

Verified Time-Aware Stream Processing

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What is this PhD/Status seminar about?

- Distributed Systems
 - Stream processing frameworks
 - Dataflow models
 - Time-Aware Computations
- Formal Methods
 - Verification using proof assistants
 - Isabelle proofs
 - Verified + executable + efficient code
- Formalization of Time-Aware Stream Processing

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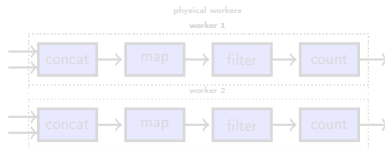
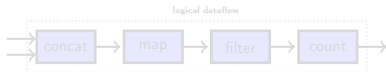
- Introduction
- Preliminaries
- Lazy Lists Processors
- Time-Aware Operators
- Case Study
- Next Steps

Introduction

Stream Processing

- Stream Processing: Abstraction for processing data when the input is not completely presented in the beginning of the computation
- Dataflow Model:
 - Directed graph of interconnected operators that perform event-wise transformations
 - Examples: Apache Flink, Apache Samza, Apache Spark, Google Cloud Dataflow, and Timely Dataflow

- Highly Parallel



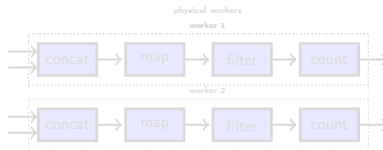
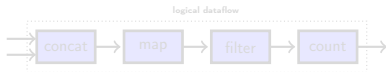
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 - Timestamps: Metadata associating the data with some data collection
 - Watermarks: Metadata indicating the completion of a data collection

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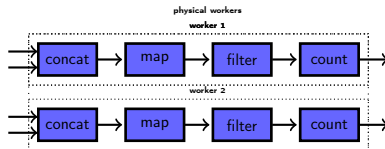
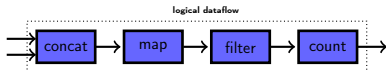
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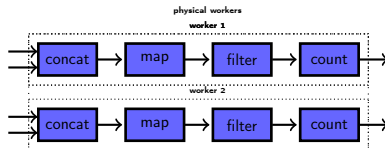
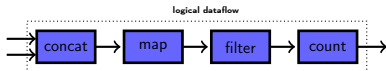
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Preliminaries

- Classical higher-order logic (HOL): Simple Typed Lambda Calculus + (Hilbert) axiom of choice + axiom of infinity + rank-1 polymorphism
- Isabelle: A generic proof assistant

- Isabelle/HOL: Isabelle's flavor of HOL
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- All functions in Isabelle/HOL must be total

Isabelle/HOL: (Co)datatypes

- Datatypes and Codatatypes

```
codatatype (lset: 'a) llist = lnull: LNil | LCons (lhd: 'a) (ltl: 'a llist)  
for map: lmap where ltl LNil = LNil
```

- Examples:

- LNil
- LCons 1 (LCons 2 (LCons 3 LNil))
- LCons 0 (LCons 0 (LCons 0 (...)))

- Induction principle assuming membership in the lazy list

- Coinductive principle for lazy list equality:

- Show that there is a pair of goggles that makes them to look the same, which implies that:
 - The first lazy list is empty iff second is
 - They have the same head
 - Their tail looks the same

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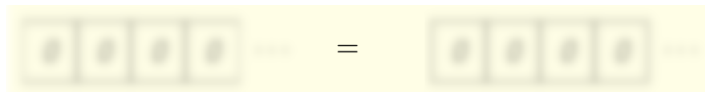
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$$\boxed{0} \cdot \boxed{0} \cdot \boxed{0} \cdot \dots = \boxed{0} \cdot \boxed{0} \cdot \boxed{0} \cdot \dots$$

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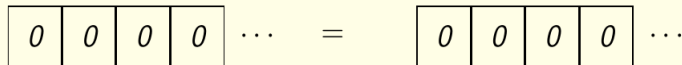
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- Recursion

```
fun lshift :: 'a list  $\Rightarrow$  'a llist  $\Rightarrow$  'a llist (infixr @@ 65) where  
  lshift [] lxs = lxs  
| lshift (x # xs) lxs = LCons x (lshift xs lxs)
```

- While Combinator

```
definition while_option :: ('a  $\Rightarrow$  bool)  $\Rightarrow$  ('a  $\Rightarrow$  'a)  $\Rightarrow$  'a  $\Rightarrow$  'a option where  
  while_option b c s = ...
```

