

Course "Softwareprozesse"

Cleanroom Software Engineering

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- Principles
- Empirical results
- Typical practices
- Stepwise refinement
 - box structures, verification

- Statistical testing
 - Usage modeling
 - Hints for practice
- Cleanroom and CMMI

Cleanroom classification and goals

- Proposed by Harlan D. Mills, IBM, since 1980
 - 'Cleanroom' stands for defect prevention instead of defect elimination

Goal:

High, quantified reliability at low cost

Classification:

- Cleanroom is a development approach
- and a management approach



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Harlan Mills

Context:

- Whenever precise specifications can be written early
 - For new development, maintenance, and reengineering
 - Independent of language and technology
- Requires approximately CMMI Level 3



Cleanroom development principle:

- Development teams strive to produce products without any defects
 - by careful design and development
 - by verification and review
 - but <u>not</u> by testing

Cleanroom testing principle:

- The purpose of testing is <u>measuring</u> the reliability of the product
 - not improving the reliability

Cleanroom management principle:

 <u>Team-based</u> practices limit the scope of human fallability and allow for continuous improvement

Empirical results (1): IBM Cobol SF

- R.C. Linger, H.D. Mills: "<u>A Case Study in Cleanroom Software</u> Engineering: The IBM COBOL Structuring Facility",
 - 12th Intl. Computer Science and Applications Conf., Oct. 1988.
- Project developing "Cobol Structuring Facility" COBOL/SF
 - A program analyzer/translator (written in PL/1) for converting Cobol code with GOTOs into structured Cobol code
 - 52 KLOC modified/added to existing 40 KLOC base product
- Overall productivity:
- Overall defect density:
- Field-testing defects:

- +400%
- 3.4 defects/KLOC
- 10 (only 1 of them major)

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- The defect reduction is the main reason for the huge improvement in productivity
 - Testing such a system is very laborious



- L.G. Tann: "OS32 and Cleanroom"
 - 1st Annual European Industrial Symposium on Cleanroom Software Engineering, Copenhagen, Denmark, 1993, pp. 1-40.
- Project developing an operating system for telephone switching systems
 - 73 people staff, 33 months duration
 - 350 KLOC resulting software size (14 LOC/PM)
- Development productivity: +70%
- Testing productivity: +100% (tests per hour)
- Testing defect density:

- 1 defect/KLOC
- These are very big improvements, considering this was a mature development organization already.



- R. Selby, V. Basili, F. Baker: "<u>Cleanroom Software</u> <u>Development: An Empirical Evaluation</u>"
 - IEEE Transactions on Software Engineering, 13(9), Sept. 1987
- A controlled experiment: 15 teams (10 Cleanroom, 5 conventional) of 3 student developers (w. prof. experience). Each develops the same SW
 - electronic messaging system: duration 6 weeks, 4 milestones,
 - resulting size 800 to 2300 LOC of Simple-T code
- Results:
 - The Cleanroom teams developed more functionality
 - All Cleanroom teams kept all milestones, only 2 of the 5 others did
 - The Cleanroom programs were less complex (control flow) and had better annotation
 - The Cleanroom programs had significantly fewer test failures
 - 86% of the developers missed testing (quality was not affected)

Typical Cleanroom techniques

Small teams

- High motivation, close cooperation, efficiency
 - "Defects are not acceptable!"
- Parallel development
 - Strict modularization has to be done at specification time
- Exact specification
 - All partial specifications are precise and self-contained

Strict separation of development and testing

- Development teams
 - Development teams are strictly forbidden to perform any testing
- Test teams
 - Test teams never modify programs









Exact specification

- Defect prevention
 - Precise specifications help avoid ambiguity defects
- Verification
 - During development, defects are continually searched for by comparing with specification
- Specif. languages: Z, VDM, box method, special grammars

Stepwise refinement with the box method

- 1. Specification (black box)
 - Describes WHAT without HOW
- 2. State description (state box)
 - Specification as a state machine (not always useful)
- 3. Process description (clear box)
 - Partial HOW: "Implementation", but may use further black boxes

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Typical Cleanroom techniques (3)

Review/verification

- Performed for each refinement
 - State box and clear box
- Grounded in mathematics, performed as team discussion
 - Convincing <u>argumentation</u>, rarely formal mathematical proof
- Argument is formulated and verified during an inspection

