

# Structural design with Alloy

Alcino Cunha

lucid, systematic,  
and penetrating  
treatment of basic  
and dynamic data  
structures, sorting,  
recursive algorithms,  
language structures,  
and compiling

PRENTICE-HALL  
SERIES IN  
AUTOMATIC  
COMPUTATION

NIKLAUS WIRTH

# Algorithms + Data Structures = Programs

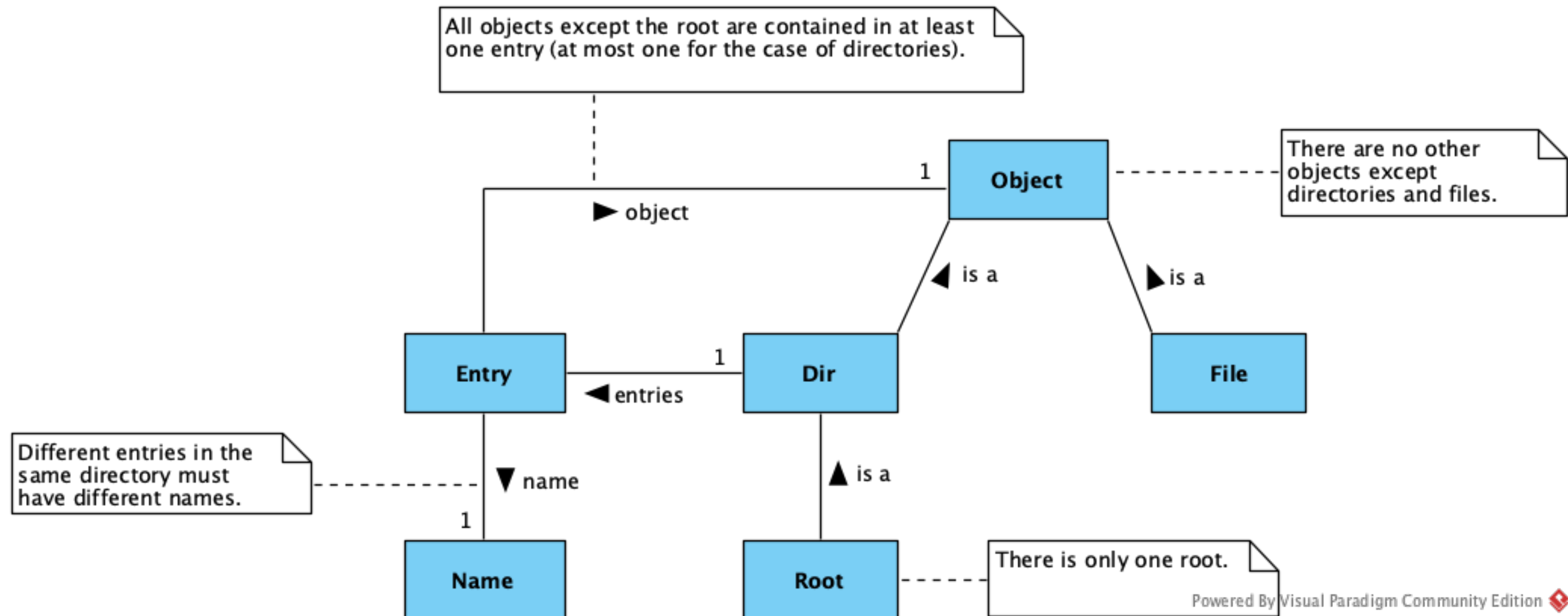
# Software structures

- Data structures
- Database schemas
- Architectures
- Network topologies
- Ontologies
- Domain models

# Structural design

- Understand entities and their relationships
- Elicit requirements
- Explore design alternatives

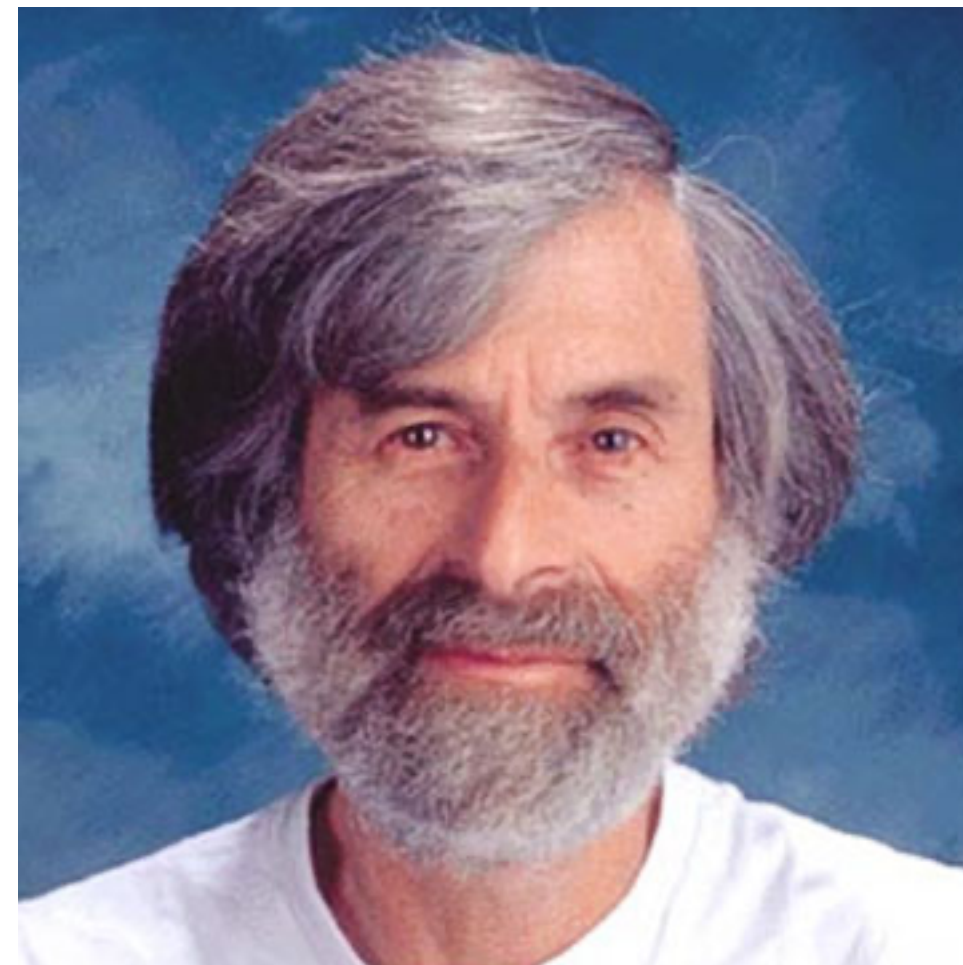
# Domain modeling *a la* UML



# Domain modeling *a la* UML

- How to validate the model?
- Any forgotten or redundant constraints?
- What exactly mean the constraints?
- Do the constraints entail all the expected properties?

**“A specification is an *abstraction*. It describes some aspects of the system and ignores others. [...] But I don’t know how to teach you about abstraction. A good engineer knows how to abstract the essence of a system and suppress the unimportant details when specifying and designing it. The art of abstraction is learned only through experience.”**



*–Leslie Lamport*



**“The core of software development, therefore, is the design of abstractions. An abstraction is [...] an idea reduced to its essential form.”**



*–Daniel Jackson*





# Software Abstractions

Logic, Language, and Analysis

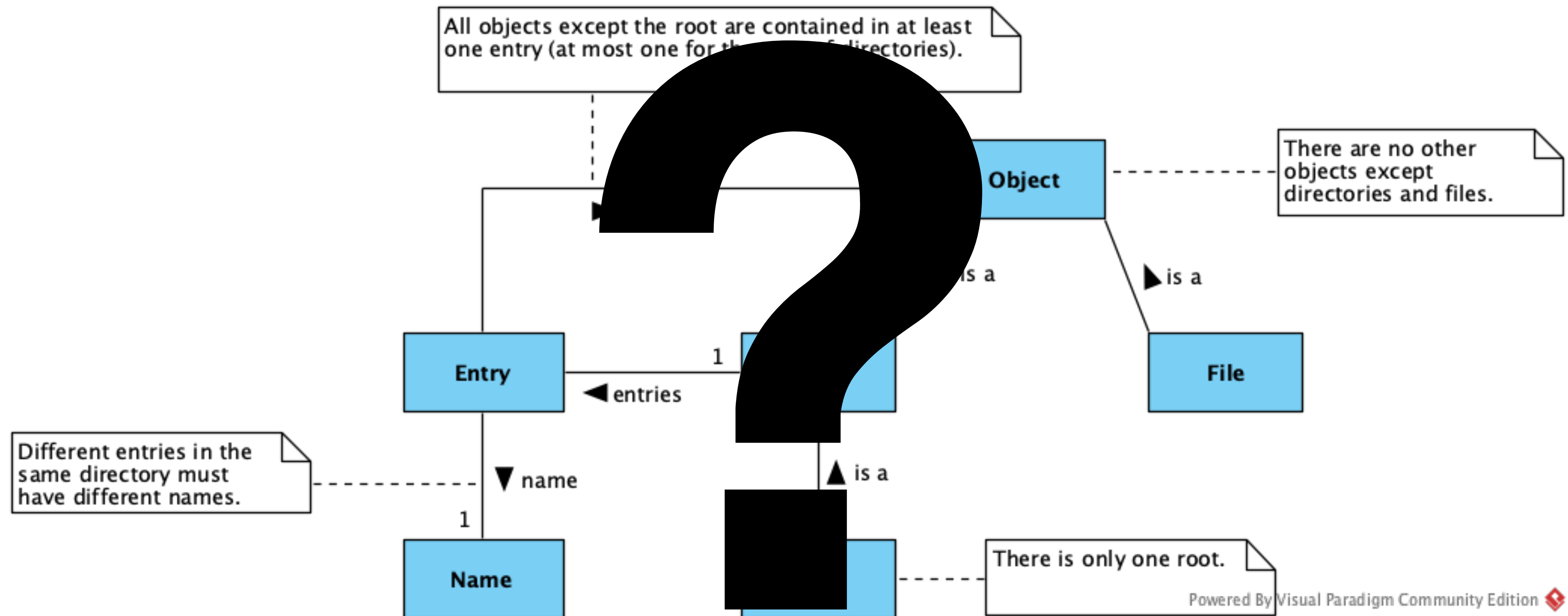
Revised edition

Daniel Jackson

# Software design with Alloy

- Alloy is a formal modeling language
- Can be used to declare structures and specify constraints
- Models can be automatically analyzed
- Tailored for abstraction

