

Cours MALG & MOVEX

Overview of the course

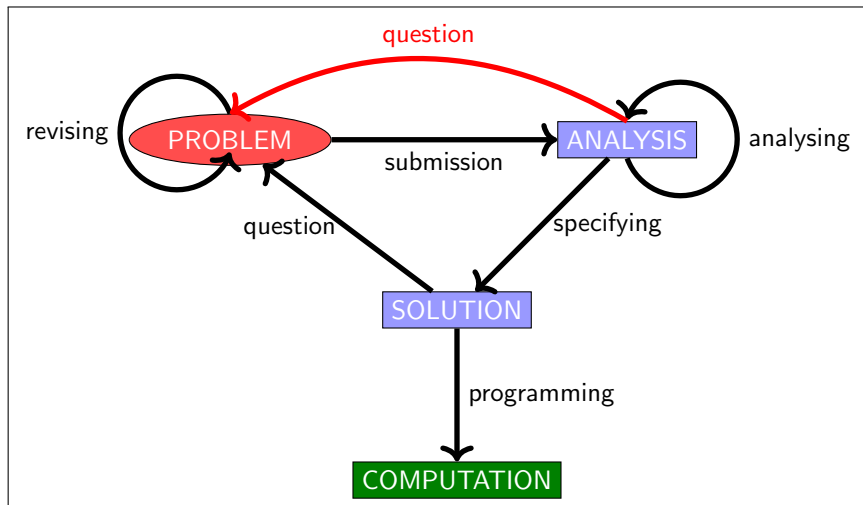
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- ① Tracking bugs in C codes
- ② Introduction by Example
 - Detecting overflows in computations
 - Computing the velocity of an aircraft on the ground
 - Computing the date of Easter
 - Computing how many days between two dates
- ③ Context and Objectives
- ④ Verification of program properties
- ⑤ Reprise ILSLE
- ⑥ Topics of course

Problem versus Solution



② Introduction by Example

Computing the velocity of an aircraft on the ground

Computing how many days between two dates

4 Verification of program properties

6 Topics of course

Listing 1 – Bug bug0

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

int main() {
    int x, y;
    // Seed the random number generator with the current time
    srand(time(NULL));
    // Generate a random number between 1 and 100
    x = rand() % 100 + 1;
    // Perform some calculations
    y = x / (100 - x);
    printf("Result: %d\n", y);
    return 0;
}
```


Listing 3 – Bug bug00

```
// Heisenbug
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
//
int main() {
    int x, y, i=0;
    for (i = 0; i <= 1000000; i++) {
        // Seed the random number generator with the current time
        srand(time(NULL));
        // Generate a random number between 1 and 100
        x = rand() % 100 + 1;
        printf("Result: -x=-%d\n", x);
        // Perform some calculations
        y = x / (100 - x);
        printf("Result: -i=%d--and-y=%d\n", i, y);
    }
    return 0;
}
```


Listing 5 – Bug bug000

```
// Heisenbug
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <limits.h>

int main() {
    int x, y, i=0;

    for (i = 0; i <= INT_MAX; i++) {
        // Seed the random number generator with the current time
        srand(time(NULL)+i);

        // Generate a random number between 1 and 100
        x = rand() % 100 + 1;

        printf(" Result:-x=-%d\n", x);
        // Perform some calculations
        y = x / (100 - x);

        printf(" Result:-i=%d - -%d\n", i, y);
    }

    return 0;
}
```

Listing 6 – Bug bug000

```
// Heisenbug
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <limits.h>

int main() {
    int x, y, i=0;

    for (i = 0; i <= INT_MAX; i++) {
        // Seed the random number generator with the current time
        srand(time(NULL)+i);

        // Generate a random number between 1 and 100
        x = rand() % 100 + 1;

        printf(" Result:-x=-%d\n", x);
        // Perform some calculations
        y = x / (100 - x);

        printf(" Result:-i=%d--%d\n", i, y);
    }

    return 0;
}
```

Iteration over the set of positive integers less than INT_MAX

Listing 7 – Bug bug1

```
#include <stdio.h>
#define n 5
int main() {
    int numbers[n] = {1, 2, 3, 4, 5};
    int sum = 0;

    // Attempt to calculate the sum of numbers in the array
    for (int i = 0; i <= n; i++) {
        sum += numbers[i];
    };
    int val = n*(n+1)/2;
    printf(" Iteratively-computed-sum=%d-and-direct-comutation-val=%d\n", sum, val);
    return 0;
}
```

Listing 8 – Bug bug1

```
#include <stdio.h>
#define n 5
int main() {
    int numbers[n] = {1, 2, 3, 4, 5};
    int sum = 0;

    // Attempt to calculate the sum of numbers in the array
    for (int i = 0; i <= n; i++) {
        sum += numbers[i];
    };
    int val = n*(n+1)/2;
    printf(" Iteratively -computed -sum=%d -and -direct -comutation -val=%d\n", sum, val);
    return 0;
}
```

Running bug1.c produces the output Iteratively computed sum=17 and direct computation val=15 and the error is quite simple. It is due to the definition of the size of the array and the role of n.

Listing 9 – Bug bug2

```
#include <stdio.h>

int main() {
    int x = 5;
    int y = 3;

    // Bug 1: Incorrect variable in the printf statement
    printf("The value of x is: %d\n", y);

    // Bug 2: Infinite loop
    while (x > 0) {
        printf("x is greater than 0\n");
    }

    return 0;
}
```

Listing 10 – Bug bug2

```
#include <stdio.h>

int main() {
    int x = 5;
    int y = 3;

    // Bug 1: Incorrect variable in the printf statement
    printf("The value of x is: %d\n", y);

    // Bug 2: Infinite loop
    while (x > 0) {
        printf("x is greater than 0\n");
    }

    return 0;
}
```

The loop does not end because the condition never becomes false.
This example is fairly obvious, but loops may not end.

Listing 11 – Bug bbug5

```
#include <stdio.h>

int binarySearch(int arr[], int n, int target) {
    int left = 0;
    int right = n - 1;

    while (left <= right) {
        int mid = (left + right) / 2;

        //
        if (arr[mid] == target) { //
            return mid;
        } else if (arr[mid] < target) {
            left = mid + 1; //
        } else {
            //
        }
    }

    return -1;
}

int main() {
    int arr[] = {1, 2, 3, 4, 5, 5, 6, 7, 8, 9, 78};
    int n = sizeof(arr) / sizeof(arr[0]);

    int target = 10;

    int result = binarySearch(arr, n, target);

    if (result != -1) {
        printf("Element-%d-found-at-index-%d\n", target, result);
    } else {
        printf("Element-%d-not-found-in-the-array\n", target);
    }

    return 0;
}
```


The bbug5.c programme is compiled with the -w option and returns the following message : Element 10 found at index 5. Errors are accumulated and the -w option allows questions to be raised. et on tr

Listing 13 – Bug bug5

