



*dependence*  
*dependability*

IBM Research · June 1, 2009

Daniel Jackson & Eunsuk Kang, MIT CSAIL



# kemper arena, kansas city, 2007

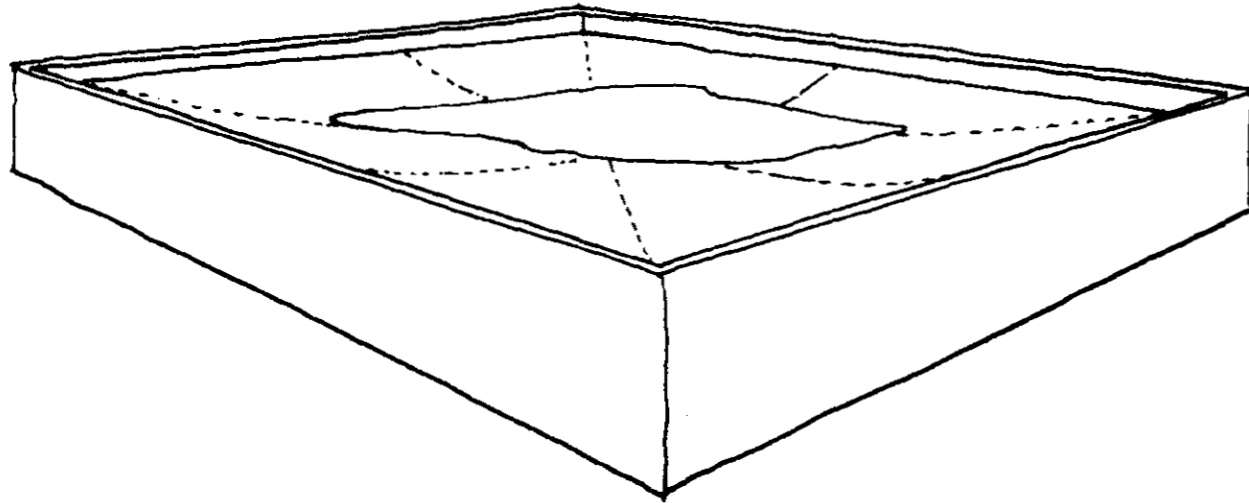




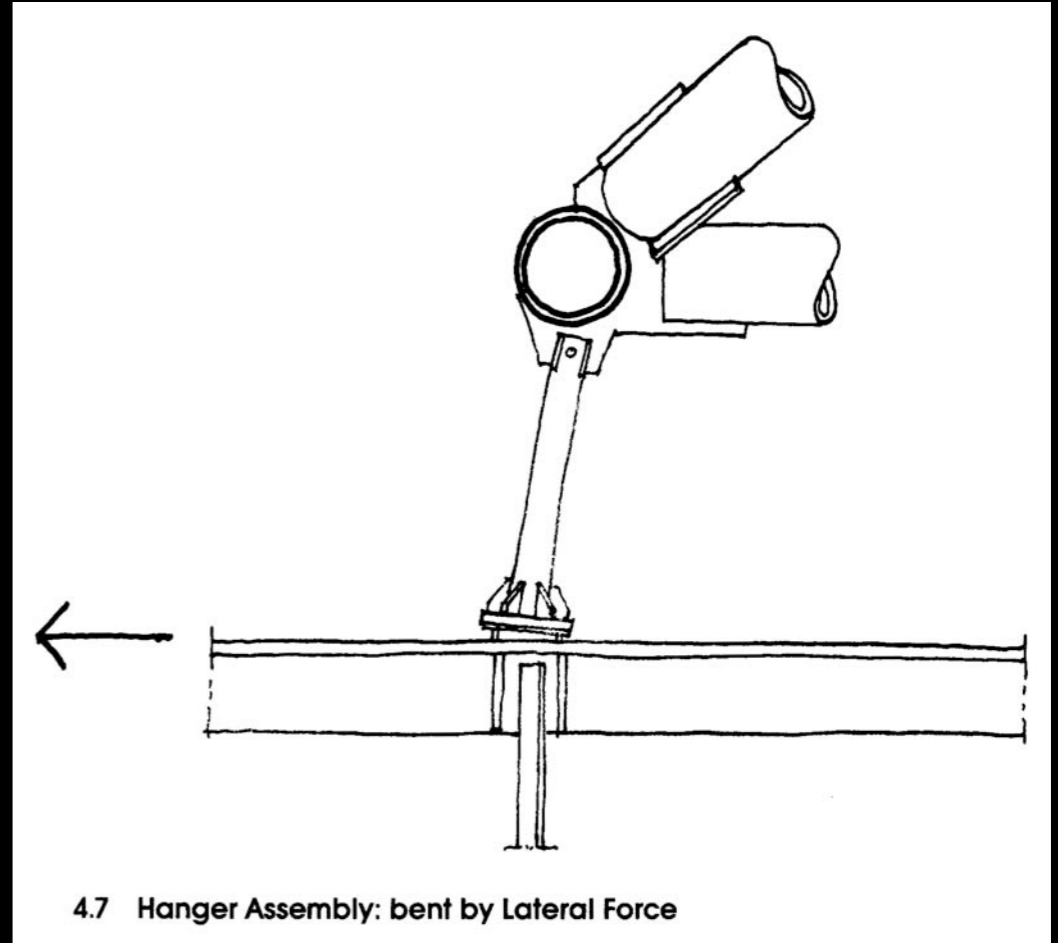
# kemper arena, 1979



# what happened?



4.8 Ponding of a Flat Roof

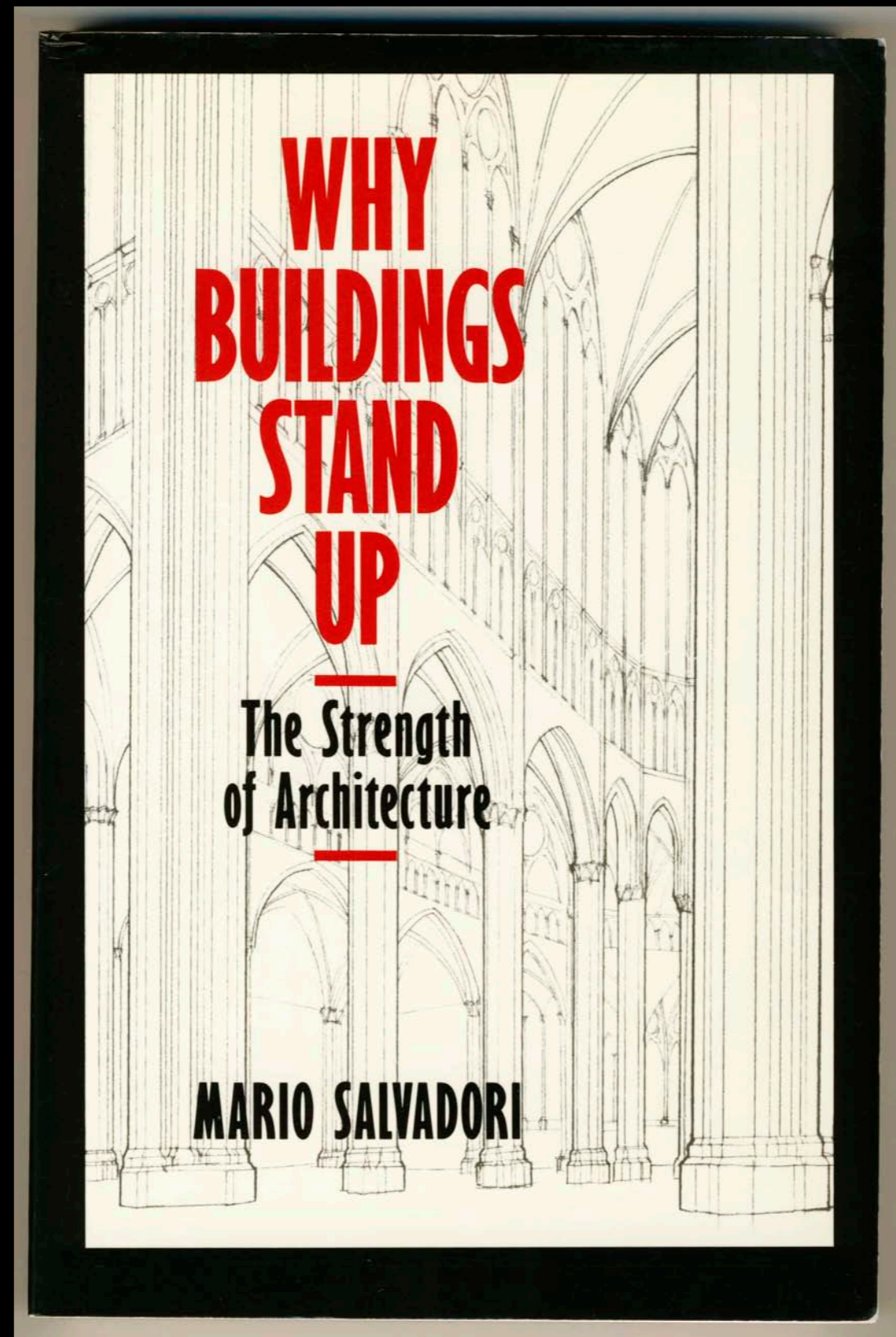


4.7 Hanger Assembly: bent by Lateral Force

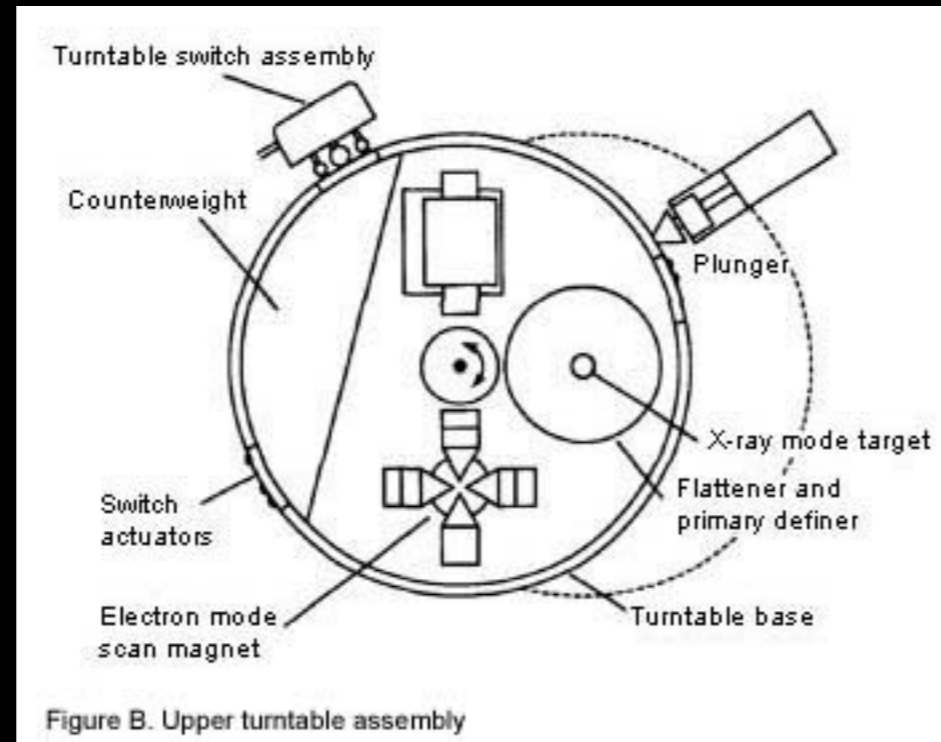
Levy & Salvadori, *Why Buildings Fall Down*



failure = flawed success story



# Therac 25



AECL fault tree analysis (1983)  
*did not include software*

$$P(\text{computer selects wrong energy}) = 10^{-11}$$

Leveson & Turner (1993)  
*race conditions, lack of interlocks, etc*



# goals

a notation for  
*analyzing, justifying, explaining*

desiderata  
*simple, intuitive, graphical*  
*support formal analysis*



the uses relation

# the uses relation

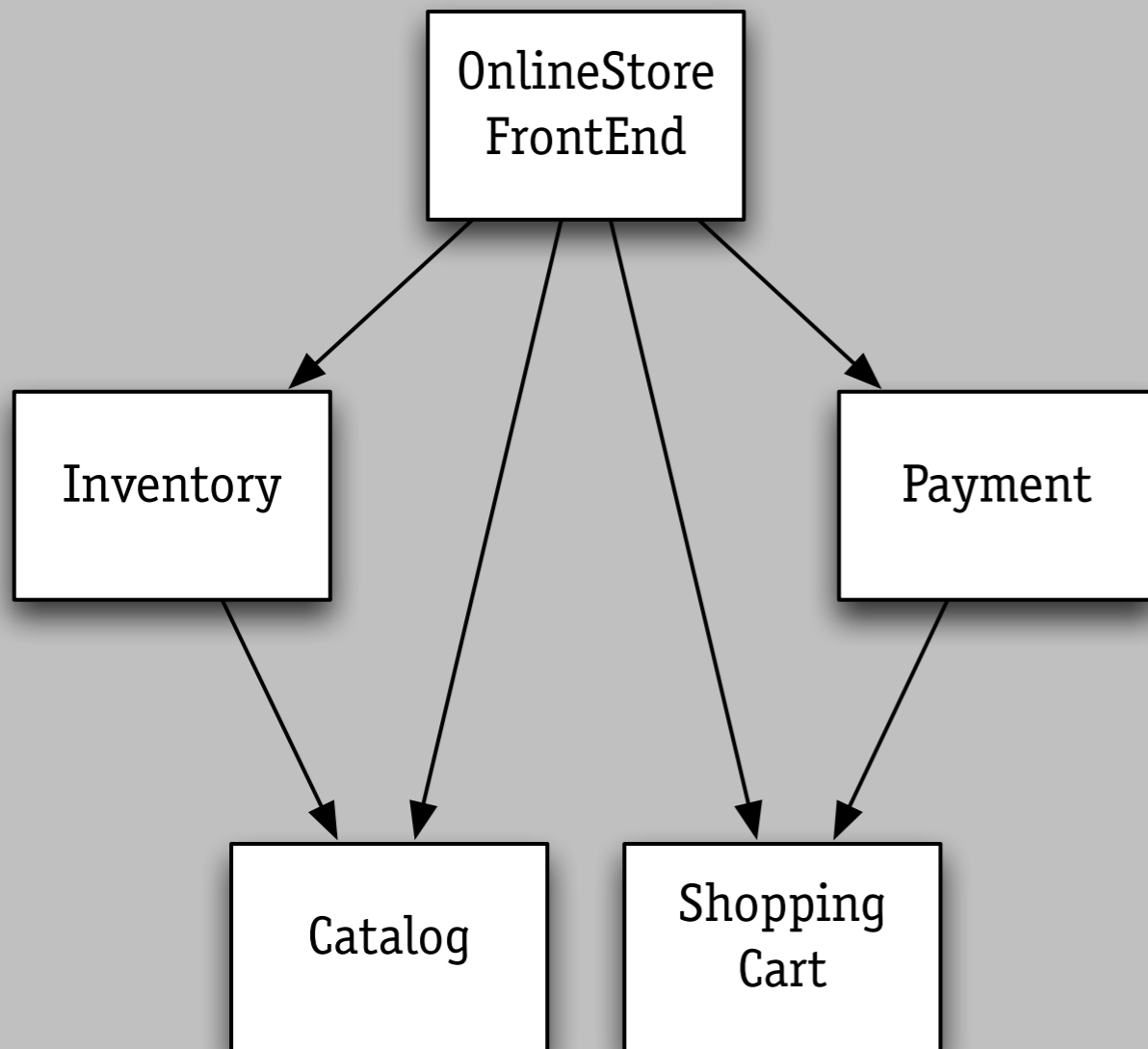
*A uses B* if there exist situations in which the correct functioning of *A* depends on the availability of a correct implementation of *B*

David Parnas

*Designing Software for Ease of Extension and Contraction, 1979*



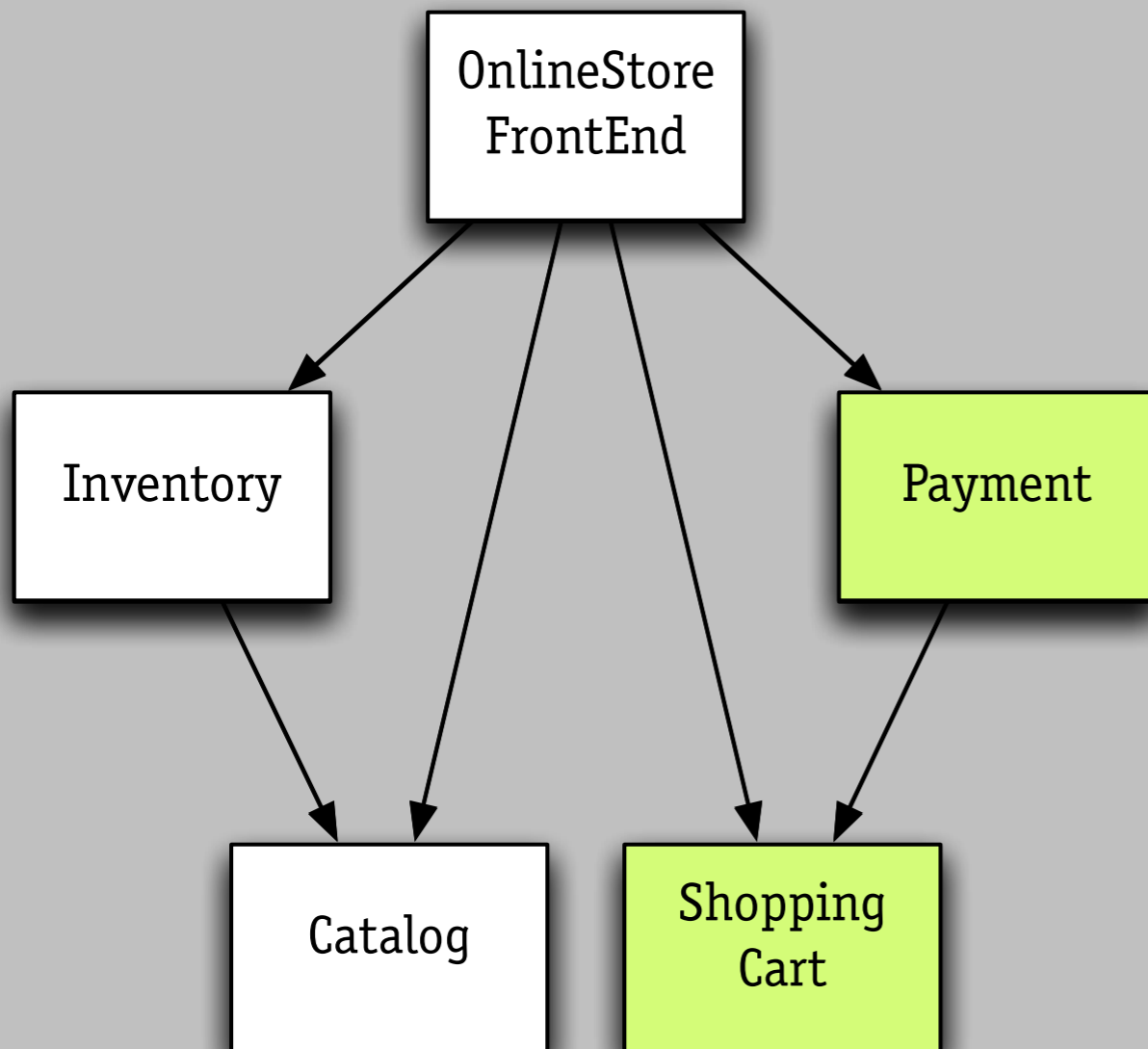
# using uses



modular reasoning

- › correct function of Payment depends only on Shopping Cart

# using uses



modular reasoning

- › correct function of Payment depends only on ShoppingCart



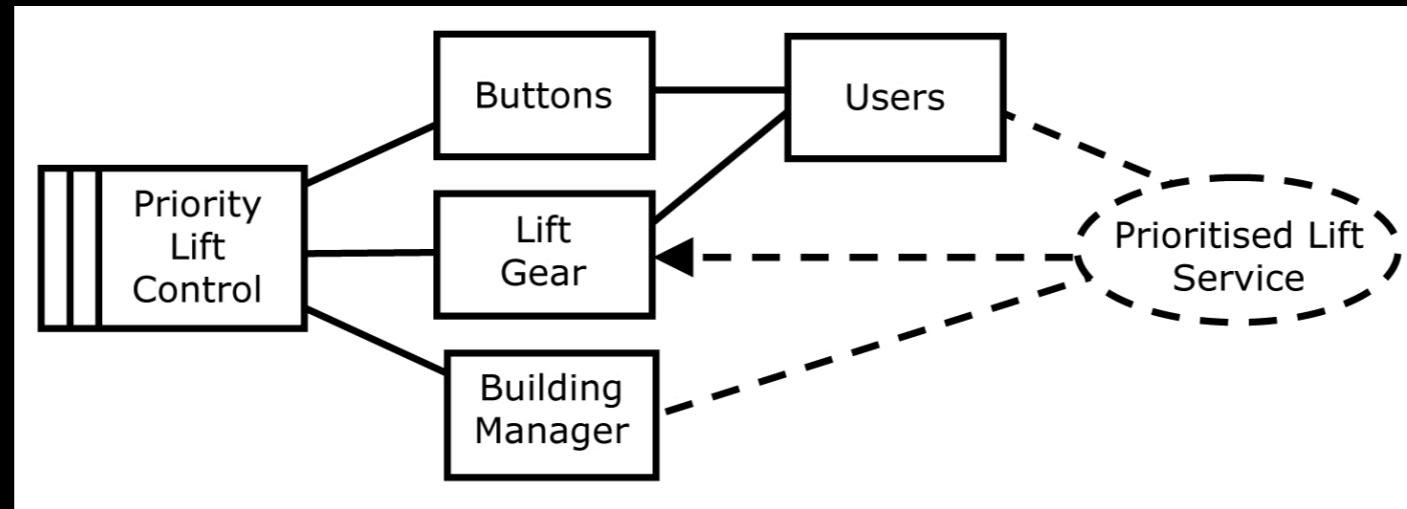
the notation

There probably isn't a best way to build the system, or even any major part of it; much more important is to avoid choosing a terrible way, and to have a clear division of responsibilities among the parts.

Butler Lampson  
*Hints for computer system design (1983)*



# key idea



inspired by

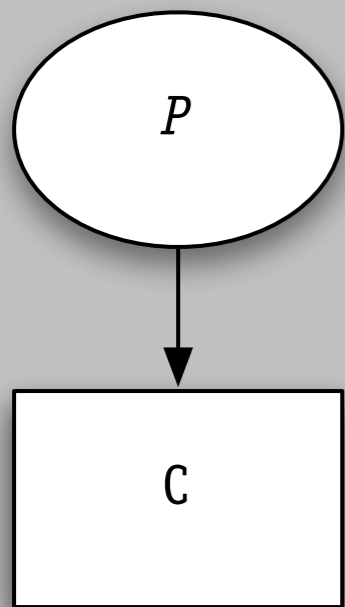
*problem diagrams [Michael Jackson]*

represent

*properties, components, their relationship*

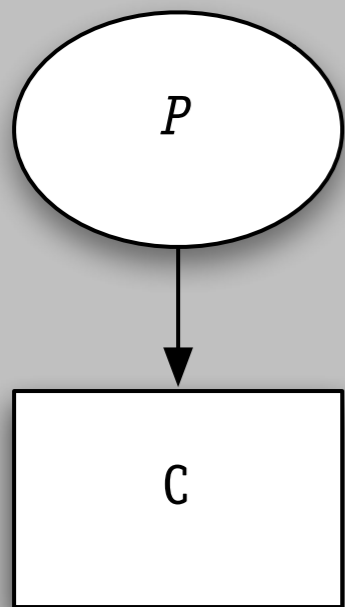
# properties & components

# properties & components

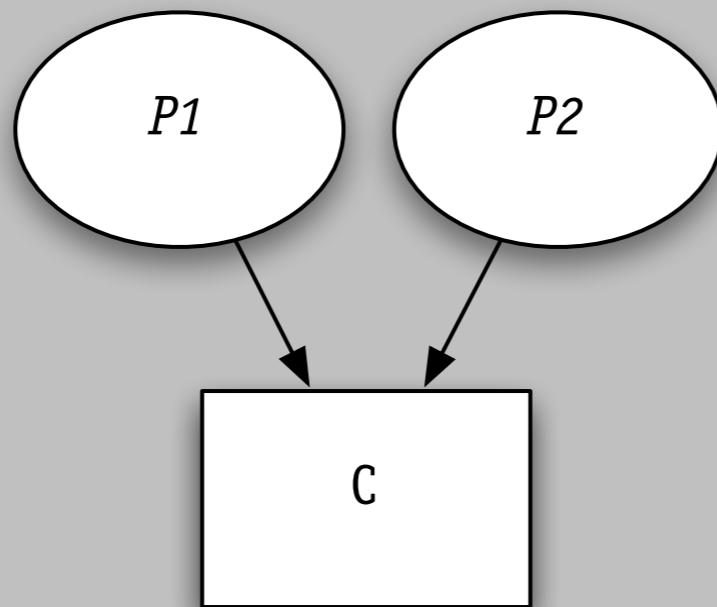


a specification  
is a property

# properties & components



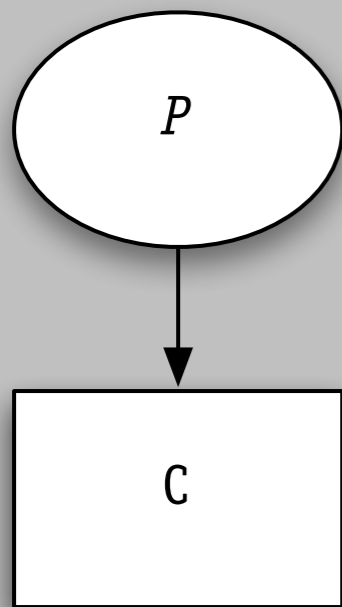
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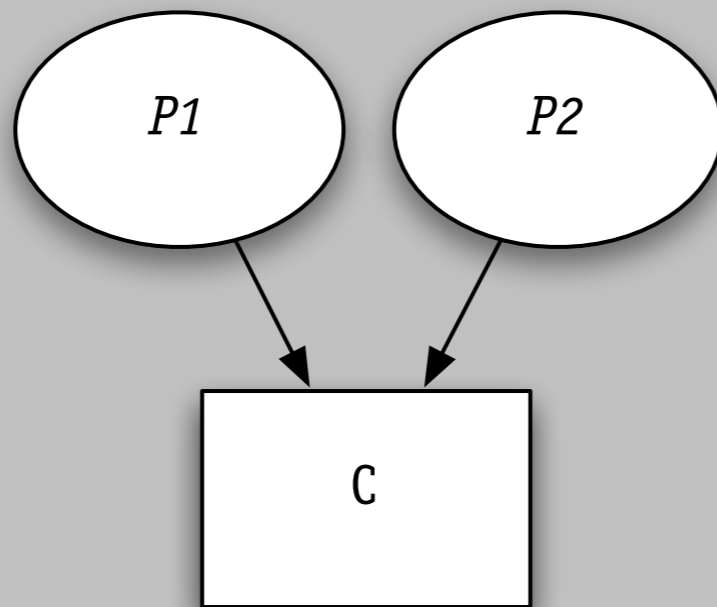
a component may  
satisfy  $>1$  property



