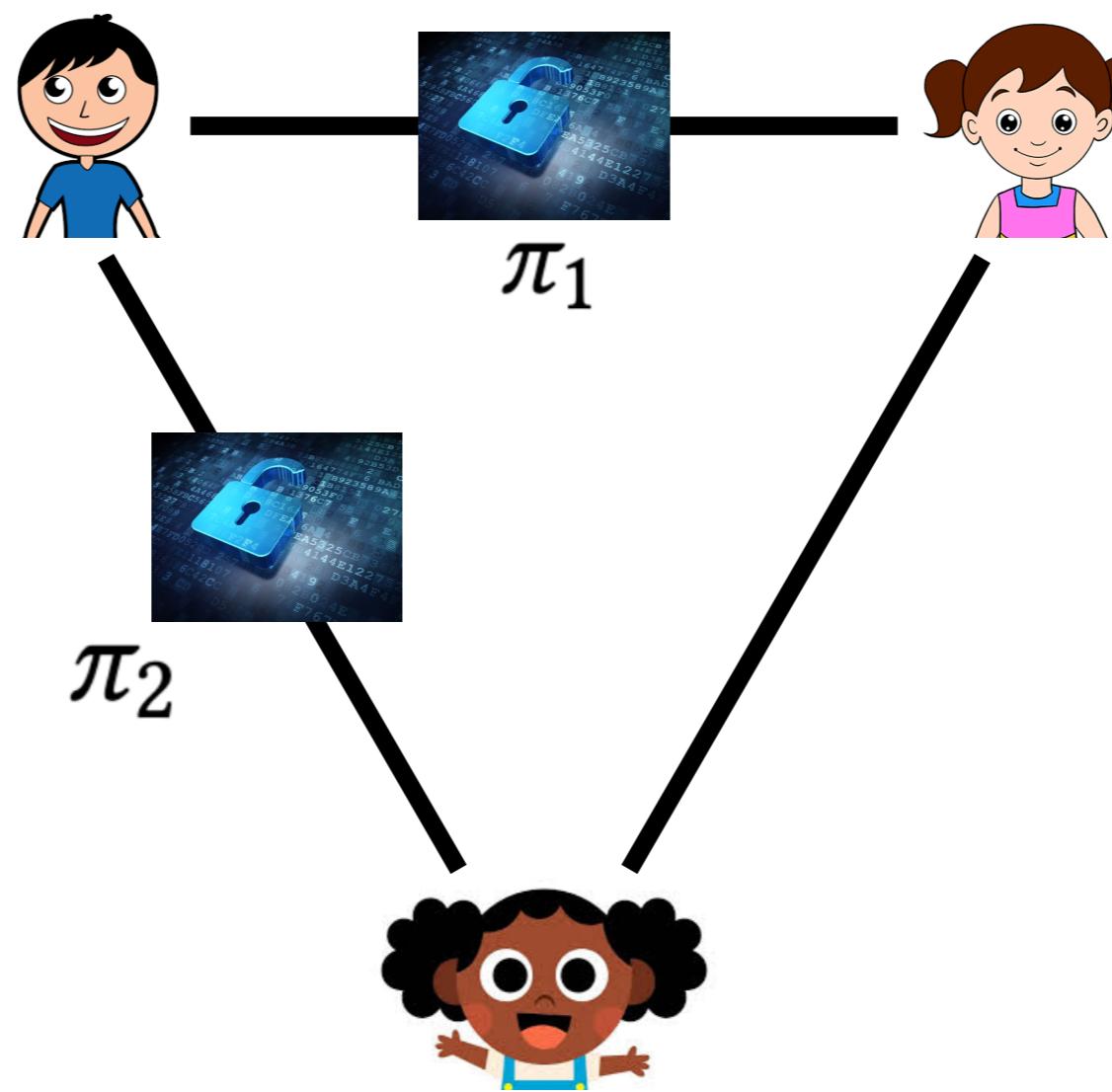


# Cryptographic Protocols

37



SSL/TLS

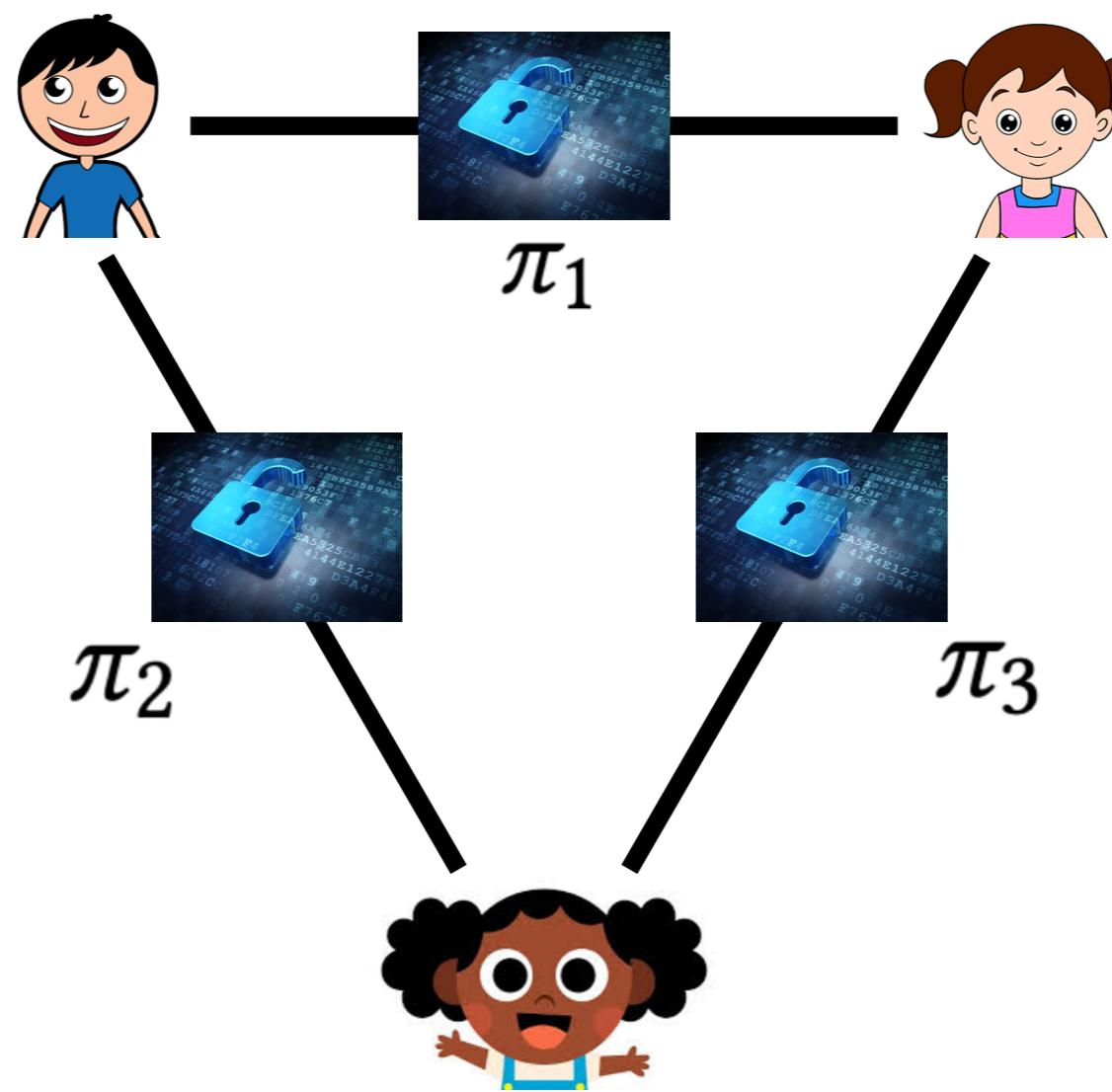


# Cryptographic Protocols

37



SSL/TLS



# Cryptographic Protocols

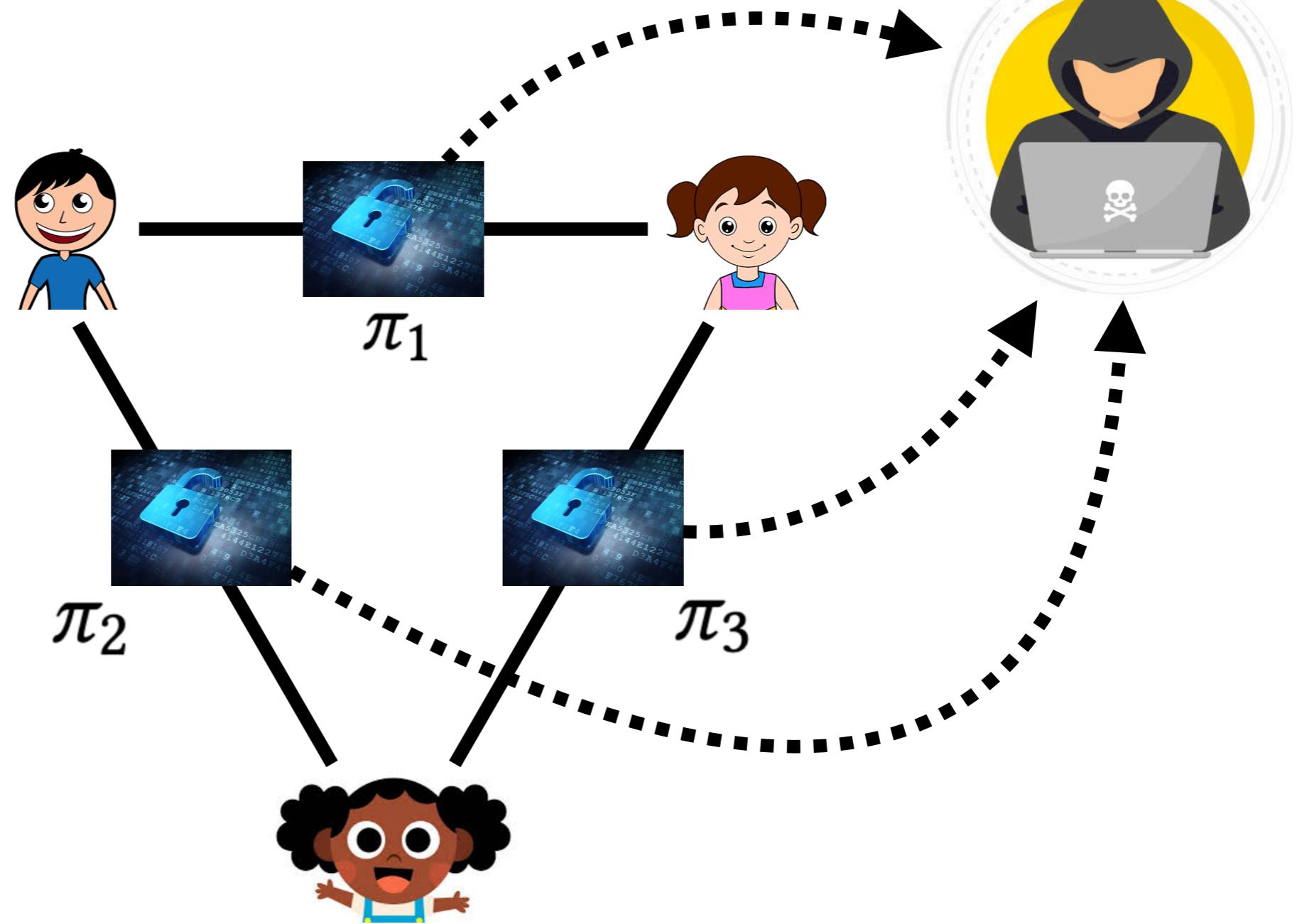
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SSL/TLS