```
#include <stdio.h>

int binarySearch(int arr[], int n, int target) {
    int left = 0;
    int right = n - 1;

    while (left <= right) {
        int mid = (left + right) / 2;

        // Bug 1: Incorrect comparison
        if (arr[mid] = target) { // Should be '==' for comparison, not '='
            return mid;
        } else if (arr[mid] < target) {
            left = mid + 1; // Bug 2: Update 'left' incorrectly
        } else {
            // Bug 3: Missing update for 'right' in the else case
        }
    }

    return -1;
}


int main() {
    int arr[] = {1, 2, 3, 4, 5, 5, 6, 7, 8, 9, 78};
    int n = sizeof(arr) / sizeof(arr[0]);

    int target = 10;

    int result = binarySearch(arr, n, target);

    if (result != -1) {
        printf("Element-%d-found-at-index-%d\n", target, result);
    } else {
        printf("Element-%d-not-found-in-the-array\n", target);
    }

    return 0;
}
```



The code is annotated with questions and answers.

Listing 15 – Bug bug6

```
#include <stdio.h>
#include <limits.h>

int divide(int a, int b) {
    if (b != 0) {
        return a / b; // Bug: Does not handle overflow
    } else {
        return 0;
    }
}

int main() {
    int x = INT_MIN;
    int y = -1;
    int result;
    result = 2 + x;
    printf("Result for result = 2 + x: %d\n", result);
    result = divide(x, y);
    printf("Result for result = divide(x, y): %d\n", result);
    return 0;
}
```

Listing 16 – Bug bug6

```
#include <stdio.h>
#include <limits.h>

int divide(int a, int b) {
    if (b != 0) {
        return a / b; // Bug: Does not handle overflow
    } else {
        return 0;
    }
}

int main() {
    int x = INT_MIN;
    int y = -1;
    int result;
    result = 2 + x;
    printf("Result for result = 2 + x: %d\n", result);
    result = divide(x, y);
    printf("Result for result = divide(x, y): %d\n", result);
    return 0;
}
```

Division by zero is considered and a condition guard the arithmetic operations, but division by -1 amounts to calculating the value $-\text{INT_MIN} = \text{INT_MIN} * (-1)$.

Listing 17 – Bug bug6bis

```
#include <stdio.h>
#include <limits.h>
#include <assert.h>

int divide(int a, int b) {
    if (b != 0) {
        return a / b; // Bug: Does not handle overflow
    } else {
        return 0;
    }
}

int main() {
    int x = INT_MIN;
    int y = -1;
    int result = divide(x,y);
    printf("Result for result = divide(x,y): %d\n", result);
    printf("Value of x=%d and value of y=%d\n", x,y);
    printf("Property: x == result*y + remainder\n");
    int test = result*y;
    printf("Value of test = result*y = %d\n", test);
    assert( x == result*y);
    printf("Property: x == result*y + remainder is tested ....\n");


    return 0;
}
```

Problems are caused by memory overflows and lead to strange results.

Division by zero is considered and a condition guard the arithmetic operations, but division by -1 amounts to calculating the value $\text{INT_MIN} = \text{INT_MIN} * (-1)$.



Listing 19 – Bug bug6ter



```
#include <limits.h>

int divide(int a, int b) {
    if (b != 0) {
        return a / b;
    } else {
        return 0;
    }
}
```


Listing 22 – Using frama-c bug6ter.c

```
[kernel] Parsing bug6ter.c (with preprocessing)
int divide(int a, int b)
{
    int __retres;
    if (b != 0) {
        /*@ assert rte: division_by_zero: b /= 0; */
        /*@ assert rte: signed_overflow: a / b <= 2147483647; */
        __retres = a / b;
        goto return_label;
    }
    else {
        __retres = 0;
        goto return_label;
    }
    return_label: return __retres;
}
```

Examples of bugs in C codes

- ▶ bug0.c prints *Result : 1*

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- ▶ bug00.c prints ... *Result : x= 94; Result : i=100000 15*

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- ▶ bug00.c prints ... *Result : x= 94; Result : i=100000 15*
- ▶ bug000.c prints *Floating point exception : 8* and is a version modified from bug00.c : `srand(time(NULL)+i);`

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- ▶ bug00.c prints ... *Result : x= 94; Result : i=100000 15*
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- ▶ *bug1.c* functional bug

- ▶ bug0.c prints *Result : 1*
- ▶ bug00.c prints ... *Result : x= 94; Result : i=100000 15*
- ▶ bug000.c prints *Floating point exception : 8* and is a version modified from bug00.c : `srand(time(NULL)+i);`
- ▶ *bug1.c* functional bug
- ▶ *bug2.c* stupid bug of writing a code

- ▶ bug0.c prints *Result : 1*
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- ▶ *bug1.c* functional bug
- ▶ *bug2.c* stupid bug of writing a code
- ▶ bug5.c prints *Element 10 found at index 5*

- ▶ bug0.c prints *Result : 1*
- ▶ bug00.c prints ... *Result : x= 94; Result : i=100000 15*
- ▶ bug000.c prints *Floating point exception : 8* and is a version modified from bug00.c : `srand(time(NULL)+i);`
- ▶ *bug1.c* functional bug
- ▶ *bug2.c* stupid bug of writing a code
- ▶ bug5.c prints *Element 10 found at index 5*
- ▶ bug6.c produces overflows ... and errors in arithmetic operations.

1 Tracking bugs in C codes

2 Introduction by Example

Detecting overflows in computations

Computing the velocity of an aircraft on the ground

Computing the date of Easter

Computing how many days between two dates

3 Context and Objectives

4 Verification of program properties

5 Reprise ILSLE

6 Topics of course

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Listing 23 – Function average

```
#include <stdio.h>
#include <limits.h>
int average(int a, int b)
{
    return ((a+b)/2);
}

int main()
{
    int x, y;
    x=INT_MAX; y=INT_MAX;
    printf(" Average - - for -%d - and -%d - is -%d\n" , x, y ,
        average(x, y));
    return 0;
}
```

Execution produces a result

Average for 2147483647 and 2147483647 is -1

Execution produces a result

Average for 2147483647 and 2147483647 is -1

Using frama-c produces a required annotation

```
int average(int a, int b)
{
    int __retres;
    /*@ assert rte: signed_overflow: -2147483648 <= a + b; */
    /*@ assert rte: signed_overflow: a + b <= 2147483647; */
    __retres = (a + b) / 2;
    return __retres;
}
```

Listing 24 – Function average.....

