

A Logical Foundation for Session-based Concurrent Computation

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Thesis Proposal

Concurrent and Distributed Systems

- Ubiquitous: From smart phone apps to business infrastructures.
- Building these systems is hard.
- Building these systems *correctly* is harder.
- *Reasoning* about these systems is even harder.

Concurrent and Distributed Systems

- Ubiquitous: From smart phone apps to business infrastructures.
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- *Reasoning* about these systems is even harder.

Why is it hard?

- New problems arise: deadlocks, livelocks, security, etc.
- Compositional reasoning is generally hard to do in this setting (if possible).
- Testing isn't a reasonable approach (conditions hard to replicate).

Motivation

How to approach these systems?

Correctness - What does it mean?

- System doesn't "get stuck" / deadlock.
- System is responsive (i.e. it exhibits some observable behavior).
- System behavior adheres to some specified protocol.

Motivation

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Correctness - What does it mean?

- System doesn't "get stuck" / deadlock.
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How do we reason about these systems?

- Language-based models (e.g. Process Calculi)
- Logics (e.g. HML, Separation Logic)
- Type Systems (e.g. I/O Types, Session Types)

Process Calculi

- Algebraic model of concurrent message-passing processes.
- Enable study of behavior and interaction of systems.
- General model of computation (e.g. π -calculus).
- Enriched with types to enforce properties on processes.

Motivation

Language-based Models

Process Calculi

- Algebraic model of concurrent message-passing processes.
- Enable study of behavior and interaction of systems.
- General model of computation (e.g. π -calculus).
- Enriched with types to enforce properties on processes.

Types and the π -calculus

- Specify what data can be sent along channels (Simple types).
- Specify input/output capabilities of channels (I/O types).
- Specify communication behavior along channels (Session types).

Issues

- Many different, sometimes *ad-hoc*, language features.
- Hard to reason about these languages in a uniform way.
- Challenging concerns when compared to non-concurrent setting:
 - Interactive behavior.
 - Non-local state and irreversible actions.
 - Resource awareness
- No deep connection with logic.

Issues

- Many different, sometimes *ad-hoc*, language features.
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 - Interactive behavior.
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- No deep connection with logic.

Why does logic matter?

- New means of reasoning about concurrent phenomena.
- Good metalogical properties map to good program properties.
- Enables compositional and incremental study of language features.

Thesis Statement

Linear logic, specifically in its intuitionistic formulation, is a suitable logical foundation for message-passing concurrent computation, providing an elegant framework in which to express and reason about a multitude of naturally occurring phenomena in such a concurrent setting.

- Linear logic and message-passing concurrency:
 - Background
 - Basic interpretation
 - Properties
 - Extensions

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 - Background
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- A concurrent programming language:
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 - Reconciliation with Logic
- Reasoning Techniques:
 - Linear logical relations
 - Parametricity
 - Dependent Types

Linear Logic [Girard 87]

- A logic of resources and interaction.
- Resource independence captures parallelism.
- Linear logic as the logic of concurrency?

Linear Logic and Message-Passing Concurrency

Background

Linear Logic [Girard 87]

- A logic of resources and interaction.
- Resource independence captures parallelism.
- Linear logic as the logic of concurrency?

Linear Logic and Concurrency

Initial efforts explored the connections to concurrency:

- Abramsky's computational interpretation [Abramsky 93]
- Bellin and Scott's refinement to a π -calculus [BellinScott 94]
- No real "Curry-Howard interpretation"

Session Types [Honda 93]

- A structuring discipline for message passing concurrency.
- Session: Predetermined sequence of interactions along a channel.
- Session Types: Types are descriptions of communication behavior.
- Type correct programs adhere to the session discipline.

Linear Logic and Message-Passing Concurrency

Session Types and Linear Logic

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- Session Types: Types are descriptions of communication behavior.
- Type correct programs adhere to the session discipline.

Session Types and ILL (SILL) [CairesPfenning10]

- Its possible to interpret session types as linear logic propositions.
- Proofs as typing derivations.
- Proof dynamics as process dynamics.

Deviating from SILL

- Explicit linear forwarders.
- Syntax-driven assignment.
- Syntax as a basis for a concurrent, session-typed language.
- Consistently mapped to π -calculus processes.

