

Konzepte objektorientierter Programmierung – Lecture 11 –

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Software Component Technology

Wintersemester 03/04

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Meeting the Requirements

Cooperating Program Parts with Well-Defined Interfaces

- Objects (data + code)
- Interfaces
- Encapsulation

Classification and Specialization

- Classification, subtyping
- Polymorphism
- Substitution principle

Inherently Concurrent Execution Model

- Active objects
- Message passing

Correctness

- Interfaces
- Encapsulation
- Simple, powerful concepts

Agenda for Today

11. Interface Specifications

11.1 Contracts

11.2 Semantics of Interface Specifications

11.3 Model-Based Specifications

11.4 A Closer Look at Modifies Clauses

Objectives

- Specification techniques
- Description of component behavior

Correctness

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
    ...  
  
    public void insert( int i ) {  
        for ( int j = 0; j < next; j-- )  
            if array[ j ] == i then return true;  
        return false;  
    }  
}
```

Syntax Rules

Correctness

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
    ...  
  
    public void insert( int i ) {  
        for ( int j = 0; j < next; j-- )  
            if array[ j ] == i then return true;  
        return false;  
    }  
}
```

Context Conditions

Syntax Rules

Correctness

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
    ...  
  
    public void insert( int i ) {  
        for ( int j = 0; j < next; j-- )  
            if array[j] == i then return true;  
        return false;  
    }  
}
```

Semantic Rules

Context Conditions

Syntax Rules

Correctness

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
    ...  
  
    public void insert( int i ) {  
        for ( int j = 0; j < next; j-- )  
            if array[ j ] == i then return true;  
        return false;  
    }  
}
```

