Software Engineering using Formal Methods

Introduction

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Course Team

Teachers

- Wolfgang Ahrendt (WA) examiner, lecturer
- Mauricio Chimento (MC) teaching assistant
- Raúl Pardo (RP) teaching assistant

course assistant activities include:

- giving exercise classes
- correcting lab hand-ins
- student support via:
  - e-mail
  - meetings on e-mail request
    - Mauricio, room 5446
    - Raúl, room 5447

Organisational Stuff

Course Home Page

`www.cse.chalmers.se/edu/course/TDA293/`
Also linked from Chalmers and GU course portals

Google News Group

- Sign up via course home page (see News)
- Changes, updates, questions, discussions (don't post solutions)

Passing Criteria

- Written exam 28 October 2016; re-exam 21 December 2016
- Two lab hand-ins
- Exam and labs can be passed separately

Course Structure

Course Structure

Topic	# Lectures	# Exercises	Lab
Intro	1	✗	✗
Modeling & Model Checking with PROMELA & SPIN	6	3	✓
Specification & Verification with JML & KeY	7	3	✓

PROMELA & SPIN abstract programs, model checking, automated

JML & KeY concrete Java, deductive verification, semi-automated

. . . more on this later!

Lectures

Lectures

- Please ask questions during lectures
- Please respond to my questions; ‘wrong’ answers highly welcome
- Slides appear online shortly *after* each lecture

Exercises

Exercises

- One exercise web page (almost) each week (6 in total)
- Discussed in next exercise class
- Play around with the exercises before coming to the class
- Exercises highly recommended
- Bring laptops if you have
  (ideally w. installed tools or browser interfaces working)

Labs

Labs

- 2 Lab handins: PROMELA/SPIN 30 Sep, JML/KeY 28 Oct
- 2 Lab FAQ Sessions
- Submission via Fire, linked from course home page
- If submission is returned, roughly one week for correction
- You work in groups of two. No exception![a]
  You pair up by either:
  1. talk to people
  2. post to the Google group
  3. participate in pairing at first exercise session

  In case all that is **not** sufficient, contact Mauricio by e-mail.

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[a] Only PhD students have to work alone.

Schedule

see course homepage

Course Evaluation

1. course evaluation group:
    - randomly selected student representatives + teacher
    - one meeting during the course, one after
2. web questionnaire after the course

Course Literature

- The Course Book:

Ben-Ari	Mordechai Ben-Ari: Principles of the Spin Model Checker, Springer, 2008. *Authored by receiver of ACM award for outstanding contributions to CS education. Recommended by G. Holzmann. Excellent student text book.* (E-book at `link.springer.com`)

- further reading:

Holzmann	Gerard J. Holzmann: The Spin Model Checker, Addison Wesley, 2004.
KeYbook	B. Beckert, R. Hähnle, and P. Schmitt, editors. Verification of Object-Oriented Software: The KeY Approach, vol 4334 of *LNCS*. Springer, 2006. *Chapters 1 and 10 only.* (Download via Chalmers library → E-books → Lecture Notes in Computer Science)

Connection to other Courses

Skills in object-oriented programing (like Java) assumed.

Knowledge corresponding to the following courses can further help:

- Concurrent Programming
- Finite Automata
- Testing, Debugging, and Verification
- Logic in Computer Science

if you took any of those: nice
if not: don't worry, we introduce everything we use here

Motivation:
Software Defects cause BIG Failures

Tiny faults in technical systems can have catastrophic consequences

In particular, this goes for software systems

- Ariane 5
- Mars Climate Orbiter
- London Ambulance Dispatch System
- NEDAP Voting Computer Attack

Motivation:
Software Defects cause OMNIPRESENT Failures

Ubiquitous Computing results in Ubiquitous Failures

Software is almost everywhere:

- Mobiles
- Smart devices
- Smart cards
- Cars
- ...

software/specification quality is a growing commercial and legal issue

Achieving Reliability in Engineering

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
- Design follows patterns that are proven to work

Why This Does Not (Quite) Work For Software?

