

# Using SMT Solvers in Finding Finite Models and Cores for Relational Logic

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The 33rd IEEE/ACM International Conference on Automated  
Software Engineering, Montpellier, France  
3-7 September, 2018

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# Outline

- 1 Introduction to Relational Logic
  - Applications of Alloy
  - Alloy Demonstration
- 2 Research Road-map
- 3 Relational Specification
  - Universe and Bounds
  - Constraints
  - Outcome
- 4 Evaluation

# Applications of Alloy

- Access Control and Security Policies.
- Feature Modeling and Analysis
- Domain Specific Languages and Modeling.
- Testing and Automated Test Case Generation
- Software Architecture
- Configuration and Reconfiguration, Data Structure Repair
- Program verification.
- Databases.
- Model-Driven Development.
- Network Protocols
- Requirements

# Front-end

## Universe and Bounds

$problem ::= universe\ relDecl^* formula^*$   
 $universe ::= \{atom^*\}$   
 $relDecl ::= relation :_{arity} [constant, constant]$   
 $constant ::= \{tuple^*\}$   
 $tuple ::= \langle atom^* \rangle$   
 $arity ::= positiveinteger$   
 $relation ::= identifier$   
 $atom ::= identifier$

*formula* ::=

<i>expr</i> $\subset$ <i>expr</i>	(subset)
<i>expr</i> = <i>expr</i>	(equality)
<b>some</b> <i>expr</i>	(at least one)
<b>one</b> <i>expr</i>	(exactly one)
<b>lone</b> <i>expr</i>	(at most one)
<b>no</b> <i>expr</i>	(empty)
$\neg$ <i>formula</i>	(negation)
<i>formula</i> $\wedge$ <i>formula</i>	(conjunction)
<i>formula</i> $\vee$ <i>formula</i>	(disjunction)
<i>formula</i> $\Rightarrow$ <i>formula</i>	(implication)
<i>formula</i> $\Leftrightarrow$ <i>formula</i>	(biiimplication)
( $\forall$   $\exists$   $\exists!$   $\nexists$ ) <i>varDecls</i>   <i>formula</i>	(universal)
<i>intexpr</i> { <   $\leq$   =   >   $\geq$ } <i>intexpr</i>	(comparison)

*formula* ::=

<i>expr in expr</i>	(subset)
<i>expr = expr</i>	(equality)
<b>some</b> <i>expr</i>	(at least one)
<b>one</b> <i>expr</i>	(exactly one)
<b>lone</b> <i>expr</i>	(at most one)
<b>no</b> <i>expr</i>	(empty)
<b>!</b> <i>formula</i>	(negation)
<i>formula</i> <b>and</b> <i>formula</i>	(conjunction)
<i>formula</i> <b>or</b> <i>formula</i>	(disjunction)
<i>formula</i> <b>implies</b> <i>formula</i>	(implication)
<i>formula</i> <b>iff</b> <i>formula</i>	(bimplication)
( <b>all</b>   <b>some</b>   <b>one</b>   <b>no</b> ) <i>varDecls</i>   <i>formula</i>	(universal)
<i>intexpr</i> { <   ≤   =   >   ≥ } <i>intexpr</i>	(comparison)



$expr ::=$

$var$	(variable)
$  expr = expr$	(equality)
$  \sim expr$	(transpose)
$  \hat{expr}$	(closure)
$  expr \cup expr$	(union)
$  expr \cap expr$	(intersection)
$  expr \setminus expr$	(difference)
$  expr \Join expr$	(join)
$  expr \times expr$	(product)
$  \{ varDecls \mid formula \}$	(comprehension)
$  \mathbf{univ}$	(universal set)
$  \mathbf{none}$	(empty set)
$  \mathbf{idn}$	(identity)

$expr ::=$

$var$	(variable)
$  expr = expr$	(equality)
$  \sim expr$	(transpose)
$  \hat{expr}$	(closure)
$  expr + expr$	(union)
$  expr \& expr$	(intersection)
$  expr - expr$	(difference)
$  expr \cdot expr$	(join)
$  expr \rightarrow expr$	(product)
$  \{ varDecls \mid formula \}$	(comprehension)
$  \mathbf{univ}$	(universal set)
$  \mathbf{none}$	(empty set)
$  \mathbf{idn}$	(identity)

*intexpr* ::=

*integer* (literal)

| *#expr* (cardinality)

| **sum** (*expr*) (sum)

| *intexpr* {+ | - | × | ÷} *intexpr* (arithmetic)

