

# Concurrent Separation Logic

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# Part I

## Independence and Separation

# The Good Old Days

- ▶ *We have stipulated that processes should be loosely connected; by this we mean that apart from the (rare) moments of explicit intercommunication, the individual processes are to be regarded as completely independent of each other.*  
(Cooperating Sequential Processes, EW Dijkstra, 1965)
- ▶ *[The problem of] designing a program to control the fantastic number of combinations involved in arbitrary interleaving.*  
(Towards a Theory of Parallel Programming, CAR Hoare, 1972)

# Towards a Theory of Parallel Programming, a forgotten (or overlooked) gem

- ▶ The disjoint concurrency rule:

$$\frac{\{P\}C\{Q\} \quad \{P'\}C'\{Q'\}}{\{P \wedge P'\}C \parallel C'\{Q \wedge Q'\}}$$

where  $C$  does not modify any variables free in  $P'$ ,  $C'$ ,  $Q'$ , and conversely.

- ▶ Independent, sequential reasoning about processes.
- ▶ Beautifully modular rules for process interaction (CCRs, see later), implementing Dijkstra's principle.
- ▶ People moved on from TTPP because of certain limitations. But its modularity was not preserved by its successors.

## Example: Parallel Mergesort

```
{array(a, i, j)}  
procedure ms(a, i, j)  
  newvar m := (i + j) / 2;  
  if i < j then  
    (ms(a, i, m) || ms(a, m + 1, j));  
    merge(a, i, m + 1, j);  
{sorted(a, i, j)}
```



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    merge(a, i, m + 1, j);  
{sorted(a, i, j)}
```

- ▶ Can't prove with disjoint concurrency rule because Hoare logic treats assignment to array component as assignment to whole.

$$\{P[(a \mid i: E)/a]\} a[i] := E \{P\}$$

The two parallel calls (are judged to) alter the *same* variable, *a*.

## Example: Parallel Mergesort

```
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    merge(a, i, m + 1, j);  
{sorted(a, i, j)}
```

- ▶ Very hard to make sense of in Owicki-Gries logic. The “non-interference with proofs” notion must be married to recursion hypotheses. (uugh)

## Example: Parallel Mergesort

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  newvar m := (i + j) / 2;  
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    (ms(a, i, m) || ms(a, m + 1, j));  
    merge(a, i, m + 1, j);  
{sorted(a, i, j)}
```

- ▶ Can prove with Rely/guarantee (Jones), but at the cost of complicating the specification (not just the reasoning)
  - ▶ Rely: no one else touches my segment
  - ▶ Guarantee: I only touch my own segment (frame axiom)



# Separation Logic

- ▶ We just use the pre/post spec.
- ▶ Main part of proof

$$\begin{array}{ccc} & \{array(a, i, m) * array(a, m + 1, j)\} & \\ \{array(a, i, m)\} & & \{array(a, m + 1, j)\} \\ ms(a, i, m) & \parallel & ms(a, m + 1, j) \\ \{sorted(a, i, m)\} & & \{sorted(a, m + 1, j)\} \\ & \{sorted(a, i, m) * sorted(a, m + 1, j)\} & \end{array}$$

- ▶ Proof rule:

$$\frac{\{P_1\} C_1 \{Q_1\} \quad \{P_2\} C_2 \{Q_2\}}{\{P_1 * P_2\} C_1 \parallel C_2 \{Q_1 * Q_2\}}$$

## Disjoint Concurrency: A Closer Look

$$\frac{\{P_1\}C_1\{Q_1\} \quad \{P_2\}C_2\{Q_2\}}{\{P_1 * P_2\}C_1 \parallel C_2\{Q_1 * Q_2\}}$$

Remember, well-specified programs don't go wrong.

$\{10 \mapsto -\}[10]:=42\{10 \mapsto 42\}$

$\{\text{emp}\}[10]:=42\{??\}$

## Disjoint Concurrency: A Closer Look

$$\frac{\{P_1\}C_1\{Q_1\} \quad \{P_2\}C_2\{Q_2\}}{\{P_1 * P_2\}C_1 \parallel C_2\{Q_1 * Q_2\}}$$

We can't prove racy programs like

$$\frac{\{10 \mapsto -\}}{[10]:=42 \parallel [10]:=6 \quad \{??\}}$$

We cannot send 10 to both processes in their preconditions, since

$$(10 \mapsto -) * (10 \mapsto -)$$

is false. But...

