
Advanced Software Engineering **(CS6401)**

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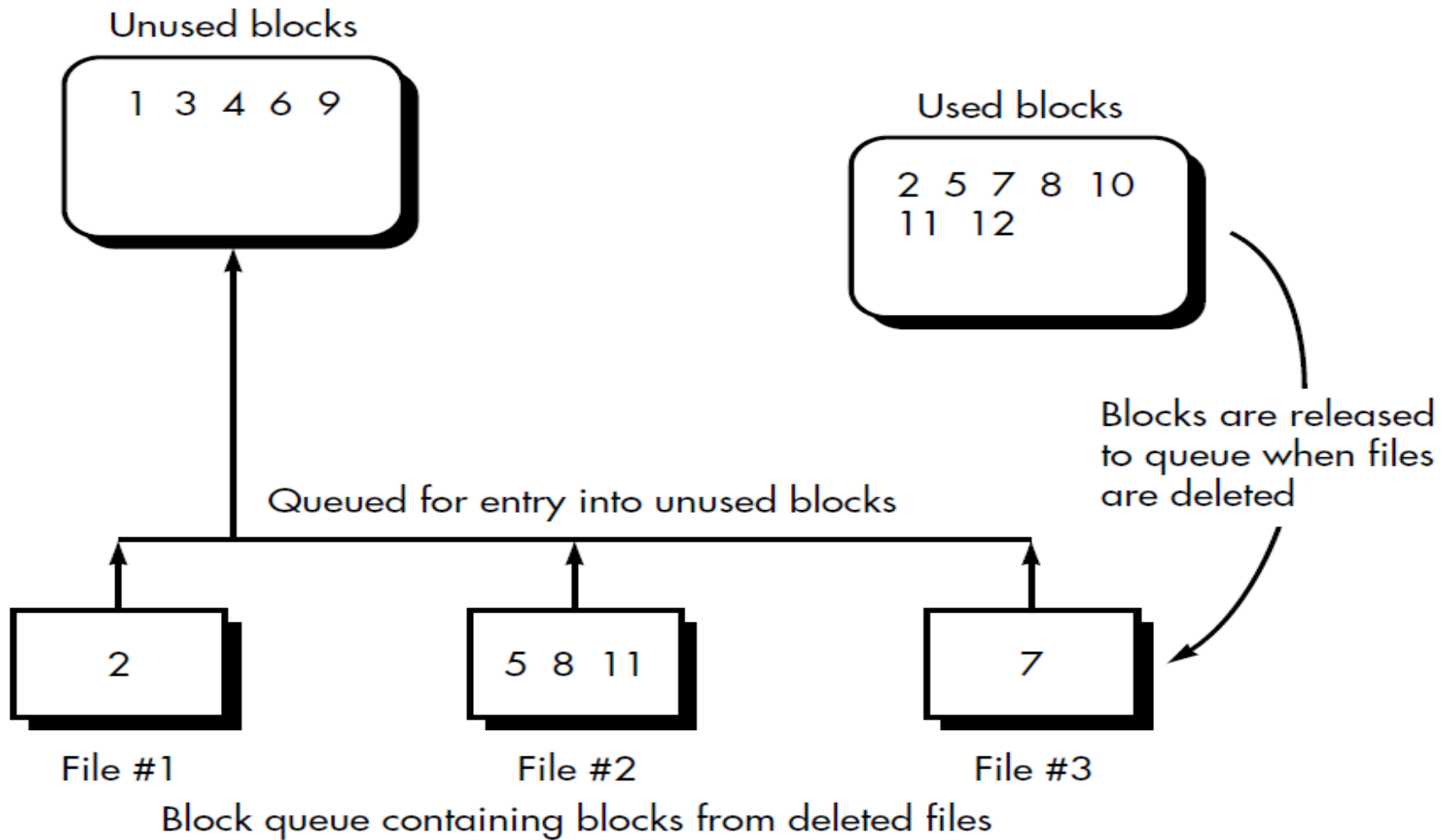
Formal methods

Topics covered in Previous Lecture:

- ▶ Axiomatic Specification
- ▶ Algebraic specification

The Z Specification Language

A Block Handler



Mathematical Notation for Formal Specification

- State is the **collection of free blocks, the collection of used blocks, the queue of returned blocks.**
 - Data invariant, expressed in natural language, is
 - No block will be marked as both unused and used
 - **All the sets of blocks** held in the queue will be **subsets** of the collection of **currently used blocks.**
 - No elements of the queue contain same block#.
 - **Used** and **unused** blocks will be the total collection of blocks
 - No duplicate block numbers in unused blocks
 - No duplicate block numbers in used blocks
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Mathematical Notation for Formal Specification

- Some operations associated with this data are:
 - **Add()** a collection of blocks to end of the queue
 - **Remove()** a collection of used blocks from front of the queue and place them in the collection of unused blocks
 - **Check()** whether the queue of blocks empty.
 - Precondition of **Add()** is that blocks to be added must in the collection of used block.
 - Precondition of **Remove()** is that the queue must have at least one item in it.



Mathematical Notation for Formal Spec.

