

# Automated Verification of Concurrent Programs

## CountDownLatch Mechanism Case Study

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# Everything is multi-core



**How to reason about concurrent programs?**

## Owicki-Gries approach

$$\frac{\{P_1\} \ C_1 \ \{Q_1\} \quad \{P_2\} \ C_2 \ \{Q_2\}}{\{P_1 \wedge P_2\} C_1 \parallel C_2 \ \{Q_1 \wedge Q_2\}}$$

if the proofs  $\{P_1\} \ C_1 \ \{Q_1\}$  and  $\{P_2\} \ C_2 \ \{Q_2\}$  are **interference free**.

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- ▶  $\{P_1 \wedge P_2\} x := x + 2 \{P_1\}$  and  $\{P_2 \wedge P_1\} x := x + 1 \{P_2\}$
- ▶  $\{Q_1 \wedge P_2\} x := x + 2 \{Q_1\}$  and  $\{Q_2 \wedge P_1\} x := x + 1 \{Q_2\}$



# Rely Guarantee Reasoning (P,R,G,Q)

- ▶ Precondition P and Postcondition Q.
- ▶ The rely condition R models all the atomic actions of the environment, describing the interference the program can tolerate from its environment.
- ▶ The guarantee condition G models the atomic actions of the program, and hence describing the interference that it imposes on the other threads of the system.

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$$\frac{C_1 \models (p_1, R_1, G_1, q_1) \quad C_2 \models (p_2, R_2, G_2, q_2)}{C_1 \parallel C_2 \models (p_1 \wedge p_2, R_1 \wedge R_2, G_1 \vee G_2, q_1 \wedge q_2)}$$

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- Interference-free concurrency

$$\frac{\{P_1\} \ C_1 \ \{Q_1\} \quad \{P_2\} \ C_2 \ \{Q_2\}}{\{P_1 * P_2\} \ C_1 \ || \ C_2 \ \{Q_1 * Q_2\}}$$

# Concurrent Separation Logic - CSL

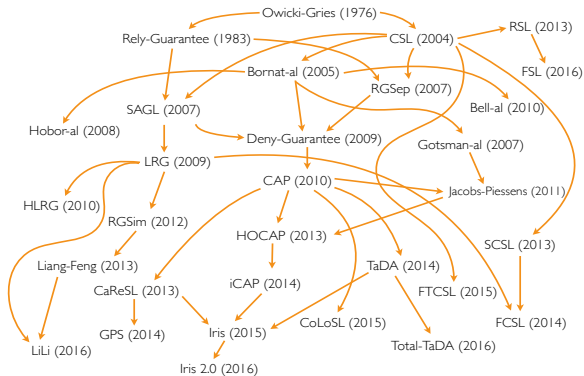
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- A resource invariant  $RI_r$  is associated with each resource. Acquiring the resource imports the resource invariant in the local scope.

$$\frac{\{(P * RI_r) \wedge S\} \ C \ \{Q * RI_r\}}{\{P\} \ \text{with } r \ \text{when } S \ \text{do } C \ \{Q\}}$$

# CSL tree





# Automated tools for CSL?

- ▶ Great successes of sequential separation logic tools, e.g. Infer
- ▶ Only 2 CSL tools appear *this year*, Caper and Starling.

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- ▶ Great successes of sequential separation logic tools, e.g. Infer
- ▶ Only 2 CSL tools appear *this year*, Caper and Starling.
- ▶ Our contributions:
  - ▶ The first formal verification for `CountDownLatch` by using abstract predicates.
  - ▶ A modular solution to the counter mechanism by combining a *thread-local* abstraction and the *global* view.
  - ▶ Ensure race-freedom and deadlock-freedom.
  - ▶ An automated prototype which can verify a library implementation of `CountDownLatch`.

# Motivation Example

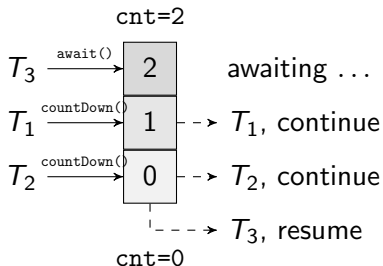
```
c = create_latch(2);
```

$$\left( \begin{array}{l} \# T_1 \\ \# h := h_s \cos \frac{\theta}{2}; \\ \text{countDown}(c); \end{array} \parallel \begin{array}{l} \# T_2 \\ \# r := h_s \sin \frac{\theta}{2}; \\ \text{countDown}(c); \end{array} \parallel \begin{array}{l} \# T_3 \\ \text{await}(c); \\ \# V := \frac{1}{3} \pi r^2 h; \end{array} \right)$$

