# From Lock Freedom to Progress Using Session Types

Luca Padovani

Dipartimento di Informatica, Università di Torino, Italy

PLACES 2013

#### The problem

$$(\nu ab)(\nu cd) \left(\begin{array}{c} a?(x).d!x \\ c?(y).b!y \end{array}\right)$$

a:?int d:!int b:!int c:?int

- two distinct sessions
- each session is well typed
- the system makes no progress

#### From lock freedom to progress

- Bettini et al., Global Progress in Dynamically Interleaved Multiparty Sessions, CONCUR 2008
- Coppo et al., Inference of Global Progress Properties for..., BEAT and COORDINATION 2013
  - for multiparty sessions
  - asynchronous communication
  - session types for linear channels
- Kobayashi, A Type System for Lock-Free Processes, Inf. and Comp., 2002
  - for the (almost) pure  $\pi$ -calculus
  - synchronous communication
  - usages for non-linear channels

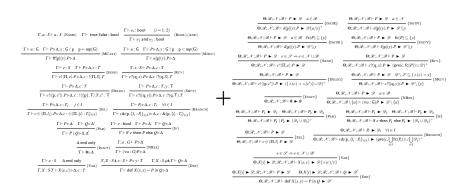
#### From lock freedom to progress

- Bettini et al., Global Progress in Dynamically Interleaved Multiparty Sessions, CONCUR 2008
- Coppo et al., Inference of Global Progress Properties for..., BEAT and COORDINATION 2013
  - for multiparty sessions
  - asynchronous communication
  - session types for linear channels
- Kobayashi, A Type System for Lock-Free Processes, Inf. and Comp., 2002
  - for the (almost) pure  $\pi$ -calculus
  - synchronous communication
  - usages for non-linear channels

