

**The University of Iowa**

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**CS:5810**

**Formal Methods in Software Engineering**

# **Introduction**

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## A TRUISM

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Software has become critical to modern life

- Process Control (oil, gas, water, ...)
- Transportation (air traffic control, ...)
- Health Care (patient monitoring, device control ...)
- Finance (automatic trading, bank security ...)
- Defense (intelligence, weapons control, ...)
- Manufacturing (precision milling, assembly, ...)

# EMBEDDED SOFTWARE

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Software systems are embedded everywhere



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Some of them are **critical**



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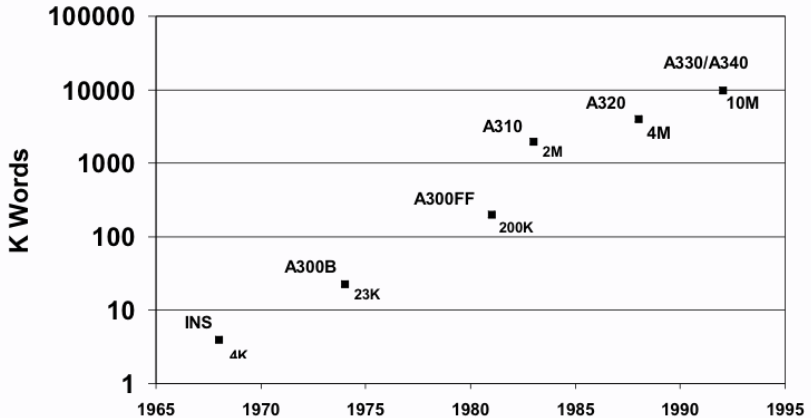
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**Failing software costs money and life!**

# SOFTWARE SYSTEMS ARE GROWING VERY LARGE

Millions of LOCs in aircraft software



## SOFTWARE SYSTEMS ARE GROWING VERY LARGE

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Car software:

- The GM Volt contains +10M lines of code: how do you verify that?
- Current cars admit hundreds of onboard functions: how do you cover their combination?

E.g., does braking when changing the radio station and starting the windscreen wiper, affect air conditioning?

## FAILING SOFTWARE COSTS MONEY

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- Thousands of dollars for each minute of factory down-time
- Huge losses of monetary and intellectual investment
  - Rocket boost failure (e.g., Ariane 5)
- Business failures associated with buggy software
  - (e.g., Ashton-Tate dBase)



# FAILING SOFTWARE COSTS LIVES

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- Potential problems are obvious:
  - Software used to control nuclear power plants
  - Air-traffic control systems
  - Spacecraft launch vehicle control
  - Embedded software in cars
  
- A well-known and tragic example:  
Therac-25 radiation machine failures

# THE PECULIARITY OF SOFTWARE SYSTEMS

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Tiny faults can have catastrophic consequences

Software seems particularly prone to faults:

- Ariane 5
- Mars Climate Orbiter, Mars Sojourner
- London Ambulance Dispatch System
- Denver Airport Luggage Handling System
- Pentium-Bug
- (more at <http://www5.in.tum.de/~huckle/bugse.html>)

Rare bugs can happen

- Lifetime of a civil aircraft  $\equiv$  30 years
- Lifetime of a car  $<$  10 years but ... 1 billions cars in 2010

## OBSERVATION

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### **Building software is what most of you will do after graduation**

- You'll be developing systems in the context above
- Given the increasing importance of software,
  - you may be liable for errors
  - your job may depend on your ability to produce reliable systems

What are the challenges in building reliable software?

## ACHIEVING RELIABILITY IN ENGINEERING

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### **Some well-known strategies from civil engineering:**

- Precise calculations/estimations of forces, stress, etc.
- Hardware redundancy (“make it a bit stronger than necessary”)
- Robust design (single fault not catastrophic)
- Clear separation of subsystems (any airplane flies with dozens of known and minor defects)
- Design follows patterns that are proven to work

## WHY THIS DOES NOT WORK FOR SOFTWARE

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- Software systems compute **non-continuous** functions  
Single bit-flip may change behaviour completely
- Redundancy as replication doesn't help against **bugs**  
Redundant SW development only viable in extreme cases
- No physical or modal **separation** of subsystems  
Local failures often affect whole system
- Software designs have very high logic **complexity**
- Most SW engineers **untrained** in correctness
- **Cost efficiency** more important than reliability
- Design practice for reliable software is **not yet mature**

# HOW TO ENSURE SOFTWARE CORRECTNESS?

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## A Central Strategy: **Testing**

(others: SW processes, reviews, libraries, ...)

