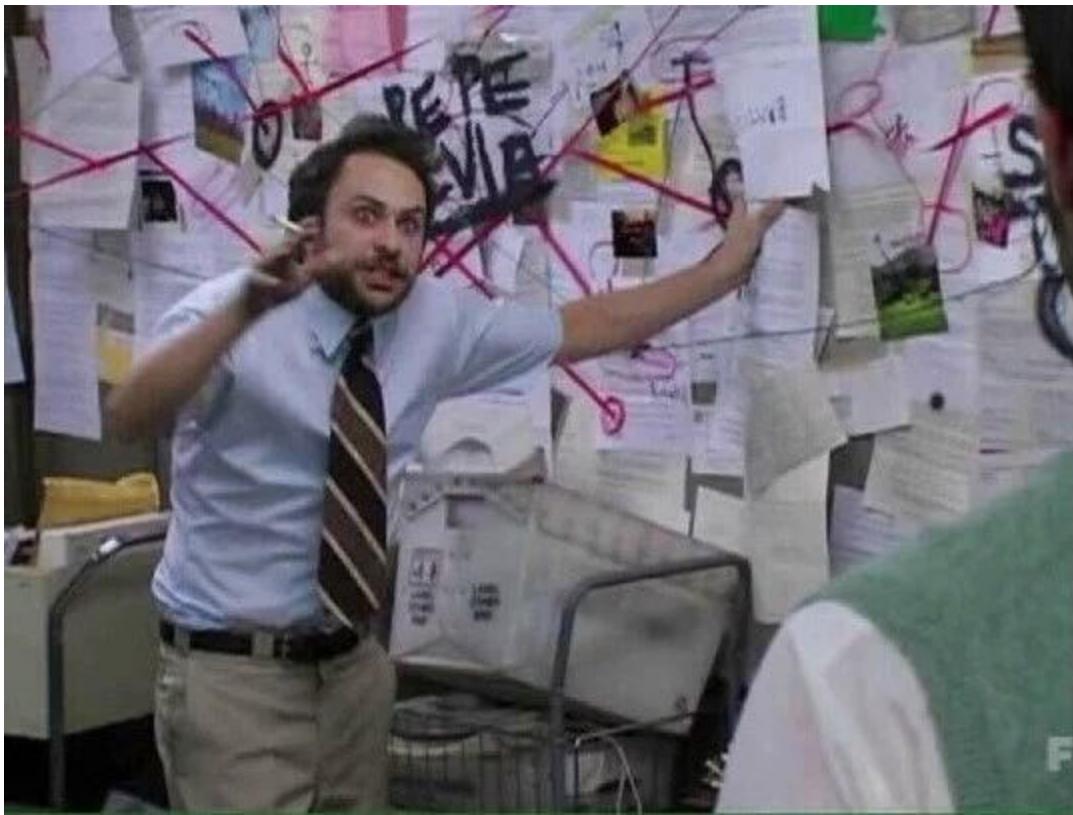


```
102 while([fh offsetInFile]+12<=imageoffs)
103 {
104     uint32_t sign=[fh readUInt32BE];
105     uint32_t marker=[fh readUInt32BE];
106     uint32_t chunklen=[fh readUInt32BE];
107     off_t nextchunk=[fh offsetInFile]+((chunklen+3)&~3);
108     // At this point, I'd like to take a moment to speak to you about the Adobe PSD format.
109     // PSD is not a good format. PSD is not even a bad format. Calling it such would be an
110     // insult to other bad formats, such as PCX or JPEG. No, PSD is an abysmal format. Having
111     // worked on this code for several weeks now, my hate for PSD has grown to a raging fire
112     // that burns with the fierce passion of a million suns.
113     // If there are two different ways of doing something, PSD will do both, in different
114     // places. It will then make up three more ways no sane human would think of, and do those
115     // too. PSD makes inconsistency an art form. Why, for instance, did it suddenly decide
116     // that *these* particular chunks should be aligned to four bytes, and that this alignment
117     // should *not* be included in the size? Other chunks in other places are either unaligned,
118     // or aligned with the alignment included in the size. Here, though, it is not included.
119     // Either one of these three behaviours would be fine. A sane format would pick one. PSD,
120     // of course, uses all three, and more.
121     // Trying to get data out of a PSD file is like trying to find something in the attic of
122     // your eccentric old uncle who died in a freak freshwater shark attack on his 58th
123     // birthday. That last detail may not be important for the purposes of the simile, but
124     // at this point I am spending a lot of time imagining amusing fates for the people
125     // responsible for this Rube Goldberg of a file format.
126     // Earlier, I tried to get a hold of the latest specs for the PSD file format. To do this,
127     // I had to apply to them for permission to apply to them to have them consider sending
128     // me this sacred tome. This would have involved faxing them a copy of some document or
129     // other, probably signed in blood. I can only imagine that they make this process so
130     // difficult because they are intensely ashamed of having created this abomination. I
131     // was naturally not gullible enough to go through with this procedure, but if I had done
132     // so, I would have printed out every single page of the spec, and set them all on fire.
```



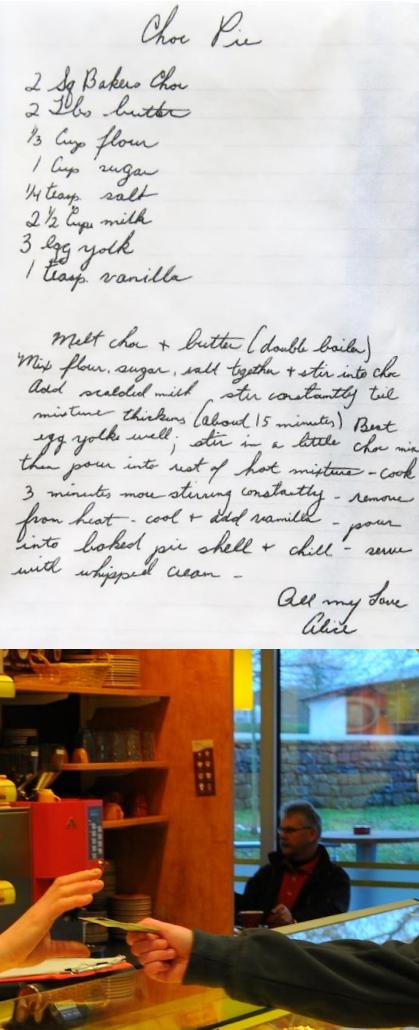


Choc Pie

2 Sq Bakers Choc  
2 lbs butter  
1/3 cup flour  
1 cup sugar  
1/4 teasp salt  
2 1/2 cup milk  
3 egg yolks  
1 teasp vanilla

