

The University of Iowa  
Fall 2019 CS:5810  
Formal Methods in Software Engineering

## Introduction

Andrew Reynolds

(Thanks to Cesare Tinelli, Pierre-Loïc Garoche, Reiner Hänle, Steven Miller, Haniel Barbosa)

# A TRUISM

## Software has become critical to modern life

- ▶ **Communication** (internet, voice, video, ...)
- ▶ **Transportation** (air traffic control, avionics, cars, ...)
- ▶ **Health Care** (patient monitoring, device control, ...)
- ▶ **Finance** (automatic trading, banking, ...)
- ▶ **Defense** (intelligence, weapons control, ...)
- ▶ **Manufacturing** (precision milling, assembly, ...)
- ▶ **Process Control** (oil, gas, water, ...)
- ▶ ...

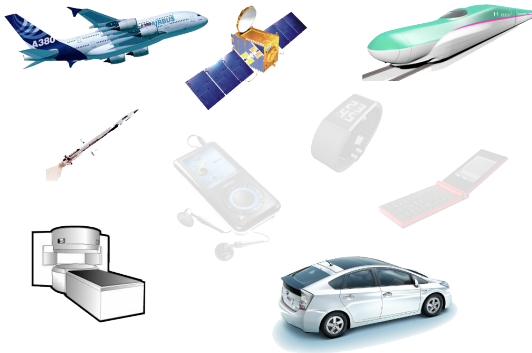
# EMBEDDED SOFTWARE

Software is now embedded everywhere



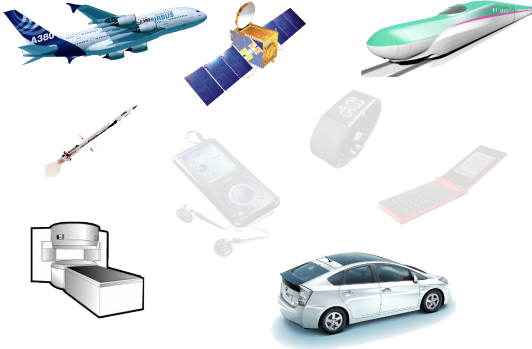
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Some of it is **critical**



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**Failing software costs money and life!**

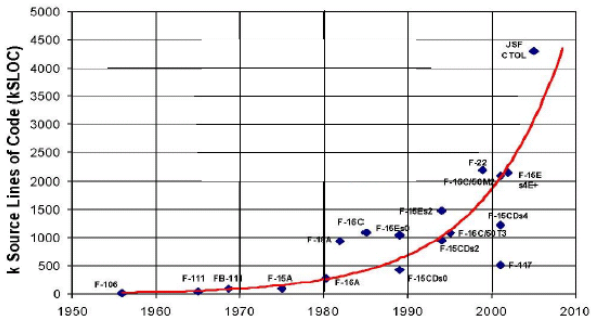
# SOFTWARE SYSTEMS ARE GROWING VERY LARGE



## DoD software is growing in size and complexity



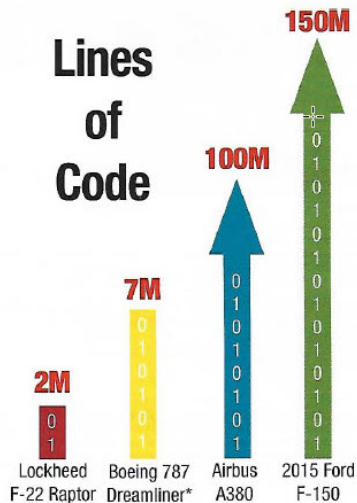
### Total Onboard Computer Capacity (OFP)



Source: "Avionics Acquisition, Production, and Sustainment: Lessons Learned – The Hard Way", NDIA Systems Engineering Conference, Mr. D. Gary Van Oss, October 2002.

Robert Gold, OSD

# SOFTWARE SYSTEMS ARE GROWING VERY LARGE



\* Avionics and online support systems only.

# SOFTWARE SYSTEMS ARE GROWING VERY LARGE

## Automotive Software

- ▶ A typical 2017 car model contains  $\sim 100\text{M}$  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

- ▶ Expensive recalls products with embedded software
- ▶ Lawsuits for loss of life or property damage
  - ▶ Car crashes (e.g., Toyota Camry 2005)
- ▶ Thousands of dollars for each minute of down-time
  - ▶ (e.g., Denver Airport Luggage Handling System)
- ▶ 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, Knight Capital)

# FAILING SOFTWARE COSTS LIVES

- ▶ 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

Software seems particularly prone to **faults**

Tiny faults can have **catastrophic** consequences

- ▶ Ariane 5
- ▶ Mars Climate Orbiter, Mars Sojourner
- ▶ Pentium-Bug
- ▶ ...

