

Concurrent separation logic

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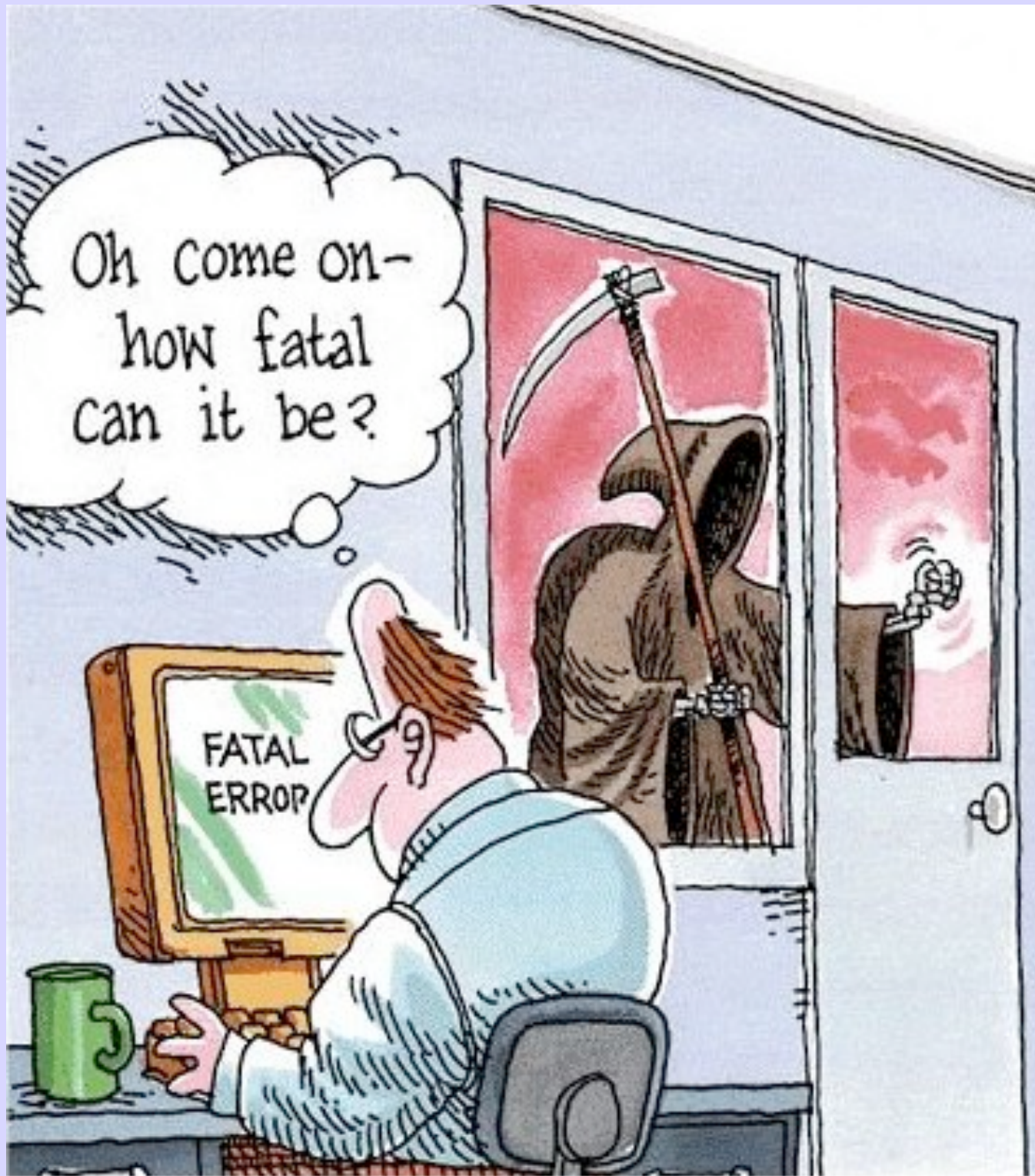


Programs

- Imperative, using pointers
 - *mutable data*
- Concurrent execution
 - *shared state*
- Synchronization
 - *mutual exclusion*

Problems

- *Concurrent* programs are hard to get right
 - *race conditions, deadlock, mutual exclusion*
- Even *sequential* pointer programs can be tricky
 - *dangling pointers*
- Traditional methods don't work...
 - *pointers + concurrency* \Rightarrow *no static checking*



Oh come on -
how fatal
can it be?

FATAL
ERROR

Race conditions

... cause unpredictable behavior

... results may depend on granularity

- Concurrent write

$x:=1 \parallel x:=2$

- Concurrent update

$[x]:=1 \parallel [y]:=2$

- Concurrent disposal

dispose $x \parallel$ **dispose** y

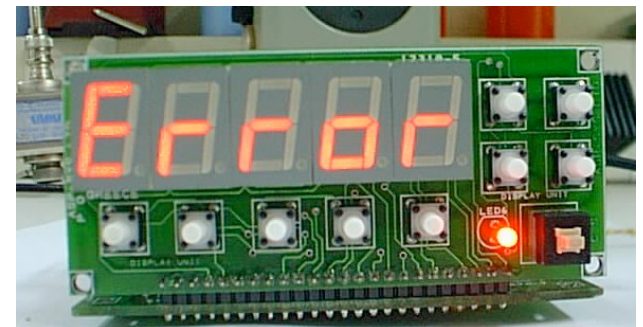


Outline

- A *denotational* semantic model
 - *syntax-directed*
 - *race-detecting*
- Support for *compositional* reasoning
 - *concurrent separation logic*
 - *race-avoiding program correctness*
- Advantages of approach
 - *local reasoning improves scalability*

