

# Temporal Higher-Order Contracts

Tim Disney, Cormac Flanagan, **Jay McCarthy**



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**sort : fun**

**sort : fun**

**4, true,  
(list 1 2 3)**

# sort : fun

4, true,  
(list 1 2 3)

quicksort,  
insertionsort,  
+, modulo

**sort :**  
**list(Int)**  
**fun**  
**→**  
**list(Int)**

sort :  
list(Int)  
fun  
→  
list(Int)

+, modulo

sort :  
list(Int)  
fun



list(Int)

quicksort,  
insertionsort,  
filter

+, modulo

**sort :**  
**list(Int)**  
**(Int Int → Bool)**  
**→**  
**list(Int)**



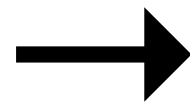
**sort :**  
**list(Int)**  
**(Int Int → Bool)**

**→**

**list(Int)**

**filter, map**

**sort :**  
**list(Int)**  
**(Int Int → Bool)**



**filter, map**      **list(Int)**      **quicksort,**  
**insertionsort**

**sort :**  
**list(Int)**  
**(Int Int → Bool)**  
**→**  
**list(Int)**  
**[not re-entrant]**

```
(define (cmp x y)
  (f x y
    (sort m <=)))
```

```
(sort 1 cmp)
```

**sort :**  
**list(Int)**  
**(cmp : Int Int → Bool)**

**→**

**list(Int)**  
**[not re-entrant, cmp is**  
**a capability]**

```
(define last-cmp #f)
(define (partner l cmp)
  (set! last-cmp cmp)
  (quicksort l cmp))
(define (thief x y)
  (last-cmp x y))
```

- first-order preconditions (Eiffel, etc)
- higher-order contracts (Racket, etc)
- first-order temporal contracts (MOP, etc)
- **higher-order temporal contracts**

```
SortContract =
```

```
  sort : (List Pos)  
        (cmp : Pos→Pos→Bool)  
        → (List Pos)
```

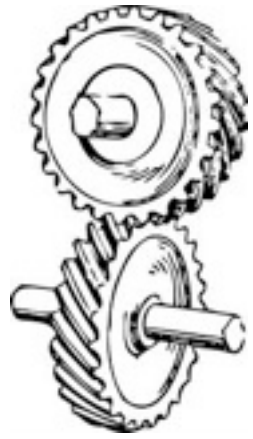
```
where
```

```
  not ... call(sort,_) !ret(sort,)*  
      call(sort,_)
```

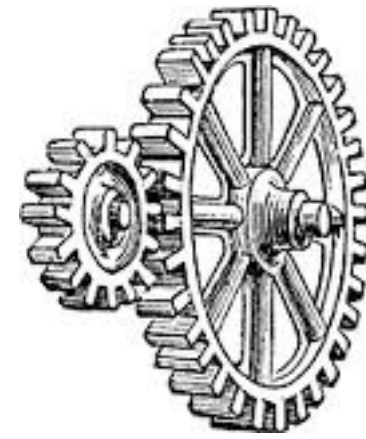
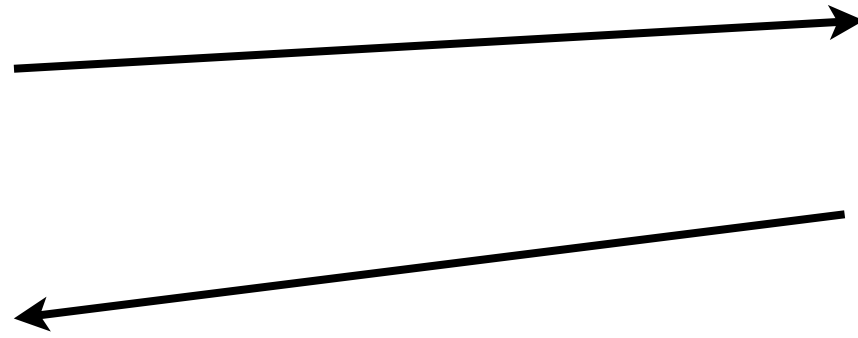
```
and
```

```
  not ... ret(sort,_) ... call(cmp,_)
```





