

Verification of Parallel C++ with DIVINE

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- Why should we care about verification of (parallel) programs?
- What is DIVINE and how it can help?
- What is my work?



it is important to check that programs do what they are supposed to

- testing is important part of software development
- it can take up to 75 % of software development time

Is Testing Sufficient?

it is important to check that programs do what they are supposed to

- testing is important part of software development
- it can take up to 75 % of software development time

however, testing has its downsides

- it cannot proof absence of bugs
- **not very efficient in problem discovery for parallel programs**



parallel programs are much harder to think about and debug

- the timing of the execution can influence results
 - *two threads writing to the same memory location*
- results for the same input can differ
- some results can be much less probable

Parallel Programs

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⇒ testing is not deterministic

- might not discover a bug
- test cannot be repeated with guarantee of the same results
- hard to debug from failed test

Explicit State Model Checking

a technique useful for verification of parallel programs

- explores all meaningful interleavings of the program
- can provide deterministic testing procedure
- and prove absence of bugs
- can be very resource consuming

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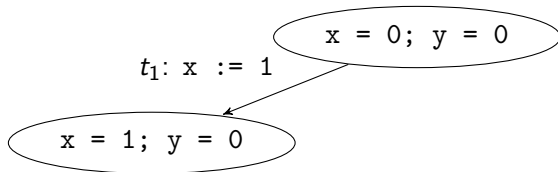
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$x = 0; y = 0$

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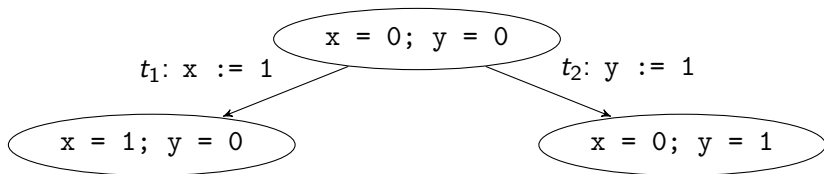
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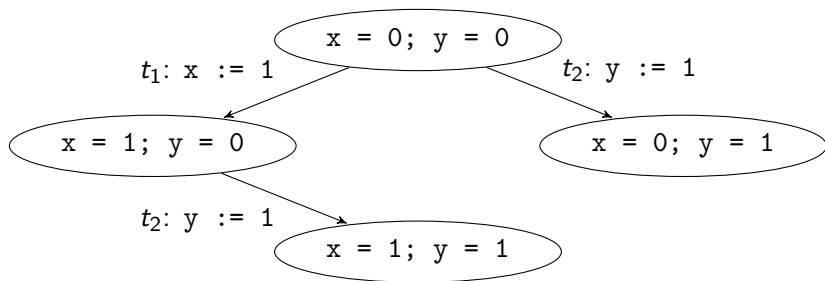
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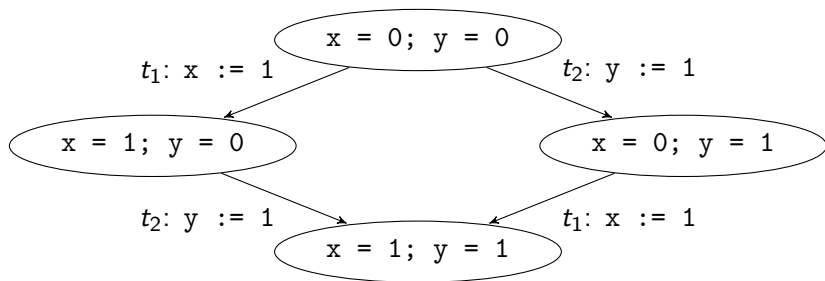
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Model Checking in Practice?

traditionally, the program has to be translated to a modelling language

- extra effort (usually manual translation)
- not everything can be translated exactly
- translation can introduce or hide errors
- still useful in critical systems (modelling before development)

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solution: verify code in some programming language directly!

- program is verified directly, no need to model it
- should not limit the programmer to a subset of the language
- even more computationally expensive



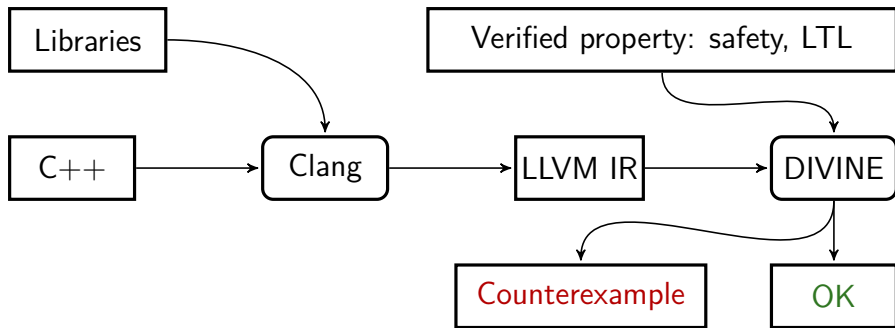
- full support for C and C++ language features
- supports most of the standard C/C++ library and the pthread threading library
- effective verification using many reduction techniques
- uses the LLVM intermediate representation as an input

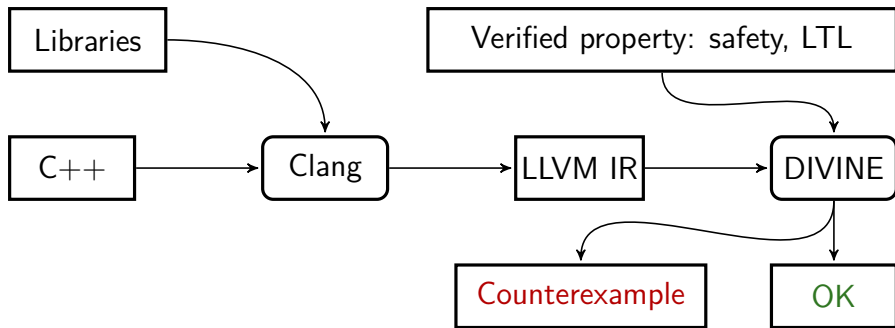


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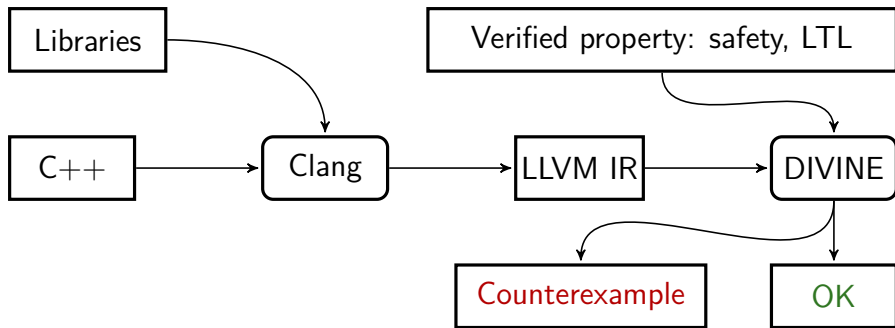
we aim at

- practical usability for unit testing of parallel programs
- and therefore adoption by programmers
- in future also support for programs with inputs





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LTL property: changes in time, i.e.: “after action *A* occurs, *B* must happen repeatedly”



during bachelor & masters studies

- memory-efficient representation of program states
- verification with relaxed memory models
- general maintenance



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Ph.D. research topic

- optimizations and transformations of the LLVM intermediate representation
 - to allow faster and more efficient verification
 - to be able to verify more properties
- general usability of DIVINE



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Thank you!