

Formal Methods for Software Engineers

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Overview

- Motivation
 - Why have formal specifications?
 - Where is their use appropriate?
 - What are the problems with using formal methods?
- Aims
 - Provide the background to formal methods (the 'big picture')
 - Cover examples of the use of one formal specification technique
- Contents
 - General introduction to formal specification (see Sommerville chapter 10)
 - Introduction to OCL (Object Constraint Language) associated with UML

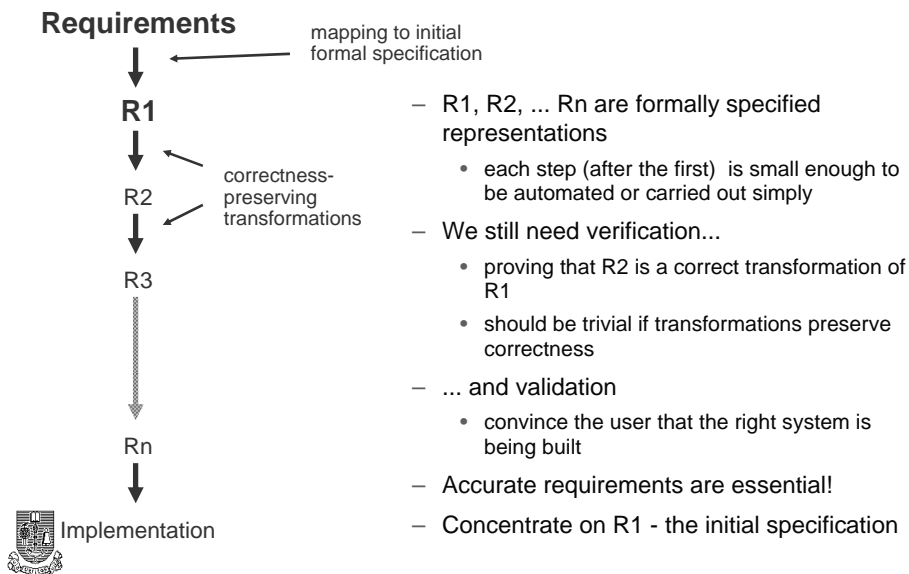


Motivation - Certifiable Correctness

- Consider *safety-critical* systems
 - patient monitoring in hospitals
 - air-traffic control
 - railway signalling
 - process control of industrial/nuclear plants
 - on-board systems in a car
- Testing does not give us enough confidence
 - we need a *formal proof* that software is *correct*
- Proving an existing programs correct too difficult
- Instead, *construct* correct program by a series of steps known to be safe



Constructing a correct program



How to write a formal specification....?

- Not in natural language!
 - impossible to supply sufficient precision
 - although there have been attempts at "structured English", but....
- Diagrams tricky...
 - cannot formally manipulate them easily
 - but they might be used as an adjunct to formal specification - animation
- Must use a notation that is mathematically based
 - formal semantics
 - can be manipulated, in a mathematical sense



Why not use Formal Specs for all program development?

- The effort involved (mostly by hand) and skills required
- Lack of tool support, although some are becoming available
- Lack of necessary background and poor training of existing staff, together with the use of unfamiliar notations
- Lack of knowledge among project managers
- Validation problems
 - hard to communicate ideas to users - might build perfect, but invalid, system
 - again, tools required - animation, alternative representations
- Problems of scale
 - formal specification techniques not suited for very large projects - lack of modularity, information hiding in some traditional f.s. techniques



Background Reading

- The Mystery of Formal Methods Disuse (A story of zealotry and chicanery) – Robert Glass (Practical Programmer column) – Comm. ACM 47(8), August 2004, p15-17
 - a typical Robert Glass column taking a sceptical view of formal methods!
 - refers to the paper below
- Getting the best from formal methods, John B Wordsworth – Information and Software Technology, 41 (1999), 1027-1032
 - reviews progress made in the use of formal methods in the last 15 years
 - suggests reasons for lack of widespread use of formal methods
 - proposes ways to ‘infiltrate’ formal methods into software development



Background Reading (2)

Two older references but both very readable and still relevant:

- An Invitation to Formal Methods - IEEE Computer, April 1996)
 - consists of a collection of short papers giving widely differing views about formal methods, ranging from formal methods enthusiasts to sceptical practitioners;
 - good overview of the ‘state of the art’ and easy to read.
- Seven More Myths of Formal Methods, J Bowen & M Hinchey - IEEE Software, July 1995
 - this article is written by two formal methods enthusiasts and strongly advocates the use of formal methods;
 - very biased but again easy to read.



