

Relaxed separation logic

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Goal: Understand concurrent programs.



Tool: Concurrent program logics:

- **C**oncurrent **S**eparation **L**ogic
- OG, RG, RGSep, LRG, DG, CAP, CaReSL...

* * * What about *weak memory models*? * * *

All *sane* memory models satisfy the DRF property:

Theorem (DRF-property)

If $\llbracket Prg \rrbracket_{SC}$ contains no data races, then

$$\llbracket Prg \rrbracket_{Relaxed} = \llbracket Prg \rrbracket_{SC}.$$

- Program logics that disallow data races are trivially sound.
- What about *racy* programs?

Two types of locations: ordinary and atomic

- Races on ordinary accesses \rightsquigarrow **undefined**

Several kinds of atomic accesses:

- Sequentially consistent (reads & writes)
- Release (writes)
- Acquire (reads)
- Relaxed (reads & writes)

A few more advanced constructs:

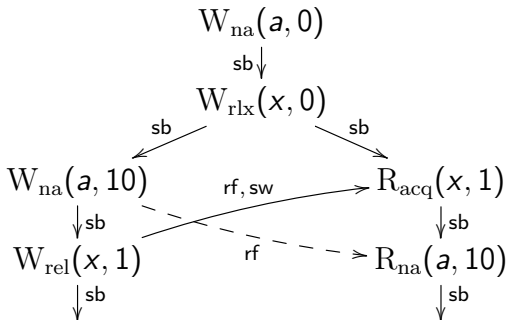
- Fences, consume reads, . . . (ignored here)

Execution = set of events & a few relations:

- sb: sequenced before
- rf: reads-from map
- mo: memory order per location
- sc: seq.consistency order
- sw: synchronizes with (derived)
 $W\text{-release} \xrightarrow{rf} R\text{-acq} \implies W\text{-release} \xrightarrow{sw} R\text{-acq}$
- hb: happens before (derived, $hb \stackrel{\text{def}}{=} (sb \cup sw)^+$)

Axioms constraining the *consistent* executions.

Message passing example

$$\begin{array}{l} [a]_{na} := 0; \\ [x]_{rlx} := 0; \\ \left([a]_{na} := 10; \parallel \text{if } ([x]_{acq} = 1) \right) \\ [x]_{rel} := 1; \parallel \text{print } [a]_{na}; \end{array}$$


Separation logic recap

$$\llbracket \ell \mapsto v \rrbracket \stackrel{\text{def}}{=} \{h \mid h(\ell) = v\}$$

$$\llbracket P_1 * P_2 \rrbracket \stackrel{\text{def}}{=} \{h_1 \uplus h_2 \mid h_1 \in \llbracket P_1 \rrbracket \wedge h_2 \in \llbracket P_2 \rrbracket\}$$

Proof rules:

$$\{ \ell \mapsto - \} \llbracket \ell \rrbracket := v \{ \ell \mapsto v \} \quad (\text{WRI})$$

$$\frac{\{P\} C \{Q\}}{\{P * R\} C \{Q * R\}} \quad (\text{FRM})$$

$$\frac{\{P_1\} C_1 \{Q_1\} \quad \{P_2\} C_2 \{Q_2\}}{\{P_1 * P_2\} C_1 \parallel C_2 \{Q_1 * Q_2\}} \quad (\text{PAR})$$

- Introduce two assertion forms:

$$P := \dots \mid \ell \overset{\text{rel}}{\hookrightarrow} Q \mid \ell \overset{\text{acq}}{\hookrightarrow} Q$$

where $Q \in \text{Val} \rightarrow \text{Assn}$.

- Initially (simplified rule):

$$\frac{Q(v) = \text{emp}}{\{\text{emp}\} x := \mathbf{alloc}_{\text{atom}}(v) \{x \overset{\text{rel}}{\hookrightarrow} Q * x \overset{\text{acq}}{\hookrightarrow} Q\}}$$

- Release writes:

$$\{Q(v) * l \xrightarrow{\text{rel}} Q\} [l]_{\text{rel}} := v \{l \xrightarrow{\text{rel}} Q\}$$

- Acquire reads:

$$\{l \xrightarrow{\text{acq}} Q\} x := [l]_{\text{acq}} \{Q(x) * l \xrightarrow{\text{acq}} Q[x:=\text{emp}]\}$$

where $Q[x:=P] \stackrel{\text{def}}{=} \lambda y. \text{if } x=y \text{ then } P \text{ else } Q(y)$.

- Splitting permissions:

$$l \xrightarrow{\text{rel}} Q * l \xrightarrow{\text{rel}} Q \iff l \xrightarrow{\text{rel}} Q$$

$$l \xrightarrow{\text{acq}} Q_1 * l \xrightarrow{\text{acq}} Q_2 \iff l \xrightarrow{\text{acq}} (Q_1 * Q_2)$$

Simple ownership transfer example

Let $Q := \{(0, \text{emp}), (1, a \hookrightarrow 2)\}$.

