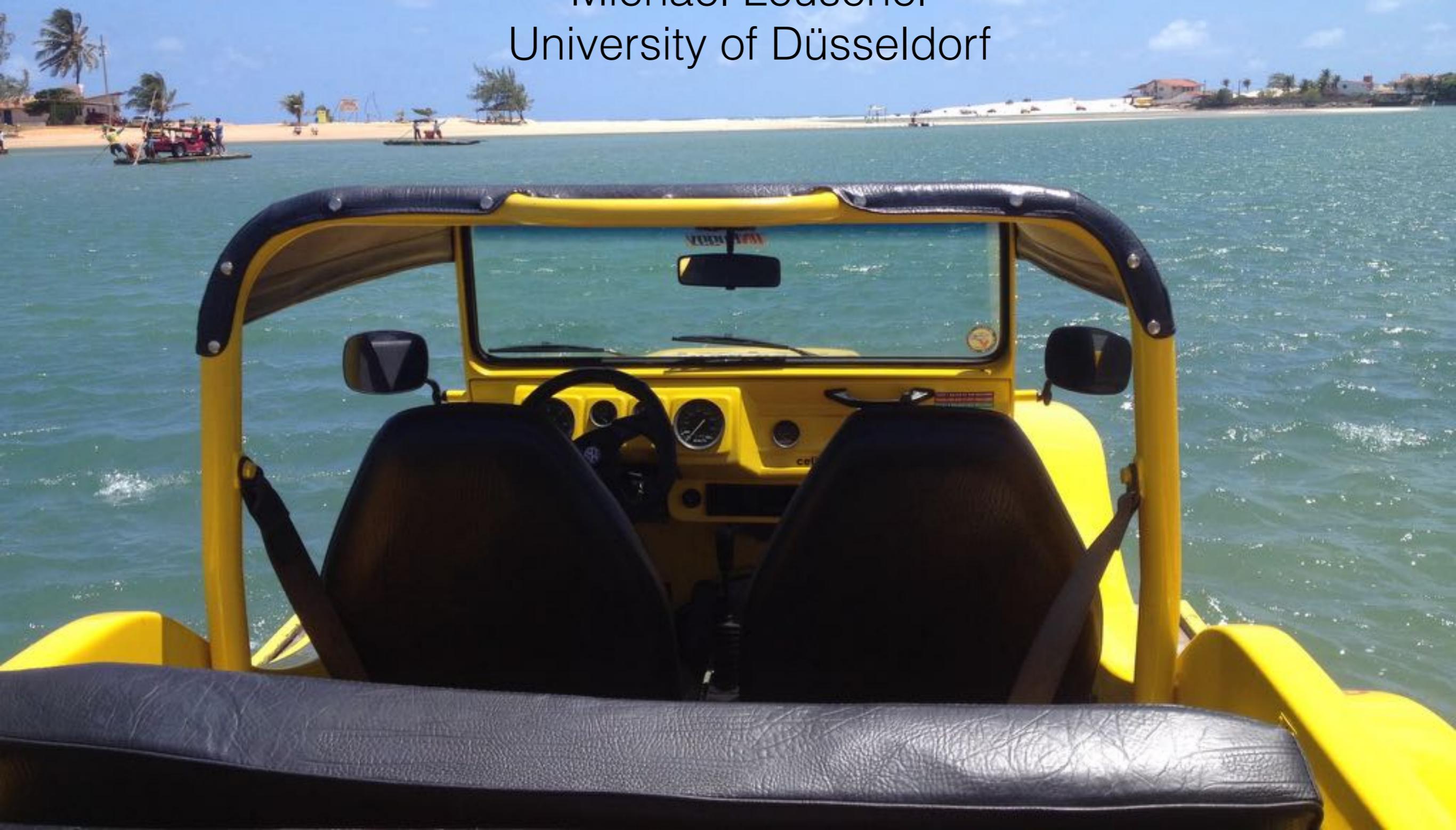


# Constraint Programming for Formal Methods and using Formal Methods

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# B-Method

Specification

Tool Support

Refinement

# Logical Foundations

- Typed first-order **predicate logic**
  - Well-Definedness Conditions to stay in two-valued logic
- **Arithmetic** over mathematical integers and implementable integers
- **Set theory**
  - Sets, Relations, Functions, Sequences
  - including higher-order functions

$p \in \text{dom}(a) \rightarrow \text{dom}(a) \wedge \forall i \cdot (i \in 1..(\text{size}(a)-1) \Rightarrow p(a(i)) < p(a(i+1)))$

# Constraint Programming for B

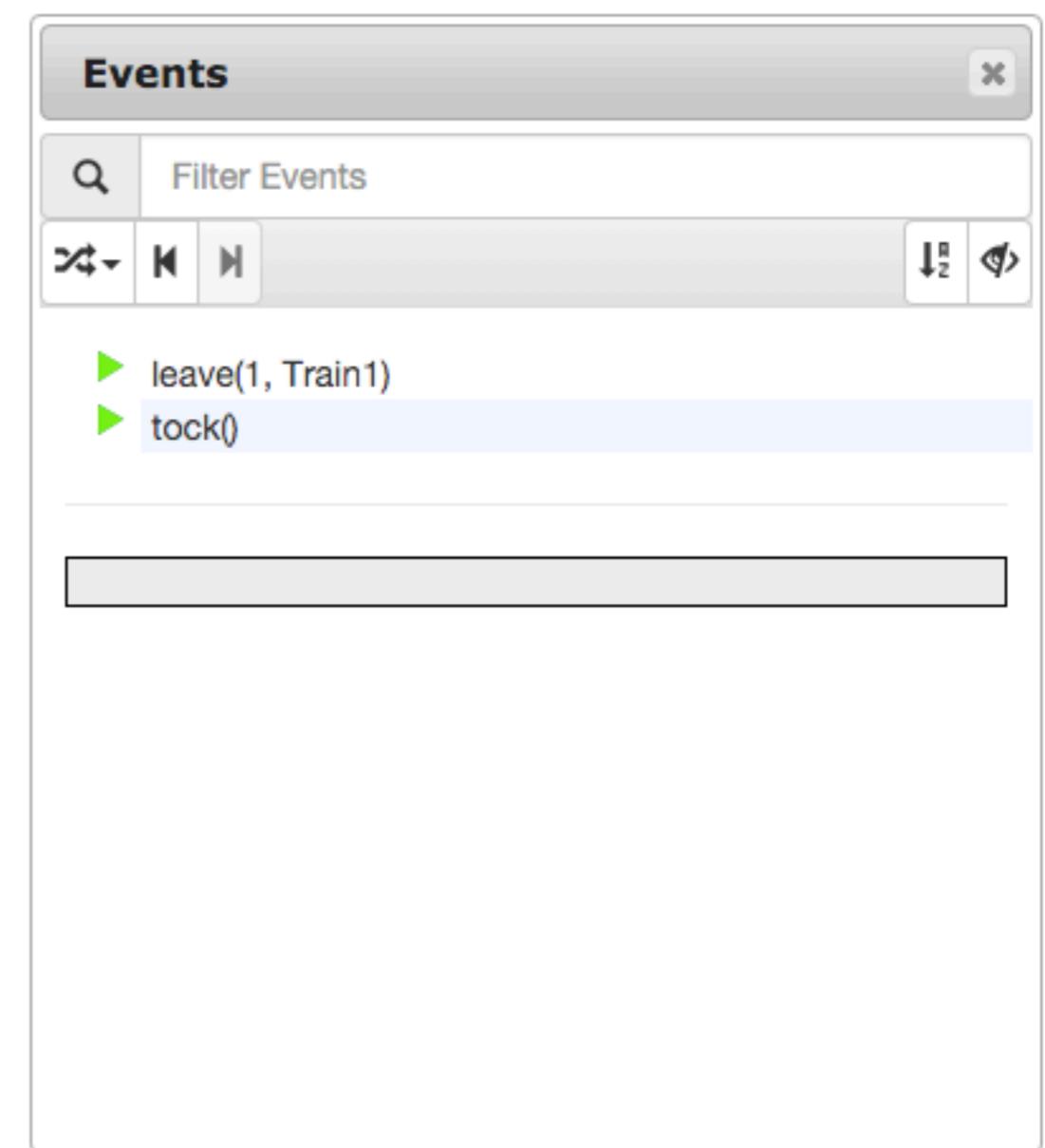
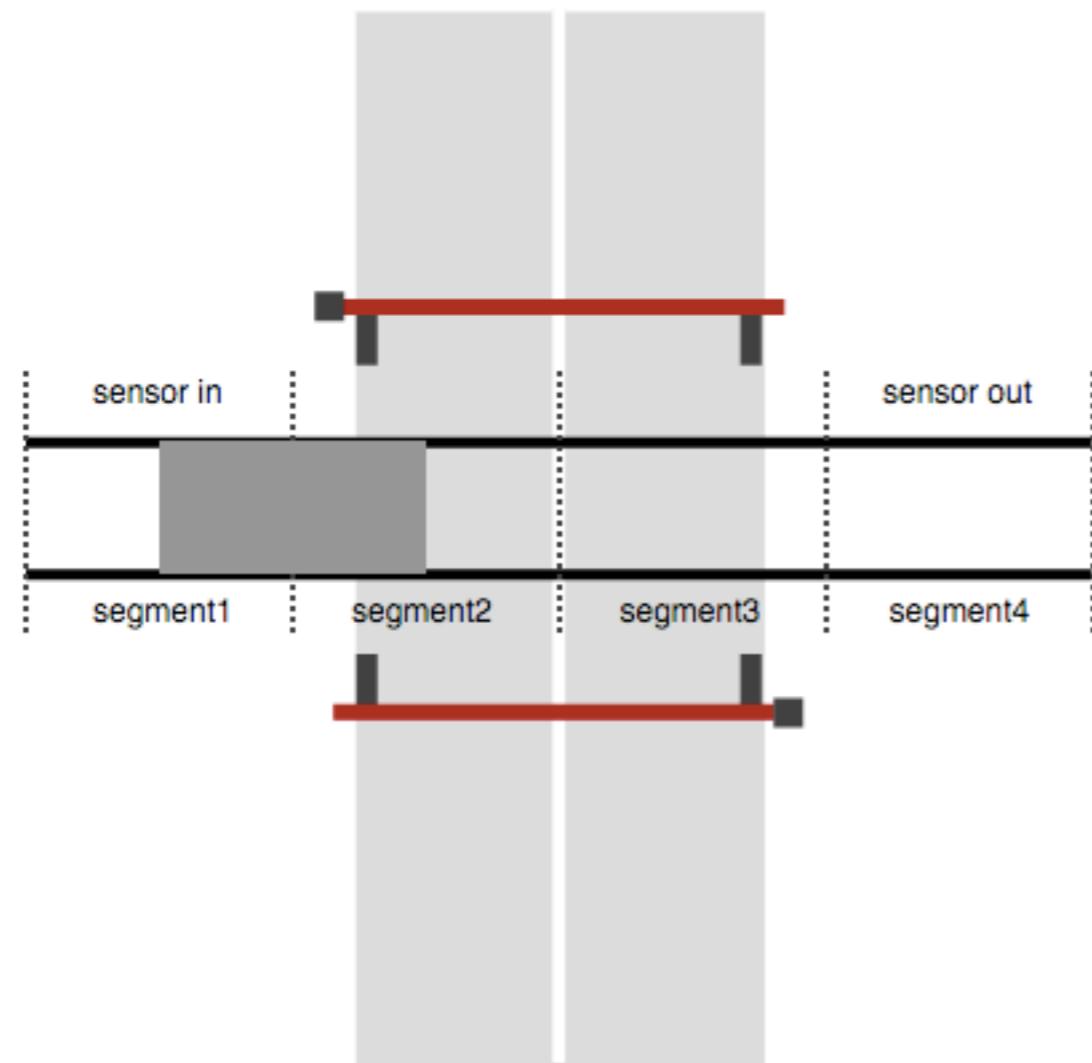


- **Validation** Tool for **High-level** Specifications
  - Multiple Languages: B, Z, Event-B, TLA, CSP, B||CSP
  - Multiple Validation Technologies: Animation, Model Checking, Refinement Checking, Disproving, ...
  - Most rely on ProB **Constraint Solving** Kernel for B Datatypes and Operators

# Side Note: ProB can do CSP

Simulator

Editor: crossing.svg



# Constraint Solving for B

- **Execution:**
  - $\{2,3,5\} \cap (4..6) \rightsquigarrow \{4,5\}$
- **Proof:**
  - $x \geq 0 \wedge n > 0 \vdash x + n > 0 \rightsquigarrow \text{YES}$
- **Constraint Solving:**
  - $x \geq 0 \wedge n > 0 \wedge (x + n) \in \{2, 3\} \rightsquigarrow x = 0, n = 2$

# Overview of Talk

1. Applications of constraint solving **for** typical validation tasks for B (or other formal methods)
2. Ways to solve constraints involving B (or related formal methods)
3. Expressing typical constraint solving problems in B (and highlighting new Latex package)
4. Applications of expressing constraint problems **in** B
5. New integrated technique illustrated on an example

# Applications of Constraint Programming for B

- Animate implicit / high-level specifications  
B4MSecure <http://b4msecure.forge.imag.fr> [Ledru et al. CAiSe'11]  
iUML [Snook et al.], Alstom Interlocking Simulator [Mejia et al.]  
CODA [Butler, Colley, Edmunds, Snook, Evans, Gran, Marshall]
- Constraint-based invariant, deadlock, refinement checks (ICLP'11)
- Model-Based Testing [SEFM'15], Beta [de Matos, Moreira, Neto 2012], [Moreira et al. TAP'15], BTestBox (<https://github.com/ValerioMedeiros/BTestBox>), [Dinca,Ipate,Stefanescu ABZ'12]
- Disprover/Prover for B and Event-B (SEFM'15), BEval [Medeiros,Deharbe]
- Enabling Analysis (ABZ'16)
- Symbolic Model Checking (BMC,k-Induction, IC3) (ABZ'16),  
Genesis [Radhouani, Idani, Ledru, Rajeb 15] <http://genesis.forge.imag.fr>

# Lightbot

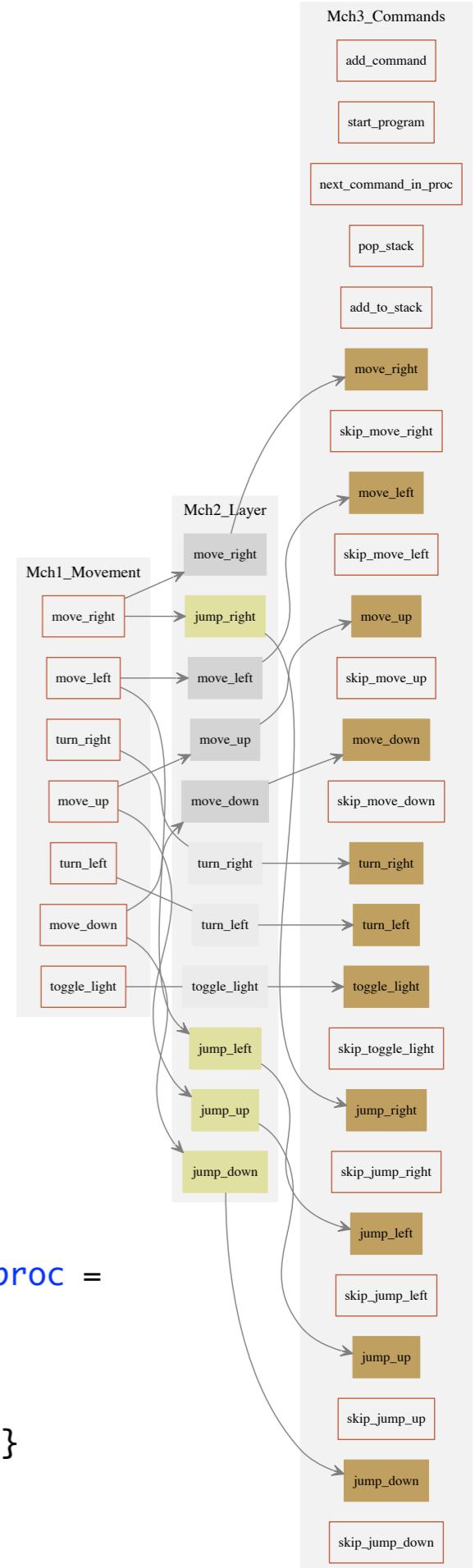
Event-B model(s)  
used in teaching

one event of third refinement shown:

```

...
event add_to_stack
  any current_proc next_proc
  where
    @next_proc1 next_proc ∈ procs
    @next_proc2 current_command = next_proc
    @next_proc3 programs(next_proc) ≠ ∅
    @stack_size card(program_stack) < max_stack_size
    @current_proc current_proc ∈ procs ∧ current_proc ∈ ran(program_stack) ∧ current_proc =
program_stack(card(program_stack))
  then
    @act2 current_command = null
    @current_proc2 program_stack = program_stack ∪ {card(program_stack)+1 ↦ next_proc}
    @act3 index(next_proc) = 0
  end
...

