

# Dependent Session Types via Intuitionistic Linear Type Theory

Frank Pfenning  
[with Luís Caires and Bernardo Toninho]

Department of Computer Science  
Carnegie Mellon University

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# Outline

- 1 Introduction
- 2 Value Types
- 3 Interface Contracts and Quantification
- 4 An Extended Example
- 5 Proof Irrelevance
- 6 Conclusion

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# Overview

- Session types are mostly “simple” types
  - ▶ Emphasis on communication behavior
  - ▶ No complex contracts on values
- Exploit logical foundations of session types
  - ▶ Proof-theoretic semantics
  - ▶ Computation derived from cut reduction
- An analogy
  - ▶ Simple types as propositions [Curry-Howard'69]
  - ▶ Dependent types for expressive specifications [Martin-Löf'80]
  - ▶ Session types as linear propositions
  - ▶ Dependent session types for expressive contracts
- Proof irrelevance
  - ▶ Bridge between dependent and simple types
  - ▶ May erase computationally irrelevant proofs
  - ▶ New considerations in distributed settings

# Why Curry-Howard?

- Orthogonality of constructs, properties
  - ▶ ND/FUN:  $\rightarrow, \times, 1, +, 0$
  - ▶ DILL/SES:  $\multimap, \otimes, \mathbf{1}, \oplus, \&, !$
- Systematic proof-theoretic foundation
  - ▶ ND/FUN: proof reduction gives rise to computation
  - ▶ DILL/SES: cut reduction gives rise to computation
- Co-design of computational system with logic for reasoning
  - ▶ ND/FUN: Dependent types, inductive types and recursion
  - ▶ DILL/SES: Quantification and contracts

# How to Read the Judgments

$$\underbrace{u_1:A_1, \dots, u_n:A_n}_{\Gamma} ; \underbrace{x_1:B_1, \dots, x_k:B_k}_{\Delta} \implies P :: z : C$$

- Process  $P$  provides service  $C$  along channel  $z$  ...
- ... when composed with processes
  - ▶ providing *persistent* services  $A_i$  along  $u_i$  and
  - ▶ providing (linear) services  $B_j$  along  $x_j$

# Linear Session Type Summary

$P :: z : A \multimap B$  Input an  $A$  along  $z$  and behave as  $B$

$P :: z : A \otimes B$  Output a new  $x:A$  along  $z$  and behave as  $B$

$P :: z : \mathbf{1}$  Terminate

$P :: z : !A$  Persistently offer  $A$  along  $z$

$P :: z : A \& B$  Offer both  $A$  and  $B$  along  $z$

$P :: z : A \oplus B$  Offer either  $A$  or  $B$  along  $z$

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# Value Types

- So far, we type only channels
- Add values from an underlying (functional) language
- $P :: z : \$\tau$  — Provide value of type  $\tau$  along  $z$
- Examples:

$$P :: z : \$\text{nat} \multimap \$\text{nat} \otimes \mathbf{1}$$

Increment argument

$$P :: z : \$\text{string} \multimap \$\text{nat} \otimes \mathbf{1}$$

Balance inquiry

$$P :: z : \$\text{string} \multimap \$\text{nat} \multimap \$\text{string} \otimes \mathbf{1}$$

Deposit with receipt

$$P :: z : !((\$\text{string} \multimap \$\text{nat} \otimes \mathbf{1})$$
$$\& (\$(\text{string} \times \text{nat}) \multimap \$\text{string} \otimes \mathbf{1}))$$

A Bank

# Logical Rules = Typing Rules

- Give right and left rules, as usual
- Aux. judgment  $\underbrace{x_1:\tau_1, \dots, x_n:\tau_n \vdash M : \tau}_{\Psi}$
- Generalize sequent to  $\Psi; \Gamma; \Delta \implies P :: z : C$
- $\Psi$  is persistent (not the only choice ...)
- Right rule

$$\frac{\Psi \vdash M : \tau}{\Psi; \Gamma; \cdot \implies [x \leftarrow M] :: x : \$\tau} \$R$$

