ADVANCED SOFTWARE ENGINEERING: Verified Software Development with B-Method

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Contents

About

This Course

B-Method

This Course

- Advanced software engineering:
  Verified Software Development with the B-Method
- A practical introduction to the formal software developments
  - specification,
  - verification,
  - refinement
- On an example from the railway domain
- Evaulation
  - on the basis of practical tasks elaboration
  - during the course

This Course :: Downloads

- Book chapter
  - https://doi.org/10.1007/978-3-031-42833-3_4
- Course package
  - https://hron.fei.tuke.sk/~korecko/VVS/coursePackage.zip
- BKPI Compiler
  - https://hron.fei.tuke.sk/~korecko/VVS/BKPICompiler.zip
- TS2JavaConn/TrainDirector Toolset
  - https://hron.fei.tuke.sk/~korecko/VVS/allInOneTDTS2J.zip
- Atelier B
  - https://www.atelierb.eu/en/download/
- Java JDK
  - https://www.oracle.com/java/technologies/downloads/

B-Method

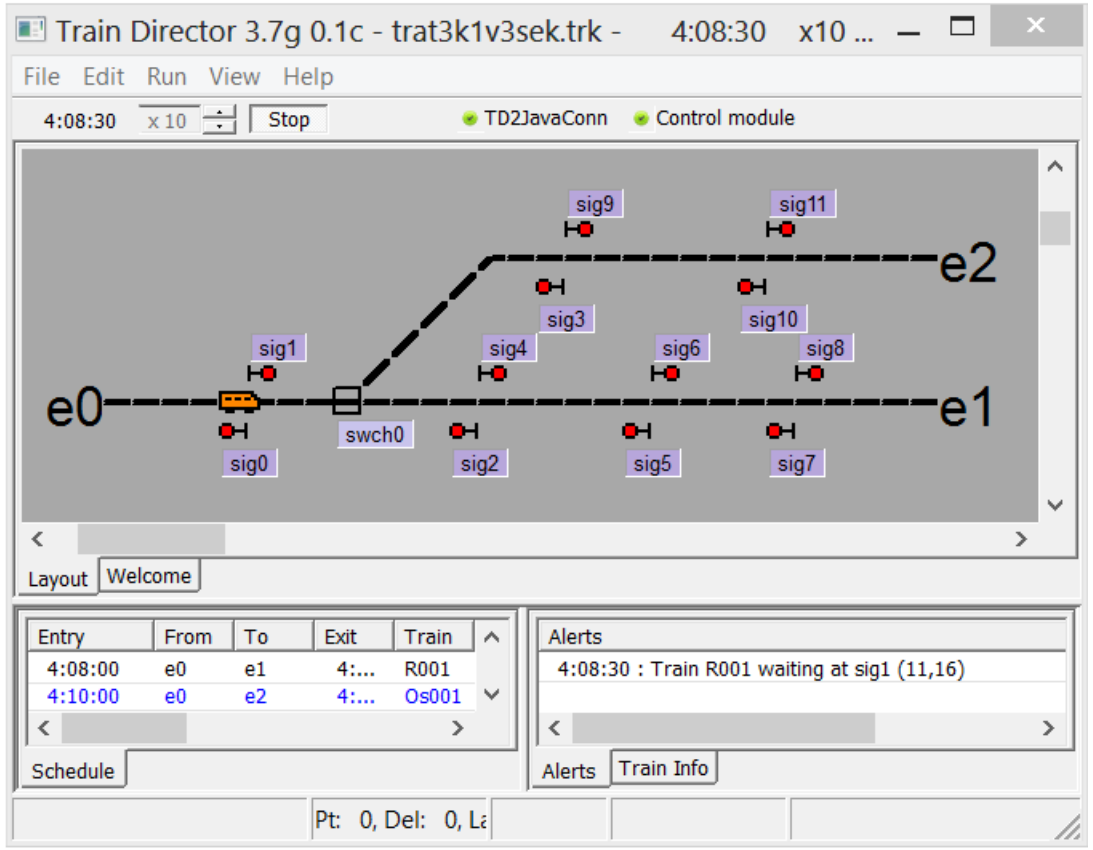
- State based, model-oriented
- For software development
- Based on
  - Zermelo-Fraenkel set theory
  - Dijkstra's weakest precondition calculus
- Sophisticated development process
  - abstract formal specification -> implementation (code)
  - proof of correctness
- Specification components = B-machines (refinements, implementations)
  - Concept: close to class in OOP
  - state variables + invariant (restricts the variables) + operations (modify the variables) + constants, sets ...
- Online B-Method course
  - https://mooc.imd.ufrn.br/course/the-b-method

