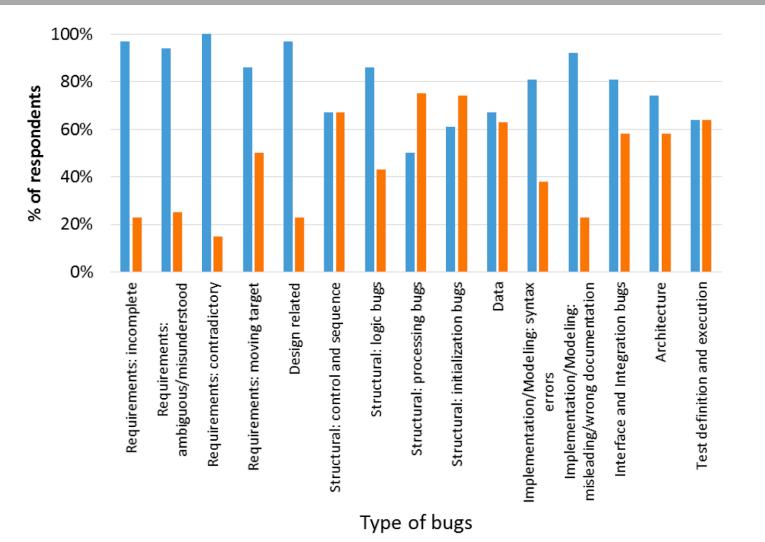


Requirements elicitation, analysis and verification using FRET and CoCoSim

Andreas Katis^{1,2}

FEANICSES 2022, December 6, Toulouse, France

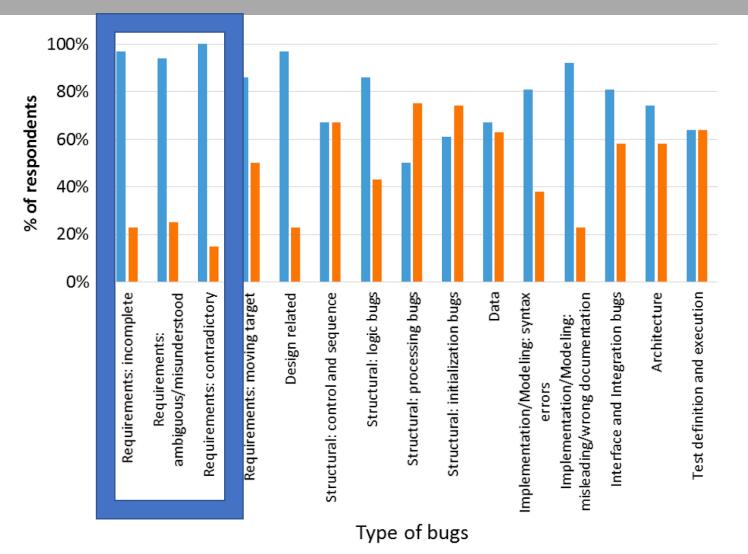
What types of bugs are found in models and code?



in models in auto-generated code Johann Schumann, Matt Knudsen, Teme Kahsai, Noble Nkwocha, Katerina Goseva-Popstojanova, Thomas Kyanko, "Report: Survey on Model-Based Software Engineering and Auto-Generated Code", NASA/TM-2016-219443, 2016.

2

What types of bugs are found in models and code?



■ in models in auto-generated code Johann Schumann, Matt Knudsen, Teme Kahsai, Noble Nkwocha, Katerina Goseva-Popstojanova, Thomas Kyanko, "Report: Survey on Model-Based Software Engineering and Auto-Generated Code", NASA/TM-2016-219443, 2016.

3

language of developers forced to write reqs

Lockheed Martin Cyber-Physical System Challenge, component FSM:

• Exceeding sensor limits shall latch an autopilot pullup, when the pilot is not in control (not standby) and the system is supported without failures (not apfail).

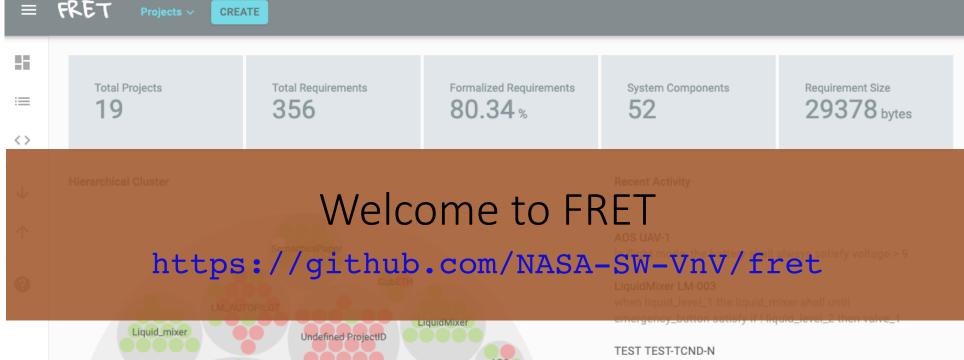
every time these conditions hold or only when they **become** true?

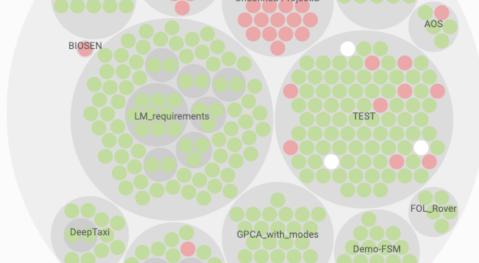
- The autopilot shall change states from TRANSITION to NOMINAL when the system is supported and sensor data is good.
- The autopilot shall change states from NOMINAL to MANEUVER when the sensor data is not good.
- The autopilot shall change states from NOMINAL to STANDBY when the pilot is in control (standby).
- The autopilot shall change states from MANEUVER to STANDBY when the pilot is in control (standby) and sensor data is good.

are these requirements consistent? does my model/code satisfy them?

language formal analysis tools understand

```
var autopilot: bool = (not standby) and supported and (not
apfail);
var pre_autopilot: bool = false -> pre autopilot;
var pre_limits: bool = = false -> pre limits;
guarantee "FSM-001v2" S((((((autopilot and pre_autopilot and
pre_limits) and (pre ( not (autopilot and pre_autopilot and
pre_limits)))) or ((autopilot and pre_autopilot and
pre_limits) and FTP)) => (pullup)) and FTP), ((((autopilot
and pre_autopilot and pre_limits) and (pre ( not (autopilot
and pre_autopilot and pre_limits)))) or ((autopilot and
pre_autopilot and pre_limits)))) or ((autopilot and
pre_autopilot and pre_limits)))) or ((autopilot and
pre_autopilot and pre_limits)))) => (pullup)));
```





when occurred(7,persisted(2,fault)) the sw shall immediately satisfy q

TEST

when not in m mode when p the sw shall always satisfy r

LM_AUTOPILOT AP-003b In rollhold mode RollHoldReference shall immediately satisfy abs(rollangle)<6 => rollholdreference = 0

TEST TEST-BNDD-RSPNSE if P the sw shall within 5 ticks satisfy R

TEST-ONLY-IN only in m, when p, shall the software satisfy pc

Team: Andreas Katis, Anastasia Mavridou, Tom Pressburger, Johann Schumann, Khanh Trinh Alumni: David Bushnell, Tanja DeJong, Dimitra Giannakopoulou, George Karamanolis, David Kooi, Julian Rhein, Nija Shiosazuz 2

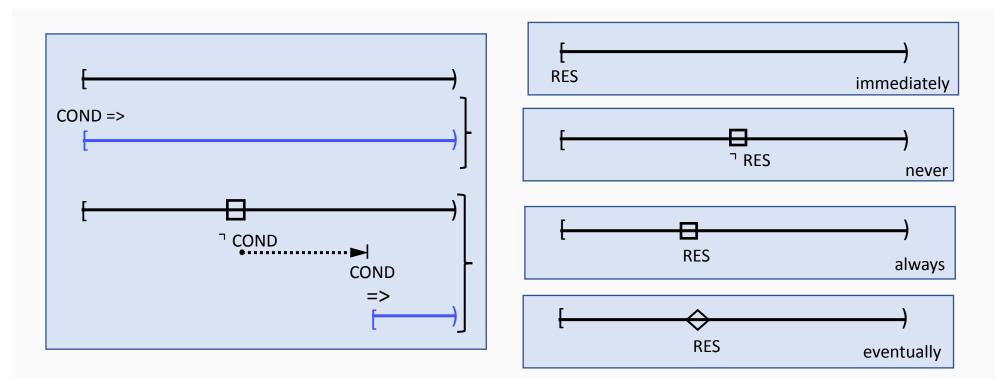


FRET bridges the gap

- Captures requirements in a restricted natural language with unambiguous semantics
- Explains formal semantics in various forms: natural language, diagrams, interactive simulation
- Assists in writing requirements through requirement templates
- Formalizes requirements in a compositional (hence maintainable and extensible) manner
- Checks consistency of requirements and provides feedback
- Connects with analysis tools and exports verification code
 - ✓ for model checking Simulink models with CoCoSim
 - ✓ for model checking Lustre code with Kind2
 - ✓ for runtime analysis of C programs with Copilot

FRET is rigorous and extensible

- semantic templates have RTGIL semantics. FRET generates formulas in future- (finite and infinite-trace) and past-time metric temporal logics. A verification framework within FRET ensures correctness of formalization algorithms.
- all aspects of our approach are compositional based on requirement fields.