Semantic model

- A command denotes a set of *action traces*
 - *trace* = *sequence of actions*
- *Actions* have effect on state
 - *state* = *store* + *heap* + *resources*
- Traces describe *interactive computations*
 - *fair, resource-sensitive, race-detecting*



Actions

- δ idle
- $i=v, i:=v$ read, write
- $[v]=v', [v]:=v'$ lookup, update
- $alloc(v, L), disp(v)$ allocate, dispose
- $try(r), acq(r), rel(r)$ try, acquire, release
- $abort$ runtime error

λ ranges over actions

Traces

- trace = sequence of actions
 - *finite or infinite*
- concatenation
 - $\alpha \delta \beta = \alpha \beta$
 - $\alpha \text{ abort } \beta = \alpha \text{ abort}$

α, β range over traces

Tr is the set of all traces

Semantic functions

- Integer expressions

$$[[e]] \subseteq \mathbf{Tr} \times V$$

- Boolean expressions

$$[[b]]_{true}, [[b]]_{false} \subseteq \mathbf{Tr}$$

- List expressions

$$[[E]] \subseteq \mathbf{Tr} \times V^*$$

- Commands

$$[[c]] \subseteq \mathbf{Tr}$$

... defined denotationally

Semantic clauses

$$\llbracket \text{skip} \rrbracket = \{\delta\}$$

$$\llbracket i := e \rrbracket = \{\rho i := v \mid (\rho, v) \in \llbracket e \rrbracket\}$$

$$\llbracket c_1; c_2 \rrbracket = \llbracket c_1 \rrbracket \llbracket c_2 \rrbracket$$

$$\llbracket \text{if } b \text{ then } c_1 \text{ else } c_2 \rrbracket = \llbracket b \rrbracket_{true} \llbracket c_1 \rrbracket \cup \llbracket b \rrbracket_{false} \llbracket c_2 \rrbracket$$

$$\llbracket \text{while } b \text{ do } c \rrbracket = (\llbracket b \rrbracket_{true} \llbracket c \rrbracket)^* \llbracket b \rrbracket_{false} \cup (\llbracket b \rrbracket_{true} \llbracket c \rrbracket)^\omega$$

sequential constructs

Semantic clauses

$$\llbracket i := [e] \rrbracket = \{ \rho [v] = v' \ i := v' \mid (\rho, v) \in \llbracket e \rrbracket \}$$

$$\llbracket i := \mathbf{cons}(E) \rrbracket = \{ \rho \ \mathit{alloc}(l, L) \ i := l \mid (\rho, L) \in \llbracket E \rrbracket \}$$

$$\llbracket [e] := e' \rrbracket = \{ \rho \ \rho' \ [v] := v' \mid (\rho, v) \in \llbracket e \rrbracket \ \& \ (\rho', v') \in \llbracket e' \rrbracket \}$$

$$\llbracket \mathbf{dispose} \ e \rrbracket = \{ \rho \ \mathit{disp} \ l \mid (\rho, l) \in \llbracket e \rrbracket \}$$

pointer operations

Synchronization

$$\llbracket \text{with } r \text{ when } b \text{ do } c \rrbracket = \text{wait}^* \text{ enter} \cup \text{wait}^\omega$$

where

$$\text{wait} = \{ \text{try } r \} \cup \text{acq } r \llbracket b \rrbracket_{\text{false}} \text{rel } r$$

$$\text{enter} = \text{acq } r \llbracket b \rrbracket_{\text{true}} \llbracket c \rrbracket \text{rel } r$$

conditional critical region

Local variable

$$\llbracket \text{local } i = e \text{ in } c \rrbracket = \{ \rho (\alpha \setminus i) \mid (\rho, v) \in \llbracket e \rrbracket \ \& \ \alpha \in \llbracket c \rrbracket_{i=v} \}$$

$\alpha \upharpoonright i$ executable from $[i:v]$

local variable i
only accessible inside c

statically scoped block

Local resource

$$\llbracket \text{resource } r \text{ in } c \rrbracket = \{ \alpha \setminus r \mid \alpha \in \llbracket c \rrbracket_r \}$$

$\alpha \upharpoonright r$ executable from $\{ \}$

local resource r
only accessible inside c

statically scoped

Parallel composition

$$\llbracket c_1 \parallel c_2 \rrbracket = \llbracket c_1 \rrbracket \{\} \parallel \{\} \llbracket c_2 \rrbracket$$

- processes start with no resources
- resources are mutually exclusive
- race produces error

Ingredients

- What a process can do depends on its resources and those of its environment

$$(A_1, A_2) \xrightarrow{\lambda} (A'_1, A_2)$$

resource enabling relation

- A race is interpreted as an error

$$\lambda_1 \bowtie \lambda_2$$

interfering actions

Resource enabling

$$(A_1, A_2) \xrightarrow{\lambda} (A'_1, A_2)$$

process with A_1 can do λ in environment with A_2

$$(A_1, A_2) \xrightarrow{acq r} (A_1 \cup \{r\}, A_2) \quad \text{if } r \notin A_1 \cup A_2$$

$$(A_1, A_2) \xrightarrow{rel r} (A_1 - \{r\}, A_2) \quad \text{if } r \in A_1$$

$$(A_1, A_2) \xrightarrow{\lambda} (A_1, A_2) \quad \text{if } r \neq acq r, rel r$$

