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#### Motivation



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"Would you trust a program which was verified, but not tested?"

 $\dots$  at the very least, we should not blindly trust safety checking



- targeting assertion violations, memory corruption, data races
- primarily caused by thread interleaving
- or by relaxed memory



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- if the program might not terminate. . .
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- not enough for parallel programs

# (Non)Termination Checking



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# (Non)Termination Checking



check that the whole program terminates

- or checks that certain parts of it terminate
  - critical sections
  - waiting for condition variables, threads...
  - user-defined parts



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- not at complex control flow & loops
- should be easy to specify
- should not report nontermination spuriously
- should be useful for analysis of services/servers
- $lue{}$  builds on explicit-state model checking o finite-state programs (with possibly infinite behaviour)
- user can specify what to check

```
bool x = true;
while (true) { x = !x; }
 \xrightarrow{} x
```



```
mutex mtx;
void w() { mutex.lock(); x++; mutex.unlock(); }
int main() { thread t0(w), t1(w); t0.join(); t1.join(); }
```

Does this program terminate?



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mutex mtx;
void w() { mutex.lock(); x++; mutex.unlock(); }
int main() { thread t0(w), t1(w); t0.join(); t1.join(); }
```

Does this program terminate? ... yes



```
atomic< bool > spin_lock = false;
void w() {
    while (spin_lock.exchange(true)) { /* wait */ }
    x++;
    spin_lock = false;
}
int main() { thread t0(w), t1(w); t0.join(); t1.join(); }
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But there is an infinite run:
[t0: spin_lock.exchange(true) → false]
[t1: spin_lock.exchange(true) \rightarrow true]^{\omega} (repeats infinitely)
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But there is an infinite run:
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but only because to is not allowed to run
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void w() {
    while (true) {
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        spin_lock = false;
    }
}
Does every wait end?
```



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Does every wait end? yes?
[t0:
      spin_lock.exchange(true) → false]
([t1:
      spin_lock.exchange(true) → true]
 [t0: x++]
 [t0: spin lock = false]
       spin lock.exchange(true) → false])<sup>ω</sup>
 ſt0:
```

both threads can run



```
[t0: spin_lock.exchange(true) → false]
([t1: spin_lock.exchange(true) → true]
[t0: x++]
[t0: spin_lock = false]
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■ this run requires a scheduler which allows t1 to run only if t0 is in the critical section



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- does not happen in reality



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- this run requires a scheduler which allows t1 to run only if t0 is in the critical section
- does not happen in reality
- for realistic schedulers an infinite run does not imply nontermination



#### Nontermination

a program does not terminate if it can reach a point from which it cannot reach its end



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- a block of code with an identifier
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#### **Local Nontermination**

a resource section does not terminate if the program can reach a point in the resource section from which it cannot reach the corresponding resource section end

## **Detecting Nontermination**

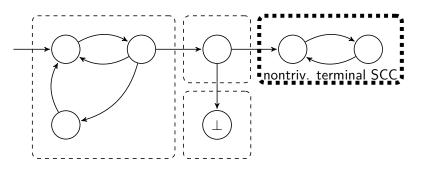


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## **Detecting Nontermination**

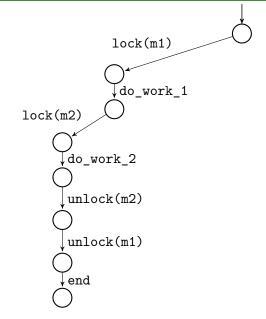


- a program does not terminate if it can reach a point from which it cannot reach its end
- detect nontrivial terminal strongly connected components



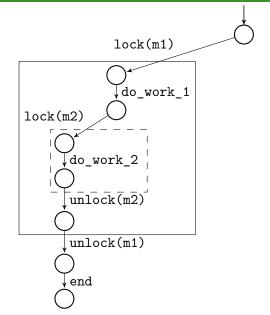
# Going **Local**: Active Resource Section Instances





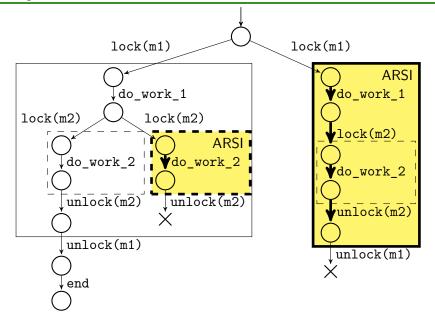
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## Detecting **Local** Nontermination

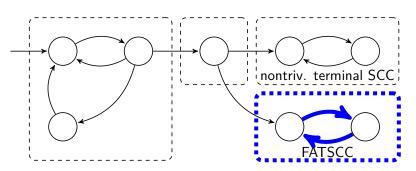


a resource section does not terminate if the program can reach a point in the section from which it cannot reach the corresponding resource section end

## Detecting **Local** Nontermination



- a resource section does not terminate if the program can reach a point in the section from which it cannot reach the corresponding resource section end
- mark edges in ARSIs as accepting
- detect fully accepting terminal strongly connected components (FATSCC)



## Detection Algorithm



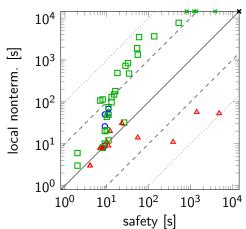
- lacktriangle modified Tarjan's algorithm for SCC decomposition:  $\mathcal{O}(|G|)$
- global nontermination has no overhead
- for local nontermination the graph can get bigger

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### Wall Time (in seconds)



## Resource Sections & Summary & Limitations



#### Source of resource sections

- either built-in (mutexes, condition variables, thread joining, ...)
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### Summary

- allows detecting bugs not captured by safety (or LTL/CTL\*) analysis
- lacksquare built on explicit-state model checking o finite state space required
- works also on programs which do not terminate

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### Summary

- allows detecting bugs not captured by safety (or LTL/CTL\*) analysis
- $lue{}$  built on explicit-state model checking o finite state space required
- works also on programs which do not terminate

#### Limitations

- works only with deterministic threads
- does not work with relaxed memory

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```
atomic < bool > flag = false;
void t1() {
   while (true) {
        x = read_input();
        if (x < 0)
            flag = true;
void t2() {
   while ( !flag ) { } /* wait */
Does wait end?
```



