

UNITY Logic

(Based on the Modified Version in [Misra 1995])

Yih-Kuen Tsay

Department of Information Management National Taiwan University

Introduction



UNITY was once quite popular. Its logic has been modified and improved in a subsequent work.

J. Misra. A logic for concurrent programming. Journal of Computer and Software Engineering, 3(2): 239-272, 1995.

- A program consists of (1) an initial condition and (2) a set of actions (or conditional multiple-assignments), which always includes skip.
- Properties are defined in terms of
 - $\stackrel{*}{=}$ initially p,
 - p co q, and
 - 🌞 p transient.

Program Model: Action System



- 😚 Syntax: An action system consists of
 - a set of *variables* and
 - a set of actions, always including skip (which does not change the system's state).

A particular valuation of the variables is called a system or program *state*. An action is essentially a *guarded multiple* assignment to the variables.

- Semantics:
 - A system execution starts from some initial state and goes on forever.
 - In each step of an execution, some action is selected (under some fairness constraint) and executed, resulting in a possible change of the program state.

The "Contrains" Operator



- The safety properties of a system are stated using the "contrains" (co) operator.
- "p co q" (p constrains q) states that whenever p holds, q holds after the execution of any single action.
- **Formally,** *p* **co** *q* $\stackrel{\triangle}{=}$ ⟨∀*t* :: {*p*} *t* {*q*}⟩.
- As *skip* may be applied in any state, from $p \in q$ it follows that $p \Rightarrow q$.
- It also follows that once p holds, q continues to hold upto (and including) the point where p ceases to hold (if it ever does).

Usages of the co



- "x = 0 co $x \ge 0$ ": once x becomes 0 it remains 0 until it becomes positive.
- " $\forall m :: x = m$ **co** $x \ge m$ ": x never decreases. This is equivalent to " $\forall m :: x \ge m$ **co** $x \ge m$ ".
- " $\forall m, n :: x, y = m, n$ co $x = m \lor y = n$ ": x and y never change simultaneously.

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The unless Operator



• "p unless q" was introduced in the original UNITY logic as a basic safety property:

$$p \text{ unless } q \text{ in } F \stackrel{\Delta}{=} \forall t : t \text{ in } F : \{p \land \neg q\} \ t \ \{p \lor q\}$$

If p is true at some point of computation, then it will continue to hold as long as q does not (q may never hold and p continues to hold forever).

- Example: " $x \ge k$ unless x > k" says that x is non-decreasing.
- igoplus p $oldsymbol{co}$ p $oldsymbol{co}$ q \equiv p unless $eg p \wedge q$.

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Special Cases of co



- $\bigcirc p$ stable $\stackrel{\Delta}{=} p$ co p
- $\bigcirc p$ invariant $\stackrel{\Delta}{=}$ (initially p) and (p stable)

Some Rules of Hoare Logic



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Derived Rules (Theorems)



A theorem in the form of

$$\frac{\Delta_1}{\Delta_2}$$

means that properties in Δ_2 can be deduced from properties in the premise Δ_1 .

Some Derived Rules



- 😚 false **co** p.
- 😏 p **co** true.
- Conjunction and Disjunction

Stable Conjunction and Disjunction

$$\frac{p \text{ co } q, r \text{ stable}}{p \land r \text{ co } q \land r}$$

$$p \lor r \text{ co } q \lor r$$

The Substitution Axiom



An invariant may be replaced by *true*, and vice versa, in any property of a program.

 \odot Example 1: given p **co** q and J invariant, we conclude

$$p \wedge J$$
 co q , p co $q \wedge J$, $p \wedge J$ co $q \wedge J$, etc.

Example 2:

$$p$$
 unless q , $\neg q$ invariant p stable

Note: there is a distinction between an invariant (of a particular program) and a valid formula (in any context). However, as part of a program property, they can be safely interchanged.

