

Panel #2

VENICE FALL 2024

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SoftNet 2024 Congress

Theme: Software-Now – Developing, Simulation, and Validation Challenges



Panel #2

Moderator

Prof. Dr. Hans-Werner Sehring, NORDAKADEMIE gAG, Germany Panelists

Prof. Dr. Simona Vasilache, University of Tsukuba, Japan Prof. Dr. Radek Kočí, Brno University of Technology, Czech Republic Prof. Dr. Luigi Lavazza, Universita` degli Studi dell'Insubria, Italy Prof. Dr. Carlo Simon, Hochschule Worms, Deutschland Jos van Rooijen, Huis voor Software Kwaliteit, Nederland Dr. Hayk Aslanyan, CAST, RAU, Armenia



Panel Moderator

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Before we hear the panelists' positions, let me give you some background on myself,

... and my opinion on the topic.

Me

- Professor for Software Engineering at NORDAKADEMIE "Hochschule der Wirtschaft" (University of the economy)
- Scientific and practical background

Research interest

- Model-driven Software Engineering
- Domain modeling
- Software specification
- Programming language specification

For the topic of the panel

- In practice, software is tested as part of a quality assurance process.
- We all know that in fact we should proof correctness.
- Idea from formal program semantics: if proof is constructive, then it is a software generator.



Hans-Werner Sehring NORDAKADEMIE

Panel Moderator's Position VENICE IARIA **FALL 2024** Idealized MDSE Captures Three Domains: Subject Domain, Software Specification, and Code (Abstract) Software Model(s) Software **Domain Model(s)** Abstract Model Abstract Model More Concrete More Concrete Model Model Hans-Werner Sehring Code NORDAKADEMIE More Complete More Complete Model Model More Concrete More More Concrete More **Complete Model** Complete Model

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Panel Moderator's Position

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A perspective von Model-Driven Software Engineering: When code generation is proofably correct, quality is granted?

Subject domain semantics

- Was the **problem** modeled correctly?
- Are all requirements specified? Are all constraints considered?
- Plus: with Generative AI there is a trend to go back to prosaic descriptions.

Software design

- Does the software **specification** address all requirements and constraints?
- Is it practical? With most projects being agile, there is direct **feedback** from implementations.

Code

- Are software generators working correctly? Including code catering for non-functional requirements?
- How about deployment, changing environments, evolution, etc.?

Therefore, even when software was built correctly through a correct generation process... ... there still can be domain modeling and software design flaws. How are these tested (in isolation)?



Hans-Werner Sehring NORDAKADEMIE



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Software-Now - Developing, Simulation, and Validation Challenges

Product

- Traceable requirements
- Definition of Done
- Separate testing from development
- Product Backlog vs. Sprint Backlog

People

- Skilled labor shortage -> Career changer
- Stay up-to-date
- Use AI generated software
- "Low code"-worker



Carlo Simon Univ. Worms, Germany

Domain

- Production, Logistics
- Maintainable vs. hard constraints
- Users as part of the team
- Development of AI applications (LLM prompts)



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- Software-Now Developing, Simulation, and Validation Challenges
- After so many years, the development process is still a problem
 - Even with the available technology, setting up an efficient, effective and evolvable development process is huge problem
 - How to write requirements
 - Requirements "culture"
 - Impedance mismatch among business analysts, GUI designers, developers, testers
 - How to structure the development organization
 - By product vs by competence
 - By contract vs by (reusable) components
 - ...
 - What process model?
 - Agile everybody?
 - What tools
 - Scouting
 - Configuration / customization
 - Lock-in



Luigi Lavazza Univ. Insubria



- Software-Now Developing, Simulation, and Validation Challenges
- After so many years, the development process is still a problem
 - How designers (mock-ups, prototypes) fit in the requirements definition process
 - Clash with front-end developers
 - Suboptimal technical choices
 - Cost issues
 - Organization Structure
 - To effectively support projects
 - The usual dilemma: BUs vs competence centers
 - To support transition
 - E.g., monolithic to microservice-based



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Luigi Lavazza Univ. Insubria



- Software-Now Developing, Simulation, and Validation Challenges
- After so many years, the development process is still a problem
 - Tools
 - What tools are available?
 - How do they fit in the process?
 - As-is
 - To-be (hopefully, some improvement is envisioned)
 - How much do they cost? (also in terms of learning curves)
 - How easily can we switch to different tools, if needed?



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- Software (engineering) education: must keep up with *all* developments
- Students' interests
 - Front-end / back-end development
 - Machine learning, data engineering, AI etc.
- Q: Software developer OR Software engineer ?
- Agile development highly popular with students
 - Attractiveness of startups ("The Lean Startup" Eric Ries)



Simona Vasilache University of Tsukuba, Japan



- Testing: costly and complex phase in the software development process
- Challenge: educating students (→testers) with the right skillset
 - Software testing concepts included in coursework OR
 - Full dedicated courses
 - Puzzling question in class:

"What is the difference between verification and validation?"

