

Static Analysis of MPI programs using Abstract Interpretation

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Motivations

Goals

- ▶ Static Analysis of Concurrent Programs
- ▶ Proof of (numerical) safety properties
 - ▶ Division by zero
 - ▶ Arithmetic overflow
 - ▶ ...

We want...

- ▶ Dynamic creation/destruction of process
- ▶ Communications (point-to-point, multicast, reduce, ...)

Context

- ▶ Abstract Intepretation
- ▶ Regular Model Checking

Abstract Interpretation

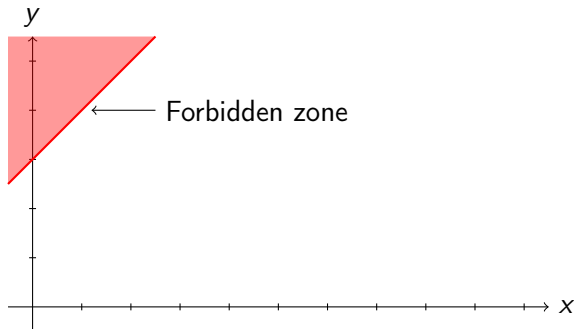
Compute the program set of states

```
1: int x, y
2: y ← 1
3: x ← random(1, 5)
4: while y < 3 and x ≤ 8
   do
5:   x ← x + y
6:   y ← 2 * y
7: x ← x - 1
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```

Abstract Interpretation

Compute the program set of states

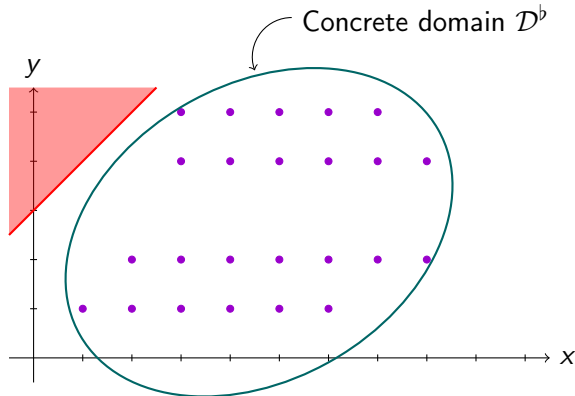
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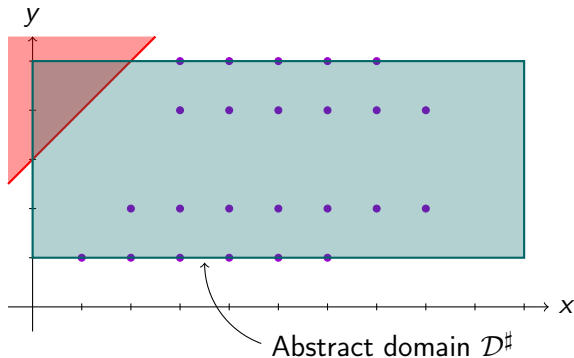
Remark

Computing the concrete domain may be undecidable (or too expensive)

Abstract Interpretation

Compute the program set of states

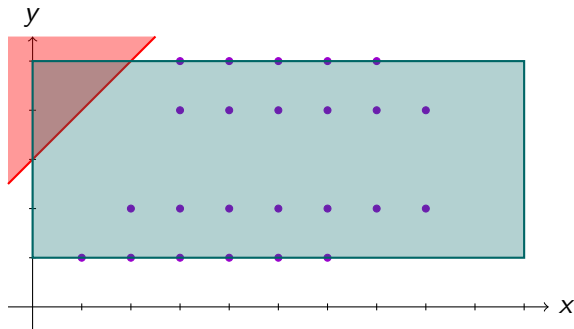
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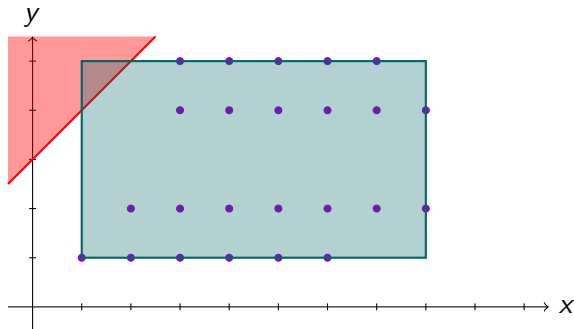


False alarm

Abstract Interpretation

Compute the program set of states

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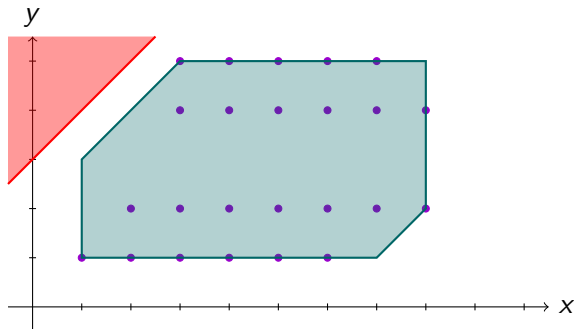


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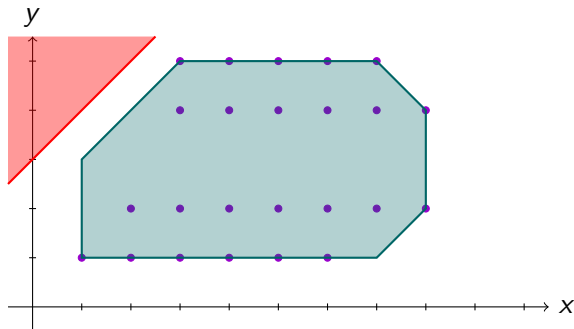
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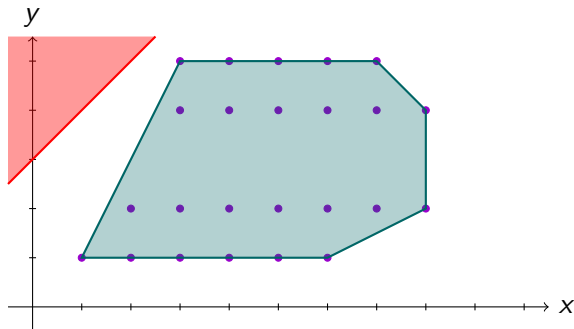
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Abstract Interpretation

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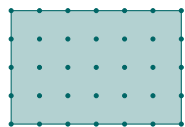
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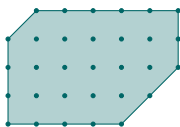
Remark

- ▶ Approximation with abstract domains
