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Specification et Verification Formelle

Chapter 03: Method B

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Spreading in Industry:

Method B

The method B is a software development method that aims to specify a software through many versions or steps. Its syntax is based on set theory and first order logic, and employs abstract machines. It was developed by Jean-Raymond Abrial in the 1980s, and it is very related to its predecessor, Z language.

Method B Principle

The B method aims to verify verifiable and guide software development, so that the resulting final code would be proved to be consistent with the original specification. To do so, Method B uses the Abstract Machine Notation (AMN), which is a famous technique in programming languages.



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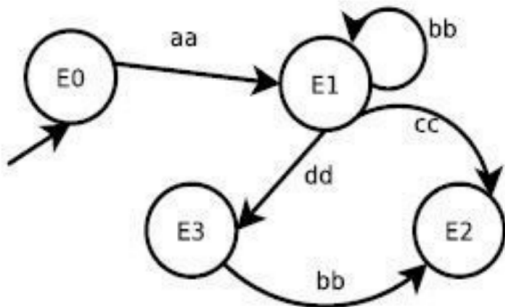
References

In addition to Z of Jean-Raymond Abrial, It has origins in the following approaches

- Pre and post conditions of Jones
- Guarded commands of Dijkstra
- Data Refinement of He Hoare Sanders
- Refinement Calculus Morgan



The system developed in B describes a state-transition system, in which the nodes represent the system's states, and the transitions equipped by guards are enabled through operations.



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Spreading in Industry:

- B is extensively used in Industries (by Clearsy and others)
- Clearsy claims to make 30% of its business with B
- The main industrial activity is with train systems
- Alstom and Siemens Transport actively participate in these activities
- Train systems with B in Europe, North and South America, Asia



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Metro line 14 in Paris Formal methods have been used for the automatic train operation system for metro line 14, since 1998.

The specification of running and stopping of trains, and the opening and closing of the train doors as well as platform doors, was performed in method-B .

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Railways

RER line A in Paris Formal methods have been used for railways for the SACEM system, which is an automatic train protection system that controls the speed of all trains. The system permanently ensures the safety of 0.8 million passengers per day. The formal specification was B method to make the informal requirement specifications more precise.

Metro line 14 in Paris Formal methods have been used for the automatic train operation system for metro line 14, since 1998. The specification of running and stopping of trains, and the opening and closing of the train doors as well as platform doors, was performed in method-B .

Railway systems in Denmark Formal methods have been used for computer based interlocking systems for stations. RAISE formal method has been used for specifying that no derauling or collisions of trains can happen



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- First order logic
- Set theory
- Theory of substitution for operations
- Theory of refinement



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- A predicate is a function from some set X to Boolean.
- Set theory
- Theory of substitution for operations
- Theory of refinement



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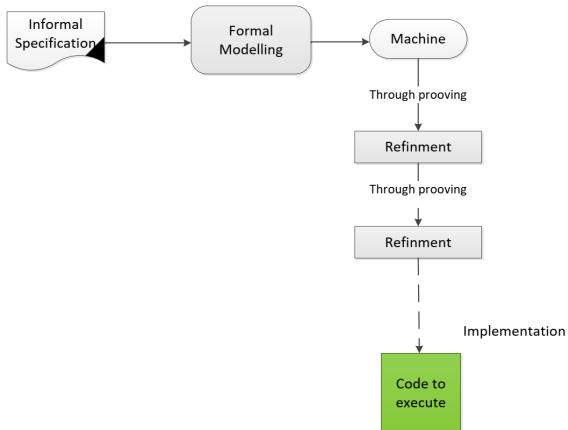
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MACHINE . . .
SETS . . .
VARIABLES
. . . .
INVARIANT
. . . predicate
INITIALISATION
. . .
OPERATIONS
. . .
END



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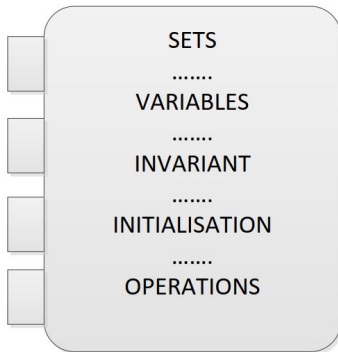
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Switch_on/
allumer
Reduce_temp/
baisserTemp
Switch_off/
eteindre
Raise_temp/
monterTemp

