



**MUST**  
Wisdom & Virtue

MIRPUR UNIVERSITY OF SCIENCE AND TECHNOLOGY (MUST), MIRPUR  
DEPARTMENT OF SOFTWARE ENGINEERING

# Formal Methods in Software Engineering

Lecture [1] : Introduction to Software Engineering

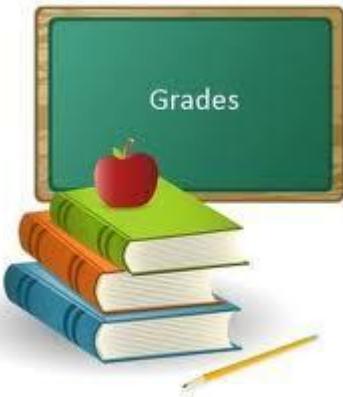
*Engr. Samiullah Khan*

*(Lecturer)*

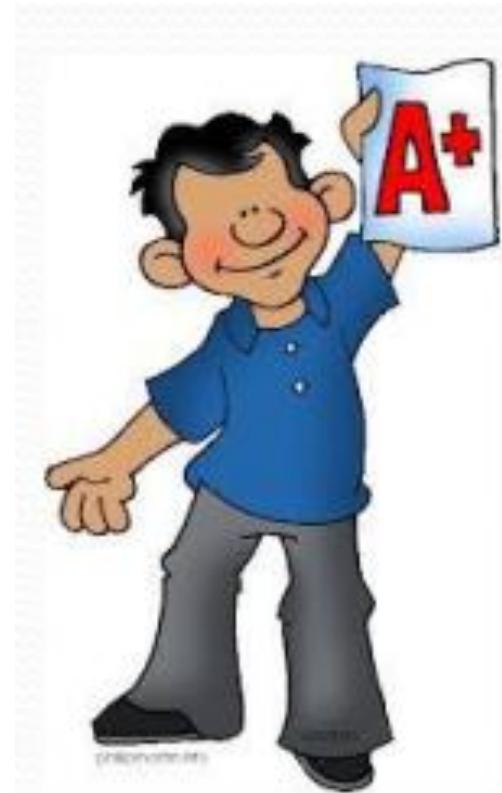
## *Topics discussed in Today's Lectures*

- Formal Methods Intro

# Grading Policy



- Quizzes 10%
- Assignments 10%
- Mid Term 30%
- Final Exam 50%



# Rules/Pattern of class

- Be punctual
- Switch off your mobile-phones
- Class participation is must
- Maintain discipline in class
- Dress well yourself
- Hair comb/ trim/ if required
- Revise your moral/ ethical values and follow them



# Course Learning Outcomes (CLOs)

Course Learning Outcomes	Domain
1) Recall foundational historical developments, principles, key concepts, cost and benefits, propositional calculus, and terminologies related to formal methods in software engineering.	C
2) Solve formal models of sequential hardware circuits, for concurrent software system verification, including various formal specification languages and their practical applications	C
3) Apply formal models and techniques to document and verify properties/attribute	C
4) Analyzes the formal correctness of simple procedural programs and the advantages and limitations of employing mathematical models and alternative techniques for software verification.	C

# Formal Methods

- The **Encyclopedia** of Software Engineering defines formal methods in the following manner:
- Formal methods used in developing computer systems are:
  - **Mathematically** based techniques for describing system properties.
  - Such formal methods provide frameworks within which people can:
    - Specify
    - Develop, and
    - Verify systems in a systematic, rather than ad hoc manner.



# Formal Method Definition

- A method is formal if it has a sound **mathematical basis**, typically given by a formal **specification language**

This basis provides a means of precisely defining notions like:

- Consistency,
- Completeness, and
- More relevantly specification,
- Implementation and
- Correctness



# Formal Method Definition

- **Correctness:**
  - the property that an abstract model fulfills a set of well-defined requirements
- **Consistency:**
  - to be consistent, facts stated in one place in a specification should not be contradicted in another place
  - Used to specify programs, what the system is supposed to do
    - Used for creating programs
    - Used to verify the program



# Formal Methods

- Formal methods are methods that use **formulas**
- A formula is a text or diagram constructed from **predefined symbols** combined according to explicit rules
- A good working definition of formula is *anything whose appearance or syntax can be checked by a computer*
- According to this definition, every computer program is a formula



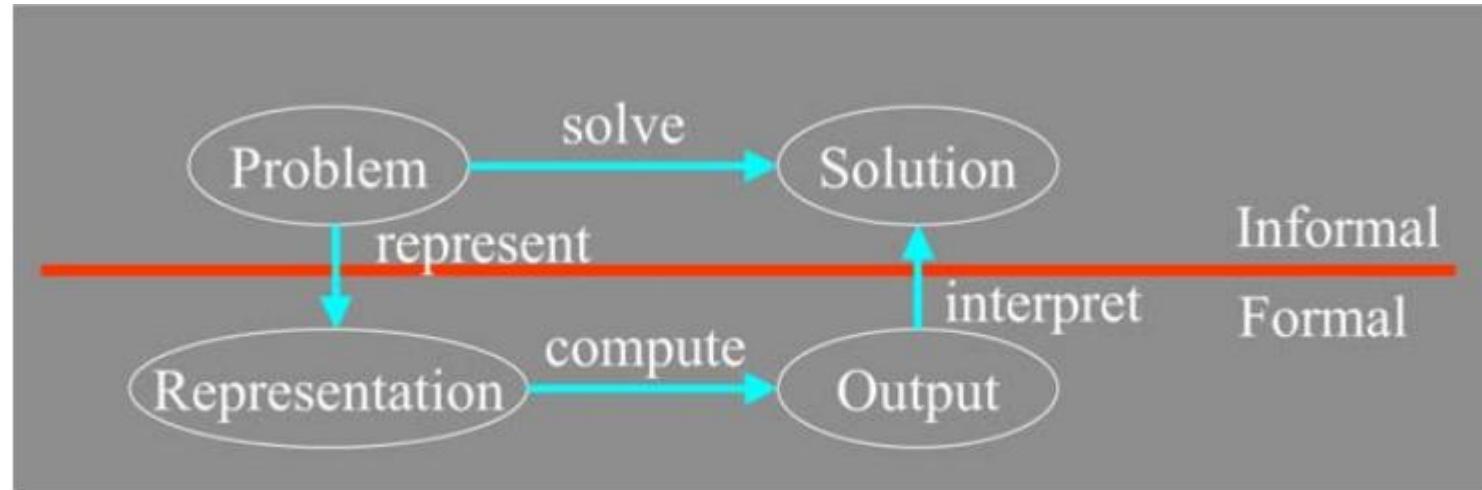
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# Formal vs Informal Problem Solving Framework

- Formal methods are practical
- and precise way of solving problems
- Figure 1-1 shows basic problem solving framework, which comprises formal and informal domains
- It is quite important to find **suitable and comprehensive way** to define and describe the underlying problem:
  - So that it becomes easier to find solution.



**Figure 1-1. Problem Solving Framework**



# Graphical Languages in Formal Methods

- Formal methods can include graphical languages
- For example,
  - i. **Data Flow Diagrams** (DFDs) are the most well-known graphical technique for specifying the function of a system
    - DFDs can be considered a semi-formal method, and researchers have explored techniques for treating DFDs in a completely formal manner.
  - ii. **Petri nets** provide another well-known graphical technique, often used in distributed systems. Petri nets are a fully formal technique
  - iii. Another formal method is the **Finite state machines (FSM)**, which are commonly presented in tabular form



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