- 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.
- Insufficient separation of subsystems.
  Seemingly correct sub-systems may together behave incorrectly.
- Software designs have very high logical complexity.
- Most SW engineers untrained to address correctness.
- Cost efficiency favoured over reliability.
- Design practise for reliable software in immature state
  for complex, particularly distributed, systems.

How to Ensure Software Correctness/Compliance?

A central strategy: testing
(others: SW processes, reviews, libraries, . . .)

Testing against internal SW errors ("bugs")

- find (hopefully) representative test configurations
- check intentional system behaviour on those

Testing against external faults

- inject faults (memory, communication) by simulation or radiation
- trace fault propagation

Limitations of Testing

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

What are Formal Methods

- Rigorous methods for system design/development/analysis
- Mathematics and symbolic logic ⇒ formal
- Increase confidence in a system
- Two aspects:
    - System requirements
    - System implementation
- Make formal model of both
- Use tools for
    - exhaustive search for failing scenario, or
    - mechanical proof that implementation satisfies requirements

What are Formal Methods for

- Complement other analysis and design methods
- Increase confidence in system correctness
- Good at finding bugs
  (in code and specification)
- *Ensure* certain properties of the system (model)
- Should ideally be as automated as possible

and

- Training in Formal Methods increases high quality development skills

Specification — What a System Should Do

- Simple properties
  - Safety properties
    Something bad will never happen (eg, mutual exclusion)
  - Liveness properties
    Something good will happen eventually
- General properties of concurrent/distributed systems
  - deadlock-free, no starvation, fairness
- Non-functional properties
  - Execution time, memory, usability, . . .
- Full behavioural specification
  - Code functionality described by contracts
  - Data consistency, system invariants
    (in particular for efficient, i.e., redundant, data representations)
  - Modularity, encapsulation
  - Refinement relation

The Main Point of Formal Methods is Not

- to show correctness of entire systems
- to replace testing entirely
- to replace good design practises

There is no silver bullet!

- No correct system w/o clear requirements & good design
- One can't formally verify messy code with unclear specs

But . . .

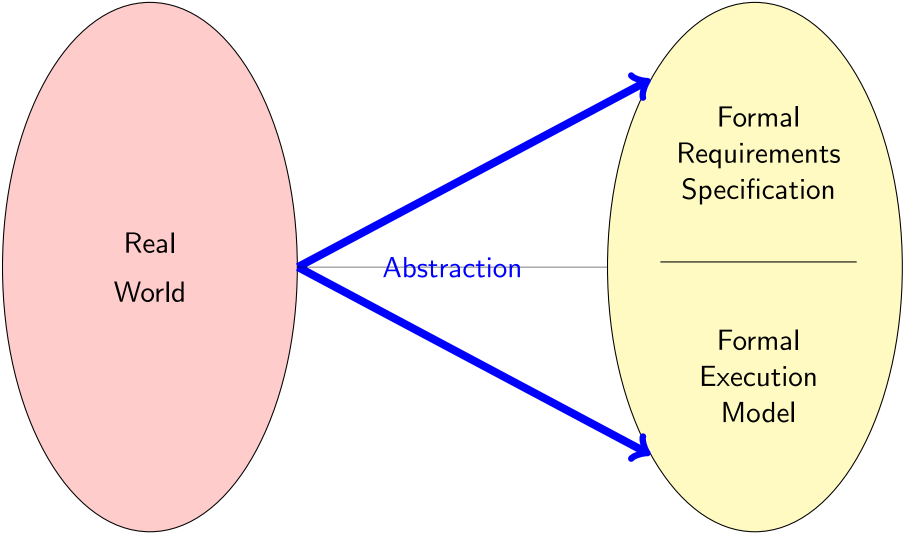
- Formal proof can replace (infinitely) many test cases
- Formal methods improve the quality of specs
  (even without formal verification)
- Formal methods guarantee specific properties of system model

A Fundamental Fact

Formalisation of system requirements is hard

Let's see why . . .

