

# Formal Methods for Java

## Lecture 4: Semantics of JML

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# Operational Semantics for Java

Idea: define transition system for Java

## Definition (Transition System)

A transition system ( $TS$ ) is a structure  $TS = (Q, Act, \rightarrow)$ , where

- $Q$  is a set of states,
  - $Act$  a set of actions,
  - $\rightarrow \subseteq Q \times Act \times Q$  the transition relation.
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- $Q$  reflects the current dynamic state (heap and local variables).
  - $Act$  is the executed code or expressions.
  - $q \xrightarrow{e \triangleright v} q'$  means that in state  $q$  the expression  $e$  is evaluated to  $v$  and the side-effects change the state to  $q'$ .
  - $q \xrightarrow{st} q'$  means that in state  $q$  the statement  $st$  is executable and changes the state to  $q'$ .

# Creating Objects

Creating an Object is always combined with the call of a constructor:

$$\frac{\begin{array}{l} heap_1 = heap \cup \{na \mapsto (Type, \langle 0, \dots, 0 \rangle)\} \\ (heap_1, lcl) \xrightarrow{na.\langle init \rangle(e_1, \dots, e_n) \triangleright v} (heap', lcl') \end{array}}{(heap, lcl) \xrightarrow{\mathbf{new} Type(e_1, \dots, e_n) \triangleright na} (heap', lcl')}, \text{ where } na \notin \text{dom } heap$$

Here  $\langle init \rangle$  stands for the internal name of the constructor.

# Exceptions and Control Flow

To handle exceptions a few changes are necessary:

- We extend the state by a flow component:  
 $Q = Flow \times Heap \times Local$
- $Flow ::= Norm | Ret | Exc \langle\langle Address \rangle\rangle$

We use the identifiers  $flow \in Flow$ ,  $heap \in Heap$  and  $lcl \in Local$  in the rules. Also  $q \in Q$  stands for an arbitrary state.

The following axioms state that in an abnormal state statements are not executed:

$$(flow, heap, lcl) \xrightarrow{e \triangleright v} (flow, heap, lcl), \text{ where } flow \neq Norm$$

$$(flow, heap, lcl) \xrightarrow{s} (flow, heap, lcl), \text{ where } flow \neq Norm$$

## Expressions With Exceptions

The previously defined rules are valid only if the left-hand-state is not an exception state.

$$\frac{(Norm, heap, lcl) \xrightarrow{e_1 \triangleright v_1} q \quad q \xrightarrow{e_2 \triangleright v_2} q'}{(Norm, heap, lcl) \xrightarrow{e_1 * e_2 \triangleright (v_1 \cdot v_2) \bmod 2^{32}} q'}$$

$$\frac{(Norm, heap, lcl) \xrightarrow{st_1} q \quad q \xrightarrow{st_2} q'}{(Norm, heap, lcl) \xrightarrow{st_1; st_2} q'}$$

$$\frac{(Norm, heap, lcl) \xrightarrow{e \triangleright v} q \quad q \xrightarrow{s_1} q'}{(Norm, heap, lcl) \xrightarrow{\text{if}(e) s_1 \text{ else } s_2} q'}, \text{ where } v \neq 0$$

Note that exceptions are propagated using the axiom from the last slide.

$$(flow, heap, lcl) \xrightarrow{e \triangleright v} (flow, heap, lcl), \text{ where } flow \neq Norm$$

# Throwing Exceptions

$$\frac{(Norm, heap, lcl) \xrightarrow{e \triangleright v} (Norm, heap', lcl')}{(Norm, heap, lcl) \xrightarrow{\text{throw } e_i} (Exc(v), heap', lcl')}$$

What happens if in a field access the object is null?

$$\frac{q' \xrightarrow{\text{throw new NullPointerException()}} q''}{(Norm, heap, lcl) \xrightarrow{e.fld \triangleright v} q''}, \text{ where } v \text{ is some arbitrary value}$$

