

Software Architecture and Engineering

Introduction

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Chair of Programming Methodology

Spring Semester 2016

ETH zürich

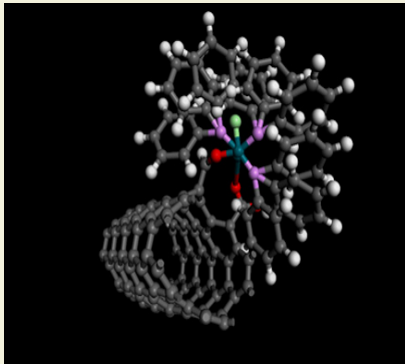
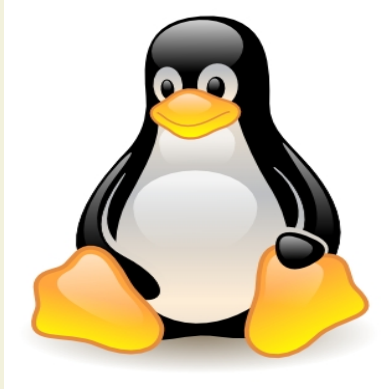
1. Introduction

1.1 Software Failures

1.2 Challenges

1.3 Solution Approaches (Course Outline)

Software is Everywhere



Bad Software is Everywhere



The Patriot Accident

- The Patriot missile air defense system tracks and intercepts incoming missiles
- On February 25, 1991, a Patriot system ignored an incoming Scud missile
- 28 soldiers died; 98 were injured



Patriot Bug – Rounding Error

- The tracking algorithm measures time in 1/10s
- Time is stored in a 24-bit register
 - Precise binary representation of 1/10 (infinite):
0.00011001100110011001100110011001...
 - Truncated value in 24-bit register:
0.00011001100110011001100
 - Rounding error: ca. 0.000000095s every 1/10s
- After 100 hours of operation error is
 $0.000000095\text{s} \times 10 \times 3600 \times 100 = 0.34\text{s}$
- A Scud travels at about 1.7km/s, and so travels more than 0.5km in this time

Analysis of the Patriot Accident

- **Changed requirements** were not considered
 - System was originally designed for much slower missiles (MACH 2 instead of MACH 5)
 - System was designed to be mobile (to avoid detection) and to operate only for a few hours at a time

- **Maintenance** was inadequate
 - A conversion routine with 48-bit precision was defined to cope with faster missiles, but was not called in all necessary places

The Therac-25 Accident

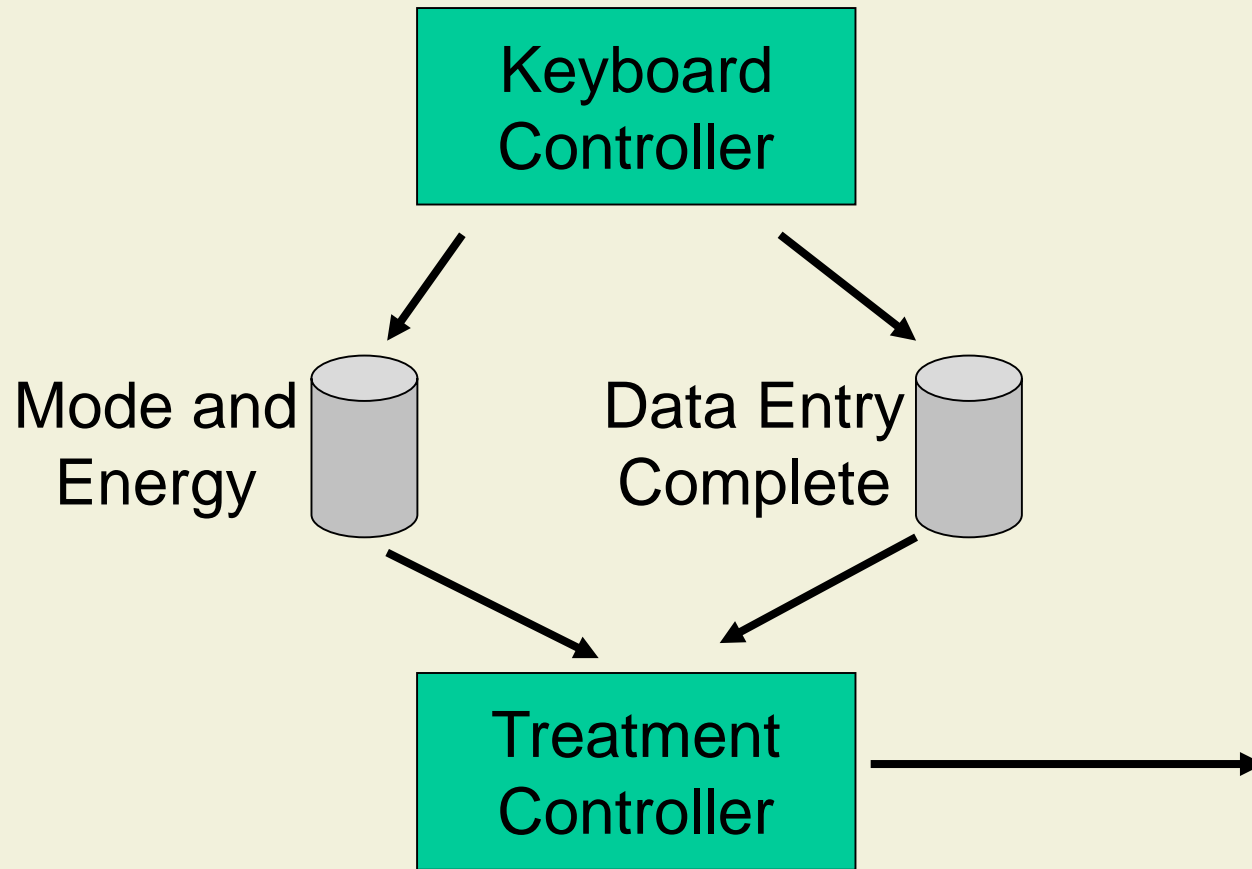
- Therac-25 is a medical linear accelerator
- High-energy X-ray and electron beams destroy tumors
- Six people died between 1985 and 1987



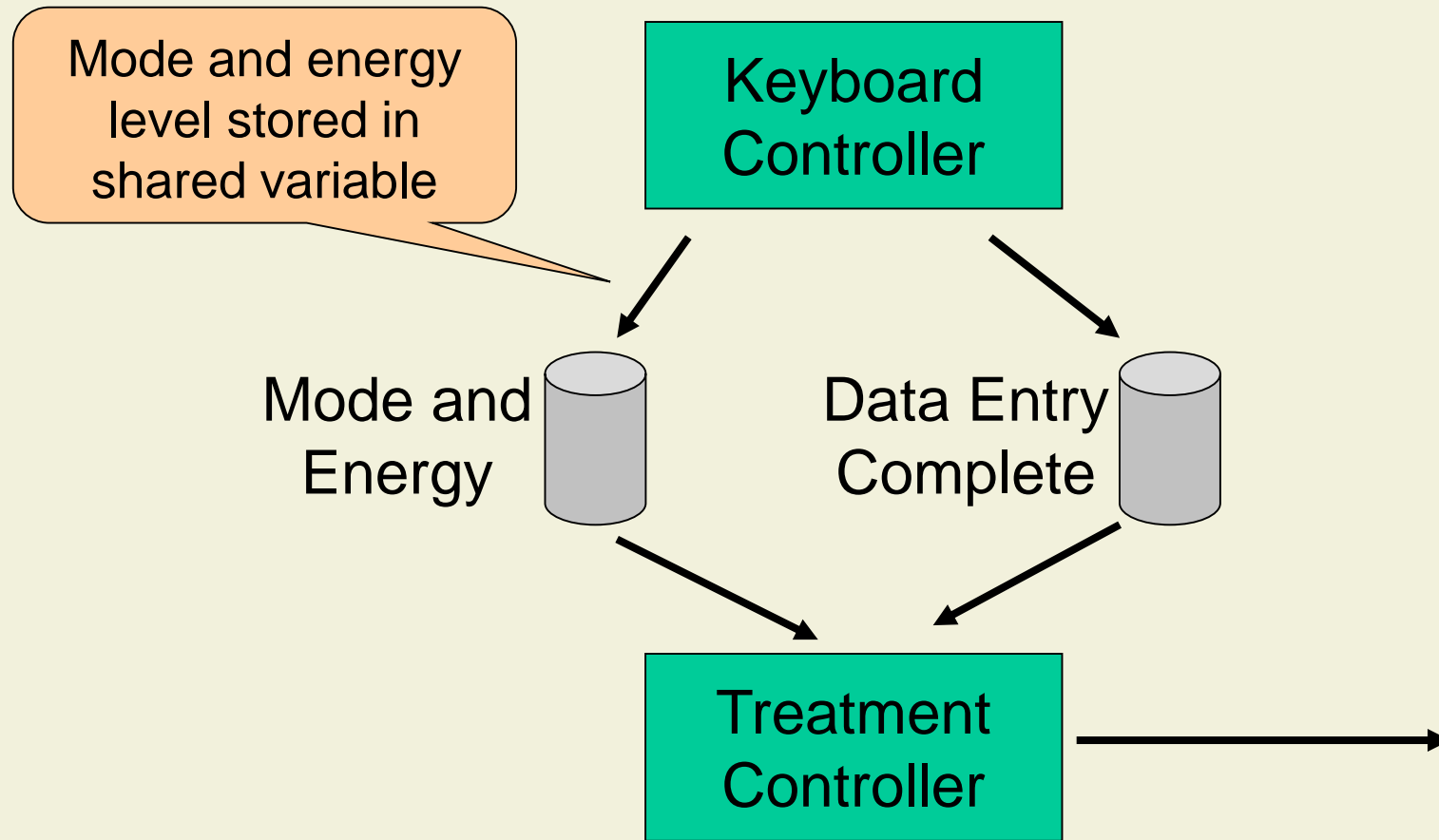
Therac-25 System Design

- Therac-25 is **completely computer-controlled**
 - Software written in assembler code
 - Therac-25 has its own real-time operating system
- **Software** partly taken **from ancestor** machines
 - Software functionality limited
 - Hardware safety features and interlocks
- Hazard analysis
 - Extensive testing on hardware simulator
 - Program software does not degrade due to wear, fatigue, or reproduction process
 - Computer errors are caused by hardware or by alpha particles

