Softwaretechnik / Software-Engineering

Lecture 17: Wrapup & Questions

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Topic Area Code Quality Assurance: Content

VL 14

- **Introduction and Vocabulary**
  - Test case, test suite, test execution.
  - Positive and negative outcomes.

⋮

VL 15

- **Limits of Software Testing**
- **Glass-Box Testing**
  - Statement-, branch-, term-**coverage**.

⋮

- **Other Approaches**
  - **Model-based testing**,

VL 16

- **Program Verification**
  - partial and total **correctness**,

⋮

VL 17

  - **Proof System PD**.
  - **Runtime verification**.

⋮

- **Review**

Proof-System PD Cont'd

Proof-System PD (for sequential, deterministic programs)

Axiom 1: Skip-Statement

$$\{p\}\ \mathit{skip}\ \{p\}$$

Axiom 2: Assignment

$$\{p[u := t]\}\ u := t\ \{p\}$$

Rule 3: Sequential Composition

$$\frac{\{p\}\ S_1\ \{r\}, \{r\}\ S_2\ \{q\}}{\{p\}\ S_1;\ S_2\ \{q\}}$$

Rule 4: Conditional Statement

$$\frac{\{p \land B\}\ S_1\ \{q\}, \{p \land \neg B\}\ S_2\ \{q\},}{\{p\}\ \textbf{if}\ B\ \textbf{then}\ S_1\ \textbf{else}\ S_2\ \textbf{fi}\ \{q\}}$$

Rule 5: While-Loop

$$\frac{\{p \land B\}\ S\ \{p\}}{\{p\}\ \textbf{while}\ B\ \textbf{do}\ S\ \textbf{od}\ \{p \land \neg B\}}$$

Rule 6: Consequence

$$\frac{p \to p_1, \{p_1\}\ S\ \{q_1\}, q_1 \to q}{\{p\}\ S\ \{q\}}$$

Theorem. PD is correct ("sound") and (relative) complete for partial correctness of deterministic programs, i.e. $\vdash_{PD} \{p\}\ S\ \{q\}$ if and only if $\models \{p\}\ S\ \{q\}$.

Example Proof

$$DIV \equiv \overbrace{a := 0;\ b := x;}^{=:S_0^D}\ \mathbf{while}\ \overbrace{b \geq y}^{=:B^D}\ \mathbf{do}\ \overbrace{b := b - y;\ a := a + 1}^{=:S_1^D}\ \mathbf{od}$$

(The first (textually represented) program that has been formally verified (Hoare, 1969).

We can prove $\models \{x \geq 0 \land y \geq 0\}\ DIV\ \{a \cdot y + b = x \land b < y\}$

by showing $\vdash_{PD} \underbrace{\{x \geq 0 \land y \geq 0\}}_{=:p^D}\ DIV\ \underbrace{\{a \cdot y + b = x \land b < y\}}_{=:q^D}$, i.e., derivability in PD:

$$\dfrac{\dfrac{(1)}{\{p^D\}\ S_0^D\ \{P\},} \qquad \dfrac{\dfrac{}{P \to P,} \quad \dfrac{\dfrac{(2)}{\{P \land (B^D)\}\ S_1^D\ \{P\}}}{\{P\}\ \mathbf{while}\ B^D\ \mathbf{do}\ S_1^D\ \mathbf{od}\ \{P \land \neg(B^D)\},}\text{(R5)} \quad \dfrac{(3)}{P \land \neg(B^D) \to q^D}}{\{P\}\ \mathbf{while}\ B^D\ \mathbf{do}\ S_1^D\ \mathbf{od}\ \{q^D\}}\text{(R6)}}{\{p^D\}\ S_0^D;\ \mathbf{while}\ B^D\ \mathbf{do}\ S_1^D\ \mathbf{od}\ \{q^D\}}\text{(R3)}$$

(A1) $\{p\}\ \mathit{skip}\ \{p\}$ (R3) $\dfrac{\{p\}\ S_1\ \{r\},\ \{r\}\ S_2\ \{q\}}{\{p\}\ S_1;\ S_2\ \{q\}}$ (R5) $\dfrac{\{p \land B\}\ S\ \{p\}}{\{p\}\ \mathbf{while}\ B\ \mathbf{do}\ S\ \mathbf{od}\ \{p \land \neg B\}}$

(A2) $\{p[u := t]\}\ u := t\ \{p\}$ (R4) $\dfrac{\{p \land B\}\ S_1\ \{q\},\ \{p \land \neg B\}\ S_2\ \{q\}}{\{p\}\ \mathbf{if}\ B\ \mathbf{then}\ S_1\ \mathbf{else}\ S_2\ \mathbf{fi}\ \{q\}}$ (R6) $\dfrac{p \to p_1,\ \{p_1\}\ S\ \{q_1\},\ q_1 \to q}{\{p\}\ S\ \{q\}}$

Example Proof

$$DIV \equiv \overbrace{a := 0;\; b := x;}^{=:S_0^D} \;\textbf{while}\; \overbrace{b \geq y}^{=:B^D} \;\textbf{do}\; \overbrace{b := b - y;\; a := a + 1}^{=:S_1^D} \;\textbf{od}$$

(The first (textually represented) program that has been formally verified (Hoare, 1969).

We can prove $\models \{x \geq 0 \wedge y \geq 0\}\; DIV\; \{a \cdot y + b = x \wedge b < y\}$

by showing $\vdash_{PD} \{\underbrace{x \geq 0 \wedge y \geq 0}_{=:p^D}\}\; DIV\; \{\underbrace{a \cdot y + b = x \wedge b < y}_{=:q^D}\}$, i.e., derivability in PD:

$$\dfrac{\dfrac{\text{(1)}}{\{x \geq 0 \wedge y \geq 0\}\; a := 0;\; b := x\; \{P\},} \qquad \dfrac{\dfrac{}{P \to P,} \quad \dfrac{\dfrac{\text{(2)}}{\{P \wedge (b \geq y)\}\; b := b - y;\; a := a + 1\; \{P\}}}{\{P\}\;\textbf{while}\; b \geq y \;\textbf{do}\; b := b - y;\; a := a + 1 \;\textbf{od}\; \{P \wedge \neg(b \geq y)\},}\text{(R5)} \quad \dfrac{\text{(3)}}{P \wedge \neg(b \geq y) \to a \cdot y + b = x \wedge b < y}}{\{P\}\;\textbf{while}\; b \geq y \;\textbf{do}\; b := b - y;\; a := a + 1 \;\textbf{od}\; \{a \cdot y + b = x \wedge b < y\}}\text{(R6)}}{\{x \geq 0 \wedge y \geq 0\}\; a := 0;\; b := x;\; \textbf{while}\; b \geq y \;\textbf{do}\; b := b - y;\; a := a + 1 \;\textbf{od}\; \{a \cdot y + b = x \wedge b < y\}}\text{(R3)}$$

(A1) $\{p\}\; skip\; \{p\}$

(R3) $\dfrac{\{p\}\; S_1\; \{r\},\; \{r\}\; S_2\; \{q\}}{\{p\}\; S_1;\; S_2\; \{q\}}$

(R5) $\dfrac{\{p \wedge B\}\; S\; \{p\}}{\{p\}\;\textbf{while}\; B \;\textbf{do}\; S \;\textbf{od}\; \{p \wedge \neg B\}}$

(A2) $\{p[u := t]\}\; u := t\; \{p\}$

(R4) $\dfrac{\{p \wedge B\}\; S_1\; \{q\},\; \{p \wedge \neg B\}\; S_2\; \{q\}}{\{p\}\;\textbf{if}\; B \;\textbf{then}\; S_1 \;\textbf{else}\; S_2 \;\textbf{fi}\; \{q\}}$

(R6) $\dfrac{p \to p_1,\; \{p_1\}\; S\; \{q_1\},\; q_1 \to q}{\{p\}\; S\; \{q\}}$

Example Proof Cont'd

$$\dfrac{\dfrac{\text{(1)}}{\{x \geq 0 \wedge y \geq 0\}\; a := 0;\; b := x\;\{P\},} \qquad \dfrac{\dfrac{}{P \rightarrow P,} \quad \dfrac{\dfrac{\text{(2)}}{\{P \wedge (b \geq y)\}\; b := b - y;\; a := a + 1\;\{P\}}}{\{P\}\;\mathbf{while}\; b \geq y\;\mathbf{do}\; b := b - y;\; a := a + 1\;\mathbf{od}\;\{P \wedge \neg(b \geq y)\},}\,\text{(R5)} \quad \dfrac{\text{(3)}}{P \wedge \neg(b \geq y) \rightarrow a \cdot y + b = x \wedge b < y}}{\{P\}\;\mathbf{while}\; b \geq y\;\mathbf{do}\; b := b - y;\; a := a + 1\;\mathbf{od}\;\{a \cdot y + b = x \wedge b < y\}}\,\text{(R6)}}{\{x \geq 0 \wedge y \geq 0\}\; a := 0;\; b := x;\;\mathbf{while}\; b \geq y\;\mathbf{do}\; b := b - y;\; a := a + 1\;\mathbf{od}\;\{a \cdot y + b = x \wedge b < y\}}\,\text{(R3)}$$

In the following, we show

(1) $\vdash_{PD} \{x \geq 0 \wedge y \geq 0\}\; a := 0;\; b := x\;\{P\}$,

(2) $\vdash_{PD} \{P \wedge b \geq y\}\; b := b - y;\; a := a + 1\;\{P\}$,

(3) $\models P \wedge \neg(b \geq y) \rightarrow a \cdot y + b = x \wedge b < y$.

As **loop invariant**, we choose (**creative act!**):

$$P \equiv a \cdot y + b = x \wedge b \geq 0$$

Proof of (1)

(A1) $\{p\}\ skip\ \{p\}$

(R4) $$\frac{\{p \wedge B\}\ S_1\ \{q\},\ \{p \wedge \neg B\}\ S_2\ \{q\}}{\{p\}\ \textbf{if}\ B\ \textbf{then}\ S_1\ \textbf{else}\ S_2\ \textbf{fi}\ \{q\}}$$

(A2) $\{p[u := t]\}\ u := t\ \{p\}$

(R5) $$\frac{\{p \wedge B\}\ S\ \{p\}}{\{p\}\ \textbf{while}\ B\ \textbf{do}\ S\ \textbf{od}\ \{p \wedge \neg B\}}$$

(R3) $$\frac{\{p\}\ S_1\ \{r\},\ \{r\}\ S_2\ \{q\}}{\{p\}\ S_1;\ S_2\ \{q\}}$$

(R6) $$\frac{p \rightarrow p_1,\ \{p_1\}\ S\ \{q_1\},\ q_1 \rightarrow q}{\{p\}\ S\ \{q\}}$$

- **(1)** claims:

  $\vdash_{PD} \{x \geq 0 \wedge y \geq 0\}\ a := 0;\ b := x\ \{P\}$

  where $P \equiv a \cdot y + b = x \wedge b \geq 0$.

