

# Modelling Software-based Systems

## Lecture 3

### Correctness by Construction with the Modelling Language Event-B using the Refinement

Master Informatique

Dominique Méry  
Telecom Nancy, Université de Lorraine

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[dominique.mery@loria.fr](mailto:dominique.mery@loria.fr)

# General Summary

- ① Correctness by Construction
- ② The refinement of models
- ③ Example of the clock
- ④ Summary of the refinement
- ⑤ Example of the factorial function refined into an algorithm
- ⑥ Review of Event-B
- ⑦ Intermezzo on the Event B modelling notation
- ⑧ Transformations of Event-B models
- ⑨ Conclusion
- ⑩ The Inductive Paradigm

# Current Summary

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# Correctness by Construction

- Correctness by Construction is a method of building software -based systems with **demonstrable correctness** for security- and safety-critical applications.
- Correctness by Construction advocates a **step-wise refinement** process from specification to code using tools for checking and transforming models.
- Correctness by Construction is an approach to software/system construction
  - ▶ starting with an abstract model of the problem.
  - ▶ progressively adding details in a step-wise and checked fashion.
  - ▶ each step guarantees and proves the correctness of the new concrete model with respect to requirements

# The Cleanroom Method as CbC

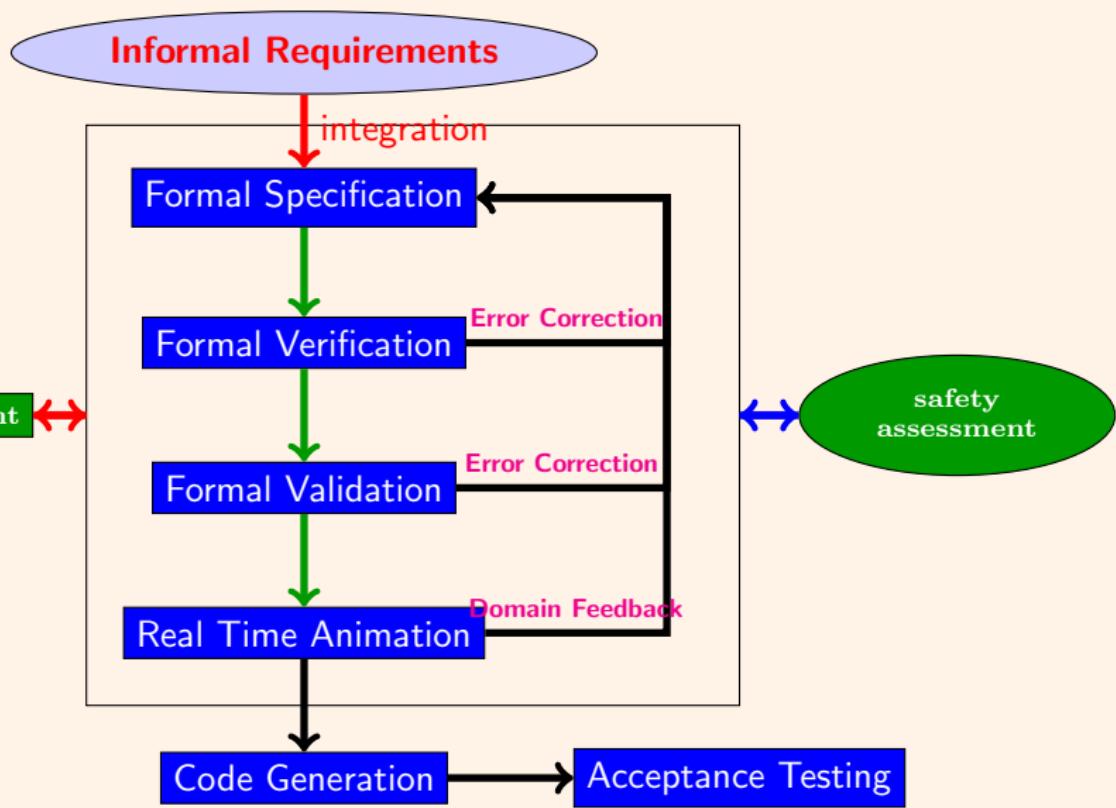
- The **Cleanroom** method, developed by Harlan Mills and his colleagues at IBM and elsewhere, attempts to do for software what cleanroom fabrication does for semiconductors : to achieve quality by keeping defects out during fabrication.
- In semiconductors, **dirt** or **dust** that is allowed to **contaminate** a chip as it is being made cannot possibly be removed later.
- But we try to do the equivalent when we write programs that are full of bugs, and then attempt to remove them all using debugging.

# The Cleanroom Method as CbC

The Cleanroom method, then, uses a number of techniques to develop software carefully, in a well-controlled way, so as to avoid or eliminate as many defects as possible before the software is ever executed. Elements of the method are :

- specification of all components of the software at all levels ;
- stepwise refinement using constructs called "box structures" ;
- verification of all components by the development team ;
- statistical quality control by independent certification testing ;
- no unit testing, no execution at all prior to certification testing.

# Critical System Development Life-Cycle Methodology



# Overview of Methodology

- Informal Requirements : Restricted form of natural language.
- Formal Specification : Modeling language like Event-B , Z, ASM, VDM, TLA+...
- Formal Verification : Theorem Prover Tools like PVS, Z3, SAT, SMT Solver...
- Formal Validation : Model Checker Tools like ProB, UPPAAL , SPIN, SMV ...
- Real-time Animation : **Our proposed approach ... Real-Time Animator** ...
- Code Generation : **Our proposed approach ... EB2ALL : EB2C, EB2C++, EB2J, EB2C#** ...
- Acceptance Testing : Failure Mode, Effects and Critically analysis(FMEA and FMECA), System Hazard Analyses(SHA)

- *Colin Boyd and Anish Mathuria. Protocols Authentication and Key Establishment. Springer 2003.*
- *C. C. Marquezan and L. Z. Granville. Self-\* and P2P for Network Management - Design Principles and Case Studies. Springer Briefs in Computer Science. Springer, 2012.*
- *Pacemaker Challenge Contribution*

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# Problems for Modelling systems

- Systems are generally very complex
- Invariant should be strong enough for proving safety properties
- Problems for modelling : finding suitable mathematical structures, listing events or actions of the system, proving proof obligations, ...