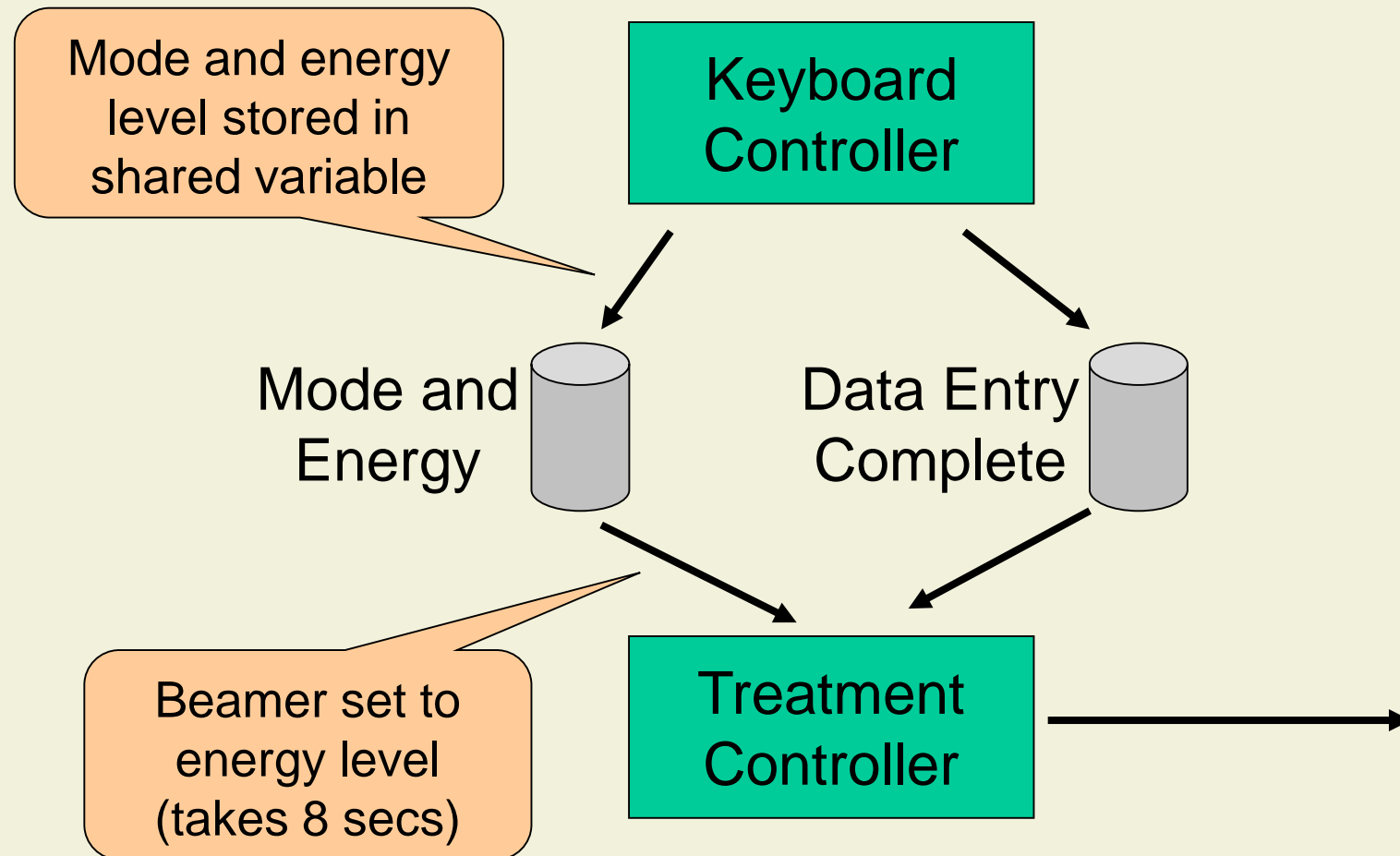
Therac-25 Software Design



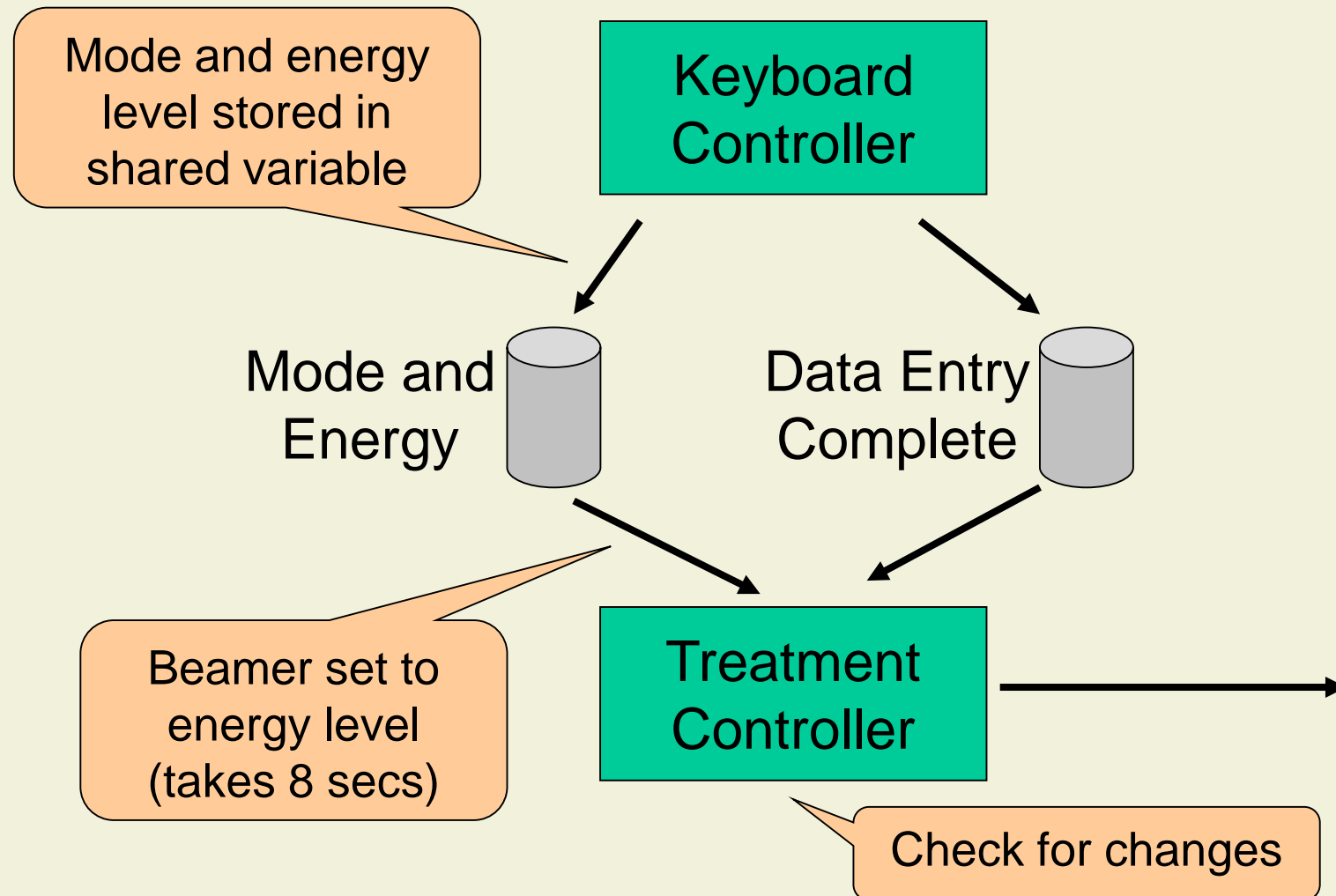
Therac-25 Software Design



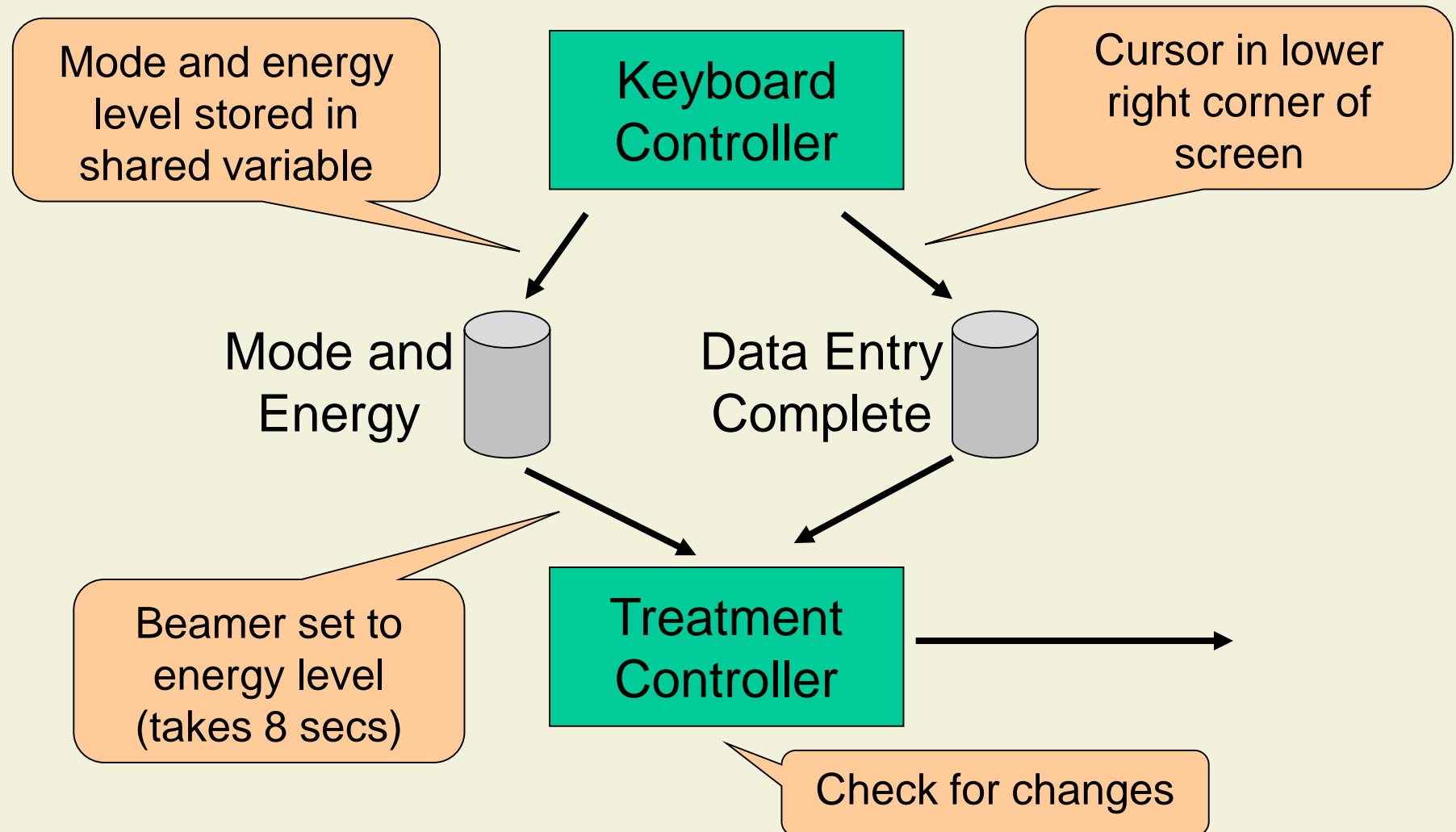
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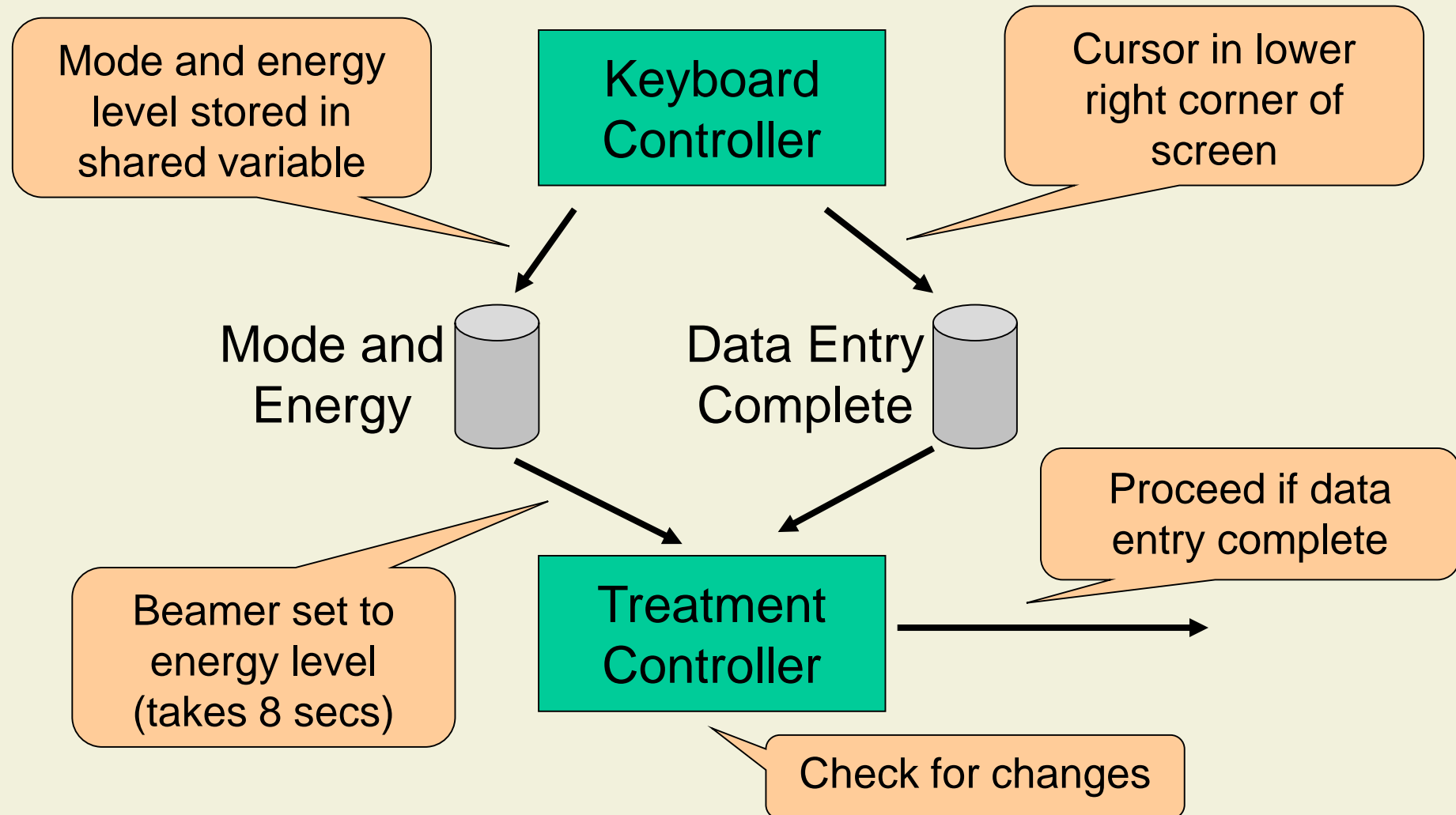
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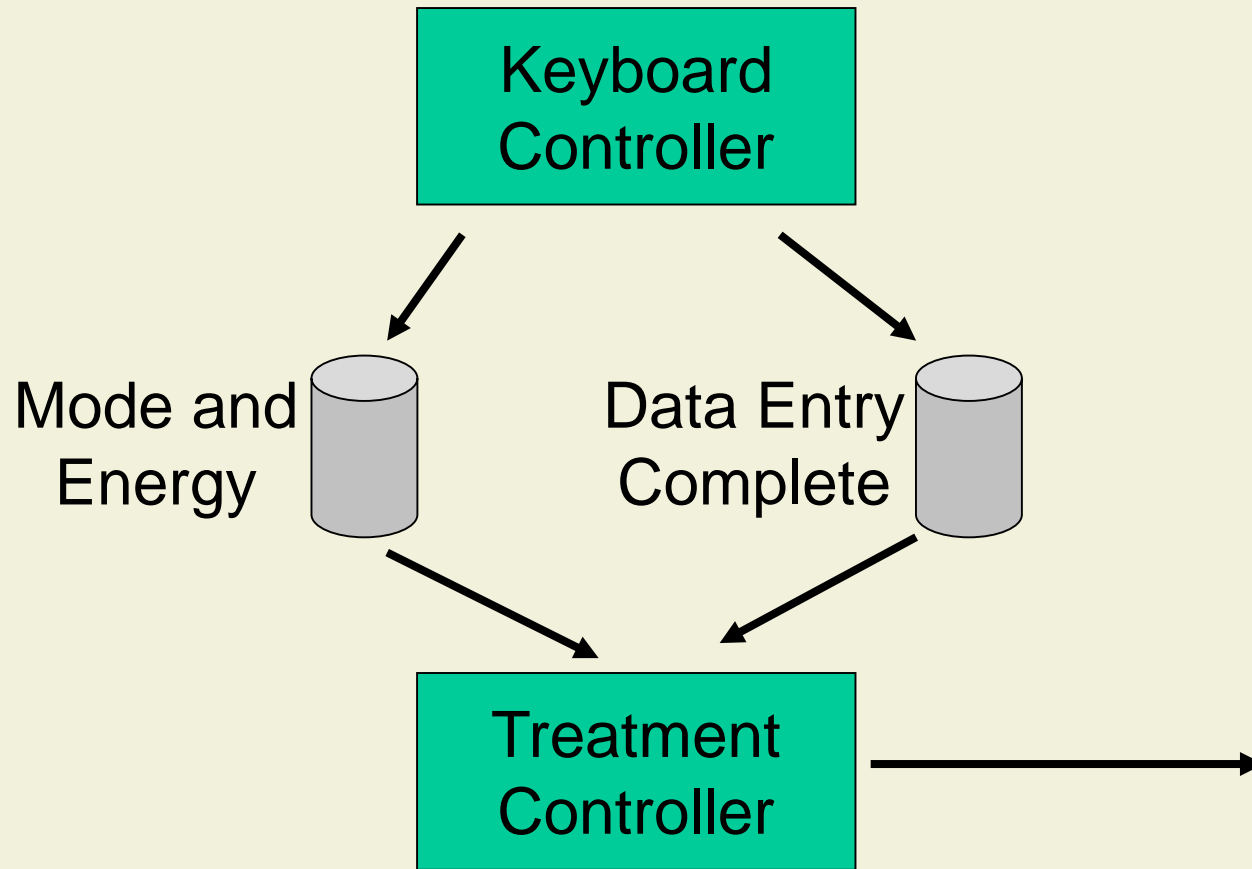
Therac-25 Software Design