- While rule for invariant reasoning (hoare-style):
 - There is something that holds before a step; that thing still holds after the step

Isabelle/HOL: Corecursion and Friends

- Corecursion is like recursion, but instead of always eventually reducing an argument it always eventually produces something

- Corec:

```
corec lapp :: 'a llist  $\Rightarrow$  'a llist  $\Rightarrow$  'a llist where  
  lapp lxs lys = case lxs of LNil  $\Rightarrow$  lys | LCons x lxs'  $\Rightarrow$  LCons x (lapp lxs' lys)
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- Friendly function

- Preserves productivity: it may consume at most one constructor to produce one constructor.

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friend_of_corec lshift where  
  xs @@ lxs = (case xs of  
    []  $\Rightarrow$  (case lxs of LNil  $\Rightarrow$  LNil | LCons x lxs'  $\Rightarrow$  LCons x lxs')  
  | x#xs'  $\Rightarrow$  LCons x (xs' @@ lxs))  
  by (auto split: list.splits llist.splits) (transfer_prover)
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```
lconcat lxs = case lxs of LNil  $\Rightarrow$  LNil | LCons xs lxs'  $\Rightarrow$  lshift xs (lconcat lxs')
```

- Coinduction up to congruence: Coinduction for Lazy list equality can be extended to compare an entire finite prefix through a congruence relation

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Isabelle/HOL: (Co)inductive Predicates

- Inductive predicate
 - Finite number of introduction rule applications

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inductive in_llist :: 'a  $\Rightarrow$  'a llist  $\Rightarrow$  bool where  
  In_llist: in_llist x (LCons x lxs)  
  | Next_llist: in_llist x lxs  $\Rightarrow$  in_llist x (LCons y lxs)  
  
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Lazy Lists Processors

Operator formalization

- Operator as a codatatype

- Taking `'i` as the input type, and `'o` as the output type:

`codatatype ('o, 'i) op = Logic (apply: ('i \Rightarrow ('o, 'i) op \times 'o list))`

- Infinite trees: applying the selector `apply` “walks” a branch of the tree

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`codatatype ('o, 'i) op = Logic (apply: ('i \Rightarrow ('o, 'i) op \times 'o list))`
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- Produce function: applies the logic (co)recursively throughout a lazy list

definition $\text{produce}_1' \text{ op } lxs = \text{while_option}$

$(\lambda(\text{op}, lxs). \neg \text{Inull } lxs \wedge \text{snd}(\text{apply } \text{op} (\text{lhs } lxs)) = [])$

$(\lambda(\text{op}, lxs). (\text{fst}(\text{apply } \text{op} (\text{lhs } lxs)), \text{lhs } lxs)) (\text{op}, lxs)$

definition $\text{produce}_1 \text{ op } lxs =$

$(\text{case } \text{produce}_1' \text{ op } lxs \text{ of } \text{None} \Rightarrow \text{None}$

$| \text{Some } (\text{op}', lxs') \Rightarrow \text{if } \text{Inull } lxs' \text{ then } \text{None} \text{ else}$

$\text{let } (\text{op}'', \text{out}) = \text{apply } \text{op}' (\text{lhs } lxs') \text{ in } \text{Some } (\text{op}'', \text{hd } \text{out}, \text{tl } \text{out}, \text{lhs } lxs'))$

corec **produce** **where**

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- produce_1 has an induction principle based on the while invariant rule

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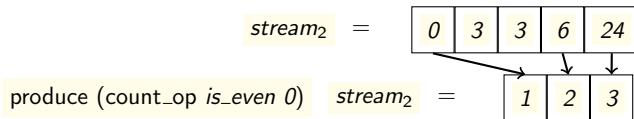
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Operators: Count

- Example:

```
corec count_op where count_op P n =  
  Logic (λe. if P e then (count_op P (n + 1), [n+1]) else (count_op P n, []))
```



- Sequential composition: take the output of the first operator and give it as input to the second operator.

```
definition fproduce  $op\ xs = \text{fold } (\lambda e\ (op,\ out)).$   
  let  $(op',\ out') = \text{apply } op\ e\ \text{in } (op',\ out\ @\ out')$  xs (op, [])  
corec comp_op where  
  comp_op  $op_1\ op_2 = \text{Logic } (\lambda ev.$   
    let  $(op_1',\ out) = \text{apply } op_1\ ev;$   $(op_2',\ out') = \text{fproduce } op_2\ out$   
    in  $(\text{comp\_op } op_1'\ op_2',\ out')$ 
```

