

Inductive Sequentialization of Asynchronous Programs

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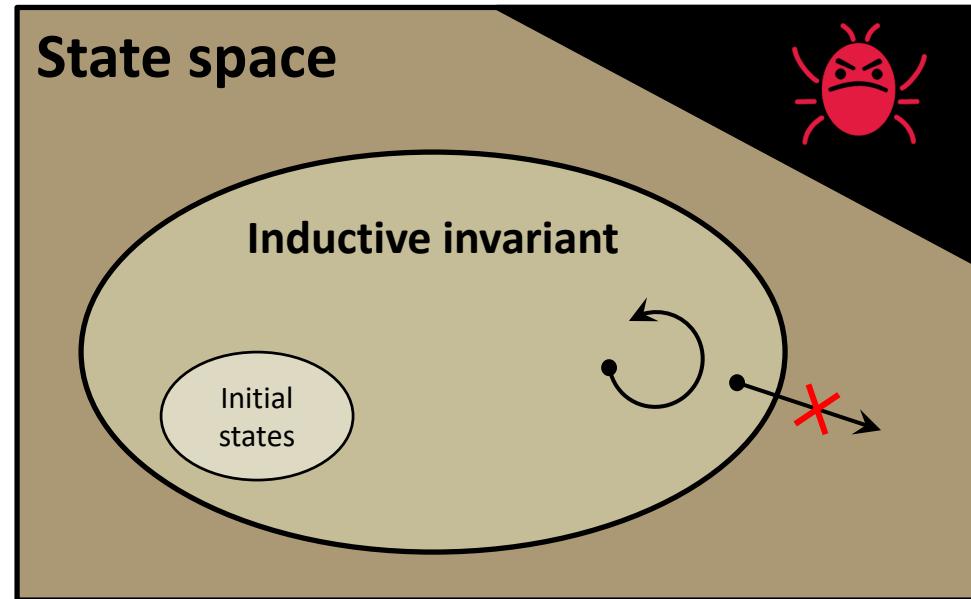
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Novi



Related work: IronFleet, Verdi, CertiKOS, QED, CIVL, CSPEC, Armada, Ivy, Pretend Synchrony, ATHOS, Disel, Iris/Aneris, ...

The Invariant Challenge



The Invariant Challenge



Paxos consensus property

$$\forall n_1, n_2 : \text{node}, r_1, r_2 : \text{round}, v_1, v_2 : \text{value}. \text{decision}(n_1, r_1, v_1) \wedge \text{decision}(n_2, r_2, v_2) \rightarrow v_1 = v_2 \quad (4)$$

$$\forall r : \text{round}, v_1, v_2 : \text{value}. \text{propose_msg}(r, v_1) \wedge \text{propose_msg}(r, v_2) \rightarrow v_1 = v_2 \quad (5)$$

$$\forall n : \text{node}, r : \text{round}, v : \text{value}. \text{vote_msg}(n, r, v) \rightarrow \text{propose_msg}(r, v) \quad (6)$$

$$\forall r : \text{round}, v : \text{value}. (\exists n : \text{node}. \text{decision}(n, r, v)) \rightarrow \exists q : \text{quorum}. \forall n : \text{node}. \text{member}(n, q) \rightarrow \text{vote_msg}(n, r, v) \quad (7)$$

$$\forall n : \text{node}, r, r' : \text{round}, v, v' : \text{value}. \text{join_ack_msg}(n, r, \perp, v) \wedge r' < r \rightarrow \neg \text{vote_msg}(n, r', v') \quad (8)$$

$$\forall n : \text{node}, r, r' : \text{round}, v : \text{value}. \text{join_ack_msg}(n, r, r', v) \wedge r' \neq \perp \rightarrow r' < r \wedge \text{vote_msg}(n, r', v) \quad (9)$$

$$\forall n : \text{node}, r, r', r'' : \text{round}, v, v' : \text{value}. \text{join_ack_msg}(n, r, r', v) \wedge r' \neq \perp \wedge r' < r'' < r \rightarrow \neg \text{vote_msg}(n, r'', v') \quad (10)$$

$$\forall n : \text{node}, v : \text{value}. \neg \text{vote_msg}(n, \perp, v) \quad (11)$$

$$\begin{aligned} \forall r_1, r_2 : \text{round}, v_1, v_2 : \text{value}, q : \text{quorum}. \text{propose_msg}(r_2, v_2) \wedge r_1 < r_2 \wedge v_1 \neq v_2 \rightarrow \\ \exists n : \text{node}, r', r'' : \text{round}, v : \text{value}. \text{member}(n, q) \wedge \neg \text{vote_msg}(n, r_1, v_1) \wedge r' > r_1 \wedge \text{join_ack_msg}(n, r', r'', v) \end{aligned} \quad (12)$$

