

ソフトウェア開発のSOFL形式工学手法の紹介と課題

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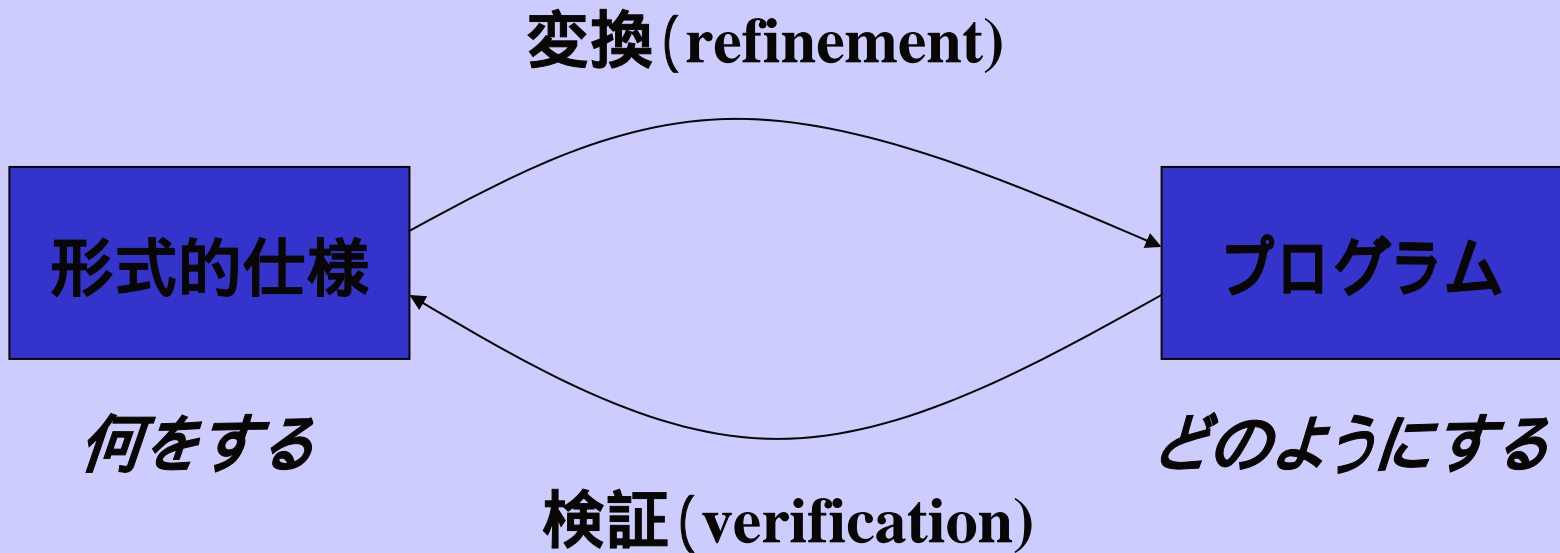
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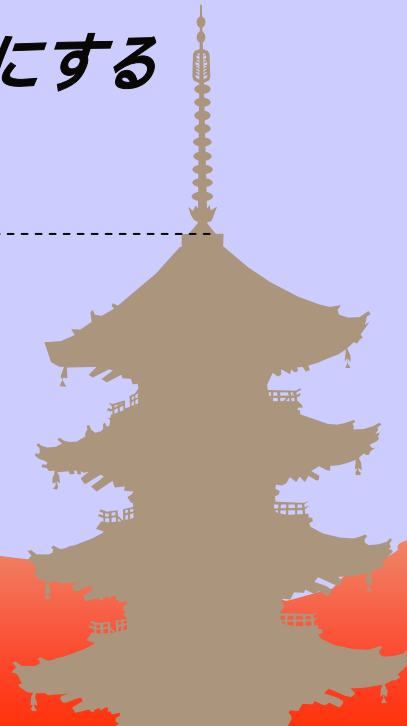


