

Java PathFinder: going to Mars without bugs and deadlocks

Alexander Filatov

Bio

- 2015 – 2019 Software engineer, **Excelsior**
Performance tuning of proprietary JVM
 - Scalability analysis of automatic memory management
 - Design and analysis of concurrent data structures
- 2019 – Present Principal Engineer, **Huawei**
 - Development of managed runtimes
 - Design and implementation of memory manager improvements

My motivation for this talk

What I say in resume

What I actually mean

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Researcher of automatic
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What I actually mean

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What I actually mean

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I like to implement
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concurrency

Concurrency vs parallelism

Scope

Concurrency vs parallelism

Concurrency

Concurrency

Concept

Problem

Scope

Concurrency

Concept

Threads + Mutable shared memory

Problem

Data races

Concurrency

| | |
|---------------------------------|--------------------------|
| Concept | Problem |
| Threads + Mutable shared memory | Data races |
| Concurrent data structures: | Incorrect uses: |
| Mutex | Deadlock |
| Semaphore | Livelock |
| Monitor | Priority inversion |
| Latch | ABA problem |
| Barrier | Memory model constraints |

Scope

Concurrency

Concept
Threads + Mutable shared memory

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Concurrent data structures:

- Mutex
- Semaphore
- Monitor
- Latch
- Barrier

Incorrect uses:

- Deadlock
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- ABA problem

Memory model constraints

Aleksey Shipilëv: Close Encounters of The Java Memory Model Kind

<https://shipilev.net/blog/2016/close-encounters-of-jmm-kind>

https://www.youtube.com/watch?v=C6b_dFtujKo

Execution trace

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class W1 extends Thread {  
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        int l_x = x;  
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        x++;  
        y++;  
        log("W1", l_x, l_y);  
    }  
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```

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Execution trace

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    public void run() {           public void run() {  
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        int l_y = y;             int l_y = y;  
        x++;                     x++;  
        y++;                     y++;  
        log("W1", l_x, l_y);     log("W2", l_x, l_y);  
    }                           }  
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State space exploration

start

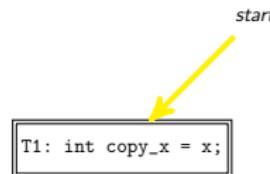
Thread 1

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State space exploration



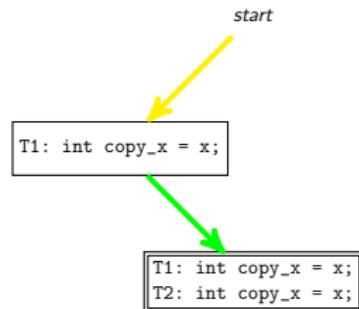
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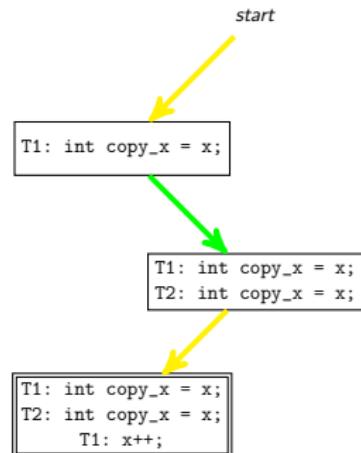
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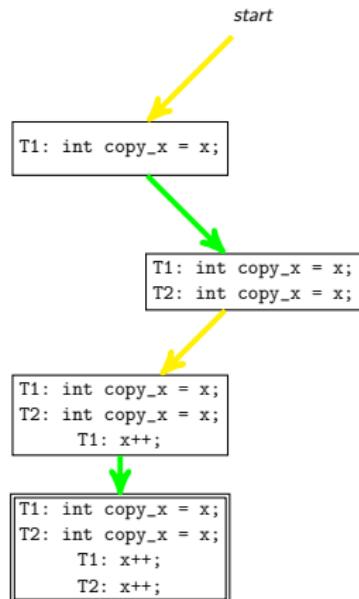
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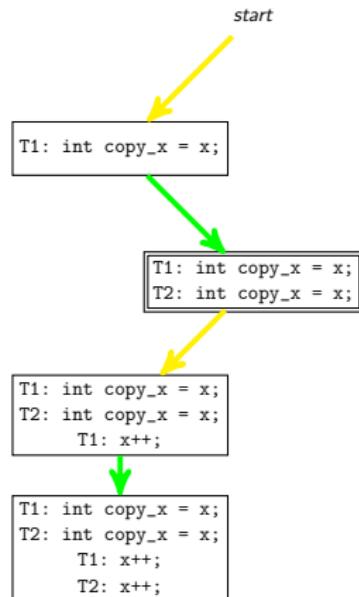
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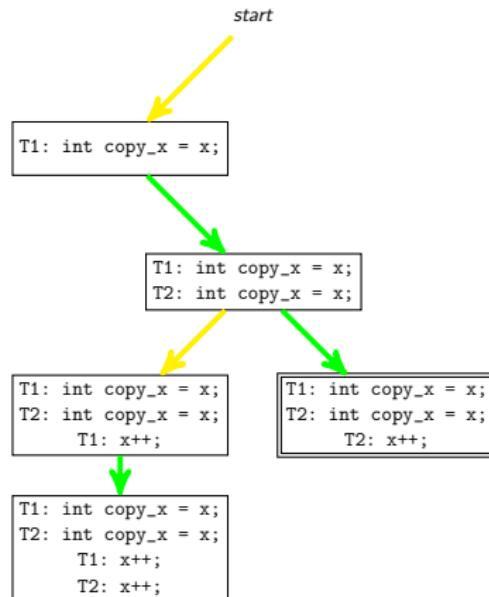
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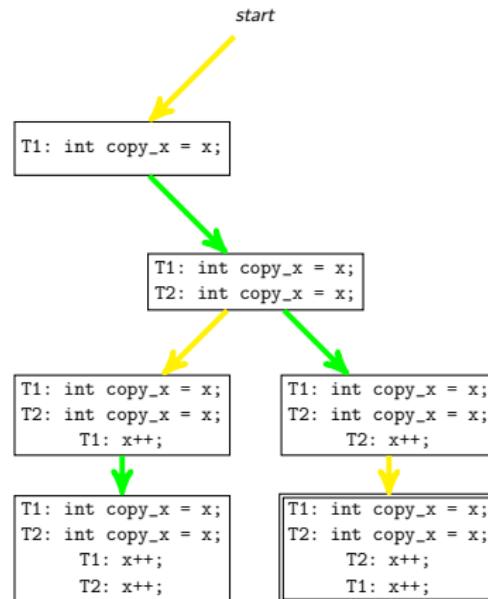
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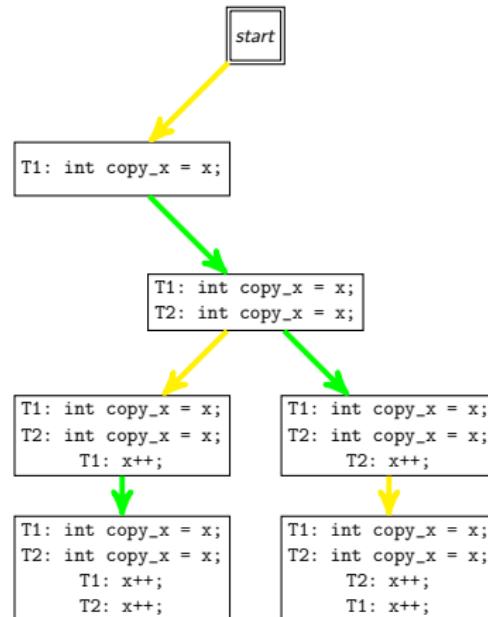
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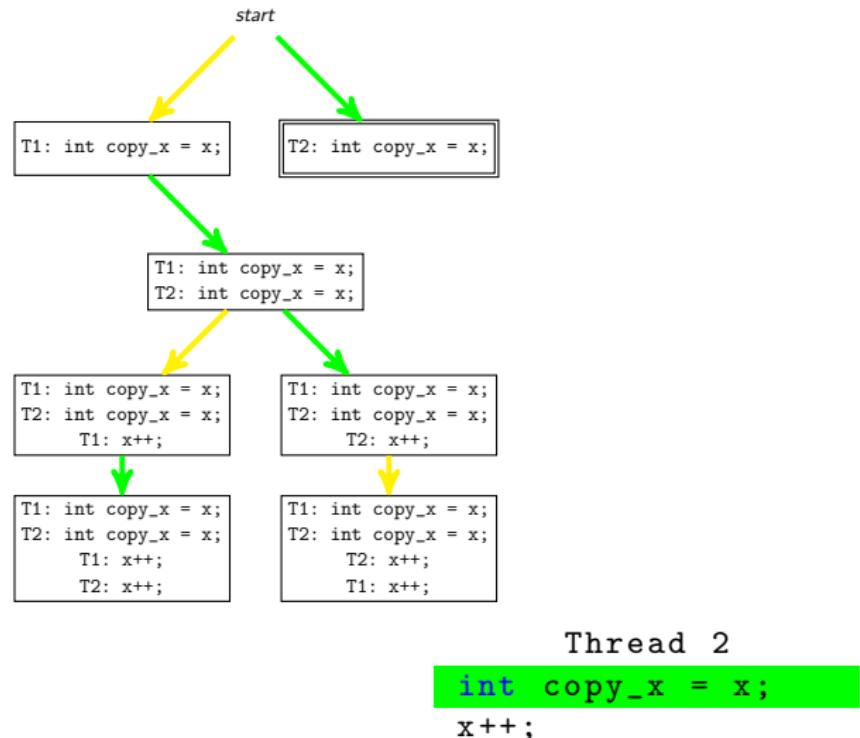
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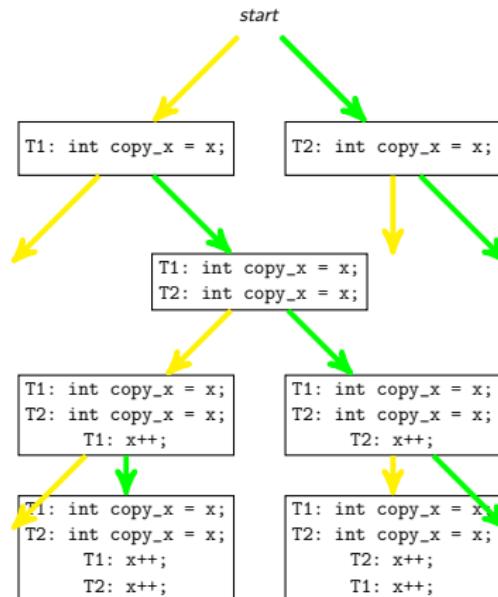
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State space exploration



