

Verifying Concurrent Programs using Contracts

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- 1 Contracts for Concurrency
- 2 Static Validation
- 3 Dynamic Validation
- 4 Conclusion

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Consists of a pre- and post-condition of a method. When a call of the method satisfies its pre-condition, the post-condition is guaranteed to be satisfied upon return from the method.

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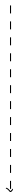
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- Example: `java.util.ArrayList` class
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Execution



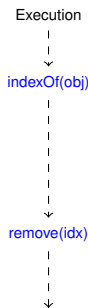
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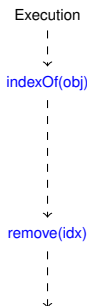
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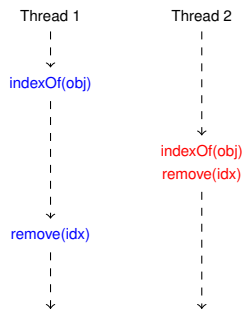
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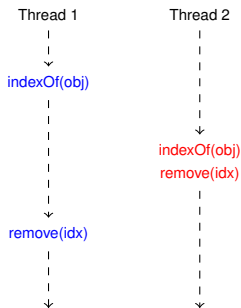
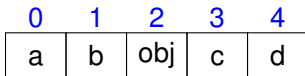
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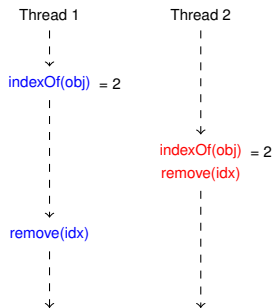
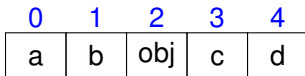
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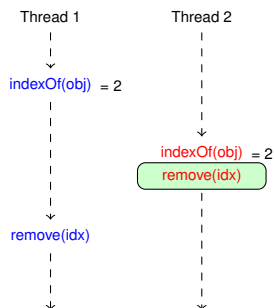
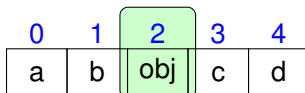
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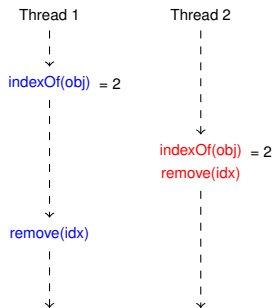
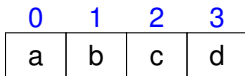
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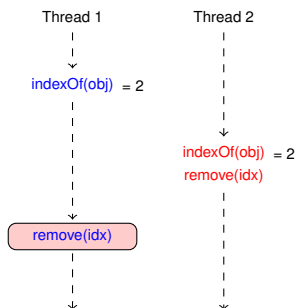
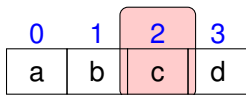
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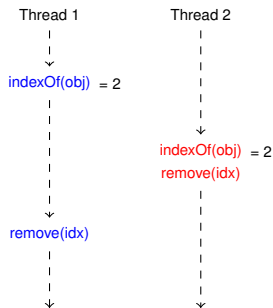
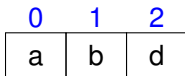
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Contracts for Concurrency

Contract (in concurrent setting)

A sequence of method calls which must be executed atomically.

Definition

Let Σ_M be a set of all public method names (the API) of a software module (or library). A *contract* is a set \mathbb{R} of *clauses* where each clause $\varrho \in \mathbb{R}$ is a regular expression over Σ_M . A contract violation occurs if any of the sequences represented by the contract clauses is interleaved with an execution of methods from Σ_M .

Contract for the `java.util.ArrayList` class

```
( $\varrho_1$ ) contains indexOf  
( $\varrho_2$ ) indexOf ( set | remove | get )  
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Extending Contracts with Parameters

Motivation

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```
void replace(Object a, Object b) {  
    if (array.contains(a)) {  
        int idx=array.indexOf(a);  
        array.set(idx,b);  
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```
void erase(Object c) {  
    int idx;  
    while ((idx=array.indexOf(c)) > -1) {  
        array.remove(idx);  
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void atomic replace(Object a, Object b) {  
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void f() {  
    Object x,y,z;  
    ...  
    replace(x,y);  
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    erase(z);  
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void atomic replace(Object a, Object b) {  
    if (array.contains(a)) { x  $\notin$  array  
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Contract contains indexOf violated!

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Extending Contracts with Parameters

- Allows one to express how the flow of data influences the dependencies between methods
- Contract specification extended by considering
 - Method call parameters
 - Return values
- Expressed as meta-variables

Contract for the `java.util.ArrayList` class

```
( $\rho'_1$ ) contains(X) indexOf(X)  
( $\rho'_2$ ) X = indexOf(-) ( remove(X) | set(X, -) | get(X) )  
( $\rho'_3$ ) X = size() ( remove(X) | set(X, -) | get(X) )  
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Extending Contracts with Spoilers

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(ϱ_1) contains `indexOf`

(ϱ_2) `indexOf` (`set` | `remove` | `get`)

(ϱ_3) `size` (`remove` | `set` | `get`)

(ϱ_4) `add` (`get` | `indexOf`)

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Contract for the `java.util.ArrayList` class

(ϱ_1) `contains indexOf`

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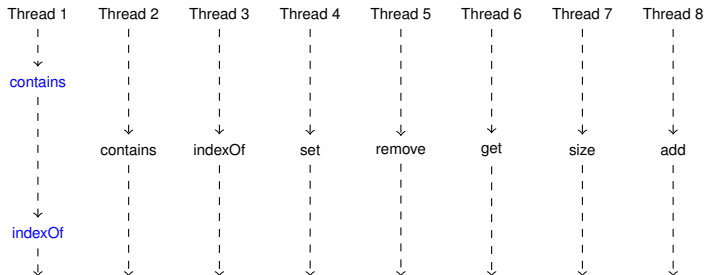
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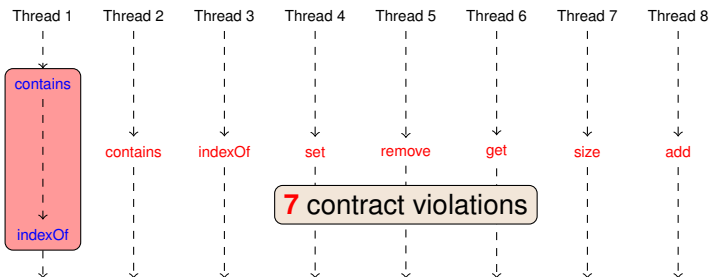
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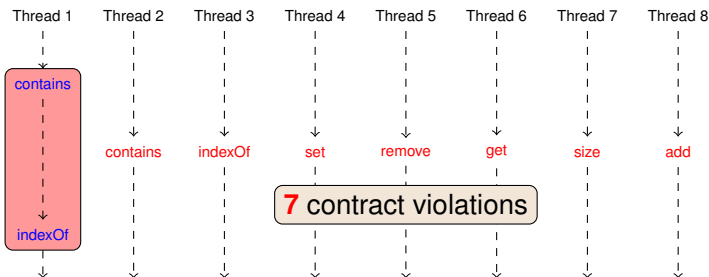
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Σ_M (methods)

contains
indexOf
set
remove
get
size
add



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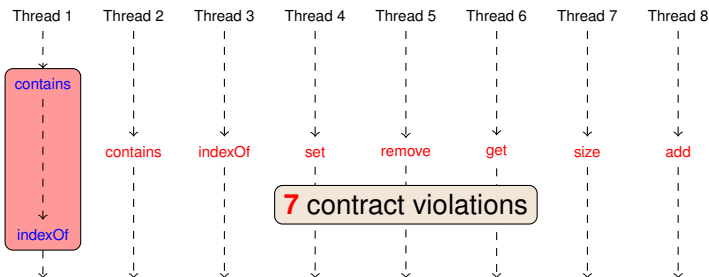
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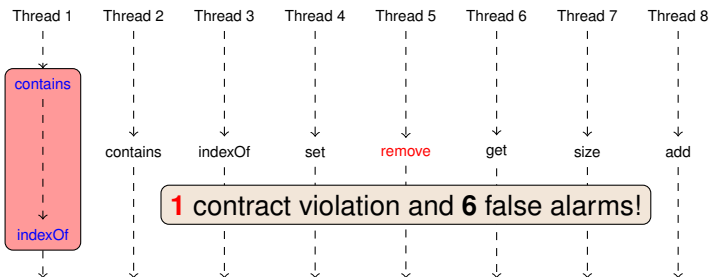
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Extending Contracts with Spoilers

- Allows one to express in which context the contract clauses shall be enforced

Definition

Let \mathbb{R} be the set of *target* clauses where each target $\varrho \in \mathbb{R}$ is a regular expression over $\Sigma_{\mathbb{M}}$. Let \mathbb{S} be the set of *spoilers* where each spoiler $\sigma \in \mathbb{S}$ is a regular expression over $\Sigma_{\mathbb{M}}$. A *contract* is then a relation $\mathbb{C} \subseteq \mathbb{R} \times \mathbb{S}$ which defines for each target the spoilers that may cause atomicity violations.

