# Verifying vMVCC, a high-performance transaction library using multi-version concurrency control

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#### Achieving high performance requires sophisticated concurrency techniques

• Multi-version concurrency control (MVCC), contention-free data structures, etc.

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• Zheng et al. [OSDI '14], Elle [VLDB '20], TxCheck [OSDI '23], etc.

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Transaction bugs can lead to severe consequences

• Corrupted databases, data losses, security issues, etc.





- 1. improving concurrency with multiple versions
  - 2. ordering transactions with timestamps



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#### Proof establishing strictly serializable execution of transactions

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- $\implies$  a wide range of bugs are eliminated
  - Race conditions
  - Out-of-bound accesses
  - Off-by-one errors
  - Incorrect garbage collection (GC) of versions
  - Violation of timestamp monotonicity

• ...

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- 2. Proving MVCC transactions execute in some total order despite reordering

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- 2. Proving MVCC transactions execute in some total order despite reordering
- 3. Reasoning about garbage collection (GC) and RDTSC-based timestamps

• High-performance Go implementation including GC and RDTSC-based timestamps

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- Proof adopting prophecy variables [LICS '88] for MVCC transaction linearization

# Transactions using two-phase locking (2PL)

Acquiring a lock before reading/writing a key



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Keeping past values to improve concurrency



Keeping past values to improve concurrency Ordering transactions with timestamps





Each transaction appears to execute its reads and writes at its linearization point

• MVCC transactions linearize exactly when timestamp is generated



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Reading and writing the logical state around the linearization point Versioning and timestamps are not mentioned in the specification  $\implies$  proof ensures correct handling of implementation details



# Application-friendly specification reduces proof effort



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- 1. Application developer proves the transaction body in an isolated world
- 2. vMVCC's top-level theorem ensures safety to run the transaction concurrently

# Verification challenge: Transactions linearize before their body runs

Update the logical state requires knowing transaction execution in the future



1. Speculate whether a transaction commits/aborts and its updates



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- 2. Update the logical state accordingly
- 3. Reconcile speculation with reality on commit/abort

















- Concurrent GC of unusable versions
- Sharding and padding shared data structures
- Timestamp generation with RDTSC

Component	Lines of code
Program	827 (Go)

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### **Proof framework**

- Translating Go code with Goose [CoqPL '20]
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Proof	$\sim$ 11K (Coq)
vMVCC: 13× GoTxn	Prior work: 11–20× a, CSPEC, CertiKOS, etc.

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#### Caught subtle bugs

- Premature GC of still valid versions
- Violation of strict monotonicity of timestamps
- Off-by-one errors

#### **Database benchmarks**

- YCSB: reading or writing (given a certain R/W ratio) a key sampled uniformly
- TPC-C: modelling the operations of a warehouse wholesale supplier

### **Experimental setup**

• AWS EC2 instance with 36 vCPUs and 72 GB of main memory

### Silo [SOSP '13]: a state-of-the-art research system

• Single-node in-memory transactional key-value store

25%-96% of Silo's throughput for YCSB and TPC-C workloads



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### Reasoning about transactions

- Push/pull model [PLDI '15]
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#### Verified transaction library

• GoTxn [OSDI '22]

- Sophisticated implementation to achieve high performance
- Succinct and application-friendly specification
- Formal proof adopting prophecy variables for MVCC transactions

https://pdos.csail.mit.edu/projects/vmvcc.html