

Automatic Annotated Code Generation from B Formal Specifications

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- ❑ B method
- ❑ Motivations
- ❑ Technical solutions
- ❑ Conclusions

- ➡ Developed by J.R. Abrial
- ➡ Used (at origine) in the railway industry

Constituants:

- ➡ Set Theory
- ➡ Substitution Calculus
- ➡ Development by refinement steps
- ➡ Composition links (INCLUDES, IMPORTS, SEES, USES)

B method: code generation

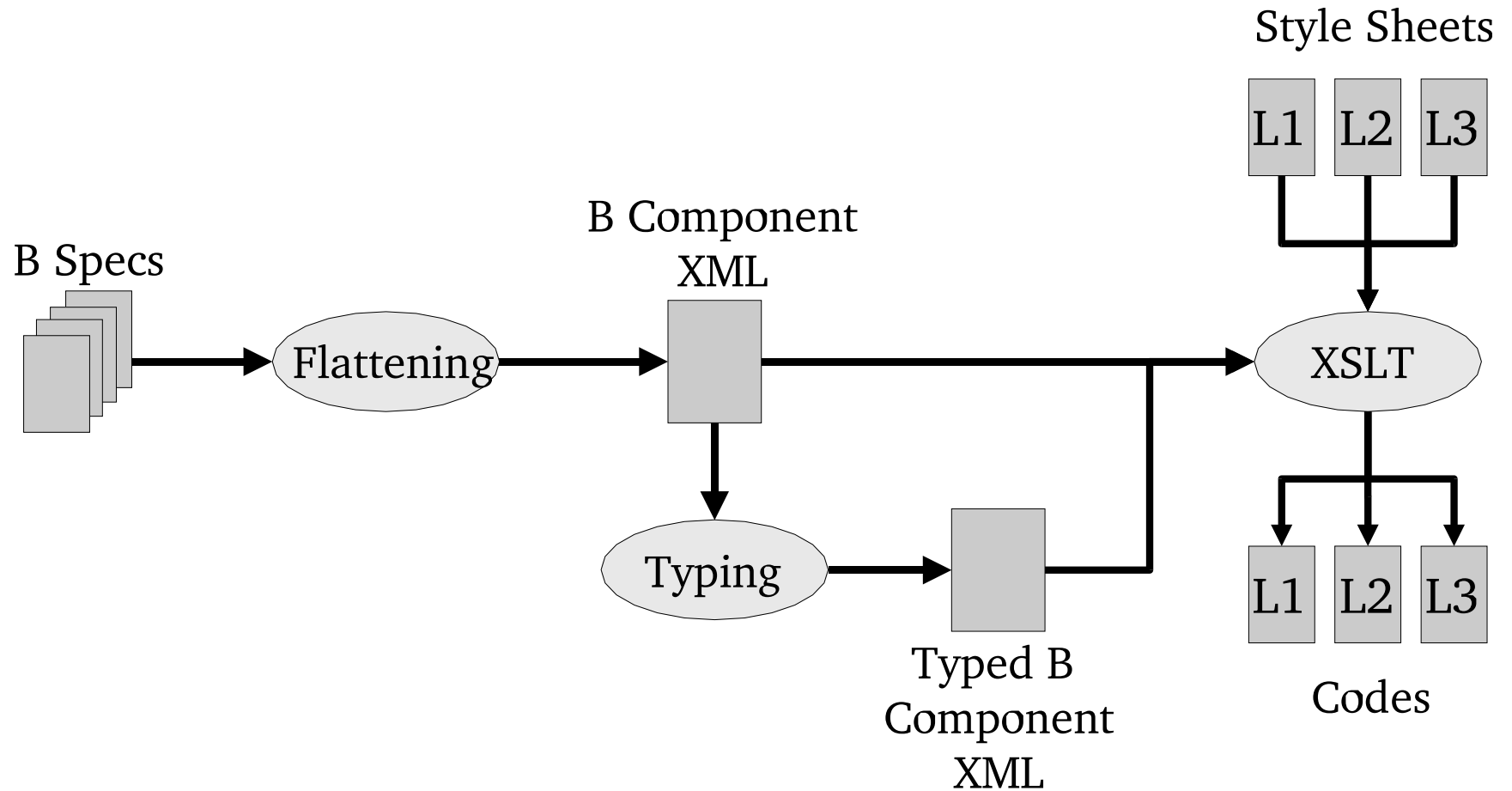
- ➡ No specification of the code generators
- ➡ Black box tools
- ➡ Impossible to simply extend them to other languages

Motivations

- ➡ To understand the B code generation process
- ➡ To increase this process
- ➡ What about mixing the B method and design by contract ?