TS2JavaConn/TrainDirector Toolset

- Train Director
- TS2JavaConn
- How it works
- Scenarios for the course

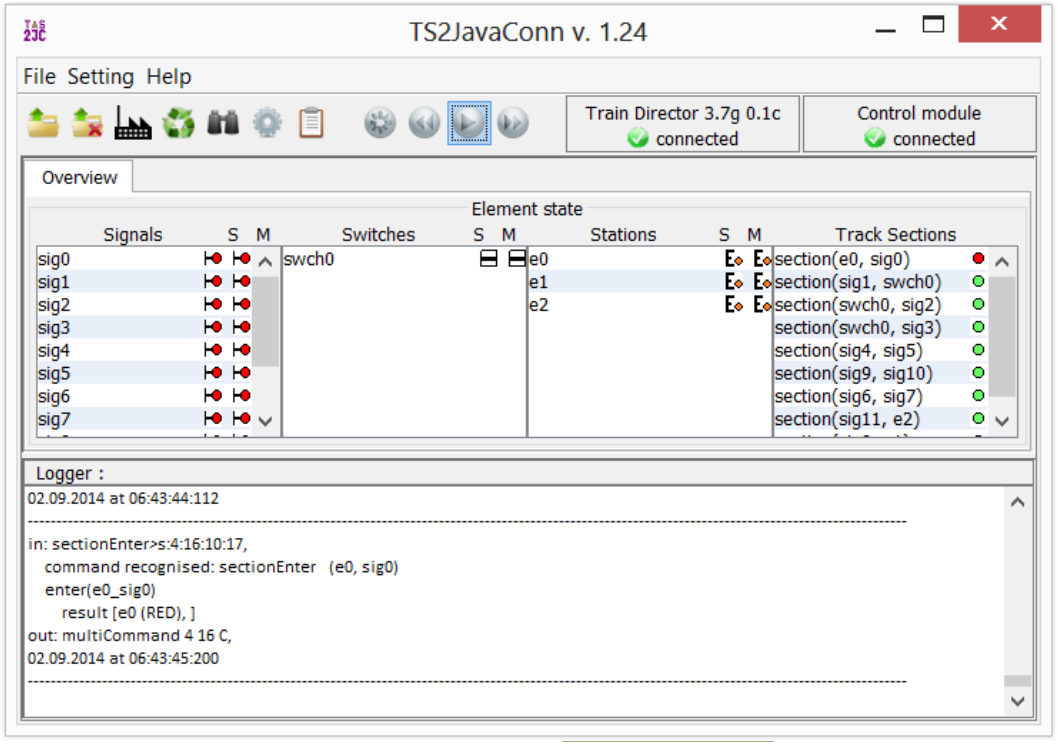
Train Director

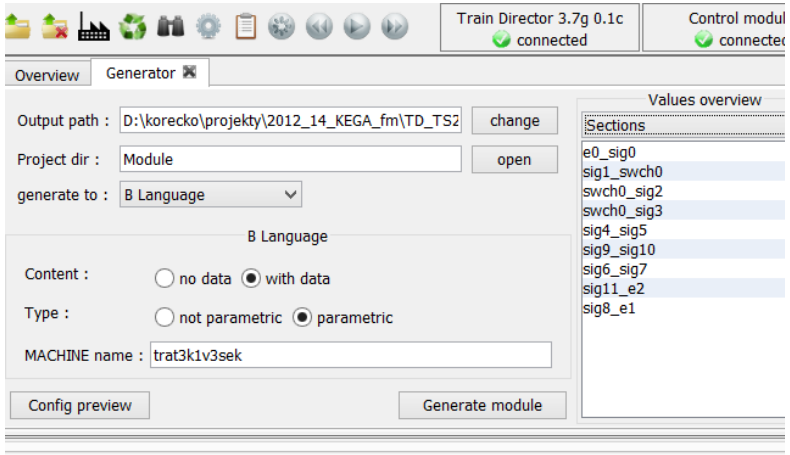
- Centralised traffic control simulator
- Modified by us
  - Enhanced communication interface
  - Internal logic disabled
- to create and simulate scenarios
  - layout + schedule



TS2JavaConn

- Communication between Train Director and control modules
- Generation of control module templates
  - Java, B language, Perfect





