# **Einführung in die formale Spezifikation von Software**

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# This Course / Web Page

#### Web page

All information relevant to this lecture can be found on the web page

www.uni-koblenz.de/~beckert/Lehre/Formale-Spezifikation/

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#### Make this a lively course

Ask questions!

Introduction: Formal Methods and Formal Specification

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- Design by Contract

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- Invariants, Pre- and Post-Conditions

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## What are Formal Methods?

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- Analysis
- Modelling (Specification)
- Implementation
- Validation (Verification, Testing)

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**Note** 

formal  $\neq$  theoretical

#### Quality: Important for ...

Safety-critical applications

(railway switches)

- Security-critical applications
- (access control, electronic banking)

Financial reasons

(phone cards)

- Legal reasons
- (electronic signature, EAL6/7 in Common Criteria)

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**Productivity: Important for ...** 

**Obvious reasons** 

#### Quality through ...

- Better and more precise understanding of model and implementation
- Better written software (modularisation, information hiding, ...)
- Error detection with runtime checks
- Test case generation
- Static analysis
- Deductive verification

#### **Productivity through**

- Error detection in early stages of development
- Re-use of components (requires specification and validation)
- Better documentation, maintenance
- Test case generation
- Knowledge about formal methods leads to better software development

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  - Randomly chosen
  - Intelligently chosen (by hand: expensive!)
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Challenges can be addressed by/require formal methods

# **Favourable Development**

#### **Design and specification**

Unified Modeling Language – UML

Graphical language for object-oriented modelling Standard of Object Management Group (OMG)

Object Constraint Language – OCL

Formal textual assertion language UML Substandard

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Patterns, idioms, architectures, frameworks, etc.

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#### Industrial implementation languages

Java, C#

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- real-time requirements
- memory use
- security
- robustness
- etc.

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- model checking
- static analysis
- run-time checks (of formel specification)

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## **Limitations of Formal Methods**

#### Possible reasons for errors

- Program is not correct (does not satisfy the specification)
  Formal verification proves absence of this kind of error
- Program is not adequate (error in specification)
  Formal specification/verification avoid/find this kind of error
- Error in operating system, compiler, hardware Not avoided (unless compiler etc. specified/verified)

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#### No full specification/verification

In general, it is neither useful nor feasable to fully specify and verify large software systems. Then, formal methods are restricted to:

- Important parts/modules
- Important properties/requirements

## The Main Point of Formal Methods is Not

- To show "correctness" of entire systems (What IS correctness? Always go for specific properties!)
- To replace testing entirely
- To replace good design practices

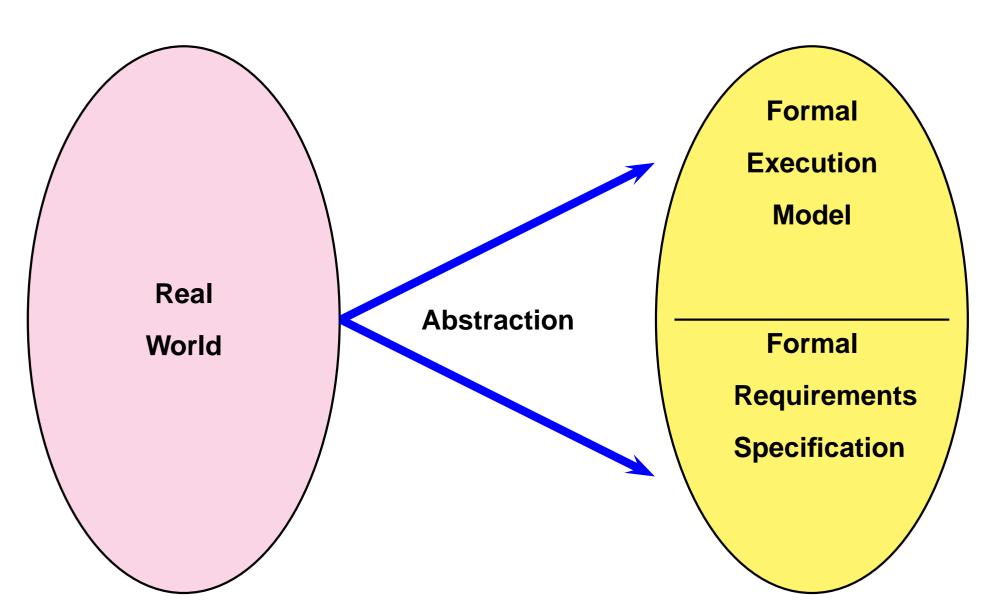
There is no silver bullet that lets you get away without writing crystal clear requirements and good design, in particular, Formal Methods aren't one

