

# SOFTWARE SAFETY

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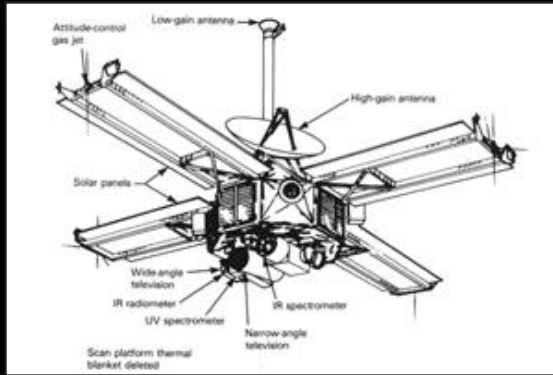
# IS THERE A PROBLEM?



# PROBLEM 1: SOFTWARE GROWS

example: spacecraft control

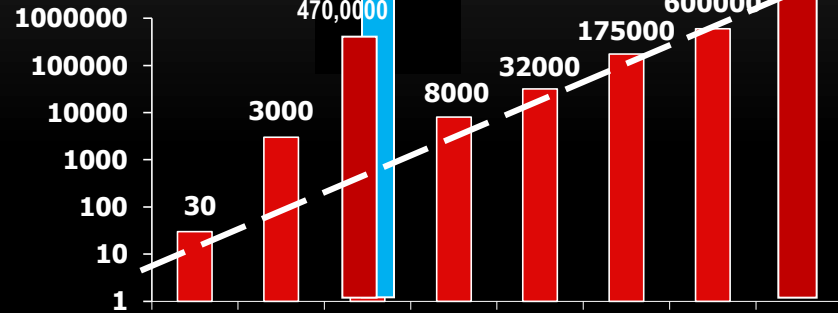
Mariner 1969



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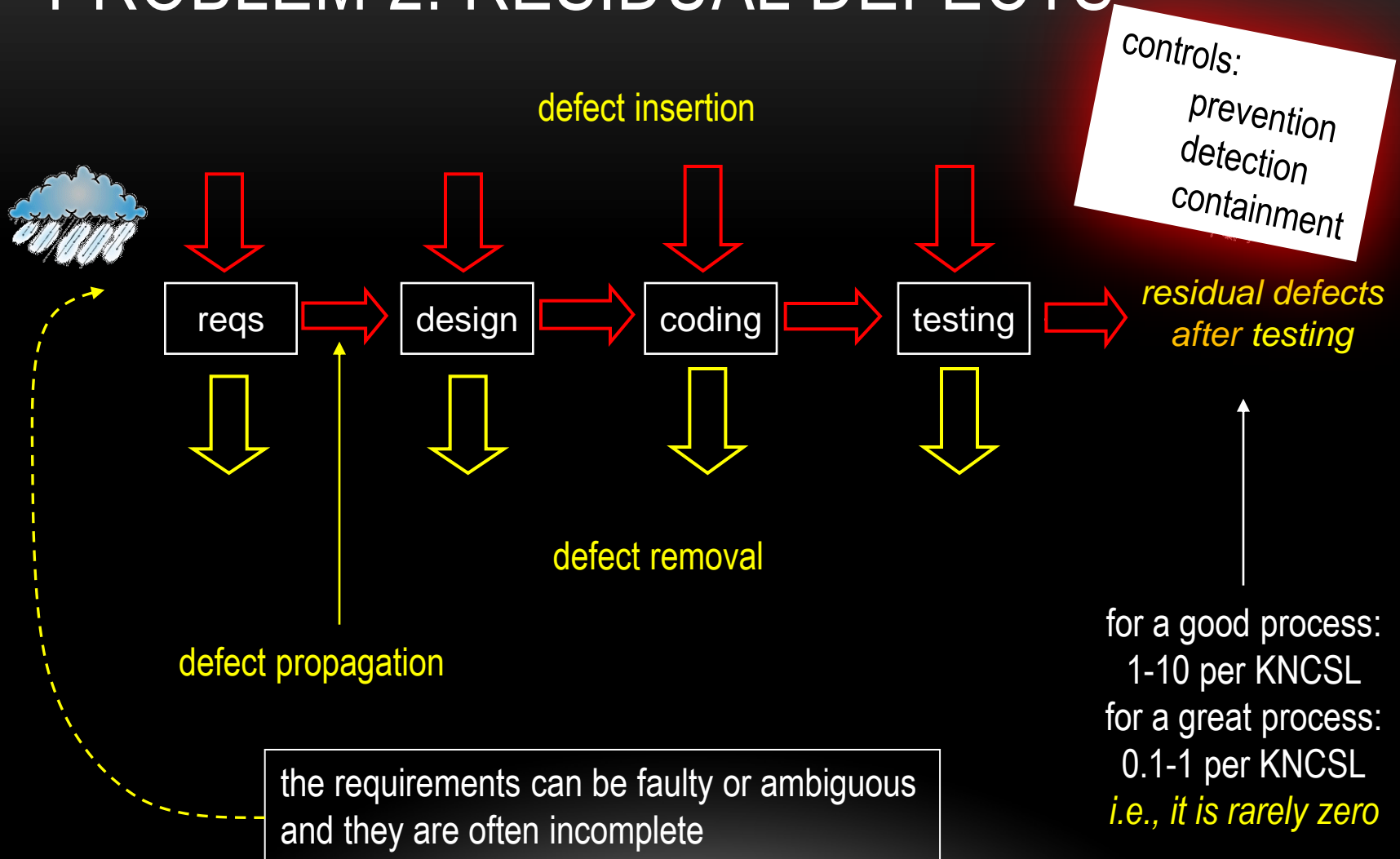
J=17C      COMMAND GENERATION PROGRAM      FULL ASSEMBLY PAGE
11090R      ASSEMBLER OUTPUT      6
MSL_OUTPUTS      GAL/MSL_INPUTS
LOC  UPC  A/TIME  B/EVENT      SYMB  DPC  A/TIME  B/EVENT
+COM      BASIC CC+5 FLIGHT PROGRAM SKELETON 11/25/68
+COM      13 ITEMS DEFINED BY *FILL* ARE CALCULATED FROM INPUT EQUATIONS
+COM      21 DATA CHANGES IN THE FOLLOWING AREAS ARE ACCEPTABLE
+COM      THESE DEFINE THE BEFFORIN SKELETONS
+COM      A1 EVENT ADDRESS DATA FOR LOCATIONS 105 THRU 125
+COM      B1 ** ADDRESS DATA FOR LOCATIONS 32,33,34
+COM      EVENT NO. FOR START OF F-1,4,5,6, AND THE TOTAL
+COM      NO. OF CRUISE EVENTS
+COM      C1 ** ADDRESS DATA FOR LOCATION 20,21,67
+COM      D1 ** ADDRESS OF LOCATION 19 (SKELETON NUMBER)
