

Fun with Label-Dependent Session Types

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The good old math server

Session type

```
type Server = &{  
  Neg: ?Int . !Int . end! ,  
  Add: ?Int . ?Int . !Int . end! }
```

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type Server = &{  
  Neg: ?Int . !Int . end! ,  
  Add: ?Int . ?Int . !Int . end! }
```

Implementation

```
server : Server → Unit  
Server c =  
  rcase c of  
    Neg → c. let x, c = recv c  
              c = send c (-x) in  
              close c  
    Add → c. let x, c = recv c  
              y, c = recv c  
              c = send c (x + y) in  
              close c
```

...and a client

```
negClient : dualof Server → Int
negClient d x =
  let d = select Neg d
      d = send d x
      r, d = recv d
      _ = wait d in
  r
```

Observation

The I/O nature of channel operations

Output	Input
send c l	recv c
select c l	rcase c of {l1 →c.e1, l2→c.e2}
close c	wait c

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Scope for unification

First-class labels

select c l	~	send c l
rcase c of {l1→c.e1, l2→c.e2}	~	
let c, l = recv c in	case	l of {l1→e1, l2→e2}
close c	~	send c EOS
wait c	~	recv c

The pre-syntax of types

$(x:A) \rightarrow B$

$(x:A) \times B$

$(x:A) ! B$

$(x:A) ? B$

$\{l_1, \dots, l_n\}$

case V **of** $\{l_i \rightarrow A_i\}$

Unit

$V = W$

The label-dependent math server

```
type LServer =  
  (l: {Neg, Add}) ? case l of  
    Neg → Int?Int!{EOS}!Unit  
    Add → Int?Int?Int!{EOS}!Unit
```

The label-dependent math server

```
type LServer =  
  (l: {Neg, Add}) ? case l of  
    Neg → Int?Int!{EOS}!Unit  
    Add → Int?Int?Int!{EOS}!Unit  
  
IServer : LServer → Unit  
IServer c =  
  let l, c = recv c  
  in case l of  
    Neg → let x, c = recv c in  
          send (send c (-x)) EOS  
    Add → let x, c = recv c  
          y, c = recv c in  
          send (send c (x+y)) EOS
```

Advantages

- ▶ Smaller unified operational semantics
- ▶ More flexibility to implement a type
- ▶ Immediate correspondences on type level

Taming the beast

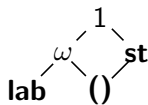
- ▶ Linearity
- ▶ Dependency

Multiplicities

multiplicities	$m ::= 1 \mid \omega$
occurrences	$o ::= 0 \mid m$
environments	$\Gamma ::= \cdot \mid \Gamma, x :^o A$
kinds	$K ::= m \mid \mathbf{lab} \mid \mathbf{st} \mid ()$

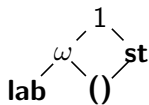
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demotion

$$\downarrow 0 = 0$$

$$\downarrow 1 = 0$$

$$\downarrow \omega = \omega$$

Output formation & elimination

$$\frac{\downarrow \Gamma \vdash A : m \quad \Gamma, x : \downarrow^m A \vdash B : \mathbf{st}}{\Gamma \vdash (x : A)!B : \mathbf{st}}$$

$$\frac{\Gamma \vdash M : (x : A)!B}{\Gamma \vdash \mathbf{send} M : (x : A) \rightarrow B}$$

Input formation & elimination

$$\frac{\downarrow \Gamma \vdash A : m \quad \Gamma, x : \downarrow^m A \vdash B : \mathbf{st}}{\Gamma \vdash (x : A)?B : \mathbf{st}}$$

$$\frac{\Gamma \vdash M : (y : A)?B}{\Gamma \vdash \mathbf{recv} M : (y : A) \times B}$$

Label formation & introduction

$$\frac{\vdash \Gamma : \omega}{\Gamma \vdash L : \mathbf{lab}}$$

$$\frac{\vdash \Gamma : \omega \quad l \in L}{\Gamma \vdash l : L}$$

L is a non-empty set of labels

Case formation & case introduction; label elimination

$$\frac{\downarrow \Gamma \vdash V : \{\bar{l}_i\} \quad \Gamma, - :^\omega V = l_i \vdash A_i : K \quad (\forall i)}{\Gamma \vdash \mathbf{case} V \mathbf{of} \{\bar{l}_i \rightarrow A_i\} : K}$$

$$\frac{\downarrow \Gamma \vdash V : \{\bar{l}_i\} \quad \Gamma, - :^\omega V = l_i \vdash N_i : A \quad (\forall i)}{\Gamma \vdash \mathbf{case} V \mathbf{of} \{\bar{l}_i \rightarrow N_i\} : A}$$

Value equality as a type

$$\frac{\Gamma \vdash V : A \quad \Gamma \vdash W : A \quad \Gamma \vdash A : \mathbf{lab}}{\Gamma \vdash V = W : \mathbf{un}}$$

No introduction rules

Eliminated by type conversion

Type $V = W$ inhabited by evidence that values V and W are equal

Introduced in contexts by label elimination

The label-dependent math server, again

