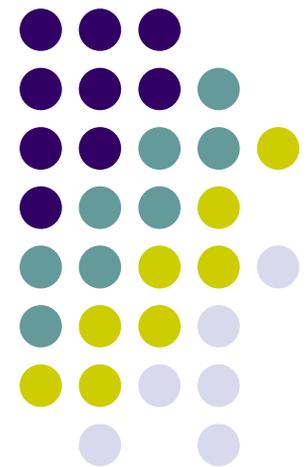
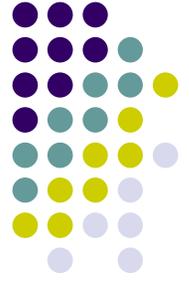


Choosing Among Alternative Futures

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Outline

- Motivation
- Static Analysis
 - SSA, CSSA, CSSAME
- Aspect Technology
- Implementation
- Limitations and Future Work
- Conclusion



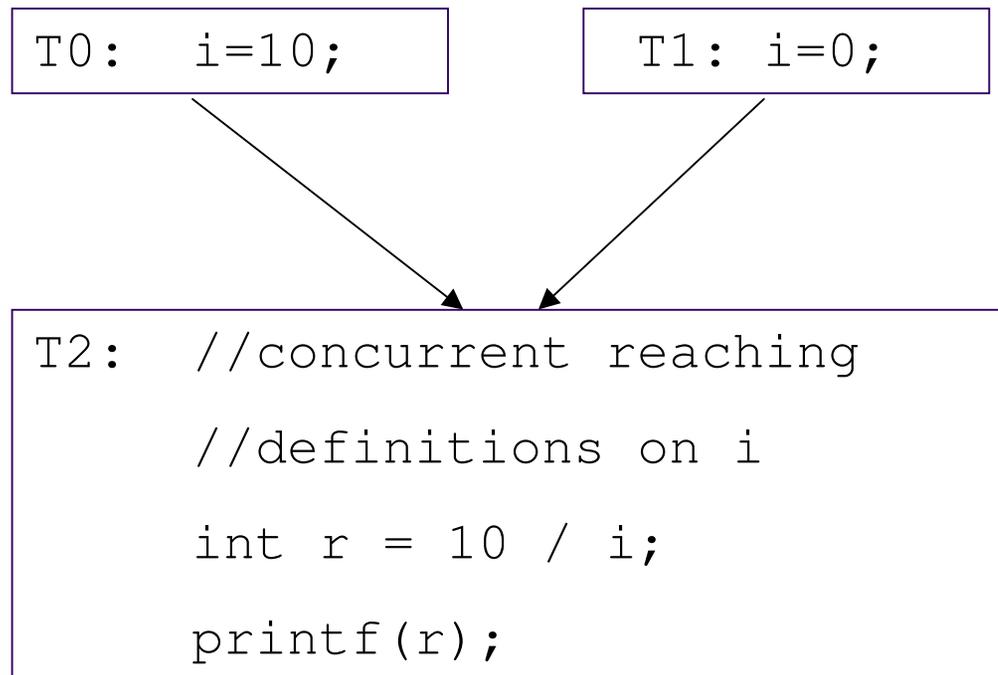
Motivation

- Debugging and verification of a concurrent program is difficult due to the non-deterministic nature of concurrent executions.
- Common concurrent program bugs:
 - Deadlock
 - **Data Races**
 - Some data races might cause errors while some won't.
 - our research presents a *preliminary* result on a new approach for detecting data races in a concurrent program. **(static analysis + dynamic verification)**



Data Race

- Definition of shared variables may race against each other.



The value of `i` used for the division can be either 10 or 0.