Proof of (1)

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(R3) $\dfrac{\{p\}\ S_1\ \{r\},\ \{r\}\ S_2\ \{q\}}{\{p\}\ S_1;\ S_2\ \{q\}}$

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- **(1)** claims:

  $\vdash_{PD} \{x \geq 0 \wedge y \geq 0\}\ a := 0;\ b := x\ \{P\}$

  where $P \equiv a \cdot y + b = x \wedge b \geq 0$.

- $\vdash_{PD} \{\underbrace{0 \cdot y + x = x \wedge x \geq 0}_{p[a:=0]}\}\ \underbrace{a}_{u} := \underbrace{0}_{t}\ \overbrace{\{\underbrace{a}_{u} \cdot y + x = x \wedge x \geq 0\}}^{P}$ by (A2),

Proof of (1)

(A1) $\{p\}\ skip\ \{p\}$

(R4) $\dfrac{\{p \wedge B\}\ S_1\ \{q\},\ \{p \wedge \neg B\}\ S_2\ \{q\}}{\{p\}\ \textbf{if}\ B\ \textbf{then}\ S_1\ \textbf{else}\ S_2\ \textbf{fi}\ \{q\}}$

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- **(1)** claims:

  $\vdash_{PD} \{x \geq 0 \wedge y \geq 0\}\ a := 0;\ b := x\ \{P\}$

  where $P \equiv a \cdot y + b = x \wedge b \geq 0$.

- $\vdash_{PD} \{0 \cdot y + x = x \wedge x \geq 0\}\ a := 0\ \{a \cdot y + x = x \wedge x \geq 0\}$ by (A2),
- $\vdash_{PD} \{a \cdot y + x = x \wedge x \geq 0\}\ b := x\ \underbrace{\{a \cdot y + b = x \wedge b \geq 0\}}_{\equiv P}$ by (A2),

Proof of (1)

(A1) $\{p\}\ \mathit{skip}\ \{p\}$

(R4) $\dfrac{\{p \wedge B\}\ S_1\ \{q\},\ \{p \wedge \neg B\}\ S_2\ \{q\}}{\{p\}\ \textbf{if}\ B\ \textbf{then}\ S_1\ \textbf{else}\ S_2\ \textbf{fi}\ \{q\}}$

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- **(1)** claims:

  $$\vdash_{PD} \{x \geq 0 \wedge y \geq 0\}\ a := 0;\ b := x\ \{P\}$$

  where $P \equiv a \cdot y + b = x \wedge b \geq 0$.

- $\vdash_{PD} \{0 \cdot y + x = x \wedge x \geq 0\}\ a := 0\ \{a \cdot y + x = x \wedge x \geq 0\}$ by (A2),

- $\vdash_{PD} \{a \cdot y + x = x \wedge x \geq 0\}\ b := x\ \underbrace{\{a \cdot y + b = x \wedge b \geq 0\}}_{\equiv P}$ by (A2),

- thus, $\vdash_{PD} \{0 \cdot y + x = x \wedge x \geq 0\}\ a := 0;\ b := x\ \{P\}$ by (R3),

- using $x \geq 0 \wedge y \geq 0 \rightarrow 0 \cdot y + x = x \wedge x \geq 0$ and $P \rightarrow P$, we obtain

  $$\vdash_{PD} \{x \geq 0 \wedge y \geq 0\}\ a := 0;\ b := x\ \{P\}$$

  by (R6). □

Substitution

The rule '**Assignment**' uses (syntactical) **substitution**: $\{p[u := t]\}\ u := t\ \{p\}$

(In formula p, replace all (free) occurences of (program or logical) variable u by term t.)

Defined as usual, only **indexed** and **bound** variables need to be treated specially:

$$a \geq x\,[x := u+3] \rightsquigarrow a \geq u+3$$

$$(a \geq x \wedge \forall x \bullet b \geq x)\,[x := u+3] \rightsquigarrow\ ?$$

$$\downarrow$$

$$a \geq x \wedge \forall z \bullet b \geq z \rightsquigarrow a \geq u+3 \wedge \forall z \bullet b \geq z$$

Substitution

The rule '**Assignment**' uses (syntactical) **substitution**: $\{p[u := t]\}\; u := t\; \{p\}$

(In formula p, replace all (free) occurences of (program or logical) variable u by term t.)

Defined as usual, only **indexed** and **bound** variables need to be treated specially:

Expressions:

- plain variable x: $x[u := t] \equiv \begin{cases} t & \text{, if } x = u \\ x & \text{, otherwise} \end{cases}$
- constant c:
  $c[u := t] \equiv c$.
- constant op, terms s_i:
  $op(s_1, \dots, s_n)[u := t]$
  $\equiv op(s_1[u := t], \dots, s_n[u := t])$.
- conditional expression:
  $(B \;?\; s_1 : s_2)[u := t]$
  $\equiv (B[u := t] \;?\; s_1[u := t] : s_2[u := t])$

Formulae:

- boolean expression $p \equiv s$:
  $p[u := t] \equiv s[u := t]$
- negation:
  $(\neg q)[u := t] \equiv \neg(q[u := t])$
- conjunction etc.:
  $(q \wedge r)[u := t]$
  $\equiv q[u := t] \wedge r[u := t]$
- **quantifier**:
  $(\forall\, x : q)[u := t] \;\equiv \forall\, y : q[x := y][u := t]$
  y fresh (not in q, t, u), same type as x.

- **indexed variable**, u plain or $u \equiv b[t_1, \dots, t_m]$ and $a \neq b$:

$$(a[s_1, \dots, s_n])[u := t] \equiv a[s_1[u := t], \dots, s_n[u := t]])$$

- **indexed variable**, $u \equiv a[t_1, \dots, t_m]$:

$$(a[s_1, \dots, s_n])[u := t] \;\equiv (\bigwedge_{i=1}^{n} s_i[u := t] = t_i \;?\; t \;: a[s_1[u := t], \dots, s_n[u := t]])$$

Example Proof Cont'd

$$\dfrac{\dfrac{\textbf{(1)}}{\{x \geq 0 \wedge y \geq 0\}\; a := 0;\; b := x \;\{P\},} \qquad \dfrac{\dfrac{}{P \rightarrow P,} \quad \dfrac{\dfrac{\textbf{(2)}}{\{P \wedge (b \geq y)\}\; b := b - y;\; a := a + 1 \;\{P\}}}{\{P\}\; \textbf{while}\; b \geq y \;\textbf{do}\; b := b - y;\; a := a + 1 \;\textbf{od}\; \{P \wedge \neg(b \geq y)\},}\text{(R5)} \quad \dfrac{\textbf{(3)}}{P \wedge \neg(b \geq y) \rightarrow a \cdot y + b = x \wedge b < y}}{\{P\}\; \textbf{while}\; b \geq y \;\textbf{do}\; b := b - y;\; a := a + 1 \;\textbf{od}\; \{a \cdot y + b = x \wedge b < y\}}\text{(R6)}}{\{x \geq 0 \wedge y \geq 0\}\; a := 0;\; b := x;\; \textbf{while}\; b \geq y \;\textbf{do}\; b := b - y;\; a := a + 1 \;\textbf{od}\; \{a \cdot y + b = x \wedge b < y\}}\text{(R3)}$$

In the following, we show

(1) $\vdash_{PD} \{x \geq 0 \wedge y \geq 0\}\; a := 0;\; b := x \;\{P\}$, ✓

(2) $\vdash_{PD} \{P \wedge b \geq y\}\; b := b - y;\; a := a + 1 \;\{P\}$,

(3) $\models P \wedge \neg(b \geq y) \rightarrow a \cdot y + b = x \wedge b < y$.

As **loop invariant**, we choose (**creative act!**):

$$P \equiv a \cdot y + b = x \wedge b \geq 0$$

(A1) $\{p\}\; skip \;\{p\}$

(A2) $\{p[u := t]\}\; u := t \;\{p\}$

(R3) $\dfrac{\{p\}\; S_1 \;\{r\},\; \{r\}\; S_2 \;\{q\}}{\{p\}\; S_1;\; S_2 \;\{q\}}$

(R4) $\dfrac{\{p \wedge B\}\; S_1 \;\{q\},\; \{p \wedge \neg B\}\; S_2 \;\{q\}}{\{p\}\; \textbf{if}\; B \;\textbf{then}\; S_1 \;\textbf{else}\; S_2 \;\textbf{fi}\; \{q\}}$

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(R6) $\dfrac{p \rightarrow p_1,\; \{p_1\}\; S \;\{q_1\},\; q_1 \rightarrow q}{\{p\}\; S \;\{q\}}$

Proof of (2)

(A1) $\{p\}\ \mathit{skip}\ \{p\}$

(R4) $\dfrac{\{p \wedge B\}\ S_1\ \{q\},\ \{p \wedge \neg B\}\ S_2\ \{q\}}{\{p\}\ \textbf{if}\ B\ \textbf{then}\ S_1\ \textbf{else}\ S_2\ \textbf{fi}\ \{q\}}$

(A2) $\{p[u := t]\}\ u := t\ \{p\}$

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- **(2)** claims:

  $\vdash_{PD} \{P \wedge b \geq y\}\ b := b - y;\ a := a + 1\ \{P\}$

  where $P \equiv a \cdot y + b = x \wedge b \geq 0$.

- $\vdash_{PD} \{(a+1) \cdot y + \underline{(b-y)} = x \wedge \underline{(b-y)} \geq 0\}\ \underbrace{b}_{u} := \underbrace{b - y}_{t}\ \{(a+1) \cdot y + \underbrace{b} = x \wedge \underbrace{b} \geq 0\}$

  by (A2),

Proof of (2)

(A1) $\{p\}\ \mathit{skip}\ \{p\}$

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- **(2)** claims:

  $\vdash_{PD} \underline{\{P \wedge b \geq y\}}\ b := b - y;\ a := a + 1\ \{P\}$

  where $P \equiv a \cdot y + b = x \wedge b \geq 0$.

  $\to$?

- $\vdash_{PD} \underline{\{(a+1) \cdot y + (b-y) = x \wedge (b-y) \geq 0\}}\ b := b - y\ \{(a+1) \cdot y + b = x \wedge b \geq 0\}$

  by (A2),

- $\vdash_{PD} \{(a+1) \cdot y + b = x \wedge b \geq 0\}\ a := a + 1\ \{\underbrace{a \cdot y + b = x \wedge b \geq 0}_{\equiv P}\}$ by (A2),

  ✓

Proof of (2)

(A1) $\{p\}\ skip\ \{p\}$

(R4) $\dfrac{\{p \wedge B\}\ S_1\ \{q\},\ \{p \wedge \neg B\}\ S_2\ \{q\}}{\{p\}\ \textbf{if}\ B\ \textbf{then}\ S_1\ \textbf{else}\ S_2\ \textbf{fi}\ \{q\}}$

(A2) $\{p[u := t]\}\ u := t\ \{p\}$

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- (2) claims:
  $\vdash_{PD} \{P \wedge b \geq y\}\ b := b - y;\ a := a + 1\ \{P\}$
  where $P \equiv a \cdot y + b = x \wedge b \geq 0$.

