

# Bilateral Proofs of Concurrent Programs: A simple and neat solution to a complex problem

Jayadev Misra

Department of Computer Science  
University of Texas at Austin

Nov 10 and 17, 2015  
University of Texas

## A Quote from H. L. Mencken, American Essayist, 1930s

For every complex problem there is a solution that is simple, neat and wrong.

# Status of Program Design and Verification in Four Decades

- Astounding gains for sequential programming.
- Vast improvement in understanding of concurrent programming.
- Theory and practice lag considerably for the latter, compared to the former.
- Very small concurrent programs proved manually, occasionally.
- Larger concurrent programs proved using model checking. Bright spot.

## Distinction: Sequential and Concurrent Programs

- Hoare's Proof Theory: Program specification by **pre- and postcondition**.
- Permits verification of sequential program code for a given specification.
- **Proof rules**: permit composition of the component specifications, for hierarchical construction.
- Specification used in program construction, instead of source code.
- Concurrent programming lacks a theory of *composable specification*. Pre- and postcondition do not compose for concurrent programs.
- Needed: a theory of composable specification that scales up and be automated.

## Distinction: Sequential and Concurrent Programs

- Hoare's Proof Theory: Program specification by **pre- and postcondition**.
- Permits verification of sequential program code for a given specification.
- **Proof rules**: permit composition of the component specifications, for hierarchical construction.
- Specification used in program construction, instead of source code.
- Concurrent programming lacks a theory of *composable specification*. Pre- and postcondition do not compose for concurrent programs.
- Needed: a theory of composable specification that scales up and be automated.

# Motivation for the current work: Commutative, Associative Fold of a bag

- Bag  $u$ .

Commutative, associative binary operator  $\oplus$

Write fold of  $u$  as  $\Sigma u$ .

- Problem: Replace all elements of  $u$  by  $\Sigma u$ .
- Strategy: Define  $f_k$  that transforms  $u$ 
  - reduces the size of  $u$  by  $k$ , and
  - the resulting bag has the same fold as the original bag.

## An Orc Program

$$f_1 = \text{get}(x); \text{get}(y); \text{put}(x \oplus y)$$

$$f_k = f_1 \parallel f_{k-1}, \quad k > 1$$

Given that  $u$  has  $n$  items initially,  $n > 1$ , apply  $f_{n-1}$ .

- Safety: Finally  $u$  has one item, the fold of the original items. **Easy**.
- Progress: Program terminates. **Hard**.  
The result does not hold for  $f_n$ . There is deadlock.
- No known proof technique for this program.

## Observations about the problem

- Desired: Respect the recursive program structure in proof.
- Note interplay between sequential and concurrent aspects.
- Entire code is not available.



## Another very difficult program to prove

$$\{x = 0\}$$

$$x := x + 1 \quad \square \quad x := x + 2$$

$$\{x = 3\}$$

# Owicki's Thesis

- Construct annotation of each sequential component.

$$\{x = 0\}$$

$$(\{x = 0 \vee x = 2\} x := x + 1 \{x = 1 \vee x = 3\})$$

$$[] \{x = 0 \vee x = 1\} x := x + 2 \{x = 2 \vee x = 3\})$$

$$\{(x = 1 \vee x = 3) \wedge (x = 2 \vee x = 3)\}$$

$$\{x = 3\}$$

- Show that the **proofs** don't interfere, e.g.,

$$\{(x = 0 \vee x = 2) \wedge (x = 0 \vee x = 1)\} x := x + 2 \{x = 0 \vee x = 2\}$$

$$\{(x = 0 \vee x = 1) \wedge (x = 0 \vee x = 2)\} x := x + 1 \{x = 0 \vee x = 1\}$$

...

# Owicki's Thesis

- Construct annotation of each sequential component.

$$\{x = 0\}$$

$$(\{x = 0 \vee x = 2\} x := x + 1 \{x = 1 \vee x = 3\})$$

$$\square (\{x = 0 \vee x = 1\} x := x + 2 \{x = 2 \vee x = 3\})$$

$$\{(x = 1 \vee x = 3) \wedge (x = 2 \vee x = 3)\}$$

$$\{x = 3\}$$

- Show that the **proofs** don't interfere, e.g.,

$$\{(x = 0 \vee x = 2) \wedge (x = 0 \vee x = 1)\} x := x + 2 \{x = 0 \vee x = 2\}$$

$$\{(x = 0 \vee x = 1) \wedge (x = 0 \vee x = 2)\} x := x + 1 \{x = 0 \vee x = 1\}$$

...

