



Software Validation via Model Animation

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Stratway

Prototype software for Air Traffic Management research:

- ▶ Generates trajectories from waypoints.
- ▶ Determines if aircraft are in conflict.
- ▶ Finds maneuvers to resolve conflicts.
- ▶ ...

Used at NASA, by industry, academia, and others. Needs to be easy to read, use and extend (Java, C++), but with strong assurance of correctness (PVS).

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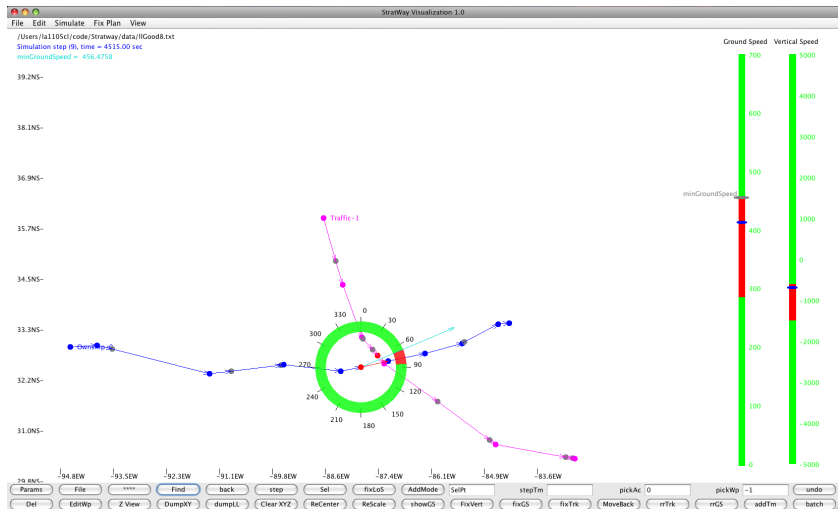
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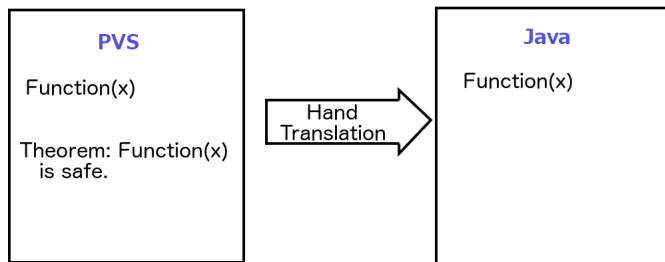
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Kinematics library: Provides basic functions for simulating motion.

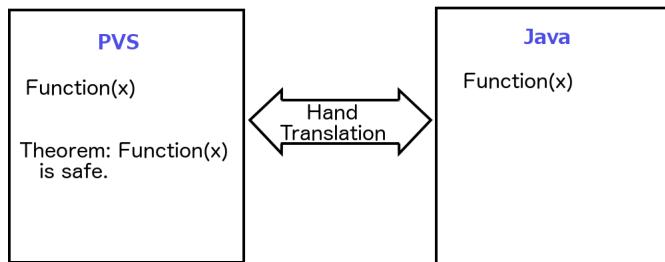
- ▶ Constant acceleration vertical maneuvers,
 `vsAccelUntil`
 `vsAccelUntilWithRampUp`
 `vsLevelOut`
- ▶ Constant acceleration ground speed maneuvers,
 `gsAccelUntil`
- ▶ Circular arc turn maneuvers,
 `turnOmega`
- ▶ ...

Current Workflow



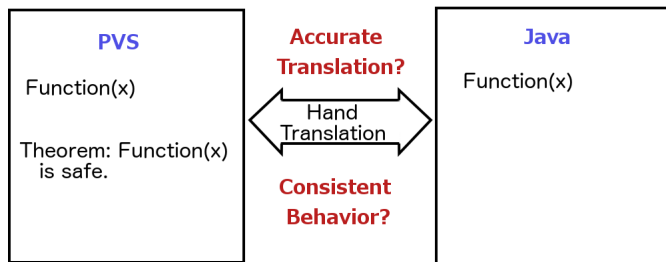
Solution: **Software Validation via Model Animation.** Compare the outputs of the two implementations on an appropriate collection of test points.

Current Workflow



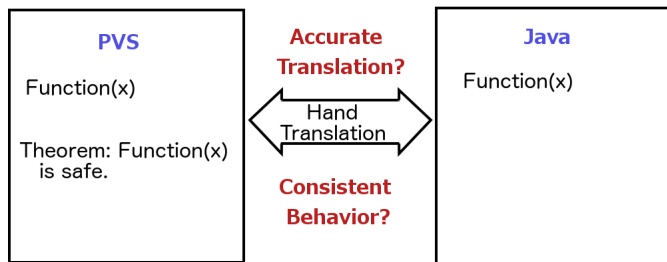
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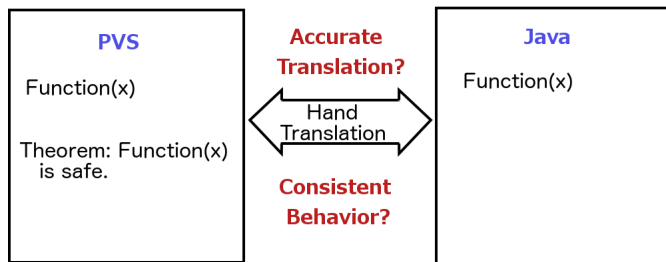
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Model Animation

Bring specifications to **life** by evaluating them on concrete inputs.

