Bringing Ownership Domains to Mainstream Java

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Can you find the bug?

Hint: "The big lie of object-oriented programming is that objects provide encapsulation" (Hogg)

```
class JavaClass {
    private List signers;

    public List getSigners() {
        return this.signers;
    }
}
// (Malicious) clients can mutate signers field!
class MaliciousClient extends ... {
    public void addTrojanHorse(JavaClass c)
    {
        List signers = c.getSigners();
        signers.add( this );
    }
}
```

Aliasing and failure of encapsulation

- Aliasing cannot be eliminated
 - Object-oriented design patterns rely on it
 - Can be controlled with language support
- Several solutions proposed
- AliasJava: Ownership Domains
 - Open-source compiler available
 - Language extension to Java
 - Barat infrastructure
 - Basic tool support

Ownership domains

- Each object defines groups (ownership domains) to hold its private state;
- Ownership domains useful to:
 - Separate internals of object from users of object
 - Ensure private state not leaked
 - Distinguish different "subsystems" within an object
- Ownership domains control aliasing:
 - Within a domain, there can be aliasing
 - No aliasing between two given domains
 - Explicit permissions for cross-domain access

AliasJava with annotations

- Use Java 1.5 annotations (JSR 175)
- Move to Eclipse JDT infrastructure
- Advantages of using annotations
 - Improved tool support
 - Incrementally/partially annotate large codebase
 - Easier to add features to language
- Goal: improve usability and adoptability
 - No errors about inconsistent annotations
 - Add-on tool to supply reasonable defaults

Demo: Signers with AliasJava

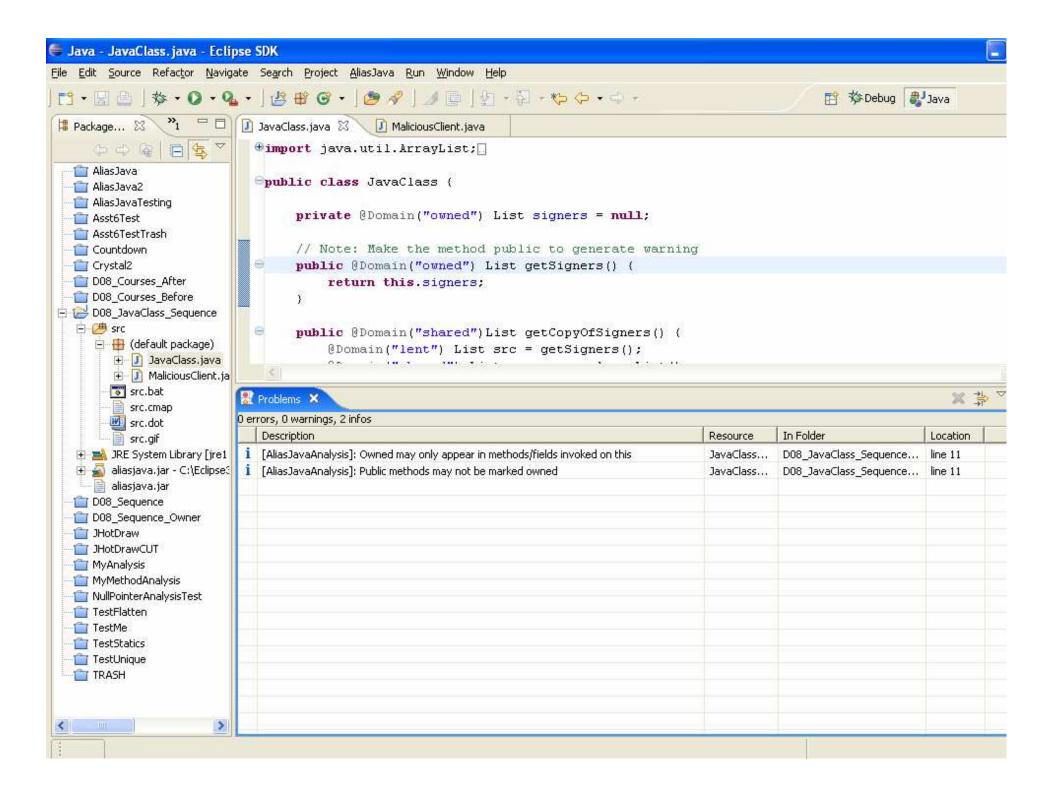
```
public class JavaClass {
   private @Domain("owned") List signers = null;

   private @Domain("owned") List getSigners() {
     return this.signers;
   }

   public @Domain("shared") List getCopyOfSigners() {
     @Domain("lent")List src = getSigners();
     @Domain("shared") List copy = new ArrayList();
     // Copy array...
     return copy;
   }

   void setSigners(@Domain("owned")List signers){
     this.signers = signers;
   }
}
```

