Towards Formalising Trace Equivalence for Global and Local Types

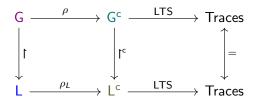
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Imperial College London

Verification of Session Types Workshop - 4th June 2020

Certifying the Semantics of Communication

This work is part of a bigger project for certifying, and reasoning about, programs in distributed systems.



- We formalize the meta-theory of multiparty session types¹.
- We use the Coq² Proof Assistant.

Deniélou P.-M., Yoshida N. (2013) Multiparty Compatibility in Communicating Automata: Characterisation and Synthesis of Global Session Types. ICALP 2013.

https://cog.inria.fr/

Global and Local Types

Inductively defined by the following syntaxes:

$$\begin{array}{lll} \mathsf{G} & ::= & \mathsf{end} & \mathsf{end} \ \mathsf{type} \\ & \mid & X & \mathsf{variable} \\ & \mid & \mu X.\mathsf{G} & \mathsf{recursion} \\ & \mid & \mathsf{p} \to \mathsf{q} : \{\ell_i(S_i).\mathsf{G}_i\}_{i \in I} & \mathsf{message} \end{array}$$

$$\begin{array}{lll} \mathsf{L} & ::= & \mathsf{end} & \mathsf{end} \ \mathsf{type} \\ & \mid & X & \mathsf{variable} \\ & \mid & \mu X.\mathsf{L} & \mathsf{recursion} \\ & \mid & ![\mathsf{q}]; \{\ell_i(S_i).\mathsf{L}_i\}_{i \in I} & \mathsf{send} \ \mathsf{type} \\ & \mid & ?[\mathsf{p}]; \{\ell_i(S_i).\mathsf{L}_i\}_{i \in I} & \mathsf{receive} \ \mathsf{type} \end{array}$$

Types are assumed *closed* (no free variables) and recursion variables are always assumed *guarded* in types (namely types like $\mu X.X$ are not allowed).

Projection

Projection Rules:

```
• end|r = end; [PROJ-END]

• X \upharpoonright r = X; [PROJ-END]

• (\mu X.G) \upharpoonright r = \mu X.(G \upharpoonright r) [PROJ-REC]

• r = p implies p \rightarrow q : \{\ell_i(S_i).G_i\}_{i \in I} \upharpoonright r = ![q]; \{\ell_i(S_i).G_i \upharpoonright r\}_{i \in I}; [PROJ-RECV]

• r = q implies p \rightarrow q : \{\ell_i(S_i).G_i\}_{i \in I} \upharpoonright r = ?[p]; \{\ell_i(S_i).G_i \upharpoonright r\}_{i \in I}; [PROJ-RECV]

• r \neq p, r \neq q and, for all i, j \in I, G_i \upharpoonright r = G_j \upharpoonright r; implies p \rightarrow q : \{\ell_i(S_i).G_i\}_{i \in I} \upharpoonright r = G_1 \upharpoonright r; [PROJ-CONT]
```

undefined otherwise.

Warm-Up!

A global type for a simple protocol:

$$\mathsf{G} = \mathsf{p} o \mathsf{q} : \ell(\mathsf{S}).\mathsf{q} o \mathsf{r} : \ell'(\mathsf{S}').\mathsf{end}$$

and its projection on participant q:

$$\mathsf{G}\!\!\upharpoonright\!\!\mathsf{q}=?[\mathsf{p}];\!\ell(S).![\mathsf{r}];\!\ell'(S').\mathtt{end}$$

Warm-Up!

A global type for a simple protocol:

$$G = p \rightarrow q : \ell(S).q \rightarrow r : \ell'(S').end$$

and its projection on participant q:

$$G \upharpoonright q = ?[p]; \ell(S).![r]; \ell'(S').end$$

Do these global types have well defined projections?

$$\begin{array}{ll} p \rightarrow q : \{ & \ell_1(\text{oranges}).\text{end}, \\ & \ell_2(\text{bananas}).q \rightarrow p : \ell_3(\text{pears}).\text{end} \} \\ \\ p \rightarrow q : \{ & \ell_1(\text{oranges}).\text{end}, \\ & \ell_2(\text{bananas}).q \rightarrow r : \ell_3(\text{pears}).\text{end} \} \\ \\ p \rightarrow q : \{ & \ell_1(\text{oranges}).p \rightarrow r : \ell_3(\text{pears}).\text{end}, \\ & \ell_2(\text{bananas}).q \rightarrow r : \ell_3(\text{pears}).\text{end} \} \\ \\ p \rightarrow q : \{ & \ell_1(\text{oranges}).q \rightarrow r : \ell_3(\text{pears}).\text{end}, \\ & \ell_2(\text{bananas}).q \rightarrow r : \ell_3(\text{pears}).\text{end} \} \end{array}$$

Warm-Up!

