

CONTOURS OF INFORMATICS

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Agenda

- Aims & Objectives
- CVs
- Informatics – A Delineation
- The Disciplines of Informatics
 - ★ The Computer & Computing Sciences and Mathematics
 - ★ Linguistics/Semiotics and Philosophy
 - ★ Knowledge & Domain Engineering: A Domain Description Example
 - ★ IT Applications and Software Engineering
- On Methods and On Formal Techniques
- On Informatics Engineering:
 - ★ On Professionalism,
 - ★ CS, CS & SE
 - ★ On Obstacles to Professional SE
 - ★ A New Kind of Software Engineer
- Informatics — A New Universe
- Conclusion

Syntax

Semantics

Aims & Objectives

Aims

- To let you in on my way of thinking about my field of study —
- an approach that has obviously determined
 - ★ my teaching, my research and hence
 - ★ the structure and contents of my 3-volume book,
- and an approach and a view that pleads for a central rôle of the new field of domain science and engineering

Objectives

- To, perhaps, get you to think and act along a similar line —
- and maybe to put some more Informatics into DTU/IMM
- and some more interest in domain science and engineering.

CVs

Syntax

- MSc EE, Jan. 1962, PhD CS, Jan. 1969
- **IBM** Devt.: Stockholm, Hursley (UK) and San Jose (Calif.)
 - ★ Hardware Design, March 1962 — June 1969 Wonderful years
- **IBM** Research:
 - ★ Calif., July 1969 — April 1973 Wonderful years
 - ★ Wien: May 1973 — Aug. 1975 Wonderful and decisive years
- Vis.Prof.:
 - ★ **UC Berkeley** 1971–72
 - ★ **DIKU** Sept. 1975 — Aug. 1976
 - ★ **Kiel** Spring/Summer 1980
 - ★ **NUS**, Singapore 2004/2005
 - ★ **JAIST** (Japan) 2006
- Professor at **DTU**: Sept. 1976 — March 2007
- Co-founder (w/ **Chr. Gram**) and Sci. Advisor: **DDC**: Sept. 1979 — Dec. 1989
- Founding and First UN Director: **UNU-IIST**: Feb. 1992 — June 1997

CVs (Continued)

Semantics

- Computer Architectures and Machine Organisation 1962 – 1969
IBM 1070, IBM 1800, ACS-1
- With (the late) John W. Backus: Red-1, Red-2 \Rightarrow ffp 1969 – 1971
- With (the late) Ted Codd: DSL- α \Rightarrow SQL 1971 – 1973
- Semantics of Programming Languages: IBM's PL/I, etc. \Rightarrow VDM 1973 – 1975
- VDM: The Vienna Development Method 1973 – 1984
formal, mathematics-based staged devt. of provably correct software
- Use of VDM for CHILL, Ada, etc. 1978 – 1984
- R&D of RAISE: Rigorous Approach to Industrial Softw. Eng. 1985 – ...
- Influence:
 - ★ *J. McCarthy, P. Landin, Dana Scott, (the late) C. Strachey, ...* 1964/1973 – ...
 - ★ *The IBM Vienna Group (Lucas, (the late) Bekič, Walk, Jones)* 1973 – 1975 – ...
 - ★ *IFIP WG2.3: (the late) E.W. Dijkstra, C.A.R. Hoare, M.A. Jackson, ...* 1979 – ...
 - ★ *(the late) Søren Prehn, Chris George, ...* 1984 – ...

Informatics — A Delineation (Syntax)

Software development requires many more proficiencies than “just programming”:

- **Informatics**

= Computer Science \oplus Computing Science

Datalogi

\oplus Mathematics

\oplus Linguistics/Semiotics \Rightarrow Philosophy

\oplus Software Engineering

Datamatik

= **Domain Engineering**

\oplus Requirements Engineering

\oplus Software Design

\oplus IT Applications

Computer Science (I of II) — Rough Delineation

There are, pragmatically speaking two rather distinct sciences involved here:

- Computer science
 - ★ is the study and knowledge about
 - ★ which “kind of things”
 - ★ can “exist inside” computers —
 - ★ including investigating the issues
 - ◇ “what are computers”, “what does exist mean”.

