

Using session types as an effect system

“Effects in a π ”

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Effect systems describe side-effect *behaviour*

λ -calculus as prototype

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

e.g. $\Gamma \vdash r2 := r1 + 1 : \text{unit}, \{\text{read } R_1, \text{write } R_2\}$

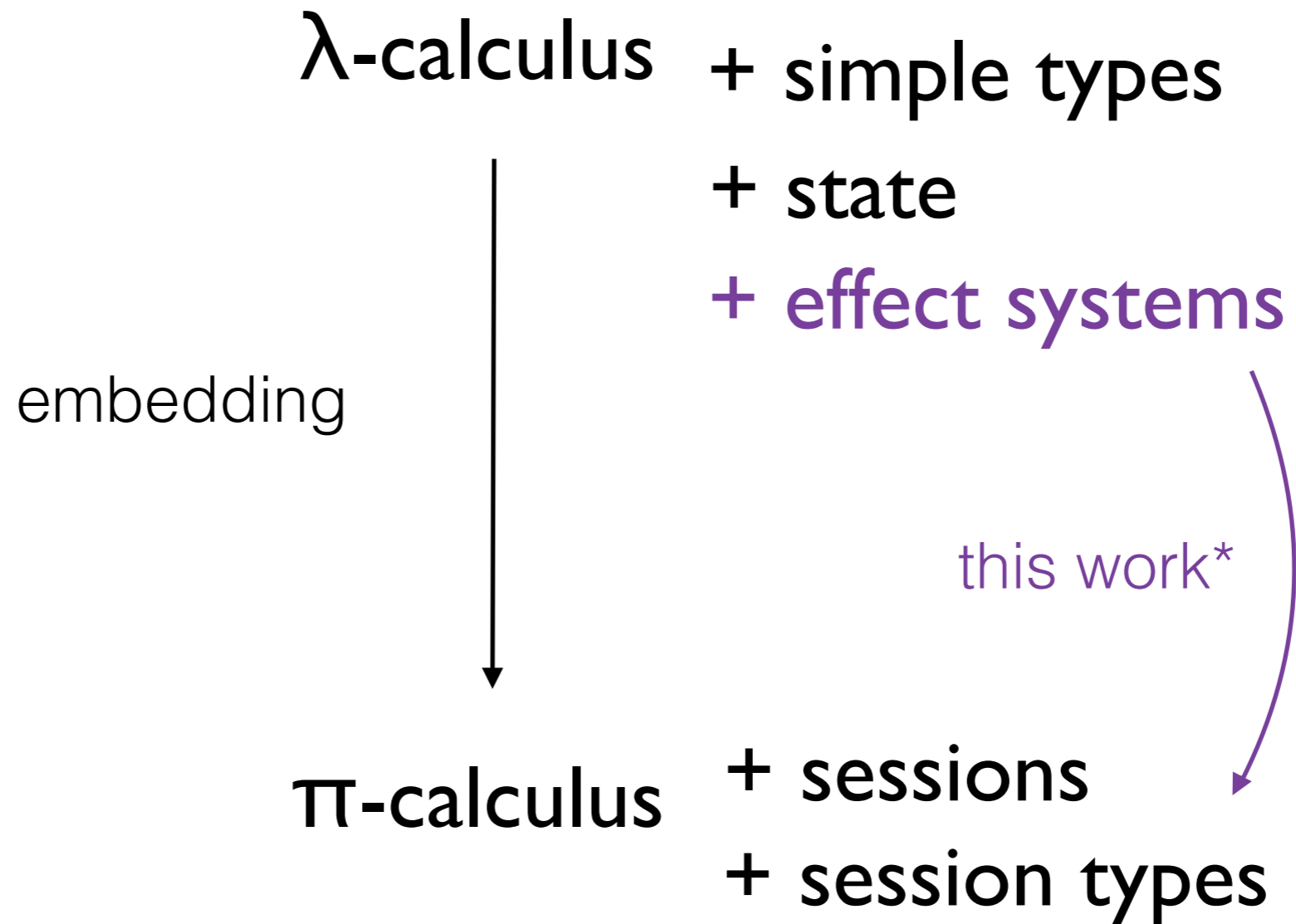
Session types describe communication *behaviour*

π -calculus as prototype

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

e.g. $c : ?[\text{int}].![\text{int}] \quad \vdash c?(x).c! \langle x+1 \rangle$

Are they related?