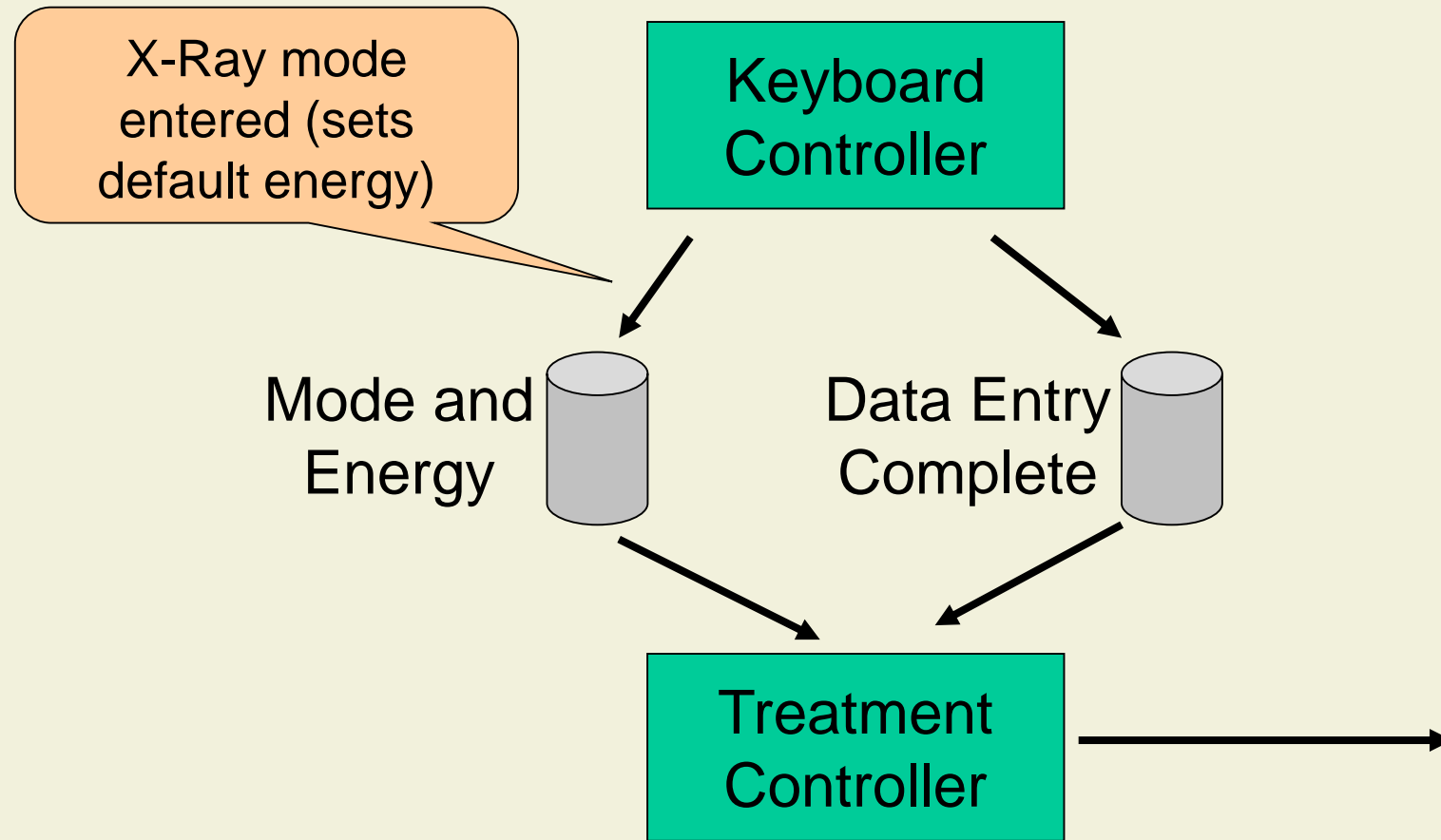
Therac-25 Software Design



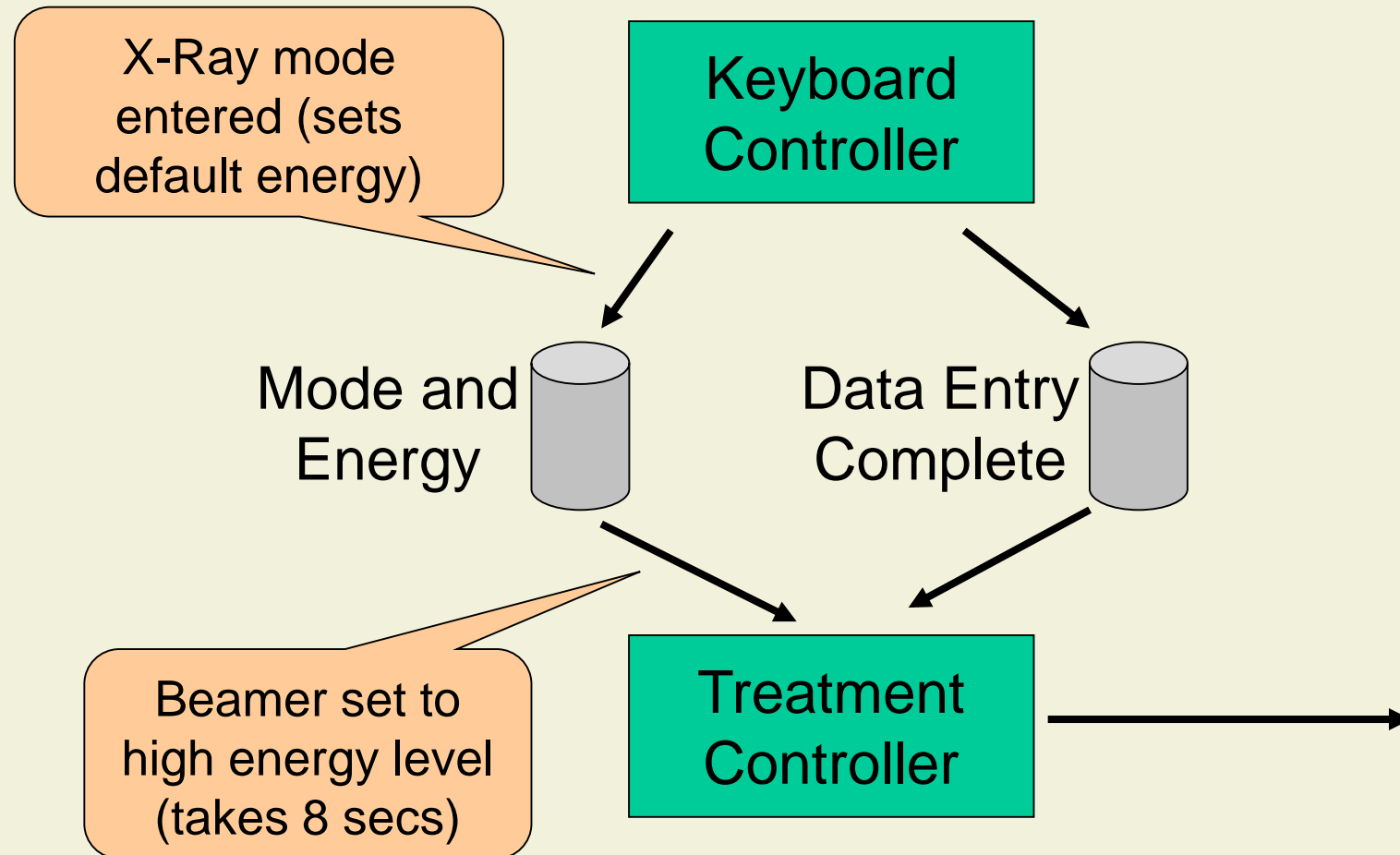
Accident



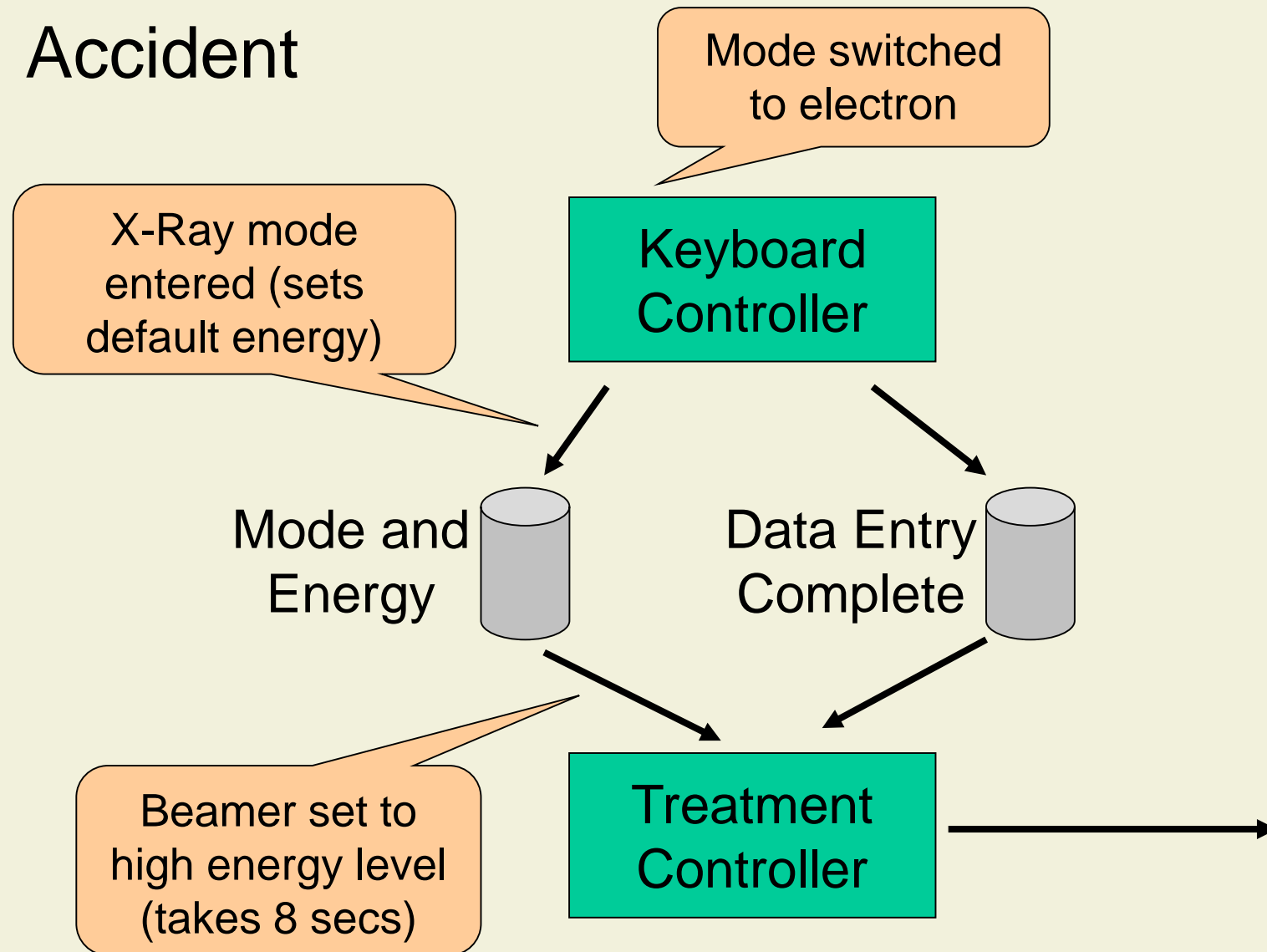
Accident



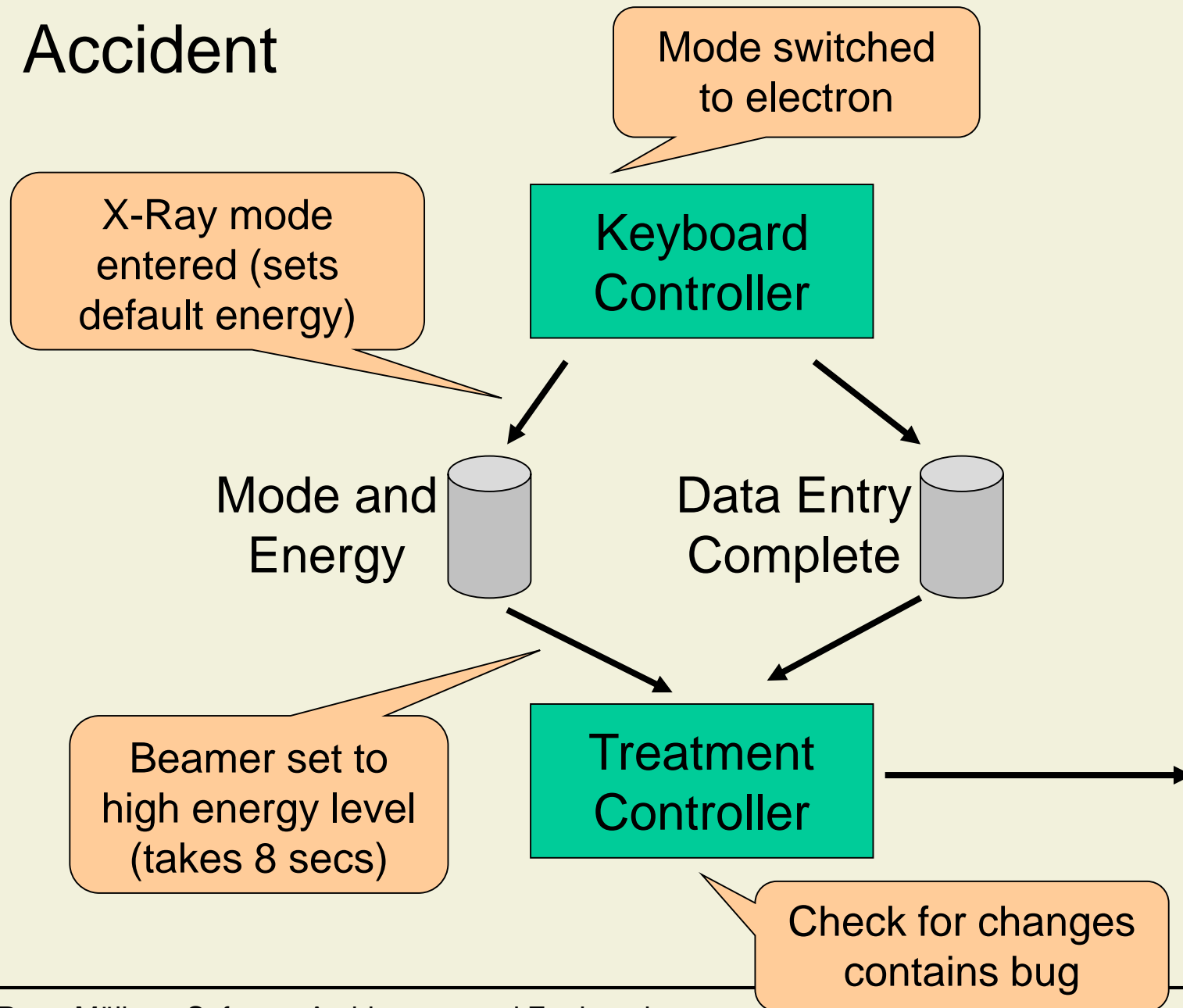
Accident



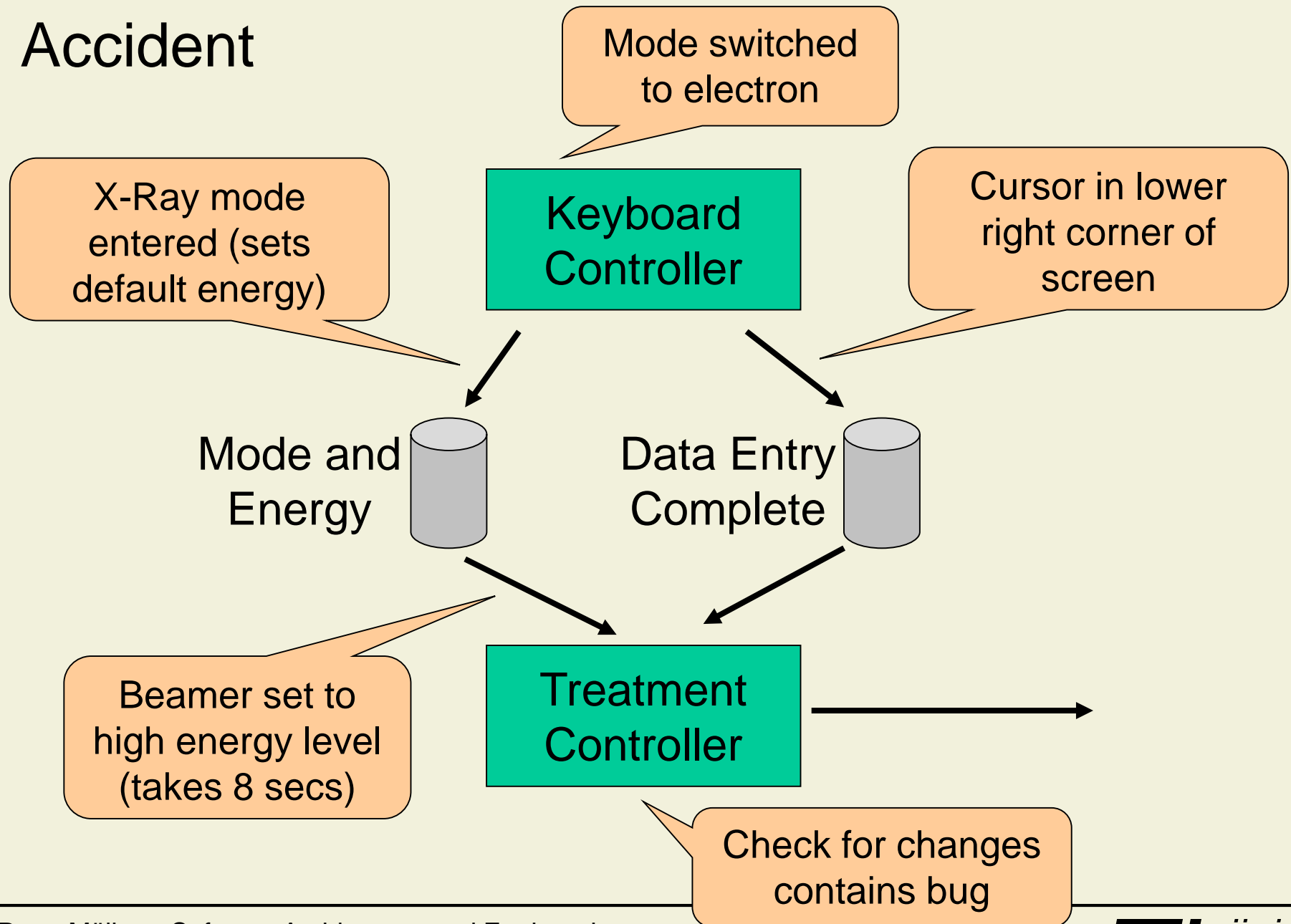
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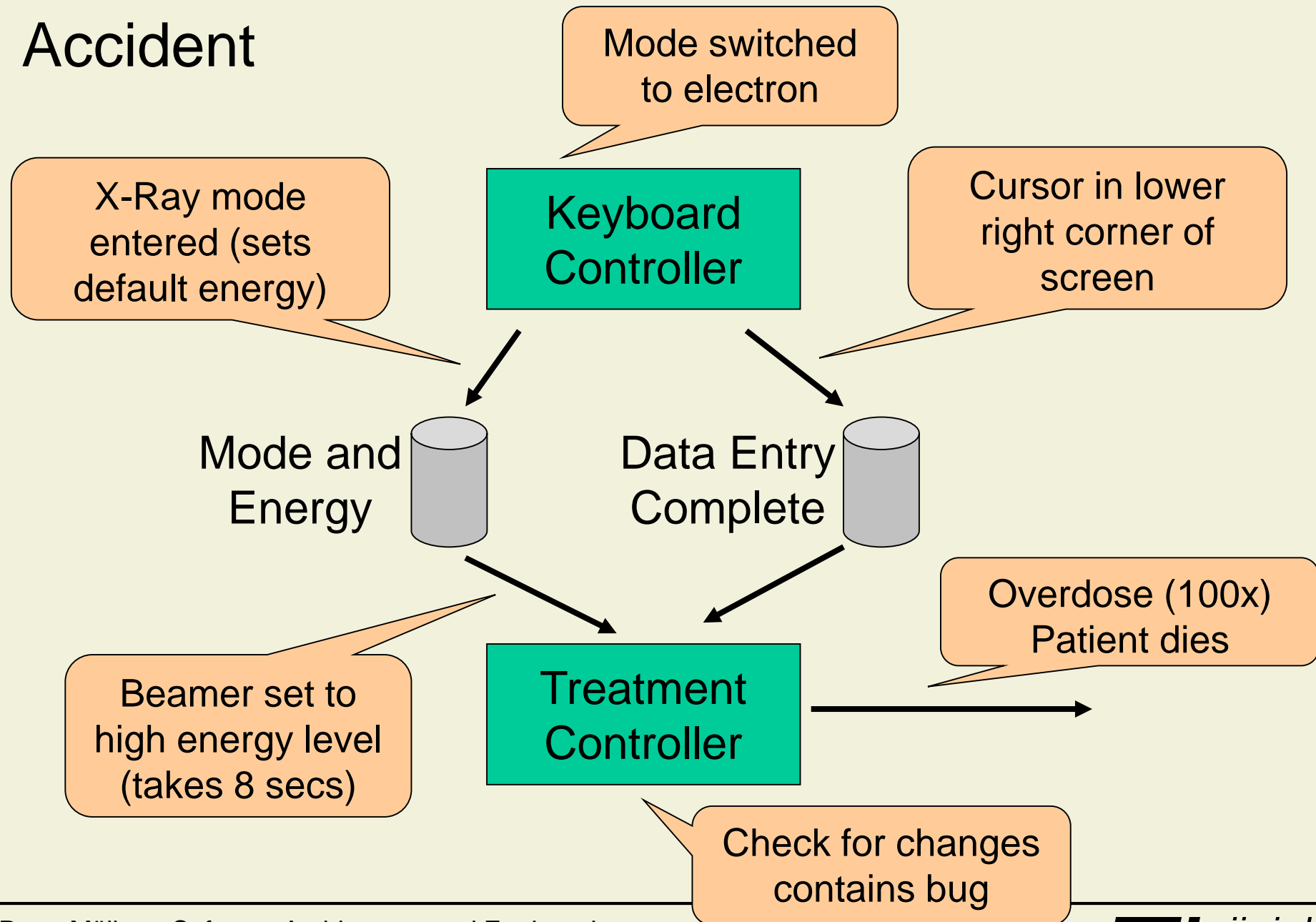
Accident



Accident



Accident



Analysis of the Therac-25 Accident

- **Changed requirements** were not considered
 - In Therac-25, software is safety-critical
- **Design** is too **complex**
 - Concurrent system, shared variables (race conditions)
- **Code** is **buggy**
 - Check for changes done at wrong place
- **Testing** was **insufficient**
