

Contextual Metaprogramming for Session Types

Pedro Ângelo, Atsushi Igarashi, **Yuito Murase**, Vasco T. Vasconcelos

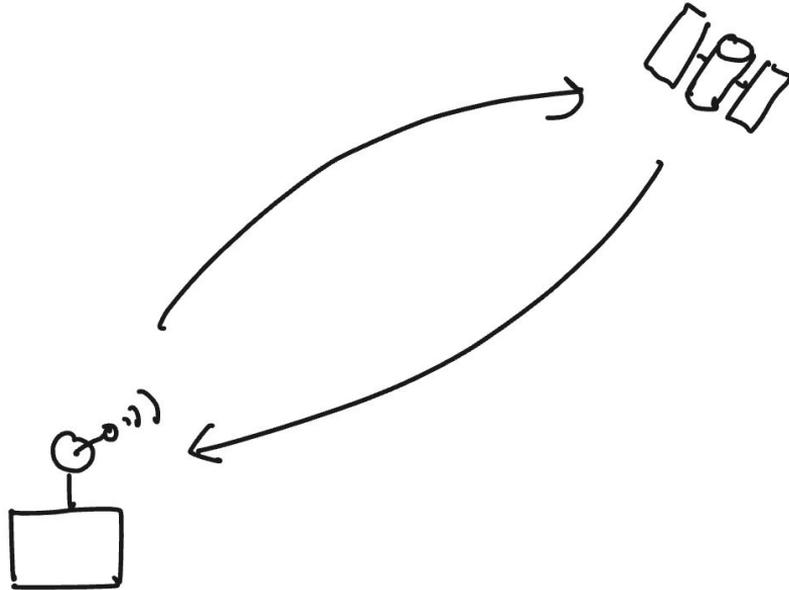
2025-Mar-06 PPL@Gamagori, Aichi

This talk is about...

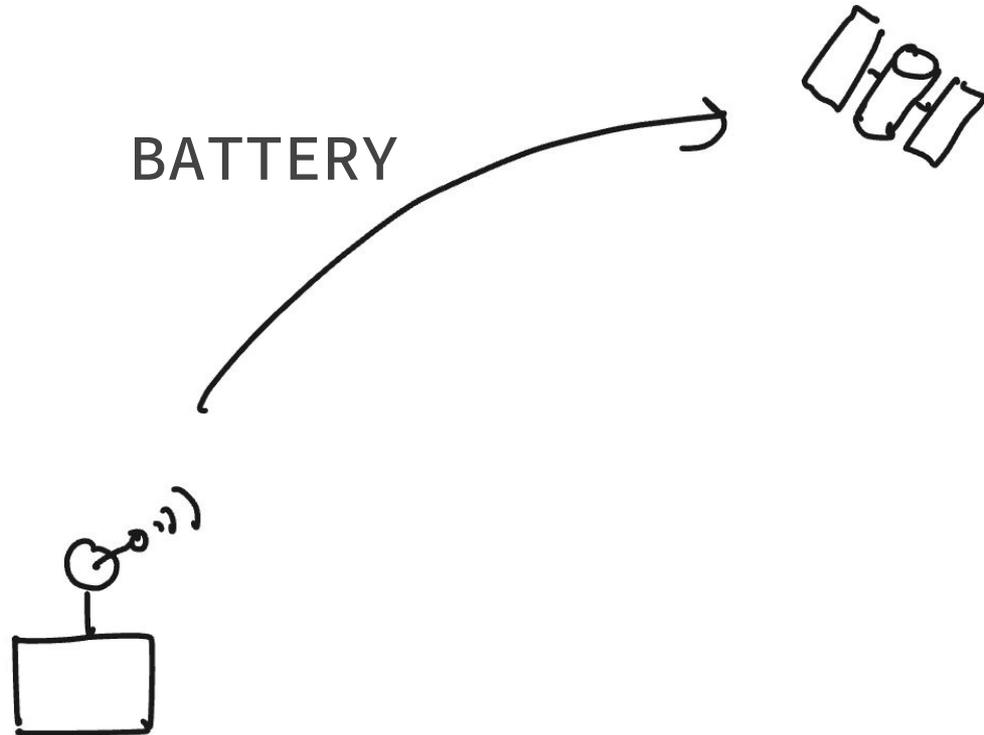
- Combining two paradigms of type systems
 - **Session Types** for distributed programming
 - **Contextual (Modal) Types** for metaprogramming
- Questions would be
 - Why did we choose this combination?
 - What was technical challenges?

Example: Programming Satellites (1)

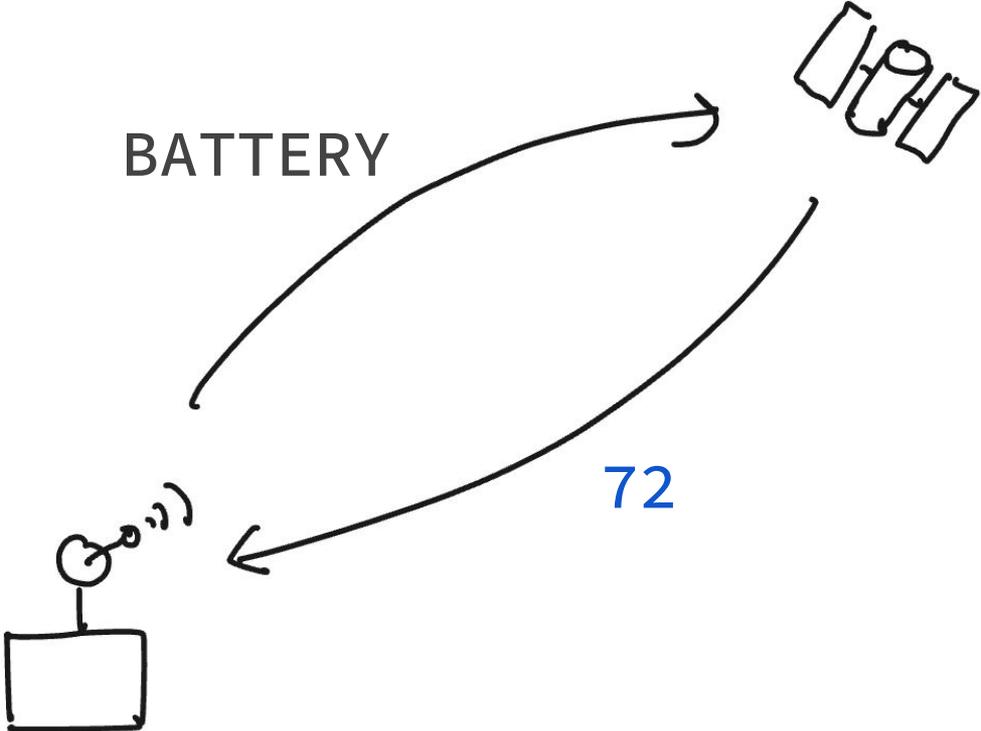
Let us consider programming communication between satellites and control rooms



