Prophecy Variables in Separation Logic

(Extending Iris with Prophecy Variables)

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- Start at the beginning of a program's execution
- Reason about how it behaves as it executes

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Reasoning about the current execution step may require:

- Information about past events (this is usual)
- Knowledge of what will happen later in the execution

Remember the past, know the future

<u>Auxiliary/ghost variables</u> store information not present in the program's physical state

History variables [Owicki & Gries 1976] (past):

- Record what happened in the execution so far
- Introduced in the context of Hoare logic
- Widely used (modern form: user-defined ghost state)

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Prophecy variables [Abadi & Lamport 1991] (future):

- Predict what will happen later in the execution
- Introduced in the context of state machine refinement
- Fairly exotic, (almost) never used for Hoare logic

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- A coin is only ever tossed once
- Reading its value always gives the same result

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{True} new_coin() {c. $\exists b$. Coin(c, b)} {Coin(c, b)} read_coin(c) {x. $x = b \land Coin(c, b)$ }

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 $\{\text{True}\} \underline{\texttt{new}_\texttt{coin}}() \{c. \exists b. \texttt{Coin}(c, b)\} \\ \{\texttt{Coin}(c, b)\} \underline{\texttt{read}_\texttt{coin}}(c) \{x. x = b \land \texttt{Coin}(c, b)\} \\ \end{cases}$

 $Coin(c, b) \triangleq c.val \mapsto b$

Motivating example: lazy implementation

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"Lazy" coin implementation:

 $\begin{array}{l} \texttt{new_coin}() \triangleq \{\texttt{val} = \texttt{ref}(\texttt{None})\}\\ \texttt{read_coin}(c) \triangleq \texttt{match} ! \textit{c.val} \texttt{with}\\ \texttt{Some}(b) \Rightarrow b\\ | \texttt{None} \quad \Rightarrow \texttt{let} \ \textit{b} = \textit{nondet_bool}();\\ \textit{c.val} \leftarrow \texttt{Some}(b); \ \textit{b}\\ \texttt{end} \end{array}$

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To keep the same spec we need prophecy variables!!!

Prophecy variables have been used in:

- Verification tools based on reduction [Sezgin et al. 2010]
- Temporal logic [Cook & Koskinen 2011, Lamport & Merz 2017]

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Only two previous attempts:

- Vafeiadis's thesis [Vafeiadis 2007] (informal and flawed)
- Structural approach [Zhang et al. 2012] (too limited)

We are the first to give a <u>formal</u> account of prophecy variables in Hoare logic!

- Our results are all formalized in the Iris framework
- We also extended <u>VeriFast</u> with prophecy variables
- Useful to prove logical atomicity (RDCSS, HW Queue)

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Presented this morning by Ralf Prophecies help in case of "future-dependent" LP

The high-level idea is to use new instruction for:

- Predicting a future observation (let p = NewProph)
- Realizing such an observation (Resolve p to v)

Principles of prophecy variables in separation logic:

- 1. The future is ours
 - We model the right to resolve a prophecy as a resource
 - $\operatorname{Proph}_{1}^{\mathbb{B}}(p, b)$ gives exclusive right to resolve p

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Principles of prophecy variables in separation logic:

- 1. The future is ours
 - We model the right to resolve a prophecy as a resource
 - Proph^B₁(p, b) gives exclusive right to resolve p
- 2. We must fulfill our destiny

"Assign a value to"

- A prophecy can only be resolved to the predicted value
- A contradiction can be derived if that is not the case

Prophecy variables are manipulated using ghost code

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 $\{True\}$

NewProph(Creates a <u>one-shot</u> prophecy variable p) $\{p. \exists b. \operatorname{Proph}_{1}^{\mathbb{B}}(p, b)\}$

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Prophecy variables are manipulated using ghost code



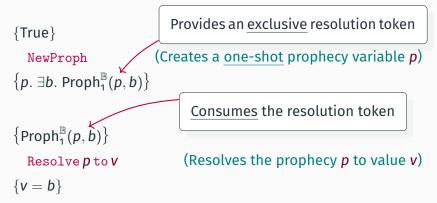
 $\{\operatorname{Proph}_{1}^{\mathbb{B}}(p,b)\}$