Interfering actions

... one writes to variable or heap cell used by the other

$$\lambda_1 \bowtie \lambda_2$$

iff

$$free(\lambda_1) \cap writes(\lambda_2) \neq \{\}$$

or

$$free(\lambda_2) \cap writes(\lambda_1) \neq \{\}$$

Interleaving

... *fair, resource-sensitive, race-detecting*

$$\alpha_{A_1} \parallel_{A_2} \epsilon = \{ \alpha \mid (A_1, A_2) \xrightarrow{\alpha} \cdot \}$$

$$\epsilon_{A_1} \parallel_{A_2} \alpha = \{ \alpha \mid (A_2, A_1) \xrightarrow{\alpha} \cdot \}$$

$$(\lambda_1 \alpha_1)_{A_1} \parallel_{A_2} (\lambda_2 \alpha_2) =$$

$$\{ \lambda_1 \beta \mid (A_1, A_2) \xrightarrow{\lambda_1} (A'_1, A_2) \ \& \ \beta \in \alpha_{1A'_1} \parallel_{A_2} (\lambda_2 \alpha_2) \}$$

$$\cup \{ \lambda_2 \beta \mid (A_2, A_1) \xrightarrow{\lambda_2} (A'_2, A_1) \ \& \ \beta \in (\lambda_1 \alpha_1)_{A_1} \parallel_{A'_2} \alpha_2 \}$$

$$\cup \{ abort \mid \lambda_1 \bowtie \lambda_2 \}$$

Examples

$$\llbracket x:=1 \parallel y:=1 \rrbracket = \{x:=1 y:=1, y:=1 x:=1\}$$

$$\llbracket x:=1 \parallel x:=1 \rrbracket = \{x:=1 x:=1, abort\}$$

$$\llbracket \mathbf{with} \ r \ \mathbf{do} \ x:=1 \rrbracket = (try\ r)^* \text{acq } r \ x:=1 \ \text{rel } r \cup (try\ r)^\omega$$

$$\begin{aligned} \llbracket \mathbf{resource} \ r \ \mathbf{in} \ (\mathbf{with} \ r \ \mathbf{do} \ x:=1 \parallel \mathbf{with} \ r \ \mathbf{do} \ x:=1) \rrbracket \\ = \{x:=1 x:=1\} \end{aligned}$$

PUT

with *buf* **when** $\neg full$ **do**
 $(c := x; full := \mathbf{true})$

Typical trace

$(acq\ buf)\ full = false\ put\ v\ (rel\ buf)$

where

$put\ v =_{def}\ x = v\ c := v\ full := true$

GET

with *buf* **when** *full* **do**
(y:=c; full:=false)

Typical trace

(acq buf) full=true get v' (rel buf)

where

get v' =_{def} c=v' y:=v' full:=false

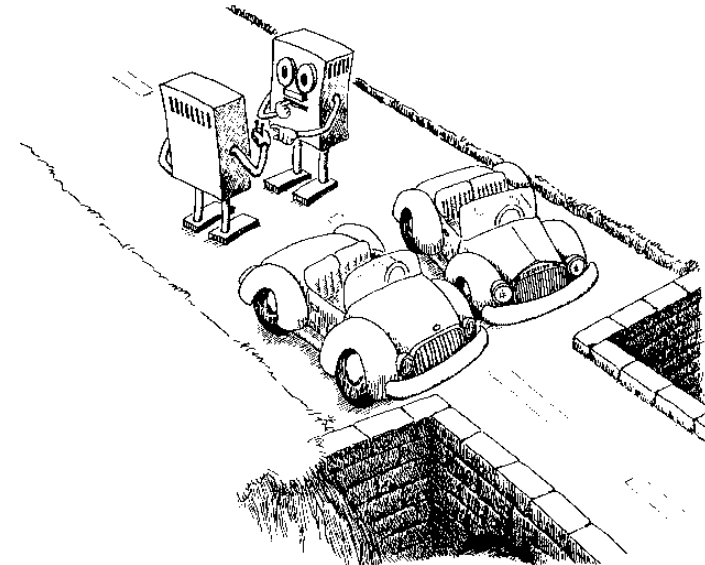
Deadlock

resource r_1, r_2 in

with r_1 do with r_2 do $x:=1$
|| with r_2 do with r_1 do $y:=1$

has trace set

$\{x:=1 y:=1, y:=1 x:=1, \delta^\omega\}$



Process state

$$(s, h, A)$$

- global store $s : \text{Ide} \rightarrow V$
- global heap $h : \text{Loc} \rightarrow V$
- resources A held by process

Effects

- State may *enable* action by process
- Action causes *state change*

$$(s, h, A) \xRightarrow{\lambda} (s', h', A')$$

$$(s, h, A) \xRightarrow{\lambda} \text{abort}$$

defined by cases

Store actions

$$(s, h, A) \xRightarrow{\delta} (s, h, A)$$

idle

$$(s, h, A) \xRightarrow{i=v} (s, h, A) \quad \text{if } (i, v) \in s$$

read

$$(s, h, A) \xRightarrow{i:=v} ([s \mid i : v], h, A)$$

if $i \in \text{dom } s$

write

Heap actions

$$(s, h, A) \xrightarrow{[v]=v'} (s, h, A) \quad \text{if } (v, v') \in h \quad \text{lookup}$$

$$(s, h, A) \xrightarrow{[v]:=v'} (s, [h \mid v : v'], A) \quad \text{update}$$

if $v \in \text{dom } h$

$$(s, h, A) \xrightarrow{\text{alloc}(v, [v_0, \dots, v_n])} (s, [h \mid v : v_0, \dots, v + n : v_n], A) \quad \text{allocate}$$

if $v, v + 1, \dots, v + n \notin \text{dom } h$

$$(s, h, A) \xrightarrow{\text{disp } v} (s, h \setminus v, A) \quad \text{dispose}$$

if $v \in \text{dom } h$

Resource actions

$(s, h, A) \xrightarrow{acq\ r} (s, h, A \cup \{r\})$ *if* $r \notin A$ **acquire**

