

## Multiparty Asynchronous Session Types



<http://mrg.doc.ic.ac.uk/>

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## Structure of Lectures

- ▶ Theory (Tuesday)
  - Multiparty Session Types
  - Multiparty Session Types and Communicating Automata:  
Characterisation and Synthesis
- ▶ Practice and Programming using Scribble (Thursday and Friday)

# Origin of Multiparty Session Types

Binary Session Types [PARL'94, ESOP'98]



Milner, Honda and Yoshida joined W3C WS-CDL (2002)



Formalisation of W3C WS-CDL [ESOP'07]



Scribble at  $\pi^4$  Technology

# CDL Equivalent

- Basic example:

```
package HelloWorld {
    roleType YouRole, WorldRole;
    participantType You{YouRole}, World{WorldRole};
    relationshipType YouWorldRel between YouRole and WorldRole;
    channelType WorldChannelType with roleType WorldRole;

    choreography Main {
        WorldChannelType worldChannel;

        interaction operation=hello from=YouRole to=WorldRole
            relationship=YouWorldRel channel=worldChannel {
            request messageType=Hello;
        }
    }
}
```

# Scribble Protocol

- *"Scribbling is necessary for architects, either physical or computing, since all great ideas of architectural construction come from that unconscious moment, when you do not realise what it is, when there is no concrete shape, only a whisper which is not a whisper, an image which is not an image, somehow it starts to urge you in your mind, in so small a voice but how persistent it is, at that point you start scribbling" - Kohei Honda 2007*
- **Basic example:**

```
protocol HelloWorld {  
  role You, World;  
  Hello from You to World;  
}
```

# Origin of Multiparty Session Types

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Multiparty Session Types [POPL'08]



# Origin of Multiparty Session Types

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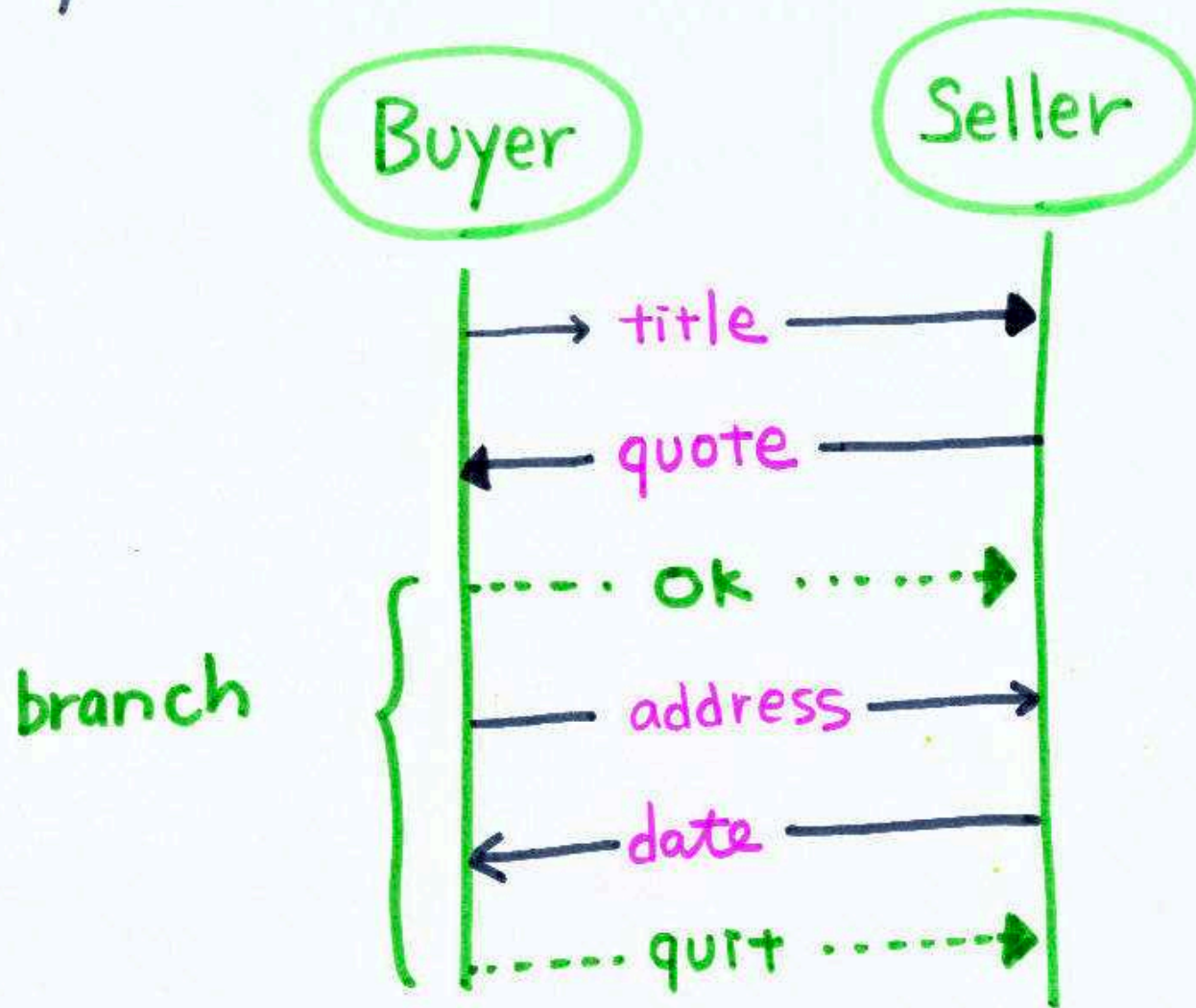
Scribble at  $\pi$ 4 Technology

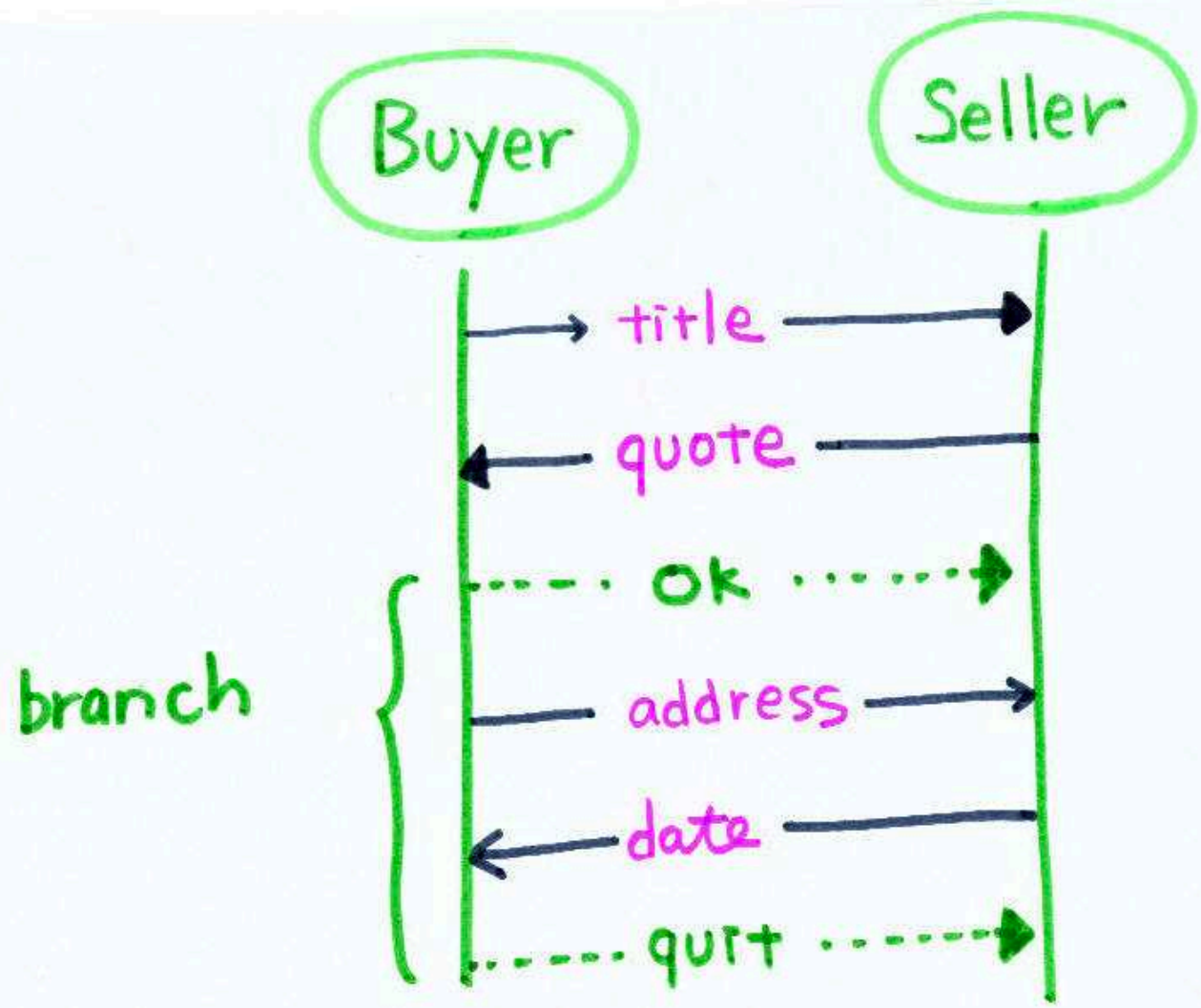


Multiparty Session Types [POPL'08]

