# A Bunch of Sessions: **Session Types beyond Linear Logic**

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ioint work with

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UNIFYING

- C•RRECTNESS FOR C•MMUNICATING S•FTWARE

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#### **Context**

Logic has long provided a solid basis for the principled analysis of programs. Very productive, especially for programs involving **concurrency**:

- **Separation Logics** (O'Hearn and Reynolds):
- Exploit local reasoning to support useful forms of safe interference and sharing in heap-manipulating programs.
- **Linear Logic** (Girard):
- Flexible foundation for ensuring that message-passing processes correctly implement protocols, avoiding races and deadlocks.

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Logic has long provided a solid basis for the principled analysis of programs. Very productive, especially for programs involving **concurrency**:

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**Linear Logic** (Girard):

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#### Propositions-as-Sessions [Caires & Pfenning; Wadler]

- ✓ Firm justification for seminal work on session types
- √ Reference framework for expressiveness
- √ Canonical platform for extensions (e.g., sharing)

## This Talk: Session Types beyond Linear Logic

#### Key ideas:

- **Bunched Implications** (**BI**, O'Hearn and Pym): the basis of (concurrent) separation logics
- Shift from consuming resources (LL) to accessing them (BI).
- LL and BI are *incomparable*. Alternative angle to non-linear (shared) resources (e.g. client/server channels)

## This Talk: Session Types beyond Linear Logic

Main result:

A **concurrent interpretation** of BI in the style of *Propositions-as-Sessions*.

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#### Main result:

A **concurrent interpretation** of BI in the style of *Propositions-as-Sessions*.

#### Key contributions (OOPSLA'22):

- $\checkmark$  The process language  $\pi BI$ , and its *spawn construct*
- $\checkmark$  A new treatment of structural rules that justifies spawn
- ✓ Type preservation, deadlock-freedom, weak normalizing.
- ✓ Denotational semantics and observational equivalences
- $\checkmark$  An encoding of O'Hearn and Pym's  $\alpha\lambda$ -calculus into  $\pi BI$

Extracting a well-behaved programming language from a logic:

**Logic** → **Programming Languages** 

 $Propositions \ \leftrightarrow \ Types$ 

 $\begin{array}{ccc} \text{Proofs} & \leftrightarrow & \text{Programs} \end{array}$ 

 $\textbf{Proof simplification} \quad \leftrightarrow \quad \textbf{Computation steps}$ 

 $\textbf{Cut-elimination} \hspace{0.2in} \leftrightarrow \hspace{0.2in} \textbf{Normalization properties}$ 

Extracting a well-behaved programming language from a logic.

#### **Sequential interpretations**

Intuitionistic Logic 
$$\ \leftrightarrow$$

$$\frac{1}{\Gamma, A \vdash A} \qquad \frac{1}{\Gamma \vdash}$$

$$\frac{\Gamma, A \vdash B}{\Gamma \vdash A \to B}$$

$$\frac{\Gamma,A \vdash B}{\Gamma,A \vdash A} \qquad \frac{\Gamma \vdash A \to B}{\Gamma \vdash A \to B} \qquad \frac{\Gamma \vdash A \to B}{\Gamma \vdash B}$$

Extracting a well-behaved programming language from a logic.

#### **Sequential interpretations**

Intuitionistic Logic  $\leftrightarrow$  Simply-typed  $\lambda$ -calculus

$$\overline{\Gamma, \boldsymbol{x} : A \vdash \boldsymbol{x} : A}$$

$$\frac{\Gamma, x : A \vdash t : B}{\Gamma \vdash \boldsymbol{\lambda} x : t : A \to B}$$

$$\frac{\Gamma, x: A \vdash t: B}{\Gamma, x: A \vdash x: A} \qquad \frac{\Gamma, x: A \vdash t: B}{\Gamma \vdash \mathbf{\lambda} x: t: A \to B} \qquad \frac{\Gamma \vdash t: A \to B \qquad \Gamma \vdash u: A}{\Gamma \vdash tu: B}$$