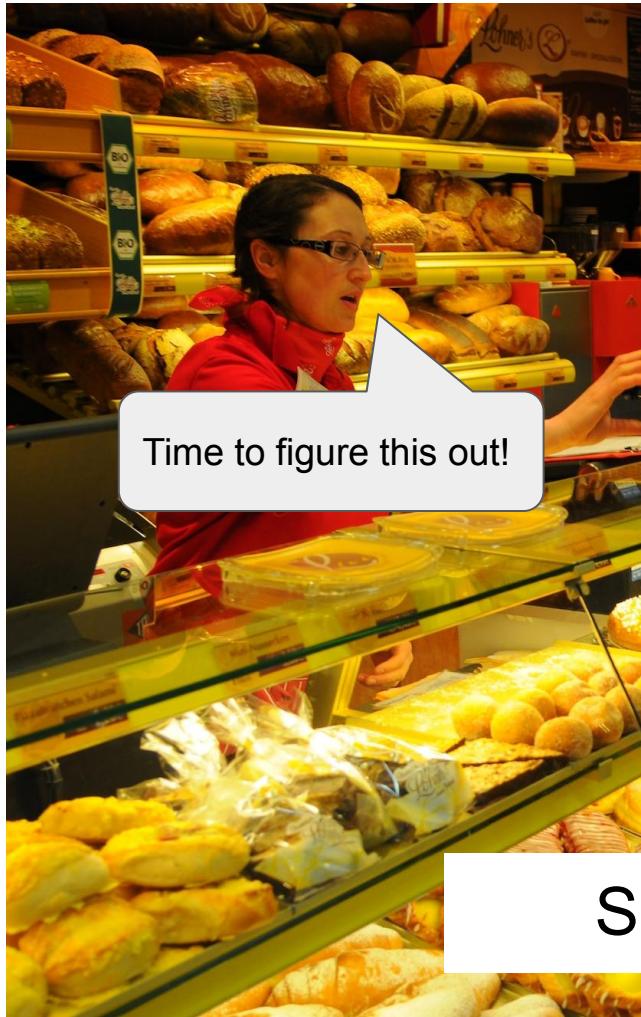
Melt choc + butter (double boiler)  
Mix flour, sugar, salt together + stir into choc  
Add scalded milk, stir constantly till  
mixture thickens (about 15 minutes) Beat  
egg yolks well; stir in a little choc mix  
then pour into rest of hot mixture - cook  
3 minutes more stirring constantly - remove  
from heat - cool + add vanilla - pour  
into baked pie shell + chill - serve  
with whipped cream -

All my love  
Alice





## User Requirements



Choc Pie

2 lbs Baker's Choc  
2 lbs butter  
1 3/4 cup flour  
1 cup sugar  
1/4 tsp salt  
2 1/2 cups milk  
3 egg yolks  
1 tsp vanilla

Melt choc + butter (double boiler)  
Mix flour, sugar, salt together + stir into choc  
Add scalded milk, stir constantly till mixture thickens (about 15 minutes). Beat egg yolks well; stir in a little choc mix then pour into rest of hot mixture - cook 3 minutes more stirring constantly - remove from heat - cool + add vanilla - pour into baked pie shell + chill - serve with whipped cream -

All my love  
Alice

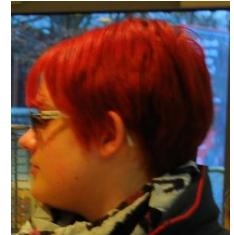
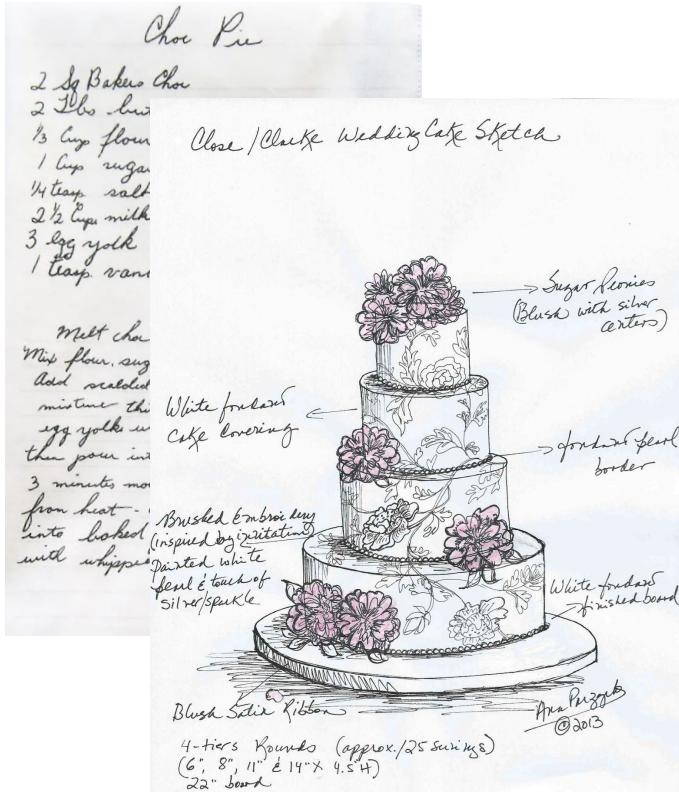
# Specification





