

On abstraction and compositionality for weak-memory linearisability

Brijesh Dongol

Radha Jagadeesan
Alasdair Armstrong

James Riely

Atomicity abstraction and weak memory

- ▶ How do we provide reliable **atomicity abstractions**?
 - ▶ **Concurrent objects**, e.g., locks, stacks, queues etc
 - ▶ **Transactional memory**

Atomicity abstraction and weak memory

- ▶ How do we provide reliable **atomicity abstractions**?
 - ▶ **Concurrent objects**, e.g., locks, stacks, queues etc
 - ▶ **Transactional memory**
- ▶ What does a **programmer require** from an atomicity abstraction?
 - ▶ **Abstraction (or contextual refinement)**
 - ▶ **Compositionality**

Atomicity abstraction and weak memory

- ▶ How do we provide reliable **atomicity abstractions**?
 - ▶ **Concurrent objects**, e.g., locks, stacks, queues etc
 - ▶ **Transactional memory**
- ▶ What does a **programmer require** from an atomicity abstraction?
 - ▶ **Abstraction (or contextual refinement)**
 - ▶ **Compositionality**
- ▶ The above well studied assuming **sequentially consistent (SC)** memory
- ▶ How do atomicity abstractions behave under **weak (or relaxed) memory**?

Atomicity abstraction and weak memory

- ▶ How do we provide reliable **atomicity abstractions**?
 - ▶ **Concurrent objects**, e.g., locks, stacks, queues etc
 - ▶ **Transactional memory**
- ▶ What does a **programmer require** from an atomicity abstraction?
 - ▶ **Abstraction (or contextual refinement)**
 - ▶ **Compositionality**
- ▶ The above well studied assuming **sequentially consistent (SC)** memory
- ▶ How do atomicity abstractions behave under **weak (or relaxed) memory**?
 - ▶ Use framework of **Alglave, Maranget and Tautschnig (AMT)**
 - captures a large number of memory models (TSO, Power, ARM)

Atomicity abstraction and weak memory

- ▶ How do we provide reliable **atomicity abstractions**?
 - ▶ **Concurrent objects**, e.g., locks, stacks, queues etc
 - ▶ **Transactional memory**
- ▶ What does a **programmer require** from an atomicity abstraction?
 - ▶ **Abstraction (or contextual refinement)**
 - ▶ **Compositionality**
- ▶ The above well studied assuming **sequentially consistent (SC)** memory
- ▶ How do atomicity abstractions behave under **weak (or relaxed) memory**?
 - ▶ Use framework of **Alglave, Maranget and Tautschnig (AMT)**
 - captures a large number of memory models (TSO, Power, ARM)
 - ▶ Concurrent objects (this paper)
 - ▶ Transactional memory (Dongol, Jagadeesan and Riely, POPL 2018)

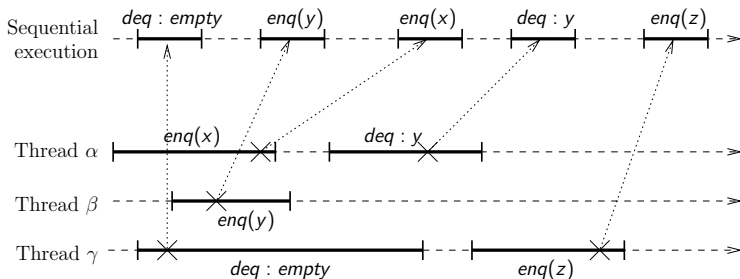
Linearisability for SC

- ▶ Correctness of concurrent object defined by **linearisability**
 - ▶ each operation **takes effect** between invocation and return
 - ▶ **order of effects** legal for sequential specification

Linearisability for SC

- ▶ Correctness of concurrent object defined by **linearisability**
 - ▶ each operation **takes effect** between invocation and return
 - ▶ **order of effects** legal for sequential specification

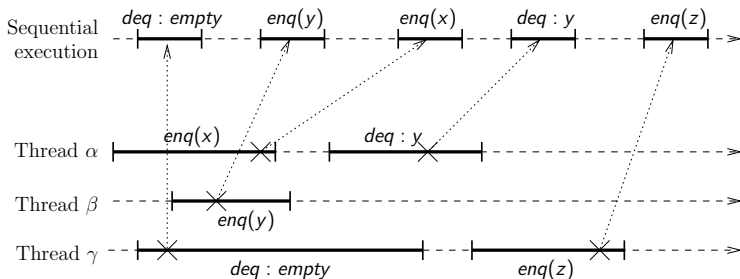
- ▶ **Example.** Concurrent queue



Linearisability for SC

- ▶ Correctness of concurrent object defined by **linearisability**
 - ▶ each operation **takes effect** between invocation and return
 - ▶ **order of effects** legal for sequential specification

