

Using ESC/Java2

Architecture, Hints, and Tricks

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Using ESC/Java2 Effectively

- ✧ basic familiarity with ESC/Java2 is easy
 - ✧ it is automatic and behaves like a compiler
- ✧ but any non-trivial use quickly becomes *very* difficult and time-consuming
 - ✧ complexity of Java and JML semantics
 - ✧ limitations of logic
 - ✧ designed limitations of tool
 - ✧ limitations of Simplify theorem prover



Thinking, not Hacking

- ✧ successful application of tool requires hard *thought* and very little *labor*
- ✧ recognizing that *specific misbehavior* implies *particular errors* in specifications or program code is key to effective use
- ✧ understanding *theoretical underpinnings* of extended static checking is very helpful
- ✧ a problem solving process for verification is needed for successful adoption

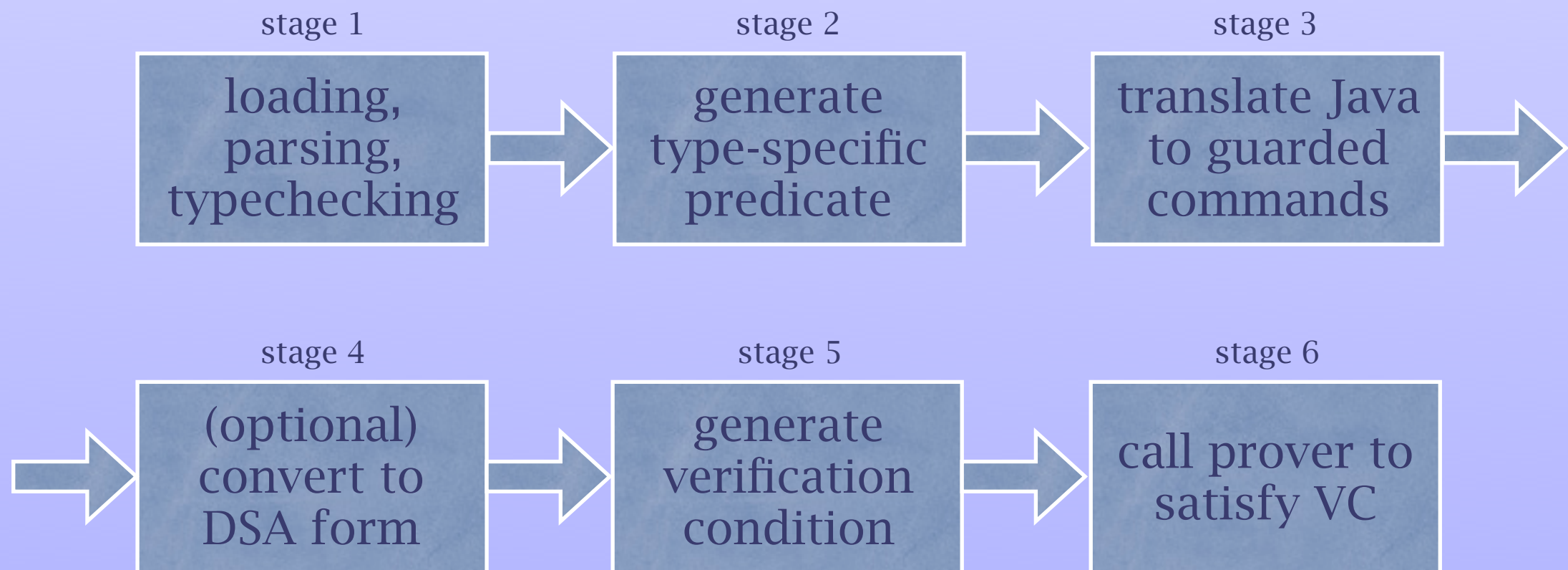


Verification Process

- ✧ the *key aspects* of the verification process
 - ✧ *small steps* in specification refinement and program development
 - ✧ *iterative* and *continuous* application of ESC/Java2 to method or class of focus
 - ✧ use a standardized problem-solving technique for resolving warnings
 - ✧ *think* before you *type*



ESC/Java2 Architecture



How ESC/Java2 Works

- ✧ find, load, parse, and typecheck all relevant files and dependencies
 - ✧ this includes all refinements, models, etc.
- ✧ for each class being checked, generate a type-specific background predicate
 - ✧ type and subtype information about classes and fields
 - ✧ non_null-ness of references
 - ✧ size of constants



How ESC/Java2 Works (2)