```



# ProB Animator in Rodin for Lightbot

The screenshot shows the Rodin IDE interface with the ProB Animator plugin open. The central feature is the State view, which displays the current values of various state variables for the LTL Counter-Example model. The left pane shows the Event Explorer, listing events like 'add\_command' and 'start\_program'. The bottom-left pane shows the Event-B Explorer, detailing the LightBot automata structure. The right side includes History and Event Error View panes.

**Event**

Event	Parameter(s)
add_command (x5)	move, main
start_program	
next_command_in_proc	
pop_stack	
add_to_stack	
move_right	
skip_move_right	
move_left	
skip_move_left	
move_up	
skip_move_up	
move_down	
skip_move_down	
turn_right	
turn_left	
toggle_light	
skip_toggle_light	
jump_right	

**State**

Name	Value	Previous val
Ctx1_Field		
field	$\{(1 \rightarrow 1), (1 \rightarrow 2), (1 \rightarrow 3), \dots\}$	$\{(1 \rightarrow 1), (1 \rightarrow 2), (1 \rightarrow 3), \dots\}$
lights	$\{(1 \rightarrow 2), (3 \rightarrow 1), (3 \rightarrow 3)\}$	$\{(1 \rightarrow 2), (3 \rightarrow 1), (3 \rightarrow 3)\}$
main_queue_l	12	1
start_direction	left_direction	left_direction
start_x	3	
start_y	1	
turn_r	$\{(up\_direction \rightarrow right\_d\}, \dots\}$	$\{(up\_direction \rightarrow right\_d\}, \dots\}$
Ctx2_Layer		
level	$\{((1 \rightarrow 1) \rightarrow 2), ((1 \rightarrow 2) \rightarrow 2), \dots\}$	$\{((1 \rightarrow 1) \rightarrow 2), ((1 \rightarrow 2) \rightarrow 2), \dots\}$
start_z	3	
Ctx3_Commands		
commands	{move, turn_right, turn...}	{move, turn_right, turn...}
max_stack_size	10	1
procs	{main}	{main}
program_size	$\{((main \rightarrow 12))\}$	$\{((main \rightarrow 12))\}$
Levels		
LEVELS	$\{((level\_1 \rightarrow 2) \rightarrow ((1 \rightarrow 1) \rightarrow \dots))\}$	$\{((level\_1 \rightarrow 2) \rightarrow ((1 \rightarrow 1) \rightarrow \dots))\}$
LIGHTS	$\{((level\_1 \rightarrow 2) \rightarrow ((3 \rightarrow 1))) \rightarrow \dots\}$	$\{((level\_1 \rightarrow 2) \rightarrow ((3 \rightarrow 1))) \rightarrow \dots\}$
PROGRAM_SIZE	$\{((level\_1 \rightarrow 2) \rightarrow ((main \rightarrow 1) \rightarrow \dots))\}$	$\{((level\_1 \rightarrow 2) \rightarrow ((main \rightarrow 1) \rightarrow \dots))\}$
START_DIRECTIONS	$\{((level\_1 \rightarrow 2) \rightarrow down\_dir\}, \dots\}$	$\{((level\_1 \rightarrow 2) \rightarrow down\_dir\}, \dots\}$
START_POSITIONS	$\{((level\_1 \rightarrow 2) \rightarrow ((1 \rightarrow 1))) \rightarrow \dots\}$	$\{((level\_1 \rightarrow 2) \rightarrow ((1 \rightarrow 1))) \rightarrow \dots\}$
selection	level_1_6	level_1_6
Mch1_Movement		
bot_direction	left_direction	left_direction
bot_x	3	
bot_y	1	
light_state	$\{(((1 \rightarrow 2) \rightarrow FALSE), ((3 \rightarrow 1) \rightarrow \dots))\}$	$\{(((1 \rightarrow 2) \rightarrow FALSE), ((3 \rightarrow 1) \rightarrow \dots))\}$
Mch2_Layer		

Quick Access: Event-B, Prod

History: LTL Counter-Example

Event Error View

Mch3\_Commands: add\_command(...)  
INITIALISATION  
SETUP\_CONTEXT  
(uninitialised sta...)

Mch2\_Layer: INITIALISATION

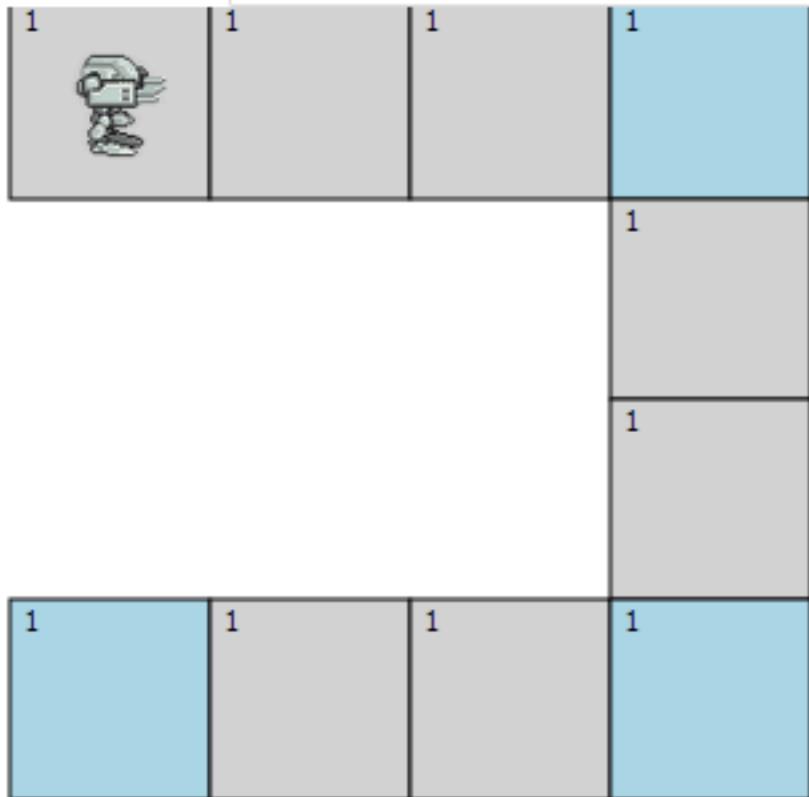
Mch1\_Movement: INITIALISATION

Invariants ok

No event errors detected

# ProB with BMotionWeb running Lightbot

## Simulator



## MAIN (12)

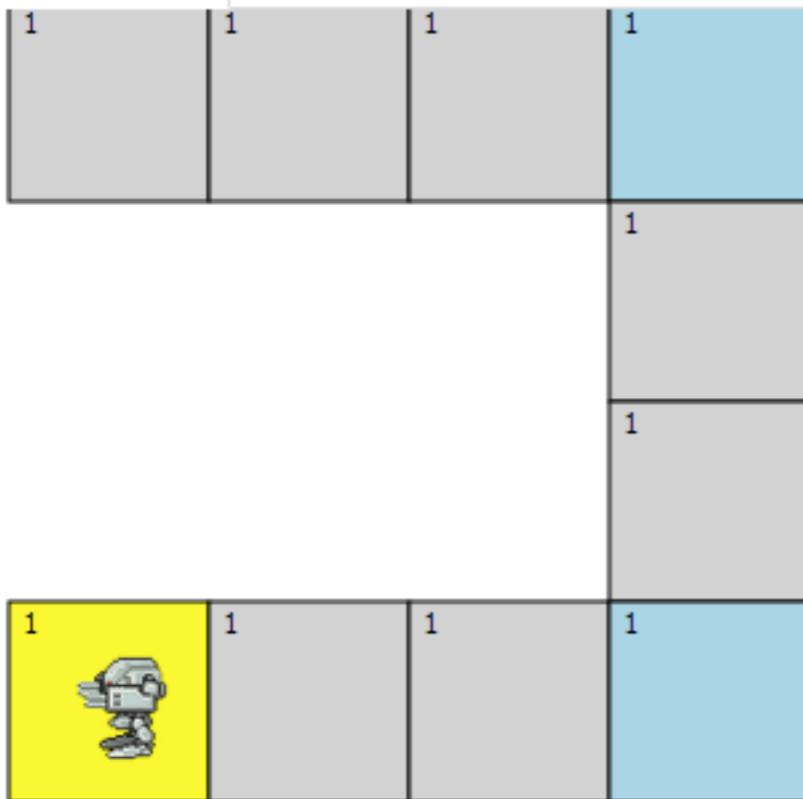


## PROC1 (8)

Events	
	Filter Events
	<code>add_command(c, p)</code>
	<code>start_program()</code>
	<code>next_command_in_proc(i, p)</code>
	<code>pop_stack(p)</code>
	<code>add_to_stack(current_proc, next_proc)</code>
	<code>move_right()</code>
	<code>skip_move_right()</code>
	<code>move_left()</code>
	<code>skip_move_left()</code>
	<code>move_up()</code>
	<code>skip_move_up()</code>
	<code>move_down()</code>
	<code>skip_move_down()</code>
	<code>turn_right()</code>
	<code>turn_left()</code>

# ProB with BMotionWeb running Lightbot

## Simulator



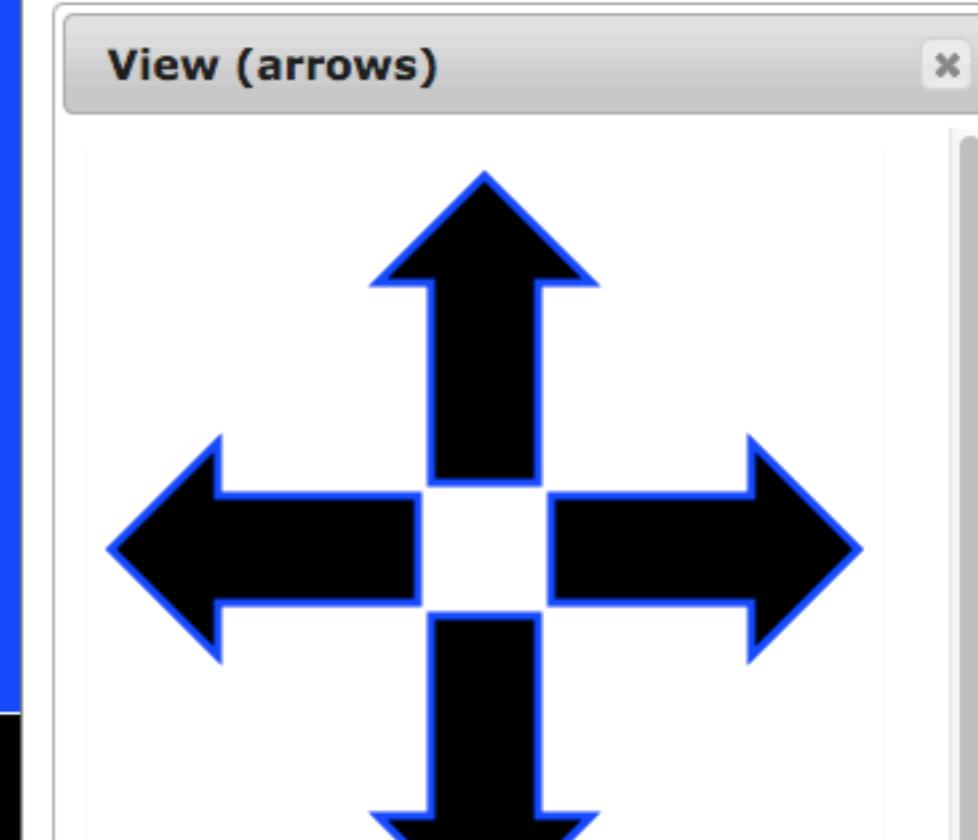
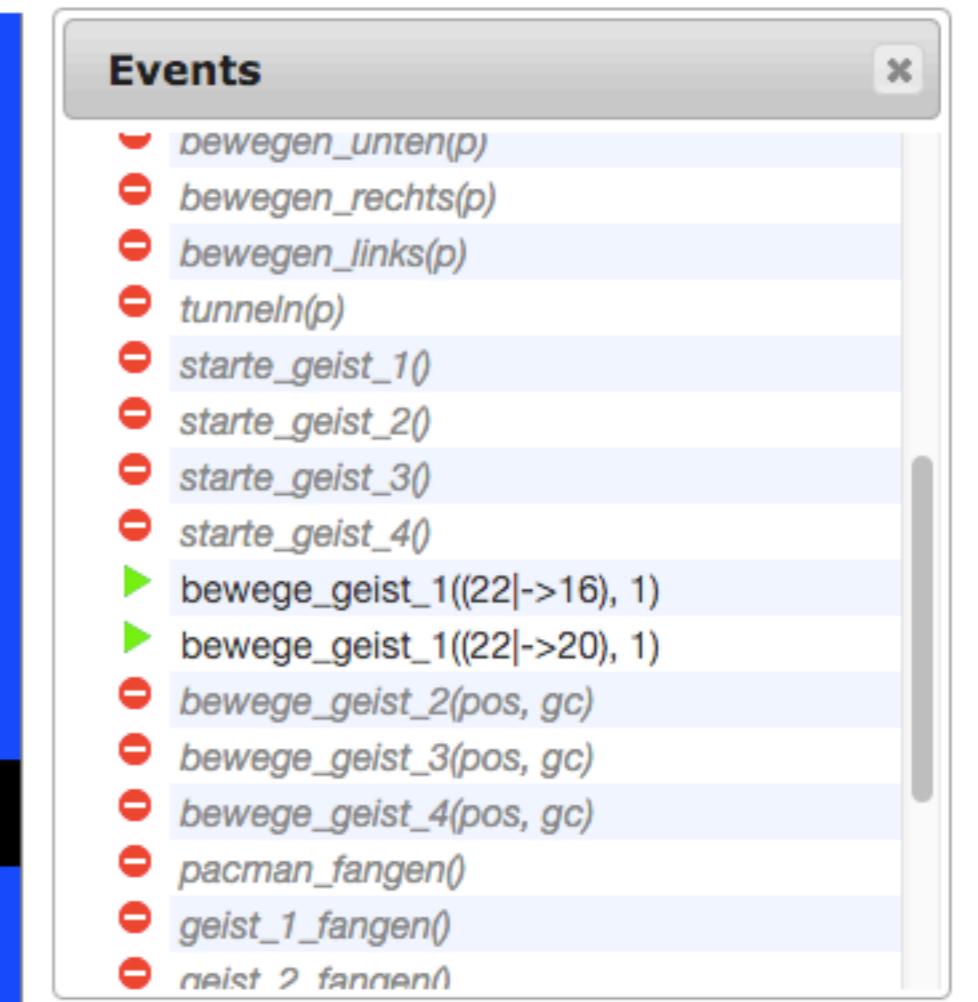
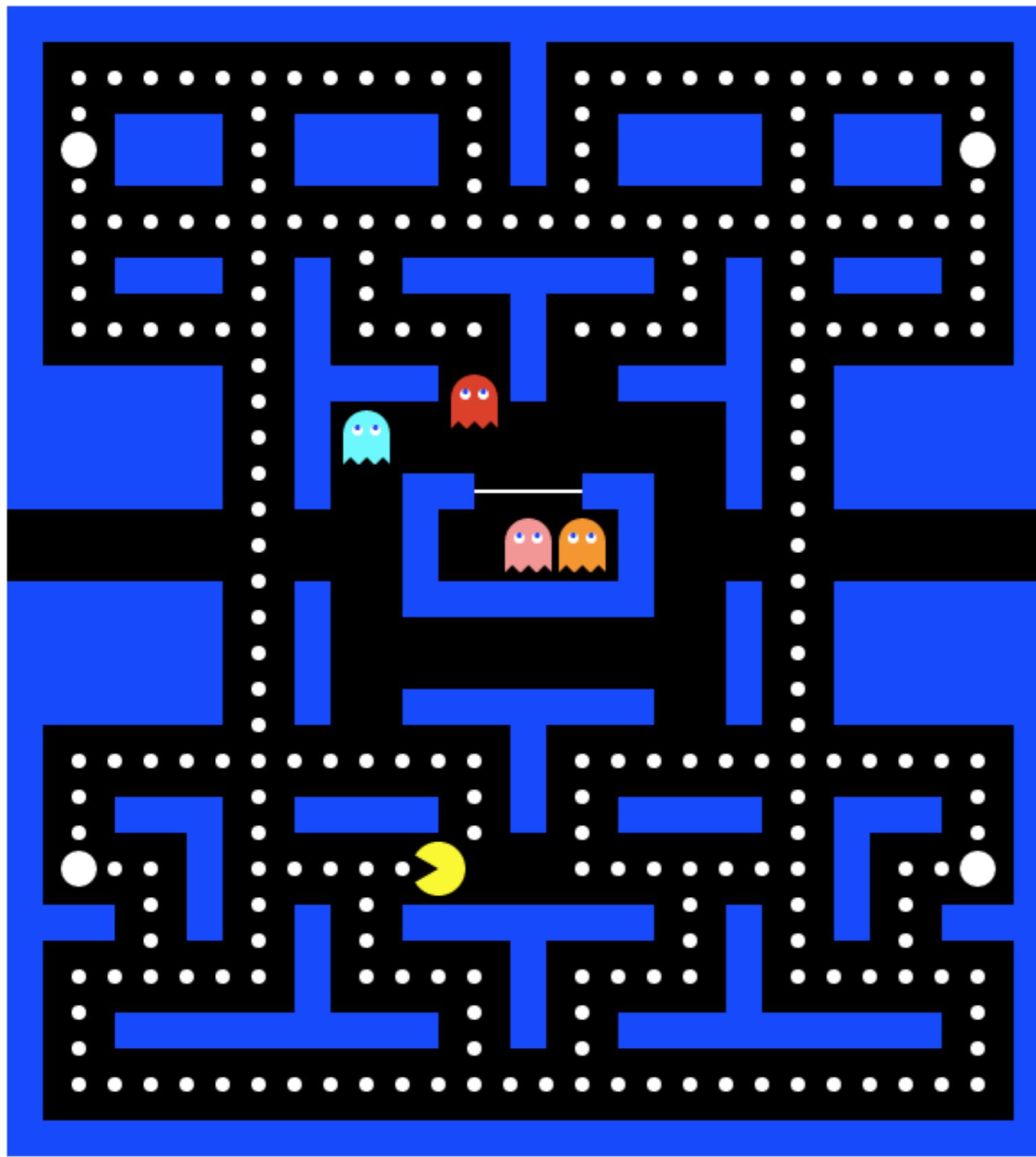
## MAIN (12)