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## Motivation Example

```
c = create_latch(1);
```

$$\left( \begin{array}{l} \# \text{ send } P*Q \\ \text{countDown}(c); \\ \dots \end{array} \parallel \begin{array}{l} \text{await}(c); \\ \# \text{ receive } P \\ \dots \end{array} \parallel \begin{array}{l} \text{await}(c); \\ \# \text{ receive } Q \\ \dots \end{array} \right)$$

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```
c = create_latch(2);
```

$$\left( \begin{array}{l} \dots \\ \# \text{ owns } P \\ \text{countDown}(c); \text{ await}(c); \\ \# \text{ owns } Q \\ \dots \end{array} \parallel \begin{array}{l} \dots \\ \# \text{ owns } Q \\ \text{countDown}(c); \text{ await}(c); \\ \# \text{ owns } P \\ \dots \end{array} \right)$$

```
CountDownLatch create_latch(n) with P
  requires n>0
  ensures LatchIn(res,P)*LatchOut(res,P)*CNT(res,n);
  requires n=0
  ensures CNT(res,-1);
```

# Resource Predicates

```
void countDown(CountDownLatch i)
  requires LatchIn(i,P)*P*CNT(i,n) $\wedge$ n>0
  ensures CNT(i,n-1);
  requires CNT(i,-1)
  ensures CNT(i,-1);
```

```
void await(CountDownLatch i)
  requires LatchOut(i,P)*CNT(i,0)
  ensures P*CNT(i,-1);
  requires CNT(i,-1)
  ensures CNT(i,-1);
```



# Normalization Rules

NORM-1 :  $\text{CNT}(c, n) * \text{CNT}(c, -1) \wedge n \leq 0 \longrightarrow \text{CNT}(c, -1)$

NORM-2 :  $\text{CNT}(c, n1) * \text{CNT}(c, n2) \wedge n = n1 + n2 \wedge n1, n2 \geq 0 \longrightarrow \text{CNT}(c, n)$

NORM-3 :  $\text{LatchOut}(c, P) * \text{CNT}(c, -1) \longrightarrow \text{CNT}(c, -1) * P$

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[NORM-3] :  $\text{LatchOut}(c, P) * \text{CNT}(c, -1) \longrightarrow \text{CNT}(c, -1) * P$

[SPLIT-1] :  $\text{LatchOut}(i, P * Q) \longrightarrow \text{LatchOut}(i, P) * \text{LatchOut}(i, Q)$

[SPLIT-2] :  $\text{LatchIn}(i, P * Q) \longrightarrow \text{LatchIn}(i, P) * \text{LatchIn}(i, Q)$

[SPLIT-3] :  $\text{CNT}(c, n) \wedge n1, n2 \geq 0 \wedge n = n1 + n2 \longrightarrow \text{CNT}(c, n1) * \text{CNT}(c, n2)$

# Race Error

[ERR-1]:  $\text{LatchIn}(c, P) * \text{CNT}(c, -1) \longrightarrow \text{RACE-ERROR}$

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$c = \text{create\_latch}(1)$  with  $P * Q$ ;

#  $\text{LatchOut}(c, P * Q) * \text{LatchIn}(c, P * Q) * \text{CNT}(c, 1)$

#  $\text{LatchOut}(c, P * Q) * \text{LatchIn}(c, P) * \text{LatchIn}(c, Q) * \text{CNT}(c, 0) * \text{CNT}(c, 1) * \text{CNT}(c, 0)$

$\left( \begin{array}{l} \dots \\ \# \text{LatchOut}(c, P * Q) * \text{CNT}(c, 0) \\ \text{await}(c); \\ \# P * Q * \text{CNT}(c, -1) \\ \dots \text{use } P * Q \dots \end{array} \right)$	$\parallel \begin{array}{l} \dots \text{create } P \dots \\ \# P * \text{LatchIn}(c, P) * \text{CNT}(c, 1) \\ \text{countDown}(c); \\ \# \text{CNT}(c, 0) \\ \dots \end{array} \parallel$	$\left( \begin{array}{l} \dots \text{create } Q \dots \\ \# Q * \text{LatchIn}(c, Q) * \text{CNT}(c, 0) \\ \text{skip}(); \\ \# Q * \text{LatchIn}(c, Q) * \text{CNT}(c, 0) \\ \dots \end{array} \right)$
---	---	---

#  $P * Q * \text{CNT}(c, -1) * \text{CNT}(c, 0) * Q * \text{LatchIn}(c, Q) * \text{CNT}(c, 0)$

#  $P * Q * \text{CNT}(c, -1) * Q * \text{LatchIn}(c, Q)$

# **RACE-ERROR** detected by [ERR-1]

# Deadlock

[ERR-2]:  $\text{CNT}(c, a) * \text{CNT}(c, -1) \wedge a > 0 \longrightarrow \text{DEADLOCK-ERROR}$

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```
c = create_latch(2);  
# CNT(c, 2)  $\longrightarrow$  CNT(c, 2) * CNT(c, 0)
```

```
 $\left( \begin{array}{l} \text{\# CNT}(c, 2) \\ \text{countDown}(c); \\ \text{\# CNT}(c, 1) \end{array} \parallel \begin{array}{l} \text{\# CNT}(c, 0) \\ \text{await}(c); \\ \text{\# CNT}(c, -1) \end{array} \right);$ 
```

```
    # CNT(c, 1) * CNT(c, -1)  
# DEADLOCK-ERROR detected by [ERR-2]
```