# Solution : refining models

- To understand more and more the system
- To distribute the complexity of the system
- To distribute the difficulties of the proof
- To improve explanations
- Validation (step by step)
- Refinement (invariant & behavior)

## definition

Let  $x$  be the abstract variable (or list of variables) and  $I(s, c, x)$  the abstract invariant,  $y$  the concrete variable (or list of variables) and  $J(s, c, x, y)$  the concrete invariant.

Let  $c$  be a concrete event observing the variable  $y$  and  $a$  an event observing the variable  $x$  and preserving  $I(s, c, x)$ .

Event  $c$  refines event  $a$  with respect to  $x$ ,  $I(s, c, x)$ ,  $y$  and  $J(s, c, x, y)$ , if

$$AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \Rightarrow [c](\neg[a](\neg J(s, c, x, y)))$$

# Abstract event refined by a concret event

$$a \left\{ \begin{array}{l} \text{ANY } u \text{ WHERE} \\ G(u, s, c, x) \\ \text{THEN} \\ x : |ABAP(u, s, c, x, x') \\ \text{END} \end{array} \right. \stackrel{\text{def}}{=} c \left\{ \begin{array}{l} \text{ANY } v \text{ WHERE} \\ H(v, s, c, y) \\ \text{WITNESS} \\ u : WP(u, s, c, v, y) \\ x' : WV(v, s, c, y', x') \\ \text{THEN} \\ y : |CBAP(v, s, c, y, y') \\ \text{END} \end{array} \right. \stackrel{\text{def}}{=}$$

The two events  $a$  and  $c$  are normalised by a relationship called  $BA(e)(s,c,x,x')$ , which simplifies the notations used.

The two events  $a$  and  $c$  are equivalent to events of the following normalized form :

- $a$  is equivalent to  
begin  $x : |(\exists u.G(u, s, c, x) \wedge ABAP(u, s, c, x, x'))$  end
- $c$  is equivalent to  
begin  $y : |(\exists v.H(v, s, c, y) \wedge CBAP(v, s, c, y, y'))$  end

# Explanations for the refinement

(Hypothesis)

$$(1) AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \Rightarrow [c](\neg[a](\neg J(s, c, x, y)))$$

*equivalent to*

$$(\text{Definition of } [a] : [a](\neg J(s, c, x, y)) \equiv$$

$$\forall x'. (\exists u. G(u, s, c, x) \wedge ABAP(u, s, c, x, x')) \Rightarrow \neg J(s, c, x', y)))$$

$$(2) AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \Rightarrow [c](\neg(\forall x'. (\exists u. G(u, s, c, x) \wedge ABAP(u, s, c, x, x')) \Rightarrow \neg J(s, c, x', y)))$$

*equivalent to*

(Transformation by simplification of logical connectives)

$$(3) AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \Rightarrow [c](\exists x'. (\exists u. G(u, s, c, x) \wedge ABAP(u, s, c, x, x')) \wedge J(s, c, x', y)))$$

*equivalent to*

( Definition of  $[c]$ )

(4)  $AX(s, c) \vdash$

$I(s, c, x) \wedge J(s, c, x, y) \Rightarrow (\forall y'. (\exists v. H(v, s, c, x) \wedge CBAP(v, s, c, y, y')) \Rightarrow ((\exists x'. (\exists u. G(u, s, c, x) \wedge ABAP(u, s, c, x, x')) \wedge J(s, c, x', y'))))$

*equivalent to*

(Transformation by quantifier elimination  $\forall$ )

(5)  $AX(s, c) \vdash$

$I(s, c, x) \wedge J(s, c, x, y) \Rightarrow (\exists v. H(v, s, c, y) \wedge CBAP(v, s, c, y, y')) \Rightarrow ((\exists x'. (\exists u. G(u, s, c, x) \wedge ABAP(u, s, c, x, x')) \wedge J(s, c, x', y'))))$

*equivalent to*

(Transformation by elimination of connector  $\wedge$ )

(6)  $AX(s, c) \vdash$

$I(s, c, x) \wedge J(s, c, x, y) \wedge (\exists v. H(v, s, c, y) \wedge CBAP(v, s, c, y, y')) \Rightarrow ((\exists x'. (\exists u. G(u, s, c, x) \wedge ABAP(u, s, c, x, x')) \Rightarrow J(s, c, x', y'))))$

*equivalent to*

(Transformation by elimination of quantifier  $\exists$ )

(7)

$$AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \wedge H(v, s, c, y) \wedge CBAP(v, s, c, y, y') \Rightarrow ((\exists x'. (\exists u. G(u, s, c, x) \wedge ABAP(u, s, c, x, x')) \wedge J(s, c, x', y'))) \\$$

*equivalent to*

(Transformation by property of quantifier  $\exists$ )

(8)

$$AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \wedge H(v, s, c, y) \wedge CBAP(v, s, c, y, y') \Rightarrow ((\exists x'. ((\exists u. G(u, s, c, x) \wedge ABAP(u, s, c, x, x')) \wedge J(s, c, x', y')))) \\$$

*equivalent to*

(Transformation by elimination of  $\wedge$ )

(9)

- ①  $AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \wedge H(v, s, c, y) \wedge CBAp(v, s, c, y, y') \Rightarrow (((\exists u.G(u, s, c, x)))$
- ②  $AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \wedge H(v, s, c, x) \wedge CBAp(v, s, c, y, y') \Rightarrow ((\exists x'.\exists u.(ABAP(u, s, c, x, x')) \wedge J(s, c, x', y'))) \Rightarrow$

## property refinement between events (II)

Let  $x$  be the abstract variable (or list of variables) and  $I(s, c, x)$  the abstract invariant,  $y$  the concrete variable (or list of variables) and  $J(s, c, x, y)$  the concrete invariant.

Let  $c$  be a concrete event observing the variable  $y$  and  $a$  an event observing the variable  $x$  and preserving  $I(s, c, x)$ .

