

Du Cahier des Charges à la Spécification Formelle ?

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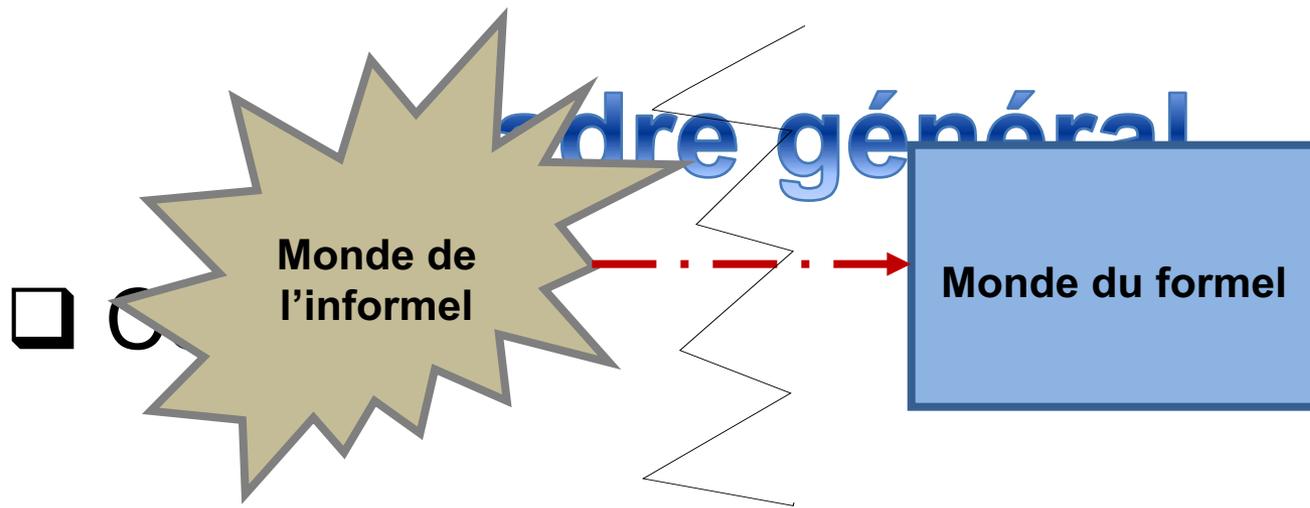
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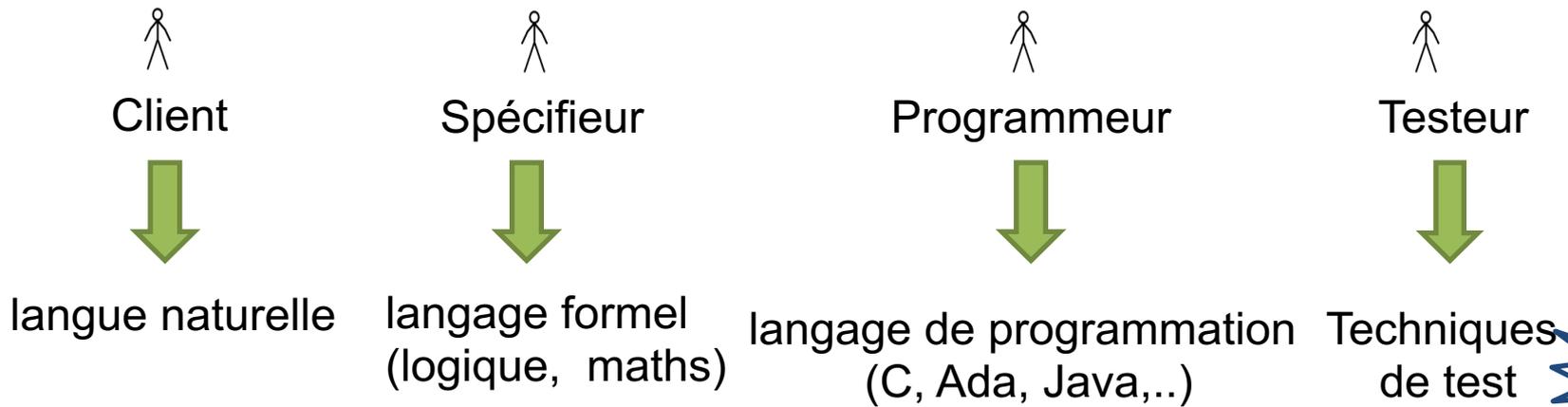
Plan