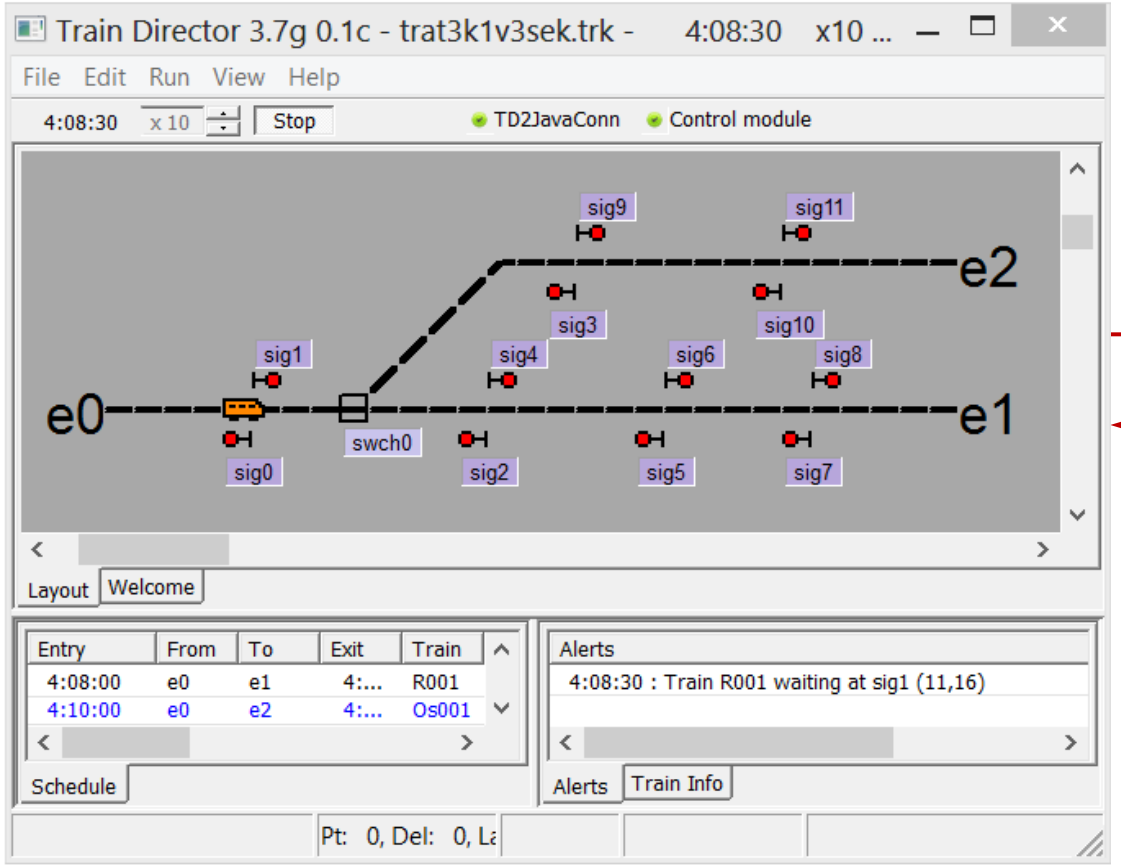
Control module

- reactive system
- Java application (developed using FM) + configuration file

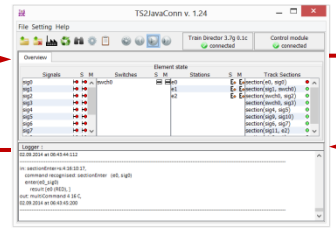
- getters
  - signals, switches, (sections)
- methods responding to events from TD
    - requestEnter
    - requestGreen
    - sectionLeave
    - sectionEnter

How it works

Train Director



TS2JavaConn

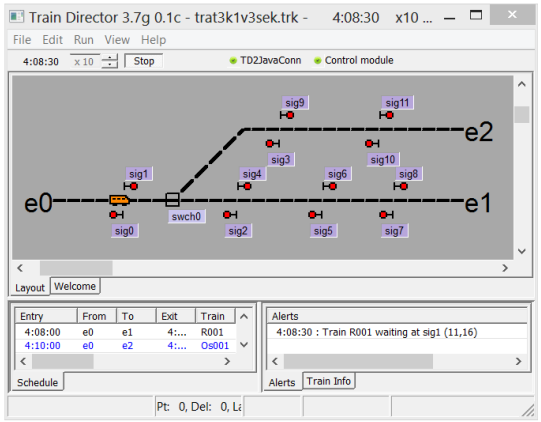


Control module

```
public class Controller3way3secTr {
…
 public Controller3way3secTr() {
this.trN = new CntrlSimpleTrack(1);
this.trD = new CntrlSimpleTrack(2);
this.trS = new CntrlSimpleTrack(3);
this.cntrl3waytrack = new
Cntrl3WayTrack();   }
…
```

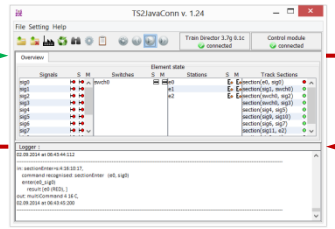
How it works

Train Director



requestGreen
sig1, e1, R001

TS2JavaConn



Control module

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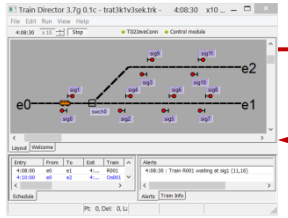
Cntrl3WayTrack();   }
…
```

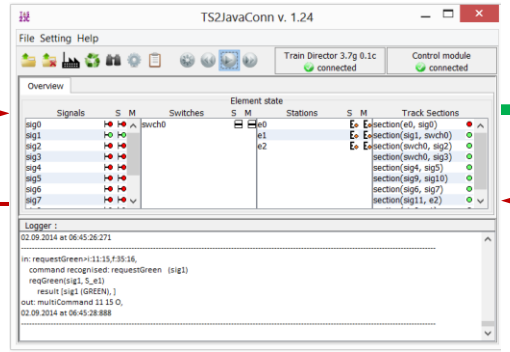
How it works

TS2JavaConn

Train Director



requestGreen
sig1, e1, R001



reqGreen(sig1,S_e1)

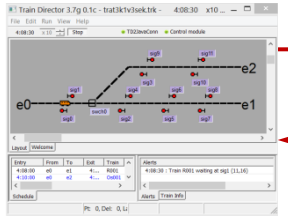
Control module

```
public class Controller3way3secTr {
…
 public Controller3way3secTr() {
this.trN = new CntrlSimpleTrack(1);
this.trD = new CntrlSimpleTrack(2);
this.trS = new CntrlSimpleTrack(3);
this.cntrl3waytrack = new
Cntrl3WayTrack();   }
…
```

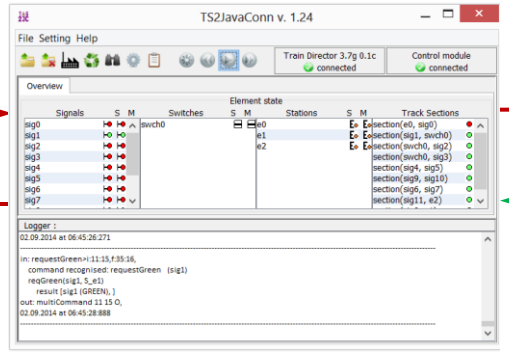
```
entryIndexStationName=S_%name%
requestGreen=reqGreen
requestGreenParams=%SIGNALS%,%STATIONS.f%
```

How it works

Train Director



TS2JavaConn



reqGreen(sig1,S_e1)

1←getSig(sig1)

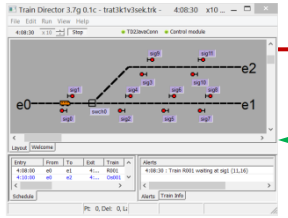
Control module