# Domain modeling with Alloy



# Signatures and fields

# Entities = Signatures

```
sig Object {}
```

```
sig Entry {}
```

```
sig Name {}
```

# “Is a” = Extension

```
sig Dir    extends Object {}  
sig File  extends Object {}  
sig Root  extends Dir  {}
```

# Signatures

- *Signatures* are sets
- Inhabited by *atoms* from a finite *universe* of discourse
- *Top-level* signatures are disjoint
- An *extension* signature is a subset of the *parent* signature
- Sibling extension signatures are disjoint



# Relationships = Fields

```
sig Dir extends Object {  
  entries : set Entry  
}  
sig Entry {  
  object : set Object,  
  name   : set Name  
}
```

# Fields

- *Fields* are relations
- Inhabited by sets of *tuples* of atoms from the universe
- Fields are subsets of the Cartesian product of the source and target type signatures
- All tuples in a field have the same *arity*

# Multiplicity constraints

# Facts

- *Facts* specify assumptions

```
fact {  $\varphi$  }
```

- Facts can be named

```
fact Name {  $\varphi$  }
```

- A single fact can have several constraints, one per line

```
fact {  
     $\varphi$   
     $\psi$   
}
```

# Multiplicity constraints

**fact** { *R in A m -> m B* }

Alloy	UML
<b>set</b>	0..*
<b>lone</b>	0..1
<b>some</b>	1..*
<b>one</b>	1

- In a multiplicity constraint the default multiplicity is **set**
- The target multiplicity can alternatively be specified in the declaration
- In field declarations the default target multiplicity is **one**

# Multiplicity constraints

```
sig Dir extends Object {  
    entries : set Entry  
}  
sig Entry {  
    object : set Object,  
    name   : set Name  
}  
fact Multiplicities {  
    entries in Dir    one -> set Entry  
    object  in Entry set -> one Object  
    name    in Entry set -> one Name  
}
```

# Multiplicity constraints

```
sig Dir extends Object {  
    entries : set Entry  
}  
sig Entry {  
    object : one Object,  
    name   : one Name  
}  
fact {  
    entries in Dir one -> set Entry  
}
```



# Multiplicity constraints

```
sig Dir extends Object {  
    entries : set Entry  
}  
sig Entry {  
    object : Object,  
    name   : Name  
}  
fact {  
    entries in Dir one -> Entry  
}
```

# Bestiary

R	<b>in</b>	A	<b>set</b>	->	<b>some</b>	B	// R is entire
R	<b>in</b>	A	<b>set</b>	->	<b>lone</b>	B	// R is simple
R	<b>in</b>	A	<b>some</b>	->	<b>set</b>	B	// R is surjective
R	<b>in</b>	A	<b>lone</b>	->	<b>set</b>	B	// R is injective
R	<b>in</b>	A	<b>lone</b>	->	<b>some</b>	B	// R is a representation
R	<b>in</b>	A	<b>some</b>	->	<b>lone</b>	B	// R is an abstraction
R	<b>in</b>	A	<b>set</b>	->	<b>one</b>	B	// R is a function
R	<b>in</b>	A	<b>lone</b>	->	<b>one</b>	B	// R is an injection
R	<b>in</b>	A	<b>some</b>	->	<b>one</b>	B	// R is a surjection
R	<b>in</b>	A	<b>one</b>	->	<b>one</b>	B	// R is a bijection

# Analysis

# Commands

- Alloy has two types of analysis *commands*:
  - **run** {  $\varphi$  } asks for an *example* that satisfies  $\varphi$
  - **check** {  $\varphi$  } asks for a *counter-example* that refutes assertion  $\varphi$
- Likewise facts, commands can be named and can have several constraints, one per line
- In the visualizer it possible to ask for more examples or counter-examples by pressing New

# Instances

- Both examples and counter-examples are instances of the model
- An *instance* is a valuation to all the signatures and fields
- An instance must satisfy the declarations and all the facts
- In an instance “everything is a relation”
  - Signatures are unary relations (sets of unary tuples)
  - Constants are singleton unary relations (sets with a one unary tuple)

# Scopes

- To ensure *decidability* commands have a *scope*
- The scope imposes a limit on the size of the (finite) universe the Analyzer will exhaustively explore
- The default scope imposes a limit of 3 atoms per top-level signature
- **for** can be used to specify a different scope for top-level signatures
- **but** can be used to specify different scopes for specific signatures

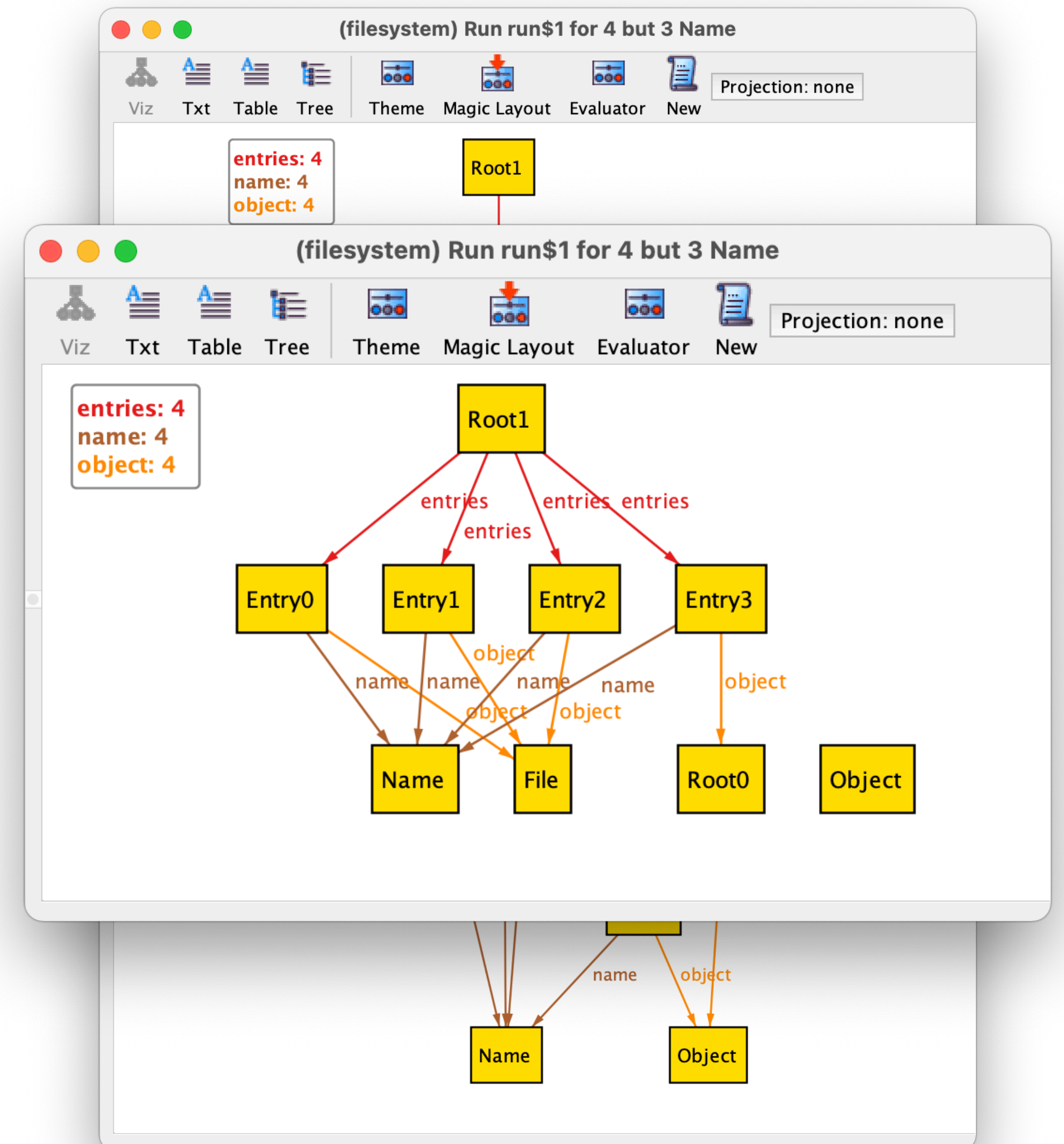
# The small scope hypothesis

- If **run** {  $\varphi$  } returns an instance then  $\varphi$  is *consistent*, else  $\varphi$  **MAY** be *inconsistent*
  - Could be consistent with a bigger scope!
- If **check** {  $\varphi$  } returns an instance then  $\varphi$  is *invalid*, else  $\varphi$  **MAY** be *valid*
  - Could be invalid with a bigger scope!!!
- Anecdotal evidence suggests that most invalid assertions (or consistent predicates) can be refuted (or witnessed) with a small scope