- ▶ Precision / Cost

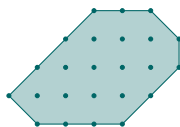
Abstract Interpretation (2)



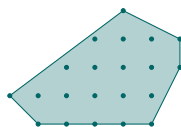
Intervals



Zones



Octagons



Polyhedra

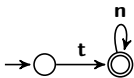
Abstract domains :

- ▶ transfer functions ρ^\sharp (affectations, tests, ...)
 - ▶ $\llbracket stmt \rrbracket^\sharp : \mathbb{D} \rightarrow \mathbb{D}$
e.g. $\llbracket x \leftarrow random(1, 100) \rrbracket^\sharp(\sigma^\sharp) = \sigma^\sharp[x \leftarrow [1; 100]]$
- ▶ intersection \sqcap^\sharp , union \sqcup^\sharp and inclusion \sqsubseteq^\sharp
- ▶ widening $\nabla^\sharp : \mathbb{D} \rightarrow \mathbb{D} \rightarrow \mathbb{D}$

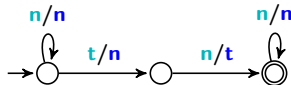
Regular Model Checking

Verification method for infinite-state systems

- ▶ System state representation \Rightarrow regular language
- ▶ Transition function \Rightarrow rewriting of the language

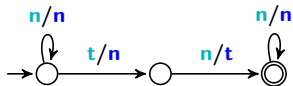


\mathcal{I} : System state

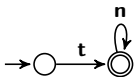


\mathcal{T} : Transition fonction

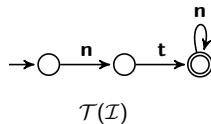
Regular Model Checking (2)



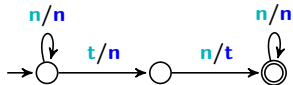
\mathcal{T} : Token-Passing Transducer



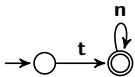
\mathcal{I} : Initial Configuration



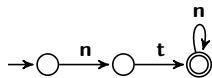
Regular Model Checking (2)



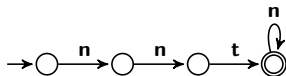
\mathcal{T} : Token-Passing Transducer



\mathcal{I} : Initial Configuration

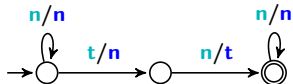


$\mathcal{T}(\mathcal{I})$

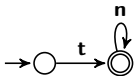


$\mathcal{T}^2(\mathcal{I})$

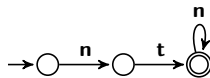
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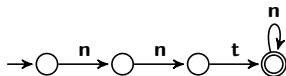
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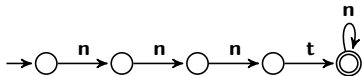
