

Context-Sensitive Dynamic Partial Order Reduction

Jan Tušil

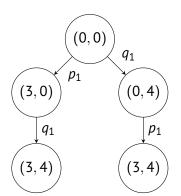
26. března 2018





Example 1

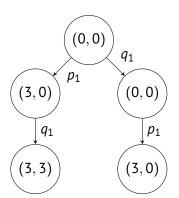
p:
$$x := 3$$
 q: $y := 4$





Example 2

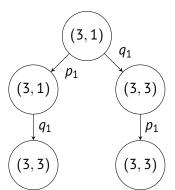
p:
$$x := 3$$
 q: $y := x$





Example 3

p:
$$x := 3$$
 q: $y := x$





Pojmy



- Od najvního k Source-POR
- Od Source-POR k Context-Sensitive (Source-) POR





val Event \leftarrow Process $\times \mathbb{N}$



val Event \leftarrow Process $\times \mathbb{N}$ **val** s : State



 $\textbf{val} \; \mathsf{Event} \leftarrow \mathsf{Process} \; \times \mathbb{N}$

val s : State ▷ Iniciální stav



 $\textbf{val} \; \mathsf{Event} \leftarrow \mathsf{Process} \; \times \mathbb{N}$

val s : State

val s[_] : Trace -> State

⊳ Iniciální stav



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▷ Iniciální stav

⊳ Stav, do něhož doběhne stopa z s



```
val Event \leftarrow Process \times \mathbb{N}\triangleright Iniciální stavval s : State\triangleright Stav, do něhož doběhne stopa z sval enabled : State -> Set<Process>
```



```
\begin{tabular}{lll} \textbf{val} & Event \leftarrow Process \times \mathbb{N} \\ \textbf{val} & s : State & \rhd Iniciální stav \\ \textbf{val} & s[\_] : Trace -> State & \rhd Stav, do něhož doběhne stopa z s \\ \textbf{val} & enabled : State -> Set < Process > \\ \textbf{var} & Sleep : Trace -> Set < Trace > \\ \end{tabular}
```



```
val Event \leftarrow Process \times \mathbb{N}\triangleright Iniciální stavval s : State\triangleright Stav, do něhož doběhne stopa z sval enabled : State -> Set<Process>var Sleep : Trace -> Set<Trace>\triangleright Navazující stopy jež netřeba řešit
```



```
val Event \leftarrow Process \times \mathbb{N}\triangleright Iniciální stavval s : State\triangleright Stav, do něhož doběhne stopa z sval enabled : State -> Set<Process>\triangleright Navazující stopy jež netřeba řešitvar backtrack : Trace -> Set<Process>
```





Algoritmus

```
function ExploreCS(E : Trace, Sleep : Set<Trace>)
    sleep(E) \leftarrow Sleep
    choose process p \in enabled(s[e]) \setminus Sleep or return
     backtrack(E) \leftarrow \{p\};
    while \exists p \in backtrack(E) \setminus sleep(E) do
         DetectRaces(E, p)
         Sleep' \leftarrow \{v \mid v \in sleep(E) \land E \vDash p \diamond v\}
         Sleep' \leftarrow Sleep' \cup \{v \mid p.v \in sleep(E)\}
         Explore(E.p, Sleep')
         sleep(E) \leftarrow sleep(E) \cup \{p\}
    end while
end function
```



DetectRaces

```
function DetectRaces(E : Trace, p: Process)

val e_p : Event \leftarrow next_E(p)

for all e \in dom(E) such that e is in reversible race with e_p do

val E' \leftarrow prefixBefore(E,e)

val v : Trace \leftarrow indepSuffixFrom(e,P).p

if the first event of v is not in backtrack(E') , then

add it there

end if

end for

end function
```



DetectRaces

```
function DetectRaces(E : Trace, p: Process)

val e_p : Event \leftarrow next_E(p)

for all e \in dom(E) such that e is in reversible race with e_p do

val E' \leftarrow prefixBefore(E,e)

val v : Trace \leftarrow indepSuffixFrom(e,P).p

if I_{E'}(v) \cap backtrack(E') \neq \emptyset then

add some q' \in I_{E'}(v) to backtrack(E')

end if

end for

end function
```



Relace happened-before