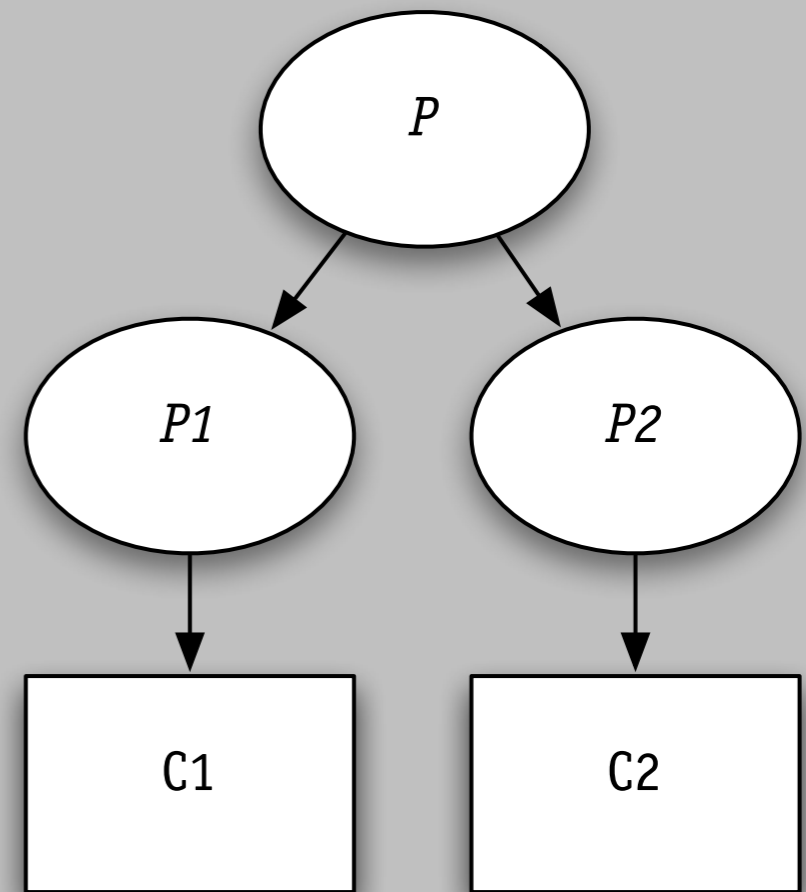
# properties & components



a specification  
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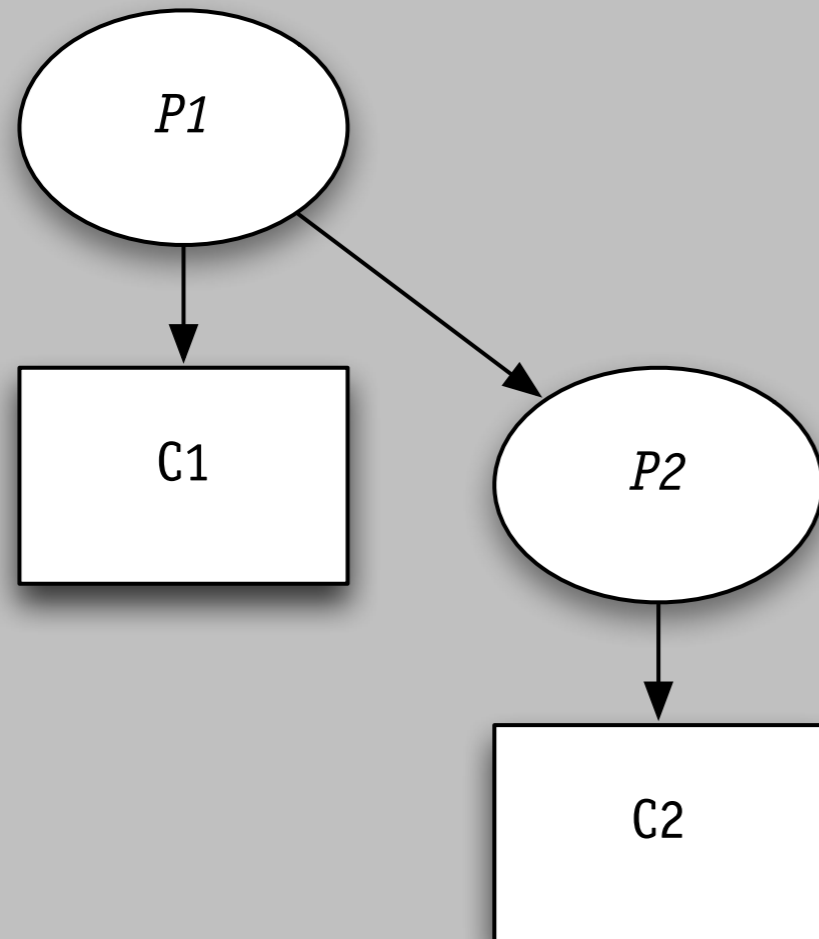
a component may  
satisfy  $>1$  property



components can be  
justified independently  
but achieve a common goal

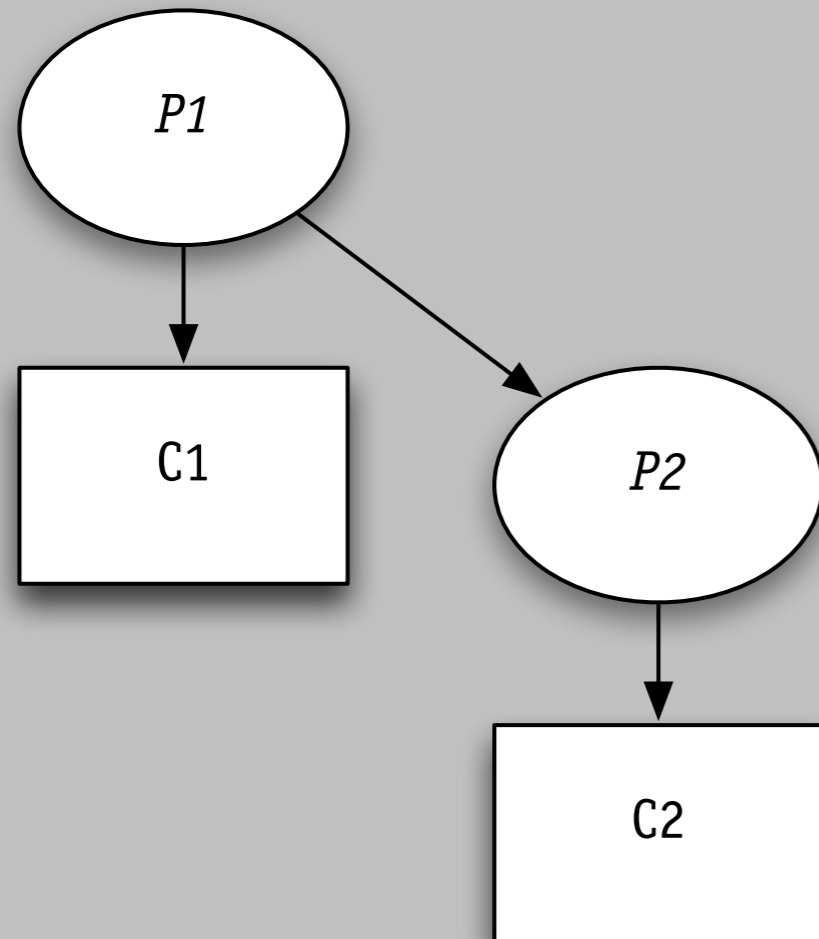
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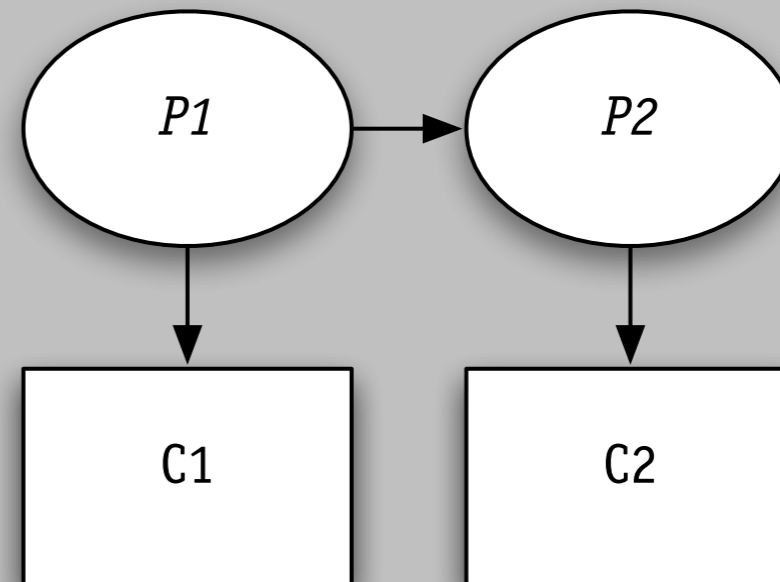


property established by  
component and property  
of another component

# properties & components



property established by  
component and property  
of another component



equivalent diagram,  
less familiar layout



an example: tracking stocks

# problem

track stocks with given set of ticker symbols  
and display message when move exceeds  
bound

AAPL: now 12295 prev hi: 12295, prev lo: 12289

IBM: now 10218 prev hi: 10218, prev lo: 10212

INTC: now 1550 prev hi: 1552, prev lo: 1550

```

public class QuoteApp {
    public static void main(String[] args) throws Exception {
        Timer timer = new Timer();
        for (String ticker: args)
            timer.schedule ( new Tracker (ticker), 0, 10000);
    }
}

```

```

public class Tracker extends TimerTask {
    String ticker;
    int hi = 0; int lo = Integer.MAX_VALUE;
    int MOVE = 1;

    public Tracker (String t) {ticker = t;}
    public void run () {
        int q = Quoter.getQuote(ticker);
        hi = Math.max(hi, q);
        lo = Math.min(lo, q);
        if (hi - lo > MOVE) {
            System.out.println (ticker + ": now " + q + " prev hi: " + hi + ", prev lo: " + lo);
            hi = lo = q;
        }
    }
}

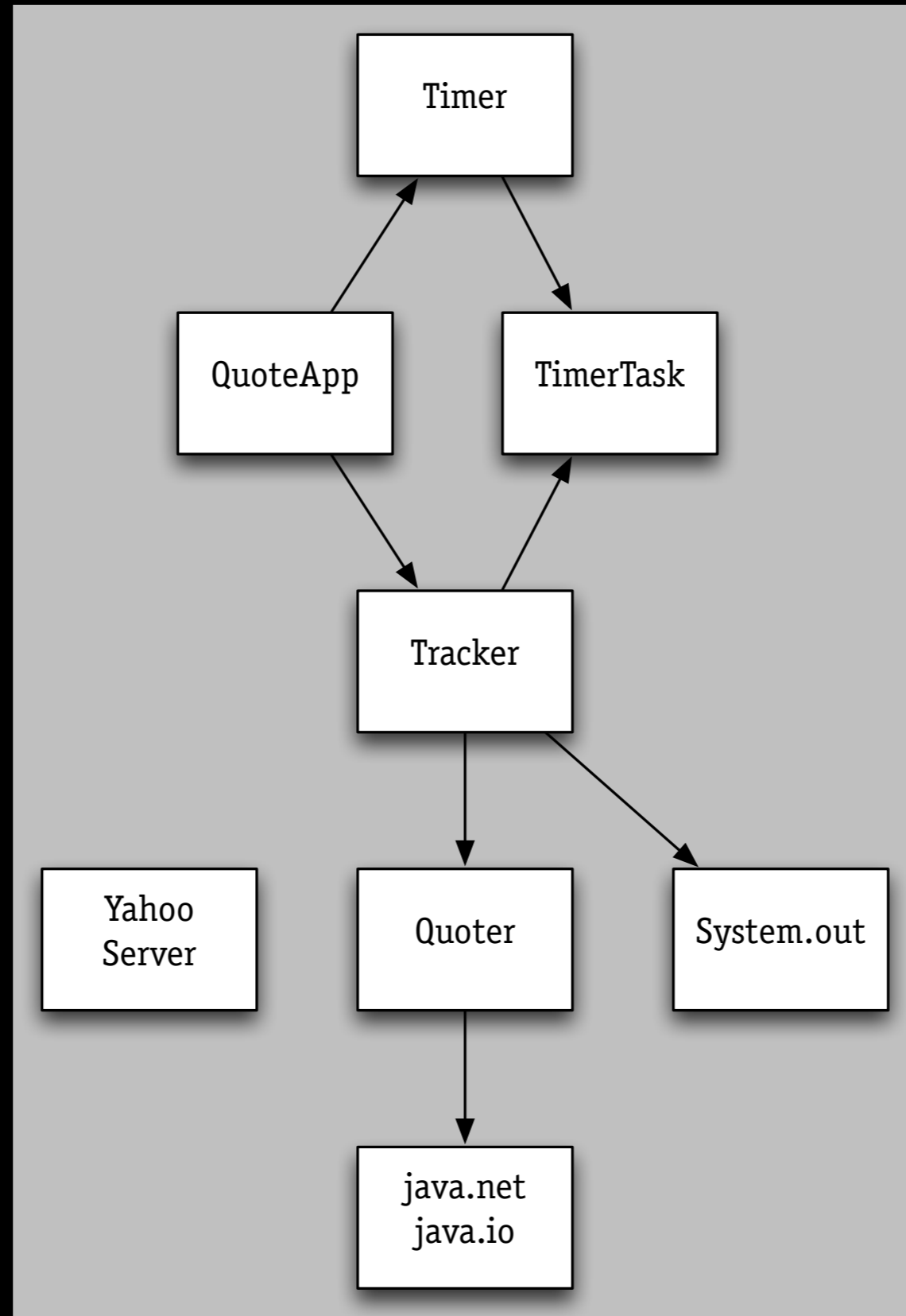
```

```

public class Quoter {
    public static int getQuote (String ticker) {
        URL url = new URL("http://finance.yahoo.com/d/quotes.csv?s=" + ticker + "&f=l1");
        String p = new BufferedReader(new InputStreamReader(url.openStream())).readLine();
        return (int) (Float.valueOf (p) * 100);
    }
}

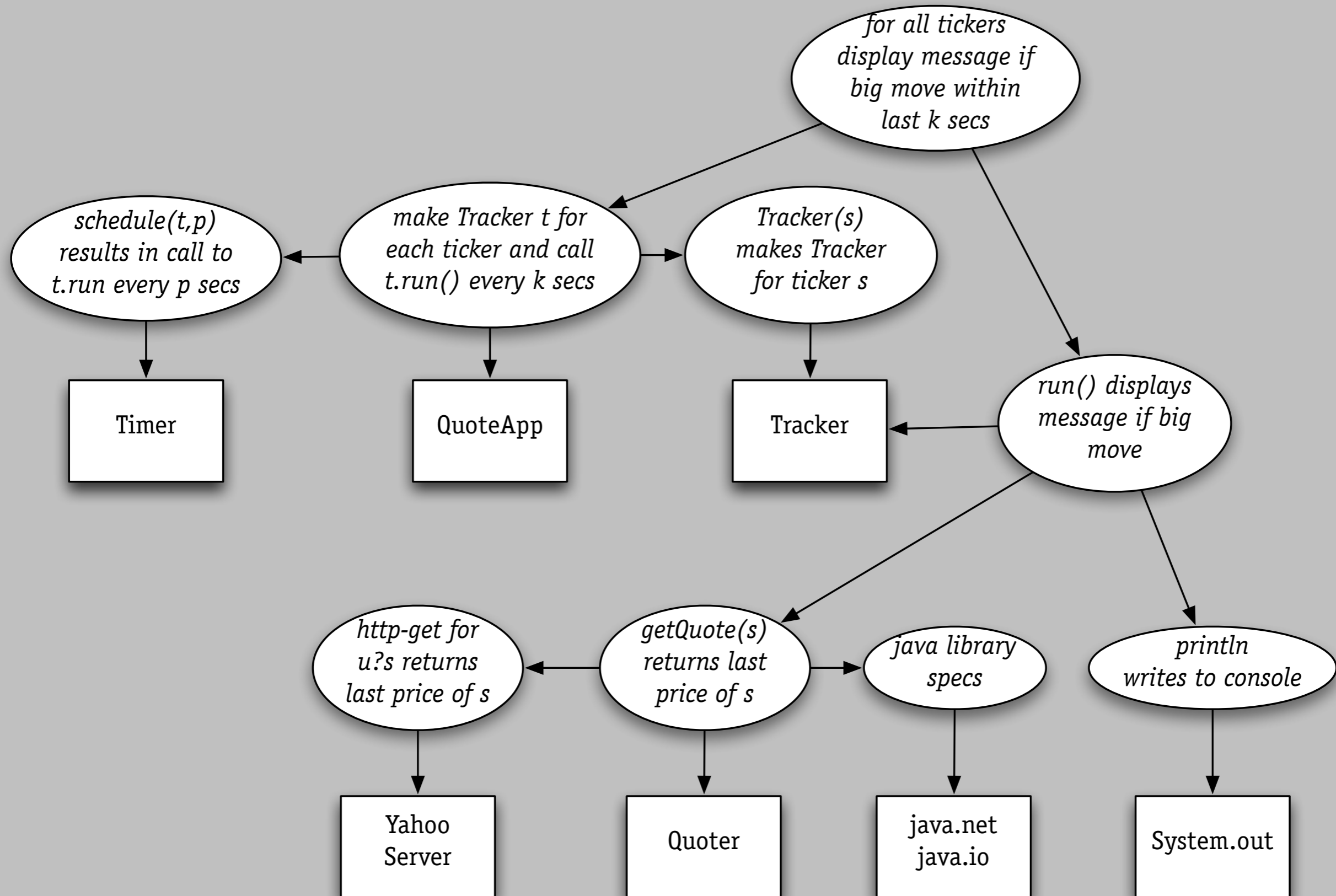
```

