

Formal Methods in the Enterprise

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Seattle, USA

Concurrent
Distributed
Systems

**TLA+,
etc.**

Problems

Data
Shuffling

Mainstream

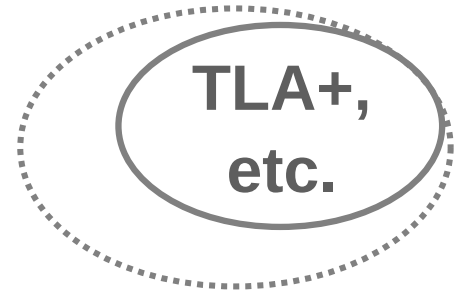
Tools

Esoteric

Concurrent
Distributed
Systems

Problems

Data
Shuffling



Mainstream

Tools

Esoteric

What is Halite?

Collaboration features

Enterprise collaboration

Developer workflows

Summary



halite

Public

forked from [Viasat/halite](#)

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main

1 Branch 0 Tags

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Code

This branch is up to date with [Viasat/halite:main](#)

Contribute

Sync fork

david-mcneil and **Repo Extractor** bom-user: allow ranges to be 'open' on on... aa4923a · 7 months ago 1,272 Commits

doc	project.clj: upgrade clojure, upgrade libraries, trim some u...	8 months ago
resources/com/viasat	jadeite: move up a level in the namespace structure since ...	2 years ago
src/com/viasat	bom-user: allow ranges to be 'open' on one end	7 months ago
test	analysis: bug fix for analyzing top-level 'every?' expressions	7 months ago
.gitignore	halite: typing/evaluation of literals	2 years ago
LICENSE	halite: typing/evaluation of literals	2 years ago
README.md	halite: typing/evaluation of literals	2 years ago
project.clj	upgrade to latest clojure	last year

README License

Halite

The successor to [Salt](#).

[Halite Documentation](#)

Please note this is a pre-release version and the API is unstable.

About

Halite provides a LISP-like constraint expression language built on top of open source formal modelling tools such as the Choco constraint programming library

- Readme
- MIT license
- Activity
- 0 stars
- 0 watching
- 0 forks

Releases

No releases published
[Create a new release](#)

Packages

No packages published
[Publish your first package](#)

Languages



Halite specs have fields

```
{:spec/Dog$v4 {:fields {:age :Integer,  
                        :colors [[:Vec :String],  
                                  :name :String]}}
```

```
{:spec/Dog$v4 {:fields {:age :Integer,  
                        :colors [:Vec :String],  
                        :name :String}}}
```

Halite instances must structurally match specs

```
{:name "Rex",  
 :$type :spec/Dog$v4,  
 :age 3,  
 :colors ["brown" "white"]}
```

Halite specs have constraints

```
{:tutorials.vending/State$v1
  {:fields {:balance [:Decimal 2],
            :beverageCount :Integer,
            :snackCount :Integer},
   :constraints #{'{:name "balance_not_negative",
                    :expr (>= balance #d "0.00")}
                  ' {:name "counts_below_capacity",
                    :expr (and (<= beverageCount 20) (<= snackCount 20))}
                  ' {:name "counts_not_negative",
                    :expr (and (>= beverageCount 0) (>= snackCount 0))}}}}}
```



```
{:tutorials.vending/State$v1
  {:fields {:balance [:Decimal 2],
            :beverageCount :Integer,
            :snackCount :Integer},
   :constraints #{'{:name "balance_not_negative",
                    :expr (>= balance #d "0.00")},
                  ' {:name "counts_below_capacity",
                      :expr (and (<= beverageCount 20) (<= snackCount 20))},
                  ' {:name "counts_not_negative",
                      :expr (and (>= beverageCount 0) (>= snackCount 0))}}}}}
```

Halite instances must satisfy spec constraints

```
{:$type :tutorials.vending/State$v1,
 :balance #d "0.00",
 :beverageCount 10,
 :snackCount 15}
```

