

School of Computer Science & Engineering —  
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**ARW 2001**

**The Development of a Toolkit to Support  
the Probabilistic B Method**

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# Outline

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- A brief introduction to **B** and **GSL**.

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- Conclusion.



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- **B-Toolkit** is built to illustrate all the aspects of **B-Method**.

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- **B-Method** based on **G**eneralized **S**ubstitution **L**anguage (**GSL**) by Abrial.

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- **B-Method** based on **G**eneralized **S**ubstitution **L**anguage (**GSL**) by Abrial.
  - $[x := E]R \equiv$  The predicate obtained after replacing all free occurrence of  $x$  in  $R$  by  $E$ .
  - $[P \mid G]R \equiv P \& [G]R$
  - $[P \implies G] \equiv P \implies [G]R$
  - $[skip]R \equiv R$
  - $G \parallel H \equiv$  apply the substitutions  $G$  and  $H$  concurrently.
  - $[G; H]R \equiv [G]([H]R)$
  - $[G \parallel H]R \equiv [G]R \& [H]R$

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**OPERATIONS**

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Simple machine written in **AMN**:

```
VARIABLES xx, yy
INVARIANT xx : NAT & yy : NAT
INITIALISATION xx, yy := 0, 0
OPERATIONS
  Increase =
    BEGIN
      xx := xx + 1 ||
      yy := yy + 1
    test
    END
END
```

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- Notationally, we have kept the predicate syntax as much as possible.
- Example of an expression in **pGSL**:

$$(yy + 1 \in \mathbb{N} \wedge \text{expectation}((yy + 1) - 2 \times xx)) \times \text{frac}(1, 2)$$

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- **pAMN**:

**PCHOICE** *p* **OF**

*S*

**OR**

*T*

**END**

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A machine that has two counting devices on it. The machine has one operation namely Increase. When invoking this operation

- the first device increases its value probabilistically. Half of the time, it increases the value by 1. The other half of the time, it keeps the value the same.
- the second device increases its value deterministically by 1.

And we expect that the value on the second device is always twice the value on the first device.

# Example of probabilistic Number (Cont.)

Using **pAMN**, below is the Increase operation:

Increase =

BEGIN

    PCHOICE  $1/2$  OF

        xx := xx + 1

    OR

        skip

    END ||

    yy := yy + 1

END

# Example of probabilistic Number (Cont.)

Specification of probabilistic Number is shown below (in **pAMN** notation).

```
MACHINE pNumber
SEES Real_TYPE, Bool_TYPE
VARIABLES xx, yy
INVARIANT
    xx : NAT & yy : NAT &
    expectation(yy - 2 * xx)
INITIALISATION
    xx, yy := 0, 0
```

# OPERATIONS

Increase =

**BEGIN**

**PCHOICE**  $1/2$  **OF**

`xx := xx + 1`

**OR**

`skip`

**END**

||

`yy := yy + 1`

**END**

**END**

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- The operations need to maintain the invariant.

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Proving by using pB's rules:

$$\begin{aligned} & [xx, yy := 0, 0] xx \in \mathbb{N} \wedge yy \in \mathbb{N} \wedge \textit{expectation}(yy - 2 \times xx) \\ & \equiv 0 \in \mathbb{N} \wedge 0 \in \mathbb{N} \wedge \textit{expectation}(0) \end{aligned}$$

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We need to have precondition in the initialisation.

```
PRE expectation(0)
THEN
  xx, yy := 0, 0
END
```

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- Rule for probabilistic choice substitution.

$$[S \oplus_p T]R \equiv p \times [S]R + (1 - p) \times [T]R$$

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- Arithmetic with Real number.

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# Case studies

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- Random algorithms.

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- Random algorithms.
- Uncertainties in Networking

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- The introduction of **pGSL** helps the programmers handle probabilistic properties of software formally.
- The new **Toolkit** will assist in developing and maintaining software with probabilistic properties.
- Further more, in the future, the **Toolkit** can be upgraded to support other properties of software development.