State space exploration



Thread 1

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Idea: analyze **all** reachable program states.

State space exploration

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Traverse a tree of all allowed instruction permutations.

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Every leaf in a tree contains a program trace. Check it for

- Assertions
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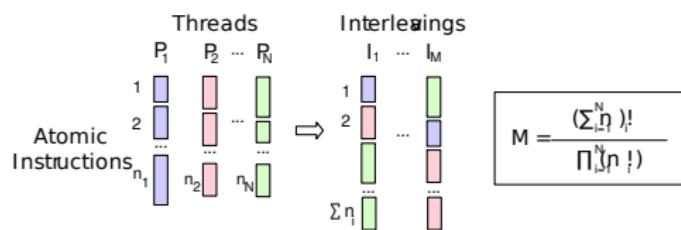
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Practical consideration:



State space exploration

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Hypothesis: every leaf is **ok** → program is correct

Horror story of the day: Java Memory Model is not sequentially consistent

JLS 17.4.3:

«If we were to use sequential consistency as our memory model, many of the compiler and processor optimizations that we have discussed would be illegal.»

State space exploration

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Horror story of the day: Java Memory Model is not sequentially consistent

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Corrected hypothesis: there exists trace with an **error** → program has a bug and a reproducing scenario

Software model checking

Allen Emerson, E.; Clarke, Edmund M. (1980) «Characterizing correctness properties of parallel programs using fixpoints»

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Significant tools:

- SPIN (Plan 9 kernel: verified sleep and wakeup primitives)
- TLA+ <http://research.microsoft.com/en-us/um/people/lamport/tla/formal-methods-amazon.pdf>

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TLA on Hydra:

<https://2021.hydraconf.com/2021/msk/talks/5oob1c0bvepx2cgfm8botq>

Software model checking

Pro:

- Analysis = graph search

Software model checking

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- Provides counterexample

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```
https://github.com/elastic/elasticsearch-formal-models/blob/master/ZenWithTerms/tla/ZenWithTerms.tla
CommitHasQuorumVsPreviousCommittedConfiguration ==
  \A mc \in messages: mc.method = Commit
    => (\A mprq \in messages: (\A mprq.method = PublishRequest
        /\ mprq.term = mc.term
        /\ mprq.version = mc.version)

      => IsQuorum({mprs.source: mprs \in {mprs \in messages: /\ mprs.method = PublishResponse
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        }}, mprq.commConf))
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- Academic

https://en.wikipedia.org/wiki/Linear_temporal_logic

In logic, linear temporal logic or linear-time temporal logic (LTL) is a modal temporal logic with modalities referring to time. In LTL, one can encode formulae about the future of paths, e.g., a condition will eventually be true, a condition will be true until another fact becomes true, etc.

