# **Algorithmic Program Verification**

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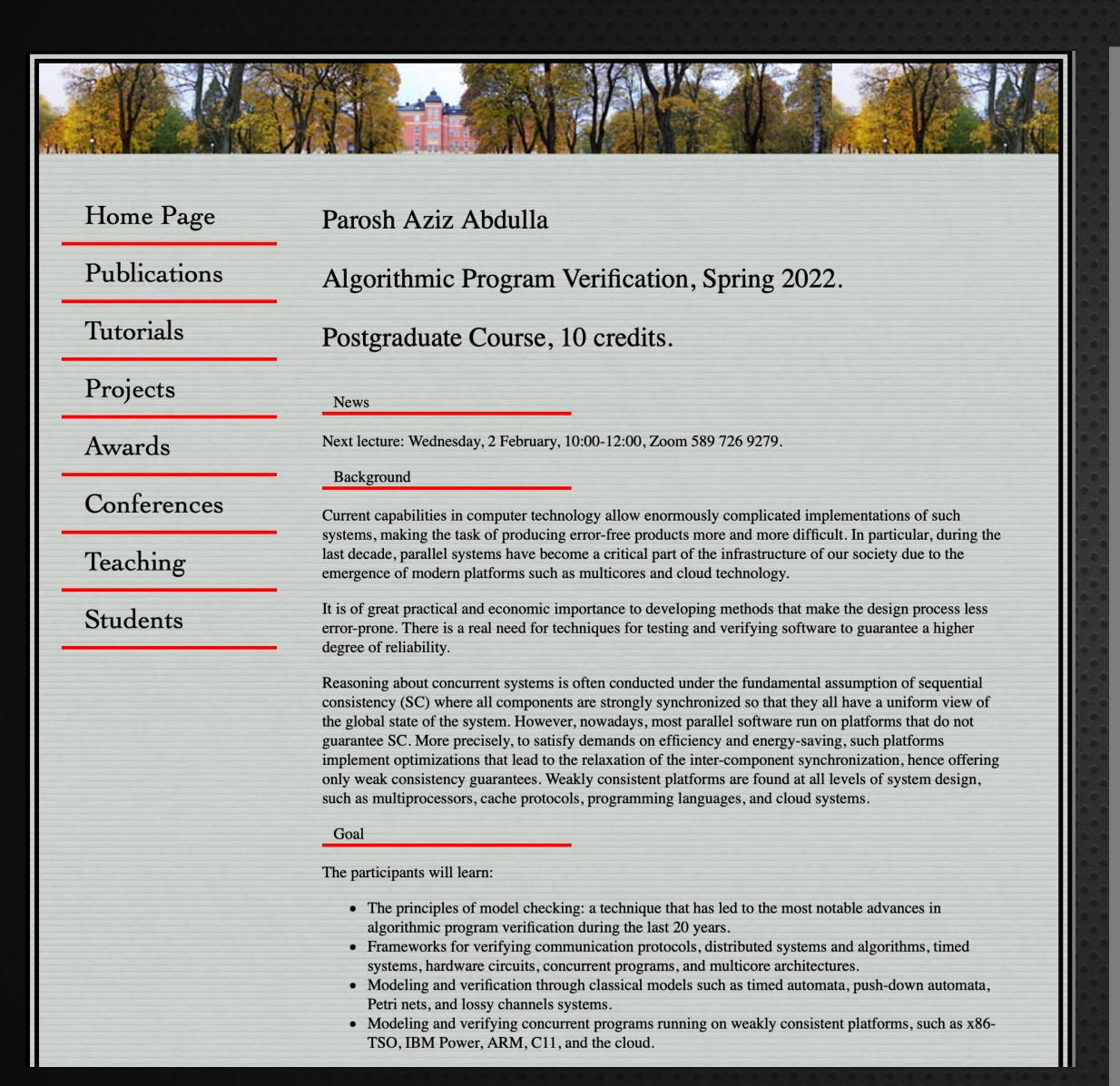
# ... with applications to weak memory models ...

### **Algorithmic Program Verification**

# ... with applications to weak memory models ...

# Parosh Aziz Abdulla **Uppsala University**

#### • Web page:



#### Contents

- Model checking.
- Infinite-state models.
- Reachability analysis.
- Petri nets.
- Timed automata.
- Push-down automata.
- Lossy channel systems.
- x86-TSO.
- C11.
- Well quasi-ordered systems.
- Program abstraction: monotonic abstraction, view abstraction.
- The Power and ARM architectures.