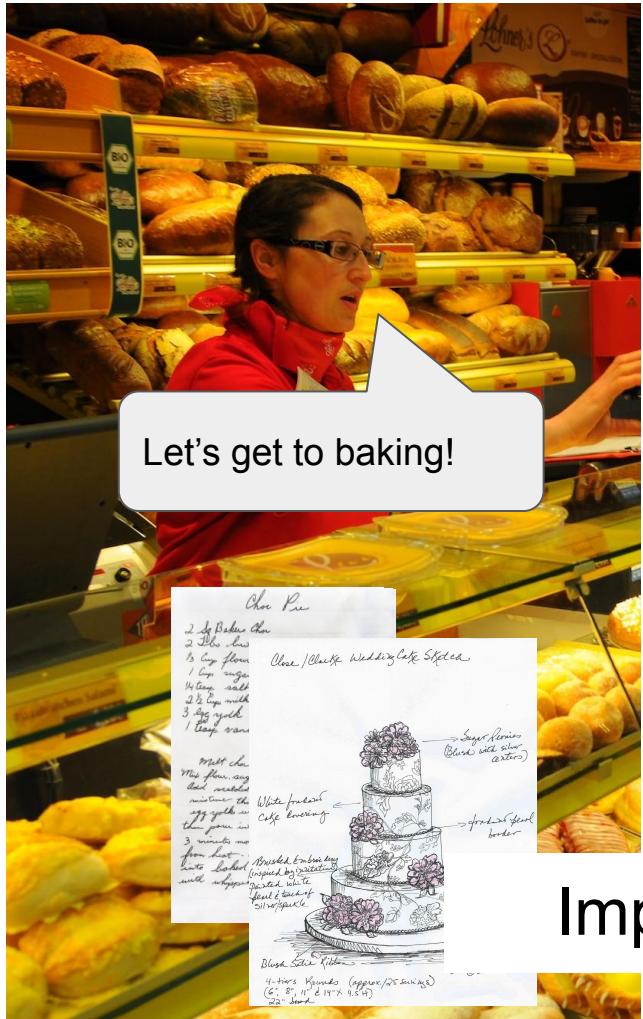
Does this look good?

No problem! Let me quickly edit the recipe.



The cake looks beautiful(!), but I just learned that a vegan friend is coming to the party...

## Validation



## Implementation





Choc Pies

1/2 Cup Butter  
2 lbs. Butter  
13 Cup flour  
1 Cup sugar  
4 Teas. salt  
2 1/2 Cups milk  
3 Egg yolks  
1 Teas. vanilla

Melt butter & butter (double batch)  
Mix flour, sugar, salt together & stir into the  
butter until well incorporated till  
mixture becomes (about 15 minutes).  
Butter well, slice in a little choc into  
the flour into rest of butter mixture & cook  
3 minutes more stirring constantly. remove  
from heat, cool & add vanilla - pour  
into lined pie shell & chill - cover  
with chocolate cream -

At my love  
Alice



# User Requirements

## Specification

## Validation

## Implementation

## Verification

# Requirements Engineering

How do we use these fandangle specifications?

# Cookbook:Cabbage Kimchi

[Cookbook](#) | [Ingredients](#) | [Recipes](#) | [Korean Cuisine](#)

**Kimchi** (김치), also spelled *kimchee* or *gimchi*, is a Korean dish of pickled vegetables, usually *napa cabbage* or Korean radish and is commonly served as a side dish. It is usually fermented in a brine of anchovy sauce, ginger, garlic, green onion, and chilli pepper. There are countless varieties – at least as many as there are households. The following is a standard recipe for *baechoo kimchi* (*napa-cabbage kimchi*), a common variety and often the first kind of kimchi that jumps to mind for non-Koreans.

## Ingredients [ edit | edit source ]

- 1 head *napa cabbage* (*baechu*, Chinese cabbage, wombok)
- ½ onion, thin sliced
- ¼ carrot, thin julienne
- ¼ Korean radish (*muwoo*), thin julienne
- 4 green onions (spring onions), cut into 3-cm pieces
- 2 tbsp minced garlic
- 1 tsp minced ginger
- ½ cup *go choo ga roo* (Korean chili powder)
- 2 tsp salt
- 1 tbsp sugar
- ½ cup sea salt (or any coarse salt)
- 1 cup water
- ¼ cup *jeot gal* (Korean fish sauce)