Event  $c$  refines event  $a$  with respect to  $x$ ,  $I(s, c, x)$ ,  $y$  and  $J(s, c, x, y)$  if, and only if,

- ① (GRD)  $AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \wedge H(v, s, c, x) \wedge CBAP(v, s, c, y, y') \Rightarrow \exists u. G(u, s, c, x)$
- ② (SIM)  $AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \wedge H(v, s, c, x) \wedge CBAP(v, s, c, y, y') \Rightarrow ((\exists x'. \exists u. ABAP(u, s, c, x, x') \wedge J(s, c, x', y'))))$

## Proof obligations for Event-B refinement)

- (INIT)  $AX(s, c), CInit(s, c, y') \vdash \exists x'.(AInit(s, c, x') \wedge J(s, c, x', y'))$
- (GRD)  
 $AX(s, c), I(s, c, x), J(s, c, x, y), H(v, s, c, x), CBAP(v, s, c, y, y') \vdash (((\exists u.G(u, s, c, x)))$
- (GRD-WIT)  
 $AX(s, c), I(s, c, x), J(s, c, x, y), H(v, s, c, x), CBAP(v, s, c, y, y'), WP(u, s, c, v, y) \vdash G(u, s, c, x)$
- (SIM)  $AX(s, c), I(s, c, x), J(s, c, x, y), H(v, s, c, x), CBAP(v, s, c, y, y') \vdash ((\exists x'.(\exists u.ABAP(u, s, c, x, x')) \wedge J(s, c, x', y')))$
- (SIM-WIT)  
 $AX(s, c), I(s, c, x), J(s, c, x, y), H(v, s, c, x), CBAP(v, s, c, y, y'), WP(u, s, c, v, y), WV(v, s, c, y, x') \vdash ABAP(u, s, c, x, x') \wedge J(s, c, x', y')$
- (WFIS-P)  
 $AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \wedge H(v, s, c, x) \wedge CBAP(v, s, c, y, y') \vdash \exists u.WP(u, s, c, v, y)$
- (WFIS-V)  
 $AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \wedge H(v, s, c, x) \wedge CBAP(v, s, c, y, y') \vdash \exists x'.WV(v, s, c, y, x')$
- (TH)  $AX(s, c) \vdash I(s, c, x) \wedge J(s, c, x, y) \vdash SAFE_1(s, c, x, y)$

MACHINE CM    REFINES AM  
SEES E  
VARIABLES  $y$   
INVARIANTS

$jnv_1 : J_1(s, c, x, y)$

...

$jnv_r : J_r(s, c, x, y)$

THEOREMS

$th_1 : SAFE_1(s, c, x, y)$

...

$th_n : SAFE_n(s, c, x, y)$

VARIANTS

$var_1 : varexp_1(s, c, y)$

...

$var_t : varexp_t(s, c, y)$

EVENTS

EVENT initialisation

BEGIN

$y : |(CInit(s, c, y'))$

END

...

EVENT c    REFINES a

ANY v WHERE

$H(v, s, c, y)$

WITNESS

$u : WP(u, s, c, v, y)$

$x' : WV(v, s, c, y', x')$

THEN

$y : |CBAP(v, s, c, y, y')$

END

...

END

- The machine CM is a model describing a set of events E(CM) modifying the  $y$  variable declared in the clause VARIABLES.
- A clause REFINES indicates that the CM machine refines a AM machine and E(AM) is the set of abstract events in AM .
- A particular event defines the initialisation of variable  $y$  according to the relationship  $CInit(s, c, y')$ .
- The property “ Event c refines event a with respect to  $x$ ,  $I(s, c, x)$ ,  $y$  and  $J(s, c, x, y)$ ” is denoted by the expression c refines a. Events a and c are attached to two machines AM and CM ; the invariant attached to each event is the invariant of its machine.

- A clause **INVARIANTS** describes the inductive invariant invariant  $J(s, c, x, y)$  that this machine is assumed to respect provided that the associated verification conditions are shown to be valid in the theory induced by the context E mentioned by the clause **SEES**.  
 $J(s, c, x, y)$  is the gluing invariant linking the variable  $y$  to the variable  $x$ .
- The clause **THEOREMS** introduces the list of safety properties derived in the theory. These properties relate to the variables  $y$  and  $x$  and must be proved valid. It is possible to add theorems about sets and constants ; this can help the proofs to be carried out during the verification process.
- To conclude this description, we would like to add that events can carry very important information for the proof process, in particular for proposing witnesses during event refinement. Furthermore, each event has a status (ordinary, convergent, anticipated) which is important in the production of verification conditions. The clause **VARIANTS** is linked to events of convergent and anticipated status. The event c (concrete) explicitly refines an event a of the AM machine.

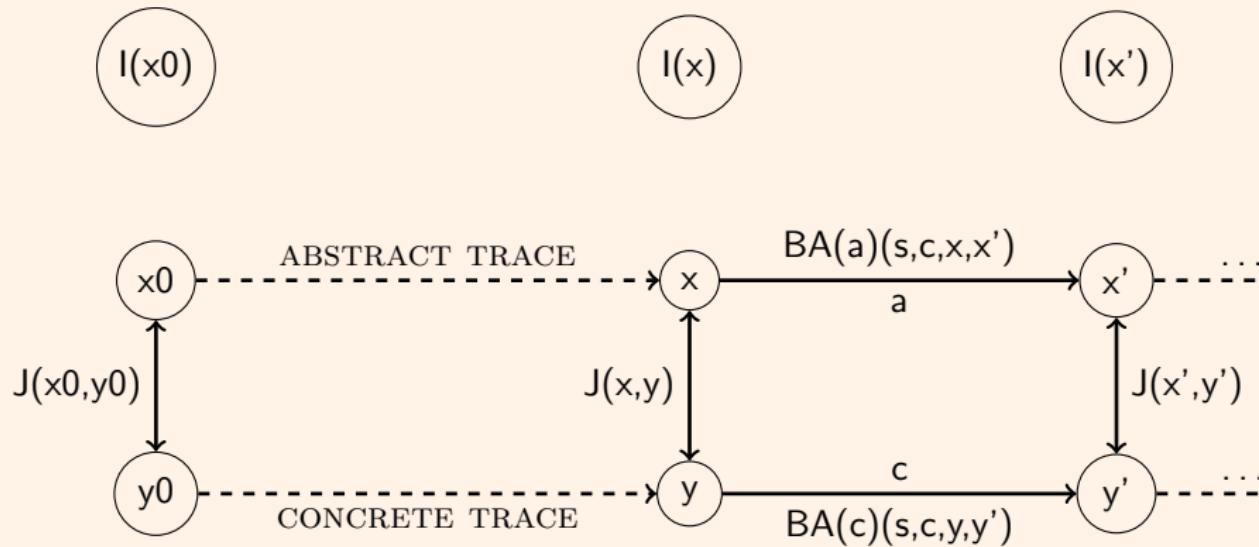
## definition

The machine CM refines the machine AM , if any event c of CM refines an event a of AM :

$$\forall c.c \in E(CM) \Rightarrow \exists a.a \in E(AM) \wedge e \text{ refines } a.$$