# Assessment

- First real proof technique for concurrent programs.
- Works well for small tightly-coupled components.
- Not scalable.
- Needs program code.
- No notion of a specification.

## Rely-Guarantee of Cliff Jones

- Replace non-interference proofs by checks against stable predicates.
- Hoare-like proof rule.
- Limited to safety properties.

## Unity by Chandy and Misra

- Simplify program structure:  $loop \langle g \rightarrow s \rangle \square loop \langle g' \rightarrow s' \rangle \square \dots$
- Each  $\langle g \rightarrow s \rangle$  is a guarded action.
- Prove program properties, not assertions at program points:
  - A resource is never granted unless requested.
  - A request for a resource is eventually granted.
- Specification is a set of properties.
- Composition rules for specification are given.

# Implementations

- Some successes: Telephony, Control systems
- Model checkers:
  - UV (Markus Kaltenbach, UT),
  - Mur $\phi$  (David Dill, Stanford),
  - Siemens (Jorge Cuellar),
  - SAL
- Implementations in other logics:
  - Boyer-Moore prover, Larch, HOL, Coq, Isabelle/ZF
  - DisCo (based on Unity) in PVS
  - CommUNITY workbench

## Limitations of the Unity approach

- Does not support traditional program structure.
- Auxiliary variables needed to capture program control points.
- Termination and deadlock equated.



## Current Theory: Specification

- **Terminal** property: postcondition of a program for a given precondition.
- **Perpetual** property: holds throughout every program execution.

Similar to invariant.

- (**Safety**) once it requests a resource the thread waits until the resource is granted,
- (**Progress**) once the resource is granted the thread will eventually release it.
- **Specification**: Terminal and Perpetual properties.

## Summary of the approach

- Create program annotation as before, but with restrictions.
- Annotations are valid even under concurrent execution.  
As in UNITY.
- Use the annotations to derive terminal and perpetual properties.

### Bilateral

- Composition rules for specifications.

# Program Model

- **command**: Uninterruptible, terminating code,  
e.g.:  $x := x + 1$ , *put* on a channel.
- **action**: Guarded command,  $b \rightarrow \alpha$ ,  
e.g.: *get* from a channel.
- $f, g$  :: **component**: action |  $f \square g$  |  $\text{seq}(f_0, f_1, \dots, f_n)$
- **program**: component executing alone.

# Programming Constructs

- seq: Any sequential programming construct that has a proof rule, e.g.:

$s; t$   
**if**  $b$  **then**  $s$  **else**  $t$   
**while**  $b$  **do**  $s$

- Join:  $f \parallel g$  is commutative, associative.
- A sequential construct may combine concurrent programs:

$(f \parallel g); (f' \parallel g')$

# Program Execution

- Sequential components follow their execution rules.
- Join: starts all components simultaneously.  
Terminates when they all do.
- Program control may reside at multiple program points simultaneously.
- At any moment the action at **some** control point is executed.
- Every control point is chosen eventually for execution.

## Action Execution

- Execution of  $b \rightarrow \alpha$  always terminates, either **effectively** or **ineffectively**.
- **Effective** execution:  
 $b$  is true and  $\alpha$  is executed to completion.  
Program control moves past the action.
- **Ineffective** execution:  
 $b$  is *false*.  
Program control remains before the action.
- Evaluation of  $b$  is uninterruptible in all cases.
- If  $b$  is true:  $\alpha$  is executed immediately.

## Example: Distributed counter

Program  $f = \prod_j f_j$  implements counter  $ctr$ .

**initially**  $ctr = 0$

$f_j ::$

**initially**  $old_j, new_j = 0, 0$

**loop**

$new_j := old_j + 1;$

**if** [  $ctr = old_j \rightarrow ctr := new_j$   
|  $ctr \neq old_j \rightarrow old_j := ctr$  ]

**forever**

Show:

Safety:  $ctr$  is changed only by incrementation.

Progress:  $ctr$  is changed eventually.

## Example: Distributed counter

Program  $f = \prod_j f_j$  implements counter  $ctr$ .