Machine Regulum



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```
MACHINE ReguLum
  SETS MODEJ = {jour, nuit}; ETATLUM = {eteint, allume}
  VARIABLES mode, lumiere, temp
  INVARIANT mode : MODEJ & lumiere : ETATLUM & temp : INT
  INITIALISATION mode := jour || temp := 20 || lumiere := eteint
  OPERATIONS
  changerMode = CHOICE mode := jour OR mode := nuit END;
  allumer = lumiere := allume;
  eteindre = lumiere := eteint;
  baisserTemp = temp := temp - 1;
  monterTemp = temp := temp + 1
END
```



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```
IMPLEMENTATION ReguLum_i
REFINES ReguLum

CONCRETE_VARIABLES mode, lumiere, temp
INITIALISATION mode := jour; temp := 20; lumiere := eteint
OPERATIONS
  changerMode = IF mode = jour THEN
    mode := nuit
  ELSE
    mode := jour
  END;
  allumer = lumiere := allume;
  eteindre = lumiere := eteint;
  baisserTemp = temp := temp - 1;
  monterTemp = temp := temp + 1
END
```



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- Each machine has a name
- *SETS* clause considers abstract or enumerable sets, which are used for variables typing. Predefined sets: NAT, INTEGER, BOOL, etc.
- *VARIABLES* clause lists the variables
- *INVARIANT* clause lists the predicates that describe properties invariants of the abstract machine.
- *INITIALISATION* clause initializes all the listed variables. Modifications can be done later through OPERATIONS.
- *Operations* clause aim to describe of changes of the machine's state, through logical substitutions $:=$. Postconditions must always respect the invariants.



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- This machine has four(04) main operations: (Switch_oN, Reduce_temp, Switch_off, Raise_temp) and another operation: changeMode.
- Invariants on the machine's behavior can be expressed such as:
 - Switchon only at night
 - The temperature should not exceed 29 degree by day.



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- Logical substitution is an operation that transforms a state into another correct state
- Transforming a state = transforming a predicate.
- Operation = Substitution = Predicate transformer



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- An operation can not be accessed from another operation in the same machine (Respecting the precondition)
- From an external machine, we can not call or access two operations of the same machine in the same time (e.g. Increment/Decrement)
- A machine can include secondary operations for verifying preconditions of principal operations.
- The caller of an operation must verify its preconditions (e.g. division by zero)
- Through *Refinement* we try to weakness the preconditions until they disappear.



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Logical context

In the logic Hoare/Floyd/Dijkstra and triplet of Hoare , we have the concept of state, space states, commands and execution.

We write

$$\{P\}S\{R\}$$

Where R refers to the result's predicate of S , and $P = wp(S, R)$ characterizes the set of all states before executing S , such that . executing S results in a state satisfying R .

We consider $wp(S, R)$ as the weakest precondition of S with respect to R

The weakest precondition was introduced by Dijkstra in 1975.



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Examples

- Let S be an affectation and R the predicate $i \leq 1$ then:
 $wp(i := i + 1, i \leq 1) = (i \leq 0)$
- Let S be the conditional: *if* $x \geq y$ **then** $z := x$ *else* $z := y$ and R the predicate $z = \max(x, y)$, then $wp(S, R) = true$.



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Generalized Substitutions

- Simple substitution: semantically: $S[R] : S$ transforms R
- Multiple substitution: $x, y := E, F$: semantically $[x, y := E, F]R$.



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Substitution simple

BEGIN
S
END

Simultaneous Substitution

Let S and T two substitutions. S being $x := E$ and T being $y := F$
we note $S || T$



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Substitution with precondition ($P|S$)

```
PRE
  P
THEN
  S
END
```

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Bounded choice ($S \parallel T$)

Choice

S

OR

T

END

Substitution with guard ($S \parallel T$)

IF P

THEN T

ELSE S

END



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Non-deterministic ($\exists x.(P \Rightarrow S)$)

ANY X
WHERE P
THEN S
END



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MACHINE

M (prm) /* Name of the machine and its parameters*/

CONSTRAINTS

C /* list of clauses such as: uses, sees, includes,*/

SETS

S /* list Of Sets*/

CONSTANTS

K /* list of Identifiers or constants */

PROPERTIES

P /* Predicates on K*/

VARIABLES

V /* list of Variables */

DEFINITIONS

D /* LIST OF Definitions*/

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INVARIANT

I /* LIST OF Invariants*/

INITIALISATION

U

OPERATIONS

u \leftarrow O(pp) =

PRE

Q

THEN

Subst

END;

. . .

