Programming Language Abstractions for Modularly Verified Distributed Systems

\[ \vdash \{P\} c \{Q\} \]

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UCL
Distributed Systems
Distributed Infrastructure
Distributed Applications
Verified Distributed Systems
 Verified Distributed Systems

holds(\phi, S, \leadsto_1) \rightarrow
holds(\text{transfer}(\phi), T(S), \leadsto_2)
Verified Distributed *Infrastructure*

\[\text{holds}(\Phi, S, \rightsquigarrow_1) \rightarrow \text{holds}(\text{transfer}(\Phi), T(S), \rightsquigarrow_2)\]
Verified Distributed *Infrastructure*

\[
\text{holds}(\Phi, S, \sim_1) \to \\
\text{holds}(\text{transfer}(\Phi), T(S), \sim_2)
\]
Verified Distributed Applications

holds(Φ, S, \sim_1) \Rightarrow
holds(\text{transfer}(Φ), T(S), \sim_2)
Verified Distributed Applications

\[ \text{holds}(\Phi, S, \sim_1) \rightarrow \text{holds}(\text{transfer}(\Phi), T(S), \sim_2) \]
Verified Distributed Applications

Challenging to verify apps in terms of infra.
*verify clients by starting over!*

Indicates deeper problems with composition
*one node’s client is another’s server!*
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*verify clients by starting over!*

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(Make it possible to) verify clients

*verify clients without starting over!*

Will also enable more general composition
Composition: A way to make proofs harder
Composition: A way to make proofs harder

When distracting language issues are removed and the underlying mathematics is revealed, compositional reasoning is seen to be of little use.
Approach

_Distributed Hoare Type Theory_

\[
\begin{array}{c}
\vdash \\
\{ P \} \ c \ \{ Q \}
\end{array}
\]
Distributed Interactions

Servers and Clients

Combining Services

Optimizations

gcc -O3

Horizons
Cloud Compute
Cloud Compute
Cloud Compute
while True:
    (from, n) <- recv
    send (n, factors(n)) to from
Cloud Compute: Server

while True:
    (from, n) <- recv
    send (n, factors(n)) to from

Traditional specification:
messages from server have correct factors

Proved by finding an invariant of the system
Cloud Compute: Server
Cloud Compute: Client
Cloud Compute: Client

send 21 to server
(_, ans) <- recv
assert ans == {3, 7}
Cloud Compute: Client

send 21 to server
(_, ans) <- recv
assert ans == {3, 7}

Expand system to include clients

Need to reason about client-server interaction

introduce protocol
Protocols
Protocols
Protocols make it possible to verify clients!
Protocols
Protocols

State:
abstract state of each node
Protocols

State:
abstract state of each node

Transitions:
allowed sends and receives
Cloud Compute Protocol

State:

Transitions:
Cloud Compute Protocol

State:

permissions: Set<Msg>

Transitions:
Cloud Compute Protocol

State:

permissions: Set<Msg>

Transitions:

- Send Req
- Recv Req
- Send Resp
- Recv Resp
Cloud Compute: Protocol

State:

Transitions:

perm: Set<Msg>

Effect:

add (from, n) to perm

Recv Request n

Send Req

Recv Req

Send Resp

Recv Resp
Cloud Compute: Protocol

Send Response \((n, l)\)

Requires:
\[
l == \text{factors}(n)
\]
\[(n, to) \text{ in perm}\]

