Software Abstractions

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Introduction

- Software development is difficult.
- Choosing correct abstractions to base your design around is a tricky process.
- Simple and robust designs can turn out to be incoherent and even inconsistent when you come to implement them.
Abstraction

- Software is built on abstractions.
- Abstraction is a way of hiding details in order to make it easier to see the big picture model.
- Good abstraction will generalize that which can be made abstract while allowing specificity where abstraction doesn't work.
- Abstraction programming is the process of identifying common patterns that have systematic variations.
Formal Specification

- An approach to attack the design of abstraction.
- Describes what the system should do.
- Uses of notations for ease of expression and exploration.
- These notations are precise, expressive, and unambiguous.
- Given a specification, it is possible to use formal verification techniques to demonstrate that a candidate system design is correct.
Alloy

- A language and software modeling approach.
- Based on formal specification with features for fully automated analysis.
- Designed by the Software Design Group at MIT lead by Professor Daniel Jackson in 1997.
Why Alloy?

- The ability for incremental analysis.
- High performance and scalability.
- Applied to many fields including scheduling, cryptography and instant messaging.
Alloy: Main Features

- Alloy is a lightweight modelling language for software design.
- It is amenable to a fully automatic analysis.
- Using the Alloy Analyzer, it provides a visualizer for making sense of solutions and counterexamples it finds.
- The key elements of the approach are: logic, language, and analysis.
Alloy: Key Elements

- Alloy = logic + language + analysis

- logic
  - first order logic + relational calculus

- language
  - syntax for structuring specifications in the logic

- analysis
  - bounded exhaustive search for counterexample to a claimed property using SAT
Logic

- The logic provides the building blocks of the language.
  - Structures are represented as relations.
  - Structural properties are expressed with a few simple and powerful operators.
  - States and conditions are described using formulas called constraints
Logic: relations of atoms

- Atoms are Alloy's primitive entities
  - indivisible, immutable, uninterpreted
- Relations associate atoms with one another
  - set of tuples, tuples are sequences of atoms
- Every value in Alloy logic is a relation!
  - relations, sets, scalars all the same thing
Language

- The language adds a small amount of syntax to the logic for structuring descriptions.
- Supports classification and incremental refinement with a flexible type system.
Analysis

- The analysis brings software abstractions to life.
- A form of constraint solving.
  - Simulation involves finding instances of states that satisfy a given property.
  - Checking involves finding a counterexample—an instance that violates a given property.
  - The search for instances is specified by a scope.
Example: Hotel Room Locking

- Most hotels now issue disposable room keys.
- All rooms have recodable locks.
- A new key is issued to a new occupant which recodes the lock so the previous keys will no longer work.
Example: Hotel Room Locking

- To represent the key generators:
  - Declare signatures for the keys and time instants:
    
    ```
    sig Key {}
    sig Time {}
    ```
  
  - A signature defines the vocabulary for the model.
  - When you declare a signature, you are defining an atom.
Example: Hotel Room Locking

- To represent the key generators:
  - Each room has a set of keys, a current key at a given time:

    ```
    sig Room {
        keys: set Key,
        currentKey: keys one -> Time
    }
    ```
Example: Hotel Room Locking

- To represent the key generators:

  - No key belongs to more than one room lock:

  ```
  fact DisjointKeySets{
    Room <: keys : Room lone -> Key
  }
  ```
Example: Hotel Room Locking

- To represent the key generators:
  - The front desk is a singleton signature, that groups two relations:
    - \textit{Lastkey} maps a room to the last key, and
    - \textit{Occupant} maps a room to the guest.

\begin{verbatim}
one sig FrontDesk {
  lastKey: (Room -> lone Key) -> Time,
  occupant: (Room -> Guest) -> Time
}
\end{verbatim}
Example: Hotel Room Locking

To represent the key generators:

- A guest holds a set of keys at a given time:

  \texttt{sig Guest \{}
  
  keys: Key -> Time
  
  \}

Example: Hotel Room Locking

- To generate the successor key:
  
  ```
  fun nextKey (k: Key, ks: set Key): set Key {
    min [k.nexts & ks]
  }
  ```
Example: Hotel Room Locking

- The model diagram of the declaration:

```
Room
  <FrontDesk>.lastKey.<Time>?
  currentKey.<Time>!
  <FrontDesk>.occupant.<Time>

Key
  ? keys
  keys.<Time>

Guest
  <FrontDesk>.lastKey.<Time>?
  <FrontDesk>.occupant.<Time>
```
Example: Hotel Room Locking