```
public class Controller3way3secTr {
…
public Integer
getSig(Controller3way3secTr.SIGNALS sg)
…
public Integer
getSwch(Controller3way3secTr.SWITCHES sw)
…
public void
reqGreen(Controller3way3secTr.SIGNALS sg_data,
Controller3way3secTr.STATIONS st) {
```

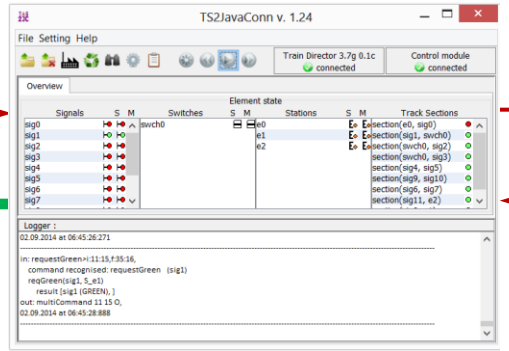
sigState=%int%
sigIndex=SIGNALS
getSignalNames=getSig
getSignalParams=%SIGNALS

How it works

Train Director



TS2JavaConn



multiCommand
11 15 O

Control module

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this.trS = new CntrlSimpleTrack(3);
this.cntrl3waytrack = new
Cntrl3WayTrack();    }
…
```
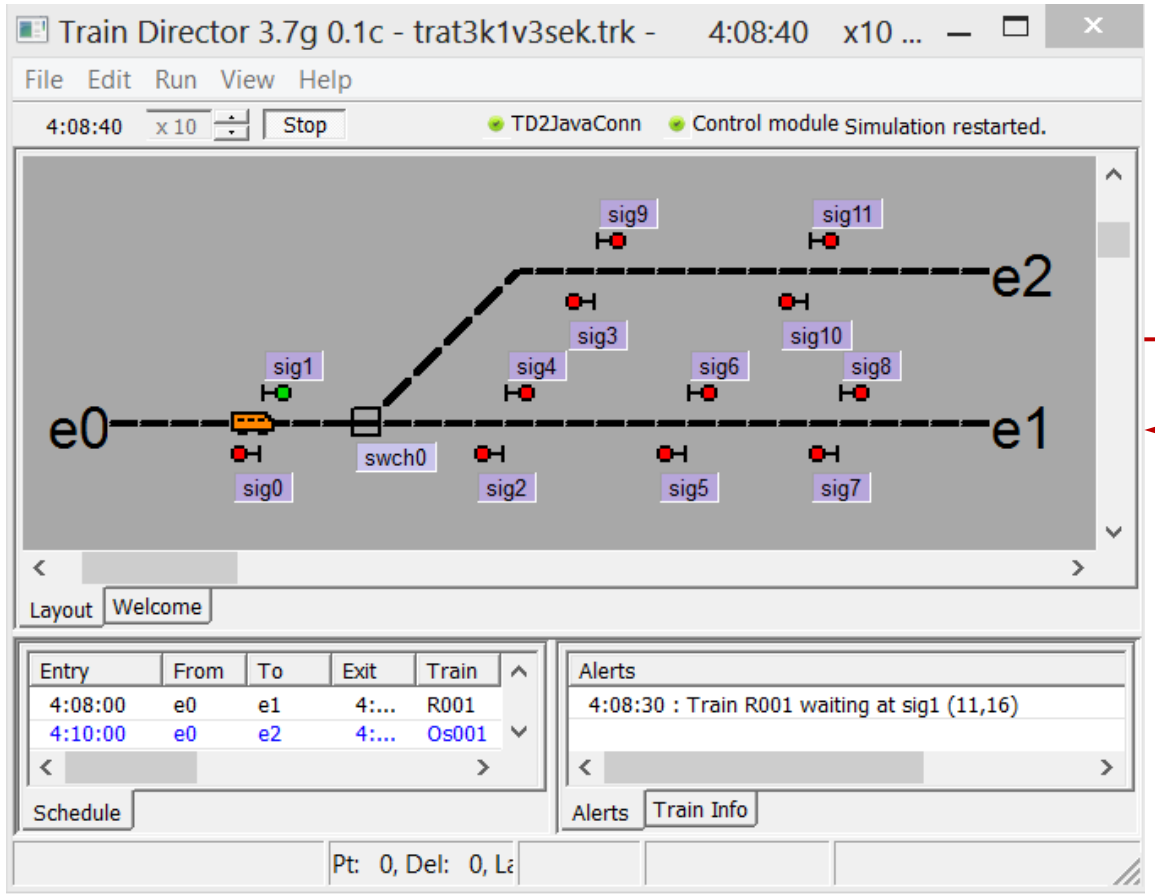

1←getSig(sig1)

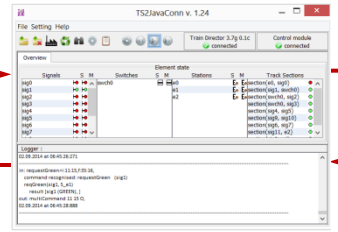
sigState=%int%
signalGreenState=1
sigIndex=SIGNALS

