

Formal Specification of Abstract Datatypes

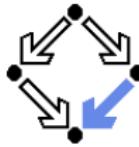
Wolfgang Schreiner

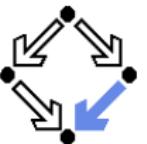
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Datatypes

What is a datatype?

- Traditional view: collection of data with same structure.

- Mathematics:

$\text{set } S := \text{int} \times \text{char} = \{(a, b) \mid a \in \text{int} \wedge b \in \text{char}\}.$

- Programming:

struct $S \{ \text{int } a; \text{char } b \}$

- Modern view: collection of data with same services.

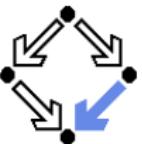
- Mathematics

$\text{algebra } T = (S, \text{getA} : S \rightarrow \text{int}, \text{getB} : S \rightarrow \text{char})$
 $= (\text{int} \times \text{char}, \lambda(a, b).a, \lambda(a, b).b).$

- Programming:

class $T \{ S \ x;$
 $\quad \text{int getA()} \{ \text{return } x.a \}; \text{char getB()} \{ \text{return } x.b \} \}.$

In this course, we will take the modern view of datatypes.



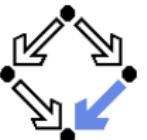
Abstract Datatypes

What is an abstract datatype (ADT)?

- The set of services to be provided by an implementing datatype.
 - The description of the services is the **specification** of the ADT.
 - The specification does not enforce a particular data representation.
 - A datatype providing such services is an **implementation** of the ADT.
 - Provides concrete data representations for the values of the ADT.
 - Provides concrete program methods for the services of the ADT.
 - There may be zero, one, **many implementations** of an ADT possible.
 - The specification of the ADT should be as general as possible in order not to constrain the implementation more than necessary.
 - The specification is the **contract** between user and implementer.
 - “Design by contract” (Bertrand Meyer).

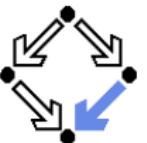
Thus we need specification languages to describe ADTs.

Java API Documentation



Screenshot of the Java API Documentation for the Stack class:

The screenshot shows a browser window displaying the Java API Documentation for the `java.util.Stack` class. The title bar includes the standard menu options: File, Edit, View, Go, Bookmarks, Tools, Help, and a Java logo. To the right of the title bar, it says "Java™ 2 Platform Std. Ed. v1.4.2". Below the title bar, there is a navigation bar with links for Overview, Package, Class (which is bolded), Use, Tree, Deprecated, Index, and Help. There are also links for PREV CLASS, NEXT CLASS, FRAMES, NO FRAMES, and ALL CLASSES. Below the navigation bar, a summary section lists NESTED, FIELD, CONSTR, and METHOD. The main content area starts with the package name `java.util` and the class name `Stack`. It shows the inheritance hierarchy: `Stack` extends `Vector`, which itself extends `AbstractList`, which in turn extends `AbstractCollection`. Below this, a section titled "All Implemented Interfaces:" lists `Concable`, `Collection`, `List`, `RandomAccess`, and `Serializable`. A code snippet follows, showing the declaration of the `Stack` class as a public class that extends `Vector`. The class description explains that the `Stack` class represents a last-in-first-out (LIFO) stack of objects, extending the `Vector` class with five operations for stack manipulation and search methods. A note at the bottom states that when a stack is first created, it contains no items.



Java API Documentation

```
public Object push(Object item)
```

Pushes an item onto the top of this stack.

Parameters:

item - the item to be pushed onto this stack.

Returns:

the item argument.

```
public Object pop()
```

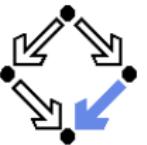
Removes the object at the top of this stack and returns that object as the value of this function.

Returns:

The object at the top of this stack.

Throws:

EmptyStackException - if this stack is empty.



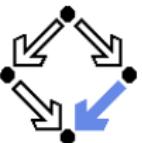
Java Interfaces

```
interface StackADT
{
    // Pushes an item onto the top of this stack.
    // Returns the item pushed on the stack.
    Object push(Object item);

    // Removes the object at the top of this stack and
    // returns that object as the value of this function.
    // Throws EmptyStackException, if this stack is empty.
    Object pop();

    // Returns the object at the top of this stack
    // without removing it from the stack.
    // Throws EmptyStackException, if this stack is empty.
    Object peek();

    // Returns true if and only if this stack contains no items.
    boolean empty();
}
```

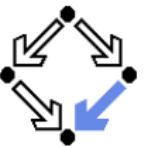


Specification Languages

Programming languages only describe the syntax (interface) of an ADT.

- Specification languages also describe the semantics (behavior).
 - Based on concepts from universal algebra and logic.
 - Notions “datatype” and “ADT” have a precise meaning.
 - An algebra T and a (particular) class \mathcal{A} of algebras, respectively.
 - Statement “datatype T implements ADT \mathcal{A} ” has a precise meaning.
 - $T \in \mathcal{A}$.
 - Formal calculus to prove the statement.
- Constructive specifications may be even executed.
 - Describe not only requirements but also suggest an implementation.
 - Term rewriting engines for executing constructive specifications.
 - Rapid prototyping of specifications in the design phase.

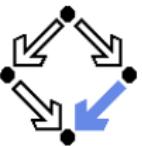
Formal specifications can overcome the ambiguity of natural language when describing program requirements.



