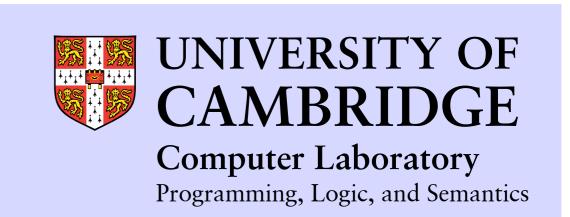
Deny-Guarantee Reasoning



Intuition

Rely-guarantee is the best approach to reasoning about concurrency.

However, it only deals with parallel composition, not fork and join.

We propose deny-guarantee, a new logic that deals naturally with fork and join by dynamically splitting interference

Fork and Join

Concurrency theorists have mostly dealt with parallel composition.

$$C_1 \parallel C_2$$

However, real programs use *fork* and *join*.

fork(
$$C_1$$
); join(C_1);

Start a thread C_1 with fork, and continue execution. Collect thread with join.

Simple fork-join example:

Program ensures that x=2 at termination, but this is difficult to prove.

Proving the Example

Suppose we allow interference to be split and joined.

We start with full permission. Full permission on a particular rewrite means no other thread can do it. Then we split it as follows.

full
$$\rightarrow$$
 $A_1 * A_2 * K$

Here A₁ gives full permission to update x to 1, A₂ gives the same permission for x to 2, and K is the 'remainder' permission.

We split the full permission A_1 to give permission G_1 , a partial permission to write 1 into x.

$$A_1 \rightarrow G_1 * G_1$$

Partial permissions mean other threads may be able to do the rewrite.

Then we can prove the program as follows.

Post-condition x=2 is stable because $G_1 * G_1 * K$ together give full permission on all actions, *except* writing 2 into x.

That is, the only permitted interference is writing 2 to x.

The Problem with Rely-guarantee

Rely-guarantee models interference as two relations over states.

- A rely R, the interference from the environment
- A guarantee G, the actions permitted for the program

Rely-guarantee rule for parallel composition:

Note that the interference is *statically scoped* - the same before and after the parallel composition. This can't cope with fork-join!

Deny-guarantee

For deny-guarantee, we split interference dynamically.

Deny-guarantee defines unified permissions that combine both the rely and guarantee of

Define a set of permissions PermDG.

PermDG =
$$(\{guar\} \times (0,1)) \uplus (\{deny\} \times (0,1)) \uplus \{0\} \uplus \{1\}$$

Permission pr map actions in State × State to permissions.

Permissions record interference. Given an action a:

- If $pr(a) = (guar, \pi)$ or 1, program can do action a
- If $pr(a) = (guar, \pi)$ or 0, environment can do action a
- A deny $pr(a) = (deny, \pi)$ records that action a cannot occur.

Reasoning About Fork and Join

We can define a separation logic star-operator over a *pr*.

Define a separation logic for programs with fork and join.

P,Q ::= B|
$$pr$$
| false | Thread(E, P)|P \rightarrow Q|P * Q|\frac{1}{2}X.P

Assertions define both the state and the permitted interference.

Fork and join rules (simplified).

$$\begin{array}{c|c} \{P_1\} \ C \ \{P_2\} & Thread(x \ , P_2) \ * \ P_3 \rightarrow P_4 \\ \hline \\ \{P_1 \ * \ P_3\} \ x := fork \ C \ \{P_4\} \\ \hline \\ \hline \\ \{P \ * \ Thread(E \ , P')\} \ \ join \ E \ \ \{P \ * \ P'\} \end{array}$$

Deny-guarantee permissions allow us to prove our example.

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