



Lecture 13:

Concluding Remarks

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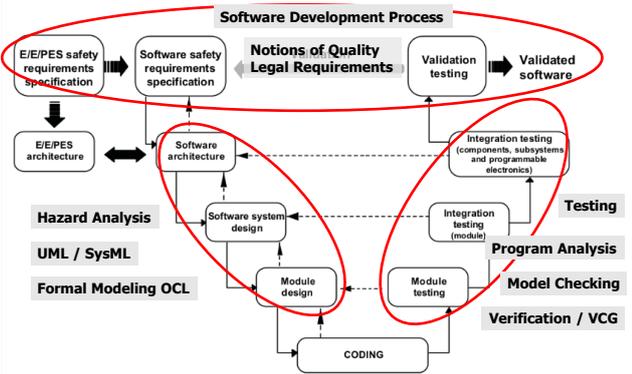


Where are we?

- ▶ 01: Concepts of Quality
- ▶ 02: Legal Requirements: Norms and Standards
- ▶ 03: The Software Development Process
- ▶ 04: Hazard Analysis
- ▶ 05: High-Level Design with SysML
- ▶ 06: Formal Modelling with OCL
- ▶ 07: Testing
- ▶ 08: Static Program Analysis
- ▶ 09: Software Verification with Floyd-Hoare Logic
- ▶ 10: Verification Condition Generation
- ▶ 11: Foundations of Model Checking
- ▶ 12: Tools for Model Checking
- ▶ 13: Concluding Remarks



The Global Picture



Examples of Formal Methods in Practice

- ▶ Hardware verification:
 - ▶ Intel: formal verification of microprocessors (Pentium/i-Core)
 - ▶ Infineon: equivalence checks (Aurix Tricore)
- ▶ Software verification:
 - ▶ Microsoft: Windows device drivers
 - ▶ Microsoft: Hyper-V hypervisor (VCC, VeriSoft project)
 - ▶ NICTA (Aus): L4.verified (Isabelle)
- ▶ Tools used in Industry (excerpt):
 - ▶ AbsInt tools: aiT, Astree, CompCert (C)
 - ▶ SPARK tools (ADA)
 - ▶ SCADE (MatLab/Simulink)
 - ▶ UPAAL, Spin, FDR2, other model checkers



Safe and Secure Systems – Uni Bremen

- ▶ AG Betriebssysteme - Verteilte Systeme / Verified Systems (Peleska)
 - ▶ Testing, abstract interpretation
- ▶ AG Rechnerarchitektur / DFKI (Drechsler, Hutter, Lüth)
 - ▶ System verification, model checking, security
- ▶ AG Datenbanksysteme (Gogolla)
 - ▶ UML, OCL
- ▶ AG Softwaretechnik (Koschke)
 - ▶ Software engineering, reuse



Organisatorisches

- ▶ Bitte nehmt an der **Evaluation auf stud.ip** teil!
- ▶ Was war euer Eindruck vom Übungsbetrieb im Vergleich zum herkömmlichen Übungsbetrieb?
 - ▶ Man lernt mehr – weniger?
 - ▶ Es ist mehr – weniger Arbeit?
 - ▶ Kommentare in Freitextfeldern bei der stud.ip Evaluation.
- ▶ Wir bieten an folgenden Terminen mündliche Prüfungen an:
 - ▶ 05.03.2020 und 06.03.2020
 - ▶ 02.04.2020
 - ▶ Anmeldung per Mail (es liegen



Questions*

* Which might be asked in an exam, hypothetically speaking.



General Remarks

- ▶ The exam lasts 20-30 minutes, and is taken solitary.
- ▶ We are not so much interested in well-rehearsed details, but rather in principles.
- ▶ We have covered a lot of material – an exam may well not cover all of it.
 - ▶ We will rather go into detail on some lectures than spend the exam with a couple of well-rehearsed phrases from each slide.
 - ▶ Emphasis will be on the later parts of the course (SysML/OCL, testing, static analysis, Floyd-Hoare logic, model-checking) rather than the first.
 - ▶ If you do not know an answer, just say so – we can move on to a different question.



Lecture 01: Concepts of Quality

- ▶ What is quality? What are quality criteria?
- ▶ What could be useful quality criteria?
- ▶ What is the conceptual difference between ISO 9001 and the CMM (or Spice)?