$(s, h, A) \xrightarrow{rel\ r} (s, h, A - \{r\})$ *if* $r \in A$ **release**

$(s, h, A) \xrightarrow{try\ r} (s, h, A)$ **try**

Errors

$(s, h, A) \xRightarrow{i=v} \text{abort}$

$(s, h, A) \xRightarrow{i:=v} \text{abort}$ *if* $i \notin \text{dom } s$

$(s, h, A) \xRightarrow{[v]=v'} \text{abort}$

$(s, h, A) \xRightarrow{[v]:=v'} \text{abort}$

$(s, h, A) \xRightarrow{\text{disp } v} \text{abort}$ *if* $v \notin \text{dom } h$

$(s, h, A) \xRightarrow{\text{abort}} \text{abort}$

$\text{abort} \xRightarrow{\lambda} \text{abort}$

Computation

- An *executable* sequence of actions
 - no interference between steps

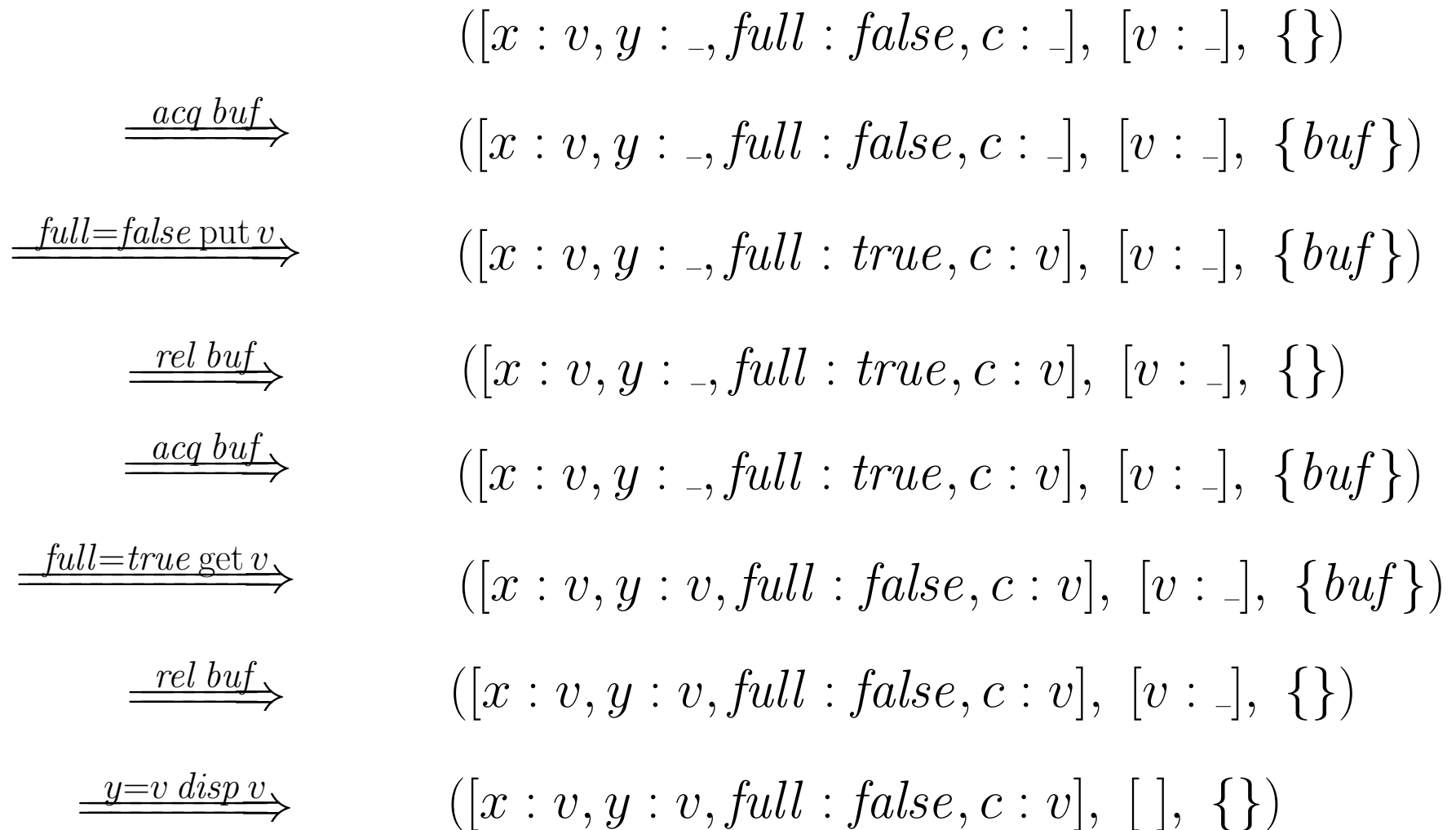
$$(s, h, A) \xRightarrow{\alpha} (s', h', A')$$

$$(s, h, A) \xRightarrow{\alpha} \mathbf{abort}$$

defined by composition

A computation

of $\text{PUT} \parallel (\text{GET}; \text{dispose } y)$



Error-free



Definition

c is error-free from (s, h)
iff

$$\forall \alpha \in \llbracket c \rrbracket. \neg((s, h) \xrightarrow{\alpha} \mathbf{abort})$$

EXAMPLE

$\mathbf{dispose } x \parallel \mathbf{dispose } y$

is error-free iff

$$s(x) \neq s(y) \ \& \ s(x), s(y) \in \mathit{dom } h$$



WE WANT
RACE-FREE
PROGRAMS

NO
DANGLING
POINTERS

Examples

- PUT || (GET; dispose y)
error-free if $s(full) = true \ \& \ s(c) \in dom(h)$
or $s(full) = false \ \& \ s(x) \in dom(h)$
- (PUT; dispose x) || GET
error-free if $s(full) \in \{true, false\} \ \& \ s(x) \in dom(h)$
- (PUT; dispose x) || (GET; dispose y)
is not error-free

So far...

