Deadlock and lock freedom in the linear π -calculus

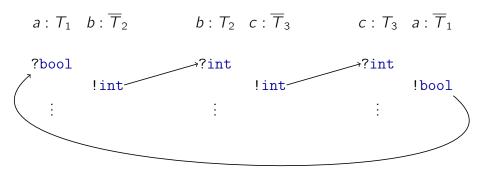
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Outline

- Introduction
- **2** The linear π -calculus
- 3 Examples
- 4 Concluding remarks

Progress in binary systems

From binary to *n*-ary systems



From binary to multiparty session types

- Bravetti, Zavattaro, A Foundational Theory of Contracts for Multi-party Service Composition, Fundamenta Informaticae 2008
- Honda, Yoshida, Carbone, Multiparty asynchronous session types, POPL 2008
- ...

$$G = A \xrightarrow{\text{int}} B.B \xrightarrow{\text{int}} C.C \xrightarrow{\text{bool}} A.G$$



Well-formed global type \Rightarrow progress

$$G = A \xrightarrow{\text{int}} B.B \xrightarrow{\text{int}} C.C \xrightarrow{\text{bool}} A.G$$

Tracking dependencies between sessions

- Dezani, de'Liguoro, Yoshida, On Progress for Structured Communications, TGC 2007
- Bettini, Coppo, D'Antoni, De Luca, Dezani, Yoshida, Global Progress in Dynamically Interleaved Multiparty Sessions, CONCUR 2008
- Coppo, Dezani, Padovani, Yoshida, Inference of Global Progress Properties for Dynamically Interleaved Multiparty Sessions, COORDINATION 2013
- Coppo, Dezani, Yoshida, Padovani, Global Progress in Dynamically Interleaved Multiparty Sessions, MSCS, to appear

Tracking dependencies between **sessions**

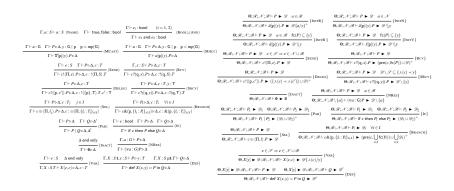
$$a: T_1 \quad b: \overline{T}_2 \qquad b: T_2 \quad c: \overline{T}_3 \qquad c: T_3 \quad a: \overline{T}_1$$

?bool

!int
!int
!bool

: : : :

Tracking dependencies between **sessions**



Tracking dependencies between actions

- Kobayashi, A Type System for Lock-Free Processes, Inf. & Comp. 2002
- Kobayashi, A New Type System for Deadlock-Free Processes, CONCUR 2006
- . . .
- Padovani, From Lock Freedom to Progress Using Session Types, PLACES 2013
- Vieira, Vasconcelos, Typing Progress in Communication-Centred Systems, COORDINATION 2013
- + fine-grained
- recursion+channel interleaving

From sessions to the linear π -calculus

 Dardha, Giachino, Sangiorgi, Session types revisited, PPDP 2012

Session	Linear π -calculus
$a!\langle 45\rangle.a?(x)$	$(\nu b)a!\langle 45,b\rangle.b?(x)$
a:!int.?bool	$a: ![int \times ![bool]]$

The linear π -calculus

 Kobayashi, Pierce, Turner, Linearity and the pi-calculus, TOPLAS 1999

 $p^{\iota}[t]$

Theorem (soundness)

Each linear channel of a well-typed process is used at most once

Deadlock and lock freedom

Definition (deadlock freedom)

no pending communications on linear channels in irreducible states

$$a?(x).b!\langle x\rangle \mid b?(y).a!\langle y\rangle$$

Definition (lock freedom)

each pending communication on a linear channel can be completed

$$c!\langle a \rangle \mid *c?(x).c!\langle x \rangle \mid a!\langle 1984 \rangle$$

Conditions for deadlock freedom

Inputs

$$\frac{u \text{ has higher priority than all the channels in } P}{u?(x).P \text{ is well typed}}$$

Outputs

$$\frac{u \text{ has higher priority than } v}{u!\langle v \rangle \text{ is well typed}}$$

Examples

$$a: \#[\operatorname{int}]^{m}, b: \#[\operatorname{bool}]^{h} \vdash a^{m}?(x).b^{h}!\langle x \rangle \mid b^{h}?(y).a^{m}!\langle y \rangle$$

$$a: \#[\operatorname{int}]^{m} \vdash a^{m}?(x).a^{m}!\langle x \rangle$$

$$a: \#[\mu\alpha.?[\alpha]^m]^m \vdash a^m\widehat{!\langle a^m\rangle}$$

Recursive processes

*fact?(x,
$$\stackrel{\frown}{N}$$
).if $x = 0$ then $y^0!\langle 1 \rangle$
else $(\nu a^{-1})(fact!\langle x - 1, a^{\frown}\rangle \mid a^{\frown}?(z).\stackrel{\frown}{N}\langle x \times z \rangle)$

 Kobayashi, A New Type System for Deadlock-Free Processes, CONCUR 2006

*stream?(x,
$$\sqrt[9]{\cdot}$$
)($\sqrt[9]{\cdot}$ (x, $\sqrt[4]{\cdot}$) | stream!(x + 1, $\sqrt[4]{\cdot}$)

Spot the differences

$$c?(x^8).y^7!\langle x^8\rangle$$

$$c?(x^8, y^7).y^7!\langle x^8\rangle$$

- y free
- x's priority $\prec 7$
- *c* monomorphic

- y bound
- x's priority $\prec y$'s priority
- c polymorphic

When is a channel polymorphic?