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#### **Sequential interpretations**

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Intuitionistic Logic \leftrightarrow Simply-typed \lambda-calculus Linear Logic (LL) \leftrightarrow Linear \lambda-calculus
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#### **Sequential interpretations**

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Intuitionistic Logic \leftrightarrow Simply-typed \lambda-calculus Linear Logic (LL) \leftrightarrow Linear \lambda-calculus Bunched Impl. (BI) \leftrightarrow \alpha\lambda-calculus
```

#### **Concurrent interpretations**

```
Linear Logic (LL) \leftrightarrow Session-typed \pi-calculus
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Extracting a well-behaved programming language from a logic.

#### **Concurrent interpretations**

```
\begin{array}{cccc} \text{Linear Logic (LL)} & \leftrightarrow & \text{Session-typed $\pi$-calculus} \\ & \text{propositions} & \leftrightarrow & \text{session types (protocols)} \\ & & \text{proofs} & \leftrightarrow & \text{processes} \\ & \text{cut elimination} & \leftrightarrow & \text{communication} \end{array}
```

Extracting a well-behaved programming language from a logic.

#### **Concurrent interpretations**

Linear Logic (LL)  $\leftrightarrow$  Session-typed  $\pi$ -calculus

Sample rules:

$$\frac{\Delta_1 \vdash A \qquad \quad \Delta_2, A \vdash C}{\Delta_1 \mathsf{,} \Delta_2 \vdash C}$$

$$\frac{\Delta \text{,} A \text{,} B \vdash C}{\Delta \text{,} A \otimes B \vdash C} \qquad \frac{\Delta_1 \vdash A \qquad \Delta_2 \vdash B}{\Delta_1 \text{,} \Delta_2 \vdash A \otimes B}$$

Extracting a well-behaved programming language from a logic.

#### **Concurrent interpretations**

Linear Logic (LL)  $\leftrightarrow$  Session-typed  $\pi$ -calculus

Sample rules:

$$\frac{\Delta_1 \vdash P :: x : A \qquad \Delta_2, x : A \vdash Q :: z : C}{\Delta_1, \Delta_2 \vdash (\boldsymbol{\nu} x).(P \mid Q) :: z : C}$$

$$\frac{\Delta \text{, } y:A \text{, } x:B \vdash P::z:C}{\Delta \text{, } x:A \otimes B \vdash x(y).P::z:C} \qquad \frac{\Delta_1 \vdash P::y:A}{\Delta_1 \text{, } \Delta_2 \vdash \overline{x}[y].(P \mid Q)::x:A \otimes B}$$

Extracting a well-behaved programming language from a logic.

#### **Concurrent interpretations**

```
Linear Logic (LL) \leftrightarrow Session-typed \pi-calculus Bunched Impl. (BI) \leftrightarrow \piBI \leftarrow THIS WORK
```

Logic of Bunched Implications

BI combines intuitionistic logic and (multiplicative) linear logic:

$$A,B \in \textit{Prop} ::= \mathbf{1_a} \mid A \vee B \mid A \wedge B \mid A \rightarrow B$$

BI combines intuitionistic logic and (multiplicative) linear logic:

$$A,B \in \textit{Prop} ::= \mathbf{1_a} \mid A \vee B \mid A \wedge B \mid A \to B$$
 
$$\mid \mathbf{1_m} \mid A*B \mid A \twoheadrightarrow B$$
 Intuitionistic logic

BI combines intuitionistic logic and (multiplicative) linear logic:

$$A,B \in \textit{Prop} ::= \mathbf{1_a} \mid A \vee B \mid A \wedge B \mid A \to B$$
 
$$\mid \mathbf{1_m} \mid A*B \mid A \twoheadrightarrow B$$
 
$$\qquad \qquad \text{Linear logic (fragment)}$$

BI combines intuitionistic logic and (multiplicative) linear logic:

$$A,B \in \textit{Prop} ::= \mathbf{1_a} \mid A \lor B \mid A \land B \mid A \to B$$
 
$$\mid \mathbf{1_m} \mid A * B \mid A \twoheadrightarrow B$$

Propositions represent ownership of resources:

 $A \wedge B$ : both A and B are true of the resources we own

A \* B: resources we own can be divided into A-resources and B-resources

Example:  $\ell_1 \mapsto v_1 * \ell_2 \mapsto v_2$ 

$$A \wedge (A \to B) \to B$$

$$A*(A \twoheadrightarrow B) \twoheadrightarrow B$$

$$A \wedge (A \rightarrow B) \rightarrow B$$
  $A * (A \twoheadrightarrow B) \twoheadrightarrow B$   $A \rightarrow A \wedge A$   $A \not \Rightarrow A * A$   $A \Rightarrow B \rightarrow A$   $A * B \not \Rightarrow A$ 

$$A \wedge (A \rightarrow B) \rightarrow B$$
  $A * (A \multimap B) \multimap B$   $A \wedge (A \multimap B) \rightarrow B$   $A \wedge (A \multimap B) \rightarrow A \wedge B$   $A \wedge (A \multimap B) \rightarrow A \wedge B$   $A \wedge (A \multimap B) \rightarrow A \wedge B$   $A \wedge (A \multimap B) \rightarrow A \wedge B$   $A \wedge (A \multimap B) \rightarrow A \wedge B$   $A \wedge (A \multimap B) \rightarrow A \wedge B$ 

The sequent calculus for BI externalizes  $\wedge$  and \* as different connectives, denoted ';' and ','.

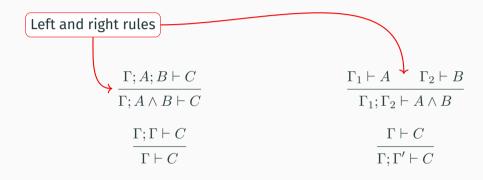
Crucially, only ';' admits weakening and contraction.

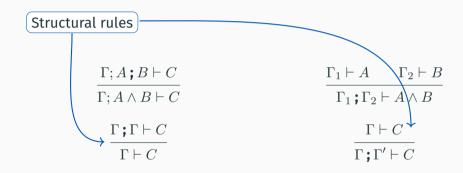
- The sequent calculus for BI externalizes  $\wedge$  and \* as different connectives, denoted ';' and ','.
- Crucially, only ';' admits weakening and contraction.
- As a result, contexts in the sequents are not lists/multisets, but trees with nodes ';' and ',' aka **bunches**.

Sequent: 
$$\Gamma \vdash \phi$$

$$\frac{\Gamma;A;B\vdash C}{\Gamma;A\land B\vdash C}$$

$$\frac{\Gamma_1 \vdash A \qquad \Gamma_2 \vdash B}{\Gamma_1; \Gamma_2 \vdash A \land B}$$





$$\frac{\Gamma; A, B \vdash C}{\Gamma; A * B \vdash C}$$

$$\frac{\Gamma;A \crete{c};B \vdash C}{\Gamma;A \land B \vdash C}$$

$$\frac{\Gamma\, ; \Gamma \vdash C}{\Gamma \vdash C}$$

$$\frac{\Gamma_1 \vdash A \qquad \Gamma_2 \vdash B}{\Gamma_1 \cdot \Gamma_2 \vdash A * B}$$

$$\frac{\Gamma_1 \vdash A \qquad \Gamma_2 \vdash B}{\Gamma_1 ; \Gamma_2 \vdash A \land B}$$