Effect:
removes \((n, to)\) from \(\text{perm}\)
Cloud Compute: Protocol

Recv Response l

Ensures:

\[ l == \text{factors}(n) \]

\[(n, to) \in \text{perm}\]
Cloud Compute: Protocol

State:
permissions: Set<Msg>

Transitions:
- Send Req
-Recv Req
- Send Resp
-Recv Resp
Protocols make it possible to verify clients!
From Protocols to Types

\[ \vdash \{P\} \ c \ \{Q\} \]
From Protocols to Types
From Protocols to Types

\[ \vdash \{ \} \text{send} \ t \ m \ \text{to} \ h \ \{ \} \]
From Protocols to Types

\[ t \in \Box \]

\[ \vdash \{ \} \text{send}_t m \text{ to } h \{ \} \]
From Protocols to Types

\[ t \in \{ P \} \quad \text{send}_t \quad m \quad \text{to} \quad h \{ \]

\[ P \Rightarrow Pre^t \]
From Protocols to Types

\[ t \in \text{Pre} \Rightarrow P \Rightarrow \text{Pre} \]

\[ \vdash \{ P \} \text{send} t m \text{ to } h \{ sent_t (m, h) \} \]
Cloud Compute: Client

`send 21 to server`

`(_, ans) <- recv`

`assert ans == {3, 7}`
Cloud Compute: Client

send 21 to server
(_, ans) <- recv
assert ans == {3, 7}

recv ensures correct factors
Cloud Compute: More Clients

send 21 to server₁
send 35 to server₂
(_, ans₁) <- recv
(_, ans₂) <- recv
assert ans₁ ∪ ans₂ == {3, 5, 7}
Cloud Compute: More Clients

send 21 to server₁
send 35 to server₂
(_, ans₁) <- recv
(_, ans₂) <- recv
assert ans₁ ∪ ans₂ == {3, 5, 7}

Same protocol enables verification
Cloud Compute: More Clients

\[
\begin{align*}
\text{send } 21 & \text{ to server}_1 \\
\text{send } 35 & \text{ to server}_2 \\
(_, \text{ ans}_1) & \gets \text{ recv} \\
(_, \text{ ans}_2) & \gets \text{ recv} \\
\text{assert } \text{ ans}_1 \cup \text{ ans}_2 & = \{3, 5, 7\}
\end{align*}
\]

Same protocol enables verification
Cloud Compute: Server

while True:
    (from, n) <- recv
    send (n, factors(n)) to from
while True:
    (from, n) <- recv
    send (n, factors(n)) to from

Precondition on send requires correct factors
Cloud Compute: More Servers

cache = {}
while True:
    (from, n) <- recv
    ans = if n ∈ cache then cache[n]
         else factors(n)
    cache[n] = ans
    send (n, ans) to from
cache = {}
while True:
    (from, n) <- recv
    ans = if n ∈ cache then cache[n]
         else factors(n)
    cache[n] = ans
    send (n, ans) to from

Still follows protocol!
Cloud Compute: More Servers

```python
while True:
    (from, n) <- recv
    send n to backend
(_, ans) <- recv
send (n, ans) to from
```
while True:
    (from, n) <- recv
    send n to backend
    (_, ans) <- recv
    send (n, ans) to from

Still follows protocol!
Cloud Compute: More Servers

while True:
    (from, n) <- \texttt{recv}
    \texttt{send} n \texttt{to backend}
    (_, ans) <- \texttt{recv}
    \texttt{send} (n, ans) \texttt{to from}

Any combination of transitions follows protocol!

Well-typed programs don’t go wrong!

One node’s client is another’s server!
Horizons

Sophisticated protocol composition
  e.g. computation uses separate database

Adding other effects
  e.g. mutable heap, threads, failure...

Fault tolerance
  what do Verdi’s VSTs look like here?
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Indicates deeper problems with composition one node’s client is another’s server!

Protocols make it possible to verify clients reason about client-server interaction

Also enable more general composition

Any combination of transitions follows protocol Well-typed programs don’t go wrong!
Protocols make it possible to verify clients' interaction with the server. They enable more general composition, allowing for the combination of transitions to follow protocols. Well-typed programs don't go wrong!
Composition is hard

but important for infrastructure

Achieve with types

syntactic theory of composition

Protocols make it possible to verify clients

reason about client-server interaction

Also enable more general composition

Any combination of transitions follows protocol

Well-typed programs don’t go wrong!