**initially**  $ctr = 0$

$f_j ::$

**initially**  $old_j, new_j = 0, 0$

**loop**

$new_j := old_j + 1;$

**if** [  $ctr = old_j \rightarrow ctr := new_j$   
|  $ctr \neq old_j \rightarrow old_j := ctr$  ]

**forever**

Show:

Safety:  $ctr$  is changed only by incrementation.

Progress:  $ctr$  is changed eventually.



## Inviolable preconditions of actions

- Find precondition  $p$  of each action so that  $p$  remains true as long as control remains at the action.

$$\begin{aligned} & ( \{x = 0 \vee x = 2\} x := x + 1 \{x = 1 \vee x = 3\} \\ \square & \{x = 0 \vee x = 1\} x := x + 2 \{x = 2 \vee x = 3\} ) \\ & \{ (x = 1 \vee x = 3) \wedge (x = 2 \vee x = 3) \} \end{aligned}$$

- Owicki: Check that precondition can not be violated by any concurrent action.
- Unity: Programmer specifies guards for each action.
- In the current theory:  
Unknown concurrent environment.  
General programs: Guards are usually too weak.  
Control flow carries additional information.

## Inviolable preconditions of actions

- Find precondition  $p$  of each action so that  $p$  remains true as long as control remains at the action.

$$\begin{aligned} & ( \{x = 0 \vee x = 2\} x := x + 1 \{x = 1 \vee x = 3\} \\ \square & \{x = 0 \vee x = 1\} x := x + 2 \{x = 2 \vee x = 3\} ) \\ & \{ (x = 1 \vee x = 3) \wedge (x = 2 \vee x = 3) \} \end{aligned}$$

- Owicki: Check that precondition can not be violated by any concurrent action.
- Unity: Programmer specifies guards for each action.
- In the current theory:  
Unknown concurrent environment.  
General programs: Guards are usually too weak.  
Control flow carries additional information.

## Inviolable preconditions of actions

- Find precondition  $p$  of each action so that  $p$  remains true as long as control remains at the action.

$$\begin{aligned} & ( \{x = 0 \vee x = 2\} x := x + 1 \{x = 1 \vee x = 3\} \\ \square & \{x = 0 \vee x = 1\} x := x + 2 \{x = 2 \vee x = 3\} ) \\ & \{ (x = 1 \vee x = 3) \wedge (x = 2 \vee x = 3) \} \end{aligned}$$

- Owicki: Check that precondition can not be violated by any concurrent action.
- Unity: Programmer specifies guards for each action.
- In the current theory:  
Unknown concurrent environment.  
General programs: Guards are usually too weak.  
Control flow carries additional information.

## Inviolable preconditions of actions

- Find precondition  $p$  of each action so that  $p$  remains true as long as control remains at the action.

$$\begin{aligned} & ( \{x = 0 \vee x = 2\} x := x + 1 \{x = 1 \vee x = 3\} \\ \square & \{x = 0 \vee x = 1\} x := x + 2 \{x = 2 \vee x = 3\} ) \\ & \{ (x = 1 \vee x = 3) \wedge (x = 2 \vee x = 3) \} \end{aligned}$$

- Owicki: Check that precondition can not be violated by any concurrent action.
- Unity: Programmer specifies guards for each action.
- In the current theory:  
Unknown concurrent environment.  
General programs: Guards are usually too weak.  
Control flow carries additional information.

## Access rights to variables

- $x$  **local** to  $f$ :  $f$  has exclusive write-access to  $x$  during any execution.
- $p$  **local predicate** of  $f$ : every variable in  $p$  is local to  $f$ .

## Local Annotation

- Annotation of a program in which all predicates are local to the component in which they appear.
- Given local annotation in which  $\{p\} b \rightarrow \alpha$ ,  $p$  holds whenever  $b \rightarrow \alpha$  is executed.
- Construct local annotation using Hoare-proof rules for seq construct.
- For join, use:

$$\frac{\begin{array}{l} \{r\} f \{s\} \\ \{r'\} g \{s'\} \end{array}}{\{r \wedge r'\} f \parallel g \{s \wedge s'\}}$$

## Local Annotation: Distributed Counter

$f_j ::$   
**initially**  $old_j, new_j = 0, 0$   
 $\{true\}$   
**loop**  
 $\{true\}$   
     $\alpha_j :: new_j := old_j + 1;$   
     $\{new_j = old_j + 1\}$   
    **if** [  $\beta_j :: \{new_j = old_j + 1\} ctr = old_j \rightarrow ctr := new_j \{true\}$   
        |  $\gamma_j :: \{new_j = old_j + 1\} ctr \neq old_j \rightarrow old_j := ctr \{true\}$  ]  
     $\{true\}$   
**forever**

## Safety Property $\text{co}$

- $p \text{ co } q$  in component  $f$ :

Effective execution of any action of  $f$  in a  $p$ -state achieves a  $q$ -state.