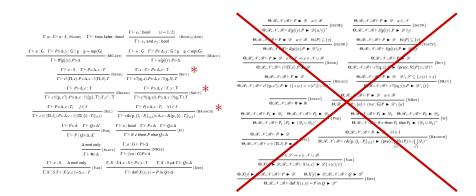
#### Is it a good idea?

```
\Gamma, u: S \vdash u: S \text{ (Name)} \quad \Gamma \vdash \text{ true, false: bool} \qquad \frac{\Gamma \vdash e_i: \text{bool} \qquad (i=1,2)}{} \tag{Bool.} \text{(And)}
                                                                                                                                             \Gamma \vdash e_1 and e_2: bool
\frac{\Gamma \vdash u : \mathsf{G} \quad \Gamma \vdash P \triangleright \Delta, y : \mathsf{G} \upharpoonright \mathsf{p} \quad \mathsf{p} = \mathsf{mp}(\mathsf{G})}{(\mathsf{MCAST})} \underbrace{\qquad \qquad \Gamma \vdash u : \mathsf{G} \quad \Gamma \vdash P \triangleright \Delta, y : \mathsf{G} \upharpoonright \mathsf{p} \quad \mathsf{p} < \mathsf{mp}(\mathsf{G})}_{(\mathsf{MACC})}
                              \Gamma \vdash \overline{\pi}[p](y).P \triangleright \Delta
                                                                                                                                                                 \Gamma \vdash u[p](y).P \triangleright \Delta
                                        \Gamma \vdash e : S \quad \Gamma \vdash P \triangleright \Delta, c : T \Gamma, x : S \vdash P \triangleright \Delta, c : T
                                        \frac{\Gamma \vdash c : (\Pi, e) \cdot P \triangleright \Delta, c : ! (\Pi, S) \cdot T}{\Gamma \vdash c : (\Pi, e) \cdot P \triangleright \Delta, c : ! (\Pi, S) \cdot T} (SEND) \frac{1}{\Gamma \vdash c : (\Pi, x) \cdot P \triangleright \Delta, c : ? (\mathbf{q}, S) \cdot T} (RCV)
                                                    \frac{\Gamma \vdash P \triangleright \Delta, c : T}{\text{(Deleg)}} = \frac{\Gamma \vdash P \triangleright \Delta, c : T, y : T}{\text{(Secv)}}
                       \Gamma \vdash c! \langle (p,c') \rangle . P \triangleright \Delta, c : ! \langle \{p\}, T \rangle . T, c' : T
\Gamma \vdash c? \langle (q,y) \rangle . P \triangleright \Delta, c : ? (q,T) . T
                                                                                            \Gamma \vdash P_i \triangleright \Delta, c : T_i \quad \forall i \in I 
                          \Gamma \vdash P \triangleright \Delta, c : T_j \quad j \in I
     \Gamma \vdash c \oplus \langle \Pi, l_j \rangle . P \triangleright \Delta, c : \oplus \langle \Pi, \{l_i : T_i\}_{i \in I} \rangle
\Gamma \vdash c \& (p, \{l_i : P_i\}_{i \in I}) \triangleright \Delta, c : \& (p, \{l_i : T_i\}_{i \in I})
                                             \Gamma \vdash P \triangleright \Delta \quad \Gamma \vdash Q \triangleright \Delta' \qquad \qquad \Gamma \vdash e : \mathsf{bool} \quad \Gamma \vdash P \triangleright \Delta \quad \Gamma \vdash Q \triangleright \Delta
                                               \frac{}{\Gamma \vdash P \mid Q \triangleright \Delta, \Delta'} \xrightarrow{\text{(PAR)}} \frac{}{\Gamma \vdash \text{if } e \text{ then } P \text{ else } Q \triangleright \Delta} \text{(Ir)}
                                                                                                                       \Gamma, a : G \vdash P \triangleright \Delta
                                                                         \frac{\Gamma \vdash \mathbf{0} \triangleright \Delta}{\Gamma \vdash (va : G)P \triangleright \Delta} \text{ (NRES)}
                         \Gamma \vdash e : S \quad \Delta \text{ end only} \qquad \Gamma, X : S + E \Rightarrow y : T \qquad \Gamma, X : S \mu \mathbf{t}, T \vdash Q \triangleright \Delta
                      \frac{\Gamma(X : S T \vdash X(e, c) \triangleright \Delta, c : T)}{\Gamma(X : S T \vdash X(e, c) \triangleright \Delta, c : T)} (VAR) \frac{\Gamma(A : S T \vdash X(e, c) \triangleright \Delta, c : T)}{\Gamma(A : S T \vdash X(e, c) \triangleright \Delta, c : T)} (Der)
                    \Gamma, X : S T \vdash X(e,c) \triangleright \Delta, c : T
```

#### Is it a good idea?



### Is it a good idea?



- one constraint on type rules for inputs \*
- three constraints on session types

#### Outline

Processes & Types

2 Constraints

3 Examples

4 Remarks

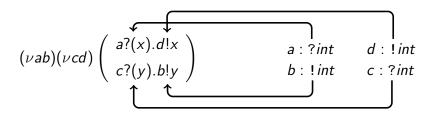
#### The language

$$P ::= \begin{array}{c} \textbf{Process} \\ \textbf{0} & (idle \ process) \\ | \ u?(x).P & (input) \\ | \ u!e.P & (output) \\ | \ P \mid P & (composition) \\ | \ (\nu ab)P & (session) \\ | \ def \ X(\vec{u}) = P \ in \ P & (definition) \\ | \ X\langle \vec{u}\rangle & (invocation) \end{array}$$

+ unbounded FIFO queues (asynchronous communication)

$$(\nu ab)(\nu cd)$$
  $\begin{pmatrix} a?(x).d!x \\ c?(y).b!y \end{pmatrix}$   $a:?int d:!int \\ b:!int c:?int$ 

- **1** Associate actions (in types) with timestamps  $t_a$ ,  $t_b$ , ...
- **2** Determine constraints between timestamps  $t_a < t_d$ , ...
- See whether the constraints admit a solution(⇒ well founded order for actions in the process)