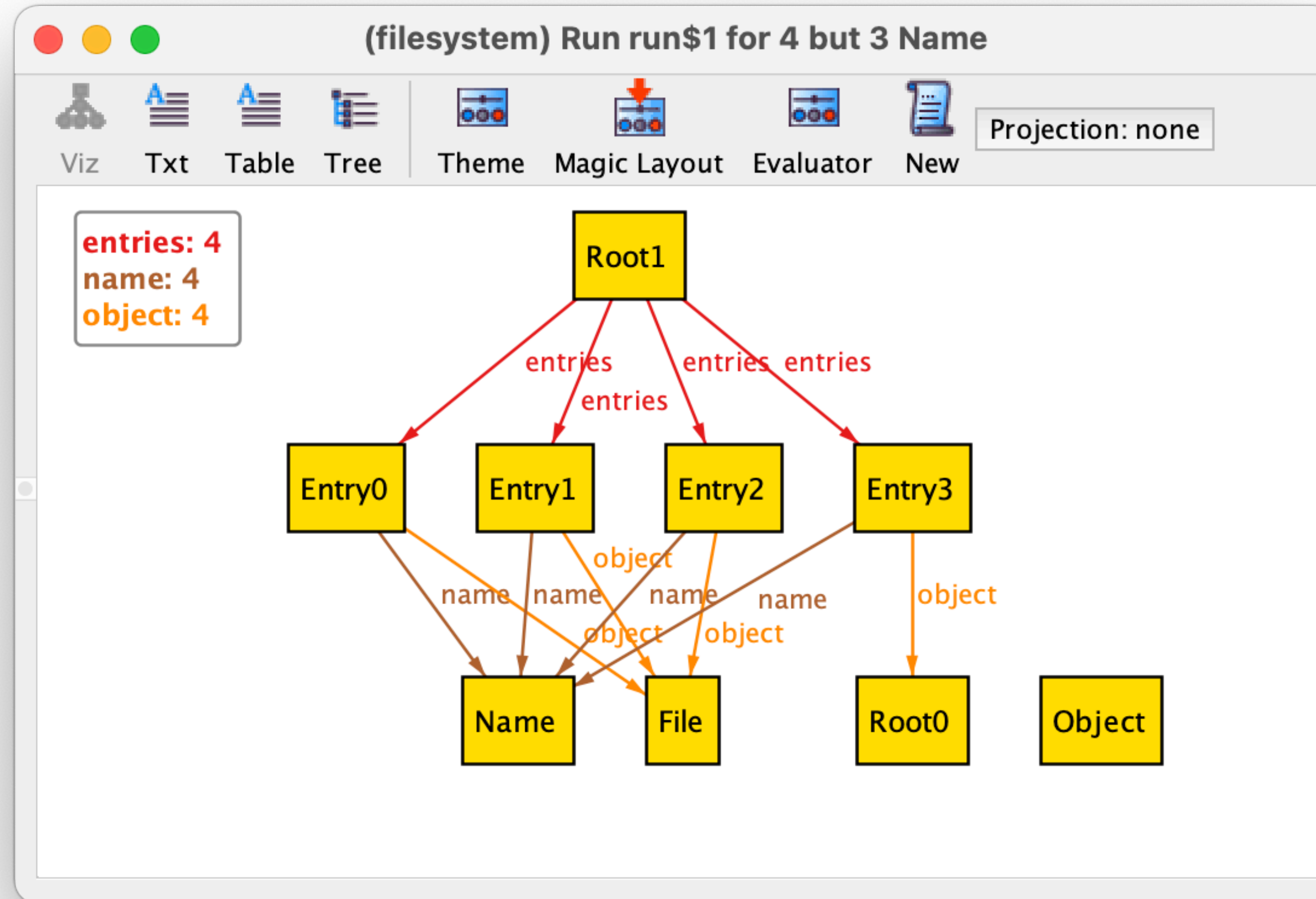


# A simple command

**run {} for 4 but 3 Name**



# Instances as graphs



# Instances as relations

```
Object  = { (Object), (Root0), (Root1), (File) }
Dir     = { (Root0), (Root1) }
File    = { (File) }
Root    = { (Root0), (Root1) }
Entry   = { (Entry0), (Entry1), (Entry2), (Entry3) }
Name    = { (Name) }
entries = { (Root1, Entry1), (Root1, Entry2), (Root1, Entry3), (Root1, Entry0) }
object  = { (Entry1, File), (Entry2, File), (Entry0, File), (Entry3, Root0) }
name    = { (Entry0, Name), (Entry1, Name), (Entry2, Name), (Entry3, Name) }
```

# Instances as tables

Object	Dir	Root	File	Name	Entry
Object	Root0	Root0	File	Name	Entry0
File	Root1	Root1			Entry1
Root0					Entry2
Root1					Entry3

entries		object		name	
Root1	Entry1	Entry0	File	Entry0	Name
Root1	Entry2	Entry1	File	Entry1	Name
Root1	Entry3	Entry2	File	Entry2	Name
Root1	Entry0	Entry3	Root0	Entry3	Name

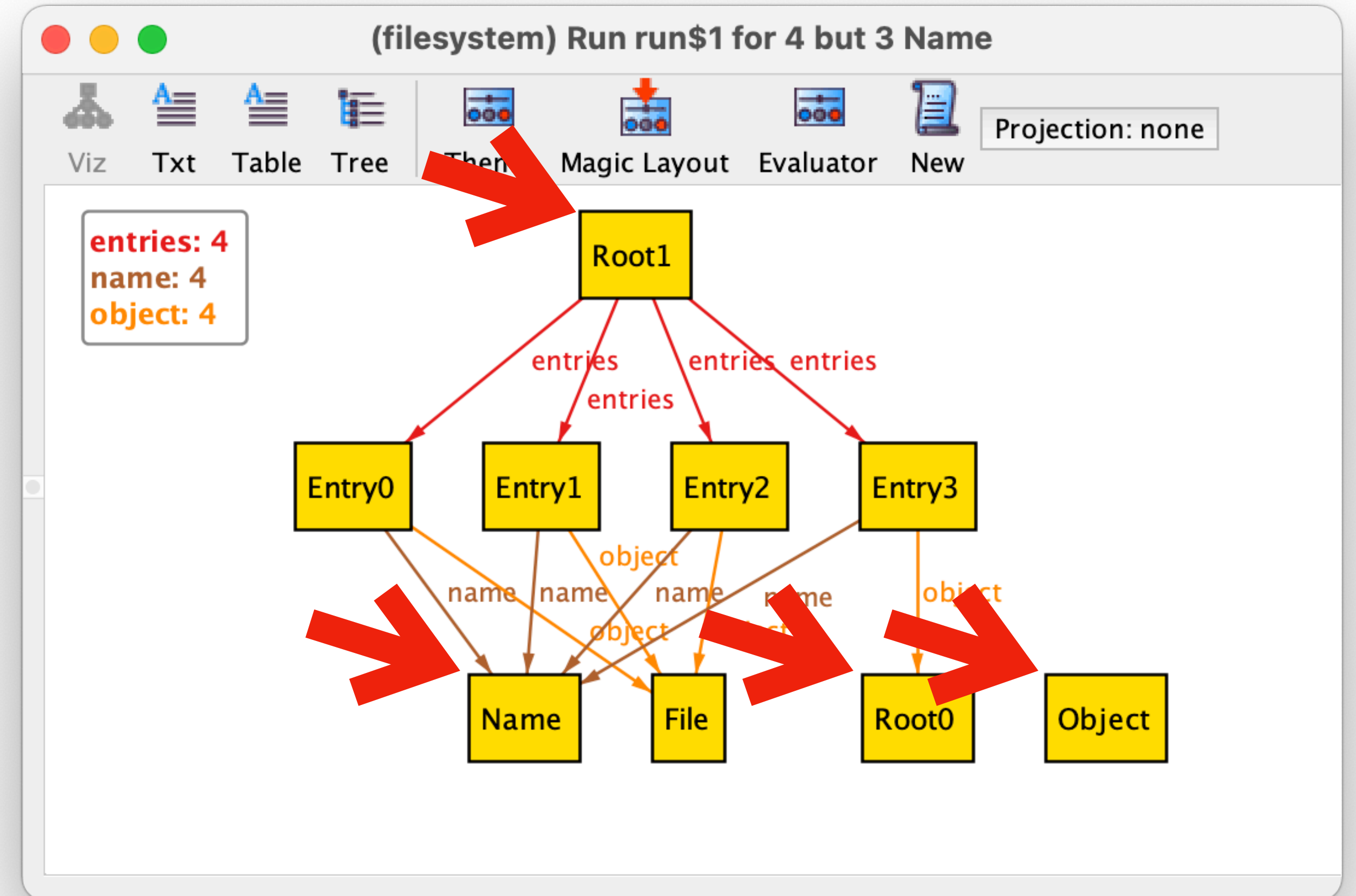
# Atoms

- The universe of discourse contains *atoms*
- Atoms are *uninterpreted* (no semantics)
- Named automatically according to the respective signatures
- Two instances are *isomorphic* (or *symmetric*) if they are equal modulo renaming
- The analysis implements a *symmetry breaking* mechanism to avoid returning isomorphic instances



# The constraints

- There are no other objects except directories and files
- All objects except the root are contained in at least one entry (at most one for the case of directories)
- There is only one root
- Different entries in a directory must have different names



# Abstract signatures

- All atoms in an **abstract** signature belong to one of its extensions
- The extensions partition the parent signature

```
abstract sig Object {}  
sig Dir extends Object {  
    entries : set Entry  
}  
sig File extends Object {}
```



# Signature multiplicities

- Multiplicities can also be used in signature declarations
- In particular, a **one sig** denotes a constant

```
one sig Root extends Dir {}
```