The Invariant Challenge



Paxos consensus property

$$\forall n_1, n_2 : \text{node}, r_1, r_2 : \text{round}, v_1, v_2 : \text{value}. \text{decision}(n_1, r_1, v_1) \wedge \text{decision}(n_2, r_2, v_2) \rightarrow v_1 = v_2 \quad (4)$$

$$\forall r : \text{round}, v_1, v_2 : \text{value}. \text{propose_msg}(r, v_1) \wedge \text{propose_msg}(r, v_2) \rightarrow v_1 = v_2 \quad (5)$$

$$\forall n : \text{node}, r : \text{round}, v : \text{value}. \text{vote_msg}(n, r, v) \rightarrow \text{propose_msg}(r, v) \quad (6)$$

$$\forall r : \text{round}, v : \text{value}. (\exists n : \text{node}. \text{decision}(n, r, v)) \rightarrow \exists q : \text{quorum}. \forall n : \text{node}. \text{member}(n, q) \rightarrow \text{vote_msg}(n, r, v) \quad (7)$$

$$\cancel{\forall n : \text{node}, r, r' : \text{round}, v, v' : \text{value}. \text{join_ack_msg}(n, r, \perp, v) \wedge r' < r \rightarrow \neg \text{vote_msg}(n, r', v')} \quad (8)$$

$$\cancel{\forall n : \text{node}, r, r' : \text{round}, v : \text{value}. \text{join_ack_msg}(n, r, r', v) \wedge r' \neq \perp \rightarrow r' < r \wedge \text{vote_msg}(n, r', v)} \quad (9)$$

$$\cancel{\forall n : \text{node}, r, r', r'' : \text{round}, v, v' : \text{value}. \text{join_ack_msg}(n, r, r', v) \wedge r' \neq \perp \wedge r' < r'' < r \rightarrow \neg \text{vote_msg}(n, r'', v')} \quad (10)$$

$$\cancel{\forall n : \text{node}, v : \text{value}. \neg \text{vote_msg}(n, \perp, v)} \quad (11)$$

$$\cancel{\forall r_1, r_2 : \text{round}, v_1, v_2 : \text{value}. \exists q : \text{quorum}. \text{propose_msg}(r_2, v_2) \wedge r_1 < r_2 \wedge v_1 = v_2 \rightarrow \exists n : \text{node}, r', r'' : \text{round}, v : \text{value}. \text{member}(n, q) \wedge \neg \text{vote_msg}(n, r_1, v_1) \wedge r' > r_1 \wedge \text{join_ack_msg}(n, r', r'', v)} \quad (12)$$



I like it when my concurrent
programs execute sequentially.

StartRound(1) Join(1,1) Join(1,2) Propose(1) Vote(1,1,_) Vote(1,2,_) Conclude(1,_)

StartRound(2) Join(2,1) Join(2,2) Propose(2) Vote(2,1,_) Vote(2,2,_) Conclude(2,_)

StartRound(3) Join(3,1) Join(3,2) Propose(3) Vote(3,1,_) Vote(3,2,_) Conclude(3,_)

...

Contributions

Inductive Sequentialization

eliminating concurrency from asynchronous programs

Refinement Methodology

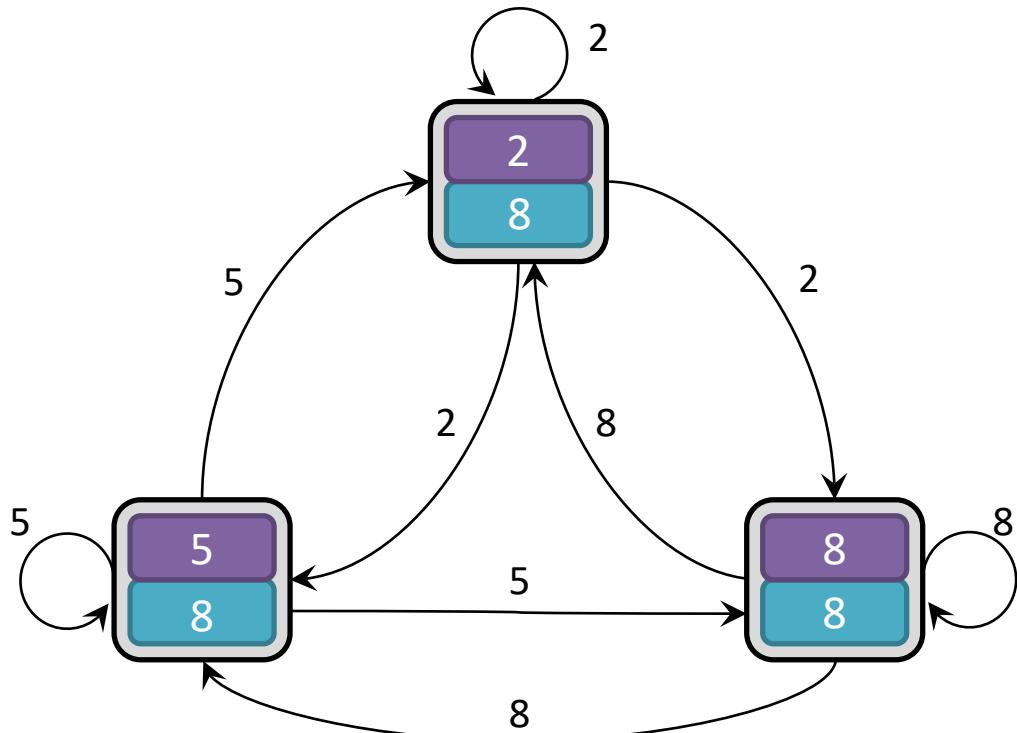
verified low-level implementations

Implementation & Evaluation

challenging case studies (including Paxos)