Incremental development

• Initially, only basic functionality is developed

Statistical testing

- Usage modelling
 - Test cases are a random sample according to usage model
- Quantitative statement on reliability (certification)







Typical Cleanroom techniques: Note



- First and foremost, Cleanroom development is an attitude
 - So none of the above <u>techniques</u> is absolutely mandatory:

They can be driven to extremes

 for instance developers may be prohibited to even compile their code

They can be relaxed

 for instance by performing defect testing before statistical testing

They can be exchanged for others

 for instance by driving development in some other way than by box refinement

M. Deck: <u>Cleanroom Software Engineering Myths and Realities</u>, 1997







Cleanroom is not suited if

- ...formal specification is difficult
 - which is commonly the case for interactive systems
- ...determining the correctness of test outputs is costly
 - but this is a problem for conventional development as well.
 - One could still do Cleanroom without reliability certification
 - by leaving out statistical testing

Necessary preconditions:

- Highly trained software engineers
 - Others cannot create reliable verification arguments
- Defined software process (CMMI Level ~3)
 - Immature processes will lack the necessary discipline and control

Specification and design with box structure

- Define black box:
 - define output based on input history
- Define state box [perhaps]:
 - define states for the representation of input history
 - reformulate black box (may introduce several new black boxes)
 - verify reformulation: state box must be equivalent to black box
- Define clear box:
 - define data abstraction for state data
 - reformulate state box (may introduce several new black boxes)
 - verify reformulation: clear box must be equivalent to state box

Continue with black boxes of the refinement



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Trivial refinement example

• black box 1: triangleType(a, b, c)

precondition: a, b, c are positive, real numbers

postcondition:

return EQUILATERAL / ISOSCELES / OTHER / NO_TRIANGLE ⇔

the triple (a, b, c) is side lengths of an equilateral / non equilateral isosceles / non isosceles triangle / cannot be side lengths of a triangle





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clear box 1: <u>triangleType(a, b, c)</u>
 IF allSidesSatisfyTriangleInequation(a, b, c)
 THEN return trueTriangleType(a, b, c)
 ELSE return NO_TRIANGLE

 black box 2: <u>allSidesSatisfyTriangleInequation(a, b, c)</u> precondition: a, b, c positive, real numbers postcondition: True if each side is shorter than the sum of the other two; else False

• **black box 3**: <u>trueTriangleType(a, b, c)</u> precondition: (a, b, c) are the side lengths of a triangle postcondition: ...



- verification clear box 1:
- (a, b, c) can form triangle ⇔
 the two shorter sides x, y together are longer than the longest, z.
- Hence, z < x + y (i.e., "side z satisfies triangle inequation") is sufficient for diagnosing a triangle.
- "All sides satisfy triangle inequation" is a stronger condition, hence also sufficient.

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Is "All sides..." also necessary? Yes: If z < x + y holds,
 x < z + y and y < x + z will hold even more strongly
Hence, clear box 1 is correct.
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- clear box 2: <u>allSidesSatisfyTriangleInequation(a, b, c)</u>
 return (a < b + c AND b < a + c AND c < a + b)
- verification clear box 2:

3 different side lengths a, b, c are tested (\rightarrow "triangle"), tests are connected by 'AND' (\rightarrow "all sides"), each test compares one side to the sum of the two others, each comparison is by 'less than' (\rightarrow correct inequation). Hence, the implementation appears to be correct



clear box 3: trueTriangleType(a, b, c)

IF a = b = cELSE IF a = b OR a = c OR b = c THEN return ISOSCELES

THEN return EQUILATERAL

FLSE return OTHER

- verification clear box 3:
- 'Equilateral' is a special case of 'isoceles' and must therefore be tested first, this is done here.

The test for 'equilateral' is correct.

The test for 'isosceles' must check 3 different pairs (correct), only one needs to be equal (connection with 'OR', correct) 'Other' is the only remaining case, must be 'ELSE' part. Correct. Therefore clear box 3 is correct.