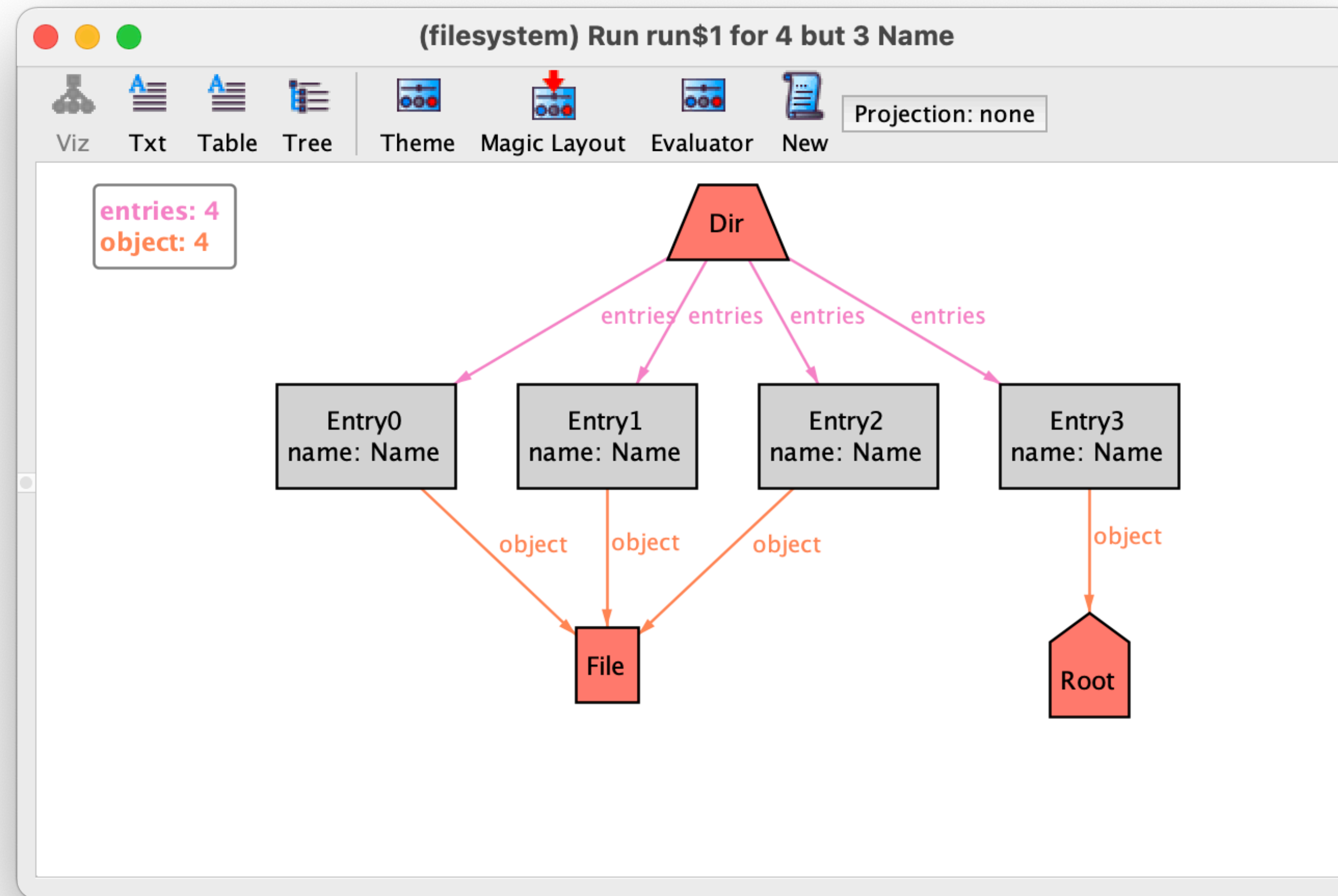
# Themes

- The visualizer theme can be customised
- Customization can ease the understanding and help validate the model
- It is possible to customize colors, shapes, visibility, ...

# Theme customization



# Theme customization



# Relational logic

# The constraints in FOL

```
fact {  
  // All objects except the root are contained in at least one entry  
   $\forall o \cdot \text{Object}(o) \wedge o \neq \text{Root} \rightarrow \exists e \cdot \text{object}(e, d)$   
   $\forall e \cdot \neg \text{object}(e, \text{Root})$   
  
  // All directories are contained in at most one entry  
   $\forall d, e_1, e_2 \cdot \text{Dir}(d) \wedge \text{object}(e_1, d) \wedge \text{object}(e_2, d) \rightarrow e_1 = e_2$   
  
  // Different entries in a directory must have different names  
   $\forall d, n, e_1, e_2 \cdot \text{entries}(d, e_1) \wedge \text{entries}(d, e_2) \wedge \text{name}(e_1, n) \wedge \text{name}(e_2, n) \rightarrow e_1 = e_2$   
}
```

# The constraints in FOL

**fact** {

// All objects except the root are contained in at least one entry

$\forall o \cdot (o) \in \text{Object} \wedge o \neq \text{Root} \rightarrow \exists e \cdot (e, d) \in \text{object}$

$\forall e \cdot (e, \text{Root}) \notin \text{object}$

// All directories are contained in at most one entry

$\forall d, e_1, e_2 \cdot (d) \in \text{Dir} \wedge (e_1, d) \in \text{object} \wedge (e_2, d) \in \text{object} \rightarrow e_1 = e_2$

// Different entries in a directory must have different names

$\forall d, n, e_1, e_2 \cdot (d, e_1) \in \text{entries} \wedge (d, e_2) \in \text{entries} \wedge (e_1, n) \in \text{name} \wedge (e_2, n) \in \text{name} \rightarrow e_1 = e_2$

}

# Logical operators

**not**  $\phi$

$\neg\phi$

$\phi$  **and**  $\psi$

$\phi \wedge \psi$

$\phi$  **or**  $\psi$

$\phi \vee \psi$

$\phi$  **implies**  $\psi$

$\phi \rightarrow \psi$

$\phi$  **implies**  $\psi$  **else**  $\theta$

$(\phi \wedge \psi) \vee (\neg\phi \wedge \theta)$

$\phi$  **iff**  $\psi$

$\phi \leftrightarrow \psi$



# Logical operators

**!**  $\phi$

$\phi$  **&&**  $\psi$

$\phi$  **||**  $\psi$

$\phi$  **=>**  $\psi$

$\phi$  **=>**  $\psi$  **else**  $\theta$

$\phi$  **<=>**  $\psi$

$\neg\phi$

$\phi \wedge \psi$

$\phi \vee \psi$

$\phi \rightarrow \psi$

$(\phi \wedge \psi) \vee (\neg\phi \wedge \theta)$

$\phi \leftrightarrow \psi$

# Quantifiers

**all**  $x : \mathbf{univ} \mid \phi$

$\forall x \cdot \phi$

**all**  $x : A \mid \phi$

**all**  $x : \mathbf{univ} \mid x \mathbf{in} A \Rightarrow \phi$

**some**  $x : \mathbf{univ} \mid \phi$

$\exists x \cdot \phi$

**some**  $x : A \mid \phi$

**some**  $x : \mathbf{univ} \mid x \mathbf{in} A \ \&\& \ \phi$

# Atomic formulas

$$x = y$$

$$x \neq y$$

$$x_1 \rightarrow \dots \rightarrow x_n \text{ \textbf{in} } R$$

$$x_1 \rightarrow \dots \rightarrow x_n \text{ \textbf{not in} } R$$

$$x = y$$

$$x \neq y$$

$$(x_1, \dots, x_n) \in R$$

$$(x_1, \dots, x_n) \notin R$$

# The constraints in Alloy

```
fact {  
  // All objects except the root are contained in at least one entry  
  all o : univ | o in Object and o != Root implies some e : univ | e->o in object  
  all o : univ | o->Root not in object  
  
  // All directories are contained in at most one entry  
  all d,e1,e2 : univ | d in Dir and e1->d in object and e2->d in object implies e1 = e2  
  
  // Different entries in a directory must have different names  
  all d,n,e1,e2 : univ | d->e1 in entries and d->e2 in entries and e1->n in name and e2->n in name implies e1 = e2  
}
```



# Relational logic

- *Relational logic* extends FOL with:
  - Derived atomic formulas, namely cardinality checks
  - Derived operators to combine predicates (relations) into more complex predicates
  - Transitive and reflexive closures, which cannot be expressed in FOL

# Atomic formulas

// Subset

$R$  **in**  $S$

$R \subseteq S$

$\forall x_1, \dots, x_n \cdot (x_1, \dots, x_n) \in R \rightarrow (x_1, \dots, x_n) \in S$

$R$  **not in**  $S$

$R \not\subseteq S$

// Set equality

$R = S$

$R = S$

$R \subseteq S \wedge S \subseteq R$

$R \neq S$

$R \neq S$

# Atomic formulas

// Cardinality checks

**some**  $R$                      $|R| > 0$

**no**  $R$                      $|R| = 0$

**lone**  $R$                      $|R| < 2$

**one**  $R$                      $|R| = 1$

$\exists x_1, \dots, x_n \cdot (x_1, \dots, x_n) \in R$

$\forall x_1, \dots, x_n \cdot (x_1, \dots, x_n) \notin R$



# Set operators

// Union

$$R + S \qquad R \cup S \qquad (x_1, \dots, x_n) \in (R + S) \leftrightarrow (x_1, \dots, x_n) \in R \vee (x_1, \dots, x_n) \in S$$

// Intersection

$$R \& S \qquad R \cap S \qquad (x_1, \dots, x_n) \in (R \& S) \leftrightarrow (x_1, \dots, x_n) \in R \wedge (x_1, \dots, x_n) \in S$$

