

# **EECS498-008**

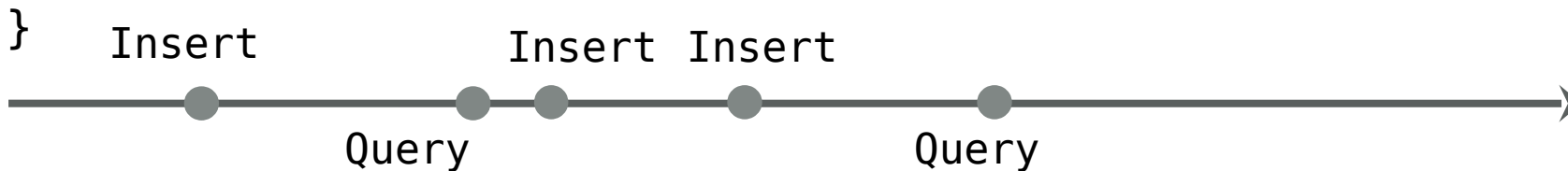
# **Formal Verification**

# **of Systems Software**

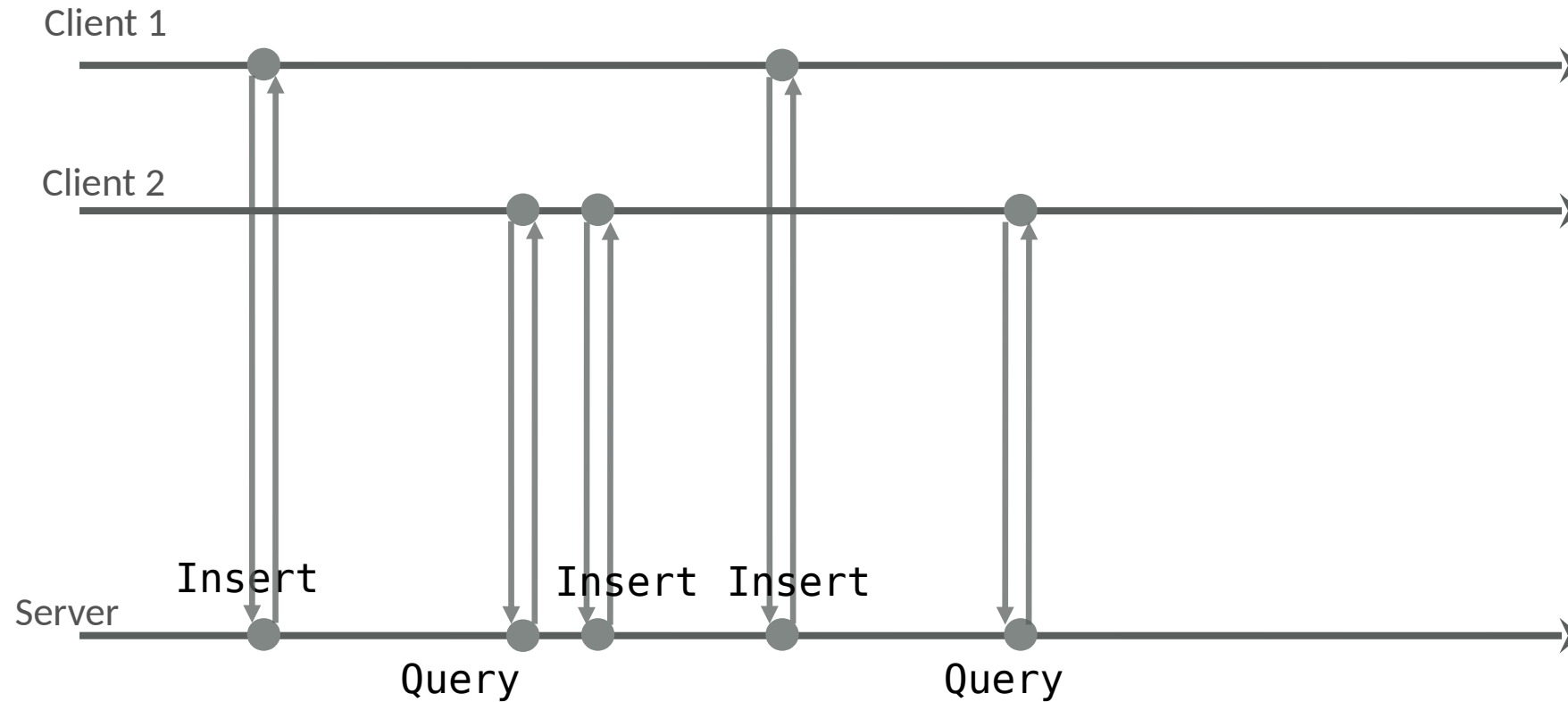
Material and slides created by  
Jon Howell and Manos Kapritsos