- **1** Associate actions (in types) with timestamps  $t_a$ ,  $t_b$ , ...
- **2** Determine constraints between timestamps  $t_a < t_d, \ldots$
- See whether the constraints admit a solution
   (⇒ well founded order for actions in the process)

$$(\nu ab)(\nu cd)$$
  $\begin{pmatrix} a?(x).d!x \\ c?(y).b!y \end{pmatrix}$   $\begin{pmatrix} a & ? & d & ! & d \\ b & ! & b & ! & d \end{pmatrix}$ 

- **1** Associate actions (in types) with timestamps  $t_{a_1}$ ,  $t_{b_2}$ , ...
- 2 Determine constraints between timestamps  $t_a < t_d, \ldots$
- See whether the constraints admit a solution(⇒ well founded order for actions in the process)

$$(\nu ab)(\nu cd)$$
  $\begin{pmatrix} a?(x).d!x \\ c?(y).b!y \end{pmatrix}$   $a$  ?Int  $d$  !Int  $c$  : ?int  $c$  : ?int

- **1** Associate actions (in types) with timestamps  $t_a$ ,  $t_b$ , ...
- **2** Determine constraints between timestamps  $t_a < t_d, \ldots$
- See whether the constraints admit a solution(⇒ well founded order for actions in the process)

$$(\nu ab)(\nu cd)$$
  $\begin{pmatrix} a?(x).d!x \\ c?(y).b!y \end{pmatrix}$   $a:?int d:!int \\ b:!int c:?int$ 

- **1** Associate actions (in types) with timestamps  $t_a$ ,  $t_b$ , ...
- **2** Determine constraints between timestamps  $t_a < t_d, \ldots$
- See whether the constraints admit a solution
   (⇒ well founded order for actions in the process)

#### Session types with timestamps

$$T ::=$$
 end  $?T.S$   $!T.S$   $|$  rec  $\alpha.T$ 

#### Session types with timestamps

- $\delta_1 = \text{obligation} = \text{"time limit for the action to begin"}$
- $\delta_2 = \text{capability} = \text{"time limit for the action to end"}$

### Constraint C1: input prefixes

$$\frac{\Gamma, u: T, x: S \vdash P}{\Gamma, u: \langle \delta_1, \delta_2 \rangle ? S. T \vdash u?(x). P}$$

# Constraint C1: input prefixes

$$\frac{\Gamma, u: T, x: S \vdash P \qquad \delta_2 < \mathsf{ob}(\Gamma(v))^{v \in \mathsf{dom}(\Gamma)}}{\Gamma, u: \langle \delta_1, \delta_2 \rangle ? S. T \vdash u?(x). P}$$

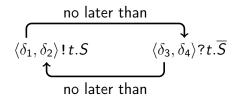
blocking action ends before blocked actions begin

$$\frac{\Gamma, a: T, b: \overline{T} \vdash P}{\Gamma \vdash (\nu ab)P}$$

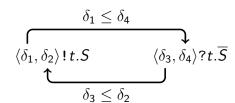
$$\langle \delta_1, \delta_2 \rangle$$
! t.S

$$\langle \delta_3, \delta_4 \rangle$$
? $t.\overline{S}$ 

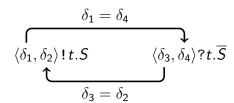
$$\frac{\Gamma, a: T, b: \overline{T} \vdash P}{\Gamma \vdash (\nu ab)P}$$



$$\frac{\Gamma, a: T, b: \overline{T} \vdash P}{\Gamma \vdash (\nu ab)P}$$



$$\frac{\Gamma, a: T, b: \overline{T} \vdash P}{\Gamma \vdash (\nu ab)P}$$



$$\frac{\Gamma, a: T, b: \overline{T} \vdash P}{\Gamma \vdash (\nu ab)P}$$

$$\delta_{1} = \delta_{4}$$

$$\langle \delta_{1}, \delta_{2} \rangle ! t.S \qquad \langle \delta_{3}, \delta_{4} \rangle ? t.\overline{S}$$