### **Testing against inherent SW errors (“bugs”)**

- Design test configurations that hopefully are representative and
- ensure that the system behaves as intended on them

### **Testing against external faults**

- Inject faults (memory, communication) by simulation or radiation

## LIMITATIONS OF TESTING

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- Testing can show the **presence** of errors, but **not** their *absence*  
(exhaustive testing viable only for trivial systems)
- *Representativeness* of test cases/injected faults is **subjective**  
How to test for the unexpected? Rare cases?
- Testing is **labor intensive**, hence **expensive**

# COMPLEMENTING TESTING: FORMAL VERIFICATION

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A Sorting Program:

```
int* sort(int* a) {  
    ...  
}
```



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## A Sorting Program:

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int* sort(int* a) {  
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```

## Testing sort:

- $\text{sort}(\{3, 2, 5\}) == \{2, 3, 5\}$  ✓
- $\text{sort}(\{\}) == \{\}$  ✓
- $\text{sort}(\{17\}) == \{17\}$  ✓

## COMPLEMENTING TESTING: FORMAL VERIFICATION

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### A Sorting Program:

```
int* sort(int* a) {  
    ...  
}
```

#### Testing sort:

- `sort({3,2,5}) == {2,3,5}` ✓
- `sort({}) == {}` ✓
- `sort({17}) == {17}` ✓

#### Typically missed test cases

- `sort({2,1,2}) == {1,2,2}` ☒
- `sort(null) == exception` ☒
- `isPermutation(sort(a),a)` ☒

## FORMAL VERIFICATION AS THEOREM PROVING

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**Theorem (Correctness of `sort()`)** For any given non-null int array `a`, calling the program `sort(a)` returns an int array that is sorted wrt  $\leq$  *and is a permutation of* `a`.

However, methodology differs from mathematics:

1. **Formalize** the expected property in a **logical language**
2. **Prove** the property with the help of an **(semi-)automated tool**

## WHAT ARE FORMAL METHODS?

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Rigorous techniques and tools for the development and analysis of computational (hardware/software) systems

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**Rigorous** techniques and tools for the **development and analysis** of computational (hardware/software) systems

- Applied at various stages of the development cycle
- Also used in reverse engineering to model and analyze existing systems
- Based on **mathematics and symbolic logic** (formal)

# MAIN ARTIFACTS IN FORMAL METHODS

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1. System requirements
2. System implementation



## MAIN ARTIFACTS IN FORMAL METHODS

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1. System requirements
2. System implementation

Formal methods rely on

- a. some formal specification of (1)
- b. some formal execution model of (2)

Use tools to verify mechanically that implementation satisfies  
(a) according to (b)

## WHY USE FORMAL METHODS

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- Mathematical modeling and analysis **contribute to the overall quality** of the final product
- **Increase confidence** in the correctness/robustness/security of a system
- **Find more flaws** and **earlier** (i.e., during specification and design vs. testing and maintenance)

## FORMAL METHODS: THE VISION

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- **Complement** other analysis and design methods
- Help **find bugs** in code **and** specification
- **Reduce** development, and testing, **cost**
- **Ensure** certain **properties** of the formal system model
- Should be highly automated

## FORMAL METHODS AND TESTING

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- Run the system at chosen inputs and observe its behavior
  - Randomly chosen
  - Intelligently chosen (by hand: **expensive!**)
  - Automatically chosen (need **formalized spec**)
- What about other inputs? (test **coverage**)
- What about the observation? (test **oracle**)

Challenges can be addressed by/require formal methods

## A WARNING

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- The notion of “formality” is often misunderstood (formal vs. rigorous)
- The effectiveness of formal methods is still debated
- There are still persistent myths about their practicality and cost
- Formal methods are not yet widespread in industry
- They are mostly used in the development of safety, business, or mission critical software, where the cost of faults is high

## THE MAIN POINT OF FORMAL METHODS IS NOT

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- To show “correctness” of entire systems
  - What **is** correctness? Go for specific properties!
- To replace testing entirely
  - Formal methods do not go below byte code level
  - Some properties are not formalizable
- To replace good design practices

There is no silver bullet!