- ▶ **Example.** Concurrent queue

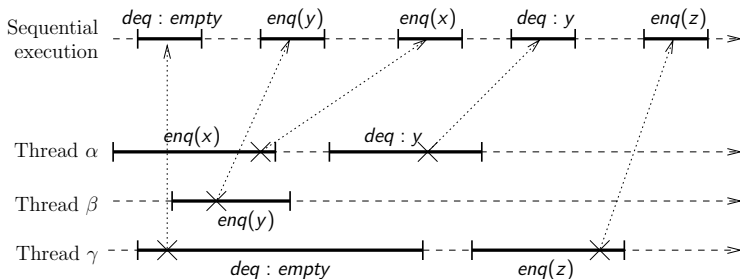


- ▶ Properties of linearisability:
 - ▶ necessary and sufficient for **contextual refinement** (Filipovic, 2010)
 - ▶ **compositional** (Herlihy and Wing, 1990)

Linearisability for SC

- ▶ Correctness of concurrent object defined by **linearisability**
 - ▶ each operation **takes effect** between invocation and return
 - ▶ **order of effects** legal for sequential specification

- ▶ **Example.** Concurrent queue



- ▶ Properties of linearisability:
 - ▶ necessary and sufficient for **contextual refinement** (Filipovic, 2010)
 - ▶ **compositional** (Herlihy and Wing, 1990)
- ▶ What about **weak memory**?

AMT's axiomatic models

Executions defined by:

- ▶ Set of (read/write) *events* \mathbb{E} and *orders* over \mathbb{E} , e.g.,
 - ▶ **co** (coherence order) — total order on the writes of each location
 - ▶ **rf** (reads from dependency) — maps writes to reads
 - ▶ **ppo** (preserved program order), — program order **po** with commuting events in architecture removed
 - ▶ ...

AMT's axiomatic models

Executions defined by:

- ▶ Set of (read/write) *events* \mathbb{E} and *orders* over \mathbb{E} , e.g.,
 - ▶ **co** (coherence order) — total order on the writes of each location
 - ▶ **rf** (reads from dependency) — maps writes to reads
 - ▶ **ppo** (preserved program order), — program order **po** with commuting events in architecture removed
 - ▶ ...
- ▶ Other relations are derived, e.g.,
 - ▶ Happens-before **hb** = **ppo** \cup **fences** \cup **rfe**
 - ▶ From-read anti-dependency **fr** = **rf**⁻¹; **co**

AMT's axiomatic models

Executions defined by:

- ▶ Set of (read/write) *events* \mathbb{E} and *orders* over \mathbb{E} , e.g.,
 - ▶ **co** (coherence order) — total order on the writes of each location
 - ▶ **rf** (reads from dependency) — maps writes to reads
 - ▶ **ppo** (preserved program order), — program order **po** with commuting events in architecture removed
 - ▶ ...
- ▶ Other relations are derived, e.g.,
 - ▶ Happens-before $\mathbf{hb} = \mathbf{ppo} \cup \mathbf{fences} \cup \mathbf{rfe}$
 - ▶ From-read anti-dependency $\mathbf{fr} = \mathbf{rf}^{-1}; \mathbf{co}$

Execution is **correct** if it satisfies four axioms:

$\text{acyclic}(\mathbf{hb})$	(No-THIN-AIR)
$\text{acyclic}(\mathbf{po-loc} \cup \mathbf{co} \cup \mathbf{rf} \cup \mathbf{fr})$	(SC-PER-LOCATION)
$\text{irreflexive}(\mathbf{fre}; \mathbf{prop}; \mathbf{hb}^*)$	(OBSERVATION)
$\text{acyclic}(\mathbf{co} \cup \mathbf{prop})$	(PROPAGATION)

Example: TSO (load buffering)

Init: $x, y = 0, 0$

Thread α : $x := 1; r1 := y;$

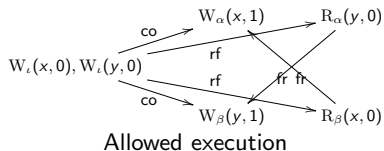
Thread β : $y := 1; r2 := x;$

Example: TSO (load buffering)

Init: $x, y = 0, 0$

Thread α : $x := 1; r1 := y;$

Thread β : $y := 1; r2 := x;$

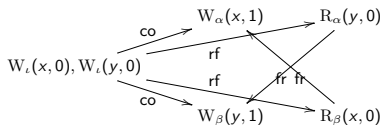


Example: TSO (load buffering)

Init: $x, y = 0, 0$

Thread α : $x := 1$; $r1 := y$;

Thread β : $y := 1$; $r2 := x$;



Init: $x, y = 0, 0$

Thread α : $x := 1$; **FF**; $r1 := y$;

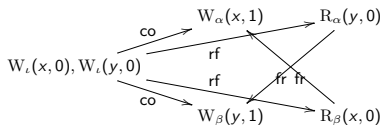
Thread β : $y := 1$; **FF**; $r2 := x$;