# uses relation

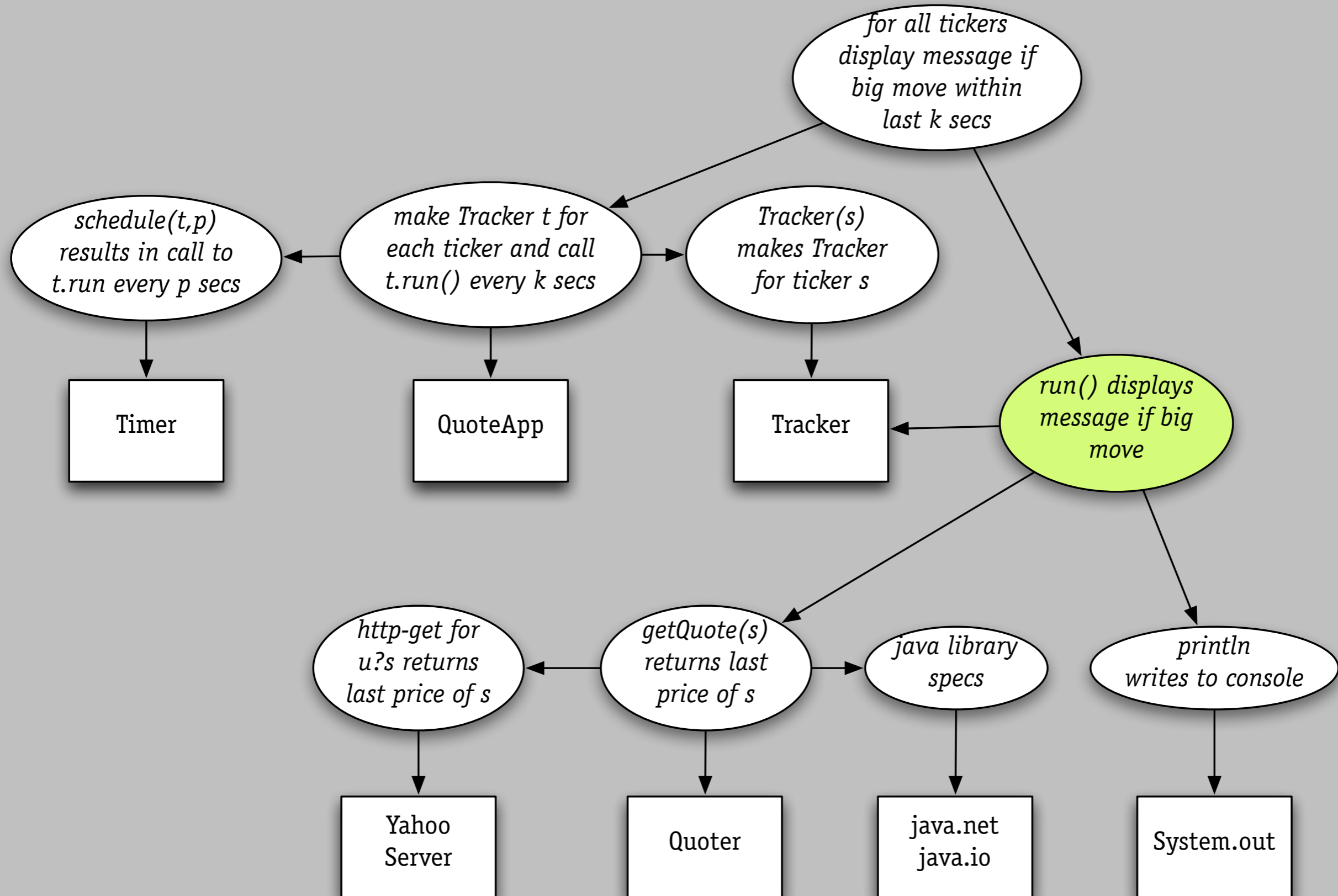




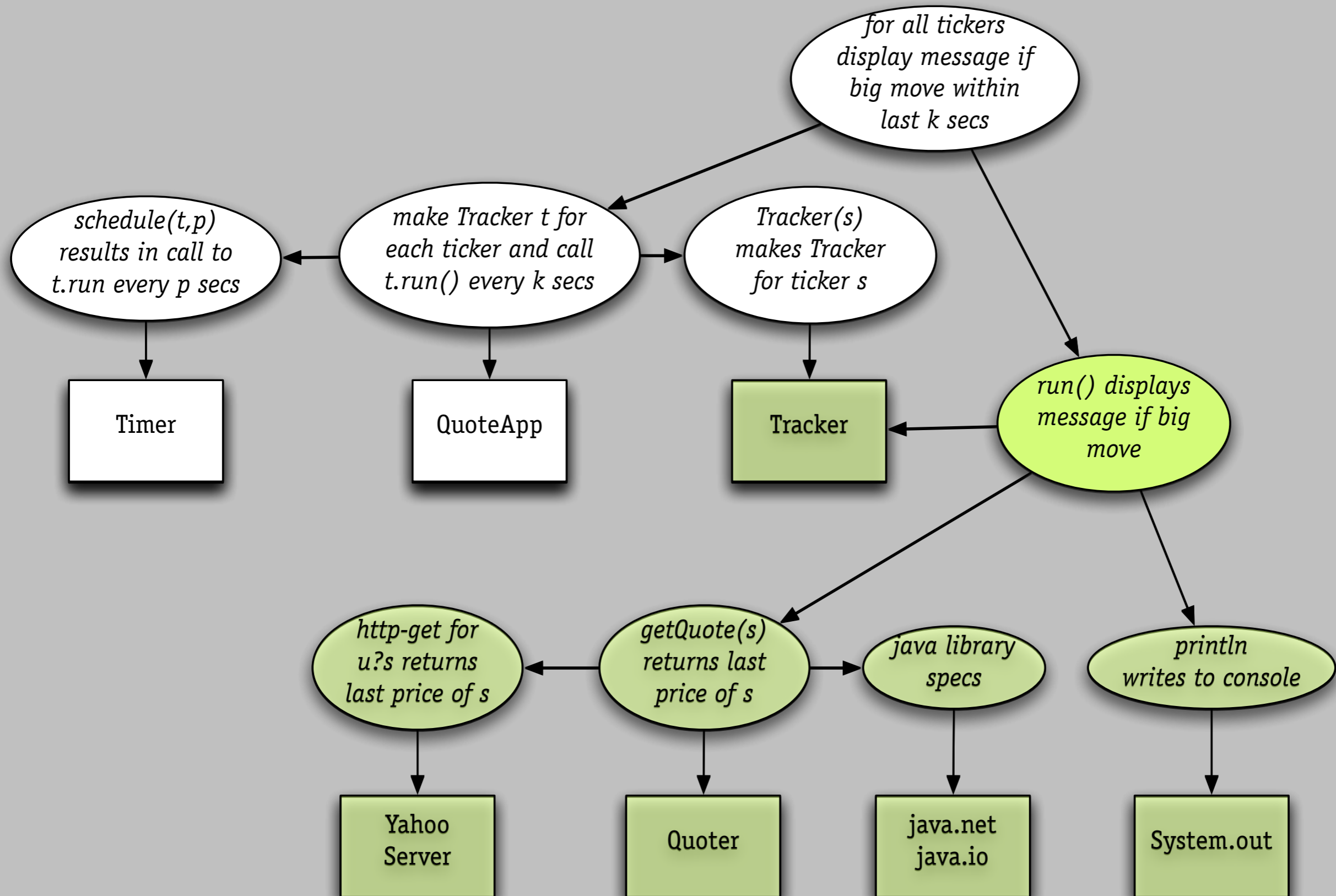
# dependency diagram



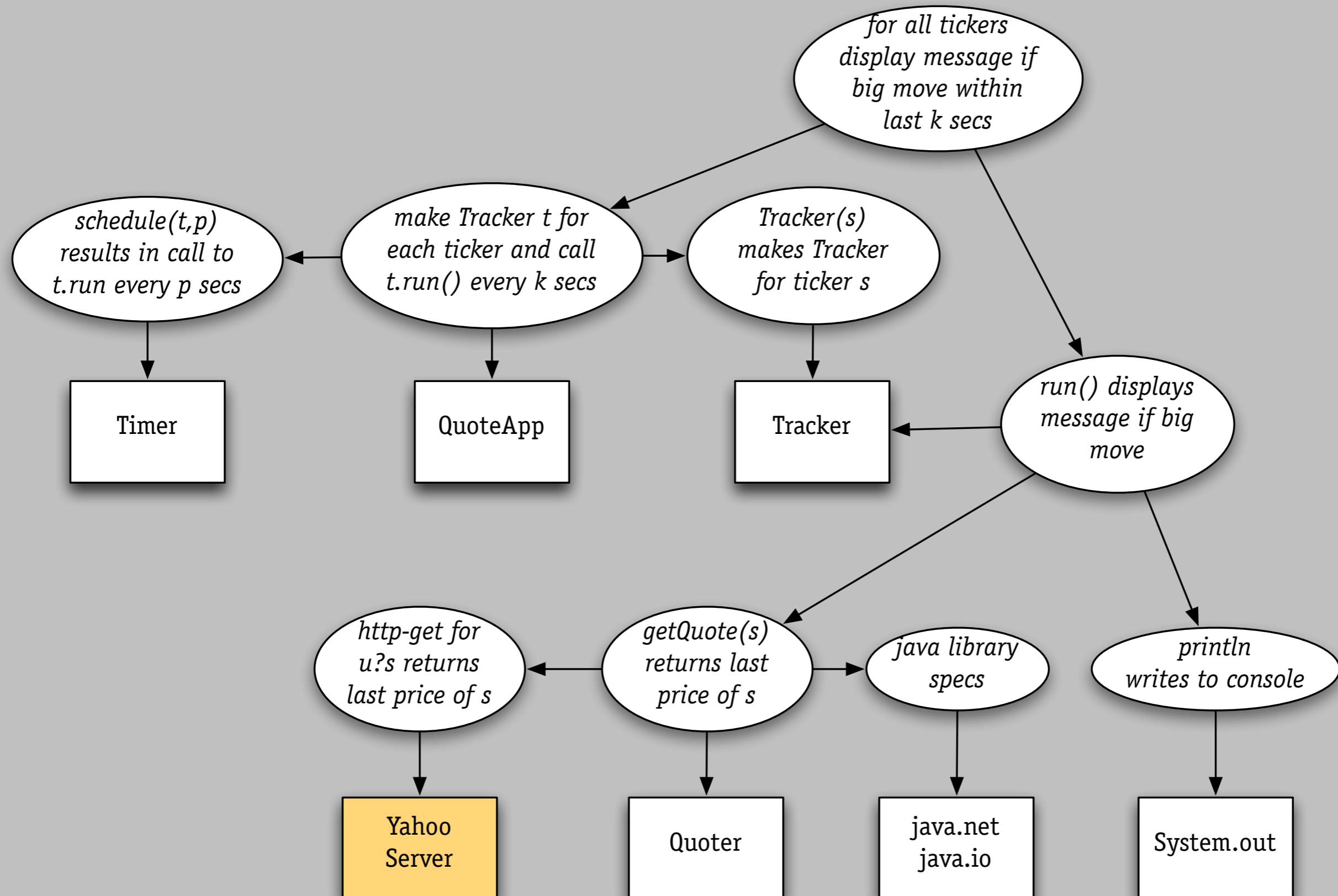
# finding a property's support



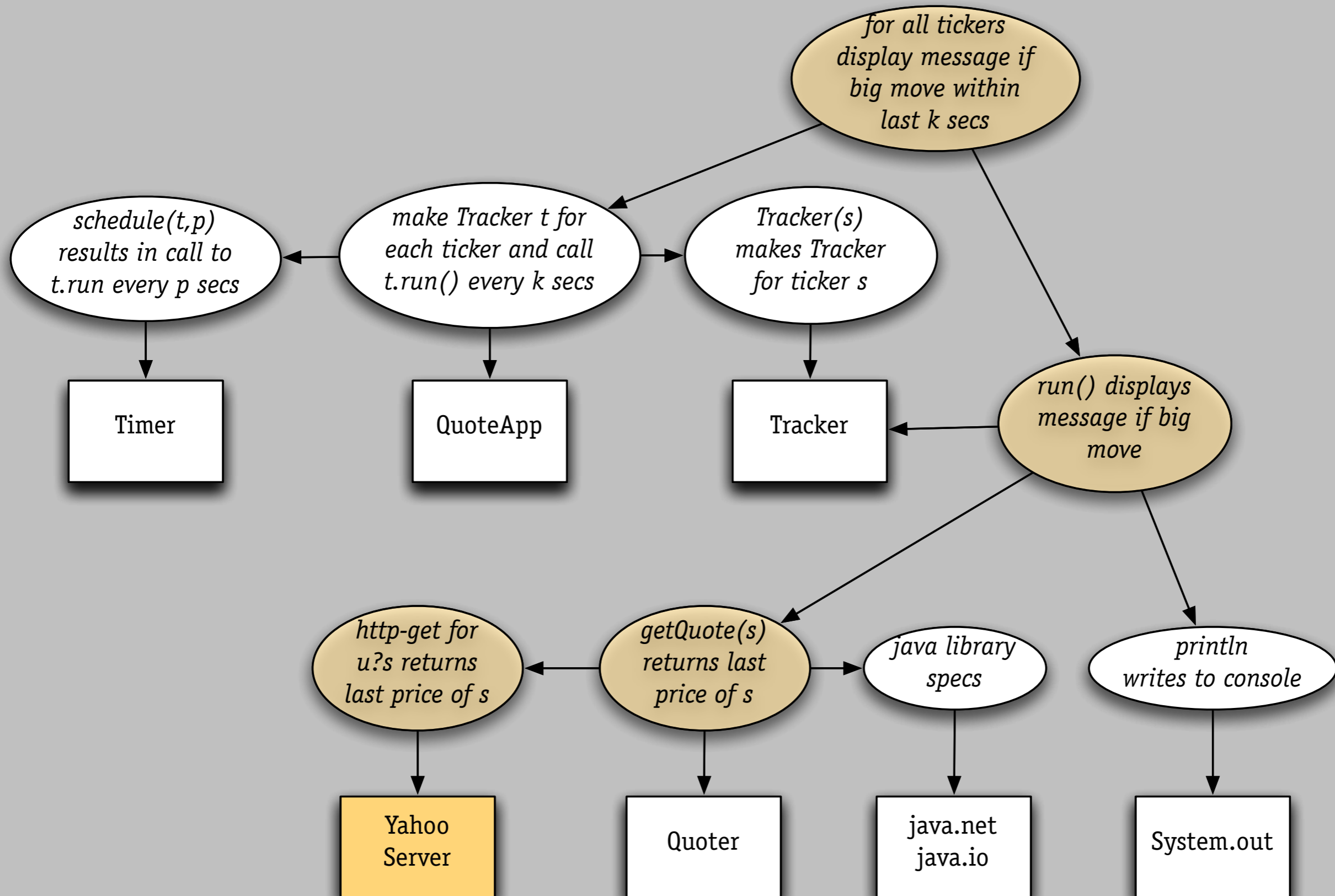
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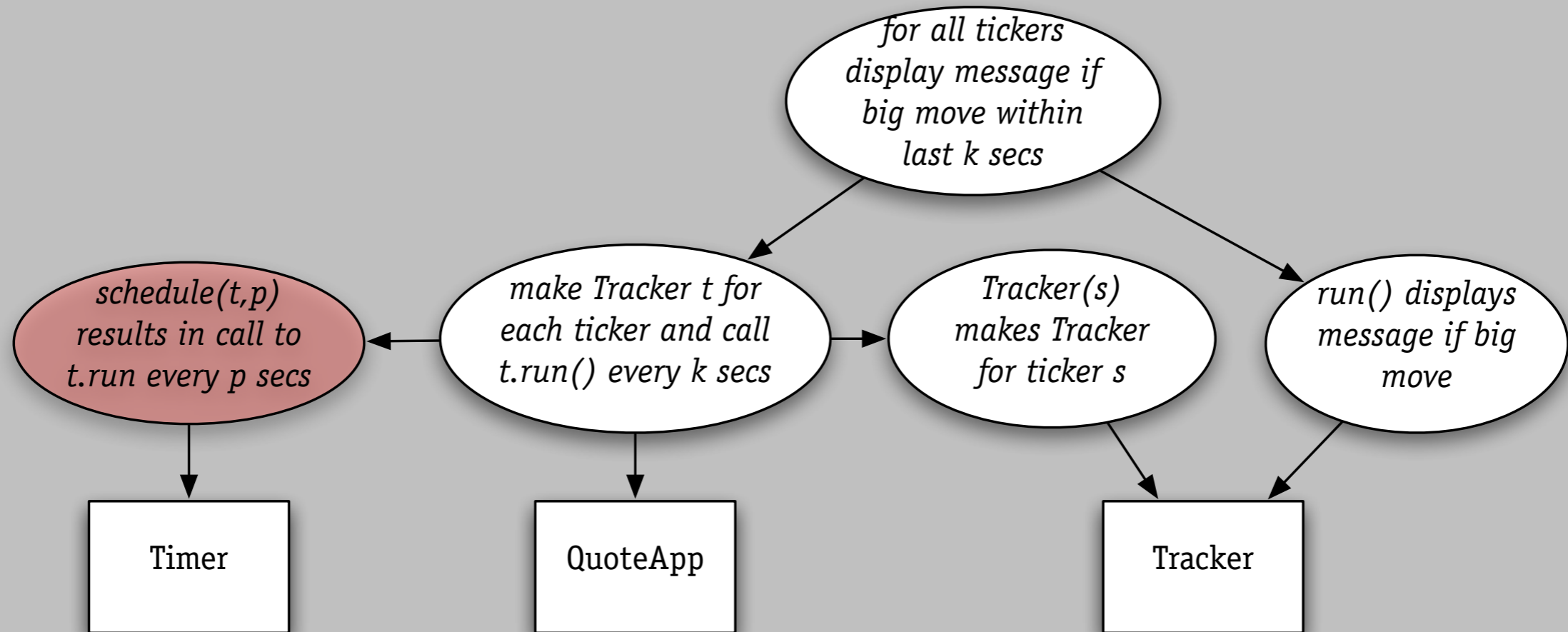
# finding a component's impact



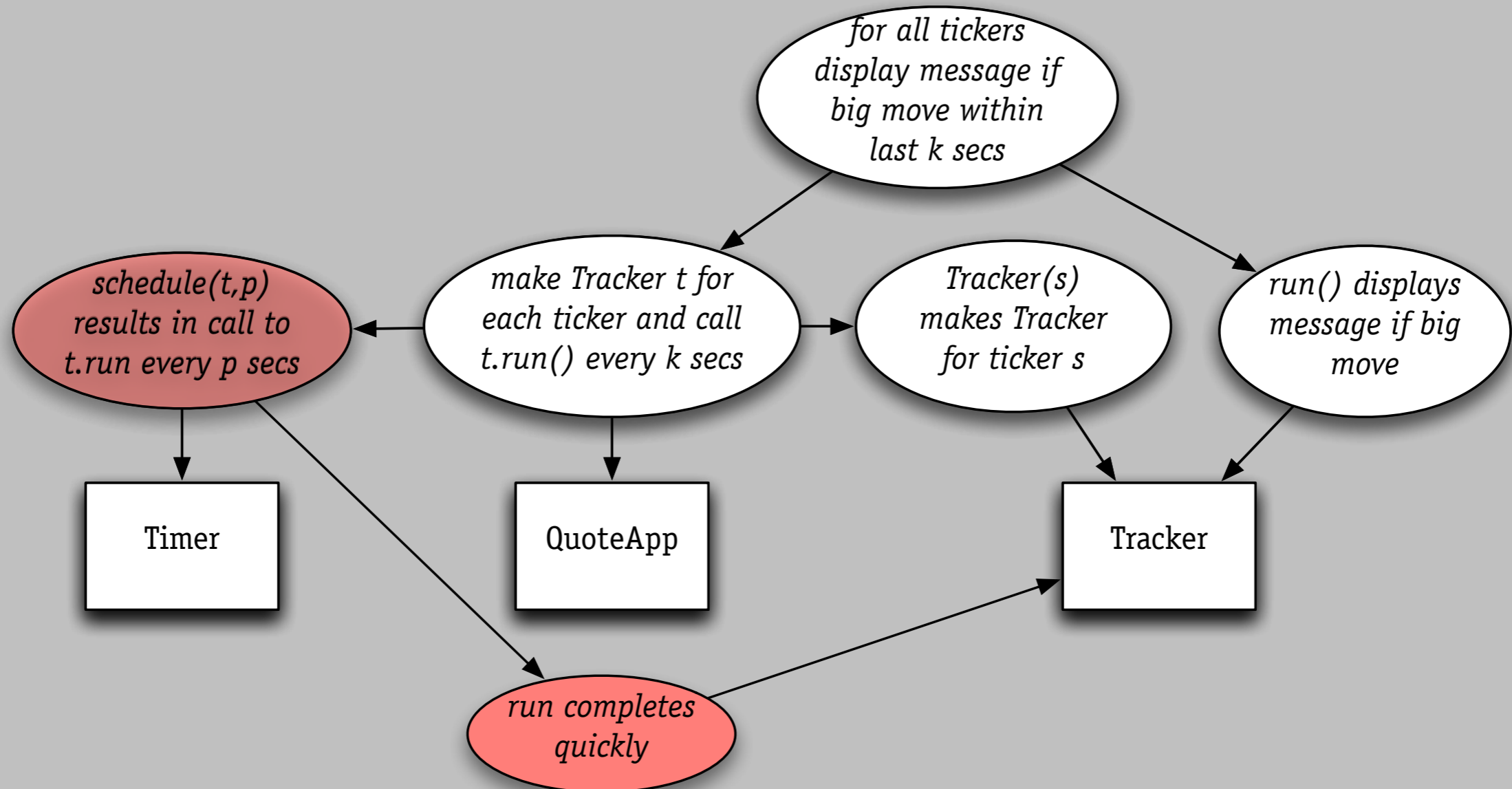
# finding a component's impact



# explaining a flaw



# explaining a flaw





six failures, explained

# apple file vault

## securing files

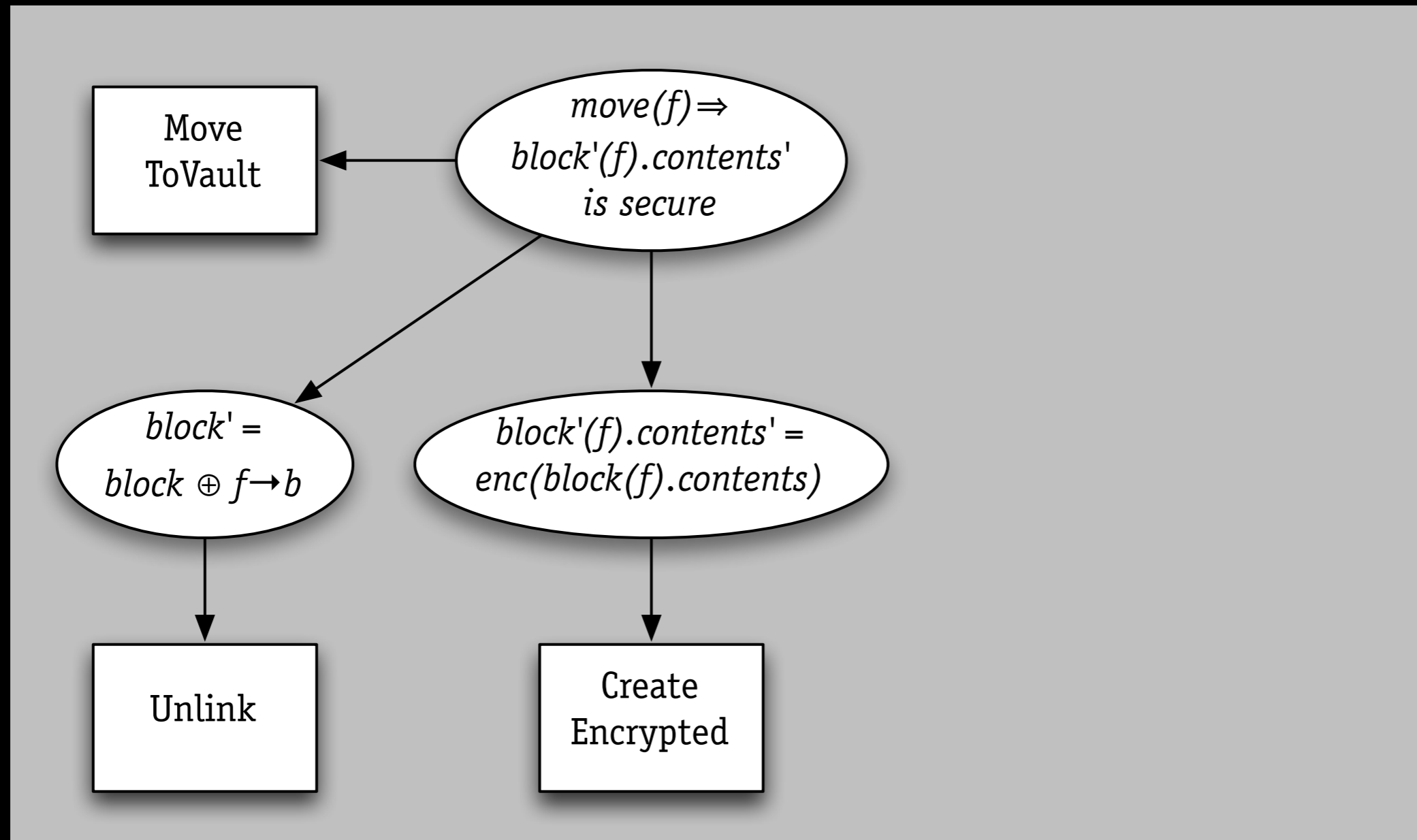
- › make secure volume
- › transfer files to it

## what happens to old copies?

- › unlinked but not erased!

