The University of Iowa Fall 2017

CS:5810

Formal Methods in Software Engineering

Course Overview

Staff

- Instructor: Prof. Cesare Tinelli

- TA: Paul Meng

Course Info and Material

- All information, including the syllabus, available at:

  `http://www.cs.uiowa.edu/~tinelli/5810`

- No required textbook
- Class notes and additional reading material to be posted on the website
- Recorded lectures on UICapture
- Announcements and discussions on Piazza
- Check the course website and the Piazza website regularly!

Course Design Goals

1. Learn about formal methods (FM) in software engineering
2. Understand how formal methods (FM) help produce high-quality software
3. Learn about formal modeling and specification languages
4. Write and understand formal requirement specifications
5. Learn about main approaches in formal software verification
6. Know which formal methods to use and when
7. Use automated and interactive tools to verify models and code

Course Topics

Software Specification

- High-level design
- System-level design (Model-based Development)
- Code-level design

Main Software Validation Techniques

- Model Finding/Checking:
  often automatic, abstract
- Deductive Verification:
  typically semi-automatic, precise (source code level)
- Abstract Interpretation:
  automatic, correct, incomplete, terminating

Course Organization

- Course organized by level of specification
- Emphasis on tool-based specification and validation methods
- A number of ungraded exercises
- Hands-on homework where you specify, design, and verify
- For each main topic
  - A team introductory homework asignment
  - A team mini-project
- 1 midterm, 1 final exam
- More details on the syllabus and the website

Part I: High-level Design

Language: Alloy

- Lightweight modeling language for software design
- Amenable to a fully automatic analysis
- Aimed at expressing complex structural constraints and behavior in a software system
- Intuitive structural modeling tool based on first-order logic
- Automatic analyzer based on SAT solving technology

Learning Outcomes

- Design and model software systems in the Alloy language
- Check models and their properties with the Alloy Analyzer
- Understand what can and cannot be expressed in Alloy

Part II: Model-based Development

Language: Lustre

- Executable specification language for synchronous reactive systems
- Designed for efficient compilation and formal verification
- Used in safety-critical applications industry
- Automatic analysis with tools based on model-checking techniques

Learning Outcomes:

- Write system and property specifications in Lustre
- Perform simulations and verifications of Lustre models
- Understand what can and cannot be expressed in Lustre

Part III: Code-level Specification

Language: Dafny

- Programming language with specification constructs
- Specifications embedded in source code as formal contracts
- Tool support with sophisticated verification engines
- Automatic analysis based on theorem proving techniques

Learning Outcomes:

- Write formal specifications and contracts in Dafny
- Verify functional properties of Dafny programs with automated tools
- Understand what can and cannot be expressed in Dafny

Part IV (extra): Interactive Theorem Proving

Language: Lean

- General-purpose logical language with executable sublanguage
- Supports both mathematical reasoning and reasoning about complex systems
- Powerful proof-assistant
- Semi-automatic, based on interactive theorem proving techniques

Learning Outcomes:

- Write formal specifications and programs in Lean
- Proof properties in Lean interactively
- Understand what can and cannot be expressed in Lean