Sequential Composition: Correctness

- Correctness:

$\text{produce } (\text{comp_op } op_1 \ op_2) \ xs = \text{produce } op_2 \ (\text{produce } op_1 \ xs)$

- Proof: coinduction principle for lazy list equality and produce_1 induction principle
 - Generalization: we must be able to reason about elements in arbitrary positions

corec skip_op where

$\text{skip_op } op \ n = \text{Logic } (\lambda ev. \text{let } (op', out) = \text{apply } op \ ev \text{ in}$
if $\text{length } out < n$ then $(\text{skip_op } op' \ (n - \text{length } out), [])$
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Time-Aware Operators

- Time-Aware lazy lists

```
datatype ('t::order, 'd) event = DT (tmp: 't) (data: 'd) | WM (wmk: 't)
```

- Generalization to partial orders
 - Cycles
 - Operators with multiple inputs

Time-Aware Streams

- Time-Aware lazy lists

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Monotone Time-Aware Streams

- Monotone: watermarks do not go back in time

coinductive monotone $:: ('t::\text{order}, 'd) \text{ event llist} \Rightarrow 't \text{ set} \Rightarrow \text{bool}$ where

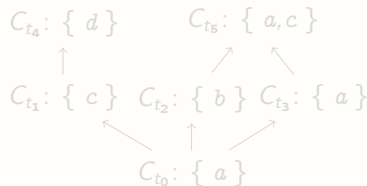
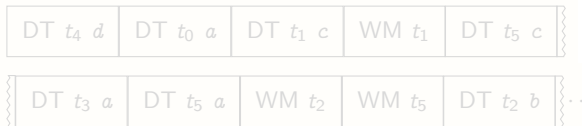
LNil: monotone LNil W

| LConsR: $(\forall wm' \in W. \neg wm' \geq wm) \longrightarrow \text{monotone } lxs (\{wm\} \cup W) \longrightarrow$
 monotone (LCons (WM wm) lxs) W

| LConsL: $(\forall wm \in W. \neg wm \geq t) \longrightarrow \text{monotone } lxs W \longrightarrow$
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- Up to congruence coinduction principle
- Example:

$stream_3 =$



Monotone Time-Aware Streams

- Monotone: watermarks do not go back in time

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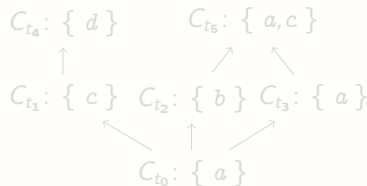
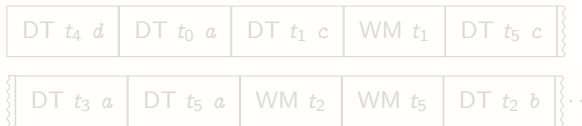
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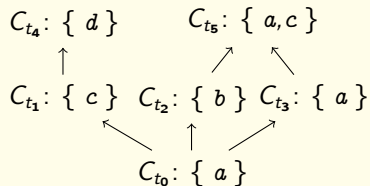
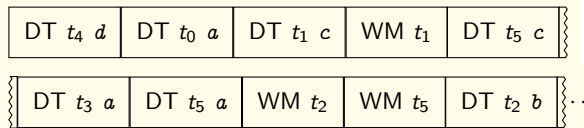
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Productive Time-Aware Streams

- Productive: always eventually allows the production

- Batching operators: accumulate data until its completion
- Data is always eventually completed by some watermark

coinductive productive where

LFinite: lfinite $lxs \longrightarrow$ productive lxs

| EnvWM: \neg lfinite $lxs \longrightarrow (\exists u \in \text{vimage WM } (\text{lset } lxs). u \geq t) \longrightarrow$
productive $lxs \longrightarrow$ productive (LCons (DT t d) lxs)

| SkipWM: \neg lfinite $lxs \longrightarrow$ productive $lxs \longrightarrow$
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- Up to congruence coinduction principle

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- Up to congruence coinduction principle

Building Blocks: Batch Operator

- Building Blocks: reusable operators
 - Batching and incremental computations
- `batch_op` : produces batches of accumulated data

`corec batch_op where`

```
batch_op buf = Logic (λev. case ev of DT t d ⇒ (batch_op (buf @ [(t, d)]), [])  
| WM wm ⇒ if ∃(t, d) ∈ set buf. t ≤ wm  
    then let out = filter (λ(t, _). t ≤ wm) buf;  
           buf' = filter (λ(t, _). ¬ t ≤ wm) buf  
           in (batch_op buf', [DT wm out, WM wm])  
    else (batch_op buf, [WM wm]))
```