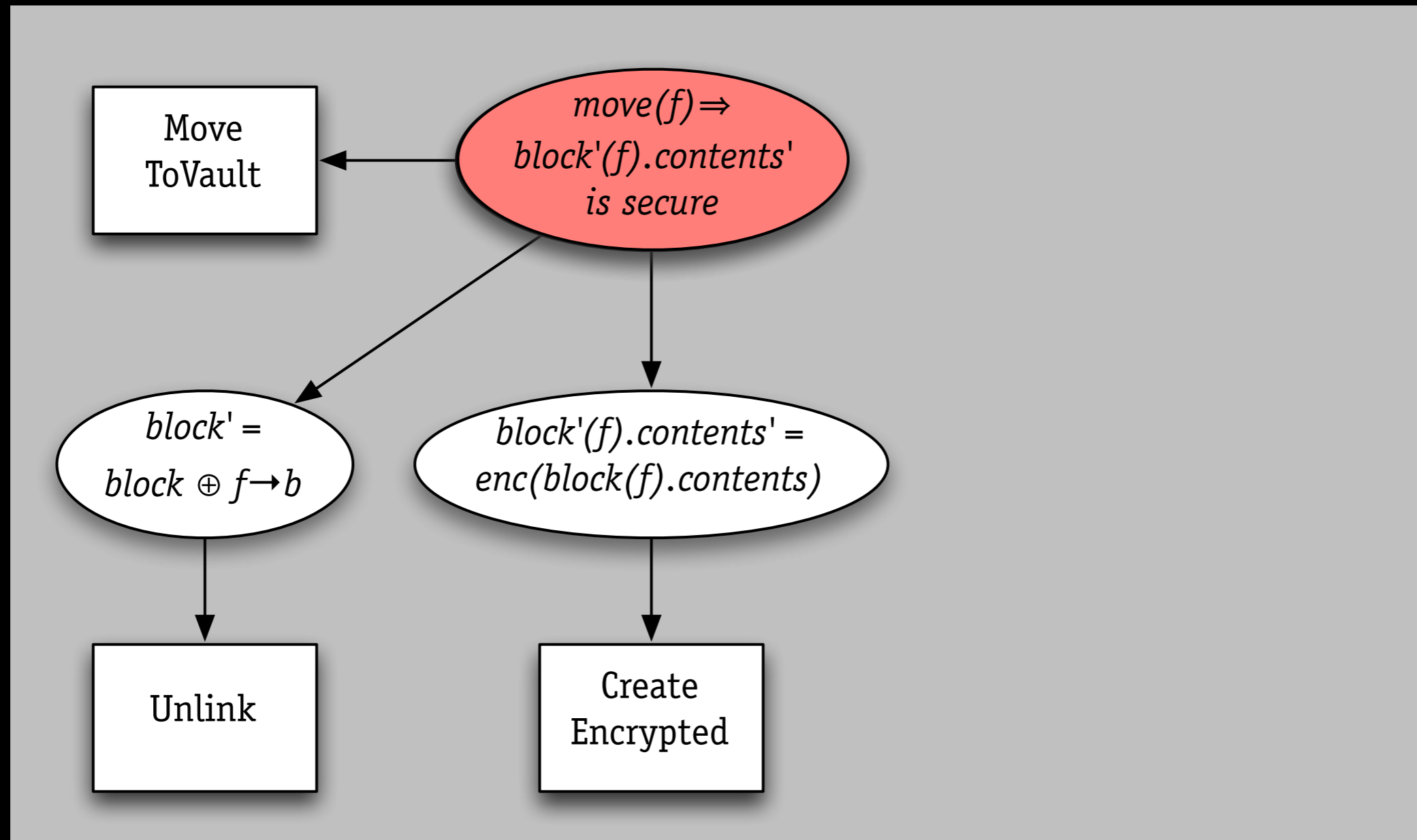


# apple file vault



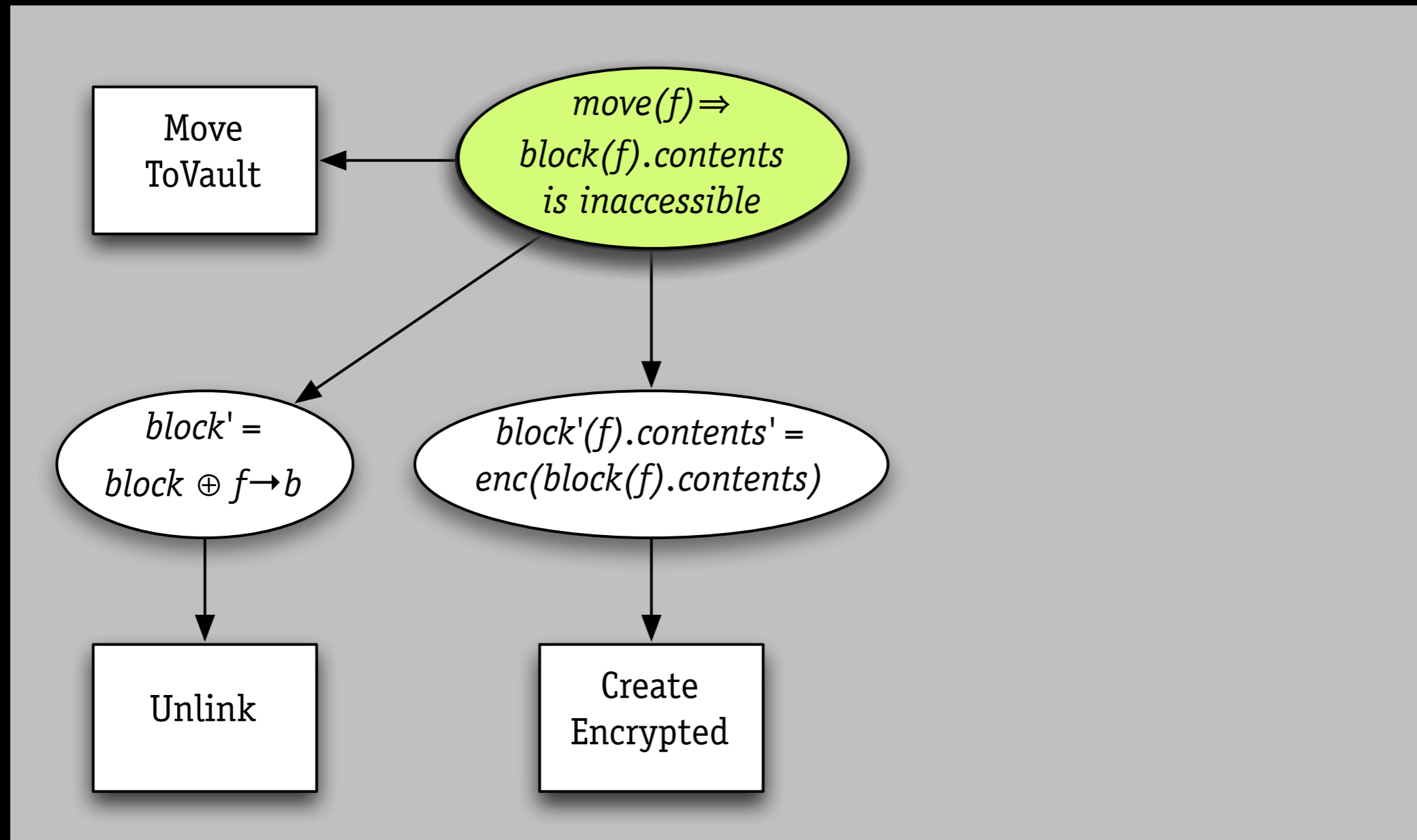
*wrong property*

# apple file vault



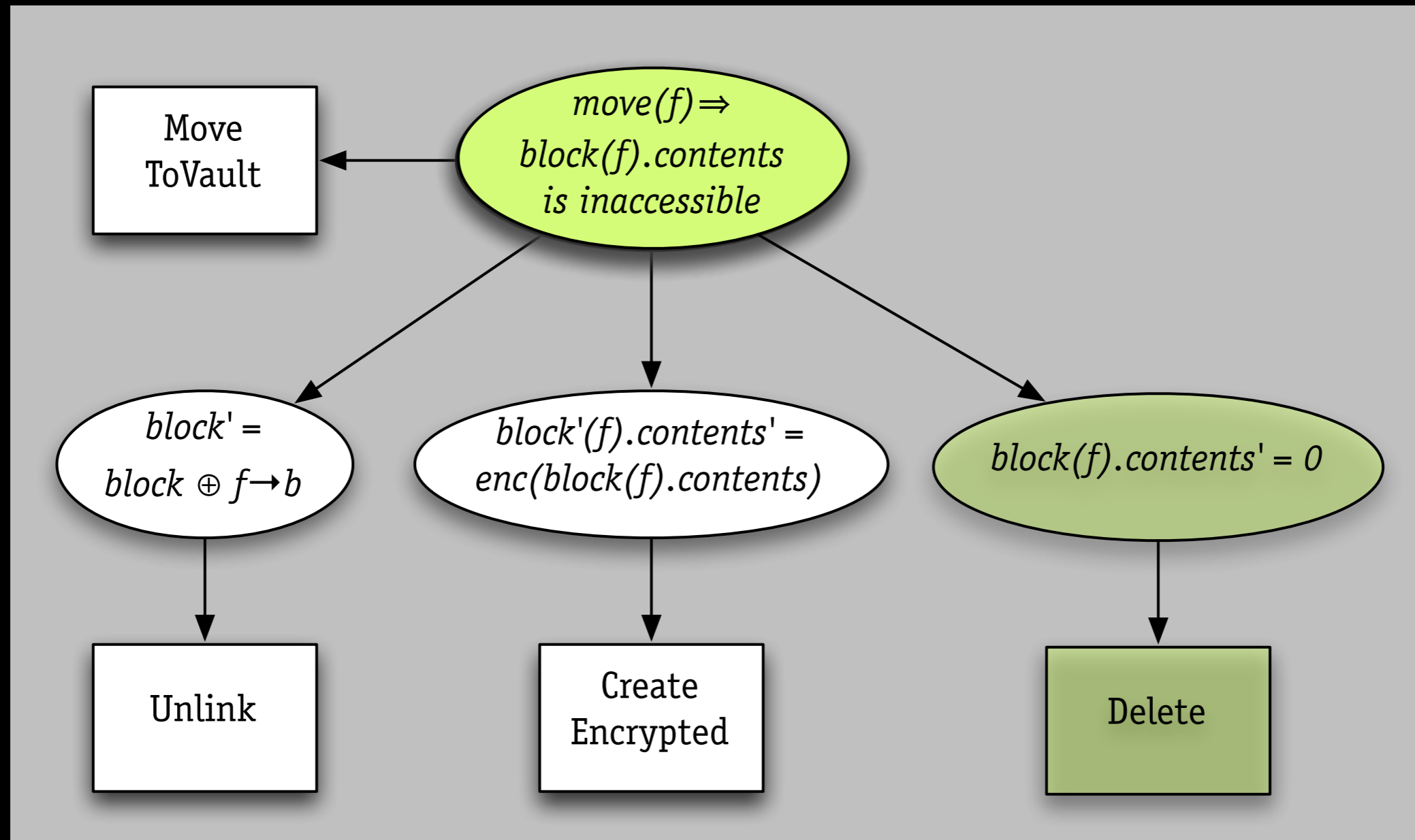
*wrong property*

# apple file vault



*wrong property*

# apple file vault



*wrong property*

from Simson Garfinkel, 2004

# insecure ATMs

a broken PIN scheme

- › hash of PIN stored on card
- › ATM just checks entered PIN against it

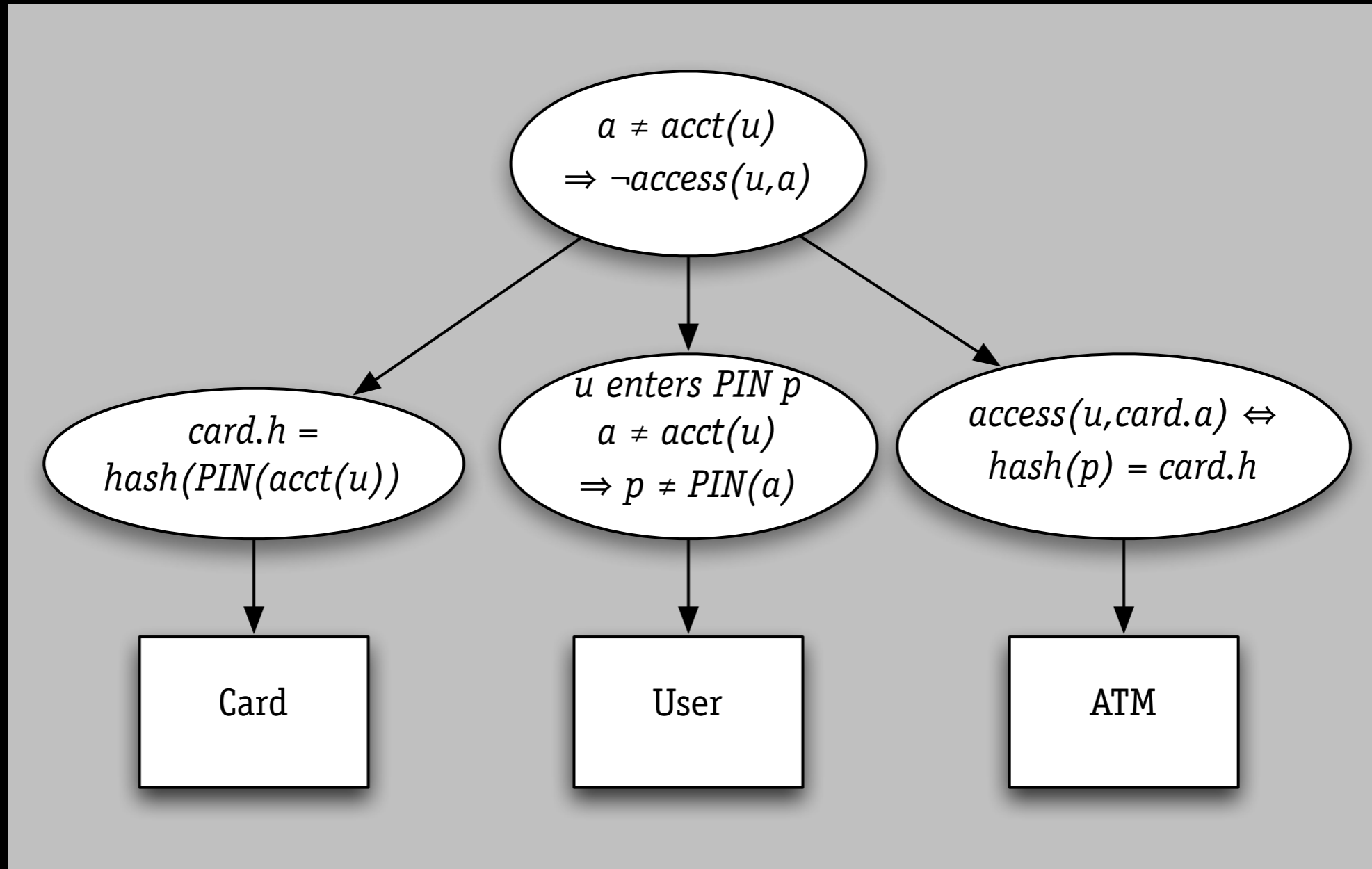
to access another account

- › just change account number on card!



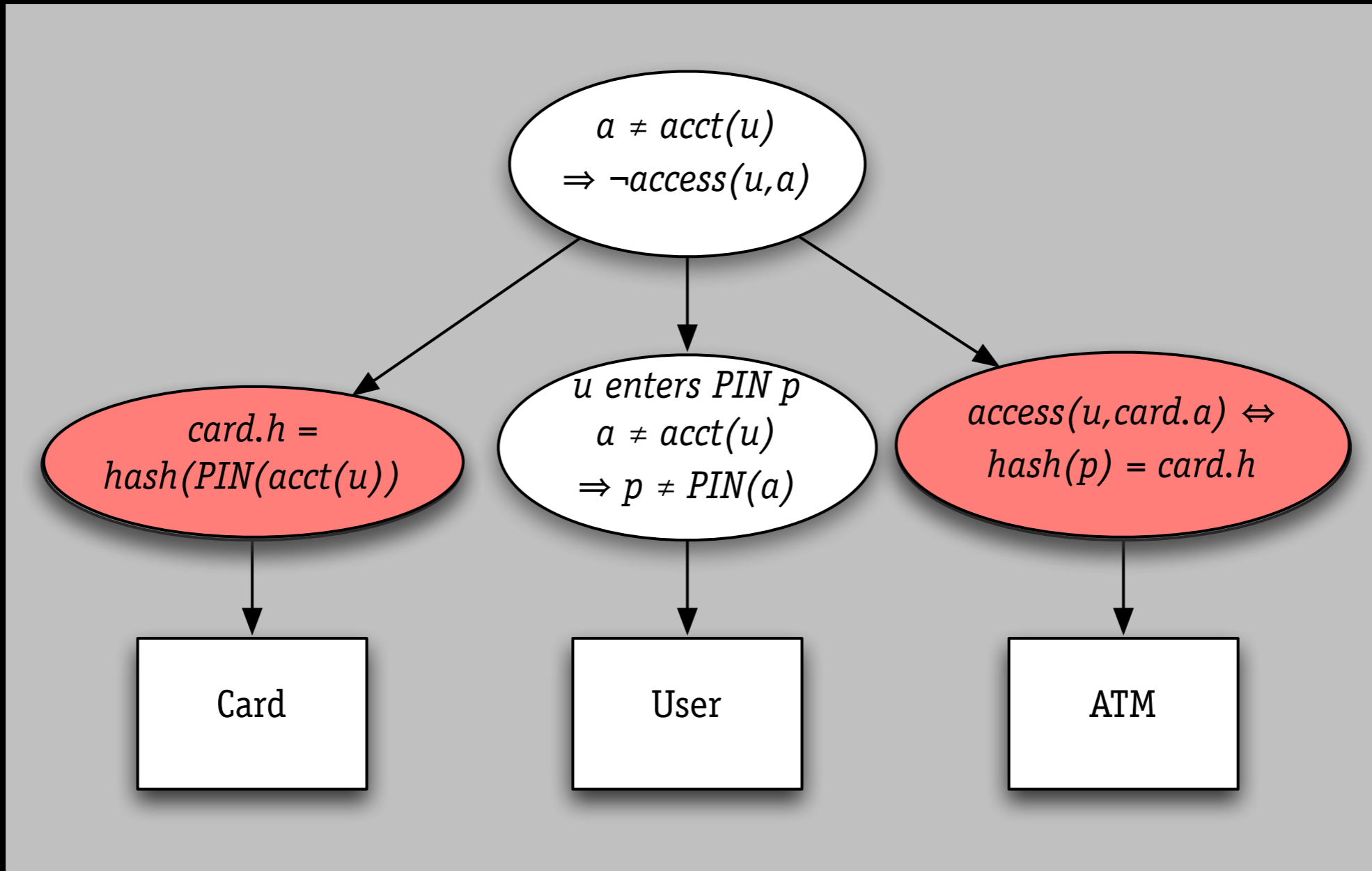


# insecure ATMs



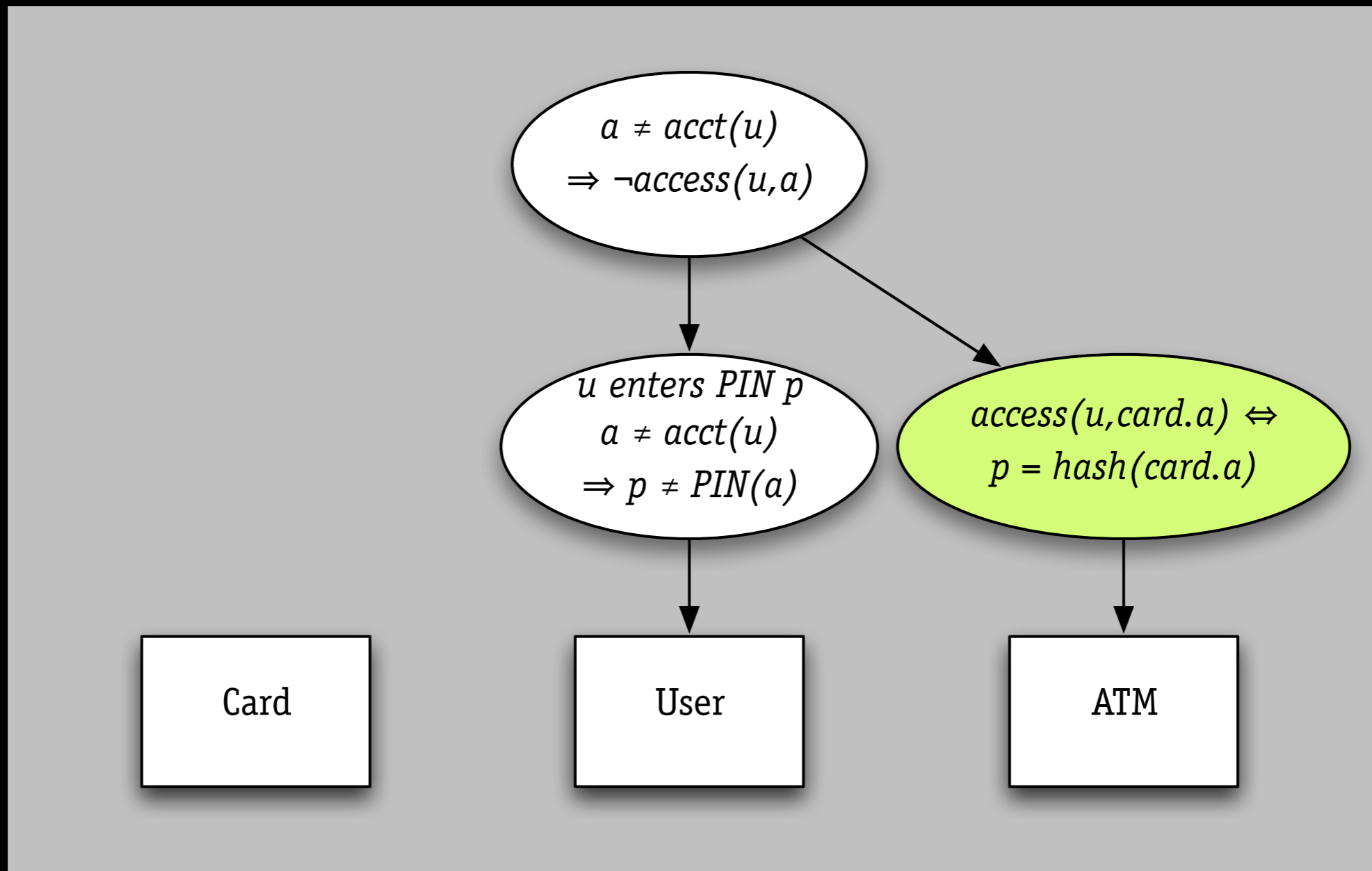
*problem: bad analysis*

# insecure ATMs



*problem: bad analysis*

# insecure ATMs



*problem: bad analysis*

# Airbus A320 (1993)

landing in Warsaw

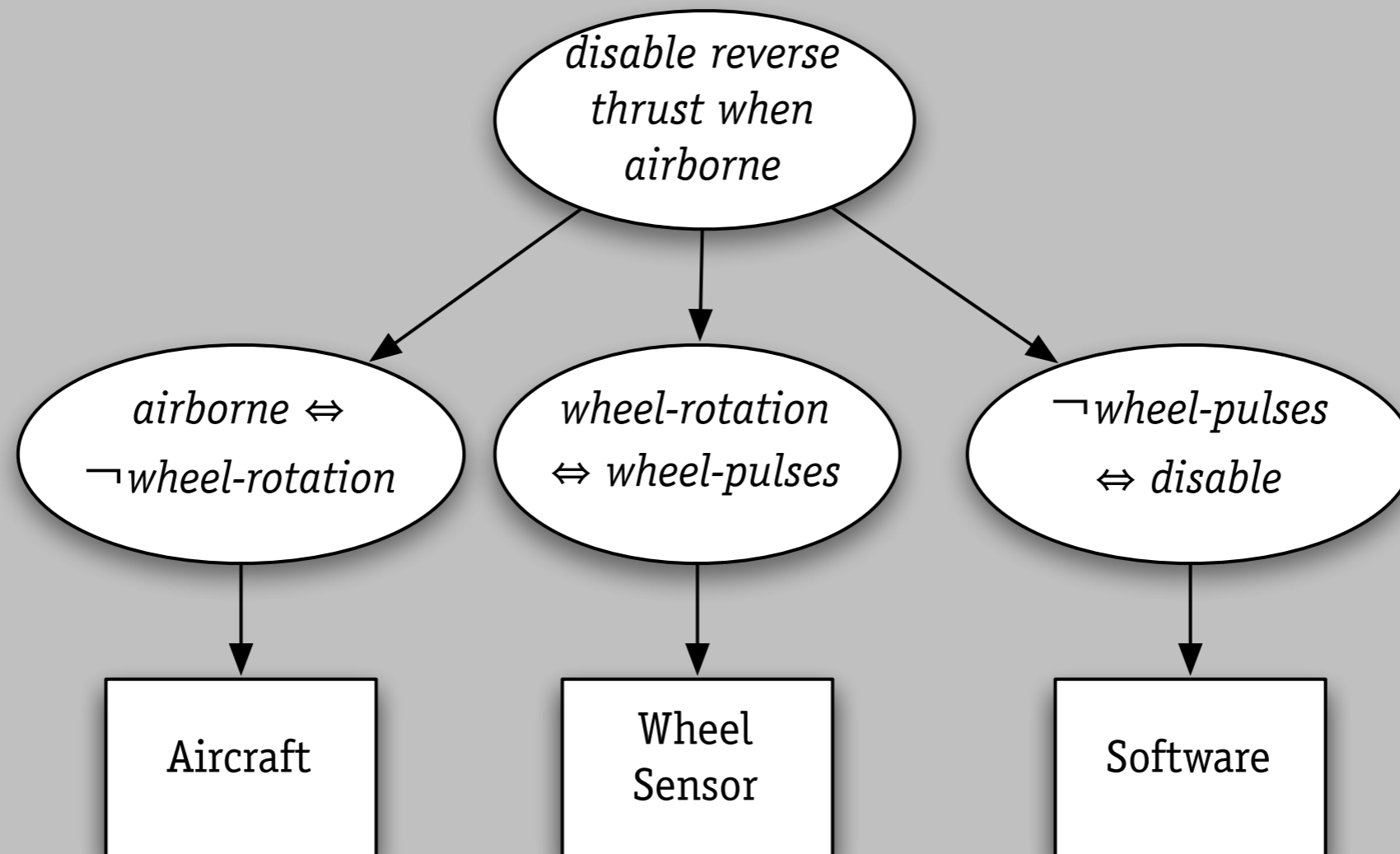
- › overrun runway
- › pilot & passenger died

explanation

- › aquaplaned, so no wheel rotation
- › reverse thrust was disabled for 9s



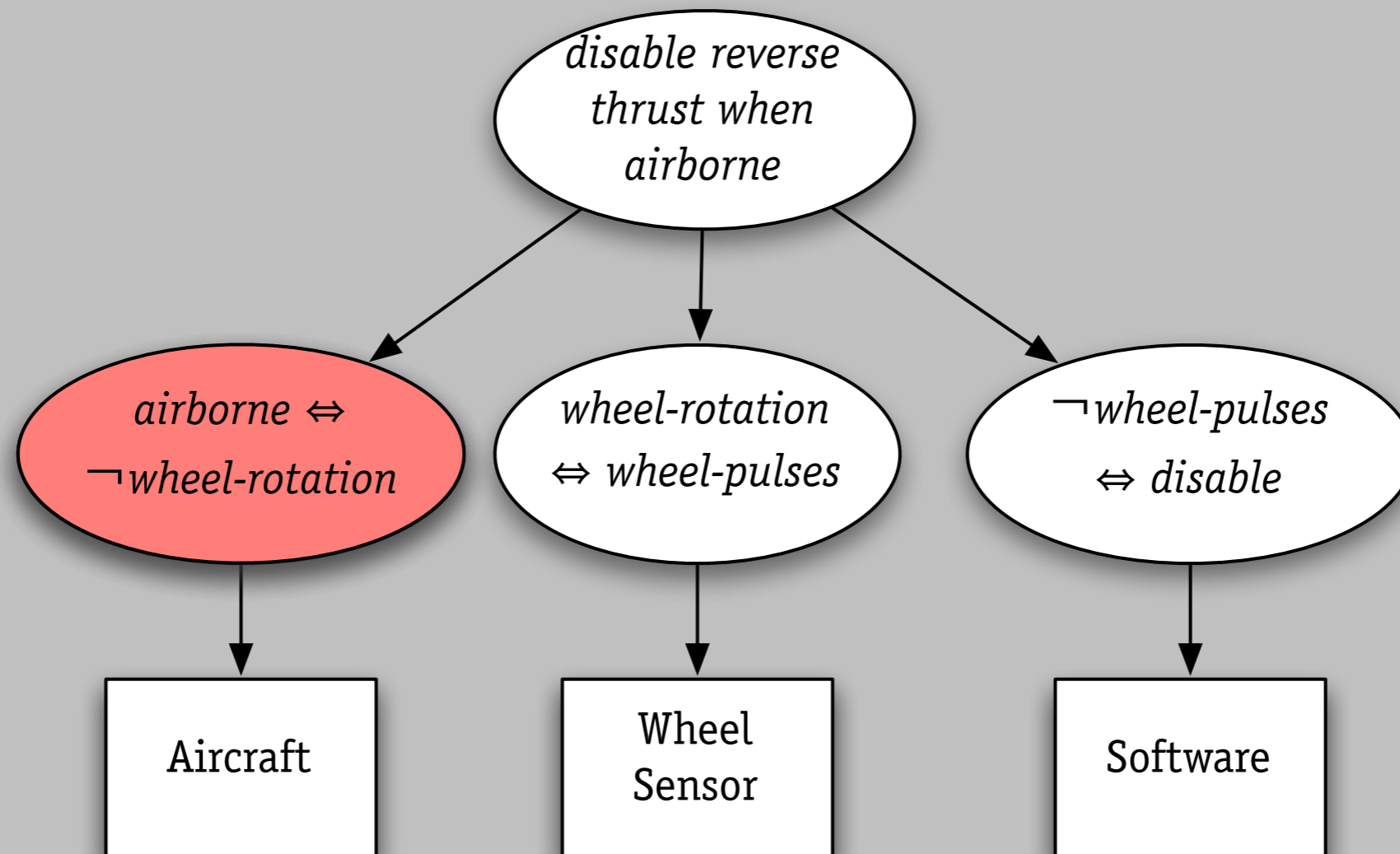
# Airbus A320 (1993)



*problem: incorrect environmental assumption*

from Michael Jackson, Peter Ladkin

# Airbus A320 (1993)



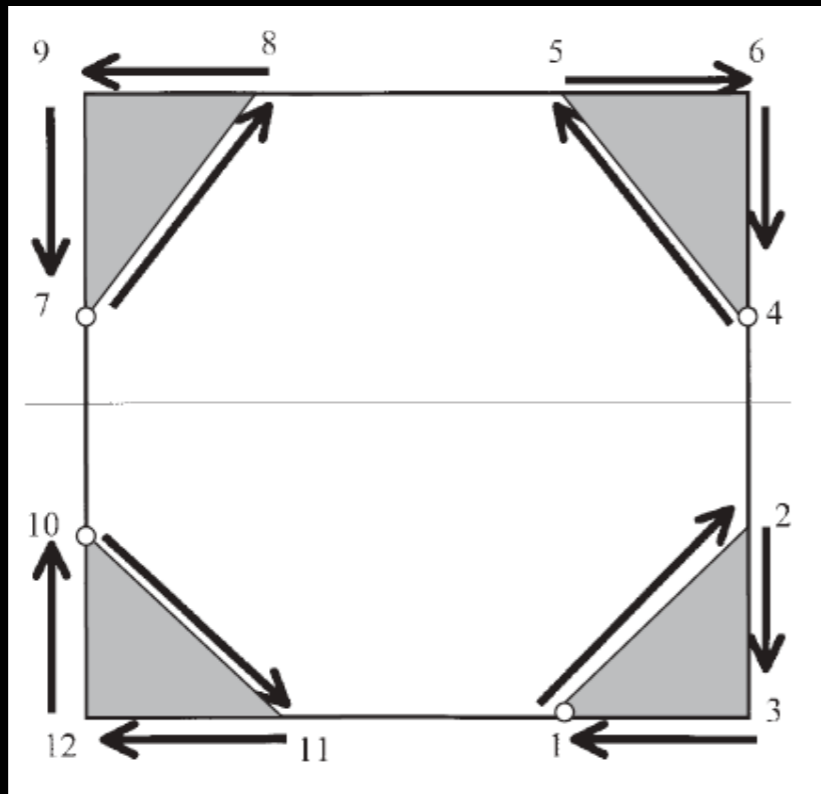
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# Panama City (2001)

radiation treatment planning software  
overexposes 20, killing at least 9

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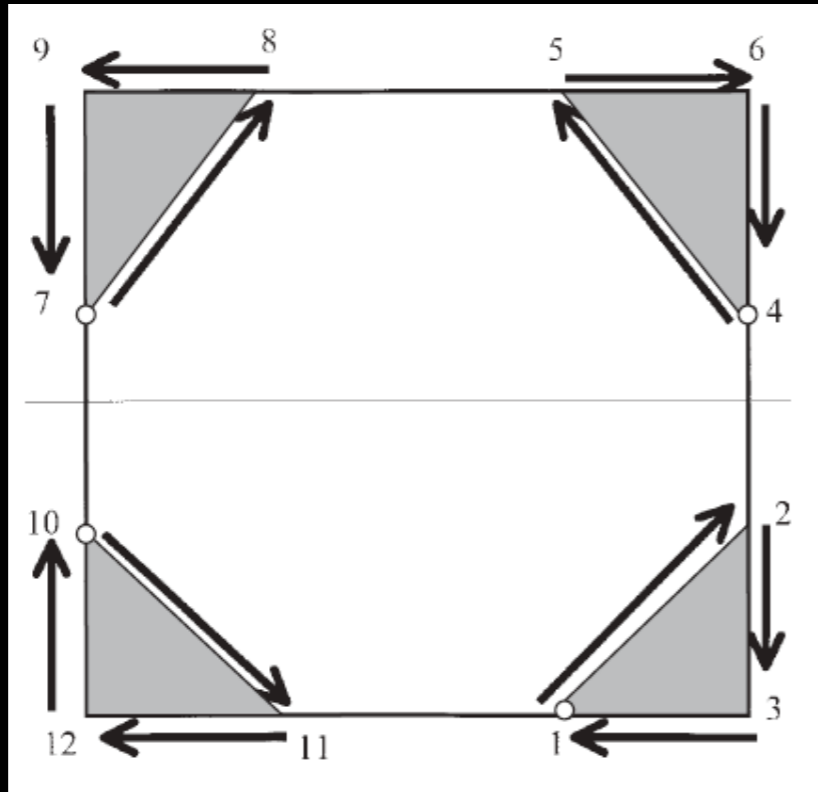


dose = D

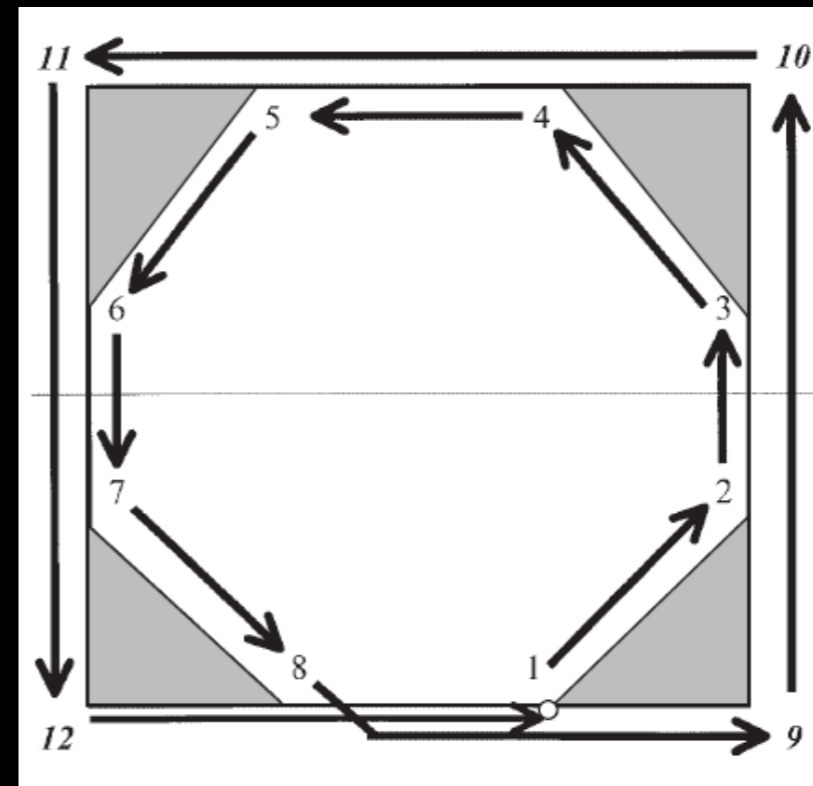
radiation treatment planning software  
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# Panama City (2001)