Halite specs can model state machines

```
{:tutorials.vending/Transition$V1
  {:fields {:current :tutorials.vending/State$V1,
           :next :tutorials.vending/State$V1},
   :constraints
    #{'{:name "state_transitions",
      :expr
        (or
          (and (contains? #{#d "0.10" #d "0.25" #d "0.05"}
                        (- (get next :balance) (get current :balance)))
              (= (get next :beverageCount) (get current :beverageCount))
              (= (get next :snackCount) (get current :snackCount)))
          (and (= #d "0.50" (- (get current :balance) (get next :balance)))
              (= (get next :beverageCount) (get current :beverageCount))
              (= (get next :snackCount) (dec (get current :snackCount))))
          (and (= #d "1.00" (- (get current :balance) (get next :balance)))
              (= (get next :beverageCount)
                 (dec (get current :beverageCount)))
              (= (get next :snackCount) (get current :snackCount)))
          (= current next))}}}}}
```

What is Halite?

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Summary

Halite specs are versioned

```
{:spec/Dog$v4 {:fields {:age :Integer,  
                        :colors [[:Vec :String],  
                        :name :String}}}}
```

Halite specs are namespaced

```
{:tutorials.vending/State$v1
  {:fields {:balance [:Decimal 2],
            :beverageCount :Integer,
            :snackCount :Integer},
   :constraints #{'{:name "balance_not_negative",
                    :expr (>= balance #d "0.00")}}
                 '{:name "counts_below_capacity",
                    :expr (and (<= beverageCount 20) (<= snackCount 20))}}
                 '{:name "counts_not_negative",
                    :expr (and (>= beverageCount 0) (>= snackCount 0))}}}}}
```

Halite specs can refine other specs

```
{:spec/A$v4 {:fields {:b :Integer,  
                    :c :Integer,  
                    :d :String},  
  :refines-to {:spec/X$v4 {:name "refine_to_X",  
                          :expr '[:$type :spec/X$v4,  
                                  :x (+ b c),  
                                  :y 12,  
                                  :z (if (= "medium" d) 5 10)]}}},  
:spec/X$v4 {:fields {:x :Integer,  
                    :y :Integer,  
                    :z :Integer}}}}
```

```

{:spec/A$v4 {:fields {:b :Integer,
                     :c :Integer,
                     :d :String},
             :refines-to {:spec/X$v4 {:name "refine_to_X",
                                       :expr '{:$type :spec/X$v4,
                                             :x (+ b c),
                                             :y 12,
                                             :z (if (= "medium" d) 5 10)}}}},

:spec/X$v4 {:fields {:x :Integer,
                    :y :Integer,
                    :z :Integer}}}}

```

```

(let [a {:$type :spec/A$v4,
        :b 1,
        :c 2,
        :d "large"}]
  (refine-to a :spec/X$v4))

```

```

;-- result --
{:spec/X$v4,
 :x 3,
 :y 12,
 :z 10}

```

Halite specs compose

```
{:spec/A$v1 {:fields {:b :spec/B$v1}},  
 :spec/B$v1 {:fields {:c :Integer}}}
```



```
{:spec/A$v1 {:fields {:b :spec/B$v1}},  
 :spec/B$v1 {:fields {:c :Integer}}}
```

Halite instances compose

```
{:$type :spec/A$v1,  
 :b {:$type :spec/B$v1,  
     :c 1}}
```

What is Halite?

Collaboration features

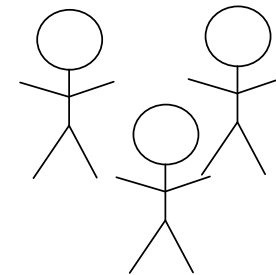
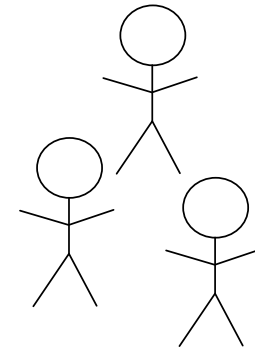
Enterprise collaboration