KERBEROS



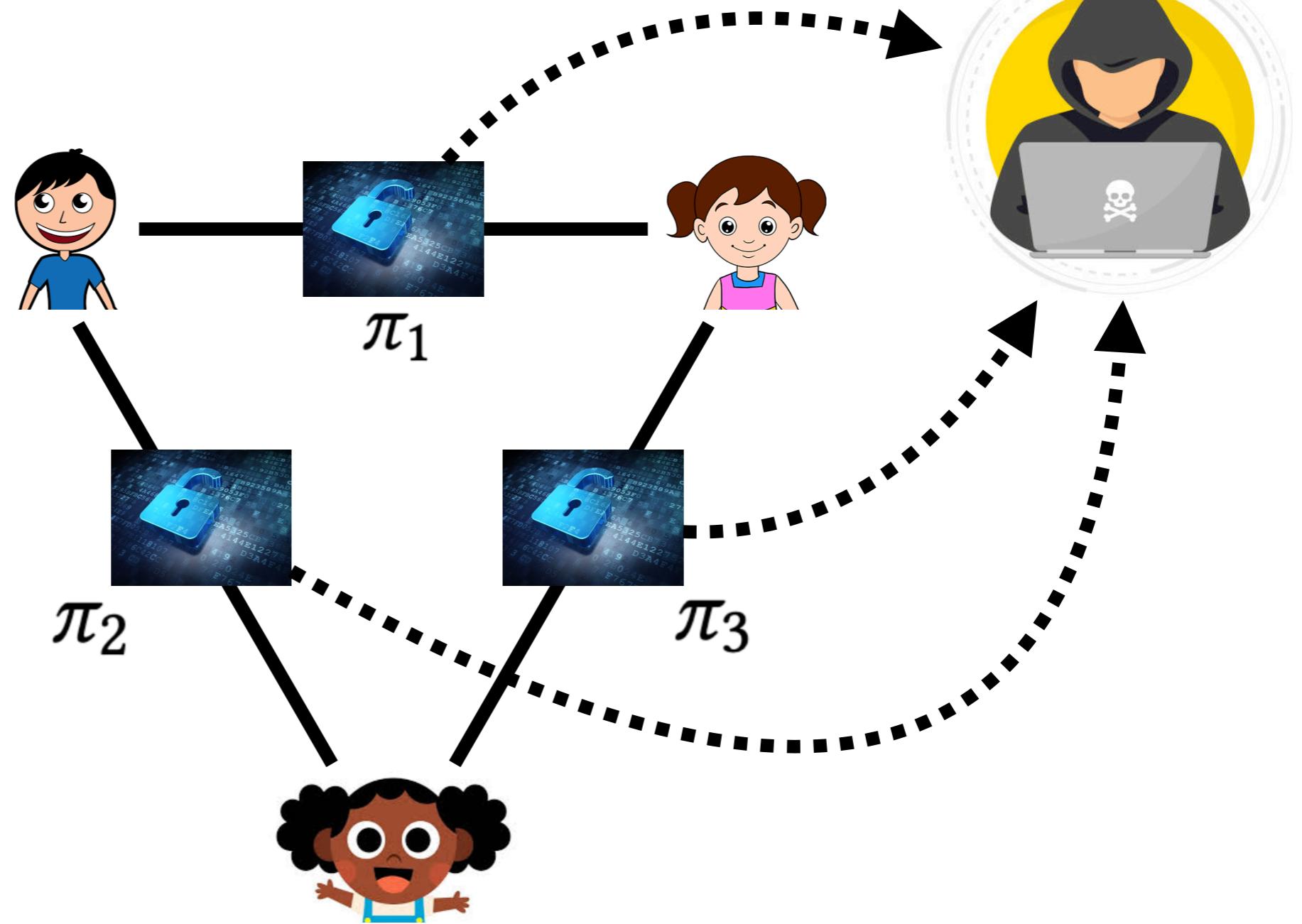
# Cryptographic Protocols

37

*are also distributed protocols!*



SSL/TLS



# Universal Composability (UC)

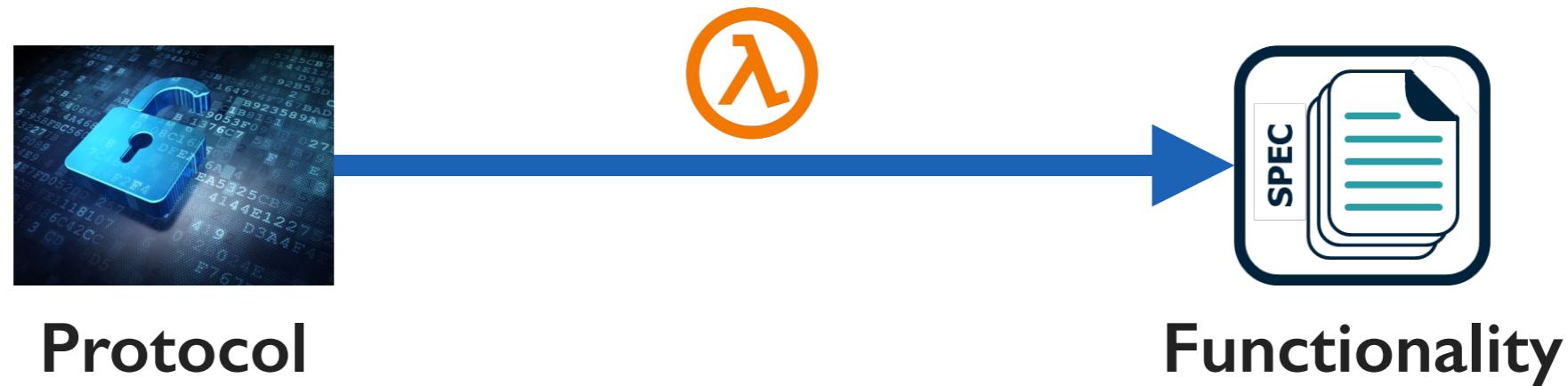
38



**Protocol**

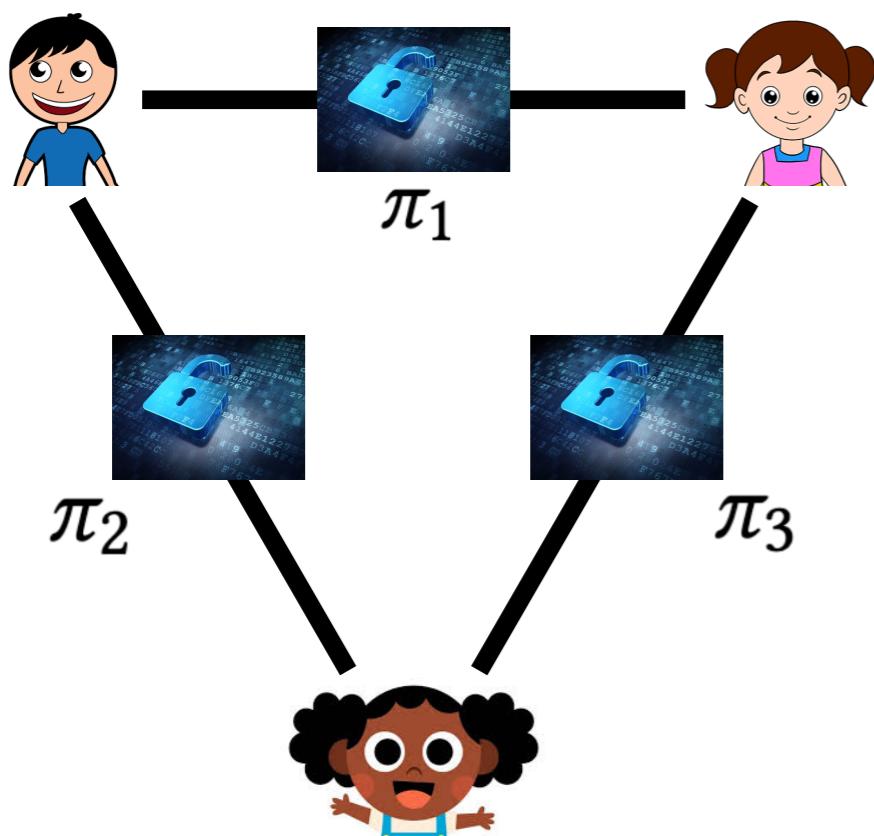
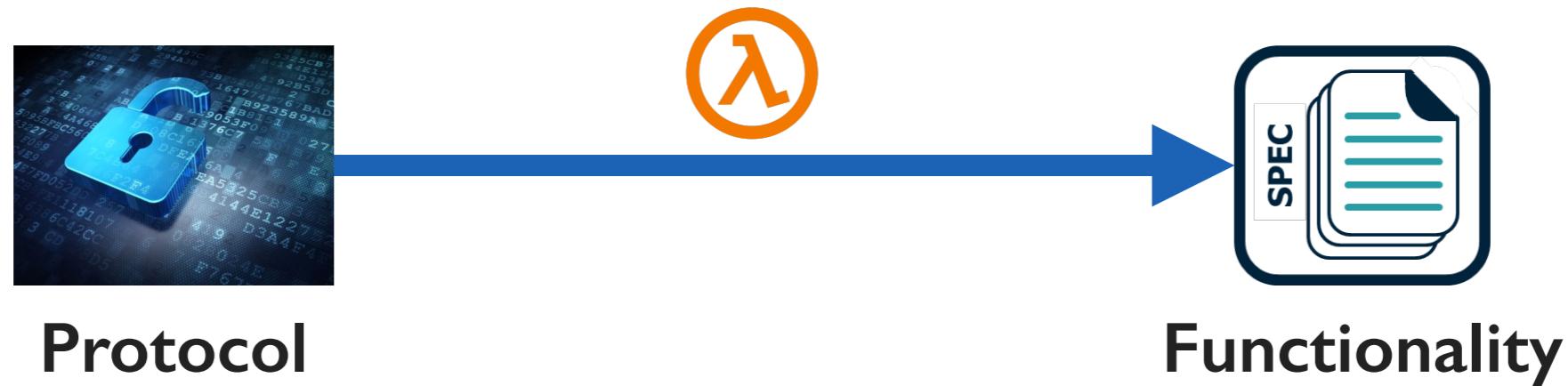
# Universal Composability (UC)

38



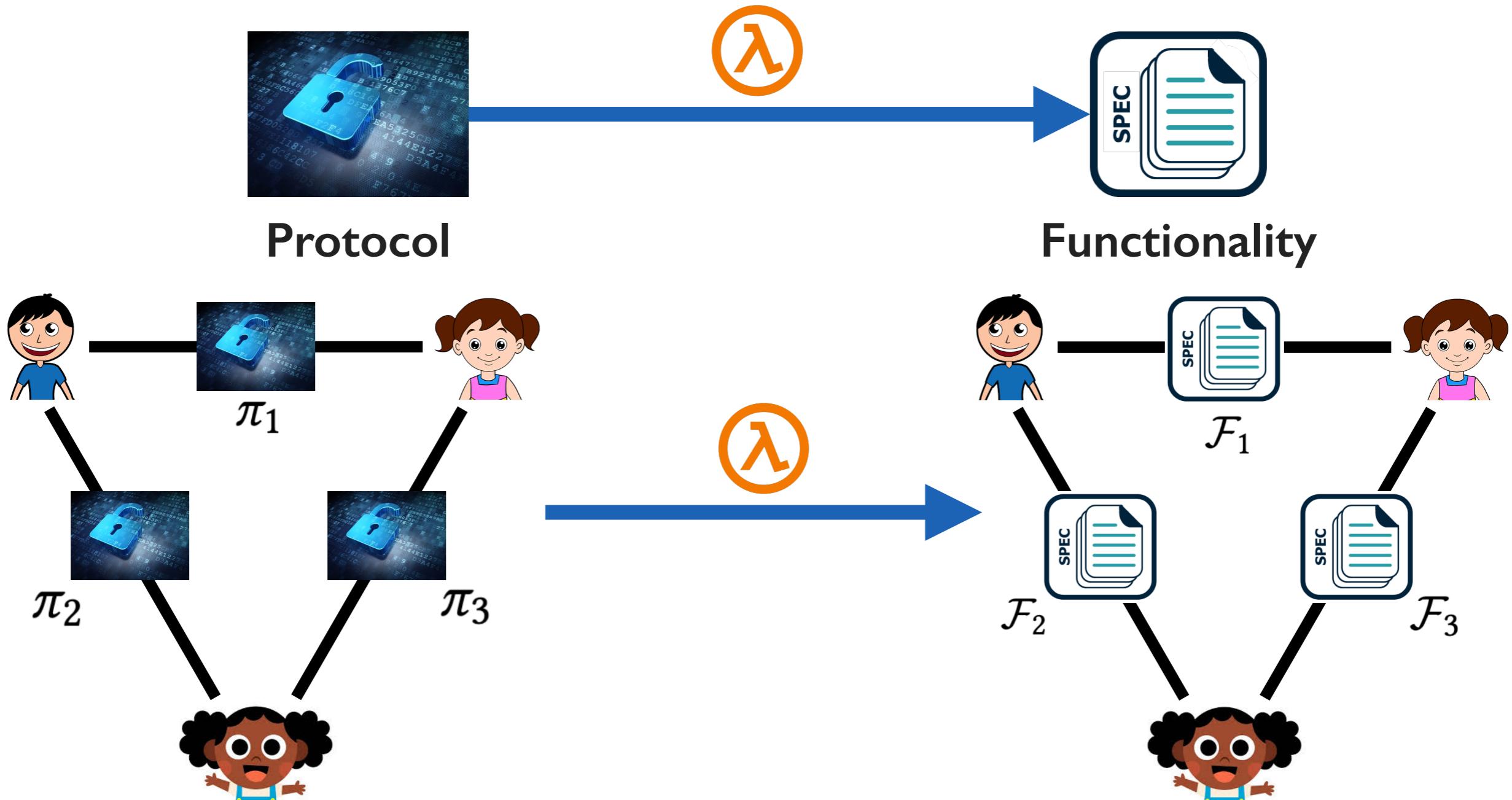
# Universal Composability (UC)

