

A Concurrent Program Logic with a Future and History

Roland Meyer, Thomas Wies, Sebastian Wolff

[OOPSLA'22]

Motivation

"Programs = Algorithms + Data Structures"

–Niklaus Wirth, 1978

Motivation

"*Programs* = *Algorithms* + *Data Structures*"

–Niklaus Wirth, 1978



**Verification
via Separation Logic (SL)**

Motivation

"*Programs* = *Algorithms* + *Data Structures*"

–Niklaus Wirth, 1978



**Verification
via Separation Logic (SL)**

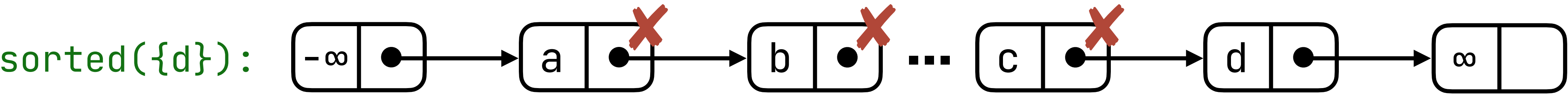


Automation

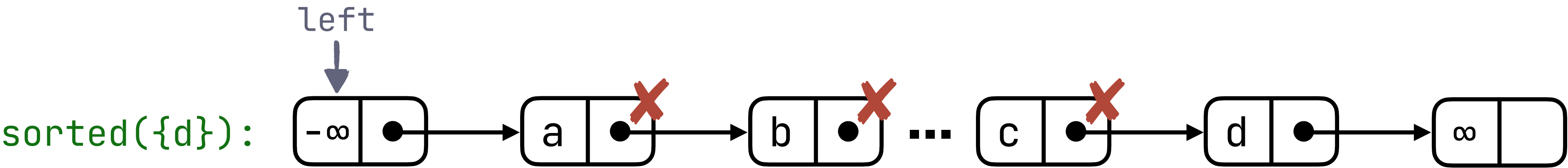
Verification Challenge 1: **Complex Unbounded Updates**

