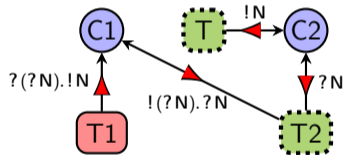
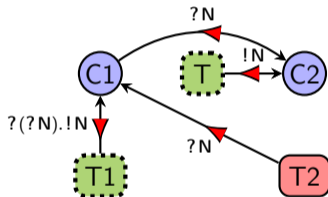


# Mechanized Deadlock Freedom for Session Types

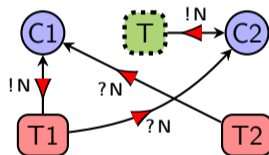
Jules Jacobs<sup>1</sup>



Robbert Krebbers<sup>1</sup>



Stephanie Balzer<sup>2</sup>



<sup>1</sup>Radboud University, The Netherlands

<sup>2</sup>Carnegie Mellon University, USA

## Mechanization of binary session types

- ▶ State of the art: type safety
- ▶ Our goal: deadlock and leak freedom

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## Mechanization of binary session types

- ▶ State of the art: type safety
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- ▶ Our approach: connectivity graphs
  - ▶ Keeps track of type environments and reference topology simultaneously
- ▶ **Develop tools for  $Cgraph(V, L)$  abstract in nodes  $V$  and edge labels  $L$ , that encapsulate the graph reasoning:**
  1. **Well-formedness:** link the Cgraph with the configuration using separation logic
  2. **Progress:** waiting induction principle
  3. **Preservation:** separation logic local graph transformations

## Thread pool:

```
⇒ let c1 : !(?N.)?N. =  
  fork (λ c1',  
    let (c1',c) = recv(c1')  
    let (c,n) = recv(c);  
    let c1' = send(c1',n)  
    close(c); close(c1'))  
  
let c2 : !N. =  
  fork (λ c2',  
    let c1 = send(c1,c2');  
    let (c1,m) = recv(c1)  
    close(c1))  
  
let c2 = send(c2,10);  
close(c2)
```

## Heap:

## Connectivity graph:



## Thread pool:

```
⇒ let c1 = #1L
```

```
let c2 : !N. =  
  fork (λ c2',  
    let c1 = send(c1, c2');  
    let (c1, m) = recv(c1)  
    close(c1))
```

```
let c2 = send(c2, 10);  
close(c2)
```

---

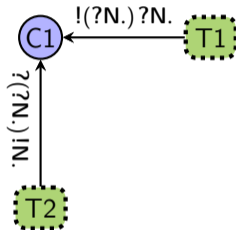
```
(λ c1',  
  let (c1', c) = recv(c1')  
  let (c, n) = recv(c);  
  let c1' = send(c1', n)  
  close(c); close(c1')) #1R
```

## Heap:

```
#1L ↦ []
```

```
#1R ↦ []
```

## Connectivity graph:



## Thread pool:

```
let c2 : !N. =  
  fork (λ c2',  
    let c1 = send(#1_L, c2');  
    let (c1, m) = recv(c1)  
    close(c1))
```

```
let c2 = send(c2, 10);  
close(c2)
```

---

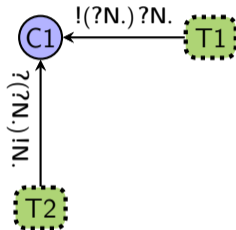
```
⇒ (λ c1',  
  let (c1', c) = recv(c1')  
  let (c, n) = recv(c);  
  let c1' = send(c1', n)  
  close(c); close(c1')) #1_R
```

## Heap:

```
#1_L ↦ []
```

```
#1_R ↦ []
```

## Connectivity graph:





## Thread pool:

```
⇒ let c2 : !N. =  
   fork (λ c2',  
        let c1 = send(#1_L, c2');  
        let (c1, m) = recv(c1)  
        close(c1))
```

```
let c2 = send(c2, 10);  
close(c2)
```