Example: TSO (load buffering)

Init: $x, y = 0, 0$

Thread α : $x := 1$; $r1 := y$;

Thread β : $y := 1$; $r2 := x$;

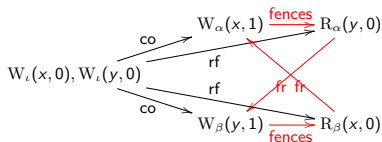


Allowed execution

Init: $x, y = 0, 0$

Thread α : $x := 1$; **FF**; $r1 := y$;

Thread β : $y := 1$; **FF**; $r2 := x$;



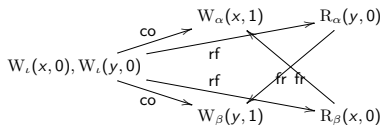
Disallowed execution

Example: TSO (load buffering)

Init: $x, y = 0, 0$

Thread α : $x := 1$; $r1 := y$;

Thread β : $y := 1$; $r2 := x$;

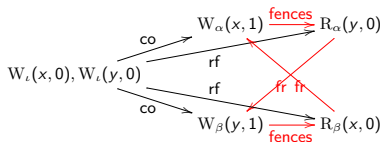


Allowed execution

Init: $x, y = 0, 0$

Thread α : $x := 1$; **FF**; $r1 := y$;

Thread β : $y := 1$; **FF**; $r2 := x$;



Disallowed execution

Let's apply this framework to a setting with concurrent objects

Abstract objects and weak memory

Init: $x, y = 0, 0$

Thread α : `lock.acq(); x := 1; y := 1; lock.rel();`

Thread β : `lock.acq(); print x; print y; lock.rel();`

- Expected behaviour: Thread β either prints **0 0** or **1 1**

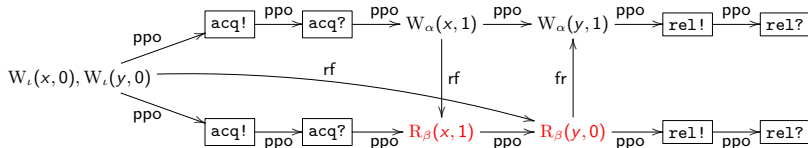
Abstract objects and weak memory

Init: $x, y = 0, 0$

Thread α : `lock.acq(); x := 1; y := 1; lock.rel();`

Thread β : `lock.acq(); print x; print y; lock.rel();`

- ▶ Expected behaviour: Thread β either prints **0 0** or **1 1**
- ▶ Naive use of AMT axioms permits a bad behaviour: β prints **1 0**



Allowed execution

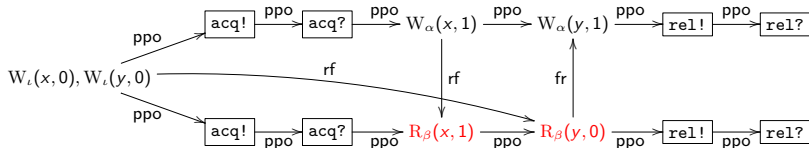
Abstract objects and weak memory

Init: $x, y = 0, 0$

Thread α : `lock.acq(); x := 1; y := 1; lock.rel();`

Thread β : `lock.acq(); print x; print y; lock.rel();`

- ▶ Expected behaviour: Thread β either prints **0 0** or **1 1**
- ▶ Naive use of AMT axioms permits a bad behaviour: β prints **1 0**



Allowed execution

- ▶ Two problems:
 1. Typical SC lock specification is not strong enough
 - ▶ Only describes allowable order of operations
 - ▶ Doesn't describe memory effects
 2. Weak memory axioms ignore interaction with lock object

Abstract objects and weak memory

Init: $x, y = 0, 0$

Thread α : `lock.acq(); x := 1; y := 1; lock.rel();`

Thread β : `lock.acq(); print x; print y; lock.rel();`

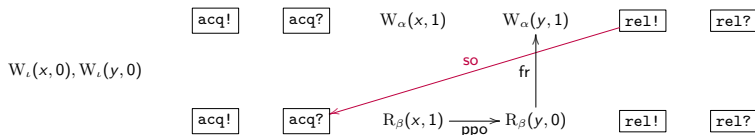
Abstract objects and weak memory

Init: $x, y = 0, 0$

Thread α : `lock.acq(); x := 1; y := 1; lock.rel();`

Thread β : `lock.acq(); print x; print y; lock.rel();`

Disallowing bad behaviour (only showing relevant edges):



