

# FSCQ

Sys. verification

Important code.

Stable specs.

Bugs

Crashes

Logging

Lab 3, 4.

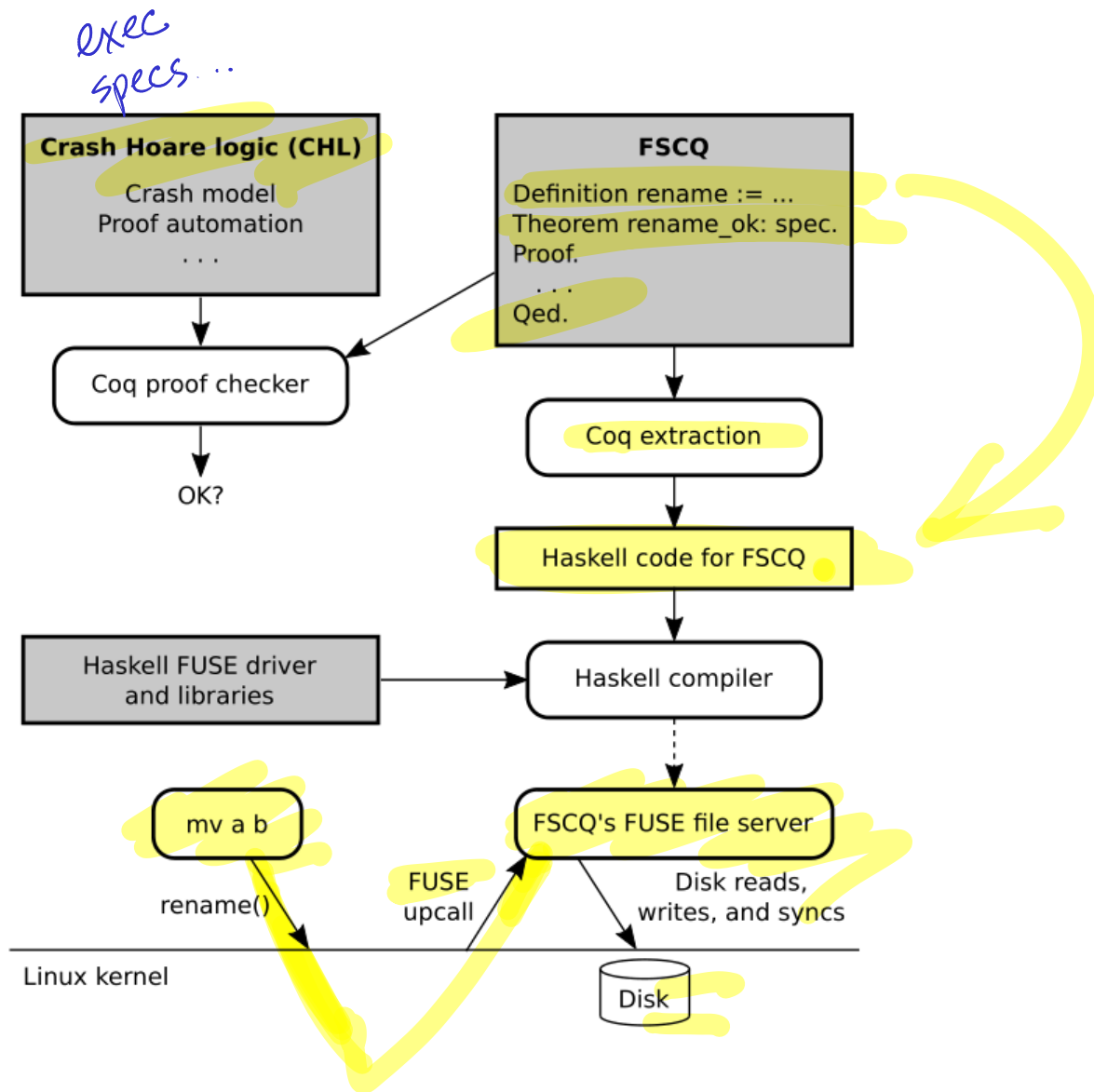
Non-determinism

Async disk

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Academic papers

Prototype: show idea.



