

# Konzepte objektorientierter Programmierung – Lecture 10 –

**Prof. Dr. Peter Müller**

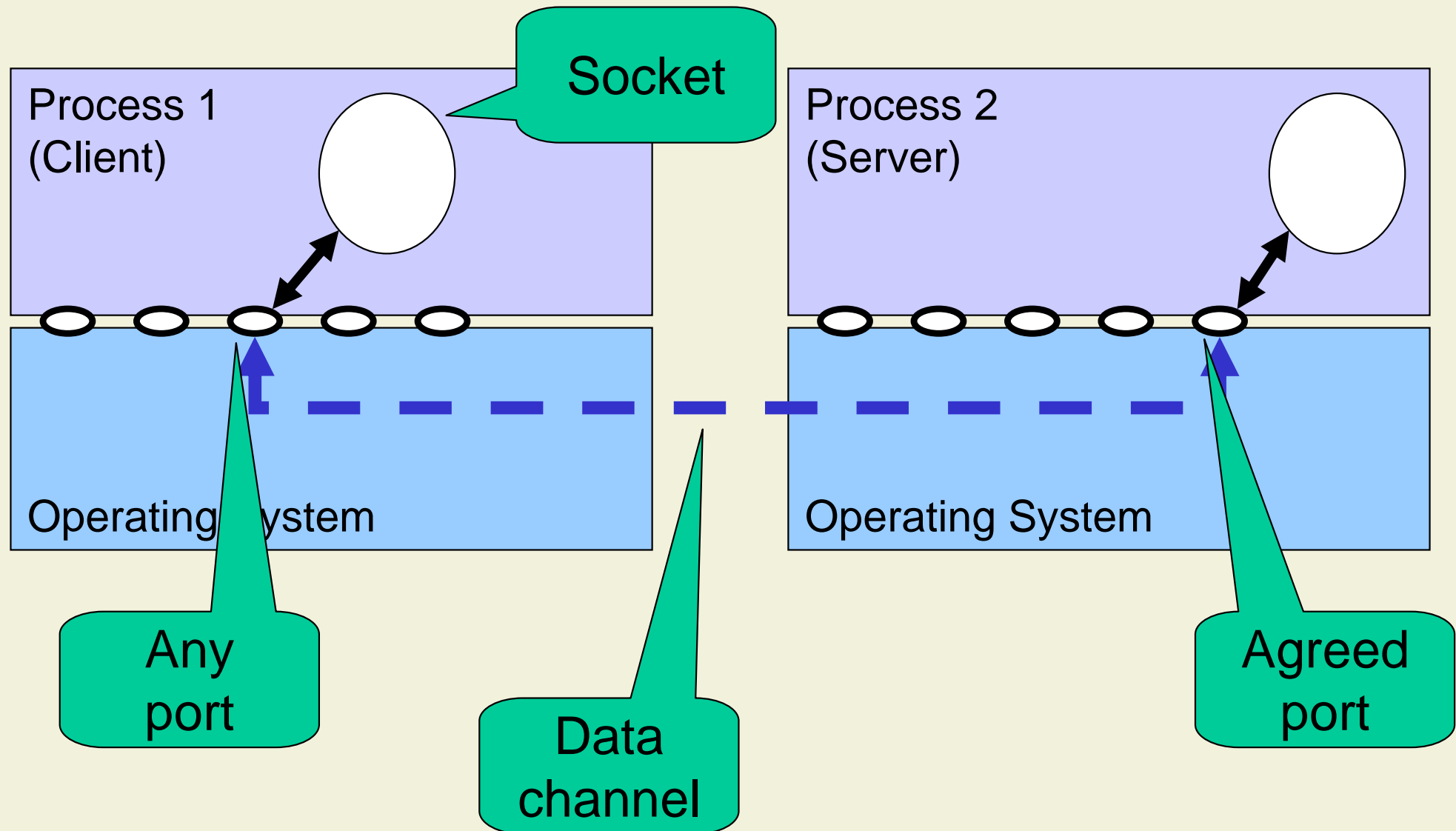
Software Component Technology

Wintersemester 05/06

**ETH**

Eidgenössische Technische Hochschule Zürich  
Swiss Federal Institute of Technology Zurich

