

# A Logic for Mailboxes

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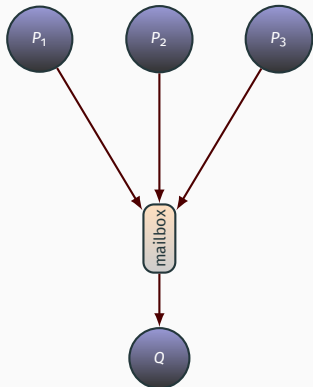
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## Which message do you read first?

<b>Time</b>	<b>Subject</b>
<b>4:00am</b>	Increase your H-index
<b>5:30am</b>	Review request
<b>6:00am</b>	[ECOOP 2018] Notification

# Selective message processing



## Context

- **many-to-one** communications
- **unpredictable** message order
- messages **selected** by tag, type, shape, ...

## Examples

- **actor model**  
Akka, Pony, Erlang, CAF, ...
- **concurrent objects**  
locks, futures, semaphores, ...

## A type system for mailbox interactions

- well-typed processes interact **safely**
- don't receive **unexpected** messages
- don't leave **garbage** behind
- don't **deadlock**

## Addressing “impure” actors to some extent

*“We studied 15 large, mature, and actively maintained actor programs written in Scala and found that **80% of them mix the actor model with another concurrency model**”*

*Tasharofi et al. [2013]*

# Syntax of the Mailbox Calculus

Asynchronous  $\pi$ -calculus + tagged messages + fail/free

Process	$P, Q ::=$	Guard	$G, H ::=$
	done		fail $u$
	$X[\bar{u}]$		free $u.P$
	$G$		$u?m(\bar{x}).P$
	$u!m[\bar{v}]$		$G + H$
	$P Q$		
	$(\nu a)P$		

## A simple example: the lock

$\text{Idle}(\text{lock}) \triangleq \text{free } \text{lock}.\text{done}$   
+  $\text{lock?acquire}(\text{user}).(\text{user!reply}[\text{lock}] | \text{Busy}[\text{lock}])$   
+  $\text{lock?release}.\text{fail } \text{lock}$

$\text{Busy}(\text{lock}) \triangleq \text{lock?release}.\text{Idle}[\text{lock}]$

- a lock is either **idle** or **busy**
- an idle lock **can** be acquired, but **cannot** be released
- a busy lock **must** be released

# Properties

## Definition

$P$  is mailbox conformant if  $P \rightarrow^* C[\text{fail } a]$

## Example (non-conformant process)

`Idle(lock) | lock!release`

## Definition

$P$  is deadlock free if  $P \rightarrow^* Q \rightarrow$  implies  $Q \equiv \text{done}$

## Example (conformant but deadlocking process)

`Idle(lock) | lock!acquire[user] | lock!acquire[user]  
| user?reply(l1).user?reply(l2). (l1!release | l2!release)`

# Mailbox Types

type $\tau$	process	
?A	provide one A	
!A	consume one A	
?(A · B)	consume both A and B	internally ordered
!(A · B)	provide both A and B	externally ordered
?(A + B)	consume either A or B	externally chosen
!(A + B)	provide either A and B	internally chosen
?⊥	consume nothing	
!⊥	provide nothing	
?⊙	throw exception	
!⊙	—	
?A*	consume some As	externally chosen
!A*	provide some As	internally chosen



$$\Gamma \vdash P$$

## Intuition

- $\Gamma$  = messages **produced** by  $P$  – messages **consumed** by  $P$

## Consequence

- all types in  $\Gamma$  are  $\perp$   $\iff P$  **breaks even**

## Example of typing derivation 1

$$\frac{\frac{u : !A \vdash u!A}{u : ?\perp \vdash u!A \mid (u!B \mid u?A.u?B.P)} \quad \frac{\frac{u : !B \vdash u!B}{u : ?A \vdash u!B \mid u?A.u?B.P} \quad \frac{\frac{\vdots}{u : ?B \vdash u?B.P}}{u : ?A \cdot B \vdash u?A.u?B.P}}{u : ?\perp \vdash u!A \mid (u!B \mid u?A.u?B.P)}}$$

## Example of typing derivation 2

$$\frac{\frac{\frac{}{u : !B \vdash u!B} \quad \frac{}{u : !A \vdash u!A}}{u : !B \cdot A \vdash u!B | u!A} \quad \frac{\frac{}{u : ?B \vdash u?B.P} \quad \vdots}{u : ?A \cdot B \vdash u?A.u?B.P}}{u : ?\perp \vdash (u!B | u!A) | u?A.u?B.P}}$$

## Example of typing derivation 2

$$\frac{\frac{\frac{}{u : !B \vdash u!B} \quad \frac{}{u : !A \vdash u!A}}{u : !A \cdot B \vdash u!B | u!A} \quad \frac{\frac{}{u : ?B \vdash u?B.P} \quad \vdots}{u : ?A \cdot B \vdash u?A.u?B.P}}{u : ?\perp \vdash (u!B | u!A) | u?A.u?B.P}}$$