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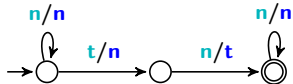


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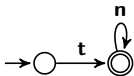


$\mathcal{T}^3(\mathcal{I})$

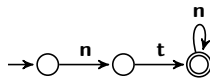
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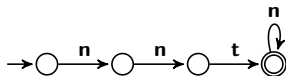
\mathcal{T} : Token-Passing Transducer



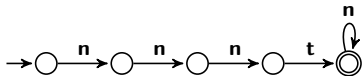
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$\mathcal{T}(\mathcal{I})$



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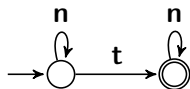
$\mathcal{T}^3(\mathcal{I})$

...

Regular Model Checking (3)

Verification goal

Compute the reachability set of the system :



$$T^* = \bigcup_{i=0}^{\infty} \mathcal{T}^i(\mathcal{I})$$

⇒ Undecidable !

- ▶ Semi-algorithms
- ▶ Restrict the problem
- ▶ Abstractions
- ▶ ...

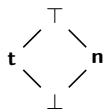
Our method

Use Abs. Int. methodology with the RMC representation

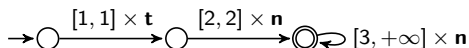
- ▶ Abstract domain → Lattice Automata
- ▶ Transfer functions → Rewriting rules

Lattice Automata

- ▶ Symbolic Automata
- ▶ Parametrized by an abstract domain (\equiv alphabet)
- ▶ Transitions label : abstract element



Token lattice



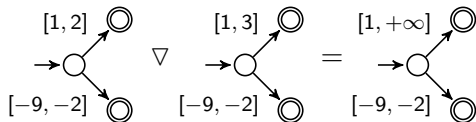
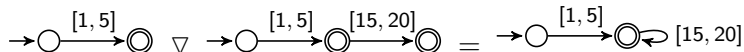
(interval \times token) Lattice Automaton

$$\mathcal{L}(A) = ([1, 1] \times \mathbf{t}) \cdot ([2, 2] \times \mathbf{n}) \cdot ([3, +\infty] \times \mathbf{n})^*$$

Lattice automata (2)

Opérations

- ▶ Automata operators : $\subseteq, \cap, \cup, \dots$
- ▶ Widening operator : ∇
- ▶ \Rightarrow Abstract Domain



System's transition function

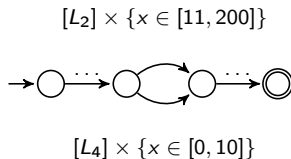
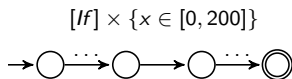
Process local transition

► Classic transfer function