- ➡ Algorithm defined by S. Behnia
- ➡ Principle: merging several formal texts into only one
- ➡ A set of components + some checks on this set can be transformed in a flatten component

Code generation process



Target languages

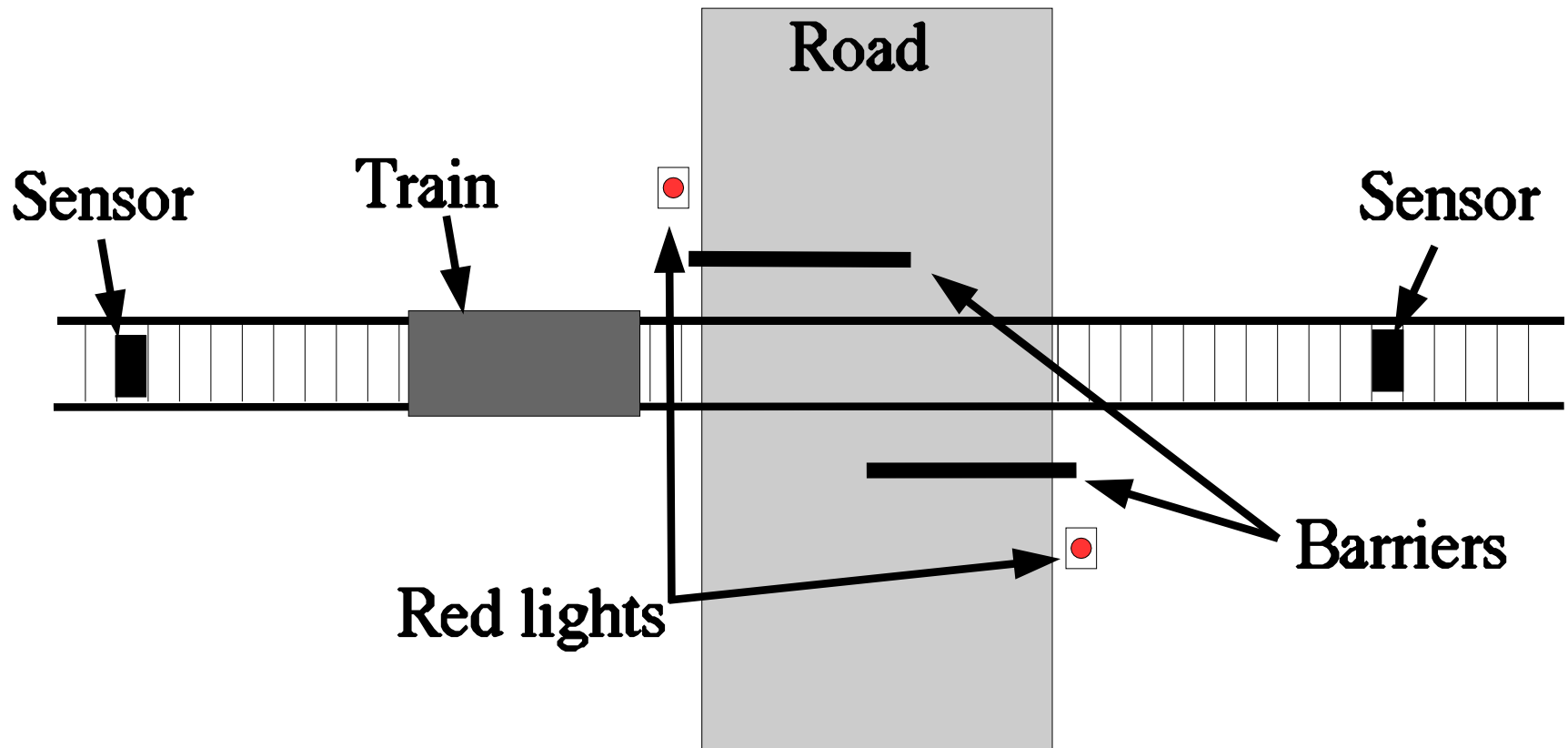
OCaml

- ➡ Object Oriented constructions in the language
- ➡ Assertions
- ➡ Implicit type checking