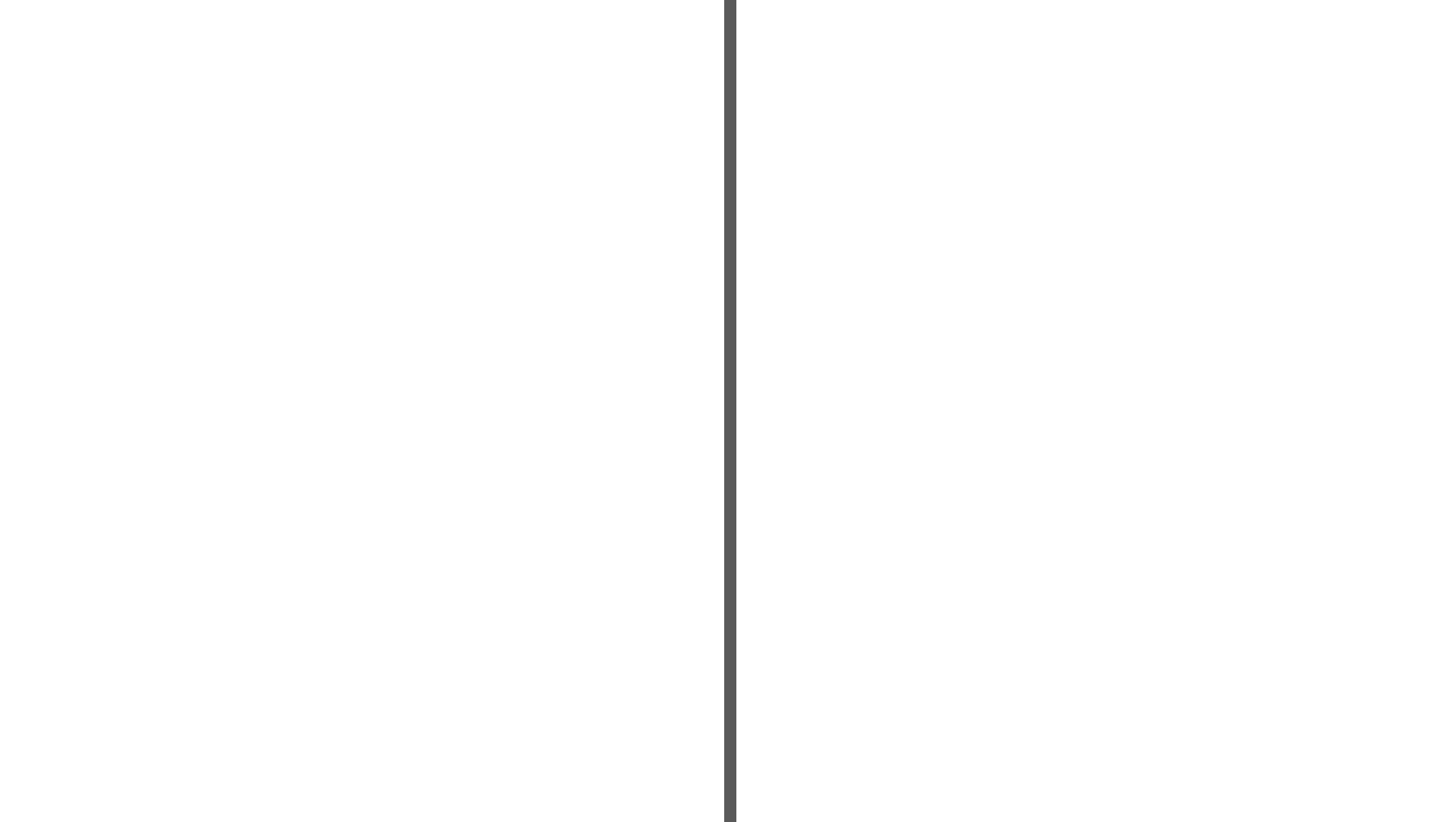
Category Side dish recipes

Time 3-6 days

Difficulty 

## Procedure [ edit | edit source ]

1. Quarter the *napa cabbage*, wash and drain.
2. Mix ½ cup sea salt (or any coarse salt) and 1 cup water.
3. Put cabbages in salted water and take out one at a time to get salt down.
4. In a container, add cabbages and pour salted water, set aside for at least 6–8 hours (overnight will be great).
5. The cabbage should be soft enough to bend.
6. Wash, drain well.
7. Mix together ½ cup *go choo ga roo* (Korean chili powder), 2 tsp salt, 1 tbsp sugar, ¼ cup *jeot gal* (Korean fish sauce), 2 tbsp minced garlic, and 1 tsp minced ginger.
8. Mix in vegetables to the chili powder mixture.
9. Take one cabbage, stuff in above mixture to every layer. Try to fold in half. (must)
10. With 2 outer leaves, wrap the whole thing securely.
11. Put it in a airtight container.
12. Let it sit on a kitchen counter for overnight.



## 7. Forgiving base64

To **forgiving-base64 encode** given a *byte sequence* *data*, apply the base64 algorithm defined in section 4 of RFC 4648 to *data* and return the result. [RFC4648]

### Note

This is named *forgiving-base64 encode* for symmetry with *forgiving-base64 decode*, which is different from the RFC as it defines error handling for certain inputs.

To **forgiving-base64 decode** given a string *data*, run these steps:

1. Remove all ASCII whitespace from *data*.
2. If *data*'s code point length divides by 4 leaving no remainder, then:
  1. If *data* ends with one or two U+003D (=) code points, then remove them from *data*.
3. If *data*'s code point length divides by 4 leaving a remainder of 1, then return failure.
4. If *data* contains a code point that is not one of
  - U+002B (+)
  - U+002F (/)
  - ASCII alphanumericthen return failure.
5. Let *output* be an empty byte sequence.
6. Let *buffer* be an empty buffer that can have bits appended to it.
7. Let *position* be a position variable for *data*, initially pointing at the start of *data*.
8. While *position* does not point past the end of *data*:
  1. Find the code point pointed to by *position* in the second column of Table 1: The Base 64 Alphabet of RFC 4648. Let *n* be the number given in the first cell of the same row. [RFC4648]
  2. Append the six bits corresponding to *n*, most significant bit first, to *buffer*.

## 7. Forgiving base64

To **forgiving-base64 encode** given a byte sequence *data*, apply the base64 algorithm defined in section 4 of RFC 4648 to *data* and return the result. [RFC4648]

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## 7. Forgiving bases

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#### Status of This Memo

This is an Internet Standard

This document is a proposed Internet Standard. It has received public review and information on Interne

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##### 8. Writin

9 Commun

10 Porting

The following areas are outside the scope of POSIX.1-2017:

- Graphics interfaces
- Database management system interfaces
- Record I/O considerations
- Object or binary code portability
- System configuration and resource availability

ase 64

POSIX.1-2017 describes the external characteristics and facilities that are of importance to application developers, rather than the internal construction techniques employed to achieve these capabilities. Special emphasis is placed on those functions and facilities that are needed in a wide variety of commercial applications.

#### 2. Appendix (Keywords)

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them defined in section

Introduction  
User Datagram Protocol  
Protocol (UDP) is defined to make available a datagram mode of packet-switched computer communication in the environment of an interconnected set of computers (IP). [1] is used as the underlying protocol.  
This user Datagram Protocol (UDP) provides a procedure for application programs to send messages to other programs with a minimum of protocol mechanism. The protocol is transaction-oriented and requires ordered reliable delivery of streams of data. Applications using the Transmission Control Protocol (TCP) [2].

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RFC 9293  
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(Keywords

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ase 64

[RFC4648]

MODULE bubble\_sort(in: SEQUENCE)  
ANALYSIS

SEQUENCE |

UNSORTED &  
list1

x

{integer(x)}

list2

y

{integer(y),  
greater\_than(x, y)}

rest\_of\_elements

SORTED &

ASCENDING\_SEQUENCE+  
element

{integer(element)}

END OF ANALYSIS;

ANATOMY

sequence |

unsorted &

T\_L1 = y :: list2

T\_L2 = x :: rest\_of\_elements

T\_L = list1 <> T\_L1 <> T\_L2

call bubble\_sort(T\_L)

sorted &

ascendiing\_sequence+

output element

output ' '

END OF ANATOMY;

END OF MODULE bubble\_sort.

(Chiang, 2006)

## 7. Forgiving bases

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- 8 Web appl<sup>i</sup>

#### 8. W<sup>ith</sup> positi<sup>on</sup>

- 9 Communi<sup>cation</sup>
- 10 User int<sup>erface</sup>

#### 1. Find th<sup>is</sup>

POSIX.1-2017 describes the external characteristics and facilities that are of importance to application developers, rather than the internal construction techniques employed to achieve these capabilities. Special emphasis is placed on those functions and facilities that are needed in a wide variety of commercial applications.

