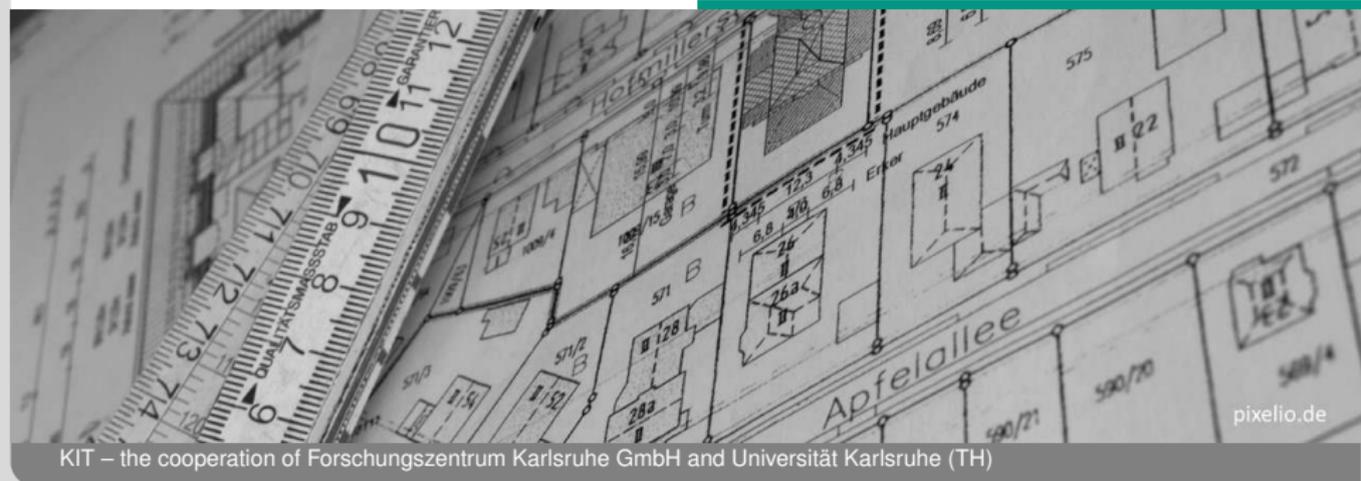


# Semantics for the Java Modeling Language

Daniel Bruns



- 1 Introduction
- 2 Expressions
- 3 Visible states
- 4 Conclusion

# The Java Modeling Language (JML)

- is a specification language especially for Java.
- is implemented by KeY.

## But...

- There are no “official” **formal** semantics, only verbal descriptions.
- The Reference Manual still is incomplete or ambiguous on some occasions.
- The language is constantly evolving.

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# Goal and approach of my thesis

- Provide rigorously formal semantics
- Build on simple mathematical notion
- Independent of logical system/ implementing tool
- See JML as a proper extension to Java (no interference with execution)

- Universe  $\mathcal{U}$  of semantical objects and primitive values
- System state  $s = (h, \sigma, \chi)$ 
  - Heap  $h : \mathcal{U} \times \mathbb{I} \rightarrow \mathcal{U}$  maps locations to values
  - Stack  $\sigma : \mathbb{I} \rightarrow \mathcal{U}$  evaluates local variables
  - Call stack  $\chi$  contains methods and receivers
- Program behavior through Black Box
  - Input: pre-state  $s_0$ , program  $\pi$
  - Output: run  $R$ , return condition  $\Omega$ , return value  $\rho$

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Evaluation function  $val_s : Expr \rightarrow \mathcal{U}$  for state  $s = (h, \sigma, \chi)$

## Atomic expressions

- $val_s(v) = \sigma(v)$  for a local variable
- $val_s(r.x) = h(val_s(r), x)$  for a field
- $val_s(\text{this}) = \text{top}(\chi)$

## Compound expressions

- $val_s(A \parallel B) = \text{true}$  iff  $val_s(A) = \text{true}$  or  $val_s(B) = \text{true}$
- $val_s(x == y) = \text{true}$  iff  $val_s(x) = val_s(y)$

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- may have side-effects, e.g. `new Object() == 0`
- may “throw exceptions” in JML, e.g. upon division by zero
- may refer to another state, e.g. through `\old`

## Expressions yield state transitions

- Successor function  $\omega : Expr \rightarrow (S \rightarrow S)$
- E.g.  $\omega(A \parallel B)(s) = \begin{cases} \omega(A)(s) & val_s(A) = true \\ \omega(B)(\omega(A)(s)) & otherwise \end{cases}$
- Result: **order of evaluation matters**

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Evaluation function  $val_s : Expr \rightarrow \mathcal{U}$  for state  $s = (h, \sigma, \chi)$

## Atomic expressions

- $val_s(v) = \sigma(v)$  for a local variable
- $val_s(r.x) = h'(val_s(r), x)$  where  $\omega(r)(s) = (h', \sigma', \chi')$
- $val_s(\text{this}) = \text{top}(\chi)$

## Compound expressions

- $val_s(A \parallel B) = true$  iff  $val_s(A) = true$  or  $val_{\omega(A)(s)}(B) = true$
- $val_s(x == y) = true$  iff  $val_s(x) = val_{\omega(x)(s)}(y)$