# Sockets and Ports

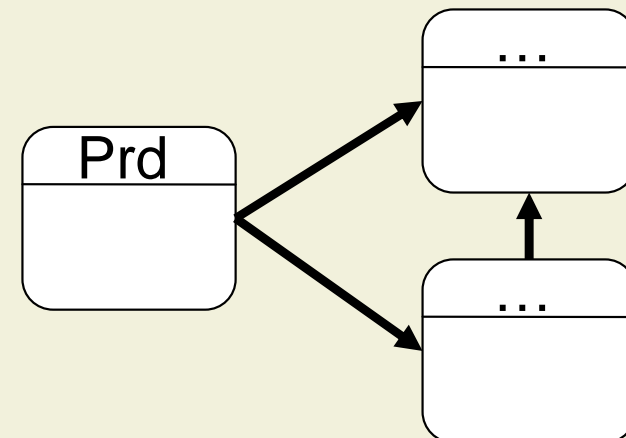


# Object Streams in Java

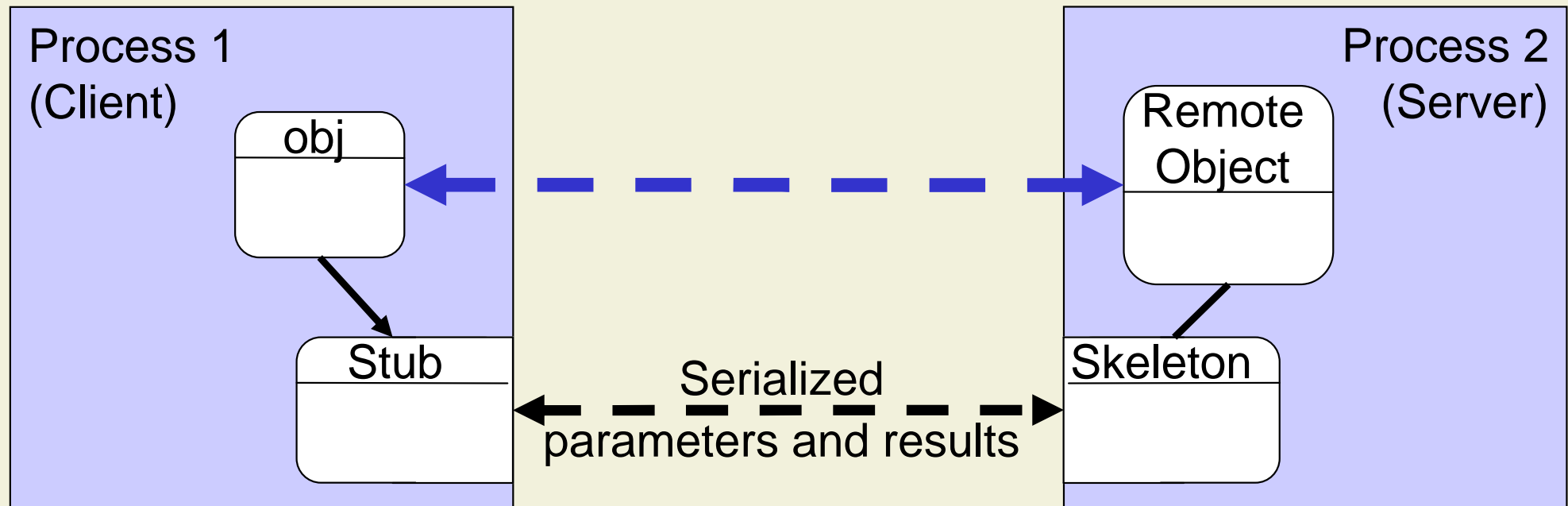
- Serialization needs access to private fields
  - Interface Serializable is used as tag
- Object streams serialize
  - Values of primitive types
  - Serializable objects
- All objects except strings are written only once

```
interface Serializable { }
```

```
class ObjectOutputStream  
    extends OutputStream  
    implements ... {  
  
    void writeObject( Object obj )  
        throws IOException { ... }  
    ... }
```



# Stubs and Skeletons



- Remote objects are represented locally by stubs
- Stubs and skeletons provide communication
- Code for stubs and skeletons can be generated automatically (RMI compiler `rmic`)

# Remote Method Invocation

- Remote interfaces can be used to invoke methods of remote objects
- Communication is transparent except for
  - Error handling
  - Problems of serialization
- Coding is almost identical to local solutions

```
class Producer extends Thread {  
    Buffer buf;  
  
    Producer( Buffer b ) { buf = b; }  
  
    void run( ) {  
        while ( true )  
            try {  
                buf.put( new Prd( ) );  
            } catch( Exception e ) { ... }  
        }  
    }
```

# Agenda for Today

## 10. Mobile Code

10.1 Reflection

10.2 Dynamic Class Loading

10.3 Bytecode Verification

## Objectives

- Mobile code
- Security and type safety

# 10. Mobile Code

## 10.1 Reflection

## 10.2 Dynamic Class Loading

## 10.3 Security

# Repetition: Dynamic Type Checking

- **instanceof** can be used to avoid runtime errors
- **instanceof** makes type information available to programs

```
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" );
```

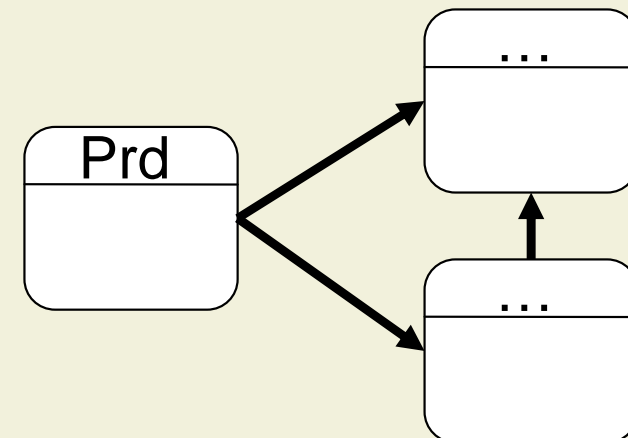


# Object Streams in Java

- Serialization needs access to private fields
  - Interface `Serializable` is used as tag
- Object streams serialize
  - Values of primitive types
  - `Serializable` objects
- All objects except strings are written only once

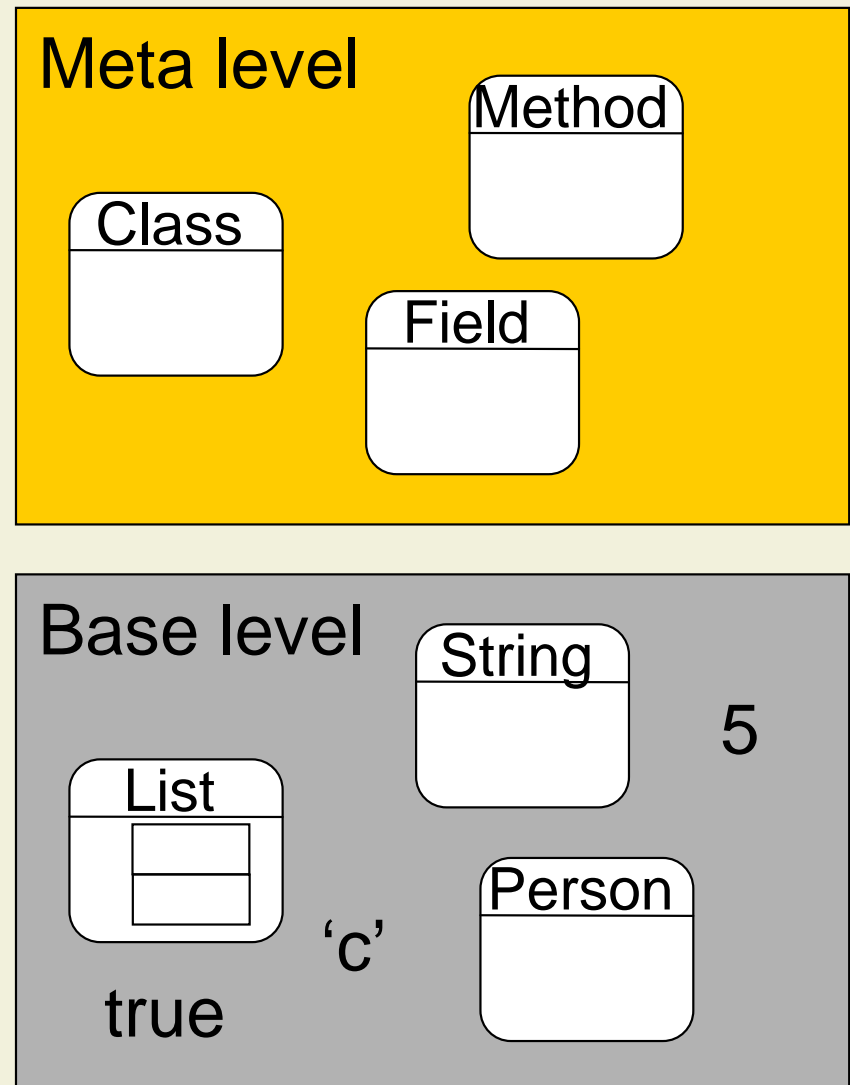
```
interface Serializable { }
```

```
class ObjectOutputStream  
    extends OutputStream  
    implements ... {  
  
    void writeObject( Object obj )  
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    ... }
```