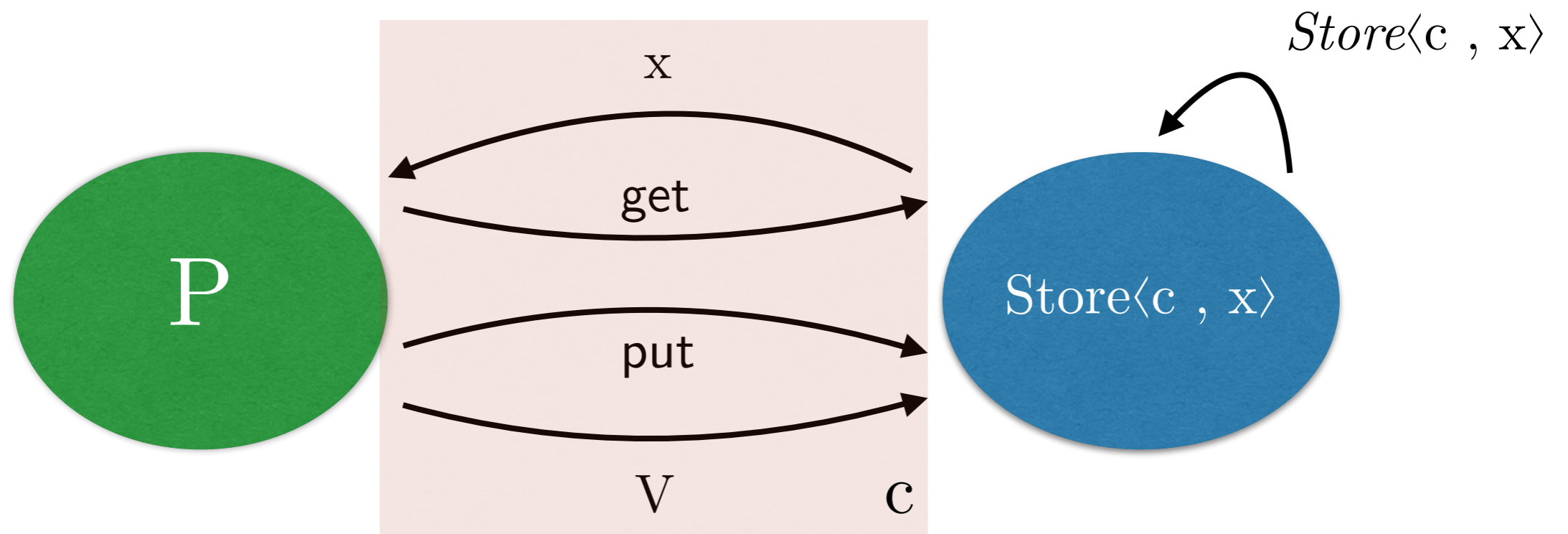
T

- Expressive power of session types
- Session types generalise causal effect systems

P

- π -calculus with effect system for free
- Concurrent effect semantics via π -calculus
- Compile into π -calculus

