Abstractions via Mathematical Models

EECS3311 A: Software Design
Winter 2020

CHEN-WEI WANG

Motivating Problem: Complete Contracts

- Recall what we learned in the *Complete Contracts* lecture:
  - In *post-condition*, for *each attribute*, specify the relationship between its ***pre-state*** value and its ***post-state*** value.
  - Use the **old** keyword to refer to ***post-state*** values of expressions.
  - For a ***composite***-structured attribute (e.g., arrays, linked-lists, hash-tables, *etc.*), we should specify that after the update:
    1. The intended change is present; **and**
    2. *The rest of the structure is unchanged*.
- Let's now revisit this technique by specifying a *LIFO stack*.

Motivating Problem: LIFO Stack (1)

- Let's consider three different implementation strategies:

Stack Feature	Array	Linked List	
	Strategy 1	**Strategy 2**	**Strategy 3**
count	imp.count		
top	imp[imp.count]	imp.first	imp.last
push(g)	imp.force(g, imp.count + 1)	imp.put_front(g)	imp.extend(g)
pop	imp.list.remove_tail (1)	list.start list.remove	imp.finish imp.remove

- Given that all strategies are meant for implementing the ***same ADT***, will they have *identical* contracts?

Motivating Problem: LIFO Stack (2.1)

```
class LIFO_STACK[G] create make
feature {NONE} -- Strategy 1: array
  imp: ARRAY[G]
feature -- Initialization
  make do create imp.make_empty ensure imp.count = 0 end
feature -- Commands
  push(g: G)
    do imp.force(g, imp.count + 1)
    ensure
      changed: imp[count] ~ g
      unchanged: across 1 |..| count - 1 as i all
                   imp[i.item] ~ (old imp.deep_twin)[i.item] end
    end
  pop
    do imp.remove_tail(1)
    ensure
      changed: count = old count - 1
      unchanged: across 1 |..| count as i all
                   imp[i.item] ~ (old imp.deep_twin)[i.item] end
    end
```

Motivating Problem: LIFO Stack (2.2)

```
class LIFO_STACK[G] create make
feature {NONE} -- Strategy 2: linked-list first item as top
  imp: LINKED_LIST[G]
feature -- Initialization
  make do create imp.make ensure imp.count = 0 end
feature -- Commands
  push(g: G)
    do imp.put_front(g)
    ensure
      changed: imp.first ~ g
      unchanged: across 2 |..| count as i all
                   imp[i.item] ~ (old imp.deep_twin)[i.item - 1] end
    end
  pop
    do imp.start ; imp.remove
    ensure
      changed: count = old count - 1
      unchanged: across 1 |..| count as i all
                   imp[i.item] ~ (old imp.deep_twin)[i.item + 1] end
    end
```


Motivating Problem: LIFO Stack (2.3)

```
class LIFO_STACK[G] create make
feature {NONE} -- Strategy 3: linked-list last item as top
  imp: LINKED_LIST[G]
feature -- Initialization
  make do create imp.make ensure imp.count = 0 end
feature -- Commands
  push(g: G)
    do imp.extend(g)
    ensure
      changed: imp.last ~ g
      unchanged: across 1 |..| count - 1 as i all
                   imp[i.item] ~ (old imp.deep_twin)[i.item] end
    end
  pop
    do imp.finish ; imp.remove
    ensure
      changed: count = old count - 1
      unchanged: across 1 |..| count as i all
                   imp[i.item] ~ (old imp.deep_twin)[i.item] end
    end
```


Design Principles: Information Hiding & Single Choice

- ***Information Hiding*** (IH):
  - Hide supplier's ***design decisions*** that are *likely to change*.
  - Violation of IH means that your design's public API is ***unstable***.
  - *Change of supplier's secrets* should not affect clients relying upon the existing API.
- ***Single Choice Principle*** (SCP):
  - When a ***change*** is needed, there should be ***a single place*** (or ***a minimal number of places***) where you need to make that change.
  - Violation of SCP means that your design contains ***redundancies***.