```
1   if (x > 10){  
2       ...  
3   } else {  
4       ...  
5   }  
6   ...
```

1. $[If] \wedge \{x \in [11, +\infty]\} / \mathbf{f}(l, \sigma) \mapsto [L_2], \sigma$

2. $[If] \wedge \{x \in [-\infty, 10]\} / \mathbf{f}(l, \sigma) \mapsto [L_4], \sigma$



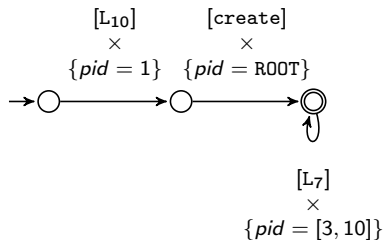
System's transition function (2)

⇒ Global transitions

- ▶ Guards : regular expression
- ▶ Rewriting functions : rewrites a letter **or a word**

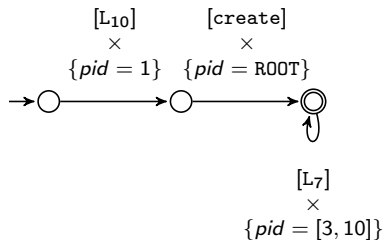
System's transition function – Dynamic process creation

```
1  if (pid = ROOT) {  
2    create();  
3  }  
4  ...
```



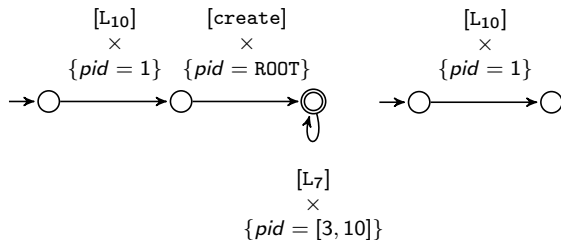
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$$T^* \cdot [\text{create}] \cdot T^* /$$


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$$\text{Id}^* \cdot$$


System's transition function – Dynamic process creation

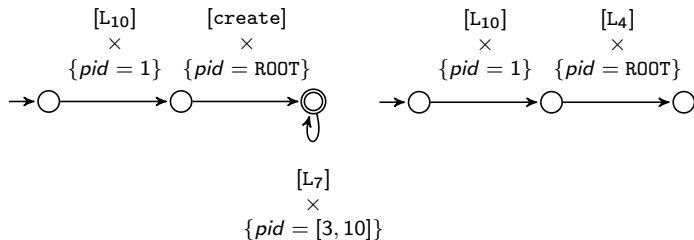
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$$f_1(\langle l, \sigma \rangle) \mapsto \langle [L_4], \sigma \rangle \cdot$$


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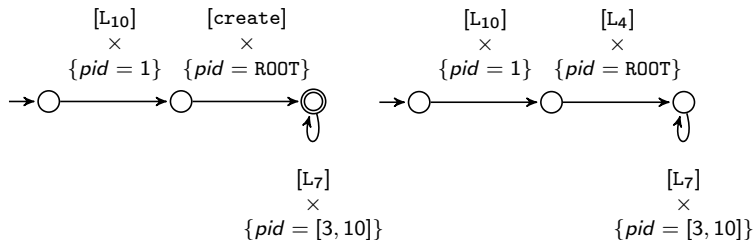
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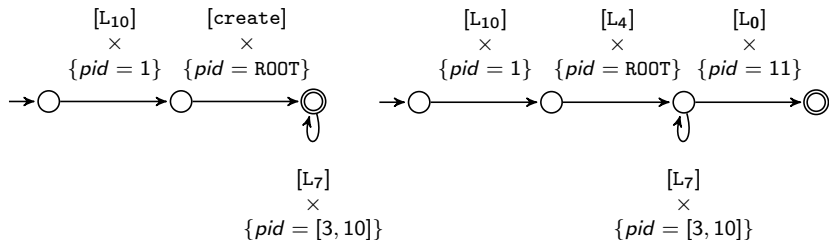
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$$f_1(\langle l, \sigma \rangle) \mapsto \langle [L_4], \sigma \rangle \cdot$$

$$\text{Id}^* \cdot$$

$$f_2(\langle l, \sigma \rangle) \mapsto \langle [L_0], \sigma_\emptyset[\text{pid} \leftarrow \text{fresh_pid}] \rangle$$


System's transition function – Point-to-point communication

```
1  if (pid = 1) {  
2    x := 3;  
3    send(x, 4);  
4  }  
5  ...  
6  if (pid = 4){  
7    receive(x, 1);  
8  }  
9  ...
```


System's transition function – Point-to-point communication

$$T^* \cdot ([L_3] \wedge pid = 1) \cdot T^* \cdot ([L_7] \wedge pid = 4) \cdot T^*/$$

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1  if (pid = 1) {
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System's transition function – Point-to-point communication

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```

Id* .

System's transition function – Point-to-point communication

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```

Id^* .

$$f(\langle l_1, \sigma_1 \rangle, \langle l_2, \sigma_2 \rangle) \mapsto \langle [L_5], \sigma_1 \rangle$$

System's transition function – Point-to-point communication

$$T^* \cdot ([L_3] \wedge pid = 1) \cdot T^* \cdot ([L_7] \wedge pid = 4) \cdot T^* /$$

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```

$$\begin{aligned} & \text{Id}^* \cdot \\ f(\langle l_1, \sigma_1 \rangle, \langle l_2, \sigma_2 \rangle) & \mapsto \langle [L_5], \sigma_1 \rangle \cdot \\ & \text{Id}^* \cdot \end{aligned}$$

System's transition function – Point-to-point communication

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$$\top^* \cdot ([L_3] \wedge pid = 1) \cdot \top^* \cdot ([L_7] \wedge pid = 4) \cdot \top^* /$$
$$\text{Id}^* \cdot$$
$$f(\langle l_1, \sigma_1 \rangle, \langle l_2, \sigma_2 \rangle) \mapsto \langle [L_5], \sigma_1 \rangle \cdot$$
$$\text{Id}^* \cdot$$
$$f(\langle l_1, \sigma_1 \rangle, \langle l_2, \sigma_2 \rangle) \mapsto \langle [L_9], \sigma_2[x \leftarrow \sigma_1(x)] \rangle$$

System's transition function – Point-to-point communication

$$\top^* \cdot ([L_3] \wedge pid = 1) \cdot \top^* \cdot ([L_7] \wedge pid = 4) \cdot \top^* /$$

