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# Towards formal verification of imperative concurrent data structures

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IMDEA Software – Madrid – Spain



What are we interested in?



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- Imperative programs

*P*



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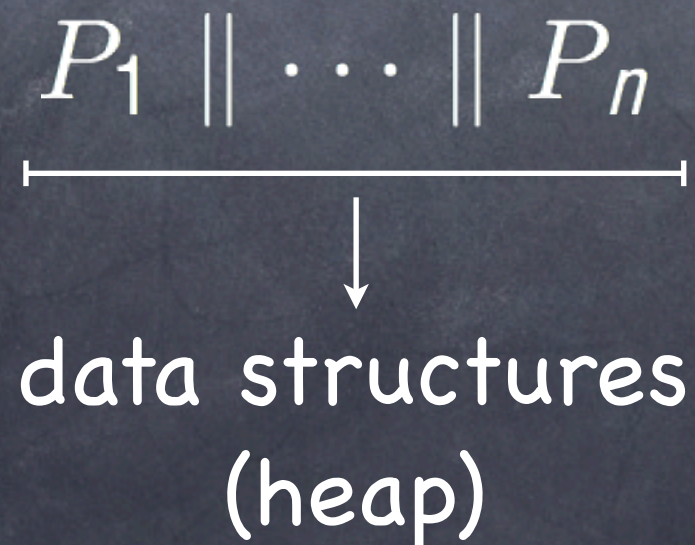
- Imperative programs
- Concurrent data structures

$$P_1 \parallel \cdots \parallel P_n$$



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- Temporal property (safety, liveness)

$$P_1 \parallel \cdots \parallel P_n \models \varphi$$

↓  
data structures  
(heap)



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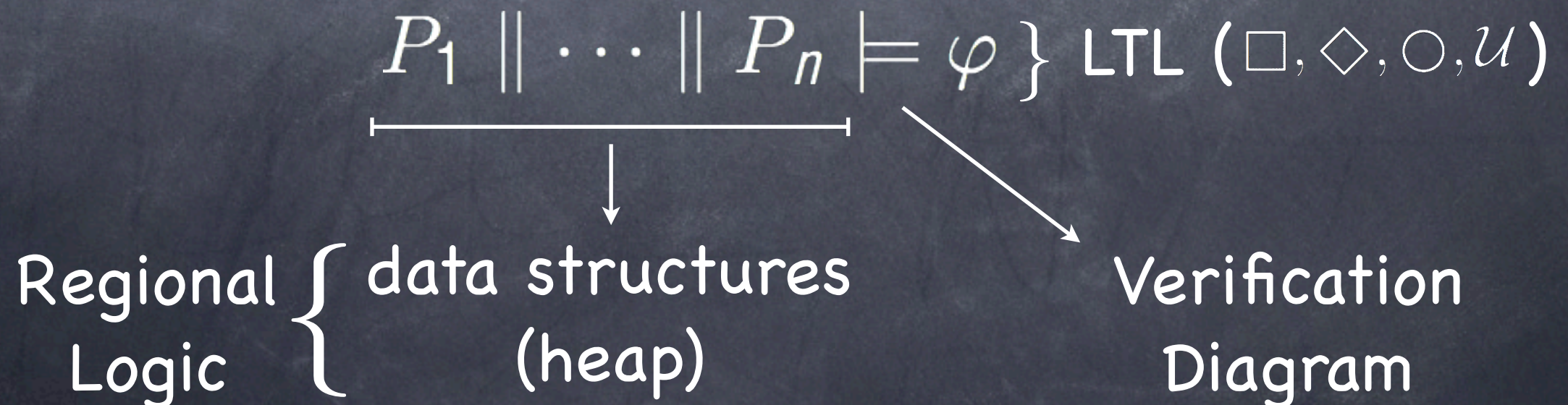
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Regional Logic { data structures  
(heap)



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# Reasoning about the heap



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- Separation Logic

Hoare logic extension to reason about shared mutable data structure



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emp



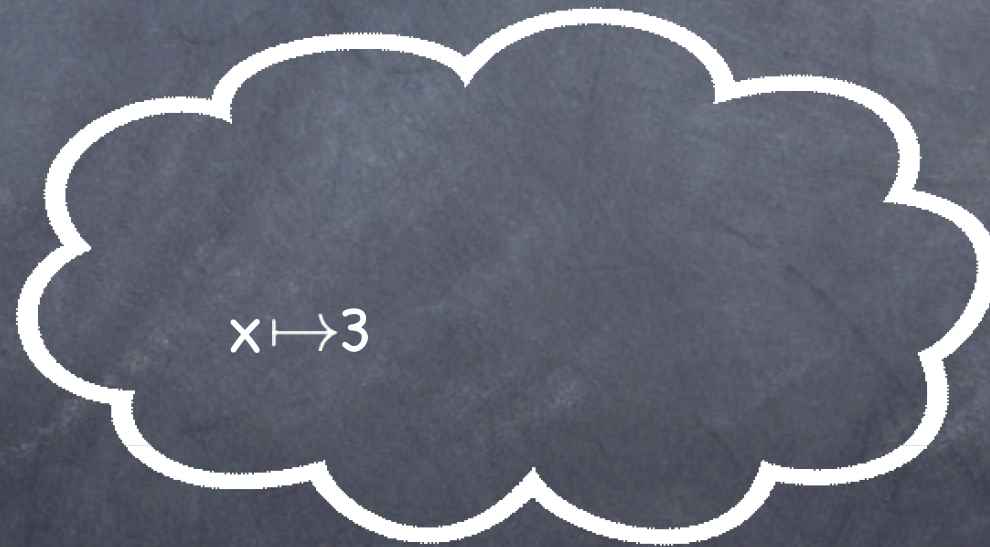


# Reasoning about the heap

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$\text{emp} \vdash$





# Reasoning about the heap

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$\text{emp}$ ,  $\vdash$ ,  $*$



$$[P_0 * P_1] s h \Leftrightarrow \exists h_0, h_1 \bullet h_0 \perp h_1 \wedge h_0 . h_1 = h \wedge [P_0] s h_0 \wedge [P_1] s h_1$$

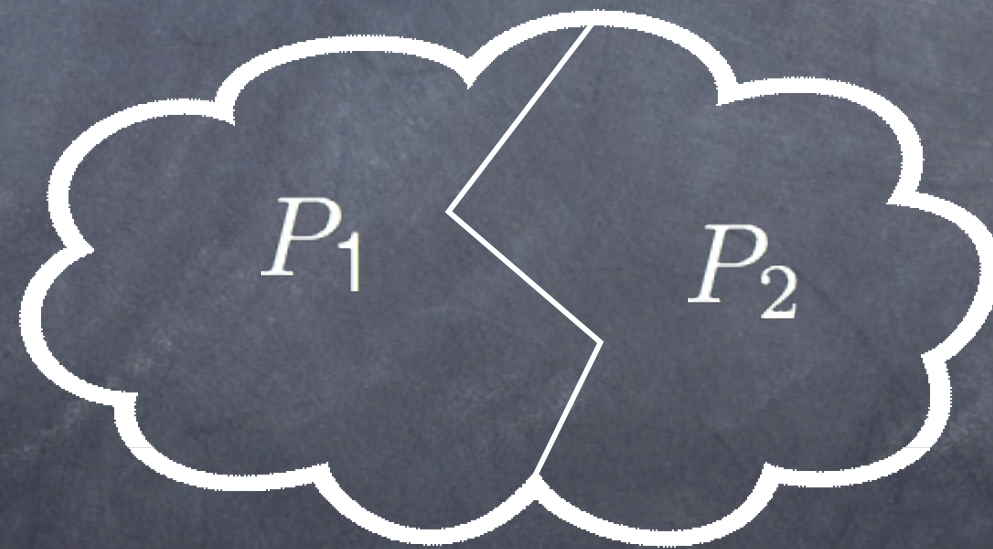


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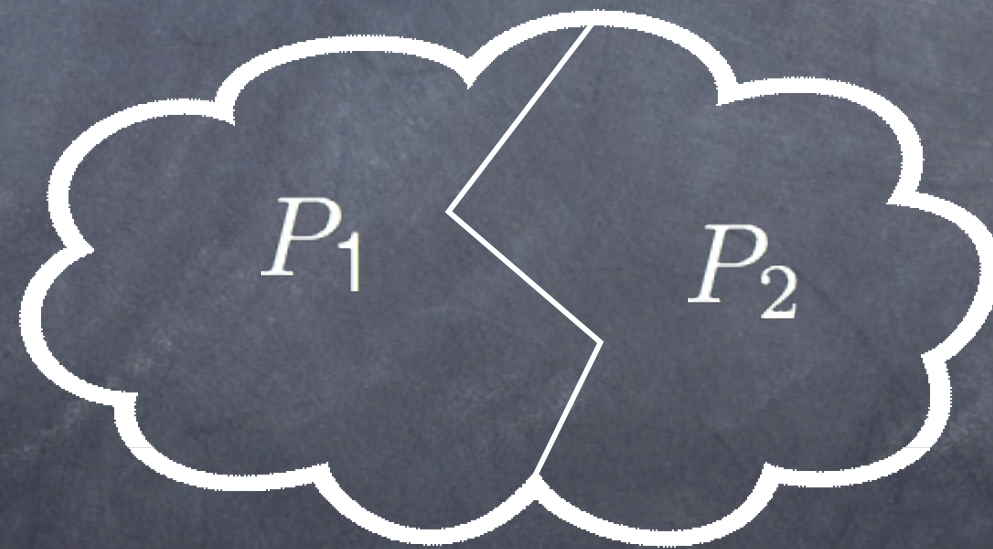


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- Regional Logic



# Reasoning about the heap

- Regional Logic

Classical first order logic



# Reasoning about the heap

- Regional Logic

  - Classical first order logic

  - Based on Hoare logic



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 $\forall x : K \in R \mid P$



# Verification Diagrams



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$$P \models \varphi$$



# Verification Diagrams

$$P \models \varphi$$
$$\downarrow$$
$$\Psi$$



# Verification Diagrams

- Representation of a system by FTS

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# Verification Diagrams

- Representation of a system by FTS
- Sound & complete

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$$\Psi = \langle N, N_0, E, \mu, \mathcal{F}, \eta, \Delta, f \rangle$$