Motivating Problem: LIFO Stack (3)

- *Postconditions* of all 3 versions of stack are *complete*.
  i.e., Not only the new item is ***pushed/popped***, but also the remaining part of the stack is ***unchanged***.
- But they violate the principle of *information hiding*:
  Changing the ***secret***, internal workings of data structures should not affect any existing clients.
- How so?
  The private attribute `imp` is referenced in the *postconditions*, exposing the implementation strategy not relevant to clients:
  - Top of stack may be `imp[count]`, `imp.first`, or `imp.last`.
  - Remaining part of stack may be `across 1 |..| count - 1` or `across 2 |..| count`.

  ⇒ *Changing the implementation strategy* from one to another will also *change the contracts for **all** features*.

  ⇒ This also violates the *Single Choice Principle*.

Math Models: Command vs Query

- Use MATHMODELS library to create math objects (SET, REL, SEQ).
- State-changing ***commands***: Implement an *Abstraction Function*

```
class LIFO_STACK[G -> attached ANY] create make
feature {NONE} -- Implementation
 imp: LINKED_LIST[G]
feature -- Abstraction function of the stack ADT
 model: SEQ[G]
   do create Result.make_empty
      across imp as cursor loop Result.append(cursor.item) end
   end
```

- Side-effect-free ***queries***: Write Complete Contracts

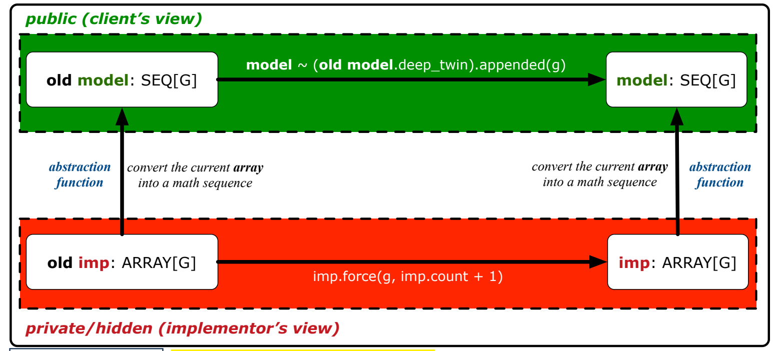
```
class LIFO_STACK[G -> attached ANY] create make
feature -- Abstraction function of the stack ADT
  model: SEQ[G]
feature -- Commands
 push (g: G)
   ensure model ~ (old model.deep_twin).appended(g) end
```


Implementing an Abstraction Function (1)

```
class LIFO_STACK[G -> attached ANY] create make
feature {NONE} -- Implementation Strategy 1
 imp: ARRAY[G]
feature -- Abstraction function of the stack ADT
 model: SEQ[G]
   do create Result.make_from_array (imp)
   ensure
     counts: imp.count = Result.count
     contents: across 1 |..| Result.count as i all
                 Result[i.item] ~ imp[i.item]
   end
feature -- Commands
 make do create imp.make_empty ensure model.count = 0 end
 push (g: G) do imp.force(g, imp.count + 1)
   ensure pushed: model ~ (old model.deep_twin).appended(g) end
 pop do imp.remove_tail(1)
   ensure popped: model ~ (old model.deep_twin).front end
end
```


Abstracting ADTs as Math Models (1)

'push(g: G)' feature of LIFO_STACK ADT



- **Strategy 1** *Abstraction function*: Convert the *implementation array* to its corresponding *model sequence*.
- *Contract* for the `put(g: G)` feature remains the ***same***:

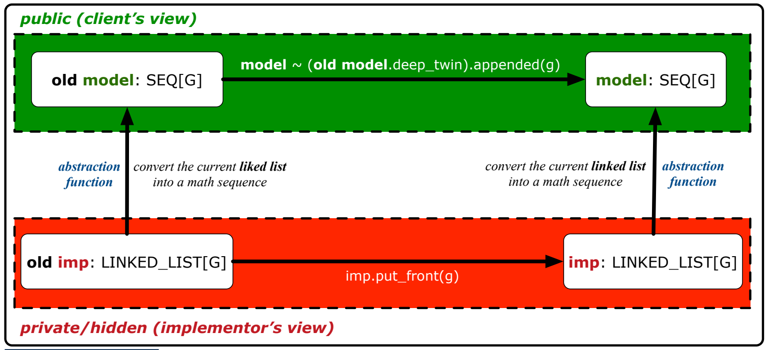
```
model ~ (old model.deep_twin).appended(g)
```


Implementing an Abstraction Function (2)

```
class LIFO_STACK[G -> attached ANY] create make
feature {NONE} -- Implementation Strategy 2 (first as top)
 imp: LINKED_LIST[G]
feature -- Abstraction function of the stack ADT
 model: SEQ[G]
   do create Result.make_empty
      across imp as cursor loop Result.prepend(cursor.item) end
   ensure
     counts: imp.count = Result.count
     contents: across 1 |..| Result.count as i all
                 Result[i.item] ~ imp[count - i.item + 1]
   end
feature -- Commands
 make do create imp.make ensure model.count = 0 end
 push (g: G) do imp.put_front(g)
   ensure pushed: model ~ (old model.deep_twin).appended(g) end
 pop do imp.start ; imp.remove
   ensure popped: model ~ (old model.deep_twin).front end
end
```

Abstracting ADTs as Math Models (2)

'push(g: G)' feature of LIFO_STACK ADT



- **Strategy 2** *Abstraction function*: Convert the *implementation list* (first item is top) to its corresponding *model sequence*.
- *Contract* for the `put (g: G)` feature remains the ***same***:

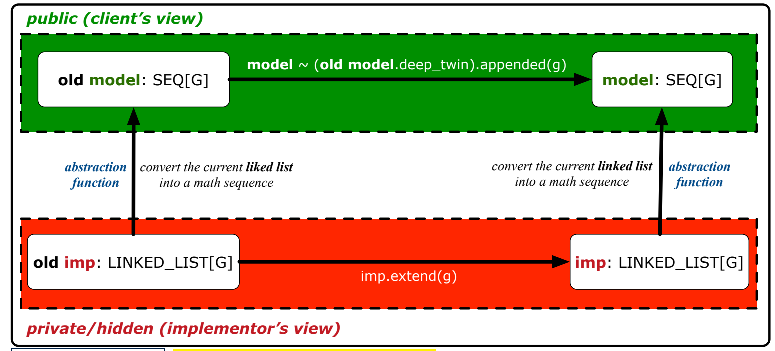
```
model ~ (old model.deep_twin).appended(g)
```


Implementing an Abstraction Function (3)

```
class LIFO_STACK[G -> attached ANY] create make
feature {NONE} -- Implementation Strategy 3 (last as top)
  imp: LINKED_LIST[G]
feature -- Abstraction function of the stack ADT
  model: SEQ[G]
    do create Result.make_empty
       across imp as cursor loop Result.append(cursor.item) end
    ensure
      counts: imp.count = Result.count
      contents: across 1 |..| Result.count as i all
                  Result[i.item] ~ imp[i.item]
    end
feature -- Commands
  make do create imp.make ensure model.count = 0 end
  push (g: G) do imp.extend(g)
    ensure pushed: model ~ (old model.deep_twin).appended(g) end
  pop do imp.finish ; imp.remove
    ensure popped: model ~ (old model.deep_twin).front end
end
```


Abstracting ADTs as Math Models (3)

'push(g: G)' feature of LIFO_STACK ADT



- **Strategy 3** *Abstraction function*: Convert the *implementation list* (last item is top) to its corresponding *model sequence*.
- *Contract* for the `put (g: G)` feature remains the ***same***:

```
model ~ (old model.deep_twin).appended(g)
```