Formal Specification of Large Systems

- Algebraic specification
 - system described using interfaces between sub-systems
 - operations of an interface and the relationships between them
 - entities and operations defined along with axioms defining the semantics of the operations - hence the behaviour of the entity
 - 'formality' is in the axioms
 - More in Sommerville, 10.2
- Model-based specification
 - model constructed using well-understood mathematical entities - sets, sequences
 - specification is expressed as a system state model over these entities
 - Two major model-based approaches
 - VDM (Vienna Development Method), IBM Vienna Research Labs
 - Z, Programming Research Group, Oxford
 - More in Sommerville, 10.3



Specifying Constraints

- A less comprehensive approach to formal specification is to combine formal notations with existing diagrammatic notations to improve precision
- Constraints allow us to define parts of our system model more precisely than using only diagrams
 - define the basic model using diagrams (e.g. class diagram)
 - add detail using constraints attached to the diagram elements
 - ensure that all requirements are captured and can be traced
 - there are trade-offs between adding detail to diagrams and using constraints - when does a diagram become too complex to be useful?

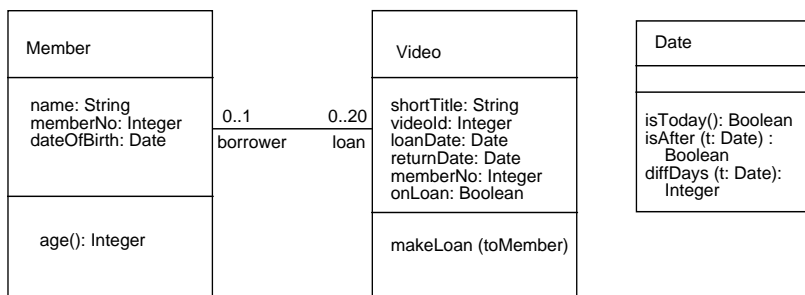


OCL - Object Constraint Language

- Note – OCL 2.0 (with UML 2.0)
- A constraint is a restriction on one or more values of (part of) an object-oriented model or system
- Constraints may be visually represented (restriction constraints) or expressed textually
- OCL provides a well defined language for expressing constraints textually
- UML diagrams provide the visual representation of the object model, restriction constraints and the context for OCL constraints



A Simple UML Example



Why use textual constraints?

- Better documentation
 - additional information is linked to system model(s)
 - can be versioned together with model(s)
- Reduce diagram complexity
- Improve precision
 - mathematical theory underpinning the language
 - textual constraints can be parsed and checked
- Communication
 - an agreed common language for expressing requirements
 - analyst to designer; designer to developer
- Link to detailed requirements capture
 - tracing requirements through development



OCL - Requirements

- Precise and unambiguous language, easily read and written by *practitioners*
 - based on sound mathematical principles
 - written in a more 'natural' style (avoids special symbols)
- Declarative
 - No side-effects of expressions
 - Not operational (no corrective actions)
- Typed, so that it can be checked (but not executed)
- NOT a programming language!

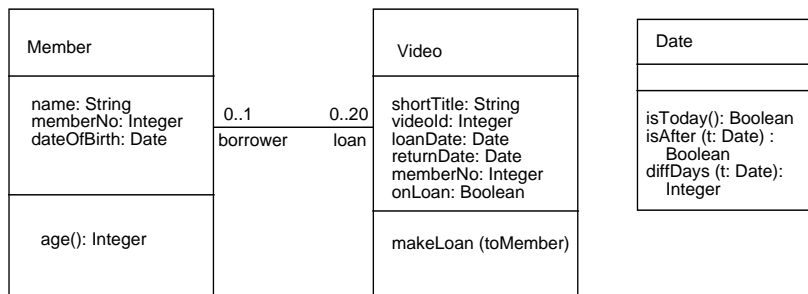


Types of Constraints

- Invariant - a constraint that must always be met by all instances of a class, type or interface. An expression that must evaluate to true at all times.
- Pre-condition - a constraint that must be true at the moment an operation (method) is to be executed
- Post-condition - a constraint that must be true at the moment an operation has just ended
- And many others not covered in these lectures ...



UML Class Diagram - Example



Navigating Associations

- Navigating an association from the context class to another class creates a SET of objects.
- Operations on sets are denoted by ->
- There are many operations available, for example:
 - `set -> isEmpty` -- Boolean, true if set contains no elements
 - `set -> notEmpty` -- Boolean, true if set contains one or more elements
 - `set -> size()` -- Integer, number of objects in set
 - `set -> forAll (expression)` -- Boolean, true if expression is true for all elements of the set
 - `set -> exists (expression)` -- Boolean, true if expression is true for at least one element of the set



Associations and Sets (Examples)

-- loan is a set of Video instances; all of which
-- must have the same memberNo as the borrower (Member)

context **Member**

inv: **loan -> forall (memberNo = self.memberNo)**

-- borrower is also a set, of 0 or 1 values!

context **Video**

inv: **borrower -> notEmpty implies**

borrower -> forall (memberNo = self.memberNo)