```
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Id* .

$$f(\langle l_1, \sigma_1 \rangle, \langle l_2, \sigma_2 \rangle) \mapsto \langle [L_5], \sigma_1 \rangle \cdot$$

Id* .

$$f(\langle l_1, \sigma_1 \rangle, \langle l_2, \sigma_2 \rangle) \mapsto \langle [L_9], \sigma_2[x \leftarrow \sigma_1(x)] \rangle \cdot$$

Id*

Verification

Reachability set computation

Let $\mathcal{T} : \mathcal{A} \rightarrow \mathcal{A}$

$$\mathcal{T}^* \subseteq \mathcal{T}^\alpha = \begin{cases} A & \text{if } \mathcal{T}(A) \subseteq A \\ A \nabla (A \cup \mathcal{T}(A)) & \text{else} \end{cases}$$

Proving safety property

Let \mathcal{B} be a bad configuration : $\mathcal{T}^\alpha \cap \mathcal{B} \stackrel{?}{=} \emptyset$

Application to MPI

MPI

- ▶ HPC library
- ▶ (A)Synchronous message-passing communications
- ▶ Single Program, Multiple Data (SPMD)

Formal verification tools

- ▶ ISP
- ▶ MUST

⇒ Deadlock detection

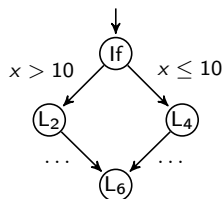
Application to MPI – Prototype overview

- ▶ Frama-C plugin
- ▶ Subset of synchronous MPI primitives
 - ▶ Point-to-point comm. : `MPI_Send`, `MPI_Recv`, ...
 - ▶ Collective comm. : `MPI_Bcast`, `MPI_Reduce`, ...
 - ▶ Dynamic creation : `MPI_Create`
 - ▶ ...
- ▶ Arbitrary number of processes
- ▶ Modular abstract domains (Apron library)

Application to MPI – Automatic Translation

```
1  if (x > 10){
2    ...
3  } else {
4    ...
5  }
6  ...
```

C program



CFG



1. $[If] \times \{x \in [11, +\infty]\} / \mathbf{f}(l, \rho) \mapsto [L_2], \rho$
2. $[If] \times \{x \in [-\infty, 10]\} / \mathbf{f}(l, \rho) \mapsto [L_4], \rho$

Application to MPI – Automatic Translation (2)

```
1 int main(){  
2     ...  
3     MPI_Bcast(&x, 1, MPI_INT, root, MPI_COMM_WORLD);  
4     ...
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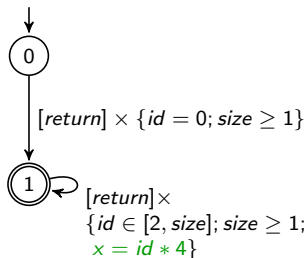
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Relational numerical invariants

```
1 #include <mpi.h>
2
3 int main(int argc, char **argv) {
4     MPI_Init(&argc, &argv);
5     int id, i, size, x;
6
7     MPI_Comm_rank(MPI_COMM_WORLD, &id);
8     MPI_Comm_size(MPI_COMM_WORLD, &size);
9
10    if (id < 1){
11        for (i = 1; i < size; i++){
12            x = i * 4;
13            MPI_Send(&x, 1, MPI_INT,
14                    i, 0, MPI_COMM_WORLD);
15        }
16    } else {
17        MPI_Recv(&x, 1, MPI_INT,
18                0, 0, MPI_COMM_WORLD, NULL);
19    }
20
21    MPI_Finalize();
22    return 0;
23 }
24
25 }
```



Resulting invariant

Results

Working prototype

- ▶ Output : Regular numerical invariant
- ▶ Supports dynamic process creation/destruction
- ▶ Fully automated analysis

Perspectives

- ▶ Integration of EVA plugin
- ▶ Include more primitives
- ▶ Application algorithm optimisations
- ▶ Handle asynchronous communications
- ▶ Explore different concurrency models (BSP, POSIX threads, ...)

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Thanks