Data Flow Analysis

- We want to discover concurrent reaching definitions in a program through data flow analysis.
 - CSSAME (Static Single Assignment for Mutual Exclusion) is a kind of data flow analysis output that contains the needed information.
 - **CSSAME is produced by Odyssey compiler (standard C -> CSSAME form).**

Static Single Assignment (SSA) Form



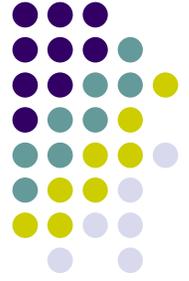
- Introduce a new variable for every definition (assignment).
 - every use is reached by exactly one definition.
- Introduce a phi function for every merge of control flows.

```
i = 10;  
b = i;  
i = i+3;  
if (b > 10)  
    b = b - 1;  
else  
    b = b + 1;  
a = b + 1;
```

Original Code

```
i1 = 10;  
b1 = i1;  
i2 = i1+3;  
if (b1 > 0)  
    b2 = b1-1;  
else  
    b3 = b1 + 1;  
b4=phi (b2, b3) ;  
a1 = b4 + 1;
```

SSA Form



Concurrent SSA (CSSA)

- SSA form for concurrent programs.
- Introduce a **pi** function to merge multiple data flows from multiple threads.

```
T0: i = 10;  
    b = i + 2;
```

```
T1: i=9;  
    printf("%d\n", i);
```

Original Code

```
T0: i1=10;  
    i3=pi(i1, i2);  
    b1=i3+2;
```

```
T1: i2=9;  
    i4=pi(i1, i2);  
    printf("%d\n", i4);
```

CSSA Code



CSSAME

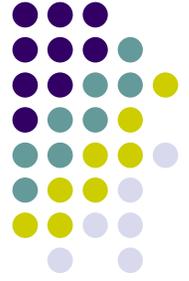
- An extension of CSSA form to support mutual exclusion constructs.

```
T0: lock (a-lock);  
    i=10;  
    b=i+2;  
    unlock (a-lock);  
  
T1: lock (a-lock);  
    i=9;  
    unlock (a-lock);  
    printf ("%d\n", i);
```

Original Code

```
T0: lock (a-lock);  
    i1=10;  
  
    b1=i1+2;  
    unlock (a-lock);  
  
T1:lock (a-lock);  
    i2=9;  
    unlock (a-lock);  
    i3=pi (i1, i2);  
    printf ("%d\n", i3);
```

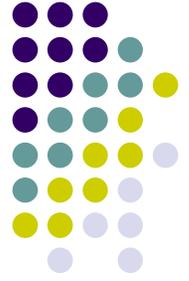
CSSAME Code



Usage of CSSAME

- Compiler statically analyzes the concurrent program.
 - Parameters of a **pi** function exposes the concurrent reaching definitions on the use of a variable.
 - Using **pi** functions, we can construct different value schedules for a concurrent program.

Construct Value Schedules from Pi function



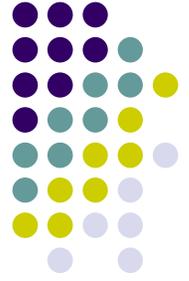
```
T0: i1=10;  
    i3=pi(i1, i2);  
    b1=i3+2;  
  
T1: i2=9;  
    i4=pi(i1, i2);  
    printf("%d\n", i4);
```

CSSA Code

value schedule-1: i3=i1, i4=i1;
value schedule-2: i3=i2, i4=i2;
value schedule-3: i3=i1; i4=i2;
value schedule-4: i3=i2; i4=i1;

A value schedule is the set (equivalence class) of all thread schedules that agree, for every critical read event r , on the critical write event that produced the value consumed by r . [Ur, 2003]

Value Schedule & Test Case

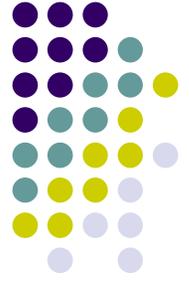


- Each value schedule corresponds to a way to **interleave** the assignments of a shared variable in concurrent execution.
- Running a concurrent program against a value schedule is equivalent to testing that program according to a set of execution interleaves.