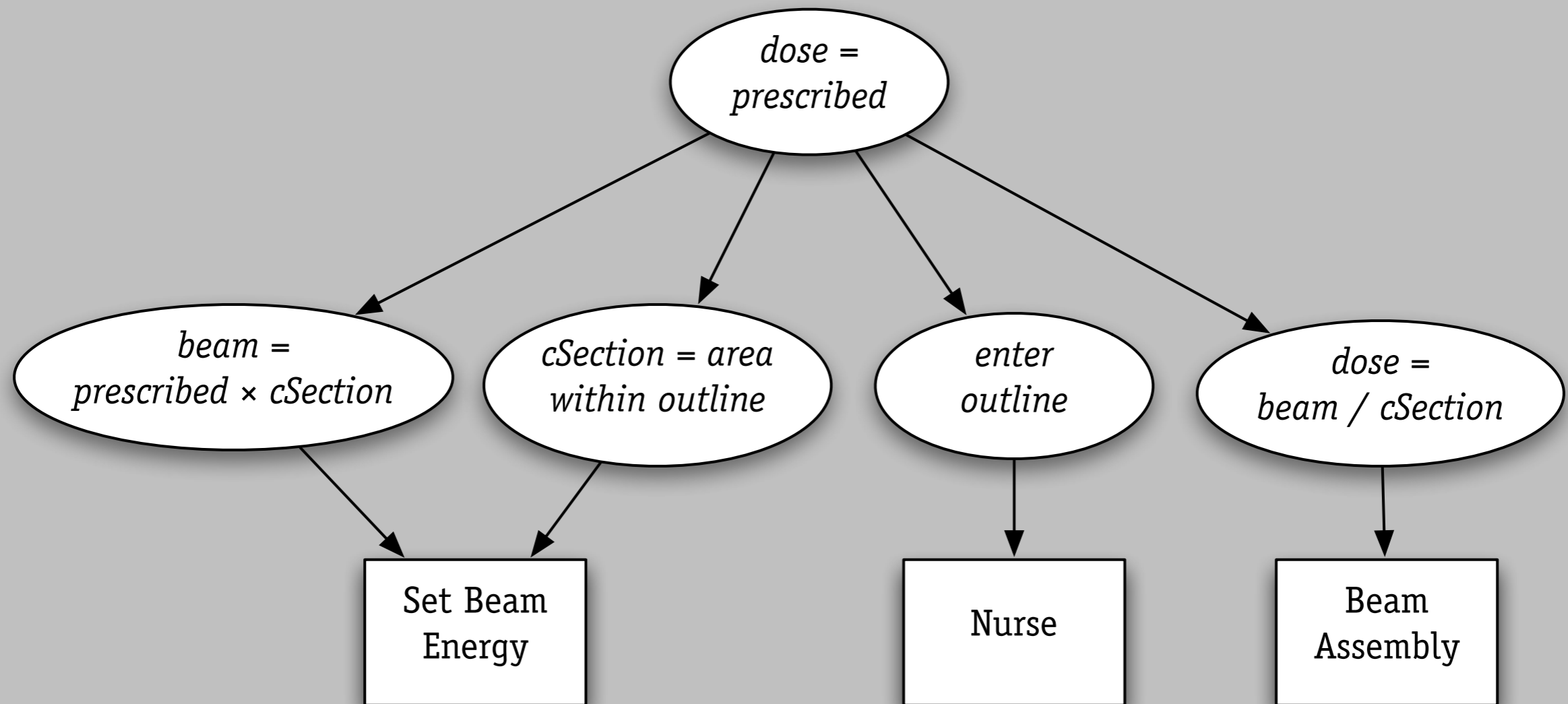
dose =  $D$



dose =  $2D$

radiation treatment planning software  
overexposes 20, killing at least 9

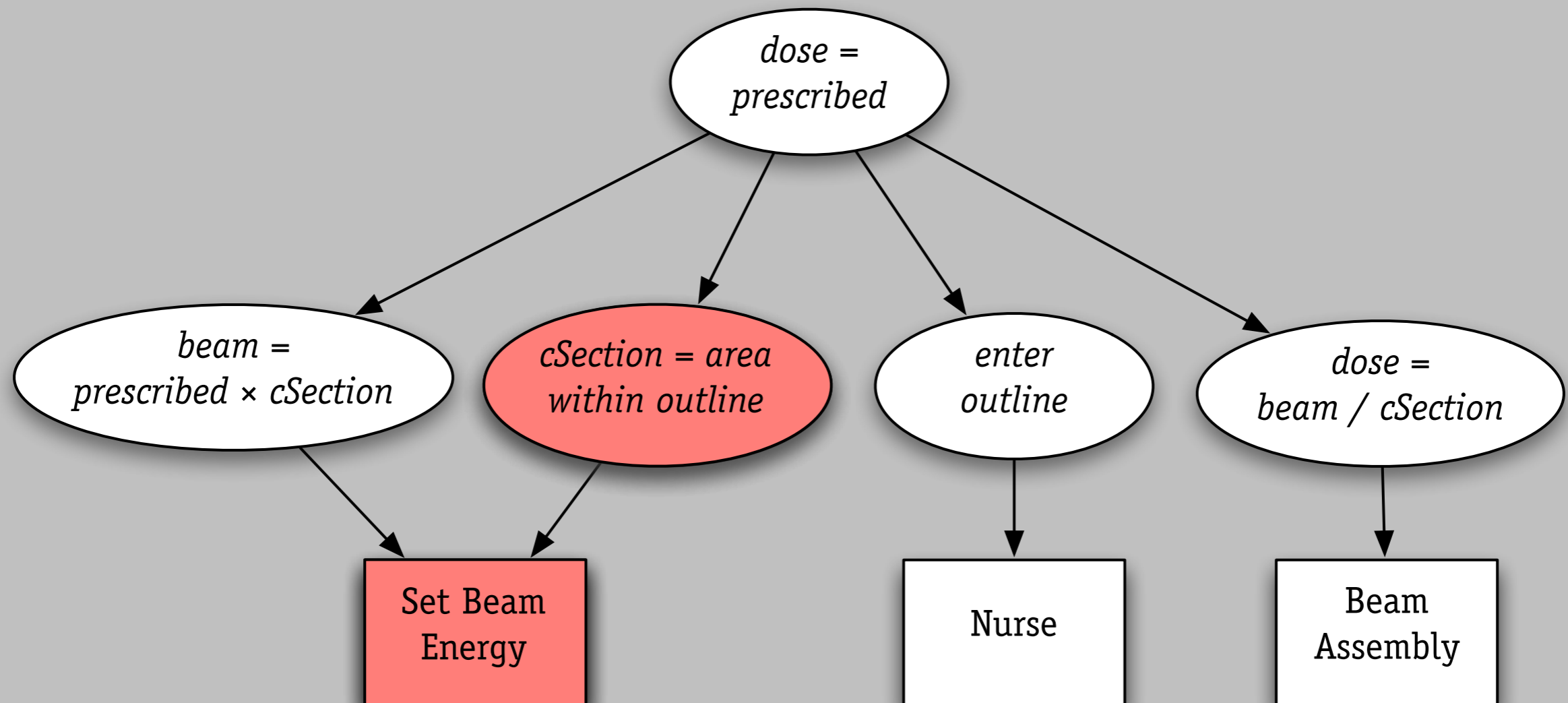
# Panama Radiotherapy, 2001



*problem: component fails to meet spec*

from IAEA Investigation, 2001

# Panama Radiotherapy, 2001



*problem: component fails to meet spec*

from IAEA Investigation, 2001

*Given [the input] that was given, our system calculated the correct amount, the correct dose. It was an unexpected result. And, if [the staff in Panama] had checked, they would have found an unexpected result.*

Mick Conley, Multidata

# Ariane 5 (1996)

first test flight

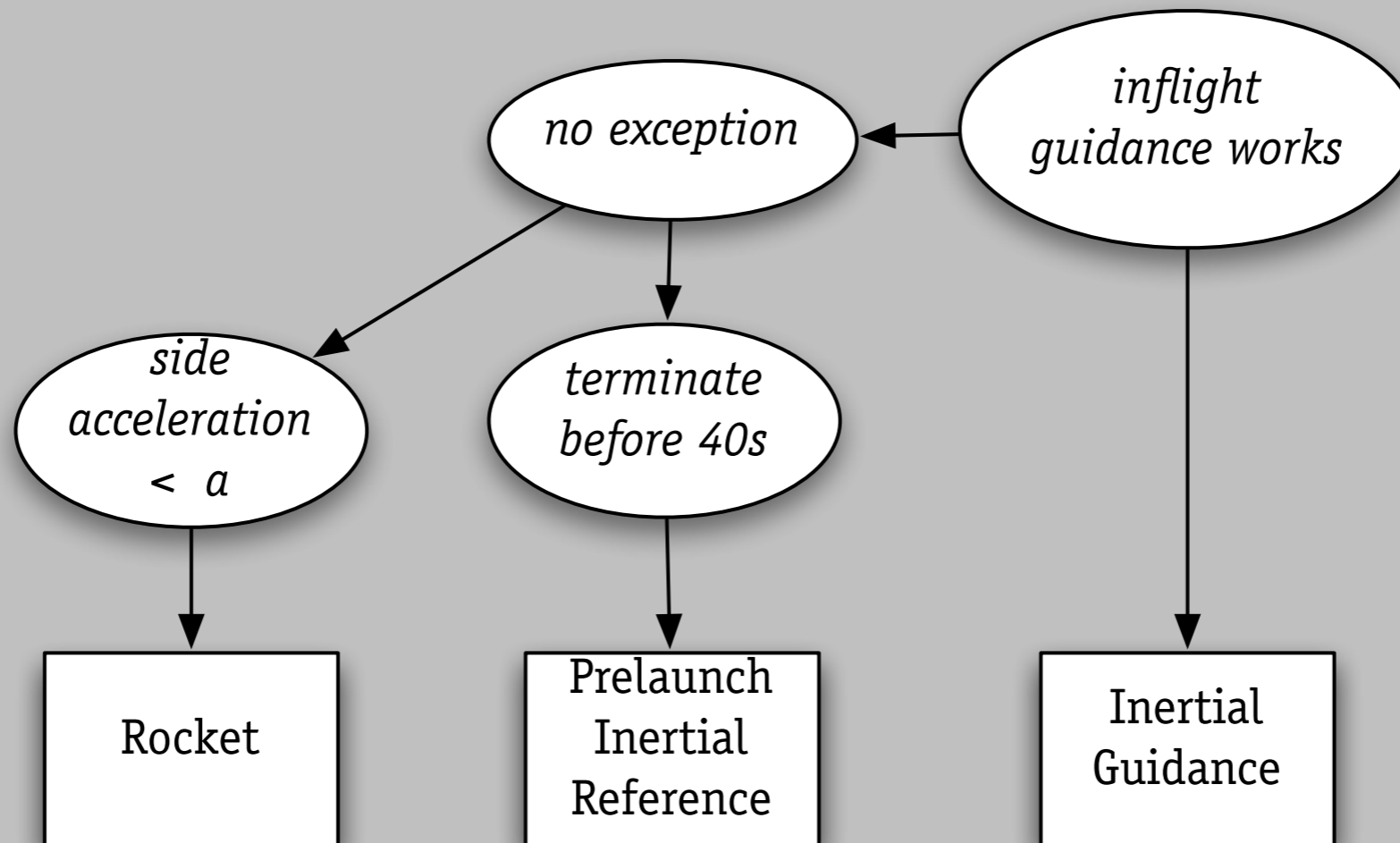
- › self destructs
- › \$400m loss

explanation

- › prelaunch routine  
throws numeric  
overflow exception



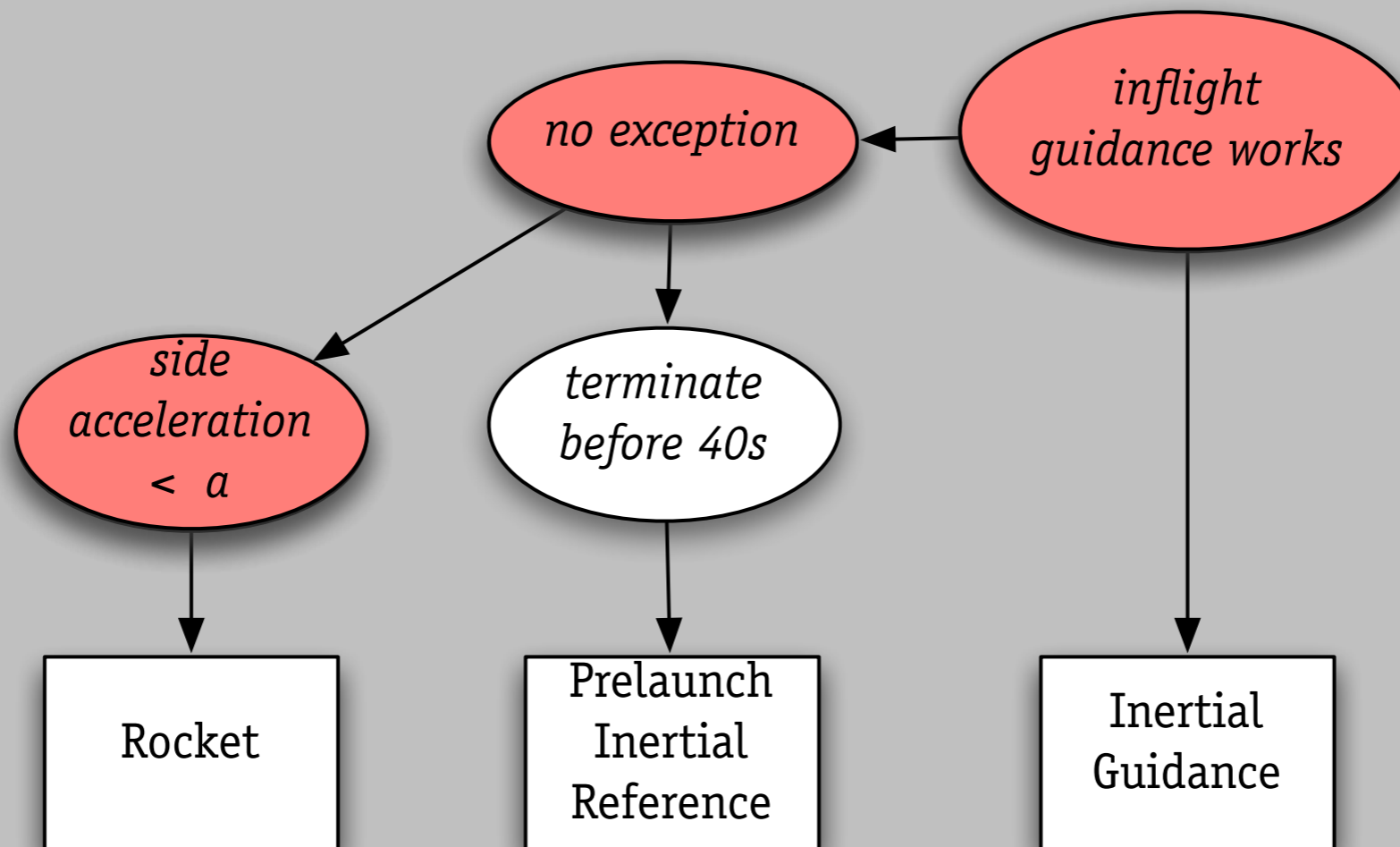
# Ariane 5, 1996



*problem: neglected coupling, incorrect assumptions*

from report of inquiry board, J.L. Lions

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# AT&T outage (1990)

failure in 5ESS switch

- › for 9 hours
- › 148 calls made
- › about 50% dropped

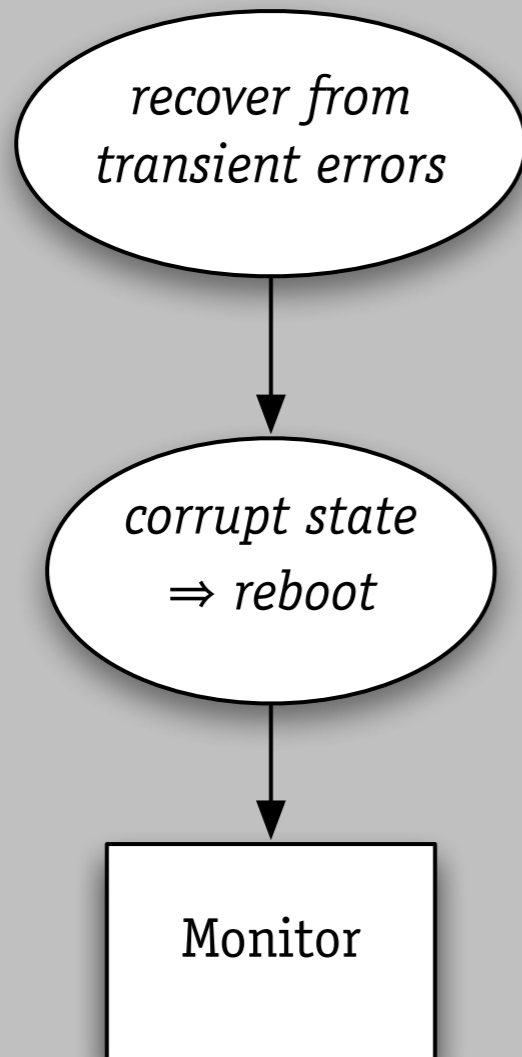
explanation

- › bug in recent upgrade
- › caused knock-on crashes



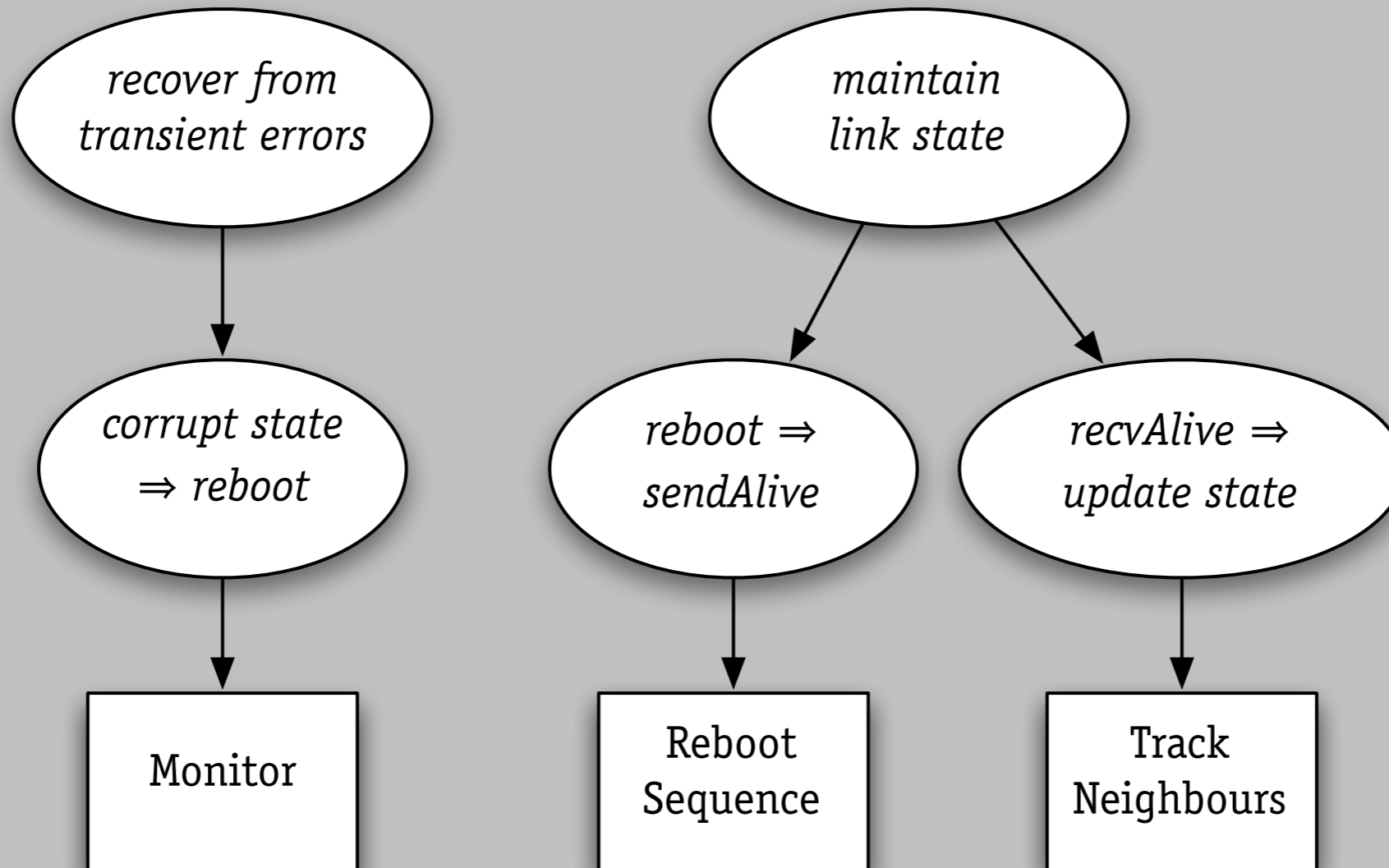


# AT&T outage (1990)



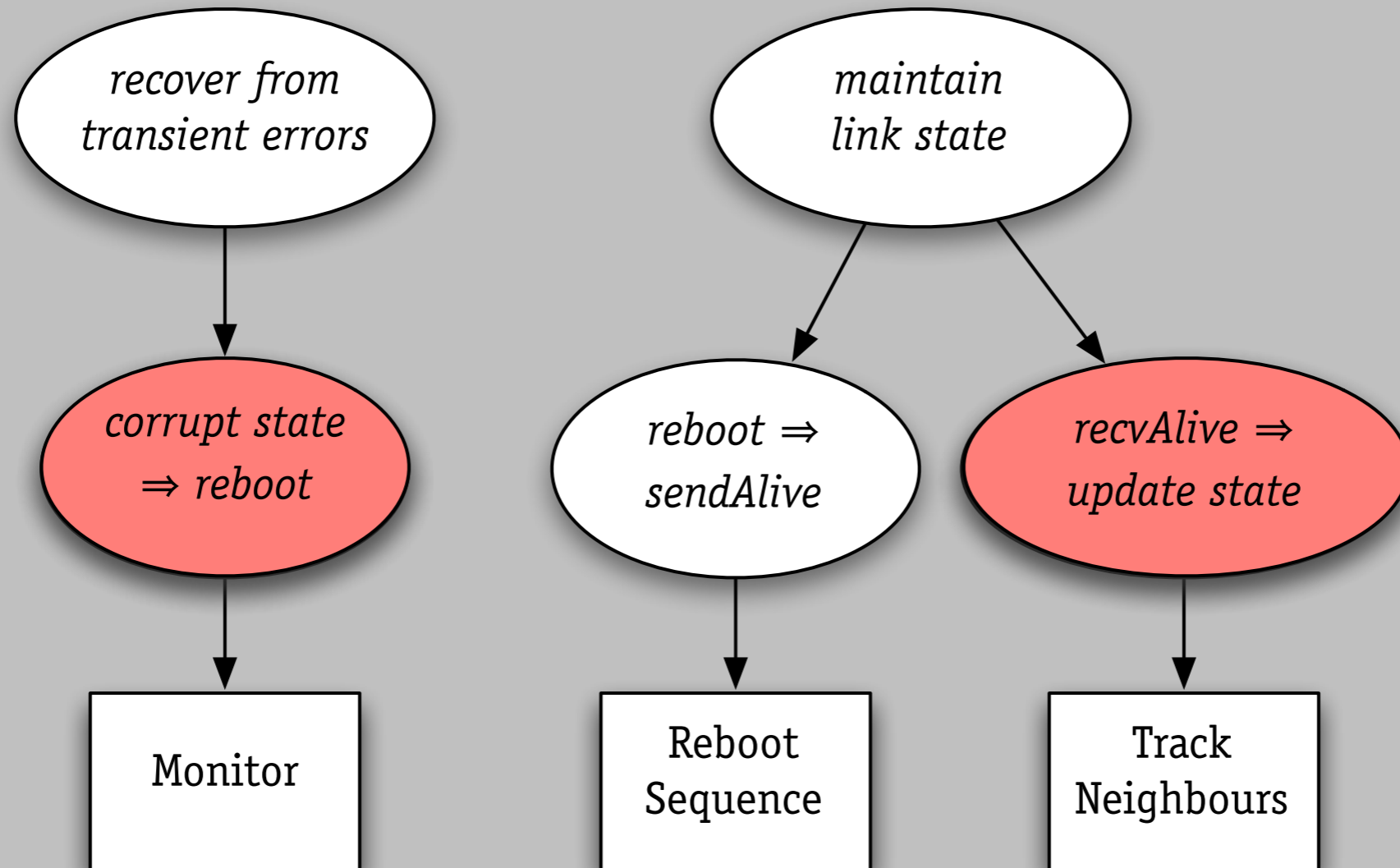
*problem: feature interaction*

# AT&T outage (1990)



*problem: feature interaction*

# AT&T outage (1990)



*problem: feature interaction*

plus ça change...