- Each machine has an event skip which does not modify the machine's variables.
- A concrete event c can refine an event skip whose effect is not to modify  $x$  in the abstract machine AM.
- The invariant of AM is  $I(s, c, x)$  and that the initialisation of AM is  $AInit(s, c, x')$ .
- The proof witnesses are used to give properties of the parameter  $u$  and the variable  $x$  which have disappeared in the machine CM but for which the user must give an expression according to the state of CM .

## Refinement between two machines



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# Example of a clock

- A machine M1 models hours or a machine M1 reports observations of hours

## Example of a clock

- A machine M1 models hours or a machine M1 reports observations of hours
- and a machine M2 reports hours and minutes.
- A very special case of refinement called *superposition* and the proof is fairly straightforward.

CONTEXT  $C$

CONSTANTS  $H M$

AXIOMS

@axm1  $H = 0..23$

@axm2  $M = 0..59$

*end*

MACHINE *M1* SEES *C*

VARIABLES *h*

INVARIANTS

@*inv1* *h* ∈ *H*

EVENTS

EVENT *INITIALISATION*

then

@*act1* *h* : ∈ *H*

end

EVENT *h1*

where

@*grd1* *h* < 23

then

@*act1* *h* := *h* + 1

end

EVENT *h2*

where

@*grd1* *h* = 23

then

@*act1* *h* := 0

end

*end*

```

MACHINE M2
REFINES M1
SEES C

VARIABLES h m

INVARIANTS
@inv1 m ∈ M
theorem @inv2 h ∈ H

EVENTS
EVENT INITIALISATION
then
@act1 h : ∈ H
@act2 m : ∈ M
end

EVENT h1m1
where
@grd1 h < 23
@grd2 m < 59
then
@act2 m := m + 1
end

```

```

EVENT h1m2 REFINES h1
where
@grd1 h < 23
@grd2 m = 59
then
@act1 h := h + 1
@act2 m := 0
end

EVENT h2m1 REFINES h2
where
@grd1 h = 23
@grd2 m = 59
then
@act1 h := 0
@act2 m := 0
end

EVENT h2m2
where
@grd1 h = 23
@grd2 m < 59
then
@act1 m := m + 1
end

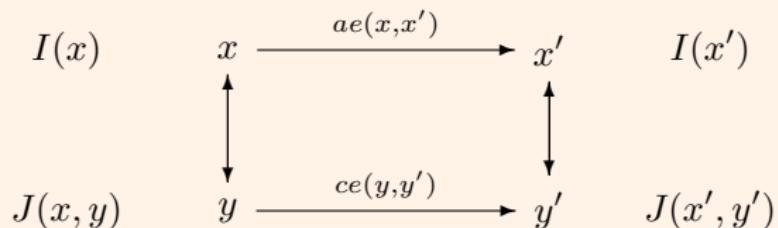
```

# Current Summary

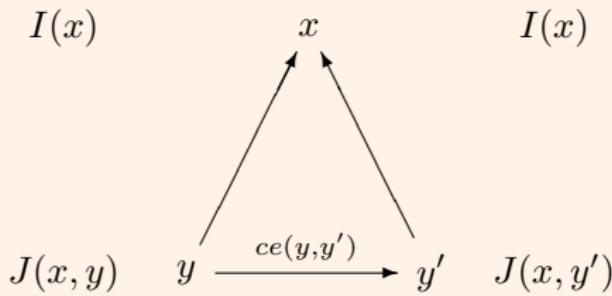
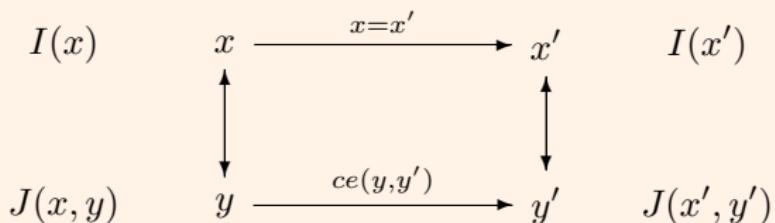
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## ⑨ Conclusion

# Refinement of a model by another one (I)



## Refinement of a model by another one (II)



# Proof obligations for refinement

(REF1) : refinement of initial conditions

$$\text{INITC}(y) \Rightarrow \exists x * (\text{INIT}(x) \wedge J(x, y)) :$$

**The initial condition of the refinement model imply that there exists an abstract value in the abstract model such that that value satisfies the initial conditions of the abstract one and implies the new invariant of the refinement model.**

# Proof obligations for refinement

(REF2) : refinement of events

$$I(x) \wedge J(x, y) \wedge ce(y, y') \Rightarrow \exists x'.(ae(x, x') \wedge J(x', y')) :$$

**The invariant in the refinement model is preserved by the refined event and the activation of the refined event triggers the corresponding abstract event.**

# Proof obligations for refinement

(REF3) : refinement of stuttering steps

$$I(x) \wedge J(x, y) \wedge ce(y, y') \Rightarrow J(x, y') :$$

**The invariant in the refinement model is preserved by the refined event but the event of the refinement model is a new event which was not visible in the abstract model; the new event refines *skip*.**

# Proof obligations for refinement

(REF4) : Refinement does not introduce more blocking states

$$I(x) \wedge J(x, y) \wedge (G_1(x) \vee \dots \vee G_n(x)) \Rightarrow H_1(y) \vee \dots \vee H_k(y) :$$

**The guards of events in the refinement model are strengthened and we have to prove that the refinement model is not more blocked than the abstract.**