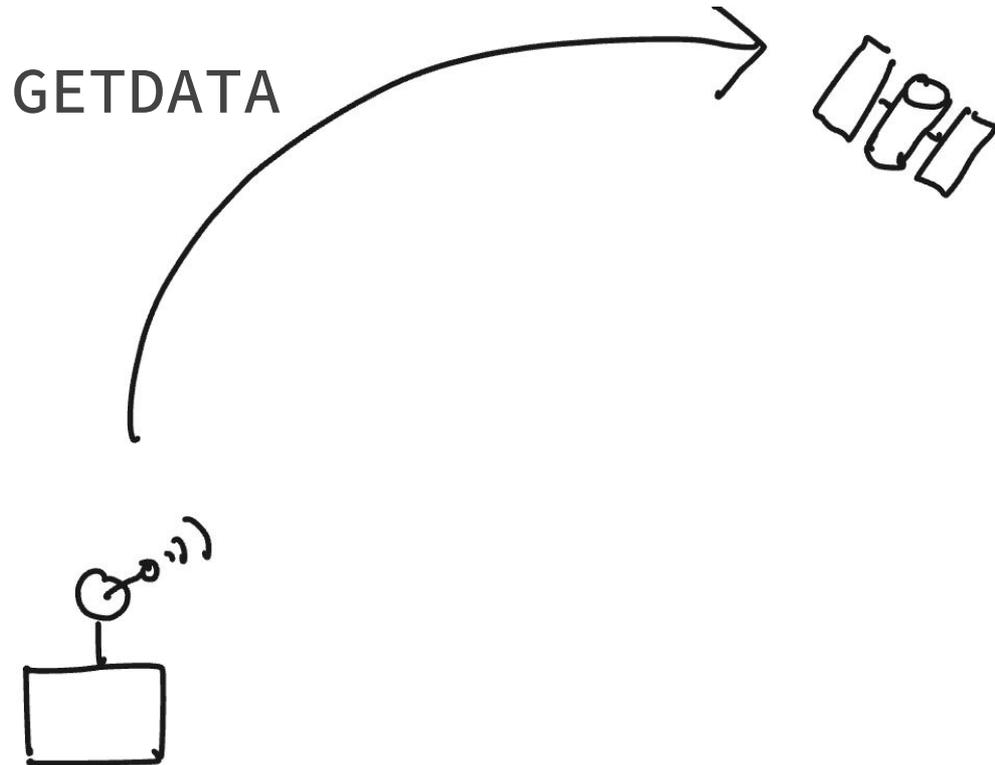
Example: Programming Satellites (2)



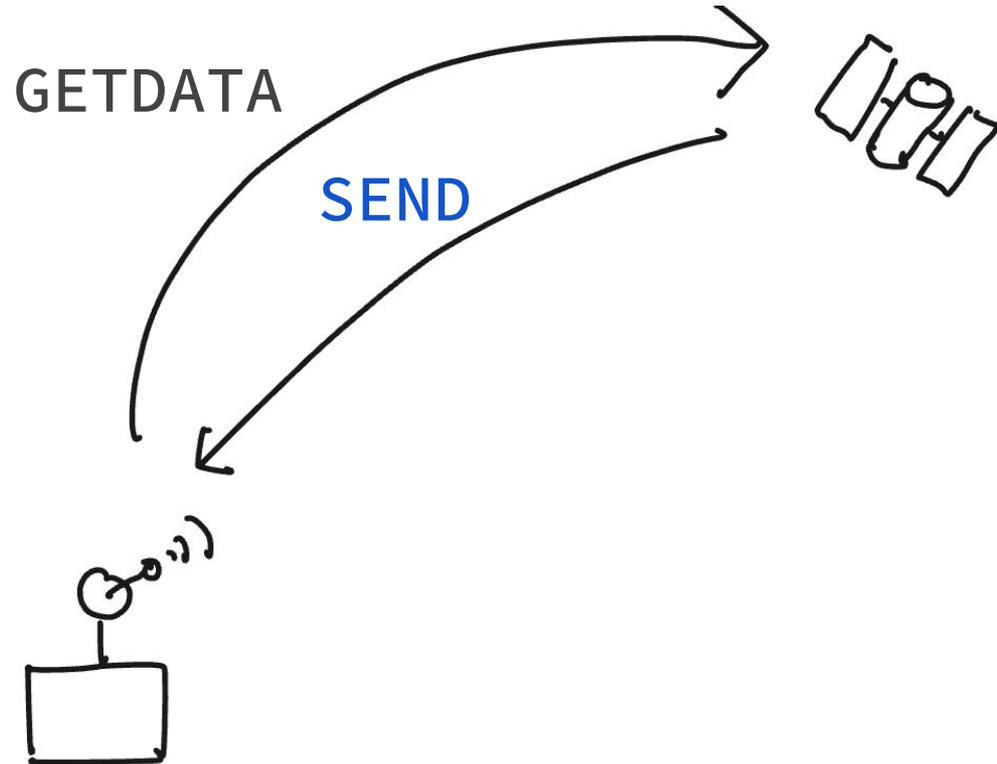
Example: Programming Satellites (2)



