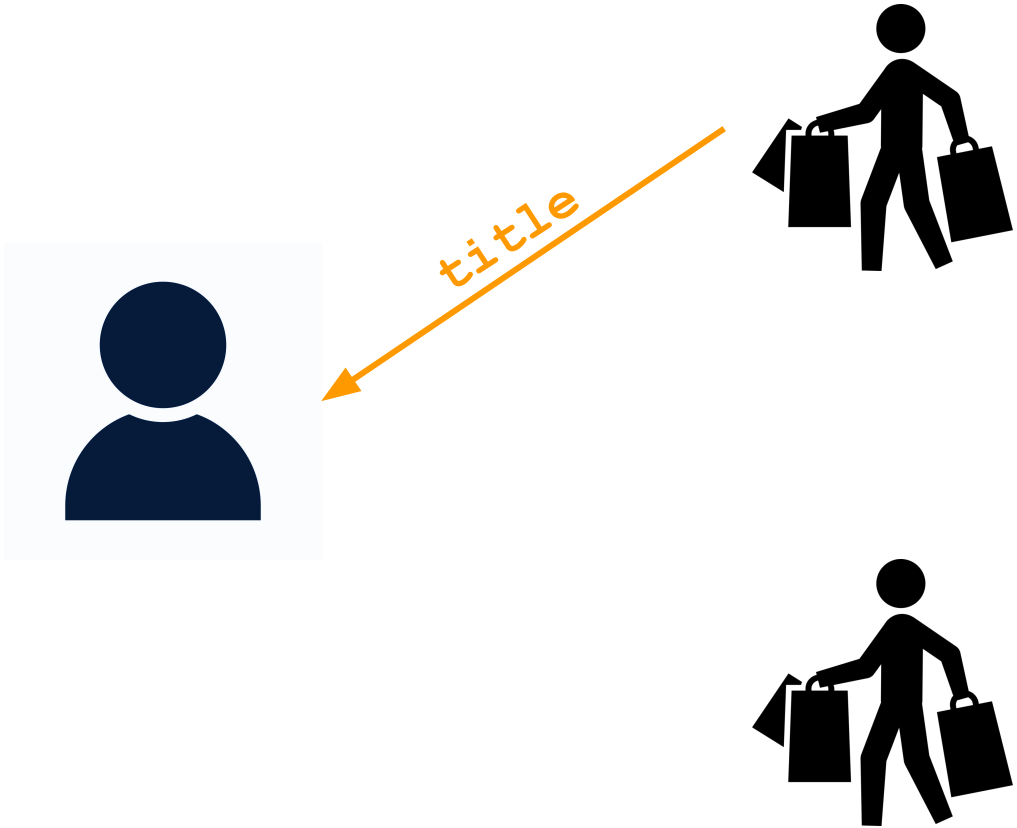
Deciding Subtyping for Asynchronous Multiparty Sessions

Elaine Li Felix Stutz Thomas Wies

Multiparty session types: two-buyer protocol



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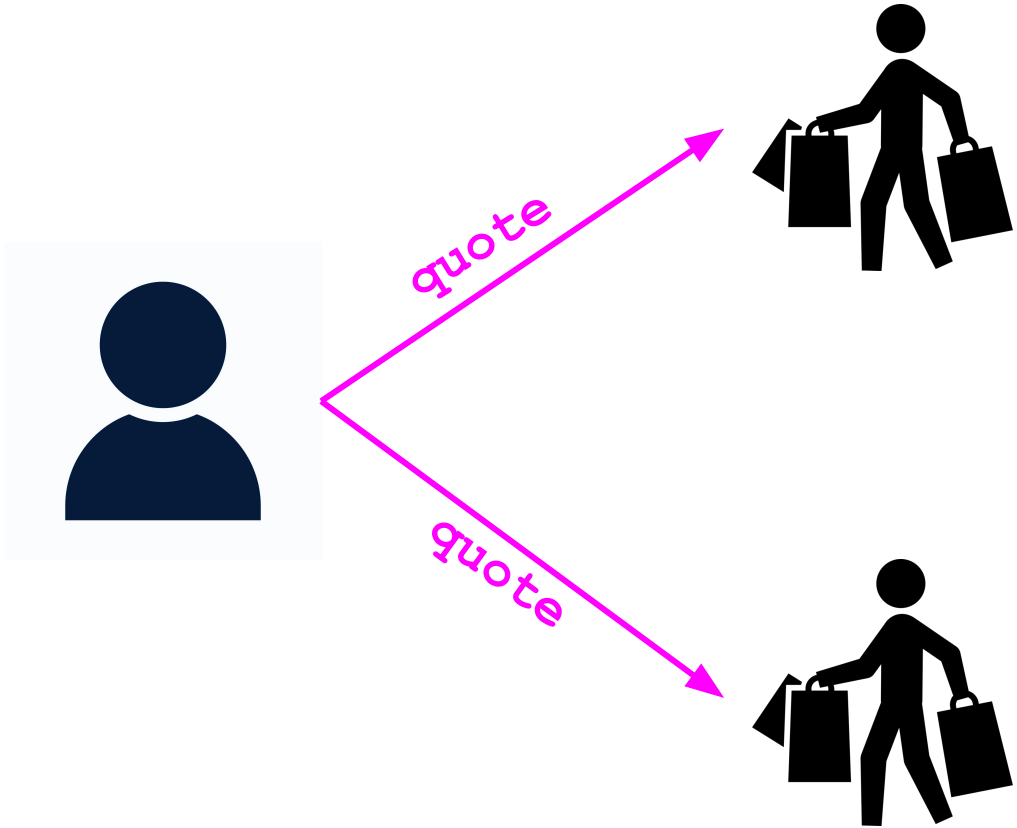

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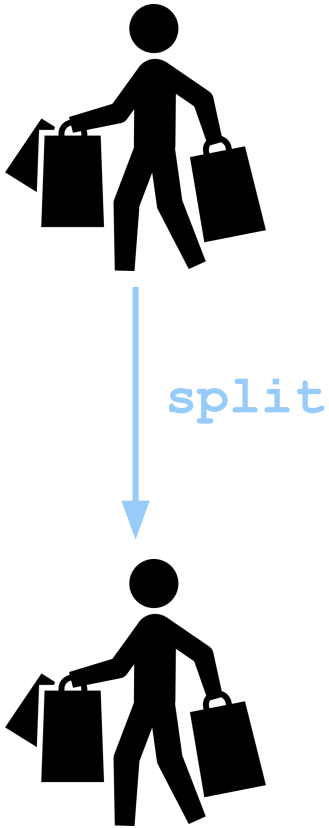

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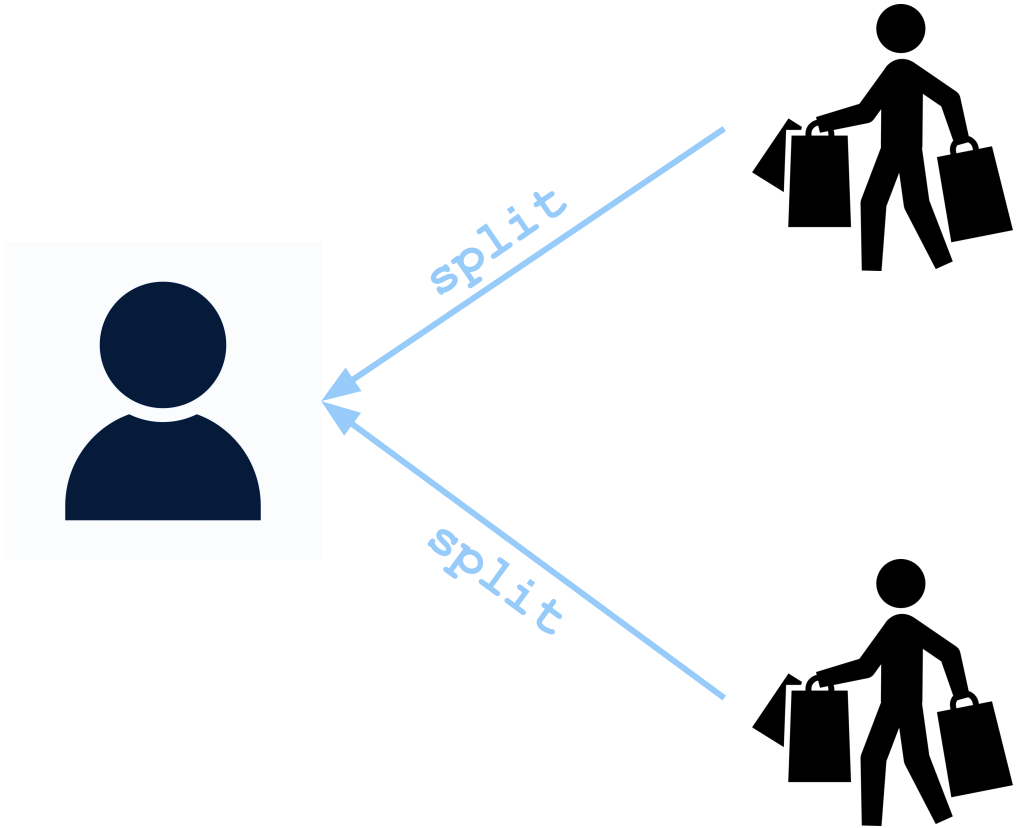