## Disjoint Concurrency: A Closer Look

$$\frac{\{P_1\}C_1\{Q_1\} \quad \{P_2\}C_2\{Q_2\}}{\{P_1 * P_2\}C_1 \parallel C_2\{Q_1 * Q_2\}}$$

Preconditions can pick out race-free start-states, when they exist:

$$\begin{array}{l} \{x \mapsto 3\} \\ [x] := 4 \\ \{x \mapsto 4\} \end{array} \quad \parallel \quad \begin{array}{l} \{y \mapsto 3\} \\ [y] := 5 \\ \{y \mapsto 5\} \end{array}$$

## Disjoint Concurrency: A Closer Look

$$\frac{\{P_1\}C_1\{Q_1\} \quad \{P_2\}C_2\{Q_2\}}{\{P_1 * P_2\}C_1 \parallel C_2\{Q_1 * Q_2\}}$$

Preconditions can pick out race-free start-states, when they exist:

$$\begin{array}{c} \{x \mapsto 3 * y \mapsto 3\} \\ \{x \mapsto 3\} \quad \quad \quad \{y \mapsto 3\} \\ [x]:=4 \quad \parallel \quad [y]:=5 \\ \{x \mapsto 4\} \quad \quad \quad \{y \mapsto 5\} \\ \{x \mapsto 4 * y \mapsto 5\} \end{array}$$

That ‘proof figure’ is an annotation form for

$$\frac{\{x \mapsto 3\} [x]:=4 \{x \mapsto 4\} \quad \{y \mapsto 3\} [y]:=5 \{y \mapsto 5\}}{\{x \mapsto 3 * y \mapsto 3\} [x]:=4 \parallel [y]:=5 \{x \mapsto 4 * y \mapsto 5\}}$$

## Part II

# Process Interaction

# The Programming Model:

## Conditional Critical Regions (Hoare, 72)

*init*;

resource  $r_1$ (variable list),  $\dots$ ,  $r_m$ (variable list)

$C_1 \parallel \dots \parallel C_n$

with  $r$  when  $B$  do  $C$  endwith.

–if a variable belongs to a resource, it cannot appear in a parallel process except in a critical section for that resource

–if a variable is changed in one process, it cannot appear in another unless it belongs to a resource.

# The Sequential Processes

$C ::= x := E \mid x := [E] \mid [E] := F$   
|  $x := \text{cons}(E_1, \dots, E_n) \mid \text{dispose}(E)$   
|  $\text{skip} \mid C; C \mid \text{if } B \text{ then } C \text{ else } C$   
|  $\text{while } B \text{ do } C$   
|  $\text{with } r \text{ when } B \text{ do } C \text{ endwith}$

Some sugar:  $x.i := E$  for  $[x + i - 1] := E$



$$\frac{\{P\} \text{init} \{RI_{r_1} * \dots * RI_{r_m} * P'\} \quad \{P'\} C_1 \parallel \dots \parallel C_n \{Q\}}{\{P\}}$$

$\{P\}$

*init*;

resource  $r_1$ (variable list), ...,  $r_m$ (variable list)

$C_1 \parallel \dots \parallel C_n$

$\{RI_{r_1} * \dots * RI_{r_m} * Q\}$

RI \* ... \* RI



P'



$$\frac{\{P\} \text{init} \{RI_{r_1} * \dots * RI_{r_m} * P'\} \quad \{P'\} C_1 \parallel \dots \parallel C_n \{Q\}}{\{P\}}$$

$\{P\}$

*init*;

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$C_1 \parallel \dots \parallel C_n$

$\{RI_{r_1} * \dots * RI_{r_m} * Q\}$

RI \* ... \* RI



P1 \* ... \* Pn

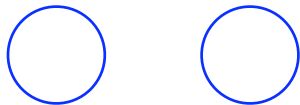


$$\frac{\{P_1\} C_1 \{Q_1\} \cdots \{P_n\} C_n \{Q_n\}}{\{P_1 * \cdots * P_n\} C_1 \parallel \cdots \parallel C_n \{Q_1 * \cdots * Q_n\}}$$

RI \* ... \* RI



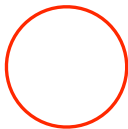
P1 \* ... \* Pn



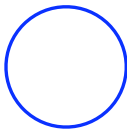
- no variable free in  $P_i$  or  $Q_i$  is changed in  $C_j$  when  $j \neq i$ .
- any modified variable free in  $RI_r$  must occur only within a critical region for  $r$ .