- In program  $f$ : once  $p$  holds it continues to hold until  $q$  is established.

- As a composition rule:

$p \text{ co } q$  holds in  $f$  if it holds in every component of  $f$ .



## Formal definition of **co**

$$\{r\} f \{s\}$$

For every action  $b \rightarrow \alpha$  with precondition  $pre$  in any annotation of  $f$  :

$$\{pre \wedge b \wedge p\} \alpha \{q\}$$

---

$$\{r\} f \{p \mathbf{co} q \mid s\}$$

## Special cases of **co**

- **stable**  $p$ : Once  $p$  holds, it continues to hold:

$$p \text{ co } p$$

- **constant**  $e$ : Value of expression  $e$  never changes:

$$(\forall c :: \text{stable } e = c)$$

- **invariant**  $p$ :  $p$  always holds:

**initially**  $p$  and **stable**  $p$

## Distributed Counter, contd.

Prove:  $ctr = m$  **co**  $ctr = m \vee ctr = m + 1$ .

$f_j$  ::  
**initially**  $old_j, new_j = 0, 0$   
 $\{true\}$   
**loop**  
 $\{true\}$   
 $\alpha_j$  ::  $new_j := old_j + 1$ ;  
 $\{new_j = old_j + 1\}$   
**if** [  $\beta_j$  ::  $\{new_j = old_j + 1\} ctr = old_j \rightarrow ctr := new_j$   $\{true\}$   
|  $\gamma_j$  ::  $\{new_j = old_j + 1\} ctr \neq old_j \rightarrow old_j := ctr$   $\{true\}$  ]  
 $\{true\}$   
**forever**

## Safety: $ctr$ 's value is only incremented

- Show:  $ctr = m \text{ co } ctr = m \vee ctr = m + 1$  in  $f$   
prove:  $ctr = m \text{ co } ctr = m \vee ctr = m + 1$  holds in all  $f_j$ .

- For each action  $b \rightarrow \alpha$  with precondition  $pre$ , show:

$$\{pre \wedge b \wedge ctr = m\} \alpha \{ctr = m \vee ctr = m + 1\}$$

- Only  $\beta_j$  may change the value of  $ctr$ . So, prove:

$$\begin{aligned} &\{ctr = m \wedge new_j = old_j + 1 \wedge ctr = old_j\} \\ &\quad ctr := new_j \\ &\{ctr = m \vee ctr = m + 1\} \end{aligned}$$

# Progress Properties

- Transient: Fundamental property. Compositional.

**transient**  $p$ :  $p$  will be false eventually.  $\Box\Diamond\neg p$ .

- Ensures: More useful in practice. Compositional.  
Defined using transient.

$p$  **en**  $q$ :

once  $p$  holds, it continues to hold until  $q$  holds; and  $q$  holds eventually.

- Leads-to: Typical property in a specification. Non-compositional.  
Defined using ensures.

$p \mapsto q$ : once  $p$  holds,  $q$  holds eventually.

# Progress Properties

- Transient: Fundamental property. Compositional.

**transient**  $p$ :  $p$  will be false eventually.  $\Box\Diamond\neg p$ .

- Ensures: More useful in practice. Compositional.  
Defined using transient.

$p$  **en**  $q$ :

once  $p$  holds, it continues to hold until  $q$  holds; and  $q$  holds eventually.

- Leads-to: Typical property in a specification. Non-compositional.  
Defined using ensures.

$p \mapsto q$ : once  $p$  holds,  $q$  holds eventually.

# Progress Properties

- Transient: Fundamental property. Compositional.

**transient**  $p$ :  $p$  will be false eventually.  $\Box\Diamond\neg p$ .

- Ensures: More useful in practice. Compositional.  
Defined using transient.