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$n_1$

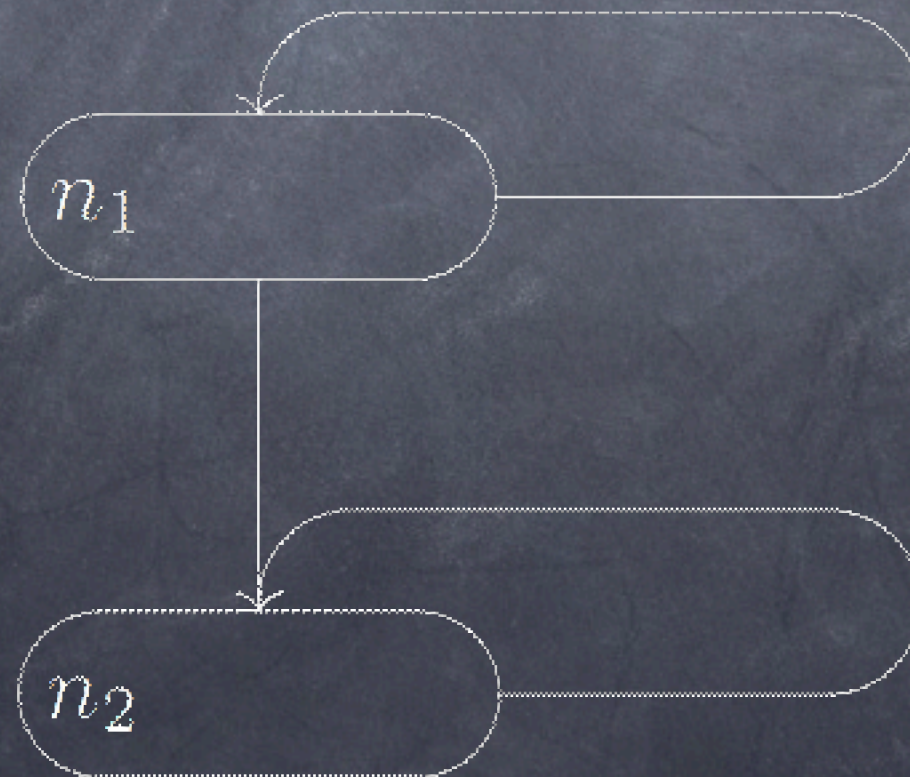
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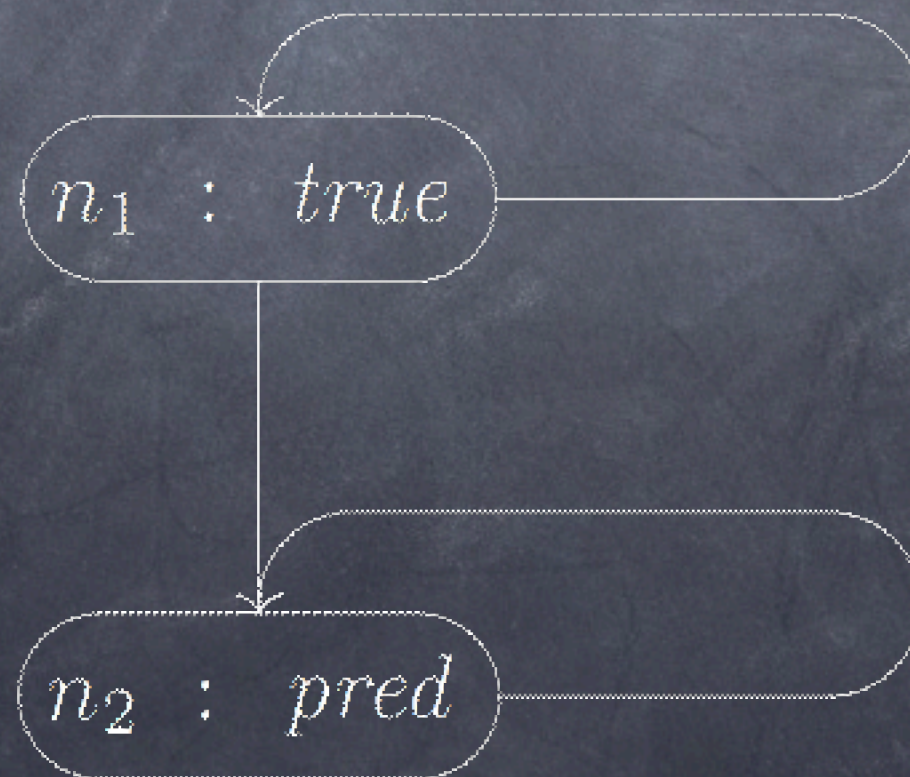




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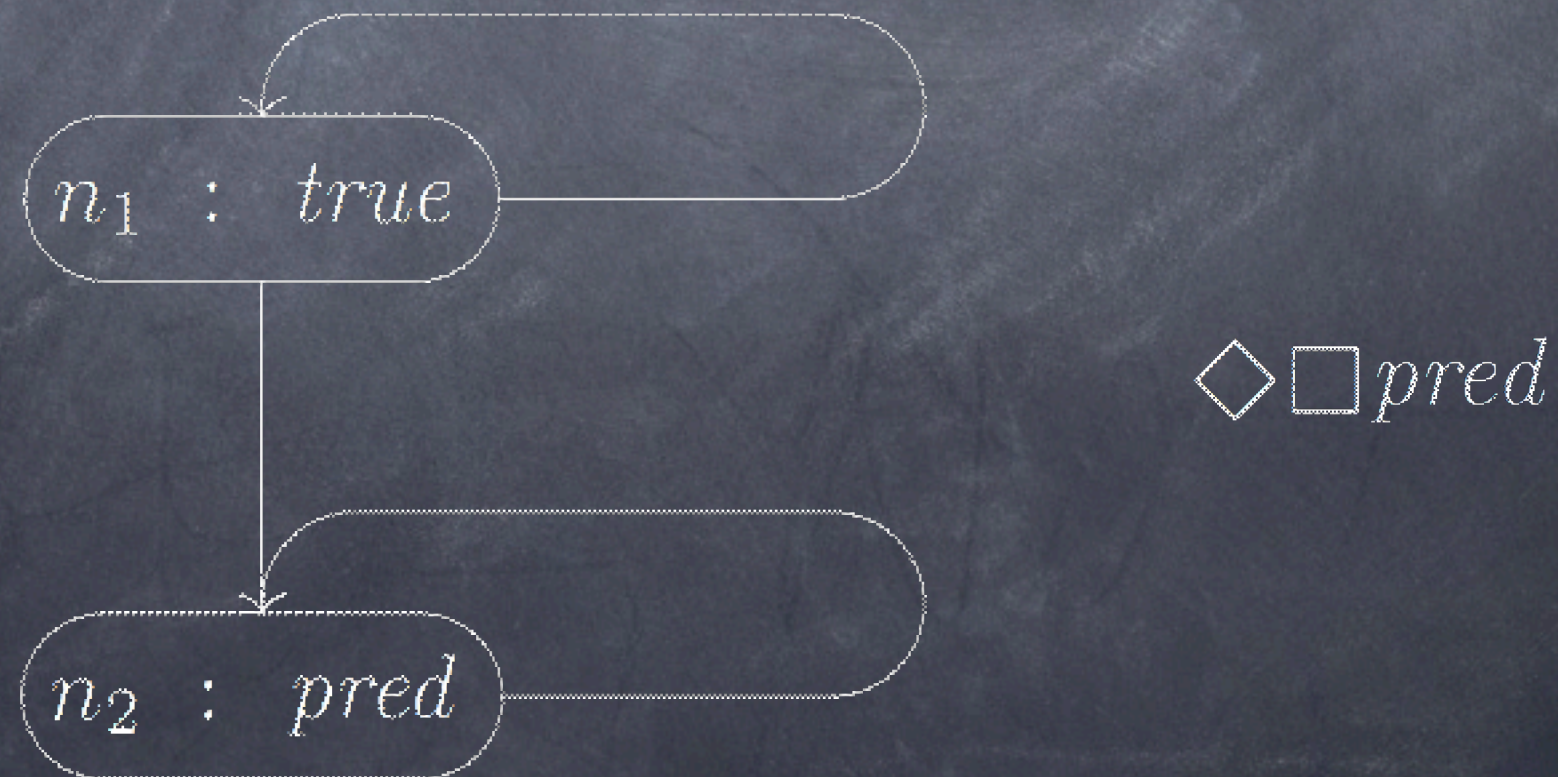




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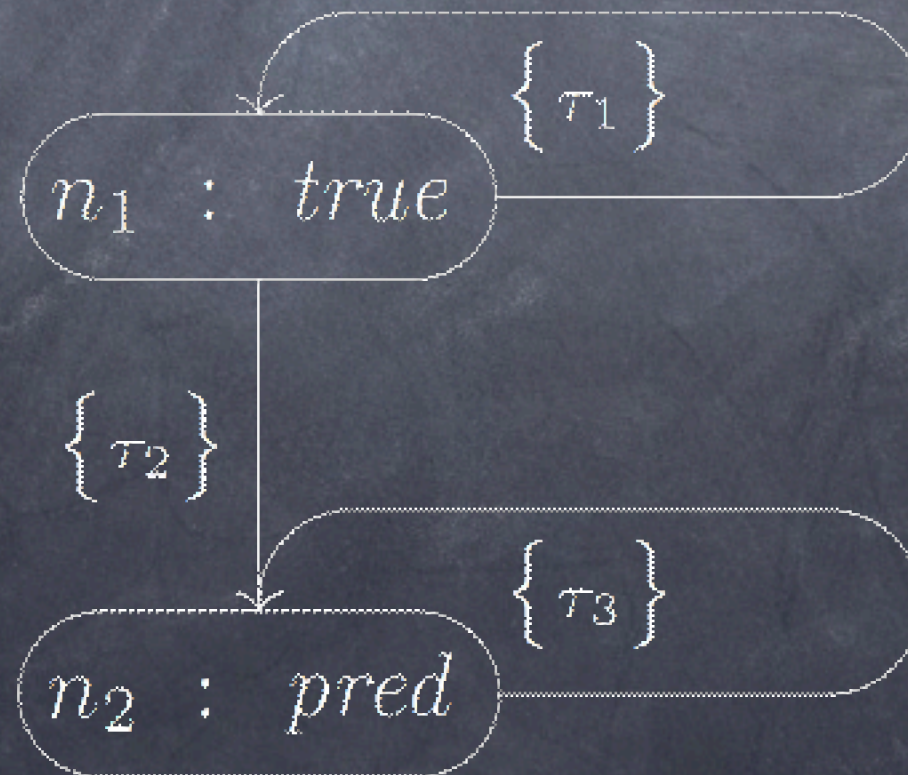




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Main Idea



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φ



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Most General Client [N]

(extended with GV)

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- Verification conditions like: initialization, consecution, acceptance, fairness, satisfaction...



# Main Idea

Concurrent Data Structure



Most General Client [N]  $\longleftrightarrow$   $\Psi$   $\longleftrightarrow$   $\varphi$   
(extended with GV)

- Verification conditions like: initialization, consecution, acceptance, fairness, satisfaction... ✓



