

# QuickCheck for VDM

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# Proof Obligations

- *QuickCheck* is a new tool to help analyse proof obligations (POs)
- POs highlight where undefined results could occur or conditions must hold
- Short VDM-SL boolean expressions, which should always be true
- Produced by *VDMTools* and *Overture/VDMJ* for many years
- But *no proof support available* until recently
  
- *Isabelle* plugin can translate and discharge some POs
- Powerful, but sophisticated, requiring expertise and multiple tools
- Ideally, we want seamless integration of proof support in our VDM tools
- *QuickCheck* plugin attempts to perform a fast, lightweight check of POs

# Proof Obligations

It would be useful if we could *quickly* divide obligations into three categories:

- Those that can be disproved ("failed" with a counterexample)
- Those that are very likely to be true ("probably provable")
- Those that are neither of the above ("maybe valid")

*A direct evaluation* of the PO expression may help?

But we have to be careful about LPF/McCarthy logic!

# Proof Obligations: Check by Execution?

```
fbool: set of bool -> real
fbool(s) ==
  if s <> {}
  then 1 / card s  <-- potential divide by zero?
  else 0;
```

```
fbool: non-zero obligation in 'DEFAULT' (test.vdmsl) at line 16:16
(forall s:set of bool &
 ((s <> {})) =>
 (card s) <> 0))
```

```
> print (forall s:set of bool & ((s <> {})) => (card s) <> 0))
= true
Executed in 0.002 secs.
```

# Proof Obligations: Check by Execution?

```
fbool: set of bool -> real
fbool(s) ==
  1 / card s;  <-- potential divide by zero?
```

```
fbool: non-zero obligation in 'DEFAULT' (test.vdmsl) at line 16:16
(forall s:set of bool &
  (card s) <> 0)
```

```
> p (forall s:set of bool & (card s) <> 0)
= false
Executed in 0.002 secs.
```

# Proof Obligations: Check by Execution?

```
fnat: set of nat -> real
fnat(s) ==
  if s <> {}
  then 1 / card s  <-- potential divide by zero?
  else 0;
```

```
fnat: non-zero obligation in 'DEFAULT' (test.vdmsl) at line 10:16
(forall s:set of nat &
 ((s <> {})) =>
 (card s) <> 0))
```

```
> print (forall s:set of nat & ((s <> {})) => (card s) <> 0))
Error 4: Cannot get bind values for type nat in 'DEFAULT' (console) at line 1:2
MainThread>
```

# Proof Obligations: Check by Execution?

- So the VDMJ interpreter can evaluate POs, but not that helpful by itself
- But we can tweak the interpreter (as a special case, in POs):
  - to allow *finite subsets* of infinite types to be checked in *forall/exists*
  - to remember counterexample/witness values
- PO generate/eval wrapped up in a command called "quickcheck" (*abbr.* "qc")
  - The objective is to find counterexamples or witnesses by evaluation
  - And some cases may be "probably provable" by simple checks
- But which subset of infinite type bind values do we choose?
  - Several different *strategies* are possible - so pluggable
  - Either return type bindings to try, or an indication of (dis)proof

# QuickCheck Strategies

- A strategy is passed:
  - the PO (its AST)
  - a list of its type binds
  - an execution Context (eg. for evaluating type invariants)
- A strategy returns:
  - type bind value lists (that *might be* counterexamples or witnesses)
  - a "*hasAllValues*" flag if all of the bindings' values were generated
  - a (dis)proved flag and message, if it is able to conclude this
- *QuickCheck* applies all enabled strategies, then evaluates the PO, looking for counterexamples (unless a strategy has claimed the PO is provable).



# QuickCheck Built-in Strategies

Six strategies are built-in:

- *The fixed strategy* - returns a fixed set of values for every VDM type
- *The random strategy* - similar to fixed, but using a pseudo-random number generator
- *The trivial strategy* - looks for "trivial" forms, like  $\langle \text{expression} \rangle \Rightarrow \langle \text{expression} \rangle$
- *The finite strategy* - checks whether all bindings are of finite types (and not too big)
- *The search strategy* - looks for eg. "x <> 0" then returns "x = 0" (naively)
- *The direct strategy* - ignores the PO itself, but looks at what it is trying to verify

More strategies can be added by putting a jar on the classpath.

