

Strong Logic for Weak Memory

Reasoning About Release-Acquire Consistency in Iris

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<http://plv.mpi-sws.org/igps/>

What is Iris?

Language-independent **higher-order** separation logic framework
with **simple** foundations for modular reasoning
about **fine-grained** concurrency in Coq

What is it Good for?

- **The Rust Type System** (Jung, Jourdan, Dreyer, Krebbers)
- **Logical Relations** (Krogh-Jespersen, Svendsen, Timany, Birkedal, Tassarotti, Jung, Krebbers)
- **Object Capabilities** (Swasey, Dreyer, Garg)
- **Logical Atomicity** (Krogh-Jespersen, Zhang, Jung)

Common theme: SC languages

Iris is very general — **but** it needs interleaving semantics

No support for weak memory?

We develop

interleaving semantics for C11 Release-Acquire

and derive

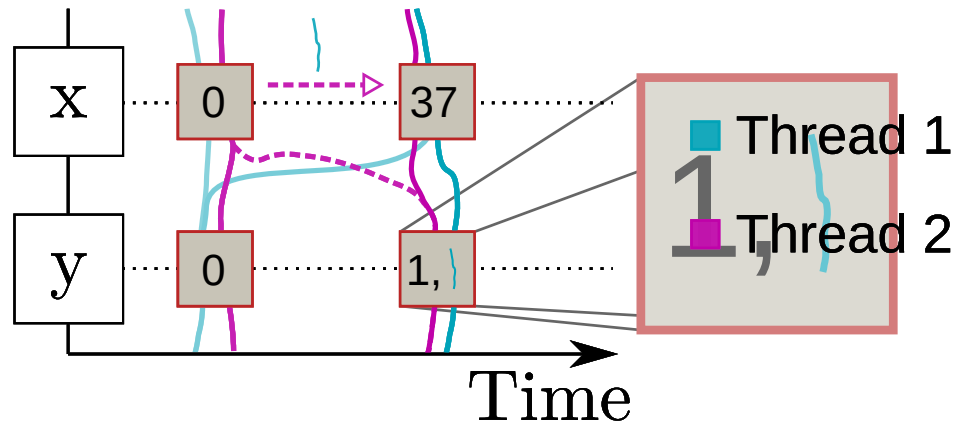
two major Release-Acquire program logics in Iris

Benefits of Using Iris for Weak Memory

- **For free**: separation, higher-order ghost state, impredicative invariants
- Mechanized soundness proofs at very **high level of abstraction**
- **Mechanized examples**: all examples of encoded logics, including **RCU** (PLDI' 2015)
- **Mixing reasoning principles** from different weak program logics

