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# Summary

Functions

Message Passing

Sess

Linear Logic

- Use Sess  $\pi$  to articulate boarder computations

LL-based

LL-Based Session Types

- [Balzer and Pfennig](#), Manifest sharing with session types, IC
- [Rocha and Caires](#), Propositions-as-types and shared state, I
- [Zien](#) et al, Client-server sessions in linear logic, ICFP'21
- [Frumin](#) et al, A propositions-as-sessions interpretation of bu implications in channel-based concurrency, OOPSLA'22

Game Semantics

- [Rideau and Winskel](#), Concurrent strategies, LICS'11
- [Ghica](#) and [Tzevelekos](#), System level game semantics, ETCS
- [Vale](#) et al, Layered and object-based game semantics, POP

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