1. Strengthen the lock specification to include **specification order (so)** from release to acquire

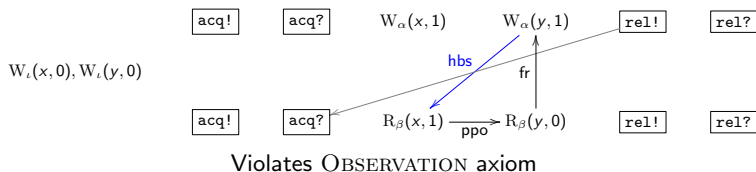
Abstract objects and weak memory

Init: $x, y = 0, 0$

Thread α : `lock.acq(); x := 1; y := 1; lock.rel();`

Thread β : `lock.acq(); print x; print y; lock.rel();`

Disallowing bad behaviour (only showing relevant edges):



1. Strengthen the lock specification to include **specification order (so)** from release to acquire
2. Strengthen the weak memory axioms to induce additional **happens before (hbs)**

Strengthening specifications

- ▶ Under SC, a specification defined by **legal history**

Example. Legal stack history (ensures LIFO order)

a:push!(5) · a:push? · b:push!(6) · b:push? · c:pop! · c:pop?(6)

Strengthening specifications

- Under SC, a specification defined by **legal history**

Example. Legal stack history (ensures LIFO order)

$a : \text{push!}(5) \cdot a : \text{push?} \cdot b : \text{push!}(6) \cdot b : \text{push?} \cdot c : \text{pop!} \cdot c : \text{pop?}(6)$

- In weak memory, stack specification orders **push invocation** and corresponding **pop return**

Example. For stack history above

$b : \text{push!}(6) \xrightarrow{\text{so}} c : \text{pop?}(6)$

Strengthening specifications

- ▶ Under SC, a specification defined by **legal history**

Example. Legal stack history (ensures LIFO order)

a:push!(5) · a:push? · b:push!(6) · b:push? · c:pop! · c:pop?(6)

- ▶ In weak memory, stack specification orders **push invocation** and corresponding **pop return**

Example. For stack history above

b:push!(6) $\xrightarrow{\text{so}}$ c:pop?(6)

- ▶ Specification order is used to build additional happens-before

hbs = po; **so**; po

Abstract executions via example (publication)

Init: $x = 0$

Thread α : $x := 5$; $\text{push}(5)$;

Thread β : $r1 := \text{pop}()$; $r2 := x$;

Possible (bad) abstract trace of this client/object program:

$W_\alpha(x, 5) \text{ push!}_\alpha(5) \text{ push?}_\alpha$

$W_\iota(x, 0)$

$\text{pop!}_\beta \text{ pop?}_\beta(5) R_\beta(x, 0)$

How to show trace **invalid** for memory model?

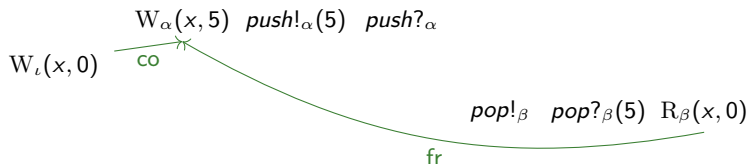
Abstract executions via example (publication)

Init: $x = 0$

Thread α : $x := 5$; $\text{push}(5)$;

Thread β : $r1 := \text{pop}()$; $r2 := x$;

Possible (bad) abstract trace of this client/object program:



How to show trace **invalid** for memory model?

1. AMT framework gives **execution orders**

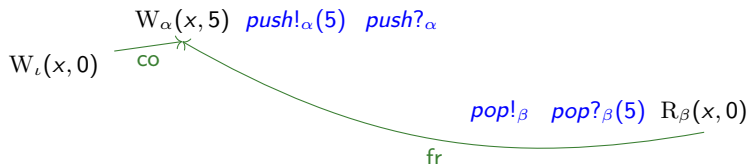
Abstract executions via example (publication)

Init: $x = 0$

Thread α : $x := 5$; $\text{push}(5)$;

Thread β : $r1 := \text{pop}()$; $r2 := x$;

Possible (bad) abstract trace of this client/object program:



How to show trace **invalid** for memory model?

1. AMT framework gives **execution orders**
2. Check **history** (i.e., trace restricted to specification) is valid

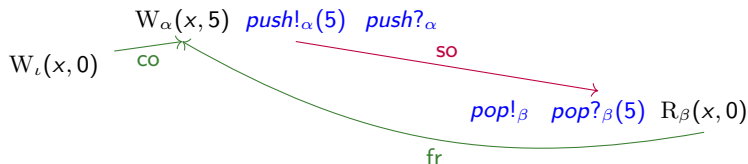
Abstract executions via example (publication)

Init: $x = 0$

Thread α : $x := 5$; $\text{push}(5)$;

Thread β : $r1 := \text{pop}()$; $r2 := x$;

Possible (bad) abstract trace of this client/object program:



How to show trace **invalid** for memory model?

