Ownership Types for the Join Calculus.

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Outline

- Introduction
 - Untyped Join Calculus Recap: Syntax
 - Untyped Join Calculus Recap: Semantics
 - A Secret-leaking Process
- The Idea of Ownership
 - A Typed Join Calculus: J_{OT}
 - A Typed Secret-preserving Process
- A Malicious Opponent
- 4 Conclusion

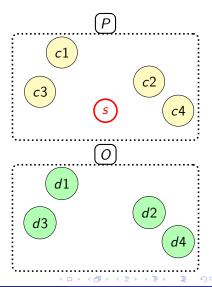


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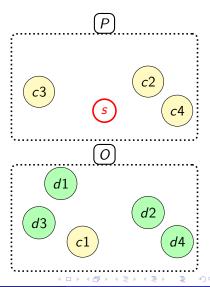
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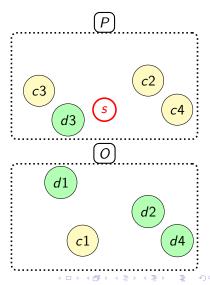
 Channels are free to wander around, too free to do so.



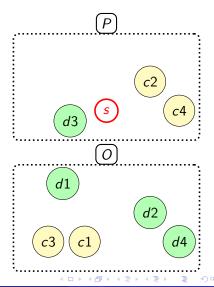
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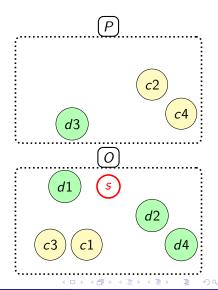
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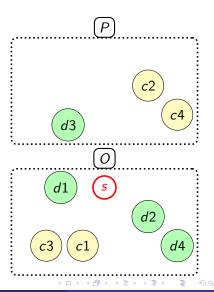
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- Channels are free to wander around, too free to do so.
- Channels may define secrets.
- Problem: leakage of secret.
- Solution: enforcing fine-grained control on channels, a typing discipline that enforces a notion of encapsulation borrowed from OO: Ownership Types.



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 $P = \operatorname{def} D$ in P

$$\begin{array}{c|c} | & P & | & P \\ | & \times \langle \overline{u} \rangle \\ | & \emptyset \end{array}$$

$$P = \operatorname{def}_{} x\langle a \rangle | y\langle \rangle \rhd \emptyset$$

$$\wedge \quad \top$$

$$\operatorname{in}_{} x\langle y \rangle | y\langle \rangle$$

$$D = D \land D \qquad \qquad J = J \mid J$$
$$\mid J \rhd P \qquad \qquad \mid x \langle \overline{y} \rangle$$
$$\mid \top$$

 $P = \operatorname{def} D$ in P

$$|P|P$$
 $|x\langle\overline{u}\rangle$
 $|\emptyset$

$$P = \mathbf{def} \begin{array}{c} x\langle a \rangle | \ y\langle \rangle \\ \wedge & \top \\ \mathbf{in} \quad x\langle y \rangle \ | \ y\langle \rangle \end{array}$$

$$D = D \land D$$

$$\mid \mathbf{J} \rhd \mathbf{P}$$

$$\mid \mathbf{T}$$

 $P = \operatorname{def} D \text{ in } P$

 $D = D \wedge D$

$$P = \mathbf{def} \ \ x\langle a \rangle | \ y\langle \rangle \ \rhd \ \emptyset$$
$$\land \quad \top$$
$$\mathbf{in} \quad x\langle y \rangle \ | \ y\langle \rangle$$

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$$\mid J \rhd P \qquad \qquad \mid x \langle \overline{y} \rangle$$
$$\mid \top$$

$$P = \mathbf{def} \ \ D \ \ \mathbf{in} \ \ P$$

$$\mid P \mid P$$

$$\mid x \langle \overline{u} \rangle$$

$$\mid \emptyset$$

$$P = \mathbf{def} \ x \langle a \rangle | \ y \langle \rangle \rhd \emptyset$$

$$\land \ \ \top$$

$$\mid \mathbf{in} \ x \langle y \rangle | \ y \langle \rangle$$

$$D = \begin{array}{c|c} D & D \\ \hline & J > P \\ \hline & \top \end{array}$$

 $P = \operatorname{def} D \text{ in } P$

$$D = D \land D \qquad \qquad J = J \mid J$$
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Untyped Join Calculus: Semantics



