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RAISE/RSL Introduction; chs.1-4,34.5, pp.1-20,254-257		
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## Introduction to RAISE/RSL

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## What is RAISE?

Rigorous Approach to Industrial Software Engineering


**RAISE** is a product consisting of:

- a method for software development
- a formal specification language: RSL
- computer based tools

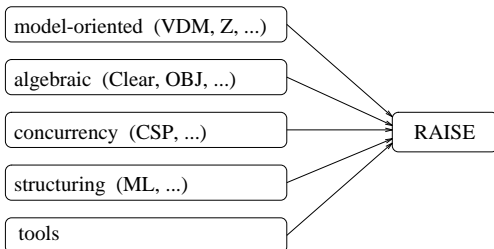
developed by:

- DDC/CRI (DK)
- STL/BNR (UK)
- ICL (UK)
- NBB/ABB/SYPRO (DK)

in an ESPRIT-I project, RAISE, 1985 - 1990


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## Background



Today: Many Formal Techniques & Design Calculi:

RAISE, VDM-SL, Z, B, LARCH, OBJ, Casl, CafeOBJ, CSP, CCS, ...

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## RAISE Continuation I

ESPRIT-II project, **LaCoS**, 1990 - 1995

Large Scale Correct Systems Using Formal Methods

- industrial applications of RAISE by
  - BNR Europe (UK): Network design toolset
  - Lloyd's Register (UK): Ship engine monitoring
  - Bull (F): Database
  - MATRA Transport (F): Automatic train protection
  - Inisel Espacio (E): Image processing
  - Space Software Italia (I): Tethered satellite
  - Technisystems (GR): Shipping transaction processing
- evolution of RAISE method, language and tools by
  - CRI (DK)
  - SYPRO (DK)
  - BNR Europe (UK)

## **RAISE continuation II, 1995-**

A new toolset has been developed at UNU/IIST in Macau, 1995-now.

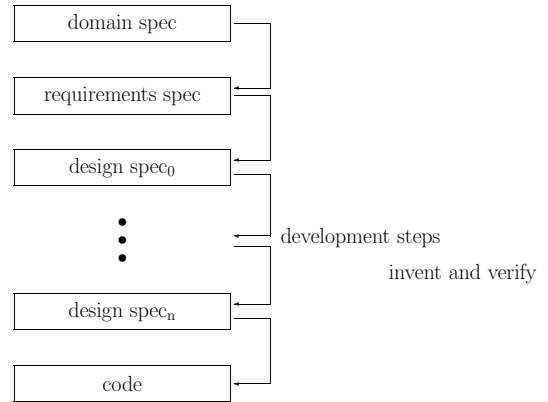
Today's centers of excellence:

**IMM/DTU:** Courses and research.

**At UNU/IIST in Macau:** Courses, research and tools development.

**TERMA A/S:** Books, tools and consultancy.

## **RAISE Method**



Specification is formal (formulated in RSL)

Verification *might* be formal


## **Methods for Software Development**

- Ad hoc
- Systematic
- Rigorous (R in RAISE: Rigorous)
- Formal

## **RAISE Specification Language, RSL**

Features:

- Formal
- Wide spectrum
  - model-oriented and property-oriented
  - applicative and imperative
  - sequentiality and concurrency


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## RAISE Tools

**eden**: the original tool set for SUN workstations

**rsltc**: a new tool set for Windows and Linux providing:


- syntax and type checking
- showing module dependencies
- pretty printing (for LaTeX)
- translation from RSL to ML, C++, PVS and SAL
- translation to RSL from UML class diagrams
- formulation and execution of test cases
- proof support:
  - generation of confidence conditions,
  - formulation of user-defined proof obligations
  - translation to PVS and SAL

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## What is an RSL Specification?