# Skiplists



# Skiplists

- Sorted list of elements



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*head*

*last*





# Skiplists

- Sorted list of elements
- Hierarchy of linked lists

*head*

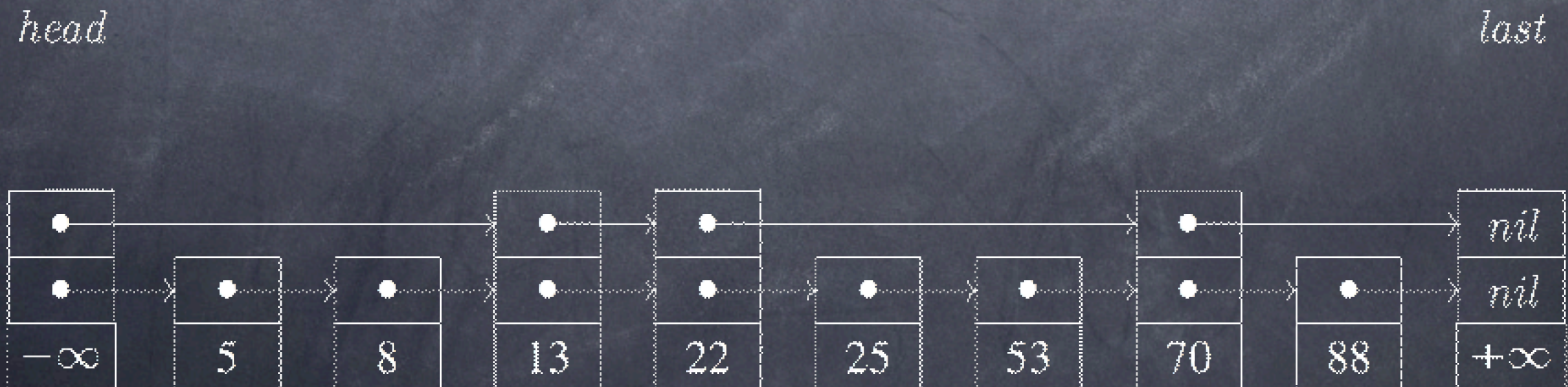
*last*





# Skiplists

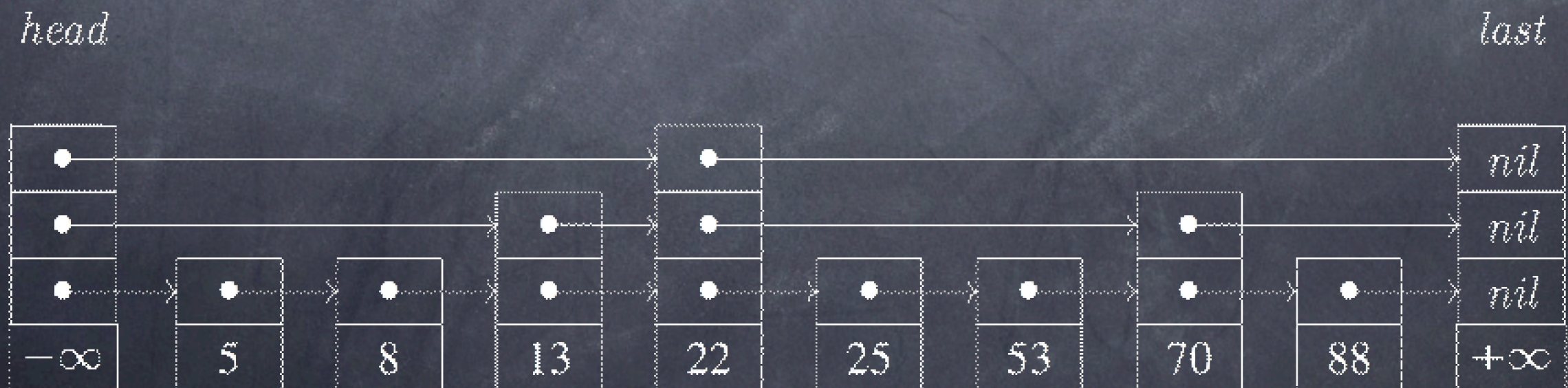
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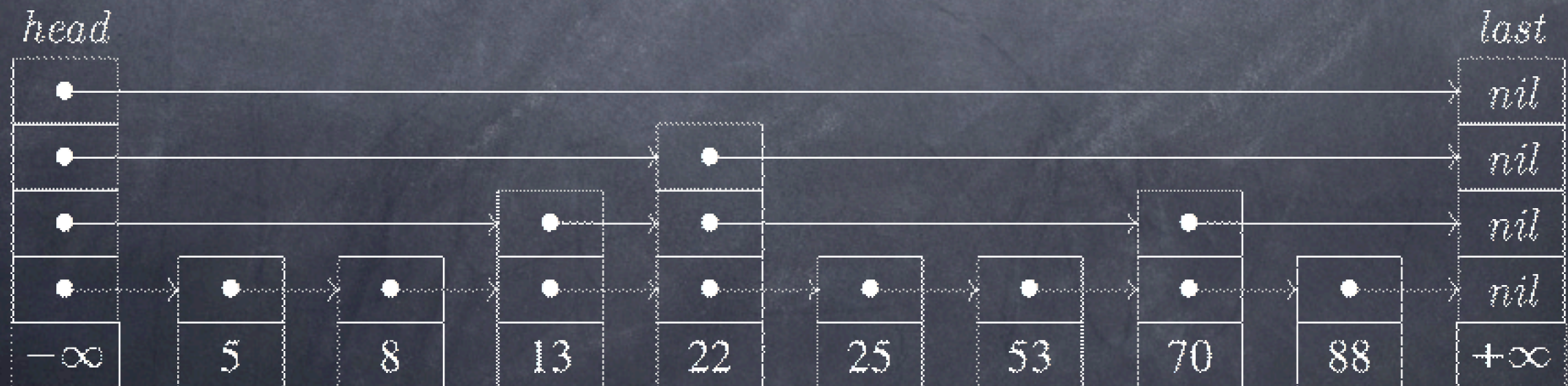
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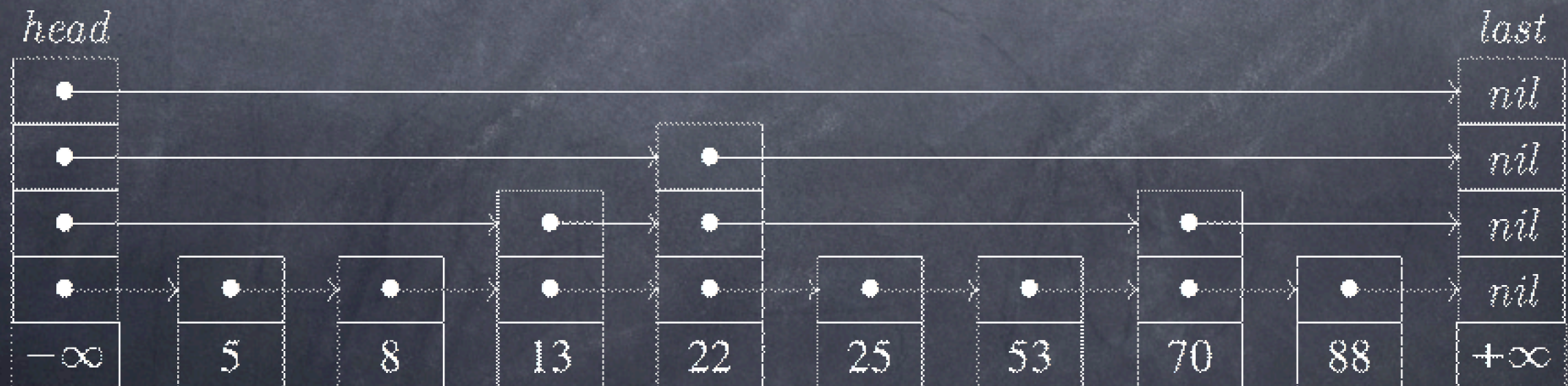
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# Skiplists

- Sorted list of elements
- Hierarchy of linked lists
- Efficiency comparable to balanced binary search trees









# Fine-grained lock-coupling concurrent skiplists



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- Reduce granularity of locks



