# Transitive Separation Logic

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## 1 Introduction

- purpose of separation logic (SL): reasoning about linked object/record structures
- original sequential version has also been extended to concurrent contexts
- this talk: concentrate on the data structure level
- algebraic description of control structure level has been given elsewhere

phenomena to be treated:

- reachability (garbage collection)
- (absence of) sharing
- cycle detection
- preservation of substructures under destructive assignments

we sketch some algebraic tools for and some useful extensions of SL

## 2 Brief Recap of SL

extends Hoare logic

formulas talk not only about program variables, but also about heap portions (*heaplets*) i.e., partial functions from addresses to values (which include addresses)

central new connective: separating conjunction

 $P_1 * P_2$ 

holds for a given heaplet h iff

- h can be partitioned into heaplets  $h_1, h_2$
- i.e.,  $h = h_1 \cup h_2$  and  $h_1 \cap h_2 = \emptyset$  ( $\ulcorner$  is the *domain* operator)
- $\bullet$  and  $P_i$  holds for  $h_i$

## **3** A Limitation

in many cases the separation expressed by  $\ulcorner h_1 \cap \ulcorner h_2 = \emptyset$  is too weak

Example immediate sharing

assume addresses  $x_1, x_2, x_3$ 

 $h_1: x_1 \mapsto x_3 \qquad h_2: x_2 \mapsto x_3$ 

$$h_1 \qquad \begin{bmatrix} x_1 \\ z \end{bmatrix} \longrightarrow x_3 \longleftarrow \begin{bmatrix} x_2 \\ z \end{bmatrix} \qquad h_2$$

satisfy the above separation property, but  $h = h_1 \cup h_2$ does not appear very separated Example a simple cycle

#### addresses $x_1, x_2$

 $h_1: x_1 \mapsto x_2 \qquad h_2: x_2 \mapsto x_1$ 



again,  $h_1, h_2$  satisfy the separation property

we want to find a stronger separation condition that takes such phenomena into account

## 4 Image and Reachability

central notion: reachability (in one or more steps)

abstraction: forget about non-pointer attributes of objects and about multiple links from one object to another

then a linked object structure corresponds to an  $access \ relation \ a$  between objects

more abstract view: take a to be an element of a modal Kleene algebra  $(S, +, 0, \cdot, 1, *, \bar{,})$ 

let  $p \leq 1$  be a test representing a set of objects (identified by pointers)

the modal diamond operator  $\langle a | p \rangle$  yields the *image* of p under a:, i.e., the set of immediate successors of p-objects under a:

$$\langle a | p =_{df} (p \cdot a)^{\mathsf{T}}$$

where  $p \cdot a$  is the restriction of a to start objects in p and  $\neg$  is the *codomain* operator

as usual the reflexive transitive closure of an access element a is  $a^*$ 

the reachability function can now be defined as

$$reach(p, a) =_{df} \langle a^* | p \rangle$$

### **5** Strong Separation

now we can formulate a stronger separation relation # $a_1 \# a_2 \Leftrightarrow_{df} reach(\lceil a_1, a \rceil) \cdot reach(\lceil a_2, a \rceil) = 0$ where  $a = a_1 + a_2$ 

this rules out the above two examples

$$h_1 \quad \begin{bmatrix} x_1 \\ x_1 \end{bmatrix} \longrightarrow x_3 \quad \longleftarrow \begin{bmatrix} x_2 \\ x_2 \end{bmatrix} \quad h_2 \quad h_1 \quad \begin{bmatrix} x_1 \\ x_1 \end{bmatrix} \quad \begin{bmatrix} x_2 \\ x_2 \end{bmatrix} \quad h_2$$

by  $p \leq \langle b^* | p$  for all p, b, the new separation condition indeed implies the analogue of the old one:

$$\mathfrak{a}_1 \oplus \mathfrak{a}_2 \, \Rightarrow \, \lceil \mathfrak{a}_1 \cdot \lceil \mathfrak{a}_2 = \mathfrak{0}$$

moreover, # is downward closed by isotony of *reach* 

central property:

$$a \oplus b \Leftrightarrow \overline{a} \cdot \overline{b} = 0$$

where  $a =_{df} a + a$  is the set of *nodes* of access element a

using # we define a stronger variant of \*

 $P_1 \circledast P_2$ 

holds for an access relation a iff

- a can be strongly partitioned into some  $a_1, a_2$
- i.e.,  $a = a_1 + a_2$  and  $a_1 \# a_2$ ,
- $\bullet$  and  $P_i$  holds for  $a_i$

 $\mathbf{Lemma} \circledast$  is commutative and associative

why does "classical" SL get along without this stronger notion?