$$\frac{\Gamma \vdash C}{\Gamma ; \Gamma' \vdash C}$$

$$\begin{array}{c} \Gamma ::= A \mid \Gamma \, ; \Gamma \mid \Gamma \, , \Gamma \mid \dots \\ \\ \underline{\Delta(A \, , B) \vdash C} & \frac{\Gamma_1 \vdash A \qquad \Gamma_2 \vdash B}{\Gamma_1 \, , \Gamma_2 \vdash A \ast B} \\ \\ \underline{\Delta(A \, ; B) \vdash C} & \frac{\Gamma_1 \vdash A \qquad \Gamma_2 \vdash B}{\Gamma_1 \, ; \Gamma_2 \vdash A \land B} \\ \\ \underline{\Delta(\Gamma \, ; \Gamma) \vdash C} & \underline{\Delta(\Gamma) \vdash C} \\ \\ \underline{\Delta(\Gamma) \vdash C} & \underline{\Delta(\Gamma) \vdash C} \end{array}$$

Left rules can be applied deep inside an arbitrary bunched context.

**The Process Language** 

## The $\pi$ BI Process Language

$$\begin{array}{lll} P,Q ::= \overline{x}[y].(P \mid Q) & \text{output} & \mid x(y).P & \text{input} \\ \mid \overline{x}\langle\rangle & \text{close} & \mid x().P & \text{wait} \\ \mid x \lhd \text{inl}.P & \text{left select} & \mid x \rhd \text{case}(P,Q) & \text{branch} \\ \mid x \lhd \text{inr}.P & \text{right select} & \mid [x \leftarrow y] & \text{forwarder} \\ \mid (\nu x).(P \mid Q) & \text{composition} \\ \mid \rho[\sigma].P & \text{spawn} \end{array}$$

#### The Spawn Construct: Intuitions

A prefix defined hand-in-hand with structural properties in BI.

We write

$$\rho[\sigma].P$$

where  $\sigma$  is a list of sessions that should be duplicated (contraction) or discarded (weakening) by the context.

[A rough analogy: horizontal scaling in cloud computing.]

### The Spawn Construct: Intuitions

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[A rough analogy: horizontal scaling in cloud computing.]

$$\begin{array}{ll} \pmb{\rho}[x\mapsto x_1,x_2].Q & \text{Duplicate } x \text{ as } x_1,x_2 \text{, then run } Q \\ \pmb{\rho}[x\mapsto\emptyset].Q & \text{Drop } x \text{, then run } Q \\ \pmb{\rho}[x\mapsto x_1,x_2,x_3\,,\,y\mapsto\emptyset].Q & \text{Replicate } x \text{, drop } y \text{, run } Q \end{array}$$

#### **Reduction Semantics**

#### Most reduction rules follow propositions-as-sessions:

RED-COMM-R

$$(\boldsymbol{\nu}\boldsymbol{x}).\left(\boldsymbol{x}(\boldsymbol{y}).\,Q\mid_{\boldsymbol{x}}\overline{\boldsymbol{x}}[\boldsymbol{y}].(P_1\mid P_2)\right) \longrightarrow (\boldsymbol{\nu}\boldsymbol{x}).\left((\boldsymbol{\nu}\boldsymbol{y}).(P_1\mid_{\boldsymbol{y}}\boldsymbol{Q})\mid_{\boldsymbol{x}}P_2\right)$$

RED-UNIT-R

$$(\boldsymbol{\nu}x).\left(x().Q\mid_{x}\overline{x}\langle\rangle\right)\longrightarrow Q$$

**RED-CASE** 

$$\frac{\ell \in \{\mathsf{inl},\mathsf{inr}\}}{(\boldsymbol{\nu}x).\left(x \triangleleft \ell.P \mid x \, \rhd \, \mathsf{case}(Q_{\mathsf{inl}},Q_{\mathsf{inr}})\right) \longrightarrow (\boldsymbol{\nu}x).\left(P \mid Q_{\ell}\right)}$$

RED-FWD-R

$$(\boldsymbol{\nu}x).(P\mid_x[y\leftarrow x])\longrightarrow P[y/x]$$

#### **Reduction Semantics**

Reduction for spawn is more interesting. Consider duplication:

$$(\nu x).(P \mid_{x} \rho[x \mapsto x_{1}, x_{2}].Q) \longrightarrow$$
  
 $(\nu x_{1}).(P[x_{1}/x] \mid_{x_{1}} (\nu x_{2}).(P[x_{2}/x] \mid_{x_{2}} Q)),$ 

Note: after reduction, Q gets two copies of P, properly adjusted.

