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Chapter II

# Database Design Based on B

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# Abstract

This chapter is devoted to the integration of the ASSO features in B. ASSO is a database design methodology defined for achieving conceptual schema consistency, logical schema correctness, flexibility in reflecting the real-life changes on the schema and efficiency in accessing and storing information. B is an industrial formal method for specifying, designing, and coding software systems. Starting from a B specification of the data structures and of the transactions allowed on a database, two model transformations are designed: The resulting model, called Structured Database Schema, integrates static and dynamics exploiting the novel concepts of Class-Machine and Specialized Class-Machine. Formal details which must be specified if the conceptual model of ASSO is directly constructed in B are avoided; the costs of the consistency obligations are minimized. Class-Machines supported by semantic data models can be correctly linked with Class-Machines supported by object Models. The B Method (Abrial, 1996) is an industrial general-purpose formal method which uses a model, the *Abstract Machine*, to encapsulate a fragment of the state within a provably consistent specification and a refinement theory to derive correct programs. The direct use of B for developing database applications can lead to several advantages including the possibility of guaranteeing the correctness of the design process; however, it presents some shortcomings: The B Method lacks the abstraction mechanisms supported by the database conceptual languages, and its refinement has not been designed to obtain efficient database implementations. Specifying a database application with the B notation is a tedious process, since many properties implicitly declared within the database conceptual schemas must be explicated. Further, the consistency proofs are too expensive, since they must be performed with respect not only to the application constraints, but also to the conceptual schema constraints.

ASSO (Locuratolo, 1997, 2002, 2004; Locuratolo & Matthews, 1999a, b, c) is an innovative database design methodology defined for achieving conceptual schema consistency, logical schema correctness, flexibility in reflecting the real-life changes on the schema and efficiency in accessing and storing information. This makes it possible to overcome some inadequacies of existing informal methodologies (Batini, Ceri, & Navathe, 1992; Booch, 1994; Rumbaugh, Booch, & Jacobson, 1999) such as to guarantee the conceptual schema consistency and the logical schema correctness. Background information on ASSO can be found in initially disjointed approaches of work: A former approach aimed at establishing formal relationships between classes of objects based on semantic data models and classes of objects based on object models. The objective was to achieve the flexibility of semantic data models and the efficiency of the object-oriented database systems. This approach, called Partitioning Method, was proposed as a static method in 1992 (Locuratolo & Rabitti, 1998). A latter approach aimed at integrating features from conceptual modeling and abstract machines in order to guarantee the conceptual schema consistency (Castelli & Locuratolo, 1994). ASSO (Castelli & Locuratolo, 1995) tried to integrate these two approaches; however, the proposed model was not suitable to the Partitioning Method applicability. Approaches of study to design the conceptual model of ASSO, called Structured Database Schema and the ASSO refinement can be found in Andolina and Locuratolo (1997) and Locuratolo (1997). The Structured 25 more pages are available in the full version of this document, which may be purchased using the "Add to Cart"

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