Verification Challenge 2: **Linearizability**

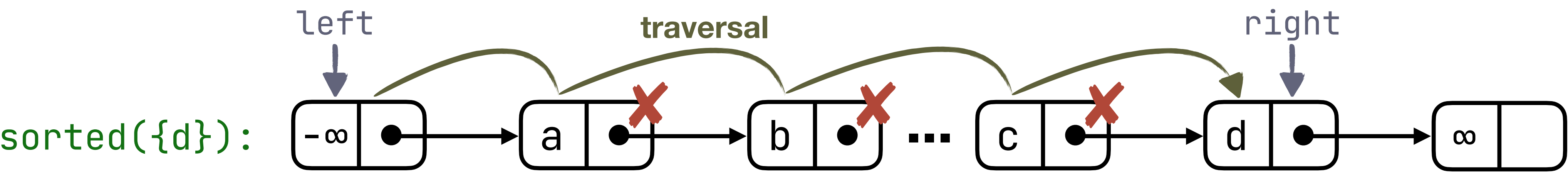
Example: Unbounded Removal



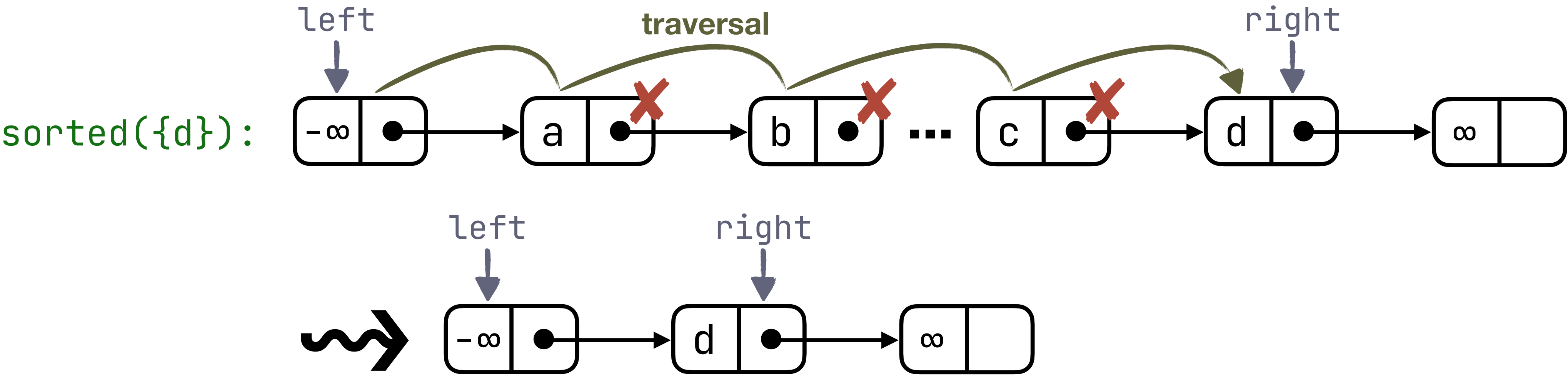
Example: Unbounded Removal



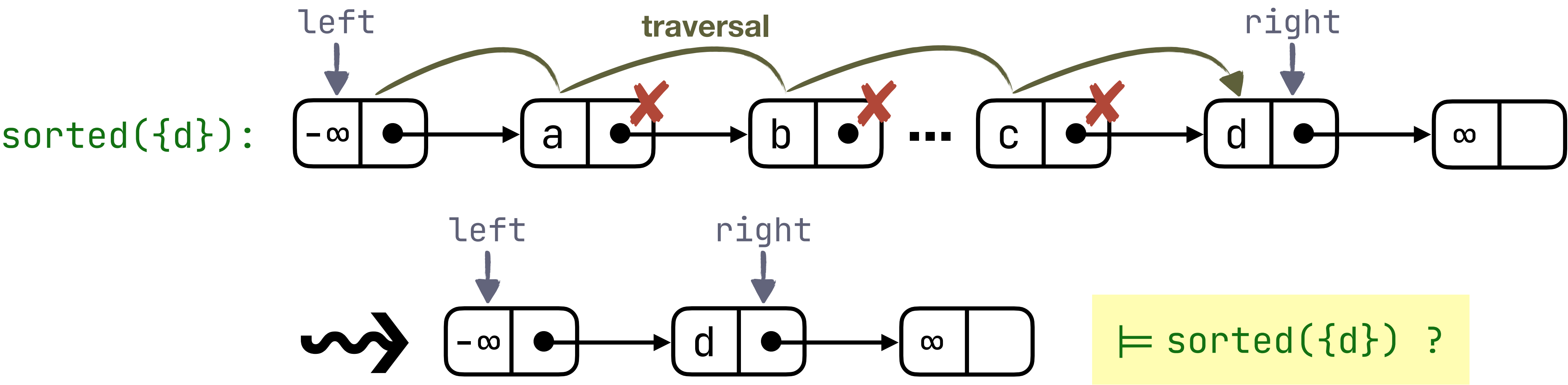
Example: Unbounded Removal



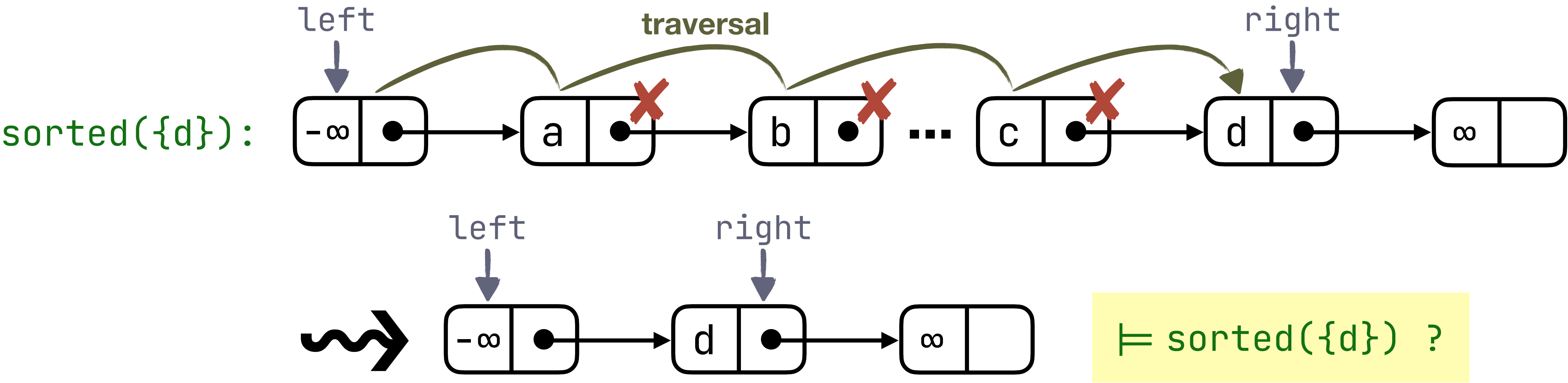
Example: Unbounded Removal



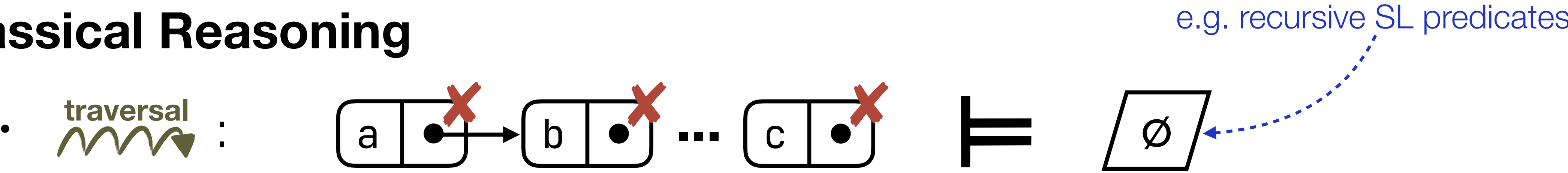
Example: Unbounded Removal



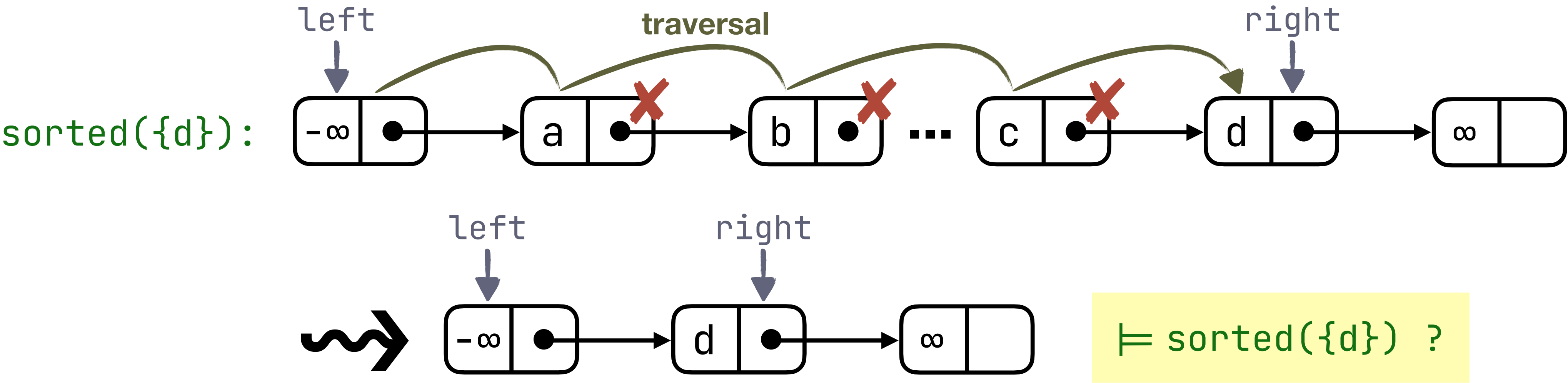
Example: Unbounded Removal



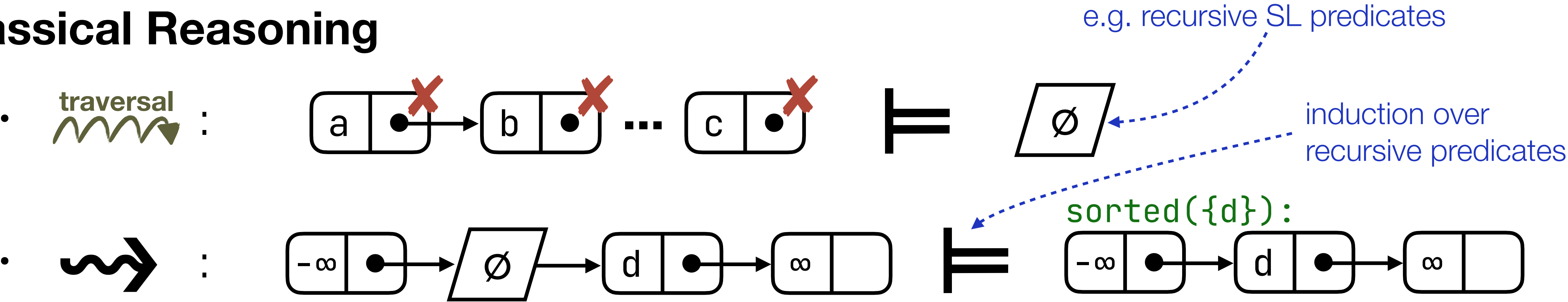
Classical Reasoning



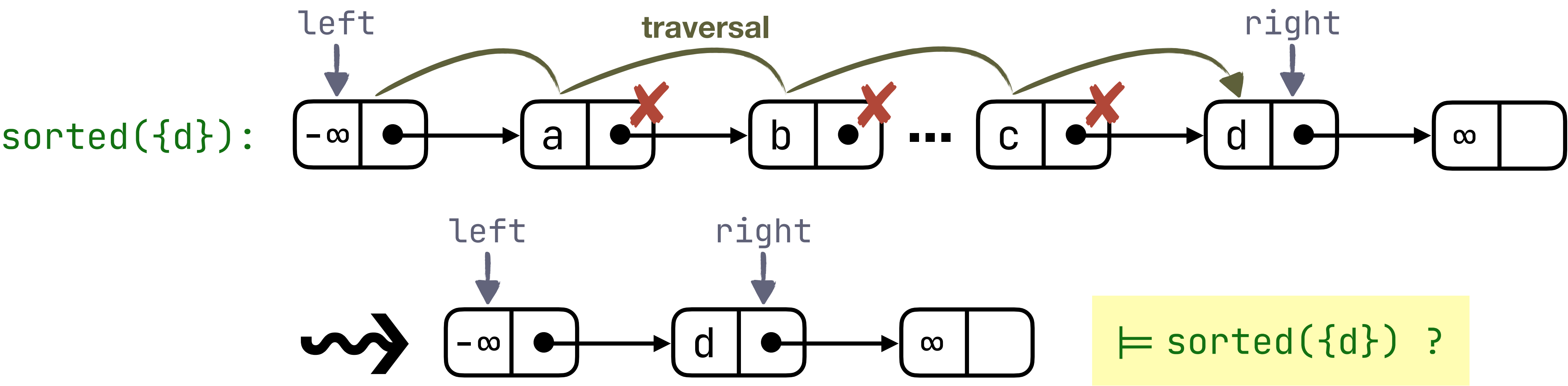
Example: Unbounded Removal



Classical Reasoning

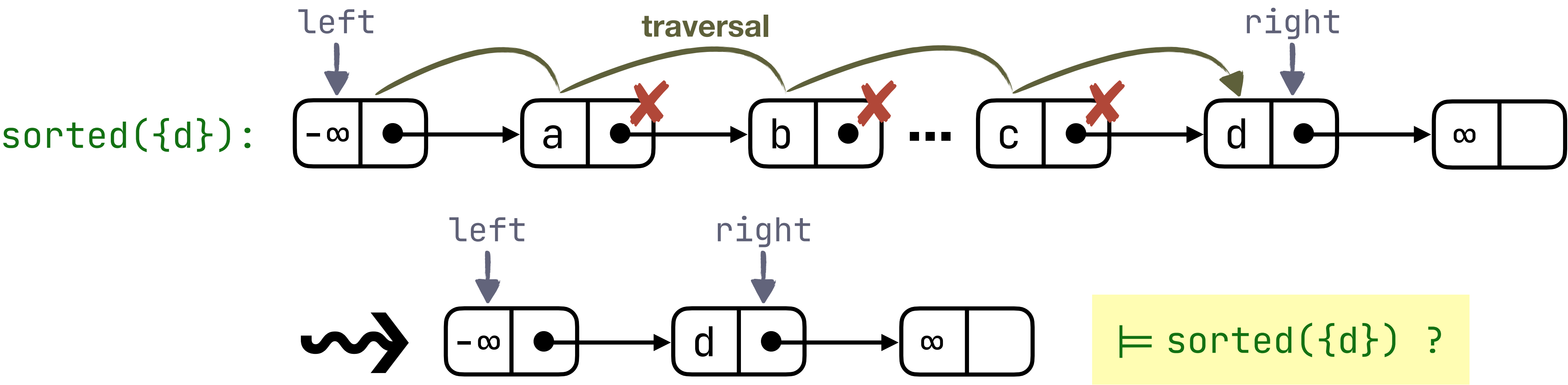


Example: Unbounded Removal

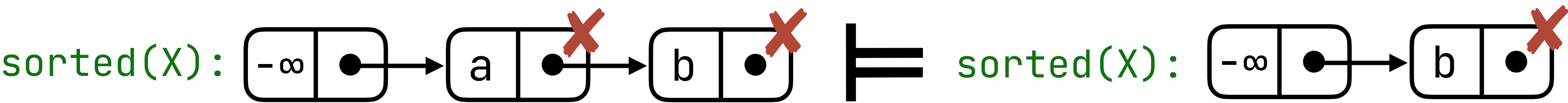


Contribution: Ghost Update Chunks

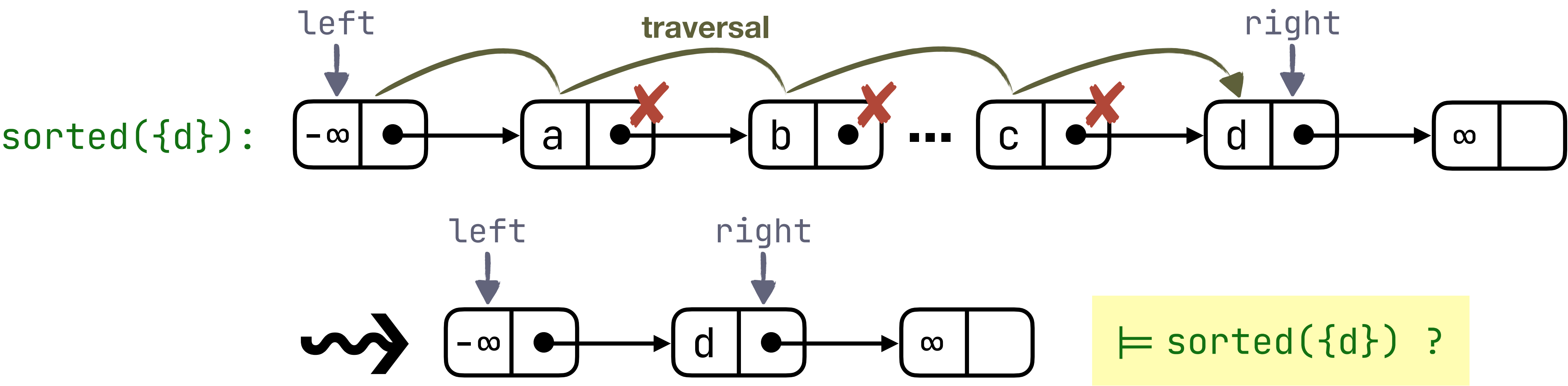
Example: Unbounded Removal



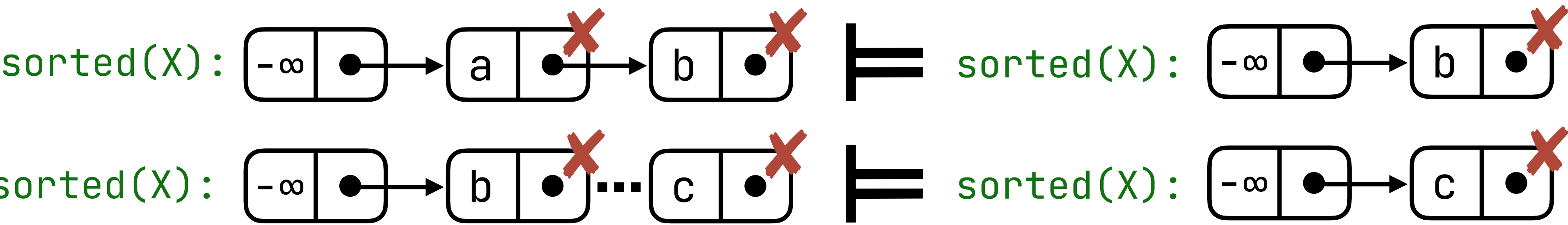
Contribution: Ghost Update Chunks



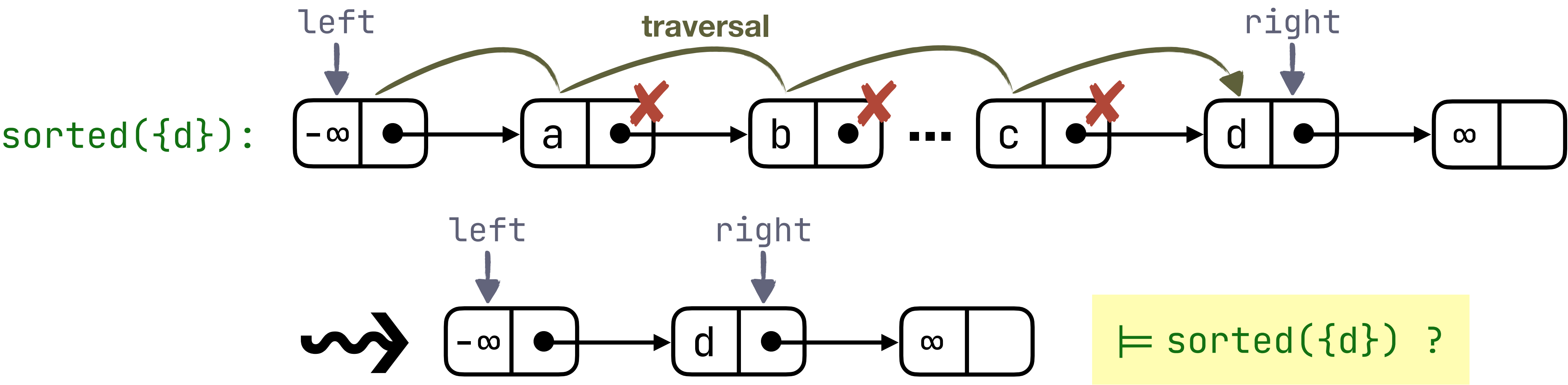
Example: Unbounded Removal



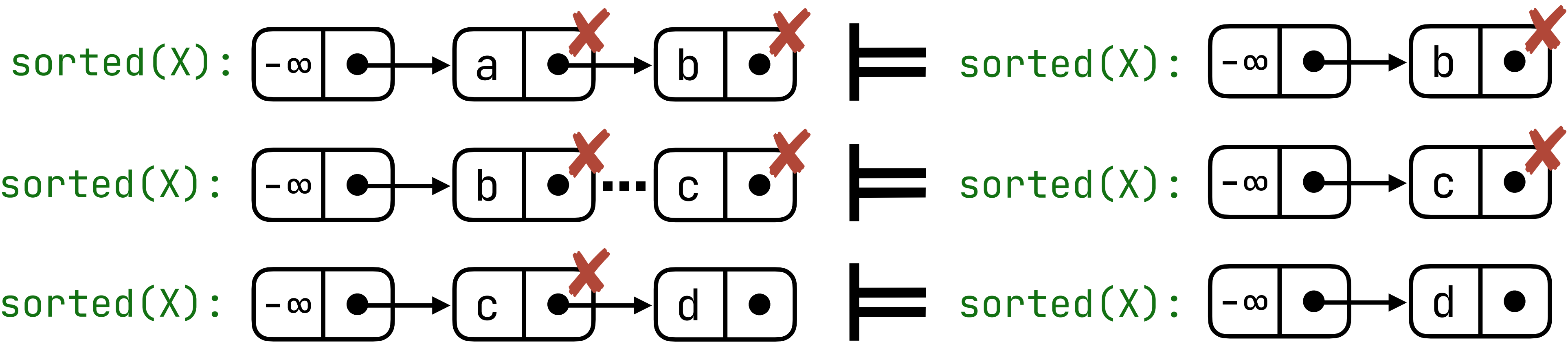
Contribution: Ghost Update Chunks



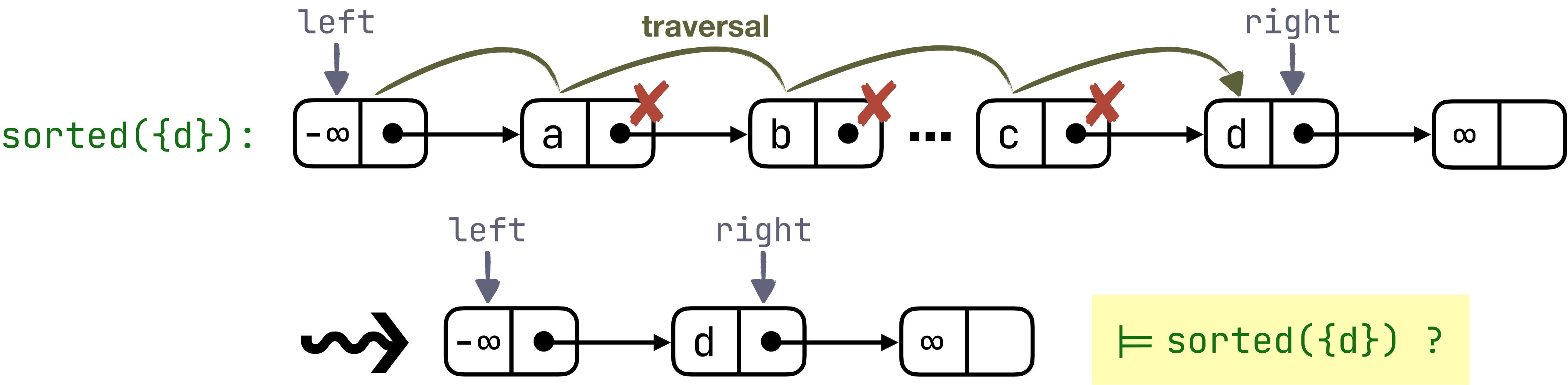
Example: Unbounded Removal



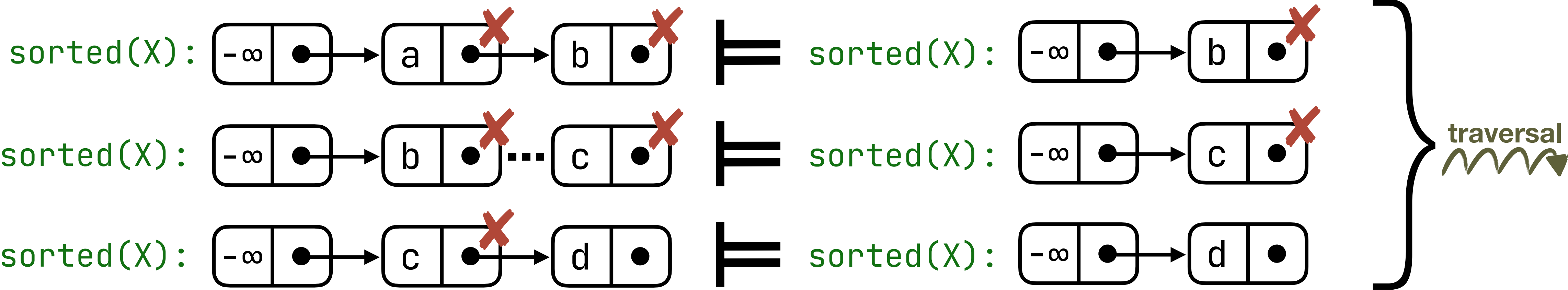
Contribution: Ghost Update Chunks



Example: Unbounded Removal

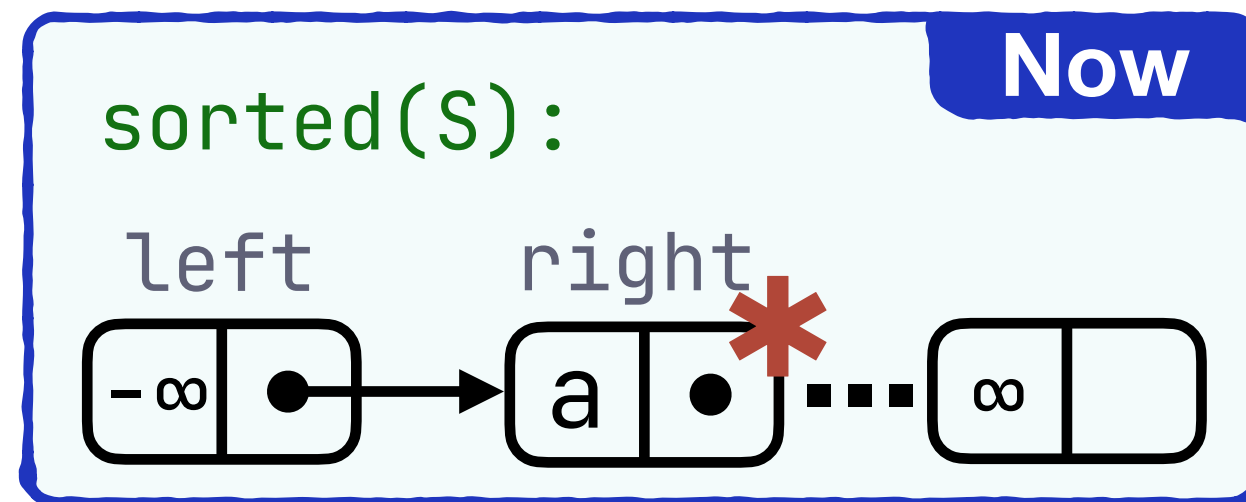


Contribution: Ghost Update Chunks



Ghost Update Chunks

// traversal step 1



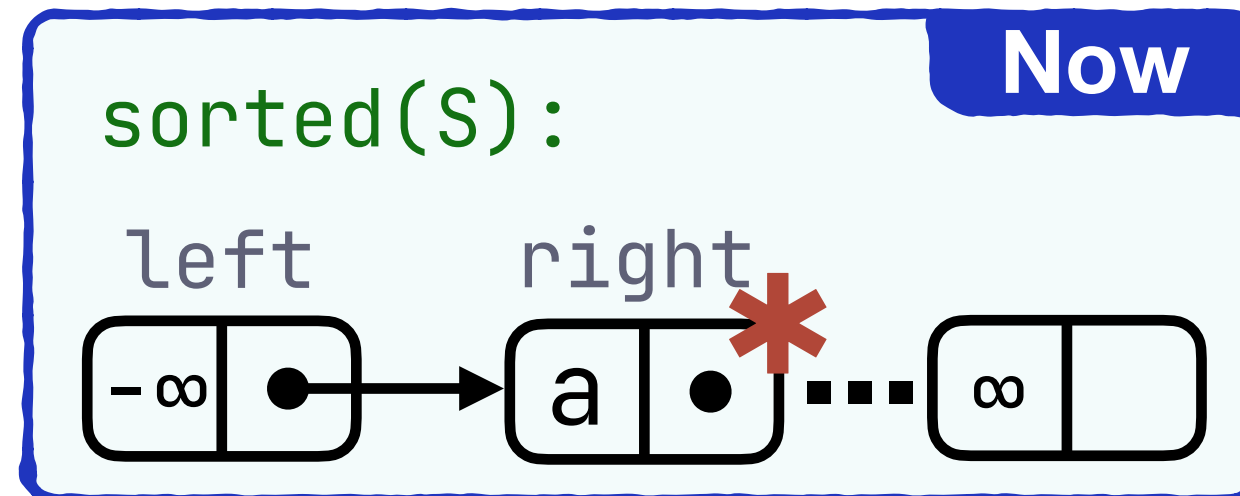
assume(right→mark);

next := right→next;

right := next;

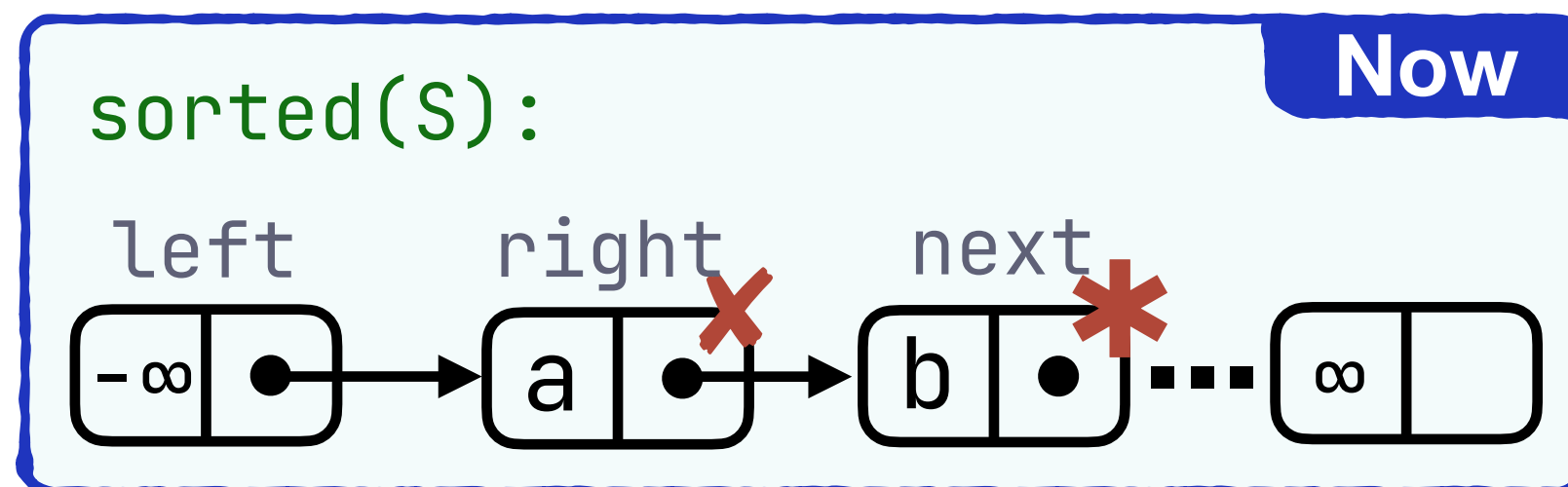
Ghost Update Chunks

// traversal step 1



assume(right $\rightarrow$ mark);

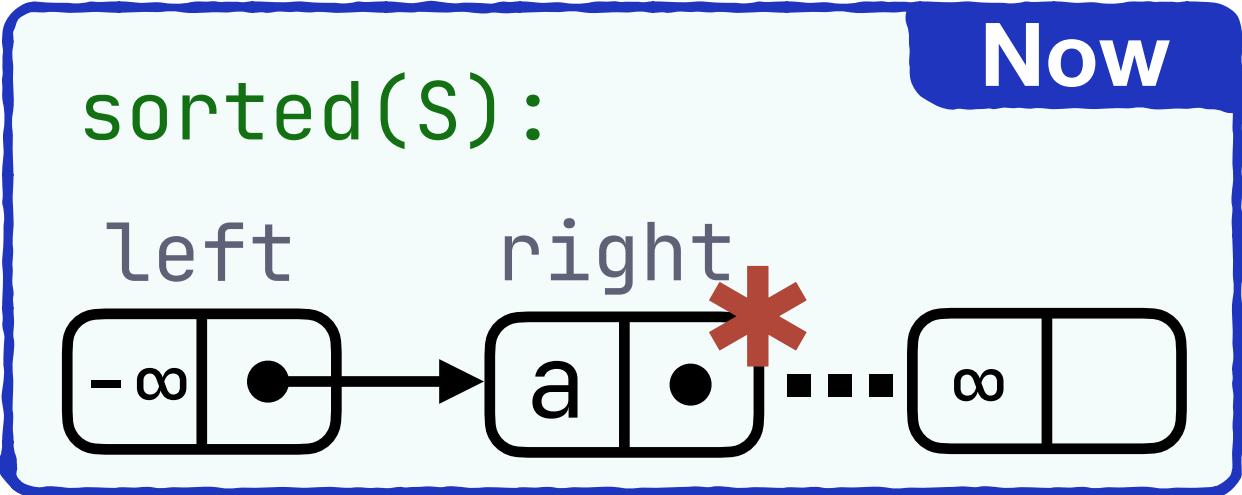
next := right $\rightarrow$ next;



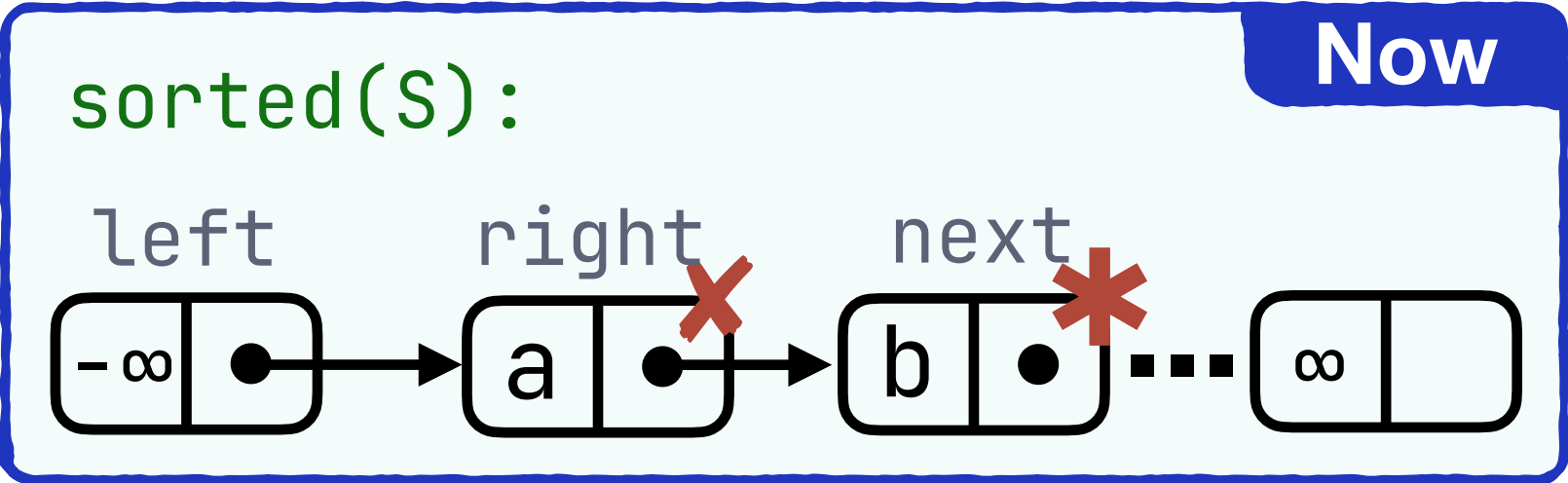
right := next;

Ghost Update Chunks

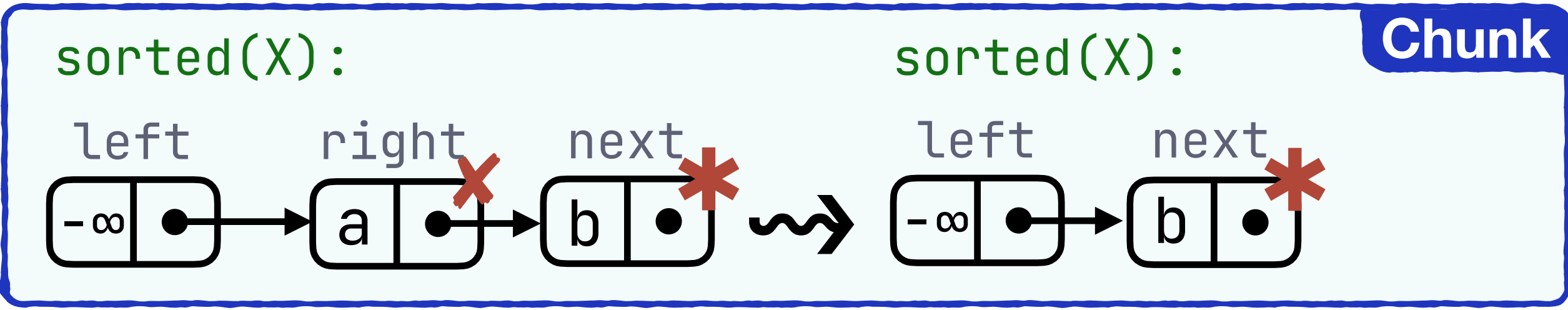
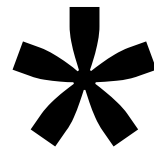
// traversal step 1



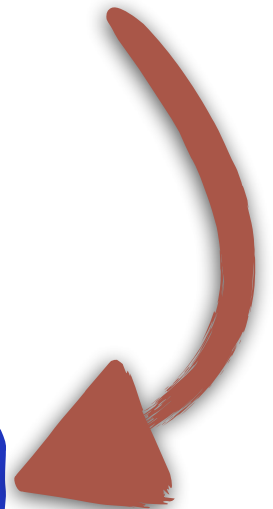
assume(right→mark);
next := right→next;



right := next;

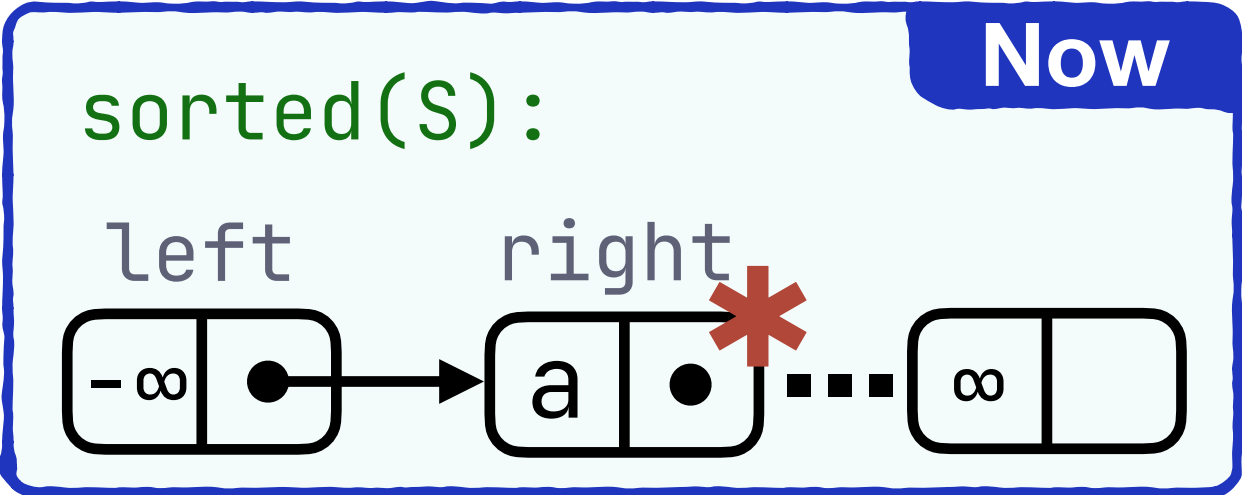


INTRO

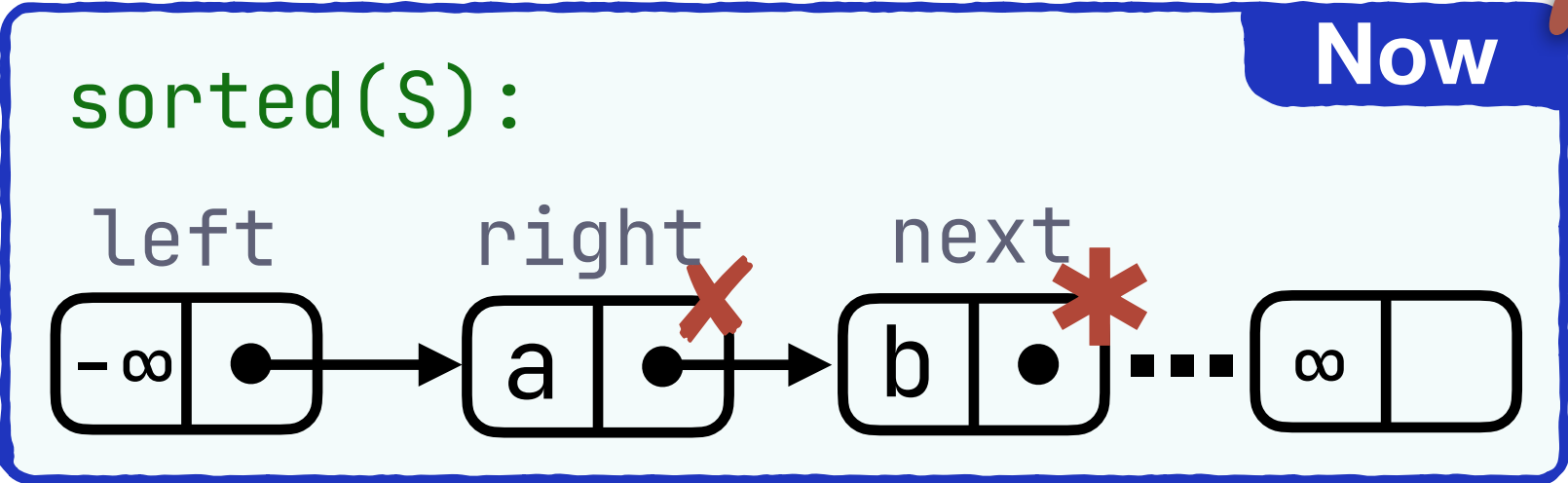


Ghost Update Chunks

// traversal step 1

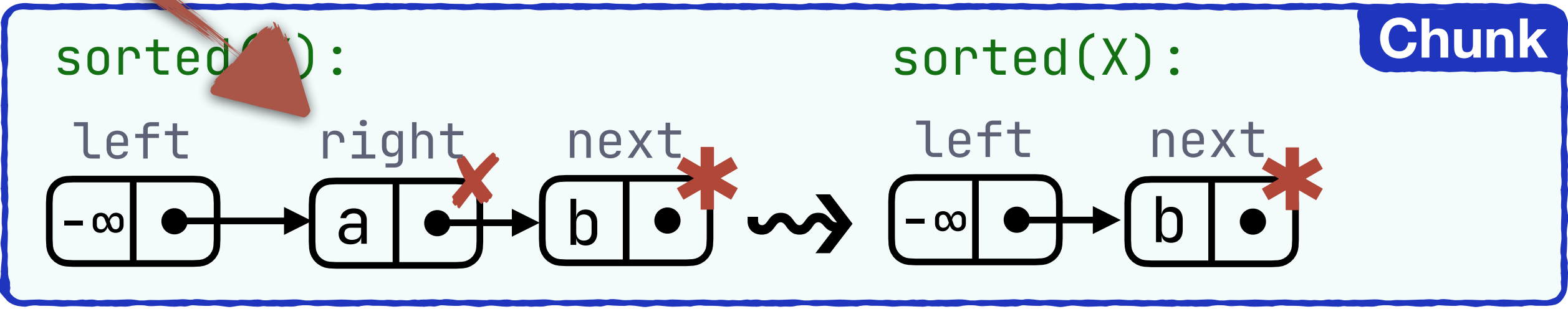
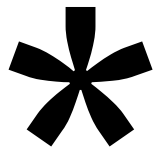
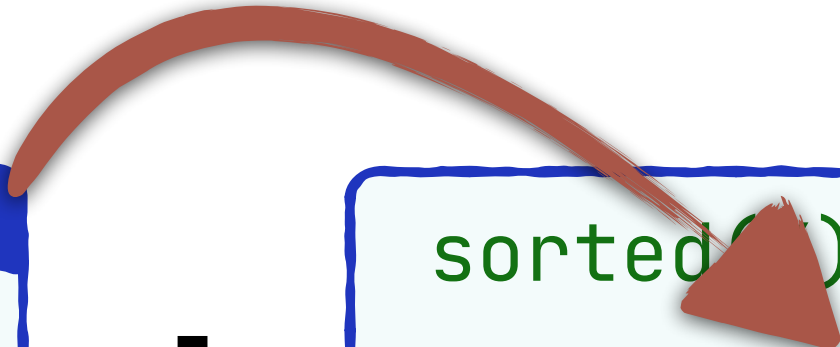


assume(right→mark);
next := right→next;



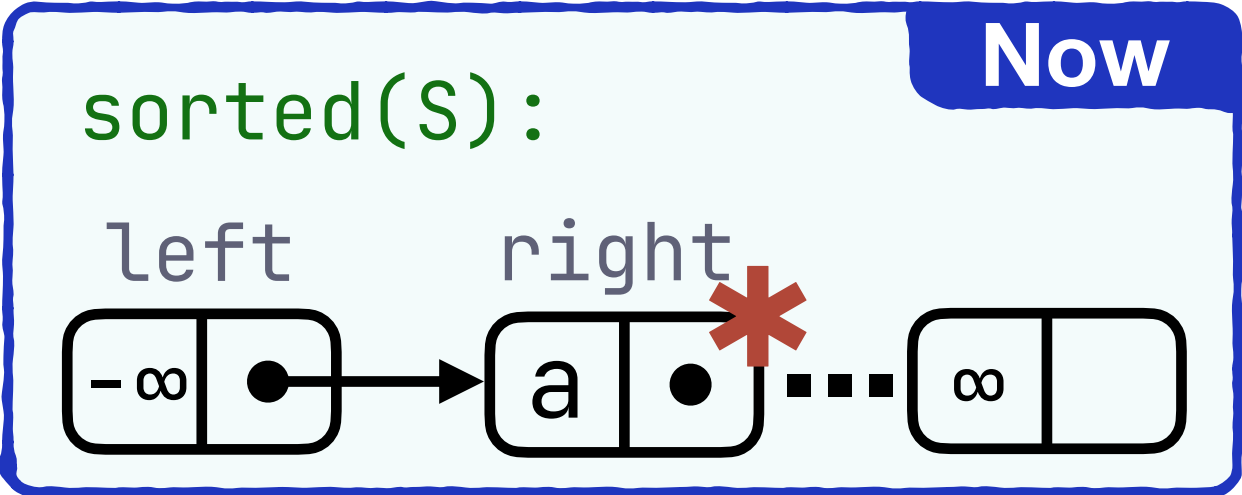
right := next;

DISCHARGE

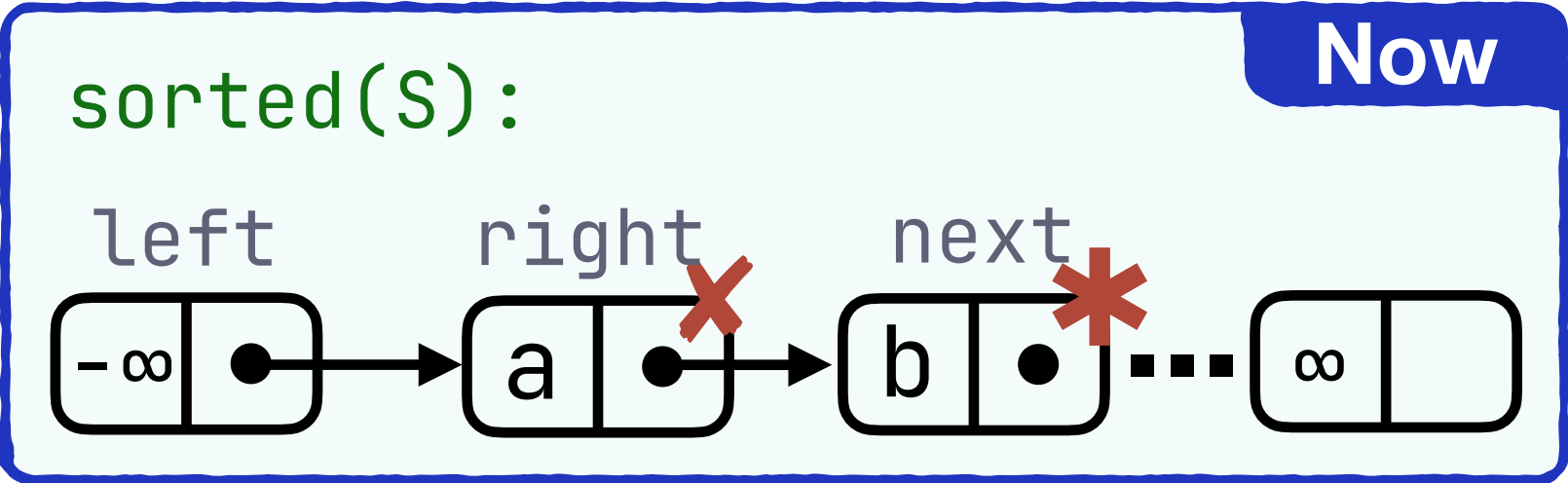


Ghost Update Chunks

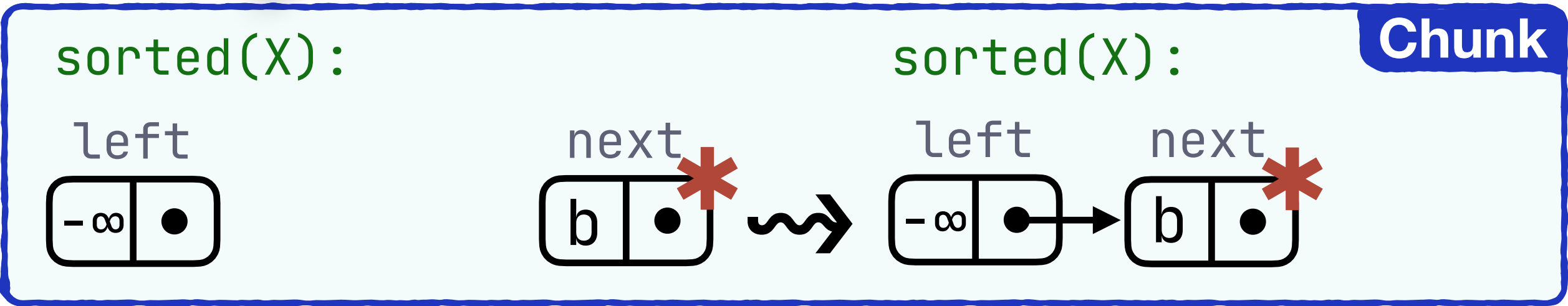
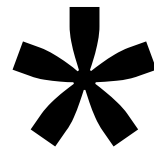
// traversal step 1



assume(right→mark);
next := right→next;