$$\delta_{3} = \delta_{2}$$

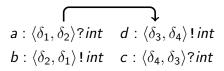
$$\overline{\langle \delta_1, \delta_2 \rangle ! t.S} = \langle \underline{\delta_2}, \underline{\delta_1} \rangle ? t.\overline{S}$$

$$(\nu ab)(\nu cd) \begin{pmatrix} a?(x).d!x \\ c?(y).b!y \end{pmatrix} \qquad \begin{array}{ll} a: \langle \delta_1, \delta_2 \rangle? int & d: \langle \delta_3, \delta_4 \rangle! int \\ b: \langle \delta_2, \delta_1 \rangle! int & c: \langle \delta_4, \delta_3 \rangle? int \end{array}$$

$$a: \langle \delta_1, \delta_2 \rangle$$
? int  $d: \langle \delta_3, \delta_4 \rangle$ ! in

11 / 18

$$(\nu ab)(\nu cd) \begin{pmatrix} a?(x).d!x \\ c?(y).b!y \end{pmatrix} \qquad \begin{array}{c} a: \langle \delta_1, \delta_2 \rangle?int & d: \langle \delta_3, \delta_4 \rangle!int \\ b: \langle \delta_2, \delta_1 \rangle!int & c: \langle \delta_4, \delta_3 \rangle?int \\ \end{array}$$



$$(\nu ab)(\nu cd) \begin{pmatrix} a?(x).d!x \\ c?(y).b!y \end{pmatrix} \qquad \begin{array}{ll} a: \langle \delta_1, \delta_2 \rangle?int & d: \langle \delta_3, \delta_4 \rangle!int \\ b: \langle \delta_2, \delta_1 \rangle!int & c: \langle \delta_4, \delta_3 \rangle?int \end{array}$$

$$(\nu ab)(\nu cd) \begin{pmatrix} a?(x).d!x \\ c?(y).b!y \end{pmatrix} \qquad \begin{array}{ll} a:\langle \delta_1,\delta_2\rangle?int & d:\langle \delta_3,\delta_4\rangle!int \\ b:\langle \delta_2,\delta_1\rangle!int & c:\langle \delta_4,\delta_3\rangle?int \end{array}$$

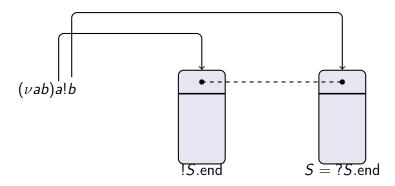
$$(\nu ab)(\nu cd)\begin{pmatrix} a?(x).d!x \\ c?(y).b!y \end{pmatrix} \qquad \begin{array}{ll} a:\langle \delta_1,\delta_2\rangle? \textit{int} & d:\langle \delta_3,\delta_4\rangle! \textit{int} \\ b:\langle \delta_2,\delta_1\rangle! \textit{int} & c:\langle \delta_4,\delta_3\rangle? \textit{int} \\ \\ \hline \delta_3<\delta_2 \\ \end{array}$$

$$a: \langle \delta_1, \delta_2 \rangle$$
?  $int$   $d: \langle \delta_3, \delta_4 \rangle$ !  $in$   $b: \langle \delta_2, \delta_1 \rangle$ !  $int$   $c: \langle \delta_4, \delta_3 \rangle$ ?  $int$ 

