

# Verification and Validation of Models and Code

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MathWorks Symposium

Adopting Model-Based Design  
within Aerospace and Defense

# 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)

# Great Demo

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

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

## Coverage Report for ThrustReverserDeployLogic\_harness

### Tests

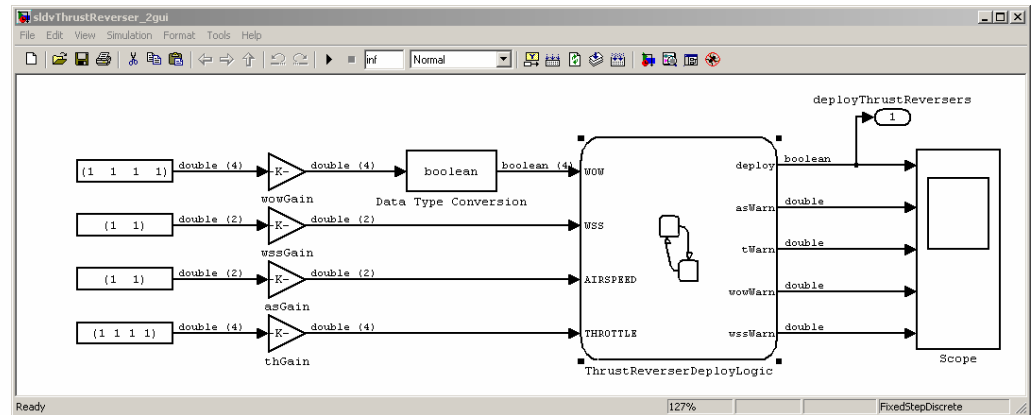
#### Test 1

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

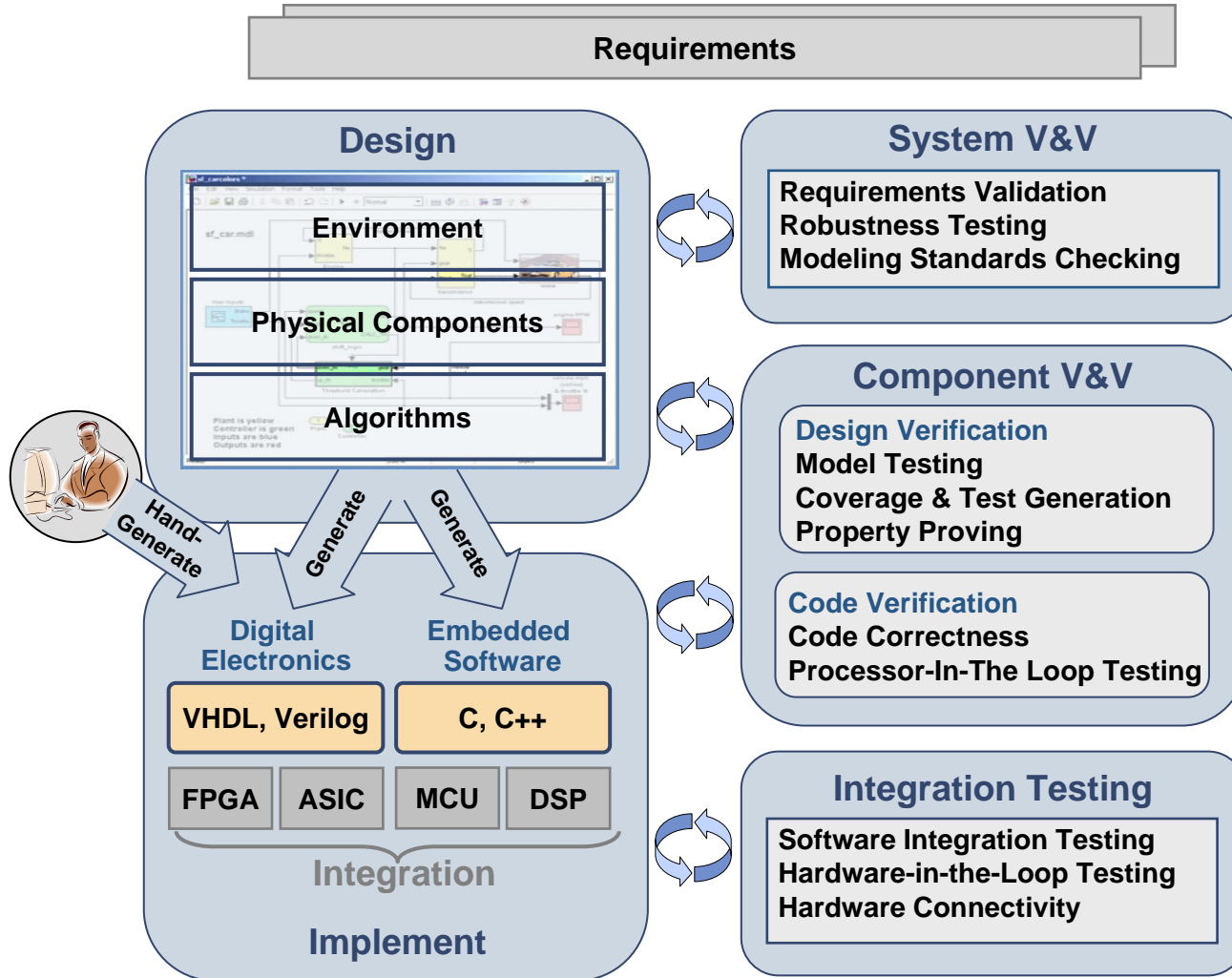
Ended Execution: 17-Mar-2008 14:08:14

### Summary

Model Hierarchy/Complexity:	Test 1			
	D1	C1	MCDC	
1. <a href="#">ThrustReverserDeployLogic_harness</a>	46	100%	100%	100%
2. .... <a href="#">Test Unit (copied from ThrustReverserDeployLogic)</a>	45	100%	100%	100%
