

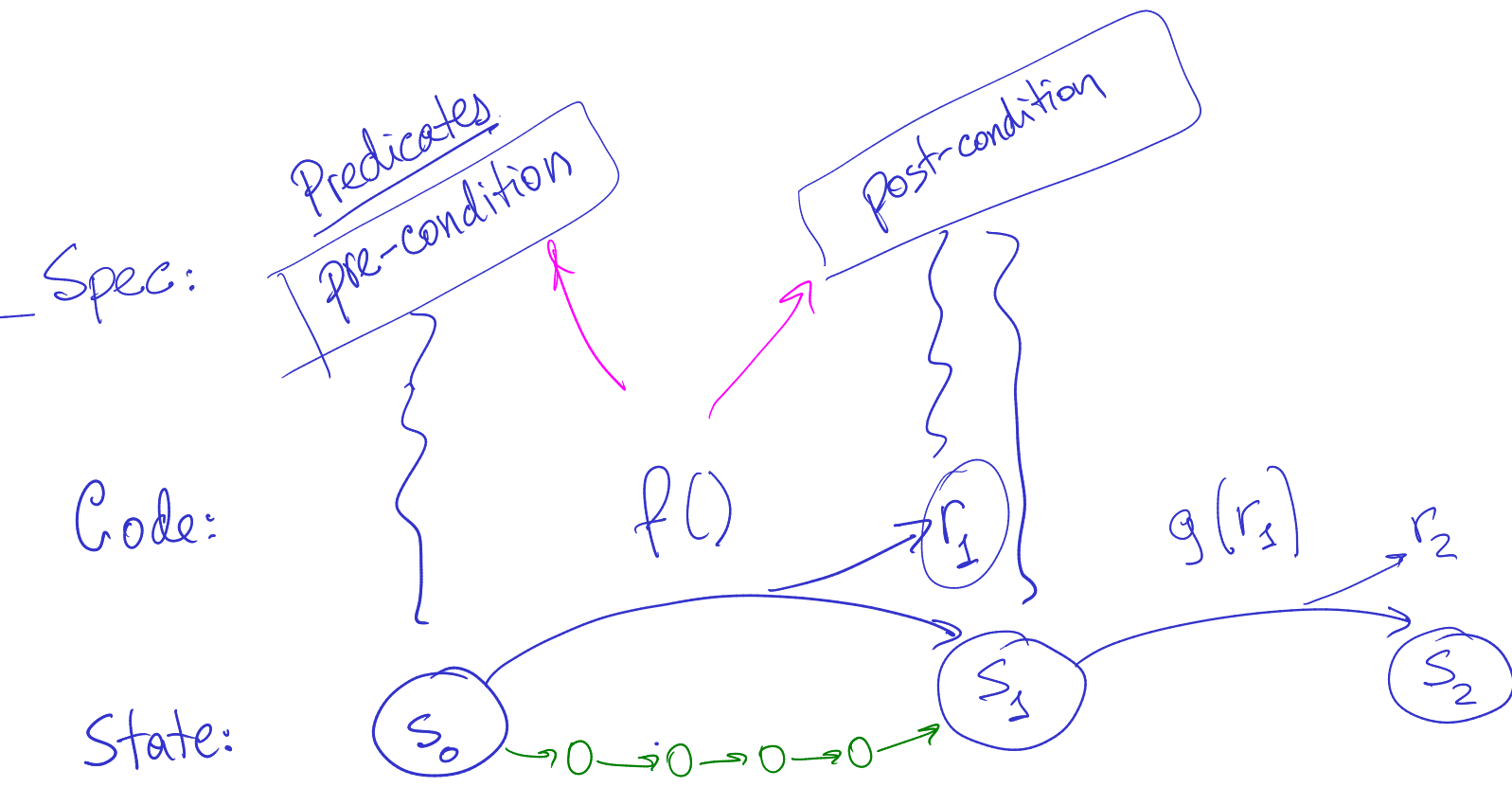
# Specifications + Abstractions.

Goal: reason about possible execution.

Butler: general view: concurrency  
crashes  
distributed

Today: specialized for sequential.

# Hoare logic



# State-machine view.

No calls, no return values.  
↳ calls  $\in$  state  
↳ return values  $\in$  state, externally visible

Intermediate states.  
→ concurrency.  
→ crashes

## Example: StatDB

# add(x) adds element x.

def add(x):

total = total + x  
count = count + 1

# avg() returns average so far.

def avg():