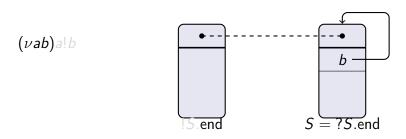
# Constraint C3: messages

 $(\nu ab)a!b$ 

# Constraint $\boxed{\textbf{C3}}$ : messages

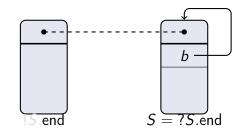


# Constraint C3: messages



### Constraint C3: messages

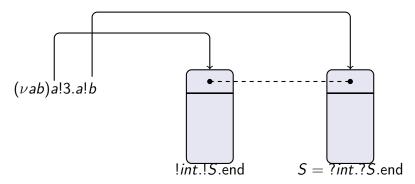


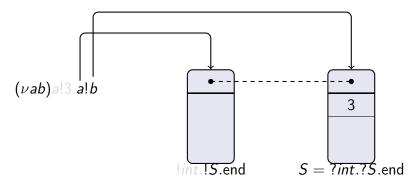


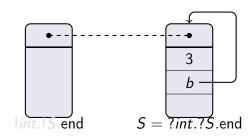
$$\langle \delta_1, \delta_2 \rangle$$
!  $S$ 
 $\delta_2 < \mathsf{ob}(S)$ 

can't use a message before it is delivered

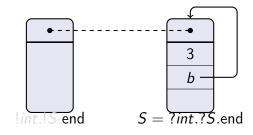
 $(\nu ab)a!3.a!b$ 





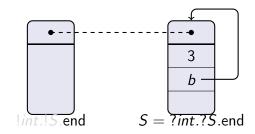


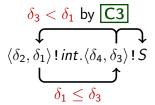
# Constraint C4: asynchrony



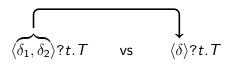
$$\begin{array}{c}
\delta_3 < \delta_1 \text{ by } \boxed{\texttt{C3}} \\
\downarrow & \downarrow \\
\langle \delta_2, \delta_1 \rangle ! int. \langle \delta_4, \delta_3 \rangle ! S
\end{array}$$

# Constraint C4: asynchrony





capabilities of consecutive outputs
must be ordered



def 
$$F(x) = x!3$$
 in  $(\nu ab)(F\langle b \rangle \mid (\nu cd)(F\langle d \rangle \mid c?(x).a?(y)))$ 

$$\left. \begin{array}{l} \textbf{a},\textbf{c}:\langle\delta\rangle?int\\ \textbf{b},\textbf{d}:\langle\delta\rangle!int \end{array} \right\}\delta<\delta \qquad \quad \begin{array}{l} \textbf{a},\textbf{c}:\langle\delta_1,\delta_2\rangle?int\\ \textbf{b},\textbf{d}:\langle\delta_2,\delta_1\rangle!int \end{array} \right\}\delta_2<\delta$$



def 
$$F(x) = x!3$$
 in  $(\nu ab)(F\langle b \rangle \mid (\nu cd)(F\langle d \rangle \mid c?(x).a?(y)))$  same type

$$\left\{ egin{aligned} & \mathsf{a}, \mathsf{c} : \langle \delta 
angle ? \mathsf{int} \ \mathsf{b}, \mathsf{d} : \langle \delta 
angle ! \mathsf{int} \end{aligned} 
ight. \left\{ egin{aligned} \delta < \delta \end{aligned} \qquad egin{aligned} & \mathsf{a}, \mathsf{c} : \langle \delta_1, \delta_2 
angle ? \mathsf{int} \ \mathsf{b}, \mathsf{d} : \langle \delta_2, \delta_1 
angle ! \mathsf{int} \end{aligned} 
ight. \left\{ \delta_2 < \delta 
ight. 
ight.$$





def 
$$F(x) = x!3$$
 in  $(\nu ab)(F\langle b \rangle \mid (\nu cd)(F\langle d \rangle \mid c?(x).a?(y)))$ 

$$\left. egin{aligned} a,c:\langle\delta
angle ? \textit{int} \\ b,d:\langle\delta
angle ! \textit{int} \end{aligned} 
ight\} \delta < \delta$$

$$\left. \begin{array}{l} \textit{a, c} : \langle \delta_1, \delta_2 \rangle ? \textit{int} \\ \textit{b, d} : \langle \delta_2, \delta_1 \rangle ! \textit{int} \end{array} \right\} \delta_2 < \delta_1$$

