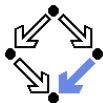


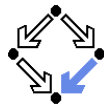
Model-based Specifications in Larch/C++

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Model-based Specifications



C.A.R. Hoare: “Proof of Correctness of Data Representations” (1972).

- Verification of abstract datatype implementations.
 - Complements pre/post-condition reasoning about computations.
- Specification uses abstraction function $\mathcal{A} : C \rightarrow A$.
 - Maps concrete representations (objects of type Stack) to abstract values (mathematical “stacks”).
 - Client of an ADT can reason about its operations without actually knowing its implementation.
- Verification uses inverse concretization function $\mathcal{C} : A \rightarrow \mathbb{P}(C)$.
 - Maps abstract values to (sets of) concrete values.
 - $\forall c \in C : c \in \mathcal{C}(\mathcal{A}(c))$.
 - $\forall a \in A, c \in \mathcal{C}(a) : \mathcal{A}(c) = a$.
 - Implementation of ADT must prove that its operations satisfy the properties expressed in the specification.



Example

```
interface Stack { void push(Elem e); Elem pop(); }
```

```
{  $\mathcal{A}(s) = S$  }
```

```
s.push(e);
```

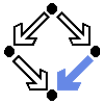
```
{  $\mathcal{A}(s) = \text{push}(S, \mathcal{A}(e))$  }
```

```
{  $\mathcal{A}(s) = S \wedge \neg \text{isEmpty}(S)$  }
```

```
e = s.pop();
```

```
{  $\mathcal{A}(e) = \text{top}(S) \wedge \mathcal{A}(s) = \text{pop}(S)$  }
```

Pre/post-conditions in terms of abstract mathematical values.



Example (Contd)

```
class ArrayStack implements Stack
{
  Elem[] array; int n;
  ...
}
```

- $\mathcal{A} : \text{ArrayStack} \rightarrow \text{Stack}$.
 - $\mathcal{A}(\text{array}, n) := (\text{informal sketch})$
 $\text{push}(\dots \text{push}(\text{empty}, \mathcal{A}(\text{array}[0])) \dots, \mathcal{A}(\text{array}[n-1]))$.
- $\mathcal{C} : \text{Stack} \rightarrow \mathbb{P}(\text{ArrayStack})$.
 - $\mathcal{C}(\text{empty}) := \{\langle \text{array}, 0 \rangle \mid \text{Elem}[] \text{ array}\}$.
 - $\mathcal{C}(\text{push}(s, e)) :=$
 $\{\langle \text{array}, l+1 \rangle : \exists a . \langle a, l \rangle \in \mathcal{C}(s) \wedge$
 $\forall 0 \leq i < l . \text{array}[i] = a[i] \wedge \text{array}[l] = e\}$

Must prove that \mathcal{C} is inverse of \mathcal{A} .



Example (Contd'2)

```
class ArrayStack { ... void push(Elem e) { body } ... }
```

$\{\mathcal{A}(\text{array}, n) = S\}$ *body* $\{\mathcal{A}(\text{array}, n) = \text{push}(S, \mathcal{A}(e))\}$

$\{\langle \text{array}, n \rangle \in \mathcal{C}(S)\}$ *body* $\{\mathcal{A}(\text{array}, n) = \text{push}(S, \mathcal{A}(e))\}$

- Case $S = \text{empty}$:

$\{n = 0\}$ *body* $\{\dots\}$

- Case $S = \text{push}(s, e)$:

$\{\exists l, a . n = l + 1 \wedge \langle a, l \rangle \in \mathcal{C}(s) \wedge$
 $\forall 0 \leq i < l . \text{array}[i] = a[i] \wedge \text{array}[l] = \mathcal{C}(e)\}$

body

$\{\dots\}$

Model-based Specification Languages



Abstract model specifies vocabulary used in pre/post-conditions.