---

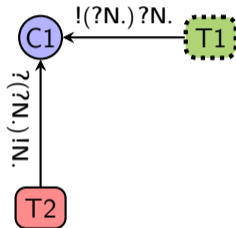
```
▶ let (c1', c) = recv(#1_R)  
  let (c, n) = recv(c);  
  let c1' = send(c1', n)  
  close(c); close(c1')
```

## Heap:

```
#1_L ↦ []
```

```
#1_R ↦ []
```

## Connectivity graph:



## Thread pool:

```
let c2 = #2L
```

```
let c2 = send(c2, 10);  
close(c2)
```

---

```
▶ let (c1', c) = recv(#1R)  
let (c, n) = recv(c);  
let c1' = send(c1', n)  
close(c); close(c1')
```

---

```
⇒ (λ c2',  
  let c1 = send(#1L, c2');  
  let (c1, m) = recv(c1)  
  close(c1)) #2R
```

## Heap:

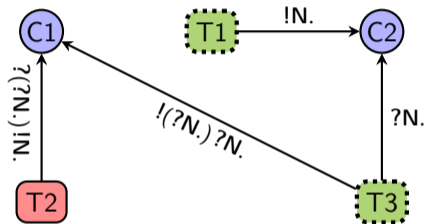
```
#1L ↦ []
```

```
#1R ↦ []
```

```
#2L ↦ []
```

```
#2R ↦ []
```

## Connectivity graph:



## Thread pool:

```
⇒ let c2 = #2L
```

```
let c2 = send(c2, 10);  
close(c2)
```

---

```
▶ let (c1', c) = recv(#1R)  
let (c, n) = recv(c);  
let c1' = send(c1', n)  
close(c); close(c1')
```

---

```
let c1 = send(#1L, #2R);  
let (c1, m) = recv(c1)  
close(c1)
```

## Heap:

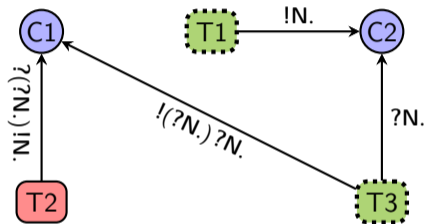
```
#1L ↦ []
```

```
#1R ↦ []
```

```
#2L ↦ []
```

```
#2R ↦ []
```

## Connectivity graph:



## Thread pool:

```
let c2 = send(#2L, 10);  
close(c2)
```

---

```
▶ let (c1', c) = recv(#1R)  
let (c, n) = recv(c);  
let c1' = send(c1', n)  
close(c); close(c1')
```

---

```
⇒ let c1 = send(#1L, #2R);  
let (c1, m) = recv(c1)  
close(c1)
```

## Heap:

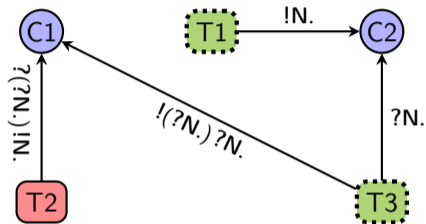
#1<sub>L</sub> ↦ []

#1<sub>R</sub> ↦ []

#2<sub>L</sub> ↦ []

#2<sub>R</sub> ↦ []

## Connectivity graph:



## Thread pool:

```
let c2 = send(#2L, 10);  
close(c2)
```

---

```
⇒ let (c1', c) = recv(#1R)  
   let (c, n) = recv(c);  
   let c1' = send(c1', n)  
   close(c); close(c1')
```

---

```
▶ let (c1, m) = recv(#1L)  
   close(c1)
```

## Heap:

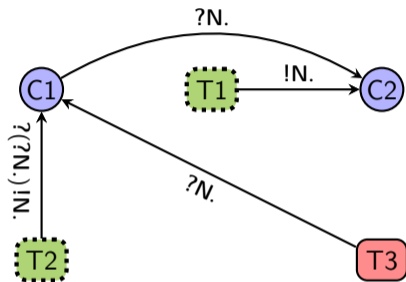
#1<sub>L</sub> ↦ []

#1<sub>R</sub> ↦ [#2<sub>R</sub>]