*Phone-company technicians traced the problem to a single 'failure of logic' in the computer programs that route calls through the AT&T network.*

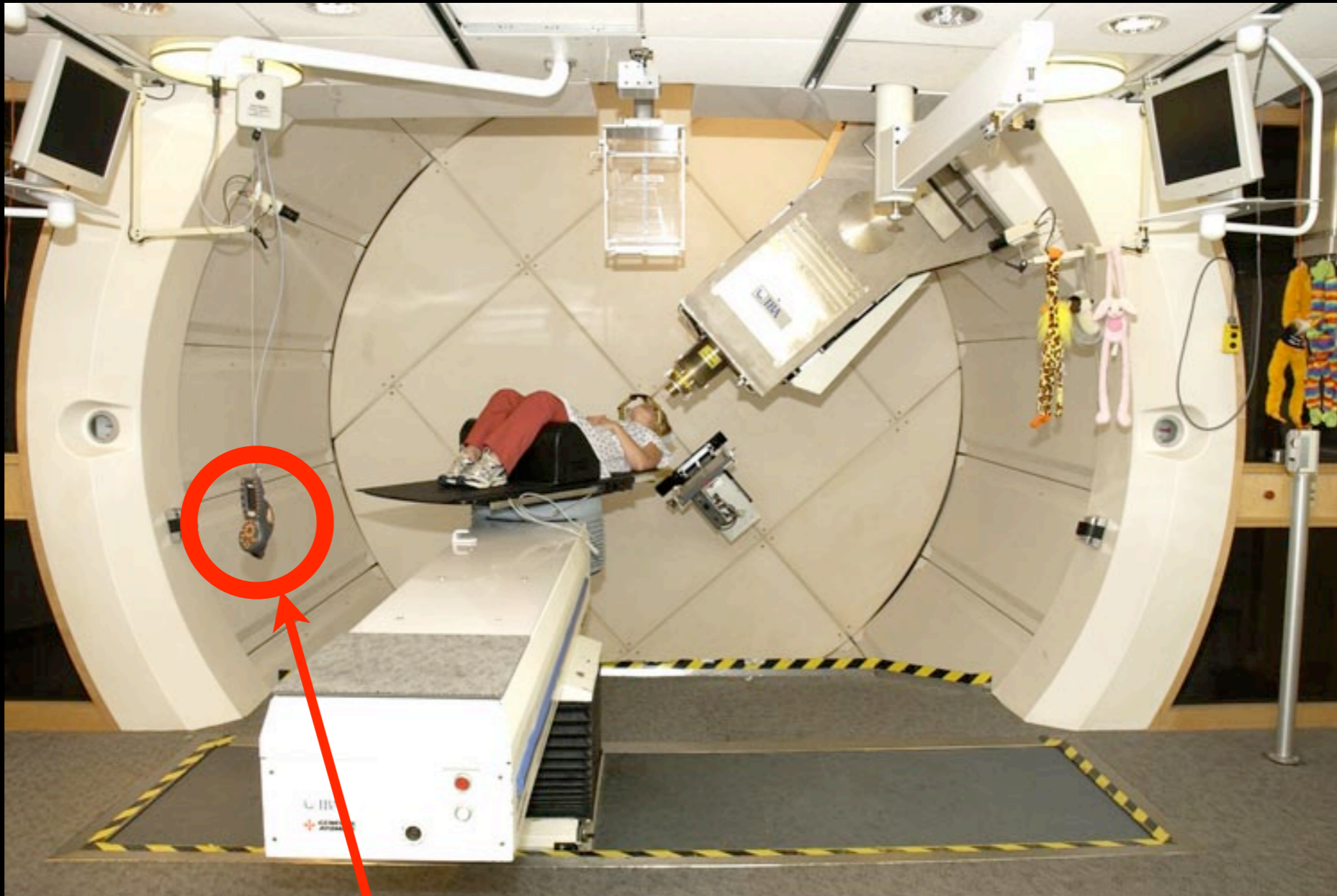
*AT&T Network Outage, 1990*

*We've now determined that message corruption was the cause of the server-to-server communication problems ... a handful of messages ... had a single bit corrupted*

*Amazon S3 Outage, 2009*

case study:  
proton therapy

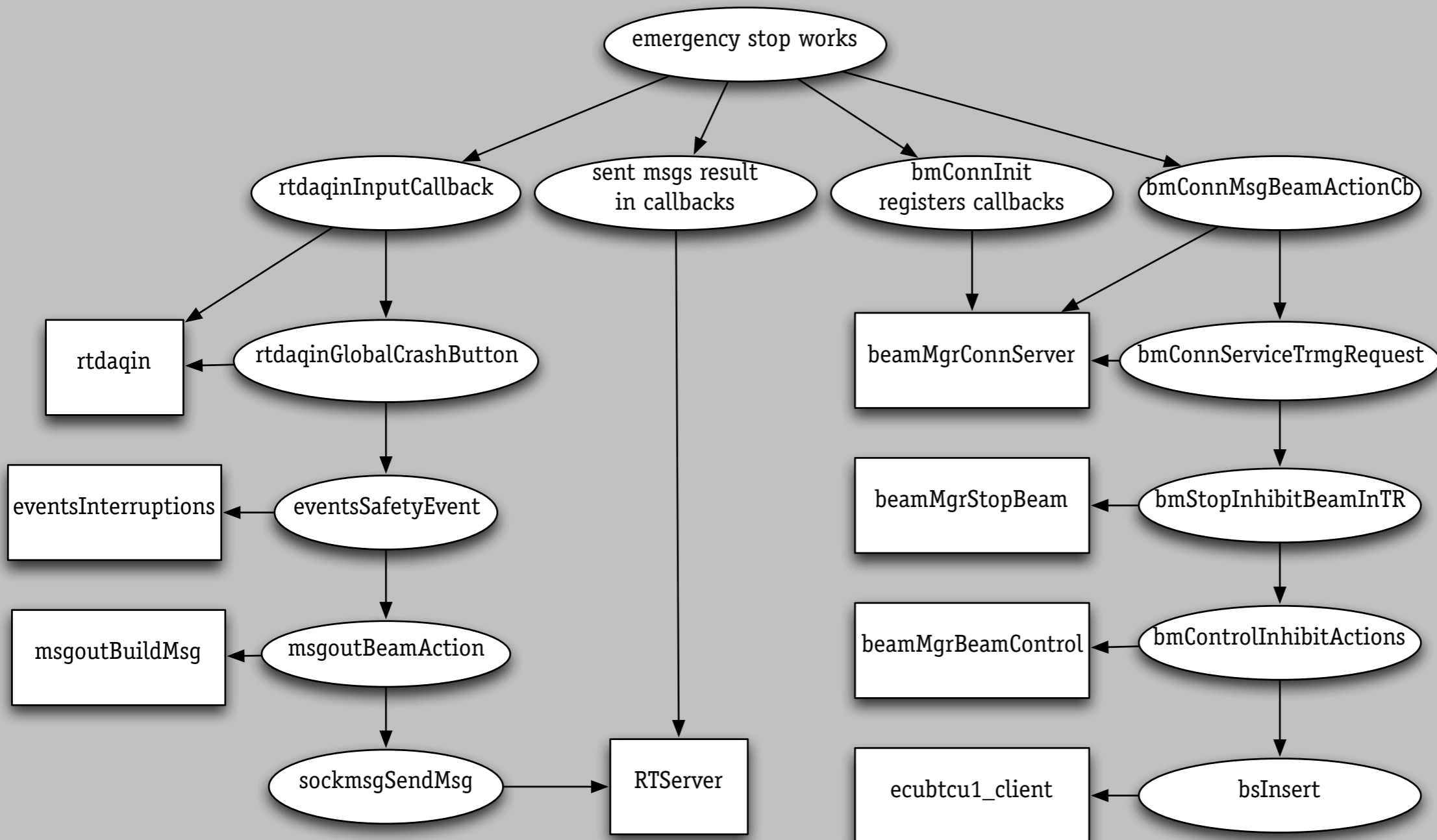
# proton therapy



*hand pendant with stop button*

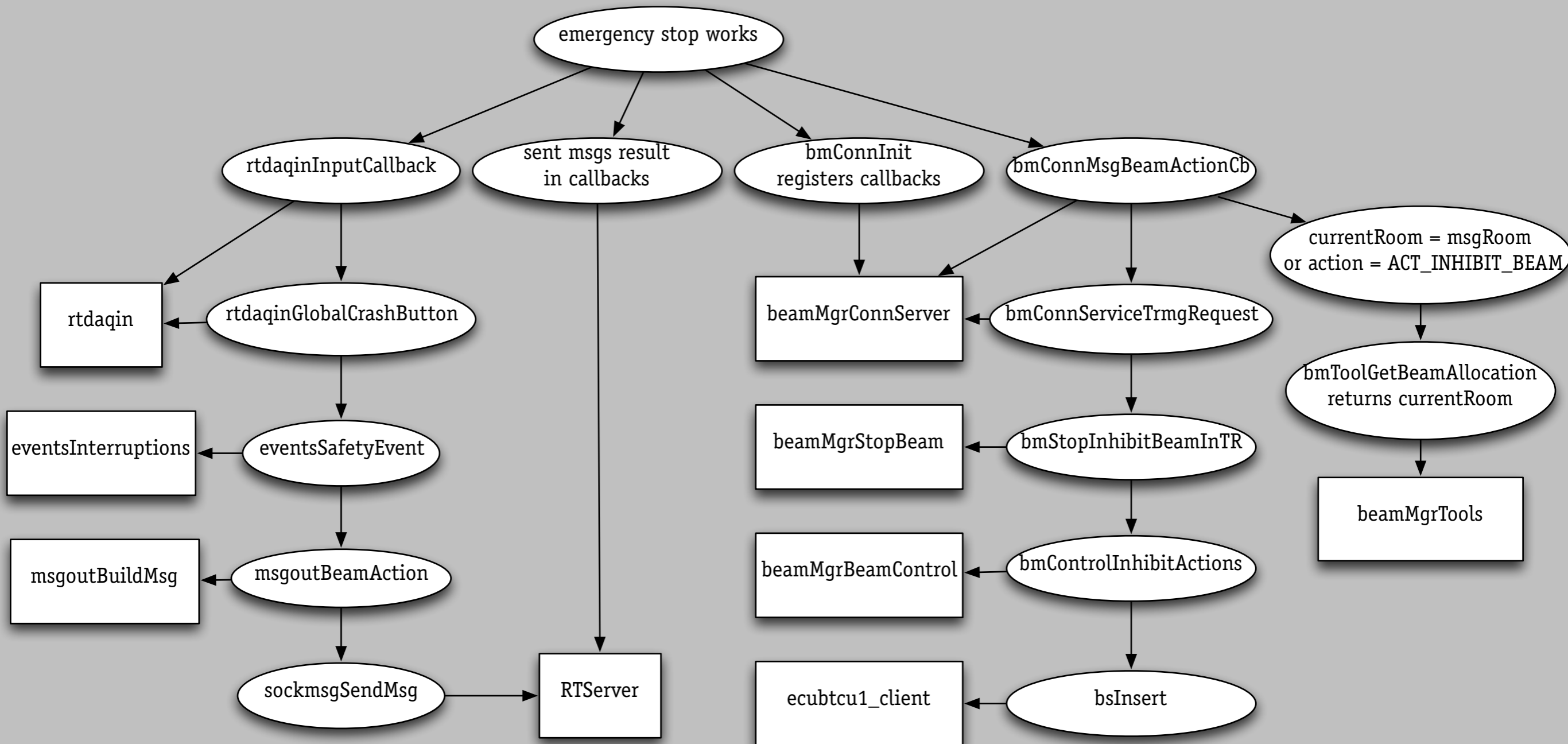
tracing emergency stop

# tracing emergency stop

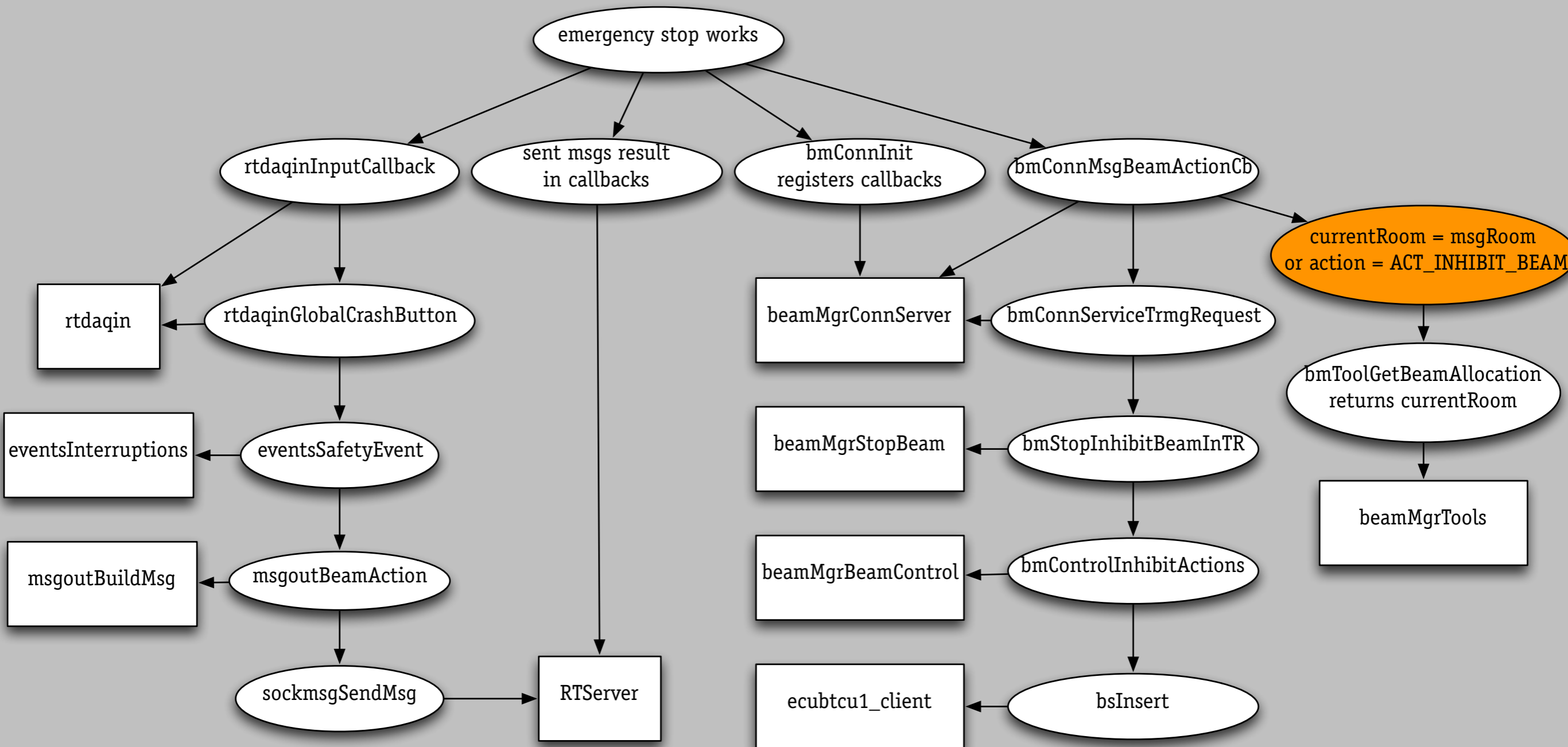




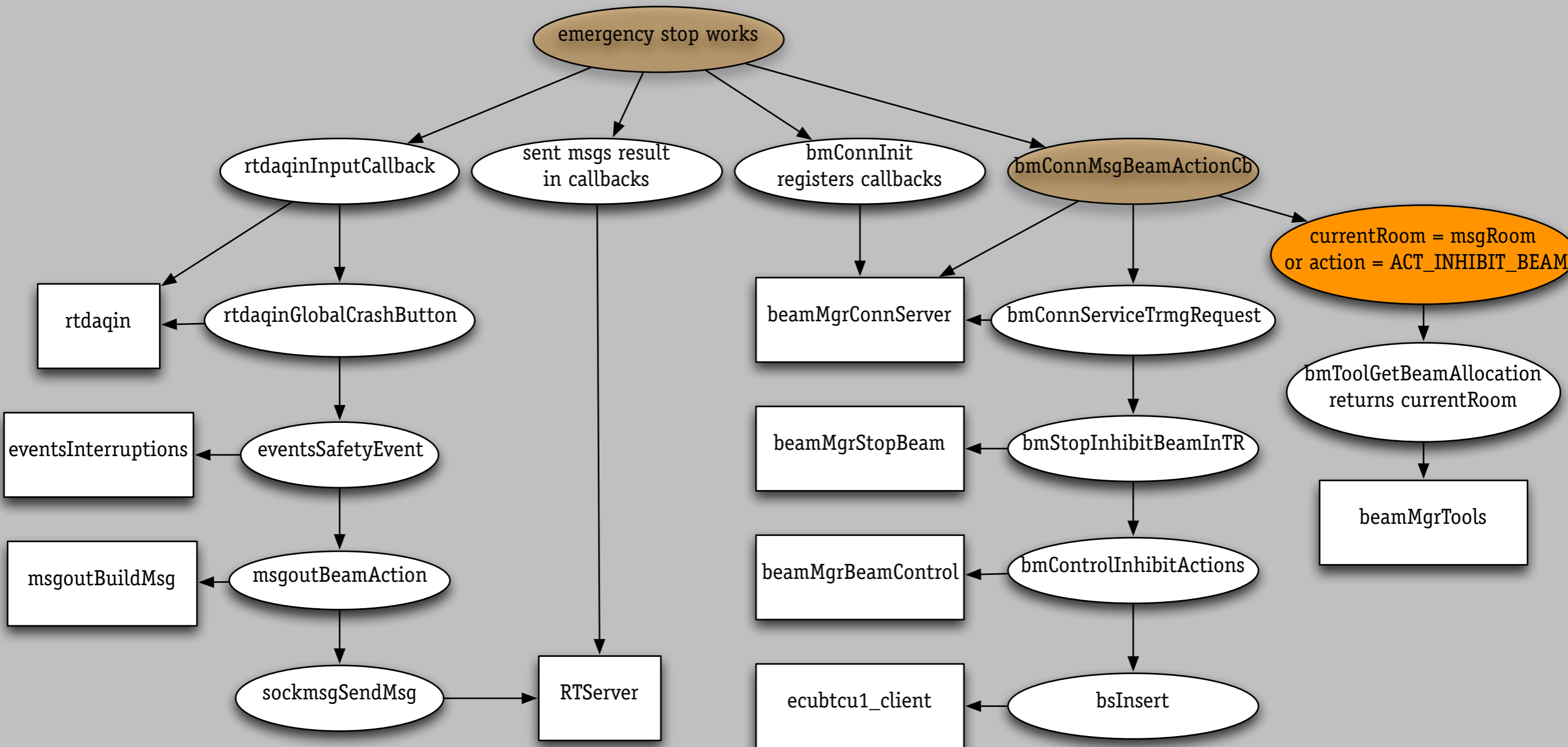
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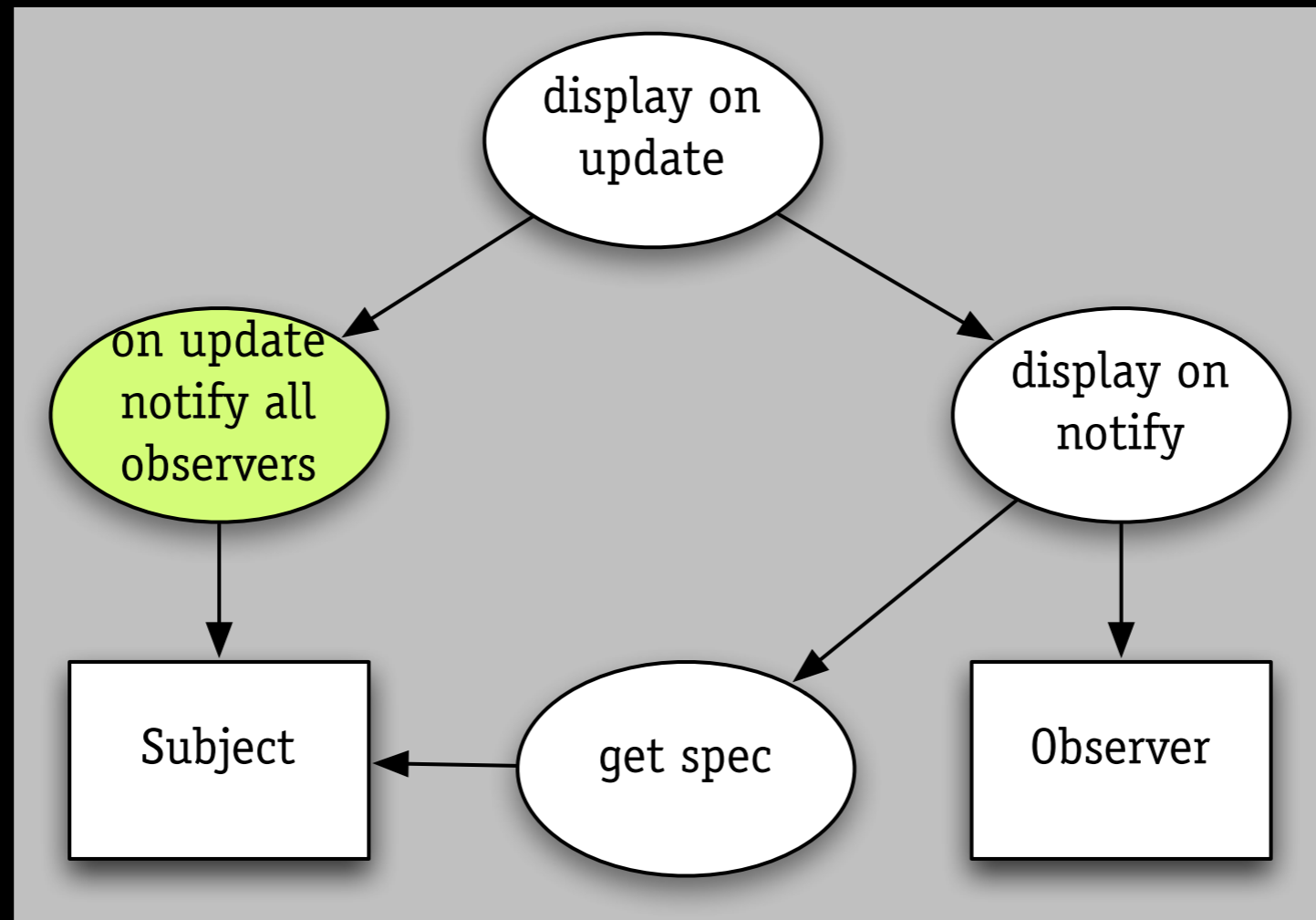


# tracing emergency stop



towards automated analysis

# observer



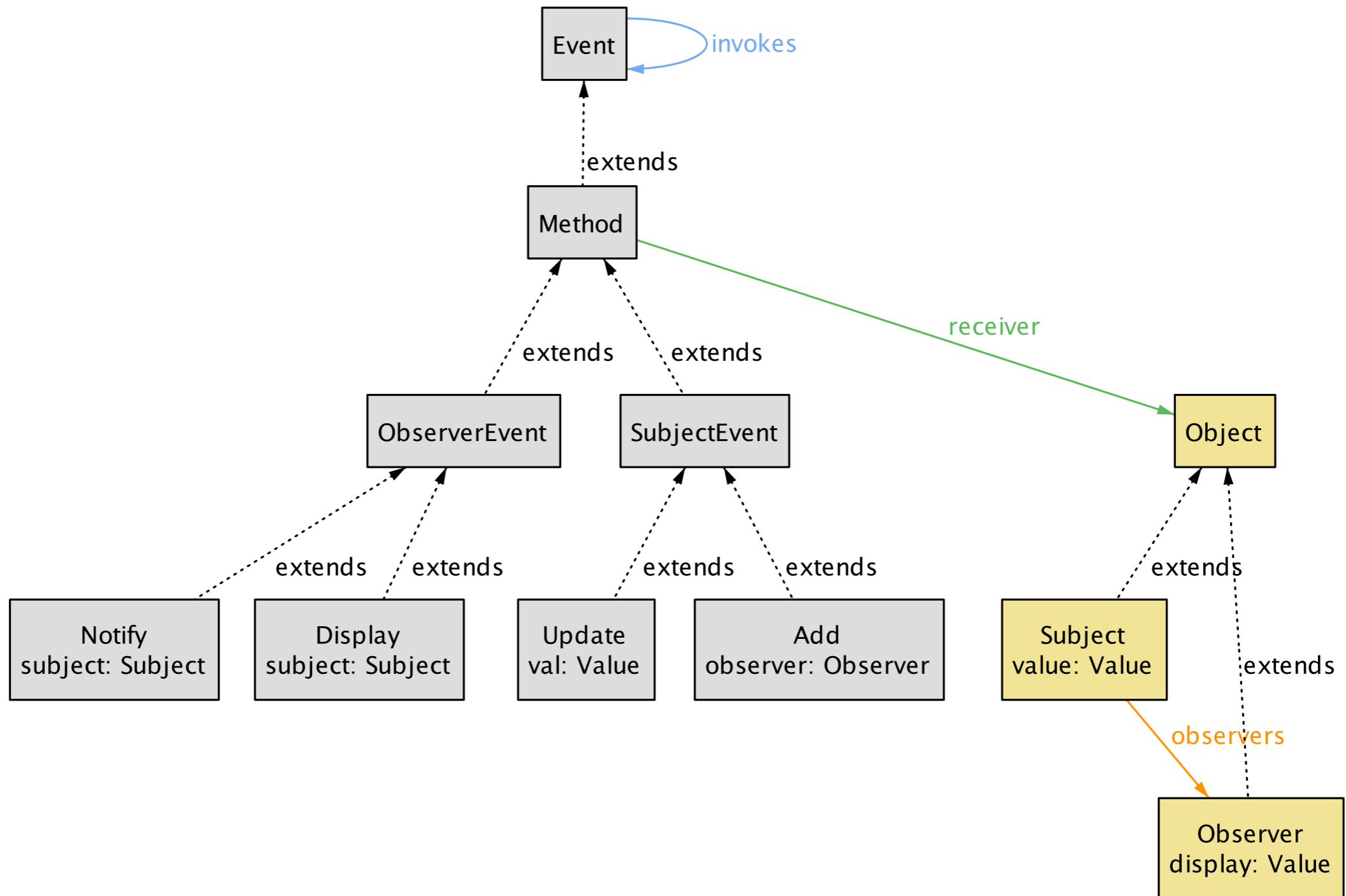
*how to formalize?*

# like this?

```
contract SubjectView
  Subject supports [
    value : Value
    SetValue(val:Value)  $\mapsto \Delta value \{value = val\}; Notify()$ 
    GetValue() : Value  $\mapsto$  return value
    Notify()  $\mapsto \langle \parallel v : v \in Views : v \rightarrow Update() \rangle$ 

    AttachView(v:View)  $\mapsto \{v \in Views\}$ 
    DetachView(v:View)  $\mapsto \{v \notin Views\}$ 
  ]
  Views : Set(View) where each View supports [
    Update()  $\mapsto$  Draw()
    Draw()  $\mapsto$  Subject  $\rightarrow$  GetValue() {View reflects Subject.value}
    SetSubject(s:Subject)  $\mapsto \{Subject = s\}$ 
  ]
  invariant
    Subject.SetValue(val)  $\mapsto \langle \forall v : v \in Views : v$  reflects Subject.value  $\rangle$ 
  instantiation
     $\langle \parallel v : v \in Views : \langle Subject \rightarrow AttachView(v) \parallel v \rightarrow SetSubject(Subject) \rangle \rangle$ 
end contract
```

