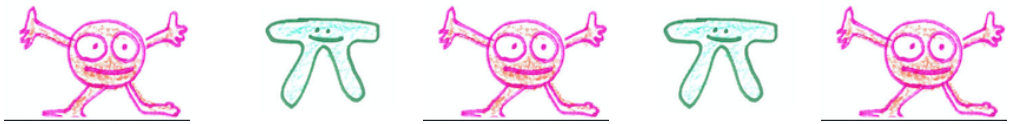
Multiparty Session Types and Communicating Automata

FCT 2021: 23rd International Symposium on Fundamentals of Computation Theory



Nobuko Yoshida

Imperial College London

Communications are Ubiquitous

- Increasingly, **communications** are the way to organise software and systems.
- Industry trend – programming languages with **explicit message-passing primitives.**

microservices






Problems: Ambiguity

- Protocol descriptions are **ambiguous**
- **SMTP: simple mail transfer protocol**
  - They are written in English, often very long

RFC 821 August 1982
Simple Mail Transfer Protocol

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Problems: Ambiguity

- Protocol descriptions are **ambiguous**
- **SMTP: simple mail transfer protocol**
  - They are written in English, often very long

3.1. MAIL

There are three steps to SMTP mail transactions. The transaction is started with a MAIL command which gives the sender identification. A series of one or more RCPT commands follows giving the receiver information. Then a DATA command gives the mail data. And finally, the end of mail data indicator confirms the transaction.

The first step in the procedure is the MAIL command. The <reverse-path> contains the source mailbox.

MAIL <SP> FROM:<reverse-path> <CRLF>

This command tells the SMTP-receiver that a new mail transaction is starting and to reset all its state tables and buffers, including any recipients or mail data. It gives the reverse-path which can be used to report errors. If accepted, the receiver-SMTP returns a 250 OK reply.

The <reverse-path> can contain more than just a mailbox. The <reverse-path> is a reverse source routing list of hosts and source mailbox. The first host in the <reverse-path> should be the host sending this command.

The second step in the procedure is the RCPT command.

RCPT <SP> TO:<forward-path> <CRLF>

This command gives a forward-path identifying one recipient. If accepted, the receiver-SMTP returns a 250 OK reply, and stores the forward-path. If the recipient is unknown the receiver-SMTP returns a 550 Failure reply. This second step of the procedure can be repeated any number of times.

Problems: Concurrency Bugs

- Communications increase **concurrency bugs**
  - Survey of 4K users [golang.org]
  - Analysis of 6 large software systems [ASPLOS 19]

deadlock

channel errors

More than a half of concurrency bugs in Go are caused by communications.

The Go Gopher

Problems: Concurrency Bugs

- Communications increase **concurrency bugs**
  - Survey of 4k users [golang.org]
  - Analysis of 6 large software systems [ASPLOS 19]

More than a half of concurrency bugs in Go are caused by communications.

Session Types

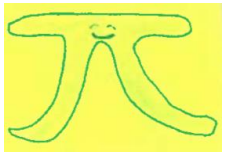
- Prevent concurrency bugs.
- Can abstract, implement and manage communications as **Protocols.**
- **Clean, Cheap** and **Retrofittable.**

Why Session Types, Why Now?

Significant academic and industry interests via fundamental breakthroughs

Milner, Honda, NY

Binary Session Types — ESOP'98



Joined W3C Standardization — 2002

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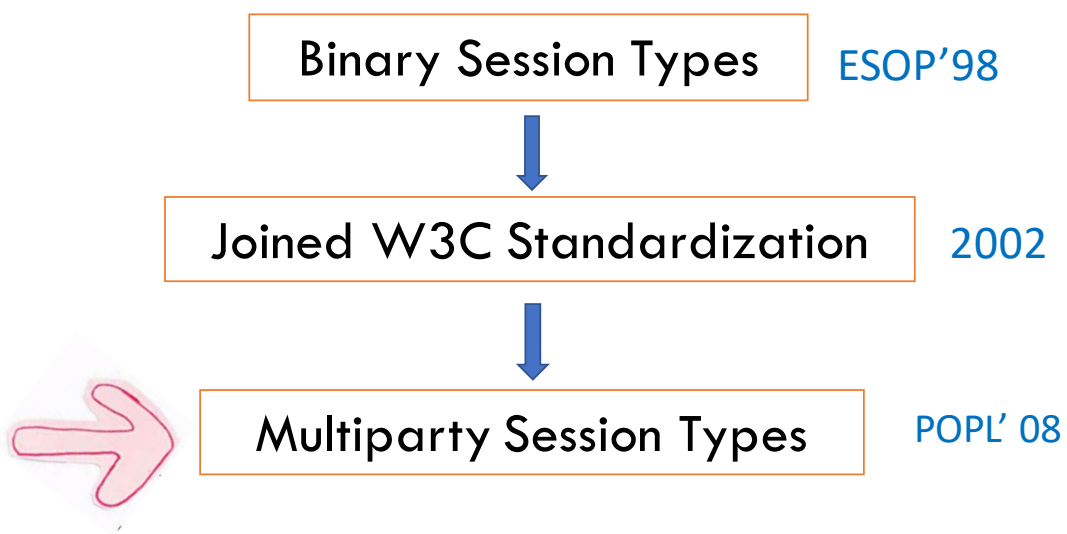

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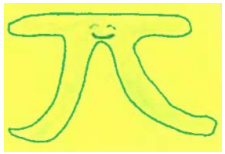

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Joined W3C Standardization — 2002

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Multiparty Session Types — POPL' 08

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largest open source company in the world

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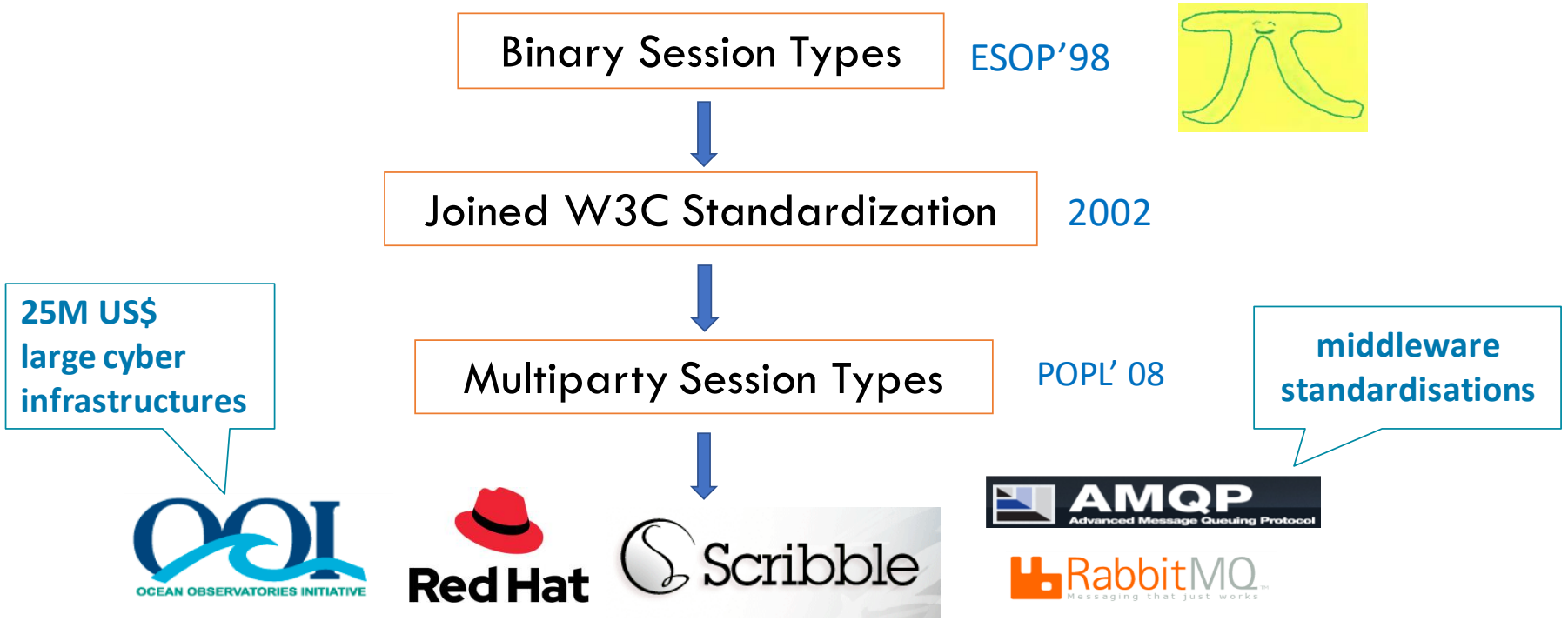

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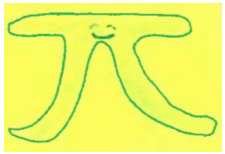

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Why Session Types, Why Now?

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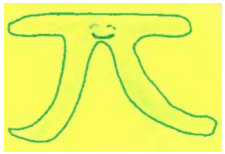
ETAPS Test Time Award 2019

Binary Session Types — ESOP'98

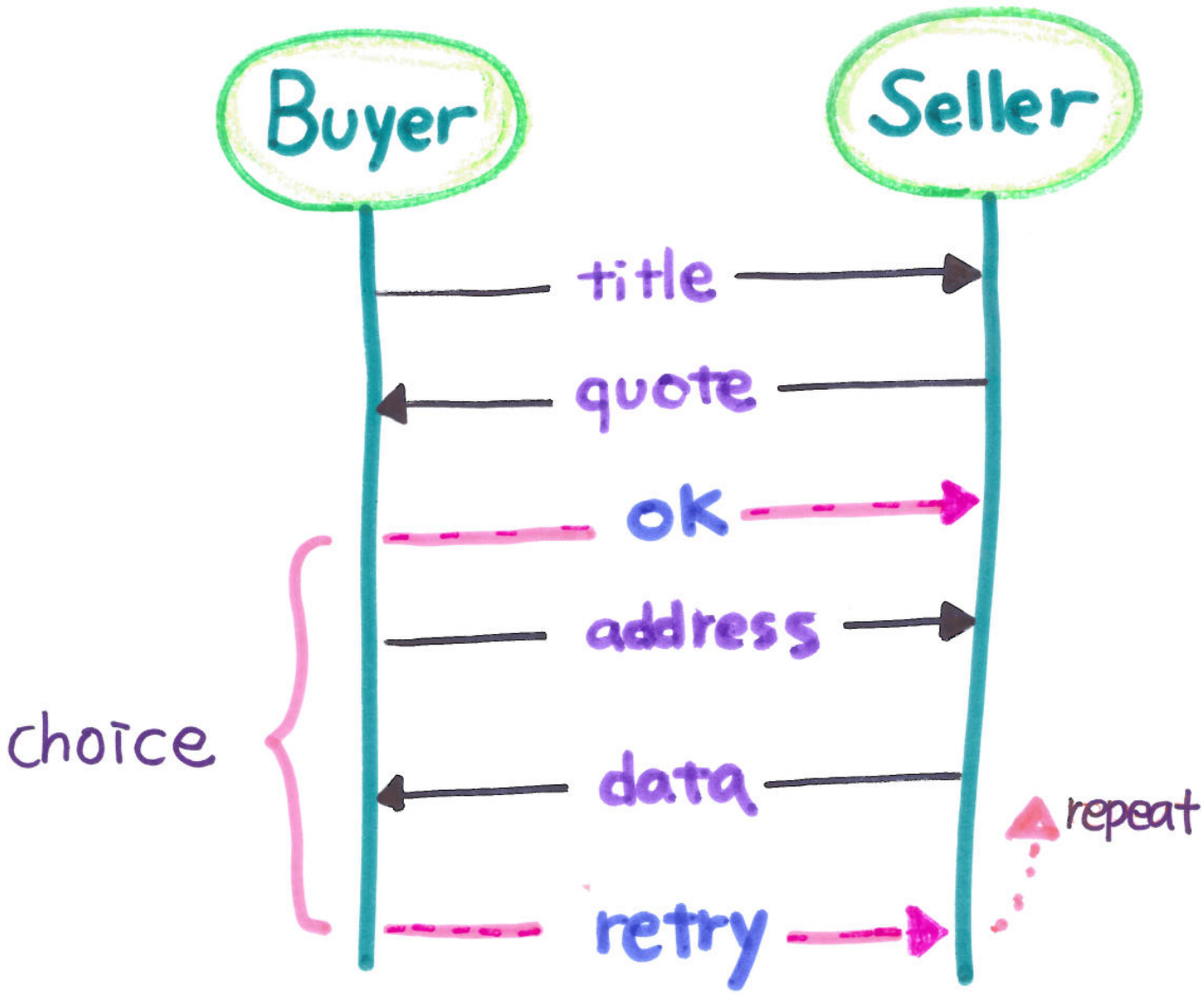


Joined W3C Standardization — 2002

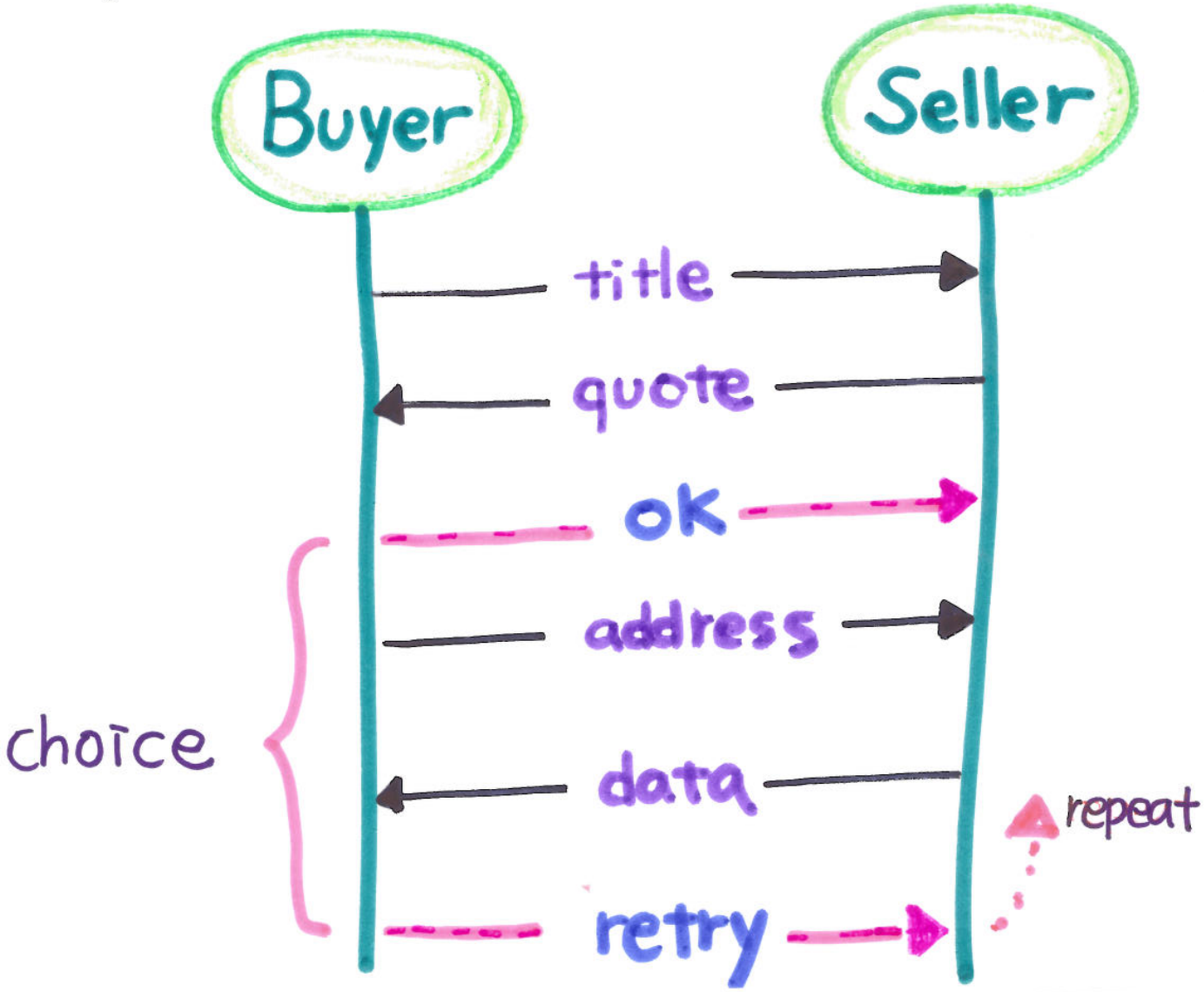
POPL Influential Paper Award 2018

Multiparty Session Types — POPL' 08

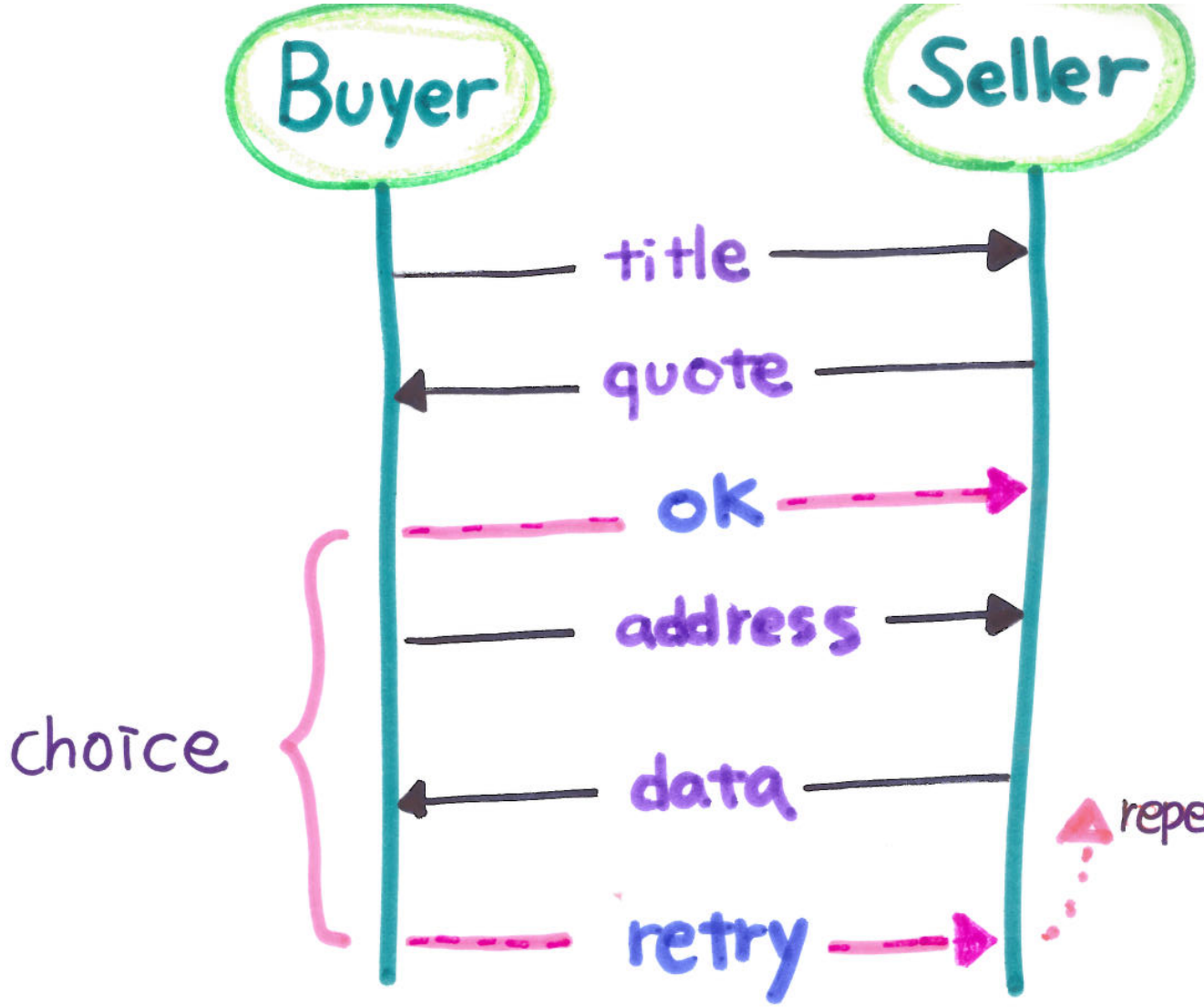
Binary Session Types: Buyer - Seller Protocol



