

Types for the π -calculus

Typing processes

- we now want to express some properties of π -calculus terms
- we have seen some cases where the usage of names should obey a certain discipline
 - ▷ polyadic π : runtime errors like $\bar{a}\langle v \rangle.P \mid a(x, y).Q \longrightarrow ??$
 - ▷ booleans: *trigger* channels are not used like channels acting as boolean locations
 - ▷ ...
- *types*:
 - ▷ less knowledge in a concurrent setting than for sequential languages
 - ▷ original w.r.t. CCS

Simply typed π -calculus: types for channels

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- ▷ $\# \langle \rangle$ is the base type
- ▷ restriction (*name allocation*) is typed, input is not
- ▷ we often write $\#T$ instead of $\# \langle T \rangle$

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- ▷ $\bar{a}\langle a \rangle$

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typing judgments:

$\Gamma \vdash n : T$: n has type T $\Gamma \vdash P$: P obeys Γ

(compare with $\Gamma \vdash M : T$: as usual, we observe)

Typing rules

- values

$$\frac{\Gamma(n) = T}{\Gamma \vdash n : T} \quad \frac{\Gamma \vdash n_i : T_i}{\Gamma \vdash (n_1, \dots, n_k) : \langle T_1, \dots, T_k \rangle}$$

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- processes

$$\frac{\Gamma \vdash P \quad \Gamma \vdash n : \#\tilde{T} \quad \Gamma \vdash \tilde{m} : \tilde{T}}{\Gamma \vdash \bar{n}\langle \tilde{m} \rangle.P} \quad \frac{\Gamma, \tilde{x} : \tilde{T} \vdash P \quad \Gamma \vdash n : \#\tilde{T}}{\Gamma \vdash n(\tilde{x}).P}$$

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$$\frac{\Gamma, x : T \vdash P}{\Gamma \vdash (\nu x : T)P} \quad \frac{\Gamma \vdash P \quad \Gamma \vdash Q}{\Gamma \vdash P|Q} \quad \frac{\Gamma \vdash P}{\Gamma \vdash !P} \quad \Gamma \vdash \mathbf{0}$$

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Remark: in the rule for $|$, P and Q must agree on a typing
– there exists a more ‘algorithmical’ presentation

Type system – metatheoretical properties

Proposition [strengthening]

If $\Gamma, x : T \vdash P$ and $x \notin \text{fn}(P)$, then $\Gamma \vdash P$.

Proposition [weakening]

If $\Gamma \vdash P$ and Γ is not defined on x , then $\Gamma, x : T \vdash P$.

Lemma [substitution lemma]

If $\Gamma \vdash P$, $\Gamma \vdash x : T$ and $\Gamma \vdash v : T$, then $\Gamma \vdash P_{\{x \leftarrow v\}}$.

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If $\Gamma \vdash (\nu \tilde{n}) (\bar{a} \langle m_1, \dots, m_k \rangle . P_1 \mid a(x_1, \dots, x_l) . P_2 \mid P_3)$, then $k = l$.

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Corollary [soundness] No run-time error.

Examples – exercises

- suppose $\Gamma \vdash P$, and $a, b \notin \text{fn}(P)$; then
$$\Gamma, a : \#\langle \rangle, b : \#\#\langle \rangle \vdash \bar{a}\langle \rangle \mid a.\bar{b}\langle a \rangle \mid b(x).P$$

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- can the following terms be typed?

$$P = b(y).\bar{y} \langle \rangle \mid \bar{a} \langle b \rangle \mid a(x).\bar{x} \langle c \rangle \quad Q = \bar{a} \langle b \rangle \mid a(x).\bar{x} \langle \rangle \mid b(y).\bar{y} \langle \rangle$$

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- type the booleans:

$$\Gamma \vdash !b(x, y).\bar{x} \langle \rangle \quad \Gamma?$$

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- **Theorem:** *If $\Gamma \vdash P$, then any logical thread extracted from a trace of P is of finite length.*

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- idea: separate *input* and *output capabilities* on f
... and pass only output capability

input/output types

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localised π : $\Gamma, n : \#oT \vdash n(x).P$

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→ introduce *subtyping*

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- subtyping brings *flexibility*:
in a situation where P is needed s.t. $\Gamma, c : U \vdash P$,
knowing $\Gamma, c : T \vdash P_0$, we can safely plug P_0 (*Narrowing*)