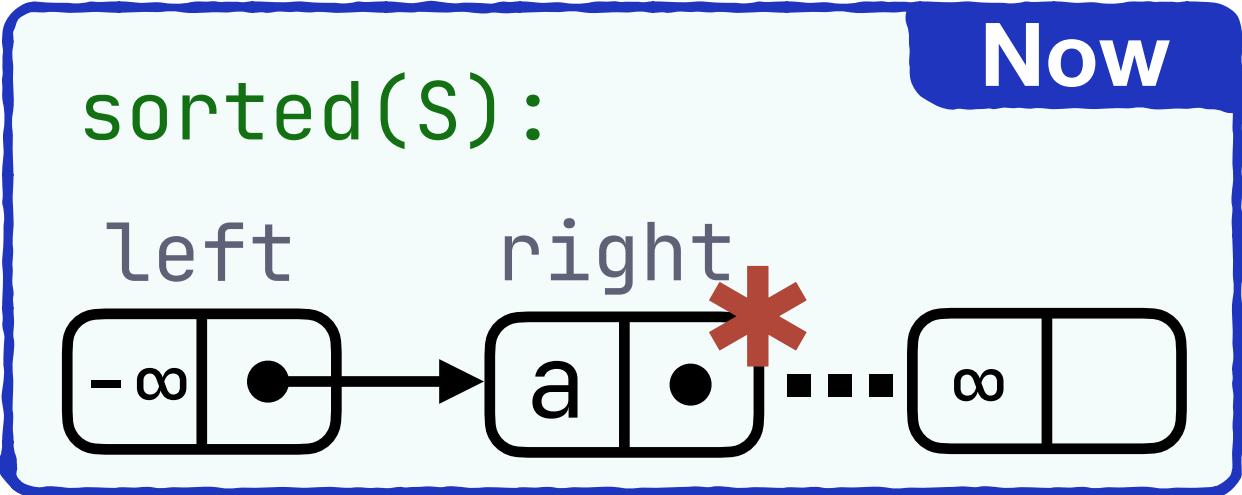
right := next;



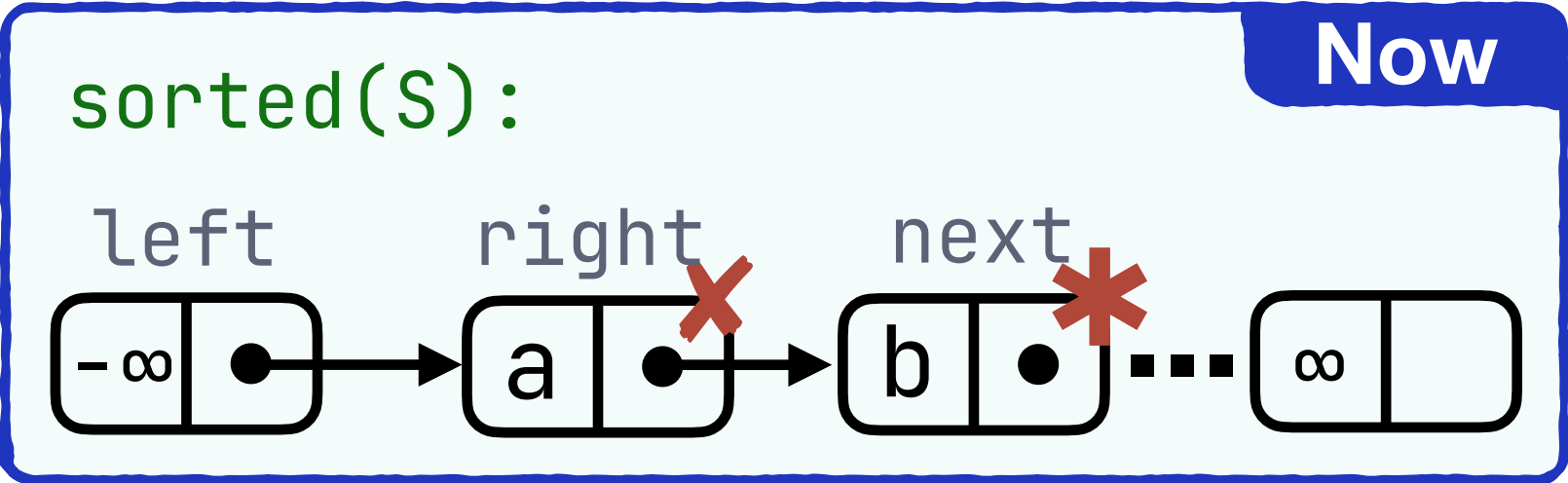
Chunk ::= Hoare Tripel assuming **Now**

Ghost Update Chunks

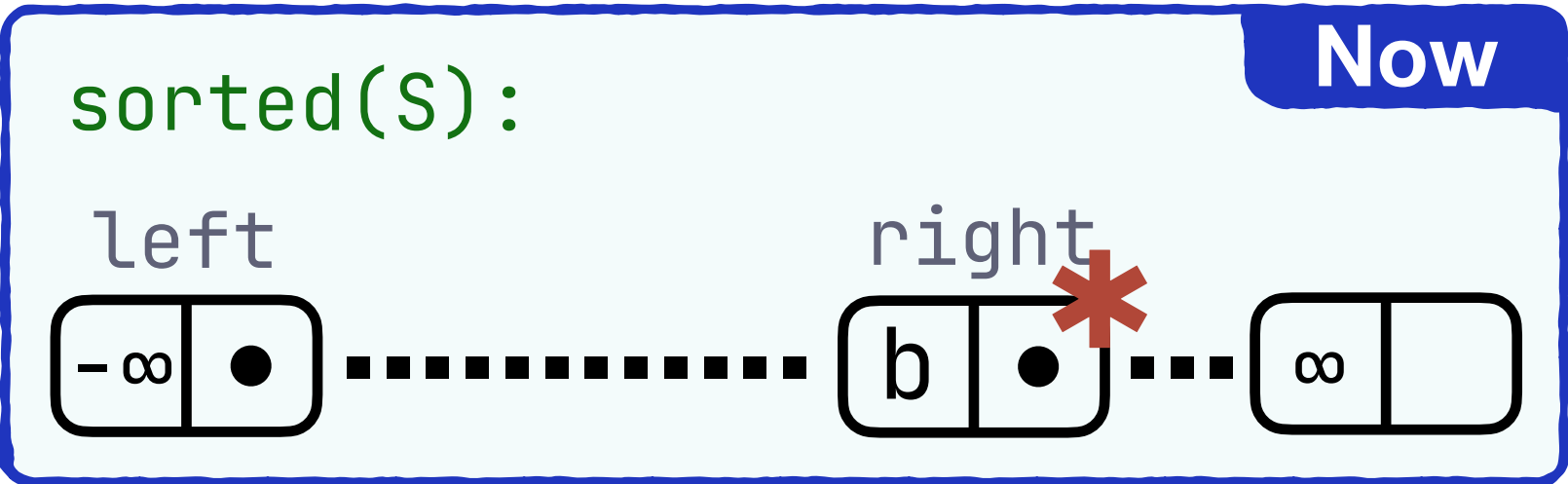
// traversal step 1



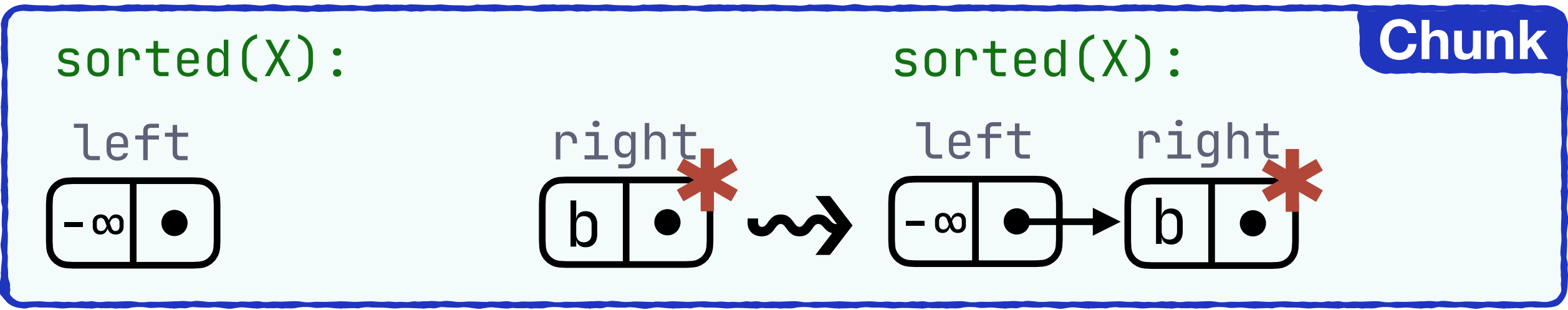
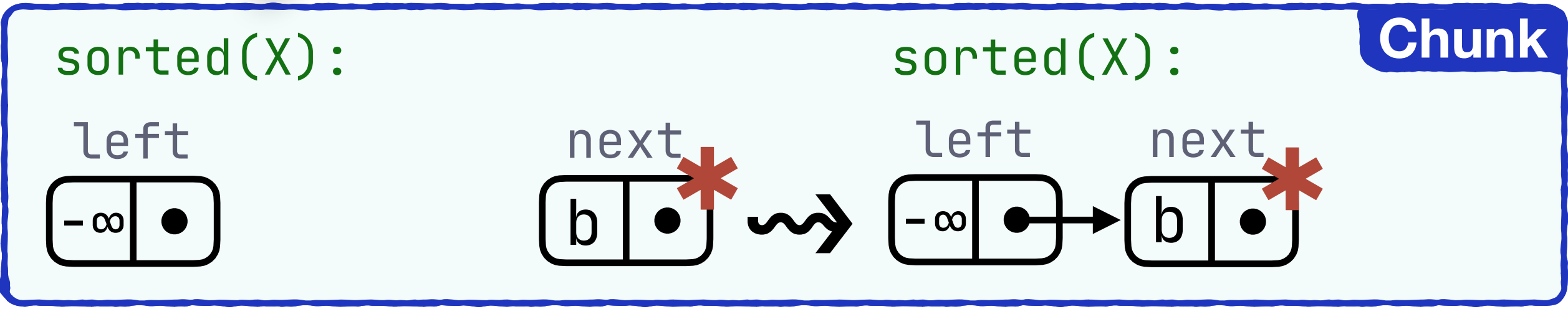
assume(right→mark);
next := right→next;



right := next;

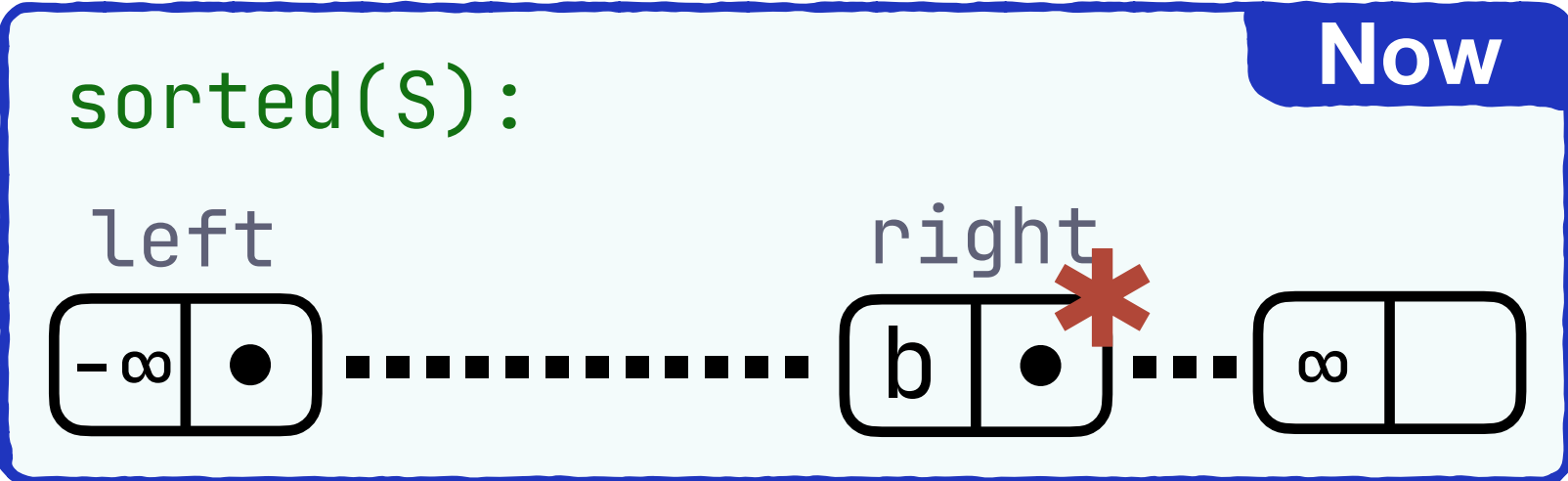


Chunk $\models$ Hoare Tripel assuming **Now**



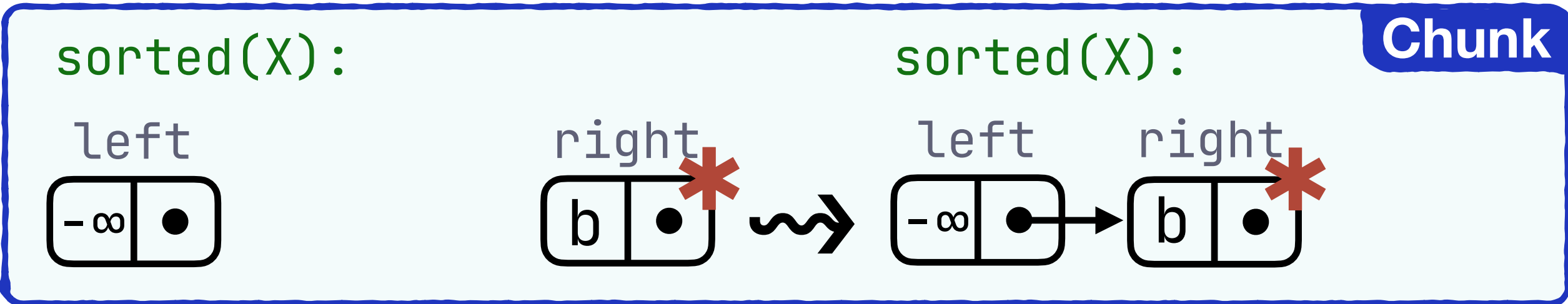
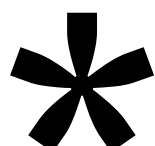
Ghost Update Chunks

// traversal step 1 2



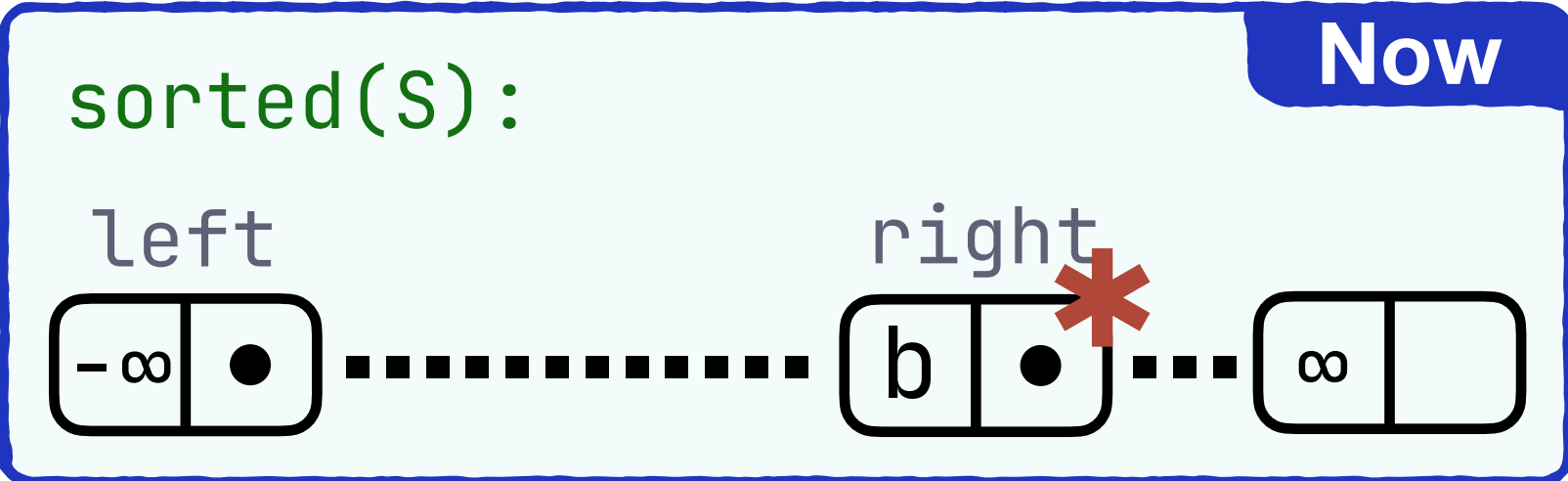
assume(right→mark);
next := right→next;

right := next;

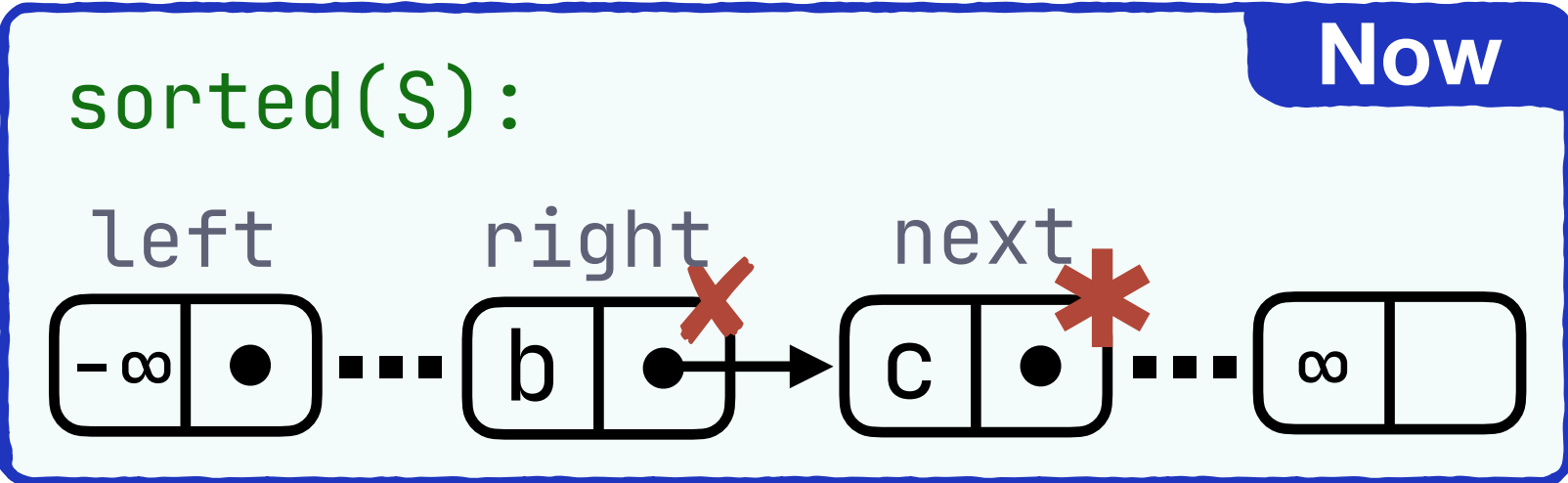


Ghost Update Chunks

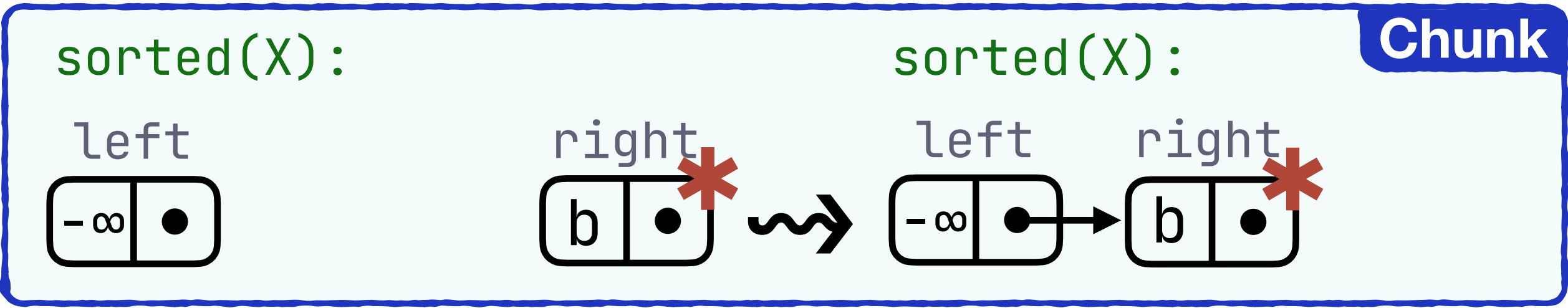
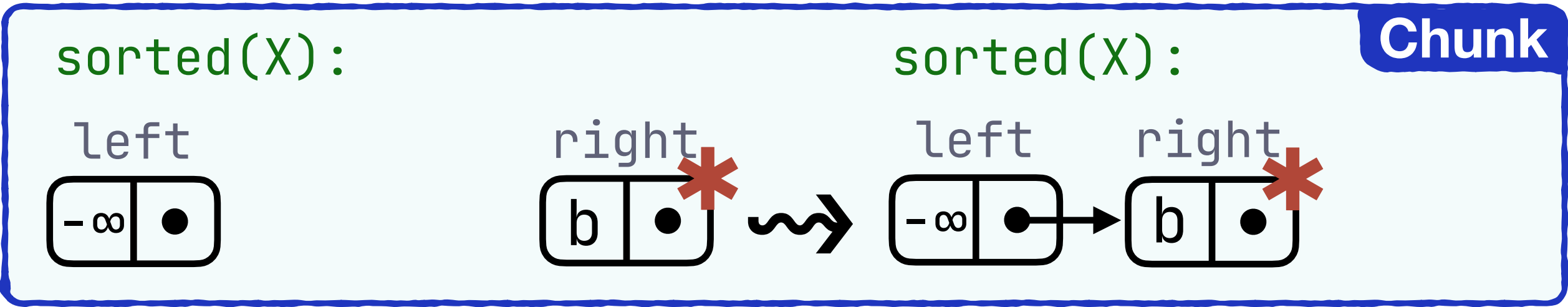
// traversal step 1 2



assume(right→mark);
next := right→next;

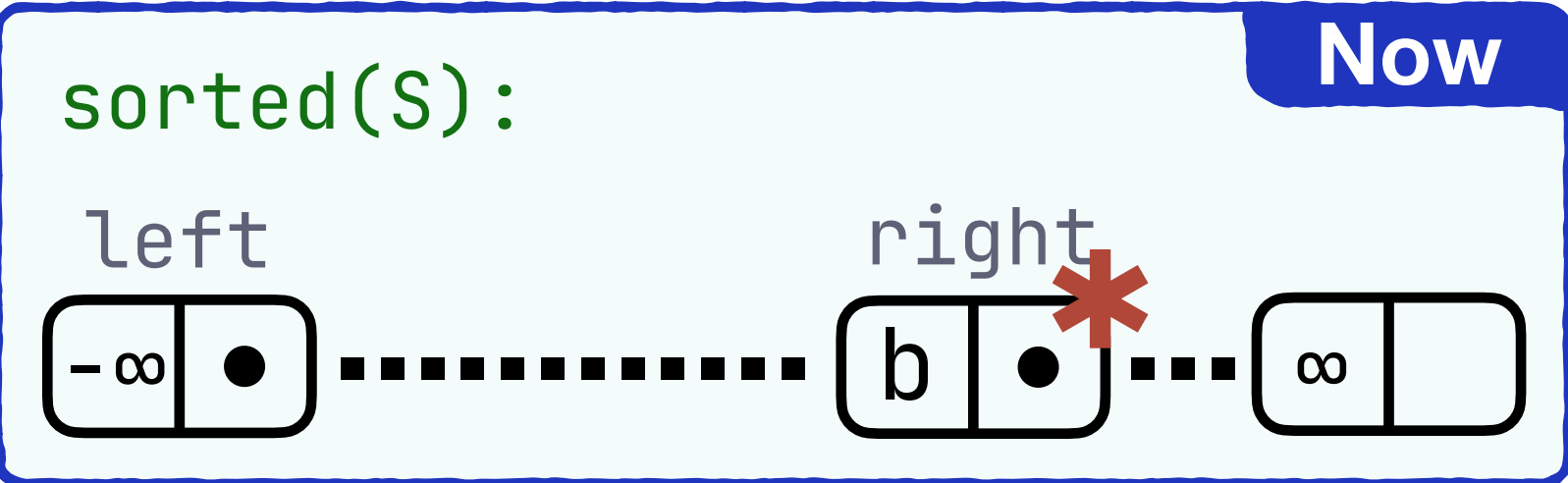


right := next;