Linear Logic and Message-Passing Concurrency

Logical Interpretation

Deviating from SILL

- Explicit linear forwarders.
- Syntax-driven assignment.
- Syntax as a basis for a concurrent, session-typed language.
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Propositions as Types

$A \otimes B$	Output a session of type A and continue as B
$A \multimap B$	Input a session of type A and continue as B
$A \& B$	Offer a choice between a session of type A or B
$A \oplus B$	Select a session of type A or B
$!A$	A persistent session of type A
1	Terminated session

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Judgmental Principles

Typing Judgment

$$\frac{\Gamma}{A_1, \dots, A_m}; \frac{\Delta}{A_1, \dots, A_n} \vdash A$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Judgmental Principles

Typing Judgment

$$\overbrace{u_1:A_1, \dots, u_m:A_m}^{\Gamma}, \overbrace{x_1:A_1, \dots, x_n:A_n}^{\Delta} \vdash P :: x:A$$

Process P provides A along x if composed with sessions in Δ and Γ .

Linear Logic and Message-Passing Concurrency

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Cut as Composition

$$\frac{\Gamma; \Delta \vdash \quad A \quad \Gamma; \Delta', A \vdash \quad C}{\Gamma; \Delta, \Delta' \vdash \quad C} \text{ cut}$$

Linear Logic and Message-Passing Concurrency

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Parallel composition of P , offering $x:A$ and Q , using $x:A$.

Identity as Forwarding

$$\frac{}{\Gamma; A \vdash A} \text{ id}$$

Linear Logic and Message-Passing Concurrency

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Linear Logic and Message-Passing Concurrency

Logical Interpretation - Tensor as Output

Session Output

$$\frac{\Gamma; \Delta \vdash \quad A \quad \Gamma; \Delta' \vdash \quad B}{\Gamma; \Delta, \Delta' \vdash \quad A \otimes B} \otimes R$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Tensor as Output

Session Output

$$\frac{\Gamma; \Delta \vdash P :: y:A \quad \Gamma; \Delta' \vdash Q :: z:B}{\Gamma; \Delta, \Delta' \vdash A \otimes B} \otimes R$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Tensor as Output

Session Output

$$\frac{\Gamma; \Delta \vdash P :: y:A \quad \Gamma; \Delta' \vdash Q :: z:B}{\Gamma; \Delta, \Delta' \vdash \text{output } z (y.P); Q :: z:A \otimes B} \otimes R$$

Linear Logic and Message-Passing Concurrency

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Session Output

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$$\frac{\Gamma; \Delta, A, B \vdash C}{\Gamma; \Delta, A \otimes B \vdash C} \otimes L$$

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$$\frac{\Gamma; \Delta, y : A, x : B \vdash R :: z:C}{\Gamma; \Delta, x:A \otimes B \vdash y \leftarrow \text{input } x; R :: z:C} \otimes L$$

Linear Logic and Message-Passing Concurrency

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$$\frac{\Gamma; \Delta, y : A, x : B \vdash R :: z:C}{\Gamma; \Delta, x:A \otimes B \vdash y \leftarrow \text{input } x; R :: z:C} \otimes L$$

Proof Reduction

$$\Gamma; \Delta, \Delta' \vdash \text{new } x.((\text{output } x (y.P); Q) \mid y \leftarrow \text{input } x; R) :: z:C$$

Linear Logic and Message-Passing Concurrency

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Linear Logic and Message-Passing Concurrency

Logical Interpretation - Implication as Input

Session Input

$$\frac{\Gamma; \Delta, A \vdash \quad B}{\Gamma; \Delta \vdash A \multimap B} \multimap R$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Implication as Input

Session Input

$$\frac{\Gamma; \Delta, x : A \vdash P :: z : B}{\Gamma; \Delta \vdash A \multimap B} \multimap R$$

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Linear Logic and Message-Passing Concurrency

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$$\frac{\Gamma; \Delta \vdash Q_1 :: y : A \quad \Gamma; \Delta', x : B \vdash Q_2 :: z : C}{\Gamma; \Delta, \Delta', A \multimap B \vdash C} \multimap L$$

Linear Logic and Message-Passing Concurrency

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Linear Logic and Message-Passing Concurrency

Logical Interpretation - Implication as Input

Session Input

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$$\frac{\Gamma; \Delta \vdash Q_1 :: y : A \quad \Gamma; \Delta', x : B \vdash Q_2 :: z : C}{\Gamma; \Delta, \Delta', x : A \multimap B \vdash \text{output } x (y.Q_1); Q_2 :: z : C} \multimap L$$

Linear Implication as input. Reduction is the same as for \otimes .