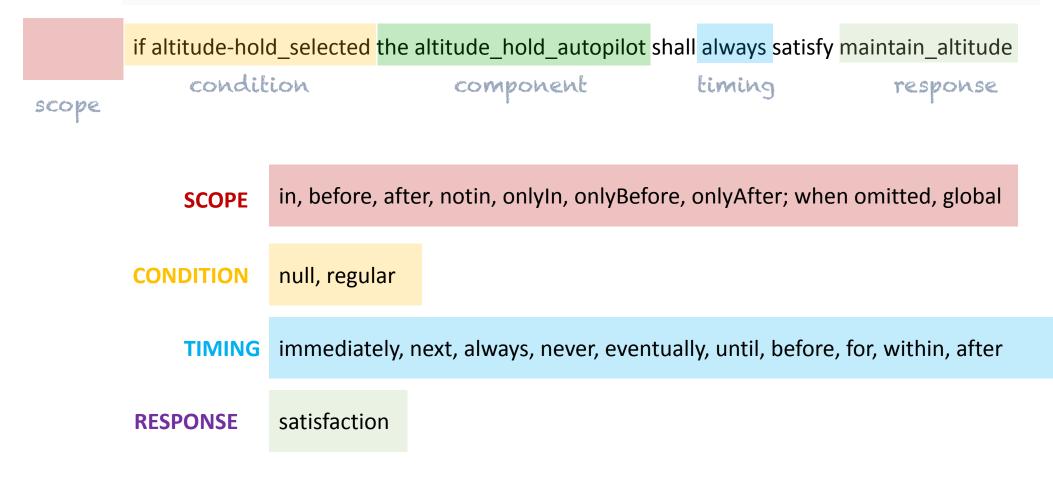
Dimitra Giannakopoulou, Thomas Pressburger, Anastasia Mavridou, Johann Schumann: "Automated Formalization of Structured Natural Language", *Information and Software Technology*, 2021

FRET bridges the gap

- Captures requirements in a restricted natural language with unambiguous semantics: FRETish
- Explains formal semantics in various forms: natural language, diagrams, interactive simulation
- Assists in writing requirements through requirement templates
- Formalizes requirements in a compositional (hence maintainable and extensible) manner
- Checks consistency of requirements and provides feedback
- Connects with analysis tools and exports verification code
 - ✓ for model checking Simulink models with CoCoSim
 - ✓ for model checking Lustre code with Kind2
 - ✓ for runtime analysis of C programs with Copilot

capturing requirements in FRETish

the altitude hold autopilot shall maintain altitude whenever altitude hold is selected

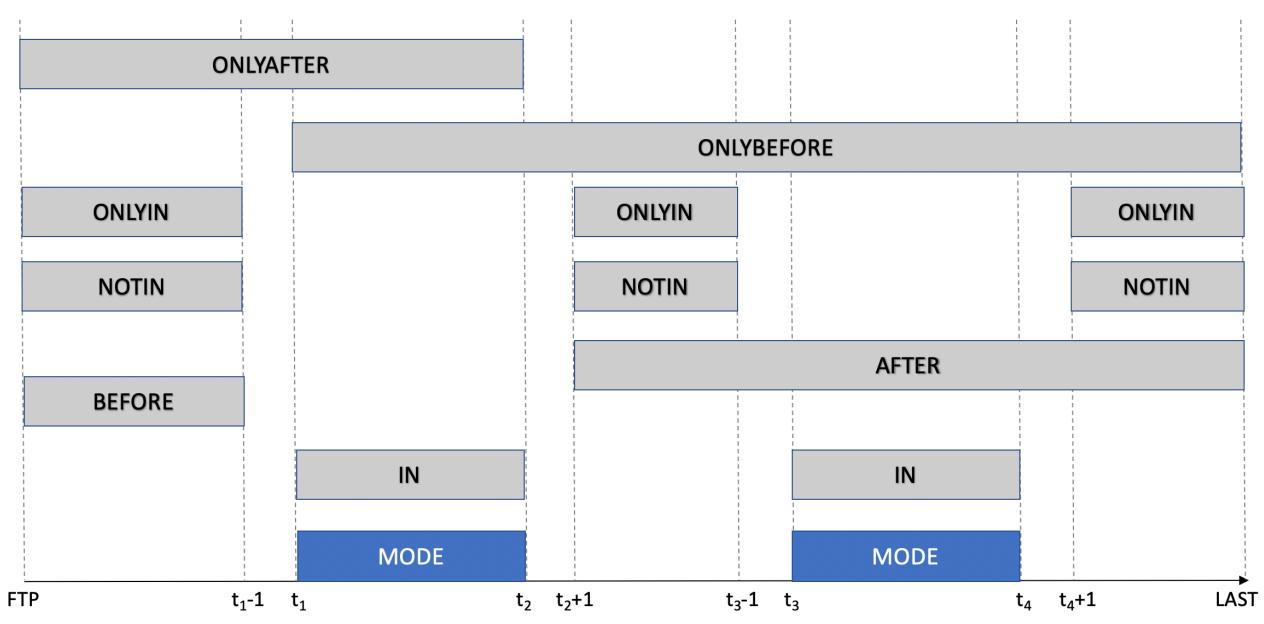


160 semantic templates / template keys!

Scopes

- (global) The system shall always satisfy count >= 0
- After boot mode the system shall immediately satisfy prompt_for_password
- Only after arming mode shall the system eventually satisfy fired
- In landing mode the system shall eventually satisfy decrease_speed
- When not in initialization mode the system shall always satisfy commands_accepted
- Only in landing mode shall the system eventually satisfy landing_gear_down
- Before energized mode the system shall always satisfy energized_indicator_off
- Only before energized mode shall the system eventually satisfy manually_touchable

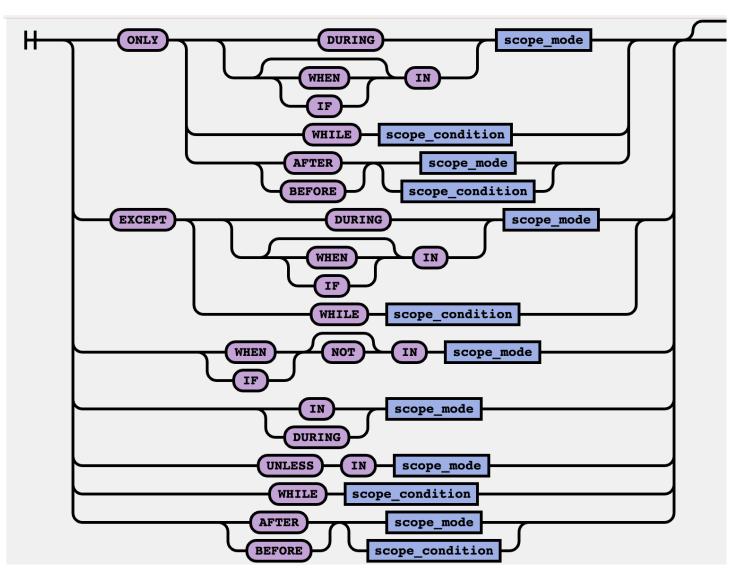
Scope Intervals



Scopes (contd)

- While mode = 4 the watch shall always satisfy alarm_icon_on
- While persisted(4, high_temperature) the monitor shall until shutoff satisfy alarm_on
- Before taxiing & receivedClearance the plane shall always satisfy ! takeoff
- After landed & powerOff the doors shall within 5 seconds satisfy unlocked

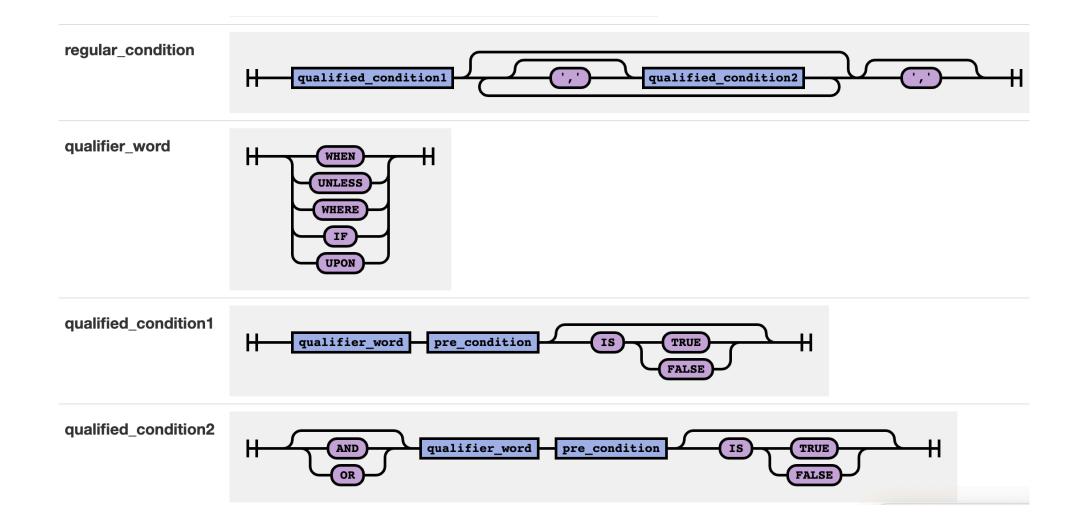
Scope grammar



Conditions

- upon, if, when, where; unless
- Boolean expression
- Trigger: **upon** the Boolean expression becoming true from being false in the scope, or being true at the beginning of the scope.