Operational Release-Acquire: Message Passing

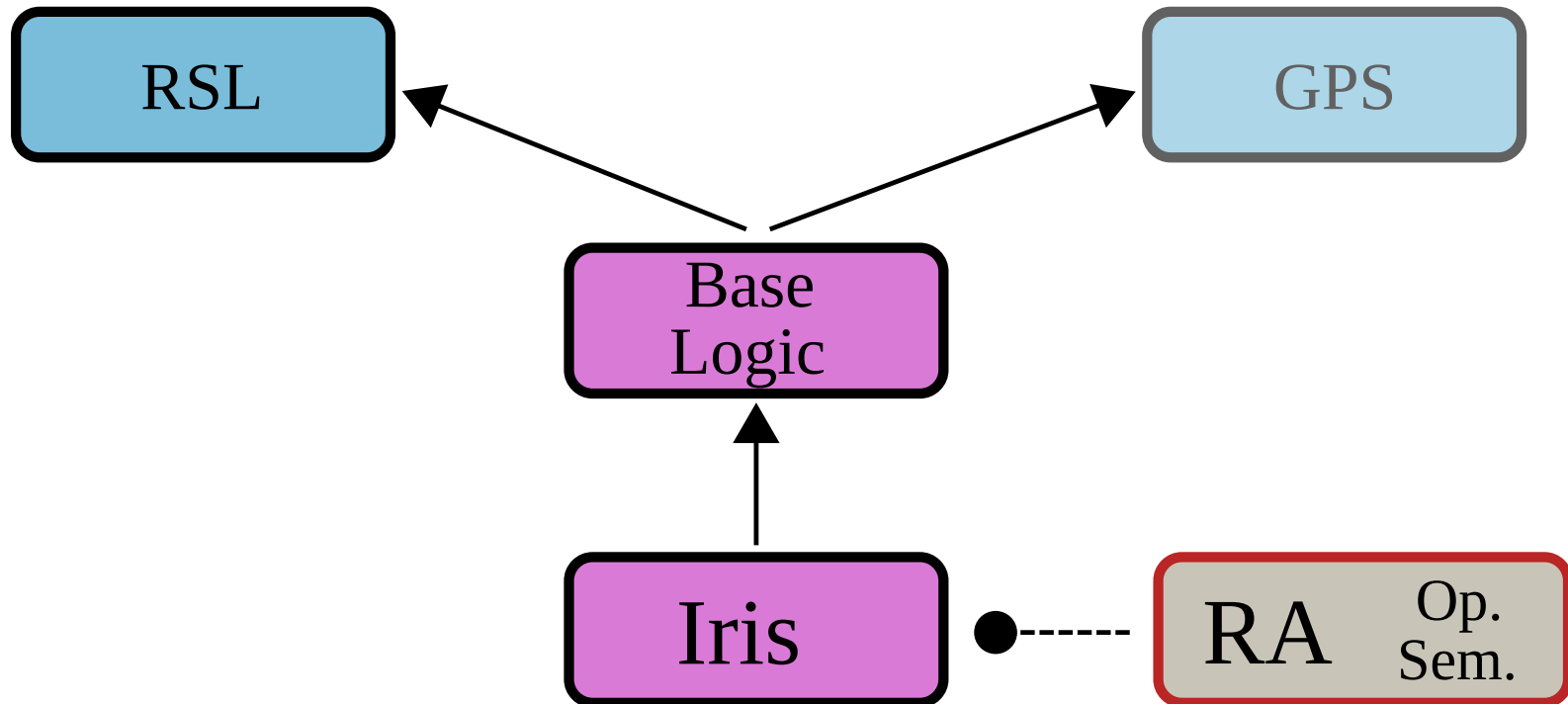
```
x := 0; y := 0  
x[na] := 37 || repeat (!y[at])  
y[at] := 1 || !x[na]
```



Support for Non-Atomic Accesses

- Built-in race detection for non-atomic accesses
- Allow mixing atomic and non-atomic accesses to same location
- (Almost) equivalent to C11

Roadmap



Iris: *Fictional Separation*

0. Have a monolithic, non-splittable resource r to be shared
1. Make a **splittable ghost copy**
(by designing a PCM with the *right* separation structure)
2. Keep copy in sync with r using the **Auth** construction
 - **unique** authoritative copy marked with ●
 - splittable fragments marked with ○
 - **all ○'s combine into ●**
3. Use invariant to tie ● to original resource r
4. Derive rules to update ○ in conjunction with ● and r

Iris: Heap with Fictional Separation

0. Monolithic resource: $\llbracket \sigma \rrbracket$ – the physical state (heap)

1. We want exclusive, per-location fragments: $\text{Loc} \xrightarrow{\text{fin}}_{\uplus} \text{Value}$

2. Wrap it in Auth .

$$l \hookrightarrow v \triangleq \bigcirc [l := v]$$

3. Establish invariant: $\exists \sigma. \llbracket \sigma \rrbracket * \bullet \sigma$

4. Derive all rules from these two:

$$\bullet \sigma * \bigcirc [l := v] \Rightarrow \Box(\sigma(l) = v)$$

$$\bullet \sigma * \bigcirc [l := v] \Rightarrow \bullet \sigma[l \mapsto w] * \bigcirc [l := w]$$