## PROC1 (8)

Events	
	Filter Events
	<code>add_command(c, p)</code>
	<code>start_program()</code>
	<code>next_command_in_proc(i, p)</code>
	<code>pop_stack(p)</code>
	<code>add_to_stack(current_proc, next_proc)</code>
	<code>move_right()</code>
	<code>skip_move_right()</code>
	<code>move_left()</code>
	<code>skip_move_left()</code>
	<code>move_up()</code>
	<code>skip_move_up()</code>
	<code>move_down()</code>
	<code>skip_move_down()</code>
	<code>turn_right()</code>
	<code>turn_left()</code>

# ProB with BMotionWeb for Pac Man



Score: 20

```

IXL_DC_cmd_signal_permissive_aspect =
ANY
  p_signal1
, p_signal2
, p_blocks_path
WHERE
  p_signal1 : t_signal
& p_signal2 : t_signal
& p_blocks_path : POW (t_oriented_block)
& vi_IXL_DC_cmd_signals (p_signal1) = c_green
& v1_IXL_DC_cmd_signals (p_signal1) = c_red

/* we search a path with : sig1 -> sig2 */
& p_blocks_path = closure (v1_IXL_DC_next_block |> {c_downstream_block_of_signal (p_signal2)}) [{c_downstream_block_of_signal (p_signal1)}]
& c_upstream_block_of_signal (p_signal2) : p_blocks_path

/* not in this case : sig1 -> sig -> sig2 */
& ! (sig). (sig : t_signal - {p_signal2} => c_upstream_block_of_signal (sig) /: p_blocks_path)

/* conjugated points of the path's points are positionned */
& c_next_block_with_point
  [ UNION(p_pt).
    ( p_pt : c_next_block_with_point~ [v1_IXL_DC_next_block |> (p_blocks_path- {c_downstream_block_of_signal (p_signal1)})]
    | c_conjugated_points (p_pt)
    )
  ]
<: v1_IXL_DC_next_block

/* protection points of the path's points are positionned */
& c_next_block_with_point
  [ UNION(p_pt).
    ( p_pt : c_next_block_with_point~ [v1_IXL_DC_next_block |> (p_blocks_path- {c_downstream_block_of_signal (p_signal1)})]
    | closure1 (c_protection_point) [{p_pt}]
    )
  ]
<: v1_IXL_DC_next_block

/* path's blocks are booked */
& p_blocks_path <: v1_IXL_DC_booked_blocks

/* upstream block of signal is booked */
& c_upstream_block_of_signal (p_signal1) : v1_IXL_DC_booked_blocks

/* all trains in the turnaround area of the considered signal are safely stopped in the exit direction */
& ( c_turnaround_blocks_of_signal (p_signal1) ∧ v1_IXL_DC_reversal_blocks /= {}
=>
  c_turnaround_blocks_of_signal (p_signal1) ∧ c_underlying_sdd_of_oriented_block~ [vi_IXL_DC_ctl_sdds] <: v1_IXL_DC_reversal_blocks
  & c_opposite_blocks [c_turnaround_blocks_of_signal (p_signal1) ∧ c_underlying_sdd_of_oriented_block~ [vi_IXL_DC_ctl_sdds]] <: v1_IXL_DC_traffic_direction
  & c_underlying_block [c_turnaround_blocks_of_signal (p_signal1) ∧ c_underlying_sdd_of_oriented_block~ [vi_IXL_DC_ctl_sdds]] <: vi_IXL_DC_msg_tios
)
THEN
  v1_IXL_DC_cmd_signals (p_signal1) := c_green
|| v1_IXL_DC_reversal_blocks := v1_IXL_DC_reversal_blocks - (c_turnaround_blocks_of_signal (p_signal1) ∧ v1_IXL_DC_reversal_blocks)
END

```

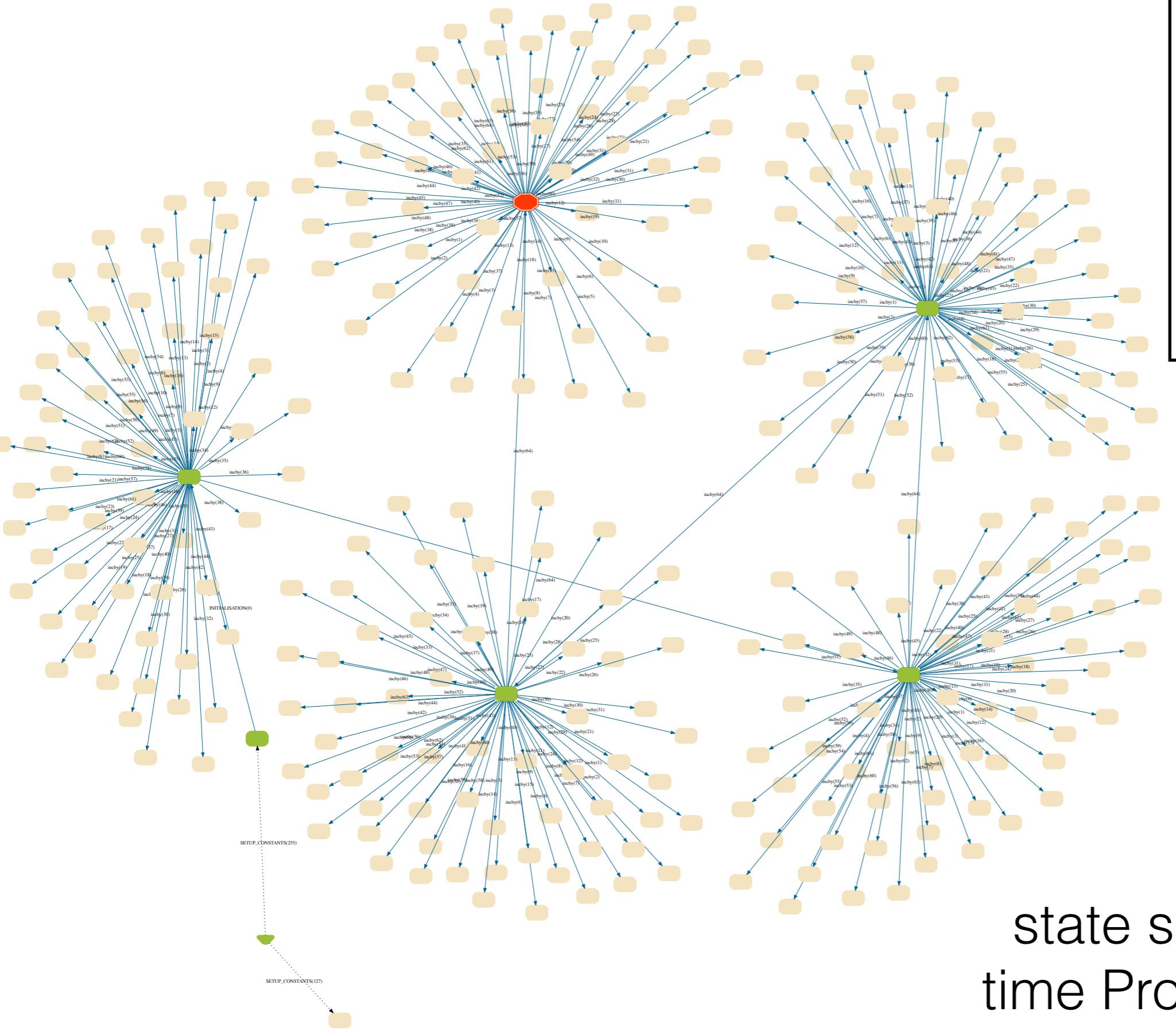
# Animation: Need for Constraint Solving

# Test-Case Generation and Bounded Model Checking

- model checking and test-case generation can be done on explicit state space
- problem when high-branching factor:
  - constant valuation,
  - operation parameters, ...
- simple example:

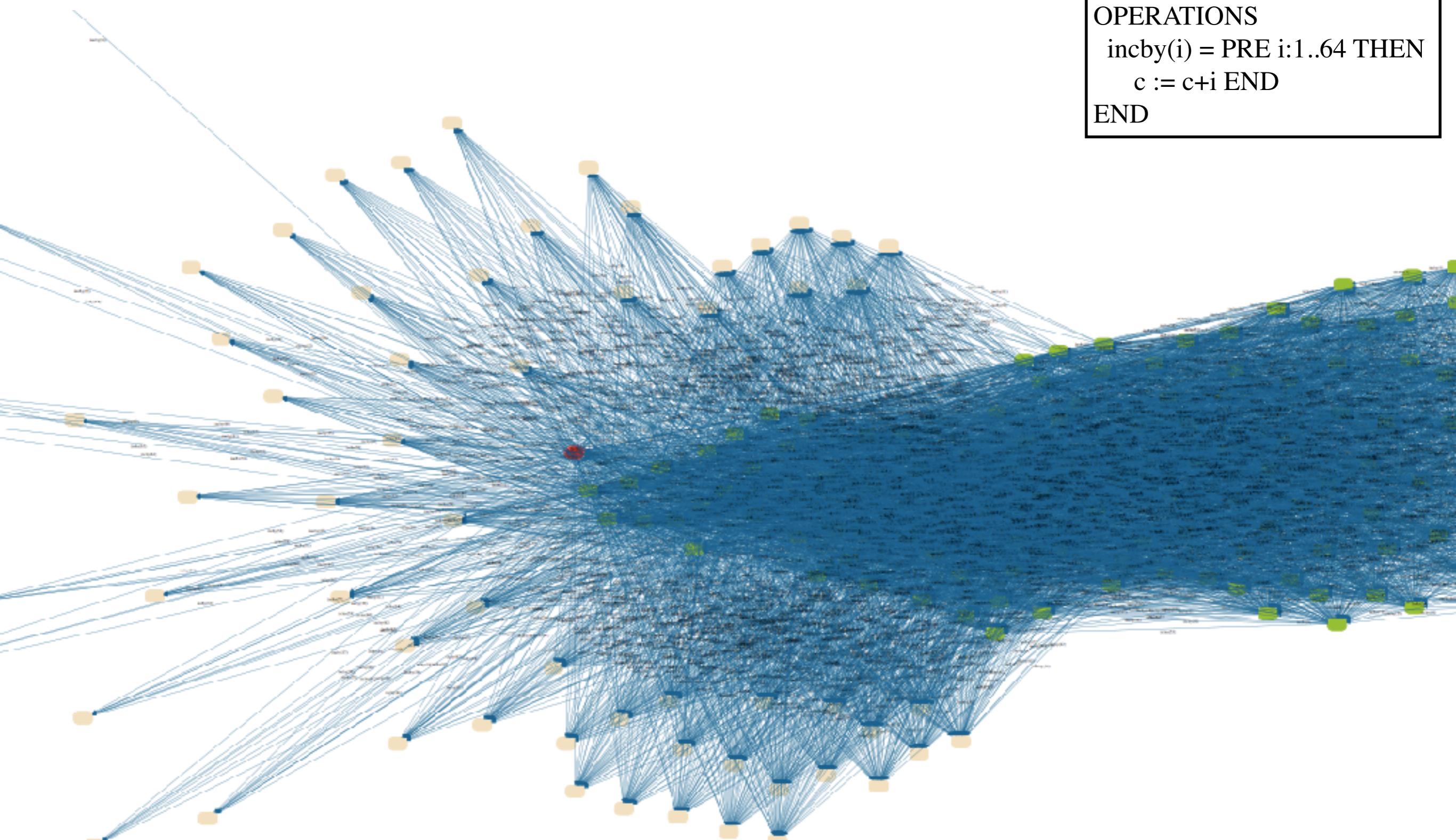
```
MACHINE Counter
CONSTANTS m
PROPERTIES m : {127,255}
VARIABLES c
INVARIANT c>=0 & c<=m
INITIALISATION c:=0
OPERATIONS
incby(i) = PRE i:1..64 THEN c := c+i END
END
```

**MACHINE Counter**  
**CONSTANTS m**  
**PROPERTIES**  $m : \{127, 255\}$   
**VARIABLES c**  
**INVARIANT**  $c >= 0 \text{ & } c \leq m$   
**INITIALISATION**  $c := 0$   
**OPERATIONS**  
 $\text{incby}(i) = \text{PRE } i:1..64 \text{ THEN}$   
 $c := c+i \text{ END}$   
**END**



state space at the  
time ProB finds error  
(default mixed bf/df)

with breadth-first even worse  
part of explored state space:

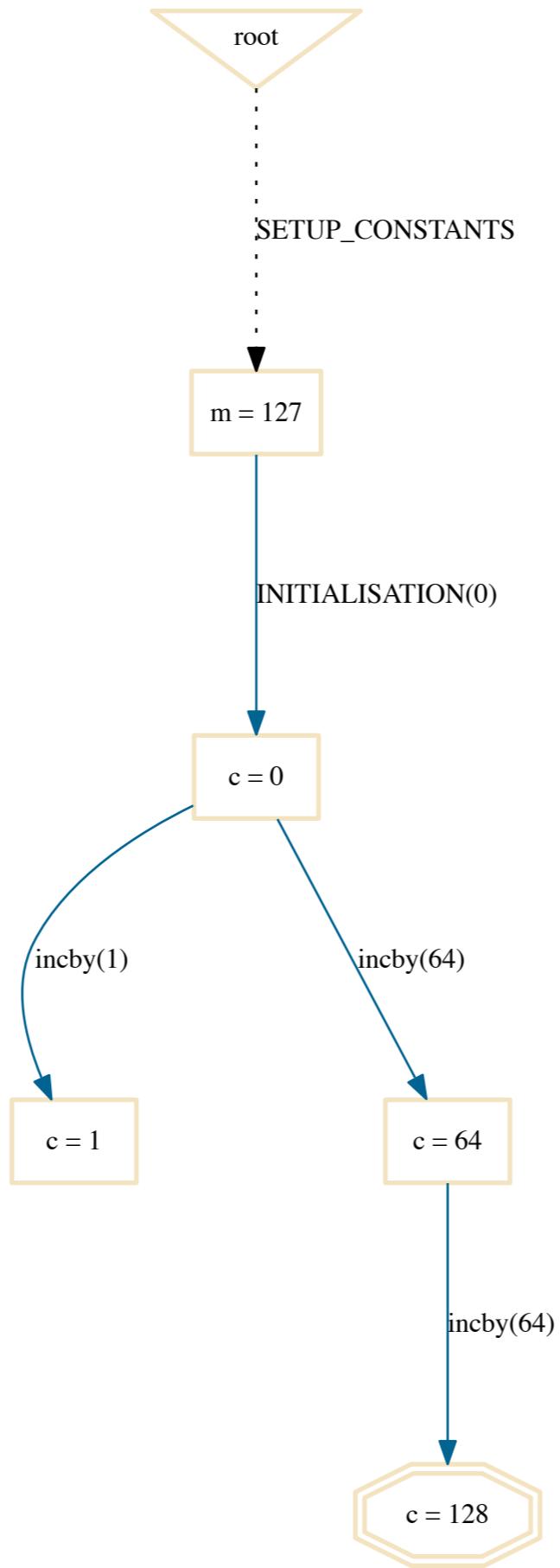


```
MACHINE Counter
CONSTANTS m
PROPERTIES m : {127,255}
VARIABLES c
INVARIANT c>=0 & c<=m
INITIALISATION c:=0
OPERATIONS
  incby(i) = PRE i:1..64 THEN
    c := c+i END
END
```

# Idea

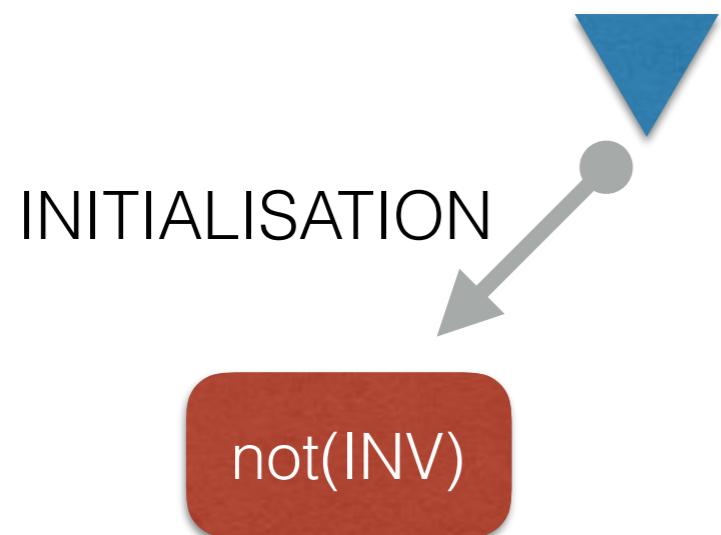
- do not enumerate all possible constant values ( $m$ ) and all parameters ( $i$ )
- let constraint solver instantiate them depending on target:
  - test-case generation: execute all/one event leading to a target predicate (valid end state of a test)
  - bounded-model checking (BMC): execute a sequence of events leading to invariant violation

probcli Counter.mch -bmc 10 -spdot out.dot



```
MACHINE Counter
CONSTANTS m
PROPERTIES m : {127,255}
VARIABLES c
INVARIANT c>=0 & c<=m
INITIALISATION c:=0
OPERATIONS
  incby(i) = PRE i:1..64 THEN
    c := c+i END
END
```

# BMC Algorithm: Steps

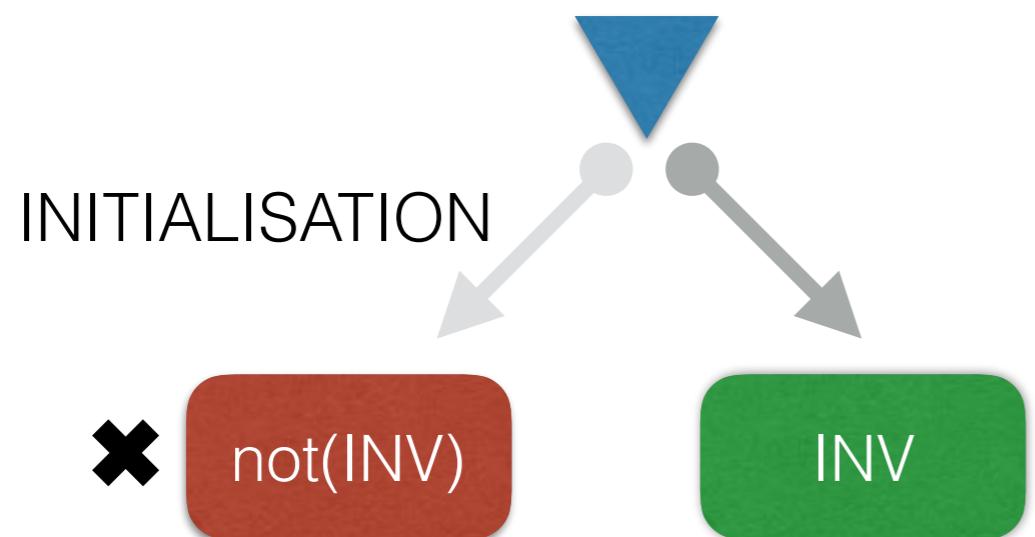


```
MACHINE Counter  
CONSTANTS m  
PROPERTIES m : {127,255}  
VARIABLES c  
INVARIANT c>=0 & c<=m  
INITIALISATION c:=0  
OPERATIONS  
  incby(i) = PRE i:1..64 THEN  
    c := c+i END  
END
```

Call to solver:

$$m \in \{127, 255\} \wedge c = 0 \wedge \neg(c \geq 0 \wedge c \leq m)$$

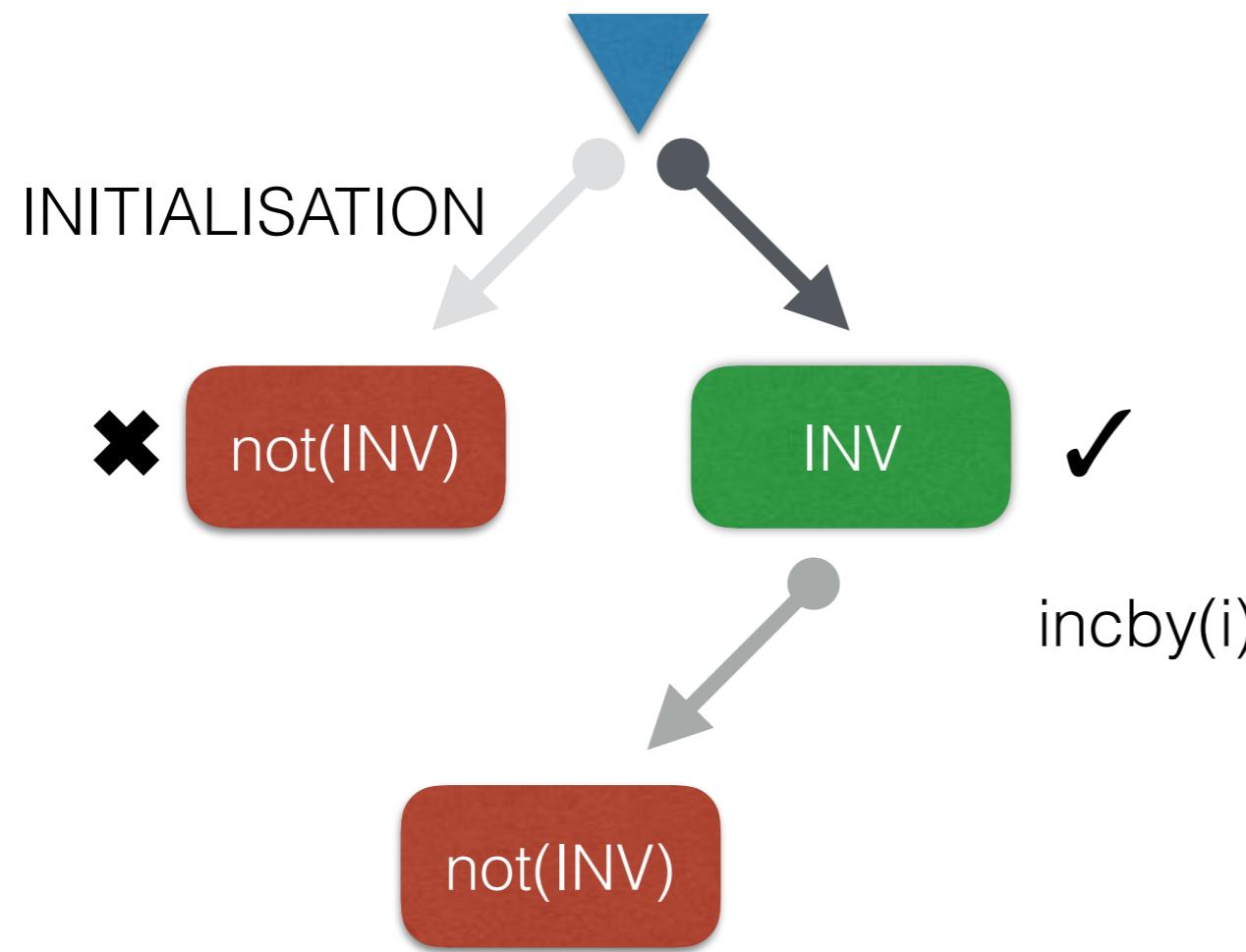
# BMC Algorithm: Steps



Call to solver:  
 $m \in \{127, 255\} \wedge c = 0$

```
MACHINE Counter
CONSTANTS m
PROPERTIES m : {127,255}
VARIABLES c
INVARIANT c>=0 & c<=m
INITIALISATION c:=0
OPERATIONS
  incby(i) = PRE i:1..64 THEN
    c := c+i END
END
```

# BMC Algorithm: Steps

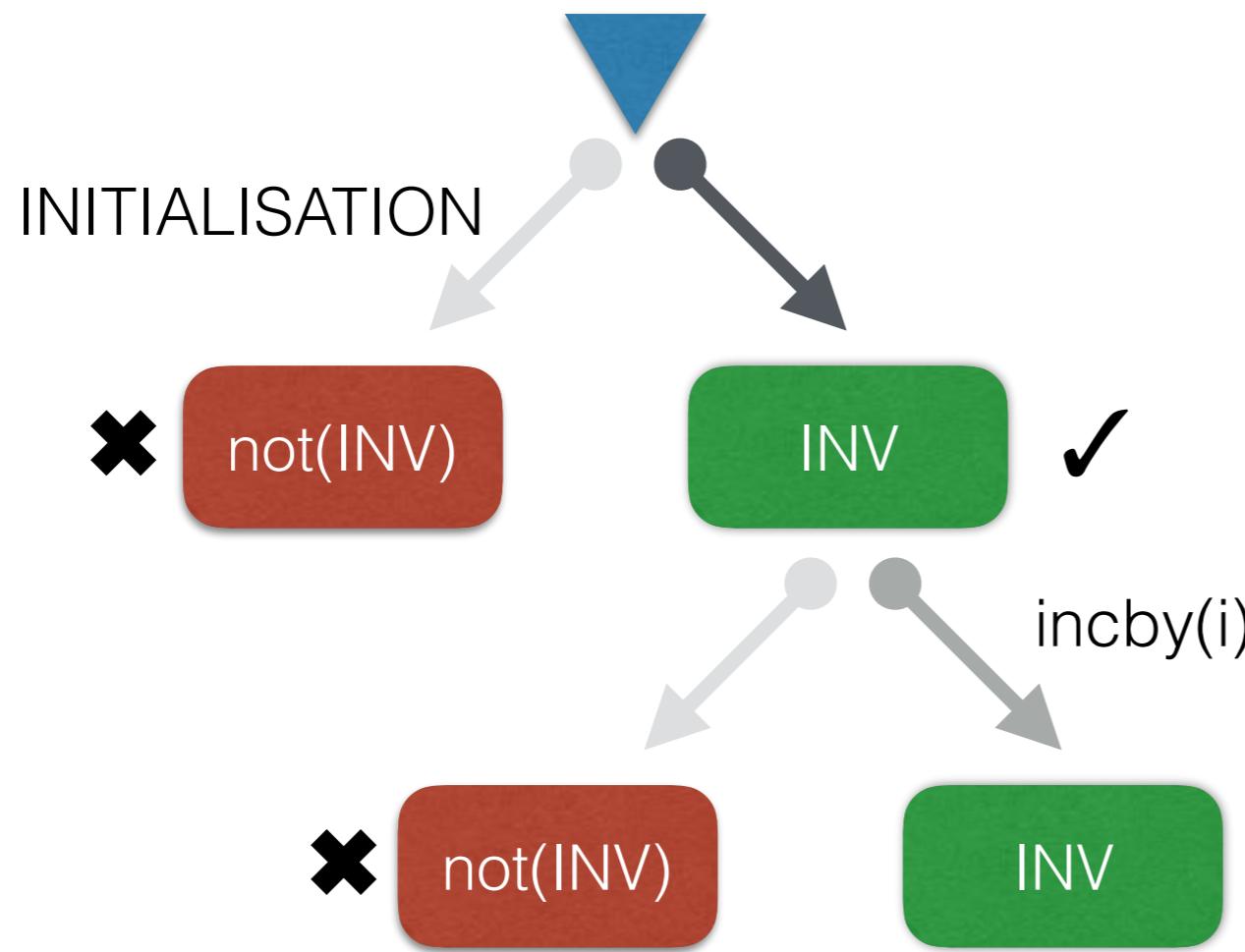


```
MACHINE Counter  
CONSTANTS m  
PROPERTIES m : {127,255}  
VARIABLES c  
INVARIANT c>=0 & c<=m  
INITIALISATION c:=0  
OPERATIONS  
  incby(i) = PRE i:1..64 THEN  
    c := c+i END  
END
```

Call to solver:

$$\begin{aligned} &m \in \{127, 255\} \wedge c = 0 \wedge (c \geq 0 \wedge c \leq m) \wedge \\ &i \in 1..64 \wedge c' = c + i \wedge \neg(c' \geq 0 \wedge c' \leq m) \end{aligned}$$