#2<sub>L</sub> ↦ []

#2<sub>R</sub> ↦ []

## Connectivity graph:



## Thread pool:

```
let c2 = send(#2L,10);  
close(c2)
```

---

```
⇒ let (c1',c) = (#1R,#2R)  
   let (c,n) = recv(c);  
   let c1' = send(c1',n)  
   close(c); close(c1')
```

---

```
▶ let (c1,m) = recv(#1L)  
   close(c1)
```

## Heap:

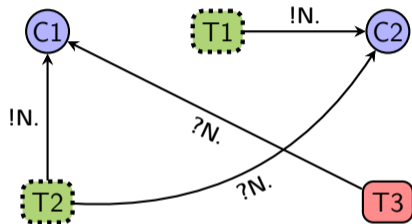
#1<sub>L</sub> ↦ []

#1<sub>R</sub> ↦ []

#2<sub>L</sub> ↦ []

#2<sub>R</sub> ↦ []

## Connectivity graph:



## Thread pool:

```
⇒ let c2 = send(#2L, 10);  
   close(c2)
```

---

```
▶ let (c, n) = recv(#2R);  
   let c1' = send(#1R, n)  
   close(c); close(c1')
```

---

```
▶ let (c1, m) = recv(#1L)  
   close(c1)
```

## Heap:

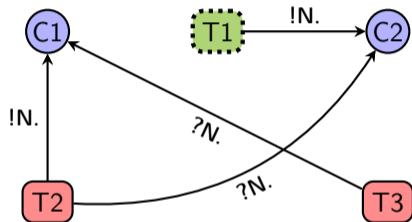
#1<sub>L</sub> ↦ []

#1<sub>R</sub> ↦ []

#2<sub>L</sub> ↦ []

#2<sub>R</sub> ↦ []

## Connectivity graph:



## Thread pool:

⇒ `close(#2L)`

---

```
let (c,n) = recv(#2R);  
let c1' = send(#1R,n)  
close(c); close(c1')
```

---

▶ `let (c1,m) = recv(#1L)`  
`close(c1)`

## Heap:

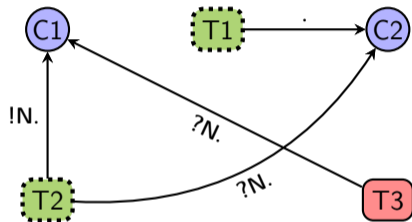
#1<sub>L</sub> ↦ [ ]

#1<sub>R</sub> ↦ [ ]

#2<sub>L</sub> ↦ [ ]

#2<sub>R</sub> ↦ [10]

## Connectivity graph:





## Thread pool:

()

---

```
⇒ let (c,n) = recv(#2R);  
   let c1' = send(#1R,n)  
   close(c); close(c1')
```

---

```
▶ let (c1,m) = recv(#1L)  
   close(c1)
```

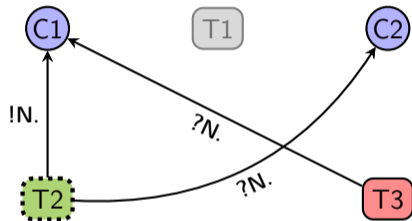
## Heap:

#1<sub>L</sub> ↦ []

#1<sub>R</sub> ↦ []

#2<sub>R</sub> ↦ [10]

## Connectivity graph:



## Thread pool:

()

---

⇒ `let c1' = send(#1R, 10)`  
`close(#2R); close(c1')`

---

▶ `let (c1, m) = recv(#1L)`  
`close(c1)`

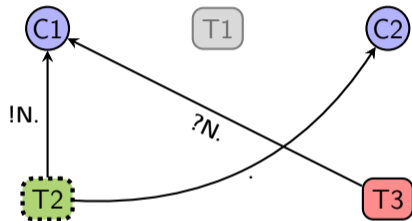
## Heap:

#1<sub>L</sub> ↦ []

#1<sub>R</sub> ↦ []

#2<sub>R</sub> ↦ []

## Connectivity graph:



## Thread pool:

()