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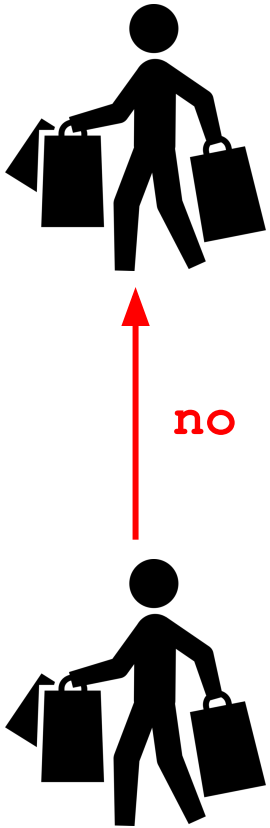
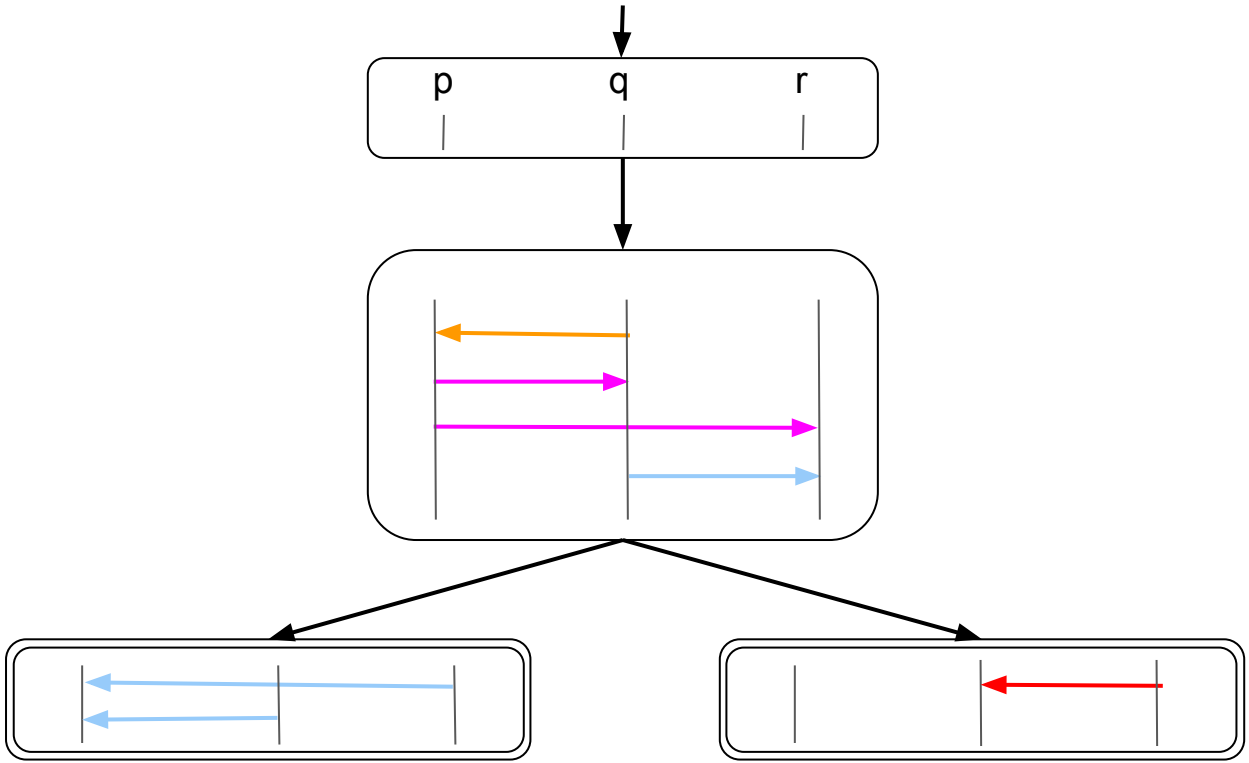
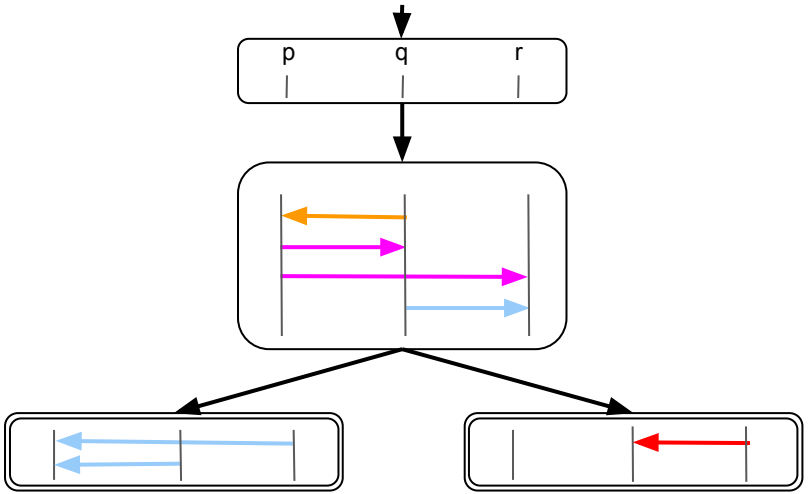


Multiparty session types



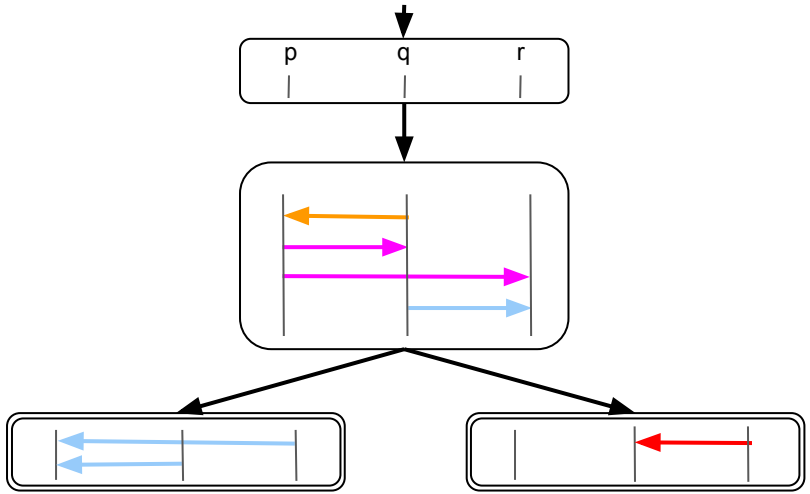
MST semantics



Synchronous

$$\mathtt{q} \to \mathtt{p} : o \cdot \mathtt{p} \to \mathtt{q} : m \cdot \mathtt{p} \to \mathtt{r} : m \cdot \mathtt{q} \to \mathtt{r} : b \ldots$$

