

Verification of Concurrent Programs under Relaxed Memory Models

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Concurrent Programs with Shared Memory

- Finite number of **shared variables** $\{x, y, x_1, \dots\}$
- Finite **data domain** $\{d, d_0, d_1, \dots\}$
- Finite number of **finite-control threads** $T_1, \dots, T_n$ with **operations**:
 $w(x, d), \quad r(x, d)$

$x = y = 0$	
Thread 1	Thread 2
$a : x = 1$	$p : y = 1$
$b : \text{if}(y == 0)\{$	$q : \text{if}(x == 0)\{$
$c : \text{crit. sect. 1}$	$r : \text{crit. sect. 2}$
$d : \}$	$s : \}$

Dekker's mutual exclusion protocol.

Sequential Consistency (SC) Semantics [Lamport 1979]

- Threads directly write to and read from memory
- Classical **interleaving semantics**
 - ▶ **Computations** of different threads are **shuffled**
 - ▶ **Program order** is **preserved** for each thread

$x = y = 0$			Mem
Thread 1	Thread 2	Thread 1	
$a : x = 1$	$p : y = 1$	$pc = a$	x
$b : \text{if}(y == 0)\{$	$q : \text{if}(x == 0)\{$		0
$c : \text{crit. sect. 1}$	$r : \text{crit. sect. 2}$	Thread 2	y
$d : \}$	$s : \}$	$pc = p$	0

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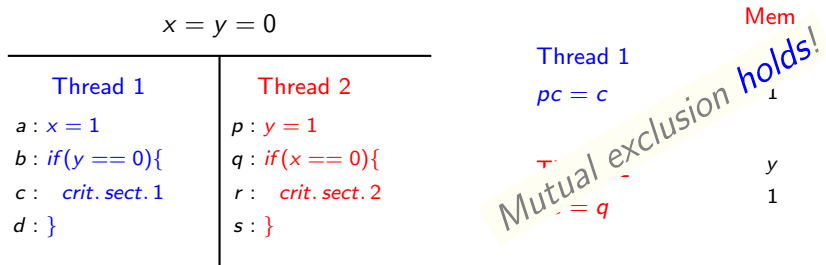
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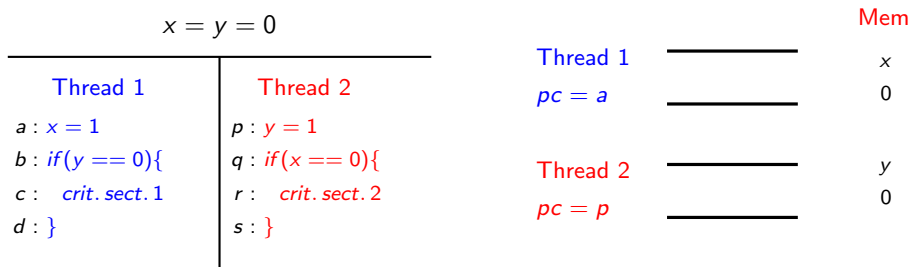


Total Store Ordering (TSO) Semantics [SPARC 1994, x86]

- Sequential Consistency forbids compiler and hardware optimizations
- Hence is not implemented by any processor
- Processors have various buffers to reduce latency of memory accesses
- Behavior captured by relaxed memory models
- Here: Total Store Ordering (TSO) memory model