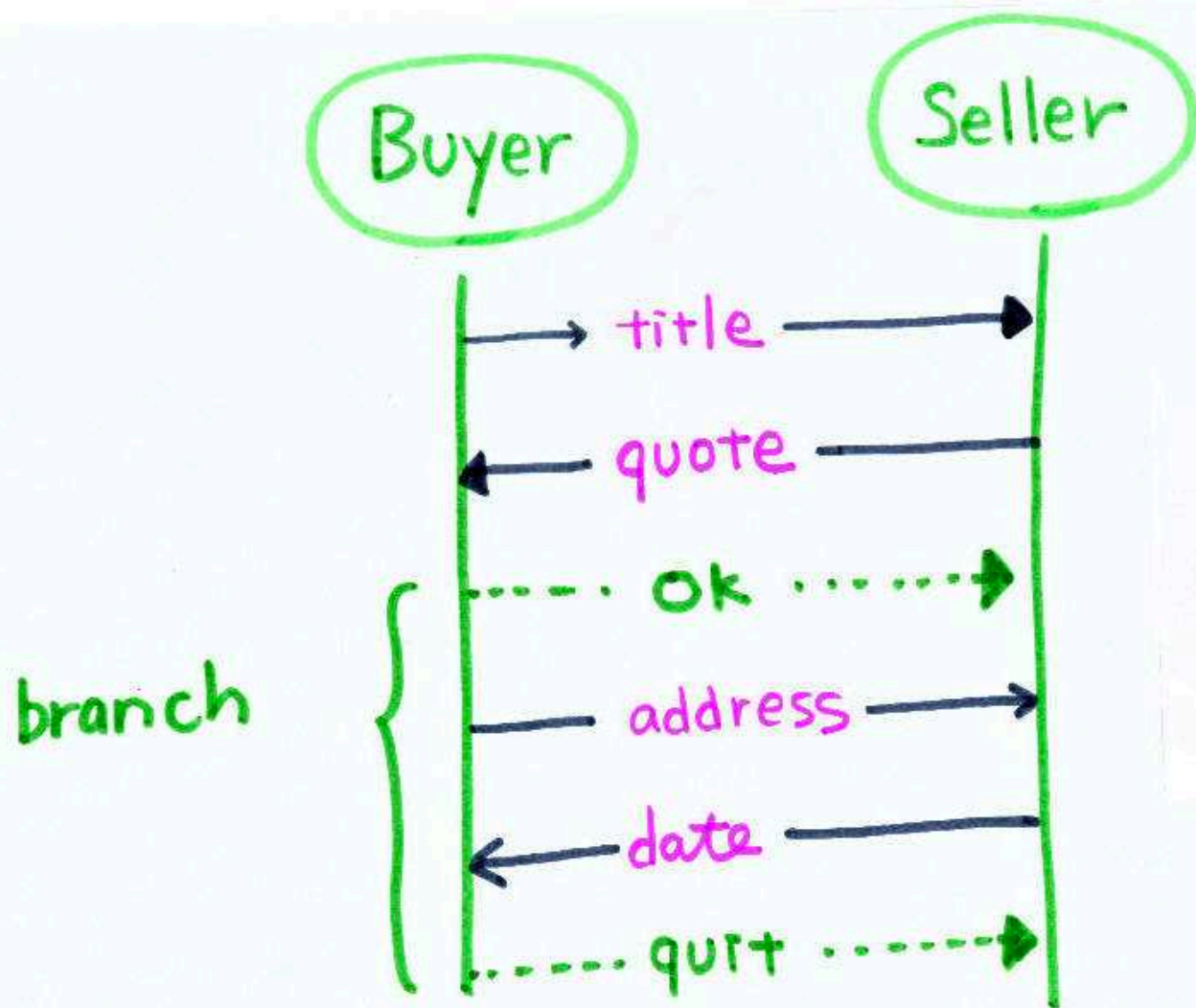


# Binary Session Types : Buyer-Seller Protocol





! String ; ? Int ; ⊕ { ok : !String ; ? Date ; end , quit : end }



P has T  
 Q has T dual  
 P | Q typable

! String ; ? Int ; ⊕ { ok : !String ; ? Date ; end, quit : end }

dual ? String ; ! Int ; & { ok : ?String ; ! Date ; end, quit : end }

## Binary Session Types

!String ; ?Int ;  $\oplus$  { ok : !String ; ?Date ; end, quit : end }

$\bar{a}(x)$ .  $x!;  $x?(y)$ ; if  $y < 50$  then  
 $x \triangleleft \text{ok}$ ;  $x!\langle "London" \rangle$ ;  $x?(z)$ ;  $0$   
else  
 $x \triangleleft \text{quit}$$

# Binary Session Types

!String ; ?Int ;  $\oplus$  { ok : !String ; ?Date ; end, quit : end }

dual ?String ; !Int ;  $\otimes$  { ok : ?String ; !Date ; end, quit : end }

$\bar{a}(x).$  x ! < "Title" > ; x ? (y) ; if y < 50 then  
x  $\triangleleft$  ok ; x ! < "London" > ; x ? (z) ; 0  
else  
x  $\triangleleft$  quit

a(x). x ? (y) ; x ! < 30 > ; x { ok  $\triangleright$  x ? (z). x ! < 01/01 > ; 0  
quit  $\triangleright$  0 }

if T and  $\bar{T}$  then P | Q typable

# Properties of Session Types

Intuitive Syntax, Light Weight Type Checking

① Communication Error-Freedom

No Communication Mismatch

② Session Fidelity

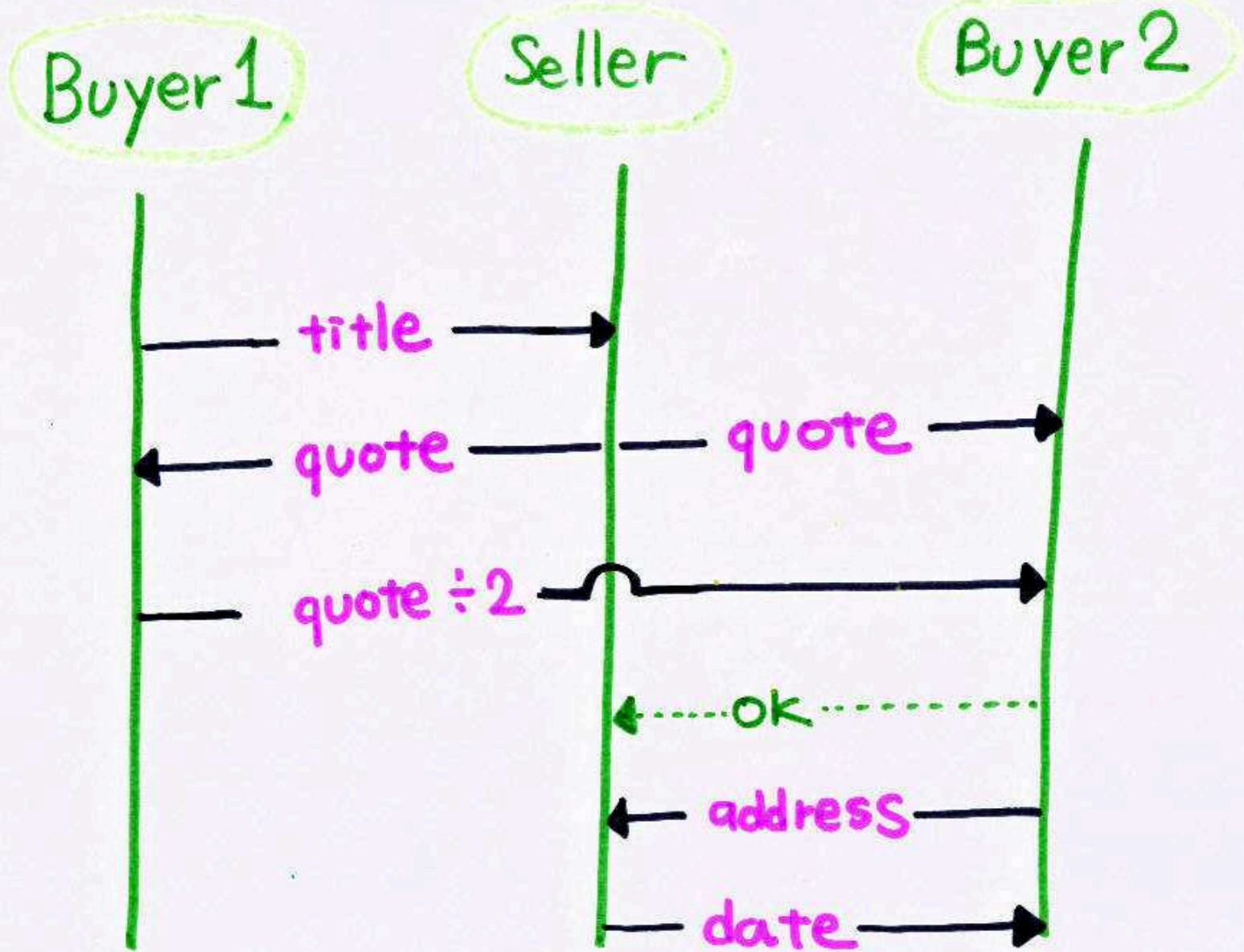
The Communication Sequence in a session follows the scenario declared in the types