some aspects of it can be welded implicitly into recursive data type predicates

**Example** singly linked lists (x, y addresses)

$$\begin{split} h &\models list(nil) \iff h = \emptyset \\ x \neq nil \implies \\ (h &\models list(x) \iff \exists y : h \models [x \mapsto y] * list(y)) \end{split}$$

we will elaborate on this in the next section

note that using  $\circledast$  instead of  $\ast$  would not work, because the heaplets used are not strongly separate

## 6 Nil and Closed Access Relations

□ is a special element characterising the pseudo-pointer nil/null

call a proper if  $\Box \sqcap \Box = 0$  (equivalently  $\Box \cdot a = 0$ ) and closed if  $\overline{b} \leq \overline{b} + \Box$  (no dangling pointers)

**Lemma** For proper and closed  $a_i$  we have  $\lceil a_1 \cdot \lceil a_2 = 0 \Rightarrow a_1 \oplus a_2 \rceil$ 

it can be shown by induction that all access relations characterised by the analogue of the *list* predicate are closed

this is why for a large part of SL the weak separation suffices

## 7 An Algebra of Linked Structures

call an access element a

- acyclic iff for all atomic tests  $p \neq \Box$  we have  $p \cdot a^+ \cdot p = 0$ , where  $a^+ = a \cdot a^*$
- deterministic iff  $\forall p : \langle a | | a \rangle p \leq p$ , where the dual diamond is defined by  $|a\rangle p = \overline{(a \cdot p)}$
- *injective* if  $\forall p : |a'\rangle \langle a'| p \le p$  where  $a' = a \cdot \neg \Box$

assume now a finite set L of *selector names*, e.g., left or right in binary trees, and a modal Kleene algebra S.

- A linked structure is a family a = (a<sub>l</sub>)<sub>l∈L</sub> of proper and deterministic access elements a<sub>l</sub> ∈ S (access along each particular selector is deterministic)
- associated overall access element:  $\Sigma_{l \in L} a_l$ , again denoted by a
- a is a *forest* if a is acyclic and injective
- a forest a is a tree if  $a = \langle a^* | r$  for some atomic test r, called the root of a

we now define programming constructs and assertions

- a *store* is a mapping from program identifiers to atomic tests
- a state is a pair (s, a) with a store s and an access element a
- for identifier i and selector name l we define the semantics  $[\![i.l]\!]_{(s,a)} =_{\mathit{df}} \langle a_l | \, (s(i))$
- program *commands* are relations between states
- the semantics of plain assignment i := e and Hoare triples is defined as usual

assignments of the form i.l := e will be discussed below

assume atomic tests with  $p \cdot q = 0 \ \land \ p \cdot \square = 0$ 

- a *twig* is a tree of the form  $p \mapsto q =_{df} p \cdot \top \cdot q$
- the corresponding *update* is  $(p \mapsto q) \mid a =_{df} (p \mapsto q) + \neg p \cdot a$
- intuitively, the single node of p is connected to the single node in q, while a is restricted to links that start from ¬p only
- For identifier i, selector name l and expression e we set  $i.l := e =_{df} \{ ((s, a), (s, (s(i) \mapsto [\![e]\!]_{(s, a)}) \mid a_l) : s(i) \neq \Box, s(i) \leq \lceil a \} \}$

in general such an assignment does not preserve treeness

### 8 Directed Separation

assume a tree  $\boldsymbol{\alpha}$ 

- the set of *terminal nodes* is  $terms(a) =_{df} \vec{a} \vec{a}$
- we define *directed combinability* (assuming  $a_2$  to be a tree) by

$$a_1 \triangleright a_2 \quad \Leftrightarrow_{df} \quad \boxed{a_1 \cdot a_2} = 0 \land a_1^{\neg} \cdot a_2^{\neg} \le \Box \land$$
$$a_1^{\neg} \cdot \boxed{a_2} = root(a_2)$$

- guarantees domain disjointness and excludes cycles, since  $\lceil a_1 \cdot a_2 \rceil = 0 \Leftrightarrow \lceil a_1 \cdot \lceil a_2 \rceil = 0 \land \lceil a_1 \cdot terms(a_2) \rceil = 0$
- excludes links from non-terminal  $a_1$ -nodes to non-root  $a_2$ -nodes
- ensures that a<sub>1</sub> and a<sub>2</sub> can be combined by identifying some nonnil terminal node of a<sub>1</sub> with the root of a<sub>2</sub>

we set tree  $=_{df} \{a : a \text{ is a tree}\}$ 

for  $P_1, P_2 \subseteq$  tree we define *directed combinability*  $\triangleright$  by  $P_1 \oslash P_2 =_{df} \{a_1 + a_2 : a_i \in P_i, a_1 \triangleright a_2\}$ 

this allows, conversely, talking about decomposability: if  $a \in P_1 \bigotimes P_2$  then a can be split into two disjoint parts  $a_1, a_2$  such that  $a_1 \triangleright a_2$  holds for selector name l, an l-context is a linked structure a such that  $a_1$  is a linkable cell, i.e., has an atomic domain

hence a has a "hole" as its l-branch

the corresponding predicate is  $l_{-context} =_{df} \{a : a \text{ is an } l_{-context} \}$ 