# Fine-grained lock-coupling concurrent skiplists

- Reduce granularity of locks
- Locks acquired and released in climbing fashion



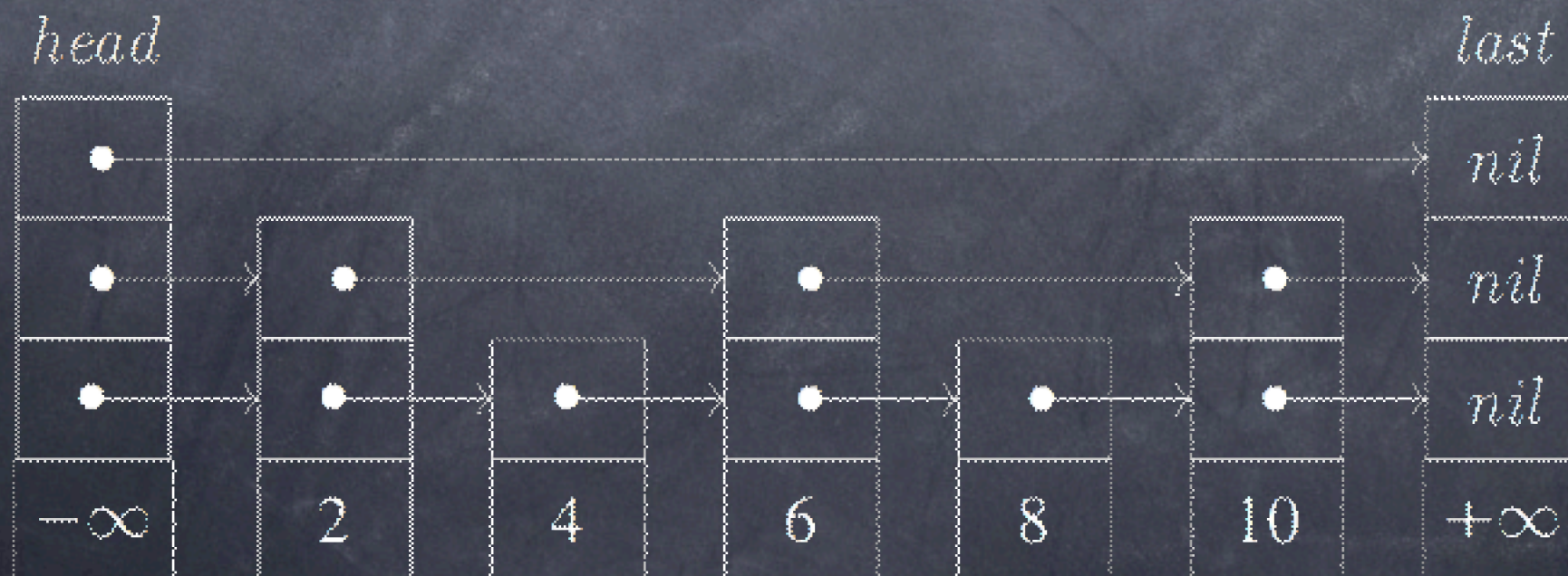




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$insert^{[k]}(9)$

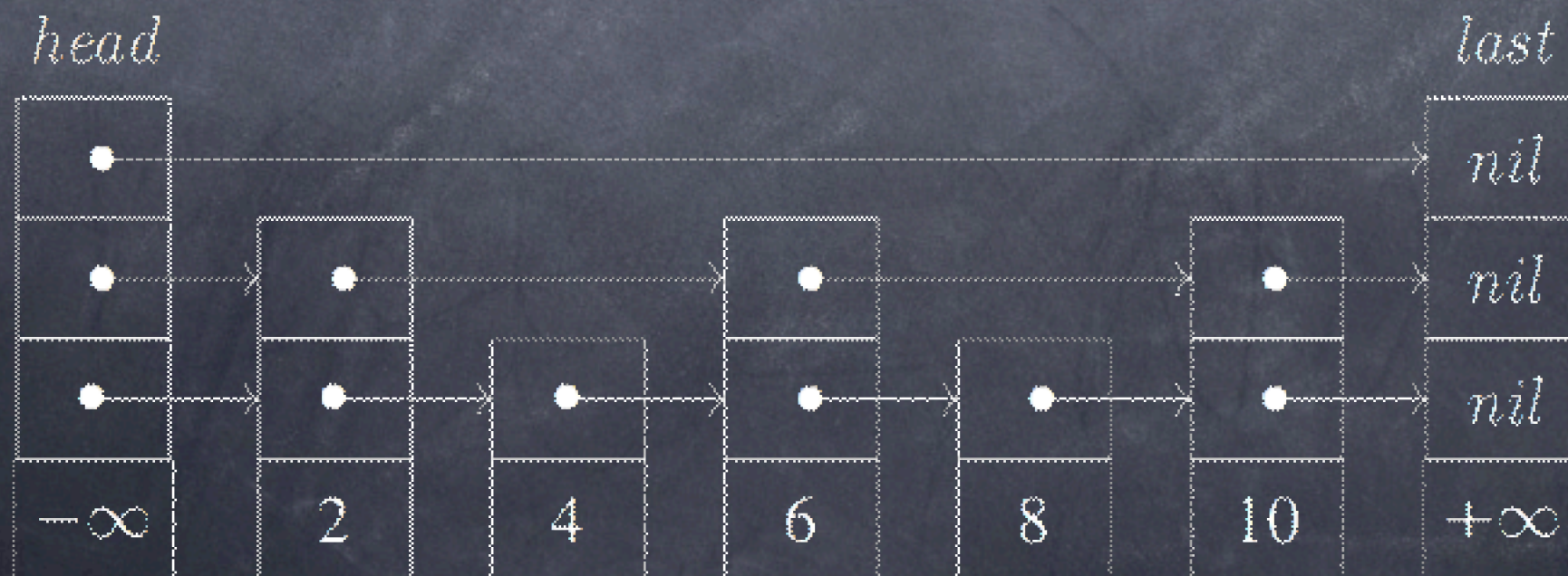




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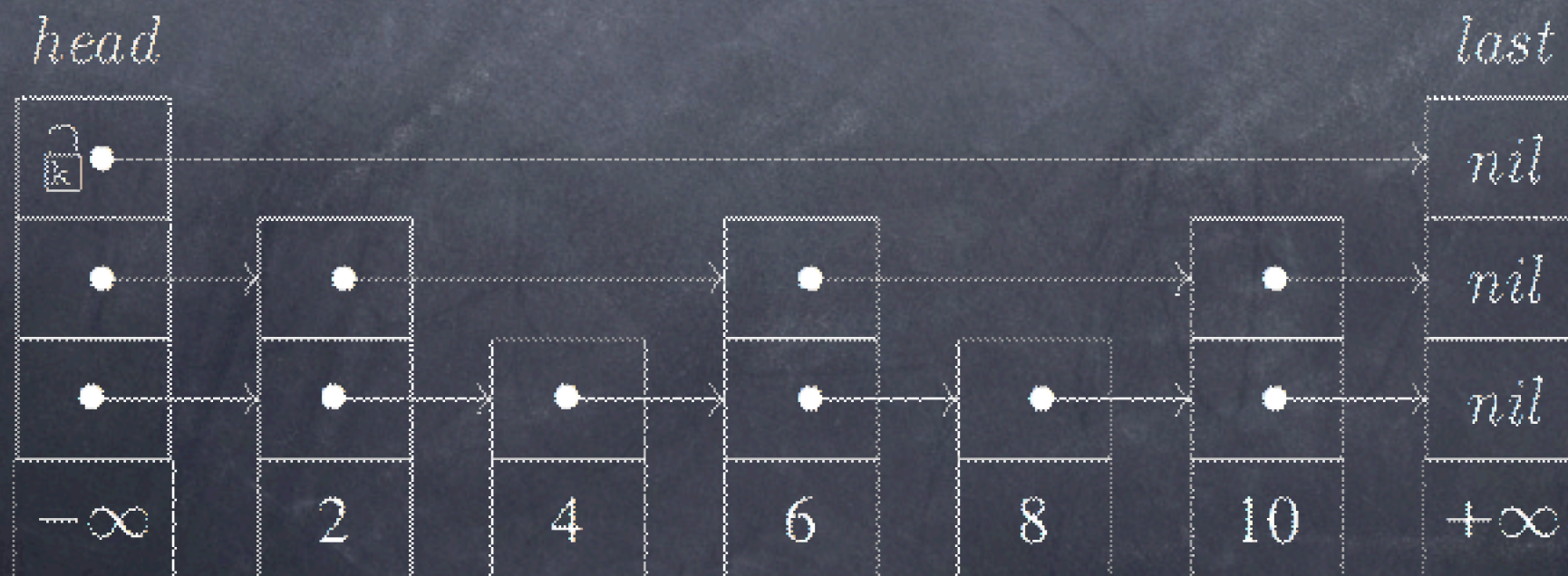




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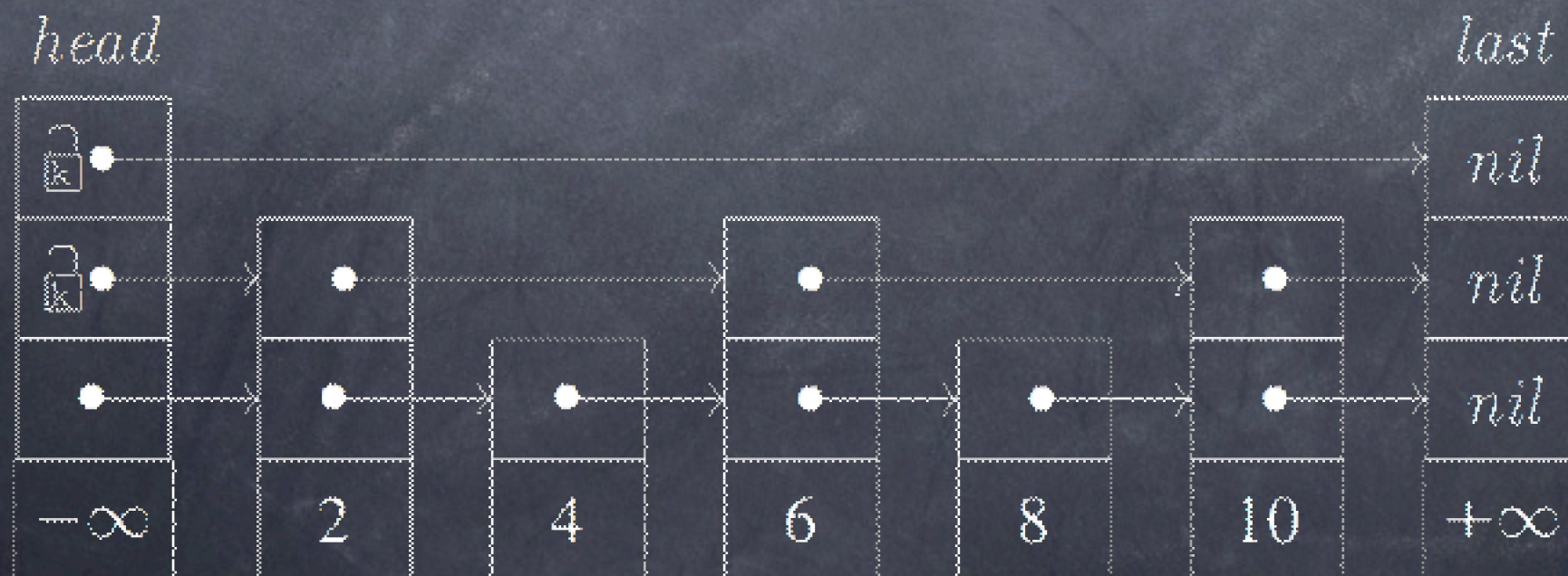




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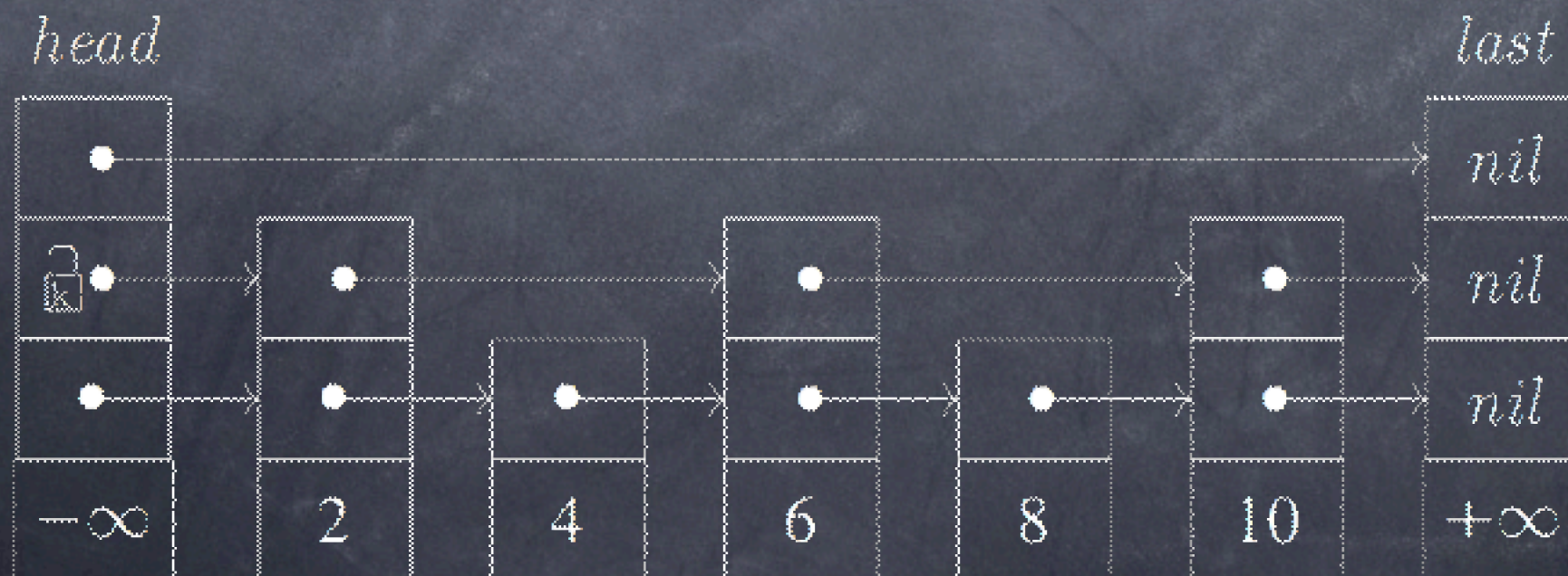




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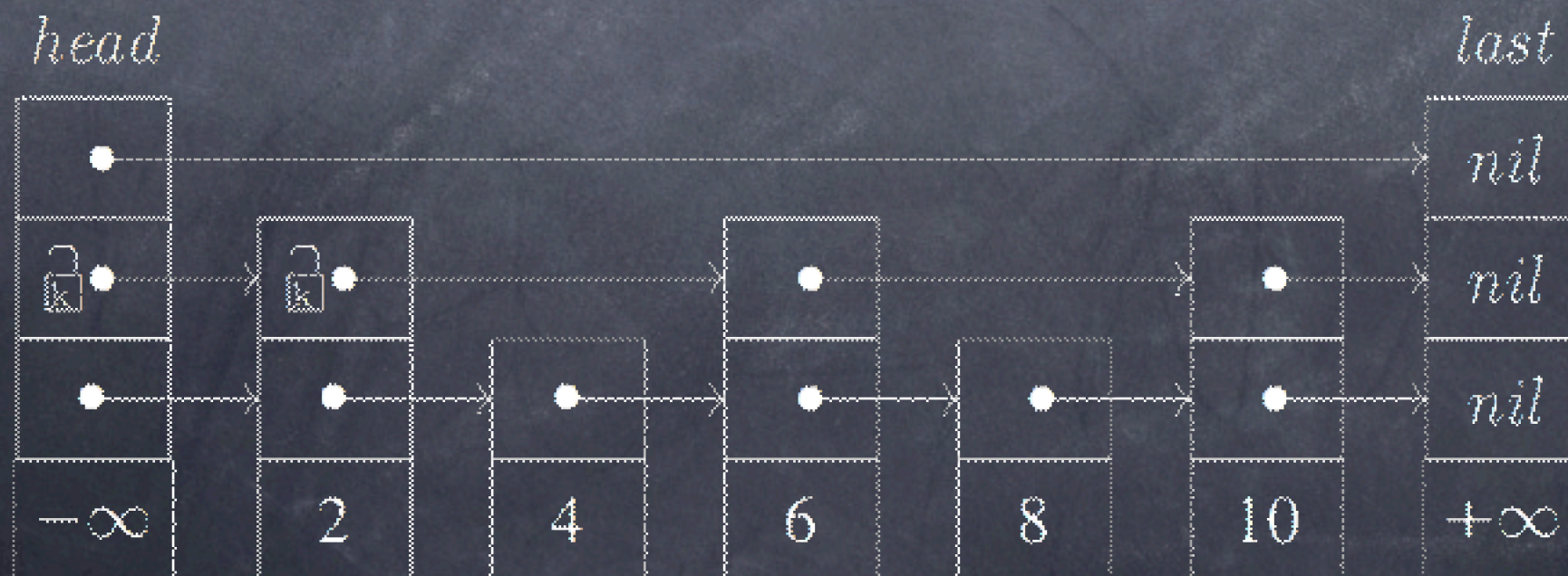