Solution: Abstracting ADTs as Math Models

- Writing contracts in terms of *implementation attributes* (arrays, LL's, hash tables, *etc.*) violates *information hiding* principle.
- Instead:
  - For each ADT, create an *abstraction* via a ***mathematical model***.
    e.g., Abstract a `LIFO_STACK` as a mathematical sequence.
  - For each ADT, define an *abstraction function* (i.e., a query) whose return type is a kind of ***mathematical model***.
    e.g., Convert *implementation array* to *mathematical sequence*
  - Write contracts in terms of the ***abstract math model***.
    e.g., When pushing an item *g* onto the stack, specify it as appending *g* into its model sequence.
  - Upon *changing the implementation*:
    - **No** change on **what** the abstraction is, hence *no change on contracts*.
    - **Only** change **how** the abstraction is constructed, hence *changes on the body of the abstraction function*.
      e.g., Convert *implementation linked-list* to *mathematical sequence*
      ⇒ The *Single Choice Principle* is obeyed.

Math Review: Set Definitions and Membership

- A *set* is a collection of objects.
  - Objects in a set are called its *elements* or *members*.
  - *Order* in which elements are arranged does not matter.
  - An element can appear *at most once* in the set.
- We may define a set using:
  - *Set Enumeration*: Explicitly list all members in a set.
    e.g., $\{1, 3, 5, 7, 9\}$
  - *Set Comprehension*: Implicitly specify the condition that all members satisfy.
    e.g., $\{x \mid 1 \leq x \leq 10 \land x \texttt{ is an odd number}\}$
- An empty set (denoted as $\{\}$ or $\varnothing$) has no members.
- We may check if an element is a *member* of a set:
  e.g., $5 \in \{1, 3, 5, 7, 9\}$ [*true*]
  e.g., $4 \notin \{x \mid x \leq 1 \leq 10, x \texttt{ is an odd number}\}$ [*true*]
- The number of elements in a set is called its *cardinality*.
  e.g., $|\varnothing| = 0$, $|\{x \mid x \leq 1 \leq 10, x \texttt{ is an odd number}\}| = 5$

Math Review: Set Relations

Given two sets S_1 and S_2:

- S_1 is a *subset* of S_2 if every member of S_1 is a member of S_2.

$$S_1 \subseteq S_2 \iff (\forall x \bullet x \in S_1 \Rightarrow x \in S_2)$$

- S_1 and S_2 are *equal* iff they are the subset of each other.

$$S_1 = S_2 \iff S_1 \subseteq S_2 \land S_2 \subseteq S_1$$

- S_1 is a *proper subset* of S_2 if it is a strictly smaller subset.

$$S_1 \subset S_2 \iff S_1 \subseteq S_2 \land |S1| < |S2|$$

Math Review: Set Operations

Given two sets S_1 and S_2:

- *Union* of S_1 and S_2 is a set whose members are in either.

$$S_1 \cup S_2 = \{x \mid x \in S_1 \lor x \in S_2\}$$

- *Intersection* of S_1 and S_2 is a set whose members are in both.

$$S_1 \cap S_2 = \{x \mid x \in S_1 \land x \in S_2\}$$

- *Difference* of S_1 and S_2 is a set whose members are in S_1 but not S_2.

$$S_1 \setminus S_2 = \{x \mid x \in S_1 \land x \notin S_2\}$$

Math Review: Power Sets

The *power set* of a set S is a *set* of all S' *subsets*.

$$\mathbb{P}(S) = \{s \mid s \subseteq S\}$$

The power set contains subsets of *cardinalities* 0, 1, 2, ..., $|S|$.
e.g., $\mathbb{P}(\{1, 2, 3\})$ is a set of sets, where each member set s has cardinality 0, 1, 2, or 3:

$$\left\{ \begin{array}{l} \varnothing, \\ \{1\}, \{2\}, \{3\}, \\ \{1, 2\}, \{2, 3\}, \{3, 1\}, \\ \{1, 2, 3\} \end{array} \right\}$$

Math Review: Set of Tuples

Given n sets $S_1, S_2, \ldots, S_n$, a *cross product* of theses sets is a set of n-tuples.

