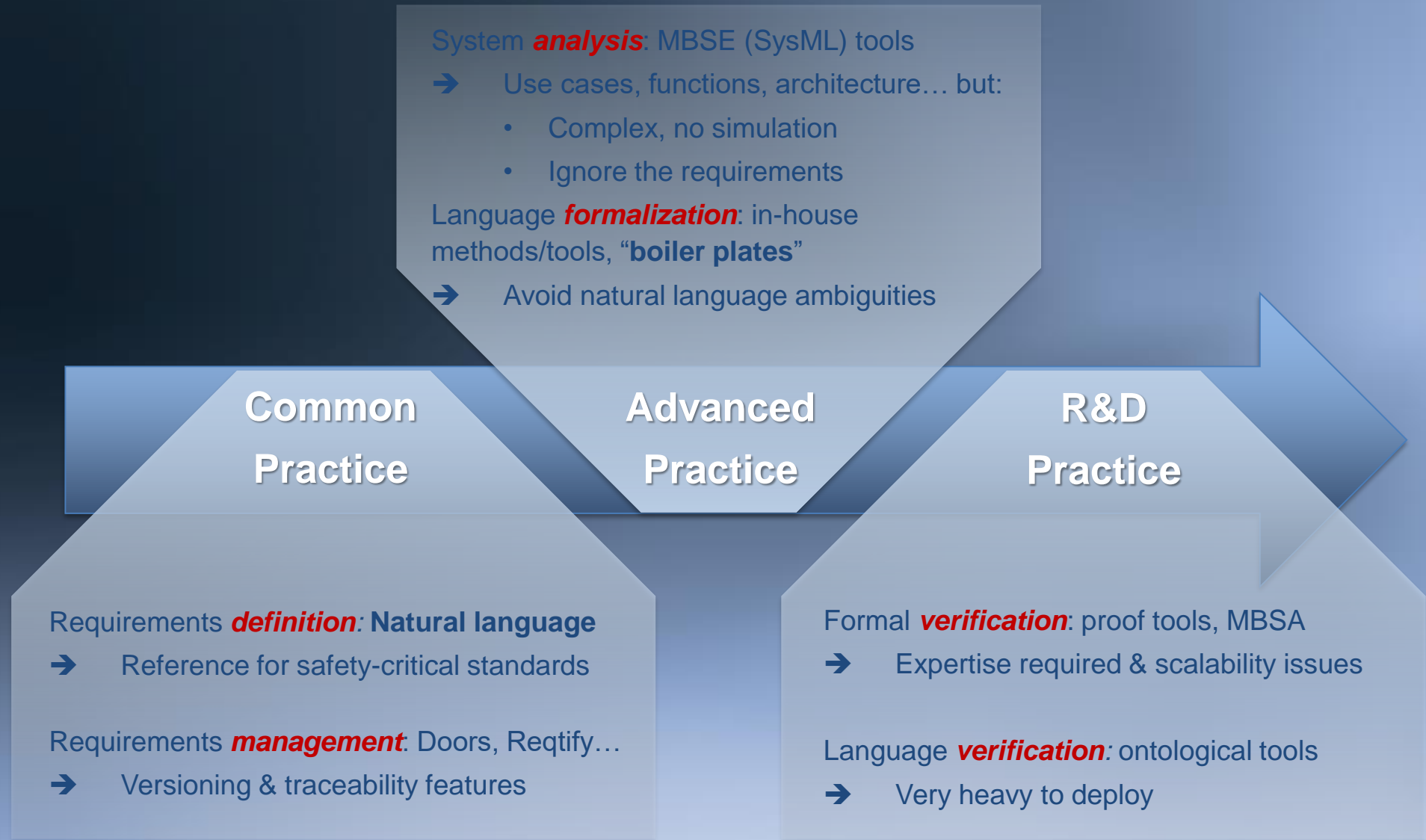
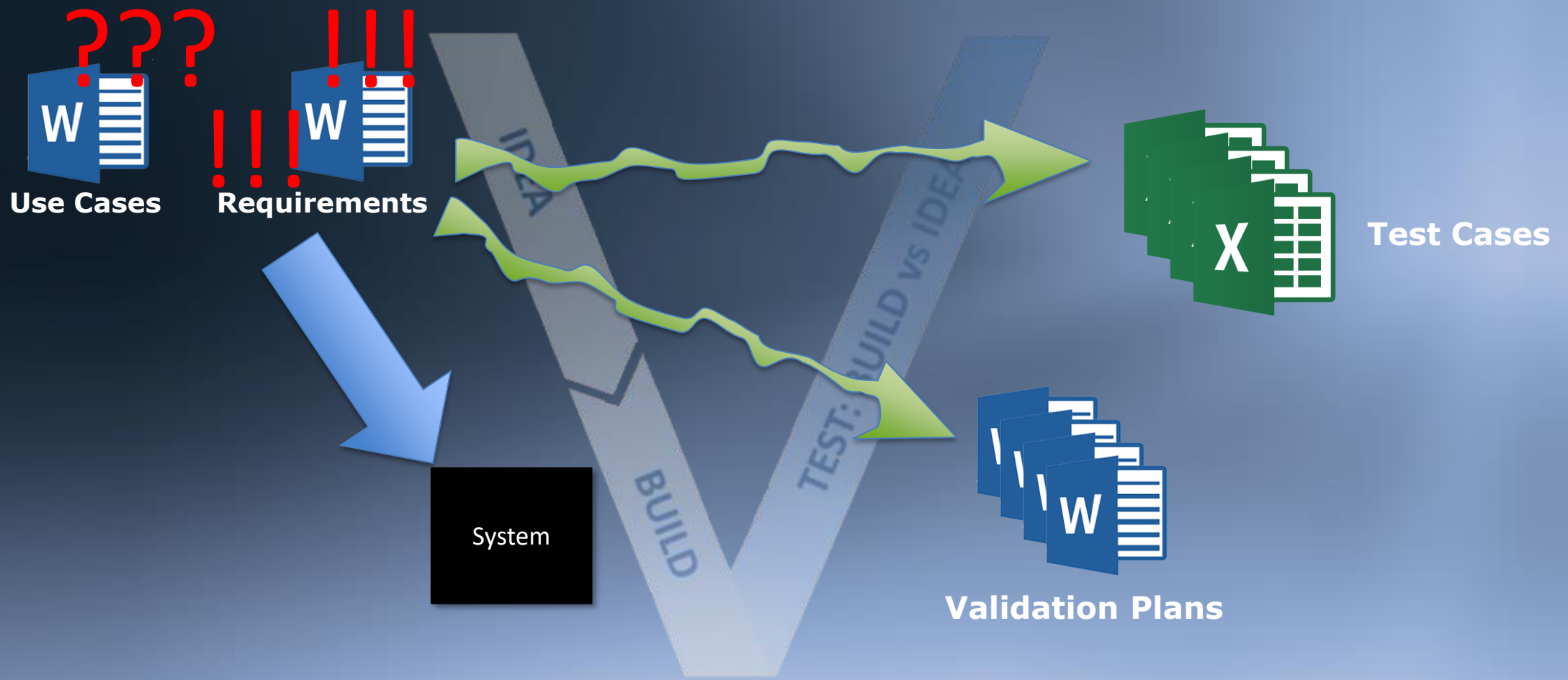


RIL: Requirements in the Loop

**An End-to-End Requirement-based
System Engineering and Validation Process**



Today's Industry Practice

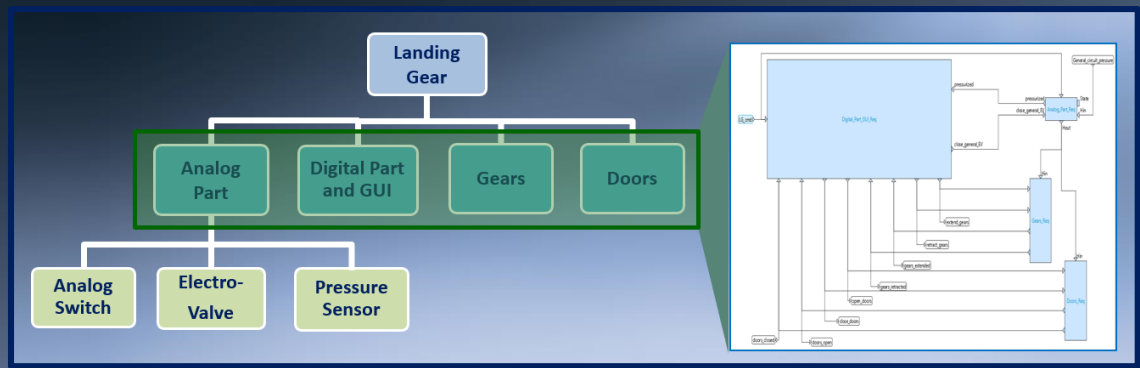


- All transformations are **manual**
- **70% of the errors** introduced in SW projects are introduced during the specification phase, **only 4%** are detected in that phase

