COM4506/6506: Testing and Verification in Safety Critical Systems

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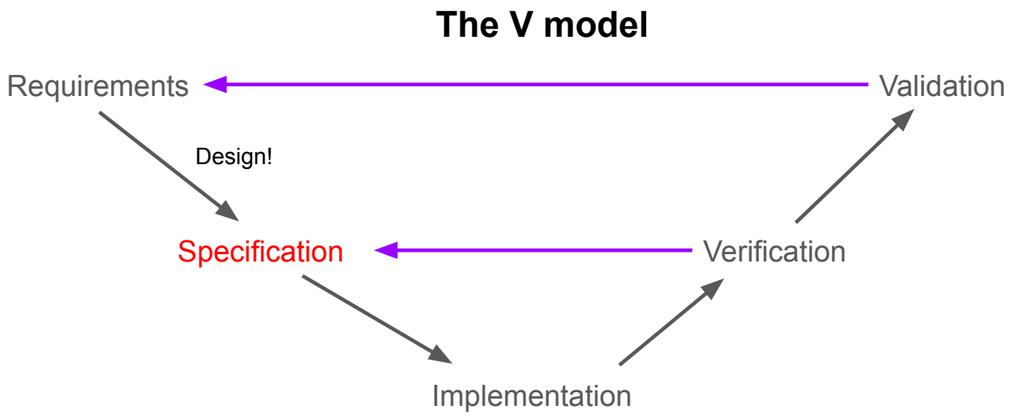
Development Stages



Engineering Design

The step between Requirements and Specifications is called *Design*

In non-safety critical settings, software engineers (and some other engineers) much prefer to mix design and implementation.

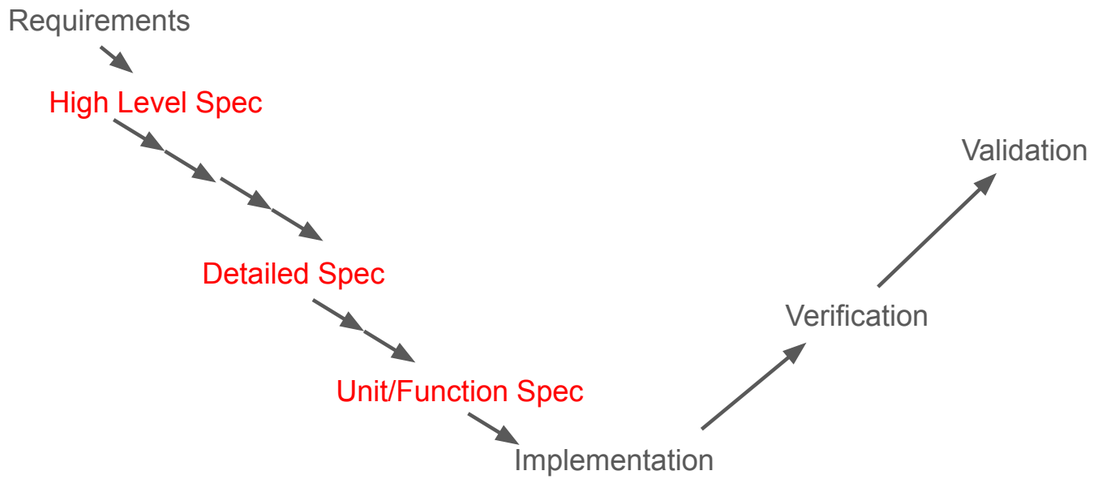
Engineering Design

When the system is safety critical, we can't "get creative" with the implementation!

Parts of the spec will be *mitigating hazards*.

This **doesn't** mean the skills and experience of the implementers should be ignored!

Progressive detail



Progressive Detail

"I want a plane!"

"I want a *fast* plane!"

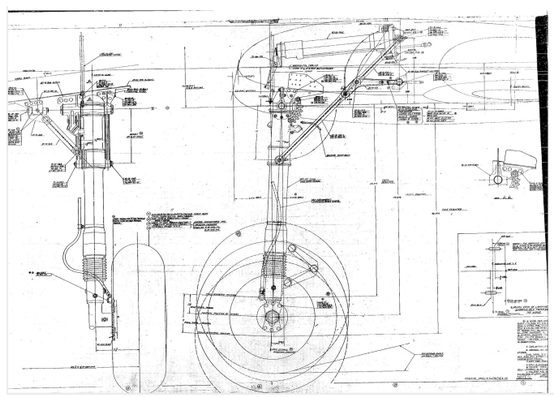
Progressive Detail

"I want a plane!"

"I want a *fast* plane!"

"I probably want to be able to land the fast plane…"

"The plane needs landing gear"



Progressive Detail

“I want a plane!”