38



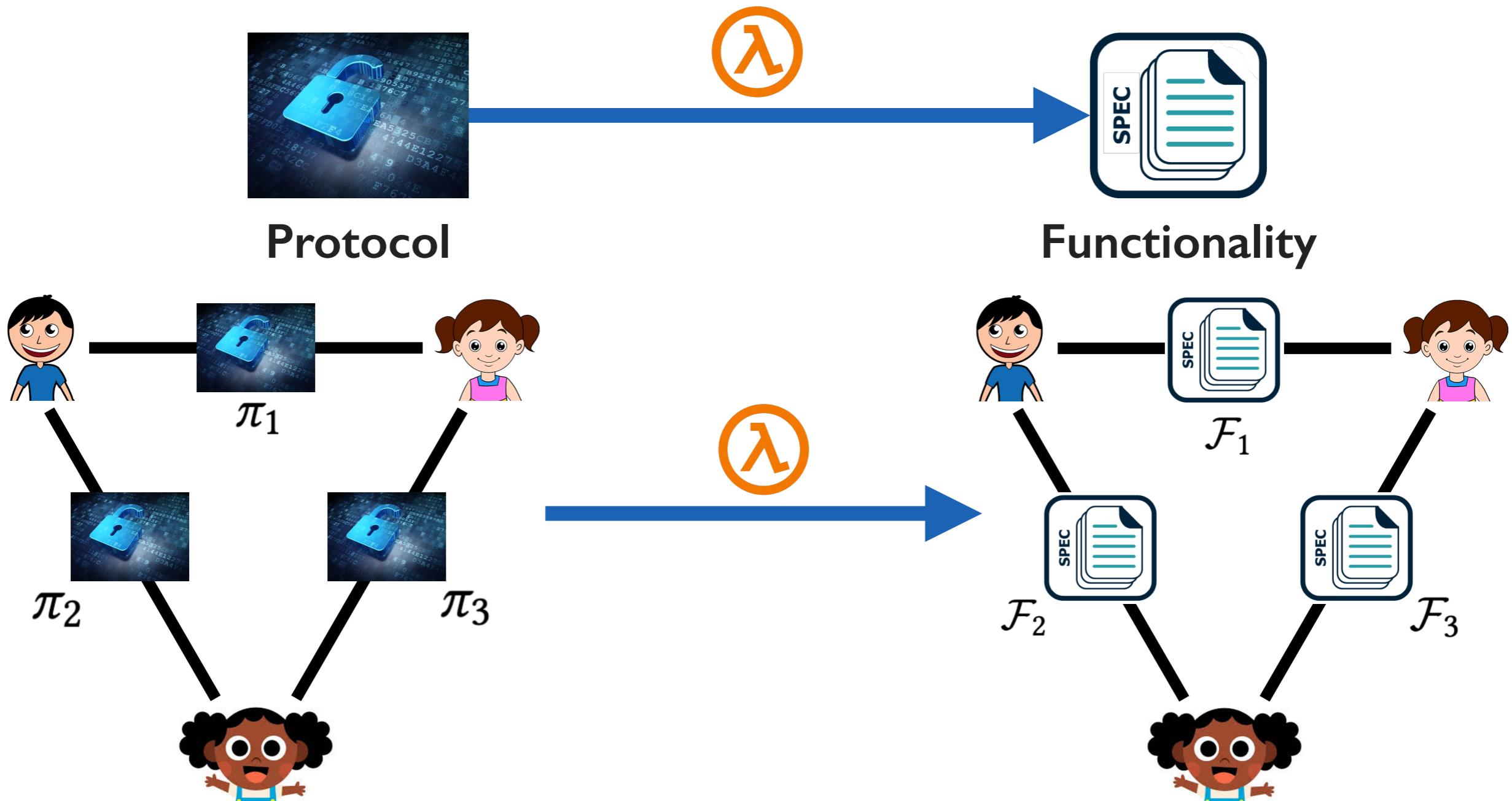
# Universal Composability (UC)

38



# Universal Composability (UC)

38



*How to ensure resource-bounded computation?*

# Industrial Research Impacts

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# Industrial Research Impacts

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39

Program Verifier for  
Device Drivers  
[CAV '15, ATVA '17]



Microsoft  
ships as part of  
Static Driver Verifier

# Industrial Research Impacts

39

**Program Verifier for  
Device Drivers  
[CAV '15, ATVA '17]**



**Microsoft**  
ships as part of  
Static Driver Verifier

**Dust Model Checker for  
Distributed Protocols**



# Industrial Research Impacts

39

Program Verifier for  
Device Drivers  
[CAV '15, ATVA '17]

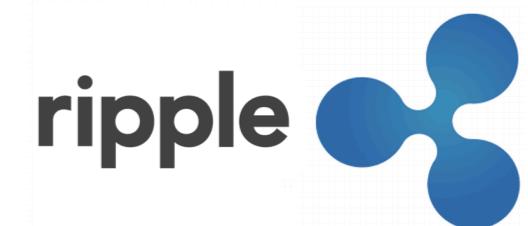


ships as part of  
Static Driver Verifier

Dust Model Checker for  
Distributed Protocols



Smart Contract  
Analysis Techniques  
[SAS' 20, CSF '21]



# Industrial Research Impacts

39

Program Verifier for  
Device Drivers  
[CAV '15, ATVA '17]

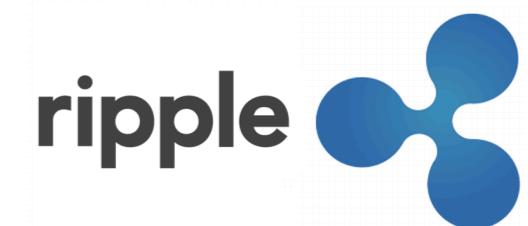


ships as part of  
Static Driver Verifier

Dust Model Checker for  
Distributed Protocols



Smart Contract  
Analysis Techniques  
[SAS' 20, CSF '21]