```
#include <stdio.h>
#include <limits.h>
/*@ requires 0 <= a;
    requires a <= INT_MAX ;
    requires 0 <= b;
    requires b <= INT_MAX ;
    requires 0 <= a+b;
    requires a+b <= INT_MAX ;
    ensures \result <= INT_MAX;
*/
int average(int a,int b)
{
    return((a+b)/2);
}

int main()
{
    int x,y;
    x=INT_MAX / 2;y=INT_MAX / 2;
    // printf("Average for %d and %d is %d\n",x,y,
    //      );
    return average(x,y);
}
```

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- ▶ Estimated ground velocity of the aircraft should be available only if it is within 3 km/hr of the true velocity at some moment within past 3 seconds

▶ NG velocity system :

- **Hardware :**

- ▶ *Electro-mechanical sensor* : detects rotations
- ▶ *Two 16-bit counters* : Rotation counter, Milliseconds counter
- ▶ *Interrupt service routine* : updates rotation counter and stores current time.

- **Software :**

- ▶ *Real-time operating system* : invokes update function every 500 ms
- ▶ *16-bit global variable* : for recording rotation counter update time
- ▶ *An update function* : estimates ground velocity of the aircraft.

▶ Input data available to the system :

- *time* : in milliseconds
- *distance* : in inches
- *rotation angle* : in degrees

▶ Specified system performs velocity estimations in *imperial* unit system

▶ **Note** : expressed functional requirement is in *SI* unit system (km/hr).

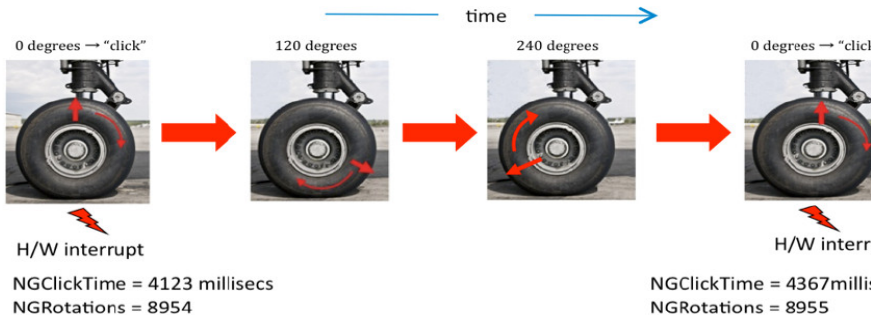
What are the main properties to consider for formalization ?

- ▶ Two different types of data :
 - counters with modulo semantics
 - non-negative values for time, distance, and velocity
- ▶ Two dimensions : *distance* and *time*
- ▶ Many units : distance (inches, kilometers, miles), time (milliseconds, hours), velocity (kph, mph)
- ▶ And interaction among components

How should we model ?

- ▶ Designer needs to consider units and conversions between them to manipulate the model
- ▶ One approach : Model units as *sets*, and conversions as constructed types – *projections*.
- ▶ Example :
 - 1 $estimateVelocity \in \text{MILES} \times \text{HOURS} \rightarrow \text{MPH}$
 - 2 $mphTokph \in \text{MPH} \rightarrow \text{KPH}$

Sample Velocity Estimation



WHEEL_DIAMETER = 22 inches
PI = 3.14

12 inches/foot
5280 feet/mile

estimatedGroundVelocity = distance travel/elapsed time
= $((3.14 * 22) / (12 * 5280)) / ((4367 - 4123) / (1000 * 3600))$
= 16 mph

Safety Property

- ▶ Storing the number of *NGClick* in a n-bit variable *VNGClick*
- ▶ Integers are denoted by the set *Int* and is simply defined by the interval $Int \hat{=} INT_MIN..INT_MAX$.
- ▶ Safety requirement :
The value of VNGClick is always in the range of implementation Int or equivalently $VNGClick \in Int$
- ▶ $Length = \pi \cdot diameter \cdot VNGClick$ (mathematical property)
- ▶ $Length \leq 6000$ (domain property)
- ▶ $\pi \cdot diameter \cdot VNGClick \leq 6000$
- ▶ $VNGClick \leq 6000 / (\pi \cdot diameter)$
- ▶ if $n=8$, then $2^7 - 1 = 127$ and
 $6000 / (\pi \cdot [22, inch]) = 6000 / (\pi \cdot 55, 88) = 6000 / (3, 24 \cdot [55, 88, cm]) = 6000 / (3, 24 \cdot 0.5588) \approx 3419$ and the condition of safety can not be satisfied in any situation.
- ▶ if $n=16$, then $2^{15} - 1 = 65535$ and $6000 / (\pi \cdot [22, inch]) \approx 3419$ and the condition of safety can be satisfied in any situation since

Safety Property

- ▶ Storing the number of `NGClick` in a `n`-bit variable `VNGClick`
- ▶ Integers are denoted by the set *Int* and is simply defined by the interval $Int \hat{=} INT_MIN..INT_MAX$.
- ▶ Safety requirement :
*The value of `VNGClick` is always in the range of implementation *Int* or equivalently $VNGClick \in Int$*

$$RTE_VNGClick : 0 \leq vNGClick \leq INT_MAX \quad (1)$$

- ▶ The current value of `VNGClick` is always bounded by the two values 0 and `INT_MAX`.

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Computing the date of easter

Easter is the Sunday following the first full moon of spring, that is, according to the definition established by the Council of Nicea in 325 :
"Easter is the Sunday following the 14th day of the Moon which reaches that age on or immediately after March 21."

According to this definition, Easter falls between March 22 and April 25 of each year.

- ▶ Easter date 2019 : 20 march / 21 avril
- ▶ Easter date 2020 : 7 april / 12 april
- ▶ Easter date 2021 : 28 march / 4 april
- ▶ Easter date 2022 : 16 april / 17 april 2022
- ▶ Easter date 2023 : 6 april / 9 april 2023
- ▶ Easter date 2024 : 25 march / 31 march 2024
- ▶ Easter date 2025 : 12 april / 20 april 2025
- ▶ Easter date 2026 : 2 april / 5 april 2026

- ▶ The year is given as a number year
- ▶ The date of Easter is computed as a date day and month

General Protocol for Computing the Date of Easter

- ▶ Easter is a Sunday.
- ▶ Date of the spring full moon `full-moon-day` and `full-moon-month` from the 21st of March.
- ▶ `full-moon-month` is either 3 or 4.
- ▶ The earliest date is March 22nd
- ▶ Determine the First Sunday just after the spring full moon

Listing 25 – Using C function for date of Easter