- Left rule

$$\frac{\Psi, x:\tau; \Gamma; \Delta \implies Q :: z : C}{\Psi; \Gamma; \Delta, x:\$tau \implies Q :: z : C} \$L$$

# Cut Reduction = Computation

$$\frac{\Psi \vdash M : \tau \quad \frac{}{\Psi; \Gamma; \cdot \implies [x \leftarrow M] :: x : \$\tau} \$R \quad \frac{\Psi, x:\tau; \Gamma; \Delta \implies Q(x) :: z : C}{\Psi; \Gamma; \Delta, x:\$ \tau \implies Q(x) :: z : C} \$L}{\Psi; \Gamma; \Delta \implies (\nu x)([x \leftarrow M] \mid Q(x)) :: z : C} Cut$$

$$\longrightarrow \quad \Psi; \Gamma; \Delta \implies Q(M) :: z : C$$

- Reduction  $(\nu x)([x \leftarrow M] \mid Q(x)) \longrightarrow Q(M)$
- Requires substitution principle:

*If  $\Psi \vdash M : \tau$  and  $\Psi, x:\tau \vdash J(x)$  then  $\Psi \vdash J(M)$ .*

# Examples

- Increment

$$\begin{aligned}\text{inc} &:: z : \$\text{nat} \multimap \$\text{nat} \otimes \mathbf{1} \\ &= z(n). (\nu x) z\langle x \rangle. ([x \leftarrow n + 1] \mid \mathbf{0})\end{aligned}$$

- Balance inquiry, with  $\text{bal} : \text{string} \rightarrow \text{nat}$

$$\begin{aligned}\text{inq} &:: z : \$\text{string} \multimap \$\text{nat} \otimes \mathbf{1} \\ &= z(s). (\nu x) z\langle x \rangle. ([x \leftarrow \text{bal}(s)] \mid \mathbf{0})\end{aligned}$$

- Deposit with receipt, with  $\text{rct} : \text{string} \times \text{nat} \rightarrow \text{string}$

$$\begin{aligned}\text{dep} &:: z : \$\text{string} \multimap \$\text{nat} \multimap \$\text{string} \otimes \mathbf{1} \\ &= z(s). z(n). (\nu x) z\langle x \rangle. ([x \leftarrow \text{rct}(s, n)] \mid \mathbf{0})\end{aligned}$$

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# Interface Contracts

- Types so far are imprecise
- Interface contract examples
  - ▶ Increment returns greater number
  - ▶ Increment returns  $n + 1$
  - ▶ Balance inquiry for authenticated user receives a signed statement
  - ▶ Deposit of authenticated user receives a signed receipt
  - ▶ ATM deducts a fee of at most \$2 per transaction
- Solution
  - ▶ Quantification in session types
  - ▶ Dependent types in (functional) substrait
- Purely logical!
  - ▶ Follow the proof theory ...

## Quantification

$P :: z : \forall x:\tau. A(x)$  Input an  $M:\tau$  along  $z$  and behave as  $A(M)$

$P :: z : \exists x:\tau. A(x)$  Output an  $M:\tau$  along  $z$  and behave as  $A(M)$

- Increment returns larger result

$$P :: z : \forall n:\text{nat}. \exists n':\text{nat}. \$ (n' > n) \otimes \mathbf{1}$$

- Increment increments

$$P :: z : \forall n:\text{nat}. \exists n':\text{nat}. \$ (n' = n + 1) \otimes \mathbf{1}$$

- Balance inquiry for auth'd user receives a signed statement

$$P :: z : \forall s:\text{string}. \$ \text{auth}(s) \multimap \exists n:\text{nat}. \$ \text{bal}(s, n) \otimes \mathbf{1}$$