# The Dust Project

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40

Dust  
Model Checker for  
Concurrent Rust Programs

# The Dust Project

---

40

Concurrency Reasoning

Domain-Specific Support

Dust  
Model Checker for  
Concurrent Rust Programs

# The Dust Project

40



Distributed  
Databases



Cloud  
Storage



Network  
Protocols

Concurrency Reasoning

Domain-Specific Support

Dust  
Model Checker for  
Concurrent Rust Programs

# The Dust Model Checker

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# The Dust Model Checker

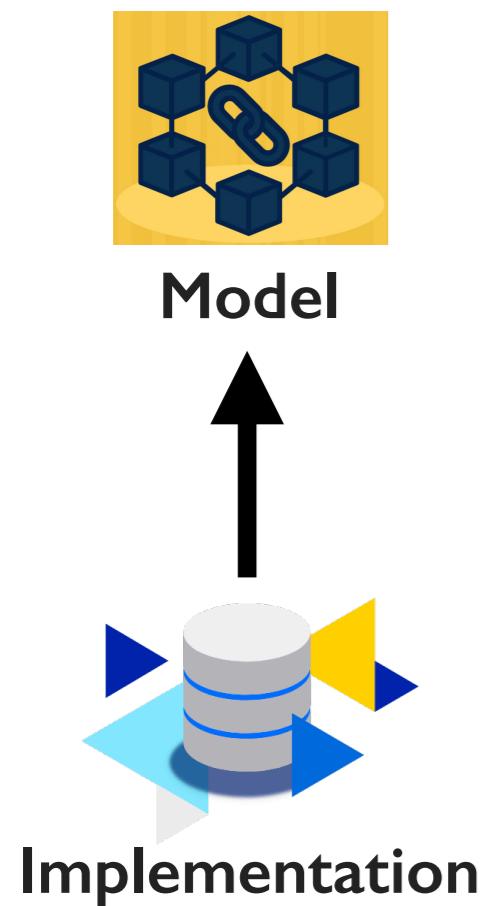
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Implementation

# The Dust Model Checker

41



# The Dust Model Checker

41



Key Idea: Model distributed protocols  
as concurrency execution graphs



Model



Implementation

# The Dust Model Checker

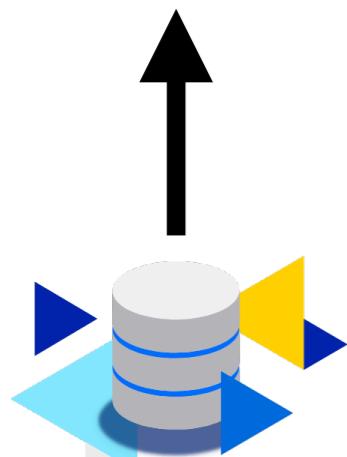
41



*Key Idea: Model distributed protocols  
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Model