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- Based on **grammars** and **parsing trees**
- Supports contracts with parameters only
- Analyses all executions of a program
 - May report false positives
- Uses points-to information to handle multiple instances of a module
- Class Scope Mode
 - Allows the analysis to handle large programs
 - Checks each class individually
 - Calls to other classes are ignored

Static Validation Algorithm

```
1 Require:  $P$ : client's program,  $\mathbb{R}$ : module contract;  
2 for  $t \in \text{threads}(P)$  do  
3    $G_t \leftarrow \text{build\_grammar}(t)$ ;  
4    $G'_t \leftarrow \text{subword\_grammar}(G_t)$ ;  
5   for  $\varrho \in \mathbb{R}$  do  
6      $T \leftarrow \text{parse}(G'_t, \varrho)$ ;  
7     for  $\tau \in T$  do  
8        $N \leftarrow \text{lowest\_common\_ancestor}(\tau, \varrho)$ ;  
9       if  $\neg \text{run\_atomically}(N)$  then return ERROR;  
10 return OK;
```

Illustration of the Static Validation Approach

```
void run() {  
    if (cond)  
        f();  
    else {  
        m.indexOf();  
        g();  
    }  
}  
  
void atomic f() {  
    m.indexOf();  
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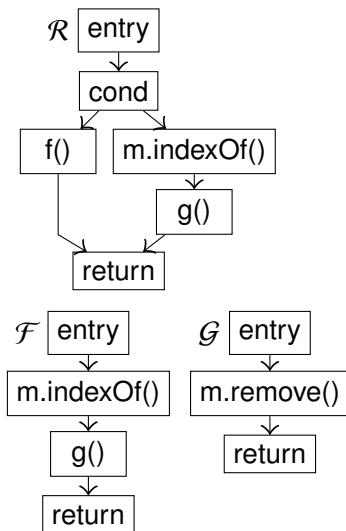


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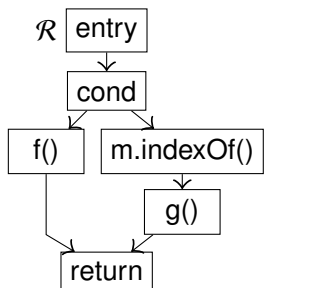
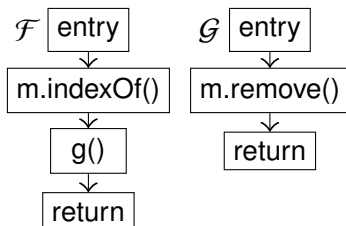

$$\mathcal{R} \rightarrow \mathbf{a} \mathcal{G} \quad \mathcal{F} \rightarrow \mathbf{a} \mathcal{G}$$
$$\mathcal{R} \rightarrow \mathcal{F} \quad \mathcal{G} \rightarrow \mathbf{b}$$


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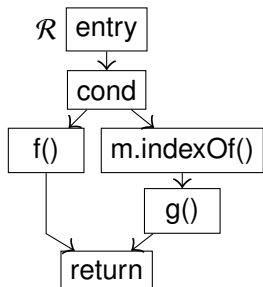
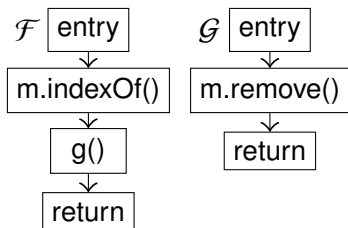

$$\begin{array}{ll} \mathcal{R} \rightarrow \mathbf{a} \mathcal{G} & \mathcal{F} \rightarrow \mathbf{a} \mathcal{G} \\ \mathcal{R} \rightarrow \mathcal{F} & \mathcal{G} \rightarrow \mathbf{b} \end{array}$$
$$\begin{array}{ll} \mathcal{R} \rightarrow \mathbf{a} \mathcal{G} & \mathcal{F} \rightarrow \mathbf{a} \mathcal{G} \\ \mathcal{R} \rightarrow \mathcal{F} & \mathcal{G} \rightarrow \mathbf{b} \\ \mathbf{a} \rightarrow \mathbf{a} & \mathbf{b} \rightarrow \mathbf{b} \\ \mathbf{a} \rightarrow \epsilon & \mathbf{b} \rightarrow \epsilon \end{array}$$


Illustration of the Static Validation Approach

```

void run() {
  if (cond)
    f();
  else {
    m.indexOf();
    g();
  }
}

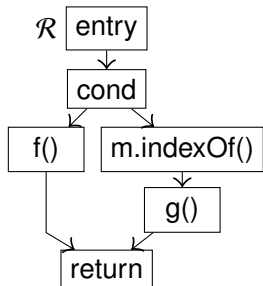
```

```

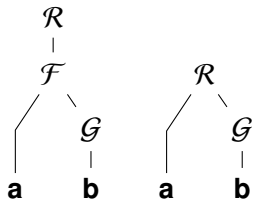
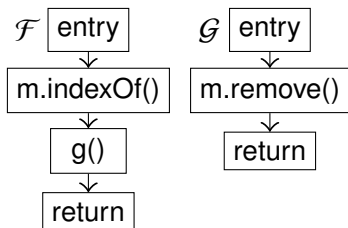
void atomic f() {
  m.indexOf();
  g();
}

void atomic g() {
  m.remove();
}

```



$$\begin{array}{ll} \mathcal{R} \rightarrow \mathbf{a} \mathcal{G} & \mathcal{F} \rightarrow \mathbf{a} \mathcal{G} \\ \mathcal{R} \rightarrow \mathcal{F} & \mathcal{G} \rightarrow \mathbf{b} \end{array}$$

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Experimental Results

Benchmark	Clauses	Contract Violations	False Positives	Potential AV	Real AV	SLOC	Time (s)
Allocate Vector	1	1	0	0	1	183	0.120
Coord03	4	1	0	0	1	151	0.093
Coord04	2	1	0	0	1	35	0.039
Jigsaw	1	1	0	0	1	100	0.044
Local	2	1	0	0	1	24	0.033
Knight	1	1	0	0	1	135	0.219
NASA	1	1	0	0	1	89	0.035
Store	1	1	0	0	1	621	0.090
StringBuffer	1	1	0	0	1	27	0.032
UnderReporting	1	1	0	0	1	20	0.029
VectorFail	2	1	0	0	1	70	0.048
Account	4	2	0	0	2	42	0.041
Arithmetic DB	2	2	0	0	2	243	0.272
Connection	2	2	0	0	2	74	0.058
Elevator	2	2	0	0	2	268	0.333
OpenJMS 0.7	6	54	10	28	4	163K	148
Tomcat 6.0	9	157	16	47	3	239K	3070
Cassandra 2.0	1	60	24	15	2	192K	246
Derby 10.10	1	19	5	7	1	793K	522
Lucene 4.6	3	136	21	76	0	478K	151

- Based on [happens-before relation](#) and [vector clocks](#)
- Supports both contracts with spoilers and parameters
- Analyses a concrete execution of a program
 - If a contract is violated in the execution, it will be detected
 - Extrapolation based on the happens-before relation
 - Noise injection to force rare interleavings (executions)
- On-the-fly validation
 - Uses a partial trace (trace window)
 - Does not require a trace to be available
 - Each thread needs to remember
 - 1 Last instance of each spoiler
 - 2 Last instance of each target
 - 3 Up to $|T|$ additional instances of each target

Dynamic Validation Algorithm

Data: trace window v , event $e \in \mathbb{E}$ generated by thread $t \in \mathbb{T}$

```
1 if  $\exists \varrho \in \mathbb{R}, r \in [\varrho]_t^v : e = \text{end}(r)$  then
2   for  $\sigma \in \mathbb{C}(\varrho), u \in \mathbb{T} : u \neq t$  do
3     if  $\exists s \in [\sigma]_u^v : \text{start}(s) \not\prec_{hb} \text{start}(r) \wedge \text{end}(r) \not\prec_{hb} \text{end}(s)$  then  $r$  is violated by  $s$  ;
4     if  $\exists s \in [\sigma]_u^v : \text{start}(s) \in v \wedge \text{end}(s) \notin v$  then
5       if  $\text{start}(s) \prec_{hb} \text{start}(r)$  then
6         if  $\exists r' \in [\varrho]_t^v : r' \neq r \wedge \text{start}(s) \not\prec_{hb} \text{start}(r')$  then  $PV_t^{\varrho, \sigma}(u) = VC_{\text{end}(r')}(t)$  ;
7   if  $\exists r' \in [\varrho]_t^v : r' \neq r$  then  $v \rightarrow r'$  ;
8 if  $\sigma \in \mathbb{S}, s \in [\sigma]_t^v : \text{end}(s) = e$  then
9   if  $\exists s' \in [\sigma]_t^v : s' \neq s$  then  $v \rightarrow s'$  ;
10  for  $\varrho \in \mathbb{C}(\sigma), u \in \mathbb{T} : u \neq t$  do
11    if  $\exists r \in [\varrho]_u^v : \text{start}(s) \not\prec_{hb} \text{start}(r) \wedge \text{end}(r) \not\prec_{hb} \text{end}(s)$  then  $r$  is violated by  $s$  ;
12    if  $PV_u^{\varrho, \sigma}(t) \neq 0 \wedge PV_u^{\varrho, \sigma}(t) \leq VC_{\text{end}(s)}(u)$  then
13      an instance of  $\varrho$  is violated by  $s$  ;
```

Illustration of the Dynamic Validation Approach