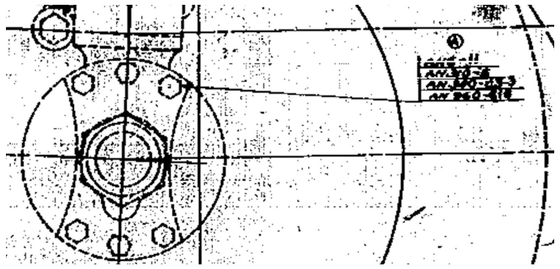
“I want a *fast* plane!”

“I probably want to be able to land the fast plane…”

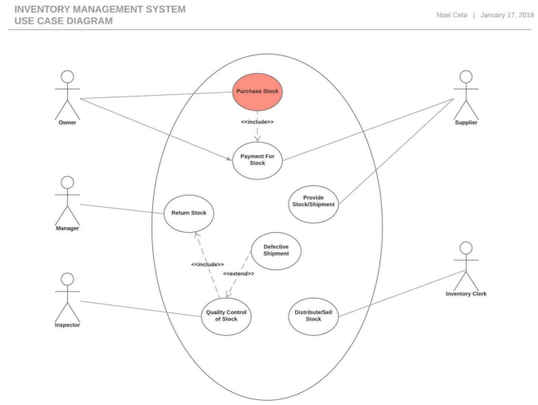
“The plane needs landing gear”

[... some time later…]

“The washers on the bolts holding the wheels on will be type AN960-416”



What does a Specification look like?



Various informal and semi-formal documents.

UML?

CAD?

Schematics?

English...

What does a Specification look like?

```
INVARIANTS
  CA.type    :   CA ∈ ℙ (CA_SET)
  CB.type    :   CB ∈ ℙ (CB_SET)
  x.type     :   x ∈ CA ⟶ N
  a_b.type   :   a_b ∈ CA ⟶ CB
  A.type     :   A ∈ ℙ (CA)
  B.type     :   B ∈ ℙ (CA)
  disjointStates B,A   :   B ∩ A = ∅
EVENTS
  t1   ≙
  STATUS
    ordinary
  ANY
    self      //   constructed instance of class CA
  WHERE
    self.type   :   self ∈ CA_SET \ CA
  THEN
    SM_enterState_A   :   A ≔ A ∪ {self}
    CA_constructor    :   CA ≔ CA ∪ {self}
  END
  t2   ≙
  STATUS
    ordinary
  ANY
    self      //   contextual instance of class CA
  WHERE
    self.type   :   self ∈ CA
    SM_isin_A   :   self ∈ A
  THEN
    SM_enterState_B   :   B ≔ B ∪ {self}
    SM_leaveState_A   :   A ≔ A \ {self}
  END
```

```
EVENTS
  t3   ≙
  STATUS
    ordinary
  ANY
    self      //   contextual instance of class CA
  WHERE
    self.type   :   self ∈ CA
    SM_isin_A   :   self ∈ A
  THEN
    skip
  END

  t4   ≙
  STATUS
    ordinary
  ANY
    self      //   contextual instance of class CA
  WHERE
    self.type   :   self ∈ CA
    SM_isin_B   :   self ∈ B
  THEN
    SM_leaveState_B   :   B ≔ B \ {self}
    CA_destructor     :   CA ≔ CA \ {self}
    CA.a_b_destructor   :   a_b ≔ {self} ⩤ a_b
    CA.x_destructor   :   x ≔ {self} ⩤ x
  END
```

Formal Languages:

CSP, CCS, Pi-Calculus

Z, B, Event-B, Alloy

Programming Language structures:

SPARK-Ada assertions

Java assertions?

Test as Specs?

Test *can* specify how a system should work.

This can either be detailed *unit tests*, or more general *integration tests*.

Tests can be *derived* from (good!) specs.

Test Driven Development is useful for lots of reasons.

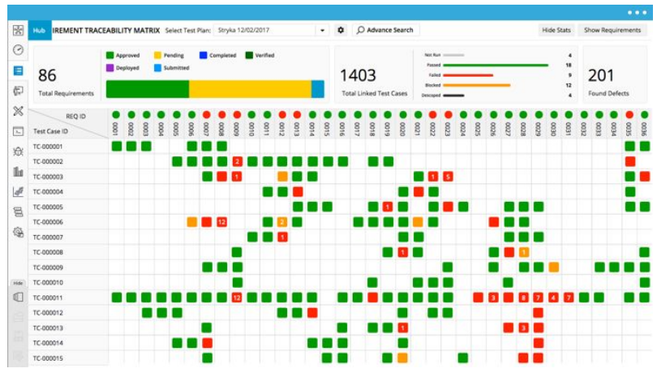
But this should only be *one aspect* of specification!

Traceability

As the spec is developed, we want to keep track of *why* we are building it this way.

Not least, so that we don't change a Spec that is mitigating a hazard!

This will also help with *Validation* later.



Summary

- Moving from a set of Requirements to a Specification is the *Design* process!
- The Specification will get more and more specific (but retain all of the documents!)
- There are various different *Specification Languages* - use all that are appropriate.
- Specs and Tests will have a complex and important relationship…
- The more you can maintain *Traceability* the better.