

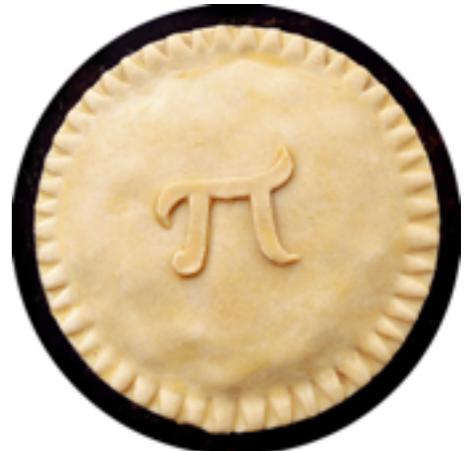
# Effects in a pi

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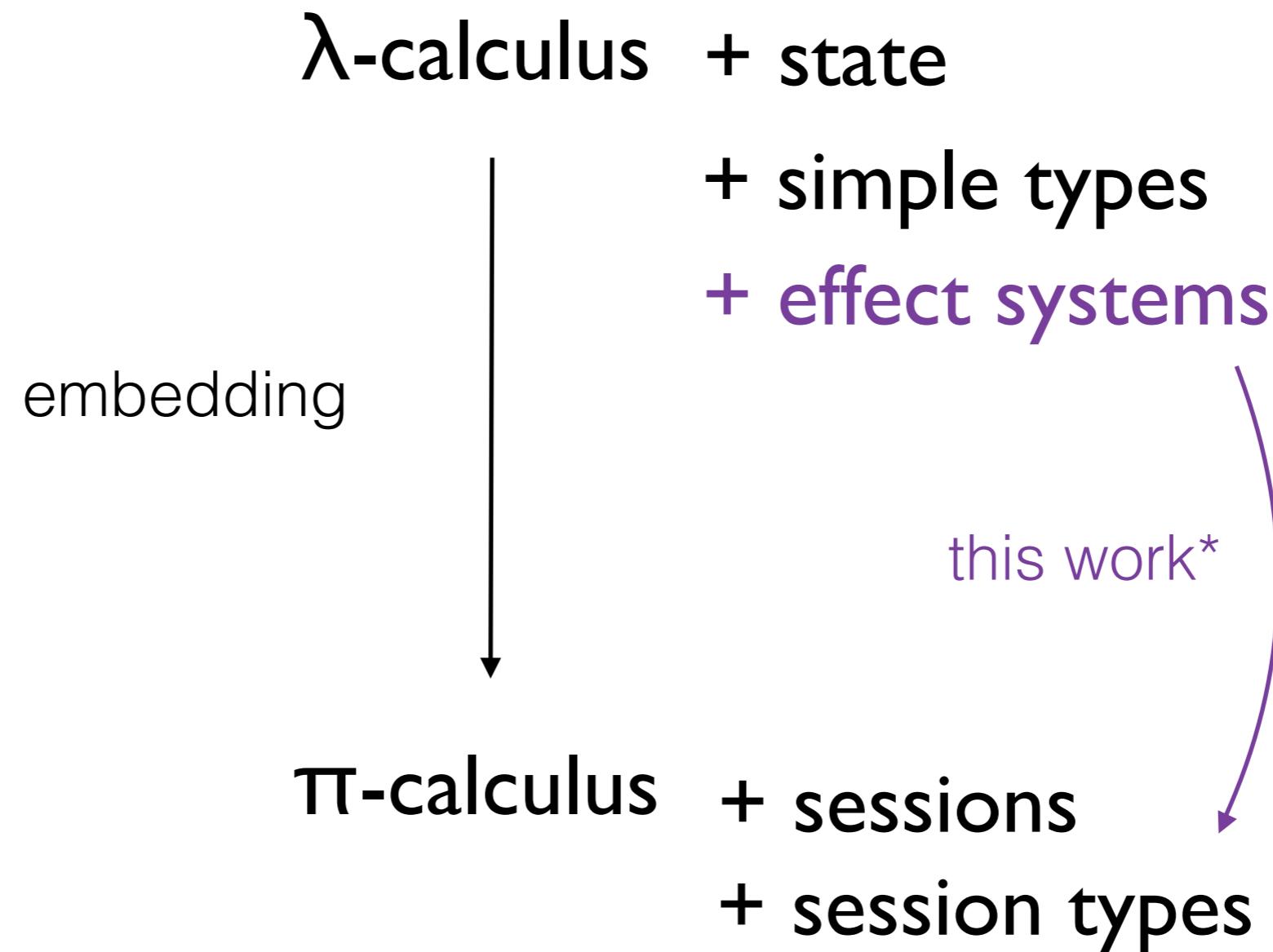