*varDecls* ::= (*variable* : *expr*)\*

*variable* ::= *identifier*

## Relations

Name =  $\{(N0), (N1), (N2)\}$   
 Alias =  $\{(A0)\}$   
 alias =  $\{(N2, A0)\}$   
 Address =  $\{(D0), (D1), (D2)\}$   
 addr =  $\{(N0, D0), (A0, D2)\}$

## Queries

Name.addr =  $\{(N0), (N1), (N2)\} \cdot \{(N0, D0), (A0, D2)\}$   
               =  $\{(D0)\}$   
 $\{(N1)\}.addr$  =  $\{\}$   
 Address. $\sim$ addr =  $\{(D0), (D1), (D2)\} \cdot \{(D0, N0), (D2, A0)\}$   
               =  $\{(N0), (A0)\}$

## Relations

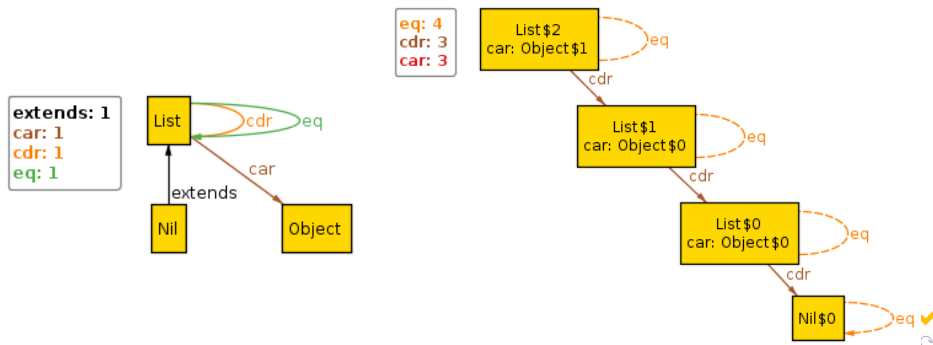
Name =  $\{(N0), (N1), (N2)\}$   
 Alias =  $\{(A0)\}$   
 alias =  $\{(N2, A0)\}$   
 Address =  $\{(D0), (D1), (D2)\}$   
 addr =  $\{(N0, D0), (A0, D2)\}$

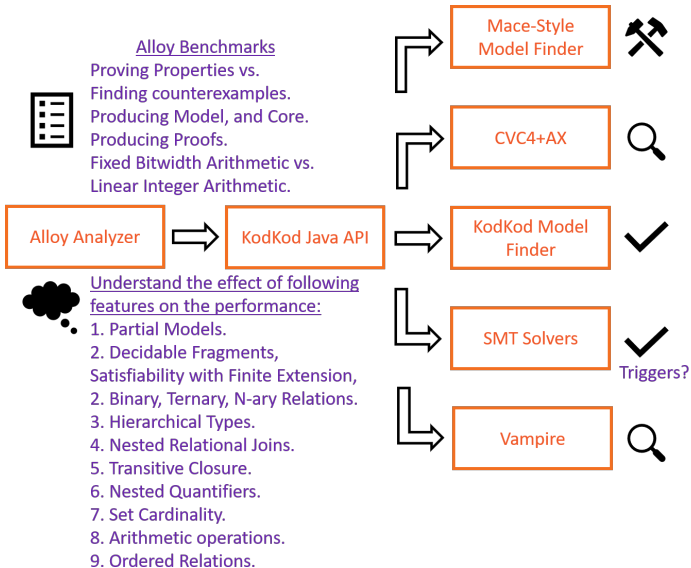
## Queries

addr + alias =  $\{(N0, D0), (A0, D2), (N2, A0)\}$   
 $\wedge(\text{addr} + \text{alias}) = \{(N0, D0), (A0, D2), (N2, A0), (N2, D2)\}$   
 $\text{Name}.\wedge(\text{addr} + \text{alias}) = \{(D0), (D2)\}$   
 $(\{(N2)\}.\text{alias}).\text{addr} = \{(D2)\}$