---

⇒ `close(#2R); close(#1R)`

---

`let (c1,m) = recv(#1L)`  
`close(c1)`

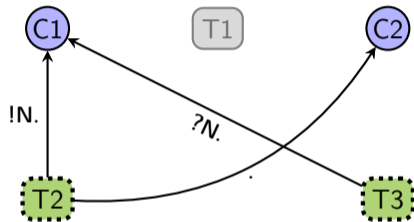
## Heap:

#1<sub>L</sub> ↦ [10]

#1<sub>R</sub> ↦ [ ]

#2<sub>R</sub> ↦ [ ]

## Connectivity graph:



## Thread pool:

()

---

()

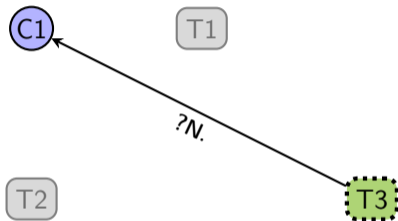
---

```
⇒ let (c1,m) = recv(#1L)  
   close(c1)
```

## Heap:

#1<sub>L</sub> ↦ [10]

## Connectivity graph:



## Thread pool:

()

---

()

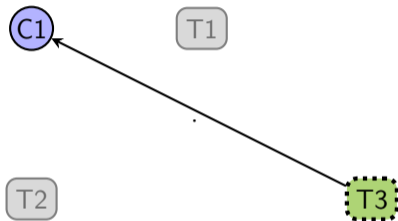
---

⇒ `close(#1L)`

## Heap:

#1<sub>L</sub> ↦ []

## Connectivity graph:



**Thread pool:**

()

---

()

---

()

**Heap:**

**Connectivity graph:**

T1

T2

T3

**Thread pool:**

()

---

()

---

()

**Heap:**

**Connectivity graph:**

T1

T2

T3

**Theorem (Deadlock and memory leak freedom)**

If the configuration cannot step, then all threads are () and the heap is empty.

**Thread pool:**

()

---

()

---

()

**Heap:**

**Connectivity graph:**

T1

T2

T3

**Theorem (Deadlock and memory leak freedom)**

If the configuration cannot step, then all threads are () and the heap is empty.

**Theorem (Progress)**

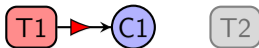
If the configuration is well-formed, and if there exists a non-() thread or a buffer in the heap, then the configuration can step.

**Theorem (Preservation)**

Well-formed configurations step to well-formed configurations.



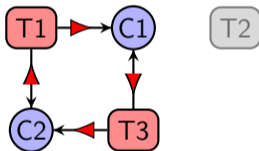
```
// no counter party  
let c1 = fork(λ c1', ())  
receive(c1)
```



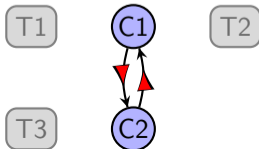
```
// protocol violation  
let c1 = fork(λ c1', receive(c1')); ...  
receive(c1)
```



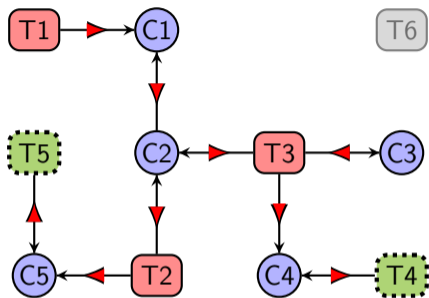
```
// circular dependency  
let c1 = fork(λ c1', send(c1',c1'))  
let (c1,c1') = receive(c1)  
let c2 = fork(λ c2',  
  let (c2',v) = receive(c2')  
  send(c1',v); ...)  
let (c1,v) = receive(c1) in send(c2,v)
```



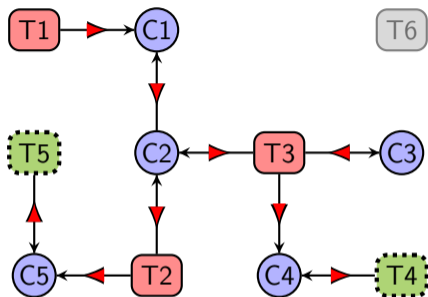
```
// memory leak  
let c1 = fork(λ c1', ()))  
let c2 = fork(λ c2', ())  
send(c2,c1)  
send(c1,c2)
```