1. AMT framework gives **execution orders**
2. Check **history** (i.e., trace restricted to specification) is valid
3. Weak memory stack specification has order **so** for stack **history**

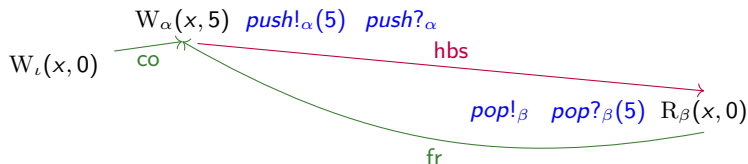
Abstract executions via example (publication)

Init: $x = 0$

Thread α : $x := 5$; $\text{push}(5)$;

Thread β : $r1 := \text{pop}()$; $r2 := x$;

Possible (bad) abstract trace of this client/object program:



How to show trace **invalid** for memory model?

1. AMT framework gives **execution orders**
2. Check **history** (i.e., trace restricted to specification) is valid
3. Weak memory stack specification has order **so** for stack **history**
4. This induces a lifted specification order $hbs = po ; so ; po$

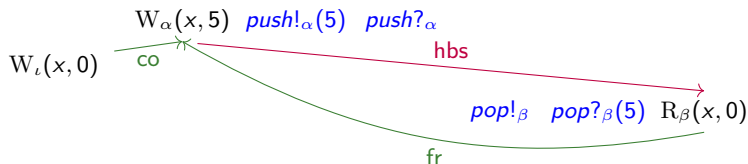
Abstract executions via example (publication)

Init: $x = 0$

Thread α : $x := 5$; $\text{push}(5)$;

Thread β : $r1 := \text{pop}()$; $r2 := x$;

Possible (bad) abstract trace of this client/object program:



How to show trace **invalid** for memory model?

1. AMT framework gives **execution orders**
2. Check **history** (i.e., trace restricted to specification) is valid
3. Weak memory stack specification has order **so** for stack **history**
4. This induces a lifted specification order $hbs = po ; so$; po
5. Execution is **invalid** (as desired) according to AMT axioms using

$$hb \triangleq ppo \cup fences \cup rfe \cup hbs$$

Concrete implementations

Init: $x = 0$

Thread α : $x := 5$; push(5);

Thread β : $r1 := \text{pop}()$; $r2 := x$;

Concrete implementations

Init: $x = 0$

Thread α : $x := 5$; $\text{push}(5)$;

Thread β : $r1 := \text{pop}()$; $r2 := x$;

How to show concrete trace of this client/object program is **invalid**?

$W_\alpha(x, 5)$ *push!* $_\alpha(5)$ *S* *push?* $_\alpha$

$W_\iota(x, 0)$

pop! $_\beta$ *T* *pop?* $_\beta(5)$ $R_\beta(x, 0)$

Concrete implementations

Init: $x = 0$

Thread α : $x := 5$; $\text{push}(5)$;

Thread β : $r1 := \text{pop}()$; $r2 := x$;

How to show concrete trace of this client/object program is **invalid**?

$W_\alpha(x, 5)$ *push!* $_\alpha(5)$ S *push?* $_\alpha$

$W_\iota(x, 0)$

pop! $_\beta$ T *pop?* $_\beta(5)$ $R_\beta(x, 0)$

- If the stack is correct, then there must be memory actions in S , T that invalidates the execution

Concrete implementations

Init: $x = 0$

Thread α : $x := 5$; $\text{push}(5)$;

Thread β : $r1 := \text{pop}()$; $r2 := x$;

How to show concrete trace of this client/object program is **invalid**?

$W_\alpha(x, 5)$ *push!* $_\alpha(5)$ S *push?* $_\alpha$

$W_\iota(x, 0)$

pop! $_\beta$ T *pop?* $_\beta(5)$ $R_\beta(x, 0)$

- ▶ If the stack is correct, then there must be memory actions in S , T that invalidates the execution
- ▶ Can simply
 - ▶ ignore the method calls/returns,

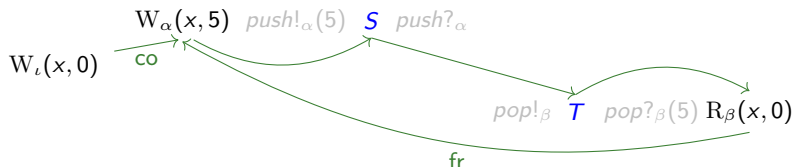
Concrete implementations

Init: $x = 0$

Thread α : $x := 5$; $\text{push}(5)$;

Thread β : $r1 := \text{pop}()$; $r2 := x$;

How to show concrete trace of this client/object program is **invalid**?