Lemma (Structure preservation) For predicates Q, R and selector name  $l \in L$  we have

 $\{ (l_context(i) \boxtimes Q) \circledast R(j) \} \quad i.l := j \quad \{ (l_context(i) \boxtimes R(j)) \circledast Q \}$  $\{ (Q \boxtimes l_context(i)) \circledast R(j) \} \quad i.l := j \quad \{ Q \boxtimes (l_context(i) \boxtimes R(j)) \}$ 

 $\{ l_{-}context(i)) \bigotimes Q \} \quad j := i.l \quad \{ l_{-}context(i) \bigotimes Q(j) \}$ 

## 9 Example: In-Situ List Reversal

- $\bullet$  list is the set of all trees with the only selector next
- abstraction function  $li_{a}$  for  $a \in list$

$$li_{a}(\mathbf{p}) =_{df} \begin{cases} \langle \rangle & \text{if } \mathbf{p} \cdot \mathbf{a} = 0, \\ \langle \mathbf{p} \rangle \bullet li_{a}(\langle \mathbf{a} | \mathbf{p}) & \text{otherwise}, \end{cases}$$

where  $\bullet~$  is concatenation and  $\langle\rangle$  is the empty word

• semantics of the expression  $i^{\rightarrow}$  for a program identifier i:  $[i^{\rightarrow}]_{(s,a)} =_{df} li_a(s(i))$  algorithm:

$$\mathsf{j}:= \square \ ; \ \mathsf{while} \ (\mathsf{i} \neq \square) \ \mathsf{do} \ \bigl( \ \mathsf{k}:=\mathsf{i.next} \ ; \ \mathsf{i.next} \ := \mathsf{j} \ ; \ \mathsf{j}:=\mathsf{i} \ ; \ \mathsf{i}:=\mathsf{k} \ \bigr)$$

invariant (\_<sup>†</sup> is word reversal): I  $\Leftrightarrow_{df}$   $(j^{\rightarrow})^{\dagger} \bullet i^{\rightarrow} = \alpha$ 

$$I \quad \Leftrightarrow_{df} \quad (j^{\rightarrow})^{\dagger} \bullet \ i^{\rightarrow} = \alpha$$

$$\{ \text{ list } (i) \land i^{\rightarrow} = \alpha \}$$

$$j := \Box; \qquad \{ (\text{list } (i) \circledast \text{ list } (j)) \land I \}$$

$$\text{while } (i \neq \Box) \text{ do } ( \quad \{ ((\text{I\_cell } (i) \textcircled{o} \text{ list } (i.next )) \circledast \text{ list } (j)) \land I \}$$

$$k := i.next; \qquad \{ ((\text{I\_cell } (i) \textcircled{o} \text{ list } (k)) \circledast \text{ list } (j)) \land (j^{\rightarrow})^{\dagger} \bullet i \bullet k^{\rightarrow} = \alpha \}$$

$$\{ ((\text{I\_cell } (i) \textcircled{o} \text{ list } (k)) \circledast \text{ list } (j)) \land (i \bullet j^{\rightarrow})^{\dagger} \bullet k^{\rightarrow} = \alpha \}$$

$$i.next := j; \qquad \{ ((\text{list } (i) \circledast \text{ list } (k)) \land (i^{\rightarrow})^{\dagger} \bullet k^{\rightarrow} = \alpha \}$$

$$j := i; i := k; \qquad \{ (\text{list } (j) \circledast \text{ list } (i)) \land I \}$$

$$\{ \text{ list } (j) \land j^{\rightarrow} = \alpha^{\dagger} \}$$

- each assertion consists of a structural part and a part connecting the concrete and abstract levels of reasoning
- unlike standard SL we hide the existential quantifiers that were necessary there to describe the sharing relationships
- structural correctness properties of the occurring data structures and their interrelationship captured by the the new separation predicates
- quantifiers to state functional correctness not needed due to use of the abstraction function
- hence the formulas become easier to read and more concise

## 10 Conclusion and Outlook

achievements

- relating the approach of pointer Kleene algebra with SL
- algebra useful for stating and proving reachability conditions
- extended operations, similar to separating conjunction, that additionally assert structural properties of linked object structures
- concrete predicates and operations on linked lists and trees that enabled correctness proofs of an in-situ list-reversal algorithm and tree rotation
- a novel use of assertions with an abstraction function to further reduce the amount of quantifiers

#### future work

- explore more complex or other linked object structures such as doubly-linked lists or threaded trees
- tackle more complex algorithms like Schorr-Waite Graph Marking or concurrent garbage collection