

Extending a user interface prototyping tool with automatic MISRA C code generation

G. Mauro¹ H. Thimbleby² A. Domenici¹ C. Bernardeschi¹

¹Department of Information Engineering
University of Pisa, Italy

²Swansea University — Prifysgol Abertawe, Swansea/Abertawe, UK

3rd Workshop on Formal Integrated Development Environment (Formal-IDE)
satellite workshop of FM2016
Limassol, Cyprus, November 8, 2016

Keywords

- ▶ User interface prototyping tool
 - ▶ malfunctions often arise from ill-designed interfaces
 - ▶ realistic simulations help understand and validate user interactions
- ▶ Formal specification
 - ▶ formal specifications reduce the risk of design errors
- ▶ **MISRA C code generation**
 - ▶ automatic code generation from validated models improves dependability

Model-driven development and formal models

MDD is essentially:

- ▶ Creating an executable model
- ▶ validating the model by simulation
- ▶ implementing the model by automatic code generation

The model is usually expressed in a block-based graphical language.

The language is formal in that it has a well defined semantics, but . . .

. . . **it has not been conceived** with formal verification in mind.

By **formal model** we mean a simulatable, executable and formally verifiable model.

Formal models enrich MDD by adding formal verification to simulation.

Background: The Prototype Verification System

Proving:

The PVS is an interactive theorem prover environment based on:

- ▶ A **typed higher-order logic** language
- ▶ a **sequent calculus** deduction system.

A PVS **theory** is a collection of definitions and statements, including axioms.

A PVS model is a collection of theories describing a system.

A system's requirement is expressed as a **theorem** to be proved wrt the theory.

Animating:

The PVSio extension is a **ground evaluator** that translates PVS function definitions into LISP code.

A PVS function definition may contain applications of **extra-logical** functions, providing, e.g., input and output.

A PVS model can then be animated, i.e., **simulated**.

PVSio-web and Emucharts

PVSio-web is a framework for prototyping and simulation of interactive device interfaces.

- ▶ Originally conceived for medical devices
- ▶ A formal model of the interface can be written in PVS, or entered in the graphical **Emucharts** language and translated to PVS
- ▶ PVS functions are associated with **active areas** of device pictures.

Users

- ▶ access the PVSio-web framework with any web browser, and
- ▶ interact with the simulated device clicking on buttons in the device picture.

The PVSio-web user interface

MedtronicMinimed530G


New Project Open Project Save Project Save As... Change Picture WebServer ✓ PVSio-web 2.0

Prototype Builder

display: display Builder View Simulator View

button: UP

button: DOWN



EmuCharts Editor

FILE STATES TRANSITIONS CONTEXT CODE GENERATORS ZOOM PIM HELP Filter...

PVS Theory
PIM Model
MAL Model
VDM Model
Bless Model
MISRA C Code
C++ Code
Java Code
JavaScript Code
Ada Code

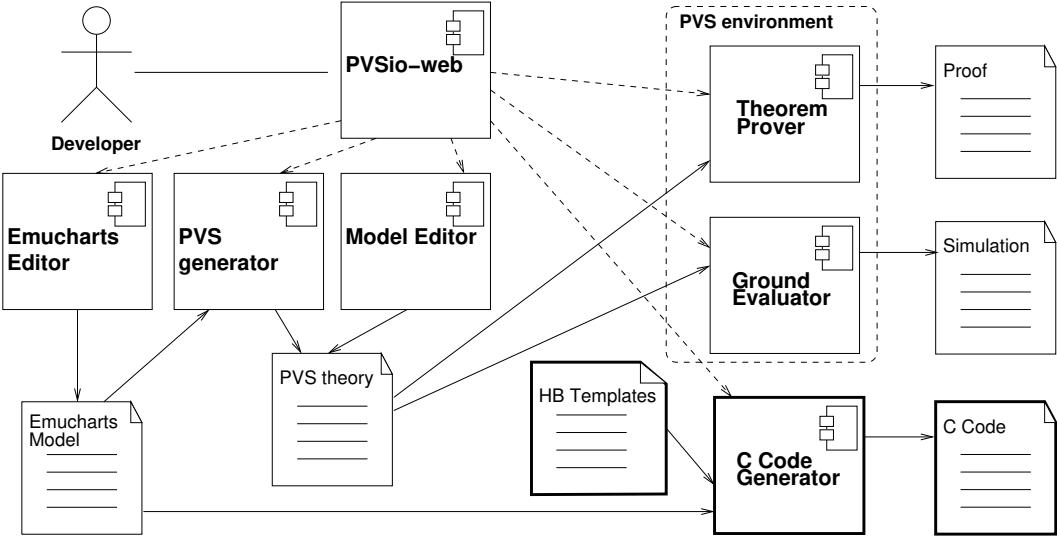
Context Variables

Name	Initial Value		
display	0	✗	✎



```
click_UP [ display = 10 ] { display := 10 }
click_UP [ display < 10 ] { display := display + 0.1; }
click_DOWN [ display = 0 ] { display := 0 }
click_DOWN [ display > 0 ] { display := display - 0.1; }
```

Code generation in the PVSio-web development process



Code generation

The C language was chosen as a target language due to its widespread use in embedded systems.

