Formal Methods for Java

Lecture 1: Introduction

Jochen Hoenicke

Software Engineering
Albert-Ludwigs-University Freiburg

October 23, 2012

Organisation

Dates

- Lecture is Tuesday 16–18 and Friday 10–11.
- Tutorial is on Friday 11–12.
- Exercise sheets are available on the website on Tuesday.
- Solution must be mailed to the tutor until next Tuesday.

To successfully participate, you must

- do the exercises,
- actively participate in the tutorial,
- pass an oral examination.

Motivations

Why are formal methods interesting?

- improve code quality,
- improve productivity.

Motivations

Quality

- Leads to better understood code.
- Different view point reveals bugs.
- A formal proof can rule out bugs entirely.

Productivity

- Error detection in early stages of development.
- Modular specifications allow reuse of components.
- Documentation, maintenance.
- Automatic test case generation.
- Clearer specification leads to better software.

Is Program Correct?

```
public static int factorial(int n) {
    int result = n;
    while (--n > 0)
        result *= n;
    return result;
}
```

We need a specification!

Adding Pre- and Postcondition

```
/*@ requires n >= 0;
  @ ensures \result == n! ;
  @*/
public static int factorial(int n) {
    int result = n;
    while (--n > 0)
        result *= n;
    return result;
}
```

Is program correct?

No: case n=0 gives wrong result.

JML – Java Modelling Language

JML is an Extension of Java for Design by Contract.

- `http://www.jmlspecs.org/`
- Release can be downloaded from `http://sourceforge.net/projects/jmlspecs/files`
- JML compiler (`jmlc`)
- JML runtime assertion checker (`jmlrac`)

JML Syntax (Method specification)

In JML the specification precedes the method in `/*@ ... @*/`.

- requires formula: The specification only applies if formula holds when function called.
  Otherwise behaviour of method is undefined.
- ensures formula: If the function exits normally formula has to hold.
- assigns variables: The function only changes values of variables
- signals (exception) formula: If the function signals exception then formula holds.
- signals_only exceptions: The function may only throw exceptions that are a subtype of one of the exceptions.
  If omitted function can signal only exceptions that appear in throws clause.
- diverges formula: The function may only diverge if formula holds.

JML Formula Syntax

A JML formula is a Java Boolean expression. The Java language is extended by some JML operators:

- \old(expression): The value of expression before the method was called (used in signal and ensures clause)
- \result: The return value (used in ensures clause).
- *F* ==> *G*: States that *F* implies *G*. This is an abbreviation for ! *F* || *G*.
- \forall *Type t*; condition; formula: States that formula holds for all *t* of type *Type* that satisfy condition.

JML Syntax (Class specification)

In JML class invariants are also in `/*@ ... @*/`.

- invariant formula: Whenever a method is called or returns, the invariant has to hold.
- constraint formula: A relation between the pre-state and the post-state that has to hold for each method invokation.

If factorial is not a builtin operator

Solutions (1): Weakening of specification

```
/*@ requires n >= 0;
  @ ensures \result >= 1;
  @*/
public static int factorial(int n) {
    int result = n;
    while (--n > 0)
        result *= n;
    return result;
}
```

+ Simple Specification
+ Catches the bug
- Cannot find all bugs
- Gives no hint, what the function computes

If factorial is not a builtin operator

Solutions (2): JML: Pure java functions.

```
/*@ requires n >= 0;
  @  ensures (n == 0 ==> \result == 1)
  @        && (n > 0 ==> \result == n*fact(n-1)); */
public static @pure int fact(int n) {
    return n <= 0 ? 1 : n*fact(n-1);
}
```

Pure functions must not have side-effects and must always terminate.

The pure function can be used in specification:

```
/*@ requires n >= 0;
  @ ensures \result == fact(n);
  @*/
public static int factorial(int n) {
    int result = 1;
    while (n > 0)
        result *= n--;
    return result;
}
```

Partial specifications

Giving a full specification is not always practical.

- Code is repeated in the specification.
- Bugs in the code may also be in the specification
  $\Rightarrow$ bugs are not always detected.

Example for Partial Specifications

Factorial example:

```
/*@ requires n>= 0;
  @ ensures \result > 0; @*/
```

Documenting when it throws exceptions:

```
/*@ requires true;
  @ signals (java.lang.IllegalArgumentException) n < 0;
  @ ensures n >= 0 && \result > 0; @*/
```

Incomplete list of expected behaviour:

```
/*@ requires true;
  @ ensures \result.contains(e)
  @     && (\forall Elem f; this.contains(f); \result.contains(f)); @*/
List add(Elem e);
```

Semantics for Java

The Java Language Specification (JLS) 3rd edition gives semantics for Java

- The document has 684 pages.
- 118 pages to define semantics of expression.
- 42 pages to define semantics of method invocation.

Semantics are only defined by prosa text.

Example: What does this program print?

```
class A {
  public static int x = B.x + 1;
}

class B {
  public static int x = A.x + 1;
}

class C {
  public static void main(String[] p) {
    System.err.println("A: " + A.x + ", B: " + B.x);
  }
}
```

Example: What does this program print?

JLS, chapter 12.4.1 “When Initialization Occurs”:
A class T will be initialized immediately before the first occurrence of any one of the following:

- T is a class and an instance of T is created.
- T is a class and a static method declared by T is invoked.
- A static field declared by T is assigned.
- A static field declared by T is used and the field is not a constant variable.
- T is a top-level class, and an assert statement lexically nested within T is executed.

Example: What does this program print?

JLS, chapter 12.4.2 “Detailed Initialization Procedure”:
The procedure for initializing a class or interface is then as follows:

1. Synchronize on the Class object that represents the class or interface to be initialized. This involves waiting until the current thread can obtain the lock for that object.
2. ...
3. If initialization is in progress for the class or interface by the current thread, then this must be a recursive request for initialization. Release the lock on the Class object and complete normally.

4.–8. ...

9. Next, execute either the class variable initializers and static initializers of the class, or the field initializers of the interface, in textual order, as though they were a single block, except that final class variables and fields of interfaces whose values are compile-time constants are initialized first.

10.– ...

Example: What does this program print?

```
class A {
  public static int x = B.x + 1;
}

class B {
  public static int x = A.x + 1;
}

class C {
  public static void main(String[] p) {
    System.err.println("A:␣" + A.x + ",␣B:␣" + B.x);
  }
}
```

Example: What does this program print?

If we run class C:

1. `main`-method of class C first accesses $A.x$.
2. Class A is initialized. The lock for A is taken.
3. Static initializer of A runs and accesses $B.x$.
4. Class B is initialized. The lock for B is taken.
5. Static initializer of B runs and accesses $A.x$.
6. Class A is still locked by current thread (recursive initialization). Therefore, initialization returns immediately.
7. The value of $A.x$ is still 0 (section 12.3.2 and 4.12.5), so $B.x$ is set to 1.
8. Initialization of B finishes.
9. The value of $A.x$ is now set to 2.
10. The program prints "`A: 2, B: 1`".