$\lambda$ -calculus + state  
+ simple types

embedding



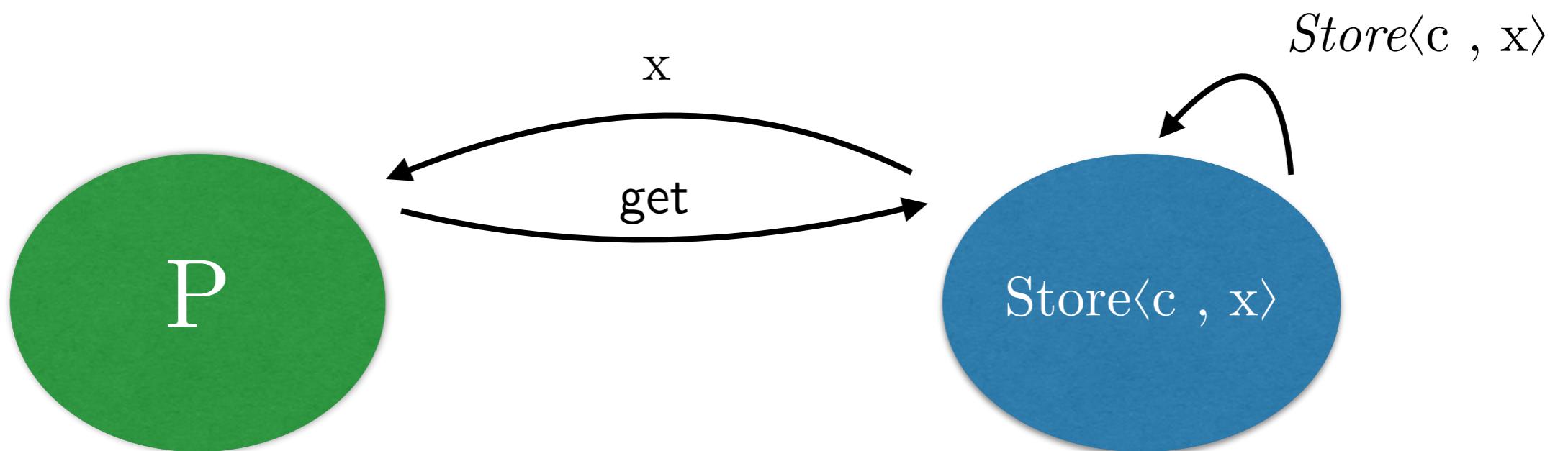
$\pi$ -calculus + sessions  
+ session types



- Impure  $\pi$ -calculus with effect system for free
- Define concurrent state semantics via  $\pi$ -calculus
- Compile into  $\pi$ -calculus