Difficulties in Creating Formal Models



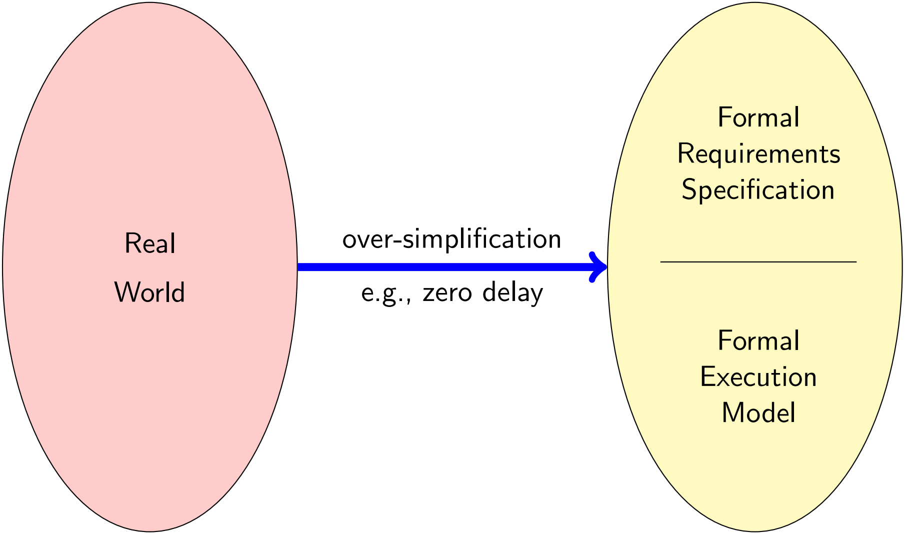
Real World

Abstraction

Formal Requirements Specification

Formal Execution Model

Difficulties in Creating Formal Models



Real World

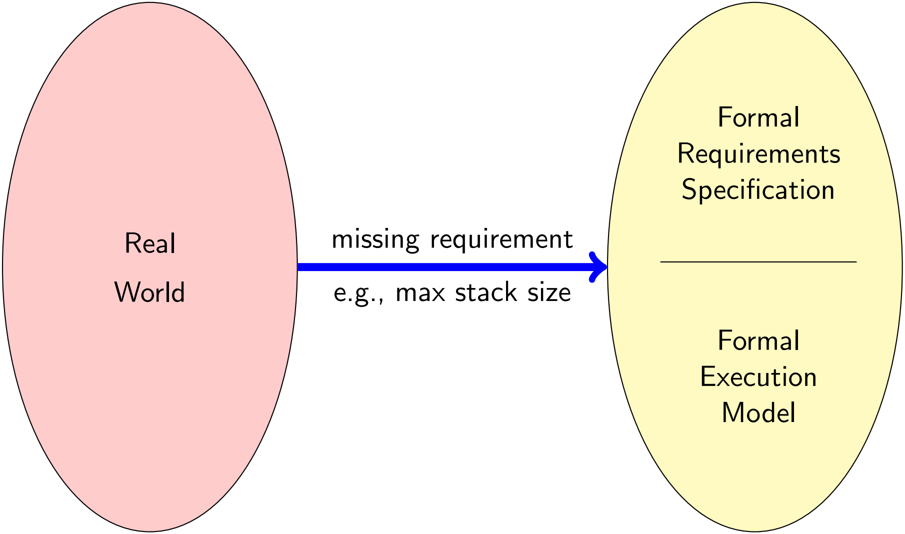
over-simplification

e.g., zero delay

Formal Requirements Specification

Formal Execution Model

Difficulties in Creating Formal Models



Real

World

missing requirement

e.g., max stack size

Formal

Requirements

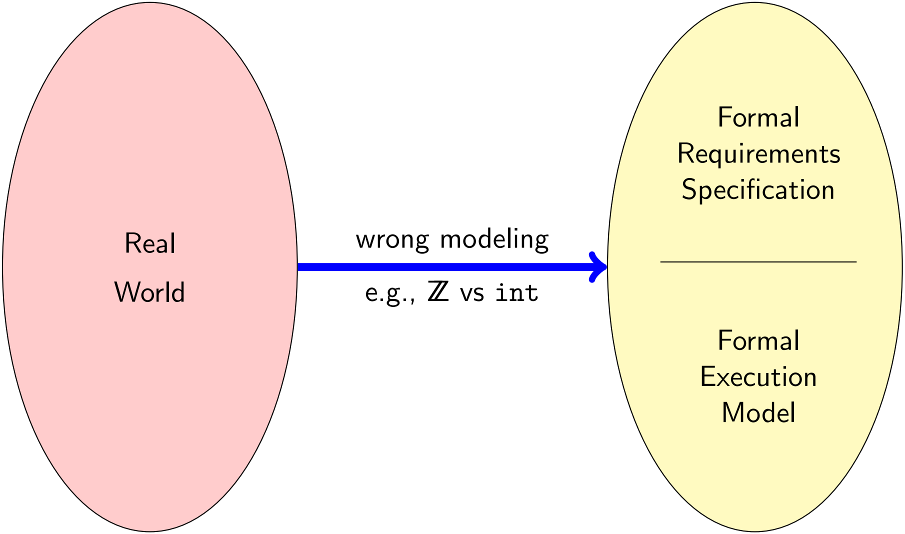
Specification

Formal

Execution

Model

Difficulties in Creating Formal Models



Real

World

wrong modeling

e.g., $\mathbb{Z}$ vs `int`

Formal

Requirements

Specification

Formal

Execution

Model

Formalization Helps to Find Bugs in Specs

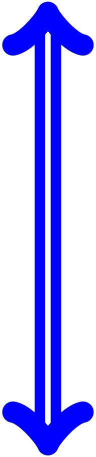
Errors in specifications are at least as common as errors in code,
but their discovery gives deep insights in (mis)conceptions of the system.

- Wellformedness and consistency of formal specs partly machine-checkable
- Declared signature (symbols) helps to spot incomplete specs
- Failed verification of implementation against spec gives feedback on erroneous formalization

Another Fundamental Fact

Proving properties of systems can be hard

Level of System (Implementation) Description



- Abstract level
  - Finitely many states (bounded size datatypes)
  - Automated proofs are (in principle) possible
  - Simplification, unfaithful modeling inevitable

- Concrete level
  - Unbounded size datatypes
    (pointer chains, dynamic containers, streams)
  - Complex datatypes and control structures
  - Realistic programming model (e.g., Java)
  - Automated proofs hard or impossible!

Expressiveness of Specification

- Simple
  - Simple or general properties
  - Finitely many case distinctions
  - Approximation, low precision
  - Automated proofs are (in principle) possible
- Complex
  - Full behavioural specification
  - Quantification over infinite or large domains
  - High precision, tight modeling
  - Automated proofs hard or impossible!

Main Approaches

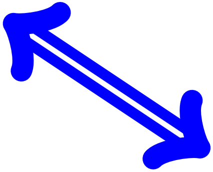
SPIN
1st part
of course

bstract programs, Simple properties	Abstract programs, Complex properties
Concrete programs, Simple properties	Concrete programs, Complex properti

