

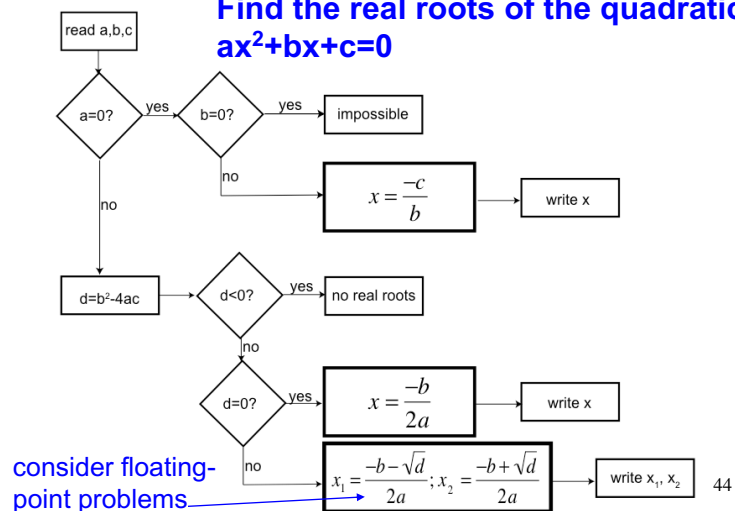
A (necessary) digression Formal Specifications

- Specifications are central to many aspects of software engineering
- A specification is just a precise description of behaviour
- Requirements specifications describe required behaviour
- Design specifications describe the behaviour prescribed in a design

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Specifications - 1

Find the real roots of the quadratic
 $ax^2+bx+c=0$



Specifications - 2

```
if (a=0 & b=0) then solution_caption := "Ill-conditioned"
else if (b≠0) then
  solution_caption := "One root";  $x_1 := -c/b$ 
else
   $d := b^2 - 4ac$ 
  if (d<0) then solution_caption := "No real roots"
  else if (d=0) then
    solution_caption := "One real root";  $x_1 = -b/(2a)$ 
  else
    solution_caption := "Two roots"
    if (b≥0) then  $x_1 := (-b - \sqrt{d})/(2a)$ 
    else  $x_1 := (-b + \sqrt{d})/(2a)$ 
     $x_2 := c/(ax_1)$ 
```

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Specifications - 2

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Is this a "good" specification?