Building Blocks: Batch Operator

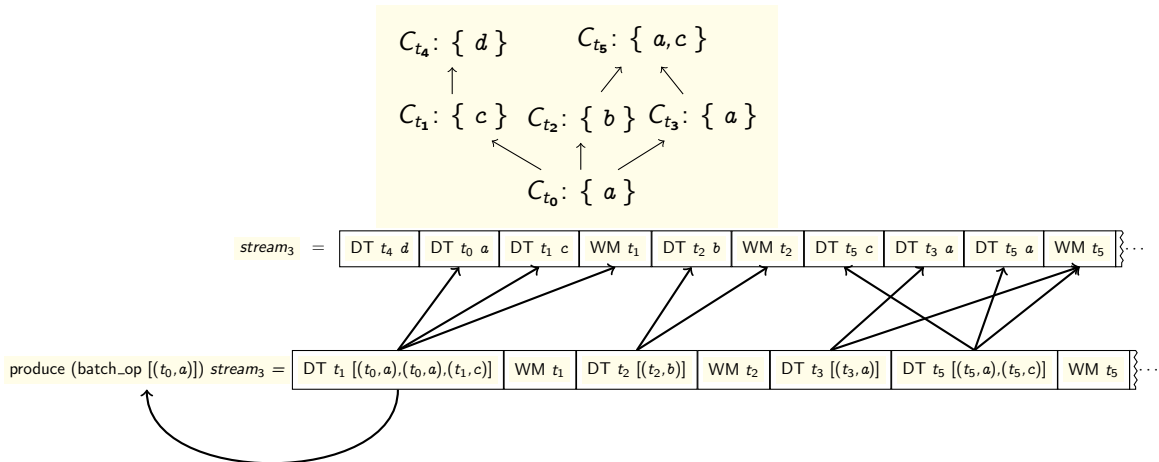
- Building Blocks: reusable operators
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- `batch_op` : produces batches of accumulated data

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| WM wm  $\Rightarrow$  if  $\exists (t, d) \in \text{set } buf. t \leq wm$   
  then let out = filter ( $\lambda (t, _). t \leq wm$ ) buf;  
    buf' = filter ( $\lambda (t, _). \neg t \leq wm$ ) buf  
    in (batch_op buf', [DT wm out, WM wm])  
  else (batch_op buf, [WM wm]))
```

Batch Operator: Soundness

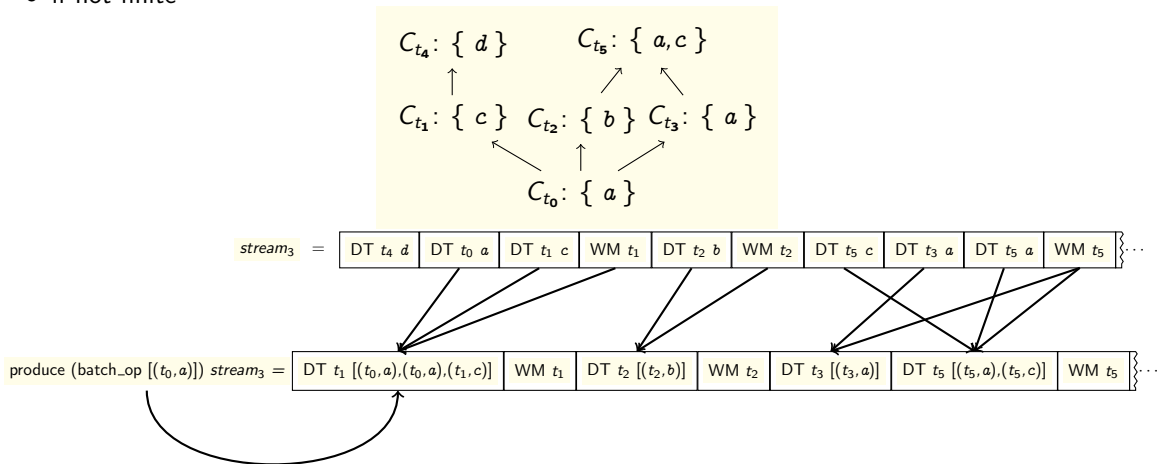
- Given a monotone time-aware stream



- Proof: lset induction, produce₁ induction, and generalization with skip_op

Batch Operator: Completeness

- Given a monotone and productive time-aware stream
- if not finite



- Proof: induction over the position (nat) of the element in the input, and soundness of `batch_op`

Batch Operator: Monotone and productive preservation

- The operators must preserve monotone and productive, so we can compose it with something that needs these properties!

$$\text{monotone } lxs \ W \longrightarrow \text{monotone } (\text{produce } (\text{batch_op } buf) \ lxs) \ W \quad (1)$$

$$\text{productive } lxs \longrightarrow \text{productive } (\text{produce } (\text{batch_op } buf) \ lxs) \quad (2)$$

- Proof: coinduction up to congruence

Building Blocks: Incremental Operator

- Incremental computations
- `incr_op` : produces accumulated batches of accumulated data

`corec incr_op where`