Mathematical models describe real world

RSL specification
   
  $\longrightarrow$ 
program

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## Example: RSL Specification

### Model-oriented

```


scheme SET_DATABASE =
  class
    type
      Database = Person-set,
      Person = Text

    value
      empty : Database = {},

      register : Person  $\times$  Database  $\rightarrow$  Database
      register(p,db)  $\equiv$  db  $\cup$  {p},

      check : Person  $\times$  Database  $\rightarrow$  Bool
      check(p,db)  $\equiv$  p  $\in$  db

  end
  
```

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## RSL Specification

An RSL specification consists of

- module definitions

A module contains definitions of

- types
- values
- variables
- channels
- modules
- axioms

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### **Abstraction**

“What” rather than “how”

RSL allows

- data (ie. representation) abstraction
- operation abstraction

### **Data abstraction, Examples**

**type** Database = Person-set


**type** Database = Person\*

**type** Database

**type** Person = Text

**type** Person = Nat

**type** Person

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### **Operation abstraction, Examples**

**value**

check : Person  $\times$  Database  $\rightarrow$  **Bool**

check(p,db)  $\equiv$  p  $\in$  db

**value**

check : Person  $\times$  Database  $\rightarrow$  **Bool**

**axiom**

$\forall$  p : Person  $\cdot$

check(p, empty)  $\equiv$  **false**,

$\forall$  p : Person, db : Database  $\cdot$

check(p, register(p, db))  $\equiv$  **true**

..


**value**

square\_root : **Real**  $\approx$  **Real**

square\_root(r) **as** s

**post** s \* s = r  $\wedge$  s  $\geq$  0.0

**pre** r  $\geq$  0.0

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### **Example: RSL Specification**

#### **Property-oriented (algebraic)**

**scheme** ABS\_DATABASE =

**class**

**type**

Database,

Person

**value**

empty : Database,

register : Person  $\times$  Database  $\rightarrow$  Database,

check : Person  $\times$  Database  $\rightarrow$  **Bool**

**axiom**

$\forall$  p : Person  $\cdot$


check(p, empty)  $\equiv$  **false**,

$\forall$  p : Person, db : Database  $\cdot$

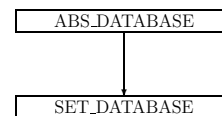
check(p, register(p, db))  $\equiv$  **true**

..

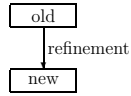
**end**

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### **A Development Step**



## Refinement Relation



1. new signature includes the old  
(statically decidable)
2. old properties hold in the new  
( $\Rightarrow$  proof obligations: "refinement conditions")

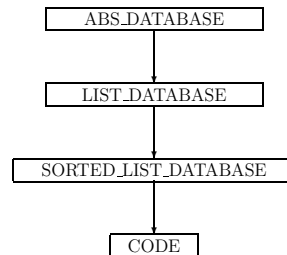
## Refinement Conditions


$\perp \forall p : \text{Person} \cdot \text{check}(p, \text{empty}) \equiv \text{false}_\perp$   
 $\perp \forall p : \text{Person}, \text{db} : \text{Database} \cdot$   
 $\text{check}(p, \text{register}(p, \text{db})) \equiv \text{true}_\perp$

## Verification

$\perp \text{check}(p, \text{register}(p, \text{db})) \equiv \text{true}_\perp$   
 unfold register:  
 $\perp \text{check}(p, \text{db} \cup \{p\}) \equiv \text{true}_\perp$   
 unfold check:  
 $\perp p \in (\text{db} \cup \{p\}) \equiv \text{true}_\perp$   
 isin\_union:  
 $\perp p \in \text{db} \vee p \in \{p\} \equiv \text{true}_\perp$   
 isin\_singleton:  
 $\perp p \in \text{db} \vee p = p \equiv \text{true}_\perp$   
 equality\_annihilation:  
 $\perp p \in \text{db} \vee \text{true} \equiv \text{true}_\perp$   
 or\_true:  
 $\perp \text{true} \equiv \text{true}_\perp$   
 is\_annihilation:  
 $\perp \text{true}_\perp$   
**qed**

## Alternative Development




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## Summary

RAISE


- Method
  - stepwise development
  - invent and verify
  - rigorous
- Specification language (RSL)
  - formal
  - wide spectrum
  - structuring facilities
- Tools

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## Course Contents

We will use RAISE to teach you about

- model-oriented and property-oriented (algebraic) specification styles
- applicative (functional) and imperative specification styles
- specification structuring facilities
- the development paradigm of stepwise refinement and verification

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## RSL Syntax Overview

### Language Description


A language is a system of symbols described by

- syntax (combination of symbols)
- semantics (meaning)
- pragmatics (use)

denotes  
 syntactic object  $\longrightarrow$  semantic object

$1 + 2$                       3  
 value expr                value


$+$                             addition  
 operator                    function

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## Specifications

An RSL specification consists of

- module definitions

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## Module Definitions

```


scheme id =
  class
    declaration1
    ⋮
    declarationn
  end

```

A module contains declarations of

- types
- values
- variables
- channels
- modules
- axioms

No special order of declarations is required.

