

# Formal Management of CAD/CAM Processes

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- ▶ Analogies between engineering design process and software engineering processes exist **theoretically**.
- ▶ In practice, final ‘implementation’ step dominant
  - ▶ has well-developed tool support: **CAD systems**
- ▶ Idea: break this dominance by providing an integrated development methodology
  - ▶ formal, semi-formal, informal documents
  - ▶ tool support at all levels
  - ▶ **invasion** into CAD tools to provide user interfaces
- ▶ Context: **FormalSafe** project at DFKI
  - ▶ Comprehensive framework for document-oriented development process
- ▶ Today: experiments in **formal verification** of CAD objects (FM 09)

# Why?



- ▶ Formal verification of physical properties
- ▶ Tracing of (formalized) requirements
- ▶ Improved control over the coherence of designs
- ▶ Semantically founded change management.

# Systematic Engineering Design (‘Konstruktionslehre’)

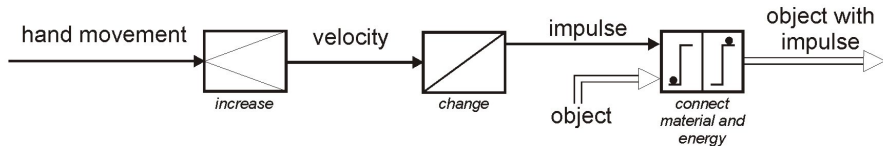


System of design stages:

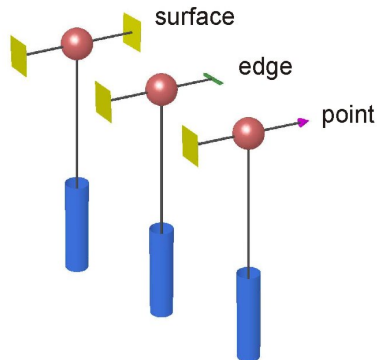
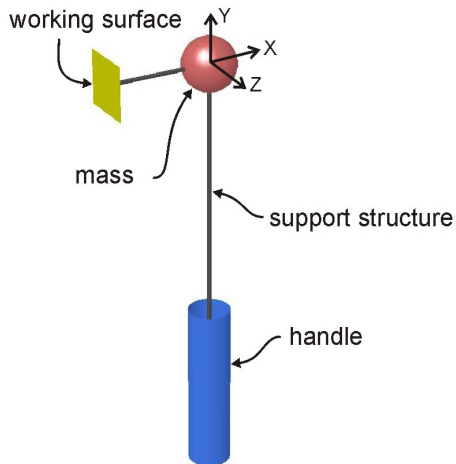
- ▶ Requirements
- ▶ Function structure
- ▶ Principle solution
- ▶ Embodiment

*A **hammer** is an apparatus for the manual generation and transmission of a defined impulse to an object, e.g. for driving a nail into a wall.*

# The Function Structure of a Hammer



# The Principle Solution for a Hammer





# The Embodiment of a Hammer



- ▶ **Invasive** approach:  
Direct access to data structures of the CAD system
- ▶ Plug-in programmed using the SolidWorks API
- ▶ Presently: **export** of CAD objects into HASCASL.

- ▶ Regard CAD data structures as **syntax**, modelled as an algebraic datatype
- ▶ Provide a background modelling of abstract geometry, such as **affine real geometry**
- ▶ Define the **semantics** of CAD objects as point sets in affine space  $\mathbb{R}^3$
- ▶ **Verify** geometric properties of objects

**spec** SOLIDWORKS = AFFINEREALSPACE3DWITHSETS

**then free types**

*SWPlane ::= SWPlane (p : Point; normal : VectorStar;  
innerCS : Vector);*

*SWArc ::= SWArc (Center : Point; Start : Point; End : Point);*

*SWLine ::= SWLine (From : Point; To : Point);*

*SWSpline ::= SWSpline (Points : List Point);*

*SWSketchObject ::= type SWArc | type SWLine | type SWSpline;*

*SWSketch ::= SWSketch (Objects : List SWSketchObject;  
Plane : SWPlane);*

*SWExtrusion ::= SWExtrusion (Sketch : SWSketch; Depth : Real);*

...

