

COORDINATION PROCESS OF LEARNING ACTIVITIES PR/CL/001



E.T.S. de Ingenieros Informaticos



SUBJECT

103000740 - Correctness By Construction

DEGREE PROGRAMME

10AK - Master Universitario En Software Y Sistemas

ACADEMIC YEAR & SEMESTER

2021/22 - Semester 2





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Learning guide

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1. Description

1.1. Subject details

Name of the subject	103000740 - Correctness By Construction			
No of credits	6 ECTS			
Туре	Optional			
Academic year ot the programme	First year			
Semester of tuition	Semester 2			
Tuition period	February-June			
Tuition languages	English			
Degree programme	10AK - Master Universitario en Software y Sistemas			
Centre	10 - Escuela Tecnica Superior De Ingenieros Informaticos			
Academic year	2021-22			

2. Faculty

2.1. Faculty members with subject teaching role

Name and surname	Office/Room	Email	Tutoring hours *
			F - 15:00 - 20:00
	2303		Please note that the
Manuel Carro Liñares		manuel.carro@upm.es	office hours may
			change during the
(Subject coordinator)			course. Please get
			in touch with the
			instructor to get an
			appointment.





			Sin horario.
Manuel De Hermenegildo	2212	manuel.hermenegildo@upm.	Please get in touch
Salinas	2212	es	with the instructor to
			get an appointment.

* The tutoring schedule is indicative and subject to possible changes. Please check tutoring times with the faculty member in charge.

3. Prior knowledge recommended to take the subject

3.1. Recommended (passed) subjects

The subject - recommended (passed), are not defined.

3.2. Other recommended learning outcomes

- Declarative programming
- First-order logic
- Programming experience (minimum 2 years)
- Formal proofs
- Reasoning about properties of algorithms

4. Skills and learning outcomes *

4.1. Skills to be learned

CEM1 - Identificar, a partir del estado de la cuestión, la presencia de problemas de investigación relacionados con la concepción, la construcción, el uso y la evaluación de sistemas sociotécnicos complejos que hagan un uso intensivo de software

CEM4 - Analizar y evaluar los diferentes paradigmas y enfoques de ingeniería de construcción y gestión de sistemas basados en software.

CG13 - Apreciación de los límites del conocimiento actual y de la aplicación práctica de la tecnología más reciente.





CG7 - Especificación y realización de tareas informáticas complejas, poco definidas o no familiares

4.2. Learning outcomes

- RA98 Ability to reason about recursion and perform proofs by induction
- RA91 Acquaintance with design requirements and implementation requirements.
- RA96 Acquaintance with the formalisation of programming language syntax
- RA94 Effective use of rigorous software development techniques.
- RA93 Knowledge of languages which ease the application of the aforementioned techniques.
- RA92 Acquaintance with various techniques for formal software development
- RA97 Acquaintance with the formalisation of programming language semantics

* The Learning Guides should reflect the Skills and Learning Outcomes in the same way as indicated in the Degree Verification Memory. For this reason, they have not been translated into English and appear in Spanish.

5. Brief description of the subject and syllabus

5.1. Brief description of the subject

Software is becoming increasingly complex and responsible for critical tasks. Any technology aimed at ensuring the reliability and quality of software will be increasingly relevant, if not utterly necessary.

Only rigorous (e.g., mathematically sound) approaches can certify software with the highest possible assurance.



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These approaches include, among others, the use of specification languages, high-level programming languages (including equational, functional, and logic languages), the use of model checking and deductive verification, language-based approaches often interacting with theorem provers.

In this course we will give a hands-on introduction to rigorous software development methods that follow a *correctness-by-construction* approach. While the course is not heavy in theory, everyone is expected to have a good understanding of first-order logic and programming experience.

5.2. Syllabus

- 1. Introduction to Formal Methods: Proving Programs Correct
- 2. Fundamentals of Formal Methods: Specification, First-Order Logic, Proofs, Programs
- 3. Event-B Basics and the Rodin Tool
- 4. Sequential Systems
- 5. Event B: Mathematical Toolkit and Applications
- 6. Reactive Systems: Concurrency and Distribution
- 7. From Automated Deduction to Programming with Logic
- 8. Semantics and Advanced Features
- 9. CLP and Program Verification via Abstract Interpretation