Aspect Technology



- Adding new functionalities into a program while preserving the integrity of original source code.
- Good for profiling and debugging.
- **We use it to manage the data flow of a program.**



A Side-Note

- For simplicity and clarity, we would like to
 - represent CSSAME form in Java
 - we assume there exists a compiler which compiles a piece of source code into CSSAME form in Java.
 - construct verification code in AspectJ

Aspect Technology

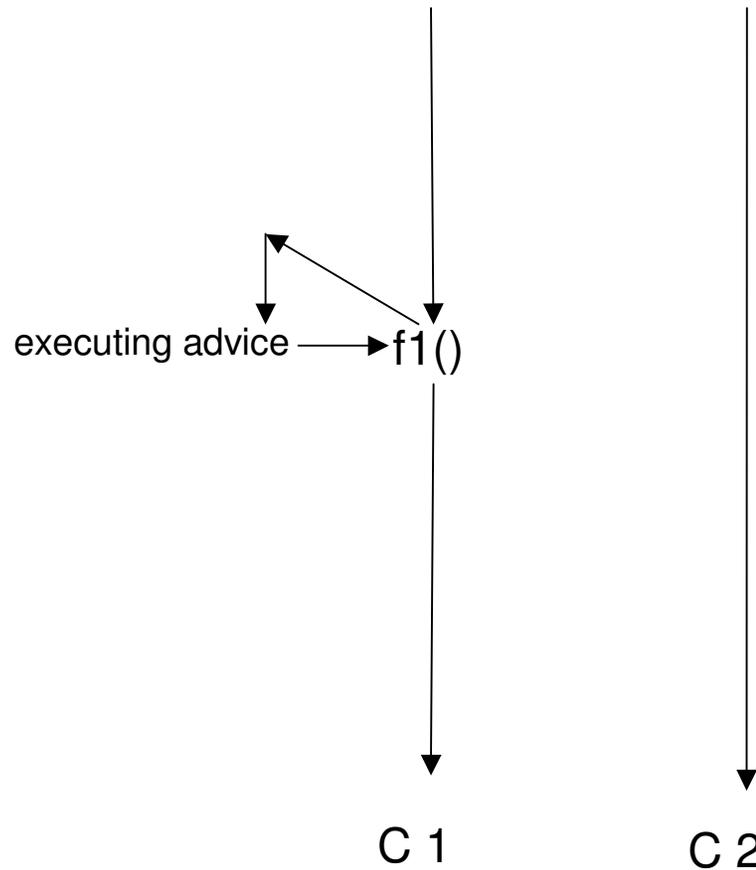
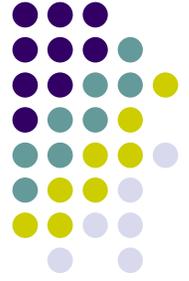


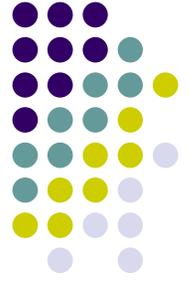
```
class Driver{
  public class C1 extends Thread{
    public void run(){f1(); }
    public void f1() {;}
  }
  public class C2 extends Thread{
    public void run() {... }
  }
  public static void
  main(String[] args){
    Thread c1=new C1();
    Thread c2=new C2();
    c1.start(); c2.start();
  } } }
```

Implicitly invokes

```
aspect A{
  pointcut delay_f1():
  (call(public int
  C1.f1()));
  int before(): delay_f1(){
    sleep(3000);
    proceed();
  }
}
```

