

Safety-critical Software Development Tools Implementation Using an Applicative Language

Abstract

Safety-critical software have mostly been developed using subsets of C or Ada (SPARK). As software become more complex, tools are necessary to help reducing the development cost and enhance software reliability. In safety-critical domains, “development tools” (which may introduce bugs if they are wrong) are submitted to a similar process as for embedded programs. Using a high-level applicative language to develop such tools means having to interpret the norms or guides for such languages while they have been written with simple imperative languages in mind.

We present in this poster [1]

- a grammar of a (rather rich) mini ML
- inductive definitions for “condition/decision”-related code coverage criteria
- a code coverage report generated by Zamcov [5], a tool for OCaml [6] code coverage.

Safety-critical software development

- guides/norms: DO-178B [2], EN 50128, EN 50129, IEC-61508
 - everything is ruled and must always be verified
 - conformity assessment by independent authority
- rather conservative domains, mostly using C or SPARK

How to reduce costs and have better reliability?

- Use tools to enhance software!

Two categories of tools

- development tools: may introduce bugs (e.g., compilers)
- verification tools: cannot introduce bugs

Developments tools

- similar certification process as for embedded software
- but different approach (e.g., dynamic memory allocations are fine)

An applicative language for development tools

- very well-suited to develop compilers
- but richer-than-usual runtime library
 - provide rarely existent documentation
- have to interpret the guides/norms for such languages
 - unclear code coverage criteria semantics
- must provide tools for code coverage measurement

Mini ML

$e ::=$	x	variable
	c	constant
	$C(e)$	constant constructor
	$e_1 \ e_2$	constructor with an argument
	$\text{fun } x \rightarrow e$	application
	$\text{let } x = e_1 \text{ in } e_2$	abstraction
	$\text{let rec } x_1 = \text{fun } x_2 \rightarrow e_1 \text{ in } e_2$	let-in
	$e_1 ; e_2$	rec-in
	$\{ e_1 ; e_2 ; \dots ; e_n \}$	sequence
	$\{ f_1 = e_1 ; \dots ; f_n = e_n \}$	record
	$e.f$	access
	$e_1.f \leftarrow e_2$	modify
	for $x = e_1$ to e_2 do e_3 done	for
	while e_1 do e_2 done	while
	if e_1 then e_2 else e_3	conditional
	$e_1 \ \&\& \ e_2$	sequential conjunction
	$e_1 \ \ e_2$	sequential disjunction
	not e	negation
	(e)	parentheses
	match e with $p_1 \rightarrow e_1 \ \ \dots \ \ p_n \rightarrow e_n$	match
	raise e	raise
	try e_1 with $x \rightarrow e_2$	try

Classical structural code coverage criteria

- statement coverage (SC)
 - which statements have been activated
- condition coverage (CC)
 - which conditions have been both T and F
- decision coverage (DC)
 - which decisions have been both T and F
- condition/decision coverage (C/DC)
 - union of CC and DC
- multiple condition coverage (MCC)
 - which decisions for which conditions have taken all possible Boolean configurations
- modified condition/decision coverage (MC/DC) [3]
 - C/DC with the constraint that each condition has been shown to **independently** (from other conditions) affect the result of the decision

Condition and decision

- condition: a Boolean expression containing no Boolean operator
- decision: a Boolean expression containing zero or more Boolean operators

What is a Boolean operator?

- conjunction (&&) and disjunction (||) operators
- but not only: by essence, it depends on the language (and on coding rules)

A semantics for conditions and decisions (1/3)

Not-in-a-decision Boolean expressions.

$C_1(\emptyset, \text{true} : \text{bool}) = []$
 $C_1(\emptyset, \text{false} : \text{bool}) = []$
 $C_1(\emptyset, e : \text{bool}) = \text{coding-rule/error : not-in-a-decision}$

Not-in-a-decision non-Boolean expressions.

