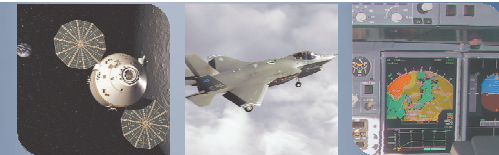


Verification and Validation of Models and Code

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MathWorks
Aerospace and Defence Conference '08



Agenda

- Introductions
- Workflows for verification and validation

Introductions

- I spend most of my time:
 - A. Creating specifications and requirements (systems and software)
 - B. Implementation based on specification and requirements created by somebody else (generating / writing / deploying / debugging code)
 - C. Other (including both, or none of the above)

Demo

- How much time do we need to get 100% MC/DC coverage?

[Summary](#) | [Details](#) | [Help](#)

Coverage Report for ThrustReverserDeployLogic_harness

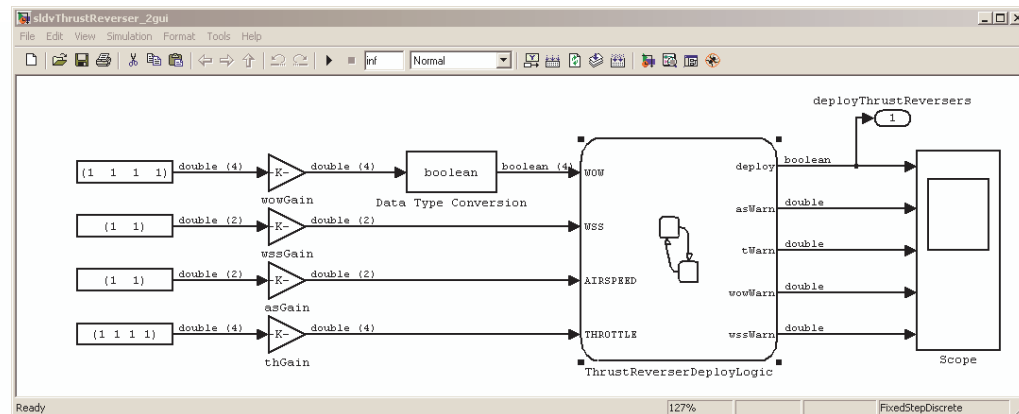
Tests

Test 1

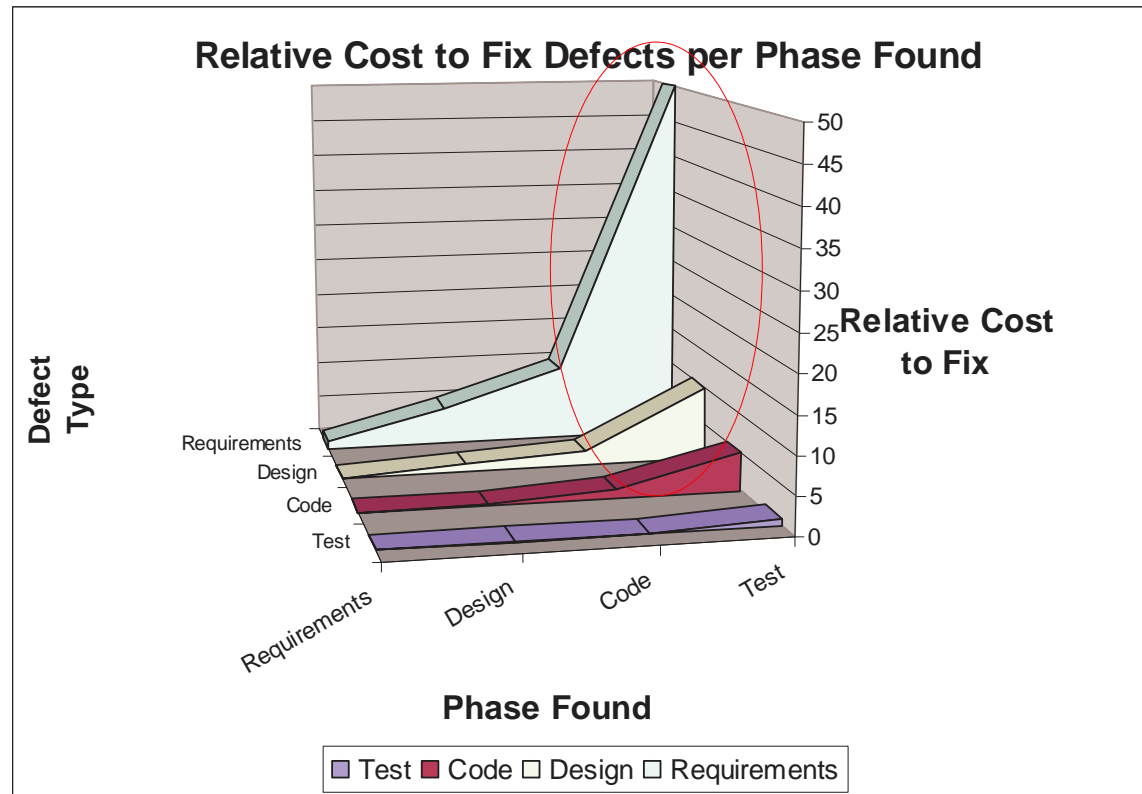
Started Execution: 17-Mar-2008 14:08:14
 Ended Execution: 17-Mar-2008 14:08:14

Summary

Model Hierarchy/Complexity:	Test 1		
	D1	C1	MCDC
1. ThrustReverserDeployLogic_harness	46 100%	100%	100%
2. Test Unit (copied from ThrustReverserDeployLogic)	45 100%	100%	100%
3. ThrustReverserDeployLogic	45 100%	100%	100%
4. SF: ThrustReverserDeployLogic	44 100%	100%	100%
5. SF: airspeedOK	2 100%	NA	NA
6. SF: isRolling	4 100%	100%	100%
7. SF: on@round	12 100%	100%	100%
8. SF: throttleOK	12 100%	100%	100%
9. SF: thrustReversers	4 100%	100%	100%
10. SF: warnings	8 100%	NA	NA
11. SF: airspeedSensors	2 100%	NA	NA
12. SF: throttleSensors	2 100%	NA	NA
13. SF: wowSensors	2 100%	NA	NA
14. SF: wssSensors	2 100%	NA	NA