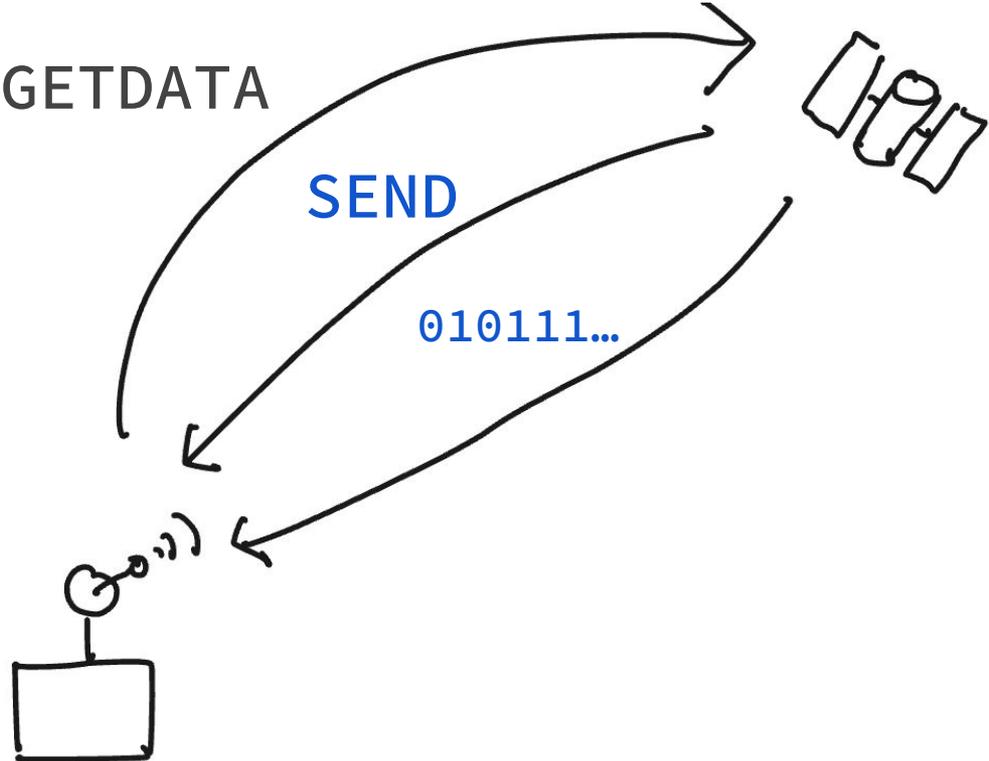
Example: Programming Satellites (3)



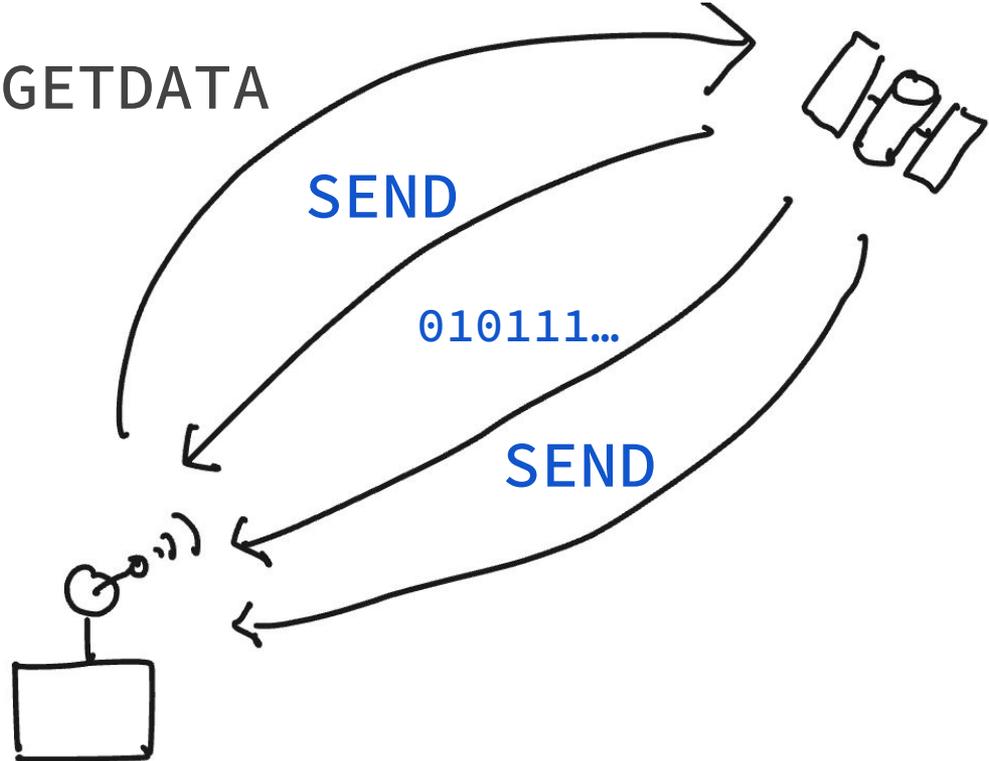
Example: Programming Satellites (3)