- Cadre général
- Cahier des charges
- Approche adoptée
- Conclusion

Cadre général



- ❑ Deux mondes **différents** (informel et formel)
- ❑ Des acteurs **différents** (clients, spécifieurs, programmeurs, testeurs, etc.)
- ❑ Des langues **différentes**



Cadre général

□ Contexte

➔ Interactions entre l'informel et le formel

- Systèmes hybrides
- Vérification et Validation (**V&V**)
- Traçabilité des exigences dans les modèles formels
- Intégration de parties formelles dans un processus semi-formel

➔ Cadre du formel : langage Event-B

➔ Cadre de l'informel : Cahier des charges (langue naturelle)

Cadre général

□ Outils



Cadre informel : outil ProR

<http://formalmind.com/en/studio>

<http://www.eclipse.org/rmf/pror/>



Cadre formel :

➤ **Vérification : Plateforme Rodin**

http://wiki.event-b.org/index.php/Main_Page

➤ **Validation**

▪ **ProB** (<http://stups.hhu.de/ProB/>)

▪ **JeB** (<http://dedale.loria.fr/tiki-index.php?page=Jeb>)

Cahier des Charges

Cahier des Charges

❑ Point de départ du processus de développement de logiciels/systèmes

❑ CdC

- **Contrat** : entre différents acteurs (clients, spécifieurs, testeurs, valideurs, etc.)
- **Référence** : guide contenant tous les détails du futur système

❑ CdC

- **Paragrophes**
- **Figures**
- **Tableaux**
- **Parties de programmes**

Mélange de plusieurs concepts



Cahier des Charges



Problèmes liés au CdC

- ✘ Ambiguïté => incompréhensible
- ✘ Multi-sens : Plusieurs sens pour un même terme/phrase
- ✘ Sur-spécification / Absence de détails/ Répétitions
- ✘ Absence de trace des exigences dans les modèles développés
- ✘ Structure complexe => communication difficile entre acteurs



✘ Problèmes lors de la **Vérification/Validation**

Cahier des Charges

CdC : **Point de départ** du processus formel



Anomalies (dès le départ)