- Trace semantics
 - *denotational, hence compositional*
 - *race-detecting*
- Designed to support program analysis
 - *partial, total correctness*
 - *safety and liveness*

Next: a logic

- Based on trace semantics
- Syntax-directed inference rules
- Resource-sensitive partial correctness
 - *with guaranteed race-freedom*

18 oktober 2000



*well-designed programs
should be easier
to prove correct...*

Traditionally

... Hoare, Owicki-Gries, Dijkstra

- Partition the *critical variables*
 - among resources and processes
- Encapsulate information in resource invariants
 - expressed with first-order logic
- Inference rules enforce discipline
 - *conjunction* of resource invariants
 - *mutual exclusion for critical variables*

Traditionally

... Hoare, Owicki-Gries, Dijkstra

NOT SOUND

$$\frac{\Gamma \vdash \{p\}c_1\{q_1\} \quad \Gamma \vdash \{p_2\}c_2\{q_2\}}{\Gamma \vdash \{p_1 \wedge p_2\}c_1 \parallel c_2\{q_1 \wedge q_2\}}$$

provided ...

FOR

$$\frac{\Gamma \vdash \{p \wedge R\}b\{q \wedge R\}}{\Gamma, r(X):R \vdash \{p\} \text{with } r \text{ when } b \text{ do } c\{q\}}$$

POINTER

$$\frac{\Gamma, r(X):R \vdash \{p\}c\{q\}}{\Gamma \vdash \{p \wedge R\} \text{resource } r \text{ in } c\{q \wedge R\}}$$

PROGRAMS

Generalization

... O'Hearn

- Partition the *critical variables* *and heap*
 - among resources and processes
- Encapsulate information in resource invariants
 - expressed with *separation logic*
- Inference rules enforce discipline
 - *separate conjunction* of resource invariants
 - *mutual exclusion for critical variables and heap*

Separation logic

... Reynolds

separating conjunction

$\mathcal{G} ::= p \mid \text{emp} \mid e \mapsto e' \mid \mathcal{G}_1 * \mathcal{G}_2 \mid \mathcal{G}_1 \wedge \mathcal{G}_2 \dots$

- e, e' range over *pure* integer expressions
- p ranges over *pure* boolean expressions
- formulas describe store + heap

$(s, h) \models \mathcal{G}$

(pure = independent of heap)

Satisfaction

- $(s, h) \models p$ iff $|p|s = true$
- $(s, h) \models emp$ iff $h = \{ \}$
- $(s, h) \models e \mapsto e'$ iff $h = \{(|e|s, |e'|s)\}$
- $(s, h) \models \mathcal{G}_1 * \mathcal{G}_2$ iff
$$\begin{aligned} & \exists h_1 \perp h_2. h = h_1 \cdot h_2 \\ & \& (s, h_1) \models \mathcal{G}_1 \& (s, h_2) \models \mathcal{G}_2 \end{aligned}$$

\mathcal{G}_1 and \mathcal{G}_2 hold separately

Resource contexts

$$\Gamma ::= r_1(X_1):R_1, \dots, r_n(X_n):R_n$$

satisfying *modularity properties*

$$i \neq j \Rightarrow X_i \cap X_j = \{\}$$

$$i \neq j \Rightarrow \text{free}(R_i) \cap X_j = \{\}$$

- **resource names** $\text{dom } \Gamma = \{r_1, \dots, r_n\}$
- **protection lists** $\text{owned } \Gamma = X_1 \cup \dots \cup X_n$
- **invariants** $\text{inv } \Gamma = R_1 \star \dots \star R_n$

Precision

Each invariant must be precise

*R is precise if
for all states (s, h)
there is at most one $h' \subseteq h$
such that
 $(s, h') \models R$*

*A resource invariant uniquely
determines a sub-heap*

Precision

- emp is precise
- $e \mapsto e'$ is precise
- if ϑ_1 and ϑ_2 are precise, so is $\vartheta_1 * \vartheta_2$
- if ϑ is precise, and p is pure, $p \wedge \vartheta$ is precise
- if ϑ_1 and ϑ_2 are precise, and b is pure,
 $(b \wedge \vartheta_1) \vee (\neg b \wedge \vartheta_2)$ is precise

Specifications

$$\Gamma \vdash \{p\}c\{q\}$$

Well-formed when

- critical variables of c are protected in Γ
- c reads/writes protected variables inside region
- c writes free variables of invariants inside region
- p and q don't mention protected variables

$$\text{free}(p, q) \cap \text{owned } \Gamma = \{\}$$

Properties enforced by the inference rules

Validity of $\Gamma \vdash \{p\}c\{q\}$?

The obvious candidate definition...

Every finite *computation* of c
from a state satisfying $p \star inv \Gamma$

is error-free,
and ends in a state satisfying $q \star inv \Gamma$

NOT COMPOSITIONAL
(*ignores interaction*)

Validity of $\Gamma \vdash \{p\}c\{q\}$

An informal working definition...