# Proof obligations for refinement

(REF5) : Well-definedness of variant

$$I(x) \wedge J(x, y) \Rightarrow V(y) \in \mathbb{N}$$

# Proof obligations for refinement

(REF6) : Well behaviour of new events

$$I(x) \wedge J(x, y) \wedge ce(y, y') \Rightarrow V(y') < V(y) :$$

**New events should not block forever abstract ones.**

# Proof obligations for refinement

(REF7) : Feasibility of refined events

$$\Gamma(s, c) \vdash I(x) \wedge J(x, y) \wedge grd(E) \Rightarrow \exists y' \cdot P(y, y')$$

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# The factorial model

## CONTEXT

*fonctions*

**CONSTANTS** *factorial, n*  
**AXIOMS**

$$\begin{aligned} & n \in \mathbb{N} \wedge \text{factorial} \in \mathbb{N} \leftrightarrow \mathbb{N} \wedge 0 \mapsto 1 \in \text{factorial} \wedge \\ & \forall(i, fn). (i \mapsto fn \in \text{factorial} \Rightarrow i + 1 \mapsto (i + 1) * fi \in \text{factorial}) \wedge \\ & \forall f . \left( \begin{array}{l} f \in \mathbb{N} \leftrightarrow \mathbb{N} \wedge \\ 0 \mapsto 1 \in f \wedge \\ \forall(n, fn). (n \mapsto fn \in f \Rightarrow n + 1 \mapsto (n + 1) * fn \in f) \\ \implies \text{factorial} \subseteq f \end{array} \right) \end{aligned}$$

**END**

# The factorial pre/post specification

```
MACHINE B — prepostok SEESE A — functions
```

```
VARIABLES r ok
```

```
INVARIANTS
```

```
@inv1 ok ∈ BOOL
```

```
@inv2 r ∈ ℤ
```

```
@inv3 ok = TRUE ⇒ r = factorial(n)
```

```
EVENTS
```

```
EVENT INITIALISATION
```

```
then
```

```
@act1 r : ∈ ℤ
```

```
@act2 ok := FALSE
```

```
end
```

```
EVENT final
```

```
where
```

```
@grd1 ok = FALSE
```

```
then
```

```
@act1 r := factorial(n)
```

```
@act2 ok := TRUE
```

```
end
```

```
end
```

# The factorial context

CONTEXT  $A - functions$

CONSTANTS  $factorial\ n$

AXIOMS

@axm1  $n \in \mathbb{N}$

@axm2  $factorial \in \mathbb{N} \rightarrow \mathbb{N}$

@axm3  $0 \mapsto 1 \in factorial$

@axm4  $\forall a. \forall b. a \in \mathbb{N} \wedge b \in \mathbb{N} \wedge a \mapsto b \in factorial$   
 $\Rightarrow a + 1 \mapsto (a + 1) * b \in factorial$

@axm5  $\forall f. f \in \mathbb{N} \rightarrow \mathbb{N}$   
 $\wedge 0 \mapsto 1 \in f$   
 $\wedge (\forall a, b. a \in \mathbb{N} \wedge b \in \mathbb{N} \wedge a \mapsto b \in f)$   
 $\Rightarrow a + 1 \mapsto (a + 1) * b \in f$   
 $\Rightarrow factorial \subseteq f$

theorem @th1  $factorial \in \mathbb{N} \rightarrow \mathbb{N}$

theorem @th2  $factorial(0) = 1$

theorem @th3  $\forall u. u \in \mathbb{N} \wedge u \neq 0 \Rightarrow factorial(u) = u * factorial(u - 1)$

@axm6  $n > 3$

end

# The factorial model

MACHINE

*specification*

SEES *fonctions*

VARIABLES

*resultat*

INVARIANT

*resultat*  $\in \mathbb{N}$

THEOREMS

$\text{factorial} \in \mathbb{N} \longrightarrow \mathbb{N} ;$

$\text{factorial}(0) = 1 ;$

$\forall n. (n \in \mathbb{N} \Rightarrow \text{factorial}(n + 1) = (n + 1) \times \text{factorial}(n))$

INITIALISATION

*resultat*  $\in \mathbb{N}$

EVENTS

*computing1* = BEGIN *resultat* :=  $\text{factorial}(n)$  END

END

# Refining specification by computation

```
MACHINE computation
REFINES specification
SEES fonctions
VARIABLES resultat, fac, x
INVARIANTS
    inv1 : fac ∈ N → N
    inv2 : dom(fac) ⊆ 0 .. n
    inv4 : dom(fac) ≠ ∅
    inv5 : ∀i. i ∈ dom(fac) ⇒ fac(i) = factorial(i)
    inv3 : x ∈ dom(fac)
    inv6 : dom(fac) = 0 .. x
EVENTS
EVENT INITIALISATION
BEGIN
    act1 : resultat :∈ N
    act2 : fac := {0 ↪ 1}
    act3 : x := 0
END
EVENT computing2 REFINES EVENT computing1
WHEN
    grd1 : n ∈ dom(fac)
THEN
    act1 : resultat := fac(n)
END
END
```

# Refining specification by computation

```
MACHINE computation
REFINES specification
SEES fonctions
VARIABLES resultat, fac, x
INVARIANTS
  inv1 : fac ∈  $\mathbb{N} \rightarrow \mathbb{N}$ 
  inv2 :  $\text{dom}(\text{fac}) \subseteq 0..n$ 
  inv4 :  $\text{dom}(\text{fac}) \neq \emptyset$ 
  inv5 :  $\forall i. i \in \text{dom}(\text{fac}) \Rightarrow \text{fac}(i) = \text{factorial}(i)$ 
  inv3 : x ∈  $\text{dom}(\text{fac})$ 
  inv6 :  $\text{dom}(\text{fac}) = 0..x$ 
EVENTS
EVENT event2
WHEN
  grd11 : x ∈  $\text{dom}(\text{fac})$ 
  grd12 :  $i + 1 \notin \text{dom}(\text{fac})$ 
  grd13 :  $n \notin \text{dom}(\text{fac})$ 
THEN
  act11 :  $\text{fac}(i + 1) := (i + 1) * \text{fac}(i)$ 
  act12 :  $x := x + 1$ 
END
END
```