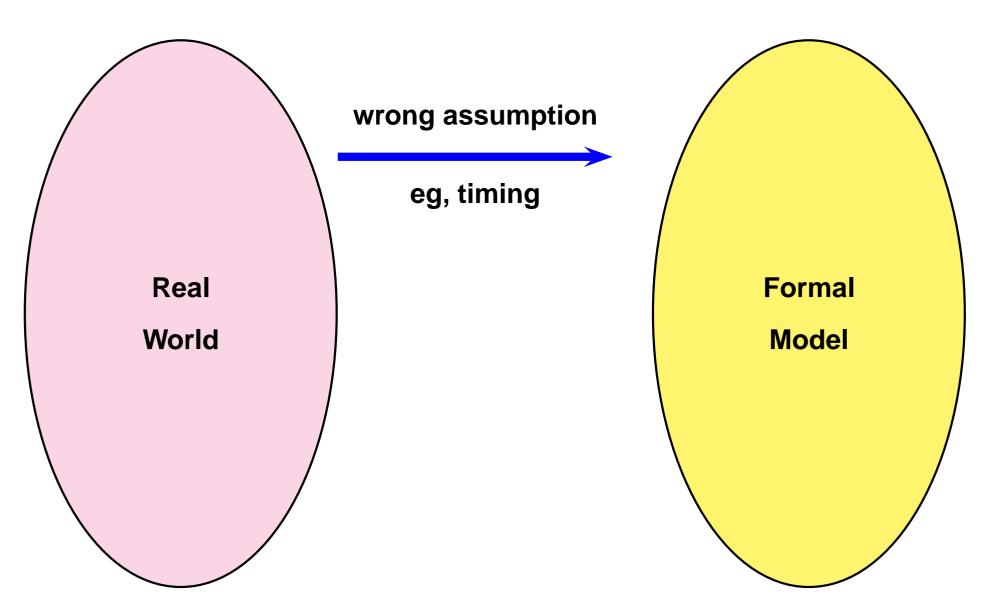
## But

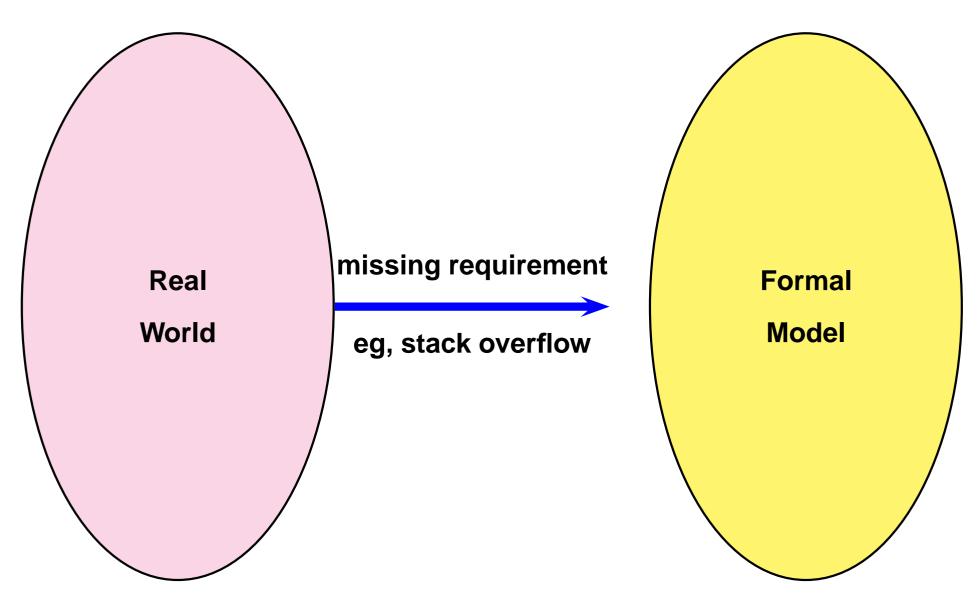
- Formal proof can replace many test cases
- Formal methods can be used in automatic test case generation
- Formal methods improve the quality of specifications