MST semantics



Synchronous

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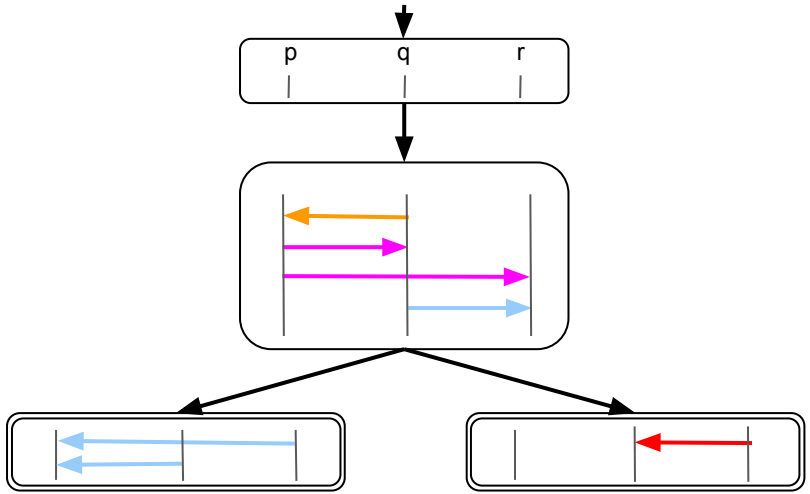
Asynchronous

$$\mathtt{q} \triangleright \mathtt{p}!o \cdot \mathtt{p} \triangleleft \mathtt{q}?o \cdot \mathtt{p} \triangleright \mathtt{q}!m \cdot \mathtt{q} \triangleleft \mathtt{p}?m \cdot \mathtt{p} \triangleright \mathtt{r}!m \cdot \mathtt{r} \triangleleft \mathtt{p}?m \cdot \mathtt{q} \triangleright \mathtt{r}!b \cdot \mathtt{r} \triangleleft \mathtt{q}?b \ldots$$

MST semantics



Synchronous

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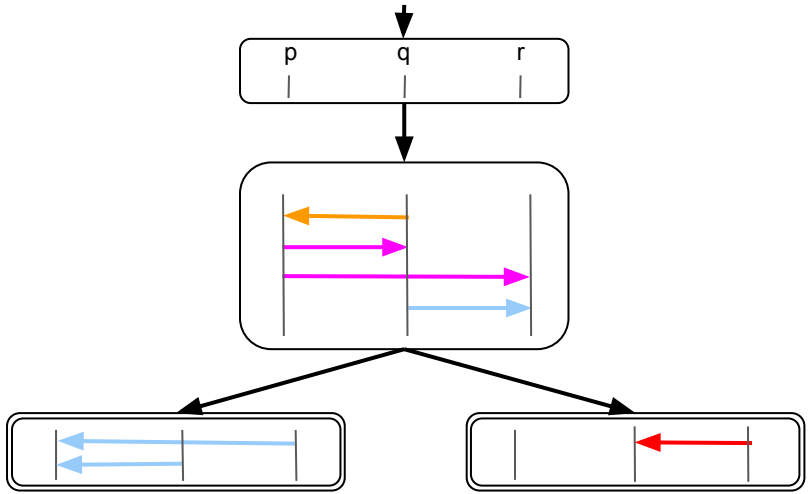
MST semantics



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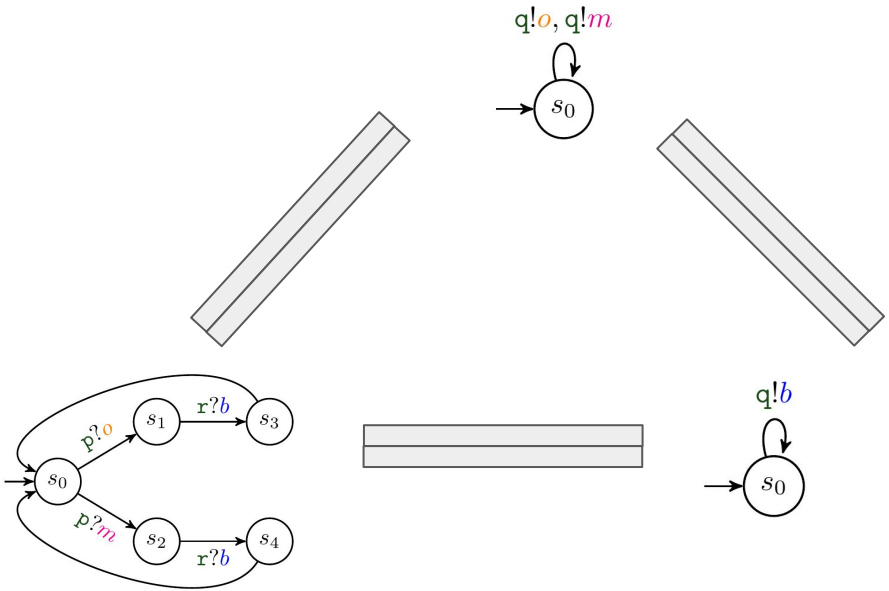
Interleaving

$$\mathtt{q} \triangleright \mathtt{p}!o \cdot \mathtt{p} \triangleleft \mathtt{q}?o \cdot \mathtt{p} \triangleright \mathtt{q}!m \cdot \mathtt{p} \triangleright \mathtt{r}!m \cdot \mathtt{q} \triangleleft \mathtt{p}?m \cdot \mathtt{r} \triangleleft \mathtt{p}?m \cdot \mathtt{q} \triangleright \mathtt{r}!b \cdot \mathtt{r} \triangleleft \mathtt{q}?b \ldots$$

MST implementations

Communicating State Machines (CSM) [Brand and Zafiropulo, JACM'83]

CSM configurations **(s, ξ)** contain **global state** and **channel state**

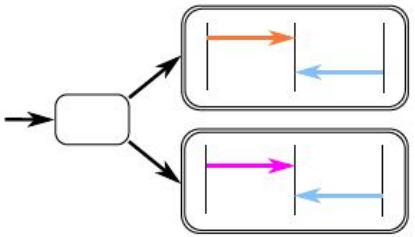


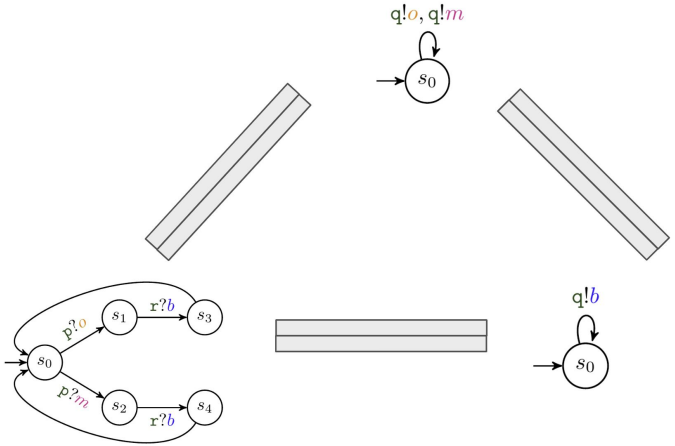
[p := s_0,
q := s_4,
r := s_0]
[(p,q) := ε,
(p,r) := ε,
(q,r) := ε,
(q,p) := ε,
(r,p) := o,
(r,q) := ε]

$p \triangleright q!o \cdot q \triangleleft p?o \cdot r \triangleright q!b \cdot q \triangleleft r?b \cdot p \triangleright q!m \cdot q \triangleleft p?m \cdot r \triangleright q!b \cdot q \triangleleft r?b \ldots$

MST implementability

Implementability = exists a CSM, protocol fidelity + deadlock freedom





1) CSM language = global type language
2) CSM is deadlock-free

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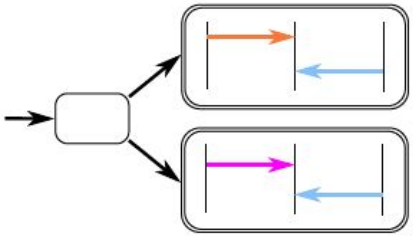

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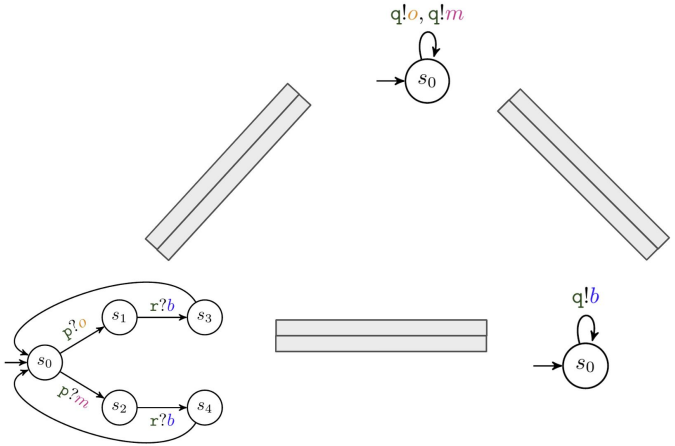
first sound and complete projection operator [CAV'23]