$p$  **en**  $q$ :

once  $p$  holds, it continues to hold until  $q$  holds; and  $q$  holds eventually.

- Leads-to: Typical property in a specification. Non-compositional.  
Defined using ensures.

$p \mapsto q$ : once  $p$  holds,  $q$  holds eventually.

## Simplistic Definition of **transient** $p$ in $f$ : $p$ will be false eventually in $f$

- Each action of  $f$  is effectively executed if  $p$  is a precondition, and
- its execution establishes  $\neg p$ .

For every action  $b \rightarrow \alpha$  of  $f$  with precondition  $pre$  :

$$\frac{\begin{array}{l} pre \wedge p \Rightarrow b \\ \{pre \wedge p\} \alpha \{ \neg p \} \end{array}}{\{ \{ f \{ \text{transient } p \} \} \}}$$



## Stronger Rules for **transient** $p$

- $f; g$ : either  $f$  terminates or  $p$  transient in  $f$  AND  $p$  transient in  $g$ .  
Sufficient:  $f$  terminates AND  $p$  transient in  $g$ .
- $f \parallel g$ :  $p$  transient in  $f$  or  $g$ .
- Inheritance: If  $p$  transient in ALL components of  $f$ ,  $p$  transient in  $f$ .

## Stronger Rules for **transient** $p$

- $f; g$ : either  $f$  terminates or  $p$  transient in  $f$  AND  $p$  transient in  $g$ .  
Sufficient:  $f$  terminates AND  $p$  transient in  $g$ .
- $f \square g$ :  $p$  transient in  $f$  or  $g$ .
- Inheritance: If  $p$  transient in ALL components of  $f$ ,  $p$  transient in  $f$ .

## Stronger Rules for **transient** $p$

- $f; g$ : either  $f$  terminates or  $p$  transient in  $f$  AND  $p$  transient in  $g$ .  
Sufficient:  $f$  terminates AND  $p$  transient in  $g$ .
- $f \parallel g$ :  $p$  transient in  $f$  or  $g$ .
- Inheritance: If  $p$  transient in ALL components of  $f$ ,  $p$  transient in  $f$ .

Ensures:  $p$  **en**  $q$

Once  $p$  holds, it continues to hold until  $q$  holds; and  $q$  holds eventually.

- $p \wedge \neg q$  **co**  $p \vee q$
- **transient**  $p \wedge \neg q$

## Distributed Counter

- Prove:  $ctr$  increases eventually.
- This is not an ensures property.

- Prove:

In every step, either  $ctr$  increases, or the number of  $old_j$  that differ from  $ctr$  decreases.

- $nb$ : number of  $old_j$  such that  $ctr \neq old_j$ .

$$ctr = m \wedge nb = N \text{ en } nb < N \vee ctr > m \text{ in } f \quad (\text{E})$$

## Proof strategy

$ctr = m \wedge nb = N$  **en**  $nb < N \vee ctr > m$  in  $f$  (E)

- To prove (E) in  $\parallel_j f_j$ : Prove (E) in each  $f_j$ .
- To prove (E) in *initialization*; **loop**  $body_j$  **forever**:  
Since *initialization* terminates, show (E) in: **loop**  $body_j$  **forever**.
- To prove (E) in **loop**  $body_j$  **forever**: Prove (E) in  $body_j$ , using inheritance.
- To prove (E) in  $body_j$ , i.e.,  $new_j := old_j + 1$ ; **if**  $[\beta_j \mid \gamma_j]$ :  
Prove (E) in  $If_j$ , since  $new_j := old_j + 1$  terminates.
- To prove (E) in **if**  $[\beta_j \mid \gamma_j]$ : prove (E) in  $\beta_j$  and  $\gamma_j$ , i.e.,  
Effective executions of  $\beta_j$  and  $\gamma_j$  establish the postcondition of (E) given its pre-condition.

