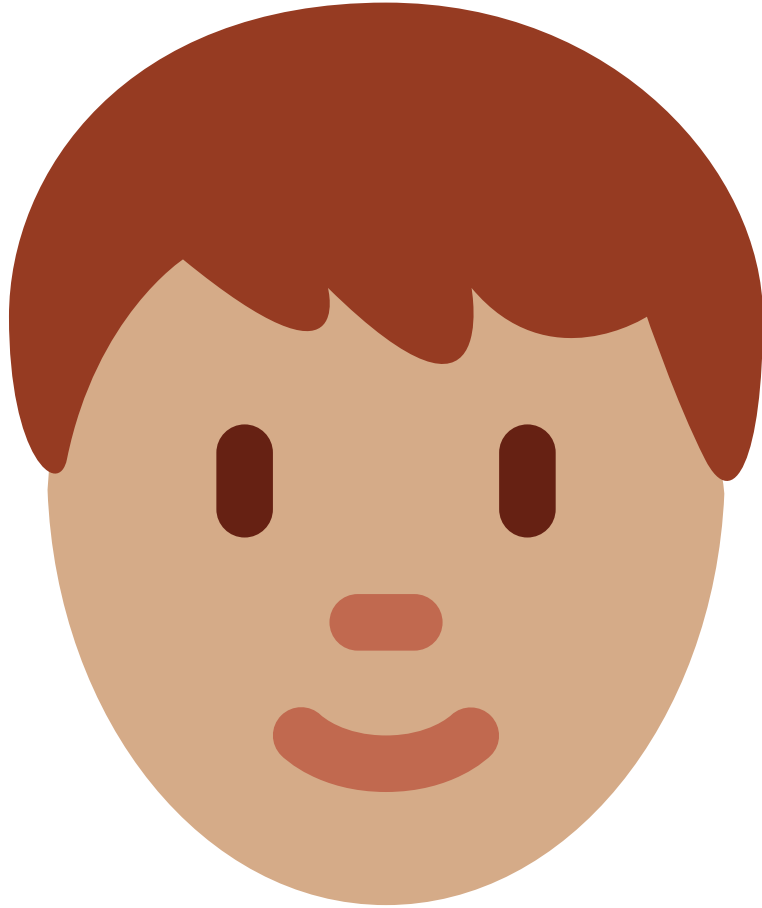


Session Types and Cake

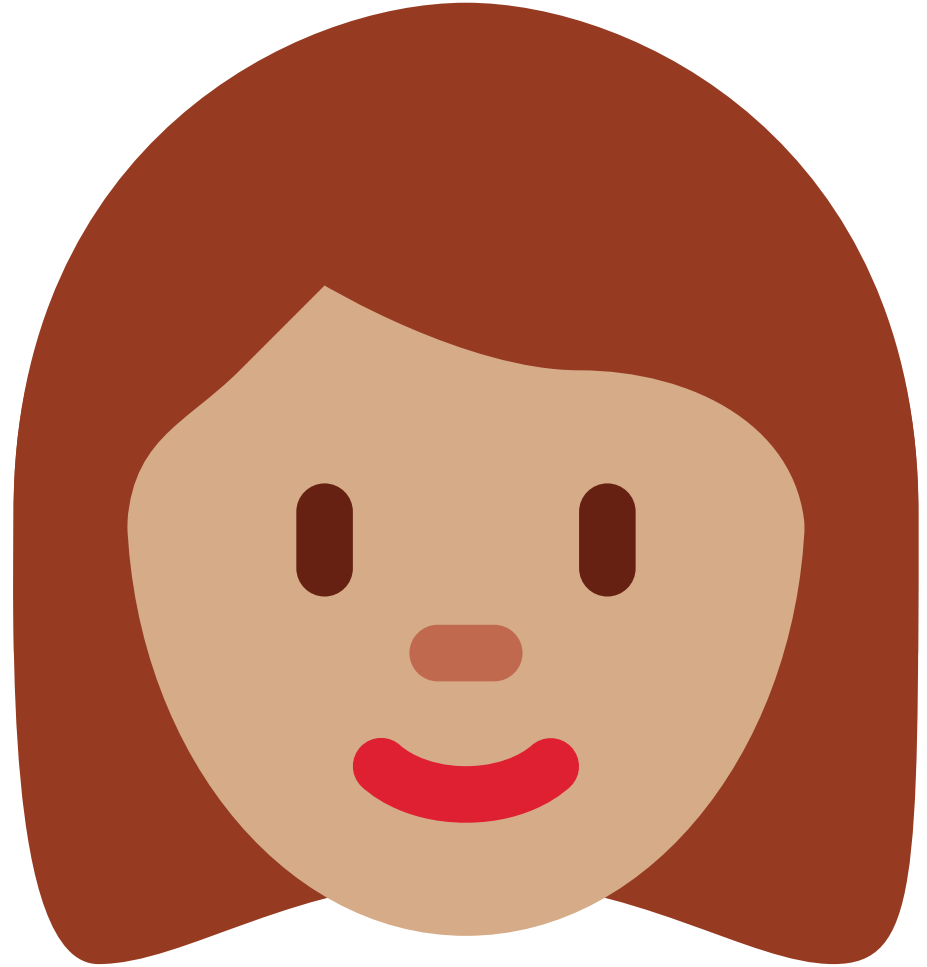
(or “how to share finite resources”)