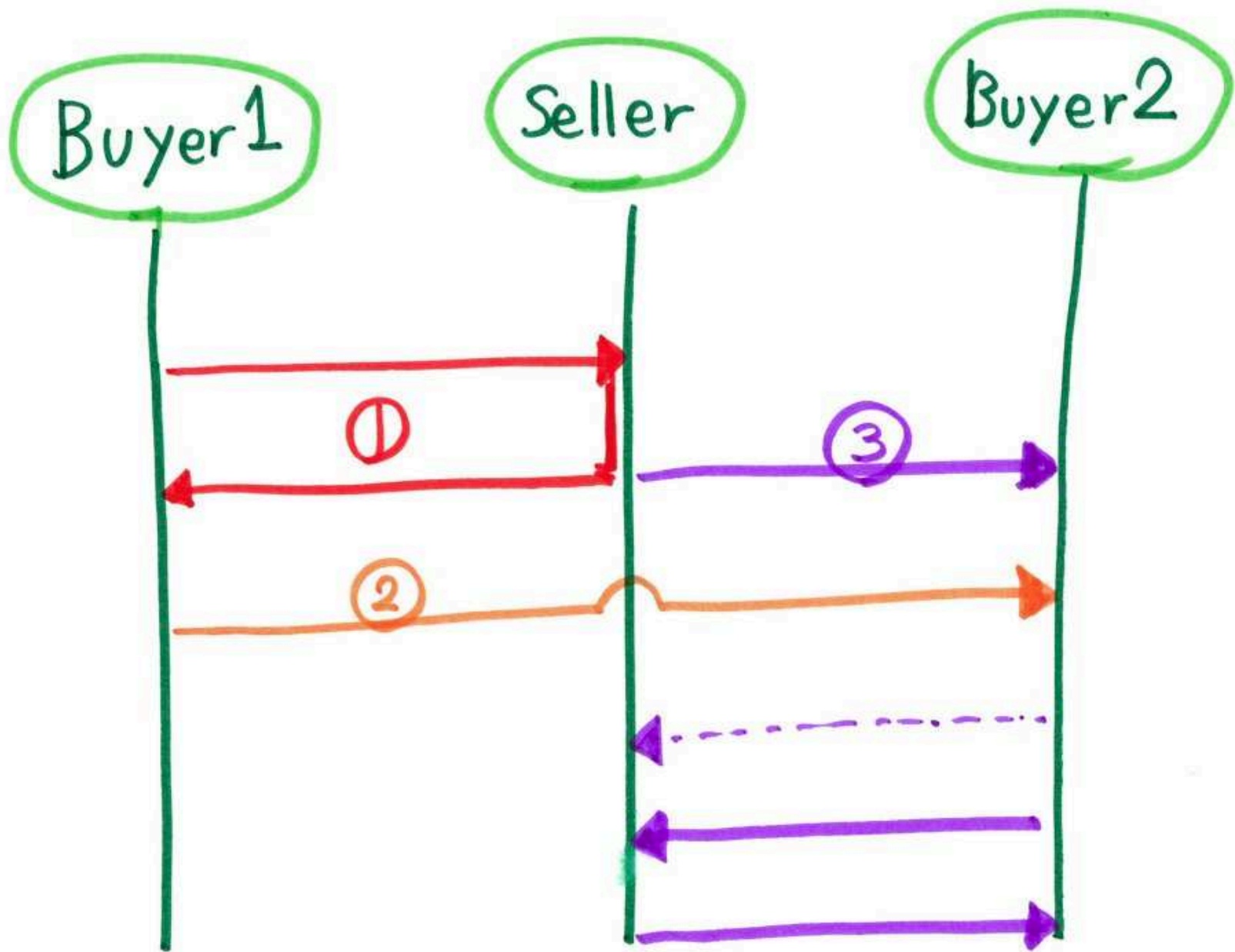
③ Progress

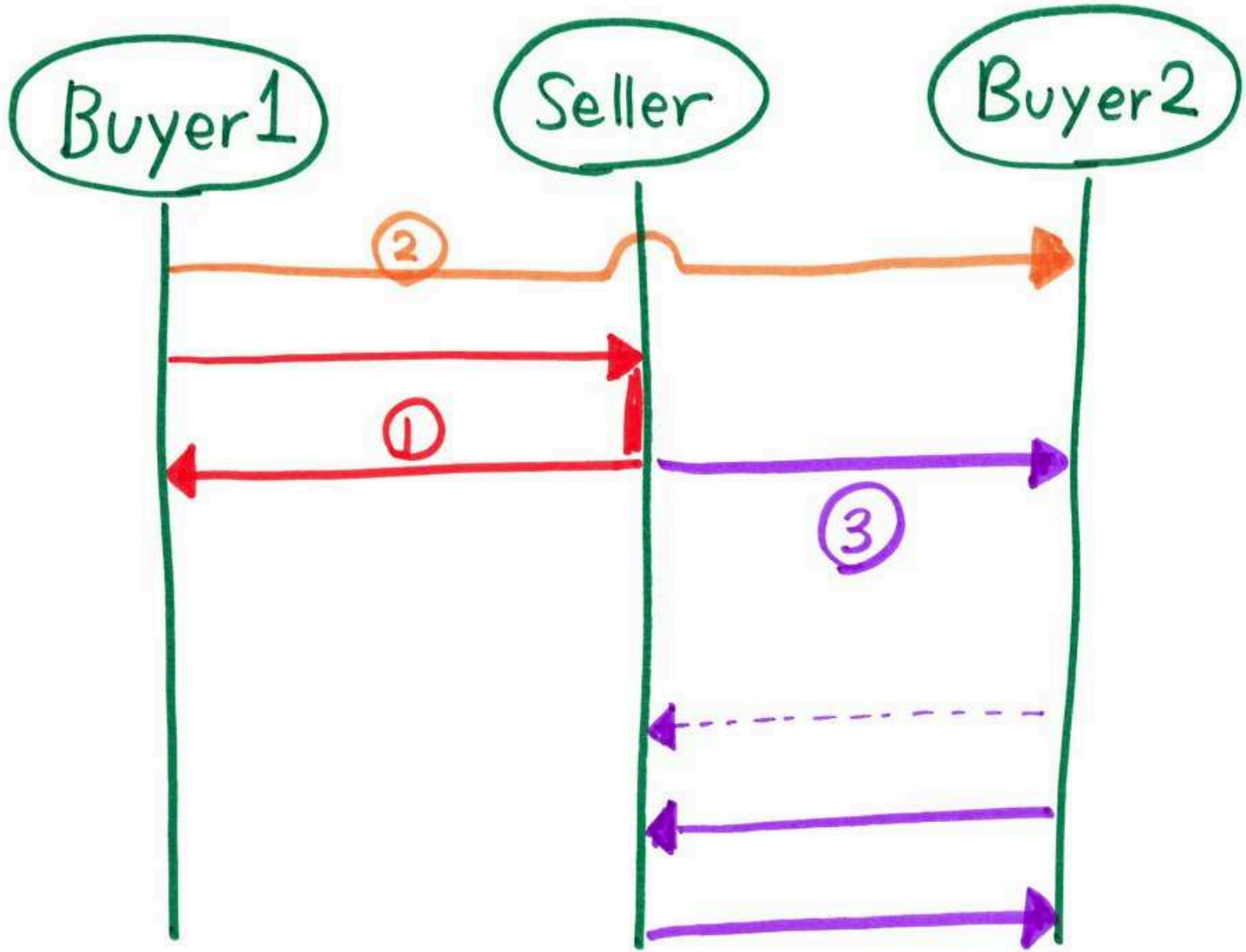
Single

No Deadlock / Stuck in a session

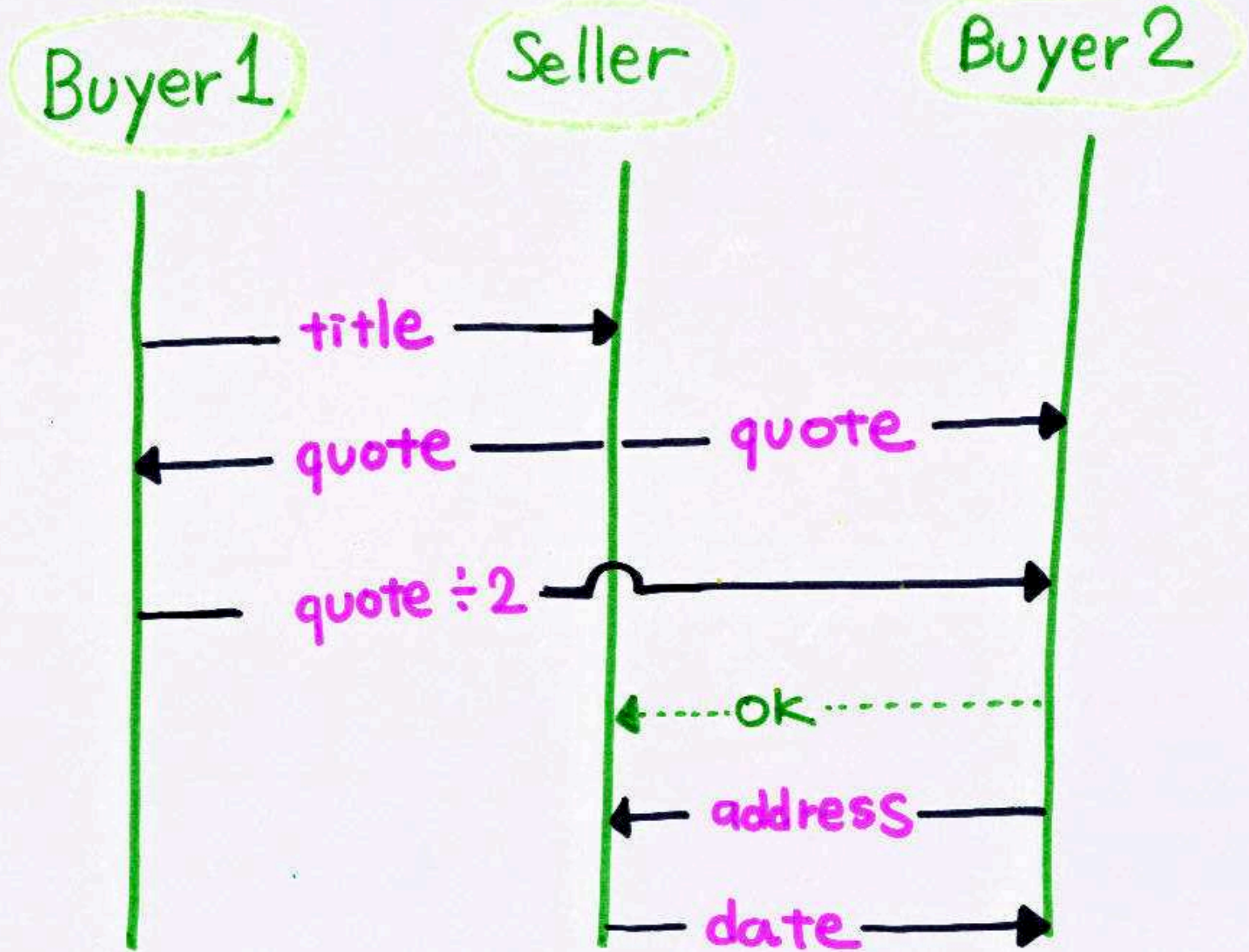
# Multiparty Session Types





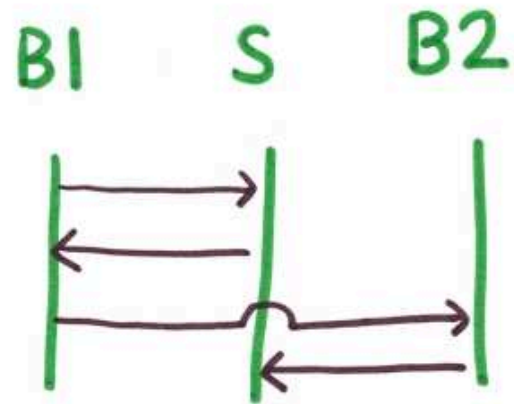


# Multiparty Session Types



# Multiparty Session Types

cf. Abstract Choreography  
