# Data type invariants — starting where (static) type checking stops

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# Types for software quality

Data type evolution:

- Assembly (1950s) one single primitive data type: machine binary
- Fortran (1960s) primitive types for numeric processing (INTEGER, REAL, DOUBLE PRECISION, COMPLEX, and LOGICAL data types)
- **Pascal** (1970s) user defined (monomorphic) data types (eg. records, files)
- ML, Haskell etc (≥1980s) user defined (polymorphic) data types (eg. *List a* for all a)

# Type checking for software quality

Why data types?

- Fortran anecdote: non-terminating loop DO I = 1.10 once went unnoticed due to poor type-checking
- Diagnosis: compiler unable to prevent using a real number where a discrete value (eg. integer, enumerated type) was expected
- Solution: improve grammar + static type checker

(static means *done at compile time*)

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# Data type invariants

In a system for monitoring the flight paths of aircrafts in a controlled airspace, we need to define altitude, latitude and longitude:

 $\begin{array}{rcl} Alt &= & I\!\!R \\ Lat &= & I\!\!R \\ Lon &= & I\!\!R \end{array}$ 

However,

- altitude cannot be negative
- latitude ranges between -90 and 90
- longitude ranges between -180 and 180

In maths we would have defined:

 $Alt = \{a \in \mathbb{R} : a \ge 0\}$   $Lat = \{x \in \mathbb{R} : -90 \le x \le 90\}$  $Lon = \{y \in \mathbb{R} : -180 \le y \le 180\}$ 

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## Data type invariants "a la" VDM

Standard notation (VDM family)

Alt = IRinv  $a \triangle a \ge 0$ 

implicitly defines predicate

 $inv-Alt : \mathbb{R} \to \mathbb{B}$  $inv-Alt(a) \triangleq a \ge 0$ 

known as the *invariant* of *Alt*.

# Data Type invariants

#### Recall the following requirements from mobile phone manufacturer

(...) For each **list of calls** stored in the mobile phone (eg. numbers dialed, SMS messages, lost calls), the **store** operation should work in a way such that (a) the more recently a **call** is made the more accessible it is; (b) no number appears twice in a list; (c) each list stores up to 10 entries.

#### Clause (c) leads to

 $ListOfCalls = Call^*$ inv  $l riangle length l \le 10$ 

**Exercise 1:** Think of a natural language definition of clause (b) to inv-*ListOfCalls* involving denotation l i of the *i*-th element of l, for  $1 \le i \le length l$ .

 $\square$ 

## Invariants are *inevitable*

Modeling the Western dating system:

Year =  $\mathbb{N}$ Month =  $\mathbb{N}$ inv  $m \triangleq m \le 12$ Day =  $\mathbb{N}$ inv  $d \triangleq d \le 31$ 

 $Date = Year \times Month \times Day$ 

However,  $12 \times 31 = 372$ , while one year has 365.2425... days. Thus the *Julian calendar* (45 BC, which introduced *leap years*) and the much more complex *Gregorian calendar* (1582), which fine tuned it to

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## Invariants are *inevitable*

 $\begin{array}{ll} \textit{Date} = \textit{Year} \times \textit{Month} \times \textit{Day} \\ \textit{inv}(y, m, d) & \doteq & \textit{if} \ m \in \{1, 3, 5, 7, 8, 10, 12\} \ \textit{then} \\ & d \leq 31 \land \\ & ((y = 1582 \land m = 10) \Rightarrow (d < 5 \lor 14 < d)) \\ & \textit{else} \ \textit{if} \ m \in \{4, 6, 9, 11\} \ \textit{then} \ d \leq 30 \\ & \textit{else} \ \textit{if} \ m = 2 \land \textit{leapYear}(y) \ \textit{then} \ d \leq 29 \\ & \textit{else} \ \textit{if} \ m = 2 \land \neg \textit{leapYear}(y) \ \textit{then} \ d \leq 28 \\ & \textit{else} \ \textit{FALSE}; \end{array}$ 

where

 $\begin{array}{rcl} \textit{leapYear} & : & \textit{IN} \rightarrow \textit{IB} \\ \textit{leapYear} & y & \triangleq & 0 = \textit{rem}(y, \textit{if} \ y \ge 1700 \land \textit{rem}(y, 100) = 0 \\ & & \textit{then 400 else 4}) \end{array}$ 

## Invariants are *inevitable*

Real-life conventions, laws, rules, norms, acts lead to invariants, eg. **RIAPA** (U.Minho internal students' course follow-up rules):



# Summing up

Given a datatype A and a predicate p : A → B, data type declaration

B = Ainv  $x \triangle p x$ 

means the type whose extension is

 $B = \{x \in A : p x\}$ 

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- *p* is referred to as the invariant property of *B*
- Therefore, writing  $a \in B$  means  $a \in A \land (p a)$ .

## How does one write invariants?

We resort to first order predicate logic and set theory, which you have studied in your 1st cycle degree. Let's warm up:

**Exercise 2:** (adapted from exercise 5.1.4 in C.B. Jones's *Systematic Software Development Using VDM*):

Hotel room numbers are pairs (I, r) where I indicates a floor and r a door number in floor I. Write the invariant on room numbers which captures the following rules valid in a particular hotel with 25 floors, 60 rooms per floor:

- 1. there is no floor number 13; (guess why)
- 2. level 1 is an open area and has no rooms;
- 3. the top five floors consist of large suites and these are numbered with even integers.