- Compile error for having owned private domain in public method
- getSigners() must be made private
- Clients can only invoke getCopyOfSigners()



Annotation language

- @Domains: declare domains
- @DomainParams: declare formal domain parameters
- @DomainLinks: declare domain link specifications
- @DomainInherits: specify parameters for supertypes
- @DomainReceiver: specify annotation on receiver
- @Domain: specify object annotation, actual domain parameters and (optionally) array parameters "annotation<domParam, ...> [arrayParam, ...]"
- Annotation:
 - Special: "lent", "unique", "owned", "shared"
 - Common: "iters" or "obj.iters"

Special alias types

- owned: instance confined within object (default domain)
- unique: instance passed linearly from one object to another
- lent: temporary alias within method
- shared: shared persistently or globally

Public, private ownership domains

```
@Domains({"iters"})
                                    owned
                                           seq: Sequence
class Sequence {
                                                                  LEGEND
 @Domain("owned")Cons head;
                                                                  Object
                                   owned
                                                   iters
 public @Domain("iters")
 Iterator getIter() {
                                      head
                                                    iterator
    return new Iterator(head);
                                                                  Link
                                                                 Reference
               @Domain("owned")Sequence seq = new Sequence();
```

- Every object is in exactly one domain
- E.g., list in domain owned; iterators in domain iters
- Every object can have one or more domains
- E.g., domains owned and iters declared in Sequence

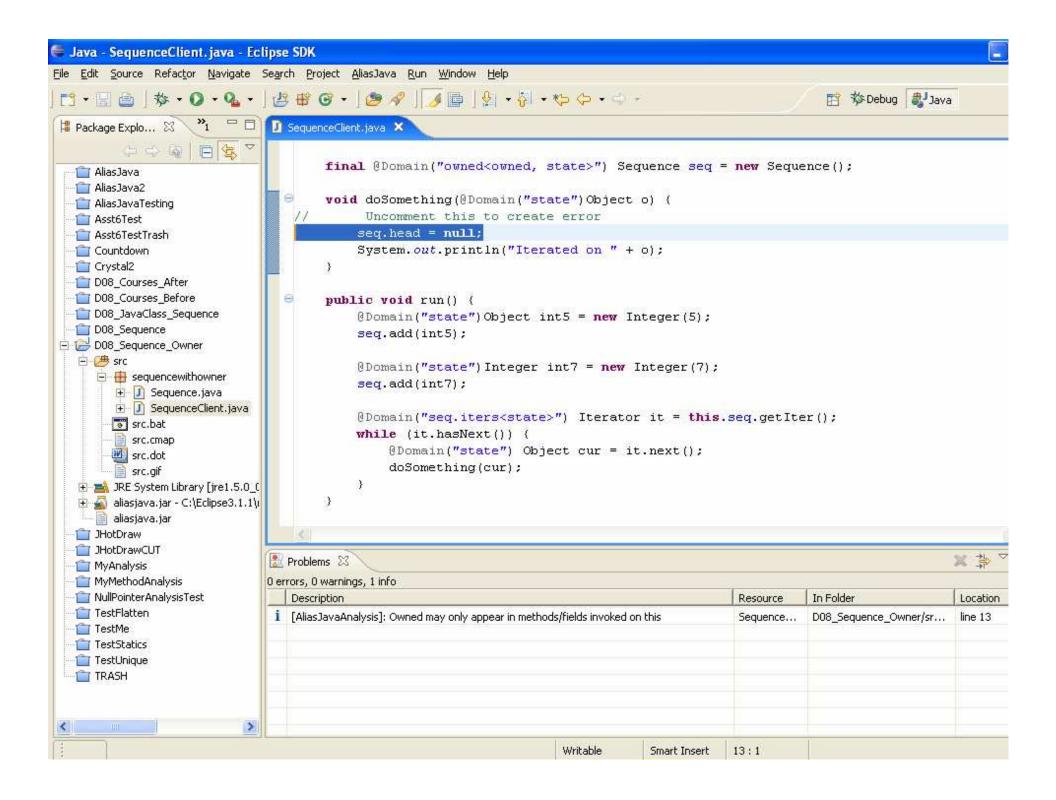
Ownership domain parameters

```
Cons.owner == Sequence.owned
@DomainParams({"Towner"})
@DomainAssumes({"owner -> Towner"})
                                               owner [= seqDom]
                                                                [= obiDom]
                                                    seq: Sequence
@DomainLinks({"owned -> Towner"})
                                       client
                                                     owned
                                      objects
class Sequence {
 @Domain("owned<Towner>")
 Cons head;
@DomainParams({"Towner"})
class Cons {
  @Domain("Towner")Object obj;
                                           @Domain("seqDom < objDom>")
  @Domain("owner<Towner>")Cons next;
                                           Sequence seq = new ...
```