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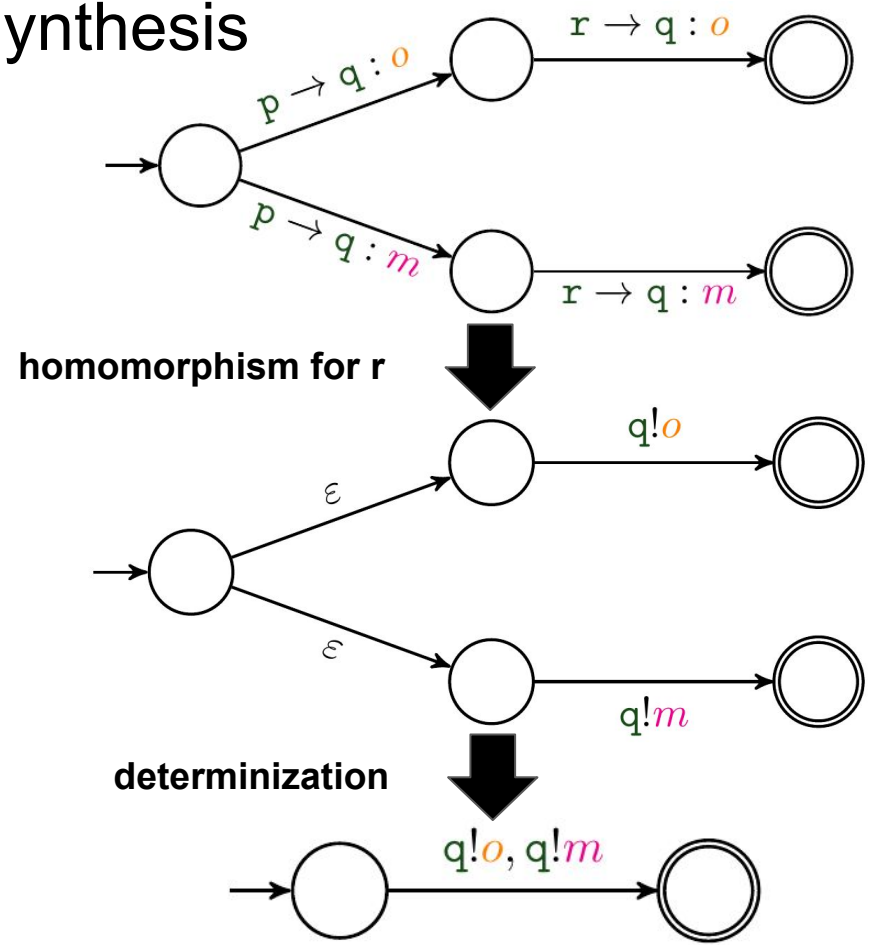
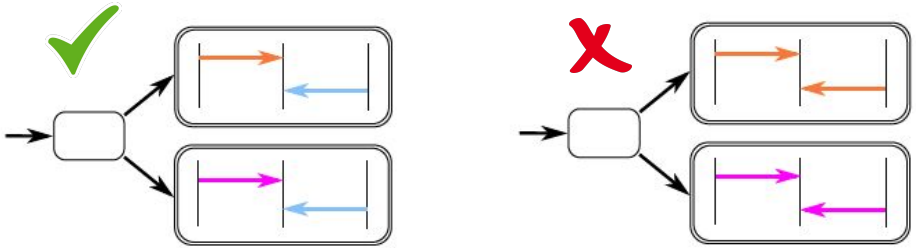
Projection: Synthesis

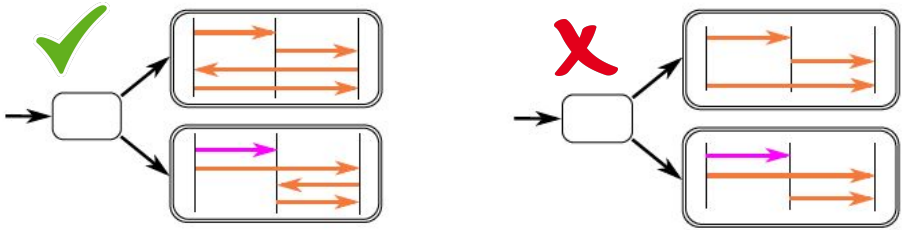


Projection: Checking Implementability

1. Send Validity: "send transitions originate from all global states"



2. Receive Validity: "receive transitions uniquely identify a global state"



MST implementability

Implementability = exists a CSM, protocol fidelity + deadlock freedom

G($\{0,1\}^*0\{0,1\}^{n-1}$**)**

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first sound and complete projection operator [CAV'23]

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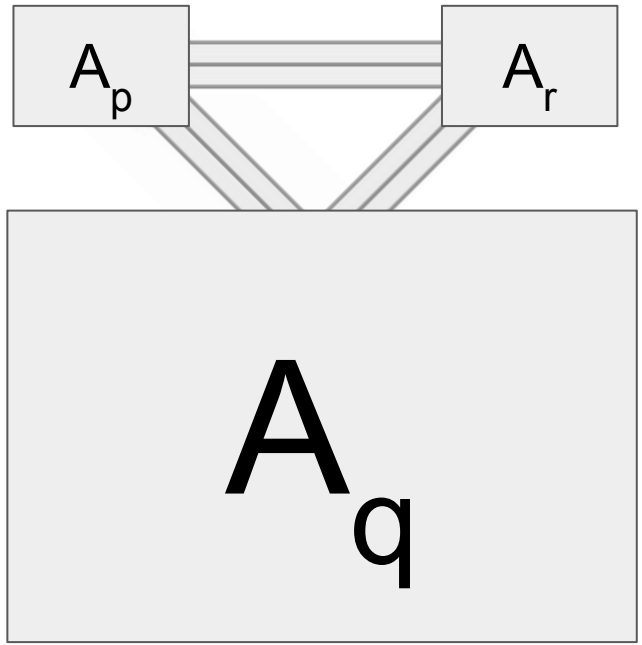

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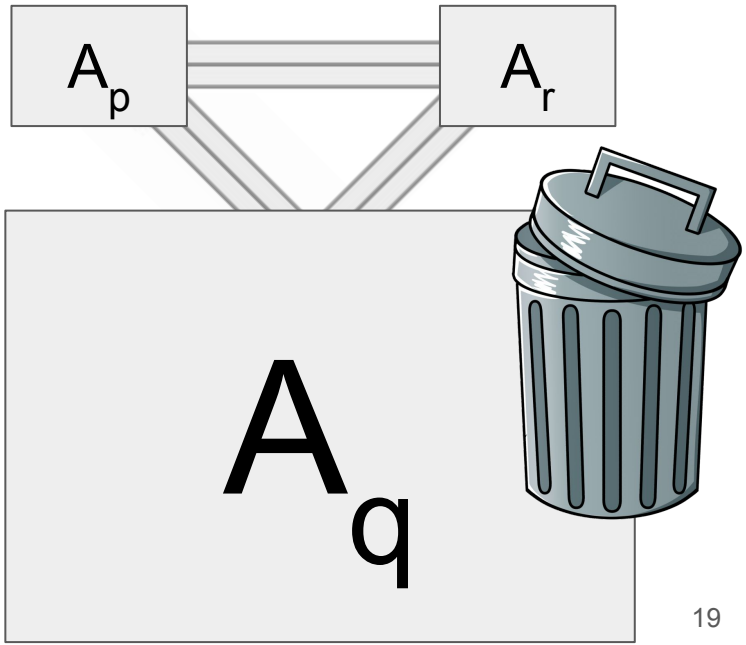
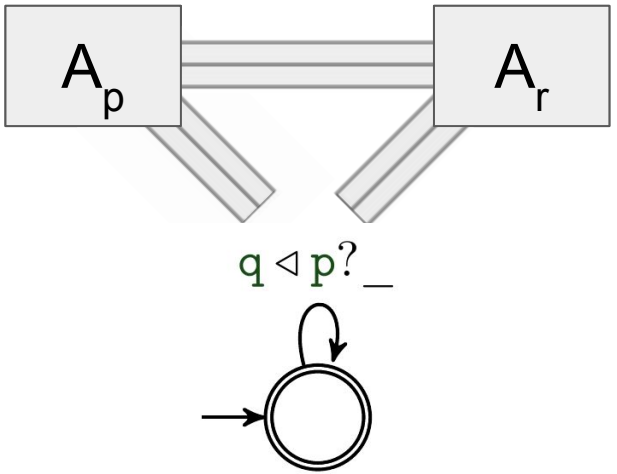