$C_1(\emptyset, \text{while } e_1 \text{ do } e_2 \text{ done}) = C_1(d, e_1) \cup C_1(\emptyset, e_2)$
 $C_1(\emptyset, \text{if } e_1 \text{ then } e_2 \text{ else } e_3) = C_1(d, e_1) \cup C_1(\emptyset, e_2) \cup C_1(\emptyset, e_3)$
 d is a fresh variable representing a new decision.
 $C_1(\emptyset, c) = []$
 $C_1(\emptyset, x) = []$
 $C_1(\emptyset, e_1 \ e_2) = C_1(\emptyset, e_1) \cup C_1(\emptyset, e_2)$
 $C_1(\emptyset, \text{fun } x \rightarrow e) = C_1(\emptyset, e)$
 $C_1(\emptyset, \text{let rec } x_1 = \text{fun } x_2 \rightarrow e_1 \text{ in } e_2) = C_1(\emptyset, e_1) \cup C_1(\emptyset, e_2)$
 $C_1(\emptyset, \text{let } x = e_1 \text{ in } e_2) = C_1(\emptyset, e_1) \cup C_1(\emptyset, e_2)$
 $C_1(\emptyset, e_1 ; e_2) = C_1(\emptyset, e_1) \cup C_1(\emptyset, e_2)$
 $C_1(\emptyset, C(e)) = C_1(\emptyset, e)$
 $C_1(\emptyset, \{ f_1 = e_1 ; \dots ; f_n = e_n \}) = C_1(\emptyset, e_1) \cup \dots \cup C_1(\emptyset, e_n)$
 $C_1(\emptyset, e . f) = C_1(\emptyset, e)$
 $C_1(\emptyset, e_1 . f \leftarrow e_2) = C_1(\emptyset, e_1) \cup C_1(\emptyset, e_2)$
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 $C_1(\emptyset, \text{match } e \text{ with } p_1 \rightarrow e_1 \ | \ \dots \ | \ p_n \rightarrow e_n) = C_1(\emptyset, e) \cup C_1(\emptyset, e_1) \cup \dots \cup C_1(\emptyset, e_n)$
 $C_1(\emptyset, \text{raise } e) = C_1(\emptyset, e)$
 $C_1(\emptyset, \text{try } e_1 \text{ with } x \rightarrow e_2) = C_1(\emptyset, e_1) \cup C_1(\emptyset, e_2)$
 $C_1(\emptyset, (e)) = C_1(\emptyset, e)$

In-a-decision expressions.

$C_1(d, \text{true} : \text{bool}) = []$
 $C_1(d, \text{false} : \text{bool}) = []$
 $C_1(d, x : \text{bool}) = \{ [\ulcorner x \urcorner, d \rightarrow c] \}$
 $C_1(d, e_1 \ e_2 : \text{bool}) = \{ [\ulcorner e_1 \ e_2 \urcorner, d \rightarrow c] \} \cup C_1(\emptyset, e_1) \cup C_1(\emptyset, e_2)$
 $C_1(d, e . f : \text{bool}) = \{ [\ulcorner e . f \urcorner, d \rightarrow c] \} \cup C_1(\emptyset, e)$
 $C_1(d, e_1 \ \&\& \ e_2 : \text{bool}) = C_1(d, e_1) \cup C_1(d, e_2)$
 $C_1(d, e_1 \ || \ e_2 : \text{bool}) = C_1(d, e_1) \cup C_1(d, e_2)$
 $C_1(d, \text{not } e : \text{bool}) = C_1(d, e)$
 $C_1(d, (e)) = C_1(d, e)$

Other rejected expressions.

$C_1(d, e_1 ; e_2 : \text{bool}) = \text{coding-rule/error}$
 $C_1(d, \text{let rec } x_1 = \text{fun } x_2 \rightarrow e_1 \text{ in } e_2 : \text{bool}) = \text{coding-rule/error}$
 $C_1(d, \text{let } x = e_1 \text{ in } e_2 : \text{bool}) = \text{coding-rule/error}$
 $C_1(d, \text{if } e_1 \text{ then } e_2 \text{ else } e_3 : \text{bool}) = \text{coding-rule/error}$
 $C_1(d, \text{match } e \text{ with } p_1 \rightarrow e_1 \ | \ \dots \ | \ p_n \rightarrow e_n : \text{bool}) = \text{coding-rule/error}$
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 $C_1(d, \text{try } e_1 \text{ with } x \rightarrow e_2 : \text{bool}) = \text{coding-rule/error}$

The C_1 semantics makes our mini ML more similar to classical subsets of C or Ada by forbidding all “exotic” expressions.

The C_1 semantics allows decisions to appear anywhere the language allows, but conditions still have to be not too “exotic”.

The C_1 semantics allows the full language to be used by replacing coding rules with additional measurement obligations.

A semantics for conditions and decisions (2/3)

Not-in-a-decision Boolean expressions.

