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Computing Innovation Fellows

Type systems, logics, and modeling languages are powerful tools for writing formal specifications. Specifications can help programmers validate their designs and even synthesize components — provided that the specifications are correct. But specifications may not model the intended behavior.

PROBLEM: Specifications can be wrong.

To address this general problem, we need to study faulty specifications and develop actionable plans.

Q1: In what ways? Q2: What can we do about it?

I have been studying these questions in several contexts using a variety of research methods.

LTL Formulas

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RQ. Do users understand linear temporal logic?

Alloy Models

RQ. What misconceptions do programmers face?

Surveys, Talk-alouds, Crowdsourcing

 $Q. \ Is the formula$ eventually Red and eventually Green

GB

GB

A. Yes — because and is commutative

GB

satisfied by the trace below?

Test instruments, Code book of errors

Type Interfaces

RQ. How well do languages help debug wrong types?

File snapshots, Grounded theory

E Language levels: functional, relational, temporal

Algebraic Properties

RQ. Can learners write correct instances?



Wheat and Chaff specifications

Incorrect Example: transitivity vs. reachability A = a + b + c r = a->a + b->b + c->c + a->b + b->c + c->a



Mutation analysis, Experiment design "*The Rational Programmer*"

TRP method, Evidence for design choices

Thanks to the CIFellows program, I have gained experience with a broad set of research methods that I can use throughout my career.