The Base Logic: Fictional Separation of $\lfloor \sigma \rfloor$

- $\sigma : \left\{ msgs : \text{Messages}; views : \text{ThreadId} \xrightarrow{\text{fin}} \text{View}; \dots \right\}$

- Excl. history: $\text{Hist}(\ell, h) \triangleq \text{O}[\ell := h]$
($h : \mathcal{P}(\text{Value} \times \text{Time} \times \text{View})$)

- Excl. views: $\text{Seen}(\pi, V) \triangleq \text{O}[\pi := V]$

- One big invariant:

$$\boxed{\exists \sigma. \lfloor \sigma \rfloor * \bullet \sigma.msgs * \bullet \sigma.views * \dots}$$

- Relating thread views and history:

- $\text{init}(h, V) \triangleq \exists (v, _, V_0) \in h. V \sqsupseteq V_0 \wedge v \in \text{Value}$
- $\text{alloc}(h, V)$
- $\text{NA-safe}(h, V)$

Base Logic: Atomic Read

BASE-AT-READ

PSCtx \vdash {Seen(π, V) * Hist(ℓ, h) * init(h, V)}

! $\ell_{[at]}, \pi$

{ $v. \exists V_1, V' \sqsupseteq V \sqcup V_1, t \geq V(\ell).$
Seen(π, V') * Hist(ℓ, h) * (v, t, V_1) $\in h$ }

Base Logic: Atomic Write

BASE-AT-WRITE

PSCtx \vdash $\{ \text{Seen}(\pi, V) * \text{Hist}(\ell, h) * \text{alloc}(h, V) \}$

$\ell_{[\text{at}]} := v, \pi$

$\left\{ \begin{array}{l} \exists V \sqsupseteq V, t \geq V(\ell), h' = h \uplus \{(v, t, V')\}. \\ \text{Seen}(\pi, V') * \text{Hist}(\ell, h') * \text{init}(h', V') \end{array} \right\}$

Base Logic: Message Passing

```
x := 0; y := 0
x[na] := 37 || repeat (!y[at])
y[at] := 1 || !x[na]
```

Invariants:

- $\text{Inv}_y(V_0) \triangleq$

$\exists h. \text{Hist}(y, h) * (0, _, V_0) \in h$

$* \forall V_1, v_1 \neq 0. (v_1, _, V_1) \in h \Rightarrow \exists V_{37} \sqsubseteq V_1. \boxed{\text{Inv}_x(V_{37})}$

- $\text{Inv}_x(V_{37}) \triangleq \boxed{\diamond} * \text{Hist}(x, \{(37, _, V_{37})\})$

Thread 1 proof outline:

$$\{ \text{Seen}(\pi, V_0) * \text{Hist}(x, [(0, _, V_x)]) * V_x \sqsubseteq V_0 * \boxed{\text{Inv}_y(V_0)} \}$$

$$x_{[\text{na}]} := 37$$

$$\{ \exists V_{37} \sqsupseteq V_0. \text{Seen}(\pi, V_{37}) * \text{Hist}(x, [(37, _, V_{37})]) \}$$

$$\{ \text{Seen}(\pi, V_{37}) * \boxed{\text{Inv}_x(V_{37})} \}$$

open Inv_y

$$\{ \text{Seen}(\pi, V_{37}) * \exists h. \text{Hist}(y, h) * \dots \}$$

$$y_{[\text{at}]} := 1$$

$$\{ \exists V_1 \sqsupseteq V_{37}. \text{Seen}(\pi, V_1) * \text{Hist}(y, h \uplus [(1, _, V_1)]) * \boxed{\text{Inv}_x(V_{37})} \}$$

$$\{ \text{Seen}(\pi, V_1) * \boxed{\text{Inv}_y(V_0)} \}$$

Thread 2 proof outline:

$\{\text{Seen}(\pi, V_0) * \boxed{\text{Inv}_y(V_0)} * \boxed{\diamond}\}$

repeat $y_{[\text{at}]}$;

