Type equivalence algorithm sec:algorithm

$$(X_1X_4, Y_1Y_3)$$

$$(X_1Y_1, X_4Y_3)$$

$$(X_1X_1X_2, Y_1Y_1Y_2)$$

$$(X_3, Y_2)$$

$$(X_4, Y_3)$$

$$(X_1X_1X_2, Y_1Y_1Y_2)$$

$$(X_1X_2, \varepsilon)$$

$$(Y_1Y_2, \varepsilon)$$

$$(X_1X_2, Y_1Y_2)$$

$$(X_1, Y_1)$$

$$(X_2, Y_2)$$

$$(X_3, Y_2)$$

$$(\varepsilon, \varepsilon)$$

$$\emptyset$$

$$(X\alpha, Y\beta)$$

$$(X\alpha', Y\beta')$$

$$(\alpha, \alpha'), (\beta, \beta')$$

$$(X, Y\gamma), (\gamma\alpha, \beta)$$

X and Y normed

norm (X) = norm $(Y\gamma)$

We start by recalling the type equivalence problem.

quote Given context-free session types S and T, the type equivalence problem consists in deciding if types S and T are equivalent, i.e., $S \sim T$.