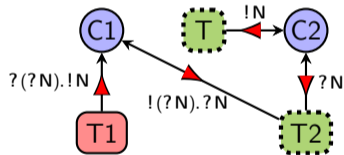
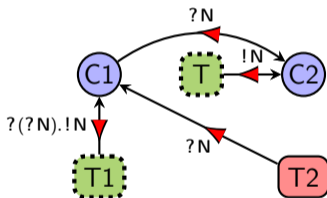


Connectivity Graphs: A Method for Proving Deadlock Freedom Based on Separation Logic

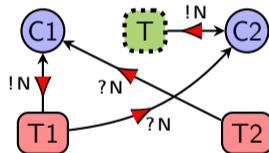
Jules Jacobs¹



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What makes session types interesting

Message passing concurrency with first-class channels (Honda [1993])

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- ▶ But also guarantees **deadlock freedom, global progress** (well-known property, but not yet mechanized for first-class channels, i.e. dynamically allocated and higher order)

Why session types give deadlock freedom

Two owners per channel

- ▶ Duality of channel types \rightarrow no simple deadlocks
- ▶ Linear typing maintains acyclicity of ownership structure \rightarrow no cyclic deadlocks

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Difficult to reason about typing & graph structure simultaneously

Contribution: connectivity graph proof method

This work: **connectivity graphs**

- ▶ Method for factoring out graph reasoning from reasoning about typing
- ▶ Mechanized in the Coq proof assistant
- ▶ Applied to prove deadlock freedom for feature-rich session-typed language
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Threads: $\{T_1 \mapsto e_1, \dots, T_6 \mapsto e_6\}$

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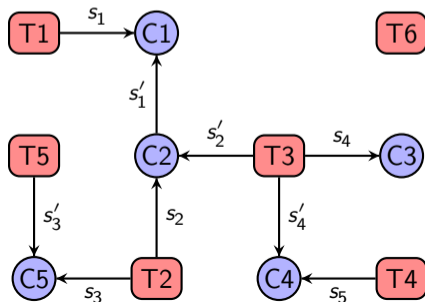
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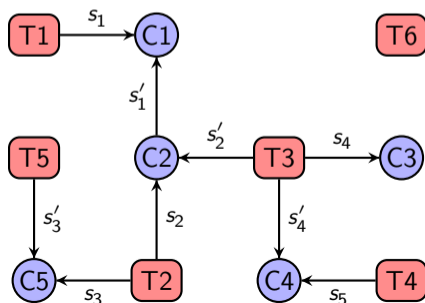
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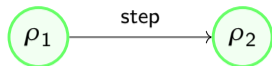
Connectivity graph G