# Reflection

- Runtime meta information
  - Data about structure and properties of base data
- Simplest form
  - Type information is available at runtime
- Most elaborate
  - All compile time information is available at runtime
  - Examples: Methods of a class, parameter and result types of methods, etc.



# Class Objects

```
class Class ... {  
    static Class      forName( String name ) throws ...      {...}  
    Method[ ] getMethods( )                      {...}  
    Method[ ] getDeclaredMethods( )              {...}  
    Method  getMethod( String name, Class[ ] parTypes ) {...}  
    Class    getSuperclass( )                    {...}  
    boolean  isAssignableFrom( Class cls )      {...}  
    Object   newInstance( ) throws ...          {...}  
    ... }  
}
```

- The Class object for a class can be obtained by the pre-defined class-field

```
Class StringClass = String.class;
```

# Example: Inspection

```
import java.lang.reflect.*;

public class FieldInspector {
    public static void main( String[ ] ss ) {
        Class cl = Class.forName( ss[ 0 ] );
        Field[ ] fields = cl.getFields( );
        for( int i = 0; i < fields.length; i++ ) {
            Field f = fields[ i ];
            Class type = f.getType( );
            String name = f.getName( );
            System.out.println( type.getName( ) + " " + name + " " );
        }
    }
}
```

Error  
handling  
omitted

# Example: Methods as Parameters

Static method with signature  
Boolean (String)

```
static void apply( Method filter, String[ ] s ) throws Exception {  
    Object[ ] par = new Object[ 1 ];  
    for ( int i=0; i < s.length; i++ ) {  
        par[ 0 ] = s[ i ];  
        if ( ( ( Boolean ) filter.invoke( null, par ) ).booleanValue( ) )  
            System.out.println( s[ i ] );  
    }  
}
```

Typecast  
necessary

Target  
object

Parameter  
array

# Methods as Parameters (cont'd)

```
import java.lang.reflect.*;

class Filter {
    static void apply( Method filter, String[ ] s ) throws Exception { ... }
    static Boolean single( String s ) { ... }
    static Boolean startA( String s ) { ... }
    static void main( String[ ] args ) throws Exception {
        Class[ ] parTypes = { String.class };
        if ( args[ 0 ].equals( "1" ) )
            apply( Filter.class.getMethod( "single",parTypes ), args );
        else if ( args[ 0 ].equals( "2" ) )
            apply( Filter.class.getMethod( "startA",parTypes ), args );
    }
}
```

# Problems

```
public Object invoke( Object obj, Object[ ] args )  
    throws IllegalAccessException,  
           IllegalArgumentException,  
           InvocationTargetException { ... }
```

- **Safety checks** have to be done **at runtime**
  - Syntax checking (number of arguments)
  - Type checking (of arguments and results)
  - Accessibility (of fields and methods)
- Exceptions of underlying methods are caught and wrapped

# Applications of Reflection

- Serialization
- Persistence (e.g., Java Beans)
- Passing methods as arguments
- Some design patterns (e.g., visitor)
- Debugging
- Dynamic class Loading