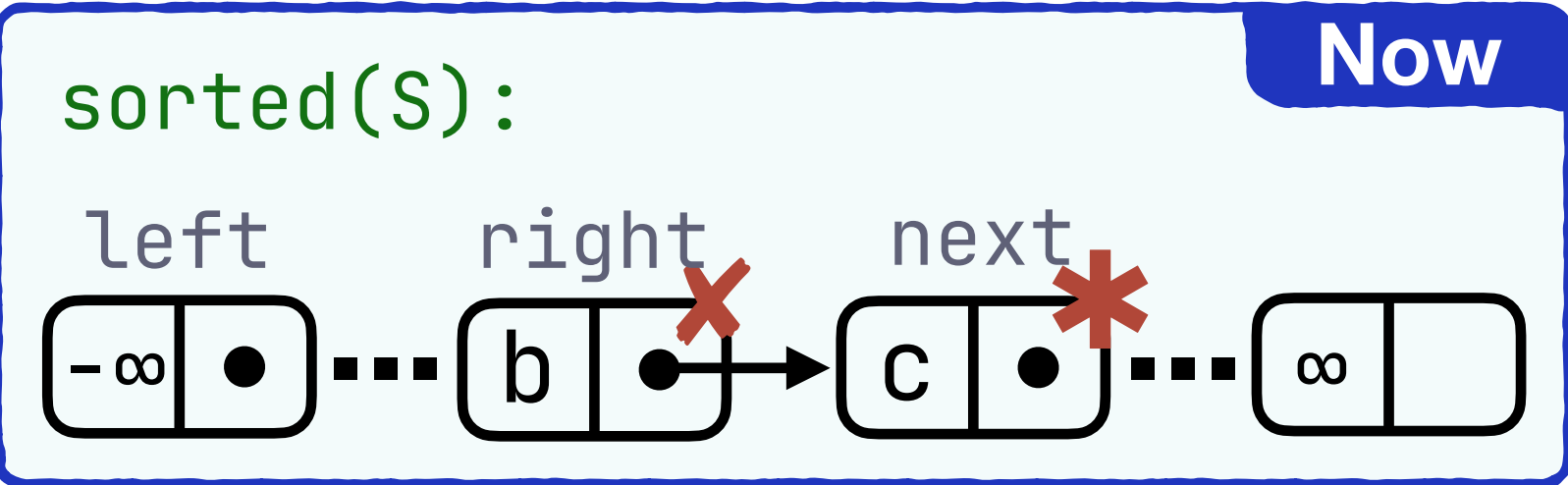


Ghost Update Chunks

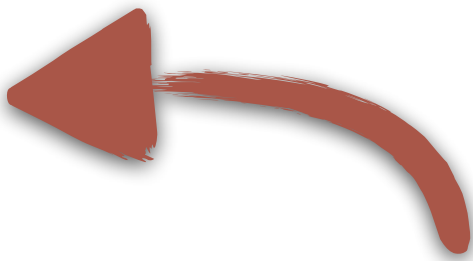
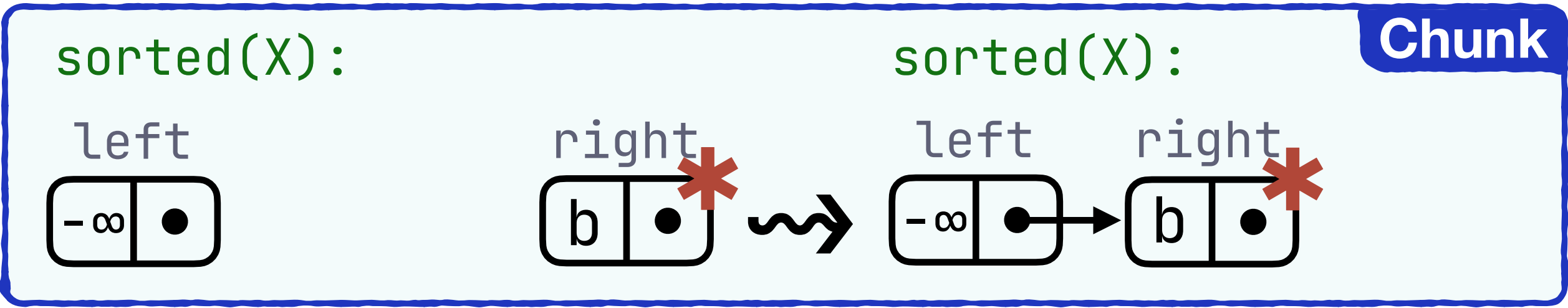
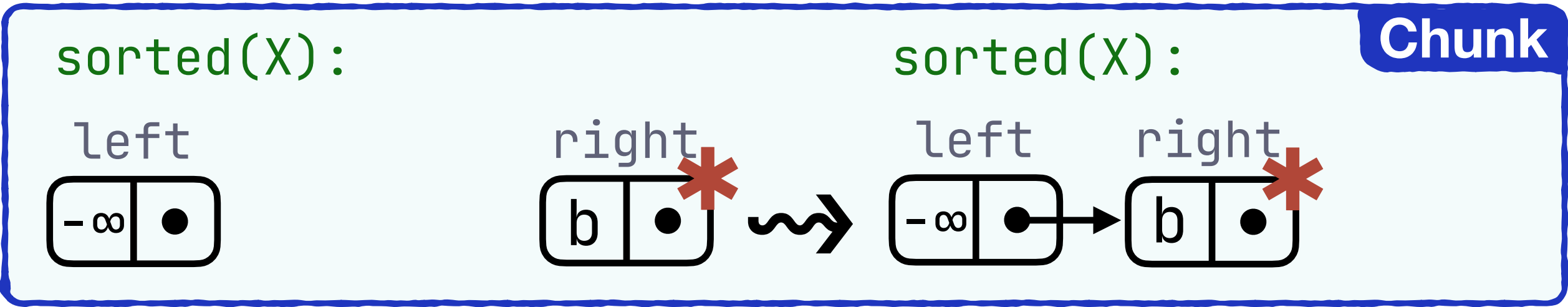
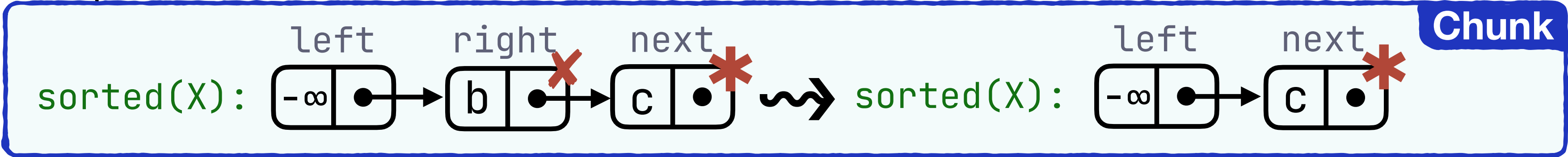
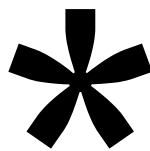
// traversal step 1 2



assume(right→mark);
next := right→next;



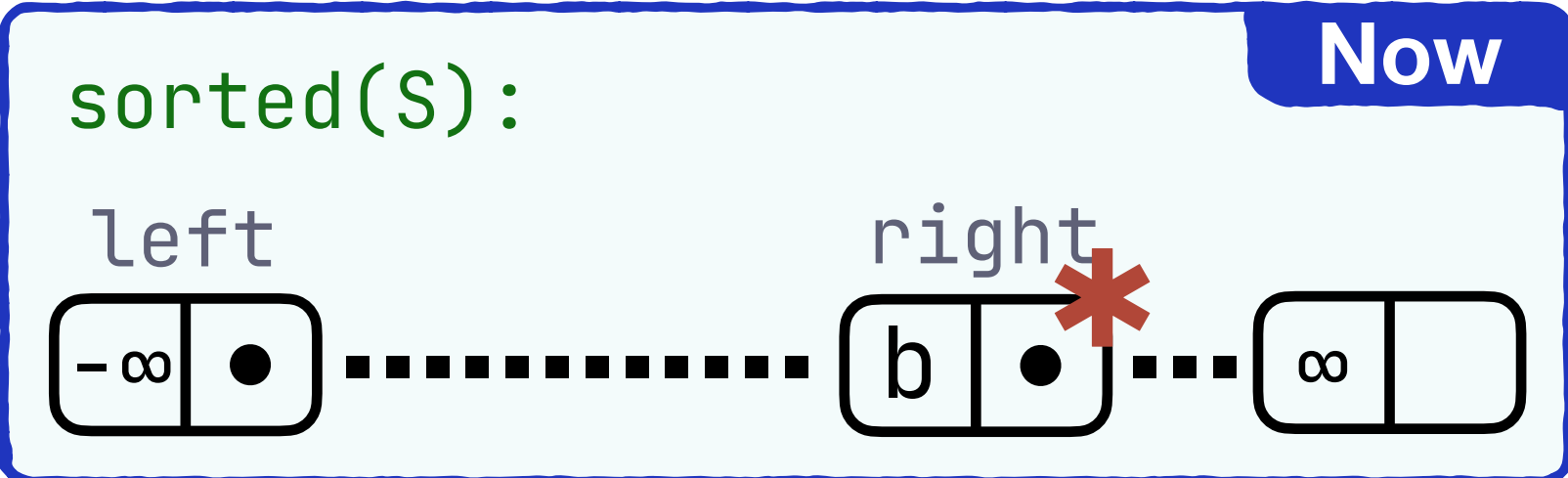
right :=



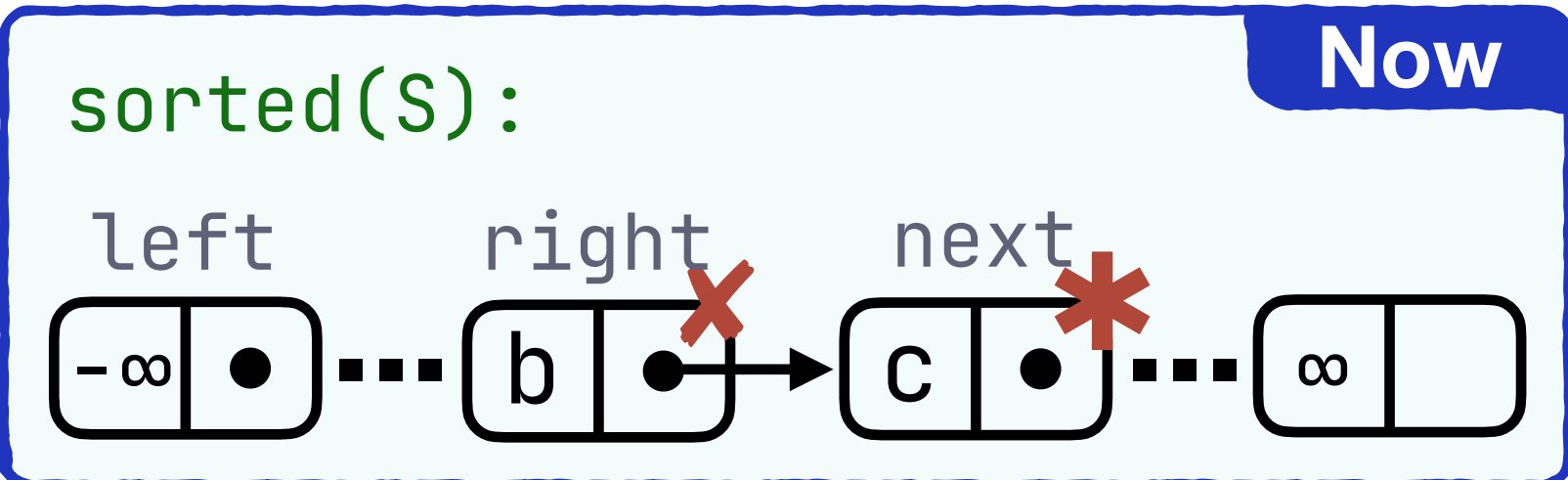
INTRO

Ghost Update Chunks

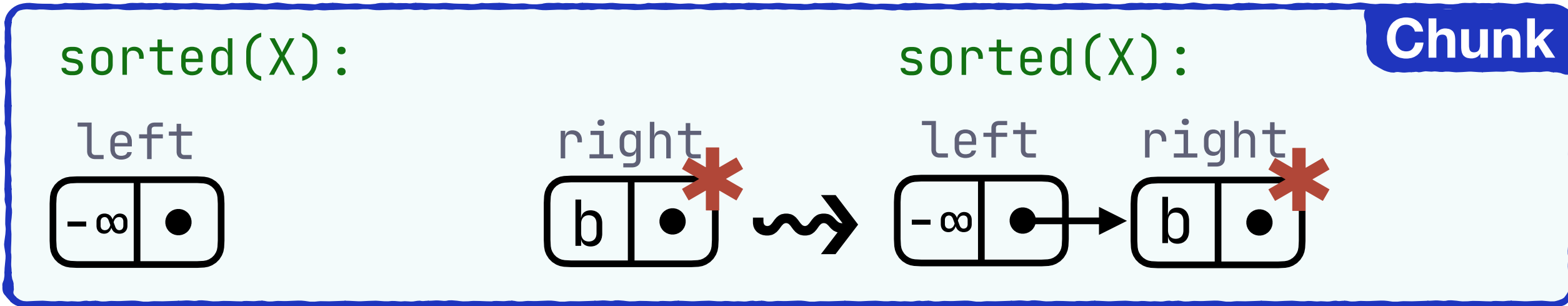
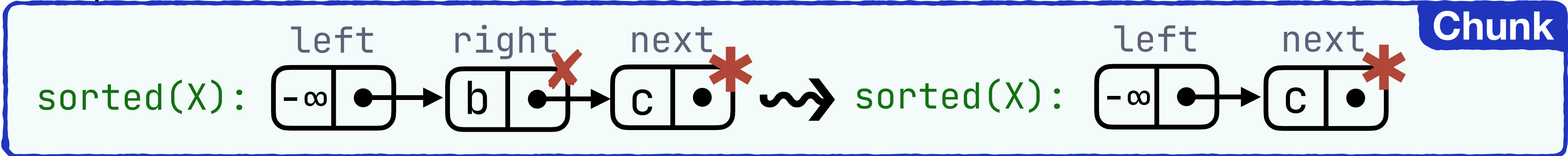
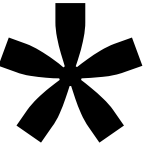
// traversal step 1 2



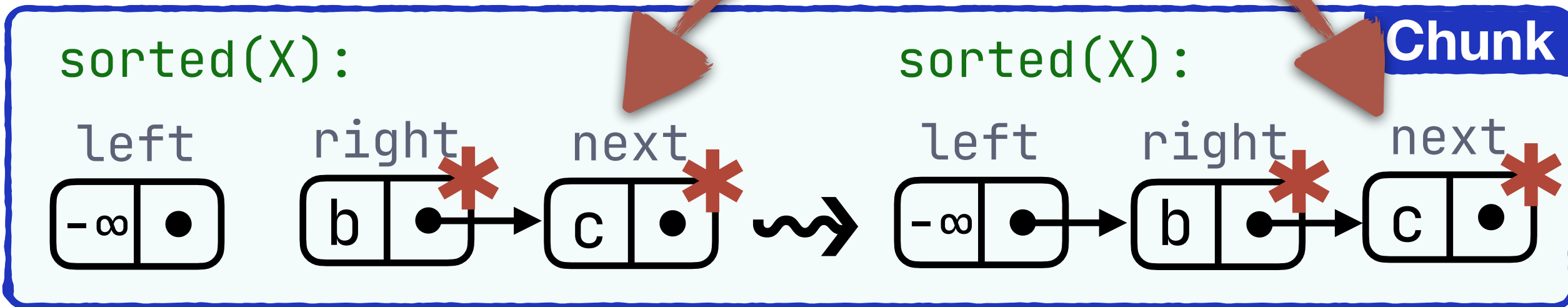
assume(right→mark);
next := right→next;



right :=

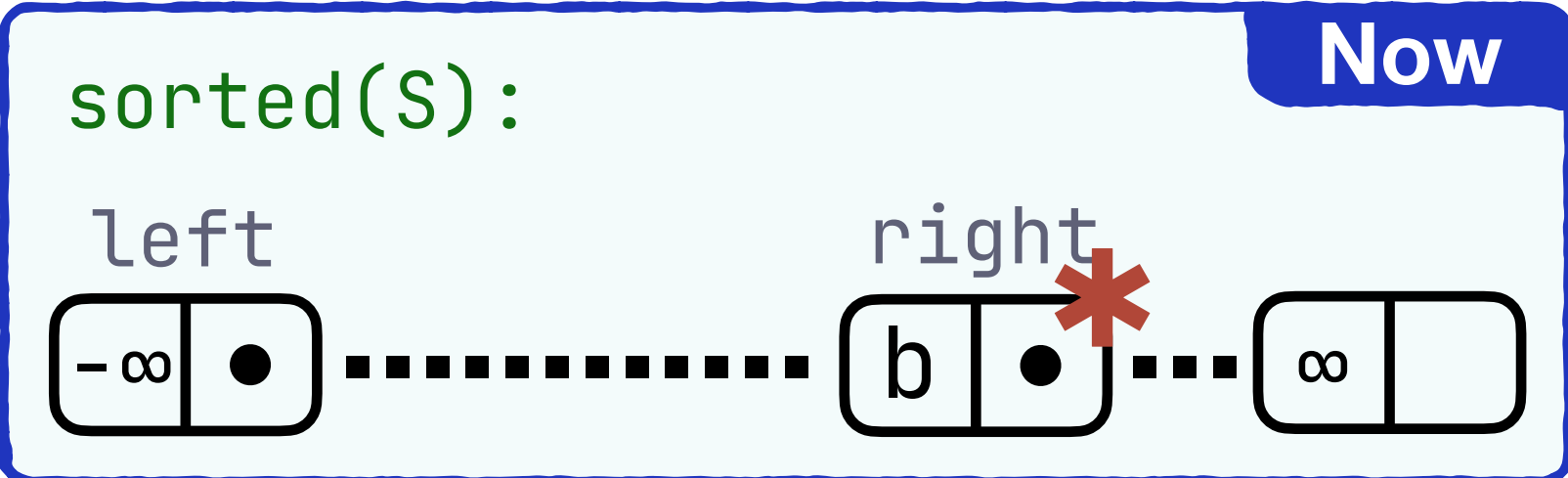


FRAME

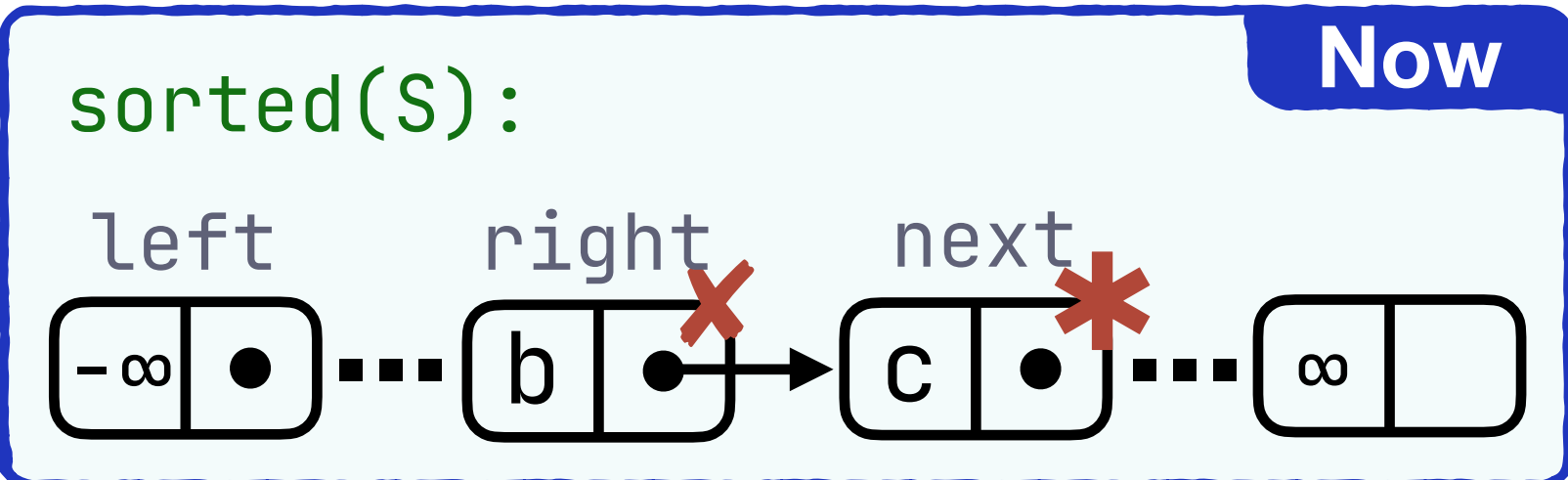


Ghost Update Chunks

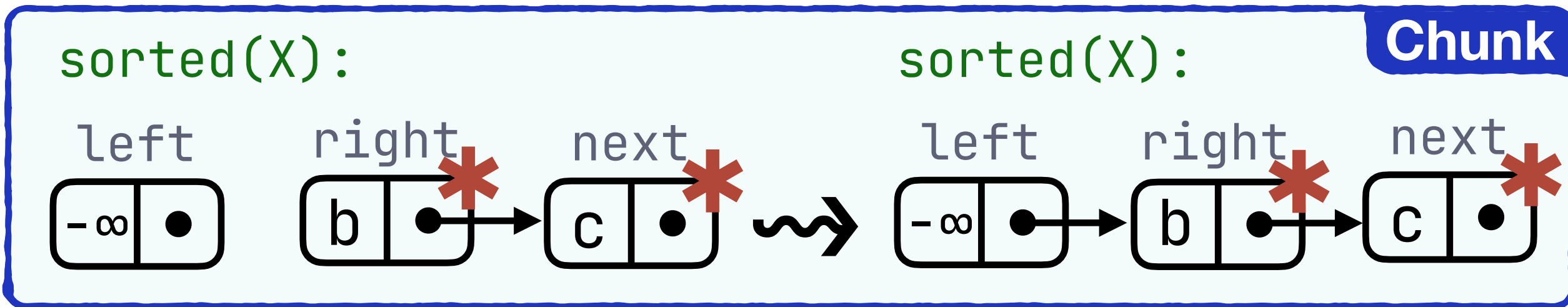
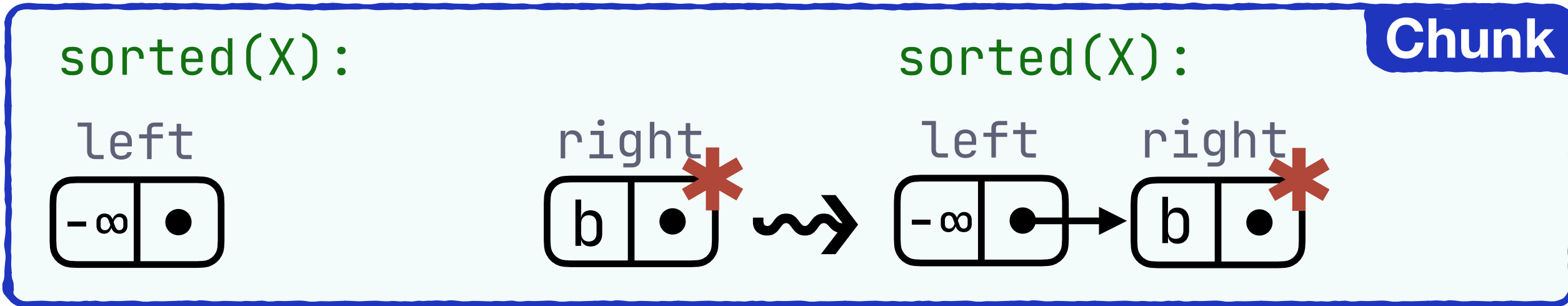
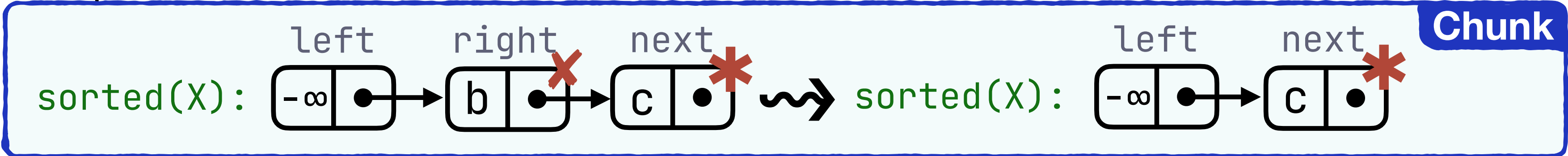
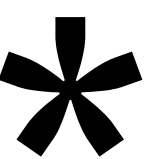
// traversal step 1 2



assume(right→mark);
next := right→next;