形式工学手法

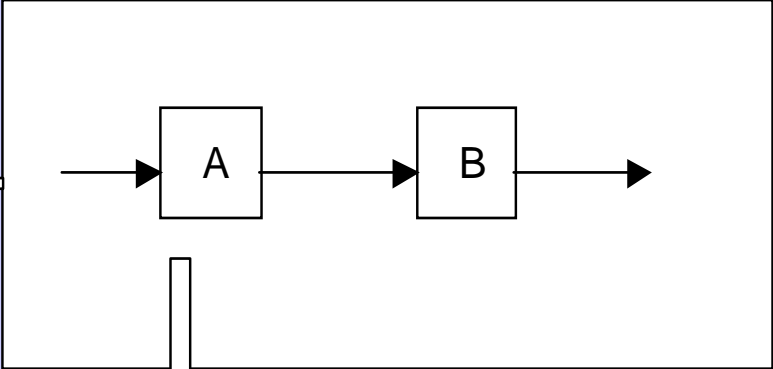


支える

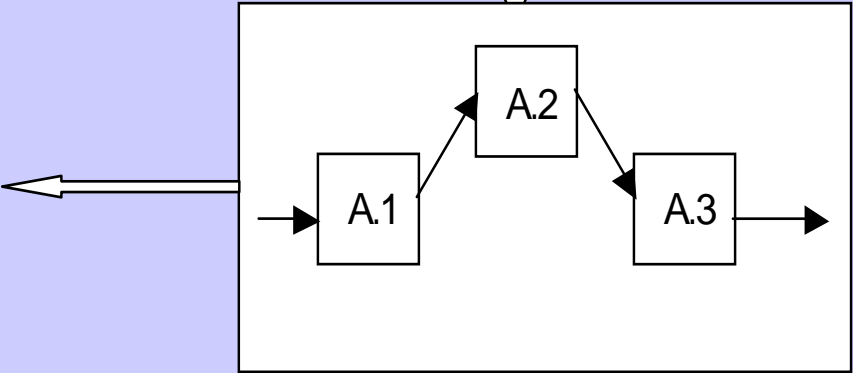
図、離散数学(集合論、論理)、自然言語



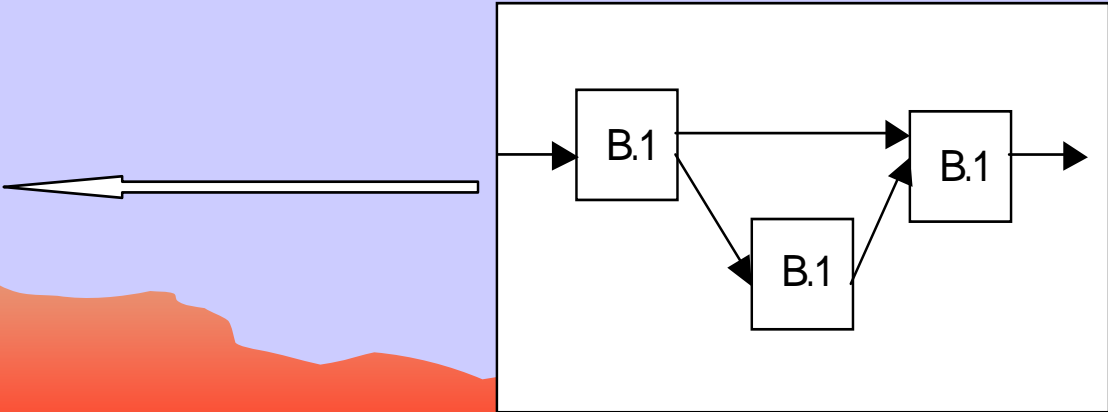
```
module System-Example;  
process A;  
process B;  
end-module;
```



```
module A-Decom;  
process  
process A.2  
process A.3;  
end-module;
```



```
module B-Decom;  
process B.1;  
process B.2;  
process B.3;  
end-module;
```



Process specification

The general structure of a process specification:

`process` A(input variables) output variables

`ext` external variable

`pre` P

`post` Q

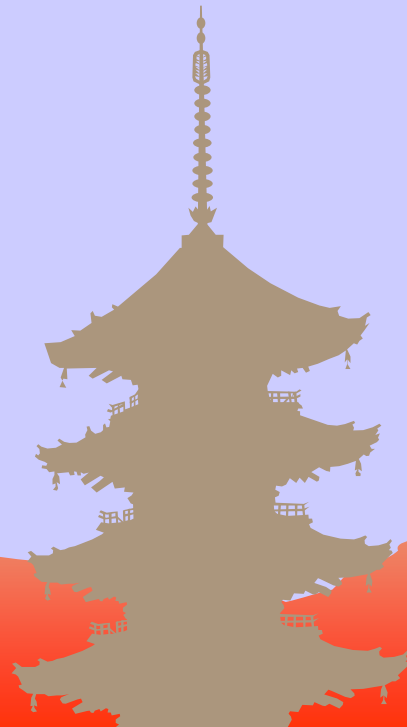
`explicit`

variable declarations

statement

`comment`

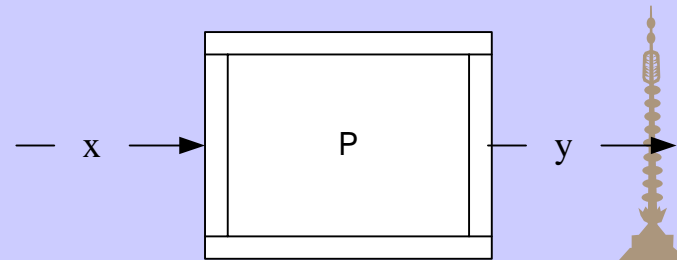
`end_process;`



課題 1

次のプロセス仕様をJavaで実装しなさい。

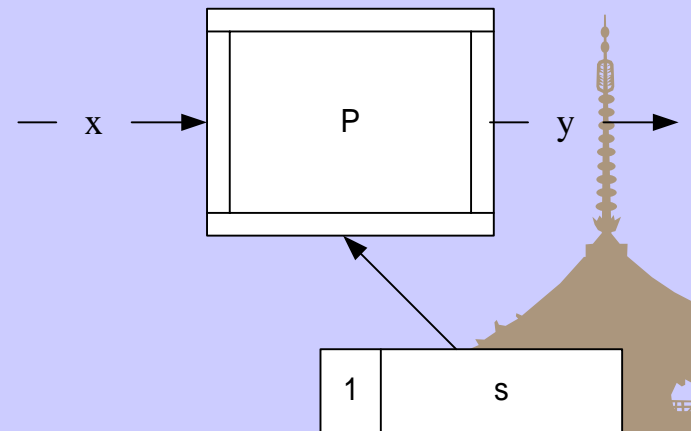
```
process P(x: int) y: int  
pre x > 0  
post y > x + 1  
end_process
```



課題 2

次のプロセス仕様をJavaで実装して下さい。

```
process P(x: int) y: int
ext rd s: int
pre x > s
post y > s and y < x
end_process
```



課題3

次のプロセス仕様をJavaで実装しなさい。

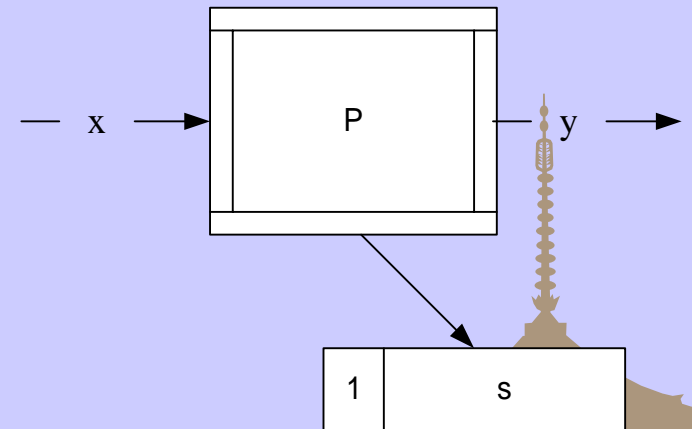
```
process P(x: int) y: int
```

```
  ext wr s: int
```

```
  pre x > s
```

```
  post s > ~s + x and s = y + x
```

```
end_process
```



