

# A Constraint-Based Approach to Multi-Threaded Program Location Reachability

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```
unsigned value, m = 0; // shared

unsigned count() {
    unsigned v = 0; //local
    acquire(m);
    if(value == 0u-1) {
        release(m);
        return 0;
    }
    else{
        v = value;
        value = v + 1;
        release(m);
        assert(value > v);
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    while (1) { thread(&count) }
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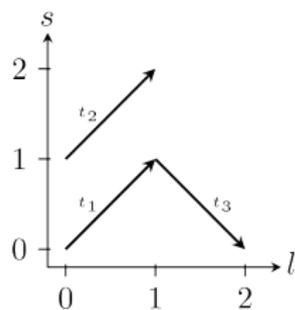
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## Goal

Verify safety properties of multi-threaded programs, run by an unknown number of threads.

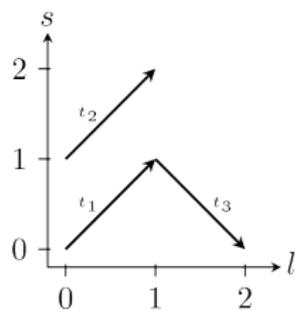
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- ▶ Configurations of the form  $(s|l_0, \dots, l_n)$

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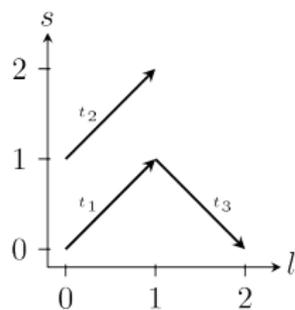


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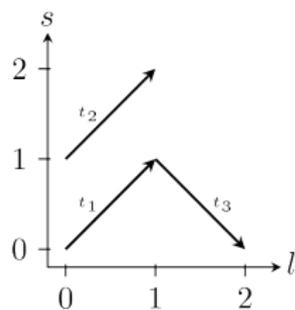
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Decidable. But EXPSPACE complete.

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Thank you!