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Specifications - 2

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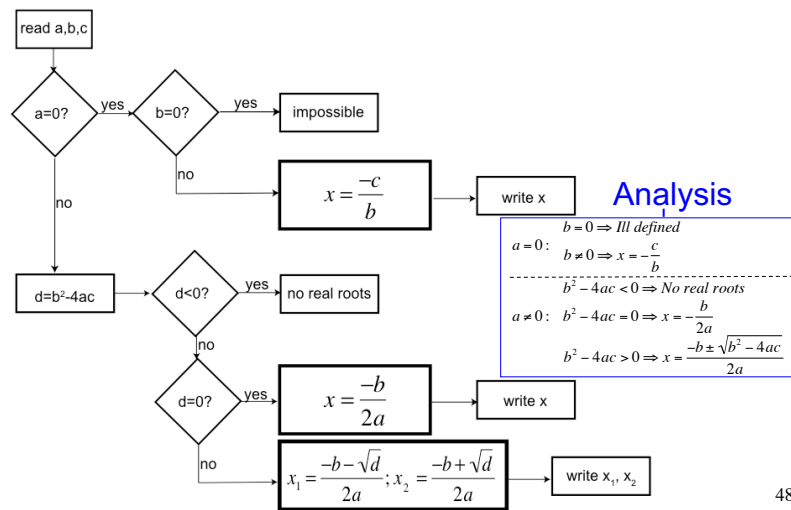
```

Is this a "good" specification?

Is it easy to understand?
Is it a requirement spec or is it a design spec?
What's the difference?

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Specifications - 3



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Specifications - 4

Tabular expression

		Solution caption	x_1	x_2
$a = 0$	$b = 0$	Ill defined	—	—
	$b \neq 0$	One root	$-\frac{c}{b}$	—
$a \neq 0$	$b^2 - 4ac < 0$		—	—
	$b^2 - 4ac = 0$		$-\frac{b}{2a}$	—
	$b^2 - 4ac > 0$	$b \geq 0$	$\frac{-b - \sqrt{b^2 - 4ac}}{2a}$	$\frac{c}{ax_1}$
		$b < 0$	$\frac{-b + \sqrt{b^2 - 4ac}}{2a}$	$\frac{c}{ax_1}$

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Specifications - 4

Tabular expression

Think about why this is
a great way to specify
behaviour ...

		Solution caption	x_1	x_2
$a = 0$	$b = 0$	Ill defined	—	—
	$b \neq 0$	One root	$-\frac{c}{b}$	—
$a \neq 0$	$b^2 - 4ac < 0$		—	—
	$b^2 - 4ac = 0$		$-\frac{b}{2a}$	—
	$b^2 - 4ac > 0$	$b \geq 0$	$\frac{-b - \sqrt{b^2 - 4ac}}{2a}$	$\frac{c}{ax_1}$
		$b < 0$	$\frac{-b + \sqrt{b^2 - 4ac}}{2a}$	$\frac{c}{ax_1}$

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Specifications - 5

Another example

- The operator in a real-time application requests or cancels a setpoint, c_sp , by pressing momentary pushbuttons. There are two pushbuttons, called m_pbON and m_pbOFF . They can take on the values $e_pressed$ and $e_notPressed$. We specify the required behaviour as follows:
 - if $(m_pbON = e_pressed \wedge m_pbOFF = e_notPressed)$
 $c_sp = e_requested$
 - else if $(m_pbON = e_notPressed \wedge m_pbOFF = e_pressed)$
 $c_sp = e_cancelled$
- This is clearly a simple example. Any problems with this?

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Specifications - 5

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- This is clearly a simple example. Any problems with this?
- What if both pushbuttons are not pressed?
- What if both pushbuttons are pressed?

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Specifications - 5

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 $c_sp = e_cancelled$
- This is clearly a simple example. Any problems with this?
- What if both pushbuttons are not pressed? No specified behaviour then no change in the current value of c_sp .
- What if both pushbuttons are pressed? So that makes sense.⁵³

Specifications - 5

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 $c_sp = e_cancelled$
- This is clearly a simple example. Any problems with this?
- What if both pushbuttons are not pressed? No specified behaviour then no change in the current value of c_sp .
- What if both pushbuttons are pressed? And it is wrong!⁵⁴

Specifications - 5

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- The operator in a real-time application requests or cancels a setpoint, c_sp , by pressing momentary pushbuttons. There are two pushbuttons, called m_pbON and m_pbOFF . They can take on the values $e_pressed$ and $e_notPressed$. We specify the required behaviour as follows:
if ($m_pbON = e_pressed \wedge m_pbOFF = e_notPressed$)
 $c_sp = e_requested$
else if ($m_pbON = e_notPressed \wedge m_pbOFF = e_pressed$)
 $c_sp = e_cancelled$
- It is not clear to readers whether the unstated cases are really “no action” cases, or oversights. In this example, if both pushbuttons are not pressed it is reasonable (and correct) to assume there should be no change to c_sp . If both pushbuttons are pressed, the domain experts (in the case I know about) wanted $c_sp = e_requested$!

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Specifications - 6

Again, a tabular expression makes the specification clear

Condition	Result
	c_sp
$(m_pbON = e_notPressed) \& (m_pbOFF = e_notPressed)$	No Change
$(m_pbON = e_notPressed) \& (m_pbOFF = e_pressed)$	$e_cancelled$
$(m_pbON = e_pressed) \& (m_pbOFF = e_notPressed)$	$e_requested$
$(m_pbON = e_pressed) \& (m_pbOFF = e_pressed)$	$e_requested$

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Specifications - 6

Again, a tabular expression makes the specification clear - and complete

<i>Condition</i>	<i>Result</i> c_sp
(m_pbON = e_notPressed) & (m_pbOFF = e_notPressed)	No Change
(m_pbON = e_notPressed) & (m_pbOFF = e_pressed)	e_cancelled
(m_pbON = e_pressed) & (m_pbOFF = e_notPressed)	e_requested
(m_pbON = e_pressed) & (m_pbOFF = e_pressed)	e_requested

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Specifications - 6

Again, a tabular expression makes the specification clear - and complete - and unambiguous

<i>Condition</i>	<i>Result</i> c_sp
(m_pbON = e_notPressed) & (m_pbOFF = e_notPressed)	No Change
(m_pbON = e_notPressed) & (m_pbOFF = e_pressed)	e_cancelled
(m_pbON = e_pressed) & (m_pbOFF = e_notPressed)	e_requested
(m_pbON = e_pressed) & (m_pbOFF = e_pressed)	e_requested

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Specifications - 6

Again, a tabular expression makes the specification clear - and complete - and unambiguous.

Let's see why ...

Condition	Result c_sp
$(m_pbON = e_notPressed) \ \& \ (m_pbOFF = e_notPressed)$	No Change
$(m_pbON = e_notPressed) \ \& \ (m_pbOFF = e_pressed)$	e_cancelled
$(m_pbON = e_pressed) \ \& \ (m_pbOFF = e_notPressed)$	e_requested
$(m_pbON = e_pressed) \ \& \ (m_pbOFF = e_pressed)$	e_requested

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Specifications - 7

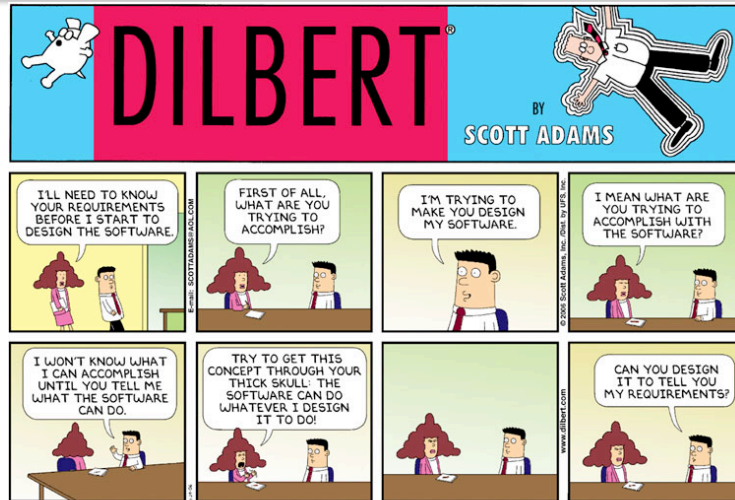
- General, very simple tabular expression:

Condition	Result function name
condition 1	result 1
condition 2	result 2
...	...
condition n	result n

- Is equivalent to:
 - if (condition 1) then function name = result 1
 - else if (condition 2) then function name = result 2
 - else if ...
 - else if (condition n) then function name = result 2
- Disjointness: (so it is unambiguous)
 $condition\ i \ \wedge \ condition\ j \Leftrightarrow FALSE \ \forall i,j = 1,...,n, \ i \neq j$
- Completeness:
 $condition\ 1 \vee condition\ 2 \vee ... \vee condition\ n \Leftrightarrow TRUE$

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Requirements



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