Wen Kokke, J. Garrett Morris, and Philip Wadler
University of Edinburgh

First, a story.



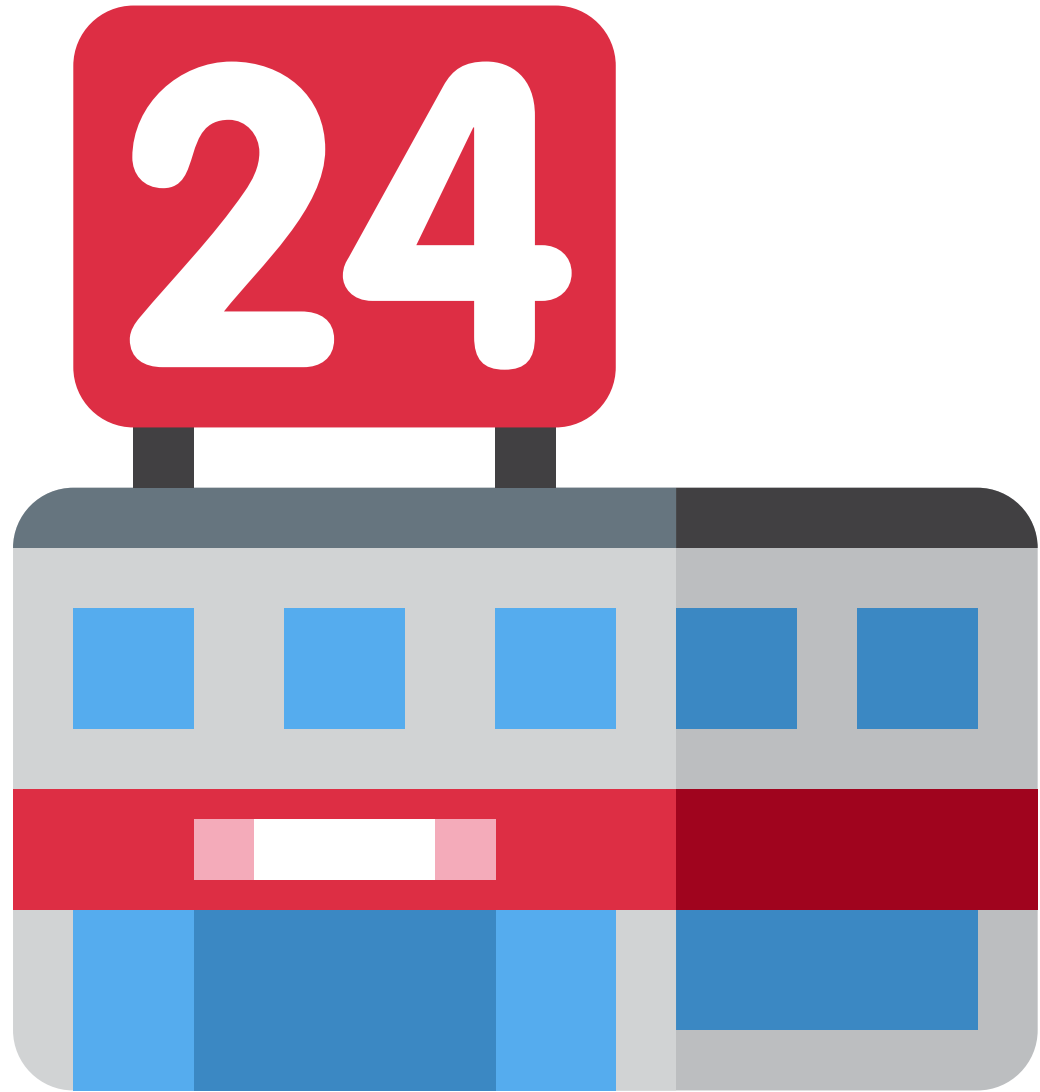
**This is Ami.
They love cake.**



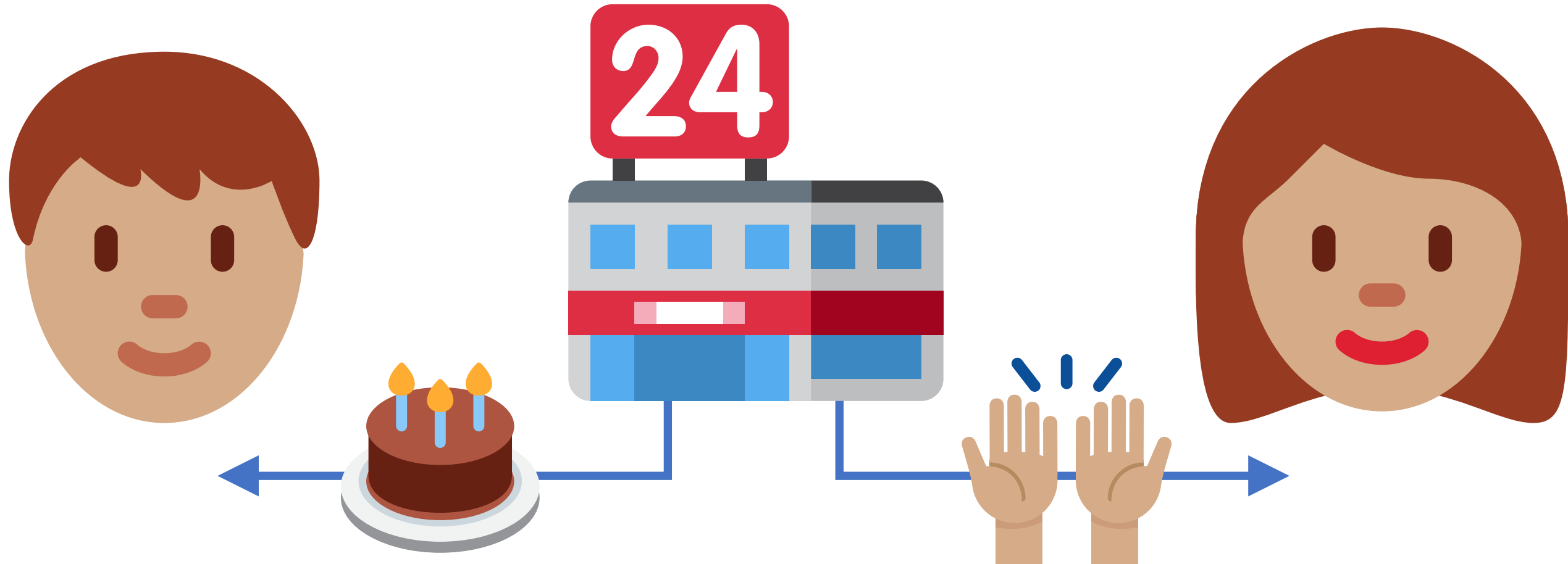
**This is Boé.
She loves cake too.**

**This is a store.
It sells cake.**

**There is only
one cake left.**



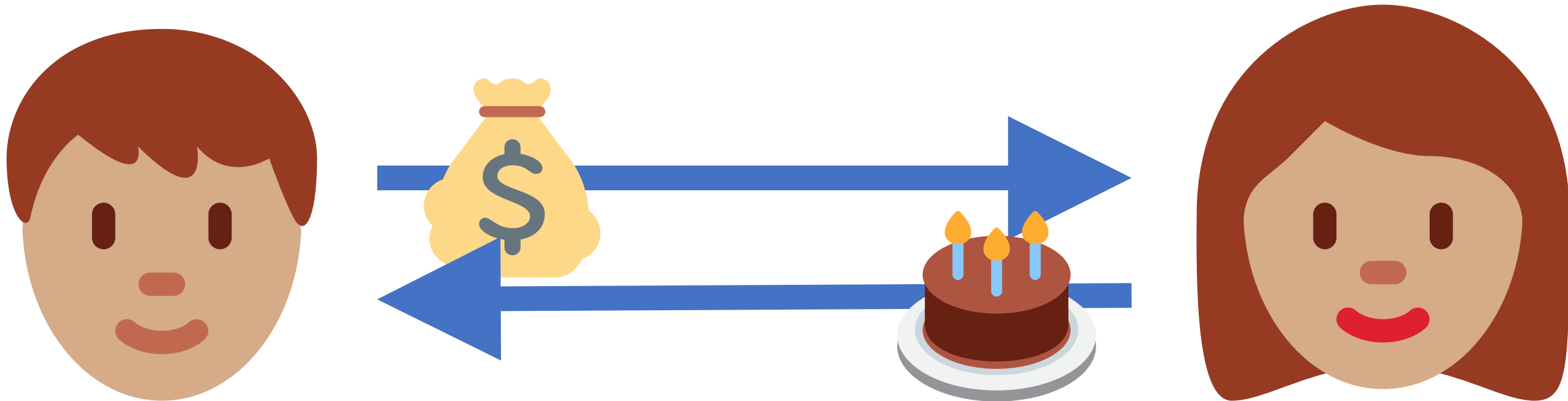
**Ami and Boé have to *race*.
That's ok. The store doesn't mind.**



So...

**Races are good
sometimes!**

**And deadlocks are bad.
I'm sure we all know.**