$\{\exists V_1, V_{37}, V_2. V_2 \sqsupseteq V_1 \sqsupseteq V_{37} * \text{Seen}(\pi, V_2) * \boxed{\text{Inv}_x(V_{37})} * \boxed{\diamond}\}$

$\{\text{Seen}(\pi, V_2) * V_{37} \sqsubseteq V_2 * \text{Hist}(x, [(37, _, V_{37})])\}$

$x_{[\text{na}]}$

$\{z. \text{Seen}(\pi, V_2) * z = 37 * \text{Hist}(x, [(37, _, V_{37})])\}$

Thread 2 proof outline:

$\{\text{Seen}(\pi, V_0) * \boxed{\text{Inv}_y(V_0)} * \boxed{\diamond}\}$

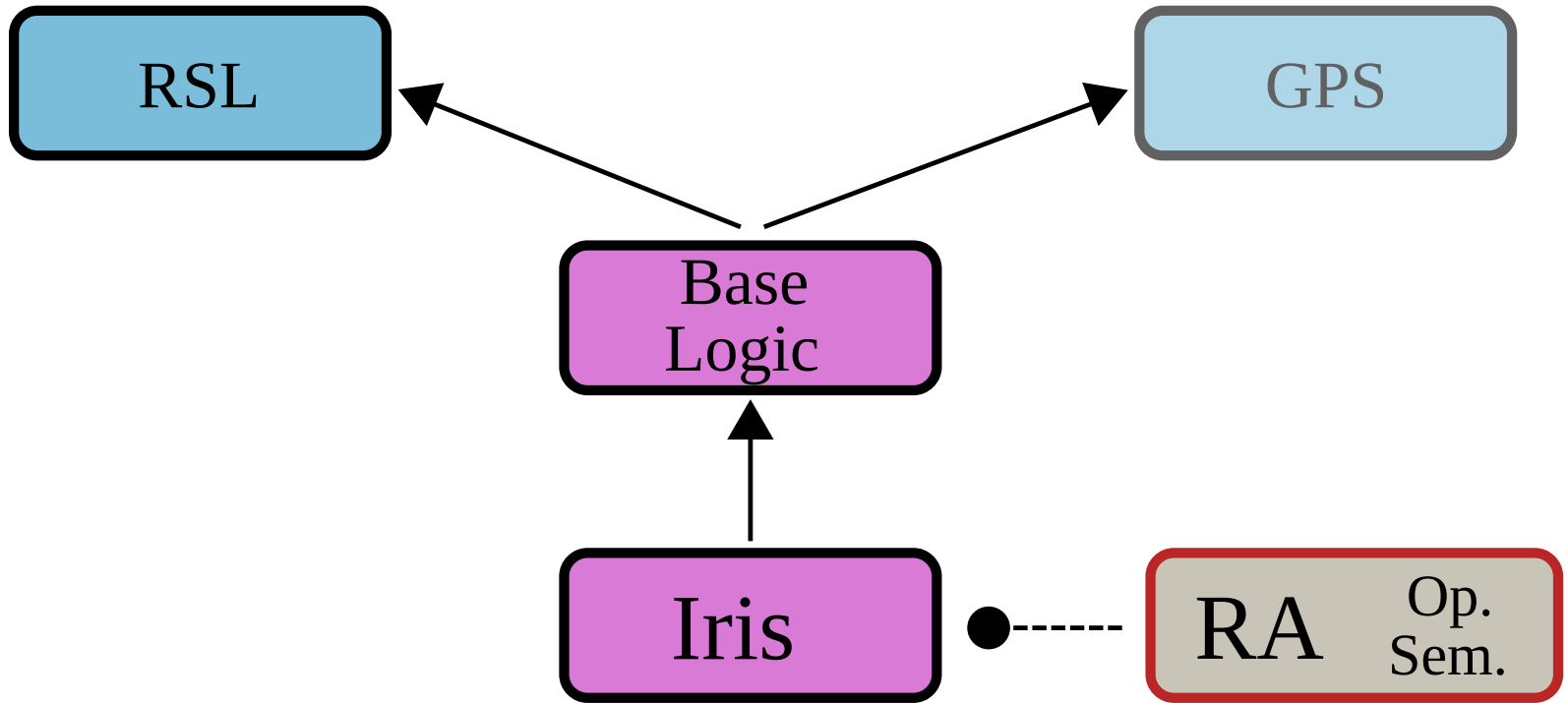
repeat $y_{[\text{at}]}$;