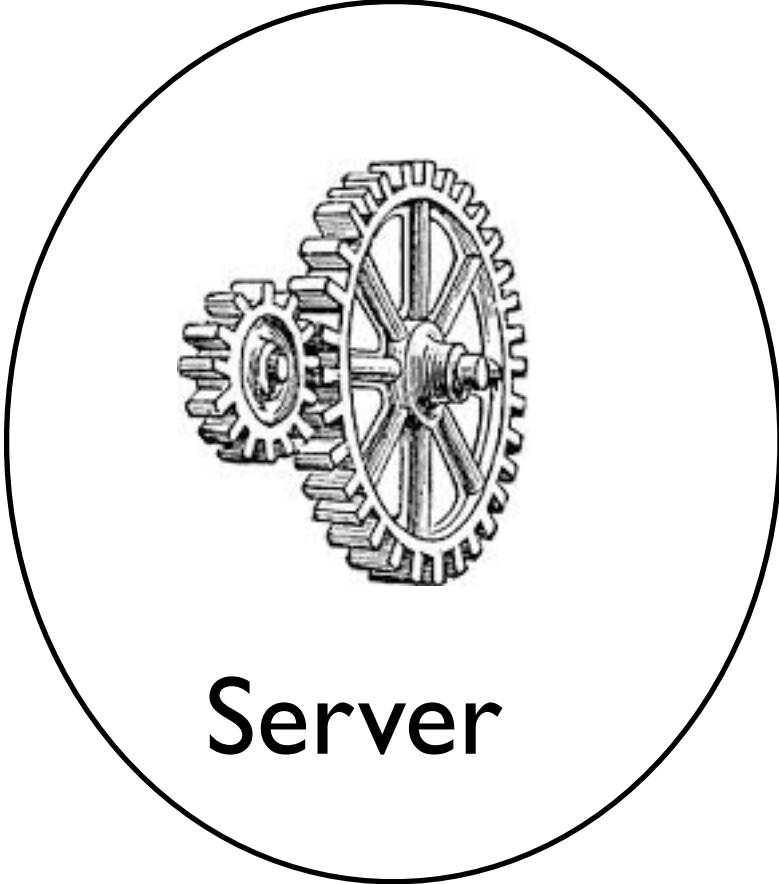
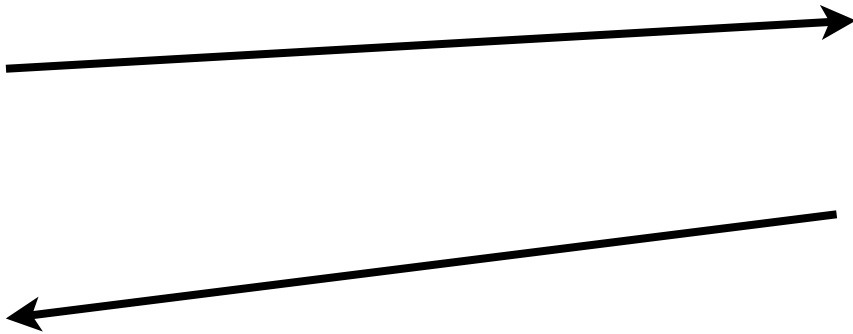
**Client**



