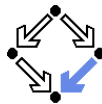
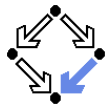


The Java Modeling Language (Part 1)

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1. Basic JML

2. JML Tools

3. More Realistic JML

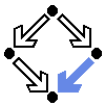
Overview

- 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.

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



Basic JML

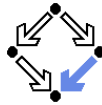


JML as required for the basic Hoare calculus.

- 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.

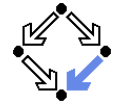
JML: two kinds of assertions.

- `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.

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

Low-level specifications.

Loop Assertions

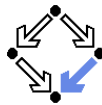


```
int i = n;
int s = 0;
/*@ loop_invariant i+s == n;
    *@ decreases i;
while (i >= 0)
{
    i = i-1;
    s = s+1;
}
```

- `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

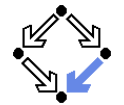


```
static int isqrt(int y)
{
    //@ assume y >= 0;
    int r = (int) Math.sqrt(y);
    //@ assert r >= 0 && r*r <= y && y < (r+1)*(r+1);
    return r;
}
```

- `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

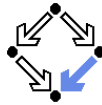


Pre- and post-condition define a **contract** between a method (i.e. its implementor) and its caller (i.e. the user).

- 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

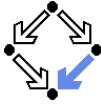


```
/*@ requires y >= 0;
   @ ensures \result >= 0
   @   && \result*\result <= y
   @   && y < (\result+1)*(\result+1); @*/
static int isqrt(int y)
{
  return (int) Math.sqrt(y);
}
```

- **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

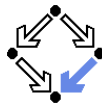


```
// swap a[i] and a[j], leave rest of array unchanged
/*@ requires
   @   a != null &&
   @   0 <= i && i < a.length && 0 <= j && j < a.length;
   @ ensures
   @   a[i] = \old(a[j]) && a[j] == \old(a[i]) &&
   @   (* all a[k] remain unchanged where k != i and k != j *) @*/
static void swap(int[] a, 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).`
 - Except for parameters which are always evaluated in the pre-state.
 - `\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).

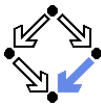
The JML Expression Language



- **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`
 - `¬P, P ∧ Q, P ∨ Q, P ⇒ Q, Q ⇒ P, P ⇔ Q, ¬(P ⇔ Q)`.
- **Universal quantification**: `(\forall T x; P; Q)`
 - $\forall x \in T : P \Rightarrow Q$
- **Existential quantification**: `(\exists T x; P; Q)`
 - $\exists x \in T : P \wedge Q$

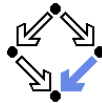
Strongly typed first-order predicate logic with equality.

The JML Expression Language (Contd)



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

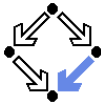
Examples



```
// 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

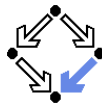


```
// swap a[i] and a[j], leave rest of array unchanged
/*@ requires
    @   a != null &&
    @   0 <= i && i < a.length && 0 <= j && j < a.length;
    @ ensures
    @   a[i] = \old(a[j]) && a[j] == \old(a[i]) &&
    @   (\forall int k; 0 <= k && k < a.length;
    @     (k != i && k != j) ==> a[k] ==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

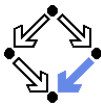
1. Basic JML

2. JML Tools

3. More Realistic JML



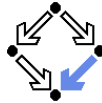
Common JML Tools



- 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`.

Third Party JML Tools

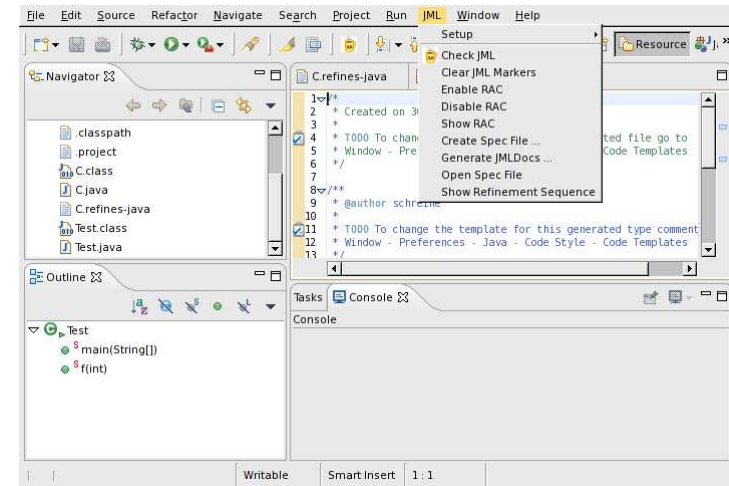
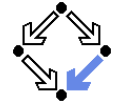


A number of tools use/support JML.

- **Mobius Program Verification Environment**
 - Based on Eclipse 3.4, integrates common JML tools and ESC/Java2.
- **Sireum/Kiasan for Java**
 - Automatic verification and test case generation toolset.
- **Modern Jass**
 - Design by contract tool.
- **ESC/Java2**
 - Extends static checking (later).
- **KeY Verifier**
 - Computer-assisted verification (later).
- ...

Support different versions of JML/Java, for current state, see <http://www.jmlspecs.org/download.shtml>

JML Eclipse Plugin



1. Basic JML

2. JML Tools

3. More Realistic JML

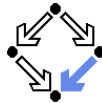
More Realistic JML

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

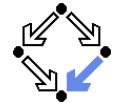


```
static int q, r, x;

/*@ 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(r0) == sign(a);
    @     abs(r) <= abs(r0)) @*/
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



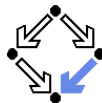
```
static /*@ pure @*/ int sign(int x)
{
    if (x == 0)
        return 0;
    else if (x > 0)
        return 1;
    else
        return -1;
}

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.

Arrays and Side Effects

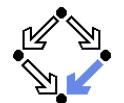


```
int[] a = new int[10];

■ assignable a;
    ■ The pointer a may change.
      a = new int[20];
■ assignable a[*];
    ■ The content of a may change.
      a[1] = 1;

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

Exceptions

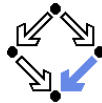


```
static int balance;

/*@ 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) throw 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.

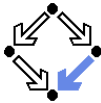
Exceptions



- **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



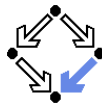
```
/*@ requires (\exists int x; ; a == x*b);
   @ ensures a == \result*b; @*/
static int exactDivide1(int a, int b) { ... }

/*@ 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



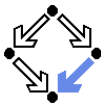
This is the contract format we used up to now.

```
/*@ 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

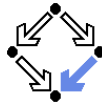


If not specified otherwise, **client** should assume **weakest** possible contract:

- `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

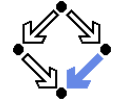


If not specified otherwise, **method** should implement **strongest** possible contract:

- `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).

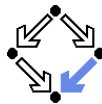
Heavyweight Specifications



```
/*@ 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

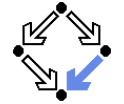


If not specified otherwise, we have the following defaults:

- `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) throw new DepositException();
    balance = balance-amount;
}
```

Clearer separation of normal behavior and exceptional behavior.