Software model checking

Pro:

- Analysis = graph search
- Provides counterexample
- Better hardware – faster analysis
- Academic

Cons:

- Combinatorial explosion
- «Special» languages for model description
- Academic
- Production-ready code \neq it's specification

<https://probablydance.com/2020/10/31/>

using-tla-in-the-real-world-to-understand-a-glibc-bug

«... so to start off I cut everything that we didn't strictly need: Support for timeouts and shared memory, support for thread cancellation, a spin-wait optimization, all mentions of memory orderings, LIBC_PROBE and other things I'm probably forgetting»

Java Path Finder

Extensible model checking framework for Java bytecode programs

Java Path Finder

Extensible model checking framework for Java bytecode programs

Developed at the NASA Ames Research Center. Open sourced in 2005
(Apache-2.0)

<https://github.com/javapathfinder/jpf-core>

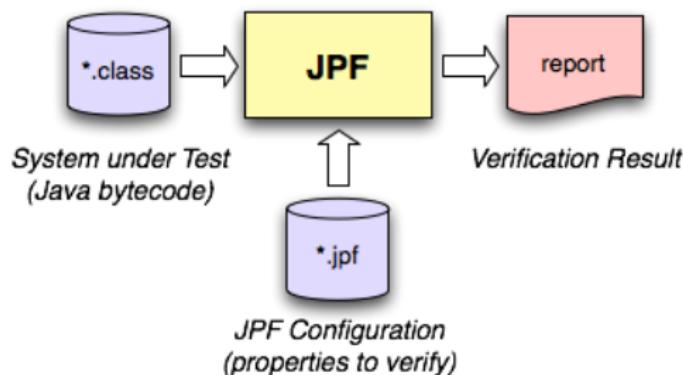
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<https://github.com/javapathfinder/jpf-core>

Effectively – research JVM written in Java



We are not going to Mars literally, aren't we?

Framework from NASA Ames Research Center.

We are not going to Mars literally, aren't we?

Framework from NASA Ames Research Center.

https://www.nasa.gov/centers/ames/news/releases/2005/05_28AR.html

«JPF was used to detect inconsistencies in the executive software for the K9 Rover at NASA Ames. The K9 rover is a six-wheeled, solar-powered rover developed jointly at NASA Ames and NASA's Jet Propulsion Laboratory»



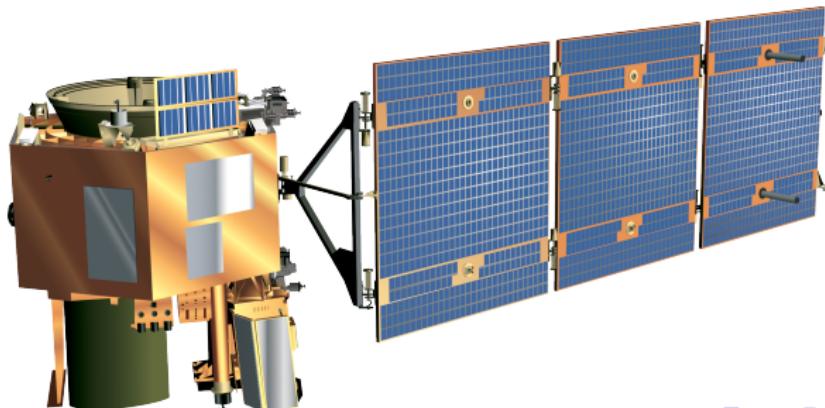
We are not going to Mars literally, aren't we?

Framework from NASA Ames Research Center.

https://www.nasa.gov/centers/ames/news/releases/2005/05_28AR.html

https://en.wikipedia.org/wiki/Earth_Observing-1

« ... scientists used elements of JPF to develop verification computer code for Livingstone 2 software, a diagnosis system now flying on the EO-1 spacecraft».



Multiple producer multiple consumer intrusive queue

Task: implement concurrent queue

```
public abstract class Queue {  
  
    public static class Node {  
        public Queue.Node next;  
    }  
  
    public abstract void enqueue(Node element);  
  
    // null if queue is empty  
    public abstract Node dequeue();  
}
```

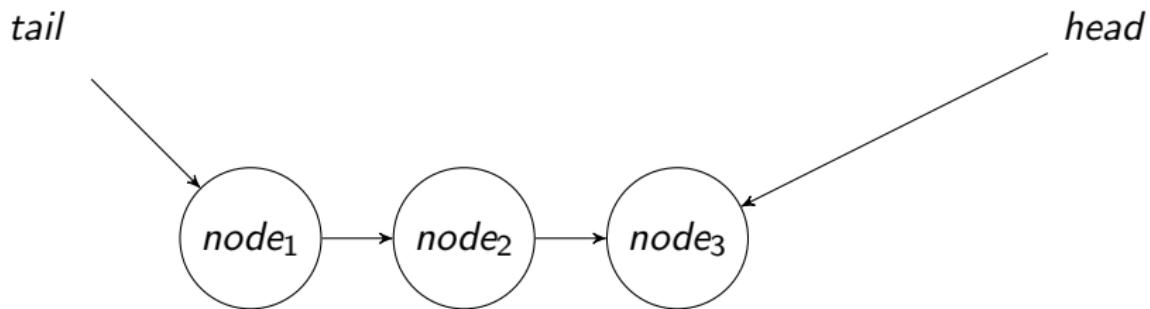
Baseline implementation

```
public class BaselineQueue extends Queue {  
  
    final LinkedList<Queue.Node> impl = new LinkedList<>();  
  
    @Override  
    public synchronized void enqueue(Queue.Node element) {  
        impl.add(element);  
    }  
  
    @Override  
    public synchronized Queue.Node dequeue() {  
        return impl.poll();  
    }  
}
```

Straightforward Memory consumption
Scalability¹

¹with all due respect to built-in assymetric synchronization in JVM

Contention problem: enqueue

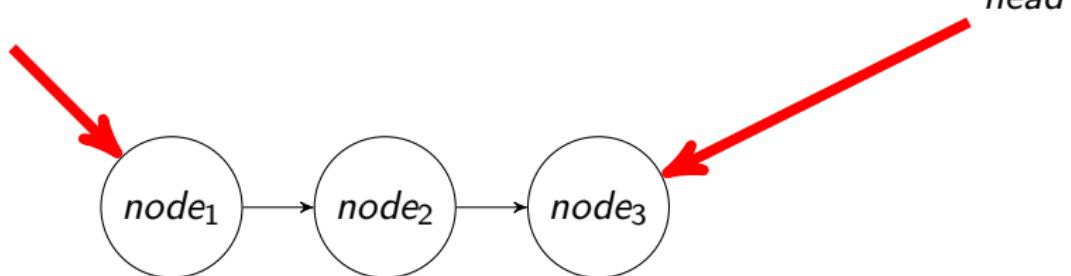


Contention problem: enqueue

enqueue()

tail

head

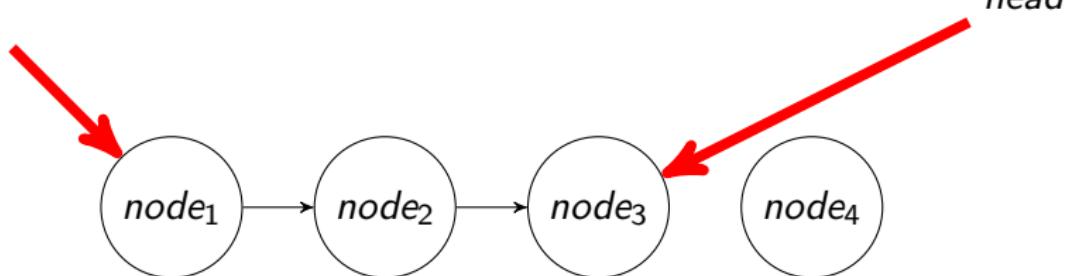


Contention problem: enqueue

enqueue()