3. .... <a href="#">ThrustReverserDeployLogic</a>	45	100%	100%	100%
4. .... <a href="#">SF: ThrustReverserDeployLogic</a>	44	100%	100%	100%
5. .... <a href="#">SF: airspeedOK</a>	2	100%	NA	NA
6. .... <a href="#">SF: isRolling</a>	4	100%	100%	100%
7. .... <a href="#">SF: onGround</a>	12	100%	100%	100%
8. .... <a href="#">SF: throttleOK</a>	12	100%	100%	100%
9. .... <a href="#">SF: thrustReversers</a>	4	100%	100%	100%
10. .... <a href="#">SF: warnings</a>	8	100%	NA	NA
11. .... <a href="#">SF: airspeedSensors</a>	2	100%	NA	NA
12. .... <a href="#">SF: throttleSensors</a>	2	100%	NA	NA
13. .... <a href="#">SF: wowSensors</a>	2	100%	NA	NA
14. .... <a href="#">SF: wsSensors</a>	2	100%	NA	NA



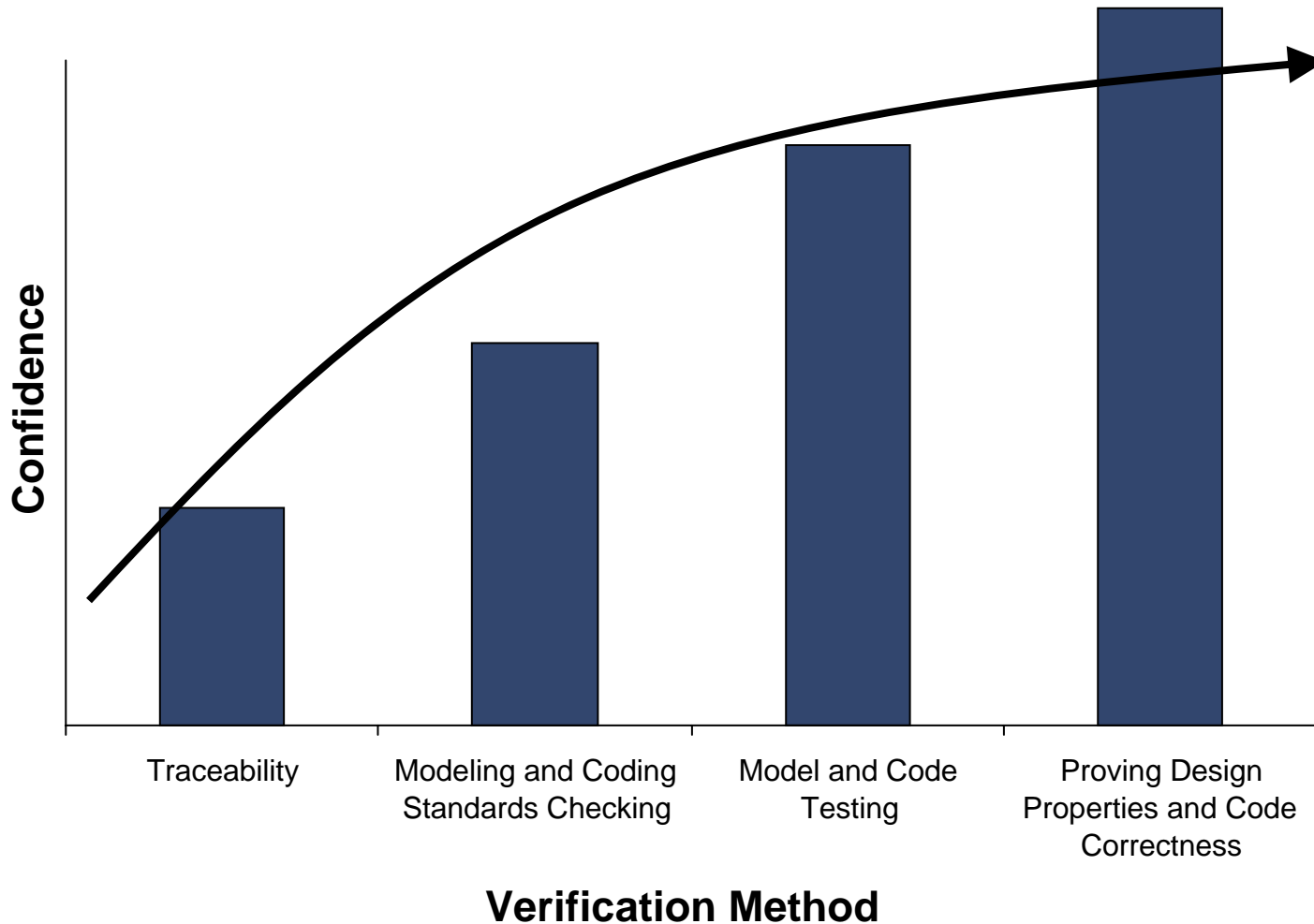
# Address the Entire Development Process