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# Quantifier notation

Most invariants require quantified expressions. Here is how we write them:

- ⟨∀ k : R : T⟩ meaning "for all k in range R it is the case that T"
- ⟨∃ k : R : T⟩ meaning "there exists k in range R case such that T"

**Exercise 3:** Write clause (b) of inv-*ListOfCalls* (recall exercise 1) using  $\forall$  notation.

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## Invariant preservation

Proposed model for operation store in the mobile phone problem,

store : Call  $\rightarrow$  ListOfCalls  $\rightarrow$  ListOfCalls store c  $I \triangle$  take 10 (c : [  $a | a \leftarrow I, a \neq c$ ])

the fact that ListOfCalls has invariant

leads to proof obligation

 $\langle \forall c, l : l \in ListOfCalls : (store c l) \in ListOfCalls \rangle$  (1)

# Invariant preservation (functions)

In general, given a function  $A \xrightarrow{f} B$  where both A and B have invariants, extended **type checking** requires the following

### Proof obligation

f should be invariant-preserving, that is,

$$\langle \forall a : a \in A : (f a) \in B \rangle$$
 (2)

equivalent to

$$\langle \forall a : inv-A a : inv-B(f a) \rangle$$
 (3)

holds.

(Our example above is a special case of this, for A = B.)

# Dealing with proof obligations

- The essence of formal methods consists in regarding conjectures such as (2) as **proof obligations** which, once discharged, add quality and confidence to the design
- In lightweight approaches, one regards (2) as the subject of as many **test cases** as possible, either using smart testing techniques or **model checking** techniques.
- These techniques, however, only prove the existence of counter-examples — not their absence:

test unveils errors  $\Rightarrow$  program has errors  $(p \Rightarrow q)$ test unveils no errors  $\neq$  program has no errors  $(\neg p \Rightarrow \neg q)$ 

# Dealing with proof obligations

- In full-fledged formal techniques, one is obliged to provide a **mathematical proof** that conjectures such as (2) do hold for **any** *a*.
- Such proofs can either be performed as paper-and-pencil exercises or, in case of very complex invariants, be supported by **theorem provers**
- If automatic, discharging such proofs can be regarded as <u>extended</u> static checking (ESC)
- As we shall see, *all* the above approaches to adding quality to a formal model are useful and have their place in software engineering using formal methods.

# Background — Eindhoven quantifier calculus

When writing  $\forall$ ,  $\exists$ -quantified expressions is useful to know a number of rules which help in reasoning about them. Below we list some of these rules <sup>1</sup>:

• Trading:

$$\langle \forall i : R \land S : T \rangle = \langle \forall i : R : S \Rightarrow T \rangle$$

$$\langle \exists i : R \land S : T \rangle = \langle \exists i : R : S \land T \rangle$$

$$(4)$$

Exercise 4: Check rule

$$\langle \exists i : R : T \rangle = \langle \exists i : T : R \rangle$$
 (6)

<sup>&</sup>lt;sup>1</sup>Warning: the application of a rule is invalid if (a) it results in the capture of free variables or release of bound variables; (b) a variable ends up occurring more than once in a list of dummies.

# Background — Eindhoven quantifier calculus

#### Splitting:

 $\langle \forall j : R : \langle \forall k : S : T \rangle \rangle = \langle \forall k : \langle \exists j : R : S \rangle : T \rangle$ (7)  $\langle \exists j : R : \langle \exists k : S : T \rangle \rangle = \langle \exists k : \langle \exists j : R : S \rangle : T \rangle$ (8)

#### One-point:

 $\langle \forall k : k = e : T \rangle = T[k := e]$   $\langle \exists k : k = e : T \rangle = T[k := e]$  (10)

#### Nesting:

 $\langle \forall a, b : R \land S : T \rangle = \langle \forall a : R : \langle \forall b : S : T \rangle \rangle$   $\langle \exists a, b : R \land S : T \rangle = \langle \exists a : R : \langle \exists b : S : T \rangle \rangle$  (11)

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## Background — set-theoretical membership

Above we have seen the important rôle of membership  $(\in)$  tests in (formal) type checking. How do we characterize  $\in$ ?

- given a set S, let  $(\in S)$  denote the predicate such that  $(\in S)a \stackrel{\text{def}}{=} a \in S$
- the following universal property holds, for all S, p:

 $p = (\in S) \iff S = \{a : p \ a\}$ (13)

#### Exercise 5: Infer tautologies

```
S = \{a : a \in S\}, p a \Leftrightarrow a \in \{a : p a\}
```

from (13).

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**Exercise 6:** Check **carefully** which rules of the quantifier calculus need to be applied to prove that predicate

```
\langle \forall b, a : \langle \exists c : b = f c : r(c, a) \rangle : s(b, a) \rangle
```

is the same as

```
\langle \forall c, a : r(c, a) : s(f c, a) \rangle
```

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where f is a function and r, s are binary predicates.