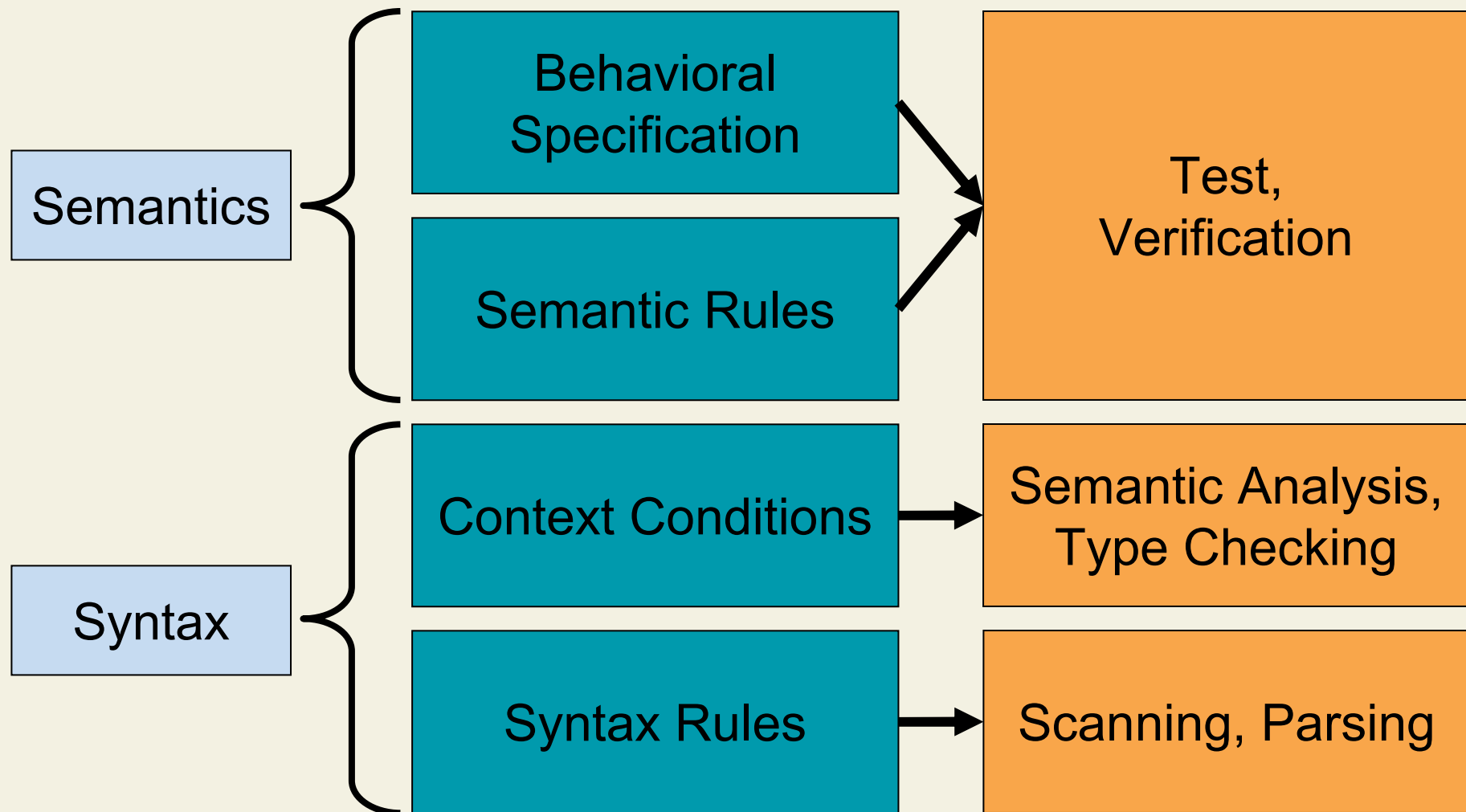
Behavioral
Specification

Semantic Rules

Context Conditions

Syntax Rules

Aspects of Correctness



Test and Verification

Test

- Objective
 - Detect bugs
- Examples
 - White box test
 - Black box test
- Problems
 - Successful test does not guarantee correctness

Verification

- Objective
 - Prove correctness
- Examples
 - Formal verification based on a logic
 - Symbolic execution
- Problems
 - Expensive
 - Formal specification of behavior is required

11. Interface Specifications

11.1 Contracts

11.2 Semantics of Interface Specifications

11.3 Model-Based Specifications

11.4 A Closer Look at Modifies Clauses

Pre-Post Specifications

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
  
    public boolean has( int i ) {  
        for ( int j = 0; j < next; j++ )  
            if ( array[ j ] == i ) return true;  
        return false;  
    }  
    private void resize( ) {  
        int[ ] tmp = new int[ array.length + 10 ];  
        System.arraycopy( array, 0, tmp, 0,  
            array.length );  
        array = tmp;  
    }  
}
```

```
// requires !has( i )  
// ensures has( old( i ) )  
public void insert( int i ) {  
    if ( next == array.length )  
        resize( );  
    array[ next ] = i;  
    next++;  
}  
  
...  
}
```

Frame Properties

```
// requires !has( i )  
// ensures has( old( i ) )  
public void insert( int i ) {  
    array[ 0 ] = i;  
    next = 1;  
}
```

```
// requires !has( i )  
// ensures has( old( i ) ) &&  
//    $\forall j: \text{old}( \text{has}( j ) ) \Rightarrow \text{has}( j )$   
public void insert( int i ) { ... }
```