#### 2. Appen<sup>dix</sup>(Keywords)

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ase 64

[RFC4648]

```
MODULE bubble_sort(in: SEQUENCE)
ANALYSIS
SEQUENCE|
UNSORTED&
list1
x
{integer(x)}
list2
y
{integer(y),
greater_than(x,y)}
rest_of_elements
SORTED&
ASCENDING_SEQUENCE+
element
{integer(element)}
END OF ANALYSIS;
ANATOMY
sequence|
unsorted&
T_L1 = y :: list2
T_L2 = x :: rest_of_elements
T_L = list1 <=> T_L1 <=> T_L2
call bubble_sort(T_L)
sorted&
ascending_sequence+
output element
output '
END OF ANATOMY;
END OF MODULE bubble_sort.
```

[enters room]

“The use of natural language alone for specification purposes is inadequate due to its lack of formality.” (Chiang, 2006)

[drops citation]

[refuses to elaborate further]

[leaves]

## 7. Forgiving base64

To **forgiving-base64 encode** given a byte sequence *data*, apply the base64 algorithm defined in section 4 of RFC 4648 to *data* and return the result. [RFC4648]

### Note

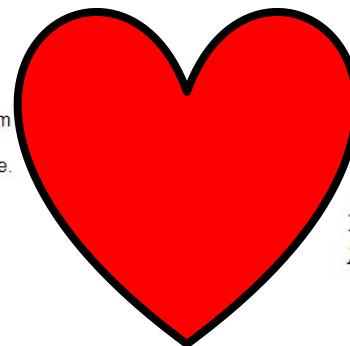
This is named *forgiving-base64 encode* for symmetry with *forgiving-base64 decode*, which is different from the RFC as it defines error handling for certain inputs.

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1. Remove all ASCII whitespace from *data*.
2. If *data*'s code point length divides by 4 leaving no remainder, then:
  1. If *data* ends with one or two U+003D (=) code points, then remove them from *data*.
3. If *data*'s code point length divides by 4 leaving a remainder of 1, then return failure.
4. If *data* contains a code point that is not one of
  - U+002B (+)
  - U+002F (/)
  - ASCII alphanumeric

then return failure.

5. Let *output* be an empty byte sequence.
6. Let *buffer* be an empty buffer that can have bits appended to it.
7. Let *position* be a position variable for *data*, initially pointing at the start of *data*.
8. While *position* does not point past the end of *data*:
  1. Find the code point pointed to by *position* in the second column of Table 1: The Base 64 Alphabet of RFC 4648. Let *n* be the number given in the first cell of the same row. [RFC4648]
  2. Append the six bits corresponding to *n*, most significant bit first, to *buffer*.



```
MODULE bubble_sort(in: SEQUENCE)
  ANALYSIS
    SEQUENCE |
      UNSORTED&
        list1
        x
          {integer(x)}
        list2
        y
          {integer(y),
           greater_than(x,y)}
        rest_of_elements
      SORTED&
        ASCENDING_SEQUENCE+
          element
            {integer(element)}

  END OF ANALYSIS;
  ANATOMY
    sequence |
      unsorted&
        T_L1 = y :: list2
        T_L2 = x :: rest_of_elements
        T_L = list1 <> T_L1 <> T_L2
        call bubble_sort(T_L)
      sorted&
        ascending_sequence+
          output element
          output ` `

  END OF ANATOMY;
END OF MODULE bubble_sort.
```

# Formalizing Natural-Language Specifications

How can natural language be formalized to make the process of writing specifications for complex software easier?

Kyle Williams — June 2<sup>nd</sup>, 2023



# *The Gorr Specification Language*

by Kyle Williams

(get it? al-*gor*-ithm...? I'll get my coat.)

# Gorr

The algorithm [[ factorial ]], with the signature integer [[ n ]] returns integer, does the following:

1. If either [[ n ]] is equal to 0 or [[ n ]] is equal to 1,
  - 1.1. Return 1.
2. Otherwise,
  - 2.1. Return the multiplication of [[ n ]] by call [[ factorial ]] arguments the subtraction of 1 from [[ n ]].

# Python

```
def factorial(n: int) -> int:  
    if n == 0 or n == 1:  
        return 1  
    else:  
        return n * factorial(n - 1)
```

$$0! = 1$$

$$1! = 1$$

$$2! = 2 \times (2 - 1)! = 2 \times 1 = 2$$

$$3! = 3 \times (3 - 1)! = 3 \times 2 \times 1 = 6$$

$$n! = n \times (n - 1)!$$

# Gorr

The algorithm **[[ factorial ]]**, with the signature **integer [[ n ]] returns integer**, does the following:

1. If either **[[ n ]]** is equal to 0 or **[[ n ]]** is equal to 1,
  - 1.1. Return 1.
2. Otherwise,
  - 2.1. Return the multiplication of **[[ n ]]** by call **[[ factorial ]]** arguments the subtraction of 1 from **[[ n ]]**.

# Python

```
def factorial(n: int) -> int:  
    if n == 0 or n == 1:  
        return 1  
  
    else:  
        return n * factorial(n - 1)
```

**LEGEND:**

**algorithm name**  
**arguments**

**type signature**  
**return type**

# Gorr

The algorithm `[[ factorial ]]`, with the signature `integer [[ n ]]` returns `integer`, does the following:

1. If `either [[ n ]] is equal to 0 or [[ n ]]` is equal to 1,

1.1. Return 1.

2. Otherwise,

2.1. Return the multiplication of `[[ n ]]` by  
call `[[ factorial ]]` arguments the  
subtraction of 1 from `[[ n ]]`.

# Python

```
def factorial(n: int) -> int:  
    if n == 0 or n == 1:  
        return 1  
    else:  
        return n * factorial(n - 1)
```

## LEGEND:

body	if statement	otherwise statement
if block	otherwise block	condition

In Gorr, if  $[[n]]$  is equal to 1:  
either  $[[n]]$  is equal to 0 or  $[[n]]$  is equal to 1  
evaluates to

either false or true,  
which then evaluates to

true,

meaning the if block will be executed!

In Python, if  $n == 1$ :  
 $n == 0$  or  $n == 1$   
evaluates to  
False or True,  
which then evaluates to  
True.

C

D 41

The algorithm  
signature  
does the

1. If `e`  
]`] is e`

**Return** the multiplication of `[[ n ]]` by **call** `[[ factorial ]]`  
**arguments** the subtraction of 1 from `[[ n ]]`.

