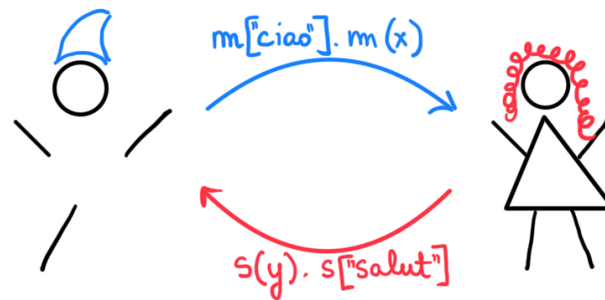


# SESSION TYPES

## Le 3: Multiparty

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Multiparty session - "generalize" binary session types to the case of more than two participants.

The central idea is to introduce global types, which describe multiparty communication at a high level and provide a means to check protocol compliance.

It was originally inspired by the design of an industrial language for protocol description.

This requires us to slightly change our perspective on what we have done so far.

Indeed we have looked at process terms (implementation) and questioned whether they could types, i.e. corresponded to any protocol description.  
bottom-up approach

The alternative is to look at session types as specifications of the concurrent protocols we are interested in and check whether a given process term implements the expected communication.  
top-down approach