Implementation



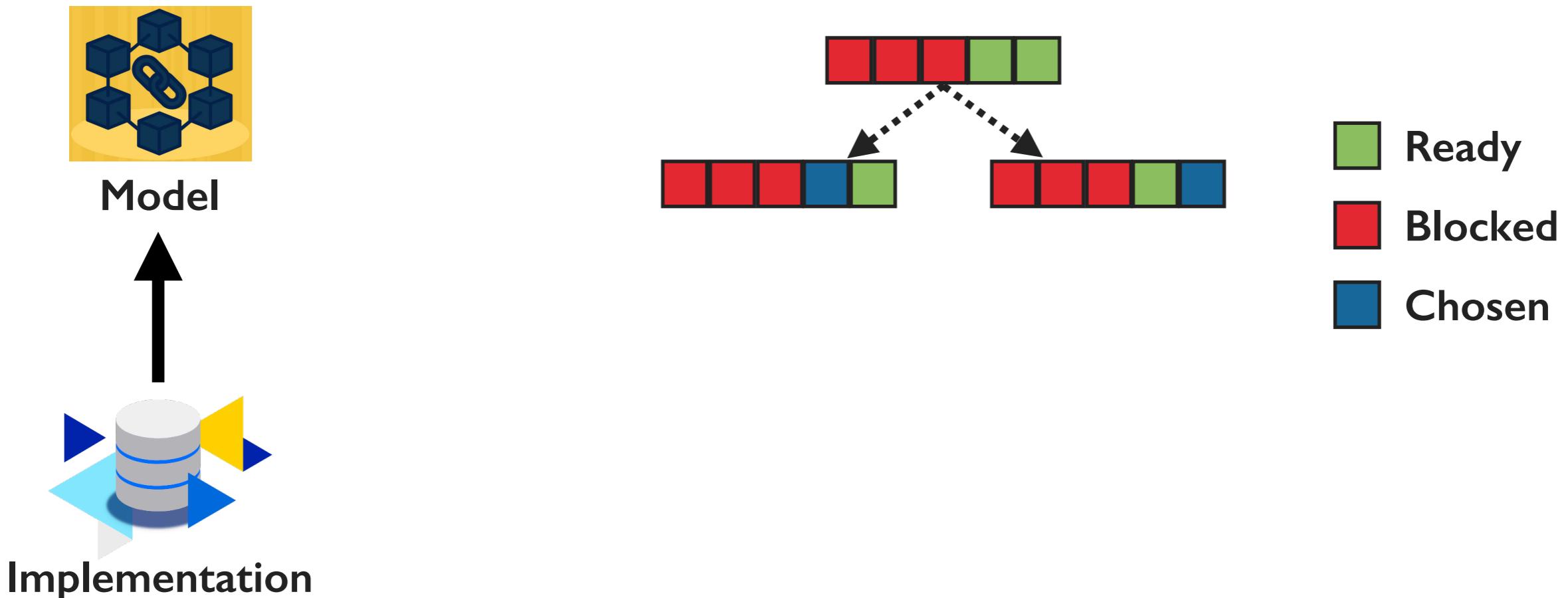
- █ Ready
- █ Blocked
- █ Chosen

# The Dust Model Checker

41



*Key Idea: Model distributed protocols  
as concurrency execution graphs*

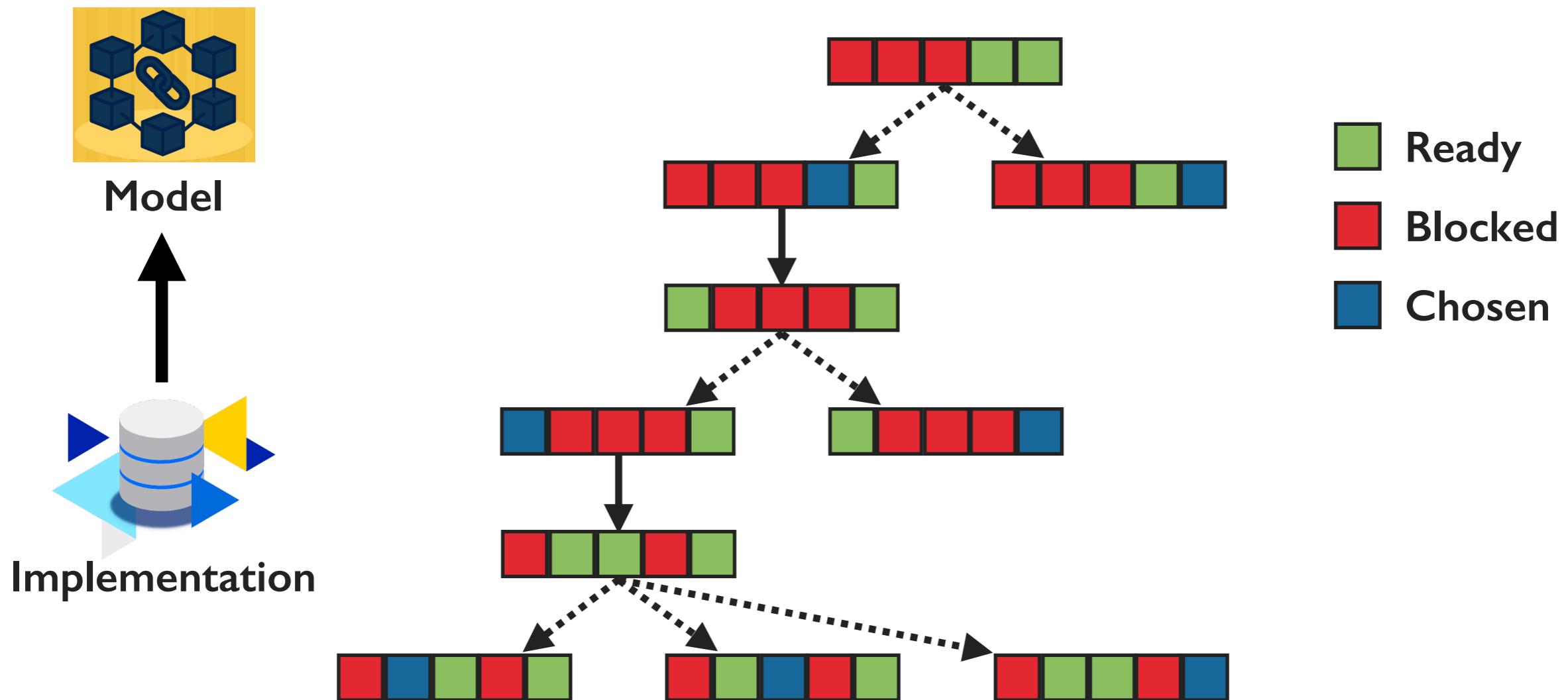


# The Dust Model Checker

41



***Key Idea: Model distributed protocols  