```
*****  
* year * day * month *  
*****  
* 2019 * 21 * April *  
*****  
* 2020 * 12 * April *  
*****  
* 2021 * 4 * April *  
*****  
* 2022 * 17 * April *  
*****  
* 2023 * 9 * April *  
*****  
* 2024 * 31 * March *  
*****  
* 2025 * 20 * April *  
*****  
* 2026 * 5 * April *  
*****  
*****
```

- ▶ The day of Spring namely March 21 : $dspring = (21, 3)$ (**domain property**)
- ▶ The table of Full Moon of the current year : $tfullmoon[NFM]$ (**domain property**)
- ▶ Computing the date of the first full moon of Spring :
 $dfullmoon = tfullmoon[i]$ where $i \in 0..NFM-1$ (**algorithmic property**)
- ▶ Computing the date of the next Sunday starting from
 $nextday(dfullmoon)$ (**algorithmic property**)

Tryptich \mathcal{D}, \mathcal{A} sat \mathcal{R}

- ▶ \mathcal{D} (domain of problem) contains informations on Moon Phases.
- ▶ \mathcal{R} (requirements or prescription) expresses the day of Easter following the rule.
- ▶ \mathcal{A} (algorithm or program or protocol) contains the different algorithms used for computing necessary informations.

- ▶ Verification : techniques and tools applied to check the *internal* relationship between the three components $\mathcal{D}, \mathcal{A}, \mathcal{R}$
- ▶ Validation : techniques and tools applied to check the *external* relationship between the three components $\mathcal{D}, \mathcal{A}, \mathcal{R}$ and external entities.

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Computing the number of days for waiting a given future date ?

You may want to get the number of days between the current day and a future day :

- ▶ Number of days until Christmas
- ▶ Number of days until Retirement
- ▶ Notification of an event three days before a given date.
- ▶ ...

What is the next day of a given date ?

- ▶ Domain Properties related to dates and calendars :
 - A year is made up of 12 months
 - There are two kinds of months 30 days and 31 days but one month has 28 days and 29 days when the year is a leapyear.
- ▶ Mathematical definition of a leapyear

Listing 26 – pre/post specification for leapyear(int year)

```
#ifndef _LEAP_H
/*@ requires -5000 <= year;
   @ ensures year % 400 == 0 ==> \result == 1;
   @ ensures year % 400 != 0 && year % 100 != 0 && year % 4 == 0 ==> \result == 1;
   @ ensures year % 400 != 0 && year % 100 != 0 && year % 4 != 0 ==> \result == 0;
   @ ensures \result == 1 ==> (year % 400 == 0) || (year % 400 != 0 && year % 100 != 0 && year % 4 == 0);
   @ ensures \result == 0 ==> (year % 400 != 0) && (year % 400 == 0 || year % 100 == 0 || year % 4 != 0);
*/
int leapyear(int year);
#endif
```

Listing 27 – Using C function for date of Easter

```
#include "leapyear.h"

int leapyear(int year)
{
    int r=0; // = 0;
    // leap year if perfectly divisible by 400
    if (year % 400 == 0) {
        r = 1; //printf("%d is a leap year.", year);
    }
    // not a leap year if divisible by 100
    // but not divisible by 400
    else if (year % 100 == 0) {
        r=0; // printf("%d is not a leap year.", year);
    }
    // leap year if not divisible by 100
    // but divisible by 4
    else if (year % 4 == 0) {
        r=1; // printf("%d is a leap year.", year);
    }
    // all other years are not leap years
    else {
        r=0; // printf("%d is not a leap year.", year);
    };

    return r;
}
```


Computing a sequence of dates

- ▶ Computing the number of days from `fromdate` till `todate` is following a sequence :

$$d_0 = \text{fromdate} \xrightarrow{\text{nextday}} d_1 \xrightarrow{\text{nextday}} d_2 \dots \xrightarrow{\text{nextday}} d_{n-1} \xrightarrow{\text{nextday}} d_n = \text{todate}$$

- ▶ The value of n is not known and is in fact the number we want to compute.
- ▶ Define a function `nextday` which is returning the next day of a given day.
- ▶ A date is a triple as (d,m,y) and is satisfying the function :

Listing 28 – `checkdate(struct date now)`

```
#include "structure.h"
#include "leapyear.h"
struct date;
#include "checkdate.h"

int checkdate(struct date now)
{
    int r=0;
    int day=now.day, month=now.month, year=now.year, aleapday;
    int aleapyear=leapyear(year);
    if ( month == 12 || month == 1 || month == 3 || month == 5 || month == 7 || month == 8 || month == 10 || month == 11 )
    {
        if ( 1 <= day && day <= 31 ) {r=1;};
    } else if ( month == 4 || month == 6 || month == 9 || month == 11 ) {
        if ( 1 <= day && day <= 30 ) {r=1;};
    } else if ( aleapyear==1 && month == 2 ) {
        if ( 1 <= day && day <= 29 ) {r=1;};
    } else if ( aleapyear==0 && month == 2 ) {
        if ( 1 <= day && day <= 28 ) {r=1;};
    }
    return r;
}
```

Listing 29 – nextday(struct date now)

```
#include "structure.h"
#include "leapyear.h"
#include "checkdate.h"
struct date;
#include "nextday.h"

struct date  nextday(struct date now)
{
    struct date r;
    int day=now.day, month=now.month, year=now.year, aleapday;
    int  aleapyear=leapyear(year);
    int nday=day, nmonth=month, nyear=year;
    if ( month == 12 || month == 1 || month == 3 || month == 5 || month == 7 || month == 8 || month == 10
        if (day < 31) {nday=day+1;} else if (day == 31 && month != 12) {nday=1;nmonth=month+1;} else {nday=1;
    } else if (month == 4 || month == 6 || month == 9 || month == 11) {
        if (day < 30) {nday=day+1;} else if (day == 30 ) {nday=1;nmonth=month+1;};
    } else if ( aleapyear==1 && month == 2 && day == 29 ) {nday=1; nmonth=3;}
    else if ( aleapyear==1 && month == 2 && day != 29 ) {nday=day+1;}
    else if ( aleapyear==0 && month == 2 && day == 28 ) {nday=1; nmonth=3;}
    else if ( aleapyear==0 && month == 2 && day != 28 ) {nday=day+1;}
    else {nday=day + 1;}

    r.day = nday;
    r.month = nmonth;
    r.year = nyear;
    return r;
}
```

int daytilldate(struct date currentdate, struct date futuredate)

Listing 30 – int daytilldate(struct date currentdate, struct date futuredate)