Costs of Embedded Software Fault Propagation



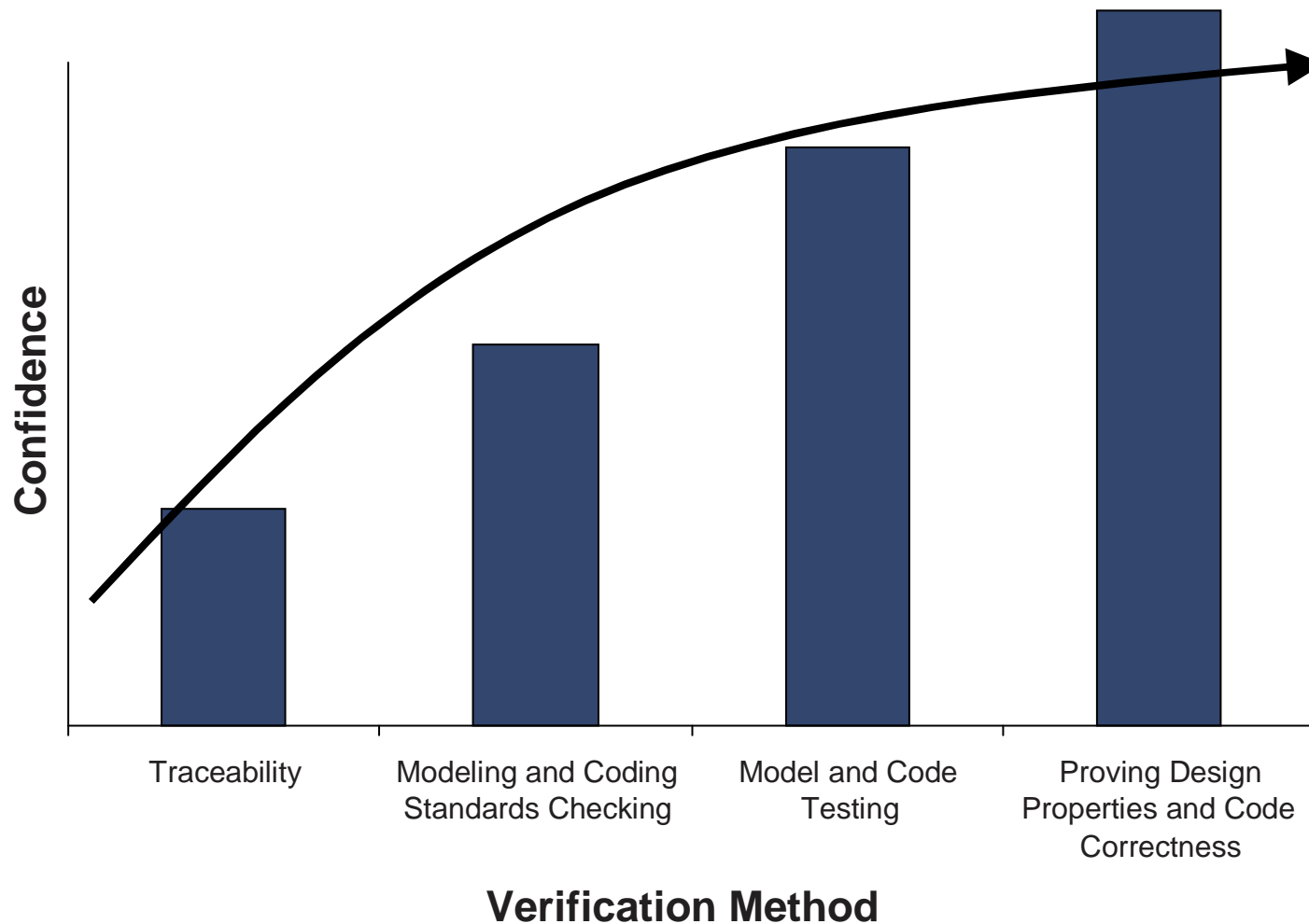
Cost of fixing defects detected depending on where they are introduced

Source: Return on Investment for Independent Verification & Validation, NASA, 2004.

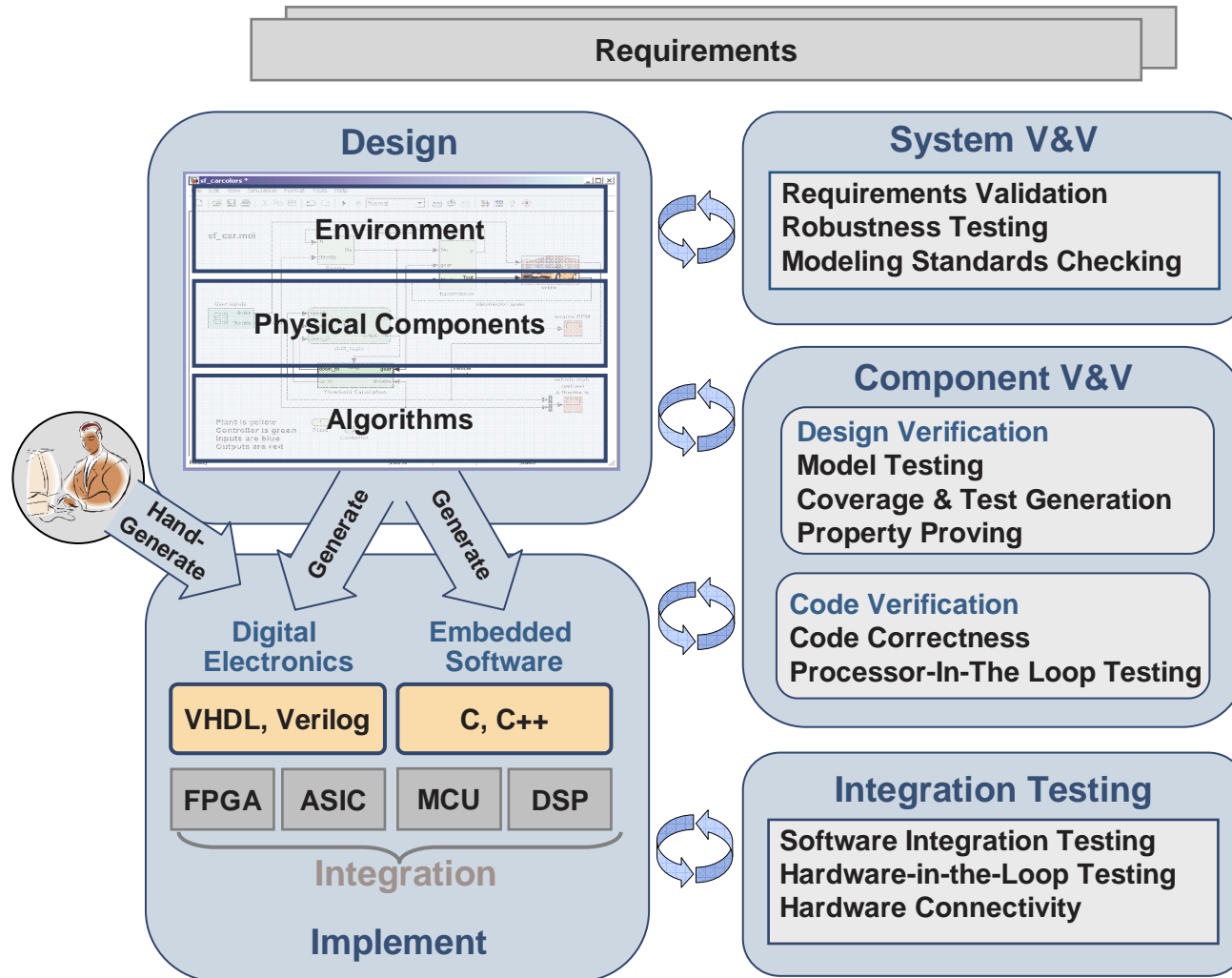
Methods for Early Verification and Validation

