

# **Formale Grundlagen der Informatik 3**

## **Java Modeling Language, Part II**

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# Recapitulation

## Java Modeling Language (JML)

- ▶ A formal specification language tailored to JAVA
- ▶ Specifications appear as structured comments in .java files
- ▶ JML expressions contain **pure** JAVA expressions and **quantified** formulas (with optional **range predicates**)
- ▶ Granularity of specifications are OO units: classes and **methods**
- ▶ Specification methodology follows the **contract** paradigm
  - ▶ Callee ensures outcome if caller fulfills requirements
- ▶ Structure of **JML method contracts**
  - ▶ Visibility, type of behavior (normal, exceptional)
  - ▶ One or more specification cases
  - ▶ Each case has precondition, postcondition, assignable locations
- ▶ Use **\old()** to access values in pre-state

## Example: Specifying LimitedIntegerSet

```
public class LimitedIntegerSet {
    public final int limit;
    private int a[];          // holds the set elements
    private int size = 0;    // current cardinality

    public LimitedIntegerSet(int limit) {
        this.limit = limit;
        this.a = new int[limit];
    }

    public boolean add(int elem) { ... }

    public void remove(int elem) { ... }

    public boolean contains(int elem) { ... }
}
```

## Prerequisites: Adding Specification Modifiers

```
public class LimitedIntegerSet {
    public final int limit;
    private /*@ spec_public @*/ int a[];
    private /*@ spec_public @*/ int size = 0;

    public LimitedIntegerSet(int limit) {
        this.limit = limit;
        this.a = new int[limit];
    }

    public boolean add(int elem) { ... }

    public void remove(int elem) { ... }

    public /*@ pure @*/ boolean contains(int elem) { ... }
}
```

# Result Values

```
public /*@ pure @*/ boolean contains(int elem) { ... }
```

- ▶ Method has no effect on the state, in particular, no exceptions
- ▶ We need to specify the result value

In postconditions **\result** refers to the **return value of a method**

```
/*@ public normal_behavior
   @ ensures \result ==
   @         (\exists int i;
   @           0 <= i && i < size;
   @           a[i] == elem);
   @*/
public /*@ pure @*/ boolean contains(int elem) { ... }
```

## Specifying add() (spec-case1) new element is added

```
/*@ public normal_behavior
   @ requires size < limit && !contains(elem);
   @ ensures \result;
   @ ensures contains(elem); // call of pure method
   @ ensures (\forall int e;
              e != elem;
              contains(e) <==> \old(contains(e)));
   @ ensures size == \old(size) + 1;
   @
   @ also
   @
   @ <spec-case2>
   @*/
public boolean add(int elem) { ... }
```

## Specifying add() (spec-case2) new element cannot be added

```
/*@ public normal_behavior
   @
   @ <spec-case1>
   @
   @ also
   @
   @ public normal_behavior
   @ requires (size == limit) || contains(elem);
   @ ensures !\result;
   @ ensures (\forall int e;
   @           contains(e) <==> \old(contains(e)));
   @ ensures size == \old(size);
   @*/
public boolean add(int elem) { ... }
```

## Specifying add() (spec-case2) new element cannot be added

```
/*@ public normal_behavior
  @
  @ <spec-case1>
  @
  @ also
  @
  @ public normal_behavior
  @ requires (size == limit) || contains(elem);
  @ ensures !\result;
  @ assignable \nothing;
  @ // Does this solution make any difference?
  @
  @*/
public boolean add(int elem) { ... }
```



## Specifying add() (spec-case2) new element cannot be added

```
/*@ public normal_behavior
   @
   @ <spec-case1>
   @
   @ also
   @
   @ public normal_behavior
   @ requires (size == limit) || contains(elem);
   @ ensures !\result;
   @ assignable \nothing;
   @ // Does this solution make any difference?
   @ // 1st solution: ok to reorder a, change other fields
   @*/
public boolean add(int elem) { ... }
```

# Specifying remove()

```
/*@ public normal_behavior
   @ ensures !contains(elem);
   @ ensures (\forall int e;
   @           e != elem;
   @           contains(e) <==> \old(contains(e)));
   @ ensures \old(contains(elem))
   @           ==> size == \old(size) - 1;
   @ ensures !\old(contains(elem))
   @           ==> size == \old(size);
   @*/
public void remove(int elem) { ... }
```

- Can you explain in words what the different ensures clauses mean?