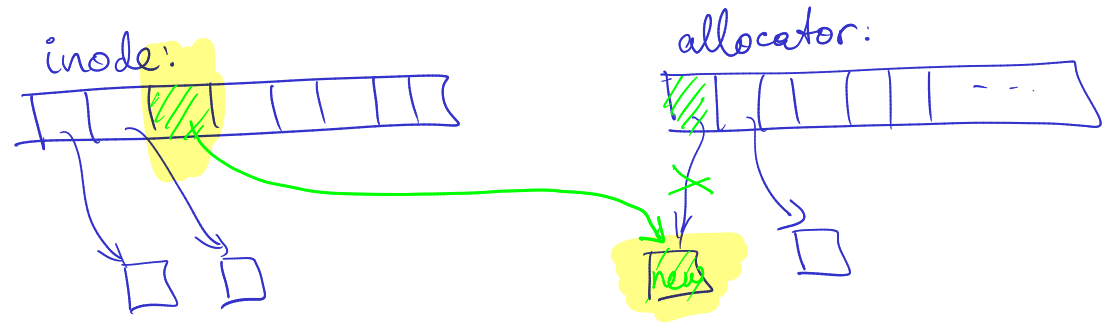
## Goal: crash safety

reboot  
?

OS boots ✓  
FS intact ✓  
User data present

## Challenge: crash any time

append to file: write(f, new data)



## Logging

Never update in-place  
Write to log, apply log.  
Recovery: apply log.

Verify logging

Spec?

Model?

Disk

Crash

Recover

Proof?

No crash: func correctness  
SibylFS.

Crashes: ...

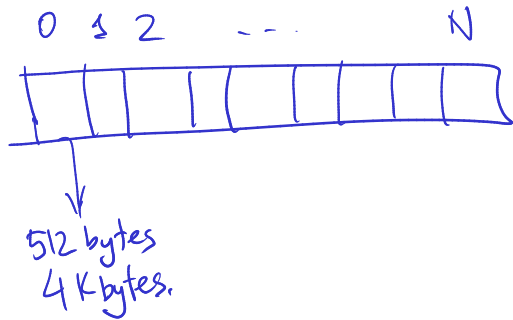
Spec: transactions

Atomicity: all-or-none updates.

Durability: persist after crash.

Concurrency: sequential.

## Disk model

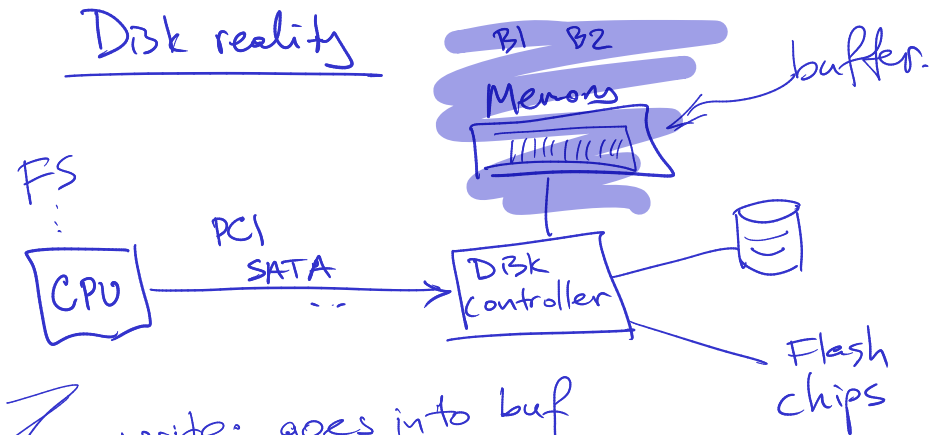


Ops { read(a)  
write(a, v)  
sync()

$\{a \mapsto v_0\}$  write(a, v)  $\{a \mapsto v\}$

SYNC  
DISK

## Disk reality



write: goes into buf  
read: buf, or durable  
sync: flush buf to durable  
crash: lose mem / buf.  
background: buf → durable, without sync.