- **Traceability**
 - Requirements to model and code
 - Model to code
- **Modeling and Coding Standards**
 - Modeling standards checking
 - Coding standards checking
- **Testing**
 - Model testing in simulation
 - Processor In the loop
- **Proving**
 - Proving design properties
 - Proving code correctness

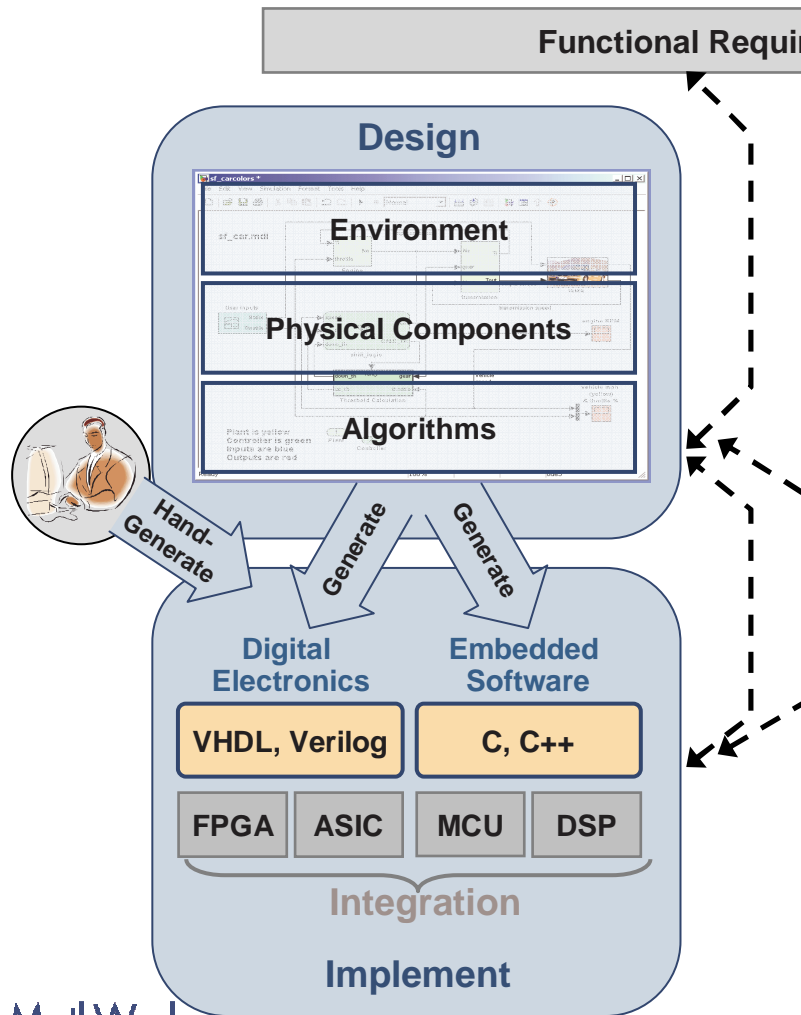
Increasing Confidence In Your Designs