 - System test only, almost no separate software test
- **Maintenance** was **poor**
 - Correction of bug instead of re-design (root cause)

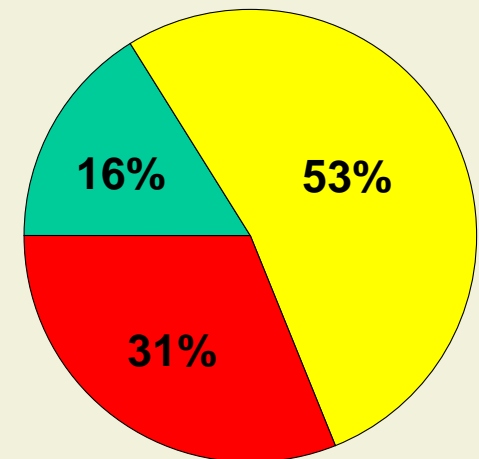
The Windows 98 Accident



14 Years Later

Software – a Poor Track Record

- Software bugs cost the U.S. economy an estimated \$59.5 billion annually, or about 0.6 percent of the gross domestic product
- 84% of all software projects are unsuccessful
 - Late, over budget, less features than specified, cancelled
- The average unsuccessful project
 - 222% longer than planned
 - 189% over budget
 - 61% of originally specified features



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1.3 Solution Approaches (Course Outline)

Why is Software so Difficult to Get Right?