```
incr_op buf = Logic ( $\lambda$  ev. case ev of DT wm batch  $\Rightarrow$   
  let out = map ( $\lambda$ t. DT t (buf @ batch)) (remdups (map fst batch))  
  in (incr_op (buf @ batch), out)  
| WM wm  $\Rightarrow$  (incr_op buf, [WM wm]))
```

Incremental Operator: Soundness

$$stream_3 = \left[\begin{array}{|c|c|c|c|c|c|c|c|c|c|c|} \hline DT\ t_4\ d & DT\ t_0\ a & DT\ t_1\ c & WM\ t_1 & DT\ t_2\ b & WM\ t_2 & DT\ t_5\ c & DT\ t_3\ a & DT\ t_5\ a & WM\ t_5 & \dots \\ \hline \end{array} \right]$$

$$stream_4 = \text{produce}(\text{batch_op}([(t_0, a)]) \text{ } stream_3 = \left. \begin{array}{|c|c|c|c|c|c|c|c|} \hline \text{DT } t_1 \text{ } [(t_0, a), (t_0, a), (t_1, c)] & \text{WM } t_1 & \text{DT } t_2 \text{ } [(t_2, b)] & \text{WM } t_2 & \text{DT } t_3 \text{ } [(t_3, a)] & \text{DT } t_5 \text{ } [(t_5, a), (t_5, c)] & \text{WM } t_5 & \dots \end{array} \right\}$$

produce (incr_op []) stream _i =	DT t ₀ [(t ₀ , a), (t ₀ , a), (t ₁ , c)]	DT t ₁ [(t ₀ , a), (t ₀ , a), (t ₁ , c)]	WM t ₁	DT t ₂ [(t ₀ , a), (t ₀ , a), (t ₁ , c), (t ₂ , b)]	WM t ₂	DT t ₃ [(t ₀ , a), (t ₀ , a), (t ₁ , c), (t ₂ , b), (t ₃ , a)]	⋮
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- Proof: `produce1` induction, and generalization with `skip_op`

Incremental Operator: Completeness

$$stream_3 = \boxed{DT\ t_4\ d} \boxed{DT\ t_0\ a} \boxed{DT\ t_1\ c} \boxed{WM\ t_1} \boxed{DT\ t_2\ b} \boxed{WM\ t_2} \boxed{DT\ t_5\ c} \boxed{DT\ t_3\ a} \boxed{DT\ t_5\ a} \boxed{WM\ t_5} \dots$$

$$stream_4 = \text{produce}(\text{batch_op}[(t_0, a)])\ stream_3 = \boxed{DT\ t_1\ [(t_0, a), (t_0, a), (t_1, c)]} \boxed{WM\ t_1} \boxed{DT\ t_2\ [(t_2, b)]} \boxed{WM\ t_2} \boxed{DT\ t_3\ [(t_3, a)]} \boxed{DT\ t_5\ [(t_5, a), (t_5, c)]} \boxed{WM\ t_5} \dots$$

$$\text{produce}(\text{incr_op}[]) \ stream_4 = \boxed{DT\ t_0\ [(t_0, a), (t_0, a), (t_1, c)]} \boxed{DT\ t_1\ [(t_0, a), (t_0, a), (t_1, c)]} \boxed{WM\ t_1} \boxed{DT\ t_2\ [(t_0, a), (t_0, a), (t_1, c), (t_2, b)]} \boxed{WM\ t_2} \boxed{DT\ t_3\ [(t_0, a), (t_0, a), (t_1, c), (t_2, b), (t_3, a)]} \dots$$