# BMC Algorithm: Steps

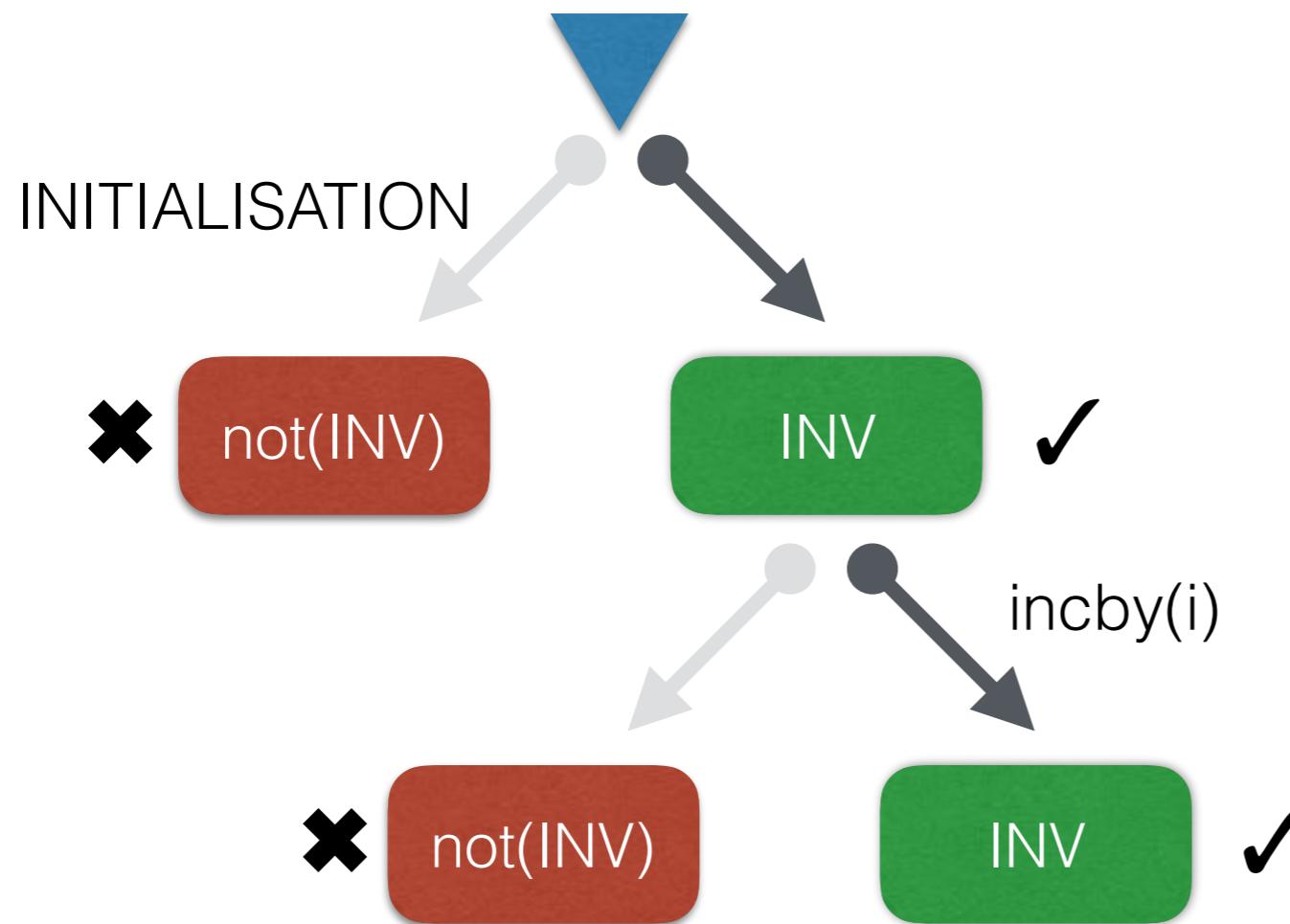


```
MACHINE Counter  
CONSTANTS m  
PROPERTIES m : {127,255}  
VARIABLES c  
INVARIANT c>=0 & c<=m  
INITIALISATION c:=0  
OPERATIONS  
  incby(i) = PRE i:1..64 THEN  
    c := c+i END  
END
```

Call to solver:

$$m \in \{127, 255\} \wedge c = 0 \wedge (c \geq 0 \wedge c \leq m) \wedge \\ i \in 1..64 \wedge c' = c + i$$

# BMC Algorithm: Steps

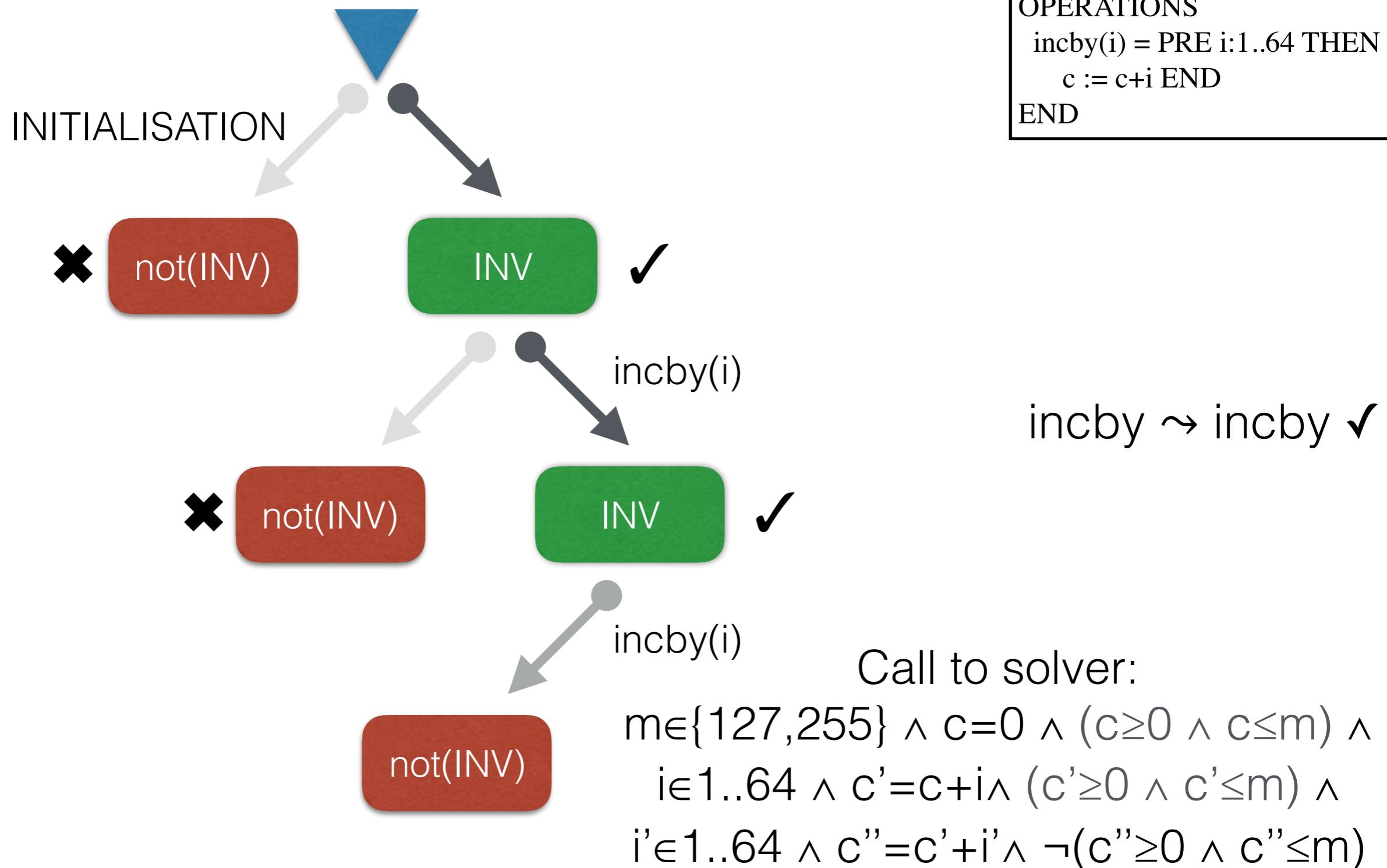


```
MACHINE Counter  
CONSTANTS m  
PROPERTIES m : {127,255}  
VARIABLES c  
INVARIANT c>=0 & c<=m  
INITIALISATION c:=0  
OPERATIONS  
  incby(i) = PRE i:1..64 THEN  
    c := c+i END  
END
```

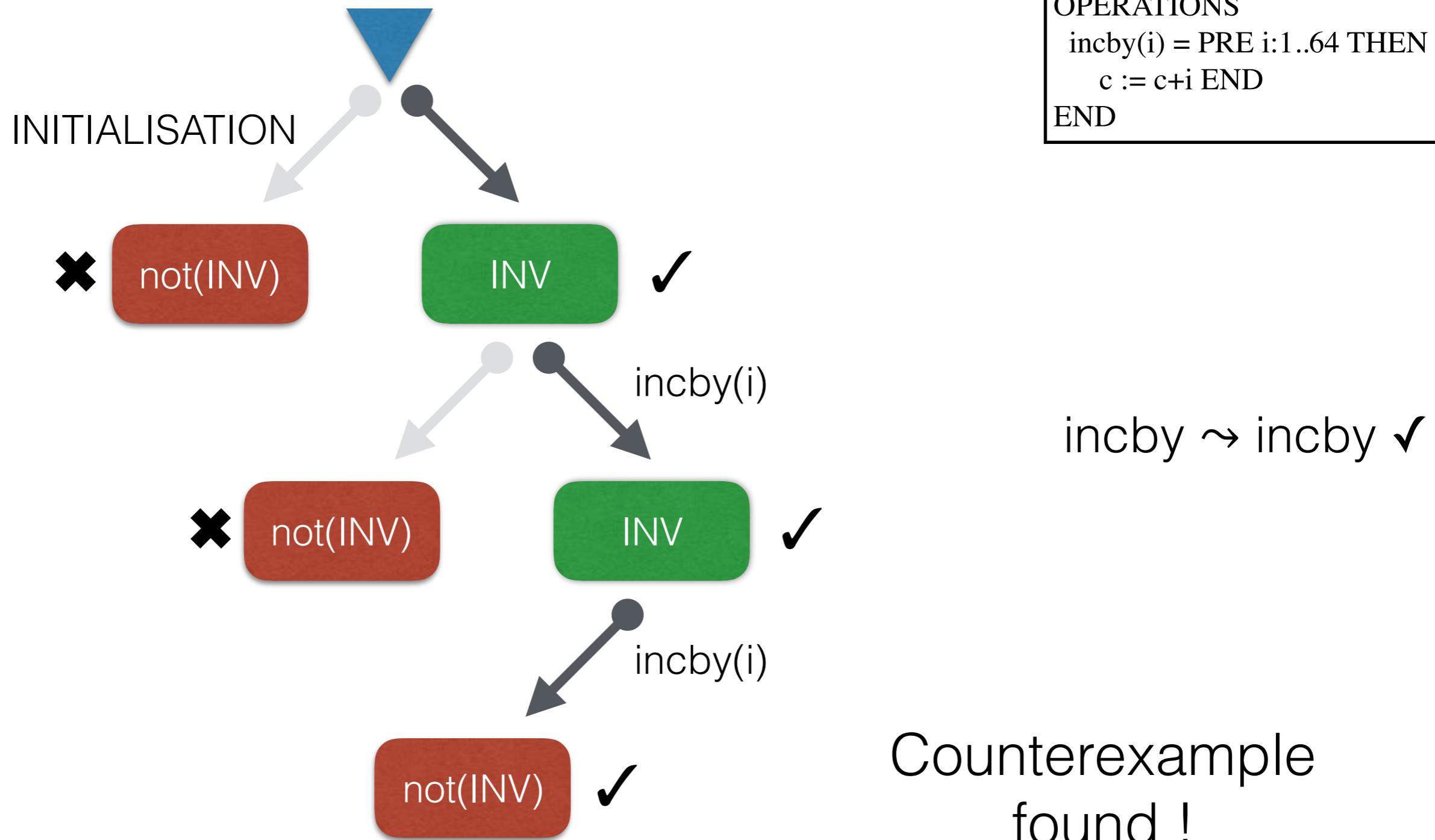
INVARIANT  
 $\rightarrow$  incby  
 $\rightarrow$  guard of incby ?

Call to solver:  
 $m \in \{127,255\} \wedge (c \geq 0 \wedge c \leq m) \wedge$   
 $i \in 1..64 \wedge c' = c + i \wedge$   
 $i' \in 1..64$

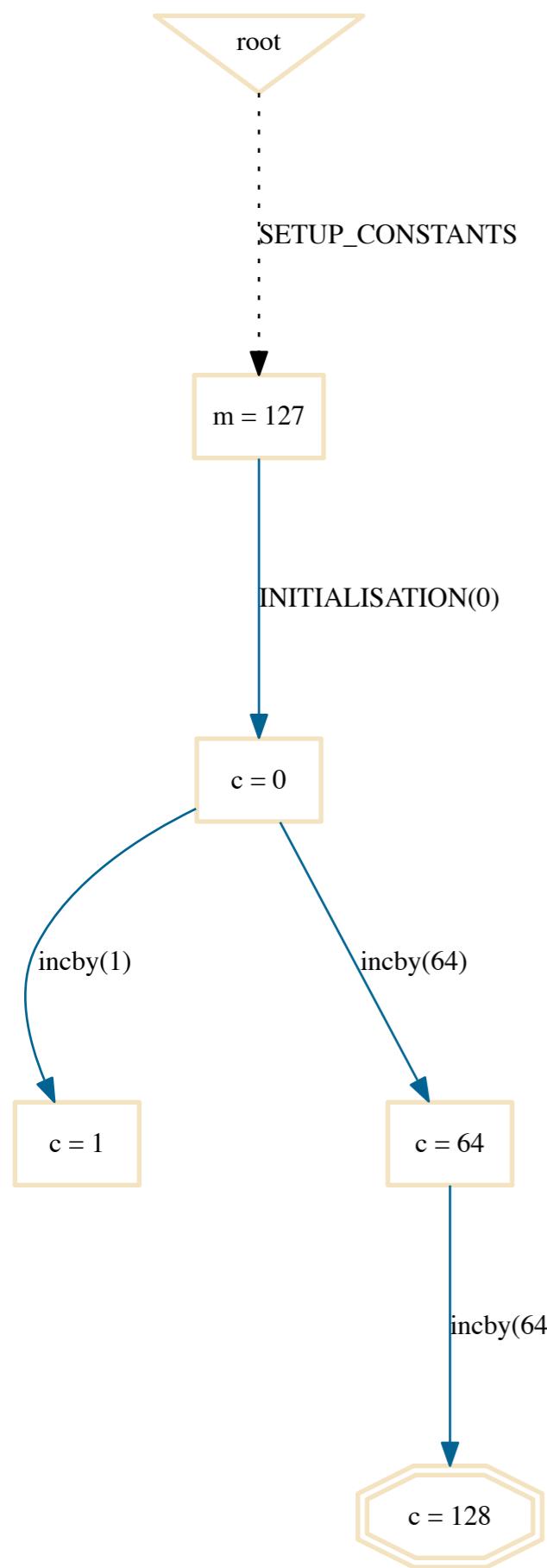
# BMC Algorithm: Steps



# BMC Algorithm: Steps



# Counterexample



```

MACHINE Counter
CONSTANTS m
PROPERTIES m : {127,255}
VARIABLES c
INVARIANT c>=0 & c<=m
INITIALISATION c:=0
OPERATIONS
  incby(i) = PRE i:1..64 THEN
    c := c+i END
END
  
```

Call to solver:

$$\begin{aligned}
 & m \in \{127, 255\} \wedge c=0 \wedge (c \geq 0 \wedge c \leq m) \wedge \\
 & i \in 1..64 \wedge c'=c+i \wedge (c' \geq 0 \wedge c' \leq m) \wedge \\
 & i' \in 1..64 \wedge c''=c'+i' \wedge \neg(c'' \geq 0 \wedge c'' \leq m)
 \end{aligned}$$