## Complete Rules for **throw**

$$\frac{(Norm, heap, lcl) \xrightarrow{e \triangleright v} (Norm, heap', lcl')}{(Norm, heap, lcl) \xrightarrow{\text{throw } e_i} (Exc(v), heap', lcl')}, \text{ where } v \neq 0$$

$$\frac{q' \xrightarrow{e \triangleright 0} q' \quad q' \xrightarrow{\text{throw new NullPointerException()}} q''}{(Norm, heap, lcl) \xrightarrow{\text{throw } e_i} q''}$$

$$\frac{(Norm, heap, lcl) \xrightarrow{e \triangleright v} (flow', heap', lcl')}{(Norm, heap, lcl) \xrightarrow{\text{throw } e_i} (flow', heap', lcl')}, \text{ where } flow' \neq Norm$$

# Catching Exceptions

Catching an exception:

$$\frac{\begin{array}{l} (Norm, heap, lcl) \xrightarrow{s_1} (Exc(v), heap', lcl') \\ (Norm, heap', lcl' \cup \{ex \mapsto v\}) \xrightarrow{s_2} q'' \end{array}}{(Norm, heap, lcl) \xrightarrow{\text{try } s_1 \text{ catch}(Type \text{ } ex) s_2} q''}, \text{ where } v \text{ is an instance of } Type$$

No exception caught:

$$\frac{(Norm, h, l) \xrightarrow{s_1} (flow', h', l')}{(Norm, h, l) \xrightarrow{\text{try } s_1 \text{ catch}(Type \text{ } ex) s_2} (flow', h', l')}, \text{ where } flow' \text{ is not } Exc(v) \text{ or } v \text{ is not an instance of } Type$$

## Return Statement

Return statement stores the value and signals the *Ret* in flow component:

$$\frac{(Norm, heap, lcl) \xrightarrow{e \triangleright v} (Norm, heap', lcl')}{(Norm, heap, lcl) \xrightarrow{\text{return } e} (Ret, heap', lcl' \oplus \{\backslash result \mapsto v\})}$$

But evaluating *e* can also throw exception:

$$\frac{(Norm, heap, lcl) \xrightarrow{e \triangleright v} (flow, heap', lcl')}{(Norm, heap, lcl) \xrightarrow{\text{return } e} (flow, heap', lcl')}, \text{ where } flow \neq Norm$$

## Method Call (Normal Case)

$$\frac{\begin{array}{c} (Norm, h_1, l_1) \xrightarrow{e \triangleright v} q_2 \\ q_2 \xrightarrow{e_1 \triangleright v_1} q_3 \\ \vdots \\ q_{n+1} \xrightarrow{e_n \triangleright v_n} (f_{n+2}, h_{n+2}, l_{n+2}) \\ (f_{n+2}, h_{n+2}, ml) \xrightarrow{body} (Ret, h_{n+3}, ml') \end{array}}{(Norm, h_1, l_1) \xrightarrow{e.m(e_1, \dots, e_n) \triangleright ml'(\backslash result)} (Norm, heap_{n+3}, l_{n+2})},$$

where  $param_1, \dots, param_n$  are the names of the parameters and  $body$  is the body of the method  $m$  in the object  $heap_{n+2}(v)$ , and  $ml = \{this \mapsto v, param_1 \mapsto v_1, \dots, param_n \mapsto v_n\}$

## Method Call With Exception

$$\frac{\begin{array}{c} (Norm, h_1, l_1) \xrightarrow{e \triangleright v} q_2 \\ q_2 \xrightarrow{e_1 \triangleright v_1} q_3 \\ \vdots \\ q_{n+1} \xrightarrow{e_n \triangleright v_n} (f_{n+2}, h_{n+2}, l_{n+2}) \\ (f_{n+2}, h_{n+2}, ml) \xrightarrow{body} (Exc(v_e), h_{n+3}, ml') \end{array}}{(Norm, h_1, l_1) \xrightarrow{e.m(e_1, \dots, e_n) \triangleright ml'(\backslash result)} (Exc(v_e), heap_{n+3}, l_{n+2})},$$

where  $param_1, \dots, param_n$  are the names of the parameters and  $body$  is the body of the method  $m$  in the object  $heap_{n+2}(v)$ , and  $ml = \{this \mapsto v, param_1 \mapsto v_1, \dots, param_n \mapsto v_n\}$