

Konzepte objektorientierter Programmierung – Lecture 7 –

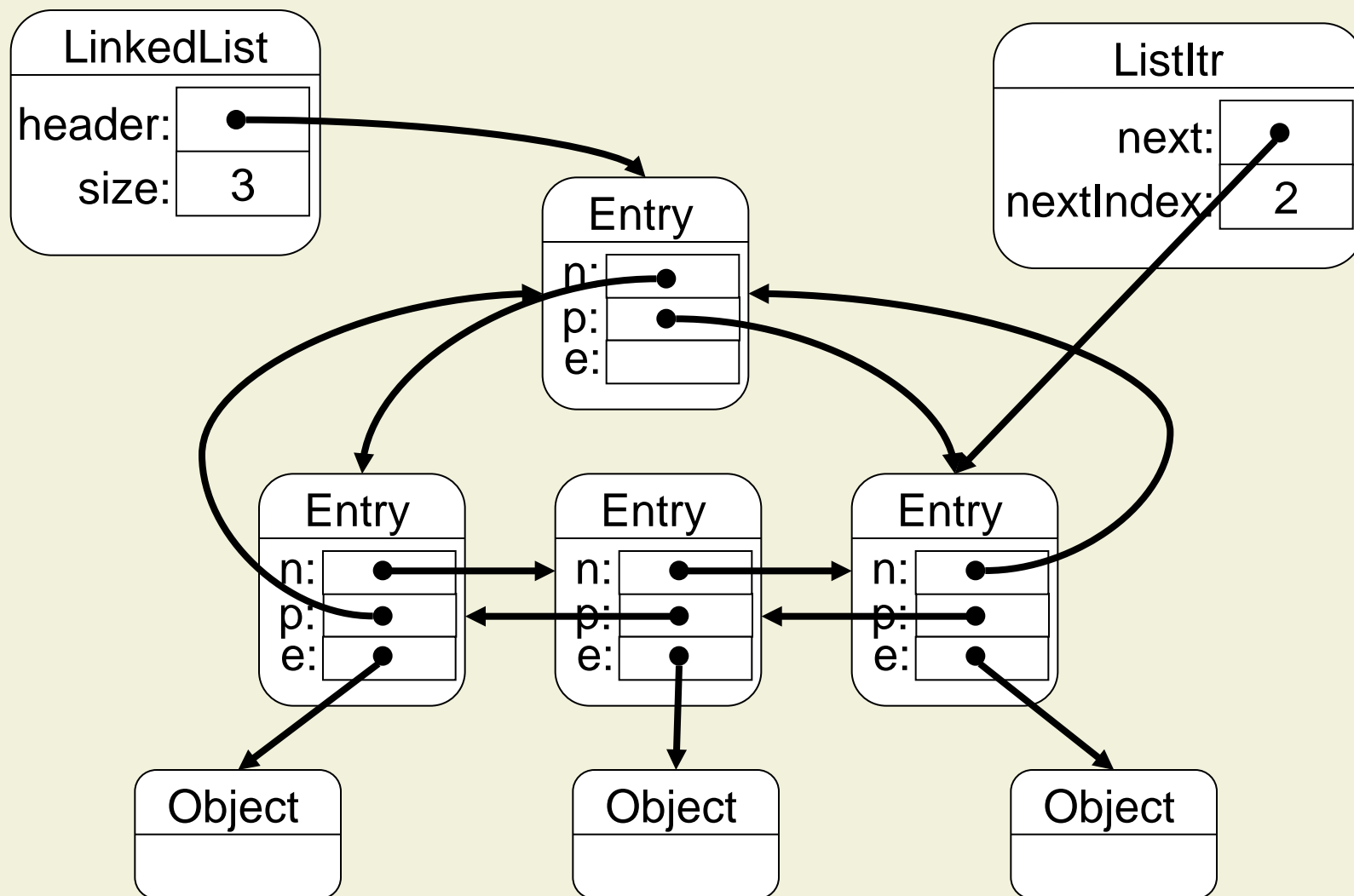
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Software Component Technology

Wintersemester 04/05

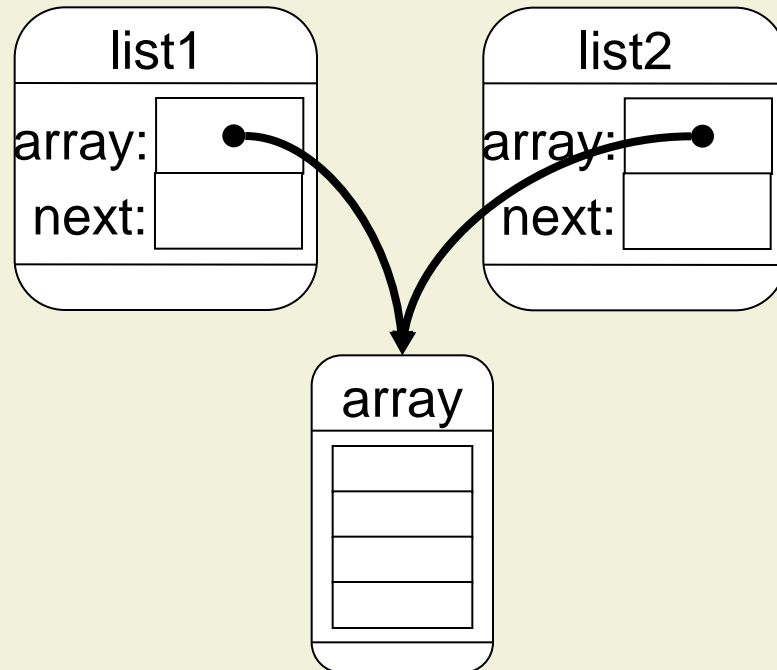


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Example 2: Doubly-Linked Lists