```
void tmain() {  
    thread_create(worker, input);  
    queue_init();  
    result = queue_receive();  
}  
void worker(void* data) {  
    do_work();  
    queue_send(result);  
}
```


Illustration of the Dynamic Validation Approach

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void tmain() {  
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```

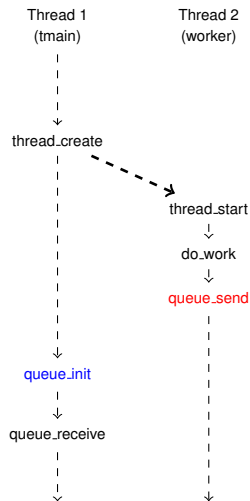


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Atomicity Violation?

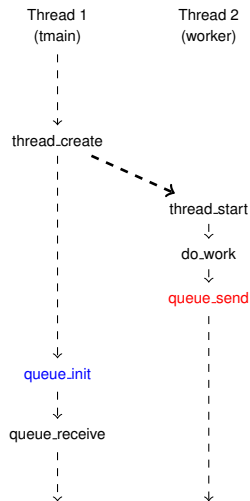


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Atomicity Violation? **No**

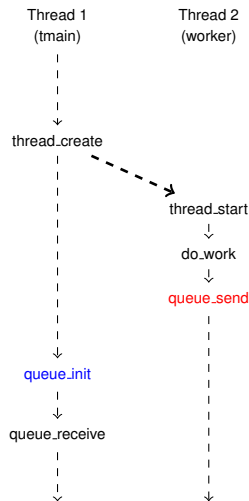


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    queue_send(result);  
}
```

Atomicity Violation? **No**
Data Race?

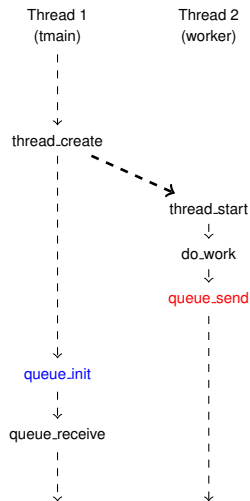


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}  
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    do_work();  
    queue_send(result);  
}
```

Atomicity Violation? **No**
Data Race?

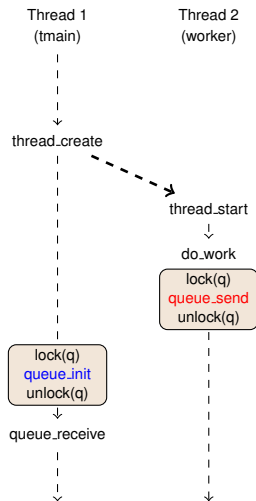


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    queue_send(result);  
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Atomicity Violation? **No**

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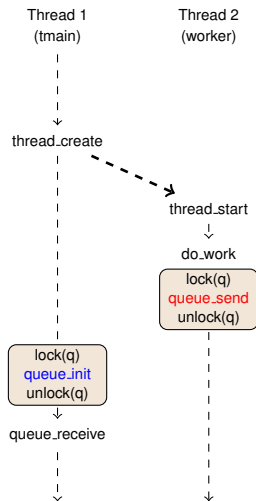


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Atomicity Violation? **No**

Data Race? **No**

Order Violation!

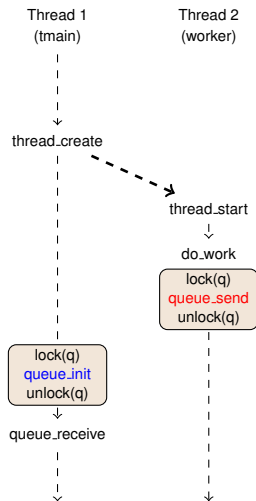


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```

Atomicity Violation? **No**

Data Race? **No**

Order Violation!

Can we detect it using contracts?

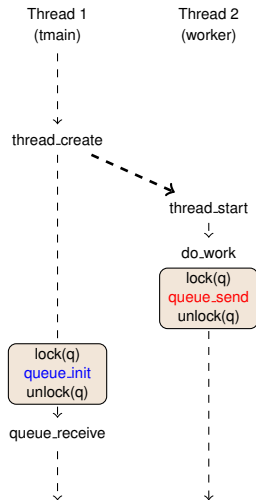


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}
```

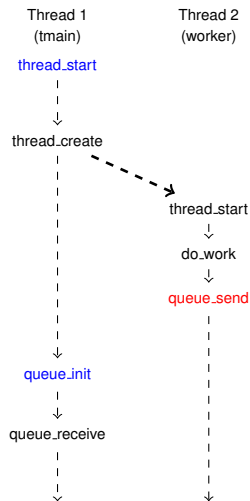


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    queue_send(result);  
}
```

Contract: `thread_start queue_init`
← {`queue_send`, `queue_receive`}

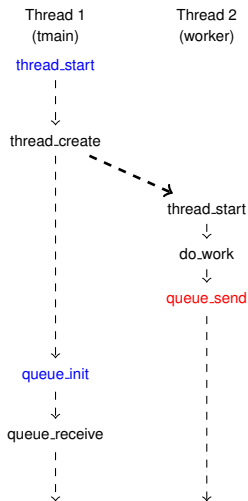


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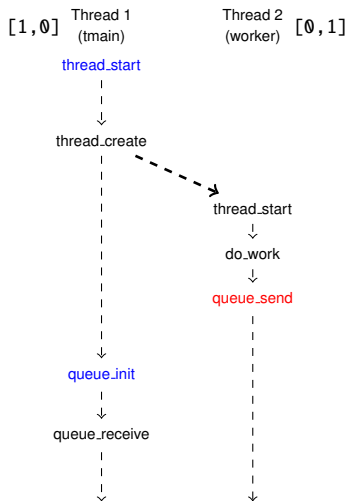


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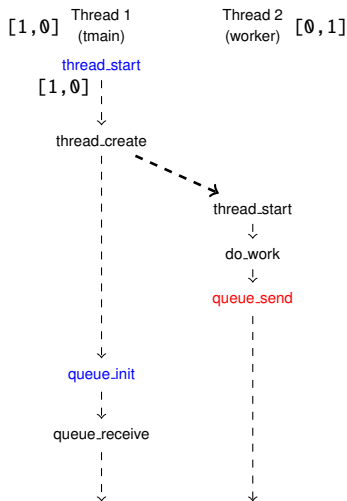


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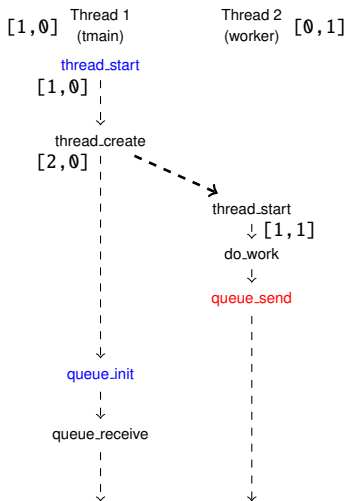


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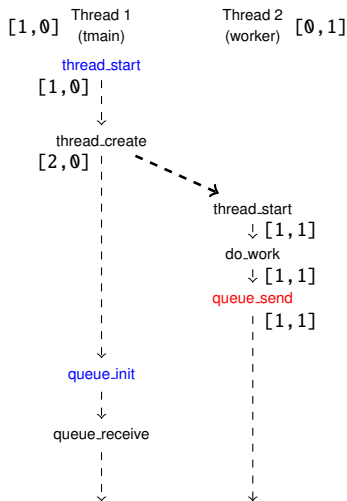


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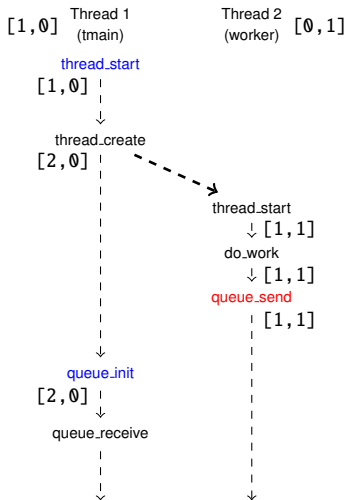


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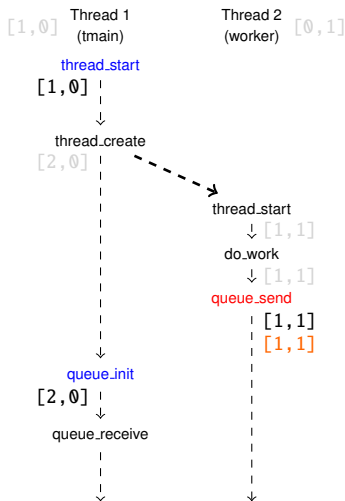


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Contract: `thread_start queue_init`

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$start(s) \not\llcorner_{hb} start(r) \wedge end(r) \not\llcorner_{hb} end(s)$

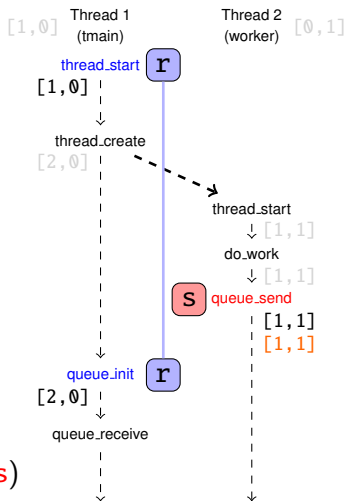


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$$e_t \prec_{hb} e_u \sim VC_{e_t}(t) \leq VC_{e_u}(t)$$

Contract: **thread_start** **queue_init**

← {**queue_send**, **queue_receive**}

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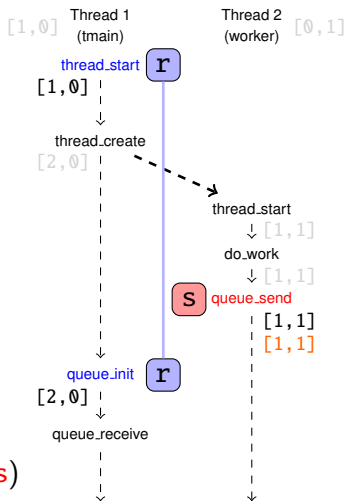


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$$e_t \prec_{hb} e_u \sim VC_{e_t}(t) \leq VC_{e_u}(t)$$

Contract: `thread_start queue_init`

$\leftarrow \{ \text{queue_send}, \text{queue_receive} \}$

$start(s) \not\prec_{hb} start(r) \wedge end(r) \not\prec_{hb} end(s)$

$\neg(1 \leq 0)$

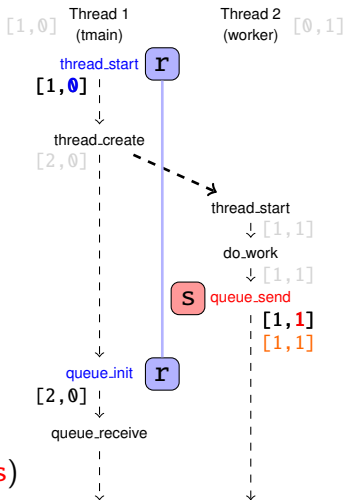


Illustration of the Dynamic Validation Approach