課題4

次のプロセス仕様をJavaで実装しなさい。

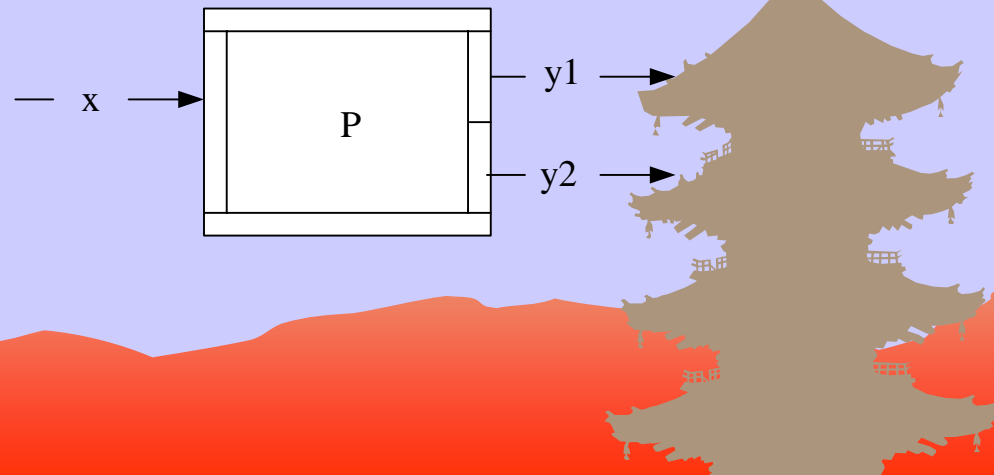
```
process P(x: int) y1: int | y2: real
```

```
pre x > 0
```

```
post x < 5 and y1 = x + 5 or
```

```
    x >= 5 and y2 = (x * x + 2 * x + 5) / x
```

```
end_process
```



課題5

次のプロセス仕様をJavaで実装しなさい。

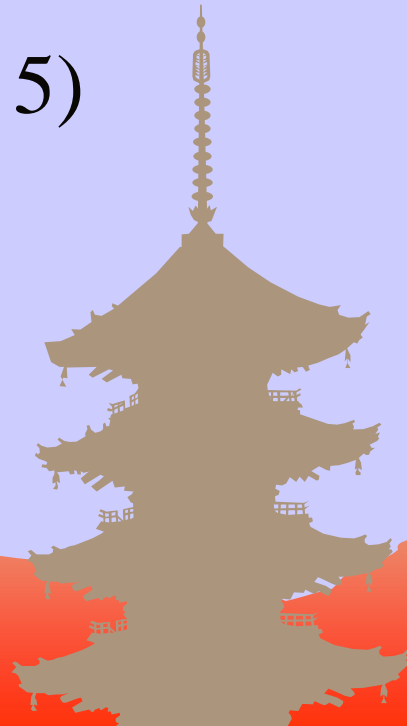
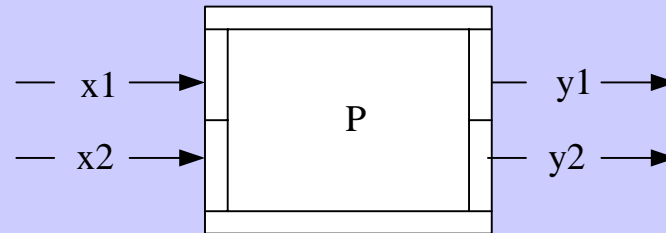
```
process P(x1: int | x2: int) y1: int | y2: real
```

```
pre x1 > 0 or x2 > 0
```

```
post bound(x1) and y1 > x1 + 5 or
```

```
bound(x2) and y2 = (x * x + 2 * x + 5)
```

```
end_process
```



課題 6

次のプロセス仕様をJavaで実装して下さい。

(1)

```
process P(x1, x2: int) y1: int | y2: real
```

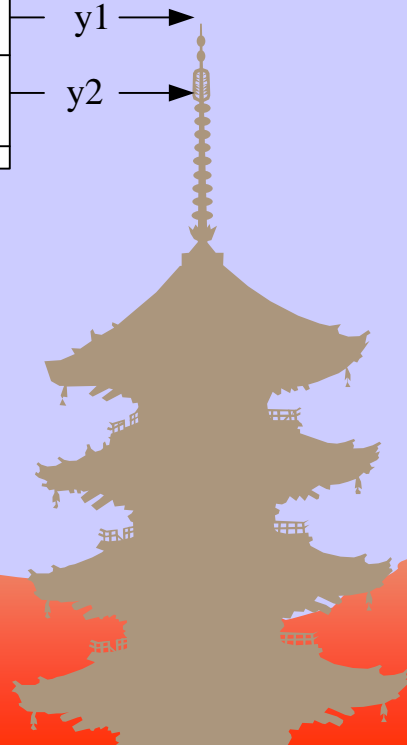
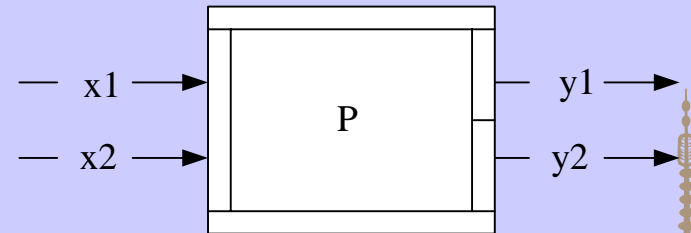
```
pre x1 <> 0
```

```
post if x1 > x2
```

```
    then y1 = x1 * x2
```

```
    else y2 = x2 / x1
```