Address the Entire Development Process

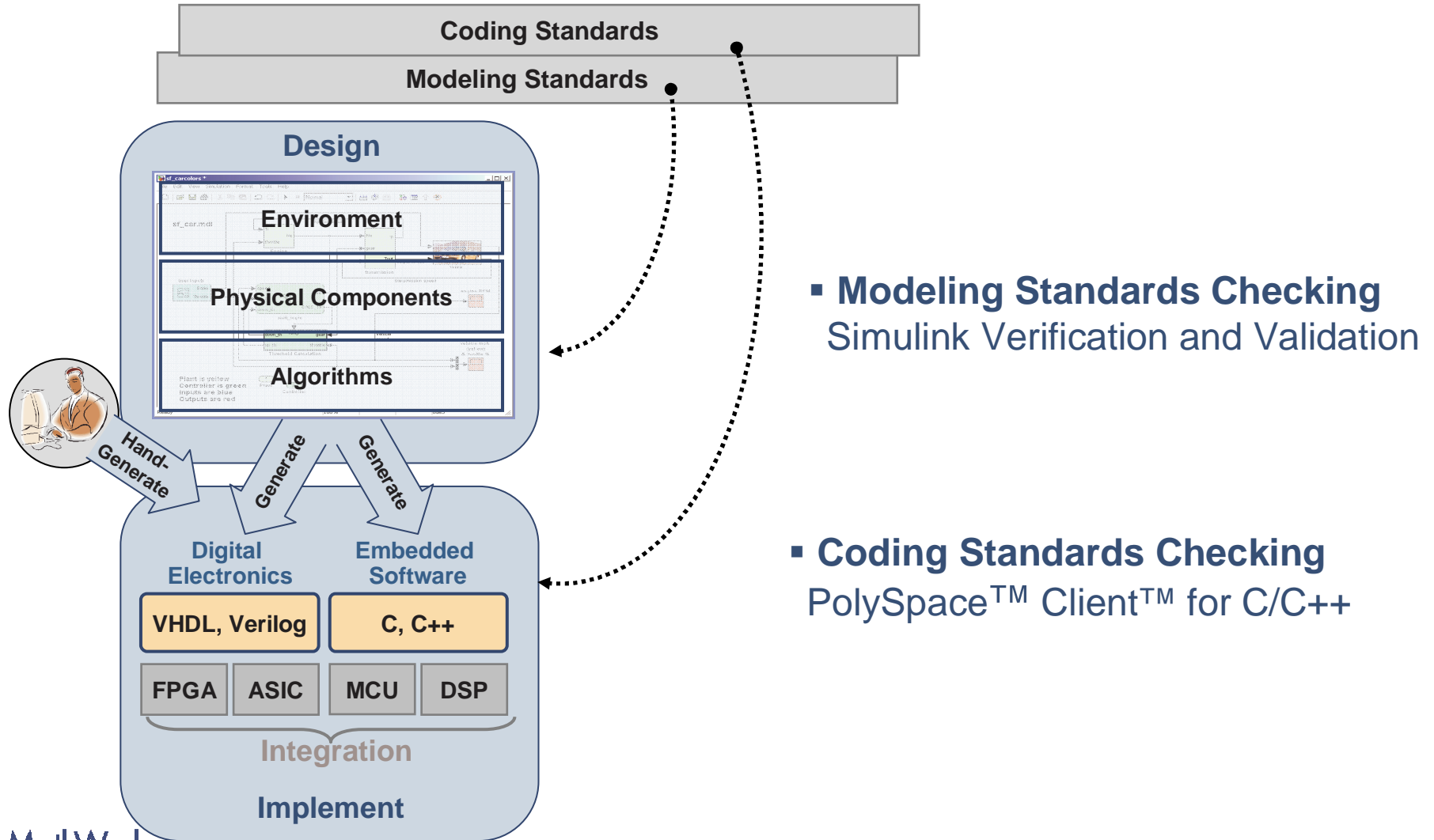


Traceability



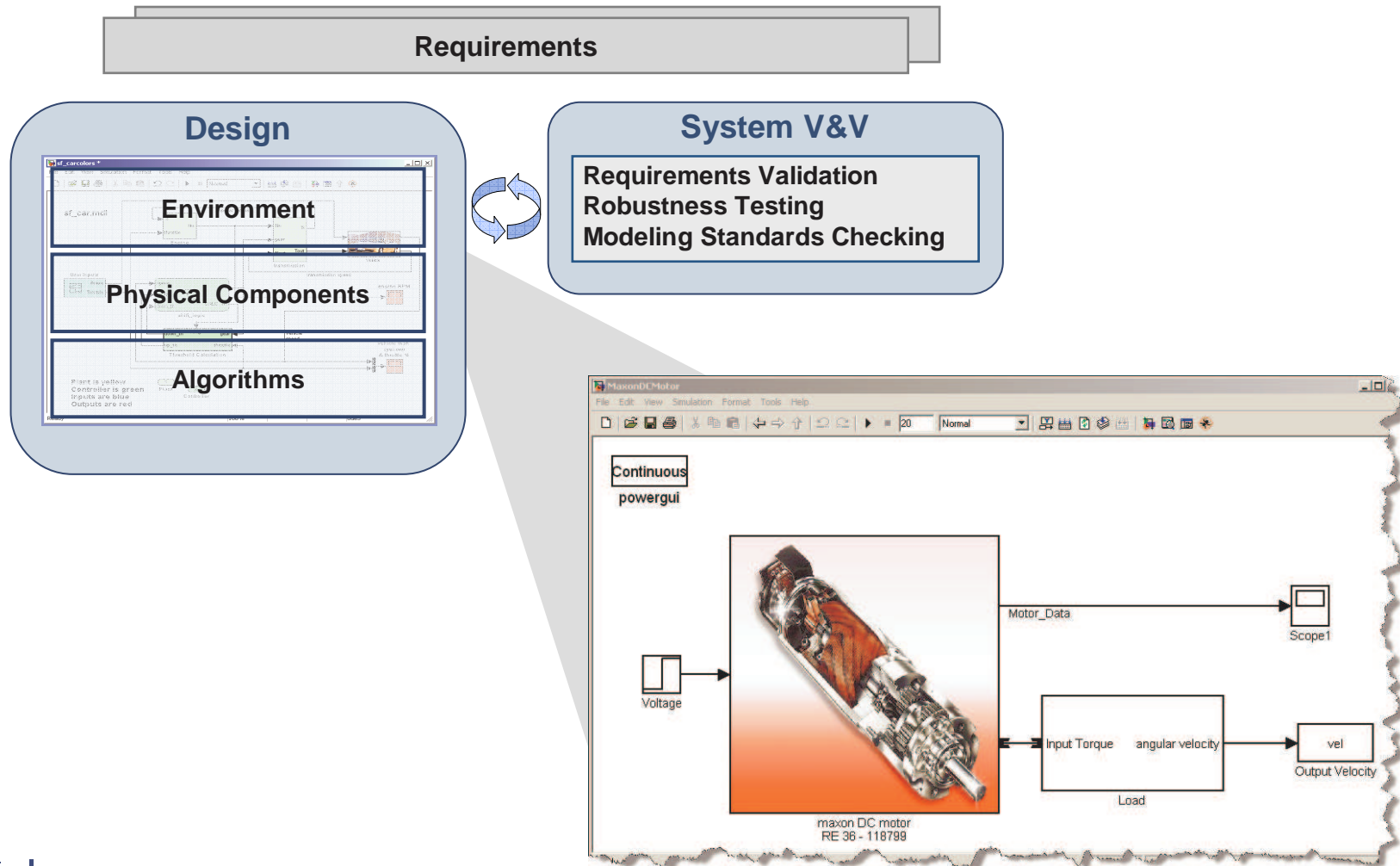
- **Tracing Requirements ↔ Model**
Simulink® Verification and Validation™
- **Tracing Model ↔ Source Code**
Real-Time Workshop® Embedded Coder™
- **Tracing Requirements ↔ Source Code**
Simulink Verification and Validation