50, IDIVI I UWCI, AINII, CII, all

- Parameterized systems.
- Cloud platforms.

#### Structure

- 15 Lectures.
- Project work. The project will consist of implementing some of the algorithms discussed in the class.

#### Examination

- Weekly assignments.
- Project work.

#### Prerequisites

- Course suitable both for PhD and MSc students.
- Primary knowledge corresponding to three years of an undergraduate program in computer science. However, I do not assume any prior knowledge of formal methods, program verification, or weak memory models.

#### Slides (I will later add slides on weak consistency)

- L1. Petri Nets. pdf. keynote.
- L2. Well-Quasi-Orderings. pdf. keynote.
- L3. Lossy Channel Systems. <u>pdf</u>. <u>keynote</u>.
- L4. Backward Reachability Analysis. pdf. keynote.
- L5. Timed Petri Nets. <u>pdf</u>. <u>keynote</u>.
- L6. Timed Automata. pdf. keynote.
- L7-8. View Abstraction. pdf. keynote.
- L9-10. Recursive Programs. Push-Down Automata.

#### Literature

Parosh Aziz Abdulla. Well- and Better-Quasi-Ordered Transition Ssystems.

#### Contact Person

• Parosh Aziz Abdulla.



Outline WALLPAPERSUIDE.COM



#### • Background



#### • Background

• Program Verification

- Background
- Program Verification
- Infinite-State Models

- Background
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- Petri Nets

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- **x86**





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#### techniques

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#### concurrency



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#### concurrency

