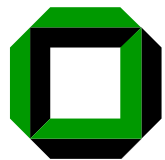


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# An Object-Oriented Dynamic Logic with Updates

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# Motivation

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JAVACARDDL

# Motivation

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JAVACARDDL

ODL

# Motivation

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JAVACARDDL

ODL

WHILE

# Overview

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- What's an Object-Oriented Dynamic Logic (ODL )
- Objective
- The language ODL
- JAVA  $\rightsquigarrow$  ODL
- Calculus
- Summary

# Object-Oriented DL

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- ODL is a dynamic logic.
- “Natural” representation of OOP.
- ODL only contains **essentials** of OO.

# Objective

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- Characterise logical essentials of OO.
- Simple proofs *within* calculus and *about* calculus.
- Prove sound & rel. **complete**.
- Theoretical foundation of KeY and updates. KeY completeness?

# The Language ODL

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- Type-lattice with integers  $\mathbb{Z}$
- Formulas  $\phi$ 
  - ▶  $\neg, \wedge, \vee, \rightarrow, \leftrightarrow, \exists, \forall, \doteq$
  - ▶  $[\alpha]\phi, \langle \alpha \rangle \phi$
  - ▶ *if  $\phi$  then  $s$  else  $t$  fi*,  $t$  instance of  $C$
- Programs  $\alpha$ 
  - ▶  $f(t) := s$  (also simultaneous)
  - ▶  $\text{if}(\phi) \{ \alpha \} \text{ else } \{ \gamma \}, \text{ while}(\phi) \{ \alpha \}, \alpha; \gamma$



# JAVA $\rightsquigarrow$ ODL

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Software-Engineering features to ignore

- Coupling of state and behaviour
- Encapsulation
- Information hiding & visibility

# JAVA $\rightsquigarrow$ ODL

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## Non-essentials to discard

- Inner classes
- Field overriding
- Associations
- Events
- Side-effects & evaluation order
- Exceptions

Simple translation  $\Rightarrow$  syntactic sugar

# JAVA $\rightsquigarrow$ ODL

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## Essentials to dispose

- Implementation inheritance
- Object creation
- Dynamic dispatch & polymorphism

Simple translation  $\Rightarrow$  syntactic sugar

# JAVA $\approx$ ODL

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## Features to keep

- Field access (functions)
  - Subtyping ( $\neq$  inheritance)
- $\approx$  “object = state + behaviour”  
especially
- ▶ Modifiable state
  - ▶ Dynamic types

# JAVA $\rightsquigarrow$ ODL (create)

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Object creation has to support

- Dynamic type checks
- Object identity “new  $\neq$  new”
- Extension for varying domain

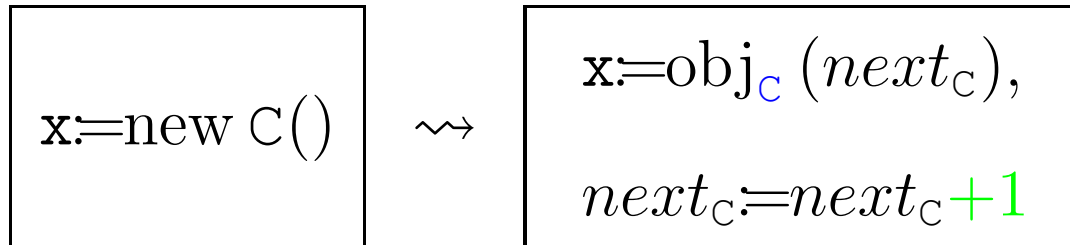
# JAVA $\rightsquigarrow$ ODL (create)

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Object creation has to support

- Dynamic **type** checks
- Object **identity** “new  $\neq$  new”
- Extension for varying domain

• Ex:



# Calculus: object creation

---

- Dynamic type checks

$$\text{obj}_A(n) \text{ instanceof } C = \begin{cases} \textit{true} & \Leftarrow A \text{ subty. of } C \\ \textit{false} & \text{otherwise} \end{cases}$$