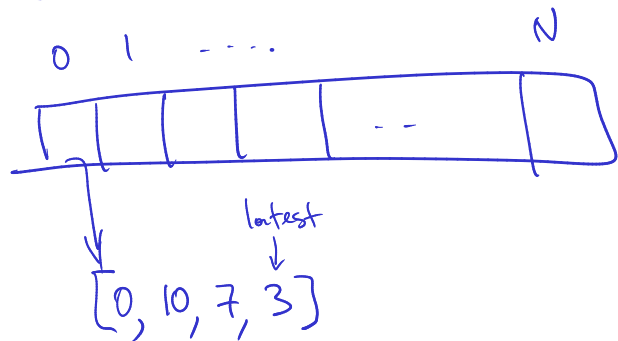
Q: FSCQ model?

write(a, B1) ←  
write(a, B2) ←  
Crash

---

read(a) → B0  
B2  
B1

# Async disk model



$\{ a \mapsto [0] \}$   $\longrightarrow a \mapsto 0.$   
 $\text{write}(a, 10);$

$\{ a \mapsto [0, 10] \}$   
 $\text{read}(a);$

$\{ r = \text{last}([0, 10]) \rightarrow a \mapsto [0, 10] \}$   
 $\text{write}(a, 11);$

$\{ a \mapsto [0, 10, 11] \}$   
 $\text{sync}()$

$\{ a \mapsto [11] \}$

$\xrightarrow{\text{crash}} a \mapsto [11].$

$\xrightarrow{\text{crash?}} \begin{matrix} a \mapsto [0] \\ a \mapsto [10] \\ a \mapsto [11] \end{matrix}$

# Crashes in code

1. Where could we crash?
2. How to recovery?

1 = crash condition.

$\{ a \mapsto [0] \}$   
 $\text{write}(a, \underline{10})$

$\{ a \mapsto [0, 10] \}$

CRASH

$\{ a \mapsto [0] \vee$   
 $\underline{a \mapsto [0, 10]} \}$

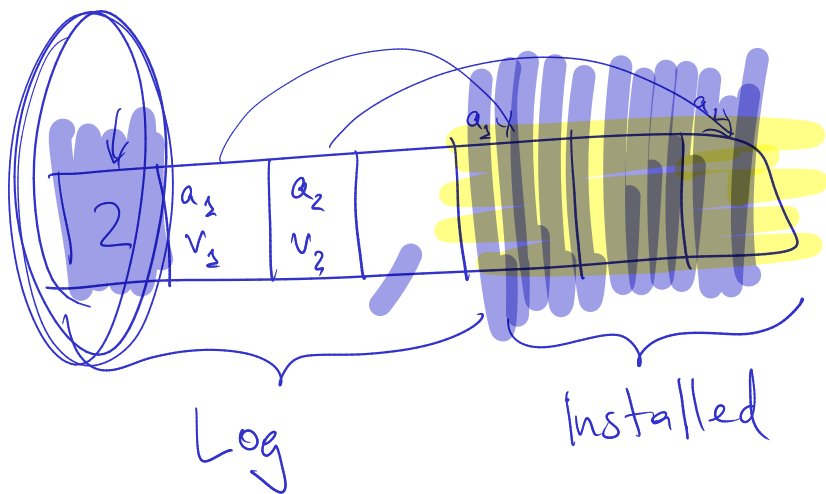
Atomic  
Sector  
write.

2 = recovery.

reboot: choose one block val  
 for each addr.