```
type LServer =  
  (l: {Neg, Add}) ? case l of  
    Neg → Int ? Int ! Unit  
    Add → Int ? Int ? Int ! Unit
```

The label-dependent math server, again

```
type LServer =  
  (l: {Neg, Add}) ? case l of  
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```
IServer : LServer → Unit
```

```
IServer c =  
  let l, c = recv c in  
  case l of  
    Neg → let x, c = recv c in  
          send c (-x)  
    Add → let x, c = recv c  
          y, c = recv c in  
          send c (x + y)
```

This time we do not explicitly close channels

The LD math server, refactored

```
type L = {Neg, Add}
type LServerR =
  (l:L) ? Int ? case l of
    Neg → Int ! Unit
    Add → Int ? Int ! Unit
```

The LD math server, refactored

```
type L = {Neg, Add}
type LServerR =
  (l:L) ? Int ? case l of
    Neg → Int ! Unit
    Add → Int ? Int ! Unit
```

```
IServerR : LServerR → Unit
```

```
IServerR c =
  let l, c = recv c
    x, c = recv c in
  case l of
    Neg → send c (-x)
    Add → let y, c = recv c in
      send c (x+y)
```

Commuting conversion of **send/recv** over **case**

Can we type `!Server` against `LServerR`?

`c :1 (l : L)?Int?case l of {Neg → Int!Unit, Add → ... }`

Can we type `IServer` against `LServerR`?

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c :1 (l : L)?Int?case l of {Neg → Int!Unit, Add → ... }
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```
let l, c = recv c in
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Can we type `!Server` against `LServerR`?

```
 $c :^1 (l : L) ? \mathbf{Int} ? \mathbf{case} \ l \ \mathbf{of} \{ \mathbf{Neg} \rightarrow \mathbf{Int} ! \mathbf{Unit}, \mathbf{Add} \rightarrow \dots \}$ 
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```
let \ l, c = recv c in
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```
 $l :^\omega L, c :^1 \mathbf{Int} ? \mathbf{case} \ l \ \mathbf{of} \{ \mathbf{Neg} \rightarrow \mathbf{Int} ! \mathbf{Unit}, \mathbf{Add} \rightarrow \dots \}$ 
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let \, c = recv c in
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```

```
case \ of
```

```
  Neg  $\rightarrow$ 
```

Can we type `IServer` against `LServerR`?

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let $l, c = \mathbf{recv} \ c \ \mathbf{in}$

$l :^\omega L, c :^1 \mathbf{Int} ? \mathbf{case} \ l \ \mathbf{of} \{ \mathbf{Neg} \rightarrow \mathbf{Int!Unit}, \mathbf{Add} \rightarrow \dots \}$

case $l \ \mathbf{of}$

$\mathbf{Neg} \rightarrow$

$_ :^\omega l = \mathbf{Neg}, l :^\omega L, c :^1 \mathbf{Int} ? \mathbf{case} \ l \ \mathbf{of} \{ \mathbf{Neg} \rightarrow \mathbf{Int!Unit}, \mathbf{Add} \rightarrow \dots \}$

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let $x, c = \mathbf{recv} \ c$

Can we type `IServer` against `LServerR`?

$c :^1 (l : L) ? \mathbf{Int} ? \mathbf{case} \ l \ \mathbf{of} \{ \mathbf{Neg} \rightarrow \mathbf{Int!Unit}, \mathbf{Add} \rightarrow \dots \}$

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let $l, c = \text{recv } c$ **in**

$l :^\omega L, c :^1 \text{Int} ? \text{case } l \text{ of } \{ \text{Neg} \rightarrow \text{Int!Unit}, \text{Add} \rightarrow \dots \}$

case l **of**

$\text{Neg} \rightarrow$

$_ :^\omega l = \text{Neg}, l :^\omega L, c :^1 \text{Int} ? \text{case } l \text{ of } \{ \text{Neg} \rightarrow \text{Int!Unit}, \text{Add} \rightarrow \dots \}$

let $x, c = \text{recv } c$

$x :^\omega \text{Int}, _ :^\omega l = \text{Neg}, l :^\omega L, c :^1 \text{case } l \text{ of } \{ \text{Neg} \rightarrow \text{Int!Unit}, \text{Add} \rightarrow \dots \}$

send $c (-x)$ *-- we need $c : \text{Int!Unit}$*

Can we type LServer against LServerR ?

