

Seminar Principles of Programming Languages

Introduction Summer Semester 2015; 9 April 2015 Thomas Noll

Software Modeling and Verification Group

RWTH Aachen University

http://moves.rwth-aachen.de/teaching/ss-15/popl/





Overview

Aims of this Seminar

Important Dates

Seminar Topics

Program Analysis

Model Checking

Probabilistic Systems

Concurrent Systems

Separation Logic

Final Hints

Seminar *Principles of Programming Languages* Thomas Noll Summer Semester 2015; 9 April 2015





Overview

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Principles of Programming Languages

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- Seminar addresses several aspects of programming languages and systems (in a broad sense)
- Emphasis: formal foundations and principles underpinning practical applications





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Aspects

- Program Analysis
 - Static Program Analysis (WS 2014/15)
 - Semantics and Verification of Software (SS 2013/2015)
- Model Checking
 - Introduction to Model Checking (WS 2013/14, SS 2015)
 - Advanced Model Checking (SS 2014)

- Probabilistic Systems
 - Modeling and Verification of Probabilistic Systems (SS 2014)
- Concurrent Systems
 - Concurrency Theory (WS 2013/14)
- Separation Logic





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Goals

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Aims of this seminar

- Independent understanding of a scientific topic
- Acquiring, reading and understanding scientific literature
- Writing of your own report on this topic
- Oral presentation of your results





Requirements on Report

Your report

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- Independent writing of a report of \approx 15 pages
- Complete set of references to all consulted literature
- Correct citation of important literature
- Plagiarism: taking text blocks (from literature or web) without source indication causes immediate exclusion from this seminar
- Font size 12pt with "standard" page layout
- Language: German or English
- We expect the correct usage of spelling and grammar
 - \ge 10 errors per page \Longrightarrow abortion of correction
- Report template will be made available on seminar web page



Requirements on Talk

Your talk

- Talk of about 45 minutes
- Focus your talk on the audience
- Descriptive slides:
 - \leq 15 lines of text
 - use (base) colors in a useful manner
- Language: German or English
- No spelling mistakes please!
- Finish in time. Overtime is bad
- Ask for questions



Final Preparations

Preparation of your talk

- Setup laptop and projector ahead of time
- Use a (laser) pointer
- Number your slides
- Multiple copies: laptop, USB, web
- Have backup slides ready for expected questions





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Important Dates

Deadlines

- 18.05.2015: Detailed outline due
- 01.06.2015: Report due
- 15.06.2015: Final version of report due
- 29.06.2015: Slides due
- 06.07.2015: Final version of slides due
- 13./14.07.2015: Seminar





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Selecting Your Topic

Procedure

- You obtain(ed) a list of topics of this seminar.
- Indicate the preference of your topics (first, second, third).
- Return sheet by next Monday (13 April) via e-mail/to secretary.
- We do our best to find an adequate topic-student distribution.
- Disclaimer: no guarantee for an optimal solution.
- Assignment will be published on website by 15 April.
- Please give language preference
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Withdrawal

- You have up to three weeks to refrain from participating in this seminar.
- Later cancellation (by you or by us) causes a not passed for this seminar and reduces your (three) possibilities by one.





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1: Quantitative Interprocedural Analysis

Interprocedural analysis: analyses data and control flow across procedure/method boundaries

- constant propagation
- index values
- ...

Here: extension by edge weights

- worst-case execution time
- average energy consumption







Program Analysis

2: Interprocedural Analysis with Callbacks

- Callbacks interrupt standard information flow
- Reachability relationships between procedure nodes cannot be fully determined during procedure analysis
- Procedure code may have to be inspected again during analysis of client code
- Here: formal model (tree-adjoining-language reachability)







Program Analysis

3: Abstraction Refinement

- Goal: model checking large programs
- Successful approach: counterexample-guided abstraction refinement (CEGAR) based on predicates over program variables
- Challenge: identification of parsimonious abstractions
- Here: Craig interpolation to efficiently construct relevant predicates







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4: Partial Order Reduction

- Setting: program verification by stateless model checking
- Suffers from exponential growth in number of explored executions
- Goal: reducing this number while maintaining complete coverage
- Approach: Dynamic Partial Order Reduction (DPOR)







5: Bounded Model Checking

- Bounded verification: proving correctness of program behaviour up to certain execution length (usually incorrect)
- Most prominent technique: bounded model checking based on automata
 - language generated by system is disjoint from language of bad traces
- Doable if language closed under Boolean operations and emptiness problem decidable ("perfect")
- Here: languages accepted by multi-head pushdown automata are perfect modulo bounded languages
- Can encode well-established system models:
 - recursive multi-threaded programs
 - recursive counter machines
 - communicating finite-state machines





6: Software Model Checking via IC3

- Goal: establish invariants of software programs
- IC3: new verification technique for analysis of sequential circuits
- Incrementally over-approximates state space, refuting potential violations to the property
- Here: first adaptation to software verification
 - generalisation SAT \rightarrow SMT to support symbolic transition systems
 - tree-like search on control-flow graph of program
 - lazy abstraction with interpolants