Every finite *interactive computation* of c
in an environment that respects Γ
from a state satisfying $p \star inv \Gamma$

is error-free, respects Γ ,
and ends in a state satisfying $q \star inv \Gamma$

... *COMPOSITIONAL*
(*a form of rely/guarantee*)

Inference rules

based on

- Hoare, Owicki-Gries
 - *concurrency, no pointers*
- Reynolds, O'Hearn
 - *pointers, no concurrency*
- O'Hearn
 - $\wedge \mapsto \star$
a simple trick
with deep ramifications

assignment

$$\overline{\Gamma \vdash \{ [e/i]p \} i := e \{ p \}}$$

if $i \notin \text{owned } \Gamma \cup \text{free } \Gamma$
and $\text{free}(p, e) \cap \text{owned } \Gamma = \{ \}$

cf. Hoare logic,
sequential separation logic

lookup

$$\overline{\Gamma \vdash \{ [e'/i] p \wedge e \mapsto e' \} i := [e] \{ p \wedge e \mapsto e' \}}$$

if $i \notin \text{owned } \Gamma \cup \text{free } \Gamma$

and $i \notin \text{free}(e, e')$

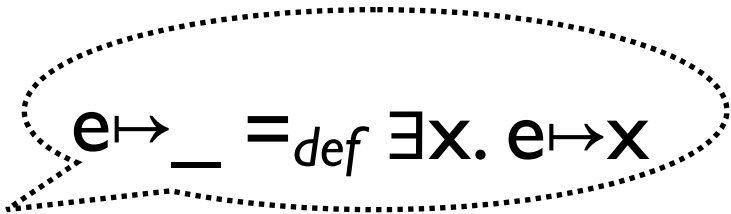
and $\text{free}(p, e, e') \cap \text{owned } \Gamma = \{\}$

cf. sequential separation logic

update

$$\overline{\Gamma \vdash \{e \mapsto _ \} [e] := e' \{e \mapsto e'\}}$$

if $free(e, e') \cap owned \Gamma = \{ \}$


$$e \mapsto _ =_{def} \exists x. e \mapsto x$$

cf. sequential separation logic

allocation

$$\overline{\Gamma \vdash \{\text{emp}\} i := \text{cons}(E) \{i \mapsto E\}}$$

if $i \notin \text{free}(E)$

and $\text{free}(E) \cap \text{owned } \Gamma = \{\}$

and $i \notin \text{owned } \Gamma \cup \text{free } \Gamma$

$e \mapsto [e_0, \dots, e_n]$

$=_{\text{def}} e \mapsto e_0 * e \mapsto e_1 * \dots * e \mapsto e_n$

disposal

$$\overline{\Gamma \vdash \{e \mapsto _ \} \text{dispose } e \{ \text{emp} \}}$$

if $\text{free}(e) \cap \text{owned } \Gamma = \{ \}$

IMPORTANT:
axioms for heap ops
are “tight”

parallel

* instead of \wedge

$$\frac{\Gamma \vdash \{p_1\} c_1 \{q_1\} \quad \Gamma \vdash \{p_2\} c_2 \{q_2\}}{\Gamma \vdash \{p_1 \star p_2\} c_1 \parallel c_2 \{q_1 \star q_2\}}$$

if $free(c_1) \cap writes(c_2) \subseteq owned \Gamma$
 $free(c_2) \cap writes(c_1) \subseteq owned \Gamma$
 $free(p_1, q_1) \cap writes(c_2) = \{\}$
 $free(p_2, q_2) \cap writes(c_1) = \{\}$

critical variables
must be protected!

region

* instead of \wedge

$$\frac{\Gamma \vdash \{(p \star R) \wedge b\} c \{q \star R\}}{\Gamma, r(X):R \vdash \{p\} \text{with } r \text{ when } b \text{ do } c \{q\}}$$

if R precise

and $free(p, q) \cap X = \{\}$

$X \cap owned \Gamma = \{\}$

$X \cap free \Gamma = \{\}$

cf. Owicki-Gries

local resource

* instead of \wedge

$$\frac{\Gamma, r(X):R \vdash \{p\}c\{q\}}{\Gamma \vdash \{p \star R\} \text{resource } r \text{ in } c\{q \star R\}}$$

cf. Owicki-Gries

frame

$$\frac{\Gamma \vdash \{p\} c \{q\}}{\Gamma \vdash \{p \star R\} c \{q \star R\}}$$

if $\text{free}(R) \cap \text{writes}(c) = \{\}$

and $\text{free}(R) \cap \text{owned } \Gamma = \{\}$

IMPORTANT:
allows derivation of
non-tight properties

consequence

$$\frac{\Gamma \Leftrightarrow \Gamma' \quad p \Rightarrow p' \quad \Gamma' \vdash \{p'\} c \{q'\} \quad q' \Rightarrow q}{\Gamma \vdash \{p\} c \{q\}}$$

where $\Gamma \Leftrightarrow \Gamma'$ means

*same resource names,
same protection lists,
equivalent invariants*

cf. Hoare logic, ...