Each *n-tuple* $(e_1, e_2, \ldots, e_n)$ contains n elements, each of which a member of the corresponding set.

$$S_1 \times S_2 \times \cdots \times S_n = \{(e_1, e_2, \ldots, e_n) \mid e_i \in S_i \land 1 \le i \le n\}$$

e.g., $\{a, b\} \times \{2, 4\} \times \{\$, \&\}$ is a set of triples:

$$\begin{aligned} & \{a, b\} \times \{2, 4\} \times \{\$, \&\} \\ = \; & \{ \, (e_1, e_2, e_3) \mid e_1 \in \{a, b\} \land e_2 \in \{2, 4\} \land e_3 \in \{\$, \&\} \, \} \\ = \; & \{(a, 2, \$), (a, 2, \&), (a, 4, \$), (a, 4, \&), \\ & \;(b, 2, \$), (b, 2, \&), (b, 4, \$), (b, 4, \&)\} \end{aligned}$$

Math Models: Relations (1)

- A *relation* is a collection of mappings, each being an *ordered pair* that maps a member of set S to a member of set T.
  e.g., Say $S = \{1, 2, 3\}$ and $T = \{a, b\}$
  - $\varnothing$ is an empty relation.
  - $S \times T$ is a relation (say r_1) that maps from each member of S to each member in T: $\{(1, a), (1, b), (2, a), (2, b), (3, a), (3, b)\}$
  - $\{(x, y) : S \times T \mid x \neq 1\}$ is a relation (say r_2) that maps only some members in S to every member in T: $\{(2, a), (2, b), (3, a), (3, b)\}$.
- Given a relation r:
  - *Domain* of r is the set of S members that r maps from.

    $$\mathrm{dom}(r) = \{s : S \mid (\exists t \bullet (s, t) \in r)\}$$

    e.g., $\mathrm{dom}(r_1) = \{1, 2, 3\}$, $\mathrm{dom}(r_2) = \{2, 3\}$
  - *Range* of r is the set of T members that r maps to.

    $$\mathrm{ran}(r) = \{t : T \mid (\exists s \bullet (s, t) \in r)\}$$

    e.g., $\mathrm{ran}(r_1) = \{a, b\} = \mathrm{ran}(r_2)$

Math Models: Relations (2)

- We use the power set operator to express the set of *all possible relations* on S and T:

  $$\mathbb{P}(S \times T)$$

- To declare a relation variable r, we use the colon (`:`) symbol to mean *set membership*:

  $$r : \mathbb{P}(S \times T)$$

- Or alternatively, we write:

  $$r : S \leftrightarrow T$$

  where the set $S \leftrightarrow T$ is synonymous to the set $\mathbb{P}(S \times T)$

Math Models: Relations (3.1)

Say $r = \{(a, 1), (b, 2), (c, 3), (a, 4), (b, 5), (c, 6), (d, 1), (e, 2), (f, 3)\}$

- **r.*domain***: set of first-elements from r
  - r.**domain** $= \{ \, d \mid (d, r) \in r \, \}$
  - e.g., r.**domain** $= \{a, b, c, d, e, f\}$
- **r.*range***: set of second-elements from r
  - r.**range** $= \{ \, r \mid (d, r) \in r \, \}$
  - e.g., r.**range** $= \{1, 2, 3, 4, 5, 6\}$
- **r.*inverse***: a relation like r except elements are in reverse order
  - r.**inverse** $= \{ \, (r, d) \mid (d, r) \in r \, \}$
  - e.g., r.**inverse** $= \{(1, a), (2, b), (3, c), (4, a), (5, b), (6, c), (1, d), (2, e), (3, f)\}$