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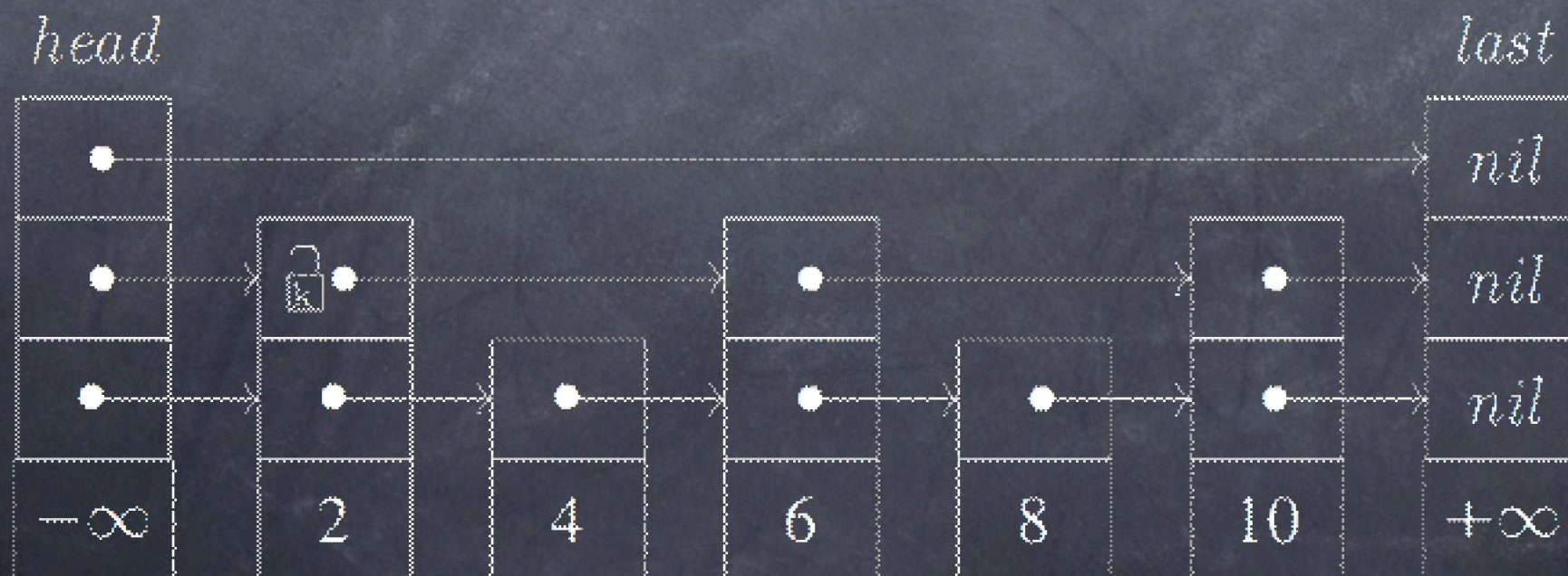




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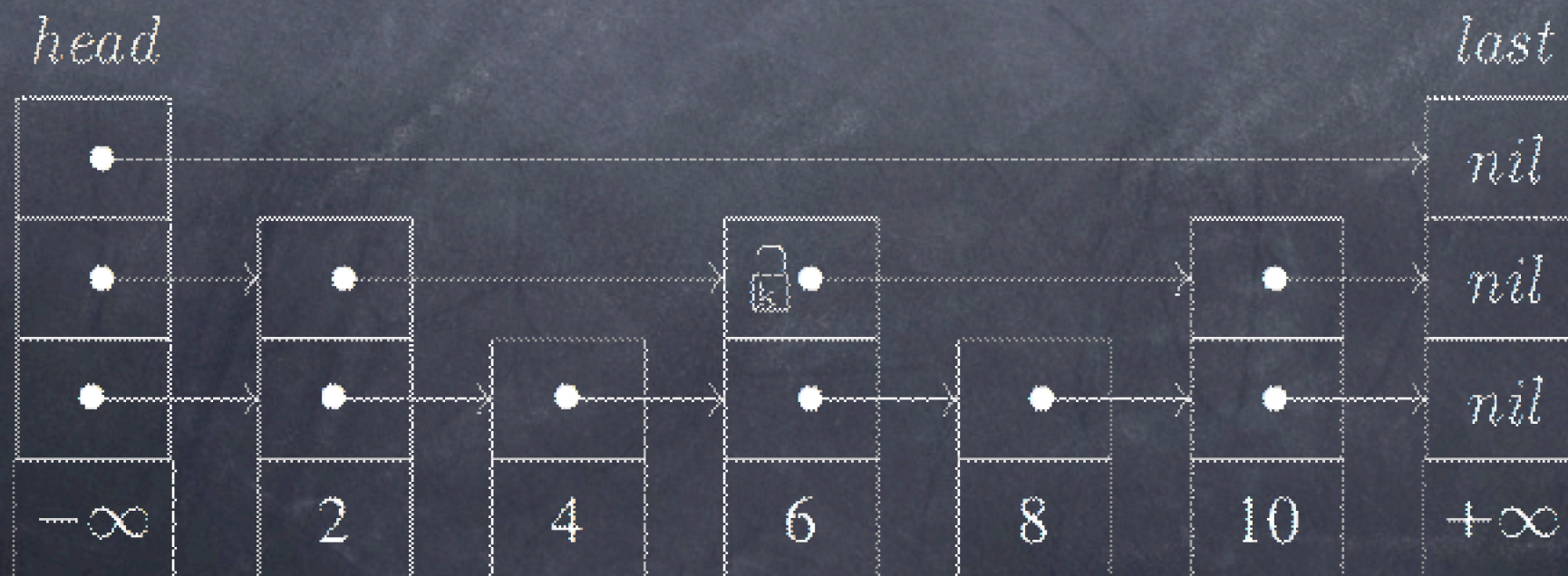




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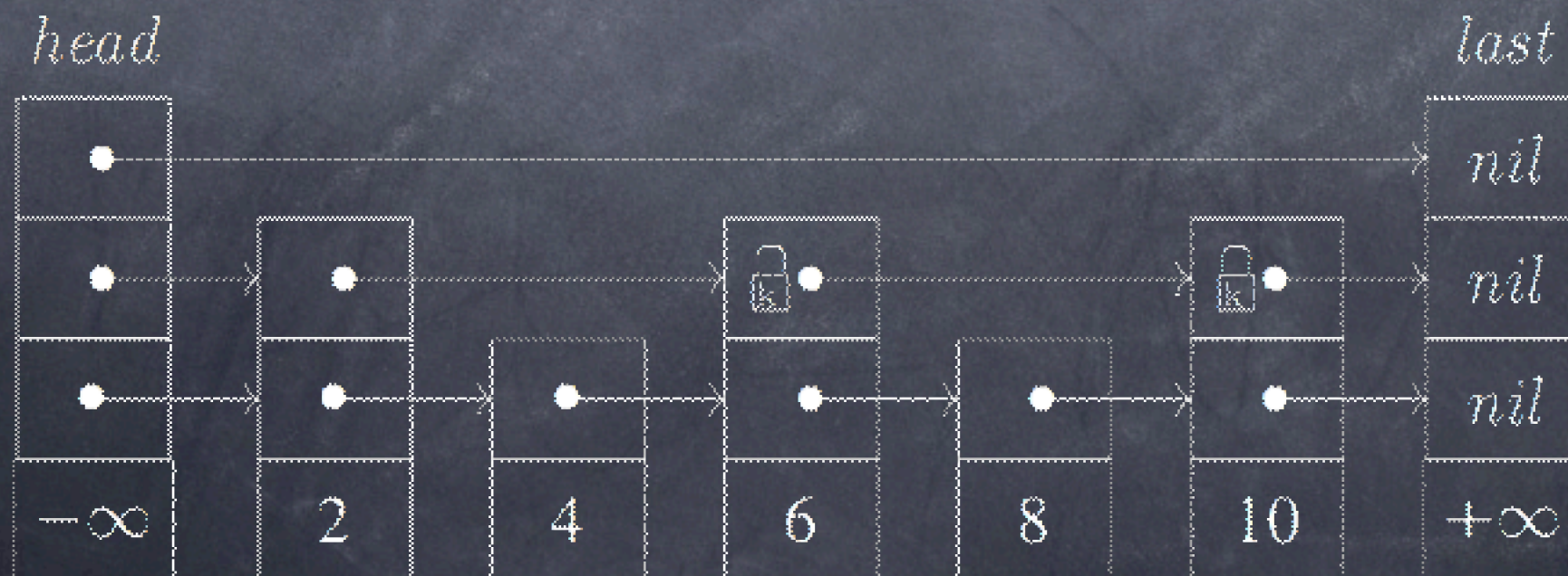




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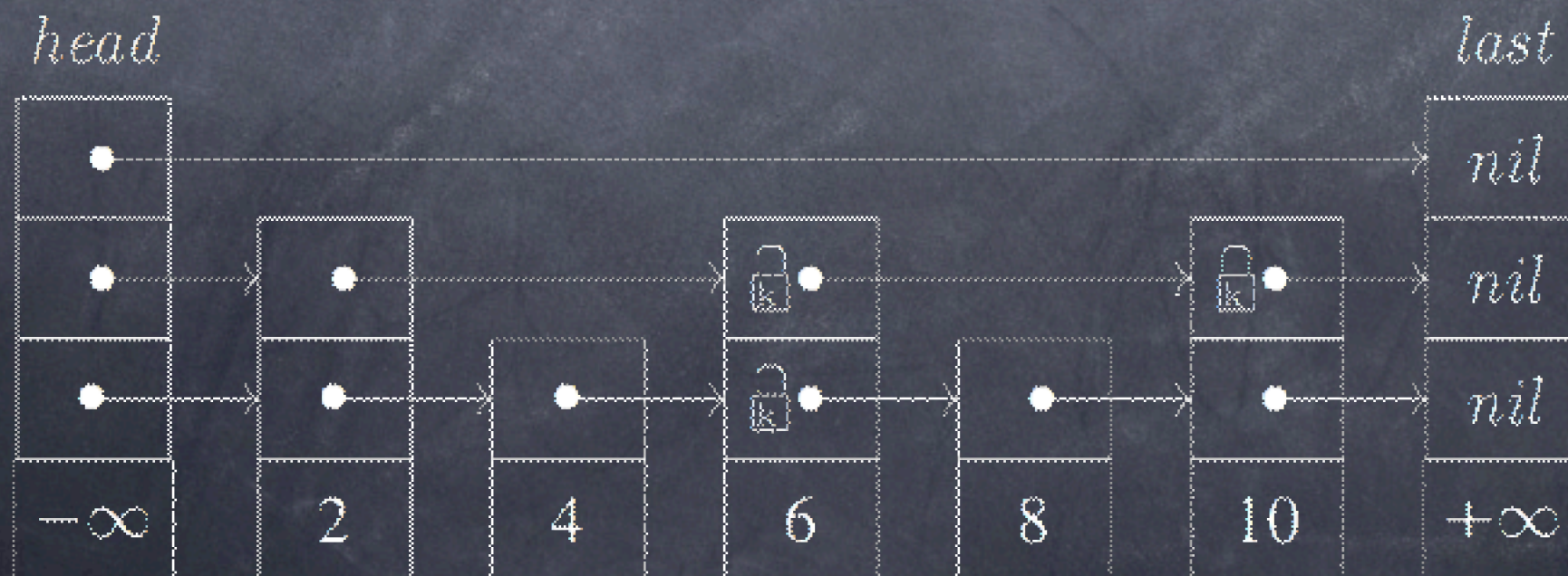