- Proof: induction over the position (nat) of the element in the input

Incremental Operator: Monotone and productive preservation

$$\text{monotone } lxs \ W \longrightarrow \text{monotone } (\text{produce } (\text{incr_op } []) \ lxs) \ W \quad (3)$$

$$\text{productive } lxs \longrightarrow \text{productive } (\text{produce } (\text{incr_op } []) \ lxs) \quad (4)$$

- Proof: coinduction up to congruence

- `batch_op` and `incr_op` can be composed

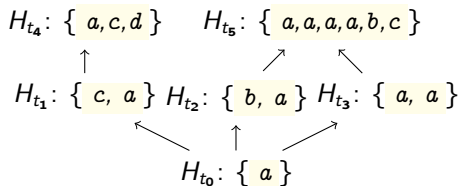
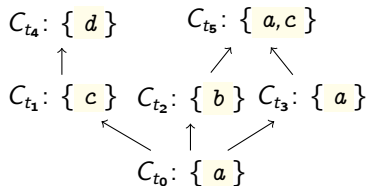
definition $\text{incr_batch_op } buf1 \text{ } buf2 = \text{comp_op } (\text{batch_op } buf1) (\text{incr_op } buf2)$

- Soundness, completeness, and monotone and productive preservation

Case Study

Histogram

- A histogram count the elements of a collection
- Incremental histogram: timestamps smaller or equal
- $H_{t_5} = C_{t_0} + C_{t_1} + C_{t_2} + C_{t_3} + C_{t_4}$
- paths to t_5 : $\{t_0, t_2\}$ and $\{t_0, t_3\}$



Histogram Operator

corec map_op where map_op $f = \text{Logic } (\lambda \text{ ev. case ev of}$
WM $wm \Rightarrow (\text{map_op } f, [\text{WM } wm]) \mid \text{DT } t \ d \Rightarrow (\text{map_op } f, [\text{DT } t (f \ t \ d)]))$

abbreviation data_at_from_list $xs \ t \equiv \text{map snd (filter } (\lambda (t', d) . t' = t) \ xs)$

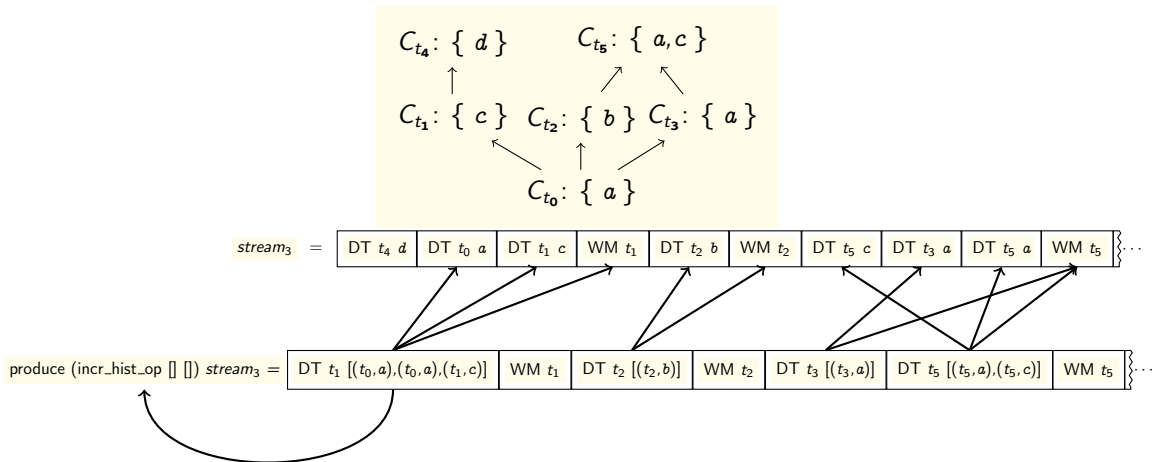
definition coll $xs \ t = \text{mset (data_at_from_list } xs \ t)$

definition incr_coll $t \ xs = \text{coll } xs \ t + \text{mset (concat (map}$
 $(\lambda x . \text{concat (map } (\lambda t' . \text{coll } xs \ t') \ x)) \ (\text{paths (remdups (map fst } xs)) \ t)))$

definition incr_hist_op $buf1 \ buf2 =$
 $\text{comp_op (incr_batch_op } buf1 \ buf2) (\text{map_op incr_coll})$

Histogram Operator: Soundness

- Given a monotone time-aware stream



- Proof: `Iset` induction, `produce1` induction, and generalization with `skip_op`

Histogram: Completeness

Histogram: Monotone

Histogram: Productive

Efficient Histogram

- Foo

Join: Completeness

Join: Monotone

Next Steps

Next Steps

Questions, comments and suggestions