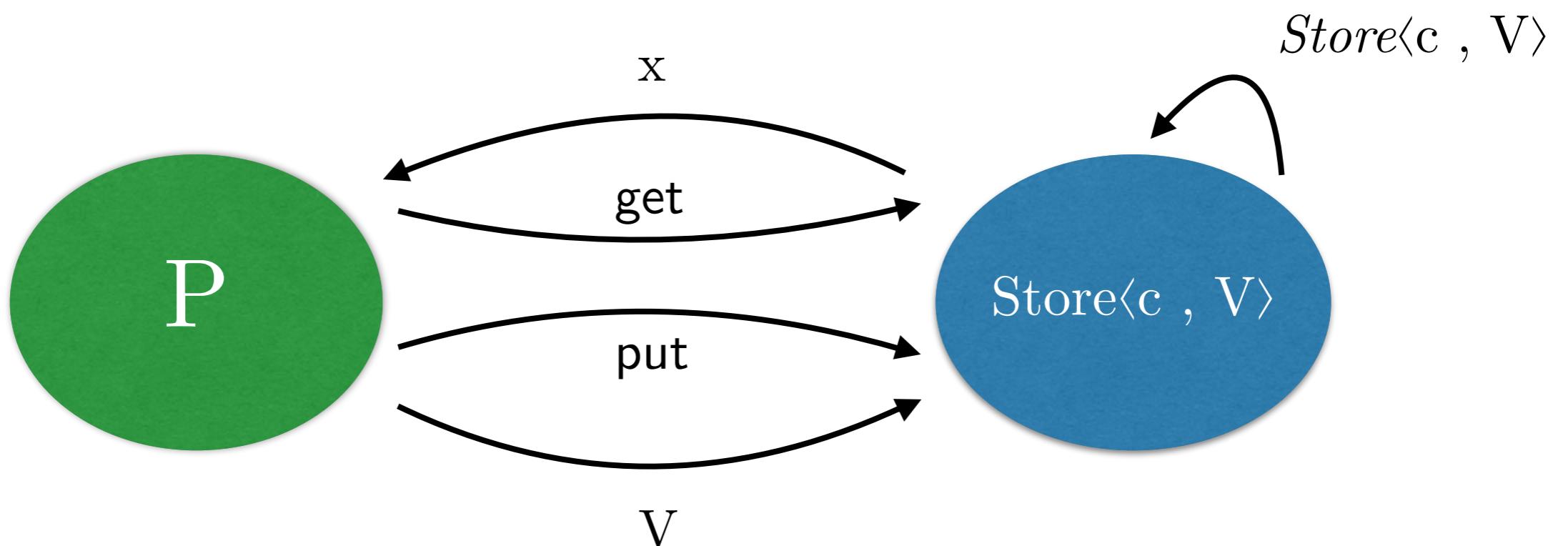
\* *Using session types as an effect system*, Orchard, Yoshida, PLACES'15 pre-proceedings

# Variable agent



# Variable agent

```
def Store(c, x) = c ▷ {get : c!⟨x⟩.Store⟨c, x⟩,  
put : c?(y).Store⟨c, y⟩,  
stop : 0}  
  
in Store⟨c , i⟩
```



# Variable agent

```
def Store(c, x) = c ▷ {get : c!(x).Store<c, x>,
                         put : c?(y).Store<c, y>,
                         stop : 0}
in Store<c , i>
```

Server

```
get (c)(x).P = (c ⋙ get).c?(x).P
put (c)<V>.P = (c ⋙ put).c!<V>.P
stop          = (c ⋙ stop).0
```

Client

e.g. increment store

```
def Store(c, x) = ... in (get(c)(x).put(c)<x+1>.stop | Store<c , i>)
```

$\Gamma \vdash M : \tau, \textcolor{brown}{F}$ 

# Effect calculus

$$\text{abs} \quad \frac{\Gamma, x : \sigma \vdash M : \tau, \textcolor{brown}{F}}{\Gamma \vdash \lambda x. M : \sigma \xrightarrow{\textcolor{brown}{F}} \tau, \emptyset}$$

$$\frac{\Gamma \vdash M : \sigma, \textcolor{brown}{F} \quad \Gamma, x : \sigma \vdash N : \tau, \textcolor{brown}{G}}{\Gamma \vdash \text{let } x = M \text{ in } N : \tau, \textcolor{brown}{F} \bullet \textcolor{brown}{G}}$$

$$\text{app} \quad \frac{\Gamma \vdash M : \sigma \xrightarrow{\textcolor{brown}{H}} \tau, \textcolor{brown}{F} \quad \Gamma \vdash N : \sigma, \textcolor{brown}{G}}{\Gamma \vdash M N : \tau, \textcolor{brown}{F} \bullet \textcolor{brown}{G} \bullet \textcolor{brown}{H}}$$

$$\text{var} \quad \frac{x : \sigma \in \Gamma}{\Gamma \vdash x : \sigma, \emptyset}$$

monoid  $(\textcolor{brown}{F}, \bullet, \emptyset)$

# Effect calculus for state

$$\frac{\Gamma \vdash V : \tau, []}{\Gamma \vdash \text{put } V : (), [\text{put } \tau]}$$

$$\frac{}{\Gamma \vdash \text{get} : \tau, [\text{get } \tau]}$$

(List  $\{\text{put } t, \text{get } t \mid t \in \tau\}$ ,  $\text{++}$ , [])

e.g. increment store

$\Gamma \vdash \text{let } x = \text{get in put } (x + 1) : \text{int}, [\text{get int, put int}]$