# Logical Rules = Typing Rules

- $P :: z : \forall x : \tau. A(x)$     Input an  $M : \tau$  along  $z$  and behave as  $A(M)$
- Give right and left rules, as always
- Right rule

$$\frac{\Psi, y : \tau; \Gamma; \Delta \Rightarrow P(y) :: x : A(y)}{\Psi; \Gamma; \Delta \Rightarrow x(y). P(y) :: x : \forall y : \tau. A(y)} \forall R$$

- Left rule

$$\frac{\Psi \vdash M : \tau \quad \Psi; \Gamma; \Delta, x : A(M) \Rightarrow Q :: z : C}{\Psi; \Gamma; \Delta, x : \forall y : \tau. A(y) \Rightarrow x \langle M \rangle. Q :: z : C} \forall L$$

## Cut Reduction = Computation

- (omitted contexts)
- Reduction rule extracted

$$x(y). P(y) \mid x\langle M \rangle. Q \longrightarrow P(M) \mid Q$$

- Already known, except passing values, not channels

# Existential Quantification

- $P :: z : \exists x : \tau. A(x)$    Output an  $M : \tau$  along  $z$  and behave as  $A(M)$
- Existential quantification is dual to universal quantification
- Right rule

$$\frac{\Psi \vdash M : \tau \quad \Psi; \Gamma; \Delta \implies P :: x : A(M)}{\Psi; \Gamma; \Delta \implies x\langle M \rangle. P :: x : \exists y : \tau. A(y)} \exists R$$

- Left rule

$$\frac{\Psi \vdash M : \tau \quad \Psi, y : \tau; \Gamma; \Delta, x : A(y) \implies Q(y) :: z : C}{\Psi; \Gamma; \Delta, x : \exists y : \tau. A(y) \implies x(y). Q(y) :: z : C} \exists L$$

- No new reduction

$$x\langle M \rangle. P \mid x(y). Q(y) \longrightarrow P \mid Q(M)$$

## Example Revisited: Increment

- Types such as  $m > n$  or  $m = n$  are inhabited by **proofs**; this applies to full functional specifications in type theory
- Use standard  $\Pi x:\tau. \sigma$  and  $\Sigma x:\tau. \sigma$  from type theory in functional substrait
- Increment returns a larger result, using  $gt_1 : \Pi k:\text{nat}. k + 1 > k$

$$\begin{aligned} \text{inc} &:: z : \forall n:\text{nat}. \exists n':\text{nat}. \$ (n' > n) \otimes \mathbf{1} \\ &= z(n). z\langle n + 1 \rangle. (\nu x)([x \leftarrow gt_1(n)]) \mid \mathbf{0} \end{aligned}$$

- Increment increments, using  $\text{refl} : \Pi k:\text{nat}. k = k$

$$\begin{aligned} \text{inc} &:: z : \forall n:\text{nat}. \exists n':\text{nat}. \$ (n' = n + 1) \otimes \mathbf{1} \\ &= z(n). z\langle n + 1 \rangle. (\nu x)([x \leftarrow \text{refl}(n + 1)]) \mid \mathbf{0} \end{aligned}$$

## Example Revisited: Balance Inquiry

- Balance inquiry for auth'd user receives a signed statement

$$P :: z : \forall s:\text{string}. \text{\$auth}(s) \multimap \exists n:\text{nat}. \text{\$bal}(s, n) \otimes \mathbf{1}$$

- Types such as  $\text{auth}(s)$  or  $\text{bal}(s, n)$  are inhabited by cryptographically signed certificates, or proofs in an authorization logic constructed from them
- Process, with  $\text{bl} : \prod s:\text{string}. \sum n:\text{nat}. \text{bal}(s, n)$

$$\begin{aligned} \text{inq} &:: z : \forall s:\text{string}. \text{\$auth}(s) \multimap \exists n:\text{nat}. \text{\$bal}(s, n) \otimes \mathbf{1} \\ &= z(s). z(a). z\langle \pi_1(\text{bl}(s)) \rangle. (\nu x)([x \leftarrow \pi_2(\text{bl}(s))]) \mid \mathbf{0} \end{aligned}$$