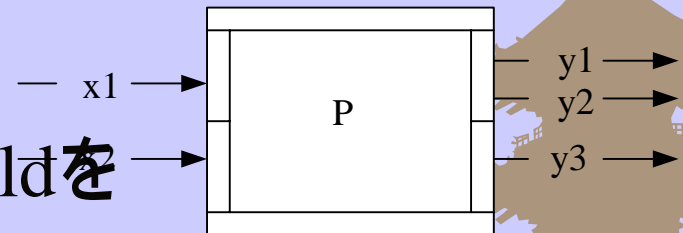
```
end_process
```



(2)

```
process P(x1: int | x2: int) y1, y2: int | y3: int
  pre x1 > 5 or x2 >= 3
  post if x1 < 10
    then y1 > x1 + 1 and y1 < y2 - x1
    else if x2 < 20
      then y3 > x2 + 5 or y3 < x2 + 1
      else y3 = -10
    end_if
  end_if
end_process
```

(注意: 無定義の場合。TextFieldを
使う)



課題7

次のプロセス仕様をJavaで実装しなさい。

(1)

```
process P(x1, x2, x3: int) y: int
```

```
ext wr s: int
```

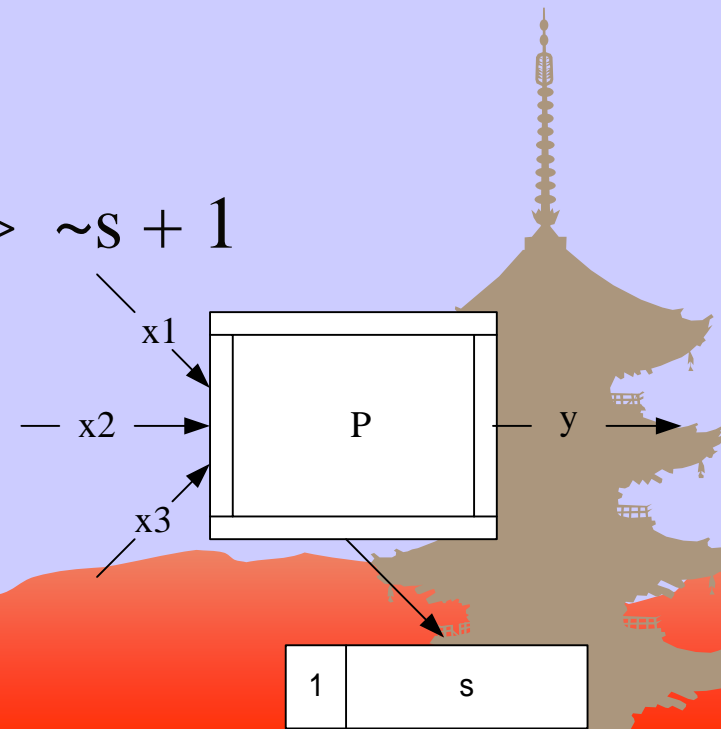
```
post let d = x1 ** 3 + x2 * x3 in
```

```
  if x1 > x2 + x3
```

```
    then y = d ** 2 + 5 * d and s > ~s + 1
```

```
    else y > ~s + d and s = ~s * d
```

```
end_process
```



(2)

process P(x1, x2, x3: int) y: int

ext wr s: int

post let d = x1 ** 3 + x2 * x3 in

if x1 > x2 + x3

then cases x1

$x2 + x3 + 1 \rightarrow y = d ** 2 + 5 * d$ and

$s > \sim s + 1$

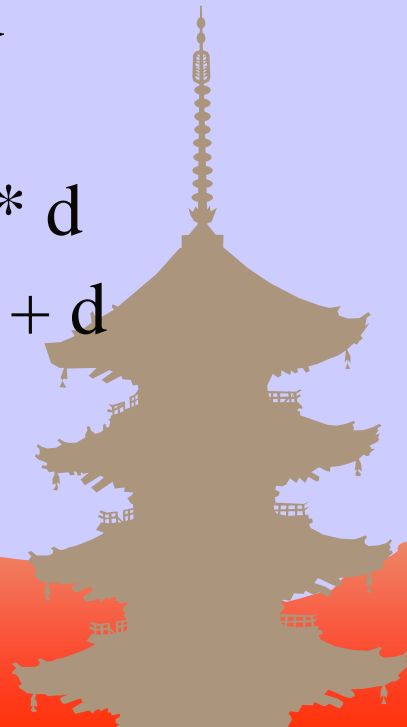
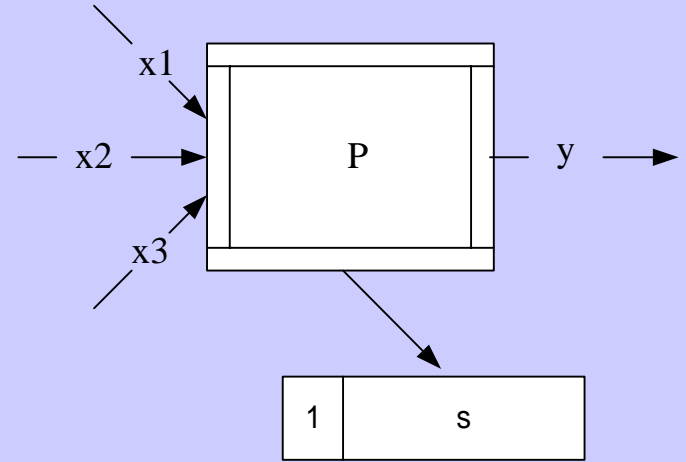
$x2 + x3 + 2 \rightarrow y > \sim s + d$ and $s = \sim s * d$

