

# Program Verification: Lecture 15

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## Verification of Concurrent Programs

We will begin considering the topic of verification of concurrent programs. We will consider first the case of **declarative** concurrent programs. Later in the course we will also consider verification of **imperative** sequential and concurrent programs.

So the first question is, what is a **suitable computational logic** to write concurrent programs in a declarative style? This is of course an **open-ended** question, in that a variety of answers are possible at present, and new answers may be proposed in the future.

## Verification of Concurrent Programs (II)

In this course, we will use **rewriting logic** as a specific computational logic that is indeed suitable for concurrent programming.

This is in full harmony with our use of equational logic for what, rather than sequential, we could better call **deterministic** declarative programming. In fact, rewriting logic **generalizes** equational logic in a natural way.

## Rewrite Theories: Preliminary Definition

We give a first, already quite general, definition of rewrite theories. We will further generalize this notion later.

A **rewrite theory**  $\mathcal{R}$  is a triple  $\mathcal{R} = (\Sigma, E, R)$ , with:

- $(\Sigma, E)$  a membership equational theory, and
- $R$  a set of **labeled rewrite rules** of the form  $l : t \longrightarrow t' \Leftarrow cond$ , with  $l$  a label,  $t, t' \in T_\Sigma(X)_k$  for some kind  $k$ , and  $cond$  a **condition** (involving the same variables  $X$ ) as explained below.

## Conditional Rewrite Rules

The most general form of a conditional rewrite rule is:

$$l : t \longrightarrow t' \Leftarrow \left( \bigwedge_i u_i = u'_i \right) \wedge \left( \bigwedge_j v_j : s_j \right) \wedge \left( \bigwedge_k w_k \longrightarrow w'_k \right),$$

that is, in general, the condition is a conjunction of **equations**, **memberships**, and **rewrites**, where the variables in all the  $\Sigma$ -terms  $t, t', u_i, u'_i, v_j, w_k, w'_k$  are contained in a common set  $X$ . There is **no** requirement that  $\text{vars}(t) = X$ , and **no** assumptions of confluence or termination. The rule is called **unconditional** if the condition is empty.

## Maude System Modules

In Maude, rewrite theories are specified in **system modules**.

The same way that a functional module has essentially the form, `fmod ( $\Sigma, E$ ) endfm`, with  $(\Sigma, E)$  a membership equational logic theory, a system module has essentially the form, `mod ( $\Sigma, E, R$ ) endm`, with  $(\Sigma, E, R)$  a rewrite theory.

We will illustrate the syntax details in examples. In particular, a conditional rewrite rule of the form,  $l : t \longrightarrow t' \Leftarrow cond$  is specified in Maude with syntax,

`cr1 [l] : t => t' if cond .`

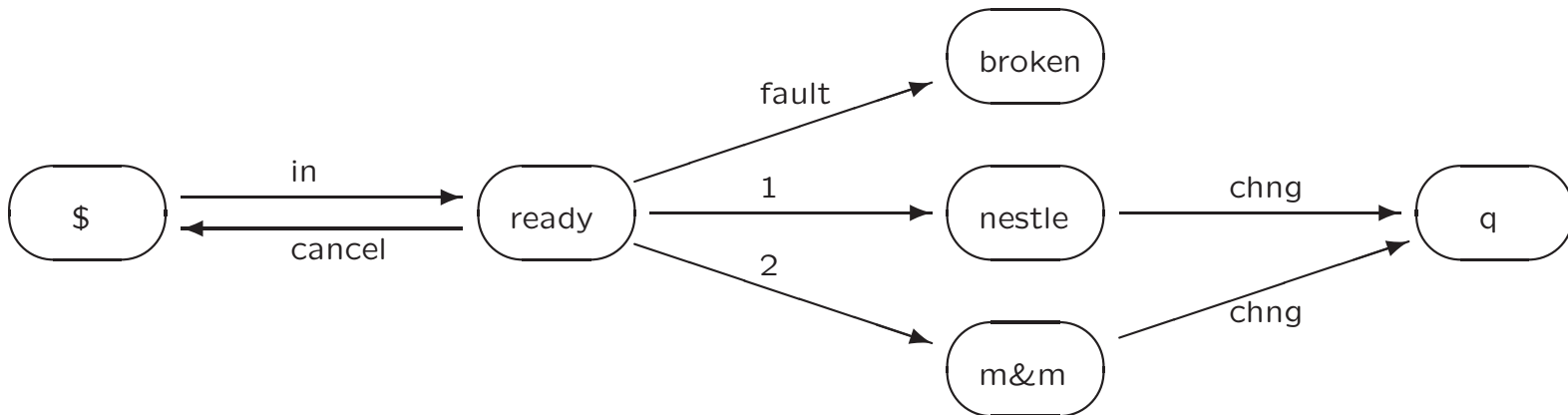
## Some Rewriting Logic Examples

To motivate rewriting logic as a formalism to specify and program concurrent systems, we will show how it can be used to naturally specify three important classes of systems, namely:

- automata, also called **labeled transition systems**,
- **Petri nets**, one of the simplest concurrency models, and
- **object-oriented** concurrent systems.

## Concurrency vs. Nondeterminism: Automata

We can motivate concurrency by its absence. The point is that we can have systems that are **nondeterministic**, but are not concurrent. Consider the following faulty automaton to buy candy:





## Concurrency vs. Nondeterminism: Automata (II)

Although in the above automaton each labeled transition from each state leads to a single next state, the automaton is **nondeterministic** in the sense that the automaton's computations **are not confluent**, and therefore **completely different outcomes** are possible.

For example, from the ready state the transitions `fault` and `1` lead to completely different states that can never be reconciled in a common subsequent state.

## Concurrency vs. Nondeterminism: Automata (III)

So, the automaton is in this sense nondeterministic, yet it is **strictly sequential**, in the sense that, although at each state the automaton may be able to take several transitions, it can only take **one transition at a time**.

Since the intuitive notion of concurrency is that **several transitions can happen simultaneously**, we can conclude by saying that our automaton, although it exhibits a form of nondeterminism, **has no concurrency** whatsoever.

## Automata as Rewrite Theories

We can specify such an automaton as a system module,

```
mod CANDY-AUTOMATON is
  sort State .
  ops $ ready broken nestle m&m q : -> State .
  rl [in] : $ => ready .
  rl [cancel] : ready => $ .
  rl [1] : ready => nestle .
  rl [2] : ready => m&m .
  rl [fault] : ready => broken .
  rl [chng] : nestle => q .
  rl [chng] : m&m => q .
endm
```

## Rewrite Rules as Transitions

Note that **rewrite rules** do **not** have an equational interpretation. They are **not** understood as equations, but as **transitions**, that in general **cannot be reversed**.

This is why, in a rewrite theory  $(\Sigma, E, R)$  the equations in  $E$  are **totally different** from the rules  $R$ , since equations and rules have a **totally different semantics**.

However, **operationally** Maude will assume that the equations in  $E$  are confluent, terminating, and sort decreasing modulo some  $A \subseteq E$ , and will compute with such equations and also with the rules in  $R$  by rewriting, yet distinguishing **equation simplification** (the `reduce` command) from **rewriting with rules** (the `rewrite` command).

## The rewrite Command

Maude can execute rewrite theories with the `rewrite` command (can be abbreviated to `rew`). For example,

```
Maude> rew $ .  
rewrite in CANDY-AUTOMATON : $ .  
rewrites: 5 in 0ms cpu (0ms real) (~ rewrites/second)  
result State: q
```

The `rewrite` command applies the rules in a **fair** way (all rules are given a chance) until termination, and gives one result.

## The `rewrite` Command (II)

In this example, fairness saves us from nontermination, but in general we can easily have nonterminating computations.

For this reason the `rewrite` command can be given a numeric argument stating the **maximum number of rewrite steps**. For example,

## The rewrite Command (III)

```
Maude> set trace on .
Maude> rew [3] $ .
rewrite [3] in CANDY-AUTOMATON : $ .
***** rule
r1 [in]: $ => ready .
empty substitution
$ ---> ready
***** rule
r1 [cancel]: ready => $ .
empty substitution
ready ---> $
***** rule
r1 [in]: $ => ready .
empty substitution
$ ---> ready
rewrites: 3 in 0ms cpu (0ms real) (~ rewrites/second)
result State: ready
```

## The search Command

Of course, since we are in a nondeterministic situation, the `rewrite` command gives us **one possible behavior** among many.

To systematically explore **all behaviors** from an initial state we can use the `search` command, which takes two terms: a ground term which is our initial state, and a term, possibly with variables, which describes our desired target state.