## A Lisp-like List

```
datatype List = Nil | Cons of Element * List
```

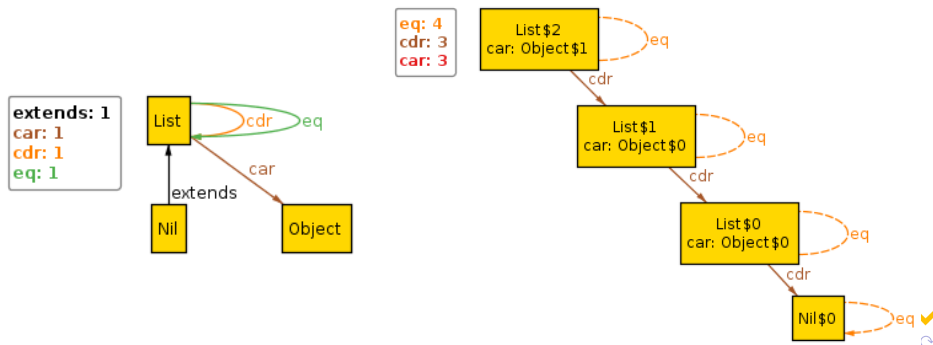




# KodKod Walktrough

## A Lisp-like List

**datatype** List = Nil | Cons **of** Element \* List





## Universe

$\{o_0, o_1, l_0, l_1, l_2, l_3, l_4, l_5\}$

## Bounds

*List* :<sub>1</sub>  $\{\langle l_0 \rangle, \langle l_1 \rangle, \langle l_2 \rangle, \langle l_3 \rangle, \langle l_4 \rangle, \langle l_5 \rangle\}$

*Object* :<sub>1</sub>  $\{\langle o_0 \rangle, \langle o_1 \rangle\}$

*Nil* :<sub>1</sub>  $\{\{\}, \{\langle l_0 \rangle, \langle l_1 \rangle, \langle l_2 \rangle, \langle l_3 \rangle, \langle l_4 \rangle, \langle l_5 \rangle\}\}$

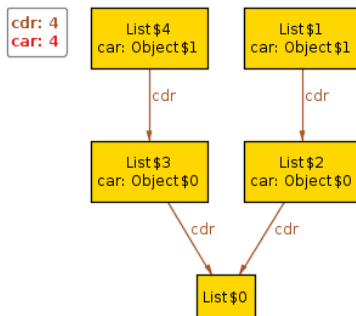
*car* :<sub>2</sub>  $\{\langle l_4, o_1 \rangle, \langle l_3, o_0 \rangle, \langle l_2, o_0 \rangle, \langle l_1, o_1 \rangle\},$   
 $\{\langle x, y \rangle \mid x : List \wedge y : Object\}$

*cdr* :<sub>2</sub>  $\{\langle l_4, l_3 \rangle, \langle l_3, l_0 \rangle, \langle l_2, l_0 \rangle, \langle l_1, l_2 \rangle\},$   
 $\{\langle x, y \rangle \mid x : List \wedge y : List\}$

*eq* :<sub>2</sub>  $\{\{\}, \{\langle x, y \rangle \mid x : List \wedge y : List\}\}$

## Universe

$\{o_0, o_1, l_0, l_1, l_2, l_3, l_4, l_5\}$



## Universe

$\{o_0, o_1, l_0, l_1, l_2, l_3, l_4, l_5\}$

## KodKod API

```

1  String List0 = "List0 "; String List1 = "List1 ";
2  String List2 = "List2 "; String List3 = "List3 ";
3  String List4 = "List4 "; String List5 = "List5 ";
4  String Object0 = "Object0 ";
5  String Object1 = "Object1 ";
6
7  Universe universe = new Universe(List0 , List1 ,
8  List2 , List3 , List4 , List5 , Object0 , Object1);
    
```

## Translation

```
(declare-datatypes () ((univ (Object!1) (Object!1)
                             (List!0) (List!1) ... (List!4) (List!5)))

(declare-fun Object (univ) Bool)
(declare-fun List (univ) Bool)
...
(declare-fun eq (univ univ) Bool)

(assert (Object Object0))
(assert (Object Object1))
(assert (List List0))
...
(assert (cdr List1 List2))
```

## Axioms

1. *Nil* is a *List*.
2. *Nil* is a singleton.
3. *Nil* list has neither *car* nor *cdr*.
4. A Non-nil *List* has some *car* and *cdr*.
5. *Nil* is always reachable from any *List*.
6. Two lists are equal iff the objects they point to are same and the *Lists* they point are equal.
7. *car* relation is a partial function.