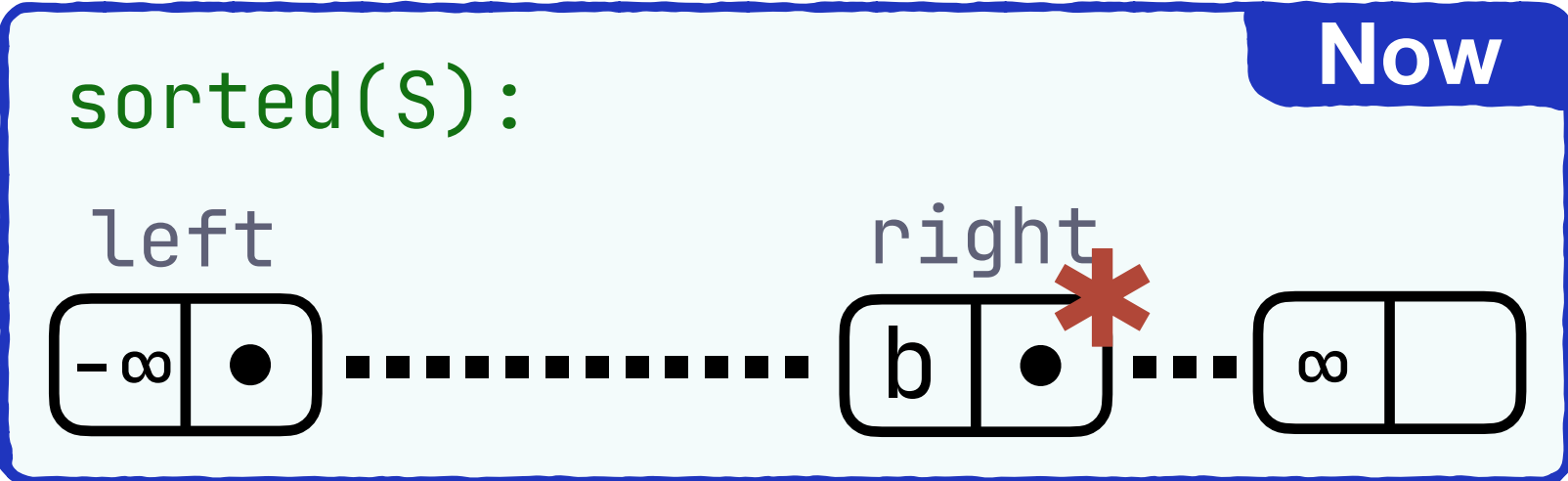
right :=



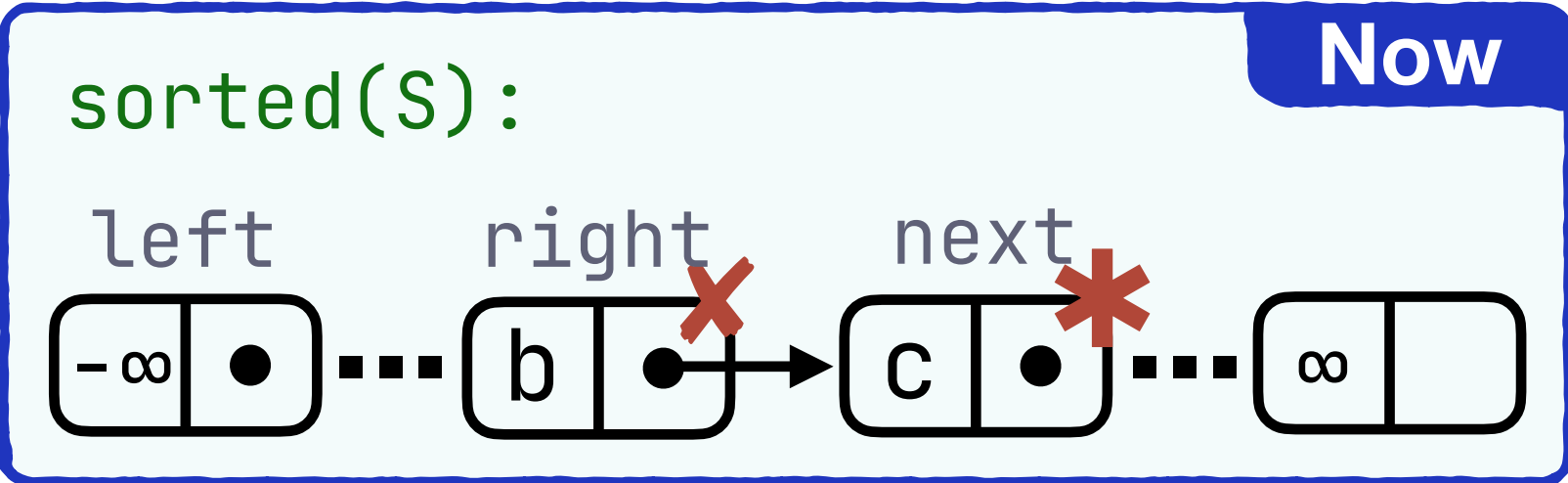
MERGE

Ghost Update Chunks

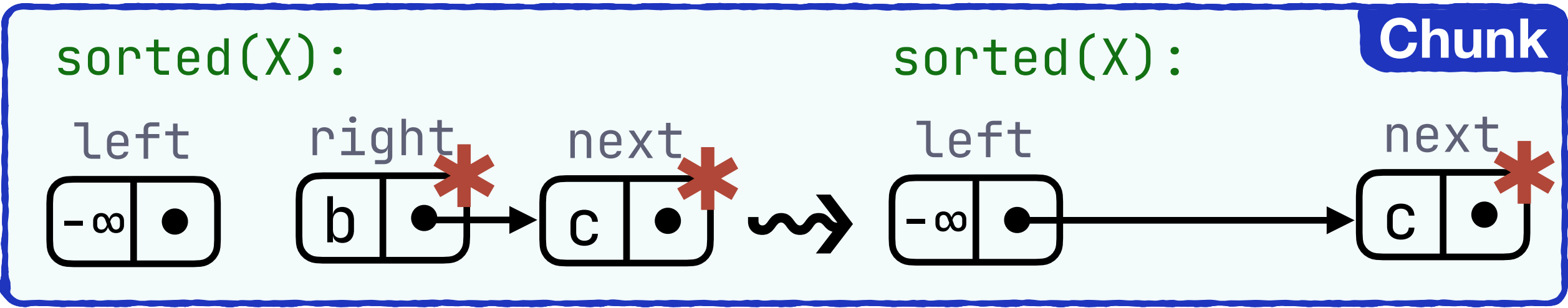
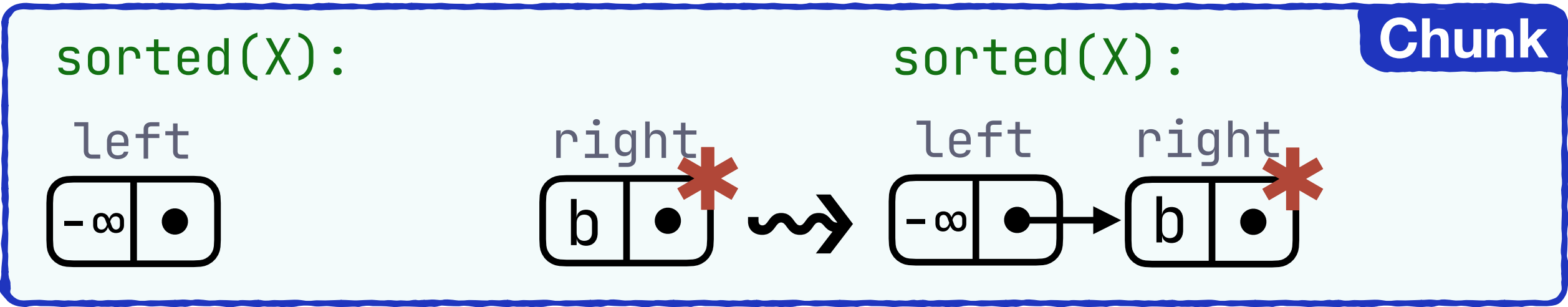
// traversal step 1 2



assume(right→mark);
next := right→next;

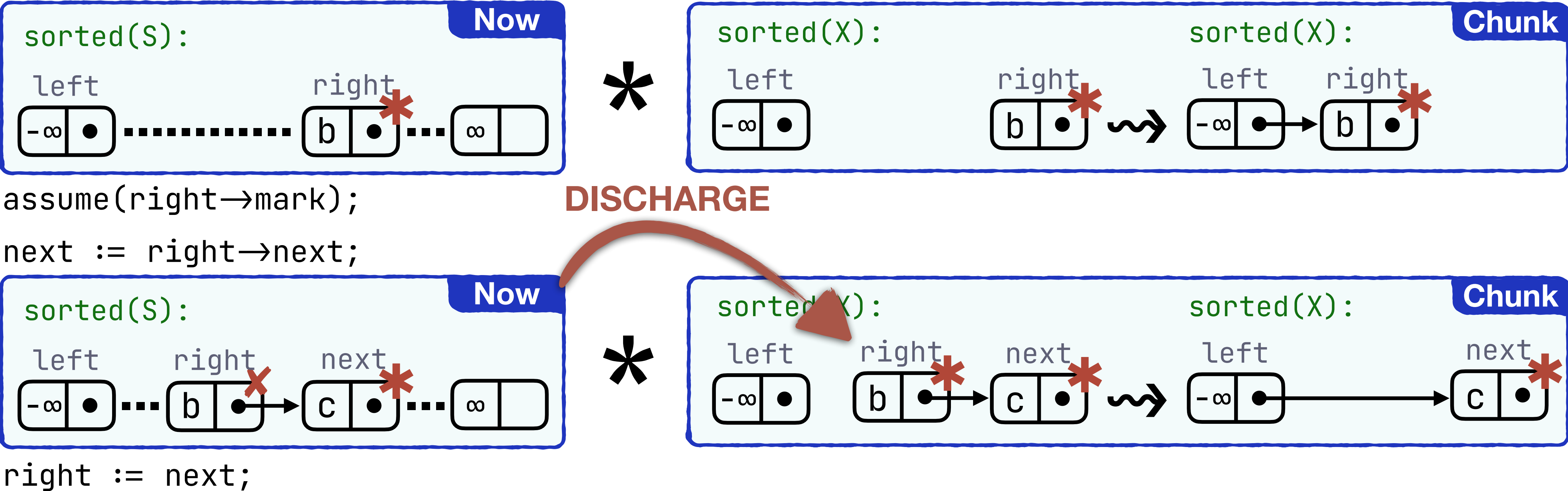


right := next;



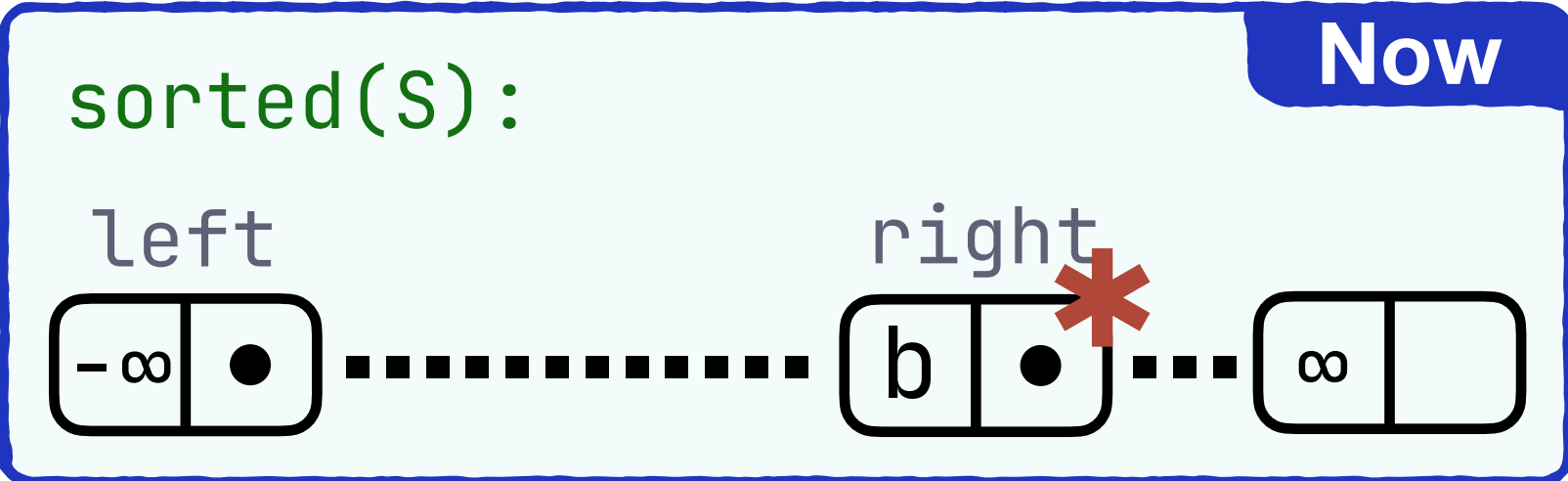
Ghost Update Chunks

// traversal step 1 2

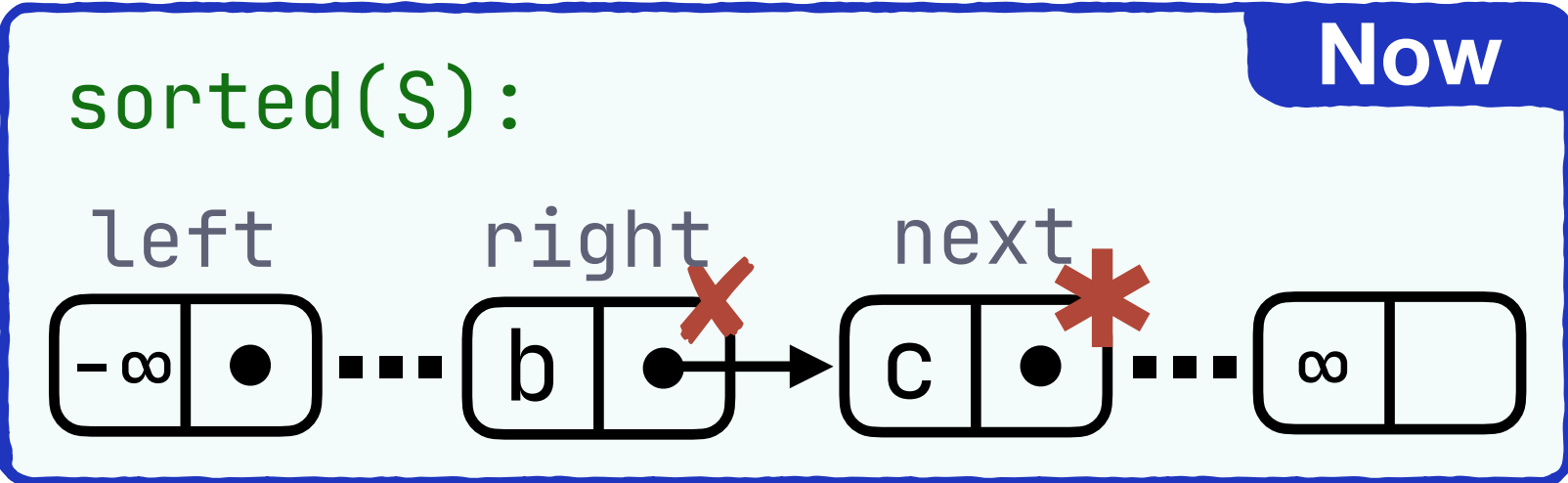


Ghost Update Chunks

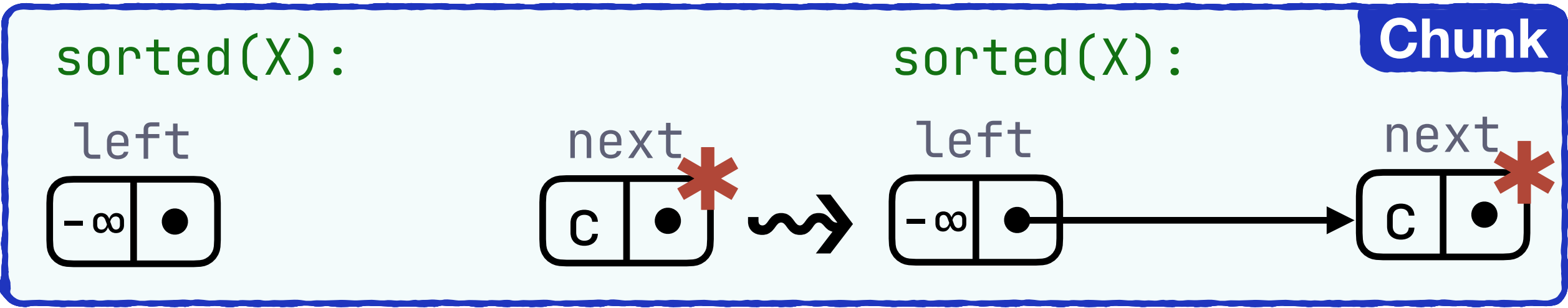
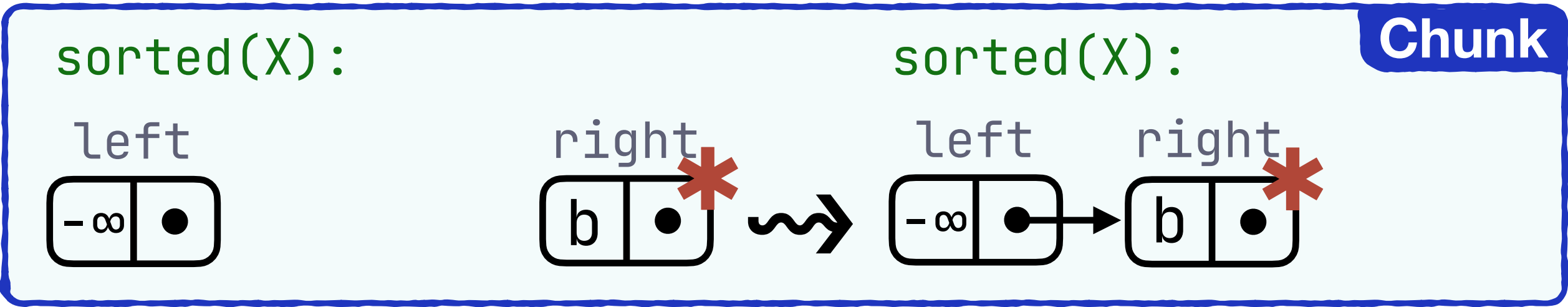
// traversal step 1 2



assume(right→mark);
next := right→next;

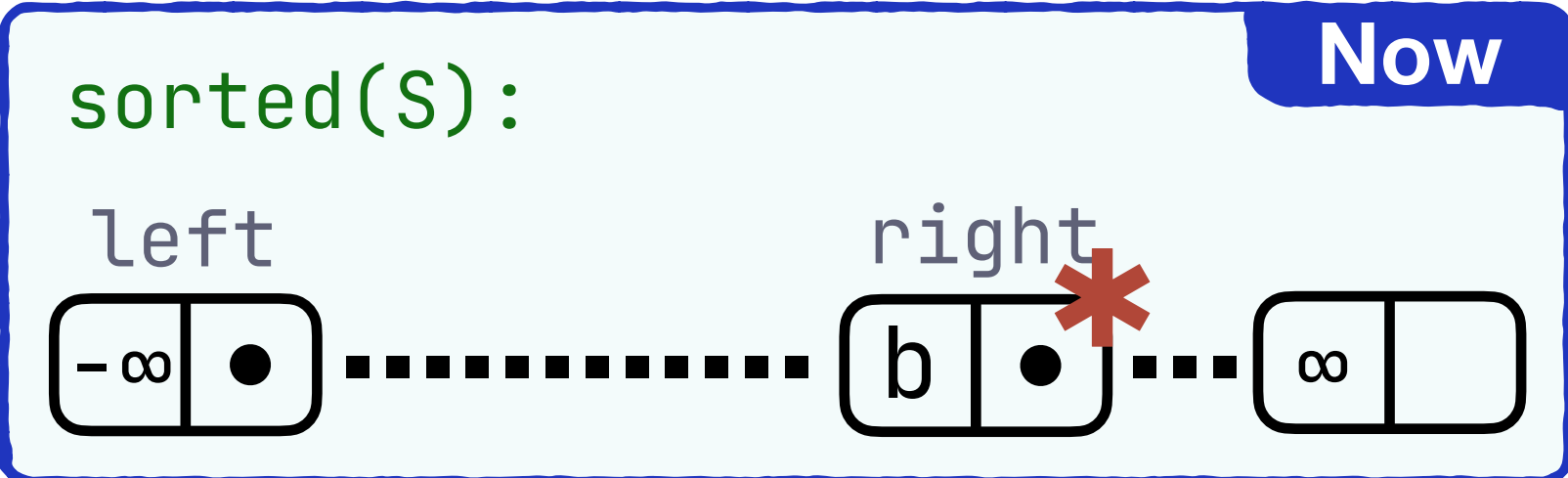


right := next;

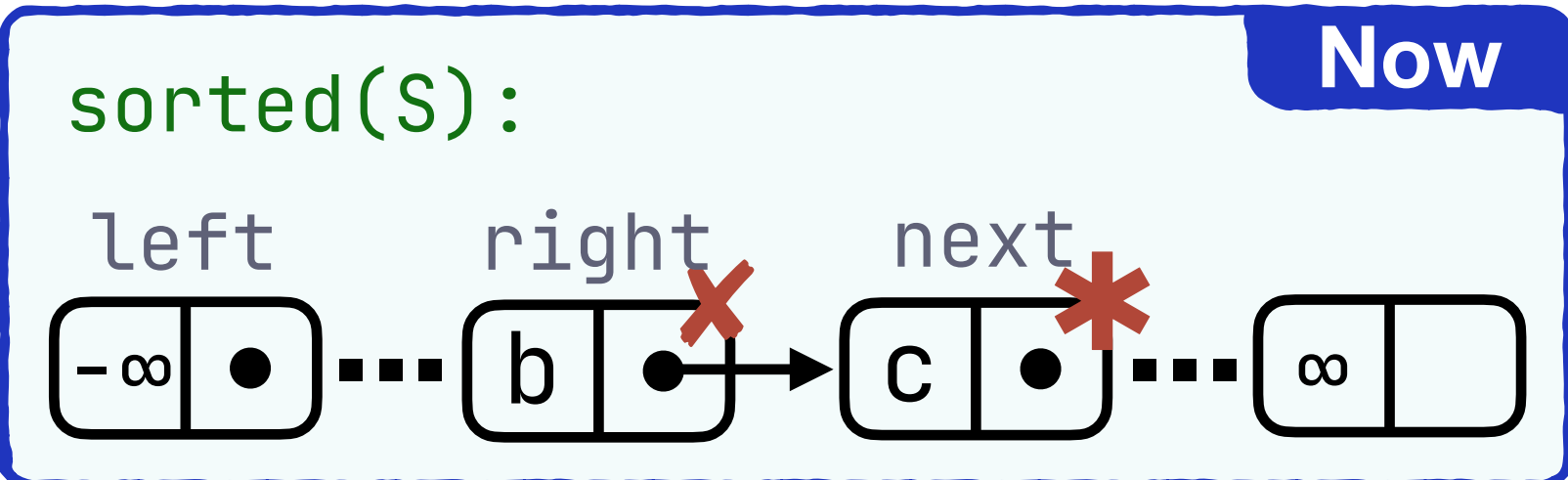


Ghost Update Chunks

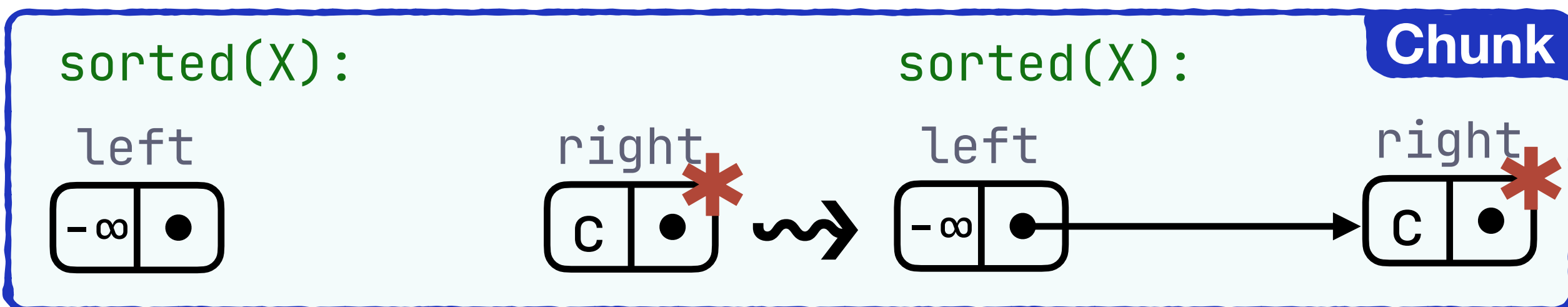
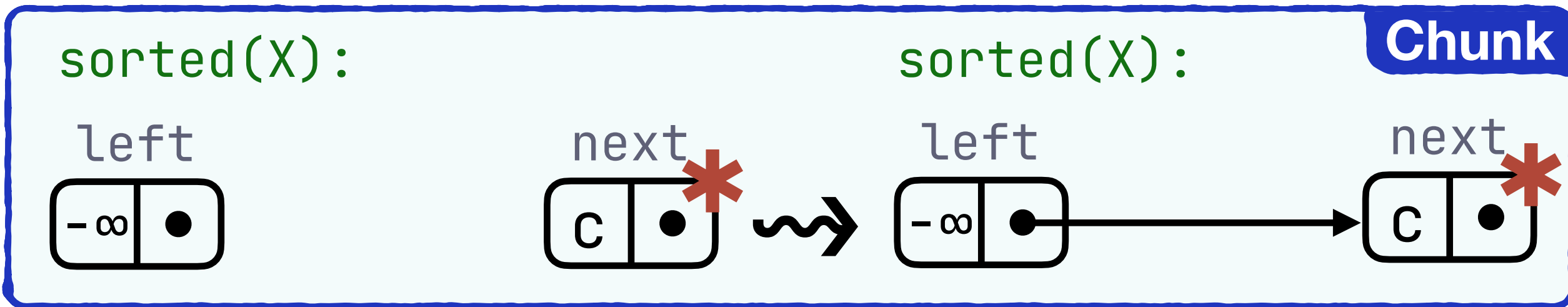
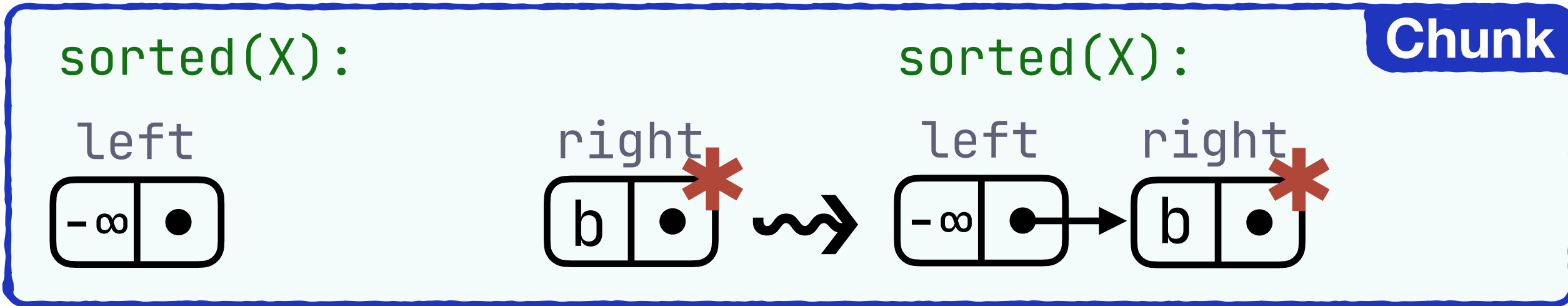
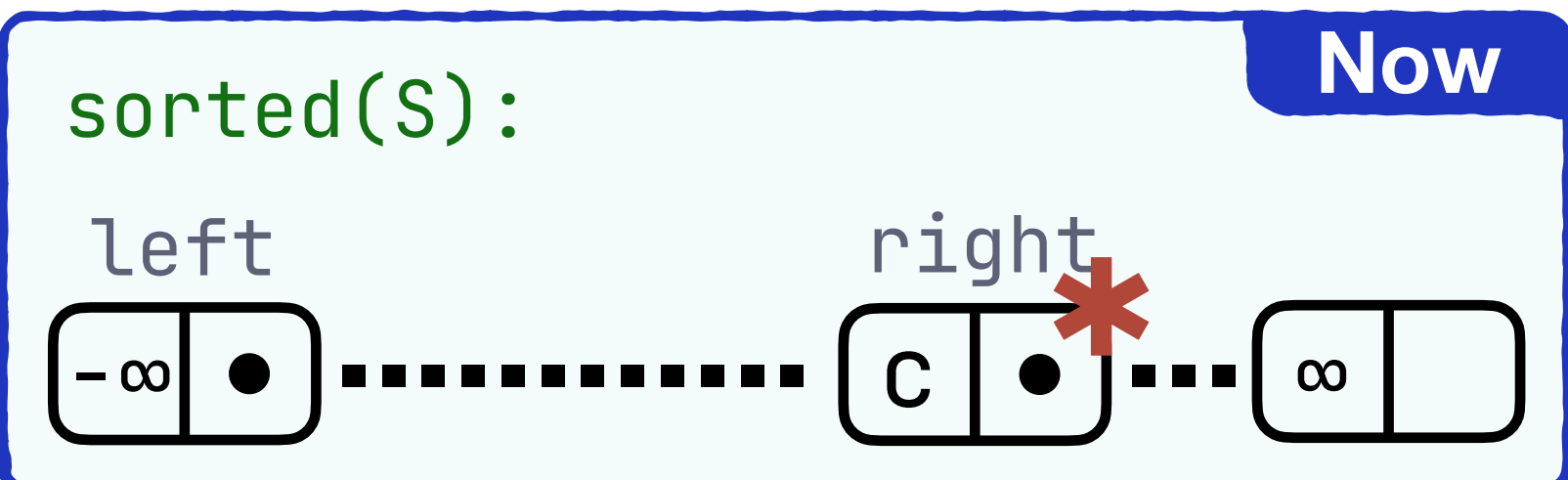
// traversal step 1 2



next := right→next;