RIL: Requirements In the Loop

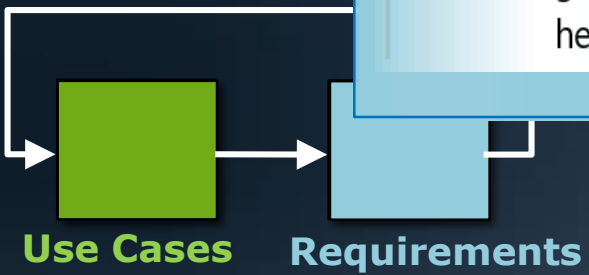


STIMULUS Value Proposition

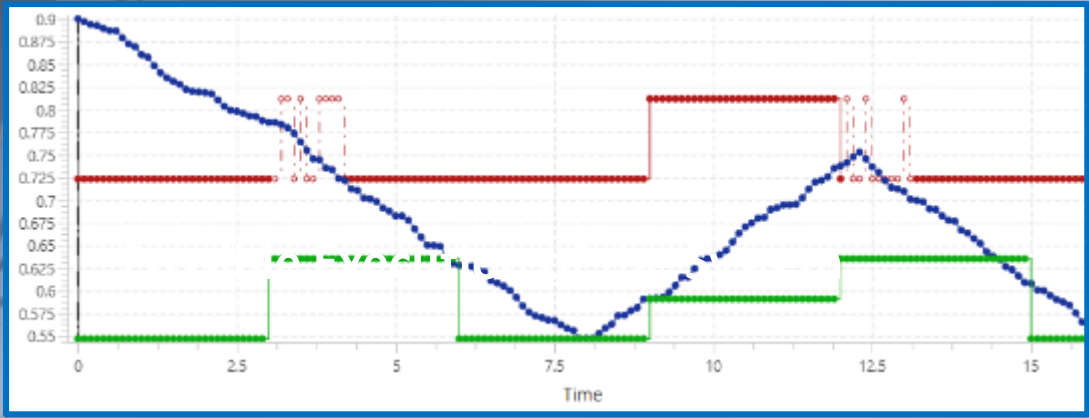


STIMULUS Value Proposition

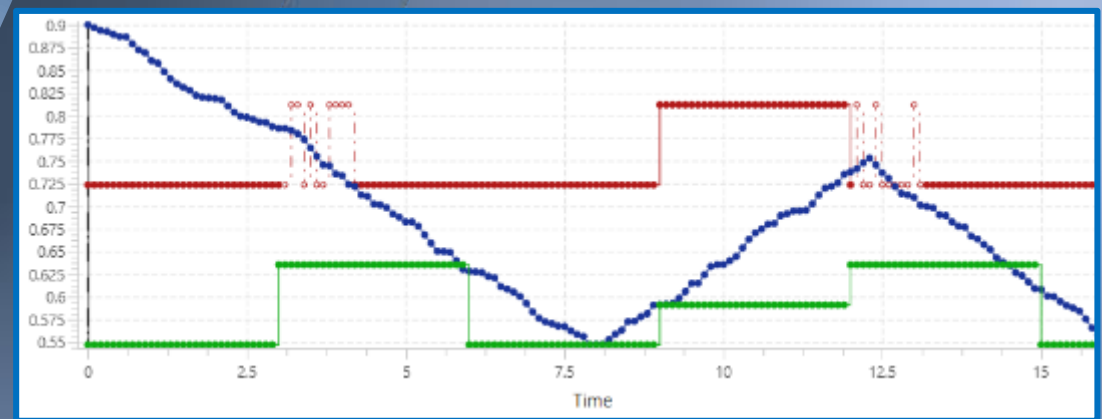
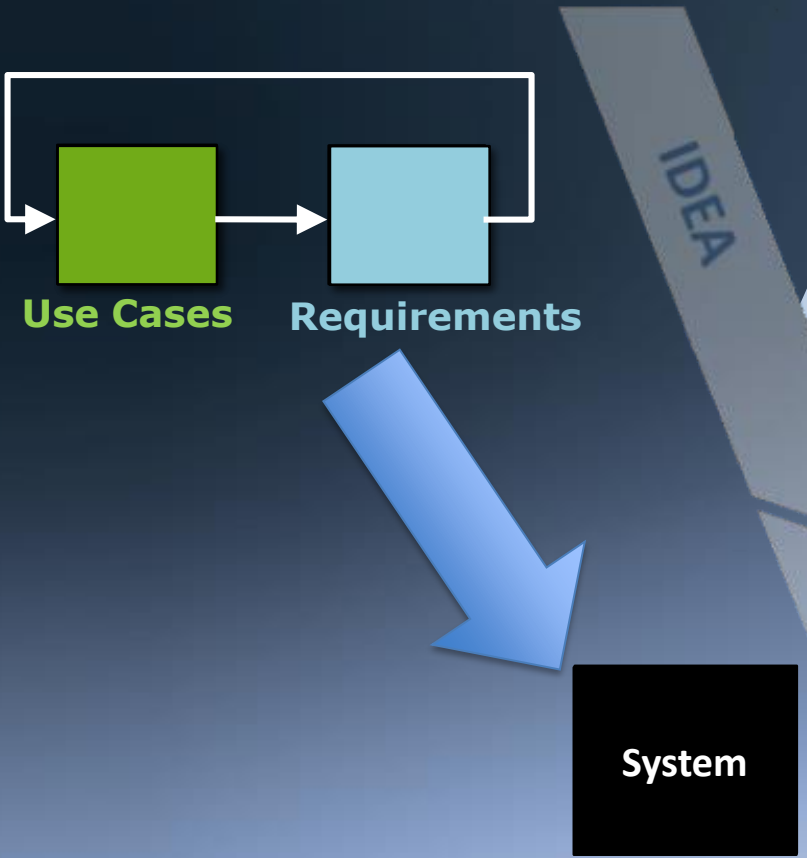
When lightIntensity > 60 % and headLight was 'OFF', headLight shall be 'OFF'



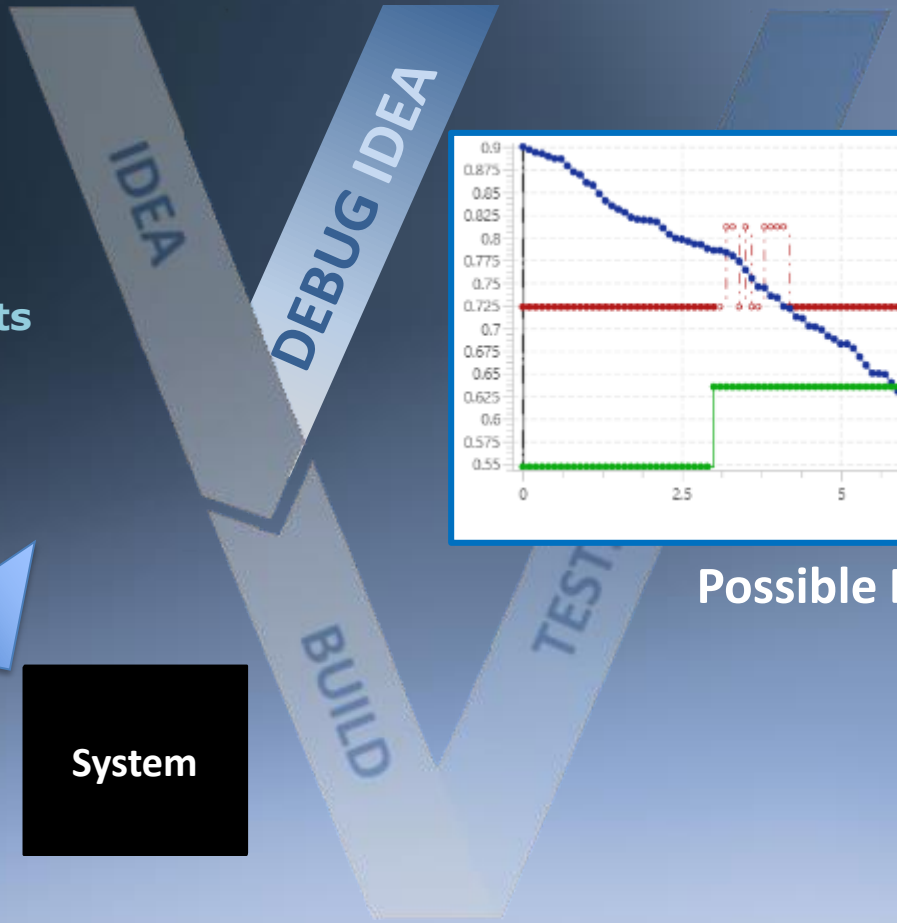
switch is stable during 3 [second]
lightIntensity goes up and down respectively to 75 % and 55 %



STIMULUS Value Proposition

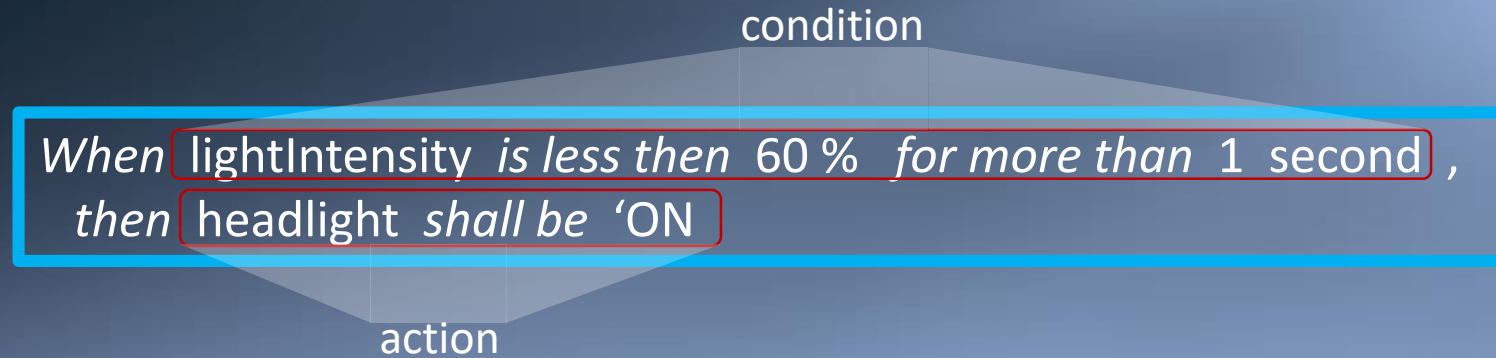


Possible Execution of the System



Requirements:

- All functional Requirements can be written using a set of templates
- Example:
 - Natural language requirement: “When the light intensity is less than 60% for more than one second, headlight shall be set to ON”
 - Equivalent template-based requirement:

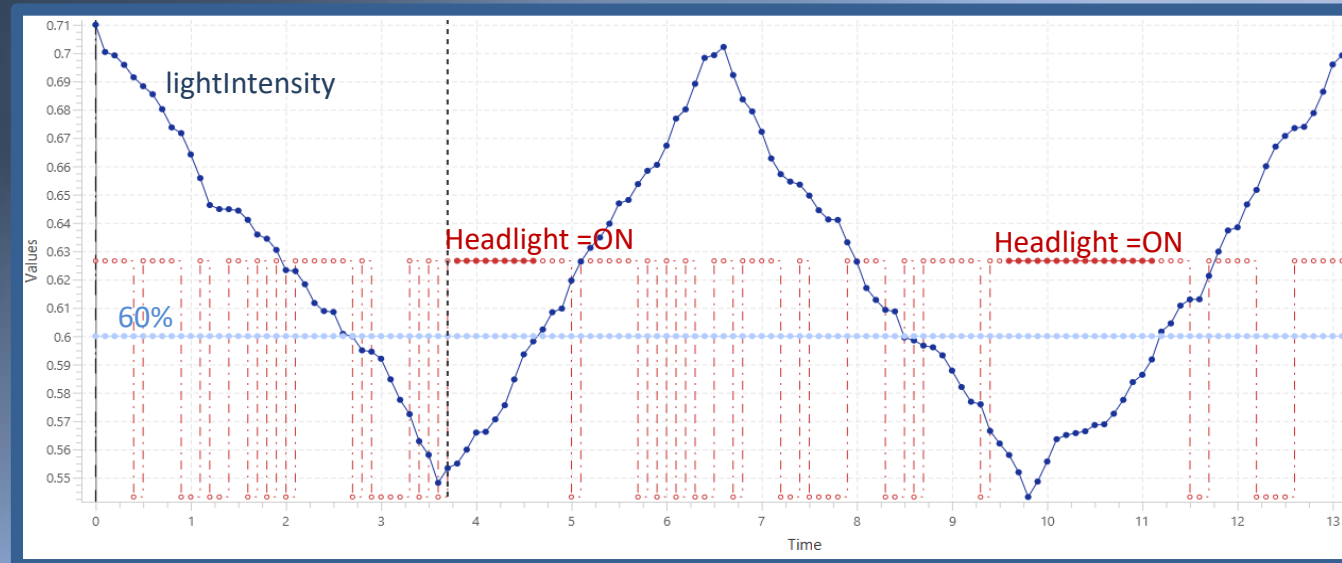


Or, in Korean:

lightIntensity 가 60 % 미만 인 상태가 1 [second] 이상 유지될 때,
headLight 는 'ON' 이어야 한다

Each template has an executable semantics:

When lightIntensity is less than 60 % for more than 1 second , then headlight shall be 'ON

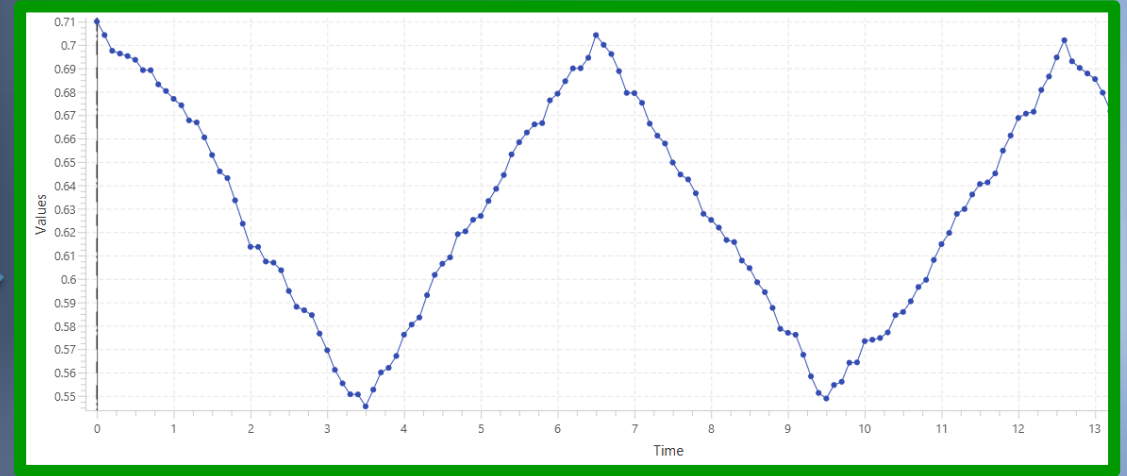


Possible Execution of the System

Benefits: Debug the Requirements as soon as your write them

Use Case: a set of constraints on the inputs and between the inputs

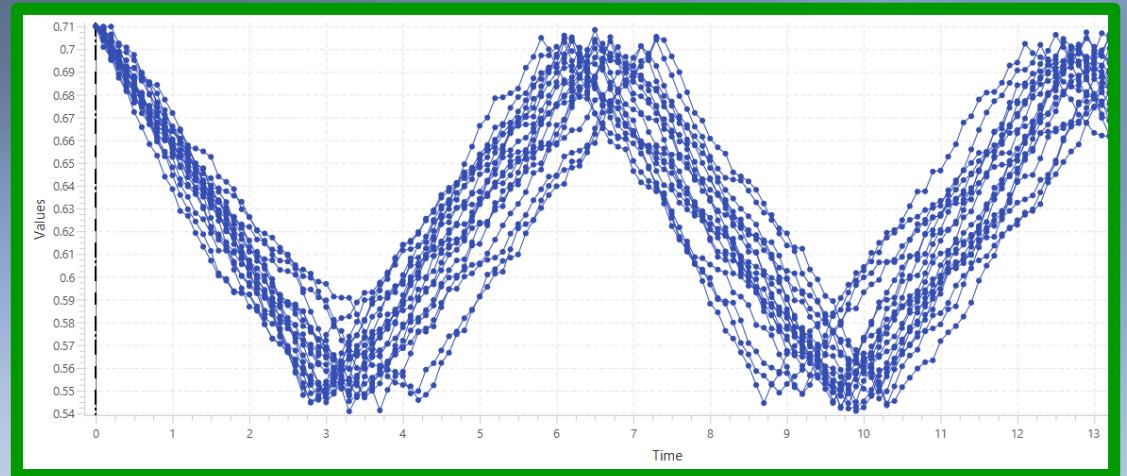
- | $((\text{lightIntensity}) \in [0, 1])$
- | *Initially* | lightIntensity is (71 %)
- | lightIntensity goes up and down between 70 % and 55 %
- | $(\text{derivative of lightIntensity}) \in [-0.1 [1/\text{second}], 0.1 [1/\text{second}]]$



One possible Test Vector

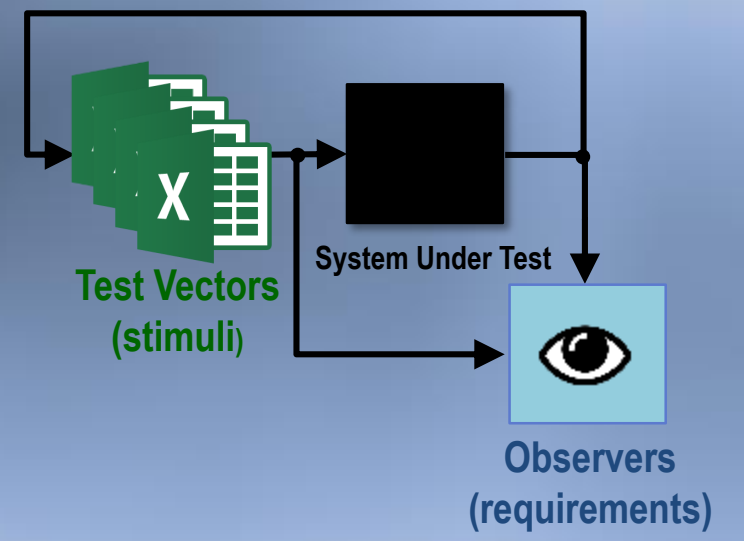
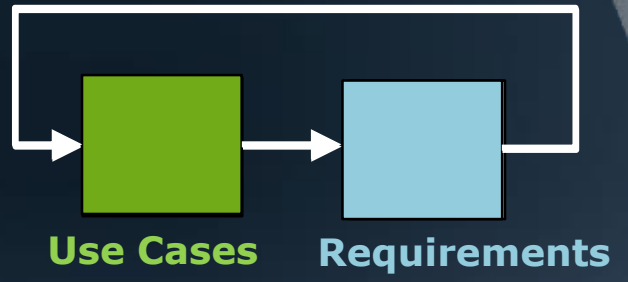


One Use Case can be turned into as many Test Vectors as desired
(Automatic Test Vectors Generation)



20 possible Test Vectors

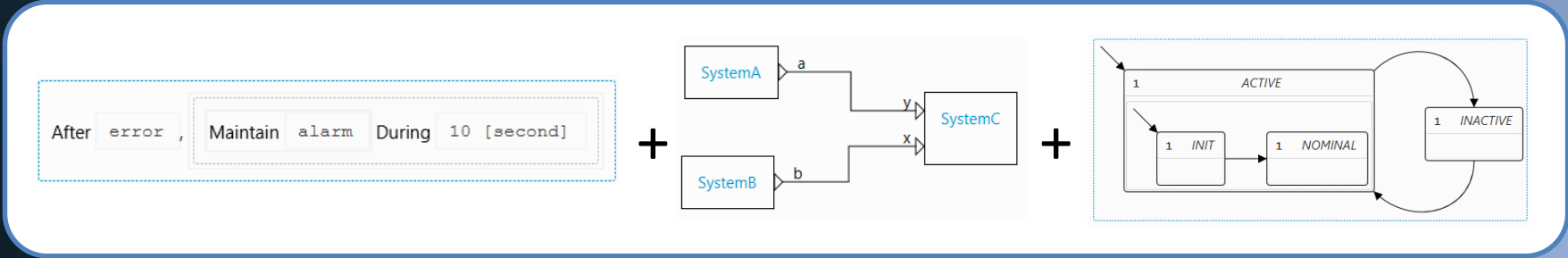
STIMULUS Value Proposition



STIMULUS Value Proposition



Theoretical and Technical Backgrounds



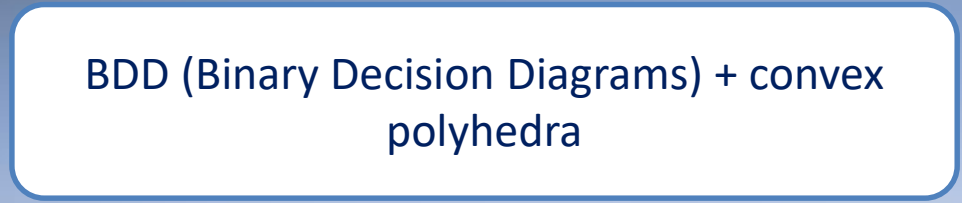
Compiler ↓



Data constraints:
- Logico-numerical solver processing the relationships among data

