

Isabelle/UTP

A Verification Toolbox for Unifying Theories

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Friday 22nd September, 2017

INTO-CPS 

into-cps.au.dk

VeTSS Project

*“Mechanised Assume-Guarantee Reasoning for Control Law Diagrams via **Circus**”*

- ▶ AG proof support for discrete time **Simulink** diagrams
- ▶ **Circus**: stateful reactive language extending CSP
- ▶ use of **reactive contracts** to specify properties
- ▶ develop a library of examples and two case studies
- ▶ mechanised proof support for Simulink in **Isabelle/UTP**
- ▶ researcher: **Dr. Kangfeng Ye (Randall)**

Unifying Theories of Programming



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 - ▶ **imperative** and **functional** programming
 - ▶ **sequential** and **concurrent** computation
 - ▶ **data structures** and **object orientation**
 - ▶ **real-time** and **hybrid systems**

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can we find **fundamental laws** that characterise their commonalities and highlight their differences?

- ▶ use **alphabetised relational calculus** as a *lingua franca*
- ▶ **programs-as-predicates**: specification + implementation
- ▶ link different semantic models (**operational**, **axiomatic** etc.)
- ▶ **build verification tools** for various paradigms



Example: Operational Semantics and Hoare Calculus

Definition (Transition Relation)

$$(\sigma_1, P_1) \rightarrow (\sigma_2, P_2) \triangleq \langle \sigma_1 \rangle ; P_1 \sqsubseteq \langle \sigma_2 \rangle ; P_2$$

Theorem (Operational Laws)

$$\frac{(\sigma, P) \rightarrow (\rho, Q)}{(\sigma, P ; R) \rightarrow (\rho, Q ; R)} \text{ SEQ-STEP}$$

$$\frac{\sigma \models c}{(\sigma, \mathbf{if } c \mathbf{ then } P \mathbf{ else } Q) \rightarrow (\sigma, P)} \text{ COND-TRUE}$$

$$\frac{\text{---}}{(\sigma, x := v) \rightarrow (\sigma(x := \sigma \dagger v), \Pi)} \text{ ASSIGN}$$

$$\frac{\sigma \models c}{(\sigma, \mathbf{while } c \mathbf{ do } P) \rightarrow (\sigma, P ; \mathbf{while } c \mathbf{ do } P)} \text{ ITER-COPY}$$

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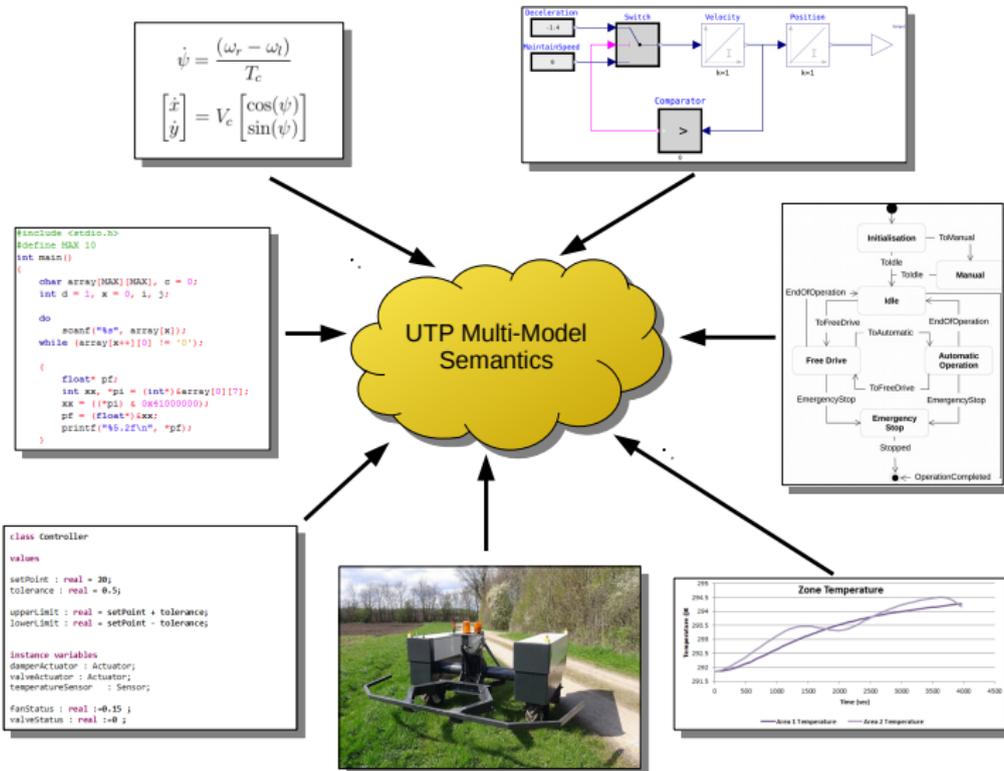
$$\{ p \} Q \{ r \} \triangleq (p \Rightarrow r') \sqsubseteq Q$$