- $\vdash_{PD} \{(a+1) \cdot y + (b - y) = x \wedge (b - y) \geq 0\}\ b := b - y\ \{(a+1) \cdot y + b = x \wedge b \geq 0\}$
  by (A2),

- $\vdash_{PD} \{(a+1) \cdot y + b = x \wedge b \geq 0\}\ a := a + 1\ \{\underbrace{a \cdot y + b = x \wedge b \geq 0}_{\equiv P}\}$ by (A2),

- $\vdash_{PD} \{(a+1) \cdot y + (b - y) = x \wedge (b - y) \geq 0\}\ b := b - y;\ a := a + 1\ \{P\}$ by (R3),

- using $P \wedge b \geq y \rightarrow (a+1) \cdot y + (b - y) = x \wedge (b - y) \geq 0$ and $P \rightarrow P$ we obtain,

$$\vdash_{PD} \{P \wedge b \geq y\}\ b := b - y;\ a := a + 1\ \{P\}$$

  by (R6). □

Example Proof Cont'd

$$\dfrac{\dfrac{\text{(1)}}{\{x \geq 0 \wedge y \geq 0\}\ a := 0;\ b := x\ \{P\},} \qquad \dfrac{\dfrac{}{P \to P,} \quad \dfrac{\dfrac{\text{(2)}}{\{P \wedge (b \geq y)\}\ b := b - y;\ a := a + 1\ \{P\}}}{\{P\}\ \mathbf{while}\ b \geq y\ \mathbf{do}\ b := b - y;\ a := a + 1\ \mathbf{od}\ \{P \wedge \neg(b \geq y)\},}\,\text{(R5)} \quad \dfrac{\text{(3)}}{P \wedge \neg(b \geq y) \to a \cdot y + b = x \wedge b < y}}{\{P\}\ \mathbf{while}\ b \geq y\ \mathbf{do}\ b := b - y;\ a := a + 1\ \mathbf{od}\ \{a \cdot y + b = x \wedge b < y\}}\,\text{(R6)}}{\{x \geq 0 \wedge y \geq 0\}\ a := 0;\ b := x;\ \mathbf{while}\ b \geq y\ \mathbf{do}\ b := b - y;\ a := a + 1\ \mathbf{od}\ \{a \cdot y + b = x \wedge b < y\}}\,\text{(R3)}$$

In the following, we show

(1) $\vdash_{PD} \{x \geq 0 \wedge y \geq 0\}\ a := 0;\ b := x\ \{P\}$, ✓

(2) $\vdash_{PD} \{P \wedge b \geq y\}\ b := b - y;\ a := a + 1\ \{P\}$, ✓

(3) $\models P \wedge \neg(b \geq y) \to a \cdot y + b = x \wedge b < y$.

As **loop invariant**, we choose (**creative act!**):

$$P \equiv a \cdot y + b = x \wedge b \geq 0$$

(A1) $\{p\}\ \mathit{skip}\ \{p\}$

(A2) $\{p[u := t]\}\ u := t\ \{p\}$

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(R6) $\dfrac{p \to p_1,\ \{p_1\}\ S\ \{q_1\},\ q_1 \to q}{\{p\}\ S\ \{q\}}$

Proof of (3)

(3) claims

$$\models P \land \neg(b \geq y) \rightarrow a \cdot y + b = x \land b < y.$$

where $P \equiv \underline{a \cdot y + b = x \land b \geq 0}$.

Proof: easy. ✓

Back to the Example Proof

We have shown:

(1) $\vdash_{PD} \{x \geq 0 \wedge y \geq 0\}\ a := 0;\ b := x\ \{P\}$,

(2) $\vdash_{PD} \{P \wedge b \geq y\}\ b := b - y;\ a := a + 1\ \{P\}$,

(3) $\models P \wedge \neg(b \geq y) \rightarrow a \cdot y + b = x \wedge b < y$.

and

$$\dfrac{\dfrac{(1)}{\{x \geq 0 \wedge y \geq 0\}\ a := 0;\ b := x\ \{P\},} \qquad \dfrac{\dfrac{}{P \rightarrow P,} \quad \dfrac{\dfrac{(2)}{\{P \wedge (b \geq y)\}\ b := b - y;\ a := a + 1\ \{P\}}}{\{P\}\ \mathbf{while}\ b \geq y\ \mathbf{do}\ b := b - y;\ a := a + 1\ \mathbf{od}\ \{P \wedge \neg(b \geq y)\},}\,\text{(R5)} \quad \dfrac{(3)}{P \wedge \neg(b \geq y) \rightarrow a \cdot y + b = x \wedge b < y}}{\{P\}\ \mathbf{while}\ b \geq y\ \mathbf{do}\ b := b - y;\ a := a + 1\ \mathbf{od}\ \{a \cdot y + b = x \wedge b < y\}}\,\text{(R6)}}{\{x \geq 0 \wedge y \geq 0\}\ a := 0;\ b := x;\ \mathbf{while}\ b \geq y\ \mathbf{do}\ b := b - y;\ a := a + 1\ \mathbf{od}\ \{a \cdot y + b = x \wedge b < y\}}\,\text{(R3)}$$

thus

$$\vdash_{PD} \{x \geq 0 \wedge y \geq 0\}\ \underbrace{a := 0;\ b := x;\ \mathbf{while}\ b \geq y\ \mathbf{do}\ b := b - y;\ a := a + 1\ \mathbf{od}}_{\equiv DIV}\ \{a \cdot y + b = x \wedge b < y\}$$

and thus (since PD is sound) DIV is **partially correct** ✓ wrt.

- **pre-condition**: $x \geq 0 \wedge y \geq 0$, ✓
- **post-condition**: $a \cdot y + b = x \wedge b < y$. ✓

IOW: whenever DIV is called with x and y such that $x \geq 0 \wedge y \geq 0$, then (if DIV terminates) $a \cdot y + b = x \wedge b < y$ will hold.

Once Again

- $P \equiv a \cdot y + b = x \wedge b \geq 0$

$\{x \geq 0 \wedge y \geq 0\}$?
$\{0 \cdot y + x = x \wedge x \geq 0\}$
- $a := 0;$ A2

$\{a \cdot y + x = x \wedge x \geq 0\}$ R3 R6
- $b := x;$ A2

$\{a \cdot y + b = x \wedge b \geq 0\}$
$\{P\}$?
- **while** $b \geq y$ **do**

$\{P \wedge b \geq y\}$
$\{(a+1) \cdot y + (b-y) = x \wedge (b-y) \geq 0\}$
- $\quad b := b - y;$ R5

$\{(a+1) \cdot y + b = x \wedge b \geq 0\}$
- $\quad a := a + 1$

$\{a \cdot y + b = x \wedge b \geq 0\}$
$\{P\}$
- **od**

$\{P \wedge \neg(b \geq y)\}$
$\{a \cdot y + b = x \wedge b < y\}$

R3, R6

(A1) $\{p\}\ skip\ \{p\}$

(A2) $\{p[u := t]\}\ u := t\ \{p\}$

(R3) $$\frac{\{p\}\ S_1\ \{r\},\ \{r\}\ S_2\ \{q\}}{\{p\}\ S_1;\ S_2\ \{q\}}$$

(R4) $$\frac{\{p \wedge B\}\ S_1\ \{q\},\ \{p \wedge \neg B\}\ S_2\ \{q\}}{\{p\}\ \textbf{if}\ B\ \textbf{then}\ S_1\ \textbf{else}\ S_2\ \textbf{fi}\ \{q\}}$$

(R5) $$\frac{\{p \wedge B\}\ S\ \{p\}}{\{p\}\ \textbf{while}\ B\ \textbf{do}\ S\ \textbf{od}\ \{p \wedge \neg B\}}$$

(R6) $$\frac{p \rightarrow p_1,\ \{p_1\}\ S\ \{q_1\},\ q_1 \rightarrow q}{\{p\}\ S\ \{q\}}$$

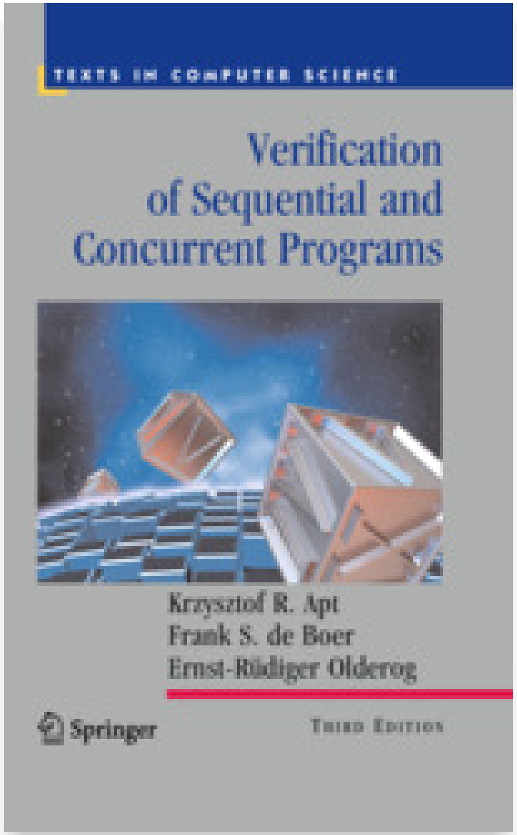
Literature Recommendation

Apt · Olderog

Programmverifikation

Sequentielle, parallele und verteilte Programme

Springer-Lehrbuch



TEXTS IN COMPUTER SCIENCE

Verification of Sequential and Concurrent Programs

Krzysztof R. Apt
Frank S. de Boer
Ernst-Rüdiger Olderog

Springer

THIRD EDITION

Content

- **Formal Program Verification**
  - **Proof System PD**
- **The Verifier for Concurrent C**
  - Assertions, Modular Verification, VCC
- **Runtime-Verification**
  - Assertions, LSC-Observers
- **Reviews**
  - **Roles** and **artefacts**
  - Review **procedure**
  - Stronger and weaker **variants**
- **Code QA Techniques** Revisited
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- **Dependability**

The Verifier for Concurrent C

VCC

- The **Verifier for Concurrent C** (VCC) basically implements Hoare-style reasoning.
- **Special syntax**:
  - `#include <vcc.h>`
  - `_(requires` p`)` — **pre-condition**, p is (basically) a C expression
  - `_(ensures` q`)` — **post-condition**, q is (basically) a C expression
  - `_(invariant` $expr$`)` — **loop invariant**, $expr$ is (basically) a C expression
  - `_(assert` p`)` — **intermediate invariant**, p is (basically) a C expression
  - `_(writes &v)` — VCC considers **concurrent** C programs; we need to declare for each procedure which global variables it is allowed to write to (also checked by VCC)
  - **Special expressions**:
    - `\thread_local(&v)` — no other thread writes to variable v (in pre-conditions)
    - `\old(v)` — the value of v when procedure was called (useful for post-conditions)
    - `\result` — return value of procedure (useful for post-conditions)