#### Wrap up

- type system for ensuring progress
- simpler than [2]: C1 on inputs + C2-4 on types
- finer than [2]: timestamping actions vs sessions
- simpler than [1]: duality vs reliability (and subtyping)
- C4 is new: asynchrony matters
- [1] Kobayashi, A Type System for Lock-Free Processes, Inf. and Comp., 2002
- [2] Bettini et al., Global Progress in Dynamically Interleaved Multiparty Sessions, CONCUR 2008

$$(\nu ab)(\nu cd)(X\langle a,d\rangle \mid Y\langle b,c\rangle)$$

$$X(a,d) = a!3.d?(x).X\langle a,d\rangle$$
  $a: \overline{T},d:S$   
 $Y(b,c) = b?(x).c!x.Y\langle b,c\rangle$   $b: \overline{T},c:\overline{S}$ 

$$T = \langle \delta_1, \delta_2 \rangle$$
? int.  $T$   
 $S = \langle \delta_3, \delta_4 \rangle$ ? int.  $S$ 

$$(\nu ab)(\nu cd)(X\langle a,d\rangle \mid Y\langle b,c\rangle)$$

$$X(a,d) = a!3.d?(x).X\langle a,d\rangle$$
  $a: \overline{T},d:S$   
 $Y(b,c) = b?(x).c!x.Y\langle b,c\rangle$   $b: T,c:\overline{S}$ 

$$T = \langle \delta_1, \delta_2 \rangle$$
? int.  $T$   
 $S = \langle \delta_3, \delta_4 \rangle$ ? int.  $S$ 

$$(\nu ab)(\nu cd)(X\langle a,d\rangle \mid Y\langle b,c\rangle)$$

$$\delta_4 < \delta_2$$

$$X(a,d) = a!3.d?(x).X\langle a,d\rangle \qquad a: \overline{T},d:S$$

$$Y(b,c) = b?(x).c!x.Y\langle b,c\rangle \qquad b: T,c:\overline{S}$$

$$\delta_2 < \delta_4$$

$$T = \langle \delta_1, \delta_2 \rangle?int.T$$

$$S = \langle \delta_3, \delta_4 \rangle?int.S$$

$$(\nu ab)(\nu cd)(X\langle a,d\rangle \mid Y\langle b,c\rangle)$$

$$\delta_4 < \delta_2$$

$$X(a,d) = a!3.d?(x).X\langle a,d\rangle \qquad a: \overline{T},d:S$$

$$Y(b,c) = b?(x).c!x.Y\langle b,c\rangle \qquad b: T,c:\overline{S}$$

$$\delta_2 < \delta_4$$

$$T = \langle \delta_1, \delta_2 \rangle?int.T$$

$$S = \langle \delta_3, \delta_4 \rangle?int.S$$

#### Problem #2: $\pi$ processes $\neq$ real programs

$$\frac{\Gamma, u: T, x: S \vdash P \qquad \delta_2 < \mathsf{ob}(\Gamma(v))^{v \in \mathsf{dom}(\Gamma)}}{\Gamma, u: \langle \delta_1, \delta_2 \rangle ? S. T \vdash u?(x). P}$$

richer/more compositional types are needed

#### Problem #2: $\pi$ processes $\neq$ real programs

$$\frac{\Gamma, u: T, x: S \vdash P \qquad \delta_2 < \mathsf{ob}(\Gamma(v))^{v \in \mathsf{dom}(\Gamma)}}{\Gamma, u: \langle \delta_1, \delta_2 \rangle ? S. T \vdash u?(x). P}$$

What if this occurs inside a function?

richer/more compositional types are needed

#### Problem #2: $\pi$ processes $\neq$ real programs

$$\frac{\Gamma, u: T, x: S \vdash P \qquad \delta_2 < \mathsf{ob}(\Gamma(v))^{v \in \mathsf{dom}(\Gamma)}}{\Gamma, u: \langle \delta_1, \delta_2 \rangle? S. T \vdash u?(x). P}$$

What if this occurs inside a function?

richer/more compositional types are needed

#### What's next?

• attack problems #1 and #2 (BETTY WG1&3)

multiparty sessions and shared channels (exercise)

• inference tool (Haskell implementation, coming soon)