## Waiting induction principle



## Waiting induction principle

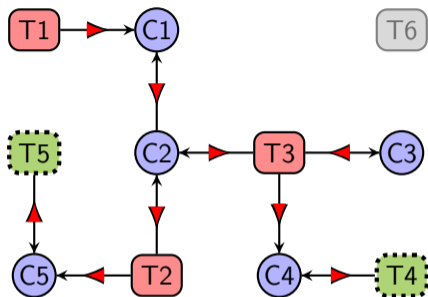


### Lemma (Waiting induction)

Assume that the undirected erasure of the graph is acyclic.

To prove  $P(v)$ , we may assume that  $v \blacktriangleright w \implies P(w)$  for all  $w \in V$ .

## Waiting induction principle



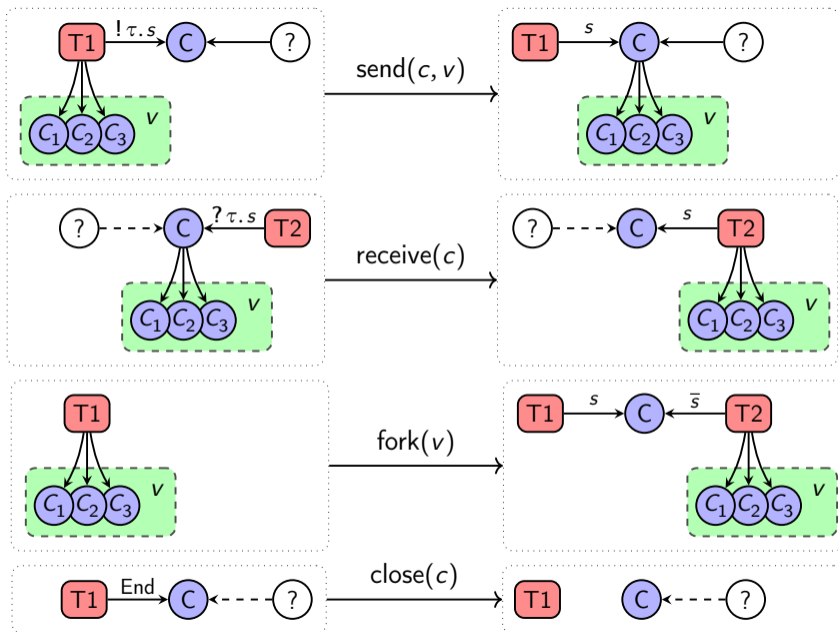
### Lemma (Waiting induction)

Assume that the undirected erasure of the graph is acyclic.

To prove  $P(v)$ , we may assume that  $v \blacktriangleright w \implies P(w)$  for all  $w \in V$ .

**Graph acyclicity reasoning is encapsulated in generic waiting induction.**

- ▶ The progress proof does local, language specific reasoning.



$$\frac{\Gamma = \{x \mapsto \tau\}}{\Gamma \vdash x : \tau} \quad \frac{\cdot}{\emptyset \vdash () : \mathbf{1}} \quad \frac{n \in \mathbb{N}}{\emptyset \vdash n : \mathbf{N}} \quad \frac{\Gamma_1 \vdash e_1 : \tau_1 \quad \Gamma_2 \vdash e_2 : \tau_2}{\Gamma_1 \uplus \Gamma_2 \vdash (e_1, e_2) : \tau_1 \times \tau_2}$$

$$\frac{\Gamma \uplus \{x \mapsto \tau_1\} \vdash e : \tau_2}{\Gamma \vdash \lambda x. e : \tau_1 \multimap \tau_2} \quad \frac{\Gamma_1 \vdash e_1 : \tau_1 \multimap \tau_2 \quad \Gamma_2 \vdash e_2 : \tau_1}{\Gamma_1 \uplus \Gamma_2 \vdash e_1 e_2 : \tau_2}$$