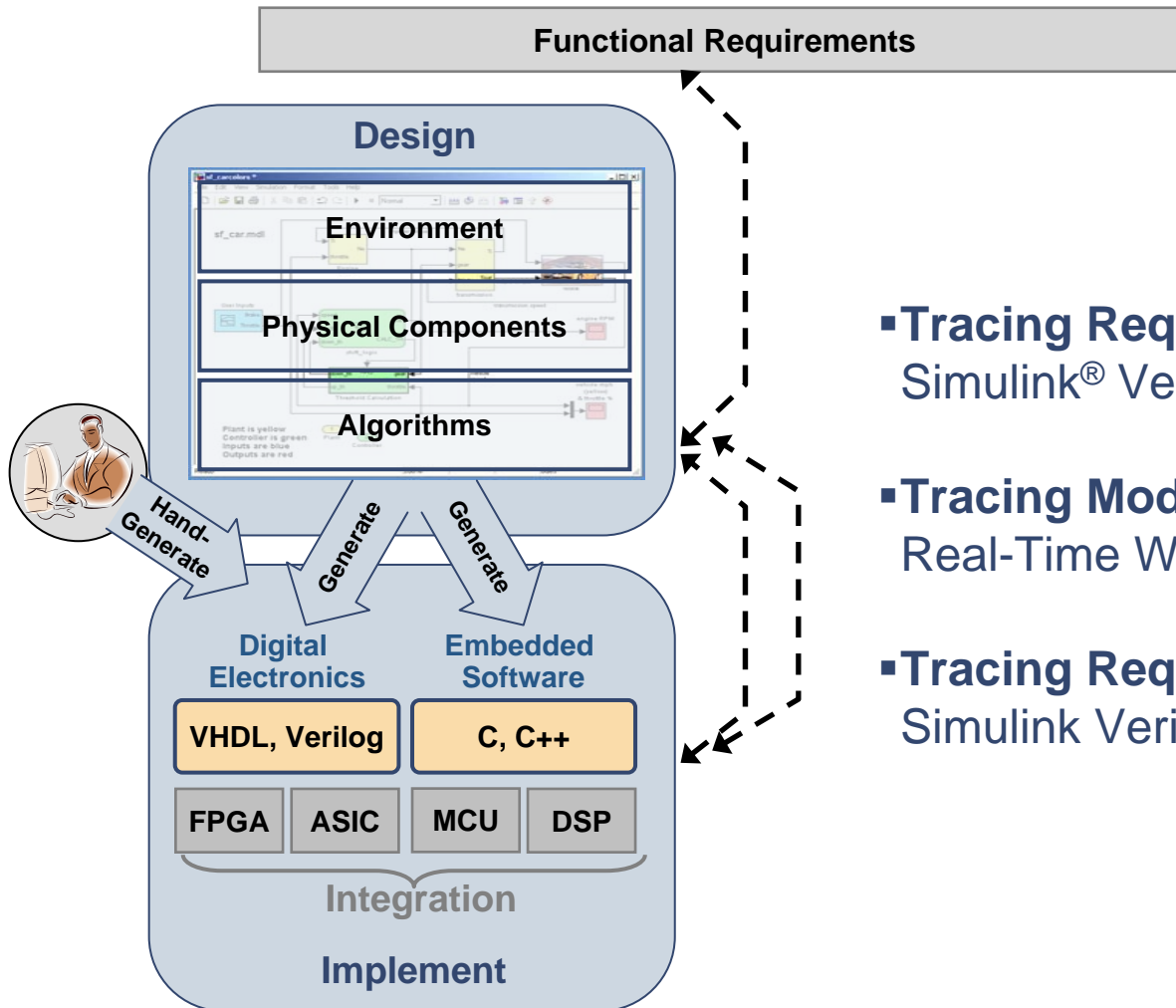
# Methods for Early Verification and Validation