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Note: after reduction, Q gets two copies of P, properly adjusted.

Now consider process discarding:

$$(\boldsymbol{\nu}x).(P\mid_{x}\boldsymbol{\rho}[x\mapsto\emptyset].Q)\longrightarrow Q$$

If P only communicates through x.

## Let's gradually get more precise:

**RED-SPAWN\*** 

$$\frac{\sigma(x) = \{x_1, x_2\}}{(\boldsymbol{\nu}x). \left(P \mid_x \boldsymbol{\rho}[\sigma].Q\right) \longrightarrow (\boldsymbol{\nu}x_1). \left(P^{(1)} \mid_{x_1} (\boldsymbol{\nu}x_2). (P^{(2)} \mid_{x_2} Q)\right)}$$

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Note:

This is *not enough*, because duplication on x has an effect also on other free names in P (different from x)

Let's gradually get more precise:

RFD-SPAWN\*

$$\frac{\sigma(x) = \{x_1, x_2\}}{(\nu x). (P \mid_x \rho[\sigma]. Q) \longrightarrow (\nu x_1). (P^{(1)} \mid_{x_1} (\nu x_2). (P^{(2)} \mid_{x_2} Q))}$$

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The spawn prefix must survive reduction with the "rest" of  $\sigma$ , to signal the needed duplication in those names

We need something else...

Let's gradually get more precise:

**RED-SPAWN\*** 

$$\frac{\sigma(x) = \{x_1, x_2\} \quad \sigma' = \left( (\sigma \setminus \{x\}) \cup [z \mapsto \{z_1, z_2\} \mid z \in \operatorname{fn}(P) \setminus \{x\}] \right)}{(\nu x) \cdot \left( P \mid_x \rho[\sigma] \cdot Q \right) \longrightarrow \rho[\sigma'] \cdot (\nu x_1) \cdot \left( P^{(1)} \mid_{x_1} (\nu x_2) \cdot (P^{(2)} \mid_{x_2} Q) \right)}$$

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## The general rule:

#### RED-SPAWN

$$\frac{\sigma(x) = \{x_1, \dots, x_n\} \qquad \sigma' = \left( (\sigma \setminus \{x\}) \cup [z \mapsto \{z_1, \dots, z_n\} \mid z \in \operatorname{fn}(P) \setminus \{x\}] \right)}{(\boldsymbol{\nu}x). \left( P \mid_x \boldsymbol{\rho}[\sigma]. Q \right) \longrightarrow \boldsymbol{\rho}[\sigma']. (\boldsymbol{\nu}x_1). \left( P^{(1)} \mid_{x_1} \dots (\boldsymbol{\nu}x_n). (P^{(n)} \mid_{x_n} Q) \right)}$$

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#### RED-SPAWN-R

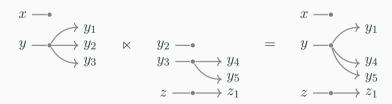
$$\frac{x \notin \text{dom}(\sigma)}{(\boldsymbol{\nu}x).(P \mid_{x} \boldsymbol{\rho}[\sigma].Q) \longrightarrow \boldsymbol{\rho}[\sigma].(\boldsymbol{\nu}x).(P \mid_{x} Q)}$$

We can "accumulate" spawn prefixes:

**RED-SPAWN-MERGE** 

$$\rho[\sigma_1].\rho[\sigma_2].P\longrightarrow \rho[\sigma_1\ltimes\sigma_2].P$$

where  $\ltimes$  is the **merge operator**. It operates as follows:



## **Congruences (Selection)**

#### CONG-ASSOC-L

$$\frac{x \notin \operatorname{fn}(Q) \wedge y \notin \operatorname{fn}(P)}{(\boldsymbol{\nu}x).\left(P\mid_{x} (\boldsymbol{\nu}y).(Q\mid_{y} R)\right) \equiv (\boldsymbol{\nu}y).\left(Q\mid_{y} (\boldsymbol{\nu}x).(P\mid_{x} R)\right)}$$

#### CONGR-ASSOC-R

$$\frac{x \notin \operatorname{fn}(R) \wedge y \notin \operatorname{fn}(P)}{(\boldsymbol{\nu}x).\left(P\mid_{x} (\boldsymbol{\nu}y).(Q\mid_{y} R)\right) \equiv (\boldsymbol{\nu}y).\left((\boldsymbol{\nu}x).(P\mid_{x} Q)\mid_{y} R\right)}$$

#### CONGR-SPAWN-SWAP

$$\frac{\sigma_1 \# \sigma_2}{\boldsymbol{\rho}[\sigma_1].\boldsymbol{\rho}[\sigma_2].Q \equiv \boldsymbol{\rho}[\sigma_2].\boldsymbol{\rho}[\sigma_1].Q}$$

## **An Unusual Example**

Consider the following  $\pi BI$  process:

$$P \triangleq z(a).z(y). \rho[a \mapsto a_1, a_2].\overline{y}[a'_1]. ([a'_1 \leftarrow a_1] \mid \overline{y}[a'_2].([a'_2 \leftarrow a_2] \mid [z \leftarrow y]))$$

## Intuitively:

Process P receives a single session of type A over z through a *multiplicative* input (to be typed with -\*).

The session on y uses A twice; the two A-typed sessions share a common origin.

 ${\cal P}$  spawns two copies of  ${\cal A}$  and use them to interact on y.

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Intuitively:

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As we will see, the following judgment is derivable

$$\emptyset_{\mathsf{m}} \vdash P :: z : A \twoheadrightarrow (A \to A \to B) \to B$$

BI as a Type System for Sessions

## **Typing: Identity and Cut**

We retain key judgmental principles from propositions-as-sessions.

## **Identity as forwarding:**

#### **FWD**

$$y:A \vdash [x \leftarrow y] :: x:A$$

## **Cut as composition:**

Cut

$$\frac{\Delta \vdash P :: x : A \qquad \Gamma(x : A) \vdash Q :: z : C}{\Gamma(\Delta) \vdash (\boldsymbol{\nu} x).(P \mid Q) :: z : C}$$

## **Typing: Multiplicative Connectives**

Multiplicative conjunction and implication are interpreted as output and input...

$$\frac{\Delta_1 \vdash P_1 :: y : A \qquad \Delta_2 \vdash P_2 :: x : B}{\Delta_1, \Delta_2 \vdash \overline{x}[y]. (P_1 \mid P_2) :: x : A * B}$$

#### SEP-L

$$\frac{\Gamma(x:B \text{ , } y:A) \vdash P :: z:C}{\Gamma(x:A*B) \vdash x(y).P :: z:C}$$

WAND-R

$$\frac{\Delta \cdot y : A \vdash P :: x : B}{\Delta \vdash x(y).P :: x : A \twoheadrightarrow B}$$

#### WAND-L

$$\frac{\Delta \vdash P :: y : A \qquad \Gamma(x : B) \vdash Q :: z : C}{\Gamma(\Delta \text{, } x : A \twoheadrightarrow B) \vdash \overline{x}[y].(P \mid Q) :: z : C}$$

## **Typing: Additive Connectives**

...just as additive conjunction and implication.

