The Java Modeling Language (Part 1)

Wolfgang Schreiner
Wolfgang.Schreiner@risc.uni-linz.ac.at

Research Institute for Symbolic Computation (RISC)
Johannes Kepler University, Linz, Austria
http://www.risc.uni-linz.ac.at

Overview

- Since 1999 by Gary T. Leavens et al. (Iowa State University).

  `www.jmlspecs.org`
- A behavioral interface specification language.
  - Syntactic interface and visible behavior of a Java module (interface/class).
  - Tradition of VDM, Eiffel, Larch/C++.
- Fully embedded into the Java language.
  - Java declaration syntax and (extended) expression syntax.
  - Java types, name spaces, privacy levels.
- JML annotations disguised as Java comments.

```
//@ ...
/*@ ...
  @ ... @*/
```

1. **Basic JML**

2. JML Tools

3. More Realistic JML

Basic JML

JML as required for the basic Hoare calculus.

- Assertions.

  `assume`, `assert`.
- Loop assertions.

  `loop_invariant`, `decreases`.
- Method contracts.

  `requires`, `ensures`.
- The JML expression language.

  `\forall`, `\exists`, ...

Specifying simple procedural programs.

Assertions

- Definition:

  An assertion is a command that specifies a property which should always hold when execution reaches the assertion.
- JML: two kinds of assertions.
  - assert *P*: *P* needs verification.
  - assume *P*: *P* can be assumed.
    - Makes a difference for reasoning tools.
    - A runtime checker must test both kinds of assertions.

```
//@ assert n != 0;
int i = 2*(m/n);
//@ assume i == 2*(m/n);
```

Low-level specifications.

Loop Assertions

```
int i = n;
int s = 0;
//@ loop_invariant i+s == n;
//@ decreases i;
while (i >= 0)
{
  i = i-1;
  s = s+1;
}
```

- loop_invariant specifies a loop invariant, i.e. a property that is true before and after each iteration of the loop.
- decreases specifies a termination term, i.e. an integer term that decreases in every iteration but does not become negative.

Useful for reasoning about loops.

Assertions in Methods

```
static int isqrt(int y)
{
  //@ assume y >= 0;
  int r = (int) Math.sqrt(y);
  //@ assert r >= 0 && r*r <= y && y < (r+1)*(r+1);
  return r;
}
```

- assume specifies a condition *P* on the pre-state.
  - Pre-state: the program state before the method call.
  - The method requires *P* as the method's precondition.
- assert specifies a condition *Q* on the post-state.
  - Post-state: the program state after the method call.
  - The method ensures *Q* as the method's postcondition.

Low-level specification of a method.

Design by Contract

Pre- and post-condition define a contract between a method (i.e. its implementor) and its caller (i.e. the user).

- The method (the implementor) may assume the precondition and must ensure the postcondition.
- The caller (the user) must ensure the precondition and may assume the postcondition.
- Any method documentation must describe this contract (otherwise it is of little use).

The legal use of a method is determined by its contract (not by its implementation)!

Method Contracts

```
/*@ requires y >= 0;
  @ ensures \result >= 0
  @   && \result*\result <= y
  @   && y < (\result+1)*(\result+1); @*/
static int isqrt(int y)
{
  return (int) Math.sqrt(y);
}
```

- `requires` specifies the method precondition
  - May refer to method parameters.
- `ensures` specifies the method postcondition
  - May refer to method parameters and to result value (`\result`).

Higher-level specification of a method.

Postcondition and Pre-State

```
// swap a[i] and a[j], leave rest of array unchanged
/*@ requires
  @   a != null &&
  @   0 <= i && i < a.length && 0 <= j && j < a.length;
  @ ensures
  @   a[i] = \old(a[j]) && a[j] == \old(a[i]) &&
  @   (* all a[k] remain unchanged where k != i and k != j *) @*/
static void swap(int[] a, int i, int j)
{ int t = a[i]; a[i] = a[j]; a[j] = t; }
```

- Variable values in postconditions:
  - `x` ... value of `x` in post-state (after the call).
  - `\old(x)` ... value of `x` in pre-state (before the call).
  - `\old(E)` ... expression E evaluated with the value of every variable x in E taken from the pre-state.

Variable values may change by the method call (more on this later).

The JML Expression Language

- Atomic Formulas
  - Any Java expression of type `boolean`: `a+b == c`
    - Primitive operators and pure program functions (later).
  - Informal property expression: `(* sum of a and b equals c *)`
    - Does not affect truth value of specification.
- Connectives: `~`P, P`&&`Q, P`||`Q, P`==>`Q, P`<==`Q, P`<==>`Q, P`<=!=>`Q
  - $\neg P, P \land Q, P \lor Q, P \Rightarrow Q, Q \Rightarrow P, P \Leftrightarrow Q, \neg(P \Leftrightarrow Q)$.
- Universal quantification: `(\forall` T x`;` P`;` Q`)`
  - $\forall x \in T : P \Rightarrow Q$
- Existential quantification: `(\exists` T x`;` P`;` Q`)`
  - $\exists x \in T : P \land Q$

Strongly typed first-order predicate logic with equality.