- **VDM-SL** (Vienna Development Method Specification Language)
 - Started in the IBM laboratory in Vienna in the mid-1970s.
 - (Sort of) functional language to specify models.
- **Z**
 - Started at Oxford University (Hoare and others) in the late 1970s.
 - Set theory and first-order predicate logic to specify models.
- **Larch**: <http://www.sds.lcs.mit.edu/spd/larch>
 - Started at MIT in the late 1970s.
 - Larch Shared Language (LSL) to specify algebraic data types.
 - Several **behavioral interface languages** to specify modules in specific programming languages (including language-specific features).
 - LCL (for C), Larch/Ada, Larch/CLU, Larch/Smalltalk, Larch/C++.

ISO standards for VDM-SL (1996) and for Z (2002).



- Behavioral interface specification language for C++.
 - Gary T. Leavens, Iowa State University, 1993-1999.
 - <http://www.cs.iastate.edu/~leavens/larchc++.html>.
- Shared layer: **LSL traits**.
 - Extensible specifications of ADTs.
 - Loose interpretation of algebraic specifications.
- Interface layer: **Larch/C++ specification modules**.
 - Specification of C++ classes.
 - Includes features dealing with state, aliasing, termination, etc.
- Larch/C++ tools.
 - lcpp: parser and type checker.
 - lcpp2html: generation of HTML pages.
 - LP: prover for reasoning about LSL traits.

Predecessor of the Java Modeling Language (JML).

Example: Four Sided Figures



Leavens: "An Overview of Larch/C++ Behavioral Specifications for C++ Modules", 1999.

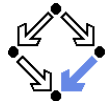
```
// Quadrilateral.h
#include "QuadShape.h"

class Quadrilateral : virtual public QuadShape {
public:
    Quadrilateral(Vector v1, Vector v2, Vector v3, Vector v4,
                  Vector pos) throw();

    //@ behavior {
    //@   requires isLoop(\<v1,v2,v3,v4\>);
    //@   modifies edges, position;
    //@   ensures liberally edges' = \<v1,v2,v3,v4\> /\ position' = pos;
    //@ }
};
```

The interface layer.

Example: Four Sided Figures (Contd'2)



```
// QuadShape.h
#include "Vector.h"

/*@ uses FourSidedFigure;

/* abstract @*/ class QuadShape {
public:
    /* spec Vector edges[4];
    /* spec Vector position;
    /* invariant isLoop(edges\any);

    virtual Vector GetVec(int i)
        const throw();
    /* behavior {
    /* requires between(1, i, 4);
    /* ensures result = edges^[i-1];
    /* example i = 1 /\ result = edges^[0];

    virtual Vector GetPosition()
        const throw();
    /* behavior {
    /* ensures result = position^; } };

    virtual Move(const Vector& v) throw();
    /* behavior {
    /* requires assigned(v, pre);
    /* requires redundantly assigned(edges, pre)
    /* /\ assigned(position, pre) /\ isLoop(edges^);
    /* modifies position;
    /* trashes nothing;
    /* ensures liberally position' = position^ + v^;
    /* ensures redundantly liberally edges' = edges^;
    /* example liberally position^ = 0:Vector /\ position' = v^; }
```

Example: Four Sided Figures (Contd'3)



```
% FourSidedFigure.lsl
FourSidedFigure(Scalar): trait

  includes
    PreVector(Scalar, Vector for Vec[T]),
    int, Val_Array(Vector)

  introduces
    isLoop: Arr[Vector] -> Bool
    \<_,_,_,_>:
      Vector, Vector, Vector, Vector
      -> Arr[Vector]

  asserts
    \forall e: Arr[Vector], v1,v2,v3,v4:Vector
      isLoop(e) == (e[0] + e[1] + e[2] + e[3] = 0:Vector);
      \<v1,v2,v3,v4\>
        == assign(assign(assign(assign(create(4), 0,v1), 1,v2), 2,v3), 3,v4);

implies
  \forall e: Arr[Vector],
    v1,v2,v3,v4:Vector
    size(\<v1,v2,v3,v4\>) == 4;
    (\<v1,v2,v3,v4\>)[0] == v1;
    (\<v1,v2,v3,v4\>)[1] == v2;
    (\<v1,v2,v3,v4\>)[2] == v3;
    (\<v1,v2,v3,v4\>)[3] == v4;
    allAllocated(\<v1,v2,v3,v4\>);

  converts
    isLoop:Arr[Vector] -> Bool,
    \<_,_,_,_>:
      Vector, Vector, Vector, Vector
      -> Arr[Vector]
```