Binary Session Types: Buyer - Seller Protocol



μt. ! Title ; ? Quote ; ! { ok : ! Add ; ? Date , retry : t }



P has T

Q has $\overline{T}$

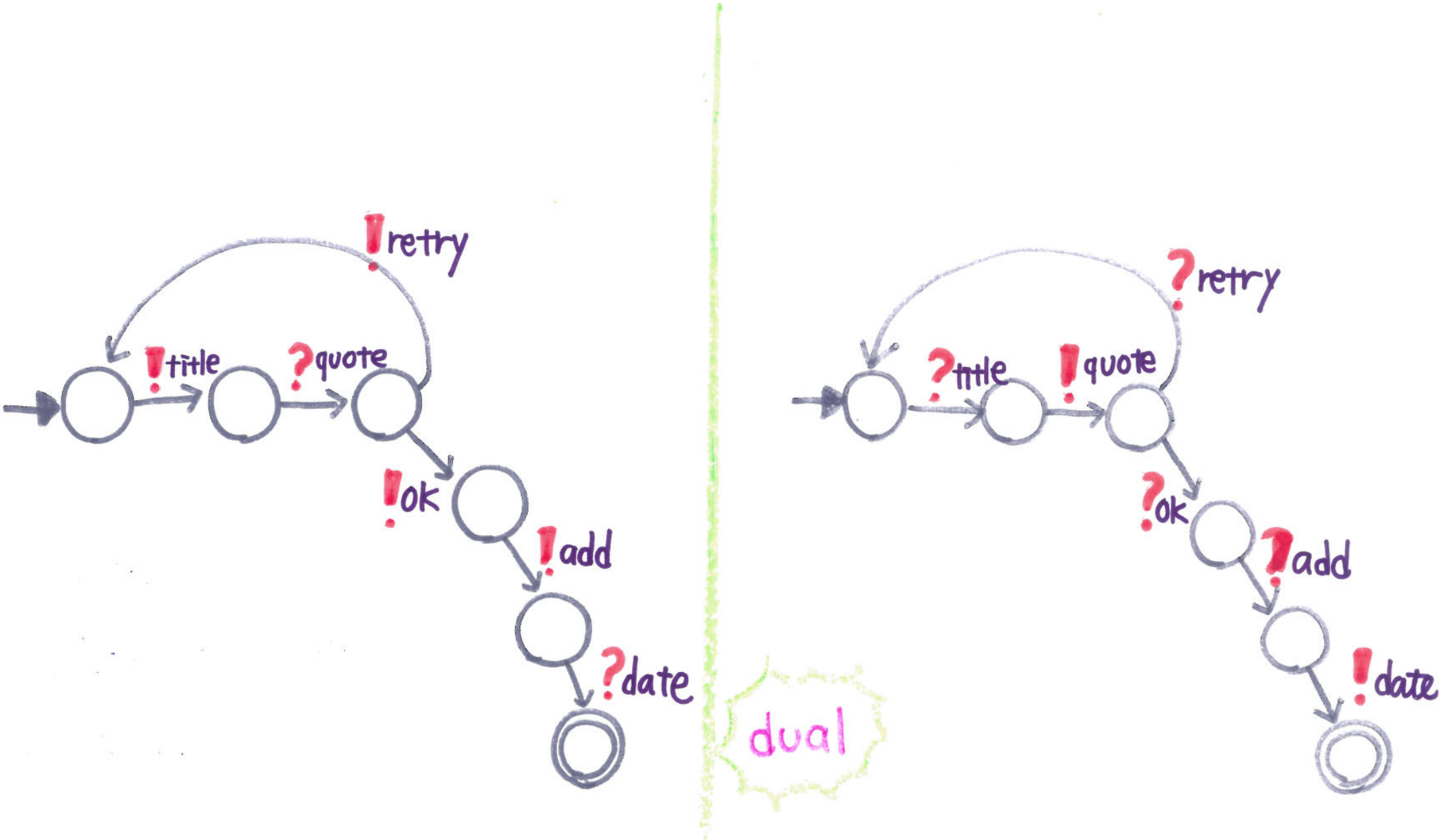
dual

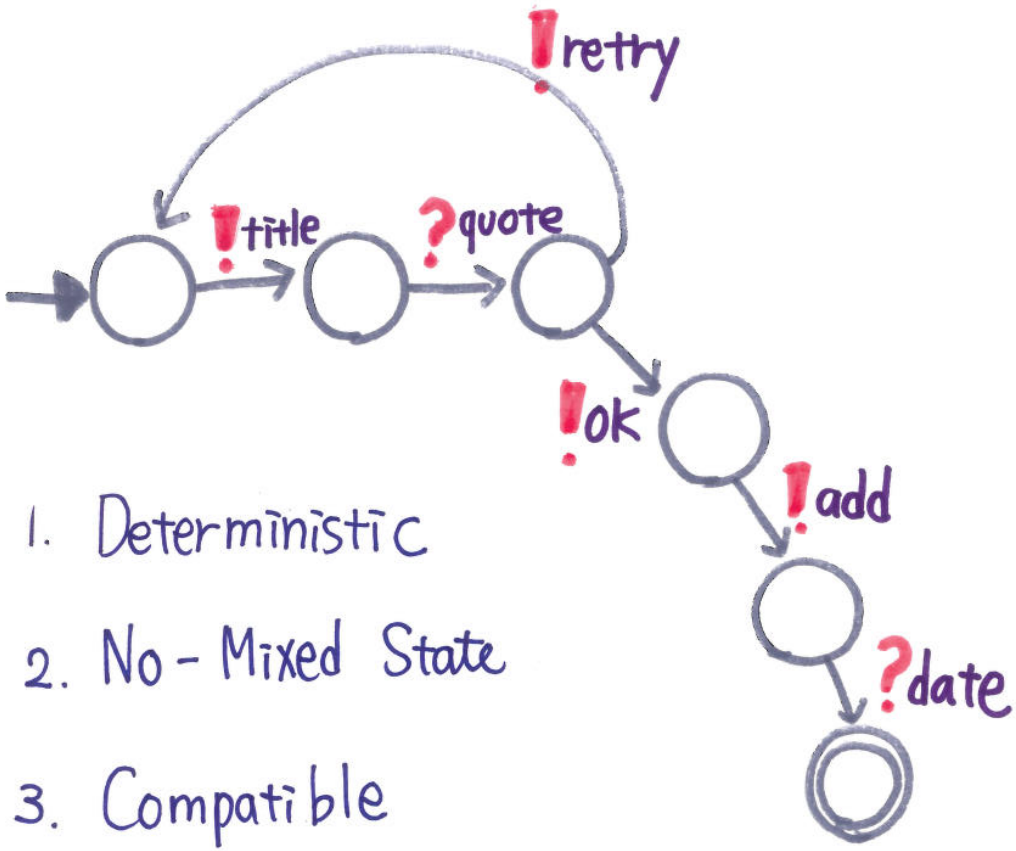
P | Q typable

$\mu t.!\ \text{Title}\ ;?\ \text{Quote}\ ;!\ \{\text{ok}:!\ \text{Add}\ ;?\ \text{Date}\ ,\ \text{retry}:t\}$

$\mu t?\ \text{Title}\ ;!\ \text{Quote}\ ;?\ \{\text{ok}:?\ \text{Add}\ ;!\ \text{Date}\ ,\ \text{retry}:t\}$

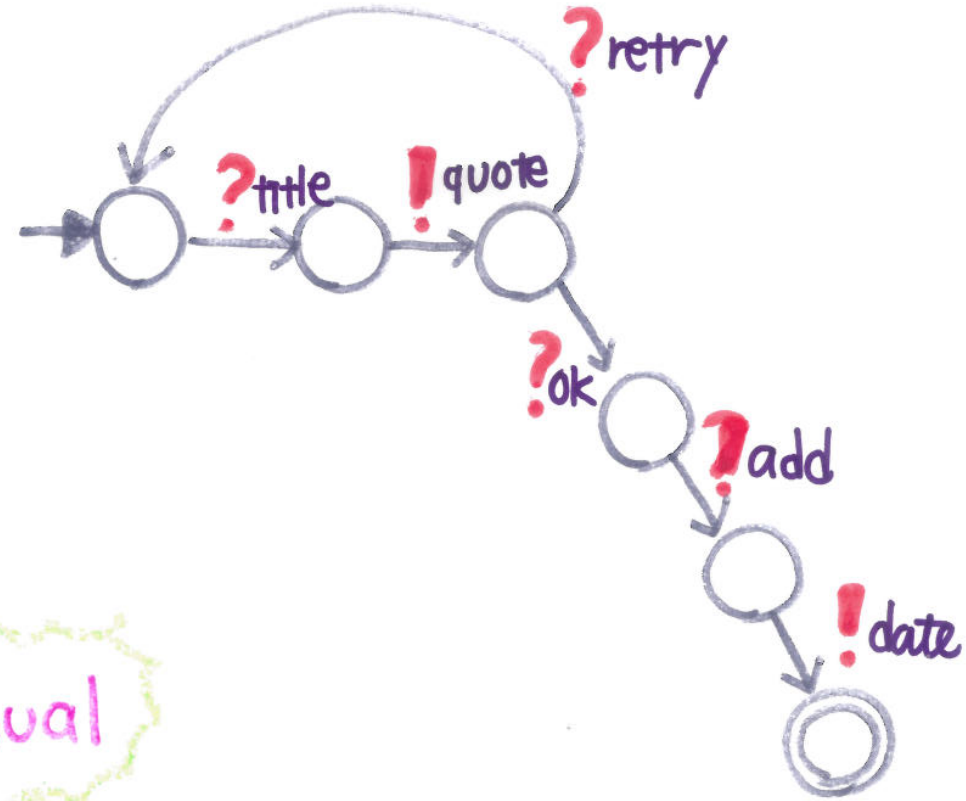
Communicating Automata [1980s]





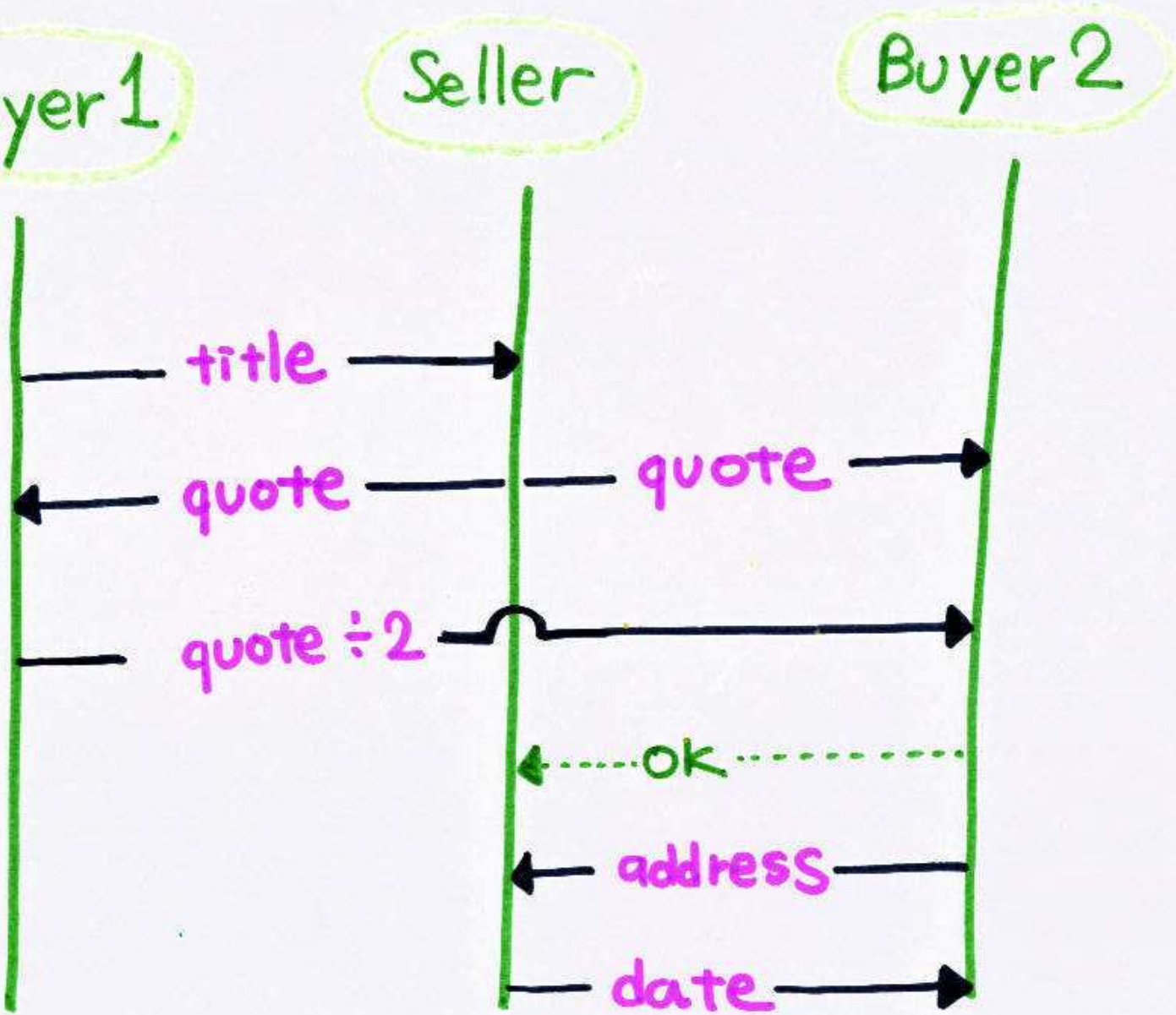
1. Deterministic
2. No-Mixed State
3. Compatible

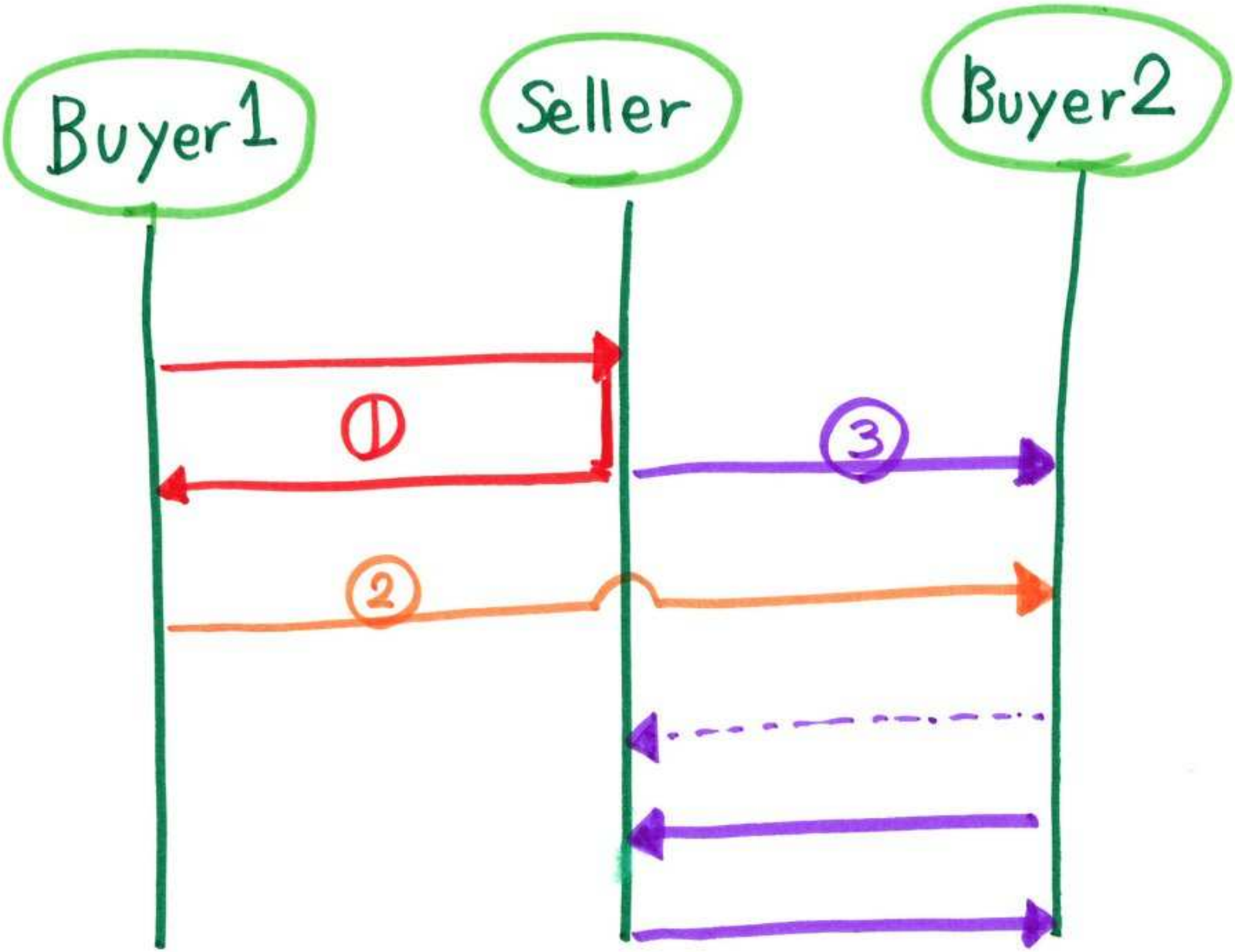
dual

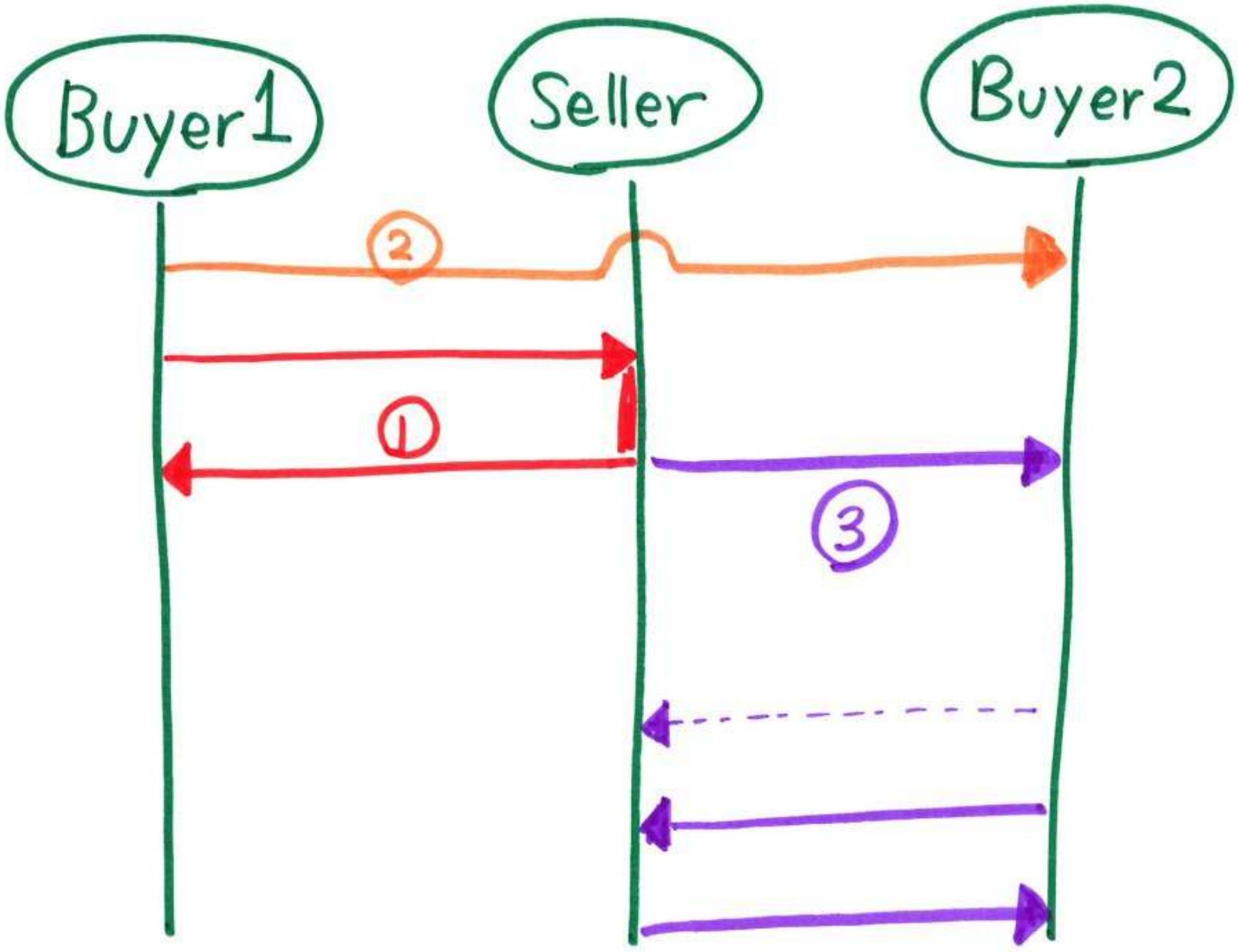


[Gouda et al 1986] Two compatible machines without mixed states which are deterministic satisfy deadlock-freedom.