return total / count



## Spec:

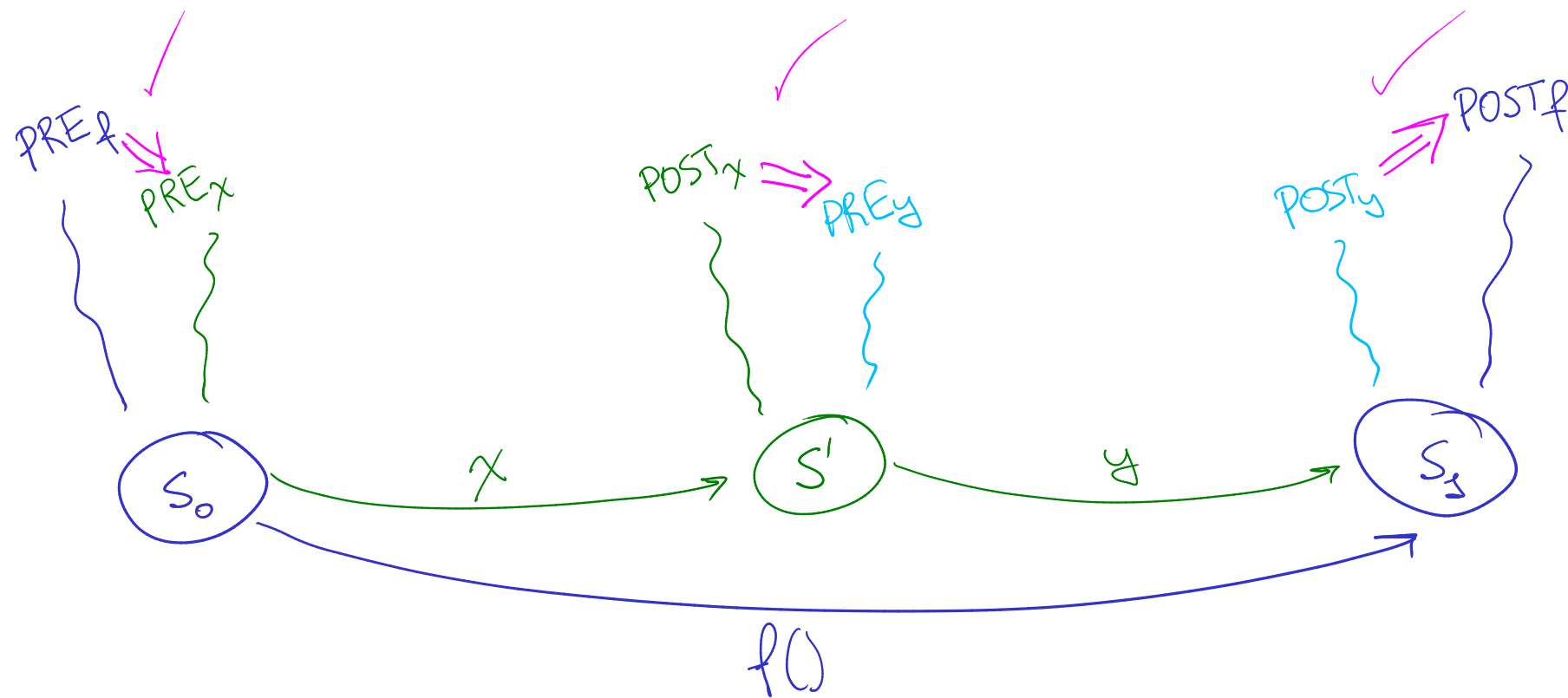
add(x): PRE(s): True

POST(s', r):  $s'.total = s.total + x \wedge$   
 $s'.count = s.count + 1.$

avg(): PRE(s):  $s.count \neq 0$

POST(s', r):  $s' = s \wedge$   
 $r = s.total / s.count.$

# Sequencing rule



def  $f()$ :  
 $x$ ;  
 $y$ ;

# Applying Hoare logic seq. rule.

# add(x) adds element x.

def add(x):

total = total + x

count = count + 1

True ( $s_0$ )

tmp := R(total)

$$s_1 = s_0 \wedge \text{tmp} = s_0.\text{total}$$

W(total, tmp + x)

$$s_2.\text{total} = s_0.\text{total} + x \wedge s_2.\text{count} = s_1.\text{count}$$

tmp := R(count)

$$s_3 = s_2 \wedge \text{tmp} = s_2.\text{count}$$

W(count, tmp+1)

$$s_4.\text{count} = s_2.\text{count} + 1 \wedge s_4.\text{total} = s_3.\text{total}$$

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$$s_4.\text{count} = s_0.\text{count} + 1 \wedge s_4.\text{total} = s_0.\text{total} + x.$$

# Specs (POST).

R(total): POST( $s', r$ ):

$$\longrightarrow s' = s \wedge r = s.\text{total}.$$

R(count): POST( $s', r$ ):

$$\longrightarrow s' = s \wedge r = s.\text{count}$$

W(total, v):  $s'.$ total = v  $\wedge$   
 $s'.$ count = s.count

W(count, v):  $s'.$ count = v  $\wedge$   
 $s'.$ total = s.total

## Abstractions

Simple spec for StatDB.

add(x): append x to history.

avg(): ret. avg of history.

## State abstraction.

- Define new type of spec state.

- Write spec using spec state.