# $\pi$ -calculus with sessions

$$(\text{recv}) \quad \frac{\Gamma, x : \tau; \Delta, c : S \vdash P}{\Gamma; \Delta, c : ?[\tau].S \vdash c?(x).P}$$

$$(\text{send}) \quad \frac{\Gamma; \emptyset \vdash e : \tau \quad \Gamma; \Delta, c : S \vdash P}{\Gamma; \Delta, c : ![\tau].S \vdash c!(e).P}$$

$$(\text{branch}) \quad \frac{\Gamma; \Delta, c : S_i \vdash P_i}{\Gamma; \Delta, c : \&[\tilde{l} : \tilde{S}] \vdash c \triangleright \{\tilde{l} : \tilde{P}\}}$$

$$(\text{select}) \quad \frac{\Gamma; \Delta, c : S \vdash P}{\Gamma; \Delta, c : \oplus[l : S] \vdash c \triangleleft l.P}$$

e.g. increment store

get (c)(x).P = c  $\triangleleft$  get . c?(x).P

put (c)<V>.P = c  $\triangleleft$  put . c!<V>.P

$\Gamma, c : \oplus[\text{get} : ?[\text{int}]. \oplus[\text{put} : ![\text{int}].\text{end}]] \vdash \text{get}(c)(x).\text{put}(c)(x+1).\mathbf{0}$

cf. effects [get int, put int]

# Encoding effect annotations as sessions

$\llbracket [] \rrbracket = \text{end}$

$\llbracket (\text{get } \tau) : F \rrbracket = \oplus[\text{get} : ?\llbracket \tau \rrbracket. \llbracket F \rrbracket]$

$\llbracket (\text{get } \tau) : F \rrbracket = \oplus[\text{put} : !\llbracket \tau \rrbracket. \llbracket F \rrbracket]$

For list-based effect annotations over elements  $E$

given       $\text{embed} : E \rightarrow (S \rightarrow S)$

then       $\llbracket F \rrbracket : [E] \rightarrow S$   
               $= \text{fold embed } (\lambda. \text{end}) F$

# Embedding

$\llbracket \Gamma \vdash M : \tau, F \rrbracket$

$\xrightarrow{\text{embedding}}$   $\llbracket \Gamma \rrbracket; (r : !\llbracket \tau \rrbracket.\mathbf{end}, eff : \llbracket F \rrbracket) \vdash$   
 $\nu ei, eo . (\llbracket \Gamma \vdash M : \tau, F \rrbracket_r^{ei, eo} \mid \underline{ei}! \langle eff \rangle . eo(c). 0)$

$\llbracket \Gamma \vdash M : \tau, F \rrbracket_r^{ei, eo} = \forall g .$

$\llbracket \Gamma \rrbracket; (r : !\llbracket \tau \rrbracket.\mathbf{end}, ei : ?\llbracket F \bullet g \rrbracket, \underline{eo} : !\llbracket g \rrbracket) \vdash \llbracket M \rrbracket_r^{ei, eo}$

receive channel with effect capabilities

send channel with effect capabilities

# Embedding (zeroth-order)

$$(\Gamma \vdash x : \tau, \emptyset)_{r'}^{ei, eo} = ei?(c).r!(x).\underline{eo}!(c)$$

where  $\forall g . \llbracket \Gamma \rrbracket; r : !\llbracket \tau \rrbracket, ei : ?\llbracket g \rrbracket, eo : !\llbracket g \rrbracket \vdash ei?(c).r!(x).\underline{eo}!(c)$

$$(\Gamma \vdash \text{let } x = M \text{ in } N : \tau, F \bullet G)_{r'}^{ei, eo} =$$

$$\nu q, a . (\llbracket M \rrbracket_q^{ei, a} \mid \underline{q}?(x).\llbracket N \rrbracket_r^{a, eo})$$

where  $\forall h . q : !\llbracket \sigma \rrbracket, ei : ?\llbracket F \bullet G \bullet h \rrbracket, \underline{a} : !\llbracket G \bullet h \rrbracket \vdash \llbracket M \rrbracket_q^{ei, a}$   
 $r : !\llbracket \tau \rrbracket, a : ?\llbracket G \bullet h \rrbracket, \underline{eo} : !\llbracket h \rrbracket \vdash \llbracket N \rrbracket_r^{a, eo}$

