

# Probabilistic multiparty session types

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- In general, an important feature of a probabilistic model is that it distinguishes between **nondeterminism** and **probabilistic** choice
  - ▶ a **nondeterminism** choice refers to the one made by an external process,
  - ▶ a **probabilistic** choice is a choice made internally by the process, and not controlled by an external process.
- Intuitively, a probabilistic choice is given by sets of alternative transitions, each transition having a certain probability of being selected, where the **sum of all probabilities of one alternative set is 1**.

- To distinguish the differences between **nondeterminism** and **probabilistic** choices, consider the following simple example: *Alice* wrote a manuscript and intends to submit it to a journal. There, for some journals, she has to select from several editors (say three: *Bob*, *Carol* and *Diana*).
- It is the author's choice to which editor to send his work. This is a **probabilistic** choice (as it is under his control and the preference for which to select may depend on some previous interactions).
- Then the author waits for an answer. This is a **nondeterministic** choice (as the choice of what kind of answer he receives is out of his control).

- We consider that the **probabilistic** choice is a choice made **internally** by the process, and not controlled by an external process.
- There are two possibilities for extending a model using probabilities:
  - ▶ to **replace** nondeterministic choices by probabilistic choices
  - ▶ to **allow both** probabilistic and nondeterministic choices.
- We take the **second approach** since when considering concurrent processes the concept of nondeterminism is necessary to describe the asynchronous character of the interleaving parallel composition.

# Probabilistic Multiparty Session Processes

## Syntax

### Processes

$$\begin{array}{lcl} P & ::= & \vdots \\ | & \sum_{p_i} p_i : s! \langle \tilde{e}_i \rangle; P_i & \text{(value sending)} \\ | & \sum_{j \in J} s?(\tilde{x}_j); P_j & \text{(value reception)} \\ | & \sum_{p_i} p_i : s \triangleleft l_i; P_i & \text{(label selection)} \\ | & s \triangleright \{l_j : P_j\}_{j \in J} & \text{(label branching)} \\ | & \vdots & \end{array}$$

# Probabilistic Multiparty Session Processes

## Syntax

- Assume *Alice* **knows** *Bob* with whom it already had some scientific interactions, while about *Carol* she **heard** from her articles.
- Therefore, the probability that *Alice* chooses *Bob* to handle the review of her manuscript is **higher** than choosing *Carol*.
- Even if there exists a probability to choose *Diana*, this is **very small** as *Alice* does not know anything about her.

## Example (Probabilistic Choice)

$$\begin{aligned} \text{Alice} &= 0.6 : \text{submitB!}\langle \text{article} \rangle; \text{AliceB} \\ &+ 0.3 : \text{submitC!}\langle \text{article} \rangle; \text{AliceC} \\ &+ 0.1 : \text{submitD!}\langle \text{article} \rangle; \text{AliceD} \end{aligned}$$

# Probabilistic Multiparty Session Processes

## Syntax

- After receiving a manuscript, an editor can perform various actions:
  - ▶ to **accept** the paper; usually the probability to accept a paper is small (e.g., 0.1);
  - ▶ to **reject** the paper;
  - ▶ to **propose another editor**, possible from another journal, as the paper does not fit the journal aims; the probability for this to happen is very small (e.g., 0.05);

## Example (Probabilistic Choice)

$$\begin{aligned} Bob &= 0.10 : s \triangleleft \text{accept}; BobA \\ &+ 0.85 : s \triangleleft \text{reject}; BobR \\ &+ 0.05 : s \triangleleft \text{propose}; BobP \end{aligned}$$



- After sending her manuscript *Alice* knows she can expect that:
  - ▶ her paper is **accepted**;
  - ▶ her paper is **rejected**;
  - ▶ her paper is **proposed to another editor**;

### Example (Nondeterministic Choice)

$$\textit{Alice} = s \triangleright \{ \textit{accept}; \textit{AliceA} \\ \textit{reject}; \textit{AliceR} \\ \textit{propose}; \textit{AliceP} \}$$

# Probabilistic Multiparty Session Processes

## Semantics

$$\begin{aligned} \sum_{p_i} p_i : s! \langle \tilde{e}_i \rangle; P_i \mid s : \tilde{h} \rightarrow_{p_i} P_i \mid s : \tilde{h} \cdot \tilde{v}_i \quad (\tilde{e}_i \downarrow \tilde{v}_i) & \quad (\text{PROBSEND}) \\ \sum_{p_i} p_i : s \triangleleft l_i; P_i \mid s : \tilde{h} \rightarrow_{p_i} P_i \mid s : \tilde{h} \cdot l_i & \quad (\text{PROBLABEL}) \\ \sum_{i \in I} s?(\tilde{x}_i); P_i \mid s : \tilde{v} \cdot \tilde{h} \rightarrow_1 P_i\{\tilde{v}/\tilde{x}_i\} \mid s : \tilde{h} & \quad (\text{NONDETRECEIVE}) \\ s \triangleright \{l_j : P_j\}_{j \in J} \mid s : l_i \cdot \tilde{h} \rightarrow_1 P_i \mid s : \tilde{h} \quad (i \in J) & \quad (\text{NONDETBRANCH}) \\ P \rightarrow_p P' \Rightarrow P \mid Q \rightarrow_p P' \mid Q & \quad (\text{PAR1}) \\ P \rightarrow_p P' \text{ and } Q \rightarrow_q Q' \Rightarrow P \mid Q \rightarrow_{p \cdot q} P' \mid Q' & \quad (\text{PAR2}) \\ P \equiv P' \text{ and } P' \rightarrow_p Q' \text{ and } Q' \equiv Q' \Rightarrow P \rightarrow_p Q & \quad (\text{STRUCT}) \end{aligned}$$