$x2 + x3 + 5 \rightarrow y = d ** 2$ and $s > \sim s + d$

others $\rightarrow y = d$

else $y > d + x1 * x2 * x3$

end_process



課題 8

次のプロセス仕様をJavaで実装しなさい。

(1)

```
process P(x1, x2, x3: int) y1: int | y2: int
```

```
pre is_greater(x1, x2)
```

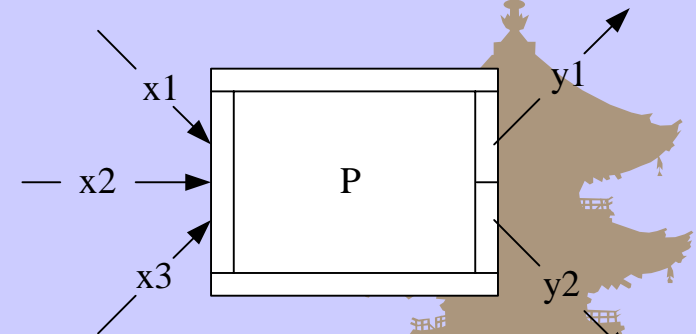
```
post is_greater(x1, x3) and y1 = x1 * double(x3, x2) or  
     is_greater(x3, x2) and y2 = x2 * add(x3, x1)
```

```
end_process;
```

```
function is_greater(a, b: int): bool
```

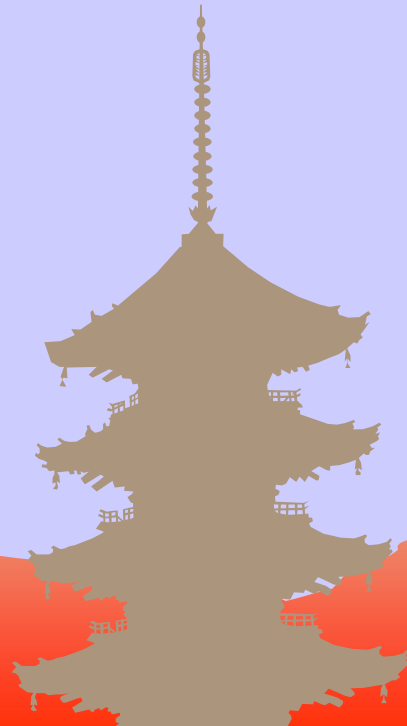
```
== a > b
```

```
end_function
```



```
function double(a, b: int): int  
== 2 * (a + b)  
end_function;
```

```
function add(a, b: int): int  
post add = a + b + a * b  
end_function;
```



(2)

```
process UseFact(n: nat) y: nat
```

```
  ext wr x: nat
```

```
  pre n > x
```

```
  post y - (Fact(n) + Fact(~x)) * (Fact(n - 1) + Fact(~x + 1))  
       = 0 and x = double(~x, add(~x, ~x + 1))
```

```
end_process;
```

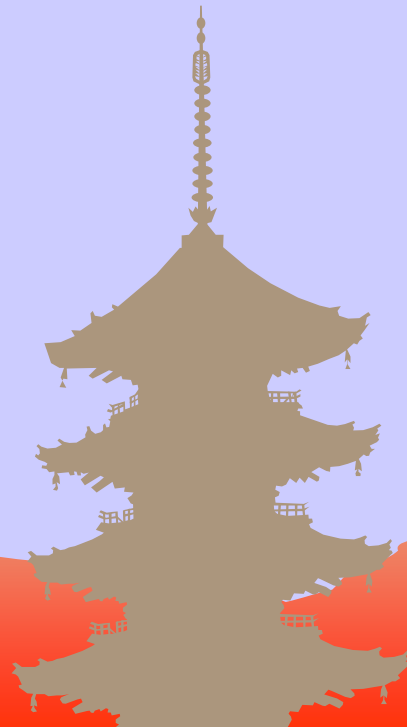
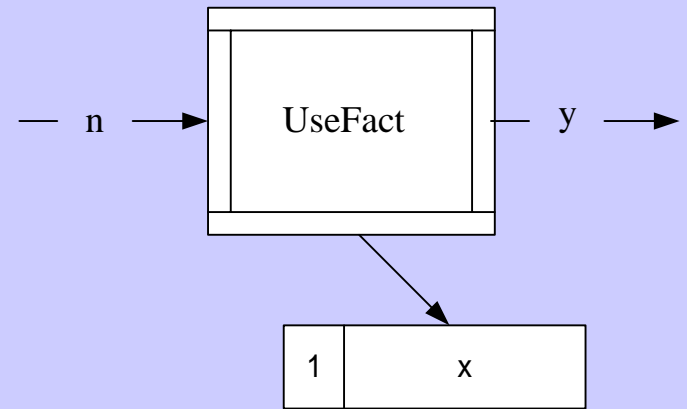
```
function Fact(n: nat): nat
```

```
Fact(n) == if n = 1
```

```
           then 1
```

```
           else n * Fact(n - 1)
```

```
end_function
```



課題 9

次のプロセス仕様をJavaで実装しなさい。

(1)

```
process UseFact(n: nat) y: nat
```

```
  ext wr x: nat
```

```
  pre n > x
```

```
  post y = (Fact(2 * n) + Fact(~x)) * (Fact(n) + Fact(~x + 1))  
        = 0 and x = double(~x, add(~x, ~x + 1))
```

```
end_process;
```