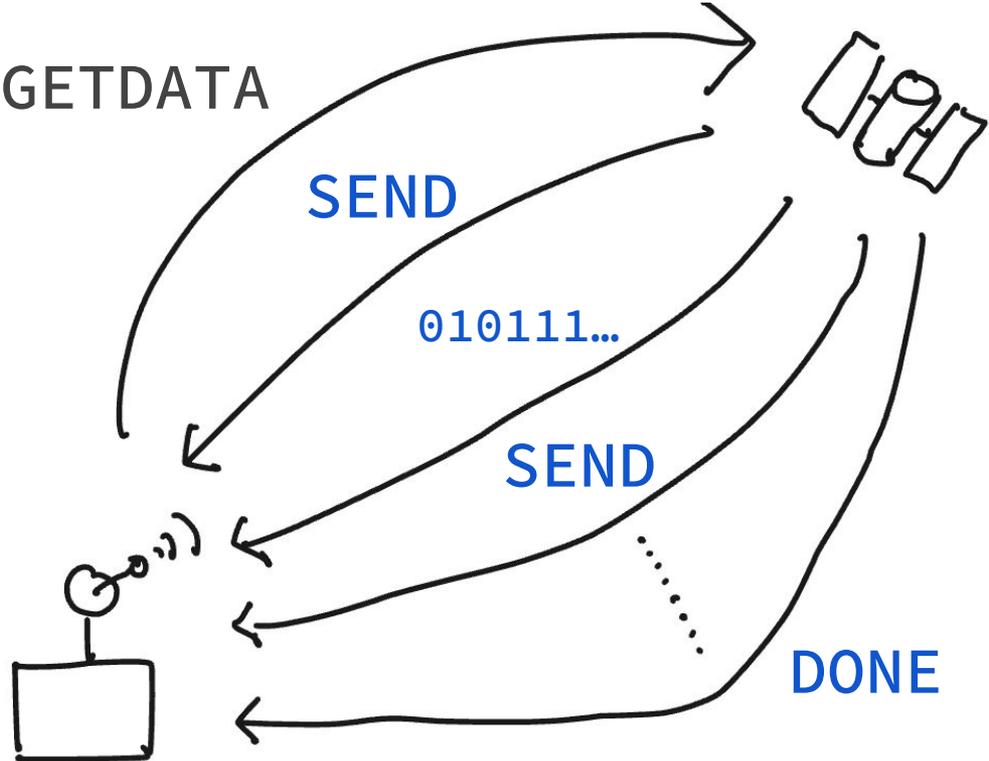
Example: Programming Satellites (3)



Example: Programming Satellites (3)



Example: Programming Satellites (3)



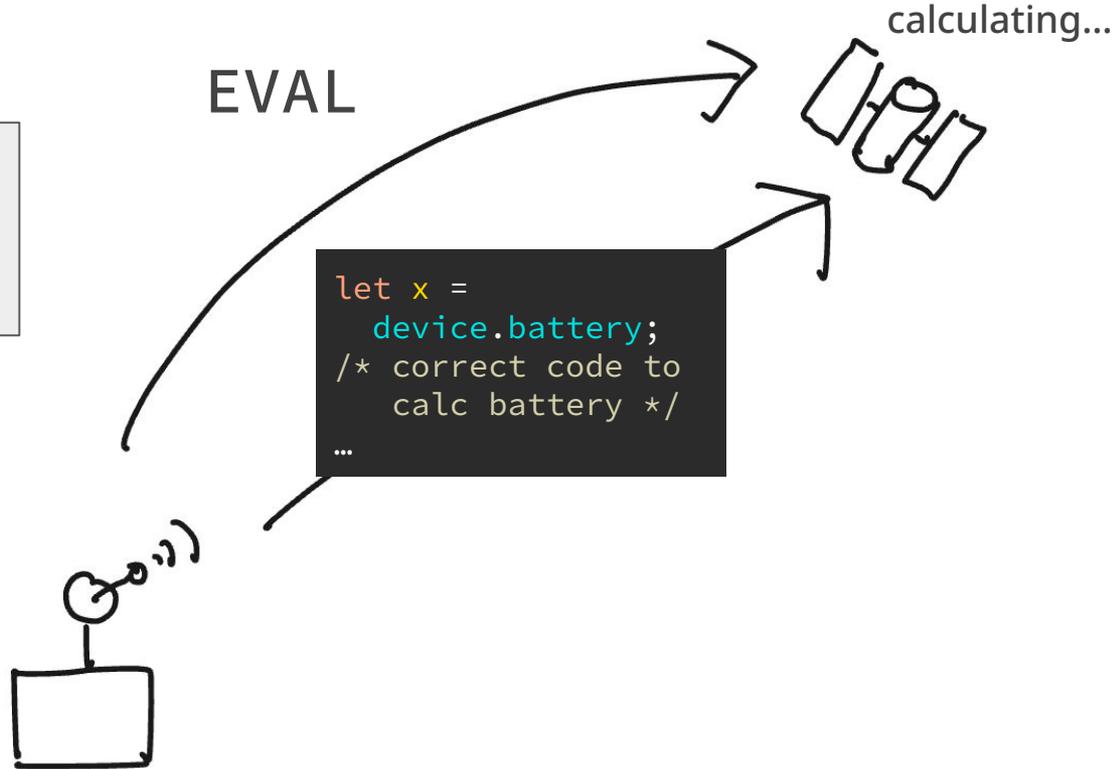
Example: Programming Satellites (4)



Found a bug in the satellite-side program!