+COM      THE SAMPLE GIVEN HAS BEEN DEFINED SKELETON NO. 2
+COM      EXECUTIVE ROUTINE      ( 7 WORDS)
+COM
0  FLJ  36  102  EXC0  CLJ  36  REQ0  ANGT+EXTRA FE+MMA TESTS,SLEWS
1  M02  126  104  EXC1  D0A  00  R021  DM+PC+OPT-RELEGEF,TV FIX CTR
2  M02  175  31  EXC2  D0A  1C01  C001  CRUISE AND POST ENCOUNTER EVENTS
3  M04  11  0  EXC3  D0A  C001  C001  M CYCLIC GENERATOR
4  FLJ  256  12  EXC4  CLJ  200  R101  M+M001 TESTS: MIN SLEW EVENTS
5  M04  2  18  EXC5  CLJ  2  R010  EAST POS EVENT ADDRESS HEADIN
6  M1  368  589  EXC6  M1T  368  490  END OF SCAN
7  M03  2  3  ENDC  M02  EXC7  EXC3  END CRUISE SEQUENCE
+COM      CYCLIC SUBROUTINE FOR TL EVENTS      ( 4 WORDS)
+COM
8  J07  10  11  C001  TAB  C003  C004  ENFRY----RELOAD CYCLIC TIME
9  M04  0  4  C002  M0A  0  EXC4  RETURN TO RECURSIVE PROGRAM
10 DATA **** 288  C003  DATA  FILL  0024  CYCLIC TIME STORAGE
11 DATA **** 288  C004  DATA  FILL  0024  COUNTING LOCATION FOR Q1 ENMRK
+COM      REPEATABLE HEADOUT SUBROUTINE      ( 6 WORDS)
+COM
12 C1J  128  16  RT01  C1J  128  RT05  HEADOUT COUNTER
    