Developer workflows

Summary

Enterprise Collaboration

Hierarchical namespace

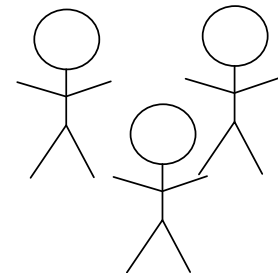
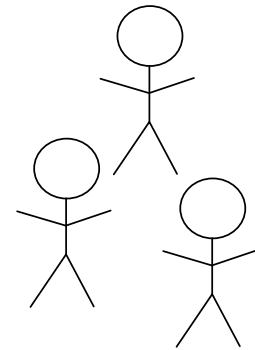


Enterprise Collaboration

Hierarchical namespace

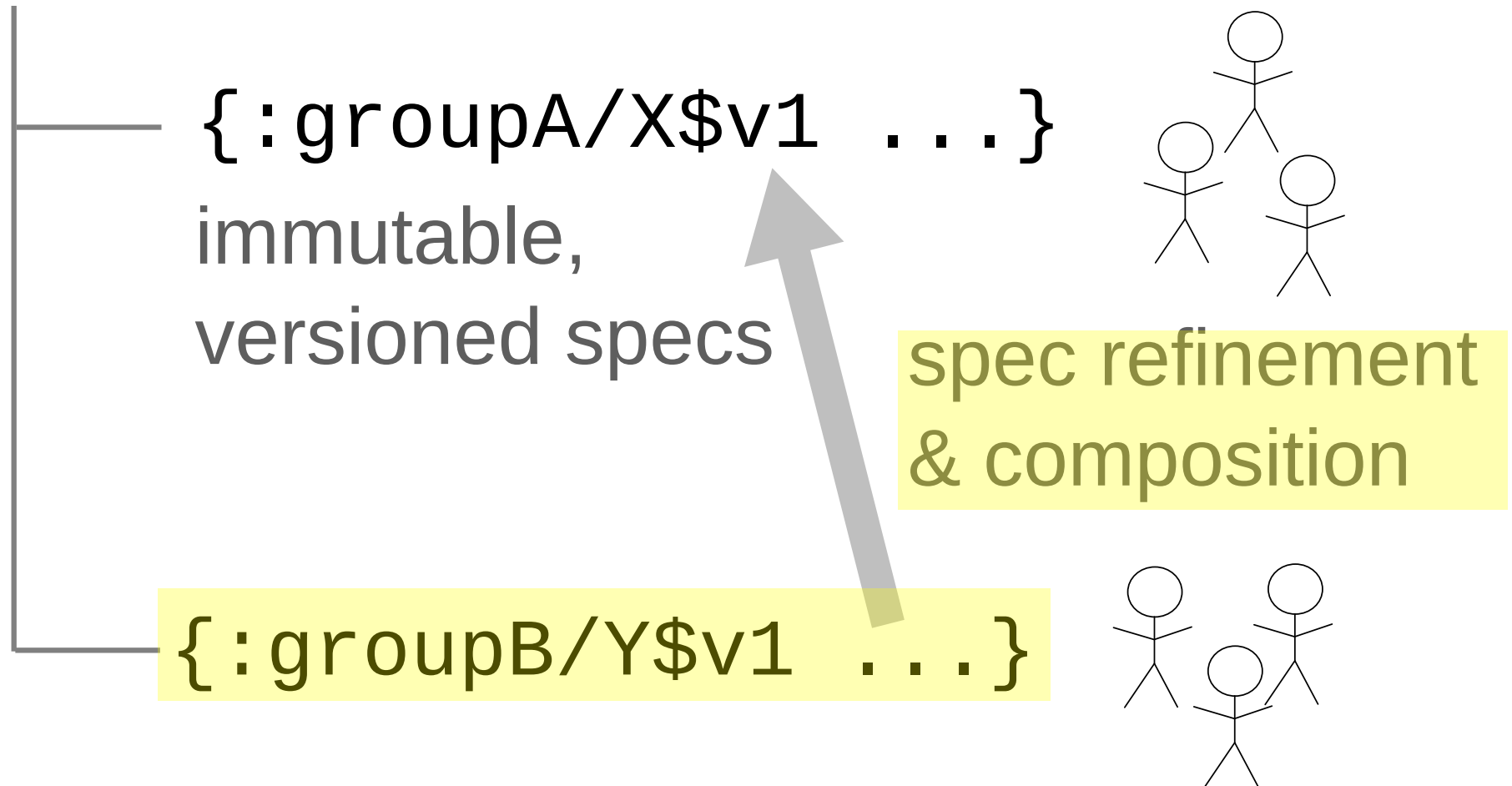