- **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



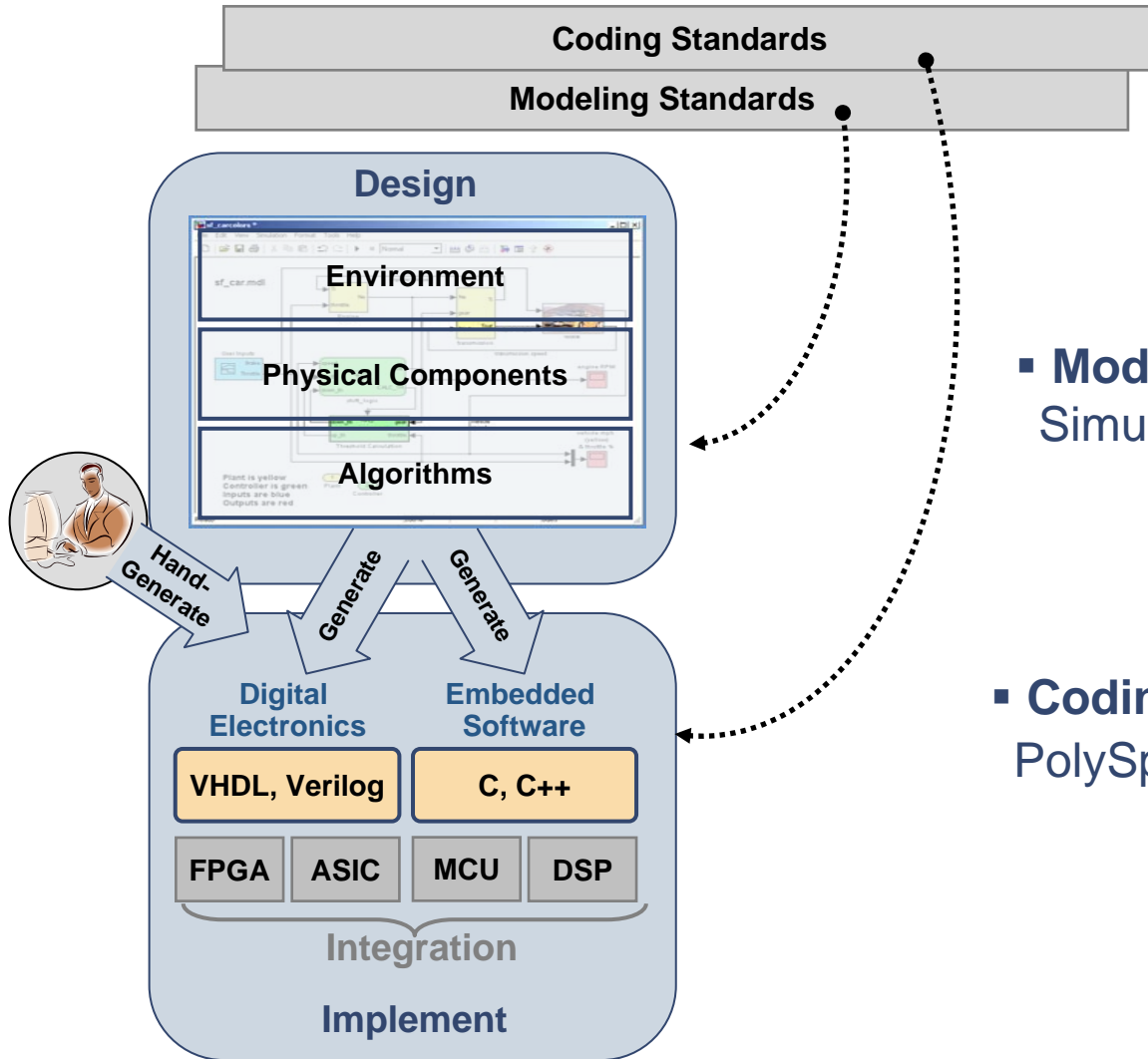
# Traceability