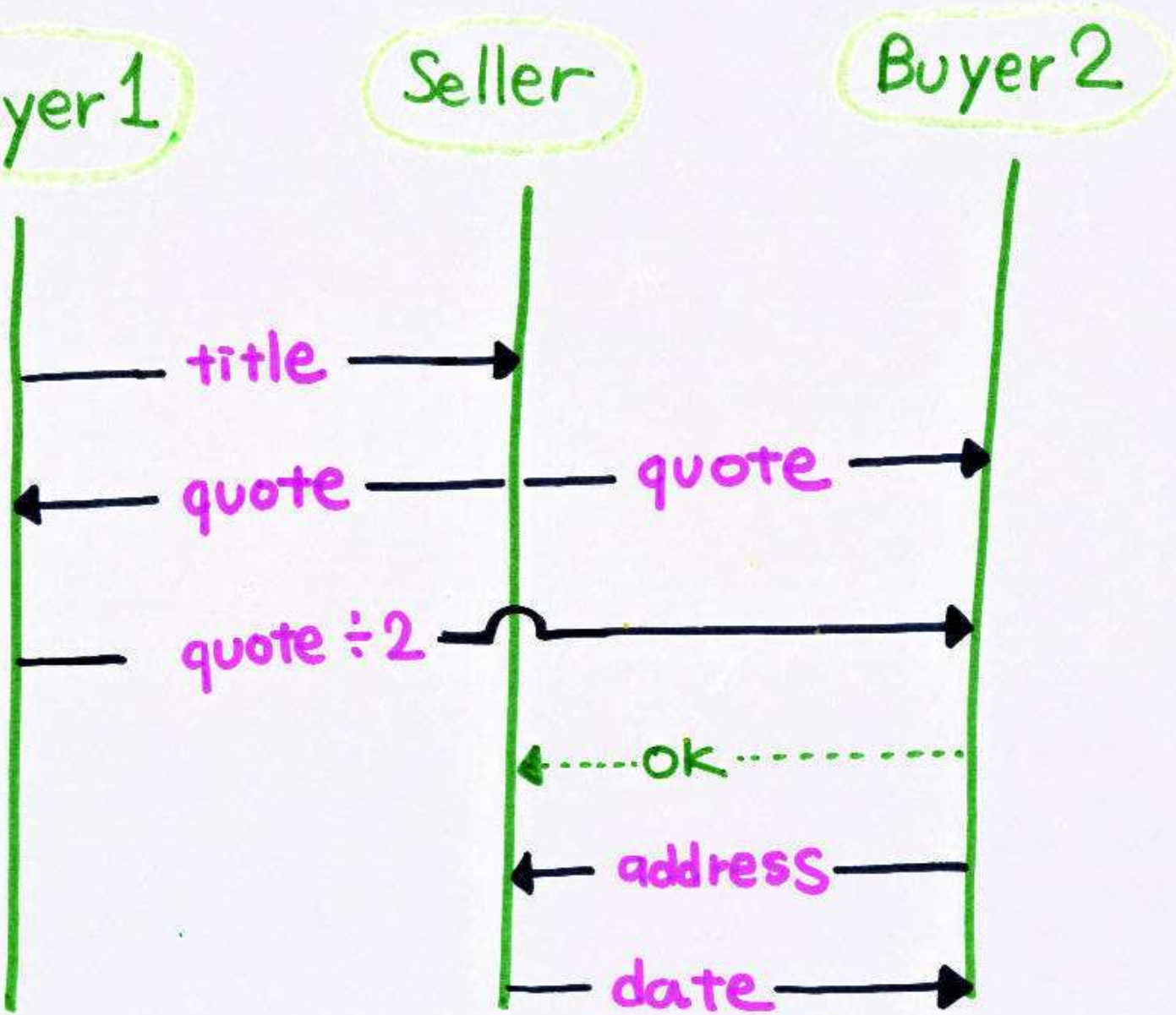
Multiparty Session Types

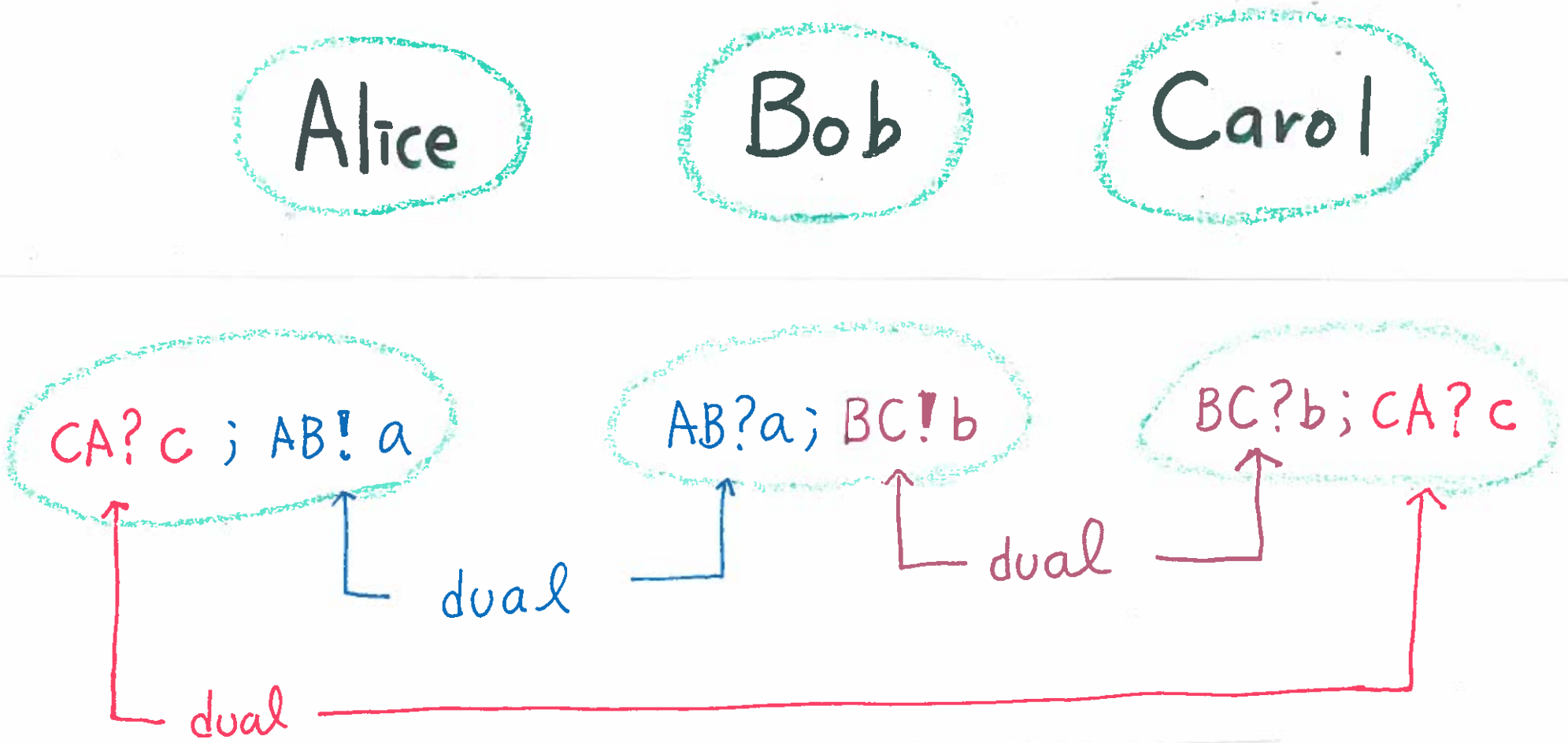



Buyer1
Seller
Buyer2
1
3
2


Buyer1
Seller
Buyer2
2
1
3

Multiparty Session Types



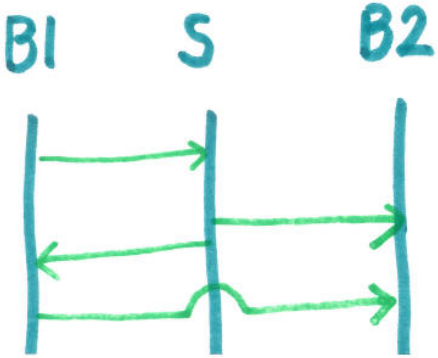


3 dual pairs

If you use binary Session Types ....

Deadlock!

Multiparty Session Types [Honda, Yoshida, Carbone 2008]



G

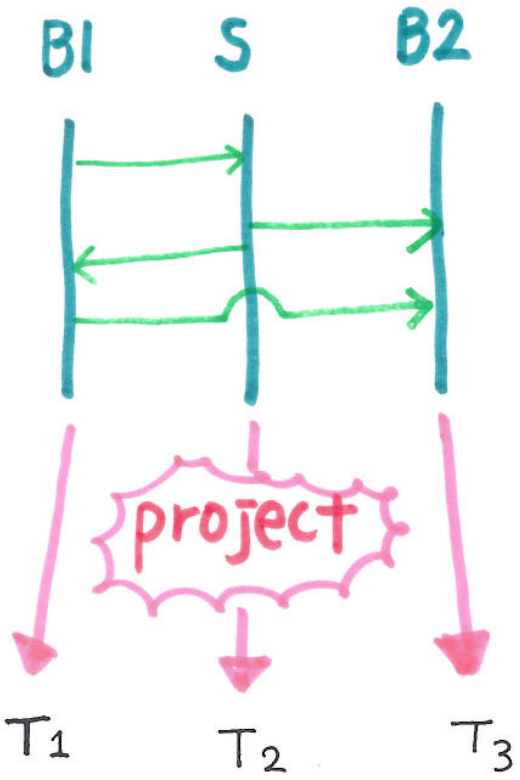
B1 → S Int.

S → B2 Char

STEP 1

Write Global Type

Multiparty Session Types [Honda, Yoshida, Carbone 2008]



G

$B1 \rightarrow S$ Int.

$S \rightarrow B2$ Char

T

$B_1?\text{Int}.B_2!\text{Char}$

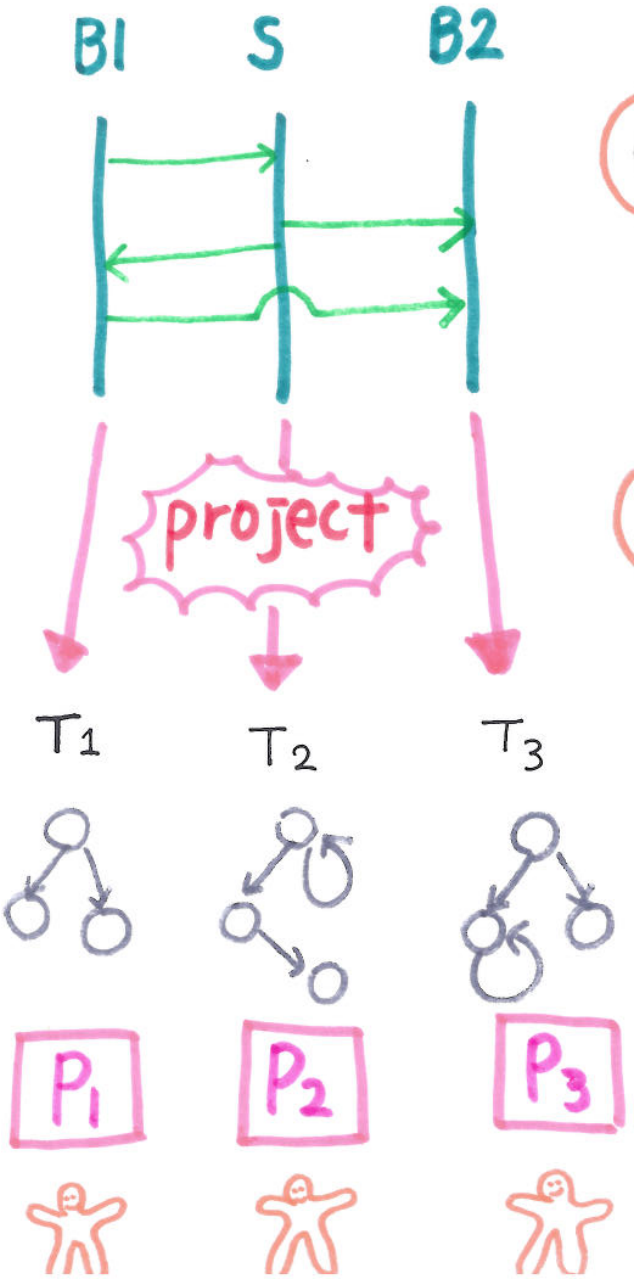
STEP 1

Write Global Type

STEP 2

Project to Local Types

Multiparty Session Types [Honda, Yoshida, Carbone 2008]