# 10. Mobile Code

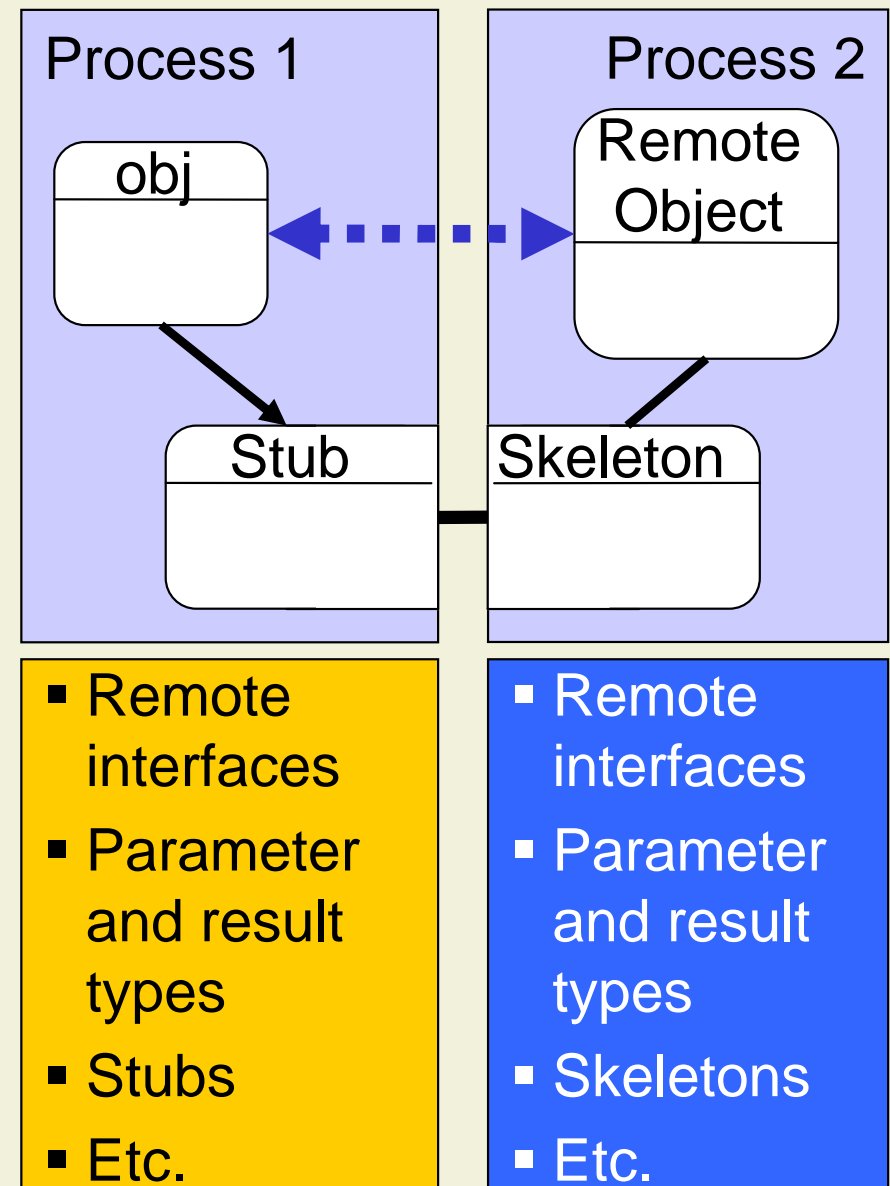
10.1 Reflection

**10.2 Dynamic Class Loading**

10.3 Security

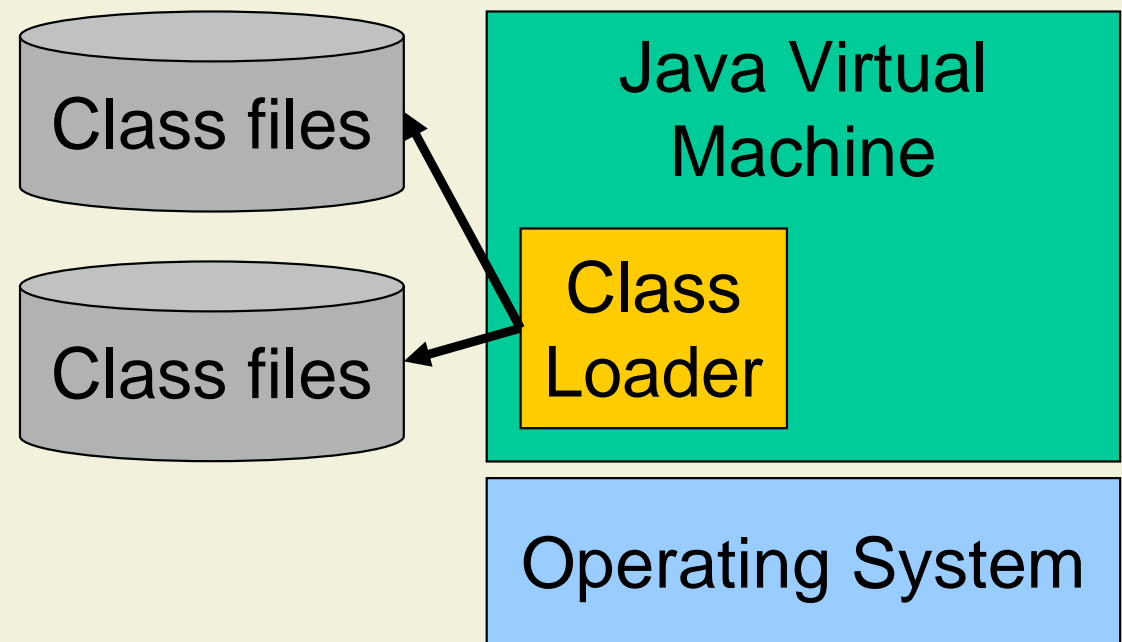
# Motivation

- Distributed programs require code to be available on all machines
- Difficult to deploy and to maintain
- Dynamic deployment necessary for, e.g., web programming (applets)
- Solution: Code on demand



# Class Loaders

- Programs are compiled to bytecode
  - Platform-independent format
  - Organized into class files
- Bytecode is interpreted on a virtual machine
- Class loader gets code for classes and interfaces on demand
- Programs can contain their own class loaders



# Example: Specialized Class Loader

Error  
handling  
partly  
omitted

```
public class MyLoader extends ClassLoader {  
    byte[ ] getClassData( String name ) { ... }  
  
    public synchronized Class loadClass( String name )  
        throws ClassNotFoundException {  
  
        Class c = findLoadedClass( name );  
        if ( c!=null ) return c;  
  
        try { c = findSystemClass( name ); return c; }  
        catch ( ClassNotFoundException e ) { }  
  
        byte[ ] data = getClassData( name );  
        return defineClass( name, data, 0, data.length ); }  
}
```

# 10. Mobile Code

10.1 Reflection

10.2 Dynamic Class Loading

**10.3 Security**

# Security in Mobile Environments

- Mobile code enables
  - Download and execution of code, e.g., Java applets
  - Upload of code, e.g., to customize servers
  
- Security issue: **Mobile code cannot be trusted**
  - Code may not be type safe
  - Code may destroy or modify data
  - Code may expose personal information
  - Code may crash the underlying VM
  - Code may purposefully degrade performance (denial of service)