Broadcast Consensus

```
proc Main:  
    for i in 1..n:  
        async Broadcast(i)  
        async Collect(i)  
  
proc Broadcast(i):  
    for j in 1..n:  
        send value[i] CH[j]  
  
proc Collect(i):  
    decision[i] := -∞  
    for j in 1..n:  
        v := receive CH[i]  
        if v > decision[i]:  
            decision[i] := v
```



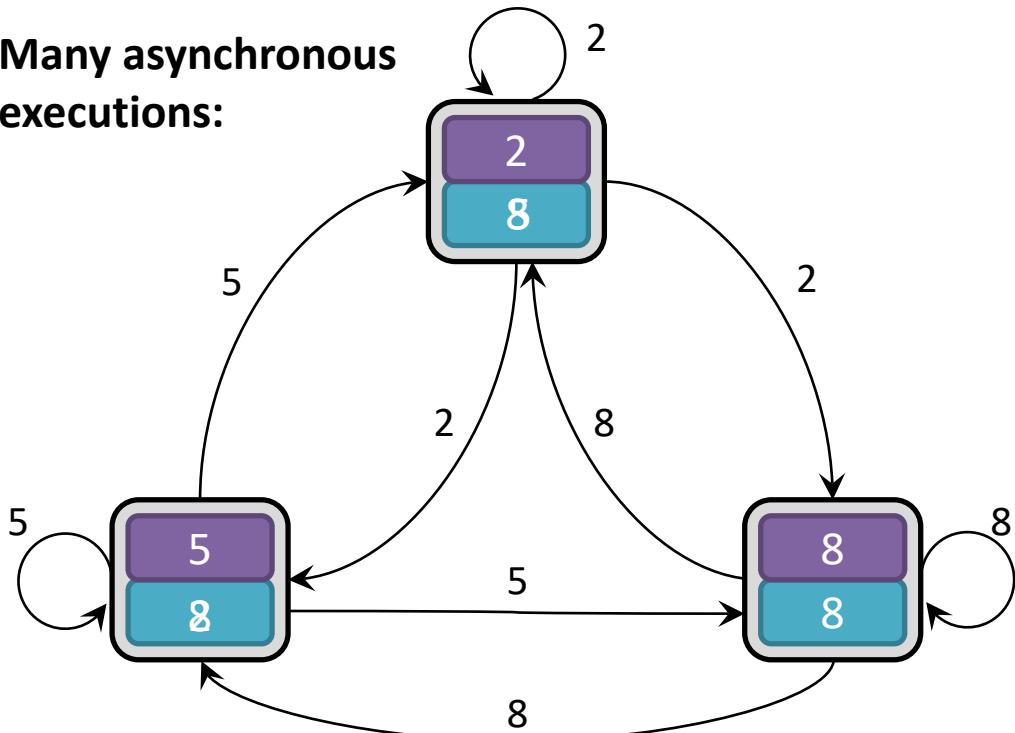
Broadcast Consensus

```
proc Main:  
    for i in 1..n:  
        async Broadcast(i)  
        async Collect(i)
```

```
proc Broadcast(i):  
    for j in 1..n:  
        send value[i] CH[j]
```

```
proc Collect(i):  
    decision[i] := -∞  
    for j in 1..n:  
        v := receive CH[i]  
        if v > decision[i]:  
            decision[i] := v
```

Many asynchronous executions:



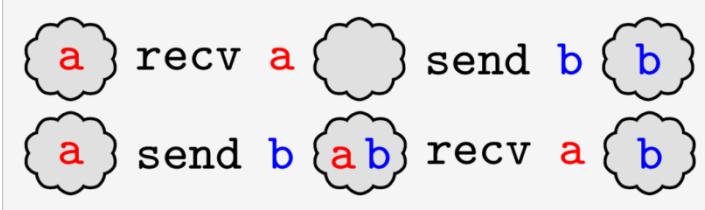
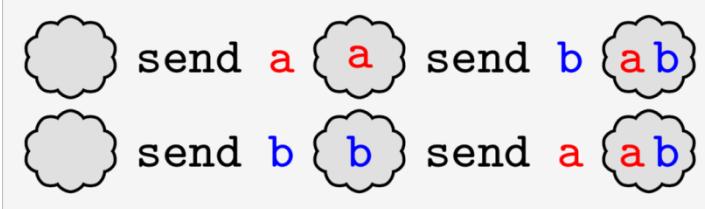
Mover Types

```
proc Main:  
    for i in 1..n:  
        async Broadcast(i)  
        async Collect(i)  
  
proc Broadcast(i):  
    for j in 1..n:  
        send value[i] CH[j]  
  
proc Collect(i):  
    decision[i] := -∞  
    for j in 1..n:  
        v := receive CH[i]  
        if v > decision[i]:  
            decision[i] := v
```