$C_2(\emptyset, \text{true} : \text{bool}) = []$
 $C_2(\emptyset, \text{false} : \text{bool}) = []$
 $C_2(\emptyset, x : \text{bool}) = \{ [\ulcorner x \urcorner, d] \}$
 $C_2(\emptyset, e . f : \text{bool}) = \{ [\ulcorner e . f \urcorner, d] \} \cup C_2(\emptyset, e)$
 $C_2(\emptyset, e_1 \ e_2 : \text{bool}) = \{ [\ulcorner e_1 \ e_2 \urcorner, d] \} \cup C_2(\emptyset, e_1) \cup C_2(\emptyset, e_2)$
 $C_2(\emptyset, e_1 \ \&\& \ e_2 : \text{bool}) = \{ [\ulcorner e_1 \ \&\& \ e_2 \urcorner, d] \} \cup C_2(d, e_1) \cup C_2(d, e_2)$
 $C_2(\emptyset, e_1 \ || \ e_2 : \text{bool}) = \{ [\ulcorner e_1 \ || \ e_2 \urcorner, d] \} \cup C_2(d, e_1) \cup C_2(d, e_2)$
 $C_2(\emptyset, \text{not } e : \text{bool}) = C_2(\emptyset, e)$
 $C_2(\emptyset, (e)) = C_2(\emptyset, e)$
 $C_2(\emptyset, e_1 ; e_2 : \text{bool}) = C_2(\emptyset, e_1) \cup C_2(\emptyset, e_2)$
 $C_2(\emptyset, \text{let rec } x_1 = \text{fun } x_2 \rightarrow e_1 \text{ in } e_2 : \text{bool}) = C_2(\emptyset, e_1) \cup C_2(\emptyset, e_2)$
 $C_2(\emptyset, \text{let } x = e_1 \text{ in } e_2 : \text{bool}) = C_2(\emptyset, e_1) \cup C_2(\emptyset, e_2)$
 $C_2(\emptyset, \text{if } e_1 \text{ then } e_2 \text{ else } e_3 : \text{bool}) = C_2(\emptyset, e_1) \cup C_2(\emptyset, e_2) \cup C_2(\emptyset, e_3)$
 $C_2(\emptyset, \text{match } e \text{ with } p_1 \rightarrow e_1 \ | \ \dots \ | \ p_n \rightarrow e_n : \text{bool}) = C_2(\emptyset, e) \cup C_2(\emptyset, e_1) \cup \dots \cup C_2(\emptyset, e_n)$
 $C_2(\emptyset, \text{raise } e : \text{bool}) = C_2(\emptyset, e)$
 $C_2(\emptyset, \text{try } e_1 \text{ with } x \rightarrow e_2 : \text{bool}) = C_2(\emptyset, e_1) \cup C_2(\emptyset, e_2)$

Not-in-a-decision non-Boolean expressions.

$C_2(\emptyset, c) = []$
 $C_2(\emptyset, x) = []$
 $C_2(\emptyset, e . f) = C_2(\emptyset, e)$
 $C_2(\emptyset, e_1 . f \leftarrow e_2) = C_2(\emptyset, e_1) \cup C_2(\emptyset, e_2)$
 $C_2(\emptyset, e_1 \ e_2 : \text{bool}) = C_2(\emptyset, e_1) \cup C_2(\emptyset, e_2)$
 $C_2(\emptyset, \text{fun } x \rightarrow e) = C_2(\emptyset, e)$
 $C_2(\emptyset, \text{let rec } x_1 = \text{fun } x_2 \rightarrow e_1 \text{ in } e_2) = C_2(\emptyset, e_1) \cup C_2(\emptyset, e_2)$
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In-a-decision Boolean expressions.

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 $C_2(d, (e)) = C_2(d, e)$
 $C_2(d, e_1 ; e_2 : \text{bool}) = \text{coding-rule/error}$
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A semantics for conditions and decisions (3/3)

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 $C_3(\emptyset, \text{if } e_1 \text{ then } e_2 \text{ else } e_3 : \text{bool}) = \{ [\ulcorner \text{if } e_1 \text{ then } e_2 \text{ else } e_3 \urcorner, d] \} \cup C_3(d, e_1) \cup C_3(d, e_2) \cup C_3(d, e_3)$
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In-a-decision Boolean expressions.