Multiplicative Unit

$$\frac{}{\Gamma; \cdot \vdash} \mathbf{1} \quad \mathbf{1}R$$

Multiplicative Unit

$$\frac{}{\Gamma; \cdot \vdash \text{close } z :: z:1} \mathbf{1R}$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Multiplicative Unit as Termination

Multiplicative Unit

$$\frac{}{\Gamma; \cdot \vdash \text{close } z :: z:1} \mathbf{1}R \qquad \frac{\Gamma; \Delta \vdash \quad C}{\Gamma; \Delta, \mathbf{1} \vdash} \mathbf{1}L$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Multiplicative Unit as Termination

Multiplicative Unit

$$\frac{}{\Gamma; \cdot \vdash \text{close } z :: z:1} \mathbf{1}R \qquad \frac{\Gamma; \Delta \vdash Q :: z:C}{\Gamma; \Delta, \mathbf{1} \vdash C} \mathbf{1}L$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Multiplicative Unit as Termination

Multiplicative Unit

$$\frac{}{\Gamma; \cdot \vdash \text{close } z :: z:1} \mathbf{1R} \qquad \frac{\Gamma; \Delta \vdash Q :: z:C}{\Gamma; \Delta, x:1 \vdash \text{wait } x; Q :: z:C} \mathbf{1L}$$

Proof Reduction

$$\Gamma; \Delta \vdash \text{new } x.(\text{close } x \mid (\text{wait } x; Q)) :: z:C$$

Linear Logic and Message-Passing Concurrency

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Multiplicative Unit

$$\frac{}{\Gamma; \cdot \vdash \text{close } z :: z:1} \mathbf{1}R \qquad \frac{\Gamma; \Delta \vdash Q :: z:C}{\Gamma; \Delta, x:1 \vdash \text{wait } x; Q :: z:C} \mathbf{1}L$$

Proof Reduction

$$\begin{aligned} & \Gamma; \Delta \vdash \text{new } x.(\text{close } x \mid (\text{wait } x; Q)) :: z:C \\ & \longrightarrow \Gamma; \Delta \vdash Q :: z:C \end{aligned}$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Additive Conjunction as Alternative Behavior

Additive Conjunction

$$\frac{\Gamma; \Delta \vdash \quad A \quad \Gamma; \Delta \vdash \quad B}{\Gamma; \Delta \vdash \quad A \& B} \&R$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Additive Conjunction as Alternative Behavior

Additive Conjunction

$$\frac{\Gamma; \Delta \vdash P_1 :: x:A \quad \Gamma; \Delta \vdash P_2 :: x:B}{\Gamma; \Delta \vdash A \& B} \&R$$

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$$\frac{\Gamma; \Delta \vdash P_1 :: x:A \quad \Gamma; \Delta \vdash P_2 :: x:B}{\Gamma; \Delta \vdash x.\text{case}(P_1, P_2) :: x:A \& B} \&R$$

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$$\frac{\Gamma; \Delta, A \vdash \quad C}{\Gamma; \Delta, A \& B \vdash \quad C} \&L_1$$

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$$\frac{\Gamma; \Delta, x:A \vdash Q :: z:C}{\Gamma; \Delta, x:A \& B \vdash x.\text{inl}; Q :: z:C} \&L_1$$

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Proof Reduction

$$\begin{aligned} &\Gamma; \Delta, \Delta' \vdash \text{new } x.(x.\text{case}(P_1, P_2) \mid x.\text{inl}; Q) :: z:C \\ &\longrightarrow \Gamma; \Delta, \Delta' \vdash \text{new } x.(P_1 \mid Q) :: z:C \end{aligned}$$

Linear Logic and Message-Passing Concurrency

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Additive disjunction \oplus is dual.

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Persistent Resources

Persistent Cut

$$\frac{\Gamma; \cdot \vdash \quad A \quad \Gamma, A; \Delta \vdash \quad C}{\Gamma; \Delta \vdash \quad C} \text{cut}^!$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Persistent Resources

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$$\frac{\Gamma; \cdot \vdash P :: x:A \quad \Gamma, u:A; \Delta \vdash Q :: z:C}{\Gamma; \Delta \vdash C} \text{ cut!}$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Persistent Resources

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Linear Logic and Message-Passing Concurrency

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Parallel composition of P , offering $x:A$ and Q , using $u:A$ persistently.

Linear Logic and Message-Passing Concurrency

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Parallel composition of P , offering $x:A$ and Q , using $u:A$ persistently.