- Control graph
- Backtrack mechanism

Simulator ↓

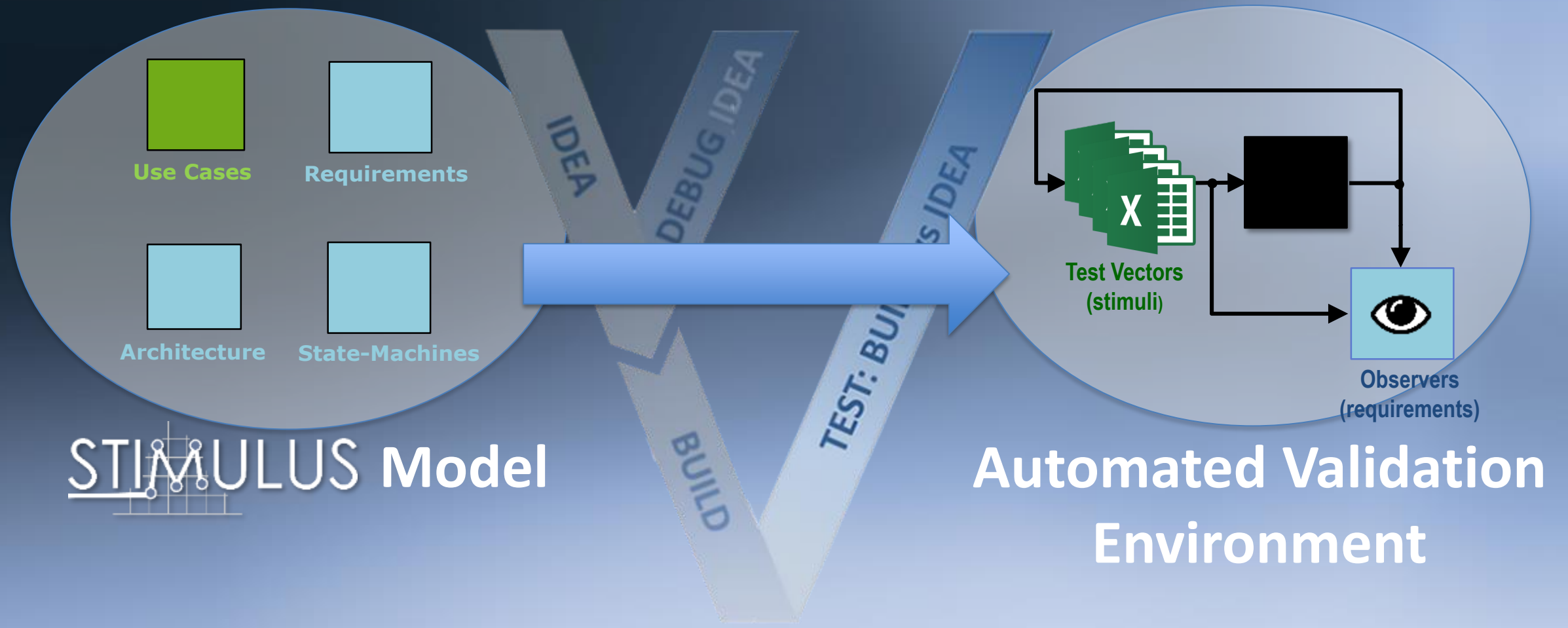


- ❑ Company created in 2013. STIMULUS released in early 2015.
- ❑ STIMULUS users in avionics, automotive, transportation, energy.
- ❑ International presence: USA, UK, Germany, Spain, Israel, Japan, China, Korea, India





Requirements In the Loop





argosim.
SYSTEM VALIDATION

STIMULUS

Debug Your Requirements

Demo



argosim.
SYSTEM VALIDATION

STIMULUS

Debug Your Requirements

Additional Slides

STIMULUS Test Campaign

The screenshot displays the Stimulus Editor interface for a test campaign. The main window shows a 'Test Environment' diagram with components like 'DLL_Controller', 'AllRequirements', and 'switch'. A red arrow points to the 'DLL_Controller' block with the label 'SUT (DLL, FMU...)'. Another red arrow points to the 'AllRequirements' block with the label 'Observer (properties being verified)'. A red box highlights the 'Tests' table, labeled 'Test Campaign: set of Use Cases'. A red arrow points to the 'Test Campaign Results' table at the bottom left. A red arrow points to the 'Details' table at the bottom right, which shows a 'Violated Observer' error.

Test Campaign: set of Use Cases

Name	Run Max	Step Max	Time Out	Check Once	Observe Always
OnRandomLight	100	100	100	<input type="checkbox"/>	<input type="checkbox"/>
OffRandomLight	50	500	800	<input type="checkbox"/>	<input type="checkbox"/>
AutoRoadBridges	50	200	100	<input type="checkbox"/>	<input type="checkbox"/>
AutoQuick58To80	10	200	200	<input type="checkbox"/>	<input type="checkbox"/>
AutoLoop75To55	50	100	100	<input type="checkbox"/>	<input type="checkbox"/>
SmartMonkeyTest	200	200	200	<input type="checkbox"/>	<input type="checkbox"/>

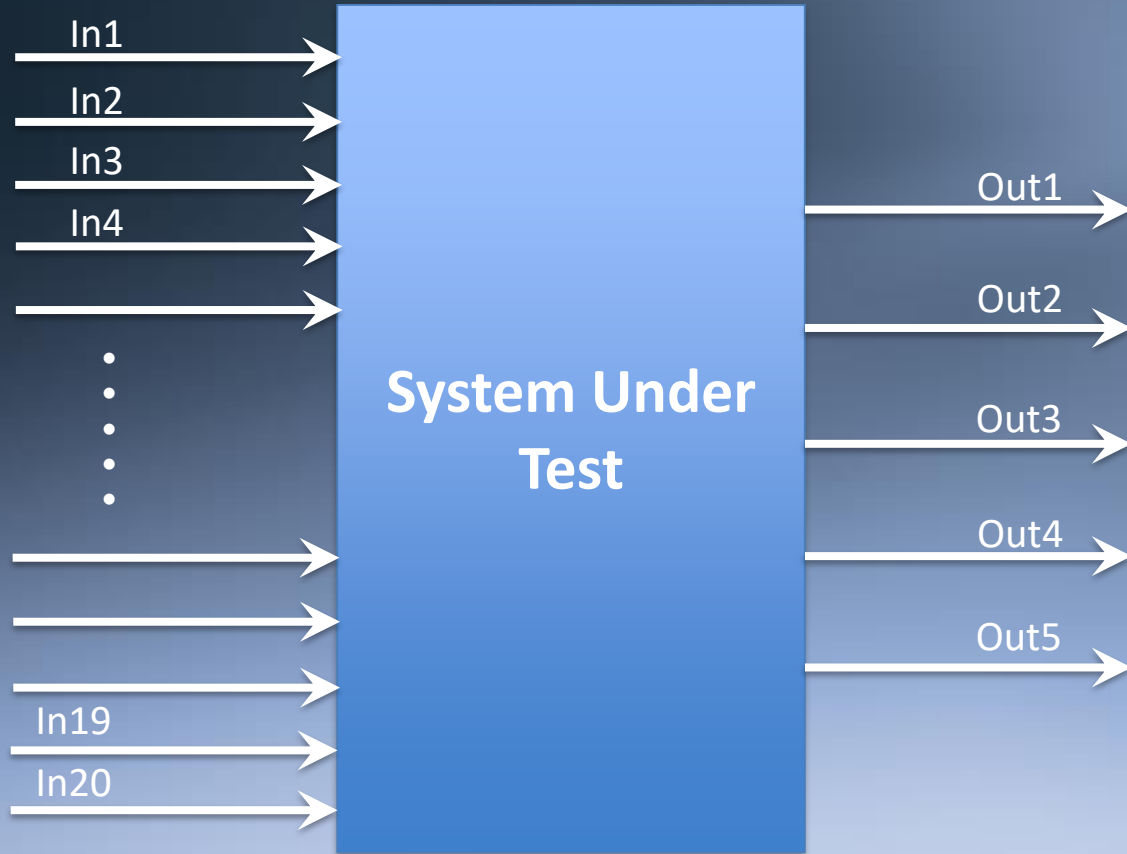
Test Campaign Results

Name	Observers	Coverage
Summary	■	83.33%
Test Environment	■	83.33%
LLR_v3	■	83.33%
REQ_001	■	100.0%
REQ_002	■	100.0%
REQ_003	■	50.0%
REQ_003.1	■	0.0%
REQ_003.2	■	0.0%
REQ_003.3	■	100.0%
REQ_003.4	■	100.0%
OnRandomLight	■	33.33%
OffRandomLight	■	33.33%
AutoRoadBridges	■	16.67%
AutoQuick58To80	■	12.5%
AutoLoop75To55	■	12.5%
SmartMonkeyTest	■	83.33%

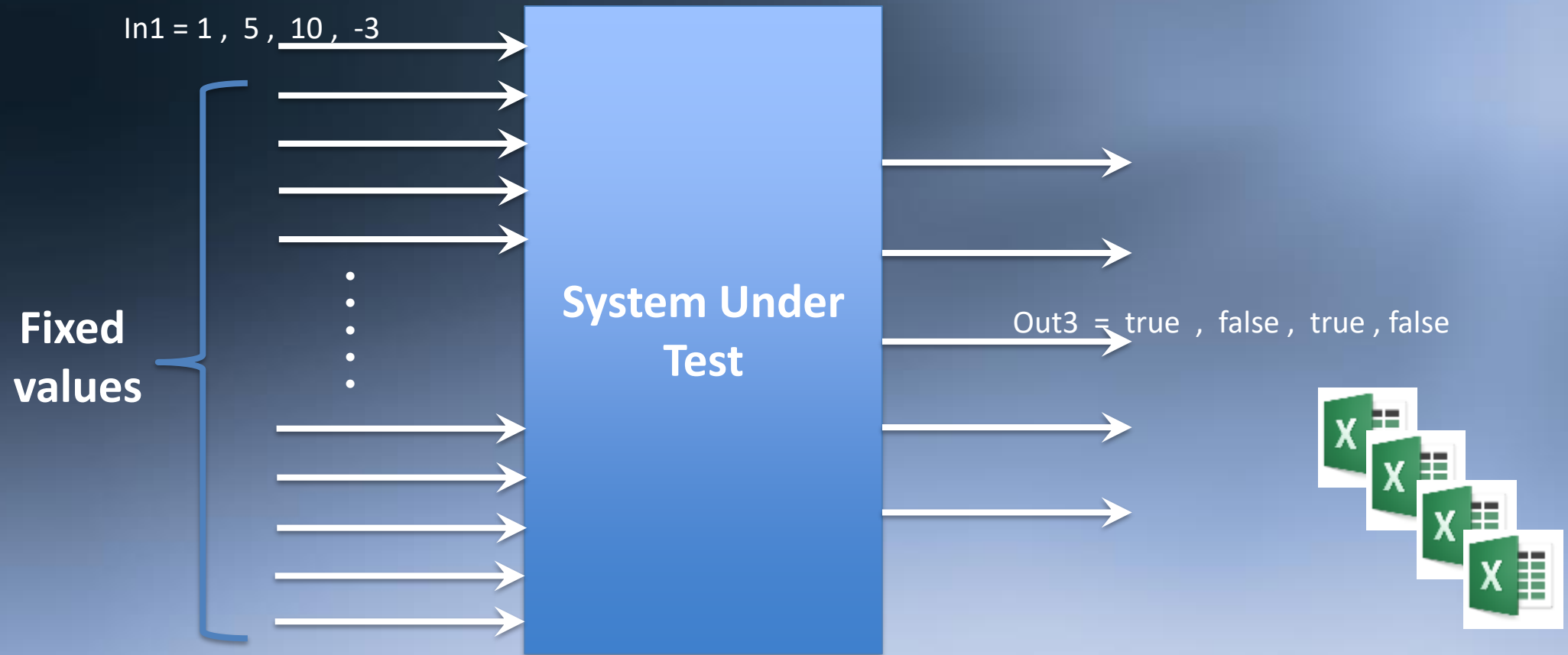
Details: which Requirement has been violated during which test case

Path	Name	Error Level	Message
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
AllRequirements::REQ_003	Constraint	Violated Observer	Observe always violated: (headLight) = (ON) inside if initially light[_0]percent) then ... inside :Require
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...
Tests:SUT:Dll_Controller	DLL_Controller	Information	Loading dll: HeadLight.dll (found in directory: D:\Dev\...\Editor\stim\current\examples\Automotive\...