A global type for a simple protocol:

$$\mathsf{G} = \mathsf{p} o \mathsf{q} : \ell(\mathsf{S}).\mathsf{q} o \mathsf{r} : \ell'(\mathsf{S}').\mathsf{end}$$

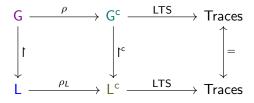
and its projection on participant q:

$$G \upharpoonright q = ?[p]; \ell(S).![r]; \ell'(S').end$$

Do these global types have well defined projections?

$$\begin{array}{lll} p \rightarrow q : \{ & \ell_1(\text{oranges}).\text{end}, \\ & \ell_2(\text{bananas}).q \rightarrow p : \ell_3(\text{pears}).\text{end} \} & \textbf{YES!} \\ p \rightarrow q : \{ & \ell_1(\text{oranges}).\text{end}, \\ & \ell_2(\text{bananas}).q \rightarrow r : \ell_3(\text{pears}).\text{end} \} & \textbf{NO!} \\ p \rightarrow q : \{ & \ell_1(\text{oranges}).p \rightarrow r : \ell_3(\text{pears}).\text{end}, \\ & \ell_2(\text{bananas}).q \rightarrow r : \ell_3(\text{pears}).\text{end} \} & \textbf{NO!} \\ p \rightarrow q : \{ & \ell_1(\text{oranges}).q \rightarrow r : \ell_3(\text{pears}).\text{end}, \\ & \ell_2(\text{bananas}).q \rightarrow r : \ell_3(\text{pears}).\text{end}, \\ & \ell_2(\text{bananas}).q \rightarrow r : \ell_3(\text{pears}).\text{end} \} & \textbf{YES!} \\ \end{array}$$

Certifying the Semantics of Communication



- Multiparty Session Types ✓
- Coinductive Trees (equi-recursive point of view)
- Semantics by Traces

"We adopt the equi-recursive viewpoint, i.e., we identify $\mu X.G$ and $G\{\mu X.G/X\}$."

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Example:

 $\mu X.\mathsf{p} \to \mathsf{q} : \!\! \ell(S).X \text{ is "the same as" } \mathsf{p} \to \mathsf{q} : \!\! \ell(S).(\mu X.\mathsf{p} \to \mathsf{q} : \!\! \ell(S).X),$

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```

"We adopt the $\it equi-recursive\ viewpoint,$ i.e., we identify $\mu X.G$ and $G\{\mu X.G/X\}.$ "

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with a coinductive unrolling process!

Coinductive Asynchronous Trees

Global Trees:

$$G^{c}$$
 ::= end^c end type
 $p \rightarrow q : \{\ell_{i}(S_{i}).G^{c}_{i}\}_{i \in I}$ message send
 $p \stackrel{\ell_{\bar{i}}}{\longrightarrow} q : \{\ell_{i}(S_{i}).G^{c}_{i}\}_{i \in I}$ message receive

Coinductive unrolling $_{-}\rho_{-}$:

$$\frac{\mathsf{G}\{\mu\mathsf{X}.\mathsf{G}/\mathsf{X}\}\;\rho\;\mathsf{G}^\mathsf{c}}{\mathsf{end}\;\rho\;\mathsf{end}^\mathsf{c}} \qquad \frac{\mathsf{G}\{\mu\mathsf{X}.\mathsf{G}/\mathsf{X}\}\;\rho\;\mathsf{G}^\mathsf{c}}{\mathsf{\mu}\mathsf{X}.\mathsf{G}\;\rho\;\mathsf{G}^\mathsf{c}} \\ \forall i \in I.\mathsf{G}_i\;\rho\;\mathsf{G}^\mathsf{c}_i \\ \mathsf{p} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}_i\}_{i \in I}\;\rho\;\mathsf{p} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}^\mathsf{c}_i\}_{i \in I}\;\mathsf{p} \in \mathsf{G}^\mathsf{c}_i \}_{i \in I} \\ \mathsf{p} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}_i\}_{i \in I}\;\mathsf{p} \in \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}^\mathsf{c}_i\}_{i \in I}\;\mathsf{p} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{p} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}_i\}_{i \in I}\;\mathsf{p} \in \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}^\mathsf{c}_i\}_{i \in I}\;\mathsf{p} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{p} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}_i\}_{i \in I}\;\mathsf{p} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}_i\}_{i \in I}\;\mathsf{p} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}_i\}_{i \in I}\;\mathsf{q} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}_i\}_{i \in I}\;\mathsf{q} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}_i\}_{i \in I}\;\mathsf{q} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{G}_i\}_{i \in I}\;\mathsf{q} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{q} \in \mathsf{q} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{q} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{q} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{q} \in \mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \{\ell_i(S_i).\mathsf{q} \in \mathsf{q}\}_{i \in I} \\ \mathsf{q} \to \mathsf{q}: \mathsf{q}: \mathsf{q} \to \mathsf{q}: \mathsf{q} \to \mathsf{q}: \mathsf{q}: \mathsf{q} \to \mathsf{q}: \mathsf{q}: \mathsf{q}: \mathsf{q} \to \mathsf{q}: \mathsf{q$$