Resolve *p* to *v*

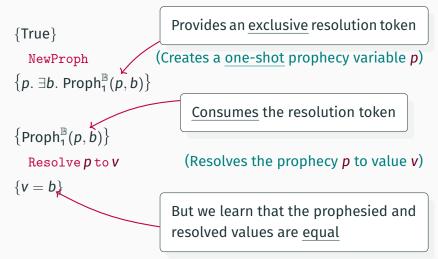
(Resolves the prophecy *p* to value *v*)

 $\{v = b\}$

Prophecy variables are manipulated using ghost code



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Back to the lazy coin example

With the required ghost code the example becomes: $new_coin() \triangleq \{val = ref(None), p = NewProph\}$ $read_coin(c) \triangleq match! c.val with$ $Some(b) \Rightarrow b$ $| None \Rightarrow let b = nondet_bool();$ Resolve c.p to b; $c.val \leftarrow Some(b); b$

end

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end

The specification can be proved using:

 $\mathsf{Coin}(c,b) \triangleq (c.val \mapsto \mathsf{Some}\ b) \lor (c.val \mapsto \mathsf{None} * \mathsf{Proph}_1^{\mathbb{B}}(c.p,b))$

Is the one-shot prophecy mechanism general enough?

Consider the following coin implementation:

 $\underline{\texttt{new_coin}}() \triangleq \{ val = \underline{\texttt{ref}}(nondet_bool()) \}$

 $read_coin(c) \triangleq ! c.val$

 $toss_coin(c) \triangleq c.val \leftarrow nondet_bool();$

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What if we want a "clairvoyant" specification?

 ${True} \underline{new_coin}() {c. \exists bs. Coin(c, bs)}$

 $\{\operatorname{Coin}(c, bs)\} \operatorname{read_coin}(c) \{b. \exists bs'. bs = b :: bs' \land \operatorname{Coin}(c, bs)\}$

 $\{\operatorname{Coin}(c, bs)\} \operatorname{toss_coin}(c) \{\exists b, bs', bs = b :: bs' \land \operatorname{Coin}(c, bs')\}$

Generalization: prophecy a sequence of resolutions!

{True}

NewProph

 $\{p. \exists bs. Proph^{\mathbb{B}}(p, bs)\}$

One shot is not enough

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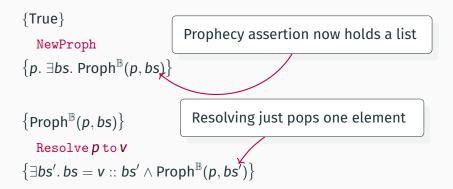
Generalization: prophecy a sequence of resolutions!



 $\left\{ \exists \textit{bs'}.\textit{bs} = \textit{v} :: \textit{bs'} \land \mathsf{Proph}^{\mathbb{B}}(\textit{p},\textit{bs'}) \right\}$

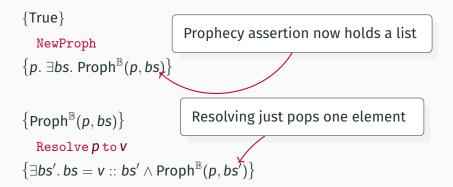
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Generalization: prophecy a sequence of resolutions!



One-shot prophecies can be encoded easily

Back to the clairvoyant coin example

Clairvoyant coin implementation:

 $new_coin() \triangleq let v = ref(nondet_bool());$ $\{val = v, p = NewProph\}$ $read_coin(c) \triangleq ! c.val$ $toss_coin(c) \triangleq let r = nondet_bool();$ Resolve c.p to r; $c.val \leftarrow r$

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The specification can be proved using: $Coin(c, bs) \triangleq \exists b, bs'. c.val \mapsto b \land Proph^{\mathbb{B}}(p, bs')$ $\land bs = b :: bs'$