Condition grammar



Timings

- In roll_hold mode RollAutopilot shall immediately satisfy if (roll_angle< 6.0 & roll_angle > -6.0) then roll_hold_reference = 0.0
- When currentOverload the circuitBreaker shall, at the next timepoint, satisfy shutoff
- In landingMode the system shall eventually satisfy LandingGearLowered
- The autopilot shall always satisfy if allGood then state = nominal
- In drivingMode the system shall never satisfy cellPhoneOn & !cellPhoneHandsFree
- When errorCondition, the system shall, for 4 ticks, satisfy alarmOn
- In landing mode, the the system shall within 2 ticks satisfy is_stable
- When input = 1, the integrator shall, after 10 ticks, satisfy output = 10
- In CountdownMode the system shall, until Count = 0, satisfy Count > 0
- The system shall, before TakeOff, satisfy CheckListTasksCompleted

FRET bridges the gap

- Captures requirements in a restricted natural language with unambiguous semantics
- Explains formal semantics in various forms: natural language, diagrams, interactive simulation
- Formalizes requirements in a compositional (hence maintainable and extensible) manner: past, future linear temporal logic, Lustre
- Assists in writing requirements through requirement templates
- Checks consistency of requirements and provides feedback
- Connects with analysis tools and exports verification code
 - ✓ for model checking Simulink models with CoCoSim
 - ✓ for model checking Lustre code with Kind2
 - ✓ for runtime analysis of C programs with Copilot

Capturing, explaining and formalizing requirements

Create Requirement	- ASSISTANT TEMPLATES GLOSSARY
Project	Ready to speak FRETish? Please use the editor on your left to write your requirement
Requirement ID Parent Requirement ID Demo-FSM	or pick a predefined template from the TEMPLATES tab.
Rationale and Comments ~	
Requirement Description A requirement follows the sentence structure displayed below, where fields are optional unless indicate with "*". For information on a field format, click on its corresponding bubble.	id .
SCOPE CONDITIONS COMPONENT* SHALL* TIMING RESPONSES*	0
a Stan an end a the second at	
SEMANTI	CS
CANCEL	
	LM_AUTOPILOT REG_YAW_ACC_REQ

Update Requirement

-ALTHOLD	Parent Requirement ID	LM_requirements	~
Rationale and Comn	nents		^
	lients		~
Rationale			
Comments	a silat a ball maximtain a bitu da sub an assar	lititude held is calested	
the altitude hold auto	opilot shall maintain altitude whenever a	iititude noid is selected	

Requirement Description

A requirement follows the sentence structure displayed below, where fields are optional unless indicated with "*". For information on a field format, click on its corresponding bubble.

scope	CONDITIONS COMPONENT* SHALL* TIMING RESPONSES* The altitude_hold_autopilot shall always satisfy maintain_altitude Image: Component of the state of the	<pre>((LAST V (((! (altitude_hold_selecte & (X (altitude_hold_selected)))) -> (maintain_altitude))))) & ((altitude -> (LAST V (maintain_altitude)))) Target: altitude_hold_autopilot component.</pre>
-	but this is not what I mean SEMANTICS	Past Time LTL <pre>(H ((H (! (altitude_hold_selected))) (maintain_altitude)))</pre> Target: altitude_hold_autopilot component.

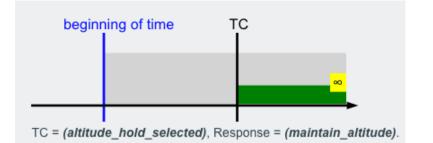
Semantics ENFORCED: in the interval defined by the entire execution. TRIGGER: irst point in the interval if (altitude_hold_selected) is true and any poir in the interval where (altitude_hold_selected) becomes true (from alse). REQUIRES: for every trigger, RES must hold at all time points between (and including) the trigger and the end of the interval. beginning of time TC TC = (altitude_hold_elected), Response = (maintain_altitude). Diagram Semartics \sim Formalizations Future Time LTL \sim (! (altitude_hold_selected)) & ((! LAST) tude hold selected)))) -> (X (LAST V altitude))))) & ((altitude_hold_selected) (maintain altitude)))) ide_hold_autopilot component. ГL \sim (altitude_hold_selected))) altitude)))

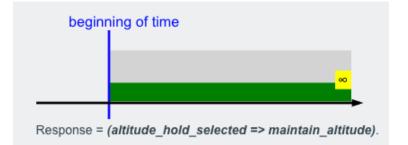
getting to the right requirement

TAKE1: if altitude_hold_selected the altitude_hold_autopilot shall always satisfy maintain_altitude

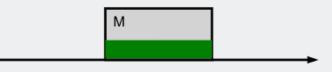
TAKE2: the altitude_hold_autopilot shall always

satisfy if altitude_hold_selected then maintain_altitude





TAKE3: when in cruising mode, the altitude_hold_autopilot shall always satisfy if altitude_hold_selected then maintain altitude



M = cruising, Response = (altitude_hold_selected => maintain_altitude).

FRET bridges the gap

- Captures requirements in a restricted natural language with unambiguous semantics
- Explains formal semantics in various forms: natural language, diagrams, interactive simulation
- Formalizes requirements in a compositional (hence maintainable and extensible) manner
- Assists in writing requirements through requirement templates
- Checks consistency of requirements and provides feedback
- Connects with analysis tools and exports verification code
 - ✓ for model checking Simulink models with CoCoSim
 - ✓ for model checking Lustre code with Kind2
 - ✓ for runtime analysis of C programs with Copilot

Assistance: Requirement templates

Lockheed Martin Cyber-Physical System Challenge, component FSM:

- The autopilot shall change states from TRANSITION to STANDBY when the pilot is in control (standby).
- The autopilot shall change states from TRANSITION to NOMINAL when the system is supported and sensor data is good.
- The autopilot shall change states from NOMINAL to MANEUVER when the sensor data is not good.
- The autopilot shall change states from NOMINAL to STANDBY when the pilot is in control (standby).
- The autopilot shall change states from MANEUVER to STANDBY when the pilot is in control (standby) and sensor data is good.

Requirement templates

Lockheed Martin Cyber-Physical System Challenge, component FSM:

- The autopilot shall change states from TRANSITION to STANDBY when the pilot is in control (standby).
- The autopilot shall change states from TRANSITION to NOMINAL when the system is supported and sensor data is good.
- The autopilot shall change states from NOMINAL to MANEUVER when the sensor data is not good.
- The autopilot shall change states from NOMINAL to STANDBY when the pilot is in control (standby).
- The autopilot shall change states from MANEUVER to STANDBY when the pilot is in control (standby) and sensor data is good.

Requirement templates

equirement ID Project SM 002 Parent Requirement ID LM_requirements	Tanalata
Rationale and Comments Rationale Comments The autopilot shall change states from TRANSITION to STANDBY when the pilot is in cont (standby). Requirement Description requirement follows the sentence structure displayed below, where fields are optional unless indicated with "*". For n a field format, click on its corresponding bubble. SCOPE CONDITIONS COMPONENT* SHALL* TIMING RESPONSES* component shall always satisfy if (input_state) & condition) then outjut_state	FSM_Autopilot shall always satisfy if (state = ap_standby_state & ! standby & ! apfail STATE = ap_transition_state

FRET bridges the gap

- Captures requirements in a restricted natural language with unambiguous semantics
- Explains formal semantics in various forms: natural language, diagrams, interactive simulation
- Assists in writing requirements through requirement templates
- Formalizes requirements in a compositional (hence maintainable and extensible) manner
- Checks consistency of requirements and provides feedback
- Connects with analysis tools and exports verification code
 - ✓ for model checking Simulink models with CoCoSim
 - ✓ for model checking Lustre code with Kind2
 - ✓ for runtime analysis of C programs with Copilot

- Lockheed Martin Cyber-Physical System Challenge, component FSM:
 - The autopilot shall change states from TRANSITION to STANDBY when the pilot is in control (standby).
 - The autopilot shall change states from TRANSITION to NOMINAL when the system is supported and sensor data is good.