# Synchronous specs

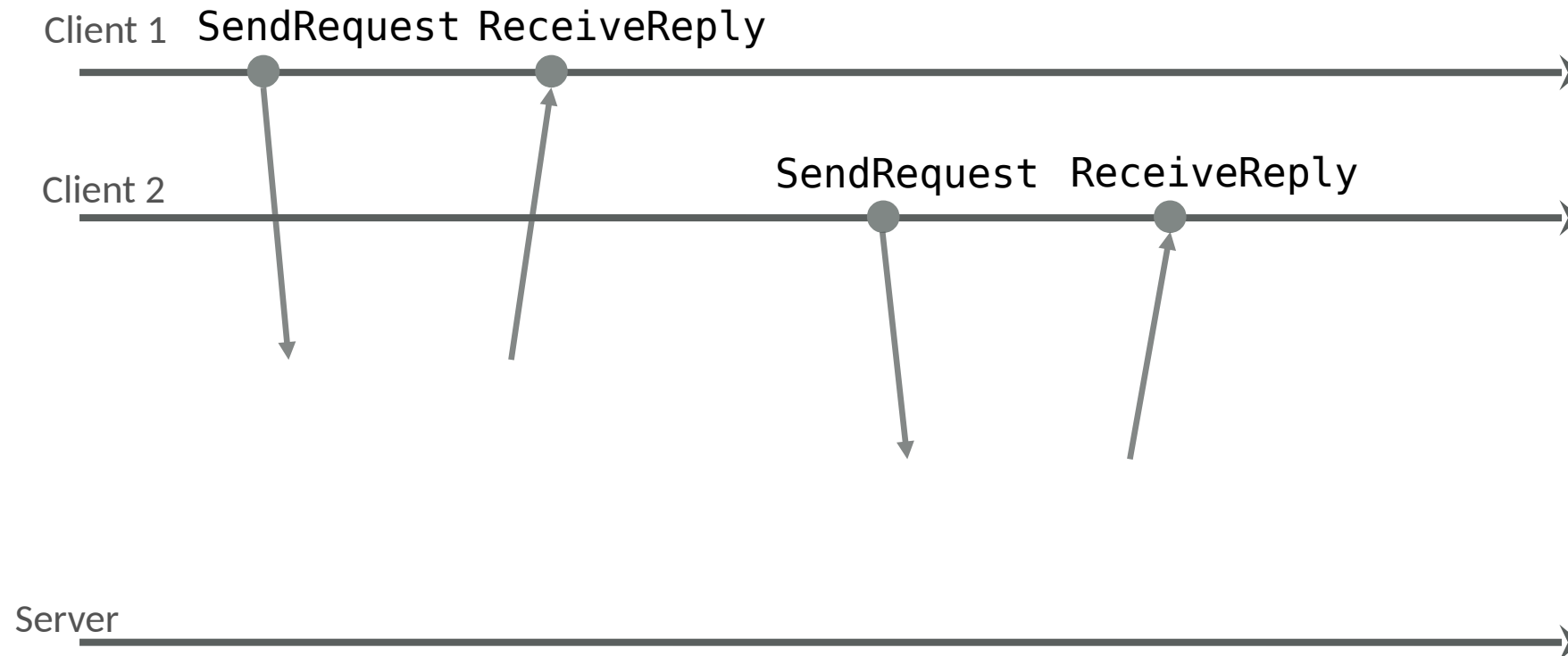
```
module MapSpec {  
  datatype Variables = Variables(mapp:map<Key, Value>)  
  
  predicate InsertOp(v:Variables, v':Variables, key:Key,  
value:Value) {  
    ...  
  }  
  
  predicate QueryOp(v:Variables, v':Variables, key:Key,  
output:Value) {  
    ...  
  }  
}
```