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

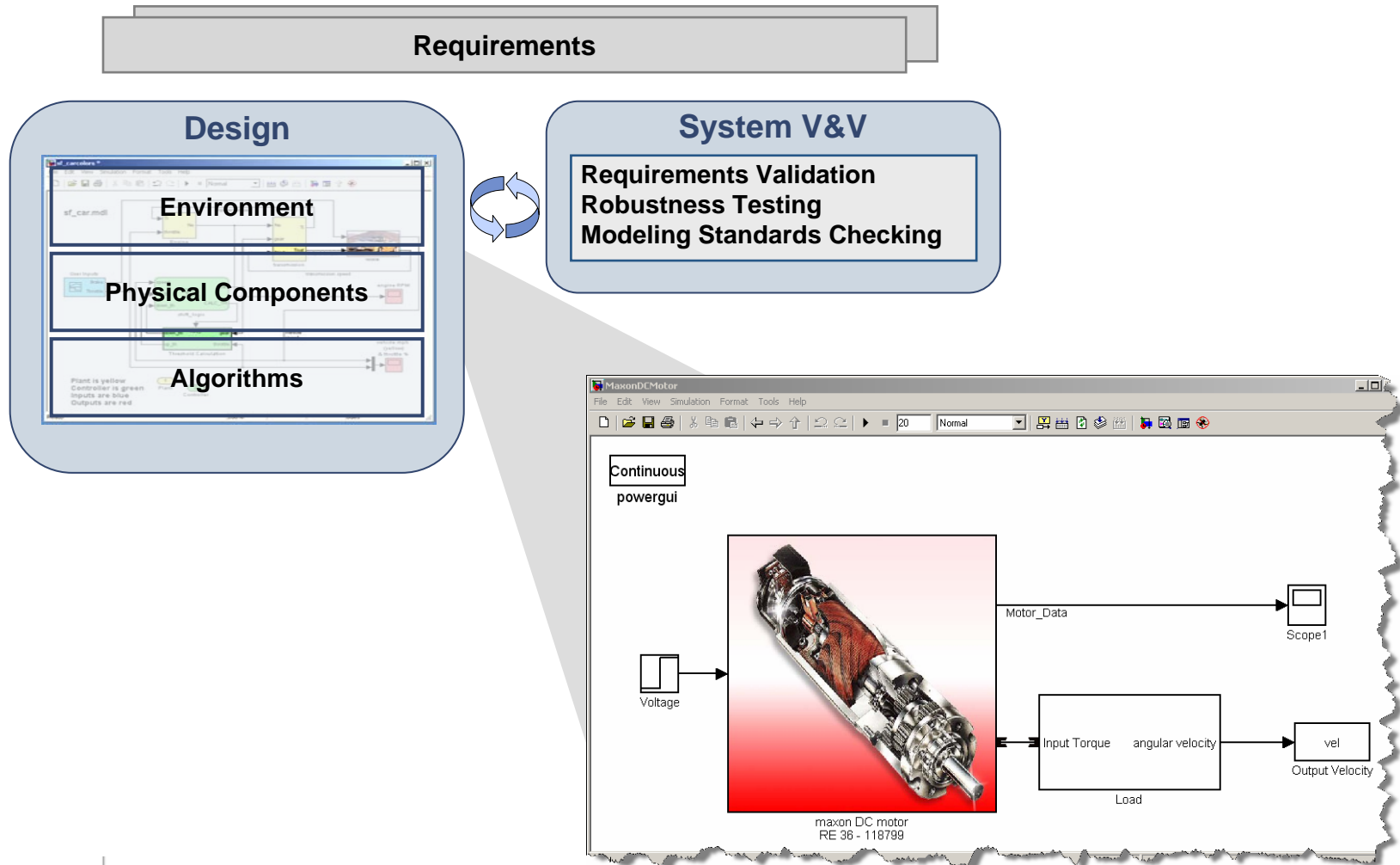


# Modeling and Coding Standards

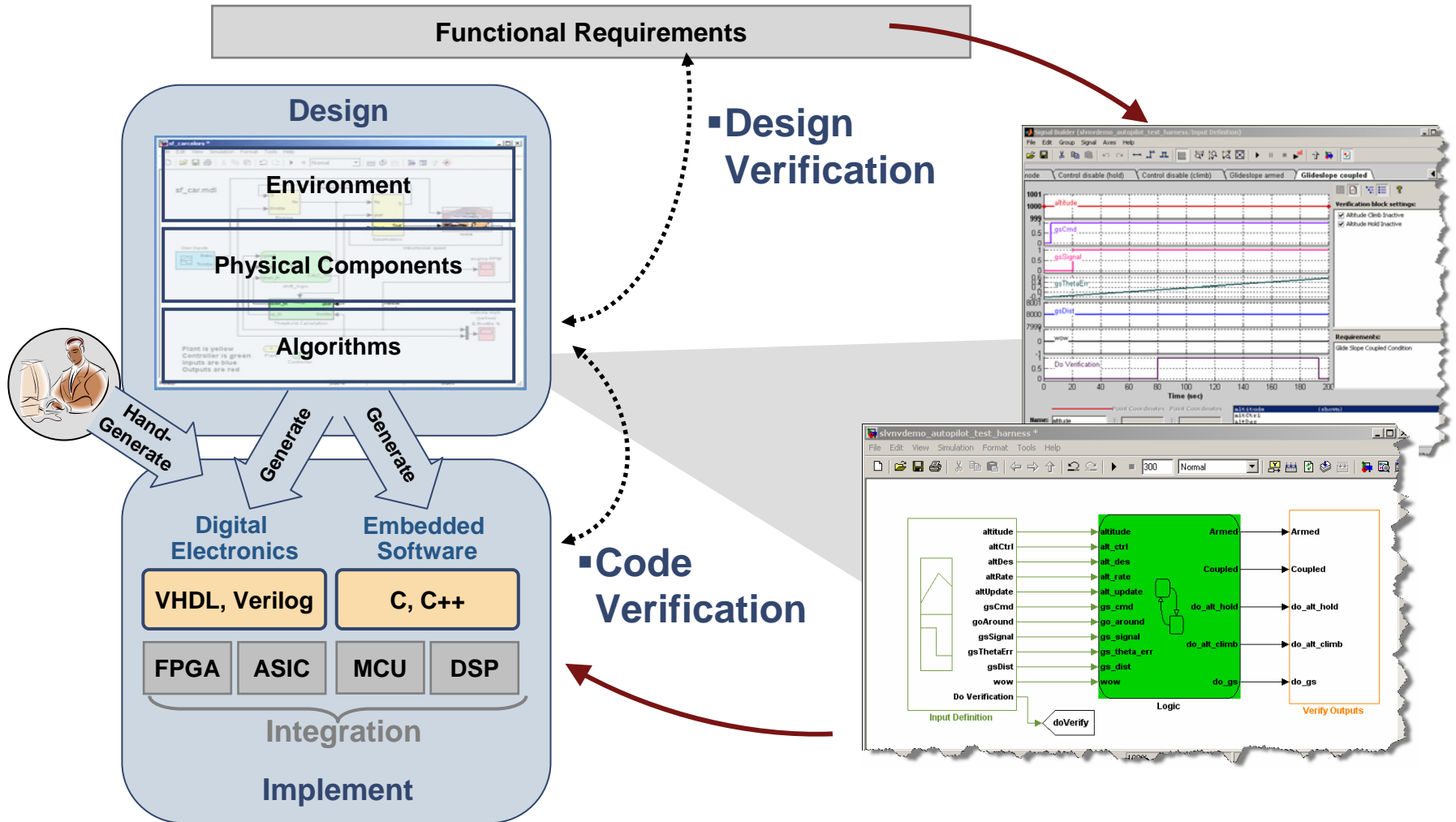


- **Modeling Standards Checking**  
Simulink Verification and Validation
- **Coding Standards Checking**  
PolySpace™ Client™ for C/C++

