

# CS477 Formal Software Development Methods

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<http://courses.engr.illinois.edu/cs477>

Slides based in part on previous lectures by Mahesh Vishwanathan, and  
by Gul Agha

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# Contact Information

- Office: 2112 SC
- Office Hours:
  - Wednesdays 11:00am - 11:50am
  - Wednesdays 5:30pm - 6:30pm (Skype only)
  - Fridays 11:00am - 12:30pm
  - Also by appointment
- Email: [egunter@illinois.edu](mailto:egunter@illinois.edu)
- No TA this semester (yet?)

# Course Website

- <http://courses.engr.illinois.edu/cs477>
- Main page – summary of news items
- Policy – rules governing course
- Lectures – syllabus and slides
- MPs – information about homework
- Exams – exam dates, preparation
- Unit Projects – for 4 credit students
- Resources – tools, subject references
- FAQ

# Some Course References

- No required textbook
- Software reliability methods, Doron A. Peled. Springer-Verlag New York, Inc.
- Gul's reference
- The Temporal Logic of Reactive and Concurrent Systems: Specification, Zohar Manna and Amir Pnueli. Springer-Verlag.
- Model Checking, Edmund M. Clarke Jr., Orna Grumberg, Doron A. Peled. MIT Press.
- The Spin model checker – primer and reference manual, Gerard J. Holzmann. Addison-Wesley, Pearson Education.
- Reference papers found in resources on the course website
  - Will grow over the semester

# Course Grading

- Homework 30%
  - Four to five theory homeworks
  - Four to five tool exercises
    - Tool exercises may require access to EWS machines.
  - Handed in using `svn`
  - Late submission penalty: 20% of total assignment value
- Midterm 30%
  - In class – March 8
  - **DO NOT MISS EXAM DATE!**
- Final 40% – Date TBA
- Fourth Unit Credit 33%

# Why Formal Methods?

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- To find bugs.

**Rapid**

A fatal exception 0E has occurred at 0028:C0011E36 in UXD UMM(01) +  
00010E36. The current application will be terminated.

- \* Press any key to terminate the current application.
- \* Press CTRL+ALT+DEL again to restart your computer. You will  
lose any unsaved information in all applications.

Press any key to continue \_



# AT&T Network Outage



**AT&T**

- 1990: AT&T # 4ESS long distance switch carried all long distance calls in USA, including for Air Traffic Control
- Jan 15, 1990 switch in New York crashes; reboot causes neighboring switches to crash, reboot
- 114 switches caught in oscillating crash - reboot cycle
- Over 60,000 people with no phone service
- No inter-airport ATC communication
  - eventually amateur ham radio help with volunteer network

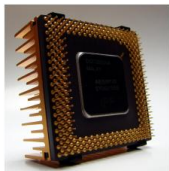
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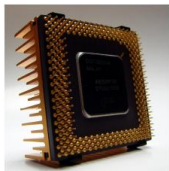
- Short-Term Fix: Reload earlier version of 4ESS OS on all switches
- April 1990: AT&T Bell Labs creates new center Computing Sciences Research Center to try to assure never again
  - I was its first employee
- Bug:
  - Many contributing causes
  - One fatal contribution: a misplaced semicolon
  - Could have been caught by a stronger type system

# Pentium Chip



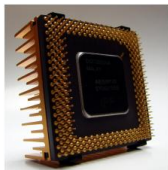
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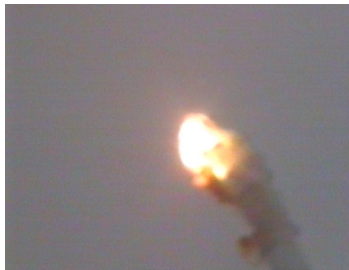
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- 500 million US dollars + loss of image

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- Loss of more than 500 million US dollars

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- Certified to be safe in April 1995
- Total development cost 3 billion; software integration and validation costs were about one-third.

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  - The plane suddenly zoomed up 3000 feet. The pilot's efforts at gaining manual control succeeded after a physical struggle, and the passengers were safely flown back to Australia.
- Cause: Defective software provided incorrect data about the plane's speed and acceleration.