$$\frac{\Gamma_1 \vdash e_1 : \tau_1 \quad \Gamma_2 \uplus \{x \mapsto \tau_1\} \vdash e_2 : \tau_2}{\Gamma_1 \uplus \Gamma_2 \vdash \text{let } x = e_1 \text{ in } e_2 : \tau_2} \quad \frac{\Gamma_1 \vdash e_1 : \mathbf{N} \quad \Gamma_2 \vdash e_2 : \tau \quad \Gamma_2 \vdash e_3 : \tau}{\Gamma_1 \uplus \Gamma_2 \vdash \text{if } e_1 \text{ then } e_2 \text{ else } e_3 : \tau}$$

$$\frac{\Gamma \vdash e : \bar{s} \multimap \mathbf{1}}{\Gamma \vdash \text{fork}(e) : s} \quad \frac{\Gamma_1 \vdash e_1 : !\tau.s \quad \Gamma_2 \vdash e_2 : \tau}{\Gamma_1 \uplus \Gamma_2 \vdash \text{send}(e_1, e_2) : s} \quad \frac{\Gamma \vdash e : ?\tau.s}{\Gamma \vdash \text{receive}(e) : s \times \tau} \quad \frac{\Gamma \vdash e : \text{End}}{\Gamma \vdash \text{close}(e) : \mathbf{1}}$$

$$\frac{\ulcorner \Gamma = \{x \mapsto \tau\} \urcorner}{\Gamma \vdash x : \tau}^* \quad \frac{\text{Emp}}{\emptyset \vdash () : \mathbf{1}}^* \quad \frac{\ulcorner n \in \mathbb{N} \urcorner}{\emptyset \vdash n : \mathbf{N}}^* \quad \frac{\Gamma_1 \vdash e_1 : \tau_1 \ * \ \Gamma_2 \vdash e_2 : \tau_2}{\Gamma_1 \uplus \Gamma_2 \vdash (e_1, e_2) : \tau_1 \times \tau_2}^*$$

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$$\frac{\Gamma_1 \vdash e_1 : \tau_1 \ * \ \Gamma_2 \uplus \{x \mapsto \tau_1\} \vdash e_2 : \tau_2}{\Gamma_1 \uplus \Gamma_2 \vdash \text{let } x = e_1 \text{ in } e_2 : \tau_2}^* \quad \frac{\Gamma_1 \vdash e_1 : \mathbf{N} \ * \ (\Gamma_2 \vdash e_2 : \tau \ \wedge \ \Gamma_2 \vdash e_3 : \tau)}{\Gamma_1 \uplus \Gamma_2 \vdash \text{if } e_1 \text{ then } e_2 \text{ else } e_3 : \tau}^*$$

$$\frac{\Gamma \vdash e : \bar{s} \multimap \mathbf{1}}{\Gamma \vdash \text{fork}(e) : s}^* \quad \frac{\Gamma_1 \vdash e_1 : !\tau.s \ * \ \Gamma_2 \vdash e_2 : \tau}{\Gamma_1 \uplus \Gamma_2 \vdash \text{send}(e_1, e_2) : s}^* \quad \frac{\Gamma \vdash e : ?\tau.s}{\Gamma \vdash \text{receive}(e) : s \times \tau}^* \quad \frac{\Gamma \vdash e : \text{End}}{\Gamma \vdash \text{close}(e) : \mathbf{1}}^*$$

$$\frac{\text{own}(\text{Chan}(a) \mapsto (t, s))}{\emptyset \vdash \#a_t : s}^*$$

$$\left( \frac{\text{Arjen Rouvoet}}{\Gamma \vdash e : \tau : iProp}^* \right)$$

Connectivity graphs:

$$Cgraph(V, L) \triangleq \{G \in V \times V \xrightarrow{\text{fin}} L \mid G \text{ has no undirected cycles}\}$$



