



# Industrial use of a safe and efficient formal method based software engineering process in avionics

Presented by Jean Souyris – Airbus Operations SAS

Abderrahmane Brahmi\*, Marie-Jo Carolus\*, David Delmas\*, Mohamed Habib  
Essoussi\*, Pascal Lacabanne\*, Victoria Moya Lamiel\*, Famantanantsoa  
Randimbivololona\*\* and Jean Souyris\*.

\*Airbus Operation S.A.S

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## **New Avionics development process (= New Way Of Working)**

*Artefacts, activities and verification objectives*

## **The New Way Of Working (NWOW) Workshop**

*Formal design*

*Functional and non functional automated verification*

*Compilation*

*Process management and build*

## **Industrial deployment and feedback**

*Deployment pre-requisites, statistics, positive aspects and room for improvement*

# Avionics development process (NWOW) (1/2)

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## Artefacts of the development process (DO178C):

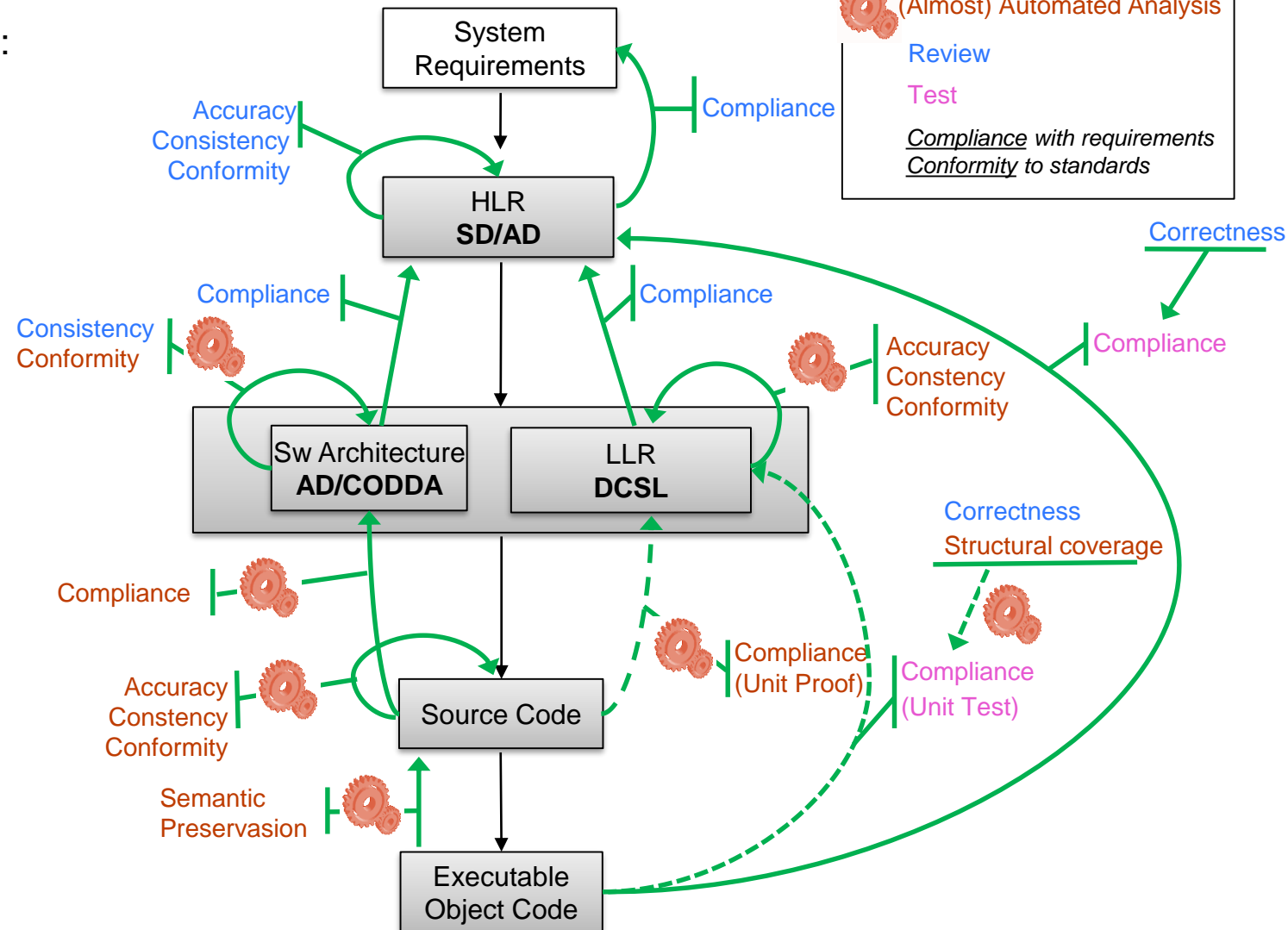
- High Level requirements
  - SD = Specification Data
  - AD = Architecture Data
- Software Architecture
  - Static architecture in CODDA language
- Low Level Requirements
  - Formal contracts in DCSL language
- Source code: in C and Assembly languages
- Executable Object Code