Lockheed Martin Cyber-Physical System Challenge, component FSM:

- The autopilot shall change states from TRANSITION to STANDBY when the pilot is in control (standby).
- The autopilot shall change states from TRANSITION to NOMINAL when the system is supported and sensor data is good.

Input state: TRANSITION

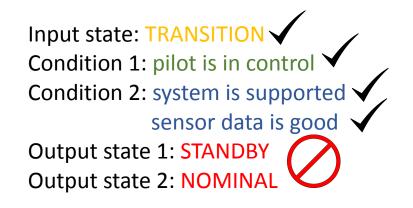
Lockheed Martin Cyber-Physical System Challenge, component FSM:

- The autopilot shall change states from TRANSITION to STANDBY when the pilot is in control (standby).
- The autopilot shall change states from TRANSITION to NOMINAL when the system is supported and sensor data is good.



Lockheed Martin Cyber-Physical System Challenge, component FSM:

- The autopilot shall change states from TRANSITION to STANDBY when the pilot is in control (standby).
- The autopilot shall change states from TRANSITION to NOMINAL when the system is supported and sensor data is good.



Checking Realizability

 Realizable requirements: A system exists that satisfies the requirements for *every* valid environment input

- Unrealizable requirements: Diagnostic analysis
 - Identify minimal sets of unrealizable requirements in specification
 - Counterexamples
 - Simulation of conflicting requirements

Compositional Realizability Checking

Giannakopoulou, Dimitra, Andreas Katis, Anastasia Mavridou, and Thomas Pressburger. "Compositional realizability checking within FRET." (2021).

Mavridou, Anastasia, Andreas Katis, Dimitra Giannakopoulou, David Kooi, Thomas Pressburger, and Michael W. Whalen. "From Partial to Global Assume-Guarantee Contracts: Compositional Realizability Analysis in FRET." FM 2021

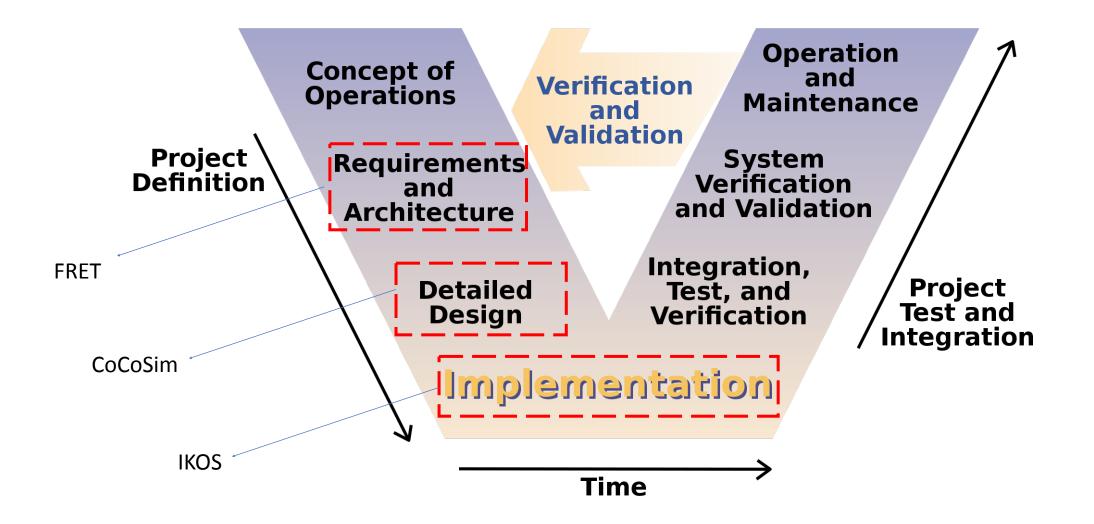
32

System Composite Timeout (seconds) FSM Compositional Monolithic 900 Curce Decore Decore CC0 CC1 C2 ID ↑ Summary Image: Compositional in the second in th	Compositional Monolithic 900 CHECK DADROSE EXPORT HELP CC1 CC2	VAR		REALIZABILITY	
ID ↑ Summary FSM001 FSM shall always satisfy (limits & lstandby & lapfall & supported) >> pullup FSM002 FSM shall always satisfy (standby & state = ap_transition_state) => STATE = ap_standby_state FSM003 FSM shall always satisfy (state = ap_transition_state) => STATE = ap_nominal_state FSM004 FSM shall always satisfy (lgood & state = ap_nominal_state) => STATE = ap_nominal_state FSM005 FSM shall always satisfy (lgood & state = ap_nominal_state) => STATE = ap_naneuver_state FSM006 FSM shall always satisfy (state = ap_nominal_state & standby) => STATE = ap_naneuver_state FSM006 FSM shall always satisfy (state = ap_maneuver_state & standby) => STATE = ap_ntandby_state FSM007 FSM shall always satisfy (state = ap_maneuver_state & standby) => STATE = ap_transition_state FSM008 FSM shall always satisfy (state = ap_maneuver_state & standby) => STATE = ap_transition_state	Ammary SM shall always satisfy (limits & !standby & !apfail & supported) >> pullup SM shall always satisfy (state = ap_transition_state) >> STATE = ap_standby_state SM shall always satisfy (state = ap_transition_state) >> STATE = ap_nominal_state SM shall always satisfy (state = ap_nominal_state) >> STATE = ap_standby_state SM shall always satisfy (state = ap_nominal_state & standby) >> STATE = ap_standby_state SM shall always satisfy (state = ap_nominal_state & standby) >> STATE = ap_standby_state SM shall always satisfy (state = ap_nominal_state & standby) >> STATE = ap_standby_state SM shall always satisfy (state = ap_nominal_state & standby) >> STATE = ap_standby_state SM shall always satisfy (state = ap_nominal_state & standby) >> STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & supported & good) >> STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & standby) >> STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & standby) >> STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & standby) >> STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & standby) >> STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & ap_nonuver_state & ap_nonuver_			Compositional 🗌 Monolithic	
FSM001 FSM shall always satisfy (limits & lstandby & lapfail & supported) >> STATE = ap_standby_state FSM002 FSM shall always satisfy (standby & state = ap_transition_state) >> STATE = ap_standby_state FSM003 FSM shall always satisfy (state = ap_transition_state & good & supported) => STATE = ap_nominal_state FSM004 FSM shall always satisfy (good & state = ap_nominal_state) => STATE = ap_maneuver_state FSM005 FSM shall always satisfy (state= ap_nominal_state) => STATE = ap_standby_state FSM006 FSM shall always satisfy (state= ap_nominal_state) => STATE = ap_standby_state FSM007 FSM shall always satisfy (state = ap_maneuver_state & standby) => STATE = ap_transition_state FSM008 FSM shall always satisfy (state = ap_maneuver_state & standby => STATE = ap_transition_state FSM007 FSM shall always satisfy (state = ap_maneuver_state & standby) => STATE = ap_transition_state FSM008 FSM shall always satisfy (state = ap_maneuver_state & standby) => STATE = ap_transition_state	SM shall always satisfy (standby & state = ap_transition_state) => STATE = ap_standby_state SM shall always satisfy (state = ap_transition_state & good & supported) => STATE = ap_nominal_state SM shall always satisfy (good & state = ap_nominal_state) => STATE = ap_nominal_state SM shall always satisfy (state = ap_nominal_state & standby) => STATE = ap_standby_state SM shall always satisfy (state = ap_nominal_state & standby) => STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_transition_state		CCO	CC1 CC2	
FSM002 FSM shall always satisfy (standby & state = ap_transition_state) >> STATE = ap_standby_state FSM003 FSM shall always satisfy (state = ap_transition_state & good & supported) => STATE = ap_nominal_state FSM004 FSM shall always satisfy (! good & state = ap_nominal_state) => STATE = ap_maneuver_state FSM005 FSM shall always satisfy (state = ap_nominal_state) => STATE = ap_maneuver_state FSM005 FSM shall always satisfy (state = ap_nominal_state & standby) => STATE = ap_standby_state FSM006 FSM shall always satisfy (state = ap_maneuver_state & standby) => STATE = ap_standby_state FSM007 FSM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state FSM008 FSM shall always satisfy (state = ap_maneuver_state & standby) => STATE = ap_transition_state	SM shall always satisfy (state = ap_transition_state) => STATE = ap_nominal_state SM shall always satisfy (state = ap_transition_state & good & supported) => STATE = ap_nominal_state SM shall always satisfy (good & state = ap_nominal_state) => STATE = ap_maneuver_state SM shall always satisfy (state=ap_nominal_state & standby) => STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_transition_state SM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & istandby) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & istandby) => STATE = ap_transition_state		ID 🛧	Summary	
FSM003FSM shall always satisfy (state = ap_transition_state & good & supported) => STATE = ap_nominal_stateFSM004FSM shall always satisfy (! good & state = ap_nominal_state) => STATE = ap_maneuver_stateFSM005FSM shall always satisfy (state=ap_nominal_state & standby) => STATE = ap_standby_stateFSM006FSM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_standby_stateFSM007FSM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_stateFSM008FSM shall always satisfy (state = ap_maneuver_state & !standby) => STATE = ap_transition_state	SM shall always satisfy (state = ap_transition_state & good & supported) => STATE = ap_nominal_state SM shall always satisfy (state = ap_nominal_state) => STATE = ap_maneuver_state SM shall always satisfy (state = ap_maneuver_state & standby) => STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state SM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state		FSM001	FSM shall always satisfy (limits & !standby & !apfail & supported) => pullup	
FSM004FSM shall always satisfy (! good & state = ap_nominal_state) => STATE = ap_maneuver_stateFSM005FSM shall always satisfy (state=ap_nominal_state & standby) => STATE = ap_standby_stateFSM006FSM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_standby_stateFSM007FSM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_stateFSM008FSM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state	SM shall always satisfy (! good & state = ap_nominal_state) => STATE = ap_maneuver_state SM shall always satisfy (state=ap_nominal_state & standby) => STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & lstandby) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & lstandby) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & lstandby) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & apfail)=> STATE = ap_transition_state		FSM002	FSM shall always satisfy (standby & state = ap_transition_state) => STATE = ap_standby_state	
FSM005 FSM shall always satisfy (state=ap_nominal_state & standby) => STATE = ap_standby_state FSM006 FSM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_standby_state FSM007 FSM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state FSM008 FSM shall always satisfy (state = ap_standby_state & lstandby) => STATE = ap_transition_state	SM shall always satisfy (state=ap_nominal_state & standby) => STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & apfail)=> STATE = ap_maneuver_state		FSM003	FSM shall always satisfy (state = ap_transition_state & good & supported) => STATE = ap_nominal_state	
FSM006 FSM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_standby_state FSM007 FSM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state FSM008 FSM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state	SM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_standby_state SM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & apfail)=> STATE = ap_maneuver_state		FSM004	FSM shall always satisfy (! good & state = ap_nominal_state) => STATE = ap_maneuver_state	
FSM007 FSM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state FSM008 FSM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state	SM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state SM shall always satisfy (state = ap_standby_state & apfail)=> STATE = ap_maneuver_state		FSM005	FSM shall always satisfy (state=ap_nominal_state & standby) => STATE = ap_standby_state	
FSM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state	SM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state		FSM006	FSM shall always satisfy (state = ap_maneuver_state & standby & good) => STATE = ap_standby_state	
	SM shall always satisfy (state = ap_standby_state & apfail)=> STATE = ap_maneuver_state		FSM007	FSM shall always satisfy (state = ap_maneuver_state & supported & good) => STATE = ap_transition_state	
			FSM008	FSM shall always satisfy (state = ap_standby_state & !standby) => STATE = ap_transition_state	
FSM009 FSM shall always satisfy (state = ap_standby_state & apfail)=> STATE = ap_maneuver_state	M shall always satisfy (senstate = sen nominal state & limits) => SENSTATE = sen fault state		FSM009	FSM shall always satisfy (state = ap_standby_state & apfail)=> STATE = ap_maneuver_state	