Theorem (Linking)

$$\{ p \} Q \{ r \} \Leftrightarrow \frac{\sigma_1 \models p \quad (\sigma_1, Q) \rightarrow (\sigma_2, \Pi)}{\sigma_2 \models r}$$

- ▶ operators are **denotations**, laws are **theorems**
- ▶ we apply this technique to more complex computational paradigms, such as **concurrent** and **hybrid systems**

INTO-CPS Multi-Modelling





Vision: UTP CPS Verification Foundations

```

#include <stdio.h>
#define MAX 10
int main()
{
    char array[MAX][MAX], c = 0;
    int d = 1, k = 0, i, j;

    do
        scanf("%s", array[k]);
    while (array[k][0] != '\0');

    {
        float pf;
        int xx, pi = (int)sarray[0][7];
        xx = ((*pi) & 0x1000000);
        pf = (float)xx;
        printf("%8.2f\n", pf);
    }
    }
        
```

class Controller

values

setpoint : real = 30;
tolerance : real = 0.5;

upperLimit : real = setpoint + tolerance;
lowerLimit : real = setpoint - tolerance;

instance variables

dampenActuator : Actuator;
valveActuator : Actuator;
temperatureSensor : Sensor;

favStatus : real =0.15 ;
valveStatus : real =0;

$$\dot{\psi} = \frac{(\omega_p - \omega_l)}{T_c}$$

$$\begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} = V_c \begin{bmatrix} \cos(\psi) \\ \sin(\psi) \end{bmatrix}$$



Unifying Theories of Programming

Isabelle/HOL



Isabelle/UTP

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- ▶ utilise Isabelle’s powerful **proof automation** for verification
- ▶ formalise links between domains using **Galois connection**
- ▶ large library of formalised algebraic **laws of programming**

Examples

```

Lemma hoare_ex_1:
  "{true} (z := &x) < (&x ≥u &y) ▷r (z := &y) {&z =u maxu(&x, &y)}u"
  by (hoare_auto)

Lemma hoare_ex_2:
  assumes "X > 0" "Y > 0"
  shows
  "{&x =u «X» ∧ &y =u «Y»}"
  while ¬(&x =u &y)
  invar &x >u 0 ∧ &y >u 0 ∧ (gcdu(&x, &y) =u gcdu(«X», «Y»))
  do
    (x := (&x - &y)) < (&x >u &y) ▷r (y := (&y - &x))
  od
  "{&x =u gcdu(«X», «Y»)}u"
  using assms by (hoare_auto, (metis gcd.commute gcd_diff1)+)

```

Examples

```

definition Pay :: "index  $\Rightarrow$  index  $\Rightarrow$  money  $\Rightarrow$  action_mdx" where
"Pay i j n =
  pay. ((«i», «j», «n») u)  $\rightarrow$ 
    ((reject. («i»)  $\rightarrow$  Skip)
       $\triangleleft$  «i» =u «j»  $\vee$  «i»  $\notin$ u domu(&accts)  $\vee$  «n»  $\leq$ u 0  $\vee$  «n» >u &accts(«i») a  $\triangleright$ R
      {accts[«i»]} :=C (&accts(«i») a - «n») ;;
      {accts[«j»]} :=C (&accts(«j») a + «n») ;;
      accept. («i»)  $\rightarrow$  Skip)"

definition PaySet :: "index  $\Rightarrow$  (index  $\times$  index  $\times$  money) set" where
[upred_defs]: "PaySet cardNum = {(i,j,k). i < cardNum  $\wedge$  j < cardNum  $\wedge$  i  $\neq$  j}"

definition AllPay :: "index  $\Rightarrow$  action_mdx" where
"AllPay cardNum = ( $\prod$  (i, j, n)  $\in$  PaySet cardNum • Pay i j n)"