tail

head

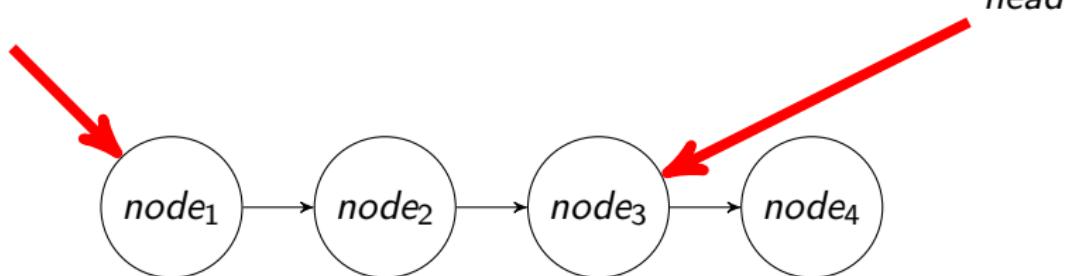


Contention problem: enqueue

enqueue()

tail

head

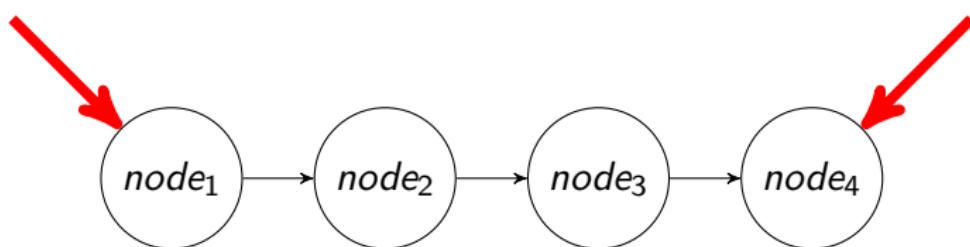


Contention problem: enqueue

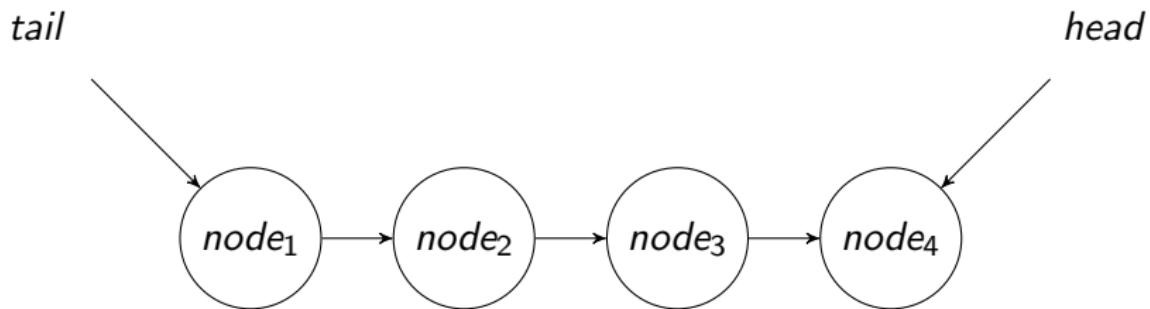
enqueue()

tail

head



Contention problem: dequeue

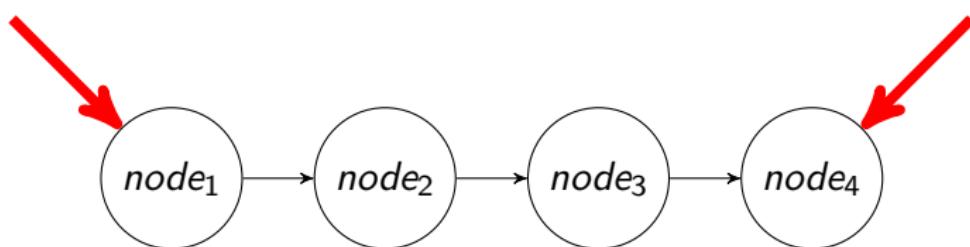


Contention problem: dequeue

dequeue()

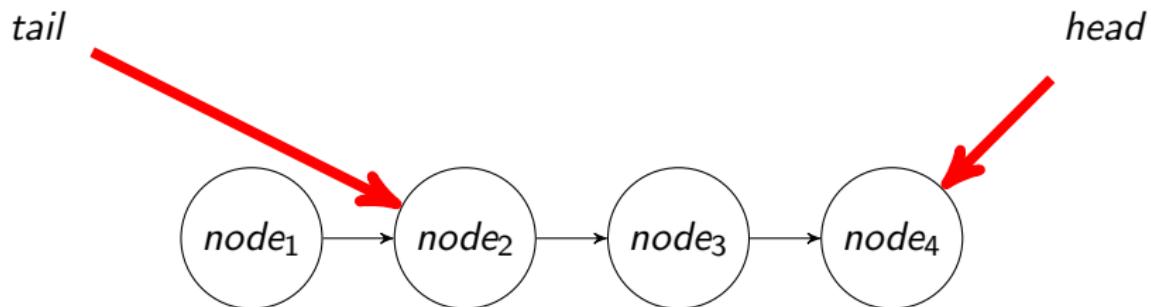
tail

head



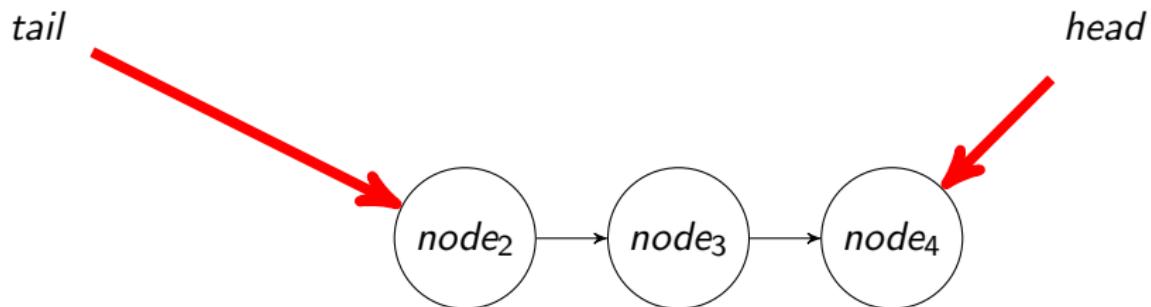
Contention problem: dequeue

dequeue()



Contention problem: dequeue

dequeue()