Lecture 02: Legal Requirements

- ▶ What is safety?
- ▶ Norms and Standards:
 - ▶ Legal situation
 - ▶ What is the machinery directive?
 - ▶ Norm landscape: first, second, third-tier norms
 - ▶ Important norms: IEC 61508, ISO 26262, DIN EN 50128, Do-178B/C, ISO 15408,...
- ▶ Risk Analysis:
 - ▶ What is SIL, and what is for? What is a target SIL?
 - ▶ How do we obtain a SIL?
 - ▶ What does it mean for the development?



Lecture 03: SW Development Process

- ▶ Which software development models did we encounter?
- ▶ How do the following work, and what are their respective advantages/disadvantages:
 - ▶ Waterfall model, spiral model, agile development, MDD, V-model
- ▶ Which models are appropriate for safety-critical systems?
- ▶ Formal software development:
 - ▶ What is it, and how does it work?
 - ▶ What kind of properties are there, how are they defined?
 - ▶ Development structure: horizontal vs. vertical, layers and views



Lecture 04: Hazard Analysis

- ▶ What is hazard analysis for, and what are its main results?
- ▶ Where in development process is it used?
- ▶ Basic approaches:
 - ▶ bottom-up vs. top-down (what does that mean?)
- ▶ Which methods did we encounter?
 - ▶ How do they work, advantages/disadvantages?



Lecture 05: High-level design with SysML

- ▶ What is a model (in general, in UML/SysML)?
- ▶ What is UML, what is SysML, what are the differences?
- ▶ Basic elements of SysML for high-level design:
 - ▶ Structural diagrams
 - ▶ Package diagram, block definition diagram, internal block diagram
 - ▶ Behavioural Diagrams:
 - ▶ Activity diagram, state machine diagram, sequence diagram
 - ▶ How do we use this diagrams to model a particular system, e.g. a coffee machine?



Lecture 06: Formal Modeling with OCL

- ▶ What is OCL? What is used for, and why?
- ▶ Characteristics of OCL (pure, not executable, typed)
- ▶ What can it be used for?
- ▶ OCL types:
 - ▶ Basic types
 - ▶ Collection types
 - ▶ Model types
- ▶ OCL logic: four-valued Kleene logic



Lecture 07: Testing

- ▶ What is testing, what are the aims? What can testing achieve, what not?
- ▶ What are test levels (and which do we know)?
- ▶ What are test methods?
- ▶ What is a black-box test? How are the test cases chosen?
- ▶ What is a white-box test?
- ▶ What is the control-flow graph of a program?
- ▶ What kind of coverages are there, and how are they defined?



Lecture 08: Static Program Analysis

- ▶ What is that? What is the difference to testing?
- ▶ What is the basic problem, and how is it handled?
- ▶ What does we mean when an analysis is sound/complete? What is over/under approximation?
- ▶ What analysis did we consider? How did they work?
 - ▶ What are the gen/kill sets?
 - ▶ What is forward/backward analysis?



Lecture 09: Floyd-Hoare-Logic

- ▶ What is the basic idea, and what are the basic ingredients?
- ▶ Why do we need assertions, and logical variables?
- ▶ What do the following notations mean:
 - ▶ $\models \{P\} c \{Q\}$
 - ▶ $\models [P]c [Q]$
 - ▶ $\vdash \{P\} c \{Q\}$
- ▶ How does Floyd-Hoare logic work?
- ▶ What rules does it have?
- ▶ How is Tony Hoare's last name pronounced?



Lecture 10: Verification Condition Generation

- ▶ What do completeness and soundness of the Floyd-Hoare logic mean?
- ▶ Which of these properties does it have?
- ▶ What is the weakest precondition, and how do we calculate it?
- ▶ What are program annotations, why do we need them, and how are they used?
- ▶ What are verification conditions, and how are they calculated?



Lecture 11/12: Model Checking

- ▶ What is model-checking, and how is it used?
- ▶ What is the difference to Floyd-Hoare logic?
- ▶ What is a FSM/Kripke structure (and what is the difference)?
- ▶ Which models of time did we consider?
- ▶ For LTL, CTL:
 - ▶ What are the basic operators, when does a formula hold, and what kind of properties can we formulate?
 - ▶ Which one is more powerful?
 - ▶ Are they decidable (with which complexity)?
- ▶ Which tools did we see? What are their differences/communalities?



Thank you, and good bye.