Execution Flow of Aspect

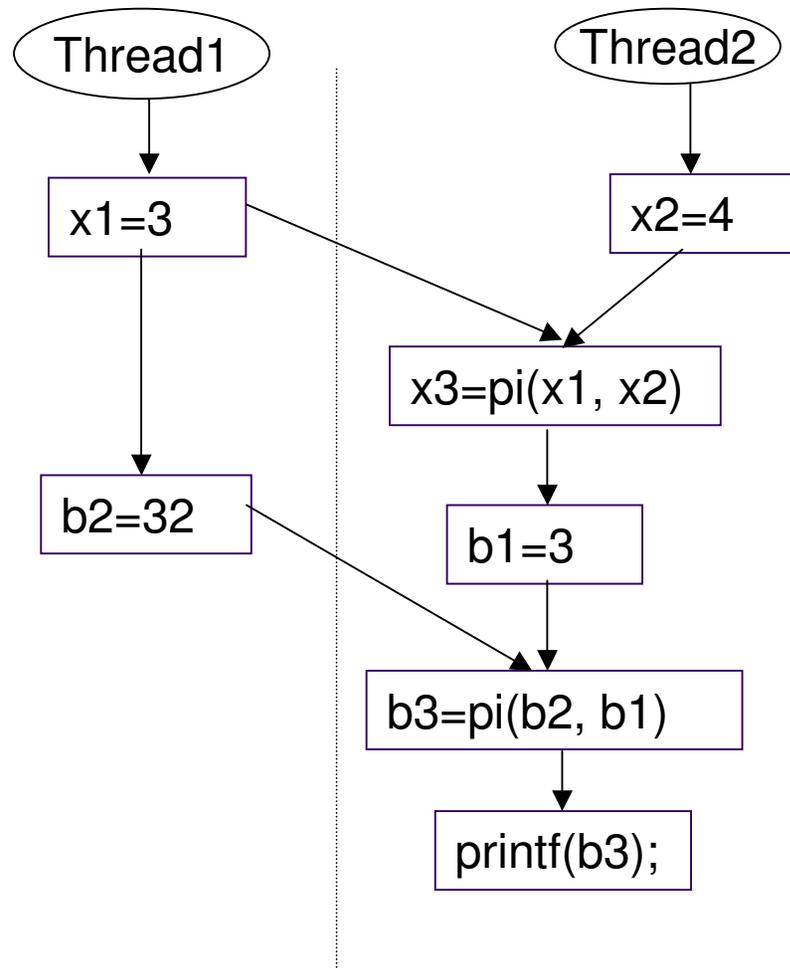




Choosing the Futures

- Combining the strengths of both CSSAME and Aspect technology to enforce a concurrent execution to produce a data flow according to a selected value schedule.
 - futures stand for the potential values of a particular variable at a particular *use* (*in **pi** function*)
 - All possible futures (incoming definitions) are listed as the parameters of a **pi** function associated with that use.
 - Choosing the futures at a *use*
 - selecting an incoming definition from a set of definitions listed in the **pi** function's parameter list.

An Example



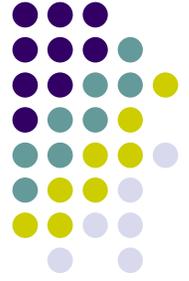
Value schedule
x3=x1, **b3=b2** is
enforced by making
pi(x1, x2) to return x2
and making pi(b1,b2)
to return b2 using
aspect advices.



Implementation

- Aspect pointcuts monitor two kinds of operation:
 - Invocation of **pi** functions
 - Writes to shared variables
- A particular value schedule is enforced by choosing desirable values from **pi** functions.
 - When a **pi** function is encountered during the execution, the aspect advice of that **pi** function is executed to return the value of one of definitions stored in the parameter list of the pi function, according to the value schedule.
 - The execution of an advice of a **pi** function will be stalled until the necessary value is available.

Aspect in Action



```
class Driver{
    int x1, x2;
    public void exec(){
        Thread t1=new Thread();
        Thread t2=new Thread();
        t1.start();    t2.start();
    }
    class T1 extends Thread{
        ...x1=1... }
    class T2 extends Thread{
        public void run(){
            ....
            x2=4;
            x3=pi_x3(x1, x2);
            ...
        }
    }
    int pi_x3(int a, int b){
        return -1;//dummy return
    }
}
```

Original Code

implicitly invokes

implicitly invokes

```
pointcut on Driver.x1;
advice on Driver.x1{
    //set the status of //Driver.x1
    to ready
    //store the assigned value //of
    Driver.x1
    //notifyall
}
```

```
pointcut for Driver.pi_x3(int a,
int b);
advice for Driver.pi_x3(int a,
int b){
    //check for the readiness of
    //selected variable
    //if it is set → return its
    //value
    //if it is not yet set → wait
}
```



Implementing Pi function

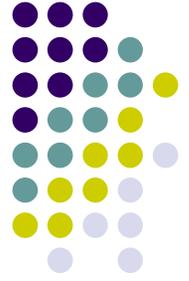
- Code for selecting x1 from pi function: $x3=pi(x1, x2)$

```
pointcut pi_x3_call(int x1, int x2):  
(call(private int Thread1.pi_x3(int,  
int)) && args(x1, x2));
```

```
int around(int x1, int x2): args(x1, x2)  
&& pi_x3_call(int, int){  
    ItemWrapper choice=obj_x1;  
    synchronized(choice) {  
        //if selected object is not  
        //wait  
        while (!choice.ready)  
            choice.wait();  
    }  
    return choice.value;  
}
```