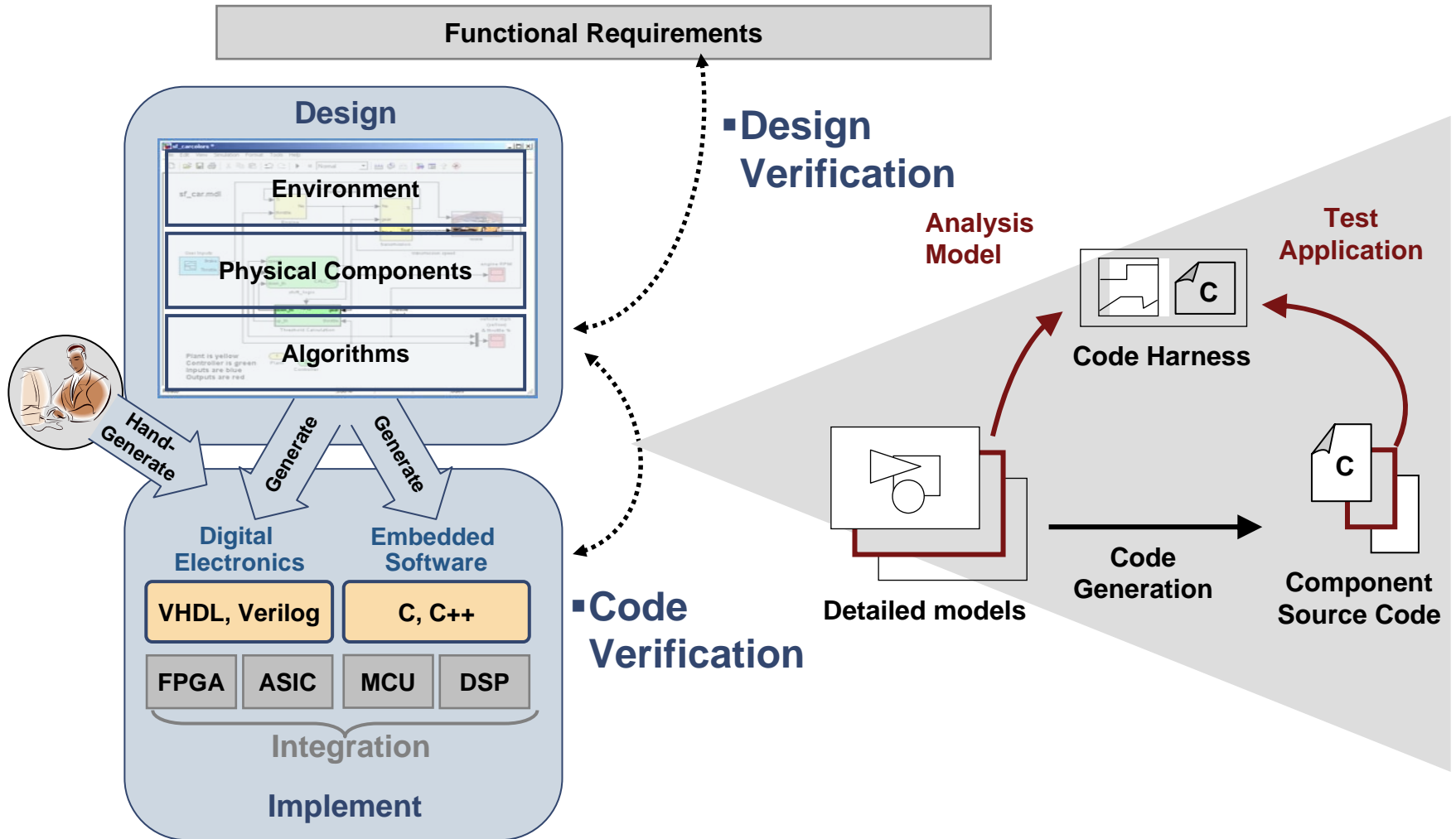
# Early Validation and Robustness Testing