Copy

$$\frac{\Gamma, A; \Delta, A \vdash \quad C}{\Gamma, A; \Delta \vdash \quad C} \text{ copy}$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Persistent Resources

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Parallel composition of P , offering $x:A$ and Q , using $u:A$ persistently.

Copy

$$\frac{\Gamma, u:A; \Delta, x:A \vdash R :: z:C}{\Gamma, A; \Delta \vdash C} \text{ copy}$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Persistent Resources

Persistent Cut

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$$\frac{\Gamma, u:A; \Delta, x:A \vdash R :: z:C}{\Gamma, u:A; \Delta \vdash x \leftarrow \text{copy } u; R :: z:C} \text{ copy}$$

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$$\frac{\Gamma, u:A; \Delta, x:A \vdash R :: z:C}{\Gamma, u:A; \Delta \vdash x \leftarrow \text{copy } u; R :: z:C} \text{ copy}$$

Proof Reduction

$$\Gamma; \Delta \vdash \text{new } u.(x \leftarrow !\text{input } u P \mid (x \leftarrow \text{copy } u; Q)) :: z:C \\ \longrightarrow \Gamma; \Delta \vdash \text{new } u.(x \leftarrow !\text{input } u P \mid (\text{new } x.(P \mid Q))) :: z:C$$

Linear Logic and Message-Passing Concurrency

Logical Interpretation - Exponential as Replication

Exponential

$$\frac{\Gamma; \cdot \vdash \quad A}{\Gamma; \cdot \vdash \quad !A} !R$$

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Proof reduction transforms a cut into a cut!

Type Preservation

If $\Gamma; \Delta \vdash P :: z:A$ and $P \longrightarrow P'$ then $\Gamma; \Delta \vdash P' :: z:A$

Type Preservation

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Global Progress

If $\cdot; \cdot \vdash P :: z:1$ then either $P = \text{new } \bar{x}.(!Q; \text{close } z)$ or $P \longrightarrow P'$

The logical basis gives us deadlock-freedom and session fidelity “for free”.

Limitations of Session Types

- Hard to extend beyond simple communication patterns.
- No uniform way of expressing properties of exchanged *data*.
- Can scale to richer settings, but technically quite challenging.

Linear Logic and Message-Passing Concurrency

Extending the Interpretation - Value Dependencies and Session Polymorphism

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Logical Foundation

- New means of reasoning about concurrent phenomena.
- Compositional and incremental study of language features:
 - Value-dependent Session Types
 - Polymorphic Session Types

Value-dependent Session Types [Toninho et al.11]

- Two new types: $\forall x:\tau.A$ and $\exists x:\tau.A$
- Parametric in the language of types τ .
- $\forall x:\tau.A$ - Input a term $M : \tau$, continue as $A(M)$.
- $\exists x:\tau.A$ - Output a term $M : \tau$, continue as $A(M)$.
- If τ s are dependent: proof communication.

Linear Logic and Message-Passing Concurrency

Extending the Interpretation - Value Dependencies

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A Simple Example

$$\text{indexer}_1 \triangleq \forall f:\text{file.pdf}(f) \multimap \exists g:\text{file.pdf}(g) \otimes \mathbf{1}$$
$$\text{indexer}_2 \triangleq \forall f:\text{file.pdf}(f) \multimap \exists g:\text{file.pdf}(g) \otimes \text{agree}(f, g) \otimes \mathbf{1}$$

Linear Logic and Message-Passing Concurrency

Extending the Interpretation - Value Dependencies

Extend the Judgment

$$\Psi; \Gamma; \Delta \vdash P :: z:A$$

Ψ accounts for variables from the language of τ .

Linear Logic and Message-Passing Concurrency

Extending the Interpretation - Value Dependencies

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Universal Quantification

$$\frac{\Psi, \quad \tau; \Gamma; \Delta \vdash \quad A}{\Psi; \Gamma; \Delta \vdash \quad \forall x:\tau. A} \forall R$$

Linear Logic and Message-Passing Concurrency

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Linear Logic and Message-Passing Concurrency

Extending the Interpretation - Value Dependencies

Refining Quantification [Toninho et al.11, Pfenning et al.11]

- Proof Irrelevance: $[\tau]$ – Proofs of τ are not used at runtime.
- Affirmation: $\diamond_K \tau$ – K affirms the existence of a proof of τ .

Linear Logic and Message-Passing Concurrency

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Linear Logic and Message-Passing Concurrency

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$\diamond_I[\text{agree}(f, g)]$ is a signed certificate of the agreement of f and g .

