

CS:5810 Formal Methods in Software Engineering

Reactive Systems and the Lustre Language¹ Part 3

Adrien Champion Cesare Tinelli

¹Copyright 2015-22, Adrien Champion and Cesare Tinelli, the University of Iowa. These notes are copyrighted materials and may not be used in other course settings outside of the University of Iowa in their current form or modified form without the express written permission of one of the copyright holders. During this course, students are prohibited from selling notes to or being paid for taking notes by any person or commercial firm without the express written permission of one of the copyright holder.

Introduction to contract-based compositional reasoning and its advantages

Introduction of new specification language aimed at facilitating

- modular development and
- compositional reasoning

Discussion of

- implementation in Kind 2 model checker
- examples of contract-based specifications

Compositional Reasoning: Assume-Guarantee Paradigm

Setting:

- (Reactive) system is composed of several components
- Every component is provided with its own **high-level** behavioral specification
- The high-level specification of a component $C[x, y]$ with inputs x and outputs y is provided by a **contract**:
 - a set $\mathcal{A}[x, y]$ of **assumptions** on C 's current input and past I/O behavior
 - a set $\mathcal{G}[x, y]$ of **guarantees** on expected behavior, provided assumptions $\mathcal{A}[x, y]$ hold

Assume-Guarantee Reasoning (simplified form)

Def. C *respects* its contract $\langle \mathcal{A}, \mathcal{G} \rangle$ if all of its executions (i.e., traces) satisfy

$$\text{always } \mathcal{A} \Rightarrow \text{always } \mathcal{G}$$

Assume-Guarantee Reasoning (simplified form)

Def. C *respects* its contract $\langle \mathcal{A}, \mathcal{G} \rangle$ if all of its executions (i.e., traces) satisfy

$$\text{always } \mathcal{A} \Rightarrow \text{always } \mathcal{G}$$

Def. $C_1[x_1, y_1]$ *uses* $C_2[x_2, y_2]$ if it feeds C_2 some input i and reads the corresponding output in o

C_1 uses C_2 *safely* if C_1 's executions satisfy **always** $\mathcal{A}_2[i, o]$

Assume-Guarantee Reasoning (simplified form)

Def. C *respects* its contract $\langle \mathcal{A}, \mathcal{G} \rangle$ if all of its executions (i.e., traces) satisfy

$$\text{always } \mathcal{A} \Rightarrow \text{always } \mathcal{G}$$

Def. $C_1[x_1, y_1]$ *uses* $C_2[x_2, y_2]$ if it feeds C_2 some input i and reads the corresponding output in o

C_1 uses C_2 *safely* if C_1 's executions satisfy **always** $\mathcal{A}_2[i, o]$

Obs. If

- 1 C_1 uses C_2 safely and
- 2 C_2 respects its own contract $\langle \mathcal{A}_2, \mathcal{G}_2 \rangle$

then C_2 can be abstracted by $\mathcal{A}_2[i, o] \wedge \mathcal{G}_2[i, o]$ in C_1

CocoSpec: a Contract Language for Kind 2

An extension of Lustre with contracts

Objectives:

- follow **assume-guarantee** paradigm
- ease process of writing and reading formal specifications
- enable **modular** and **compositional** analysis
- facilitate automatic verification of specs
- improve feedback to user after analysis
- partition information for **specification-driven** test generation

Contract-based specification

A contract for a component C

- describes **declaratively** C 's **behavior** under some **assumptions**
- captures **requirements from specification** documents