```

void tmain() {
  thread_create(worker, input);
  queue_init();
  result = queue_receive();
}
    
```

```

void worker(void* data) {
  do_work();
  queue_send(result);
}
    
```

$$e_t \prec_{hb} e_u \sim VC_{e_t}(t) \leq VC_{e_u}(t)$$

Contract: **thread_start** **queue_init**

← {**queue_send**, **queue_receive**}

$start(s) \not\prec_{hb} start(r) \wedge end(r) \not\prec_{hb} end(s)$

$\neg(1 \leq 0) \quad \wedge \quad \neg(2 \leq 1)$

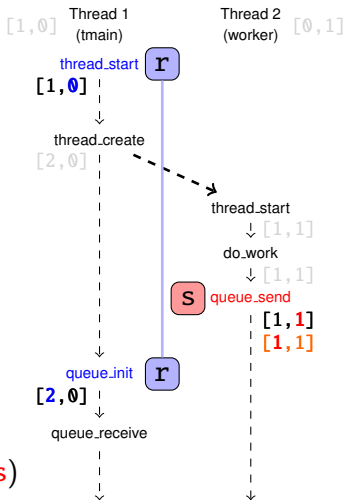


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$\neg(1 \leq 0) \quad \wedge \quad \neg(2 \leq 1)$

Contract violated!

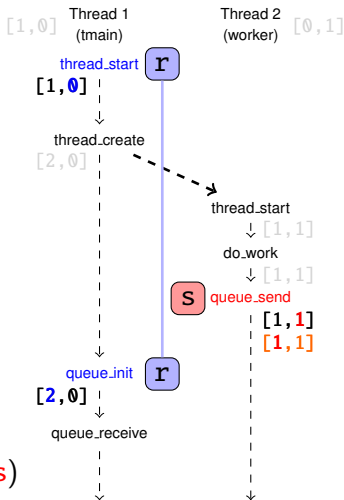


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Contract: `thread_start queue_init`

\leftarrow {`queue_send`, `queue_receive`}

$start(s) \not\prec_{hb} start(r) \wedge end(r) \not\prec_{hb} end(s)$

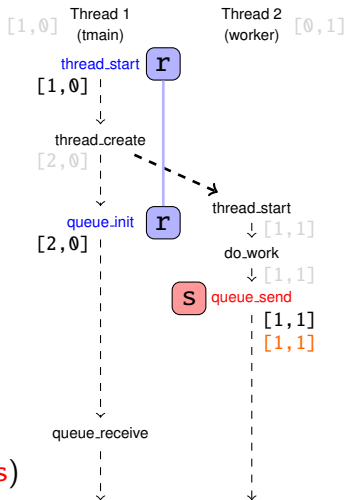


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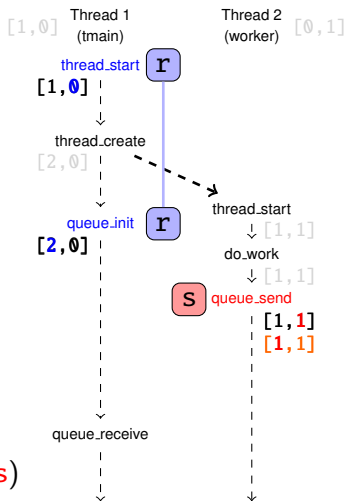


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$$e_t <_{hb} e_u \sim VC_{e_t}(t) \leq VC_{e_u}(t)$$

Contract: **thread_start** **queue_init**

← {**queue_send**, **queue_receive**}

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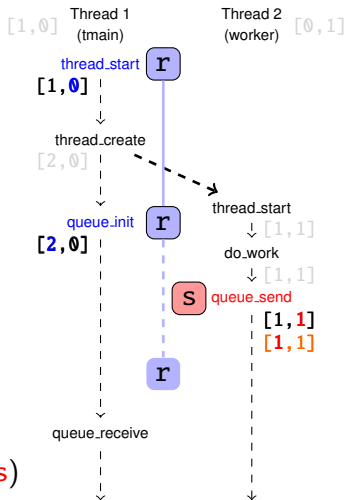


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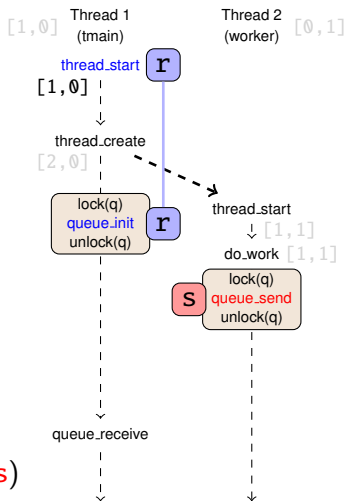


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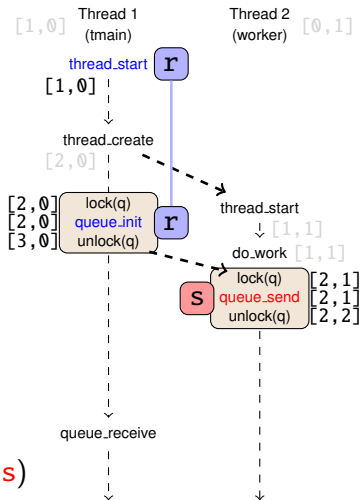


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}
    
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$$e_t \prec_{hb} e_u \sim VC_{e_t}(t) \leq VC_{e_u}(t)$$

Contract: **thread_start** **queue_init**

← {**queue_send**, **queue_receive**}

$start(s) \not\prec_{hb} start(r) \wedge end(r) \not\prec_{hb} end(s)$

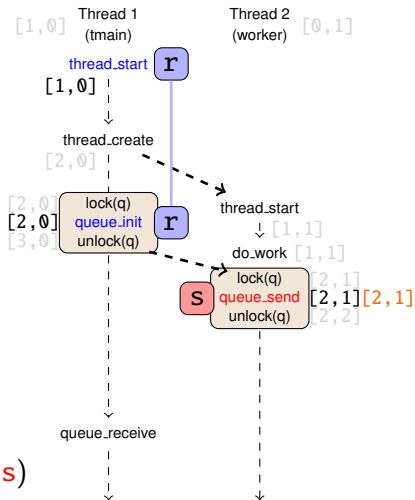


Illustration of the Dynamic Validation Approach

```

void tmain() {
  thread_create(worker, input);
  queue_init();
  result = queue_receive();
}
  
```

```

void worker(void* data) {
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$\neg(1 \leq 0) \quad \wedge \quad \neg(2 \leq 2)$

No violation

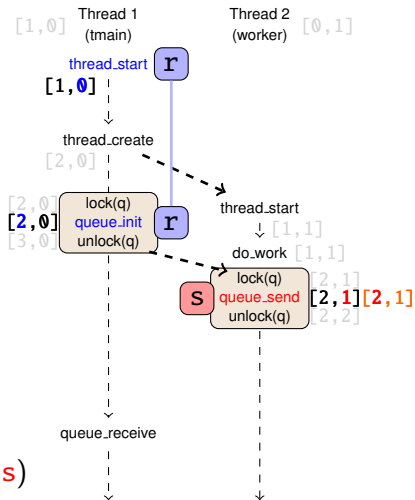


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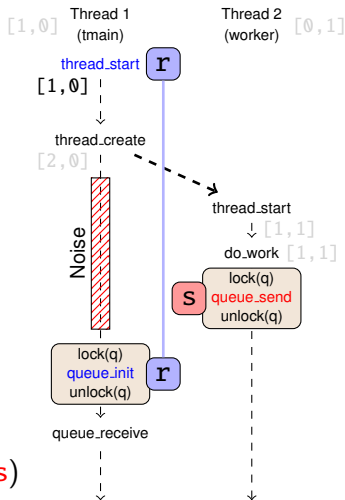
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Noise injection!