# alloy object model



# class hierarchy



# class hierarchy

sig Value {}  
sig Time {}

# class hierarchy

```
sig Value {}
```

```
sig Time {}
```

```
sig Subject extends Object {  
  observers: Observer -> Time,  
  value: Value one -> Time  
}
```

# class hierarchy

```
sig Value {}
```

```
sig Time {}
```

```
sig Subject extends Object {  
  observers: Observer -> Time,  
  value: Value one -> Time  
}
```

```
sig Observer extends Object {  
  display: Value one -> Time  
}
```

# event hierarchy

# event hierarchy

```
abstract sig Event {  
  before, after: Time,  
  invokes: set Event  
}
```

# event hierarchy

```
abstract sig Event {  
  before, after: Time,  
  invokes: set Event  
}
```

```
abstract sig Method extends Event {  
  receiver: Object  
}
```

# event hierarchy

```
abstract sig Event {  
  before, after: Time,  
  invokes: set Event  
}
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```
abstract sig Method extends Event {  
  receiver: Object  
}
```

```
abstract sig SubjectEvent extends Method {} {  
  receiver in Subject  
}
```

# event hierarchy

```
abstract sig Event {  
  before, after: Time,  
  invokes: set Event  
}
```

```
abstract sig Method extends Event {  
  receiver: Object  
}
```

```
abstract sig SubjectEvent extends Method {} {  
  receiver in Subject  
}
```

```
sig Add extends SubjectEvent {  
  observer: Observer } {  
  receiver.observers.after =  
    receiver.observers.before + observer  
}
```



invocation

# invocation

```
pred control (invokes: Event -> Event) {  
  all u: Update |  
    all o: u.receiver.observers.(u.before) |  
      some n: u.invokes & Notify |  
        n.subject = u.receiver && n.receiver = o  
  all n: Notify |  
    some d: n.invokes & Display |  
      d.receiver = n.receiver && d.subject = n.subject  
}
```

