

# AI4FM: Another way to use AI ideas to support formal methods

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AI<sub>4</sub>FM

# Welcome!

JISC list: AI4FM-INFO

# AI and TP

- one of first problems tackled
  - Herb Simon “*Logic Theory Machine*”
  - John McCarthy “*Advice Taker*”
- heuristics
  - enormously successful
  - but, always a horizon

# There are many FMs

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- VDM
  - created in IBM Lab Vienna
- Z
- B
- Event-B
- ASMs
- ...

# my sort of FM

- posit and prove
  - designer uses intuition: posits a design step
    - useful abstractions
    - documents in a formal notation
  - system generates “Proof Obligations” (POG)
  - proof discharged
    - automatically 😊
    - interactively 😞
- background
  - Rodin/DEPLOY projects
  - VxC

# The problem (that we hope to ameliorate)

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- not all POs are discharged automatically
  - Steve Wright's figures
    - 5000 POs; varying stages 30%-100%
- often, when POs fail, engineers find hard
  - but POs/application follow a very similar pattern
- **Abrial anecdote**

# The team

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- CBJ
  - plus Leo Freitas + Andrius Velykis
- Alan Bundy (Edinburgh)
  - plus Gudmund Grov + PhD
- Andrew Ireland (H-W)
- Michael Butler
- 4 years
- *this was actually intended to be Phase II*

# A dichotomy

- tackle by model revision (was to be Phase I)
  - how will model revision work with evolution?
  - time problem with large models
    - debate about avoiding “large models”
- vs
- **tackle via proofs** (was to be Phase II)
- so – not “vs” – we need both approaches
  - we will start with proofs



# Sooo

- we will focus on **POs from FMs**
  - try to be generic across FMs
- discussion with Bundy on “mining proofs”
- AI aim: **learning from human TP**
  - not: better (and better) heuristics
    - they always have a limit
- not even learn from finished proofs
  - learn from proof attempts
    - maybe even failures – “proof critics”

# Finished proofs vs proof process AI<sub>4</sub>FM

- not just backwards (nor just forwards)
  - cf. GUI that lets user jump about
- others have analysed complete proofs
- we want to instrument tools to see how the steps evolve
- what can we learn from dead ends?