VCC Syntax Example

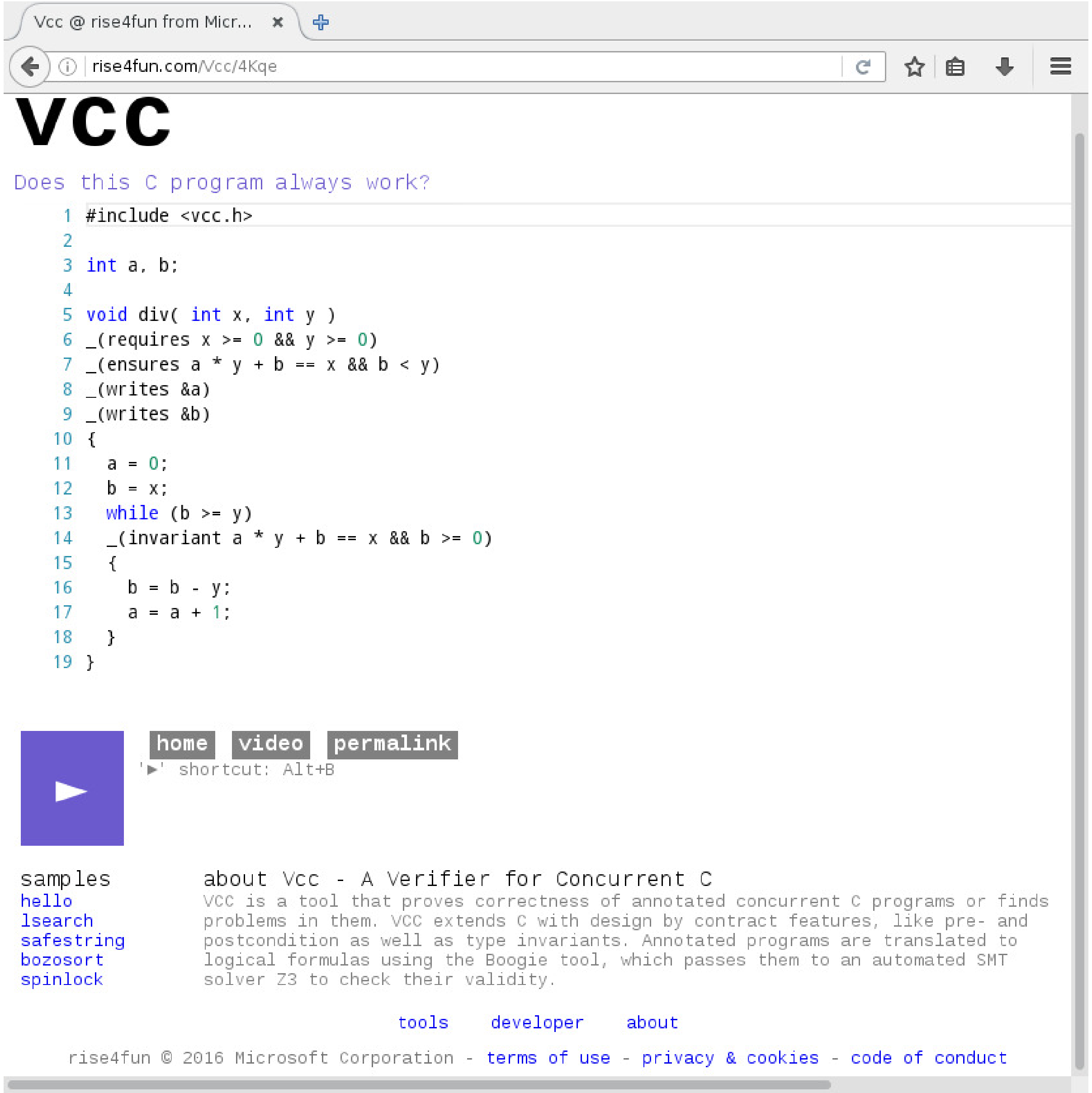
```
#include <vcc.h>

int a, b;
                                                  {p}
void div( int x, int y )
  _(requires x >= 0 && y >= 0)
  _(ensures a * y + b == x && b < y)   {q}
  _(writes &a)
  _(writes &b)
{
  a = 0;
  b = x;                                                P
  while (b >= y)
  _(invariant a * y + b == x && b >= 0)
  {
    b = b - y;
    a = a + 1;
  }
}
```

$$DIV \equiv a := 0;\ b := x;\ \mathbf{while}\ b \geq y\ \mathbf{do}\ b := b - y;\ a := a + 1\ \mathbf{od}$$

$$\{x \geq 0 \wedge y \geq 0\}\ DIV\ \{x \geq 0 \wedge y \geq 0\}$$

VCC Web-Interface



Does this C program always work?

```
#include <vcc.h>

int a, b;

void div( int x, int y )
_(requires x >= 0 && y >= 0)
_(ensures a * y + b == x && b < y)
_(writes &a)
_(writes &b)
{
  a = 0;
  b = x;
  while (b >= y)
  _(invariant a * y + b == x && b >= 0)
  {
    b = b - y;
    a = a + 1;
  }
}
```

samples

hello
lsearch
safestring
bozosort
spinlock

about Vcc - A Verifier for Concurrent C

VCC is a tool that proves correctness of annotated concurrent C programs or finds problems in them. VCC extends C with design by contract features, like pre- and postcondition as well as type invariants. Annotated programs are translated to logical formulas using the Boogie tool, which passes them to an automated SMT solver Z3 to check their validity.

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Example program DIV: http://rise4fun.com/Vcc/4Kqe

Interpretation of Results

- VCC result: "**verification succeeded**"
  - We can **only** conclude that the tool
    — under its interpretation of the C-standard, under its platform assumptions (32-bit), etc. —
    claims that there is a proof for $\models \{p\}\ DIV\ \{q\}$.
  - May be due to an error in the tool! (That's a **false negative** then.)

    Yet we can ask **for a printout of the proof** and check it manually
    (hardly possible in practice) or with other tools like interactive theorem provers.
  - **Note**: $\models \{\mathit{false}\}\ f\ \{q\}$ **always** holds.

    That is, a **mistake** in writing down the pre-condition can make errors in the program go undetected!

- VCC result: "**verification failed**"
  - May be a **false positive** (wrt. the goal of finding errors).

    The tool **does not provide counter-examples** in the form of a computation path,
    it (only) gives **hints on input values** satisfying p and causing a violation of q.
  - $\rightarrow$ try to construct a (true) counter-example from the hints.

    or: make loop-invariant(s) (or pre-condition p) stronger, and try again.

- Other case: "**timeout**" etc. — completely **inconclusive** outcome.

VCC Features

- For the exercises, we use VCC only for **sequential, single-thread programs**.
- VCC checks a number of **implicit assertions**:
  - **no arithmetic overflow** in expressions (according to C-standard),
  - **array-out-of-bounds access**,
  - **NULL-pointer dereference**,
  - and many more.
- Verification **does not always succeed**:
  - The backend SMT-solver may not be able to discharge proof-obligations (in particular non-linear multiplication and division are challenging);
  - In many cases, we need to provide **loop invariants** manually.
- VCC also supports:
  - **concurrency**:
    different threads may write to shared global variables; VCC can check whether concurrent access to shared variables is properly managed;
  - **data structure invariants**:
    we may declare invariants that have to hold for, e.g., records (e.g. the length field l is always equal to the length of the string field str); those invariants may **temporarily** be violated when updating the data structure.
  - and much more.

Modular Reasoning

Modular Reasoning

We can add another rule for calls of functions $f : F$ (simplest case: only global variables):

implementation

$$\text{(R7)}\quad \frac{\{p\}\ F\ \{q\}}{\{p\}\ f()\ \{q\}}$$

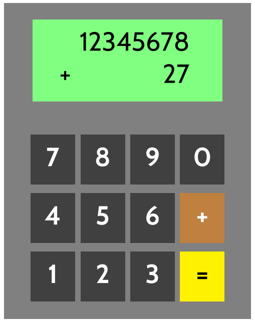
"If we have $\vdash \{p\}\ F\ \{q\}$ for the **implementation** of function f,
then if f is **called** in a state satisfying p, the state after return of f will satisfy q."

p is called **pre-condition** and q is called **post-condition** of f.

Example: if we have

- $\{\textit{true}\}$ `read_number` $\{0 \leq \mathit{result} < 10^8\}$
- $\{0 \leq x \wedge 0 \leq y\}$ `add` $\{(\mathit{old}(x) + \mathit{old}(y) < 10^8 \wedge \mathit{result} = \mathit{old}(x) + \mathit{old}(y)) \vee \mathit{result} < 0\}$
- $\{\textit{true}\}$ `display` $\{(0 \leq \mathit{old}(\mathit{sum}) < 10^8 \implies \text{"}\mathit{old}(\mathit{sum})\text{"}) \wedge (\mathit{old}(\mathit{sum}) < 0 \implies \text{"-E-"})\}$

we may be able to prove our pocket calculator correct.



```
int x, y, sum;

int main() {

  while (true) {
    x = read_number();
    y = read_number();

    sum = add(); // add 'x' and 'y'

    display(); // display 'sum'
  }
}
```

Return Values and Old Values

- For **modular reasoning**, it's often useful to refer in the post-condition to
  - the **return value** as $result$,
  - the **values** of variable x **at calling time** as $old(x)$.

- Can be defined using **auxiliary variables**:
  - Transform function

$$T\ f()\ \{\ldots; \mathbf{return}\ expr;\}$$

(over variables $V = \{v_1, \ldots, v_n\}$; where $result, v_i^{old} \notin V$) into

$$\begin{array}{l} T\ f()\ \{ \\ \quad v_1^{old} := v_1; \ldots; v_n^{old} := v_n; \\ \quad \ldots; \\ \quad result := expr; \\ \quad \mathbf{return}\ result; \\ \} \end{array}$$

over $V' = V \cup \{v^{old} \mid v \in V\} \cup \{result\}$.

- Then $old(x)$ is just an abbreviation for x^{old}.

Assertions

Assertions

- Extend the **syntax** of **deterministic programs** by

$$S ::= \cdots \mid \mathbf{assert}(B)$$

- and the **semantics** by rule

$$\langle \mathbf{assert}(B),\, \sigma\rangle \to \langle E,\, \sigma\rangle \text{ if } \sigma \models B.$$

(If the asserted boolean expression B does not hold in state σ, the empty program is not reached; otherwise the assertion remains in the first component: **abnormal** program termination).

Extend PD by axiom:

$$\text{(A7) } \{p\}\ \mathbf{assert}(p)\ \{p\}$$

- That is, if p holds **before** the assertion, then we can **continue** with the derivation in PD.

  If p does not hold, we **“get stuck”** (and cannot complete the derivation).

- So we **cannot** derive $\{\textit{true}\}\ x := 0;\ \mathtt{assert}(x = 27)\ \{\textit{true}\}$ in PD.

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Run-Time Verification

A Very Useful Special Case: Assertions

- Maybe the **simplest instance** of **runtime verification**: **Assertions**.
- Available in standard libraries of many programming languages (C, C++, Java, …).