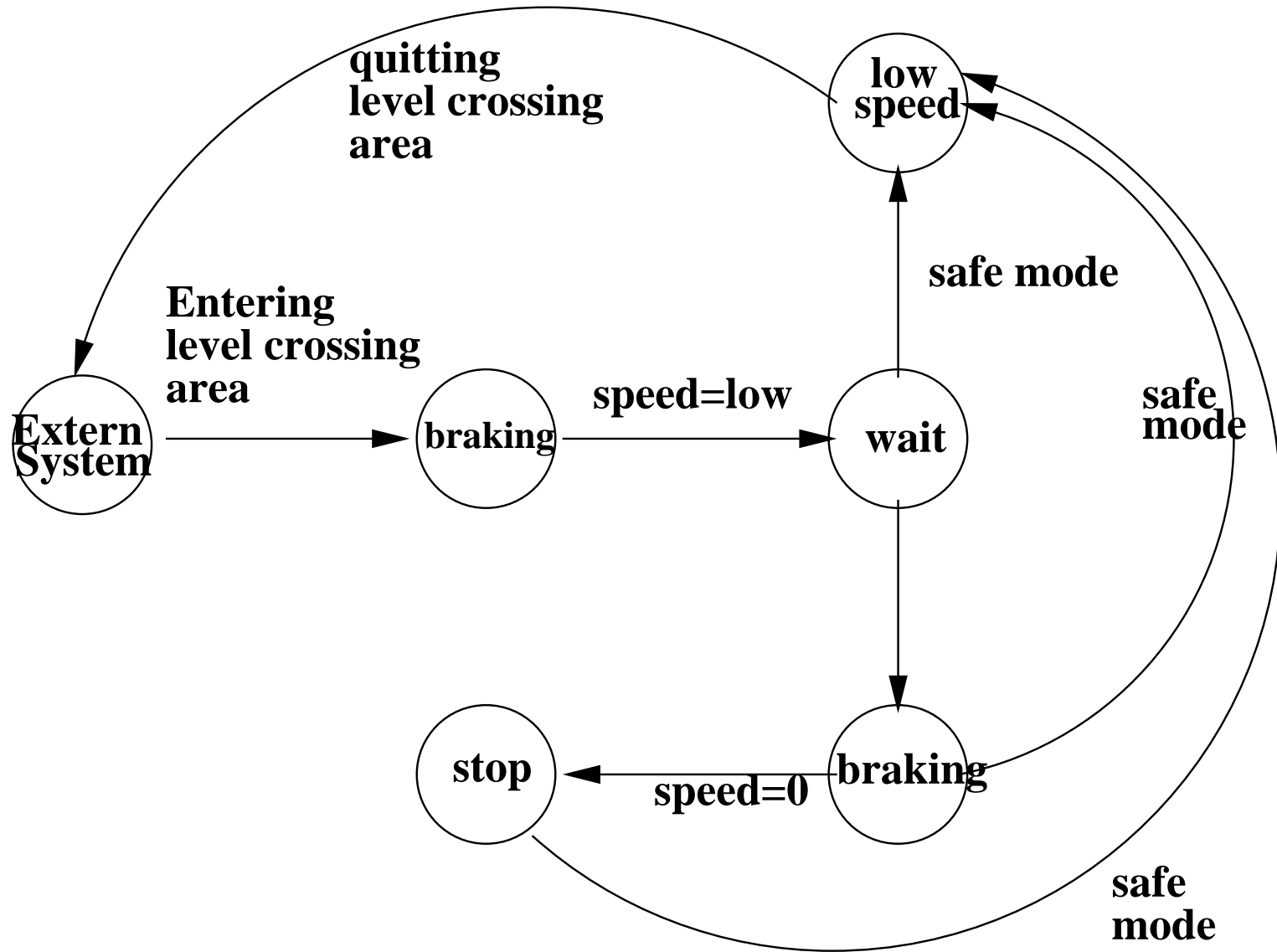
Ada

- ➡ More relevant for railway industry
- ➡ Possibilities to connect to other tools such as Spark Ada suite