This is Classical Processes.

$$\begin{array}{c}
 \frac{}{x \leftrightarrow y \vdash x : A, y : A^\perp} \text{Ax} \quad \frac{P \vdash \Gamma, x : A \quad Q \vdash \Delta, y : A^\perp}{(\nu xy)(P \mid Q) \vdash \Gamma, \Delta} \text{Cut} \\
 \\
 \frac{P \vdash \Gamma, y : A \quad Q \vdash \Delta, x : B}{x[y].(P \mid Q) \vdash \Gamma, \Delta, x : A \otimes B} (\otimes) \quad \frac{P \vdash \Gamma, y : A, x : B}{x(y).P \vdash \Gamma, x : A \wp B} (\wp) \\
 \\
 \frac{}{x[] . 0 \vdash x : \mathbf{1}} (1) \quad \frac{P \vdash \Gamma}{x().P \vdash \Gamma, x : \perp} (\perp) \\
 \\
 \frac{P \vdash \Gamma, x : A}{x \triangleleft \text{inl}.P \vdash \Gamma, x : A \oplus B} (\oplus_1) \quad \frac{P \vdash \Gamma, x : B}{x \triangleleft \text{inr}.P \vdash \Gamma, x : A \oplus B} (\oplus_2) \\
 \\
 \frac{P \vdash \Gamma, x : A \quad Q \vdash \Gamma, x : B}{x \triangleright \{\text{inl} : P; \text{inr} : Q\} \vdash \Gamma, x : A \& B} (\&)
 \end{array}$$

This is Classical Processes.