MST protocol verification

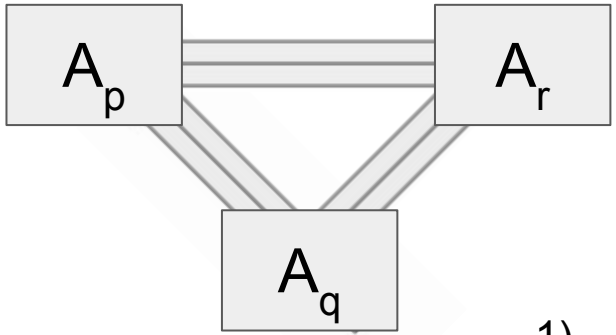
G($\{0,1\}^*0\{0,1\}^{n-1}$**)**

implements

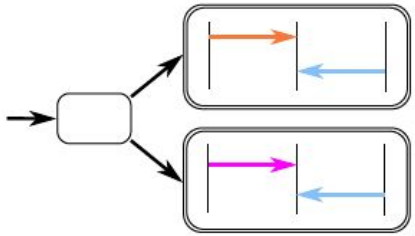


MST protocol verification

Protocol verification = *given* a CSM, protocol fidelity + deadlock freedom



implements?



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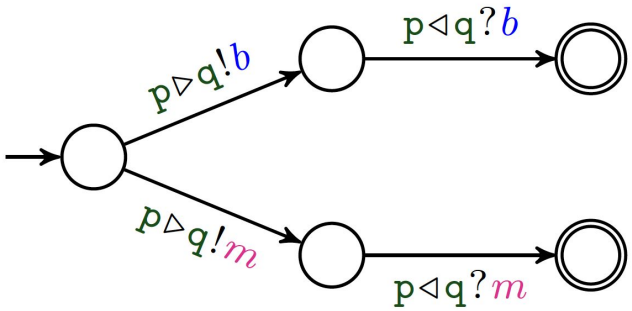
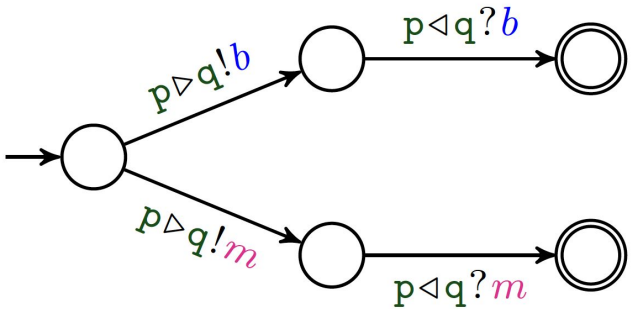
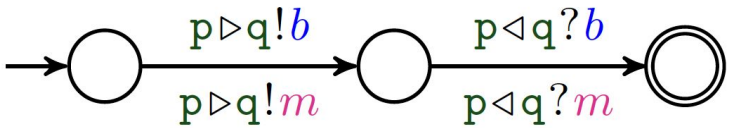


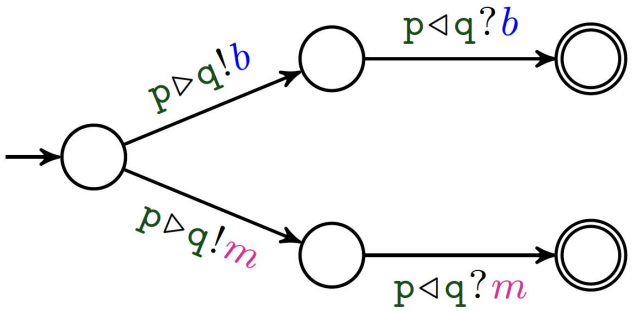
MST protocol verification



Collapsing states



MST protocol verification



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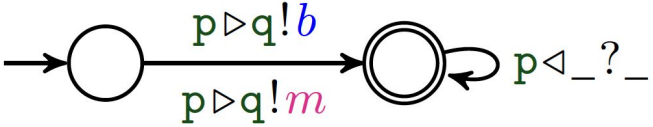
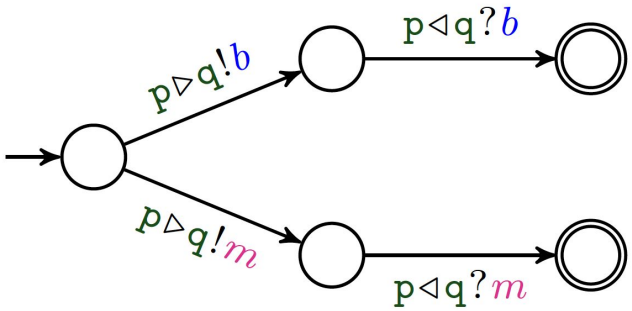
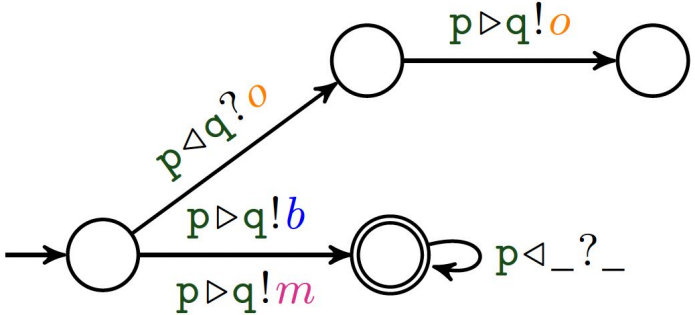


Adding receives

MST protocol verification



Collapsing states



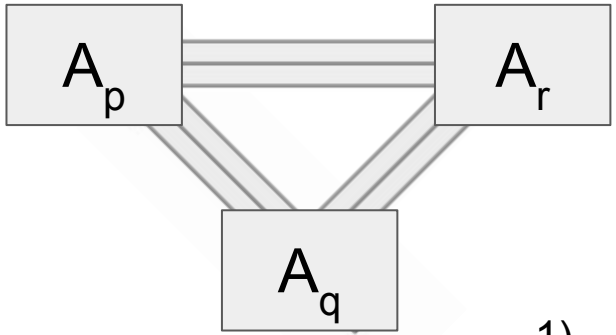
Adding unreachable states

Adding receives

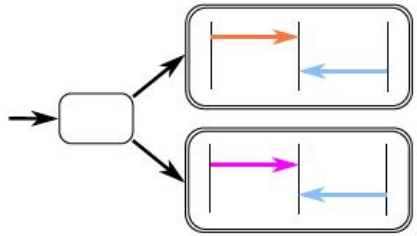
MST protocol verification

decidable in polynomial time, compositional

Protocol verification = *given* a CSM, protocol fidelity + deadlock freedom



implements?



1) CSM language = global type language
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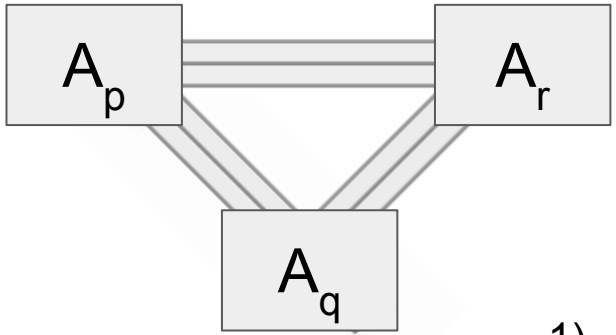
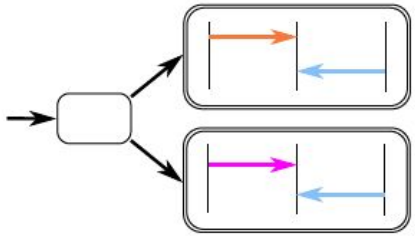
MST monolithic protocol refinement

Monolithic protocol refinement = *given* a CSM, *sub*protocol fidelity + deadlock freedom



protocol refines?