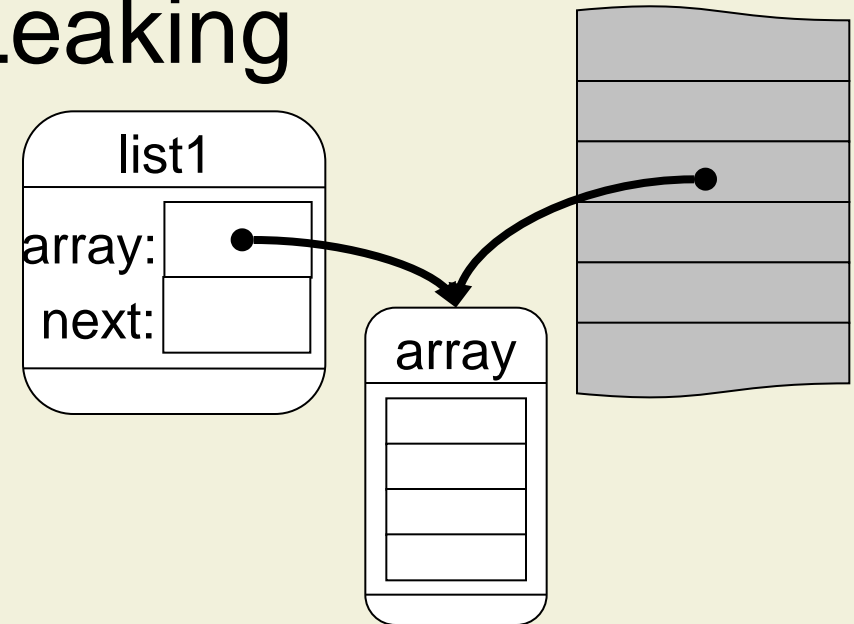
Aliasing



```
list1.array[ 0 ] = 1;  
list2.array[ 0 ] = -1;  
System.out.println( list1.array[ 0 ] );
```

Unintended Aliasing: Leaking

- Leaking occurs when data structure **pass a reference** to an object, which is **supposed to be internal** to the outside
- Leaking **often** happens **by mistake**
- Problem: Alias can be used to **by-pass interface** of data structure



```
class ArrayList {  
    private int[ ] array;  
    private int next;  
    public int[ ] getElems( )  
    { return array; }  
    ...  
}
```

Agenda for Today

7. Static Safety and Extended Typing

7.1 Type Systems

7.2 Readonly Types

7.3 Ownership Types

Objectives

- Type safety
- Static checking by type systems

7. Static Safety and Extended Typing

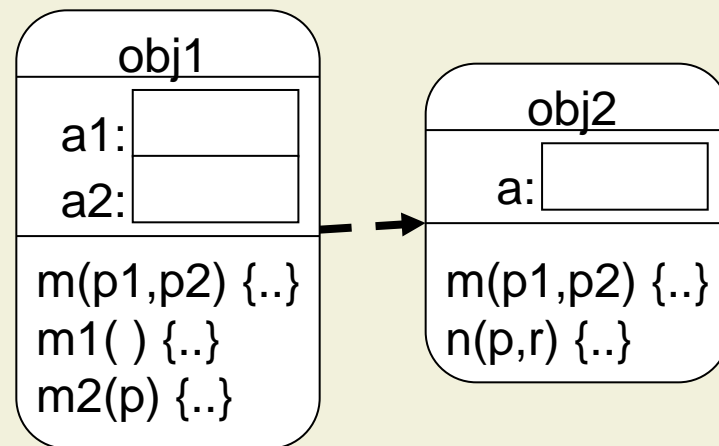
7.1 Type Systems

7.2 Readonly Types

7.3 Ownership Types

Static Safety

- Objects access attributes and methods of other objects
- If the receiver object does not have the requested attribute or method, a **runtime error** occurs
- **Type systems** can be used to **detect such errors statically**



```
...  
r = obj2.m( 0, 1 );  
s = obj2.a;
```

```
r = obj2.m( );  
r = obj2.anotherMethod( 0, 1 );  
s = obj2.anotherField;
```

Type Systems

- Definition:

A type system is a tractable syntactic method for proving absence of certain program behaviors by classifying phrases according to the kinds of values they compute.

[B.C. Pierce, 2002]

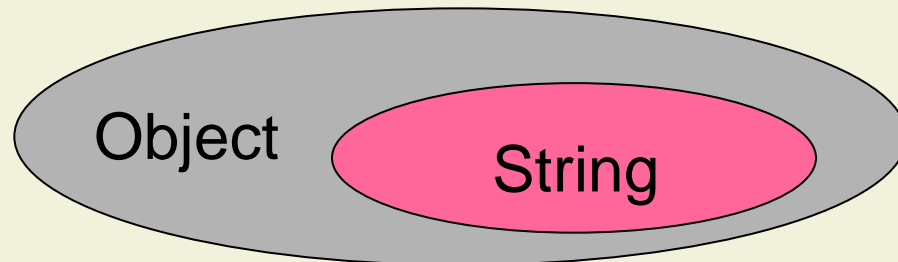
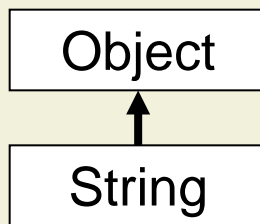
- *Syntactic*: Rules can be checked by a compiler
- *Phrases*: Expressions, methods, etc. of a program
- *Kinds of values*: Types

Types

- Definition:

A type is a set of values sharing some properties. A value v has type T if v is an element of T .

- *Properties:* Available methods, attributes, etc.
- The **subtype relation** corresponds to the **subset relation**



- Usually, each class or interface of a program defines a type

Type Checking

- **Each expression** of a program **has a type**
- **Types** of variables and methods are **declared explicitly**
- Types of expressions can be derived from the types of their constituents
- **Type rules** are used to check whether a program is **correctly typed**

“A String”

5+7

int a;

boolean equals(Object o)

a + 7

“A Number: “ + 7

“A String”.equals(null)

Type Rules: Assignment

- The assignment

`v = exp;`

is correctly typed if

- `exp` is correctly typed and
- The type of `exp` is a subtype of the declared type of `v`

```
Object v;  
v = new String( );  
return v.equals( "Hello" );
```

```
String v;  
v = new Object( );  
v = v.concat( "Hello" );
```

Type Rules: Result Types

- If S is a subtype of T and S has a method m that overrides a method in T then the result type of m in S must be a subtype of the result type of m in T

```
class T { Object m( ) { ... } }
```

```
class S extends T {  
  String m( ) { ... }  
}
```

```
Object v;  
T t = new S( );  
v = t.m( );  
return v.equals( "Hello" );
```

```
class T { String m( ) { ... } }
```

```
class S extends T {  
  Object m( ) { ... }  
}
```

```
String v;  
T t = new S( );  
v = t.m( );  
v = v.concat( "Hello" );
```

Static Type Safety

- Definition:

A programming language is called type-safe if its design prevents type errors.