**Server**



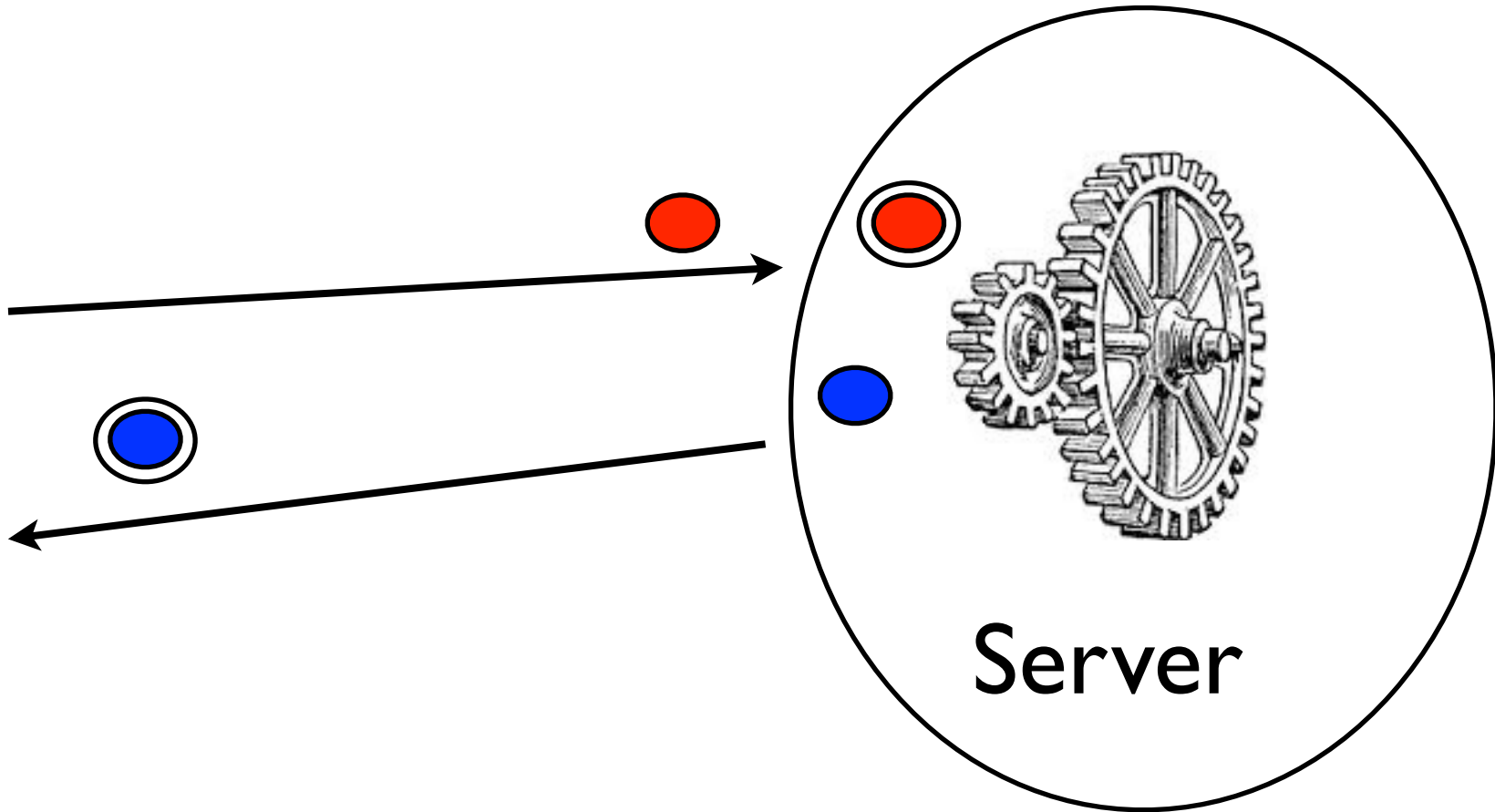
**Client**



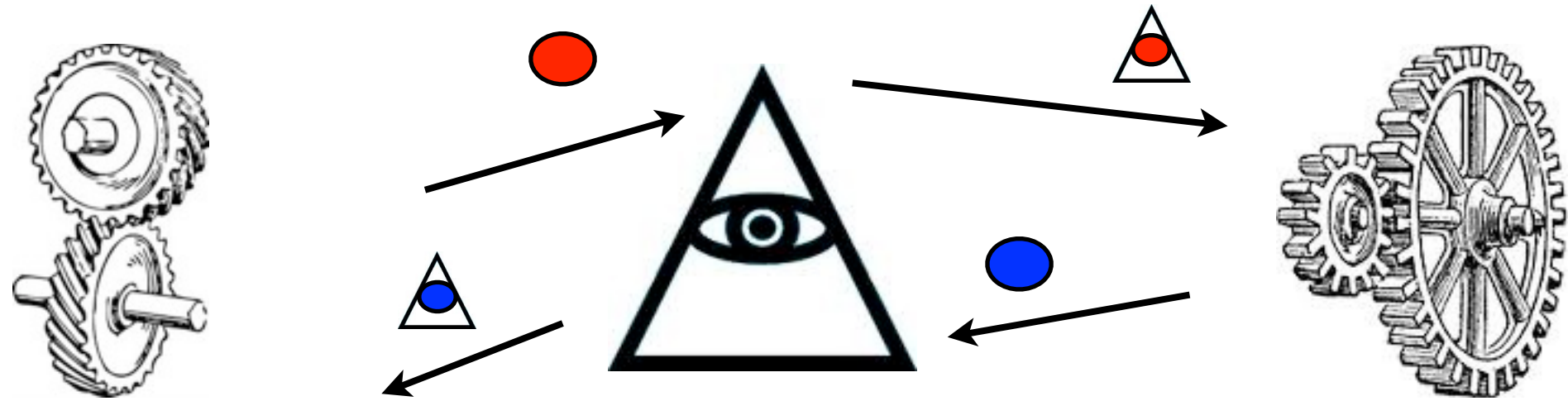
**Server**



Client



Server



Client

Server

# Step 1: Game Semantics

**Figure 1: CSI Machine**

**Domains**

<i>State</i>	$CSI \in$	$Code \times Store \times Interface$	<i>Evaluation context</i>	$\mathcal{E} ::=$	$\mathcal{E}[\bullet e] \mid \mathcal{E}[v \bullet] \mid \mathcal{E}[\text{ref } \bullet] \mid \mathcal{Q}[\text{rcv.call}_x \bullet]$
			<i>Quiescent context</i>	$\mathcal{Q} ::=$	$\bullet \mid \mathcal{E}[\text{send.call}_x \bullet]$
<i>Code</i>	$C ::=$	$\mathcal{E}[e] \mid \mathcal{Q}[\perp]$	<i>Value</i>	$v ::=$	$c \mid x \mid \lambda y. e$
<i>Store</i>	$S \in$	$\mathcal{P}(Var \times Var \times Value)$	<i>Handle</i>	$h ::=$	$c \mid x$
<i>Interface</i>	$I \in$	$Var \rightarrow Value$	<i>Event</i>	$a ::=$	$\rho.\text{ret}(x, h) \mid \rho.\text{call}(x, h)$
			<i>Direction</i>	$\rho ::=$	$\text{send} \mid \text{rcv}$
			<i>Trace</i>	$t ::=$	$\vec{a}$