✘ Un logiciel/système non forcément valide



Solution : Prendre soin du Cahier des Charges

Notre approche

Notre approche



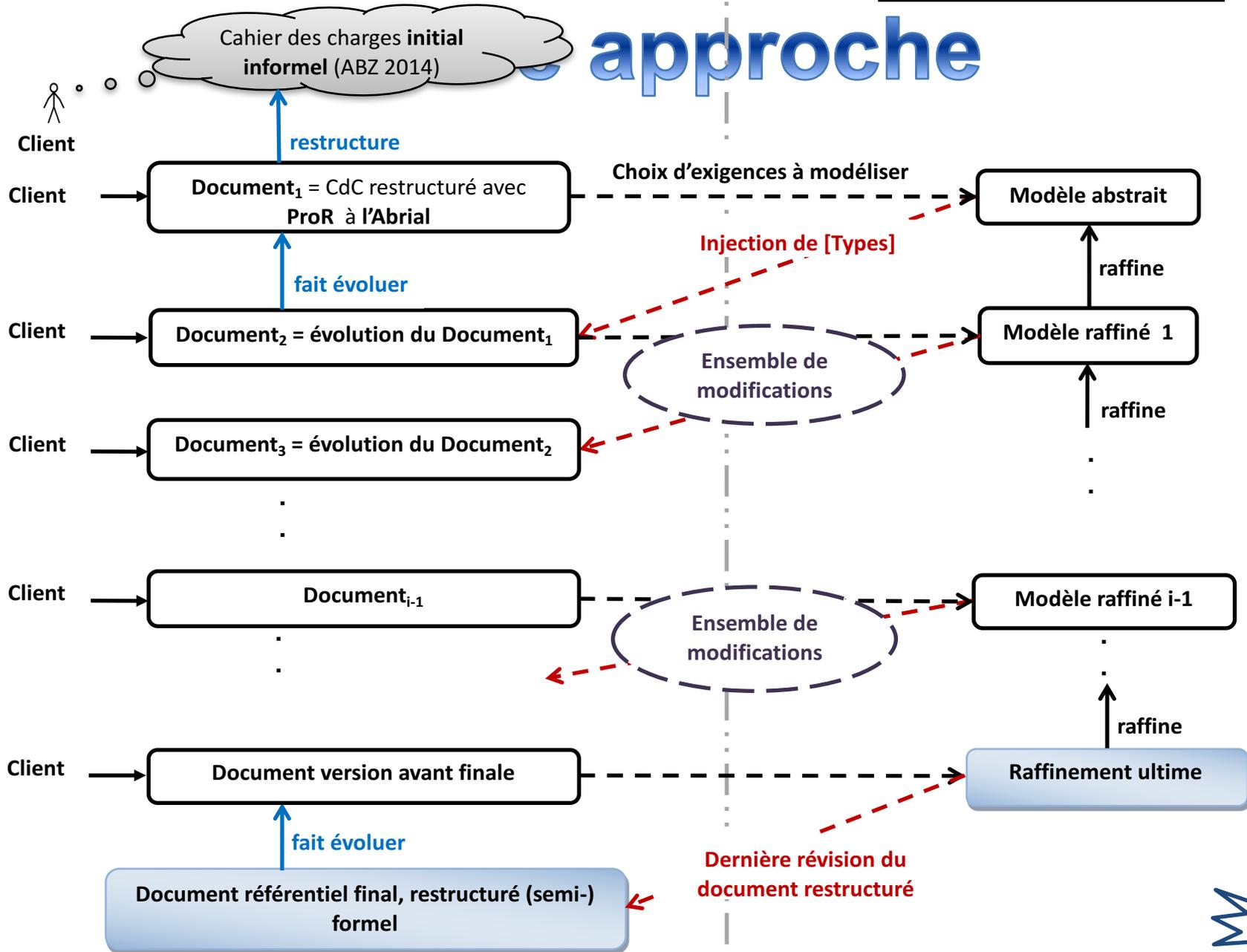
Réponses aux questions

- Comment préparer le CdC pour être **compréhensible** par tous les **acteurs** dans un processus formel ?
 - **Objectif** : faciliter communication des différents acteurs via le CdC
- Comment garder une **trace** du **CdC** le long du processus formel de développement de logiciels/systèmes ?
- Comment **valider** nos modèles **formels** si on est face à un document **informel** (illisible, ambigu, de grande taille) ?

Notre approche

- ✗ Problème **d'ambiguïté** → **Restructuration** du CdC [Abrial 2011]
+
Outil **ProR**
- ✗ **Ecart** entre informel et formel (**incompréhensible**) → Document restructuré de plus en plus **formel** (mathématique)
- ✗ **Absence de trace** du CdC → **Liens** entre exigences-modèles formels
+
Itérations du document restructuré
- ✗ **Vérification & Validation** → **Itérations** du document restructuré
+
Raffinement

approche



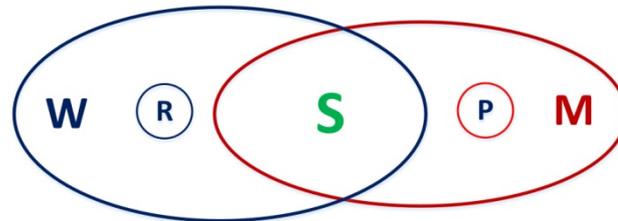
Notre approche

L'outil ProR :

❑ **FormalMind** (M. Jastram): <http://formalmind.com/>

❑ Plugin dans la plateforme Rodin

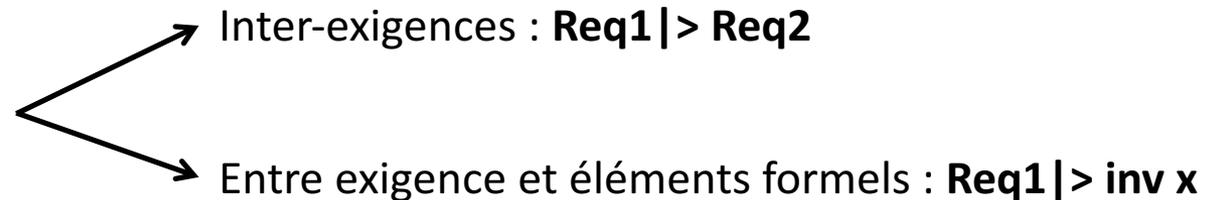
❑ Modèle **WRSPM**



❑ Structure **hiérarchisée** (exigence **Parent** et exigence **Enfant**)

❑ Introduction de la notion de **lien**

❑ **Lien** dans ProR



Notre approche

Restructuration du CdC : quelques règles [Abrial 2011]

- Texte **explicatif** (le comment ?)
- Texte **référentiel** (le quoi ?)