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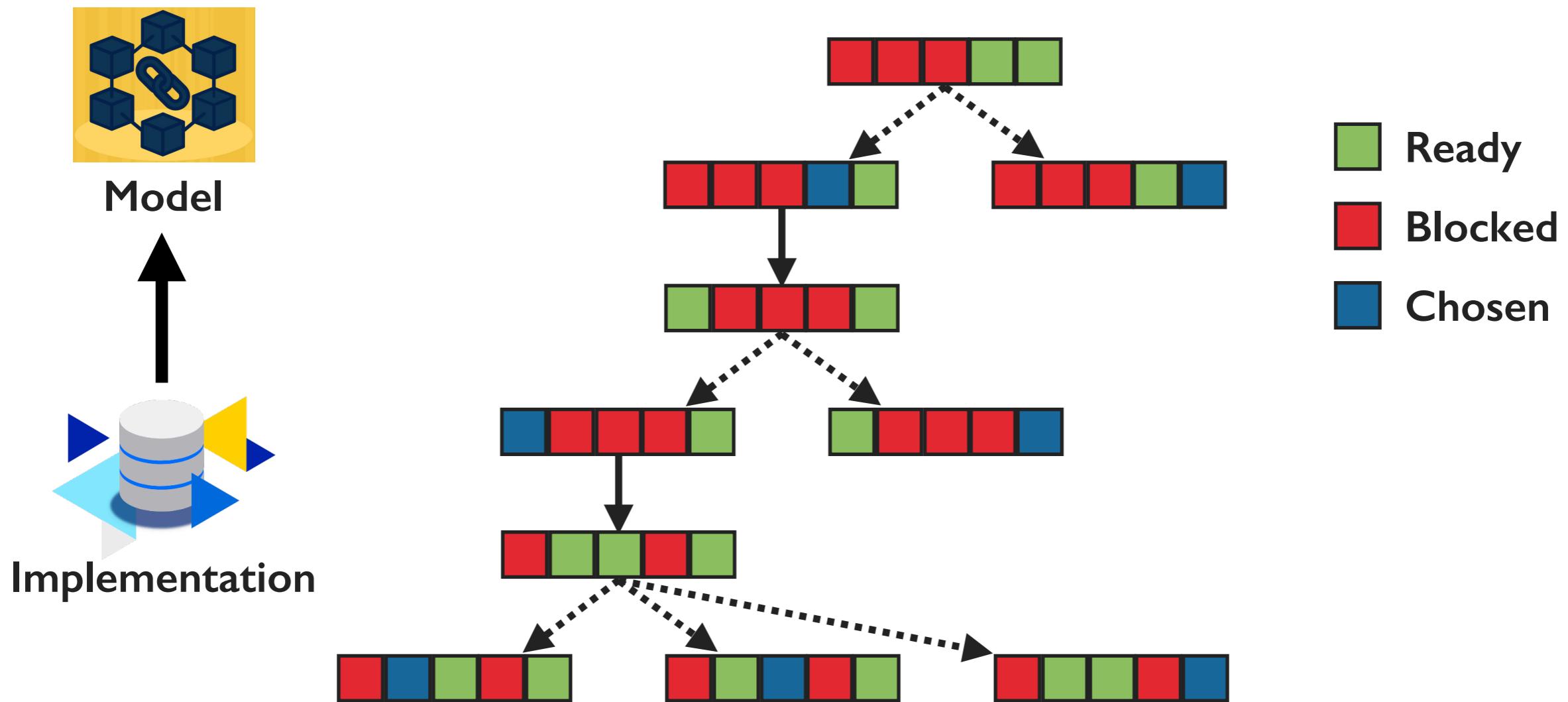


# The Dust Model Checker

41



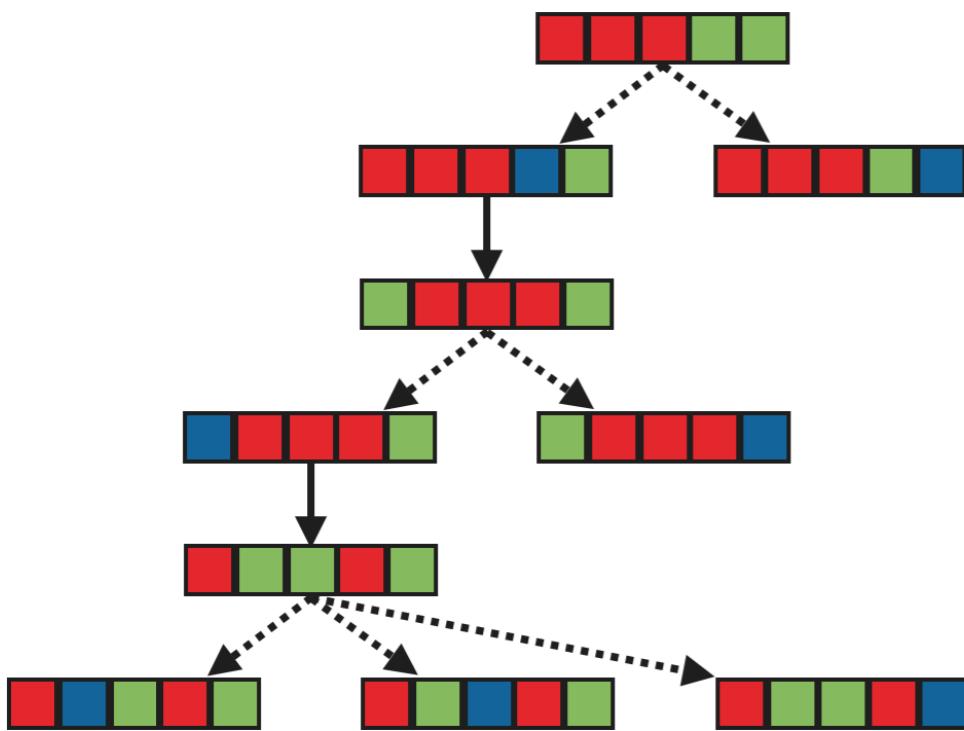
*Key Idea: Model distributed protocols  
as concurrency execution graphs*



*State Space Explosion*

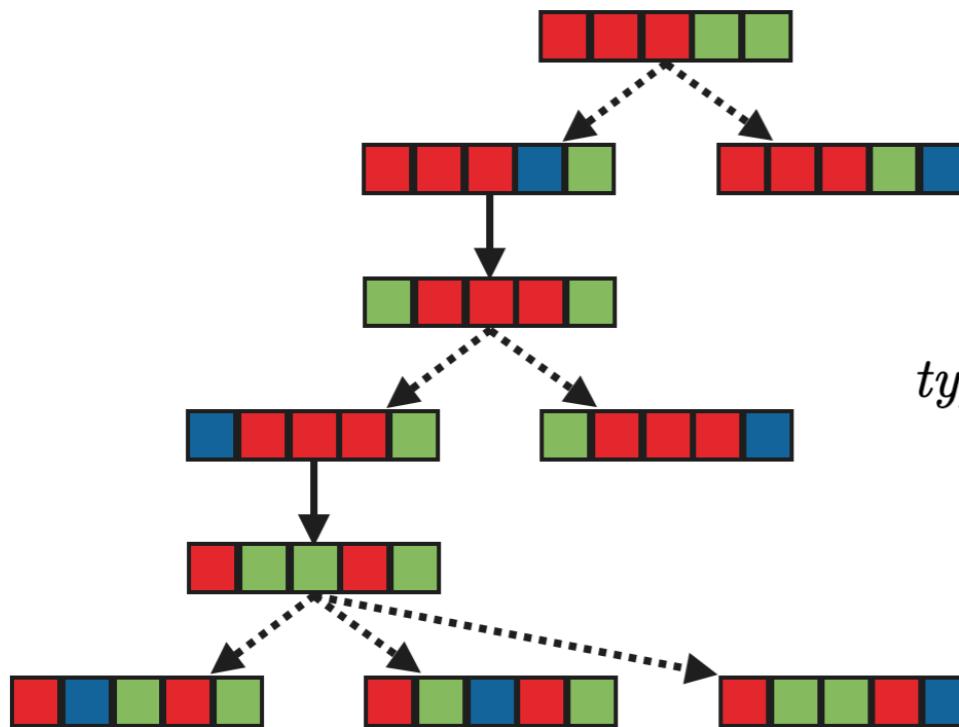
# Session Types Can Help!