Connectivity graph proof based on progress and preservation

ρ_1

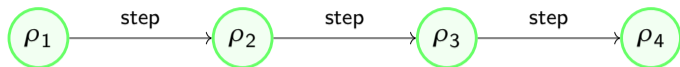
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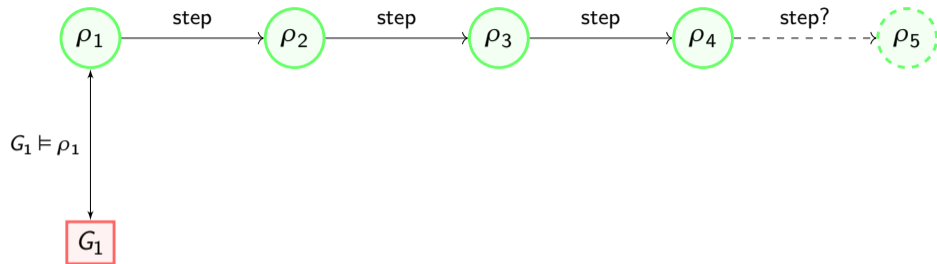
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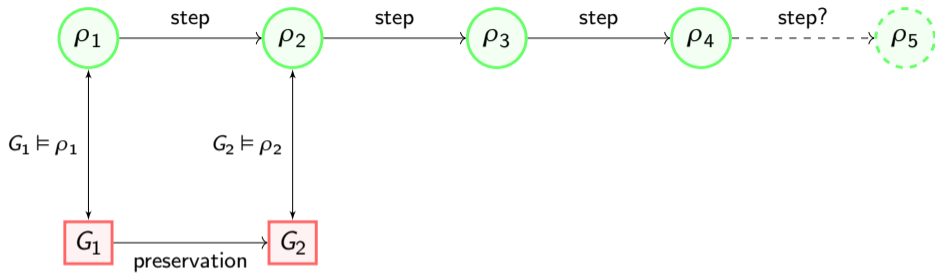
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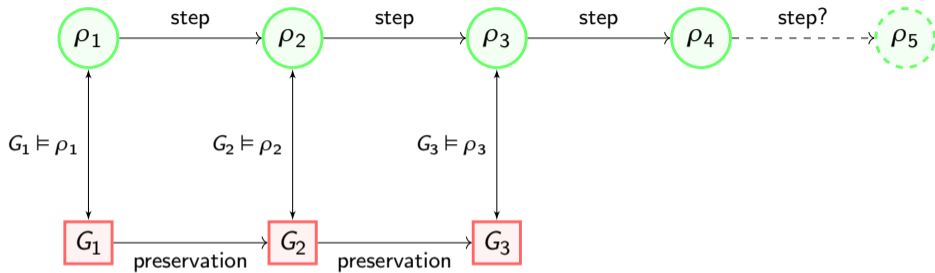
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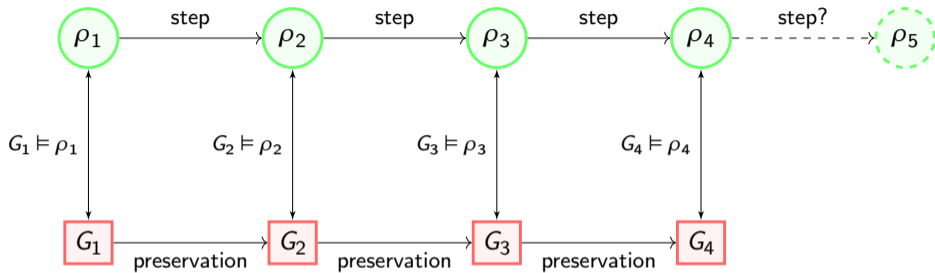
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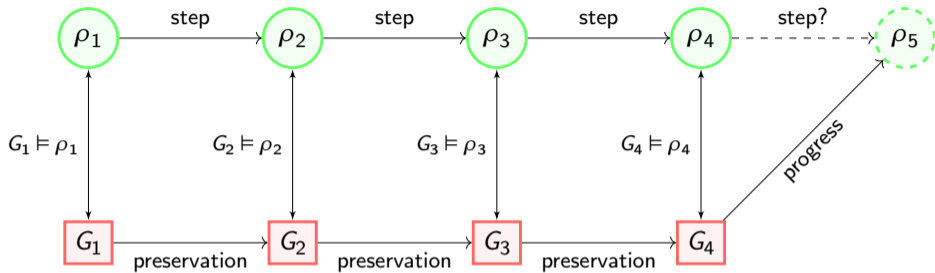
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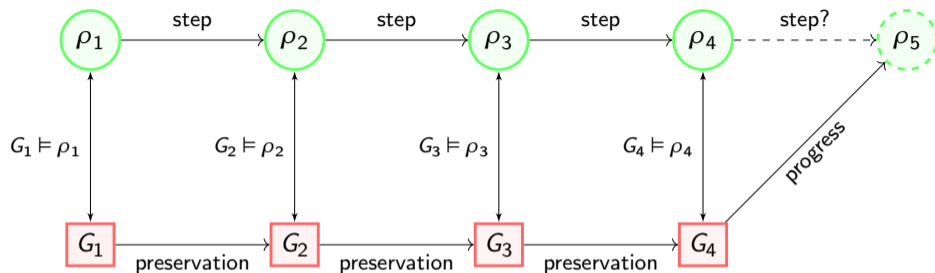
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Connectivity graph framework:

- ▶ $Cgraph(V, L)$ data type for acyclic labeled graphs
- ▶ Generic construction for $G \vDash \rho$
 - ▶ Parameterized by local separation logic predicate $P_\rho(v)$ for each vertex $v \in G$
- ▶ Preservation: graph transformations in separation logic
- ▶ Progress: waiting induction principle for $Cgraph(V, L)$

All generic over vertices V and labels L

Linear heap typing in separation logic: (cf. Rouvoet [2020]'s definitional interpreters)

$$\frac{\Sigma_1 \vdash e_1 : \tau_1 \quad \Sigma_2 \vdash e_2 : \tau_2 \quad \Sigma_1 \cap \Sigma_2 = \emptyset}{\Sigma_1 \cup \Sigma_2 \vdash (e_1, e_2) : \tau_1 \times \tau_2}$$