Modified model of weakest preconditions (simplified):

$$\begin{split} & \text{wp } e_1 \left\{ \Phi \right\} \triangleq \text{if } e_1 \in Val \text{ then } \Phi(e_1) \text{ else} & (\text{return value}) \\ & \forall \sigma_1, \vec{\kappa}_1, \vec{\kappa}_2. \ S(\sigma_1, \vec{\kappa}_1 + + \vec{\kappa}_2) \implies & \\ & \text{reducible}(e_1, \sigma_1) \land & \\ & \forall e_2, \sigma_2, \vec{e}_f. \ ((e_1, \sigma_1) \to (e_2, \sigma_2, \vec{e}_f, \vec{\kappa}_1)) \implies & \\ & S(\sigma_2, \vec{\kappa}_2) * \text{wp } e_2 \left\{ \Phi \right\} * *_{e \in \vec{e}_f} \text{wp } e \left\{ \text{True} \right\} \end{split} \underbrace{ \begin{array}{c} (\text{progress}) \\ (\text{preservation}) \\ (\text{preservation}) \\ & \\ & \\ S(\sigma, \vec{\kappa}) \triangleq \left[\underbrace{\bullet \sigma_1}_1^{\gamma_{\text{HEAP}}} * \exists \Pi. \left[\underbrace{\bullet \Pi}_1^{\gamma_{\text{PROPH}}} \land \operatorname{dom}(\Pi) = \sigma.2 \land \\ & \\ & \forall \{ p \leftarrow vs \} \in \Pi. vs = \operatorname{filter}(p, \vec{\kappa}) \\ \end{split} \end{split}}$$

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wp
$$e_1 \{ \Phi \} \triangleq$$
 if $e_1 \in Val$ then $\Phi(e_1)$ else(return value) $\forall \sigma_1, \vec{\kappa}_1, \vec{\kappa}_2. S(\sigma_1, \vec{\kappa}_1 + + \vec{\kappa}_2) \Longrightarrow$ reducible $(e_1, \sigma_1) \land$ (progress) $\forall e_2, \sigma_2, \vec{e}_f. ((e_1, \sigma_1) \rightarrow (e_2, \sigma_2, \vec{e}_f, \vec{\kappa}_1)) \Longrightarrow$ (preservation) $S(\sigma_2, \vec{\kappa}_2) * wp e_2 \{ \Phi \} * *_{e \in \vec{e}_f} wp e \{ \text{True} \}$ (measuremetric) $S(\sigma, \vec{\kappa}) \triangleq [\bullet \sigma.1]^{\gamma_{\text{HAP}}} * \exists \Pi. [\bullet \Pi]^{\gamma_{\text{PROPH}}} \land \operatorname{dom}(\Pi) = \sigma.2 \land$ (state interp.) $\forall \{ p \leftarrow vs \} \in \Pi. vs = \operatorname{filter}(p, \vec{\kappa})$ (state interp.)Observations yet
to be made

Iris now has support for prophecy variables:

- First formal integration into a program logic
- Useful for logically atomic specifications (Ralf's talk)
- But that's not the only application (see François's talk)

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Things there was no time for:

- Atomic resolution of prophecy variables
- Logically atomic spec for RDCSS and Herlihy-Wing queue
- Erasure theorem (elimination of ghost code)

Iris now has support for prophecy variables:



• Erasure theorem (elimination of ghost code)

Thanks! Questions?

(For more details: https://iris-project.org)

Model of weakest preconditions in Iris

Encoding of weakest preconditions (simplified):wp $e_1 \{ \Phi \} \triangleq$ if $e_1 \in Val$ then $\Phi(e_1)$ else(return value) $\forall \sigma_1. S(\sigma_1) \Longrightarrow$ reducible $(e_1, \sigma_1) \land$ (progress) $\forall e_2, \sigma_2, \vec{e}_f. ((e_1, \sigma_1) \rightarrow (e_2, \sigma_2, \vec{e}_f)) \Longrightarrow$ (preservation) $S(\sigma_2) * wp \ e_2 \{ \Phi \} * *_{e \in \vec{e}_f} wp \ e \{ True \}$ (state interp.)

