Verifying Software Transactions

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Outline

- Concurrency control with non-blocking transactions (review)
- Introduction to the Spin Model Checker
- Modelling a software transaction implementation
- Conclusions
Non-blocking Transactions
Transactions (review)

- A transaction is a sequence of loads and stores that either commits or aborts.
- If a transaction commits, all the loads and store appear to have executed atomically.
- If a transaction aborts, none of its stores take effect.
- Transaction operations aren’t visible until they commit or abort.

Ananian, 6.895 – p. 4
Non-blocking synchronization

- Although transactions can be implemented with mutual exclusion (locks), we are interested only in non-blocking implementations.

- In a non-blocking implementation, the failure of one process cannot prevent other processes from making progress. This leads to:
  - Scalable parallelism
  - Fault-tolerance
  - Safety: freedom from some problems which require careful bookkeeping with locks, including priority inversion and deadlocks.

- Little known requirement: limits on transaction suicide.
Non-blocking algorithms are hard!

- In published work on Synthesis, a non-blocking operating system implementation, three separate races were found:
  - One ABA problem in LIFO stack.
  - One likely race in MP-SC FIFO queue.
  - One interesting corner case in quaject callback handling.
- It’s hard to get these right! Ad hoc reasoning doesn’t cut it.
The Spin Model Checker
The Spin Model Checker

- Spin is a model checker for communicating concurrent processes. It checks:
  - Safety/termination properties.
  - Liveness/deadlock properties.
  - Path assertions (requirements/never claims).
- It works on finite models, written in the Promela language, which describe infinite executions.
- Explores the entire state space of the model, including all possible concurrent executions, verifying that Bad Things don’t happen.
- Not an absolute proof — but pretty useful in practice.
Dekker’s mutex algorithm (C)

```c
int turn;
int wants[2];

// i is the current thread, j=1-i is the other thread
while(1) {
    // trying
    wants[i] = TRUE;
    while (wants[j]) {
        if (turn==j) {
            wants[i] = FALSE;
            while (turn==j) ; // empty loop
            wants[i] = TRUE;
        }
    }
    critical_section();
    turn=j; // release
    wants[i] = FALSE;
    noncrit();
}
```
Dekker’s “railroad”

Railroad visualization of Dekker’s algorithm for mutual exclusion. The threads “move” in the direction shown by the arrows. [from lecture 5 scribe notes]
Dekker’s mutex algorithm (Promela)

```c
bool turn, flag[2]; byte cnt;
active [2] proctype mutex()     /* Dekker’s 1965 algorithm */
{
    pid i, j;
    i = _pid;
    j = 1 - _pid;
again: flag[i] = true;
do /* can be ’if’ – says Doran&Thomas */
    :: flag[j] ->
    if
        :: turn == j ->
            flag[i] = false;
            !(turn == j);
            flag[i] = true
        :: else
            fi
    :: else -> break
od;
cnt++; assert(cnt == 1); cnt--; /* critical section */
turn = j;
flag[i] = false;
goto again
}
```

Ananian, 6.895 – p. 11
Spin verification

$ spin -a mutex.pml
$ cc -DSAFETY -o pan pan.c
$ ./pan
(Spin Version 4.1.0 -- 6 December 2003)
   + Partial Order Reduction

Full statespace search for:
   never claim       - (none specified)
   assertion violations +
   cycle checks       - (disabled by -DSAFETY)
   invalid end states +

State-vector 20 byte, depth reached 65, errors: 0
   190 states, stored
   173 states, matched
   363 transitions (= stored+matched)
   0 atomic steps
hash conflicts: 0 (resolved)
(max size 2^18 states)
$

If an error is found, will give you execution trail producing the error.
Spin theory

- Generates a Büchi Automaton from the Promela specification.
  - Finite-state machine w/ special acceptance conditions.
  - Transitions correspond to executability of statements.
- Depth-first search of state space, with each state stored in a hashtable to detect cycles and prevent duplication of work.
  - If $x$ followed by $y$ leads to the same state as $y$ followed by $x$, will not re-traverse the succeeding steps.
- If memory is not sufficient to hold all states, may ignore hashtable collisions: requires one bit per entry. # collisions provides approximate coverage metric.
Modeling software transactions
software transaction implementation

- **Goals:**
  - Non-transactional operations should be fast.
  - Reads should be faster than writes.
  - Minimal amount of object bloat.

- **Solution:**
  - Use special `FLAG` value to indicate “location involved in a transaction”.
  - Object points to a linked list of versions, containing values written by (in-progress, committed, or aborted) transactions.
  - Semantic value of a `FLAGged` field is: “value of the first version owned by a committed transaction on the version list.”
Transactions using version lists

Object #1
- MyClass
  - type
  - versions
  - {OID68}readers
  - FLAG
    - field1
    - 3.14159
    - field2
- Version
  - owner
  - next
  - 23
  - field1
  - FLAG
  - field2

Object #2
- OtherClass
  - type
  - versions
  - {OID25}readers
  - 2.71828
  - field1
  - FLAG
  - field2
- Version
  - owner
  - next
  - Transaction ID #23
  - COMMITTED
  - status
  - Transaction ID #68
  - WAITING
  - status
  - Transaction ID #56
  - COMMITTED
  - status

Ananian, 6.895 – p. 16
Races, races, everywhere!