1.1. Re

2. Othe

2.1. Re  
call [ [  
subtrad

1)

LEGEND.

if block otherwise block condition

ent

# Gorr

The algorithm [[ factorial ]], with the signature integer [[ n ]] returns integer, does the following:

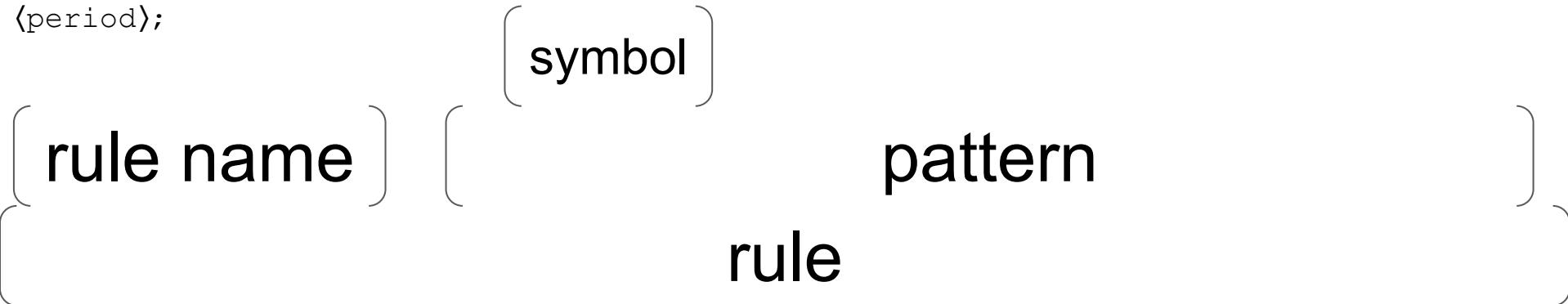
1. If either [[ n ]] is equal to 0 or [[ n ]] is equal to 1,
  - 1.1. Return 1.
2. Otherwise,
  - 2.1. Return the multiplication of [[ n ]] by call [[ factorial ]] arguments the subtraction of 1 from [[ n ]].

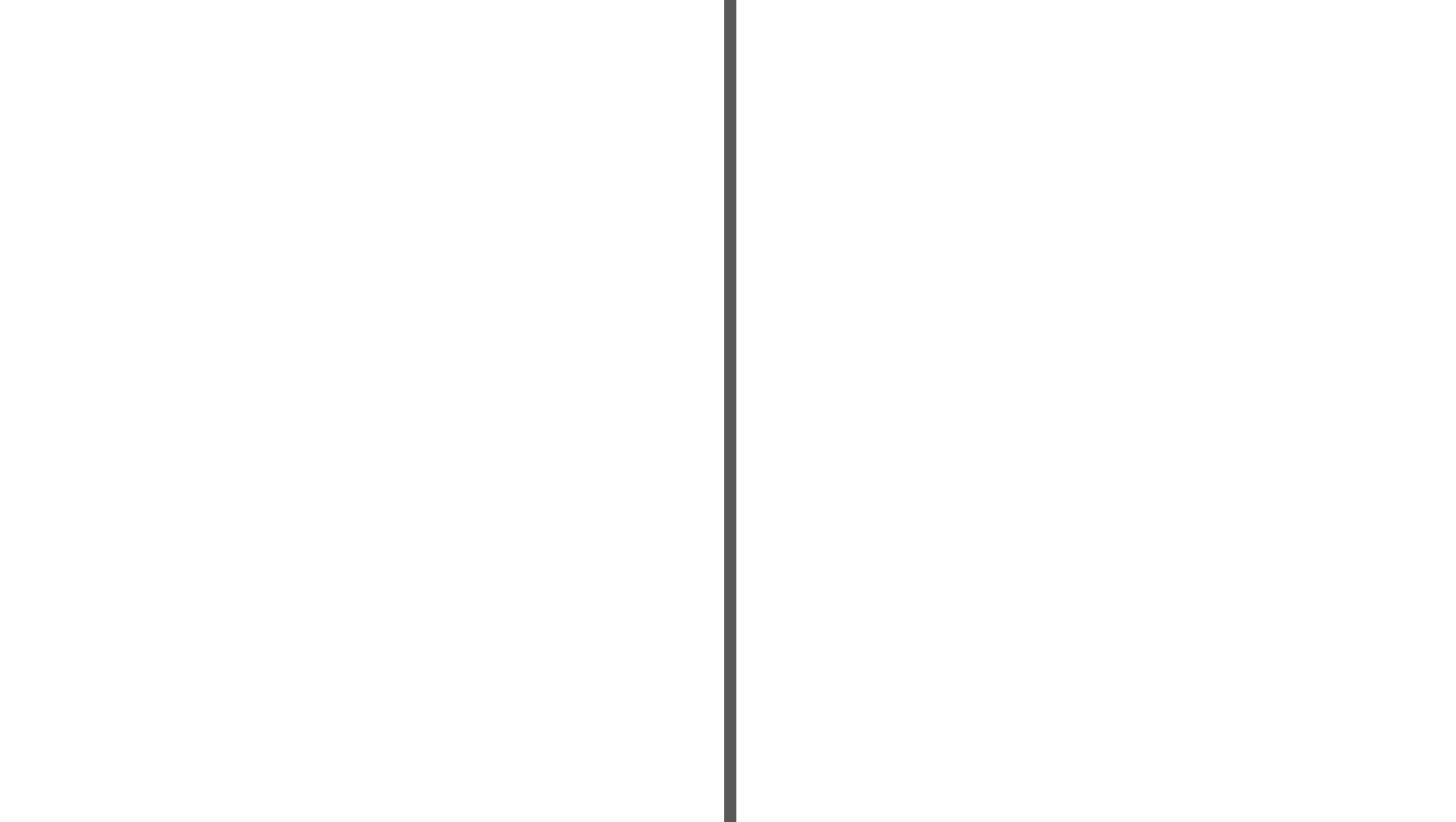
# Python

```
def factorial(n: int) -> int:  
    if n == 0 or n == 1:  
        return 1  
    else:  
        return n * factorial(n - 1)
```

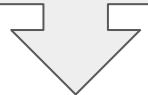
The sentence  
“Set [ [ a ] ] to true.”  
can be parsed by the following rules:

`<boolean>` → “true” | “false”;  
`<variable>` → “[ [ “ <space>? <text> <space>? ” ] ]”;  
`<variable assignment>` → “Set” <space> `<variable>` <space> “to” <space> `<boolean>`  
`<period>;`