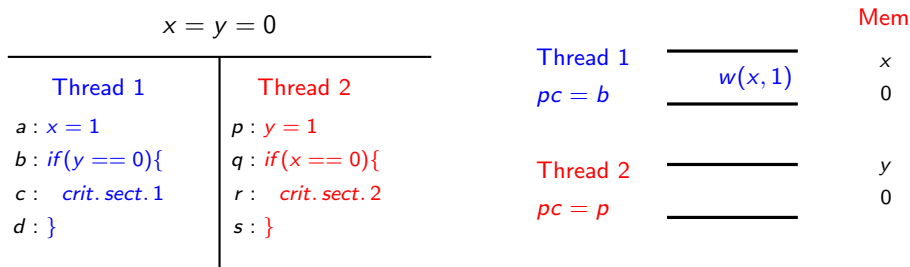
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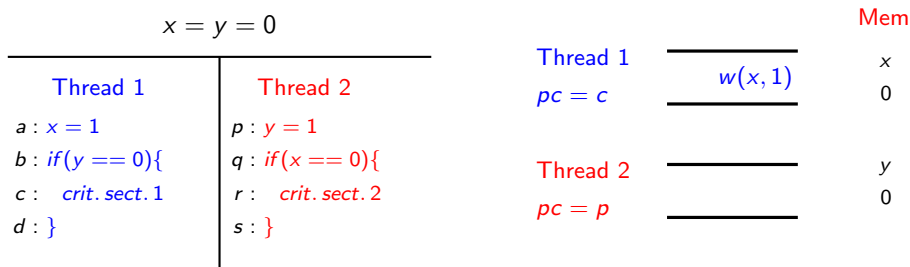
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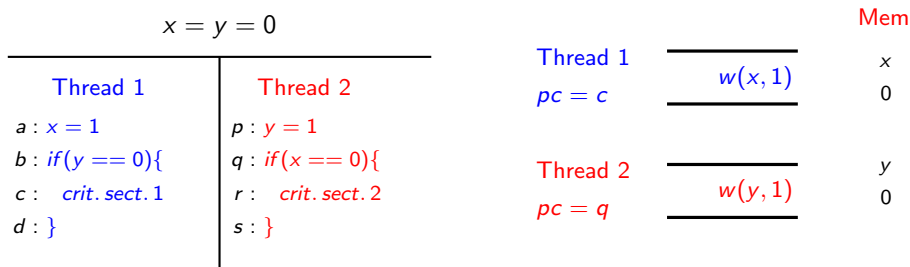
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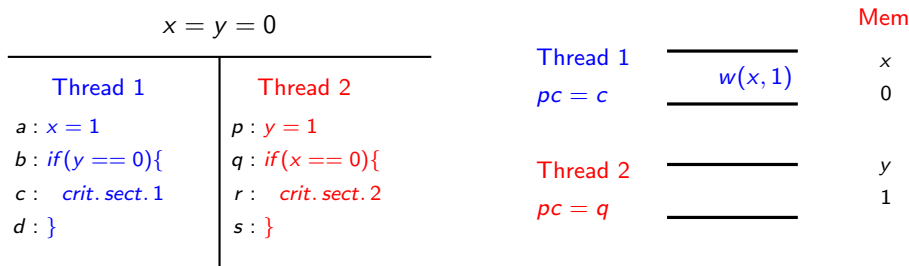
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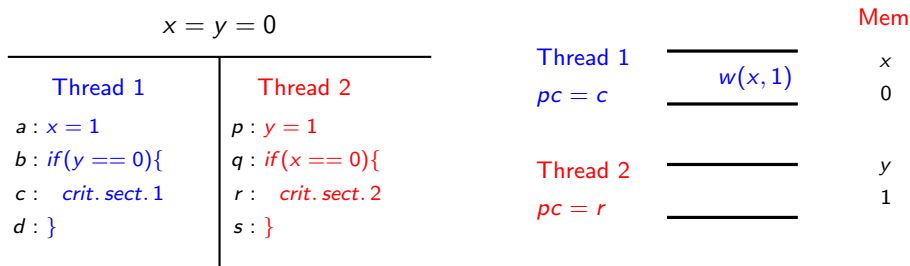
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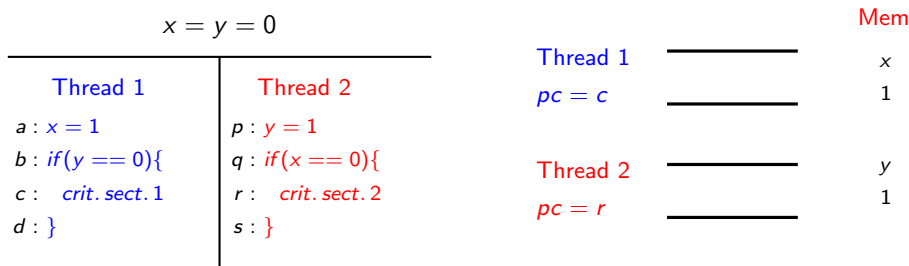
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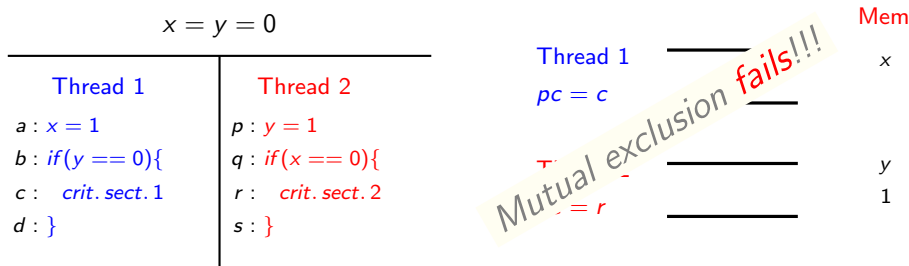
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This is where our verification techniques apply

Outline

- 1 Shared Memory Concurrency
 - Sequential Consistency Semantics
 - Total Store Ordering Semantics
- 2 Reachability
- 3 Robustness

Reachability

[Atig, Bouajjani, Burckhardt, Musuvathi, POPL'10]

State Reachability Problem

Consider a **memory model** MM

State Reachability Problem for MM

Input: Program P and a (control + memory) state s .

Problem: Is s reachable when P is **run under** MM ?

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- For the SC memory model, this problem is **PSPACE-complete**
- **Non-trivial** for relaxed memory models:

$Paths_{TSO}(P) = Closure_{TSO}(Paths_{SC}(P))$ is **non-regular**

Reachability

[Atig, Bouajjani, Burckhardt, Musuvathi, POPL'10]

Decidability:

Simulation of TSO semantics by Lossy Channel Systems

Decidability of State Reachability for TSO

Theorem [ABBM 2010]

The state reachability problem for TSO is reducible to the control-state reachability problem for LCS.