Coinductive Asynchronous Trees

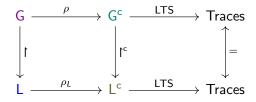
Global Trees:

```
\begin{array}{cccc} \mathsf{G}^\mathsf{c} & ::= & \mathsf{end}^\mathsf{c} & & \mathsf{end} \ \mathsf{type} \\ & | & \mathsf{p} \to \mathsf{q} : \{\ell_i(S_i).\mathsf{G}^\mathsf{c}{}_i\}_{i \in I} & \mathsf{message} \ \mathsf{send} \\ & | & \mathsf{p} \stackrel{\ell_{\bar{\imath}}}{\leadsto} \mathsf{q} : \{\ell_i(S_i).\mathsf{G}^\mathsf{c}{}_i\}_{i \in I} & \mathsf{message} \ \mathsf{receive} \end{array}
```

Local Trees:

```
\begin{array}{cccc} \mathsf{L}^\mathsf{c} & ::= & \mathsf{end}^\mathsf{c} & \mathsf{end} \; \mathsf{type} \\ & | & !^\mathsf{c}[\mathsf{p}]; \{\ell_i(S_i).\mathsf{L}^\mathsf{c}_i\}_{i \in I} & \mathsf{send} \; \mathsf{type} \\ & | & ?^\mathsf{c}[\mathsf{q}]; \{\ell_i(S_i).\mathsf{L}^\mathsf{c}_i\}_{i \in I} & \mathsf{receive} \; \mathsf{type} \end{array}
```

Certifying the Semantics of Communication



- Multiparty Session Types
- Coinductive Trees (equi-recursive point of view) ✓
- Semantics by Traces

p sends a message to q with label ℓ :

$$p \rightarrow q : \ell(S).G^{c}$$

We keep track of this communication with a queue:

 ϵ

p sends a message to q with label ℓ :

$$p \to q : \ell(S).G^c \xrightarrow{\text{step } \ell} p \xrightarrow{\ell} q : \ell(S).G^c$$

We keep track of this communication with a queue:

$$\epsilon \xrightarrow{\text{enqueue}} [(\ell, S)]$$

p sends a message to q with label ℓ :

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We have such a queue for each pair of participants.

Queues for Asynchronous Local Coordination

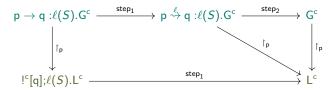
p sends and q receive:

Queue Environments

A queue environment is a finitely supported function Q of type $\mathtt{role} \times \mathtt{role} \to \mathcal{W}$, where \mathcal{W} is the set of finite words w (queues) on the alphabet labels \times sorts.

Global and Local Steps

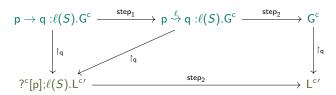
p sends:



Global and Local Steps

p sends:

q receives:



"Local" Environments

We want to consider altogether the different local types involved in the communication.

Environments for Local Types

An environment for local types is a finitely supported function E of type role \rightarrow 1-ty°.

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Why?!

"Local" Environments

We want to consider altogether the different local types involved in the communication.

Environments for Local Types

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Why?!

It will be $E(p) = L^c_{p}$, where $G^c \upharpoonright_p^c L^c_{p}$.

One-Shot Projection

We get the one-shot projection of a global type both on environments of local types and on queue environments.