G $B1 \rightarrow S$ Int.
$S \rightarrow B2$ Char

T $B_1?\text{Int}.\, B_2!\text{Char}$

P $B_1?(x).\, B_2!\langle\text{"apple"}\rangle$

STEP 1
Write Global Type

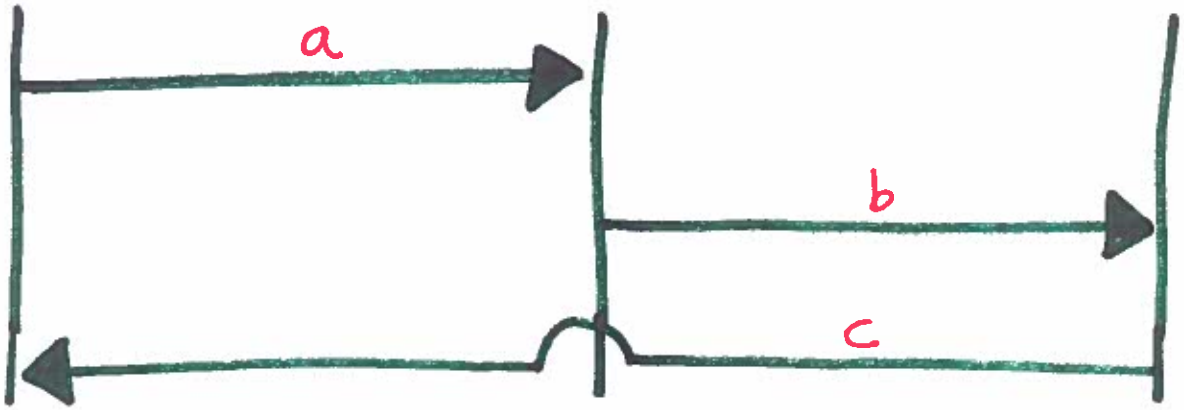
STEP 2
Project to Local Type

STEP 3
- Static Check
- Generate Code
- Run-time Check

Alice

Bob

Carol



Global Type

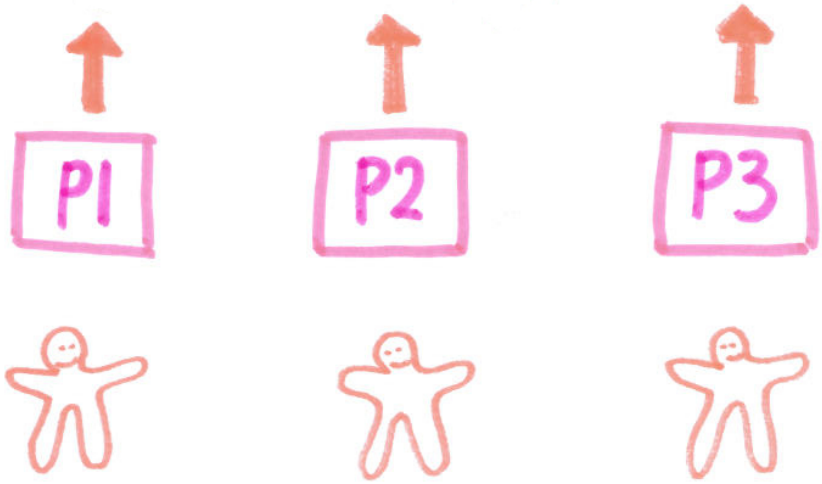
Projection

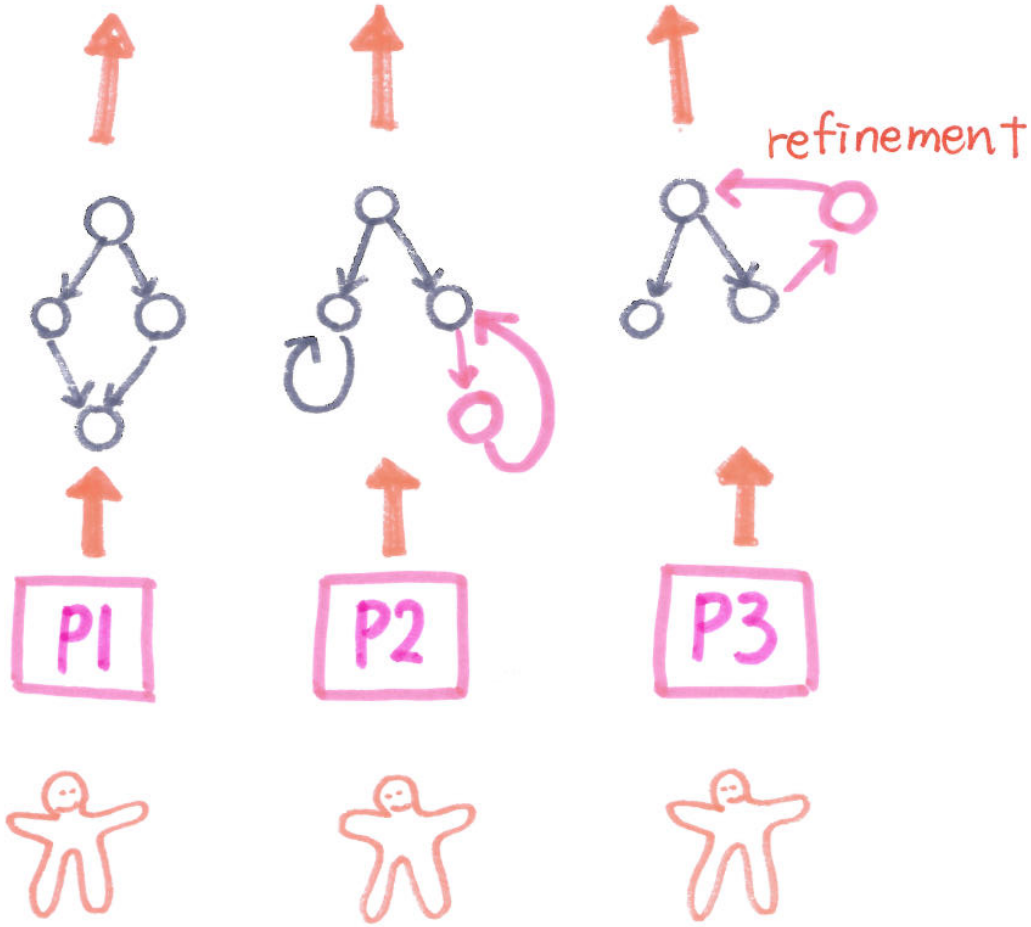
Alice AB!a; CA?c

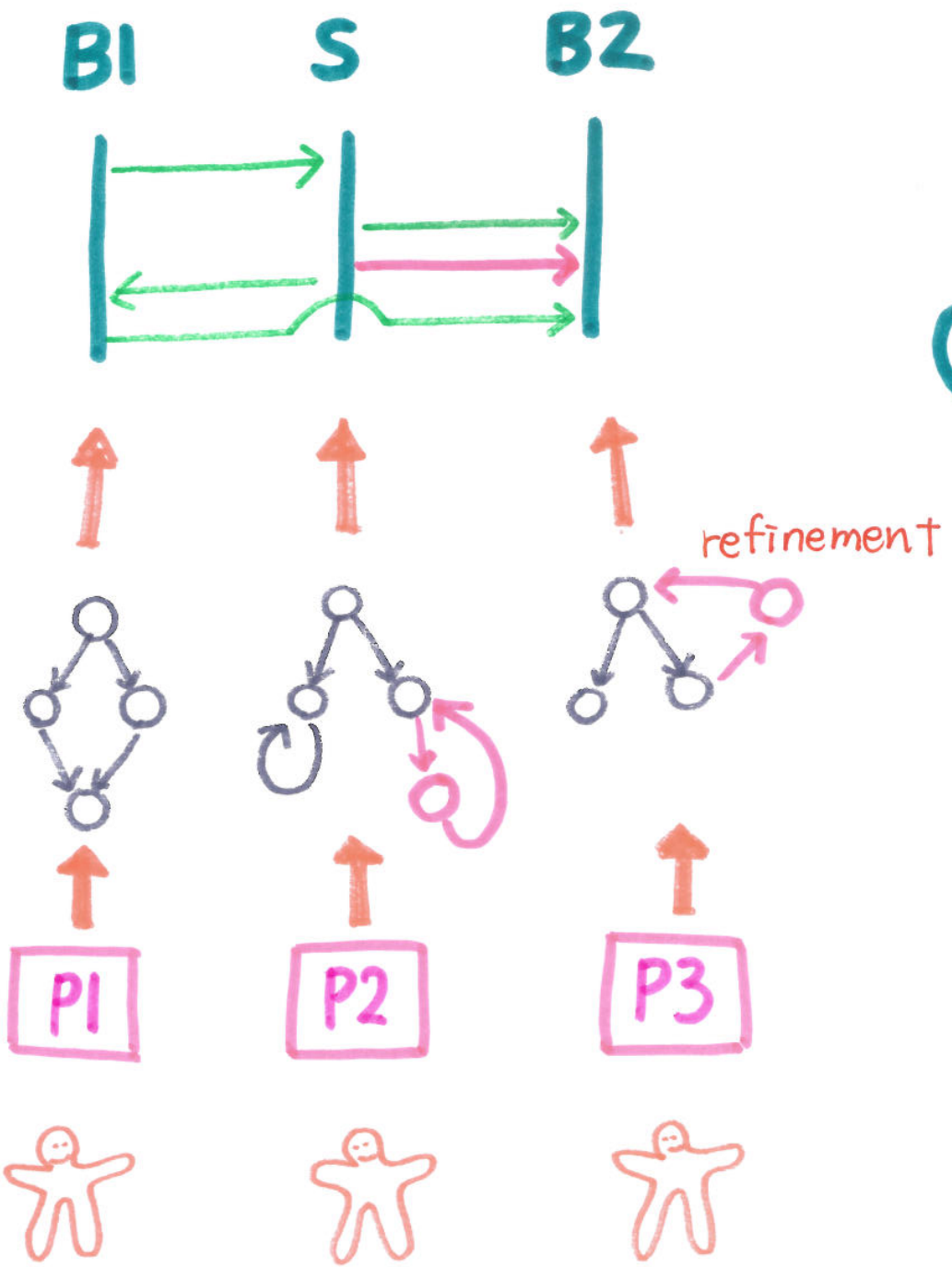
Bob AB?a; BC!b

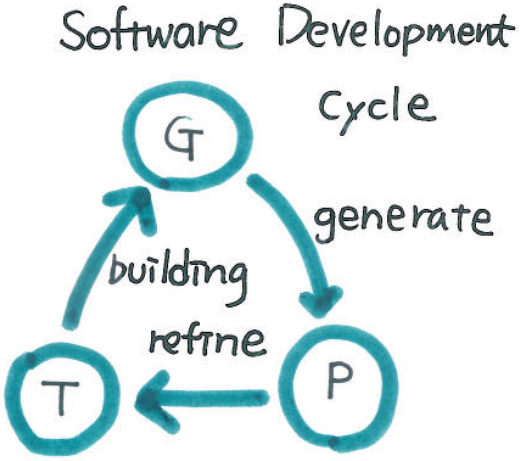
Carol BC?b; CA!c;

LOCAL TYPES


P1
P2
P3


refinement
P1
P2
P3





- Optimisation
- refinement
- Inference
- Testing

Global Types

$$G ::= p \to p' : \{ a_j . G_j \}_{j \in J}$$

$$\mid \quad \mu t . G$$

$$\mid \quad t$$

$$\mid \quad \text{end}$$

Local Types

$$T ::= p ! \{ a_j . T_j \}_{j \in J}$$

$$\mid \; p ? \{ a_j . T_j \}_{j \in J}$$

$$\mid \; \mu t . T$$

$$\mid \; t$$

$$\mid \; \text{end}$$

$p, p', \ldots$ Participant

a, b, c Σ Alphabet

Projection from G onto q $G\upharpoonright q$

$$\left(p \to p' : \{a_j . G_j\}_{j \in J}\right)\upharpoonright q$$

$$= \begin{cases} p\,!\{a_j . G_j\upharpoonright q\}_{j \in J} & q = p \\ p\,?\{a_j . G_j\upharpoonright q\}_{j \in J} & q = p' \\ G_1\upharpoonright q = G_j\upharpoonright q & \forall j \in J \quad \text{otherwise} \end{cases}$$

Projection from G onto q $\quad G\upharpoonright q$

$$(p \to p' : \{a_j . G_j\}_{j \in J})\upharpoonright q$$

$$= \begin{cases} p\,!\,\{a_j . G_j\upharpoonright q\}_{j\in J} & q = p \\ p\,?\,\{a_j . G_j\upharpoonright q\}_{j\in J} & q = p' \\ G_1\upharpoonright q = G_j\upharpoonright q & \forall j \in J \quad \text{otherwise} \end{cases}$$

Bad $\quad A \to B : \{a.\, C \to D : c\,,\ b.\, C \to D : d\}$

Good $\quad A \to B : \{a.\, C \to D : c\,,\ b.\, C \to D : c\}$

LTS Local Types $\ell ::= pq!a \mid pq?a$

$$q!\{a_i.T_i\}_{i\in I} \xrightarrow{pq!a_i} T_i \qquad q?\{a_i.T_i\}_{i\in I} \xrightarrow{qp?a_i} T_i$$

$$\frac{T[\mu t.T/t] \xrightarrow{\ell} T'}{\mu t.T \xrightarrow{\ell} T'}$$

$(\vec{T};\vec{w})$ w_{pq} queue

Send $T_p \xrightarrow{pq!\ell} T_p' \Rightarrow$

$(\ldots T_p \ldots ; \ldots w_{pq} \ldots) \xrightarrow{pq!\ell} (\ldots T_p' \ldots ; \ldots w_{pq} \cdot \ell \ldots)$

Receive $T_q \xrightarrow{pq?\ell} T_q' \Rightarrow$

$(\ldots T_q \ldots ; \ldots \ell \cdot w_{pq} \ldots) \xrightarrow{pq?\ell} (\ldots T_q' \ldots ; \ldots w_{pq} \ldots)$

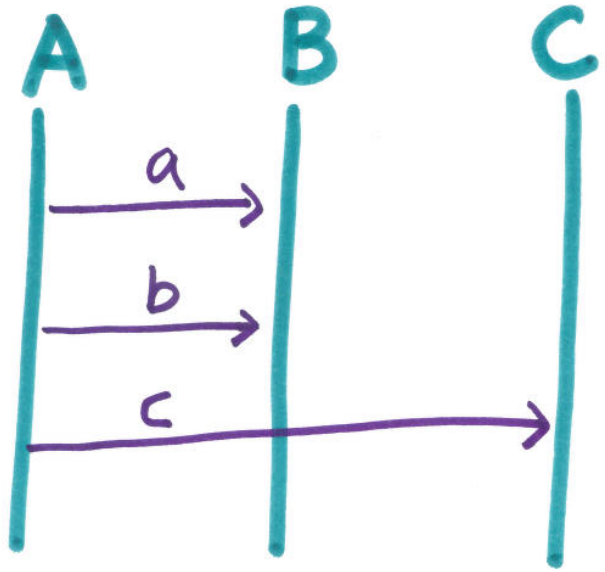
LTS Global Types

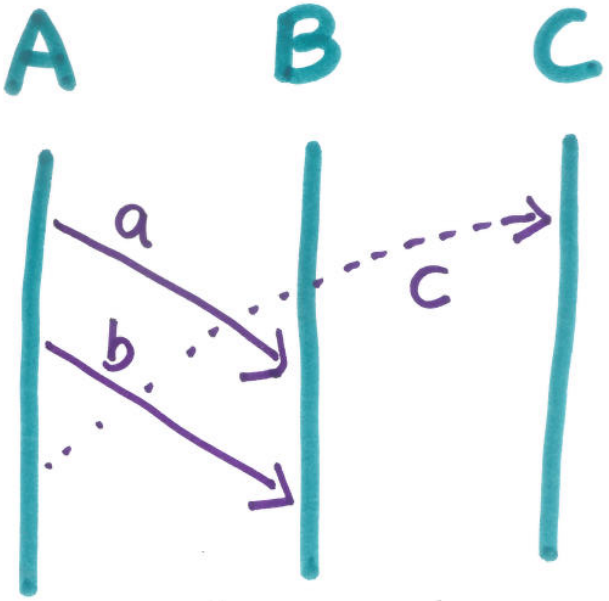
$p \rightsquigarrow p' : \tilde{\jmath}\, \{a_i . G_i\}_{i \in I}$

put $\quad p \to p' : \{a_i . G_i\}_{i \in I} \xrightarrow{pp'!a_j} p \rightsquigarrow p' : \tilde{\jmath}\, \{a_i . G_i\}_{i \in I}$

get $\quad p \rightsquigarrow p' : \tilde{\jmath}\, \{a_i . G_i\}_{i \in I} \xrightarrow{pp'?a_j} G_j$

$$\frac{\forall j \in I \quad G_j \xrightarrow{\ell} G_j' \qquad p, q \notin \mathrm{sub}(\ell)}{p \to p' : \{a_i . G_i\}_{i \in I} \xrightarrow{\ell} p \to p' : \{a_i . G_i'\}_{i \in I}} \qquad \frac{G_j \xrightarrow{\ell} G_j' \qquad q \notin \mathrm{sub}(\ell) \qquad \forall i \in I \setminus j \;\; G_i' = G_i}{p \rightsquigarrow q : \tilde{\jmath}\, \{a_i . G_i\}_{i \in I} \xrightarrow{\ell} p \rightsquigarrow q : \tilde{\jmath}\, \{a_i . G_i'\}_{i \in I}}$$





$A \to B:a \,.\, A \to B:b \,.\, A \to C:c$

↓ AB!a OUT

$A \rightsquigarrow B:a \,.\, A \to B:b \,.\, A \to C:c$

↓ AB?a IN

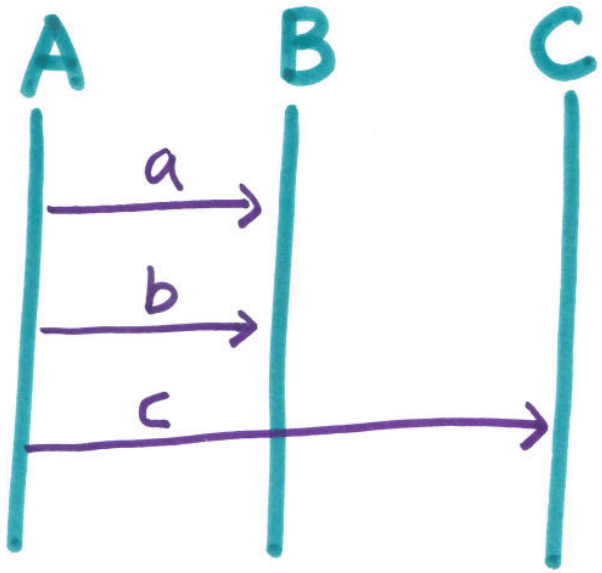
$A \to B:b \;\; A \to C:c$

↓ AB!b OUT

$A \rightsquigarrow B:b \;\; A \to C:c$

↓ AB?b IN

$A \to C:c$



$A \to B:a.\ A \to B:b,\ A \to C:c$

↓ AB!a OUT

$A \rightsquigarrow B:a.\ A \to B:b.\ A \to C:c$

↓ AB?a IN

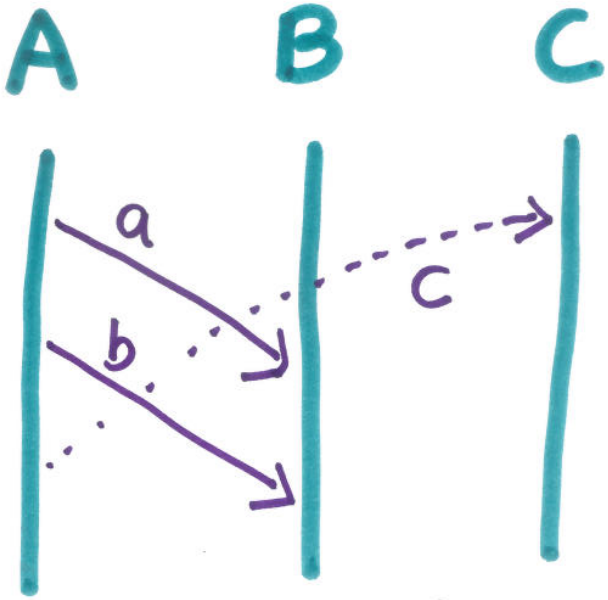
$A \to B:b\ \ A \to C:c$

↓ AB!b OUT

$A \rightsquigarrow B:b\ \ A \to C:c$

↓ AB?b IN

$A \to C:c$



$A \to B:a.\ A \to B:b.\ A \to C:c$

↓ AB!a OUT

↓ AB!b OUT

↓ AC!c OUT

$A \rightsquigarrow B:a.\ A \rightsquigarrow B:b.\ A \rightsquigarrow C:c$

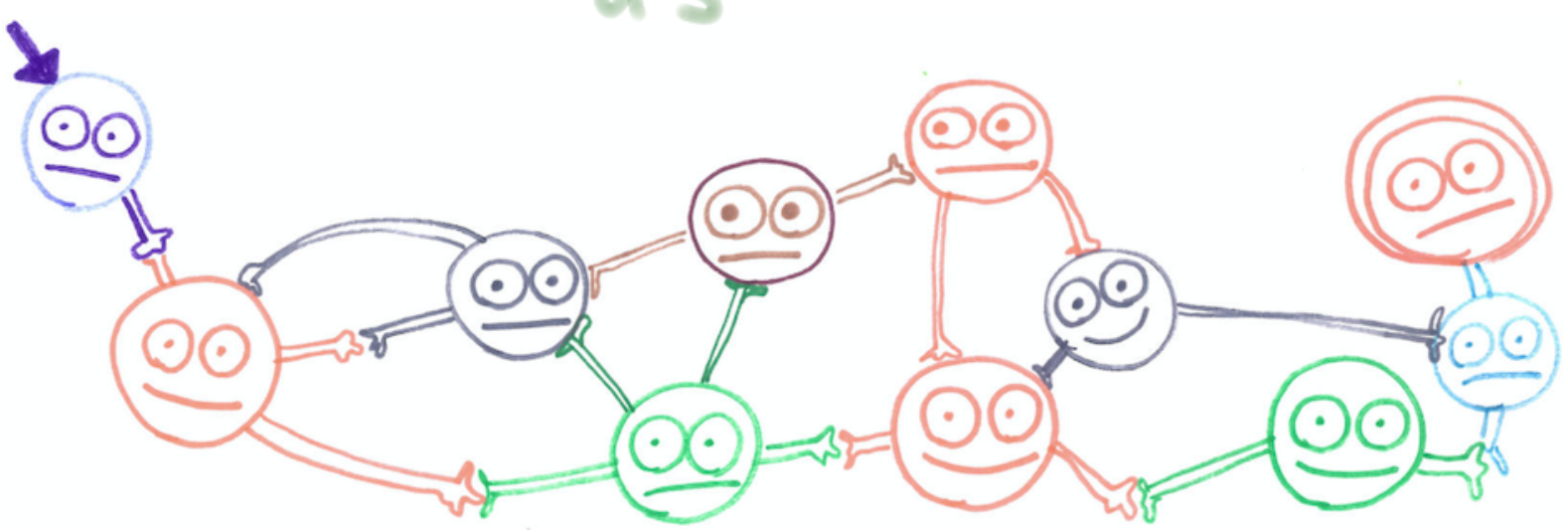
↓ AC?c IN

$A \rightsquigarrow B:a.\ A \rightsquigarrow B:b$

↓ AB?a IN

$A \rightsquigarrow B:b$

Multiparty Session Types as



?? Communicating Automata ??