No correct system w/o clear requirements & good design

## OVERALL BENEFITS OF USING FORMAL METHODS

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- Forces developers to think systematically about issues
- Improves the quality of specifications, even without formal verification
- Leads to better design
- Provides a precise reference to check requirements against
- Provides documentation within a team of developers
- Gives direction to latter development phases
- Provides a basis for reuse via specification matching
- Can replace (infinitely) many test cases
- Facilitates automatic test case generation

## SPECIFICATIONS: WHAT THE SYSTEM SHOULD DO

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- Simple properties
  - Safety properties: something bad will never happen
  - Liveness properties: something good will happen eventually
  - Non-functional properties: runtime, memory, usability, . . .
- “Complete” behaviour specification
  - Equivalence check
  - Refinement
  - Data consistency
  - . . .



## FORMAL SPECIFICATION

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*The expression in some **formal language** and at some level of **abstraction** of a collection of **properties** that some system should **satisfy** [van Lamsweerde]*

- **formal language:**
  - syntax can be mechanically processed and checked
  - semantics is defined unambiguously by mathematical means
- **abstraction:**
  - above the level of source code
  - several levels possible

## FORMAL SPECIFICATION

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*The expression in some **formal language** and at some level of **abstraction** of a collection of **properties** that some system should **satisfy** [van Lamsweerde]*

- **properties:**
  - expressed in some formal logic
  - have a well-defined semantics
- **satisfaction:**
  - ideally (but not always) decided mechanically
  - based on automated deduction and/or model checking techniques

## FORMALIZATION HELPS TO FIND BUGS IN SPECS

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- Wellformedness and consistency of formal specs checkable with tools
- Fixed signature (symbols) helps spot incomplete specs
- Failed verification of implementation against spec gives feedback on erroneous formalization

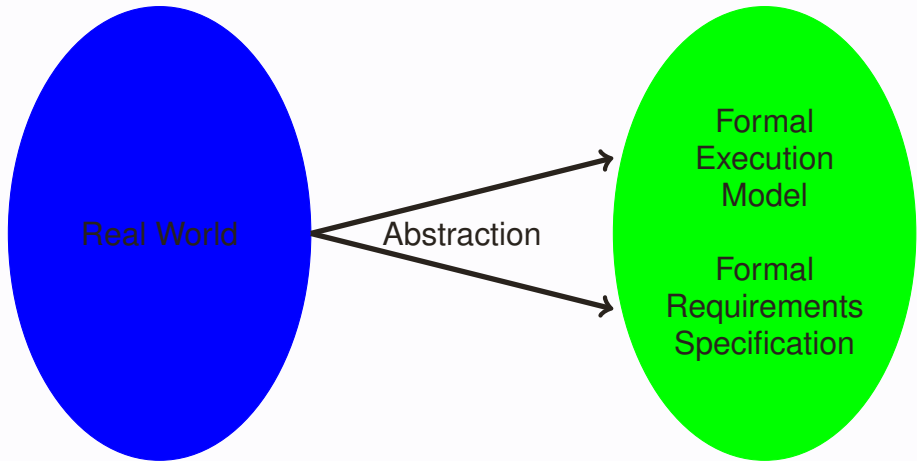
## A FUNDAMENTAL FACT

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Formalisation of system requirements is hard