END



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Constraints

Parameters values should satisfy the constraints.

$$\exists prm.C$$

Properties

A set of constants should satisfy the properties.

$$C \implies \exists(S, K).P$$

Invariants

There exists a state satisfying the invariant.

$$P \wedge C \implies \exists V.I$$



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Initialization

The Initialization establishes the Invariant.

$$P \wedge C \implies [U]I$$

Operations

For each operation,

$P \wedge C \wedge I \wedge Pre \implies [Subs]I$ Every called operation preserves the invariant under its precondition



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Are a set of predicates, which helps to guarantee the consistency of the abstract machine mathematically.

Two essential types of obligations :

- The INITIALIZATION establish the Invariant.
- Each operation, should preserve the Invariant under its Precondition.



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Are a set of predicates, which helps to guarantee the consistency of the abstract machine mathematically.

Two essential types of obligations :

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- Each operation, should preserve the Invariant under its Precondition.



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$n_rsrc \in 0..100$
 $n_rsrc = \text{cardinal Of the set}$

reserve \rightarrow - 1 element
free \rightarrow + 1 element



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```
MACHINE
  Reservation
VARIABLES
  n_rsrc
INVARIANT
  n_rsrc : 0..100
INITIALISATION
  n_rsrc := 100
OPERATIONS
  reserve =
    PRE n_rsrc > 0
    THEN
      n_rsrc := n_rsrc - 1
    END;

  free =
    PRE n_rsrc < 100
    THEN
      n_rsrc := n_rsrc + 1
    END;
  bb <-- disponibilite =
  bb := bool(0 < n_rsrc)
END
```

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We have to prove that the INITIALISATION respects the invariant :

$[n_rsrc := 100](n_rsrc \in 0..100)$

We have to prove that:

$100 \in 0..100$



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We have to prove that each operation once called, its precondition should satisfy the invariant.

Reserve

We have to prove:

$$\mathbf{n_rsrc} \in \mathbf{0..100} \wedge 0 < n_rsrc \implies n_rsrc - 1 \in 0..100$$

Disponibility

We have to prove:

$$\mathbf{n_rsrc} \in \mathbf{0..100} \wedge (n_rsrc > 0 \vee \neg(n_rsrc > 0)) \implies n_rsrc \in 0..100$$



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REFINEMENT

Reservation_1

REFINES

Reservation

VARIABLES

n_rsrc, r_libres, r_occupees

INVARIANT

r_free : POW(INTEGER)
& r_occupied : POW(INTEGER)
& r_free /\ r_occupied = {}
& n_rsrc = card(r_free)

INITIALISATION

r_free, r_occupied, n_rsrc := 1..100, {}, 100

OPERATIONS

reserve =

ANY ss WHERE

ss : r_libres

THEN

r_libres := r_libres - {ss}
|| r_occupees := r_occupees \/ {ss}
|| n_rsrc := n_rsrc - 1

END;

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```
free =
  ANY ss WHERE
    ss : r_occupied
  THEN
    r_free := r_free \/ {ss}
    || r_occupied := r_occupied - {ss}
    || n_rsrc := n_rsrc + 1
  END ;
bbp <-- disponibility =
  IF 0 < n_rsrc
  THEN
    bbp := TRUE
  ELSE
    bbp := FALSE
  END
END
```



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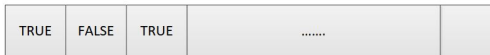
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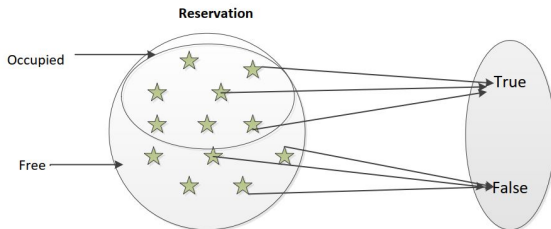
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100

Array of resources



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We have to prove that each operation once called, its precondition should satisfy the invariant.

Definition

Refinement is a technique of transforming abstract models of a software into more concrete model. we call the new resulting model a refinement, and should preserve the same behavior of the previous model.

The concrete model or refinement should be characterized by:

- It introduces more details on the specification
- It is closer to the final implementation
- It reduces Non-determinism



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Through refinement we can reach the specification SP_n starting from SP_1 progressively:

$$SP_1 \rightarrow SP_2 \rightarrow \dots \rightarrow SP_n$$

By applying the proof obligations at each step: SP_{i+1} must preserve the behavior of SP_i .