- For example, the C standard library manual reads:

```
ASSERT(3)           Linux Programmer's Manual           ASSERT(3)

NAME
       assert — abort the program if assertion is false

SYNOPSIS
       #include <assert.h>

       void assert(scalar expression);

DESCRIPTION
              [...] the macro assert() prints an error message to stan—
       dard error and terminates the program by calling abort(3) if expression
       is false (i.e., compares equal to zero).

       The  purpose  of  this macro is to help the programmer find bugs in his
       program.  The  message  "assertion  failed  in  file  foo.c,  function
       do_bar(), line 1287" is of no help at all to a user.
```

- In C code, `assert` can be **disabled** in **production code** (`-D NDEBUG`).
- Use `java -ea ...` to **enable assertion checking** (disabled by default).
  (cf. `https://docs.oracle.com/javase/8/docs/technotes/guides/language/assert.html`)

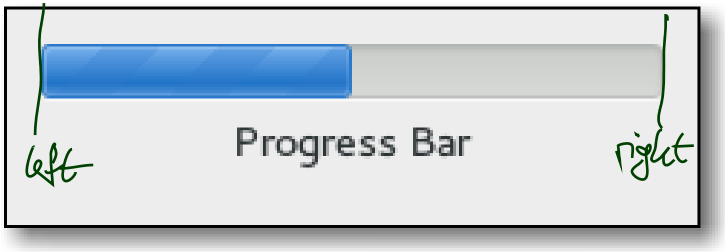
Assertions At Work

- The abstract f-example from **run-time verification**:
  (specification: $\{p\}\ f\ \{q\}$)

```
void f( ... ) {
  assert( p );
  ...
  assert( q );
}
```

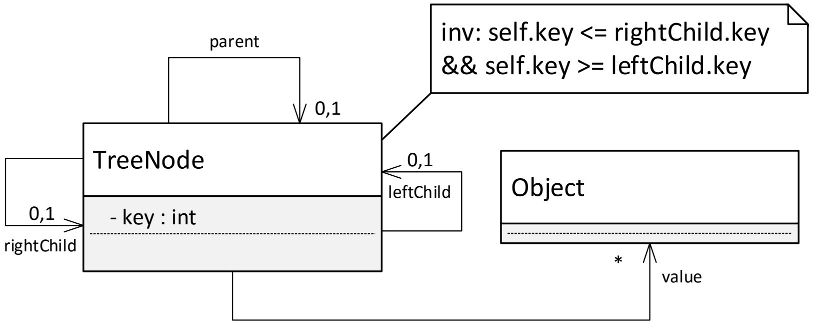
```
ASSERT(3)            Linux Programmer's Manual            ASSERT(3)

NAME
    assert – abort the program if assertion is false

SYNOPSIS
    #include <assert.h>

    void assert(scalar expression);

DESCRIPTION
            [...] the macro assert() prints an error message to stan–
    dard error and terminates the program by calling abort(3) if expression
    is false (i.e., compares equal to zero).

    The purpose of this macro is to help the programmer find bugs in his
    program.  The message "assertion failed in file foo.c, function
    do_bar(), line 1287" is of no help at all to a user.
```

- Compute the width of a progress bar:



```

int progress_bar_width( int progress, int window_left, int window_right )
{
  assert( window_left <= window_right ); /* pre-condition */
  ...
  /* treat special cases 0 and 100 */
  ...
  assert( 0 < progress && progress < 100); // extremal cases already treated
  ...
  assert( window_left <= r && r <= window_right ); /* post-condition */
  return r;
}
```

Assertions At Work II



- Recall the **structure model** with Proto-OCL constraint from Exercise Sheet 4/2017
- Assume, we add a method `set_key()` to class **TreeNode**:

```
class TreeNode {

  private int key;
  TreeNode parent, leftChild, rightChild;

  public int get_key() { return key; }

  public void set_key( int new_key ) {
    key = new_key;
  }
}
```

- We can **check consistency** with the Proto-OCL constraint at runtime by using assertions:

```
  public void set_key( int new_key ) {
    assert( parent == null || parent.get_key() <= new_key );
    assert( leftChild == null || new_key <= leftChild.get_key() );
    assert( rightChild == null || new_key <= rightChild.get_key() );

    key = new_key;
  }
```

Run-Time Verification: Idea

Software S

- Assume, there is a function f in software S with the following specification:
  - **pre-condition**: p, **post-condition**: q.

- Computation paths of S may look like this:

$$\sigma_0 \xrightarrow{\alpha_1} \sigma_1 \xrightarrow{\alpha_2} \sigma_2 \cdots \xrightarrow{\alpha_{n-1}} \sigma_n \xrightarrow{\mathit{call}\ f} \sigma_{n+1} \cdots \sigma_m \xrightarrow{f\ \mathit{returns}} \sigma_{m+1} \cdots$$

- Assume there are functions check_p and check_q,
  which **check** whether p and q hold at the current program state,
  and which **do not modify the program state** (except for program counter.

- **Idea**: create software S' by

  (i) extending S by implementations of check_p and check_q,

  (ii) call check_p right after entering f,

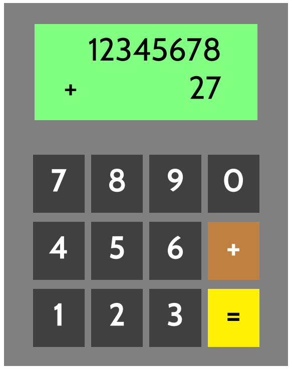
  (iii) call check_q right before returning from f.

- For S', obtain computation paths like:

$$\sigma_0 \xrightarrow{\alpha_1} \sigma_1 \xrightarrow{\alpha_2} \sigma_2 \cdots \xrightarrow{\alpha_{n-1}} \sigma_n \xrightarrow{\mathit{call}\ f} \sigma_{n+1} \xrightarrow{\mathit{check}_p} \sigma'_{n+1} \cdots \sigma_m \xrightarrow{\mathit{check}_q} \sigma'_m \xrightarrow{f\ \mathit{returns}} \sigma_{m+1} \cdots$$

- If check_p and check_q notify us of violations of p or q,
  then we are **notified of f violating its specification** when running S' ($=$ at run-time).

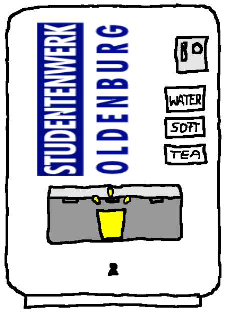
Run-Time Verification: Example



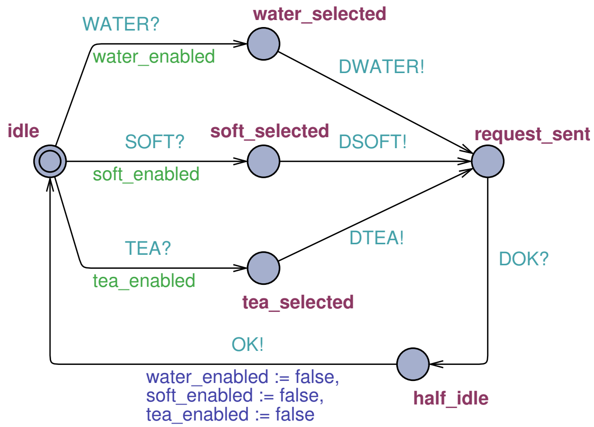
```
int x, y, sum;

int main() {

  while (true) {
    x = read_number();
    y = read_number();

    sum = add( x, y );

    verify_sum( x, y, sum );

    display();
  }
}
```

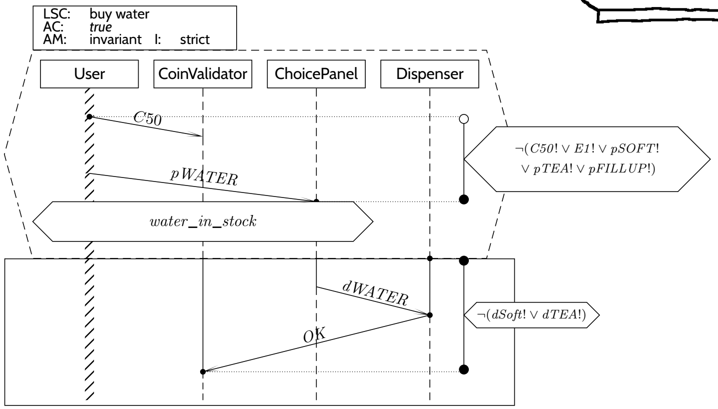
```
void verify_sum( int x, int y,
                 int sum )
{
  if (sum != (x+y)
      || (x + y > 99999999
          && !(sum < 0)))
  {
    fprintf( stderr,
      "verify_sum: error\n" );
    abort();
  }
}
```

More Complex Run-Time Verification: LSC Observers

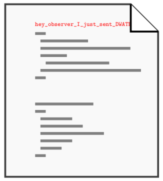


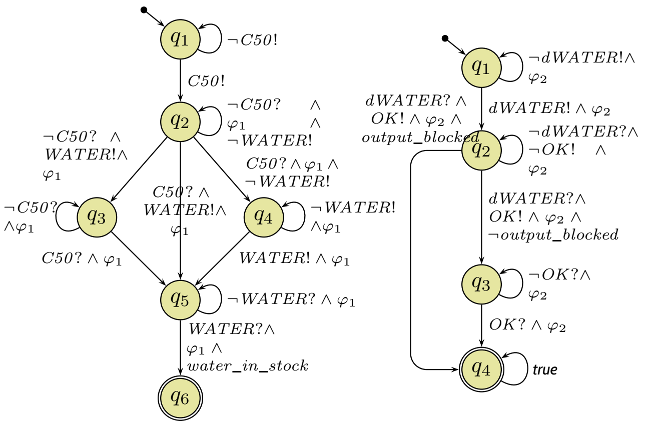
ChoicePanel:





```
st :  { idle, wsel, ssel, tsel, reqs, half };

take_event( E : { TAU, WATER, SOFT, TEA, ...  } ) {
  bool stable = 1;
  switch (st) {
    case idle :
      switch (E) {
        case WATER :
          if (water_enabled) { st := wsel; stable := 0; }
          ;;
        case SOFT :
          ...
      }
    case wsel:
      switch (E) {
        case TAU :
          send_DWATER(); st := reqs;
          hey_observer_I_just_sent_DWATER();
          ;;
} }
```





q_1
$\neg C50!$
$C50!$
q_2
$\neg C50? \wedge \varphi_1 \wedge \neg WATER!$
$\neg C50? \wedge WATER! \wedge \varphi_1$
$C50? \wedge \varphi_1 \wedge \neg WATER!$
$C50? \wedge WATER! \wedge \varphi_1$
q_3
$\neg C50? \wedge \varphi_1$
q_4
$\neg WATER! \wedge \varphi_1$
$C50? \wedge \varphi_1$
$WATER! \wedge \varphi_1$
q_5
$\neg WATER? \wedge \varphi_1$
$WATER? \wedge \varphi_1 \wedge water\_in\_stock$
q_6
q_1
$\neg dWATER! \wedge \varphi_2$
$dWATER! \wedge \varphi_2$
$dWATER? \wedge OK! \wedge \varphi_2 \wedge output\_blocked$
q_2
$\neg dWATER? \wedge \neg OK! \wedge \varphi_2$
$dWATER? \wedge OK! \wedge \varphi_2 \wedge \neg output\_blocked$
q_3
$\neg OK? \wedge \varphi_2$
$OK? \wedge \varphi_2$
q_4
true

Run-Time Verification: Discussion

Experience. **Assertions** for pre/post conditions and intermediate invariants

are an **extremely powerful** tool

with a **very attractive gain/effort ratio** (low effort, high gain).