## Proof strategy

$ctr = m \wedge nb = N$  **en**  $nb < N \vee ctr > m$  in  $f$  (E)

- To prove (E) in  $\parallel_j f_j$ : Prove (E) in each  $f_j$ .
- To prove (E) in *initialization*; **loop**  $body_j$  **forever**:  
Since *initialization* terminates, show (E) in: **loop**  $body_j$  **forever**.
- To prove (E) in **loop**  $body_j$  **forever**: Prove (E) in  $body_j$ , using inheritance.
- To prove (E) in  $body_j$ , i.e.,  $new_j := old_j + 1$ ; **if**  $[\beta_j \mid \gamma_j]$ :  
Prove (E) in  $If_j$ , since  $new_j := old_j + 1$  terminates.
- To prove (E) in **if**  $[\beta_j \mid \gamma_j]$ : prove (E) in  $\beta_j$  and  $\gamma_j$ , i.e.,  
Effective executions of  $\beta_j$  and  $\gamma_j$  establish the postcondition of (E) given its pre-condition.

## Proof strategy

$ctr = m \wedge nb = N$  **en**  $nb < N \vee ctr > m$  in  $f$  (E)

- To prove (E) in  $\parallel_j f_j$ : Prove (E) in each  $f_j$ .
- To prove (E) in *initialization*; **loop**  $body_j$  **forever**:  
Since *initialization* terminates, show (E) in: **loop**  $body_j$  **forever**.
- To prove (E) in **loop**  $body_j$  **forever**: Prove (E) in  $body_j$ , using inheritance.
- To prove (E) in  $body_j$ , i.e.,  $new_j := old_j + 1$ ; **if**  $[\beta_j \mid \gamma_j]$ :  
Prove (E) in  $If_j$ , since  $new_j := old_j + 1$  terminates.
- To prove (E) in **if**  $[\beta_j \mid \gamma_j]$ : prove (E) in  $\beta_j$  and  $\gamma_j$ , i.e.,  
Effective executions of  $\beta_j$  and  $\gamma_j$  establish the postcondition of (E) given its pre-condition.



## Proof strategy

$ctr = m \wedge nb = N$  **en**  $nb < N \vee ctr > m$  in  $f$  (E)

- To prove (E) in  $\parallel_j f_j$ : Prove (E) in each  $f_j$ .
- To prove (E) in *initialization*; **loop**  $body_j$  **forever**:  
Since *initialization* terminates, show (E) in: **loop**  $body_j$  **forever**.
- To prove (E) in **loop**  $body_j$  **forever**: Prove (E) in  $body_j$ , using inheritance.
- To prove (E) in  $body_j$ , i.e.,  $new_j := old_j + 1$ ; **if**  $[\beta_j \mid \gamma_j]$ :  
Prove (E) in  $If_j$ , since  $new_j := old_j + 1$  terminates.
- To prove (E) in **if**  $[\beta_j \mid \gamma_j]$ : prove (E) in  $\beta_j$  and  $\gamma_j$ , i.e.,  
Effective executions of  $\beta_j$  and  $\gamma_j$  establish the postcondition of (E) given its pre-condition.

## Proof strategy

$ctr = m \wedge nb = N$  **en**  $nb < N \vee ctr > m$  in  $f$  (E)

- To prove (E) in  $\parallel_j f_j$ : Prove (E) in each  $f_j$ .
- To prove (E) in *initialization*; **loop**  $body_j$  **forever**:  
Since *initialization* terminates, show (E) in: **loop**  $body_j$  **forever**.
- To prove (E) in **loop**  $body_j$  **forever**: Prove (E) in  $body_j$ , using inheritance.
- To prove (E) in  $body_j$ , i.e.,  $new_j := old_j + 1$ ; **if**  $[\beta_j \mid \gamma_j]$ :  
Prove (E) in  $If_j$ , since  $new_j := old_j + 1$  terminates.
- To prove (E) in **if**  $[\beta_j \mid \gamma_j]$ : prove (E) in  $\beta_j$  and  $\gamma_j$ , i.e.,  
Effective executions of  $\beta_j$  and  $\gamma_j$  establish the postcondition of (E) given its pre-condition.

# Proof Obligations

Relevant Annotation of  $f_j$ :

$$\mathbf{if} \left[ \begin{array}{l} \beta_j :: \{new_j = old_j + 1\} \text{ ctr} = old_j \rightarrow \text{ctr} := new_j \{true\} \\ \mid \gamma_j :: \{new_j = old_j + 1\} \text{ ctr} \neq old_j \rightarrow old_j := \text{ctr} \{true\} \end{array} \right] \{true\}$$

Proof Obligations:

$$\beta_j :: \{ctr = m \wedge nb = N \wedge new_j = old_j + 1 \wedge ctr = old_j\}$$
$$\text{ctr} := new_j$$
$$\{nb < N \vee ctr > m\}$$
$$\gamma_j :: \{ctr = m \wedge nb = N \wedge new_j = old_j + 1 \wedge ctr \neq old_j\}$$
$$old_j := ctr$$
$$\{nb < N \vee ctr > m\}$$

# Leads-to

$p \mapsto q$ : once  $p$  holds,  $q$  holds eventually.