common theme

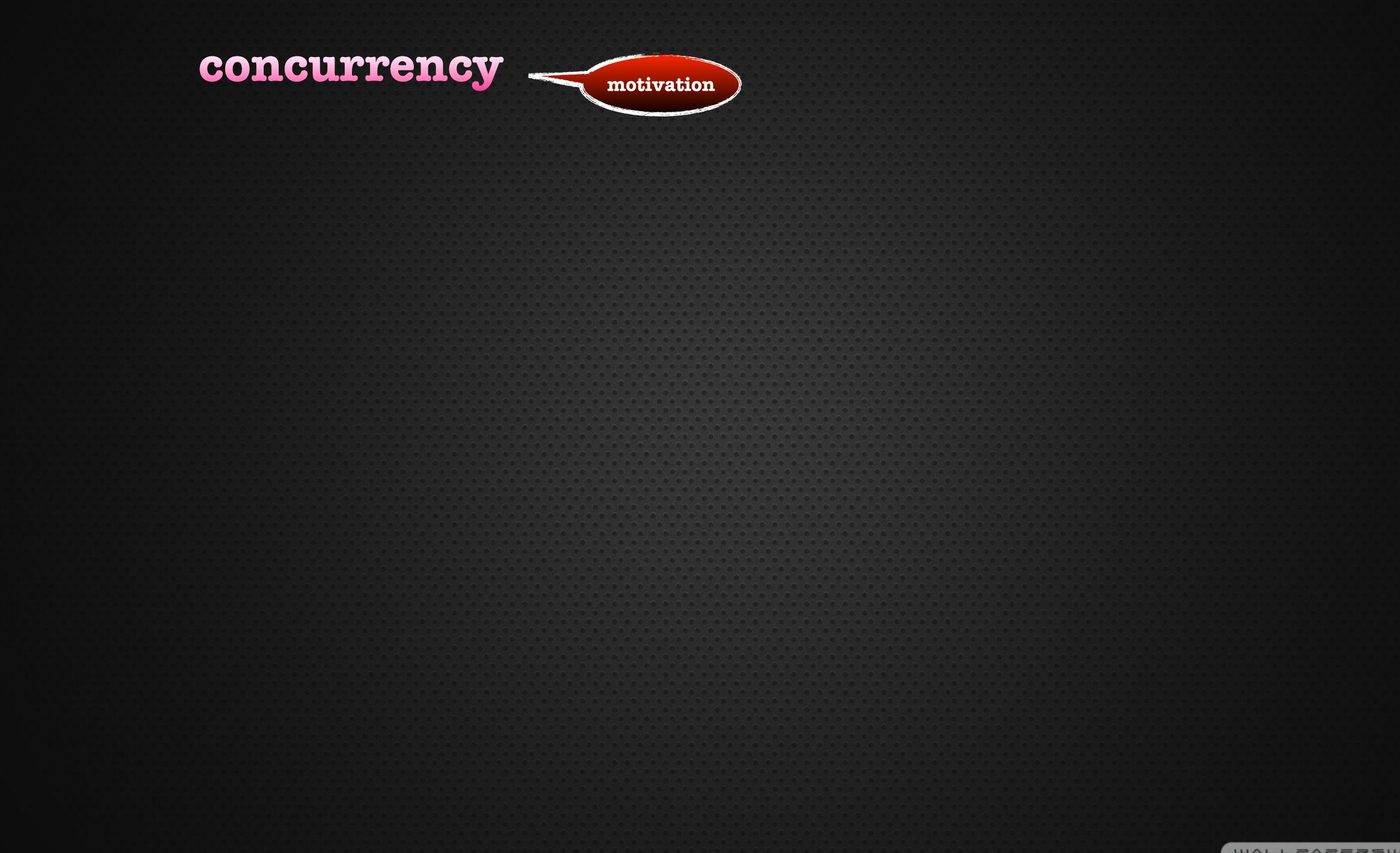




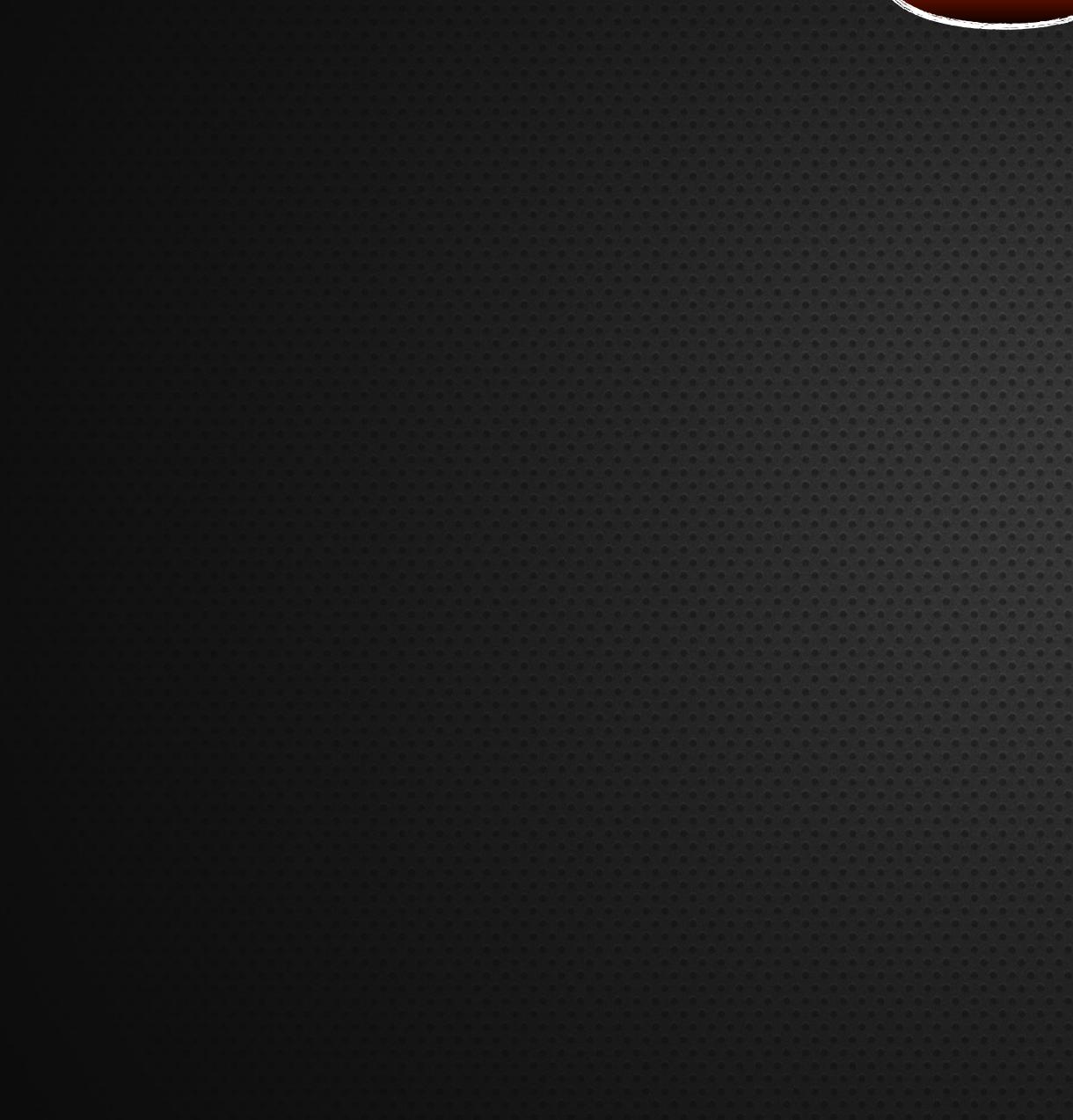


concurrency WALLPAPERSUIDE.COM



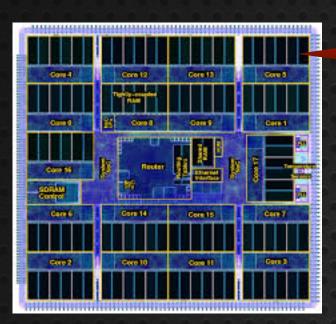










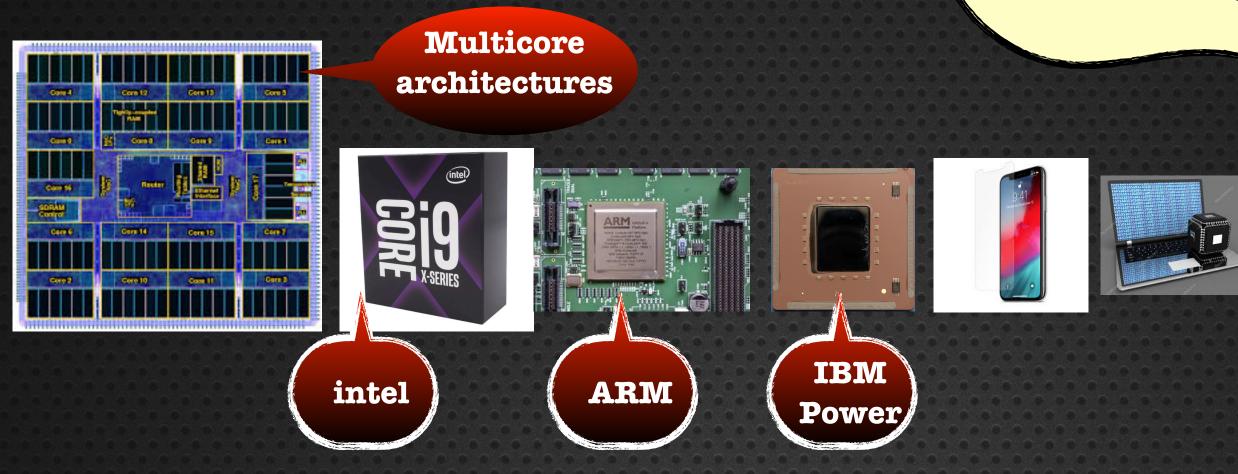


**Multicore** architectures



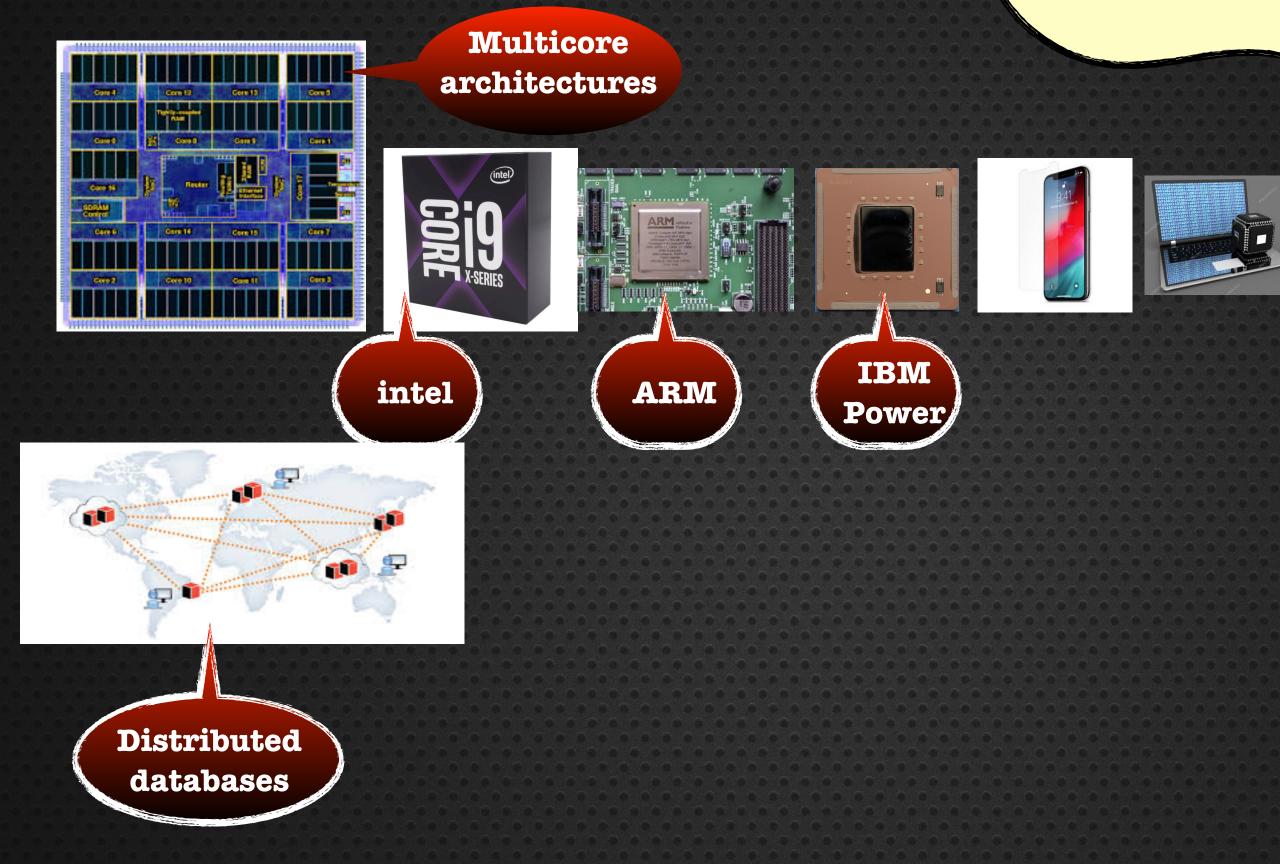
#### Concurrent systems are everywhere





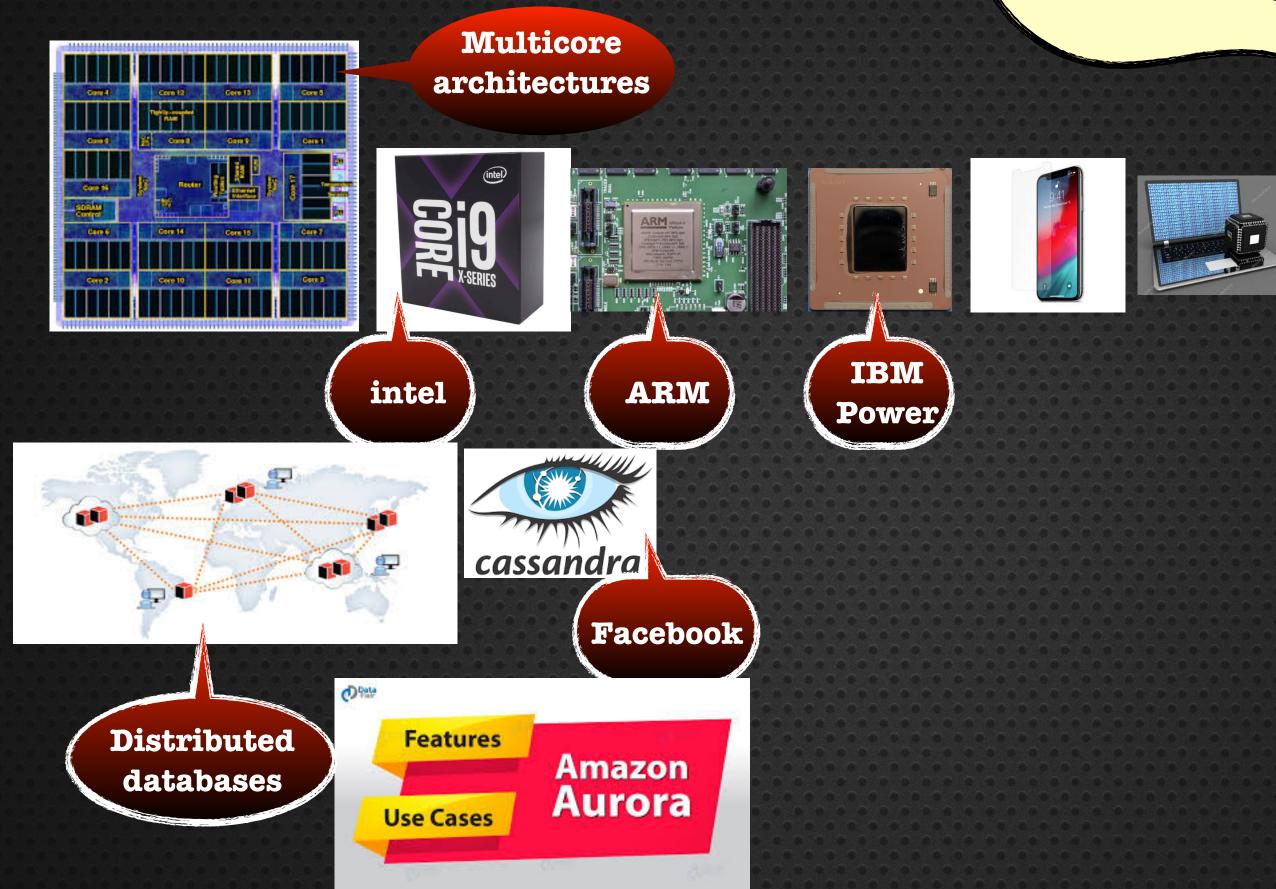






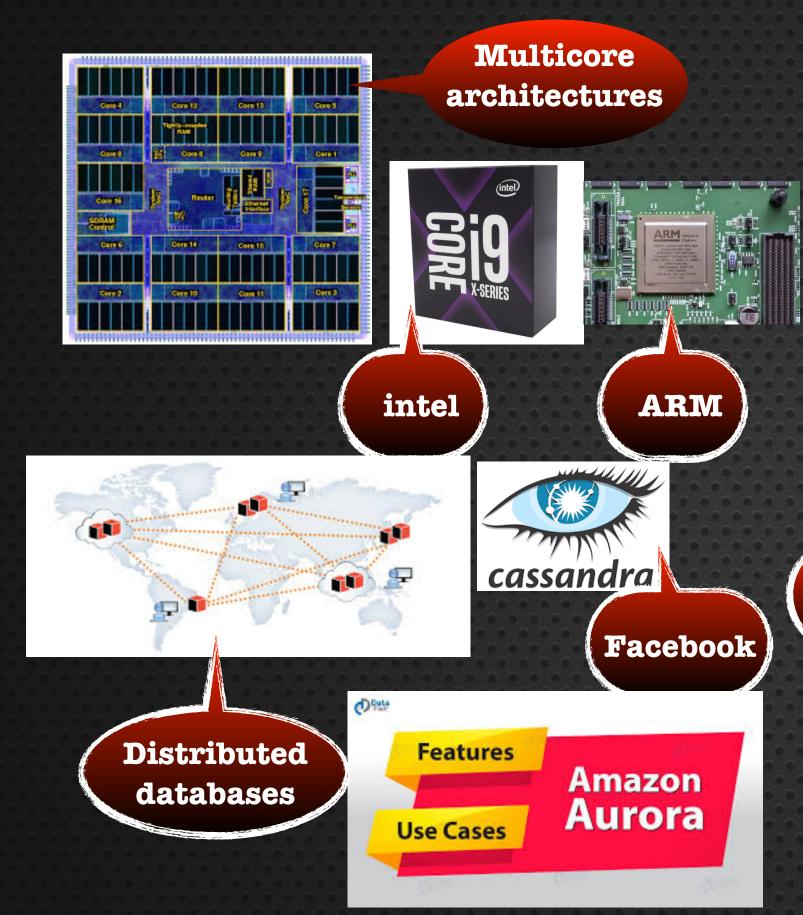




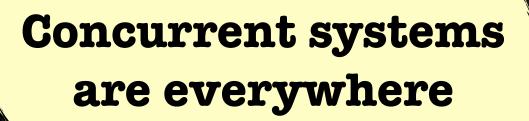


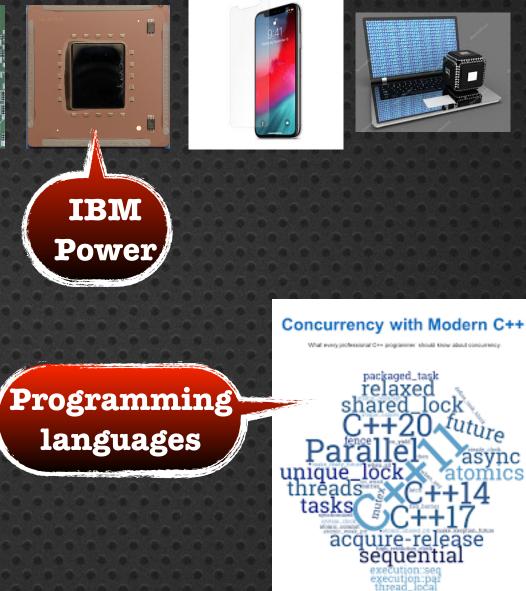