- Assertions effectively work as **safe-guard** against
  - **unexpected use** of functions and
  - **regression**,

  e.g. during later maintenance or efficiency improvement.

- Assertions can serve as **formal** (support of) **documentation**: !
  - `assert( expr );`

    means
  - "Dear reader, at this point in the program, I expect condition *expr* to hold."

  Be good to your readers: **add a comment** that explains the **why**...

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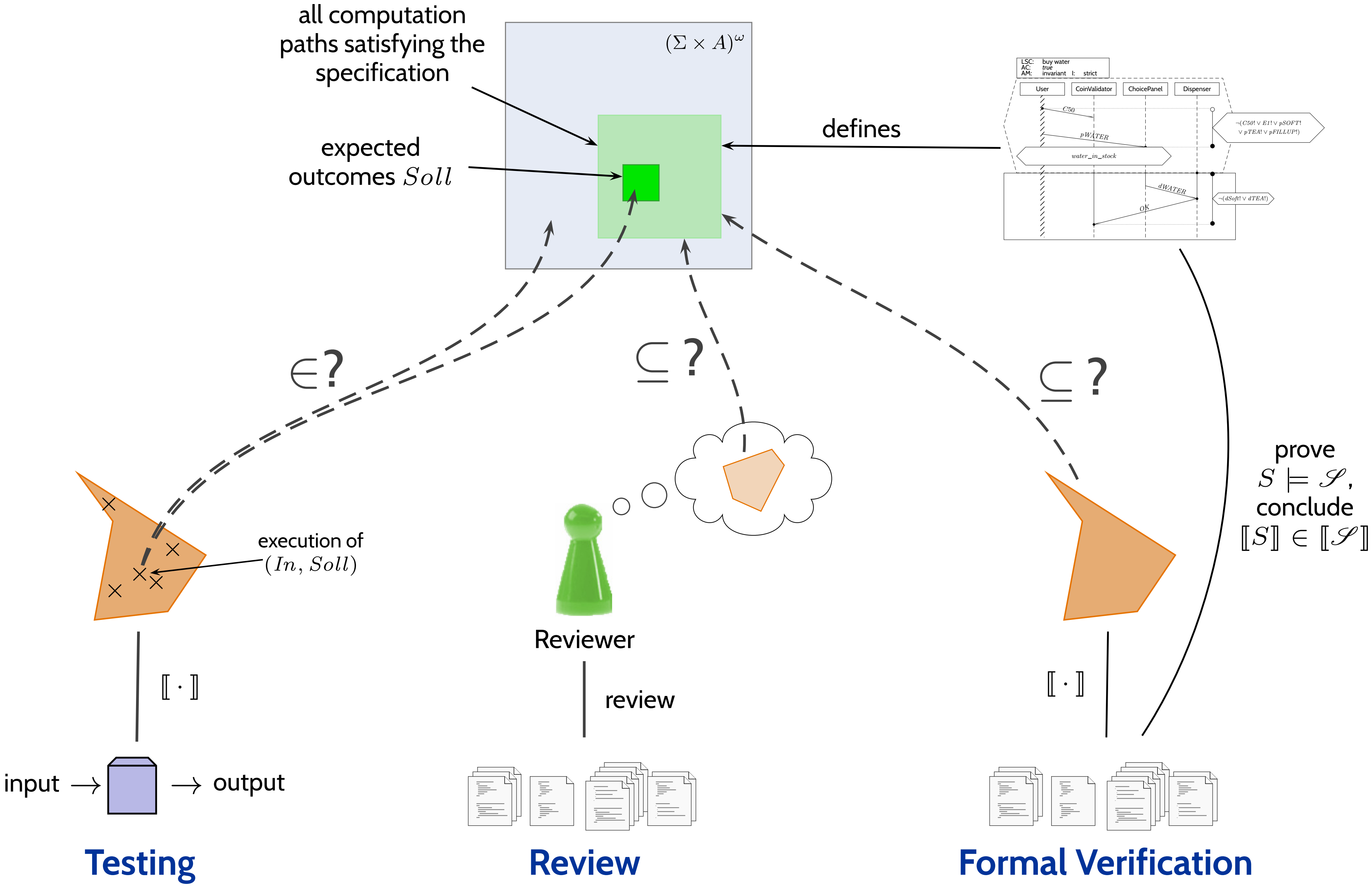
Review

Recall: Three Basic Directions



all computation paths satisfying the specification

expected outcomes $Soll$

$(\Sigma \times A)^\omega$

defines

$\in$?

$\subseteq$?

$\subseteq$?

execution of $(In, Soll)$

$[\![\cdot]\!]$

input $\rightarrow$ $\rightarrow$ output

Testing

Reviewer

review

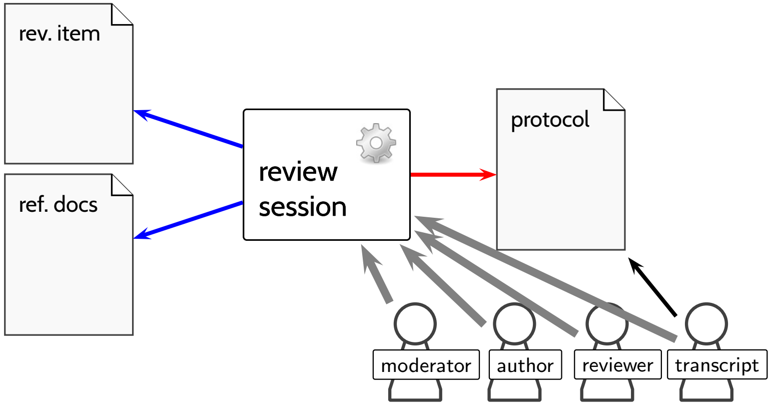
Review

prove $S \models \mathscr{S}$, conclude $[\![S]\!] \in [\![\mathscr{S}]\!]$

$[\![\cdot]\!]$

Formal Verification

Reviews



- **Input to Review Session**:
  - **Review item**: can be every closed, human-readable part of software (documentation, module, test data, installation manual, etc.)

    Social aspect: it is an **artefact** which is examined, not the **human** (who created it).
  - **Reference documents**: need to enable an assessment

    (requirements specification, guidelines (e.g. coding conventions), catalogue of questions (“all variables initialised?”), etc.)

- **Roles**:

  Moderator: leads session, responsible for properly conducted procedure.

  Author: (representative of the) creator(s) of the artefact under review; is present to listen to the discussions; can answer questions; does not speak up if not asked.

  Reviewer(s): person who is able to judge the artefact under review; maybe different reviewers for different aspects (programming, tool usage, etc.), at best experienced in detecting inconsistencies or incompleteness.

  Transcript Writer: keeps minutes of review session, can be assumed by author.

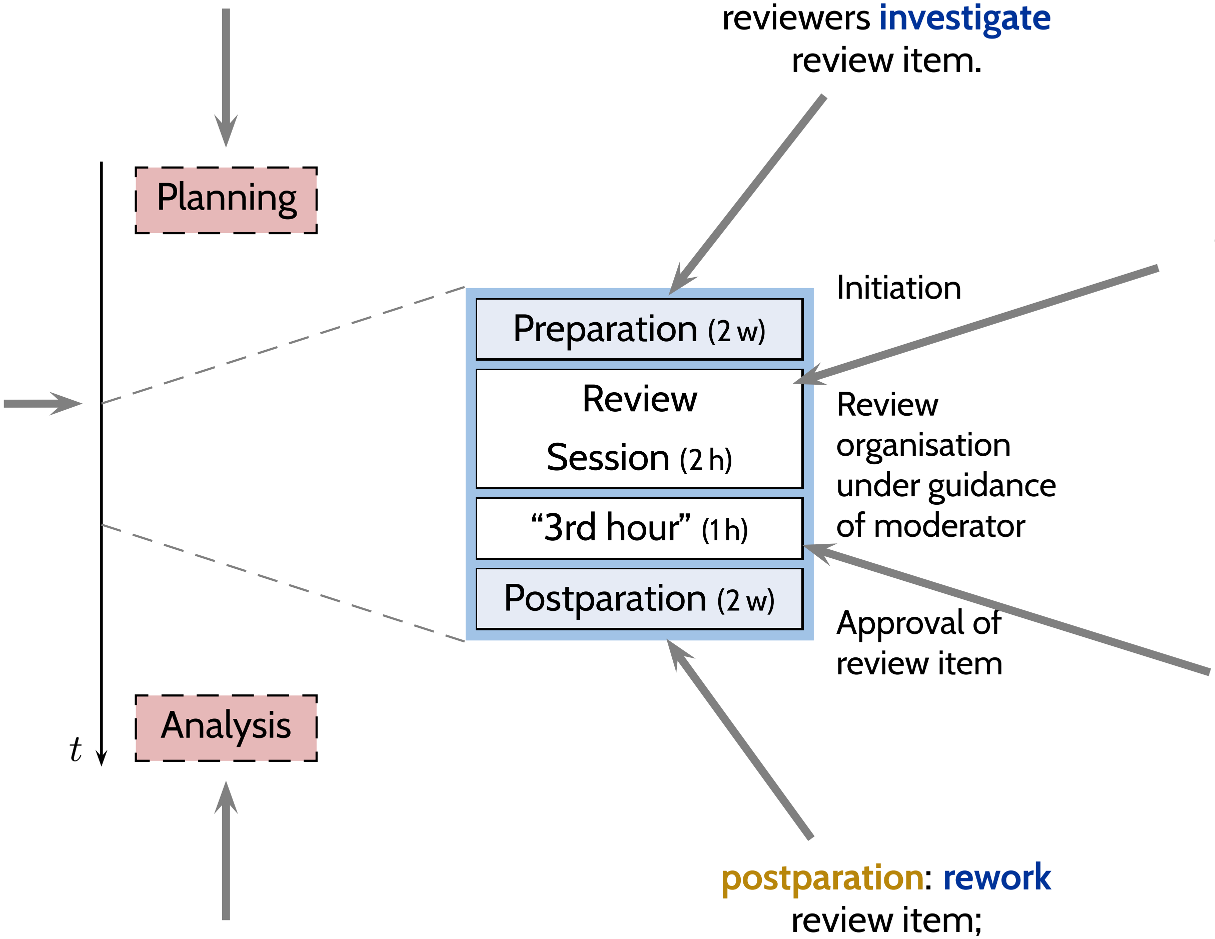
- The **review team** consists of everybody but the author(s).