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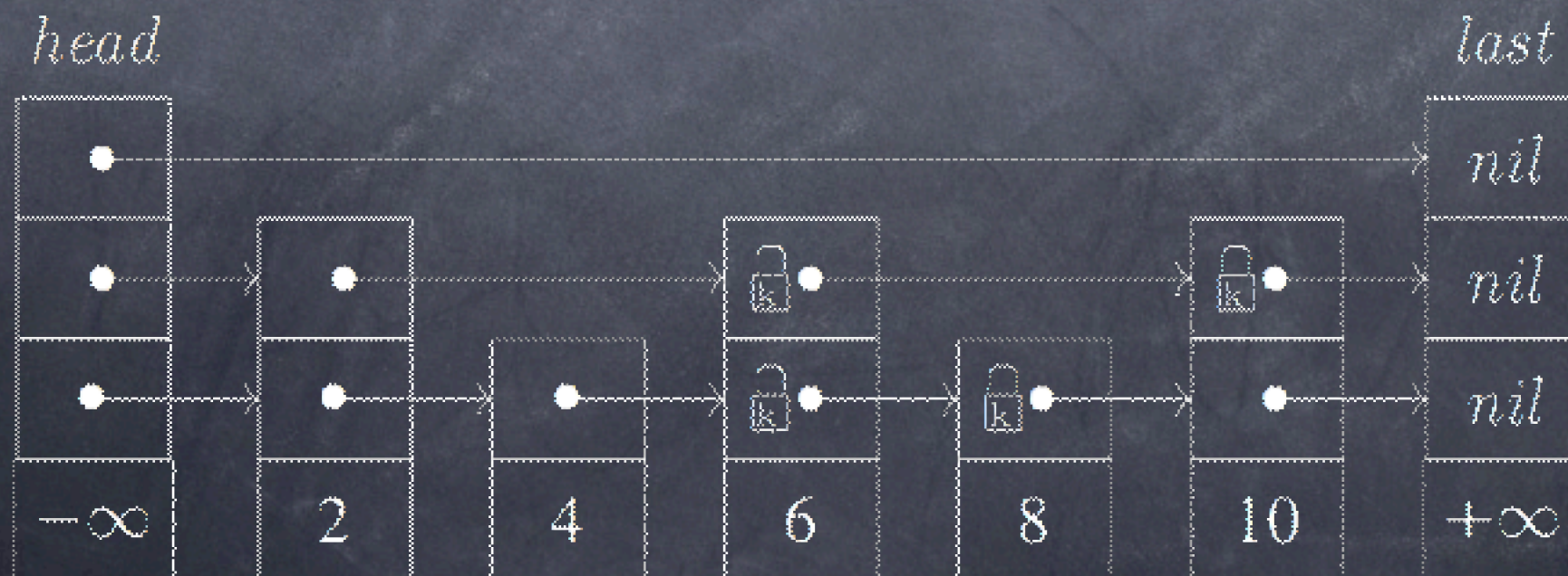




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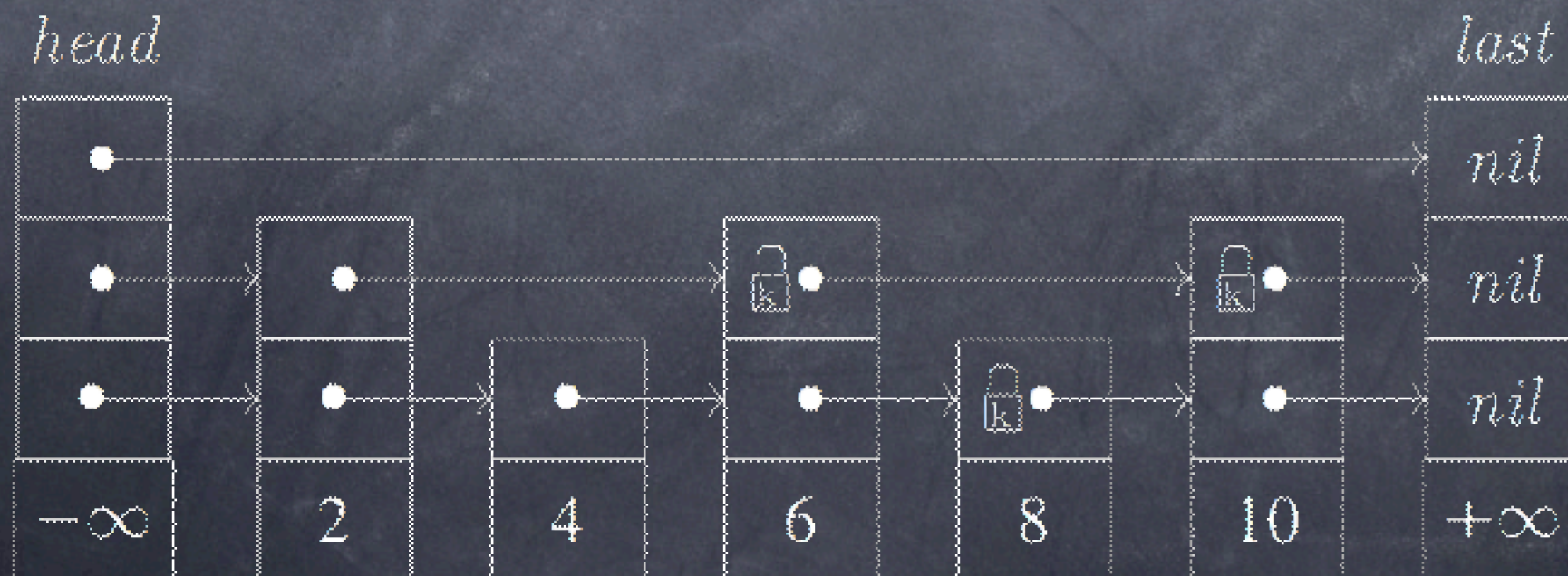




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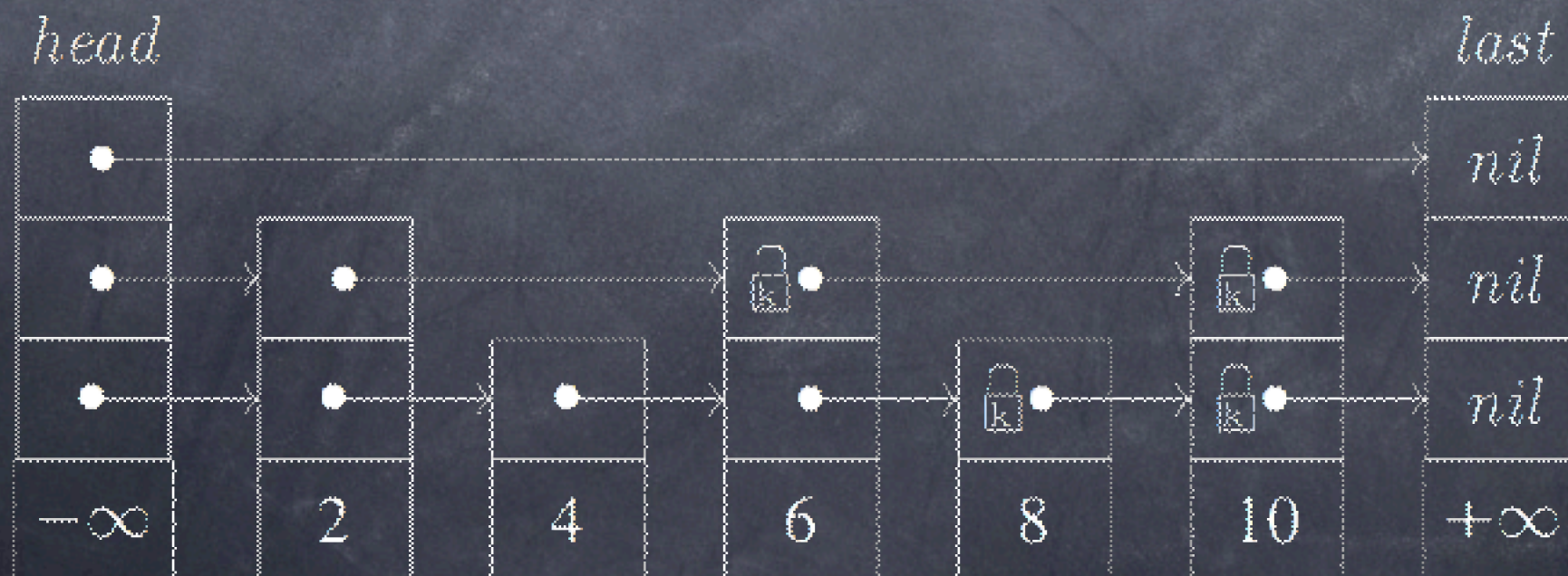




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Fine-grained lock-coupling CSL



