

The Z specification language

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Introduction

- ▶ Z (pronounced “zed”) is a *specification language* based on predicate logic and set theory.
- ▶ A formal specification in Z describes *what* the system does, without saying *how* it does it.
- ▶ The formal specification is implementation independent.

Example: Birthday book

- ▶ In this example we are defining the specification of a birthday book.
- ▶ We introduce the set of all names, and the set of all dates, as basic types in the specification:

$[Name, Date]$

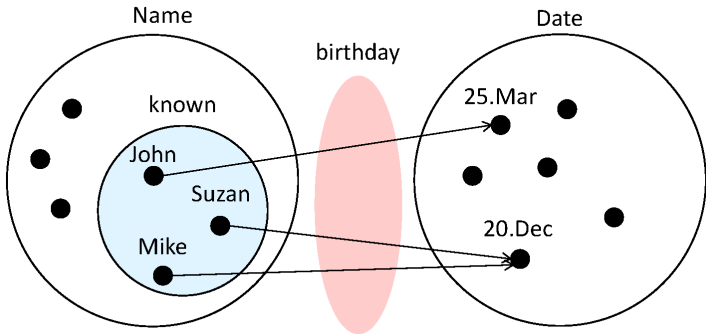
- ▶ One possible state of the system has three people in the set *known*, with their birthdays recorded by the function *birthday*:

$known = \{John, Mike, Suzan\}$

$birthday =$

$\{$
 $John \mapsto 25.Mar,$
 $Mike \mapsto 20.Dec,$
 $Suzan \mapsto 20.Dec$
 $\}$

Birthday book /cont. - Function *birthday*



Birthday book: State schema

- ▶ A specification is decomposed into *schemata* (plural for *schema*).
- ▶ A *Z schema* can provide a high-level description of a model.

<i>BirthdayBook</i>	_____
<i>known</i> : \mathbb{P} <i>Name</i>	
<i>birthday</i> : <i>Name</i> \rightarrow <i>Date</i>	
<i>known</i> = dom <i>birthday</i>	

- ▶ Variable *known* is the set of names with birthdates recorded and *birthday* is a function which, when applied to certain names, gives the birthdays associated with them.
- ▶ Note that *birthday* is a partial function: It does not relate every element of *Name* to *Date*.

Schemata /cont.

- ▶ We define a schema for both the data of the model as well as for each of the system's operations.

<i>Name</i> _____
<i>Declaration part</i> (<i>state</i>)
<i>Predicate part</i>

- ▶ A schema consists of
- ▶ **Name**
- ▶ **Declaration part** (**state**): specifies a set of variable assignments and their types (called the *state* of the system).
- ▶ **Predicate part**
 - ▶ Properties of the model expressed in terms of the variables defined in the declaration part.
 - ▶ These properties constitute *state invariants* (must be true at all times).

Schemata /cont.

- ▶ Alternatively a schema can be expressed in a linear notation as

$$name \hat{=} [declaration\ part \mid predicate\ part]$$

Decorations: Before and after state

- ▶ *Decorations* give identifiers conventional meanings.
- ▶ A variable decorated with the symbol ' denotes its value after having being manipulated by an operation.
- ▶ Thus, *known* and *birthday* denote the states of their corresponding sets before an operation is invoked, whereas *known'* and *birthday'* denote the states of their corresponding sets after an operation has been successfully terminated.

A birthday book /cont.

- ▶ The predicate $known = \text{dom } birthday$ states that the set $known$ is the same as the domain of the function $birthday$, i.e. the set of names that the function can apply.
- ▶ This relationship is an *invariant* of the system.

BirthdayBook _____

$known : \mathbb{P} \text{ Name}$

$birthday : \text{Name} \rightarrow \text{Date}$

$known = \text{dom } birthday$

A birthday book: State schema

- ▶ In our schema we have managed to capture the information that
 - 1 Each person can have only one birthday (because *birthday* is a function), and
 - 2 Two (or more) people can share the same birthday (as in the example).
- ▶ The invariant $known = \text{dom } birthday$ is satisfied, because *birthday* records a date for exactly the three names in set *known*.

A birthday book: Operation *AddBirthday*

- ▶ Once the state space is defined, we must provide a schema for each of the operations of the system.
- ▶ Operation *AddBirthday* adds a new birthday into the system:

<i>AddBirthday</i>	_____
$\Delta BirthdayBook$	
$name? : Name$	
$date? : Date$	

$name? \notin known$	
$known' = known \cup \{name?\}$	
<u>$birthday' = birthday \cup \{name? \mapsto date?\}$</u>	

- ▶ The declaration $\Delta BirthdayBook$ captures the fact that the schema describes a *state change*: it introduces variables $known$, $birthday$, and $known'$, $birthday'$.
- ▶ The first is an observation of the state before the change, and the last two are observations of the state after the change.