- Add domain parameter to hold elements in list
- Link declarations give <u>Sequence.owner</u>, <u>Cons.owner</u>
 (<u>Sequence.owned</u>) access to parameter <u>Towner</u>

Demo: Sequence and Client Example

- Cannot return list
- Cannot nullify head of list
- Iterate list

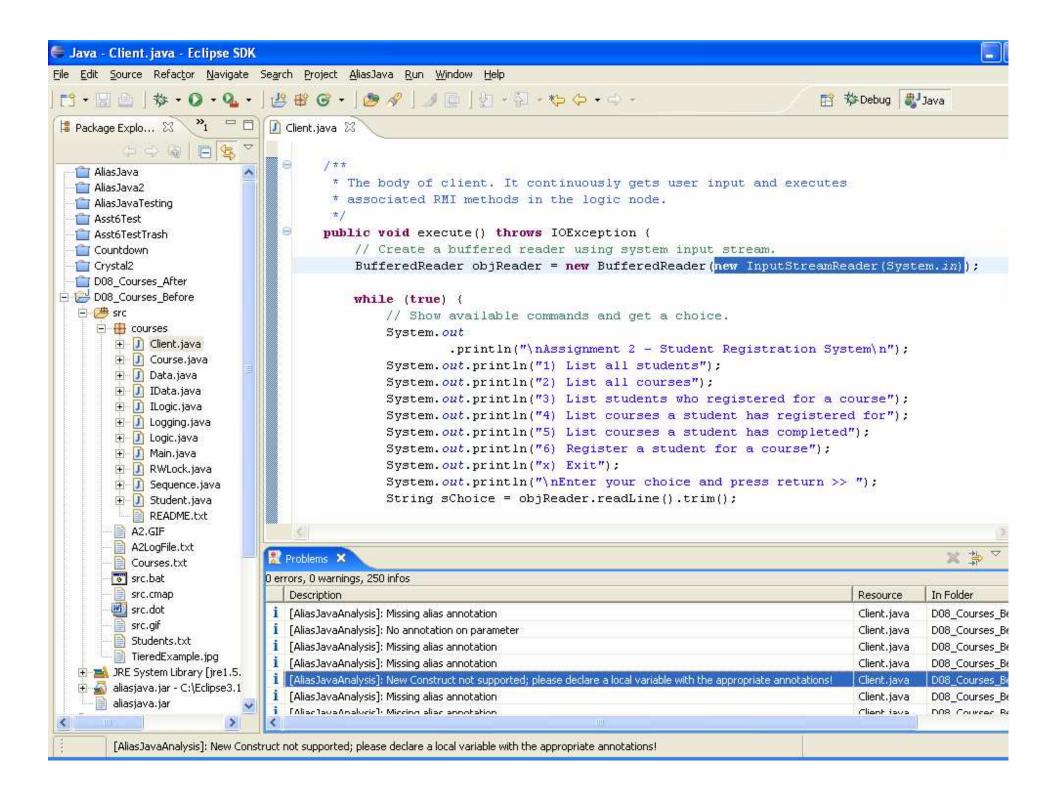


Demo: Course Registration System

- Run analysis on un-annotated program
- Fix problematic coding patterns
- Add default annotations
- Add domain parameters
- Adjust annotations accordingly
- Annotate external code

Problematic coding patterns

- Use string annotation values
- @Target on annotation specifies where annotation allowed (e.g., parameter only)
- Annotations only allowed at declarations
 - Refactor code to declare local variable
 - Add annotation to local variable
 - Some workarounds not very elegant



Problematic code patterns examples

Return new Expressions

```
public Iterator getIter() {
    return new SequenceIterator(head);
}
```