It's basically classical linear logic,
typing a process calculus.

$$\begin{array}{c}
 \frac{}{x \multimap y \vdash x : A, y : A^\perp} \text{Ax} \quad \frac{P \vdash \Gamma, x : A \quad Q \vdash \Delta, y : A^\perp}{(x \multimap y)(P \mid Q) \vdash \Gamma, \Delta} \text{Cut} \\
 \\
 \frac{P \vdash \Gamma, y : A \quad Q \vdash \Delta, x : B}{x[y](P \mid Q) \vdash \Gamma, \Delta, x : A \otimes B} (\otimes) \quad \frac{P \vdash \Gamma, y : A, x : B}{x(y)P \vdash \Gamma, x : A \wp B} (\wp) \\
 \\
 \frac{}{x \multimap 0 \vdash x : A} (\perp) \quad \frac{P \vdash \Gamma}{x \multimap 0 \vdash \Gamma, x : A} (\perp) \\
 \\
 \frac{P \vdash \Gamma, x : A}{x \multimap \text{inl}.P \vdash \Gamma, x : A \oplus B} (\oplus_1) \quad \frac{P \vdash \Gamma, x : B}{x \multimap \text{inr}.P \vdash \Gamma, x : A \oplus B} (\oplus_2) \\
 \\
 \frac{P \vdash \Gamma, x : A \quad Q \vdash \Gamma, x : B}{x \multimap \{\text{inl} : P; \text{inr} : Q\} \vdash \Gamma, x : A \& B} (\&)
 \end{array}$$

This is CP's syntax.

$P, Q ::=$

- $(\nu xy)(P \mid Q)$
- $x[y].(P \mid Q)$
- $x(y).P$
- \dots

We can make new channels *and split*.

We can send a message *and split*.

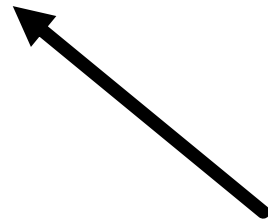
We can receive a message.

Oh no! Something's wrong.

$(\nu xy)(\quad (x[y].\text{👦} \mid x[z].\text{👧}) \quad \mid \quad y(\text{🍰}).y(\text{👐}).\text{📅}_{24}) \quad)$

Oh no! Something's wrong.

$(x[y].\text{👤} \mid x[z].\text{👩})$



pool of clients

No parallel composition?!

$$\frac{P \vdash \Gamma, x : A \quad Q \vdash \Delta, y : A^\perp}{(\nu xy)(P \mid Q) \vdash \Gamma, \Delta} \text{CUT}$$

$$\frac{P \vdash \Gamma, y : A \quad Q \vdash \Delta, x : B}{x[y].(P \mid Q) \vdash \Gamma, \Delta, x : A \otimes B} (\otimes)$$

Just doing it is dangerous!

$$\frac{P \vdash \Gamma \quad Q \vdash \Delta}{P \mid Q \vdash \Gamma, \Delta} \text{MIX}$$

$$\frac{P \vdash \Gamma, x : A, y : A^\perp}{(\nu xy)P \vdash \Gamma} \text{CUT} \quad \frac{P \vdash \Gamma, y : A, x : B}{x[y].P \vdash \Gamma, x : A \otimes B} (\otimes)$$

Remember what's in parallel!

$$\mathcal{G}, \mathcal{H} ::= \emptyset \mid \Gamma \mid \mathcal{G}$$

$$\frac{P \vdash \mathcal{G} \quad Q \vdash \mathcal{H}}{P \mid Q \vdash \mathcal{G} \mid \mathcal{H}} \text{H-MIX}$$

$$\frac{P \vdash \mathcal{G} \mid \Gamma, x : A \mid \Delta, y : A^\perp}{(\nu xy)P \vdash \mathcal{G} \mid \Gamma, \Delta} \text{CUT} \quad \frac{P \vdash \Gamma, y : A \mid \Delta, x : B}{x[y].P \vdash \Gamma, \Delta, x : A \otimes B} (\otimes)$$

This is Hypersequent CP.