Modeling and Coding Standards

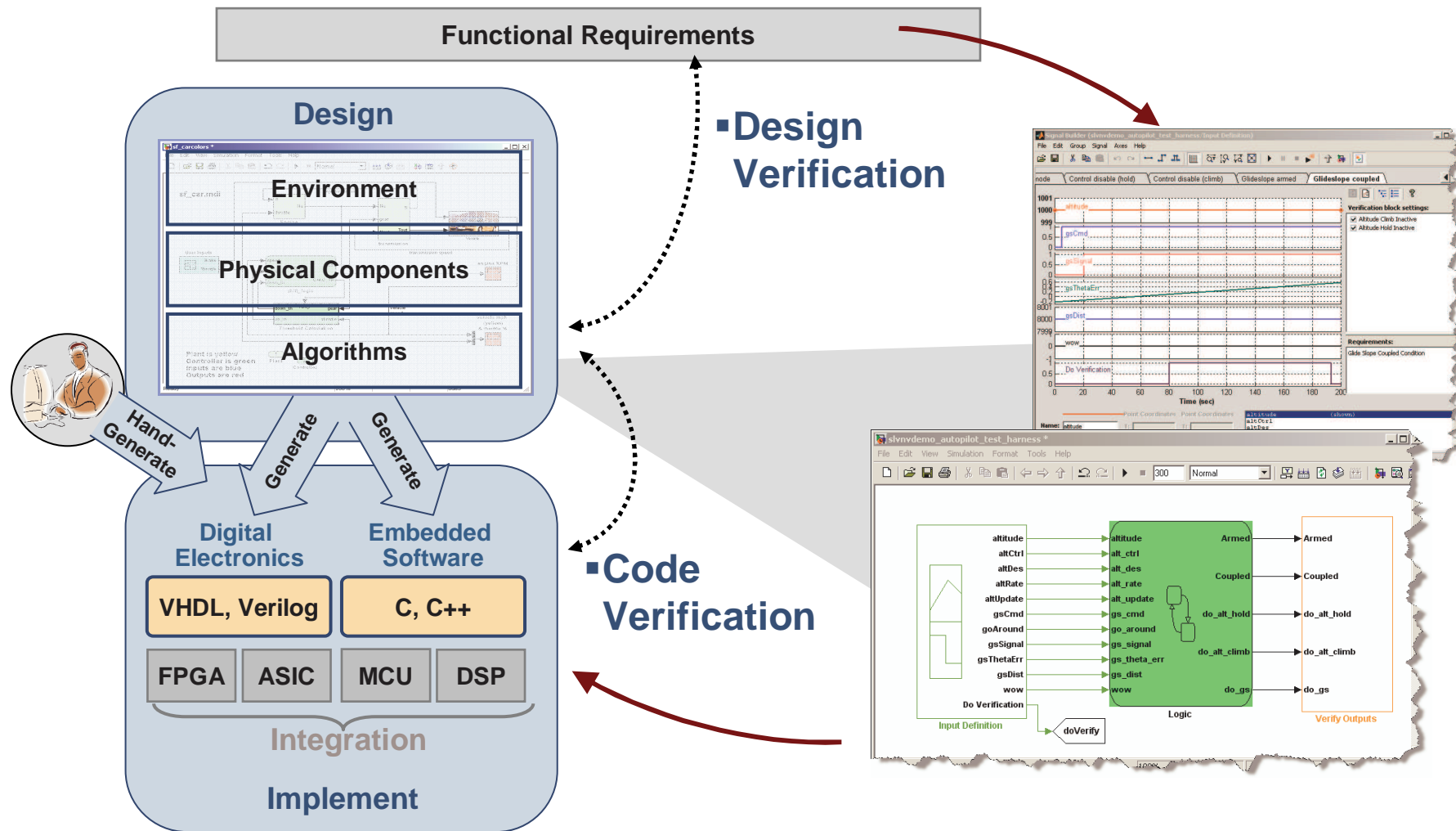


- **Modeling Standards Checking**
Simulink Verification and Validation
- **Coding Standards Checking**
PolySpace™ Client™ for C/C++

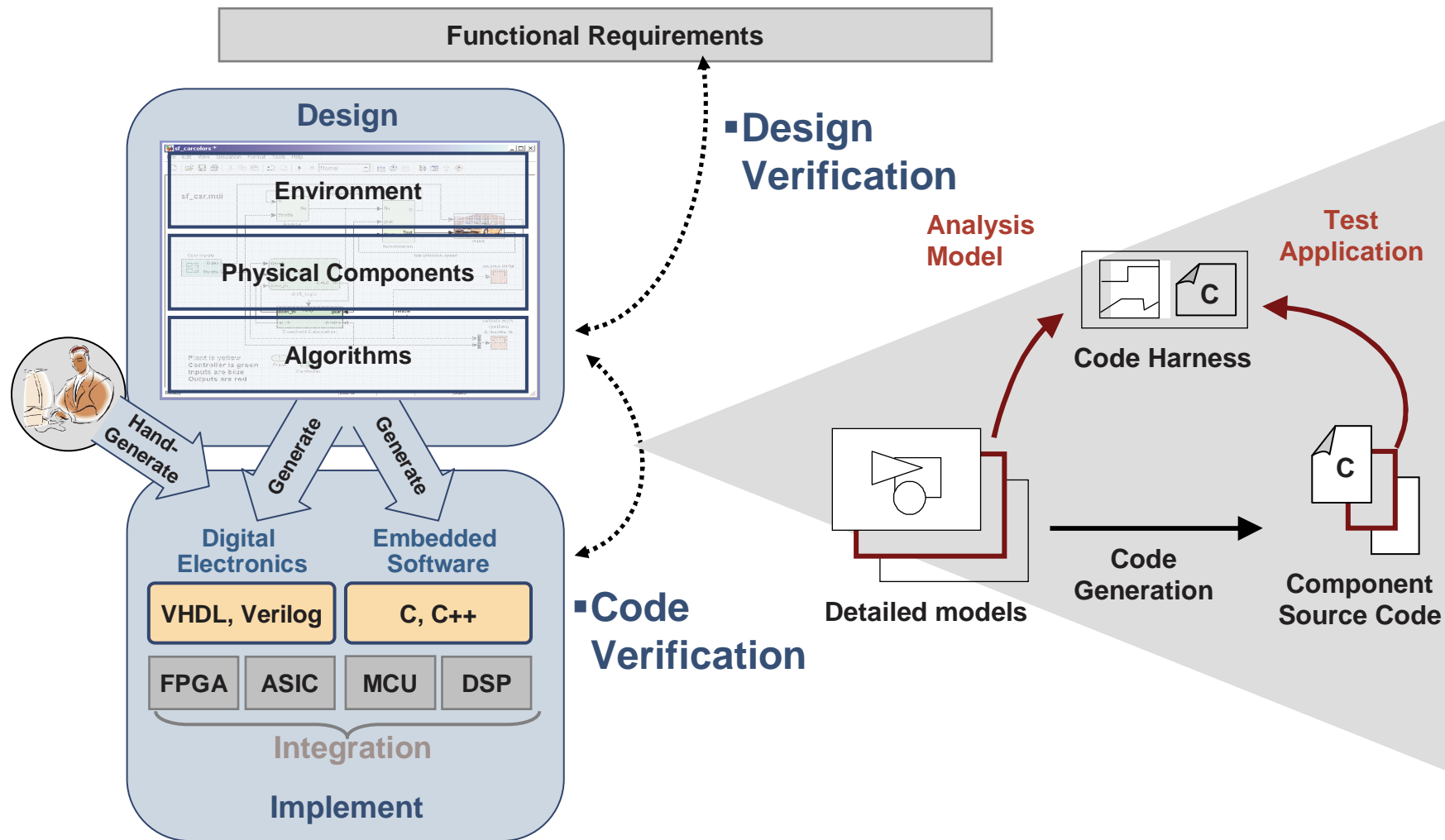
Early Validation and Robustness Testing



Component Testing



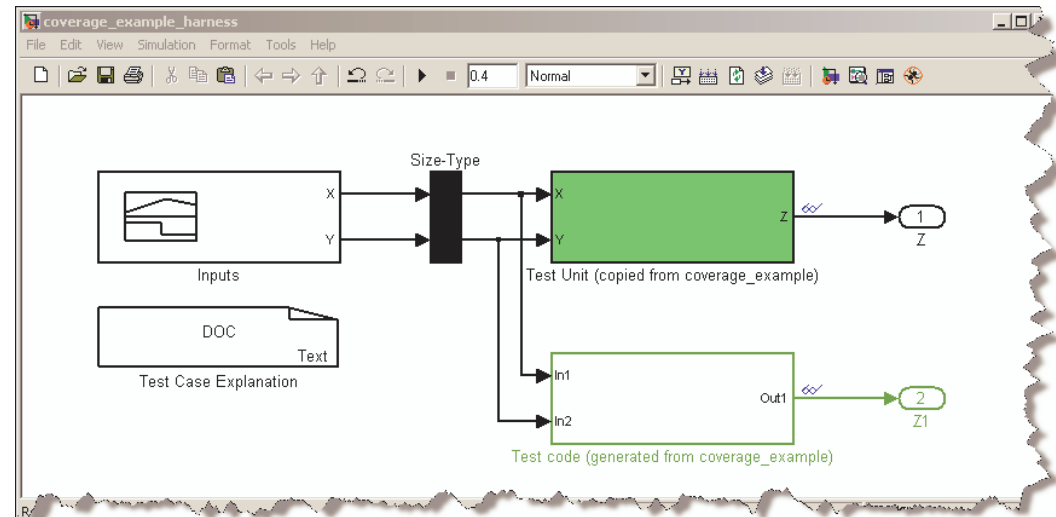
Test Generation Workflow



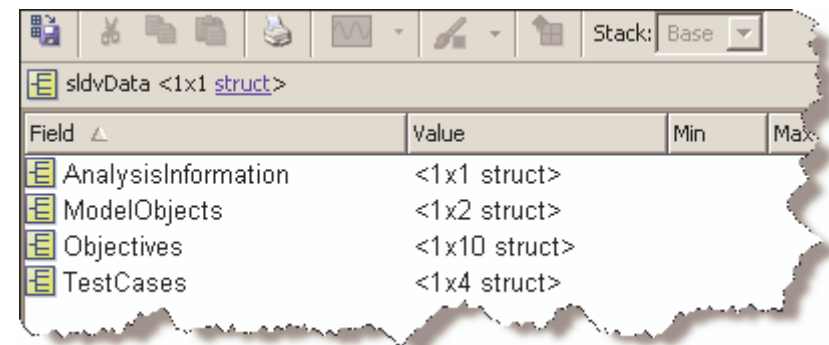
Code Testing with Generated Signals

Simulink

- Software-in-the-loop
 - On the host
- Processor-in-the-loop
 - On the target processor