Math Models: Relations (3.2)

Say $r = \{(a,1),(b,2),(c,3),(a,4),(b,5),(c,6),(d,1),(e,2),(f,3)\}$

- r.*domain_restricted*(ds): sub-relation of r with domain ds.
  - r.**domain_restricted**(ds) = $\{\ (d,r) \mid (d,r) \in r \wedge d \in ds\ \}$
  - e.g., r.**domain_restricted**({a, b}) = $\{(\mathbf{a},1),(\mathbf{b},2),(\mathbf{a},4),(\mathbf{b},5)\}$
- r.*domain_subtracted*(ds): sub-relation of r with domain <u>not</u> ds.
  - r.**domain_subtracted**(ds) = $\{\ (d,r) \mid (d,r) \in r \wedge d \notin ds\ \}$
  - e.g., r.**domain_subtracted**({a, b}) = $\{(\mathbf{c},6),(\mathbf{d},1),(\mathbf{e},2),(\mathbf{f},3)\}$
- r.*range_restricted*(rs): sub-relation of r with range rs.
  - r.**range_restricted**(rs) = $\{\ (d,r) \mid (d,r) \in r \wedge r \in rs\ \}$
  - e.g., r.**range_restricted**({1, 2}) = $\{(a,\mathbf{1}),(b,\mathbf{2}),(d,\mathbf{1}),(e,\mathbf{2})\}$
- r.*range_subtracted*(ds): sub-relation of r with range <u>not</u> ds.
  - r.**range_subtracted**(rs) = $\{\ (d,r) \mid (d,r) \in r \wedge r \notin rs\ \}$
  - e.g., r.**range_subtracted**({1, 2}) = $\{(c,\mathbf{3}),(a,\mathbf{4}),(b,\mathbf{5}),(c,\mathbf{6})\}$

Math Models: Relations (3.3)

Say $r = \{(a,1),(b,2),(c,3),(a,4),(b,5),(c,6),(d,1),(e,2),(f,3)\}$

- r.*overridden*(t): a relation which agrees on r outside domain of *t.domain*, and agrees on t within domain of *t.domain*
  - r.**overridden**(t) = $t \cup r$.**domain_subtracted**(t.**domain**)
  -
$$
\begin{aligned}
& r.\textbf{overridden}(\underbrace{\{(a,3),(c,4)\}}_{t}) \\
= \ & \underbrace{\{(a,3),(c,4)\}}_{t} \cup \underbrace{\{(b,2),(b,5),(d,1),(e,2),(f,3)\}}_{r.\textbf{domain\_subtracted}(\underbrace{t.\textbf{domain}}_{\{a,c\}})} \\
= \ & \{(a,3),(c,4),(b,2),(b,5),(d,1),(e,2),(f,3)\}
\end{aligned}
$$

Math Review: Functions (1)

A *function* f on sets S and T is a *specialized form* of relation: it is forbidden for a member of S to map to more than one members of T.

$$\forall s : S;\ t_1 : T;\ t_2 : T \bullet (s,t_1) \in f \wedge (s,t_2) \in f \Rightarrow t_1 = t_2$$

e.g., Say $S = \{1,2,3\}$ and $T = \{a,b\}$, which of the following relations are also functions?