- Most software processes use defect testing
 - Goal: Find as many defects as possible, with as few test cases as possible
 - Testing concentrates on 'difficult' cases.
- Defect testing makes almost no statement about reliability.
- In contrast, Cleanroom uses statistical testing
 - Goal: Quantify reliability; attitude like acceptance testing
 - Does <u>not</u> specifically aim to find defects
 - Testing reflects the frequency of 'typical' cases
- Basis: Usage modelling
 - Based on description of the usage profile (from requirements)
 - Mathematical description with Markov-chains (finite state space, discrete events)

Example: Excerpt from the usage model for a text editor

Probabilistic state machine: States are actions, stochastic sequencing

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- Any number of test inputs can be generated automatically
 - based on the usage model
- Output correctness predicate?
 - Depends on application
 - Often only plausibility checking is possible
- Measure the intervals between failures
 - Terminate when sufficient reliability can be certified
 - Stop when insufficient reliability has been determined



- The goal is a statement such as "MTTF(program) ≥ m with confidence K"
 - e.g. "With confidence 95% we can say that this program fails at most once every 2 000 000 steps"
 - MTTF: mean time-to-failure ("time" being the number of steps)
- Computed with statistical methods (binomial distribution)
- Problem: When I find and correct a defect, may I still use the data from the previous test runs?
 - Defect models and reliability growth models may allow this,
 - but then need to rely on assumptions (in particular the nonintroduction of new failures).
 - This is beyond the scope of this lecture.



Note that the up-steps are <u>not</u> vertical; they go 1 to the right as well.

- Given an event (here: failure) with probability p (here: 0.001)
 - i.e. we want to certify 99.9% reliability (= 1-p)
- A binomial distribution describes the number F of failures to be expected during N runs (here: N=3000)

http://mathworld.wolfram.com/BinomialDistribution.html

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• Limit lines for binomial distribution (N trials, p=0.001)

M. Deck, J.A. Whittaker: "Lessons Learned from Fifteen Years of Cleanroom Testing", 1997

- One should integrate development and testing
 - Split has too much negative side-effects
 - adversarial thinking is bad, because collaboration helps
 - Cooperation adds value
 - e.g. operational profile helps SW design wrt realtime behavior
 - There *will* be some defects to be found and removed

- Statistical testing is very difficult
 - huge input spaces, so non-trivial usage models become very complicated
- One should adapt the techniques to the context
 - e.g. prototyping may be useful
 - e.g. coverage testing may be useful/required
 - regression testing is useful

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Cleanroom and CMMI

- CMMI process areas covered by typical Cleanroom practices
- Level 2: Managed
 - Measurement and Analysis MA
 - with respect to reliability only
 - Process and Product Quality Assurance PPQA
 - verification discipline
- Level 3: Defined
 - Technical Solution TS
 - SP 2.3 Design Interfaces Using Criteria: formal specification
 - Verification VER
 - The heart of Cleanroom!

- Level 4: Quantitatively Manag'd
 - Quantitative Project Mgmt QPM
 - Statistical testing
- Level 5: Optimizing
 - Causal Analysis and Resolution CAR
 - Continuous team improvement (defect-based)

Cleanroom and CMMI (2)

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- Cleanroom alone does not get you anywhere wrt. CMMI
 - not even to Level 2
- But the quality culture inspired by Cleanroom is a useful driver for many improvements up to Level 5:
 - Level 2: PPQA (developers become aware of process quality);
 - Level 3: VER (reviews become standard practice)
 - Level 4: OPP (defect densities become a natural process benchmark)
 - Level 4: QPM (quantitative quality management is established)
 - Level 5: OPM (developers start continuous improvements wrt. defect avoidance, thus opening the organization for process improvement)

Literature

- Richard Linger, Carmen Trammell: <u>"Cleanroom Software Engineering Reference Model"</u>, Software Engineering Institute, Technical Report CMU/SEI-96-TR-022
 - detailled definition of the Cleanroom process

Summary: Cleanroom Software Engineering

- We studied Cleanroom for its ideas and basic attitude: "Do not accept defects, favor defect prevention over defect detection"
 - not as a software process to be used exactly as a whole;
 - useful where reliability matters a lot and specs are available

Key properties:

- Exact specification (important)
- Stepwise refinement with box-specification (replacable)
- Verification during inspection (important, done by a team)
- Statistical testing based on usage model (ideally...)
- Reliability certification (ideally...)
- Result: very low defect rate, high productivity

Thank you!