# Fine-grained lock-coupling CSL

*insert(sl, v)*

Algorithm 4 Insertion on a lock-coupling concurrent skiplist

```
1: procedure INSERT(SkipList sl, Key k, Value newval)
2:   Vector < Node* > update[1..sl.maxLevel] // @ mr := emp
3:   lvl := randomLevel()
4:   Node* pred := sl.head
5:   pred.locks[lvl].lock() // @ mr := mr ∪ (pred, forward[lvl])
6:   Node* curr := pred.forward[lvl]
7:   curr.locks[lvl].lock() // @ mr := mr ∪ (curr, forward[lvl])
8:   for i := lvl downto 1 do
9:     if i < lvl then
10:      pred.locks[i].lock() // @ mr := mr ∪ (pred, forward[i])
11:      curr := pred.forward[i]
12:      curr.locks[i].lock() // @ mr := mr ∪ (curr, forward[i])
13:    end if
14:    while curr.key < k do
15:      pred.locks[i].unlock() // @ mr := mr − (pred, forward[i])
16:      pred := curr
17:      curr := pred.forward[i]
18:      curr.locks[i].lock() // @ mr := mr ∪ (curr, forward[i])
19:    end while
20:    update[i] := pred
21:  end for
22:  if curr.key = k then
23:    curr.val = newval
24:    for i := 1 to lvl do
25:      update[i].forward[i].locks[i].unlock()
26:      // @ mr := mr − (update[i].forward[i], forward[i])
27:      update[i].locks[i].unlock() // @ mr := mr − (update[i], forward[i])
28:    end for
29:  else
30:    x := CreateNode(lvl, k, newval)
31:    for i := 1 to lvl do
32:      x.forward[i] := update[i].forward[i]
33:      update[i].forward[i] := x // @ sl.r := sl.r ∪ (x)
34:      x.forward[i].locks[i].unlock() // @ mr := mr − (x.forward[i], forward[i])
35:      update[i].locks[i].unlock() // @ mr := mr − (update[i], forward[i])
36:    end for
37:  end if
end procedure
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```

**while** *curr.key* < *k* **do**

*pred.locks*[*i*].unlock()

*pred* := *curr*

*curr* := *pred.forward*[*i*]

*curr.locks*[*i*].lock()

**end while**

// @  $m_r := m_r - (\text{pred}, \text{forward}[i])$

// @  $m_r := m_r \cup (\text{curr}, \text{forward}[i])$



# Fine-grained lock-coupling CSL

*insert(sl, v)    search(sl, v)    remove(sl, v)*

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# Fine-grained lock-coupling CSL

*insert(sl, v)   search(sl, v)   remove(sl, v)   decide(sl)*