Computing Science (I of II) — Rough Delineation

- Computing science
 - ★ is the study and knowledge about
 - ★ how to construct “those things.”

Computer Science (II of II) — Examples

- Examples of comput~~er~~ science topics:
 - ★ computability, computational models
 - ★ abstract complexity theory
 - ★ automata theory and formal languages
 - ★ &c.

Computing Science (II of II) — Foundational Examples

- Examples of comput~~ing~~ science topics:
 - ★ Algorithmics, searching, sorting, ...
 - ★ Functional, logic, imperative and parallel programming
 - ★ Abstraction and modelling, refinement calculi
 - ★ Verification, model checking, (formal) testing &c.

Computing Science (II of II (Continued)) — Application Examples

- Semantics of programming languages and “their” interpreters and compilers
- Semantics of information (database) systems and their database management systems
- Semantics of process systems and their management (operating) systems
- Semantics of data movement and its management (data communication) systems
- Semantics of the Internet and the Web concept, Internet systems, Web programming, &c.
- &c.

Mathematics

*Informatics is not based in the natural science.
Informatics has a main base in mathematics.*

- **“Pure” Mathematics**

foundations and practice

- ★ Discrete Math.:

- ◇ Logic

but not in the classical sense of math. logic

- ◇ Algebra

but not in the classical sense of algebra

- ◇ Graph Theory and Combinatorics, ...

- ★ Meta-Mathematics (λ -Calculus, Recursive Function Theory)

- ★ Calculus, Probability Theory, Statistics, ...

sometimes forgotten

- **“Applied” Mathematics**

practice

- ★ Operations Research, ...

Linguistics/Semiotics

Informal narrative descriptions, prescriptions and specifications go hand-in-hand with formal such.

And: descriptions, prescriptions and specifications cover the below facets of semiotics:

- **Pragmatics**

SEs tend to “hide” the pragmatics

- **Semantics**

Can be formalised

- **Syntax**

CS Depts. tend to focus mostly on syntax

Can be formalised

Philosophy

- What can exist ?
- What can be described and what is a description ?
- **Mereology:** *theory of parts (and wholes)*
- **Epistemology:** *the study of knowledge and justified belief*
 - ★ epistemology is about issues
 - ◇ having to do with the creation and dissemination of knowledge
 - ◇ in particular areas of inquiry;
 - ★ translates into issues of scientific methodology:
 - ◇ how can one develop theories or models
 - ◇ that are better than competing theories ... ?
- **Ontology:** *specification of a conceptualization*

The Domain Engineering Dogma

- Before **software** can be **designed**
- we must understand its **requirements**.
- Before **requirements** can be expressed
- we must understand the (application) **domain**.

Software Engineering

- Ideally
 - ★ first: **Domain Engineering**
 - ★ then: **Requirements Engineering**
 - ★ finally: **Software Design**
- such that $D, S \models R$

Domain Science and Engineering

- **By a domain we understand a universe of discourse.**
- Examples of domains:
 - ★ airports (**Changi**)
 - ★ air traffic (**Pearl River Delta**)
 - ★ container logistics (**Maersk, SG**),
 - ★ documents (**Fuji Xerox, IBM**)
 - ★ financial services
 - ★ health care (incl. EPJ)
 - ★ Internet (ubiquitous computing)
 - ★ IT security (**IBM TRL**)
 - ★ robotics (1991 paper, **Kyushu** [2006])
 - ★ transportation, as such, or
 - ◇ electronic road pricing (**Singapore**)
 - ◇ railways
 - ◇ road traffic
 - &c.
- **By domain engineering we understand the R&D of domain descriptions.**
- **By domain science we understand the study and knowledge about domain descriptions.**

Domain Engineering — Why Not ?

- All other, i.e., the classical, engineering disciplines builds on (the natural) sciences.
- No-one would hire a \mathcal{Y} engineer unless that person was strong in science \mathcal{X} , where \mathcal{X} provides the foundation for \mathcal{Y} .
- But as for domain \mathcal{A} software engineers, no-one asks for competence in science \mathcal{B} , where science \mathcal{B} could be the domain science of for example
 - ★ air traffic,
 - ★ container logistics,
 - ★ financial services,
 - ★ health care,
 - ★ transportation,
 - ★ or other.