$$\frac{\{(P * RI_r) \wedge B\} C \{Q * RI_r\}}{\{P\} \text{ with } r \text{ when } B \text{ do } C \text{ endwith } \{Q\}}$$

RI



P



- No other process modifies variables in  $P$  or  $Q$

## Example: Pointer Transfer

```
resource buf(c, full:= false);  
  
x:= cons(-);  
with buf when  $\neg$ full do           ||           with buf when full DO  
    (c:= x, full:= true;)         ( y:= c; full:= false; )  
                                     dispose(y);
```

## Example: Pointer Transfer

```
resource buf(c, full:= false);  
  
x:= cons(-);  
with buf when  $\neg$ full do           ||           with buf when full DO  
    (c:= x, full:= true;)         ||           (y:= c, full:= false;)  
  
dispose(x);                          ||           dispose(y);
```

## Example: Pointer Transfer

```
resource buf(c, full:= false);
```

```
x:= cons(-);
```

```
with buf when  $\neg$ full do
```

```
  (c:= x, full:= true;)
```

```
||
```

```
with buf when full DO
```

```
  (y:= c, full:= false;)
```

```
  dispose(y);
```

```
{emp}  
resource buf(c, full:= false);  
{emp ∧ full}
```

```
x:= cons(-);                                with buf when full do  
  
with buf when ¬full do                       ||      y:= c; full:= false  
  
    c:= x; full:= true;                       endwith;  
  
endwith;                                     dispose(y);
```

$$RI = (\text{emp} \wedge \neg \text{full}) \vee (c \mapsto - \wedge \text{full})$$



```

    {emp}
resource buf(c, full:= false);
    {emp * emp * (emp ∧ ¬full)}

```

<pre> x:= cons(-); with buf when ¬full do     c:= x, full:= true; endwith; </pre>		<pre> with buf when full do     y:= c; full:= false; endwith; dispose(y); </pre>
---	--	--

$$RI = (\text{emp} \wedge \neg \text{full}) \vee (c \mapsto - \wedge \text{full})$$

```

    {emp}
resource buf(c, full:= false);
    {emp * emp * RI}

```

```

x:= cons(-);
with buf when ¬full do
    c:= x, full:= true;
endwith;

with buf when full do
    y:= c; full:= false;
endwith;

dispose(y);
endwith;

```

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$$RI = (emp \wedge \neg full) \vee (c \mapsto - \wedge full)$$

		$\{\text{emp}\}$	
		resource $\text{buf}(c, \text{full} := \text{false});$	
		$\{\text{emp} * \text{emp} * RI\}$	
$\{\text{emp}\}$			$\{\text{emp}\}$
$x := \text{cons}(-);$			with $\text{buf}$ when $\text{full}$ do
$\{x \mapsto -\}$			
with $\text{buf}$ when $\neg \text{full}$ do	$\parallel$		$y := c; \text{full} := \text{false}$
$\{(x \mapsto -) * (\text{emp} \wedge \neg \text{full})\}$			
$c := x; \text{full} := \text{true};$			endwith;
$\{(c \mapsto -) * (\text{emp} \wedge \text{full})\}$			
			dispose( $y$ );
endwith;			

$$RI = (\text{emp} \wedge \neg \text{full}) \vee (c \mapsto - \wedge \text{full})$$

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$\{(x \mapsto -) * (\text{emp} \wedge \neg \text{full})\}$			
$c := x; \text{full} := \text{true};$			endwith;
$\{(c \mapsto -) * (\text{emp} \wedge \text{full})\}$			
$\{(c \mapsto - \wedge \text{full})\}$			dispose( $y$ );
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$\{(x \mapsto -) * (\text{emp} \wedge \neg \text{full})\}$			
$c := x; \text{full} := \text{true};$			endwith;
$\{(c \mapsto -) * (\text{emp} \wedge \text{full})\}$			
$\{RI\}$			dispose( $y$ );
endwith;			

$$RI = (\text{emp} \wedge \neg \text{full}) \vee (c \mapsto - \wedge \text{full})$$