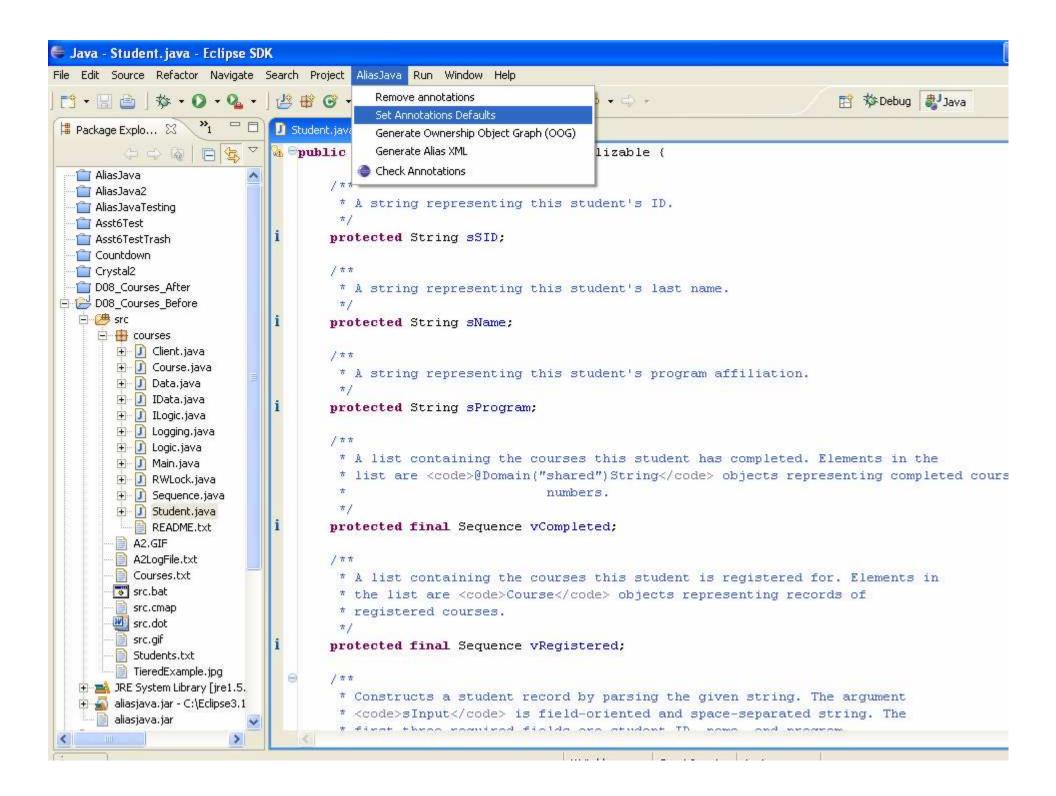
Cast Expressions

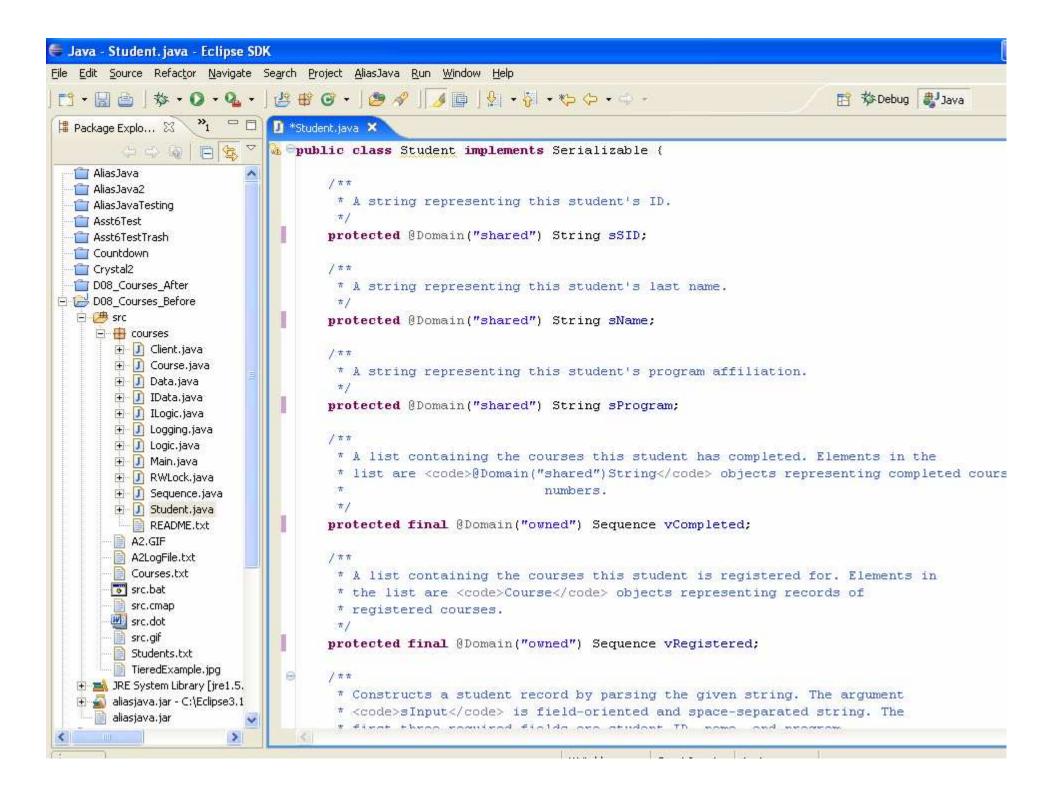
```
ArrayList vCourse = objStudent.getRegisteredCourses();
for (int i=0; i<vCourse.size(); i++) {
    if (((Course) vCourse.get(i)).conflicts(objCourse)) {
        lock.releaseLock();
        return "Registration conflicts";
    }
}</pre>
```