motivation





Rainer Grimm

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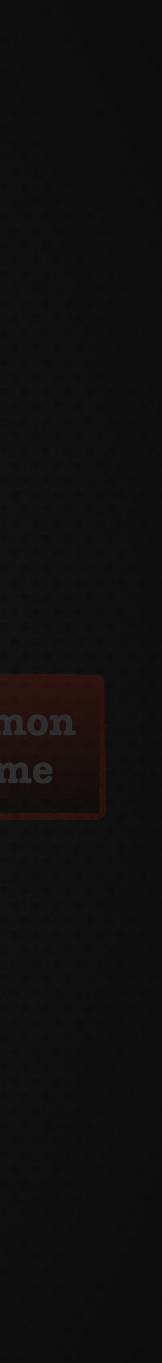


concurrency

common theme

weak memory models

techniques



Sequential Consistency (SC) + simple & intuitive - expensive Weak Semantics (WS) + efficient, realistic - complicated

"order in which data becomes visible"

### Weak Consistence

"order in which data becomes visible"

## Weak Consistence

- Intel x86: Total Store Ordering (TSO)
- ARM
- **POWER**

## **Programming Languages**

- •C11: Release-Acquire, Relaxed
- Java

## **Distributed Systems**

- Eventual Consistency
- Causal Consistency

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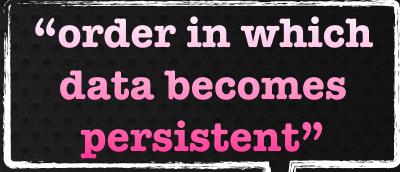
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## Weak Persistence

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Sequential Consistency (SC) + simple & intuitive - expensive NVRAMS
Intermittent Computing
File Systems

"order in which data becomes visible"

## Weak Consistence

"order in which data becomes persistent"