Example of a Domain Description

- A multi-modal transport net consists of one or more segments and two or more junctions.
- With segments [junctions] we can associate the following attributes:
 - ★ segment [junction] identifiers,
 - ★ the identifiers of the two junctions to which segments are connected [the identifiers of the one or more segments connected to the junction],
 - ★ the mode (road, rail, air-lane, shipping lane) of a segment [the modes of the segments connected to the junction].

type

N, S, J, Si, Ji, M

value

$\text{obs_Ss}: N \rightarrow \text{S-set}, \quad \text{obs_Js}: N \rightarrow \text{J-set}$
 $\text{obs_Si}: S \rightarrow \text{Si}, \quad \text{obs_Ji}: J \rightarrow \text{Ji}$
 $\text{obs_Jis}: S \rightarrow \text{Ji-set}, \quad \text{obs_Sis}: J \rightarrow \text{Si-set}$
 $\text{obs_M}: S \rightarrow M, \quad \text{obs_Ms}: J \rightarrow \text{M-set}$

axiom

$\forall n:N \cdot \mathbf{card} \text{ obs_Ss}(n) \geq 1 \wedge \mathbf{card} \text{ obs_Js}(n) \geq 2$
 $\forall n:N \cdot \mathbf{card} \text{ obs_Ss}(n) \equiv \mathbf{card} \{ \text{obs_Si}(s) \mid s:S \cdot s \in \text{obs_Ss}(n) \}$
 $\forall n:N \cdot \mathbf{card} \text{ obs_Js}(n) \equiv \mathbf{card} \{ \text{obs_Ji}(c) \mid j:J \cdot j \in \text{obs_Js}(n) \}$

...

type

Nm, Co, Ye

value

$\text{obs_Nm}: N \rightarrow \text{Nm}, \text{obs_Co}: N \rightarrow \text{Co}, \text{obs_Ye}: N \rightarrow \text{Ye}$

Software Engineering

- Software Engineering
 - = **Domain Engineering**
 - ⊕ Requirements Engineering
 - ⊕ Software Design
- We have yet to more fully understand the interplay between knowledge engineering and domain engineering (K&DE).
- Is knowledge engineering a proper part of domain engineering ?
- Maybe K&DE is one discipline ?

Requirements Engineering

- Requirements Engineering
 - = **domain requirements engineering**
 - ⊕ **interface requirements engineering**
 - ⊕ **machine requirements engineering**
- is about
 - ★ systematic to formal ways
 - ★ of “turning” oftentimes **non-computable** domain and knowledge descriptions
 - ★ into prescriptions for **computable** software.

Software Design

- Software design is about
 - ★ systematic to formal ways
 - ★ of “turning” abstract requirements prescriptions
 - ★ into
 - ◇ **correct** and
 - ◇ **efficiently executable**
- program code.

On Methods and Methodology

- Software artifacts are not manifest in the sense of being
 - ★ viewable,
 - ★ hearable,
 - ★ touchable,
 - ★ tastable,
 - ★ smellable
 - ★ or ... physically measurable.
- Their construction thus necessitates
 - ★ **a new approach** to **“methodicity”**
 - ★ (being methodological).

On Methods and Methodology (Continued)