Separate locks: enqueue

```
void enqueue(Node element) {      init {  
    synchronized (H_LOCK)  
    {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}
```

tail —————→ *null* ←———— *head*

Separate locks: enqueue

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    }  
}  
  
init {  
    Node head = null;  
    Node tail = null;  
    Object H_LOCK = new Object();  
    Object T_LOCK = new Object();  
}
```

tail —→ *null* ← *head*

Separate locks: enqueue

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        element.next = null;  
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    }  
}
```

tail —→ null ← head

Separate locks: enqueue

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    {  
        Node curHead = this.head;  
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                return;  
            }  
        }  
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    }  
}
```

tail —→ *null* ← *head*

Separate locks: enqueue

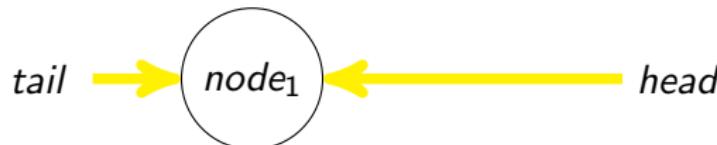
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void enqueue(Node element) {      init {  
    synchronized (H_LOCK)          Node head = null;  
    {                            Node tail = null;  
      Node curHead = this.head;  Object H_LOCK = new Object();  
      if (curHead == null) {      Object T_LOCK = new Object();  
        synchronized (T_LOCK) { }  
        head = tail = element;  
        return;  
      }  
    }  
    curHead.next = element;  
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    this.head = element;  
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tail → *null* ← *head*

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}
```

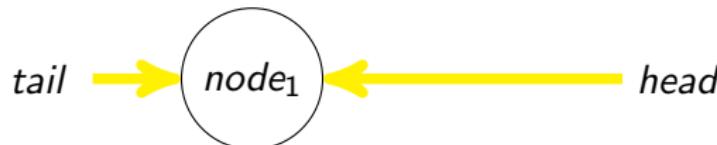
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Separate locks: enqueue

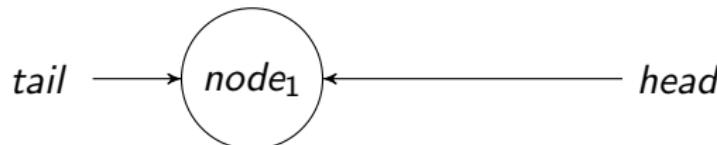
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Separate locks: enqueue

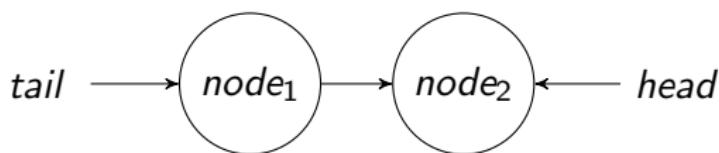
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Separate locks: dequeue

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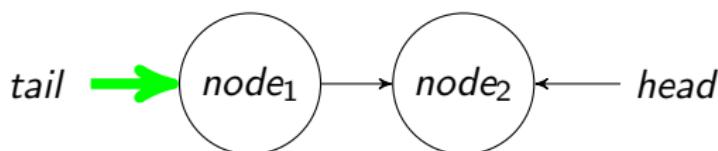
```
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK) {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
        }  
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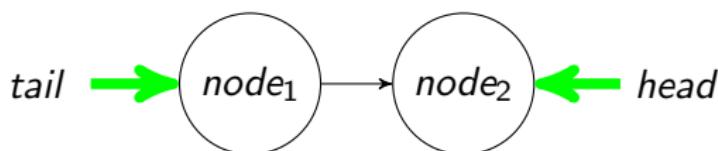
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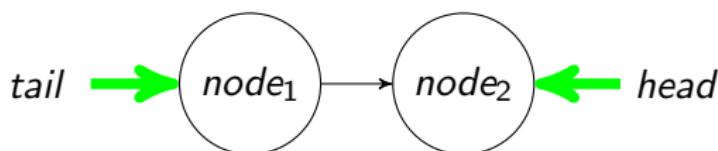
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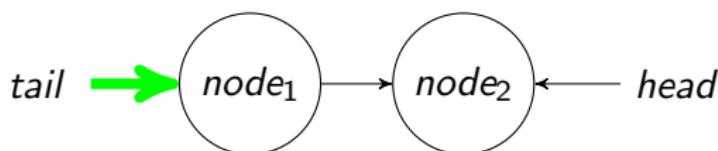
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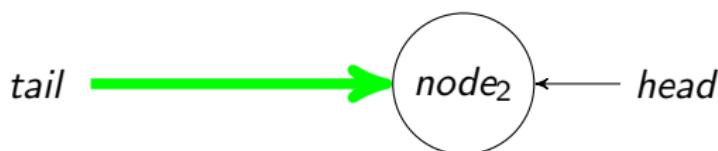
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```



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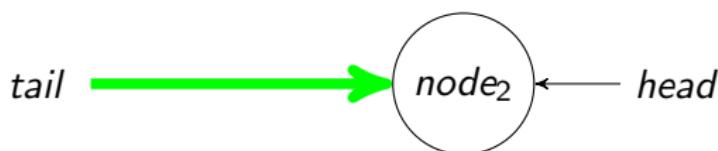
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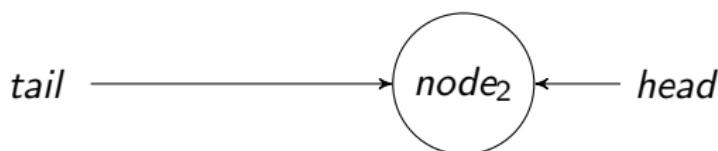
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Separate locks: dequeue

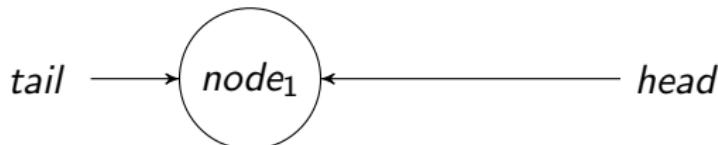
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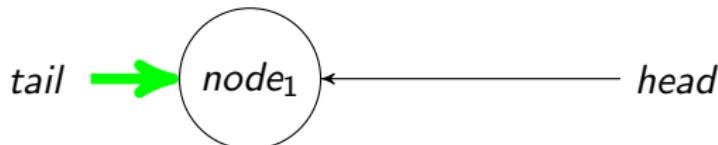
Separate locks: concurrent enqueue/dequeue

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                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
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        {  
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                return result;  
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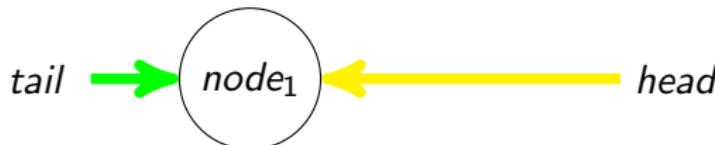
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            this.tail = result.next;  
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        }  
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}
```