- Lots of possible races:
  - What if two threads try to FLAG a field at the same time?
  - What if two threads try to copy-back a FLAGged field at the same time?
  - What if two transactions perform conflicting updates?
  - Do transactions commit atomically?

- Formulated model in Promela and used Spin to verify correctness.
  - Used the 16G on memory on yggdrasil to good advantage.
Non-transactional Read

```c
inline readNT(o, f, v) {
    do
        :: v = object[o].field[f];
        if
            :: (v!=FLAG) -> break /* done! */
            :: else
                fi;
        copyBackField(o, f, kill_writers, _st);
        if
            :: (_st==false_flag) ->
                v = FLAG;
                break
            :: else
                fi
        od
    }
```
Non-transactional Write

```c
inline writeNT(o, f, nval) {
    if :: (nval != FLAG) ->
        do :: atomic {
            if /* this is a LL(readerList)/SC(field) */ :: (object[o].readerList == NIL) ->
                object[o].fieldLock[f] = _thread_id;
                object[o].field[f] = nval;
                break /* success! */
            :: else
                fi
        }
    /* unsuccessful SC */
    copyBackField(o, f, kill_all, _st)
    od :: else -> /* create false flag */
    /* implement this as a short *transactional* write. */
    /* start a new transaction, write FLAG, commit the transaction,
    * repeat until successful. Implementation elided. */
    fi;
}
```
Copy-back Field, part I

inline copyBackField(o, f, mode, st) {

_nonceV=NIL; _ver = NIL; _r = NIL; st = success;

/* try to abort each version. when abort fails, we’ve got a
* committed version. */
do

:: _ver = object[o].version;
if
:: (_ver==NIL) ->
  st = saw_race; break /* someone’s done the copyback for us */
:: else
fi;
/* move owner to local var to avoid races (owner set to NIL behind
* our back) */
_tmp_tid=version[_ver].owner;
tryToAbort(_tmp_tid);
if
:: (_tmp_tid==NIL || transid[_tmp_tid].status==committed) ->
  break /* found a committed version */
:: else
/* link out an aborted version */
assert(transid[_tmp_tid].status==aborted);
CAS_Version(object[o].version, _ver, version[_ver].next, _);

od;
Copy-back Field, part II

/* okay, link in our nonce. this will prevent others from doing the
 * copyback. */

if
:: (st==success) ->
    assert (_ver!=NIL);
allocVersion(_retval, _nonceV, aborted_tid, _ver);
CAS_Version(object[o].version, _ver, _nonceV, _cas_stat);
if
:: (!_cas_stat) ->
    st = saw_race_cleanup
:: else
    fi
:: else
fi;

continued...
Copy-back Field, part III

/* check that no one’s beaten us to the copy back */
if
:: (st==success) ->
  if
    :: (object[o].field[f]==FLAG) ->
      _val = version[_ver].field[f];
      if
        :: (_val==FLAG) -> /* false flag... */
          st = false_flag /* ...no copy back needed */
        :: else -> /* not a false flag */
          d_step { /* LL/SC */
            if
              :: (object[o].version == _nonceV) ->
                object[o].fieldLock[f] = _thread_id;
                object[o].field[f] = _val;
              :: else /* hmm, fail. Must retry. */
                st = saw_race_cleanup /* need to clean up nonce */
              fi
            }
          fi
        :: else /* may arrive here because of readT, which doesn’t set _val=FLAG*/
          st = saw_race_cleanup /* need to clean up nonce */
        fi
    :: else /* !success */
  fi;
/* always kill readers, whether successful or not. This ensures that we
 * make progress if called from writeNT after a readNT sets readerList
 * non-null without changing FLAG to _val (see immediately above; st will
 * equal saw_race_cleanup in this scenario). */

if
  :: (mode == kill_all) ->
  do /* kill all readers */
    :: moveReaderList(_r, object[o].readerList);
      if
        :: (_r==NIL) -> break
      :: else
        fi;
      tryToAbort(readerlist[_r].transid);
    /* link out this reader */
    CAS_Reader(object[o].readerList, _r, readerlist[_r].next, _);
    od;
  :: else /* no more killing needed. */
  fi;
/* done */

done!
Conclusions
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- Non-blocking transactions are a useful and intuitive means of concurrency control.
- Software implementations of non-blocking transactions are possible and may be efficient, but hard to get right!
- The Spin model checking tool is an excellent way to nail down indeterminacies in parallel code and more rigorously show correctness.