[WS-CDL]

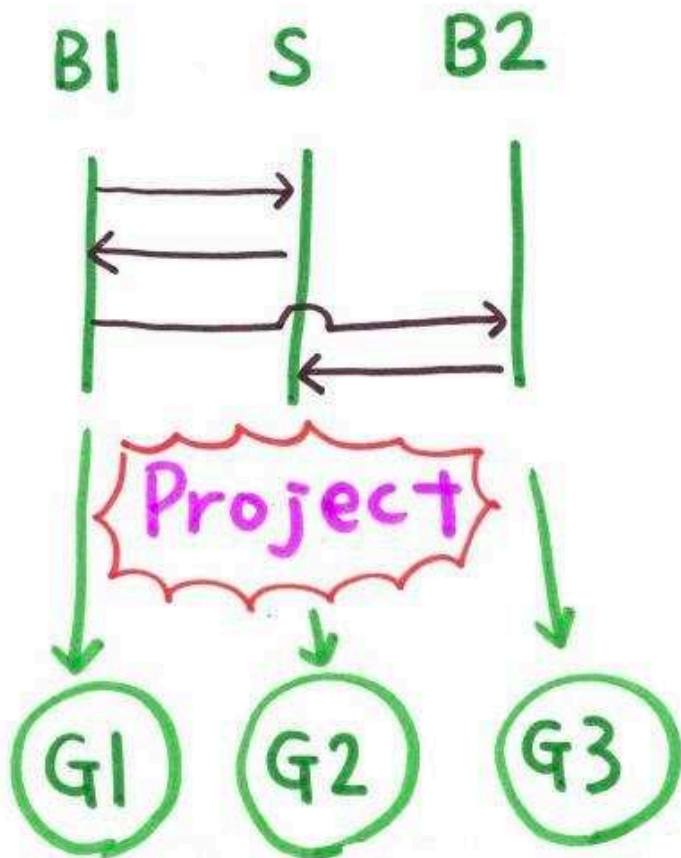


Step 1

Write Global Types

# Multiparty Session Types

cf. Abstract Choreography  
[WS-CDL]



Step 1

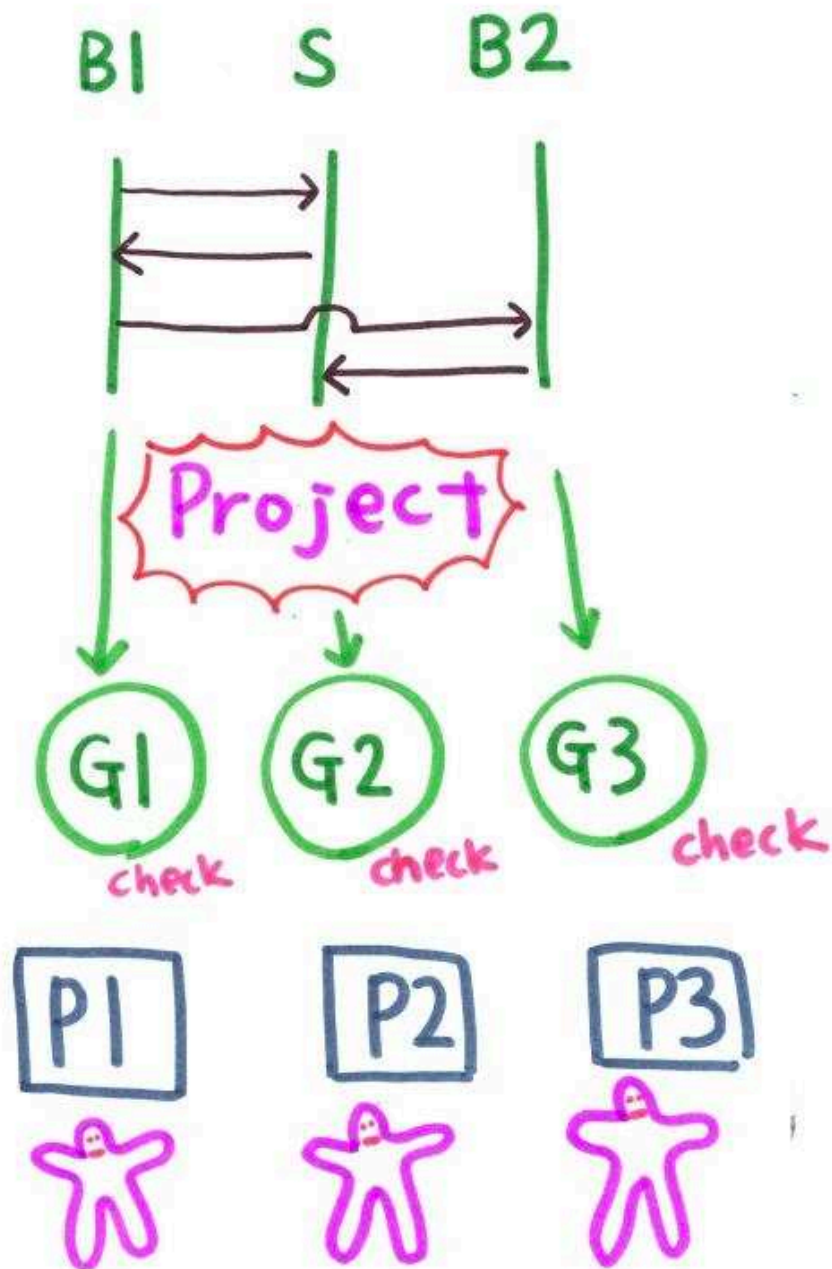
Write Global Types

Step 2

Project Local Types

# Multiparty Session Types

cf. Abstract Choreography  
[WS-CDL]



