An Overview of Formal Methods from Our Standpoint of CafeOBJ/ProofScore

Lecture Note 0

Application areas of formal methods (FM)

- 1. Analysis and verification of developed program codes (post-coding)
- 2. Analysis and verification of (models/specs of) domains, requirements, and designs before/ without coding (pre-coding or without coding)

Successful application of formal methods to the area of (models/specifications of) domains, requirements, designs can bring drastic good effects for systems developments, but it is not well exploited and/or practiced yet.

specification = description of model

The current situation of FM

- Verification with formal specifications still have a potential to improve the practices in upstream (precoding) of systems development processes
- Model checking has brought a big success but still has limitations
 - It is basically "model checking" for program codesStill mainly for post-coding
 - Infinite state to finite state transformation can be unnatural and difficult
- Established interactive theorem provers (Isabelle/ HOL, Coq, PVS, etc.) are not necessary well accepted to software/systems engineers
 - especially in upstream (pre-coding) phase

LectureNote0, TUW1207+08

3

Our approach

- Reasonable blend of user and machine capabilities, intuition and rigor, high-level planning and tedious formal calculation
 - fully automated proofs are not necessary good for human beings to perceive logical structures of real problems/systems
 - interactive understanding/description of real problem domains/requirements/designs is necessary



Proof Score Approach

LectureNote0, TUW1207+08

4

Proof Score Approach

- Domain/requirement/design engineers are expected to construct proof scores together with formal specifications
- A proof score is a set of complete symbolic tests which covers all possible cases. And so, when executing the proof score and every test returns an expected value, then the desired property is convinced to hold (or is proved)
 - Proof by a complete set of symbolic tests
 - Proof by construction/development
 - Proof by reduction/computation/rewriting

LectureNote0, TUW1207+08

ŗ

Development of proof scores in CafeOBJ

- Many simple proof scores are written in OBJ language from 1980's; some of them are not trivial
- From around 1997 CafeOBJ group at JAIST use proof scores seriously for verifying specifications for various examples
 - From static to dynamic/reactive system
 - From ad hoc to more systematic proof scores
 - Introduction of OTS (Observational Transition System) was a most important step

6

Some achievements of CafeOBJ/OTS proof score approach

CafeOBJ/OTS approach has been applied to the following kinds of problems and found usable:

- Some classical mutual exclusion algorithms
- Some real time algorithms
 e.g. Fischer's mutual exclusion protocol
- Railway signaling systems
- Authentication protocol
 - e.g. NSLPK, Otway-Rees, STS protocols
- Practical sized e-commerce protocol of SET (some of proof score exceeds 60,000 lines; specification is about 2,000 lines, 20-30 minutes for reduction of the proof score)
- UML semantics (class diagram + OCL-assertions)
- Formal Fault Tree Analysis
- Secure workflow models, internal control

LectureNote0, TUW1207+08

7

A little bit of CafeOBJ history

- KF thought of the basic ideas of CafeOBJ after he participated OBJ project at SRI in 1983-1984, and several design and implementation attempts were done during 1985-1995
- The CafeOBJ development project is fully supported by IPA/ MITI of Japanese Government from 1996.4 to 1998.3
 - Six Japanese Companies, Five Japanese Universities, Three Foreign Research Group participate CAFÉ project
- Sufficiently reliable and usable CafeOBJ system was available at around the beginning of 1999.
- Several groups including KF's group at JAIST are using CafeOBJ for developing formal methods for various application areas and/or for education of FM
- A new research project is started from 2011 for five years for research and develop of an innovative verification system based on CafeOBJ for practical-size problem specifications

8