- Hotel Operations:
  - In the initial state, no guests hold keys

```plaintext
pred init [t: Time] { 
    no Guest.keys.t 
    no FrontDesk.occupant.t 
    all r: Room | FrontDesk.lastKey.t [r] = r.currentKey.t 
}
```
Example: Hotel Room Locking

- Hotel Operations:
  - Checking out requires that the room be occupied by the guest.

```plaintext
pred checkout [t, t': Time, g: Guest] {
  let occ = FrontDesk.occupant {
    some occ.t.g
    occ.t' = occ.t - Room ->g
  }
  FrontDesk.lastKey.t = FrontDesk.lastKey.t'
  noRoomChangeExcept [t, t', none]
  noGuestChangeExcept [t, t', none] }
```
Example: Hotel Room Locking

- Hotel Operations:

Checking in requires that the room have no current occupant.

\[
\text{pred checkin } [t, t': \text{ Time}, g: \text{ Guest}, r: \text{ Room}, k: \text{ Key}] \{ \\
g.\text{keys}.t' = g.\text{keys}.t + k \\
\text{let occ = FrontDesk.occupant } \{ \\
\text{no occ.t } [r] \\
\text{occ.t'} = \text{occ.t} + r \rightarrow g} \\
\text{let lk = FrontDesk.lastKey } \{ \\
lk.t' = lk.t ++ r \rightarrow k \\
k = \text{nextKey } [lk.t [r], r.\text{keys}] \\
\text{noRoomChangeExcept } [t, t', \text{none}] \\
\text{noGuestChangeExcept } [t, t', g]}
\]
Example: Hotel Room Locking

- Analysis:
  - Check that no unauthorized entries can occur.

```assert NoBadEntry {
    all t: Time, r: Room, g: Guest, k: Key |
    let t' = t.next, o = FrontDesk.occupant.t[r] |
    entry [t, t', g, r, k] and some o => g in o
```
module chapters6/hotel4 --- model in Fig 6.10 with the Nonintervening fact

open url/ordering[Time] as to
open url/ordering[Key] as ko

sig Key, Time {}

sig Room {
    keys set Key
    currentKey, keys one -> Time
}

fact {
    Room <= keys in Room lone -> Key
}

one sig FrontDesk {
    lastKey (Room -> lone Key) -> Time,
    occupant (Room -> Guest) -> Time
}

sig Guest {
    keys Key -> Time
}

fun nextKey[k: Key, ks: set Key]: set Key {
    min [keys & ks]
}

pred int [it Time] {
    no Guest/KeyEvent
}
Warning: Alloy4 defaults to SAT4J since it is pure Java and very reliable. For faster performance, go to Options menu and try another solver like MiniSat. If these native solvers fail on your computer, remember to change back to SAT4J.

Executing "Check NoBadEntry for 5 but 3 Room, 3 Guest, 9 Time, 8 Event"
Solver=sat4j Btwidth=4 MaxSeq=5 SkolemDepth=1 Symmetry=20
25769 vars 843 primary vars 67964 clauses 2196ms.
No counterexample found. Assertion may be valid. 37265ms.

Executing "Check NoBadEntry for 5 but 3 Room, 3 Guest, 9 Time, 8 Event"
Solver=sat4j Btwidth=4 MaxSeq=5 SkolemDepth=1 Symmetry=20
25769 vars 843 primary vars 67964 clauses 1273ms.
No counterexample found. Assertion may be valid. 36960ms.

Executing "Check NoBadEntry for 3 but 2 Room, 2 Guest, 5 Time"
Solver=sat4j Btwidth=4 MaxSeq=3 SkolemDepth=1 Symmetry=20
3581 vars 157 primary vars 5178 clauses 297ms.
No counterexample found. Assertion may be valid. 52ms.

Executing "Check NoBadEntry for 3 but 2 Room, 2 Guest, 5 Time"
Solver=sat4j Btwidth=4 MaxSeq=3 SkolemDepth=1 Symmetry=20
2848 vars 157 primary vars 5159 clauses 231ms.
Counterexample found. Assertion is invalid. 105ms.
Conclusion

- The Alloy language provides an automated and visual interface for formal specification.
- Alloy is a relation based modelling notation.
- It’s syntax and semantics is easy.
- The automatic analysis is a great aid for developers.
Reference