

Bilateral Proofs of Concurrent Programs

Jayadev Misra

Department of Computer Science
University of Texas at Austin

WG 2.3, Istanbul
March 23, 2015

This talk is about:

- Verification of concurrent programs.
- With concurrent programs of full generality.
- With emphasis on **specification** and their **composition**.

A simple Example: Podelski et. al., POPL 2015

Given global integer variable g and local variables x_i of thread i

$$x_0 := g; g := g + x_0 \parallel \cdots x_i := g; g := g + x_i \parallel \cdots$$

Show that if g is positive initially, it remains positive.

A proof in my theory

$\{g > 0\}$
 $x_i := g;$
 $\{g > 0 \wedge x_i > 0\}$
 $g := g + x_i$
 $\{g > 0\}$
 \dots

Claim: Proof is complete.

Observation: Construct an annotation of the program in which every assertion is of the form $p \wedge I$, p is local to the program point and I is any fixed predicate.

Then the annotation is valid.

Epoch-making developments in Verification

- Inductive assertions, by Floyd and Hoare.
- Non-interference, by Owicki and Gries.
- Rely-Guarantee, Cliff Jones.

From assertions to Properties: Unity

- Simplify program structure: $\text{loop } \langle g \rightarrow s \rangle \parallel \text{loop } \langle g' \rightarrow s' \rangle \parallel \dots$
- Each $\langle g \rightarrow s \rangle$ is a guarded action.
- Prove program properties, not assertions at program points:
 - If g is initially positive, it stays positive.
 - A resource is never granted unless requested.
 - A request for a resource is eventually granted.
- Specification of a component is a set of properties.
- Specifications compose.

Goal of the current work

- Extend Unity to apply to arbitrary concurrent programs.
- Extend rely-guarantee to prove both safety and progress properties.
- Do it all effectively within a single framework.

Commutative Associative Fold of a bag

put and *get* are atomic operations on bag *s*.

put is non-blocking, *get* blocking.

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

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

Show that with *n* items in *s* initially:

- the execution of f_{n-1} terminates, and
- leaves *s* with one item, the fold of all the original items.

Another definition:

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

Commutative Associative Fold of a bag

put and *get* are atomic operations on bag *s*.

put is non-blocking, *get* blocking.

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

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

Show that with *n* items in *s* initially:

- the execution of f_{n-1} terminates, and
- leaves *s* with one item, the fold of all the original items.

Another definition:

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

Commutative Associative Fold of a bag

put and *get* are atomic operations on bag *s*.

put is non-blocking, *get* blocking.

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

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

Show that with *n* items in *s* initially:

- the execution of f_{n-1} terminates, and
- leaves *s* with one item, the fold of all the original items.

Another definition:

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

Observations about the problem

- Desired: Respect the recursive program structure in proof.
- The result does not hold for f_n . There is deadlock.
- Interplay between sequential and concurrent aspects.
- Entire code is not available.

What we need

- Specification $spec_k$ of f_k , $k \geq 1$.
- Show from its code that f_1 satisfies $spec_1$.
- Show that $spec_k$ can be deduced from $spec_1 \parallel spec_{k-1}$.
- Show that the required properties can be deduced from $spec_{n-1}$.

Summary of the Theory

- Programs with arbitrary interleaving of sequential and concurrent.
- Construct assertions and program properties simultaneously.
- Properties are created from assertions.
- Assertions are strengthened using properties; **bilateral proofs**.
- Properties are also deduced compositionally.
- Both safety and progress properties considered.

Program Model

A **component** is one of:

- Action: Uninterruptible, terminating code, e.g.: $x := x + 1$, *put*, *get*.
- Sequencer: Combines components using sequential constructs, e.g.:
 $s; t$, **if** b **then** s **else** t , **while** b **do** s .
- Fork: $f \parallel g$, f and g are components.
 $f \parallel g \parallel h = (f \parallel g) \parallel h = f \parallel (g \parallel h)$

Execution:

- Sequential components follow their execution rules.
- Fork: start all components simultaneously.

Terminates when they all do.

Program Model

A **component** is one of:

- Action: Uninterruptible, terminating code, e.g.: $x := x + 1$, *put*, *get*.
- Sequencer: Combines components using sequential constructs, e.g.:

s ; t , **if** b **then** s **else** t , **while** b **do** s .

- Fork: $f \parallel g$, f and g are components.

$$f \parallel g \parallel h = (f \parallel g) \parallel h = f \parallel (g \parallel h)$$

Execution:

- Sequential components follow their execution rules.
- Fork: start all components simultaneously.

Terminates when they all do.

Specification

For component f , predicates I and E , and sets of predicates P and Q :

- a specification is: $\{I \mid P\} f \{Q \mid E\}$.
- Call this an **augmented assertion**.
- Proof rules for augmented assertions. Derived from regular proof rules.

Meaning of $\{I \mid P\} \textcolor{red}{f} \{Q \mid E\}$

- If program $\textcolor{blue}{f}$ is started in an I -state, its execution either terminates in an E -state or never terminates.
- If the environment preserves every predicate in P , the predicates in Q are preserved by $\textcolor{blue}{f}$.

Notes:

- Predicates in P and Q need not be stable in either the environment or $\textcolor{blue}{f}$.
- Sequential $\{I\} \textcolor{red}{f} \{E\}$ is: $\{I \mid \{ALL\}\} \textcolor{red}{f} \{\{\} \mid E\}$.
- $\{\mid P\} \textcolor{red}{f} \{Q \mid\}$ is: $\{true \mid P\} \textcolor{red}{f} \{Q \mid true\}$.
- Closed Execution has ALL for P .

Meaning of $\{I \mid P\} \textcolor{red}{f} \{Q \mid E\}$

- If program f is started in an I -state, its execution either terminates in an E -state or never terminates.
- If the environment preserves every predicate in P , the predicates in Q are preserved by f .

Notes:

- Predicates in P and Q need not be stable in either the environment or f .
- Sequential $\{I\} \textcolor{red}{f} \{E\}$ is: $\{I \mid \{ALL\}\} \textcolor{red}{f} \{\{\} \mid E\}$.
- $\{\mid P\} \textcolor{red}{f} \{Q \mid\}$ is: $\{true \mid P\} \textcolor{red}{f} \{Q \mid true\}$.
- Closed Execution has ALL for P .

Technical Contributions

- (I, P) annotation of a program.
- Proof rules for augmented assertions, Jones-style.
- Extensions of Q to include general (Unity-style) properties.
- Proof rules for properties, Unity-style.