# Calculus: object creation

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- Dynamic type checks

$$\text{obj}_A(n) \text{ instanceof } C = \begin{cases} \textit{true} & \Leftarrow A \text{ subty. of } C \\ \textit{false} & \text{otherwise} \end{cases}$$

- Ex:

$$\text{obj}_{\text{Car}}(n) \text{ instanceof Vehicle} = \textit{true}$$

$$\text{obj}_{\text{Vehicle}}(k) \text{ instanceof Car} = \textit{false}$$

$$f(a) \text{ instanceof Car} = ?$$



# Calculus: object creation

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- Object identity “new  $\neq$  new”

$$\frac{}{\Gamma, i \neq j \vdash \Delta, \text{obj}_C(i) \neq \text{obj}_C(j)}$$

# Calculus: object creation

---

- Object identity “new  $\neq$  new”

$$\frac{}{\Gamma, i \neq j \vdash \Delta, \text{obj}_C(i) \neq \text{obj}_C(j)}$$

- Ex:

$x := \text{new } C();$

$y := \text{new } C();$

$\text{if}(x \doteq y) \{ \alpha \} \text{ else } \{ \gamma \}$

$\rightsquigarrow$

$x := \text{obj}_C(1);$

$\rightsquigarrow$

$y := \text{obj}_C(2);$

$1 \neq 2$   
 $\rightsquigarrow$

$\gamma$

# Calculus: object creation

---

- Extension for varying domain

$$\forall n (n < next_C \rightarrow \phi(obj_C(n)))$$

“All objects created so far satisfy  $\phi$ ”

# Example: updates

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$$\langle \mathbf{f}(s) := t \rangle g(f(s))$$

$$\rightsquigarrow g(\langle \mathbf{f}(s) := t \rangle f(s))$$

$$\text{“ } \rightsquigarrow \text{ ” } g(t)$$

# Example: updates (alias)

---

$$\langle \mathbf{f}(\mathbf{s}) := \mathbf{t} \rangle g(f(r))$$

$$\rightsquigarrow g(\langle \mathbf{f}(\mathbf{s}) := \mathbf{t} \rangle f(r))$$

$$\rightsquigarrow g(\text{if } s \doteq r \text{ then } t \text{ else } f(r) \text{ fi})$$

$$\text{“ } \rightsquigarrow \text{ ” } \left( s \doteq r \rightarrow g(t) \right) \wedge \\ \left( s \neq r \rightarrow g(f(r)) \right)$$

# Calculus: updates

---

- update (match)

$$\langle \mathbf{f}(s) := t \rangle f(u) \rightsquigarrow$$

*if  $s \doteq \langle \mathbf{f}(s) := t \rangle u$  then  $t$  else  $f(\langle \mathbf{f}(s) := t \rangle u)$  fi*

- conditional term split

$$\frac{\Gamma \vdash \Delta, (e \rightarrow \phi(s)) \wedge (\neg e \rightarrow \phi(t))}{\Gamma \vdash \Delta, \phi(\text{if } e \text{ then } s \text{ else } t \text{ fi})}$$

admissible

# Relative Completeness

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- Arithmetic is incomplete.
- How much worse is ODL calculus?
- Relatively complete:  
≈ “in addition to domain of computation, program verification calculus ODL is complete”

# Relative Completeness

---

- Arithmetic is incomplete.
- How much worse is ODL calculus?
- Relatively complete:  
≈ “in addition to domain of computation, program verification calculus ODL is complete”

⇒ KeY is relatively complete, “suitable”  
JAVA transformations provided.



# Summary

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- ODL is an object-oriented dynamic logic.
- ODL only contains essentials of OO.
- “Natural” translation  $JAVA \rightsquigarrow ODL$ .
- Updates for object aliasing.
- Calculus is sound.
- ▶ Plan: prove calculus rel. complete.