Linear Logic and Message-Passing Concurrency

Extending the Interpretation - Parametric Polymorphism

Parametric Polymorphism [Pérez et al.11, Wadler11]

- Second-order quantification.
- Communication of session types / abstract protocols.
- Parametricity results in the style of System F.

Universal Quantification (Second Order)

$$\frac{\Omega, X; \Gamma; \Delta \vdash \quad A}{\Omega; \Gamma; \Delta \vdash \forall X.A} \forall R2$$

Linear Logic and Message-Passing Concurrency

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Parametric Polymorphism

$$\text{CloudServer} \triangleq \forall X.!(\text{api} \multimap X) \multimap !X$$

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Specifies a generic service that:

- Inputs any type (e.g. GMaps).

Parametric Polymorphism

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- Inputs any type (e.g. GMaps).
- Inputs a persistent session that, given an implementation of api , provides the previously input type (e.g. $!(\text{api} \multimap \text{GMaps})$).

Parametric Polymorphism

$$\text{CloudServer} \triangleq \forall X.!(\text{api} \multimap X) \multimap !X$$

Specifies a generic service that:

- Inputs any type (e.g. GMaps).
- Inputs a persistent session that, given an implementation of `api`, provides the previously input type (e.g. `!(api \multimap GMaps)`).
- Composes the received session accordingly, subsequently providing a persistent session of the given type (e.g. `!GMaps`).

Linear Logic and Message-Passing Concurrency

Extending the Interpretation - and more...

Other concurrency-theoretic features that can be understood logically (and vice-versa):

- Asynchronous communication [DeYoung et al. 12]
- Concurrent evaluation strategies for λ -calculus [Toninho et al. 12].
- Session type isomorphisms [Pérez et al. 12].

A Concurrent Programming Language

Overview

Programming with Processes

- Syntax focuses solely on communication behavior.
- No “values” nor functions.
- Hard to write interesting programs.

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- Approximate the syntax of the logical interpretation.
- Introduce recursion for expressiveness.
- Combine concurrent session-typed processes with λ -calculus.

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Types

- $\tau \supset A$ and $\tau \wedge A$ – Input and output of data.
- $\{\overline{a_i:A_i} \vdash c:A\}$ – Encapsulation of open process expressions.

A Concurrent Programming Language

Integrating Concurrency in a Functional Language

Contextual Monad

- Isolate concurrency (and linearity) in a contextual monad.
- Embed into a typical λ -calculus with recursive types.
- Functional programs can refer to processes and vice-versa.

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Typing Rules

$$\frac{\Delta = \text{lin}(a_j:A_j) \quad \Gamma = \text{shd}(a_j:A_j) \quad \Psi; \Gamma; \Delta \vdash P :: c:A}{\Psi \Vdash c \leftarrow \{P_{c,\bar{a}_j}\} \leftarrow \overline{a_j:A_j} : \{\overline{a_j:A_j} \vdash c:A\}} \{ \} /$$

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A Concurrent Programming Language

Example

Stream Session

- Output of an infinite sequence of naturals, counting up.
- A coinductive session (as a recursive type):

```
stype natStream = nat /\ intStream
```

A Concurrent Programming Language

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```

Stream Transducer

To write a recursive process, we write a recursive function:

```
trans : (nat -> nat) ->
        {d:natStream |- c:natStream}
c <- trans f =
{ n1 <- input d
  output c (f n1)
  c' <- trans f <- d
  fwd c c' }
```

Divergence

- Recursive types introduce divergence.
- Logical soundness is therefore lost.

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Recovering Non-Divergence [Toninho et al. 14]

- Restrict to inductive and coinductive types.
- Only allow productive definitions:
 - Process definitions must be *guarded*.
 - Self-interaction with recursive calls must be disallowed.