Maude then does a **breadth first search** to try to reach the desired target state. For example, to find the terminating states from the `$` state we can give the command (where the “!” in `=>!` specifies that the target state must be a terminating state),



## The search Command (II)

```
Maude> search $ =>! X:State .  
search in CANDY-AUTOMATON : $ =>! X:State .
```

```
Solution 1 (state 4)  
states: 6 in 0ms cpu (0ms real)  
X:State --> broken
```

```
Solution 2 (state 5)  
states: 6 in 0ms cpu (0ms real)  
X:State --> q
```

We can then inspect the search graph by giving the command,

## The search Command (III)

```
Maude> show search graph .  
state 0, State: $  
arc 0 ==> state 1 (rl [in]: $ => ready .)  
  
state 1, State: ready  
arc 0 ==> state 0 (rl [cancel]: ready => $ .)  
arc 1 ==> state 2 (rl [1]: ready => nestle .)  
arc 2 ==> state 3 (rl [2]: ready => m&m .)  
arc 3 ==> state 4 (rl [fault]: ready => broken .)  
  
state 2, State: nestle  
arc 0 ==> state 5 (rl [chng]: nestle => q .)  
  
state 3, State: m&m  
arc 0 ==> state 5 (rl [chng]: m&m => q .)  
  
state 4, State: broken  
state 5, State: q
```

## The search Command (IV)

We can then ask for the shortest path to any state in the state graph (for example, state 5) by giving the command,

```
Maude> show path 5 .  
state 0, State: $  
===[ rl [in]: $ => ready . ]===>  
state 1, State: ready  
===[ rl [1]: ready => nestle . ]===>  
state 2, State: nestle  
===[ rl [chng]: nestle => q . ]===>  
state 5, State: q
```

## The search Command (V)

Similarly, we can search for target terms reachable by **one or more** rewrite steps, or **zero or more** steps by typing (respectively):

- `search  $t \Rightarrow^+ t'$  .`
- `search  $t \Rightarrow^* t'$  .`

## The search Command (VI)

Furthermore, we can restrict any of those searches by giving an **equational condition** on the target term. For example, all terminating states reachable from \$ other than broken can be found by the command,

```
Maude> search $ =>! X:State such that X:State /= broken .  
search in CANDY-AUTOMATON : $ =>! X:State  
such that X:State /= broken = true .
```

```
Solution 1 (state 5)  
states: 6 in 0ms cpu (0ms real)  
X:State --> q
```

## The search Command (VII)

Of course, in general there can be an **infinite** number of solutions to a given search. Therefore, a search can be restricted by giving as an extra parameter in brackets the number of solutions (i.e., target terms that are instances of the pattern and satisfy the condition) we want:

```
search [1] in CANDY-AUTOMATON : $ =>! X:State .
```

```
Solution 1 (state 4)
```

```
states: 6 in 0ms cpu (0ms real)
```

```
X:State --> broken
```

## The search Command (VIII)

In our CANDY-AUTOMATON example the number of states is finite, but for a general rewrite theory the number of states reachable from an initial state can be infinite. So, even if we search for a single solution, the search process may not terminate, because **no such solution exists**. To make search terminating, at least for unconditional rewrite rules, we can add a second parameter, namely, a bound on the **length** of the paths searched from the initial state.

```
search [1, 1] in CANDY-AUTOMATON : $ =>! X:State .
```

No solution.

```
states: 2  rewrites: 2 in 0ms cpu (36ms real) (~ rewrites/second)
```

## Labelled Transition Systems

Our CANDY-AUTOMATON example is just a special instance of a general concept, namely, that of **automaton**, also called a **labeled transition system** (LTS) by which we mean a triple:  $A = (A, L, T)$  with:

- $A$  is a set, called the set of **states**,
- $L$  is a set called the set of **labels**, and
- $T \subseteq A \times L \times A$  is called the set of **labeled transitions**.