Review Procedure Over Time

planning: reviews need time in the project plan.

a review is triggered, e.g., by a submission to the revision control system:

the moderator invites (include review item in invitation), and states review missions.



preparation: reviewers investigate review item.

review session: reviewers report, evaluate, and document issues; resolve open questions.

"3rd hour": time for informal chat, reviewers may state proposals for solutions or improvements.

postparation: rework review item; responsibility of the author(s).

analysis: improve development and review process.

- Reviewers re-assess reworked review item (until approval is declared).

Review Rules *(Ludewig and Lichter, 2013)*

(i) The **moderator** organises the review, issues invitations, supervises the review session.

(ii) The **moderator** may terminate the review if conduction is not possible, e.g., due to inputs, preparation, or people missing.

(iii) The review session is **limited to 2 hours**.
If needed: organise more sessions.

(iv) The **review item** is under review, not the author(s).
Reviewers choose their words accordingly.
Authors neither defend themselves nor the review item.

(v) Roles are **not mixed up**, e.g., the moderator does not act as reviewer.
(Exception: author may write transcript.)

(vi) **Style** issues (outside fixed conventions) are **not discussed**.

(vii) The **review team** is **not** supposed to **develop solutions**.
Issues are **not** noted down in form of **tasks** for the **author(s)**.

(viii) Each **reviewer** gets the opportunity to present her/his findings appropriately.

(ix) **Reviewers** need to reach **consensus** on issues, consensus is noted down.

(x) **Issues** are classified as:

- **critical** (review unusable for purpose),
- **major** (usability severely affected),
- **minor** (usability hardly affected),
- **good** (no problem).

(xi) The **review team** declares:

- **accept without changes**,
- **accept with changes**,
- **do not accept**.

(xii) The **protocol** is signed by all participants.

Stronger and Weaker Review Variants

more effort

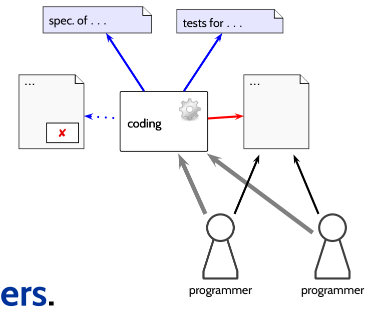
more effect

less effort, less effect

- **Design and Code Inspection** (Fagan, 1976, 1986)
  - deluxe variant of review,
  - approx. 50% more time, approx. 50% more errors found.
- **Review**
- **Structured Walkthrough**
  - simple variant of review:
    - developer moderates walkthrough-session,
    - developer presents artefact(s),
    - reviewer poses (prepared or spontaneous) questions,
    - issues are noted down,
  - Variation point: do reviewers see the artefact before the session?
  - less effort, less effective.

  → disadvantages: unclear reponsibilities; "salesman"-developer may trick reviewers.

XP's pair programming
("on-the-fly review"?)



- **Comment** ('Stellungnahme')
  - colleague(s) of developer read artefacts,
  - developer considers feedback.

  → advantage: low organisational effort;
  → disadvantages: choice of colleagues may be biased; no protocol; consideration of comments at discretion of developer.
- **Careful Reading** ('Durchsicht')
  - done by developer,
  - recommendation: "away from screen" (use print-out or different device and situation)

Content

- **Formal Program Verification**
  - **Proof System PD**
- **The Verifier for Concurrent C**
  - Assertions, Modular Verification, VCC
- **Runtime-Verification**
  - Assertions, LSC-Observers
- **Reviews**
  - **Roles** and **artefacts**
  - Review **procedure**
  - Stronger and weaker **variants**
- **Code QA Techniques** Revisited
  - **Test**, **Runtime-Verification**, **Review**,
  - **Static Checking**, **Formal Verification**
- **Do's and Don'ts** in Code QA
- **Dependability**

Code Quality Assurance Techniques Revisited

Techniques Revisited

	auto-matic	prove "can run"	toolchain considered	exhaus-tive	prove correct	partial results	entry cost
Test	(✔)	✔	✔	✘	✘	✔	✔
Runtime-Verification							
Review							
Static Checking							
Verification							

Strengths:

- can be **fully automatic** (yet not easy for GUI programs);
- negative test **proves "program not completely broken"**, "can run" (or positive scenarios);
- **final product is examined**, thus toolchain and platform considered;
- one can stop at any time and take **partial results**;
- few, simple test cases are usually **easy to obtain**;
- provides **reproducible counter-examples** (good starting point for repair).

Weaknesses:

- (in most cases) **vastly incomplete**, thus no proofs of correctness;
- creating test cases for complex functions (or complex conditions) **can be difficult**;
- **maintenance** of many, complex test cases be **challenging**.
- executing many tests may need **substantial time** (but: can sometimes be run in parallel);

Techniques Revisited

	auto-matic	prove “can run”	toolchain considered	exhaus-tive	prove correct	partial results	entry cost
Test	(✔)	✔	✔	✘	✘	✔	✔
Runtime-Verification	✔	(✔)	✔	(✘)	✘	✔	(✔)
Review							
Static Checking							
Verification							

Strengths:

- **fully automatic** (once observers are in place);
- **provides counter-example**;
- (nearly) **final product is examined**, thus toolchain and platform considered;
- one can stop at any time and take **partial results**;
- `assert`**-statements have a very good effort/effect ratio**.

Weaknesses:

- counter-examples **not necessarily reproducible**;
- may negatively affect **performance**;
- code is changed, program may only run **because of** the observers;
- completeness depends on usage,
  may also be **vastly incomplete**, so no correctness proofs;
- constructing observers for complex properties may be **difficult**,
  one needs to learn how to construct observers.

Techniques Revisited

	auto-matic	prove "can run"	toolchain considered	exhaus-tive	prove correct	partial results	entry cost
Test	(✔)	✔	✔	✘	✘	✔	✔
Runtime-Verification	✔	(✔)	✔	(✘)	✘	✔	(✔)
Review	✘	✘	✘	(✔)	(✔)	✔	(✔)
Static Checking							
Verification							

Strengths:

- human readers can **understand the code**, may spot point errors;
- reported to be **highly effective**;
- one can stop at any time and take **partial results**;
- intermediate **entry costs**;
  good effort/effect ratio achievable.

Weaknesses:

- no **tool support**;
- no results on actual execution, **toolchain not reviewed**;
- human readers may **overlook** errors; usually not aiming at proofs.
- does (in general) **not provide counter-examples**,
  developers may deny existence of error.

Techniques Revisited

	auto-matic	prove "can run"	toolchain considered	exhaus-tive	prove correct	partial results	entry cost
Test	(✔)	✔	✔	✘	✘	✔	✔
Runtime-Verification	✔	(✔)	✔	(✘)	✘	✔	(✔)
Review	✘	✘	✘	(✔)	(✔)	✔	(✔)
Static Checking	✔	(✘)	✘	✔	(✔)	✔	(✘)
Verification							

Strengths:

- there are (commercial), **fully automatic** tools (lint, Coverity, Polyspace, etc.);
- some tools are **complete** (relative to assumptions on language semantics, platform, etc.);
- can be **faster than testing**;
- one can stop at any time and take **partial results**.

Weaknesses:

- no results on actual execution, **toolchain not reviewed**;
- can be very **resource consuming** (if few false positives wanted),
  e.g., code may need to be "designed for static analysis".
- many false positives can be very **annoying to developers** (if fast checks wanted);
- distinguish **false from true positives** can be challenging;
- **configuring the tools** (to limit false positives) can be challenging.

Techniques Revisited

	auto-matic	prove "can run"	toolchain considered	exhaus-tive	prove correct	partial results	entry cost
Test	(✔)	✔	✔	✘	✘	✔	✔
Runtime-Verification	✔	(✔)	✔	(✘)	✘	✔	(✔)
Review	✘	✘	✘	(✔)	(✔)	✔	(✔)
Static Checking	✔	(✘)	✘	✔	(✔)	✔	(✘)
Verification	(✔)	✘	✘	✔	✔	(✘)	✘

Strengths:

- some **tool support** available (few commercial tools);
- **complete** (relative to assumptions on language semantics, platform, etc.);
- thus can provide **correctness proofs**;
- can prove correctness for **multiple language semantics and platforms** at a time;
- can be **more efficient than other techniques**.

Weaknesses:

- no results on actual execution, **toolchain not reviewed**;
- not many **intermediate results**: "half of a proof" may not allow any useful conclusions;
- **entry cost high**: significant training is useful to know how to deal with tool limitations;
- proving things is challenging: failing to find a proof does not allow any useful conclusion;
- **false negatives** (broken program "proved" correct) hard to detect.

Techniques Revisited

	auto-matic	prove "can run"	toolchain considered	exhaus-tive	prove correct	partial results	entry cost
Test ✓	(✔)	✔	✔	✘	✘	✔	✔
Runtime-Verification ✓	✔	(✔)	✔	(✘)	✘	✔	(✔)
Review ✓	✘	✘	✘	(✔)	(✔)	✔	(✔)
Static Checking (x)	✔	(✘)	✘	✔	(✔)	✔	(✘)
Verification ✓	(✔)	✘	✘	✔	✔	(✘)	✘

Some Final, General Guidelines

Do's and Don'ts in Code Quality Assurance

Avoid using special examination versions for examination.
(Test-harness, stubs, etc. may have errors which may cause false positives and (!) negatives.)

Avoid to stop examination when the first error is detected.

Clear: Examination should be aborted if the examined program is not executable at all.

Do not modify the artefact under examination during examinatin.

- otherwise, it is unclear what exactly has been examined ("moving target"), (examination results need to be uniquely traceable to one artefact version.)
- fundamental flaws are sometimes easier to detect with a complete picture of unsuccessful/successful tests,
- changes are particularly error-prone, should not happen "en passant" in examination,
- fixing flaws during examination may cause them to go uncounted in the statistics (which we need for all kinds of estimation),
- roles developer and examinor are different anyway: an examinor fixing flaws would violate the role assignment.

Do not switch (fine grained) between examination and debugging.

Dependability Case

Proposal: Dependability Cases *(Jackson, 2009)*

- A **dependable** system is one you can **depend** on — that is, you can place your trust in it.

> "Developers [should] **express the critical properties**
> and **make an explicit argument** that the system satisfies them."

Proposed Approach:

- Identify the **critical requirements**,

  and determine what **level of confidence** is needed.

  (Most systems do also have **non-critical** requirements.)
- Construct a **dependability case**, i.e.

  an **argument**, that the software, in concert with other components,

  establishes the **critical properties**.
- The **dependability case** should be
  - **auditable**: can (easily) be evaluated by third-party certifier.
  - **complete**: no holes in the argument;
    any assumptions that are not justified should be noted
    (e.g. assumptions on compiler, on protocol obeyed by users, etc.)
  - **sound**: e.g. should not claim full correctness [...] based on nonexhaustive testing;
    should not make unwarranted assumptions on independence of component failures;
    etc.

Tell Them What You've Told Them...