# Inter-latch Deadlock

WAIT-1:  $\text{WAIT}(S) \wedge \neg \text{isCyclic}(S) \longrightarrow \text{WAIT}(\{\})$

WAIT-2:  $\text{CNT}(c_1, a) * \text{CNT}(c_2, -1) * \text{WAIT}(S) \wedge a > 0 \longrightarrow$   
 $\text{CNT}(c_1, a) * \text{CNT}(c_2, -1) \wedge a > 0 * \text{WAIT}(S \cup \{c_2 \rightarrow c_1\})$

WAIT-3:  $\text{WAIT}(S_1) * \text{WAIT}(S_2) \longleftrightarrow \text{WAIT}(S_1 \cup S_2)$

ERR-3:  $\text{WAIT}(S) \wedge \text{isCyclic}(S) \longrightarrow \text{DEADLOCK-ERROR}$

# Inter-latch Deadlock

```
c1 = create_latch(1); c2 = create_latch(1);  
# WAIT{} * CNT(c1,1) * CNT(c2,1)  $\implies$   
# CNT(c1,1) * CNT(c2,0) * CNT(c2,1) * CNT(c1,0)
```

$\left( \begin{array}{l} \# \text{CNT}(c1,1)*\text{CNT}(c2,0) \\ \text{await}(c2); \\ \# \text{CNT}(c1,1)*\text{CNT}(c2,-1) \\ \# * \text{WAIT}(\{c2 \rightarrow c1\}) \\ \text{countDown}(c1); \\ \# \text{CNT}(c1,0)*\text{CNT}(c2,-1) \\ \# * \text{WAIT}(\{c2 \rightarrow c1\}) \end{array} \right $	$\begin{array}{l} \# \text{CNT}(c2,1)*\text{CNT}(c1,0) \\ \text{await}(c1); \\ \# \text{CNT}(c2,1)*\text{CNT}(c1,-1) \\ \# * \text{WAIT}(\{c1 \rightarrow c2\}) \\ \text{countDown}(c2); \\ \# \text{CNT}(c2,0)*\text{CNT}(c1,-1) \\ \# * \text{WAIT}(\{c1 \rightarrow c2\}) \end{array} \right)$
--	---

```
# CNT(c1,-1)*CNT(c2,-1) * WAIT({c2  $\rightarrow$  c1, c1  $\rightarrow$  c2})  
# DEADLOCK-ERROR detected by [ERR-3]
```



# Interpretations for Abstract Predicates

$$\text{LatchOut}(i, P) \hat{=} \boxed{i \mapsto 0} \longrightarrow P$$

$$\text{LatchIn}(i, P) \hat{=} (P \multimap \text{emp}) * [\text{DEC}] * \boxed{i \mapsto m} \wedge m > 0$$

$$\text{DEC} : \boxed{i \mapsto n} \wedge n > 0 \rightsquigarrow \boxed{i \mapsto n-1}$$

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$$\{\boxed{i \mapsto n}\} \longrightarrow \boxed{i \mapsto m} \wedge m \geq n \geq 0$$

$$\{\boxed{i \mapsto n}\} \wedge a, b \geq 0 \wedge n = a + b \longleftrightarrow \{\boxed{i \mapsto a}\} * \{\boxed{i \mapsto b}\}$$

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$$\boxed{i \mapsto a} * \boxed{i \mapsto b} \longleftrightarrow \boxed{i \mapsto a} \wedge a = b$$

$$\text{CNT}(i, n) \hat{=} \{i \mapsto n\} \wedge n \geq 0 \vee \boxed{i \mapsto 0} \wedge n = -1$$