Solution:

$$m=127$$

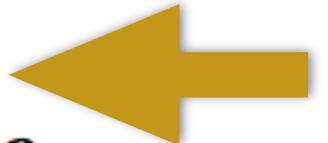
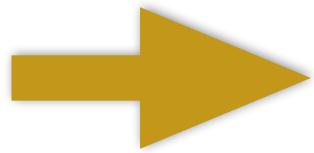
$$c=0$$

$$i=64, c'=64$$

$$i'=64, c''=128$$

# BMC/Test-Case Algorithm

1. **Input:** set of events  $target \subseteq Events$  and a set of events  $final \subseteq Events$
2. Initially we set  $paths := \{[]\}$  where  $[]$  is the path of length 0
3.  $depth := 0$
4.  $final$  is the set of events which have to be final; in our case study:  $target$
5.  $target' := target$
6. **for** every  $p \in paths$  of length  $depth$  **do**:
7.   **for** every  $t \in target \cap enable(p)$  **do**:
8.     **if** solve constraints of path  $p \leftarrow t$  **then**
9.        $target := target \setminus \{t\}$ , store solution as test for  $t$
10.       $path := path \cup \{p \leftarrow t\}$
11.     **fi**
12.   **od**
13. **od**
14. **if**  $target = \emptyset$  or maximum depth reached **then return fi**
15. **for** every  $p \in paths$  of length  $depth$  **do**:
16.   **for** every  $e \in feasibleAfter(p) \setminus target' \setminus final$  **do**:
17.     **if** solve constraints of path  $p \leftarrow e$  **then**  $path := path \cup \{p \leftarrow e\}$  **fi**
18.   **od**
19. **od**
20.  $depth := depth + 1$ ; **goto 5**



# Application

- More details about an application for Java Card security in [SEFM'15] paper
  - runtime reduced from estimated 2 years to 45 minutes for creating all relevant mutants

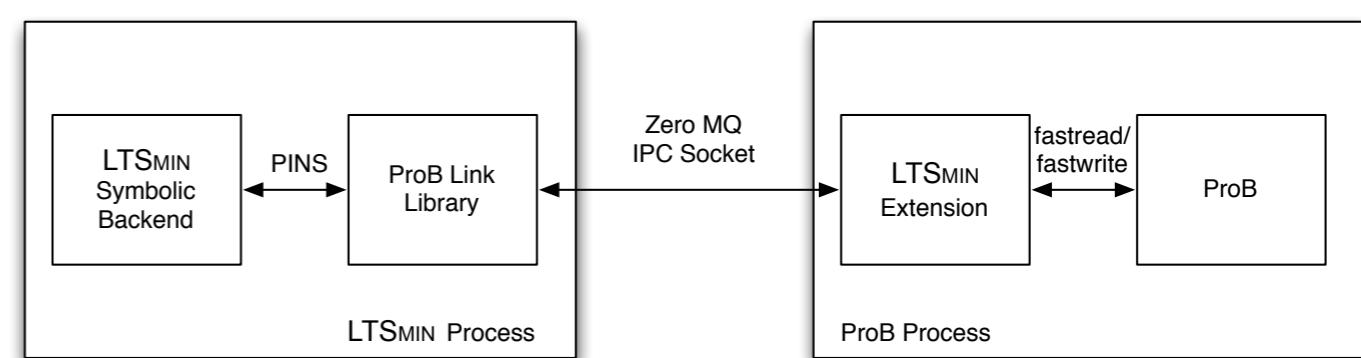
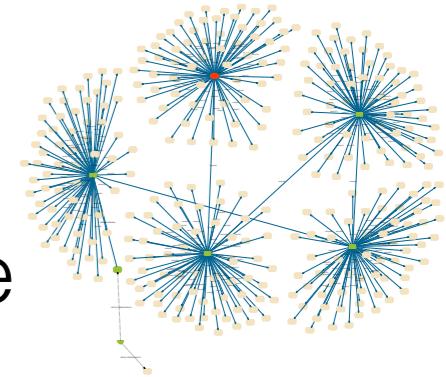
# Demo:

# Example from yesterday

```
MACHINE EmailTestCaseGenExample
SETS User = {u1,u2,u3,u4,u5}
VARIABLES Wifi, Bluetooth, Airplane, EmailLoggedIn, to_deliver
INVARIANT
Wifi:BOOL &
Bluetooth:BOOL &
Airplane:BOOL & (Airplane=TRUE => (Wifi=FALSE & Bluetooth=FALSE)) &
EmailLoggedIn <: User &
(EmailLoggedIn /= {} => Wifi=TRUE) &
to_deliver: User <-> User
INITIALISATION
Wifi,Bluetooth,Airplane := FALSE,FALSE,FALSE || EmailLoggedIn := {} || to_deliver := {}
OPERATIONS
TurnWifiOn = PRE Wifi=FALSE THEN Wifi:=TRUE || Airplane :=FALSE END;
TunrAirplaneModeOn = PRE Airplane=FALSE THEN
    Airplane := TRUE || Wifi,Bluetooth := FALSE,FALSE
    || EmailLoggedIn := {}
END;
LogIntoEmail(u) = PRE u:User & Wifi=TRUE & u /: EmailLoggedIn THEN
    EmailLoggedIn := EmailLoggedIn V {u}
END;
LogOutOfEmail(u) = PRE u:EmailLoggedIn THEN
    EmailLoggedIn := EmailLoggedIn \ {u}
END;
SendEmail(u,to) = PRE u:EmailLoggedIn & to:User THEN to_deliver := to_deliver V {u|->to} END;
ReceiveEmail(u,from) = PRE u:EmailLoggedIn & from|->u:to_deliver & from/=u THEN
    to_deliver := to_deliver \ {from|->u} END;
SynContacts(u) = PRE u:EmailLoggedIn THEN skip END
END
```

# Recent ProB developments for explicit state model checking

- parB: uses ZeroMQ for parallel model checking
- TLC Backend: uses TLC model checker as alternate backend; very fast for low-level B models, can be parallelised (AWS), can deal with very large state spaces (on disk)
- LTSMin Bridge: links ProB with LTSMin model checking engine:
  - BDD-style symbolic model checking
  - Partial Order Reduction



# Conclusion Part 1

- Constraint programming for B enables many important validation and verification activities
  - enables animation (and thus model checking) of high level specifications
  - many validation tasks can be encoded as finding the solution of a B predicate: bounded model checking, test-case generation
  - complements proof

# Part 2: Overview of Constraint Solvers for B

# Challenges of Constraint Programming for B

- **undecidable** formal method, with nested **quantifiers** and negation:  $\forall n. (n > 2 \Rightarrow \neg \exists a, b, c. a^n + b^n = c^n)$
- **higher-order** functions and relations, **unbounded** variables
- we want **reliable** solving, e.g., satisfy CENELEC EN50128 T2 or T3 tool classification
- we want to find **all** solutions to predicates
- we want to be able to deal with real data: **large** relations, large integers

# Default ProB Solver

- written in SICStus Prolog with CLP(FD) finite domain library
  - $?- X \text{ in } 1..3, Y \#= X+X. \rightarrow Y \text{ in } 2..6$
- ProB uses CLP(FD) for integers and deferred set / enumerated set elements
  - $>>> x:1..3 \& y=x+x \rightsquigarrow x = ?:1..3 \& y = ?:2..6$
- Booleans are encoded separately using `pred_false`,`pred_true` values
- Sets have three representations: Prolog lists, AVL-trees, **symbolic** closures and custom solver using Prolog co-routines which trigger upon set-instantiations
- Main Idea: **determinism** first, efficient set representation first

# Demo with -repl

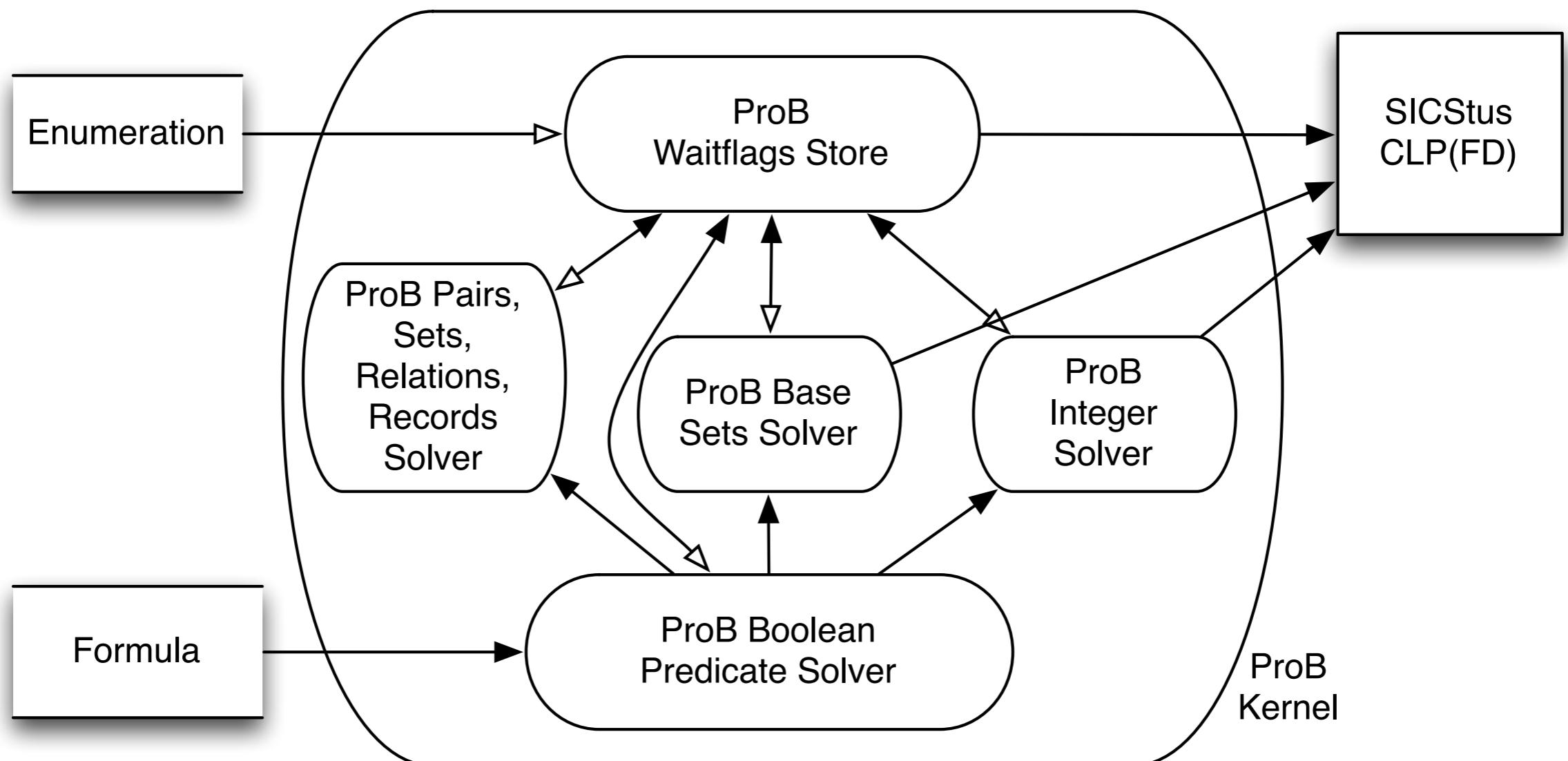
- ! deterministic mode

```
>>> x:1..3 & y=x+x  
≈ x = ?:1..3 & y = ?:2..6
```

```
>>> r = {1|->11, 2|->22, 3|->33, 4|->44} & x|->y:r &  
y>22  
≈ x = ?:3..4 & y = ?:{33}\V{44}
```

```
>>> cube = {x,y|y=x*x*x} & cube(v)=512
```

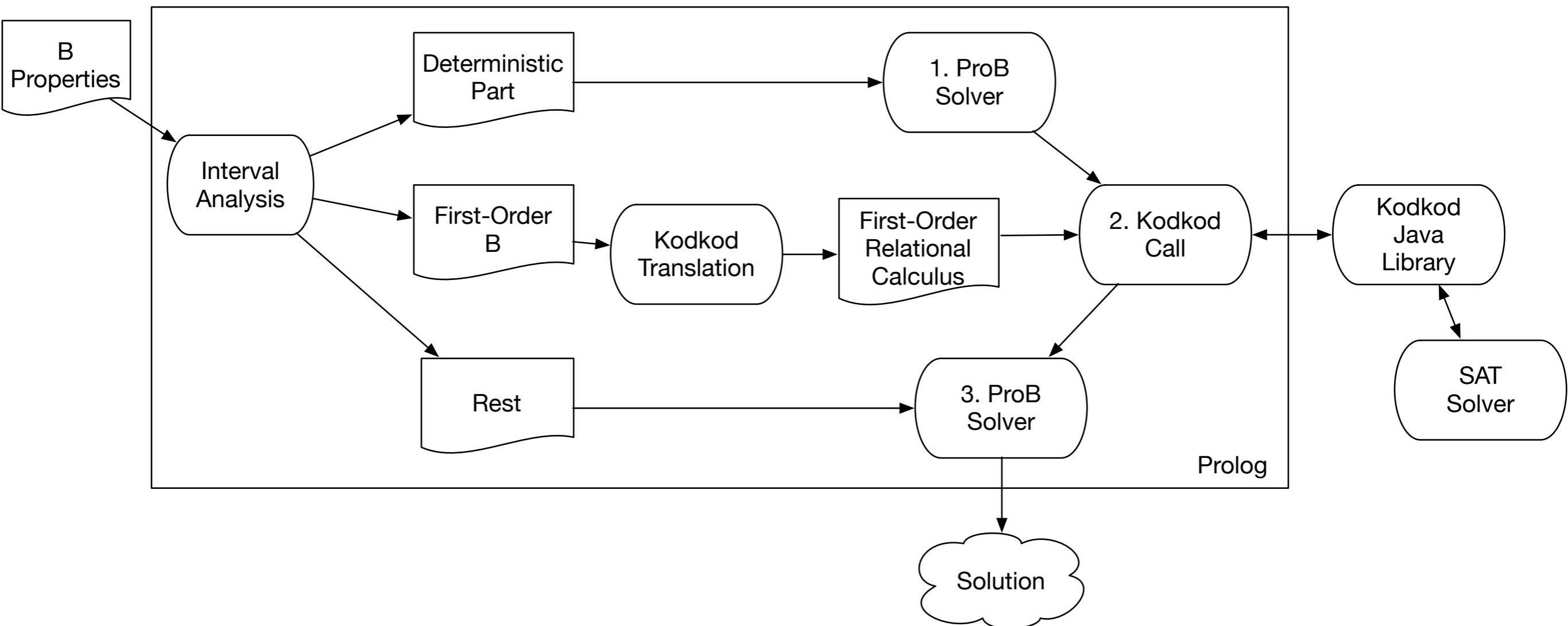
# ProB Architecture



# Kodkod Library

- Java library to translate first-order relational calculus expressions into propositional logic for SAT solving
  - can make use of various SAT solvers
  - core of the Alloy tool

# Overview of ProB Kodkod Backend



# Demo with -repl

```
>>> :kodkod r: 1..5 <-> 1..5 & (r;r) = r & r /= {} & dom(r)=1..5 & r[2..3]=4..5
```

```
kodkod ok: r : 1 .. 5 <-> 1 .. 5 & (r ; r) = r & r /= {} & do... ints: irange(0,5), intatoms: irange(0,5)
```

Kodkod module started up successfully (SAT solver SAT4J with timeout of 1500 ms).