concurrent disposal

$$\Gamma \vdash \{p\}\text{dispose } x \parallel \text{dispose } y\{q\}$$

provable iff

$$p \Rightarrow (x \mapsto _) \star (y \mapsto _) \star q$$

and x, y not in Γ

and $\text{free}(p, q) \cap \text{owned}(\Gamma) = \{ \}$

PUT and GET

$$\Gamma = \text{buf}(c, \text{full}) : (\text{full} \wedge c \mapsto _) \vee (\neg \text{full} \wedge \mathbf{emp})$$
$$\Gamma \vdash \{x \mapsto _ \} \text{PUT} \{ \mathbf{emp} \}$$
$$\Gamma \vdash \{ \mathbf{emp} \} \text{GET} \{ y \mapsto _ \}$$
$$\Gamma \vdash \{ \mathbf{emp} \}$$
$$(x := \mathbf{cons}(-); \text{PUT}) \parallel (\text{GET}; \mathbf{dispose} y)$$
$$\{ \mathbf{emp} \}$$

all provable

PUT and GET

$$\Gamma' = \text{buf}(c, \text{full}) : (\text{full} \wedge \mathbf{emp}) \vee (\neg \text{full} \vee \mathbf{emp})$$
$$\Gamma' \vdash \{x \mapsto _ \} \text{PUT} \{x \mapsto _ \}$$
$$\Gamma' \vdash \{\mathbf{emp}\} \text{GET} \{\mathbf{emp}\}$$
$$\Gamma' \vdash \{\mathbf{emp}\}$$
$$(x := \mathbf{cons}(_); \text{PUT}; \mathbf{dispose} x) \parallel \text{GET} \\ \{\mathbf{emp}\}$$

all provable

ownership

- Correctness proofs involve *ownership transfer*
 - protected variables
 - sub-heap determined by invariant
- A resource context specifies a *transfer policy*
- Logic ensures that processes *mind their own business*
 - operate on *separate* sub-heaps, ...
- To formalize this we introduce local state...

local state

- Process starts with *non-critical* data in its local state
- Local state *grows* when a resource is *acquired*
- Local state *shrinks* when a resource is *released*
- Error if process action breaks design rules

local state

$$(s, h, A)$$

- local store $s : \text{Ide} \rightarrow V$
- local heap $h : \text{Loc} \rightarrow V$
- resources A held by process

satisfying

$$\text{dom } s \cap \text{owned } \Gamma = \text{owned}(\Gamma \upharpoonright A)$$

*local store only contains protected variables
for which the process has resources*

local effect

$$(s, h, A) \xrightarrow[\Gamma]{\delta} (s, h, A)$$

$$(s, h, A) \xrightarrow[\Gamma]{i=v} (s, h, A) \quad \text{if } i \in \text{dom } s$$

$$(s, h, A) \xrightarrow[\Gamma]{i:=v} ([s \mid i : v], h, A)$$

if $i \in \text{dom } s - \text{free}(\Gamma \setminus A)$

+ *heap ops, as before*

local effect

$$(s, h, A) \xrightarrow[\Gamma]{acqr} (s \cdot s', h \cdot h', A \cup \{r\})$$

if $r(X):R \in \Gamma$

and $s \perp s', h \perp h', \text{dom } s' = X,$

$$(s \cdot s', h') \models R$$

$$(s, h, A) \xrightarrow[\Gamma]{relr} (s \setminus X, h - h', A - \{r\})$$

if $r(X):R \in \Gamma$

$$h' \subseteq h, (s, h') \models R$$

local effect

$$(s, h, A) \xrightarrow[\Gamma]{i:=v} \text{abort}$$

if $i \in \text{free}(\Gamma \setminus A)$ or $i \notin \text{dom } s$

$$(s, h, A) \xrightarrow[\Gamma]{rel\ r} \text{abort}$$

if $r(X):R \in \Gamma$

and $\forall h' \subseteq h. (s, h') \models \neg R$

*+ read,
heap ops,
as before*

... breaking the design rules

local computation

- What a *process* sees of an interactive computation
- Assumes that the *environment*
 - respects the resource rules
 - interferes only on synchronization

$$(s, h, A) \xrightarrow[\Gamma]{\alpha} (s', h', A')$$

$$(s, h, A) \xrightarrow[\Gamma]{\alpha} \mathbf{abort}$$

defined by composition

A local computation

of $\text{PUT} \parallel (\text{GET}; \text{dispose } y)$

$$\Gamma = \text{buf}(c, \text{full}) : (\text{full} \wedge c \mapsto _) \vee (\neg \text{full} \wedge \text{emp})$$

$$([x : v, y : _], [v : _], \{\})$$

$$\frac{\text{acq buf}}{\Gamma} \rightarrow ([x : v, y : _, \text{full} : \text{false}, c : _], [v : _], \{\text{buf}\})$$

$$\frac{\text{full}=\text{false put } v}{\Gamma} \rightarrow ([x : v, y : _, \text{full} : \text{true}, c : v], [v : _], \{\text{buf}\})$$

$$\frac{\text{rel buf}}{\Gamma} \rightarrow ([x : v, y : _], [], \{\})$$

$$\frac{\text{acq buf}}{\Gamma} \rightarrow ([x : v, y : _, \text{full} : \text{true}, c : v], [v : _], \{\text{buf}\})$$

$$\frac{\text{full}=\text{true get } v}{\Gamma} \rightarrow ([x : v, y : v, \text{full} : \text{false}, c : v], [v : _], \{\text{buf}\})$$

$$\frac{\text{rel buf}}{\Gamma} \rightarrow ([x : v, y : v], [v : _], \{\})$$

$$\frac{y=v \text{ disp } v}{\Gamma} \rightarrow ([x : v, y : v], [], \{\})$$

A local computation of PUT

$$\Gamma = \text{buf}(c, \text{full}) : (\text{full} \wedge c \mapsto _) \vee (\neg \text{full} \wedge \text{emp})$$

$$([x : v], [v : _], \{\})$$

$$\frac{\text{acq buf} \rightarrow}{\Gamma} ([x : v, \text{full} : \text{false}, c : _], [v : _], \{\text{buf}\})$$

$$\frac{\text{full}=\text{false put } v \rightarrow}{\Gamma} ([x : v, \text{full} : \text{true}, c : v], [v : _], \{\text{buf}\})$$