- (basis) 
$$\frac{p \text{ en } q}{p \mapsto q}$$

- (transitivity) 
$$\frac{p \mapsto q, q \mapsto r}{p \mapsto r}$$

- (disjunction) For any (finite or infinite) set of predicates  $S$

$$\frac{(\forall p : p \in S : p \mapsto q)}{(\forall p : p \in S : p) \mapsto q}$$

## Derived Rules: What makes Proofs Practical. For $\text{co}$

$\text{false co } q$

$p \text{ co } \text{true}$

$$\frac{p \text{ co } q, p' \text{ co } q'}{p \wedge p' \text{ co } q \wedge q'} \quad (\text{CONJUNCTION})$$

$$\frac{p \text{ co } q, p' \text{ co } q'}{p \vee p' \text{ co } q \vee q'} \quad (\text{DISJUNCTION})$$

$$\frac{p \text{ co } q}{p \wedge p' \text{ co } q} \quad (\text{LHS STRENGTHENING})$$

$$\frac{p \text{ co } q}{p \text{ co } q \vee q'} \quad (\text{RHS WEAKENING})$$

## Lightweight Derived Rules for $\mapsto$

1. (implication)  $\frac{p \Rightarrow q}{p \mapsto q}$

2. (lhs strengthening, rhs weakening)

$$\frac{p \mapsto q}{\frac{p' \wedge p \mapsto q}{p \mapsto q \vee q'}}$$

3. (cancellation)  $\frac{p \mapsto q \vee r, r \mapsto s}{p \mapsto q \vee s}$

## Heavyweight Derived Rules for $\mapsto$

1. (PSP) 
$$\frac{p \mapsto q \quad \text{stable } p'}{p \wedge p' \mapsto q \wedge p'}$$

2. (induction)  $M : \text{Program States} \rightarrow W$ .  $(W, \prec)$  well-founded.

$$\frac{(\forall m :: p \wedge M = m \mapsto (p \wedge M \prec m) \vee q)}{p \mapsto q}$$

3. (completion)  $p_i$  and  $q_i$  are predicates;  $i$  index over a finite set.

$$\frac{(\forall i :: \begin{array}{l} p_i \mapsto q_i \vee b \\ q_i \text{ co } q_i \vee b \end{array})}{(\forall i :: p_i) \mapsto (\forall i :: q_i) \vee b}$$

## Heavyweight Derived Rules for $\mapsto$

1. (PSP) 
$$\frac{p \mapsto q \quad \text{stable } p'}{p \wedge p' \mapsto q \wedge p'}$$

2. (induction)  $M : \text{Program States} \rightarrow W$ .  $(W, \prec)$  well-founded.

$$\frac{(\forall m :: p \wedge M = m \mapsto (p \wedge M \prec m) \vee q)}{p \mapsto q}$$

3. (completion)  $p_i$  and  $q_i$  are predicates;  $i$  index over a finite set.

$$\frac{(\forall i :: \begin{array}{l} p_i \mapsto q_i \vee b \\ q_i \text{ co } q_i \vee b \end{array})}{(\forall i :: p_i) \mapsto (\forall i :: q_i) \vee b}$$



## Heavyweight Derived Rules for $\mapsto$

$$1. \text{ (PSP)} \quad \frac{p \mapsto q \quad \text{stable } p'}{p \wedge p' \mapsto q \wedge p'}$$

2. (induction)  $M : \text{Program States} \rightarrow W$ .  $(W, \prec)$  well-founded.

$$\frac{(\forall m :: p \wedge M = m \mapsto (p \wedge M \prec m) \vee q)}{p \mapsto q}$$

3. (completion)  $p_i$  and  $q_i$  are predicates;  $i$  index over a finite set.

$$\frac{(\forall i :: p_i \mapsto q_i \vee b \quad q_i \text{ co } q_i \vee b)}{(\forall i :: p_i) \mapsto (\forall i :: q_i) \vee b}$$