## Kind of verification activities:

- Review: checklist based reading
- Automated analysis
- Test (based on formal notation)

## Kind of verification objectives:

- Accuracy, consistency
- Conformity, Compliance
- Semantic preservation



**Almost all activities from software design down are automated**

## Design formalization allows to automate:

- A big amount of reviews of the design data, for accuracy, consistency, and conformity to standards.
- Unit verification with two alternatives: either Unit Proof or Unit Test.
  - Unit Proof is for C source code
  - Unit Test is the back-up of the Unit Proof for
    - Assembly code,
    - C code that cannot be proved (e.g. linked list)

## Automatic process management:

- Process is made efficient by the tight integration of a number of automated techniques.
- This integration is orchestrated by a process management tool (Optimases).

***Formalization and automaticity are key***

## Software design

### Software architecture: CoDDA (Compilable Design Description Assistant)

- Method: static design by Abstract machines (adaptation of the Hood method)
- CoDDA language supports the formalization of the description of the abstract machines:
  - Exported interface and hidden implementation
  - Constants, types, resources (variables) and services (then implemented (coded) as C functions or assembly routines)
- CoDDA support for edition: CoDDA plug-in in Visual Studio Code
- The CoDDA tool main functionalities:
  - A checker of the design rules (correctness of the design)
  - A generator of: C or assembly code skeleton, documentation, traceability information and data for Unit Proof or Unit Test

## Software design

### Detailed design

- Design Contract Specification Language, DCSL (Kind of Domain Specific Language for embedded software products)
  - Code-level Behavioral Interface Specification Language (BISL)
  - Based on ACSL (Ansi C Specification Language) with extensions and restrictions
  - Adapted to
    - Various kinds of software products/components
    - Component based development (+ notion of product line, variability)
- DCSL support for edition: DCSL plug-in in Visual Studio Code
- The DCSLC compiler
  - For proof: DCSL to ACSL translation + additional verification oriented constructs (e.g. handling of function calls, of accesses to volatile variables)
  - For tests: generation of C programs and declarations + predicate evaluators also in C (for test oracles)
  - For static analysis: generation of control/data flow annotations + value range annotations for validation of preconditions

***Static and detailed designs are formal hence automatically exploited by verification tool chains***

```

/** @service{BFDD_Se_DequeueFrame}
  This service dequeues one or several Frame Descriptors from a QMan Soft
  by reading its DQRR content.
  This service can be used on a RX portal to retrieve Frame Descriptors
  to the received frames.
  This service can also be used on a TX portal to retrieve Frame Descrip
  associated to frame sending confirmations.
  This service is used after calling \ref BFDD_Se_CheckAvailableFrame wh
  to aknowledge how many frames are available for dequeuing in the Softw

#### Constraints
The user shall provide a PortalID value in the range [0, (\ref BFDD_Ct
The user shall provide a NbFramesToDequeue value in the range [0, (\re
more precisely between 0 and the value returned by \ref BFDD_Se_CheckA

@return void
@param[in, byvalue] PortalID UINT8 : QMan Software Portal ID
@param[in, byvalue] NbFramesToDequeue UINT8 : Number of frames to dequ
@param[in, out, byref] IntData BFDD_Ts_InternalData
@param[out, array] FdList BFDD-Ta_FrameList : List of Frame Descriptor
@use_section BFDD_code_Ingress

@traceability @{
#Ref FD_C00052_SD_NetworkInterfaceFrameRx[0..4]
@}
*/