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		$\{\text{emp} * \text{emp} * RI\}$	
$\{\text{emp}\}$			$\{\text{emp}\}$
$x := \text{cons}(-);$			with $\text{buf}$ when $\text{full}$ do
$\{x \mapsto -\}$			
with $\text{buf}$ when $\neg \text{full}$ do			$y := c; \text{full} := \text{false}$
$\{(x \mapsto -) * (\text{emp} \wedge \neg \text{full})\}$			
$c := x; \text{full} := \text{true};$			endwith;
$\{(c \mapsto -) * (\text{emp} \wedge \text{full})\}$			
$\{\text{emp} * RI\}$			$\text{dispose}(y);$
endwith;			

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$x := \text{cons}(-);$			with $\text{buf}$ when $\text{full}$ do
$\{x \mapsto -\}$			$\{\text{emp} * ((c \mapsto -) \wedge \text{full})\}$
with $\text{buf}$ when $\neg \text{full}$ do	$\parallel$		$y := c; \text{full} := \text{false}$
$\{(x \mapsto -) * (\text{emp} \wedge \neg \text{full})\}$			$\{(y \mapsto -) * (\text{emp} \wedge \neg \text{full})\}$
$c := x; \text{full} := \text{true};$			endwith;
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endwith;			
$\{\text{emp}\}$			

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$\{(x \mapsto -) * (\text{emp} \wedge \neg \text{full})\}$			$\{(y \mapsto -) * (\text{emp} \wedge \neg \text{full})\}$
$c := x; \text{full} := \text{true};$			endwith;
$\{(c \mapsto -) * (\text{emp} \wedge \text{full})\}$			$\{y \mapsto -\}$
$\{\text{emp} * RI\}$			dispose( $y$ );
endwith;			
$\{\text{emp}\}$			

$$RI = (\text{emp} \wedge \neg \text{full}) \vee (c \mapsto - \wedge \text{full})$$

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$\{(x \mapsto -) * (\text{emp} \wedge \neg \text{full})\}$			endwith;
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$\{(c \mapsto -) * (\text{emp} \wedge \text{full})\}$			dispose( $y$ );
$\{\text{emp} * RI\}$			$\{\text{emp}\}$
endwith;			
$\{\text{emp}\}$			

$$RI = (\text{emp} \wedge \neg \text{full}) \vee (c \mapsto - \wedge \text{full})$$

		$\{\text{emp}\}$	
		resource $\text{buf}(c, \text{full} := \text{false});$	
		$\{\text{emp} * \text{emp} * RI\}$	
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with $\text{buf}$ when $\neg \text{full}$ do	$\parallel$	$y := c; \text{full} := \text{false}$	$\{(y \mapsto -) * (\text{emp} \wedge \neg \text{full})\}$
$\{(x \mapsto -) * (\text{emp} \wedge \neg \text{full})\}$			endwith;
$c := x; \text{full} := \text{true};$			$\{y \mapsto -\}$
$\{(c \mapsto -) * (\text{emp} \wedge \text{full})\}$			dispose( $y$ );
$\{\text{emp} * RI\}$			$\{\text{emp}\}$
endwith;			
$\{\text{emp}\}$			
dispose( $x$ );			

$$RI = (\text{emp} \wedge \neg \text{full}) \vee (c \mapsto - \wedge \text{full})$$

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		resource $\text{buf}(c, \text{full} := \text{false});$	
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$c := x; \text{full} := \text{true};$			endwith;
$\{(c \mapsto -) * (\text{emp} \wedge \text{full})\}$			$\{y \mapsto -\}$
$\{\text{emp} * RI\}$			dispose( $y$ );
endwith;			$\{\text{emp}\}$
$\{\text{emp}\}$			
dispose( $x$ );			
$\{\text{???\}$			

$$RI = (\text{emp} \wedge \neg \text{full}) \vee (c \mapsto - \wedge \text{full})$$

<pre> {emp} resource buf(c, full:= false); {emp * emp * RI}  {emp} x:= cons(-); {x ↦ -} with buf when ¬full do   {(x ↦ -) * (emp ∧ ¬full)}   c:= x, full:= true;   {(c ↦ -) * (emp ∧ full)}   {emp * RI} endwith; {emp} </pre>		<pre> {emp} with buf when full do   {emp * ((c ↦ -) ∧ full)}   y:= c; full:= false   {(y ↦ -) * (emp ∧ ¬full)} endwith; {y ↦ -} dispose(y); {emp} </pre>
<pre>{RI}</pre>		

$$RI = (emp \wedge \neg full) \vee (c \mapsto - \wedge full)$$



$$\frac{\{P_1\} C_1 \{Q_1\} \cdots \{P_n\} C_n \{Q_n\}}{\{P_1 * \cdots * P_n\} C_1 \parallel \cdots \parallel C_n \{Q_1 * \cdots * Q_n\}}$$

$$\frac{\{(P * RI_r) \wedge B\} C \{Q * RI_r\}}{\{P\} \text{ with } r \text{ when } B \text{ do } C \text{ endwith } \{Q\}}$$