$Prog ::= \overline{data} \ \overline{proc}$   
 $datat ::= \mathbf{data} \ C \ \{ \overline{t} \ \overline{f} \}$   
 $proc ::= t \ pn(\overline{t} \ \overline{v}) \ \overline{spec} \{ e \}$   
 $spec ::= \text{requires } \Phi_{pr} \ \text{ensure } \Phi_{po};$   
 $t ::= \text{void} \mid \text{int} \mid \text{bool} \mid \text{CountDownLatch} \mid C$   
 $e ::= v \mid v.f \mid k \mid \text{new } C(\overline{v}) \mid e_1; e_2 \mid e_1 \parallel e_2 \mid \langle e \rangle$   
 $\quad \mathbf{create\_latch}(n) \ \mathbf{with} \ \kappa \wedge \pi \mid \mathbf{countDown}(n)$   
 $\quad \mathbf{await}(v) \mid pn(\overline{v}) \mid \text{if } v \text{ then } e_1 \text{ else } e_2 \mid \dots$

# Core Language Example

```
data CDL{}
data cell{int val;}
pred_prim LatchIn{-%P@Split }<>
pred_prim LatchOut{+%P@Split }<>
pred_prim CNT<n:int>
  inv n >= (-1)

lemma "split" self::CNT<n> & a>=0 & b>=0 & n=a+b
  -> self::CNT<a> * self::CNT<b>;

// Normalization lemmas
lemma_prop "idemp-CNT" self::CNT<a> * self::CNT<(-1)>
  -> self::CNT<(-1)>;

lemma_prop "combine-CNT" self::CNT<a> * self::CNT<b> & a,b>=0
  -> self::CNT<a+b>;
```

# Core Language Example

```
void main()
  requires emp ensures emp;
{
  cell h, r;
  int v;
  CDL c = create_latch(2) with h'::cell<1> * r'::cell<2> * @full[h, r];
  par h, r, v, c@L
  {
    case h, c@L c'::LatchIn- h'::cell<1> * @full[h]<> * c'::CNT<(1)> ->
      h = new cell(1);
      countDown(c);
  ||
    case r, c@L c'::LatchIn- r'::cell<2> * @full[r]<> * c'::CNT<(1)> ->
      r = new cell(2);
      countDown(c);
  ||
    case v, c@L c'::LatchOut+ h'::cell<1> * r'::cell<2> * @full[h, r]<> * c'::CNT<0> ->
      await(c);
      v = h.val + r.val;
  }
  assert h'::cell<1> * r'::cell<2> & v' = 3;
}
```

# Core Specification Language

FA Pred.	$rpred$	$::=$	$pred \ R(self, \bar{v}, \bar{v}) \ [\equiv \ \Phi] \ [inv \ \pi]$
Action	$act$	$::=$	$action \ I \equiv \ \overline{\iota_1 \wedge \pi_1} \rightsquigarrow \iota_2 \wedge \pi_2$
Disj. formula	$\Phi$	$::=$	$\bigvee (\exists \bar{v} \cdot \eta * \kappa \wedge \pi)$
Non-Resource	$\eta$	$::=$	$[I]_\xi \mid WAIT(\overline{v_1 \rightarrow v_2})_\xi \mid \boxed{v \mapsto C(\bar{v})} \mid \eta_1 * \eta_2$
Sep. formula	$\kappa$	$::=$	$\iota \mid V \mid R(v, \Phi_f, \bar{v}) \mid \kappa_1 * \kappa_2$
Simple heap	$\iota$	$::=$	$emp \mid v \mapsto C(\bar{v}) \mid \{ \{ v \mapsto C(\bar{v}) \} \} \mid \iota_1 * \iota_2$
Perms	$\xi$	$::=$	$\epsilon \mid 1$
Pure formula	$\pi$	$::=$	$\alpha \mid \pi_1 \wedge \pi_2 \mid \pi_1 \vee \pi_2 \mid \neg \pi \mid \exists v \cdot \pi \mid \forall v \cdot \pi$
Arith. formula	$\alpha$	$::=$	$\alpha_1^t = \alpha_2^t \mid \alpha_1^t \neq \alpha_2^t \mid \alpha_1^t < \alpha_2^t \mid \alpha_1^t \leq \alpha_2^t$
Arith. term	$\alpha^t$	$::=$	$k \mid v \mid k \times \alpha^t \mid \alpha_1^t + \alpha_2^t \mid -\alpha^t$

$k \in \text{integer constants}$      $v \in \text{variables}, \bar{v} \equiv v_1, \dots, v_n$      $C \in \text{data names}$   
 $V \in \text{resource variables}$      $R \in \text{resource pred. names}$      $\epsilon \in (0, 1]$

**Let's watch the demo**



# Conclusions

- ▶ Formal verification of `CountDownLatch` mechanism
- ▶ Detect deadlock and race cases
- ▶ Implement an automated verifier for `CountDownLatch` programs

# Future work

- ▶ Verify fundamental concurrent algorithms: locks, etc.
- ▶ Compare with state-of-the-art tools Caper and Starling
- ▶ Build on the recent work of “tree share” model
- ▶ Build on recent logics such as Views, Iris, and LiLi

Thank you for your attention!

Questions ?