Contract Example



stopwatch(`toggle`, `reset`: bool) \rightarrow `count`: int

Assumptions:

reasonable input $\neg(\text{reset} \wedge \text{toggle})$

Guarantees:

output range $\text{count} \geq 0$, initially 0 or 1

resetting reset implies `count` is 0

running $\neg\text{reset} \wedge \text{on}$ implies `count` increases by 1

stopped $\neg\text{reset} \wedge \neg\text{on}$ implies `count` does not change

Contract Example in Kind 2

```
node stopwatch(toggle, reset: bool) returns (c: int);
(*@contract
  var on: bool = toggle ->
    (pre on and not toggle) or (not pre on and toggle) ;

  assume not (reset and toggle) ;
  guarantee (0 <= c and c <= 1) -> 0 <= c ;

  guarantee reset => c = 0 ;
  guarantee (not reset and on) => c = (1 -> pre c + 1) ;
  guarantee (not reset and not on) => c = (0 -> pre c) ;
*)
let ... tel
```

Contracts as an Abstraction Mechanism

A component's contract is usually **simpler** than the component's definition

A contract is a **declarative over-approximation** of the component

Contracts enable **modular** and **compositional** analyses in alternative to a **monolithic** one

In compositional analyses we **abstract away** the complexity of a subsystem by its contract

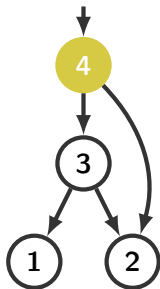
Monolithic Analysis

Monolithic:

- analyze the top level
- considering the whole system

However:

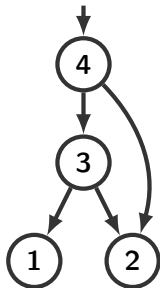
- complete system might be **too complex**
- changing subcomponents **voids old results**
- correctness of subcomponents is not addressed



Modular Analysis

Modular:

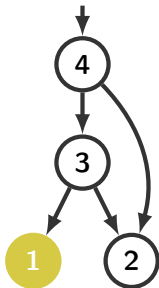
- analyze all components bottom-up
- **reusing results** from subcomponents



Modular Analysis

Modular:

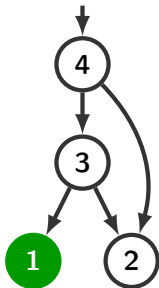
- analyze all components bottom-up
- **reusing results** from subcomponents



Modular Analysis

Modular:

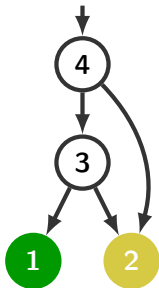
- analyze all components bottom-up
- **reusing results** from subcomponents



Modular Analysis

Modular:

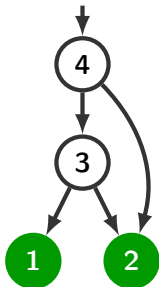
- analyze all components bottom-up
- **reusing results** from subcomponents



Modular Analysis

Modular:

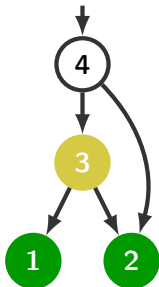
- analyze all components bottom-up
- **reusing results** from subcomponents



Modular Analysis

Modular:

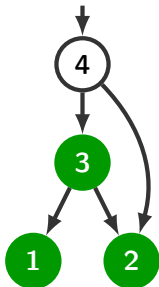
- analyze all components bottom-up
- **reusing results** from subcomponents



Modular Analysis

Modular:

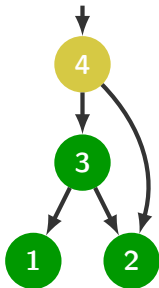
- analyze all components bottom-up
- **reusing results** from subcomponents



Modular Analysis

Modular:

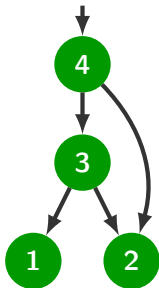
- analyze all components bottom-up
- **reusing results** from subcomponents



Modular Analysis

Modular:

- analyze all components bottom-up
- **reusing results** from subcomponents



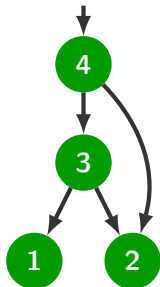
Modular Analysis

Modular:

- analyze all components bottom-up
- **reusing results** from subcomponents

However:

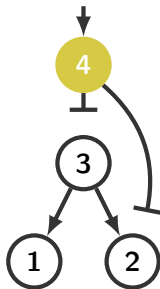
- changing subcomponents **voids old results**
- complexity can explode as we go up



Compositional Analysis

Compositional:

- analyze the top level
- **abstracting subnodes** by their contracts
- complexity of the system analyzed is reduced
- changing subcomponents **preserves old results** as long as new version respects contract



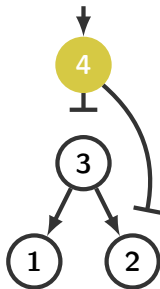
Compositional Analysis

Compositional:

- analyze the top level
- **abstracting subnodes** by their contracts
- complexity of the system analyzed is reduced
- changing subcomponents **preserves old results** as long as new version respects contract

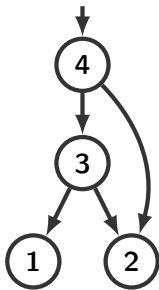
However:

- counterexamples **might be spurious**
- correctness of subcomponents is assumed



Compositional and Modular

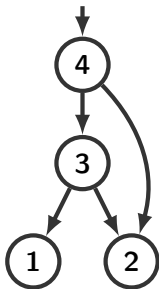
Compositional and modular:



Compositional and Modular

Compositional and modular:

- no abstraction for the leaf components



Compositional and Modular

Compositional and modular:

- no abstraction for the leaf components



Compositional and Modular

Compositional and modular:

- no abstraction for the leaf components



Compositional and Modular

Compositional and modular:

- no abstraction for the leaf components



Compositional and Modular

Compositional and modular:

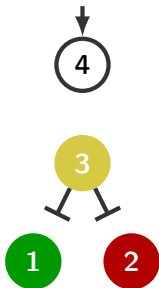
- no abstraction for the leaf components



Compositional and Modular

Compositional and modular:

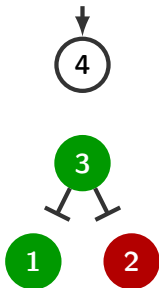
- no abstraction for the leaf components
- as we move up, we abstract subcomponents



Compositional and Modular

Compositional and modular:

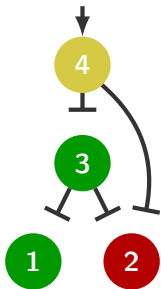
- no abstraction for the leaf components
- as we move up, we abstract subcomponents



Compositional and Modular

Compositional and modular:

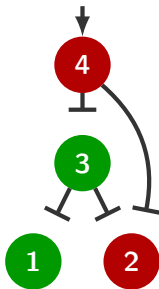
- no abstraction for the leaf components
- as we move up, we abstract subcomponents



Compositional and Modular

Compositional and modular:

- no abstraction for the leaf components
- as we move up, we abstract subcomponents

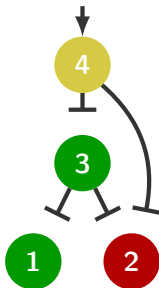


Compositional and Modular

Compositional and modular:

- no abstraction for the leaf components
- as we move up, we abstract subcomponents

In case of **failure** we can restart the analysis after refining by removing the abstraction, possibly repeatedly

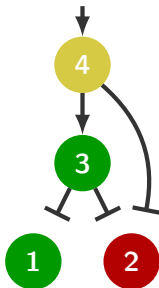


Compositional and Modular

Compositional and modular:

- no abstraction for the leaf components
- as we move up, we abstract subcomponents

In case of **failure** we can restart the analysis after refining by removing the abstraction, possibly repeatedly

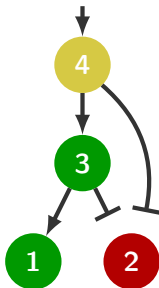


Compositional and Modular

Compositional and modular:

- no abstraction for the leaf components
- as we move up, we abstract subcomponents