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Corollary

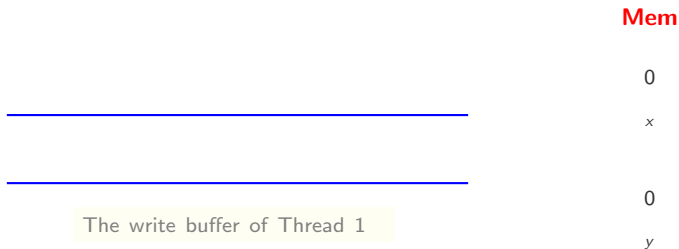
The state reachability problem for TSO is decidable.

From TSO to LCS 1/5

Thread 1: $x = 1; y = 1; x = 2; y = 2; y = 3;$

Thread 2: $\text{if } (x == 2) \{ \quad \text{if } (y == 0) \{ \dots \} \quad \}$

Write buffers are **perfect FIFO channels**

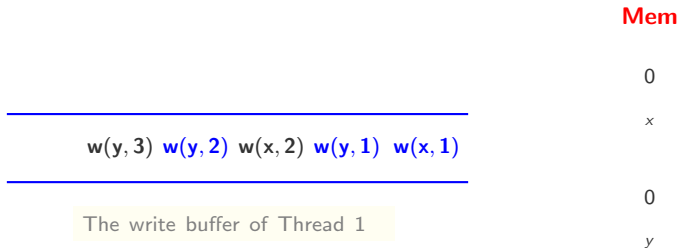


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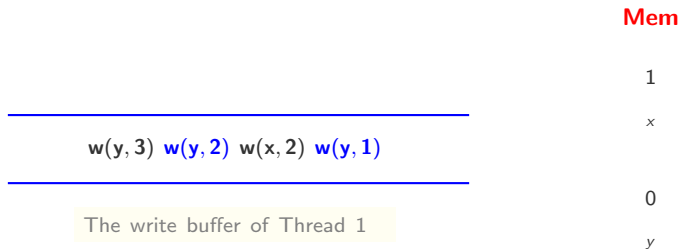


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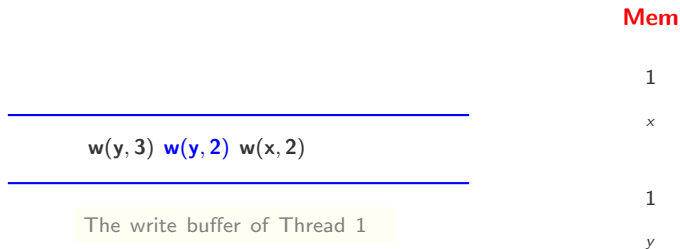


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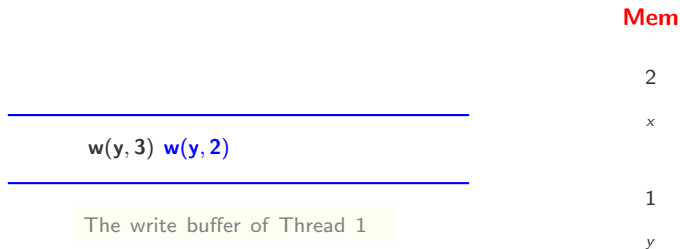


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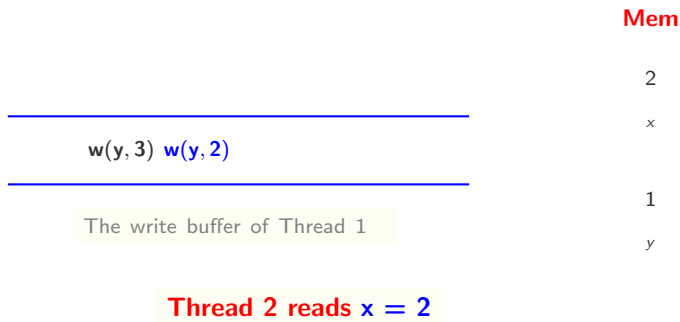


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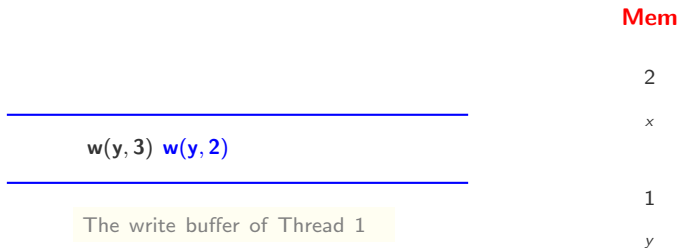


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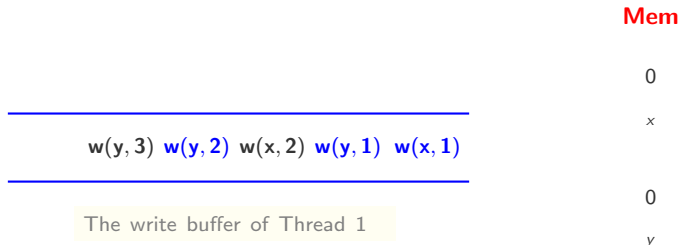
Thread 2 deadlocks as $y = 1$

From TSO to LCS 2/5

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- Write buffers made for **batch processing**
- **Batch processing** is similar to **lossiness**
- So assume write buffers are **lossy** FIFO channels

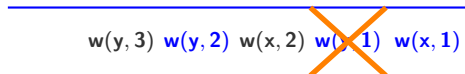


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The write buffer of Thread 1

