

Aalto University  
School of Science  
Master's Programme in Computer, Communication and Information Sciences

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# **Automated Analysis of Weak Memory Models**

Master's Thesis  
Espoo, ??.2018

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Aalto University  
 School of Science

 Master's Programme in Computer, Communication and In-  
 formation Sciences

 ABSTRACT OF  
 MASTER'S THESIS

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Title:	Automated Analysis of Weak Memory Models		
Date:	?.?.2018	Pages:	vi + 7
Professorship:		Code:	AS-116
Supervisor:	Assoc. Prof. Keijo Heljanko		
Instructor:			
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Keywords:	Thesis template, master’s thesis		
Language:	English		

Aalto-yliopisto  
 Perustieteiden korkeakoulu  
 ???

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<b>Tekijä:</b>	Artem YUSHKOVSKIY		
<b>Työn nimi:</b>	?		
<b>Päiväys:</b>	???.2018	<b>Sivumäärä:</b>	vi + 7
<b>Professuuri:</b>	?	<b>Koodi:</b>	AS-116
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# Acknowledgements

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Espoo, ???.2018

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# Abbreviations

LI	Lorem Ipsum
ABC	Quisque et mi lacus, nec porta ante.
DEF	Proin pellentesque accumsan laoreet

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# Chapter 1

## Introduction

problems of concurrency

necessity of Weak Memory Models

- hardware wmm
- wmm of programming languages
- specific wmm like for kernel

wmm as a formal way to define guaranties that a hw, programming language, execution environment provide for programmers.

considering wmm as a set of allowed behaviours, the latter wmm are the supersets

wmm allows and disallows optimisations: partial sync of memory buffers, out-of-order execution (reordering), <more> => more behaviours that are unallowed in SC.

question possible to answer with wmm: which behaviours (in addition to SC) are allowed? which new states are allowed? Consequently, correctness, absence of data races, deadlocks or portability issues, etc.

existing tools: herd, diy7 – exhaustive search approach for exploring the state space.

another approach: using smt solver, e.g. for answering questions like

base paper: aims to investigate portability of small programs written in a C-like pseudocode and provides the proof-of-concept tool PORTHOS [link]. As input, it takes a program and two memory models in CAT language. Then it encodes programs and memory models into an smt formula and tries to solve it via z3. Current thesis aims to extend this tool functionality to process the real C code, therefore it proposes different modula program architecture and multiple optimisations.

## 1.1 Thesis structure

...



## Chapter 2

# Weak Memory Models

briefly what it is, as in Intro

Some examples of what wmmms allow to do

Lamport's sequentially consistent memory model – global order "a global order, even if they are actually executed in different threads running in parallel in different processors. In this model, each read from some memory location is guaranteed to see a value written by the last write to this location." ([c11 by natasha]). Produces same result as sequential program.

## 2.1 The CAT language

the CAT language [ref to Jade's paper] (hard part: to decipher the Alglave's paper).

the event representation

## 2.2 Examples of WMM

briefly known hw memory models: X86-TSO, Alpha, POWER, – ref to Jade;  
language memory models: Java, C++; library-level kernel memory model,  
ref to github with tests

Relationship between different models

## 2.3 The CAT language

## Chapter 3

# Implementation

This chapter describes the architecture of the tool *mousquitaires* ...  
language: java

### 3.1 Program Requirements

- stability (tests) - scalability (new features of language, new models, new tasks for a program – e.g.!) - transparency - efficiency

### 3.2 Program Components

Big view

#### 3.2.1 C11 to YTree parser

- The language-dependent syntax tree: - for now it's the C subset language which I called 'Cmin'; as a base, I used the C11 grammar from ANTLR github repository, then I simplified it a lot, cutting off many unnecessary C syntax features and making it more convenient for parsing. When developing the Cmin language, I kept in mind C elements that are necessary for processing the linux kernel code, though for now not the whole grammar element described in file 'Cmin.g4' are being implemented; - later I am going to add the litmus grammar as well; - in future, it will be not a problem to add any new C-like language;

- The language-independent abstract syntax tree (aliased 'Ytree', where 'Y' resembles branching of the tree): - all tree nodes in my code are prefixed

with 'Y', see tentative (yet almost complete) class hierarchy in picture 'YEntity.png'; - this AST contains very basic language elements according to the C execution model (statements and expressions); - converting the language-dependent syntax tree to the language-independent syntax tree is performed by Visitor pattern (e.g., for Cmin->Ytree conversion is made by 'CminToYtreeConverterVisitor') - minor changes are performed by converting to ytree representation: desugaring the target code, etc.

### 3.2.2 YTree to XGraph event converter

- Then, the AST is being interpreted and converted to event-based representation (aliased 'Xrepr' for eXecution representation): - more low-level code representation (or high-level assembly); - I try to keep this representation close to the one you described in your papers: basic load & store events, branching events, fence events; - this representation is being implementing these days, I've just started doing it (see current class hierarchy in the picture 'XEntity.png');

- After we acquired the event-based representation, we can perform some modifications/simplifications/optimisations on it (separately, allowing user to manage them): - converting to SSA form as one of necessary steps before encoding; - (more? - I'm not thinking about it yet);

### 3.2.3 XGraph to ZFormula (SMT) encoder

- Then, this modified event-representation is being encoded to SMT formula and sent to the solver.

## 3.3 Optimisations

... in each stage

## **Chapter 4**

# **Evaluation**

### **4.1 Comparison with PORTHOS**

#### **4.1.1 Unique Features**

#### **4.1.2 Performance**

### **4.2 Comparison with HERD**

#### **4.2.1 Unique Features**

#### **4.2.2 Performance**

## **Chapter 5**

### **Summary**