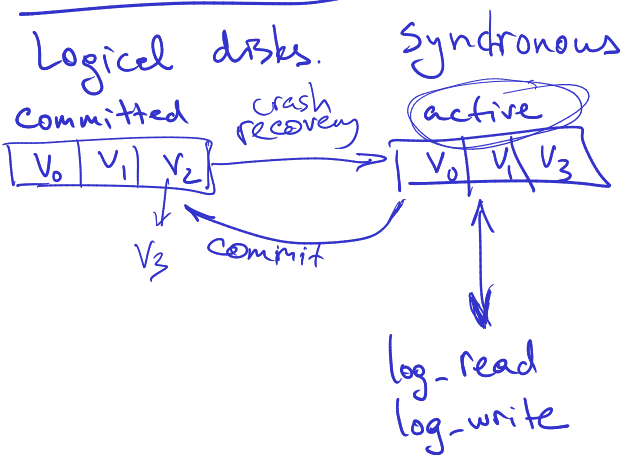
# Logging spec

```
def atomic_two_write(a1, v1, a2, v2):
    log_begin()
    log_write(a1, v1) ←
    log_write(a2, v2) ←
    log_commit()
```



State:

Abstract state



Type of state

Abs. state

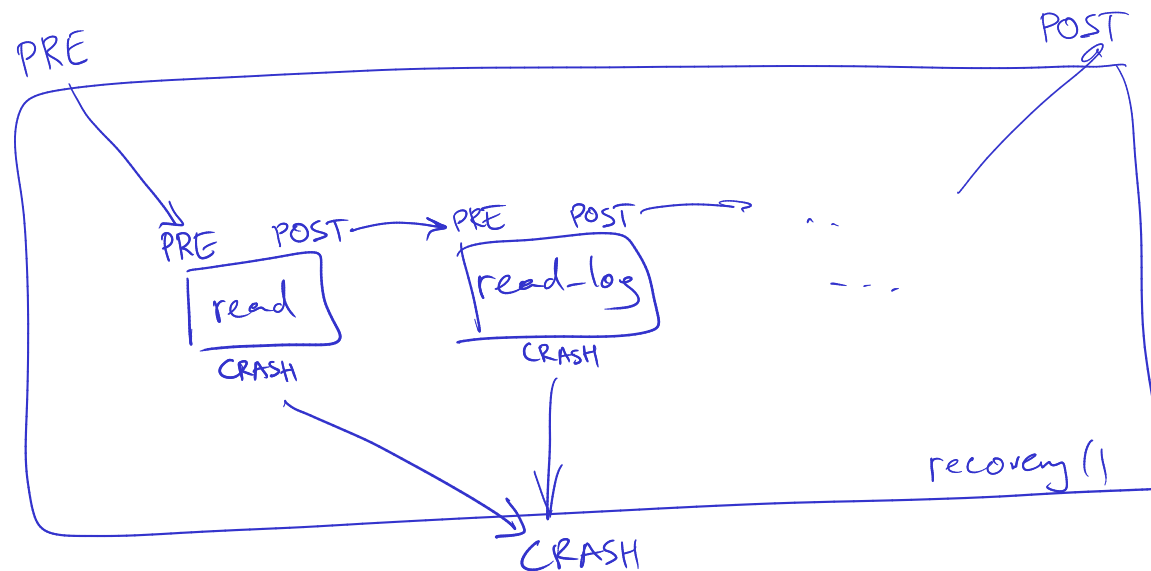
log\_rep(ActiveTxn, start\_state, cur\_state) :=  
 COMMITBLOCK  $\mapsto \langle 0, \emptyset \rangle \star (\forall a, \text{start\_state}[a] = v \rightarrow a \mapsto \langle v, \emptyset \rangle)$   
 $\wedge \text{replay}(\text{start\_state}, \text{inMemoryLog}) = \text{cur\_state}$

full disk (async)

```

def recovery():
    r = read(LOG_HDR)
    if r != 0:
        l = read_log()
        for a, v in l:
            write(a, v)
        sync()
        write(LOG_HDR, 0)