# Repository

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- The end of the presentation

# Terminology: Admissible

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- $[s \mapsto t]$  is *admissible* for  $\phi : \iff s, t$  do not trespass modalities for which they are not rigid during the formation of  $\phi[s \mapsto t]$ .
- *wary substitution*  $\widehat{[s \mapsto t]}$  works like  $[s \mapsto t]$  but quits in front of modalities for which  $s$  or  $t$  are not rigid.

# JAVA $\rightsquigarrow$ ODL (throw) (I)

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```
try {  
    while (x >= y) {  
        x = x - y;  
        if (no progress) {  
            throw new DivByZero(x, y);  
        }  
        z = z + 1;  
    }  
} catch (DivByZero r) {h}
```

# JAVA $\rightsquigarrow$ ODL (throw) (II)

---

```
while ( e == null && x >= y ) {  
    x = x - y;  
    if ( no progress ) {  
        e = new DivByZero ( x , y );  
    }  
    if ( e == null ) { z = z + 1 ; }  
}  
if ( e instanceof DivByZero ) { h  
} else { ... }
```

# JAVA $\rightsquigarrow$ ODL (dispatch)

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- C extends B
- C and B provide `m(String arg)`
- Transformation of `x.m(arg)`:

```
if (x instanceof C) {  
    ((C)x).m(arg);  
} else if (x instanceof B) {  
    ((B)x).m(arg);  
}
```

# Example: updates (alias)

---

$$\langle \mathbf{f}(\mathbf{s}) := \mathbf{t} \rangle g(f(r))$$

$$\rightsquigarrow g(\langle \mathbf{f}(\mathbf{s}) := \mathbf{t} \rangle f(r))$$

$$\rightsquigarrow g(\text{if } s \doteq r \quad \text{then } t \text{ else } f(\langle \mathbf{f}(\mathbf{s}) := \mathbf{t} \rangle r) fi)$$

# Example: updates (alias)

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$$\rightsquigarrow g(\text{if } s \doteq r \text{ then } t \text{ else } f(r) fi)$$

$$\text{“ } \rightsquigarrow \text{” } \left( s \doteq r \rightarrow g(t) \right) \wedge \\ \left( s \neq r \rightarrow g(f(r)) \right)$$



# Example: updates

---

$\langle \mathbf{f}(\mathbf{s}) := \mathbf{s} \rangle g(f(f(r)))$

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$\rightsquigarrow g\left(\text{if } s \doteq \left(\text{if } s \doteq \langle \mathbf{f}(\mathbf{s}) := \mathbf{s} \rangle r \text{ then } s \text{ else } f(\langle \mathbf{f}(\mathbf{s}) := \mathbf{s} \rangle r) \text{ fi}\right) \text{ then } s$

*else*

$f\left(\text{if } s \doteq \langle \mathbf{f}(\mathbf{s}) := \mathbf{s} \rangle r \text{ then } s \text{ else } f(\langle \mathbf{f}(\mathbf{s}) := \mathbf{s} \rangle r) \text{ fi}\right)$

# Example: updates

---

$\rightsquigarrow$   $g\left(\text{if } s \doteq (\text{if } s \doteq r \text{ then } s \text{ else } f(r) \text{ fi}) \text{ then } s\right.$

$\text{else}$

$f(\text{if } s \doteq r \text{ then } s \text{ else } f(r) \text{ fi})$

$\left. \text{fi} \right)$

“ $\rightsquigarrow$ ”  $\left( s \doteq r \rightarrow g(\text{if } s \doteq s \text{ then } s \text{ else } f(s) \text{ fi}) \right) \wedge$   
 $\left( s \neq r \rightarrow g(\text{if } s \doteq f(r) \text{ then } s \text{ else } f(f(r)) \text{ fi}) \right)$