- ✧ translate each routine to be checked into a verification condition (VC)
 - ✧ intermediate step in this translation is to translate Java into a (Dijkstra-like) guarded-command language
 - ✧ translation is accomplished by generating strongest-postconditions or weakest-preconditions for method body



How ESC/Java2 Works (3)

- ✧ ask theorem prover to prove VC
 - ✧ background predicate for Java expressed as a set of axioms
 - ✧ type-specific background predicate generated in second step is assumed true
 - ✧ assert VC is true
- ✧ if proof fails and prover finds counterexample, translate result back to warning message and Java, if possible



Examining the Results of Each Stage

- ⊛ -v alone to print information on loading, parsing, refinement, etc.
- ⊛ -showDesugaredSpecs to see heavyweight specifications desugared to lightweight ones (will also be -sds in next release)
- ⊛ -pgc to print guarded command
- ⊛ -ppvc to pretty-print verification condition
- ⊛ -pxLog to print predicate sent to prover



A Stage-Driven Process

- ✧ ensure that the proper source and bytecode files are being loaded
 - ✧ this is particularly important when initially setting up a verification problem and when using refinement
- ✧ make sure that your specs mean what you think they do be examining the desugared specs
 - ✧ multiple heavyweight specs sometimes have unintuitive meaning for the beginner



A Stage-Driven Process (2)

- ✧ check size of “local contributors”
 - ✧ e.g., 35 types 99 invariants 62 fields
- ✧ examine the generated VC
 - ✧ it must has a reasonable structure
 - ✧ type-specific background predicate, followed by translated specification and program code
 - ✧ it is reasonably sized
 - ✧ ~1MB is ok, multiple MB is a problem



Datagroups and Ghost Fields

- ✧ datagroups are used to specify sets of fields that are interrelated
 - ✧ the primary datagroup used by non-expert ESC/Java2 users is *Object.objectState*
- ✧ ghost fields are specification-only fields that can be assigned using the *set* keyword
 - ✧ the primary ghost field used by non-experts is *Object.owner*



The Datagroup *Object.objectState*

```
public class Object {
```

```
    /** A data group for the state of this object. This is used to  
    * allow side effects on unknown variables in methods such as  
    * equals, clone, and toString. It also provides a convenient way  
    * to talk about "the state" of an object in assignable  
    * clauses.
```

```
    */
```

```
    //@ public non_null model JMLDataGroup objectState;
```

```
    //@ represents objectState <- JMLDataGroup.IT;
```



The Ghost Field *Object.owner*

```
/** The Object that has a field pointing to this Object.  
 * Used to specify (among other things) injectivity (see  
 * the ESC/Java User's Manual).  
 */  
/*@ ghost public Object owner;  
    in objectState;  
    @*/
```



Dealing with Complexity

- ✧ specification and code complexity are the primary factors in verification complexity
- ✧ if performing “Design by Contract” then one can “Design for Verification” also
- ✧ if performing “Contract the Design” then verification is sometimes only possible with refinement if code modification is not permitted



Managing Spec Complexity

- ✧ write and verify specs *iteratively* using *very small steps*
- ✧ use *independent heavyweight specification blocks* to specify *independent behaviors*
- ✧ ensure your specs are *sound*
 - ✧ assert a false predicate to check
 - ✧ eliminate suspect predicates iteratively to determine source of unsoundness



Managing Spec Complexity (2)

- ⊛ use ghost variables or model fields to factor out complex specification subexpressions
 - ⊛ helps with comprehension, not verification
- ⊛ avoid universally quantified expressions
- ⊛ use the *objectState* datagroup as much as reasonable for your frame axioms
- ⊛ use the *owner* field to disambiguate objects



Managing Code Complexity

- ✧ track cyclic complexity of method bodies
 - ✧ each branch, switch case, loop, and exception block doubles complexity
- ✧ decompose methods into smallest reasonable units
 - ✧ Smalltalk and Eiffel method size rule-of-thumb applies (e.g., all methods <15 LOC)
- ✧ avoid constructors that make calls



Managing Code Complexity (2)

- ✧ focus on methods that make no calls first
- ✧ work from low to high cyclic complexity
- ✧ use assertions to check
- ✧ recognize sources of incompleteness of Java semantics
 - ✧ complex arithmetic
 - ✧ bit-level operations
 - ✧ String manipulations



Refinement for Complex Verification

- ✧ if you have a method with high cyclic complexity that you cannot refactor
 - ✧ inherit and override
 - ✧ implement and verify separate private methods for each branch of original method
 - ✧ implement overridden version as composition of verified new methods