Mem

0

x

0

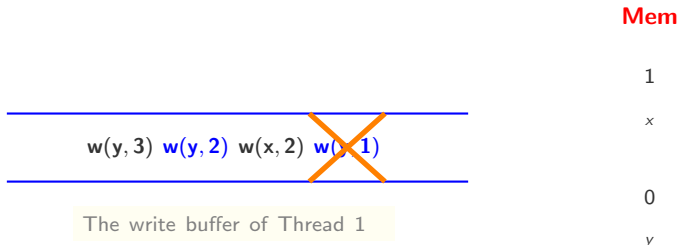
y

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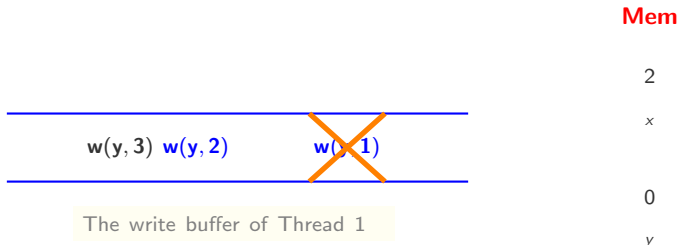


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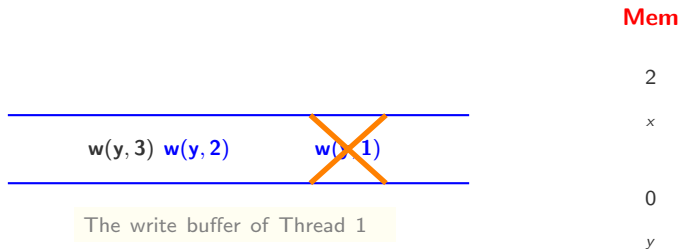


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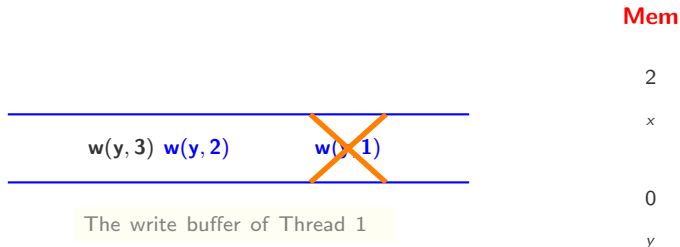
Thread 2 reads $x = 2$

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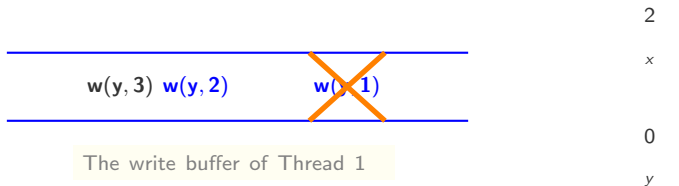
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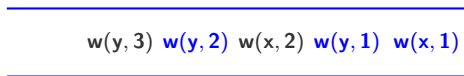
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This is wrong! Lost the effect of $w(y, 1)$.

From TSO to LCS 3/5

TSO buffer = perfect FIFO channel



Mem

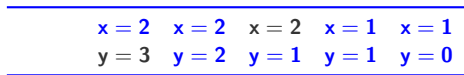
0

x

0

y

Channel = sequence of **memory states** + **lossiness**



Mem

0

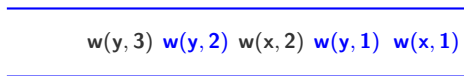
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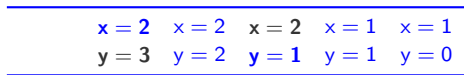
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x

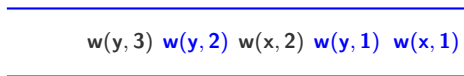
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y

Lossiness = **unobservable memory states**

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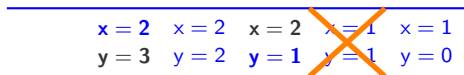
0

x

0

y

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0

x

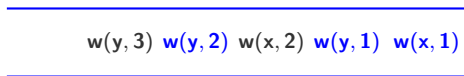
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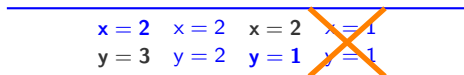
0

x

0

y

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Mem

1

x

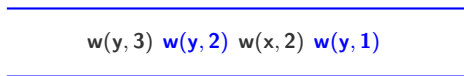
0

y

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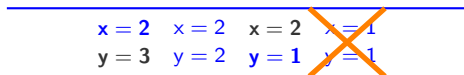
1

x

0

y

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x

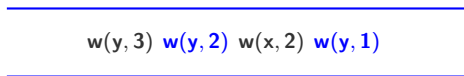
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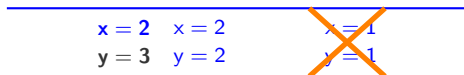
1

x

0

y

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Mem

2

x

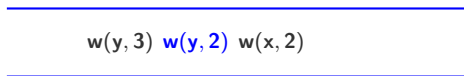
1

y

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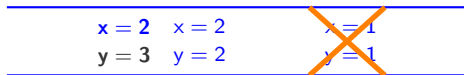
1

x

1

y

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Mem

2

x

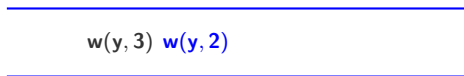
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TSO buffer = perfect FIFO channel