- input on c has free linear channels in continuation
 ⇒ c monomorphic
- input on c has no free linear channels in continuation
 ⇒ c polymorphic

$$\frac{\Gamma, x : t \vdash P \qquad \mathsf{un}(\Gamma)}{\Gamma \vdash *u?(x).P}$$

Fact

Every replicated channel is polymorphic in the linear π -calculus

Back to fact and stream

*fact?(x,
$$y^{\bigcirc}$$
).if $x = 0$ then $y^{\circ}!\langle 1 \rangle$
else $(\nu a^{-1})(fact!\langle x - 1, a^{\bigcirc} \rangle \mid a^{-1}?(z).y^{\circ}!\langle x \times z \rangle)$

*stream?(x,
$$\sqrt[9]{}$$
.(νa^1)(y^0 ! $\langle x, a^1 \rangle$ | stream! $\langle x + 1, a^1 \rangle$)

A technical issue

*stream?(x:int,y:t).(
$$\nu a$$
:s)(y ! $\langle x,a \rangle$ | stream! $\langle x+1,a \rangle$)

 $t = ![int \times s_1]^0$
 $s_1 = ?[int \times s_2]^1$
 $s_2 = ?[int \times s_3]^2$
 \vdots
 $s_i = ?[int \times s_{i+1}]^i$
 \vdots
 $t = ![int \times s]^0$
 $s = ?[int \times s]^1$

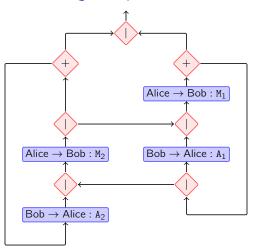
Lock-free full-duplex communication

$$*c?(x^{0}, y^{0}).(\nu a^{1})(x^{0}!\langle a^{1}\rangle | y^{0}?(z^{1}).c!\langle a^{1}, z^{1}\rangle)$$

$$c!\langle e, f \rangle \mid c!\langle f, e \rangle$$



Lock-free alternating bit protocol



 Deniélou, Yoshida, Multiparty Session Types Meet Communicating Automata, ESOP 2012

Lock-free alternating bit protocol

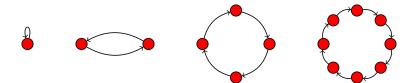
Bob
$$\stackrel{\text{def}}{=} *bob?(x^{0}, y^{2}).$$
 $(\nu a^{3}b^{5})(x^{0}?(\bar{x}^{1}).(\bar{x}^{1}!\langle a^{3}\rangle \mid y^{2}?(\bar{y}^{3}).(\bar{y}^{3}!\langle b^{5}\rangle \mid bob!\langle a^{3}, b^{5}\rangle)))$

Alice₁ $\stackrel{\text{def}}{=} *alice_{1}?(x^{0}, z^{1}).$
 $(\nu a^{1}c^{2})(x^{0}!\langle a^{1}\rangle \mid z^{1}!\langle c^{2}\rangle \mid a^{1}?(\bar{x}^{3}).c^{2}?(\bar{z}^{4}).alice_{1}!\langle \bar{x}^{3}, \bar{z}^{4}\rangle)$

Alice₂ $\stackrel{\text{def}}{=} *alice_{2}?(y^{2}, z^{1}).$
 $(\nu b^{3}c^{4})(z^{1}?(\bar{z}^{2}).(y^{2}!\langle b^{3}\rangle \mid \bar{z}^{2}!\langle c^{4}\rangle \mid b^{3}?(\bar{y}^{5}).alice_{2}!\langle \bar{y}^{5}, c^{4}\rangle))$

Lock-free fairy ring

$$*c?(x^0, y^0).(\nu a^1 b^1)(x^0?(z^1).c!\langle z^1, b^1 \rangle \mid c!\langle b^1, a^1 \rangle \mid y^0!\langle a^1 \rangle)$$



Back to sessions

Strategy #1

$$\frac{a?(x).b?(x').a?(y).b?(y').(a!\langle x + x' \rangle \mid b!\langle y + y' \rangle)}{\Downarrow}$$

$$a?(x, a').b?(x', b').a'?(y, a'').b'?(y', b'').(a''!\langle x + x' \rangle \mid b''!\langle y + y' \rangle)$$

$$?[int]^m.![bool]^n$$
 \uparrow
 $?[int \times ![bool]^n]^m$

$$A \xrightarrow{int} B^m.B \xrightarrow{bool} C^n$$

Final considerations

- + simple
- + accurate
- unlimited channels (concurrent objects, dining philosophers)

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(dead)lock freedom ⇒ sessions

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What's next

Type reconstruction (with Tzu-Chun Chen)

- collect constraints
- integer programming problem
- 3 solve constraints between types

Unlimited channels?