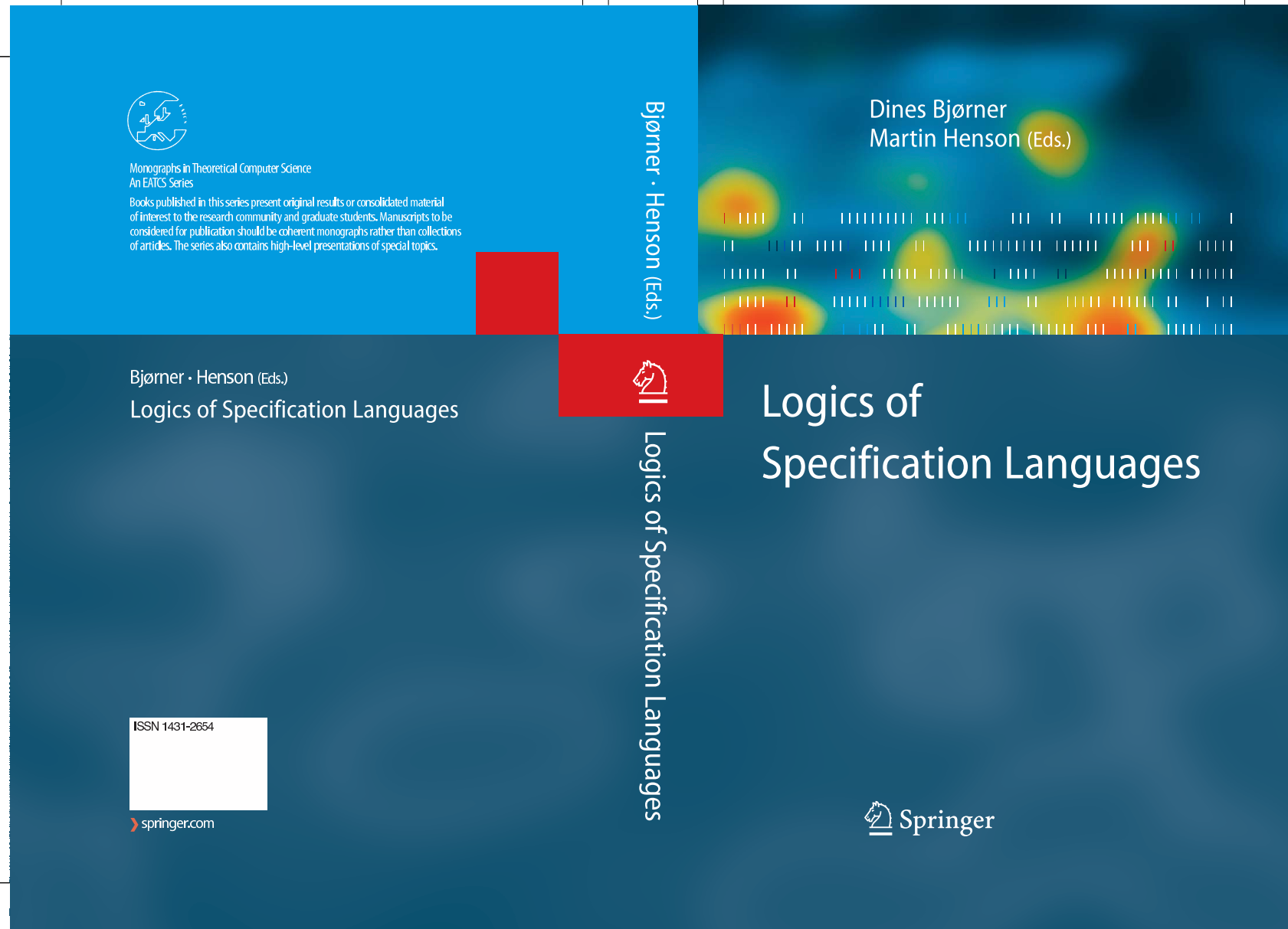
- By a **method** we shall understand a set of
 - ★ **principles** for
 - ★ **selecting** and **applying**
 - ★ **analysis** and **synthesis**
 - ★ **techniques** using a set of
 - ★ **tools**.
- By **methodology** we shall understand
 - ★ the study and knowledge of methods.
- The discipline of software engineering
 - ★ **is full of (many claims of) methods !**
- These **principles, techniques** and **tools** are of “a new kind” — different from classical engineering, we claim.

On Formal Techniques

- Correctness of software is of overriding concern.
- To understand a domain, a set of requirements, and software
 - ★ we resort to a combination of
 - ★ precise **natural language** narratives and
 - ★ **formal**, mathematical **specifications**.
- By a **formal technique** we understand a technique
 - ★ which applies to formal specifications
 - ★ where these specs. have
 - ◇ a **formal syntax**,
 - ◇ a **formal semantics**, and
 - ◇ a **proof system**.
- Propagation of formal techniques (colloquially: “formal methods”) seems to invoke **controversy**.