// Difference

$$R - S \qquad R \setminus S \qquad (x_1, \dots, x_n) \in (R - S) \leftrightarrow (x_1, \dots, x_n) \in R \wedge (x_1, \dots, x_n) \notin S$$

# Relational constants

// Universe

**univ**             $\top$              $\forall x \cdot (x) \in \mathbf{univ}$

// Empty set

**none**             $\emptyset$              $\forall x \cdot (x) \notin \mathbf{none}$

// Identity

**iden**             $\text{id}$              $\forall x_1, x_2 \cdot (x_1, x_2) \in \mathbf{iden} \leftrightarrow x_1 = x_2$

# Relational operators

// Cartesian product

$$R \rightarrow S \quad R \times S \quad (x_1, \dots, x_n, y_1, \dots, y_m) \in (R \rightarrow S) \leftrightarrow (x_1, \dots, x_n) \in R \wedge (y_1, \dots, y_m) \in S$$

// Transpose or converse

$$\sim R \quad R^\circ \quad (x_1, x_2) \in (\sim R) \leftrightarrow (x_2, x_1) \in R$$

// Range restriction

$$R :> A \quad (x_1, \dots, x_n) \in (R :> A) \leftrightarrow (x_1, \dots, x_n) \in R \wedge (x_n) \in A$$

// Domain restriction

$$A <: R \quad (x_1, \dots, x_n) \in (A <: R) \leftrightarrow (x_1, \dots, x_n) \in R \wedge (x_1) \in A$$

# Inclusion vs subset

**all**  $x : \text{Dir} \mid x \text{ in } \text{Object}$

**all**  $x : \text{univ} \mid x \text{ in Dir implies } x \text{ in Object}$

~~$\forall x. (x) \in \text{Dir} \rightarrow (x) \in \text{Object}$~~

$\forall x. \{(x)\} \subseteq \text{Dir} \rightarrow \{(x)\} \subseteq \text{Object}$

# Inclusion vs subset

**all**  $x : \text{Entry} \mid \text{some } y : \text{Name} \mid x \rightarrow y$  **in** name

~~$\forall x. (x) \in \text{Entry} \rightarrow \exists y. (y) \in \text{Name} \wedge (x, y) \in \text{name}$~~

$\forall x. \{(x)\} \subseteq \text{Entry} \rightarrow \exists y. \{(y)\} \subseteq \text{Name} \wedge \{(x)\} \times \{(y)\} \subseteq \text{name}$

$\forall x. \{(x)\} \subseteq \text{Entry} \rightarrow \exists y. \{(y)\} \subseteq \text{Name} \wedge \{(x, y)\} \subseteq \text{name}$

# Composition

$$R \cdot S$$

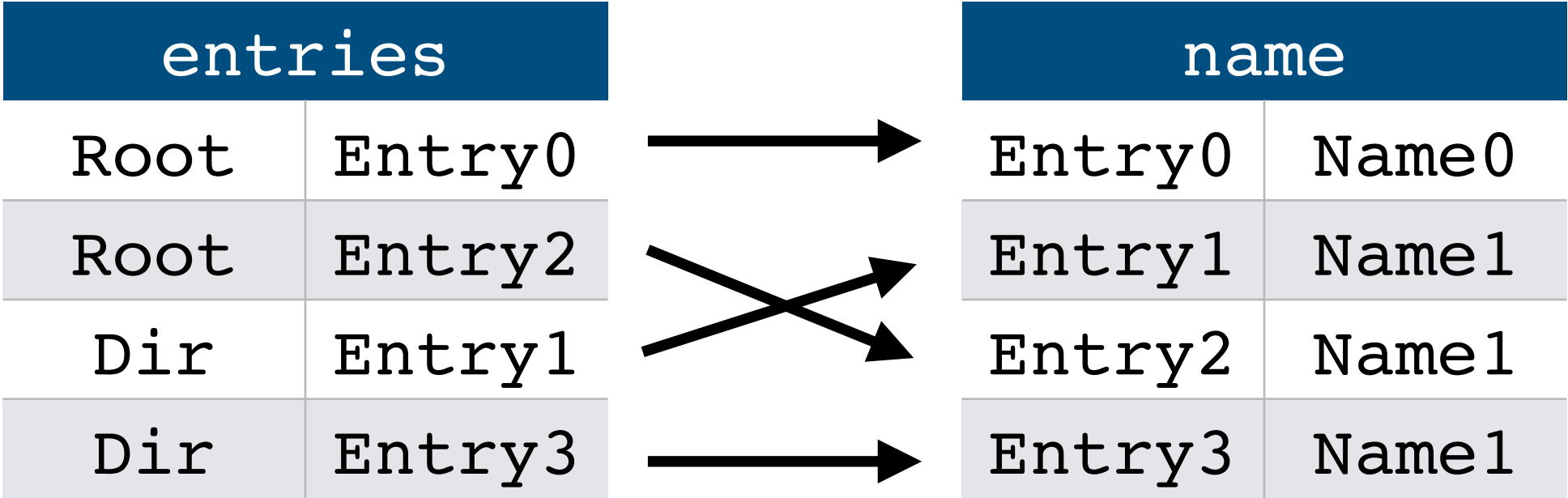
$$S \circ R$$

$$(x_1, \dots, x_{n-1}, y_2, \dots, y_m) \in (R \cdot S)$$

$$\Leftrightarrow$$

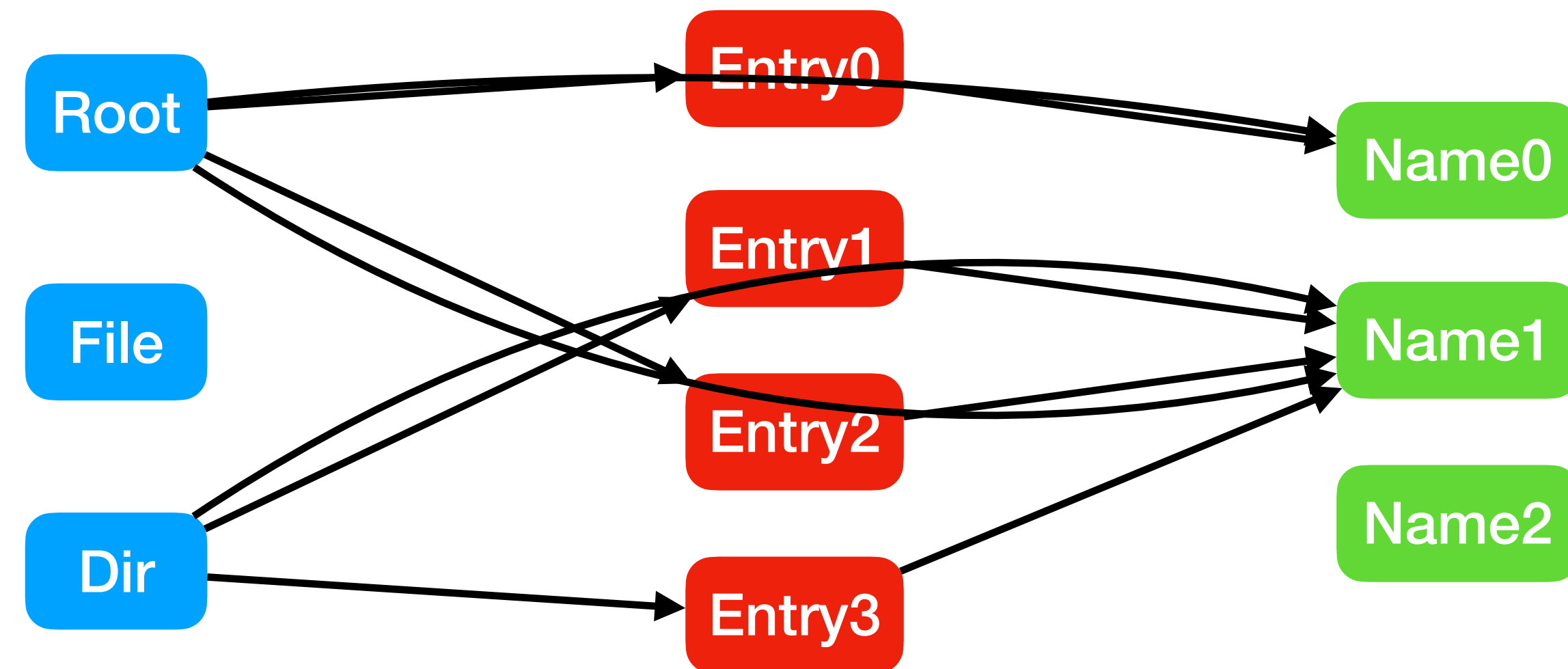
$$\exists z \cdot (x_1, \dots, x_{n-1}, z) \in R \wedge (z, y_2, \dots, y_m) \in S$$