Don't worry, we can send programs



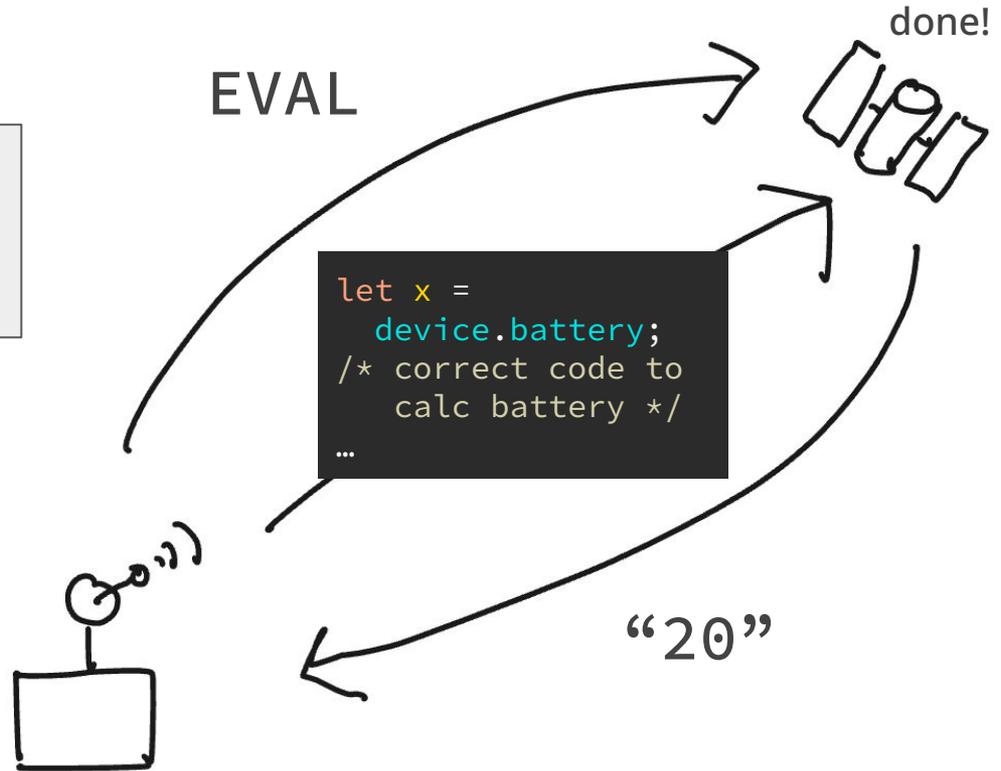
Example: Programming Satellites (4)



Found a bug in the satellite-side program!



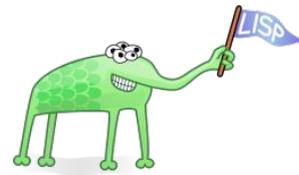
Don't worry, we can send programs



Communication + Metaprogramming is Common

We can observe this pattern in several situations

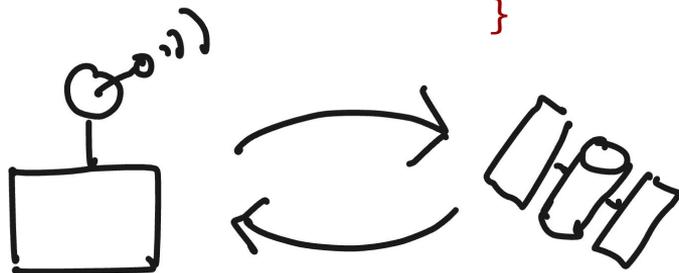
- Send code to remote devices to run it there
 - e.g. NASA Deep Space 1 (**Search “Lisp in Space”!**)
- Web servers and browsers
 - Server-Side Rendering, Lazy loading, Module Federation, ...
- Volunteer programming (e.g. Folding@Home)
- Hot code reloading



Session Types for Safe Communication

```
type CtrlCh =  
rec  $\tau$ .  $\oplus$ {  
  BATTERY: ?int. $\tau$ ,  
  GETDATA: rec  $\tau$ 2.  
    &{ SEND: ?blob. $\tau$ 2 ,  
      DONE:  $\tau$  }  
  EVAL: !str.?str. $\tau$   
}
```

```
type SatelliteCh =  
rec  $\tau$ . &{  
  BATTERY: !int. $\tau$ ,  
  GETDATA: rec  $\tau$ 2.  
     $\oplus$ { SEND: !blob. $\tau$ 2 ,  
      DONE:  $\tau$  }  
  EVAL: ?str.!str. $\tau$   
}
```

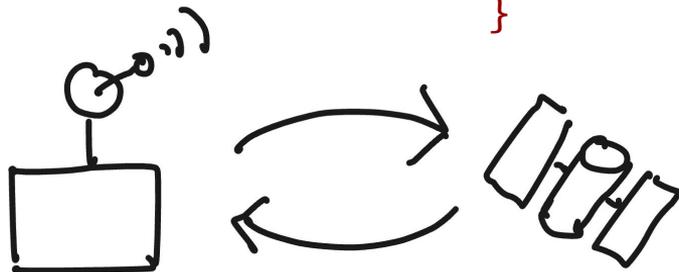


Session Types for Safe Communication

Available
commands to send

```
type CtrlCh =  
rec τ. ⊕{  
  BATTERY: ?int.τ,  
  GETDATA: rec τ2.  
    &{ SEND: ?blob.τ2 ,  
      DONE: τ }  
  EVAL: !str.?str.τ  
}
```

```
type SatelliteCh =  
rec τ. &{  
  BATTERY: !int.τ,  
  GETDATA: rec τ2.  
    ⊕{ SEND: !blob.τ2 ,  
      DONE: τ }  
  EVAL: ?str.!str.τ  
}
```



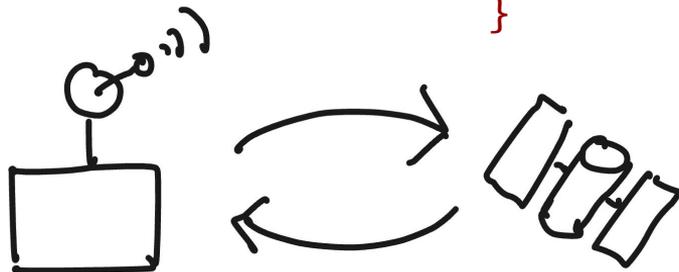
Session Types for Safe Communication

Available
commands to send

Receive
integer

```
type CtrlCh =  
rec τ. ⊕{  
  BATTERY: ?int.τ,  
  GETDATA: rec τ2.  
    &{ SEND: ?blob.τ2 ,  
        DONE: τ }  
  EVAL: !str.?str.τ  
}
```

```
type SatelliteCh =  
rec τ. &{  
  BATTERY: !int.τ,  
  GETDATA: rec τ2.  
    ⊕{ SEND: !blob.τ2 ,  
        DONE: τ }  
  EVAL: ?str.!str.τ  
}
```