A Concurrent Programming Language

Reconciling with Logic

Divergence

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```
c <- P = {output c 0 ; c' <- P ; x <- input c' ; fwd c c' }
```

Loops after first output. . .

Reasoning using Logic

- Up to this point we have identified concurrent “features” that can be justified logically.
- Can we do more? Can we use the logical foundation to *reason* about concurrent programs?

Reasoning Techniques

Using Logic

Reasoning using Logic

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- Can we do more? Can we use the logical foundation to *reason* about concurrent programs?

Logical Relations

- Standard PL technique for λ -calculus.
- Mostly unexplored for typed process calculi.
- Useful for showing non-trivial properties (e.g. termination, confluence, etc.).

Reasoning Techniques

Linear Logical Relations

Linear Logical Relations [Pérez et al. 12, Caires et al. 13, Toninho et al. 14]

- Uniform framework for our session-typed processes.
- Scales to handle polymorphism and coinductive types.

Reasoning Techniques

Linear Logical Relations

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- Uniform framework for our session-typed processes.
- Scales to handle polymorphism and coinductive types.

Informal Idea - Unary Case

- Candidates – Set of processes satisfying the relevant property.
- Inductive on typing: $\mathcal{L}[\Gamma; \Delta \vdash T]$
- Base case is inductive on r.h.s types:
 - $P \in \mathcal{L}[z:A \multimap B] \triangleq$ if $P \stackrel{z(y)}{\Rightarrow} P'$ then $\forall Q \in \mathcal{L}[y:A]. (\nu y)(P' \mid Q) \in \mathcal{L}[z:B]$
 - ...
- Show that well-typed processes are in the predicate.

Process Equivalence

- Equivalence is a fundamental tool for reasoning about processes.
- “Canonical” observational equivalence: Barbed Congruence.
- “Hard” to reason about – Quantification over all contexts.

Reasoning Techniques

Linear Logical Relations – Equivalence

Process Equivalence

- Equivalence is a fundamental tool for reasoning about processes.
- “Canonical” observational equivalence: Barbed Congruence.
- “Hard” to reason about – Quantification over all contexts.

Logical Equivalence

- Natural extension of unary predicate.
- Contextual typed bisimulation – Logical Equivalence.
- “Easy” to reason about.
- Logical Equivalence vs Barbed Congruence:
 - Propositional: Sound and Complete
 - Polymorphic: Sound and Complete
 - Higher-order: ???

(Functional) Type Theory

- Types depend on terms.
- Uniform integration of programming and reasoning.
- Truly, *Proofs as Programs*.

Reasoning Techniques

Dependent Session Types

(Functional) Type Theory

- Types depend on terms.
- Uniform integration of programming and reasoning.
- Truly, *Proofs as Programs*.

Towards Dependent Session Types

- Value dependencies are insufficient.
- Separation of data and behavior – only specify properties of data.
- Monadic language “closes the gap”.
- Restrict to logically sound fragment.
- Coinduction is crucial when reasoning about processes.

Challenges

- Understanding definitional equality.
- Rich enough for practical proofs? Decidable?
- Adequacy

Potential Outcome – Coinductive Proofs as Processes

```
equiv : {c:natStream} -> {c:natStream} -> stype.  
stype bisim P Q = ...
```

```
S1 : nat -> {c:natStream}
```

```
S2 : nat -> {c:natStream}
```

```
bisim_proof : Pi n:nat.{c:bisim (S1 n) (S2 n)}  
c <- bisim_proof n = { ... }
```

Summary

- Logical foundation of session types using linear logic:
 - Concurrent language features explained logically.
 - Logical features explained using concurrency.
- A concurrent programming language:
 - Monadic integration of session-based concurrency.
 - General recursion and (re)connections with logic.
- Reasoning techniques:
 - Non-trivial properties (e.g. Termination, Parametricity).
 - Behavioral equivalence.

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Research Plan (Approx. 6 months)

- Study behavioral theory in HO setting.
- Definitional equality and dependent session types (speculative).
- Develop examples showcasing expressiveness.

- B. Toninho, L. Caires, F. Pfenning. *Dependent Session Types via Intuitionistic Linear Type Theory*. PPDP'11
- F. Pfenning, L. Caires, B. Toninho. *Proof-Carrying Code in a Session-Typed Process Calculus*. CPP'11
- J. Pérez, L. Caires, F. Pfenning, B. Toninho. *Linear Logical Relations for Session-Based Concurrency*. ESOP'12
- B. Toninho, L. Caires, F. Pfenning. *Functions as Session-Typed Processes*. FoSSaCS'12
- L. Caires, J. Pérez, F. Pfenning, B. Toninho. *Behavioral Polymorphism and Parametricity in Session-Based Communication*. ESOP'13
- B. Toninho, L. Caires, F. Pfenning. *Higher-Order Processes, Functions, and Sessions: A Monadic Integration*. ESOP'13
- B. Toninho, L. Caires, F. Pfenning. *Corecursion and Non-Divergence in Session Types*. TGC'14 (to appear)

A Logical Foundation for Session-based Concurrent Computation

Bernardo Toninho

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Thesis Proposal