`{ :groupA/X$v1 ... }`

immutable,
versioned specs



Enterprise Collaboration

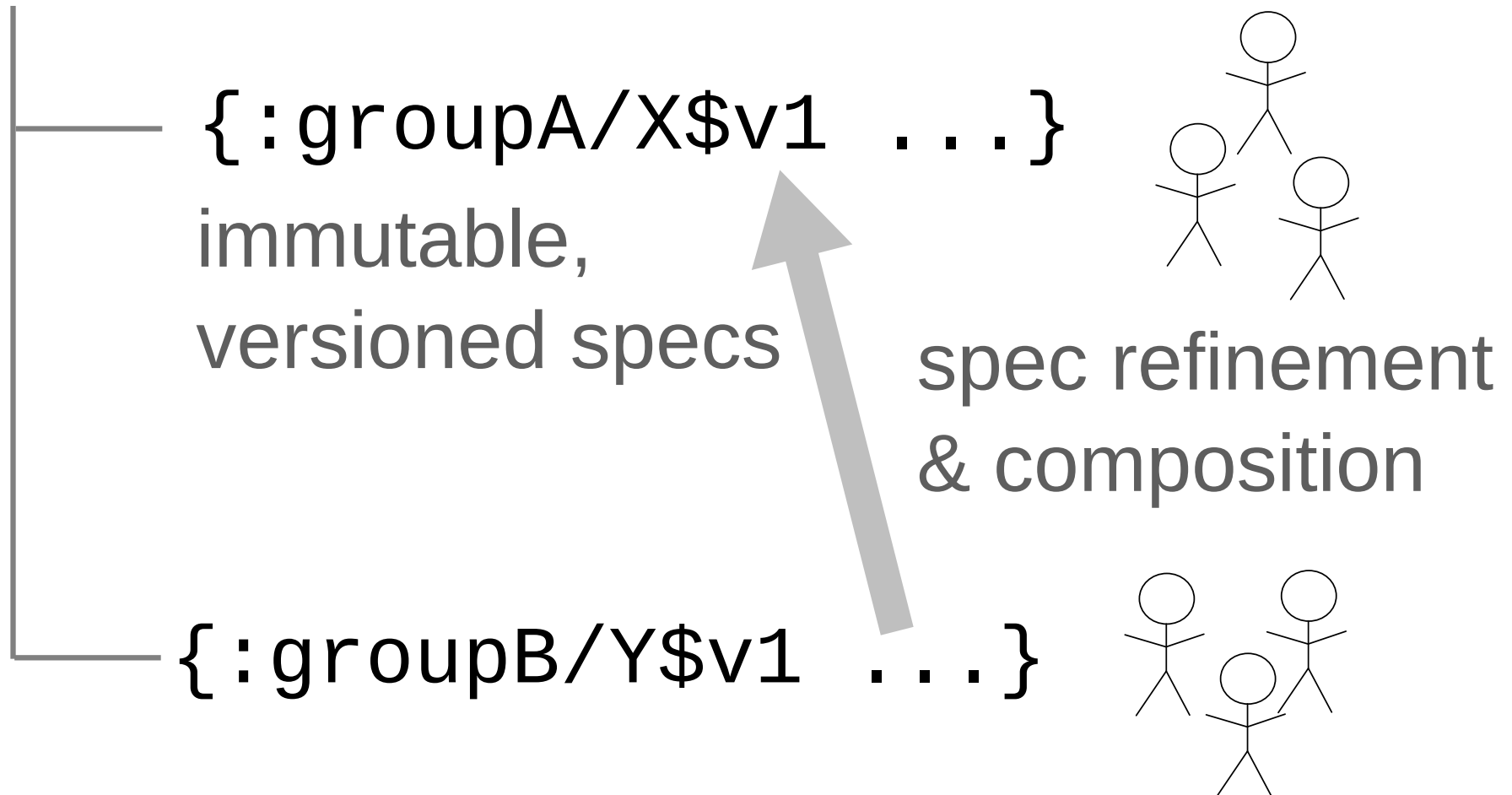
Hierarchical namespace



Enterprise Collaboration

Concurrent, distributed spec authoring

Hierarchical namespace



What is Halite?