- Type-safe object-oriented languages guarantee the following type invariant:

In every execution state, the type of the value held by variable v is a subtype of the declared type of v

- Type safety guarantees the absence of certain runtime errors

Dynamic Type Checking

- Some OO-languages support **type conversions by casts**
- Casts **cannot be type-checked statically**
- **Runtime checks** throw an exception in case of a type error
- **instanceof** can be used to avoid runtime errors

```
Object[ ] oa = new Object[ 10 ];  
String s = "A String";
```

```
oa[ 0 ] = s;
```

```
...
```

```
if ( oa[ 0 ] instanceof String )  
    s = (String) oa[ 0 ];
```

```
s = s.concat( "Another String" );
```

Discussion

- Advantages of static type checking
 - Robustness: **Elimination of type errors**
 - Readability: Types are **excellent documentation**
 - Efficiency: Type information allows **optimizations**

- Limitations of **static** type checking
 - Does only work if all clients of a class are **recompiled after changes** are made
 - Does not work if code can be obtained at runtime in **executable format** (dynamic class loading, mobile code)
 - Strong static typing is sometimes **not flexible** enough

7. Static Safety and Extended Typing

7.1 Type Systems

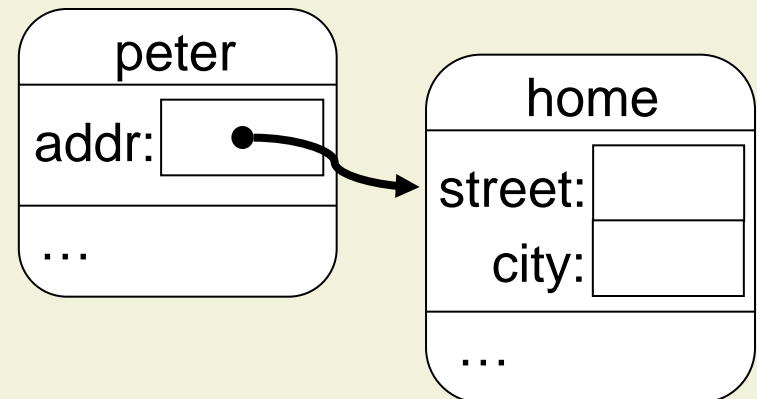
7.2 Readonly Types

7.3 Ownership Types

Object Structures Revisited

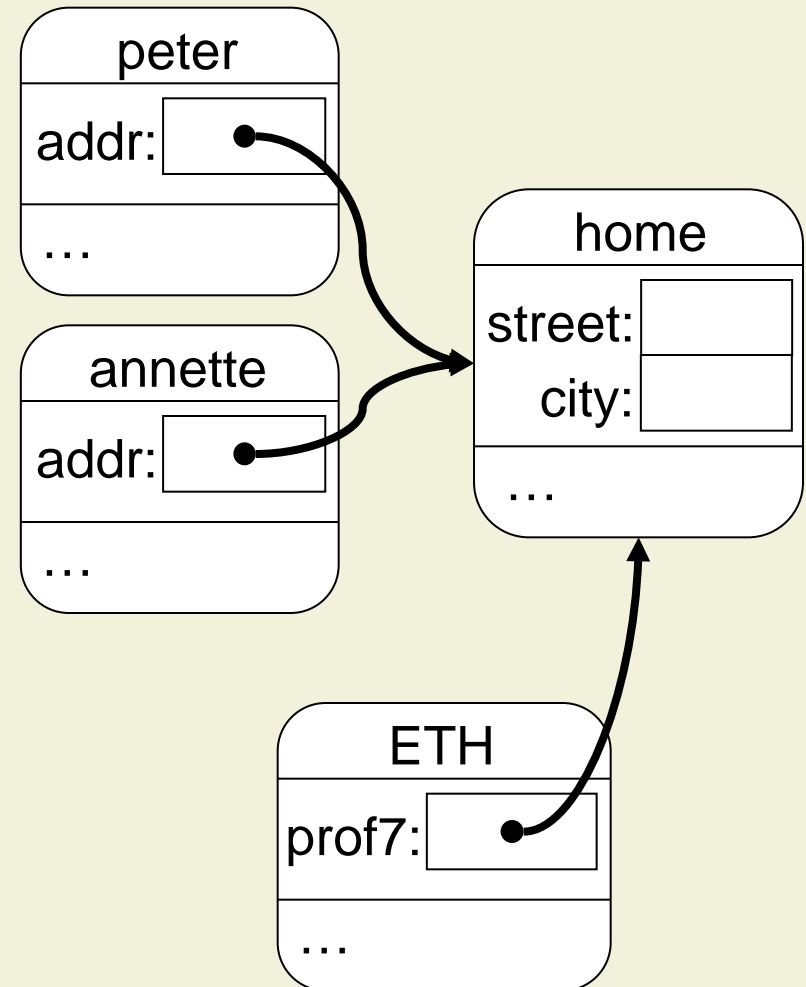
```
class Address {  
  private String street;  
  private String city;  
  
  public String getStreet( ) { ... }  
  public void setStreet( String s )  
    { ... }  
  
  public String getCity( ){ ... }  
  public void setCity( String s )  
    { ... }  
  ...  
}
```

```
class Person {  
  private Address addr;  
  public Address getAddr( )  
    { return addr.clone( ); }  
  public void setAddr( Address a )  
    { addr = a.clone( ); }  
  ...  
}
```



Drawbacks of Alias Control

- Aliases are helpful to **share side-effects**
- Cloning objects is not efficient
- In many cases, it would suffice to **restrict access** to shared objects



Readonly Access in Java

```
interface ReadonlyAddress {  
    public String getStreet( );  
    public String getCity( );  
}
```

```
class Address  
    implements ReadonlyAddress {  
    ... // as before  
}
```

```
class Person {  
    private Address addr;  
    public ReadonlyAddress  
        getAddr( )  
        { return addr; }  
    public void setAddr( Address a )  
        { addr = a.clone( ); }  
    ...  
}
```

- Address objects are returned as ReadonlyAddress
- Clients use only the methods in this interface

Problems of Java Solution

- Solution does not work for
 - Reused library classes that do not implement a readonly interface
 - Arrays, fields, non-public methods
- Solution is not safe
 - Readwrite aliases can occur, e.g., by capturing
 - Clients can use casts to get full access

```
class Person {  
    private Address addr;  
    public ReadonlyAddress  
        getAddr( )    { return addr; }  
    public void setAddr( Address a )  
        { addr = a.clone( ); }  
    ... }
```