### Example

- After receiving a manuscript *Bob* sends it to two reviewers:
  - ▶  $Elliot = 0.15 : review!\langle accept \rangle; ElliotA + 0.85 : review!\langle reject \rangle; ElliotR;$
  - ▶  $Felix = 0.05 : review!\langle accept \rangle; FelixA + 0.95 : review!\langle reject \rangle; FelixR;$
- using rule (PAR2) it can be noticed that all possible evolutions are:
  - ▶  $Elliot \mid Felix \rightarrow_{0.0075} ElliotA \mid FelixA$ , where  $0.0075 = 0.15 * 0.05$
  - ▶  $Elliot \mid Felix \rightarrow_{0.0425} ElliotR \mid FelixA$ , where  $0.0425 = 0.85 * 0.05$
  - ▶  $Elliot \mid Felix \rightarrow_{0.1425} ElliotA \mid FelixR$ , where  $0.1425 = 0.15 * 0.95$
  - ▶  $Elliot \mid Felix \rightarrow_{0.8075} ElliotR \mid FelixR$ , where  $0.8075 = 0.85 * 0.95$
- it should be noticed that the sum of the probabilities of all evolutions equals 1, where  $1 = 0.0075 + 0.0425 + 0.1425 + 0.8075$ .

# Probabilistic Multiparty Session Types

## Global and Local Types

### Global Types

$$\begin{aligned} G &::= \sum_{p_i} q \rightarrow_{p_i} q' : k\langle S_i \rangle . G_i && (\text{probValues}) \\ &| \sum_{p_j} q \rightarrow_{p_j} q' : k\{l_j : G_j\} && (\text{probBranching}) \end{aligned}$$

### Local Types

$$\begin{aligned} T &::= \sum_{p_i} p_i : k!\langle S_i \rangle . T_i && (\text{send}) \\ &| \sum_{i \in I} k?(S_i) . T_i && (\text{receive}) \\ &| k \oplus \{p_j : (l_j : T_j)\}_{j \in J} && (\text{selection}) \\ &| k\&\{l_j : T_j\}_{j \in J} && (\text{branching}) \end{aligned}$$

# Probabilistic Multiparty Session Types

## Typing System

- We use the judgement  $\Gamma \vdash P \triangleright \Delta$  which says that “under the environment  $\Gamma$ , process  $P$  is **well-typed** having typing  $\Delta$ ”.
- We use notation  $T@q$  (called located type) representing a local type  $T$  assigned to a participant  $q$ .

$$\frac{\forall i. \Gamma \vdash P_i \triangleright \Delta, \tilde{s} : T_i@q \quad i \in J \quad \sum_i p_i = 1}{\Gamma \vdash \sum_{p_i} p_i : s_k \triangleleft l_i; P_i \triangleright \Delta, \tilde{s} : k \oplus \{p_i : (l_i : T_i)\}_{i \in I} @q} \quad (\text{TSelect})$$

$$\frac{\forall j. \Gamma \vdash P_j \triangleright \Delta, \tilde{s} : T_j@q}{\Gamma \vdash s_k \triangleright \{l_j; P_j\}_{j \in J} \triangleright \Delta, \tilde{s} : k \& \{l_j : T_j\}_{j \in J} @q} \quad (\text{TBranch})$$

### Definition (Evolution probability)

If  $P \rightarrow_{p_1} P_1 \rightarrow_{p_2} P_2 \dots \rightarrow_{p_k} Q$  then the probability to reach from  $P$  to  $Q$  equals  $p = p_1 * p_2 * \dots * p_k$ . We denote this by  $\text{prob}(P, Q) = p$ .

### Proposition

If we denote by  $\text{reach}(P)$  all processes reachable from a well-typed process  $P$  that cannot further evolve, then

$$\sum_{Q \in \text{reach}(P)} \text{prob}(P, Q) = 1.$$

# Probabilistic Multiparty Session Processes

## Typing System

As processes interact, their dynamics is formalised by a type reduction relation  $\Rightarrow$  on typing  $\Delta$ :

- $\tilde{s} : \{\sum_{p_i} p_i : k! \langle \tilde{S}_i \rangle; T_i @ q_1, \sum_{i' \in I'} k?(\tilde{S}_{i'}); T_{i'} @ q_2, \dots\}$   
 $\Rightarrow_{p_i} \tilde{s} : \{T_j @ q_1, T_{j'} @ q_2, \dots\}, \text{ for } j \in I, j' \in I', S_j = S_{j'}$
- $\tilde{s} : \{k \oplus \{p_i : (l_i : T_i)\}_{i \in I} @ q_1, k \& \{l_{i'} : T_{i'}\}_{i' \in I'} @ q_2, \dots\}$   
 $\Rightarrow_{p_i} \tilde{s} : \{T_j @ q_1, T_j @ q_2, \dots\}, \text{ for } j \in I \cap I'.$
- $\Delta \Rightarrow_p \Delta'$  and  $\Delta' \Rightarrow_q \Delta''$  implies  $\Delta \Rightarrow_{p \cdot q} \Delta''$

## Theorem (subject congruence and reduction)

- 1  $\Gamma \vdash P \triangleright \Delta$  and  $P \equiv P'$  imply  $\Gamma \vdash P' \triangleright \Delta$ .
- 2  $\Gamma \vdash P \triangleright \Delta$  and  $P \rightarrow_{p_i} P'$  imply  $\Gamma \vdash P' \triangleright \Delta'$ , where  $\Delta = \Delta'$  or  $\Delta \Rightarrow_{p_i} \Delta'$ .

- By using probabilities we are able to describe complex processes in which some behaviours are more likely to happen than others.
- An illustrative example is presented.
- Our approach is sound.
- Discussions: . . .



Thank you!