
Formal Specification of Java Concurrency to Assist Software Verification

Brad Long and Ben Long
Software Verification Research Centre
School of Info Tech and Elec Eng
The University of Queensland

Presented by: Paul Strooper



Overview

- ◆ Motivation
- ◆ Formal (Z) model of Java Concurrency
 - state and operation schemas: request a lock, wait, notify, ...
 - safety and liveness properties: deadlock, starvation, ...
- ◆ Discussion

Motivation

- ◆ Verification of concurrent programs is difficult
 - inherent non-determinism
 - safety and liveness properties: contention, deadlock, etc.
- ◆ Models of Java Concurrency
 - textual models insufficient
 - formal model to support static analysis, run-time checks, test case generation, etc.
- ◆ Formal Z model
 - includes specification of general correctness properties

Z Specification – State Schema

System

active : $\mathbb{P} \text{THREAD}$

locked : $\text{OBJECT} \rightarrow \text{THREAD}$

candidates : $\text{THREAD} \rightarrow \text{OBJECT}$

blocked : $\text{THREAD} \rightarrow \text{OBJECT}$

waiting : $\text{THREAD} \rightarrow \text{OBJECT}$

$\text{ran } \textit{locked} \cup \text{dom } \textit{blocked} \cup \text{dom } \textit{candidates} \cup \text{dom } \textit{waiting} \subseteq \textit{active}$

$\forall (o, t) : \textit{locked} \bullet (t, o) \notin (\textit{blocked} \cup \textit{candidates} \cup \textit{waiting})$

$\text{ran } \textit{blocked} \subseteq \text{dom } \textit{locked}$

$\textit{blocked} \subseteq \textit{candidates}$

$\text{dom } \textit{blocked} \cap \text{dom } \textit{waiting} = \emptyset$

$\text{dom } \textit{candidates} \cap \text{dom } \textit{waiting} = \emptyset$

Z Specification – Requesting a Lock

requestLock

Δ *System*

$t? : \text{THREAD}; o? : \text{OBJECT}$

$t? \in \text{dom candidates}$

$((o?, t?) \notin \text{locked} \Rightarrow \text{candidates}' = \text{candidates} \oplus \{(t?, o?)\})$

$((o?, t?) \in \text{locked} \Rightarrow \text{candidates}' = \text{candidates})$

$\text{active}' = \text{active} \wedge \text{locked}' = \text{locked}$

$\text{blocked}' = \text{blocked} \wedge \text{waiting}' = \text{waiting}$

Z Specification – Serving a Lock

serveLock

Δ System

$o? : OBJECT$

$active' = active \wedge waiting' = waiting$

$(o? \notin \text{ran candidates} \Rightarrow$ [1]

$locked' = locked \wedge$

$candidates' = candidates \wedge blocked' = blocked)$

$(o? \in \text{ran candidates} \wedge o? \notin \text{dom locked} \Rightarrow$ [2]

$\exists t : \text{dom candidates} \mid (t, o?) \in \text{candidates} \bullet$

$(locked' = locked \oplus \{(o?, t)\} \wedge$

$candidates' = candidates \setminus \{(t, o?)\} \wedge$

$blocked' = (blocked \setminus \{(t, o?)\}) \oplus (candidates' \triangleright \{o?\}))$

$(o? \in \text{ran candidates} \wedge o? \in \text{dom locked} \Rightarrow$ [3]

$locked' = locked \wedge$

$candidates' = candidates \wedge$

$blocked' = blocked \oplus (candidates \triangleright \{o?\}))$

Z Specification – Releasing a Lock

releaseLock

Δ System

$o? : OBJECT$

$locked' = \{o?\} \triangleleft locked$

$active' = active \wedge blocked' = blocked$

$candidates' = candidates \wedge waiting' = waiting$

Z Specification – wait()

wait

Δ *System*

$o? : \text{OBJECT}; t? : \text{THREAD}$

$(o?, t?) \in \text{locked}$

$\text{waiting}' = \text{waiting} \oplus \{(t?, o?)\}$

$\text{locked}' = \text{locked} \setminus \{(o?, t?)\}$

$\text{active}' = \text{active} \wedge \text{blocked}' = \text{blocked}$

$\text{candidates}' = \text{candidates}$

Z Specification – notify()

notify

Δ System

$o? : OBJECT$

$active' = active \wedge locked' = locked \wedge blocked' = blocked$

$o? \in \text{dom } locked$

$(o? \in \text{ran } waiting \Rightarrow$

$\exists t : \text{dom } waiting \mid (t, o?) \in waiting \bullet$

$(waiting' = waiting \setminus \{(t, o?)\} \wedge$

$candidates' = candidates \oplus \{(t, o?)\}))$

$(o? \notin \text{ran } waiting \Rightarrow$

$(waiting' = waiting \wedge candidates' = candidates))$

Z Specification – notifyAll()

notifyAll

Δ *System*

$o? : OBJECT$

$o? \in \text{dom } locked$

$waiting' = waiting \triangleright \{o?\}$

$candidates' = candidates \oplus (waiting \triangleright \{o?\})$

$active' = active \wedge locked' = locked \wedge blocked' = blocked$

Z Specification – System

$sysRequestLock \hat{=} requestLock \wp serveLock$
 $sysReleaseLock \hat{=} releaseLock \wp serveLock$
 $sysWait \hat{=} wait \wp serveLock$
 $sysNotify \hat{=} notify \wp serveLock$
 $sysNotifyAll \hat{=} notifyAll \wp serveLock$

Z Specification – Properties 1

- ◆ Absence from permanent waiting (*dormancy*)

$$\forall t : \text{dom } \textit{waiting} \bullet \diamond (t \in \text{dom } \textit{candidates})$$

- ◆ Absence from permanent blocking

$$\forall (t, o) : \textit{blocked} \bullet \diamond ((o, t) \in \textit{locked})$$

- ◆ Absence from permanent locking

$$\forall (o, t) : \textit{locked} \bullet \diamond ((o, t) \notin \textit{locked})$$

Z Specification – Properties 2

- ◆ Absence from deadlock

$$DeadlockCycle == \text{dom}((blocked \circ locked)^+ \cap id_{THREAD})$$

$$DeadlockCycle = \emptyset$$

- ◆ Absence from starvation

$$Deadlocked == \text{dom}((blocked \circ locked) \triangleright DeadlockCycle)$$

$$\forall (t, o) : blocked \setminus Deadlocked \bullet \diamond ((o, t) \in locked)$$

Discussion

- ◆ Properties can serve as basis for software verification tools
 - static analysis
 - model checking
 - dynamic analysis
- ◆ Example: deadlock detection
 - manage sets of threads as specified in Z model
 - can be implemented using standard Java collection classes
 - check properties in JVM

Summary

- ◆ Formal Z model for Java concurrency
 - state schema and operations
 - safety and liveness properties
- ◆ Can serve as a basis for software verification tools