

Abstractions via Mathematical Models



EECS3311: Software Design
Fall 2017

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Motivating Problem: LIFO Stack (1)



- Let's consider three different implementation strategies:

Stack Feature	Array	Linked List	
	Strategy 1	Strategy 2	Strategy 3
<i>count</i>	imp.count		
<i>top</i>	imp[imp.count]	imp.first	imp.last
<i>push(g)</i>	imp.force(g, imp.count + 1)	imp.put_front(g)	imp.extend(g)
<i>pop</i>	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?

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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:
 - The intended change is present; **and**
 - The rest of the structure is unchanged**.
- Let's now revisit this technique by specifying a **LIFO stack**.

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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
end
```

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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] 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
end
```

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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**.

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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
end
```

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Implementing an Abstraction Function (1)

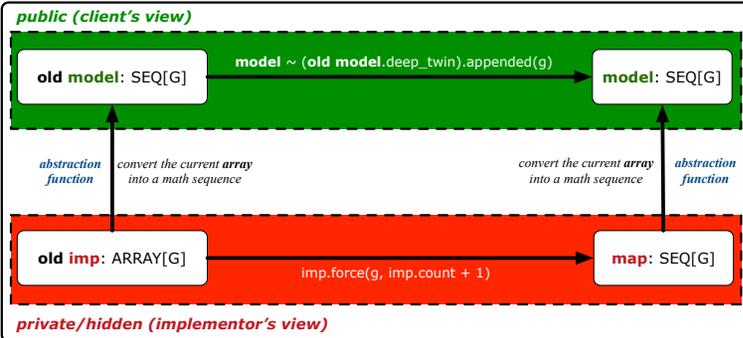


```
class LIFO_STACK[G -> attached ANY] create make
feature {NONE} -- Implementation Strategy 1
  imp: ARRAY[G]
feature -- Abstraction function of the stack ADT
  model: SEQ[G]
  do create Result.make_from_array (imp)
  ensure
    counts: imp.count = Result.count
    contents: across 1 |..| Result.count 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
```

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Abstracting ADTs as Math Models (1)

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



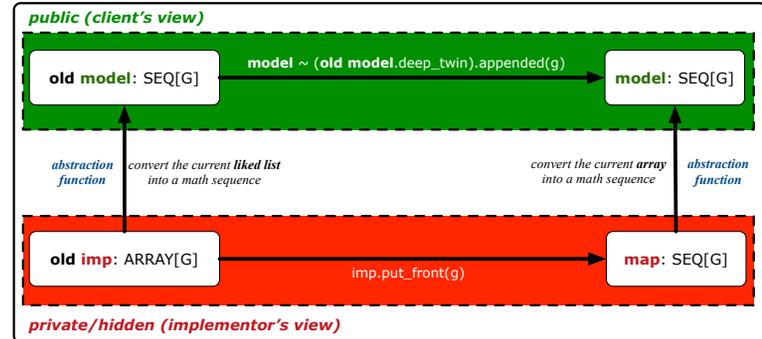
- **Strategy 1** **Abstraction function**: Convert the *implementation array* to its corresponding *model sequence*.
- **Contract** for the `put (g: G)` feature remains the **same**:

$model \sim (old\ model.deep_twin).appended(g)$

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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**:

$model \sim (old\ model.deep_twin).appended(g)$

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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
```

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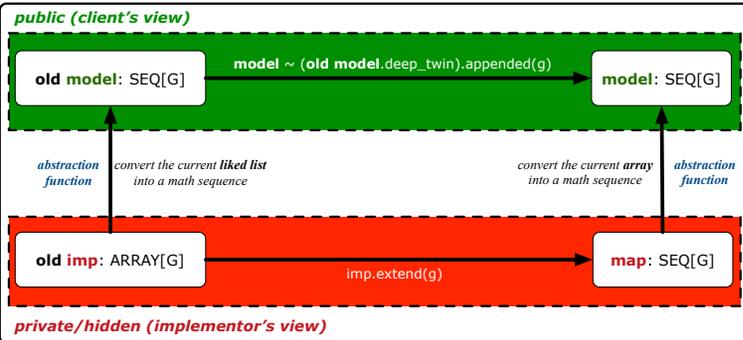
Implementing an Abstraction Function (3)

```
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
```

