

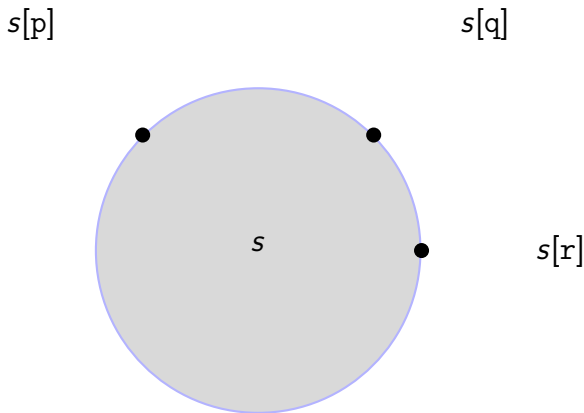
Fair Subtyping for Multi-Party Session Types

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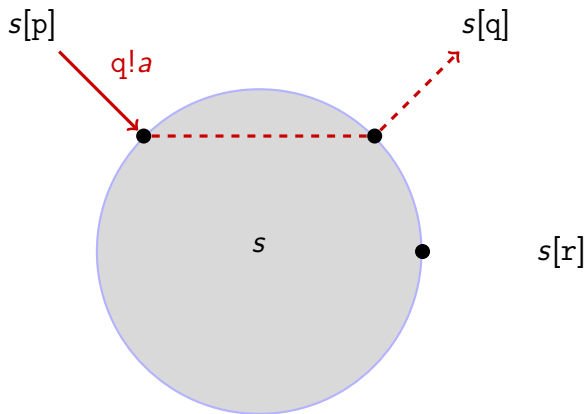
COORDINATION'11

Sessions and session types



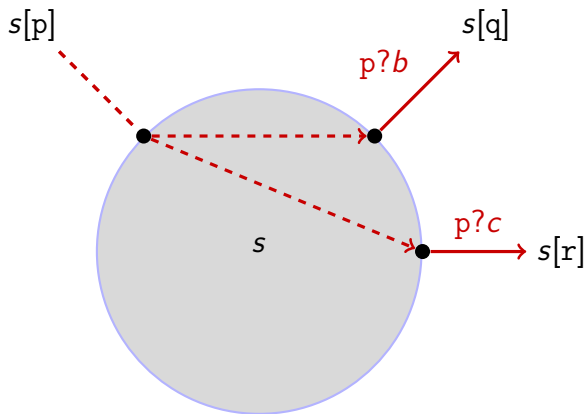
- $s[p] : T = q!a.T \oplus q!b.r!c.end$
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Sessions and session types



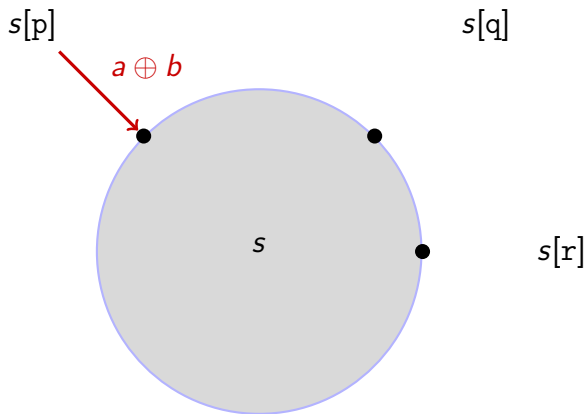
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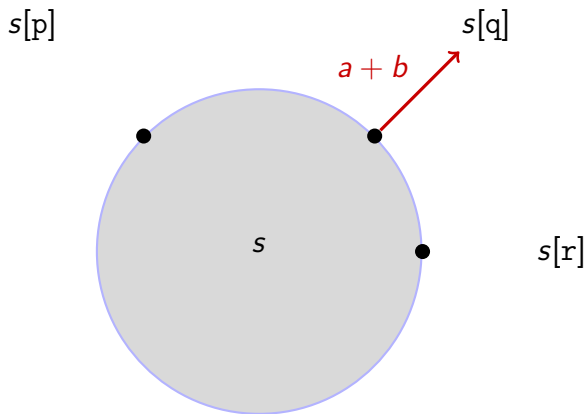
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Sessions and session types



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Session correctness = safety + liveness

Safety

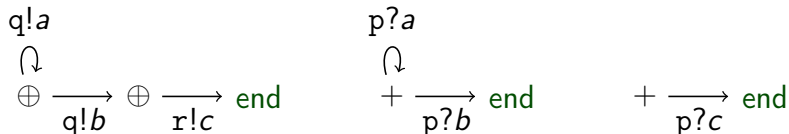
- no message of unexpected type is ever sent

Liveness

- every non-terminated participant eventually makes progress

Example: multi-party session

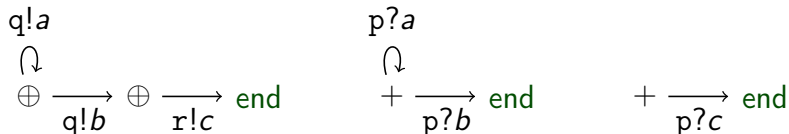
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Is this session correct?

