

MEZZO

<http://protz.github.io/mezzo>

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Well-typed programs cannot go wrong (Milner)

INVIANT

Subject
 reducible

DYNAMIC (operational semantics)

$R_1 \vdash t : T$ $R_2 \vdash t : T$ $R_3 \vdash t : T$
 invariants \vdash of free locks $R_3 \vdash t$
 t-site

WRONG

Stuck \hookrightarrow Progress

Data-race \hookrightarrow DR Freedom

Dead lock

STATIC (Types)

Logical resource

R | Environment
 Heap + modes
 Lock invariants

Concrete state

S | Heap
 Lock statuses

APP

$R_1 \vdash v : T \rightarrow U$ $R_2 \vdash t : T$
 $R_1 * R_2 \vdash vt : U$

$S / (x.t)u \rightarrow S / t \{x:=u\}$

ASSIGN

$R_1 \vdash v : \text{ref } T_1$ $R_2 \vdash t : T_2$
 $R_1 * R_2 \vdash v := t : () \mid v \in \text{ref } T_2$

$S / l := t \rightarrow S [l \mapsto t] / ()$

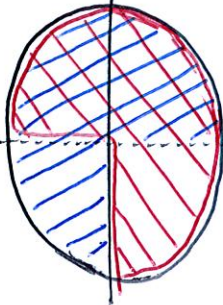
ACQUIRE

$R \vdash v \in \text{lock } P$
 $R \vdash \text{acquire } v : () \mid P$

$S / \text{acquire } k \rightarrow S [k \mapsto \text{taken}] / ()$
 $S(k) = \text{free}$

SEPARATION LOGIC

turned into a type system



$R_1 * R_2$

MODES

Excl.	Dupl.
R/W	R-only
ref	int
mutable structures	functions
	chan
	lock