# Refining computation by algorithm

```
EVENTS
EVENT INITIALISATION
BEGIN
    act1 : resultat :∈ ℑ
    act2 : fac := {0 ↪ 1}
    act3 : cfac := 0
    act4 : vfac := 1
    act5 : x := 0
END
EVENT computing3 REFINES EVENT computing2
WHEN  grd2 : cfac = n
THEN   act1 : resultat := vfac
END
EVENT event3 REFINES EVENT event2
WHEN  grd1 : cfac ≠ n
THEN
    act1 : vfac := (cfac + 1) * vfac
    act2 : cfac := cfac + 1
    act3 : fac(cfac + 1) := (cfac + 1) * fac(cfac)
    act4 : x := x + 1
END
END
```

# Refining computation by algorithm

```
MACHINE algorithm REFINES computation
SEES fonctions
VARIABLES resultat, vfac, cfac, fac, x
INVARIANTS
inv1 : vfac ∈ ℕ
inv2 : cfac ∈ ℕ
inv3 : cfac ≤ n
inv4 : cfac ≥ 0
inv6 : cfac ∈ dom(fac)
inv5 : vfac = fac(cfac)
inv7 : cfac + 1 ∉ dom(fac)
inv8 : dom(fac) = 0 .. cfac
inv9 : x = cfac
```

# Refining algorithm by simplealgorithm

```
MACHINE simplealgorithm REFINES algorithm
SEES fonctions
VARIABLES resultat, vfac, cfac
THEOREMS thm1 : vfac = factorial(cfac)
EVENTS
EVENT INITIALISATION
BEGIN
    act1 : resultat :∈ ℑ
    act3 : cfac := 0
    act4 : vfac := 1
END
EVENT computing4 REFINES EVENT computing3
WHEN
    grd2 : cfac = n
THEN
    act1 : resultat := vfac
END
EVENT event4 REFINES EVENT event3
WHEN
    grd1 : cfac ≠ n
THEN
    act1 : vfac := (cfac + 1) * vfac
    act2 : cfac := cfac + 1
END
END
```

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# Simple Form of an Event

- An event of the **simple form** is denoted by :

```
< event_name > ≡  
WHEN  
    < condition >  
THEN  
    < action >  
END
```

where

- $< \text{event\_name} >$  is an identifier
- $< \text{condition} >$  is the firing condition of the event
- $< \text{action} >$  is a generalized substitution (**parallel assignment**)

# Non-deterministic Form of an Event

- An event of the **non-deterministic** form is denoted by :

```
< event_name > ≡  
ANY < variable > WHERE  
    < condition >  
THEN  
    < action >  
END
```

where

- *< event\_name >* is an identifier
- *< variable >* is a (list of) variable(s)
- *< condition >* is the firing condition of the event
- *< action >* is a generalized substitution (**parallel assignment**)

# Shape of a Generalized Substitution

A generalized substitution can be

- Simple assignment :  $x := E$
- Generalized assignment :  $x : P(x, x')$
- Set assignment :  $x : \in S$
- '  
- Parallel composition :  $\cdots$   
$$T \\ U$$

INVARIANT  $\wedge$  GUARD  
 $\implies$   
ACTION **establishes** INVARIANT

# Invariant Preservation Verification (1)

- Given an event of the simple form :

```
EVENT EVENT  ≡  
WHEN  
    G(x)  
THEN  
    x := E(x)  
END
```

and invariant  $I(x)$  to be preserved, the statement to prove is :

$$I(x) \wedge G(x) \implies I(E(x))$$

# Invariant Preservation Verification (2)

- Given an event of the simple form :

```
EVENT EVENT  ≡  
WHEN  
    G(x)  
THEN  
    x : |P(x, x')  
END
```

and invariant  $I(x)$  to be preserved, the statement to prove is :

$$I(x) \wedge G(x) \wedge P(x, x') \implies I(x')$$

# Invariant Preservation Verification (3)

- Given an event of the simple form :

```
EVENT EVENT  ≡  
WHEN  
    G(x)  
THEN  
    x :∈ S(x)  
END
```

and invariant  $I(x)$  to be preserved, the statement to prove is :

$$I(x) \wedge G(x) \wedge x' \in S(x) \implies I(x')$$

# Invariant Preservation Verification (4)

- Given an event of the non-deterministic form :

```
EVENT EVENT ≡  
ANY v WHERE  
    G(x, v)  
THEN  
    x := E(x, v)  
END
```

and invariant  $I(x)$  to be preserved, the statement to prove is :

$$I(x) \wedge G(x, v) \implies I(E(x, v))$$

# Refinement Technique (1)

- Abstract models works with variables  $x$ , and concrete one with  $y$
- A **gluing invariant**  $J(x, y)$  links both sets of vrbls
- Each **abstract event** is refined by **concrete one** (see below)

## Refinement Technique (2)

- Some new events may appear : they refine “skip”
- Concrete events must not block more often than the abstract ones
- The set of new event alone must always block eventually

# Correct Refinement Verification (1)

- Given an **abstract** and a corresponding **concrete** event

```
EVENT ea  ≡  
WHEN  
  G(x)  
THEN  
  x := E(x)  
END
```

```
EVENT ec  ≡  
WHEN  
  H(y)  
THEN  
  y := F(y)  
END
```

and invariants  $I(x)$  and  $J(x, y)$ , the statement to prove is :

$$I(x) \wedge J(x, y) \wedge H(y) \implies G(x) \wedge J(E(x), F(y))$$

## Correct Refinement Verification (2)

- Given an **abstract** and a corresponding **concrete** event

```
EVENT ea  ≡  
ANY v WHERE  
    G(x, v)  
THEN  
    x := E(x, v)  
END
```

```
EVENT ec  ≡  
ANY w WHERE  
    H(y, w)  
THEN  
    y := F(y, w)  
END
```

$$\begin{aligned} & I(x) \wedge J(x, y) \wedge H(y, w) \\ \implies & \exists v \cdot (G(x, v) \wedge J(E(x, v), F(y, w))) \end{aligned}$$