```



GH2

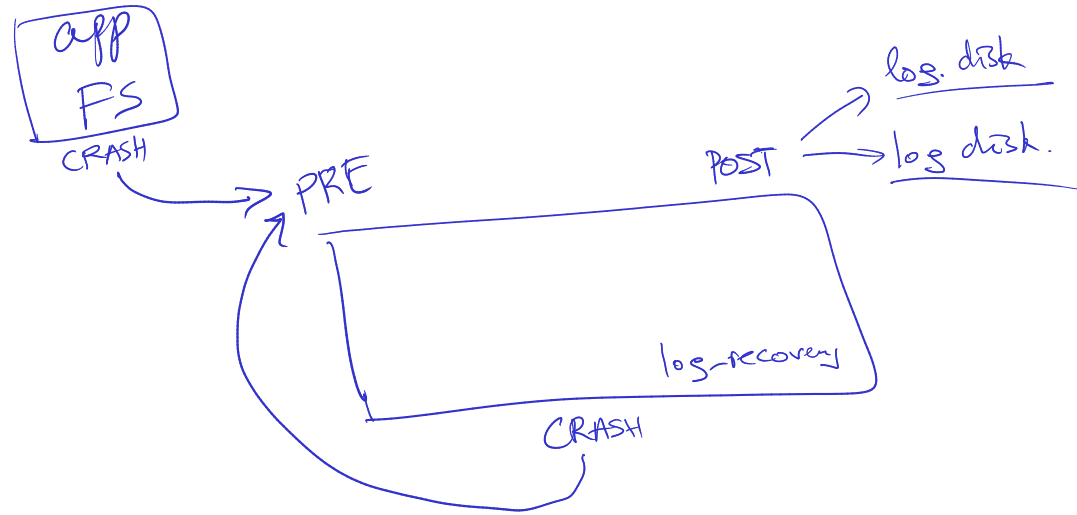
## Idempotence

**SPEC** `log_recover()`

**PRE** `disk: log_intact(last_state, committed_state)`

**POST** `disk: log_rep(NoTxn, last_state) ∨`  
`log_rep(NoTxn, committed_state)`

**CRASH** `disk: log_intact(last_state, committed_state)`



**SPEC**  $\text{rename}(\text{cwd\_ino}, \text{oldpath}, \text{newpath}) \gg \text{fs\_recover}$

**PRE** **disk:**  $\text{log\_rep}(\text{NoTxn}, \text{start\_state})$

**start\_state:**  $\text{tree\_rep}(\text{old\_tree}) \wedge$

$\text{find\_subtree}(\text{old\_tree}, \text{cwd}) = \text{cwd\_tree} \wedge$

$\text{tree\_inum}(\text{cwd\_tree}) = \text{cwd\_ino}$

**POST** **disk:**  $((\text{ret} = (\text{COMPLETED}, \text{NoErr}) \vee \text{ret} = \text{RECOVERED}) \wedge$   
 $\text{log\_rep}(\text{NoTxn}, \text{new\_state})) \vee$

$((\text{ret} = (\text{COMPLETED}, \text{Error}) \vee \text{ret} = \text{RECOVERED}) \wedge$

$\text{log\_rep}(\text{NoTxn}, \text{start\_state}))$

**new\_state:**  $\text{tree\_rep}(\text{new\_tree}) \wedge$

$\text{mover} = \text{find\_subtree}(\text{cwd\_tree}, \text{oldpath}) \wedge$

$\text{pruned} = \text{tree\_prune}(\text{cwd\_tree}, \text{oldpath}) \wedge$

$\text{grafted} = \text{tree\_graft}(\text{pruned}, \text{newpath}, \text{mover}) \wedge$

$\text{new\_tree} = \text{update\_subtree}(\text{old\_tree}, \text{cwd}, \text{grafted})$