Today's Industry Practice (2/4)

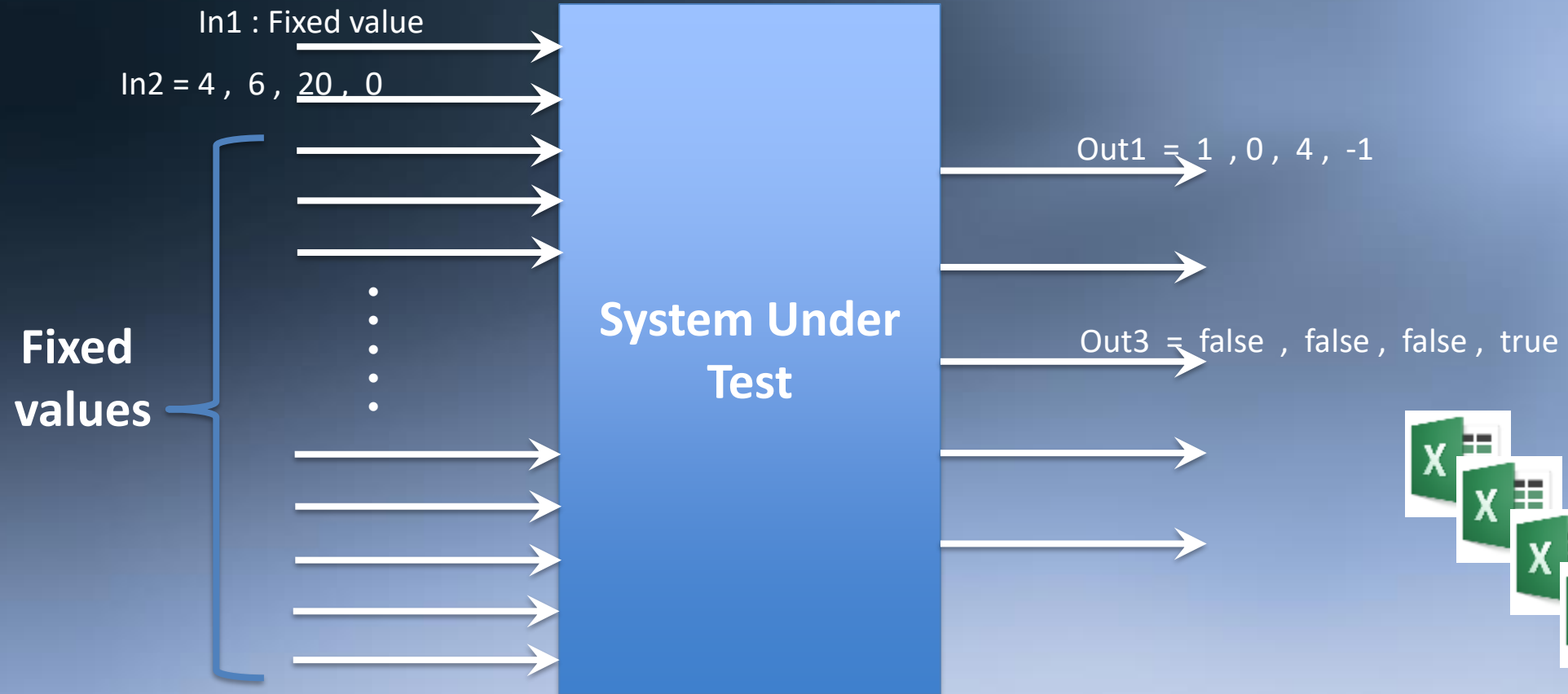


Today's Industry Practice (3/4)



4 test cases for In1

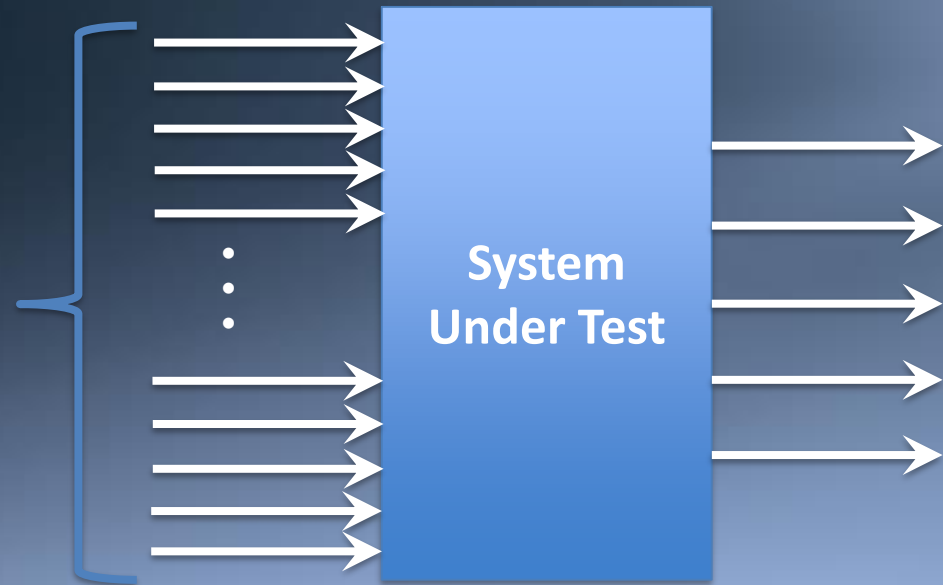
Today's Industry Practice (4/4)



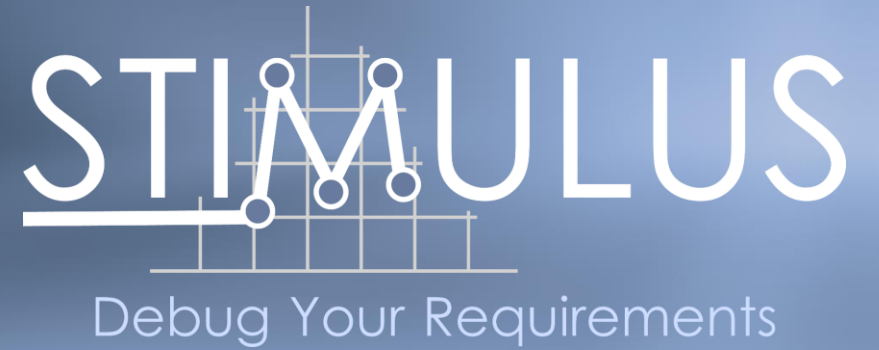
4 test cases for In2

What you really want to do

1. Define **constraints** on the inputs and between the inputs
2. **Generate** numerous test vectors within the constraints



Define the test acceptance criteria **independently** of each individual test vector: use **requirement**-based oracles

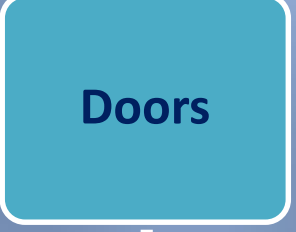


Refine & Validate Requirements over a System Architecture

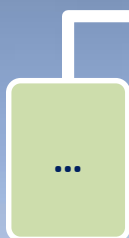
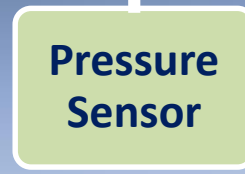
Level 1



Level 2



Level 3 ...



Level 1 Requirements

```
[ LS_RQ_001 ]When LG_cmd is 'DOWN , Do
    |
    | gears_extended shall be true and doors_closed shall be true
    | once within 15 [second]
    |
    | afterwards
    |
    | gears_extended shall be true
    |
    | doors_closed shall be true
    |
[ LS_RQ_002 ]When LG_cmd is 'UP , Do
    |
    | gears_retracted shall be true and doors_closed shall be true
    | once within 15 [second]
    |
    | afterwards
    |
    | gears_retracted shall be true
    |
    | doors_closed shall be true
```