Mover Types

```
proc Main:  
    for i in 1..n:  
        async Broadcast(i)      L  
        async Collect(i)        L  
  
proc Broadcast(i):  
    for j in 1..n:  
        send value[i] CH[j]    L  
  
proc Collect(i):  
    decision[i] := -∞          R  
    for j in 1..n:  
        v := receive CH[i]     R  
        if v > decision[i]:    R  
            decision[i] := v    R
```

send is a **left mover**



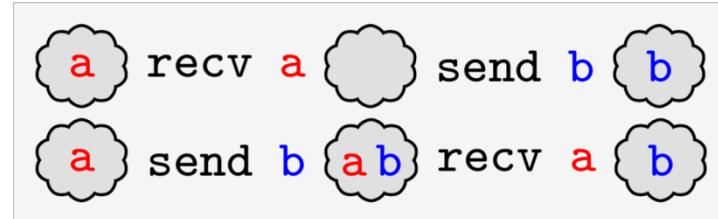
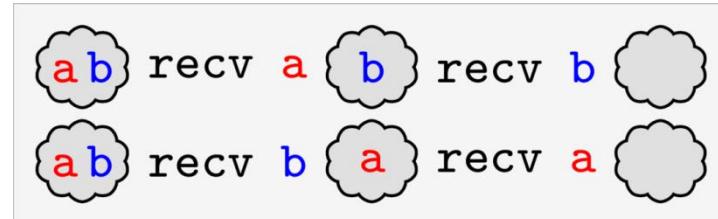
Mover Types

```

proc Main:
  for i in 1..n:
    async Broadcast(i)      L
    async Collect(i)        L

proc Broadcast(i):
  for j in 1..n:
    send value[i] CH[j]    L

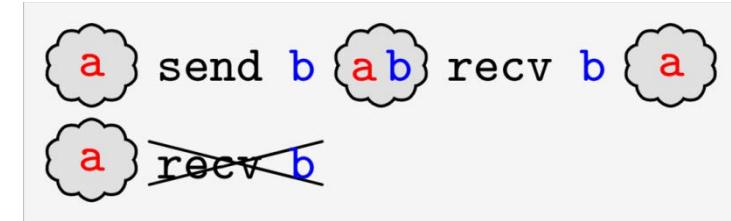
proc Collect(i):
  decision[i] := -∞       R
  for j in 1..n:
    v := receive CH[i]     R
    if v > decision[i]:   R
      decision[i] := v     R
  
```



receive is a **right mover**

Mover Types

```
proc Main:  
    for i in 1..n:  
        async Broadcast(i)      L  
        async Collect(i)        L  
  
proc Broadcast(i):  
    for j in 1..n:  
        send value[i] CH[j]    L  
  
proc Collect(i):  
    decision[i] := -∞          R  
    for j in 1..n:  
        v := receive CH[i]     R  
        if v > decision[i]:    R  
            decision[i] := v    R
```



Mover Types

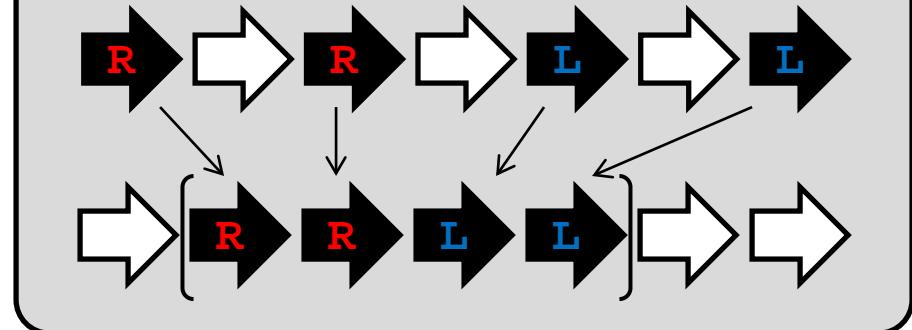
```
proc Main:  
    for i in 1..n:  
        async Broadcast(i)      L  
        async Collect(i)        L  
  
proc Broadcast(i):  
    for j in 1..n:  
        send value[i] CH[j]    L  
  
proc Collect(i):  
    decision[i] := -∞          R  
    for j in 1..n:  
        v := receive CH[i]     R  
        if v > decision[i]:    R  
            decision[i] := v    R
```

	left mover	right mover
send	✓	
receive		✓
async	✓	
thread-local read/write	✓	✓

Mover Types

```
proc Main:  
    for i in 1..n:  
        async Broadcast(i)      L  
        async Collect(i)        L  
  
proc Broadcast(i):  
    for j in 1..n:  
        send value[i] CH[j]    L  
  
proc Collect(i):  
    decision[i] := -∞       R  
    for j in 1..n:  
        v := receive CH[i]    R  
        if v > decision[i]:  R  
            decision[i] := v  R
```

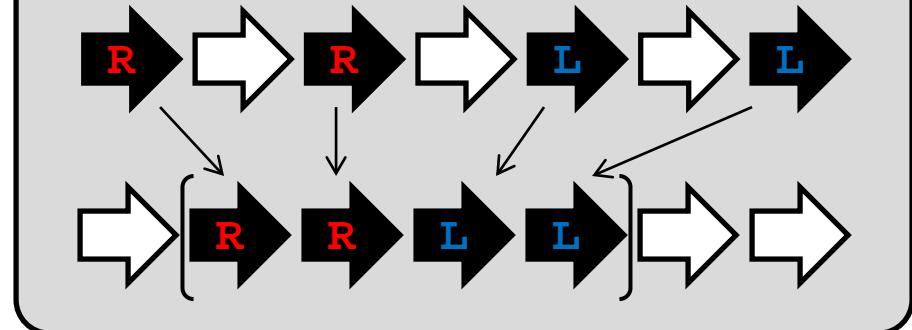
Lipton's Reduction:
Sequences of R^*L^* are atomic.