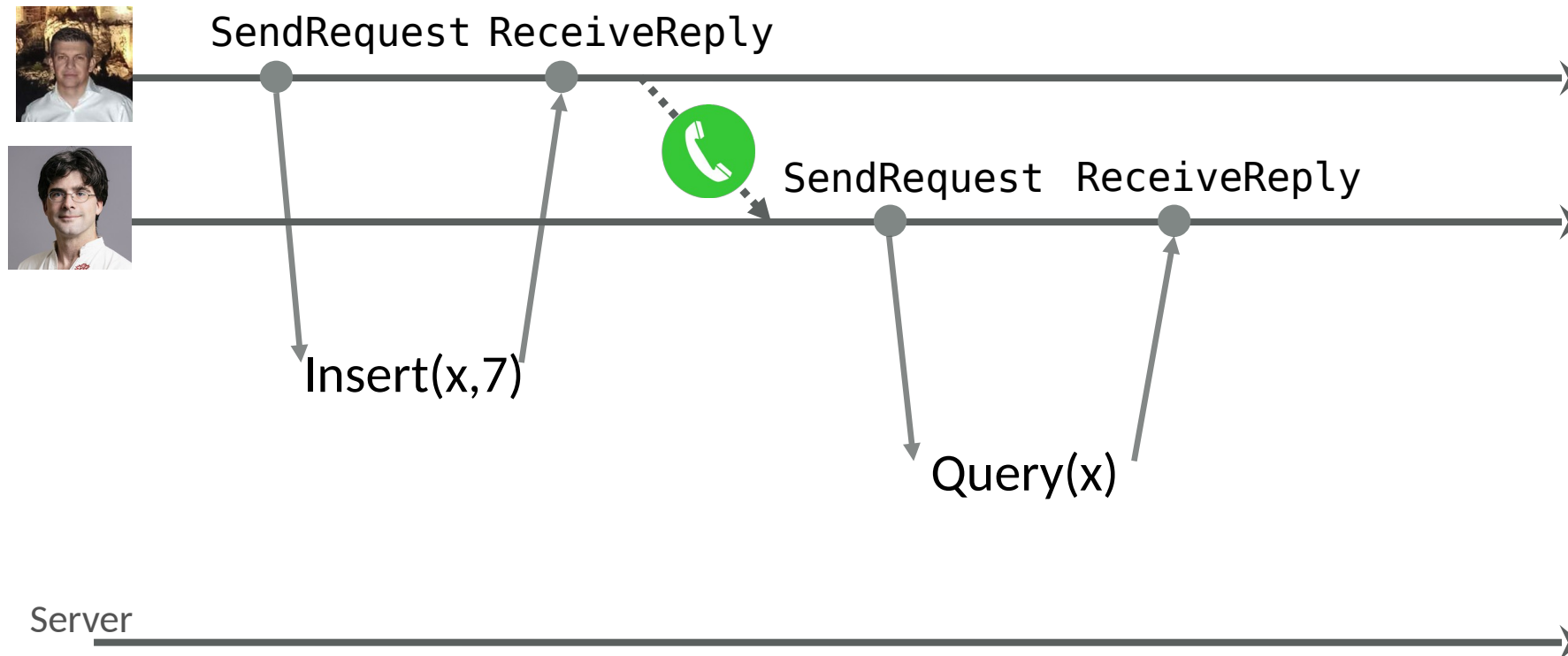
# Synchronous specs



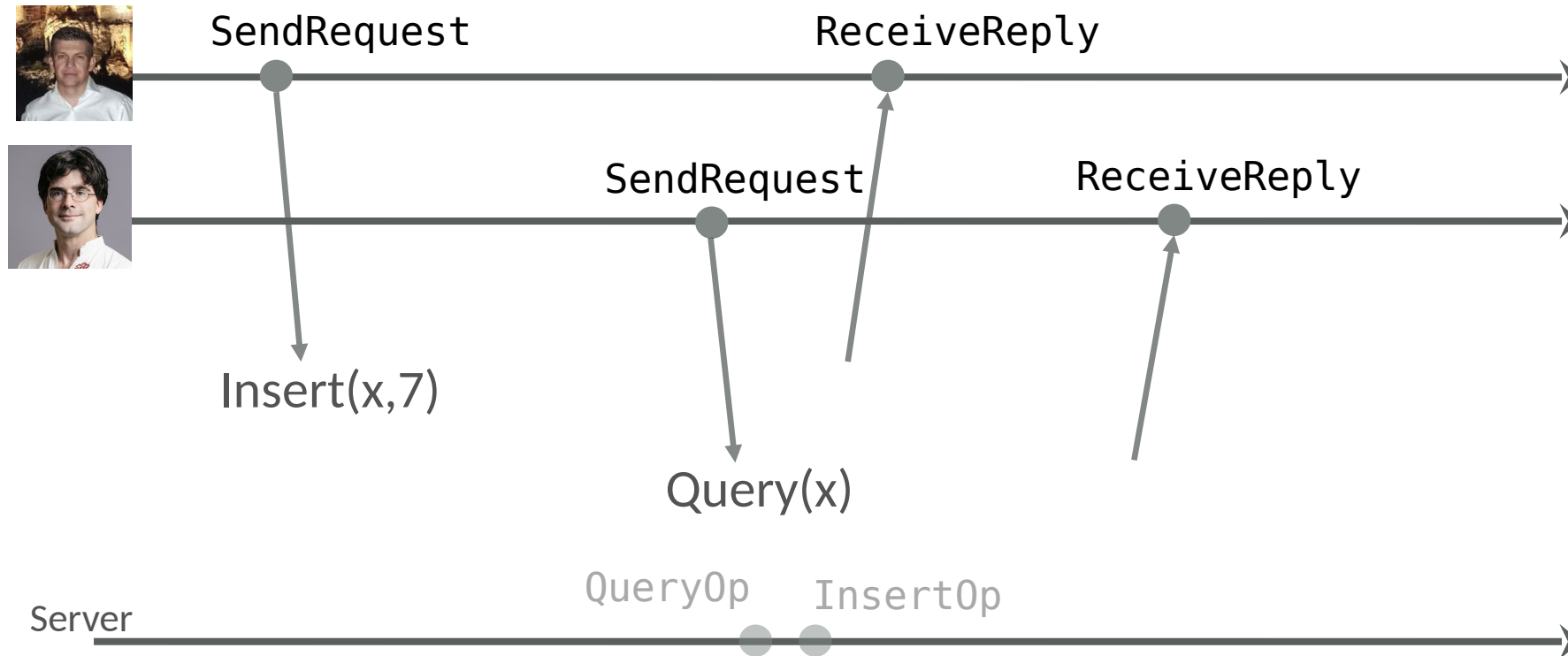
# Asynchrony in real life



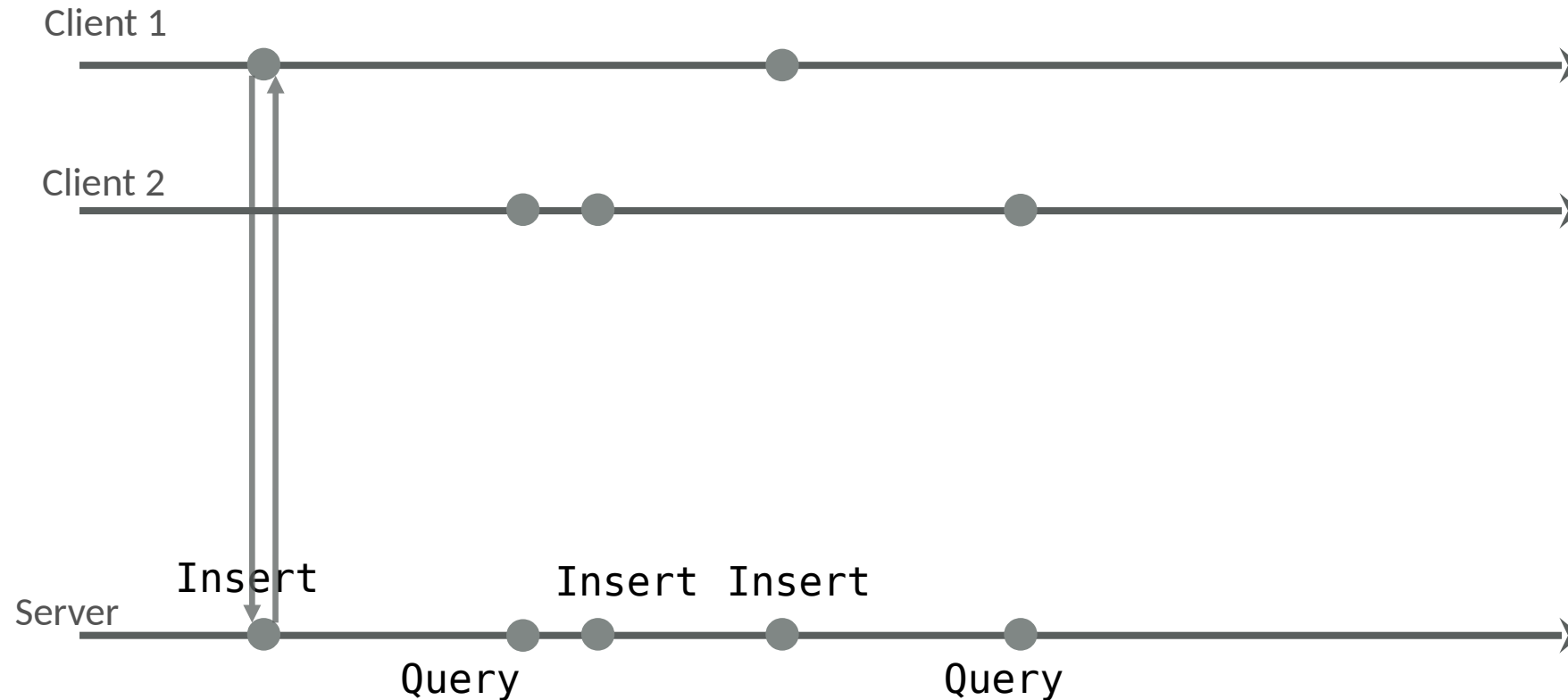
# Linearizability



# Linearizability



# The limitation of Synchronous specs



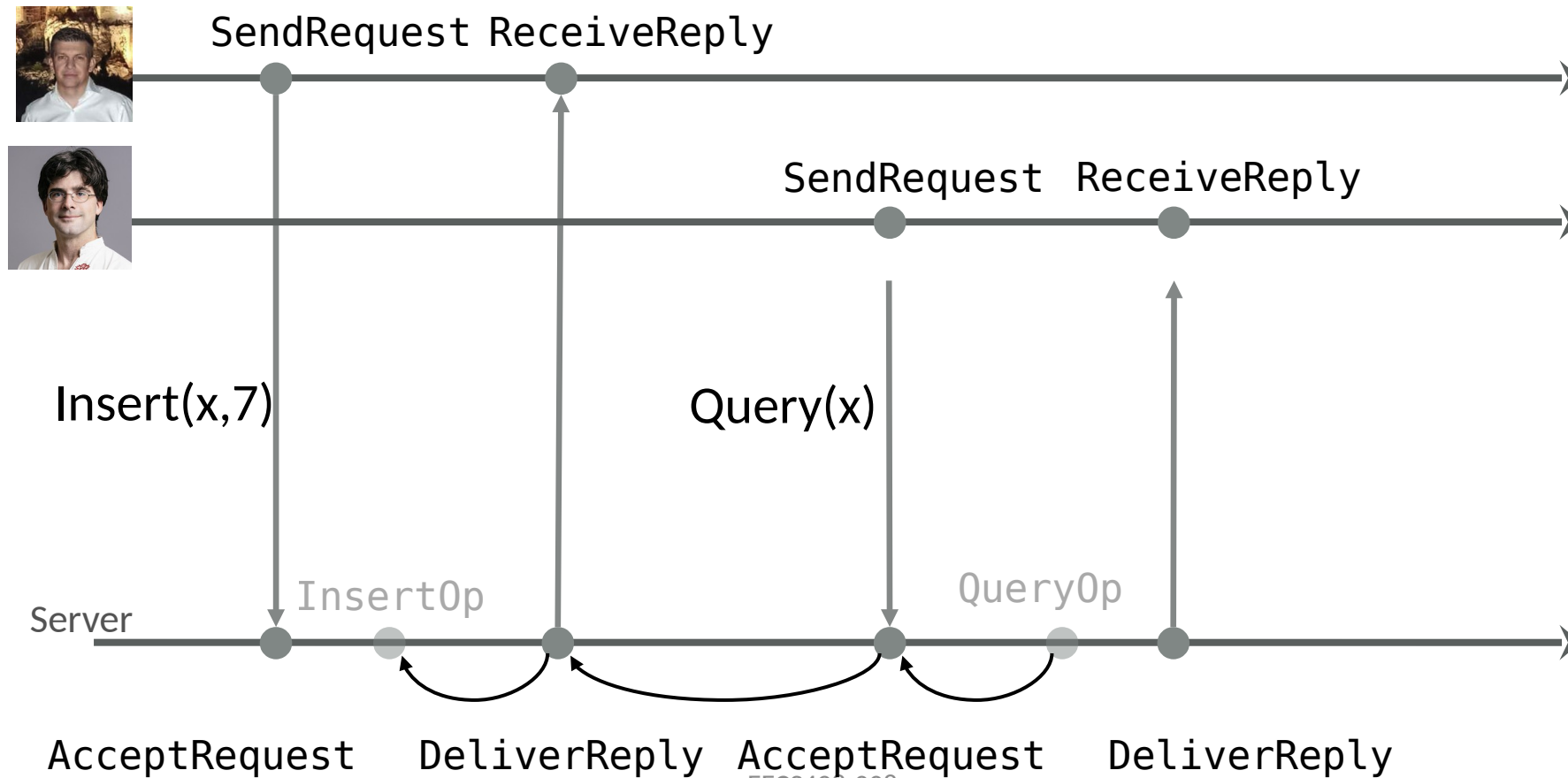
# Defining an asynchronous interface

```
module MapSpec {  
  datatype Variables = Variables(mapp:map<Key, Value>,  
                                requests:set<Input>, replies:set<Output>)  
  
  predicate InsertOp(v:Variables, v':Variables, request: Input) {...}  
  predicate QueryOp(v:Variables, v':Variables, request: Input, output:Value)  
  {...}  
  predicate AcceptRequest(v:Variables, v':Variables, request: Input) {  
    // add request to requests, if it's not there already  
  }  
  predicate DeliverReply(v:Variables, v':Variables, reply: Output) {  
    // remove reply from replies  
  }  
}
```