Anastasia Mavridou, Andreas Katis, Dimitra Giannakopoulou, David Kooi, Thomas Pressburger, Michael W. Whalen: From Partial to Global Assume-Guarantee Contracts: Compositional Realizability Analysis in FRET. FM 2021.

FRET bridges the gap

- Captures requirements in a restricted natural language with unambiguous semantics
- Explains formal semantics in various forms: natural language, diagrams, interactive simulation
- Assists in writing requirements through requirement templates
- Formalizes requirements in a compositional (hence maintainable and extensible) manner
- Checks consistency of requirements and provides feedback
- Connects with analysis tools and exports verification code
 - ✓ for model checking Simulink models with CoCoSim
 - ✓ for model checking Lustre code with Kind2
 - ✓ for runtime analysis of C programs with Copilot

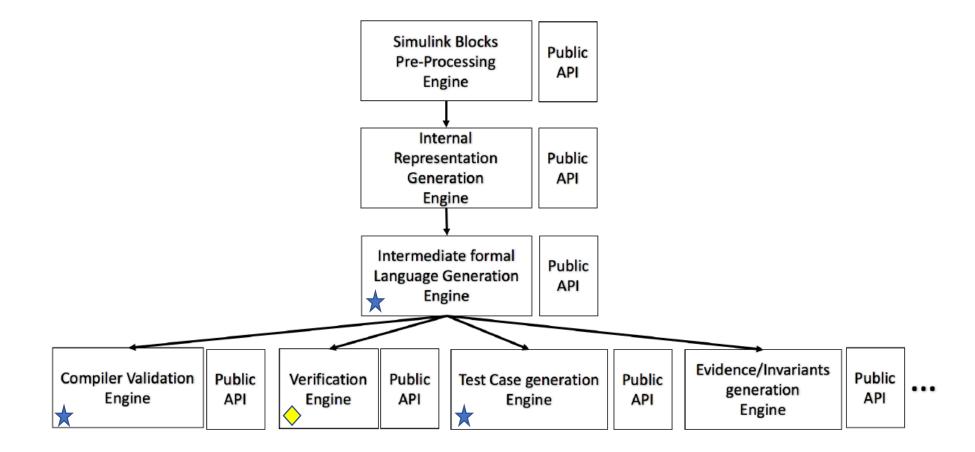


CoCoSim: an open-source MATLAB plugin for

- Contract-based Compositional Verification of Simulink/Stateflow Models
- Simulink/Stateflow translation to Verimag Lustre / C
- Work in progress: Link with requirements specification tools (FRET), Test Case Generation

- Bourbouh, Hamza, Marie Farrell, Anastasia Mavridou, Irfan Sljivo, Guillaume Brat, Louise A. Dennis, and Michael Fisher. "Integrating formal verification and assurance: an inspection rover case study." In NASA Formal Methods Symposium, pp. 53-71. Springer, Cham, 2021.
- Mavridou, Anastasia, Hamza Bourbouh, Dimitra Giannakopoulou, Thomas Pressburger, Mohammad Hejase, Pierre-Loic Garoche, and Johann Schumann. "The ten lockheed martin cyber-physical challenges: formalized, analyzed, and explained." In 2020 IEEE 28th International Requirements Engineering Conference (RE), pp. 300-310. IEEE, 2020.
- Mavridou, Anastasia, Hamza Bourbouh, Pierre Loic Garoche, Dimitra Giannakopoulou, Thomas Pessburger, and Johann Schumann. "Bridging the gap between requirements and Simulink model analysis." In Joint 26th International Conference on Requirements Engineering: Foundation for Software Quality Workshops, Doctoral Symposium, Live Studies Track, and Poster Track. 2020.
- Bourbouh, Hamza, Pierre-Loïc Garoche, Thomas Loquen, Éric Noulard, and Claire Pagetti. "CoCoSim, a code generation framework for control/command applications An overview of CoCoSim for multiperiodic discrete Simulink models." In 10th European Congress on Embedded Real Time Software and Systems (ERTS 2020). 2020.
- Bourbouh, Hamza, Guillaume Brat, and Pierre-Loïc Garoche. "CoCoSim: an automated analysis framework for Simulink/Stateflow." In *Model Based Space Systems and Software Engineering-European Space Agency Workshop (MBSE 2020)*. 2020.