RI \* ... \* RI



P1 \* ... \* Pn



# Semaphores

- ▶ We can encode semaphores as little critical regions

$P(s) \equiv$  with  $s$  when  $s > 0$  do  $s := s - 1$

$V(s) \equiv$  with number when true do  $s := s + 1$

- ▶ So, to reason about a semaphore we must invent an invariant, describing the resource that it “owns”.

```

semaphore free:= 1; busy:= 0
:
:
P(free);
[10]:= m;      ||      n:= [10];
V(busy);
:
:

```

Recall:  $V(s)$  bumps  $s$  up by 1;  $P(s)$  decrements by 1 if  $> 0$ , waiting otherwise

```

semaphore free:= 1; busy:= 0
:
:
{emp}
P(free);           P(busy);

[10]:= m;         ||      n:= [10];

V(busy);          V(free);

:
:
```

Recall:  $V(s)$  bumps  $s$  up by 1;  $P(s)$  decrements by 1 if  $> 0$ , waiting otherwise

```

semaphore free:= 1; busy:= 0
:
:
{emp}
P(free);
{10 ↦ -}
[10]:= m;      ||      n:= [10];
V(busy);
V(free);
:
:
```

Recall:  $V(s)$  bumps  $s$  up by 1;  $P(s)$  decrements by 1 if  $> 0$ ,  
waiting otherwise

```

semaphore free:= 1; busy:= 0
:
:
{emp}
P(free);
{10 ↦ -}
[10]:= m;      ||      n:= [10];
{10 ↦ -}
V(busy);      V(free);
:
:
```

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semaphore free:= 1; busy:= 0
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{10 ↦ -}
[10]:= m;      ||      n:= [10];
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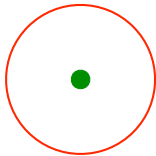
semaphore  $free := 1; busy := 0$

$\vdots$		$\vdots$
$\{emp\}$		$\{emp\}$
$P(free);$		$P(busy);$
$\{10 \mapsto -\}$		$\{10 \mapsto -\}$
$[10] := m;$	$\parallel$	$n := [10];$
$\{10 \mapsto -\}$		$\{10 \mapsto -\}$
$V(busy);$		$V(free);$
$\{emp\}$		$\{emp\}$
$\vdots$		$\vdots$

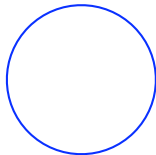
$$RI_{free} \equiv (free = 0 \wedge emp) \vee (free = 1 \wedge 10 \mapsto -)$$

$$RI_{busy} \equiv (busy = 0 \wedge emp) \vee (busy = 1 \wedge 10 \mapsto -)$$

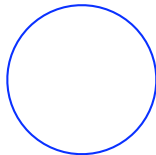
*free semaphore*



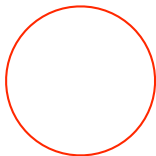
*left process*



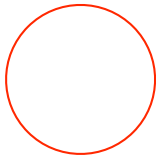
*right process*



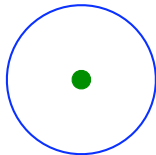
*busy semaphore*



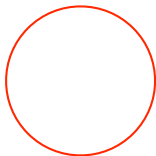
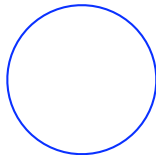
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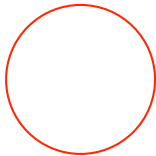


*right process*

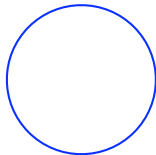


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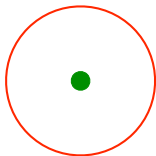
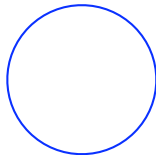
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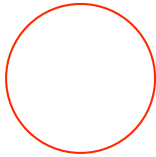


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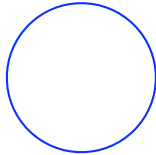