CFSMs [1980 -] ITU notation SDL · MSCS ···

Def A CFSM $M = (Q, C, q0, \Sigma, \delta)$

Q a finite set of states

$C = \{ pq \in Participant^2 \mid p \neq q \}$

$q0$ initial state

Σ a finite alphabet of messages

$\delta \subseteq Q \times (C \times \{!, ?\} \times \Sigma) \times Q$ a finite set of transitions

Def CS $S = (M_p)_{p \in Participant}$

$S \xrightarrow{t} S'$ configuration $s = (\vec{q}\,;\vec{w})$

states q_p queues w_{pq}

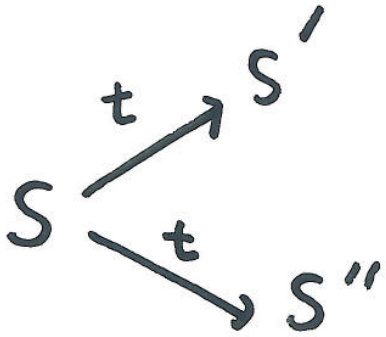
Send

$(\ldots q_p \ldots\,;\ldots w_{pq} \ldots) \xrightarrow{pq!\ell} (\ldots q_p' \ldots\,;\ldots w_{pq} \cdot \ell \ldots)$

Receive

$(\ldots q_q \ldots\,;\ldots \ell \cdot w_{pq} \ldots) \xrightarrow{pq?\ell} (\ldots q_q' \ldots\,;\ldots w_{pq} \ldots)$

Deteministic CFSM

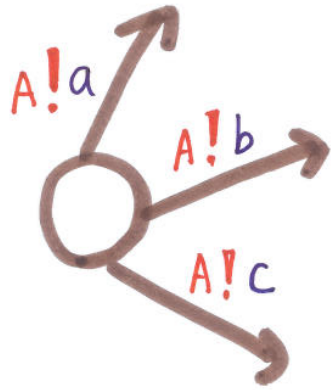


$\Rightarrow \quad S' = S''$

Basic CFSMs

A CFSM is **Basic** if **deterministic**

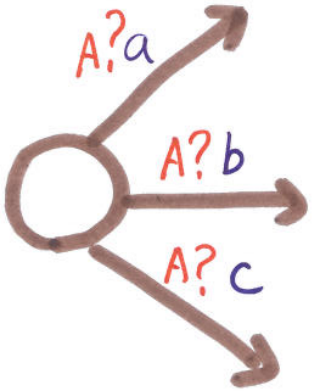
directed, has **no mixed states**



sending

✓

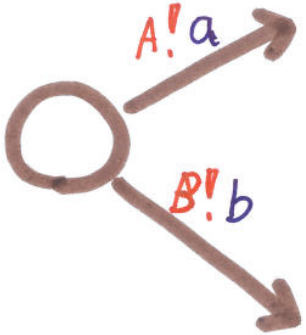
$T = A!\{a, b, c\}$



receiving

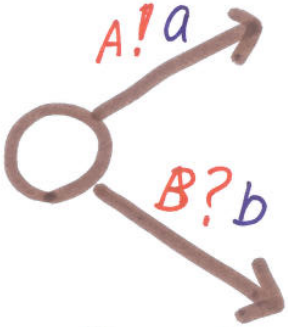
✓

$A?\{a, b, c\}$



non directed

✗



mixed

✗

Theorem 1 $Tr(G) \approx Tr(\{G\lceil p\}_{p \in Participant})$

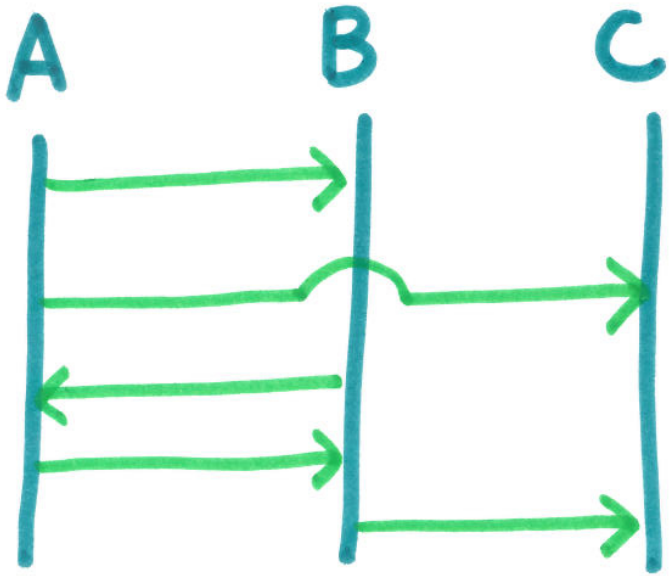
Soundness and Completeness between a global type and projected local types

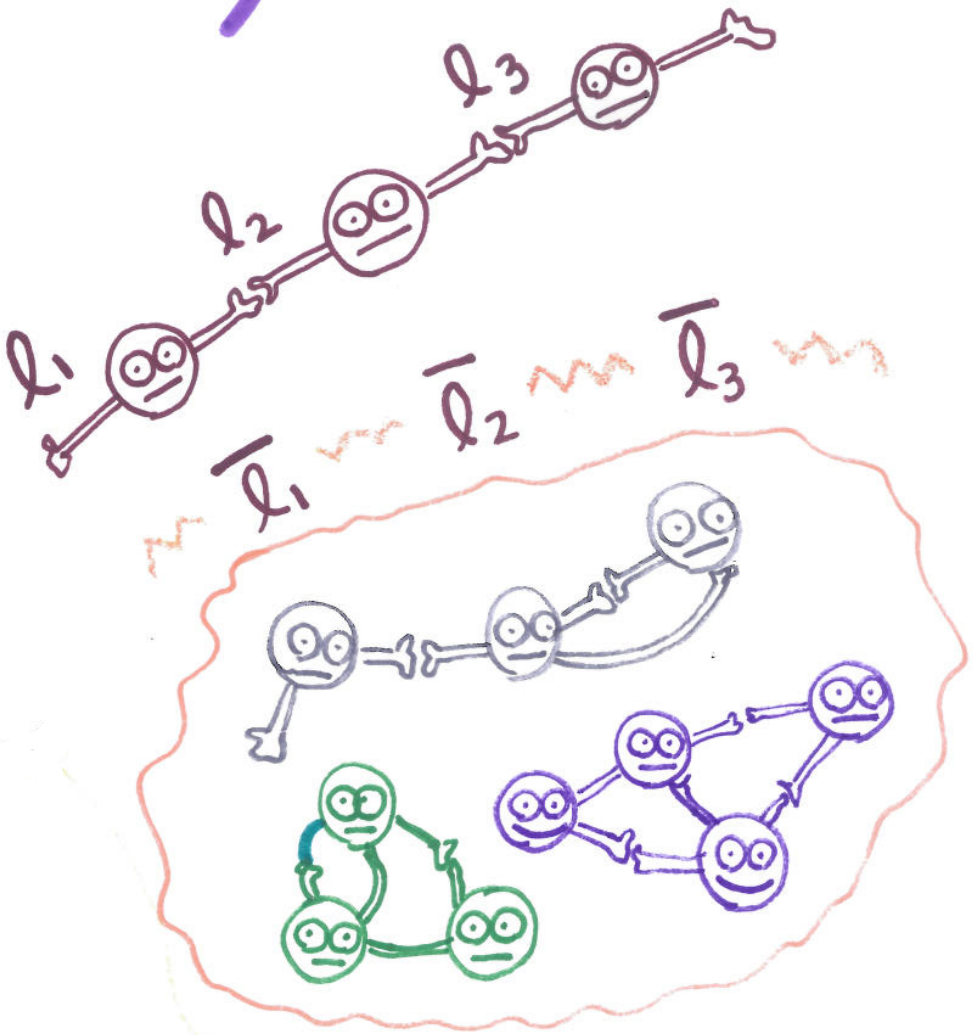
Theorem 2 $Tr(T) \approx Tr(A(T))$ T basic

Soundness and Completeness between a local type and a basic CFSM of T

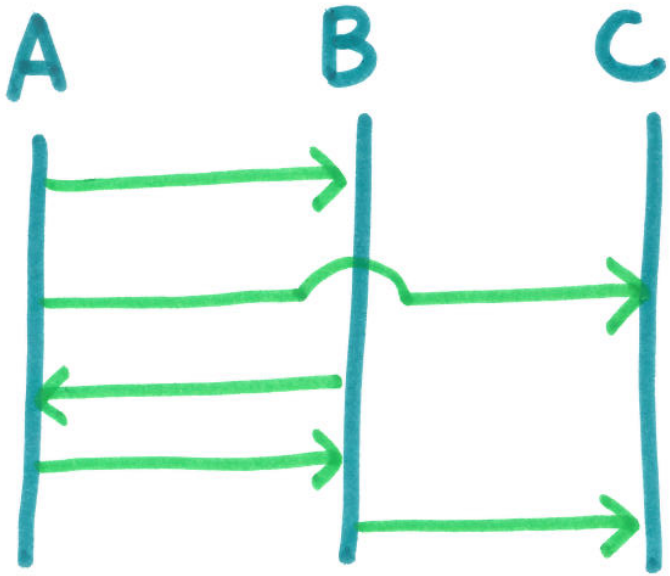
T

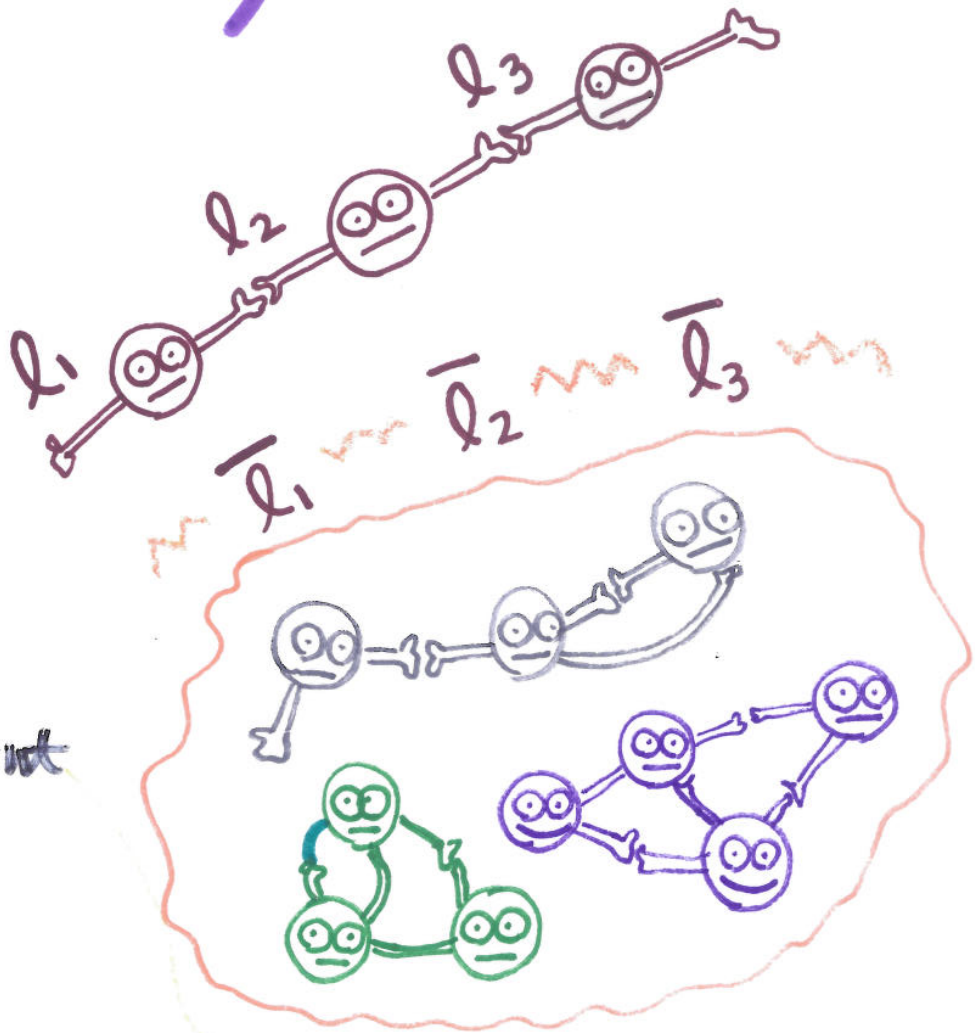
Multiparty Compatibility





Multiparty Compatibility





Def $S = (M_p)_{p \in Participant}$

$\forall s \,.\, s_0 \rightsquigarrow s$ (1-buffer execution)

if M_i does action ℓ

then $(M_j)_{j \in P \setminus i}$ do action $\bar{\ell}$

after some $\rightsquigarrow$

Theorem (Safety) Suppose S is basic and multiparty compatible. Then S is free from the following errors. Let $S = (\vec{q}; \vec{w})$

Deadlock if $\vec{w} = \vec{\varepsilon}$ and not final, each q_p is receiving

Orphan Message all q are final, but $\vec{w} \neq \vec{\varepsilon}$

Unspecified Reception $(q_p, pq?\underline{a}, q'_p)$ implies $|w_{pq}| > 1$ and $w_{pq} \notin \underline{a} \cdot \Sigma^*$

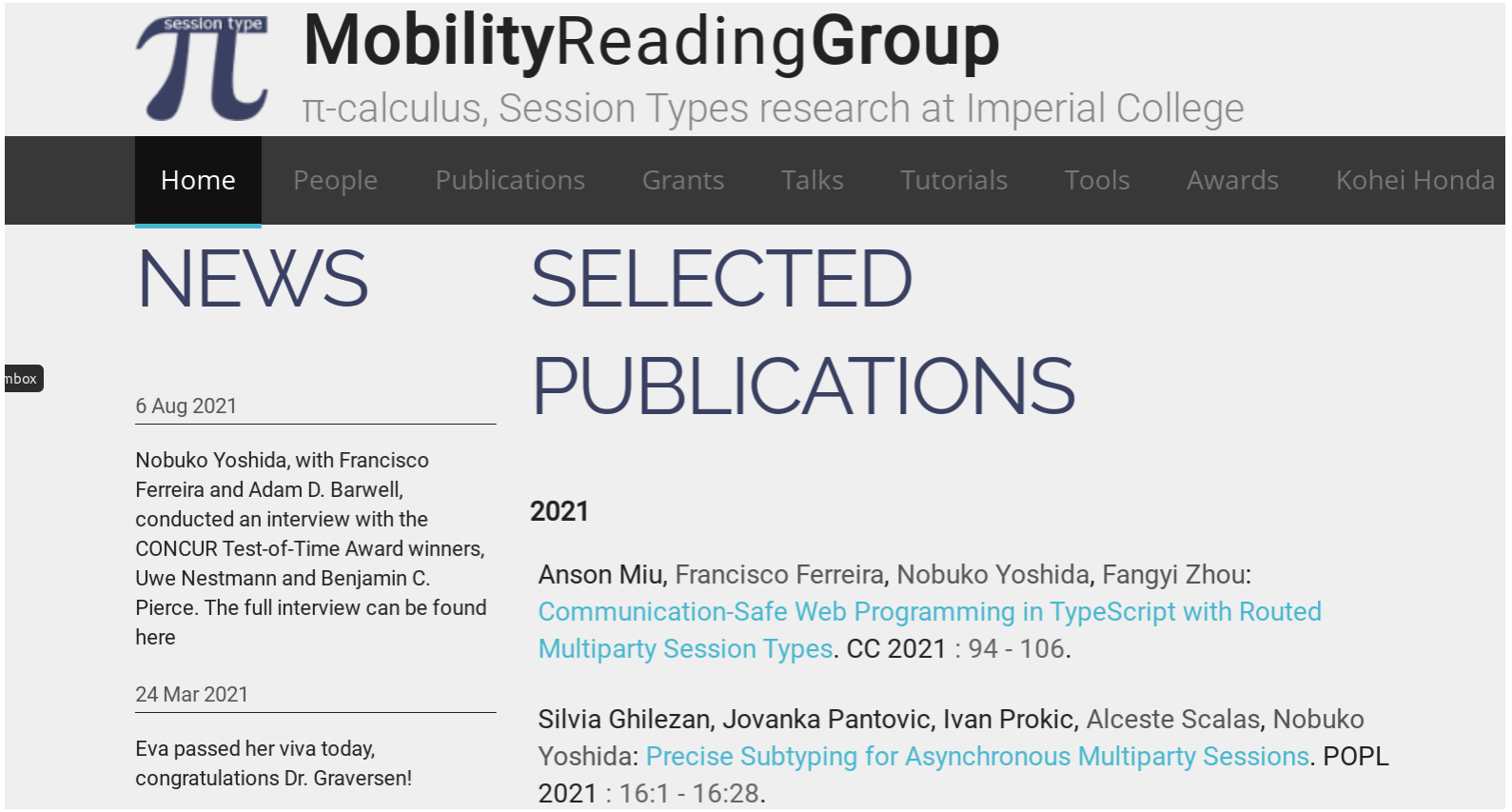
Proposition Soundness $A(\{ G\upharpoonright p \}_{p \in \text{Participant}})$ is multiparty compatible.

projection

Proposition Multiparty Compatibility is decidable.

Mobility Reading Group

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



Optimising Asynchronous Communication in Rust

Deadlock-Free Message Reordering with Multiparty Session Types

Zak Cutner, NY and Martin Vassor

Imperial College London

Introduction

Rust Language

- Modern systems language focussed on safety and performance

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- “Most loved language” for past five years on StackOverflow

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- Particular emphasis on safe concurrency using message passing

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Rust Language

- Modern systems language focussed on safety and performance
- “Most loved language” for past five years on StackOverflow
- Particular emphasis on safe concurrency using message passing
- Affine type system is well-suited to session types

Ring Protocol

Example

Global Type

$$\mathsf{G} = \mu \mathbf{t}.\mathbf{A} \to \mathbf{B} : \left\{ add(\texttt{i32}).\mathbf{B} \to \mathbf{C} : \left\{ \begin{array}{l} add(\texttt{i32}).\mathbf{C} \to \mathbf{A} : \{ add(\texttt{i32}).\mathbf{t} \} \\ sub(\texttt{i32}).\mathbf{C} \to \mathbf{A} : \{ sub(\texttt{i32}).\mathbf{t} \} \end{array} \right\} \right\}$$

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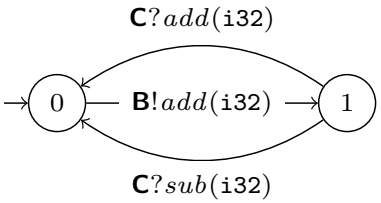
PROJECTION



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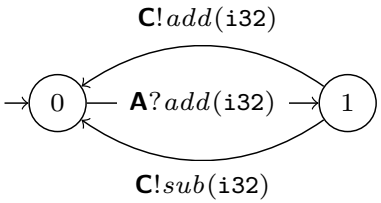

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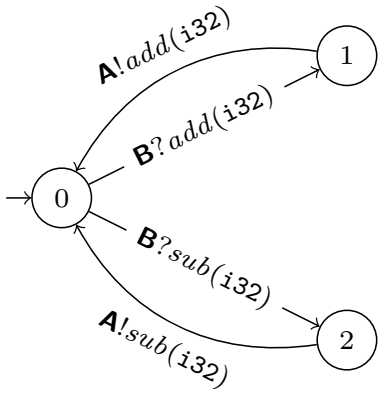

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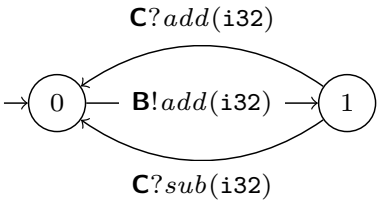

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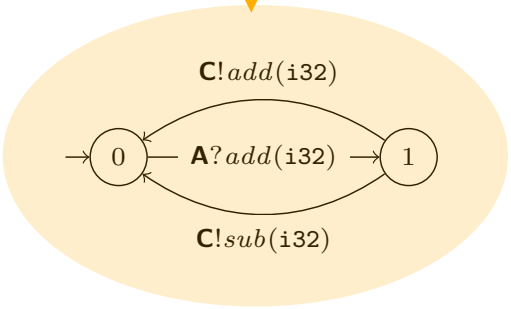