Complexity

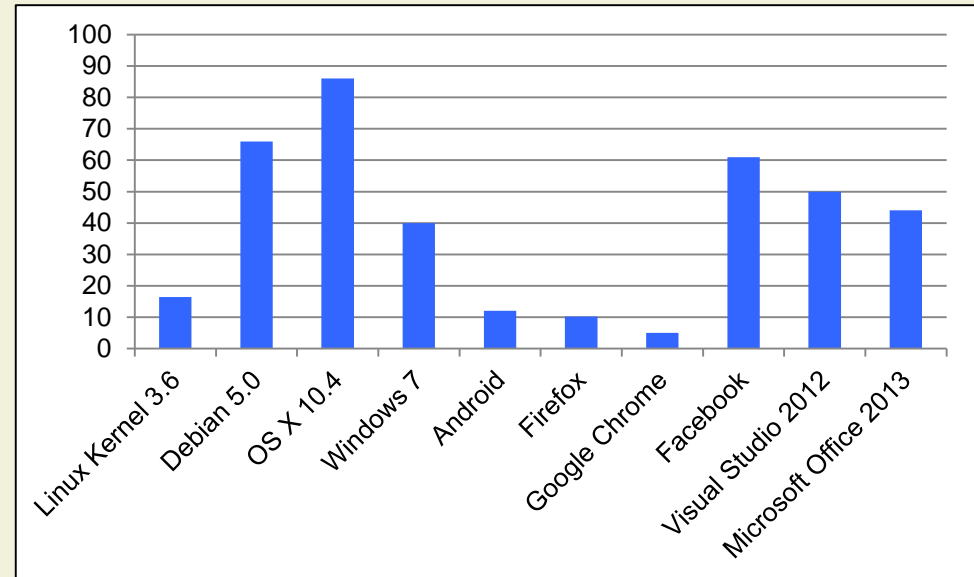
Change

Competing
Objectives

Constraints

Complexity

- Modern software systems are huge
 - Created by many developers over several years

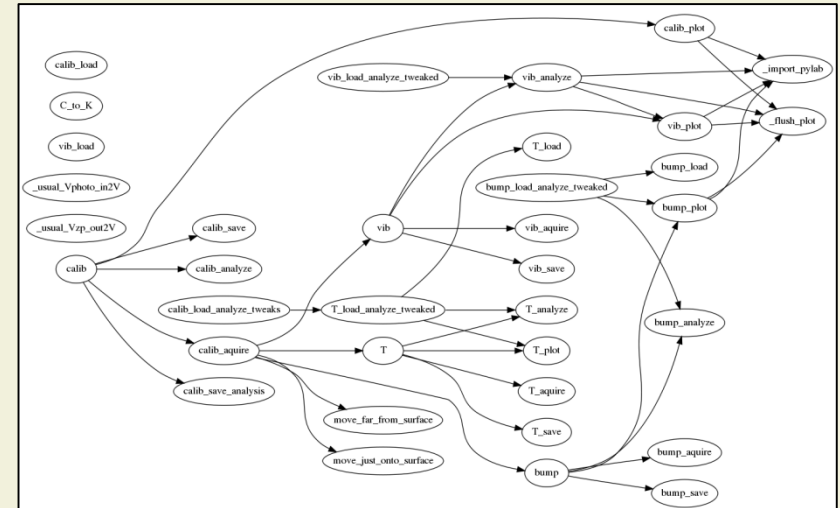


Size of software systems in MLOC

- They have a very high number of:
 - Discrete states (infinite if the memory is not bounded)
 - Execution paths (infinite if the system may not terminate)

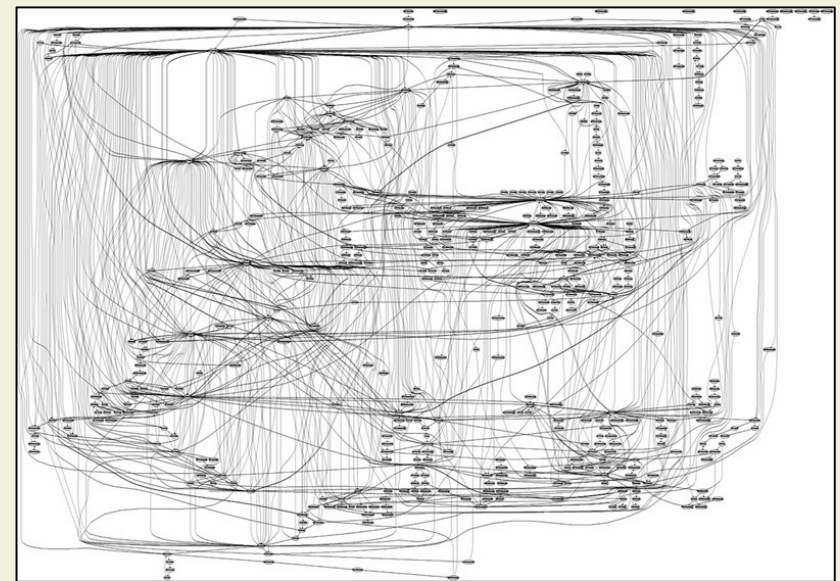
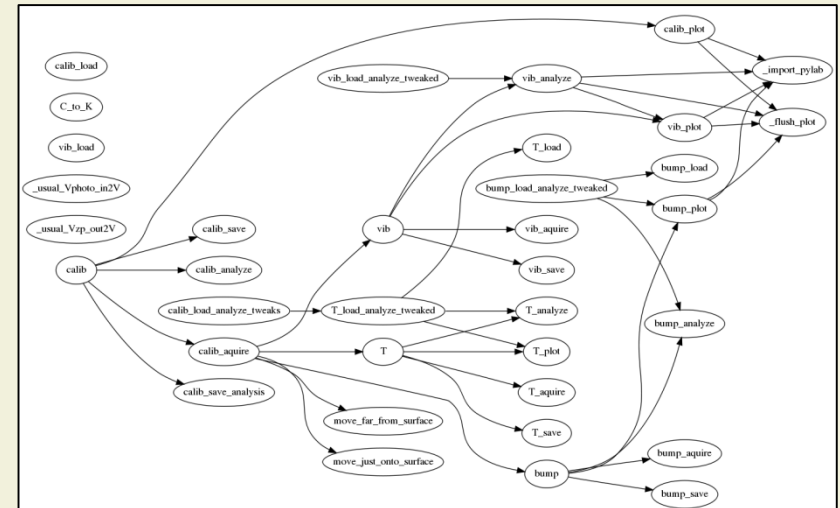
Complexity (cont'd)

- Small programs tend to be simple



Complexity (cont'd)

- Small programs tend to be simple
- Big programs tend to be complex
 - Complexity grows worse than linearly with size