Mem

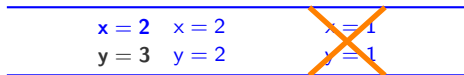
2

x

1

y

Channel = sequence of **memory states** + **lossiness**



Mem

2

x

1

y

Lossiness = **unobservable memory states**

From TSO to LCS 4/5



- *Write: Compute a new memory state; send it to the channel*
- *Read: Check the channel/memory*
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From TSO to LCS 4/5

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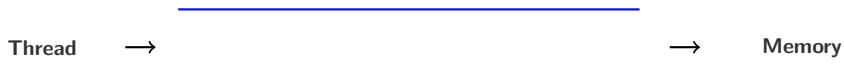


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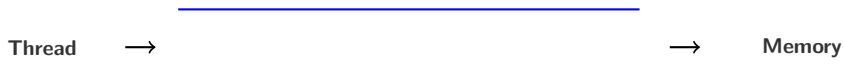
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***Synchronization** of the LCS over send actions*

Theorem [ABBM 2010]

The state reachability problem for TSO is reducible to the control-state reachability problem for LCS.

State Reachability: Conclusion

- Decidable for TSO (and beyond)
- But it is a hard problem — non-primitive recursive
- However, it is possible to have efficient analysis techniques
- Abstraction-based techniques:

e.g., [Kuperstein, Vechev, Yahav, PLDI'11]

- Symbolic techniques:

[Abdulla, Atig, Chen, Leonardson, Rezine, TACAS'12]

[Linden, Wolper, SPIN'10'11]

Robustness

[Bouajjani, M., Möhlmann, ICALP'11]

[Bouajjani, Derevenetc, M., ESOP'13]

Robustness against TSO

Idea of **robustness**:

TSO behavior that deviates from SC is a **programming error**

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*TSO- and SC-**traces** are the same [Shasha, Snir'88]*

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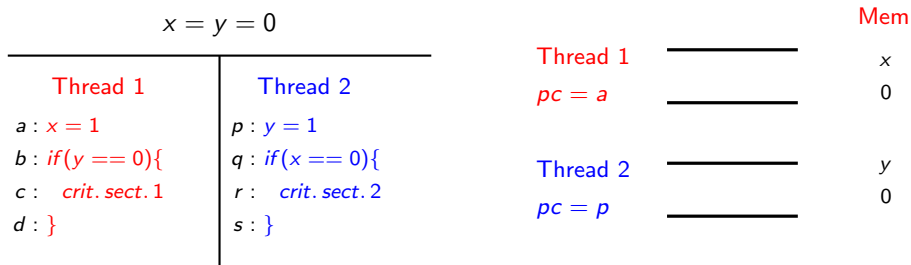
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Good: Allows for quite relaxed behaviors