The shared layer.

Example: Four Sided Figures (Contd'4)



```
% PreVector.lsl
PreVector(T): trait

    assumes RingWithUnit, Abelian(* for \circ),
           TotalOrder, CoerceToReal(T)

    includes PreVectorSpace(T), Real

    introduces
        __ \cdot __: Vec[T], Vec[T] -> T
        length: Vec[T] -> T

    asserts
        \forall u,v,w: Vec[T], a, b: T

            % the inner product is bilinear
            (u + v) \cdot w == (u \cdot w) + (v \cdot w);
            u \cdot (v + w) == (u \cdot v) + (u \cdot w);
            (a * u) \cdot v == a * (u \cdot v);
            (a * u) \cdot v == u \cdot (a * v);

            % ... and is commutative
            u \cdot v == v \cdot u;

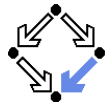
            % ... and is positive definite
            (u \cdot u) >= 0;
            (u \cdot u = 0) == (u = 0);

            approximates(length(u),
                sqrt(toReal(u \cdot u)));

    implies
        PreVectorSig(T)

    converts
        __ \cdot __: Vec[T], Vec[T] -> T
```

Example: Four Sided Figures (Contd'5)



```
% PreVectorSpace.lsl
PreVectorSpace(T): trait
  assumes RingWithUnit, Abelian(* for \circ)

includes
  AbelianGroup
    (Vec[T] for T, + for \circ,
     0 for unit, - __ for \inv),
  DistributiveRingAction
    (T for M, Vec[T] for T)

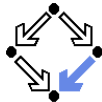
implies
  AC(+ for \circ, Vec[T] for T),
  Idempotent(- __, Vec[T])
  \forall u,v,w: Vec[T], a, b: T
    a * (u + v) == (a * u) + (a * v);
    (a + b) * u == (a * u) + (b * u);
    (a * b) * u == a * (b * u);
    1 * u == u;
    u - v == u + (- v);
    (u + v = u + w) => v = w;
    0 * u == 0:Vec[T];
```

```
-(a * u) == (-a) * u;
-(a * u) == a * (-u);
(-a) * (-u) == a * u;
(a \neq 0 /\ a * u = a * v) =>
  u = v;

converts
  0: -> Vec[T],
  __+__: Vec[T], Vec[T] -> Vec[T],
  *____: T, Vec[T] -> Vec[T],
  - __: Vec[T] -> Vec[T],
  __ - __: Vec[T], Vec[T] -> Vec[T]

PreVectorSig(T): trait
  introduces
    __ + __: Vec[T], Vec[T] -> Vec[T]
    __ * __: T, Vec[T] -> Vec[T]
    0: -> Vec[T]
    - __: Vec[T] -> Vec[T]
    __ - __: Vec[T], Vec[T] -> Vec[T]
    __ \cdot __: Vec[T], Vec[T] -> T
    length: Vec[T] -> T
```

Example: Four Sided Figures (Contd'6)



```
edsger2!448> lcpp
```

```
Usage: lcpp [preprocessor-options] [checker-options] file1.h [file2.lh ...]
```

```
The checker-options are:
```

- no-verbose (don't print verbose messages)
- no-LSL (don't run the LSL checker)
- keep-LSL (keep LSL trait files if they have errors)

```
The currently understood preprocessor options are:
```

- ansi -Dmacro[=defn] -Umacro -Aquestion[(answer)] -nostdinc++ -undef
- I dir -H dir -include file -imacros file -iprefix prefix
- iwithprefix dir -idirafter dir

Syntax and type checking; no verification!