Step 1

Write Global Types

Step 2

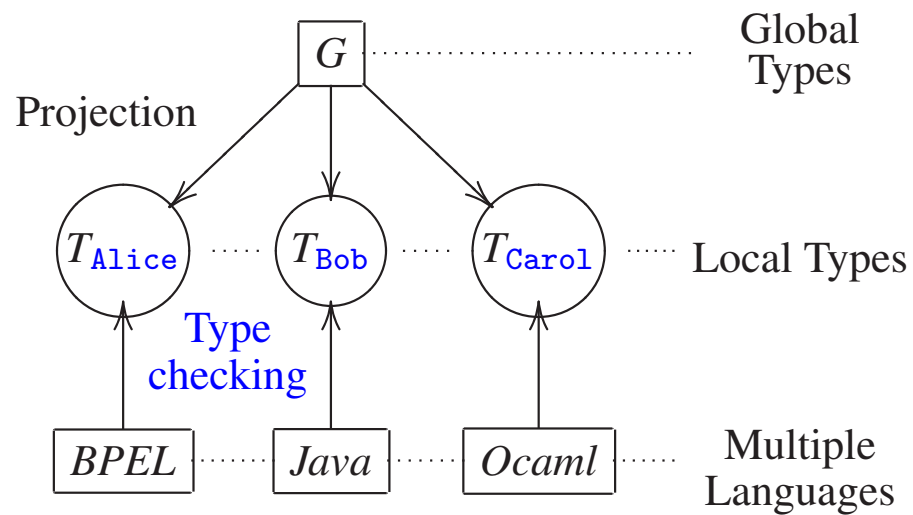
Project

Step 3

Write Local Programs

and <sup>Type</sup> Check Locally

# Multiparty Session Types

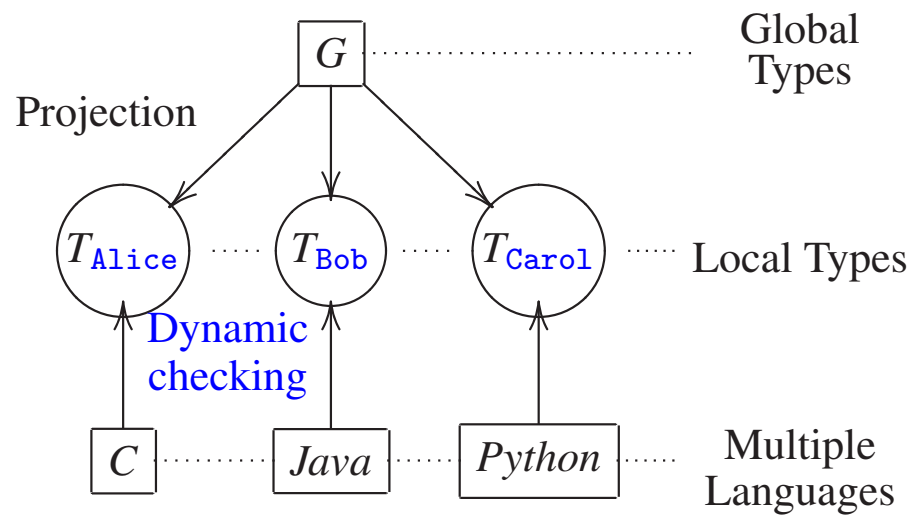


$Alice \rightarrow Bob: \langle Nat \rangle.$   
 $Bob \rightarrow Carol: \langle Nat \rangle.end$

$T_{Bob} = ?\langle Alice, Nat \rangle;$   
 $!\langle Carol, Nat \rangle; end$

$P_{Bob} = s?(Alice, x);$   
 $s!\langle Carol, x \rangle; 0$

# Multiparty Session Types

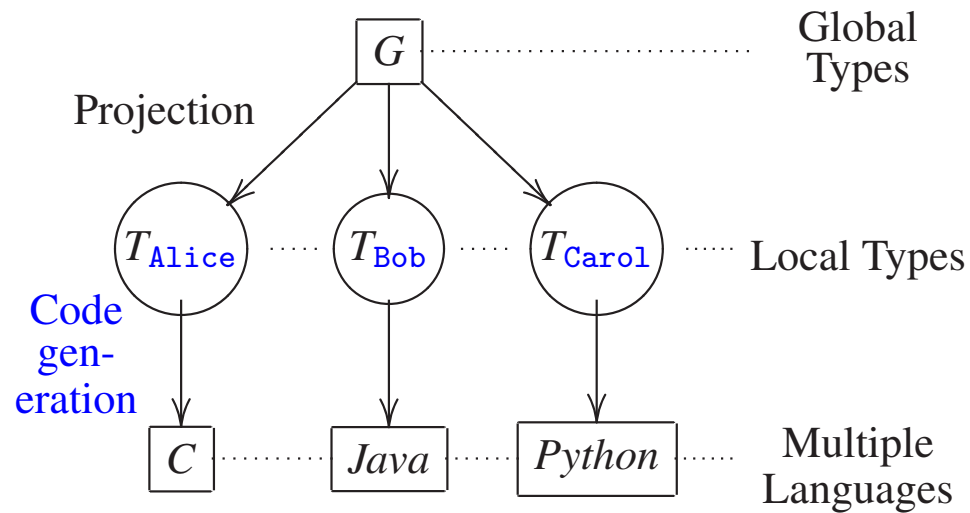


$Alice \rightarrow Bob: \langle Nat \rangle.$   
 $Bob \rightarrow Carol: \langle Nat \rangle.end$

$T_{Bob} = ?\langle Alice, Nat \rangle;$   
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# Multiparty Session Types



$Alice \rightarrow Bob: \langle Nat \rangle.$   
 $Bob \rightarrow Carol: \langle Nat \rangle.end$