On Informatics Engineering On Professionalism

- The professional informatics engineers possess the following skills:
 - ★ MSc level in computer & computing science,
 - ★ IE: knowledge, domain and requirements engineering and software design:
 $\mathcal{K}, \mathcal{D}, \mathcal{S} \models \mathcal{R}$,
 - ★ well-founded in the mathematics disciplines outlined above,
 - ★ clear understanding of the rôle of semiotics in SE,
 - ★ well aware of the philosophical issues outlined above,
 - ★ certified for work in one well-delineated domain, and
 - ★ pursues this work **also** using formal techniques:
 - ◇ that is, the professional informatics engineer is versant in varieties of formal techniques, say
 - *B, RAISE/RSL, VDM-SL, or Z,*
 - *DC, TLA+, or some other Temporal Logic,*
 - *Modal, Kripke, Epistemic, Deontic, etc., Logics, and*
 - *formal foundations of LSC, MSC, Petri nets, Statecharts, etc.*



The Professional Engineer

- The engineer **“walks the bridge”**
 - ★ between **science**
 - ★ and **technology** (in the sense of technological artifacts)
- The professional engineer
 - ★ designs technological artifacts based on scientific insight and
 - ★ studies technology in order to acquire new scientific knowledge.

CS, CS & SE

- But there are problems wrt. CS & CS !
CS: Comput~~er~~ Science, CS: Comput~~ing~~ Science
- Most CS people confuse the two issues.
- Most CS people do not appreciate the work of the other CS people !
- Some CS people use mathematical-looking techniques where they could, and in MHO should, use formal specifications.
- Many CS papers suffer from unnecessary “mathematics” !
- The result is that most software engineers have a confused understanding of the rôle of foundational science.

On Obstacles to Professional SE

- **Academia:** *lack of scientific honesty | collegiality syndrome*
 - ★ We are not teaching professional software engineering
 - ★ We are not connecting computer science up to computing science
 - ★ Half the colleagues do not understand/appreciate the other half's work
 - ★ Academic staff are “barking up the wrong trees”, “navel-fixated”
- **Industry:**
 - ★ Critical mass syndrome
 - ★ Unawareness *generation gap*
 - ★ Their own “watchdogs” do not prescribe professionalism —
as in & for other engineering disciplines: certification
- **Customers** — do not demand professionalism
- **Public government**
 - ★ is not spearheading *why no academic ‘Amanda’ ?*
 - ★ no pathfinder projects *why no academic ‘EPJ’ ?*

A New Kind of Software Engineer

The Background Problem

- Major Software Development Projects Fail
 - ★ Exceed Estimated Development Costs
 - ★ Exceed Estimated Development Time
 - ★ Fail to Meet Customer Expectations
- Many Projects Fail
 - ★ The Danish EPJ project
 - ◇ 17 different interpretations of the term ‘document’
 - ◇ A number of existing EPJ systems could not be “harmonised”
 - ◇ Millions of \$s are being wasted
 - ★ The Danish unemployment system was very problematic
- In the US of A alone an estimated US \$ 20 bio is lost yearly

Software Development \Rightarrow Software R&D

- Many software development projects are actually research projects
 - ★ But many customers are “misled” by software houses
 - ★ And there is, in effect, no professional industry “watchdog”
- Software for “unfamiliar” domains need be R&D’ed
 - ★ Contracts need be flexible, “gliding”
 - ★ Research must account for “delays”, “failures”, “aborts”

A New Kind of Software Engineer

● Analogies — Somewhat “Stretched” ●

● Medical Profession

- ★ critical diseases treated at hospitals
- ★ where some medical doctors
- ★ are also researchers (profs. at univs.)

● Architectural Profession

- ★ many leading designs done in architectural firms
- ★ staffed by architects
- ★ some of whom are also profs. at schools of architecture.

● &c.

● Software Scientists ●

- Critical new software developments done at software house
- staffed by full-time industry and part-time academics
- where the latter thus have access to more foundational research

Informatics — A New Universe — Concluding Remarks

- I have “painted” an image of an engineering discipline.
 - ★ It is **not** based on the **natural sciences**.
 - ★ It is **more** based on **mathematics** — with supports from
 - ◇ linguistics cum semiotics and philosophy
- Informatics, I claim
 - ★ offers a universe of **intellectual quality**
 - ★ in contrast to classical engineering's universes of **material quantity**
- I have introduced a new discipline, as part of informatics:
 - ★ **domain science and engineering:**
 - ◇ where the natural sciences study the universe as given to us,
 - ◇ domain science studies man-made universes:
 - from infrastructure components *viz. transportation*
 - to mechatronics/biological subsystems

Informatics — A Clarification

- **Classical Engineering Sciences**

- ★ **Quantitative, Material**

- ◇ smaller, faster,
- ◇ higher capacity
- ◇ lower energy,
- ◇ less costly, etc.,
- ◇ bound by laws of physics.