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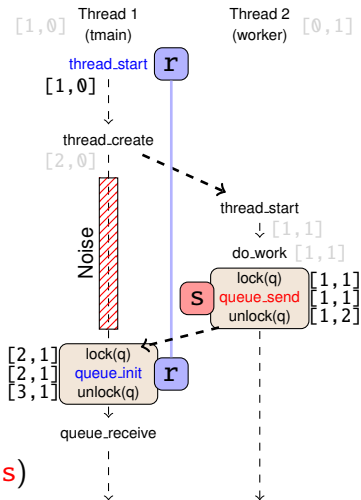
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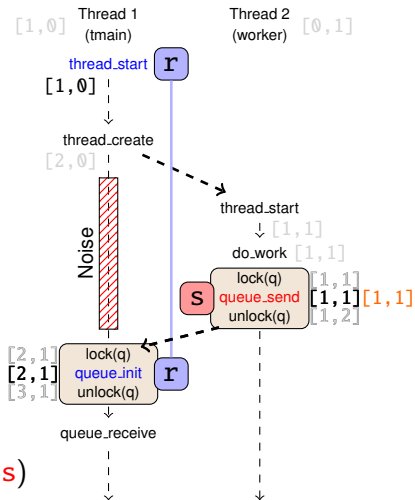
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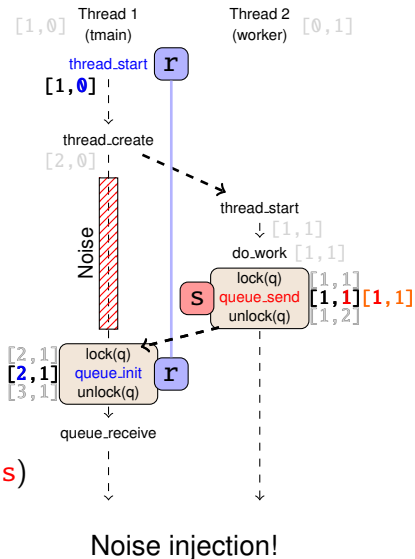
Contract: **thread_start** **queue_init**

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$start(s) \not\prec_{hb} start(r) \wedge end(r) \not\prec_{hb} end(s)$

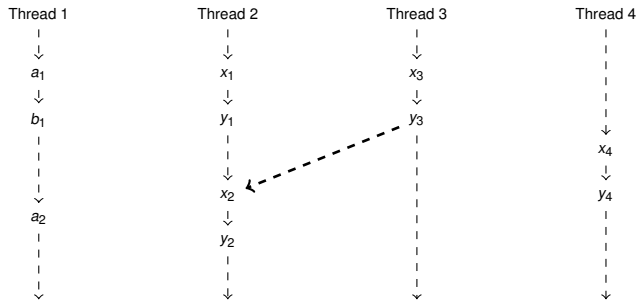
$\neg(1 \leq 0) \quad \wedge \quad \neg(2 \leq 1)$

Contract violated!

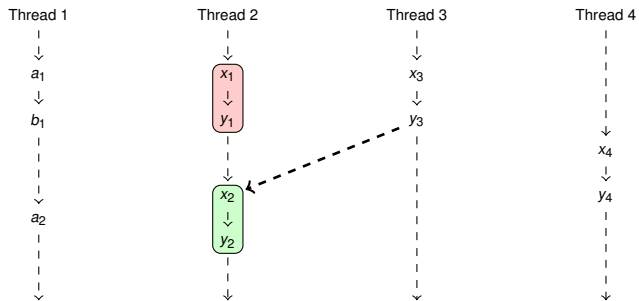


Discarding Spoilers

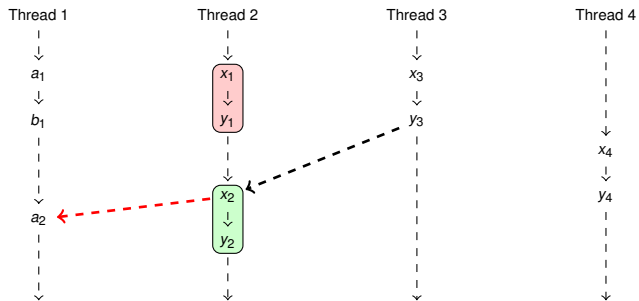
Discarding Spoilers



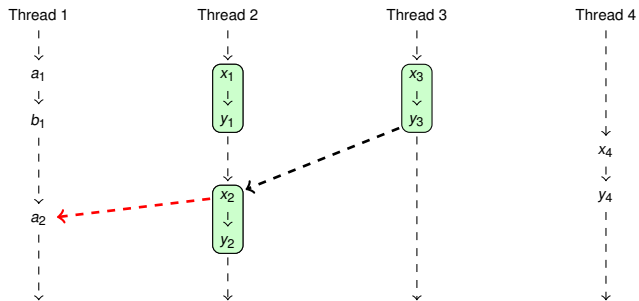
Discarding Spoilers



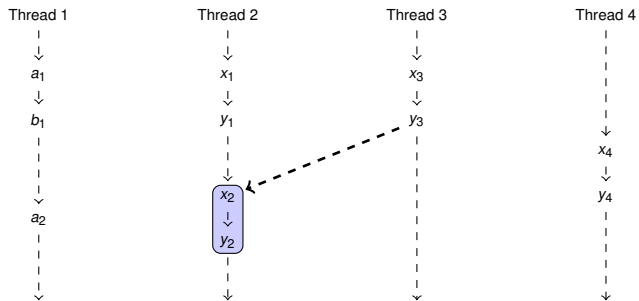
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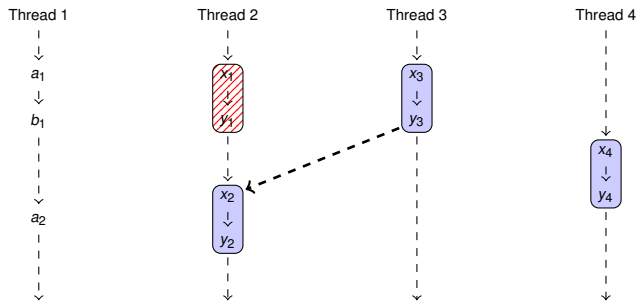
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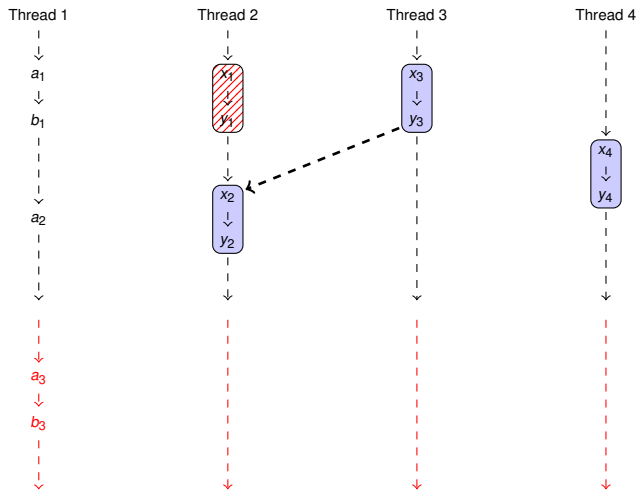
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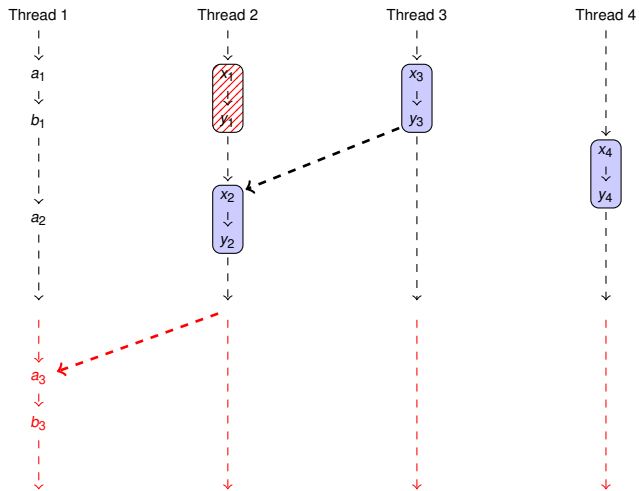
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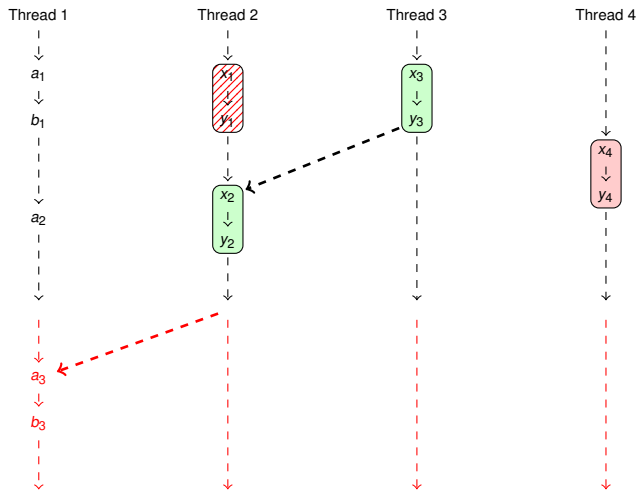
Discarding Spoilers