# Correct Refinement Verification (3)

- Given a NEW event

```
EVENT EVENT  ≡  
WHEN  
    H(y)  
THEN  
    y := F(y)  
END
```

and invariants  $I(x)$  and  $J(x, y)$ , the statement to prove is :

$$I(x) \wedge J(x, y) \wedge H(y) \implies J(x, F(y))$$

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## ⑨ Conclusion

# General form of proof obligations for an event e

- $INIT/I/INV : C(s, c), INIT(c, s, x) \vdash I(c, s, x)$
- $e/I/INV : C(s, c), I(c, s, x), G(c, s, t, x), P(c, s, t, x, x') \vdash I(c, s, x')$
- $e/act/FIS : C(s, c), I(c, s, x), G(c, s, t, x) \vdash$
- $e/act/WD : C(s, c), I(c, s, x), G(c, s, t, x) \vdash \exists x'. P(c, s, t, x, x')$

Well-definedness of an Axiom	m / WD	m is the axiom name
Well-definedness of a Derived Axiom	m / WD	m is the axiom name
Derived Axiom	m / THM	m is the axiom name
Well-definedness of an Invariant	v / WD	v is the invariant name
Well-definedness of a Derived Invariant	m / WD	m is the invariant name
Well-definedness of an event Guard	t / d / WD	t is the event name d is the action name
Well-definedness of an event Action	t / d / WD	t is the event name d is the action name
Feasibility of a non-det. event Action	t / d / FIS	t is the event name d is the action name
Derived Invariant	m / THM	m is the invariant name
Invariant Establishment	INIT. / v / INV	v is the invariant name
Invariant Preservation	t / v / INV	t is the event name v is the invariant name

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```
WHEN  
  P  
  Q  
THEN  
  S  
END
```

```
WHEN  
  P  
   $\neg Q$   
THEN  
  T  
END
```

*are merged into*

```
WHEN  
  P  
THEN  
  WHILE  Q  DO  
    S  
  END;  
  T  
END
```

## Side Conditions :

- P must be invariant under S.
- The first event must have been introduced at one refinement step below the second one.
- Special Case : If P is missing the resulting "event" has no guard

```
WHEN  
P  
Q  
THEN  
S  
END
```

```
WHEN  
P  
 $\neg Q$   
THEN  
T  
END
```

*are merged into*

```
WHEN  
P  
THEN  
IF Q THEN S  
ELSE T  
END;  
END
```

## Side Conditions :

- The disjunctive negation of the previous side conditions
- Special Case : If P is missing the resulting "event" has no guard

# Applying the rule for the while

```
EVENT computing4 REFINES EVENT computing3
WHEN
    grd2 : cfac = n
THEN
    act1 : resultat := vfac
END
```

```
EVENT event4 REFINES EVENT event3
WHEN
    grd1 : cfac ≠ n
THEN
    act1 : vfac := (cfac + 1) * vfac
    act2 : cfac := cfac + 1
END
END
```

```
EVENT computing4  EVENT event4
WHILE  cfac ≠ n  DO
    act1 : vfac := (cfac + 1) * vfac
    act2 : cfac := cfac + 1
    END;
END
```

# Applying the INITIALISATION rule

```
EVENT INITIALISATION
BEGIN
    act1 : resultat :∈ ℑ
    act3 : cfac := 0
    act4 : vfac := 1
END
```

```
init
    resultat :∈ ℑ;
    cfac := 0;
    vfac := 1;
```

# Deriving an algorithm

**precondition** :  $n \in \mathbb{N}$

**postcondition** :  $result = factorial(n)$

**local variables** :  $vfac, cfac \in \mathbb{N}$

$c fac := 0; v fac := 1; result := \mathbb{N};$

**while**  $c fac \neq n$  **do**

**Invariant** :  $v fac = fac(c fac)$

$v fac := (c fac + 1) * v fac; c fac := c fac + 1;$

;

$result := v fac;$

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# Conclusion

- Refinement helps in discovering invariants
- Refinement helps in proving invariants
- The choice of the *good* abstraction is not very simple and is a challenge by itself

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# The Iterative Pattern



# General context C0

CONTEXT  $C_0$   
SETS

$U$   
CONSTANTS  
 $x, v, d_0, f, D$   
AXIOMS

$axm1 : x \in \mathbb{N}$

$axm25 : D \subseteq U$

$axm24 : f \in D \rightarrow D$

$axm23 : d_0 \in D$

$axm2 : v \in \mathbb{N} \rightarrow D$

$axm3 : v(0) = d_0$

$axm4 : \forall n \cdot n \in \mathbb{N} \Rightarrow v(n + 1) = f(v(n))$

$th1 : Q(d_0, d) \equiv (d = v(x))$

- the sequence  $v$  expresses the post-condition  $Q(d_0, d)$  with the precondition  $P(d_0)$ .
- $Q(d_0, d)$  is equivalent to  $d = v(x)$ .
- The theorem  $th1$  should be proved in the context  $C_0$ . he

# General PREPOST Machine

```
MACHINE PREPOST
SEES C0
VARIABLES
    r
INVARIANTS
    inv1 : r ∈ D
EVENTS
INITIALISATION
BEGIN
    act1 : r := D
END
EVENT computing
BEGIN
    act1 : r := v(x)
END
END
```

- The theorem *th1* is validating the definition of the result *r* to compute.
- The event computing is expressing the *contract* of the given problem.
- it by a very simple problem that is the computation of the function  $n^2$  using the addition operator.

# First Refinement COMPUTING : Inductive Computation

```
EVENT INITIALISATION
BEGIN
    act1 : r :∈ D
    act3 : vv := {0 ↪ d0}
    act5 : k := 0
END
```

INITIALISATION is initializing the variables with respect to the initial values of the sequences of the context.

# First Refinement COMPUTING : Inductive Computation

```
EVENT computing
  REFINES computing,
  WHEN
     $grd1 : x \in dom(vv)$ 
  THEN
     $act1 : r := vv(x)$ 
  END
END
```

computing is imply observing that the result is computed *simulating* the sequence  $vv$ .

# First Refinement COMPUTING : Inductive Computation

```
EVENT step
WHEN
    grd1 :  $x \notin \text{dom}(vv)$ 
THEN
    act2 :  $vv(k + 1) := f(vv(k))$ 
    act4 :  $k := k + 1$ 
END
```

step is *simulating* the computation of the values of the sequence  $vv$  as a model computation.

# The Iterative Pattern



# Completing the machines

- PREALGO : adding new variables for pointing out the necessary values to store  $cvv$
- ALGO : hiding the model variables storing the unnecessary values of sequence  $vv$
- ALGOPC ; adding control variable  $c$

# The Iterative Pattern



# Translation of Event-B Models

Listing 1 – Function derived from pattern for the sequence  $v$