Level 1

Landing Gear

Level 2

Analog Part

Digital Part and GUI

Gears

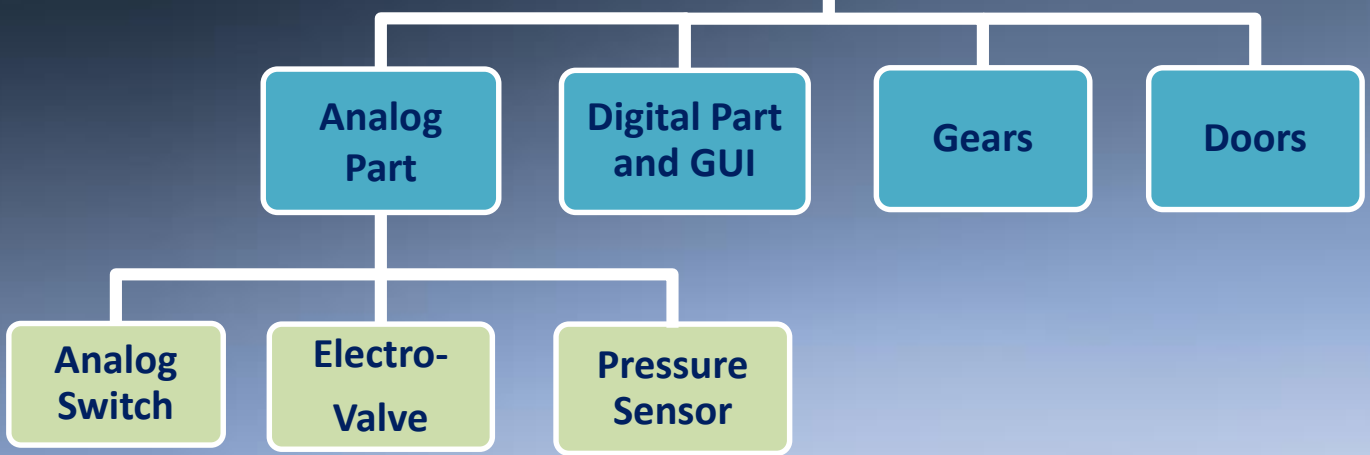
Doors

Level 3

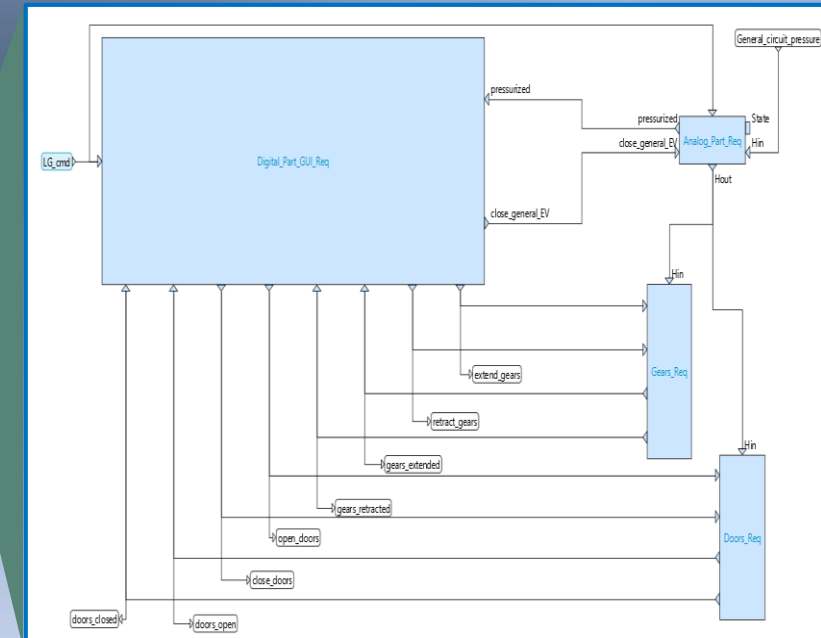
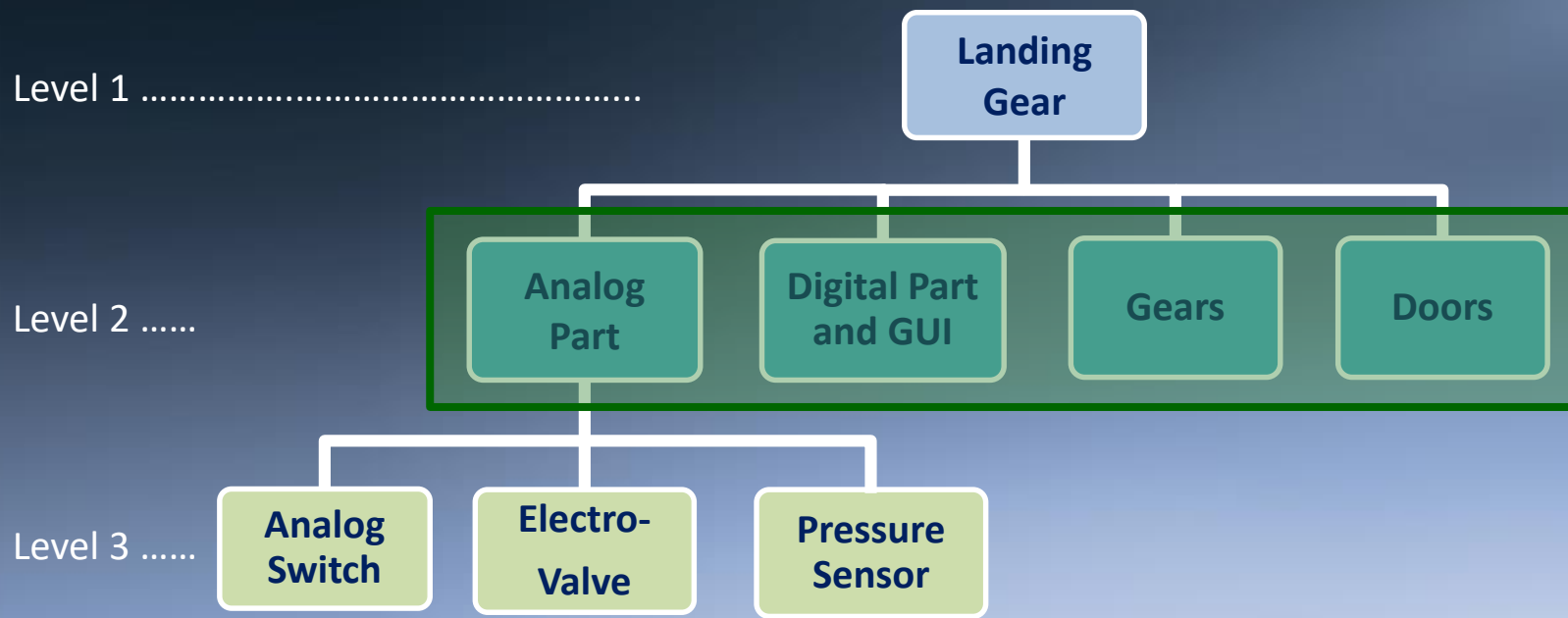
Analog Switch

Electro-Valve

Pressure Sensor



Level 2 Architecture



Level 2 Component Requirements

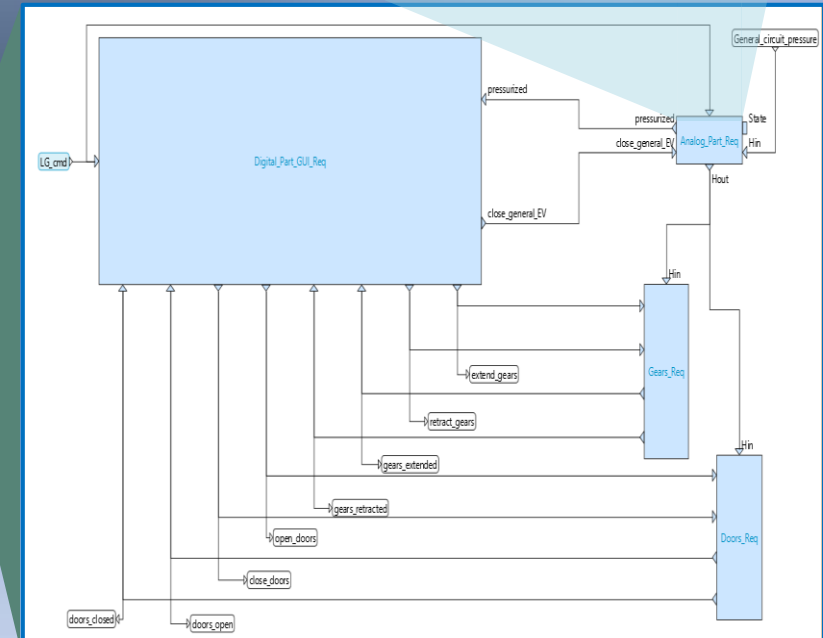
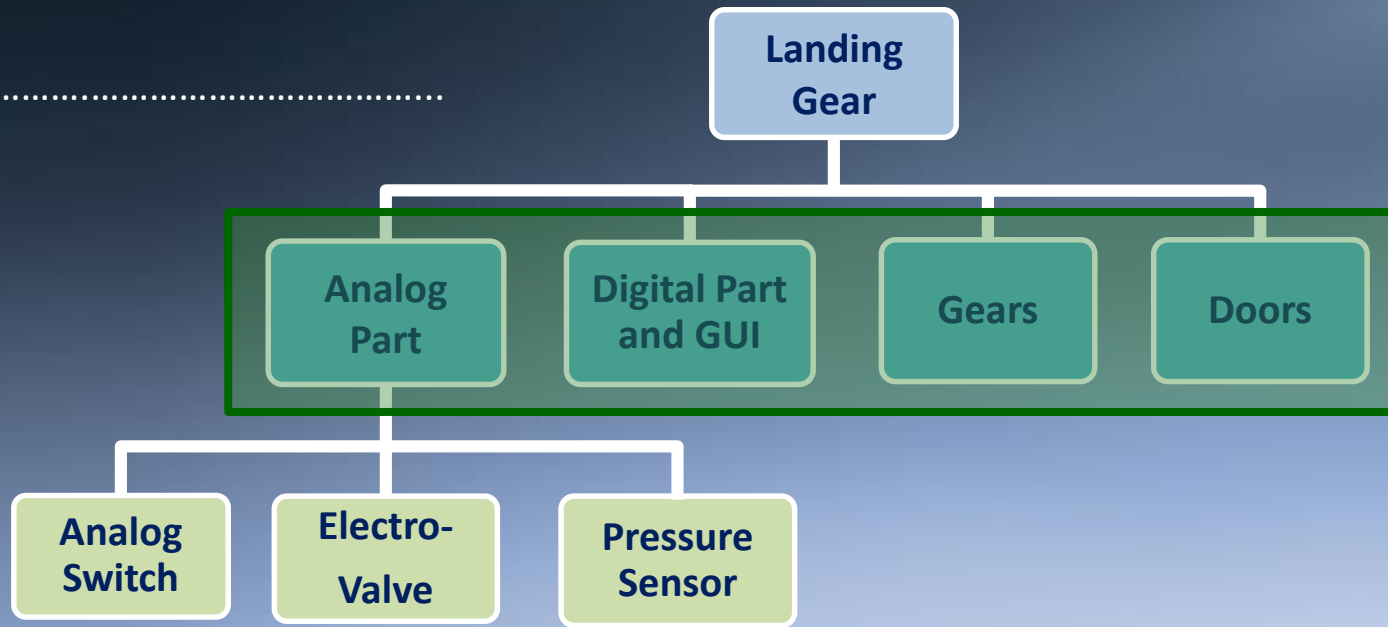
```

[ AP_REQ_002 ] From each LG_cmd is unstable ,
Do
    State shall be 'closed' once within 2 [second]
afterwards
    During 20[second] - period , State shall be 'closed'
[ AP_REQ_003 ] When LG_cmd is stable and last State is 'closed' has been true during more than 20 [second] , State shall be 'open'
[ AP_REQ_004 ] When State is 'closed' ,
    When close_general_EV has been true during more than 1 [second] , pressurized shall be true
    
```