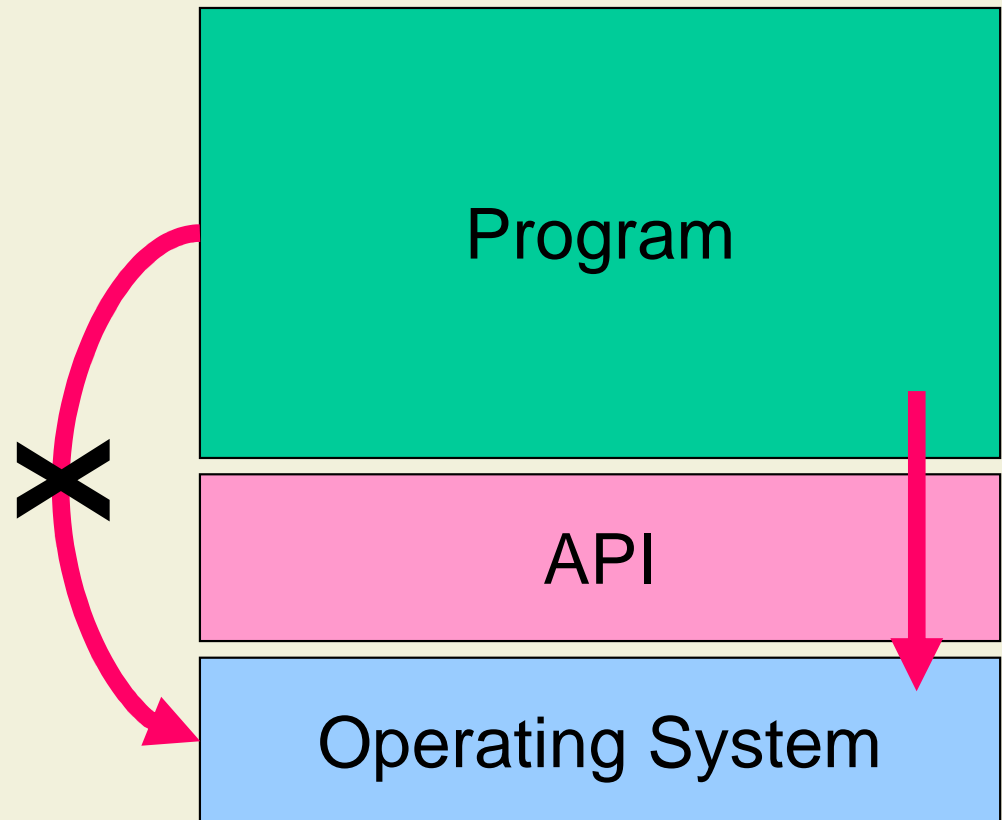
# Security for Java Programs

## ■ Sandbox

- Applets get access to system resources only through an API
- Access control can be implemented

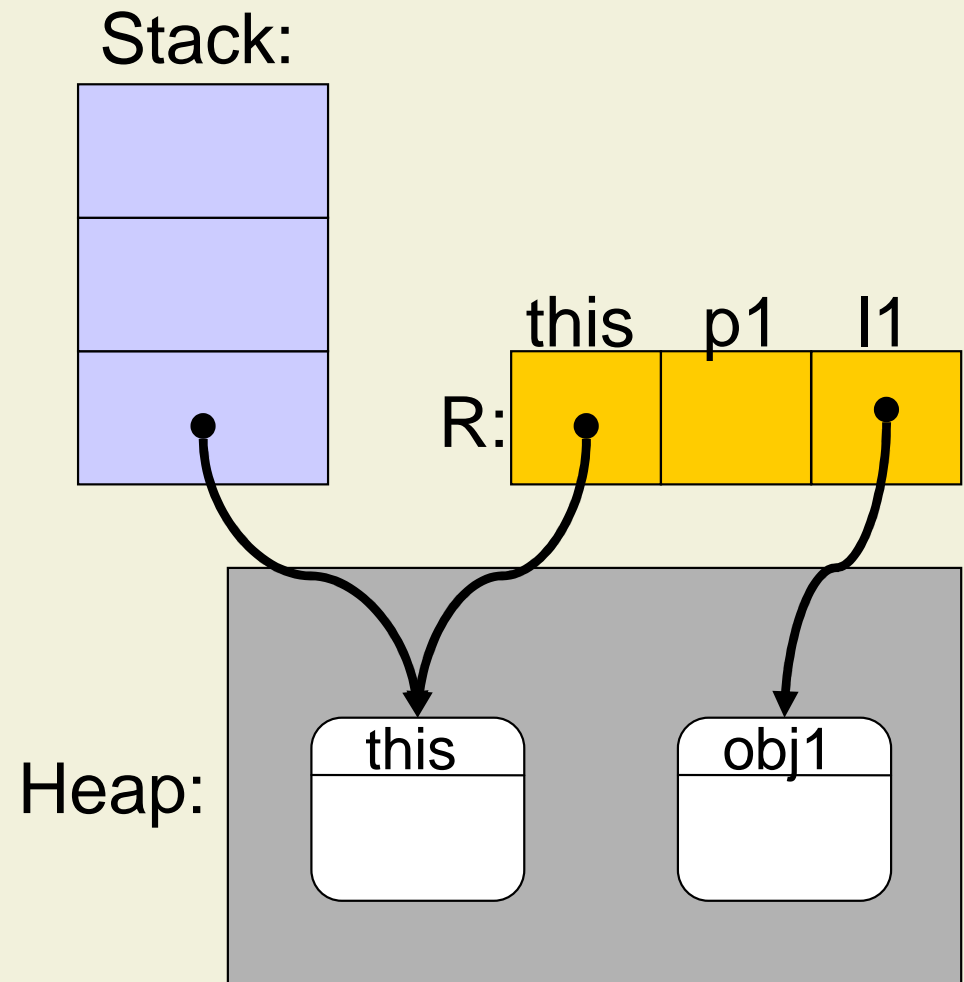
## ■ Security relies on

- Type safety
- Code does not by-pass sandbox



# Java Virtual Machine

- JVM is stack-based
- Most operations pop operands from a stack and push a result
- Registers store method parameters and local variables
- Stack and registers are part of the method activation record