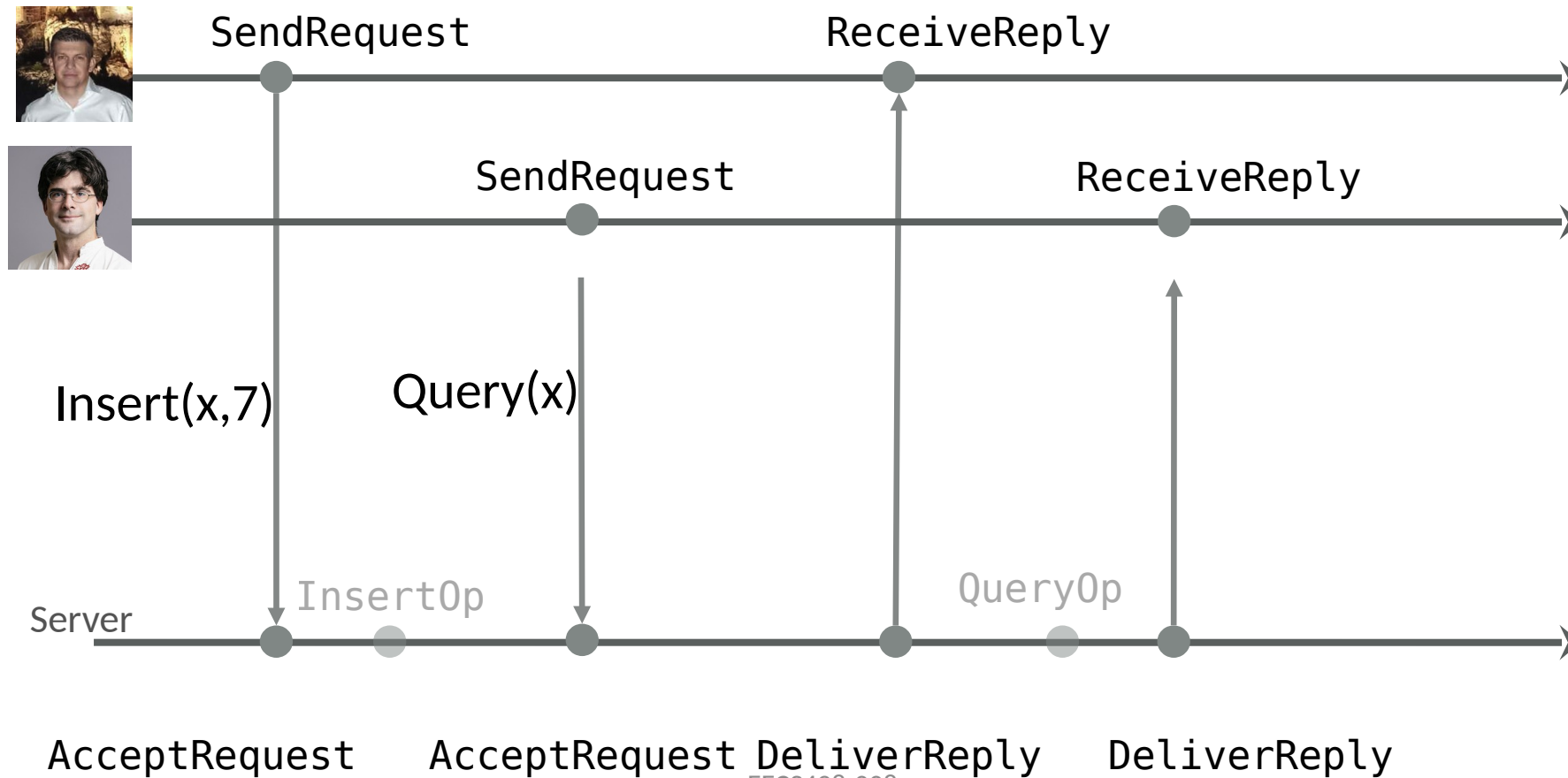




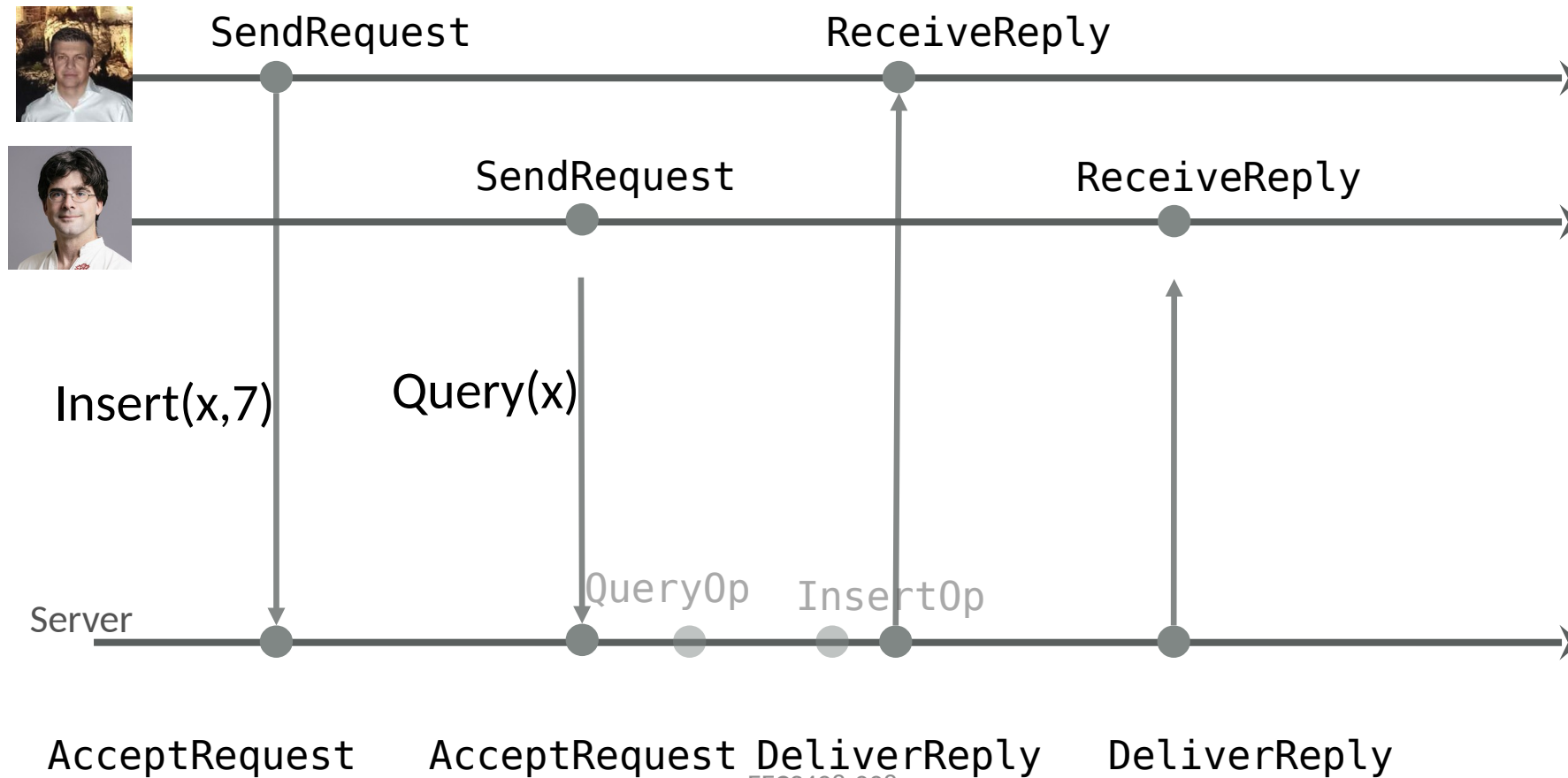
# Example run



# Example run #2

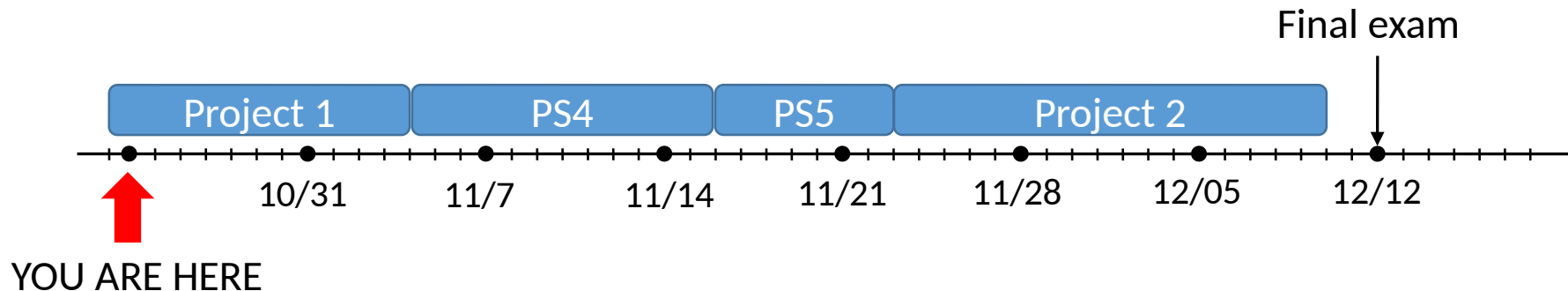


# Example run #2



# Administrivia

- Project 1 has been released
  - Deadline: Nov 4
  - Groups of (up to 2)
- We will have Jon live with us next Monday!
- No lecture on Nov 2 and Nov 14
- Assignment timeline



# Dafny: finite set heuristics

```
predicate IsEven(x:int) {  
  x/2*2==x  
}
```

```
predicate IsModest(x:int) {  
  0 <= x < 10  
}
```

```
lemma IsThisSetFinite() {  
  var modestEvens := set x | IsModest(x) &&  
  IsEven(x);  
  assert modestEvens == {0,2,4,6,8};  
}
```

Error: the result of a set comprehension must be finite, but Dafny's heuristics can't figure out how to produce a bounded set of values for 'x'