# Composition



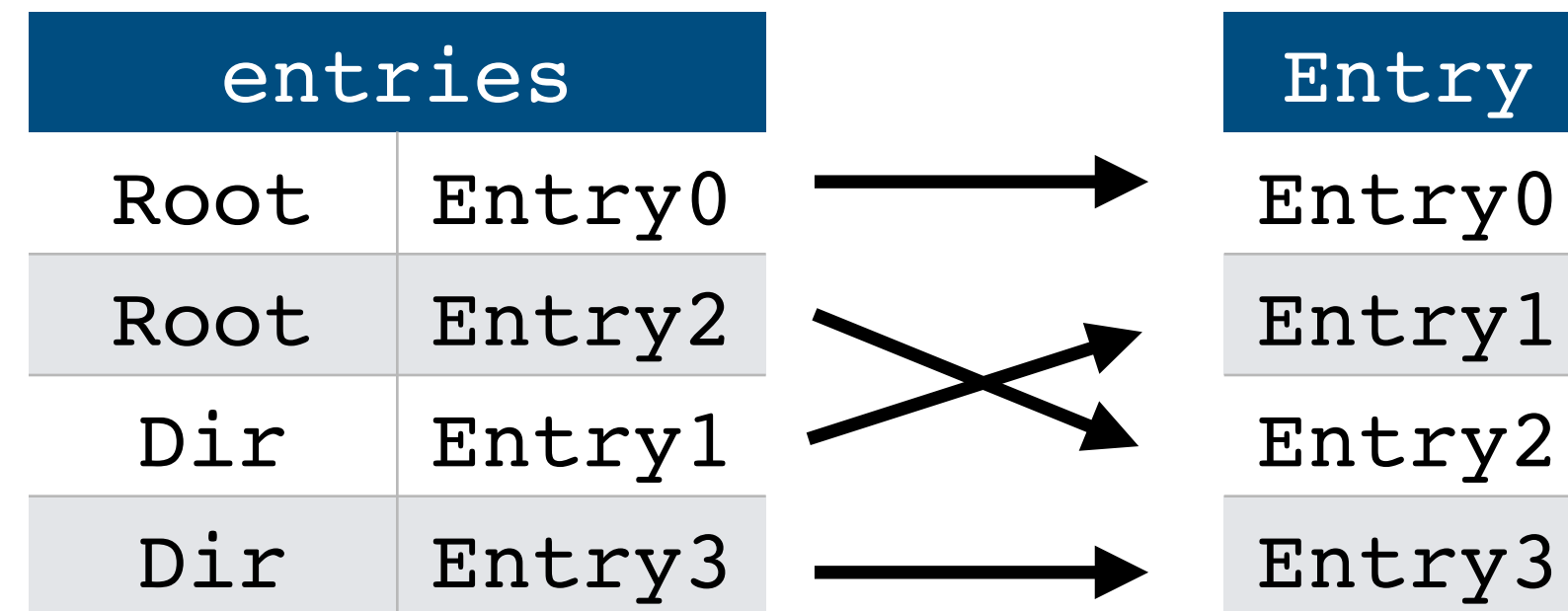
entries . name	
Root	Name0
Root	Name1
Dir	Name1

# Composition





# Composition

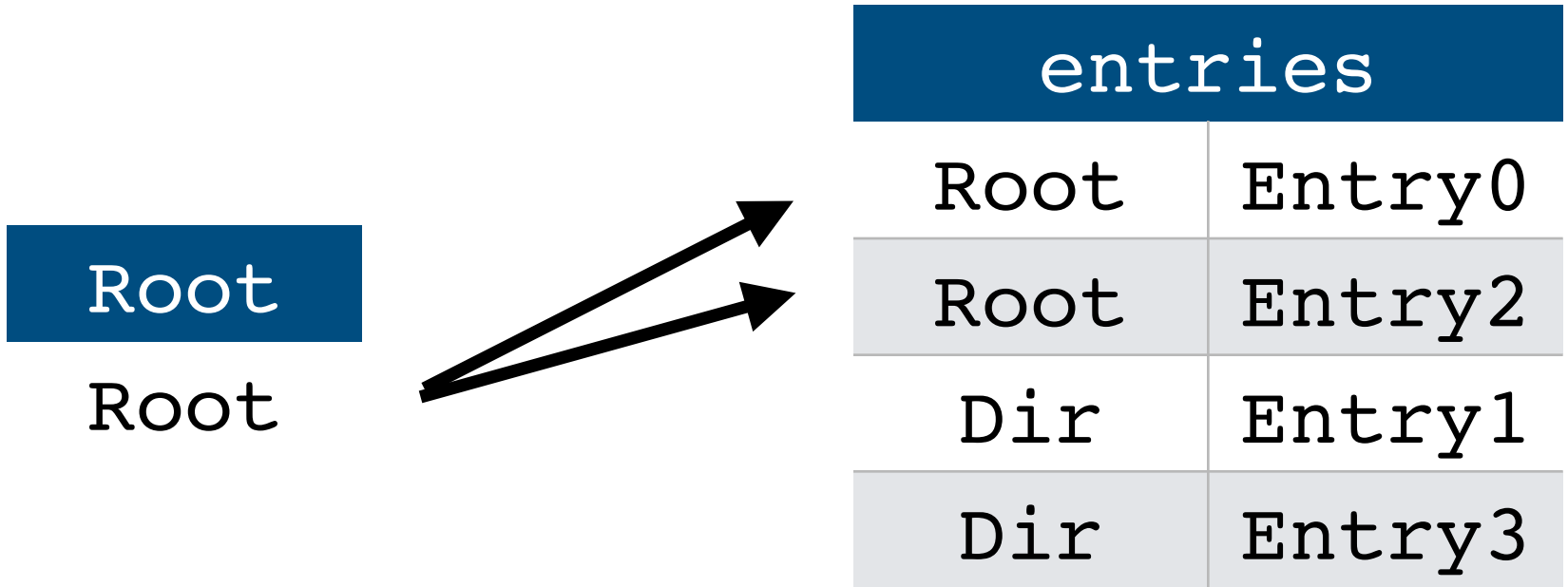


entries . Entry

Root

Dir

# Composition



Root . entries
Entry0
Entry2

# From FOL to RL

**all**  $o : \text{univ}$  |  $o \rightarrow \text{Root}$  **not in** object

**all**  $o : \text{univ}$  |  $o$  **not in** object.Root

**no** object.Root

# From FOL to RL

**all** o : univ | o in Object and o != Root **implies** some e : univ | e->o in object

**all** o : univ | o in Object and o != Root **implies** some e : univ | e in object.o

**all** o : univ | o in Object and o != Root **implies** some object.o

**all** o : univ | o in Object and o not in Root **implies** some object.o

**all** o : univ | o in Object-Root **implies** some object.o

**all** o : Object-Root | **some** object.o

# From FOL to RL

**all** d,e1,e2 : **univ** | d **in** Dir **and** e1->d **in** object **and** e2->d **in** object **implies** e1 = e2

**all** d : **univ** | d **in** Dir **implies** **all** e1,e2 : **univ** | e1->d **in** object **and** e2->d **in** object **implies** e1 = e2

**all** d : Dir | **all** e1,e2 : **univ** | e1->d **in** object **and** e2->d **in** object **implies** e1 = e2

**all** d : Dir | **all** e1,e2 : **univ** | e1 **in** object.d **and** e2 **in** object.d **implies** e1 = e2

**all** d : Dir | **lone** object.d

# From FOL to RL

```
all d,n,e1,e2 : univ | d->e1 in entries and d->e2 in entries and e1->n in name and e2->n in name implies e1 = e2
```

```
all d,n,e1,e2 : univ | e1 in d.entries and e2 in d.entries and e1 in name.n and e2 in name.n implies e1 = e2
```

```
all d,n,e1,e2 : univ | e1 in d.entries and e1 in name.n and e2 in d.entries and e2 in name.n implies e1 = e2
```

```
all d,n,e1,e2 : univ | e1 in (d.entries & name.n) and e2 in (d.entries & name.n) implies e1 = e2
```

```
all d,n : univ | lone (d.entries & name.n)
```

```
all d : Dir, n : Name | lone (d.entries & name.n)
```

# The constraints in Alloy

```
fact {  
  // All objects except the root are contained in at least one entry  
  all o : Object - Root | some object.o  
  no object.Root  
  
  // All directories are contained in at most one entry  
  all d : Dir | lone object.d  
  
  // Different entries in a directory must have different names  
  all d : Dir, n : Name | lone (d.entries & name.n)  
}
```