Mover Types

```
action Main:  
  for i in 1..n:  
    async Broadcast(i)  
    async Collect(i)  } L  
  
action Broadcast(i):  
  for j in 1..n:  
    send value[i] CH[j] } L  
  
action Collect(i):  
  decision[i] := -∞  
  for j in 1..n:  
    v := receive CH[i]  
    if v > decision[i]:  
      decision[i] := v } R
```

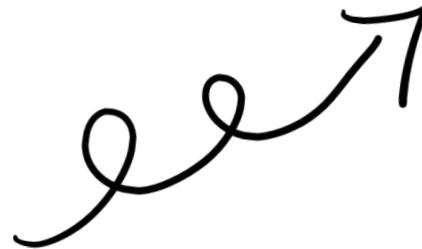
Lipton's Reduction:
Sequences of R^*L^* are atomic.



Inductive Sequentialization

```
action Main:  
  for i in 1..n:  
    async Broadcast(i)  
    async Collect(i)  ]  
  
action Broadcast(i):  L  
  for j in 1..n:  
    send value[i] CH[j]  
  
action Collect(i):  R  
  decision[i] := -∞  
  for j in 1..n:  
    v := receive CH[i]  
    if v > decision[i]:  
      decision[i] := v
```

```
action SequentialMain:  
  for i in 1..n:  
    call Broadcast(i)  
  for i in 1..n:  
    call Collect(i)
```



Single *sequential* execution:

M() B(1) B(2) B(3) C(1) C(2) C(3)

Sequentialization Idea

M() B(1) B(2) B(3) C(1) C(2) C(3)

M()	B(1)	B(2)	B(3)	C(1)	C(2)	C(3)
	B(1)	B(3)	B(2)	B(1)	B(3)	C(1)
	B(1)	B(2)	B(1)	B(3)	C(1)	C(2)
	B(2)	B(1)	B(3)	C(1)	C(2)	C(3)
	B(3)	B(2)	B(1)	B(3)	C(1)	C(2)
	B(2)	B(3)	B(1)	C(3)	C(2)	C(1)
	B(3)	B(1)	B(2)	C(3)	C(2)	C(1)
	B(3)	B(2)	B(1)	C(3)	C(2)	C(1)

Broadcast is
left mover

Sequentialization Idea

M() B(1) B(2) B(3) C(1) C(2) C(3)

M()	B(1)	B(2)	B(3)	C(1)	C(2)	C(3)
		B(2)	B(3)	C(1)	C(2)	C(3)
		B(3)	B(2)	C(1)	C(2)	C(3)
		B(2)	B(3)	C(1)	C(3)	C(2)
				...		
		B(3)	B(2)	C(3)	C(1)	C(2)
		B(2)	B(3)	C(3)	C(2)	C(1)
		B(3)	B(2)	C(3)	C(2)	C(1)

sequential prefix

Sequentialization Idea

M() B(1) B(2) B(3) C(1) C(2) C(3)

M() B(1) B(2)

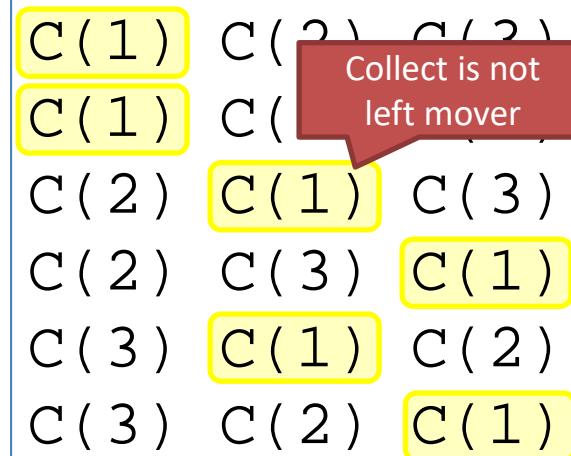
B(3)	C(1)	C(2)	C(3)
B(3)	C(1)	C(3)	C(2)
B(3)	C(2)	C(1)	C(3)
B(3)	C(2)	C(3)	C(1)
B(3)	C(3)	C(1)	C(2)
B(3)	C(3)	C(2)	C(1)

sequential prefix

Sequentialization Idea

M() B(1) B(2) B(3) C(1) C(2) C(3)