```

Examples

```

theorem money_constant:
  assumes "finite cards" "i ∈ cards" "j ∈ cards" "i ≠ j"
  shows "[domu(&accts) =u «cards» ⊢ true | sumu(&accts) =u sumu(&accts′)]c ⊆ Pay i j n"
  -- {* We first calculate the reactive design contract and apply refinement introduction *}
proof (simp add: assms Pay_contract, rule CRD_refine_rdes)

  -- {* Three proof obligations result for the pre/peri/postconditions. The first requires us to
  show that the contract's precondition is weakened by the implementation precondition.
  It is because the implementation's precondition is under the assumption of receiving an
  input and the money amount constraints. We discharge by first calculating the precondition,
  as done above, and then using the relational calculus tactic. *}

from assms
show "[domu(&accts) =u «cards»]S< ⇒
  I(true, (pay.(«i», «j», «n»)u)u) ⇒r
  [(«i» ∉u domu(&accts) ∨ «n» ≤u 0 ∨ &accts(«i»)a <u «n») ∨
  «i» ∈u domu(&accts) ∧ «j» ∈u domu(&accts)]S<`"
by (rel_auto)

```

Examples

```
theorem extChoice_commute:
  assumes "P is NCSP" "Q is NCSP"
  shows "P  $\square$  Q = Q  $\square$  P"
  by (rdes_eq cls: assms)

theorem extChoice_assign:
  assumes "P is NCSP" "Q is NCSP"
  shows "x :=c v ;; (P  $\square$  Q) = (x :=c v ;; P)  $\square$  (x :=c v ;; Q)"
  by (rdes_eq cls: assms)

theorem stop_seq:
  assumes "P is NCSP"
  shows "Stop ;; P = Stop"
  by (rdes_eq cls: assms)
```

Examples

```

definition
  "BrakingTrain =
    c:accel, c:vel, c:pos := «normal_deceleration», «max_speed», «0» ;;
    {&accel,&vel,&pos} • «train_ode»h untilh ($vel' ≤u 0) ;; c:accel := 0"

theorem braking_train_pos_le:
  "({c:accel' =u 0 ∧ [ $pos' <u 44 ]h) ⊆ BrakingTrain" (is "?lhs ⊆ ?rhs")
proof -
  -- {* Solve ODE, replacing it with an explicit solution: @{term train_sol}. *}
  have "?rhs =
    c:accel, c:vel, c:pos := «-1.4», «4.16», «0» ;;
    {&accel,&vel,&pos} ←h «train_sol»(&accel,&vel,&pos)a(«time»)a untilh ($vel' ≤u 0) ;;
    c:accel := 0"
  by (simp only: BrakingTrain_def train_sol)
  -- {* Set up initial values for the ODE solution using assigned variables. *}
  also have "... =
    {&accel,&vel,&pos} ←h «train_sol»(-1.4,4.16,0)(time) untilh ($vel' ≤u 0) ;; c:accel := 0"
  by (simp add: assigns_r_comp usubst unrest alpha, literalise, simp)

```



Conclusion

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- ▶ more UTP theories to mechanise (objects, real-time, etc.)
- ▶ performance and scalability
- ▶ **VeTSS**: reasoning about discrete-time **Simulink** diagrams



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- ▶ Isabelle/UTP: <http://www.cs.york.ac.uk/~simonf/utp-isabelle>
- ▶ GitHub: <https://github.com/isabelle-utp/utp-main>
- ▶ Email: simon.foster@york.ac.uk

References

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