6. Schedule

6.1. Subject schedule*

Week	Face-to-face classroom activities	Face-to-face laboratory activities	Distant / On-line	Assessment activities
1	Introduction to formal methods and correctness by construction Duration: 01:30 Lecture			
	Sample cases of formal development Duration: 01:30 Cooperative activities			
2	Event-B and related topics Duration: 02:00 Lecture Quizzes Duration: 01:00			
3	Problem-solving class Event-B and related topics Duration: 01:00 Lecture			Homework: solutions and discussion Individual presentation Continuous assessment Presential Duration: 02:00
4	Event-B and related topics Duration: 02:00 Lecture Quizzes Duration: 01:00 Problem-solving class			
5	Event-B and related topics Duration: 02:00 Lecture Event-B and related topics Duration: 02:00 Lecture			
6	Event-B and related topics Duration: 01:00 Lecture			Homework: solutions and discussion Individual presentation Continuous assessment Presential Duration: 02:00
7	Event-B and related topics Duration: 02:00 Lecture Quizzes Duration: 01:00 Problem-solving class			





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		Presentation of a development made with
		one of the tools studied in the course
		Group presentation
		Continuous assessment
		Presential
		Duration: 03:00
17		
		Final regular exam
		Written test
		Final examination
		Presential
		Duration: 03:00

Depending on the programme study plan, total values will be calculated according to the ECTS credit unit as 26/27 hours of student face-to-face contact and independent study time.

* The schedule is based on an a priori planning of the subject; it might be modified during the academic year, especially considering the COVID19 evolution.



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7. Activities and assessment criteria

7.1. Assessment activities

7.1.1. Continuous assessment

Week	Description	Modality	Туре	Duration	Weight	Minimum grade	Evaluated skills
3	Homework: solutions and discussion	Individual presentation	Face-to-face	02:00	14%	0/10	CG7
6	Homework: solutions and discussion	Individual presentation	Face-to-face	02:00	14%	0 / 10	CG13 CG7
9	Homework: solutions and discussion	Individual presentation	Face-to-face	02:00	14%	0 / 10	CG13 CG7
13	Homework: solutions and discussion	Individual presentation	Face-to-face	01:00	9%	0 / 10	CEM4
15	Homework: solutions and discussion	Individual presentation	Face-to-face	01:00	9%	0 / 10	CEM1
17	Presentation of a development made with one of the tools studied in the course	Group presentation	Face-to-face	03:00	40%	5/10	CEM1

7.1.2. Final examination

Week	Description	Modality	Туре	Duration	Weight	Minimum grade	Evaluated skills
17	Final regular exam	Written test	Face-to-face	03:00	100%	5/10	CG13 CG7 CEM1 CEM4

7.1.3. Referred (re-sit) examination

Description	Modality	Туре	Duration	Weight	Minimum grade	Evaluated skills
Extra final exam	Written test	Face-to-face	03:00	100%	5 / 10	CG13 CG7 CEM1 CEM4





7.2. Assessment criteria

Students will be evaluated based on their performance in the course homework / quizzes and the project. In the presentation, the quality of the information and the ability to answer questions on the decision designs will be taken into account. All students participating in a project are expected to also present part of the project and be able to answer questions to any part of the project.

8. Teaching resources

8.1. Teaching resources for the subject

Name	Туре	Notes
Lawrence Paulson's class notes	Bibliography	Lawrence Paulson?s Logic and Proof are the course notes of the author for a Logic course in Cambridge. Highly recommended, as they are both rigorous and very concise. They provide very good background material for both parts of the course.
Logic in Computer Science (Huth and Ryan)	Bibliography	A very good book on the use of logic in computer science is Logic in Computer Science, by Huth and Ryan. The Computer Science School should have several copies. There may be electronic copies on the Internet, if possible of the second edition.
http://wiki.event-b.org/	Web resource	Central Event-B site
Modeling in Event-B: System and Software Engineering, by Jean- Raymond Abrial.	Bibliography	The reference book for Event B, with plenty of worked examples.
http://ciao-lang.org/index.html	Web resource	Web site of the Ciao system
An overview of Ciao and its design philosophy	Bibliography	A paper describing the design principles behind Ciao Prolog: http://cliplab.org/papers/ hermenegildo11:ciao-design-tplp.pdf



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9. Other information

9.1. Other information about the subject

This course will be given in English. Please note that in case Spanish appears as the course language in the general description, that would be a clerical mistake.

It is expected that the health situation for the Spring semester would have improved enough as to make it possible to use fully the classrooms. Therefore, face-to-face teaching has been planned.

If the health situation does not allow fully using the classrooms, teaching will change to a mixed online / face-to-face model.