```
Set s = new Set( );  
s.insert( 42 );  
s.insert( 1492 );  
boolean b = s.has( 42 );
```

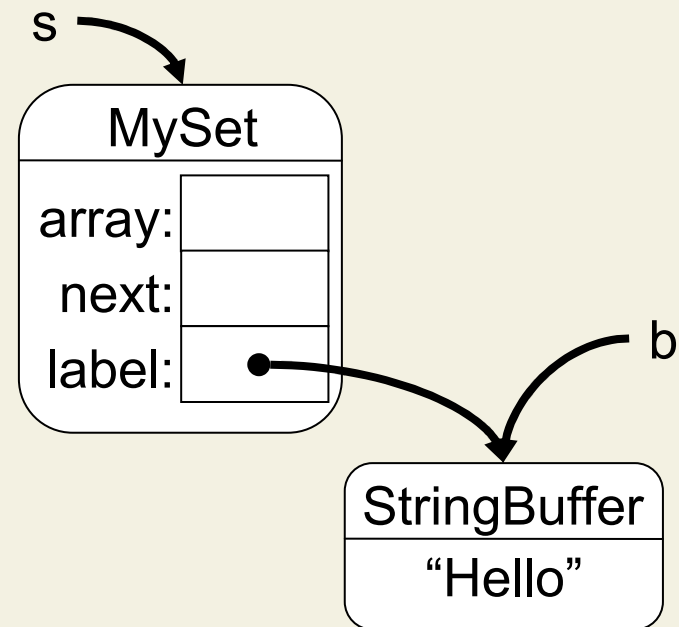
- Methods can have side-effects
- Frame properties describe **what is left unchanged** by a method execution

Frame Properties (cont'd)

```
// requires !has( i )
// ensures has( old( i ) ) &&
//    $\forall j: \text{old}( \text{has}( j ) ) \Rightarrow \text{has}( j )$ 
public void insert( int i ) { ... }
```

```
void foo( Set s, StringBuffer b ) {
    b.insert( 0, "Hello" );
    s.insert( 1492 );
    System.out.println( b );
}
```

```
class MySet extends ArraySet {
    StringBuffer label;
    public void insert( int i ) {
        label.insert( 0, "Surprise" );
        super.insert( i );
    }
}
```

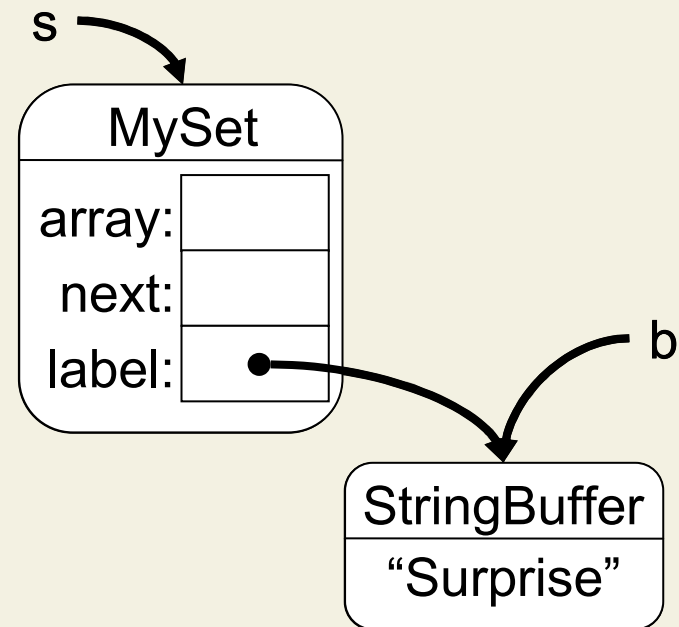


Frame Properties (cont'd)

```
// requires !has( i )  
// ensures has( old( i ) ) &&  
//    $\forall j: \text{old}( \text{has}( j ) ) \Rightarrow \text{has}( j )$   
public void insert( int i ) { ... }
```

```
void foo( Set s, StringBuffer b ) {  
    b.insert( 0, "Hello" );  
    s.insert( 1492 );  
    System.out.println( b );  
}
```

```
class MySet extends ArraySet {  
    StringBuffer label;  
    public void insert( int i ) {  
        label.insert( 0, "Surprise" );  
        super.insert( i );  
    }  
}
```



Modifies Clauses

- In **modular programs**, not all locations that remain unchanged are known
- **Modifies clauses** specify which locations **may be modified** by a method
- Locations **not mentioned** in the modifies clause **must remain unchanged**