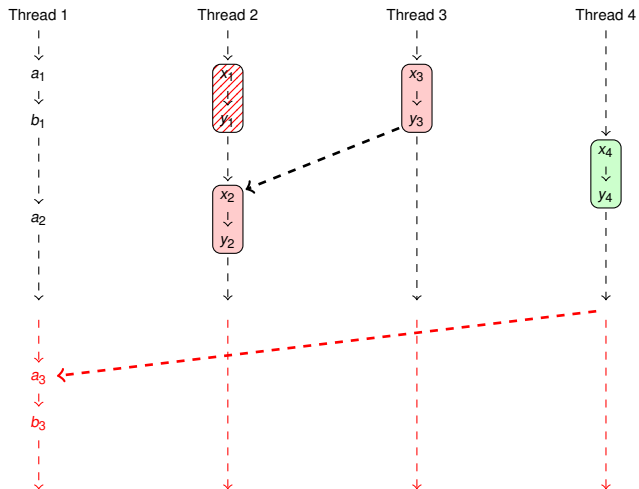
Discarding Spoilers



Discarding Spoilers

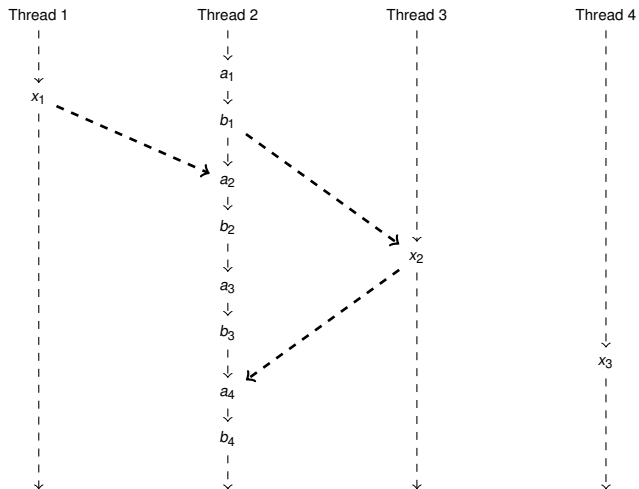


Discarding Spoilers

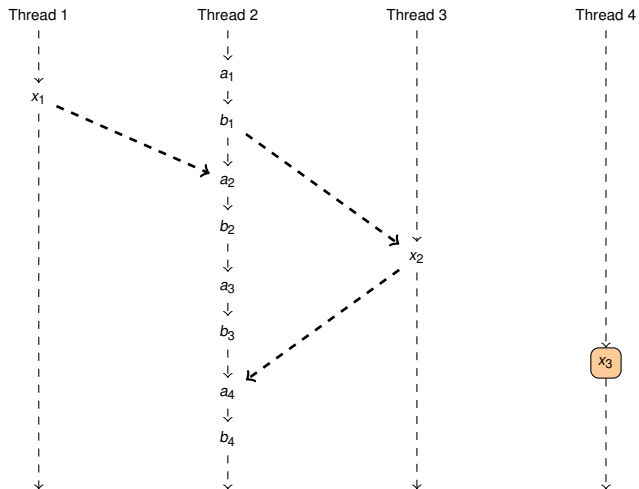


Discarding Targets

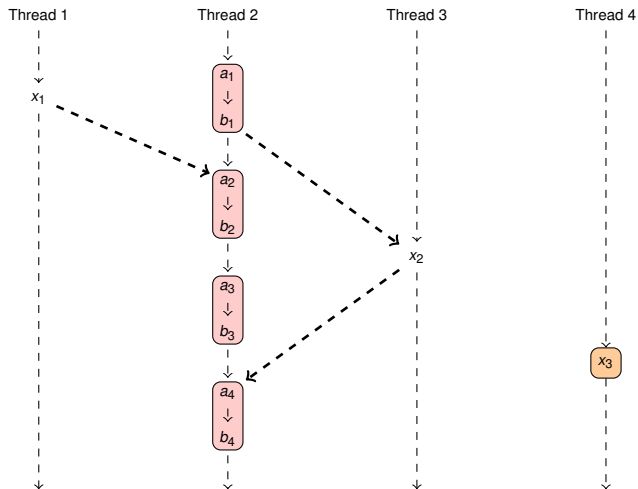
Discarding Targets



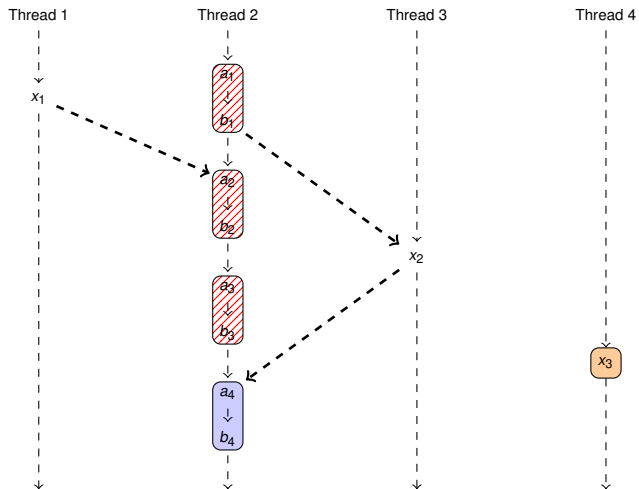
Discarding Targets



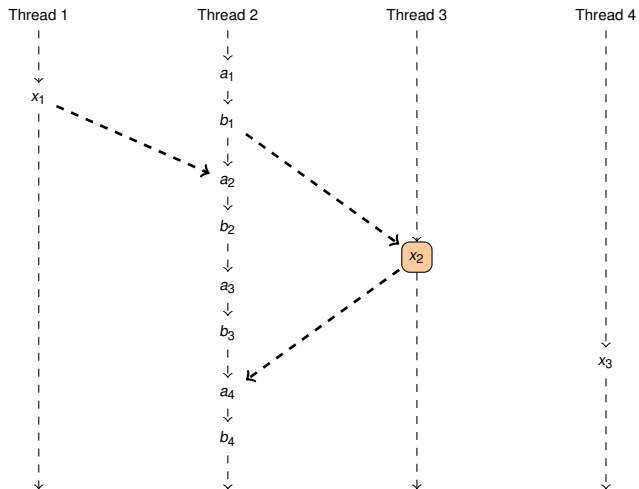
Discarding Targets



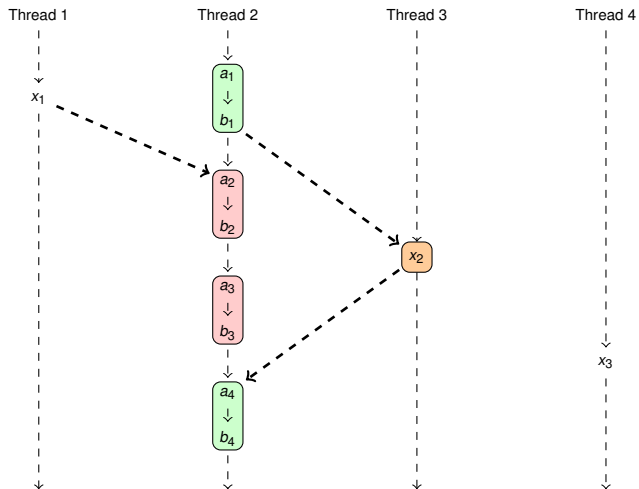
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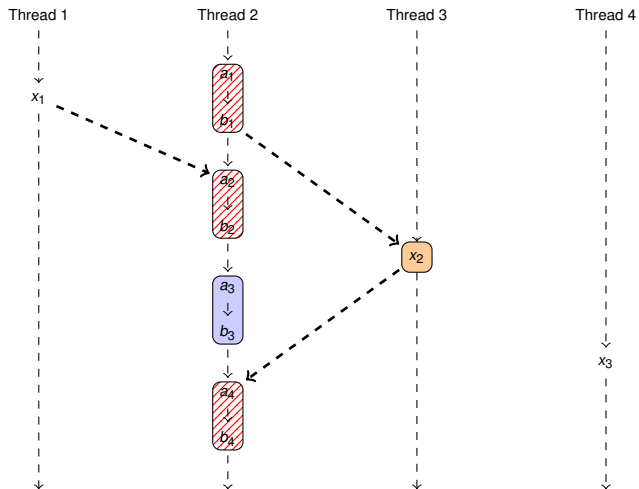
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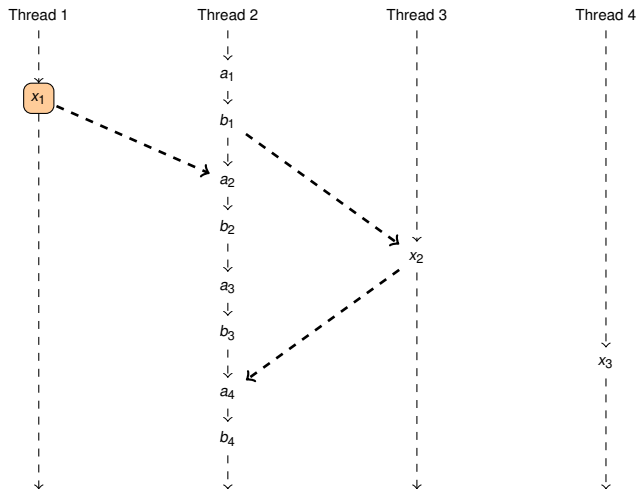
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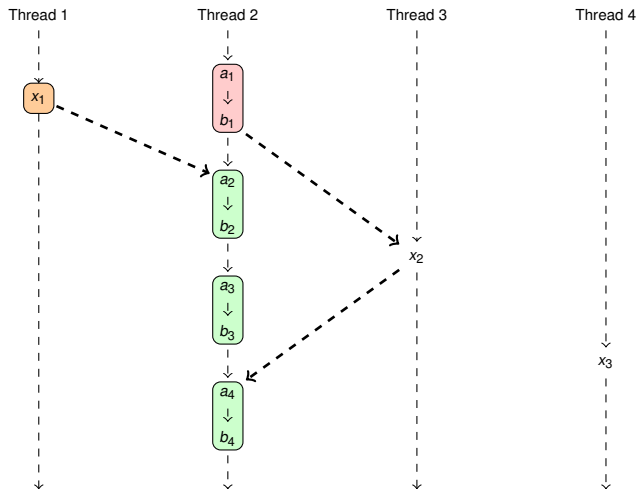
Discarding Targets