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# Fine-grained lock-coupling CSL

*insert(sl, v)*   *search(sl, v)*   *remove(sl, v)*   *decide(sl)*

$T_i$



# Fine-grained lock-coupling CSL

$insert(sl, v)$     $search(sl, v)$     $remove(sl, v)$     $decide(sl)$

$$T_i \models \square \varphi_{insert}(i)$$

$$\varphi_{insert}(i) \hat{=} at\_insert_{8..36}^{[i]} \rightarrow at\_insert_{8..36}^{[i]} \mathcal{U} at\_insert_{37}^{[i]}$$



# Fine-grained lock-coupling CSL

*insert(sl, v)*   *search(sl, v)*   *remove(sl, v)*   *decide(sl)*

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$\Psi$



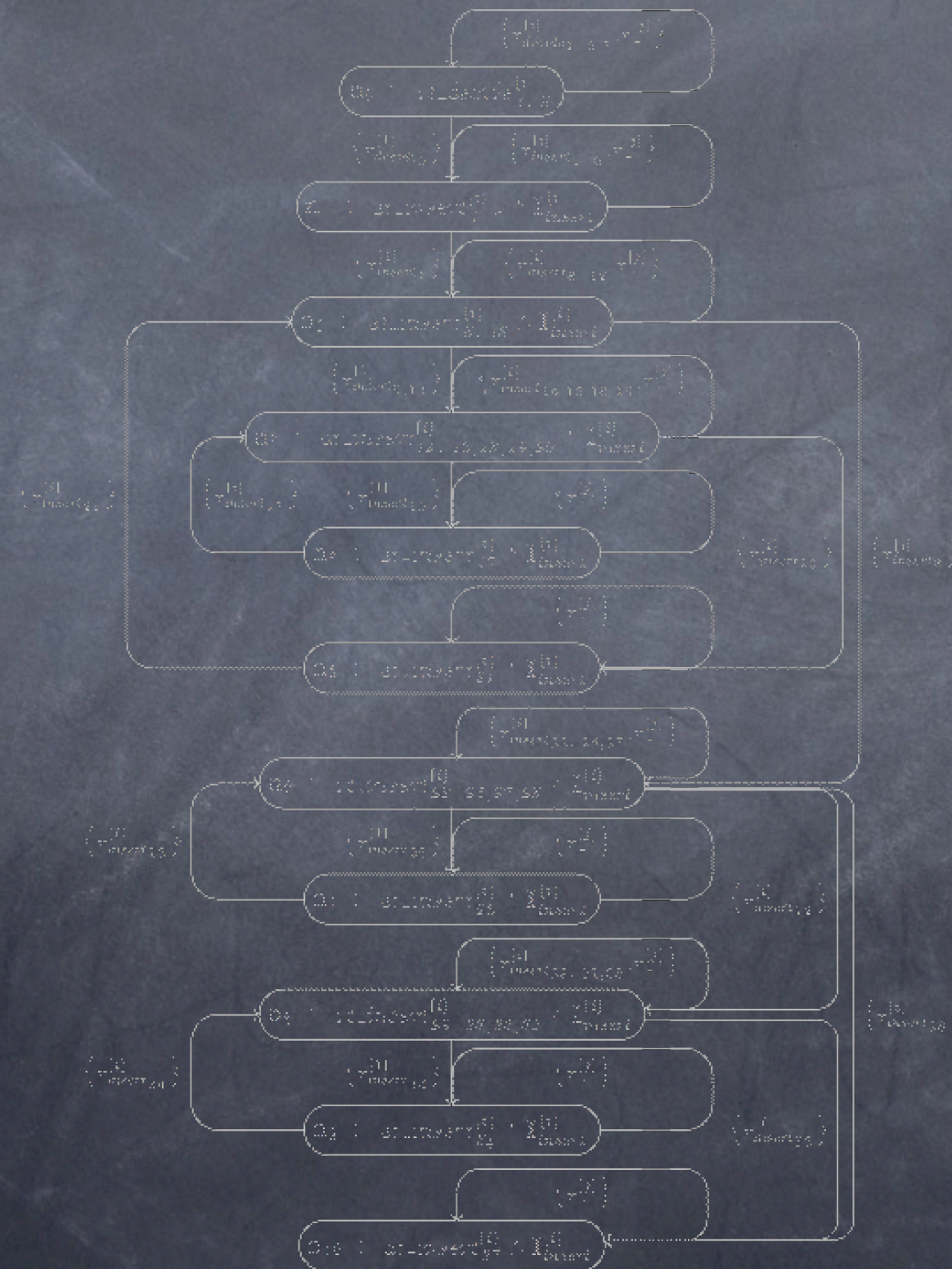
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Fine-grained lock-coupling CSL

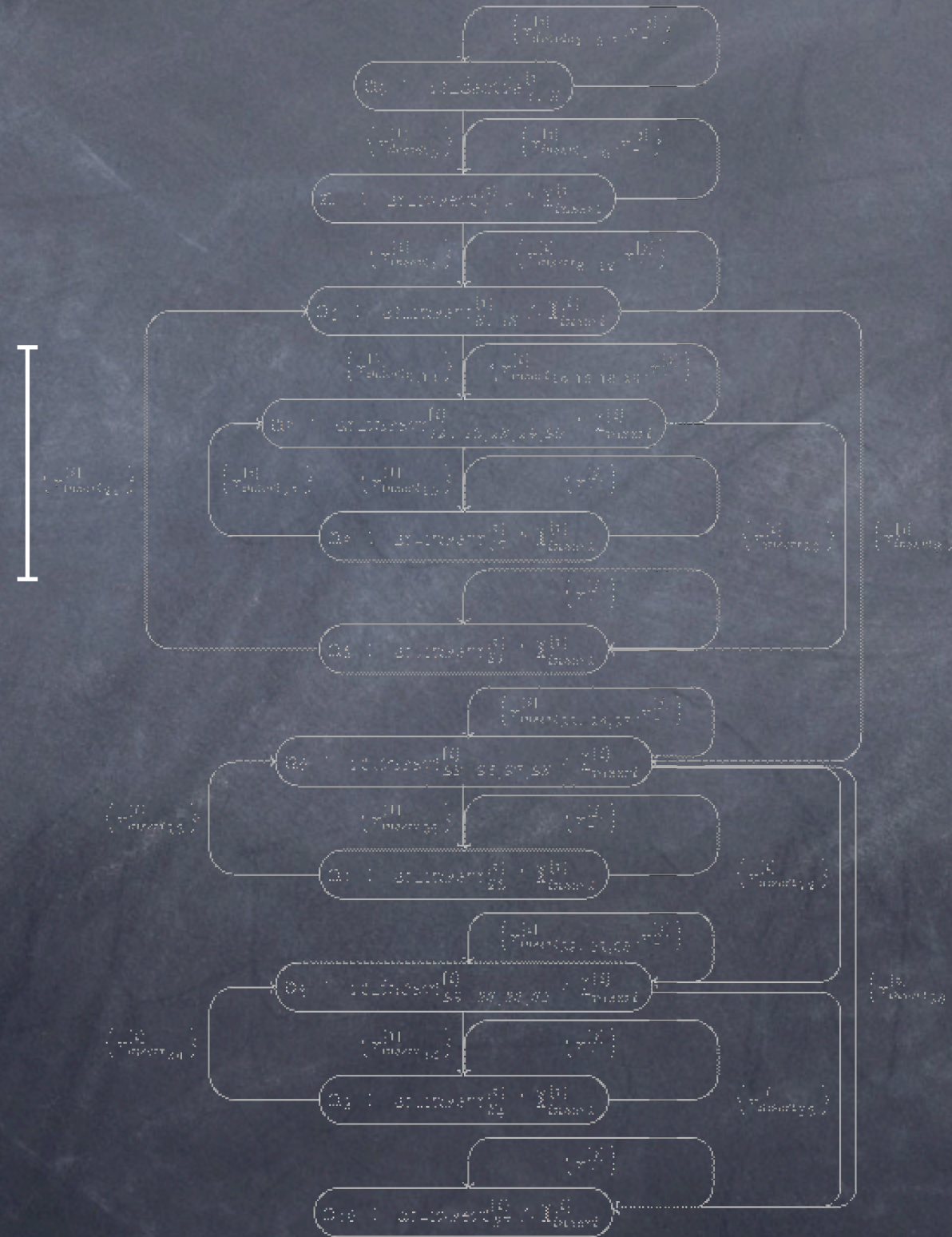


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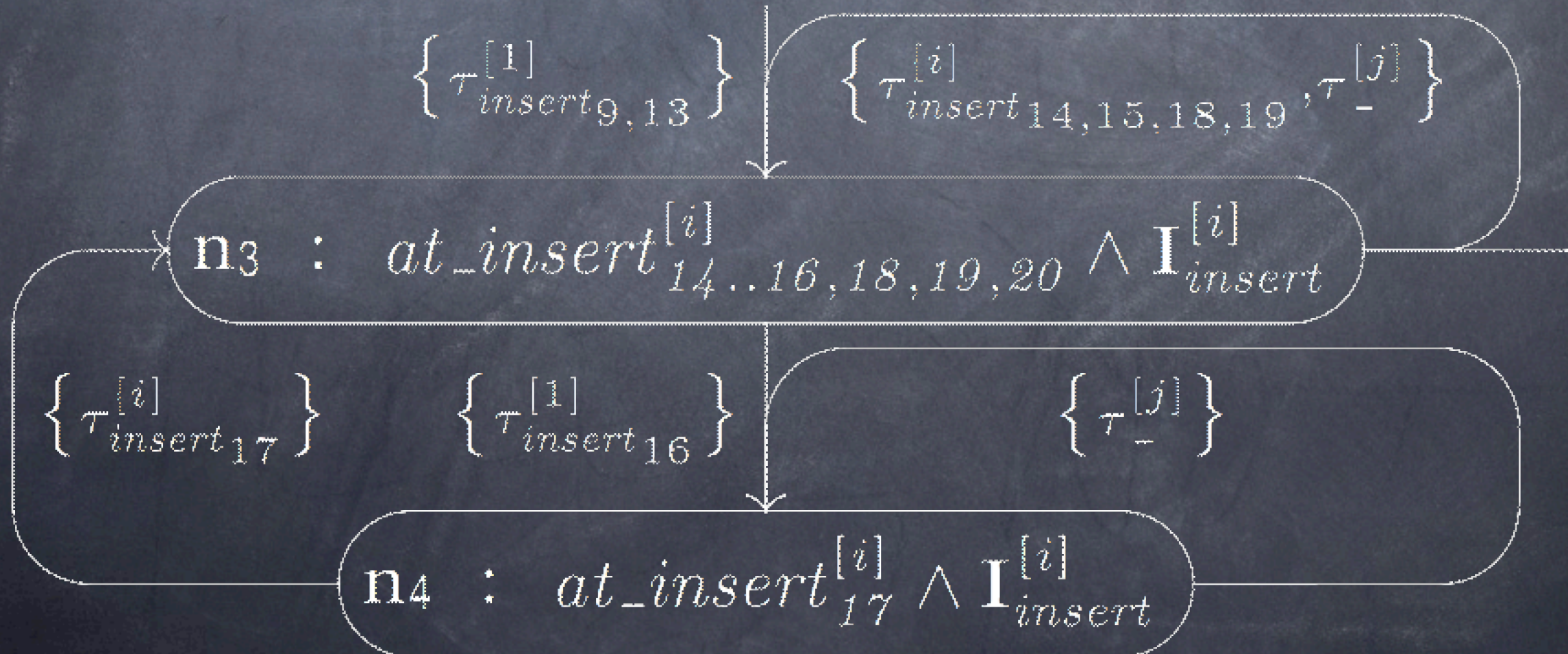


# Fine-grained lock-coupling CSL





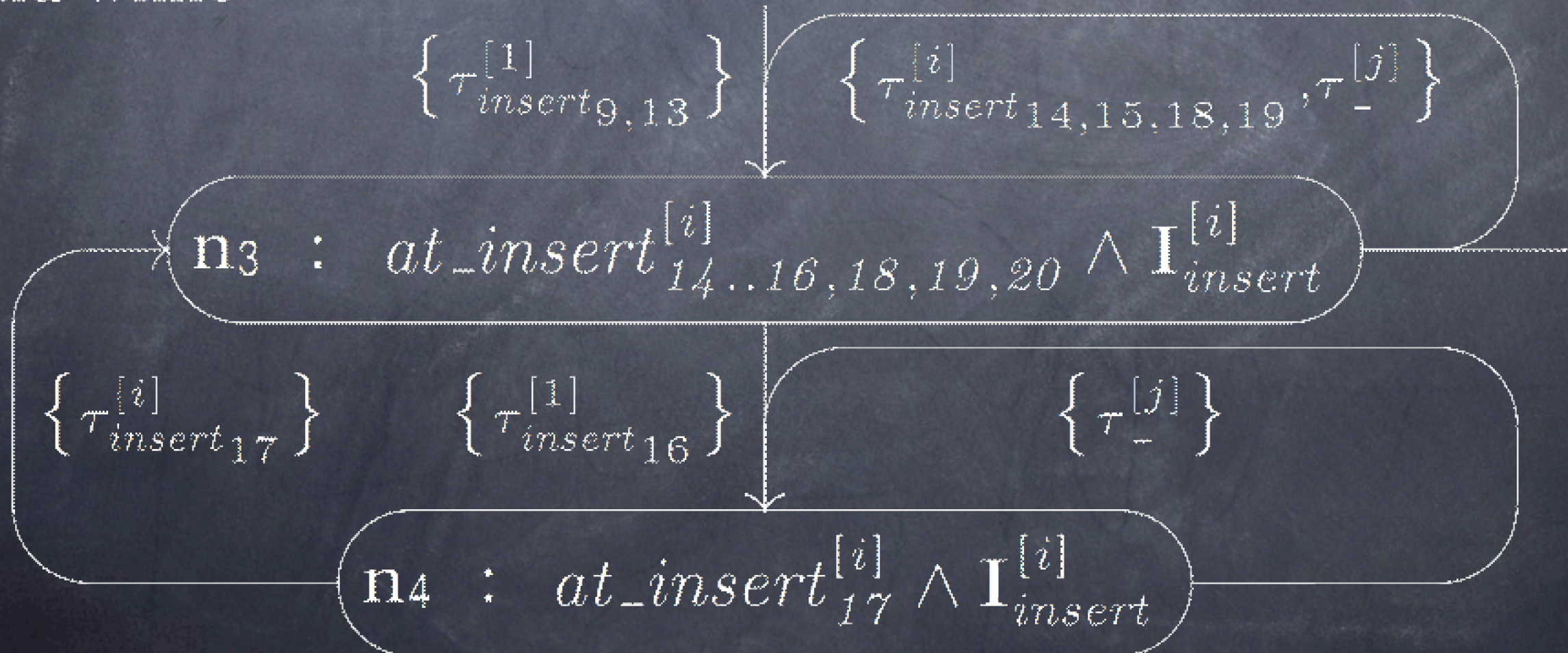
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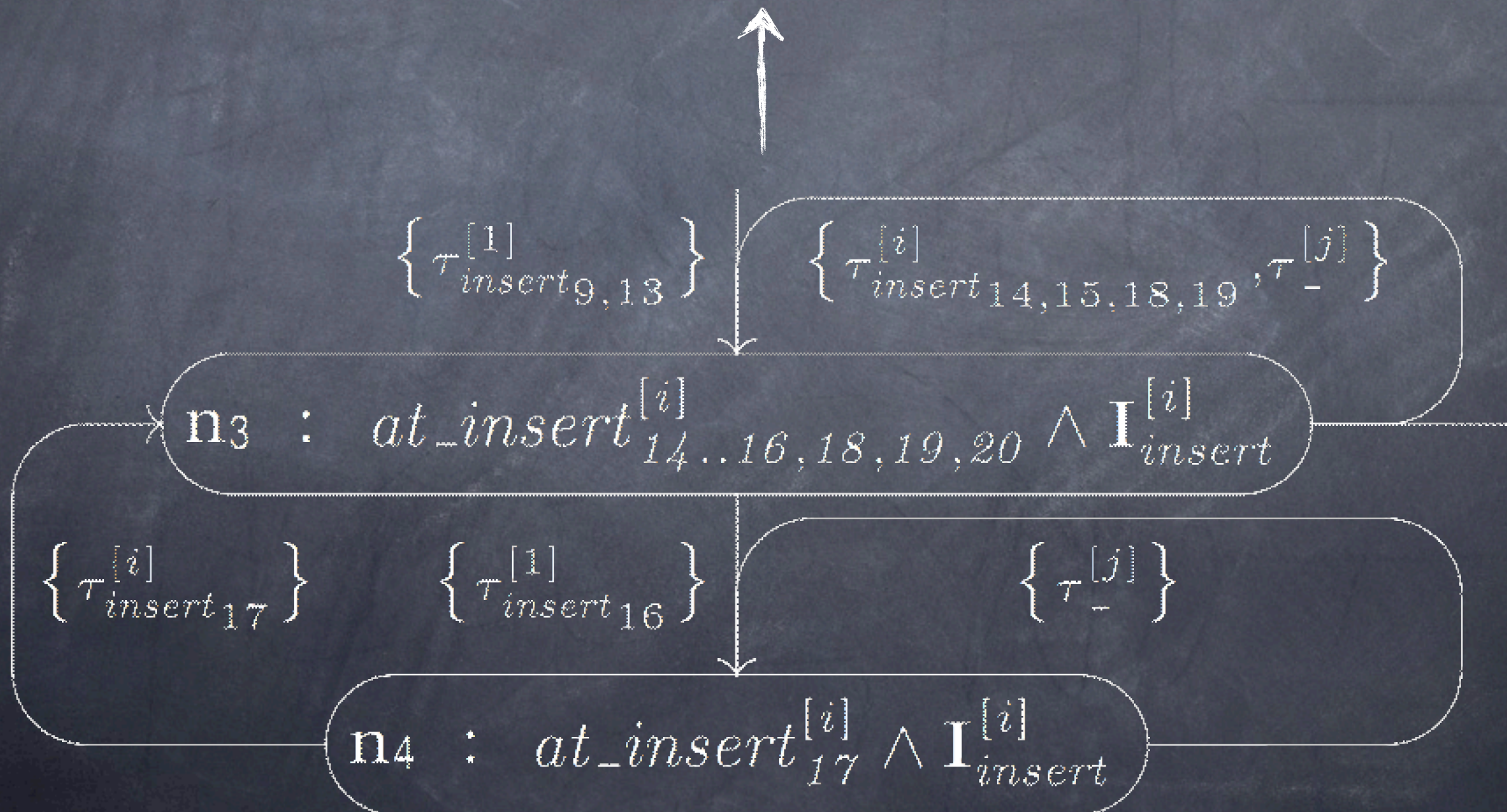
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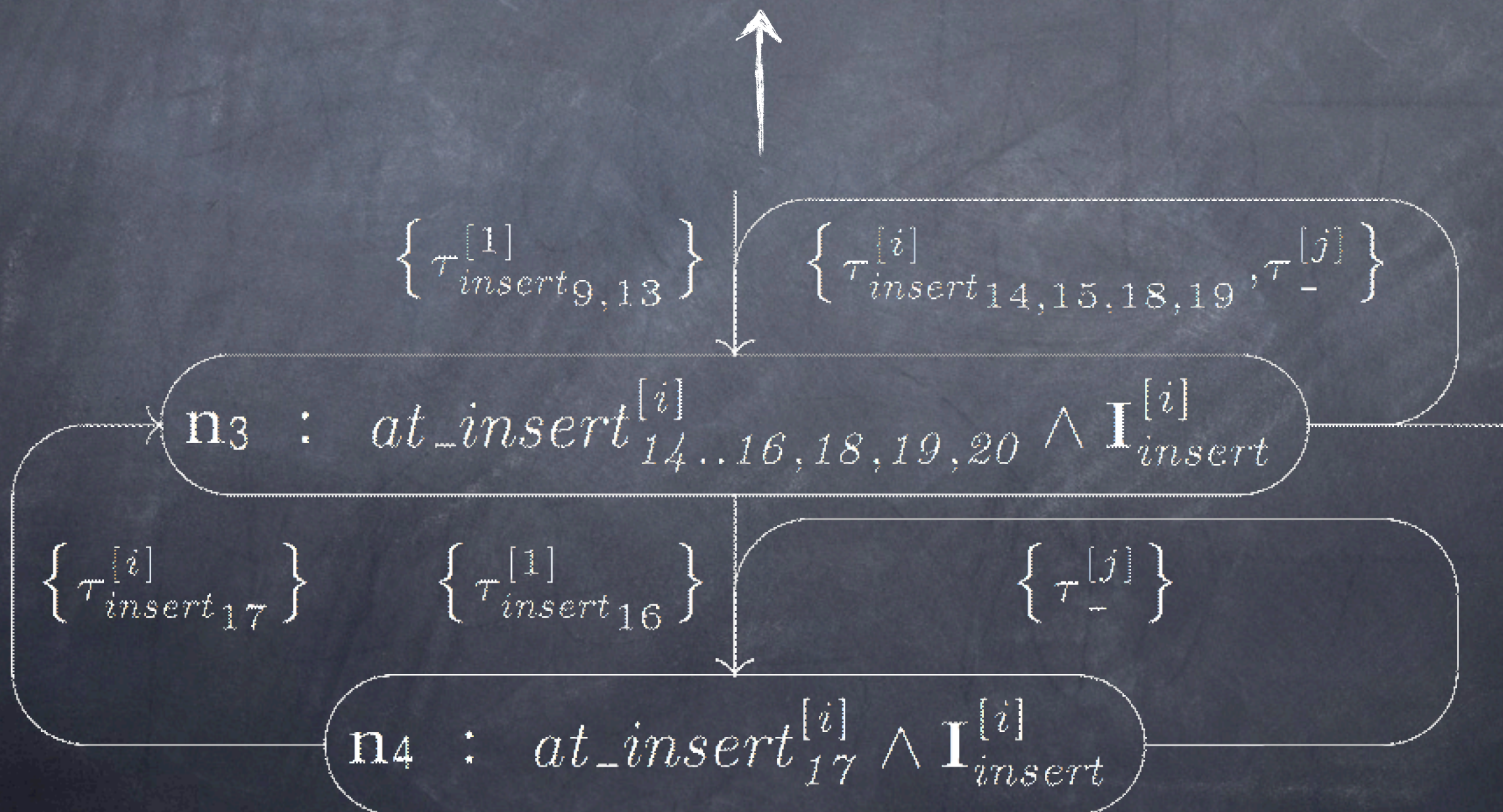
Verification conditions





# Fine-grained lock-coupling CSL

Verification conditions ✓





# Fine-grained lock-coupling CSL

Verification conditions ✓

$\Psi$

$$\parallel_{j \in T_{ID} - \{i\}} T_j \parallel T_i \models \varphi_{insert}(i)$$



# Fine-grained lock-coupling CSL

Verification conditions ✓

$$\begin{array}{c} \Psi \\ \downarrow \\ \parallel_{j \in T_{ID} - \{i\}} T_j \parallel T_i \models \varphi_{insert}(i) \end{array}$$



# Conclusions



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- Good results over many mutable data structures
- Experience shows possibility of working with parameterized VD



Future work



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- Extend the work over other concurrent data structures
- Enrich verifications diagrams
- Automatic generation of verification conditions
- Analyze decidability of involved logics
- Development of assisted decision procedures
- This is just the beginning



Questions ?