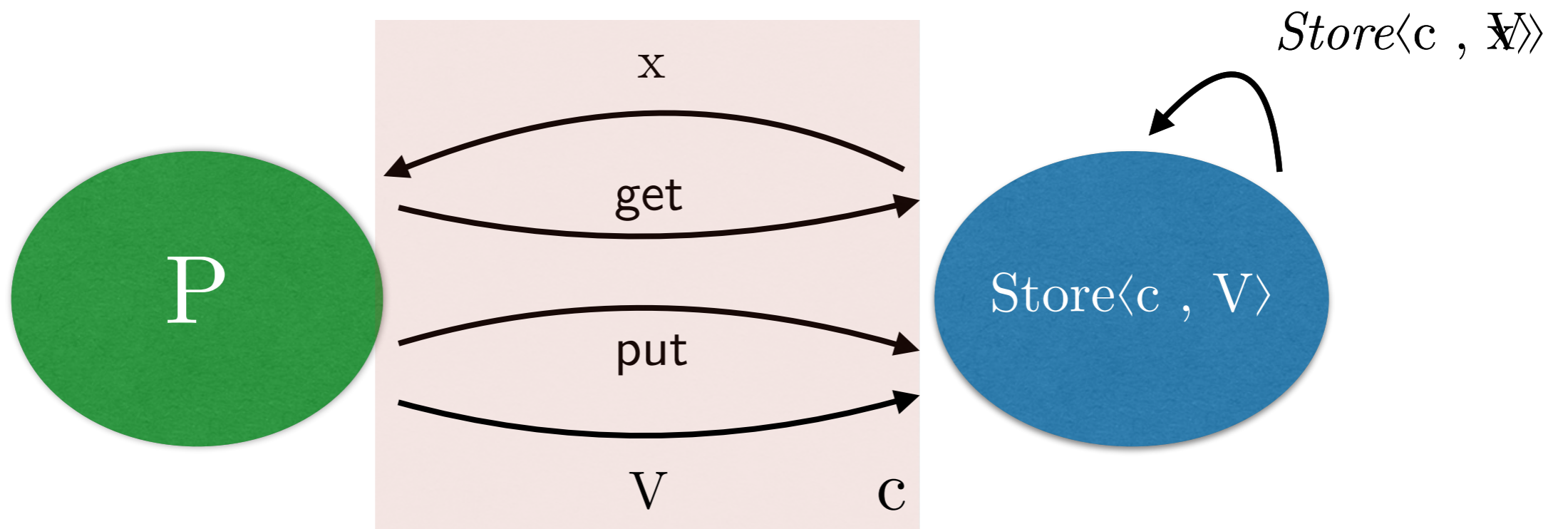
Variable agent



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
```

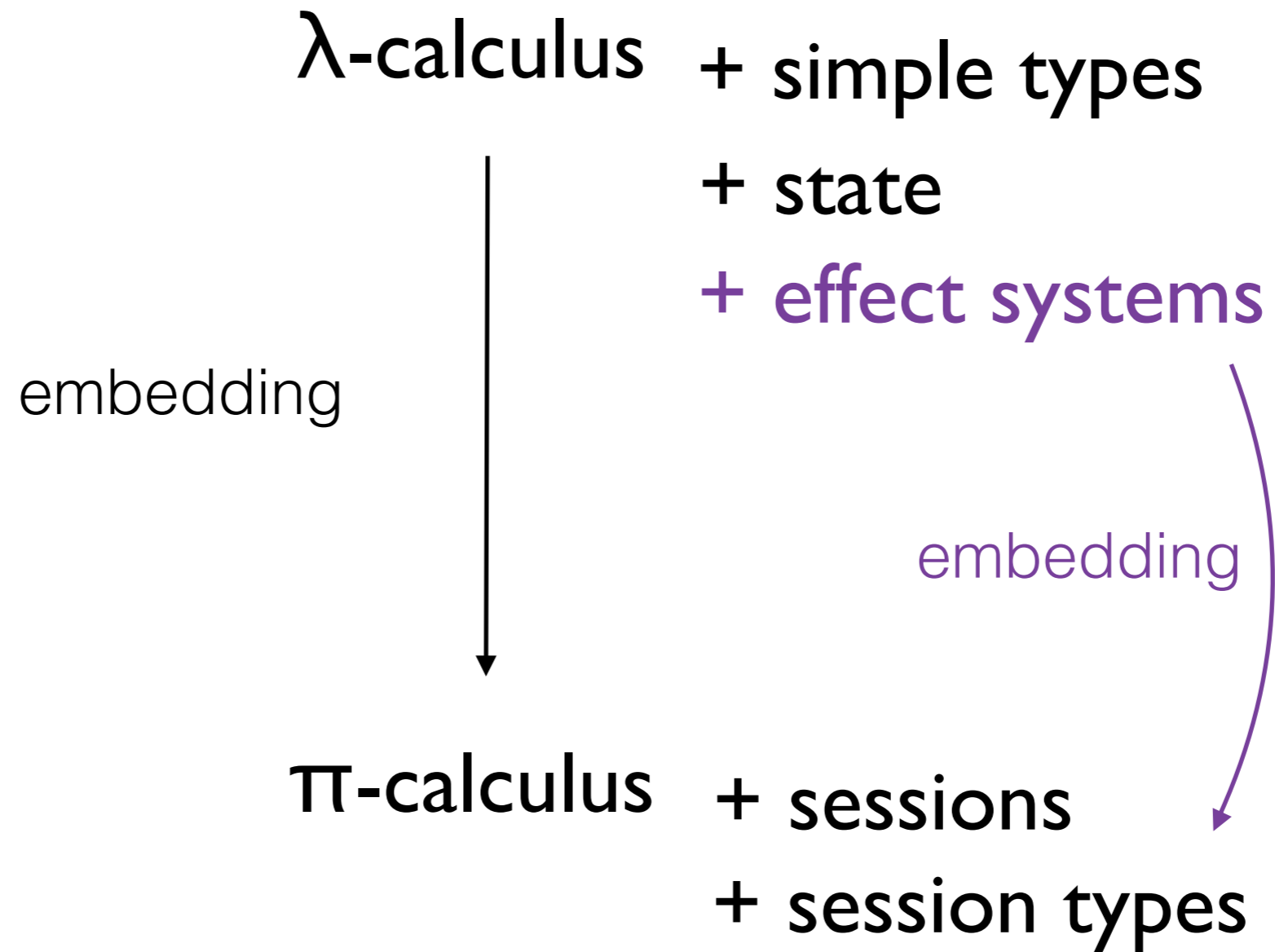
```
put (c)⟨V⟩.P = (c ◁ put).c!⟨V⟩.P
```