$T_{Bob} = ?\langle Alice, Nat \rangle;$   
 $!\langle Carol, Nat \rangle; end$

$P_{Bob} = s?(Alice, x);$   
 $s!\langle Carol, x \rangle; 0$

# Global Types

global

$G ::= P \rightarrow P_1, \dots, P_m : \langle U \rangle. G'$

|  $P \rightarrow P_1, \dots, P_m : \{ l_j : G_j \}_{j \in J}$

|  $\text{mt}. G$

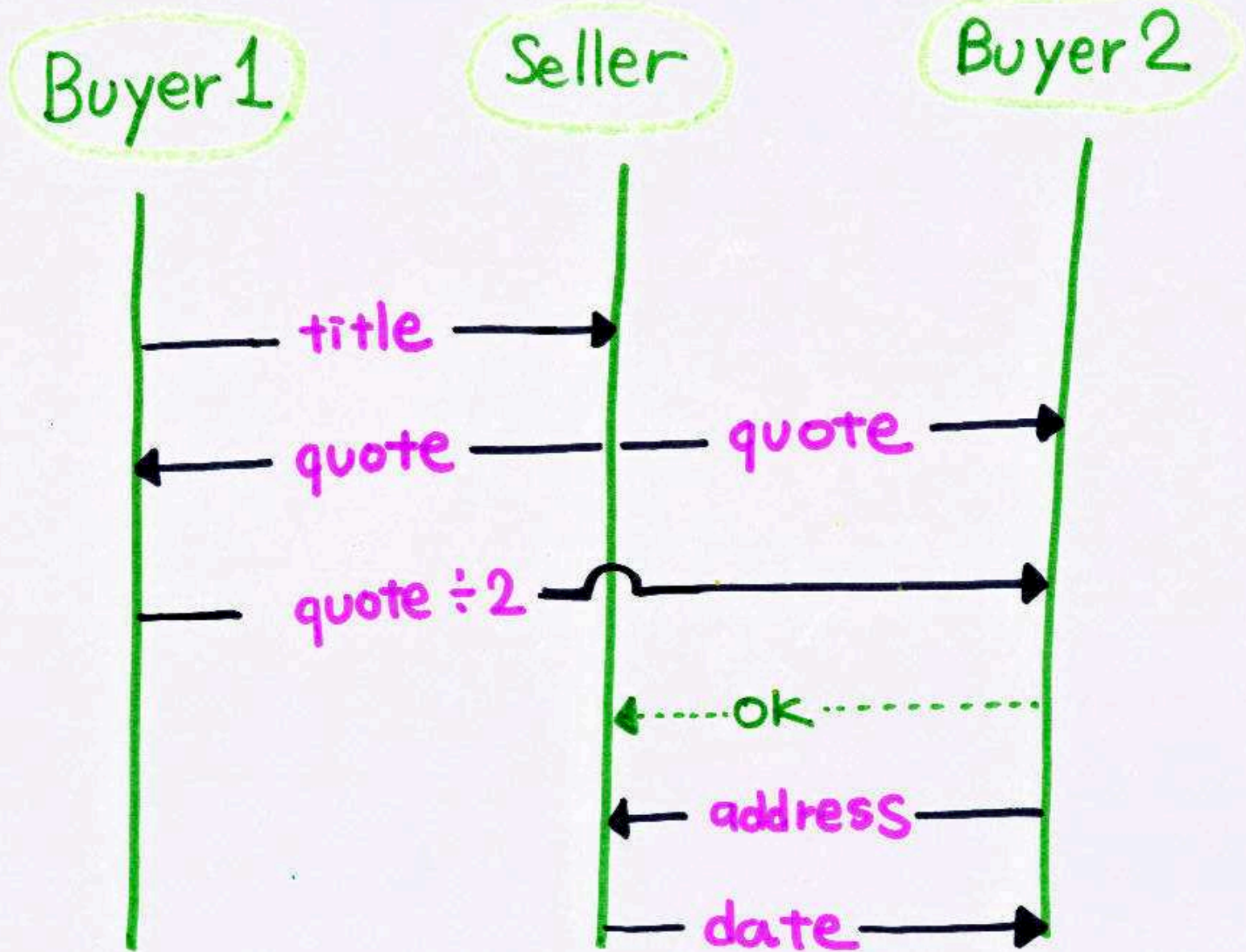
|  $\text{end} \quad | \quad \text{t}$

value

$U ::= \text{nat} \mid \text{bool} \mid \dots \mid G \mid T$

Session

# Multiparty Session Types



# Three Buyers - Seller Example

G1

$A \rightarrow S : \langle \text{String} \rangle.$

$S \rightarrow \{A, B\} : \langle \text{Int} \rangle.$

$A \rightarrow B : \langle \text{Int} \rangle.$

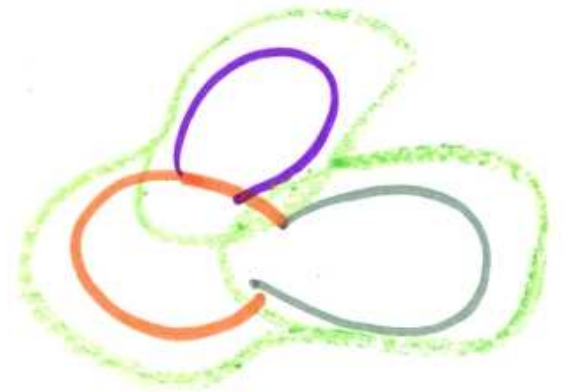
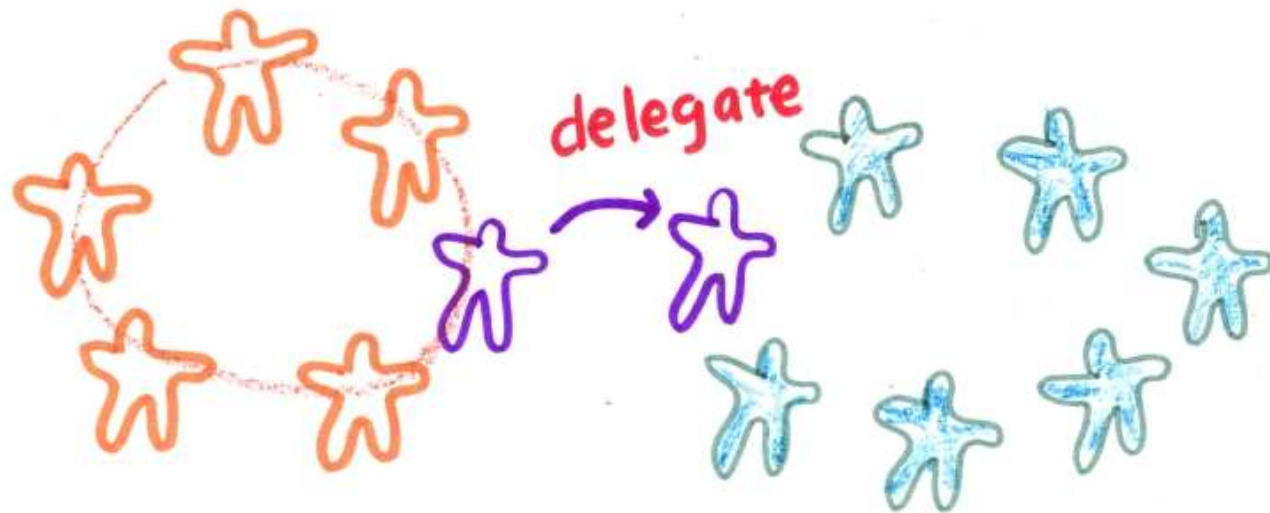
$B \rightarrow \{S, A\} : \{ \text{OK} : B \rightarrow S : \langle \text{String} \rangle.$

$S \rightarrow B : \langle \text{Date} \rangle.$

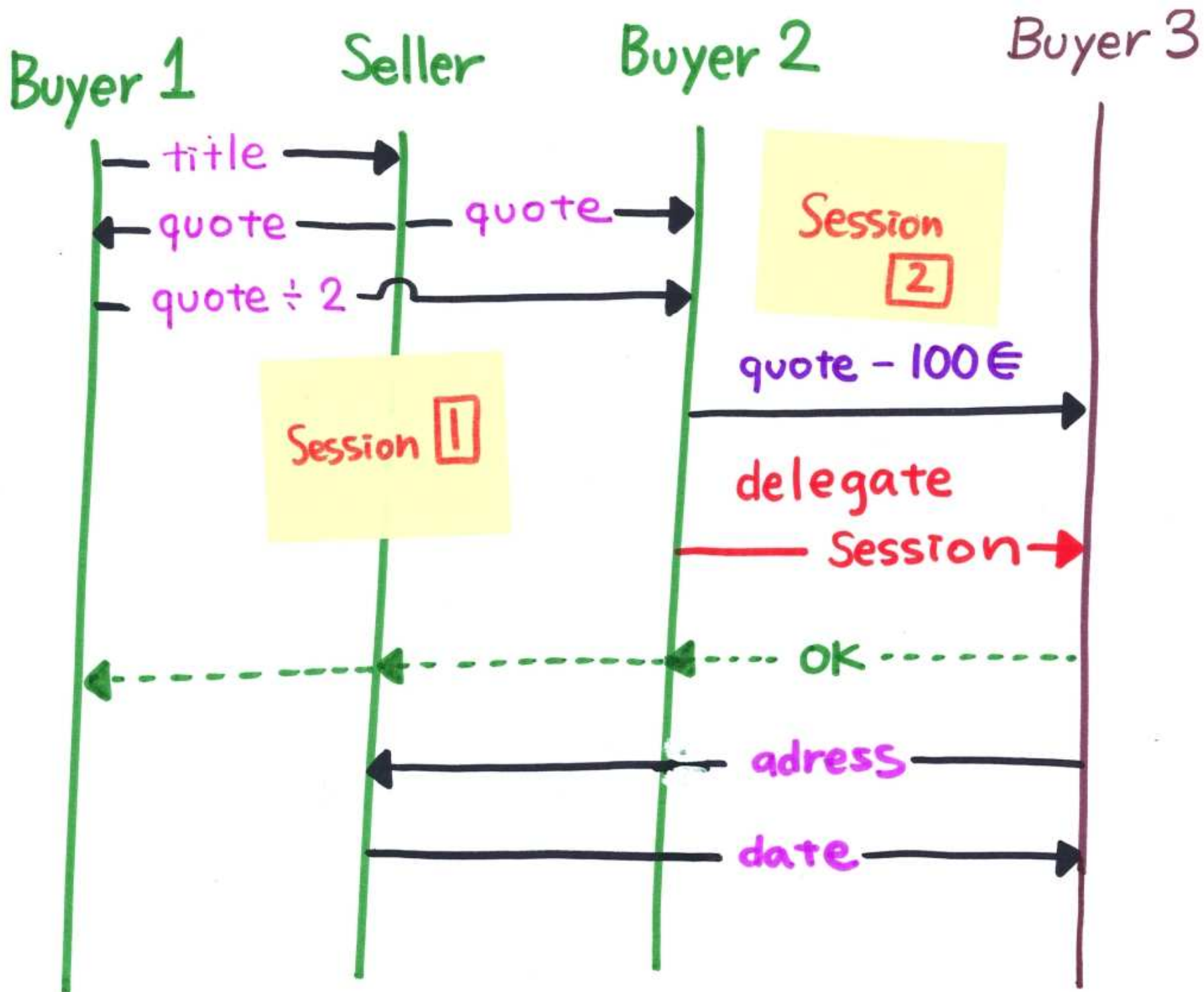
quit: }

Alice = Buyer 1

Bob = Buyer 2



rely on other parties to complete tasks transparently type safe manner in a



# Three Buyers - Seller Example

G1

$A \rightarrow S : \langle \text{String} \rangle.$

$S \rightarrow \{A, B\} : \langle \text{Int} \rangle.$

$A \rightarrow B : \langle \text{Int} \rangle.$

$B \rightarrow \{S, A\} : \{ \text{ok} : B \rightarrow S : \langle \text{String} \rangle.$

$S \rightarrow B : \langle \text{Date} \rangle.$

$\text{quit} : \}$

G2

$B \rightarrow C : \langle \text{Int} \rangle.$

$B \rightarrow C : \langle T \rangle.$

$C \rightarrow B : \{ \text{ok} : .. \text{quit} : ... \}$

$T =$   
 $+(\{S, A\},$   
 $\text{ok} : !\langle S, \text{string} \rangle,$   
 $\quad ?\langle S, \text{date} \rangle,$   
 $\text{quit} :)$

# Dynamic Semantics

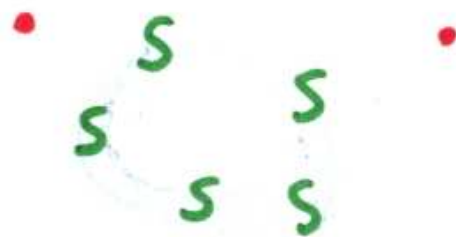
## Multicast

$\bar{a}[n](y). P_n \mid a[1](y). P_1 \mid \dots \mid a[n-1](y). P_{n-1}$

$\rightarrow (v s) ( P_1 [S[1]/y] \mid P_2 [S[2]/y] \mid \dots \mid P_n [S[n]/y] \mid S : \emptyset )$

$a$  service channel .... shared/interfered

$S$  session channel .... linearised



Send

$S[P]! \langle \tilde{p}, V \rangle; P \mid s:h \rightarrow P \mid s:h \cdot (\underline{P}, \tilde{p}, V)$



Recv

$S[P]?(q, x); P \mid s:(\underline{q}, \underline{P}, V) \cdot h$   
 $\rightarrow P[V/x] \mid s:h$



## Selection

$$\underline{s[P]} \triangleleft \langle \tilde{q}, l \rangle; P \mid s:h \rightarrow P \mid \underline{s:h} \cdot (P, \tilde{q}, l)$$

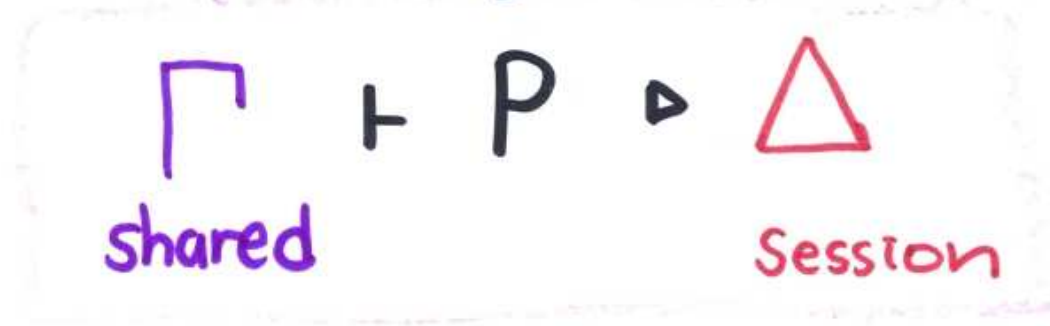
## Branching

$$\underline{s[P]} \delta (q, \{l_i : P_i\}_{i \in I}) \mid s: (q, \underline{P}, l_j) \cdot h \\ \rightarrow P_{\bar{j}} \mid s:h$$