Anonymous classes, etc.

Adding default annotations

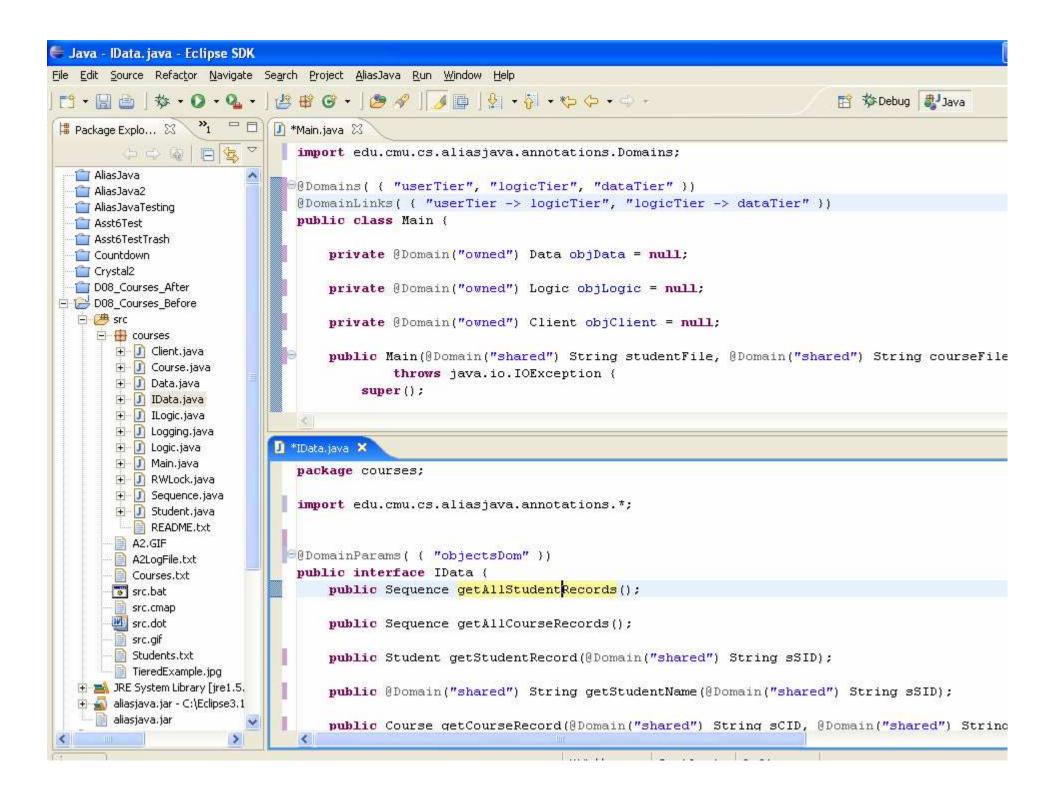
- Reduce annotation burden
 - Strings as "shared"
 - Method parameters as "lent"
 - Private fields as "owned"
- Not a smart "inference" tool
 - Some tools can infer unique and owned
 - Cannot infer domain parameters