## Lock's mailbox

`?acquire[!reply[!release]]*`

`Idle(lock)  $\triangleq$  free lock.done`

`+ lock?acquire(user).(user!reply[lock] | Busy[lock])`

`+ lock?release.fail lock`

`Busy(lock)  $\triangleq$  lock?release.Idle[lock]`

`?release.acquire[...]*`

# Lock's mailbox

$?acquire[!reply[!release]]^*$

$Idle(lock) \triangleq free\ lock.done$

$+ lock?acquire(user).(user!reply[lock] | Busy[lock])$

$+ lock?release.fail\ lock$

$Busy(lock) \triangleq lock?release.Idle[lock]$

$?release \cdot acquire[\dots]^*$

$?acquire^* = ?1 + acquire \cdot acquire^* + release \cdot 0$

# Properties of Well-Typed Processes

## Theorem (conformance)

If  $\Gamma \vdash P$ , then  $P$  is mailbox conformant

## Lemma (type preservation)

If  $\Gamma \vdash P$  and  $P \rightarrow Q$ , then  $\Gamma \vdash Q$

## Remark

Types in  $\Gamma$  are **preserved**, also when the type of a mailbox **isn't**

This process is **mailbox conformant** but **deadlocks**

```
Idle(lock) | lock!acquire[user] | lock!acquire[user]
| user?reply(l1).user?reply(l2). (l1!release | l2!release)
```

# On deadlocks and mailbox dependencies

## Definition (mailbox dependency)

There is a **dependency** between mailboxes  $u$  and  $v$  if either

- $v$  occurs in the continuation of a process blocked on  $u$
- $v$  occurs in a message stored in  $u$

## Strategy

1. collect **mailbox dependencies** in a graph  $\varphi$

$$\Gamma \vdash P :: \varphi$$

2. make sure the graph has **no cycles**



# Properties of well-typed processes, strengthened

## **Theorem (deadlock freedom)**

*If  $\emptyset \vdash P :: \varphi$ , then  $P$  is deadlock free*

## **Theorem (fair termination)**

*If  $\emptyset \vdash P :: \varphi$  for  $P$  finitely unfolding, then  $P \rightarrow^* Q$  implies  $Q \rightarrow^*$  done*

## **Corollary (garbage freedom)**

*Closed, well-typed, finitely-unfolding processes **leave no garbage***

## **Concluding Remarks**

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# An interpretation of first-order mailbox types into $\mu$ MALL

$E$	$\widehat{!E}$	$\widehat{?E}$
$0$	$0$	$\top$
$1$	$1$	$\perp$
$m$	$m$	$m^\perp$
$E + F$	$\widehat{!E} \oplus \widehat{!F}$	$\widehat{?E} \& \widehat{?F}$
$E \cdot F$	$\widehat{!E} \otimes \widehat{!F}$	$\widehat{?E} \wp \widehat{?F}$

- $\sigma \leq \tau$  iff  $\vdash \widehat{\tau}^\perp, \widehat{\sigma}$  derivable in (one sided)  $\mu$ MALL
- typing rules for mailbox calculus  $\sim$  inference rules for  $\mu$ MALL

## Unresolved issues

- interpretation of **higher-order** mailbox types
- relationship between **reduction** and **cut elimination**

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$m$	$m$	$m^\perp$
$E + F$	$\widehat{!E} \oplus \widehat{!F}$	$\widehat{?E} \& \widehat{?F}$
$E \cdot F$	$\widehat{!E} \otimes \widehat{!F}$	$\widehat{?E} \wp \widehat{?F}$
$E^*$	$\mu X. 1 \oplus \widehat{!E} \oplus (X \otimes X)$	$\nu X. \perp \& \widehat{?E} \& (X \wp X)$

- $\sigma \leq \tau$  iff  $\vdash \widehat{\tau}^\perp, \widehat{\sigma}$  derivable in (one sided)  $\mu$ MALL
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## Wrap up

- mailbox calculus  $\sim$  actors with **first-class/multiple** mailboxes
- mailbox types  $\sim$  descriptions of **unordered** mailboxes

### In the paper

[De'Liguoro and Padovani, 2018]

- more examples (actors using **futures**, master-workers)
- encoding of **binary sessions** with **joins** and **forks**

### Proof-of-concept implementation available

- subtyping can be as complex as validity of Presburger formulas
- potentially **lots** of type annotations, **Newtonian program analysis** to the rescue [Esparza et al., 2010]



## References

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Ugo De'Liguoro and Luca Padovani. Mailbox Types for Unordered Interactions. Technical report, Università di Torino, 2018. URL <https://arxiv.org/abs/1801.04167>.

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Samira Tasharofi, Peter Dinges, and Ralph E. Johnson. Why do scala developers mix the actor model with other concurrency models? In *Proceedings of ECOOP'13*, LNCS 7920, pages 302–326. Springer, 2013. 📄