```

KNCSL



the software for Mariner 6 (1969) was 128 words of assembler: equivalent to about 30 lines in C (It had a backup control system in hardware.)

# PROBLEM 2: RESIDUAL DEFECTS



# PREVENTION, DETECTION, CONTAINMENT

## the process we introduced at JPL

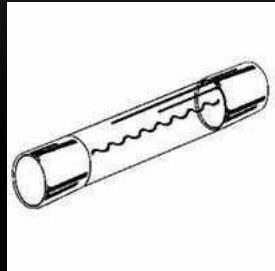


- A lab-wide *coding standard* focused on *risk*-related rules
  - with *automated* compliance verification
- A software developer *certification* process
  - courses focused on SE principles and risk reduction
- A *senior managers* course, focused on software risk
  - many senior managers have limited exposure to software
- An emphasis on *tool-based analysis* (and not just people-based)
  - including tool-based *code review*
    - based on strong static source code analysis
    - and *daily* checks for coding-rule compliance
  - routine *logic model checking* for safety-critical parts of the design

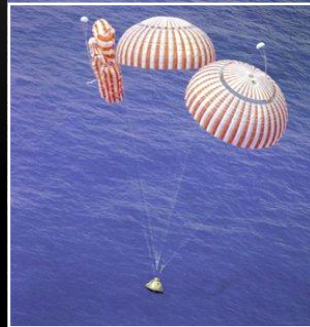


# SYSTEM SAFETY

*Design Principles:  
the first layer  
of defense*



simplicity



redundancy



diversity



simplified backup

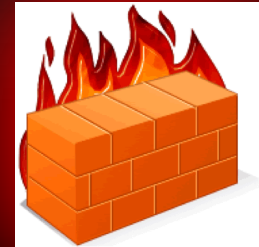


fault containment

*Paranoia: the  
second layer  
of defense*

# SOFTWARE SAFETY

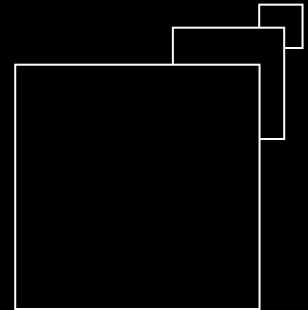
- **simplicity**
  - software *modules* with well-defined rules for module composition; decoupling; fire-walls



- **redundancy**
  - emphasis on using *assertions*
  - *N-version programming* is of limited value

•J.C. Knight and N.G. Leveson, "An Experimental Evaluation of the Assumption of Independence in Multi-version Programming," *IEEE Trans. on SoftwareEngineering*, Vol. SE-12, No. 1 (Jan 1986), pp. 96-109.  
•L. Sha. "Using Simplicity to Control Complexity," *IEEE Software*, July-August 2001, pp. 20-28.

- **diversity**
  - *hierarchical redundancy: hierarchies of increasingly simple and more strongly verifiable modules*



# DO ASSERTIONS MAKE A DIFFERENCE?

## Assessing the Relationship between Software Assertions and Code Quality: An Empirical Investigation

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Abstract

MSR-TR-2006-54

*The use of assertions in software development is thought to help produce quality software. Unfortunately, there is scant empirical evidence in commercial software systems for this argument to date. This paper presents an empirical case study of two commercial software components at Microsoft Corporation. The developers of these components systematically employed assertions, which allowed us to investigate the relationship between software assertions and code quality. We also compare the efficacy of assertions against that of popular bug finding techniques like source code static analysis tools. We observe from our case study that with an increase in the assertion density in a file there is a statistically significant decrease in fault density. Further, the usage of software assertions in these components found a large percentage of the faults in the bug database.*