- **Informatics**

- ★ **Qualitative, Intellectual**

- ◇ correctness,
- ◇ intellectual elegance,
- ◇ fit to human psyche,
- ◇ bound by laws of mathematics
- ◇ and by “laws” of philosophy

- **Computing scientists are not gadget builders —**

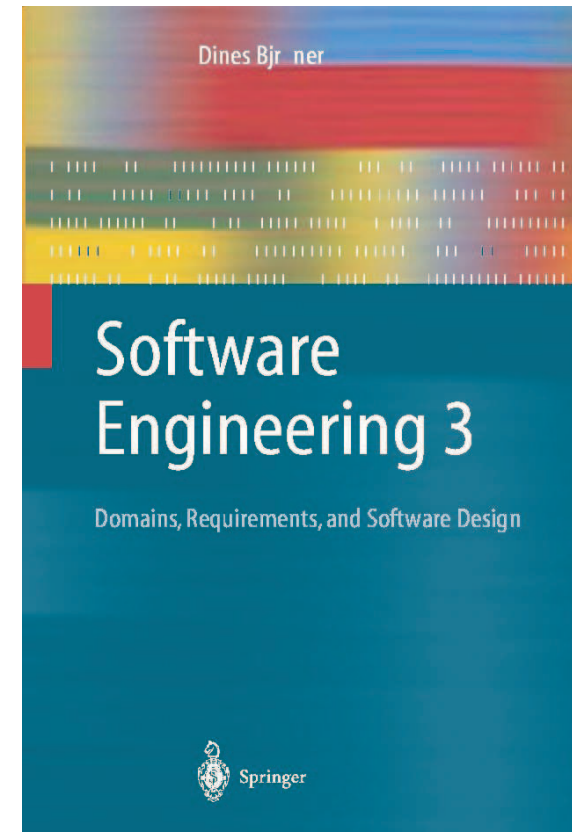
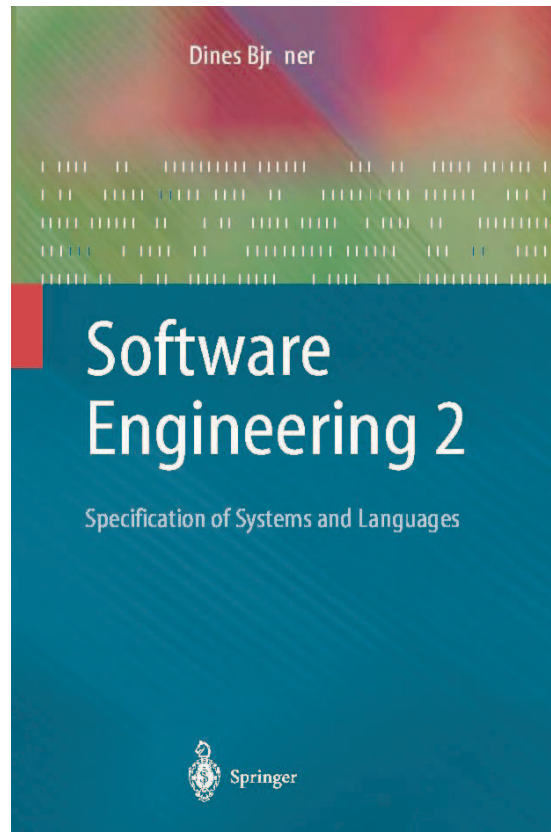
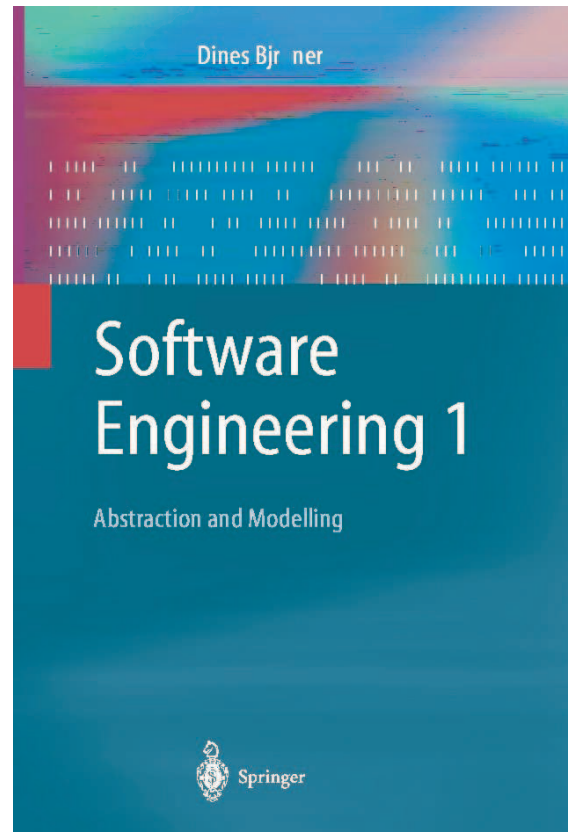
They build concepts and are not funded to implement these.