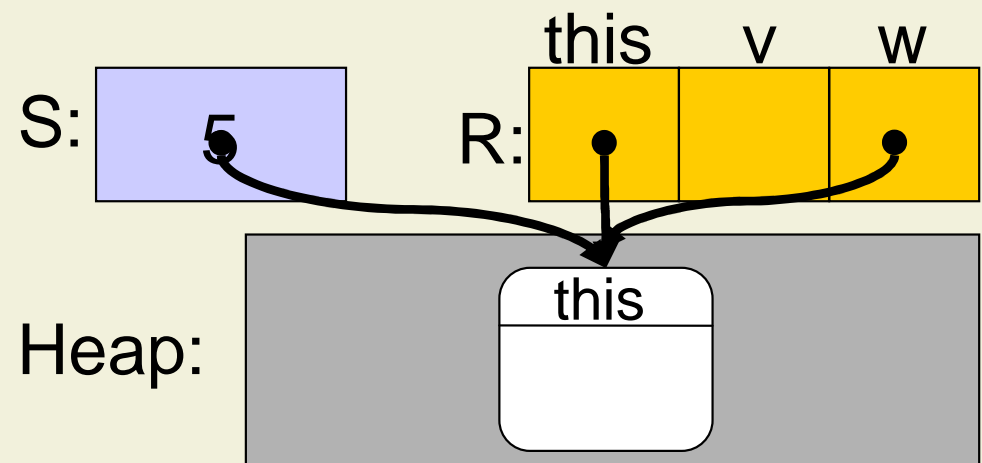


# Java Bytecode

- Instructions are typed
- Load and store instructions access registers
- Control is handled by intra-method branches (goto, conditional branches)

```
class C {  
    void m( ) {  
        int v;  
        Object w;  
        v = 5;  
        w = this;  
    }  
}
```

```
iconst 5  
istore 1  
aload 0  
astore 2  
return
```



# Bytecode Verification

- Proper execution requires that
  - Each instruction is type safe
  - Only initialized variables are read
  - No stack over- or underflow occurs
  - Etc.
  
- Java Virtual Machine guarantees these properties
  - By **bytecode verification** when a class is loaded
  - By **dynamic checks at runtime**

# Abstract Interpretation

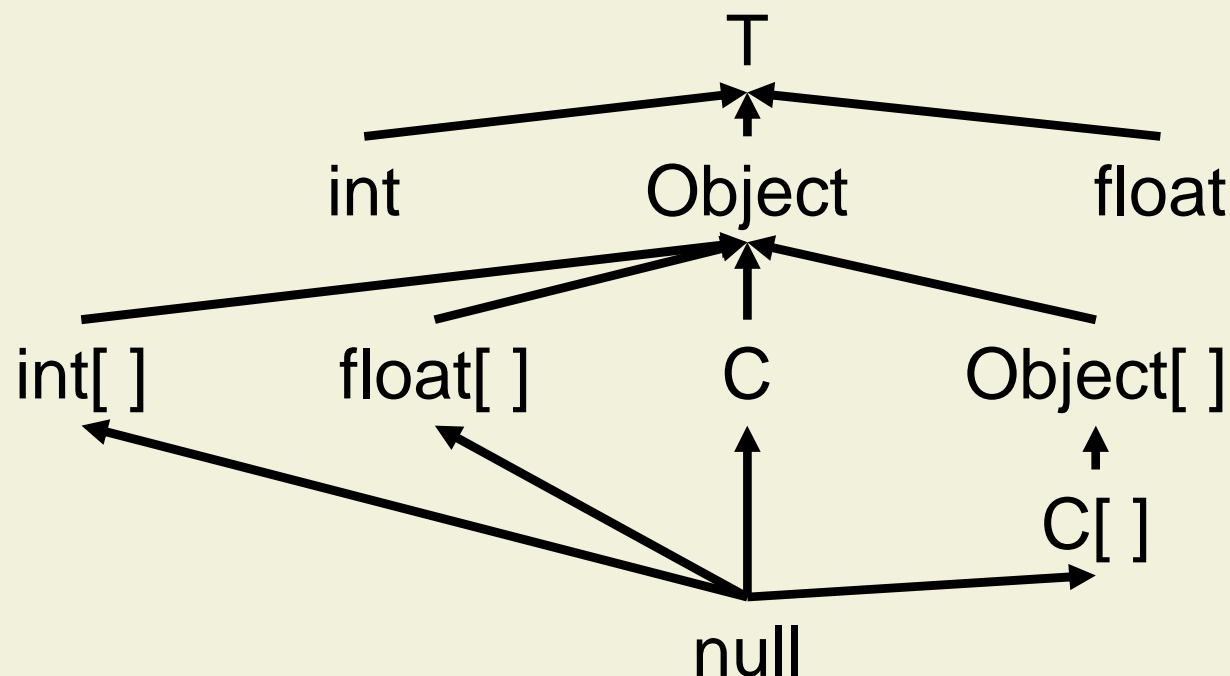
- The Bytecode verifier **simulates** the execution of the program
- Operations are performed on **types instead of values**
- For each instruction, a rule describes how the **stack and local variables** are modified

$$\begin{aligned} i: ( S, R ) &\rightarrow ( S', R' ) \\ \text{iadd}: ( \text{int.int.S}, R ) &\rightarrow ( \text{int.S}, R ) \end{aligned}$$

- Errors are denoted by the **absence of a transition**
  - Type mismatch
  - Stack over- or underflow

# Types of the Abstract Interpreter

- Primitive types
- Object and array reference types
- null type for the null reference
- T for uninitialized registers



# Selected Abstract Interpretation Rules

- Maximum stack size (MS) and maximum number of parameters and local variables (ML) are stored in the classfile
- Rule for method invocation uses method signature (no jump)

**iconst** n:

$(S, R) \rightarrow (\text{int}.S, R)$ , if  $|S| < MS$

**iload** n:

$(S, R) \rightarrow (\text{int}.S, R)$ ,  
if  $0 \leq n \leq ML \wedge R(n) = \text{int} \wedge |S| < MS$

**astore** n:

$(t.S, R) \rightarrow (S, R\{n \leftarrow t\})$ ,  
if  $0 \leq n \leq ML \wedge t <: \text{Object}$