A birthday book: Operation *AddBirthday*

- ▶ Next come the declarations of the two inputs to the operation and by convention, the names of inputs end in a question mark.

name? : *Name*

date? : *Date*

A birthday book: Operation *AddBirthday*

- ▶ The first line under the dividing line defines the precondition to the operation:

name? \notin known

- ▶ The name to be added must not already be one of those known to the system, as each person can have only one birthday.
- ▶ The specification can be extended to include error conditions in the case of a precondition failure.

A birthday book: Operation *AddBirthday*

- ▶ If the precondition is satisfied, the next two lines specify the postcondition to the operation:

$$\begin{aligned} \textit{known}' &= \textit{known} \cup \{\textit{name}?\} \\ \textit{birthday}' &= \textit{birthday} \cup \{\textit{name}? \mapsto \textit{date}?\} \end{aligned}$$

- 1 *name?* is now a member of the set *known*.
- 2 The birthday function is extended to map the new name to the given date.

A birthday book: Operation *FindBirthday*

- ▶ Operation *FindBirthday* finds the birthday of a person known to the system:

<i>FindBirthday</i>	_____
$\exists BirthdayBook$	
$name? : Name$	
$date! : Date$	
<hr/>	
$name? \in known$	
$date! = birthday(name?)$	

- ▶ The declaration $\exists BirthdayBook$ indicates that this is an operation in which the state of the system does not change.
- ▶ It makes the following statements redundant:

$$known' = known$$
$$birthday' = birthday$$

Operation *FindBirthday*: Declaring an output

- ▶ The use of a name ending in an exclamation mark defines an output:

date! : *Date*

Operation *FindBirthday*: Precondition and output

- ▶ The precondition of the operation is that *name?* is one of the names known to the system:

$$name? \in known$$

- ▶ If this is so, then the output *date!* is the value of the birthday function given argument *name?*.

$$date! = birthday(name?)$$

A birthday book: Operation *Remind*

- ▶ Operation *Remind* finds which people have a birthday on a given date:

<i>Remind</i>	_____
$\exists \text{BirthdayBook}$	
$today? : \text{Date}$	
$cards! : \mathbb{P} \text{ Name}$	
<hr/>	
$cards! = \{n : \text{known} \mid \text{birthday}(n) = \text{today?}\}$	

- ▶ This time there is no precondition.
- ▶ The output *cards!* is defined as the set of all values drawn from the set *known* such that the value of the birthday function at *n* is *today?*.

Initializing the system

- ▶ To complete the specification, we must state the initial state of the system:

<i>InitBirthdayBook</i>	_____
<i>BirthdayBook</i>	
<i>known</i> = \emptyset	

Handling errors

- ▶ What will happen if the user tries to add a birthday for someone already known to the system? Or if they try to find the birthday of someone not known?
- ▶ Our current specification makes no claim about what should happen: The system may ignore incorrect input, or it may break down (among other things).
- ▶ In addition to the basic specification, we can describe, separately the errors which might be detected and the desired responses to them.
- ▶ We can then use operations to combine the two descriptions into a stronger (robust) specification.

Handling errors /cont.

- ▶ We define *Report* as an enumerated set of values that an output variable *result!* may assume:

$$Report ::= ok \mid already_known \mid not_known.$$

- ▶ We can now define a schema that specifies that the result should be *ok*.

<i>Success</i>	_____
$\exists BirthdayBook$	
$result! : Report$	

$result! = ok$	

- ▶ We can now combine this description with *AddBirthday* as

$$AddBirthday \wedge Success$$

Handling errors /cont.

- ▶ For each precondition error we must define a schema which describes the conditions under which the error occurs and specifies the appropriate report to be produced.
- ▶ Schema *AlreadyKnown* specifies that the report *already_known* should be produced when the input *name?* is already a member of *known*:

AlreadyKnown _____

\exists *BirthdayBook*

name? : *Name*

result! : *Report*

name? \in *known*

result! = *already_known*

Strengthening the specification: *RAddBirthday*

- ▶ We can now provide a robust version of *AddBirthday*:

$$RAddBirthday \hat{=} (AddBirthday \wedge Success) \oplus AlreadyKnown$$

- ▶ This definition introduces a new schema obtained by combining the schemas on the right-hand side.
- ▶ Alternatively, operation *RAddBirthday* could be specified directly by writing a single schema which combines the predicate parts of the three schemas *AddBirthday*, *Success* and *AlreadyKnown*.