Times for computing solutions: [4,3,4,2,1,5,1,2,2,1,2,1,1,1,1,1,2,1,1,1,1,1]

Existentially Quantified Predicate over r is TRUE

Solution:

```
r = {(1|->4),(2|->4),(3|->4),(3|->5),(4|->4),(5|->4),(5|->5)}
```

```
>>> $
```

```
% Type: pred
```

```
% Eval Time: 10 ms (400 ms walltime)
```

# ProB Z3 Backend

- Prior work: Deharbe et al.: SMT solvers for proof in Rodin
- Here use Z3's native set support
- Translation more tuned for solving than for proof
- Two possible integrations:
  - 1) translate entire predicate to Z3
  - 2) interleave calls to Z3 in ProB interpreter

# Unsatisfiability

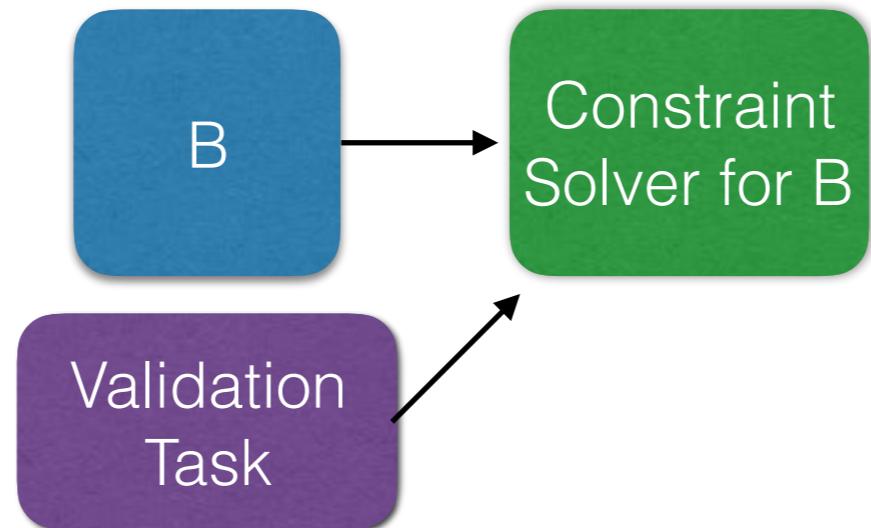
- $x < y \& y < x$ 
  - Time-out with CLP(FD)
  - Kodkod backend not applicable (no finite bound)
  - Z3: quickly finds inconsistency
- Z3 often very good at detecting inconsistencies;  
useful in ProB disprover or in interleaved interpreter  
to prune branches

# Satisfiable (Model Finding)

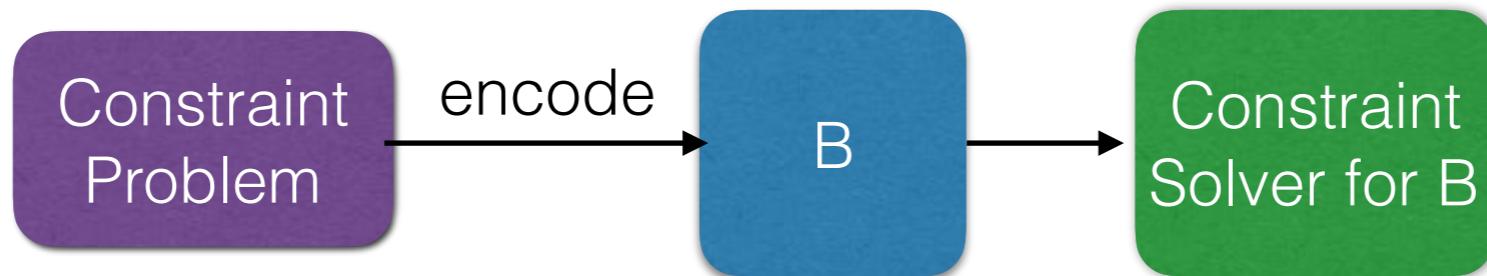
- KISS\*KISS=PASSION puzzle
- $\{K,P\} <: 1..9 \text{ & } \{I,S,A,O,N\} <: 0..9 \text{ & }$   
$$(1000*K + 100*I + 10*S + S) * (1000*K + 100*I + 10*S + S) = 1000000*P + 100000*A + 10000*S + 1000*S + 100*I + 10*O + N \text{ & } \text{card}(\{K, I, S, P, A, O, N\}) = 7$$
- 0 ms with ProB
- 800 ms with Kodkod backend
- 4570 ms with Z3 backend

# Anecdotal Evidence

- ProB standard **Prolog** solver: good for integers, disequalities, finding models, can deal with symbolic set representations
  - not good for unbounded inconsistent predicates, complicated relational constraints with image, closure,...
- **Kodkod/SAT**: good for enumerated sets, relational operators (composition, closure, image)
  - not good for large integers, large sets; cannot deal with sets of sets, unbounded values
- **Z3/SMT**: good for detecting inconsistencies, particular unbounded domains
  - unreliable for finding models, finite problems often get translated into unbounded SMTLib problems



# Part 3: Constraint Programming in B



# Why do CP in B ?

- Teaching B, Mathematics, Theoretical Computer Science
- More expressive language (will be shown on examples)
- Proof Support (from B)
- Stress test our solver for B
- Experiment with an alternate approach of using B:
  - formal models as artefacts at runtime
  - no code generation, or much more limited code generation

Latex Slides  
generated  
with B and ProB

# Part 4: Applications of Constraint Programming within B

# Practical Use ?

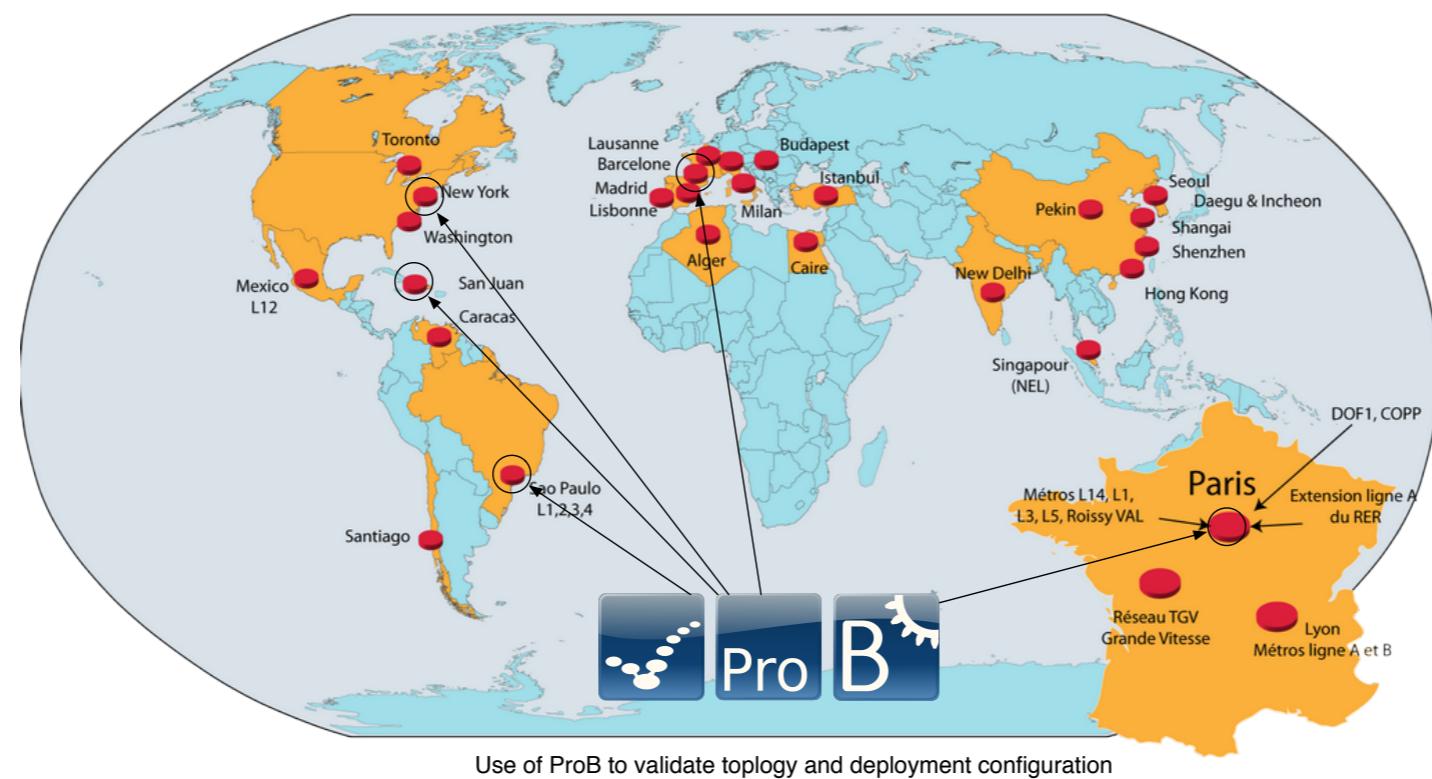
- Solving Puzzles with B is nice for teaching
- Produces test cases for ProB
- But does it have any practical significance or application ?

# Railway Applications

Use of the B Method developed by

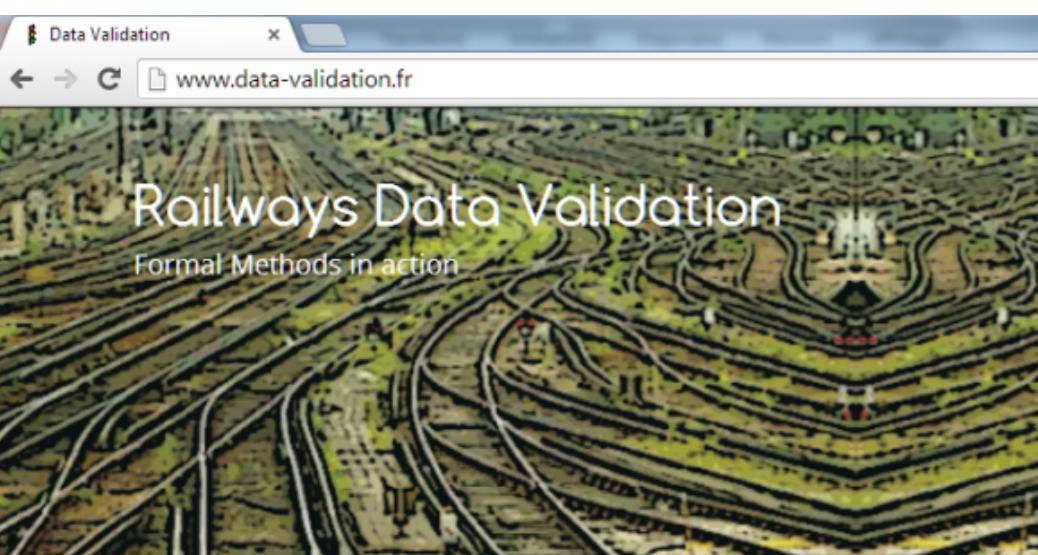


Metros and Trains equipped with B SIL4 software



# Data Validation

<http://www.data-validation.fr/>

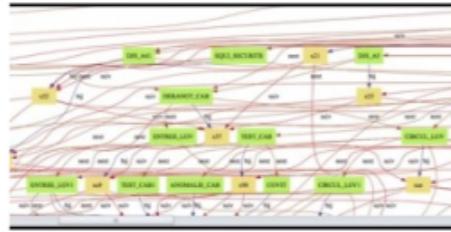


## Data Validation & Reverse Engineering

6 June 2013 13 h 57 min · Leave a Comment · ClearSy

Data validation principles have been applied recently to a railways reverse-engineering project with great success. B and ProB have demonstrated again how efficient they are when used in combination.

This project was aimed at redeveloping an IDE for Embedded Diagnosis Systems (EDS), mostly from scratch as source code and development documentation are lost. Obsolete hardware (with no direct access to the filesystem) and original IDE were used for black box testing.

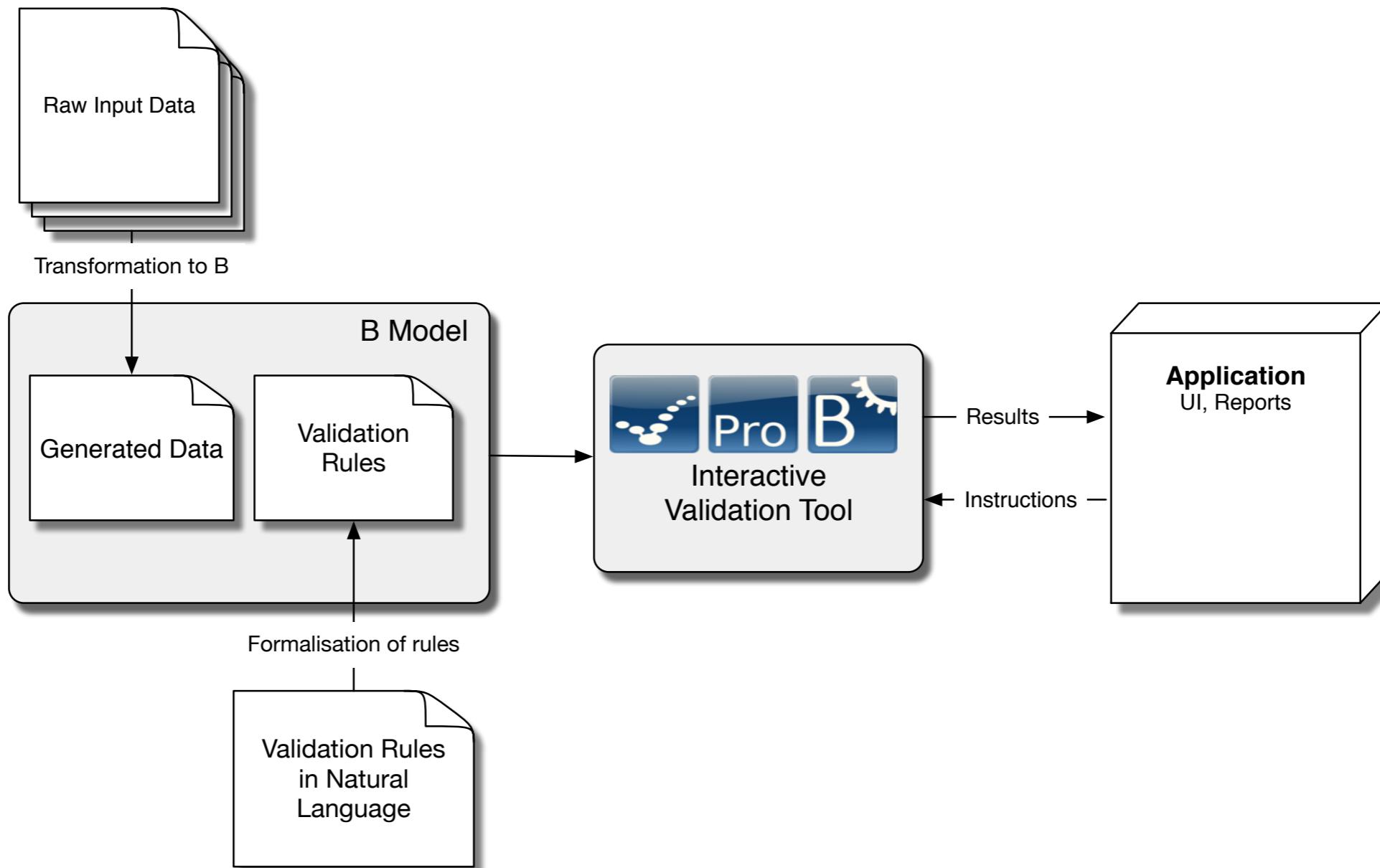


[Continue Reading →](#)

- ✗ DB\_ATCEQUIP
- ✓ Rule\_DB\_ATCEQUIP\_0001
- ✓ Rule\_DB\_ATCEQUIP\_0002
- ✓ Rule\_DB\_ATCEQUIP\_0003
- ✓ Rule\_DB\_ATCEQUIP\_0004
- ✗ Rule\_DB\_ATCEQUIP\_0007
- ✗ ZC US\_B has 2 defined trackside OMAP
- ✗ ZC US\_C has 2 defined trackside OMAP
- ✗ ZC US\_A has 2 defined trackside OMAP



# Data Validation for Thales RBC



## Example B Rule

"Two signals valid for the same direction  
should not be placed at the same location"

```
∀signal1,signal2. ( signal1 ∈ Signals ∧ signal2 ∈ Signals ∧ signal1 ≠ signal2
    ∧ Signal_Direction(signal1) = Signal_Direction(signal2)
    ⇒ ¬(Signal_TrackSegment(signal1) = Signal_TrackSegment(signal2)
        ∧ Signal_OperationalKM(signal1) = Signal_OperationalKM(signal2)))
```