# A question of style

// First order style

**all** x,y : Entry, n : Name | x->n **in** name **and** y->n **in** name **implies** x=y

// Relational or navigational style

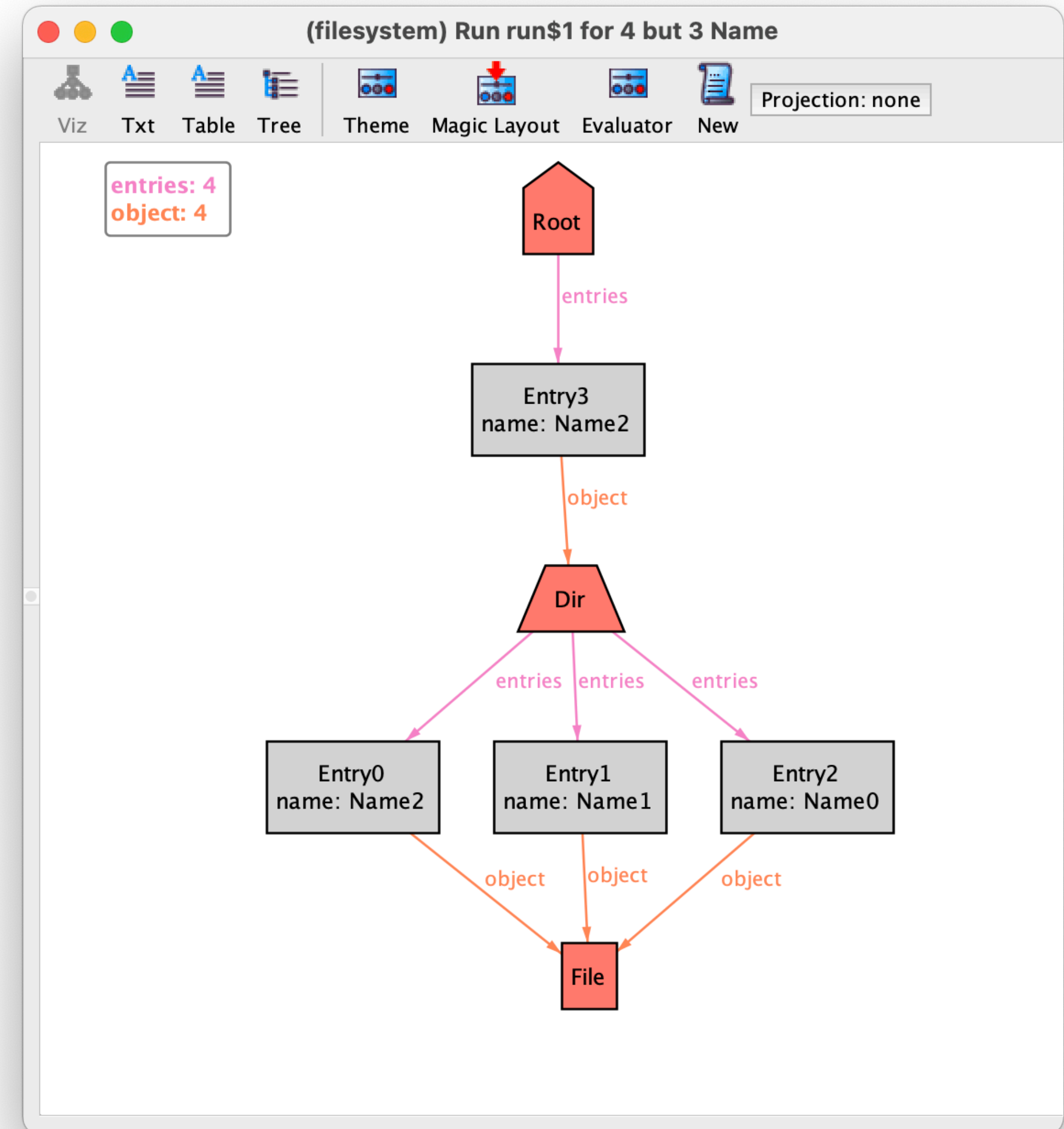
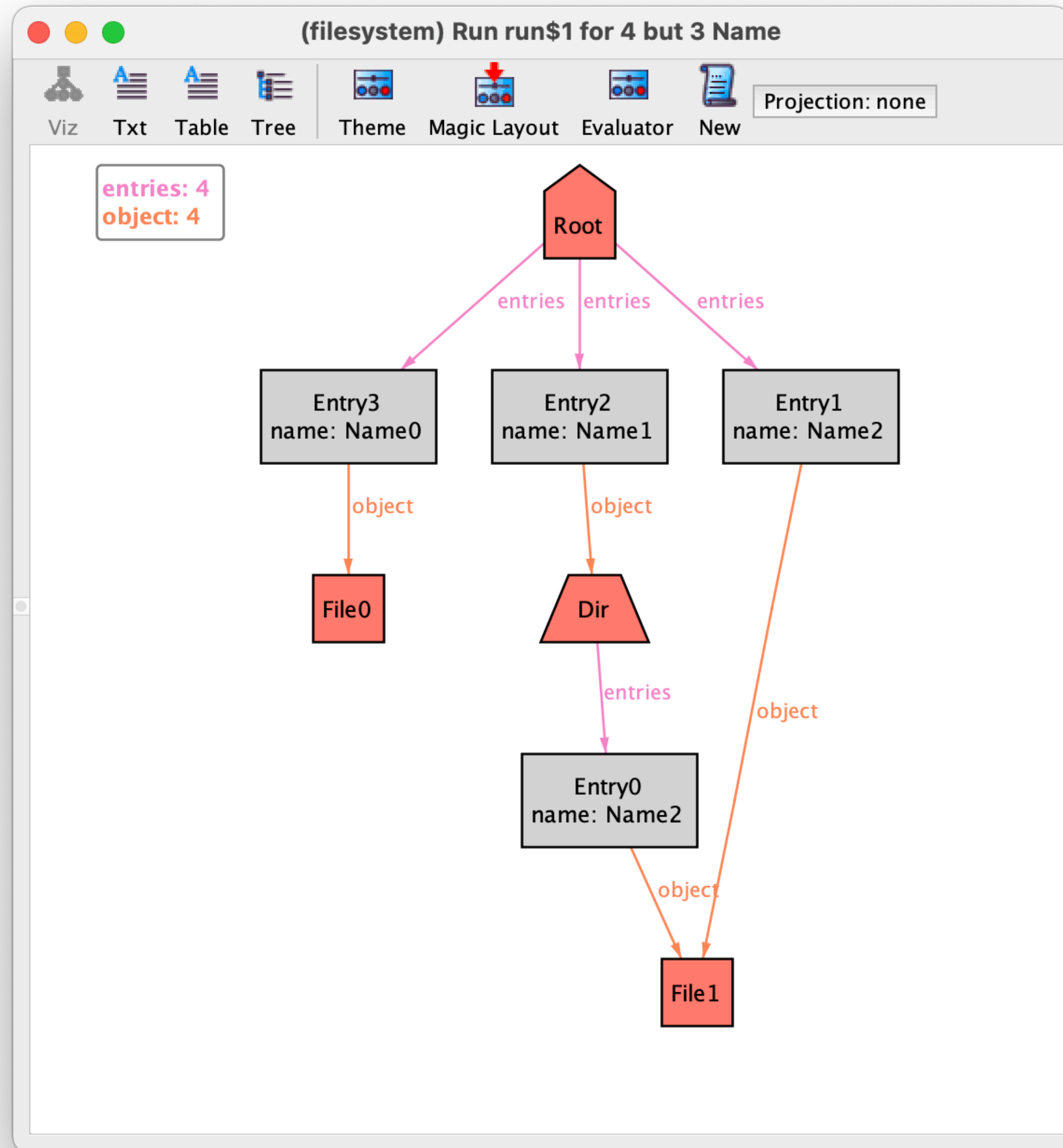
**all** n : Name | **lone** name.n

// Point-free style

name.~name **in iden**

# Verification

# Some instances



# Assertions

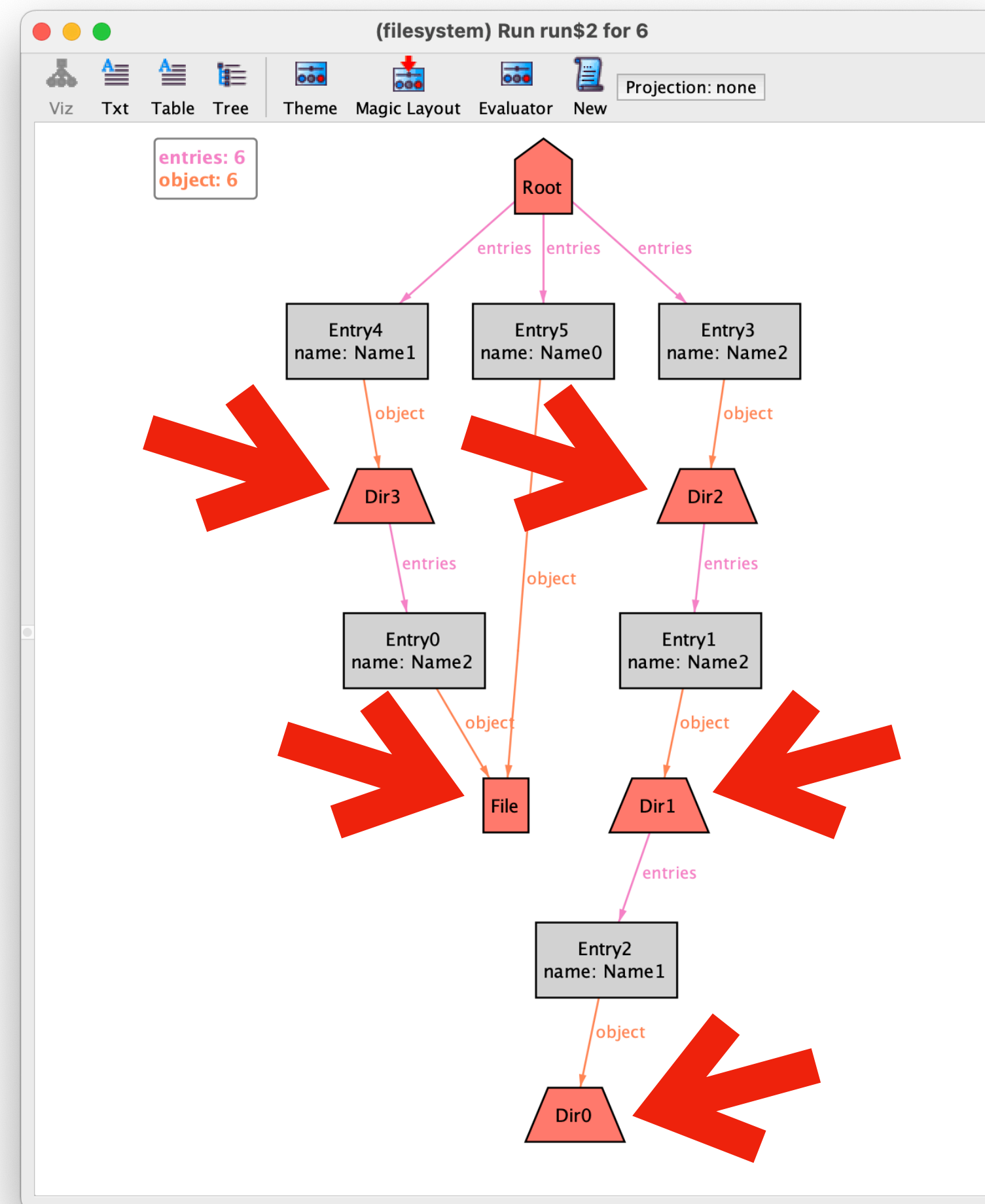
- Assertions are named constraints to be checked

```
assert NoPartitions {  
    // All objects are reachable from the root  
    ???  
}
```

```
check NoPartitions
```

