FMSE: Lecture 2

The Specification Language Z: Operations, Sequences

Goals of Lecture 2

At the end of this lecture you should be able to:

- specify the initial state of a system
- specify operations using schemas
- use sequences and their operations in schemas

Previous Lecture

In the previous lecture we looked at:

- axiomatic descriptions
- types
- schemas: declarations, invariants



 $maxloan: \mathbb{N}_1$

[TITLE, COPY, READER]

 $title: COPY \longrightarrow TITLE$

_ *Library* _____

 $collection: \mathbb{P} \ COPY$ $readers: \mathbb{P} \ READER$

 $issued: COPY \rightarrow READER$

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dom issued \subseteq collection
ran issued \subseteq readers
\forall r : ran issued \bullet \#\{c : COPY \mid issued(c) = r\} \leq maxloan
```

Initialisation

We specify a scheme *Init* representing the initial state of the library.

- assume that initially the collection is empty, and there are no registrated readers
- other choices are possible, e.g. starting with a given collection of books
- all the invariants should hold in the initial state



but we can do it in a nicer way...

Schema Import a previously defined schema (called e.g. *State* can be used in the definition of another schema: NewSchema_____ State

Semantics: all state variables and invariants of schema *State* become part of *NewSchema*

A schema import can expanded, i.e. all imported variables and invariants are written out (the tool Z/Eves can do this for you).



but it can be more concise...



The value of *issued* can be deduced with the help of the imported invariants!

Operations on the Library

- issue a copy to a reader
- return a book by a reader
- add/remove a copy to/from the collection
- enquire about the books a reader has on loan
- enquire which reader has a certain copy
- register/cancel a reader
- enquire which titles are in the collection
- enquire for a title which copies are available
- remove a reader who has disappeared, together with the books he has borrowed



Conventions for Operations

- an unprimed (no ') variable: before the operation (old)
- a primed (') variable: after the operation (new)

examples:

collection' = collection $issued' = issued \cup \{(c?, r?)\}$

Note that = is equality and not assignment!

Primed Schema Import

If *State* is a schema, we can also import State': all state variables in declarations and invariants are primed.

We do this typically in operations:

OperationOnState______ State State' ...



If a state variable v remains the same, we have to write v' = v. What if all state variables reamain the same (e.g. in a query)?

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\Xi State is like \Delta State, but all state variables remain the same (so we import v' = v for all state variables v:
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- input variables: end with "?", e.g. *input*?
- output variables: end with "!", e.g. *output!*
- need to be declared above the line of an operation schema
- can be constrained by predicates under the line, e.g.
 r? ∈ readers
 c? ∈ collection \ (dom issued)



Updates on a set *set*:

- adding an element *new*: $set' = set \cup \{new\}$
- adding a set s: $set \cup s$
- removing an element *out*: $set' = set \setminus \{out\}$
- removing a set s: $set' = set \setminus s$

Function updates

Updates on a function f:

- removing a pair (x, y): $f' = f \setminus \{(x, y)\}$
- adding (x, y) for $x \notin \text{dom} f$: $f' = f \cup \{(x, y)\}$
- changing the value of f(x) into y: $f' = f \oplus \{(x, y)\}$
- if f and g are two functions of the same type, then $f \oplus g$ behaves like g on dom g, and like f on $(\text{dom } f) \setminus (\text{dom } g)$





Removing a reader

A dubious reader cannot be traced anymore. Remove the reader and the books that he has in his possession.

$$\begin{array}{c} \hline Remove \\ \Delta Library \\ r?: readers \\ \hline readers' = readers \setminus \{r?\} \\ collection' = collection \setminus \{c: COPY \mid issued(c) = r?\} \\ issued' = issued \setminus \{c: COPY, r: READER \mid r = r?\} \end{array}$$

Sequences

If the order of elements is important we can use *sequences*

- sequences are written using $\langle \text{ and } \rangle$, e.g. $colorq = \langle red, yellow, green, red \rangle$, and $empty = \langle \rangle$
- a sequence s with elements S has type seq S, so colorq, empty : seq COLOR
- formally, a sequence s of type seq S is a function from 1..N to S for some N, with dom s = 1..N and ran s is the set of elements in the sequence
- we can write colorq(3) = green, #colorq = 4, #empty = 0

Note that sequences s, s' are sets of pairs (sequencenr, element). But in general $s \cup s'$ and $s \cap s'$ are not sequences!

Concatenation of sequences

Suppose $s = \langle 3, 7, 1, 2 \rangle$ and $t = \langle 5, 9 \rangle$. Then $s \cap t = \langle 3, 7, 1, 2, 5, 9 \rangle$. Add element 8 to front of s: $\langle 8 \rangle \cap s$ (and not $8 \cap s$!) Add element 8 to back of s: $s \cap \langle 8 \rangle$ (and not $s \cap 8$!)

Other Sequence Operations

Let $s = \langle 3, 7, 1, 2 \rangle$, then:

- head s = 3
- $tail \ s = \langle 7, 1, 2 \rangle$
- last s = 2
- front $s = \langle 3, 7, 1 \rangle$

Two useful sequence types:

 $\operatorname{seq}_1 X$: non-empty sequences with elements in X iseq X: injective sequence (an element cannot occur more than once)

A Deletion Operation

Specify an operation that deletes an element el? from an injective sequence of integers.

$$Delete$$

$$s, s' : iseq \mathbb{Z}$$

$$el? : \mathbb{Z}$$

$$s = l^{\frown} \langle el? \rangle^{\frown} r$$

$$s' = l^{\frown} r$$

What if $el? \notin \operatorname{ran} s$? This is treated in the next lecture...