- ▶ If the stack is correct, then there must be memory actions in S , T that invalidates the execution
- ▶ Can simply
 - ▶ ignore the method calls/returns,
 - ▶ apply AMT framework

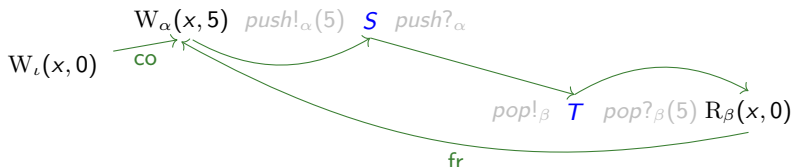
Concrete implementations

Init: $x = 0$

Thread α : $x := 5$; $\text{push}(5)$;

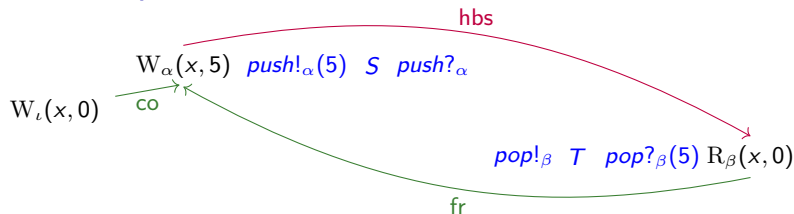
Thread β : $\text{r1} := \text{pop}()$; $\text{r2} := x$;

How to show concrete trace of this client/object program is **invalid**?



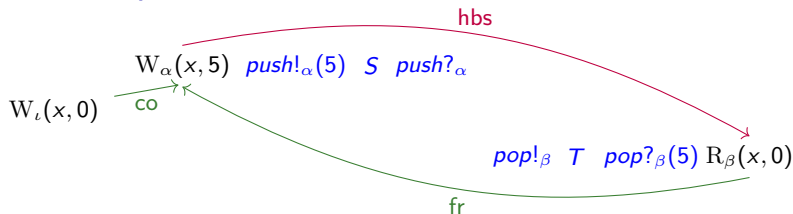
- ▶ If the stack is correct, then there must be memory actions in S , T that invalidates the execution
- ▶ Can simply
 - ▶ ignore the method calls/returns,
 - ▶ apply AMT framework
- ▶ But we want to think about clients and object implementations separately
- ▶ Use the abstract specification as the glue

Concrete implementations



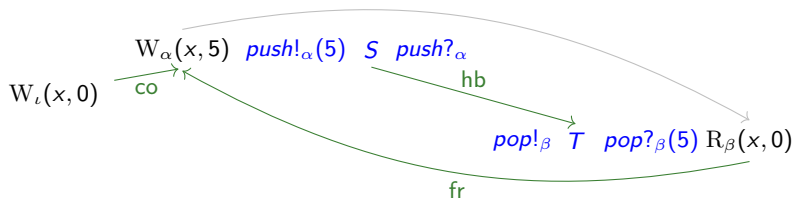
- Recall: We require **hbs** to create a cycle using a **from read** anti-dependency

Concrete implementations



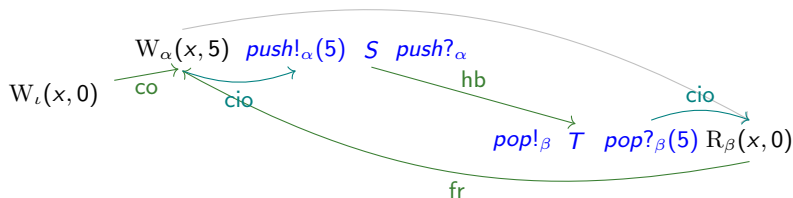
- Recall: We require **hbs** to create a cycle using a **from read** anti-dependency
- Problem: How do we ensure **hbs** exists
 - without knowledge of client (reasoning about the object only),
 - generically for any memory model?

Concrete implementations



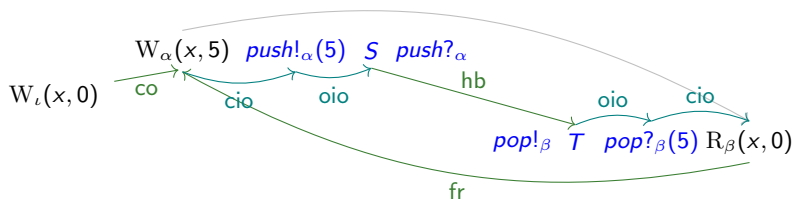
- ▶ Recall: We require **hbs** to create a cycle using a **from read** anti-dependency
- ▶ Problem: How do we ensure **hbs** exists
 - ▶ without knowledge of client (reasoning about the object only),
 - ▶ generically for any memory model?
- ▶ Three sets of edges to consider
 1. **hb order** from S to T (given by the memory model)

Concrete implementations



- ▶ Recall: We require **hbs** to create a cycle using a **from read** anti-dependency
- ▶ Problem: How do we ensure **hbs** exists
 - ▶ without knowledge of client (reasoning about the object only),
 - ▶ generically for any memory model?
- ▶ Three sets of edges to consider
 1. **hb order** from S to T (given by the memory model)
 2. **client-interface order (cio)**:
 - ▶ client events to invocations and
 - ▶ responses to client events