The forall Operation

-- the constraint on the previous slide can be written more explicitly as:

context **Member**

inv: **loan** -> forall (v : Video | v.memberNo = self.MemberNo)

-- allinstances returns a set of all instances of a class

context **Member**

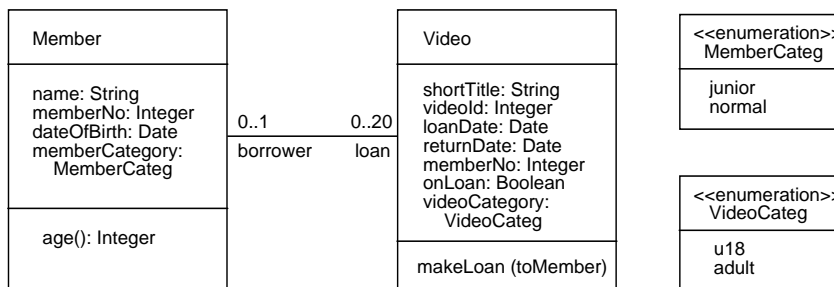
inv: **Member.allinstances** -> forall (m1, m2 | m1 < > m2
 implies m1.memberNo < > m2.memberNo)

context **Member**

inv: **Member.allinstances** -> forall (m | m < > self
 implies m.memberNo < > self.memberNo)



Video Example (extended)



More Invariants (on enumerated types)

context **Member**

inv: **memberCategory = MemberCateg::junior** implies **Age () < 18**

and

memberCategory = MemberCateg::normal implies **Age () > 17**

context **Member**

if **memberCategory = MemberCateg::junior**

then **Age () < 18**

else **Age () > 17**

endif



More Invariants (2)

-- Restricting the number of loans for junior members:

context **Member**

inv: **memberCategory = MemberCateg::junior** implies

loan -> size() <= 10

-- Restricting video categories for junior members:

context **Member**

inv: **memberCategory = MemberCateg::junior** implies

loan -> forall (videoCategory = VideoCateg::u18)

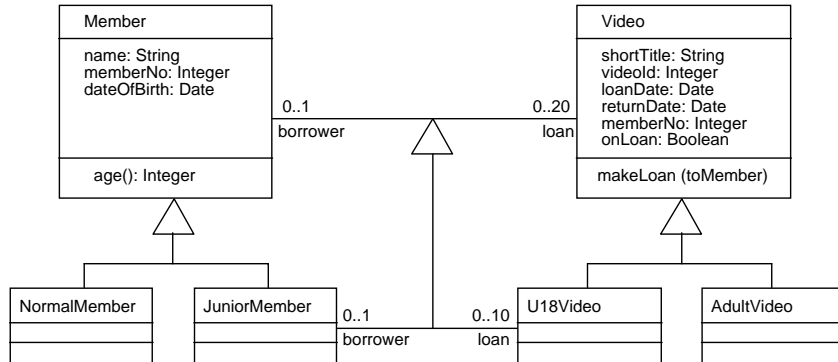
context **Video**

inv: **videoCategory = VideoCateg::adult** implies

borrower -> forall (memberCategory = MemberCateg::normal)



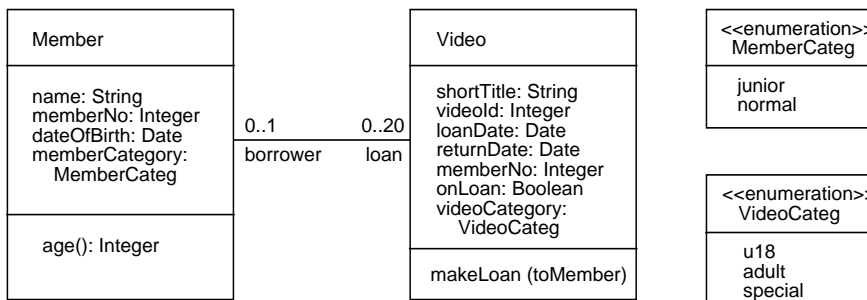
Diagram or Textual Constraints?



This still does not work! A U18Video may only be borrowed by a juniorMember in this model.



Video Example (extended again!)