KeY
2nd part
of course

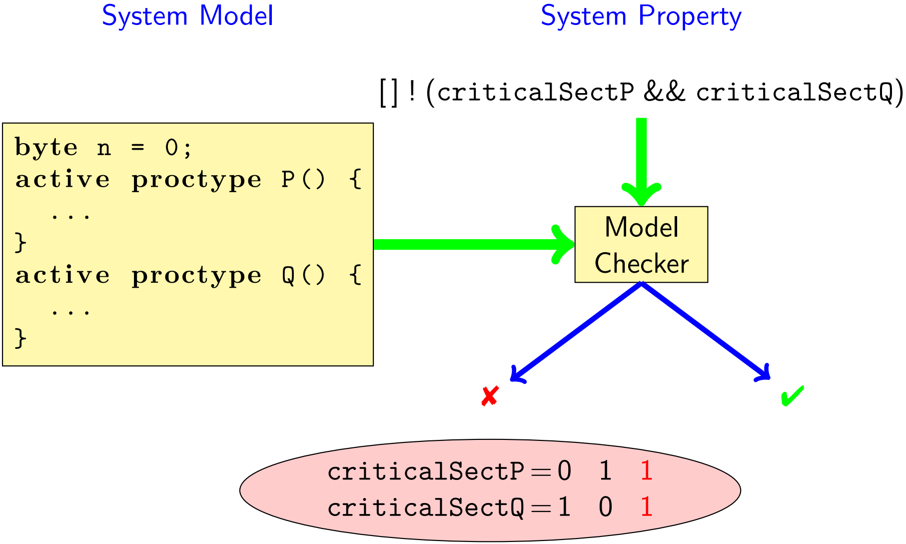
Proof Automation

- “Automated” Proof
  (“batch-mode”)
    - No interaction (or lemmas) necessary
    - Proof may fail or result inconclusive
      Tuning of tool parameters necessary
    - Formal specification still “by hand”



- “Semi-Automated” Proof
  (“interactive”)
    - Interaction (or lemmas) may be required
    - Need certain knowledge of tool internals
      Intermediate inspection can help
    - User steps are checked by tool

Model Checking with SPIN



System Model

System Property

```
byte n = 0;
active proctype P() {
  ...
}
active proctype Q() {
  ...
}
```

`[] ! (criticalSectP && criticalSectQ)`

criticalSectP = 0 1 1
criticalSectQ = 1 0 1

Model Checking in Industry—Examples

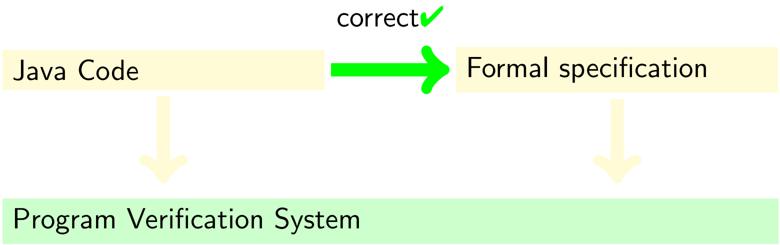
- Hardware verification
  - Good match between limitations of technology and application
  - Intel, Motorola, AMD, ...
- Software verification
  - Specialized software: control systems, protocols
  - Typically no direct checking of executable system, but of abstractions
  - Bell Labs, Microsoft

A Major Case Study with SPIN

Checking feature interaction for telephone call processing software

- Software for PathStar© server from Lucent Technologies
- Automated abstraction of unchanged C code into PROMELA
- Web interface, with SPIN as back-end, to:
  - determine properties (ca. 20 temporal formulas)
  - invoke verification runs
  - report error traces
- Finds shortest possible error trace, reported as C execution trace
- Work farmed out to 16 computers, daily, overnight runs
- 18 months, 300 versions of system model, 75 bugs found
- Strength: detection of undesired feature interactions
  (difficult with traditional testing)
- Main challenge: defining meaningful properties

Deductive Verification with KeY



correct✓

Java Code

Formal specification

Program Verification System

Proof rules establish relation “implementation conforms to specs”

Computer support essential for verification of real programs

`synchronized StringBuffer append(char c)`

- ca. 15.000 proof steps
- ca. 200 case distinctions
- Two human interactions, ca. 1 minute computing time