$$\begin{array}{c}
 \frac{}{x \leftrightarrow y \vdash x : A, y : A^\perp} \text{Ax} \quad \frac{P \vdash \mathcal{G} \mid \Gamma, x : A \mid \Delta, y : A^\perp}{(\nu xy)P \vdash \mathcal{G} \mid \Gamma, \Delta} \text{Cut} \quad \frac{P \vdash \mathcal{G} \quad Q \vdash \mathcal{H}}{P \mid Q \vdash \mathcal{G} \mid \mathcal{H}} \text{H-Mix} \\
 \\
 \frac{P \vdash \Gamma, y : A \mid \Delta, x : B}{x[y].P \vdash \Gamma, \Delta, x : A \otimes B} (\otimes) \quad \frac{P \vdash \Gamma, y : A, x : B}{x(y).P \vdash \Gamma, x : A \wp B} (\wp) \\
 \\
 \frac{}{x[] . 0 \vdash x : \mathbf{1}} (1) \quad \frac{P \vdash \Gamma}{x() . P \vdash \Gamma, x : \perp} (\perp) \\
 \\
 \frac{P \vdash \Gamma, x : A}{x \triangleleft \text{inl} . P \vdash \Gamma, x : A \oplus B} (\oplus_1) \quad \frac{P \vdash \Gamma, x : B}{x \triangleleft \text{inr} . P \vdash \Gamma, x : A \oplus B} (\oplus_2) \\
 \\
 \frac{P \vdash \Gamma, x : A \quad Q \vdash \Gamma, x : B}{x \triangleright \{\text{inl} : P; \text{inr} : Q\} \vdash \Gamma, x : A \& B} (\&)
 \end{array}$$

This is Hypersequent CP.

It's still basically classical linear logic,
typing a process calculus.

Except now it has parallel composition.

This is HCP's syntax.

$P, Q ::=$

- $(\nu xy)P$
- $P \mid Q$
- $x[y].P$
- $x(y).P$
- \dots

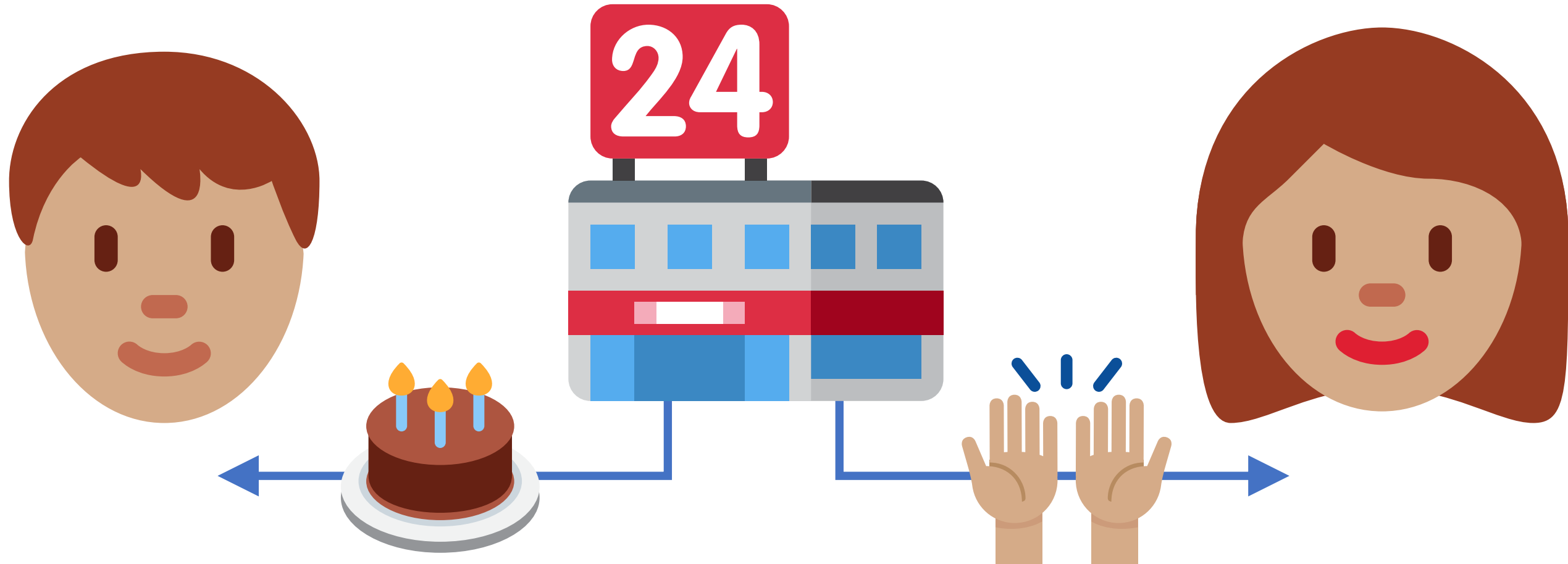
We can make new channels.