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Lemmas in separation logic:

$$(\Sigma \vdash K[e] : B) \iff \exists A, \Sigma_1, \Sigma_2. (\Sigma_1 \cap \Sigma_2 = \emptyset) \wedge (\Sigma = \Sigma_1 \cup \Sigma_2) \wedge (\Sigma_1 \vdash e : A) \wedge \\
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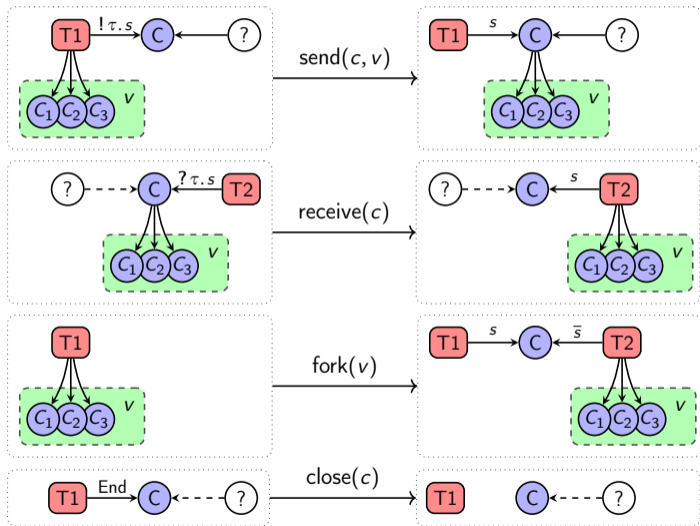
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We use the Iris proof mode to reason in separation logic (Krebbers et al. [2017])

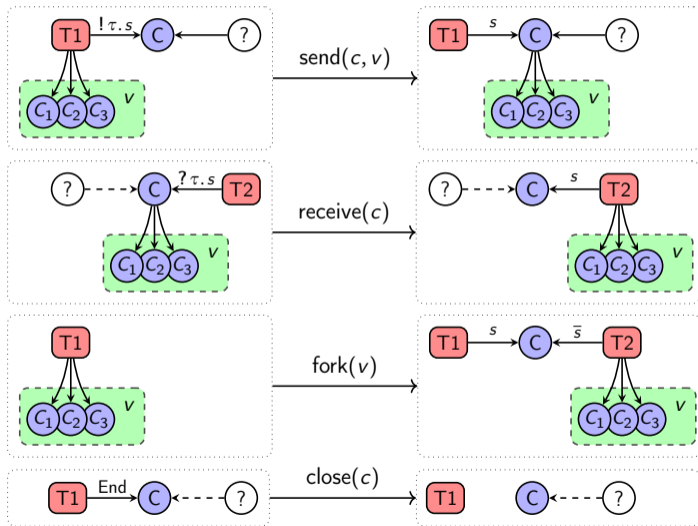
Preservation via local graph transformations



Preserves:

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All in separation logic:

$$P_\rho(v_1) * (\text{own}(v_2 \mapsto \ell) \multimap P_\rho(v_2))$$

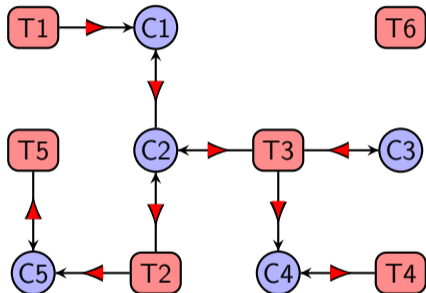
\vdash

$$(\text{own}(v_2 \mapsto \ell') \multimap P_{\rho'}(v_1)) * P_{\rho'}(v_2)$$

Explained in our paper!

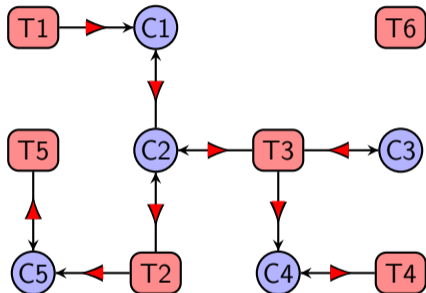
Progress via waiting induction

Connectivity graph with *waiting dependencies* (▶)
derived from run-time configuration



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Lemma (Waiting induction)

Let $R(v, w)$ be any relation on the vertices. To prove $P(v)$, we may assume $P(w)$ for all w such that $v \rightarrow w$ and $R(v, w)$, or $w \rightarrow v$ and $\neg R(w, v)$

Our language

Functional language + session-typed channels (extension of Wadler [2012]'s GV)

Unrestricted and linear types

- ▶ Unrestricted: numbers, sums, products, unrestricted function type (\rightarrow)
- ▶ Linear: channels, sums, products, linear function type (\multimap)

General recursive types:

- ▶ Recursive session types, including through the message (example: $\mu X. !X.End$)
- ▶ Algebraic data types using recursion + sums + products
- ▶ Recursive types mechanized using coinduction (Gay et al. [2020])

Stronger deadlock and leak freedom result

Global progress is the standard notion that people use

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1. All threads in S are blocked on a channel in S
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Lemma. Any thread or channel is reachable \implies global progress

Theorem. For well-typed initial programs, no partial deadlock occurs

Mechanization

Mechanization in Coq:

- ▶ Generic *Cgraph*(V, L) library: 4999 LOC
- ▶ Language definition: 451 LOC
- ▶ Language specific deadlock and leak freedom proof: 1688 LOC

<https://github.com/julesjacobs/cgraphs>



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Questions?

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