```
// requires !has( i )  
// ensures has( old( i ) ) &&  
//    $\forall j: \text{old}( \text{has}( j ) ) \Rightarrow \text{has}( j )$   
// modifies array[ next ], next,  
//           array  
public void insert( int i ) {  
  if ( next == array.length )  
    resize( );  
  array[ next ] = i;  
  next++;  
}
```

Example Revisited

```
// requires !has( i )  
// ensures has( old( i ) ) &&  
//  $\forall j: \text{old}( \text{has}( j ) ) \Rightarrow \text{has}( j )$   
// modifies array[ next ], next, array  
public void insert( int i ) { ... }
```

```
void foo( Set s, StringBuffer b ) {  
    b.insert( 0, "Hello" );  
    s.insert( 1492 );  
    System.out.println( b );  
}
```

```
class MySet extends ArraySet {  
    StringBuffer label;  
    public void insert( int i ) {  
        label.insert( 0, "Surprise" );  
        super.insert( i );  
    }  
}
```

- **Behavioral subtyping:**
Subtype methods have to satisfy modifies clauses of overridden supertype methods

Object Invariants

- Object invariants describe **consistency criteria** for objects
- **Invariants** have to hold in all states, in which an object can be accessed by other objects
- Invariants refer to **one execution state**

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
  
    // invariant array != null    &&  
    //    0 <= next <= array.length  
  
    public void insert( int i ) {  
        if ( next == array.length )  
            resize( );  
        array[ next ] = i;  
        next++;  
    }  
    ...  
}
```

History Constraints

- History constraints relate **two succeeding execution states**
- History constraints enable **datatype induction**

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
    // constraint old( array.length ) <= array.length  
    private void resize( ) {  
        int[ ] tmp = new int[ array.length + 10 ];  
        ... }  
    ...  
}
```

```
class Person {  
    private int age;  
    // constraint old( age ) <= age  
    ...  
}
```

11. Interface Specifications

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Hoare Triples

- Like programs, specifications need a well-defined semantics
- Semantics of specifications can be defined in terms of **Hoare triples**

$$\{ \mathbf{P} \} m(\dots) \{ \mathbf{Q} \}$$

- **Total correctness**: If **P** holds in the prestate of an execution of method *m*, then *m* terminates in a state in which **Q** holds
- **Partial correctness**: If **P** holds in the prestate of an execution of method *m* and *m* terminates, then **Q** holds in the poststate of the execution

Assuming Invariants

- Methods have to **assume the invariant of this** to hold in the prestate
- Methods have to **assume that invariant of all allocated objects** to hold in the prestate

```
// requires !has( i )  
public void insert( int i ) {  
    if ( next == array.length )  
        resize( );  
    array[ next ] = i;  
    next++;  
}
```

```
class Client {  
    ArraySet as;  
    // requires !as.has( 5 )  
    public void foo( ) {  
        as.insert( 5 );  
    }  
}
```

Notation

- $\text{inv}_T(o)$ denotes the invariant of class T for object o

```
class Redundant {  
    private int a, b;  
    // invariant this.a == this.b  
    ...  
}
```

$$\text{inv}_{\text{Redundant}}(o) \equiv o.a == o.b$$

- INV_T denotes the conjunction of the invariant of class T for all allocated T -objects

$$\text{INV}_T \equiv \forall o: \text{allocated}(o) \wedge \text{type}(o) \leq T \Rightarrow \text{inv}_T(o)$$

Semantics of Pre-Post Specifications

- Each method m may **assume** in the prestate of its executions
 - The invariants of all allocated objects
 - The conjunction of m 's preconditions, P
- The method must **guarantee** in the poststate
 - The conjunction of its postconditions, Q

$$\{ P \wedge \forall S: INV_S \} m(\dots) \{ Q \}$$

Semantics of Modifies-Clauses

- Each method m may **modify**
 - **Locations mentioned in its modifies clause, \mathbf{M}**
 - **Locations of newly allocated objects**
- All other locations have to be left unchanged
 - Temporary modifications are possible

$$\begin{aligned} & \{ \mathbf{P} \wedge \forall S: \text{INV}_S \} \\ & m(\dots) \\ & \{ \forall x, f: [x, f] \in \mathbf{M} \vee \neg \text{old}(\text{allocated}(x)) \vee x.f == \text{old}(x.f) \} \end{aligned}$$

Modifies Clauses: Example