Session Types for Safe Communication

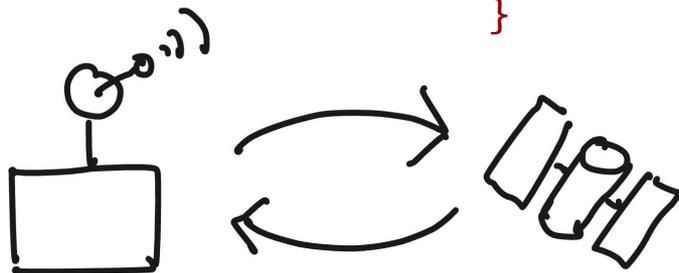
Available
commands to send

Receive
integer

Recursive type
for repetitions

```
type CtrlCh =  
rec  $\tau$ .  $\oplus$ {  
  BATTERY: ?int. $\tau$ ,  
  GETDATA: rec  $\tau$ 2.  
    &{ SEND: ?blob. $\tau$ 2 ,  
      DONE:  $\tau$  }  
  EVAL: !str.?str. $\tau$   
}
```

```
type SatelliteCh =  
rec  $\tau$ . &{  
  BATTERY: !int. $\tau$ ,  
  GETDATA: rec  $\tau$ 2.  
     $\oplus$ { SEND: !blob. $\tau$ 2 ,  
      DONE:  $\tau$  }  
  EVAL: ?str.!str. $\tau$   
}
```



Session Types for Safe Communication

Available
commands to send

Receive
integer

```
type CtrlCh =  
rec τ. ⊕{
```

```
  BATTERY: ?int.τ,  
  GETDATA: rec τ2.
```

```
  &{ SEND: ?blob.τ2 ,  
    DONE: τ }
```

```
  EVAL: !str.?str.τ
```

```
}
```

Possible commands
to receive

Recursive type
for repetitions

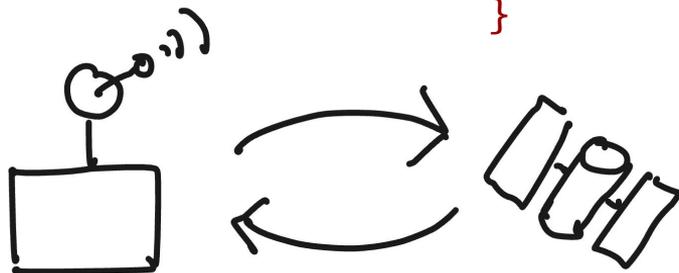
```
type SatelliteCh =  
rec τ. &{
```

```
  BATTERY: !int.τ,  
  GETDATA: rec τ2.
```

```
  ⊕{ SEND: !blob.τ2 ,  
    DONE: τ }
```

```
  EVAL: ?str.!str.τ
```

```
}
```



Session Types for Safe Communication

Available
commands to send

Receive
integer

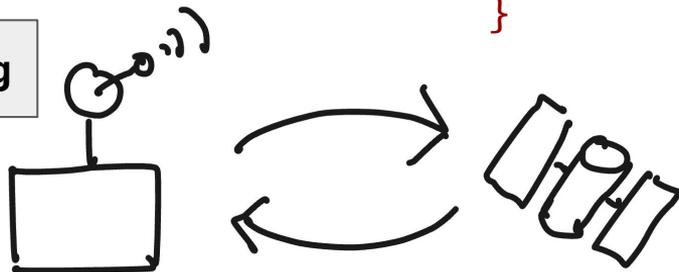
```
type CtrlCh =  
rec τ. ⊕{  
  BATTERY: ?int.τ,  
  GETDATA: rec τ2.  
    &{ SEND: ?blob.τ2 ,  
      DONE: τ }  
  EVAL: !str.?str.τ  
}
```

Recursive type
for repetitions

Send string

Possible commands
to receive

```
type SatelliteCh =  
rec τ. &{  
  BATTERY: !int.τ,  
  GETDATA: rec τ2.  
    ⊕{ SEND: !blob.τ2 ,  
      DONE: τ }  
  EVAL: ?str.!str.τ  
}
```



Session Types for Safe Communication

Available
commands to send

Receive
integer

```
type CtrlCh =  
rec τ. ⊕{  
  BATTERY: ?int.τ,  
  GETDATA: rec τ2.  
    &{ SEND: ?blob.τ2 ,  
      DONE: τ }  
  EVAL: !str.?str.τ  
}
```

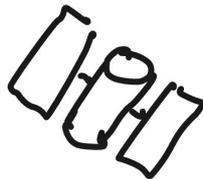
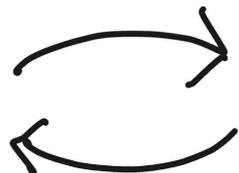
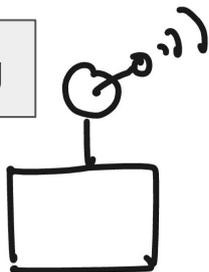
Recursive type
for repetitions

Send string

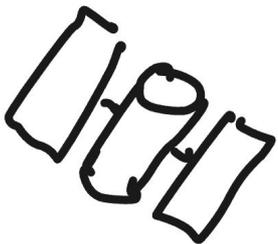
Possible commands
to receive

Dual

```
type SatelliteCh =  
rec τ. &{  
  BATTERY: !int.τ,  
  GETDATA: rec τ2.  
    ⊕{ SEND: !blob.τ2 ,  
      DONE: τ }  
  EVAL: ?str.!str.τ  
}
```