PVSio = PVS ground evaluator + Semantic attachments.

New semantic attachments for square root, sine, cosine, and arctangent that have

$$|f(x) - f_{sa}(x)| \leq \epsilon$$

for any user specified ϵ .

Future Goal: Provide guaranteed *output* precision, or upper and lower bounds.

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Model Animation

PVSioChecker Automates common tasks for model animation

- ▶ Reading and writing of files,
- ▶ Converting inputs to exact rationals,
- ▶ Comparison of values to user-specified precision,
- ▶ Aggregating and printing error, timing, and other information.

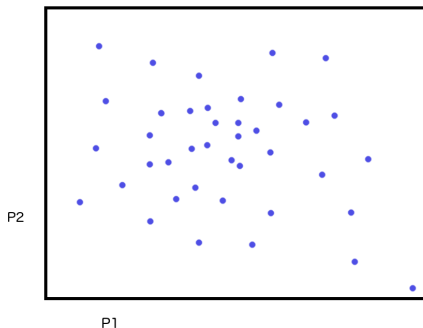
Test Generation

- ▶ Test cases can be **any set** based on the situation, generated by **any means**.
- ▶ Three methods used, each implemented for each function with a Java program.

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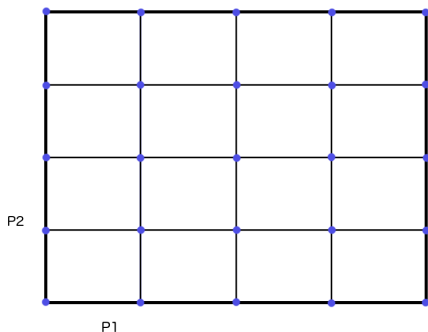
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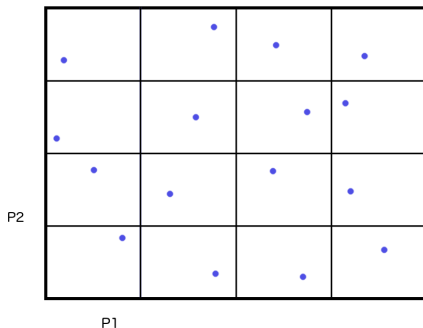
Grid



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Grid-Random



Results

	<u>vsAccelUntil</u>				<u>vsAccelUntilWithRampUp</u>		
	<u>Records</u>	<u>Fails</u>	<u>CPU time</u>		<u>Records</u>	<u>Fails</u>	<u>CPU time</u>
Rand	1,000,000	0	11.32 hr	Rand	960,000	0	11.7 hr
Grid	622,080	0	4.11 hr	Grid	340,416	0	2.45 hr
G-R	332,659	0	2.88 hr	G-R	665,429	0	6.48 hr
totals	1,954,739	0	18.31 hr	totals	1,965,845	0	20.63 hr

	<u>vsLevelOut</u>				<u>gsAccelUntil</u>		
	<u>Records</u>	<u>Fails</u>	<u>CPU time</u>		<u>Records</u>	<u>Fails</u>	<u>CPU time</u>
Rand	810,000	0	11.53 hr	Rand	330,000	0	12.29 hr
Grid	518,400	0	4.88 hr	Grid	315,000	0	11.8 hr
G-R	915,000	8	11.42 hr	G-R	340,000	0	11.7 hr
totals	2,243,400	8	27.83 hr	totals	985,000	0	35.79 hr

	<u>turnOmega</u>				<u>Global Totals</u>		
	<u>Records</u>	<u>Fails</u>	<u>CPU time</u>		<u>Records</u>	<u>Fails</u>	<u>CPU time</u>
Rand	615,000	225	13.06 hr	Rand	3,715,000	225	59.9 hr
Grid	504,000	300	7.89 hr	Grid	2,299,896	300	31.13 hr
G-R	436,066	309	8.4 hr	G-R	2,689,154	317	40.88 hr
totals	1,555,066	834	29.35 hr	totals	8,704,050	842	131.91 hr

Failure tolerance = 10^{-8} , attachment precision = 10^{-15} . Less than 0.01% failure rate, concentrated in turnOmega.

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Conclusion

Model animation

- ▶ A **practical** way to show that an implementation agrees with its specification.
- ▶ Bridges the semantic gap between theorem provers and common programming languages.
- ▶ Mitigates concerns over numerical (floating point) errors in software implementations.

Thanks for your attention!