- Problems
 - Testing and maintenance: least glamorous activities
 - Students (and everyone else?!) perceive testing as dull, difficult, non-creative



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Simona Vasilache University of Tsukuba, Japan

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Various approaches to <u>software testing education</u>

- Increasing motivation for learning about testing (teamwork?!)
- Software testing concepts in introductory programming courses
- Real projects that use industry-tested tools
- Gamification
 - Fun and/or easy-to-implement games in the classroom
- "Test-driven development" (TDD)
 - Strong opinions, both for and against!
- Future: using Al
 - Why bother with learning about testing?! ③



Simona Vasilache University of Tsukuba, Japan



- Consultant software testing / Quality Supervision
- Software testing is still really traditional
- Innovation and research is below par
- The (so called) innovation concentrates:
 - How to apply test in a new development method
 - Test tooling
- Hardly none testing techniques to beat future challenges we have to face, like:
 - Self driving cars
 - Code development by hand of AI (how to prove the code)
 - Dependencies of medical devices
 - Smart devices connected to everything and everywhere
 - Etc.



Jos van Rooijen Huis voor Software Kwaliteit

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Some challenges per perspective:

Developments Quality Engineering:

- Increasing dynamics. Development of information systems is never finished. So testing is also never finished!
- Increasing complexity
- Bugs appears on different levels. Configuration, integration or parametrisation

Threads:

- Low chance, high impact
- Aging
- Complexity
- Self learing information systems; we don't know any more how the information system works
- Lack of cooperation between the industry and academia





What are the measures we have to take?

- What kind of techniques / approaches we have to develop?
- Is there something available?
- Traditional test approaches are not applicable anymore



- Does AI influence the way software develops?
 - Code generation
 - Test Generation
 - What about requirements or design activities?
- Does AI influence developers?
 - Will there be a need for as many (low-level) programmers?
 - In general, can AI replace junior positions?
 - If so, where will developers get experience for senior positions?
- Challenges
 - It will be necessary to prepare (and teach software engineers) for changes in development processes
 - Less emphasis on programming
 - More emphasis on analysis and design
 - Need to be able to interact appropriately with AI and be able to evaluate AI results
 - Combination code generation and formal verification (or other methods) can reduce the need for programming while maintaining confidence in the code



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Radek Kočí, Brno University of Technology



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DEFECTS IN PROGRAMS

- On average, a developer creates 70 bugs per 1000 lines of code
- 15 bugs per 1,000 lines of code find their way to the customers
- Fixing a bug takes 30 times longer than writing a line of code
- 75% of a developer's time is spent on debugging
- In the US alone, ~\$113B is spent annually on identifying & fixing product defects



Hayk Aslanyan CAST, Armenia

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https://www.cvedetails.com/

CVE cam be duplicated multiple times.

Examples:

Hayk Aslanyan CAST, Armenia

- OpenSSL HeartBleed (leak of encrypted information), CVE-2014-0160
- Equifax Data Breach (147m. personal data leak), known CVE-2017-5638 in Apache Struts



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SECURITY MUST BE CONSIDERED IN ALL STAGES OF SOFTWARE DEVELOPMENT:

- **REQUIREMENTS GATHERING STAGE.** PREPARE AN **APPLICATION RISK PROFILE**. THE DOCUMENT DESCRIBES POSSIBLE ENTRY POINTS FOR ATTACKERS AND CATEGORIZES SECURITY RISKS BY THE SEVERITY LEVEL, INCLUDING THEIR IMPACT AND LIKELIHOOD.
- **SOFTWARE DESIGN STAGE. THREAT MODELING** WHEN HIGH-LEVEL SOFTWARE ARCHITECTURE IS DESIGNED, AND POSSIBLE DATA FLOWS AND DATA ENTRY POINTS ARE ESTABLISHED. IT INCLUDES:
 - DECOMPOSING THE APPLICATION ARCHITECTURE INTO FUNCTIONAL COMPONENTS
 - DETERMINING THREATS TO EACH OF THE COMPONENTS
 - CATEGORIZATION AND PRIORITIZATION
 - PLANNING COUNTERMEASURES FOR POSSIBLE ATTACKS
- SOFTWARE DEVELOPMENT STAGE.
 - SECURE CODING PRACTICES
 - **STATIC ANALYSIS**
 - **DYNAMIC ANALYSIS**
 - **R**EGULAR PEER REVIEW
- SOFTWARE DEPLOYMENT AND SUPPORT STAGE.
 - PENETRATION TESTING
 - CREATING AN INCIDENT RESPONSE PROCEDURE
 - SETTING APPLICATION SECURITY MONITORING (MANUAL AND AUTOMATED)
 - SUBMITTING YOUR APPLICATION FOR EXTERNAL VALIDATION
 - ESTABLISHING A FEEDBACK PROCESS AND TOOLS FOR USERS (TO REPORT VULNERABILITIES)



Hayk Aslanyan CAST, Armenia



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STAGE IS YOURS!

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