Strengthening the specification: *RFindBirthday*

- ▶ A robust version of operation *FindBirthday* must be able to report if the input name is not known:

<i>NotKnown</i>
$\exists \text{BirthdayBook}$
<i>name?</i> : <i>Name</i>
<i>result!</i> : <i>Report</i>
<i>name?</i> \notin <i>known</i>
<i>result!</i> = <i>not_known</i>

- ▶ The robust operation either behaves as described by *FindBirthday* and reports success, or reports that the name was not known:

$$RFindBirthday \hat{=} (FindBirthday \wedge Success) \oplus NotKnown$$

Strengthening the specification: *RRemind*

- ▶ Operation *Remind* never results in an error, so its robust version need only add the reporting of success:

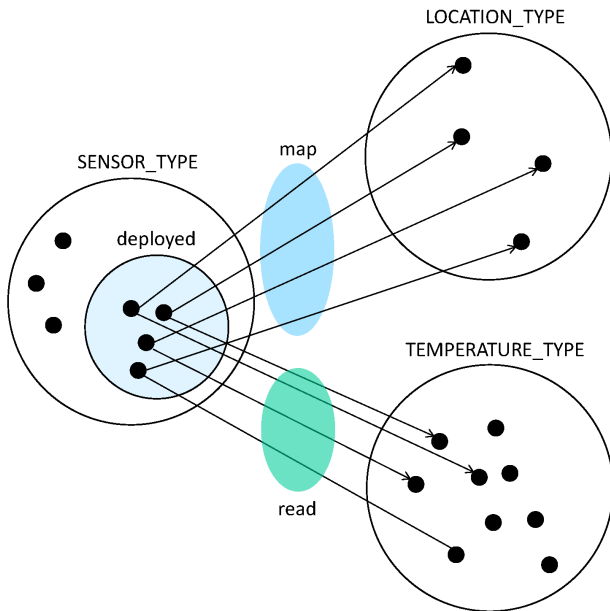
$$RRemind \hat{=} Remind \wedge Success$$

Example: Temperature monitoring

- ▶ A system maintains a number of sensors, where each is deployed in a separate location in order to read the location's temperature.
- ▶ Before the system is deployed, all locations are marked on a map, and each location will be addressed by a sensor.
- ▶ The formal specification of the system introduces the following three types:

SENSOR_TYPE,
LOCATION_TYPE,
TEMPERATURE_TYPE

Visualization of the system



State schema

TempMonitor

deployed : $\mathbb{P} \text{SENSOR_TYPE}$

map : $\text{SENSOR_TYPE} \rightarrow \text{LOCATION_TYPE}$

read : $\text{SENSOR_TYPE} \rightarrow \text{TEMPERATURE_TYPE}$

deployed = dom *map*

deployed = dom *read*

Operation DeploySensorOK

- ▶ Operation DeploySensorOK places a new sensor to a unique location.
- ▶ We may assume that some (default) temperature is also passed as an argument.

DeploySensorOK _____

Δ *TempMonitor*

sensor? : *SENSOR_TYPE*

location? : *LOCATION_TYPE*

temperature? : *TEMPERATURE_TYPE*

sensor? \notin *deployed*

location? \notin *ran map*

deployed' = *deployed* \cup {*sensor?*}

map' = *map* \cup {*sensor?* \mapsto *location?*}

read' = *read* \cup {*sensor?* \mapsto *temperature?*}

Operation ReadTemperatureOK

- ▶ Operation ReadTemperatureOK obtains the temperature reading from a sensor, given the sensor's location.

ReadTemperatureOK _____

\exists *TempMonitor*

location? : *LOCATION_TYPE*

temperature! : *TEMPERATURE_TYPE*

location? $\in \text{ran } \textit{map}$

temperature! = *read*($\textit{map}^{-1}(\textit{location?})$)

Success and error schemata

- ▶ We introduce an enumerated type *MESSAGE* which will assume values that correspond to success and error messages.

<i>Success</i>	_____
$\exists TempMonitor$	
<i>response!</i> : <i>MESSAGE</i>	
<i>response!</i> = 'ok'	

Error schema SensorAlreadyDeployed for DeploySensorOK

- ▶ Operation DeploySensorOK places the following precondition:
sensor? \notin deployed
- ▶ We provide an error schema for the case where this precondition fails:

SensorAlreadyDeployed _____

\exists TempMonitor

sensor? : SENSOR_TYPE

response! : MESSAGE

sensor? \in deployed

response! = 'Sensor deployed'

Error schema LocationAlreadyCovered for DeploySensorOK

- ▶ Operation DeploySensorOK places the following precondition:
 $location? \notin \text{ran } map$
- ▶ We provide an error schema for the case where this precondition fails:

LocationAlreadyCovered _____

$\exists TempMonitor$

$location? : LOCATION_TYPE$

$response! : MESSAGE$

$location? \in \text{ran } map$

$response! = 'Location\ already\ covered'$

Error schema LocationUnknown for ReadTemperatureOK

- ▶ Operation ReadTemperatureOK places the following precondition: $location? \in \text{ran } map$
- ▶ We provide an error schema for the case where this precondition fails:

LocationUnknown

$\exists TempMonitor$

$location? : LOCATION_TYPE$

$response! : MESSAGE$

$location? \notin \text{ran } map$

$response! = 'Location not covered'$

Defining reliable operations

$$\begin{aligned} \textit{DeploySensor} \hat{=} & \\ & (\textit{DeploySensorOK} \wedge \textit{Success}) \oplus \\ & (\textit{SensorAlreadyDeployed} \vee \textit{LocationAlreadyCovered}) \end{aligned}$$

$$\begin{aligned} \textit{ReadTemperature} \hat{=} & \\ & (\textit{ReadTemperatureOK} \wedge \textit{Success}) \oplus \textit{LocationUnknown} \end{aligned}$$

Bibliography

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2. J. Jacky *The Way of Z: Practical Programming with Formal Methods*, Cambridge University Press, 1997.
3. J. M. Spivey, *The Z Notation: A Reference Manual*, 2nd. ed., Prentice Hall International (UK) Ltd, 1992.

Appendix A: Operations on sets

Operator	Synopsis	Meaning
\in	$x \in S$	set membership
\cup	$S_1 \cup S_2$	set union
\cap	$S_1 \cap S_2$	set intersection
\setminus	$S_1 \setminus S_2$	set difference
$\#$	$\#S$	cardinality of a set
\subseteq	$S_1 \subseteq S_2$	subset
\subset	$S_1 \subset S_2$	proper subset
$=$	$S_1 = S_2$	set equality
\bigcup	$\bigcup SS$	generalized union of sets SS
\bigcap	$\bigcap SS$	generalized intersection of sets SS
\mathbb{P}	$\mathbb{P} S$	power set of the set S
\mathbb{F}	$\mathbb{F} S$	finite subsets of the set S

Appendix B: Notations for functions

Symbol	Meaning
\rightarrow	Total function
\dashrightarrow	Partial function
\rightharpoonup	Total injective function
$\dashv\rightharpoonup$	Partial injective function
\twoheadrightarrow	Total surjective function
$\dashv\twoheadrightarrow$	Partial surjective function
$\rightharpoonup\twoheadrightarrow$	Partial bijective function
\twoheadrightarrow	Total bijective function
$\dashv\rightarrow$	Finite partial function
$\dashv\rightharpoonup$	Finite partial injective function

Appendix C: Operations on relations and functions

Operator	Synopsis	Meaning
\leftrightarrow	$X \leftrightarrow Y$	declaration of a binary relation between X and Y
\mapsto	$x \mapsto y$	maplet
dom	dom R	domain of the relation R
ran	ran R	range of the relation R
id	id X	identity relation
\circ	$R_1 \circ R_2$	relational composition
\circ	$R_1 \circ R_2$	backward relational composition
\triangleleft	$S \triangleleft R$	domain restriction
\triangleright	$R \triangleright S$	range restriction
\triangleleft	$S \triangleleft R$	domain subtraction (domain anti-restriction)
\triangleright	$R \triangleright S$	range subtraction (range anti-restriction)
\sim	$R \sim$	relational inverse
$-(-)$	$R (S)$	relational image
\oplus	$R_1 \oplus R_2$	relational overriding
	R^k	relational iteration
	R^+	transitive closure of the relation R
	R^*	reflexive transitive closure of the relation R

Appendix D: Operations on sequences

Operator	Synopsis	Meaning
#	# S	length of the sequence S
\wedge	$S_1 \wedge S_2$	concatenation of sequence S_1 with S_2
<i>rev</i>	<i>rev</i> S	reverse of the sequence S
<i>head</i>	<i>head</i> S	first element of the sequence S
<i>last</i>	<i>last</i> S	last element of the sequence S
<i>tail</i>	<i>tail</i> S	sequence S with its first element removed
<i>front</i>	<i>front</i> S	sequence S with its last element removed
$\wedge /$	\wedge / SS	distributed concatenation of the sequence of sequences SS
\subseteq	$S \subseteq T$	S is a sequence forming the prefix of the sequence T
<i>suffix</i>	S <i>suffix</i> T	S is a sequence forming the suffix of the sequence T
<i>in</i>	S <i>in</i> T	S is a segment inside the sequence T
\upharpoonright	$U \upharpoonright S$	extract the elements from the sequence S corresponding to the index set U; the result is also a sequence, maintaining the same order as in S
\upharpoonright	$S \upharpoonright V$	extract the elements of the set V from the sequence S; the result is also a sequence, maintaining the same order as in S
<i>disjoint</i>	<i>disjoint</i> SeqSet	SeqSet is an indexed family of mutually distinct sets
<i>partitions</i>	SeqSet <i>partitions</i> T	the indexed family of mutually disjoint sets whose distributed union is T