```

```

function CMRL_Se_HandleReSwitchToNormal {
  let p_PROCESS = call(CMRQ_Se_GetProcess, 0).result;

  contract {
    global {
      requires {
        pre {
          tab_count ≥ 0;
          tab_count < CMCD_Ct_TimerHeapMaximumSize-2;
        }
      }
    }

    behavior __nominal__ BEH_PROCESS_NOT_CREATED {
      //Link to E_C00095_AD_SWITCH_NORMAL_MODE_00020
      assumes {
        algorithm {
          p_PROCESS ≡ 0;
        }
      }
      ensures {
        flow {
          // Nothing to do except trying to get the process
          observer ≡ callof(CMRQ_Se_GetProcess) \with { .in(pid) = \old(pid) };
        }
      }
    }

    behavior __nominal__ BEH_PROCESS_DORMANT {
      //Link to E_C00095_SD_ProcessMgmt_00220
      //Link to E_C00095_AD_SWITCH_NORMAL_MODE_00020
      assumes {
        algorithm {
          p_PROCESS ≠ 0;
          call(CMCD_Se_ProcessGetState, 0).result ≡ CMCD_DORMANT;
        }
      }
      ensures {
        flow {
          // Nothing to do except trying to get the process and its state
          observer ≡
            callof(CMRQ_Se_GetProcess) \with { .in(pid) = \old(pid) }
            callof(CMCD_Se_ProcessGetState) \with { .in(process) = *p_PROCESS }
          ;
        }
      }
    }
  }
}

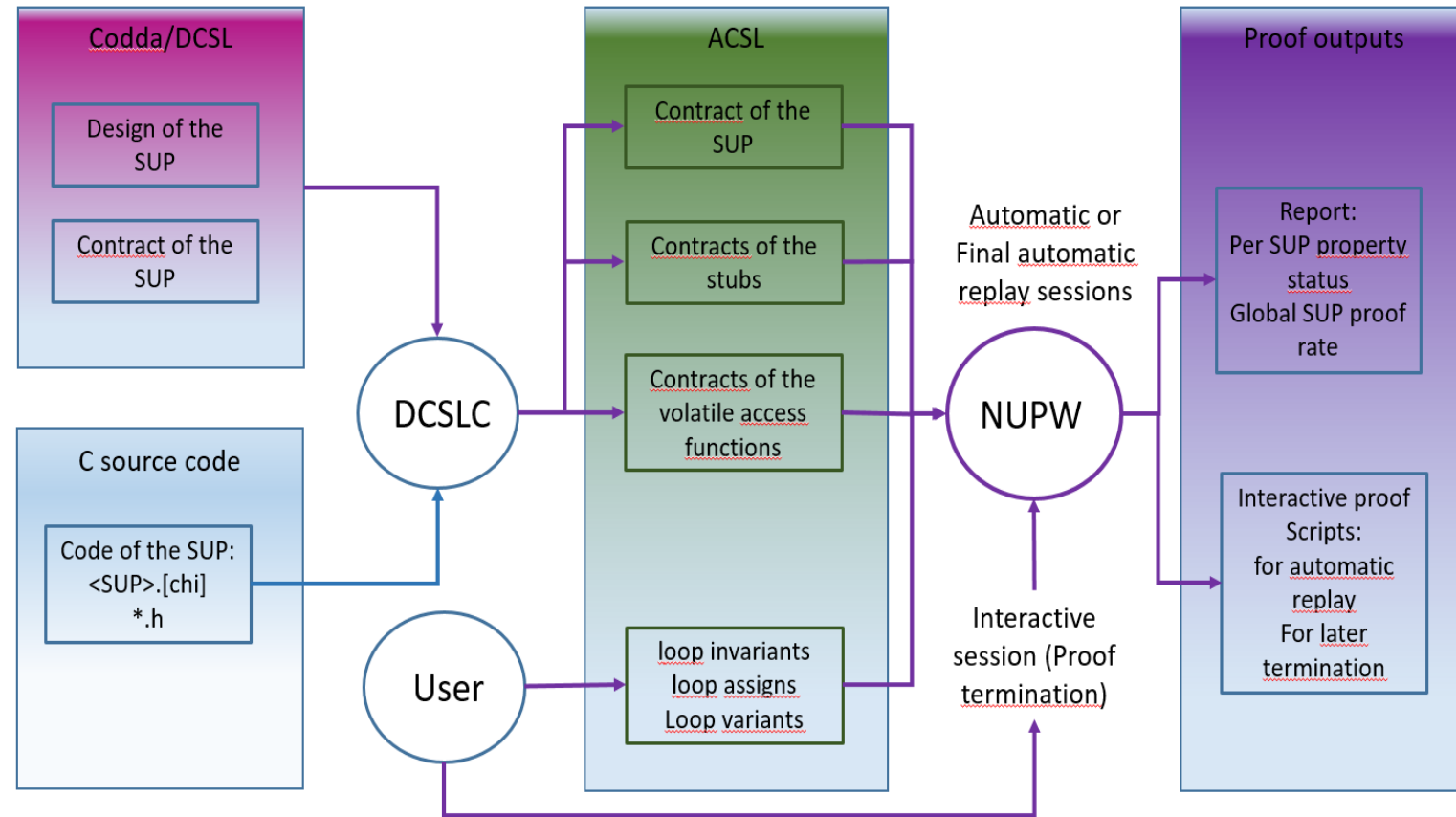
```