The MISRA (Motor Industry Software Reliability Association) guidelines were adopted to enhance dependability.

The C code generator produces the **source code** for a **module** implementing the interface subsystem of the device.

The generated module can be linked to software to **control** the actual device or **simulate** it.

From Emucharts to MISRA C

Emucharts is a formal **state machine** language with **guards**, **context variables**, and **actions** on context variables.

PVSio-web stores Emucharts diagrams in **Json** files

Handlebars templates extract information from Json files and insert them into C code text.

For each transition trigger (**input event**) τ , two functions are generated:

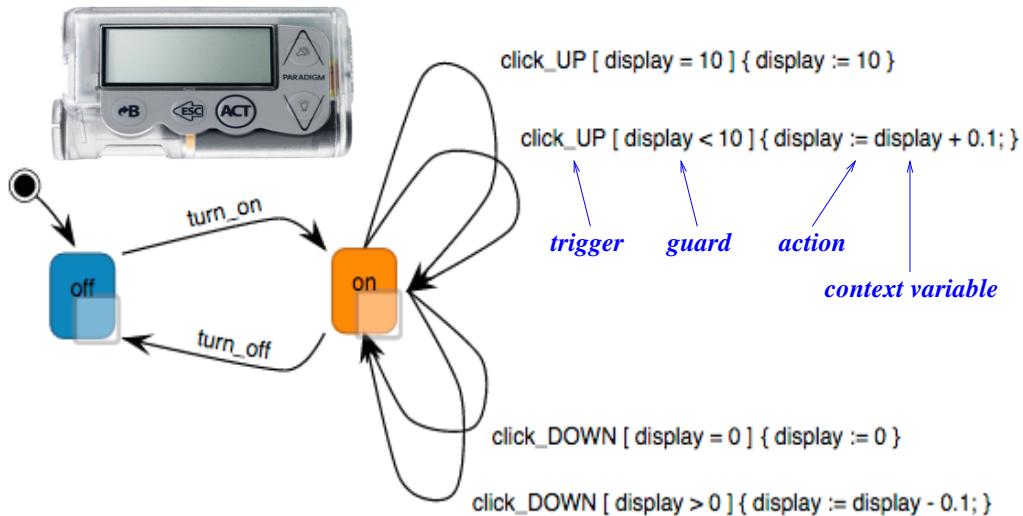
- ▶ a **permission** function checks if any transition from the current state is triggered by τ , and if so
- ▶ a **transition** function checks whether the guard (if any) is satisfied and executes the transition accordingly.

Translation mechanics

The C code generator is a JavaScript module that parses the JSON representation of a diagram and produces code (and documentation) from Handlebars templates:

```
{{#if states}}
/** * Enumeration of state labels. */
typedef enum {
    {{#each states~}} {{name}} {{#unless @last}}, {{/unless}}
    {{/each}}
} MachineState; {{/if}}
...
{{#if transitions}} /* definition of permission function */
{{#each transitions}} {{#if id}} UC_8 per\_{{id}} (const state *st)
{
    if(st->current_state == {{source.name}}) {
        return true;
    }
    return false;
}
{{/if}} {{/each}} {{/if}}
```

Example: Emucharts diagram for MiniMed 530G data entry



C code for MiniMed 530G data entry (1)

```
typedef enum { off, on } node_label;    %  
typedef struct {                        % state representation  
    D_64 display;                       %  
    node_label curr_node;               %  
    node_label prev_node; } state;     %  
  
UC_8 per_click_UP(const state* st) {   % permission function  
    if (st->current_state == on) {  
        return true;  
    }  
    return false;  
}
```

D_64 (double float, 64-bit) and **UC_8** (unsigned char, 8-bit) are MISRA C type aliases.