Step Results

Theorem (Step Soundness)

If $G^c \upharpoonright (E, Q)$ and $G^c \xrightarrow{step} G^{c'}$, then there exist E' and Q', such that $G^{c'} \upharpoonright (E', Q')$ and $(E, Q) \xrightarrow{step} (E', Q')$.

Theorem (Step Completeness)

If $G^c \upharpoonright (E, Q)$ and $(E, Q) \xrightarrow{step} (E', Q')$, then there exists $G^{c'}$, such that $G^{c'} \upharpoonright (E', Q')$ and $G^c \xrightarrow{step} G^{c'}$.

Labelled Transition System

Keeping track of messages...

Actions

An action a is an object of the shape:

- either $pq!(\ell, S)$ (send action),
- or pq? (ℓ, S) (receive action).

Traces

A *trace t* is a coinductive, possibly infinite, stream of actions:

• $a_1 a_2 a_3 \dots$ is a trace.

Traces for Trees

p sends and q receives:

$$\mathsf{p} \to \mathsf{q} : \!\! \ell(S).\mathsf{G}^\mathsf{c} \xrightarrow{\quad \mathsf{step}_1 \quad} \mathsf{p} \stackrel{\ell}{\to} \mathsf{q} : \!\! \ell(S).\mathsf{G}^\mathsf{c} \xrightarrow{\quad \mathsf{step}_2 \quad} \mathsf{G}^\mathsf{c}$$

Let t be a trace for G^c ,

$$pq!(\ell, S)pq?(\ell, S)t \leftarrow pq?(\ell, S)t \leftarrow t$$

Non-Determinism

Let us consider two different executions:

$$\bullet \ \ \mathsf{p} \to \mathsf{q} : \{\ell_i(S_i).\mathsf{G^c}_i\}_{i \in I} \xrightarrow{\mathsf{step} \ \ell_1} \mathsf{p} \xrightarrow{\ell_1} \mathsf{q} : \{\ell_i(S_i).\mathsf{G^c}_i\}_{i \in I} \xrightarrow{\mathsf{step} \ \ell_1} \mathsf{G^c}_1$$

$$\bullet \ \ \mathsf{p} \to \mathsf{q} : \{\ell_i(S_i).\mathsf{G}^\mathsf{c}{}_i\}_{i \in I} \xrightarrow{\mathsf{step} \ \ell_2} \mathsf{p} \xrightarrow{\ell_2} \mathsf{q} : \{\ell_i(S_i).\mathsf{G}^\mathsf{c}{}_i\}_{i \in I} \xrightarrow{\mathsf{step} \ \ell_2} \mathsf{G}^\mathsf{c}{}_2$$

If t_1 is a trace admissible for G^c_1 and t_2 is admissible for G^c_2 , both

- $pq!(\ell_1, S_1)pq?(\ell_1, S_1)t_1$ and
- $pq!(\ell_2, S_2)pq?(\ell_2, S_2)t_2$

are admissible for $p \to q : \{\ell_i(S_i).G^c_i\}_{i \in I}$.

Trace Equivalence

And finally...

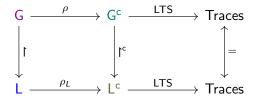
Trace Equivalence

And finally...

Theorem (Trace Equivalence)

If $G^c \upharpoonright^c E$ then the set of traces admissible for G^c is equal to the set of traces admissible for E.

Certifying the Semantics of Communication



- Multiparty Session Types
- Coinductive Trees (equi-recursive point of view)
- Semantics by Traces ✓ (almost)

Things We Used

Formalisation in the Coq³ Proof Assistant, in particular we have used:

- the SSReflect⁴ proof language;
- the Mathematical Components⁵ libraries;
- the PaCo library for parametrized coinduction⁶.

³https://coq.inria.fr/

 $^{^{4} {\}rm https://coq.inria.fr/refman/proof-engine/ssreflect-proof-language.html} \\$

⁵ https://math-comp.github.io/

⁶ https://github.com/snu-sf/paco

Conclusion

Things we have got:

- a formalisation of the metatheory of mutliparty session types in Coq
- two birds with a (coinductive) stone: equi-recursion and no bindings
- (non-deterministic) semantics through labelled transition systems
- types that are ready for typing!

From here what?

- a more comprehensive version of MPST (e.g., with merge operator)
- o communicating finite state automata
- ... the future is unwritten!

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- types that are ready for typing! Please attend Francisco's talk! :)

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- ... the future is unwritten!

Thank You!