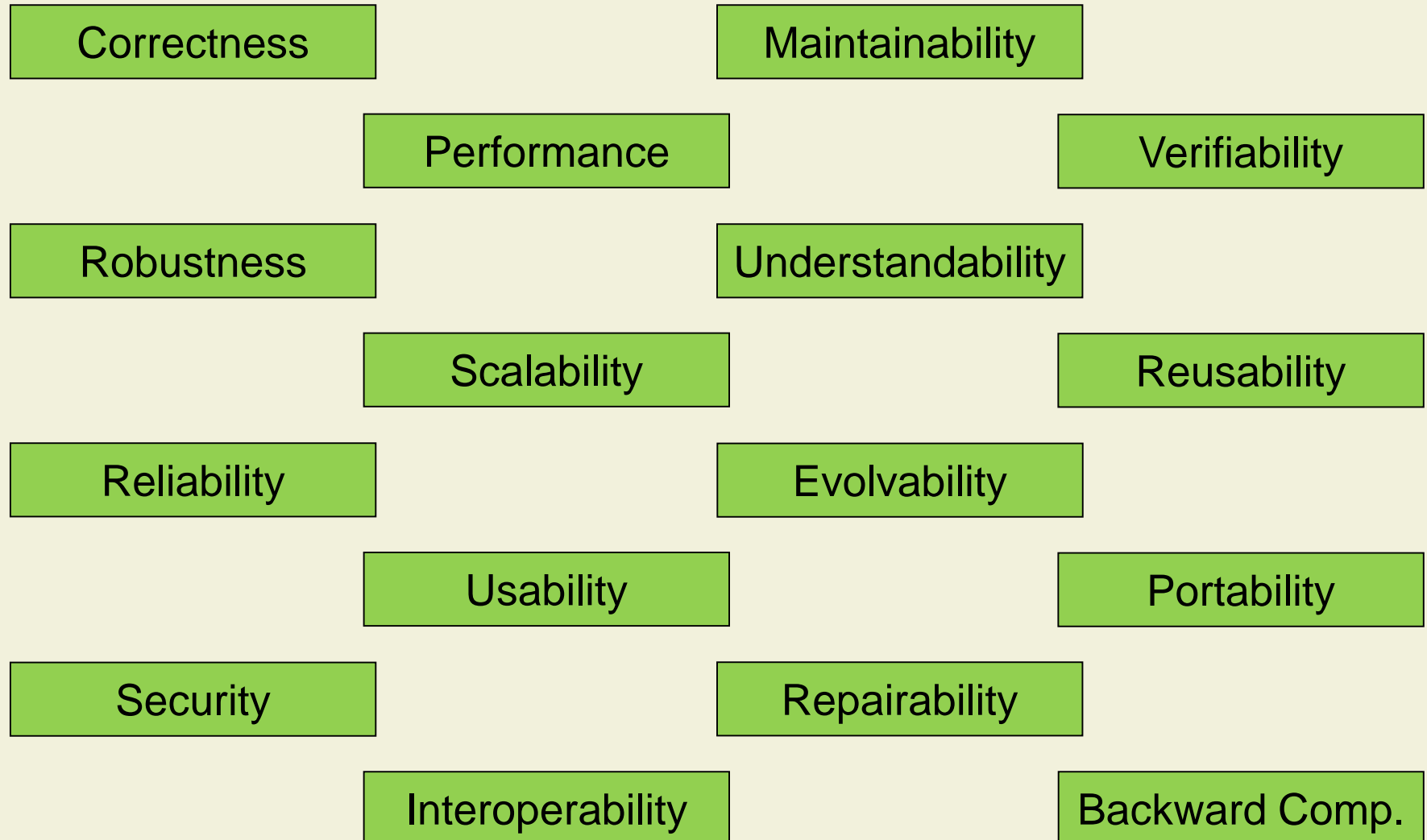


Change

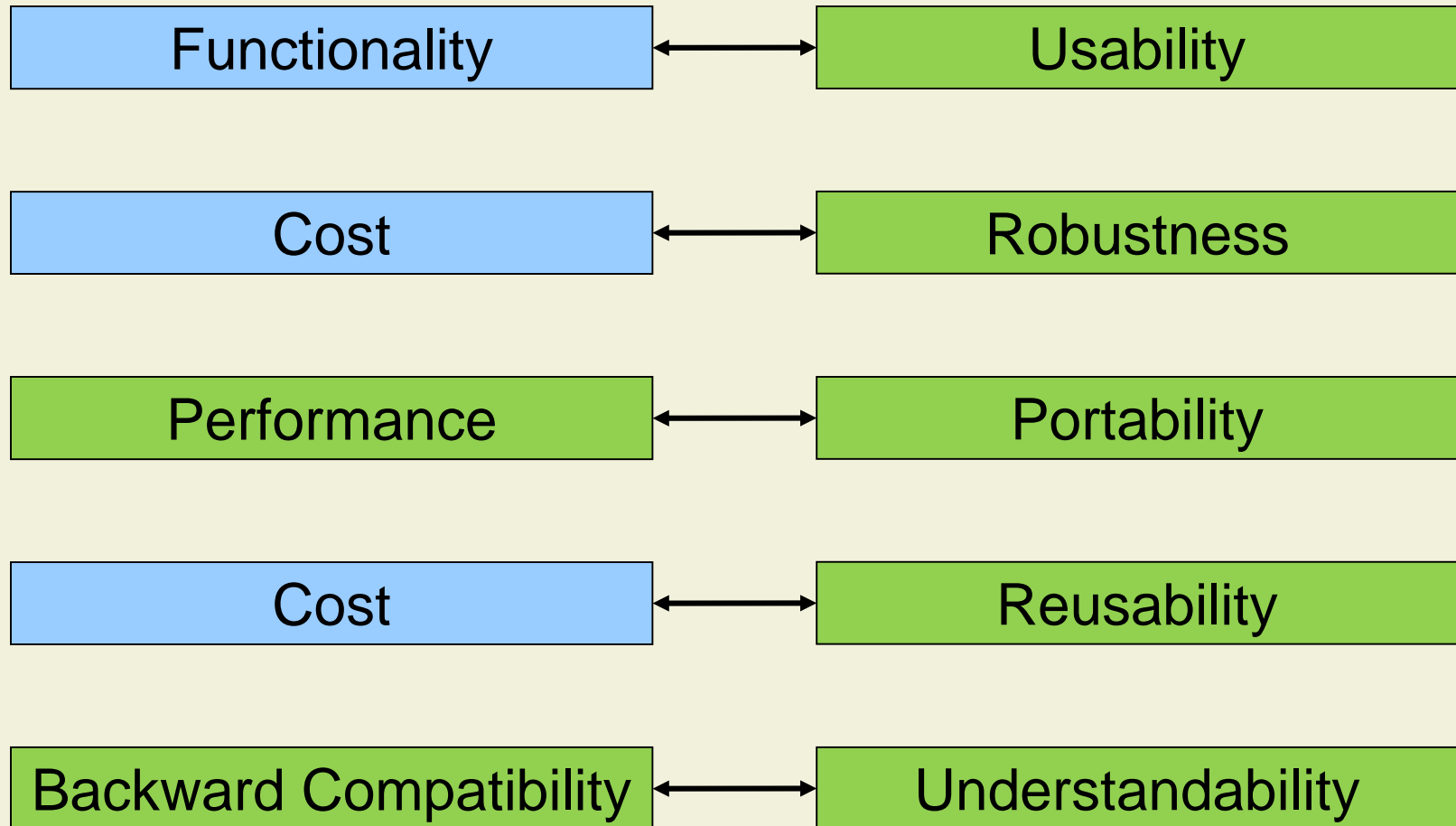
- Since software is (perceived as being) easy to change, software systems often deviate from their initial design
- Typical changes include
 - New features (requested by customers or management)
 - New interfaces (new hardware, new or changed interfaces to other software systems)
 - Bug fixing, performance tuning
- Changes often erode the structure of the system

Competing Objectives: Design Goals

Competing Objectives: Design Goals



Competing Objectives: Typical Trade-Offs



Constraints

- Software development (like all projects) is constrained by limited resources
- Budget
 - Marketing, management priorities
- Time
 - Market opportunities, external deadlines
- Staff
 - Available skills



Software Engineering

- A collection of techniques, methodologies, and tools that help with the production of
 - a high quality software system
 - with a given budget
 - before a given deadline
 - while change occurs

[Brügge]

Complexity

Change

Competing
Objectives

Constraints

1. Introduction

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Course Outline (tentative)

- We will study various **principles** of software engineering
- We will cover both **established practices** and **innovative approaches**
- We will emphasize **software reliability**

Part I: Software Design

- Modeling
- Design principles
- Architectural & design patterns

Part II: Testing

- Functional and structural testing
- Automatic test case generation
- Dynamic program analysis

Part III: Static Analysis

- Mathematical foundations
- Abstract interpretation
- Practical applications

Lecturers

- **First half** of the course is taught by Peter Müller
 - Design, functional and structural testing
- **Second half** is taught by Martin Vechev
 - Automatic test case generation, static and dynamic analysis

Projects

- There will be two projects to help you master the techniques introduced in lectures:
 1. Design and analyze an abstract syntax tree
 2. Implement a component of a static analyzer

- Done in a group of 2 or 3, never 1
 - Select your team soon and enter it by Wednesday:
<http://goo.gl/forms/ASqQnQISOI>

- Details will be explained later

Organization of the Course

■ Prerequisites

- Course is **self-contained**
- But it combines well with other courses:
 - Formal Methods and Functional Programming
 - Compiler Design
 - Software Engineering Seminar

■ Grading

- 30% project
- 70% final exam

Course Infrastructure

- **Web page:**

www.pm.inf.ethz.ch/education/courses/software-engineering-and-architecture.html

- Slides will be available on the web page two days before the lecture (Thursday and Monday)
- Check regularly for announcements

- **Mailing list:**

sae-students@lists.inf.ethz.ch

- We will sign you up
- Ask general questions on the mailing list

Exercise Sessions

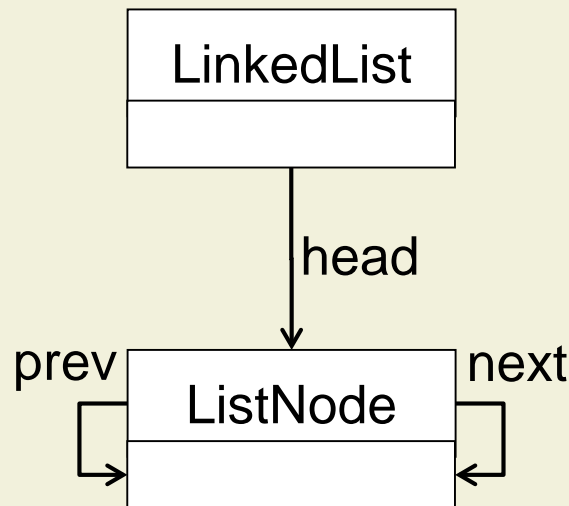
- Monday, 13:00-16:00
 - Lucas Brutschy (CHN F46)
 - Andrei Dan (CHN G22)
 - Jérôme Dohrau (HG D5.3)
 - Marco Eilers (HG F 26.3)
 - Petar Tsankov (CHN D44)

- We will sign you up

- Exercises start next week (Feb. 29)!

Overview: Formal Modeling

- In contrast to informal models, formal models enable precision and better tool support



```
sig LinkedList {  
  head: ListNode  
}
```

```
sig ListNode {  
  next: ListNode,  
  prev: ListNode  
}
```

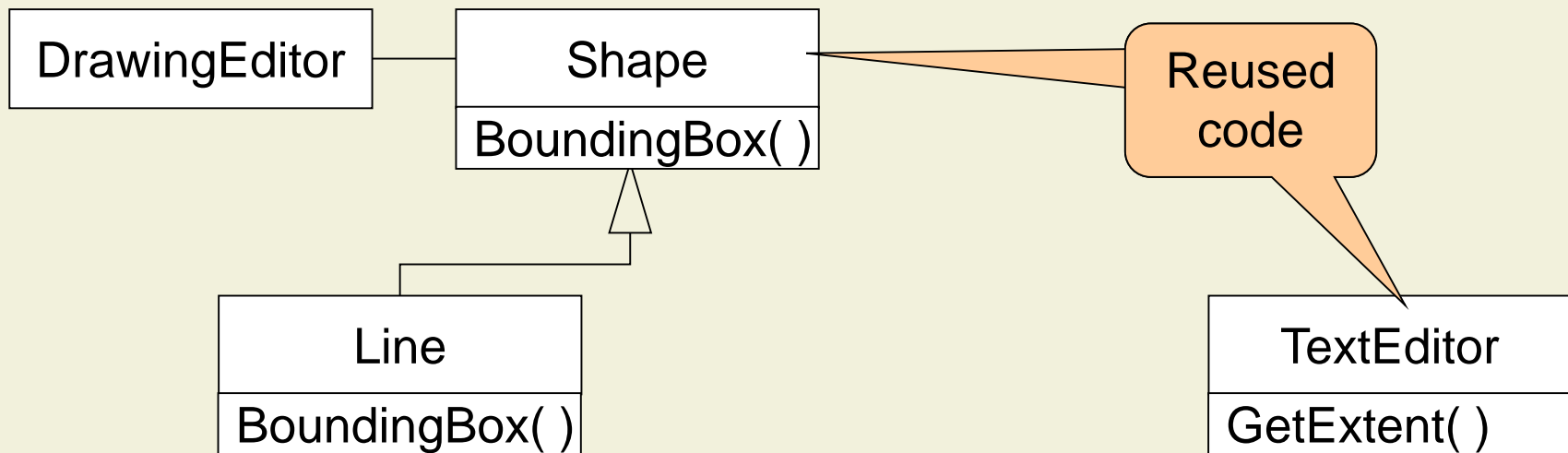
```
fact { all n: ListNode | n.next.prev = n }
```

```
pred show { }
```

```
run show for 5 but 2 LinkedList
```

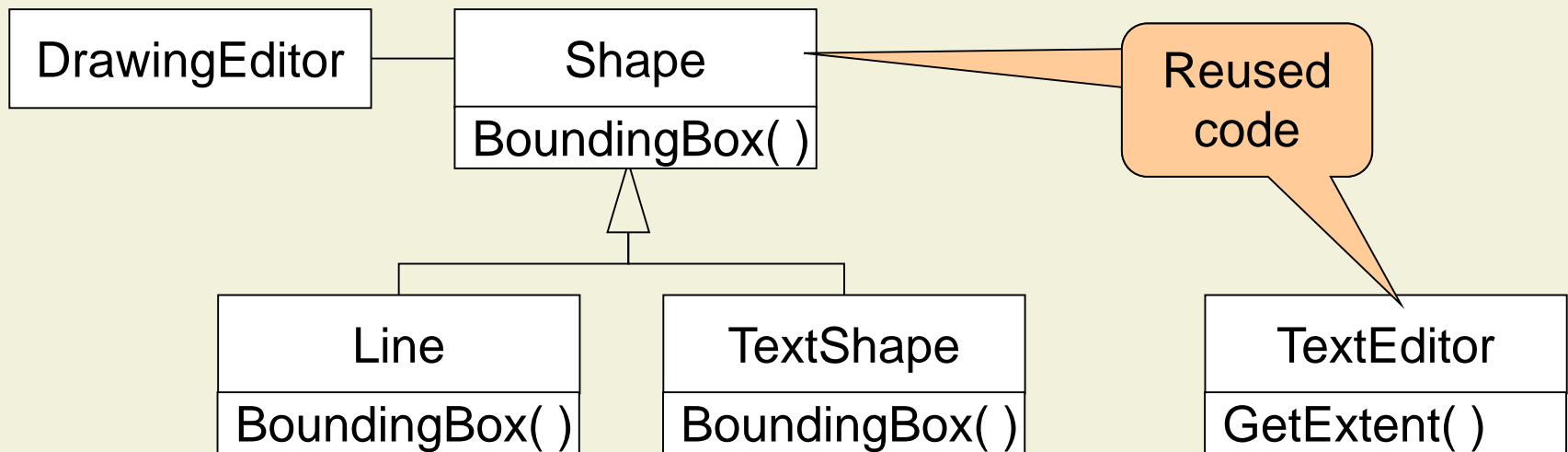
Overview: Patterns

- Design problem:
How to fit a reused class into a class hierarchy?