Very Good: Only **PSPACE-complete**

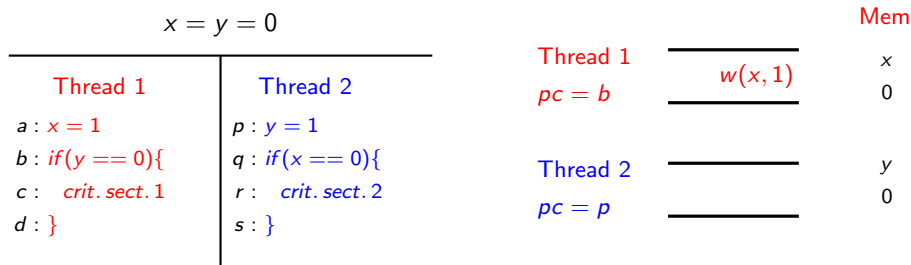
Traces 1/2

Computation = sequence of actions as **seen by memory**



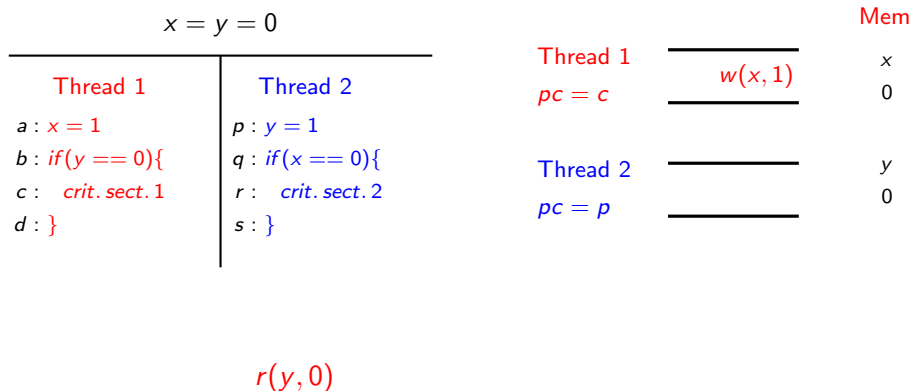
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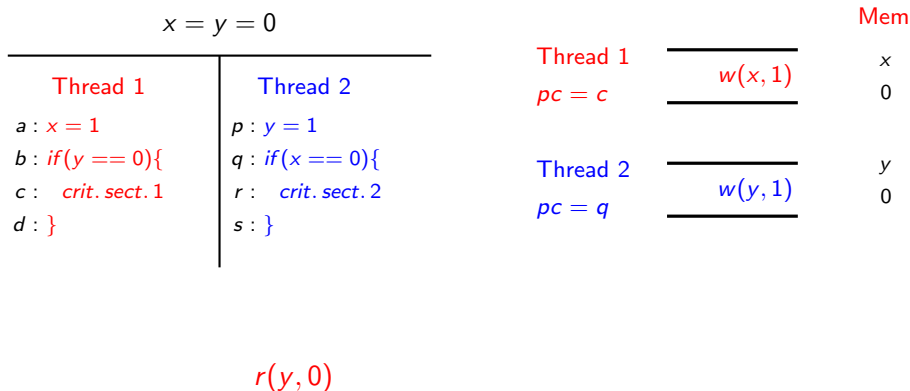
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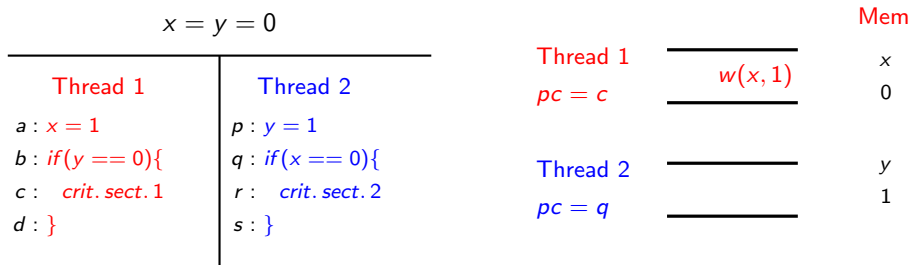
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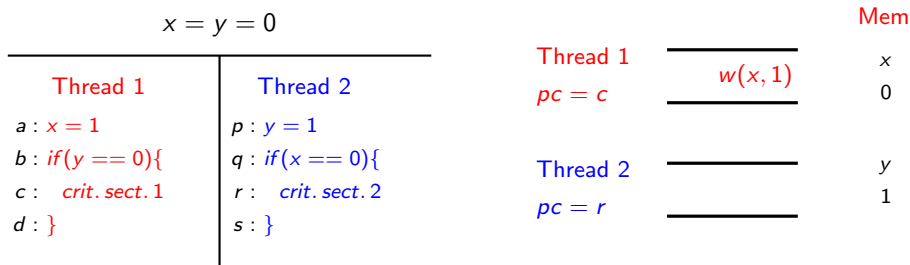
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$$r(y, 0) \cdot w(y, 1)$$

Traces 1/2

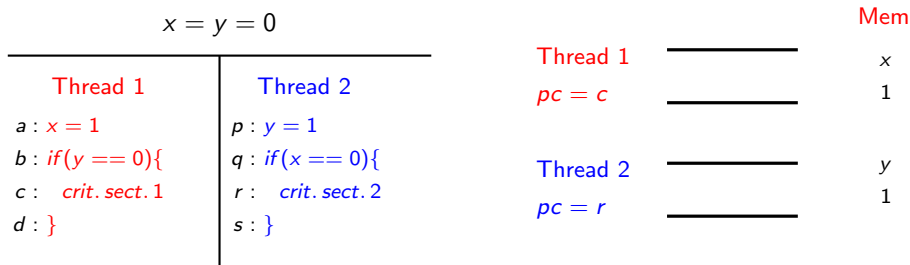
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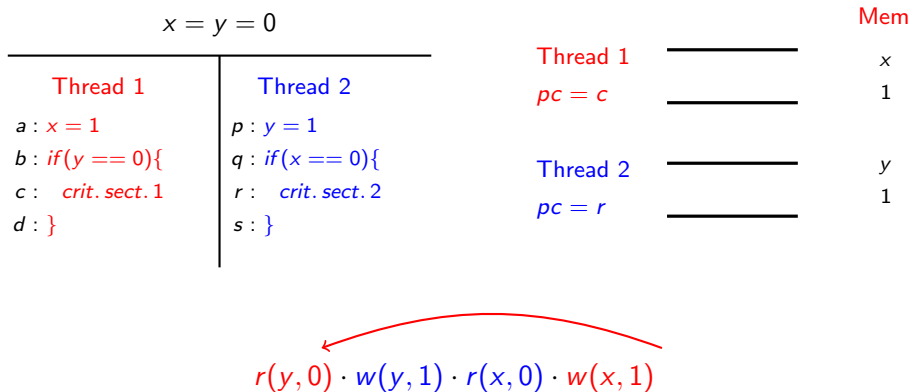
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Traces 2/2

Traces abstract computations to happens before dependencies

$\text{Trace}(r(y, 0) \cdot w(y, 1) \cdot r(x, 0) \cdot w(x, 1))$

Traces 2/2

Traces abstract computations to happens before dependencies

- Program order: Order of actions issued by a thread

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Traces 2/2

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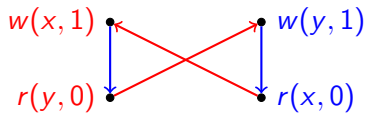


Traces 2/2

Traces abstract computations to happens before dependencies

- Program order: Order of actions issued by a thread
- Store order: Order of writes to a variable
- Source relation: *write* is source of *read*.
- Conflict relation: *read* is overwritten by *write*.