Règle 1 : phrases courtes, lisibles et non ambiguës avec un seul objet



« *Maneuvering **doors** consists on opening or closing them* »
=> **objet** : doors

Règle 2 : un seul objectif par phrase



« ***Maneuvering** doors consists on opening or closing them* »
=> **objectif** : maneuvering doors

Notre approche

Règle 3 : exigences **classifiées** selon leur centre d'intérêt : **FUN, EQU, DEL, FAIL,...**



« **EQU-2-1 (Pilot Interface)** : Pilot interface contains green, orange and red lights and an Up/Down handle
=> équipements liés à l'interface pilote

Règle 4 : exigences **hiérarchisées** selon niveau de description



FUN-Light :	Lights indicate doors and gears positions	Exigence parent
FUN-Light3:	When gears are locked down, the green light is on	Exigence enfant

Notre approche

Modification du document restructuré

☐ Modification document restructuré

➤ **formel** : des modèles formels Event-B

- Injection des **[Types]**
- Ajout de liens exigences-éléments formels

➔ « Maneuvring **[Doors]** consists on **[open_doors]**, or **[close_doors]** »

Sets (au sens Event-B)

Event (au sens Event-B)

➤ **informel** : document lui-même

- Ajout de liens inter-exigences
- Suppression d'exigences (contradictions,..)
- Ajout de contraintes implicites

Evolution du document restructuré dans le processus formel

CdC init : ABZ 2014

Landing gear system

Frédéric Boniol and Virginie Wiels

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Abstract. This document presents the landing system of an aircraft. It describes the system and provides some of its requirements. We propose this case study as a benchmark for techniques and tools dedicated to the verification of behavioral properties of systems.

1 Introduction

This document presents a landing system. It describes the system and provides some of its requirements. We propose this case study as a benchmark for techniques and tools dedicated to the verification of behavioral properties of systems.

The landing system is in charge of maneuvering landing gears and associated doors. The landing system is composed of 3 landing sets: front, left and right. Each landing set contains a door, a landing-gear and associated hydraulic cylinders. A simplified schema of a landing set is presented in Figure 1.

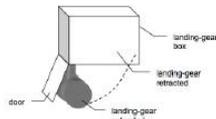


Fig. 1. Landing set

The system is controlled digitally in nominal mode and analogically in emergency mode. In this case study, we do not consider the emergency mode. However, in order to allow the pilot to activate the emergency command, the system has to elaborate health parameters for all the equipments involved in the landing gear function. This health monitoring part is in the scope of the case study.

In nominal mode, the landing sequence is: open the doors of the landing gear boxes, extend the landing gears and close the doors. This sequence is illustrated

Doc1 = CdC init restructuré (Abrial)

Requirements Document

ID	Description
	/* This requirements document results from restructuration of paper "Landing gear System" (Frederic Boniol and Virginie Wiels) appeared in ABZ 2014, it consists on reorganizing it into : (1) Functional constraints (preceded by label "FUN*") . (2) Constraints related to the system equipments (preceded by label "EQU*"), (3) Delays constraints related to the Time concept (preceded by label "D*")
	/* The objective of this requirements document is to ensure traceability between requirements when developing formal models, and between requirements and their formalisation. Links between requirements is important to guarantee coherence of models */
FUN-G	The landing system is in charge of maneuvering associated doors
FUN-G-1	Maneuvering landing gears consists on extending and reversing their movement
FUN-G-2	Maneuvering doors consists on opening or closing
EQU-1	Landing system is composed of 3 sets: front, left and right
EQU-1-1	Each landing set contains : a door, a landing-gear and associated hydraulic cylinders
FUN-1	There are 2 controlling ways of the landing gear function: nominal and emergency mode
FUN-2	Landing gears system state can be either in nominal mode or in emergency mode
FUN-3	When the system is in nominal mode, it is controlled by the pilot
FUN-4	When the system is in emergency mode it is controlled by the pilot
FUN-5	The system must elaborate health parameters for all the equipments involved in the LG function according to their emergency command
FUN-6	In nominal mode, landing sequence consists on opening doors and extending gears and closing doors
FUN-7	In nominal mode, the retracting sequence consists on retracting landing gears and then closing doors
EQU-2 (System Architecture)	The system is composed of 3 parts : pilot interface, landing gear boxes and doors
EQU-2-1 (Pilot Interface)	Pilot interface contains green, orange and red lights
FUN-Light	Lights indicate doors and gears positions
FUN-Light1	Every light can be "on" or "off"
FUN-Light2	All lights are "off" when gears are locked up
FUN-Light3	When gears are locked down, the green light is on
FUN-Light4	When gears are maneuvering, the orange light is on
FUN-Light5	When the landing gears system is failed, the red light is on