## Axioms

1.  $Nil \subseteq List$
  2.  $\text{one } Nil$
  3.  $\text{no } (Nil.cdr \cup Nil.car)$
  4.  $\forall l : List - Nil \mid \text{some } (l.cdr) \wedge \text{some } (l.car)$
  5.  $\forall l : List \mid Nil \subseteq (l.^*cdr)$
  6.  $\forall a, b : List \mid a \subseteq b.\text{eq} \text{ iff } (a.car = b.car) \wedge (a.cdr \subseteq (b.cdr).\text{eq})$
  7.  $\forall l : List \mid \text{one } (l.car)$
- (constraints)

## Alloy

```
(all l: one List | lone (l.car))
```

## KodKod API

```
1 Relation List = Relation.unary("List");
2 Relation car = Relation.binary("car");
3 Variable l = Variable.unary("l");
4 Formula f1 = l.join(car).lone()
5               .forAll(l.oneOf(List));
```

## Alloy

```
(all l: one List | lone (l.car))
```

## SMTLIB

```
(forall ((l univ))  

  ( $\Rightarrow$  (List l)  

    (forall ((x!1 univ) (x!2 univ))  

      ( $\Rightarrow$  (and (cdr l x!1) (cdr l x!2))  

        (= x!1 x!2))))))
```



## Alloy

```
(one Nil)
```

## KodKod API

```
6 Relation Nil = Relation.unary("Nil");  
7 Formula f2 = Nil.one();
```

## Alloy

```
(one Nil)
```

## SMTLIB

```
(and (exists ((x!0 univ) (Nil x!0))  
      (forall ((x!0 univ) (x!1 univ))  
        (=> (and (Nil x!0) (Nil x!1))  
              (and (= x!0 x!1))))))
```

## Alloy

```
(all l: one (List - Nil) |
    (some (l.cdr) and some (l.car)))
```

## KodKod API

```
8  Relation car = Relation.binary("cdr");
9  Formula f3 = l.join(cdr).some()
10      .and(l.join(car).some())
11      .forall(
12          l.oneOf(List.difference(Nil)));
```

## Alloy

```
(all l: one (List - Nil) |
  (some (l.cdr) and some (l.car)))
```

## SMTLIB

```
(forall ((l univ))
  (=> (and (List l) (not (Nil l)))
    (and
      (exists ((x!1 univ)) (cdr l x!1))
      (exists ((x!1 univ)) (car l x!1)))))
```

# Outcome

## SAT

*List*  $\mapsto \{\langle l_0 \rangle, \langle l_1 \rangle, \langle l_2 \rangle, \langle l_3 \rangle, \langle l_4 \rangle, \langle l_5 \rangle\}$

*Object*  $\mapsto \{\langle o_0 \rangle, \langle o_1 \rangle\}$

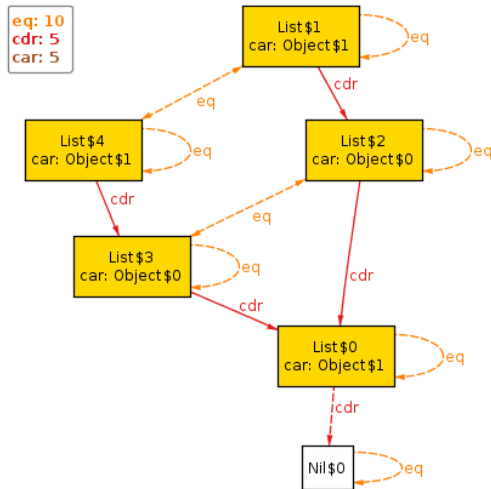
*Nil*  $\mapsto \{\langle l_5 \rangle\}$

*car*  $\mapsto \{\langle l_4, o_1 \rangle, \langle l_3, o_0 \rangle, \langle l_2, o_0 \rangle, \langle l_1, o_1 \rangle, \langle l_0, o_1 \rangle\}$  (model)

*cdr*  $\mapsto \{\langle l_4, l_3 \rangle, \langle l_3, l_0 \rangle, \langle l_2, l_0 \rangle, \langle l_1, l_2 \rangle, \langle l_0, l_5 \rangle\}$

*eq*  $\mapsto \{\langle l_5, l_5 \rangle, \langle l_4, l_4 \rangle, \langle l_3, l_3 \rangle, \langle l_2, l_2 \rangle, \langle l_1, l_1 \rangle, \langle l_0, l_0 \rangle, \langle l_4, l_1 \rangle, \langle l_1, l_4 \rangle, \langle l_3, l_4 \rangle, \langle l_2, l_3 \rangle\}$

# Outcome



# Comparison with Z3's MBQI