## Heavyweight Derived Rules for $\mapsto$

$$1. \text{ (PSP)} \quad \frac{p \mapsto q \quad \text{stable } p'}{p \wedge p' \mapsto q \wedge p'}$$

2. (induction)  $M : \text{Program States} \rightarrow W$ .  $(W, \prec)$  well-founded.

$$\frac{(\forall m :: p \wedge M = m \mapsto (p \wedge M \prec m) \vee q)}{p \mapsto q}$$

3. (completion)  $p_i$  and  $q_i$  are predicates;  $i$  index over a finite set.

$$\frac{(\forall i :: \begin{array}{l} p_i \mapsto q_i \vee b \\ q_i \text{ co } q_i \vee b \end{array})}{(\forall i :: p_i) \mapsto (\forall i :: q_i) \vee b}$$

# Distributed Counter

- Prove in  $f$ :  $ctr$  increases unboundedly:  
 $true \mapsto ctr > C$ , for any integer  $C$
- Proved in  $f$ :  $ctr = m \wedge nb = N \text{ en } nb < N \vee ctr > m$
- Use definition of  $\mapsto$  and its derived rules for the proof.

## Distributed Counter, Contd.

$ctr = m \wedge nb = N$  **en**  $nb < N \vee ctr > m$   
proven

$ctr = m \wedge nb = N \mapsto nb < N \vee ctr > m$   
basis rule of *leads-to*

$ctr = m \wedge nb = N \mapsto ctr = m \wedge nb < N \vee ctr > m$   
PSP with  $ctr = m$  **co**  $ctr = m \vee ctr = m + 1$

## Distributed Counter, Contd.

$ctr = m \wedge nb = N$  **en**  $nb < N \vee ctr > m$   
proven

$ctr = m \wedge nb = N \mapsto nb < N \vee ctr > m$   
basis rule of *leads-to*

$ctr = m \wedge nb = N \mapsto ctr = m \wedge nb < N \vee ctr > m$   
PSP with  $ctr = m$  **co**  $ctr = m \vee ctr = m + 1$

## Distributed Counter, Contd.

$ctr = m \wedge nb = N$  **en**  $nb < N \vee ctr > m$   
proven

$ctr = m \wedge nb = N \mapsto nb < N \vee ctr > m$   
basis rule of *leads-to*

$ctr = m \wedge nb = N \mapsto ctr = m \wedge nb < N \vee ctr > m$   
PSP with  $ctr = m$  **co**  $ctr = m \vee ctr = m + 1$

## Apply Induction Rule

$$ctr = m \wedge nb = N \mapsto ctr = m \wedge nb < N \vee ctr > m$$

Induction rule:

$$\frac{(\forall m :: p \wedge M = m \mapsto (p \wedge M < m) \vee q)}{p \mapsto q}$$

Use  $nb$  for  $M$  and  $<$  for  $<$  to conclude:

$$ctr = m \mapsto ctr > m$$

## Distributed Counter, Contd.

$ctr = m \wedge nb = N \text{ en } nb < N \vee ctr > m$

proven

$ctr = m \wedge nb = N \mapsto nb < N \vee ctr > m$

basis rule of *leads-to*

$ctr = m \wedge nb = N \text{ en } ctr = m \wedge nb < N \vee ctr > m$

PSP with  $ctr = m \text{ co } ctr = m \vee ctr = m + 1$

$ctr = m \mapsto ctr > m$

Induction rule; well-founded order  $<$  over natural numbers

$true \mapsto ctr > C$ , for any integer  $C$

Induction rule, well-founded order  $<$  over natural numbers.



## Distributed Counter, Contd.

$ctr = m \wedge nb = N \text{ en } nb < N \vee ctr > m$

proven

$ctr = m \wedge nb = N \mapsto nb < N \vee ctr > m$

basis rule of *leads-to*

$ctr = m \wedge nb = N \text{ en } ctr = m \wedge nb < N \vee ctr > m$

PSP with  $ctr = m \text{ co } ctr = m \vee ctr = m + 1$

$ctr = m \mapsto ctr > m$

Induction rule; well-founded order  $<$  over natural numbers

$true \mapsto ctr > C$ , for any integer  $C$

Induction rule, well-founded order  $<$  over natural numbers.