More Invariants

- - No normal member may have more than 3 special videos

context **Member**

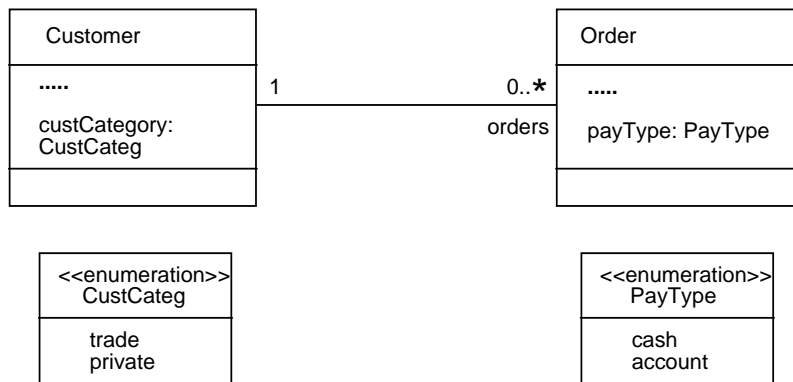
inv: **memberCategory = MemberCateg::normal implies**

**loan -> select (videoCategory = VideoCateg::special)
-> size() <=3**

- - cannot express this diagrammatically



Another Simplified Example



Constraints on Customer/Orders

context **Customer**

inv: **custCategory = CustCateg::trade implies**

orders -> forall (payType = PayType::account)

context **Customer**

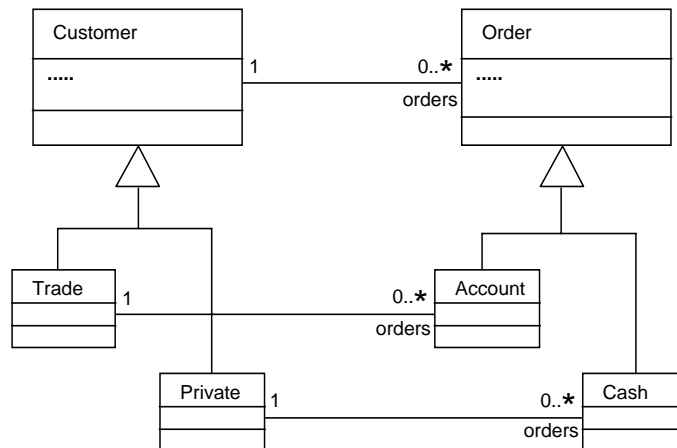
inv: **custCategory = CustCateg::private implies**

orders -> forall (payType = PayType::cash)

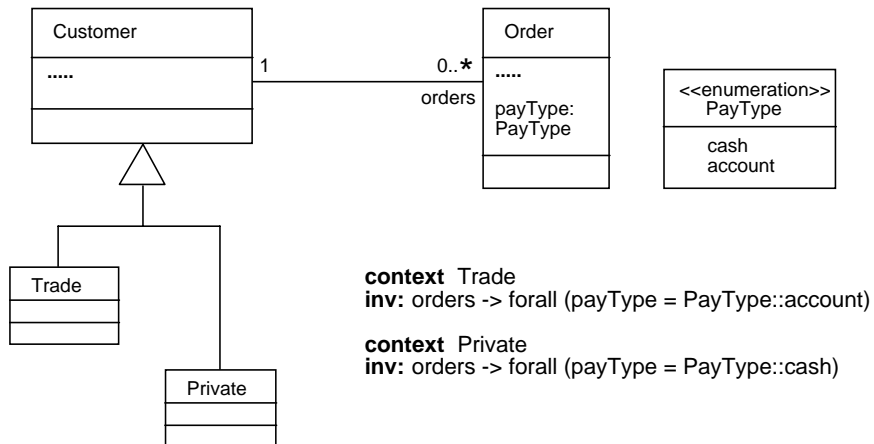


-- could write constraints on Order

Diagrammatic Constraints



Mixing the constraints!



Summary

- Within the context of a class, we can write invariants on:
 - the attributes of that class
 - the members of classes associated with that class
- Can write pre and post conditions on an operation (method) of a class
- OCL can be used in conjunction with other UML diagrams (not covered in these lectures)
- OCL is declarative not operational
- All OCL expression used in constraints are:
 - Boolean type (i.e. must evaluate to true or false)
 - free of side effects (i.e. no update operations)

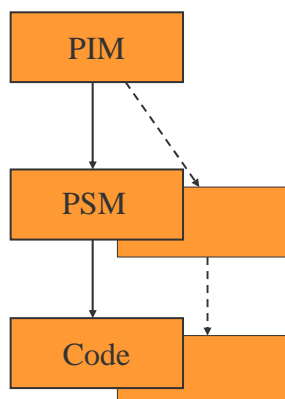


Reference(s)

- The Object Constraint Language Second Edition – Getting Your Models Ready for MDA. Jos Warmer and Anneke Kleppe. Addison-Wesley 2003.
- Web sites to check out:
 - The website of the authors of the above book
<http://www.klasse.nl/ocl>
that provides useful background information,
including an OCL syntax checking tool called Octopus
 - OMG standard for UML including OCL:
<http://www.omg.org>
{only if you really like standards!!}



Model Driven Architecture (MDA)



- PIM = Platform Independent Model; UML + OCL
- PSM = Platform Specific Model; could be Database model or EJB, for example
- Code is generated from PSM automatically
- PIM can be transformed to PSMs automatically
- PIM to PSM tools are limited