Example: Four Sided Figures (Contd'7)



```
edsger2!447> lcpp Quadrilateral.h

LCPP_builtins is up to date.

Checking Quadrilateral.h ...

Checking trait: Scalar
Finished checking LSL traits

Checking trait: PreVector(Scalar,Vector for Vec[T])
Finished checking LSL traits

NoContainedObjects(Vector) is up to date.

Checking trait: FourSidedFigure
Finished checking LSL traits

NoContainedObjects(Shear) is up to date.

Quadrilateral.h 0 warnings; 0 syntax & 0 semantic errors!
```

Proving LSL Properties



LP (the Larch Prover), Release 3.1b (98/06/09) logging to
'/usr3/Larch/lp3.1b/samples/list1.lplug' on 18 October 2005 16:18:26.

LP0.1.9: declare sorts Element, List

LP0.1.10: declare variables e: Element, x, y, z: List

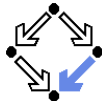
LP0.1.11: declare operators

```
null      :                -> List
cons      : Element, List -> List
append   : List, List    -> List
rev       : List          -> List
..
```

LP0.1.15: assert

```
sort List generated by null, cons;
append(null, x) = x;
append(cons(e, y), z) = cons(e, append(y, z));
rev(null) = null;
rev(cons(e, y)) = append(rev(y), cons(e, null))
..
```

Proving LSL Properties (Contd)



LP0.1.22: prove $\text{rev}(\text{rev}(x)) = x$ by induction

Attempting to prove conjecture theorem.1: $\text{rev}(\text{rev}(x)) = x$

Creating subgoals for proof by structural induction on 'x'

Basis subgoal:

Subgoal 1: $\text{rev}(\text{rev}(\text{null})) = \text{null}$

Induction constant: xc

Induction hypothesis:

theoremInductHyp.1: $\text{rev}(\text{rev}(xc)) = xc$

Induction subgoal:

Subgoal 2: $\text{rev}(\text{rev}(\text{cons}(e, xc))) = \text{cons}(e, xc)$

Attempting to prove level 2 subgoal 1 (basis step) for proof by induction on x

Level 2 subgoal 1 (basis step) for proof by induction on x

[] Proved by normalization.

Attempting to prove level 2 subgoal 2 (induction step) for proof by induction on x

Added hypothesis theoremInductHyp.1 to the system.

Suspending proof of level 2 subgoal 2 (induction step) for proof by induction on x

Proving LSL Properties (Contd'2)



LP0.1.24: % We need a lemma about $\text{rev}(\text{append}(x, y))$.

LP0.1.26: prove $\text{rev}(\text{append}(x, y)) = \text{append}(\text{rev}(y), \text{rev}(x))$ by induction on x

Attempting to prove level 3 lemma theorem.2:

$\text{rev}(\text{append}(x, y)) = \text{append}(\text{rev}(y), \text{rev}(x))$

Creating subgoals for proof by structural induction on 'x'

Basis subgoal:

Subgoal 1: $\text{rev}(\text{append}(\text{null}, y)) = \text{append}(\text{rev}(y), \text{rev}(\text{null}))$

Induction constant: $xc1$

Induction hypothesis:

theoremInductHyp.2: $\text{rev}(\text{append}(xc1, y)) = \text{append}(\text{rev}(y), \text{rev}(xc1))$

Induction subgoal:

Subgoal 2: $\text{rev}(\text{append}(\text{cons}(e, xc1), y)) = \text{append}(\text{rev}(y), \text{rev}(\text{cons}(e, xc1)))$

Attempting to prove level 4 subgoal 1 (basis step) for proof by induction on x

Suspending proof of level 4 subgoal 1 (basis step) for proof by induction on x

Proving LSL Properties (Contd'3)



LPO.1.28: % We need another lemma, which we obtain by generalization.