```
#include "structure.h"
#include "leapyear.h"
#include "checkdate.h"
#include "nextday.h"
struct date;
#include "daytilldate.h"

int daytilldate(struct date currentdate, struct date futuredate)
{
    int r=0;
    struct date d=currentdate;
    while (d.day != futuredate.day || d.month != futuredate.month || d.year != futuredate.year) {
        r++;
        d = nextday(d);
    };
    return r;
}
```

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6 Topics of course

- ▶ Software Systems assist our daily lifes
- ▶ Questions on dependability and security assurance should be addressed
- ▶ Questions on certification with respect to norms and standards
- ▶ Improving the life-cycle development for addressing these questions

Critical System

Critical systems are systems in which defects could have a dramatic impact on human life or the environment.

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System failure

Software failure or fault of complex systems is the major cause in the software crisis. For example,

- ▶ **Therac-25 (1985-1987)** : six people overexposed through radiation.
- ▶ **Cardiac Pacemaker (1990-2002)** : 8834 pacemakers were explanted.
- ▶ **Insulin Infusion Pump (IIP) (2010)** : 5000 adverse events.

- ▶ Safety-critical systems : A system whose failure may result in injury, loss of life or serious environmental damage. **An example of a safety-critical system is a control system for a chemical manufacturing plant.**
- ▶ Mission-critical systems : A system whose failure may result in the failure of some goal-directed activity. **An example of a mission-critical system is a navigational system for a spacecraft.**
- ▶ Business-critical systems : A system whose failure may result in very high costs for the business using that system. **An example of a business-critical system is the customer accounting system in a bank.**

Issue

The high costs of failure of critical systems means that trusted methods and techniques must be used for development.

- ▶ Legacy systems are socio-technical computer-based systems that have been developed in the past, often using older or obsolete technology.
- ▶ Legacy systems include not only hardware and software but also legacy processes and procedures ;old ways of doing things that are difficult to change because they rely on legacy software. Changes to one part of the system inevitably involve changes to other components.
- ▶ Legacy systems are often business-critical systems. They are maintained because it is too risky to replace them.
- ▶ For example, for most banks the customer accounting system was one of their earliest systems.

Software Process

A software process is a structured set of activities required to develop a software system : Spiral Model, Waterfall Model, V-Shaped Model, etc.

A software process involve the following steps :

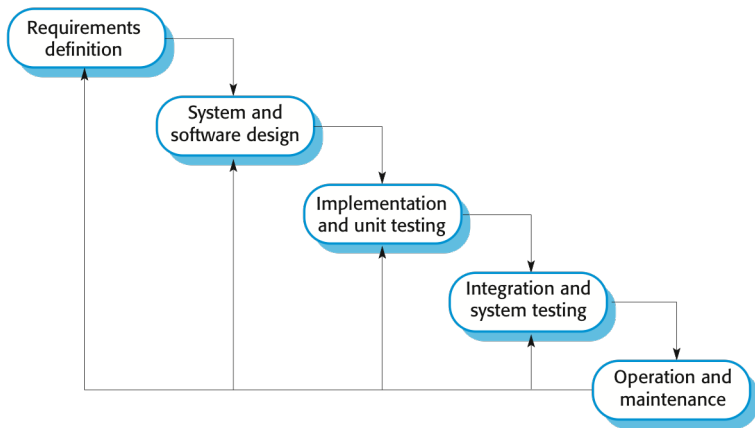
- ▶ Specification *defining what the system should do ;*
- ▶ Design and implementation *defining the organization of the system and implementing the system ;*
- ▶ Validation *checking that it does what the customer wants ;*
- ▶ Evolution *changing the system in response to changing customer needs.*

software process model

A software process model is an abstract representation of a process. It presents a description of a process from some particular perspective.

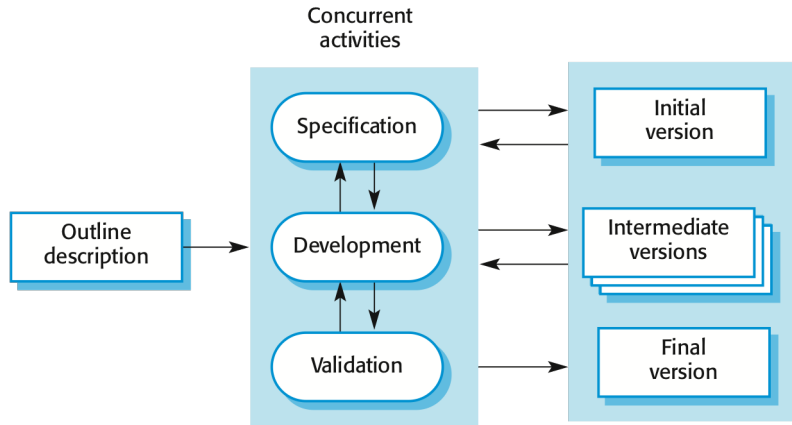
- ▶ The waterfall model : Plan-driven model ; Separate and distinct phases of specification and development.
- ▶ Incremental development : Specification, development and validation are interleaved ; plan-driven or agile.