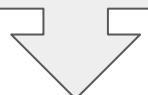




Natural Language  
Specification



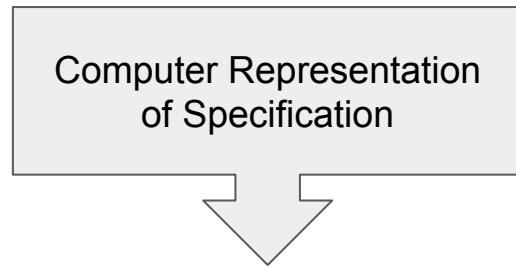
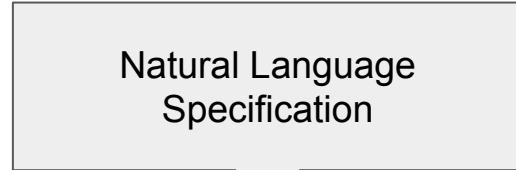
Computer Representation  
of Specification



“you misspelled a variable here”

“you can’t pass an integer as a boolean here”

“running your specification”



“you misspelled a variable here”  
“you can’t pass an integer as a boolean here”  
“running your specification”

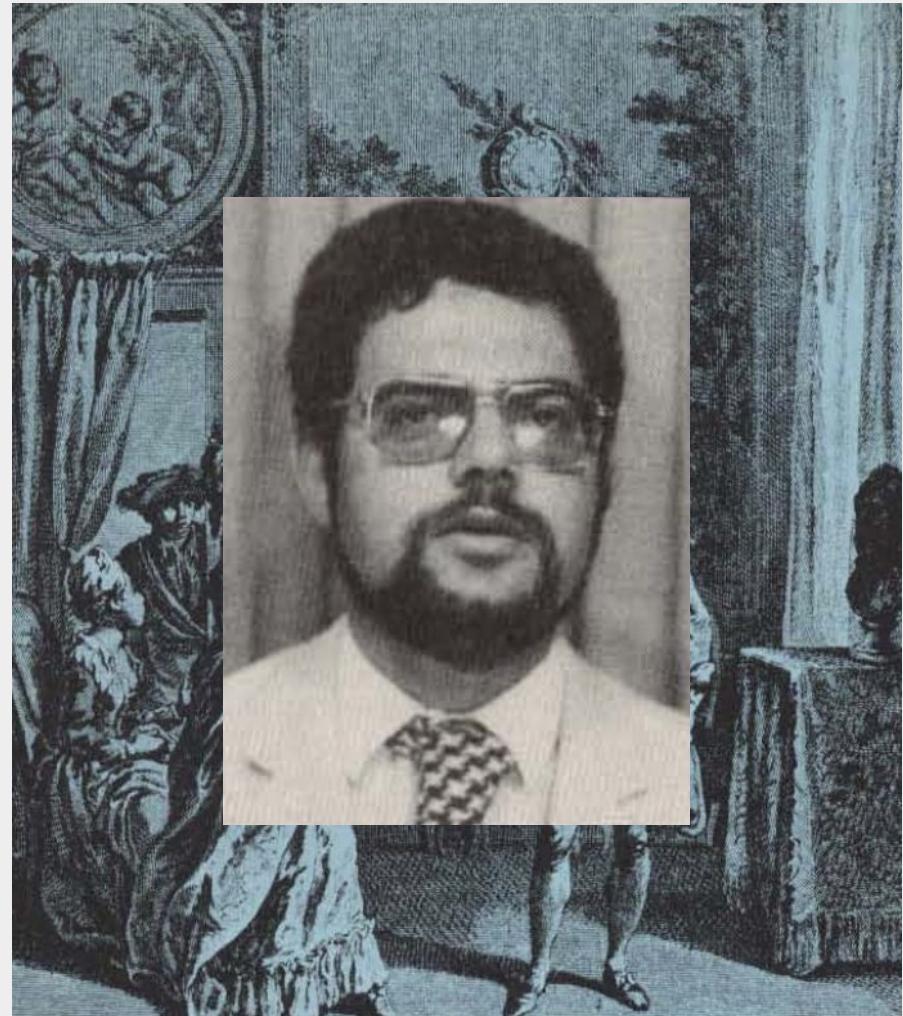
It is impossible for the phrase  
“either true or false”  
to be parsed as  
“either [[ true ]] or [[ false ]]]”  
because *the grammar says so.*

Runthrough Complete!

# How My Approach Addresses Previous Issues with Natural Language

# On Formalism and Specifications

Bertrand Meyer  
*IEEE Software*, January 1985



# Noise

The presence in the text of an element that does not carry information relevant to any feature of the problem.

Because Gorr is a subset of English limited by its grammar, Gorr can *only* describe the outline of an algorithm, **nothing else**.

# Silence

The existence of a feature of the problem that is not covered by any element of the text.

Gorr will **not** let you omit.

# Over-specification

The presence in the text of an element that corresponds not to a feature of the problem but to features of a probable solution.

Some may perceive Gorr as too algorithmic,  
but I believe that this approach to  
specification writing is valid.

# Contradiction

The presence in the text of two or more elements that define a feature of the system in an incompatible way.

# Gorr's strictly typed nature **prevents** contradictions.

The following statements

The integer [[ meaning of life ]] is 42.

Set [[ meaning of life ]] to false.

are **invalid** in Gorr.

# Ambiguity

The presence in the text of two or more elements that define a feature of the system in an incompatible way.

The grammar and description  
of the language come together.

# Forward References

The presence in the text of an element that uses features of the problem not defined until later in the text.

The following statements

Set [[ meaning of life ]] to false.

The Boolean [[ meaning of life ]] is true.

are **invalid** in Gorr.

# Wishful Thinking

The presence in the text of an element that defines a feature of the problem in such a way that a candidate solution cannot be realistically be validated with respect to this feature.

You cannot escape the “sandbox”  
of the Gorr language.

This is cool and all, but, like,  
Why Natural Language?

It's universal.