```
// modifies array[ next ], next,  
//          array  
public void insert( int i ) {  
    if ( next == array.length )  
        resize( );  
    array[ next ] = i;  
    next++;  
}
```

```
// modifies array  
private void resize( ) {  
    int[ ] tmp = new int[ array.length + 10 ];  
    System.arraycopy( array, 0, tmp, 0,  
                      array.length );  
    array = tmp;  
}
```

- insert modifies directly
 - this.array[this.next], this.next
- insert modifies indirectly via invocation of resize
 - this.array
 - Locations of newly allocated array

Invariants: Repetition

- Invariants have to **hold in pre- and poststates** of method executions, but can be temporarily violated in between
- Invariants are difficult for object structures with aliasing (see Lecture 4)
- Assumption: The invariant of class T refers to **private attributes of T-objects only**

```
class Redundant {  
    private int a, b;  
    // invariant a == b  
  
    ...  
    public void set( int v ) {  
        // invariant holds  
        a = v;  
        // invariant does not hold  
        b = v;  
        // invariant holds  
    }  
}
```

Semantics of Invariants

- Each method or constructor may **assume the invariants of all allocated objects** in the prestate
- Each method or constructor of class T must **guarantee the invariant of class T for all allocated T-objects** in the poststate

$$\{ \mathbf{P} \wedge \forall S: \text{INV}_S \} m(\dots) \{ \text{INV}_T \}$$

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Observer Methods

```
// requires   $\forall j. 0 \leq j < \text{next}: \text{array}[j] \neq i$   
// ensures   $\text{array}[\text{old}(\text{next})] == \text{old}(i) \ \&\&$   
//           $\forall j. 0 \leq j < \text{next}: \text{old}(\text{array}[j]) == \text{array}[j]$   
public void insert( int i ) { ... }
```

```
// requires  !has( i )  
// ensures  has( old( i ) )  $\&\& \forall j: \text{old}(\text{has}(j)) \Rightarrow \text{has}(j)$   
public void insert( int i ) { ... }
```

- Observer methods enable **implementation-independent specifications**
 - Information hiding
 - Exchange of implementations

Problems of Observer Methods

- Observer methods can be specified
 - By other observer methods or
 - By referring to the implementation
- No well-defined implementation-independent specification for observer methods

```
class ArraySet implements Set {  
    // requires true  
    // ensures  $\exists j. 0 \leq j < \text{next}:$   
    //         array[ j ] == i  
    public boolean has( int i ) { ... }  
    ...  
}
```

```
interface Set {  
    // requires true  
    // ensures ??  
    public boolean has( int i );  
    public void insert( int i );  
}
```

Excursus: Abstract Datatypes

- Abstract datatypes describe datatypes without giving an implementation
- Laws (axioms) can be used to define the semantics of the datatype