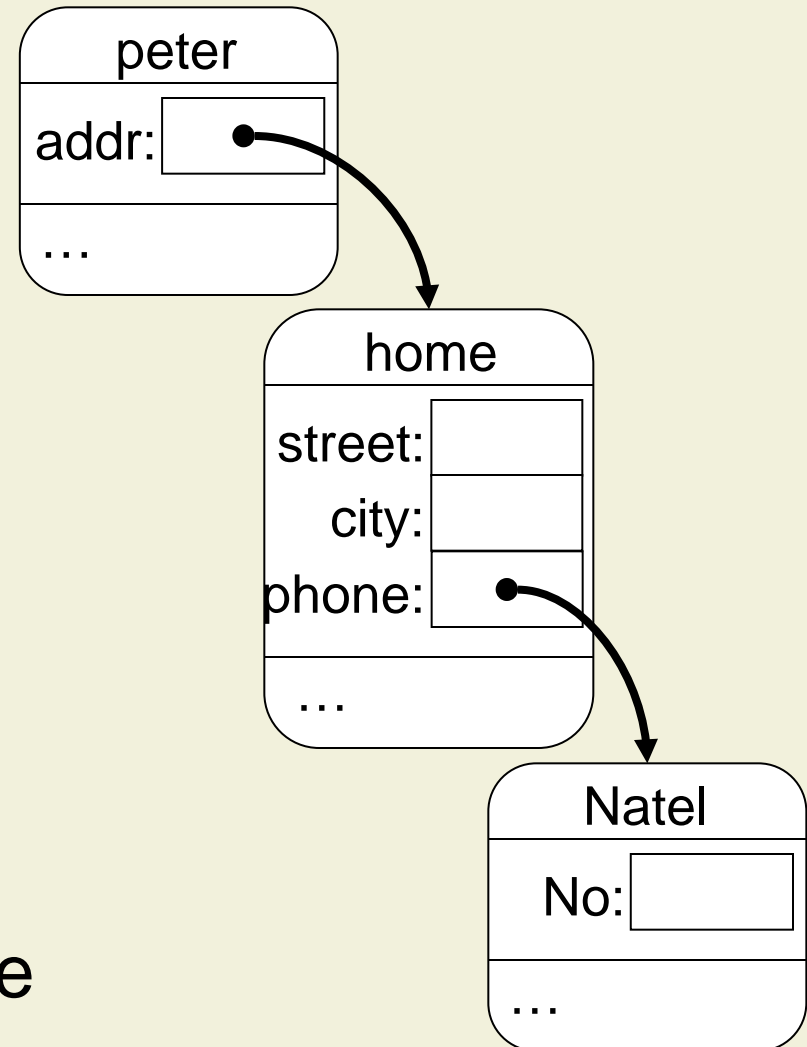
```
void m( Person p ) {  
    ReadonlyAddress ra =  
                                   p.getAddr( );  
    Address a = (Address) ra;  
    a.setCity( "Hagen" );  
}
```

Transitive Readonly Access

```
class Address {  
  ...  
  private PhoneNo phone;  
  public PhoneNo getPhone( ) { ... }  
}
```

```
interface ReadonlyAddress {  
  ...  
  public ReadonlyPhoneNo getPhone( );  
}
```

- Problem: objects structures
- **const** in C++ is not transitive



Pure Methods

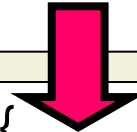
- Tag side-effect free methods as **pure**
- Pure methods
 - Must not contain writing attribute access
 - Must not invoke non-pure methods
 - Must not create objects
 - Can only be overridden by pure methods

```
class Address {  
    private String street;  
    private String city;  
    public pure String  
        getStreet( ) { ... }  
    public void setStreet( String s )  
        { ... }  
    public pure String  
        getCity( ) { ... }  
    public void setCity( String s )  
        { ... }  
    ...  
}
```

Types

- Each class or interface **T introduces two types**
- **Peer type** $peer(T)$
 - Denoted by **T** in programs
- **Readonly type** $ro(T)$
 - Denoted by **readonly T** in programs

```
class Person {  
  private Address addr;  
  public ReadonlyAddress  
    getAddr( ) { return addr; }  
  public void setAddr( Address a )  
    { addr = a.clone( ); }  
  ... }
```



```
class Person {  
  private Address addr;  
  public readonly Address  
    getAddr( ) { ... }  
  ...  
}
```

Subtype Relation

- **Subtyping** among peer and readonly types is **defined as in Java**
 - S extends or implements T \Rightarrow $peer(S) < peer(T)$
 - S extends or implements T \Rightarrow $ro(S) < ro(T)$
- **peer types** are **subtypes of** corresponding **readonly types**
 - $peer(T) < ro(T)$

```
class T { ... }
```

```
class S extends T { ... }
```

```
S peerS = ...
T peerT = ...
readonly S roS = ...
readonly T roT = ...
```

```
peerT    = peerS;
roT      = roS ;
roT      = peerT;
```

```
peerT = roT ;
```


Type Rules: Transitive Readonly

```
class Address {  
    ...  
    private int[ ] phone;  
    public int[ ] getPhone( ) { ... }  
}
```

```
class Person {  
    private Address addr;  
    public readonly Address  
        getAddr( ) { return addr; }  
    ...  
}
```

- Accessing a value **of a readonly type** or **through a readonly type** should yield a readonly value

```
Person p = ...  
readonly Address a;  
a = p.getAddr( );  
  
int[ ] ph = a.getPhone( );
```

Type Rules: Transitive Readonly (cont'd)

- The type of
 - An attribute access
 - An array access
 - A method invocation
 expression is determined by the type combinator function $*$

$*$	$peer(T)$	$ro(T)$
$peer(S)$	$peer(T)$	$ro(T)$
$ro(S)$	$ro(T)$	$ro(T)$

Person p = ...

readonly Address a;

a = p.getAddr();

int[] ph = a.getPhone();

$ro(Address)$

$*$

$peer(int[])$

$ro(int[])$

Type Rules: Transitive Readonly (cont'd)

- The type of
 - An attribute access
 - An array access
 - A method invocation
 expression is determined by the type combinator function $*$

$*$	$peer(T)$	$ro(T)$
$peer(S)$	$peer(T)$	$ro(T)$
$ro(S)$	$ro(T)$	$ro(T)$

Person p = ...