```
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⟩)
```



$\Gamma \vdash M : \tau, \mathbf{F}$

Effect calculus

abs $\frac{\Gamma, x : \sigma \vdash M : \tau, \mathbf{F}}{\Gamma \vdash \lambda x.M : \sigma \xrightarrow{\mathbf{F}} \tau, \emptyset}$ $\frac{\Gamma \vdash M : \sigma, \mathbf{F} \quad \Gamma, x : \sigma \vdash N : \tau, \mathbf{G}}{\Gamma \vdash \text{let } x = M \text{ in } N : \tau, \mathbf{F} \bullet \mathbf{G}}$

app $\frac{\Gamma \vdash M : \sigma \xrightarrow{\mathbf{H}} \tau, \mathbf{F} \quad \Gamma \vdash N : \sigma, \mathbf{G}}{\Gamma \vdash M N : \tau, \mathbf{F} \bullet \mathbf{G} \bullet \mathbf{H}}$ var $\frac{x : \sigma \in \Gamma}{\Gamma \vdash x : \sigma, \emptyset}$

monoid $(\mathbf{F}, \bullet, \emptyset)$

Effect calculus for state

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

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

e.g. increment store

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

Π -calculus with sessions

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

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

e.g. increment store

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

$$\text{put } (c)\langle V \rangle.P = c \triangleleft \text{put} . c!\langle V \rangle.P$$

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

cf. effects $[\text{get int}, \text{put int}]$

Sessions as effects

- Effect handler process [e.g., variable agent]

[cf. Bauer, Pretnar “Programming with algebraic effects and handlers.”]

- Effect channel [a session channel for communicating with handler]

... whose session type is (encoding of) effect annotation

- “Threading” effect channel through control flow of encoding

[cf. state $\langle e, s \rangle \rightarrow \langle e', s' \rangle$ or monadic semantics $a \rightarrow M b$]

State effect annotations as session types

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

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

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

Embedding

(mid)

$$\llbracket \Gamma \vdash M : \tau, \mathbf{F} \rrbracket_r^{eff} = \llbracket \Gamma \rrbracket, r : !\llbracket \tau \rrbracket, \underline{eff} : \llbracket \mathbf{F} \rrbracket \vdash \dots$$

$$\forall \underline{ei}, \underline{eo} . (\llbracket \Gamma \vdash M : \tau, \mathbf{F} \rrbracket_r^{ei, eo} \mid \underline{ei}! \langle \underline{eff} \rangle . \underline{eo}(c))$$

(top)

$$\llbracket \Gamma \vdash M : \tau, \mathbf{F} \rrbracket_r =$$

$$\llbracket \Gamma \rrbracket, r : !\llbracket \tau \rrbracket \vdash \forall \underline{eff} . (\llbracket \Gamma \vdash M : \tau, \mathbf{F} \rrbracket_r^{eff} \mid H(\underline{eff}))$$

(low)

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

$$\llbracket \Gamma \rrbracket, r : !\llbracket \tau \rrbracket, \underline{ei} : ?\llbracket \mathbf{F} \bullet \mathbf{g} \rrbracket, \underline{eo} : !\llbracket \mathbf{g} \rrbracket \vdash \dots$$

receive effect channel

send effect channel

Embedding (zeroth-order)

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

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

$$\langle \Gamma \vdash \text{let } x = M \text{ in } N : \tau, \mathbf{F} \bullet \mathbf{G} \rangle_r^{ei, eo} =$$

$$\vee q, a. \left(\langle M \rangle_q^{ei, a} \mid \underline{q}?(x). \langle N \rangle_r^{a, eo} \right)$$