The JML Expression Language (Contd)

- Sum: `(\sum` T x`;` P`;` U`)`
  - $\sum_{(x \in T) \land P} U$
- Product: `(\product` T x`;` P`;` U`)`
  - $\prod_{(x \in T) \land P} U$
- Minimum: `(\min` T x`;` P`;` U`)`
  - $\min\{U : x \in T \land P\}$
- Maximum: `(\max` T x`;` P`;` U`)`
  - $\max\{U : x \in T \land P\}$
- Number: `(\num_of` T x`;` P`;` Q`)`
  - $\sum_{x \in T : \land P \land Q} 1$
- Set: `new JMLObjectSet {`T x `|` P`}`
  - $\{x \in T : P\}$

Examples

```
// sort array a in ascending order
/*@ requires a != null;
  @ ensures (* a contains the same elements as before the call *)
  @   && (\forall int i; 0 <= i && i < a.length-1; a[i] <= a[i+1]);
  @*/
static void sort(int[] a) { ... }

// return index of first occurrence of x in a, -1 if x is not in a
/*@ requires a != null;
  @ ensures
  @   (\result == -1
  @     && (\forall int i: 0 <= i && i < a.length; a[i] != x)) ||
  @   (0 <= \result && \result < a.length && a[\result] == x
  @     && (\forall int i; 0 <= i && i < \result; a[i] != x));
  @*/
static int findFirst(int[] a, int x) { ... }
```

Examples

```
// swap a{i] and a[j], leave rest of array unchanged
/*@ requires
  @   a != null &&
  @   0 <= i && i < a.length && 0 <= j && j < a.length;
  @ ensures
  @   a[i] = \old(a[j]) && a[j] == \old(a[i]) &&
  @   (\forall k; 0 <= k && k < a.length && k != i && k != j;
  @     a[k] == \old(a[k]));
  @*/
static void swap(int[] a, int i, int j) { ... }
```

1. Basic JML

2. **JML Tools**

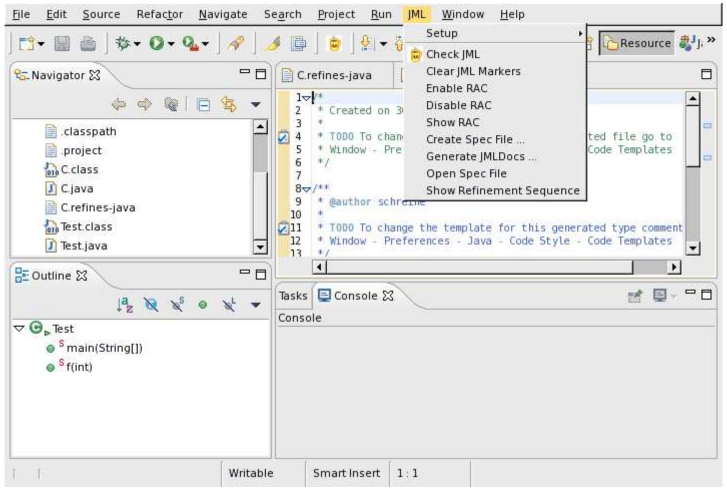
3. More Realistic JML

JML Tools

- Type checker `jml`
  - Checks syntactic and type correctness.
- Runtime assertion checker compiler `jmlc`
  - Generates runtime assertions from (some) JML specifications.
- JML skeleton specification generator `jmlspec`
  - Generates JML skeleton files from Java source files.
- Document generator `jmldoc`
  - Generates HTML documentation in the style of `javadoc`.
- Unit testing tool `junit`
  - Generates stubs for the *JUnit* testing environment using specifications as test conditions.

Simple GUI launched by `jml-launcher`.

JML Eclipse Plugin



```
/*
 * Created on 3
 *
 * TODO To chan                              ted file go to
 * Window - Pre                              Code Templates
 */

/**
 * @author schreine
 *
 * TODO To change the template for this generated type comment
 * Window - Preferences - Java - Code Style - Code Templates
 */
```

1. Basic JML

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3. **More Realistic JML**

More Realistic JML

JML for procedural programs with side-effects and errors.

- Side-effects
  - `assignable`, `pure`
- Exceptions
  - `signals`

We also have to deal with the less pleasant aspects of programs.

Side Effects

```
static int q, r, x;

/*@ requires b != 0;
  @ assignable q, r;
  @ ensures a == b*q + r && sign(r) == sign(a) &&
  @   (\forall int r0, int q0; a == b*q0+r0 && sign(r) == sign(a);
  @      abs(q) <= abs(q0)) @*/
static void quotRem(int a, int b)
{ q = a/b; r = a%b; }
```

- `assignable` specifies the variables that method may change.
- Default: `assignable \everything`.
  - Method might change any visible variable.
- Possible: `assignable \nothing`.
  - No effect on any variable.