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## Well-definition of expressions

- E.g.  $wd_s(r.x)$  iff  $val_s(r) \neq null$
- On the top level, expressions are valid if they evaluate to true **and** are well-defined
- $val(A \parallel B) = true$  iff
  - $val(A) = true$  and  $wd(A)$  or
  - $val(B) = true$  and  $wd(A)$  and  $wd(B)$

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## Two-state evaluation

- Evaluate with two states:  $s_0$  (pre-state),  $s_1$  (post-state)
- $val_{s_0, s_1}(\backslash old(e)) = val_{s_0, s_0}(e)$

- A method invoked in a legal pre-state  $s_0$  yields a run  $R$ .
- $I_C$  instance invariant of class  $C$

## Invariant

If  $I_C$  holds in  $s_0$ , then  $I_C$  also holds in every state  $s \in R$  which is **visible** for an instance of  $C$ .

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## Invariant

If  $I_C$  holds in  $s_0$ , then  $I_C$  also holds in every state  $s \in R$  which is visible **for an instance of  $C$** .

# Which states are visible?

## A state is visible for an object $o$ if

- it is reached at the beginning or end of an invocation on  $o$ ,
- it is reached at the beginning or end of a static invocation on  $o$ 's dynamic type or a super-type or
- none of the above is in progress.