# Malaysian Airlines

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## Wall Street Journal Analysis

- “Plane makers are accustomed to testing metals and plastics under almost every conceivable kind of extreme stress, but **it’s impossible to run a big computer program through every scenario** to detect bugs that invariably crop up.”
- “. . . problems in aviation software stem not from bugs in code of a single program but rather from the **interaction between two different parts of a plane’s computer system.**”
- “. . . Boeing issued a safety alert advising, . . . , pilots should immediately disconnect autopilot and might need to exert an unusually strong force on the controls for as long as two minutes to regain normal flight.”

# Why Formal Methods?

- To catch bugs
- To eliminate whole classes of errors
- Contrast: Testing

<b>Testing</b>	<b>Formal Methods</b>
Can find errors in systems	Can find errors in systems
Gen works on actual code maybe simulated env	Gen work on abstract model of code and environment
Can't show errors don't exist	Can show certain types of errors can't exist
Can't show system error-free	Can't show system error-free

# Formal Methods Limitations

- Can be expensive
  - Only used fully on safety-critical system components
- Can only prove model of system satisfies given property (“requirements”)
  - Model may be wrong
  - requirements may be inadequate or wrong

# What Are Formal Methods?

- Method of finding errors in
  - Hardware
  - Software
  - Distributed Systems
  - Computer-Human Operator Systems
  - ...
- **Not** a way to guarantee nothing will go wrong

# What Are Formal Methods?

- Formal Methods are the application of rigorous mathematics to the
  - specification
  - modeling
  - implementation, and
  - verificationof systems with programmable components
  - Software
  - Hardware
  - Control Systems
  - Combined Computer - Human Operator Systems, ...
- via computer programs implementing the math

# What Types of Maths?

- Sets, Graphs, Trees
- Automata
- Logic and Proof Theory, Temporal Logics
- Process Algebras
- Induction, especially structural induction and well-founded induction, inductive relations
- Category Theory
- Probability
- ...
- Differential Equations, PDEs
- ...



# What Types of Tools?

- Type Checkers, Type Inference
  - Java, ML (Ocaml, Standard ML), Haskell, ...
- Model Checkers, SAT solvers
  - SPIN, NuSMV, Mocha, SAL, ...
- Interactive Theorem Provers
  - Isabelle, Coq, HOL4, PVS, ...
- Runtime Monitoring
  - JavaMOP

# Course Overview

- Review of basic math underlying most formal methods
- Intro to interactive theorem proving
  - Intro to Isabelle/HOL
- Floyd-Hoare Logic (aka Axiomatic Semantics)
  - Verification Conditions
  - Verification Condition Generators (VCGs)
- Rewrite Logic
  - Intro to Maude
- Operation Semantics
  - Structured Oper. Sem., Transition Sem., Contexts Reduction Sem.
- Models of Concurrency
  - Finite State Automata, Buchi Automata, Concurrent Game Structures, Petri Nets

# Course Overview

- Temporal Logics
  - LTL
  - CTL
- Model Checkers
  - Spin
  - NuSMV
  - SAL
- Process Algebras, Pi Calculus, CSP, Actors
  - Intro to FDR
  - Intro to Rebeca
- Type Systems
  - Type Soundness
  - Dependent Types, Liquid Types, DML
  - Communication Types (aka Session Types)
  - Runtime Type Checking, Runtime Verification

# Course Objectives

- How to do proofs in Hoare Logic, and what role a loop invariant plays
- How to use finite automata to model computer systems
- How to express properties of concurrent systems in a temporal logic
- How to use a model checker to verify / falsify a temporal safety property of a concurrent system
- The connection between types and program properties
- What type soundness does and does not guarantee about a well-typed program

# Basic Set Theory

- Set fundamental to most math used in formal methods
- Will only cover “naive” set theory, not axiomatic set theory
- Will always assume some “understood” universe for any given set
- Set description:
  - Enumeration:  $\{a_1, a_2, \dots, a_n\}$ 
    - Multiplicity, order irrelevant:  $\{2, 1, 3, 1\} = \{3, 2, 1\}$
    - $y \in \{a_1, a_2, \dots, a_n\}$  iff  $\exists n. y = a_n$ .
  - Set comprehension:  $\{x | p(x)\}$ 
    - $y \in \{x | p(x)\}$  iff  $p(y) = \text{True}$
  - Set Extensionality:  $X = Y$  iff  $\forall x. x \in X \Leftrightarrow x \in Y$ .