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## Example: An ATM

- Mediate between client and bank
- Don't need  $\otimes \mathbf{1}$  to terminate session
- $BANK$  provides deposit for any client and provides signed receipt

$$Bank = !\forall s:\text{string}. \forall n:\text{nat}. \exists r:\text{string}. \$receipt(s, n, r)$$

$$\cdot \implies BANK :: b^* : Bank$$

- $ATM$  provides deposit for authenticated client and provides signed receipt. It may deduct at most \$2.

$$Atm = !\forall s:\text{string}. \$auth(s) \multimap \forall n:\text{nat}.$$

$$\multimap \exists n':\text{nat}. \$ (n' \geq n - 2) \otimes \exists r:\text{string}. \$receipt(s, n', r)$$

$$b^* : Bank \implies ATM :: a^* : Atm$$

- $CLIENT$  uses  $ATM$

$$a^* : Atm \implies CLIENT :: \_ : \mathbf{1}$$

# Cut as Composition

- We compose BANK and ATM using cut

$$\frac{\cdot \Rightarrow BANK :: b^* : Bank \quad b^* : Bank \Rightarrow ATM :: a^* : Atm}{\cdot \Rightarrow (\nu b^*)(BANK \mid ATM) :: a^* : Atm} \text{Cut}$$

- We compose result and CLIENT using cut

$$\frac{\cdot \Rightarrow (\nu b^*)(BANK \mid ATM) :: a^* : Atm \quad a^* : Atm \Rightarrow CLIENT :: \_ : 1}{\cdot \Rightarrow (\nu a^*)((\nu b^*)(BANK \mid ATM)) \mid CLIENT :: \_ : 1} \text{Cut}$$

- Composition in the other order is structurally congruent

$$(\nu a^*)(\nu b^*)(BANK \mid ATM \mid CLIENT)$$

- *BANK* provides  $b^*$ , *ATM* uses  $b^*$  and provides  $a^*$ , *CLIENT* uses  $a^*$

# Implementing ATM

- Recall

$$Bank = !\forall s:\text{string}. \forall n:\text{nat}. \exists r:\text{string}. \$receipt(s, n, r)$$

$$\begin{aligned} Atm = & \ !\forall s:\text{string}. \$auth(s) \multimap \forall n:\text{nat}. \\ & \multimap \exists n':\text{nat}. \$\{n' \geq n - 2\} \otimes \exists r:\text{string}. \$receipt(s, n', r) \end{aligned}$$

$$b^* : Bank \implies ATM :: a^* : Atm$$

- An implementation, with  $ge_1 : \Pi k:\text{nat}. k + 1 \geq k$ , only  $b^*$  free

$$\begin{aligned} ATM = & \ !a^*(a). a(s). a(cert). a(n). \\ & (\nu b)(b^*\langle b \rangle. b\langle s \rangle. b\langle n - 1 \rangle. \\ & \quad b(r). b(rct). \\ & \quad a\langle n - 1 \rangle. (\nu x)([x \leftarrow ge_1(n - 2)] \mid \\ & \quad a\langle r \rangle. [a \leftarrow rct])) \end{aligned}$$

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# Proof Irrelevance

- Sometimes proofs are a burden
  - ▶ Can be decided effectively (e.g., increment)
  - ▶ Partner can be trusted (e.g., authentication of receipt)
  - ▶ Computation is concurrent, but not distributed
- May erase if not computationally relevant
  - ▶ Must verify relevant computation does not depend on them
  - ▶ Can be checked effectively in a type system
- New type  $[\tau]$ , computationally irrelevant terms of type  $\tau$
- Defined by introduction and elimination rules [Pf.'08]
- May decide to erase or not
  - ▶ Progress and preservation hold in either case