How it works

Train Director



TS2JavaConn



Control module

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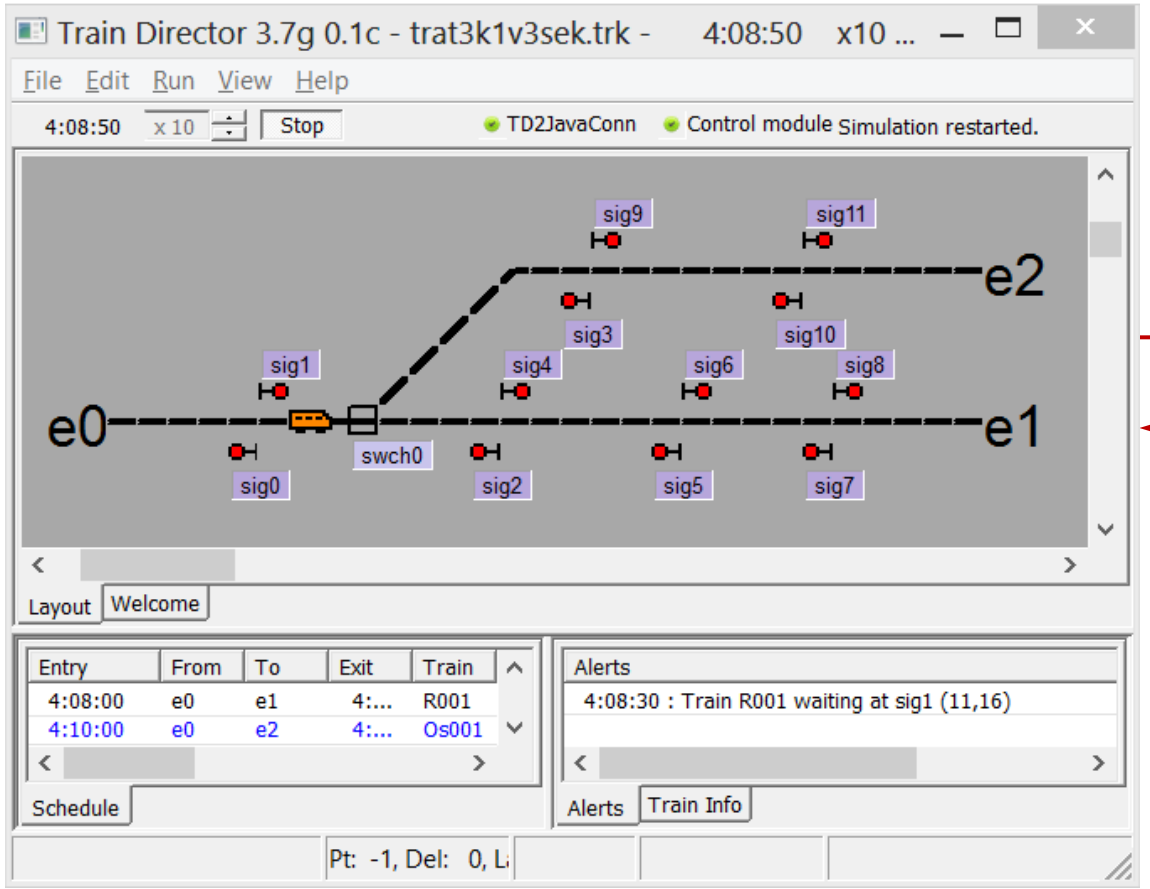
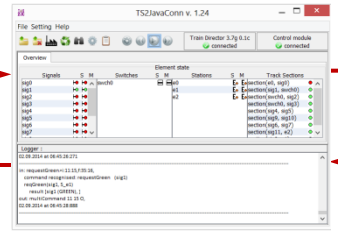
```

How it works

Train Director



TS2JavaConn



Control module

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this.cntrl3waytrack = new
Cntrl3WayTrack();   }
…
```
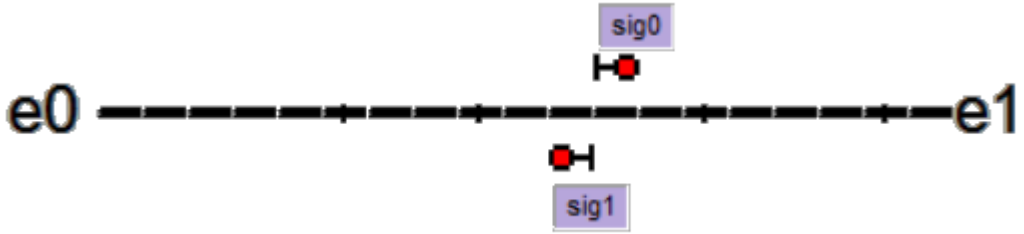
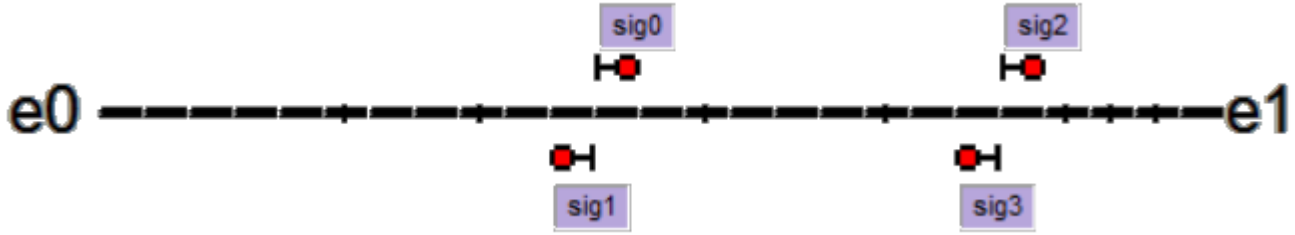