```
datatype N
functions:
  0:      → N
  succ:   N → N
laws:
  L1: succ (n) = succ (m) ⇒ n = m
  L2: succ (n) ≠ 0
  L3: 0 ∈ S ∧ (n ∈ S ⇒ succ (n) ∈ S) ⇒
      ∀x: x ∈ S
end
```

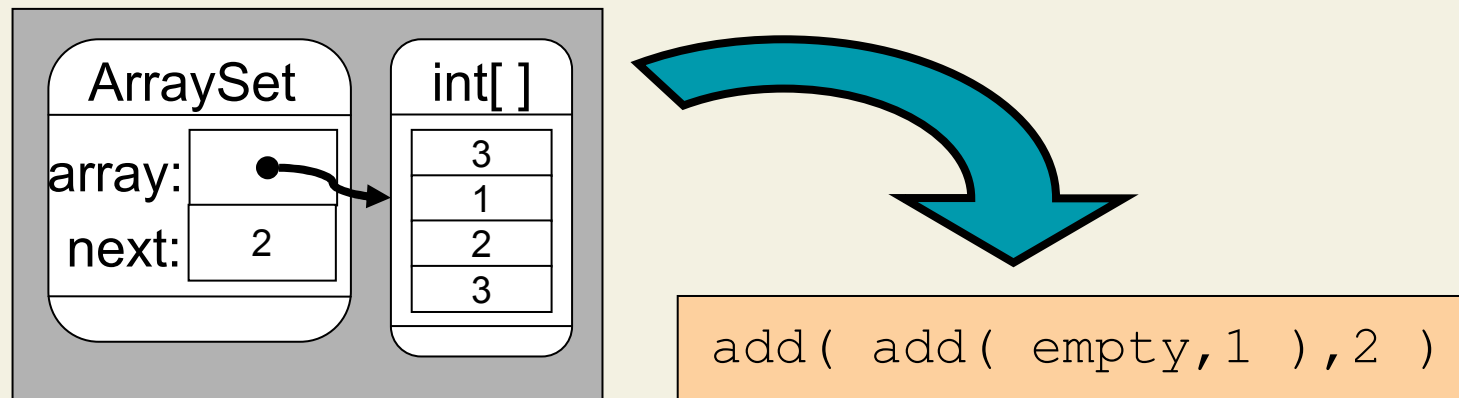
- See M. Wirsing: *Algebraic Specification*. In: J. van Leeuwen: *Handbook of Theoretical Computer Science*, Volume B. Elsevier, 1990.

Example: Abstract Datatype Set

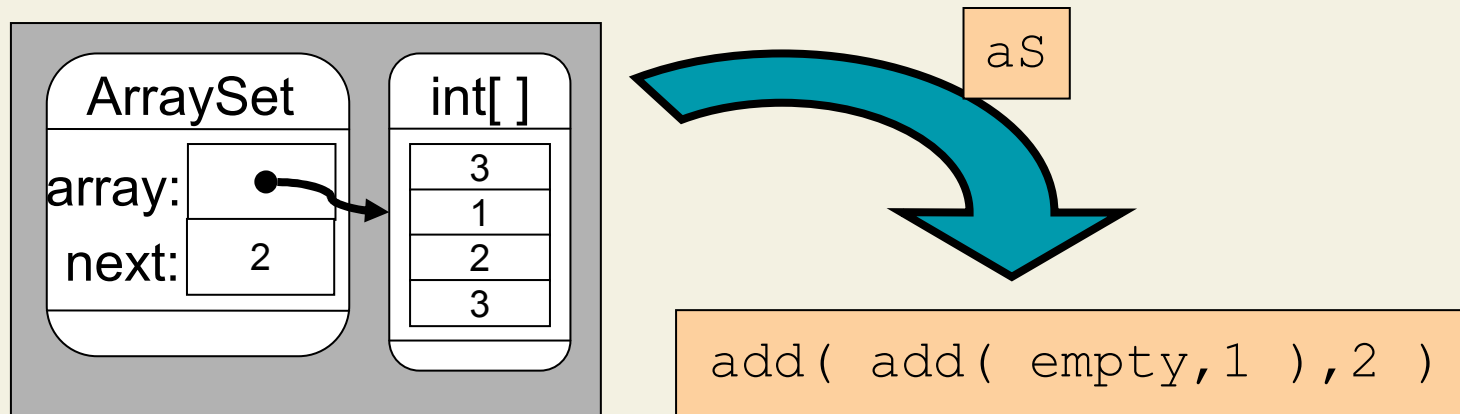
```
datatype Set
uses:  $\mathbb{R}$ , Bool
functions:
  empty:  $\rightarrow$  Set
  member: Set  $\times$   $\mathbb{R} \rightarrow$  Bool
  add: Set  $\times$   $\mathbb{R} \rightarrow$  Set
laws:
  L1:  $\neg \text{member}(\text{empty}, i)$ 
  L2:  $\text{member}(\text{add}(S, i), i)$ 
  L3:  $\text{add}(\text{add}(S, i), i) = \text{add}(S, i)$ 
  L4:  $\text{add}(\text{add}(S, i), j) = \text{add}(\text{add}(S, j), i)$ 
end
```


Abstraction Functions

- Specify interfaces in terms of the **mathematical vocabulary** provided by abstract datatypes
 - Abstract datatype serves as **model** for the implementation (**two-tiered specifications**)
- Relate object (structures) to terms of the abstract datatypes by **abstraction functions** [Hoare 72]



Example: Abstraction Function



$aS: \text{Object} \rightarrow \text{Set}$

$aS(X) = aA(X.array, 0, X.next)$

$aA: \text{Object} \times \mathbb{N} \times \mathbb{N} \rightarrow \text{Set}$

$n \geq 1 \Rightarrow aA(X, n, 1) = \text{empty}$

$n < 1 \Rightarrow aA(X, n, 1) = \text{add}(aA(X, n+1, 1), X[n])$

Example: Interface Specification