We can split.

We can send message y over channel x.

We can receive message y over channel x.

**Ami and Boé have to *race*.
That's ok. The store doesn't mind.**



This is what we've added.

$$\frac{P \vdash \Gamma, y : A}{\star x[y].P \vdash \Gamma, x : !_1 A} (!_1)$$

$$\frac{P \vdash \Gamma, y : A}{\star x(y).P \vdash \Gamma, x : ?_1 A} (?_1)$$

$$\frac{P \vdash \mathcal{G} \mid \Gamma, x : !_n A \mid \Delta, x' : !_m A}{P \vdash \mathcal{G} \mid \Gamma, \Delta, x : !_{n+m} A} \text{CONT}_!$$

$$\frac{P \vdash \mathcal{G} \mid \Gamma, x : !_n A, x' : !_m A}{P \vdash \mathcal{G} \mid \Gamma, x : !_{n+m} A} \text{CONT}_?$$

This is our example race.

$$\begin{array}{c}
 \frac{\text{👤} \vdash \Gamma, z : \text{🎁}}{\star x[z].\text{👤} \vdash \Gamma, x : !_1 \text{🎁}} (!_1) \quad \frac{\text{👩} \vdash \Delta, w : \text{🎁}}{\star x'[w].\text{👩} \vdash \Delta, x' : !_1 \text{🎁}} (!_1) \\
 \hline
 \frac{\star x[z].\text{👤} \mid \star x'[w].\text{👩} \vdash \Gamma, x : !_1 \text{🎁} \mid \Delta, x' : !_1 \text{🎁}}{\star x[z].\text{👤} \mid \star x[w].\text{👩} \vdash \Gamma, \Delta, x : !_2 \text{🎁}} \text{H-MIX} \quad \frac{\text{🏠} \vdash \Theta, \text{🍰} : \text{🎁}, \text{👐} : \text{🎁}}{\star y'(\text{👐}).\text{🏠} \vdash \Theta, \text{🍰} : \text{🎁}, y' : ?_1 \text{🎁}} (?_1) \\
 \hline
 \frac{\star x[z].\text{👤} \mid \star x[w].\text{👩} \vdash \Gamma, \Delta, x : !_2 \text{🎁}}{\star x[z].\text{👤} \mid \star x[w].\text{👩} \mid \star y(\text{🍰}).\star y(\text{👐}).\text{🏠} \vdash \Gamma, \Delta, x : !_2 \text{🎁} \mid \Theta, y : ?_2 \text{🎁}} \text{CONT}_! \quad \frac{\star y(\text{🍰}).\star y'(\text{👐}).\text{🏠} \vdash \Theta, y : ?_1 \text{🎁}, y' : ?_1 \text{🎁}}{\star y(\text{🍰}).\star y(\text{👐}).\text{🏠} \vdash \Theta, y : ?_2 \text{🎁}} (?_1) \\
 \hline
 \frac{\star x[z].\text{👤} \mid \star x[w].\text{👩} \mid \star y(\text{🍰}).\star y(\text{👐}).\text{🏠} \vdash \Gamma, \Delta, x : !_2 \text{🎁} \mid \Theta, y : ?_2 \text{🎁}}{(\nu xy)(\star x[z].\text{👤} \mid \star x[w].\text{👩} \mid \star y(\text{🍰}).\star y(\text{👐}).\text{🏠}) \vdash \Gamma, \Delta, \Theta} \text{CUT} \quad \text{H-MIX} \quad \text{CONT}_?
 \end{array}$$

(🎁 : Could be cake, could be disappointing.)

This is our example race.

👦 $\vdash \Gamma, z :$ 🎁

👧 $\vdash \Delta, w :$ 🎁

🏠 $\vdash \ominus, \text{🍰} : \text{🎁}, \text{👏} : \text{🎁}$

(🎁: Could be cake, could be disappointing.)