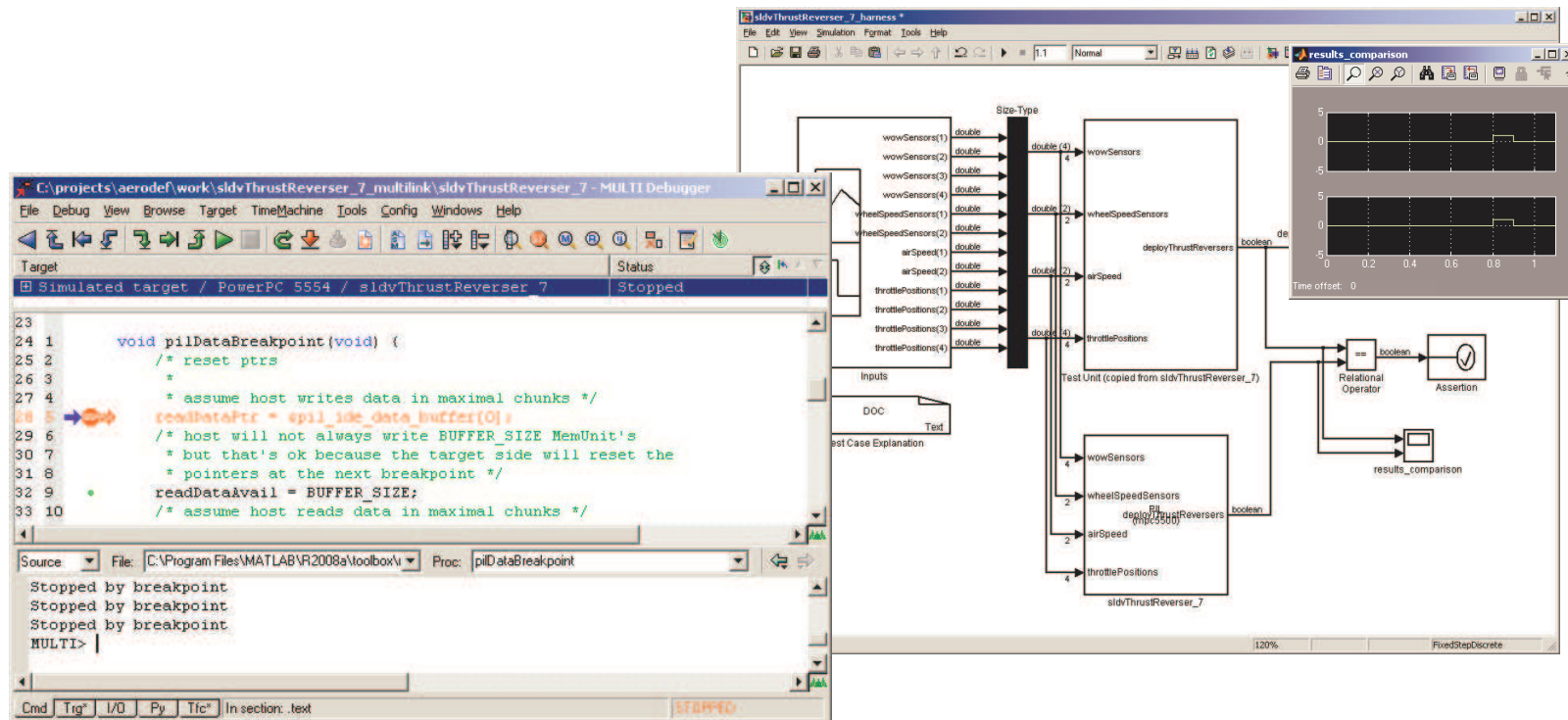
- Independent code testing environment
 - Generated signals and model outputs are saved as a .mat data file
 - Exported input signals drive code tests
 - Exported model outputs become expectation values for code testing



Field	Value	Min	Max
slvdData	<1x1 struct>		
AnalysisInformation	<1x1 struct>		
ModelObjects	<1x2 struct>		
Objectives	<1x10 struct>		
TestCases	<1x4 struct>		