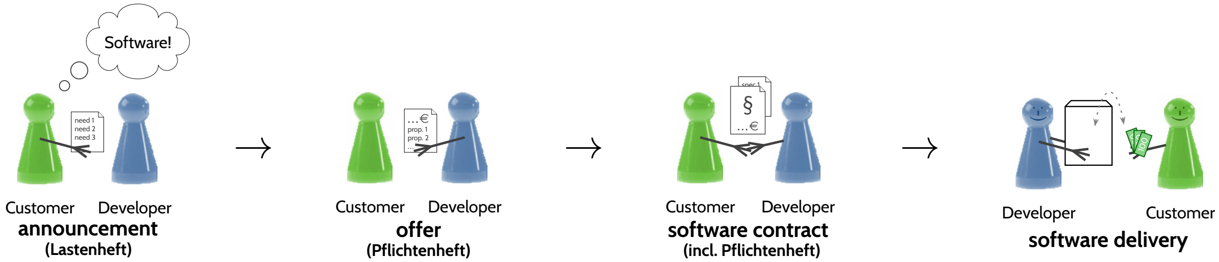
- **Runtime Verification**
  - (as the name suggests) checks properties at **program run-time**,
  - generous use of `assert`'s can be a valuable safe-guard against
    - **regressions**, usage **outside specification**, etc.

    and serve as **formal documentation** of (intermediate) assumptions.

    Very attractive **effort / effect** ratio.
- **Review** (structured examination of artefacts by humans)
  - (mild variant) advocated in the XP approach,
  - **not uncommon**:
    lead programmer reviews **all commits** from team members,
  - literature reports good effort/effect ratio achievable.
- All approaches to **code quality assurance** have their
  - **advantages** and **drawbacks**.
  - Which to use? It depends!
- Overall: Consider **Dependability Cases**
  - an (auditable, complete, sound) argument,
    that a software has the **critical properties**.

Looking Back:
17 Lectures on Software Engineering

Contents of the Course



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	L 3:	2.5., Thu
	L 4:	6.5., Mon
	T 1:	9.5., Thu
Requirements Engineering	L 5:	13.5., Mon
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	-	13.6., Thu
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Software-	L 11:	24.6., Mon
	T 4:	27.6., Thu
Modelling, Patterns	L 12:	1.7., Mon
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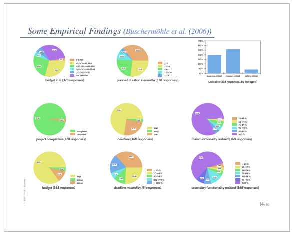
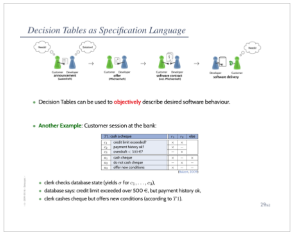
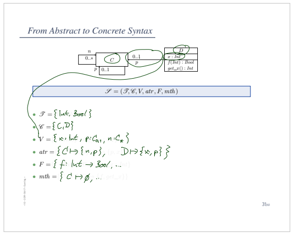
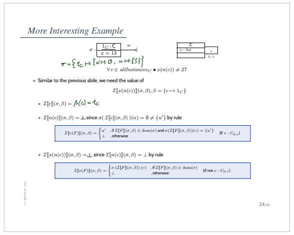
QA	L 14:	8.7., Mon
	T 5:	11.7., Thu
(Testing, Formal Verification)	L 15:	15.7., Mon
	L 16:	18.7., Thu
Wrap-Up	L 17:	22.7., Mon
	T 6:	25.7., Thu

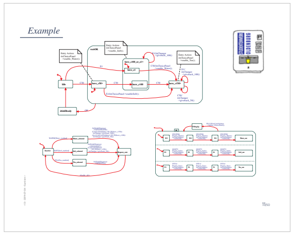
What Did We Do?


Some Empirical Findings (Buschermöhle et al. (2006))

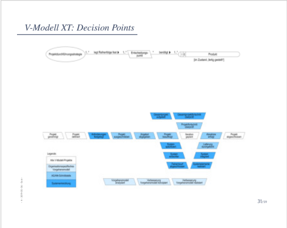

Decision Tables as Specification Language

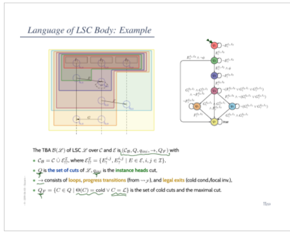

From Abstract to Concrete Syntax

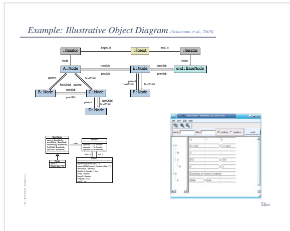

More Interesting Example

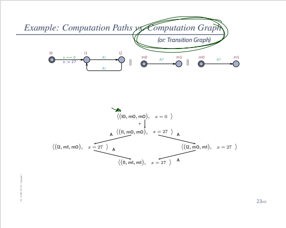

Example

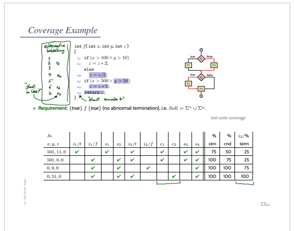
VCC Web-Interface

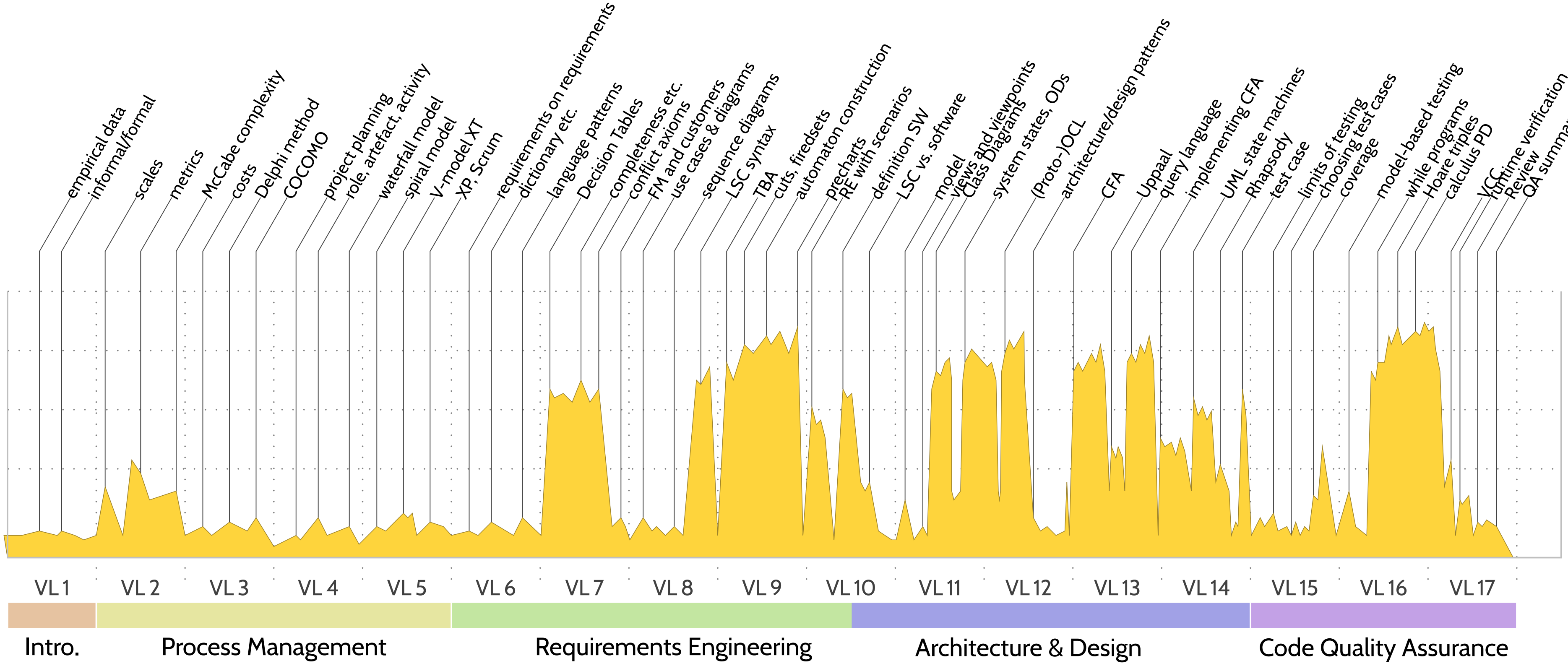

V-Modell XT: Decision Points


Language of LSC Body: Example


Example: Illustrative Object Diagram (Schumann et al., 2008)


Example: Computation Paths vs. Computation Graph


Coverage Example



The Software-Engineering Course on One Slide

Topic Area: Project Management

Topic Area: Requirements Engineering

Topic Area: Architecture & Design

Topic Area: Software Quality Assurance

The Software-Engineering Course on One Slide

Topic Area: Project Management

- **measure**, know what you measure (scales, pseudo-metrics)
- estimate, measure, improve estimation — it's about **experience**
- describe processes in terms of **artefact**, **activity**, **role**, etc. — and **risk**

Topic Area: Requirements Engineering

- requirements characterise **acceptable** and **unacceptable** softwares (there may be a gray zone)
- **formal requirements**: unambigous, exact analysis methods
- requirements engineers see **the absence of meaning**

Topic Area: Architecture & Design

- Model: "Nobody builds a house without a **plan**." (L. Lamport)
- software has **structural** and **behavioural** aspects
- there are **methods and tools** to analyse software models (know how to interpret analysis outcomes)

Topic Area: Software Quality Assurance

- testing is **almost always incomplete**; testing is **necessary** (know how to interpret the outcomes: true/false positive/negative)
- there are methods and tools to **prove correctness** code (correctness is relative: correct wrt. specification (and assumptions))

That’s Today’s Software Engineering — More or Less…

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- **Further studies**:
  - **Real-Time Systems** (not in 2019/20)
    (specification and verification of real-time systems)
  - **Software Design, Modelling, and Analysis in UML** (not in 2019/20)
    (a formal, in-depth view on structural and behavioural modelling)
  - **Cyber-Physical Systems I - Discrete Models**
    (more on variants of CFA and queries (LTL, CTL, CTL*))
  - **Cyber-Physical Systems - Hybrid Models**
    (Modelling and analysis of cyber-physical systems with hybrid automata)
  - **Program Verification**
    (the theory behind tools like VCC)
  - **Formal Methods for Java**
    (JML and "VCC for Java")
  - **Decision Procedures**
    (the basis for program verification)

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- **Individual Projects**
  (BSc/MSc project, Lab Project, BSc/MSc thesis)
  - **formal modelling** of industrial case studies
  - **improving analysis techniques**
  - **own topics**

  → **contact us** (3–6 months before planned start).

- Want to be a **tutor**, e.g. Software Engineering 2020,
  → **contact us** (around early September / early March).

- Want to be a **scientific student assistant**?
  → **contact us**.

Thanks For Your Participation. . .

References

References

Fagan, M. (1976). Design and code inspections to reduce errors in program development. *IBM Systems Journal*, 15(3):182–211.

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