## Asynchronous Sessions

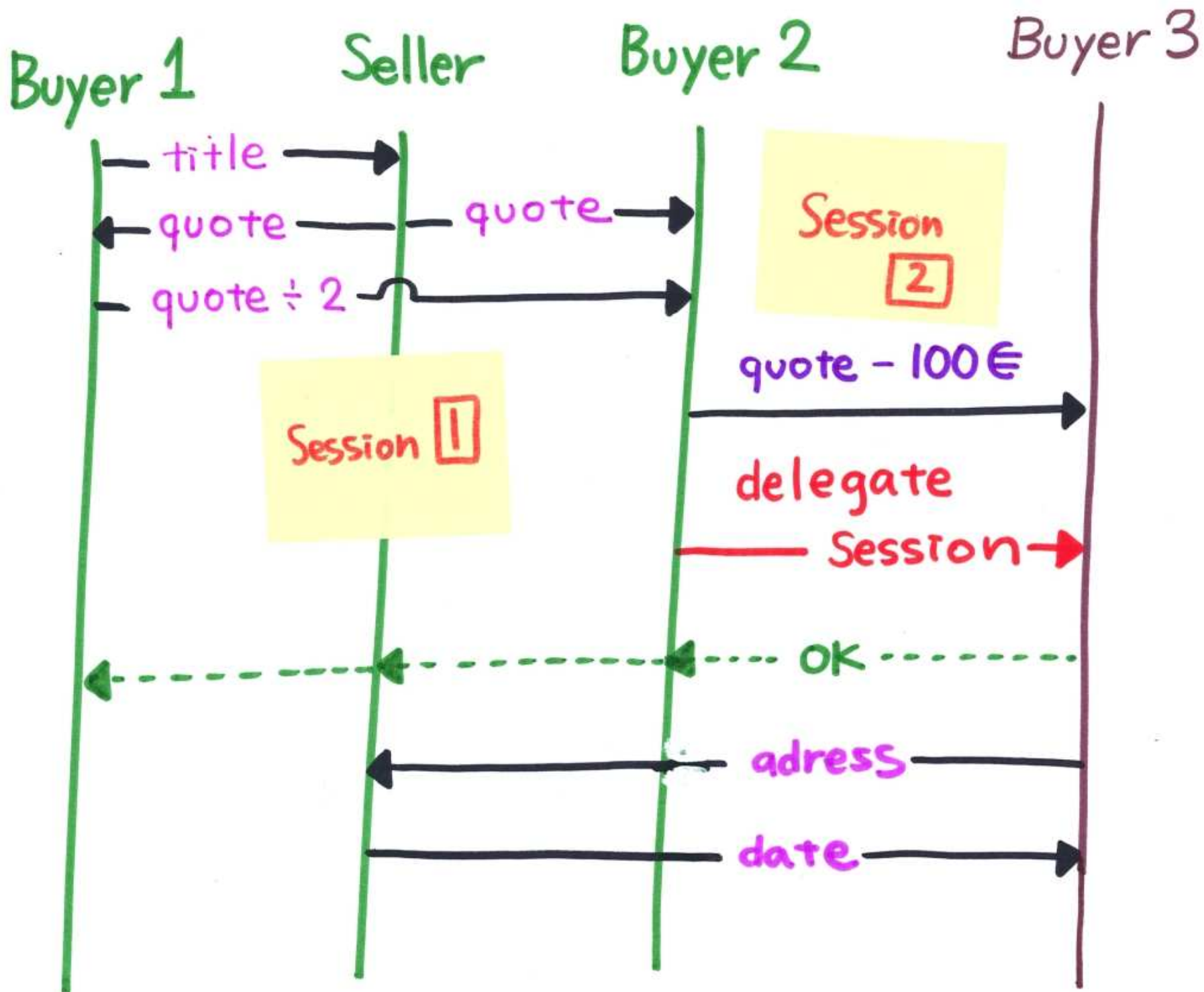
- Sender Non-Blocking
- Message Order Preserving per Session

# Communication Typing



## Local Session Types

$$\begin{aligned} T ::= & ! \langle \tilde{P}, U \rangle ; T \mid ? \langle P, U \rangle ; T \\ & \mid \oplus \tilde{P}, \{ l_i : T_i \}_{i \in I} \mid \otimes P, \{ l_i : T_i \}_{i \in I} \\ & \mid \mu t. T \mid \text{end} \mid t \end{aligned}$$



# Three Buyers - Seller Example

G1

$A \rightarrow S : \langle \text{String} \rangle.$

$S \rightarrow \{A, B\} : \langle \text{Int} \rangle.$

$A \rightarrow B : \langle \text{Int} \rangle.$

$B \rightarrow \{S, A\} : \{ \text{ok} : B \rightarrow S : \langle \text{String} \rangle.$

$S \rightarrow B : \langle \text{Date} \rangle.$

$\text{quit} : \}$

G2

$B \rightarrow C : \langle \text{Int} \rangle.$

$B \rightarrow C : \langle T \rangle.$

$C \rightarrow B : \{ \text{ok} : .. \text{quit} : ... \}$

$T =$   
 $+(\{S, A\},$   
 $\text{ok} : !\langle S, \text{string} \rangle,$   
 $\quad ?\langle S, \text{date} \rangle,$   
 $\text{quit} :)$

# Three Buyers - Seller Example

G1  $\uparrow$  3 =

? < 1, string >; ! < 1.2, int >; 8 2, { ok: ? < 2, string >; ? < 2, date >  
quit: end }

G2  $\uparrow$  1 =

? < 2, int >; ? < 2, **T** >; ⊕ { ok: ..., quit: end }

INIT

$$\Gamma \vdash u : \langle G \rangle \quad \Gamma \vdash P \triangleright \Delta, y : G \mid P$$

---

$$\Gamma \vdash u[P](y). P \triangleright \Delta$$

Send

$$\Gamma \vdash e : S \quad \Gamma \vdash P \triangleright \Delta, c : T$$

---

$$\Gamma \vdash c! \langle \tilde{P}, e \rangle ; P \triangleright c! \langle \tilde{P}, S \rangle ; T$$

Par

$$\Gamma \vdash P \triangleright \Delta \quad \Gamma \vdash Q \triangleright \Delta'$$

---

$\Delta, \Delta'$  disjoint

$$\Gamma \vdash P \mid Q \triangleright \Delta, \Delta'$$

Q1  $\uparrow 3 =$

?<1, string>; !<1,2, int>;  $\delta 2, \{ok: ?<2, string>; ?<2, date>$   
quit: end }

Q2  $\uparrow 1 =$

?<2, int>; ?<2, T>;  $\oplus \{ok: \dots, quit: end \}$

a[2](y). y?(quote); y?(contrib);

if quote - contrib < 100 then y!ok; y!(Address); y?(date)

else b[2](z). z!<quote-100€>; z!<y>; z  $\delta \{ok; \dots$   
quit: 0 }



# Properties of Session Types

Intuitive Syntax, Light Weight Type Checking

1 Communication Error-Freedom

No Communication Mismatch

2 Session Fidelity

The Communication Sequence in a session follows the scenario declared in the types

3 Progress

Single

No Deadlock / Stuck in a session

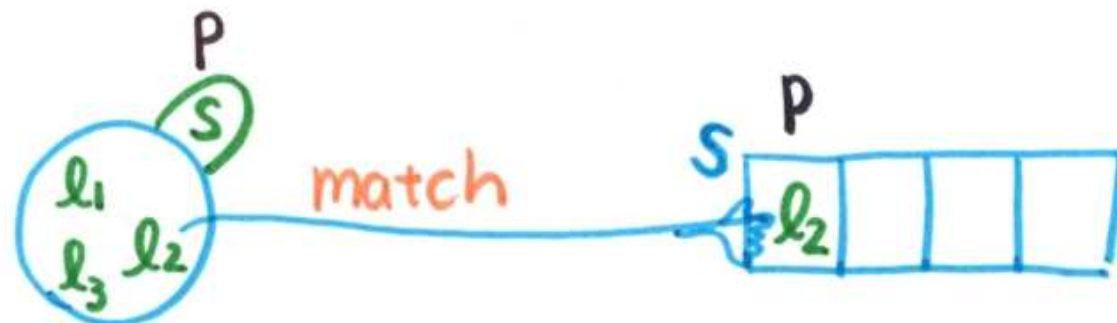
# Communication Error Freedom

X  $s?[P](q, x); s'! \langle x+1 \rangle \mid s[q]! \langle p, \text{"Apple"} \rangle$   
Value Error

X  $s?[P](q, y); P \mid s?[P](q, y'); P'$   
Linearity Error

X  $s![P] \langle q, V \rangle \mid s![P] \langle q, W \rangle; P'$   
Linearity Error