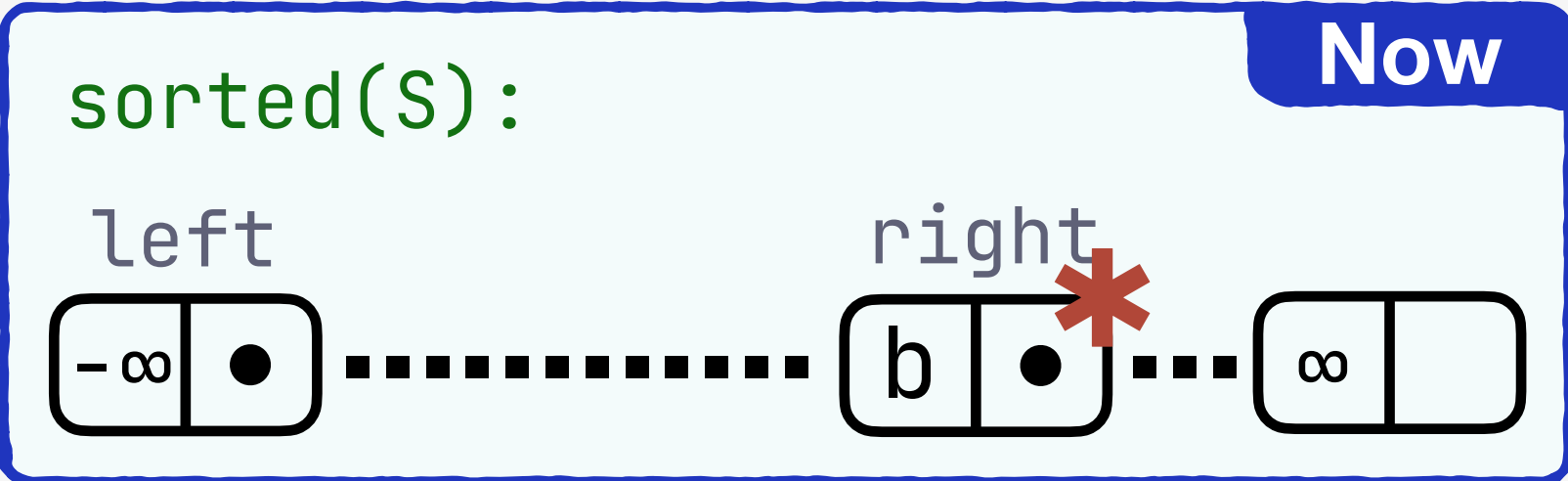


right := next;

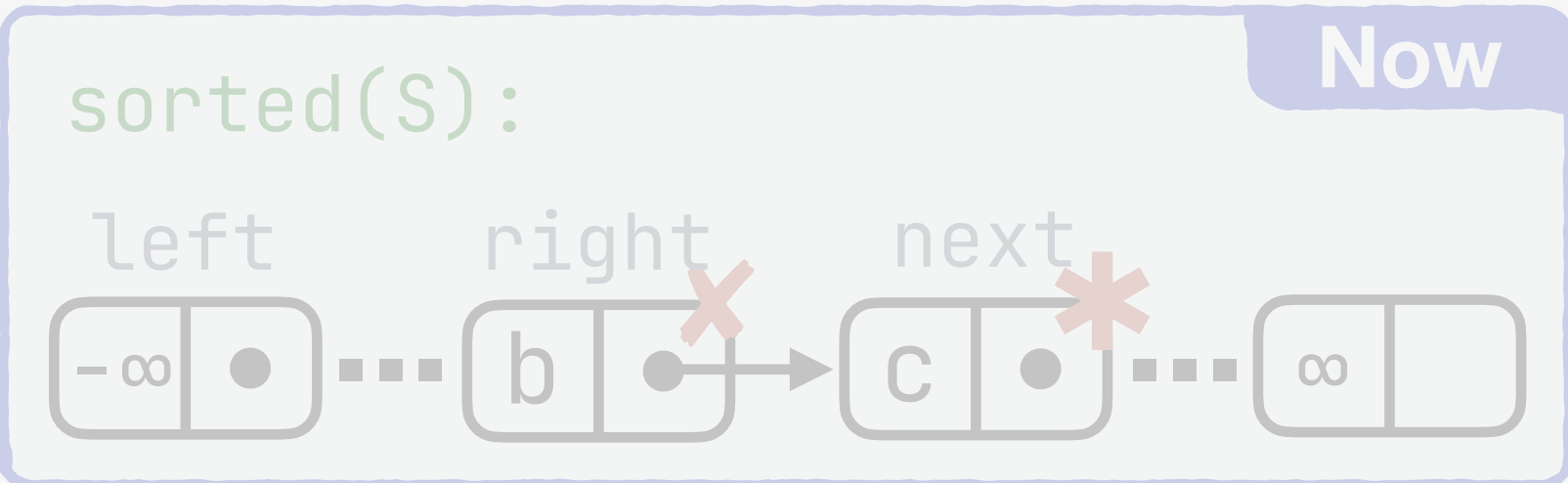


Ghost Update Chunks

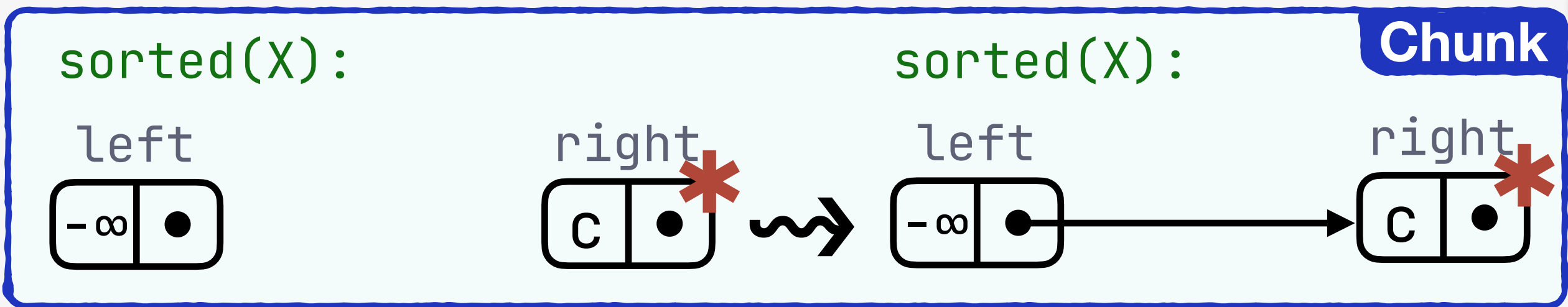
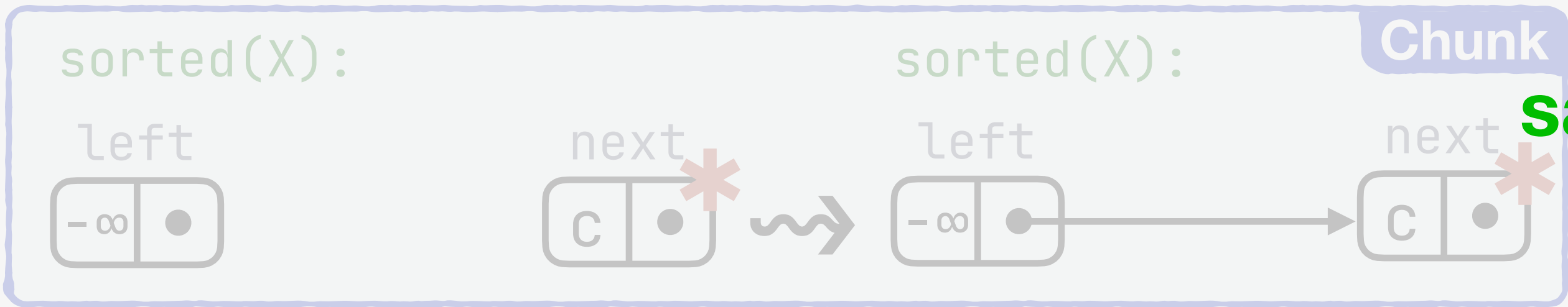
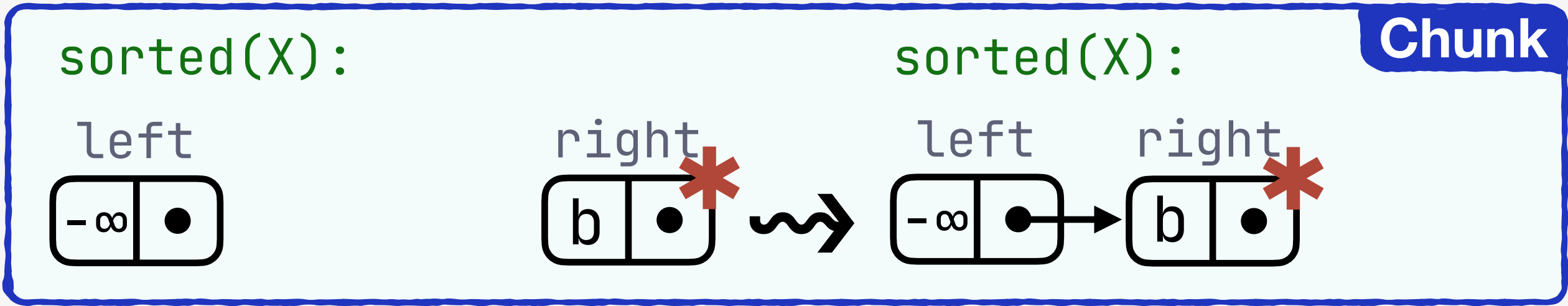
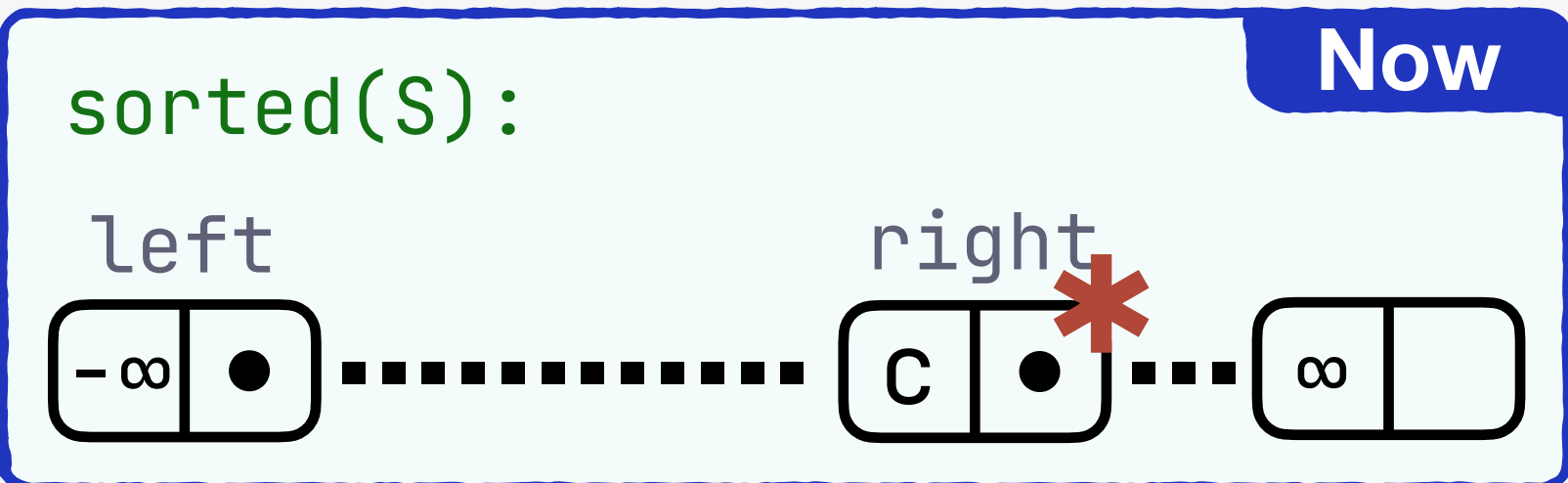
// traversal step 1 2 k+1



assume(right→mark);
next := right→next;



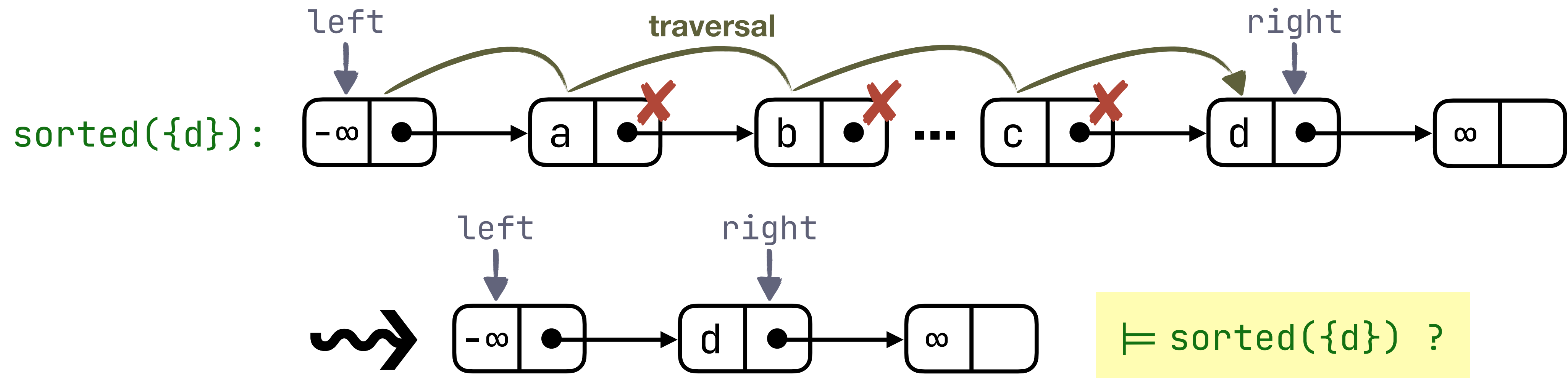
right := next;



same



Example: Unbounded Removal



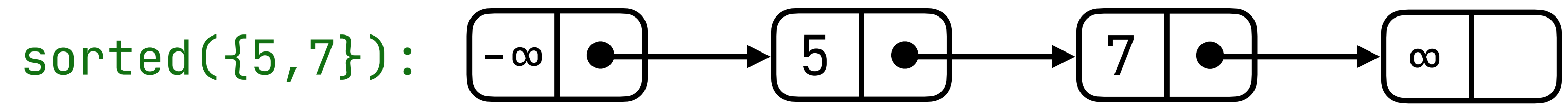
Contribution: Ghost Update Chunks

- formalization in abstract SL
- usage patterns: INTRO, MERGE, FRAME, DISCHARGE
- implementation

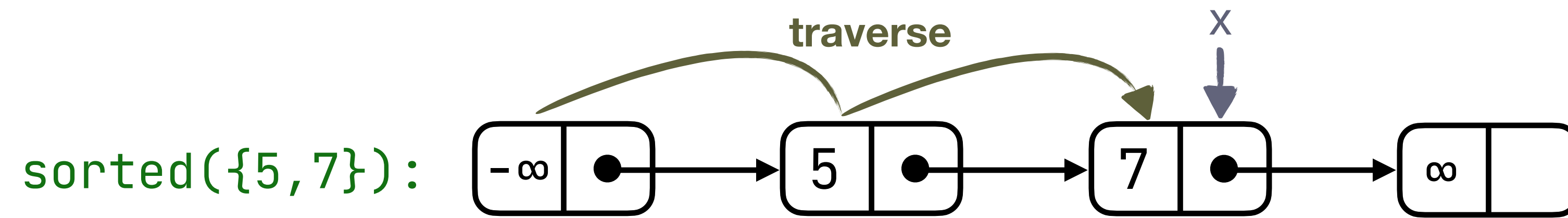
Verification Challenge 1: Complex Unbounded Updates

Verification Challenge 2: **Linearizability**

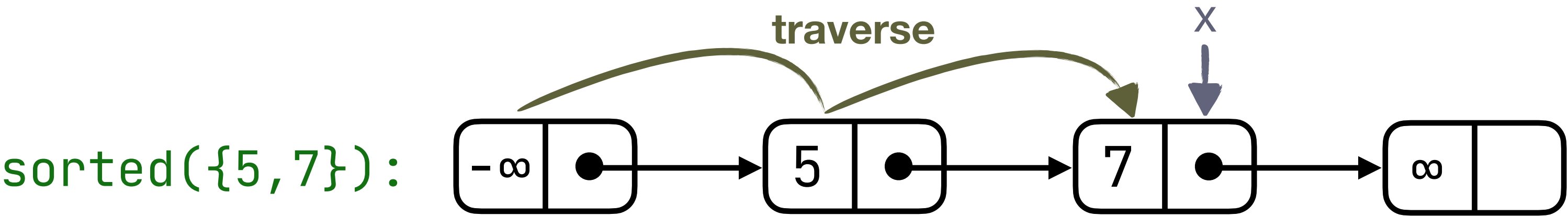
Example: contains(7)



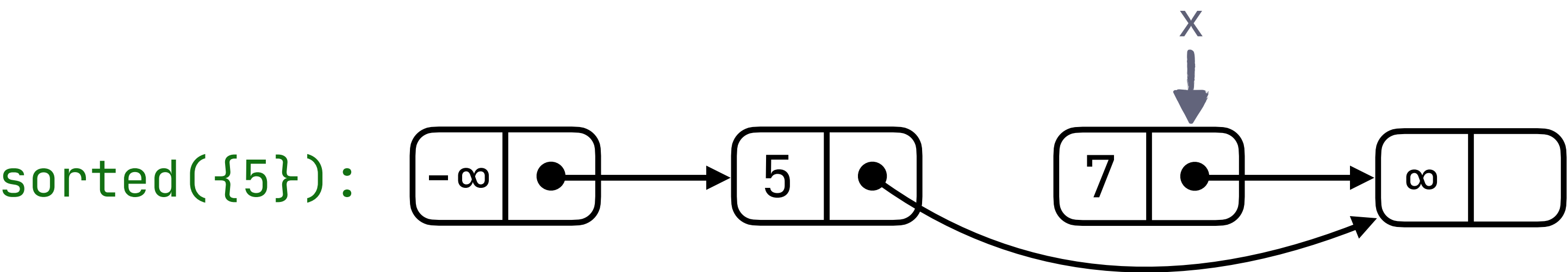
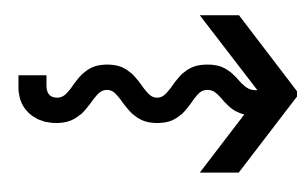
Example: contains(7)



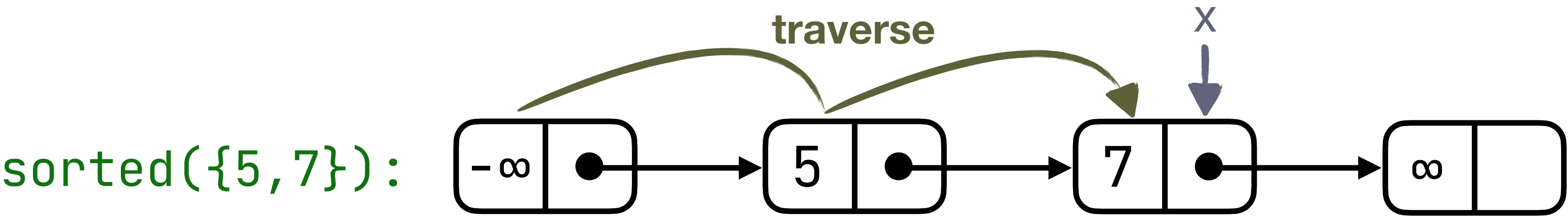
Example: contains(7)



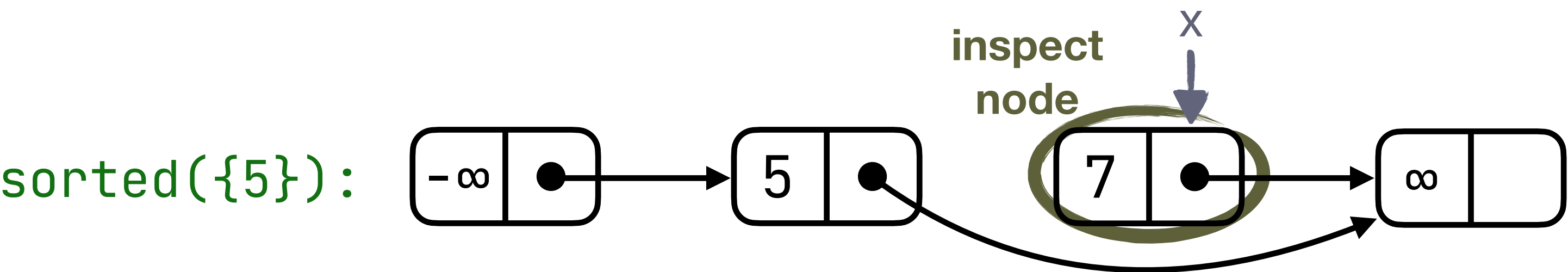
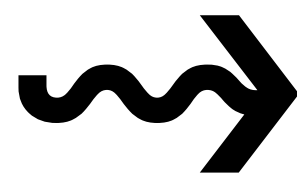
interference



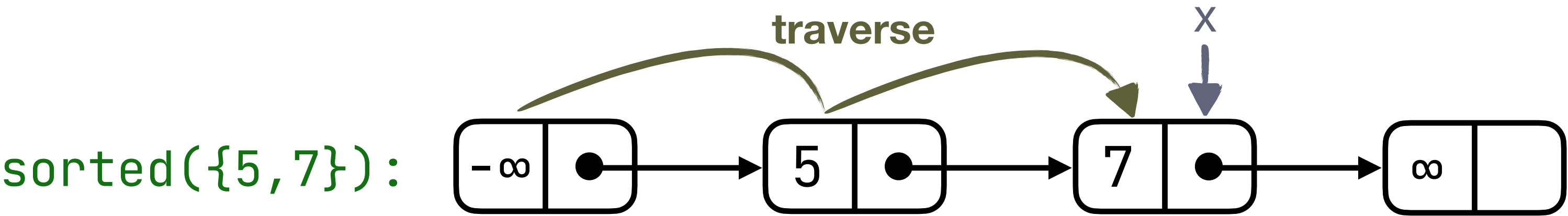
Example: contains(7)



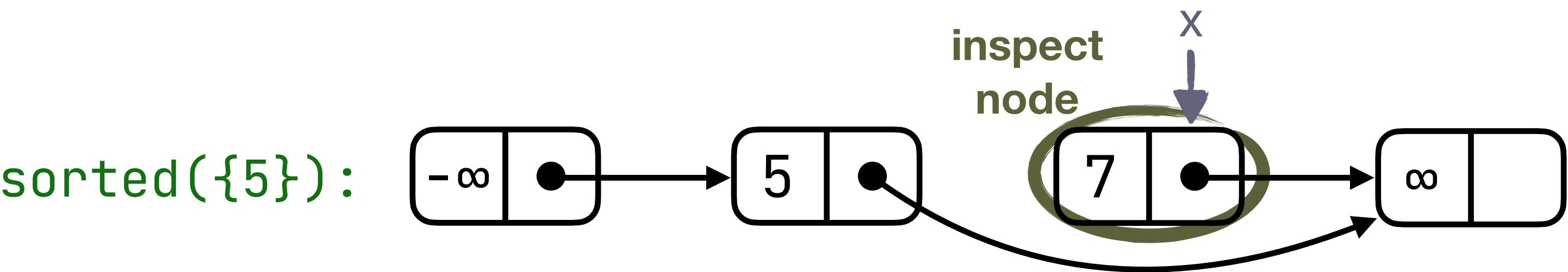
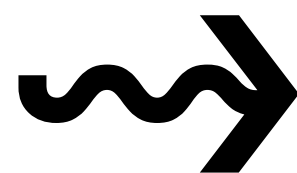
interference



Example: contains(7)

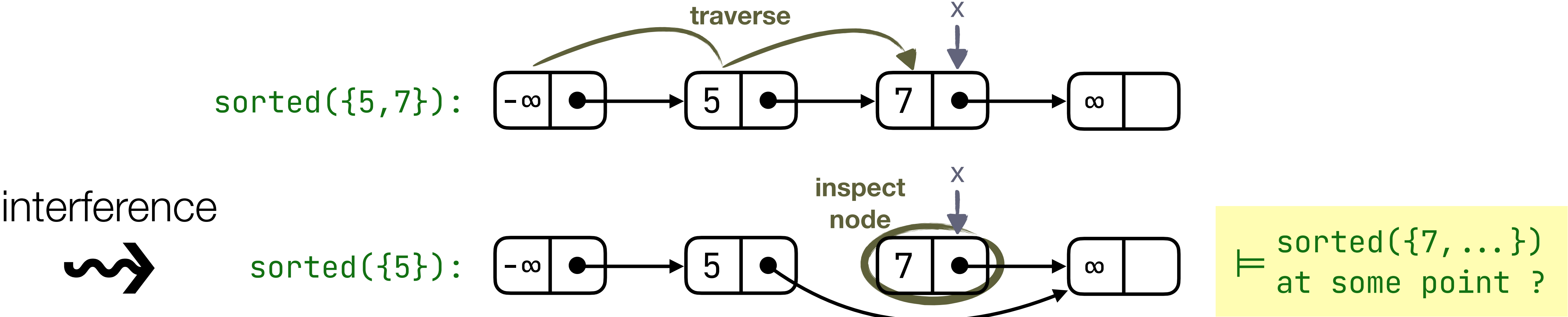


interference

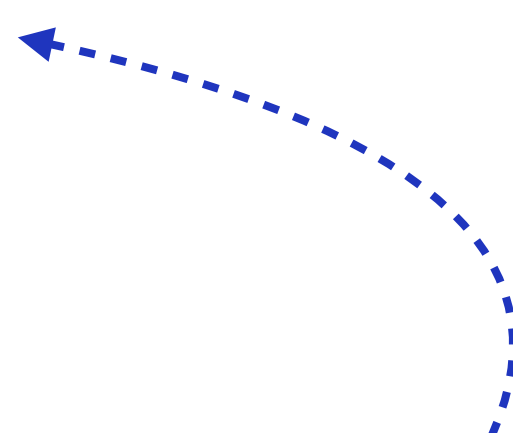


$\models$ sorted({7,...})
at some point ?