Requirements Document

ID	Description	Comments	Previous_ID	Type	Source	Target
DATE	Thursday, November 27, 2014 : Modification of the old restructured document (July 01, 2014)					
GENERAL DATA	/* This requirements document results from restructuration of paper "Landing gear System" (Frederic Boniol and Virginie Wiels) published in ABZ 2014, it consists on reorganizing it into : (1) Functional constraints (preceded by label "FUN*") . (2) Constraints related to the system equipments (preceded by label "EQU*"), (3) Delays constraints related to the Time concept (preceded by label "DEL*"), (4) Failure constraints describing possible failures of the system equipments. (preceded by label "FAILURE*") */ (date: 01/07/2014)					
OBJECTIVE	/* The objective of this requirements document is to avoid risks of forgetting requirements when developing formal models, to ensure traceability between the requirements and their formalisation. Links between requirements is important to guarantee coherence of models */					
FUN-G	The landing system is in charge of maneuvering [Gears] and their associated [Doors]					
FUN-G-1	Maneuvering [Gears] consists on [extend_gears], [retract_gears] or [reverse] their movement					
FUN-G-2	Maneuvering [Doors] consists on [open_doors] or [close_doors]					
Gears_Pos	[gears_pos] can be either in [g_retracted] or in [g_extended] [Positions]	Added for explanation (extracted constraint from implicit descriptions)				
Doors_pos	[doors_pos] can be [open] or [closed]	Added for explanation (extracted constraint from implicit descriptions)				
FUN-init-pos	Initially, gears are [g_extended] and system is in [nominal] [Mode]	Added for initialisation (decision taken by the developer)				
LS-EQU-1	Landing system is composed of 3 sets: [front], [left] and [right]	LS = Landing Set	EQU-1			
LS-EQU-1-1	Each [Landing_set] contains : a [door], a [landing_gear] and associated hydraulic [CYLINDER]s		EQU-1-1			
FUN-1	There are 2 [Controlling_Ways] of the landing					

Doc2 = Doc 1 + [Types] + quelques modifications

Conclusion

Conclusion

 Point de départ (document restructuré) **facile à comprendre** : forme mathématique simplifiée

 Document restructuré **accessible** par **tous les acteurs**

 **Trace des exigences** dans les **modèles formels** (liens exigences-éléments formels fournis par **ProR**)

 Validation **simplifiée** (exigences décrivant des scénarios de validation)

 L'existence des outils (ProR plugin de Rodin) facilite la **restructuration** et la **traçabilité**

Conclusion

- Interactions entre informel et formel
- Traçabilité des exigences
- Alternance entre le document informel et modèles formels Event-B
- Document informel se rapproche pas-à-pas du formel

Travaux en cours

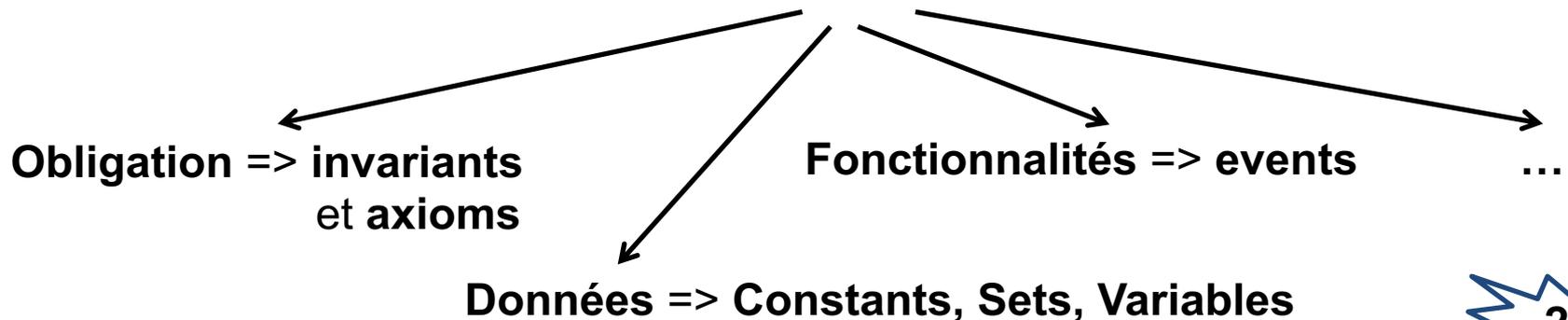
□ Validation des modèles formels en cours de développement

- Document référentiel restructuré

- Classification des exigences

- Hypothèses
- Obligations
- Données
- Comportements
- Fonctionnalités

- Validation décomposée  catégorie exigence concernée



MERCI

The word 'MERCI' is rendered in a bold, blue, sans-serif font with a 3D effect. Each letter has a slight gradient and a shadow on its right side, giving it a three-dimensional appearance. Below the text is a soft, semi-transparent reflection of the word, creating a sense of depth and balance.