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Is this session correct? **Yes**, under a **fairness** assumption

Subtyping for session types

- Gay, Hole, **Subtyping for session types in the pi calculus**, 2005

$\text{end} \leq_{\text{GH}} \text{end}$

$$\frac{T_i \leq_{\text{GH}} S_i \quad (i \in I)}{\sum_{i \in I} ?a_i.T_i \leq_{\text{GH}} \sum_{i \in I \cup J} ?a_i.S_i}$$

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$T \leq_{\text{GH}} S$ means...

- it is safe to use a channel of type T where a channel of type S is expected, or...
- it is safe to use a process that behaves as S where a process that behaves as T is expected

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Example: multi-party session (and subtyping)

- $p : T = q!a.T \oplus q!b.r!c.end$
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- $r : p?c.end$

$$\begin{array}{c} q!a \\ \Downarrow \\ \oplus \end{array} \xrightarrow{q!b} \oplus \xrightarrow{r!c} end$$

$$\begin{array}{c} p?a \\ \Downarrow \\ + \end{array} \xrightarrow{p?b} end$$

$$+ \xrightarrow{p?c} end$$

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Is this session correct?

Dyadic vs multi-party sessions

In the dyadic setting. . .

- \leq_{GH} preserves both safety and liveness

$$p!a.T \not\leq_{GH} \text{end}$$

(a process owning an endpoint is required to use it)

In the multi-party setting. . .

- \leq_{GH} preserves safety
- \leq_{GH} does not (necessarily) preserve liveness

How to fix subtyping

Definition (**correct** session)

- $T_1 \mid \dots \mid T_n$ **correct** if
 $T_1 \mid \dots \mid T_n \implies S_1 \mid \dots \mid S_n$ implies
 $S_1 \mid \dots \mid S_n \implies \text{end} \mid \dots \mid \text{end}$

Definition (fair subtyping)

- $\llbracket T \rrbracket = \{M \mid (T \mid M) \text{ is correct}\}$
- $T \leq S$ iff $\llbracket T \rrbracket \subseteq \llbracket S \rrbracket$

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Dilemma

\leq_{GH} versus \leq

- \leq_{GH} is intuitive but unsound
- \leq is sound but obscure

\leq_{GH} and \leq are incomparable

$$\begin{aligned} T &= p!a.T \\ S &= q?b.S \end{aligned}$$

$$\begin{aligned} T &\leq S \\ S &\leq T \end{aligned}$$

$$\begin{aligned} \llbracket T \rrbracket &= \emptyset \\ \llbracket S \rrbracket &= \emptyset \end{aligned}$$

$$\begin{aligned} T &\not\leq_{\text{GH}} S \\ S &\not\leq_{\text{GH}} T \end{aligned}$$

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not viable

$$\llbracket \text{fail} \rrbracket = \llbracket T \rrbracket = \llbracket S \rrbracket = \dots = \emptyset$$

$$\llbracket \dots \rrbracket \neq \emptyset$$

viable

$$\leq \subseteq \leq_{\text{GH}}$$

A normal form for session types

T is in **normal form** if either

- $T = \text{fail}$, or
- $\text{end} \in \text{trees}(S)$ for every $S \in \text{trees}(T)$

Proposition

For every T there exists $S \preceq T$ in nf

Theorem

Let $T, S \neq \text{fail}$ be in nf. Then $T \leq S$ implies $T \leq_{\text{GH}} S$

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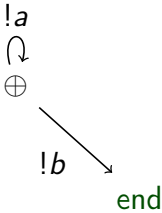
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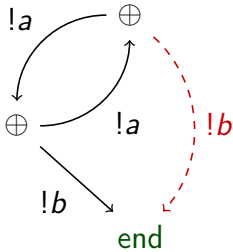
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Experiment 1



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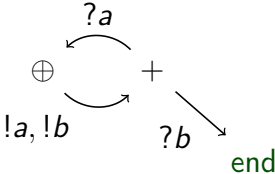


$$T = !a.T \oplus !b.end$$

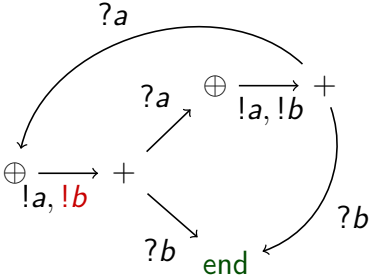
$$S = !a.!a.S \oplus !b.end$$

Is there a context M that discriminates between T and S ?