- $S \times T$ [No]
- $(S \times T) - \{(x,y) \mid (x,y) \in S \times T \wedge x = 1\}$ [No]
- $\{(1,a),(2,b),(3,a)\}$ [Yes]
- $\{(1,a),(2,b)\}$ [Yes]

Math Review: Functions (2)

- We use *set comprehension* to express the set of all possible functions on S and T as those relations that satisfy the *functional property*:

$$\{r : S \leftrightarrow T \mid (\forall s : S;\ t_1 : T;\ t_2 : T \bullet (s,t_1) \in r \wedge (s,t_2) \in r \Rightarrow t_1 = t_2)\}$$

- This set (of possible functions) is a subset of the set (of possible relations): $\mathbb{P}(S \times T)$ and $S \leftrightarrow T$.
- We abbreviate this set of possible functions as $S \rightarrow T$ and use it to declare a function variable f:

$$f : S \rightarrow T$$

Math Review: Functions (3.1)

Given a function $f : S \to T$:

- f is *injective* (or an injection) if f does not map a member of S to more than one members of T.

$$f \texttt{ is injective} \iff (\forall s_1 : S; s_2 : S; t : T \bullet (s_1, t) \in r \wedge (s_2, t) \in r \Rightarrow s_1 = s_2)$$

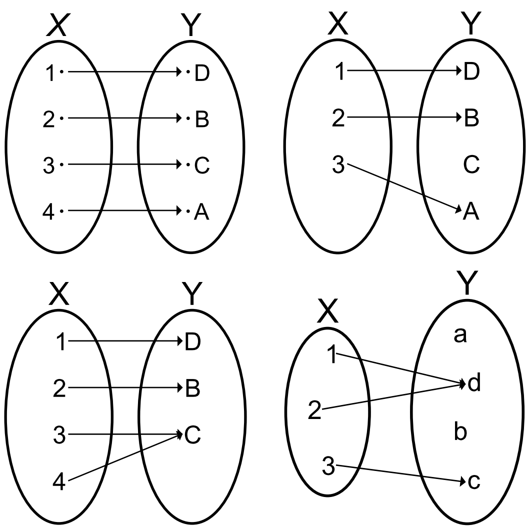
  e.g., Considering an array as a function from integers to objects, being injective means that the array does not contain any duplicates.

- f is *surjective* (or a surjection) if f maps to all members of T.

$$f \texttt{ is surjective} \iff \mathrm{ran}(f) = T$$

- f is *bijective* (or a bijection) if f is both injective and surjective.

Math Review: Functions (3.2)



Math Models: Command-Query Separation

Command	*Query*
domain_restrict	domain_restrict**ed**
domain_restrict_by	domain_restrict**ed**_by
domain_subtract	domain_subtract**ed**
domain_subtract_by	domain_subtract**ed**_by
range_restrict	range_restrict**ed**
range_restrict_by	range_restrict**ed**_by
range_subtract	range_subtract**ed**
range_subtract_by	range_subtract**ed**_by
override	overrid**den**
override_by	overrid**den**_by

Say $r = \{(a,1), (b,2), (c,3), (a,4), (b,5), (c,6), (d,1), (e,2), (f,3)\}$

- ***Commands*** modify the context relation objects.

  `r.domain_restrict({a})` changes r to $\{(a,1), (a,4)\}$

- ***Queries*** return new relations without modifying context objects.

  `r.domain_restricted({a})` returns $\{(a,1), (a,4)\}$ with r untouched

Math Models: Example Test

```
test_rel: BOOLEAN
 local
  r, t: REL[STRING, INTEGER]
  ds: SET[STRING]
 do
  create r.make_from_tuple_array (
   <<["a", 1], ["b", 2], ["c", 3],
     ["a", 4], ["b", 5], ["c", 6],
     ["d", 1], ["e", 2], ["f", 3]>>)
  create ds.make_from_array (<<"a">>)
  -- r is not changed by the query 'domain_subtracted'
  t := r.domain_subtracted (ds)
  Result :=
   t /~ r and not t.domain.has ("a") and r.domain.has ("a")
  check Result end
  -- r is changed by the command 'domain_subtract'
  r.domain_subtract (ds)
  Result :=
   t ~ r and not t.domain.has ("a") and not r.domain.has ("a")
 end
```