LPO.1.30: prove $\text{append}(x, \text{null}) = x$ by induction

Attempting to prove level 5 lemma theorem.3: $\text{append}(x, \text{null}) = x$

Creating subgoals for proof by structural induction on 'x'

Basis subgoal:

Subgoal 1: $\text{append}(\text{null}, \text{null}) = \text{null}$

Induction constant: xc1

Induction hypothesis:

theoremInductHyp.2: $\text{append}(xc1, \text{null}) = xc1$

Induction subgoal:

Subgoal 2: $\text{append}(\text{cons}(e, xc1), \text{null}) = \text{cons}(e, xc1)$

Attempting to prove level 6 subgoal 1 (basis step) for proof by induction on x

Level 6 subgoal 1 (basis step) for proof by induction on x

[] Proved by normalization.

Proving LSL Properties (Contd'4)



Attempting to prove level 6 subgoal 2 (induction step) for proof by induction on x

Added hypothesis theoremInductHyp.2 to the system.

Level 6 subgoal 2 (induction step) for proof by induction on x

[] Proved by normalization.

Level 5 lemma theorem.3

[] Proved by structural induction on 'x'.

Attempting to prove level 4 subgoal 1 (basis step) for proof by induction on x

Level 4 subgoal 1 (basis step) for proof by induction on x:

```
rev(append(null, y)) = append(rev(y), rev(null))
```

[] Proved by normalization.

Attempting to prove level 4 subgoal 2 (induction step) for proof by induction on x: $\text{rev}(\text{append}(\text{cons}(e, \text{xc1}), y)) = \text{append}(\text{rev}(y), \text{rev}(\text{cons}(e, \text{xc1})))$

Added hypothesis theoremInductHyp.2 to the system.

Suspending proof of level 4 subgoal 2 (induction step) for proof by induction on x

Proving LSL Properties (Contd'5)



LP0.1.32: % We need another lemma (the associativity of append)

LP0.1.35: prove $\text{append}(\text{append}(x, y), z) = \text{append}(x, \text{append}(y, z))$ by induction on x

Attempting to prove level 5 lemma theorem.3:

$\text{append}(\text{append}(x, y), z) = \text{append}(x, \text{append}(y, z))$

Creating subgoals for proof by structural induction on 'x'

Basis subgoal:

Subgoal 1: $\text{append}(\text{append}(\text{null}, y), z) = \text{append}(\text{null}, \text{append}(y, z))$

Induction constant: xc2

Induction hypothesis:

theoremInductHyp.3: $\text{append}(\text{append}(xc2, y), z) = \text{append}(xc2, \text{append}(y, z))$

Induction subgoal:

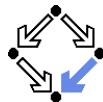
Subgoal 2: $\text{append}(\text{append}(\text{cons}(e, xc2), y), z)$
 $= \text{append}(\text{cons}(e, xc2), \text{append}(y, z))$

Attempting to prove level 6 subgoal 1 (basis step) for proof by induction on x

Level 6 subgoal 1 (basis step) for proof by induction on x

[] Proved by normalization.

Proving LSL Properties (Contd'6)



Attempting to prove level 6 subgoal 2 (induction step) for proof by induction on x

Added hypothesis theoremInductHyp.3 to the system.

Level 6 subgoal 2 (induction step) for proof by induction on x

[] Proved by normalization.

Level 5 lemma theorem.3

[] Proved by structural induction on 'x'.