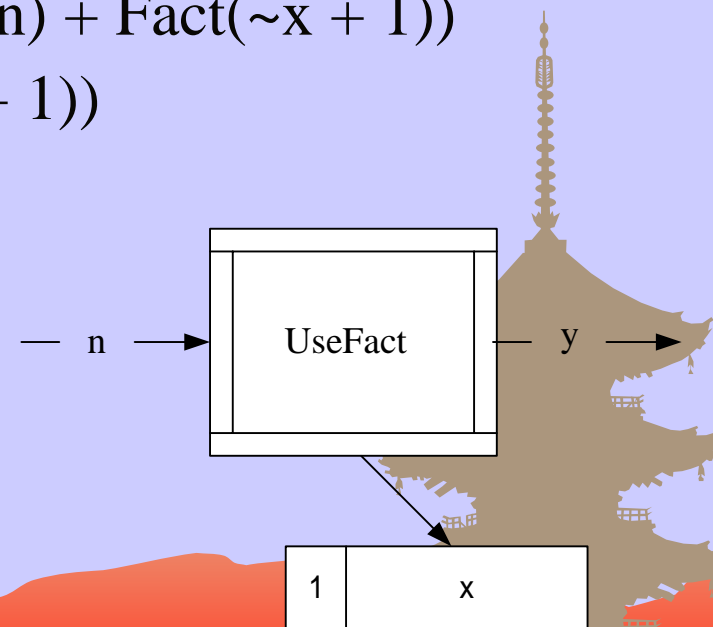
```
function Fact(n: nat): nat
```

```
  Fact(n) == if n = 1
```

```
    then 1
```

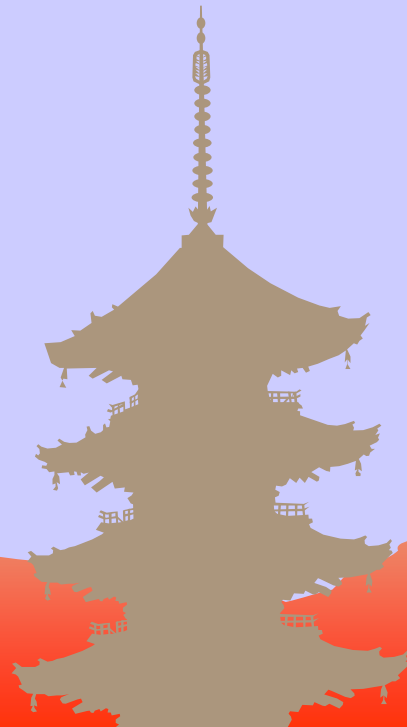
```
    else n * Fact(n - 1)
```

```
end_function
```



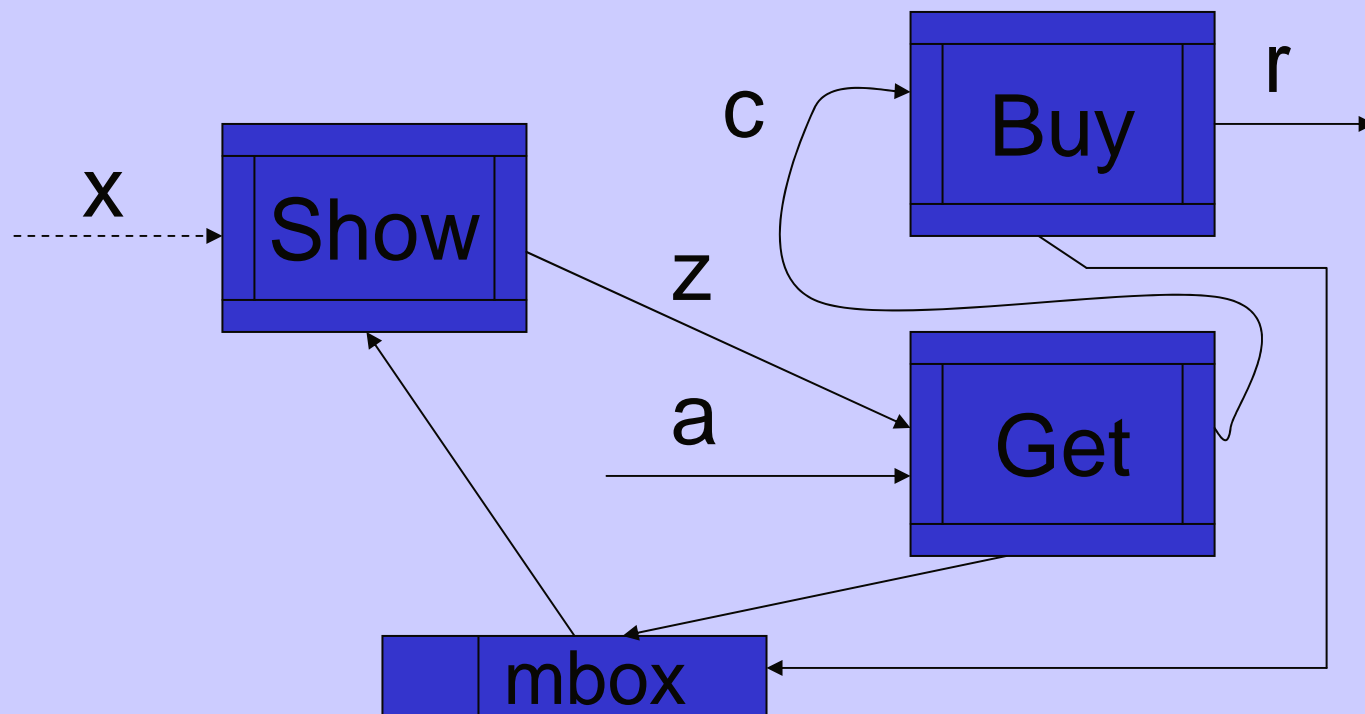
```
function double(a, b: int): int  
  == 2 * (a + b)  
end_function;
```

```
function add(a, b: int): int  
  post add = a + b + a * b  
end_function;
```