# The New Way Of Working Workshop (4/7)

## Functional Verification: the Unit Proof *tool* chain

- Proof of a C function against its DCSL contract, via translation DCSL to ACSL
- Proof principle: Dijkstra's Weakest Precondition + theorem proving
- **Proof tool: NUPW, based on "frama-c -wp" (CEA)**
- Fully automatic most of the time
- Loop annotations are provided by the user when loop unrolling is unsuccessful (most of the time, unfortunately)
- A set of guidelines support the user, mainly for writing loop annotations
- Cases of interactive proof termination are rare



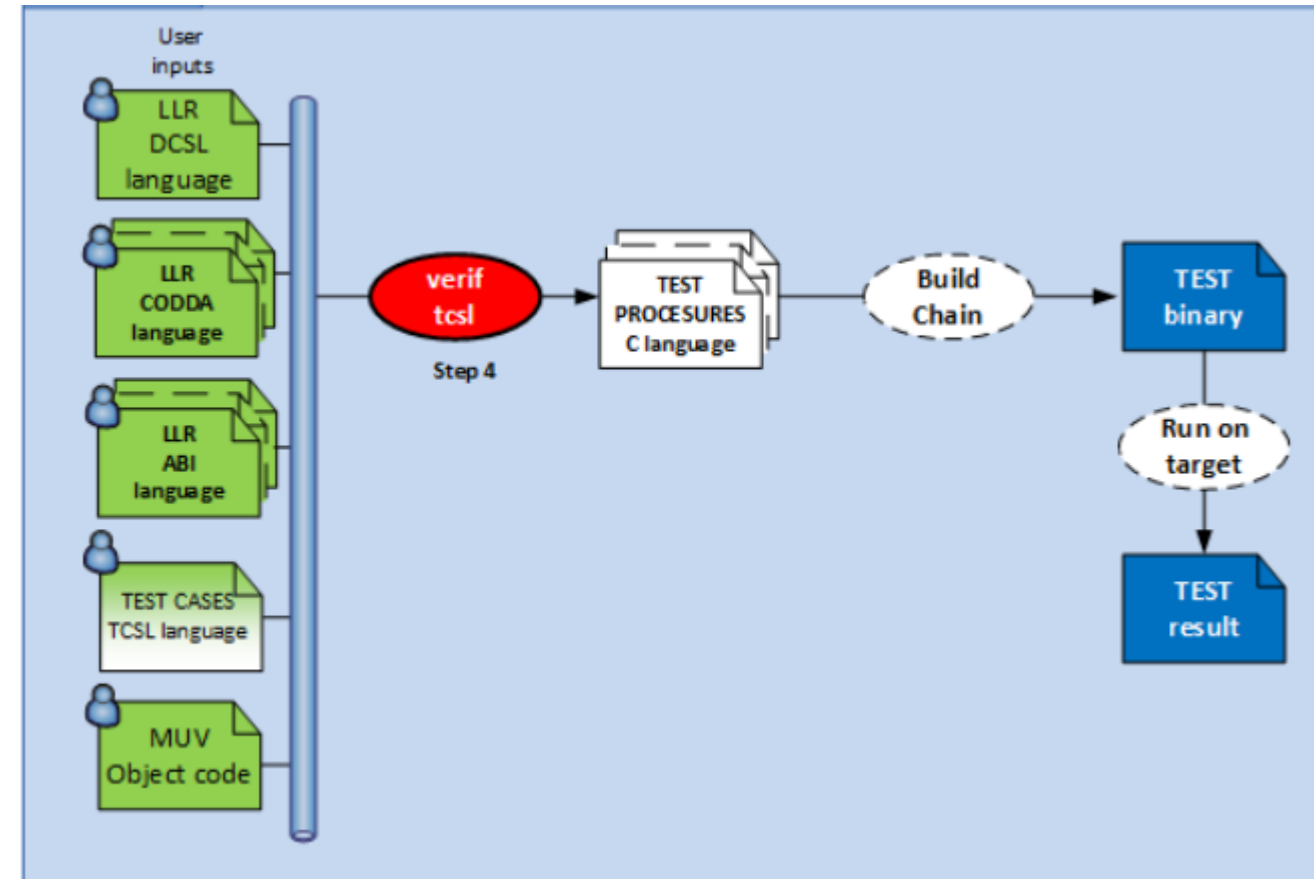
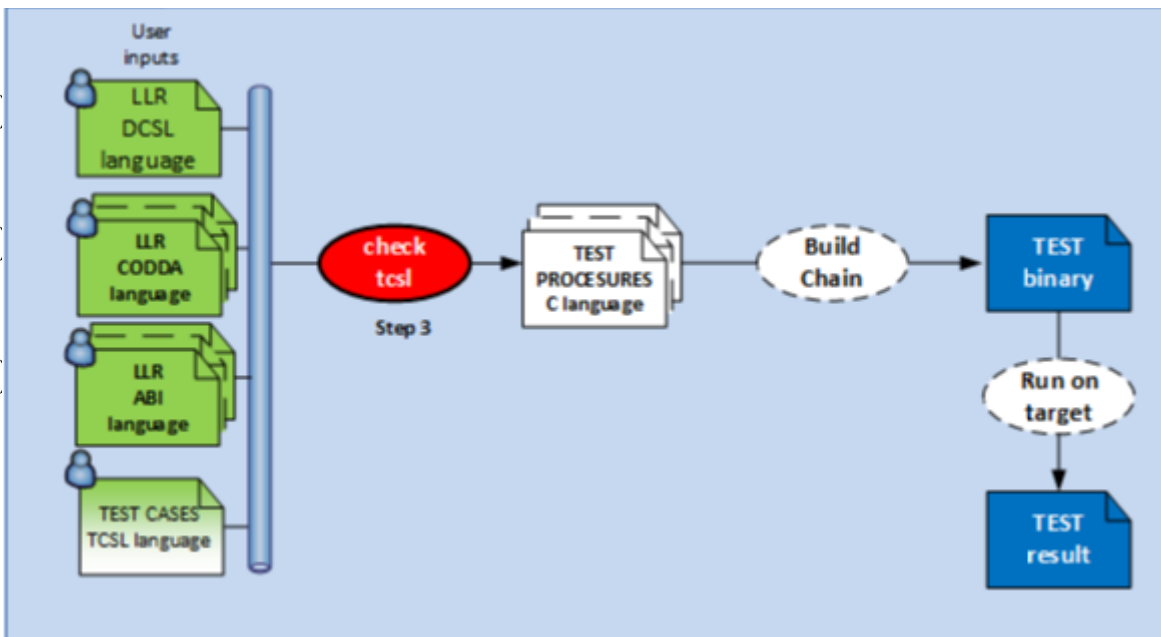
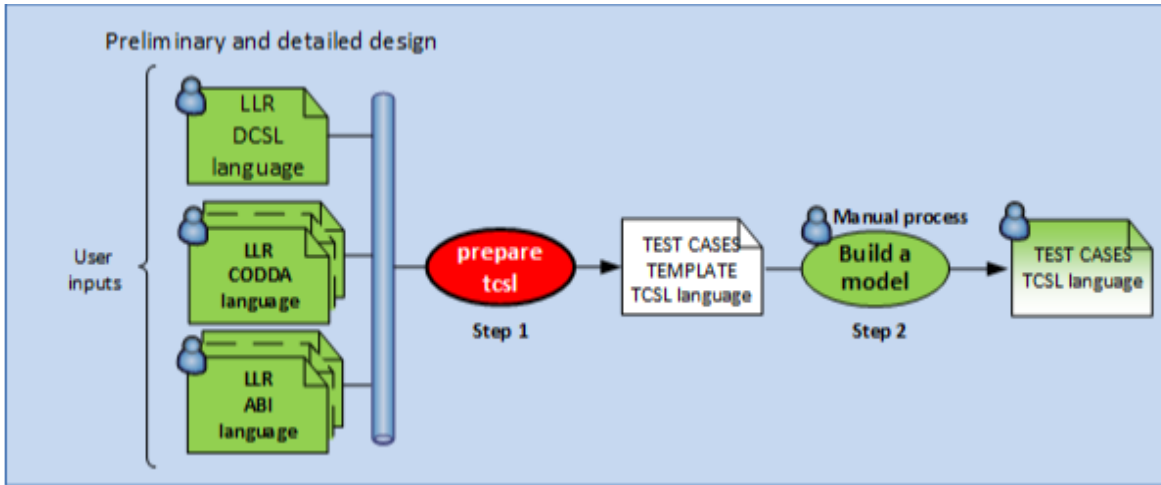
**Fully automated Unit Proof tool chain**