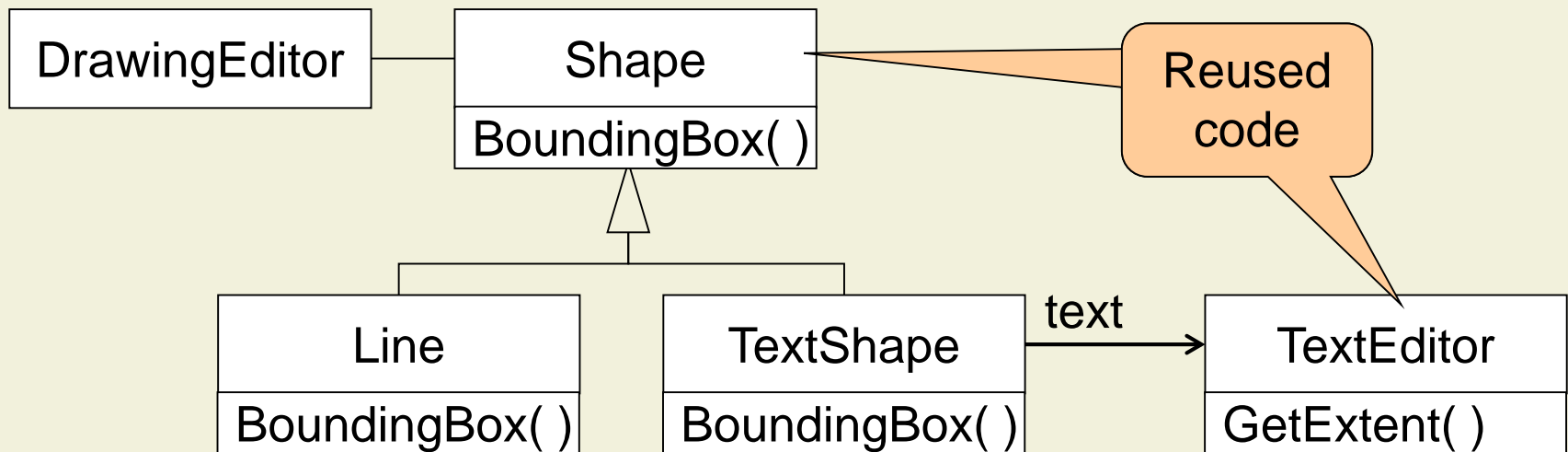
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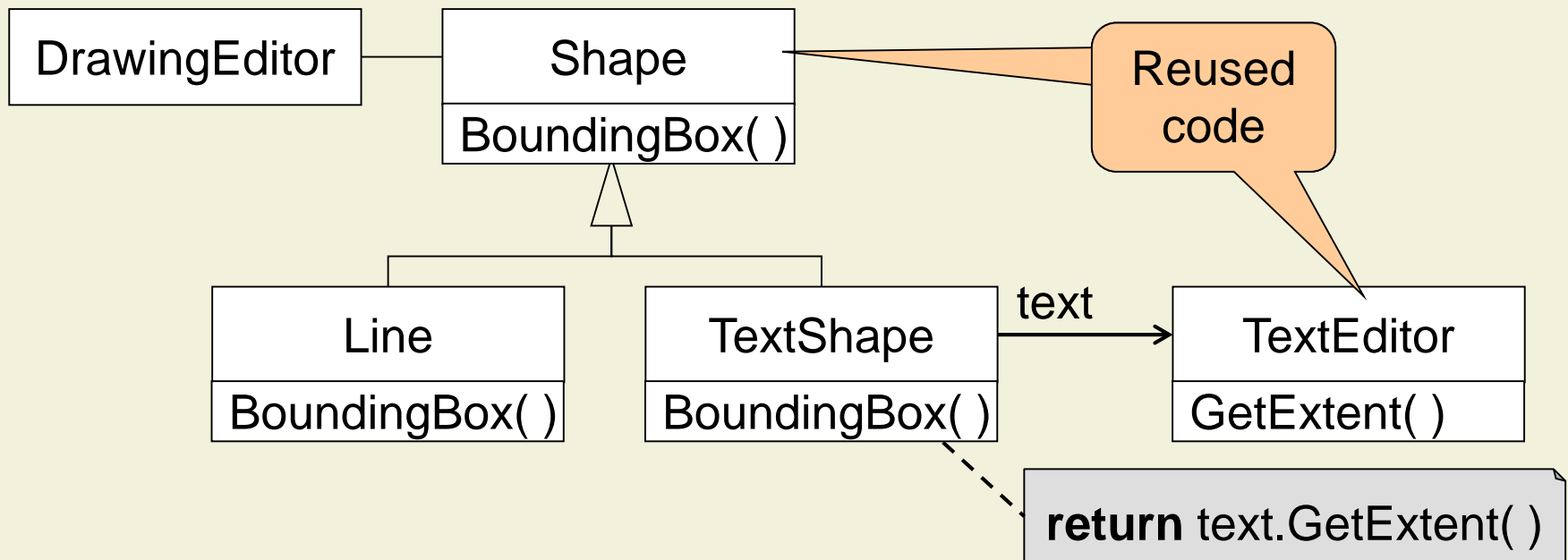
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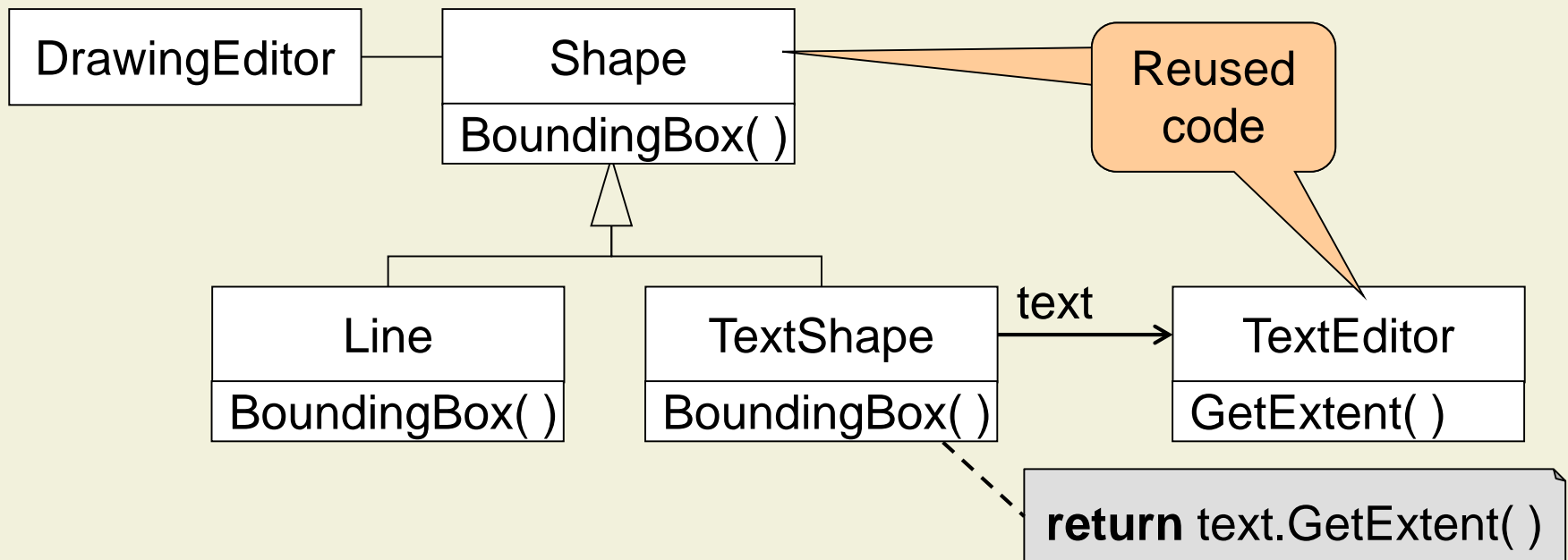
Overview: Patterns

- Design problem:
How to fit a reused class into a class hierarchy?



Overview: Patterns

- Design problem:
How to fit a reused class into a class hierarchy?



- Patterns are **general, reusable solutions** to commonly occurring design problems

Overview: Functional Testing

- Functional testing focuses on **input/output behavior**
- Given the **desired functionality** of a program, how to select input values to test it?

Specification:

Search for the first occurrence of
"Foo= *VALUE*" in lines and return *VALUE*.

```
public static string ParseLines( string[ ] lines )
```


Overview: Functional Testing

- Functional testing focuses on **input/output behavior**
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Specification:
Search for the first occurrence of
"Foo= *VALUE*" in lines and return *VALUE*.

```
public static string ParseLines( string[ ] lines )
```

- Try at least:
 - Arrays with one, more than one, and no matching strings
 - Corner cases: null, arrays containing null, "Foo="

Overview: Structural Testing

- Use **design knowledge** about algorithms and data structures to determine test cases that exercise a large portion of the code

```
public static string ParseLines( string[ ] lines ) {  
    for( int i = 0; i < lines.Length; i++ ) {  
        string line = lines[ i ];  
        int index = line.IndexOf( '=' );  
        string key = line.Substring( 0, index );  
        if( key.Equals("Foo") ) {  
            return line.Substring( index + 1 );  
        }  
    }  
    return "??";  
}
```

Overview: Structural Testing

- Use **design knowledge** about algorithms and data structures to determine test cases that exercise a large portion of the code

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```

Test 0, 1, and
more iterations

Overview: Structural Testing

- Use **design knowledge** about algorithms and data structures to determine test cases that exercise a large portion of the code

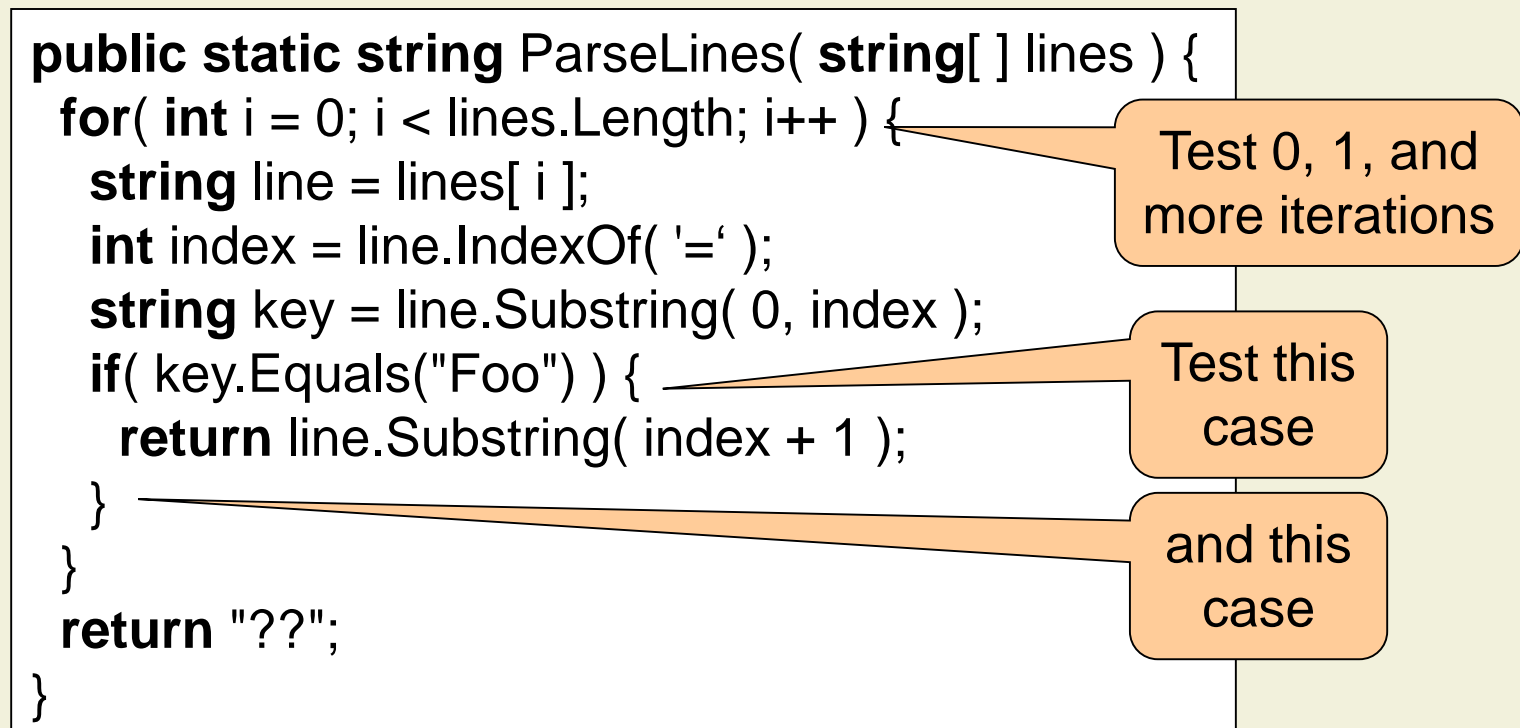
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```

Test 0, 1, and
more iterations

Test this
case

Overview: Structural Testing

- Use **design knowledge** about algorithms and data structures to determine test cases that exercise a large portion of the code



Overview: Automatic Test Case Generation

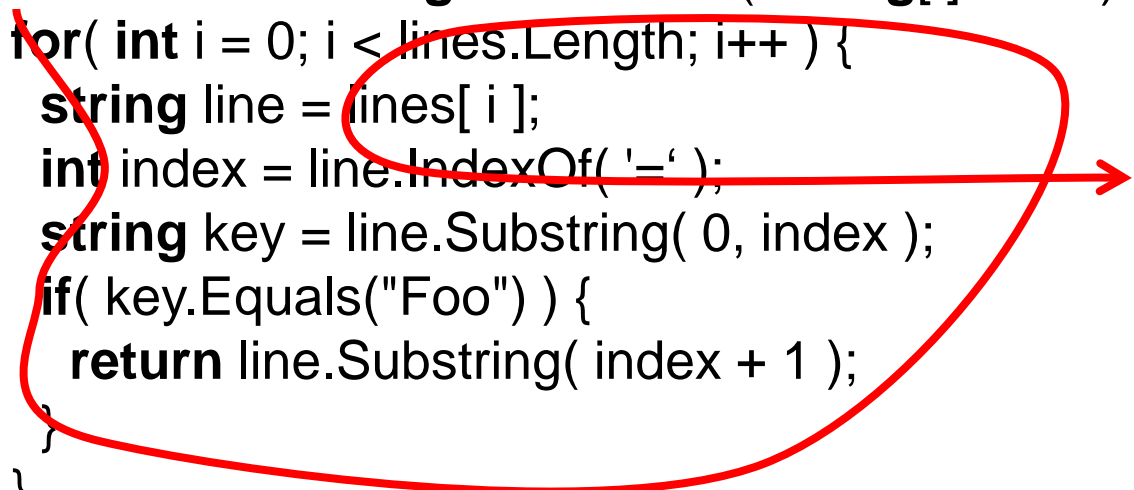
- Automatically determine inputs that execute a given path through the program

```
public static string ParseLines( string[ ] lines ) {  
    for( int i = 0; i < lines.Length; i++ ) {  
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        int index = line.IndexOf( '=' );  
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Overview: Automatic Test Case Generation

- Automatically determine inputs that execute a given path through the program

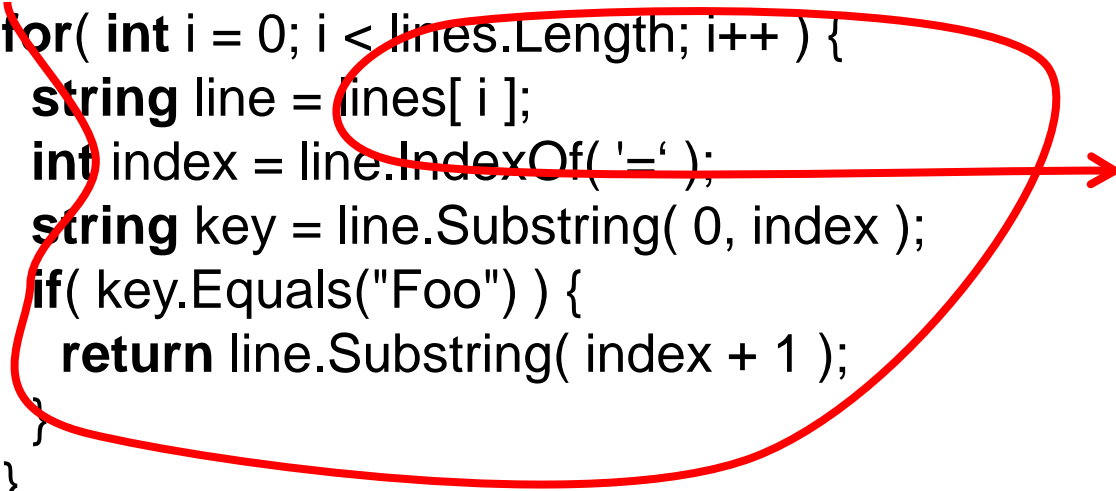
```
public static string ParseLines( string[ ] lines ) {  
    for( int i = 0; i < lines.Length; i++ ) {  
        string line = lines[ i ];  
        int index = line.IndexOf( '-' );  
        string key = line.Substring( 0, index );  
        if( key.Equals("Foo") ) {  
            return line.Substring( index + 1 );  
        }  
    }  
    return "??";  
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```