Weak Persistence

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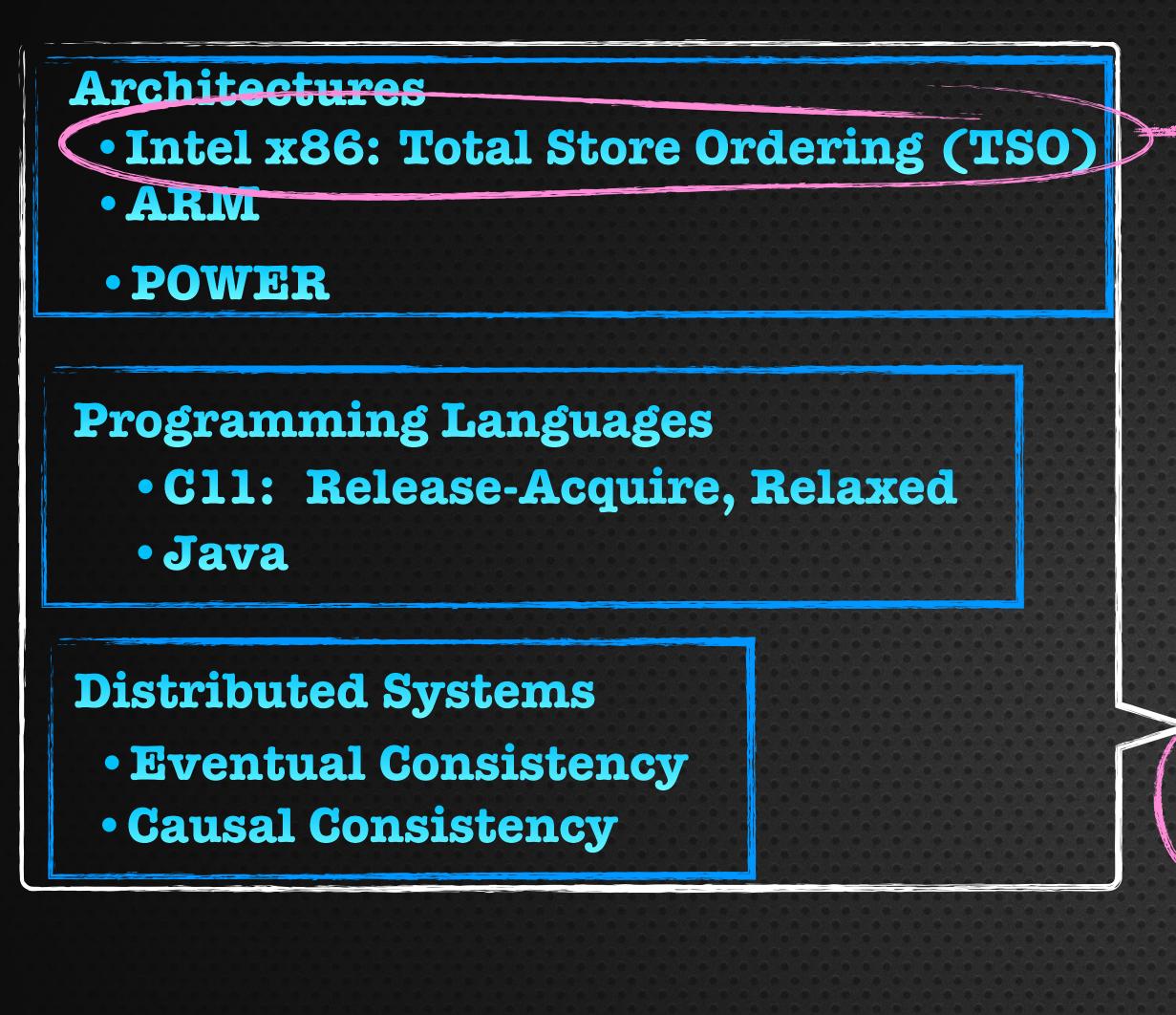
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"order in which data becomes visible"

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"order in which data becomes persistent"

Weak Persistence



recent work

## • NVRAMS

Intermittent Computing

• File Systems

"order in which data becomes visible"

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Weak Persistence

Weak Semantics (WS) + efficient, realistic - complicated

## Program Verification (SC)

Sequential Consistency (SC) + simple & intuitive - expensive

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## Program Verification (WS)

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## Challenge: Infinite-State Systems



## Model Checking Model = (safety) property

## Challenge: Infinite-State Systems

Sources of "Infiniteness":



### Unbounded Data Structures

- stacks (recursion)
- queues (protocols)
- counters (programs)
- clocks (time)
- lists, trees, graphs (heaps)

## Model Checking Model = (safety) property

## Challenge: Infinite-State Systems

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## Model Checking Model = (safety) property

Challenge: Infinite-State Systems

Sources of "Infiniteness":

**Unbounded Control Structures** 

- parameterized systems
- multithreaded programs
- concurrent libraries
- Petri nets



### Unbounded Data Structures

- stacks (recursion)
- queues (protocols)
- counters (programs)
- clocks (time)
- lists, trees, graphs (heaps)

### Multiple Sources:

- timed Petri nets
- channels with time stamps
- etc

## Model Checking Model = (safety) property

Challenge: Infinite-State Systems

Sources of "Infiniteness":

**Unbounded Control Structures** 

- parameterized systems
- multithreaded programs
- concurrent libraries
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• recursive programs with unbounded data