1) CSM language $\subseteq$ global type language
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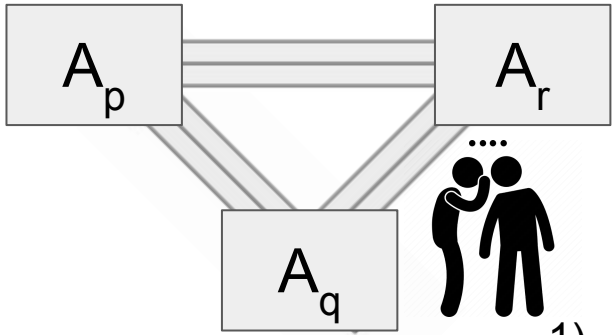
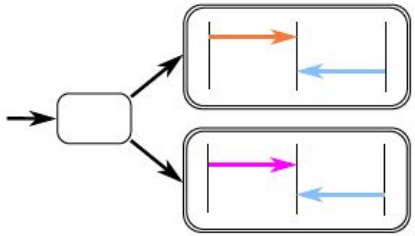
Monolithic protocol refinement = *given* a CSM, *sub*protocol fidelity + deadlock freedom



protocol refines?



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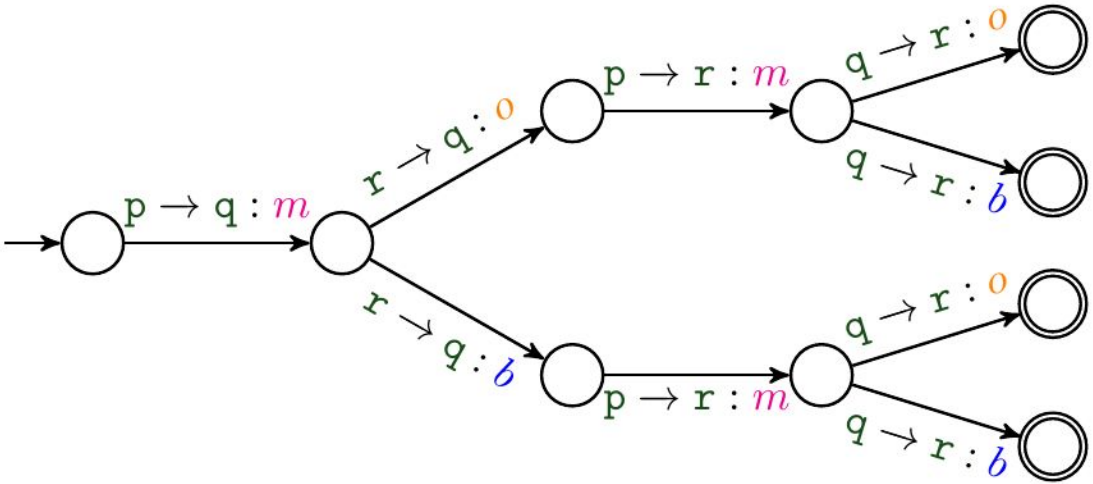
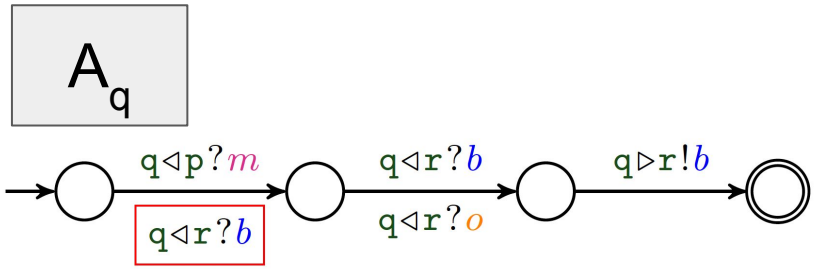
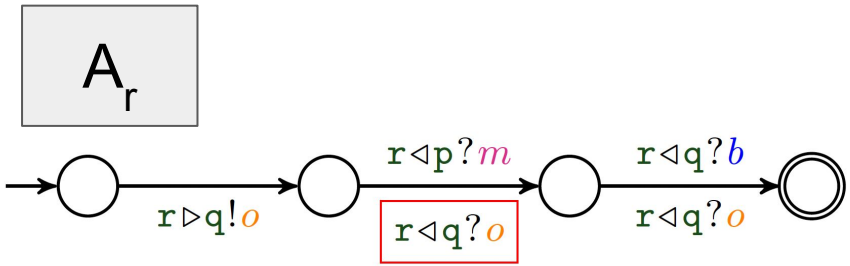
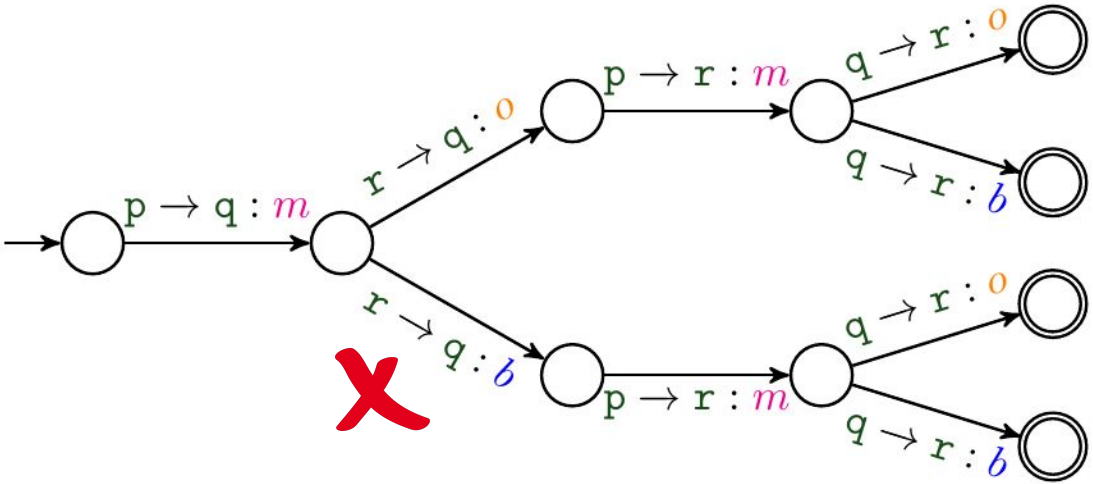