Our scenarios

- route2sec/route2sec_deadlck




```
|-- e0_sig1 ------||- sig0_e1 --|
```

- route3sec/route3sec_deadlck



- `|-- e0_sig1 -------||- sig0_sig3-||-sig2_e1-|`

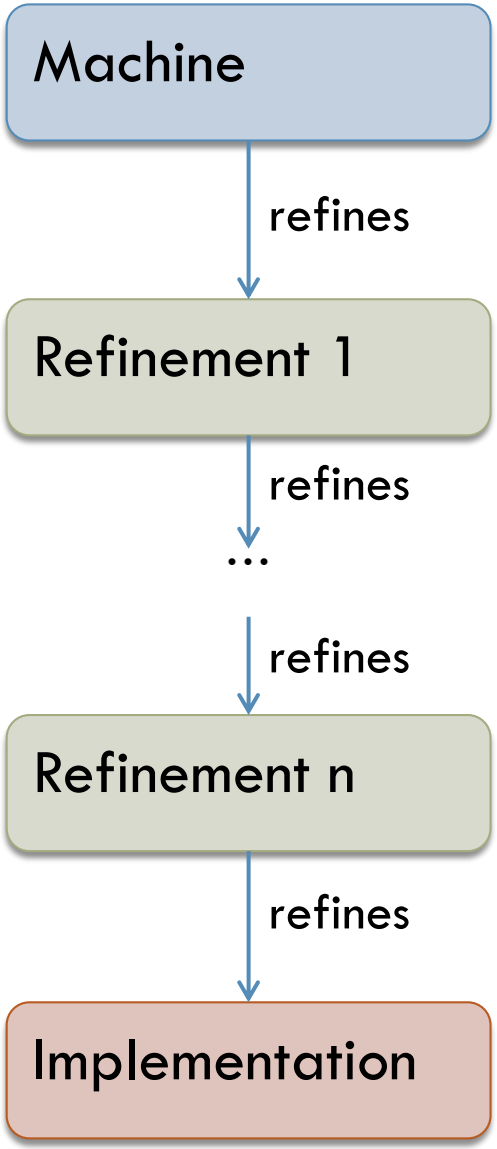
Formal Specification and Verification in B-Method

Development process

B-language

B-machine

Development in B-method



B-language

- Expressions and Predicates
  - mathematical notation
  - based on first-order logic and Zermelo-Fraenkel set theory
- Operations
  - Generalized Substitution Language (GSL)
  - based on E.W. Dijkstra's Guarded commands and Weakest Precondition Calculus
- Documentation supplied with Atelier-B
  - **B Language Reference** Manual
    - Detailed description
  - B Lanugage Keywords and Operators (**B Symbols**)
    - ASCII vs. mathematical notation

GS :: Syntax

GS	meaning of GS
skip	Empty GS (do nothing).
x := e	Assignment of value of expression e to variable x.
S_1 ; S_2	Sequential composition (do GS S_1, then GS S_2).
S_1 || S_2	Parallel composition (do S_1 and S_2 at once).
PRE E THEN S_1 END	If predicate E holds, do S_1. Otherwise, do anything.
SELECT E THEN S_1 END	If E holds, do S_1. Otherwise, do not execute.
IF E THEN S_1 ELSE S_2 END	If E holds, do S_1. Otherwise, do S_2.

(selected)

GS :: Semantics

$[skip]P$	$= P$
$[x := e]P$	$= P[x:=e]$
$[PRE\ E\ THEN\ S\ END\ ]P$	$= E \wedge [S]P$
$[SELECT\ E\ THEN\ S\ END\ ]P$	$= E \Rightarrow [S]P$
$[S_1 ; S_2\ ]P$	$= [S_1][S_2]P$
$[IF\ E\ THEN\ S_1\ ELSE\ S_2\ END\ ]P$	$= (E \Rightarrow [S_1]P) \wedge (\neg E \Rightarrow [S_2]P)$

(selected)

GS :: Semantics of Simultaneous Substitution

skip || T	= T	
x := E || y := F	= x, y := E, F	
(PRE P THEN S END) || T	= PRE P THEN S || T END	
(SELECT E THEN S END) || T	= SELECT E THEN S || T END	(*)
(IF E THEN S_1 ELSE S_2 END) || T	= IF E THEN S_1 || T ELSE S_2 || T END	(**)

(*) holds if S always terminates.
(*) holds if S_1 and S_2 always terminate.

(selected)

B-machine :: Syntax

```
MACHINE M(p)
CONSTRAINTS C
SETS St
CONSTANTS k
PROPERTIES Bh
VARIABLES v
DEFINITIONS D
INVARIANT I
INITIALISATION T
OPERATIONS
  y←op(x) =
   PRE P THEN S END
  …
END
```

- VARIABLES is ABSTRACT_VARIABLES
  - we can also have CONCRETE_VARIABLES
- CONSTANTS is CONCRETE_CONSTANTS
  - we can also have ABSTRACT_CONSTANTS

Task 1: Machine Specification

1. Get familiar with the B-machine `route2sec.mch` from
   - in `\controllers\route2sec\B` in the course package

route2sec.mch

2. Create a new B-machine `route3sec.mch` for the scenario `route3sec`
   - in `scenarios` in the course package

route3sec.mch

- Do the steps in separate Atelier B projects.
- Don´t forget about the **safety properties.**