# Component Testing



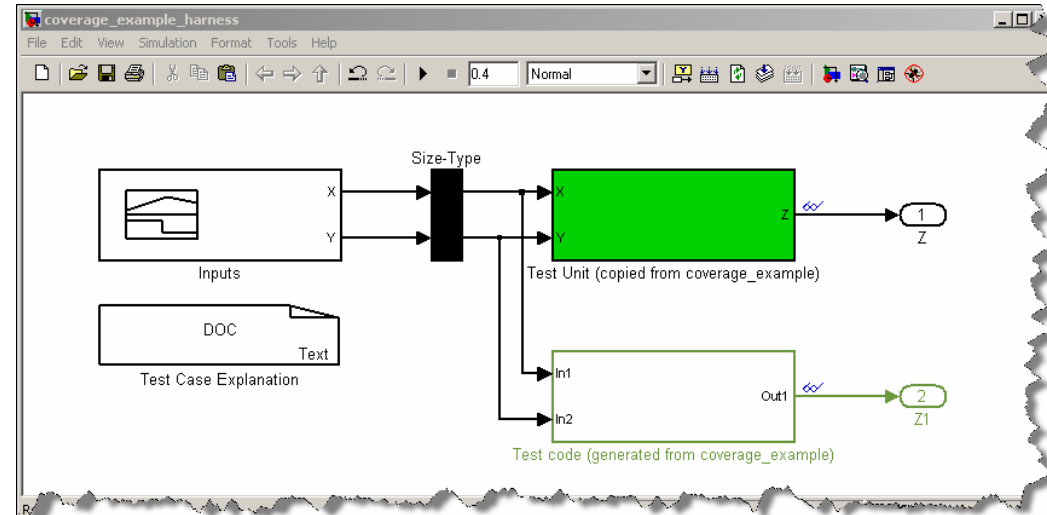
# Test Generation Workflow



# Code Testing with Generated Signals

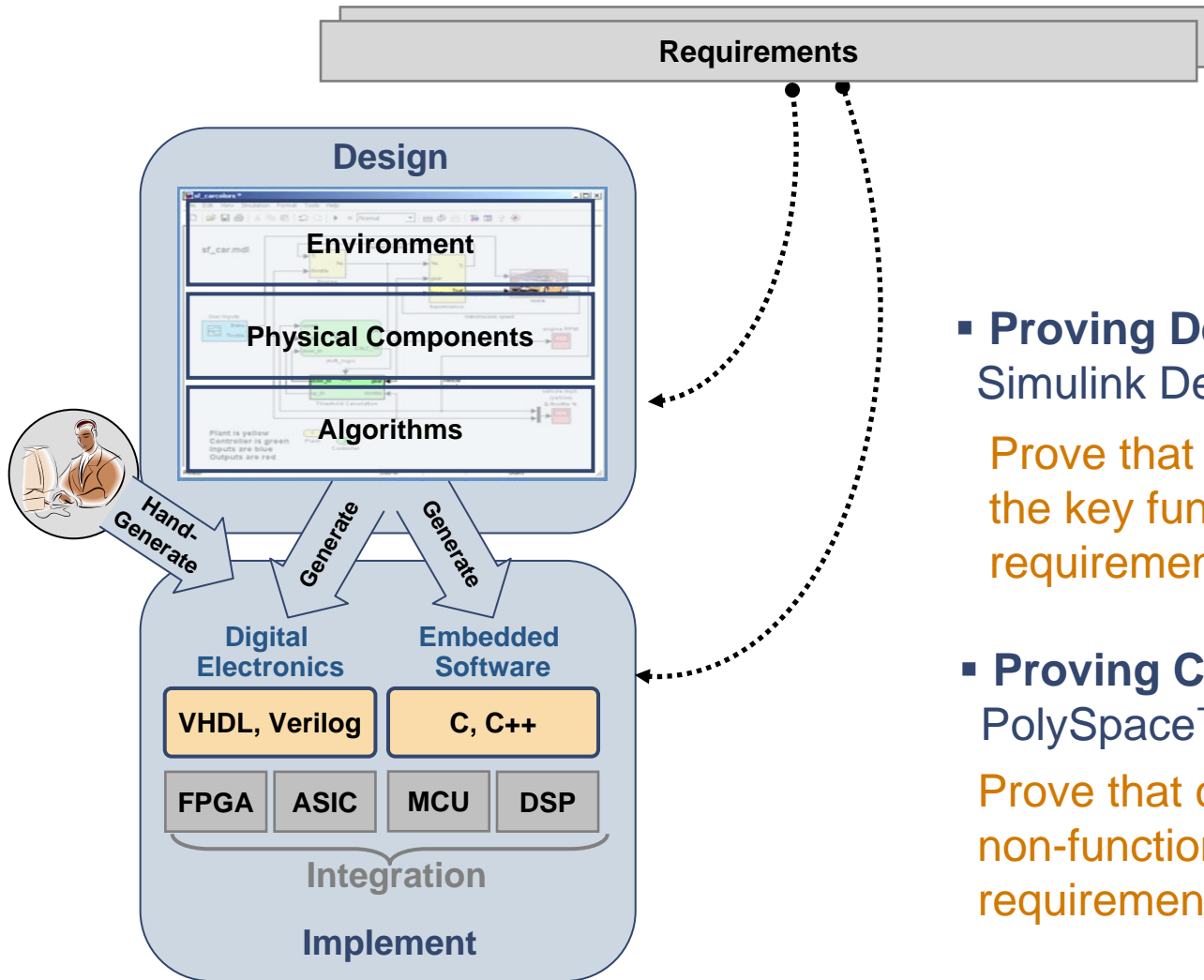
## Simulink

- 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
AnalysisInformation	<1x1 struct>		
ModelObjects	<1x2 struct>		
Objectives	<1x10 struct>		
TestCases	<1x4 struct>		

# 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

never P

Green  
reliable

Red  
faulty

Grey  
dead

Orange  
unproven

```
static void Pointer_Arithmetic ()
{
  int tab[100];
  int i, *p = tab;
```

```
  for(i = 0; i < 100; i++, p++)
    *p = 0;

  if(get_bus_status() > 0)
  {
    if(get_oil_pressure() > 0)
      *p = 5; /* Out of bounds */
    else
      i++;
  }
```

```
  i = random_int();
  if (random_int()) *(p-i) = 10;
```

```
  if (0 < i && i <= 100)
  { p = p - i;
    *p = 5; /* Safe pointer access */
  }
}
```

Green  
reliable

Green  
reliable

Green  
reliable

**Results are proven for  
all possible executions of the code!!**

# 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