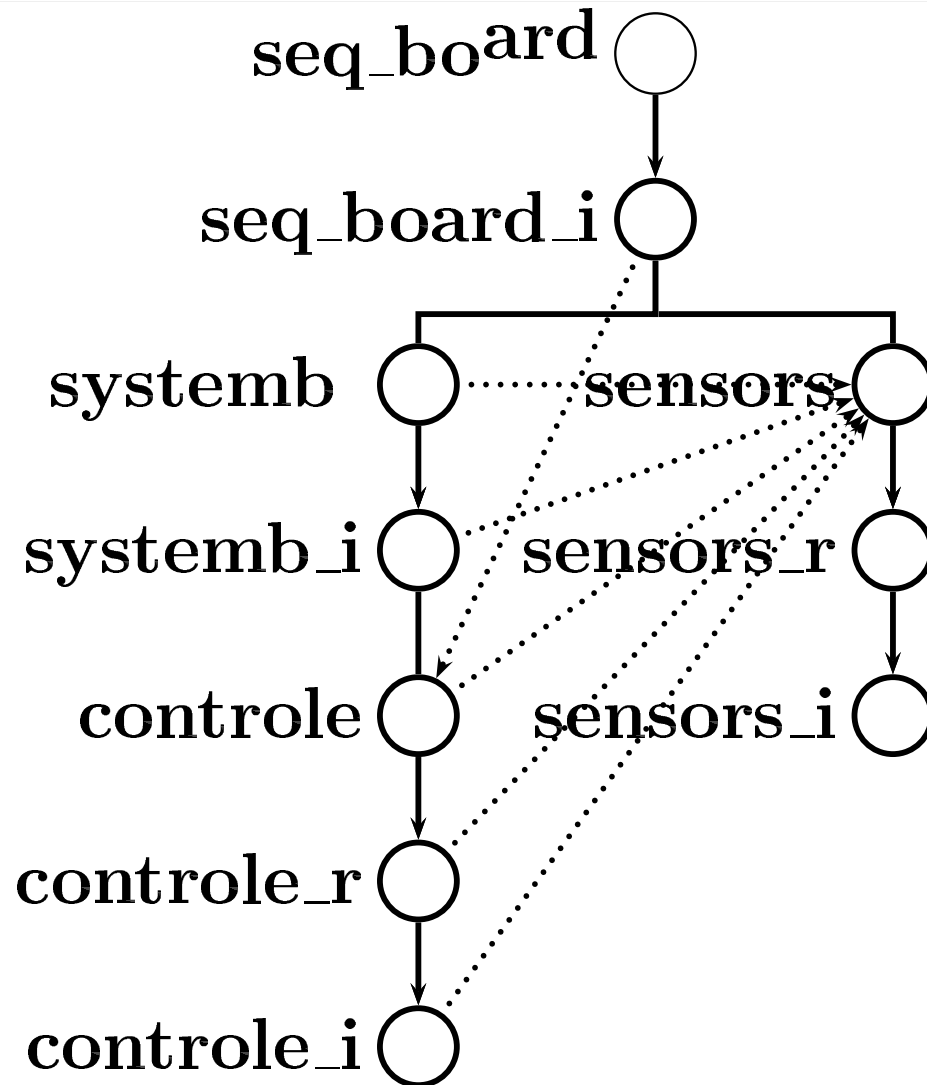
Example



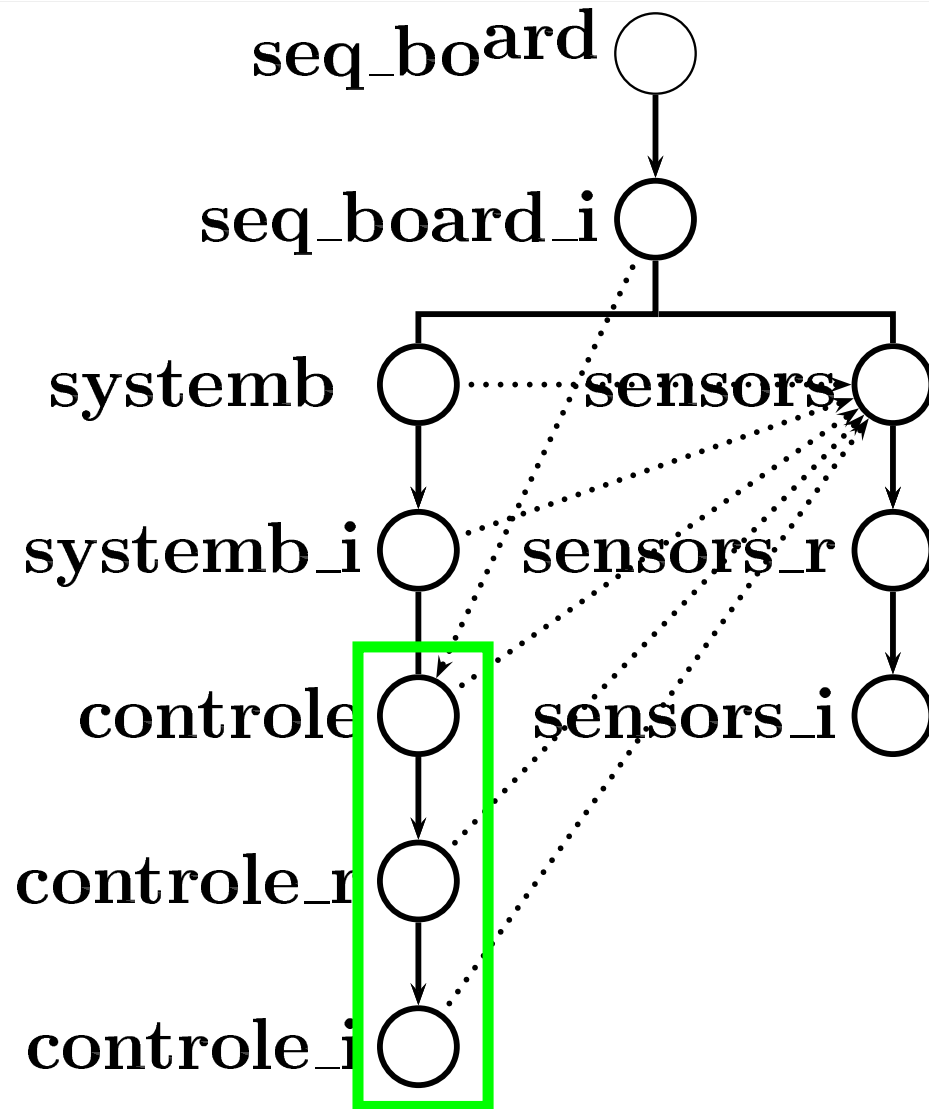
Example: automata



Example: B components



Example: B components



abstract specification

MACHINE controle

...

INVARIANT

$md \in \text{MODE} \wedge \text{ack} \in \text{ACK} \wedge \text{light} \in \text{LIGHT} \wedge \text{br} \in \text{BARRIER}$
 $\wedge \text{train} \subseteq \text{TRAINS}$
 $\wedge ((\text{br} = \text{top}) \Rightarrow \text{light} = \text{off}) \wedge ((\text{br} \neq \text{top}) \Rightarrow \text{light} = \text{on})$

...

OPERATIONS

trans_BBa =

PRE $(\text{light} = \text{on}) \wedge \text{md} = \text{safe} \wedge \text{gr} = \text{rest}$

THEN $\text{br} := \text{movement_down}$

END ;

...

END

concrete specification

IMPLEMENTATION controle_i

REFINES controle_r

...

INVARIANT

$md \in \text{MODE} \wedge zn \in \text{ZONE} \wedge br \in \text{BARRIER}$

$\wedge \text{train}_i \in 1 .. \text{max_train} \rightarrow \text{TRAINS}$

$\wedge \text{train} = \text{train}_i [1..\text{max_train}] - \text{num_train}$

$\wedge ((br = \text{top}) \Rightarrow \text{light} = \text{off}) \wedge ((br \neq \text{top}) \Rightarrow \text{light} = \text{on})$

OPERATIONS

trans_BBa =

BEGIN

br := mouvement_bas

END ;

...

END

method trans_BBa=

```
require (abstract_invariant_e  
           $\wedge$  refinement_invariant_e  
           $\wedge$  concrete_invariant);  
require(light=On  $\wedge$  md=Safe );
```

```
br := Movement_down;
```

```
ensure (abstract_invariant_e  
           $\wedge$  refinement_invariant_e  
           $\wedge$  concrete_invariant)
```