readonly Address a;

a = p.getAddr();

readonly int[] ph = a.getPhone();

$ro(Address)$

$*$

$peer(int[])$

$ro(int[])$

Type Rules: Readonly Access

- Expressions of readonly types must not occur
 - As target of an **writing attribute access**
 - As target of a **writing array access**
 - As target of an **invocation** of a **non-pure method**
- Readonly types must not be **cast to peer types**

```
readonly Address roa;  
roa.street = "Rämistrasse";  
roa.phone[ 0 ] = 41;  
roa.setCity( "Hagen" );
```

```
readonly Address roa;  
Address a = ( Address ) roa;
```

Discussion

- Readonly types enable **safe sharing of objects**
- All rules for pure methods and readonly types can be **checked statically by a compiler**
- Readonly types solve problems of interface solution
 - Reused library classes
 - Arrays, attributes, and non-public methods
 - Casts
- Readwrite aliases can still occur, e.g., by capturing

7. Static Safety and Extended Typing

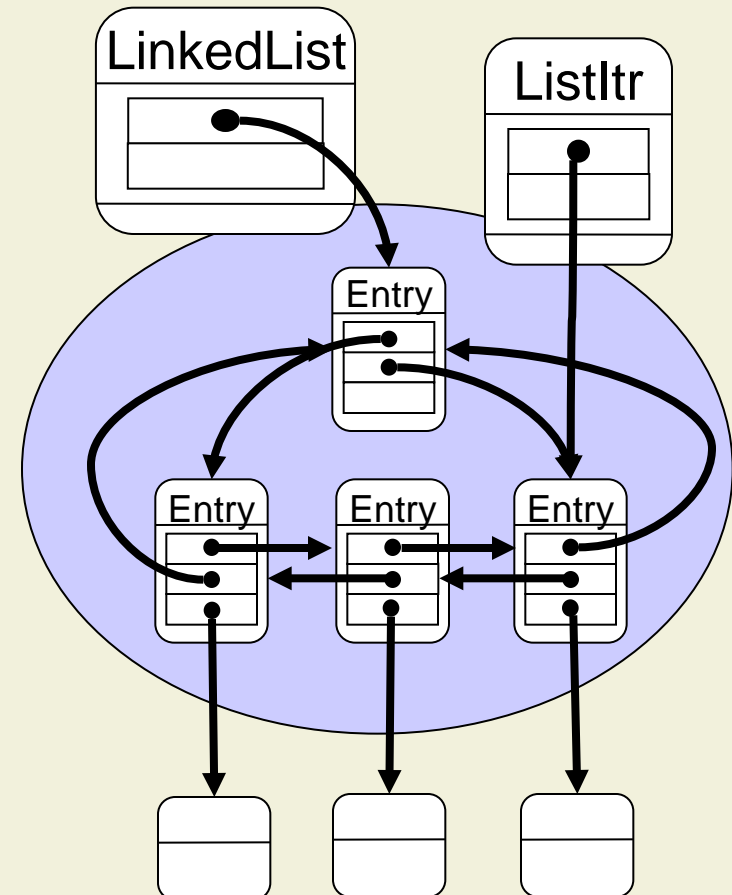
7.1 Type Systems

7.2 Readonly Types

7.3 Ownership Types

Roles in Object Structures

- **Interface objects** that are used to access the structure
- **Internal representation** of the object structure
- **Arguments** of the object structure



(Simplified) Programming Discipline

■ Rule 1: No Role Confusion

- Expression with one alias mode must not be assigned to variables with another mode

■ Rule 2: No Representation Exposure

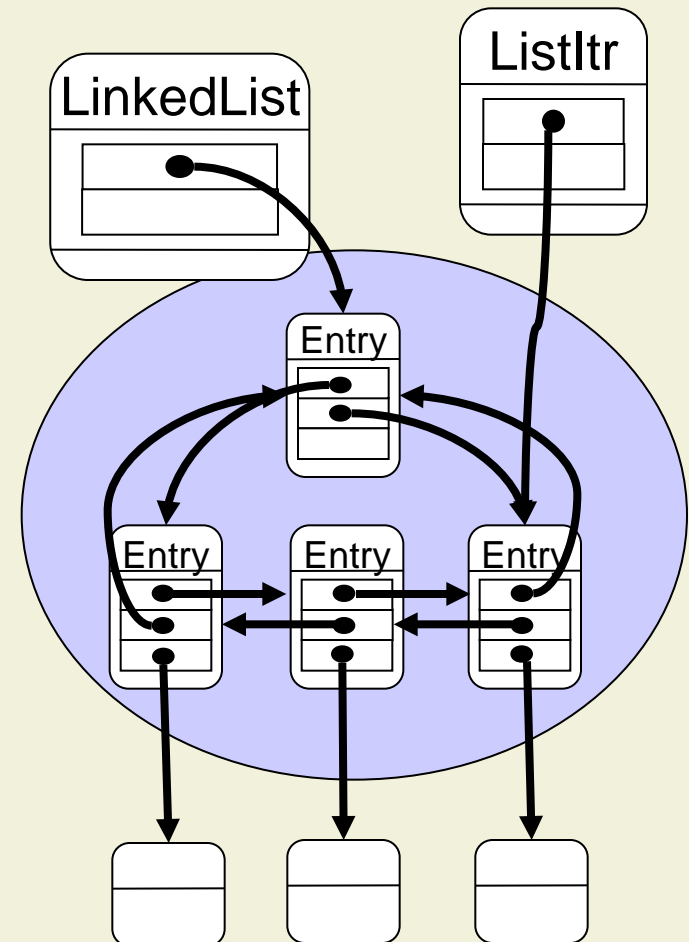
- rep-mode must not occur in an object's interface
- Methods must not take or return rep-objects
- Fields with rep-mode may only be accessed on **this**