**Keywords:** Assertions, Faults, Bug database, Source control systems, Correlations.

### 1. Introduction

There is much literature that makes a case for the use of assertions and discusses the potential benefits of using assertions in software development. But to date, there have been limited studies in academia or in industry that empirically address the utility of assertions. Even when we talk to developers within Microsoft there are no unified opinions about the usefulness of assertions.

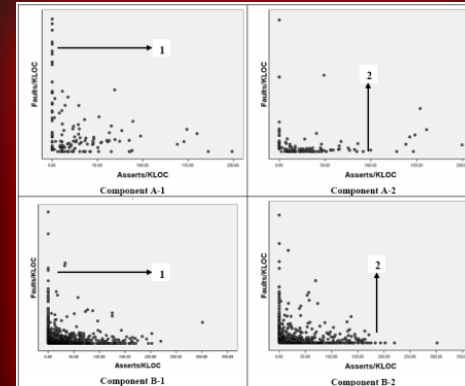


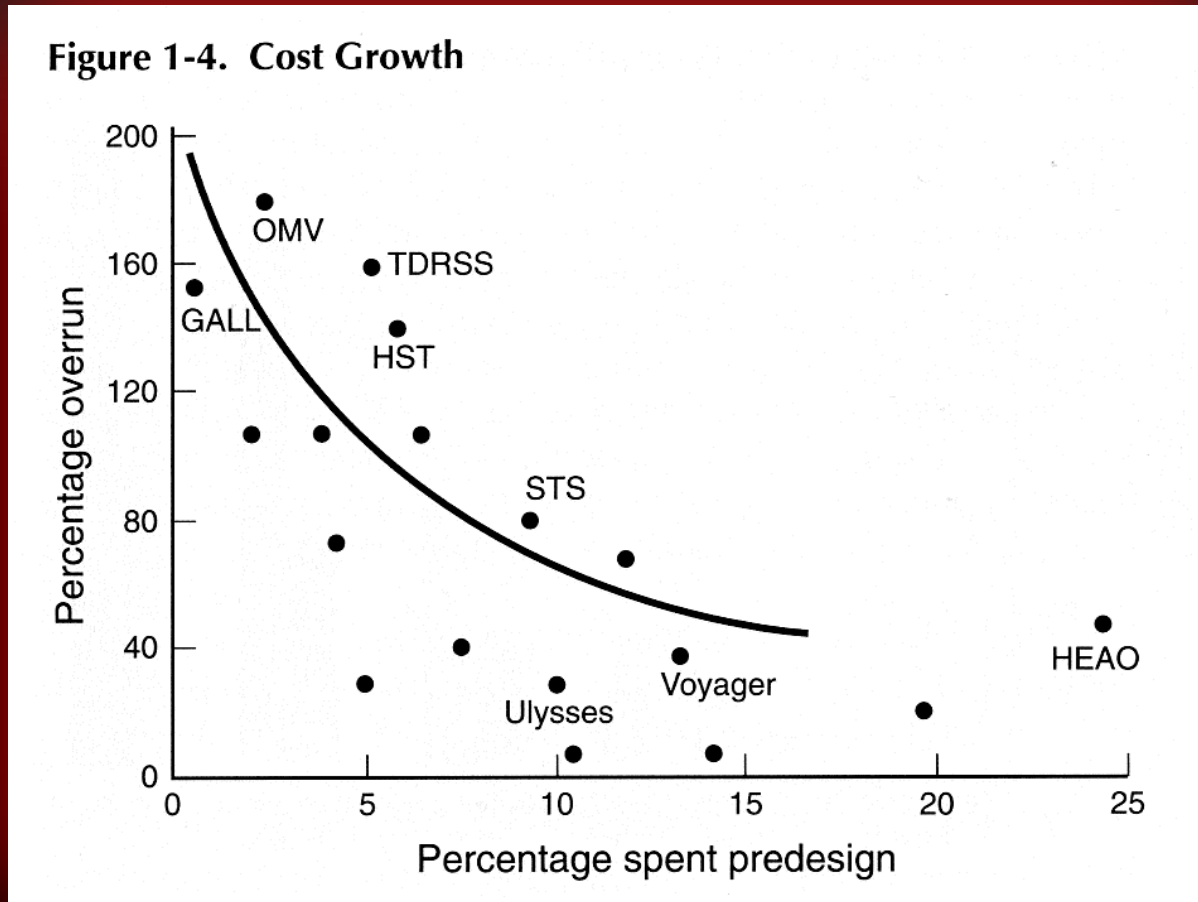
Figure 3: Scatter plots between assertion density and fault density for components A, B

*“with an increase in assertion density there is a statistically significant decrease in fault density”*

There are 250,000 assertions in the Microsoft Office source code (25M SLOC) i.e., **1%** of the code [C.A.R. Hoare2003]



# AN OUNCE OF PREVENTION



Source: "Customer-centered products – creating successful products through smart requirements management,"  
Ivy F. Hooks & Kristin A. Farry, Amacom, NY, 2001, 272 pgs, ISBN 13-978-0-8144-0568-0

“The difference between a thing that can break and a thing that can't break is that when the thing that can't break breaks then it can't be fixed.”

(Hitchhiker's Guide to the Galaxy, Book 5)



# THE JPL CODING STANDARD FOR C

## LEVELS OF COMPLIANCE

- LOC-1: language compliance
- LOC-2: predictable execution
- LOC-3: defensive coding
- LOC-4: code clarity
- LOC-5: MISRA *shall* compliance
- LOC-6: MISRA *should* compliance

# THE POWER OF 10 RULES

1. Restrict to simple control flow constructs
2. Do not use recursion and give all loops a fixed upper-bound
3. Do not use dynamic memory allocation after initialization
4. Limit functions to no more than ~60 lines of text
5. Use minimally two assertions per function on average
6. Declare data objects at the smallest possible level of scope
7. Check the return value of non-void functions; check the validity of parameters
8. Limit the use of the preprocessor to file inclusion and simple macros
9. Limit the use of pointers. Use no more than  $N$  level of dereferencing
10. Compile with all warnings enabled, and use source code analyzers