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7: Probabilistic Termination

- Framework to prove "almost sure" termination for probabilistic programs with real-valued variables
- Based on ranking supermartingales (probabilistic analogous to ranking functions on non-probabilistic programs)
- Proven sound and complete for programs involving randomisation and bounded nondeterminism







8: Abstract Semantics of Probabilistic Programs

• Goal: analysis of programs like

let x := flip 0.5; y := flip (if x = heads then 0.5 else 0.3) in $\langle x, y \rangle$

• Meaning: probability mass function

$$\begin{split} p := [\langle \textit{heads}, \textit{heads} \rangle \mapsto 0.25, \langle \textit{heads}, \textit{tails} \rangle \mapsto 0.25, \\ \langle \textit{tails}, \textit{heads} \rangle \mapsto 0.15, \langle \textit{tails}, \textit{tails} \rangle \mapsto 0.35] \end{split}$$

- Here: measure-theoretic semantics for a probabilistic language with recursion
- Abstract semantics to ensure computability
- Applications:
 - Bayesian inference
 - stochastic ray tracing (rare event simulation)
 - probabilistic verification of floating-point error bounds





Probabilistic Systems

9: Slicing Probabilistic Programs

- Slicing: which outputs depend on which inputs?
 - interesting output values define slicing criterion
 - backward analysis of information flow based on program dependence graph
- Applications:
 - Debugging
 - Testing
 - Model checking
- Here: adaptation to probabilistic programs
 - usual notions of control dependence and data dependence not sufficient
 - introduces new observe dependence







10: Analysis of Markov Decision Processes

- Markov Decision Processes (MDP): formal model to integrate non-deterministic and probabilistic choices
- Interesting property: minimal/maximal probabilities to reach set of target states (with respect to policy resolving non-determinism)
- Algorithm: value iteration (iteratively finding the probabilities of paths of increasing length)
- Problems:
 - definition of stopping criterion to ensure bound on approximation
 - analysis of convergence rate
 - estimate required number of iterations
- Here: interval iteration algorithm based on graph analysis and transformation of MDPs







11: Probabilistic Automata on Finite Words

- Classic automaton: state and input symbol determine next state, string accepted in final state
- Probabilistic automaton: state and input symbol give distribution over next states
- Question: given λ ∈ [0, 1], what strings are accepted with probability ≥ λ?
- Here: problem generally undecidable, but decidable for new subclass of sharp acyclic automata





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12: Verification of Multithreaded Programs

- Programming model: threads with recursive procedures, shared counters and finite variables
- Unrestricted verification undecidable in this setting
- Here: restriction to program executions that follow a given pattern
 - pattern = regular expression over program actions
 - actions = reads and writes to shared storage
- Multiparameter analysis of problem complexity depending on
 - number of threads/counters/variables
 - maximal size of threads
 - size of the pattern

- ...

- maximal number of procedures per thread







Concurrent Systems

13: Linearisability of Concurrent Data Structures

- Goal: efficient implementation of data structures (queues, stacks, hash tables) supporting concurrent access
- Standard correctness criterion: linearisability
 - concurrent object is linearisable if its operations appear to occur at some instant between their invocation and return ("linearisation point")
- Proof techniques usually tailored to specific data structures
- Here: universal approach based on (backward) simulation techniques
- Soundness and completeness







14: Quantitative Quiescent Consistency

- Observation: linearisability imposes performance penalty which scales linearly in number of contending threads
- Solution: relaxation of consistency requirements
- Example: quiescent consistency
 - allows effect to become visible after return from operation
 - operations separated by a period of quiescence appear to take effect in real-time order
 - but says very little about executions that have any contention
- Here: quantitative quiescent consistency (QQC)
 - another relaxation of linearisability
 - degree of relaxation is proportional to degree of contention





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Separation Logic

15: Complexity of Deciding Entailment

- Separation Logic:
 - logic for reasoning about programs that manipulate pointer data structures
 - extension of Hoare logic (proof triples and proof rules)
- Symbolic execution of programs on SL formulae representing sets of program states
- State-space exploration requires checking subset relationships => entailment
- Here: decidability and computational complexity of entailment in certain fragments of SL

$$\frac{\{P\}\ C\ \{Q\}}{\{P\ast R\}\ C\ \{Q\ast R\}}\ \mathsf{mod}(C)\cap\mathsf{fv}(R)=\emptyset$$





16: Deciding Satisfiability

- Formula is satisfiable iff it is not contradictory
- Thus: important criterion for validating logical specifications
- Here: decidability and computational complexity of satisfiability of certain fragments of SL





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Some Final Hints

Hints

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- Be proactive! Contact your supervisor on time.
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We wish you success and look forward to an enjoyable and high-quality seminar!