- ▶ Reuse-oriented software engineering : The system is assembled from existing components ; plan-driven or agile.

The Waterfall Model

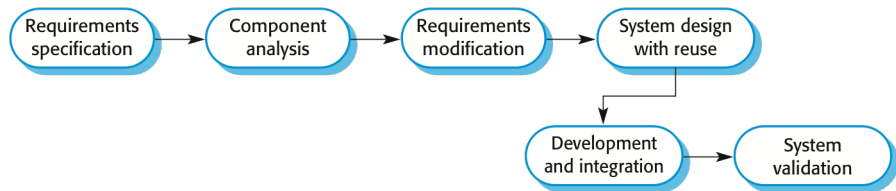


(from Software Engineering by Ian Sommerville)

The Incremental Model

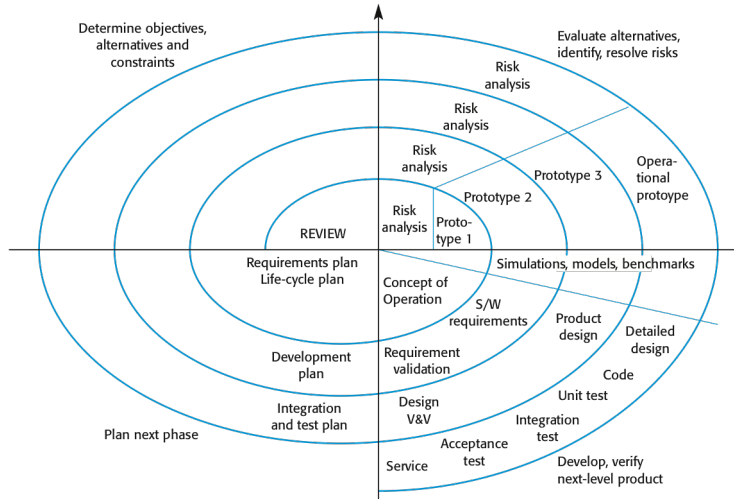


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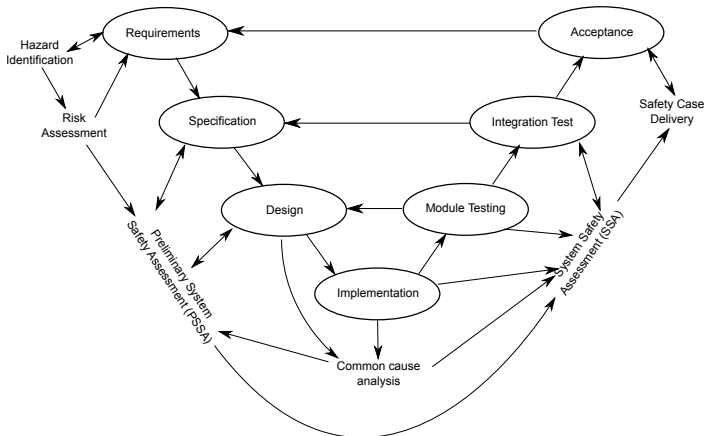


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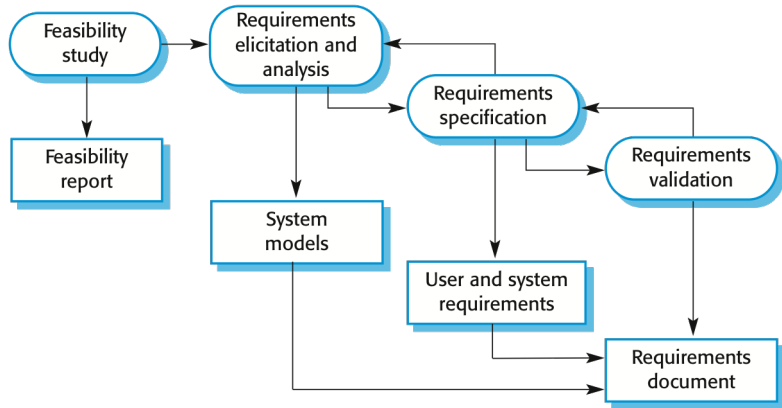
Boehm's spiral model of the software process



(from Software Engineering by Ian Sommerville)



(from Software Engineering by Ian Sommerville)



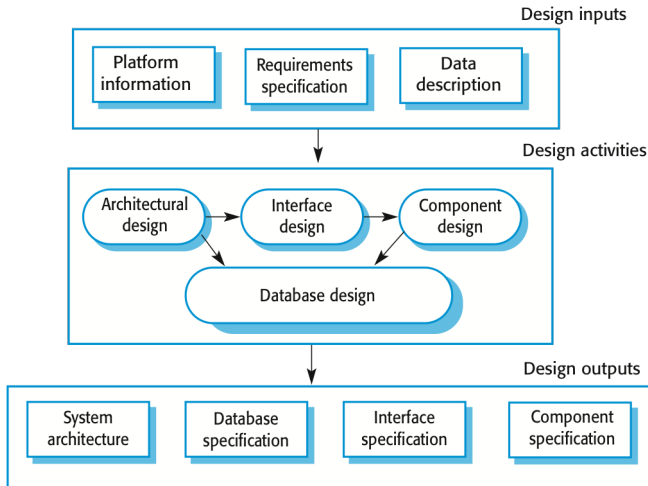
(from Software Engineering by Ian Sommerville)

Requirement Engineering

The process of establishing what services are required and the constraints on the system's operation and development.

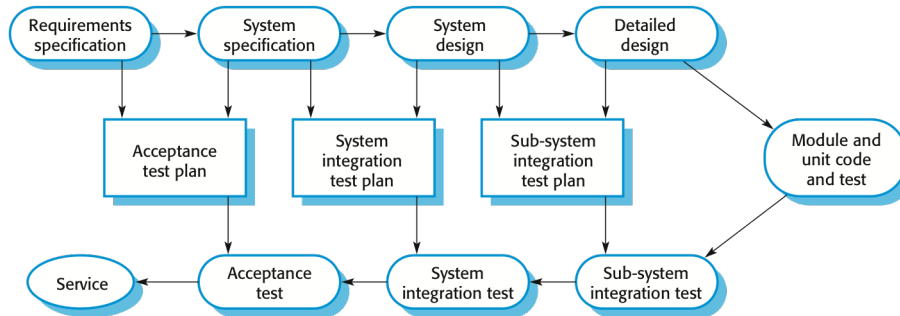
- ▶ Feasibility study : Is it technically and financially feasible to build the system ?
- ▶ Requirements elicitation and analysis : What do the system stakeholders require or expect from the system ?
- ▶ Requirements specification : Defining the requirements in detail
- ▶ Requirements validation : Checking the validity of the requirements

General Model of the Design Process



(from Software Engineering by Ian Sommerville)

Testing phases in a plan-driven software process



(from Software Engineering by Ian Sommerville)

SIL

Safety integrity level (SIL) is defined as a relative level of risk-reduction provided by a safety function, or to specify a target level of risk reduction. In simple terms, SIL is a measurement of performance required for a safety instrumented function (SIF).

- ▶ The European functional safety standards based on the IEC 61508 standard defines four SILs (with SIL 4 the most dependable and SIL 1 the least).
- ▶ A SIL is determined based on a number of quantitative factors in combination with qualitative factors such as development process and safety life cycle management.

- ▶ Probability of Failure on Demand during 10 years.
- ▶ SILs :
 - SIL4 : Conséquence très importante sur la communauté entraînant une réduction du danger de 10 000 à 100 000.
 - SIL3 : Conséquence très importante sur la communauté et les employés entraînant une réduction du danger de 1 000 à 10 000.
 - SIL2 : Protection importante de l'installation, de la production et des employés entraînant une réduction du danger de 100 à 1000.
 - SIL1 : Faible protection de l'installation, de la production entraînant une réduction du danger de 10 à 100.

Grâce à une grande maîtrise en calcul formel, en sécurité de fonctionnement et à l'utilisation de la méthode B (beaucoup utilisée en milieu industriel pour réaliser des logiciels sécuritaires prouvés), ClearSy System Engineering est qualifiée pour mener à bien des projets nécessitant un contexte de certification de niveau SIL 2, SIL 3, ou SIL 4, selon la norme 61508.

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6 Topics of course

- ▶ Typing Properties using Typechecker (see for instance functional programming languages as ML, CAML, OCAML, ...)
- ▶ Invariance and safety (*A nothing bad will happen !*) properties for a program P :
 - Transformation of P into a relational model M simulating P
 - Expression of safety properties :
$$\forall s, s' \in \Sigma. (s \in \text{Init}_S \wedge s \xrightarrow{*} s') \Rightarrow (s' \in A).$$
 - Definition of the set of reachable states of P using M :
$$\text{REACHABLE}(M) = \text{Init}_S \cup \longrightarrow [\text{REACHABLE}(M)]$$
 - Main property of $\text{REACHABLE}(M)$: $\text{REACHABLE}(M) \subseteq A$