Pure Program Functions

```
static /*@ pure @*/ int sign(int x)
{
  if (x == 0)
    return 0;
  else if (x > 0)
    return 1;
  else
    return -1;
}

static /*@ pure @*/ int abs(int x)
{ if (x >= 0) return x; else return -x; }
```

- Pure program functions may be used in specification expressions.
  - `pure` implies `assignable \nothing`.

JML considers pure program functions as mathematical functions.

Exceptions

```
static int balance;

/*@ assignable balance;
  @ ensures \old(balance) >= amount
  @   && balance = \old(balance)-amount;
  @ signals(DepositException e) \old(balance) < amount
  @   && balance == \old(balance); @*/
static void withdraw(int amount) throws DepositException
{
  if (balance < amount) raise new DepositException();
  balance = balance-amount;
}
```

- This method has two ways to return.
  - Normal return: the postcondition specified by `ensures` holds.
  - Exceptional return: an exception is raised and the postcondition specified by `signals` holds.

Exceptions

- Default: `signals(Exception e) true;`
  - Instead of a normal return, method may also raise an exception without any guarantee for the post-state.
  - Even if no `throws` clause is present, runtime exceptions may be raised.
- Consider: `signals(Exception e) false;`
  - If method returns by an exception, `false` holds.
  - Thus the method must not raise an exception (also no runtime exception).

We also have to take care to specify the exceptional behavior of a method!

Preconditions versus Exceptions

```
/*@ requires (\exists int x; ; a == x*b);
  @ ensures a == \result*b; @*/
static int exactDivide1(int a, int b) { ... }

/*@ ensures (\exists int x; ; a == x*b) && a == \result*b;
  @ signals(DivException e) !(\exists int x; ; a == x*b) @*/
static int exactDivide2(int a, int b) throws DivException { ... }
```

- `exactDivide1` has precondition $P :\Leftrightarrow \exists x : a = x \cdot b$.
  - Method must not be called, if P is false.
  - It is the responsibility of the caller to take care of P.
- `exactDivide2` has precondition true.
  - Method may be also called, if P is false.
  - Method must raise `DivException`, if P is false.
  - It is the responsibility of the method to take care of P.

Different contracts!

Lightweight Specifications

This is the contract format we used up to now.

```
/*@ requires ...;
  @ assignable ...;
  @ ensures ...;
  @ signals ...; @*/
```

- Convenient form for simple specifications.
- If some clauses are omitted, their value is *unspecified*.

So what does a (partially) unspecified contract mean?

Method Underspecification

If not specified otherwise, client should assume weakest possible contract:

- `requires false;`
  - Method should not be called at all.
- `assignable \everything;`
  - In its execution, the method may change any visible variable.
- `ensures true;`
  - If the method returns normally, it does not provide any guarantees for the post-state.
- `signals(Exception e) true;`
  - Rather than returning, the method may also throw an arbitrary exception; in this case, there are no guarantees for the post-state.

Defensive programming: for safety, client should avoid implicit assumptions.

Method Underspecification

If not specified otherwise, method should implement strongest possible contract:

- `requires true;`
  - Method might be called in any pre-state.
- `assignable \nothing;`
  - In its execution, the method must not change any visible variable.
- `signals(Exception e) false;`
  - Method should not throw any exception.

Defensive programming: for safety, method should satisfy implicit client assumptions (as far as possible).

Heavyweight Specifications

```
/*@ public normal_behavior
  @   requires ...;
  @   assignable ...;
  @   ensures ...;
  @ also public exceptional_behavior
  @   requires ...;
  @   assignable ...;
  @   signals(...) ...; @*/
```

- A normal behavior and (one or multiple) exceptional behaviors.
  - Method must implement all behaviors.
- Each behavior has a separate precondition.
  - What must hold, such that method can exhibit this behavior.
  - If multiple hold, method may exhibit any corresponding behavior.
  - If none holds, method must not be called.
- For each behavior, we can specify
  - the visibility level (later), the assignable variables, the postcondition.

Heavyweight Specification Defaults

If not specified otherwise, we have the following defaults:

- `requires true;`
  - Method may be called in any state.
- `assignable \everything;`
  - In its execution, the method may change every visible variable.
- `ensures true;`
  - After normal return, no guarantees for the post-state.
- `signals(Exception e) true;`
  - Rather than returning, the method may also throw an arbitrary exception; then there are no guarantees for the post-state.

Method must not make assumptions on the pre-state, caller must not make assumptions on the method behavior and on the post-state.

Example

```
static int balance;

/*@ public normal_behavior
  @   assignable balance;
  @   requires balance >= amount
  @   ensures balance = \old(balance)-amount;
  @ also public exceptional_behavior
  @   requires balance < amount
  @   assignable \nothing;
  @   signals(DepositException e) true;
  @*/
static void withdraw(int amount) throws DepositException
{
  if (balance < amount) raise new DepositException();
  balance = balance-amount;
}
```

Clearer separation of normal behavior and exceptional behavior.