*busy semaphore*

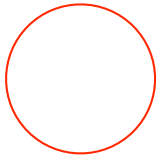
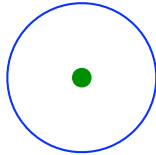
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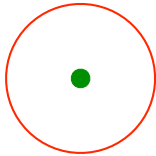
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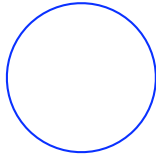
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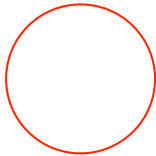
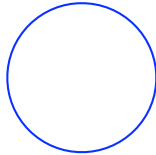
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*busy semaphore*

$\{10 \mapsto -\}$ semaphore $free := 1, busy := 0;$ $\{Rl_{free} * Rl_{busy} * emp * emp\}$ $\{emp\}$ while true do	$\{emp\}$ while true do
$produce\ m$	$P(busy);$
$P(free);$	$n := [10];$
$[10] := m;$	$V(free);$
$V(busy);$	$consume\ n$
$\{false\}$ $\{false\}$	$\{false\}$

$$Rl_{free} \equiv (free = 0 \wedge emp) \vee (free = 1 \wedge 10 \mapsto -)$$

$$Rl_{busy} \equiv (busy = 0 \wedge emp) \vee (busy = 1 \wedge 10 \mapsto -)$$

		$\{10 \mapsto -\}$	
		semaphore $free:=1, busy:=0;$	
		$\{Rl_{free} * Rl_{busy} * emp * emp\}$	
$\{emp\}$		$\{emp\}$	
while true do		while true do	
$\{emp \wedge true\}$		$\{emp \wedge true\}$	
produce $m$		$P(busy);$	
$\{emp\}$		$\{emp\}$	
$P(free);$		$n:= [10];$	
$\{10 \mapsto -\}$		$\{10 \mapsto -\}$	
$[10]:= m;$		$V(free);$	
$\{10 \mapsto -\}$		$\{10 \mapsto -\}$	
$V(busy);$		consume $n$	
$\{emp\}$		$\{emp\}$	
$\{false\}$		$\{false\}$	
$\{false\}$			

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- ▶ We don't maintain  $0 \leq \textit{free} + \textit{busy} \leq 1$  as a global invariant.
- ▶ Semaphores are “logically attached” to resource.  $P$  and  $V$  are ownership transformers.

# Dynamic Partitioning Idioms



- ▶ Memory Managers, Thread Pools, Connection Pools
- ▶ Efficient Message Passing (copy avoiding)
- ▶ Double-buffered I/O
- ▶ Essentially all semaphore programs



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- ▶ Old program design ideas. Reflected in concurrent separation logic
- ▶ **Wait a minute, not so fast!**

# The Reynolds Counterexample

resource  $r()$     *invariant*  $RI_r = \text{true}$

From

$$\frac{\frac{\text{true} \text{ skip } \text{true}}{\{(\text{emp} \vee \text{one}) * \text{true}\} \text{ skip } \{\text{emp} * \text{true}\}}}{\{\text{emp} \vee \text{one}\} \text{ with } r \text{ when true } \mathbf{do} \text{ skip } \{\text{emp}\}}$$

We obtain an inconsistency

$$\frac{\frac{\frac{\{\text{emp} \vee \text{one}\} \text{ with } \dots \{\text{emp}\}}{\{\text{emp}\} \text{ with } \dots \{\text{emp}\}}}{\{\text{emp} * \text{one}\} \text{ with } \dots \{\text{emp} * \text{one}\}} \quad \frac{\{\text{emp} \vee \text{one}\} \text{ with } \dots \{\text{emp}\}}{\{\text{one}\} \text{ with } \dots \{\text{emp}\}}}{\frac{\{\text{one}\} \text{ with } \dots \{\text{one}\}}{\{\text{one} \wedge \text{one}\} \text{ with } r \text{ when true } \mathbf{do} \text{ skip } \{\text{emp} \wedge \text{one}\}}}{\{\text{one}\} \text{ with } r \text{ when true } \mathbf{do} \text{ skip } \{\text{false}\}}$$

# What the Reynolds Counterexample Implies

Trouble, if you have all of

$$\frac{\frac{\frac{\{P_1\}C\{Q_1\} \quad \{P_2\}C\{Q_2\}}{\{P_1 \wedge P_2\}C\{Q_1 \wedge Q_2\}}}{\{(P * RI_r) \wedge B\}C\{Q * RI_r\}}}{\{P\} \text{ with } r \text{ when } B \text{ do } C \text{ endwith } \{Q\}}}{\frac{\{P\}C\{Q\}}{\{P * R\}C\{Q * R\}}}$$