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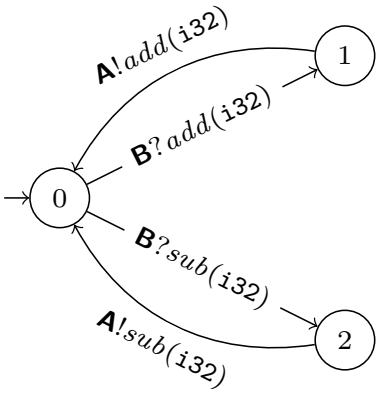

Challenge

Asynchronous Orderings

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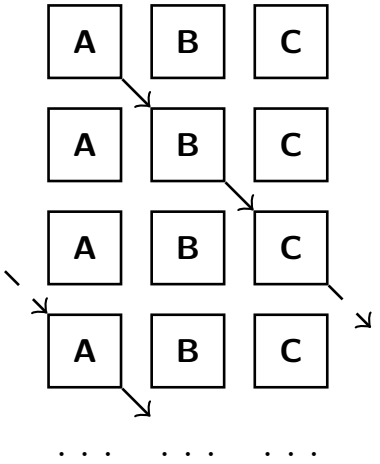

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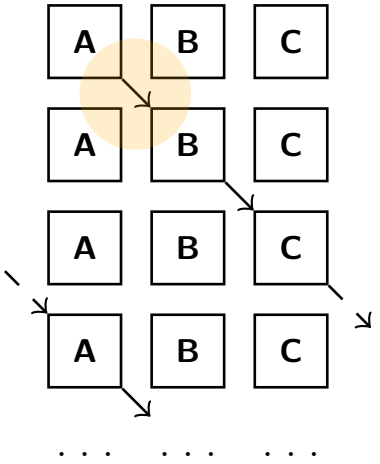

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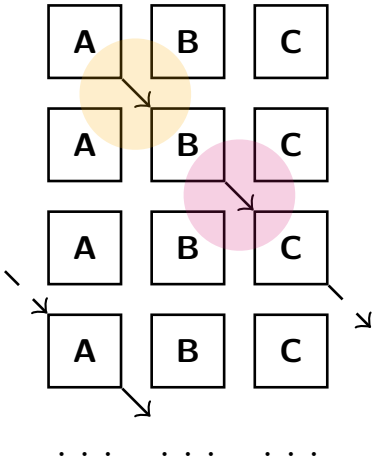

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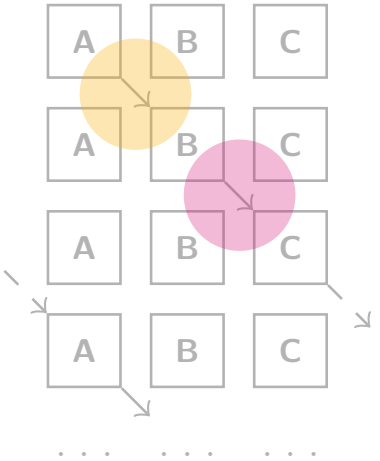

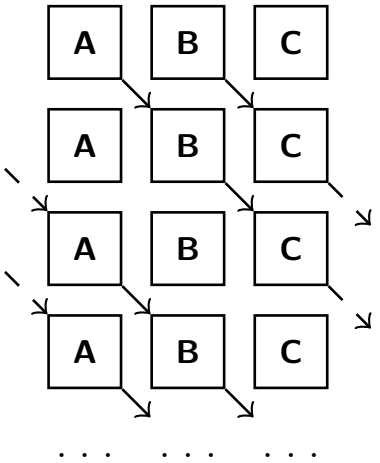

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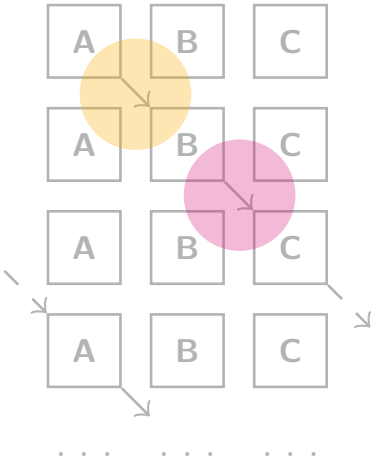

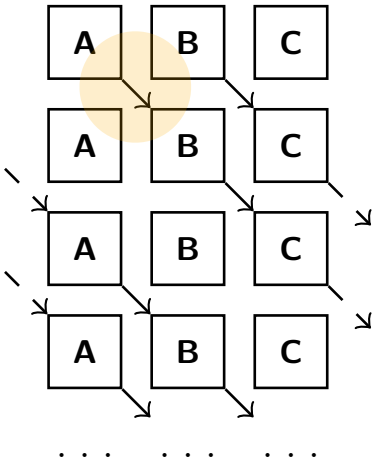

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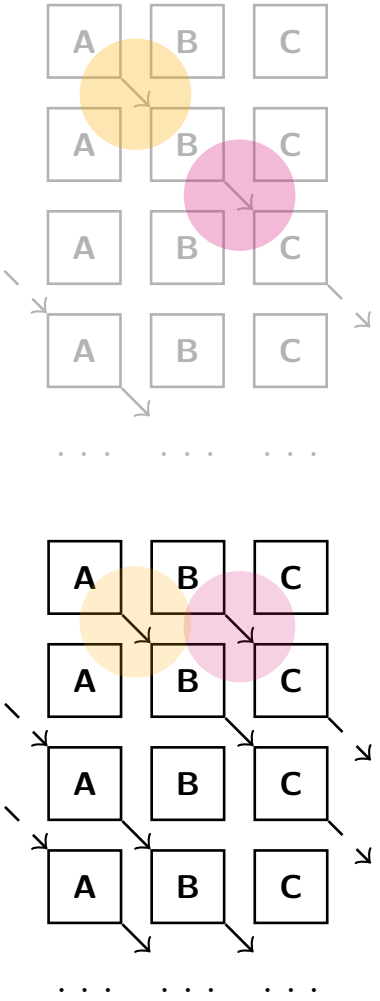

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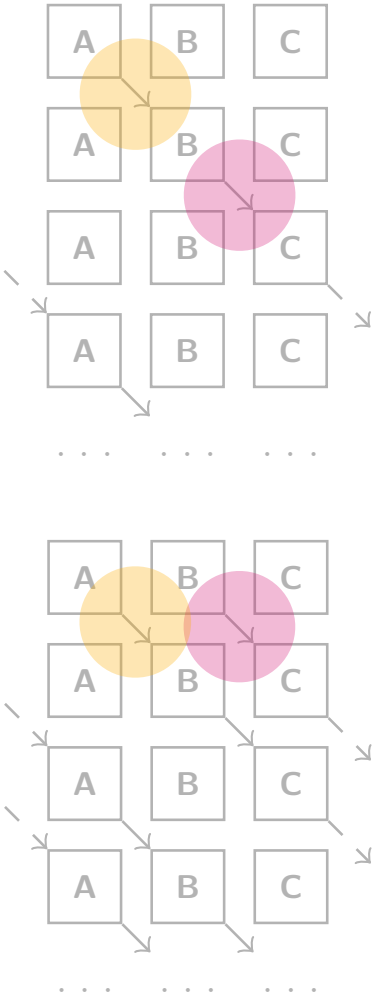
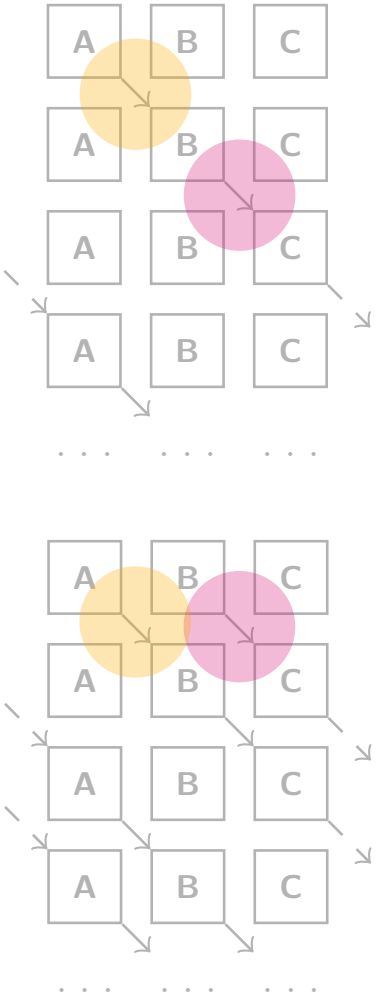
  1. Data dependencies must be preserved



Challenge

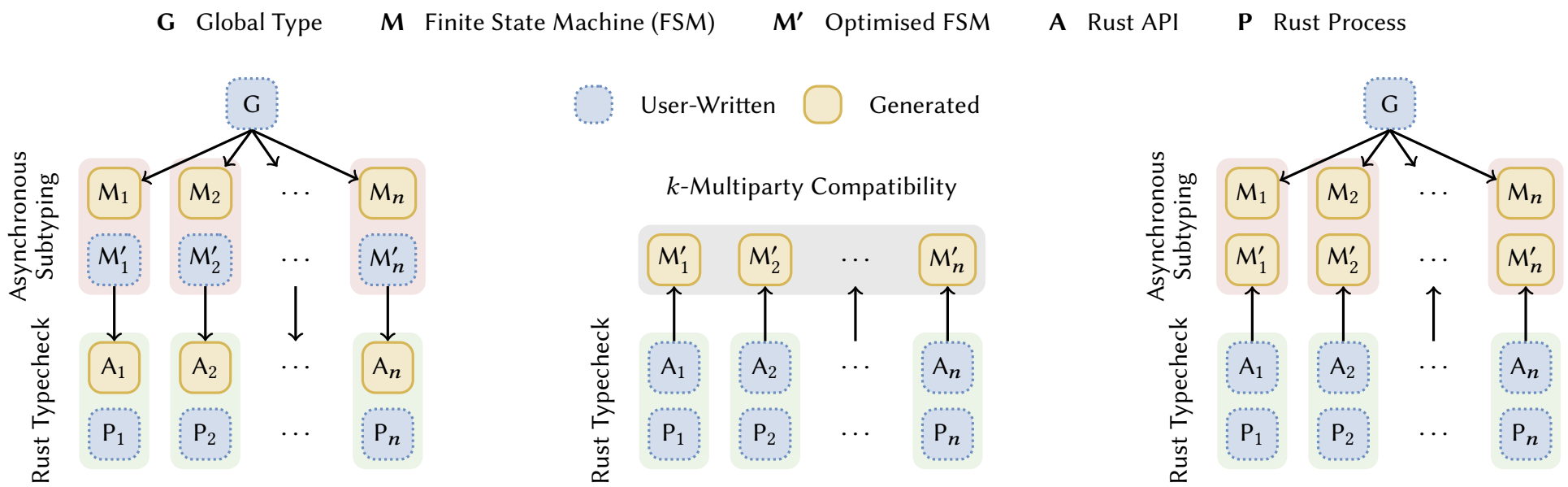
Asynchronous Orderings

- Global types are inherently synchronous
  - Projection provides only one possible ordering
- Interactions can be reordered for efficiency while preserving safety
  1. Data dependencies must be preserved
  2. Sound and practical asynchronous reordering rules must be found



Rumpsteak Framework

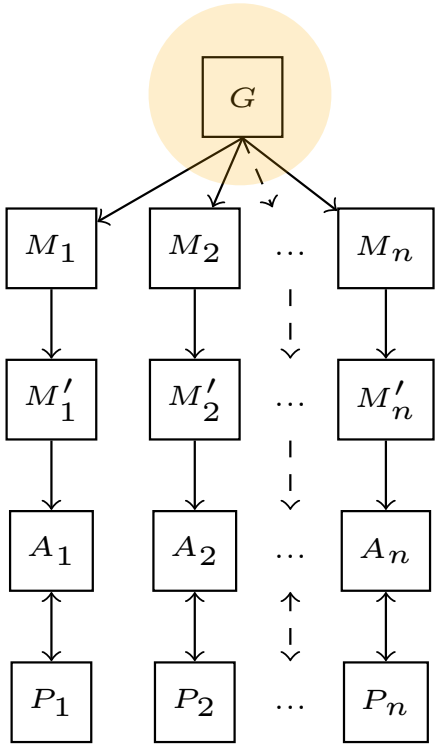
Three Approaches



(a) Top-down **(b)** Bottom-up **(c)** Hybrid

Workflow

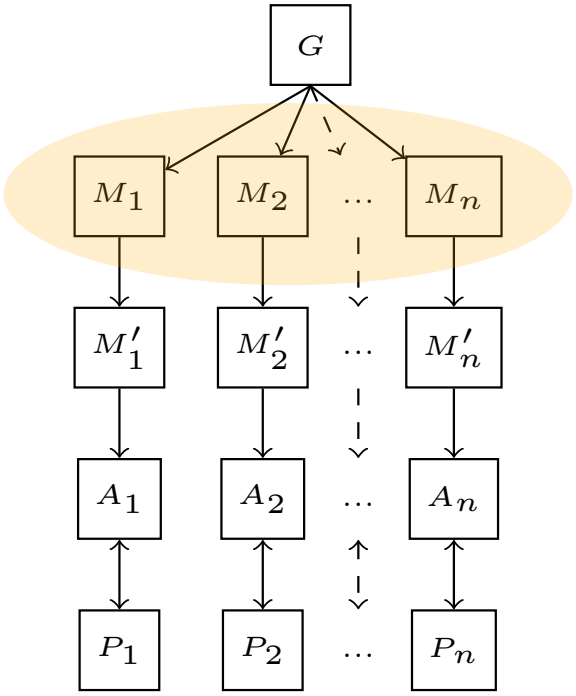
Top-Down Approach



Global Type

Workflow

Top-Down Approach

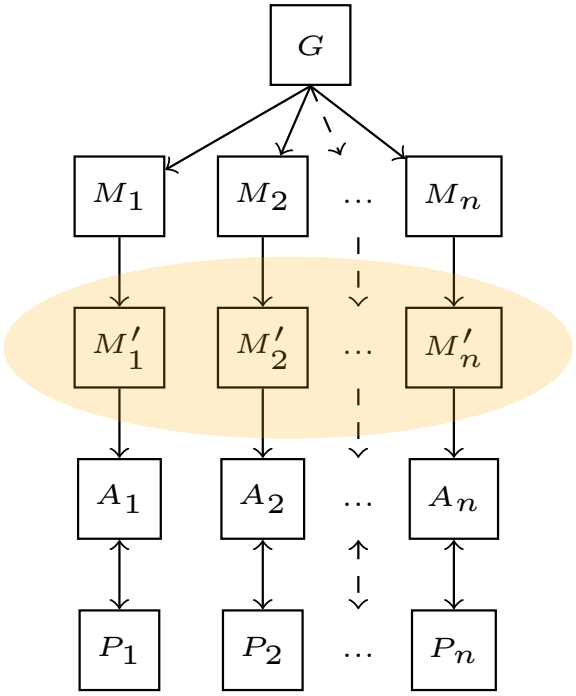


Global Type

Projected FSM

Workflow

Top-Down Approach



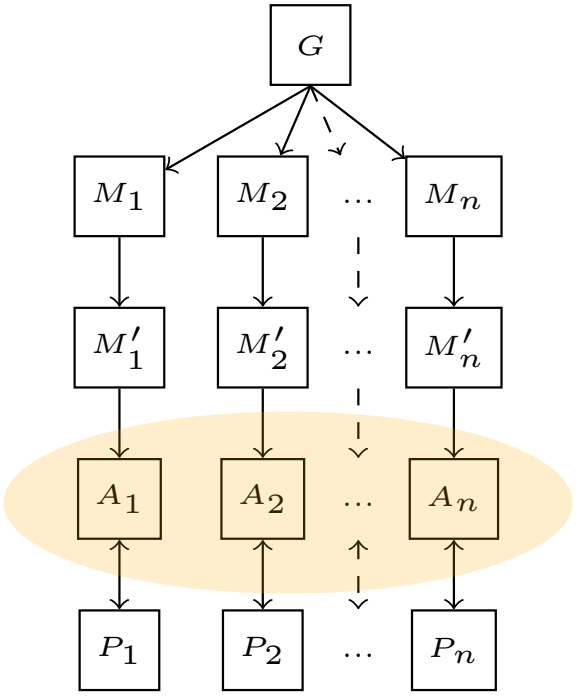
Global Type

Projected FSM

Optimised FSM

Workflow

Top-Down Approach



Global Type

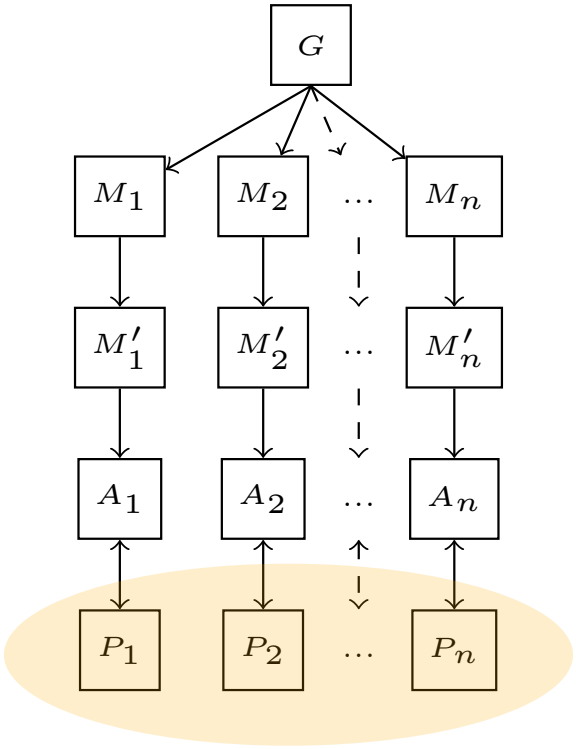
Projected FSM

Optimised FSM

Rust API

Workflow

Top-Down Approach



Global Type

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Rust Implementation

Ring Protocol

Example

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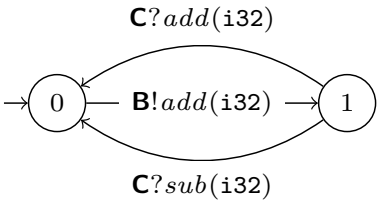

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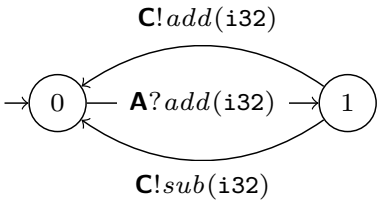

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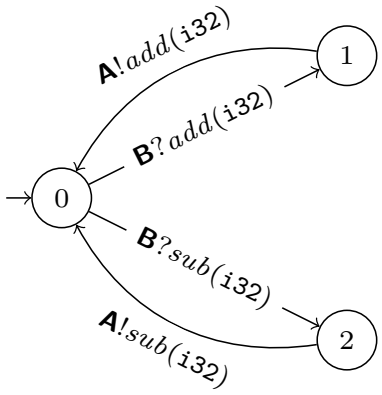

Ring Protocol

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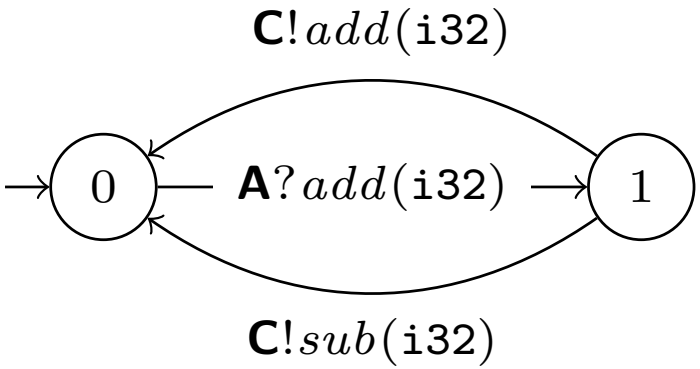