# Different invariant semantics

```
public class Invariants {  
    private int z = 1;  
    //@ private invariant z > 0;  
  
    public void a() {  
        z++ = 0;  
    }  
  
    public void b() {  
        z = 0;  
        a();  
    }  
}
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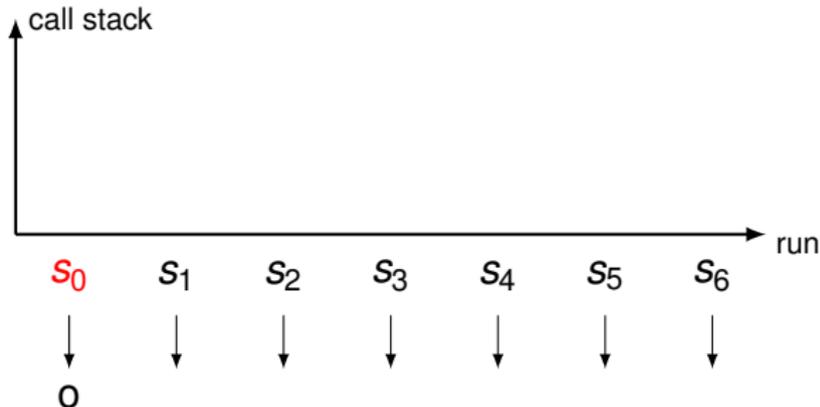
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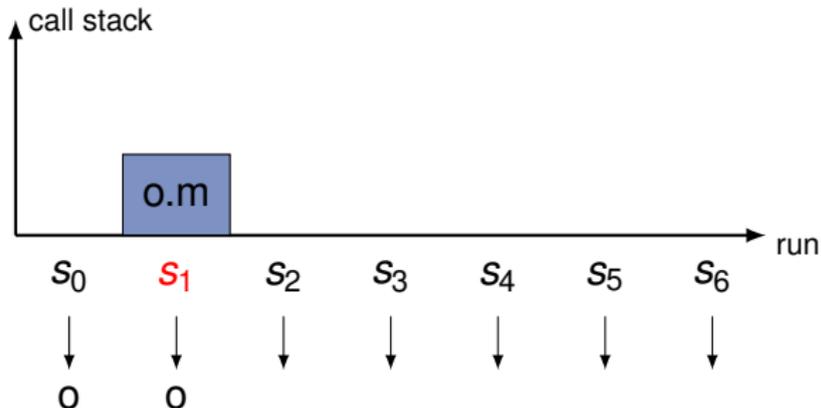
# Deduce visible states from a run

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m () { n (); q = new Q (); }
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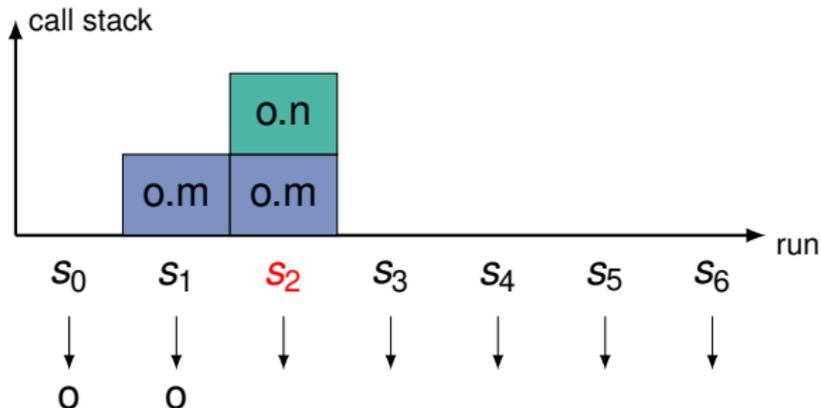
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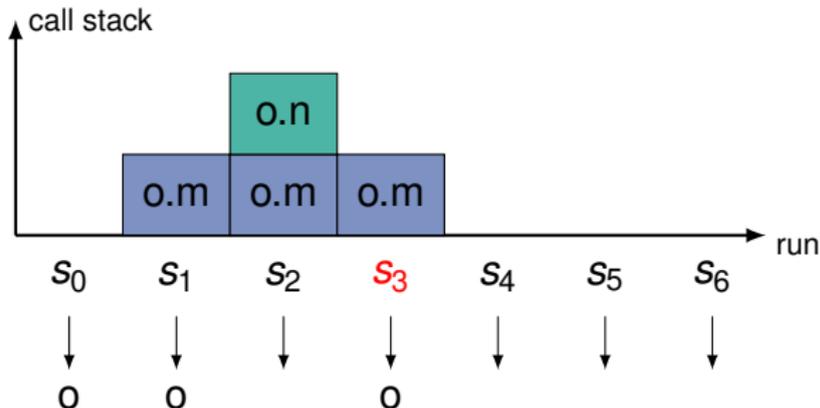
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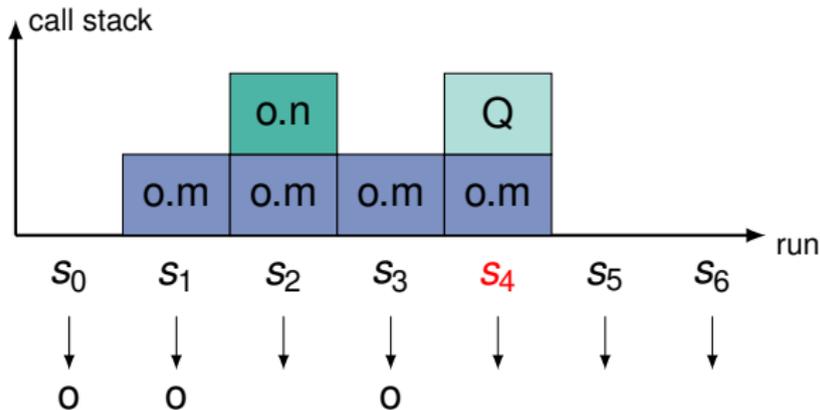
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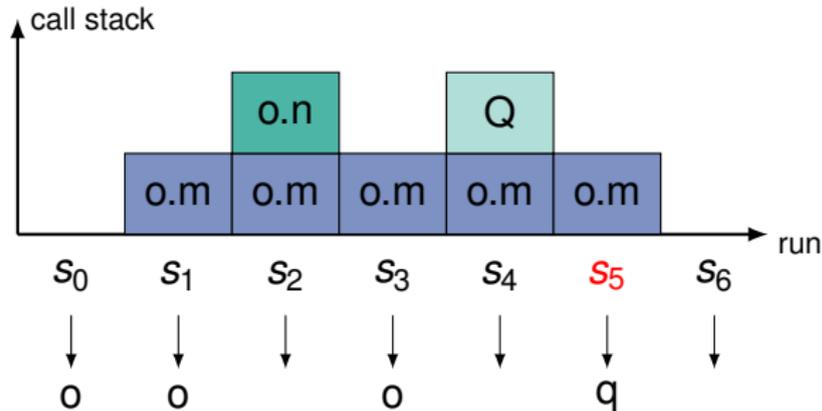
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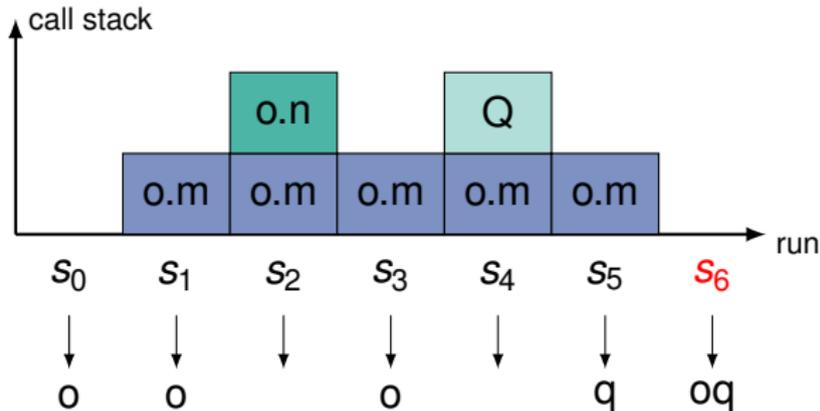
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## My work does include

- Most expressions and specification clauses (except real-time and concurrency)
- Side-effects and well-definition of expressions
- Valuation for model and ghost fields
- Visible state semantics
- Mostly “Level 2” of JML

## KeY does support

- Invariants, history constraints, methods specifications, loop specifications (with framing)
- Ghost fields
- Support for different integer semantics

## KeY does **not** support

- Visible states
- Side-effects and well-definition
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## KeY does **not** support

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The end

Thank you.