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Trace Robustness Problem

Consider a memory model MM

Trace Robustness Problem against MM

Input: Program P .

Problem: Does $Traces_{MM}(P) \subseteq Traces_{SC}(P)$ hold?

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Program P is **robust** against MM iff **all traces** in $Traces_{MM}(P)$ are **acyclic**.

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Shasha and Snir do not give an **algorithm** to find cyclic traces!

Robustness

[Bouajjani, M., Möhlmann, ICALP'11]

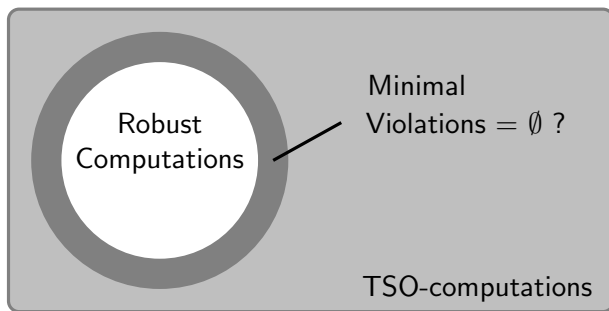
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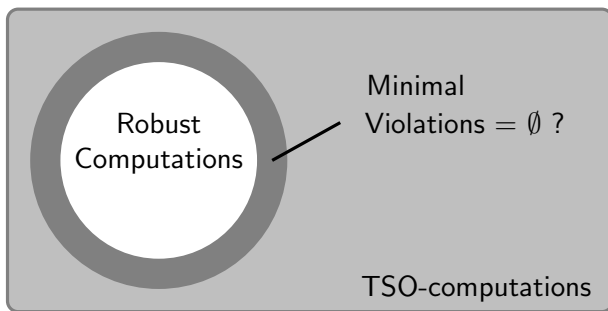
Combinatorics

From Robustness to SC Reachability

Deciding Robustness

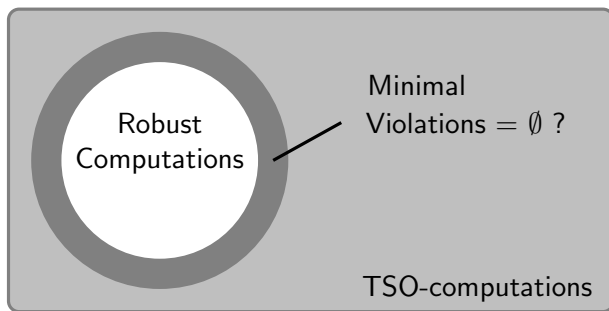


Deciding Robustness



Understand **shape** of minimal violations

Deciding Robustness



Understand **shape** of minimal violations

Check whether computation of **this shape** exists

Robustness

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Upper Bound:

Combinatorics — Locality and Attacks

From Robustness to SC Reachability

Locality of Robustness 1/3

Goal: **Locality**

*We can restrict ourselves to violations where **only one thread** reorders its actions.*

Proof tool: **Minimal violations**

*Number of **inversions** (out-of-program-order placements) **minimal** among all violating computations*

Locality of Robustness 2/3

Consider minimal violation $\alpha \cdot b \cdot \beta \cdot a \cdot \gamma$ where b has overtaken a

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Subword $b_1 \dots b_k$ with

$$b_i \rightarrow_{src/st/cf} b_{i+1} \quad \text{or} \quad b_i \rightarrow_p^+ b_{i+1}$$

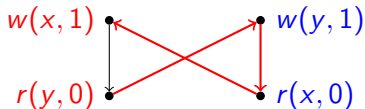
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*In a minimal violation, only a **single thread** uses its buffer.*

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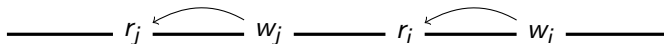
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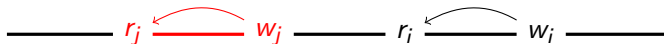
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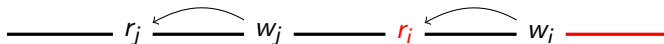
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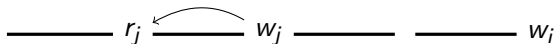
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Saves a reordering, **contradiction to minimality**

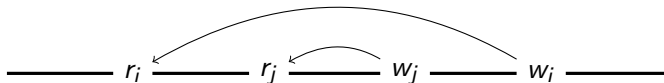
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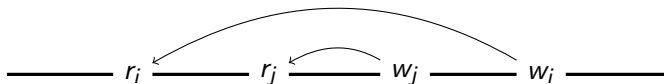
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Argumentation similar, delete again r_i