- A set *BLOCKS* will consist of every block number
- *AllBlocks* is a set of blocks
- Two sets: *used*, and *free*
- A *sequence* will contain sets of blocks that are ready to be released from files that have been deleted.
- State can be described as

used, free: \mathbb{P} BLOCKS

BlockQueue: seq \mathbb{P} BLOCKS

- This is very much like declarations of program variables.
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Mathematical Notation for Formal Specification

- The data invariant can be written as

$$used \cap free = \emptyset \wedge$$

$$used \cup free = AllBlocks \wedge$$

$$\forall i: \text{dom } BlockQueue \cdot BlockQueue\ i \subseteq used \wedge$$

$$\forall i, j: \text{dom } BlockQueue \cdot i \neq j \Rightarrow BlockQueue\ i \cap BlockQueue\ j = \emptyset$$

Mathematical Notation for Formal Specification

- First operation to be defined is one that removes an element from the head of the block queue. At least one item in the queue.

$$\#BlockQueue > 0,$$

- The post-condition is that the head of the queue must be removed and placed in the collection of free blocks and the queue adjusted to show the removal:

$$\begin{aligned} used' &= used \setminus head\ BlockQueue \wedge \\ free' &= free \cup head\ BlockQueue \wedge \\ BlockQueue' &= tail\ BlockQueue \end{aligned}$$

Mathematical Notation for Formal Specification

- A second operation adds a collection of blocks, *Ablocks*, to the block queue. The precondition is that *Ablocks* is currently a set of used blocks.

$$Ablocks \subseteq used$$

- The post-condition is that the set of blocks is added to the end of block queue and set of used and free blocks remains unchanged:

$$BlockQueue' = BlockQueue \smallfrown \langle Ablocks \rangle \wedge$$

$$used' = used \wedge$$

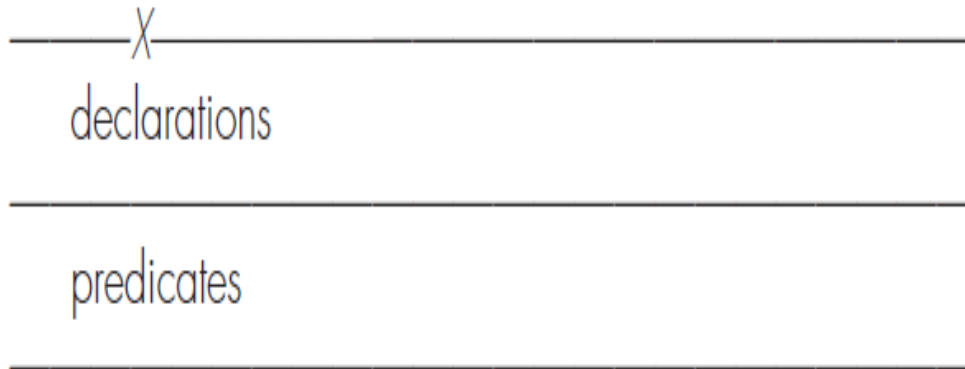
$$free' = free$$

Z Specification Language

- It applies typed sets, relations, and functions within the context of first-order predicate logics to build schemas
- Z specifications are organized as a set of schemas
 - A language structure that introduces variables and specifies the relationship between these variables.
- A schema describes the stored data that a system accesses and alters.
 - In context of Z, this is called as the “State”

Z Specification Language

- A schema identifies the operations that are applied to change state and the relationships that occur within the system.
- A schema X is defined by the form



Z Symbols

Sets:

$S : \mathbb{P} X$	S is declared as a set of X s.
$x \in S$	x is a member of S .
$x \notin S$	x is not a member of S .
$S \subseteq T$	S is a subset of T : Every member of S is also in T .
$S \cup T$	The union of S and T : It contains every member of S or T or both.
$S \cap T$	The intersection of S and T : It contains every member of both S and T .
$S \setminus T$	The difference of S and T : It contains every member of S except those also in T .
\emptyset	Empty set: It contains no members.
$\{x\}$	Singleton set: It contains just x .
\mathbb{N}	The set of natural numbers $0, 1, 2, \dots$
$S : \mathbb{F} X$	S is declared as a finite set of X s.
$\max(S)$	The maximum of the nonempty set of numbers S .

Z Symbols (Cont..)

Functions:

$f: X \multimap Y$	f is declared as a partial injection from X to Y
$\text{dom } f$	The domain of f : the set of values x for which $f(x)$ is defined.
$\text{ran } f$	The range of f : the set of values taken by $f(x)$ as x varies over the domain of f .
$f \oplus \{x \mapsto y\}$	A function that agrees with f except that x is mapped to y .
$\{x\} \trianglelefteq f$	A function like f , except that x is removed from its domain.

Logic:

$P \wedge Q$	P and Q : It is true if both P and Q are true.
$P \Rightarrow Q$	P implies Q : It is true if either Q is true or P is false.
$\theta S' = \theta S$	No components of schema S change in an operation.

Block Handler Schema

BlockHandler

$used, free : \mathbb{P} BLOCKS$

$BlockQueue : seq \mathbb{P} BLOCKS$

$used \cap free = \emptyset \wedge$

$used \cup free = AllBlocks \wedge$

$\forall i : \text{dom } BlockQueue \cdot BlockQueue\ i \subseteq used \wedge$

$\forall i, j : \text{dom } BlockQueue \cdot i \neq j \Rightarrow$

$BlockQueue\ i \cap BlockQueue\ j = \emptyset$

Block Handler Schema

- Whenever a schema representing the data invariant and state is used in another schema it is preceded by the Δ symbol

~~*RemoveBlock*~~

Δ *BlockHandler*

$\#BlockQueue > 0,$

$used' = used \setminus head\ BlockQueue \wedge$

$free' = free \cup head\ BlockQueue \wedge$

$BlockQueue' = tail\ BlockQueue$

Block Handler Schema

- Adds a collection of blocks to the end of queue.
- *Ablocks?* –which acts as an input parameter, they are not part of the state.

AddBlock

Δ *BlockHandler*

Ablocks? : BLOCKS

Ablocks? \subseteq *used*

BlockQueue' = *BlockQueue* \setminus \langle *Ablocks?* \rangle

used' = *used* \wedge

free' = *free*