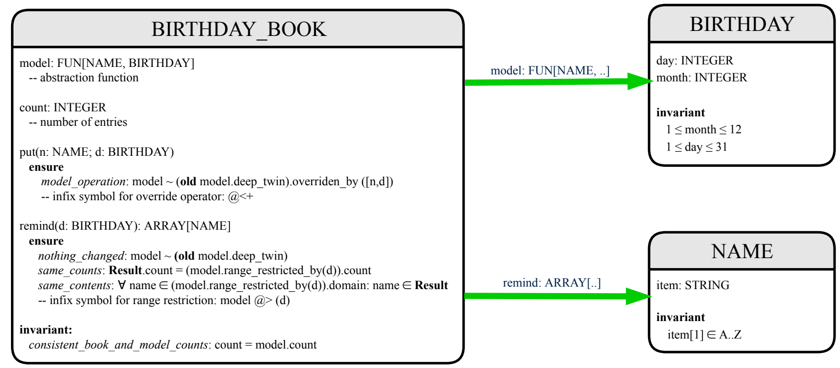
Case Study: A Birthday Book

- A birthday book stores a collection of entries, where each entry is a pair of a person's name and their birthday.
- No two entries stored in the book are allowed to have the same name.
- Each birthday is characterized by a month and a day.
- A birthday book is first created to contain an empty collection of entires.
- Given a birthday book, we may:
  - Inquire about the number of entries currently stored in the book
  - Add a new entry by supplying its name and the associated birthday
  - Remove the entry associated with a particular person
  - Find the birthday of a particular person
  - Get a reminder list of names of people who share a given birthday

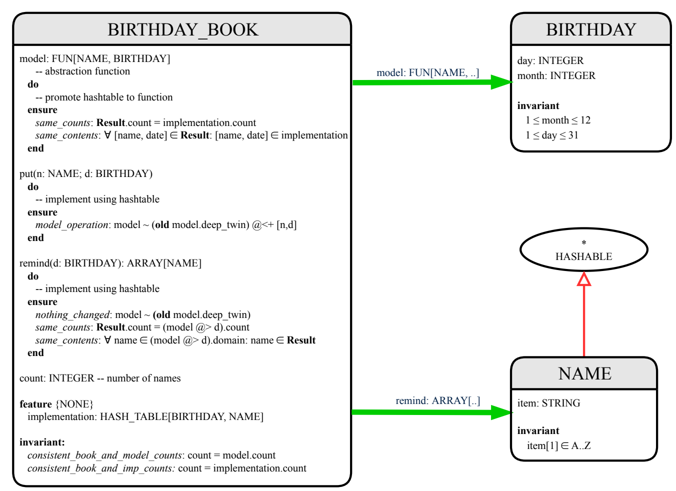
Birthday Book: Decisions

- ***Design*** Decision
  - Classes
  - Client Supplier vs. Inheritance
  - Mathematical Model? [e.g., `REL` or `FUN`]
  - Contracts
- ***Implementation*** Decision
  - Two linear structures (e.g., arrays, lists) [$O(n)$]
  - A balanced search tree (e.g., AVL tree) [$O(log \cdot n)$]
  - A hash table [$O(1)$]
- Implement an *abstract function* that maps implementation to the math model.

Birthday Book: Design



Birthday Book: Implementation



Beyond this lecture . . .

- Familiarize yourself with the features of classes `SEQ`, `REL`, `FUN`, and `SET` for the lab test.
- Play with the source code of the Birthday Book example: `https://www.eecs.yorku.ca/~jackie/teaching/lectures/2020/W/EECS3311/codes/birthday-book.zip`.
- **Exercise**:
  - Consider an alternative implementation using two linear structures (e.g., here in Java).
  - Implement the design of birthday book covered in lectures.
  - Create another `LINEAR_BIRTHDAY_BOOK` class and modify the implementation of abstraction function accordingly. Do all contracts still pass? What should change? What remain unchanged?

Index (1)

Index (2)

Index (3)

Index (4)