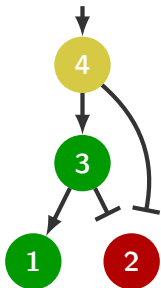
In case of **failure** we can restart the analysis after refining by removing the abstraction, possibly repeatedly



Compositional and Modular

Compositional and modular:

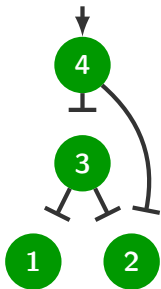
- no abstraction for the leaf components
- as we move up, we abstract subcomponents
In case of **failure** we can restart the analysis after refining by removing the abstraction, possibly repeatedly
- all components are checked
- changing subcomponents **preserves old results** (as long as new versions are correct)
- results for subcomponents are reused
- refining identifies spurious counterexamples



Compositional and Modular: Benefits

If all components are valid, **without refinement**:

- the system as a whole is correct
- changing a component by a different, **correct** one does not impact the correctness of the whole system



Compositional and Modular: Benefits

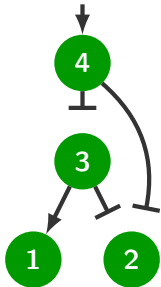
If all components are valid, **with refinement**:

- the system as a whole is correct
- but the contracts are **not good enough** for a compositional analysis to succeed

Refinement gives hints as to why

Compositional and Modular: Benefits

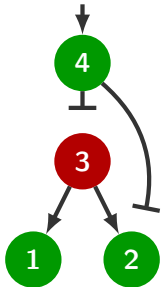
If we had to refine component 1 to prove 3 correct, that's probably because 1's contract is **too weak**



Compositional and Modular: Benefits

If after refining all sub-components we still cannot prove 3 correct, that's because

- the assumptions of 3 are **too weak**, and/or
- the guarantees of 3 **do not hold**



Modes

Often, specifications are *contextual (mode-based)*:

when/if this is the case, do that

Modes: Example



stopwatch(`toggle`, `reset`: bool) \rightarrow `count`: int

Assumption:

- reasonable input $\neg(\text{reset} \wedge \text{toggle})$

Guarantee:

- output range `count` \geq 0, initially 0 or 1

Modes:

	require	ensure
• resetting	<code>reset</code>	<code>count</code> is 0
• running	$\neg\text{reset} \wedge \text{on}$	<code>count</code> increases by 1
• stopped	$\neg\text{reset} \wedge \neg\text{on}$	<code>count</code> does not change

Modes

Often, specifications are *contextual (mode-based)*:

when/if this is the case, do that

Assume-Guarantee contracts do not adequately capture this sort of specifications ...

... because modes are simply encoded as conditional guarantees

Represent modes explicitly in the contract

A **mode** consists of a *require* (**req**) and an *ensure* (**ens**) clause

- expresses a **transient behavior**
- corresponds to a guarantee **req** \Rightarrow **ens**

Effect: Separation between

- **global behavior** (guarantees) and
- transient behavior (modes)

Modes in a Contract

A set of modes M can be added to a contract

Its semantics is an assume-guarantee pair $\langle \mathcal{A}, \mathcal{G} \rangle$ with

$$\begin{aligned}\mathcal{A} &\equiv \bigvee_{m \in M} \text{req}_m \\ \mathcal{G} &\equiv \bigwedge_{m \in M} (\text{req}_m \Rightarrow \text{ens}_m)\end{aligned}$$

Note: req_m 's need not be mutually exclusive

Modes: Example

stopwatch(`toggle`, `reset`) \rightarrow `count`

```
var on: bool = toggle -> (pre on and not toggle) or
                        (not pre on and toggle) ;
```

Assumption:

- reasonable input $\neg(\text{reset} \wedge \text{toggle})$

Guarantee:

- output range `count` ≥ 0 , initially 0 or 1

Modes:

	require	ensure
• resetting	<code>reset</code>	<code>count</code> = 0
• running	$\neg\text{reset} \wedge \text{on}$	<code>count</code> increases by 1
• stopped	$\neg\text{reset} \wedge \neg\text{on}$	<code>count</code> does not change