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 $C_3(d, \text{while } e_1 \text{ do } e_2 \text{ done}) = C_3(d, e_1) \cup C_3(d, e_2)$
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Conclusion and Future Work

- This work was part of SYSTEMATIC project “Couverture”.
- For more details, cf. [1].
- This approach may (and should) be applied to other languages (e.g., C, Ada, Java, Haskell, Scala, etc.).
- Formal specification of code coverage for pattern-matching.
- Formal specification of code coverage for polymorphic expressions.
- Code coverage for object-oriented programming features, in particular method dispatch (cf. DO-178C)
- Code coverage for concurrent programs.
- A theorem prover (e.g., Coq) could be used to extract constructive proofs of code coverage properties.

References

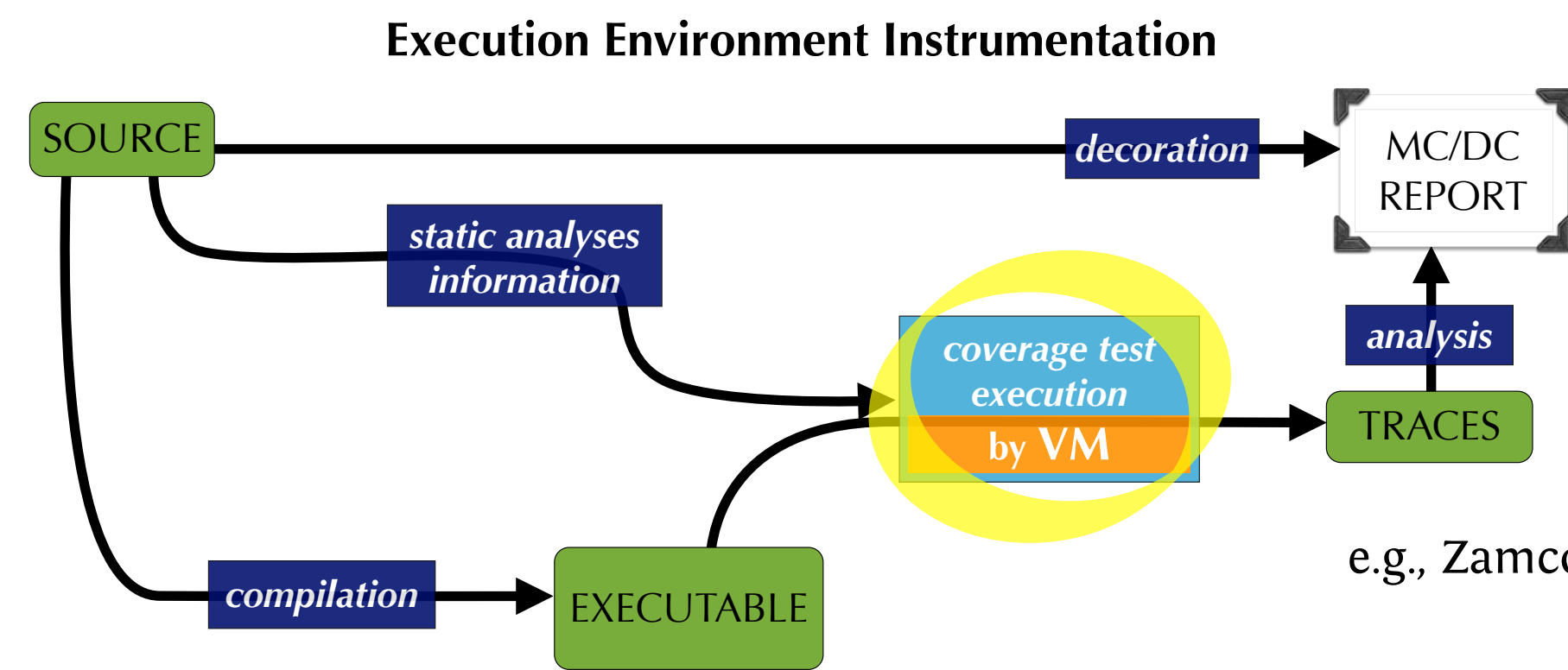
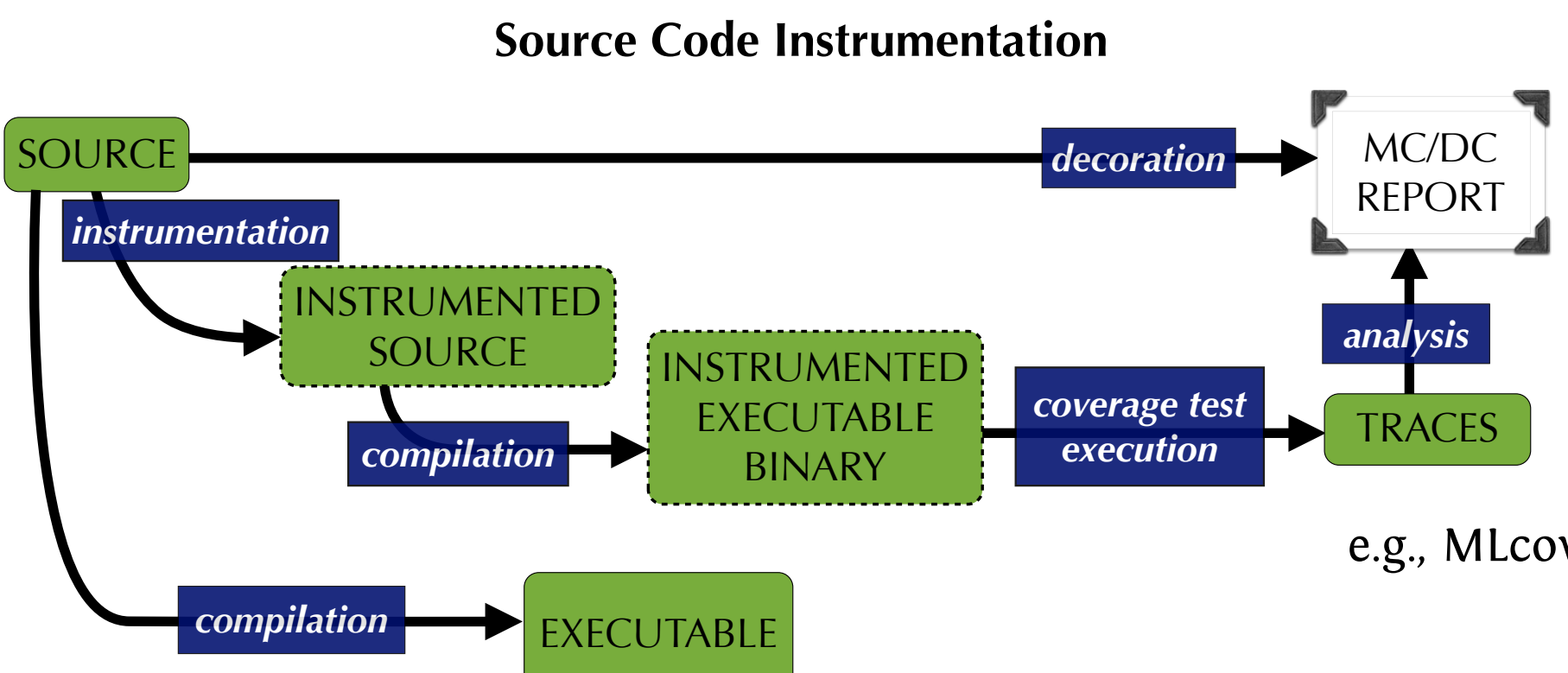
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Source code instrumentation approach