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## Declarations


A declaration is a list of definitions of the same kind:

**type, value, axiom, variable, channel, scheme, object**, e.g.:

```


type
  type_definition1,
  ⋮
  type_definitionn
value
  value_definition1,
  ⋮
  value_definitionn

```

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## Type Definitions

- sorts
  - type** id
  - type** Database
- abbreviations
  - type** id = type\_expr
  - type** Database = Person-set

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## Types


Types are collections of related values.

## Type Expressions

RSL provides type expressions for

- atomic types (**Int**)
- composite types (**Int-set**)
- subtypes ( $\{i : \mathbf{Int} \cdot i \geq 0\}$ )
- types given a name in type definitions (Person)

All types have associated built-in operators, including = and  $\neq$ .

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## Atomic types

### Bool

values: **true, false**  
 operators and connectives: =, ≠, ∧, ∨, ⇒, ∼

### Int

values: ..., -2, -1, 0, 1, 2, ...  
 operators: =, ≠, +, -, \*, /, ↑, \, <, ≤, >, ≥, **abs, real**

**Nat** = { | i : Int · i ≥ 0 | }

### Real

values: ..., -4.3, ..., 0.0, ..., 1.0, ...  
 operators: =, ≠, +, -, \*, /, ↑, <, ≤, >, ≥, **abs, int**

### Char

values: 'a', ...  
 operators: =, ≠


**Text** = Char\*

values: "Alice", ...

### Unit

value: ()


More about **Bool** in next lecture.

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## Composite Types

- products ( $T_1 \times T_2$ )
- functions ( $T_1 \rightarrow T_2$ ,  $T_1 \rightsquigarrow T_2$ )
- sets (**T-set**, **T-infset**)
- lists ( $T^*$ ,  $T^\omega$ )
- maps ( $T_1 \xrightarrow{m} T_2$ ,  $T_1 \xrightarrow{\sim m} T_2$ )

More about these types in the coming lectures.

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## Value Definitions

- explicit

### value

check : Person × Database → **Bool**  
 check(p,db) ≡ p ∈ db

- axiomatic

### value

check : Person × Database → **Bool**

### axiom


∀ p : Person ·  
 check(p, empty) ≡ **false**,  
 ∀ p : Person, db : Database ·  
 check(p, register(p, db)) ≡ **true**

...

- implicit

### value

square\_root : **Real** → **Real**  
 square\_root(r) **as** s  
**post** s \* s = r ∧ s ≥ 0.0  
**pre** r ≥ 0.0

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## Value expressions

Constructed from

- literals (1, **true**, ...)
- operators (+, ...)
- connectives (∧, ...)
- ids introd. in value definitions (empty, check, ...)
- function applications (f(x))
- if expressions (**if** ...)
- quantified expressions (∀, ...)
- equivalence expressions
- ...

## RSL Syntax Conventions

set\_type\_expr ::=  
 finite\_set\_type\_expr |  
 infinite\_set\_type\_expr

finite\_set\_type\_expr ::=  
 type\_expr-set

opt-x ::=  
 nil-x |  
 x

x-string ::=  
 x |  
 x x-string

x-list ::=  
 x |  
 x , x-list

## Syntax — Continued

x-list2 ::=  
 x , x |  
 x , x-list2

x-choice ::=  
 x |  
 x | x-choice

x-choice2 ::=  
 x | x |  
 x | x-choice2

x-product2 ::=  
 x × x |  
 x × x-product2

x-product ::=  
 x |  
 x × x-product

## Syntax — Continued

axiom\_prefix\_expr ::=  
 • *logical-value\_expr*

restriction ::=  
 • *readonly\_logical-value\_expr*

## Syntax — Continued

prefix	context condition
<i>unit</i>	must have type <b>Unit</b>
<i>logical</i>	must have type <b>Bool</b>
<i>integer</i>	must have type <b>Int</b>
<i>list</i>	must have a list type
<i>map</i>	must have a map type
<i>function</i>	must have a function type

prefix	context condition
<i>pure</i>	must be pure
<i>readonly</i>	must be read-only

prefix	context condition
<i>type</i>	must represent a type
<i>value</i>	must represent a value
<i>variable</i>	must represent a variable
<i>channel</i>	must represent a channel
<i>scheme</i>	must represent a scheme
<i>object</i>	must represent an object