

COM4506/6506: Testing and Verification in Safety Critical Systems

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“The vast majority of accidents in which software was involved can be traced back to requirements flaws.”

–Nancy Leveson, Safeware: System Safety and Computers

Contents

- User Requirements
- Requirements Capture processes
- Structured languages and processes
- Completeness

What is a Requirement?

Three main categories:

- Basic function or objective.
- Constraints on operating conditions.
- Prioritised quality goals to support trade-off decisions.

User Requirements

"I want a website that's really cool"

<weeks later>

"Why isn't this green!?"

- Humans are bad at really knowing what they want
- Humans don't always articulate everything they think ("That's common sense")
- Human languages are *ambiguous* even when we do want to say something.

Requirements Capture

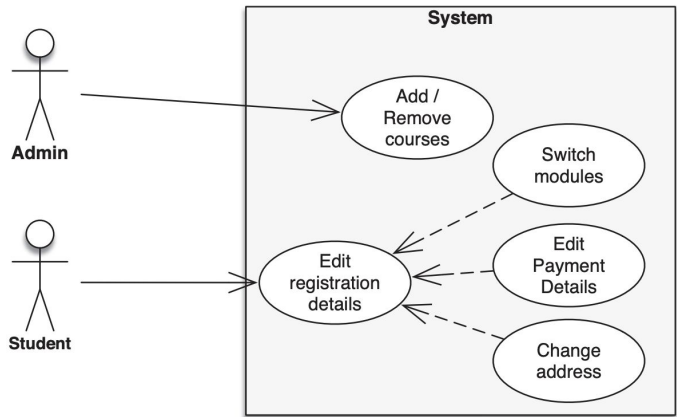
We can improve requirements with some better structured capture processes.

- Stakeholder Interviews
 - Captures the things they know they want
 - Misses things they don't know about, or that they think are "obvious"
 - Misses requirements from people/things not identified as stakeholders
- Ethnography (*i.e. watching things happen*)
 - Works well for implicit or "common sense" requirements
 - Less useful for things that don't exist yet
 - Hopefully doesn't observe safety issues!

Requirements Capture

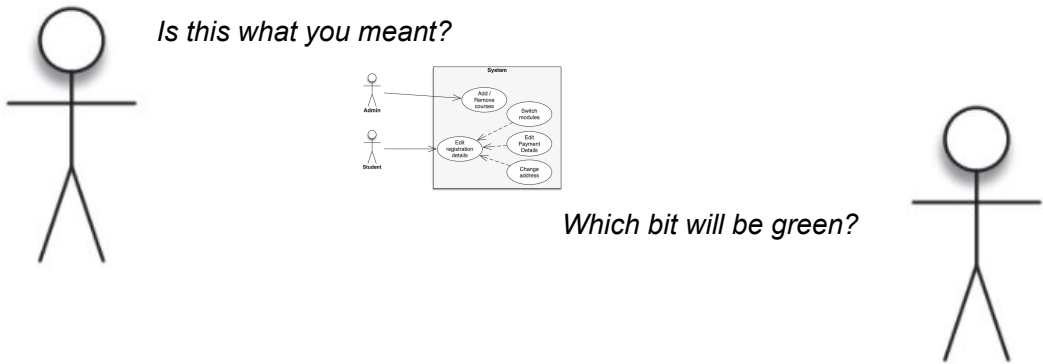
How we record requirements can help with their capture.

- User Stories
- Use Case diagrams
- Flow Charts
- State Machines
- Formal Methods (Z/CSP)