“ $\rightsquigarrow$ ”  $\left( s \doteq r \rightarrow g(s) \right) \wedge$   
 $\left( s \neq r \rightarrow g(\text{if } s \doteq f(r) \text{ then } s \text{ else } f(f(r)) \text{ fi}) \right)$

# Example: updates (quick)

---

$\langle \mathbf{f}(s) := s \rangle g(f(f(s)))$

$\rightsquigarrow g(\langle \mathbf{f}(s) := s \rangle f(f(s)))$

$\rightsquigarrow g\left(\text{if } s \doteq \langle \mathbf{f}(s) := s \rangle f(s) \text{ then } s \text{ else } f(\langle \mathbf{f}(s) := s \rangle f(s)) \text{ fi}\right)$

$\rightsquigarrow g\left(\text{if } s \doteq (\text{if } s \doteq \langle \mathbf{f}(s) := s \rangle s \text{ then } s \text{ else } f(\langle \mathbf{f}(s) := s \rangle s)) \text{ fi} \text{ then } s\right)$

*else*

$f(\text{if } s \doteq \langle \mathbf{f}(s) := s \rangle s \text{ then } s \text{ else } f(\langle \mathbf{f}(s) := s \rangle s)) \text{ fi}$

# Example: updates (quick)

---

$g\left(\text{if } s \doteq (\text{if } s \doteq \langle f(s) := s \rangle s \text{ then } s \text{ else } f(\langle f(s) := s \rangle s) \text{ fi}) \text{ then } s\right)$

*else*

$f\left(\text{if } s \doteq \langle f(s) := s \rangle s \text{ then } s \text{ else } f(\langle f(s) := s \rangle s) \text{ fi}\right)$

$\text{fi})$

$\rightsquigarrow g\left(\text{if } s \doteq s \text{ then } s \text{ else } f(s) \text{ fi}\right)$

“ $\rightsquigarrow$ ”  $g(s)$

# Calculus: update promotion

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- update (match)

$$\langle \mathbf{f}(\mathbf{s}) := \mathbf{t} \rangle f(u) \rightsquigarrow$$

*if  $s \doteq \langle \mathbf{f}(\mathbf{s}) := \mathbf{t} \rangle u$  then  $t$  else  $f(\langle \mathbf{f}(\mathbf{s}) := \mathbf{t} \rangle u)$  fi*

- update (promote)

$$\langle \mathbf{f}(\mathbf{s}) := \mathbf{t} \rangle \mathcal{I}(u) \rightsquigarrow \mathcal{I}(\langle \mathbf{f}(\mathbf{s}) := \mathbf{t} \rangle u)$$

$$\Leftarrow f \neq \mathcal{I}$$

# Calculus: merge (last-win)

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- update merge

$$\langle \mathcal{U} \rangle \langle \mathbf{f}(\mathbf{s}) := \mathbf{t} \rangle \phi \rightsquigarrow$$

$$\langle \mathcal{U}, \mathbf{f}(\langle \mathcal{U} \rangle \mathbf{s}) := \langle \mathcal{U} \rangle \mathbf{t} \rangle$$

# Calculus parallel updates

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- Simultaneous parallel update

$$\underbrace{f_1(s_1) := t_1, \dots, f_n(s_n) := t_n}_{\mathcal{U}}$$

- update (match)

$$\langle \mathcal{U} \rangle f(u) \rightsquigarrow$$

*if*  $s_{i_r} \doteq \langle \mathcal{U} \rangle u$  *then*  $t_{i_r}$  *else* ...

*if*  $s_{i_1} \doteq \langle \mathcal{U} \rangle u$  *then*  $t_{i_1}$  *else*  $f(\langle \mathcal{U} \rangle u)$  *fi*  $f_i$  *fi*

$$\Leftarrow \{i_1, \dots, i_r\} = \{i : f_i = f\}$$

# Relative Completeness

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- Rel. Complete:

for each  $\phi \in \text{Fml}(\Sigma \cup V)$

( for each arithmetic struct.  $\ell \models \phi$  ) implies  $\vdash$

assuming oracle for first-order arithmetic.