Level 1

Level 2

Level 3



Level 2 Component Requirements

```
[ DPI_REQ_007 ]When (( retraction_sequence is true )and ( outgoing_sequence is false ))
Before (( doors_closed is true )and ( gears_retracted is true ))
    close_general_EV shall be true
afterwards
    open_doors shall be false
    close_doors shall be false
    close_general_EV shall be false

[ DPI_REQ_008 ]When (( retraction_sequence is true )and ( outgoing_sequence is false ))
When ( pressurized is true ) | As long as ( gears_retracted is false ) | open_doors shall be true

[ DPI_REQ_009 ]When (( retraction_sequence is true )and ( outgoing_sequence is false ))
When (( pressurized is true )and ( doors_open is true )) | As long as ( gears_retracted is false ) | retract_gears shall be true
```

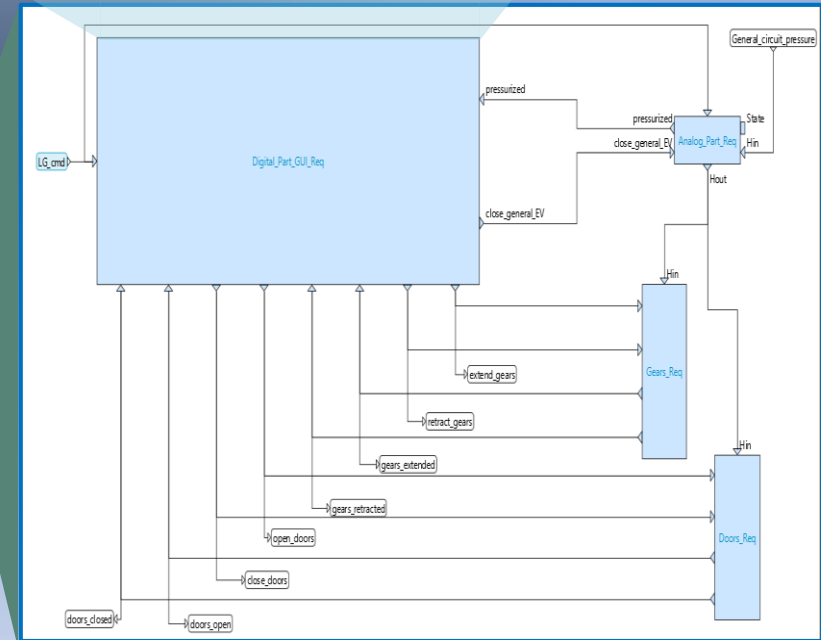
Level 1



Level 2



Level 3



Level 3 Architecture

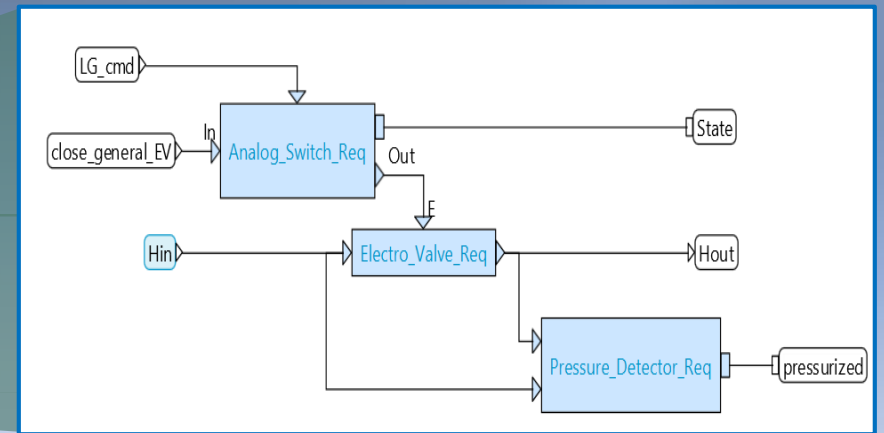
Level 1



Level 2



Level 3



Level 3 Component Requirements

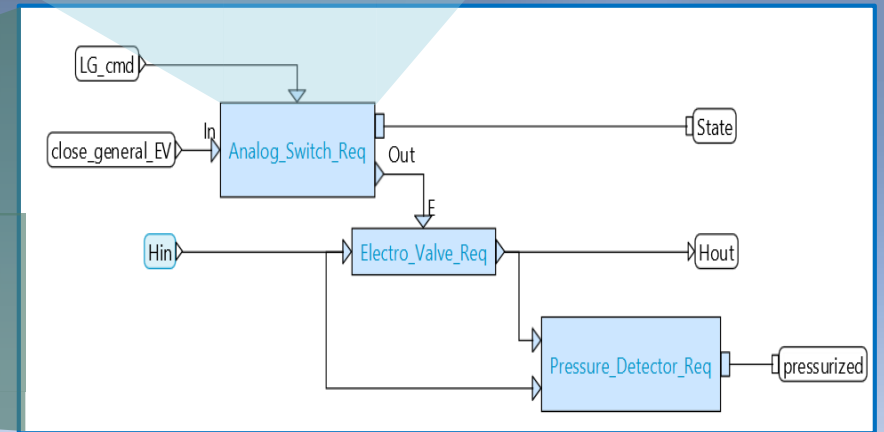
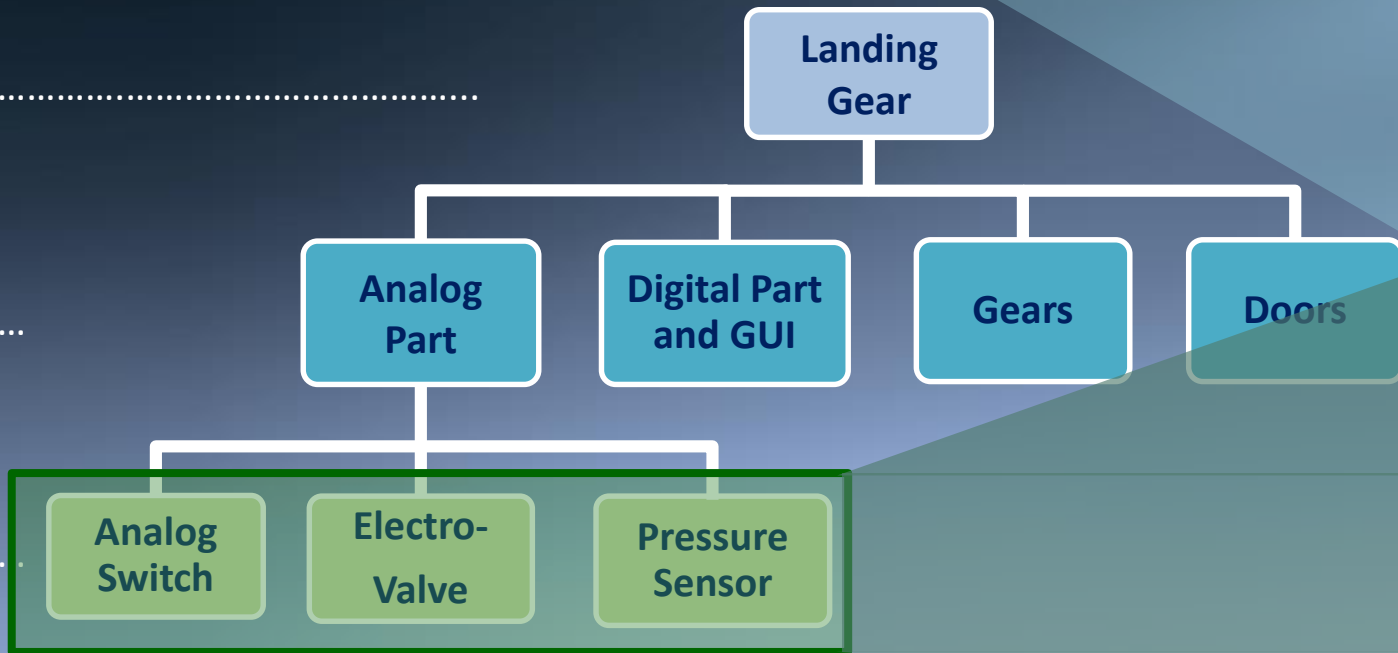
```

[ AS_REQ_001 ]When ( State is 'closed' ), | Out shall be In otherwise | Out shall be false
[ AS_REQ_002 ]Before Handle , | State shall be 'open
[ AS_REQ_003 ]From each Handle , | Do
| | ( State shall be 'closed' ) once within 2 [second]
| afterwards
| | During ( 20[second] - period ) , | State shall be 'closed
[ AS_REQ_004 ]When (((not Handle ) and ( last State is 'closed' )) has been true during more than 20 [second] ) , | State shall be 'open
    
```

Level 1

Level 2

Level 3



Level 3 Component Requirements

[EV_REQ_001]When (E has been true during more than 1 [second]), | Hout shall be Hin
[EV_REQ_002]When ((not E) has been true during more than 4 [second]), | Hout shall be zero