```
type(D)  f( int x )
{int r , k , cv , or , ok , ocv ;
 r=0;k=0;cv=0;or=0;ok=k ; ocv=cv ;
while (k<x)
{
    ok=k ; ocv=cv ;
    k=ok+1;
    cv=f(ocv );
}
r=cv;   return(r);}
```

## Comments

- The produced algorithm can be now checked using another proof environment as for instance Frama-C.
- The inductive property of the invariant is clearly verified and is easily derived from the Event-B machines.
- The verification is not required, since the system is correct by construction but it is a checking of the process itself
- the project called ITERATIVE-PATTERN ;
- the project is the pattern itself
- The invariants of the Event-B models can be reused in the verification using Frama-C, for instance, and the verification of the resulting algorithm is a confirmation of the translation.

# Translation of Event-B Models

## Listing 2 – Function derived from pattern power3

```
#include <limits.h>
/*@ requires 0 <= x;
   requires x*x*x <= INT_MAX ;
   ensures \result ==x*x*x;
*/
int power3(int x)
{int r,ocz,cz,cv,cu,ocv,cw,ocw,ct,oct,ocu,k,ok;
 cz=0;cv=0;cw=1;ct=3;cu=0;ocw=cw;ocz=cz;
 oct=ct;ocv=cv;ocu=cu;k=0;ok=k;
 /*@ loop invariant cz == k*k*k;
    @ loop invariant cu == k;
    @ loop invariant cv+ct==3*(cu+1)*(cu+1);
    @ loop invariant cz+cv+cw==3*(cu+1)*(cu+1)*(cu+1);
    @ loop invariant cv== 3*cu*cu;
    @ loop invariant cw == 3*cu+1;
    @ loop invariant k <= x;
    @ loop assigns ct,oct,cu,ocu,cz,ocz,k,cv,cw,r,ok;
    @ loop assigns ocv,ocw;*/
 while (k<x)
 {
    ocz=cz;ok=k;ocv=cv;ocw=cw;oct=ct;ocu=cu;
    cz=ocz+ocv+ocw;
    cv=ocv+oct;
    ct=oct+6;
    cw=ocw+3;
    cu=ocu+1;
    k=ok+1;
 }
 r=cz;return(r);}
```

# Translation of Event-B Models

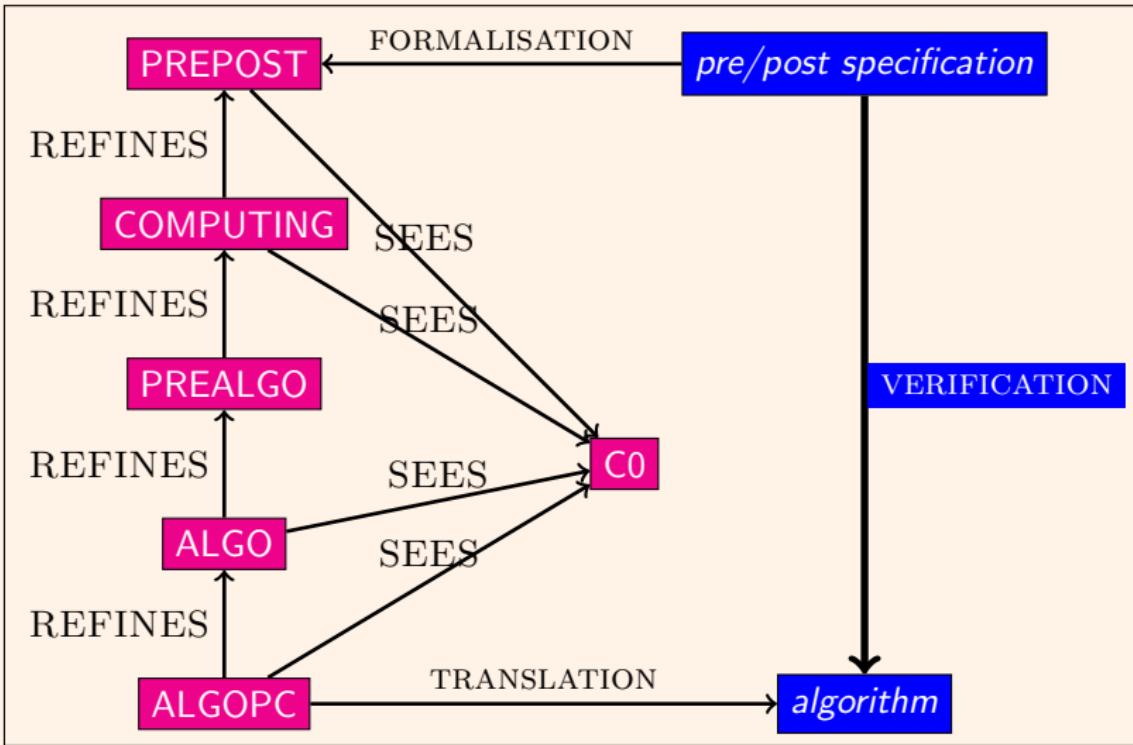
## Summary for proof obligations

Name	Total	Automatic	Interactive
ex-induction	40	36	4
C0	2	0	2
PREPOST	4	4	0
COMPUTING	16	14	2
PREALGO	9	9	0
ALGO	6	6	0
ALGOPC	3	3	0

## Summary

- The loop invariant is inductive but Frama-C does not prove it completely.
- Not the case with the RODIN platform which is able to discharge the whole set of proof obligations.
- However, the Event-B model is using auxiliary knowledge over sequences used for defining the computing process.
- The most difficult theorem is to prove that  $\forall n \in \mathbb{N} : z_n = n * n * n$ .

# The Iterative Pattern



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## ⑨ Conclusion

# Summary on refinement

- Refining means making models more deterministic
- Refining means adding new variable and new events
- Refining is simulating
- Refining preserves safety properties of the refined model.
- The very abstract model is crucial.
- The process should be incremental to make proofs easier for the proof tool.
- Problem : Preserving the liveness properties