Ami gets the cake.

 $\vdash \Gamma, y :$ 

 $\vdash \Delta, z :$ 

 $\vdash \ominus,$  $:$ ,  $:$ 

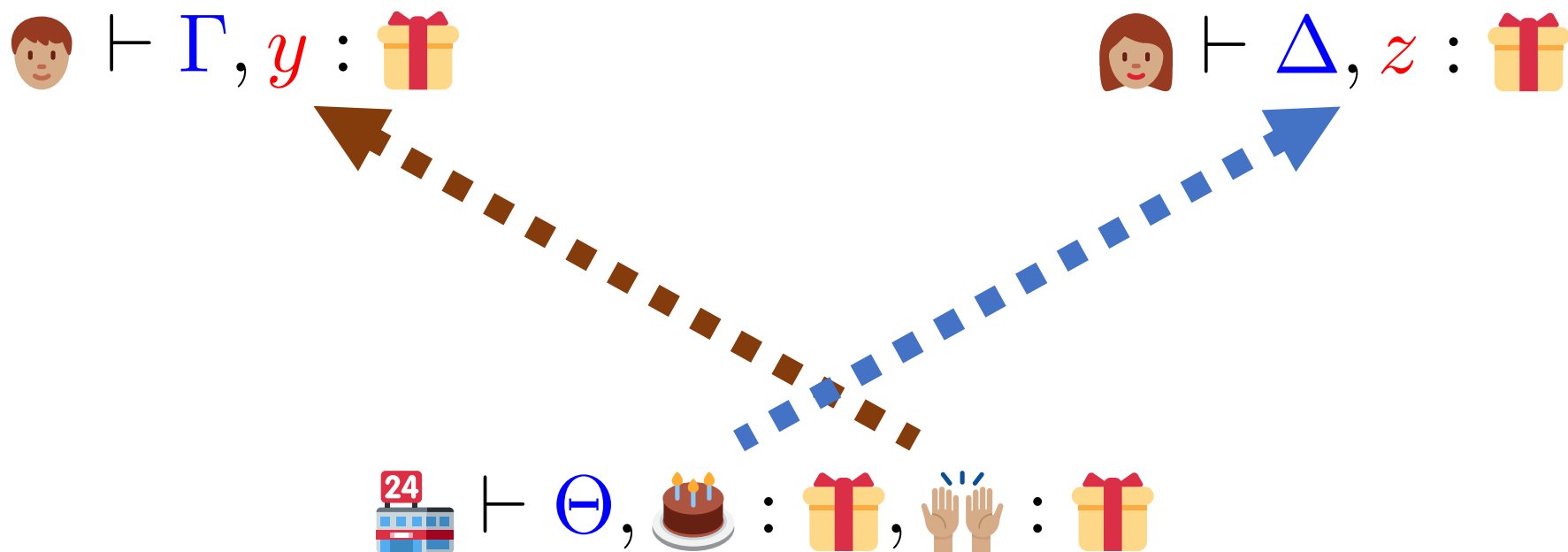
(: Could be cake, could be disappointing.)

Ami gets the cake.



(🎁: Could be cake, could be disappointing.)

Boé gets the cake.



(🎁: Could be cake, could be disappointing.)

**And so we had races,
but no deadlocks.**

What's not yet right?

- No recursion 🙄
- No infinite interactions 😞

But:

Conflation confers concurrency.

What is 'conflation'?

- Makes two duals isomorphic
- Conflation of !/? confers:
 - No lock freedom 🙄
 - No termination 😞
 - Concurrent shared state 😊
 - Recursion 😄

Other mechanisms?

- **Non-deterministic local choice**

$$\begin{array}{l} P + Q \longrightarrow P \\ P + Q \longrightarrow Q \end{array}$$

- **Equally expressive, not equal**
- **Translate from $O(1)$, to $O(n!)$**

Other mechanisms?

Manifest Sharing:

- Recursion 😊
- No deadlock freedom 😞
- Cannot interleave requests 😞

Non-deterministic HCP:

- **Simple extension of HCP**
- **Finite non-determinism**
- **Deadlock free**

Thanks!