Attempting to prove level 4 subgoal 2 (induction step) for proof by induction on x : $\text{rev}(\text{append}(\text{cons}(e, \text{xc1}), y)) = \text{append}(\text{rev}(y), \text{rev}(\text{cons}(e, \text{xc1})))$

Current subgoal:

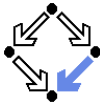
$$\begin{aligned} & \text{append}(\text{append}(\text{rev}(y), \text{rev}(\text{xc1})), \text{cons}(e, \text{null})) \\ & = \text{append}(\text{rev}(y), \text{append}(\text{rev}(\text{xc1}), \text{cons}(e, \text{null}))) \end{aligned}$$

Level 4 subgoal 2 (induction step) for proof by induction on x

[] Proved by normalization.

Level 3 lemma theorem.2: $\text{rev}(\text{append}(x, y)) = \text{append}(\text{rev}(y), \text{rev}(x))$

[] Proved by structural induction on 'x'.



Proving LSL Properties (Contd'7)

Attempting to prove level 2 subgoal 2 (induction step) for proof by induction on x: $\text{rev}(\text{rev}(\text{cons}(e, xc))) = \text{cons}(e, xc)$

Current subgoal: $\text{rev}(\text{append}(\text{rev}(xc), \text{cons}(e, \text{null}))) = \text{cons}(e, xc)$

Level 2 subgoal 2 (induction step) for proof by induction on x

[] Proved by normalization.

Conjecture theorem.1: $\text{rev}(\text{rev}(x)) = x$

[] Proved by structural induction on 'x'.

LP0.1.36: qed

All conjectures have been proved.

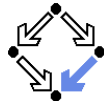
The Java Modeling Language



- Behavioral interface specification language for Java.
 - Gary T. Leavens et al., Iowa State University, since 1999.
 - <http://www.jmlspecs.org>
- Fully embedded into the Java language.
 - No separation between shared layer and interface layer anymore.
 - All specifications expressed in (an extended version of) Java.
- Considerable community support.
 - `jml`: syntax and type checking.
 - `jmldoc`: document generation.
 - `JMLEclipse`: plugin for the Eclipse IDE.
 - `ESC/Java2`: extended static checking of JML specifications.

Java programmer needs not learn a new expression language, but distinction between model and representation gets blurred.

A Stack Model

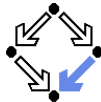


```
public /*@ pure @*/ class IntStackModel
{
    // IntStackModel() is default constructor

    /*@ public model boolean isempty();
    /*@ public model IntStackModel push(int e);
    /*@ public model int top();
    /*@ public model IntStackModel pop();

    /*@ public invariant
    @ (\forall IntStackModel s, s2; s != null;
    @   (\forall int e, e2; ;
    @     !new IntStackModel().equals(s.push(e)) &&
    @     (s.push(e).equals(s2.push(e2)) ==> s.equals(s2) && e == e2) &&
    @     new IntStackModel().isempty() &&
    @     !s.push(e).isempty() &&
    @     e == s.push(e).top() &&
    @     s.equals(s.push(e).pop()));
    @*/
}
```


A Stack Implementation



```
public class IntStack // "IntStack.jml"
{
  /*@ public model
   @ non_null IntStackModel stackM;
   @ public initially stackM.isempty();
   @
   @ represents stackM <- toModel();
   @ public model
   @ pure IntStackModel toModel(); @*/

  /*@ public normal_behavior
   @ assignable stackM;
   @ ensures stackM.isempty(); @*/
  public IntStack();

  /*@ public normal_behavior
   @ assignable \nothing;
   @ ensures \result <==> stackM.isempty(); @*/
  public /*@ pure @*/ boolean isempty();

  /*@ public normal_behavior
   @ assignable stackM;
   @ ensures stackM ==
   @   \old(stackM.push(e)); @*/
  public void push(int e);

  /*@ public normal_behavior
   @ requires !stackM.isempty();
   @ assignable stackM;
   @ ensures \result ==
   @   \old(stackM.top())
   @   && stackM ==
   @   \old(stackM.pop()); @*/
  public int pop(int e);
}
```

See course on “Formal Methods in Software Development”.