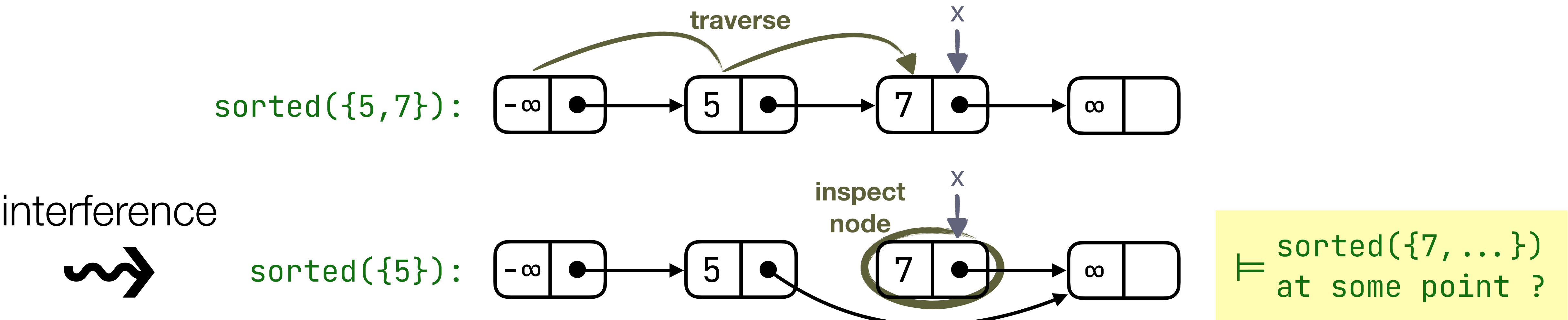
Example: contains(7)



Classical Reasoning

-  : prophecy about outcome of  ("case split") 
- automation ?

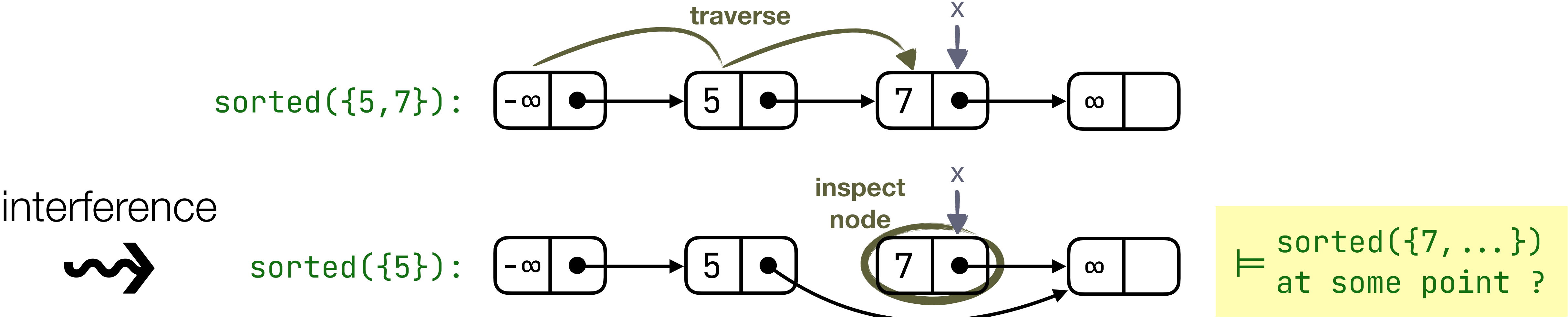
Example: contains(7)



Classical Reasoning

- **traverse**  : prophecy about outcome of **inspect node**  ("case split")
 - **inspect node**  : reconcile outcome with prophecy
- automation ?

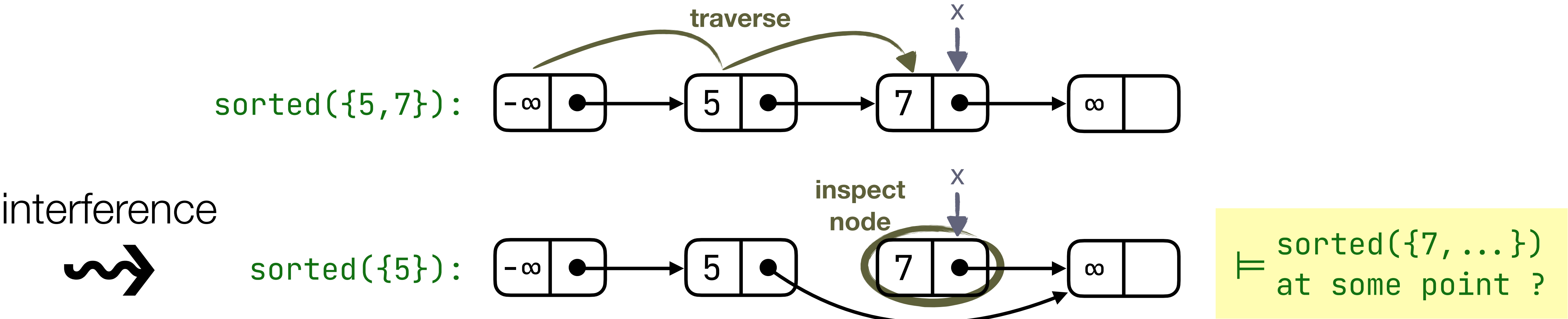
Example: contains(7)



Contribution: Past Reasoning

-  : record past state

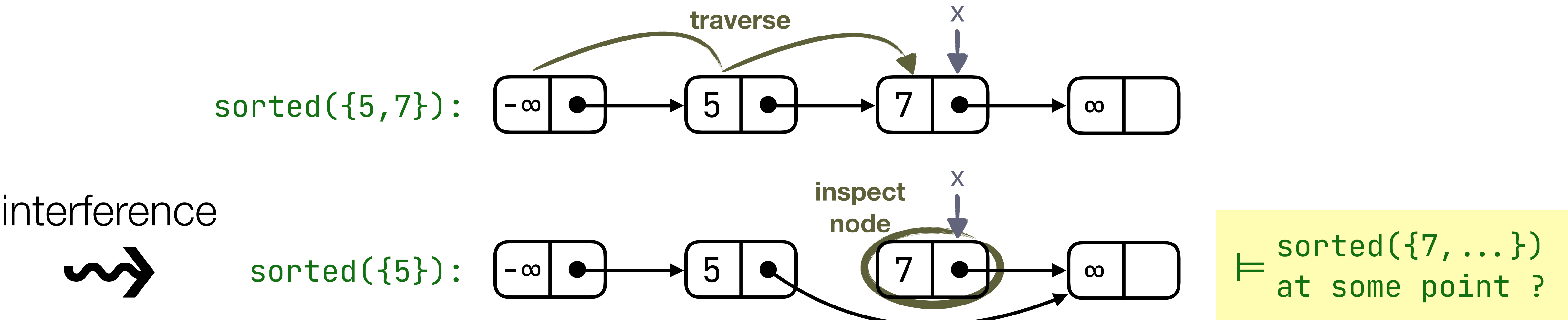
Example: contains(7)



Contribution: Past Reasoning

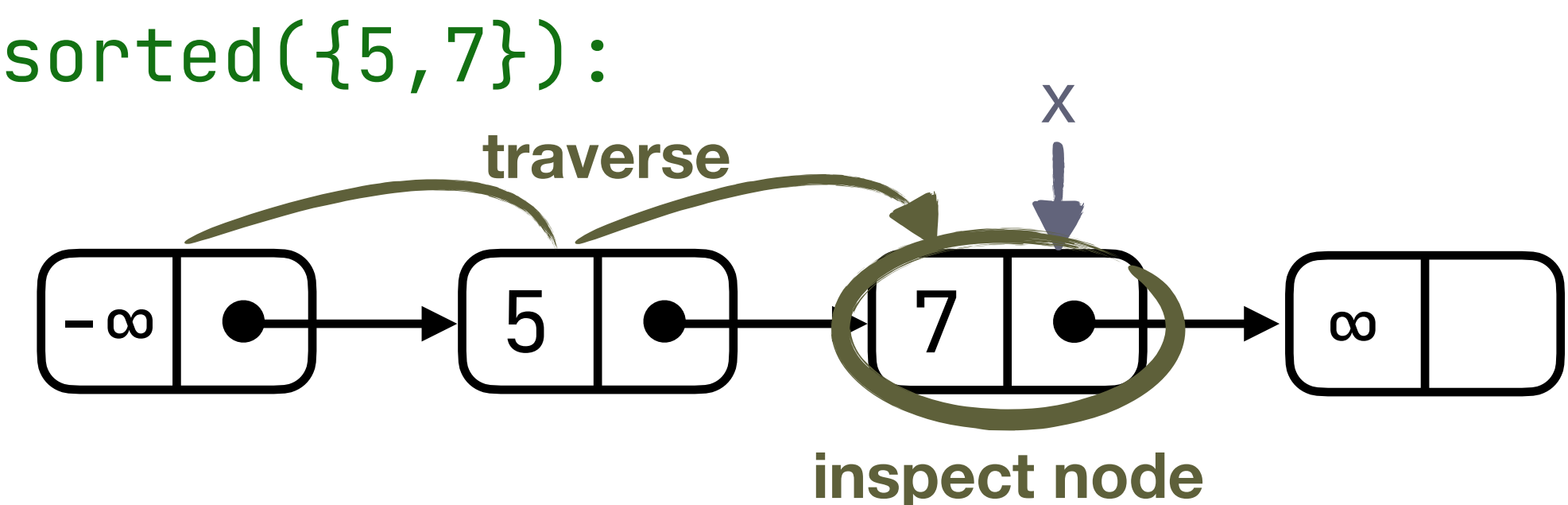
- `traverse` : record past state
- `inspect node` : propagate outcome into past state

Example: contains(7)



Contribution: Past Reasoning

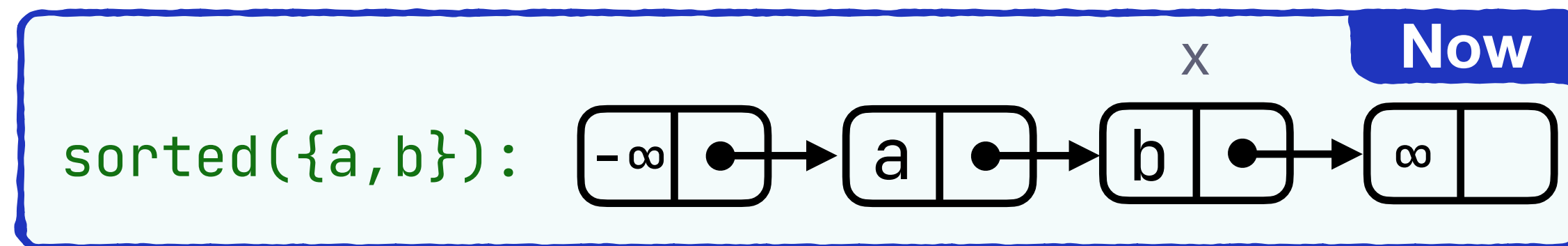
-  **traverse** : record past state
-  **inspect node** : propagate outcome into past state



Past Reasoning

// ...

x = /* a→next */



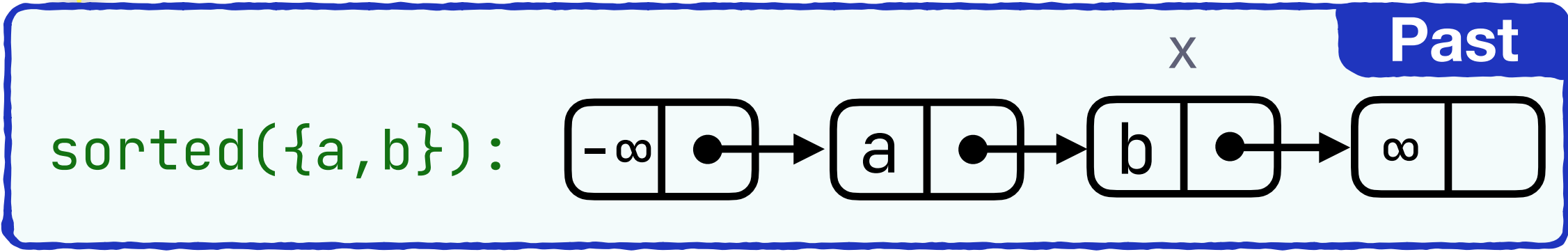
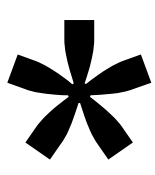
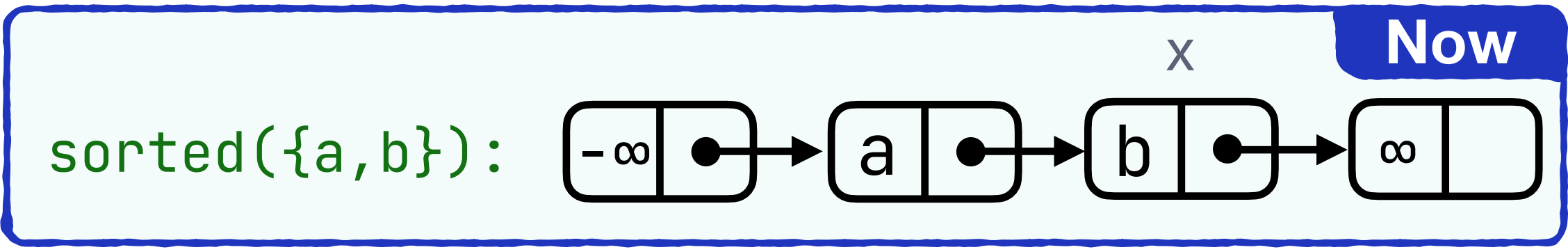
if (x→key = k) {

 return true;

} else { /* continue traversal */ }

Past Reasoning

```
// ...  
x = /* a→next */
```



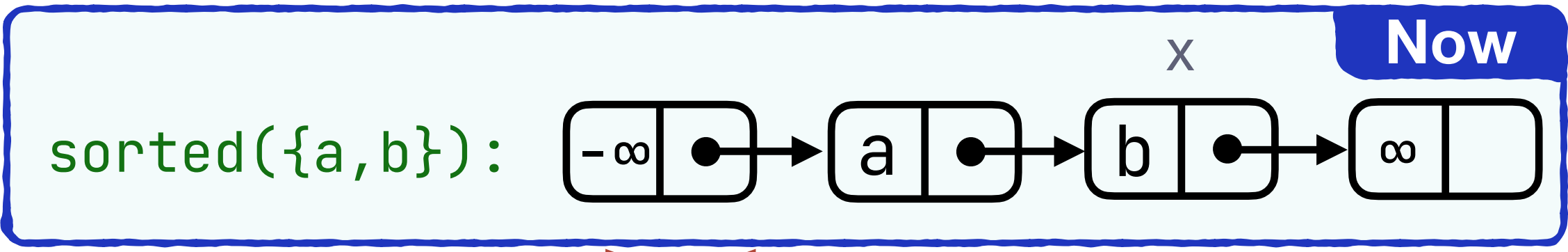
Past $\mathrel{::=}$ **Now** in some (previous) state of the execution

```
if (x→key = k) {  
  
    return true;  
} else { /* continue traversal */ }
```

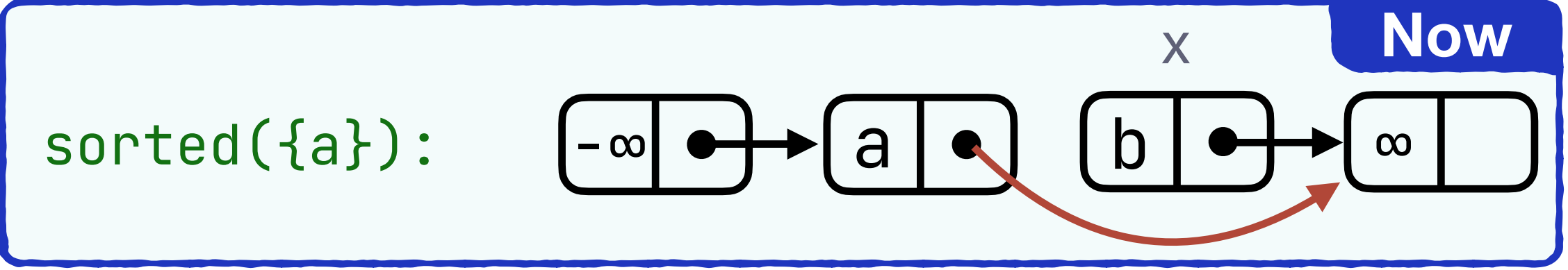
Past Reasoning

// ...

x = /* a→next */



interference

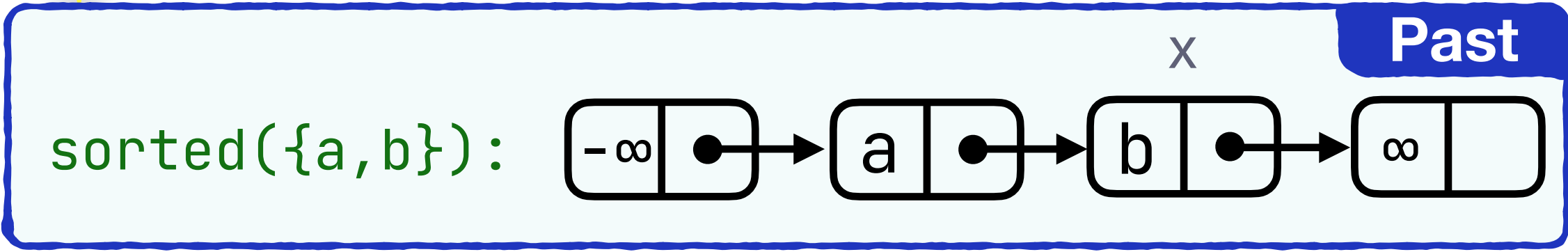


if (x→key = k) {

return true;

} else { /* continue traversal */ }

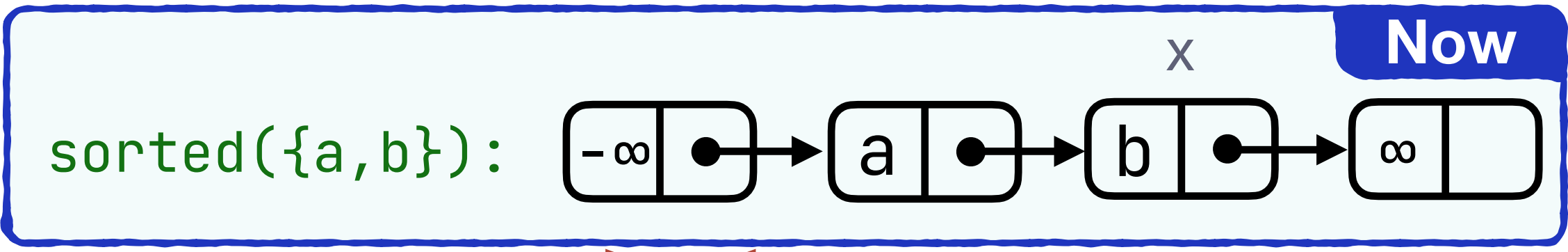
Past $\doteq$ **Now** in some (previous) state of the execution



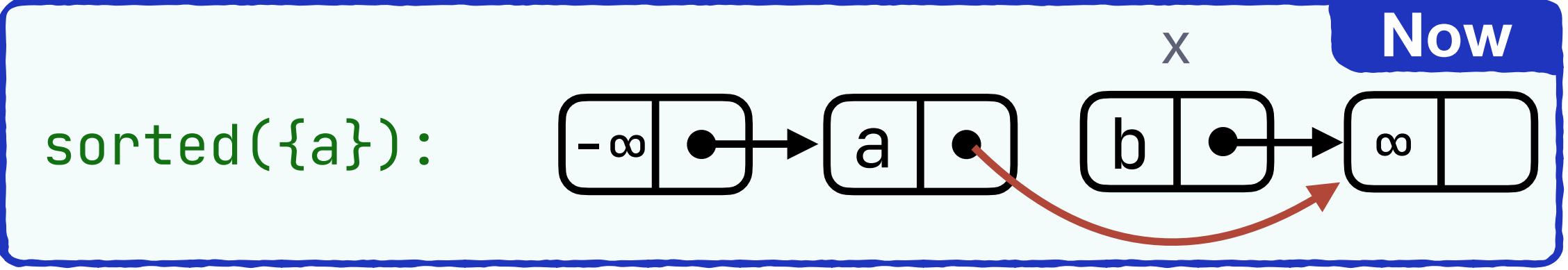
Past Reasoning

// ...

x = /* a→next */



interference

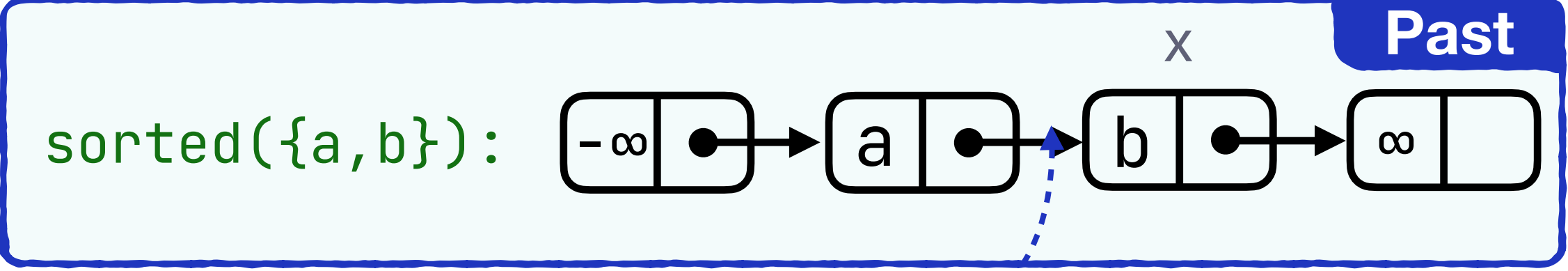
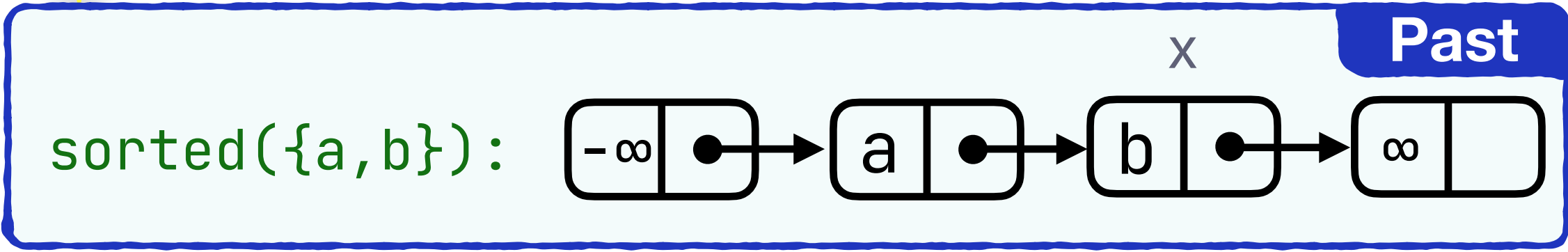


if (x→key = k) {

return true;

} else { /* continue traversal */ }

Past ::= **Now** in some (previous) state of the execution



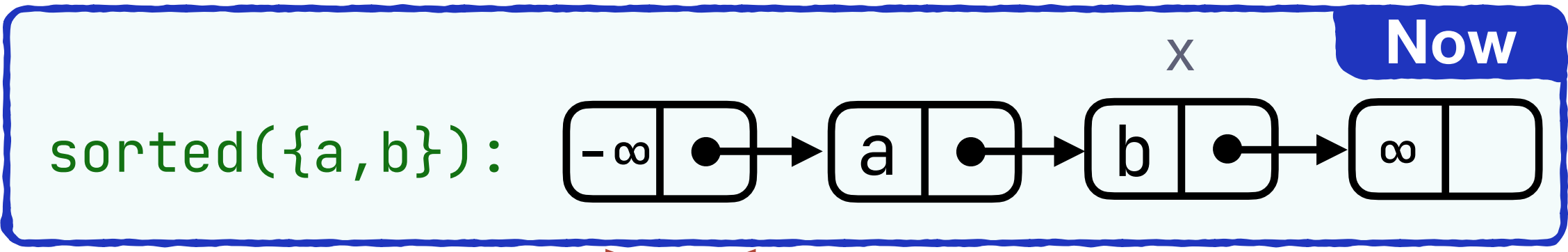
interference cannot change the past

Past Reasoning

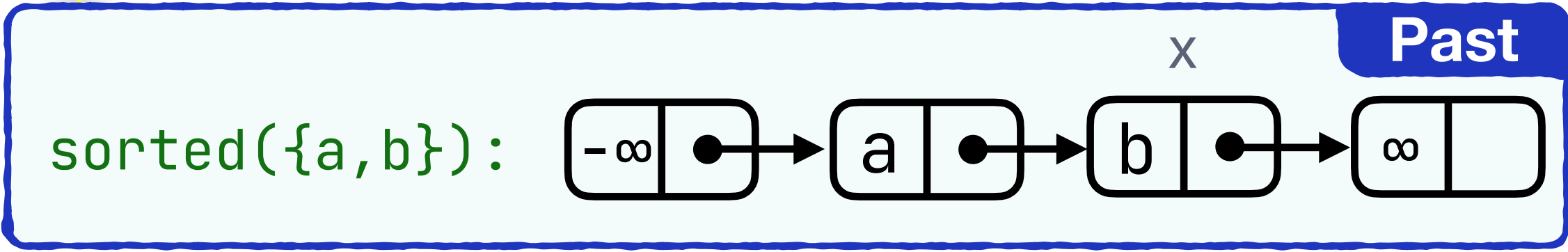
// ...