**Transition relation**  $(\rightarrow) \subseteq State \times Event_{\perp} \times State$

$\langle \mathcal{E}[(\lambda x. e) v], S, I \rangle$	$\rightarrow$	$\langle \mathcal{E}[e[x := v]], S, I \rangle$		[CALL]
$\langle \mathcal{E}[c v], S, I \rangle$	$\rightarrow$	$\langle \mathcal{E}[v'], S, I \rangle$	$v' = \delta(c, v)$	[PRIM]
$\langle \mathcal{E}[\text{ref } v], S, I \rangle$	$\rightarrow$	$\langle \mathcal{E}[\text{pair } x y], S[(x, y) \mapsto v], I \rangle$	$x, y$ fresh	[REF]
$\langle \mathcal{E}[x v], S[(x, y) \mapsto v'], I \rangle$	$\rightarrow$	$\langle \mathcal{E}[v'], S[(x, y) \mapsto v'], I \rangle$		[GET]
$\langle \mathcal{E}[y v], S[(x, y) \mapsto v'], I \rangle$	$\rightarrow$	$\langle \mathcal{E}[v], S[(x, y) \mapsto v], I \rangle$		[SET]
$\langle \mathcal{E}[x v], S, I \rangle$	$\xrightarrow{\text{send.call}(x, h)}$	$\langle \mathcal{E}[\text{send.call}_x \perp], S, I[h \triangleright v] \rangle$	$x \notin BV(S)$	[SEND-CALL]
$\langle \mathcal{E}[\text{send.call}_x \perp], S, I \rangle$	$\xrightarrow{\text{rcv.ret}(x, h)}$	$\langle \mathcal{E}[h], S, I \rangle$		[RCV-RET]
$\langle \mathcal{Q}[\perp], S, I \rangle$	$\xrightarrow{\text{rcv.call}(x, h)}$	$\langle \mathcal{Q}[\text{rcv.call}_x (v h)], S, I \rangle$	$I(x) = v$	[RCV-CALL]
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$\langle \mathcal{E}[\text{ref } v], S, I \rangle$	$\rightarrow$	$\langle \mathcal{E}[\text{pair } x y], S[(x, y) \mapsto v], I \rangle$	$x, y$ fresh	[REF]
$\langle \mathcal{E}[x v], S[(x, y) \mapsto v'], I \rangle$	$\rightarrow$	$\langle \mathcal{E}[v'], S[(x, y) \mapsto v'], I \rangle$		[GET]
$\langle \mathcal{E}[y v], S[(x, y) \mapsto v'], I \rangle$	$\rightarrow$	$\langle \mathcal{E}[v], S[(x, y) \mapsto v], I \rangle$		[SET]
$\langle \mathcal{E}[x v], S, I \rangle$	$\xrightarrow{\text{send.call}(x, h)}$	$\langle \mathcal{E}[\text{send.call}_x \perp], S, I[h \triangleright v] \rangle$	$x \notin BV(S)$	[SEND-CALL]
$\langle \mathcal{E}[\text{send.call}_x \perp], S, I \rangle$	$\xrightarrow{\text{rcv.ret}(x, h)}$	$\langle \mathcal{E}[h], S, I \rangle$		[RCV-RET]
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$\langle \mathcal{E}[y v], S[(x, y) \mapsto v'], I \rangle$	$\rightarrow$	$\langle \mathcal{E}[v], S[(x, y) \mapsto v], I \rangle$		[SET]
$\langle \mathcal{E}[x v], S, I \rangle$	$\xrightarrow{\text{send.call}(x, h)}$	$\langle \mathcal{E}[\text{send.call}_x \perp], S, I[h \triangleright v] \rangle$	$x \notin BV(S)$	[SEND-CALL]
$\langle \mathcal{E}[\text{send.call}_x \perp], S, I \rangle$	$\xrightarrow{\text{rcv.ret}(x, h)}$	$\langle \mathcal{E}[h], S, I \rangle$		[RCV-RET]
$\langle \mathcal{Q}[\perp], S, I \rangle$	$\xrightarrow{\text{rcv.call}(x, h)}$	$\langle \mathcal{Q}[\text{rcv.call}_x (v h)], S, I \rangle$	$I(x) = v$	[RCV-CALL]
$\langle \mathcal{Q}[\text{rcv.call}_x v], S, I \rangle$	$\xrightarrow{\text{send.ret}(x, h)}$	$\langle \mathcal{Q}[\perp], S, I[h \triangleright v] \rangle$		[SEND-RET]