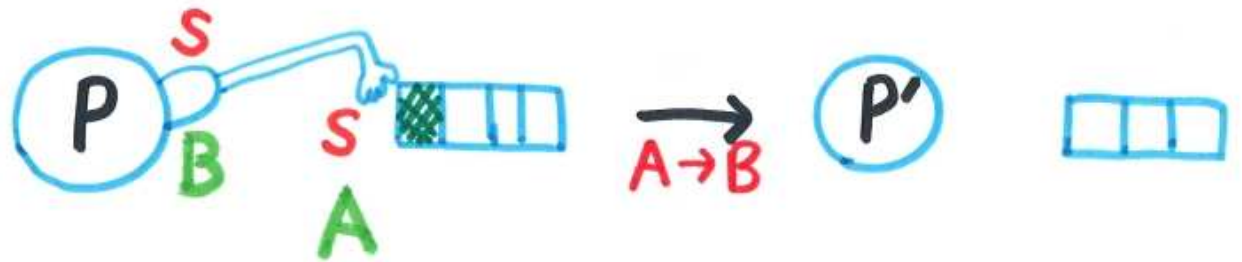
Branch



# Session Fidelity

$$\Gamma \vdash P \triangleright \Delta$$

$$P \xrightarrow{A \rightarrow B} P'$$

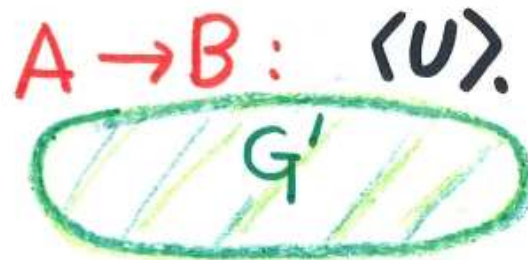


$$\Delta \xrightarrow{A \rightarrow B} \Delta'$$

$$\underline{s! \langle U \rangle; T} \mid \underline{s? \langle U' \rangle; T'} \xrightarrow{A \rightarrow B} T \mid T'$$



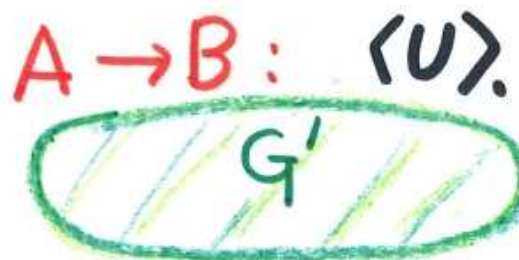
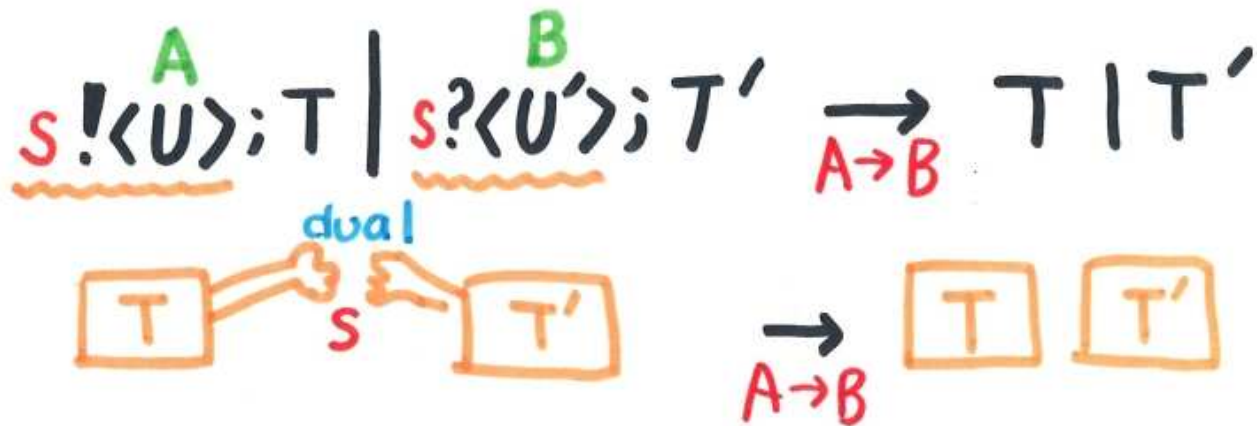
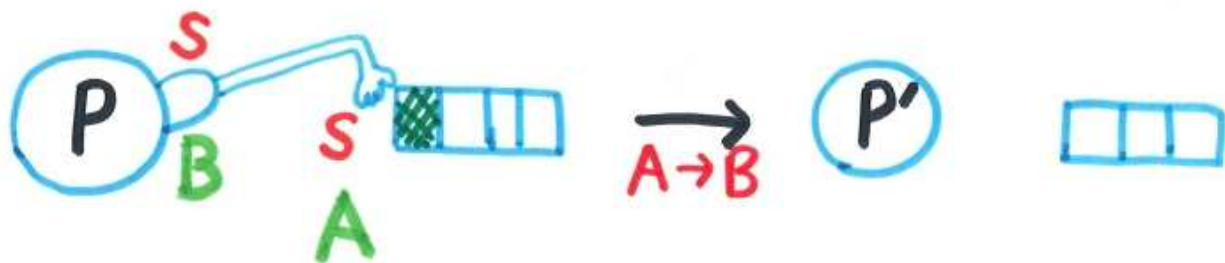
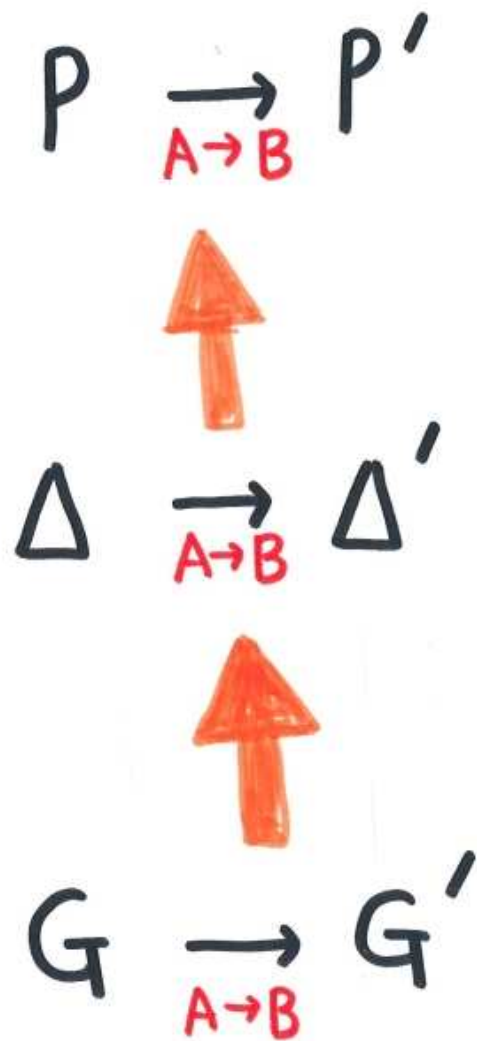
$$G \xrightarrow{A \rightarrow B} G'$$



# Progress

$\Gamma \vdash P \triangleright \Delta$

$P$  is in  
a single session



## Subject Reduction Theorem

- Subject Congruence

$$\Gamma \vdash P \triangleright \Delta \text{ and } P \equiv Q \implies \Gamma \vdash Q \triangleright \Delta$$

- Subject Reduction

$$\Gamma \vdash P \triangleright \Delta \text{ and } P \rightarrow Q \implies \Gamma \vdash Q \triangleright \Delta' \text{ with } \Delta \rightarrow \Delta'$$

- The typing system for runtime processes and the proofs can be found in the lecture notes.

## Single Multiparty Session Progress

- Suppose  $a : G \vdash P_1 \mid \dots \mid P_n \triangleright \emptyset$  where  $P_i$  does not contain any restriction and either an accept or a request.

Suppose  $P_1 \mid \dots \mid P_n \rightarrow^+ Q$ . Then  $Q \equiv \mathbf{0}$  or  $\exists R. Q \rightarrow R$ .

- The proofs (for more general progress) can be found in [\[POPL'08\]](#).
- Progress for the interleaved sessions are guaranteed by the interaction typing system in [\[Coppo, Dezani, Padvani and NY'14\]](#).

# Multiparty Session Type Theory

- Multiparty Asynchronous Session Types [POPL'08]
- Progress
  - Global Progress in Dynamically Interleaved Multiparty Sessions [CONCUR'08], [Math. Struct. Comp. Sci.]
  - Inference of Progress Typing [Coordination'13]
- Asynchronous Optimisations and Resource Analysis
  - Global Principal Typing in Partially Commutative Asynchronous Sessions [ESOP'09]
  - Higher-Order Pi-Calculus [TLCA'07, TLCA'09]
  - Buffered Communication Analysis in Distributed Multiparty Sessions [CONCUR'10]

➤ Logics

- Design-by-Contract for Distributed Multiparty Interactions [CONCUR'10]
- Specifying Stateful Asynchronous Properties [CONCUR'12]
- Multiparty, Multi-session Logic [TGC'12]

➤ Extensions of Multiparty Session Types

- Multiparty Symmetric Sum Types [Express'10]
- Trustworthy Pervasive Healthcare Services via Multi-party Session Types [FHIES'12]
- Parameterised Multiparty Session Types [FoSSaCs'10, LMCS]
- Global Escape in Multiparty Sessions [FSTTCS'10]  
[Math. Struct. Comp. Sci.]
- Dynamic Multirole Session Types [POPL'11]
- Nested Multiparty Sessions [CONCUR'12]
- Timed Multiparty Session Types [CONCUR'14]

- ▶ Dynamic Monitoring
  - Asynchronous Distributed Monitoring for Multiparty Session Enforcement [TGC'11]
  - Monitoring Networks through Multiparty Sessions [FORTE'13]
- ▶ Automata Theories
  - Multiparty Session Automata [ESOP'12]
  - Synthesis in Communicating Automata [ICALP'13]
- ▶ Petri Nets
  - Multiparty Session Nets [TGC'14]
- ▶ Typed Behavioural Theories
  - Governed Session Semantics [CONCUR'13]
- ▶ Choreography Languages
  - Compositional Choreographies [CONCUR'13]