C code for MiniMed 530G data entry (2)

```
state click_UP(state* st) {                                % transition function
    assert(st->current_state == on);
    assert(st->display < 10 || st->display == 10);
    if (st->display < 10 && st->current_state == on) {
        st->display = st->display + 0.1f;
        enter(on, st);
        assert(st->current_state == on);
        return *st;
    }
    if (st->display == 10 && st->current_state == on) {
        st->display = 10.0f;
        enter(on, st);
        assert(st->current_state == on);
        return *st;
    }
    return *st;
}
```

PVS theory for MiniMed 530G data entry (1)

```
%-- machine states  
MachineState: TYPE = { off, on }
```

```
%-- emuchart state  
State: TYPE = [#  
  current_state: MachineState,  
  previous_state: MachineState,  
  display: real  
#]
```

...

```
per_click_UP(st: State): bool =  
  ((current_state(st) = on) AND (display(st) < 10))  
  OR ((current_state(st) = on) AND (display(st) = 10))
```

PVS theory for MiniMed 530G data entry (2)

```
click_UP(st: (per_click_UP)): State =  
  COND  
    (current_state(st) = on) AND (display(st) < 10)  
    -> LET new_st = leave_state(on)(st),  
        new_st = new_st WITH [ display := display(st) + 0.1 ]  
        IN enter_into(on)(new_st),  
    (current_state(st) = on) AND (display(st) = 10)  
    -> LET new_st = leave_state(on)(st),  
        new_st = new_st WITH [ display := 10 ]  
        IN enter_into(on)(new_st)  
  ENDCOND
```

An application: the Alaris GP infusion pump



A volumetric infusion pump with a wide range of infusion rates (1 ml/h to 1200 ml/h).

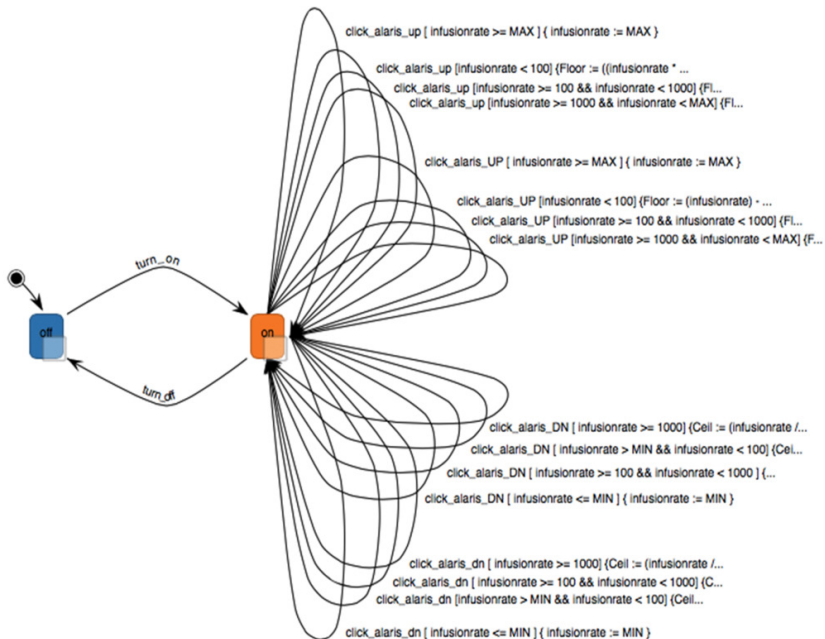
A floating point display with **three significant digits**.

Numerical input through **single-** and **double-chevron** buttons.

Numerical input for infusion rate

- ▶ If the displayed value d is < 100 ,
 - ▶ a single-chevron button adds ± 0.1
 - ▶ a double-chevron button changes the value to the next higher or lower decade (e.g., from 9.1 to 10.0)
- ▶ If $100 \leq d < 1000$,
 - ▶ a single-chevron button adds ± 1
 - ▶ a double-chevron button changes the value to the next higher or lower hundred plus the decade of d (e.g., from 314 to 410)
- ▶ If $d \geq 1000$,
 - ▶ a single-chevron button adds ± 10
 - ▶ a double-chevron button changes the value to the next higher or lower hundred (e.g., from 1010 to 1100)
- ▶ Buttons have no effect when the maximum or minimum allowed rate values are displayed.

Emucharts diagram for numerical data entry



A mobile application



The generated C code can run on a **mobile device**.

Interactive simulations on a mobile device are more realistic and can be used for **training** purposes.

The user interface code generated for the Alaris GP has been ported to the Android platform.

Conclusions

Code generation enables the PVSio-web framework to close the MDD cycle, from formal specification to industry-standard code:

- ▶ Developers (possibly unfamiliar with the PVS language) build a device interface model with the graphical, state-machine based Emucharts language.
- ▶ The model can be both verified by theorem proving and validated by simulation.
- ▶ The verified/validated model is implemented automatically by C code generation.

Thank you

Ευχαριστώ