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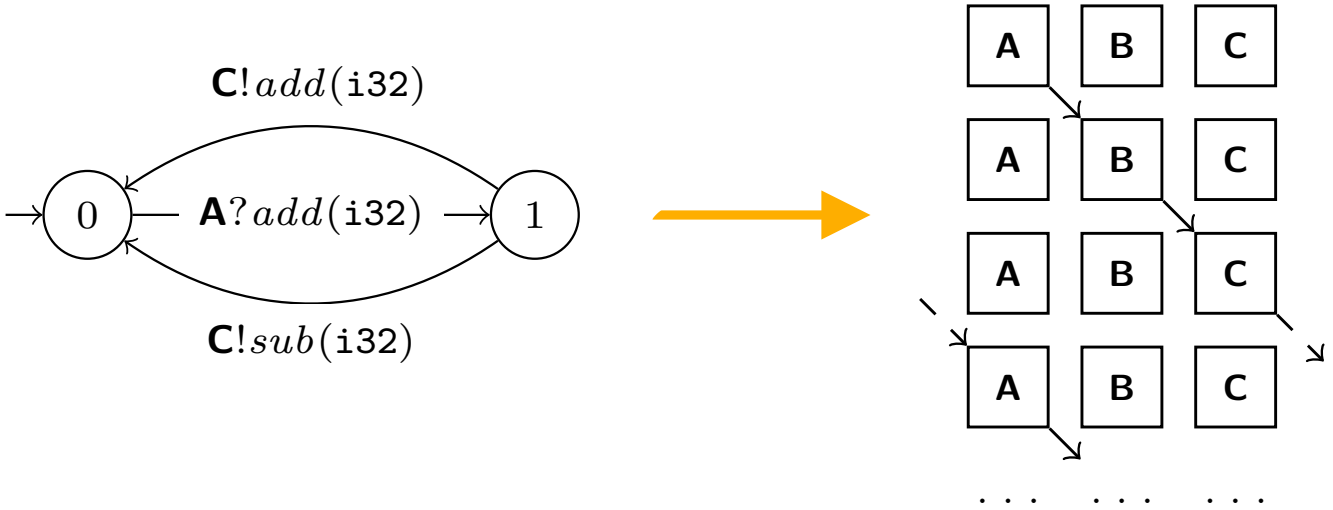

Ring Protocol

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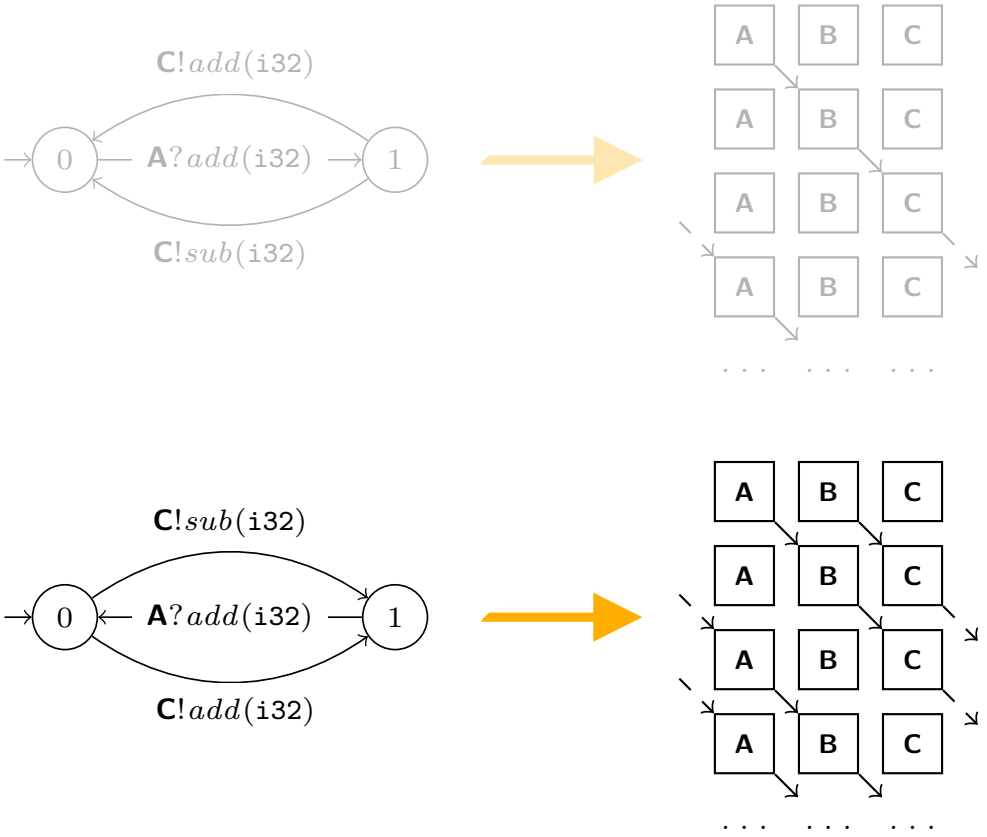


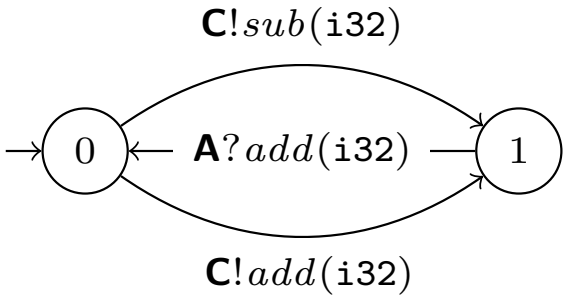
Scribble

Protocol Description Language

```
global protocol Ring(role A, role B, role C) {
    Add(i32) from A to B;
    choice at B {
        Add(i32) from B to C;
        Add(i32) from C to A;
        do Ring(A, B, C);
    } or {
        Sub(i32) from B to C;
        Sub(i32) from C to A;
        do Ring(A, B, C);
    }
}
```

Ring Protocol

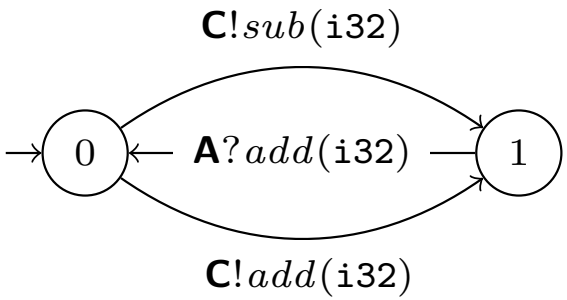
Rust API




```
#[derive(Role)]
#[message(Label)]
struct B(#[route(A)] Receiver, #[route(C)] Sender);
```

Ring Protocol

Rust API

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Ring Protocol

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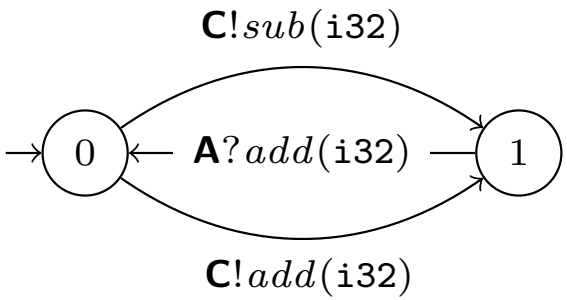


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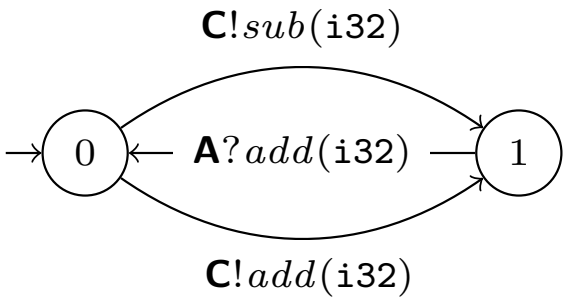
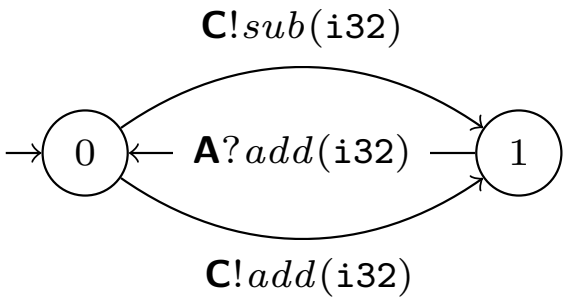



```rust
#[derive(Role)]
#[message(Label)]
struct B(#[route(A)] Receiver, #[route(C)] Sender);

#[derive(Message)]
enum Label {
    Add(Add),
    Sub(Sub),
}

struct Add(i32);
struct Sub(i32);
```

Ring Protocol

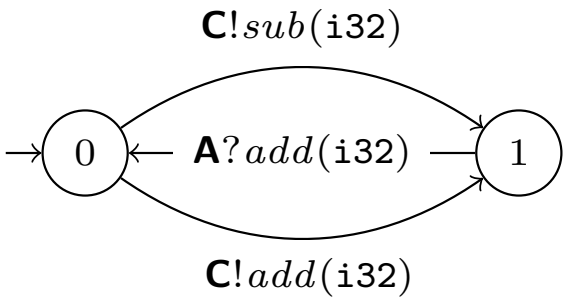
Rust API




```rust
#[derive(Role)]
#[message(Label)]
struct B(#[route(A)] Receiver, #[route(C)] Sender);

#[derive(Message)]
enum Label {
    Add(Add),
    Sub(Sub),
}

struct Add(i32);
struct Sub(i32);

#[session]
type RingB = Select<C, RingBChoice>;

#[session]
enum RingBChoice {
    Add(Add, Receive<A, Add, RingB>),
    Sub(Sub, Receive<A, Add, RingB>),
}
```

Ring Protocol

Implementation

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            s = if x > 0 {
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                let s = s.select(Sub(x)).await?;
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Ring Protocol

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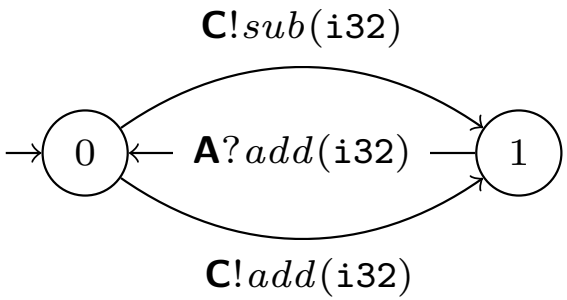


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Ring Protocol

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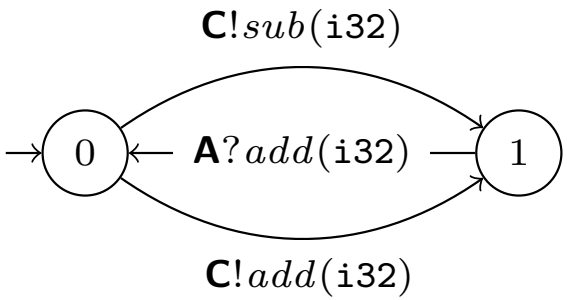


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Ring Protocol

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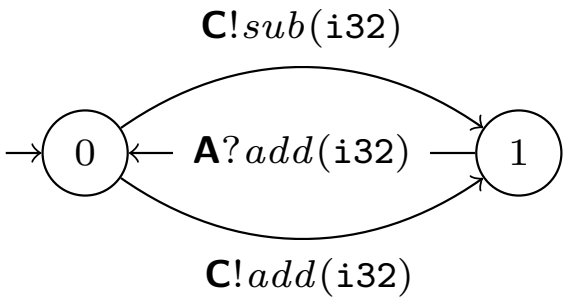


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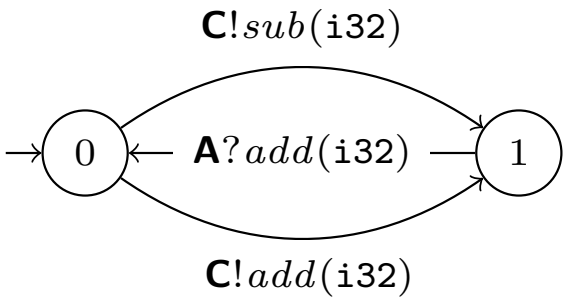


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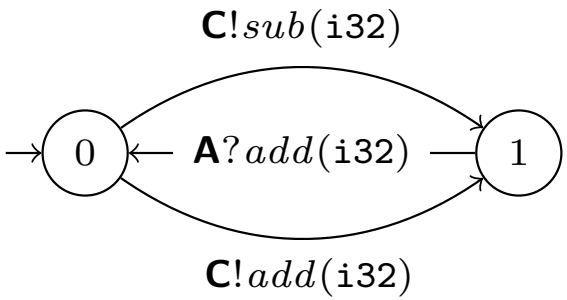


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Ring Protocol

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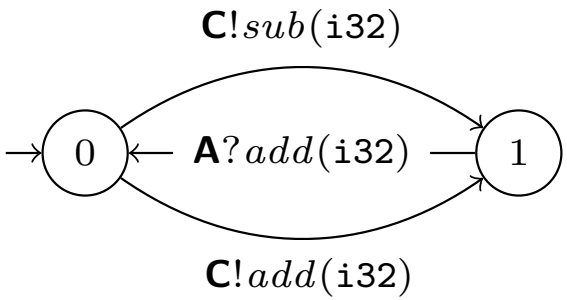


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Ring Protocol

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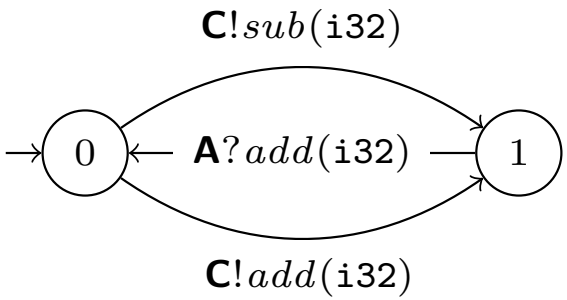


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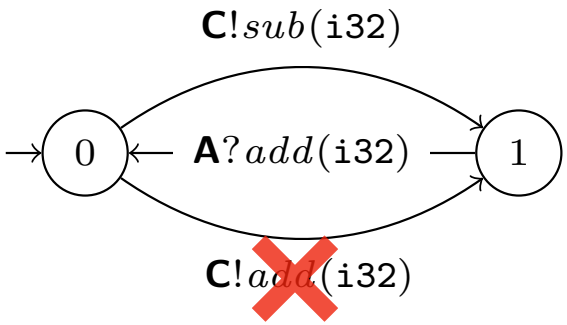
```

Ring Protocol

Implementation

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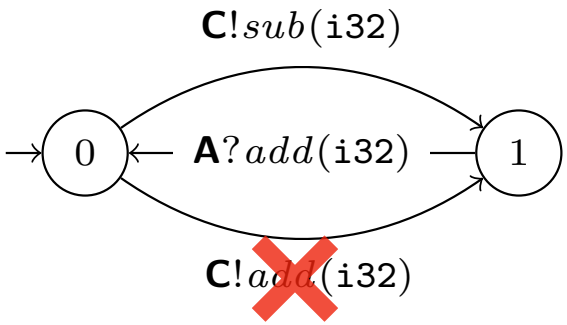
Ring Protocol

Implementation

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            };
        }
    })
    .await
}
```
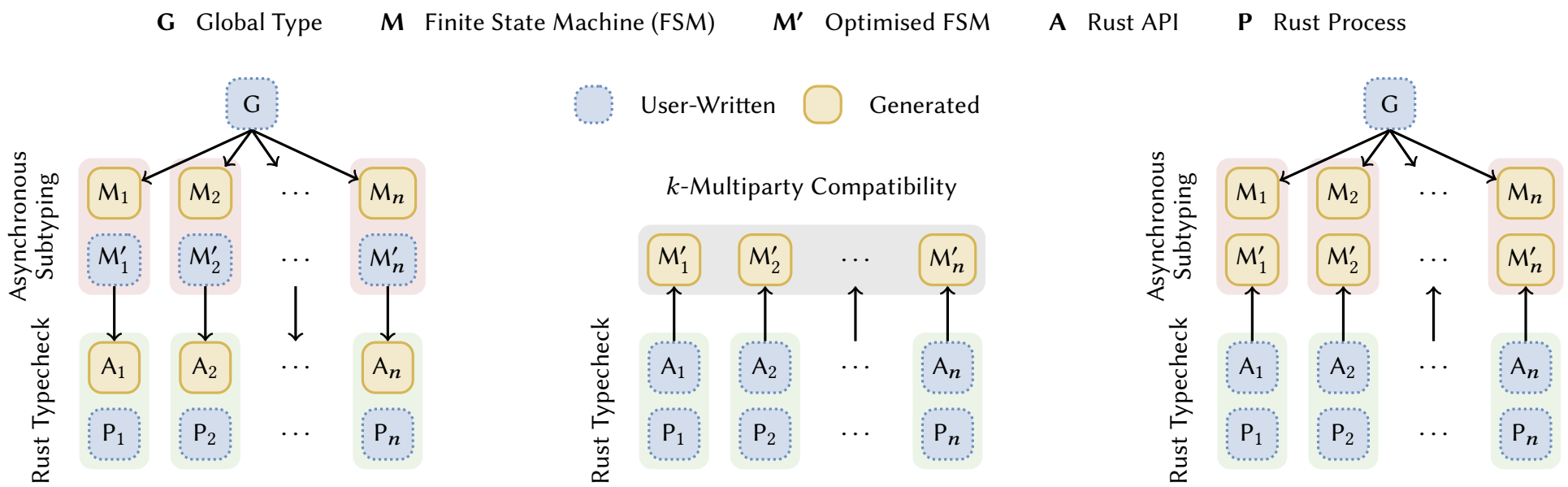

```
method not found in `rumpsteak::Select<'_, B, C, RingBChoice<'_, B>>`
```

Rumpsteak Framework

Three Approaches



(a) Top-down **(b)** Bottom-up **(c)** Hybrid

Theories for Communication Optimisation

Asynchronous Reordering Revisited

How do we check that asynchronous reorderings are safe?

Theories for Communication Optimisation

Asynchronous Reordering Revisited

How do we check that asynchronous reorderings are safe?

1. Asynchronous subtyping relation [Ghilezan et al., 2021]

Theories for Communication Optimisation

Asynchronous Reordering Revisited

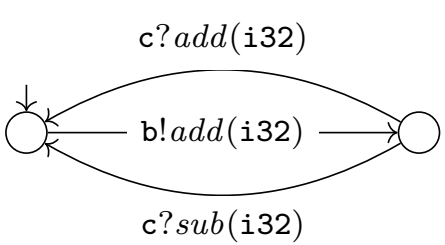
How do we check that asynchronous reorderings are safe?