# Dafny: finite set heuristics

```
predicate IsEven(x:int) {  
  x/2*2==x  
}
```

```
predicate IsModest(x:int) {  
  0 <= x < 10  
}
```

```
function ModestNumbers() : set<int> {  
  set x | 0 <= x < 10  
}
```

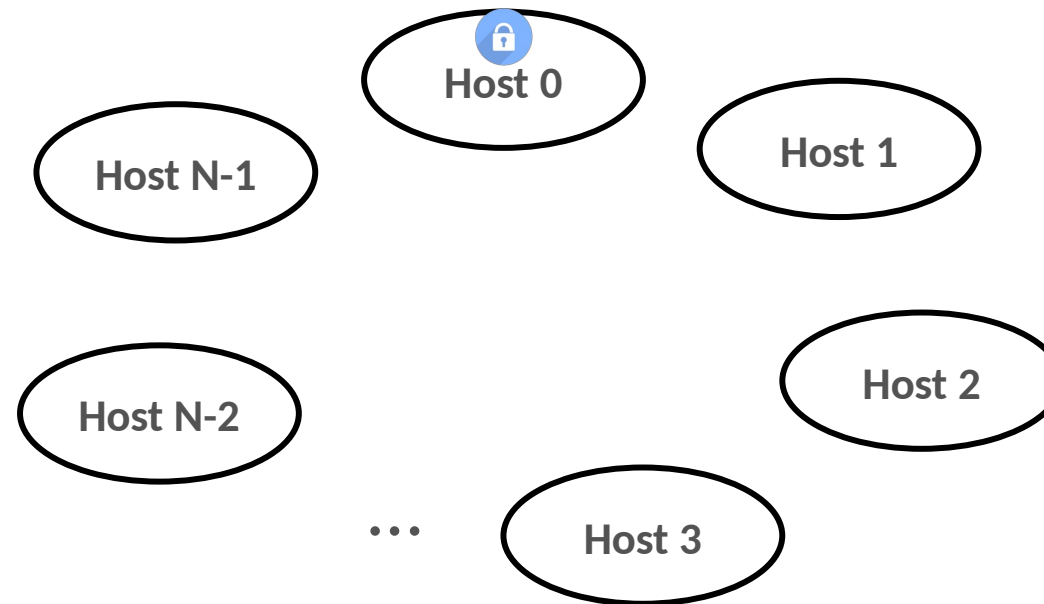
```
lemma IsThisSetFinite() {  
  var modestEvens := set x | x in ModestNumbers() &&  
  IsEven(x);  
  assert modestEvens == {0,2,4,6,8};  
}
```

# Distributed lock service

## Differences from centralized lock server

- **No centralized server** that coordinates who holds the lock
  - The hosts pass the lock amongst themselves
- The hosts communicate via **asynchronous messages**
  - A single state machine transition **cannot** read/update the state of two hosts

# Distributed lock server

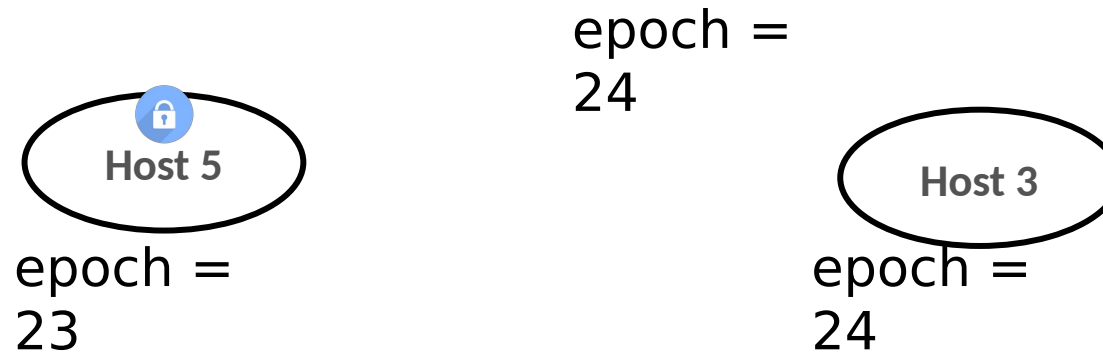


- $N = \text{numHosts}$ , defined in `network.t.dfy`
- Messages are asynchronous (i.e. sending and receiving are two separate steps)



# Distributed lock server

The lock is associated with a monotonically increasing epoch number



Accept an incoming message only if it has a higher epoch number than your current epoch

# Distributed lock server

## **Safety property:**

The desirable property is the same as the centralized lock server: at most one node holds the lock at any given time

# Project files

**Framework files**  
(trusted/immutable)

network.t.dfy

distributed\_system.t.  
dfy

**Host and proof files**  
(for you to complete)

host.v.dfy

exercise01.dfy