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atomic < bool > flag = false;
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Does wait end? depends on input
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Does wait end? depends on input

for user, network or similar inputs we cannot expect that any outcome will eventually happen

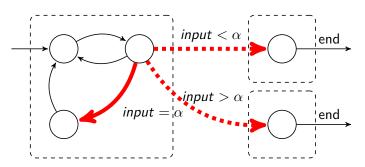


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Does wait end? depends on input

- for user, network or similar inputs we cannot expect that any outcome will eventually happen
- want to report problems like this





- suppose the choice of red edges depends on user input
- need to disregard outgoing edges bound to the same choice if there is at least one staying in the SCC



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- the implementation is *under-approximation* of x86-TSO
  - as the buffer is bounded
  - we do not know if it is over-approximation or under-approximation of the real hardware

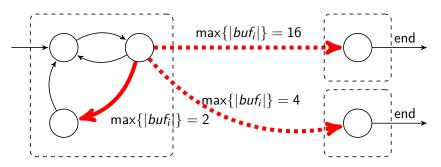


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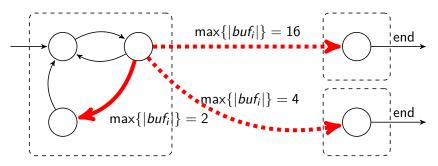
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  - we do not know if it is over-approximation or under-approximation of the real hardware
- over-approximation while searching for an end of a resource section is a problem





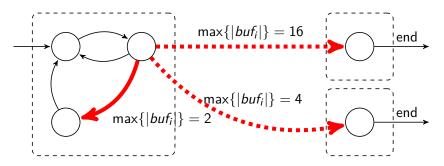
maybe report sections as conditionally nonterminating if more relaxed behaviour is required to leave them then stay





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- possibly report only those that can be reached with less relaxed behaviour then is required to reach the point of no return





- maybe report sections as conditionally nonterminating if more relaxed behaviour is required to leave them then stay
- possibly report only those that can be reached with less relaxed behaviour then is required to reach the point of no return
- problem: buffer size is not a good measure of degree of relaxation

# **Biblography**





Vladimír Štill and Jiří Barnat. "Local Nontermination Detection for Parallel C++ Programs". In: Software Engineering and Formal Methods. https://divine.fi.muni.cz/2019/Interm. Cham: Springer International Publishing, 2019, pp. 373–390. DOI: 10.1007/978-3-030-30446-1 20.