$$\begin{array}{l} \{ \text{emp} \} \\ a := \text{alloc}_{\text{na}}(0); x := \text{alloc}_{\text{atom}}(0); \\ \left\{ a \hookrightarrow 0 * x \xrightarrow{\text{rel}} Q * x \xrightarrow{\text{acq}} Q \right\} \\ \left\{ x \xrightarrow{\text{acq}} Q \right\} \\ \left\{ a \hookrightarrow 0 * x \xrightarrow{\text{rel}} Q \right\} \text{repeat} \\ [a]_{\text{na}} := 2; \quad r := [x]_{\text{acq}} \\ \left\{ a \hookrightarrow 2 * x \xrightarrow{\text{rel}} Q \right\} \quad \left\{ r = 0 * x \xrightarrow{\text{acq}} Q \vee \right. \\ \left. r = 1 * a \hookrightarrow 2 \right\} \\ [x]_{\text{rel}} := 1; \quad \text{until}(r \neq 0); \\ \{ \text{true} \} \quad \left\{ r = 1 * a \hookrightarrow 2 \right\} \\ \quad r := [a]_{\text{na}} \\ \quad \left\{ r = 2 * a \hookrightarrow 2 \right\} \\ \left\{ r = 2 * a \hookrightarrow 2 \right\} \end{array}$$

Basically, disallow ownership transfer.

- Relaxed reads:

$$\{l \xrightarrow{\text{acq}} Q\} x := [l]_{\text{rlx}} \{l \xrightarrow{\text{acq}} Q \wedge (Q(x) \neq \text{false})\}$$

- Relaxed writes:

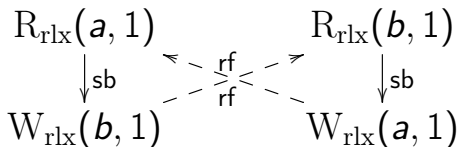
$$\frac{Q(v) = \text{emp}}{\{l \xrightarrow{\text{rel}} Q\} [l]_{\text{rlx}} := v \{l \xrightarrow{\text{rel}} Q\}}$$

- Unsound in C11 because of dependency cycles.

$$\begin{array}{l} \text{let } a = \text{alloc}_{\text{atom}}(0) \text{ in} \\ \text{let } b = \text{alloc}_{\text{atom}}(0) \text{ in} \\ \left(\begin{array}{l} \text{if } 1 = [a]_{\text{rlx}} \text{ then} \\ [b]_{\text{rlx}} := 1 \end{array} \right) \parallel \left(\begin{array}{l} \text{if } 1 = [b]_{\text{rlx}} \text{ then} \\ [a]_{\text{rlx}} := 1 \end{array} \right) \end{array}$$

A problematic consistent execution:

[Initialization actions not shown]



[Crude fix: Require $\text{hb} \cup \text{rf}$ to be acyclic.]

Compare and swap (CAS)

- New assertion form, $P := \dots \mid l \stackrel{\text{macq}}{\hookrightarrow} Q$.
- Duplicable, $l \stackrel{\text{macq}}{\hookrightarrow} Q \iff l \stackrel{\text{macq}}{\hookrightarrow} Q * l \stackrel{\text{macq}}{\hookrightarrow} Q$.
- Proof rule for CAS:

$$\begin{array}{c} P \Rightarrow l \stackrel{\text{macq}}{\hookrightarrow} Q * \text{true} \\ P * Q(v) \Rightarrow l \stackrel{\text{rel}}{\hookrightarrow} Q' * Q'(v') * R[v/z] \\ X \in \{\text{rel}, \text{rlx}\} \Rightarrow Q(v) = \text{emp} \\ X \in \{\text{acq}, \text{rlx}\} \Rightarrow Q'(v') = \text{emp} \\ \{P\} z := [l]_Y \{z \neq v \Rightarrow R\} \\ \hline \{P\} z := \text{CAS}_{X,Y}(l, v, v') \{R\} \end{array}$$

Mutual exclusion locks

Let $Q_J(v) \stackrel{\text{def}}{=} (v = 0 \wedge \text{emp}) \vee (v = 1 \wedge J)$

$\text{Lock}(x, J) \stackrel{\text{def}}{=} x \xrightarrow{\text{rel}} Q_J * x \xrightarrow{\text{macq}} Q_J$

$\text{new-lock}() \stackrel{\text{def}}{=}$
 $\{ J \}$
 $\text{res} := \text{alloc}_{\text{atom}}(1)$
 $\{ \text{Lock}(\text{res}, J) \}$

$\text{unlock}(x) \stackrel{\text{def}}{=}$
 $\{ J * \text{Lock}(x, J) \}$
 $[x]_{\text{rel}} := 1$
 $\{ \text{Lock}(x, J) \}$

$\text{lock}(x) \stackrel{\text{def}}{=}$
 $\{ \text{Lock}(x, J) \}$
repeat
 $\{ \text{Lock}(x, J) \}$
 $y := \text{CAS}_{\text{acq,rlx}}(x, 1, 0)$
 $\left\{ \text{Lock}(x, J) * \begin{pmatrix} y = 0 \wedge \text{emp} \\ \vee y = 1 \wedge J \end{pmatrix} \right\}$
until $y \neq 0$
 $\{ J * \text{Lock}(x, J) \}$

- Assertions in heaps
 - ⇒ Store syntactic assertions (modulo *-ACI)
- No (global) notions of state and time
 - ⇒ Define a *logical* local notion of state
 - ⇒ Annotate hb edges with logical state
- No operational semantics
 - ⇒ Use the axiomatic semantics
 - ⇒ Induct over max hb-path distance from top



- Take more advanced program logics
(rely-guarantee, RGSep, deny-guarantee, ...)
and adapt them to C11 concurrency
- Handle the more advanced C11 constructs:
consume atomics & fences
- Build a tool & verify real programs