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Instantiation:

$$\nu \in V ::= \text{Thread}(i) \mid \text{Chan}(a)$$

$$l \in L \triangleq \{0, 1\} \times \text{Session}$$

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Instantiation:

$$\nu \in V ::= \text{Thread}(i) \mid \text{Chan}(a) \qquad l \in L \triangleq \{0, 1\} \times \text{Session}$$

Generic well-formedness:

$$wf(P) \triangleq \exists G : Cgraph(V, L). \forall \nu \in V. P(\nu, \text{in}(G, \nu))(\text{out}(G, \nu))$$

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Generic well-formedness:

$$wf(P) \triangleq \exists G : Cgraph(V, L). \forall \nu \in V. P(\nu, \text{in}(G, \nu))(\text{out}(G, \nu))$$

Local well-formedness predicate:

$$P : V \times \text{Multiset } L \rightarrow (V \xrightarrow{\text{fin}} L) \rightarrow \text{Prop}$$

$P$  can talk about **incoming label multiset** and **outgoing edges**.

Connectivity graphs:

$$Cgraph(V, L) \triangleq \{G \in V \times V^{\text{fin}} L \mid G \text{ has no undirected cycles}\}$$

Instantiation:

$$\nu \in V ::= \text{Thread}(i) \mid \text{Chan}(a) \qquad l \in L \triangleq \{0, 1\} \times \text{Session}$$

Generic well-formedness:

$$wf(P) \triangleq \exists G : Cgraph(V, L). \forall \nu \in V. P(\nu, \text{in}(G, \nu))(\text{out}(G, \nu))$$

Local well-formedness predicate:

$$P : V \times \text{Multiset } L \rightarrow (V^{\text{fin}} L) \rightarrow \text{Prop}$$

$P$  can talk about **incoming label multiset** and **outgoing edges**.

- ▶ Threads: expression is well-typed w.r.t. the session types on its outgoing edges.

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- ▶ Separation logic:  $iProp \triangleq (V \xrightarrow{\text{fin}} L) \rightarrow Prop$



## Graph transformations in separation logic

Lemmas for maintaining  $\text{wf}(P)$  when adding, removing, and relabeling edges, and **exchanging** separation logic resources.

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### Lemma (Exchange)

Let  $v_1, v_2 \in V$ . To prove  $\text{wf}(P)$  implies  $\text{wf}(P')$ , it suffices to prove:

1.  $P(v, \Delta) \multimap P'(v, \Delta)$  for all  $v \in V \setminus \{v_1, v_2\}$  and  $\Delta \in \text{Multiset } L$
2.  $P(v_1, \Delta_1) \multimap \exists l. \text{own}(v_2 \mapsto l) \ast \forall \Delta_2 \in \text{Multiset } L. P(v_2, \{l\} \uplus \Delta_2) \multimap \exists l'. (\text{own}(v_2 \mapsto l') \multimap P'(v_1, \Delta_1)) \ast P'(v_2, \{l'\} \uplus \Delta_2)$   
for all  $\Delta_1 \in \text{Multiset } L$

### Preservation proof appears to do no graph reasoning at all!

- ▶ The construction of the new connectivity graph, and the proof of its acyclicity, is encapsulated in the *generic* lemmas.
- ▶ The preservation proof does only local, language specific reasoning about  $P$ .

# Mechanization

## Our language:

1. Functional (sums, products, closures, etc.) + session-typed channels
2. Linear and unrestricted types
  - ▶ Unrestricted: numbers, sums, products, unrestricted function type ( $\rightarrow$ )
  - ▶ Linear: channels, sums, products, linear function type ( $\multimap$ )
3. General recursive types: coinductive method adapted from Gay et al. [2020]
  - ▶ Recursive session types, including through the message
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Initial direct attempt: **proofs goals got too complex.**

**Graph reasoning intertwined with language specifics.**

**Encapsulating the graph reasoning made it manageable.**

Questions?

[julesjacobs@gmail.com](mailto:julesjacobs@gmail.com)

These slides: [julesjacobs.com/slides/vest2021.pdf](https://julesjacobs.com/slides/vest2021.pdf)