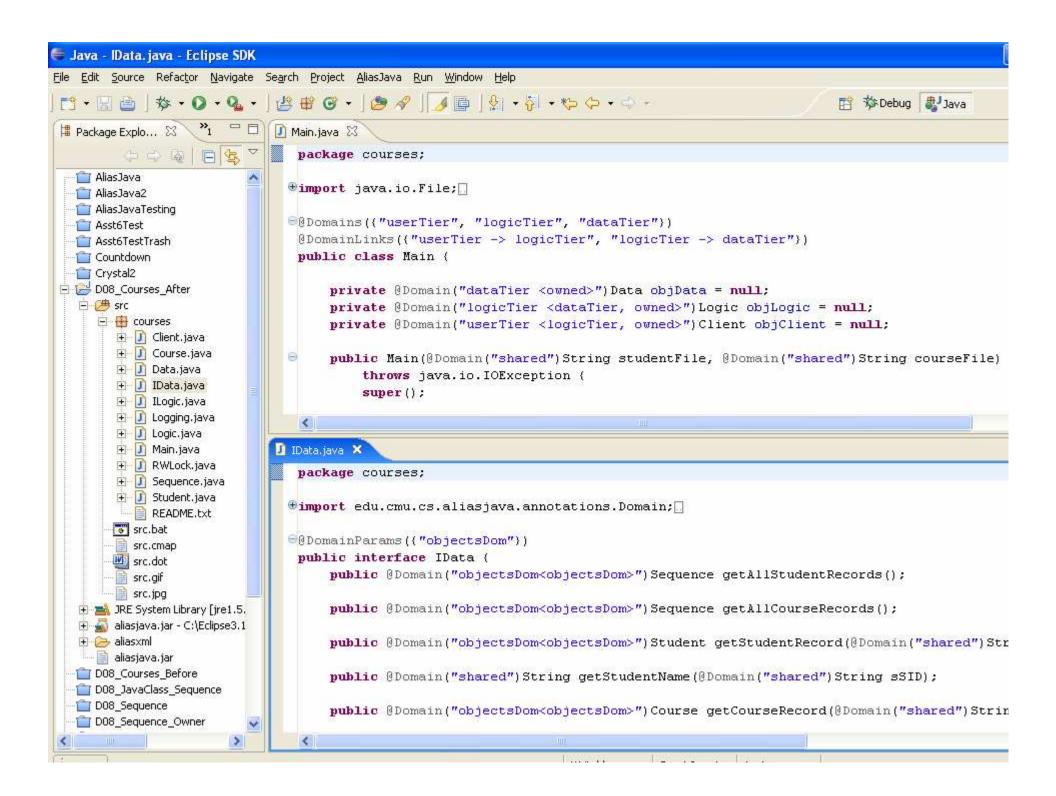


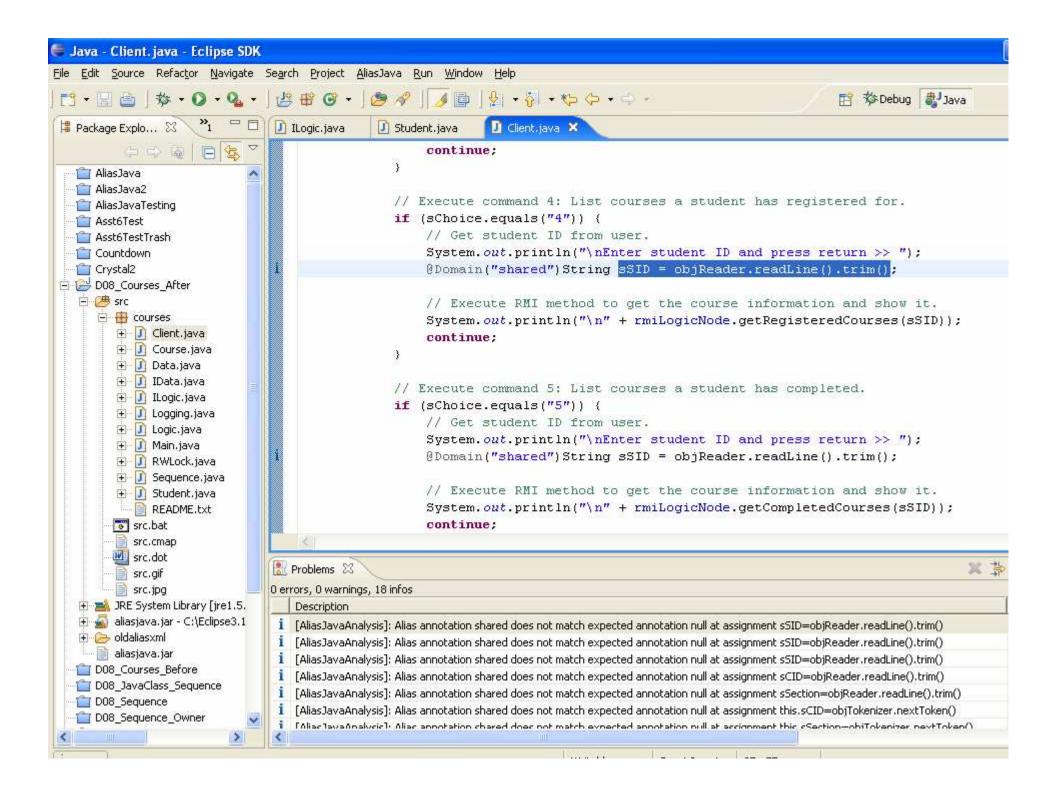


Adding domain parameters

```
@Domains({ "userTier",
userTier
                         ClientNode
                                             "logicTier",
                                             "dataTier" } )
                                   @DomainLinks({ "userTier -> logicTier",
                                                 "logicTier -> dataTier"})
                                   public class Main {
                         LogicNode
logicTier
                                     @Domain("dataTier<owned>")
                                        private Data objData = null;
                                     @Domain("logicTier<dataTier, owned>")
dataTier
                                        private Logic objLogic = null;
                          DataNode
                                     @Domain("userTier<logicTier, owned>")
                                        private Client objClient = null;
objectsDom
```