Rare bugs **can occur**

- ▶ avg. lifetime of a passenger plane: 30 years
- ▶ avg. lifetime of a car: < 10 years, but already > 1.2B cars in 2014

Logic and implementation errors represent **security exploits**

- ▶ (too many to mention)

# OBSERVATION

## **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 and secure software?

# 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 (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

- ▶ 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?

## 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

- ▶ 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

A Sorting Program:

```
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

A Sorting Program:

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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

Consider program with an array access:

```
int foo(int d[10], int x, int y){
    int i = getIndex(x,y);
    return d[i];
}
int getIndex(int x, int y){
    if( x<y ) { return 0; }
    while ( (x+y) % 7!=3 ){
        x = x+2;
        y = y+1;
    }
    int z = x-y;
    while( z>=10 ){ z = z-10; }
    return z;
}
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▶ Safe

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▶  $z > 0$

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▶ Safe

▶ Ensures  $x > y$

Overflow?

▶  $z > 0$

▶  $0 \leq z < 10$

# FORMAL VERIFICATION AS THEOREM PROVING

**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  $a$ .

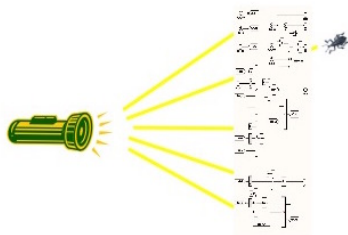
However, methodology differs from mathematics:

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

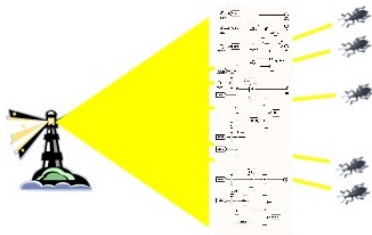
# CONTRASTING TESTING WITH FORMAL VERIFICATION

**Testing Checks Only the Values We Select**

**Formal Verification Checks Every Possible Value!**



**Even Small Systems Have Trillions  
(of Trillions) of Possible Tests!**



**Finds every exception to the  
property being checked!**



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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

1. System requirements
2. System implementation

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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)

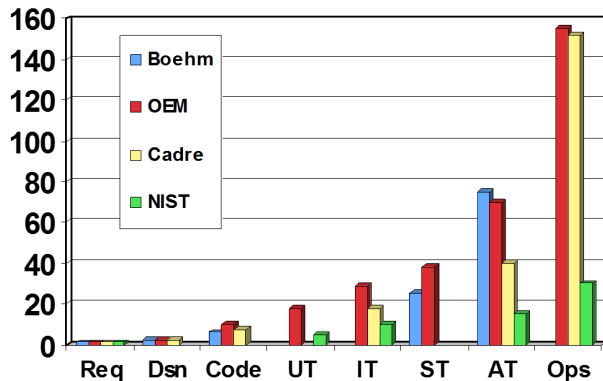
Use tools to verify **mechanically** that implementation satisfies (a) according to (b)

# WHY USE FORMAL METHODS

- ▶ 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)

# WHY USE FORMAL METHODS

Relative cost to fix an error, by development phase



Finding errors earlier reduces development costs



# FORMAL METHODS: THE VISION

- ▶ **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

- ▶ 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

- ▶ The notion of “formality” is often misunderstood (formal vs. rigorous)
- ▶ The effectiveness of formal methods is still debated
- ▶ There are 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

- ▶ 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

- ▶ 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

- ▶ 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

*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

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- ▶ **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



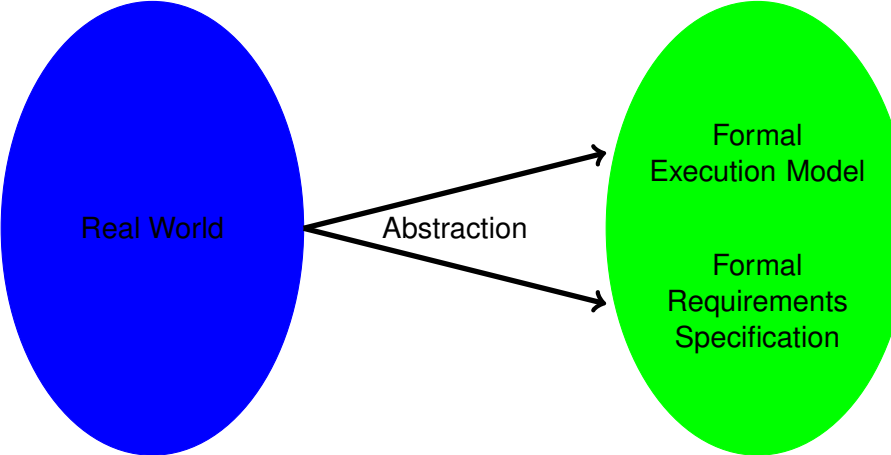
# FORMALIZATION HELPS TO FIND BUGS IN SPECS