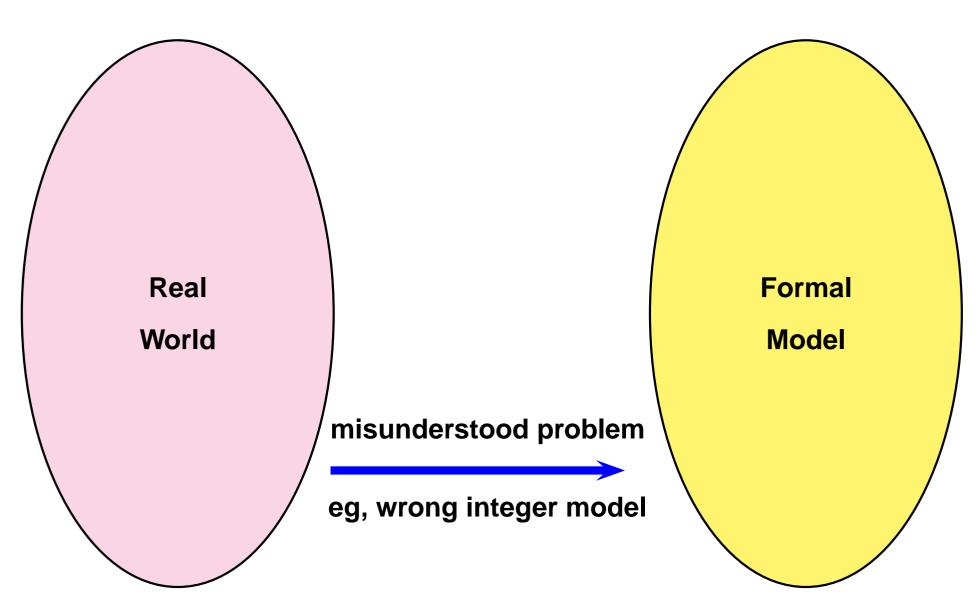
## **A Fundamental Fact**

Formalisation of system requirements is hard







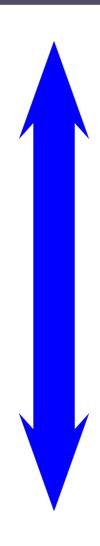


# **Another Fundamental Fact**

Proving properties of systems can be hard

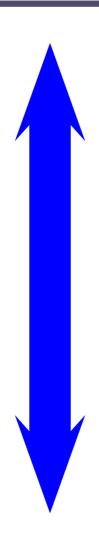
# **System Abstraction Level**

- Low level of abstraction
  - Finitely many states
  - Tedious to program, worse to maintain
  - Automatic proofs are (in principle) possible
- High level of abstraction
  - Complex datatypes and control structures
  - Easier to program
  - Automatic proofs (in general) impossible!



# **Specification Abstraction Level**

- Low level of abstraction
  - Finitely many cases
  - Approximation, low precision
  - Automatic proofs are (in principle) possible
- High level of abstraction
  - General properties
  - High precision, tight modeling
  - Automatic proofs (in general) impossible!



# **Main Approaches**

High-level programs,	High-level programs,
Complex properties	Simple properties
Low-level programs,	Low-level programs,
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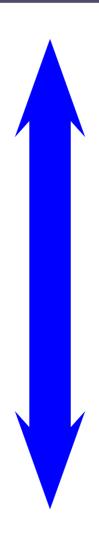
Model
Checking

# **Main Approaches**

KeY **System** High-level programs, High-level programs, **Complex properties** Simple properties Low-level programs, Low-level programs, **Complex properties** Simple properties Model Checking

## **Proof Automation**

- "Automatic" Proof
  - No interaction
  - Sometimes help is required anyway
  - Formal specification still "by hand"
- "Semi-Automatic" Proof
  - Interaction may be required
  - Very often proof tool suggests proof rules
  - Proof is checked by tool



#### **SPIN** at Bell Labs

#### Feature interaction for telephone call processing software

- Tool works directly on C source code
- Web interface to track properties
- Work farmed out to large numbers of computers
- Finds shortest possible error trace
- 18 months, 300 versions, 75 bugs found
- Main burden: Defining meaningful properties

## **SLAM at Microsoft**

- Device drivers running in "kernel mode" should respect API
- Third-party device drivers that do not respect APIs responsible for 90% of Windows crashes
- SLAM inspects C code, builds a finite state machine, checks requirements
- Being turned into a commercial tool right now

## **Future Trends**

- Design for formal verification
- Combining automatic methods with 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
- Integration of formal method tools into CASE tools

## **Formal Methods**

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- Can shorten development time
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Those responsible for software management should consider formal methods, in particular, where safety-critical, security-critical, and cost-intensive software is concerned