M() B(1) B(2) B(3)



sequential prefix

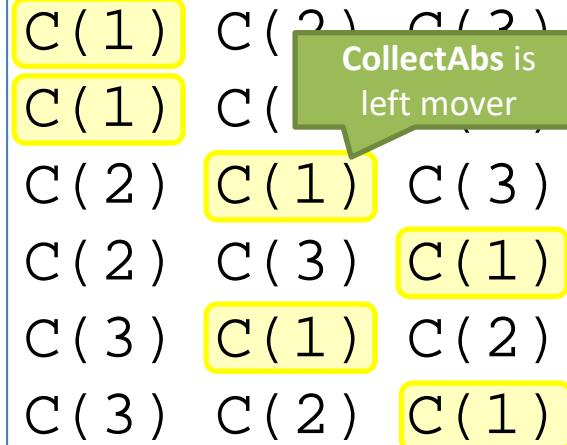
Sequentialization Idea

M() B(1) B(2) B(3) C(1) C(2) C(3)

Abstraction

```
action CollectAbs(i):
    assert ∀j. Broadcast(j) ∈ Ω
    ...
```

M() B(1) B(2) B(3)



sequential prefix

Sequentialization Idea

M() B(1) B(2) B(3) C(1) C(2) C(3)

Abstraction

```
action CollectAbs(i):
    assert ∀j. Broadcast(j) ∈ Ω
    ...
```

M() B(1) B(2) B(3) C(1)

C(2) C(3)
C(3) C(2)

sequential prefix

Sequentialization Idea

M() B(1) B(2) B(3) C(1) C(2) C(3)

Abstraction

```
action CollectAbs(i):
    assert ∀j. Broadcast(j) ∈ Ω
    ...
```

M() B(1) B(2) B(3) C(1) C(2)

C(3)

sequential prefix

Sequentialization Idea

M() B(1) B(2) B(3) C(1) C(2) C(3)

M() B(1) B(2) B(3) C(1) C(2) C(3)

complete sequentialization

Inductive Sequentialization

Concurrent program

```
action Main:  
  for i in 1..n:  
    async Broadcast(i)  
    async Collect(i)  
  
action Broadcast(i):  
  ...  
  
action Collect(i):  
  ...
```

Invariant action

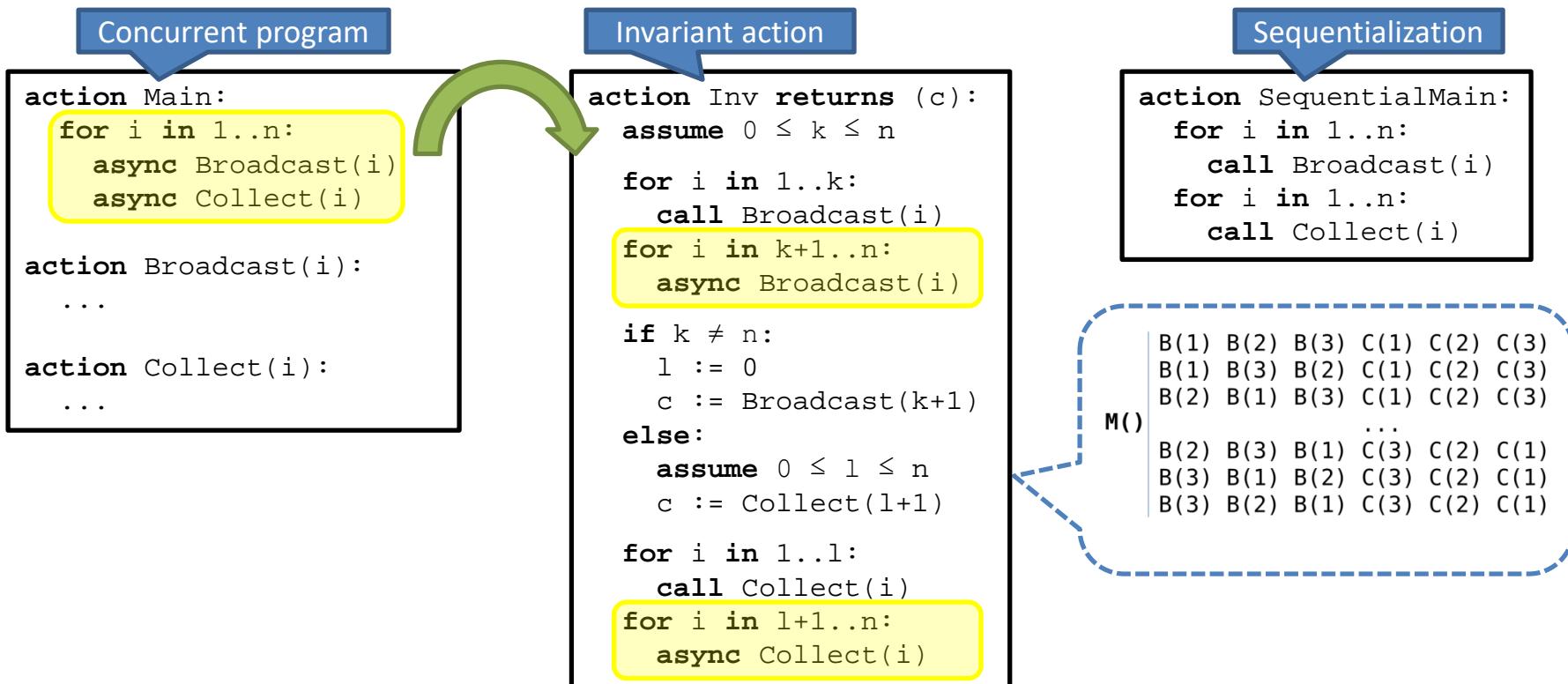
```
action Inv returns (c):  
  assume 0 ≤ k ≤ n  
  
  for i in 1..k:  
    call Broadcast(i)  
  for i in k+1..n:  
    async Broadcast(i)  
  
  if k ≠ n:  
    l := 0  
    c := Broadcast(k+1)  
  else:  
    assume 0 ≤ l ≤ n  
    c := Collect(l+1)  
  
  for i in 1..l:  
    call Collect(i)  
  for i in l+1..n:  
    async Collect(i)
```