Channels are Linear Resources



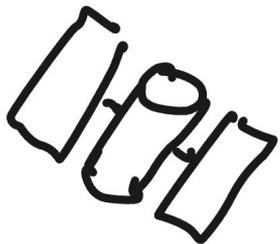
```
type SatelliteCh =  
rec τ. &{  
  BATTERY: ...  
  GETDATA: ...  
  EVAL: ?str.!str.τ  
}
```

```
let rec serve(ch: SatelliteCh): unit =  
  match ch with  
  case BATTERY => ...  
  case GETDATA => ...  
  case EVAL => \ch -> {  
    let (code, ch) = receive ch in  
    let ch = send ch (exec code) in  
    serve ch  
  }
```

Channels must be used
exactly once

⇒ Linear Types

Channels are Linear Resources



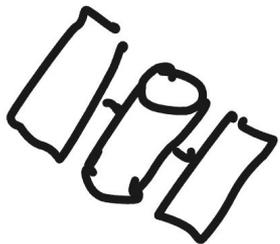
```
type SatelliteCh =  
  rec τ. &{  
    BATTERY: ...  
    GETDATA: ...  
    EVAL: ?str.!str.τ  
  }
```

```
let rec serve(ch: SatelliteCh): unit =  
  match ch with  
  case BATTERY => ...  
  case GETDATA => ...  
  case EVAL => \ch -> {  
    let (code, ch) = receive ch in  
    let ch = send ch (exec code) in  
    serve ch  
  }
```

Channels must be used
exactly once

⇒ Linear Types

Channels are Linear Resources



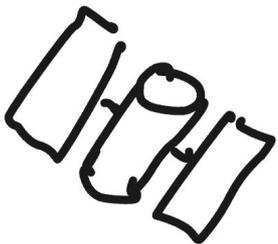
```
type SatelliteCh =  
  rec τ. &{  
    BATTERY: ...  
    GETDATA: ...  
    EVAL: ?str.!str.τ  
  }
```

```
let rec serve(ch: SatelliteCh): unit =  
  match ch with  
  case BATTERY => ...  
  case GETDATA => ...  
  case EVAL => \ch -> {  
    let (code, ch) = receive ch in  
    let ch = send ch (exec code) in  
    serve ch  
  }
```

Channels must be used
exactly once

⇒ Linear Types

Channels are Linear Resources



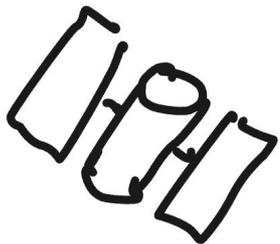
```
type SatelliteCh =  
  rec τ. &{  
    BATTERY: ...  
    GETDATA: ...  
    EVAL: ?str. !str.τ  
  }
```

```
let rec serve(ch: SatelliteCh): unit =  
  match ch with  
  case BATTERY => ...  
  case GETDATA => ...  
  case EVAL => \ch -> {  
    let (code, ch) = receive ch in  
    let ch = send ch (exec code) in  
    serve ch  
  }
```

Channels must be used
exactly once

⇒ Linear Types

Channels are Linear Resources



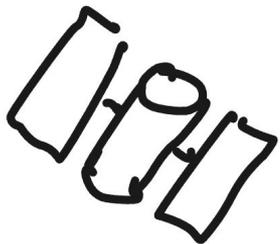
```
type SatelliteCh =  
  rec τ. &{  
    BATTERY: ...  
    GETDATA: ...  
    EVAL: ?str.!str.τ  
  }
```

```
let rec serve(ch: SatelliteCh): unit =  
  match ch with  
  case BATTERY => ...  
  case GETDATA => ...  
  case EVAL => \ch -> {  
    let (code, ch) = receive ch in  
    let ch = send ch (exec code) in  
    serve ch  
  }
```

Channels must be used
exactly once

⇒ Linear Types

Contextual Types for Metaprogramming



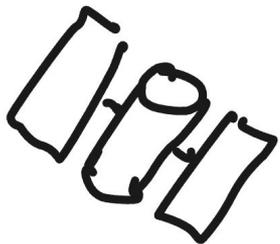
```
type SatelliteCh =  
  rec τ. &{  
    ...  
    EVAL: ?str.!str.τ  
  }
```

Programs as string

```
...  
case EVAL => \ch -> {  
  let (code, ch) = receive ch in  
  let ch = send ch (exec code) in  
  serve ch  
}
```

It is dangerous to
evaluate code fragments

Contextual Types for Metaprogramming



```
type SatelliteCh =  
  rec τ. &{  
    ...  
    EVAL: ?[Γ ⊢ str].!str.τ  
  }
```

Contextual Type
[Nanevski+ 08][Jang+ 22]

```
...  
case EVAL => \ch -> {  
  let (code, ch) = receive ch in  
  let box U = code in  
  let ch = send ch U[device,...] in  
  serve ch  
}
```

Execute code with
supplying resources

Resources that a program
requires (i.e. *context*)