Closing Remarks

Closing Remarks — and Thanks

- An era, my era, at DTU; is “vorbei, zu ende”. New eras are in sight.
- It was great fun — ... I am grateful to
 - ★ Prof. **Per Gert Jensen** for starting all this, “inviting me in”; to
 - ★ Prof. **Chr. Gram**
for his gentle and fine leadership and for his co-starting DDC, providing leverage for much of “this”; to
 - ★ Prof. **Jørgen Fischer Nilsson**
for always stimulating talks, for steering a scientifically deep and relevant course — keep on, persevere; to
 - ★ Dr. **Ole N. Oest** DDCI, Phoenix, Arizona, USA
for co-initiating the DDC Ada Project, the one project that made DDC a household name on at least three continents; to
 - ★ Prof. **Kaj Madsen** for allowing my two sabbaticals; and to
 - ★ **DTU** for having provided, for many years, wonderful students and a proper academic and stimulating frame for serious work.

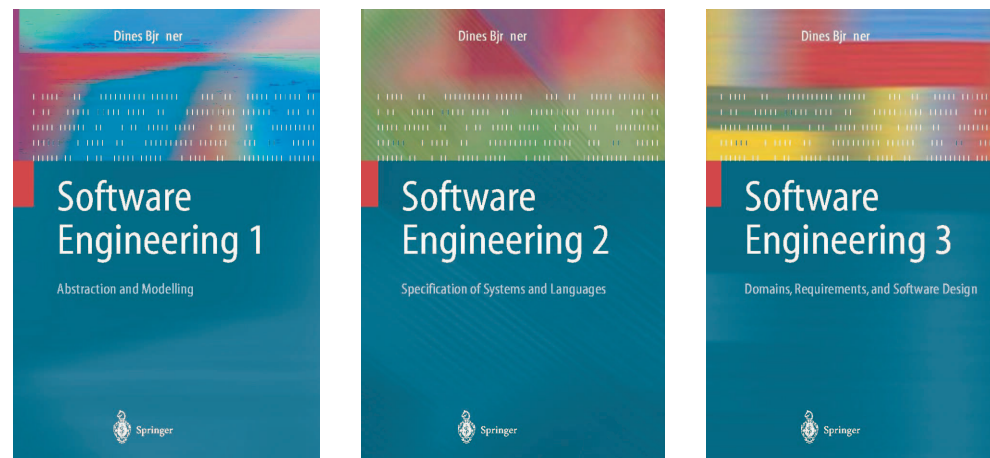
Buy — Read — Practice



- Thanks to Christian Krog Madsen ↑ and Kirsten Mark Hansen ↑
- and also to Steffen Holmslykke ↑



Thanks to **Kari** — the best thing that ever happened to me



Special Tak til Hans Bruun

Kære Hans,

- ★ **Uden Dig intet DDC.**
- ★ Uden Dit enorme arbejde og dybe indsigt intet DDC.
- ★ Mange er Dig taknemmelig
 - for at Du på var fødselshjælper mmm. —
 - for dem blev **DDC** en finest tænkelig karrierestart.