■ Rule 3: No Argument Dependence

- Implementations must not depend on the state of argument objects

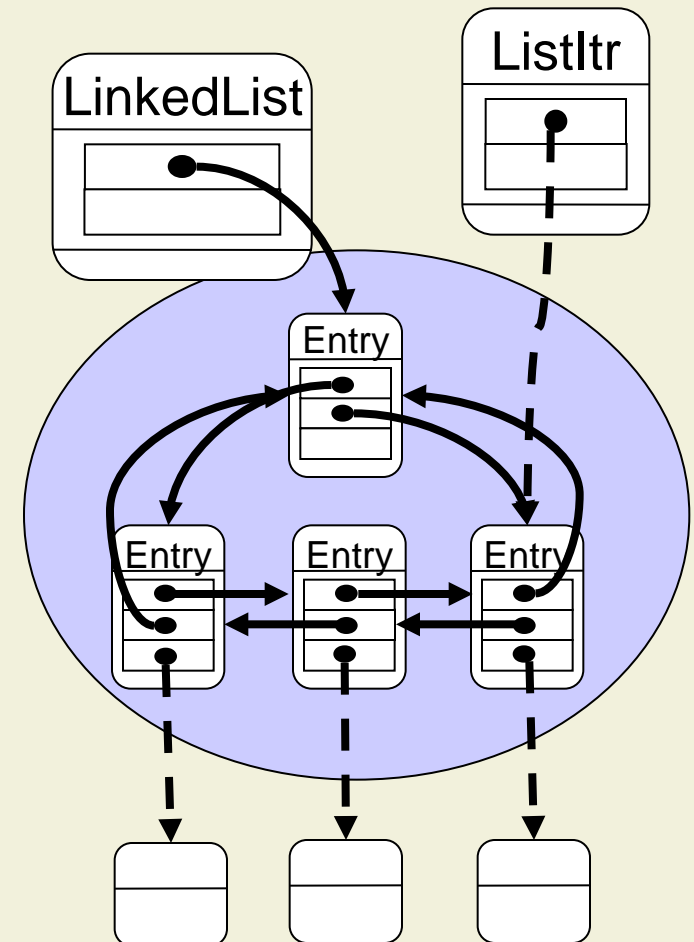
Ownership Model

- The **object store** is partitioned into **contexts**
- Each object **belongs to exactly one context**
- Each context has at most one **owner object**
 - The owner does not belong to the context it owns
- Contexts are **hierarchical**



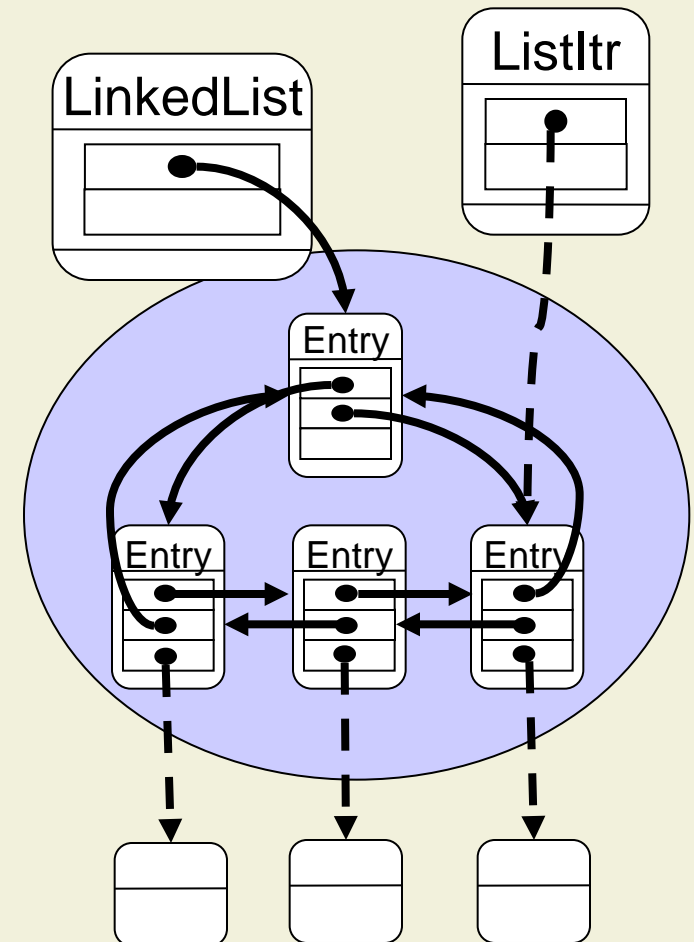
Ownership Invariant

- The owner is the only object outside a context that can have a readwrite reference to objects inside
- Objects inside a context cannot have readwrite references to objects outside



Alias Control by Extended Typing

- We introduce different types for the different roles of objects
 - peer types for objects in the **same context as this** (interface objects)
 - Rep types for representation objects in the **context owned by this**
 - Readonly types for argument objects **in any context**
- Type rules replace the programming discipline



Types

- Each class or interface T introduces **three types**
- Peer and readonly types
- **Rep type**
 $rep(T)$
 - Denoted by **rep** T in programs

```
class LinkedList {  
  private rep Entry header;  
  public void add( readonly Object o ) {  
    rep Entry newE =  
      new rep Entry( o, header, header.previous );  
    ... }  
}
```

```
class Entry {  
  private readonly Object element;  
  private Entry previous, next;  
  public Entry( readonly Object o,  
               Entry p, Entry n ) { ... }  
}
```

Subtype Relation

- **Subtyping** among rep types is **defined as in Java**
 - S extends or implements T \Rightarrow $rep(S) < rep(T)$
- **Rep types** are **subtypes** of corresponding **readonly types**
 - $rep(T) < ro(T)$
- **No subtype** relation between **peer** and **rep types**

```
class T { ... }
```

```
class S extends T { ... }
```

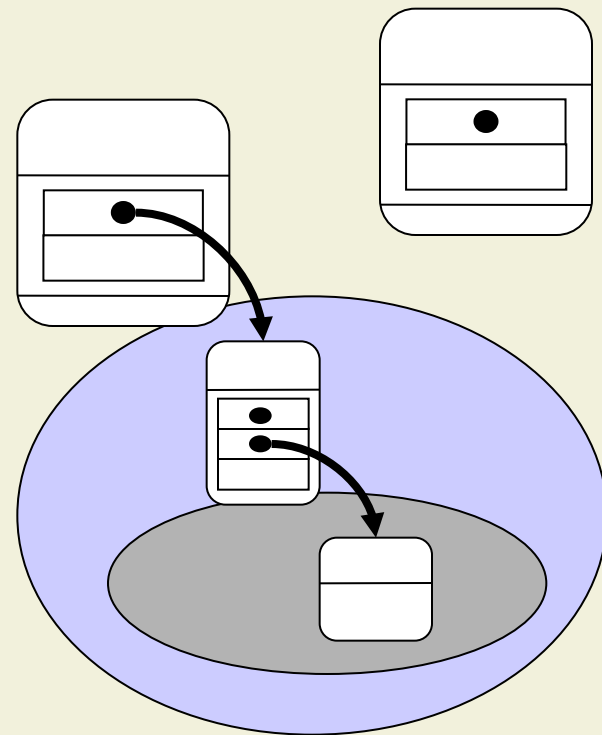
```
T peerT = ...
readonly T roT = ...
rep S repS = ...
rep T repT = ...
```

```
repT      = repS;
roT       = repT ;
```

```
repT      = peerT;
peerT     = repT ;
repT      = roT;
```