Deductive Verification in Industry—Examples

- Hardware verification
  - For complex systems, mostly floating-point processors
  - Intel, Motorola, AMD, . . .
- Software verification
  - Safety critical systems:
    - Paris driver-less metro (Meteor)
    - Emergency closing system in North Sea
  - Libraries
  - Implementations of Protocols

Major Case Studies with KeY

Java Card 2.2.1 API Reference Implementation

- Reference implementation and full functional specification
- All Java Card 2.2.1 API classes and methods
    - 60 classes; ca. 5,000 LoC (250kB) source code
    - specification ca. 10,000 LoC
- Conformant to implementation on actual smart cards
- All methods fully verified against their spec
    - 293 proofs; 5–85,000 nodes
- Total effort several person months
- Most proofs fully automatic
- Main challenge: getting specs right

Major Case Studies with KeY: Timsort

Timsort

Hybrid sorting algorithm (insertion sort + merge sort) optimized for partially sorted arrays (typical for real-world data).

Facts

- Designed by Tim Peters (for Python)
- Since Java 1.7 default algorithm for non-primitive arrays/collections

Timsort is used in

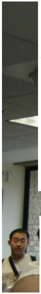
- Java (standard library), used by Oracle
- Python (standard library), used by Google
- Android (standard library), used by Google
- ... and many more languages / frameworks!

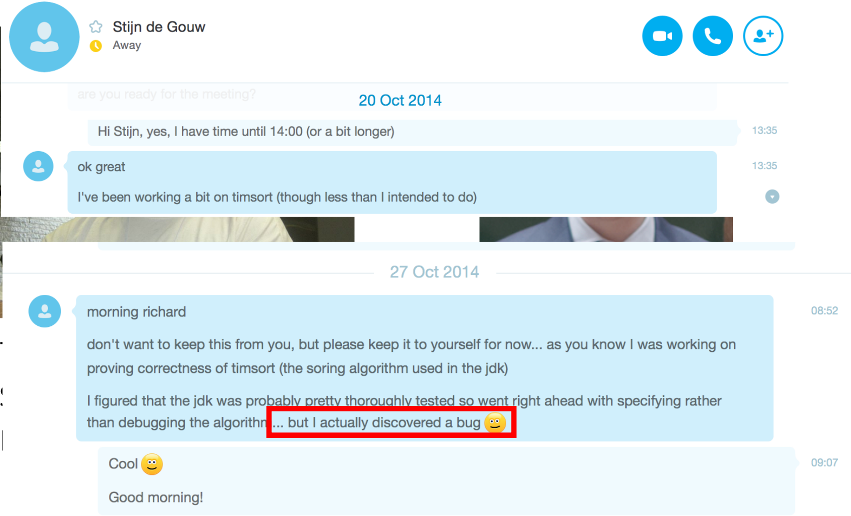
Timsort: People

- Tim Peters
- Sorting Algorithm Designer
- Python Guru

- Stijn de Gouw
- Postman in the NL
- Interested in sorting for professional reasons
- PhD in Computer Science

Timsort: People





Stijn de Gouw
Away

are you ready for the meeting?

20 Oct 2014

Hi Stijn, yes, I have time until 14:00 (or a bit longer) 13:35

ok great 13:35

I've been working a bit on timsort (though less than I intended to do)

27 Oct 2014

morning richard 08:52

don't want to keep this from you, but please keep it to yourself for now... as you know I was working on proving correctness of timsort (the soring algorithm used in the jdk)

I figured that the jdk was probably pretty thoroughly tested so went right ahead with specifying rather than debugging the algorithm... but I actually discovered a bug 🙂

Cool 🙂 09:07

Good morning!