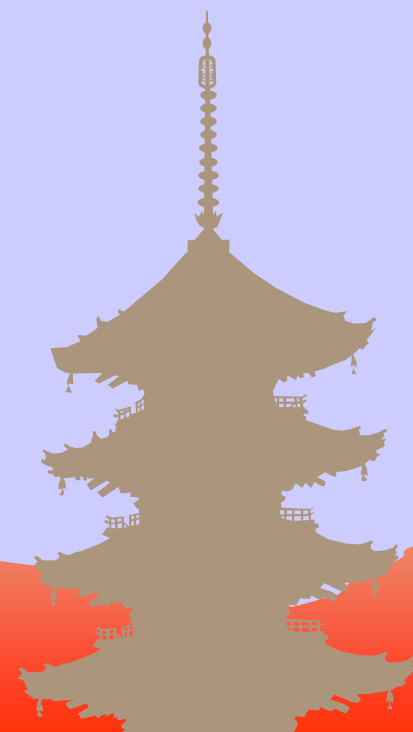
課題10

次のCDFDをJavaで実装しなさい。



mbox: moneybox

Figure 1



```
module System_Moneybox
const toyprice = 98; /* The price of a specific toy */
var
mbox: nat;
behav CDFD_Figure 1;
process Show(x : Sign) z : nat
ext rd mbox /* rd = read */
pre true /* This precondition can be omitted */
post z = mbox
comment
Show is executed on the availability of event x, under no
specific condition, and will generate the output z that is
equal to the money in the money box mbox.
end_process;
```



```
process Get(z : nat, a : nat) c : nat
ext wr mbox : nat /*wr = write */
/* : nat can be omitted */
```

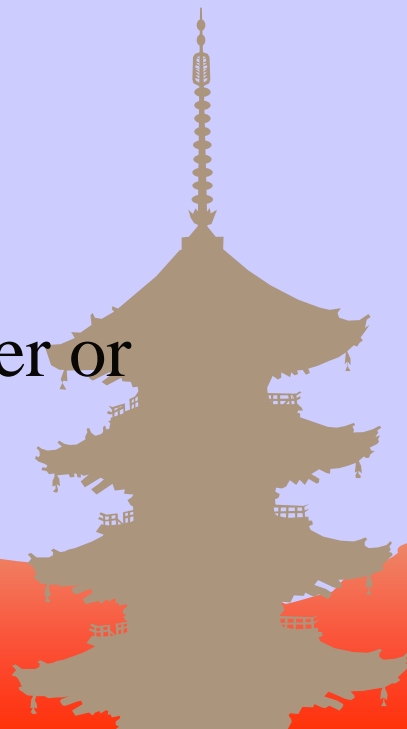
```
pre z >= a
```

```
post c >= a and mbox = z - c
```

```
comment
```

If input z , the total money in the mbox, is not smaller than a , an estimated amount of money necessary to buy a toy, the output c , the money taken from the mbox, must be greater or equal to a , and mbox must be updated with c .

```
end_process;
```



```
process Buy(c : nat) r : nat
```

```
ext wr mbox
```

```
pre c >= toyprice
```

```
post r = c - toyprice and mbox = ~mbox + r
```

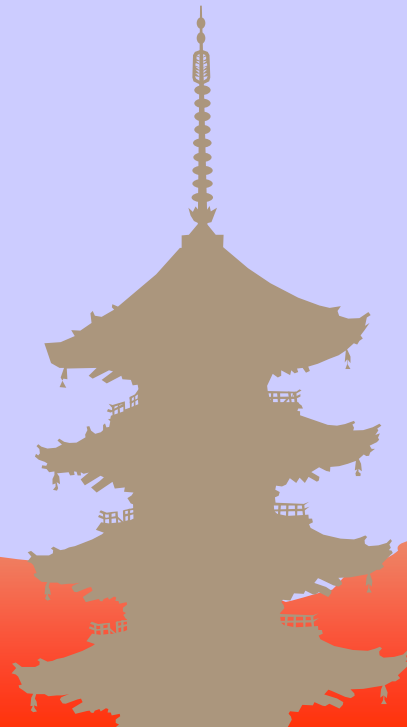
```
comment
```

If money c is greater than or equal to the toyprice, output r will represent the remaining money after buying the toy with the toyprice, and put the remaining money r back to the money box, which is expressed by the expression:

```
mbox = ~mbox + r.
```