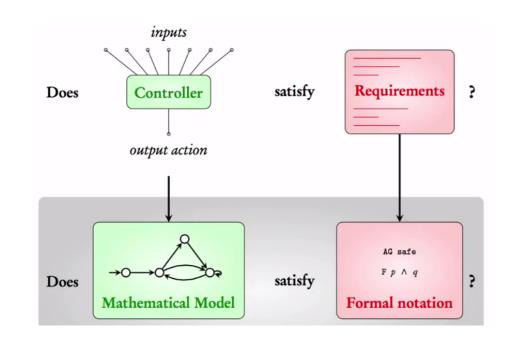
CoCoSim Architecture



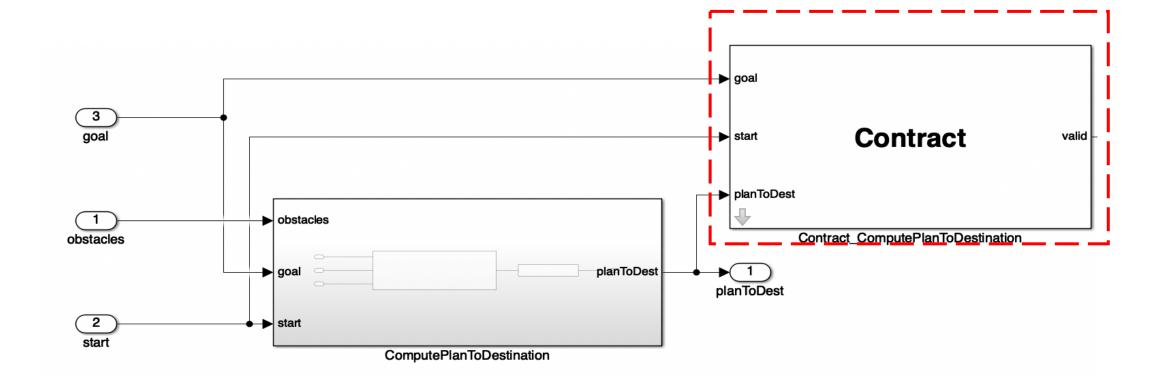
★ LustreC ♦

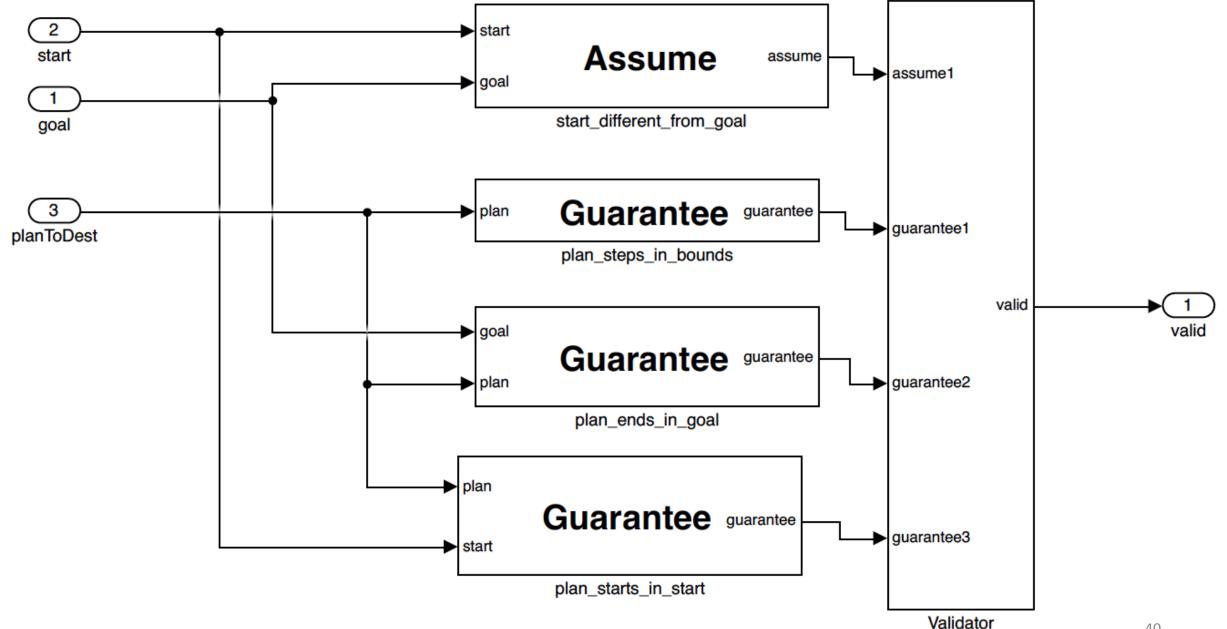
Verification

- Formal verification: Prove that a system always conforms to our requirements
- By constructing a mathematical proof!
- Model checking



Requirements are expressed using the CoCoSim library.



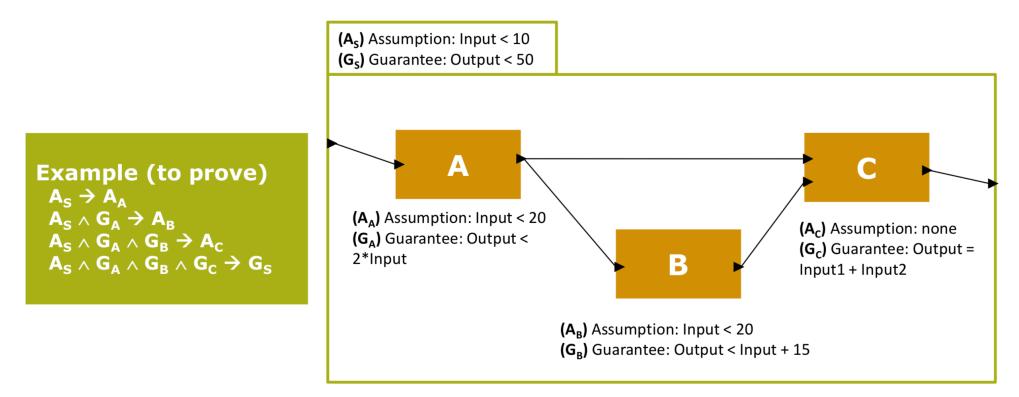


HOME		PLOTS	APPS										12 - 4 - 1 - 1 - 1	000	Search Documentation	🔎 🌲 Sign In
New Script L	New Ne Script	New O	Find Files	Import Data	Save Workspace	B, New Variable → Open Variable → → Clear Workspace →	- H	☑ Analyze Code ➢ Run and Time ☑ Clear Commands ▼	Simulink	Ø Preferences Ø Set Path	Help	Community Request Support Learn MATLAB				
		FILE			VA	ARIABLE		CODE	SIMULINK	ENVIRONMENT		RESOURCES				A.
4 + 13	120	/ + home	• akatis • Docur	ments 🕨 (CoCoSim +	demo										- 0

🗇 🗼 🛐 🖾 / 🕨 home 🕨 akatis 🕨 Documents 🕨 CoCoSim 🕨 demo

irrent Folder	Command Window	۲	Workspace	
Name L	New to MATLAB? See resources for Getting Started.	×	Name 4	Value
absolute.sk	<pre>>> start_cocosim WELCONE TO COCOGIM (NASA Ames) Starting cocosim configuration From https://github.com/NASA.SW-VnV/CoCoSim * branch installation_fix -> FETCH_MEAD Already up to date. Already on 'cocosim_nasa' Your branch is up to date with 'origin/cocosim_nasa'. From https://github.com/Nbourbouh/cocosim_nasa'. From https://github.com/Nbourbouh/cocosim_external-libs * branch master -> FETCH_MEAD Already up to date. Already up to date. Istandi To cocosim_late and will be ignored. To force it run "tools_config" in your Matlab Command Window. Click here to start with a simple verification example. /# >></pre>	rs/linux/bin/yices	cocosim_verb.	0
tails		•		

Compositional Verification

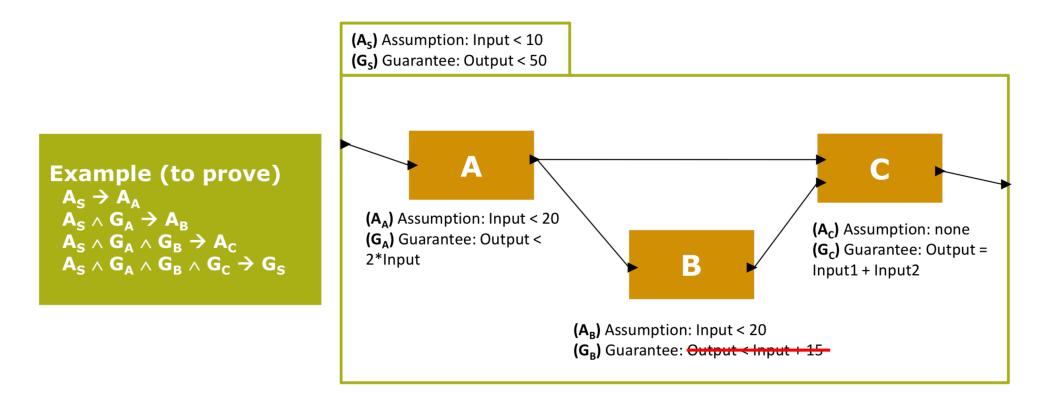


 $Input_A = 9$, $Output_A = 17$, $Output_B = 31$, $Output_C = 48$

HOM	E	PLOTS	APPS										127 4 5 5	8 500	00	Search D	locumentation	P	🌲 Sign In
New Script			Open 🔝 Compare			B New Variable → Open Variable → → Clear Workspace →	-74	Analyze Code			Help	Community							
		FILE			VAS	NABLE		CODE	SIMULINK	ENVIRONMENT		RESOURCES							Ā
4+1	0 2 6	/ + hor	ne 🕨 akatis 🕨 Docu	ments 🕨	CoCoSim > (demo 🕨													- 0

		• 2
Current Folder	O Command Window	Workspace 💿
Name ∠	New to MATLAB? See resources for Getting Started.	Name L Value
ABC.six (Simulink Model)	<pre>>> start_cocosim ************************************</pre>	cocosim_verb 0

Compositional Verification



 $G_B = Output < Input + 50$

Verification Summary

¥	~	~	~	0
Abstract C	Abstract B	Abstract A	Abstract C	Result
ABC_PP/S				
0				
Result				
ABC_PP/S/Aabstracted	/A			
•				
Result				
ABC_PP/S/Babstracted	/В			
•				
Result				
ABC_PP/S/Cabstracted	/C			

The new contract for B is not sufficient to prove the system-level contract!