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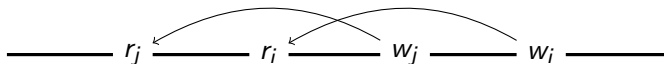
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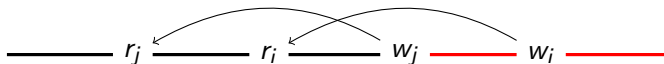
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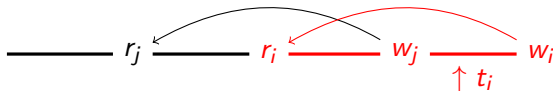
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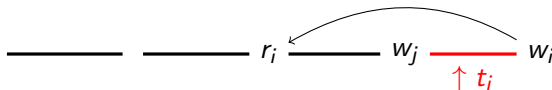
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Read r_j not on this cycle, delete it, **contradiction**

Characterization of Robustness via Attacks 1/2

Reformulate Robustness

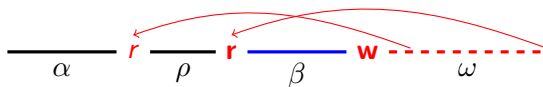
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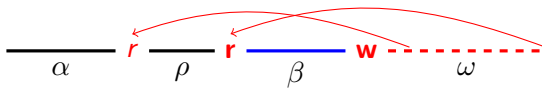


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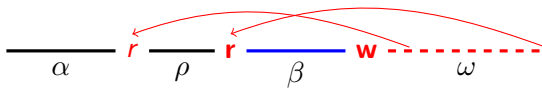
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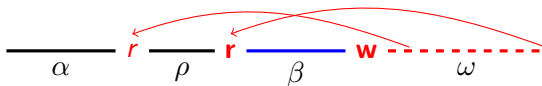
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Characterization of Robustness via Attacks 2/2

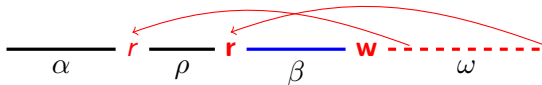
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- An **attack** is a triple $A = (\text{thread}, \text{write}, \text{read})$
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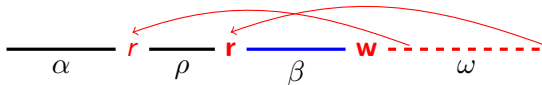


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Theorem [BDM'13]

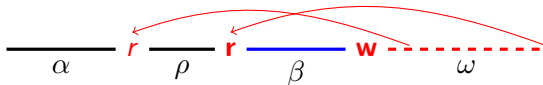
Program P is robust **if and only if** no attack **has a TSO witness**.

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Theorem [BDM'13]

Program P is robust **if and only if** no attack **has a TSO witness**.

The number of attacks is **quadratic** in the size of P .

Robustness

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Upper Bound:

Combinatorics

From Robustness to SC Reachability

Finding TSO Witnesses with SC Reachability

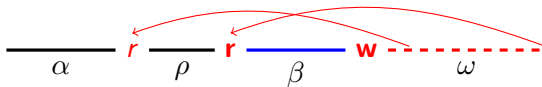
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Finding TSO Witnesses with SC Reachability

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Finding TSO Witnesses with SC Reachability

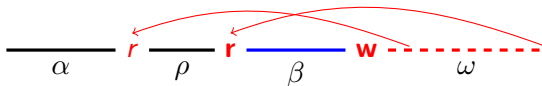
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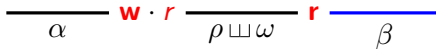
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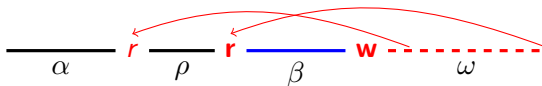


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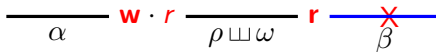
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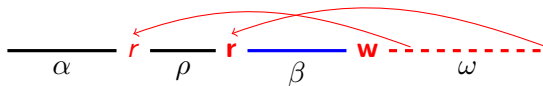
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Problem Writes may conflict with helper reads



Finding TSO Witnesses with SC Reachability

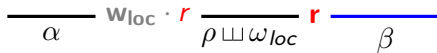
TSO witnesses for attack A considerably **restrict** TSO behavior, enough to find TSO witnesses with **SC reachability**



Let attacker execute under SC

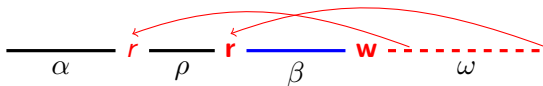
Problem Writes may conflict with helper reads

Solution Hide them from other threads



Finding TSO Witnesses with SC Reachability

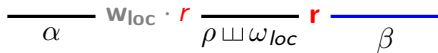
TSO witnesses for attack A considerably **restrict** TSO behavior, enough to find TSO witnesses with **SC reachability**



Let attacker execute under SC

Problem Writes may conflict with helper reads

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Theorem [BDM'13]

Attack A has a TSO witness *iff* P_A reaches goal state **under SC**.

Trace Robustness: Conclusion

- Decidable for TSO (and beyond)
- Is an easy problem — PSPACE-complete
- Locality: only one thread uses the buffer
- Analysis parallelizable
- Monitoring techniques:

e.g., [Burckhardt, Musuvathi CAV'08, Sen et al. TACAS'11]

- Static analysis:

[Shasha Snir TOPLAS'88, Alglave, Maranget CAV'11]

- Semantics:

[Owens ECOOP'10]