$c :^1 (l : L) ? \text{Int} ? \text{case } l \text{ of } \{ \text{Neg} \rightarrow \text{Int!Unit}, \text{Add} \rightarrow \dots \}$

let $l, c = \text{recv } c$ **in**

$l :^\omega L, c :^1 \text{Int} ? \text{case } l \text{ of } \{ \text{Neg} \rightarrow \text{Int!Unit}, \text{Add} \rightarrow \dots \}$

case l **of**

$\text{Neg} \rightarrow$

$_ :^\omega l = \text{Neg}, l :^\omega L, c :^1 \text{Int} ? \text{case } l \text{ of } \{ \text{Neg} \rightarrow \text{Int!Unit}, \text{Add} \rightarrow \dots \}$

let $x, c = \text{recv } c$

$x :^\omega \text{Int}, _ :^\omega l = \text{Neg}, l :^\omega L, c :^1 \text{case } l \text{ of } \{ \text{Neg} \rightarrow \text{Int!Unit}, \text{Add} \rightarrow \dots \}$

send $c (-x)$ *-- we need $c : \text{Int!Unit}$* We need: **case** l **of** $C \equiv$

case Neg **of** $C \equiv \text{Int} ! \text{Unit}$

Type Equivalence

$$\frac{\Gamma \vdash _ : V = W}{\Gamma \vdash \mathbf{case } V \mathbf{ of } \{l_i \rightarrow A_i\} \equiv \mathbf{case } W \mathbf{ of } \{l_i \rightarrow A_i\}}$$

$$\frac{}{\Gamma \vdash \mathbf{case } l_j \mathbf{ of } \{l_i \rightarrow A_i\} \equiv A_j}$$

Can we type `IServerR` against `LServer`?

$c :^1 (I : L) ? \mathbf{case} \ I \ \mathbf{of} \ \{ \mathbf{Neg} \rightarrow \mathbf{Int} ? \mathbf{Int} ! \mathbf{Unit}, \mathbf{Add} \rightarrow \mathbf{Int} ? A \}$

Can we type `IServerR` against `LServer`?

```
 $c :^1 (l : L) ? \mathbf{case} \ l \ \mathbf{of} \{ \mathbf{Neg} \rightarrow \mathbf{Int} ? \mathbf{Int} ! \mathbf{Unit}, \mathbf{Add} \rightarrow \mathbf{Int} ? A \}$ 
```

```
let \ l, c = recv c
```

Can we type `IServerR` against `LServer`?

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$I :^\omega L, c :^1 \mathbf{case} \ I \ \mathbf{of} \ \{\mathbf{Neg} \rightarrow \mathbf{Int?Int!Unit}, \mathbf{Add} \rightarrow \mathbf{Int?A}\}$

let $x, c = \mathbf{recv} \ c \quad \text{-- we need } c : \mathit{Int?case} \ \dots$

Can we type `IServerR` against `LServer`?

$c :^1 (l : L)? \text{case } l \text{ of } \{\text{Neg} \rightarrow \text{Int?Int!Unit}, \text{Add} \rightarrow \text{Int?A}\}$

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$x :^\omega \text{Int}, l :^\omega L, c :^1 \text{case } l \text{ of } \{\text{Neg} \rightarrow \text{Int!Unit}, \text{Add} \rightarrow A\}$

case l **of**

Neg \rightarrow

Can we type `IServerR` against `LServer`?

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case $l \ \mathbf{of}$

$\mathbf{Neg} \rightarrow$

$_ :^\omega l = \mathbf{Neg}, x :^\omega \mathbf{Int}, l :^\omega L, c :^1 \mathbf{Int!Unit}$

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case l **of**

$\text{Neg} \rightarrow$

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send $c (-x)$

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case $l \ \mathbf{of}$

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send $c \ (-x)$

$_ :^\omega l = \mathbf{Neg}, x :^\omega \mathbf{Int}, l :^\omega L, c :^\omega \mathbf{Unit}$

Type Equivalence

$$\frac{\Gamma \vdash _ : V = W}{\Gamma \vdash \mathbf{case} V \mathbf{of} \{l_i \rightarrow A_i\} \equiv \mathbf{case} W \mathbf{of} \{l_i \rightarrow A_i\}}$$

$$\overline{\Gamma \vdash \mathbf{case} l_j \mathbf{of} \{l_i \rightarrow A_i\} \equiv A_j}$$

$$\frac{\Gamma \vdash x : L}{\Gamma \vdash A \equiv \mathbf{case} x \mathbf{of} \{l_i \rightarrow A\}}$$