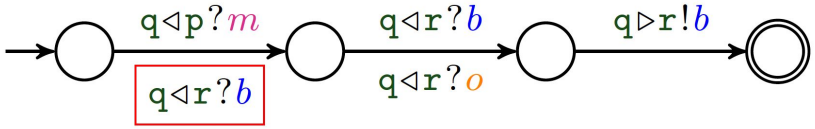

A_q
q◁p?m
q◁r?b
q◁r?b
q◁r?o
q▷r!b


A_r
r▷q!o
r◁p?m
r◁q?o
r◁q?b
r◁q?o

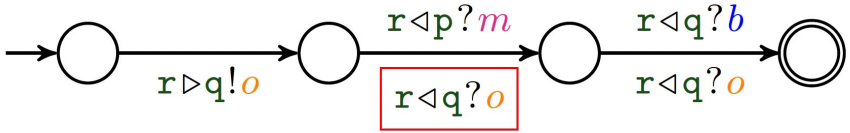
MST monolithic protocol refinement



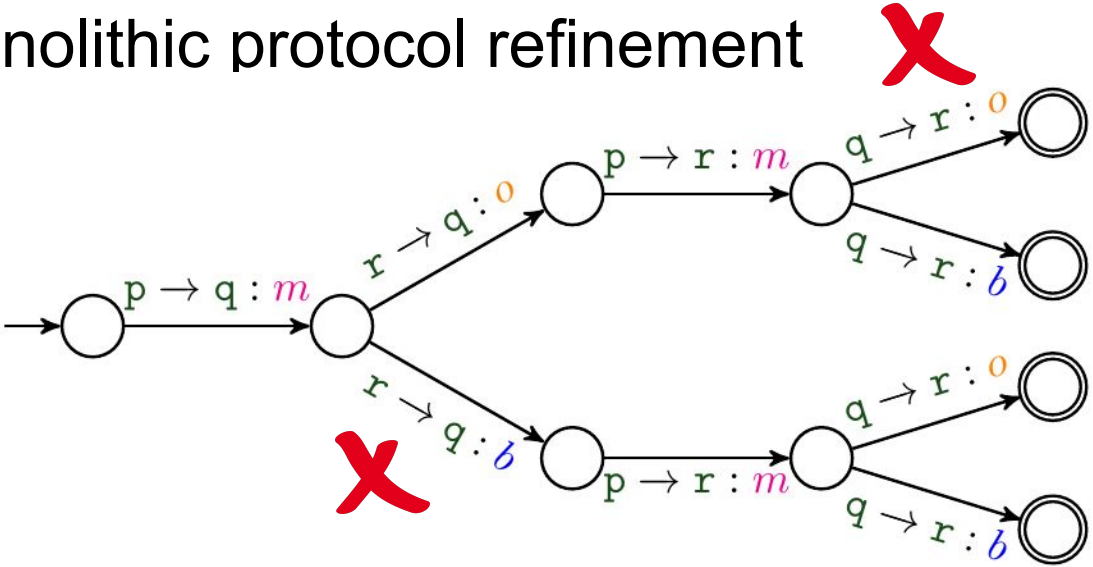
A_q

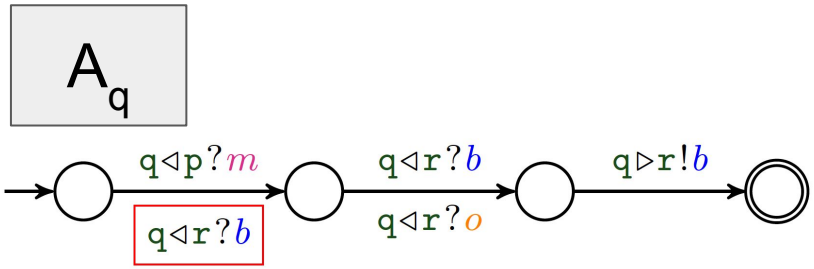


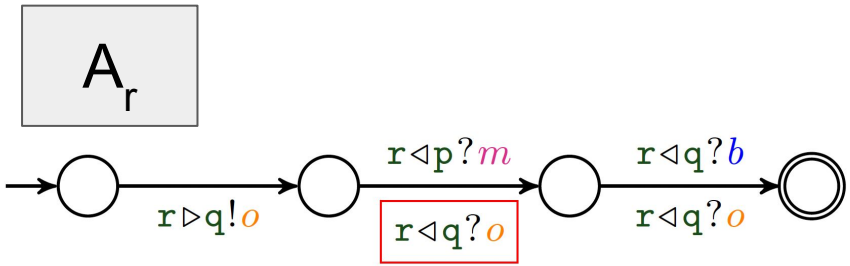
A_r



MST monolithic protocol refinement



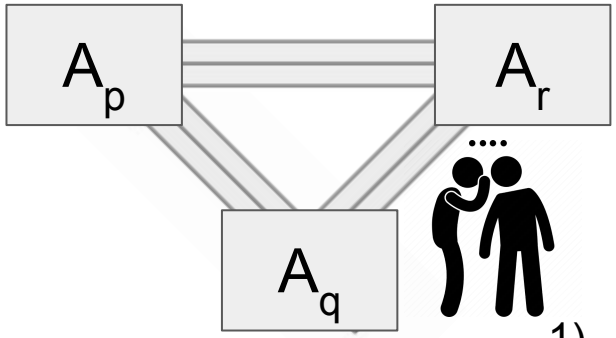




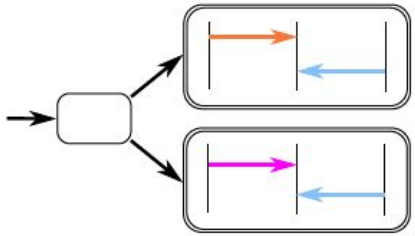
MST monolithic protocol refinement

PSPACE-hard, non-compositional

Monolithic protocol refinement = *given* a CSM, *sub*protocol fidelity + deadlock freedom



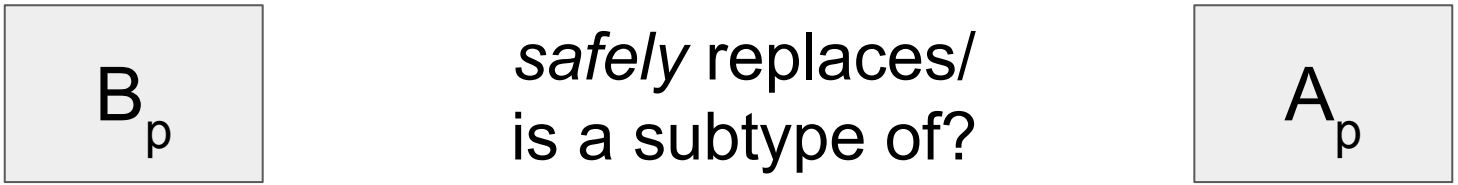
protocol refines?



1) CSM language $\subseteq$ global type language
2) CSM is deadlock-free

MST subtyping

Subtyping = can B_p *safely* replace A_p?



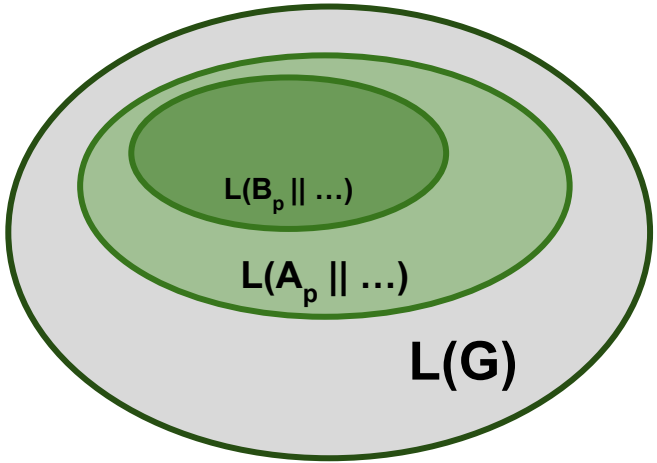
MST subtyping: existing work

Subtyping = can B_p *safely* replace A_p?

Our work provides:

- A stronger notion of safety:

  language inclusion + deadlock freedom



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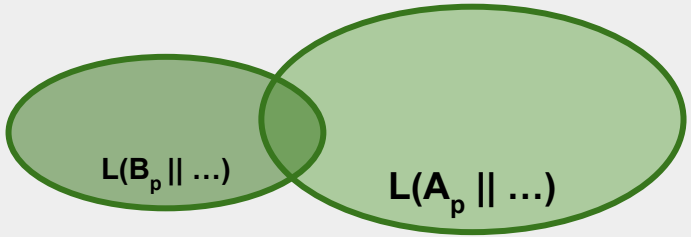
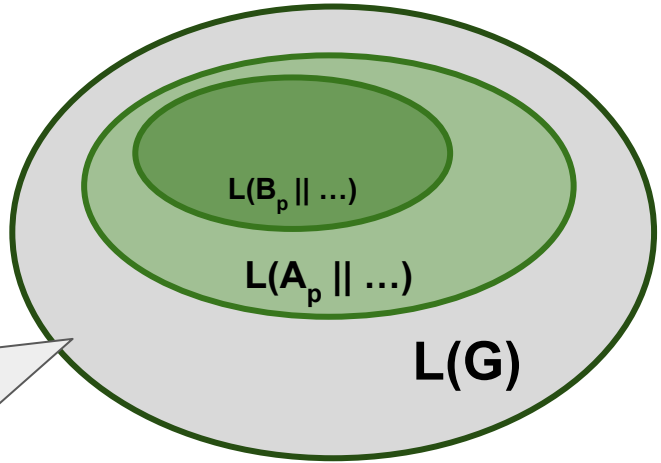
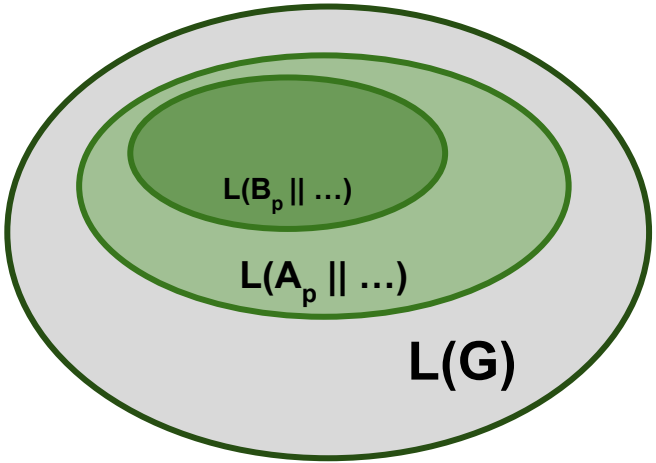
Brief digression on terminology:

"Asynchronous subtyping"





MST subtyping: existing work



Subtyping = can B_p *safely* replace A_p?