$[\Gamma \vdash \text{str}]$

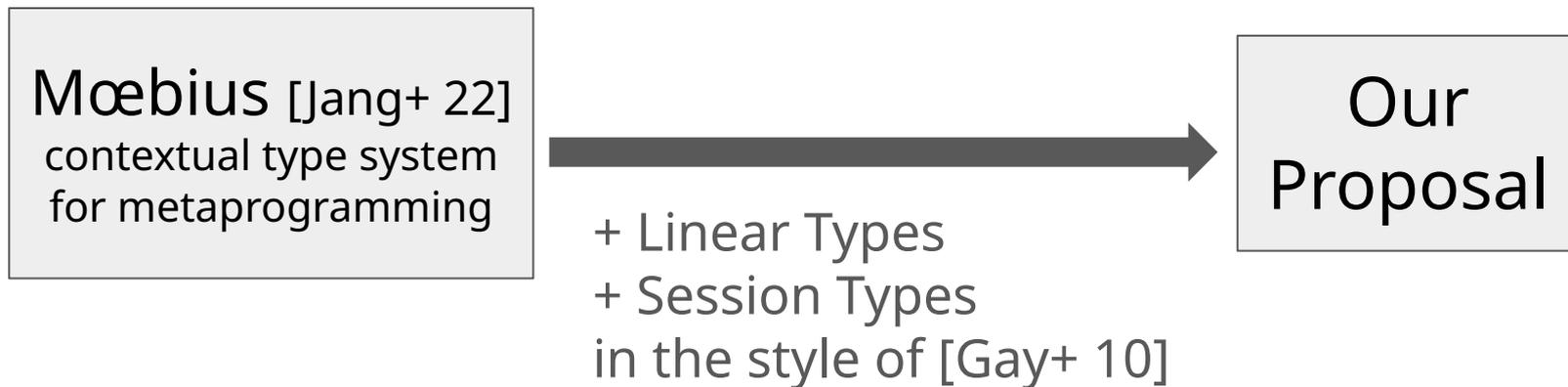
Result of the computation

Example

$\{x, y. x+y\}$

$:[\text{int}, \text{int} \vdash \text{int}]$

What We Did



We formalized a typed programming language that provide both session types and contextual types

- Type System
- Operational Semantics

Code is *ALWAYS* unrestricted resource

We determine linearity of values a la Walker [2005]

1000

“some string”

Can be copied
⇒ **unrestricted**

(ch: CtrlCh)

Channels are
linear

Code is **ALWAYS** unrestricted resource

We determine linearity of values à la Walker [2005]

1000
“some string”

Can be copied
⇒ **unrestricted**

(ch: CtrlCh)

Channels are
linear

$\lambda x. \text{send } ch \ x$

Depends on a linear
resource ⇒ **linear**

$\lambda ch. \text{send } ch \ 1$

Independent from linear
rsc. ⇒ **unrestricted**

Code is ALWAYS unrestricted resource

We determine linearity of values a la Walker [2005]

1000
“some string”

Can be copied
⇒ **unrestricted**

(ch: CtrlCh)

Channels are
linear

$\lambda x. \text{send } ch \ x$

Depends on a linear
resource ⇒ **linear**

$\lambda ch. \text{send } ch \ 1$

Independent from linear
rsc. ⇒ **unrestricted**

$\lambda \{x, ch. \text{send } ch \ x\}$

Our type system enforce
that code is closed
(= independent from
any resources)

⇒ **unrestricted**

Safety Properties

We confirmed that our proposal satisfies expected safety properties

Theorem 3 (Progress for evaluation). *Let $\Gamma^S \vdash M : T$. Then,*

- 1. M is a value, or*
- 2. $M \rightarrow N$, for some N , or*
- 3. M is of the form $E[N]$, for some E , with N of one of the following forms: close x , wait x , send $v x$, receive x , select $l x$, match x with $\{l \rightarrow N_l\}^{l \in L}$, new v or fork v .*

Theorem 4 (Absence of immediate errors). *If $\vdash P$ then P is not a runtime error.*

Related Work

- Modal types for distributed programs[Jia+04][Murphy+04]
 - Assume simpler communication with multiple processes
- Multi-tier programming
 - e.g., Hop.js[Serrano+16], Links[Cooper+07]
 - Experimental Programming Language Implementations for web applications
- Multi-stage computation
 - We want to evaluate code at runtime
 - ⇒ type systems like λ_{\circ} [Davies17] are not adequate

We are Seeking for Future Directions

Currently, novelty in our proposal seems a bit weak, while we believe that Communication+Metaprogramming have better chemistry...

- Different-Style communications from modal calculi
- Extension towards multi-tier programming
- Staged Semantics in distributed programming

Let us know if you have good idea!

References (1/2)

- Nanevski, A., Pfenning, F., & Pientka, B. (2008). Contextual modal type theory. *ACM Transactions on Computational Logic*, 9(3), 23:1-23:49.
<https://doi.org/10.1145/1352582.1352591>
- Jang, J., G elineau, S., Monnier, S., & Pientka, B. (2022). M obius: Metaprogramming using contextual types: the stage where system f can pattern match on itself. *Proceedings of the ACM on Programming Languages*, 6(POPL), 1–27.
<https://doi.org/10.1145/3498700>
- Gay, S. J., & Vasconcelos, V. T. (2010). Linear type theory for asynchronous session types. *Journal of Functional Programming*, 20(1), 19–50.
<https://doi.org/10.1017/S0956796809990268>
- Walker, D. (2005) Substructural type systems. In *Advanced Topics in Types and Programming Languages*, Pierce, B. C. (ed.). MIT Press, Cambridge, Massachusetts, Chapter 1, pp. 3–43.

References (2/2)

- Jia, L., & Walker, D. (2004). Modal Proofs as Distributed Programs. In D. Schmidt (Ed.), *Programming Languages and Systems* (pp. 219–233). Springer. https://doi.org/10.1007/978-3-540-24725-8_16
- Murphy, T., Crary, K., Harper, R., & Pfenning, F. (2004). A symmetric modal lambda calculus for distributed computing. *Proceedings of the 19th Annual IEEE Symposium on Logic in Computer Science, 2004.*, 286–295. <https://doi.org/10.1109/LICS.2004.1319623>
- Serrano, M., & Prunet, V. (2016). A glimpse of Hopjs. *SIGPLAN Not.*, 51(9), 180–192. <https://doi.org/10.1145/3022670.2951916>
- Cooper, E., Lindley, S., Wadler, P., & Yallop, J. (2007). Links: Web Programming Without Tiers. *Formal Methods for Components and Objects*, 266–296. https://doi.org/10.1007/978-3-540-74792-5_12
- Davies, R. (2017). A Temporal Logic Approach to Binding-Time Analysis. *Journal of the ACM*, 64(1), 1:1-1:45. <https://doi.org/10.1145/3011069>