$$\begin{array}{lll} \text{Conj-r} & \text{Conj-l} \\ & \underline{\Delta_1 \vdash P_1 :: y : A} & \underline{\Delta_2 \vdash P_2 :: x : B} \\ & \underline{\Delta_1 \textbf{;} \Delta_2 \vdash \overline{x}[y].(P_1 \mid P_2) :: x : A \land B} \end{array} & \begin{array}{l} \Gamma(x : B \textbf{;} y : A) \vdash P :: z : C \\ \hline \Gamma(x : A \land B) \vdash x(y).P :: z : C \end{array}$$

$$\frac{\Delta ; y : A \vdash P :: x : B}{\Delta \vdash x(y).P :: x : A \to B}$$

#### IMPL-L

$$\frac{\Delta \vdash P :: y : A \qquad \Gamma(x : B) \vdash Q :: z : C}{\Gamma(\Delta \, \textbf{;} \, x : A \to B) \vdash \overline{x}[y].(P \mid Q) :: z : C}$$

## **Typing: Structural Rules**

## A fair/naive attempt at typing the spawn prefix:

#### WEAKENING

$$\frac{\Gamma(\Delta_2) \vdash P :: z : C}{\Gamma(\Delta_1; \Delta_2) \vdash \rho[x \mapsto \emptyset \mid x \in \Delta_1] . P :: z : C}$$

#### CONTRACTION

$$\frac{\Gamma(\Delta^{(1)}; \Delta^{(2)}) \vdash P :: z : C}{\Gamma(\Delta) \vdash \boldsymbol{\rho}[x \mapsto x_1, x_2 \mid x \in \Delta].P :: z : C}$$

## **Typing: Structural Rules**

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#### CONTRACTION

$$\frac{\Gamma(\Delta^{(1)}; \Delta^{(2)}) \vdash P :: z : C}{\Gamma(\Delta) \vdash \boldsymbol{\rho}[x \mapsto x_1, x_2 \mid x \in \Delta].P :: z : C}$$

Unfortunately, this is not general enough for establishing type preservation.

## **Typing: Structural Rules**

We need the following general rule

#### **STRUCT**

$$\frac{\Delta_2 \vdash P :: z : C \qquad \sigma \colon \Delta_1 \leadsto \Delta_2}{\Delta_1 \vdash \rho[\sigma].P :: z : C}$$

where  $\sigma\colon \Delta_1\leadsto \Delta_2$  is a relation on bunches: it captures transformations enacted by weakening, contraction, and merge.

## **Typing: Spawn Binding**

We define  $\sigma \colon \Delta_1 \leadsto \Delta_2$  as follows:

#### SPAWN-CONTRACT

$$[x \mapsto \{x_1, \dots, x_n\} \mid x \in \Delta] \colon \Gamma(\Delta) \leadsto \Gamma(\Delta^{(1)}; \dots; \Delta^{(n)})$$

#### SPAWN-WEAKEN

$$[x \mapsto \emptyset \mid x \in \Delta_1] \colon \Gamma(\Delta_1; \Delta_2) \leadsto \Gamma(\Delta_2)$$

#### SPAWN-MERGE

$$\frac{\sigma_1 \colon \Delta_0 \leadsto \Delta_1 \qquad \sigma_2 \colon \Delta_1 \leadsto \Delta_2}{(\sigma_1 \ltimes \sigma_2) \colon \Delta_0 \leadsto \Delta_2}$$

## **Properties**

We show the following meta-theoretical results:

**Type preservation** (protocols are respected)

**Deadlock-freedom:** 

If a process P::x:A cannot reduce then it has an action on x

Weak normalizationx (proof by a combinatorial argument)

These properties confirm that our typing system defines a Curry-Howard interpretation for the BI sequent calculus

# Closing

## **Closing Remarks**

A new concurrent interpretation of BI in the spirit of Propositions-as-Sessions

A new programming calculus,  $\pi {\rm BI}$ , whose design and formulation are induced by structural principles in BI.

It is reassuring (and encouraging) that the interpretation enjoys all results from propositions-as-sessions.

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Many other technical results in the paper, in particular about the coexistence of  $A \wedge B$  and A\*B as protocols.