$\{\exists V_1, V_{37}, V_2. V_2 \sqsupseteq V_1 \sqsupseteq V_{37} * \text{Seen}(\pi, V_2) * \boxed{\text{Inv}_x(V_{37})} * \boxed{\diamond}\}$

$\{\text{Seen}(\pi, V_2) * V_{37} \sqsubseteq V_2 * \text{Hist}(x, [(37, _, V_{37})])\}$

$x_{[\text{na}]}$

$\{z. \text{Seen}(\pi, V_2) * \underline{z = 37} * \text{Hist}(x, [(37, _, V_{37})])\}$



What is RSL?

RSL is a logic for message passing in Release-Acquire.

Main Ingredients: $\text{Rel}(\ell, Q)$ and $\text{Acq}(\ell, Q)$

$$\{\top\} \text{ alloc } \{\ell. \text{Rel}(\ell, Q) * \text{Acq}(\ell, Q)\}$$

$$\{\text{Rel}(\ell, Q) * Q(v)\} \ell_{[\text{at}]} := v \{\text{Rel}(\ell, Q) * \text{Init}(\ell)\}$$

$$\{\text{Acq}(\ell, Q) * \text{Init}(\ell)\} !\ell_{[\text{at}]} \{v. \text{Acq}(\ell, Q[v \mapsto \top]) * Q(v)\}$$

Message Passing in RSL

$$Q(v) = \begin{cases} x \hookrightarrow 37 & \text{if } v = 1 \\ \top & \text{ow.} \end{cases}$$

```
x := 0; y := 0
{ x ↦ 0 * Rel(y, Q) } || { Acq(y, Q) }
  x[na] := 37          repeat (!y[at])
{ x ↦ 37 * Rel(y, Q) } || { Acq(y, ⊤) * x ↦ 37 }
  y[at] := 1          !x[na]
{ Rel(y, Q) }       { z. z = 37 * ... }
```

Challenge: How to Deal With Views?

Truth is relative to a thread's view.

Idea: Encode RSL assertions as *predicates on views*.

$$\begin{aligned} [\{P\} e \{Q\}] (V) &\triangleq \\ &\forall \pi. \{ \text{Seen}(\pi, V) * [P] (V) \} \\ &\quad e, \pi \\ &\quad \{ \exists V' \sqsupseteq V. \text{Seen}(\pi, V') * [Q] (V') \} \end{aligned}$$

FRAME

$$\{\text{Seen}(\pi, V) * [P](V)\} e, \pi \{\exists V' \sqsupseteq V. \text{Seen}(\pi, V') * [Q](V')\}$$

$$\frac{[\{P\} e \{Q\}](V)}{[\{R * P\} e \{Q * R\}](V)}$$

$$\{[R](V) * \text{Seen}(\pi, V) * [P](V)\} e, \pi \{\exists V' \sqsupseteq V. \text{Seen}(\pi, V') * [Q](V') * [R](V')\}$$

$$[R](V) \stackrel{?}{\Rightarrow} [R](V')$$

Use **monotone** predicates on views.

View-monotone predicates

$$[\{P\} e \{Q\}] (V_0) \triangleq$$

$$\forall \pi, V \sqsupseteq V_0. \{ \text{Seen}(\pi, V) * [P] (V) \}$$

e, π

$$\{ \exists V' \sqsupseteq V. \text{Seen}(\pi, V') * [Q] (V') \}$$