 \checkmark

×

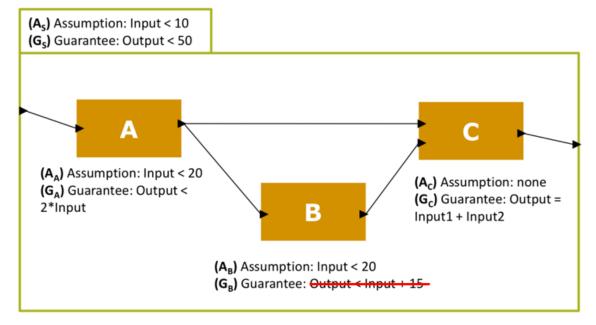
~

~

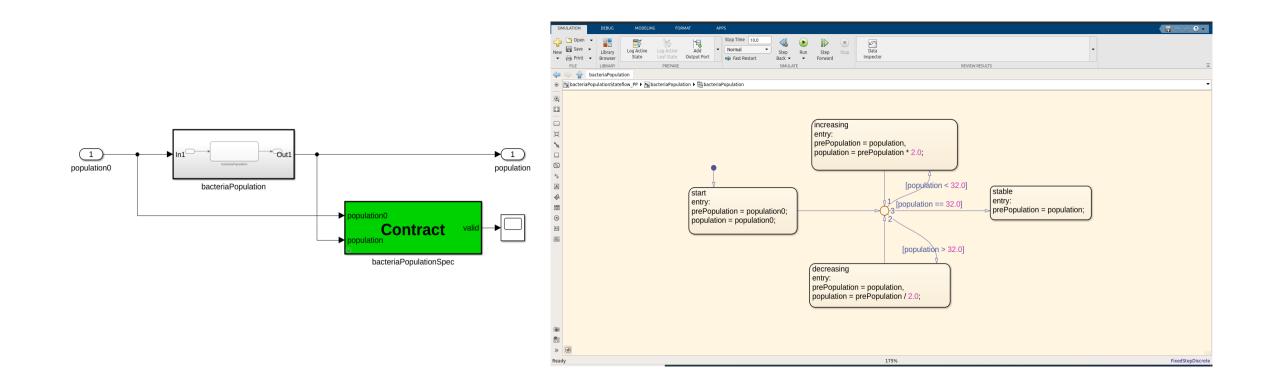
Ø

ABC_PP/S

Time	0
Input (input)	9
Output (output)	50
Cabstracted (local)	50
Aabstracted (local)	17
Babstracted (local)	33



Stateflow verification



Bourbouh, Hamza, Pierre-Loic Garoche, Christophe Garion, Arie Gurfinkel, Temesghen Kahsai, and Xavier Thirioux. "Automated analysis of Stateflow models." (2017): 144-161.

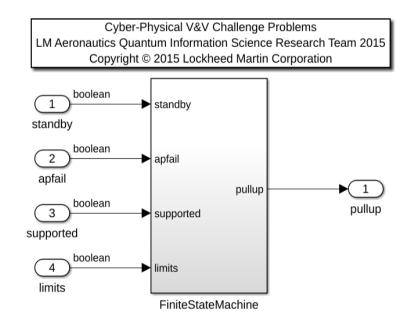
Code Generation

- Verimag Lustre & C (through LustreC)
- Rust (through Kind 2)
- Compiler validation through equivalence testing and equivalence checking

	MATLAB R2019b –	• 😣
HOME PLOTS A	APPS EDITOR VIEW	Sign In
New Open Save	Q Find Indext 1 Image: Constraints NAVIGATE EDIT BREAKPOINTS	-
	atts + Documents + CoCoSim + demo + cocosim_output + absolute_PP + C	- 8
Current Folder	✓ Editor - /home/akatis/Documents/CoCoSim/demo/cocosim_output/absolute_PP/C/absolute_PP.LUSTREC.c ✓ absolute PP.LUSTREC.c	
absolute_PP.LUSTREC.c absolute_PP.LUSTREC.h absolute_PP.LUSTREC.lusic absolute_PP.LUSTREC.lusic absolute_PP.LUSTREC.lusic absolute_PP.LUSTREC_alloc.h absolute_PP.LUSTREC_main.c	<pre>1 fincLude <assert.h 2 fincLude 'absolute_PP.LUSTREC.h' 3 /* C code generated by lustrec 4 /* C code generated by lustrec 5 Version number 1.7.1-unstable 6 Code is CS9 compliant 7 Using (double) floating-point numbers */ 8 /* Import dependencies */ 10 /* Global constants (definitions) */ 12 /* Struct definitions */ 13 /* Struct absolute_PP_reg {long long intabsolute_PP_2; 14 struct absolute_PP_mem {struct absolute_PP_reg {long long intabsolute_PP_3; 16 }</assert.h </pre>	i i Con
	s_config" in your Matlab Command Window. ation] C code is generated in : /home/akatis/Documents/CoCoSim/demo/cocosim_output/absolute_PP/C fx	
Details		
	C / CPP course or bodder file	

Connection with FRET

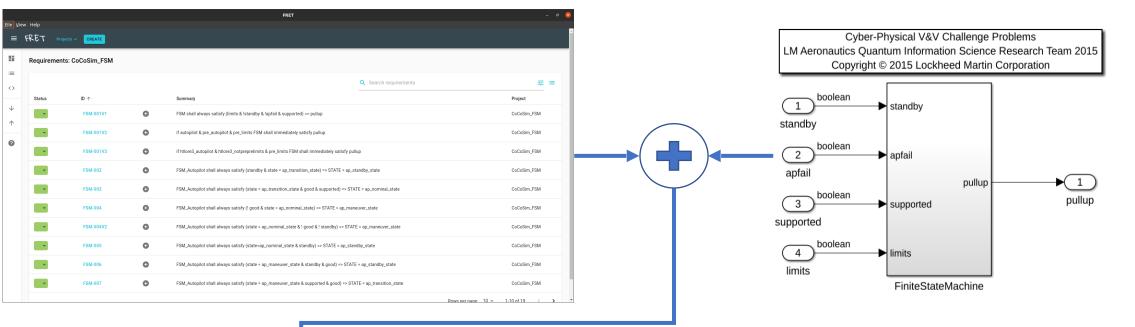
- Import FRET requirements in CoCoSim
- Automated generation of Simulink monitors based on traceability data
- Analysis results can be traced back to original FRET requirements



Mavridou, A., Bourbouh, H., Garoche, P.L., Giannakopoulou, D., Pressburger, T. and Schumann, J., 2020, March. Bridging the gap between requirements and Simulink model analysis. In Joint 26th International Conference on Requirements Engineering: Foundation for Software Quality Workshops, Doctoral Symposium, Live Studies Track, and Poster Track.