Tagged data & algebraic datatypes

A datatype in Haskell:

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data Either = Left Int | Right Bool
```

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The datatype in label-dependent session types:

```
type Either = (tag : { Left , Right }) ×  
  case tag of  
    Left → Int  
    Right → Bool
```

Tagged data & algebraic datatypes

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The datatype in label-dependent session types:

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type Either = (tag: { Left , Right }) ×  
  case tag of  
    Left → Int  
    Right → Bool
```

An **Either** channel:

```
type EitherC = (tag: { Left , Right }) !  
  case tag of  
    Left → Int ! Unit  
    Right → Bool ! Unit
```

Tagged data & algebraic datatypes

A datatype in Haskell:

```
data Either = Left Int | Right Bool
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The datatype in label-dependent session types:

```
type Either = (tag: { Left , Right }) ×  
  case tag of  
    Left → Int  
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```

An **Either** channel:

```
type EitherC = (tag: { Left , Right }) !  
  case tag of  
    Left → Int ! Unit  
    Right → Bool ! Unit
```

Sending an **Either** value on a **EitherC** channel

```
sendEither : Either → EitherC → Unit  
sendEither e c =  
  let tag, v = e in send (send c tag) v
```


Typing `sendEither`

$m : \omega$ Either, $c : ^1$ EitherC

Typing `sendEither`

$m :^{\omega} \text{Either}, c :^1 \text{EitherC}$

let tag, v = m **in**

Typing `sendEither`

$m :^\omega \text{Either}, c :^1 \text{EitherC}$

let tag, v = m **in**

$v :^\omega$ **case** tag **of** { ... }, tag : $^\omega$ {Left, Right}, $m :^\omega \text{Either}, c :^1 \text{EitherC}$

Typing `sendEither`

$m :^\omega \text{Either}, c :^1 \text{EitherC}$

let tag, v = m **in**

$v :^\omega$ **case** tag **of** { ... }, tag : $^\omega$ {Left, Right}, $m :^\omega \text{Either}, c :^1 \text{EitherC}$

let c = **send** c tag

Typing `sendEither`

$m :^\omega \text{ Either}, c :^1 \text{ EitherC}$

let tag, v = m **in**

$v :^\omega$ **case tag of** {...}, tag : $^\omega$ {Left, Right}, $m :^\omega \text{ Either}, c :^1 \text{ EitherC}$

let c = **send** c tag

..., $v :^\omega$ **case tag of** {Left \rightarrow **Int**, ...}, $c :^1$ **case tag of** {Left \rightarrow **Int!Unit**, ...}

let c = **send** c v -- we need $c : \text{Int!Unit}, v : \text{Int}$
-- and $c : \text{Bool!Unit}, v : \text{Bool}$

Typing `sendEither`

$m :^\omega \text{Either}, c :^1 \text{EitherC}$

let tag, v = m **in**

$v :^\omega$ **case tag of** {...}, tag : $^\omega$ {Left, Right}, $m :^\omega \text{Either}, c :^1 \text{EitherC}$

let c = **send** c tag

..., $v :^\omega$ **case tag of** {Left \rightarrow **Int**, ...}, $c :^1$ **case tag of** {Left \rightarrow **Int!Unit**, ...}

let c = **send** c v -- we need $c : \text{Int!Unit}, v : \text{Int}$
-- and $c : \text{Bool!Unit}, v : \text{Bool}$

..., $v :^\omega$ **Int**, $c :^\omega$ **Unit**

Following all branches in parallel

when eliminating a Σ type on labels

$$\frac{\begin{array}{l} \Gamma = \Gamma_1 \vee \Gamma_2 \quad \Gamma_1 \vdash M : \Sigma_m(x : \{l_i\}) B \\ x \in \text{fv}(B) \quad \downarrow \Gamma, x :^\omega \{l_i\} \vdash B : K^n \\ \Gamma_2, x :^\omega \{l_i\}, y :^n B \vdash \text{case } x \text{ of } \overline{\{l_i \rightarrow N\}} : C \\ \downarrow \Gamma \vdash C : K' \end{array}}{\Gamma \vdash \mathbf{let} \langle x, y \rangle = M \mathbf{in} N : C}$$

Results

- ▶ Embedding GV
- ▶ Soundness
- ▶ Progress
- ▶ Decidable type checking (subtyping, type equivalence)
- ▶ Type checker implemented (extended with recursive types)

Thank you!