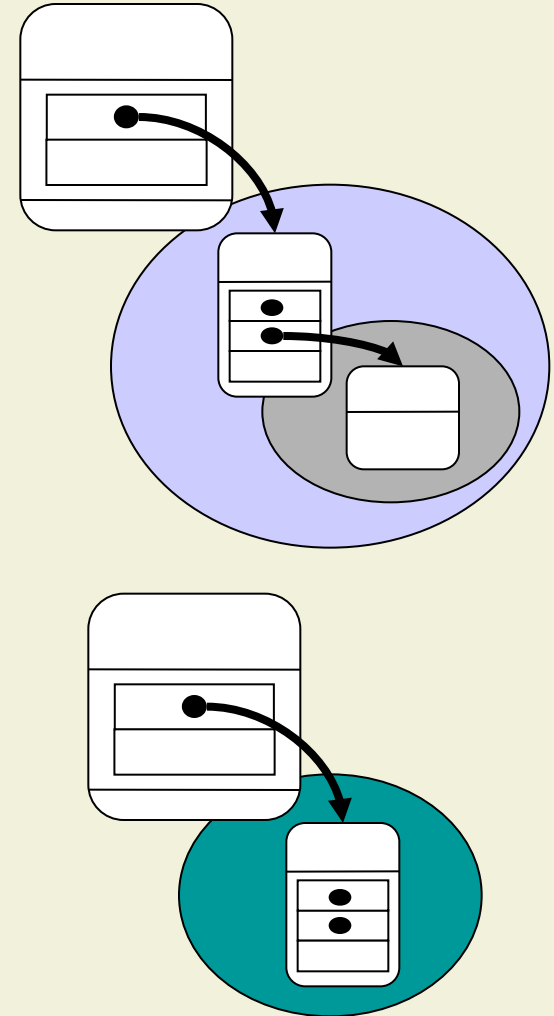
Type Rules: The Type Combinator

*	$peer(T)$	$rep(T)$	$ro(T)$
$peer(S)$	$peer(T)$	$rep(T)$	$ro(T)$
$rep(S)$	$rep(T)$	illegal	$ro(T)$
$ro(S)$	$ro(T)$	$ro(T)$	$ro(T)$



Types Rules: Access to Contexts

- Objects in different **contexts must not be confused**
- A rep type indicates that an object is owned by **this**
- Attributes of **rep types** and methods that have rep types as parameter or result types can **safely be accessed**
 - On **readonly targets**
 - On target **this**



Type Rules: Attribute Access

- The attribute access

$$v = \text{exp.f};$$

is correctly typed if

- exp is correctly typed
- $\tau(\text{exp}) * \tau(f) \leq \tau(v)$
- $\tau(f)$ is rep $\Rightarrow \tau(\text{exp})$ is readonly

- The attribute access

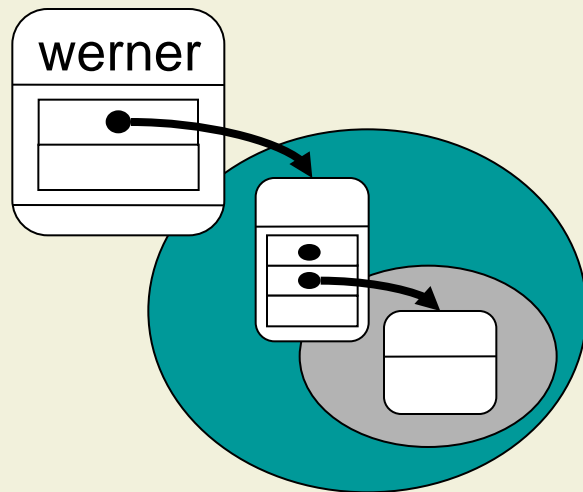
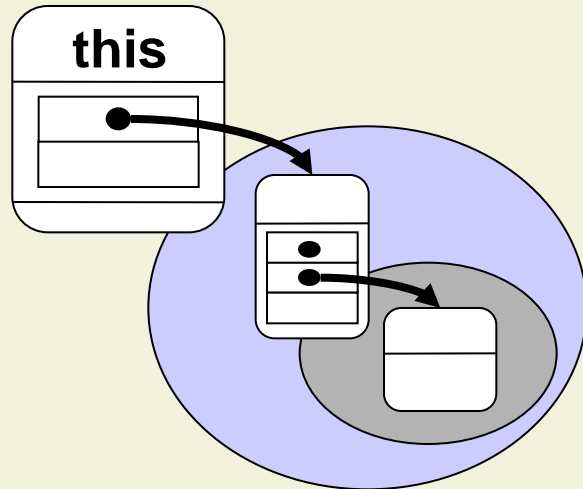
$$v = \mathbf{this.f};$$

is correctly typed if

- $\tau(\mathbf{this}) * \tau(f) \leq \tau(v)$

- Analogous rules are used for method invocations

Examples: Attribute Access



```
class Person {  
  public rep Address addr;  
  ... }  
}
```