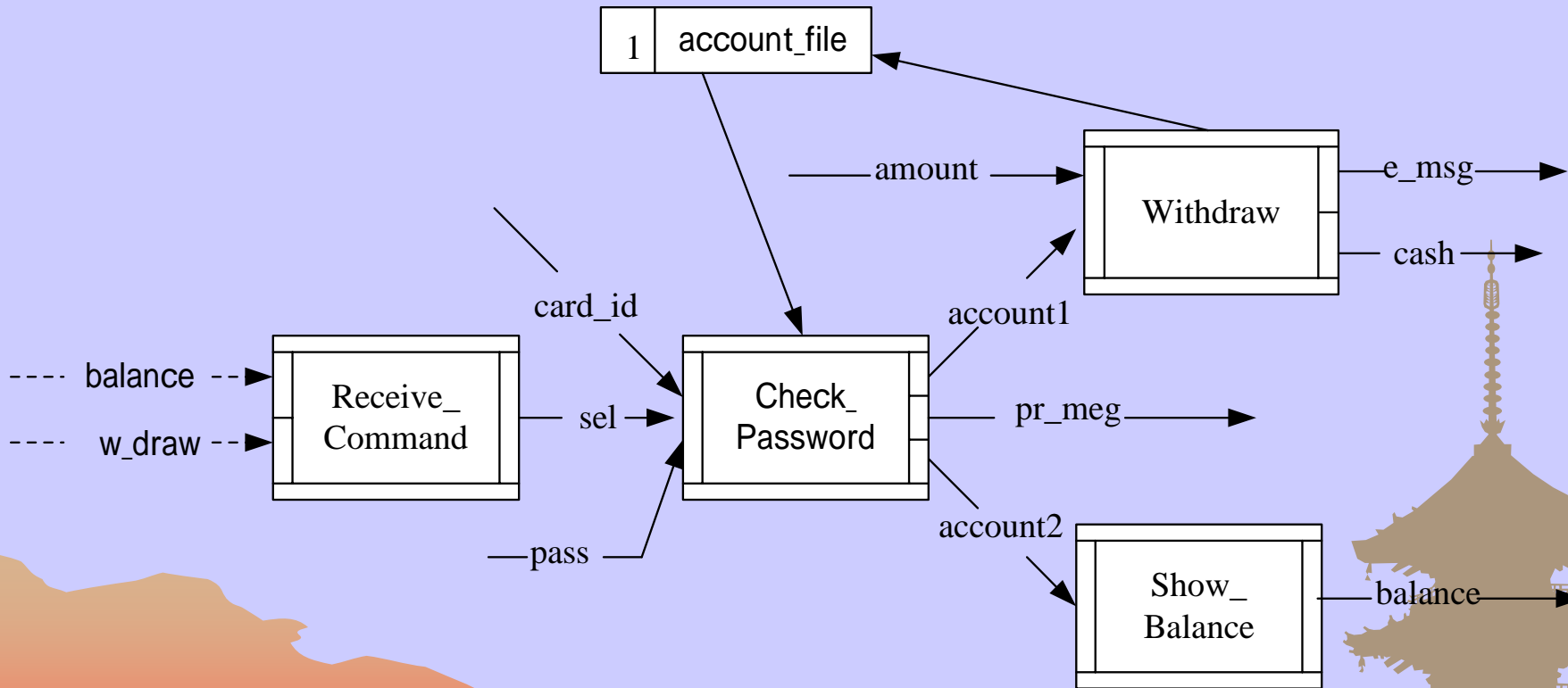
```
end_process;
```

```
end_module;
```



課題 11

次のCDFDをJavaで実装しなさい。



```
module SYSTEM_ATM;  
  type  
    Account = composed of  
      account_no: nat0  
      password: PassWord  
      balance: real  
  end
```

```
PassWord = nat0;
```

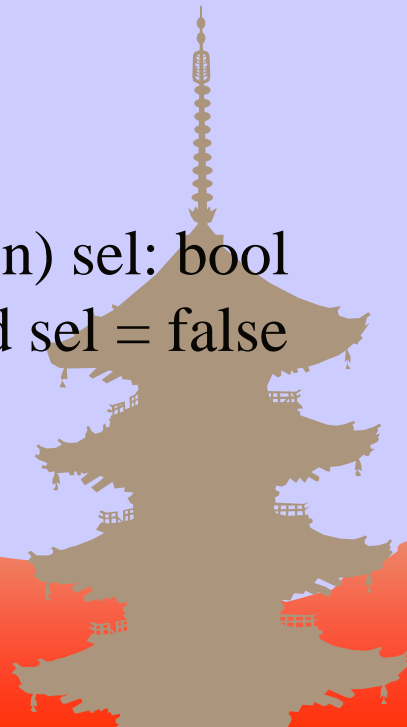
```
var
```

```
ext #account_file: set of Account;
```

```
process Receive_Command(balance: sign | w_draw: sign) sel: bool  
  post balance <> nil and sel = true or w_draw <> nil and sel = false  
  comment
```

```
  If the input is balance, set sel as true; otherwise,  
  set sel as false.
```

```
end_process;
```




```

process Check_Password(card_id: nat, sel: bool, pass: nat)
  account1: Account | pr_meg: string |
  account2: Account
ext rd account_file
post sel = false and
  (exists![x: account_file] | x.account_no = card_id and
    x.password = pass and
    account1 = x)

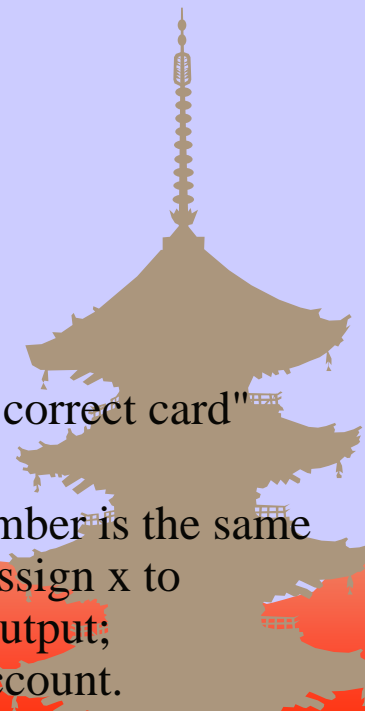
  or
  sel = true and
  (exists![x: account_file] | x.account_no = card_id and
    x.password = pass and
    account2 = x)

  or
  not (exists![x: account_file] | x.account_no = card_id and
    x.password = pass) and
    pr_meg = "Reenter your password or insert the correct card"
comment

```

If there exists an account, say x , in the `account_file` whose account number is the same as `card_i` and password is the same as `pass`, then (1) if `sel` is false, then assign x to `account1` as an output, (2) if `sel` is true, then assign x to `account2` as an output; otherwise, issue an appropriate message to indicate the absence of the account.

end process;



```

process Withdraw(amount: real, account1: Account)
    e_msg: string | cash: real
ext wr account_file
pre account1 inset account_file
post (exists[x: account_file] | x = account1 and
        x.balance >= amount and
        cash = amount)

    and
    account_file = union(diff(~account_file, {account1}),
{modify(account1, balance -> account1.balance - amount)})    or
    not exists[x: account_file] | x = account1 and
        x.balance >= amount and
        e_msg = "The amount is too big")

```

comment

If the balance of account1 is greater than or equal to amount, then assign amount to cash and reduce amount from the balance of account1;

otherwise, if the amount is greater than the balance of account1, then issue an message to indicate the lack of sufficient money to withdraw from account1. end_process;

end_module;