42



# Session Types Can Help!

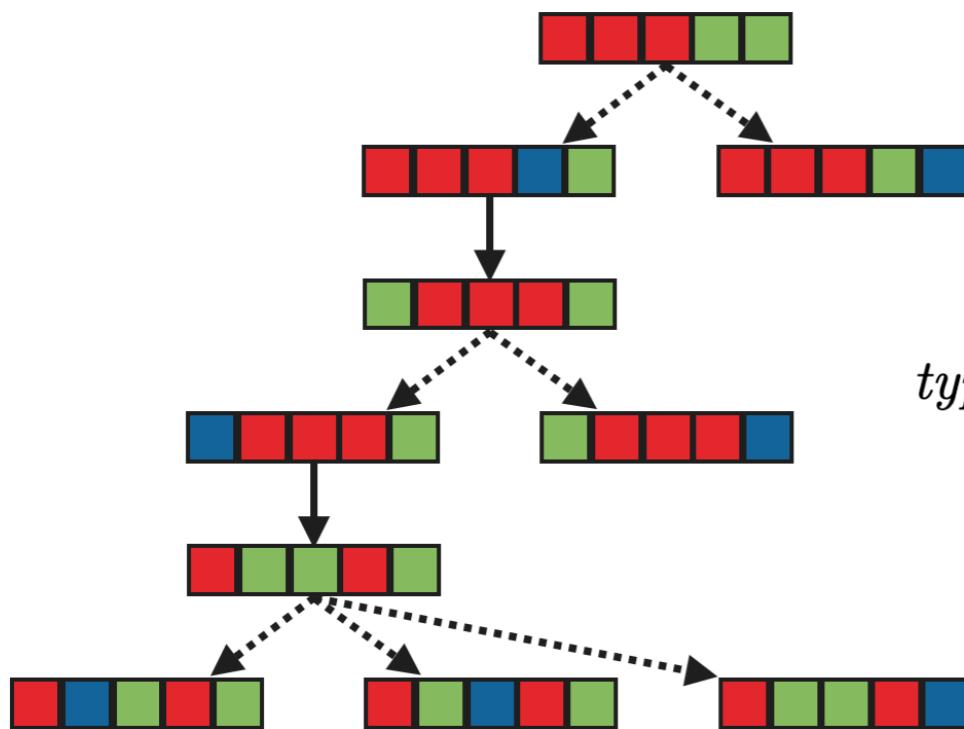
42



```
type auction =  $\oplus\{\text{running} : \&\{\text{bid} : \text{money} \multimap \text{auction}\},$   
                   $\text{ended} : \&\{\text{collect} : \oplus\{\text{won} : \text{monalisa} \otimes \text{auction},$   
                       $\text{lost} : \text{money} \otimes \text{auction}\}\}$ 
```

# Session Types Can Help!

42

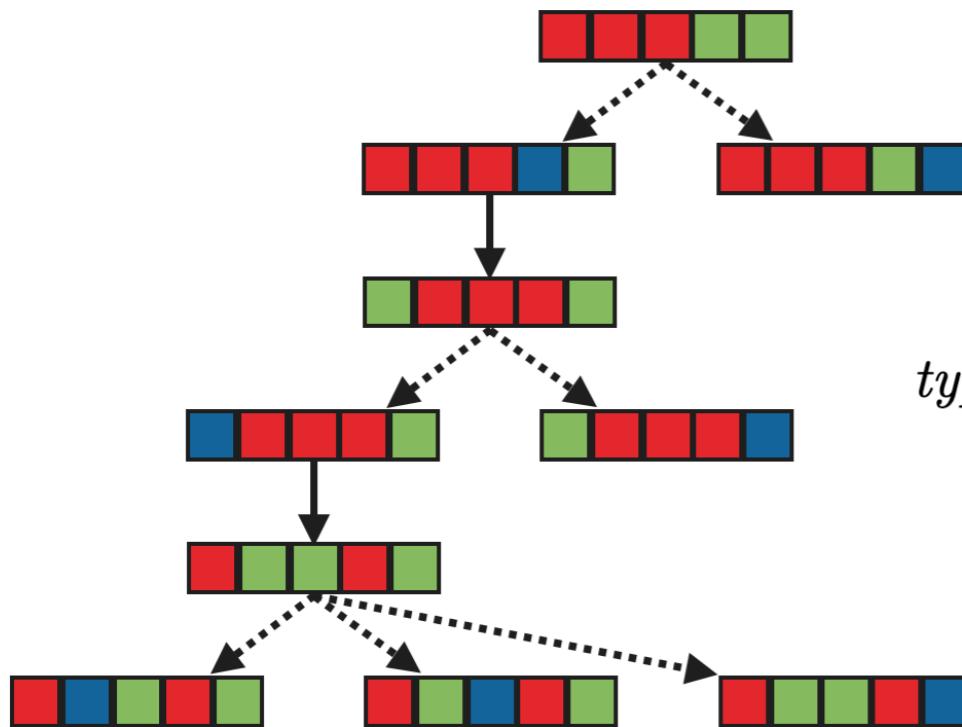


```
type auction = ⊕{running : &{bid : money → auction},  
ended : &{collect : ⊕{won : monalisa ⊗ auction,  
lost : money ⊗ auction}}}
```

- ▶ Session Types capture communication protocol *with failures!*
- ▶ Many execution traces can be proved *infeasible* via session types
- ▶ *Eliminate infeasible traces from execution graph*

# Session Types Can Help!

42

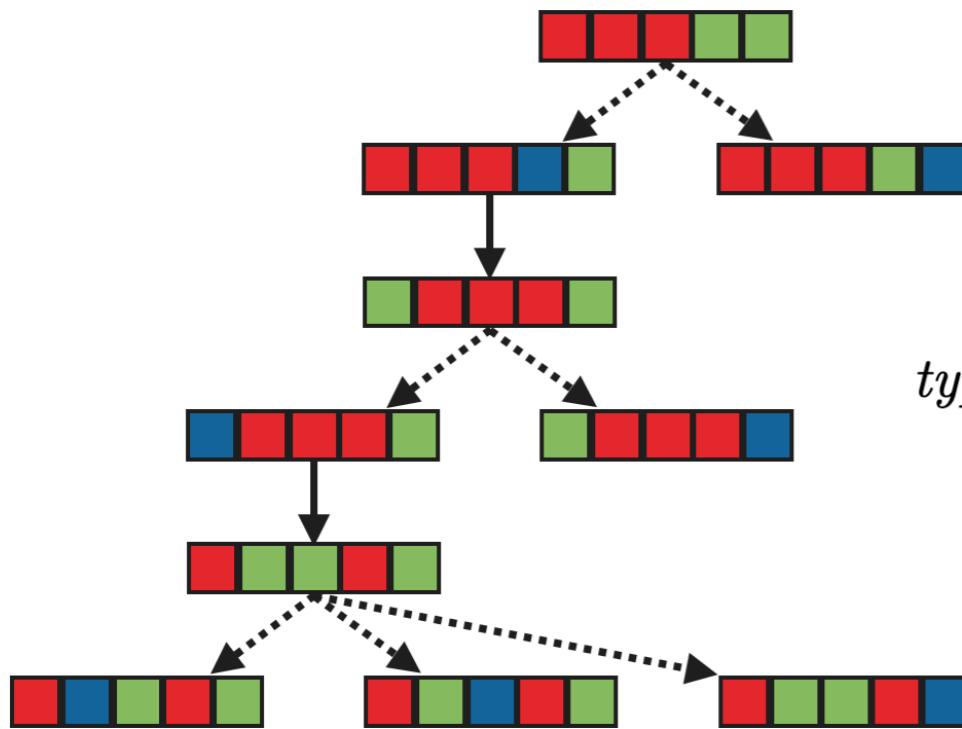


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# Session Types Can Help!