x = /* a→next */

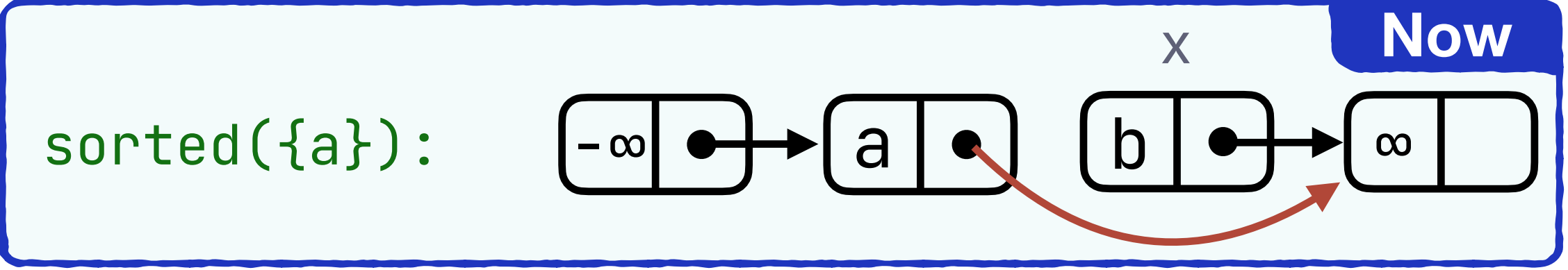
Past $\doteq$ **Now** in some (previous) state of the execution



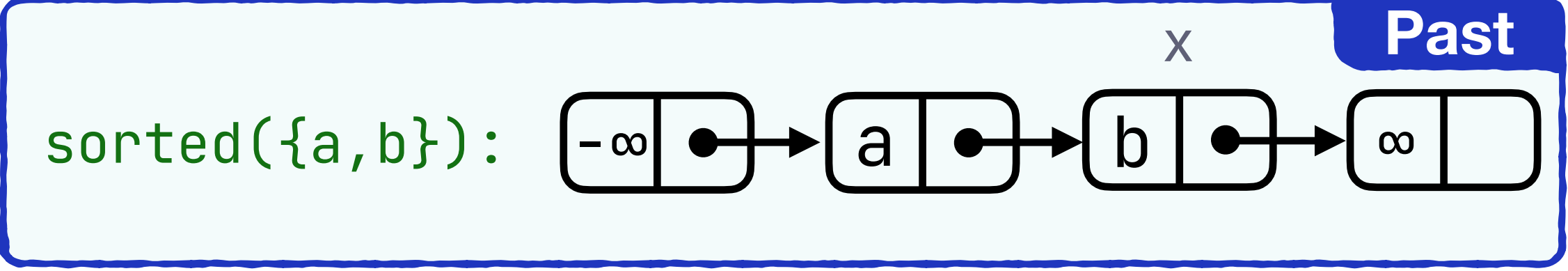
*



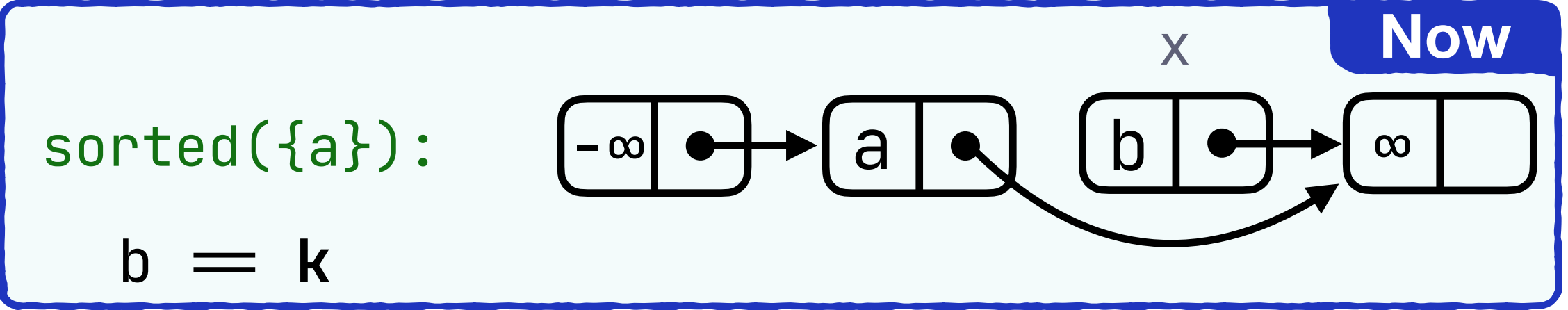
interference



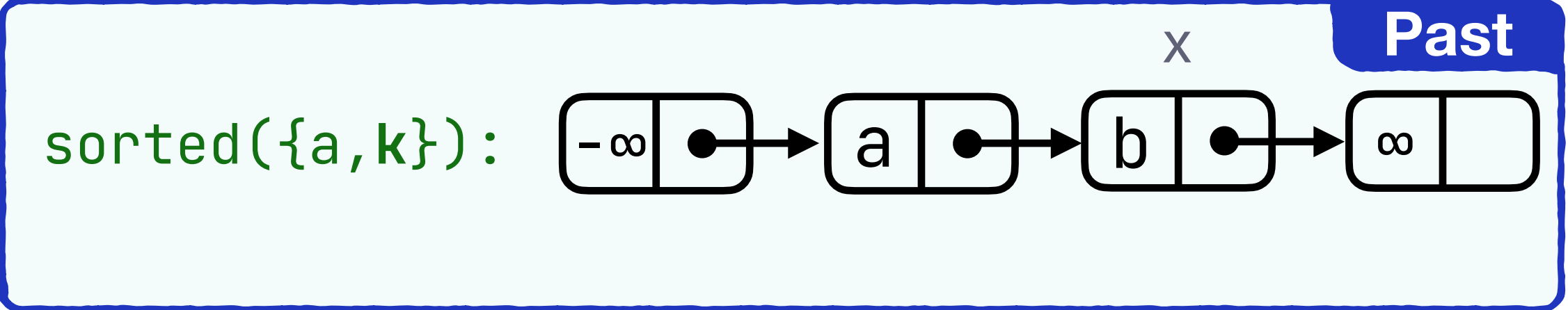
*



if (x→key = k) {



*



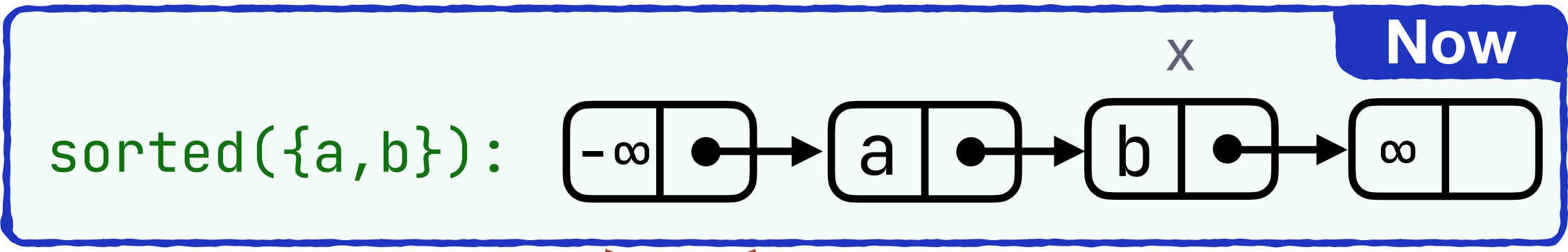
return true;
} else { /* continue traversal */ }

Past Reasoning

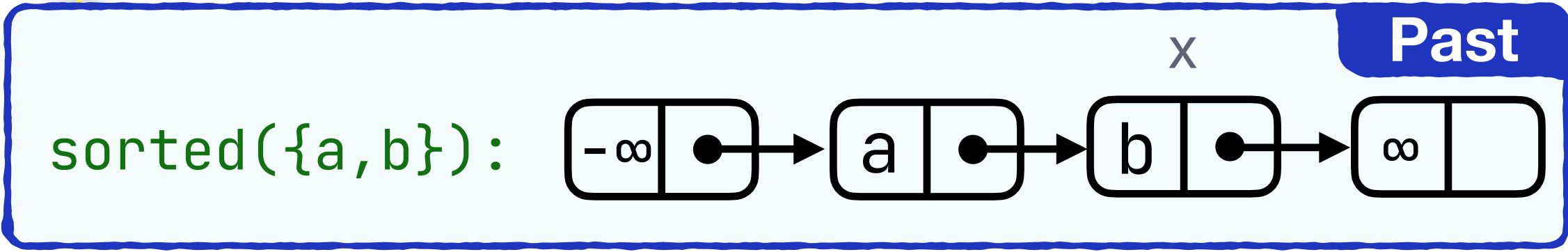
// ...

x = /* a→next */

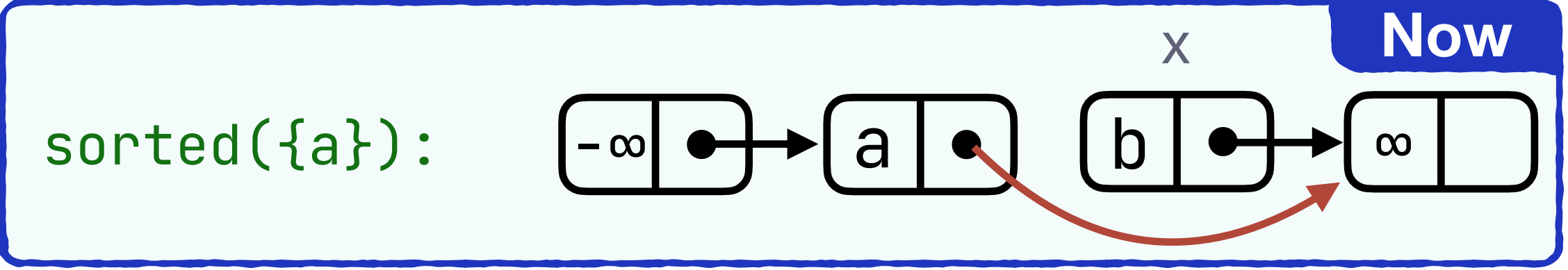
Past $\doteq$ **Now** in some (previous) state of the execution



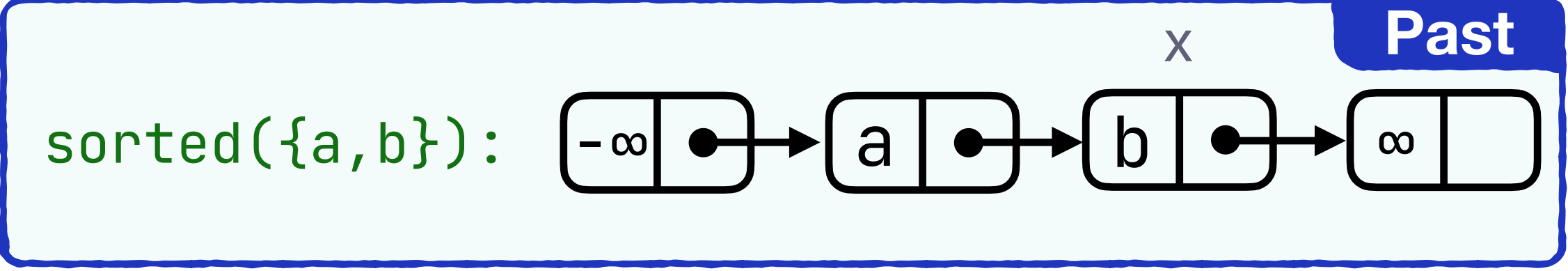
*



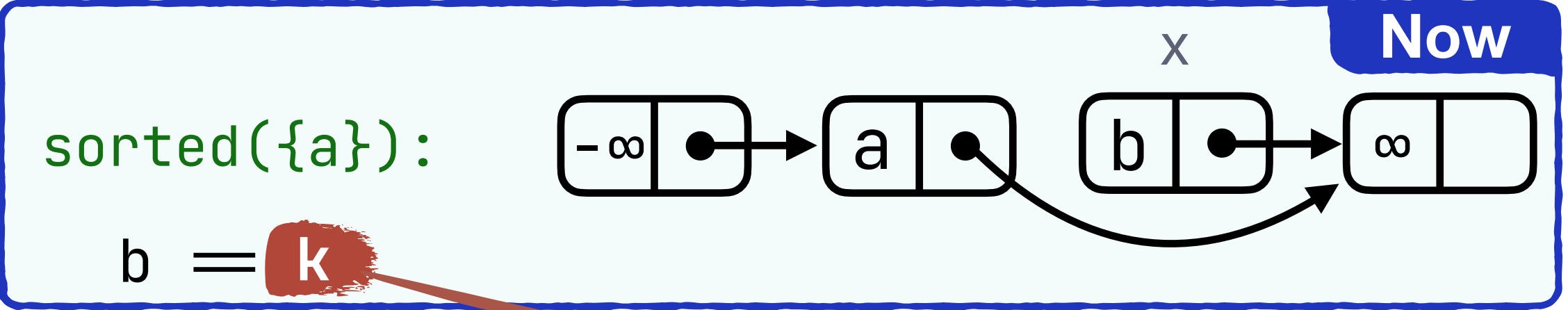
interference



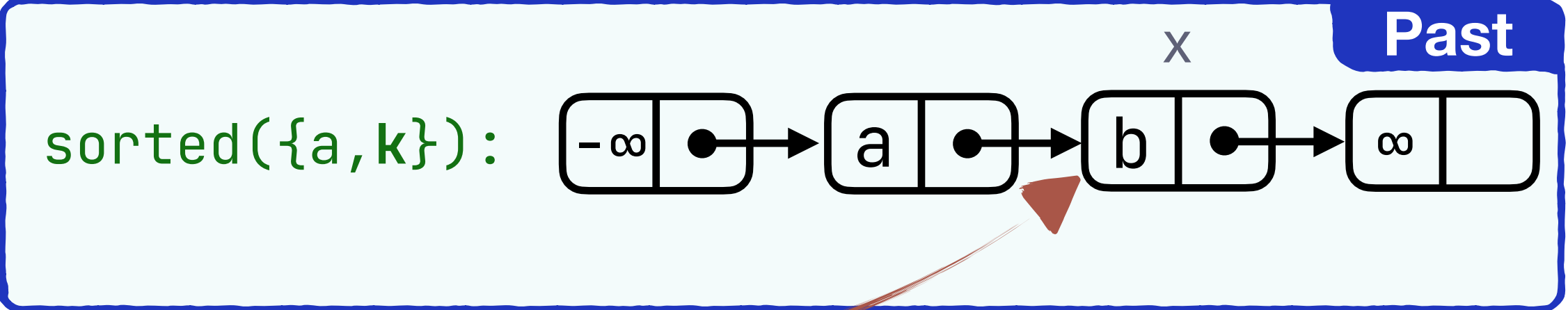
*



if (x→key = k) {



*



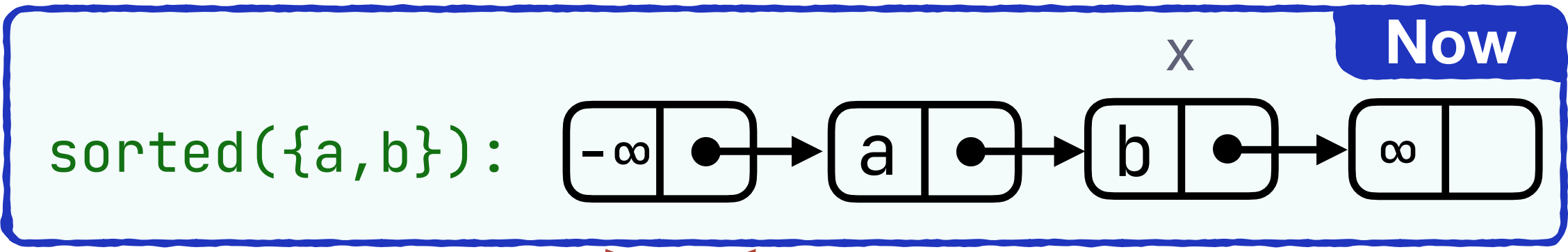
return true;
} else { /* continue traversal */ }

Past Reasoning

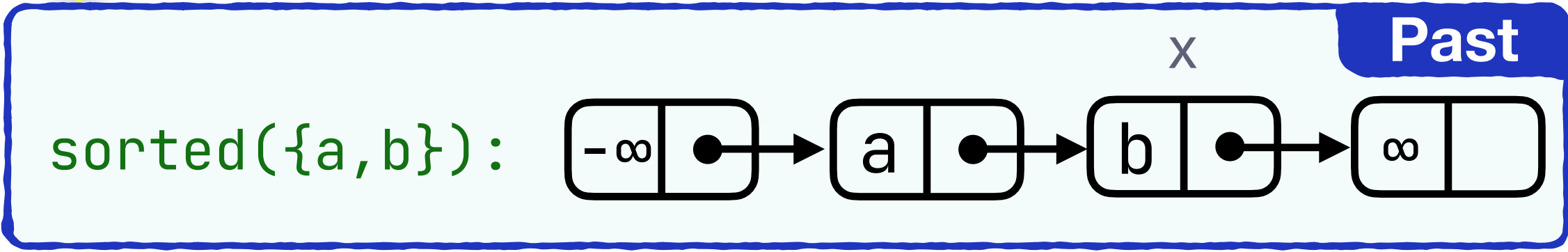
// ...

x = /* a→next */

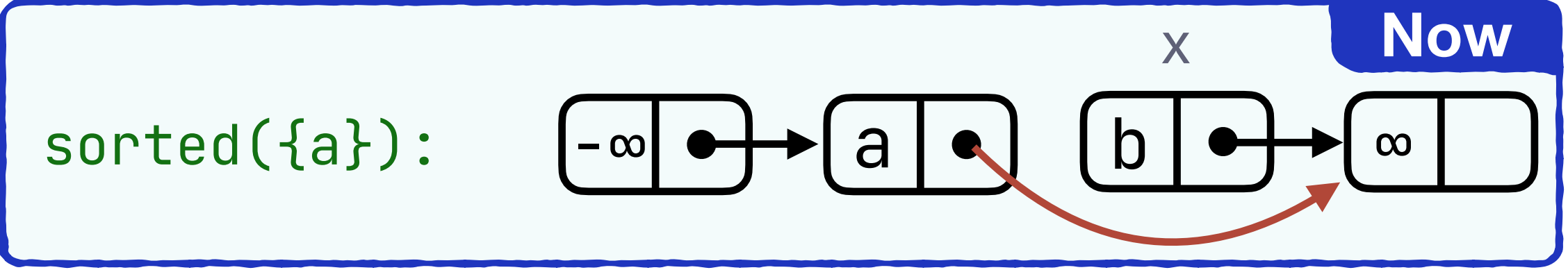
Past $\doteq$ **Now** in some (previous) state of the execution



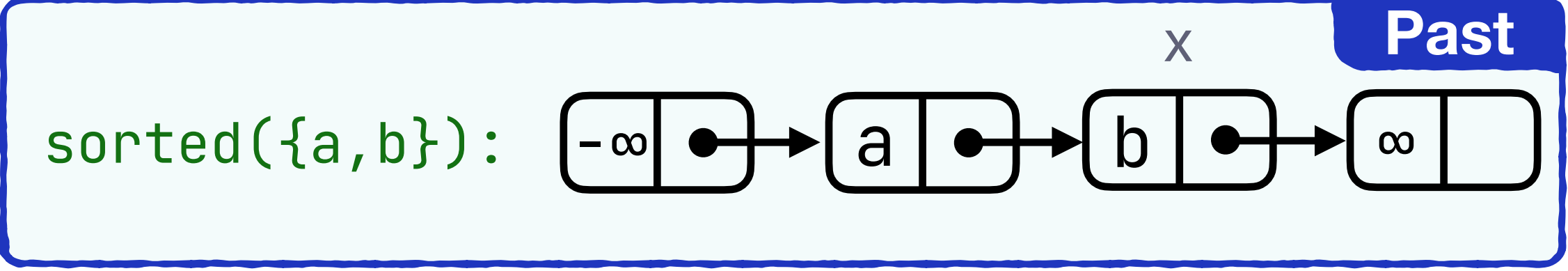
*



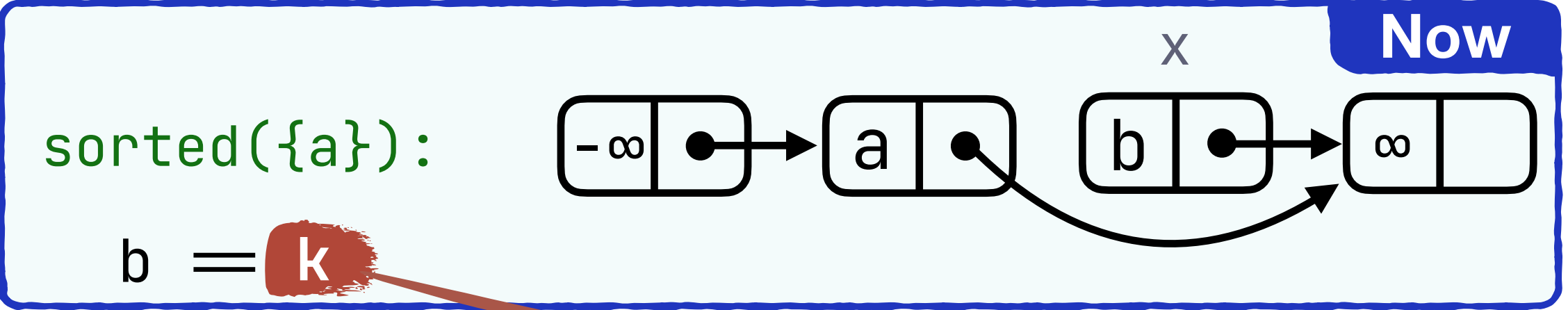
interference



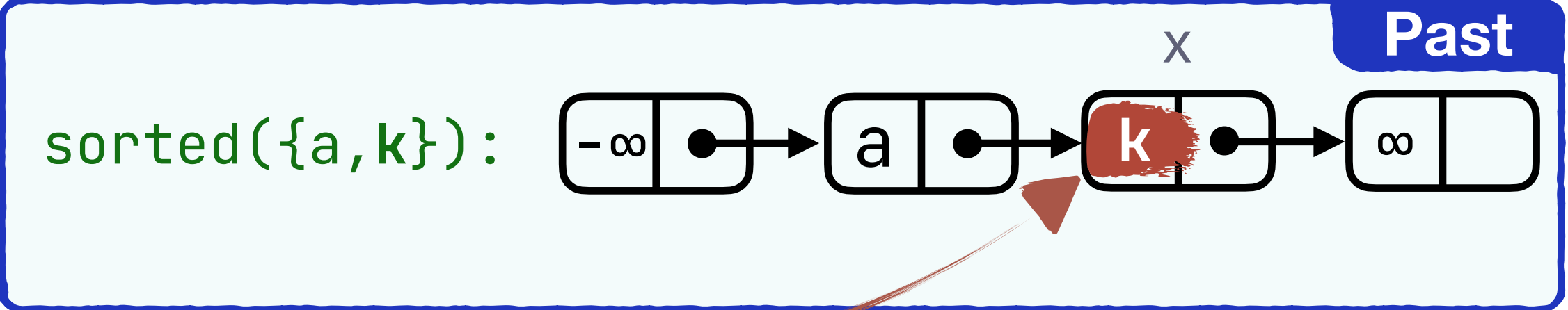
*



if (x→key = k) {



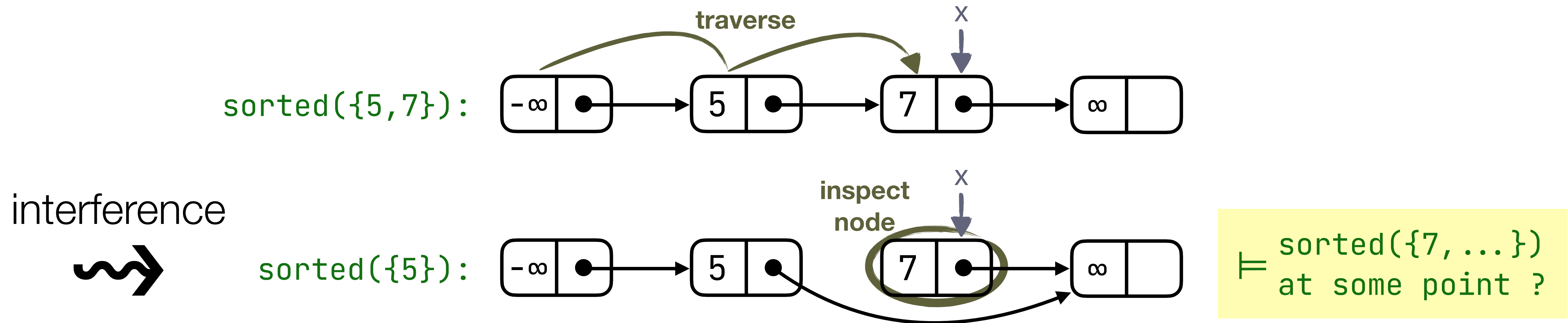
*



return true;
} else { /* continue traversal */ }

$\models$ sorted({k,...}) at some point !

Example: contains(7)



Contribution: Past Reasoning

- formalization in abstract SL
- light-weight instance of hindsight reasoning
- implementation

Recap:

A Concurrent Program Logic with a Future and History

- program logic with
 - chunks $\rightsquigarrow$ complex unbounded updates via simple ones
 - pasts $\rightsquigarrow$ lightweight hindsight reasoning in SL
 - tool $\rightsquigarrow$ first to verify challenging examples like Harris' set

Benchmark	Lineariz.
Fine-Grained set	46s ✓
Lazy set	77s ✓
FEMRS tree (no maintenance)	130s ✓
Vechev&Yahav 2CAS set	125s ✓
Vechev&Yahav CAS set	54s ✓
ORVYY set	47s ✓
Michael set	306s ✓
Harris set	1378s ✓



Thanks

Recap:

A Concurrent Program Logic with a Future and History

- program logic with
 - chunks $\rightsquigarrow$ complex unbounded updates via simple ones
 - pasts $\rightsquigarrow$ lightweight hindsight reasoning in SL
 - tool $\rightsquigarrow$ first to verify challenging examples like Harris' set

Benchmark	Lineariz.
Fine-Grained set	46s ✓
Lazy set	77s ✓
FEMRS tree (no maintenance)	130s ✓
Vechev&Yahav 2CAS set	125s ✓
Vechev&Yahav CAS set	54s ✓
ORVYY set	47s ✓
Michael set	306s ✓
Harris set	1378s ✓