Modes: Advantages

Detect shortcomings in the specification:

- do the modes cover **all situations** the assumptions allow?
- enables **specification-checking** before model-checking

Modes: Advantages

Detect shortcomings in the specification:

- do the modes cover **all situations** the assumptions allow?
- enables **specification-checking** before model-checking

Produce better feedback for counterexamples:

- indicate which modes are **active** at each step
- provide a **mode-based abstraction** of the concrete values
- abstraction is in terms of **user-specified** behaviors

Contracts for Lustre

Kind 2's input language extends Lustre with contracts

A **Kind 2 contract** is

- a set of assumptions,
- a set of guarantees, and
- a set of modes

Can contain *internal* variables

It can use *specification* nodes

Can be *inlined* in a node or *stand-alone*

Stand-alone contracts can be **imported** and **instantiated**

Stand-alone Contract with Modes

```
contract stopwatch_spec(tgl, rst: bool) returns (c: int) ;
let
  var on: bool = tgl -> (pre on and not tgl) or (not pre on and tgl) ;

  assume not (rst and tgl) ;
  guarantee (0 <= c and c <= 1) -> c >= 0 ;

  mode resetting (
    require rst ; ensure c = 0 ; ) ;
  mode running (
    require not rst and on ; ensure c = (1 -> pre c + 1) ; ) ;
  mode stopped (
    require not rst and not on ; ensure c = (0 -> pre c) ; ) ;
tel

node stopwatch(toggle, reset: bool) returns (count: int) ;
(*@contract import stopwatch_spec(toggle, reset) returns (count) ; *)
let ... tel
```

Additional Features

In contracts, one can

- refer to modes in formulas (with `::<mode_name>`)
- call **contract-free** nodes

```
node count(b: bool) returns (count: int) ;
let
  count = (if b then 1 else 0) + (0 -> pre count) ;
tel

contract stopwatch_spec(tgl, rst: bool) returns (c: int) ;
let
  ...
  mode running (...);
  mode stopped (...);
  ...
  guarantee not (::running and ::stopped) ;
  guarantee count(::resetting) > 0 => c < count(true) ;
tel
```

Modes in Kind 2: Advantages

Defensive check:

- modes **must** cover **all reachable states**
- **may** be declared as **mutually exclusive**

Check performed on the spec, **independently of the implementation**

Modes in Kind 2: Advantages

Defensive check:

- modes **must** cover **all reachable states**
- **may** be declared as **mutually exclusive**

Check performed on the spec, **independently of the implementation**

Mode references:

- can refer to a mode directly as a propositional var
- can write more **robust / trustworthy spec**
- can express guarantees **about the spec easily**

Modes in Kind 2: Advantages

Mode reachability:

- modes provide a finite abstraction of component
(abstract state at time i = set of modes active at time i)
- can explore graph of connected modes
- from the initial state (BMC style)
- to compare with user's understanding

Modes in Kind 2: Advantages

Mode reachability:

- modes provide a finite abstraction of component
(abstract state at time i = set of modes active at time i)
- can explore graph of connected modes
- from the initial state (BMC style)
- to compare with user's understanding

Abstraction for counterexample (cex) traces:

- cex traces feature **concrete values** and can be hard to read
- we can **annotate states with active modes**
- therefore abstracting the states using **user-provided information**

Modes in Kind 2: Advantages

Test generation:

- can generate **witnesses** for abstract executions
- thus obtaining **specification-based, implementation-agnostic** test cases from the model

Conclusion

Mode-based Assume-Guarantee Contracts:

- **more scalable** verification thanks to compositional reasoning
- bring contract language **closer to specification documents**
- **improve** user feedback (blame assignment, abstract cex traces)
- **raise trust** in specification, improve maintainability, ...
- enable **specification-based** test generation