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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)
```

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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.

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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., $\{x \mid 1 \leq x \leq 10 \wedge x \text{ is an odd number}\}$
- An empty set (denoted as $\{\}$ or \emptyset) 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., $4 \notin \{x \mid x \leq 1 \leq 10, x \text{ is an odd number}\}$ [true]
- The number of elements in a set is called its **cardinality**.
e.g., $|\emptyset| = 0$, $|\{x \mid x \leq 1 \leq 10, x \text{ is an odd number}\}| = 5$

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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.

$$S_1 = S_2 \iff S_1 \subseteq S_2 \wedge S_2 \subseteq S_1$$

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

$$S_1 \subset S_2 \iff S_1 \subseteq S_2 \wedge |S_1| < |S_2|$$

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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.

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

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

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

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

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

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Math Review: Set of Tuples



Given n sets S_1, S_2, \dots, S_n , a **cross product** of these sets is a set of n -tuples.

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

$$S_1 \times S_2 \times \dots \times S_n = \{(e_1, e_2, \dots, e_n) \mid e_i \in S_i \wedge 1 \leq i \leq n\}$$

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

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

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

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

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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 $T = \{a, b\}$
 - \emptyset 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.

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

$$\text{e.g., } \text{dom}(r_1) = \{1, 2, 3\}, \text{dom}(r_2) = \{2, 3\}$$

- **Range** of r is the set of T members that r maps to.

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

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

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

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

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

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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 $t.\text{domain}$, and agrees on t within domain of $t.\text{domain}$
 - $r.\text{overridden}(t) = t \cup r.\text{domain_subtracted}(t.\text{domain})$

$$\begin{aligned} & r.\text{overridden}(\{(a, 3), (c, 4)\}) \\ &= \underbrace{\{(a, 3), (c, 4)\}}_t \cup \underbrace{\{(b, 2), (b, 5), (d, 1), (e, 2), (f, 3)\}}_{r.\text{domain_subtracted}(\underbrace{t.\text{domain}}_{\{a, c\}})} \\ &= \{(a, 3), (c, 4), (b, 2), (b, 5), (d, 1), (e, 2), (f, 3)\} \end{aligned}$$

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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?

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

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

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

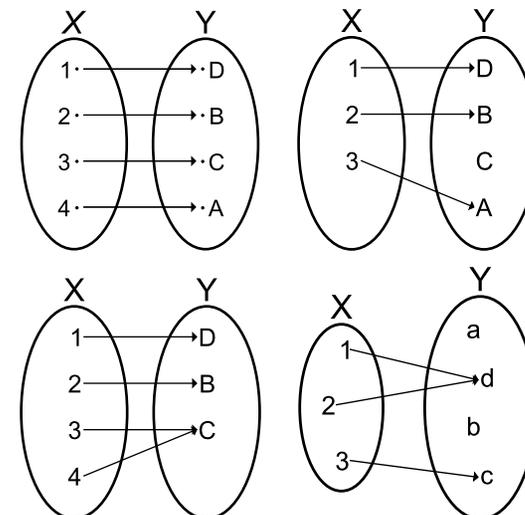
e.g., Considering an array as a function from integers to objects, being injective means that the array does not contain any duplicates.

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

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

- 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_restricted
domain_restrict.by	domain_restricted.by
domain_subtract	domain_subtracted
domain_subtract.by	domain_subtracted.by
range_restrict	range_restricted
range_restrict.by	range_restricted.by
range_subtract	range_subtracted
range_subtract.by	range_subtracted.by
override	overridden
override.by	overridden.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

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Math Models: Command or Query



- Use the state-changing **commands** to define the body of 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
```

- Use the side-effect-free **queries** to write 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 pushed: model ~ (old model.deep_twin).appended(g) end
```

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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
```

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Beyond this lecture ...



Familiarize yourself with the features of classes REL and SET for the exam.

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Beyond this lecture ...

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