# QuickCheck Example - "qc" (VDMJ)

> qc

PO #1, PROVABLE by direct (body is total) in 0.002s

PO #2, FAILED (unsatisfiable) in 0.001s

----

T: invariant satisfiability obligation in 'DEFAULT' (test.vdm) at line 3:9  
exists t : set of bool & ((card t) = 3)

PO #3, PROVABLE by direct (body is total) in 0.0s

PO #4, PROVABLE by witness q = 11 in 0.001s

PO #5, PROVABLE by trivial s <> [] in 0.001s

PO #6, PROVABLE by direct (body is total) in 0.0s

PO #7, MAYBE in 0.001s

PO #8, MAYBE in 0.001s

PO #9, FAILED in 0.002s: Counterexample: r = 1.25

----

h: subtype obligation in 'DEFAULT' (test.vdm) at line 16:5  
(forall r:real & pre\_h(r) =>  
  is\_nat(r))

>

# QuickCheck Example - "qr" (VDMJ)

```
> qr 9
```

```
=> print h(1.25)
```

```
Error 4065: Value 1.25 is not a nat in 'DEFAULT' (console) at line 1:1
```

```
> qr 2
```

```
=> print exists t : set of bool & ((card t) = 3)
```

```
= false
```

# QuickCheck: Polymorphic Functions

```
-- @QuickCheck @T = set of nat, set of bool;  
f[@T]: seq of @T * nat -> @T  
f(s, i) == s(i);
```

Proof Obligation 1: (Unproved)

```
f: sequence apply obligation in 'DEFAULT' (test.vdmsl) at line 4:16  
(forall s:seq of (@T), i:nat &  
  i in set inds s)
```

> qc 1

```
PO #1, FAILED in 0.003s: Counterexample:  i = 0, s = [], T = set of (nat)
```

----

```
f: sequence apply obligation in 'DEFAULT' (test.vdmsl) at line 4:16  
(forall s:seq of (@T), i:nat &  
  i in set inds s)
```

> qr 1

```
=> print f[set of (nat)]([], 0)
```

```
Error 4064: Value 0 is not a nat1 in 'DEFAULT' (test.vdmsl) at line 4:16
```

```
4:   f(s, i) == s(i);
```

# QuickCheck Example - VDM-VSCoDe

The screenshot displays the VDM-VSCoDe extension in Visual Studio Code. The left pane shows the source code for `test.vdmsl` with the following content:

```
1 types
2   T = set of bool
3   inv t == card t = 3; -- Unsatisfiable
4
5   Q = nat
6   inv q == q > 10 and q < 100;
7
8 functions
9   Launch | Debug
10  f: seq of nat -> nat
11  f(s) == if s = [] then 0 else hd s;
12
13   Launch | Debug
14  g: nat -> nat
15  g(a) == if a = 0 then 1 else a * g(a-1)
16  measure a;
17
18   Launch | Debug
19  h: real -> nat
```

The right pane shows the **Proof Obligations: AlarmSL** panel with a table of obligations:

id	kind	name	status
1	total function	DEFAULT.T	<a href="#">Provable</a>
2	invariant satisfiability	DEFAULT.T	<a href="#">Failed</a>
3	total function	DEFAULT.Q	<a href="#">Provable</a>
4	invariant satisfiability	DEFAULT.Q	<a href="#">Provable</a>
5	non-empty sequence	DEFAULT.f	<a href="#">Provable</a>
6	total function	DEFAULT.g.measure_g	<a href="#">Provable</a>
7	subtype	DEFAULT.g	Maybe
8	recursive function	DEFAULT.g	Maybe
9	subtype	DEFAULT.h	<a href="#">Failed</a>

Below the table, a pop-up window for **Proof obligation #9** is shown, containing a table with the following data:

variable	value
r	1.25

The status bar at the bottom indicates the current cursor position: `Ln 16, Col 5 Spaces: 4 UTF-8 LF VDM-SL`.

# Performance

	VDM-SL	VDM++	VDM-RT	Totals	%age
Specs #	50	51	13	114	
PO #	4964	2830	435	8229	
PROVABLE	878	323	37	1238	15.04%
<i>by trivial</i>	141	91	3	235	2.86%
<i>by finite</i>	227	135	16	378	4.59%
<i>by witness</i>	109	30	7	146	1.77%
<i>by direct</i>	401	67	11	479	5.82%
MAYBE	2077	781	108	2966	36.04%
FAILED (counterexample)	942	128	5	1075	13.06%
UNCHECKED	1057	1598	285	2940	35.73%
TIMEOUT (5s)	10	0	0	10	0.12%
					<b>100.00%</b>

	VDM-SL	VDM++	VDM-RT	Average (ms)
PROVABLE	4.06	4.37	1.7	3.38
FAILED	10.41	3.11	11.2	8.24
MAYBE	45.5	49.28	13.34	36.04

# Future Directions

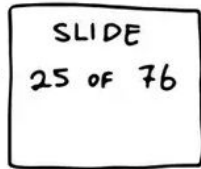
- *More strategies?*
  - Translate the PO to SMT-LIB (perhaps via Dafny)?
  - Strategies could return a *proved* status
  - Maybe use ML to identify counterexamples?
- *Improved analysis for UNCHECKED operation POs?*
  - Include relevant state in obligations
  - VDM++ and VDM-RT are a challenge
- *Better polymorphic type selection?*
  - Better checking of highly polymorphic specifications
  - Sensibly selecting type parameters to check

# THE TWO TYPES OF SPEAKER AT A CONFERENCE

MY TIME IS UP  
SO I'LL WRAP  
IT UP NOW



I'M GOING TO KEEP  
TALKING UNTIL  
SOMEONE TACKLES  
ME TO THE FLOOR



@twisteddoodles