**Figure 1: CSI Machine**

**Domains**

<i>State</i>	$CSI \in$	$Code \times Store \times Interface$	<i>Evaluation context</i>	$\mathcal{E} ::=$	$\mathcal{E}[\bullet e] \mid \mathcal{E}[v \bullet] \mid \mathcal{E}[\text{ref } \bullet] \mid \mathcal{Q}[\text{rcv.call}_x \bullet]$
			<i>Quiescent context</i>	$\mathcal{Q} ::=$	$\bullet \mid \mathcal{E}[\text{send.call}_x \bullet]$
<i>Code</i>	$C ::=$	$\mathcal{E}[e] \mid \mathcal{Q}[\perp]$	<i>Value</i>	$v ::=$	$c \mid x \mid \lambda y. e$
<i>Store</i>	$S \in$	$\mathcal{P}(Var \times Var \times Value)$	<i>Handle</i>	$h ::=$	$c \mid x$
<i>Interface</i>	$I \in$	$Var \rightarrow Value$	<i>Event</i>	$a ::=$	$\rho.\text{ret}(x, h) \mid \rho.\text{call}(x, h)$
			<i>Direction</i>	$\rho ::=$	$\text{send} \mid \text{rcv}$
			<i>Trace</i>	$t ::=$	$\vec{a}$

**Transition relation**  $(\rightarrow) \subseteq State \times Event_{\perp} \times State$

$\langle \mathcal{E}[(\lambda x. e) v], S, I \rangle$	$\rightarrow$	$\langle \mathcal{E}[e[x := v]], S, I \rangle$		[CALL]
$\langle \mathcal{E}[c v], S, I \rangle$	$\rightarrow$	$\langle \mathcal{E}[v'], S, I \rangle$	$v' = \delta(c, v)$	[PRIM]
$\langle \mathcal{E}[\text{ref } v], S, I \rangle$	$\rightarrow$	$\langle \mathcal{E}[\text{pair } x y], S[(x, y) \mapsto v], I \rangle$	$x, y$ fresh	[REF]
$\langle \mathcal{E}[x v], S[(x, y) \mapsto v'], I \rangle$	$\rightarrow$	$\langle \mathcal{E}[v'], S[(x, y) \mapsto v'], I \rangle$		[GET]
$\langle \mathcal{E}[y v], S[(x, y) \mapsto v'], I \rangle$	$\rightarrow$	$\langle \mathcal{E}[v], S[(x, y) \mapsto v], I \rangle$		[SET]
$\langle \mathcal{E}[x v], S, I \rangle$	$\xrightarrow{\text{send.call}(x, h)}$	$\langle \mathcal{E}[\text{send.call}_x \perp], S, I[h \triangleright v] \rangle$	$x \notin BV(S)$	[SEND-CALL]
$\langle \mathcal{E}[\text{send.call}_x \perp], S, I \rangle$	$\xrightarrow{\text{rcv.ret}(x, h)}$	$\langle \mathcal{E}[h], S, I \rangle$		[RCV-RET]
$\langle \mathcal{Q}[\perp], S, I \rangle$	$\xrightarrow{\text{rcv.call}(x, h)}$	$\langle \mathcal{Q}[\text{rcv.call}_x(v h)], S, I \rangle$	$I(x) = v$	[RCV-CALL]
$\langle \mathcal{Q}[\text{rcv.call}_x v], S, I \rangle$	$\xrightarrow{\text{send.ret}(x, h)}$	$\langle \mathcal{Q}[\perp], S, I[h \triangleright v] \rangle$		[SEND-RET]

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$\langle \mathcal{E}[y v], S[(x, y) \mapsto v'], I \rangle$	$\rightarrow$	$\langle \mathcal{E}[v], S[(x, y) \mapsto v], I \rangle$		[SET]
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$\langle \mathcal{Q}[\perp], S, I \rangle$	$\xrightarrow{\text{rcv.call}(x, h)}$	$\langle \mathcal{Q}[\text{rcv.call}_x(v h)], S, I \rangle$	$I(x) = v$	[RCV-CALL]
$\langle \mathcal{Q}[\text{rcv.call}_x v], S, I \rangle$	$\xrightarrow{\text{send.ret}(x, h)}$	$\langle \mathcal{Q}[\perp], S, I[h \triangleright v] \rangle$		[SEND-RET]

## Figure 2: Example of Linking and Running Two CSI Machines Concurrently

The two CSI machines shown below cooperate to evaluate  $linkRun(\llbracket H \rrbracket, \llbracket twice \rrbracket)$ . After the initial bootstrapping, send events of one machine match rcv events of the other and vice-versa. The final  $send.ret(y, 6)$  event reports the result of the execution is 6.