Untyped Join Calculus: Semantics

$$\mathcal{D} \Vdash \mathcal{P}$$

$$\frac{J \stackrel{\circ}{=}_{\sigma} \mathcal{J}}{D \land J \rhd P \land D' \Vdash \mathcal{J} \longrightarrow D \land J \rhd P \land D' \Vdash P\sigma} R\text{-BETA}$$

- ullet states that J and ${\mathcal J}$ must have the same structure
- ullet σ is the substitution of received variables of J with those of ${\mathcal J}$

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$$P = \operatorname{def} o\langle a \rangle \qquad \rhd a\langle \rangle \mid y\langle a \rangle$$

$$\land \quad x\langle \rangle \mid y\langle b \rangle \rhd \operatorname{export} b$$
 in $o\langle x \rangle$

$$P = \begin{array}{ccc} \operatorname{def} \ o\langle a\rangle & \rhd \ a\langle\rangle \mid y\langle a\rangle \\ \wedge & x\langle\rangle \mid y\langle b\rangle \ \rhd \ \operatorname{export} \ \mathrm{b} \\ \operatorname{in} & o\langle x\rangle \end{array}$$

$$\emptyset \Vdash P \xrightarrow{S-DEF}$$

$$P = \operatorname{def} o\langle a \rangle \qquad \rhd a\langle \rangle \mid y\langle a \rangle$$

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$$\operatorname{in} \quad o\langle x \rangle$$

$$\emptyset \Vdash P \xrightarrow{S-DEF}$$

$$\emptyset \Vdash P \xrightarrow{} \\ o\langle a \rangle \rhd a \langle \rangle \mid y\langle a \rangle \land x \langle \rangle \mid y\langle b \rangle \rhd \text{export b} \quad \Vdash o\langle x \rangle$$

$$\emptyset \Vdash P \xrightarrow{S-DEF} \\ o\langle a \rangle \rhd \frac{a\langle \rangle | y\langle a \rangle}{a\langle \rangle | y\langle a \rangle} \land x\langle \rangle \mid y\langle b \rangle \rhd \text{ export b } \Vdash \frac{o\langle x \rangle}{a\langle x \rangle} \xrightarrow{R-BETA}$$

$$P = \operatorname{def} o\langle a \rangle \qquad \rhd a\langle \rangle \mid y\langle a \rangle \ \wedge \quad x\langle \rangle \mid y\langle b \rangle \ \rhd \ \operatorname{export} \ \mathsf{b} \ \operatorname{in} \quad o\langle x \rangle$$

$$P = egin{array}{ll} \operatorname{def} \ o\langle a
angle & \rhd \ a\langle
angle \mid y\langle a
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angle &
ho \ \operatorname{export} \ \mathrm{b} \\ \operatorname{in} & o\langle x
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 $P = \mathbf{def} \ o\langle a \rangle \qquad \qquad \triangleright \ a\langle \rangle \mid y\langle a \rangle$

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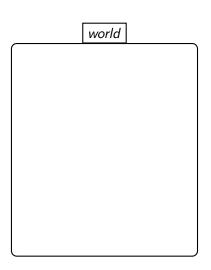
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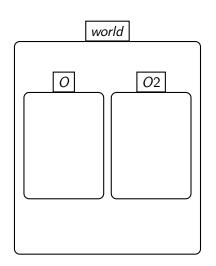
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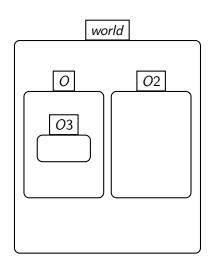
• The system has a general box called *world*.



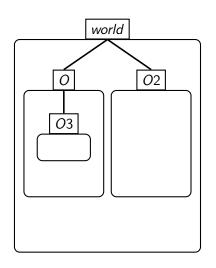
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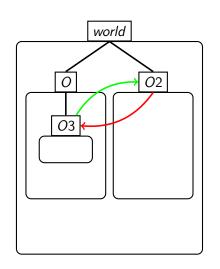
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- The nest of boxes specify the ownership tree.
- Owners-as-dominators property: references cannot cross the box boundaries from outside to inside.