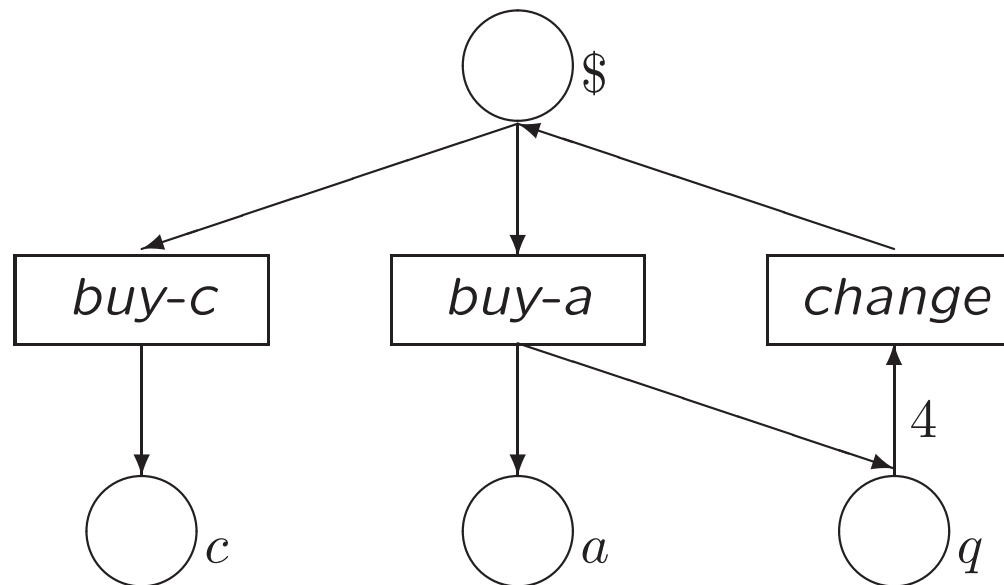
## LTS's as Rewrite Theories

Note that we have associated to our candy automaton a rewrite theory (system module) CANDY-AUTOMATON.

This is of course just an instance of a **general transformation**, that assign to a LTS  $A$  a rewrite theory  $R(A)$  with a single sort  $A$ , constants  $x \in A$ , and for each  $(x, l, y) \in T$  a rewrite rule  $l : x \longrightarrow y$ .

## Petri Nets

So far so good, but we have not yet seen any concurrency. The simplest concurrent system examples are probably the **concurrent automata** called **Petri nets**. Consider for example the picture,



## Petri Nets (II)

The previous picture represents a concurrent machine to buy cakes and apples; a cake costs a dollar and an apple three quarters.

Due to an unfortunate design, the machine only accepts dollars, and it returns a quarter when the user buys an apple; to alleviate in part this problem, the machine can change four quarters into a dollar.

The machine is **concurrent**, because we can **push several buttons** at once, provided enough resources exist in the corresponding slots, which are called **places**

### Petri Nets (III)

For example, if we have one dollar in the \$ place, and four quarters in the  $q$  place, we can **simultaneously** push the *buy-a* and *change* buttons, and the machine returns, also simultaneously, one dollar in \$, one apple in  $a$ , and one quarter in  $q$ .

That is, we can achieve the **concurrent computation**,

$$\textit{buy-a change} : \$ q q q q \longrightarrow a q \$.$$

## Petri Nets (IV)

This has a straightforward expression as a rewrite theory (system module) as follows:

```
mod PETRI-MACHINE is
  sort Marking .
  ops null $ c a q : -> Marking .
  op _ _ : Marking Marking -> Marking [assoc comm id: null] .
  rl [buy-c] : $ => c .
  rl [buy-a] : $ => a q .
  rl [chng] : q q q q => $ .
endm
```

## Petri Nets (V)

That is, we view the **distributed state** of the system as a **multiset of places**, called a **marking**, with identity for multiset union the empty multiset `null`.

We then view a **transition** as a **rewrite rule** from one (pre-)marking to another (post-)marking.

## Petri Nets (VI)

The rewrite rule can be applied **modulo associativity, commutativity and identity** to the distributed state iff its pre-marking is a submultiset of that state.

Furthermore, if the distributed state contains the **union** of several such presets, then **several transitions** can fire **concurrently**.

For example, from \$ \$ \$ we can get in **one concurrent step** to c c a q by pushing twice (concurrently!) the buy-c button and once the buy-a button.