Evaluation of  $H = (\lambda t. t (\lambda x. x+1) 4)$

$I_1 = [y \mapsto (\lambda t. t (\lambda x. x+1) 4)]$

$J_1 = [y \mapsto (\lambda t. t (\lambda x. x+1) 4), f \mapsto (\lambda x. x+1)]$

$\langle rcv.call_{start} (\lambda t. t (\lambda x. x+1) 4),$	$\emptyset, \emptyset \rangle \rightarrow send.ret(start, y)$
$\langle \perp,$	$\emptyset, I_1 \rangle \rightarrow rcv.call(y, t)$
$\langle rcv.call_y ((\lambda t. t (\lambda x. x+1) 4) t),$	$\emptyset, I_1 \rangle \rightarrow$
$\langle rcv.call_y ((t (\lambda x. x+1)) 4),$	$\emptyset, I_1 \rangle \rightarrow send.call(t, f)$
$\langle rcv.call_y (send.call_t \perp) 4),$	$\emptyset, J_1 \rangle$
	$\rightarrow rcv.ret(t, g)$
$\langle rcv.call_y (g 4),$	$\emptyset, J_1 \rangle \rightarrow send.call(g, 4)$
$\langle rcv.call_y (send.call_g \perp),$	$\emptyset, J_1 \rangle$
	$\rightarrow rcv.call(f, 4)$
$\langle rcv.call_y (send.call_g (rcv.call_f ((\lambda x. x+1) 4))), \emptyset, J_1 \rangle \rightarrow^2$	
$\langle rcv.call_y (send.call_g (rcv.call_f 5)),$	$\emptyset, J_1 \rangle \rightarrow send.ret(f, 5)$
$\langle rcv.call_y (send.call_g \perp),$	$\emptyset, J_1 \rangle \rightarrow rcv.call(f, 5)$
$\langle rcv.call_y (send.call_g (rcv.call_f ((\lambda x. x+1) 5))), \emptyset, J_1 \rangle \rightarrow^2$	
$\langle rcv.call_y (send.call_g (rcv.call_f 6)),$	$\emptyset, J_1 \rangle \rightarrow send.ret(f, 6)$
$\langle rcv.call_y (send.call_g \perp),$	$\emptyset, J_1 \rangle \rightarrow rcv.ret(g, 6)$
$\langle rcv.call_y 6,$	$\emptyset, J_1 \rangle \rightarrow send.ret(y, 6)$
$\langle \perp,$	$\emptyset, J_1 \rangle$

Evaluation of  $twice = (\lambda f. \lambda x. f (f x))$

$I_2 = [t \mapsto (\lambda f. \lambda x. f (f x))]$

$J_2 = [t \mapsto (\lambda f. \lambda x. f (f x)), g \mapsto (\lambda x. f (f x))]$

$\langle rcv.call_{start} (\lambda f. \lambda x. f (f x)), \emptyset, \emptyset \rangle$	$\rightarrow send.ret(start, t)$	$\langle \perp,$	$\emptyset, I_2 \rangle$
$\rightarrow rcv.call(t, f)$		$\langle rcv.call_t ((\lambda f. \lambda x. f (f x)) f),$	$\emptyset, I_2 \rangle$
$\rightarrow$		$\langle rcv.call_t (\lambda x. f (f x)),$	$\emptyset, I_2 \rangle$
$\rightarrow send.ret(t, g)$		$\langle \perp,$	$\emptyset, J_2 \rangle$
$\rightarrow rcv.call(g, 4)$		$\langle rcv.call_g ((\lambda x. f (f x)) 4),$	$\emptyset, J_2 \rangle$
$\rightarrow$		$\langle rcv.call_g (f (f 4)),$	$\emptyset, J_2 \rangle$
$\rightarrow send.call(f, 4)$		$\langle rcv.call_g (send.call_f (f \perp)),$	$\emptyset, J_2 \rangle$
$\rightarrow rcv.ret(f, 5)$		$\langle rcv.call_g (f 5),$	$\emptyset, J_2 \rangle$
$\rightarrow send.call(f, 5)$		$\langle rcv.call_g (send.call_f \perp),$	$\emptyset, J_2 \rangle$
$\rightarrow rcv.ret(f, 6)$		$\langle rcv.call_g 6,$	$\emptyset, J_2 \rangle$
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$\langle \perp,$	$\emptyset, I_1 \rangle \rightarrow rcv.call(y, t)$
$\langle rcv.call_y ((\lambda t. t (\lambda x. x+1) 4) t),$	$\emptyset, I_1 \rangle \rightarrow$
$\langle rcv.call_y ((t (\lambda x. x+1)) 4),$	$\emptyset, I_1 \rangle \rightarrow send.call(t, f)$
$\langle rcv.call_y (send.call_t \perp) 4),$	$\emptyset, J_1 \rangle \rightarrow rcv.ret(t, g)$
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$\langle rcv.call_y (send.call_g (rcv.call_f ((\lambda x. x+1) 4))), \emptyset, J_1 \rangle \rightarrow^2$	
$\langle rcv.call_y (send.call_g (rcv.call_f 5)),$	$\emptyset, J_1 \rangle \rightarrow send.ret(f, 5)$
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$\langle rcv.call_{start} (\lambda f. \lambda x. f (f x)), \emptyset, \emptyset \rangle$	$\rightarrow send.ret(start, t)$	$\langle \perp,$	$\emptyset, I_2 \rangle$
$\rightarrow rcv.call(t, f)$		$\langle rcv.call_t ((\lambda f. \lambda x. f (f x)) f),$	$\emptyset, I_2 \rangle$
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$\rightarrow send.call(f, 4)$		$\langle rcv.call_g (send.call_f (f \perp)),$	$\emptyset, J_2 \rangle$
$\rightarrow rcv.ret(f, 5)$		$\langle rcv.call_g (f 5),$	$\emptyset, J_2 \rangle$
$\rightarrow send.call(f, 5)$		$\langle rcv.call_g (send.call_f \perp),$	$\emptyset, J_2 \rangle$
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$\rightarrow send.ret(start, t)$	$\langle rcv.call_{start} (\lambda f. \lambda x. f (f x)), \emptyset, \emptyset \rangle$
	$\langle \perp, \emptyset, I_2 \rangle$
$\rightarrow rcv.call(t, f)$	$\langle rcv.call_t ((\lambda f. \lambda x. f (f x)) f), \emptyset, I_2 \rangle$
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$\rightarrow send.ret(g, 6)$	$\langle \perp, \emptyset, J_2 \rangle$

