

Software Model Checking: Theory and Practice

Lecture: *Specification Checking -
Foundations*

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Objectives

- To understand the goals and basic elements of every formal specification formalism
- To understand that a variety of different levels of abstraction and aspects of program behaviour that can be specified
- To understand the range of languages that can be used to express behavioural property specifications

Outline

- What is a specification?
- Why write specifications?
- What are the building blocks of specs?
- What aspects of behaviour can be captured in a formal specification?
- What are some of the different styles of specification?

What is a Specification?

- A **detailed, exact** statement of particulars, especially a statement **prescribing** materials, dimensions, and quality of work for something to be built, installed, or manufactured.

American Heritage Dictionary 2000

- needs to be precise
- describes what is to be done

What is a Formal Specification?

- A *formal specification* is the expression, in some **formal language** and at some level of abstraction, of a **collection of properties** that some system should **satisfy**

Axel van Lamsweerde, Future of Software Engineering, 2000

- formal language
 - ensures precision
- properties ... system should satisfy
 - is a prescription

Why Write Specifications?

- To drive the implementation of a system
 - Rare - usually driven from informal requirements
 - Expensive - would require a complete specification
- To provide a **redundant** description of intent so we can check an implementation against something
 - Generate tests
 - Perform rigorous inspections
 - Model check

A Spec for Spec Languages

Concise

- if the spec is as large and complex as the system, you've shifted the problem to the spec

Understandable

- spec needs to be right, so you must be able to read it

General

- want to be able to describe a wide range of system characteristics

Think Different

- Should force you to express properties differently than solutions

What's a Good Spec?

Consistent

- no internal contradictions

Complete

- captures all of the essential aspects of the problem that are described elsewhere

Unambiguous

- has a unique meaning

Minimal

- doesn't state irrelevant or implementation-specific properties

Essential Parts of a Specification

Components of the system that are related to the property

x

Constraints define what is demanded, desired, or restricted of the components

$x > 0$

Order describes how, if at all, the constrained-components related to one another

if $x > 0$ then after $x++$, $x > 0$

A Familiar Example



How would you describe a phone?

Rotary or push button

Wired or cell

Coin operated or billed

Handset or speaker

Integrated phonebook

Color, weight, materials, ...

We focus on functional behavior

Making a phone call



From a functional point of view:

What components of the phone are relevant?

What characteristics of those components do we care about?

How does the order in which components attain those characteristics influence the making of a phone call?

Variations in Specification Style

- **State-based** : a condition or mode of being
 - phone is off the hook
 - call is connected
- **Event-based** : something that happens at a given place and time
 - phone is lifted
 - number 3 is dialed

For You To Do

- Consider the property:
Dial 532-6350 to connect to CIS
- Give a state-based specification
- Give an event-based specification
- Don't forget to mention any implicit parts or constraints that are relevant

States and Events

- Changes in state are caused by events

$$x == 5 \xrightarrow{x++} x == 6$$

- Not all events cause a change in state

$$x == 5 \xrightarrow{x=x+0} x == 5$$

Mixed States and Events

- When the door is open and the key is not in the ignition, the alarm beeps.

door == open

ignitionKey != in

beep

- Assigning x to 7 makes x greater than 0.

x = 7

x > 0

Variations in Specification Style

- **Allowable behavior** : define what a correctly functioning system is able to do

offhook, number⁷, connected

- **Violations** : define what a correctly functioning system can never do

onhook, ... anything but offhook ..., connected

Specification Formalisms

- Assertions
 - Describe a condition in a **particular** system state
- Invariants
 - Describe a condition in **all** system states
- State Machines
 - Describe **sequences** of system states
 - Finite state automata vs. Buchi automata
 - Regular expressions vs. Linear Temporal Logic
- ... lots more

Summary

- Specifications are an essential element of rigorous system analysis
- A property specification usually focuses on a specific aspect of a system's behaviour
 - Only some of the system's components are involved
 - Only concerned with a limited view of those components
- Specifications can be written in a variety of styles
 - To suite the goals of the specifier
 - To suite a particular property
 - To enable a particular form of analysis
- There are a large number of specification formalisms that one could apply to state properties of systems