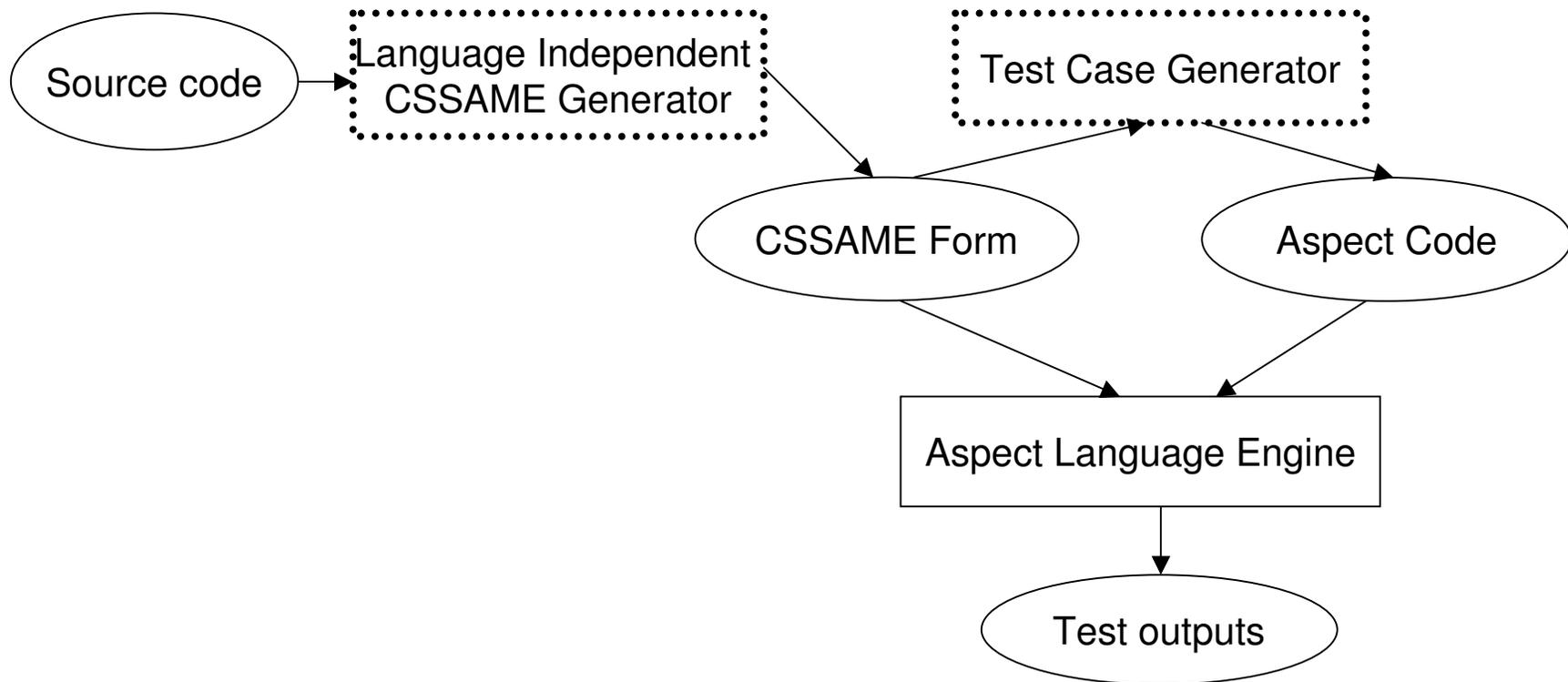
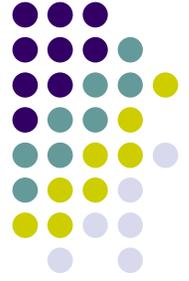
```
pointcut set_x1(int n):  
set(private int  
Driver.x1) && args(n);  
  
after(int n): set_x1(n) {  
    synchronized(obj_x1) {  
        obj_x1.ready=true;  
        obj_x1.value=n;  
        obj_x1.notifyAll();  
    }  
}
```

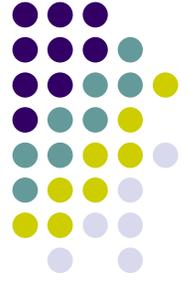
Verification for Correctness



- The correctness of a concurrent program is verified by running it against value schedules.
- A value schedule that leads to an error can be further examined and incrementally debugged.