Larch

```
Stack (E, C): trait
  introduces
    empty: -> C
    push: E, C -> C
    top: C -> E
    pop: C -> C
    isEmpty: C -> Bool
  asserts
    C generated by empty, push
    forall e: E, stk: C
      top(push(e, stk)) == e;
      pop(push(e, stk)) == stk;
      isEmpty(stk) == stk = empty
```

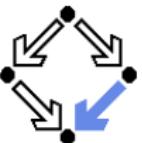
Formal description of ADT “Stack” in the Larch Shared Language (LSL).



Larch/C++

```
template <class Elemt  
/*@ expects contained_objects(Elem) @*/ >  
class Stack {  
public:  
    // @ uses Stack(Elem for E,  
                  Stack<Elem> for C);  
  
    Stack() throw();  
    // @ behavior {  
    // @ modifies self;  
    // @ ensures liberally self' = empty; }  
  
    virtual Stack<Elem>& push(Elem e) throw(); // @ behavior {  
    // @ modifies self;  
    // @ ensures liberally self' =  
    // @   push(self^,e) /\ result = self; } };  
  
    virtual Stack<Elem>& pop() throw();  
    // @ behavior {  
    // @ requires ~isEmpty(self^);  
    // @ modifies self;  
    // @ ensures self' =  
    // @   pop(self^) /\ result = self; }  
  
    virtual Elemt top() const throw();  
    // @ behavior {  
    // @ requires ~isEmpty(self\any);  
    // @ ensures result = top(self\any); }  
  
    virtual bool isEmpty() const throw();  
    // @ behavior {  
    // @ ensures result =  
    // @   (isEmpty(self\any)); }  
};
```

Formal specification of a C++ “Stack” in Larch/C++.

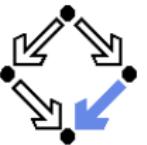


CafeOBJ

```
dragonfly!1> /zvol/formal/bin/cafeobj
-- loading standard prelude
; Loading /usr3/cafeobj-1.4/prelude/std.bin

-- CafeOBJ system Version 1.4.6(PigNose0.99,p3) --
built: 2004 Nov 17 Wed 6:37:33 GMT
prelude file: std.bin
 ***
2005 Sep 10 Sat 12:39:32 GMT
Type ? for help
 ***
-- Containing PigNose Extensions --
---
built on International Allegro CL Enterprise Edition
6.2 [Linux (x86)] (Nov 17, 2004 15:37)
CafeOBJ>
```

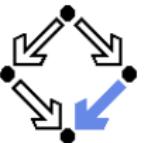
System for executing constructive specifications.



CafeOBJ

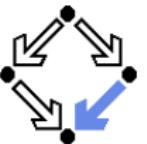
```
CafeOBJ> module! STACK
{
    protecting (NAT)
    signature
    {
        [ Stack ]
        op empty : -> Stack
        op push : Nat Stack -> Stack
        op top : Stack -> Nat
        op pop : Stack -> Stack
    }
    axioms
    {
        var N : Nat
        var S : Stack

        eq top(push(N, S)) = N .
        eq pop(push(N, S)) = S .
    }
}
```



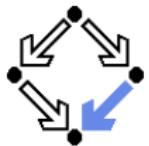
CafeOBJ

```
CafeOBJ> open STACK
-- opening module STACK.. done.
%STACK> parse top(push(1, empty)) .
top(push(1,empty)) : Nat
%STACK> reduce top(push(1, empty)) .
-- reduce in %STACK : top(push(1,empty))
1 : NzNat
(0.000 sec for parse, 1 rewrites(0.000 sec), 1 matches)
%STACK> parse top(pop(push(2, push(1, empty)))) .
top(pop(push(2,push(1,empty)))) : Nat
%STACK> reduce top(pop(push(2, push(1, empty)))) .
-- reduce in %STACK : top(pop(push(2,push(1,empty))))
1 : NzNat
(0.000 sec for parse, 2 rewrites(0.000 sec), 2 matches)
%STACK> parse top(pop(push(1, empty))) .
top(pop(push(1,empty))) : Nat
%STACK> reduce top(pop(push(1, empty))) .
-- reduce in %STACK : top(pop(push(1,empty)))
top(empty) : Nat
(0.000 sec for parse, 1 rewrites(0.000 sec), 2 matches)
%STACK> close
```



Algebraic/Axiomatic Specifications

- Approach rooted in universal algebra.
 - Logical **axioms** relate different operations of ADT to each other.
 - Similar as in the description of **algebras** in mathematics.
- Original focus (1970s/1980s): **initial semantics**.
 - Specifications in (conditional) equational logic.
 - Main interest in executable design specifications.
 - Strong connections to term rewriting.
 - Languages: Clear, ACT ONE/TWO, OBJ family, ...
- Alternative focus (1990s): **loose semantics**.
 - Specifications in full first-order predicate logic.
 - Main interest in precise requirement specifications.
 - Strong connections to object-oriented program specification.
 - Languages: Larch/C++, Java Modeling Language (JML), ...
- **Common Algebraic Specification Language (CASL)**
 - Result of Common Framework Initiative (CoFI), since 1995.
 - Unifying framework for algebraic specifications in different logics.



Course Outline

- Abstract Datatypes.
- Logic.
- Loose Specifications.
- *Larch/C++, JML*.
- Term Algebras.
- Initial Specifications.
- *CafeOBJ*.
- Specifications in the Large.
- *CASL*.

Interspersed with presentations of various case studies; exercises both theoretical (paper and pencil) and practical (CafeOBJ).