# The New Way Of Working Workhop (5/7)

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## Functional Verification: Unit Test tool chain



*Partially automated Unit Test tool chain*

# The New Way Of Working Workhop (6/7)

## Non functional Verification (Abstract Ir

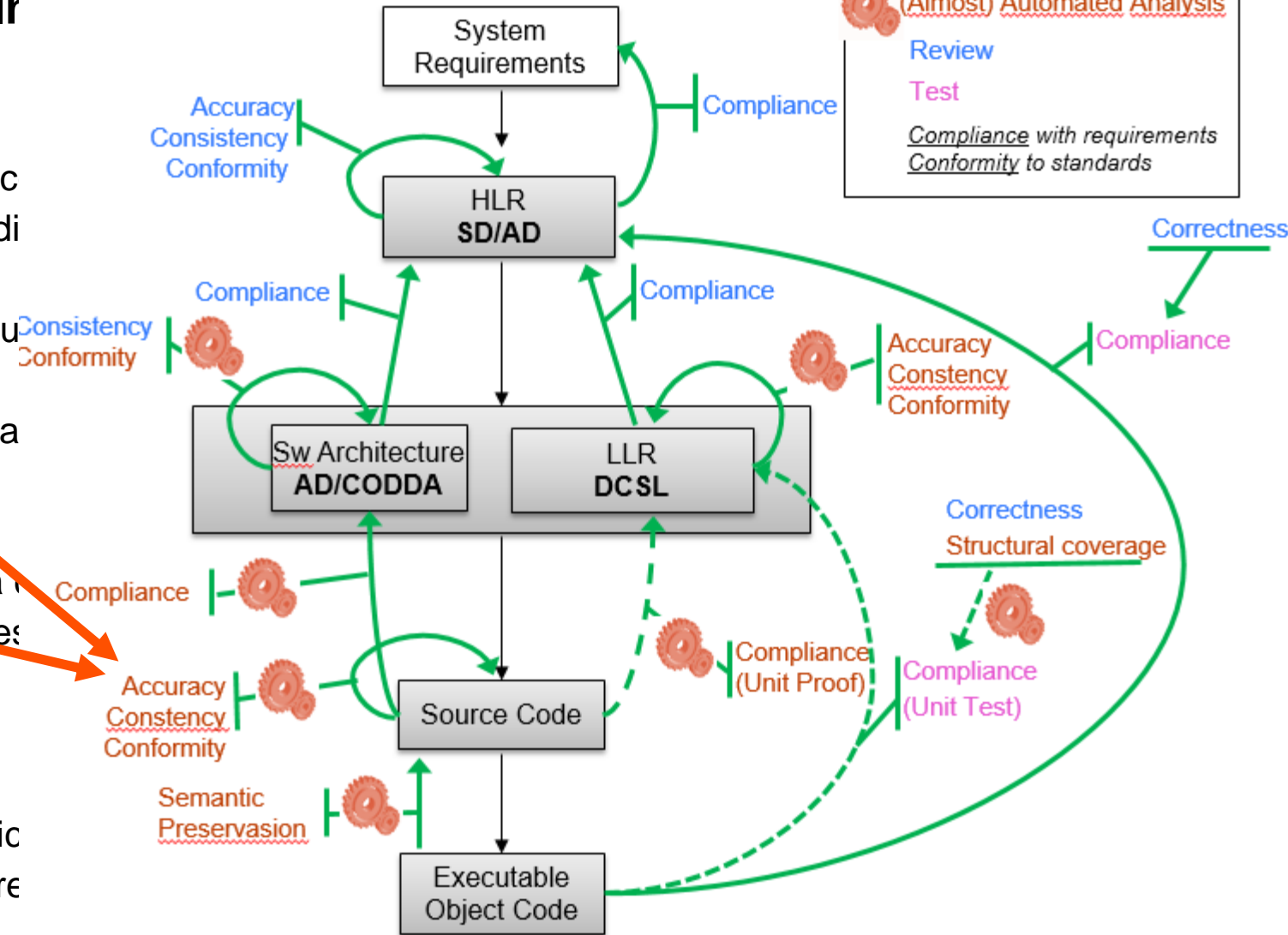
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### Anafloat toolchain

- Evaluation of the numerical accuracy of library c
- Automated activity: accuracy / consistency readi
- Main tool: **Fluctuat** (CEA)