```
interface Set {  
  // requires  true  
  // ensures  result = member( aS( this ),i )  
  public boolean has( int i );  
  
  // requires  ¬member( aS( this ),i )  
  // ensures  aS( this ) = add( aS( old( this ) ),old( i ) )  
  public void insert( int i );  
}
```

- Abstraction functions omitted for **boolean** and **int**
 - $aB: \text{boolean} \rightarrow \text{Bool}$
 - $aI: \text{int} \rightarrow \mathbb{R}$

Discussion

- Abstract datatypes
 - Enable **implementation-independent** specifications, especially of interfaces and observer methods
 - Preserve **information hiding** in specifications
 - Are mathematically **precise**
- Problems of two-tiered specifications
 - Programmers have to know programming and specification language
 - Specifications are **not executable** (for instance for testing)

Model Classes

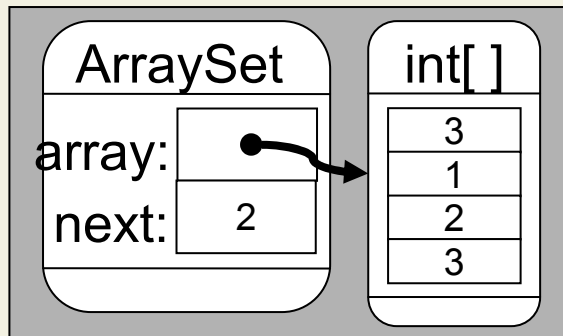
- **Description** of abstract datatypes **in the programming language**
- Very **simple semantics**
 - No side-effects
 - No sharing
 - Performance is not important
- Real implementations are **specified based on model classes**
- Approach is used in the Java Modeling Language JML (see www.jmlspecs.org)

Model Class Example

```
public /*@ pure @*/ abstract class ModelSet {  
  
    /** Is the argument equal to one of the values in the set. */  
    public abstract boolean member( int elem );  
  
    /** Returns a new set that contains all the elements of  
     * this and also the given argument. */  
    public abstract ModelSet add( int elem );  
}
```

Model Attributes

- Link implementations to models
- Are not part of the state of an object



- May only be used in specifications

```

class ArraySet implements Set {
    private int[ ] array;
    private int next;