# Diagnosis

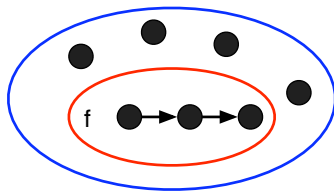
- ▶ The semantics of  $*$  is nondeterministic

$$s, h \models P * Q \Leftrightarrow \exists h_P, h_Q. h = h_P \cdot h_Q \wedge s, h_P \models P \wedge s, h_Q \models Q$$

- ▶ The resource invariant `true` does not precisely nail down the storage owned by the resource; it is ambiguous.  $*$  can be satisfied with different splittings
- ▶ If we can nail down the storage owned more precisely, perhaps we can get around this problem.

# Precise Predicates

- ▶ A predicate is **precise** if, for every state, there is at most one substate that satisfies it.



- ▶ For all  $s, h$ , exists at most one  $h' \sqsubseteq h$  where  $s, h' \models P$ .

# Precise Predicates, II

## ► Examples of Imprecise Predicates

1. `true`

2. `10`  $\mapsto$  `-`  $\vee$  `11`  $\mapsto$  `-`

3.  $ls(x, y) \iff (x = y \wedge \text{emp}) \vee \exists x'. x \mapsto x' * ls(x', y)$



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## ► Examples of Precise Predicates

1. `emp`
2.  $10 \mapsto -$
3.  $(\text{emp} \wedge \neg \text{full}) \vee (c \mapsto - \wedge \text{full})$
4.  $ls(x, y) \iff \text{if } (x = y) \text{ then emp else } \exists x'. x \mapsto x' * ls(x', y)$

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## ► If $P_1$ and $P_2$ are precise then so are

- $P_1 * P_2$
- $P_1 \wedge Q$
- if  $B$  then  $P_1$  else  $P_2$

# Brookes's Semantic Analysis

- ▶ **Soundness Theorem.** The proof rules are sound, as long as resource invariants are *precise*.
- ▶ Reynolds's counterexample shows unsoundness for imprecise invariants.
- ▶ Brookes has further results about no races.
- ▶ His semantics reflects Dijkstra's principle, and the slogan  
*Well-specified processes mind their own business.*

# The Permissions Idea

- ▶ Remember

$$\begin{array}{c} \{10 \mapsto -\} \\ [10] := 42 \parallel [10] := 6 \\ \{??\} \end{array}$$

- ▶ Unfortunately, also

$$\begin{array}{c} \{10 \mapsto -\} \\ x := [10] \parallel y := [10] \\ \{??\} \end{array}$$

# The Permissions Idea

- ▶ Boyland's idea:  $\frac{1}{2} + \frac{1}{2} = 1$ .
- ▶  $E \stackrel{p}{\mapsto} F \iff (E \stackrel{p/2}{\mapsto} F) * (E \stackrel{p/2}{\mapsto} F)$
- ▶ You can write/dispose only when  $p = 1$ . You can read when  $0 < p \leq 1$  a rational.

$$\begin{array}{ccc} & & \{10 \stackrel{1}{\mapsto} 4\} \\ & & \{10 \stackrel{0.5}{\mapsto} 4\} \quad \{10 \stackrel{0.5}{\mapsto} 4\} \\ x := [10] & \parallel & y := [10] \\ \{x = 4 \wedge 10 \stackrel{0.5}{\mapsto} 4\} & & \{y = 4 \wedge 10 \stackrel{0.5}{\mapsto} 4\} \\ & & \{x = 4 \wedge y = 4 \wedge 10 \stackrel{1}{\mapsto} 4\} \end{array}$$

- ▶ Bornat: Permissions are a strong fertilizer for novel ideas. Existence permissions, infinitesimal permissions, counting permissions...

## Further Work

- ▶ Grainless semantics. Reynolds. Brookes.
- ▶ True concurrency model. Hayman-Winskel (LICS'06)
- ▶ Permissions, shared read access. Bornat et. al. (POPL'05)
- ▶ Variables as resources. Bornat et. al. (MFPS'05), Parkinson et.al. (LICS'06)
- ▶ Raciness and non-blocking. Parkinson-Bornat
- ▶ Smallfoot Assertion Checker. Berdine-Calcagno (and O'Hearn)