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A Typed Join Calculus: J_{OT}

$$J = J \mid J$$
 $T = {{\color{red} o} \over {\color{red} o}} \langle {\color{blue} \overline{t}} \rangle$ $o = x$ $\mid world$ $t = \exists \alpha. T$ $\mid \alpha$

Types keep track of:

- o: the owner.
- o: the representation.
- \overline{t} : the types of parameters \overline{y} .

Existential types provide flexibility, they are implicitly used.



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x is a secret of our code.

$$P = \operatorname{def} o\langle a
angle$$
 $\wedge x\langle
angle \qquad |y\langle b
angle$ in $o\langle x
angle$

$$\triangleright a\langle\rangle \mid y\langle a\rangle$$

⊳ export b

$$P_{\mathcal{T}} = \operatorname{def} \ o\langle a \rangle : \left| \begin{array}{c} \operatorname{world} \langle \exists \alpha. \ \underset{\alpha}{\circ} \langle | \rangle \rangle \\ \wedge \ x\langle \rangle : \left| \begin{array}{c} \operatorname{world} \langle \exists \alpha. \ \underset{\alpha}{\circ} \langle | \rangle \rangle \\ \rangle \end{array} \right| \left| y\langle b \rangle : \left| \begin{array}{c} \operatorname{world} \langle \exists \alpha. \ \underset{\alpha}{\operatorname{world}} \langle | \rangle \rangle \\ \rangle \end{array} \right| \rhd \text{ export b}$$

$$\operatorname{in} \ o\langle x \rangle$$

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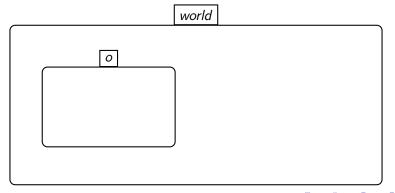
$$V(a) = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle \\ |$$

x is a secret of our code.

world

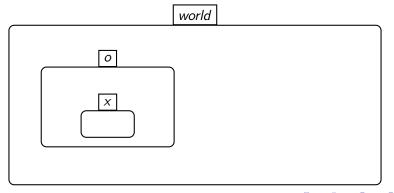
$$P_{\mathcal{T}} = \operatorname{def} \ o\langle a \rangle : \left| \begin{array}{c} \operatorname{world} \langle \exists \alpha. \ \underset{\alpha}{\circ} \langle | \rangle \rangle \\ \wedge \ x\langle \rangle : \left| \begin{array}{c} \operatorname{world} \langle \exists \alpha. \ \underset{\alpha}{\circ} \langle | \rangle \rangle \\ \rangle \ y\langle b \rangle : \left| \begin{array}{c} \operatorname{world} \langle \exists \alpha. \ \underset{\alpha}{\operatorname{world}} \langle | \rangle \rangle \\ \rangle \ \rangle \ \rangle \\ & \text{in} \ o\langle x \rangle \end{array} \right| V \langle a \rangle$$

$$V \langle a \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world}$$



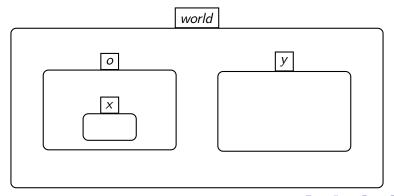
$$P_{\mathcal{T}} = \operatorname{def} \ o\langle a \rangle : \left[\begin{array}{c} \operatorname{world} \langle \exists \alpha. \ \underset{\alpha}{\circ} \langle | \rangle \rangle \\ \wedge \ x\langle \rangle : \left[\begin{array}{c} \operatorname{world} \langle \exists \alpha. \ \underset{\alpha}{\circ} \langle | \rangle \rangle \\ \rangle \end{array} \right] \vee \left[\begin{array}{c} \operatorname{world} \langle \exists \alpha. \ \underset{\alpha}{\circ} \langle | \rangle \rangle \\ \rangle \end{array} \right] \triangleright \operatorname{export} \ b$$

$$\operatorname{in} \ o\langle x \rangle \quad \operatorname{WRONG!!} \ \operatorname{ILL-TYPED!!}$$