**invokevirtual** C.m. $\sigma$ :

$(t'_n \dots t'_1.t'.S, R) \rightarrow (r.S, R)$ , if  
 $\sigma = r(t_1, \dots, t_n) \wedge t' <: C \wedge t'_i <: t_i$

# Example

this

v

w

```
int v;
Object w;
v = 5;
w = this;
```

```
iconst 5
istore 1
aload 0
astore 2
return
```

```
( [ ] , [ C,T,T ] ) →
( int , [ C,T,T ] ) →
( [ ] , [ C,int,T ] ) →
( C , [ C,int,T ] ) →
( [ ] , [ C,int,C ] )
```

```
int v;
Object w;
v = 5;
w = v;
```

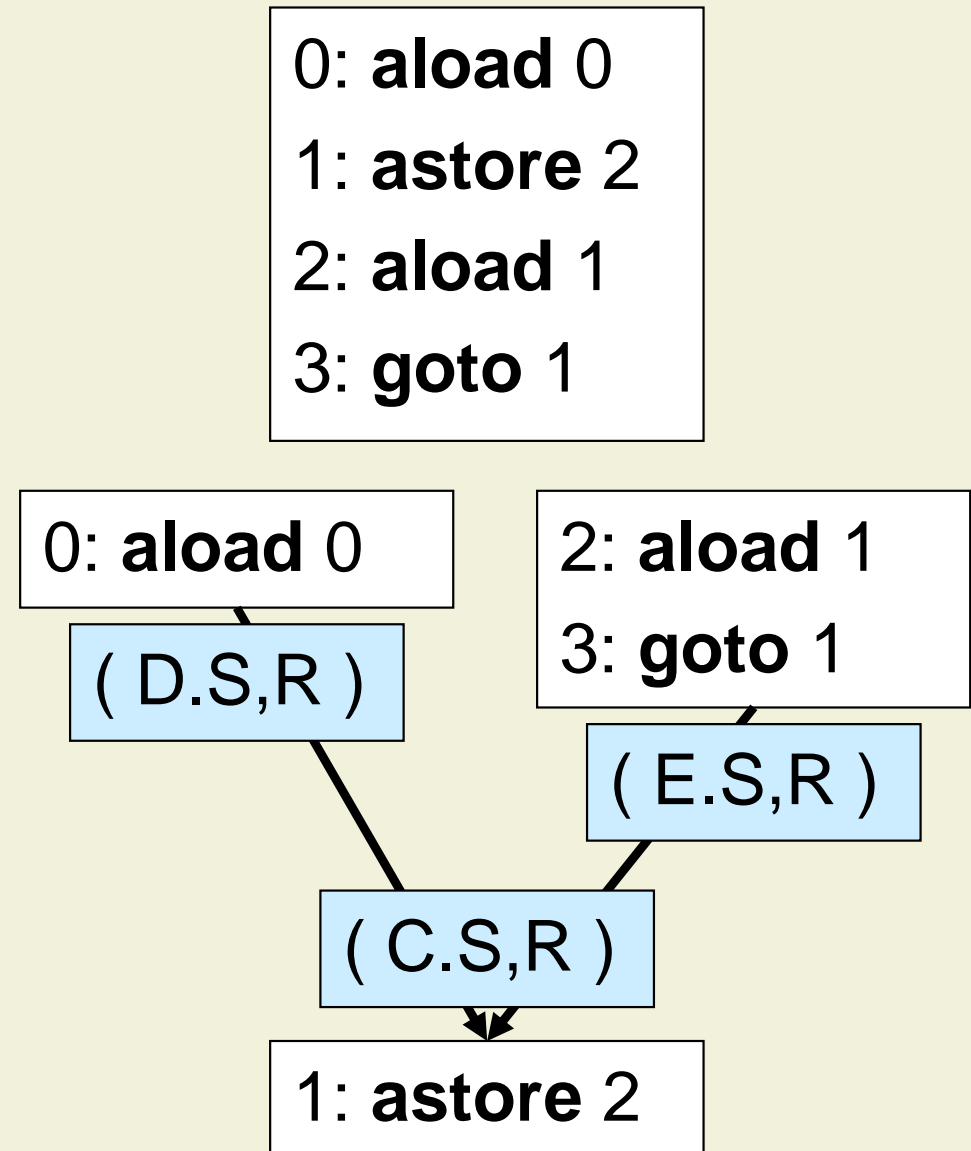
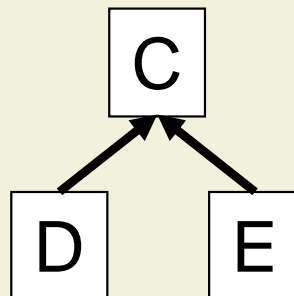
```
iconst 5
istore 1
iload 1
astore 2
return
```

```
( [ ] , [ C,T,T ] ) →
( int , [ C,T,T ] ) →
( [ ] , [ C,int,T ] ) →
( int , [ C,int,T ] )
stuck
```

**astore**  
expects an  
object type  
on top of  
the stack!

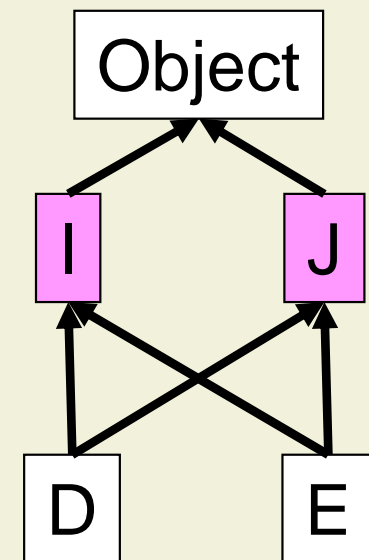
# Smallest Common Supertype

- Branches lead to **joins** in control flow
- Instructions can have **several predecessors**
- **Smallest common supertype** is selected (T if no other common supertype exists)



# Handling Multiple Subtyping

- With multiple subtyping, **several smallest common supertypes** may exist
- JDK solution
  - Ignore interfaces
  - Treat all interface types as Object
  - Works because of single inheritance of classes
- Problem
  - **invokeinterface** I.m cannot check whether target object implements I
  - Runtime check is necessary