Types of refinement:

- Data Refinement
- Control Refinement
- Algorithmic refinement



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- Introduction of more concrete variables and sets
- Define operations employing concrete variables
- Define abstraction relation between the variables of abstract machine and the variables of the refined one through the linkage invariant.



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- The operations conserve the same signature: same operations and same parameters
- Weaken the precondition: A new precondition of the substitution T should be weaker than the previous substitution S
- Reducing the non-determinism: T must be more deterministic than S .



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Reduce nondeterminism

Nondeterminism is about having a choice, where any of the outcomes might be satisfactory, thus we can choose those among these values.

Simple example

$S_Res \leftarrow ChoiceValue = result \in \{1, 2, 3\}$ can be refined by
 $T_Res \leftarrow ChoiceValue = result := 3$



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Concrete Example

If an architecture wants to design a home, he let some details concerning the materials not defined until further steps in design. For instance, Always there is always choice between tiled roofs and slates. Such a final decision might be identified just before construction.

Machine abstraite	Machine raffinement
<pre> MACHINE MaisonAbstraite SETS TYPE_TOIT = {ardoises, tuiles} VARIABLES toit INVARIANT toit : TYPE_TOIT INITIALISATION toit :: TYPE_TOIT OPERATIONS choix_toit = CHOICE toit := ardoises OR toit := tuiles END END </pre>	<pre> REFINEMENT MaisonRaff REFINES MaisonAbstraite VARIABLES letoit INVARIANT letoit = toit INITIALISATION letoit := ardoises OPERATIONS choix_toit = letoit := tuiles END </pre>

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Weak precondition

given that the behavior of a refined operation is specified on the assumption of its precondition, the refinement can do anything outside of the precondition

Example

$$\begin{array}{l} \text{result} \leftarrow \text{Divide} (n1 , n2) \hat{=} \\ \text{PRE } n1 \in \mathbb{N} \wedge n2 \in \mathbb{N} \wedge n2 \neq 0 \\ \text{THEN } \text{result} := n1 / n2 \\ \text{END} \end{array}$$

$$\begin{array}{l} \text{result} \leftarrow \text{Divide} (n1 , n2) \hat{=} \\ \text{IF } n2 \neq 0 \text{ THEN } \text{result} := n1 / n2 \\ \text{ELSE } \text{result} := 27 \\ \text{END} \end{array}$$


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Concrete Example

Machine abstraite	Machine raffinement
<pre> MACHINE MAbstraite VARIABLES xx INVARIANT xx : 1.. 10 INITIALISATION xx := 1 OPERATIONS plus1 = PRE xx < 10 THEN xx := xx + 1 END END </pre>	<pre> REFINEMENT MoinsAbstraite REFINES MAbstraite VARIABLES yy INVARIANT yy = xx INITIALISATION yy := 1 OPERATIONS plus1 = PRE yy < 15 THEN yy := yy + 1 END END </pre>

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$$\left\{ \begin{array}{l} \text{MACHINE } MA \\ \text{SETS } C \\ \text{VARIABLES } a \\ \text{INVARIANT } I \\ \text{INITIALISATION } Init \\ \text{OPERATIONS} \\ Op = P|S \\ \text{END} \end{array} \right\} \sqsubseteq \left\{ \begin{array}{l} \text{REFINEMENT } MB \text{ REFINES } MA \\ \text{SETS } D \\ \text{VARIABLES } b \\ \text{INVARIANT } J \\ \text{INITIALISATION } Init' \\ \text{OPERATIONS} \\ Op = P'|S' \\ \text{END} \end{array} \right\}$$

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- Abstract sets in MA are implicitly present in MB
- the abstract variables a are refined by the concrete variables b
 - Typing the concrete variables introduced by the refinement
 - Express properties on the concrete variables
 - introduce the *linking invariant*, which relates the concrete variables to the abstract ones
- The concrete initialisation $Init'$ refines the abstract one $Init$
- The operation Op is refined by the operation Op' preserving the same signature.



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- Non-determinism is not allowed, since Implementations must contain only constructs that can be executed.
- simultaneous substitution ($||$)
- preconditioned substitutions
- Assignments involving abstract variable types



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- Enumerable sets
- Integers: **NAT1**, **NAT** or **INT** between MININT and MAXINT
- Booleans: **BOOL**
- subsets of concrete types
- Concrete integer intervals
- **Arrays**: a total function of the form $T_1 X T_2 X \dots T_n \rightarrow T$ where each T_i is a concrete set.



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