- ▶ Well-formedness and consistency of formal specs are checkable with tools
- ▶ Fixed signature (set of symbols) helps spot incomplete specs
- ▶ Failed verification of implementation against spec gives feedback on errors
  - ▶ in the implementation or
  - ▶ in the (formalization of the) spec

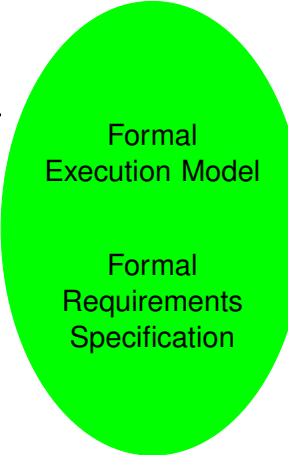
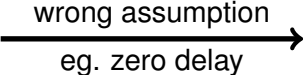
# A FUNDAMENTAL FACT

Formalisation of system requirements is hard

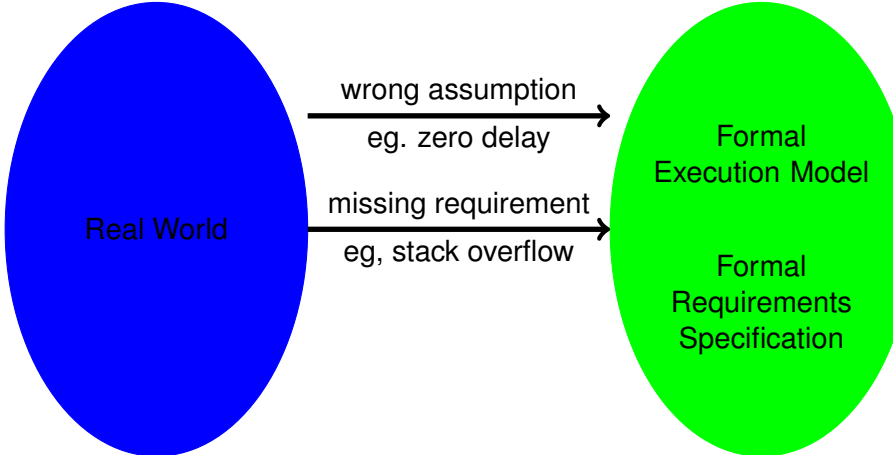
# DIFFICULTIES IN CREATING FORMAL MODELS



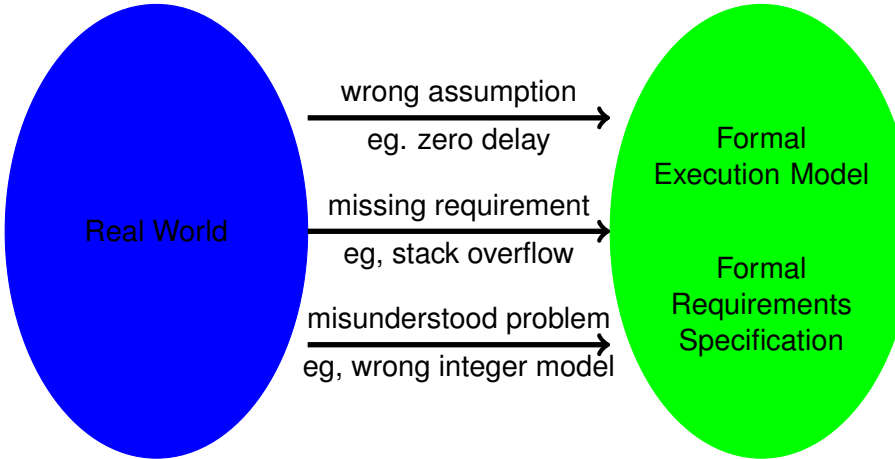
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# ANOTHER FUNDAMENTAL FACT

Proving properties of systems can be hard

# LEVEL OF SYSTEM DESCRIPTION

## High level (modeling/programming language level)

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

⋮

## Low level (machine level)

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





# EXPRESSIVENESS OF SPECIFICATION

## High

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

⋮

## Low

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



# CURRENT AND FUTURE TRENDS

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

- ▶ Designing for formal verification
- ▶ Combining semi-automatic methods with SAT/SMT solvers, 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

# CURRENT AND FUTURE TRENDS

Need for secure systems is increasing the use of FMs

- ▶ **Security** is intrinsically hard
- ▶ "Security is to safety as Lucifer is to Murphy"
- ▶ Redundant fault-tolerant systems are often used to meet safety requirements
- ▶ Fault-tolerance depends on the independence of component failures
- ▶ **Security attacks are intelligent, coordinated and malicious**
- ▶ Formal methods provides a systematic way to meet stringent security requirements

# SUMMARY

- ▶ 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
  - ▶ can improve system security
- ▶ We will learn to use several different formal methods, for different development stages