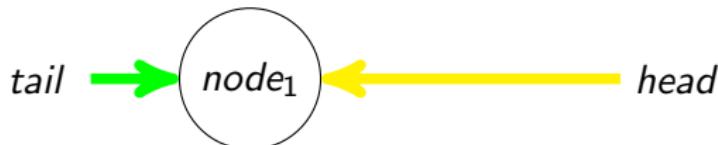
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void enqueue(Node element) {           Node dequeue() {  
    synchronized (H_LOCK) {             synchronized (T_LOCK) {  
        Node curHead = this.head;       synchronized (H_LOCK)  
        if (curHead == null) {          {  
            if (tail == head) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
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} }  
} }
```



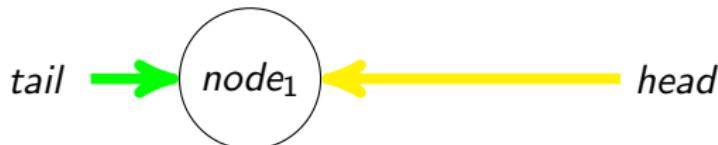
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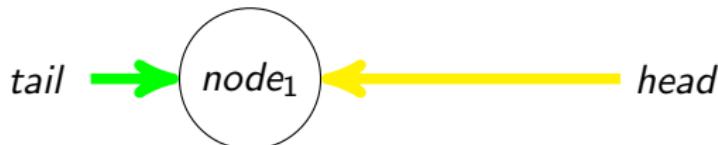
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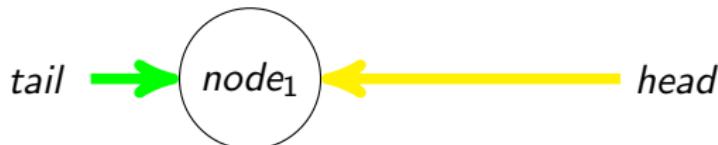
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            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



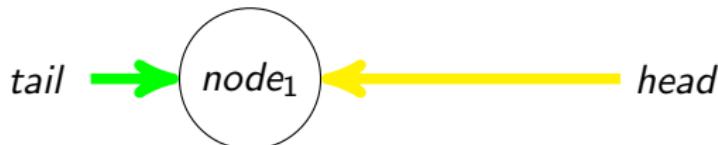
Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



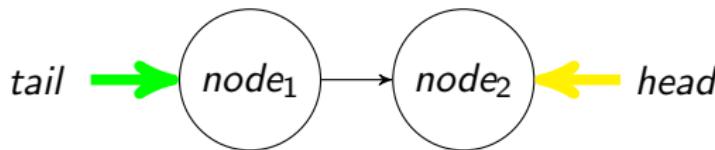
Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



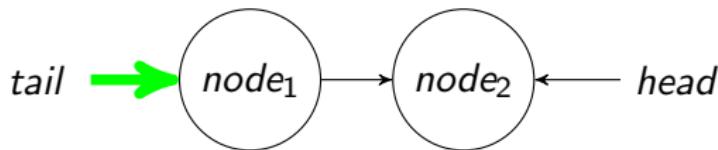
Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



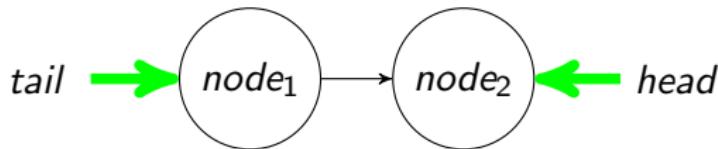
Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



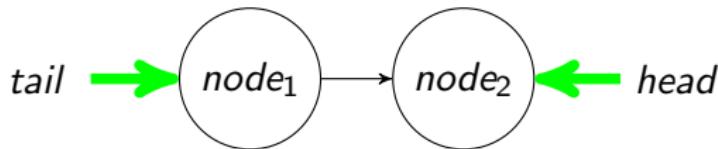
Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



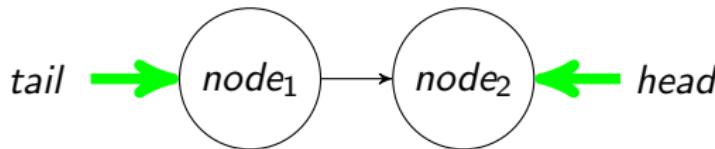
Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



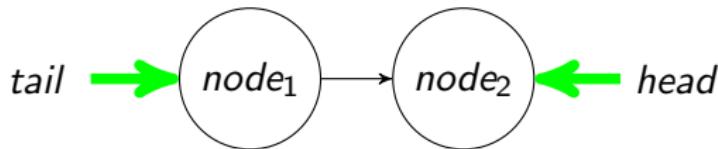
Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



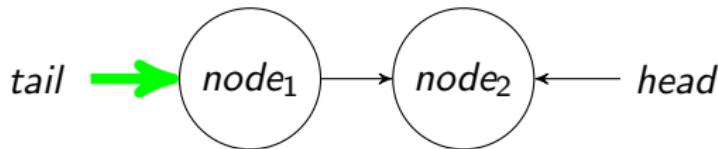
Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



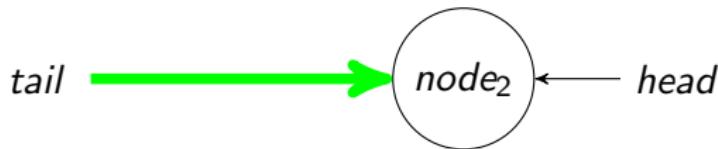
Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



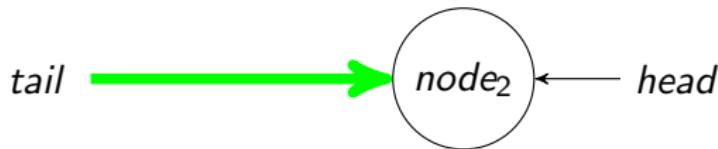
Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



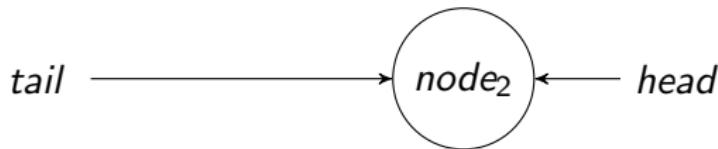
Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



Separate locks: concurrent enqueue/dequeue

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK) {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}  
  
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
            Node result = this.tail;  
            this.tail = result.next;  
            return result;  
        }  
    }  
}
```



Running JPF: config

```
=====Test.jpf=====
target=Test
target.args=

classpath=.
sourcepath=.

report.console.propertyViolation = output,trace
```

Running JPF: console

```
/home/JPF/jpf-core/bin/jpf Test.jpf
```

Running JPF: console

```
/home/JPF/jpf-core/bin/jpf Test.jpf
```

```
JavaPathfinder core system v8.0 (rev 32) - (C) 2005-2014 United States Government.
```

```
All rights reserved.
```

```
...
```

```
===== search started: 10/24/19 10:43 PM
```

```
===== trace 1
```

```
----- transition 0 thread: 0
```

```
gov.nasa.jpf.vm.choice.ThreadChoiceFromSet id:"ROOT 1/1,isCascaded:false
```

```
[3157 insn w/o sources]
```

```
Test.java:64 : private static final Random rand = new Random(123);
```

```
[2 insn w/o sources]
```

```
Test.java:64 : private static final Random rand = new Random(123);
```

```
...
```