- PhD in Computer Science

Major Case Studies with KeY

Found Bug in Java Libraries' main Sorting Method using KeY

- `java.util.Collections.sort` and `java.util.Arrays.sort` implement Timsort
- KeY verification of OpenJDK implementation revield *bug*.
- Same bug present in Android SDK, Oracle's JDK, Phyton libary, Haskell library

Verified Fix using KeY

- Fixing the implementation
- Verified vew version with KeY

Major Case Studies with KeY

Found Bug in Java Libraries' main Sorting Method using KeY

- `java.util.Collections.sort` an `util.Arrays.sort` implement Timsort
- KeY verification of O revield *bug*.
- Same bug pr K, Phyton libary, Haskell

> Some researchers found an error in the logic of merge_collapse, explained here, and with corrected code shown in
>
> ...
>
> It should be fixed anyway, and their suggested fix looks good to me.
>
> **Tim Peters via Python-Bugtracker**

Verified

- Fixing
- Verified ith KeY

Major Case Studies with KeY

Found Bug in Java Libraries' main Sorting Method using KeY

- `java.util.Collections.sort` an `util.Arrays.sort` implemen msort
- KeY ver revield *bug*.
- Same K, Phyton libary, Haskel

Verified

- Fixing
- Verified ith KeY

Some r d an error in the
logic of m xplained here,
and with co own in
It should be fixed heir sug-
gested fix looks goo
Tim Peters via acker

Congratulations to Stijn de Gouw et al.
for finding and fixing a bug in TimSort
using formal methods!
Joshua Bloch via Twitter

Tool Support is Essential

Some Reasons for Using Tools

- Automate repetitive tasks
- Avoid typos, etc.
- Cope with large/complex programs
- Make verification certifiable

Tools used in this course:

SPIN to verify PROMELA programs against Temporal Logic specs

- SPIN **web interface** Developped by Bart van Delft for this course!
- JSPIN A Java interface for SPIN

KeY to verify Java programs against contracts in JML

All are free and run on Windows/Unixes/Mac.
Install first SPIN and JSPIN on your computer,
or make sure the SPIN web interface works.

Literature for this Lecture

FM in SE	B. Beckert, R. Hähnle, T. Hoare, D. Smith, C. Green, S. Ranise, C. Tinelli, T. Ball, and S. K. Rajamani: Intelligent Systems and Formal Methods in Software Engineering. *IEEE Intelligent Systems*, 21(6):71–81, 2006. (Access to e-version via Chalmers Library)
KeY	R. Hähnle: A New Look at Formal Methods for Software Construction. In: B. Beckert, R. Hähnle, and P. Schmitt, editors. *Verification of Object-Oriented Software: The KeY Approach*, pp 1–18, vol 4334 of *LNCS*. Springer, 2006. (Access to e-version via Chalmers Library)
SPIN	Gerard J. Holzmann: A Verification Model of a Telephone Switch. In: *The Spin Model Checker*, pp 299–324, Chapter 14, Addison Wesley, 2004.

You will gain experience in ...

- Modelling, and modelling languages
- Specification, and specification languages
- In depth analysis of possible system behaviour
- Typical types of errors
- Reasoning about system (mis)behaviour
- ...

Learning Outcomes—Knowledge and Understanding

- judge the potential and limitations of using logic based verification methods for assessing and improving software correctness,
- judge what can and what cannot be expressed by certain specification/modelling formalisms,
- judge what can and cannot be analysed with certain logics and proof methods,
- differentiate between syntax, semantics, and proof methods in connection with logic-based systems for verification

Learning Outcomes—Skills and Abilities

- express safety properties of (concurrent) programs in a formal way,
- describe the basics of verifying safety properties via model checking,
- use tools which integrate and automate the model checking of safety properties,
- write formal specifications of object-oriented system units, using the concepts of method contracts and class invariants,
- describe how the connection between programs and formal specifications can be represented in a program logic,
- verify functional properties of simple Java programs with a verification tool,

Learning Outcomes—Judgement and Approach

- acknowledge the socio-economical costs caused by faulty software,
- judge and communicate the significance of correctness for software development,
- approach the issue of correctly functioning software by means of abstraction, modeling, and rigorous reasoning.