- rewrites the source code for the instrumented programme to generate execution traces.

Execution environment instrumentation approach

- uses source code to machine code coverage-specific information at runtime to generate execution traces.



An example of a code coverage measurement report using Zamcov

ZamCov Expression Coverage for scalene.ml

MC/DC measurement : scalene.ml.mcddc

```
1 let all_different a b c =
2   a <> b && b <> c && c <> a
3
4 let all_positive a b c =
5   a > 0 && b > 0 && c > 0
6
7 let is_triangle a b c =
8   all_positive a b c
9   && a + b > c
10  && a + c > b
11  && b + c > a
12
13 let is_scalene a b c =
14   is_triangle a b c
15   && all_different a b c
```

ZamCov: MC/DC tabulars (scalene.ml)

line 2: a <> b && b <> c && c <> a	a <> b	b <> c	c <> a
T : 4	T	T	T
F : 2	F	-	-
F : 1	T	T	F
F : 1	T	F	-

unreachable conditions

line 5: a > 0 && b > 0 && c > 0	a > 0	b > 0	c > 0
T : 8	T	T	T

line 8: all_positive a b c && a + b > c && a + c > b && b + c > a	all_positive a b c	a + b > c	a + c > b	b + c > a
T : 8	T	T	T	T

line 14: is_triangle a b c && all_different a b c	is_triangle a b c	all_different a b c
T : 4	T	T
F : 4	T	F