Demo

- Processor-in-the-loop co-simulation



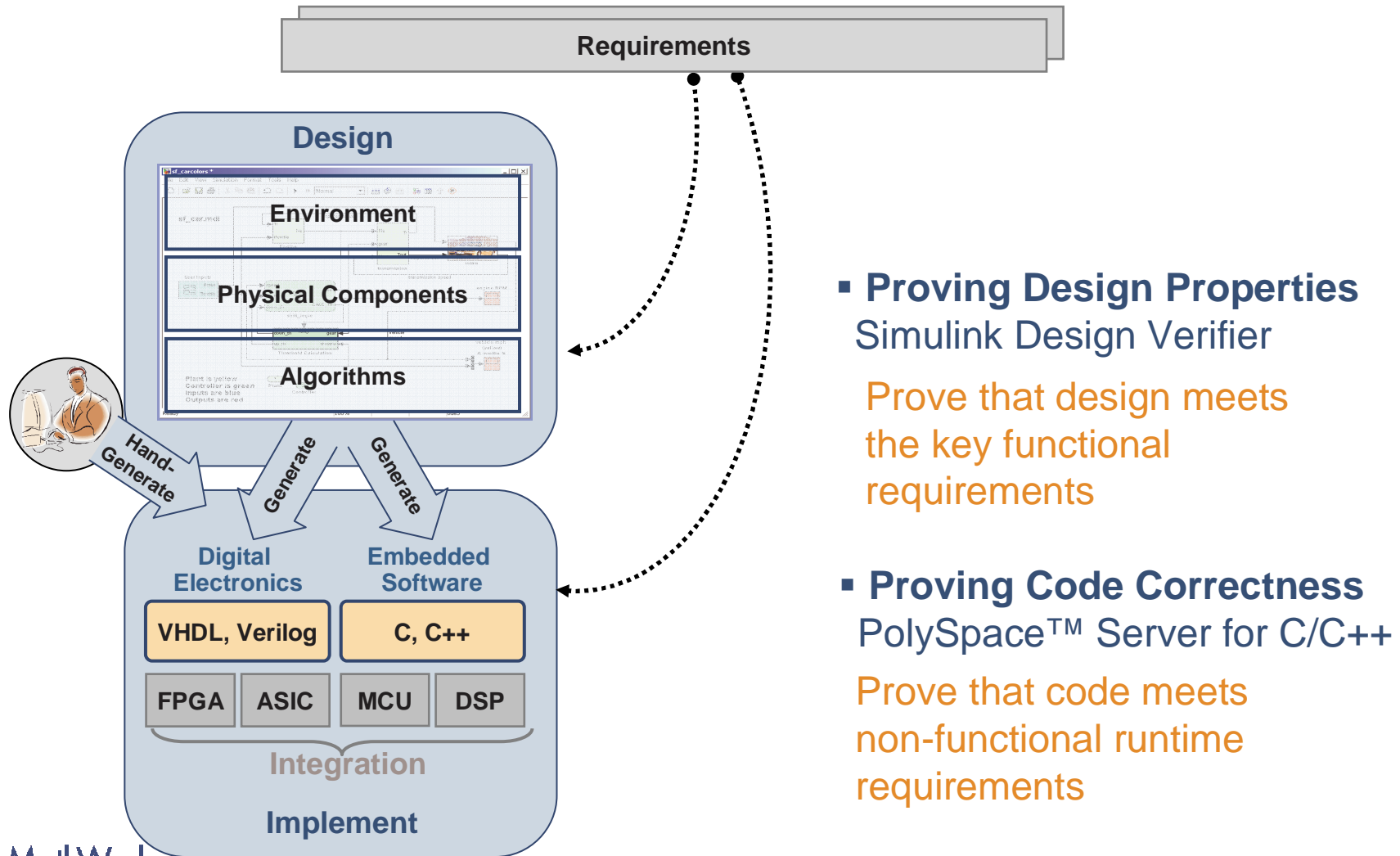
The screenshot illustrates a processor-in-the-loop co-simulation setup. The main Simulink model includes a 'Size-Type' block that defines the data types for various sensors: wowSensors(1-4) as double(4), wheelSpeedSensors(1-2) as double(2), airSpeed(1-2) as double(2), and throttlePositions(1-4) as double(4). These sensors are connected to a 'Test Unit' block, which is a copy of the 'sldvThrustReverser_7' model. The test unit outputs are compared against expected values using a 'Relational Operator' and an 'Assertion' block. A 'results_comparison' window displays two plots showing the sensor data over time, with a time offset of 0. The 'MULTI Debugger' window shows the C code for the 'pilDataBreakpoint' function, which is used to interface with the host processor. The debugger shows the function is stopped by a breakpoint at line 28, which reads data from the host's data buffer.

```

23
24 1 void pilDataBreakpoint(void) {
25 2     /* reset ptrs
26 3     *
27 4     * assume host writes data in maximal chunks */
28 5     readDataPtr = epil_idc_data_buffer[0];
29 6     /* host will not always write BUFFER_SIZE MemUnit's
30 7     * but that's ok because the target side will reset the
31 8     * pointers at the next breakpoint */
32 9     readDataAvail = BUFFER_SIZE;
33 10    /* assume host reads data in maximal chunks */

```

Proving



- **Proving Design Properties**
Simulink Design Verifier

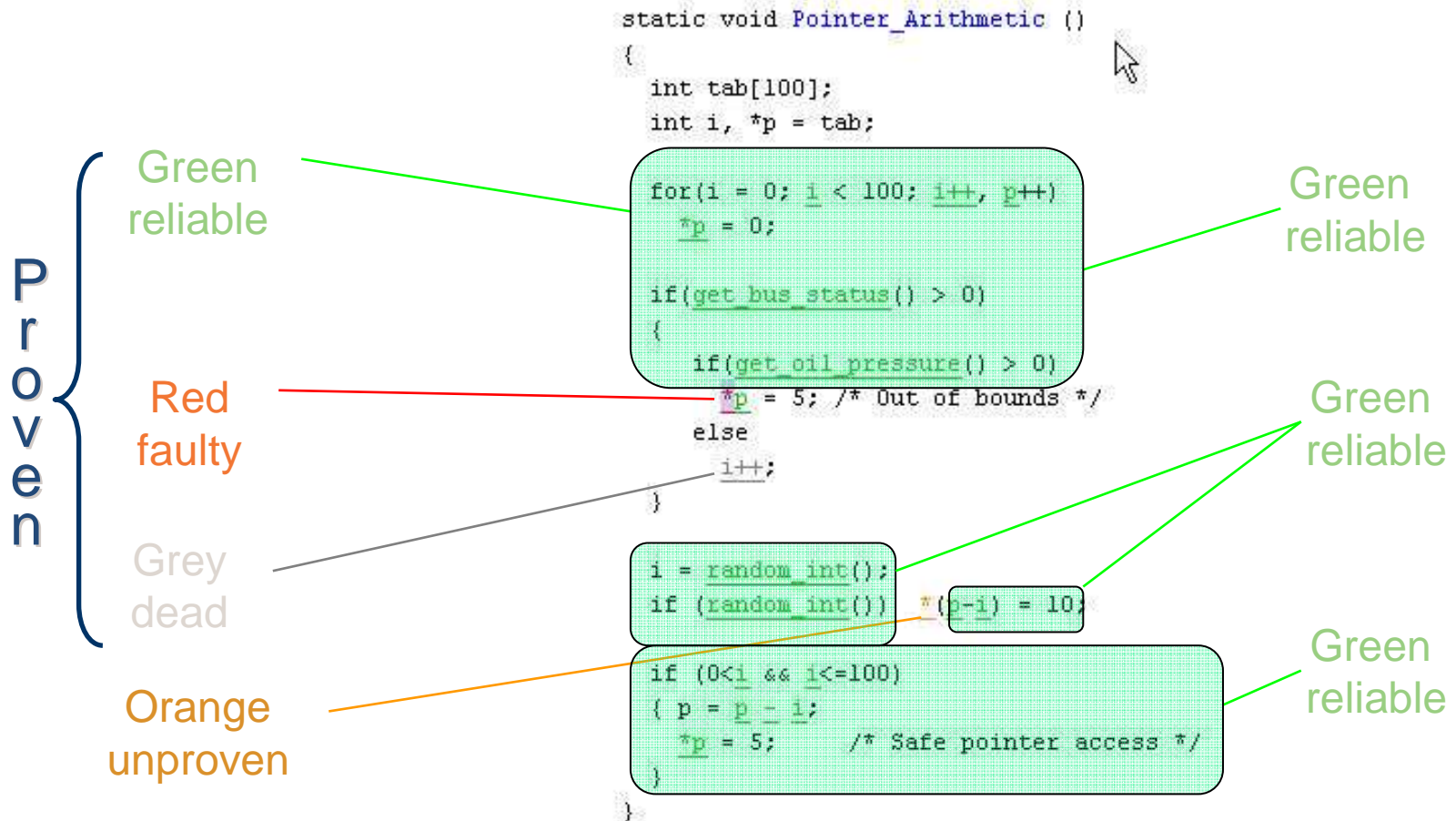
Prove that design meets the key functional requirements