Some intuitions about the involved components:

- The state interpretation holds the state of the physical heap
- <u>View shifts</u> P = Q allow updates to owned resources
- The actual definition uses the > P modality to avoid circularity

Operational semantics: head reduction and observations

We extend reduction rules with observations:

$$(\overline{n} + \overline{m}, \sigma) \rightarrow_{\mathsf{h}} (\overline{n + m}, \sigma, \epsilon, \epsilon)$$
$$(\operatorname{ref}(\mathsf{V}), \sigma) \rightarrow_{\mathsf{h}} (\ell, \sigma \uplus \{\ell \leftarrow \mathsf{V}\}, \epsilon, \epsilon)$$
$$(\ell \leftarrow \mathsf{W}, \sigma \uplus \{\ell \leftarrow \mathsf{V}\}) \rightarrow_{\mathsf{h}} (\ell, \sigma \uplus \{\ell \leftarrow \mathsf{W}\}, \epsilon, \epsilon)$$
$$(\operatorname{fork} \{e\}, \sigma) \rightarrow_{\mathsf{h}} ((), \sigma, e :: \epsilon, \epsilon)$$
$$(\operatorname{Resolve} p \operatorname{to} \mathsf{V}, \sigma) \rightarrow_{\mathsf{h}} ((), \sigma, \epsilon, (p, \mathsf{V}) :: \epsilon)$$
$$(\operatorname{NewProph}, \sigma) \rightarrow_{\mathsf{h}} (p, \sigma \uplus \{p\}, \epsilon, \epsilon)$$

A couple of remarks:

- Observations are only recorded on resolutions
- State σ now records the prophecy variables in scope

Encoding of weakest preconditions (simplified): wp $e_1 \{ \Phi \} \triangleq$ if $e_1 \in Val$ then $\Phi(e_1)$ else (return value) $\forall \sigma_1, \vec{\kappa}_1, \vec{\kappa}_2. S(\sigma_1, \vec{\kappa}_1 + \vec{\kappa}_2) \Longrightarrow$ reducible(e_1, σ_1) \wedge (progress) (preservation) $\forall e_2, \sigma_2, \vec{e}_f. ((e_1, \sigma_1) \to (e_2, \sigma_2, \vec{e}_f, \vec{\kappa}_1)) \Longrightarrow$ $S(\sigma_2, \vec{\kappa}_2) * \operatorname{wp} e_2 \{ \Phi \} * \bigstar_{e \in \vec{e}_f} \operatorname{wp} e \{ \operatorname{True} \}$ $S(\sigma, \vec{\kappa}) \triangleq [\bullet \sigma.1]^{\gamma_{\mathsf{PROPH}}} * \exists \Pi. [\bullet \Pi]^{\gamma_{\mathsf{PROPH}}} \land \operatorname{dom}(\Pi) = \sigma.2 \land$ (state interp.) $\forall \{ p \leftarrow vs \} \in \Pi. vs = filter(p, \vec{\kappa})$

Some more intuitions about the involved components:

- State interpretation: holds observations yet to be made
- Observations are removed from the list when taking steps

Safety with respect to a (pure) predicate:

$$\begin{aligned} \mathsf{Safe}_{\phi}(e_1) &\triangleq \forall \vec{es}, \sigma, \vec{\kappa}. \ ([e_1], \varnothing) \to_{\mathsf{tp}}^* (e_2 :: \vec{es}, \sigma, \vec{\kappa}) \\ &\Rightarrow \mathsf{proper}_{\phi}(e_2, \sigma) \land \forall e \in \vec{es}. \ \mathsf{proper}_{\mathsf{True}}(e, \sigma) \\ \\ \mathsf{proper}_{\psi}(e, \sigma) &\triangleq (e \in \mathsf{Val} \land \psi(e)) \lor \mathsf{reducible}(e, \sigma) \end{aligned}$$

Theorem (adequacy). Let *e* be an expression and ϕ be a (pure) predicate. If wp *e* { ϕ } is provable then *Safe*_{ϕ}(*e*).