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but $a(x).\bar{b}\langle x \text{ mod } 2 \rangle \mid \bar{a}\langle 3.02 \rangle \longrightarrow \bar{b}\langle 3.02 \text{ mod } 2 \rangle$

Subtyping and i/o

- then if $T \leq U$,
 - ★ $iT \leq iU$?
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- answer: $\frac{T \leq U}{iT \leq iU}$ $\frac{T \leq U}{oU \leq oT}$

[Subtyping relation

$$\frac{\Gamma \vdash v : T \quad T \leq U}{\Gamma \vdash v : U}$$

$$T \leq T \quad \frac{T \leq U \quad U \leq V}{T \leq V} \quad \text{preorder}$$

$$\#T \leq iT \quad \#T \leq oT \quad \text{giving up a capability}$$

$$\frac{T \leq U}{iT \leq iU} \quad \frac{T \leq U}{oU \leq oT} \quad \text{covariance / contravariance}$$

$$\frac{T \leq U \quad U \leq T}{\#T \leq \#U} \quad \text{invariance}$$

- ▷ if $a : iT$, consider what is arriving on a as “bigger”
- ▷ if $a : oT$, one can use a to emit “smaller” values

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$$\frac{T \leq U}{iT \leq iU} \quad \frac{T \leq U}{oU \leq oT}$$

- back to the example seen before:

$$a : i\text{Int}, b : o\text{Int} \vdash a(x).\bar{b}\langle x \bmod 2 \rangle \quad a : o\text{Real} \vdash \bar{a}\langle 3.02 \rangle$$

$$\rightarrow a : ?, b : o\text{Int} \vdash a(x).\bar{b}\langle x \bmod 2 \rangle \mid \bar{a}\langle 3.02 \rangle,$$

no way: $a : \# \text{Int}$ or $a : \# \text{Real}$

[Subtyping – examples

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no way: $a : \# \text{Int}$ or $a : \# \text{Real}$

- one possible derivation:

$$x : ooT, z : oiT \vdash (\nu y : \#T) (\bar{x}\langle y \rangle \mid \bar{z}\langle y \rangle)$$

Back to the factorial

SPEC $\stackrel{\text{def}}{=} !f(x, r). \bar{r}\langle \text{fact}(x) \rangle$

IMPL $\stackrel{\text{def}}{=} !f(x, r). \text{if } x = 0 \text{ then } \bar{r}\langle 1 \rangle$
 $\quad \text{else } (\nu r') (\bar{f}\langle x - 1 \rangle \mid r'(m). \bar{r}\langle x * m \rangle)$

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- we have now means to limit the usage of f :

$a : \#o(\text{Int}, o\text{Int}) \vdash (\nu f) (\bar{a}f \mid SPEC) \cong^c (\nu f) (\bar{a}f \mid IMPL)$

where \cong^c is a *behavioural equivalence* (see later)

i/o types for the π -calculus – properties

- **Theorem:** *Subject Reduction*

i/o types for the π -calculus – properties

- **Theorem:** *Subject Reduction*
- **Corollary:** *suppose $\Gamma \vdash P$ and $P \Rightarrow P'$ (i.e. $P \rightarrow^* P'$);*
 - (1) *if $\Gamma(a) = iT$ then a occurs in P'
either in input subject or in output object position*
 - (2) *if $\Gamma(a) = oT$ then a occurs in P'
in (subject or object) output position*

Exercise: i/o capabilities and #

- suppose $x : iT, a : \#oT \vdash P$, and $P \xrightarrow{a(x)} P'$
 $P \xrightarrow{a(x)} P'$: P may receive x on a and become P'

Exercise: i/o capabilities and #

- suppose $x : iT, a : \#oT \vdash P$, and $P \xrightarrow{a(x)} P'$
 $P \xrightarrow{a(x)} P'$: *P may receive x on a and become P'*
- is P' typeable? if yes, explain informally how the typing derivation goes
- discuss on the precision of the 'i/o types' analysis

Remarks on i/o types

- types i/o and R/L-*values*: the type ref T is invariant
distinguish two *uses* of a reference:
R (*read value*) and L (*write value – location*)

Remarks on i/o types

- types i/o and R/L-*values*: the type $\text{ref } T$ is invariant
distinguish two *uses* of a reference:
R (*read value*) and L (*write value – location*)
- using types to reason about terms
- ▶ more equivalences hold when imposing some typing on the context
- ▶ typed encodings: enforce some kind of “programming discipline”

Other type systems

- linearity
- receptiveness
- polymorphism
- . . . (session types, graph types, types for termination)