 - Characterization of $\text{REACHABLE}(M)$:
$$\text{REACHABLE}(M) = \text{FP}(\text{REACHABLE}(M))$$

- ▶ Proving automatically $\text{REACHABLE}(M) \subseteq A$:

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- ▶ Proving automatically $\text{REACHABLE}(M) \subseteq A$: changing the domain and solving in another domain as abstract interpretation if making possible
- ▶ Proving automatically $\text{REACHABLE}(M) \subseteq A$: approximating semantics of programs

- A problem $x \in P$ is generally stated by the function $\chi_{x \in P}$ where $\chi_{x \in P}(u) = 1$, if $P(u)$ is true and $\chi_{x \in P}(u) = 0$, if $P(u)$ is false :
- Problem 1 : $x \in 0..n$ where $n \in \mathbb{N}$
 - Problem 1 : $w \in \mathcal{L}(G)$ where G is a grammar over the finite set of alphabet symbols Σ and $\mathcal{L}(G) \subseteq \Sigma^*$.

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- ▶ A problem $x \in P$ is decidable, when the function $\chi_{x \in P}$ is computable or more precisely the function can be computed by a program
- ▶ Problem of the correctness of a program :
 - Assume that \mathcal{F} is the set of unary function over natural numbers : $\mathcal{F} = \mathbb{N} \rightarrow \mathbb{N}$.
 - $\mathcal{C} \subseteq \mathcal{F}$: the set of computable (or programmable) functions is \mathcal{C}
 - $f \in \mathcal{C} = \{\Phi_0, \Phi_1, \dots, \Phi_n, \dots\}$: the set of computable functions is denumerable.
 - The problem $x \in \text{dom}(\Phi_y)$ is not decidable and it expresses the correctness of programs.

Implicit versus explicit

- ▶ Writing $101 = 5$ can have a meaning

Implicit versus explicit

- ▶ Writing $101 = 5$ can have a meaning
- ▶ The code for the number n is 101 to the left of the symbol $=$ and the code for the number n is its representation in base 10 to the right.
- ▶ $n_{10} = 5$ and $n_2 = 101$
- ▶ Verification : $base(2, 10, 101) = 1.2^2 + 0.2 + 1.2^0 = 5_{10}$

- ▶ A train moving at absolute speed $spd1$
- ▶ A person walking in this train with relative speed $spd2$
 - One may compute the absolute speed of the person
- ▶ Modelling
 - Syntax. Classical expressions
 - ▶ Type $Speed = Float$
 - ▶ $spd1, spd2 : Speed$
 - ▶ $AbsoluteSpeed = spd1 + spd2$
 - Semantics
 - ▶ If $spd1 = 25.6$ and $spd2 = 24.4$ then $AbsoluteSpeed = 50.0$
 - ▶ If $spd1 = "val"$ and $spd2 = 24.4$ then exception raised
 - Pragmatics
 - ▶ What if $spd1$ is given in *mph* (miles per hour) and $spd2$ in *km/s* (kilometers per second) ?
 - ▶ What if $spd1$ is a relative speed ?

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6 Topics of course

- ▶ A program P *produces* results à from data according to its semantics :
 - STATES is the set of all states of P : $STATES = X \rightarrow \mathbb{Z}$ where X denotes the variables of P .
 - s_0 and s_f are two states of STATES : $\mathcal{D}(P)(s_0) = s_f$ means that P is executed from state s_0 and produces state s_f .
 - For a current state s of P , we will denote $s(X) = x$ to distinguish the value of the variable X and its current value in s :

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- A program P *fulfils* a contract (pre,post) :

- P transforms a variable x from an initial value x_0 and producing a final value x_f : $x_0 \xrightarrow{P} x_f$
- x_0 satisfies pre : $\text{pre}(x_0)$
- x_f satisfies post : $\text{post}(x_0, x_f)$
- $\text{pre}(x_0) \wedge x_0 \xrightarrow{P} x_f \Rightarrow \text{post}(x_0, x_f)$

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- ▶ P transforms a variable x from an initial value x_0 and producing a final value x_f : $x_0 \xrightarrow{P} x_f$