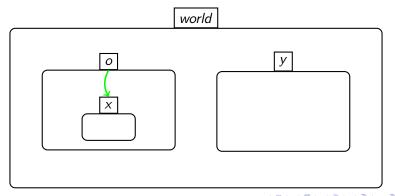
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$$V \langle a \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world} \langle a \rangle \\ | A \rangle = \left| \begin{array}{c} \operatorname{world}$$



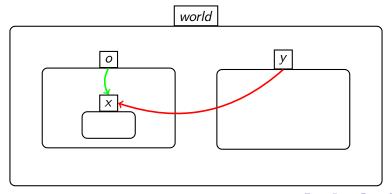
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$$\operatorname{in} \quad o\langle x \rangle \qquad \operatorname{WRONG!!} \ \operatorname{ILL-TYPED!!}$$



$$P_{\mathcal{T}} = \operatorname{def} \ o\langle a \rangle : \left[\begin{array}{c} \operatorname{world} \langle \exists \alpha. \stackrel{o}{\alpha} \langle \rangle \rangle \rangle \\ \wedge \quad x\langle \rangle : \left[\begin{array}{c} \circ \\ x \rangle \rangle \rangle \\ \end{array} \right] | \ y\langle b \rangle : \left[\begin{array}{c} \operatorname{world} \langle \exists \alpha. \stackrel{world}{\alpha} \langle \rangle \rangle \\ y \\ \end{array} \right] \rhd \operatorname{export} \ b$$

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Outline

- Introduction
 - Untyped Join Calculus Recap: Syntax
 - Untyped Join Calculus Recap: Semantics
 - A Secret-leaking Process
- The Idea of Ownership
 - \bullet A Typed Join Calculus: J_{OT}
 - A Typed Secret-preserving Process
- 3 A Malicious Opponent
- 4 Conclusion



A malicious and cheating entity is modeled as an untyped opponent.

¹Luca Cardelli, Giorgio Ghelli, and Andrew D. Gordon. Secrecy and group creation. Inf. Comput., 196(2):127-155, 2005.

- A malicious and cheating entity is modeled as an untyped opponent.
- We prove that after erasing type annotation from a well typed process P_O , it can interact with an untyped one P_U and preserve the secrets.

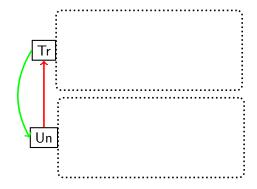
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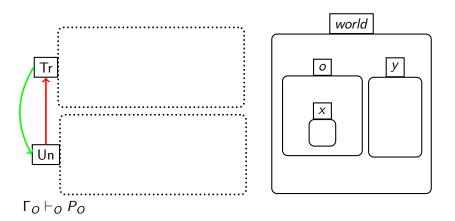
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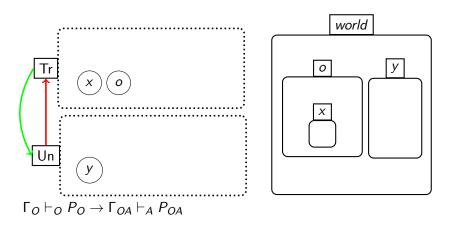
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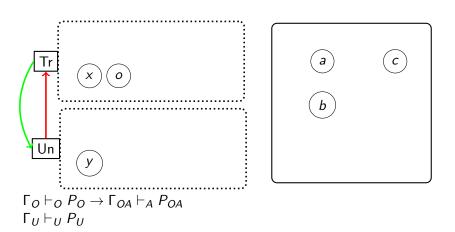
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- Now i provide a quick sketch.

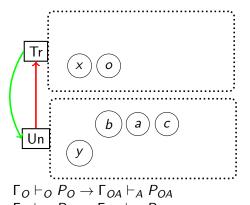
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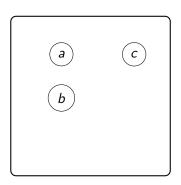




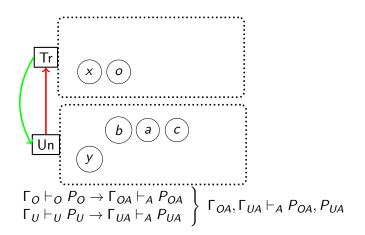








$$\Gamma_U \vdash_U P_U \to \Gamma_{UA} \vdash_A P_{UA}$$





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- Sound type system that maps the idea of Ownership Types in the Join Calculus.