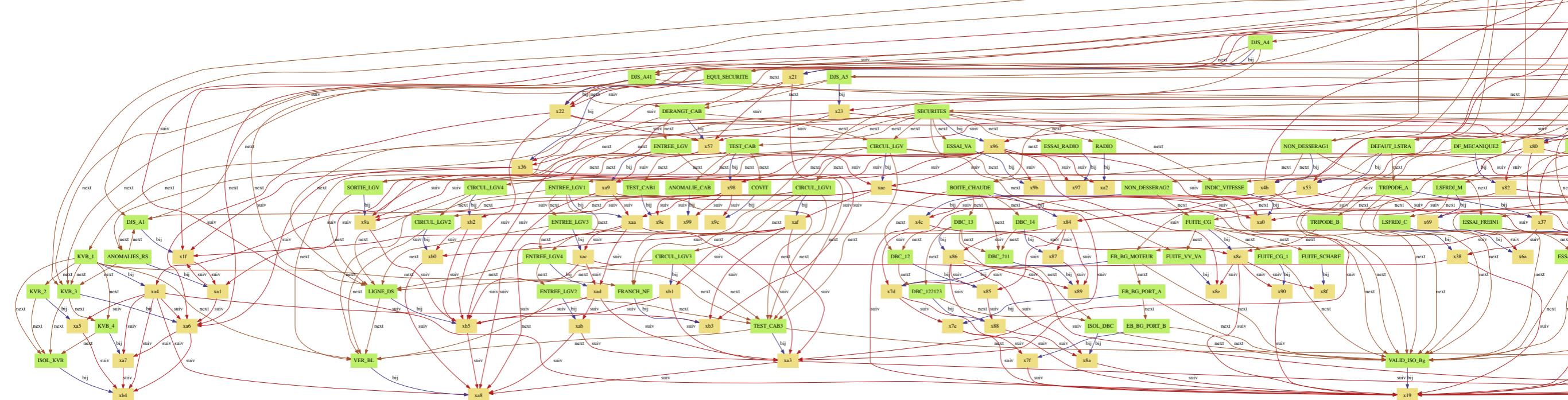
# Benefits

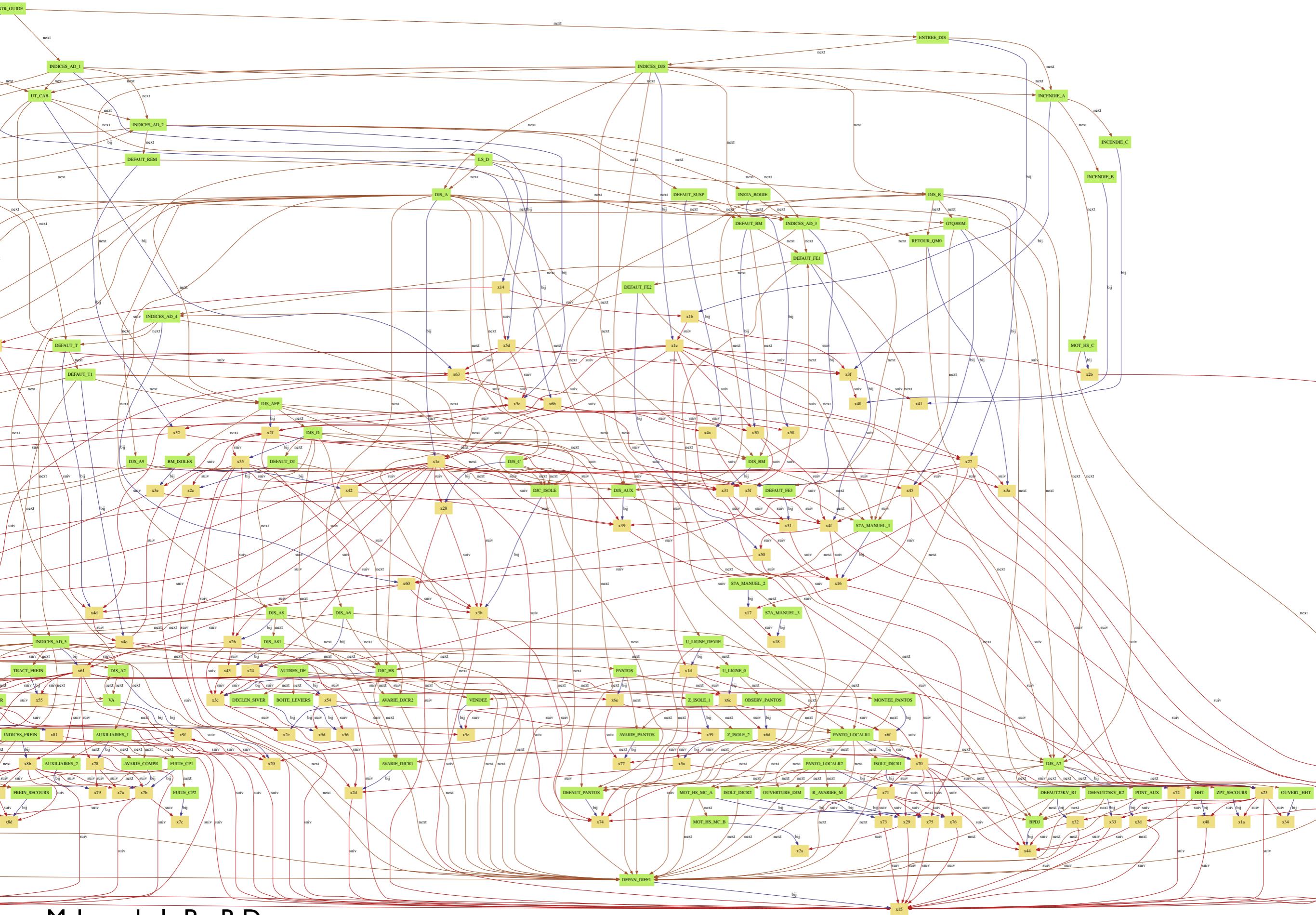
- declarative notation of the rules is well suited for reviews and eases the certification process
- correctness of complex computations can be ensured by formal assertions
- elimination of communication problems and quick turn-around
- product line management reflected in formal model

# Reverse Engineering of Application Binary with ProB

bij: G7 >->> ADR &  
 $\lambda xx. (xx: G7 \Rightarrow bij[\text{next}[\{xx\}]] = \text{suiv}[bij[\{xx\}]] )$

|62! =





# ProB Constraint Solver in Action

## 1. Semester

	Montag	Dienstag	Mittwoch	Donnerstag	Freitag					
08:30	86/154 102/180	128/221 54/104	15/40 119/205	19/52 54/104	29/67 18/46	13/33 54/104	20/55 25/63	56/108 117/204	44/83 58/113	13/34
10:30			61/120	70/130						
12:30	19/53 54/106	21/59 59/117	13/38 114/200	14/38 128/223	86/158 20/57	127/220 102/182	18/49 122/210	122/210 26/64	13/37 26/64	58/115
14:30	78/139 14/39	96/169 54/107	82/145 128/224	86/157 16/44	18/50 121/209	57/112 85/153	78/140 85/153	97/170 55/110	41/80	
16:30	30/68 54/107	98/171 62/122	80/143 128/225	88/158 102/184	86/159 18/51	128/226 102/185	19/54			
18:30										

### Titel

Basis 3/ A3a: Methodenkurs Logik

### Gruppe

169

### Fachrichtung

Linguistik

### Empfohlene Startsemester

1

### Studiengänge/Alternativen

Klicken zur Suche nach alternativen Zeitslots

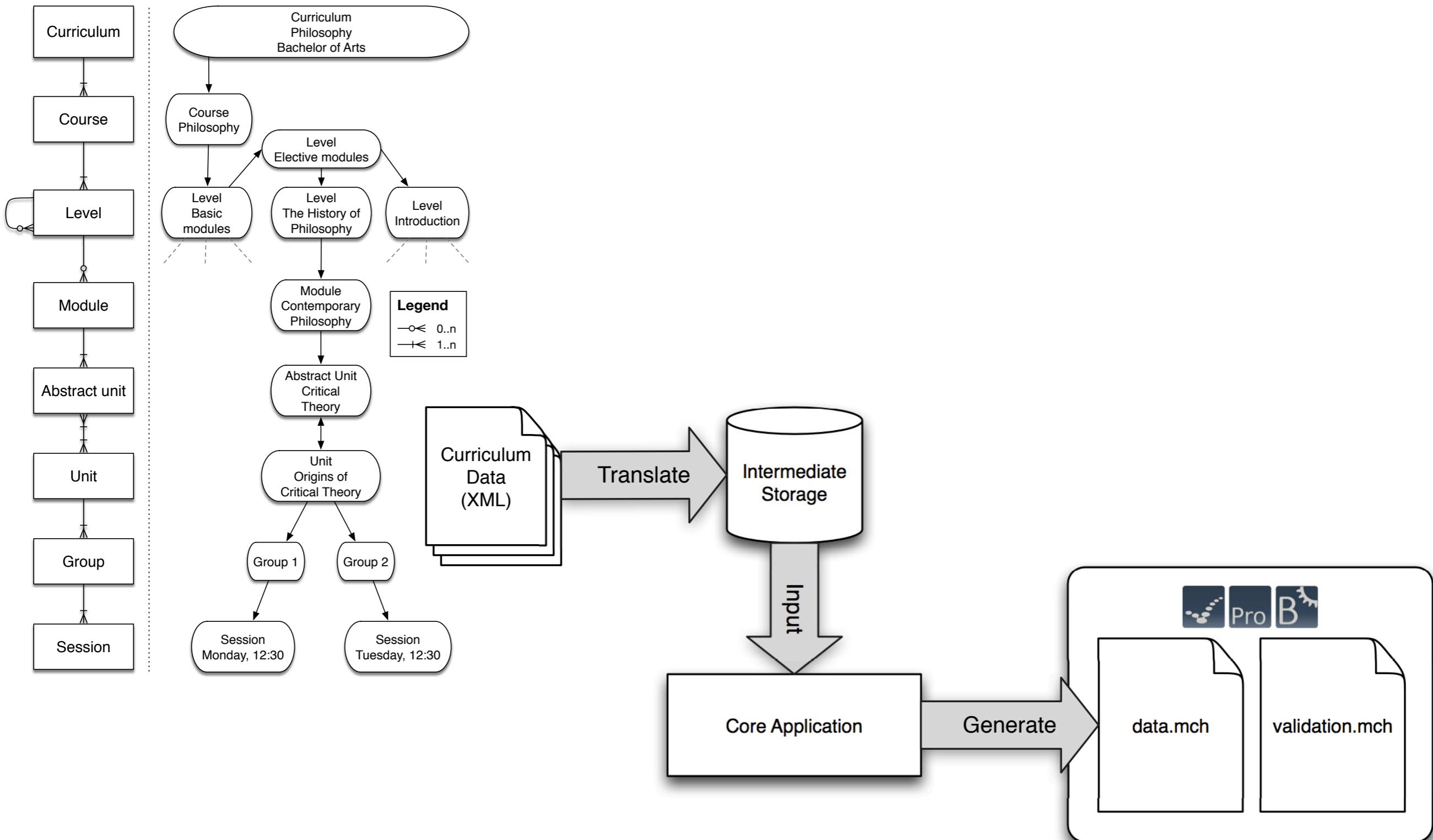
- Geschichte/Linguistik
- Modernes Japan/Linguistik
- Anglistik/Linguistik
- Romanistik/Linguistik
- Jüdische Studien/Linguistik
- Germanistik/Linguistik

### Suche globale Alternativen

### Alternativ-Slots

- Montag - 08:30
- Dienstag - 08:30
- Mittwoch - 08:30
- Freitag - 08:30
- Freitag - 10:30
- Montag - 12:30
- Dienstag - 12:30
- Mittwoch - 12:30

## EXAMPLE



# Alternate Encodings (of simpler course model)

- ProB model: milliseconds to seconds to solve courses or detect impossibility
- Alloy: not successful; not able to solve timetabling for size of courses we require
- Z3: initial models very slow (hours to find solutions); latest version faster (good for inconsistency; still relatively slow for finding models: minutes vs seconds in ProB)

Part 5: A small case study:  
highlight expressivity of B and  
showcase new solving technique  
(Latex Slides)

# Conclusions



- B/Event-B encodings often very compact and elegant
- ProB good at arithmetic & ≠ (Alphametic, Queens)
  - success for industrial case studies (data validation for Siemens, Alstom, General Electric, RATP, ...)
  - extensive validation, double chain available
- Can deal with large data and (in some cases) with higher-order datatypes and unbounded domains and infinite sets symbolically
- Kodkod backend very good for relational image, closure, composition
- Z3 backend very good for detecting inconsistent, unbounded predicates
- Combined ProB CLP(FD) and Kodkod backend shows promise

# One encouraging result: SMTLib Competition 2016

## NIA (Main Track)

Competition results for the NIA division as of Mon Jun 27 20:09:59 GMT

Benchmarks in this division : 9

Winners:

Sequential Performances	Parallel Performances
ProB	ProB

**NIA = Non-Linear Integer Arithmetic  
with quantifiers**

Result table<sup>1</sup>

Solver	Sequential performance			Parallel performance				Other information
	Error Score	Correctly Solved Score	avg. CPU time	Errors	Corrects	avg. CPU time	avg. WALL time	Unsolved benchmarks
CVC4	0.000	5.000	0.019	0.000	5.000	0.019	0.020	4
ProB	0.000	8.000	0.888	0.000	8.000	0.888	0.887	1
vampire_smt_4.1	0.000	6.000	335.043	0.000	6.000	335.043	333.271	3
vampire_smt_4.1_parallel	0.000	7.000	537.677	0.000	7.000	871.029	232.010	2
z3 <sup>n</sup>	0.000	9.000	0.038	0.000	9.000	0.038	0.037	0

# The Goal

- Dealing with integers, large data like CLP (SAT/SMT not enough to automatically detect simple high-level propagation rules)
- Learning like SAT, SMT (CLP propagation not enough in presence of complicated constraints)
- Symbolic functions with good performance (partial evaluation ?)
- **(Executable) Models as Runtime Artifacts  
Executable Mathematics**

Jens Bendisposto  
Carl Friedrich Bolz  
Ivo Dobrikov  
Nadine Elbeshausen  
Fabian Fritz  
Marc Fontaine  
Stefan Hallerstede  
Dominik Hansen  
Christoph Heinzen  
Michael Jastram  
Philip Körner  
Sebastian Krings  
Lukas Ladenberger  
Li Luo  
Daniel Plagge  
Mireille Samia  
David Schneider  
Corinna Spermann  
Dennis Winter

# Thanks !



Michael Butler  
Thierry Massart  
Edd Turner



## Theory Plugin support

```
context Demo
constants cube isqrt sol1 sol2
axioms
@axm0 cube=(x·x∈Z | x*x*x)
theorem @thm0 {y|cube(cube(y))=512}={2} // observe: no domain restriction on y

@axm1 isqrt = {x→r | x∈N ∧ r∈N ∧ r*r ≤ x ∧ (r+1)*(r+1)>x} // automatically detected as symbolic in new
ProB; observe: no explicit finiteness restriction on x
theorem @thm1 isqrt(100) = 10
theorem @thm2 isqrt(10) = 3
theorem @thm3 isqrt[1..20] = 1..4
theorem @thm4 ({1→4, 2→9, 3→ 26} ; isqrt) = {1→2, 2→3, 3→5}
theorem @thm5 {x| isqrt(x)=10} = 100..120 // constraint solving
!
theorem @thm6 cls({1→2, 2→3}) = {1→2, 2→3},
theorem @thm7 cls(isqrt)[{16}] = {4,2,1}
theorem @thm8 cls(isqrt)[{1024}] = {1,2,5}
!
@axm8 sol1 = cls(isqrt)[{-100000}]
theorem @thm_sol1 sol1 = {1,2,4,17,316}
@axm9 sol2 = {x|x∈1..100 ∧ cls(isqrt)[{x}] = {1,2,4}}
theorem @thm_sol2 sol2 = 16..24

theorem @nested {x| x∈1..100 ∧ {y|y∈x..x+10} = {z|z≥x ∧ z<x+11 ∧ ∃v·(v>x)}} = 1..100
end
```

# Highlights

automatic detection of (potentially) infinite sets

solving over infinite domains

transitive closure for infinite relation

nested quantifiers and set comprehensions