

Verification of Fine-Grained Concurrent Programs

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Verification of Fine-Grained *Concurrent Programs*

- Concurrent programs can be simple
 - threads work independently of each other
- Concurrent programs can be complex
 - use locks, semaphores, CAS, shared stacks, shared queues, etc. to communicate
 - threads follow some protocol

Verification of Fine-Grained Concurrent Programs

- Easiest when we can reason about one thread at a time: local reasoning
- Most powerful when we can reason about all threads at once: global reasoning

Local Reasoning

- Example: Concurrent Separation Logic
- Advantage: modularity
- Disadvantage: cannot reason about many kinds of concurrency

Global Reasoning

- Example: Rely-guarantee
- Disadvantage: not very modular
- Can reason about complex protocols between threads

Examples

{ x=v }

acquire(l)		acquire(l)
x := x + n		x := x + m
release(l)		release(l)

{ x=v+m+n }

parallel increment

Examples

```
{ x ≥ v }  
do  
  m := x  
while CAS (x, m, m+n) = 0  
{ x ≥ v+n }
```

...

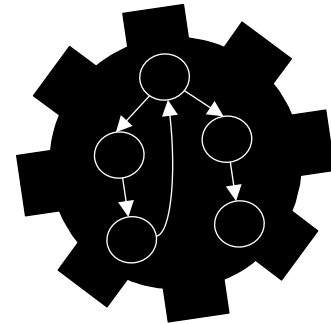
monotonically increasing shared variable

Finding a Balance

- Promising approach is to use a protocol to govern the shared state between threads
 - state machines
 - linear logic
 - “concurroids”
 - concurrent abstract predicates
 - ...

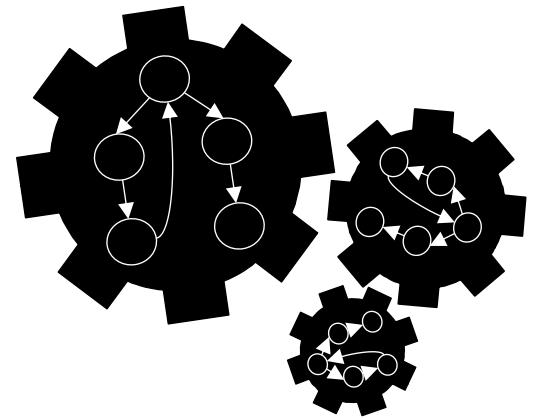
Research Questions

- Representing protocols?



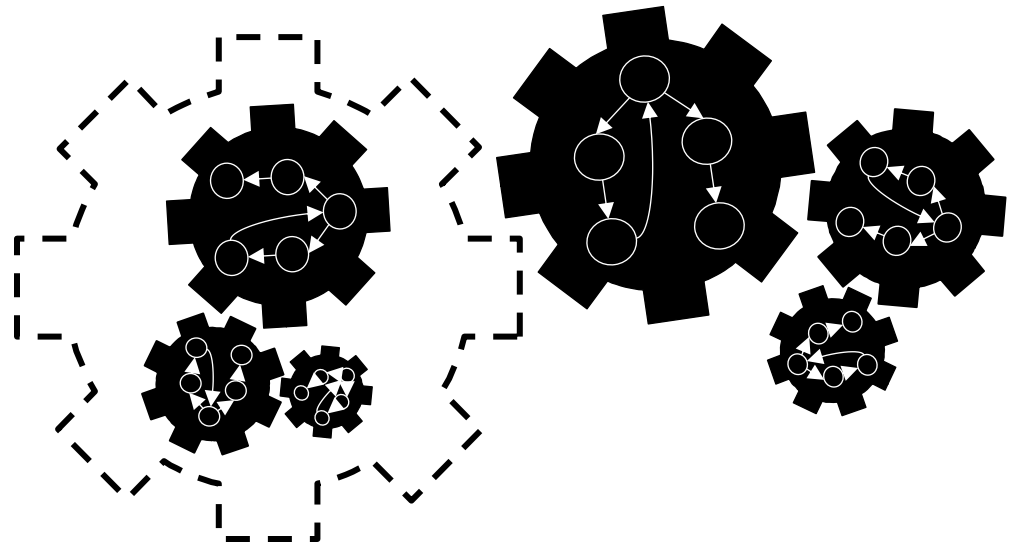
Research Questions

- Representing protocols?
- Composition?



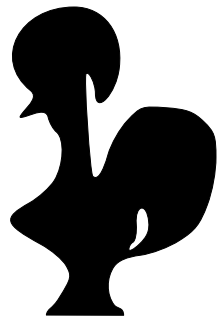
Research Questions

- Representing protocols?
- Composition?
- Encapsulation?



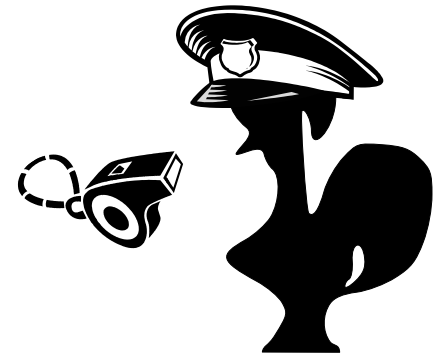
Our Approach

- Formalize our proofs and techniques in a theorem prover *from the start*
 - harness higher-order logic
 - automate ugly technical details away
 - *easy to use in practice vs looking good on paper*



Our Approach

- Formalize our proofs and techniques in a theorem prover *from the start*
 - harness higher-order logic
 - automate ugly technical details away
 - *easy to use in practice vs looking good on paper*
- We call our protocols “monitors”:
 - they observe the actions of all threads
 - detect “bad” actions
 - and evolve in response to actions



End

Thanks!