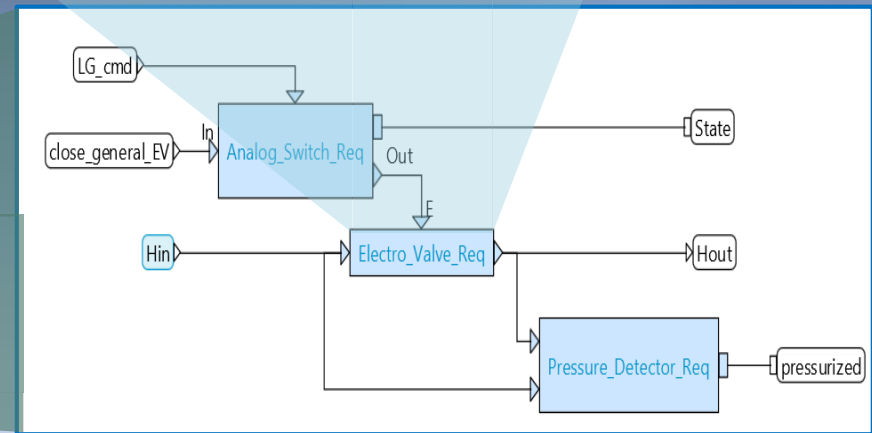
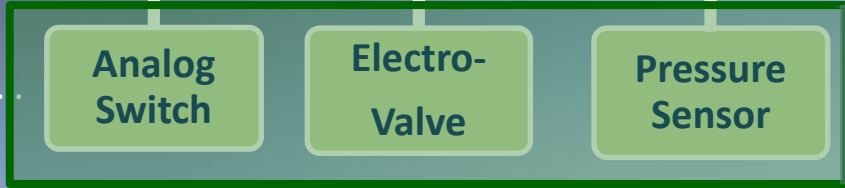
Level 1

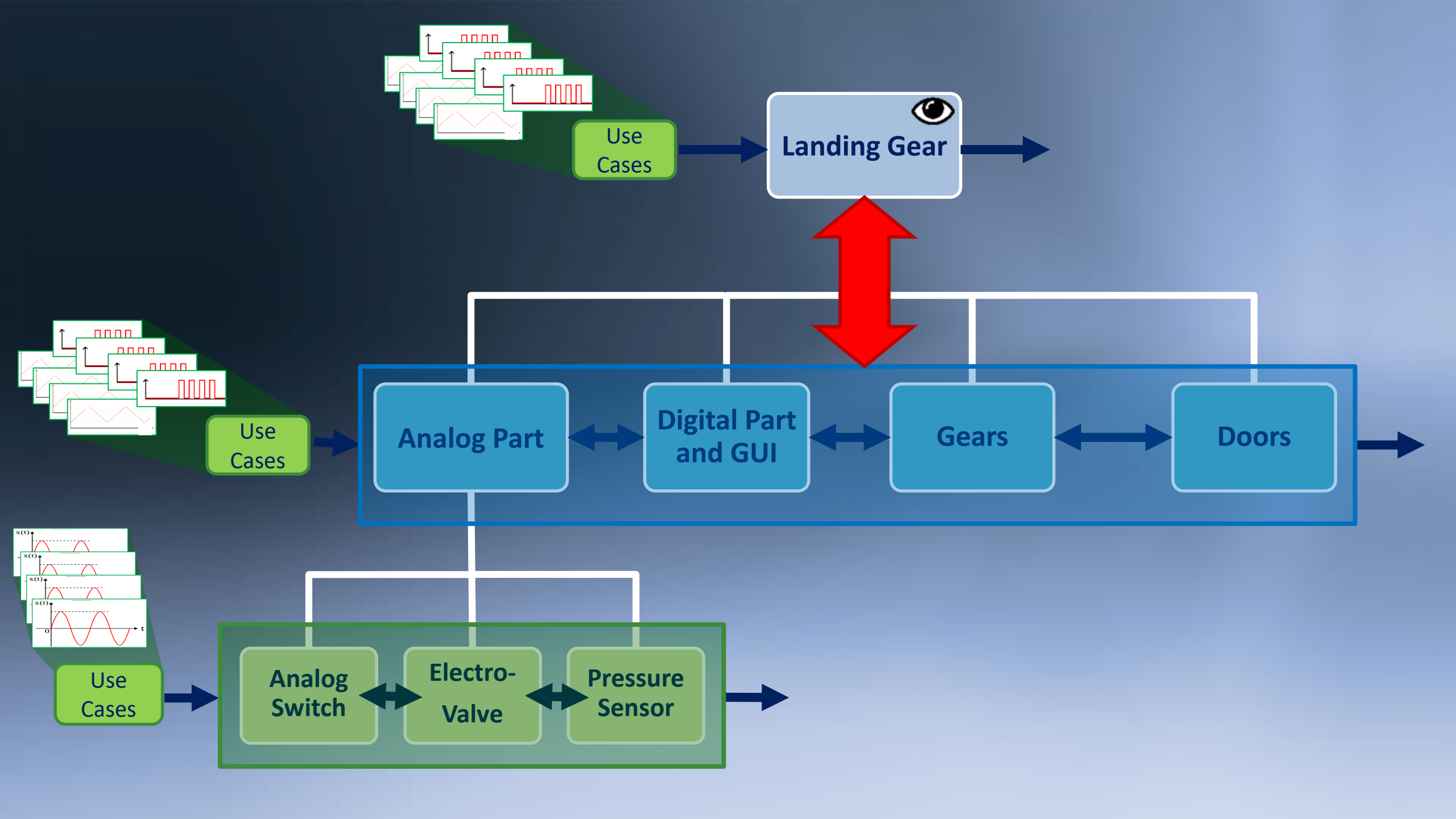
Landing Gear

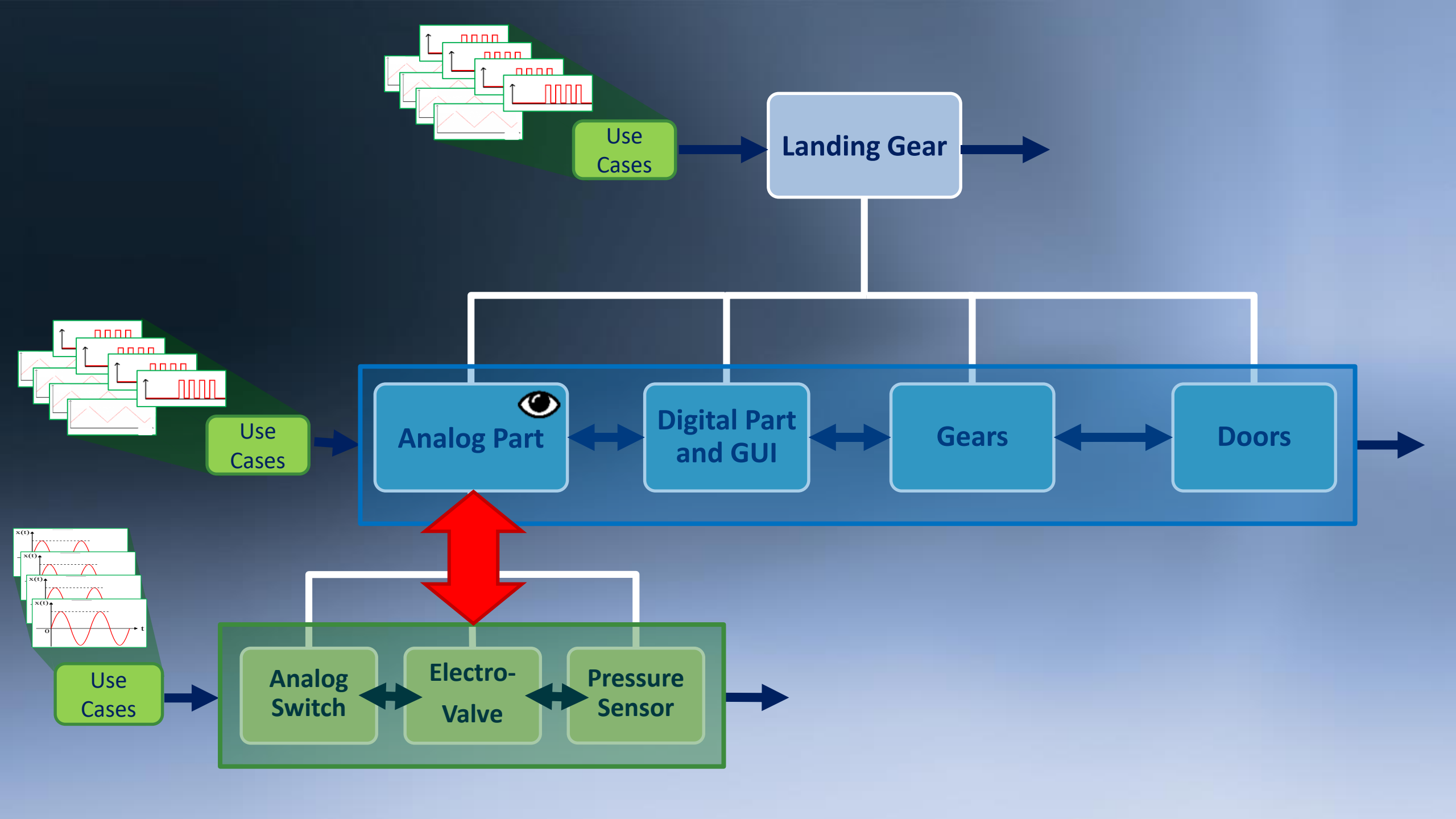
Level 2



Level 3





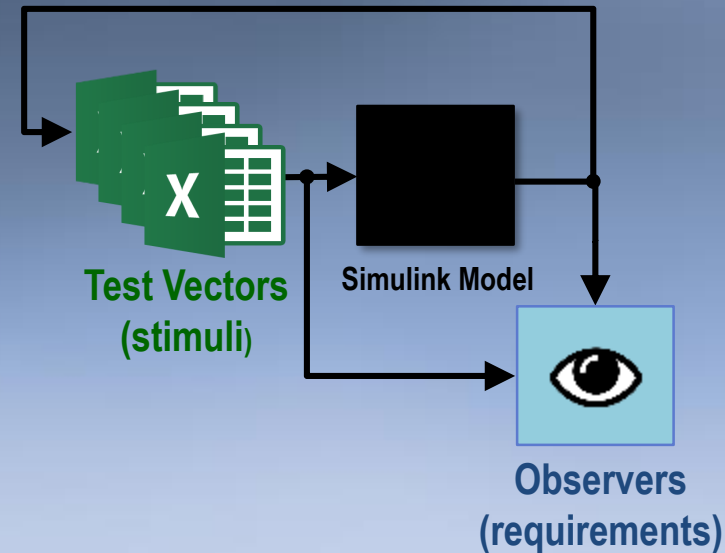


STIMULUS – Simulink (or SCADE)

Step 1:

- Test automatically an FMU containing the Simulink model in STIMULUS
- STIMULUS identifies the **violations** of the specification
- Export the test cases leading to the errors

STIMULUS



STIMULUS – Simulink (or SCADE)

Step 2:

- Use the generated test cases (csv) to debug the Simulink model in Simulink