1. Asynchronous subtyping relation [Ghilezan et al., 2021]
2. *k*-multiparty compatibility [Lange and Yoshida, 2019]

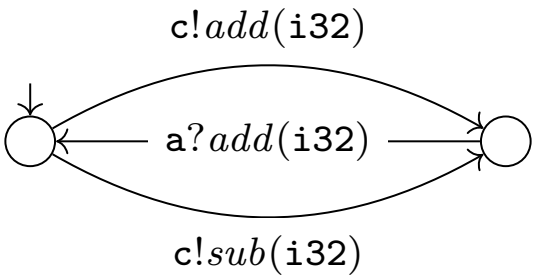
Safety

k-Multiparty Compatibility

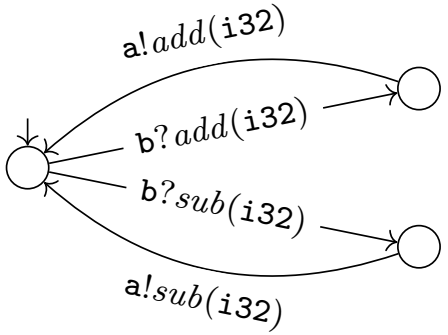
OPTIMISED A



OPTIMISED B



OPTIMISED C



Safe?

Safety

Asynchronous Subtyping

Session Decomposition

Challenge

Our asynchronous subtyping must subsume synchronous subtyping

$$\mathbb{T} = \&\,\mathbf{q}\begin{cases}?\mathsf{done}(\mathtt{int}) \\ ?\mathsf{fail}(\mathtt{bool})\end{cases} \leqslant \mathbf{q}?\mathsf{done}(\mathtt{int}) \qquad \mathbf{r}!\mathsf{cont}(\mathtt{int}) \leqslant \oplus\,\mathbf{r}\begin{cases}!\mathsf{cont}(\mathtt{int}) \\ !\mathsf{stop}(\mathtt{unit})\end{cases} = \mathbb{T}'$$

…plus multiparty asynchronous send/receive reorderings are hard to formalise!

$$\mathbf{r}!\mathsf{cont}(\mathtt{int}).\mathbf{q}?\mathsf{done}(\mathtt{nat}) \leqslant \mathbf{q}?\mathsf{done}(\mathtt{nat}).\mathbf{r}!\mathsf{cont}(\mathtt{int})$$

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Session Decomposition

Key Insight and Novelty

Session decomposition — decompose a session into subtrees

- single-input (SI), single-output (SO), single-input-single-output (SISO)

Then, we formalise message reorderings as a refinement for SISO trees only!

$$[\![\mathbb{T}]\!]_{\mathsf{SI}} = \{\mathbf{q}?\mathsf{done}(\mathtt{int}), \mathbf{q}?\mathsf{fail}(\mathtt{bool})\}$$

$$[\![\mathbb{T}']\!]_{\mathsf{SO}} = \{\mathbf{r}!\mathsf{cont}(\mathtt{int}), \mathbf{r}!\mathsf{stop}(\mathtt{unit})\}$$

Asynchronous Subtyping

SISO Refinement

SISO trees are just paths — i.e. sequences of inputs and outputs!

$$\frac{}{\mathsf{end} \lesssim \mathsf{end}} \qquad \frac{\mathsf{S}' \leqslant: \mathsf{S} \quad \mathsf{W} \lesssim \mathsf{W}'}{\mathbf{p}?\ell(\mathsf{S}).\mathsf{W} \lesssim \mathbf{p}?\ell(\mathsf{S}').\mathsf{W}'} \qquad \frac{\mathsf{S}' \leqslant: \mathsf{S} \quad \mathsf{W} \lesssim \mathcal{A}^{(\mathbf{p})}.\mathsf{W}' \quad \mathtt{act}(\mathsf{W}) = \mathtt{act}(\mathcal{A}^{(\mathbf{p})}.\mathsf{W}')}{\mathbf{p}?\ell(\mathsf{S}).\mathsf{W} \lesssim \mathcal{A}^{(\mathbf{p})}.\mathbf{p}?\ell(\mathsf{S}').\mathsf{W}'}$$

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$$\mathcal{A}^{(\mathbf{p})} ::= \mathbf{q}?\ell(\mathsf{S}) \parallel \mathbf{q}?\ell(\mathsf{S}).\mathcal{A}^{(\mathbf{p})} \qquad \mathcal{B}^{(\mathbf{p})} ::= \mathbf{r}?\ell(\mathsf{S}) \parallel \mathbf{q}!\ell(\mathsf{S}) \parallel \mathbf{r}?\ell(\mathsf{S}).\mathcal{B}^{(\mathbf{p})} \parallel \mathbf{q}!\ell(\mathsf{S}).\mathcal{B}^{(\mathbf{p})} \quad (\mathbf{q} \neq \mathbf{p})$$

$$\frac{\forall \mathsf{U}' \in [\![\mathbb{T}']\!]_{\mathsf{so}} \quad \forall \mathsf{V} \in [\![\mathbb{T}]\!]_{\mathsf{si}} \quad \exists \mathsf{W}' \in [\![\mathsf{U}']\!]_{\mathsf{si}} \quad \exists \mathsf{W} \in [\![\mathsf{V}]\!]_{\mathsf{so}} \qquad \mathsf{W}' \lesssim \mathsf{W}}{\mathbb{T}' \leqslant \mathbb{T}}$$

Asynchronous Subtyping

Existing work

- Relation given by [Ghilezan et al., 2021]

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Asynchronous Subtyping

Existing work

- Relation given by [Ghilezan et al., 2021]
  - Sound ✅
  - Complete ✅
  - Decidable [Lange and Yoshida, 2017] ❌
- Our aim is a sound and decidable algorithm!

Algorithm for Asynchronous Subtyping

Practical, Sound and Terminating

1. Bound the number of times we unroll recursions
2. Only unwrap choice on demand

Asynchronous Subtyping

Session Type Prefix

$$
\begin{array}{lcll}
\pi, \rho & ::= & \epsilon & \text{empty prefix} \\
& | & \mathtt{p}!\ell(S) & \text{message send} \\
& | & \mathtt{p}?\ell(S) & \text{message receive} \\
& | & \pi_1.\pi_2 & \text{concatenation}
\end{array}
$$

Asynchronous Subtyping

Reduction Rules

$$\mathcal{A}^{(\mathtt{p})} \;::=\; \mathtt{q}?\ell(S) \mid \mathtt{q}?\ell(S).\mathcal{A}^{(\mathtt{p})} \qquad (\mathtt{p} \neq \mathtt{q})$$

$$\frac{S' \leq: S}{\left\langle \mathtt{p}?\ell(S).\pi, \mathcal{A}^{(\mathtt{p})}.\mathtt{p}?\ell(S').\pi' \right\rangle \to \left\langle \pi, \mathcal{A}^{(\mathtt{p})}.\pi' \right\rangle} \; [\textsc{red}\text{-}\mathcal{A}]$$

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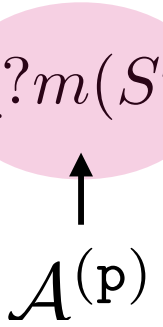

✅

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Asynchronous Subtyping

Reduction Rules

$$\langle \mathtt{p}?\ell(S).\mathtt{q}?m(S'), \mathtt{q}?m(S').\mathtt{p}?\ell(S)\rangle \xrightarrow{?} \langle \mathtt{q}?m(S'), \mathtt{q}?m(S')\rangle$$ ✅

$$\langle \mathtt{p}?\ell(S).\mathtt{p}?m(S'), \mathtt{p}?m(S').\mathtt{p}?\ell(S)\rangle \xrightarrow{?} \langle \mathtt{p}?m(S'), \mathtt{p}?m(S')\rangle$$ ❌

$$\mathcal{A}^{(\mathtt{p})}$$

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$$\langle \mathtt{p}?\ell(S).\mathtt{p}?m(S'), \mathtt{p}?m(S').\mathtt{p}?\ell(S)\rangle \xrightarrow{?} \langle \mathtt{p}?m(S'), \mathtt{p}?m(S')\rangle$$ ❌

$$\mathcal{A}^{(\mathtt{p})}$$

$$\mathcal{A}^{(\mathtt{p})} ::= \mathtt{q}?\ell(S) \mid \mathtt{q}?\ell(S).\mathcal{A}^{(\mathtt{p})} \qquad (\mathtt{p} \neq \mathtt{q})$$

Theorems

Termination, Soundness & Complexity

Lemma 3. *Given finite prefixes π and π', $\langle \pi \parallel \pi' \rangle$ can be reduced only a finite number of times.*

Theorem 4 (Termination)**.** *Our subtyping algorithm always eventually terminates.*

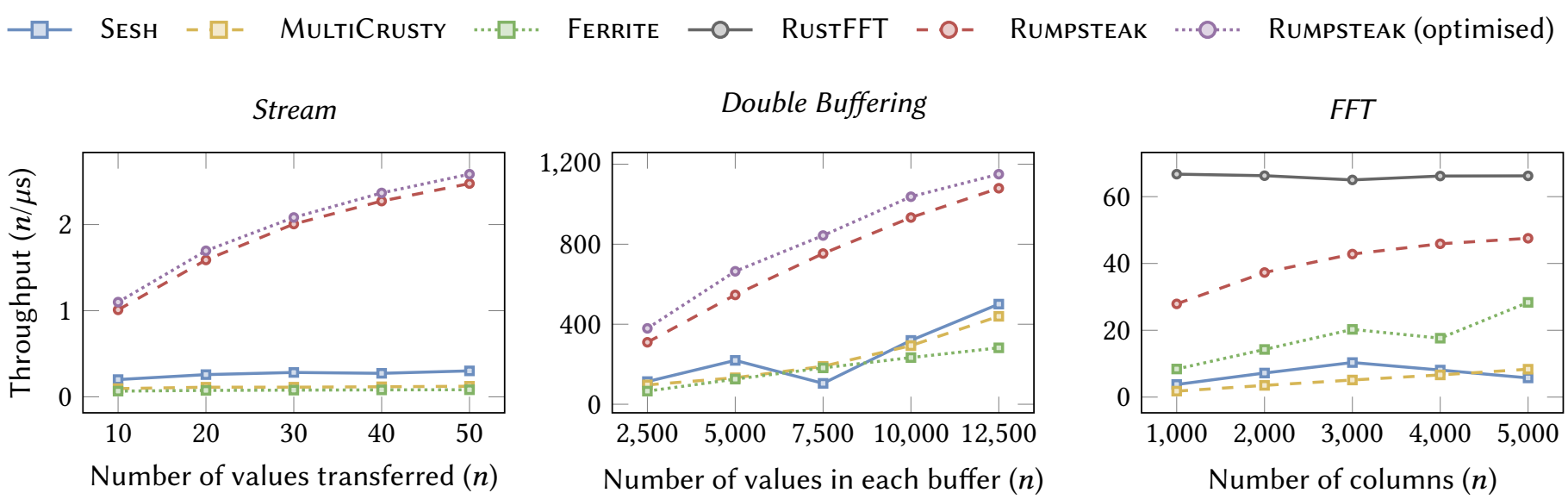
Theorem 5 (Soundness)**.** *Our subtyping algorithm is sound.*

Lemma 6. *Given finite prefixes π and π', the time complexity of reducing $\langle \pi \parallel \pi' \rangle$ is $O(\min(|\pi|, |\pi'|))$.*

Theorem 7 (Complexity)**.** *Consider* T *and* T' *as (possibly infinite) trees* $\mathcal{T}(\mathsf{T})$ *and* $\mathcal{T}(\mathsf{T}')$ *with* asymptotic branching factors b *and* b' *respectively. Our algorithm has time complexity* $O(n \min(b, b')^n)$ *and space complexity* $O(n \min(b, b'))$ *in the worst case to determine if* $\mathsf{T} \leq \mathsf{T}'$ *with bound* n.

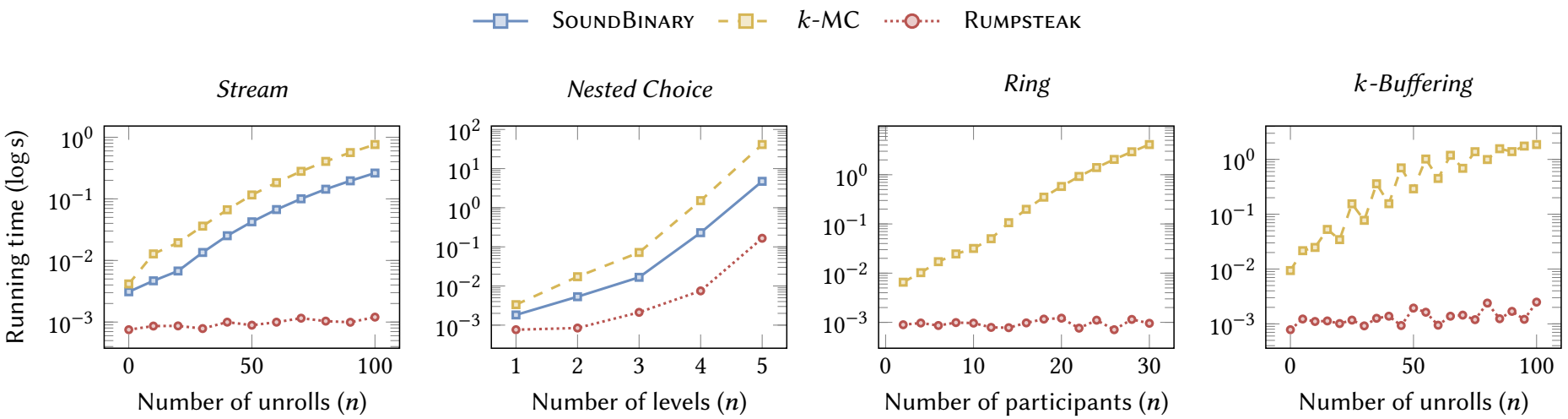
Evaluation

Rust Framework Benchmarks



Evaluation

Asynchronous Reordering Benchmarks



Evaluation

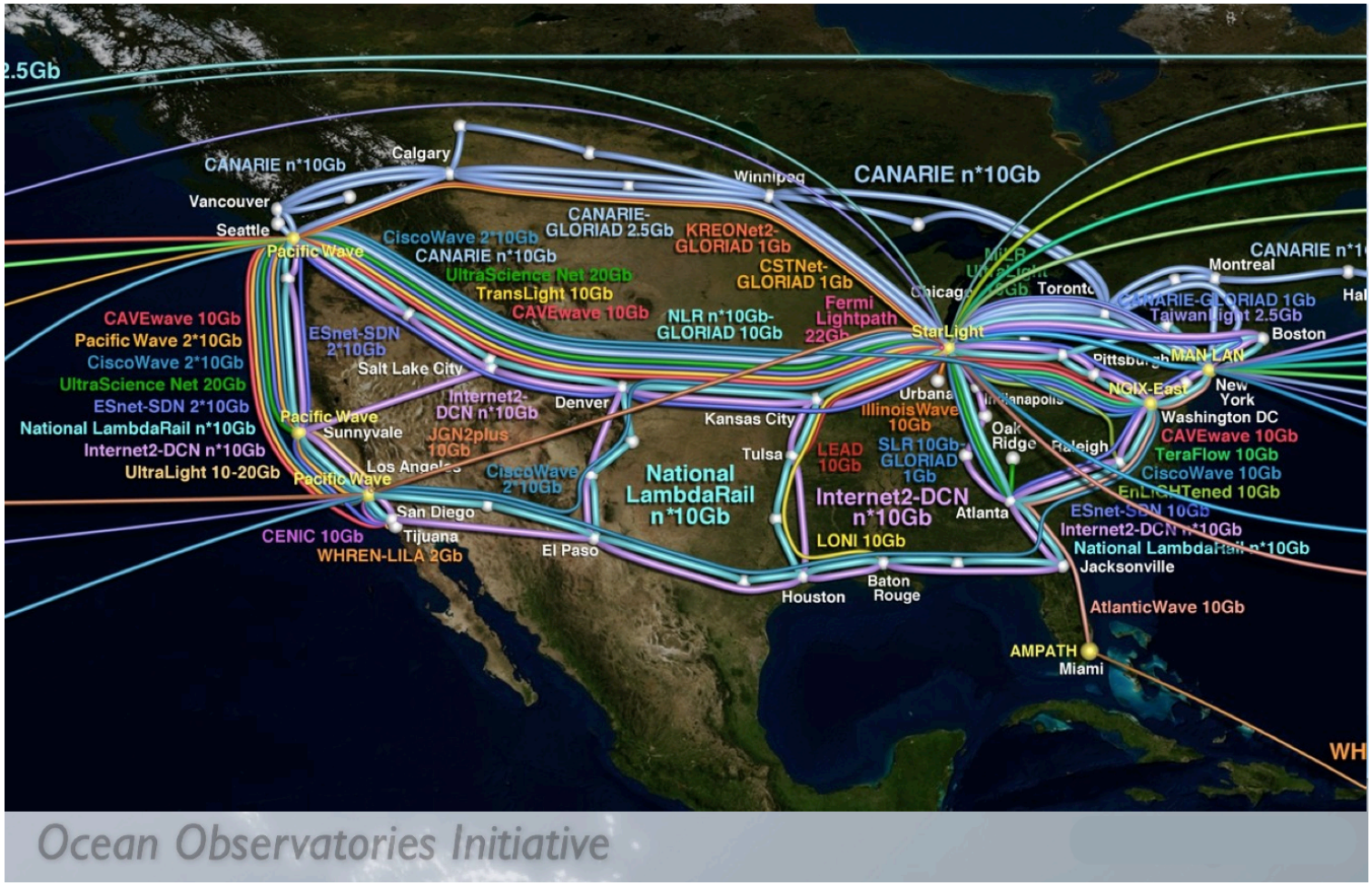
Expressiveness

Protocol	n	AMR	Sesh	Ferrite	MultiCrusty	Rumpsteak	k-MC	SoundBinary
Two Adder	2		✔	✔	✔	✔	✔	✔
Three Adder	3		✗	✗	✔	✔	✔	✗
Stream	2		✔	✔	✔	✔	✔	✔
Optimised Stream	2	✔	✗	✗	✗	✔	✔	✔
Ring	3		✗	✗	✔	✔	✔	✗
Optimised Ring	3	✔	✗	✗	✗	✔	✔	✗
Ring With Choice	3		✗	✗	✔	✔	✔	✗
Optimised Ring With Choice	3	✔	✗	✗	✗	✔	✔	✗
Double Buffering	3		✗	✗	✔	✔	✔	✗
Optimised Double Buffering	3	✔	✗	✗	✗	✔	✔	✗
Alternating Bit	2		✗	✗	✗	✔	✔	✔
Elevator	3	✔	✗	✗	✗	✔	✔	✗
FFT	8		✗	✗	✔	✔	✔	✗
Optimised FFT	8	✔	✗	✗	✗	✔	✔	✗
Authentication	3		✗	✗	✔	✔	✔	✗
Client-Server Log	3		✗	✗	✔	✔	✔	✗
Hospital	2	✔	✗	✗	✗	✗	✗	✔

n Number of participants **AMR** Asynchronous message reordering

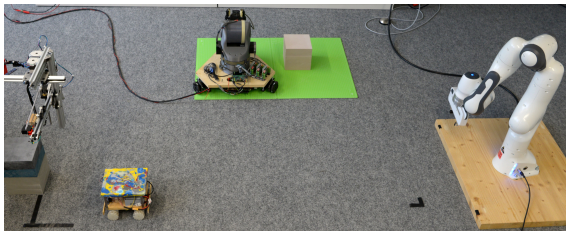
✔ Expressible ✗ Expressible using endpoint types (but without deadlock-freedom guarantee) ✗ Not expressible

More Applications on Multiparty Session Types



OpenTelemetry

ECOOP'19. OOPSLA'20



PLDI'21

Zooid

Conclusion

Multiparty Session Types and Communicating Automata

- Multiparty session types and communicating automata
  - Invited paper in the FCT ’21 proceedings
  - Scribble **https://github.com/scribble**
  - **https://github.com/nuscr**
- Applications of multiparty session types using communicating automata
  - **https://github.com/zakcutner/rumpsteak**