- Connect code state, spec state. ||

## Example

State = list nat

add(x): POST(s'):  $s' = s ++ [x]$ .

avg(): PRE(s)  $\text{len}(s) > 0$

POST(r):  $r = \frac{\text{sum}(s)}{\text{len}(s)}$   $\wedge$

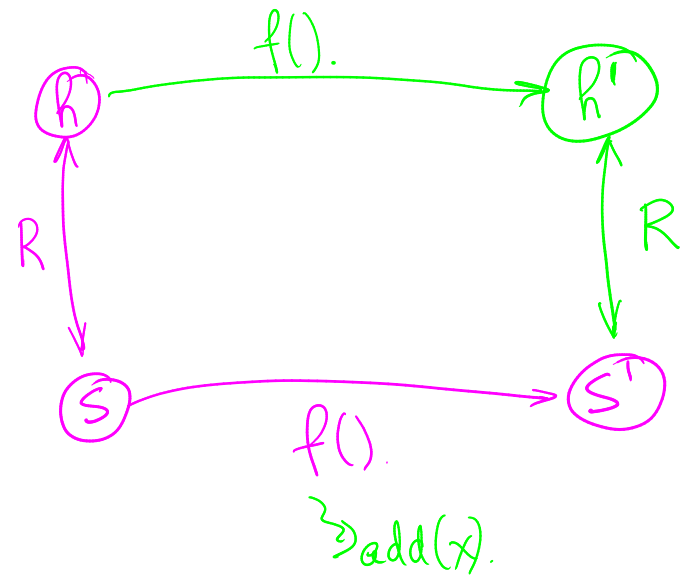
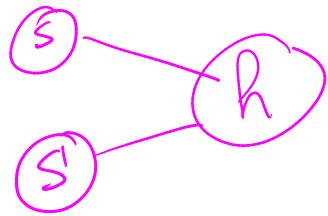
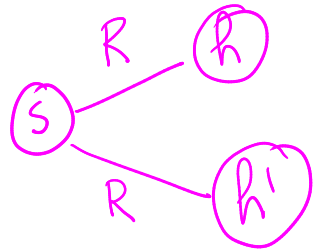
$s' = s$ .

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# Abstraction relation.

$R$  (code state  $s$ , spec state  $h$ )

$$R(s, h) := s.\text{total} = \text{sum}(h) \wedge s.\text{count} = \text{len}(h).$$



add(x): PRE( $s$ ):

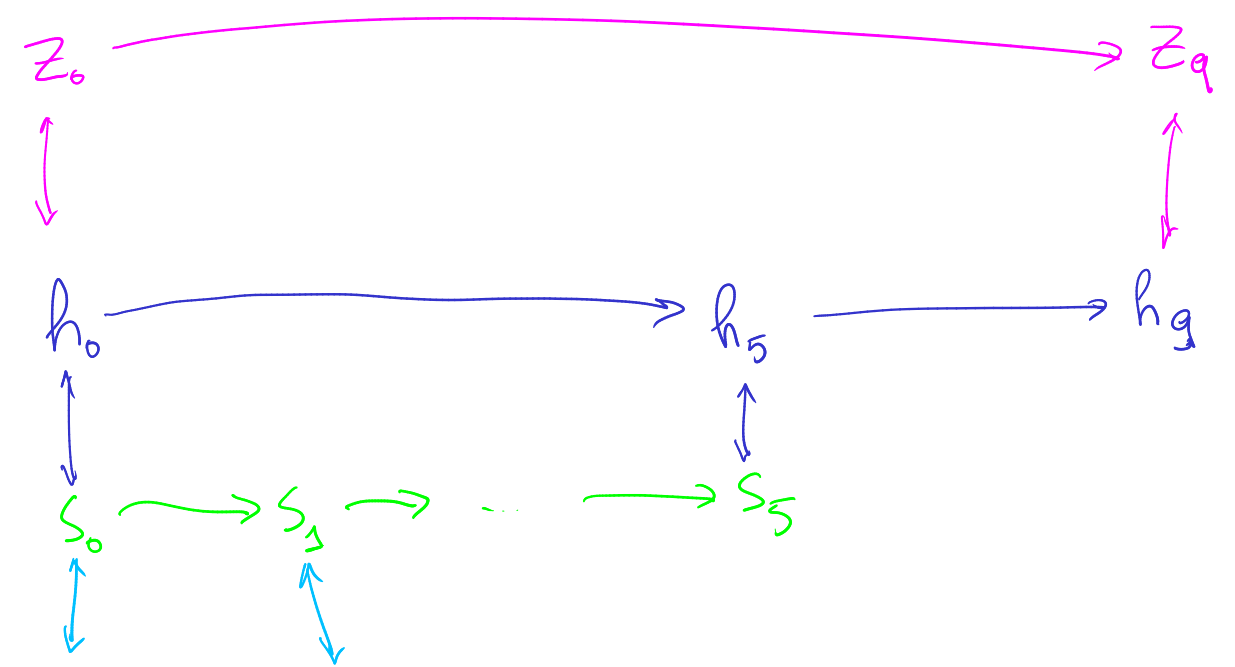
$\exists h, \underline{R(s, h)}$ .

POST( $s', r$ ):

$\exists h', \underline{R(s', h')} \wedge$

$h' = h ++ [x]$ .

# Layering.



world:  $w_0 \rightarrow w_1 \rightarrow \dots$