# Specifying State Constraints

So far: JML used to specify (local) **method behavior**

How to specify **constraints on state of a class**?

- ▶ Consistency of redundant data representations (e.g., caching)
- ▶ Restrictions for efficiency (e.g., maintaining sortedness)

Constraints on state are **global**: **all** methods must preserve them

# Consider LimitedSortedIntegerSet

```
public class LimitedSortedIntegerSet {  
    public final int limit;  
    private int a[];  
    private int size = 0;  
  
    public LimitedSortedIntegerSet(int limit) {  
        this.limit = limit;  
        this.a = new int[limit];  
    }  
  
    public boolean add(int elem) { ... }  
  
    public void remove(int elem) { ... }  
  
    public boolean contains(int elem) { ... }  
}
```

# Consequence of Sortedness for Implementation

## Method contains()

- ▶ Assume sortedness in pre-state
- ▶ Implementation can employ binary search (logarithmic complexity)

## Method add()

- ▶ Assume sortedness in pre-state
- ▶ Binary search for first index with bigger element, insert just before it
- ▶ Must maintain sortedness in post-state

## Method remove()

(accordingly)

# Specifying Sortedness with JML

Express sortedness over the fields of the class

```
public final int limit;  
private int a[];  
private int size = 0;
```

Sortedness as JML expression

```
(\forall int i; 0 < i && i < size; a[i-1] <= a[i])  
(what's the value of this when size < 2?)
```

Where in the specification does the red expression go?

## Specifying **Sorted** contains()

Assume **sortedness** of pre-state

```
/*@ public normal_behavior
  @ requires (\forallall int i; 0 < i && i < size;
             a[i-1] <= a[i]);
  @ ensures \result == (\exists int i;
                        0 <= i && i < size;
                        a[i] == elem);
  @*/
public /*@ pure @*/ boolean contains(int elem) { ... }
```

- ▶ contains() is **pure**  $\Rightarrow$  sortedness of post-state trivially ensured

## Specifying **Sorted** remove()

Assume **sortedness** of pre-state — Ensure **sortedness** of post-state

```
/*@ public normal_behavior
  @ requires (\forall int i; 0 < i && i < size;
             a[i-1] <= a[i]);
  @ ensures !contains(elem);
  @ ensures (\forall int e;                               // Value changed!
             e != elem;
             contains(e) <==> \old(contains(e)));
  @ ensures \old(contains(elem))
  @      ==> size == \old(size) - 1; // Value changed!
  @ ensures !\old(contains(elem))
  @      ==> size == \old(size);
  @ ensures (\forall int i; 0 < i && i < size;
             a[i-1] <= a[i]) ;
  @*/

public void remove(int elem) { ... }
```



# Factoring out Sortedness

Need to do the same for both specification cases of `add()` ...

Need to do the same for both specification cases of `remove()` ...

Need to add sortedness as postcondition of constructor ...

⇒ Adding sortedness clutters method contracts

**JML Class Invariant:** specify **global** state constraints

1. Delete **blue** and **red** parts from previous slides
2. Add sortedness as JML class invariant instead

# JML Class Invariant

```
public class LimitedSortedIntegerSet {  
  
    public final int limit;  
  
    /*@ public invariant (\forallall int i;  
        @                               0 < i && i < size;  
        @                               a[i-1] <= a[i]);  
    @*/  
  
    private /*@ spec_public @*/ int a[];  
    private /*@ spec_public @*/ int size = 0;  
  
    // constructor and methods,  
    // without sortedness in pre/post-conditions  
}
```