- ▶ x_0 satisfies pre : $\text{pre}(x_0)$ and x_f satisfies post : $\text{post}(x_0, x_f)$
- ▶ $\text{pre}(x_0) \wedge x_0 \xrightarrow{P} x_f \Rightarrow \text{post}(x_0, x_f)$

requires $\text{pre}(x_0)$

ensures $\text{post}(x_0, x_f)$

variables X

begin

$0 : P_0(x_0, x)$

instruction₀

...

$i : P_i(x_0, x)$

...

instruction _{$f-1$}

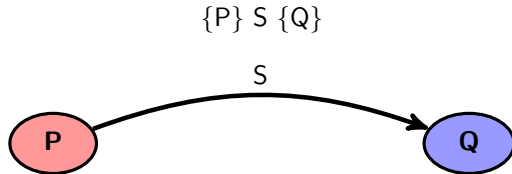
$f : P_f(x_0, x)$

end

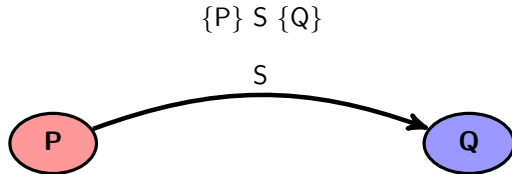
▶ $\text{pre}(x_0) \wedge x = x_0 \Rightarrow P_0(x_0, x)$

▶ $P_f(x_0, x) \Rightarrow \text{post}(x_0, x)$

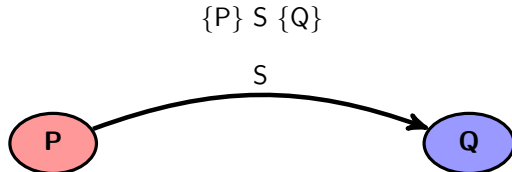
▶ some conditions for verification
related to pairs $\ell \longrightarrow \ell'$



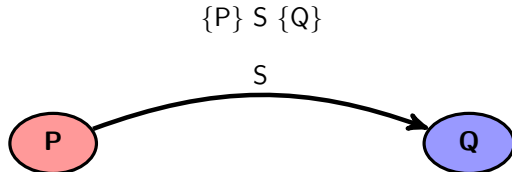
Asserted Program $\{P\} S \{Q\}$



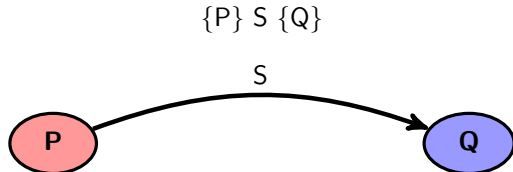
► $\{P\} S \{Q\}$: *asserted program*



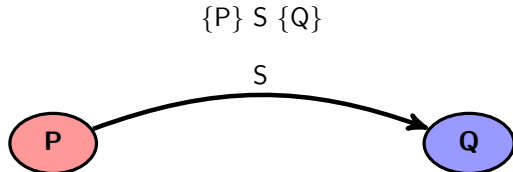
- ▶ $\{P\} S \{Q\}$: *asserted program*
- ▶ $P \Rightarrow WP(S)(Q)$: *logical formula*



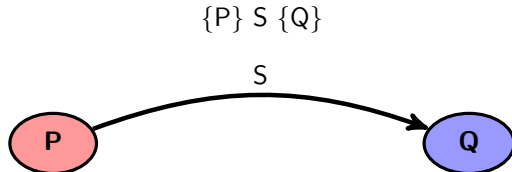
- ▶ $\{P\} S \{Q\}$: *asserted program*
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- ▶ $C(S) \vdash P \Rightarrow WP(S)(Q)$: *logical formula*



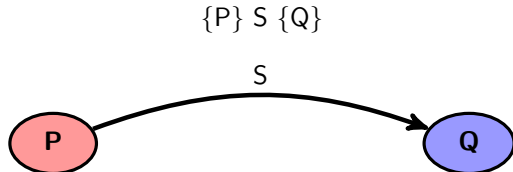
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- ▶ $SP(S)(P) \Rightarrow Q$: *logical formula*



- ▶ $\{P\} S \{Q\}$: *asserted program*
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- ▶ $C(S) \vdash SP(S)(P) \Rightarrow Q$: *logical formula*

Predicate Transformer

$WP(S)(Q)$ is the Weakest-Precondition of S for Q and is a predicate transformer but $WP(S)(.)$ is not a computable function over the set of predicates.

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Summary

Modelling, specification and verification (MALG1/MOVEX1)

Modelling, specification and verification (MALG1/MOVEX1)

- ▶ Set-theoretical notations using the Event-B modelling language.
- ▶ Relational modelling of a program or an algorithm.
- ▶ Program properties as safety, invariance, pre and post conditions.
- ▶ Design by contract.
- ▶ Method for proving invariance properties of programs and induction principles as Floyd's method, Hoar logics,
- ▶ Techniques for Model-Checking.
- ▶ Tools : the toolset TLAPS, the toolset Frama-c.

Summary

Logics (MALG1/MOVEX1)

Logics (MALG1/MOVEX1)

- ▶ Propositional Formulae and first order formulae
- ▶ Models
- ▶ Sequents Calculus
- ▶ Proofs and deduction
- ▶ Resolution
- ▶ Tools : toolsets TLAPS and Frama-c

Summary

Fixed-Point Theory (MALG2)

Fixed-Point Theory (MALG2)

- ▶ Complete Partially Ordered Sets (CPO) and Complete Lattices
- ▶ Fixed-Point Theorems : Kleene, Tarski, ...
- ▶ Abstract Interpretation
- ▶ Galois Lattices
- ▶ Static analysis of Programs by abstract interpretation.
- ▶ Semantics of programs

Summary

Computability, Decidability, complexity, Undecidability (MALG2)

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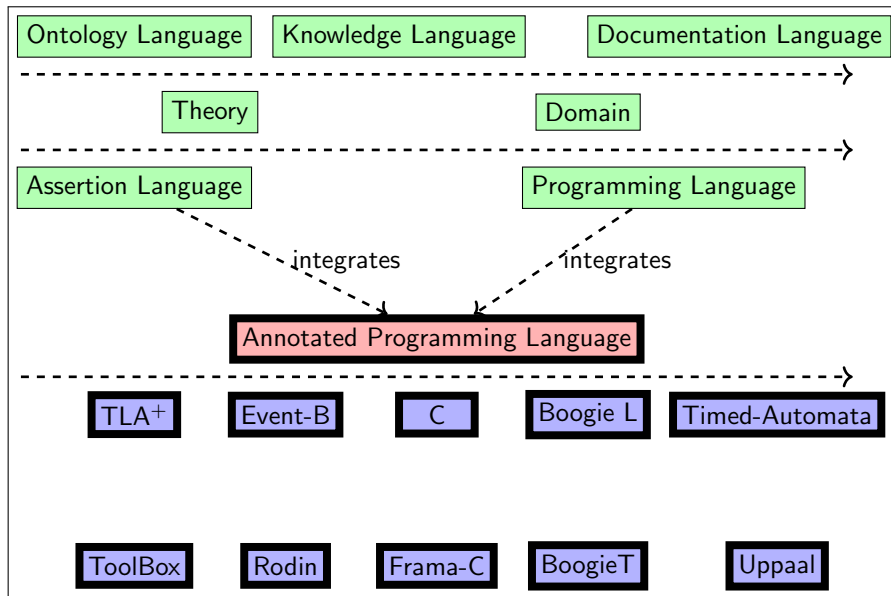
- ▶ Models of computing : Turing Machines, Partially Recursive Functions, URM, ...
- ▶ Church's Thesis
- ▶ Decidability
- ▶ Undecidability
- ▶ Complexity

Summary

(MOVEX2)

- ▶ Fixed-point theory and its applications to semantics
- ▶ The LUSTRE language
- ▶ Kind2 synchronous modelling

Summary of concepts



Summary

Tools (MALG - MOVEX)

Tools (MALG - MOVEX)

- ▶ The TLA⁺ ToolBox
- ▶ Frama-C
- ▶ Kind2

- ▶ Documents on Arche MODELS AND ALGORITHMS with the password *mery2023* and at the following link :
<https://mery54.github.io/teaching/movex/>
- ▶ Alternating lectures and tutorials with sessions on personal computers.
- ▶ Two tutorial groups
- ▶ Virtual machine and telecom machines with the software installed.