Sketch for a Complete Verification Process





Limitations

- Odyssey compiler is not language independent. (C only)
- May produce inconsistent value schedules.
- Odyssey compiler is not capable of performing inter-procedure analysis.



Inconsistent Value Schedule

- picking an “inconsistent” value schedules which produces **deadlock**
 - picking $y2=y1$ at Thread 2 while $x3$ actually resolved to $x1$ in Thread 1 produces an inconsistent value schedule.

```
T0: y0=33;
```

```
.....
```

```
T1: x1=1;
```

```
    if (x1 > 3) {
```

```
        x2=5;
```

```
        y1=4;
```

```
    x3 = phi(x1, x2);
```

```
T2: y2=pi(y0, y1);
```

```
.....
```

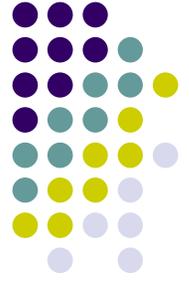
Inconsistent Value Schedule



- picking an “inconsistent” value schedule which produces **no deadlock**
 - Picking $a3=a1$ and $b3=b2$ at Thread 2 produces an inconsistent value schedule.
 - However, the selected schedule produces values and output which cannot happen in any valid schedule.

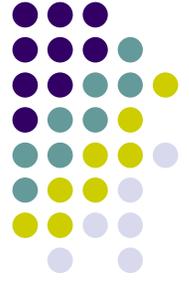
```
T0: lock(L)
     a1 = 1
     b1 = 1
     unlock(L)
```

```
T1: int z0 = 0
     lock(L)
     a2 = 2
     b2 = 2
     unlock(L)
     lock(L)
     a3 = pi(a1, a2)
     if (a3 == 1)
         b3 = pi(b1, b2)
     z1 = b3
     z2 = phi(z0, z1)
     print(a3, z2)
     unlock(L)
```



Future Works

- Modify an existing language-neutral compiler, such as gcc, to produce the CSSAME form.
- Implementing inter-procedural analysis.
- Managing the test cases
 - Automatically generates and runs test cases
 - Does not generate test cases derived from inconsistent value schedules
- Building tool support.
- Collecting benchmarks.



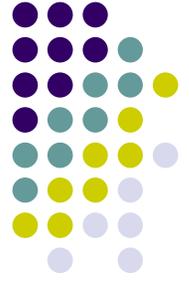
Conclusion

- This is a report on a preliminary research.
- Our approach provides a basis to construct a deterministic debugging environment for a concurrent program by combining:
 - Results from static data flow analysis.
 - Deterministic execution of a value schedule controlled by the aspect.

Finally

- Thank you.
 - And
- Questions?



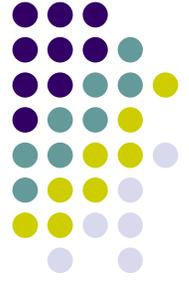


Implementing Phi Function

```
pointcut phi_b3_call(int b1, int b2):(call(private int  
Thread2.phi_b3(int, int)) && args(b1, b2));
```

```
int around (int a, int b): args(a, b) && phi_b3_call(int, int){  
    int i=obj_b.value;  
    return i;  
}
```

```
pointcut set_b1(int n): set(private int  
Thread1.d_b1) && args(n);  
after (int n): set_b1(n){  
    obj_b.value=n;  
}  
pointcut set_b2(int n): set(private int  
Thread1.d_b2) && args(n);  
after (int n): set_b2(n){  
    obj_b.value=n;  
}
```



Usage of CSSAME

- Moreover, CSSAME serves as an intermediate form which can be used for debugging.
 - The execution sequence of a program in CSSAME form can be controlled to follow a particular value schedule using Aspect technology.