Sequentialization

```
action SequentialMain:  
  for i in 1..n:  
    call Broadcast(i)  
  for i in 1..n:  
    call Collect(i)
```

Partial sequentializations

Inductive Sequentialization



Inductive Sequentialization

Concurrent program

```
action Main:  
  for i in 1..n:  
    async Broadcast(i)  
    async Collect(i)
```

```
action Broadcast(i):  
  ...
```

```
action Collect(i):  
  ...
```

Abstraction

```
action CollectAbs(i):  
  assert  $\forall j. \text{Broadcast}(j) \notin \Omega$   
  ...
```

Invariant action

Choice

```
action Inv returns (c):  
  assume  $0 \leq k \leq n$ 
```

```
  for i in 1..k:  
    call Broadcast(i)  
  for i in k+1..n:  
    async Broadcast(i)
```

```
  if  $k \neq n$ :  
    l := 0  
    c := Broadcast(k+1)  
  else:  
    assume  $0 \leq l \leq n$   
    c := Collect(l+1)
```

```
  for i in 1..l:  
    call Collect(i)  
  for i in l+1..n:  
    async Collect(i)
```

Sequentialization

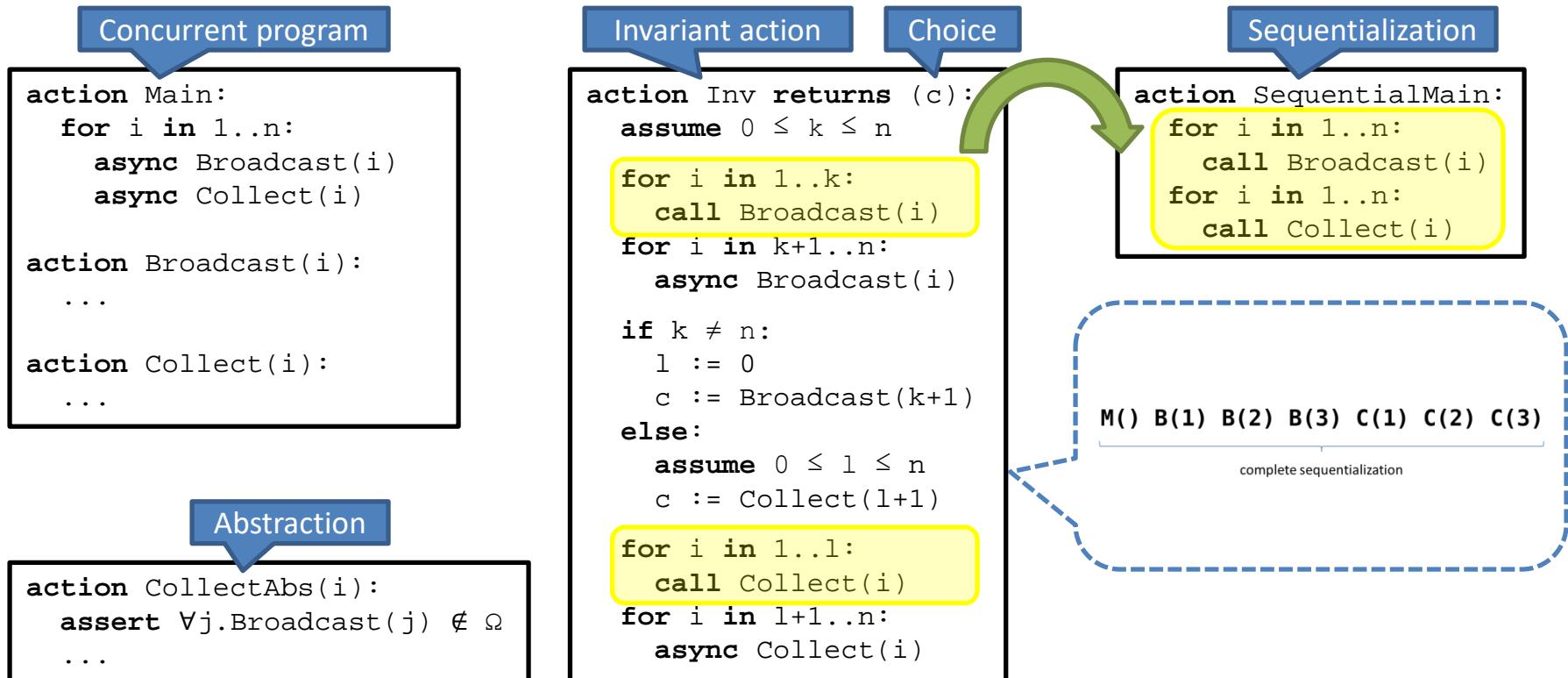
```
action SequentialMain:  
  for i in 1..n:  
    call Broadcast(i)  
  for i in 1..n:  
    call Collect(i)
```