  - Implementation error, i.e. between a compu
  - computed
  - Error of method (e.g. polynomial approxima

### CheckRTE toolchain

- Proof of absence of Runtime Errors (RTE) on a
  - RTE = division by zero, overflows, accesses
  - etc
- Automated activities:
  - Accuracy / consistency analysis
  - Validation of DCSL preconditions unit verific
  - Validation of hypotheses unit verifications re
- Main tool: **Astrée** (AbsInt GmbH)



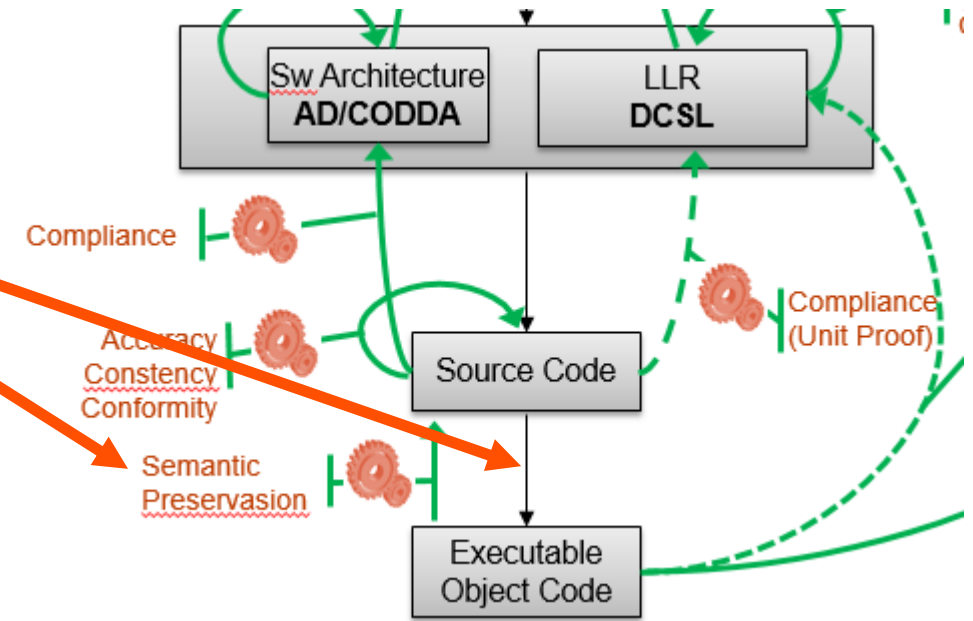
# The New Way Of Working Workhop (7/7)