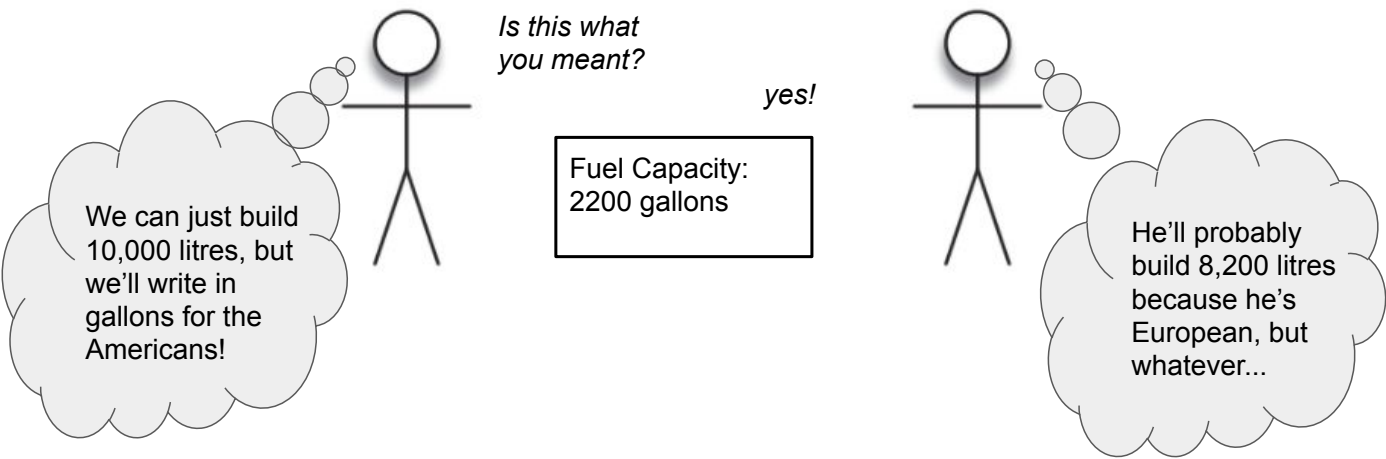
Requirements Capture

Requirements capture with clear documentation makes for better *iterative* processes.

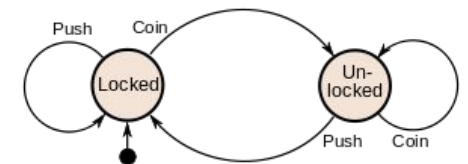


Requirements Capture

Iterative processes are also good for reducing ambiguity, but they don't remove it.

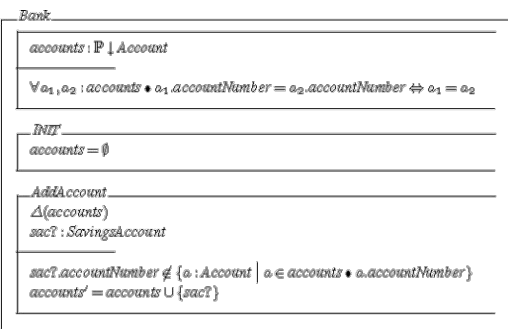


Formal Languages



UML and Flow Charts are *structured* but they don't have *Formally Defined Semantics*. This doesn't matter to normal people, but if its Safety Critical it can be significant!

The formal definitions remove (most) ambiguity.



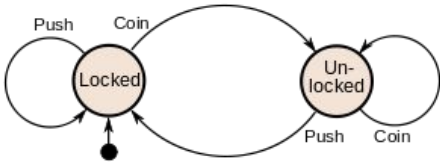
Languages with *Formal Semantics* can support *Formal Verification* later.

Completeness

Various capture methods can prompt us to write down all of the things we know or think of.

But what about the things we *didn't think of*?

We can use iterative requirements processes and structured documentation to measure and improve *completeness*.



Completeness

Formal languages have better defined notions of completeness, and can ask questions about what we've written - (e.g. Model Checking)

We can *define properties* in formal languages too, which makes them less ambiguous and easier to *Verify* later.

Name	Formal Statement
tP ₁	NOT(cInDoor ≠ closed ∧ cOutDoor ≠ closed)
P ₂	cInDoor ≠ cInDoor' ⇒ cChPres = InPres ∧ cChPres' = InPres
tP ₃	cInDoor ≠ closed ⇒ cChPres = InPres
P ₄	cOutDoor ≠ cOutDoor' ⇒ cChPres = OutPres ∧ cChPres' = OutPres
tP ₅	cOutDoor ≠ closed ⇒ cChPres = OutPres
P ₆	cChPres ≠ cChPres' ⇒ cInDoor = closed ∧ cOutDoor = closed



Summary

- User Requirements can be vague and ambiguous
- Structured capture processes, especially with structured languages can make this a bit better.
- Formal languages are even better for this, but you do have to work with Formal methods people!
- Completeness can be evaluated on structured languages, which can prompt you to think of things
- Defining formal properties will help later, but also helps with capturing things now.