## Irrelevance as a Modality

- Example: We check the fee ourselves and trust the ATM/Bank

$$Atm = !\forall s:\text{string}. \$\text{auth}(s) \multimap \forall n:\text{nat}.$$

$$\multimap \exists n':\text{nat}. \$[n' \geq n - 2] \otimes \exists r:\text{string}. \$[\text{receipt}(s, n', r)]$$

- Example: We don't want a receipt at all

$$Atm = !\forall s:\text{string}. \$\text{auth}(s) \multimap \forall n:\text{nat}.$$

$$\multimap \exists n':\text{nat}. \$[n' \geq n - 2] \otimes \exists r:\text{string}. \$[\text{receipt}(s, n', r)]$$

- Statically, evidence  $[M] : [\tau]$  must be provided or inferred
- At run time,  $[] : [\tau]$  is sufficient; erase  $[\tau]$  to  $[]$
- We can further optimize using erased type isomorphisms, e.g.

$$[] \times \tau \simeq \tau \simeq [] \times \tau \quad \$[] \otimes A \simeq A \simeq A \otimes \$[]$$

$$\Sigma x:[]. \sigma \simeq \sigma \quad \exists x:[]. A \simeq A$$

$$[] \rightarrow \tau \simeq \tau \quad \$[] \multimap A \simeq A$$

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# Variations and Extensions

- Functional substrate is not necessary ...
  - ▶ Can derive concurrent evaluation strategies for functional language
  - 1. Embed functional language in linear  $\lambda$ -calculus (std.)
  - 2. Embed linear  $\lambda$ -calculus in linear sequent calculus (std.)
  - ▶ Result is well-typed in session types
- ... but good design
  - ▶ Separation of concerns
- Inductive and co-inductive types mix with linearity [Baelde'08]
  - ▶ Cut reduction (= computation) straightforward unrolling
  - ▶ Termination more difficult or does not hold

# Ongoing and Future Work

- Observational equivalence as proof conversion
- Irrelevant sessions (speculative)
  - ▶ Interaction of linearity and irrelevance [Ley-Wild&Pf.'07]
- Towards a programming language (speculative)
  - ▶ Monadic encapsulation of session types?
  - ▶ Connection to ML5 (sequential, distributed)? [Murphy'08]
- Towards multiparty session/conversation types (speculative)
  - ▶ (Kripke) worlds as conversations?
  - ▶ Introducing modalities or hybrid logic formulation

# Summary

- Session types as intuitionistic linear propositions:

$A \multimap B$	input	$\forall x:\tau. A(x)$	value/proof input
$A \otimes B$	(bound) output	$\exists x:\tau. A(x)$	value/proof output
$1$	inaction	$\$_\tau$	value/proof
$!A$	replication	$[\tau]$	irrelevant term
$A \& B$	external choice	$A \oplus B$	internal choice

- Dependent sessions types via quantification
  - Can express value and proof passing
  - Adherence to expressive logical contracts
  - Satisfies progress and preservation
- Overhead reduction via proof irrelevance
  - Selective hiding based on decidability or trust
  - Avoiding communication by applying type isomorphisms

# Soap Box

- Co-design of terms, types, proofs!
  - ▶ Constructs can be understood in isolation
  - ▶ Reasoning principles built in, not grafted on
  - ▶ Path towards extensibility (quantifiers, dependent types)
  - ▶ Computation rules as proof reductions
- Draw upon rich intensional concepts in logic!
  - ▶ Linearity and sharing — how resources are used
  - ▶ Order — how resources are connected
  - ▶ Necessity — everywhere and always
  - ▶ Possibility — somewhere and sometimes
  - ▶ Knowledge — information (flow)
  - ▶ Linear knowledge — possession
  - ▶ Affirmation — authorization
  - ▶ Linear affirmation — use-once authorization
  - ▶ Irrelevance — optimizing computation and communication
- Why start from scratch every time?