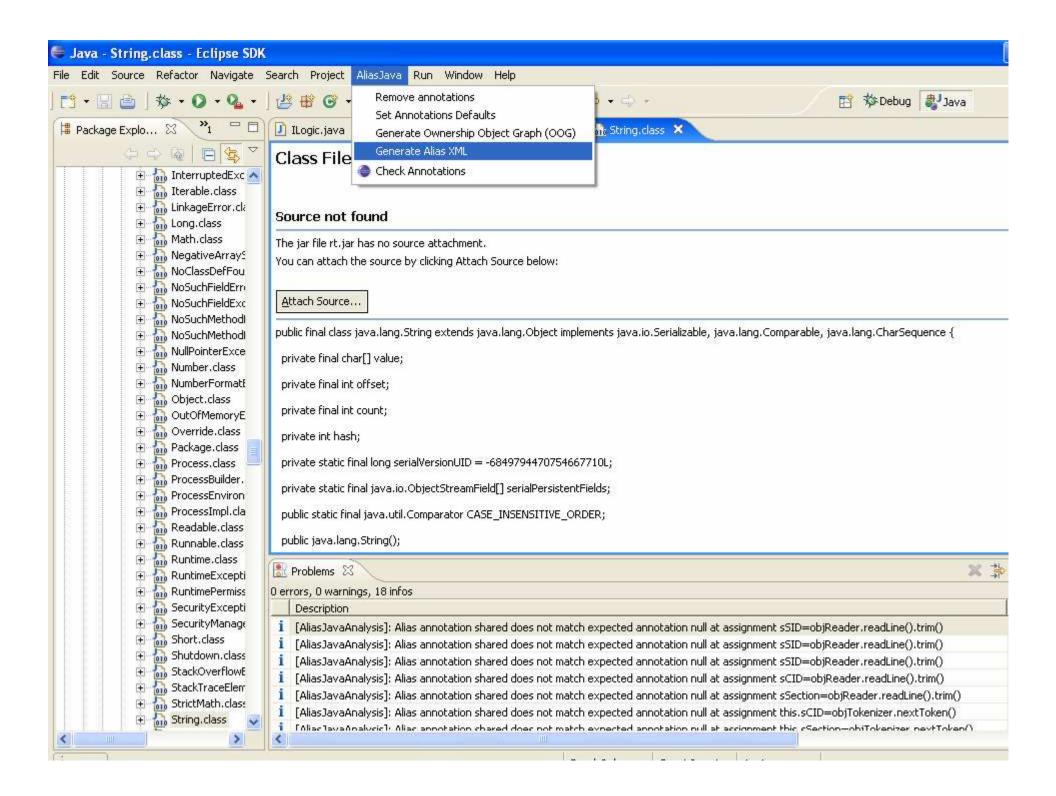


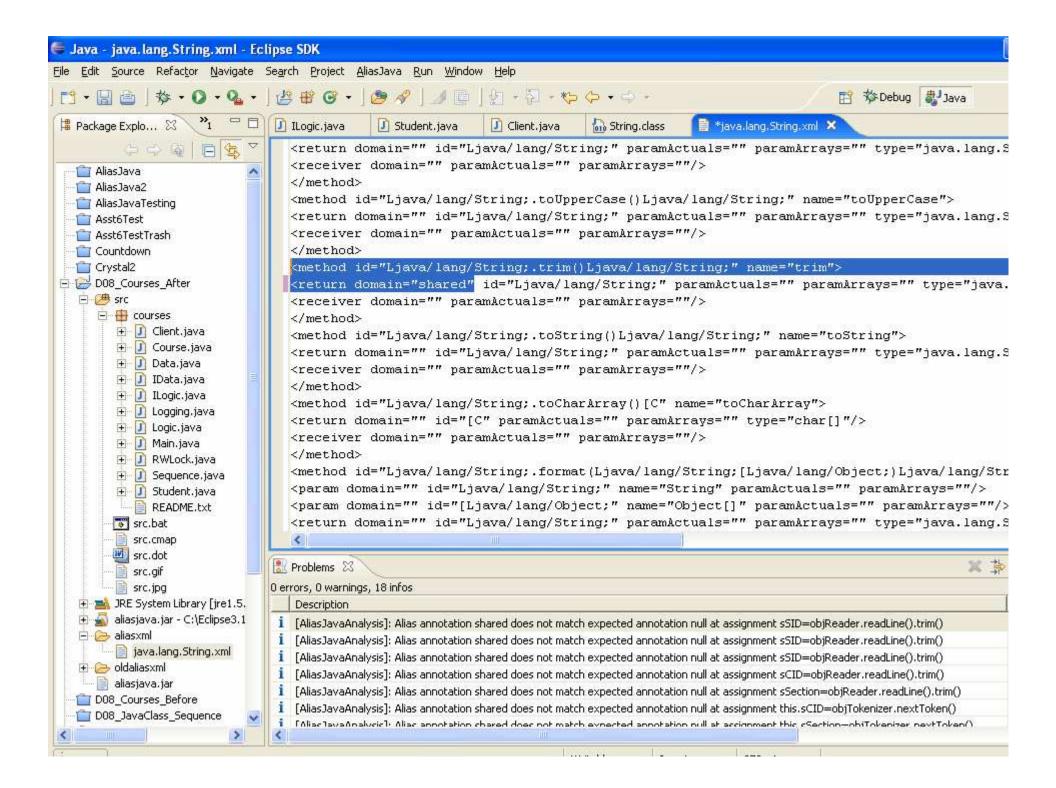




Annotating external code

- Need to annotate code outside of source
 - Standard JDK library
 - Other third-party libraries
- Ideally, library provider adds annotations
- Annotated only parts of library in use
- Annotations shared amongst authors
- Wizard to generate skeleton XML file
 - Place annotations in XML file (AliasXML)
 - No semantic differences



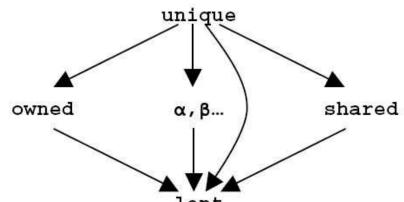


Sample rules (method declaration)

- Check return type annotation
 - If reference type, must have an annotation
 - May not be marked owned for public methods
- Check parameter annotations
 - If reference type, must have an annotation
 - May not be marked owned for public methods
- Check overriding
 - May not change return type annotation
 - May not change parameter annotation
 - May not change receiver annotation

Checking assignment rule

 Arrow means data can flow between variables with two annotations



- Variable with any type annotation can bet assigned a unique value
- lent variables can be assigned a value with any type annotation
- Values with type annotations owned and shared, as well as declared domains must be kept separate from each other

Future work

- Ease restrictions on coding constructs
 - Inter-procedural annotation inference
 - E.g., allow { return new ...() }
- Integrate other kinds of annotations
 - @Domain("extunique"): externally unique
 - @Domain("readonly"): immutable
- Integrate interactive annotation inference
 - Determining ownership parameters difficult
 - Using annotations does not break the code

Implementation Status

Eclipse Plug-in

- For more information
 - Related Demonstration "A Static Analysis for Extracting Runtime Views from Annotated Object-Oriented Code"
 - http://www.archjava.org

Summary

- Re-implemented ownership domains as annotations using Java 1.5
- Used Eclipse JDT
- Using annotations to improve adoptability
 - Better tool support
 - Incrementally and partially specifying annotations on large code bases
 - More annotations in a non-breaking way