Running JPF: console

```
/home/JPF/jpf-core/bin/jpf Test.jpf
```

```
JavaPathfinder core system v8.0 (rev 32) - (C) 2005-2014 United States Government.
```

```
All rights reserved.
```

```
...
```

```
===== search started: 10/24/19 10:43 PM
```

```
===== trace 1
```

```
----- transition 0 thread: 0
```

```
gov.nasa.jpf.vm.choice.ThreadChoiceFromSet id:"ROOT 1/1,isCascaded:false
```

```
[3157 insn w/o sources]
```

```
Test.java:64 : private static final Random rand = new Random(123);
```

```
[2 insn w/o sources]
```

```
Test.java:64 : private static final Random rand = new Random(123);
```

```
...
```

270 lines: every step of every running thread

Running JPF: error report

```
===== results

error 1: gov.nasa.jpf.vm.NotDeadlockedProperty

"deadlock encountered: thread java.lang.Thread: ..."

===== statistics

elapsed time: 00:00:00

states: new=603,visited=447,backtracked=1017,end=3

search: maxDepth=54,constraints=0

choice generators: thread=602 (signal=0,lock=108,sharedRef=349,threadApi=91,reschedule=54), data=0

heap: new=409,released=295,maxLive=390,gcCycles=971

instructions: 20933

max memory: 77MB

loaded code: classes=69,methods=1506
```

Running JPF: error report

```
===== results
error 1: gov.nasa.jpf.vm.NotDeadlockedProperty
"deadlock encountered: thread java.lang.Thread: ..."

===== statistics
elapsed time: 00:00:00
states: new=603,visited=447,backtracked=1017,end=3
search: maxDepth=54,constraints=0
choice generators: thread=602 (signal=0,lock=108,sharedRef=349,threadApi=91,reschedule=54), data=0
heap: new=409,released=295,maxLive=390,gcCycles=971
instructions: 20933
max memory: 77MB
loaded code: classes=69,methods=1506
```

Separate locks: bug visualization

```
void enqueue(Node element) {      Node dequeue() {  
    synchronized (H_LOCK) {        synchronized (T_LOCK) {  
        Node curHead = this.head;      synchronized (H_LOCK)  
        if (curHead == null) {          {  
            if (tail == head) {  
                synchronized (T_LOCK)      Node result = this.head;  
                {                          head = tail = null;  
                    head = tail = element;  return result;  
                    return;                 }  
                }                         }  
            }                           Node result = this.tail;  
            curHead.next = element;     this.tail = result.next;  
            element.next = null;       return result;  
            this.head = element;     }  
        }                           }  
    }                           }  
}
```

tail —→ *null* ← *head*

Separate locks: bug visualization

```
void enqueue(Node element) {    Node dequeue() {  
    synchronized (H_LOCK) {        synchronized (T_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {            synchronized (H_LOCK)  
            {                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}
```

tail → *null* ← *head*

Separate locks: bug visualization

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK)  
            {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}
```

```
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
        }  
        Node result = this.tail;  
        this.tail = result.next;  
        return result;  
    }  
}
```



Separate locks: bug visualization

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK)  
            {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}
```

```
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
        }  
        Node result = this.tail;  
        this.tail = result.next;  
        return result;  
    }  
}
```



Separate locks: bug visualization

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK)  
            {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}
```

```
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
        }  
        Node result = this.tail;  
        this.tail = result.next;  
        return result;  
    }  
}
```



Separate locks: bug visualization

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK)  
            {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}
```

```
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
        }  
        Node result = this.tail;  
        this.tail = result.next;  
        return result;  
    }  
}
```



Separate locks: bug visualization

```
void enqueue(Node element) {  
    synchronized (H_LOCK) {  
        Node curHead = this.head;  
        if (curHead == null) {  
            synchronized (T_LOCK)  
            {  
                head = tail = element;  
                return;  
            }  
        }  
        curHead.next = element;  
        element.next = null;  
        this.head = element;  
    }  
}
```

```
Node dequeue() {  
    synchronized (T_LOCK) {  
        synchronized (H_LOCK)  
        {  
            if (tail == head) {  
                Node result = this.head;  
                head = tail = null;  
                return result;  
            }  
        }  
        Node result = this.tail;  
        this.tail = result.next;  
        return result;  
    }  
}
```



Second attempt: minimize lock surface

```
private Node getHead() {  
    synchronized (HEAD_LOCK) {  
        return head;  
    }  
}  
  
private void setHead(Node newHead) {  
    synchronized (HEAD_LOCK) {  
        head = newHead;  
    }  
}  
  
private Node getTail() {  
    synchronized (TAIL_LOCK) {  
        return tail;  
    }  
}  
  
private void setTail(Node newTail) {  
    synchronized (TAIL_LOCK) {  
        tail = newTail;  
    }  
}
```

Running JPF

```
===== results
error 1: gov.nasa.jpf.vm.NoUncaughtExceptionsProperty "java.lang.NullPointerException: ..."

=====
statistics
elapsed time: 00:00:00
states: new=126,visited=70,backtracked=162,end=2
search: maxDepth=44,constraints=0
choice generators: thread=125 (signal=0,lock=42,sharedRef=45,threadApi=26,reschedule=12), data=0
heap: new=419,released=103,maxLive=390,gcCycles=183
instructions: 8910
max memory: 61MB
loaded code: classes=73,methods=1540
```

320 lines: every step of every running thread

Running JPF

```
=====Test.jpf=====
target=Test
target.args=

classpath=.
sourcepath=.

# vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
search.class = gov.nasa.jpf.search.heuristic.BFSHeuristic
# ~~~~~

report.console.propertyViolation = output,trace
```

Running JPF

```
===== results
error 1: gov.nasa.jpf.vm.NoUncaughtExceptionsProperty "java.lang.NullPointerException: ..."

=====
statistics
elapsed time: 00:00:00
states: new=351,visited=305,backtracked=655,end=0
search: maxDepth=16,constraints=0
choice generators: thread=281 (signal=0,lock=155,sharedRef=123,threadApi=3,reschedule=0), data=0
heap: new=591,released=44,maxLive=389,gcCycles=586
instructions: 14320
max memory: 61MB
loaded code: classes=73,methods=1540
```

180 lines instead of 320 lines

Running JPF

```
===== results
error 1: gov.nasa.jpf.vm.NoUncaughtExceptionsProperty
"java.lang.NullPointerException: ..."

===== statistics
elapsed time: 00:00:00
states: new=351,visited=305,backtracked=655,end=0
search: maxDepth=16,constraints=0
choice generators: thread=281 (signal=0,lock=155,sharedRef=123,threadApi=3,reschedule=0), data=0
heap: new=591,released=44,maxLive=389,gcCycles=586
instructions: 14320
max memory: 61MB
loaded code: classes=73,methods=1540
```