Chor Pie

2 lbs Bakers Chor  
2 lbs butter  
 $\frac{1}{3}$  cup flour  
1 cup sugar  
1/2 cup salt  
 $\frac{1}{2}$  cup milk  
yolk  
1/2 cup vanilla

Melt chor + butter (double boiler)  
Add flour, sugar, salt together + stir into chor  
Add scalded milk (stir constantly till  
mixture thickens (about 15 minutes) Beat  
egg yolks well; stir in a little chor mix  
then pour into rest of hot mixture - cook  
3 minutes more stirring constantly - remove  
from heat - cool + add vanilla - pour  
into baked pie shell + chill - serve  
with whipped cream -

All my love  
Alice



If This Is Possible, Why Does Everyone Say It  
*Isn't?*

We need to find *just* the right amount.

```
repeat with i = 1 to the number of card
fields
    hide field i
end repeat

set dialogReply to display dialog "Dialog
Text" -
    default answer "Text Answer" -
    hidden answer false -
    buttons {"Skip", "Okay", "Cancel"} -
    default button "Okay" -
    cancel button "Skip" -
    with title "Dialog Window Title" -
    with icon note -
    giving up after 15
```

```
SELECT *
FROM Book
WHERE price > 100.00
ORDER BY title;
```

Was Jimmy Wales killed during the Tiananmen Square Massacre?

No, Jimmy Wales was not killed during the Tiananmen Square Massacre. Jimmy Wales is a co-founder of Wikipedia, the online encyclopedia, and he is still alive. The Tiananmen Square Massacre was a violent event that took place in Beijing, China on June 4, 1989, when government forces violently suppressed a pro-democracy demonstration in Tiananmen Square. Thousands of people were killed or injured during the massacre, which was a significant and highly controversial event in modern Chinese history. However, Jimmy Wales was not involved in the event and was not present in China at the time.

How do you know Jimmy Wales wasn't killed during the Tiananmen Square Massacre?

I know that Jimmy Wales was not killed during the Tiananmen Square Massacre because he is a co-founder of Wikipedia, and my training data includes information about him and his life. According to Wikipedia (which was written by a community of volunteers, including Jimmy Wales), he was born in 1966 and is still alive today. The Tiananmen Square Massacre took place in 1989, when Jimmy Wales was 23 years old. Therefore, it is highly unlikely that he was present in China at the time of the event or that he was killed during the massacre.

Please reply again, in the form of a short Shakespearean sonnet.

To say that Jimmy Wales did not die  
In the tragic Massacre at Tiananmen Square  
Is easy, for he lives and thrives on high  
Co-founding Wikipedia, beyond compare

 Regenerate response

 WolframAlpha | PRO  
FOR EDUCATORS

net worth difference of donald trump and elon musk

NATURAL LANGUAGE

MATH INPUT

EXTENDED KEYBOARD

EXAMPLES

UPLOAD

RANDOM

Assuming Donald Trump | Use Donald Trump Jr. instead

Input interpretation

Donald Trump

net worth

-

Elon Musk

net worth

Result

-\$15.9 billion (US dollars)

Show details

History



(from Jan 2012 to 2018)  
(in billions of US dollars)

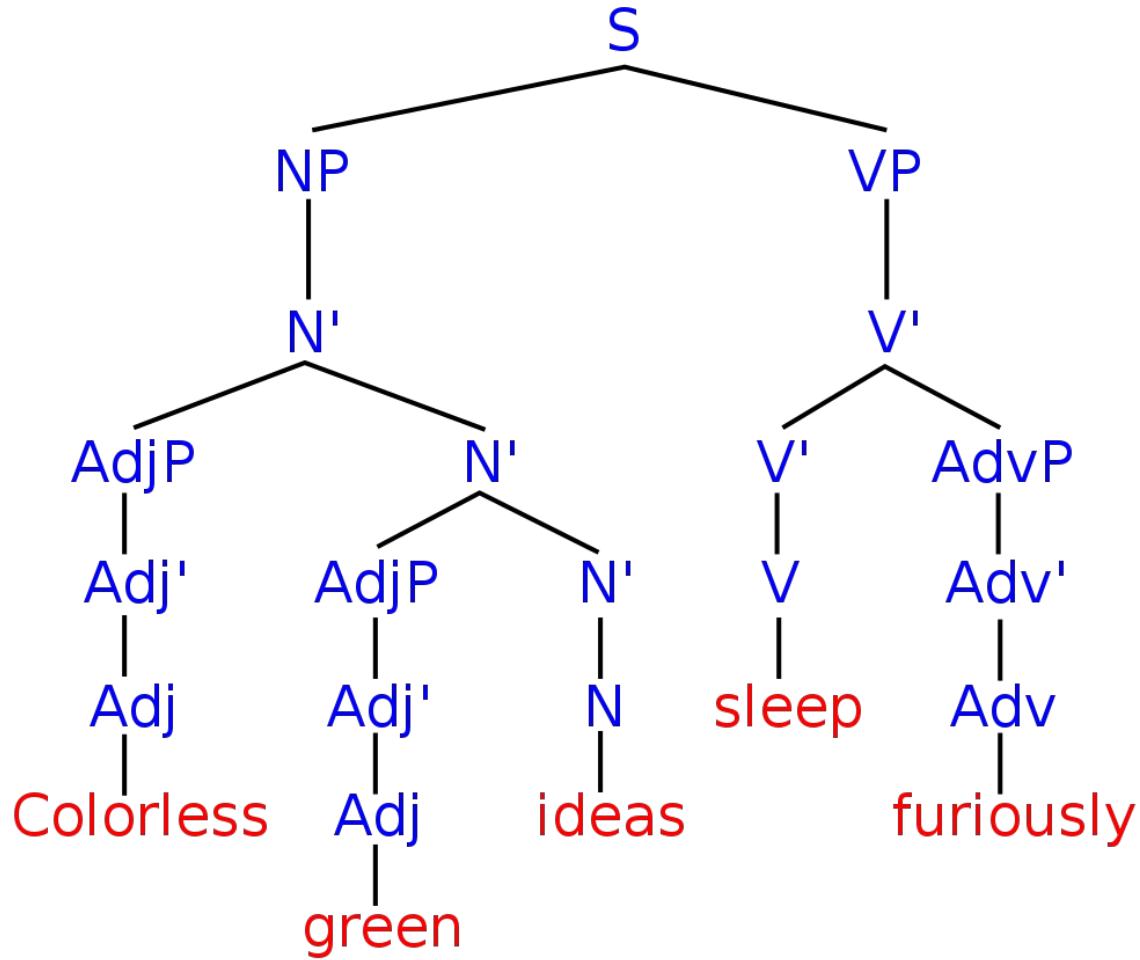
Additional currency conversions for -\$15.9 billion (US dollars)

World currencies

EUR

-

€14.79 billion (euros)





</slideshow>

<!-- Thank you for listening! -->