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## Compilation: CompCert (AbsInt GmbH + INRIA)

- Formally developed C compiler
- High level of confidence  $\implies$  C code / Object semantic preservation is strongly established
- Proofs at C level are then lifted down to the object code

CompCert contributes to the compliance to DO-333 (Formal Methods)



## Optimases

- Process management and build system
- Processes are configured through XML collections, with the notions of
  - File types, tool definition, variables, process templates and variants

Optimases is the “orchestra conductor”

The balance presented now is an *intermediate* “lesson learnt” after two years of exploitation of the NWOW

## Achievements (pre-requisites) before starting the exploitation

- *Good maturity level achieved thanks to mock-ups*
- *Guidelines, methodological documents and trainings*
- *Support and maintenance organization and tool*

## Some statistics

- *All three new avionics software product developments are made according to the NWOW*
- *About 60 developers have been working according to the NWOW*
- *179 abstract machines developed with CoDDA*
- *3315 C functions and 230 (0.65% of the total) assembly routines*
- *98.5 % of the C functions are Unit-proved, the other ones being Unit-tested*
- *336 (10%) C functions necessitated the writing of loop invariants*
- *75 (2.3%) functions required the interactive termination of some of their proofs*

***The NWOW is mandatory for every new development (in-house Airbus avionics products)***

**On the positive side** (major points, for details see the paper)

- *Adequacy to the regulatory framework*
  - **Plans** (Software Development Plan, Software Verification Plan, etc) were **accepted** by the authority
- *The adequacy to the applicative context needs*
  - Very good initially and **continuous improvements** (from users needs emerging during operation)
    - Examples: temporal logic extension of DCSL, the handling of complex structures (strings, linked lists)
- *The skills for performing and completing the activities*
  - Formal methods are taught in engineering schools / universities
  - Each developer **follows a 12-day training** on the NWOW before starting developing
  - **Continuous support** by NWOW specialists
- *Quality of the development artefacts and data*
  - **Design** (CoDDA) and **detailed design** (DCSL contracts) are **a lot more rigorous**
  - **Exhaustive verification** of formal proof and abstract interpretation based static analysis
- *Respect of the development schedules*

***Expected benefits of the NWOW are actually observed***

## Room for improvement

- *Quality of the development artefacts and data*
  - “Excessive splitting” in machines/functions is sometimes observed
  - “Code writing before contract writing” happens sometimes
  - **Improvement:** stricter process checks, enhanced reading checklists
- *Adequacy to the applicative context needs*
  - DCSL
    - Lack of DCSL operators/constructs
    - **Improvement:** new specific constructs, user defined operators/functions
  - Unit Proof
    - ACSL appears as « yet another language to know », i.e. for writing loop contracts
    - **Improvement:** give the user the capability to write invariants in DCSL
  - Unit Test
    - Test cases definition is up to the user
    - **Improvement:** heuristics for deducing some test cases from the DCSL contracts
- *Skills for performing the activities*
  - The design of some abstract machines required more effort/rework than expected
  - **Improvement:** strengthen the developer’s ability to master the writing of formal design from non-formal upstream artefacts

**Some necessary adjustments**

*The NWOW is mandatory for every new development (in-house Airbus avionics products)*

*Expected benefits of the NWOW are actually observed*

*Some necessary adjustments*

*Globally very positive*

*Complete lessons learnt after completion of the first NWOW compliant developments*



Thank you