FRET Requirements

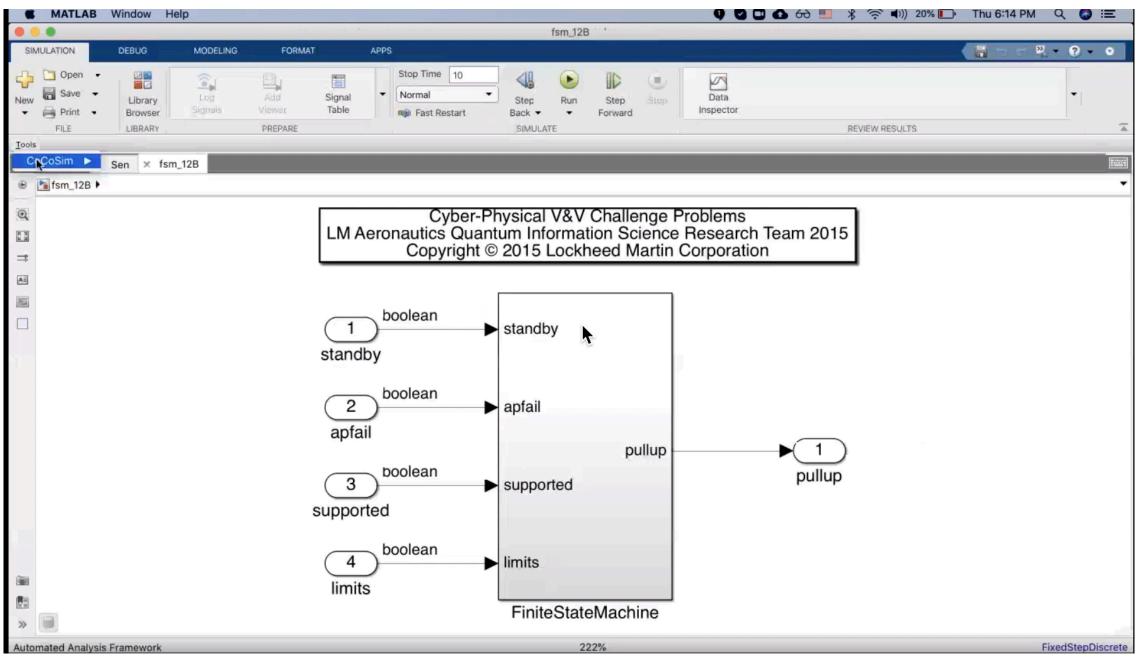
Model Information (JSON)



Export CoCoSpec (Lustre) + Traceability data

~		Requirement Variables to Model Export Language* CoCoSpec	Mapping: LM_requirement	S			
-		Autopilot EXPORT					
	-	FSM EXPORT					
		Corresponding Model Component fsm_12B/FiniteStateMachine					
	-	FRET Variable Name 1	Model Variable Name	Variable Type	Data Type	Description	

	FRET Projects ~ CREATE										
	Requirement Variables to Model Mapping: LM_requirements										
≔	Export Language *										
<>	Autopilot EXPORT										
\downarrow											
\uparrow	FSM EXPORT	FSM EXPORT									
?	Corresponding Model Component fsm_12B/FiniteStateMachine/Ma	nager 🗸 IMPORT									
	FRET Variable Name $ \wedge $	Model Variable Name	Variable Type	Data Type	Description						
	APFAIL	apfail	Input	boolean							
	AUTOPILOT		Internal	boolean							
	HTLORE3_AUTOPILOT		Internal	boolean							
	HTLORE3_NOTPREPRELIMITS		Internal	boolean							
	LIMITS	supported	Input	boolean							

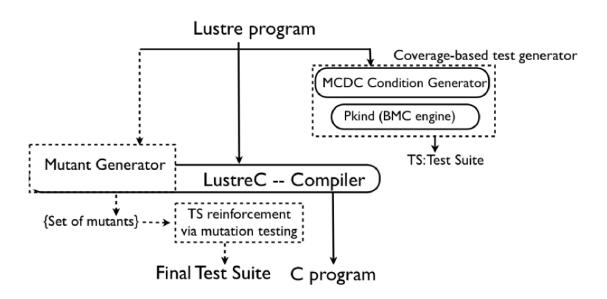


Test-case generation

- Random test generation (Simulink)
- MC/DC

via LustreC (Work in Progress)

Mutation-based



ном		PLOTS	APPS									B 7 115 9	000	Search Documentation	🔎 🌲 Sign In
New Script L	New Ive Script		Dpen		Save Vorkspace	Favorites	Analyze Code	Simulink	Ø Preferences Set Path	Help	Community Request Support				
		FILE			VARIABLE		CODE	SIMULINK	ENVIRONMENT		RESOURCES				<u> </u>
4 + 3	1 🖾 ն	/ + hom	ie 🕨 akatis 🕨 Docui	nents 🕨 Co	oCoSim 🕨 demo 🕨										- 0
Current	Folder			0	Command Window								Worksp	ace	۲

Current Folder	Command Window	Workspace
Name 4	New to MATLAB? See resources for Getting Started.	× Name ∠ Value
Cocosim_output	>> clear	
ABC.slx	ft >>	
ABC_PP.slx	R	
absolute.slx		
absolute_PP.slx		
mcdc_test.slx		
In these testisis		
etails	~	

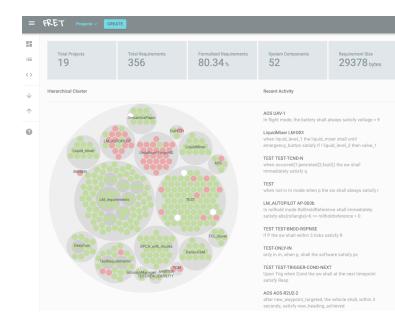
Library	# supp.	% supp.	Unsupported blocks
Library	# supp. Blocks	Blocks	Chsupported blocks
Discontinuities		91%	Backlash
Discrete	/	91%	
Discrete	19/21	90%	Discrete PID Controller, Discrete PID
T 1 0 D1	10/10	0.504	Controller (2DOF)
Logic & Bit	18/19	95%	Extract Bits
Operations.			
Lookup Ta-	9/9	100%	
bles.			
Math Opera-	31/37	83%	Algebraic Constraint, Complex to
tions.			Magnitude-Angle, Complex to Real-
			Imag, Find, Magnitude-Angle to Com-
			plex, Real-Imag to Complex
Model Verifi-	11/11	100%	
cation			
Ports & Sub-	29/31	93%	While Iterator Subsystem, While Iterator
systems.	,		~ ·
Signal At-	13/14	93%	Unit Conversion
tributes.			
Signal Rout-	13/25	52%	Data Store Memory, Data Store Read,
ing.	10/20	02/0	Data Store Write, Environment Con-
0.			troller, Goto Tag Visibility, Index Vec-
			tor, State Reader, State Writer, Vari-
			ant Source, Variant Sink, Manual Variant
			Source, Manual Variant Sink
			Source, Manual Variant Shirk
Sinks.	9/9	100%	Visualization blocks are ignored
Sources.	$\frac{5}{26}$	57%	Band-Limited White Noise, Counter
2041000	10/20	0170	Free-Running, Counter Limited, From
			File, From Spreadsheet, Repeating Se-
			quence, Repeating Sequence Interpolated,
			Repeating Sequence Stair, Signal Editor,
			Signal Generator, Waveform Generator
User-Defined	2/15	13%	Argument Inport Argument Outpart
User-Defined Functions.	2/15	13%	Argument Inport, Argument Outport,
Functions.			Event Listener, Function Caller, Ini-
			tialize Function, Interpreted MATLAB
			Function, Level-2 MATLAB S-Function,
			MATLAB System, Reset Function, S-
			Function, S-Function Builder, Simulink
			Function, Terminate Function

Block Name Name	Unsupported Options
Trigonometry	Operator ' $\cos + j\sin$ ' is not supported.
Switch	Allow different data input sizes option is not supported.
Relational Operator	Operator "isInf", "isNaN", "isFinite" are not supported.
Merge	- Allow unequal port widths is not supported.
	- We support only Merge blocks that are connected to
	conditionally-executed subsystem.
Function Call Generator	Number of iterations > 1 is not supported.
For Iterator	- External iteration limit source is not supported.
	- External increment is not supported.
	- Action Ports inside a For Iterator block should have
	"States when execution is resumed" option set to "reset".
	- Outports in a conditionally executed Subsystem inside
	a For Iterator block should have "Output when disabled"
	set to "reset".
	- Memory blocks are only allowed in the first level of the
	For Iterator Subsystem.
Discrete Pulse Generator	Option "Use external signal" is not supported.
Demux	Bus selection mode should be off.
Selector	"Starting and ending indices (port)" option is not sup-
	ported.
Multiport Switch	- "Specify indices" option is not supported.
	- Allow different data input sizes is not supported.
Lookup Table blocks	- More than 7 dimensions interpolation is not supported.
	- "Intermediate results Data Type" option should be set
	to double or single.
From Workspace	"Cyclic repetition" option is not supported.
Delay	When Delay length > 1 , the initial condition should be
	scalar.
Concatenate	Concatenate dimension > 2 is not supported.
Assignment	- OutputInitialize set to 'Specify size for each dimension
	in table' is not supported,
	- IndexOptionArray set to 'Starting and ending indices
	(port)' is not supported.
	54

Thank you!

https://github.com/NASA-SW-VnV/fret

Anastasia Mavridou (<u>anastasia.mavridou@nasa.gov</u>) Thomas Pressburger (<u>tom.pressburger@nasa.gov</u>) Johann Schumann (<u>johann.schumann@nasa.gov</u>) Andreas Katis (<u>andreas.katis@nasa.gov</u>) Khanh Trinh (<u>khanh.v.trinh@nasa.gov</u>)



https://github.com/NASA-SW-VnV/CoCoSim

Andreas Katis (<u>andreas.katis@nasa.gov</u>) Guillaume Brat (<u>guillaume.p.brat@nasa.gov</u>) Pierre-Loïc Garoche (<u>pierre-loic.garoche@enac.fr</u>)