180 lines instead of 320 lines

Synchronized accessors: bug visualization

```
void enqueue(Node element) {      Node dequeue() {  
    Node curHead = getHead();  
    if (curHead == null) {  
        setHead(element);  
  
        setTail(element);  
        return;  
    }  
  
    curHead.next = element;  
    element.next = null;  
    setHead(element);  
}  
  
}  
  
Node tailCopy = getTail();  
Node headCopy = getHead();  
if (tailCopy == headCopy) {  
    setHead(null);  
    setTail(null);  
    return headCopy;  
}  
  
setTail(tailCopy.next);  
return tailCopy;
```

tail —————→ *null* ←———— *head*

Synchronized accessors: bug visualization

```
void enqueue(Node element) {      Node dequeue() {  
    Node curHead = getHead();      Node tailCopy = getTail();  
    if (curHead == null) {        Node headCopy = getHead();  
        setHead(element);        if (tailCopy == headCopy) {  
            setTail(element);          setHead(null);  
            return;                  setTail(null);  
        }                            return headCopy;  
    }  
  
    curHead.next = element;      setTail(tailCopy.next);  
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```

tail → *null* ← *head*

Synchronized accessors: bug visualization

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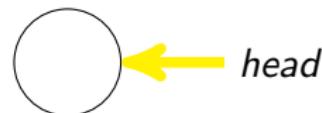
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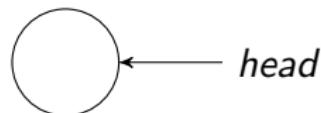


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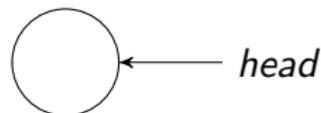


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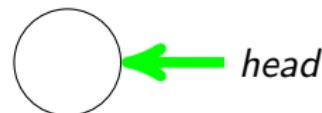


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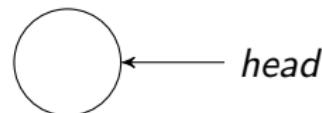


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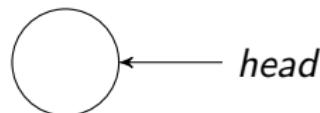


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Real-world example

MPSC queue by Dmitry Vyukov

- <http://www.1024cores.net/home/lock-free-algorithms/queues/intrusive-mpsc-node-based-queue>
- https://www.boost.org/doc/libs/1_63_0/boost/fiber/detail/context_mpsc_queue.hpp

Java port (<https://github.com/JCTools>):

`java.org.jctools.queues.MpscLinkedQueue`

Data integrity problem

What if dequeue() would return same object to different threads?

```
class CheckedNode extends Queue.Node {
    volatile int x = 0;

    void beforeEnqueue() {
        assert x == 0;           x = 1;           assert x == 1;
    }

    void afterDequeue() {
        assert x == 1;           x = 0;           assert x == 0;
    }
}

static void task(Queue q) {
    CheckedNode n = new CheckedNode();
    n.beforeEnqueue();
    q.enqueue(n);
    CheckedNode v = q.dequeue();
    if (v != null) v.afterDequeue();
}

static void testTwoThreads(Queue q) {
    startInNewThread(() -> task(q));
    startInNewThread(() -> task(q));
}
```

Running JPF

```
===== results
error 1: gov.nasa.jpf.vm.NoUncaughtExceptionsProperty
"java.lang.AssertionError at ..."
===== statistics
elapsed time: 00:00:00
states: new=720,visited=637,backtracked=1356,end=35
search: maxDepth=19,constraints=0
choice generators: thread=623 (signal=0,lock=90,sharedRef=457,threadApi=2,reschedule=74), data=0
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MpscLinkedQueue bug

Scenario: two different threads simultaneously dequeue object from non-empty queue.

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Correct data structure was used in inappropriate multithreaded context.

Recap

Discovered errors:

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- Internal invariants violation (`NullPointerException`)
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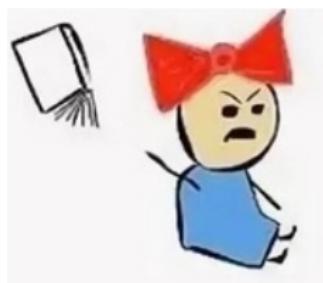
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Spin lock

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void lock() {  
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    while (true) {  
        locked = cas(0, 1);  
        if (locked) {  
            break;  
        }  
    }  
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void unlock() {  
    boolean unlocked = cas(1, 0);  
    assert unlocked;  
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listener=gov.nasa.jpf.listener.EndlessLoopDetector

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Warning: Sometimes they just obscure the «infinite states» problem.

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scalability/throughput/vacation

Limitations

Problem size

- 10 KLOC
- 3-4 «concurrent» threads
- 3-6 hours per one test case
- 10-20 GB RAM
- JPF itself is single-threaded

Keep in mind

- Cannot prove your program is correct
- Requires asserts
- Needs manually-written tests
- Spinloops may be a problem
- Cannot handle all peculiarities of JMM

Bigger picture

| | Tests | Sched | WeakMM | CPU aware | Error | Problem size |
|----------|-------|-------|--------|-----------|-------|--------------|
| JCStress | | | | | | |

<https://github.com/openjdk/jcstress>

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<https://github.com/openjdk/jcstress>

Experimental harness and a suite of tests to aid the research in the correctness of concurrency support in the JVM, class libraries, and hardware.

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Aleksey Shipilev. Workshop: Java Concurrency Stress:

<https://www.youtube.com/watch?v=koU38cczBy8>

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User should **specify** properties of operations. lincheck will generate test scenarios, execute them in concurrent environment and check that results are correct.

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Nikita Koval. Lin-Check: Testing concurrent data structures in Java

<https://2019.hydraconf.com/2019/talks/1wyyyozh4zrh0da1ctbcnym>

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<https://github.com/javapathfinder/jpf-core/wiki/What-is-JPF>
The JPF core is a Virtual Machine (VM) for Java bytecode.

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After all, it is a heavyweight tool, not a quick and simple bug finder

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LinCheck_{MC}

<https://github.com/Kotlin/kotlinx-lincheck#model-checking>

Model checking mode that works under the sequentially consistent memory model. It studies all possible schedules with a bounded number of context switches by fully controlling the execution and putting context switches in different locations in threads.

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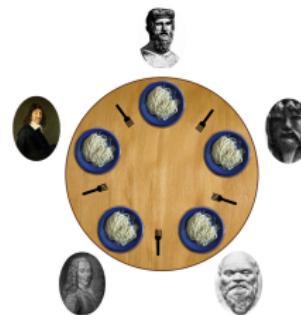
Select tool that suites your problem

Give it a try

<https://github.com/javapathfinder/jpf-core>

<https://github.com/javapathfinder/jpf-core/tree/master/src/examples>

<https://github.com/javapathfinder/jpf-core/blob/master/src/examples/DiningPhil.java>



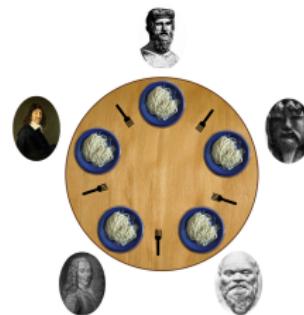
Go and find a concurrency bug in standard library.

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What if? ...

Thank you