

# Softwaretechnik

## Lecture 08: Verification of Parallel Programs

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# Appetizer

- ▶ Provide a glimpse of the problems
- ▶ Defer in-depth treatment to special lectures
- ▶ See: Apt, Olderog. Verification of Sequential and Concurrent Programs. Springer-Verlag, New York, 1991.

## Example: Searching for Zeros

Let  $f : \mathbf{Z} \rightarrow \mathbf{Z}$  be a function with at least one zero.

Develop a program *ZERO* that finds one such zero, *i.e.*, it finds an  $z \in \mathbf{Z}$  such that  $f(z) = 0$ .

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### Approach

- ▶ Divide zeros of  $f$  in subproblems
  1. find positive zeros,  $z > 0 \wedge f(z) = 0$  and
  2. find non-positive zeros,  $z \leq 0 \wedge f(z) = 0$ .
- ▶ Let  $S_1$  and  $S_2$  be programs that solve the respective subproblems
- ▶ The program  $[S_1 \parallel S_2]$  solves the full problem

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$[S_1 \parallel S_2]$  executes  $S_1$  and  $S_2$  in parallel. It terminates when both  $S_1$  and  $S_2$  terminate.

# Solution #1

- ▶ Define  $S_1$  by

```
found = false; x = 0;
while (!found) {
  x = x+1;
  found = f(x) == 0;
}
```

- ▶ Define  $S_2$  by

```
found = false; y = 1;
while (!found) {
  y = y-1;
  found = f(y) == 0;
}
```

- ▶ Consider  $ZERO-1 \equiv [S_1 \parallel S_2]$  with `found` shared between  $S_1$  and  $S_2$

# Problem with Solution #1

## Solution #2

- ▶ Define  $S_1$  by

```
x = 0;
while (!found) {
  x = x+1;
  found = f(x) == 0;
}
```

- ▶ Define  $S_2$  by

```
y = 1;
while (!found) {
  y = y-1;
  found = f(y) == 0;
}
```

- ▶ Consider  $ZERO-2 \equiv \text{found} = \text{false}; [S_1 \parallel S_2]$



# Problem with Solution #2

## Solution #3

- ▶ Define  $S_1$  by

```
x = 0;
while (!found) {
  x = x+1;
  if (f(x) == 0) found = true;
}
```

- ▶ Define  $S_2$  by

```
y = 1;
while (!found) {
  y = y-1;
  if (f(y) == 0) found = true;
}
```

- ▶ Consider  $ZERO-3 \equiv \text{found} = \text{false}; [S_1 \parallel S_2]$

# Problem with Solution #3

## Solution #4

- ▶ Define  $S_1$  by

```
x = 0;
while (!found) {
  await (turn == 1) turn = 2;
  x = x+1;
  if (f(x) == 0) found = true;
}
```

- ▶ Define  $S_2$  by

```
y = 1;
while (!found) {
  await (turn == 2) turn = 1;
  y = y-1;
  if (f(y) == 0) found = true;
}
```

- ▶ Let  $ZERO-4 \equiv \text{turn} = 1; \text{found} = \text{false}; [S_1 \parallel S_2]$

# Problem with Solution #4

## Solution #5

- ▶ Define  $S_1$  by

```
x = 0;
while (!found) {
  await (turn == 1) turn = 2;
  x = x+1;
  if (f(x) == 0) found = true;
}
turn = 2;
```

- ▶ Define  $S_2$  by

```
y = 1;
while (!found) {
  await (turn == 2) turn = 1;
  y = y-1;
  if (f(y) == 0) found = true;
}
turn = 1;
```

- ▶ Let  $ZERO-5 \equiv \text{turn} = 1; \text{found} = \text{false}; [S_1 \parallel S_2]$

## Solution #6

- ▶ Define  $S_1$  by

```
x = 0;
while (!found) {
  wait (turn == 1);
  turn = 2;
  x = x+1;
  if (f(x) == 0) found = true;
}
turn = 2;
```

- ▶ Define  $S_2$  by

```
y = 1;
while (!found) {
  wait (turn == 2);
  turn = 1;
  y = y-1;
  if (f(y) == 0) found = true;
}
turn = 1;
```

- ▶ Let  $ZERO-6 \equiv \text{turn} = 1; \text{found} = \text{false}; [S_1 \parallel S_2]$