    // public model ModelSet abs

    // requires true
    // ensures result == abs.member( i )
    public boolean has( int i ) { ... }

    // requires !abs.member( i )
    // ensures abs == old( abs.add( i ) )
    public void insert( int i ) { ... }

    ...
}

```

Abstraction Functions for Model Classes

- Abstraction functions can be expressed in Java

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
  
    // public model ModelSet abs  
  
    /* private model ModelSet aS( ) {  
        ModelSet res = new ModelSet( );  
        for ( int j = 0; j < next; j++ )  
            res = res.add( array[ j ] );  
        return res;  
    } */  
  
    ...  
}
```


Abstraction Functions for Model Classes

- Abstraction functions can be expressed in Java
- represents clauses define the values of model attributes

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
  
    // public model ModelSet abs  
    // private represents abs ← aS( )  
  
    /* private model ModelSet aS( ) {  
        ModelSet res = new ModelSet( );  
        for ( int j = 0; j < next; j++ )  
            res = res.add( array[ j ] );  
        return res;  
    } */  
    ...  
}
```

Specification of Interfaces

- Model attributes may be declared in interfaces
- represents clauses are added in subclasses

```
interface Set {  
    // public model ModelSet abs  
  
    // requires true  
    // ensures result == abs.member( i )  
    public boolean has( int i );  
  
    // requires !abs.member( i )  
    // ensures abs == old( abs.add( i ) )  
    public void insert( int i );  
}
```

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Frame Properties Revisited

- Enumerating modifiable locations **violates information hiding**
- Enumerating modifiable locations **does not work for interfaces**

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
  
    // modifies array[ next ], next, array  
    public void insert( int i ) { ... }  
  
    ...  
}
```

```
interface Set {  
    // modifies ??  
    public void insert( int i );  
}
```

Extended State Problem

- **Behavioral subtyping**
requires subtype
methods to satisfy
modifies clauses of
supertype methods
- **But:** Subtype methods
must have the right to
modify the **extended
state**

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
  
    // modifies array[ next ], next, array  
    public void insert( int i ) { ... }  
    ...  
}
```

```
class MaxSet extends ArraySet {  
    private int max;  
  
    public void insert( int i ) {  
        if ( i > max ) max = i;  
        super.insert( i );  
    }  
}
```

Modifies Clauses with Model Attributes

- Model attributes can be used in modifies clauses

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;
```

```
// public model ModelSet abs
```

```
// modifies array[ next ], next, array  
public void insert( int i ) { ... }
```

```
    ...  
}
```

Modifies Clauses with Model Attributes

- Model attributes can be used in modifies clauses
- **Rule:** Right to modify model location includes right to modify all normal locations that are needed to compute the value of the model location

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
  
    // public model ModelSet abs  
  
    // modifies abs  
    public void insert( int i ) { ... }  
    ...  
}
```

Dependencies

- “*locations that are needed to compute the value of the model location*” are declared by **depends clauses**
- Depends clauses can be private

```
class ArraySet implements Set {  
    private int[ ] array;  
    private int next;  
  
    // public model ModelSet abs  
    // private depends abs ←  
    //                     array[ * ], next, array  
  
    // modifies abs  
    public void insert( int i ) { ... }  
  
    ...  
}
```


Solution

- **Interfaces:** Model attributes can be declared in interfaces
- **Information hiding:** Model attributes are public and do not reveal implementation details
- **Extended state:** Subclasses can add new depends clauses for attributes of extended state

```
class MaxSet extends ArraySet {  
    private int max;  
    // private depends abs ← max  
    ...  
}
```

Summary

- Interface specification
 - For objects: Invariants and history constraints
 - For methods: Pre-post specifications and modifies clauses
- Model-based specifications
 - Two-tiered: Implementation + algebraic specification
 - One-tiered: Implementation + model classes
 - Abstraction functions or model attributes to relate implementations to models