



A LOGICAL FRAMEWORK FOR INTEGRATING SOFTWARE MODELS VIA REFINEMENT

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BACKGROUND

- Formal software engineering is a set of mathematically grounded techniques for the specification, development and verification of software and hardware systems.
- A formal specification is the exact definition in mathematical notation of what the system is required to do (and not do).





EVENT B

► The Event B formal specification language is used in the verification of safety critical systems







Event B models are an instance of the specification

Machine

variables invariants events

Context

carrier sets constants axioms





PROBLEM

Different formalisms do not integrate well e.g. Event B models the specification it does nothing for the implementation and its proofs are not easily transferable to other formalisms







SOLUTION

- Establish a theoretical framework within which refinement steps, and their associated proof obligations, can be shared between different formalisms
- Hypothesis: the theory of institutions can provide this framework and, we will construct an institution based specification of the Event B formalism





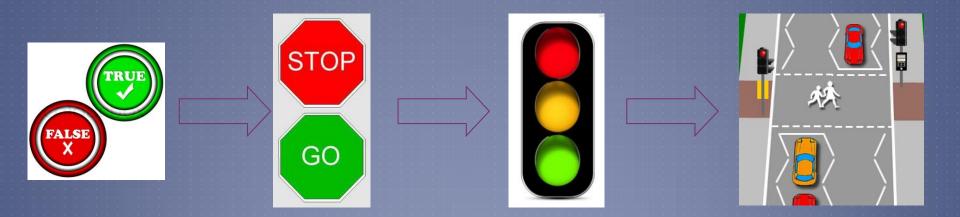
RESEARCH QUESTIONS



- I. Can the theory of institutions ensure the accuracy of the translation between Event-B and other specification formalisms?
- 2. Can this theory allow us to investigate proof obligations generated by Event-B in different formalisms?

REFINEMENT

Refinement provides a way for us to model software at different levels of abstraction







SOCIAL NETWORK

```
MACHINE
      macl
SEES
      ctxl
VARIABLES
      person
      rawcontent
      content
      owner
INVARIANTS
      inv1 : person ⊆ PERSON
      inv2 : rawcontent ⊂ RAWCONTENT
      inv3 : content ∈ rawcontent ↔ person
      inv4 : owner ∈ rawcontent → person
EVENTS
      STATUS
        ordinary
BEGIN
        act1 : person := \emptyset
        act2 : rawcontent := \emptyset
        act3: content := \emptyset
        act4 : owner ≔ Ø
END
      transmit ≙
            STATUS
        ordinary
ANY
WHERE
        grd1 : rc ∈ rawcontent
        grd2 : pe ∈ person
        grd3 : rc → pe ∉ content
THEN
        act1 : content := content ∪ {rc → pe}
END
END
```

```
MACHINE
        mac2
REFINES
        macl
SEES
        ctxl
        ctx2
VARIABLES
        person
        rawcontent
        content
        owner
        visible
        viewpermission
INVARIANTS
        invl : visible ∈ rawcontent ↔ person
        inv2 : viewpermission ∈ person ↔ person
EVENTS
        extended
                STATUS
           ordinary
BEGIN
           act1 : person := \emptyset
           act2: rawcontent := 0
           act3: content := \emptyset
           act4: owner := \emptyset
           act5 : visible ≔ Ø
           act6 : viewpermission ≔ Ø
END
        transmit ≙
                STATUS
           ordinary
REFINES
           transmit
ANY
WHERE
           grdl : rc ∈ rawcontent
           grd2 : pe ∈ person
           grd3 : rc → pe ∉ content
THEN
           actl : visible ≔ visible ∪ {rc → pe}
           act2 : viewpermission := viewpermission ∪ {owner(rc) → pe}
END
```

REFINEMENT CALCULUS

- Refinement calculus is a notation and a set of rules for deriving programs from their specifications
- Refinement calculii are an extension of Dijkstra's language of guarded commands and both specification and implementation occur within the same formalism
- ▶ There are three main theories of refinement:
 - I. Carroll Morgan
 - 2. Ralph-Johan Back
 - 3. Joseph Morris

MORGAN VS BACK VS MORRIS

- ► The definition of what constitutes refinement appears to be the same in all calculi
- ► The rules, however, are slightly different: Morgan is the only one to use miracles
- ▶ Back's refinement calculus is much more theoretical that that of Morgan using lattice and category theory as its underlying mathematical basis
- Morris extended Back's refinement calculus to include the notion of prescription
- Since the meaning of what is a valid refinement stays the same then regardless of how it is carried out we should always be able to refine a given specification to an implementation that is semantically consistent across all calculi.