M() B(1) B(2) B(3)

sequential prefix

C(1)	C(2)	C(3)
C(1)	C(3)	C(2)
C(2)	C(1)	C(3)
C(2)	C(3)	C(1)
C(3)	C(1)	C(2)
C(3)	C(2)	C(1)

Inductive Sequentialization



Implementation

CIVL verifier

(extension of Boogie)

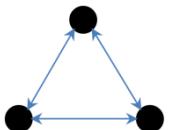


github.com/boogie-org/boogie



✓ automated ✓ fast ✓ interactive

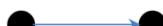
Case Studies



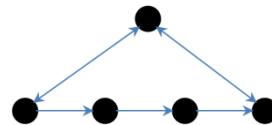
Broadcast consensus



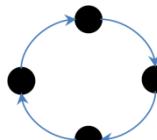
Ping-Pong



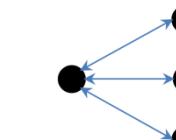
Producer-Consumer



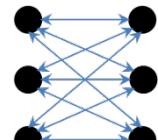
N-Buyer



Chang-Roberts

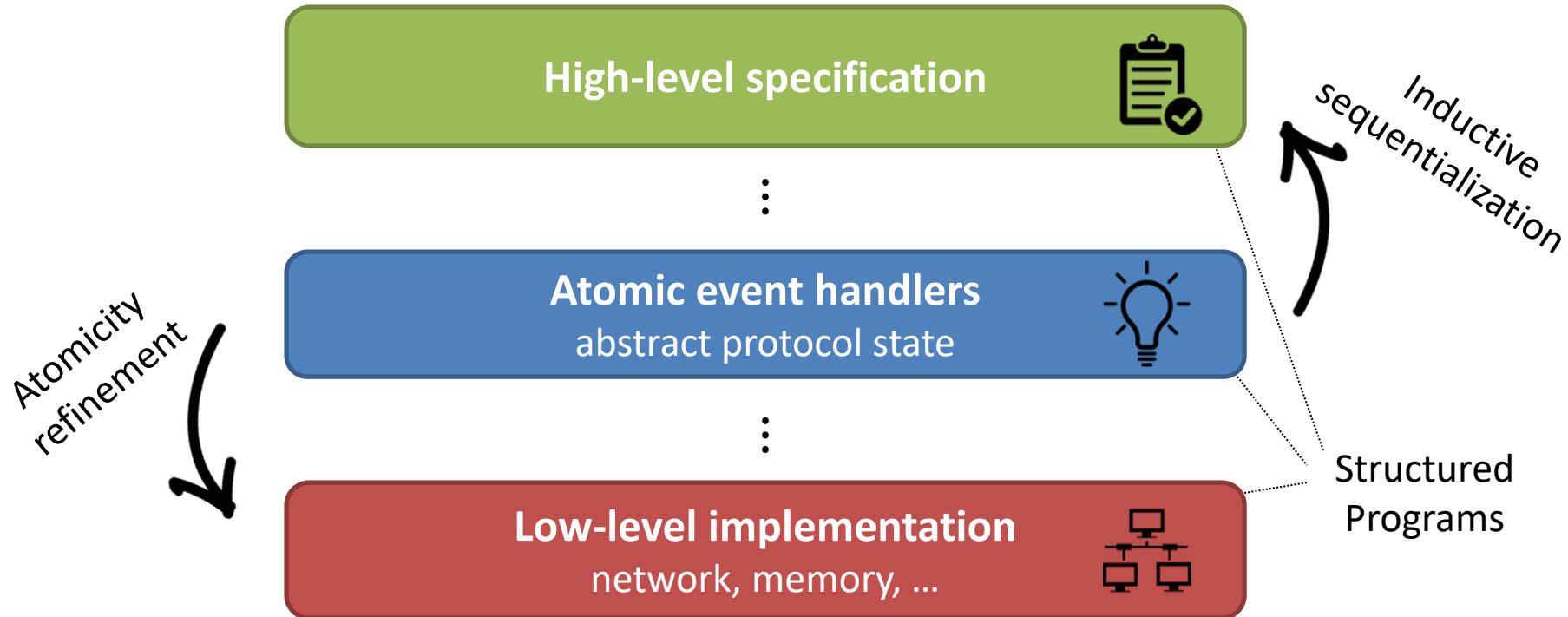


Two-phase commit



Paxos

The CIVL Methodology



The CIVL Methodology