where $\forall \mathbf{h}. \quad q : !\llbracket \sigma \rrbracket, ei : ?\llbracket \mathbf{F} \bullet \mathbf{h} \rrbracket, \underline{a} : !\llbracket \mathbf{h} \rrbracket \vdash \langle M \rangle_q^{ei, a}$
 $\mathbf{h} \rightarrow \mathbf{G} \bullet \mathbf{h}'$

$\forall \mathbf{h}'. \quad x : \llbracket \sigma \rrbracket; r : !\llbracket \tau \rrbracket, a : ?\llbracket \mathbf{G} \bullet \mathbf{h}' \rrbracket, \underline{eo} : !\llbracket \mathbf{h}' \rrbracket \vdash \langle N \rangle_r^{a, eo}$

Embedding (zeroth-order)

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

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

$$\langle \Gamma \vdash \text{let } x = M \text{ in } N : \tau, \mathbf{F} \bullet \mathbf{G} \rangle_r^{ei, eo} = \\ \vee q, a. \left(\langle M \rangle_q^{ei, a} \mid \underline{q}?(x). \langle N \rangle_r^{a, eo} \right)$$

where $\forall \mathbf{h}. q : !\llbracket \sigma \rrbracket, ei : ?\llbracket \mathbf{F} \bullet \mathbf{G} \bullet \mathbf{h}' \rrbracket, \underline{a} : !\llbracket \mathbf{G} \bullet \mathbf{h}' \rrbracket \vdash \langle M \rangle_q^{ei, a}$
 $\mathbf{h} \rightarrow \mathbf{G} \bullet \mathbf{h}'$

$\forall \mathbf{h}'. x : \llbracket \sigma \rrbracket; r : !\llbracket \tau \rrbracket, a : ?\llbracket \mathbf{G} \bullet \mathbf{h}' \rrbracket, \underline{eo} : !\llbracket \mathbf{h}' \rrbracket \vdash \langle N \rangle_r^{a, eo}$

Embedding (higher-order)

Must embed *latent effects* $\sigma \xrightarrow{F} \tau$

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

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

send channel which
can receive effect channel
for latent effects



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



Embedding (higher-order)

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

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

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

Example

$\llbracket \Gamma \rrbracket, r : !\llbracket \text{int} \rrbracket, \text{eff} : \llbracket [\text{get int, put int}] \rrbracket \vdash$

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

$\llbracket \Gamma \vdash \text{let } x \dots \rrbracket_r = \text{veff} . (\llbracket \Gamma \vdash \text{let } x \dots \rrbracket_r^{\text{eff}} \mid \text{Var}(\underline{\text{eff}}, 0))$

Soundness

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

$\llbracket \Gamma \rrbracket; (r : !\llbracket \tau \rrbracket.\text{end}, e : \llbracket F \rrbracket) \vdash \llbracket M \rrbracket_r^e \approx \llbracket N \rrbracket_r^e$

An application

- Effect-informed optimisations, e.g. implicit parallelism

if $\Gamma \vdash M : \sigma, \emptyset$ and $\Gamma \vdash N : t, \mathbf{F}$

then $(\text{let } x \leftarrow M \text{ in } (\text{let } y \leftarrow N \text{ in } P)) \downarrow_r^{\text{ei, eo}}$
 $= \nu q, s, \text{eb}. (\llbracket M \rrbracket_q \mid (\text{let } y \leftarrow N \text{ in } P) \downarrow_s^{\text{ei, eb}} \mid \bar{q}?(x).\bar{s}?(y).(\text{let } y \leftarrow N \text{ in } P) \downarrow_r^{\text{eb, eo}})$

- Use this to give semantics of *concurrent effects*
 - e.g., *non-interference, atomicity via sessions*

Conclusion

- Sessions and session types expressive enough to encode effects with a **causal** effect system
 - Per effect notion [e.g., state, counting, I/O]:
effect mapping, handler, encoding operations
- Extended to **case** and **fix**
- Set-based effect systems recovered by transforming causal

Thanks!

More details in our PLACES'15 paper; see dorchar.dorchester.ac.uk