ISTHIS REFINEMENT?

- Regular expression \rightarrow NFA \rightarrow DFA \rightarrow min state DFA
- ► Context free grammar → LR Parser
- Parsing in general
- \triangleright α conversion
- β reduction
- A class extending another class
- ► A class and an interface it implements
- An interface and another interface it extends
- ► A generic class/ interface and one of its instantiations
- A class and an instance of the class
- Liskov Substitution
- Refactoring
- **►** UML with OCL → C#/with contracts
- ls refinement a consequence relation á la Tarski?

GENERAL THEORY OF REFINEMENT

- REEVES AND STREADER 2008
 - ► The general model takes as primative:
 - 1. A set of entities: the specifications and implementations we wish to develop by refinement
 - 2. A set of contexts: the environment with which the entities interact
 - 3. A user formalised by defining the set of observations that can be made when an entity is executed in a given context
 - The general definition of refinement is parameterised by a set Ξ of possible contexts and a function O which determines what can be observed
 - ► The concrete entity **C** is a refinement of an abstract entity **A** when no user of **A** could observe if they were given **C** in place of **A**.

DEFINITION

Let E be a set of contexts each of which entities **C** and **A** can communicate privately with, and O be a function which returns a set of traces, each trace being what a user observes of an execution then:

$$A \sqsubseteq_{\Xi,\mathbf{0}} \mathbf{C} \triangleq \forall x \in \Xi. O([\mathbf{C}]_x) \subseteq O([A]_x)$$

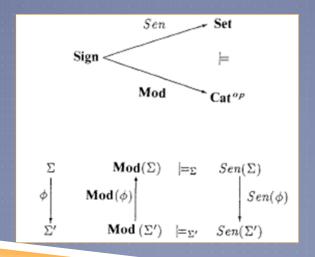
- Since general refinement has contexts Ξ as a parameter, by changing Ξ we are able to model different types of interaction
- ► This definition of refinement can be further specialised for refinement of specific cases

VERTICAL REFINEMENT

- We can view each special model of refinement as a layer in the grand scheme of things each encompassing a set of entities and a refinement relation
- Mathematically our vertical refinement is a Galois connection between the layers.
- This allows us to interpret high level entities as low level entities using a semantic mapping, however, these low level entities cannot interact with the high level ones so the contexts must also be refined

CATEGORY THEORY / INSTITUTIONS

- Category Theory is a special branch of Mathematics that allows us not only to describe objects but also to investigate the relationships between them
- Institutions are an application of category theory that allow us to relate the syntactic and semantic structures of different formal languages







Π - INSTITUTIONS

 Alternative to institution – replacing the notions of model and satisfaction by Tarski's consequence operator

Definition:

- ▶ A π-institution is a triple (Sign, φ, $\{Cn_{\Sigma}\}_{\Sigma:Sign}$) consisting of
 - A category Sign (of signatures)
 - 2. A functor φ:Sign -> Set (set of formulae over each signaure)
 - 3. For each object Σ of Sign, a consequence operator Cn_{Σ} defined in the power set of $\varphi(\Sigma)$ satisfying for each A, B $\subseteq \varphi(\Sigma)$ and $\mu: \Sigma \to \Sigma$

$$(RQ1) A \subseteq Cn_{\Sigma}(A)$$
 (Extensiveness)

(RQ2)
$$Cn_{\Sigma}(Cn_{\Sigma}(A)) = Cn_{\Sigma}(A)$$
 (Idempotence)

(RQ3)
$$Cn_{\Sigma}(A) = \bigcup_{B \subseteq A, B \ finite} Cn_{\Sigma}(B)$$
 (Compactness)

$$(RQ4) \varphi(\mu)(Cn_{\Sigma}(A)) \subseteq Cn_{\Sigma'}(\varphi(\mu)(A))$$
 (Structurality)





CONCLUSION

▶ Work to date:

- Denotational Semantics
- Communicating Sequential Processes (Hoare)
- Category Theory/Institutions/ π -institutions
- ▶ Refinement: Morgan, Back, Morris, general refinement
- Questions: Is this refienment?
- ► Tarski Consequence and refinement

Work for next semester:

- Reading course and project in category theory
- Developing an institution for Event B
- Developing Event B case studies