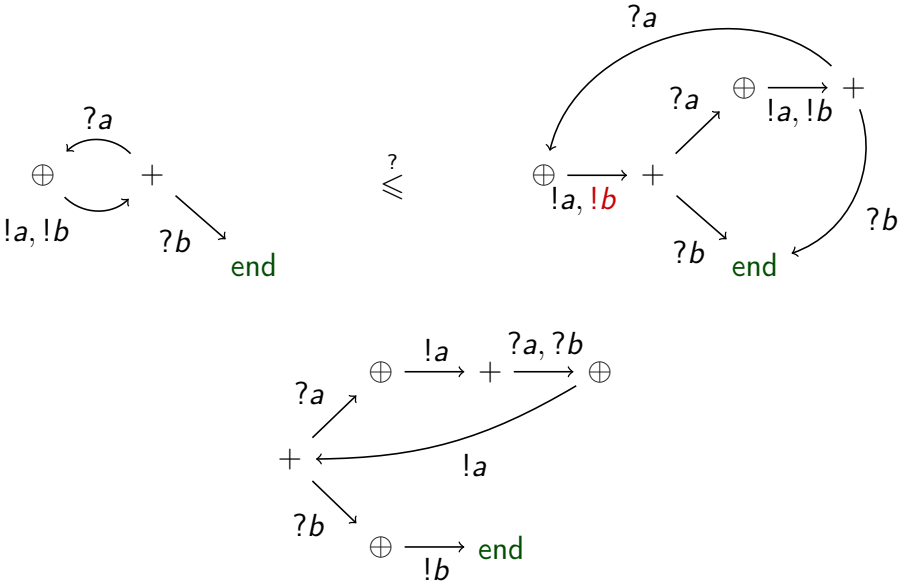
Experiment 2



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≦



Experiment 2



Semantic subtyping comes to rescue

$$\begin{array}{lcl} T \leq S & \stackrel{\text{def}}{\iff} & \llbracket T \rrbracket \subseteq \llbracket S \rrbracket \\ T \leq S & \iff & \llbracket T \rrbracket \setminus \llbracket S \rrbracket = \emptyset \\ T \text{ not viable} & \stackrel{\text{def}}{\iff} & \llbracket T \rrbracket = \emptyset \end{array}$$

Idea

- 1 Compute $T - S$ such that $\llbracket T - S \rrbracket = \llbracket T \rrbracket \setminus \llbracket S \rrbracket$
- 2 Reduce $T \leq S$ to checking $T - S$ not viable

Semantic subtyping comes to rescue

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Behavioral difference $\llbracket T - S \rrbracket = \llbracket T \rrbracket \setminus \llbracket S \rrbracket$

Intuitively

- Along every path shared by both T and S ...
- ...turn **end** to **fail**

Formally

$$\text{end} - \text{end} = \text{fail}$$

$$\sum_{i \in I} p?a_i.T_i - \sum_{i \in I \cup J} p?a_i.S_i = \sum_{i \in I} p?a_i.(T_i - S_i)$$

$$\bigoplus_{i \in I \cup J} p!a_i.T_i - \bigoplus_{i \in I} p!a_i.S_i = \bigoplus_{i \in I} p!a_i.(T_i - S_i) \oplus \bigoplus_{j \in J} p!a_j.T_j$$

Proposition

$$\llbracket T - S \rrbracket \neq \emptyset \iff \llbracket T \rrbracket \setminus \llbracket S \rrbracket \neq \emptyset$$

Fair subtyping, at last

$\text{fail} \leq_A T$ $\text{end} \leq_A \text{end}$

$$\frac{T_i \leq_A S_i \quad (i \in I)}{\sum_{i \in I} p?a_i.T_i \leq_A \sum_{i \in I \cup J} p?a_i.S_i}$$

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Theorem

$T \leq S$ iff $\text{nf}(T) \leq_A \text{nf}(S)$

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Theorem

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(Fair) subtyping = (fair) testing preorder

- P passes test T
- $P \sqsubseteq Q$ iff P passes test T implies Q passes test T

“Unfair” testing

- De Nicola, Hennessy, **Testing equivalences for processes**, 1983
- ...

Fair testing

- Cleaveland, Natarajan, **Divergence and fair testing**, 1995
- Rensink, Vogler, **Fair testing**, 2007

Fair testing vs fair subtyping

Fair testing

- Cleaveland, Natarajan, **Divergence and fair testing**, 1995
- Rensink, Vogler, **Fair testing**, 2007
- denotational (= obscure) characterization
- no complete deduction system
- exponential

Fair subtyping

- + operational (= hopefully less obscure) characterization
- + complete deduction system
- + polynomial

More on fair subtyping

- Padovani, **Fair Subtyping for Multi-Party Session Types**, COORDINATION 2011
- + formal definitions and proofs
- + algorithms (viability, normal form, subtyping)

Work in progress: fair type checking

$$T = !a.T \oplus !b.\text{end}$$

$$P = u!a.P$$

$$\frac{\frac{u : T \vdash P}{u : !a.T \vdash u!a.P} \text{ (T-Output)} \quad T \leqslant !a.T}{u : T \vdash P} \text{ (T-Narrow)}$$

thank you