# Embedding (higher-order)

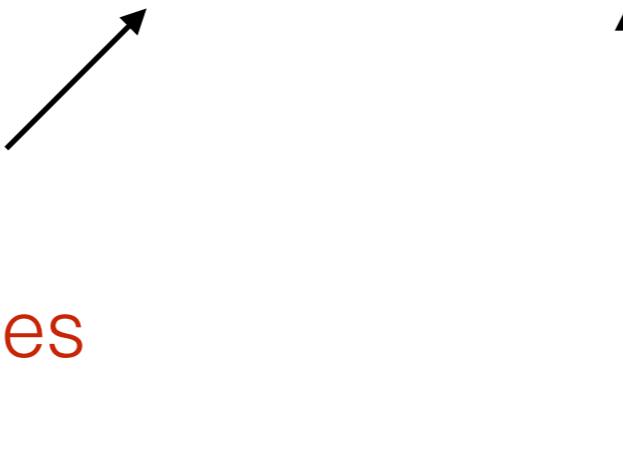
Must embed *latent effects*

$$\sigma \xrightarrow{F} \tau$$

$$[\![ \sigma \rightarrow \tau ]\!] = ![\![ \sigma ]\!] . ![\![ ![\![ \tau ]\!]]\!] . \text{end}$$

$$[\![ \sigma \xrightarrow{F} \tau ]\!] = ![\![ \sigma ]\!] . ![\![ ?[\![ F \bullet G ]\!]]\!] . ![\![ ![\![ G ]\!]]\!] . ![\![ ![\![ \tau ]\!]]\!] . \text{end}$$

send channel which  
can receive channel  
with **latent** effect capabilities



send channel which  
can send channel with effect  
capabilities for **continuation**

# Embedding (higher-order)

$$\begin{aligned}
 & (\Gamma \vdash \lambda x . M : \sigma \xrightarrow{\textcolor{brown}{F}} \tau, \emptyset) \stackrel{ei, eo}{\models} = \\
 & \quad \nu y . (ei?(c). \underline{eo}! \langle c \rangle . r ! \langle y \rangle . y? (x, a, b, q) . \langle M \rangle_q^{a,b})
 \end{aligned}$$

$$\begin{aligned}
 \forall \mathbf{g}, \mathbf{h} . \quad r : ![\ ![\sigma] . ![\ ?[\textcolor{brown}{F} \bullet \mathbf{h}] . ![\ ![\mathbf{h}] . ![\ ![\tau] ] ]], \\
 ei : ?[\mathbf{g}], \underline{eo} : ![\mathbf{g}] \vdash \nu y . (ei? ....)
 \end{aligned}$$

$$\begin{aligned}
 & (\Gamma \vdash M N : \tau, \textcolor{brown}{F} \bullet \mathbf{G} \bullet \mathbf{H}) \stackrel{ei, eo}{\models}_r = \\
 & \quad \nu q, s, a, b . (\langle M \rangle_q^{ei, a} \mid \langle N \rangle_s^{a, b} \mid \underline{q}? (y) . \underline{s}? (arg) . y! \langle arg, b, eo, r \rangle)
 \end{aligned}$$

# Soundness

$$\Gamma \vdash M \equiv N : \tau, F$$

$$\implies$$

$$[\![\Gamma]\!]; (r : ![\![\tau]\!].\text{end}, e : [\![F]\!]) \vdash [\![M]\!]_r^e \approx [\![N]\!]_r^e$$

# Future work

- Completeness and observational correspondence
- Subeffecting (via session subtyping)
- Different effect systems (what about sets?)
- Actually handling different kinds of concurrent effects

# Conclusion

- Sessions and session types expressive enough to encode effects with an effect system
- Use this to give semantics of *concurrent effects*
  - e.g., *non-interference, atomicity via sessions*
- Effect-informed optimisations, e.g. implicit parallelism

if  $\Gamma \vdash M : \sigma, \emptyset$

then  $(\text{let } x \leftarrow M \text{ in } (\text{let } y \leftarrow N \text{ in } P))_r^{\text{ei}, \text{eo}}$   
 $= \nu q, s, \text{eb. } ([M]_q \mid ([N]_s^{\text{ei}, \text{eb}} \mid \bar{q}?(x). \bar{s}?(y). ([P]_r^{\text{eb}, \text{eo}}))$

More details in our PLACES'15 paper; see [dorchard.co.uk](http://dorchard.co.uk)