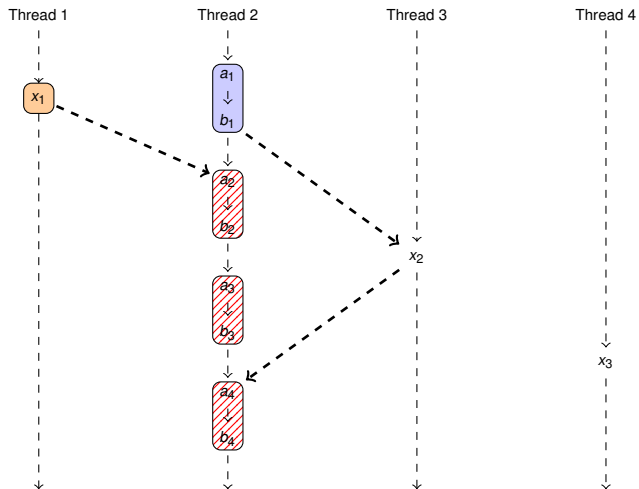
Discarding Targets



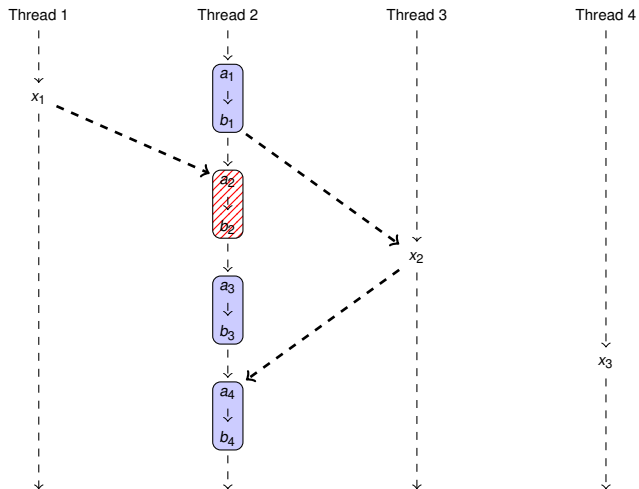
Discarding Targets



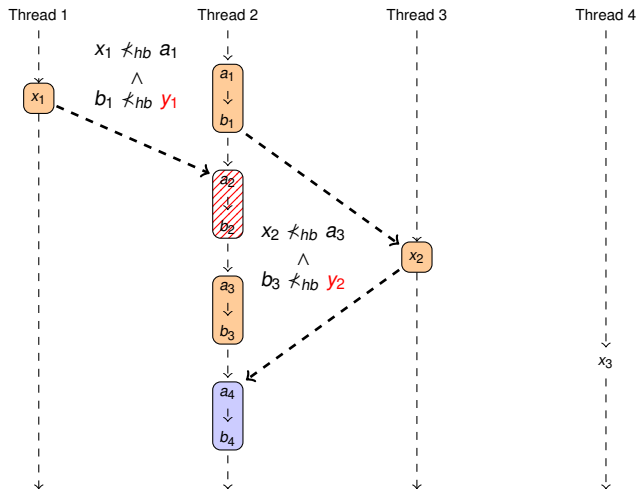
Discarding Targets



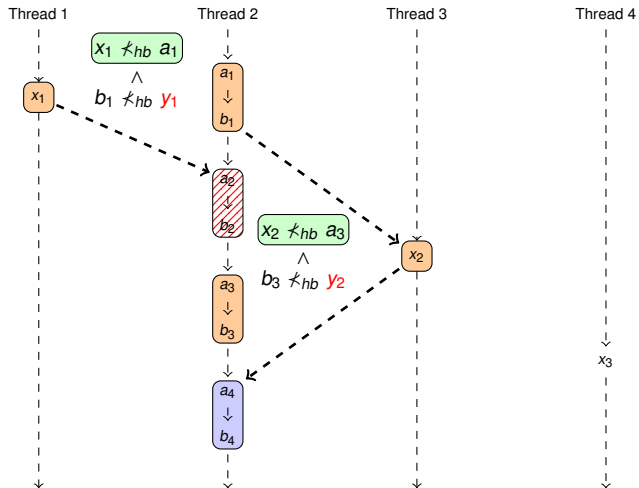
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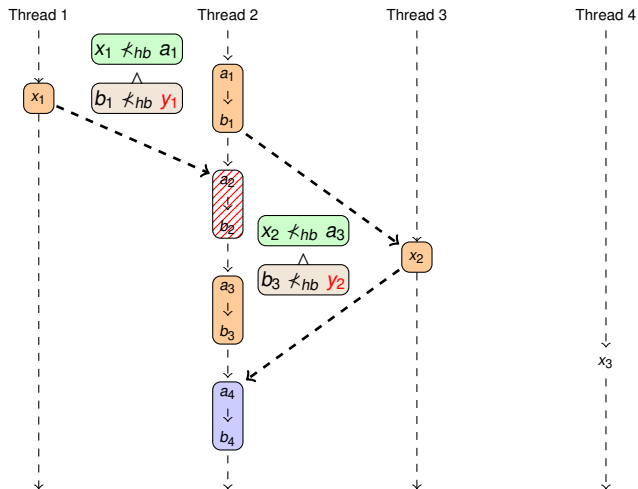
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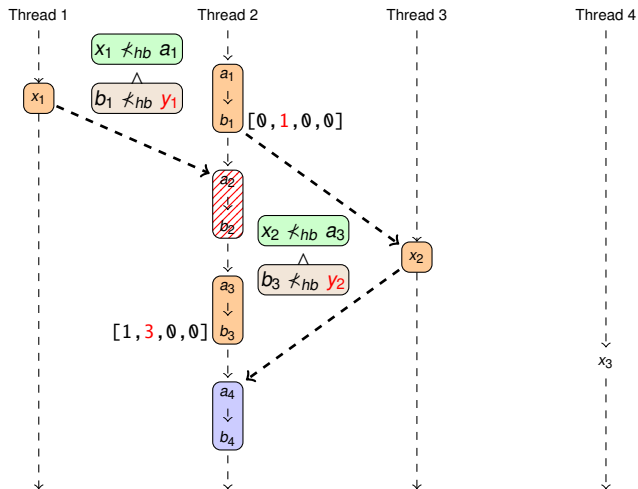
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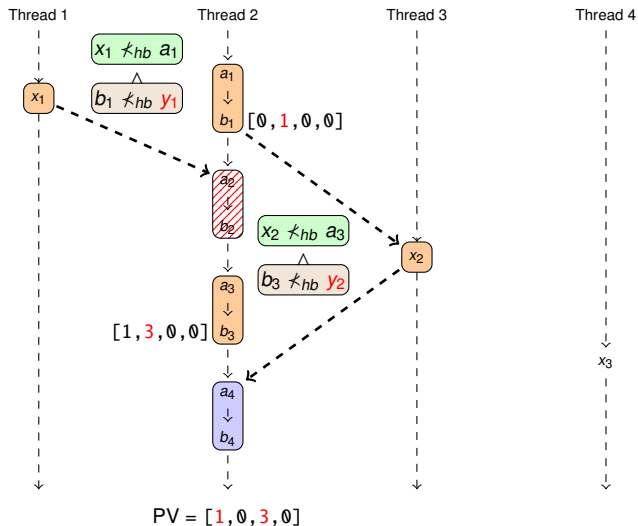
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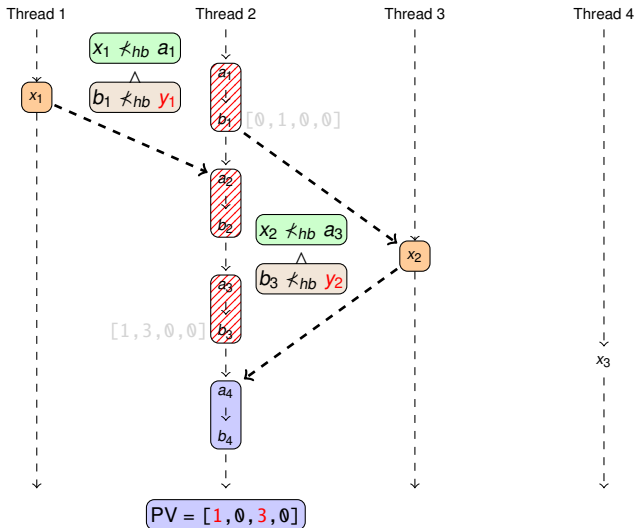
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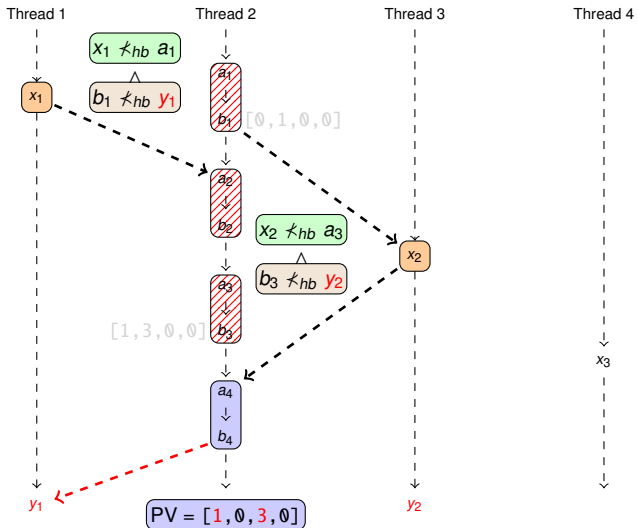
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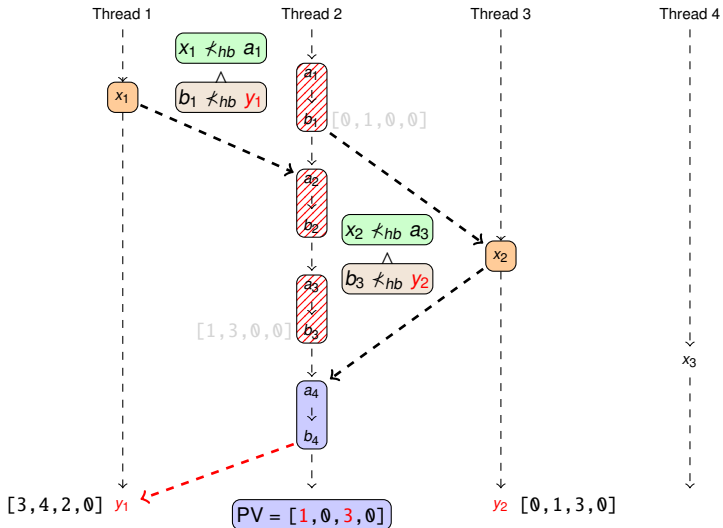
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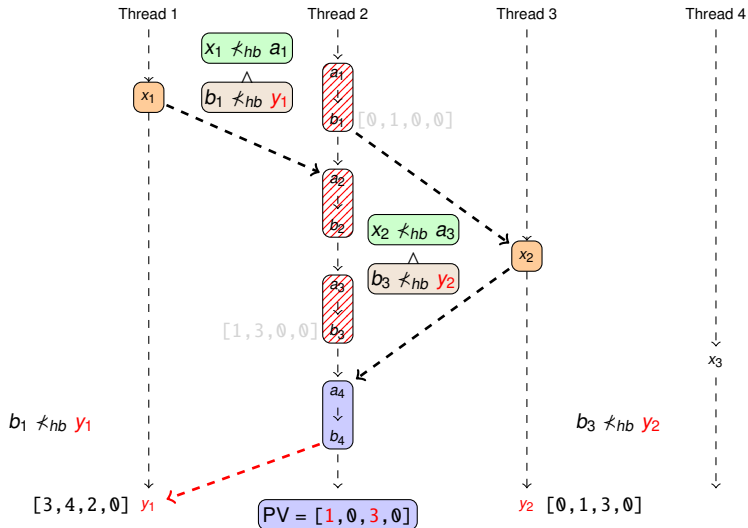
Discarding Targets