Collaboration features

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Summary

Halite expressions can be evaluated

```
(let [a {:$type :spec/A$v4,  
        :b 1,  
        :c 2,  
        :d "large"}]  
      (refine-to a :spec/X$v4))
```

```
;; result -;
```

```
{:spec/X$v4,  
 :x 3,  
 :y 12,  
 :z 10}
```


Literate Specs

How to model data fields in specifications.

It is possible to define a spec that does not have any fields.

```
{:spec/Dog$V1 {}}
```

Instances of this spec could be created as:

```
{:$type :spec/Dog$V1}
```

It is more interesting to define data fields on specs that define the structure of instances of the spec

```
{:spec/Dog$V2 {:fields {:age :Integer}}}
```

This spec can be instantiated as:

```
{:$type :spec/Dog$V2,  
 :age 3}
```

A spec can have multiple fields

```
{:spec/Dog$V4 {:fields {:age :Integer,  
                       :colors [:Vec :String],  
                       :name :String}}}
```

```
{:name "Rex",  
 :$type :spec/Dog$V4,  
 :age 3,  
 :colors ["brown" "white"]}
```

Literate Specs

A valid transition representing a dime being dropped into the machine.

```
{:$type :tutorials.vending/Transition$V1,  
 :current {:$type :tutorials.vending/State$V1,  
           :balance #d "0.00",  
           :beverageCount 10,  
           :snackCount 15},  
 :next {:$type :tutorials.vending/State$V1,  
        :balance #d "0.10",  
        :beverageCount 10,  
        :snackCount 15}}
```



An invalid transition, because the balance cannot increase by \$0.07

```
{:$type :tutorials.vending/Transition$V1,  
 :current {:$type :tutorials.vending/State$V1,  
           :balance #d "0.00",  
           :beverageCount 10,  
           :snackCount 15},  
 :next {:$type :tutorials.vending/State$V1,  
        :balance #d "0.07",  
        :beverageCount 10,  
        :snackCount 15}}
```



```
-- result --  
[:throws  
 "h-err/invalid-instance 0-0 : Invalid instance of 'tutorials.vending/Transition$V1', violates constraints \"tu  
 :h-err/invalid-instance]
```

Constraint Propagation

```
(propagate {:ws/A$v1 {:fields {:x :Boolean,  
                               :y :Boolean},  
                    :constraints [[ "c1" '(if x true y) ] ] }}  
  
  {:$instance-of :ws/A$v1,  
   :x false})  
  
;-- result --  
{:$instance-of :ws/A$v1,  
 :x false,  
 :y true}
```

Documentation

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Declaring variables

How to declare variables?

A variable is an *unknown*, mathematically speaking. The goal of a resolution is to *assign* a *value* to each variable. The *domain* of a variable –(super)set of values it may take– must be defined in the model.

Choco-solver includes several types of variables: `BoolVar`, `IntVar`, `SetVar` and `RealVar`. Variables are created using the `Model` object. When creating a variable, the user can specify a name to help reading the output.

Integer variables

An integer variable is an unknown whose value should be an integer. Therefore, the domain of an integer variable is a set of integers (representing possible values). To create an integer variable, the `Model` should be used:

Java [Python](#)

```
// Create a constant variable equal to 42
IntVar v0 = model.intVar("v0", 42);
// Create a variable taking its value in [1, 3] (the value is 1, 2 or 3)
IntVar v1 = model.intVar("v1", 1, 3);
// Create a variable taking its value in {1, 3} (the value is 1 or 3)
IntVar v2 = model.intVar("v2", new int[]{1, 3});
```

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Systems



Problems

Enterprise coordination
Spec relationships
Immutable versions
Executable specs
Literate specs
Incremental adoption

Data
Shuffling

Mainstream

Tools

Esoteric

Thank you!