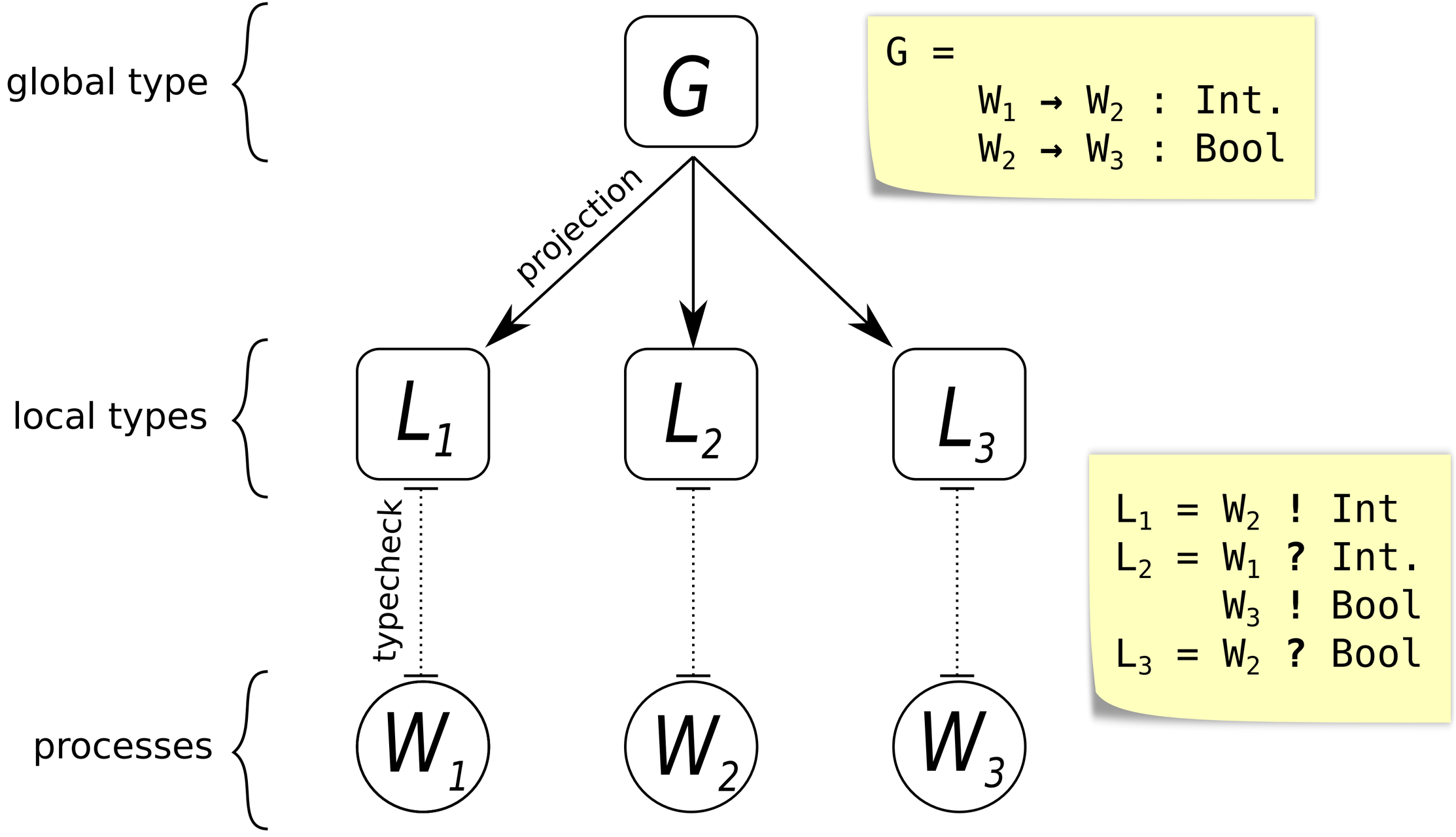
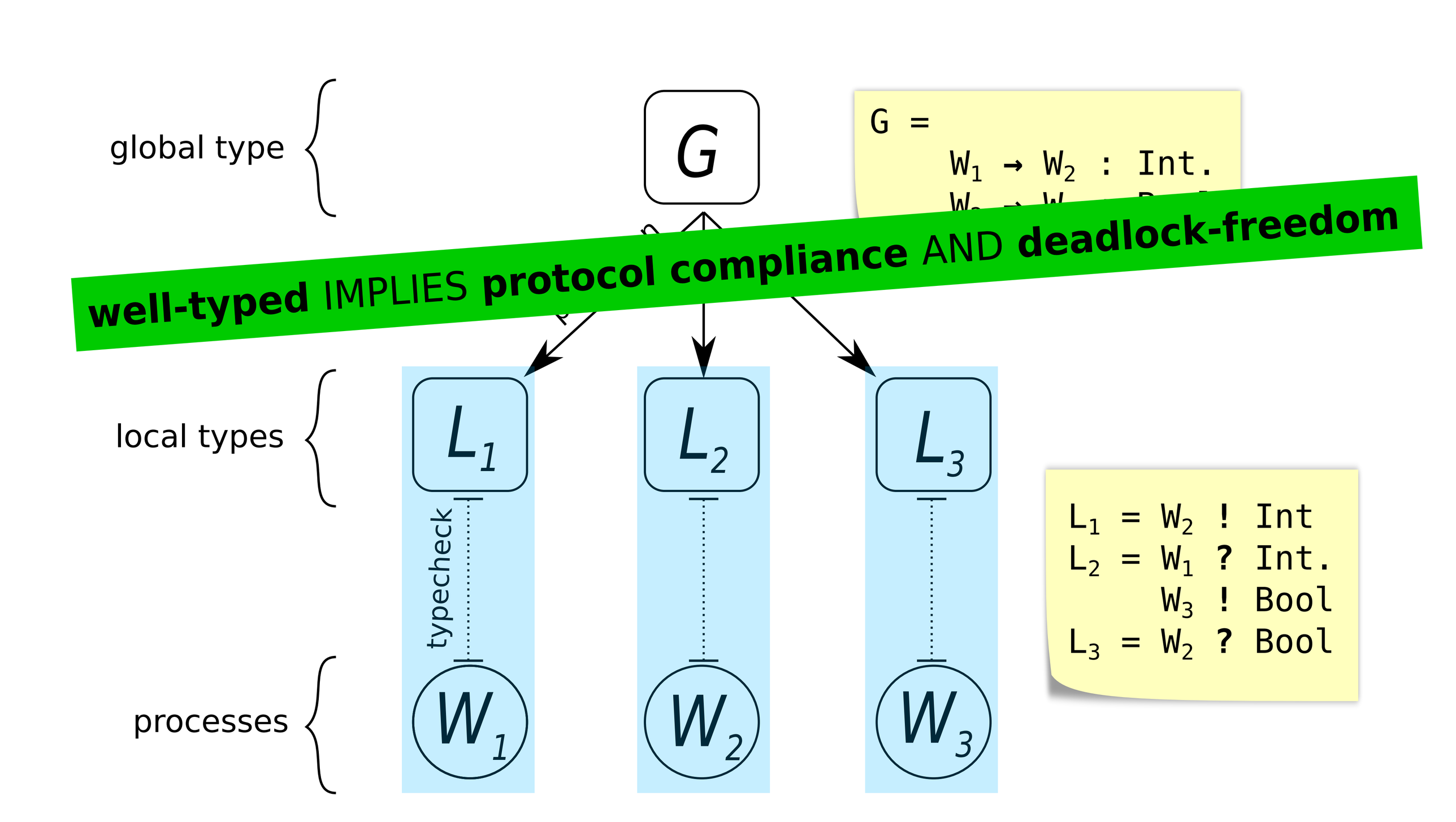

global type
local types
processes
G
projection
L_1
L_2
L_3
typecheck
W_1
W_2
W_3
G =
W_1 → W_2 : Int.
W_2 → W_3 : Bool
L_1 = W_2 ! Int
L_2 = W_1 ? Int.
W_3 ! Bool
L_3 = W_2 ? Bool


global type
G
G =
W1 → W2 : Int.
well-typed IMPLIES protocol compliance AND deadlock-freedom
local types
L1
L2
L3
typecheck
processes
W1
W2
W3
L1 = W2 ! Int
L2 = W1 ? Int.
W3 ! Bool
L3 = W2 ? Bool