# Step 2: Contracts are Trace Predicates

[e]

K n [e]

# Universal Contract:

$$\llbracket (\lambda x. x) \rrbracket$$

# Properties

- Complete: Any computable predicate
- Non-interference: No new behaviors

# Step 3: Programming Simple Contracts

$$\tau = (\textit{Constant} \rightarrow \textit{Bool}) \times (\textit{Unit} \rightarrow (\textit{False} + (\tau \times \tau)))$$

```
1 guard M =
2   λx. if (constant? x) then
3       assert ((fst M) x) != false
4       x
5   else
6       let MM = (snd M)()
7       assert MM != false
8       λy. (guard (snd MM) (x (guard (fst MM) y)))
```



$$\tau = (\textit{Constant} \rightarrow \textit{Bool}) \times (\textit{Unit} \rightarrow (\textit{False} + (\tau \times \tau)))$$

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```

# Step 4: Programming Temporal Contracts

## Figure 3: Declarative HOT Contracts

$M ::= S \text{ where } R$	HOT contract
$S ::= \text{flat}(e) \mid n : S_1 \mapsto S_2$	Structural contract
$R ::= A \mid !A \mid RR \mid R^* \mid \text{not } R \mid R \cup R$ $\mid \dots \mid \text{call}(n, ?x) R \mid \text{ret}(n, ?x) R$	Temporal contract
$A ::= \text{call}(n, p) \mid \text{ret}(n, p)$	Event patterns
$p ::= \_ \mid x \mid c$	Value patterns
$n \in \text{Name}$	Function names

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$S ::= \text{flat}(e) \mid n : S_1 \mapsto S_2$	Structural contract
$R ::= A \mid !A \mid RR \mid R^* \mid \text{not } R \mid R \cup R$ $\mid \dots \mid \text{call}(n, ?x) R \mid \text{ret}(n, ?x) R$	Temporal contract
$A ::= \text{call}(n, p) \mid \text{ret}(n, p)$	Event patterns
$p ::= - \mid x \mid c$	Value patterns
$n \in \text{Name}$	Function names

```

let s      = s0
    calln = λi. ... check and update s appropriately ...
    ...    = ...
    retn  = λo. ... check and update s appropriately ...
    ...    = ...
in compile(λx.true, S)

```

*compile* : (Constant ∪ {λx.x} → Bool) × S → Monitor

*compile*(*f*, flat(*e*))  $\stackrel{\text{def}}{=}$   
 pair (λx. (*e* x) && (*f* x))  
 (λ. false)

*compile*(*f*, *n*: S<sub>1</sub> → S<sub>2</sub>)  $\stackrel{\text{def}}{=}$   
 pair (λx. false)  
 (λ. (*f* (λx.x)) && (pair *compile*(call<sub>n</sub>, S<sub>1</sub>)  
*compile*(ret<sub>n</sub>, S<sub>2</sub>))))

*compile*(*f*, *y*)  $\stackrel{\text{def}}{=}$   
 let (chkconst, chkfn) = *y*  
 pair (λx. (*f* x) && (chkconst x))  
 (λ. (*f* (λx.x)) && (chkfn()))

```

let s      = s0
    calln = λi. ... check and update s appropriately ...
    ...
    retn  = λo. ... check and update s appropriately ...
    ...
in compile(λx.true, S)

```

*compile* : (Constant ∪ {λx.x} ⇨ Bool) × S ⇨ Monitor

*compile*(*f*, flat(*e*))  $\stackrel{\text{def}}{=}$   
 pair (λx. (*e* x) && (*f* x))  
 (λ. false)