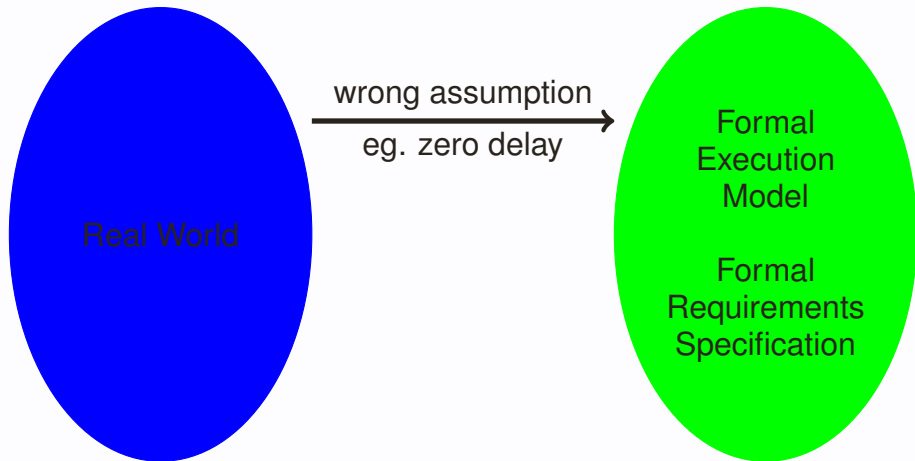
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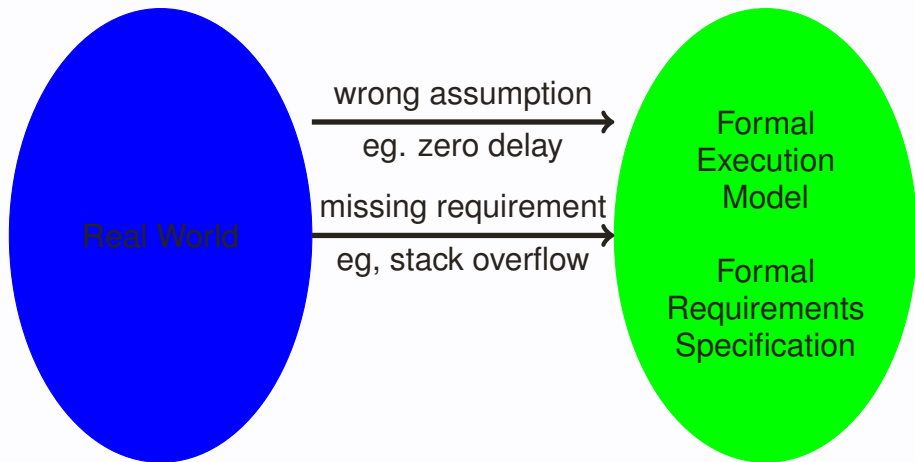
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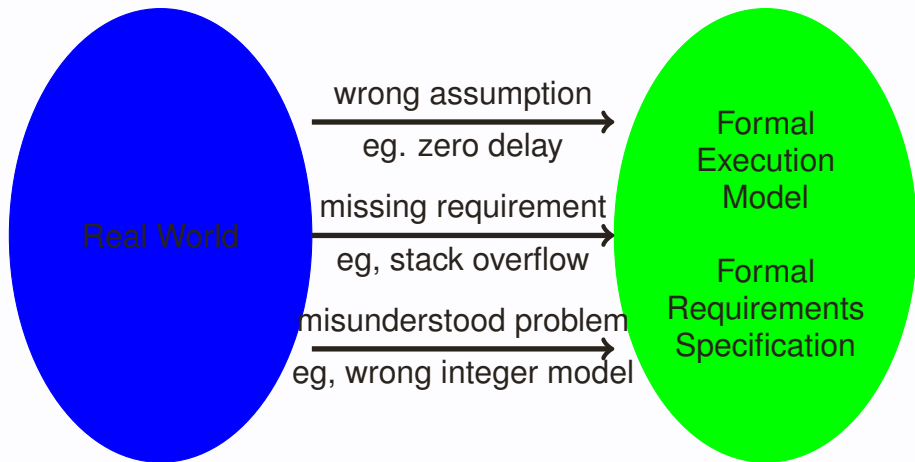
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## ANOTHER FUNDAMENTAL FACT

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Proving properties of systems can be hard

## LEVEL OF SYSTEM DESCRIPTION

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### Low level (machine level)

- Finitely many states
- Tedious to program, worse to maintain
- Automatic proofs are (in principle) possible

⋮

### High level (programming language level)

- Complex datatypes and control structures, general programs
- Easier to program
- Automatic proofs (in general) impossible!



## EXPRESSIVENESS OF SPECIFICATION

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### Simple

- Finitely many cases
- Approximation, low precision
- Automatic proofs are (in principle) possible

⋮

### Complex

- General properties
- High precision, tight modeling
- Automatic proofs (in general) impossible!



## CURRENT AND FUTURE TRENDS

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Slowly but surely formal methods are finding increased use in industry.

- Design for formal verification
- Combining semi-automatic methods with SAT, theorem provers
- Combining static analysis of programs with automatic methods and with theorem provers
- Combining test and formal verification
- Integration of formal methods into SW development process

## SUMMARY

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- Software is becoming pervasive and very complex
- Current development techniques are inadequate
- Formal methods . . .
  - are not a panacea, but will be increasingly necessary
  - are (more and more) used in practice
  - can shorten development time
  - can push the limits of feasible complexity
  - can increase product quality
- We will learn to use several different formal methods, for different development stages