# JML Class Invariant Cont'd

- ▶ JML **invariant** declaration may appear anywhere in class (contrast: **method contract** must be in front of its method)
- ▶ Convention: place **class invariant** in front of fields it talks about

# Instance vs. Static Invariants

## Instance invariants

Can refer to instance fields of `this` object

- ▶ unqualified, e.g., `size`, or qualified with `this`, e.g., `this.size`)

JML syntax: **instance invariant**

## Static invariants

Can~~not~~ refer to instance fields of `this` object

JML syntax: **static invariant**

## Instance and static invariants

Can refer to

- ▶ static fields
- ▶ instance fields via quantifying over explicit reference, e.g., `o.size`

In classes: **instance is default** (static in interfaces)

When **instance** or **static** is omitted  $\Rightarrow$  default is used!

## Intuition

For each method  $m()$  in a class  $C$ :

For each class invariant  $I$  of  $C$  (including super):

Add  $I$  for caller object to pre-/postcondition of  $m()$ 's contract

If  $m()$  is a constructor, it must establish  $I$  for the new object

Invariants need not hold **during** execution of a method

# Static JML Invariant Example

Recall the banking card example from the previous lecture:

```
public class BankCard {  
  
    /*@ public static invariant  
       @  (\forall BankCard p1, p2;  
       @    \created(p1) && \created(p2);  
       @    p1 != p2 ==> p1.cardNumber != p2.cardNumber)  
       @*/  
  
    private /*@ spec_public @*/ int cardNumber;  
  
    // rest of class  
}
```

## Recall Specification of enterPIN()

```
private /*@ spec_public @*/ BankCard insertedCard = null;
private /*@ spec_public @*/ int wrongPINCounter = 0;
private /*@ spec_public @*/ boolean customerAuthenticated
    = false;

/*@
  <spec-case1: PIN correct>
  also
  <spec-case2: PIN incorrect, wrong PIN counter below 2>
  also
  <spec-case3: PIN incorrect, wrong PIN, card confiscated>
  @*/
public void enterPIN (int pin) { ... }
```

Previous lecture: all specification cases were about **normal\_behavior**

# Specifying Exceptional Behavior of Methods

## normal\_behavior specification case

Assume precondition (**requires** clause)  $P$  fulfilled

- ▶ **Forbids** method to throw exception when pre-state satisfies  $P$

## exceptional\_behavior specification case

Assume precondition (**requires** clause)  $P$  fulfilled

- ▶ **Requires** method to throw exception when pre-state satisfies  $P$
- ▶ Keyword **signals** specifies *post-state*, depending on type of thrown exception
- ▶ Keyword **signals\_only** specifies type of thrown exception

JML specifications must separate normal/exceptional specification cases by suitable preconditions



# Specifying Exceptional Behavior of enterPIN()

```
/*@ <spec-case1> also <spec-case2> also <spec-case3> also
@
@ public exceptional_behavior
@ requires insertedCard==null;
@ signals_only ATMException;
@ signals (ATMException) !customerAuthenticated ;
@*/
public void enterPIN (int pin) { ... }
```

## Meaning

When `insertedCard==null` holds in pre-state ...

- ▶ An exception **must** be thrown (**exceptional\_behavior**)
- ▶ This can **only** be an ATMException (**signals\_only**)
- ▶ In its final state the method must ensure  
`!customerAuthenticated` (**signals**)

## signals\_only Clause: General Case

An exceptional specification case can have **at most one** clause of the form

**signals\_only**  $E_1, \dots, E_n$ ;

where  $E_1, \dots, E_n$  are exception types

The thrown exception must have type  $E_1$  or  $\dots$  or  $E_n$

## signals Clause: General Case

An exceptional specification case can have **several** clauses of the form

**signals** (E) b;

where E is an exception type, b is a boolean JML expression

If an exception of type E is thrown, then b holds in the post-state

# Non-Termination

By default, both:

- ▶ `normal_behavior`
- ▶ `exceptional_behavior`

specification cases **enforce termination**

In each specification case, non-termination can be allowed via the clause

**`diverges true;`**

If the precondition of the specification case holds in the pre-state,  
then the method may or **may not** terminate

## Further Modifiers: `non_null` and `nullable`

JML extends the JAVA modifiers by further modifiers:

- ▶ Class `fields`, method `parameters`, method `return types`

can be declared as

- ▶ `nullable`: may or may not be `null`
- ▶ `non_null`: must not be `null` (this is the `default`)

## non\_null: Examples

```
private /*@ spec_public non_null @*/ String name;
```

**Implicit invariant** `public invariant name != null;` added to class

```
public void insertCard(/*@ non_null @*/ BankCard card)
```

**Implicit precondition** `requires card != null;`  
added to each specification case of `insertCard()`

```
public /*@ non_null @*/ String toString()
```

**Implicit postcondition** `ensures \result != null;`  
added to each specification case of `toString()`

`non_null` is default in JML:  
all of the above `non_null`'s are redundant

# nullable: Examples

Prevent **non\_null** pre/post-conditions, invariants: **nullable**

```
private /*@ spec_public nullable @*/ String name;
```

No implicit invariant added, name might have value **null**

- ▶ Some of our earlier examples need **nullable** to work properly, e.g.:

```
private /*@ spec_public nullable @*/  
    BankCard insertedCard = null;
```

## LinkedList: non\_null or nullable?

```
public class LinkedList {  
    private Object elem;  
    private LinkedList next;  
}
```

### Consequence of default non\_null in JML

- ▶ All elements in the list are **non\_null**
- ▶ The list is either cyclic or infinite!

### Repair so that the list can be finite:

```
public class LinkedList {  
    private Object elem;  
    private /*@ nullable @*/ LinkedList next;  
}
```



# Final Remarks on `non_null` and `nullable`

`non_null` as default in JML only since a few years

Older JML tutorials/articles might use `nullable`-by-default semantics

Pitfall!

```
/*@ non_null */ Object[] a;
```

is not the same as:

```
/*@ nullable */ Object[] a; //@ invariant a != null;
```

The first also implicitly adds:

```
(\forall int i; i >= 0 && i < a.length; a[i] != null)
```

i.e., requires `non_null` of **all array elements!**

# JML and Inheritance

All JML contracts, i.e.

- ▶ specification cases
- ▶ class invariants

are inherited from superclasses to subclasses

A class must fulfill all contracts of all its superclasses

Subclasses may **add specification cases** to those of superclasses:

```
/*@ also
   @
   @ <specification-case-specific-to-subclass>
   @*/
public void method () { ... }
```

- ▶ Many tools support JML  
(<http://www.eecs.ucf.edu/~leavens/JML/download.shtml>)
  - ▶ Most support only a fragment of JML
- ▶ The KeY system contains a JML parser for the fragment it supports

# Literature for this Lecture

## Essential Reading

**KeY Book** Andreas Roth & Peter H. Schmitt: Formal Specification. Chapter 5, **Sections 5.1, 5.3**, In: B. Beckert, R. Hähnle, and P. Schmitt, eds. *Verification of Object-Oriented Software: The KeY Approach*, vol 4334 of *LNCS*. Springer, 2006.

<http://link.springer.com/book/10.1007/978-3-540-69061-0/>

## Further Reading

<http://www.eecs.ucf.edu/~leavens/JML/documentation.shtml>

**JML Reference Manual** G. T. Leavens, E. Poll, C. Clifton, Y. Cheon, C. Ruby, D. Cok, P. Müller, and J. Kiniry. *JML Reference Manual*, July 2011

**JML Tutorial** G. T. Leavens, Y. Cheon. *Design by Contract with JML*

**JML Overview** G. T. Leavens, A. L. Baker, and C. Ruby.  
*JML: A Notation for Detailed Design*