*compile*(*f*, *n*: S<sub>1</sub> ⇨ S<sub>2</sub>)  $\stackrel{\text{def}}{=}$   
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# Step 5: Racket Implementation

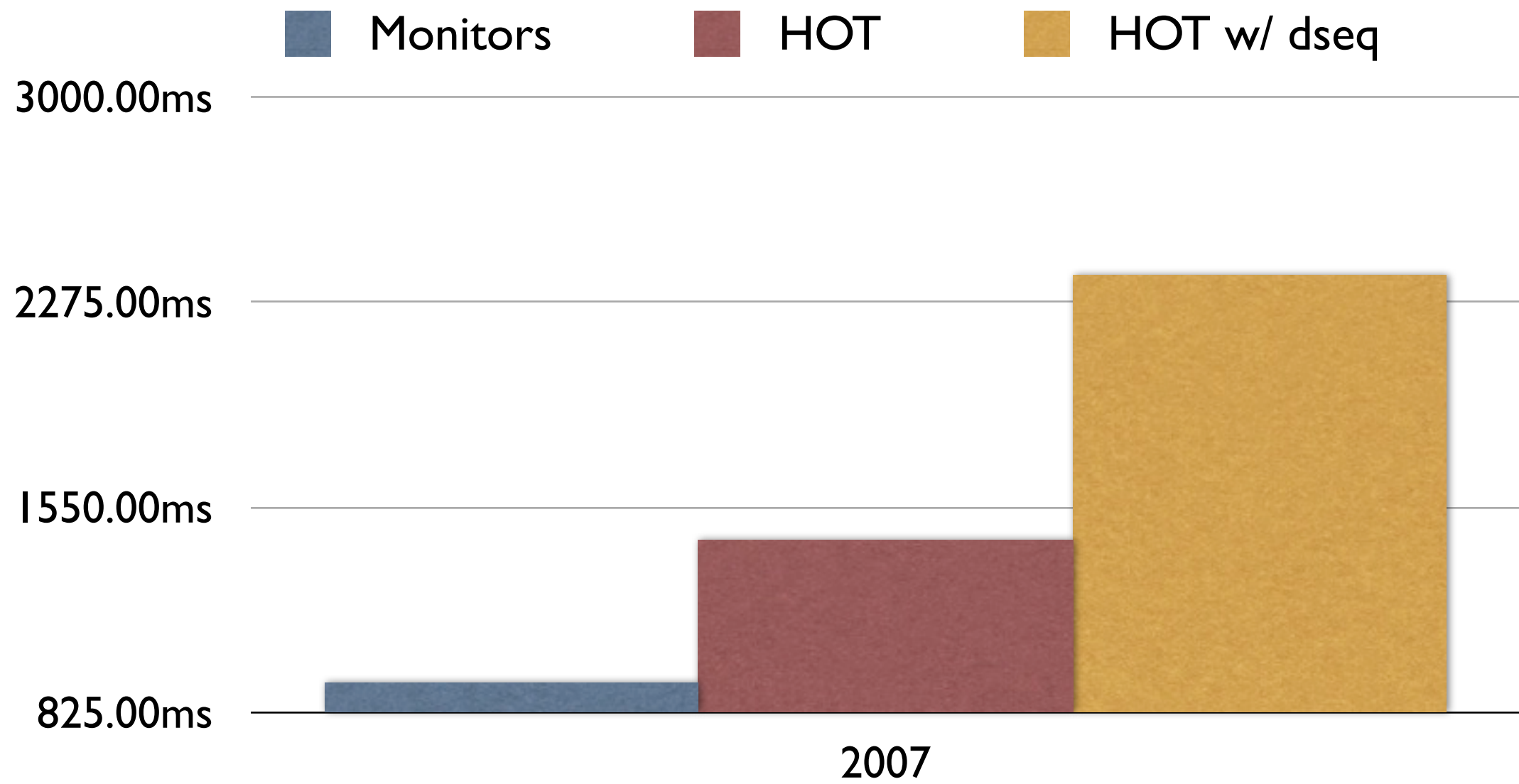
# Differences

- No non-interference guarantee (inherited from Racket contracts)
- Continuations allow 0, 1, and many returns
- Mutation intermediation through standard contracts
- Safe w.r.t concurrency with kill-safe server
- Temporal formula macros like **and** using De Morgan's law
- Recursive temporal formulas with delays

# Step 6: Evaluation

# Racket Standard Library

Atomic	519	number?
Transient	51	map
Anti-transient	17	curry
Unconstrained	13	apply



# Atomicity

# Adversarial Defense

- Tic-Tac-Toe game
- Player : Board → Board
- May only call board-set once
- May not call board-set with same arguments in one game
- Catches cheating humans and AIs with contracts

# Future Work

- Interaction with types
- Concurrency
- Explain contract violations