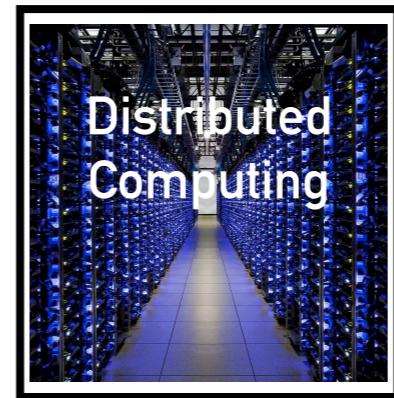
42



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# Conclusion



**Nomos**  
*Resource-Aware Session Types*  
[LICS '18, SAS '20,  
CSF '21]

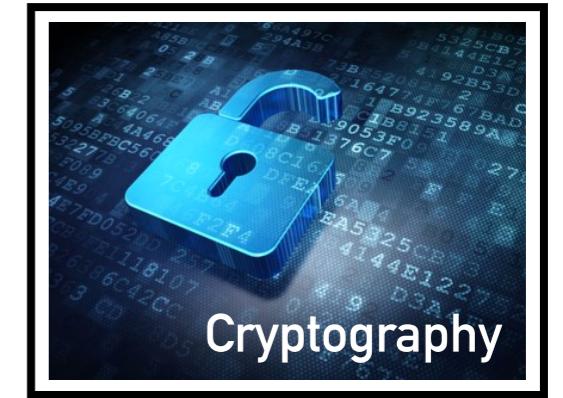
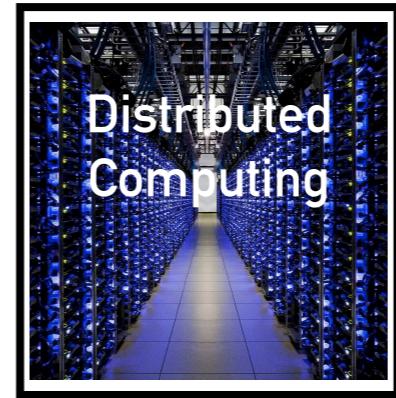
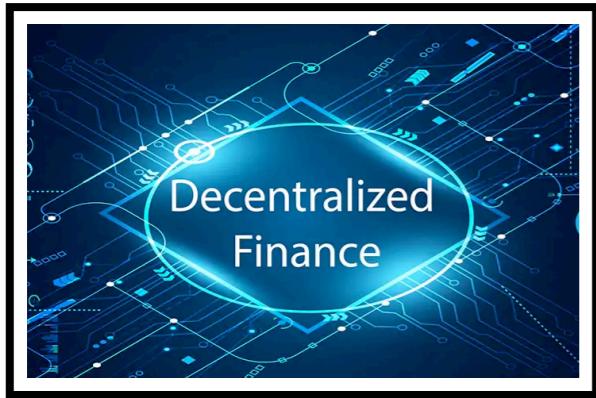
**NomosPro**  
*Probabilistic Session Types*  
[POPL '23]

**Rast**  
*Refinement Session Types*  
[ICFP '18, FSCD  
'20, CONCUR '20]

**Session Types**

# Conclusion

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*Resource-Aware Session Types*  
[LICS '18, SAS '20,  
CSF '21]

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*Probabilistic Session Types*  
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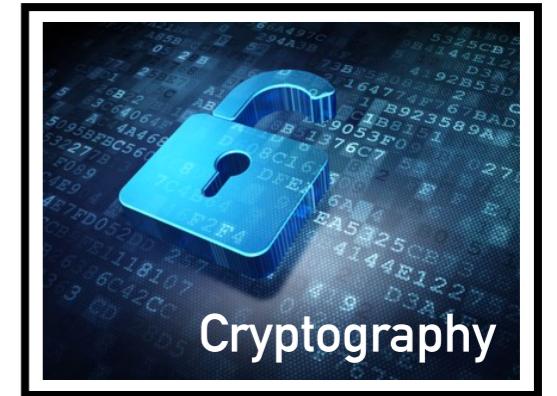
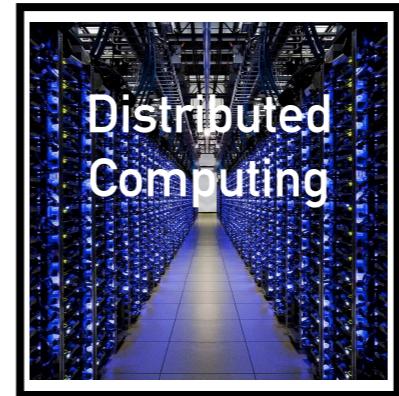
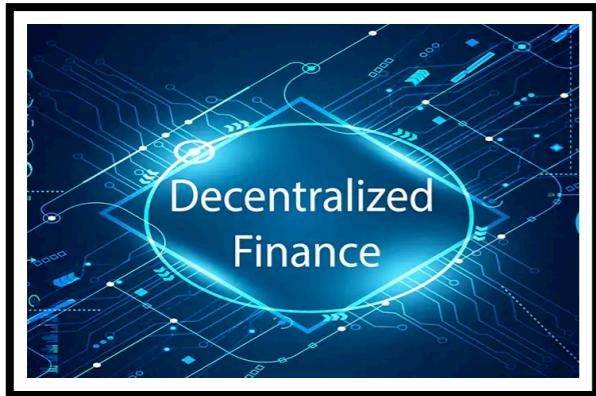
**Rast**  
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'20, CONCUR '20]

**NomosUC**  
*Import Session Types*

**Session Types**

# Conclusion

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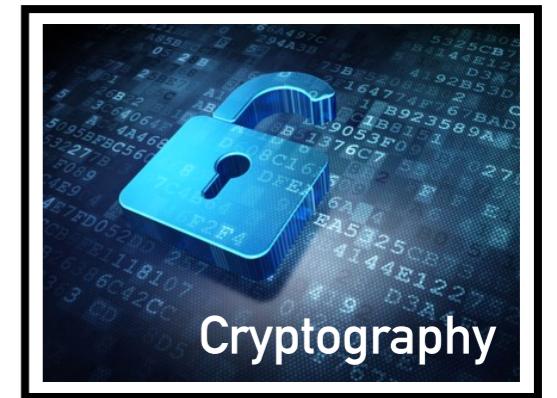
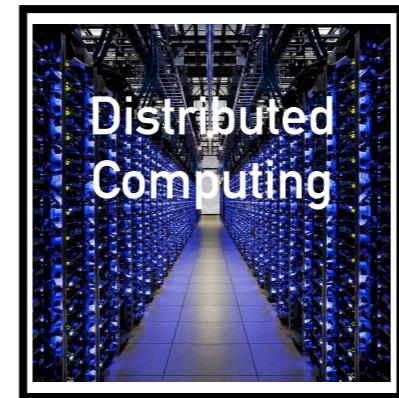
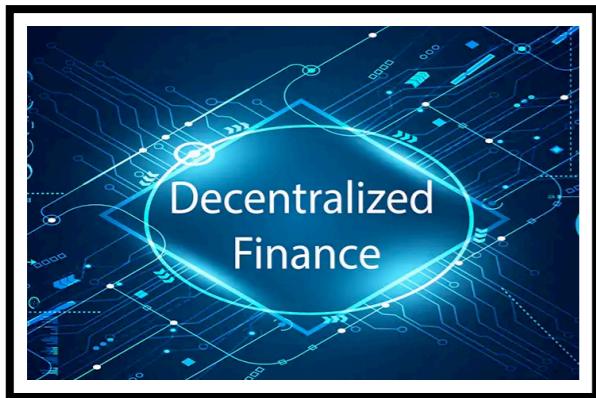
**Session Types**

*Dependent Session Types*

*Encoding Failures, Timeouts*

# Conclusion

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**Nomos**  
*Resource-Aware Session Types*  
[LICS '18, SAS '20,  
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**NomosPro**  
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