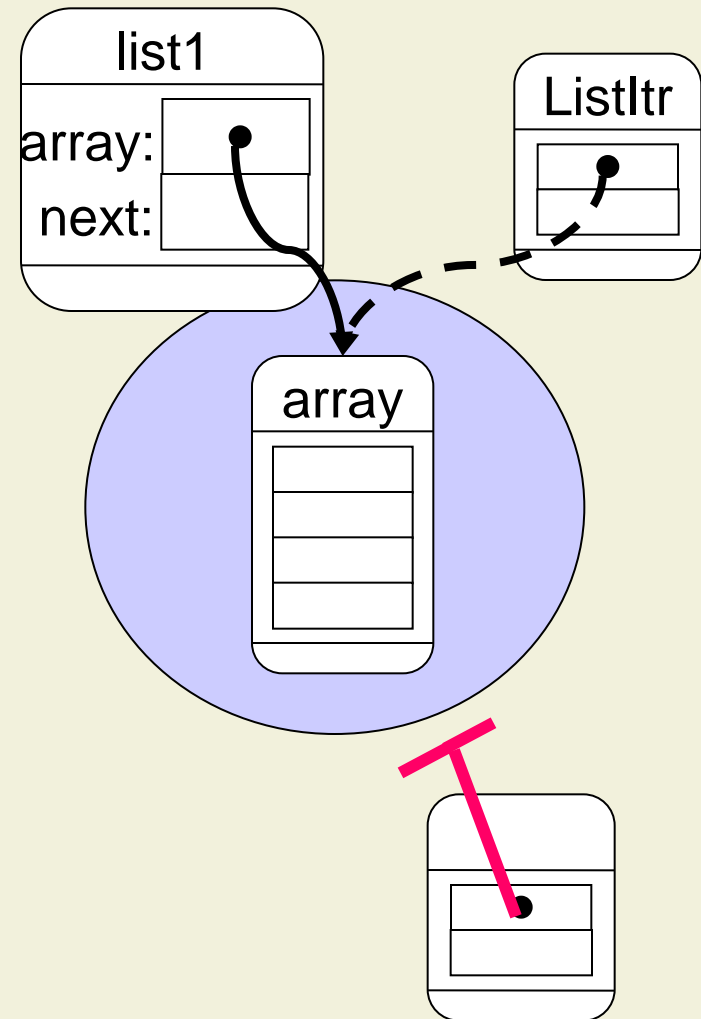
```
class Address {  
  public rep int[ ] phone;  
  ... }  
}
```

```
rep Address a = this.addr;  
readonly Person row = werner;  
readonly Address roa = row.addr;
```

```
rep int[ ] no = this.addr.phone;  
rep Address a = werner.addr;
```

No Representation Exposure

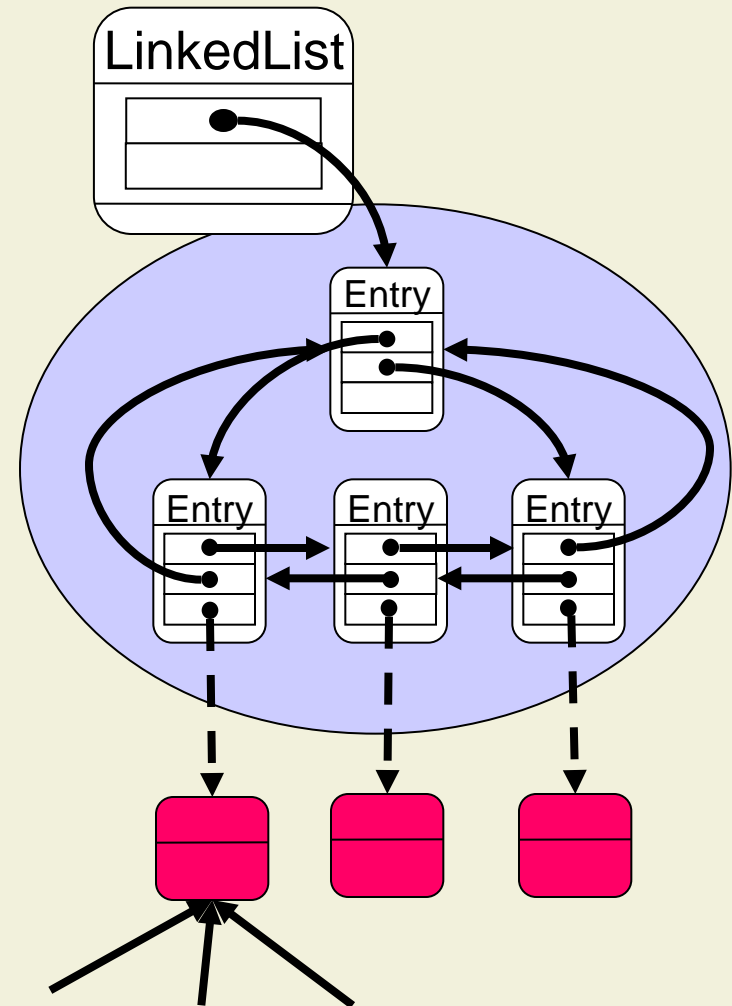
- Capturing or leaking **cannot lead to rep exposure**
 - Interface objects and representation objects have different types
- **Representations** of different interface objects **cannot be confused**
 - Rep fields and methods can only be accessed on **this** and readonly targets



No Argument Dependence

- Argument objects have **readonly types**
- Argument objects may be **freely aliased**
- Invariants **must not depend** on fields of objects referenced through readonly types

```
private readonly T v, w;  
// invariant v != w           -- legal  
// invariant v.f != w.f       -- illegal
```



Dynamic Types

- At compile time, each class or interface T introduces three types
 - $peer(T)$, $rep(T)$, $ro(T)$
- At runtime, the dynamic type of an object consists of its class and its context
 - rep and $readonly$ are only used to classify references
- Information about dynamic types can be used to cast $readonly$ types with dynamic checks

```
readonly Address roa = ...;  
Address a = ( Address ) roa;    /* dynamic check whether this and roa  
                                belong to the same context */
```

Achievements

- Rep and readonly types enable **encapsulation of whole object structures**
- Encapsulation **cannot be violated** by subclasses, via casts, etc.
- The technique **fully supports subclassing**
 - In contrast to solutions with final, private inner classes, etc.

```
class ArrayList {  
    protected rep int[ ] array;  
    private int next;  
  
    ...  
}
```

```
class MyList extends ArrayList {  
    public int[ ] leak( ) {  
        return array;  
    }  
}
```

Open Problems

- Ownership types are an area of current research activities
- Open issues
 - **Several owners** sharing a common representation, e.g., a list header and iterators
 - **Transfer** of objects from one context to another, e.g., for capturing
 - **Application** of ownership types to all areas where aliasing leads to problems, e.g., thread synchronization

Diplom- und Semesterarbeiten

- The Software Component Technology Group has developed the **Universe Type System** to control aliasing and dependencies
- **Areas for student projects** include
 - Extending the implementation of the type checker
 - Performing case studies
 - Extending the type system
 - Working on a type safety proof
- If interested, please contact **Werner Dietl** or **Peter Müller**
- Next semester, we offer a seminar on aliasing