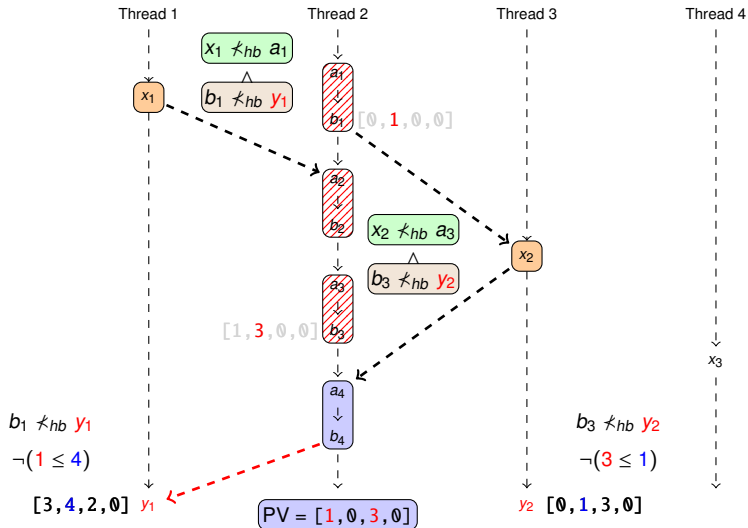
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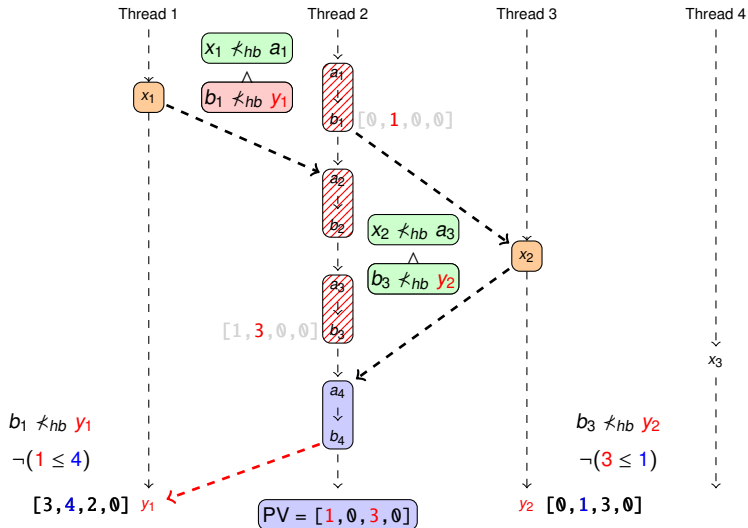
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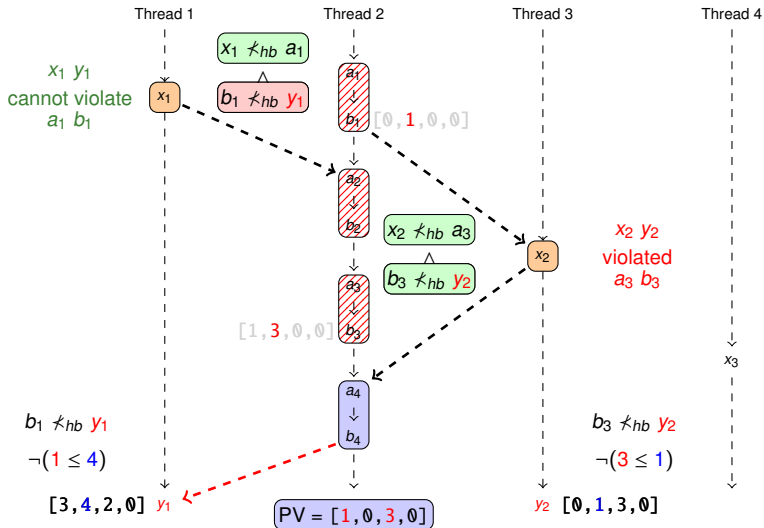
Discarding Targets



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Discarding Targets



Experimental Results

Benchmark	T/S pairs	Contract Violations	False Positives	Potential AV	Real AV	SLOC	Time (s)
Coord03	8	380	0	0	380	116	1.01
Coord04	4	24	0	0	24	53	0.52
Local	4	2	0	0	2	27	0.52
NASA	1	100	0	0	100	96	0.60
Account	1	176	0	0	176	54	0.53
Link Manager	2	1	0	0	1	1.5K	1.14
Chromium-1	2	2	0	0	2	7.5M	49.12

Conclusion and Future Work

- We have extended contracts for concurrency with
 - Parameters (flow of data)
 - Spoilers (contextual information)
- We have proposed two methods to validate such contracts
 - Static method based on [grammars](#) and [parsing trees](#)
 - On-the-fly dynamic method based on [happens-before relation](#) and [vector clocks](#)
- We have evaluated both of these methods on both simple as well as real-world programs
- Future work
 - Support for more parameters in the dynamic approach
 - Support for spoilers in the static approach
 - Combine the static and dynamic approaches
 - Automatically derive contracts