# invocation

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}

fact MinimalInvocation {
  control [invokes]
  no e, e': Event | e->e' in invokes and control [invokes - e->e']
}
```

# invocation

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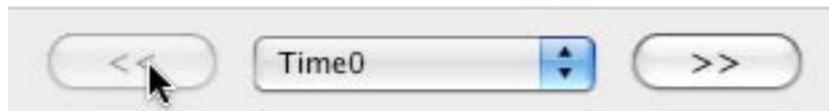
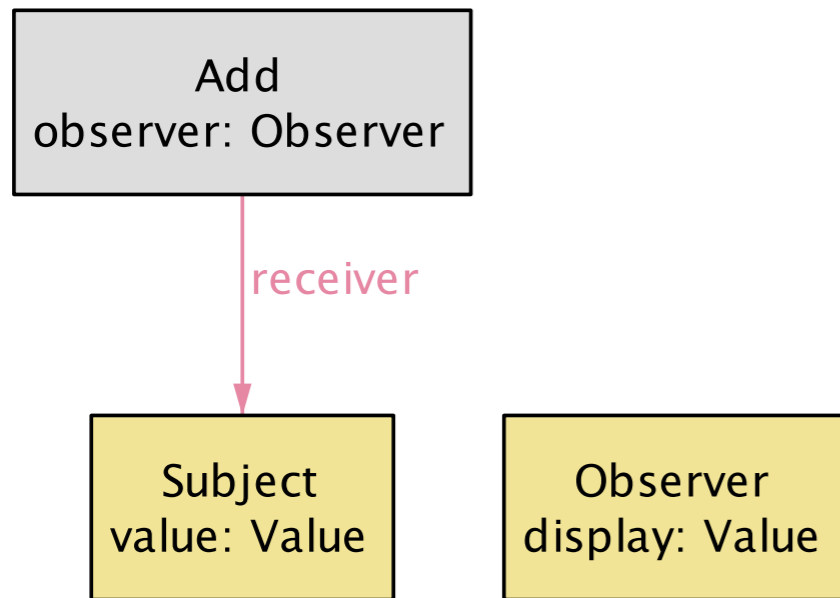
# invocation

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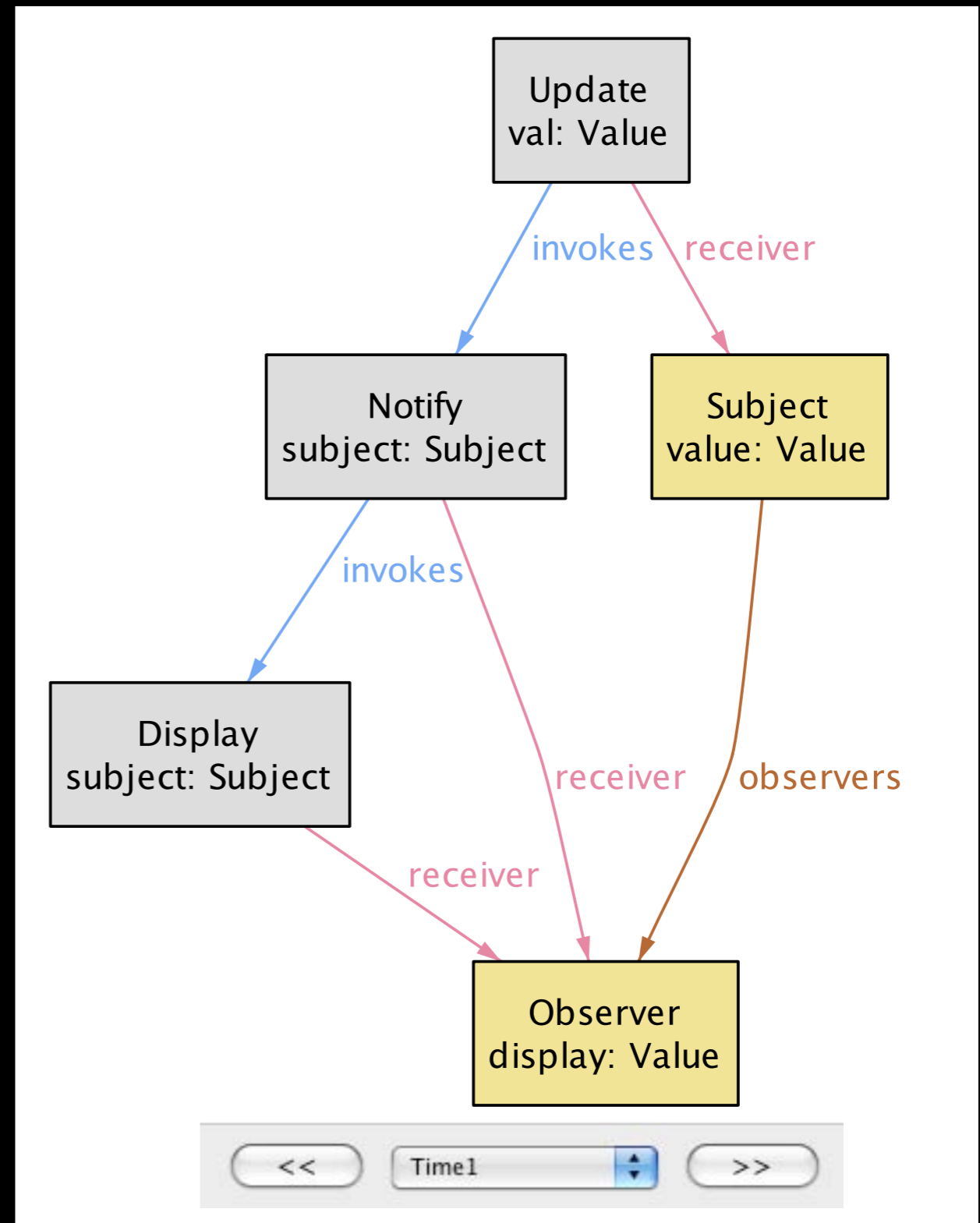
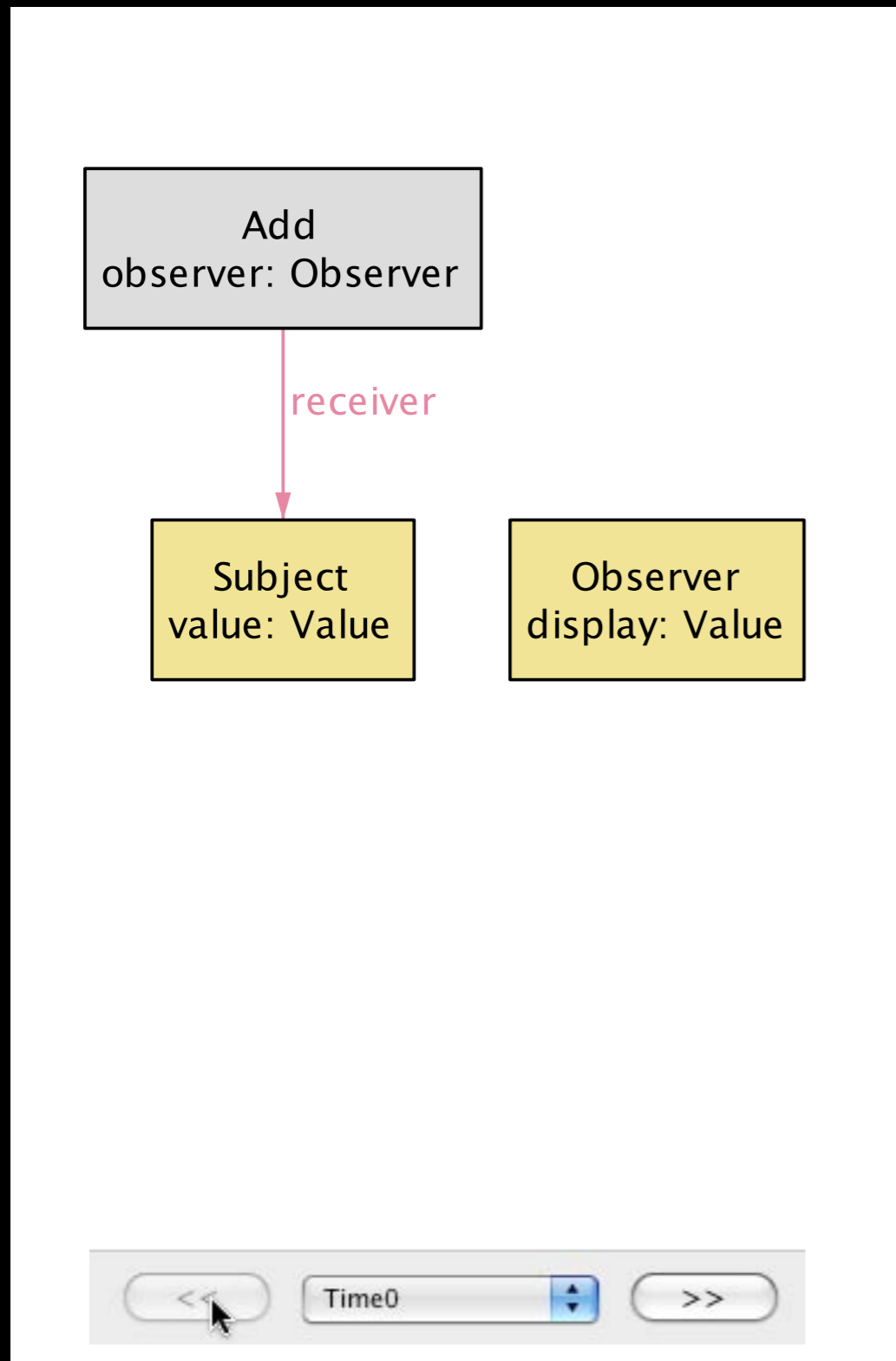
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a sample execution

# a sample execution



# a sample execution





# code analysis challenges

where are the properties written?

*eg, update results in display  
not a property of Subject!*

how are properties extracted?

*eg, update results in calls to notify  
not a change of state  
not a data-independent state machine*

# related work

**axiomatic design** Suh, 2001

› spec/design *parameters*

**design structure matrix** Steward; Eppinger; Baldwin/Clark; Lattix

› topological sort of *uses*

**evolvability analysis** Sullivan et al

› derive DSM from *constraints on parameters*

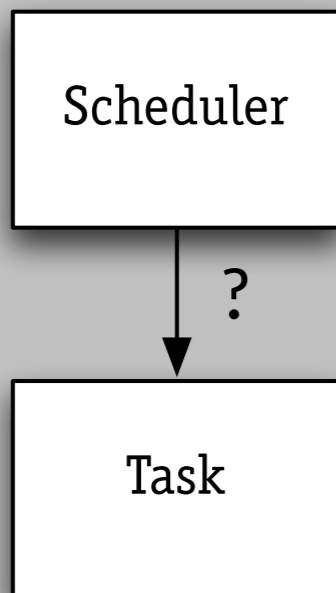
**behavioral compositions** Helm et al; Barnett, Schulte et al

› operational specs, runtime checks only?

extra slides

uses puzzles

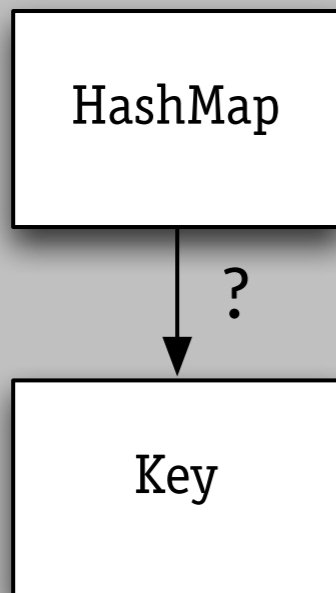
# who's using whom?



Scheduler calls Task

but who serves whom?

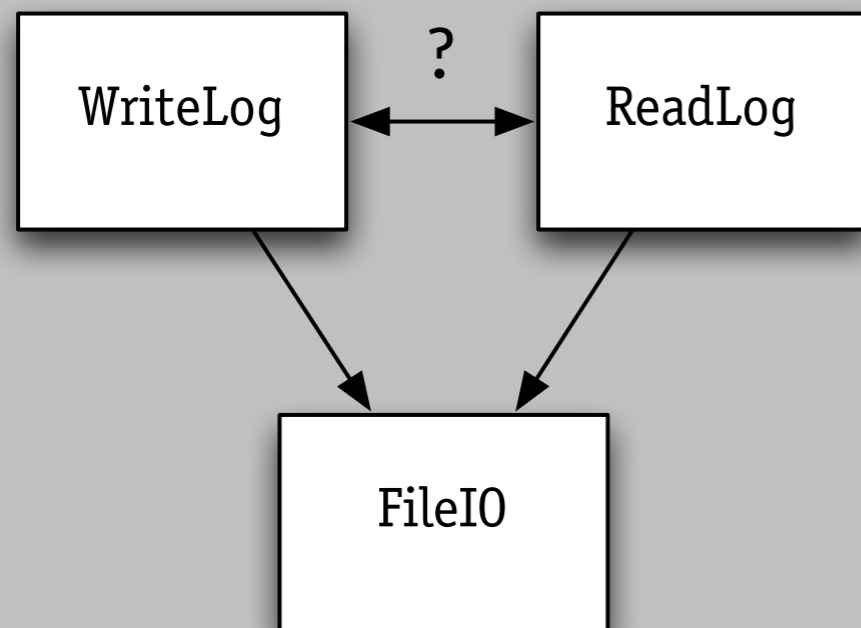
# using but not knowing?



HashMap calls Key's  
equals and hashCode  
methods

But Key didn't even exist  
when HashMap was  
written and tested!

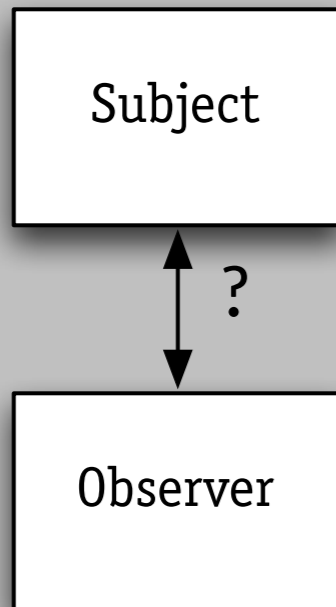
# coupling on format?



ReadLog relies on WriteLog for correct formatting.

So does it use it?

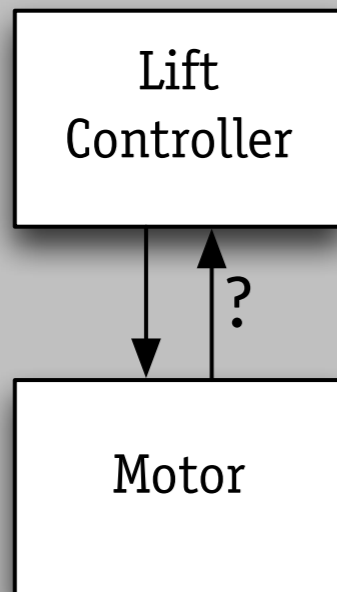
# cyclic uses?



Subject calls Observer to refresh display, and Observer calls back to Subject to get state.



# preconditions?

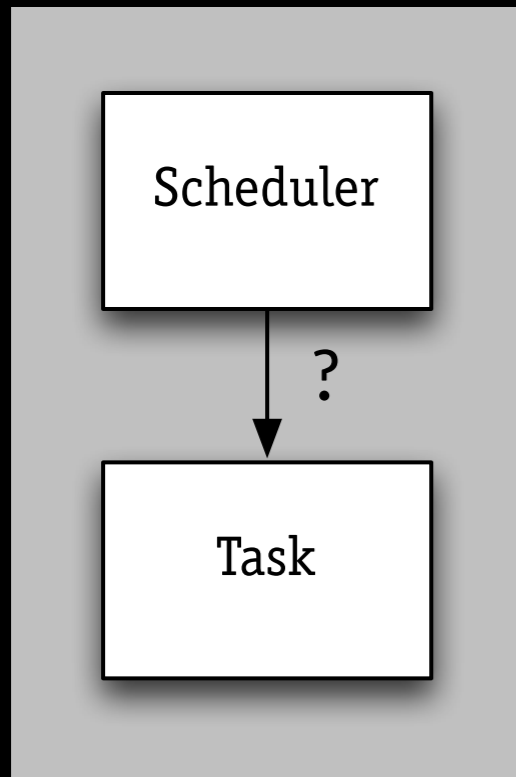


If Motor's precondition is violated, it burns out

So does Motor use Controller too?

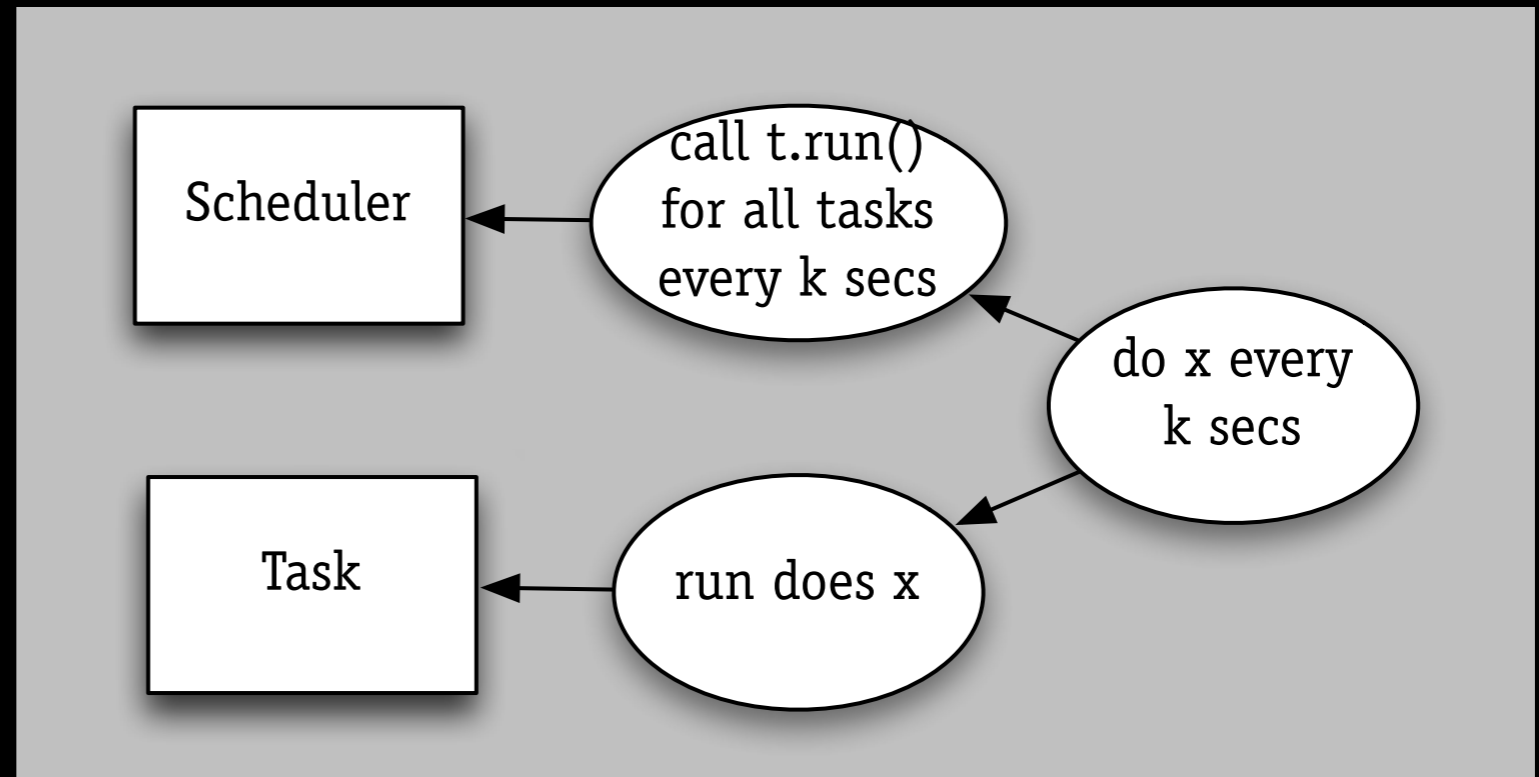
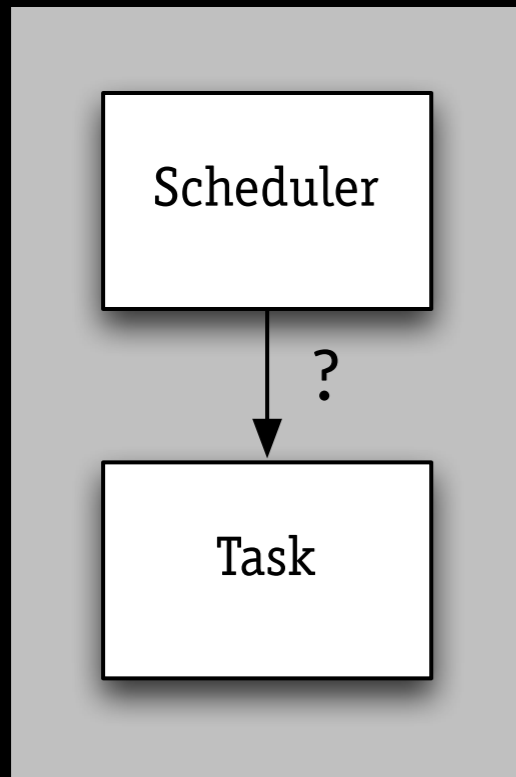
uses puzzles, revisited

# who's using whom?



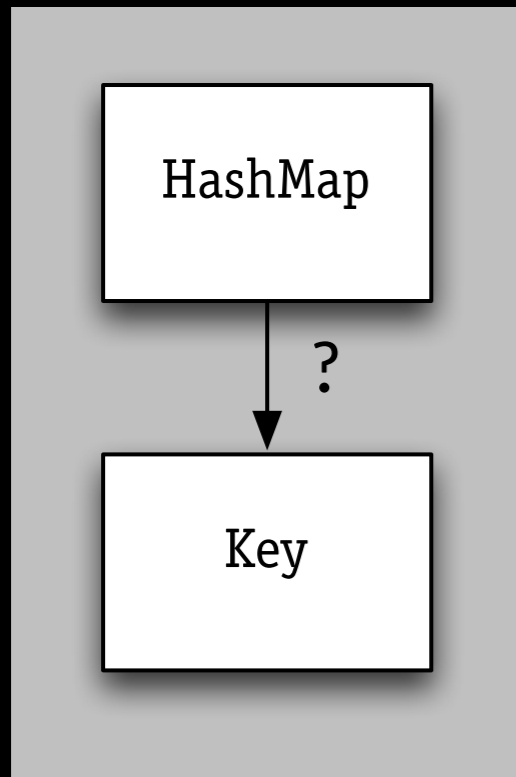
*uses doesn't capture coupling by cooperation*

# who's using whom?



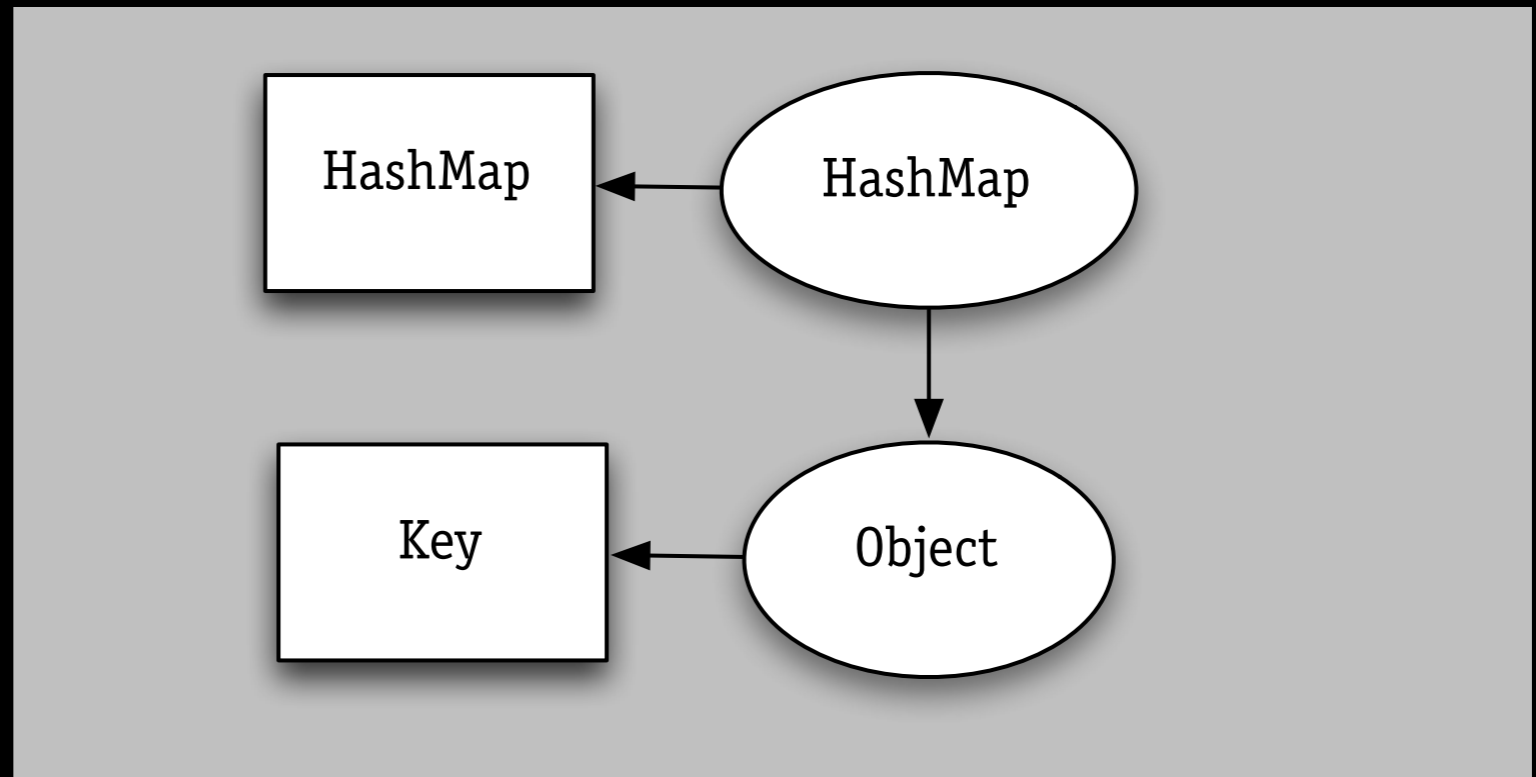
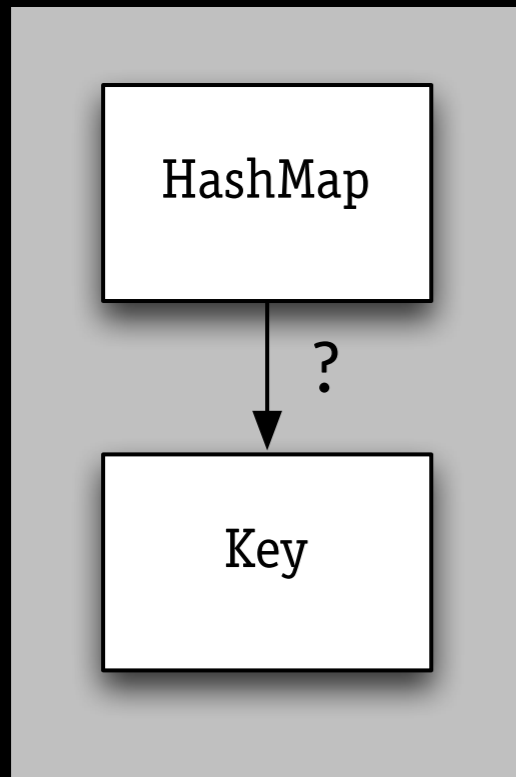
*uses doesn't capture coupling by cooperation*

# using but not knowing?



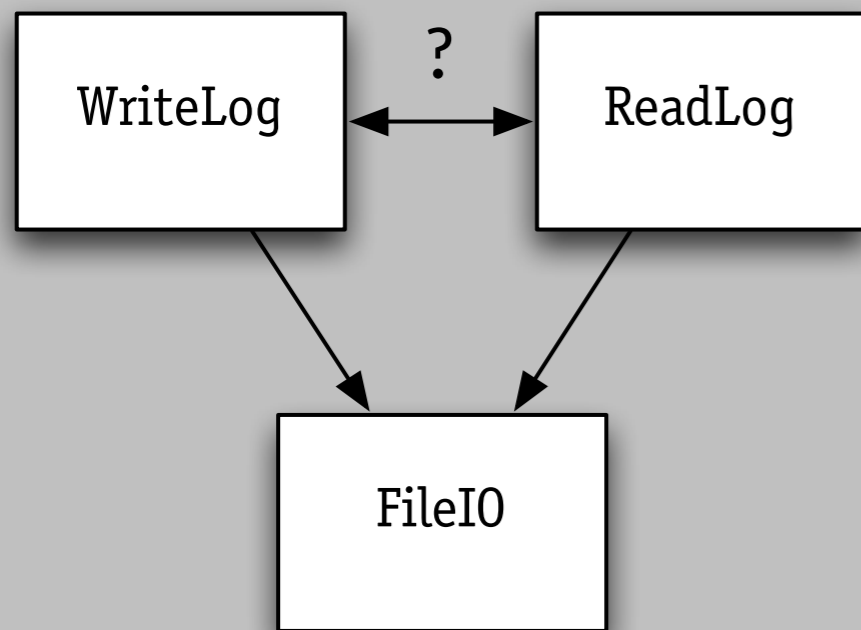
*uses is whole spec, not property by property*

# using but not knowing?



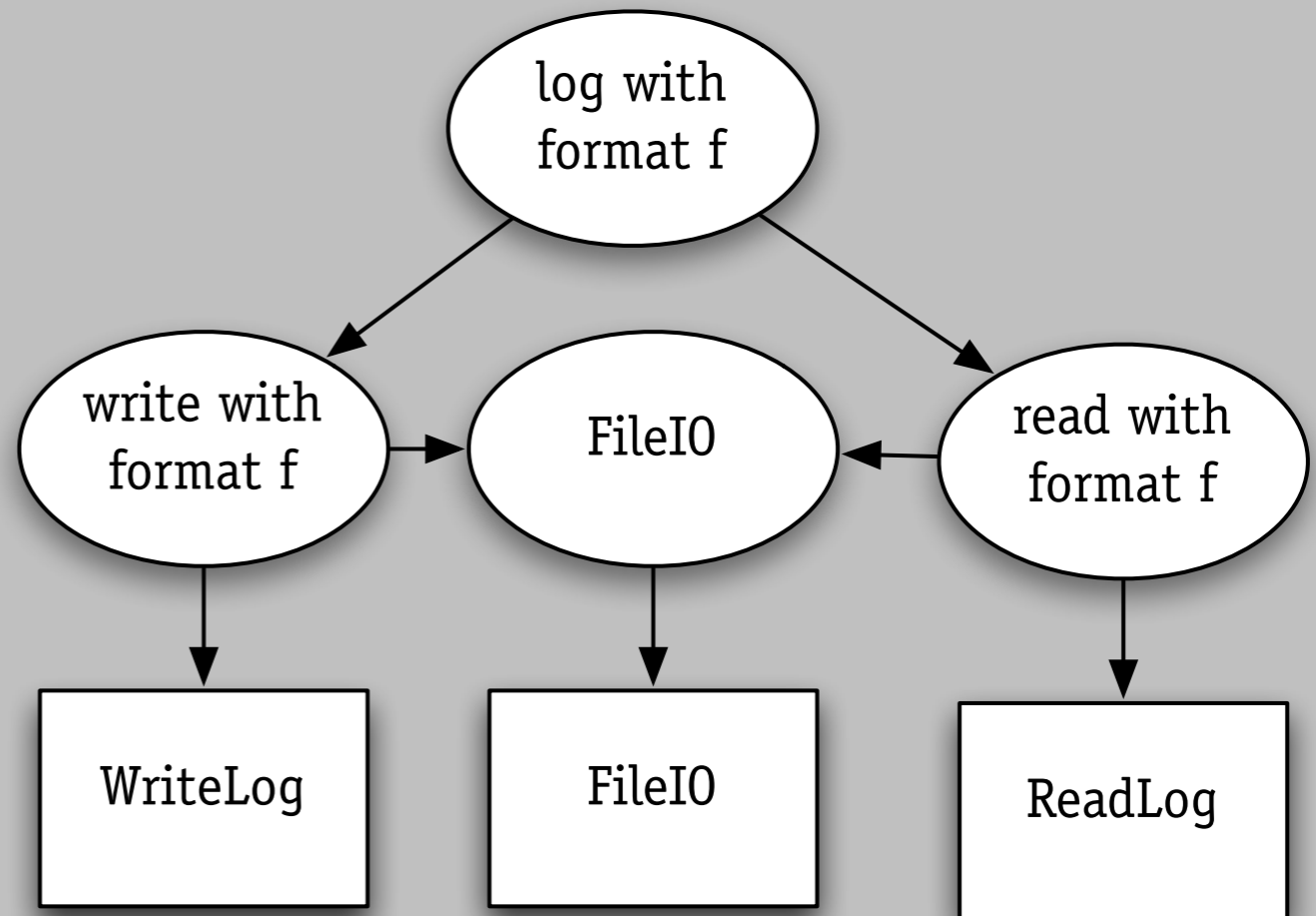
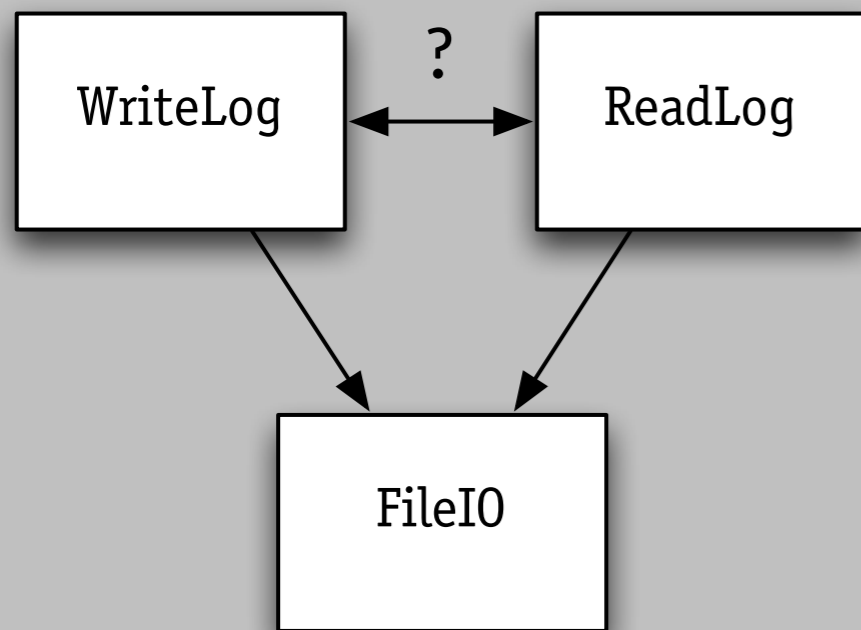
*uses is whole spec, not property by property*

# coupling on format?



*uses seems to favor the component executing later*

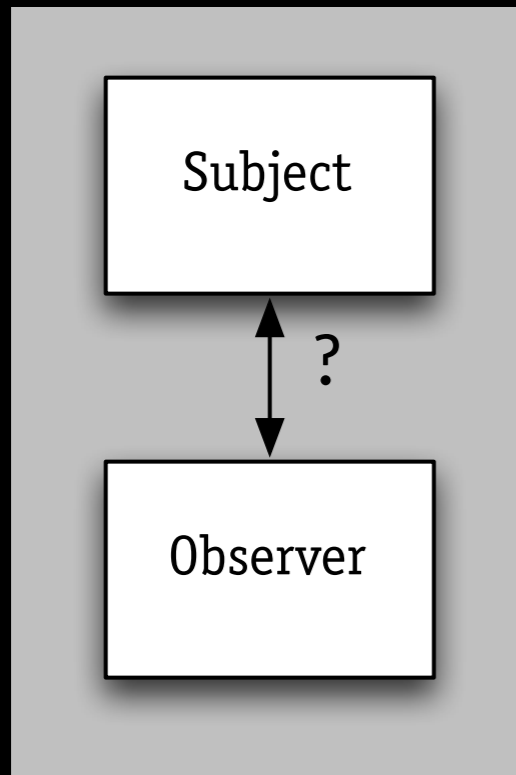
# coupling on format?



*uses seems to favor the component executing later*

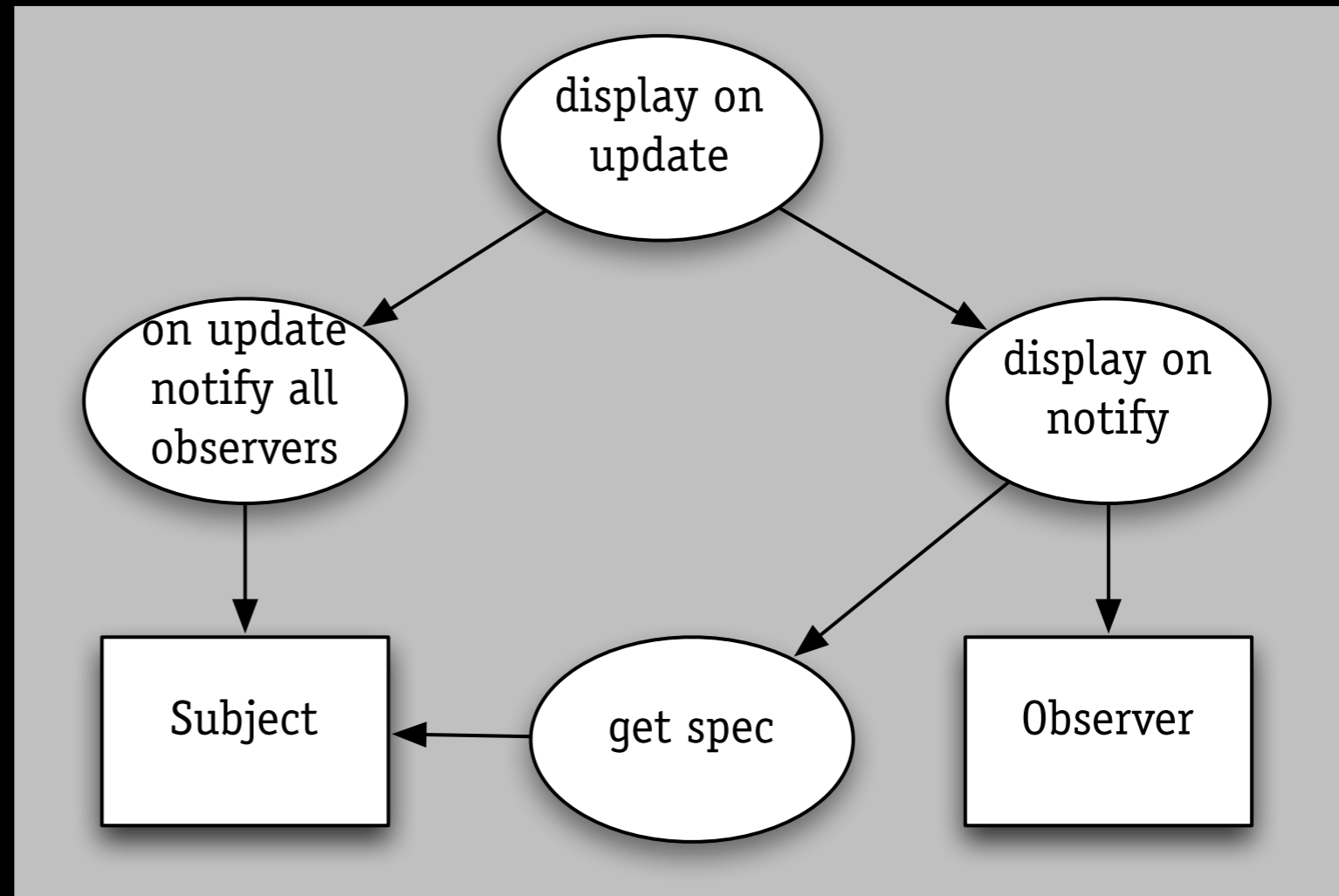
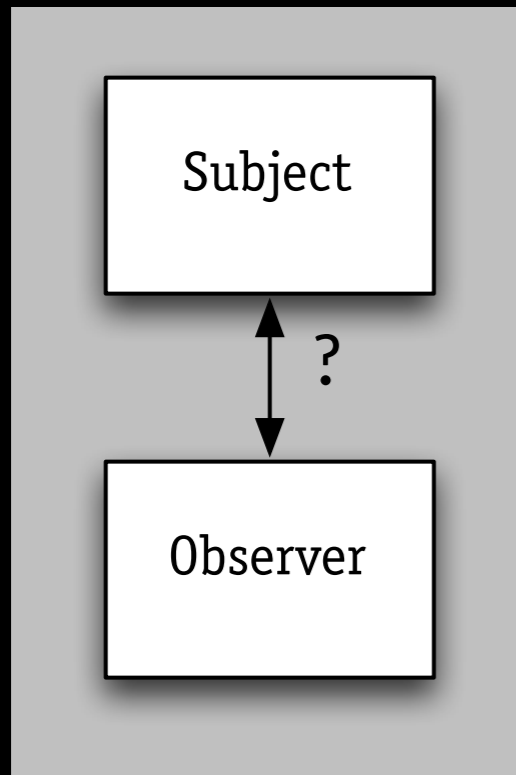


# cyclic uses?



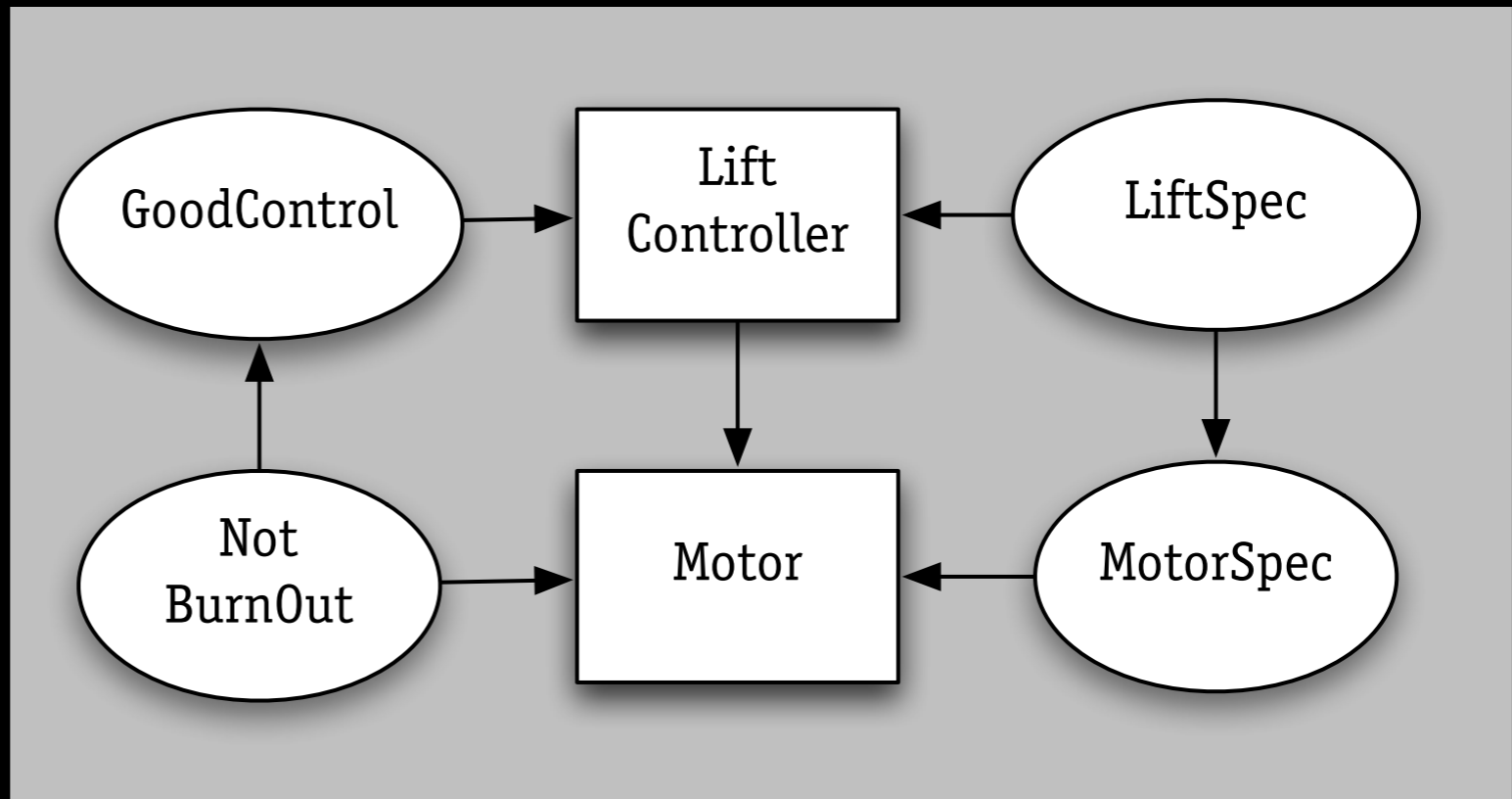
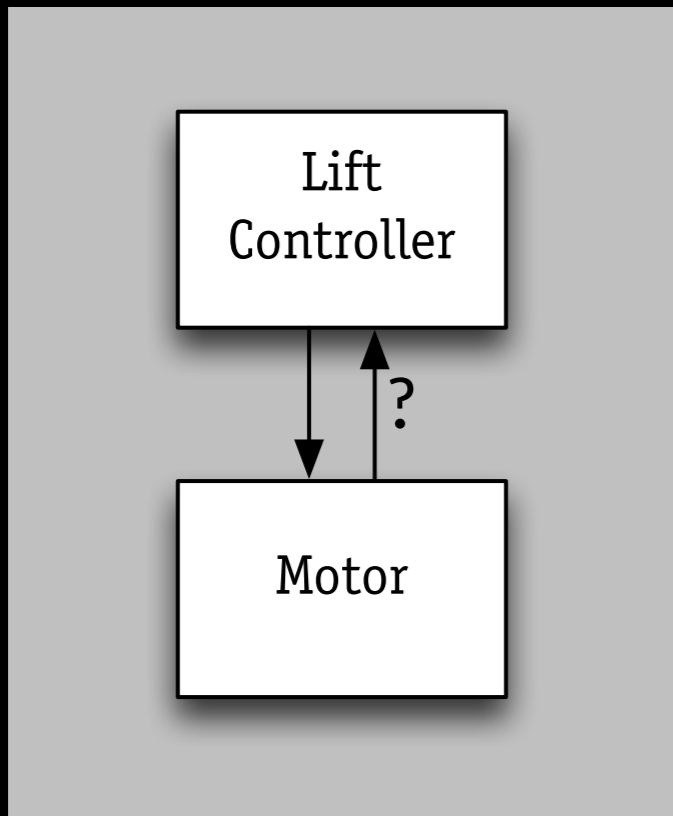
*uses works better for classic ADTs than OOPs*

# cyclic uses?



*uses works better for classic ADTs than OOPs*

# preconditions?



*in uses, component breakage matters only for user*

design secrets

# design secrets

challenge

- › local definition
- › global reasoning

idea

- › in reasoning,  
treat as *uninterpreted*

# radio-controlled clock

signal from NIST station

handling time zones

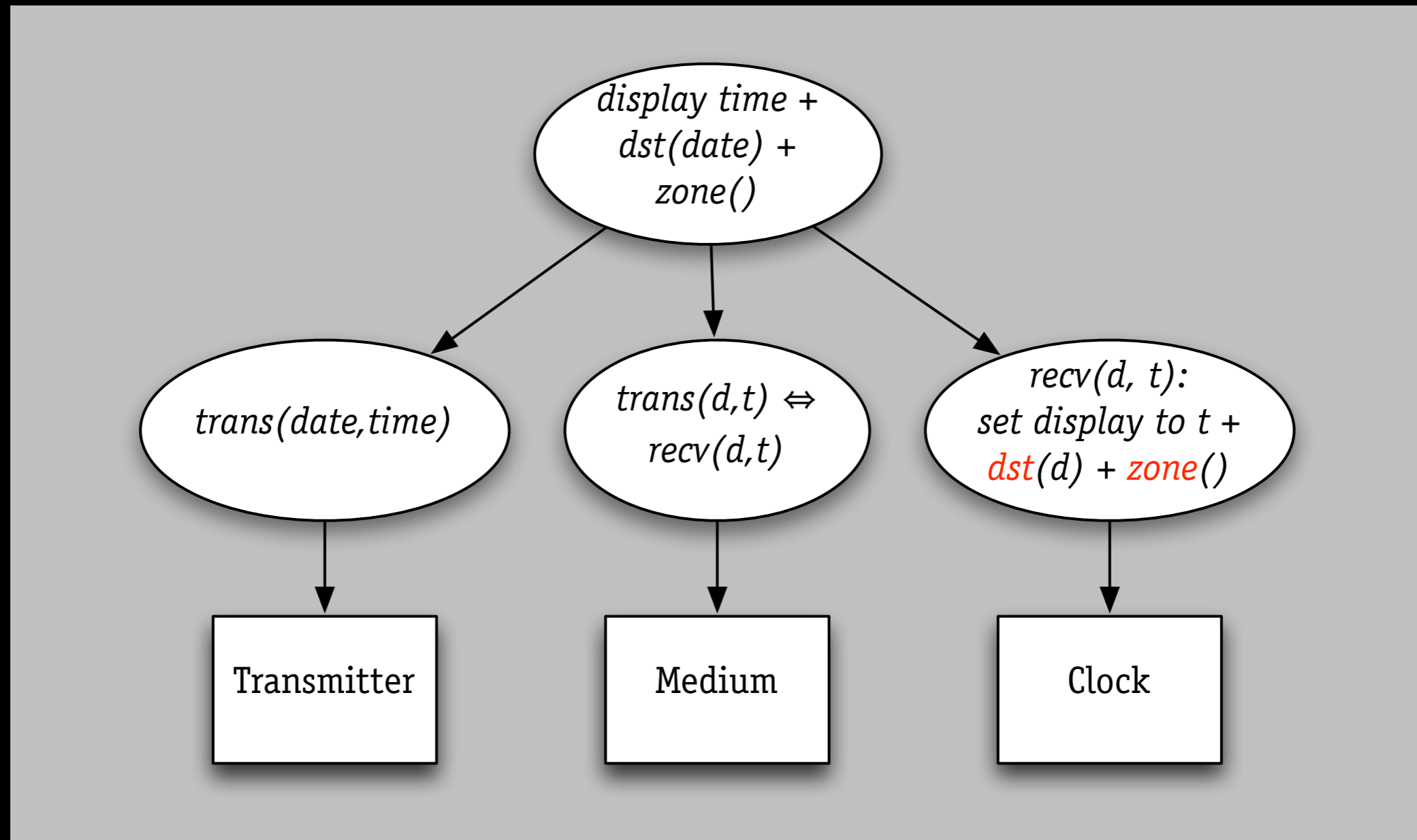
- › NIST transmits UTC
- › switch on clock for zone

handling daylight savings

- › transmitted with signal
- › ... but ignored by my clock :-)



# radio-controlled clock



*dst function is local to Clock property*