Our work provides:

- A stronger notion of safety:

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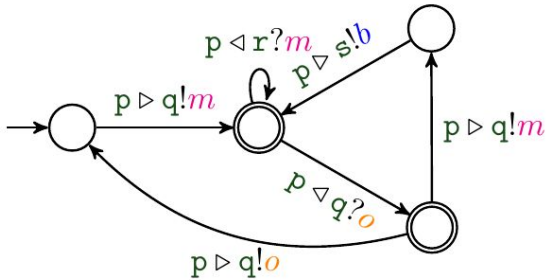
- A more expressive implementation model

  than [Lange and Yoshida, TACAS'16] [Ghilezan et al., POPL'21]

  - Mixed choice
  - Final states with outgoing transitions
  - Unrestricted control flow



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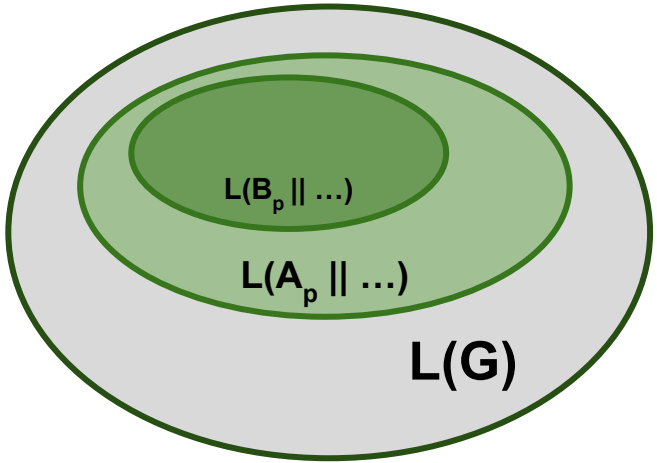
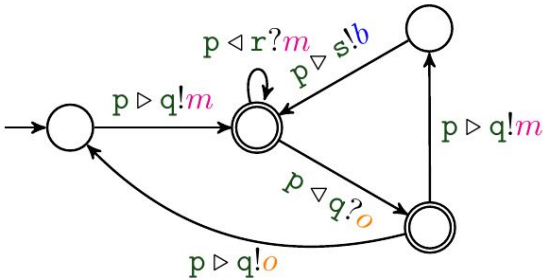
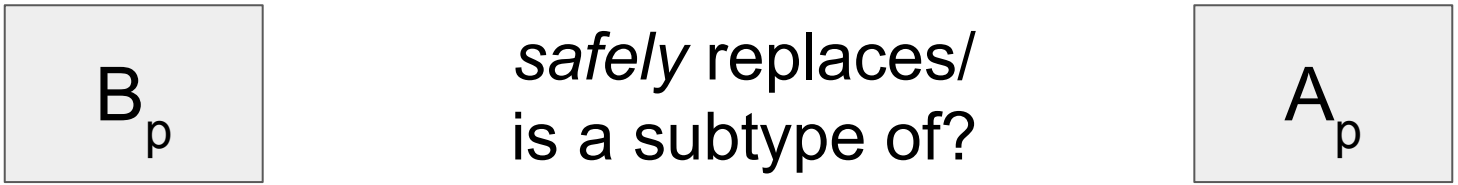
- A **context-dependent** subtyping relation





MST subtyping

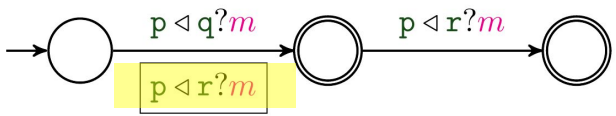
Subtyping = can B_p *safely* replace A_p?



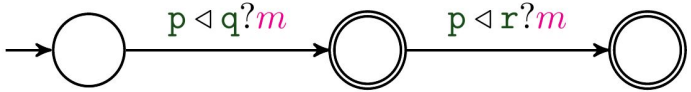
Folkloric subtyping: *"add receives, remove sends"*

MST subtyping

Subtyping = can B_p *safely* replace A_p?



safely replaces/
is a subtype of?



MST subtyping

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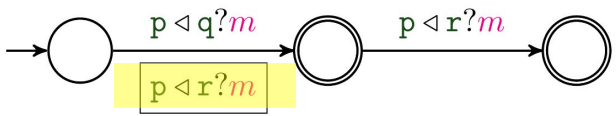

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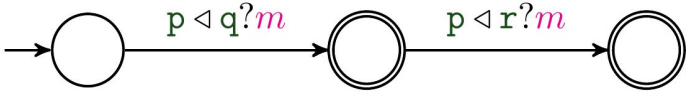

It depends!

MST subtyping

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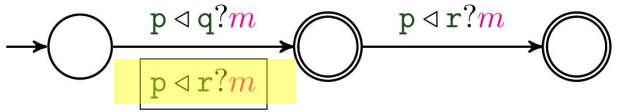

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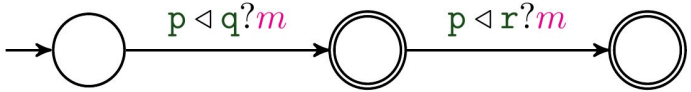
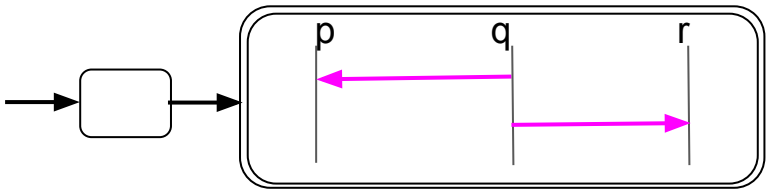
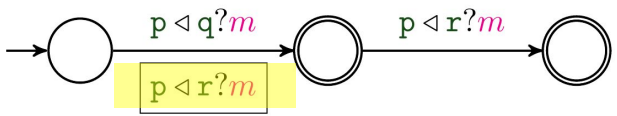


It depends!



MST subtyping

Subtyping = can B_p *safely* replace A_p?



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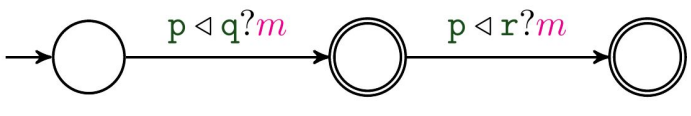
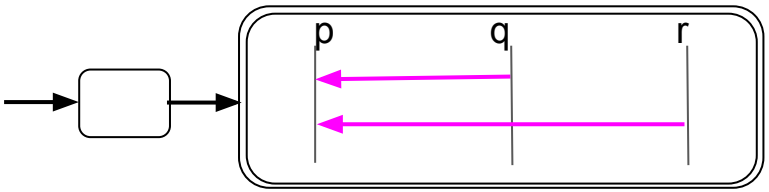


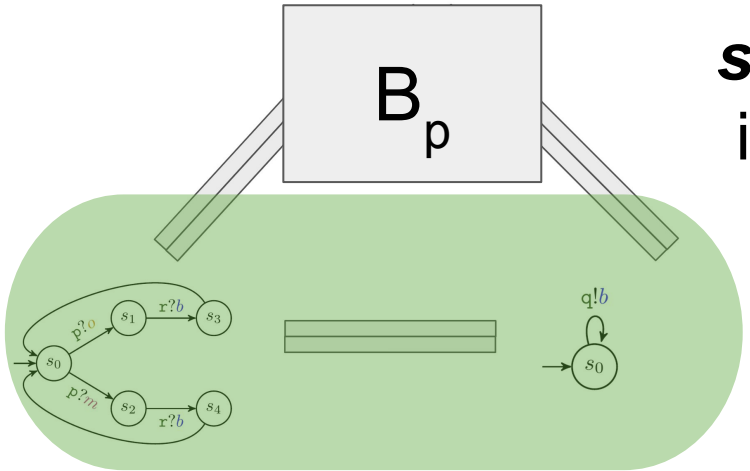
It depends! ✗



MST protocol refinement (subtyping)

polynomial, compositional, context-dependent

Protocol refinement = **for all well-behaved contexts under G**, can B_p safely replace A_p?



***safely*$_G$** replaces/ is a subtype of?