method trans_BBa=

```
require (abstract_invariant_e  
           $\wedge$  refinement_invariant_e  
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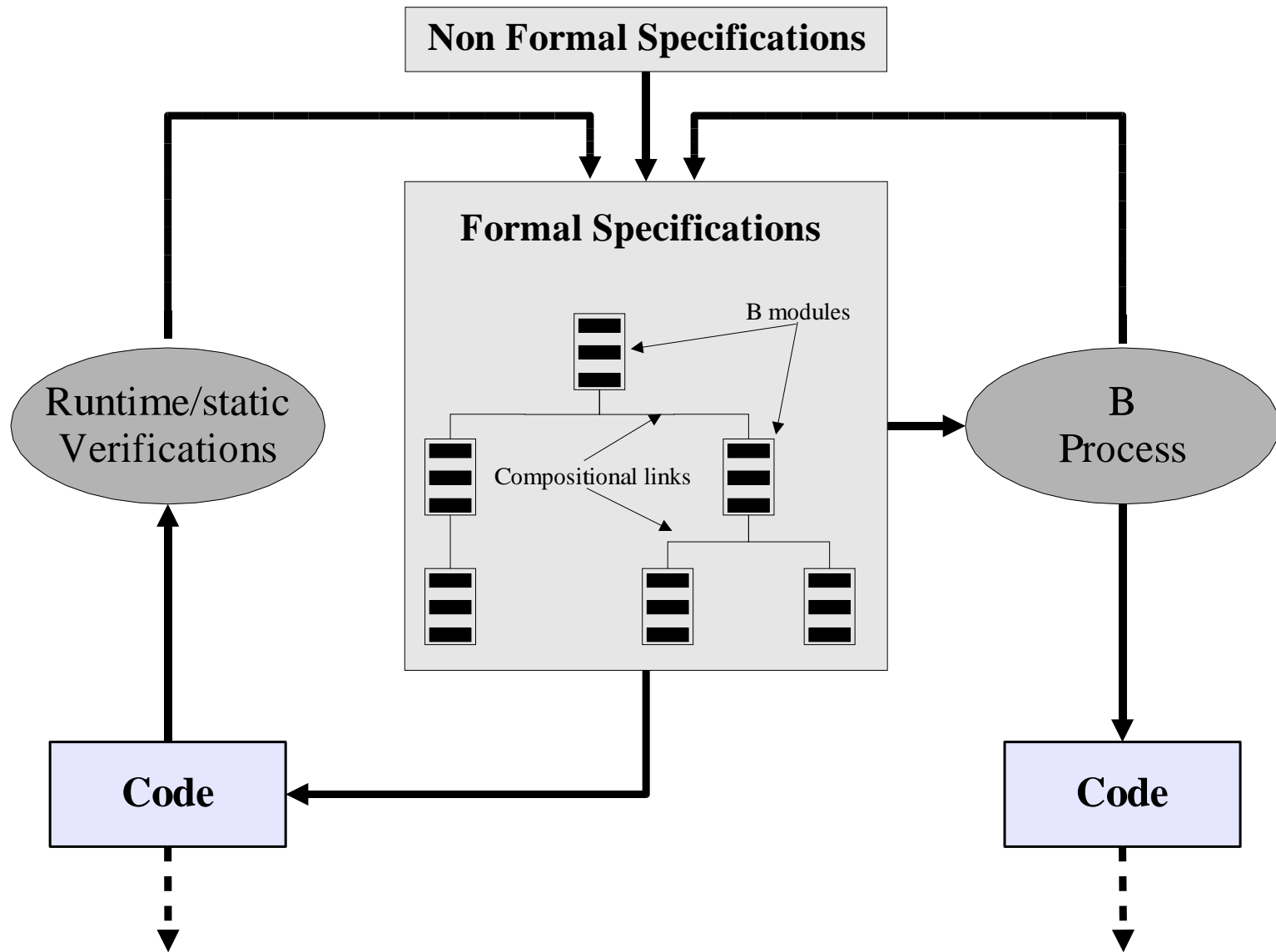
```
require (abstract_invariant_e  
           $\wedge$  refinement_invariant_e  
           $\wedge$  concrete_invariant);  
require(light=On  $\wedge$  md=Safe );
```

```
br := Movement_down;
```

```
ensure (abstract_invariant_e  
           $\wedge$  refinement_invariant_e  
           $\wedge$  concrete_invariant)
```

```
class controle =  
  object  
    open Train, Communication, Capteurs  
    type mode = Nonspecified | Safe | Notsafe ;  
    type barrier = Top | Down  
                    | Movement_top | Movement_down ;  
    type feu = On | Off ;  
    method getMode = ...  
    method trans_DPr zz = ...  
    method trans_BBa = ...  
    ...  
end;;
```

new B development process



Conclusions:

- ➡ Implementation of a code generator
- ➡ Actual target language : OCaml and Ada
- ➡ Easy to adapt to new language

Future Work:

- ➡ Working on the B modularity
- ➡ Connecting to verification tools
- ➡ Developing a case study using these tools