# A new view of Concurrent Separation Logic with Abstract State

December 9, 2015

## 1 Concurrent rules

#### 1.1 Notation

- Locks: l
   <sup>π</sup>/<sub>v</sub> R, "l is a lock with share π, partial view v, and invariant R". The view v must be a CSPCMC as described bellow in 1.3 and R must be a function of it.
- Holds:  $\mathbb{E} l v$ , "Holds l with full view v". It is not necessary to specify the invariant R of the lock l. This differs from Hobor's notation, because his release rule, doesn't require a lock share.
- Thread:  $t \bigcirc \to Q$ , "thread t has postcondition Q". It is loosely define by the following equation, but should be treated opaquely:

$$l \bigcirc \rightarrow Q \triangleq l \bigcirc \bigcirc \bigcirc S$$
 where  $S = (Q * l \bigcirc \bigcirc \bigcirc \bigcirc S)$ 

### 1.2 Rules for threads and locks

The views, can be though of as a repository. On acquire, a thread *pulls* the sum of all views  $v_t = v_o \oplus v_s$ , which represents the reality  $R(v_t)$ . This old value, is recorded in the hold,  $\mathbb{R} l \ v_t$ , which also ensures ownership of the lock. On release, the thread *commits* the *diff*  $v_\delta$  to it's local repo, changing  $v_s \to v_s \oplus v_\delta$  and *pushes* the changes by releasing  $R(v_t \oplus v_\delta)$  and  $\mathbb{R} l \ v_t$ . the rest is similar to Hobor's thesis.

 $<sup>^{1}</sup>$ There is some work pending on the restrictions for rule makelock. Since R is now a function, it is not obvious what positive and precise mean. It is not even obvious we need those!

$$\operatorname{split} \frac{\pi_{1} \oplus \pi_{2} = \pi \quad v_{1} \oplus v_{2} = v}{l \Box \xrightarrow{\pi_{1}} R * l \Box \xrightarrow{\pi_{2}} R \longleftrightarrow l \Box \xrightarrow{\pi} R}$$

$$\operatorname{acq} \frac{}{\{l \Box \xrightarrow{\pi} R\} \text{ acquire } l \ \{\exists v_{o}, \textcircled{1} l \ (v_{s} \oplus v_{o}) * R(v_{s} \oplus v_{o}) * l \Box \xrightarrow{\pi} R\}}$$

$$\operatorname{rel} \frac{}{\{\textcircled{1} l \ v_{t} * R(v_{t} \oplus v_{\delta}) * l \Box \xrightarrow{\pi} R\} \text{ release } l \ \{l \Box \xrightarrow{\pi} R\}}$$

$$\operatorname{spwn} \frac{}{\{(f : \{P\vec{y}\}\{Q\}) \wedge (Px)[\vec{b}/\vec{y}] * F\} \text{ Spawn } f(\vec{b}) \ \{l \bigcirc \to (Qx) * F\}}$$

$$\operatorname{join} \frac{}{\{l \bigcirc \to Q\} \text{ Join } l \ \{Q\}}$$

$$\operatorname{gather} \frac{}{v_{s} \oplus v_{t}}$$

The release and gather rules will often be used in this weaker, but more intuitive form:

$$\frac{\mathbb{E}[l \ (v_s \oplus v_o) * R(v_s \oplus v_o \oplus v_\delta) * l \xrightarrow{\pi} R} \text{ release } l \ \{l \xrightarrow{\pi} R\}}{\mathbb{E}[l \ (v_s \oplus v_o) \\ \text{gather}^* \xrightarrow{v_s} R * \stackrel{\mathbb{E}[l \ (v_s \oplus v_o)}{} \\ v_s = v_s \oplus v_o}]}$$

# 1.3 Cross-split Partial Commutative Monoid with Cores (CSPCMC).

First, we need a good name for this structure, they are not even a real a subset of PCMs (no unique unit)...

A CSPCMC (or whatever we call it) is a triple  $(P, \oplus, \widehat{\ })$  of a set P, a partial binary operation  $\oplus : P \times P \nrightarrow P$ , and a function  $\widehat{\ } : P \to P$  satisfying the following rules.

• Commutativity and associativity:

$$comm \frac{p_1 \oplus p_2 = p}{p_2 \oplus p_1 = p} \qquad assoc \frac{p_1 \oplus p_2 = p_{12}}{\exists p_{23}, p_2 \oplus p_3 = p_{23} \land p_1 \oplus p_{23} = p_{123}}$$

• Well behaved cores:

unit 
$$p \oplus \widehat{p} = p$$
 compat  $p_1 \oplus p_2 = p$   $\widehat{p_1} = \widehat{p}$ 

$$\operatorname{dup} \frac{p \oplus p = p}{p = \widehat{p}} \qquad \operatorname{split} \frac{p_1 \oplus p_2 = \widehat{p}}{p_1 \oplus p_1 = p_1}$$

• Cross-split property (this one is debatable, but I include it for now):

First notice there is no unique unit, which allows structures like resources (which have multiple, but compatible according to compt, units). Similarly, there is no cancellativity. This remains to be proven but seems like it's not needed. There is no full argument for or against cross-split, but it seems that is necessary.