Overview: Automatic Test Case Generation

- Automatically determine inputs that execute a given path through the program

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public static string ParseLines( string[ ] lines ) {  
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        if( key.Equals("Foo") ) {  
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        }  
    }  
    return "??";  
}
```



- Suitable test input: [“Bar=XX”, null]

Overview: Dynamic Program Analysis

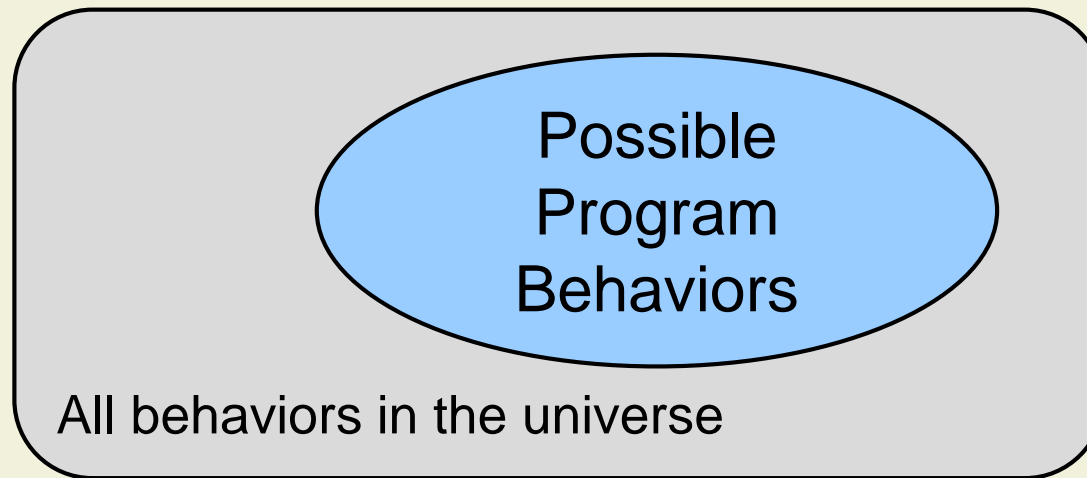
- Dynamic analyses focus on a **subset of program behaviors** and prove they are correct



All behaviors in the universe

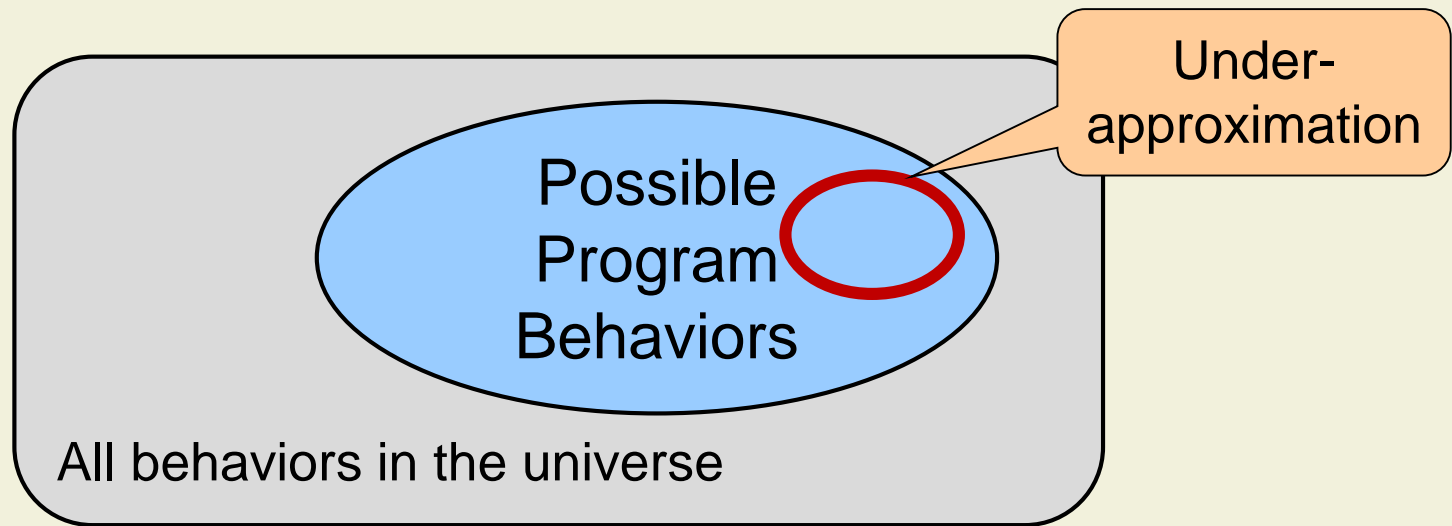
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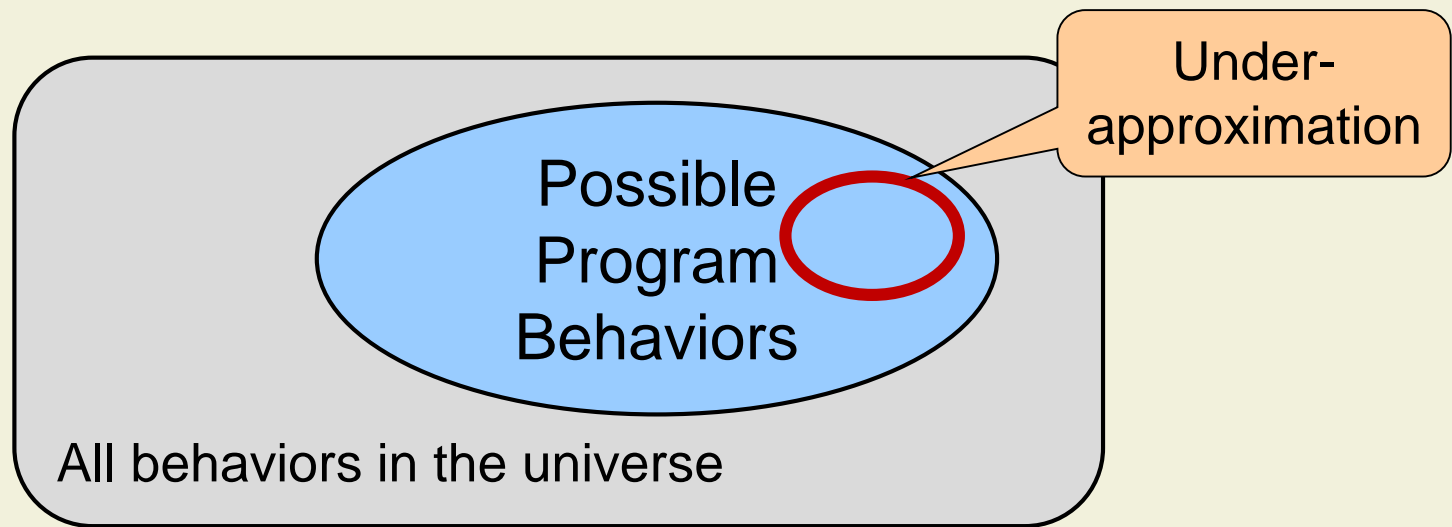
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Overview: Dynamic Program Analysis

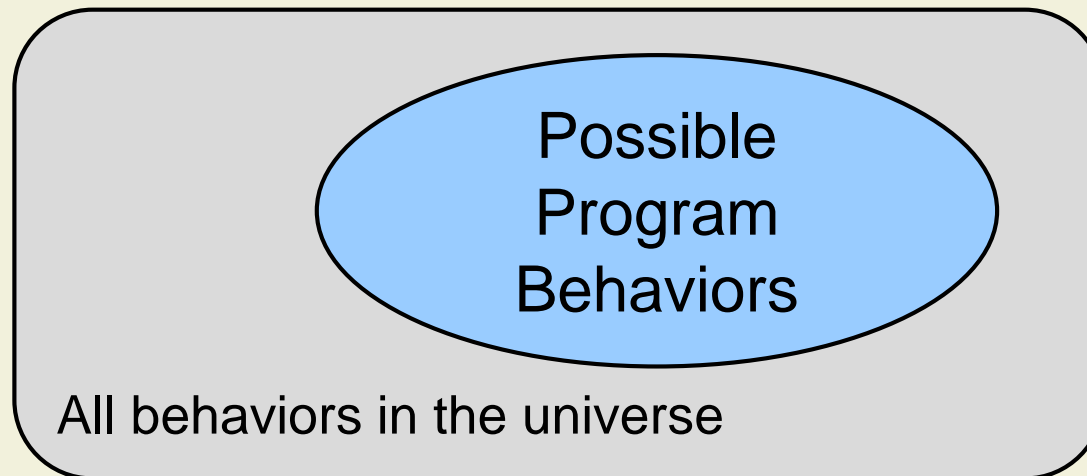
- Dynamic analyses focus on a **subset of program behaviors** and prove they are correct



- Testing is a special case of dynamic analysis
- More interesting cases include data race detection, memory safety, and API usage rules

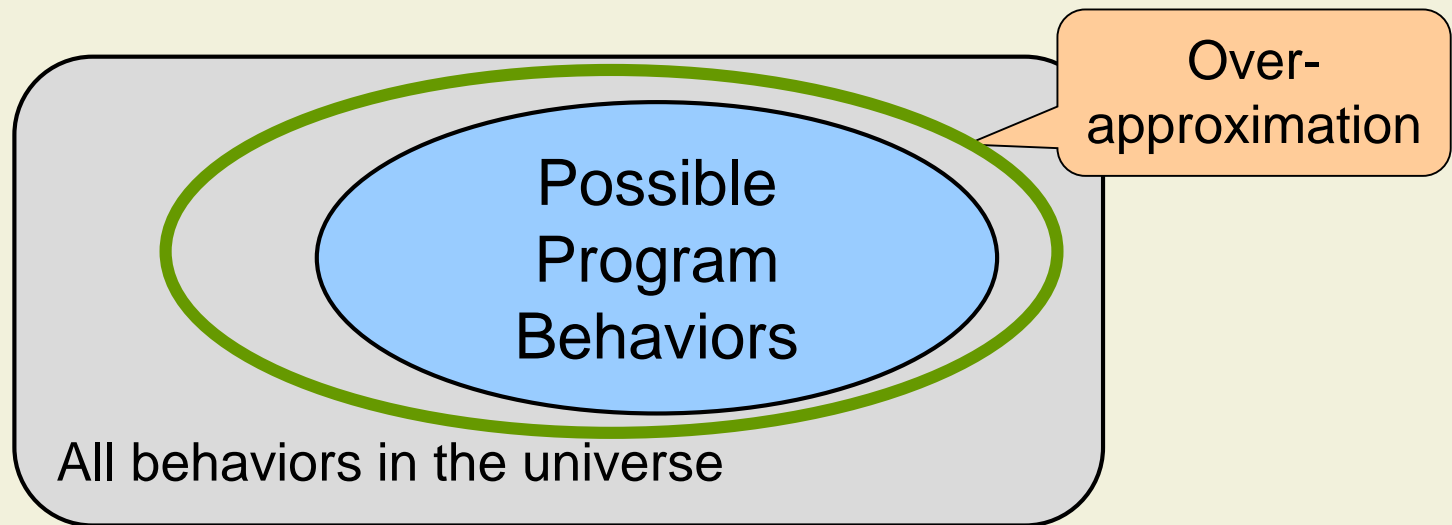
Overview: Static Program Analysis

- Static analyses capture **all possible program behaviors** in a **mathematical model** and prove properties of this model



Overview: Static Program Analysis

- Static analyses capture **all possible program behaviors** in a **mathematical model** and prove properties of this model



Don't Forget!

- Select your project team and enter it at <http://goo.gl/forms/ASqQnQISOI>