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A new programming calculus,  $\pi BI$ , whose design and formulation are induced by structural principles in BI.

It is reassuring (and encouraging) that the interpretation enjoys all results from propositions-as-sessions.

Many other technical results in the paper, in particular about the coexistence of  $A \wedge B$  and A\*B as protocols.

LL and BI rely on very different semantic models; current work aims at new explanations of those differences.

## A Bunch of Sessions: **Session Types beyond Linear Logic**

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ioint work with

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UNIFYING

- C•RRECTNESS FOR C•MMUNICATING S•FTWARE

June 18, 2023

## More on the Unusual Example

$$\frac{a_2:A\vdash [a_2'\leftarrow a_2]::a_2':A \qquad y:B\vdash [z\leftarrow y]::z:B}{a_2:A;y:A\rightarrow B\vdash \overline{y}[a_2'].([a_2'\leftarrow a_2]\mid [z\leftarrow y])::z:B}$$

$$\frac{a_1:A\models [a_1'\leftarrow a_1]::a_1':A \qquad a_2:A;y:A\rightarrow B\vdash \overline{y}[a_1'].([a_1'\leftarrow a_1]\mid \overline{y}[a_2'].(\ldots))::z:B}{a:A;y:A\rightarrow A\rightarrow B\vdash \rho[a\mapsto a_1,a_2].(\overline{y}[a_1'].(\ldots))::z:B}$$

$$\frac{a:A\vdash z(y).\rho[a\mapsto a_1,a_2].(\ldots)::z:(A\rightarrow A\rightarrow B)\rightarrow B}{\emptyset_{\mathfrak{m}}\vdash z(a).z(y).\rho[a\mapsto a_1,a_2].(\ldots)::z:A\twoheadrightarrow (A\rightarrow A\rightarrow B)\rightarrow B}$$

## **Reduction Strategy for WN**

Intuition: A spawn prefix is "smaller" than another one if it is closer to the top-level.

If a process can perform a communication reduction or a forwarder reduction, then we do that reduction.

Otherwise, if a process can only perform a reduction that involves a spawn prefix, then we

- select (an active) spawn prefix with the least depth;
- perform the spawn reduction;
- propagate the newly created spawn prefix to the very top-level, merging it with other spawn prefixes along the way.

# Observational and Denotational Equivalence

## Observational equivalence

## **Definition (Observational equivalence)**

 $\Delta \vdash P \simeq_o Q :: x : A \text{ if for any well-typed context } \mathcal{C}\text{, we have } \mathcal{C}[P] \Downarrow_{\alpha} \Leftrightarrow \mathcal{C}[Q] \Downarrow_{\alpha}$ 

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Can we give a local characterization of observational equivalence?

## **Denotational Semantics**

Fix a set Tag of primitive tags and a sequence of atomic types  $a_1, a_2, \ldots$ 

The interpretation  $[\![A]\!]:\wp(\mathsf{Tag})\to\mathsf{Set}$ :

**Provenance**: In a process with a session A\*B the subprocesses implementing A and B have a different origin.

## **Denotational Semantics: Properties**

A process is interpreted as a function polymorphic in a set of tags *D*:

$$\Delta \vdash P :: x : A \Rightarrow \llbracket P \rrbracket : \forall D, \llbracket \Delta \rrbracket(D) \rightarrow \llbracket A \rrbracket(D)$$

Gives a compositional local semantics based on doubly-closed Cartesian categories.

Properties:

$$P \equiv Q \Rightarrow \llbracket P \rrbracket = \llbracket Q \rrbracket$$
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**Properties:** 

$$P \equiv Q \Rightarrow \llbracket P \rrbracket = \llbracket Q \rrbracket;$$
  
 $P \longrightarrow Q \Rightarrow \llbracket P \rrbracket = \llbracket Q \rrbracket;$   
 $\llbracket P \rrbracket = \llbracket Q \rrbracket \Rightarrow P \simeq_0 Q$