B-machine :: Proof Obligations

```
MACHINE M(p)
CONSTRAINTS C
SETS St
CONSTANTS k
PROPERTIES Bh
VARIABLES v
DEFINITIONS D
INVARIANT I
INITIALISATION T
OPERATIONS
  y←op(x) =
   PRE P THEN S END
  …
END
```

- Initialisation establishes the invariant
  - $(C \wedge Bh) \Rightarrow [T]\, I$
- Each operation preserves the invariant
  - $(C \wedge Bh \wedge I \wedge P) \Rightarrow [S]\, I$

(selected, simplified)

Task 2: Machine Verification

1. Prove both `route2sec.mch` and `route3sec.mch` in Atelier B.

2. Do the proof obligation for one of the `reqGreen` operations manually.

route2sec.mch

route3sec.mch

Verified Refinement

Implementation

GS allowed in components

Refinement proof obligations

From machine to Implementation

```
MACHINE M(p)
CONSTRAINTS C
SETS St
CONSTANTS k
PROPERTIES Bh
VARIABLES v
DEFINITIONS D
INVARIANT I
INITIALISATION T
OPERATIONS
  y←op(x) =
   PRE P THEN S END
  …
END
```

```
IMPLEMENTATION M_i(p)
REFINES M
SETS St1
CONCRETE_CONSTANTS k1
VALUES Vk1
PROPERTIES Bh1
VARIABLES w
DEFINITIONS D1
INVARIANT J
INITIALISATION T1
OPERATIONS
  y←op(x) =
   BEGIN S1 END
  …
END
```

GS in components

GS	Machine	Refinement	Implementation
skip	yes	yes	yes
x := e	yes	yes	yes
S_1 ; S_2	no	yes	yes
S_1 || S_2	yes	yes	no
PRE E THEN S_1 END	yes	yes	no
SELECT E THEN S_1 END	yes	yes	no
IF E THEN S_1 ELSE S_2 END	yes	yes	yes
WHILE E DO S … END	no	no	yes

(selected)

Refinement Proof Obligations

```
MACHINE M(p)
CONSTRAINTS C
PROPERTIES Bh
VARIABLES v
INVARIANT I
INITIALISATION T
OPERATIONS
  y←op(x) =
   PRE P THEN S END
END
```

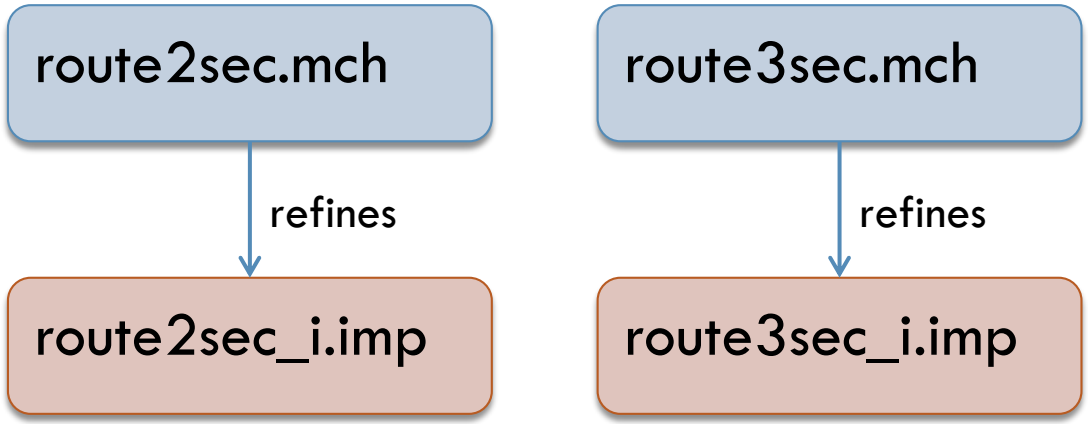
```
IMPLEMENTATION M_i(p)
PROPERTIES Bh1
VARIABLES w
INVARIANT J
INITIALISATION T1
OPERATIONS
  y←op(x) =
   BEGIN S1 END
  …
END
```

- Initialisation establishes the invariant
  - $(C \wedge Bh \wedge Bh1\ ) \Rightarrow [T1]\ (\neg([T] \neg J))$
- Each operation preserves the invariant
  - $(C \wedge Bh \wedge Bh1 \wedge I \wedge J \wedge P\ ) \Rightarrow [S1']\neg([S] \neg\ (J \wedge y'=y)))$

(selected, simplified)

Task 3: Machine Refinement

1. Get familiar with the implementation `route2sec_i.imp`.
   - in `\controllers\route2sec\B` in the course package
2. Refine the B-machine `route3sec.mch` for the scenario `route3sec` in a similar way.
   - in `scenarios` in the course package
3. Verify the implementation.
4. Compile the implementation with BKPI Compiler and try with TS2JavaConn/TrainDirector