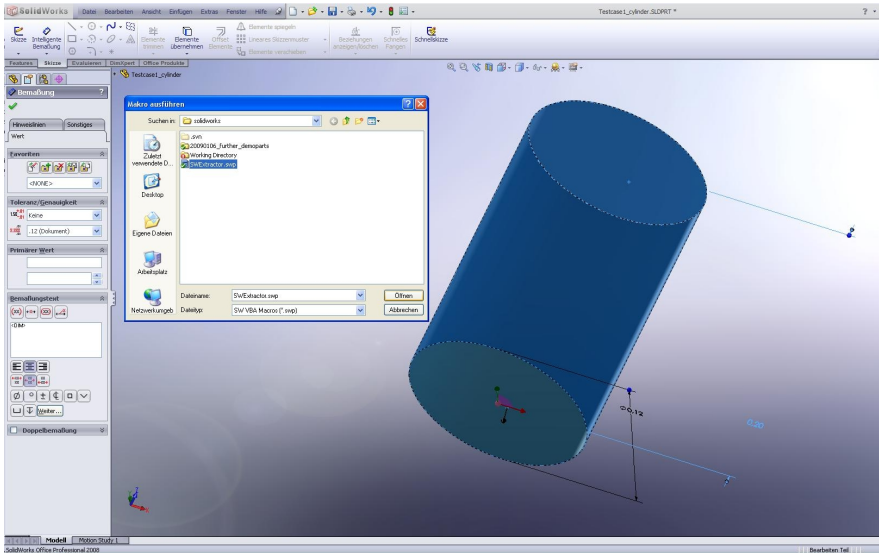
*SWFeature ::= type SWExtrusion | ...*

```
spec AFFINESPACE[VECTORSPACE[FIELD]] =  
  type   Point  
  op     --+-- : Point  $\times$  Space  $\rightarrow$  Point           %(point space map)%  
  vars   p, q : Point; v, w : Space  
  • p + v = p + w  $\Rightarrow$  v = w                       %(plus injective)%  
  •  $\exists$  y : Space • p + y = q                          %(plus surjective)%  
  • p + (v + w) = p + v + w;                          %(point vector plus associative)%  
then %implies  
   $\forall$  p : Point; v, w : Space  
  • p + v + w = p + w + v;                            %(point vector plus commutative)%  
end
```

```
spec EXTAFFINESPACE [AFFINESPACE[VECTORSPACE[FIELD]]] = %def  
  op     vec : Point  $\times$  Point  $\rightarrow$  Space  
   $\forall$  p, q : Point • p + vec (p, q) = q;                %(vec def)%
```

**ops**  $VWithLength(v : Vector; s : Real) : Vector =$   
 $v \text{ when } v = 0 \text{ else } (s / (\| v \| \text{ as NonZero})) * v;$   
 $ActExtrude(ax : Vector; ps : PointSet) : PointSet =$   
 $\lambda x : Point \bullet \exists l : Real; y : Point$   
 $\bullet l \text{ isIn closedinterval } (0, 1) \wedge y \text{ isIn } ps \wedge x = y + l * ax;$   
 $i : SWExtrusion \rightarrow PointSet;$   
 $i : SWPlane \rightarrow PointSet$   
 $i : SWSketch \rightarrow PointSet;$   
 $is : SWSketchObject \times SWPlane \rightarrow PointSet;$   
 $is : (List SWSketchObject) \times SWPlane \rightarrow PointSet;$   
**vars**  $o, x, y, z : Point; n : VectorStar; ics : Vector; l : Real;$   
 $sk : SWSketch; plane : SWPlane;$   
 $ske : SWSketchObject; skos : List SWSketchObject$   
 $\bullet is (ske :: skos, plane) = is (ske, plane) \text{ union } is (skos, plane);$   
 $\bullet i (SWExtrusion (sk, l))$   
 $= ActExtrude(VWithLength (normal (Plane sk), l), i sk);$

# Exporting a Cylinder: Before



Slightly abstracting, have something matching the following **pattern**:

```
spec SOLIDWORKSCYLBYARCEXTRUSION =  
      SOLIDWORKSPANE_IS_AFFINEPLANE
```

```
then op
```

```
  SWCylinder(center, boundarypt : Point; axis : NZVector):  
    SWFeature =  
  let plane = SWPlane (center, axis, V (0, 0, 0));  
    arc = SWArc (center, boundarypt, boundarypt);  
    height = || axis ||  
  in SWExtrusion (SWSketch ([ arc ], plane), height);
```



**spec** CYLINDER = AFFINEREALSPACE3DWITHSETS

**then op** *Cylinder*(base : Point; r : PReal; ax : NZVector) : PointSet =  
 $\lambda x : \text{Point} \bullet \text{let } v = \text{vec}(base, x) \text{ in}$   
 $\| \text{proj}(v, ax) \| \leq \| ax \|$   
 $\wedge \| \text{orthcomp}(v, ax) \| \leq r$   
 $\wedge (v * ax) \geq 0;$

**view** SWCYLBYAE\_ISCYLINDER : CYLINDER **to**

{SOLIDWORKSCYLBYARCEXTRUSION

**then op**

*Cylinder*(base : Point; r : PReal; axis : NZVector): PointSet =  
*let* boundary =  $\lambda p : \text{Point} \bullet \text{let } v = \text{vec}(base, p)$   
 $\text{in } \text{orth}(v, axis) \wedge \| v \| = r;$   
*boundarypt* = *choose* boundary  
*in i* (SWCylinder (base, boundarypt, axis));

}

- ▶ Export to HASCASL turns CAD objects into **fully formal documents**
  - ▶ Amenable to formal verification
  - ▶ Semantic change management
  - ▶ Rapid prototyping
- ▶ Proof of concept: formal verification of a cylinder
  - ▶ Several hundred lines of Isabelle/HOL
- ▶ Open issues:
  - ▶ Scalability
    - ▶ Make use of **modularity**
    - ▶ Library of **patterns**
  - ▶ Methodology
- ▶ Next: verify **designs** against **principle solutions**, e.g. for the hammer.