$$\frac{\text{rel buf} \rightarrow}{\Gamma} ([x : v], [], \{\})$$

A local computation

of GET; dispose y

$$\Gamma = \text{buf}(c, \text{full}) : (\text{full} \wedge c \mapsto _) \vee (\neg \text{full} \wedge \mathbf{emp})$$

$$([\mathit{y} : _], [], \{\})$$

$$\frac{\text{acq buf}}{\Gamma} \rightarrow ([\mathit{y} : _, \text{full} : \text{true}, c : v], [v : _], \{\text{buf}\})$$

$$\frac{\text{full}=\text{true get } v}{\Gamma} \rightarrow ([\mathit{y} : v, \text{full} : \text{false}, c : v], [v : _], \{\text{buf}\})$$

$$\frac{\text{rel buf}}{\Gamma} \rightarrow ([\mathit{y} : v], [v : _], \{\})$$

$$\frac{\text{y=v disp } v}{\Gamma} \rightarrow ([\mathit{y} : v], [], \{\})$$

Validity

$$\Gamma \vdash \{p\}c\{q\}$$

Every finite *local computation* of c
from a *local state* satisfying p
is error-free
and
ends in a local state satisfying q

$$\forall \alpha \in \llbracket c \rrbracket.$$

$$\forall s : \text{dom } s \supseteq \text{free}(c) - \text{owned } \Gamma.$$

$$(s, h) \models p \ \& \ (s, h) \xrightarrow[\Gamma]{\alpha} \sigma' \Rightarrow \sigma' \models q$$

Soundness

THEOREM

- Every provable formula is valid

PROOF

- uses local states, local effects
- show that each rule preserves validity
- for PARALLEL rule use Parallel Lemma

Parallel Lemma

- A local computation of $c_1 \parallel c_2$ decomposes into local computations of c_1 and c_2
- A local error of $c_1 \parallel c_2$ is caused by a local error of c_1 or c_2 (not by interference)
- A successful local computation of $c_1 \parallel c_2$ is consistent with all successful local computations of c_1 and c_2

Parallel Lemma

Suppose

$$\text{free}(c_1) \cap \text{writes}(c_2) \subseteq \text{owned } \Gamma$$

$$\text{free}(c_2) \cap \text{writes}(c_1) \subseteq \text{owned } \Gamma$$

$$\alpha_1 \in \llbracket c_1 \rrbracket, \alpha_2 \in \llbracket c_2 \rrbracket, \alpha \in \alpha_1 \parallel \alpha_2, h = h_1 \cdot h_2$$

If

$$(s, h) \xrightarrow[\Gamma]{\alpha} \text{abort}$$

then

$$(s \setminus \text{writes}(c_2), h_1) \xrightarrow[\Gamma]{\alpha_1} \text{abort}$$

or

$$(s \setminus \text{writes}(c_1), h_2) \xrightarrow[\Gamma]{\alpha_2} \text{abort}$$

Parallel Lemma

Suppose

$$\text{free}(c_1) \cap \text{writes}(c_2) \subseteq \text{owned } \Gamma$$

$$\text{free}(c_2) \cap \text{writes}(c_1) \subseteq \text{owned } \Gamma$$

$$\alpha_1 \in \llbracket c_1 \rrbracket, \alpha_2 \in \llbracket c_2 \rrbracket, \alpha \in \alpha_1 \parallel \alpha_2, h = h_1 \cdot h_2$$

If

$$(s, h) \xrightarrow[\Gamma]{\alpha} (s', h')$$

$$(s \setminus \text{writes}(c_2), h_1) \xrightarrow[\Gamma]{\alpha_1} (s'_1, h'_1)$$

$$(s \setminus \text{writes}(c_1), h_2) \xrightarrow[\Gamma]{\alpha_2} (s'_2, h'_2)$$

then

$$s'_1 = s' \setminus \text{writes}(c_2)$$

$$s'_2 = s' \setminus \text{writes}(c_1)$$

$$h' = h'_1 \cdot h'_2$$

Local vs. global

- Soundness shows that *provable* formulas are *valid*
- *Validity* refers to *local* computations
- Need to connect with conventional notions
 - *global* state
 - traditional partial correctness

*... local computations
are consistent with global view...*

Connection Lemma

Suppose $\alpha \in \llbracket c \rrbracket$, $h = h_1 \cdot h_2$, $(s, h_2) \models \text{inv}(\Gamma)$

If

$$(s, h) \xRightarrow{\alpha} \text{abort}$$

then

$$(s \setminus \text{owned } \Gamma, h_1) \xrightarrow[\Gamma]{\alpha} \text{abort}$$

If

$$(s, h) \xRightarrow{\alpha} (s', h')$$

then

$$(s \setminus \text{owned } \Gamma, h_1) \xrightarrow[\Gamma]{\alpha} (s'_1, h'_1)$$

$$s'_1 = s' \setminus \text{owned } \Gamma$$

$$\exists h'_2. h' = h'_1 \cdot h'_2 \ \& \ (s', h'_2) \models \text{inv}(\Gamma)$$

Corollary

Validity implies error-freedom

$$\Gamma \vdash \{p\}c\{q\}$$

Every finite *computation* of c
from a global state satisfying

$$p \star inv(\Gamma)$$

is error-free,

and ends in a state satisfying

$$q \star inv(\Gamma)$$

cf. traditional notion of validity

Further topics

- Simple recursive procedures
an obvious extension *cf. Reynolds*
- More general logics
permissions *Bornat, Calcagno, O'Hearn, Parkinson*
- Automation
Smallfoot *Berdine, Calcagno, O'Hearn*