Concrete implementations



- ▶ Recall: We require **hbs** to create a cycle using a **from read** anti-dependency
- ▶ Problem: How do we ensure **hbs** exists
 - ▶ without knowledge of client (reasoning about the object only),
 - ▶ generically for any memory model?
- ▶ Three sets of edges to consider
 1. **hb order** from S to T (given by the memory model)
 2. **client-interface order (cio)**:
 - ▶ client events to invocations and
 - ▶ responses to client events
 3. **object-interface order (oio)**:
 - ▶ invocations to object events, and
 - ▶ object events to responses

Preventing artificial order

- ▶ We cannot, by default, include both \xrightarrow{cio} and \xrightarrow{oio}

This gives us “artificial” order, which may not exist in memory model

Preventing artificial order

- ▶ We cannot, by default, include both $\xrightarrow{\text{cio}}$ and $\xrightarrow{\text{oio}}$

This gives us “artificial” order, which may not exist in memory model

- ▶ **Example.** Empty method with no memory events creates extra order

Program 1 in TSO

Thread α : $x:=1$; $r:=y$

$W_{\alpha}(x, 1)$

$R_{\alpha}(y, 0)$

Preventing artificial order

- ▶ We cannot, by default, include both $\xrightarrow{\text{cio}}$ and $\xrightarrow{\text{oio}}$

This gives us “artificial” order, which may not exist in memory model

- ▶ **Example.** Empty method with no memory events creates extra order

Program 1 in TSO

Thread α : $x:=1$; $r:=y$

$W_\alpha(x, 1) \quad R_\alpha(y, 0)$

Program 2 in TSO

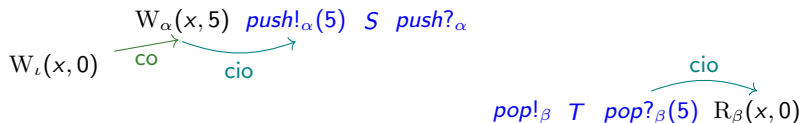
Thread α : $x:=1$; **empty()**; $r:=y$

$W_\alpha(x, 1) \xrightarrow{\text{cio}} E! \xrightarrow{\text{oio}} E? \xrightarrow{\text{cio}} R_\alpha(y, 0)$

- ▶ **Solution.**

- ▶ By default assume: ClientEvent $\xrightarrow{\text{cio}}$ Invocation
- ▶ Conditionally have: Invocation $\xrightarrow{\text{oio}}$ ObjectEvent

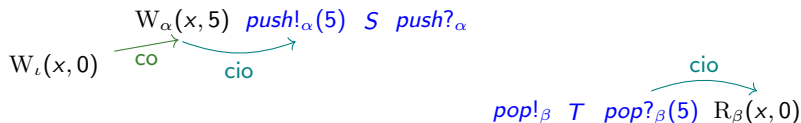
Object interface orders (oio) in example



► A correct stack implementation must guarantee:

1. $S \xrightarrow{\text{hb}} T$
2. $\text{push!}_\alpha(5) \xrightarrow{\text{oio}} S$
3. $T \xrightarrow{\text{oio}} \text{pop?}_\beta(5)$

Object interface orders (oio) in example



- ▶ A correct stack implementation must guarantee:

1. $S \xrightarrow{hb} T$
2. $push!_\alpha(5) \xrightarrow{oio} S$
3. $T \xrightarrow{oio} pop?_\beta(5)$

- ▶ Reasoning above entirely contained within the object
- ▶ All orders stem from the memory model

Programmer expectation

- ▶ Want a condition Z such that for any
 - ▶ abstract object AS and
 - ▶ concrete object CS

$$Z(AS, CS) \Rightarrow \forall C \in Client. C[AS] \sqsubseteq C[CS] \quad (\text{ABSTRACTION})$$

Programmer expectation

- ▶ Want a condition Z such that for any
 - ▶ abstract object AS and
 - ▶ concrete object CS

$$Z(AS, CS) \Rightarrow \forall C \in Client. C[AS] \sqsubseteq C[CS] \quad (\text{ABSTRACTION})$$

- ▶ We develop two instantiations of Z :
 - ▶ real-time hb-linearisability
 - ▶ causal hb-linearisability

Real-time hb-linearisability

Definition

Client-implementation trace t *real-time hb-linearisable* with respect to (h, so) if

$$\forall \alpha \in \text{Threads}. t|(\mathbb{I} \cup \mathbb{R})|_{\alpha} = h|_{\alpha} \quad (\text{PERMUTATION})$$

$$\forall i \in \mathbb{I}, r \in \mathbb{R}. r \xrightarrow{t} i \Rightarrow r \xrightarrow{h} i \quad (\text{RTO-PRESERVATION})$$

$$\forall i \in \mathbb{I}, r \in \mathbb{R}. i \xrightarrow{so} r \Rightarrow i \xrightarrow{hb^+} r \quad (\text{HB-SATISFACTION})$$