An Elimination Theorem



- Free variables may be eliminated by taking conjunctions or disjunctions.
- Suppose p a property that does not name any program variable other than x.
- Then, p[x := m] does not contain any variable and is a constant (and hence stable).
- **Observe that** $p = \langle \exists m : p[x := m] : x = m \rangle$.
- An elimination theorem:

x = m **co** q, where m is free p does not name m nor any program variable other than x p **co** $\langle \exists m :: p[x := m] \land q \rangle$

An Elimination Theorem (cont.)



$$x=m$$
 co q , where m is free p does not name m nor any program variable other than x p **co** $\langle \exists m :: p[x:=m] \land q \rangle$

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Proof:
                                         , premise
 x = m co q
 p[x := m] \land x = m co p[x := m] \land q
                                         , stable disjunction with p[x := m]
 \langle \exists m :: p[x := m] \land x = m \rangle co \langle \exists m :: p[x := m] \land q \rangle
                                         , disjuction over all m
 p co (\exists m :: p[x := m] \land q) , simplifying the lhs
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Transient Predicate (under Weak Fairness)



- Under weak fairness, it is sufficient to have a single action falsify a transient predicate.
- $p \text{ transient} \stackrel{\Delta}{=} \langle \exists s :: \{p\} \ s \ \{\neg p\} \rangle$
- Some derived rules:

$$(p \text{ stable } \land p \text{ transient}) \equiv \neg p$$

(The only predicate that is both stable and transient is false.)

$$\frac{p \text{ transient}}{p \wedge q \text{ transient}}$$

Progress Properties



- p ensures $q \stackrel{\Delta}{=} (p \land \neg q \text{ co } p \lor q)$ and $p \land \neg q \text{ transient.}$ If p holds at any point, it will continue to hold as long as q does not hold; eventually q holds.
- •• " $p \mapsto q$ " specifies that if p holds at any point then q holds or will eventually hold. Inductive definition:

$$\frac{p \; ensures \; q}{p \mapsto q}$$
 (transitivity)
$$\frac{p \mapsto q, q \mapsto r}{p \mapsto r}$$
 (disjunction)
$$\frac{\langle \forall m : m \in W : p(m) \mapsto q \rangle}{\langle \exists m : m \in W : p(m) \rangle \mapsto q}$$

Example: " $x > k \mapsto x > k$ " says that x will eventually increase.

Some Derived Rules for Progress



🕝 (Progress-Safety-Progress, PSP)

$$\frac{p \mapsto q, r \text{ co } s}{(p \land r) \mapsto (q \land s) \lor (\neg r \land s)}$$

(well-founded induction)

$$\frac{\langle \forall m :: p \land M = m \mapsto (p \land M < m) \lor q \rangle}{p \mapsto q}$$

Asynchronous Composition



- \bigcirc Notation: $F \parallel G$ (the *union* of F and G)
- Semantics:
 - The set of variables is the union of the two sets of variables.
 - The set of actions is the union of the two sets of actions.
 - The composed system is executed as a single system.

UNITY Logic vs. Lamport's 'Hoare Logic'



- 😚 "co" enjoys the complete rule of consequence.
- Rules of conjunction and disjunction also hold.
- Stronger rule of parallel composition:

$$\frac{p \operatorname{\mathbf{co}} q \operatorname{in} F, \ p \operatorname{\mathbf{co}} q \operatorname{in} G}{p \operatorname{\mathbf{co}} q \operatorname{in} F \parallel G}$$

But, "co" is much less convenient for sequential composition.

Union Theorems



- $\begin{array}{c}
 \hline
 & p \text{ unless } q \text{ in } F, p \text{ stable in } G \\
 & p \text{ unless } q \text{ in } F \parallel G
 \end{array}$
- $\frac{p \text{ invariant in } F, p \text{ stable in } G}{p \text{ invariant in } F \parallel G}$
- If any of the following properties holds in F, where p is a local predicate of F, then it also holds in $F \parallel G$ for any G: p unless q, p ensures q, p invariant.

Note: Any invariant used in applying the substitution axiom to deduce a property of one module should be proved an invariant in the other module.