# Reachable objects

`Root.entries.objects.objects.objects.objects.objects.object`



# Closures

// Transitive closure

$$^R = R + R.R + R.R.R + R.R.R.R + \dots$$

// Reflexive transitive closure

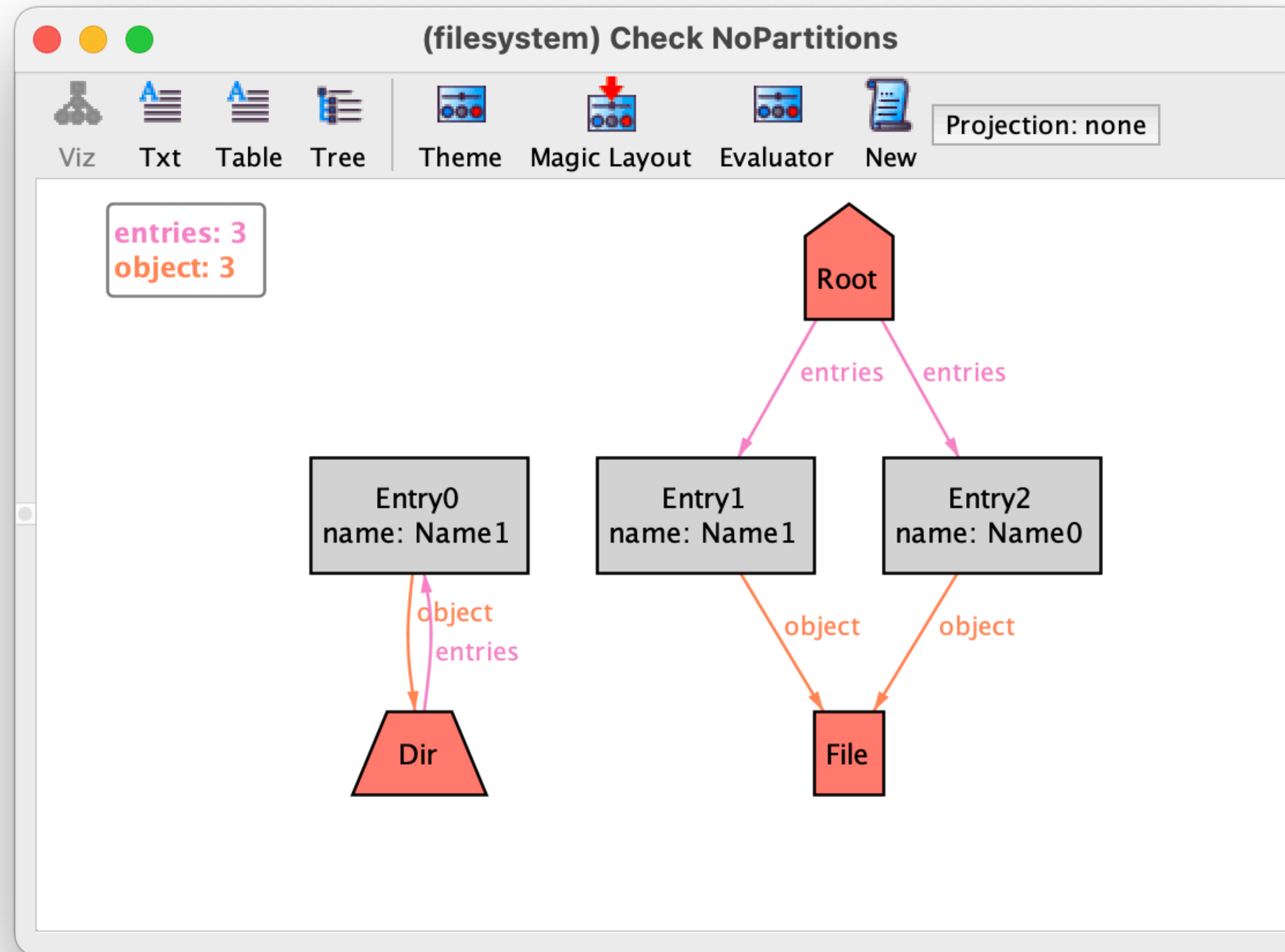
$$*R = ^R + \mathbf{iden}$$

# The desired assertion

```
assert NoPartitions {  
    // All objects are reachable from the root  
    Object in Root.*(entries.object)  
}
```

```
check NoPartitions
```

# A counter-example

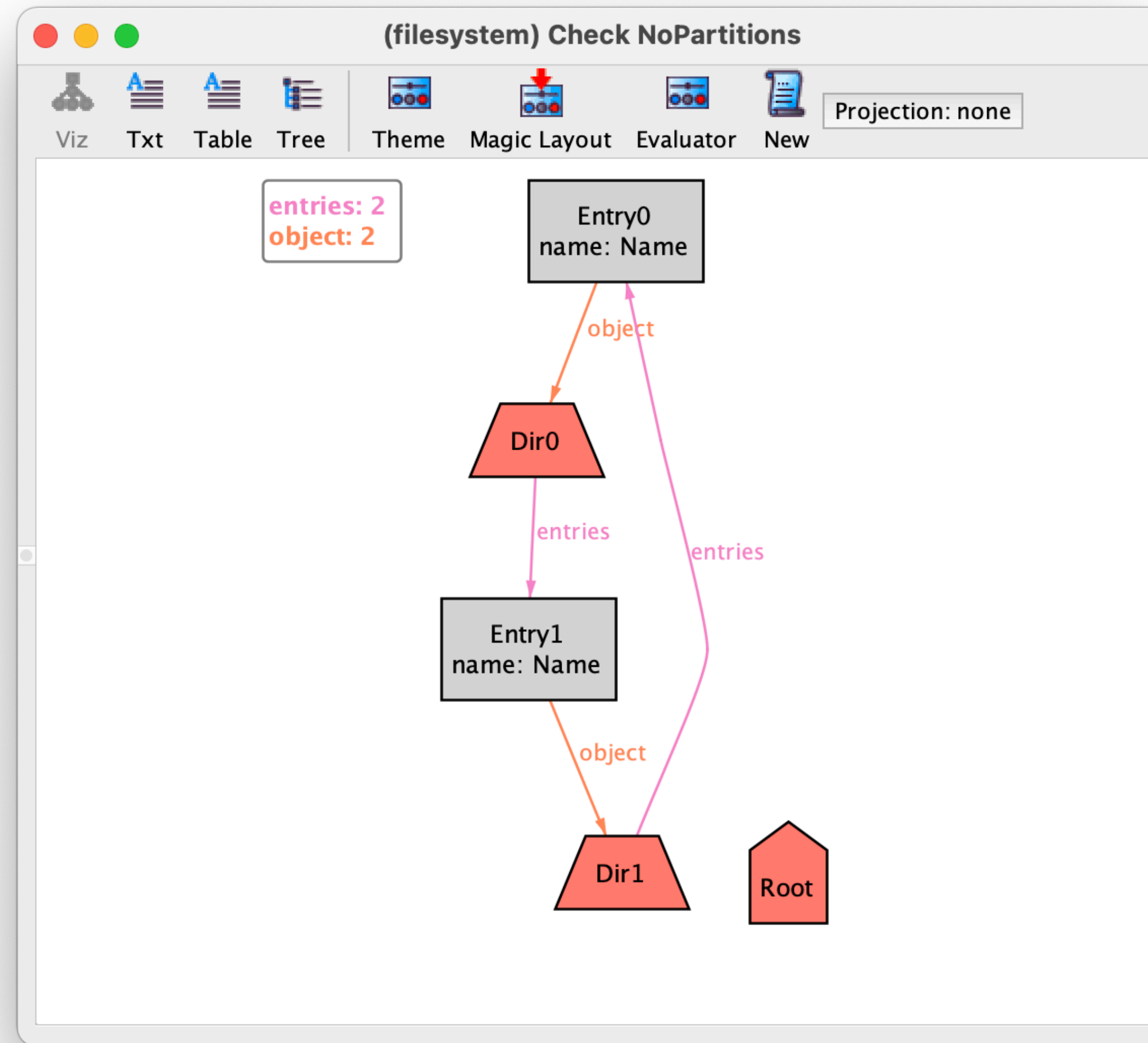




# The missing constraint

```
fact {  
  // All objects except the root are contained in at least one entry  
  all o : Object - Root | some object.o  
  no object.Root  
  
  // All directories are contained in at most one entry  
  all d : Dir | lone object.d  
  
  // Different entries in a directory must have different names  
  all d : Dir, n : Name | lone (d.entries & name.n)  
  
  // A directory cannot be contained in itself  
  all d : Dir | d not in d.entries.object  
}
```

# Another counter-example



# The missing constraint

```
fact {  
  // All objects except the root are contained in at least one entry  
  all o : Object - Root | some object.o  
  no object.Root  
  
  // All directories are contained in at most one entry  
  all d : Dir | lone object.d  
  
  // Different entries in a directory must have different names  
  all d : Dir, n : Name | lone (d.entries & name.n)  
  
  // A directory cannot be contained in itself  
  all d : Dir | d not in d.^(entries.object)  
}
```

### Executing "Check NoPartitions"

Solver=sat4j Bitwidth=4 MaxSeq=4 SkolemDepth=1 Symmetry=20 Mode=batch  
586 vars. 37 primary vars. 860 clauses. 3ms.  
No counterexample found. **Assertion** may be valid. 2ms.



# Increasing confidence

- Increase the scope of check commands

**check** NoPartitions **for** 6

- Use **run** commands to check consistency
- Verify that specific scenarios are possible

```
run {  
    // An empty file system  
    Object = Root  
}
```