Real-time hb-linearisability

Definition

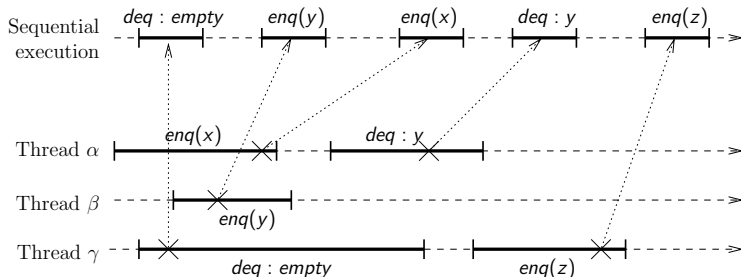
Client-implementation trace t *real-time hb-linearisable* with respect to (h, so) if

$$\forall \alpha \in \text{Threads}. t|(\mathbb{I} \cup \mathbb{R})|_{\alpha} = h|_{\alpha} \quad (\text{PERMUTATION})$$

$$\forall i \in \mathbb{I}, r \in \mathbb{R}. r \xrightarrow{t} i \Rightarrow r \xrightarrow{h} i \quad (\text{RTO-PRESERVATION})$$

$$\forall i \in \mathbb{I}, r \in \mathbb{R}. i \xrightarrow{so} r \Rightarrow i \xrightarrow{hb^+} r \quad (\text{HB-SATISFACTION})$$

Example. Concurrent queue (linearisability)



Real-time hb-linearisability

Definition

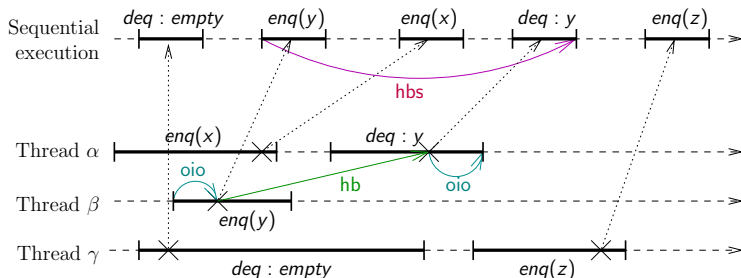
Client-implementation trace t *real-time hb-linearisable* with respect to (h, so) if

$\forall \alpha \in \text{Threads}. t|(\mathbb{I} \cup \mathbb{R})|_{\alpha} = h|_{\alpha}$ (PERMUTATION)

$\forall i \in \mathbb{I}, r \in \mathbb{R}. r \xrightarrow{t} i \Rightarrow r \xrightarrow{h} i$ (RTO-PRESERVATION)

$\forall i \in \mathbb{I}, r \in \mathbb{R}. i \xrightarrow{so} r \Rightarrow i \xrightarrow{hb^+} r$ (HB-SATISFACTION)

Example. Concurrent queue (hb-linearisability)



Causal hb-linearisability

- ▶ In the weak memory setting, there is an opportunity to relax the real-time order constraint
- ▶ Two operations are ordered (in an implementation) iff they are ordered by hb

Causal hb-linearisability

- ▶ In the weak memory setting, there is an opportunity to relax the real-time order constraint
- ▶ Two operations are ordered (in an implementation) iff they are ordered by hb

Definition

Implementation trace t is *causal hb-linearisable* with respect to (h, so) iff

$$\forall \alpha \in \text{Threads}. t|(\mathbb{I} \cup \mathbb{R})|_{\alpha} = h|_{\alpha} \quad (\text{PERMUTATION})$$

$$\forall i \in \mathbb{I}, r \in \mathbb{R}. r \xrightarrow{\text{hb}^+} i \Rightarrow r \xrightarrow{h} i \quad (\text{HB-PRESERVATION})$$

$$\forall i \in \mathbb{I}, r \in \mathbb{R}. i \xrightarrow{so} r \Rightarrow i \xrightarrow{\text{hb}^+} r \quad (\text{HB-SATISFACTION})$$

Abstraction and compositionality

- ▶ Both real-time and causal hb-linearisability guarantee abstraction
- ▶ Real-time hb-linearisability ensures compositionality
- ▶ Compositionality for causal hb-linearisability requires either
 - ▶ an **unobtrusive client**, or
 - ▶ a **commutative specification**

Our paper

Contributions:

1. Extension of AMT model to cope with client-object programs
2. Enable objects to be developed independently of client:
 - ▶ Real-time hb-linearisability
 - ▶ Causal hb-linearisability
3. Abstraction and compositionality theorems for both forms of linearisability

Benefit: Applicable to many different memory models: TSO, Power, ARMv7 ...

Questions?