- **Proving Code Correctness**
PolySpace™ Server for C/C++

Prove that code meets non-functional runtime requirements

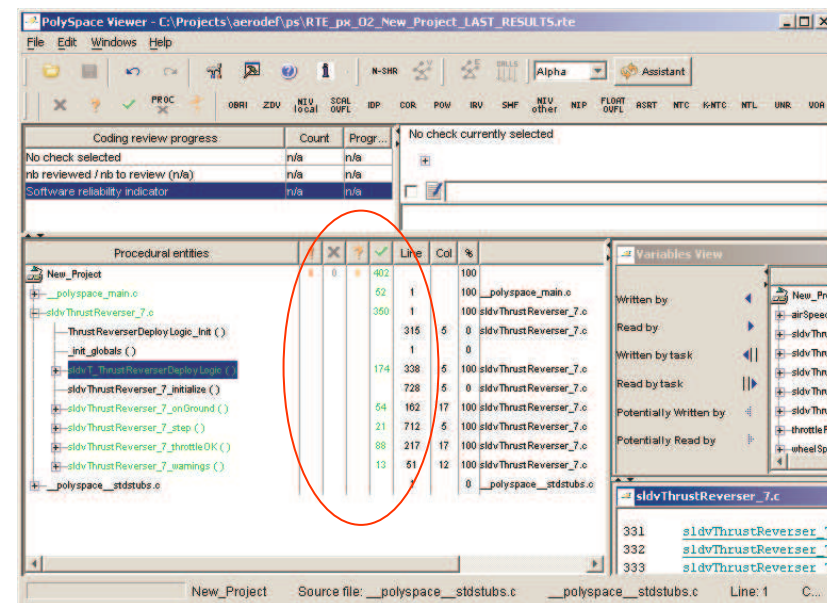
Code Correctness

Formal method: Abstract Interpretation



Code Correctness

- A model is a well controlled way to specify system behaviour
 - Generated code matches the model
 - Few ambiguities, low warning rate
 - 100% green is a realistic target



Demo

- Proving a functional requirement

Chapter 1. Summary

Input Model

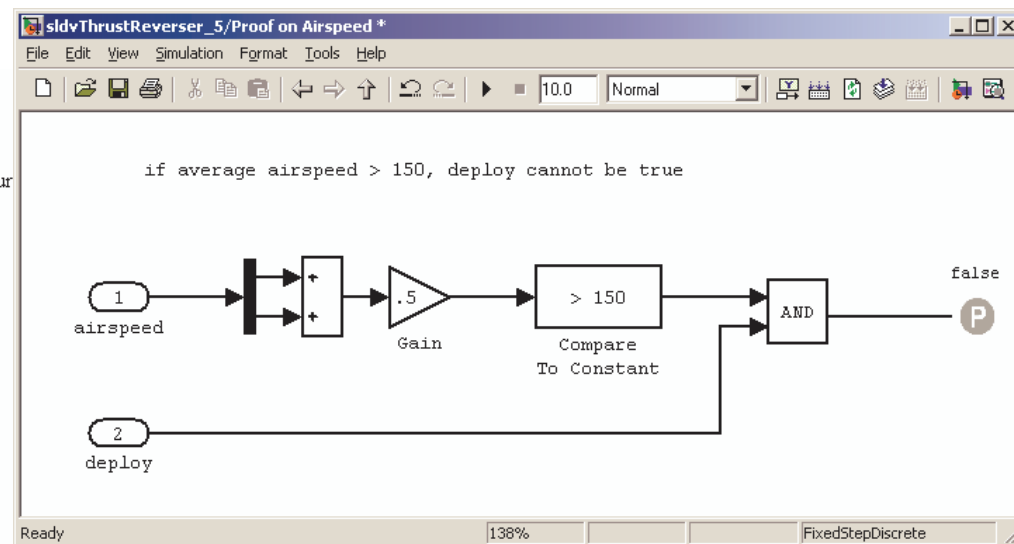
File: C:\perforce\WS\main\demos\sldvThrustReverser\source
 Version: 1.53
 Time Stamp: Fri Nov 09 19:25:32 2007
 Author: cstephen

Analysis Information

Design Verifier Version: 1.2
 Total Analysis Time: 26 secs
 Status: Completed normally
Approximations: 1
Objectives Proven Valid: 4
 Objectives Falsified with Counterexamples: 0
 Objectives Falsified - No Counterexample: 0
 Objectives Undecided: 0
 Objectives Producing Errors: 0

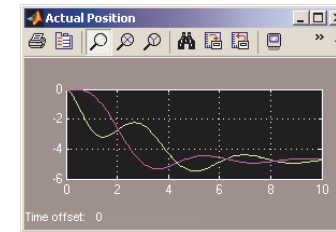
Output Files

C:\perforce\WS\main\demos\sldvThrustReverser\source\sldv_output\sldvThrustReverser_5

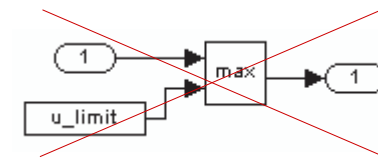


Example Problems vs. Tools

- Incorrect Dynamic Response
 - Simulation Testing
 - Rapid Prototyping and Hardware-in-the-Loop



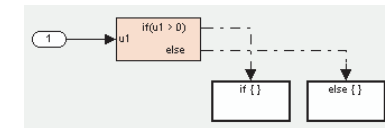
- Model Error: $\max(a,b)$ instead of $\min(a,b)$ to apply upper clip
 - Simulation Testing
 - Property proving with Simulink Design Verifier



Example Problems vs. Tools

■ Unreachable state / transition / code

- Test generation with Simulink Design Verifier
- PolySpace



■ Overflow / underflow

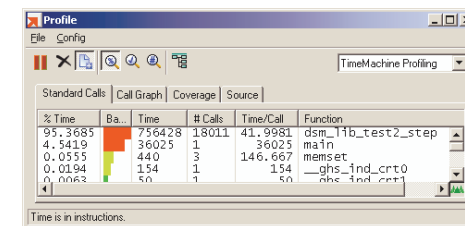
- Simulation
- PolySpace

```

111 ..... /* Sum: '<S1>/Sum3' */
112 UOVFL  rtb_Sum3 = rtb_Product2 + rtb_Gain2_e;
113 .....
114 ..... /* Saturate: '<S1>/Saturation1' */
115 .OK..  tmp = rtb_Sum3;
  
```

■ Execution time exceeds deadline

- Simulation (requires execution time model)
- Processor-in-the-loop



Summary

- Model-Based Design enables early verification and validation!
- Early verification and validation methods improve and optimize your existing development process.
- Early problem detection significantly reduces time spent debugging – shorter time to resolution

Master Class Invitation

- Methods for Early Verification and Validation
 - Robustness Testing
 - Automatic Test Generation
 - Property Proving