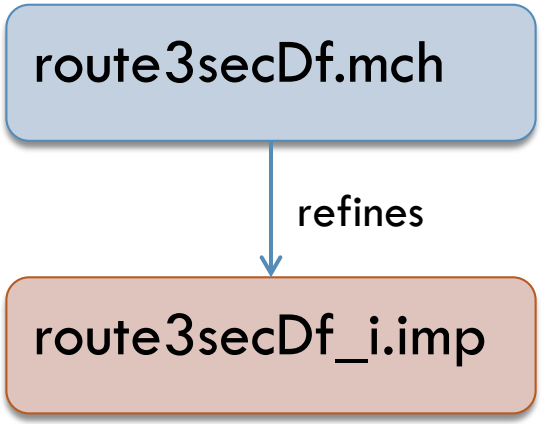


Task 4: Deadlock Free Controller

1. Specify and verify a deadlock free version of the controller for the scenarios `route3sec` and `route3sec_deadlck`.

2. Refine it to an implementation and verify the implementation.

3. Compile the implementation with BKPI Compiler and try with TS2JavaConn/TrainDirector



Modular Specification

…

Composition Mechanisms

- To access one component from another
- Only machines can be accessed

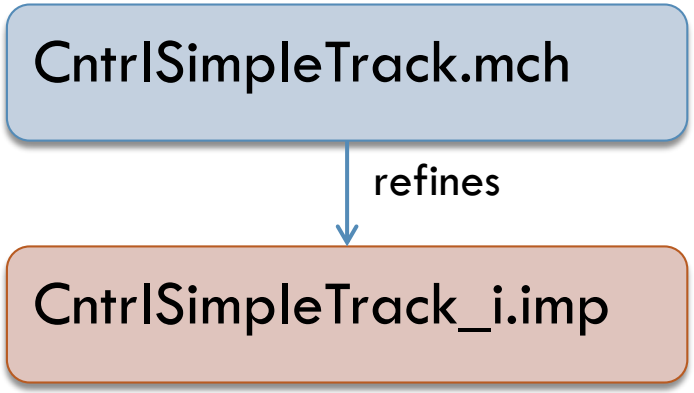
Mech.	Access type
SEES	Read only to data elements. Seen variables cannot be used in I of the seeing component. Getter operations can be called.
USES	Read only but the used variables are allowed in the using invariant
INCLUDES	Read/white. *Promoted* operations become operations of the including component
EXTENDS	INCLUDES with all operations promoted.
IMPORTS	As INCLUDES, but in implementations

Composition Mechanisms Usability

Mechanism	Machine	Refinement	Implementation
SEES	yes	yes	yes
USES	yes	no	no
INCLUDES	yes	yes	no
EXTENDS	yes	yes	no
IMPORTS	no	no	yes

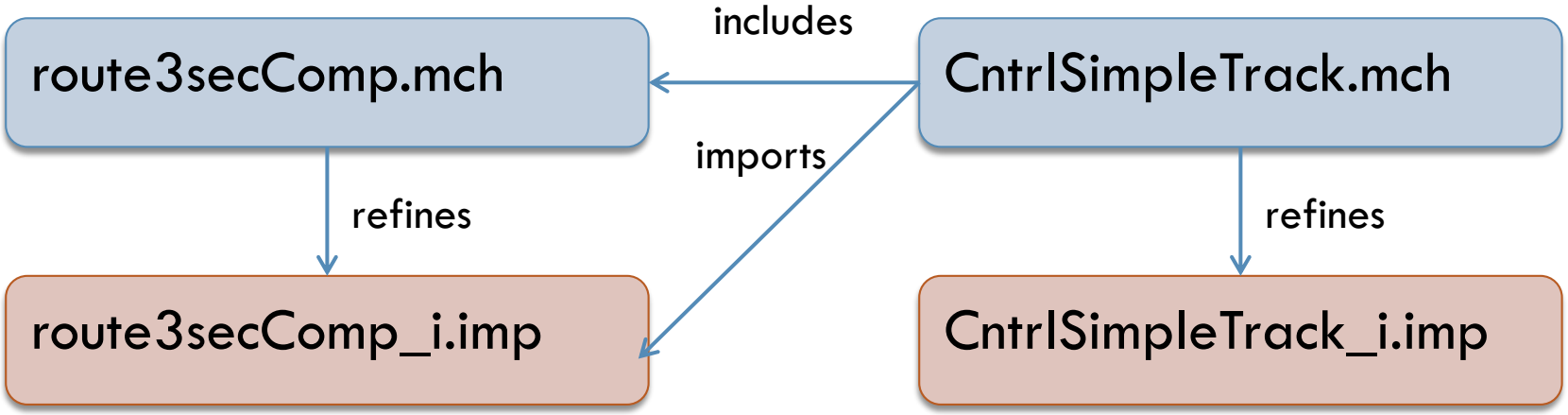
Task 5: Universal Controller

1. Specify, refine and verify a universal version controller component for a straight track of n sections.
   - It should use
     - `1` instead of `green`
     - `0` instead of `red`
     - `0` instead of `free`
     - `1` instead of `occup`
   - Number of sections is given as its parameter `length`
   - partial specification is in `\controllers\route3secComp\B` in the course package



Task 6: Universal Controller for route3sec

1. Use the developed universal controller to control the scenario `route3sec`.



On TS2JavaConn / TD / OR

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(draft version available **here**).

- Korečko, Š., Sorád, J., Dudláková, Z., Sobota, B. (2014, September). A toolset for support of teaching formal software development.
In *International Conference on Software Engineering and Formal Methods* (pp. 278-283). Springer

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- Korečko, Š. (2023). Utilizing Rail Traffic Control Simulator in Verified Software Development Courses. In: Porkoláb, Z., Zsók, V. (eds) Composability, Comprehensibility and Correctness of Working Software. CEFP 2019. Lecture Notes in Computer Science, vol 11950. Springer, Cham. https://doi.org/10.1007/978-3-031-42833-3_4