## Petri Nets (VII)

We can of course ask and get answers to questions about the behaviors possible in this system. For example, if I have a dollar and three quarters, can I get a cake and an apple?

```
Maude> search $ q q q =>+ c a M:Marking .  
search in PETRI-MACHINE : $ q q q =>+ c a M:Marking .
```

```
Solution 1 (state 4)  
states: 5 in 0ms cpu (0ms real)  
M:Marking --> null
```

we can also interrogate the search graph,



## Petri Nets (VIII)

```
Maude> show search graph .  
state 0, Marking: $ q q q  
arc 0 ==> state 1 (rl [buy-c]: $ => c .)  
arc 1 ==> state 2 (rl [buy-a]: $ => a q .)  
  
state 1, Marking: c q q q  
  
state 2, Marking: a q q q q  
arc 0 ==> state 3 (rl [chng]: q q q q => $ .)  
  
state 3, Marking: $ a  
arc 0 ==> state 4 (rl [buy-c]: $ => c .)  
arc 1 ==> state 5 (rl [buy-a]: $ => a q .)  
  
state 4, Marking: c a  
  
state 5, Marking: a a q
```

## Petri Nets (IX)

```
Maude> show path 4 .  
state 0, Marking: $ q q q  
===[ r1 [buy-a]: $ => a q . ]===>  
state 2, Marking: a q q q q  
===[ r1 [chng]: q q q q => $ . ]===>  
state 3, Marking: $ a  
===[ r1 [buy-c]: $ => c . ]===>  
state 4, Marking: c a
```

## What is Concurrency?

Why was concurrency **impossible** in our CANDY-AUTOMATON example, but possible in our little PETRI-MACHINE example?

The problem with CANDY-AUTOMATON, and with any LTS having unstructured states, is that its states are **atomic**, and, having no smaller pieces, **cannot be distributed**.

By contrast, a Petri net marking **is made out of smaller pieces**, namely its constituent places, and therefore **can be distributed**, so that several transitions can happen simultaneously.

## What is Concurrency? (II)

Then what, is concurrency about multisets?

Not necessarily; this is the very common fallacy of **taking the part for the whole**; for example, “Logic Programming = Prolog,” or “Concurrency = Petri Nets”.

A more fair and open-minded answer is to give the rewriting logic motto:

*Concurrent Structure = Algebraic Structure.*

## What is Concurrency? (III)

That is, **any algebraic structure** in the set of states, other than atomic constants, even a single unary operator, will open the possibility for the states to be **distributed**, and therefore for transitions being concurrent.

Of course that potential for concurrency may be frustrated by the specific transitions of a system **forcing a sequential execution**, but the potential is there if we use other transitions.

In summary, there are **as many possible styles of concurrent systems** as there are **signatures**  $\Sigma$  and equations  $E$ . For example: multiset concurrency, tree concurrency, string concurrency, and many, many other possibilities.

## Petri Nets in General

I give the Meseguer-Montanari “Petri nets are monoids” definition, instead than the usual, but less enlightening, multigraph definition.

A **place-transition** Petri net  $N$  consists of:

- a set  $P$  of **places**; we then call **markings** to the elements in the free commutative monoid  $M(P)$  of finite multisets of  $P$ .
- a labeled transition system  $N = (M(P), L, T)$ .

## Petri Nets in General (II)

The general transformation associating a rewrite theory  $R(N)$  to each Petri net  $N$  is then obvious.  $R(N)$  has:

- a single sort, named, say  $M(P)$ , or just *Marking*, with constants the elements of  $P$  and a *null* constant.
- a binary operator  
 $\_ \_ : \textit{Marking Marking} \longrightarrow \textit{Marking}$  [*assoc comm id : null*]
- for each  $(m, l, m') \in T$  a rewrite rule  $l : m \longrightarrow m'$ .

## Petri Net Computations

The computations of a net  $N$  are not just paths, since we can now take several concurrent steps at once. They are generated as follows:

- **Reflexivity.**

$$\frac{m \in M(P)}{m \xrightarrow{m} m}$$

- **Basic Transition.**

$$\frac{(m, l, m') \in T}{m \xrightarrow{l} m'}$$

- **Congruence.**

$$\frac{m \xrightarrow{\alpha} m' \quad u \xrightarrow{\beta} u'}{m \ u \xrightarrow{\alpha \ \beta} m' \ u'}$$



## Petri Net Computations (II)

- **Transitivity.**

$$\frac{m \xrightarrow{\alpha} u \quad u \xrightarrow{\beta} v}{m \xrightarrow{\alpha;\beta} v}$$

We will see later that, when we view Petri nets as rewrite theories, the above inference system generating all Petri net computations of a net  $N$  **coincides** with the **specialization** of the general inference system of rewriting logic to the rewrite theory  $R(N)$ .

This illustrates a general point, namely, that rewriting logic is a very expressive **semantic framework**, in which many different concurrency models can be naturally specified.