# Abstract Interpretation Algorithm

- Abstract interpretation is a fixpoint iteration

```
in( 0 ) := ( [ ] , [ P0,...,Pn,T,...,T ] )  
worklist := { i | instri is an instruction of the method }  
while worklist ≠ ∅ do  
  i := min( worklist )  
  remove i from worklist  
  out( i ) = apply_rule( instri )  
  forall q in successors( i ) do  
    in( q ) := pointwise_scs( in( q ),out( i ) )  
    if in( q ) has changed then worklist := worklist ∪ { q }  
  end  
end
```

# Pointwise SCS

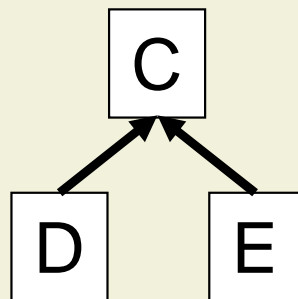
- $\text{scs}(s, t)$  is the smallest common supertype of  $s$  and  $t$

$$\begin{aligned} \text{pointwise\_scs} \big( & ([s_1 \dots s_k], [t_0, \dots, t_n]), \\ & ([s'_1 \dots s'_k], [t'_0, \dots, t'_n]) \big) = \\ & ([\text{scs}(s_1, s'_1) \dots \text{scs}(s_k, s'_k)], [\text{scs}(t_1, t'_1), \dots, \text{scs}(t_n, t'_n)]) \end{aligned}$$

- $\text{pointwise\_scs}$  is undefined for stacks of different heights
  - Abstract interpretation results in an error

# Abstract Interpretation Example

0: **aload** 0  
 1: **astore** 2  
 2: **aload** 1  
 3: **goto** 1



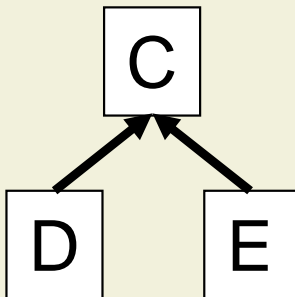
worklist

0 1 2 3

	in	out
0:	$([], [D, E, T])$	$([D], [D, E, T])$
1:	$([D], [D, E, T])$ $([C], [D, E, T])$ $([C], [D, E, T])$	$([], [D, E, D])$ $([], [D, E, C])$
2:	$([], [D, E, D])$ $([], [D, E, C])$	$([E], [D, E, D])$ $([E], [D, E, C])$
3:	$([E], [D, E, D])$ $([E], [D, E, C])$	$([E], [D, E, D])$ $([E], [D, E, C])$

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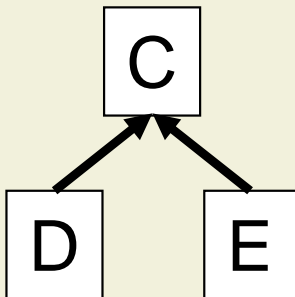
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0 1 2 3

	in	out
0:	([], [D,E,T])	
1:		
2:		
3:		

# Abstract Interpretation Example

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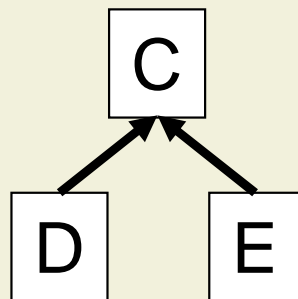
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1 2 3

	in	out
0:	$([], [D, E, T])$	$([D], [D, E, T])$
1:		
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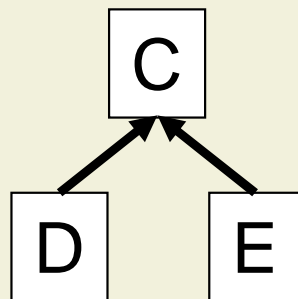
worklist

2 3

	in	out
0:	$([], [D, E, T])$	$([D], [D, E, T])$
1:	$([D], [D, E, T])$	$([], [D, E, D])$
2:		
3:		

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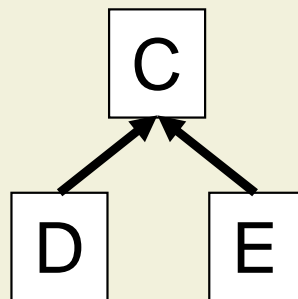
worklist

3

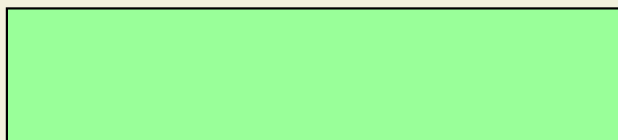
	in	out
0:	$([], [D, E, T])$	$([D], [D, E, T])$
1:	$([D], [D, E, T])$	$([], [D, E, D])$
2:	$([], [D, E, D])$	$([E], [D, E, D])$
3:		

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worklist

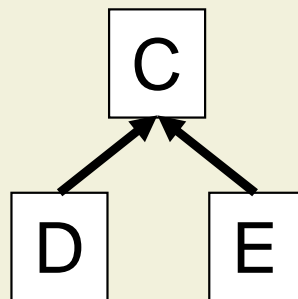


	in	out
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1:	$([D], [D, E, T])$	$([], [D, E, D])$
2:	$([], [D, E, D])$	$([E], [D, E, D])$
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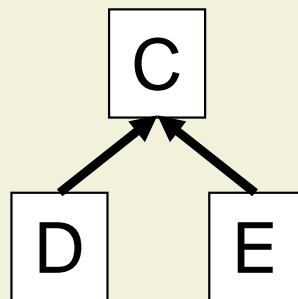
worklist

1

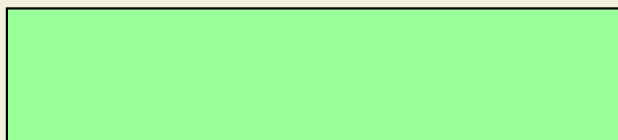
	in	out
0:	$([], [D, E, T])$	$([D], [D, E, T])$
1:	$([C], [D, E, T])$	$([], [D, E, D])$
2:	$([], [D, E, D])$	$([E], [D, E, D])$
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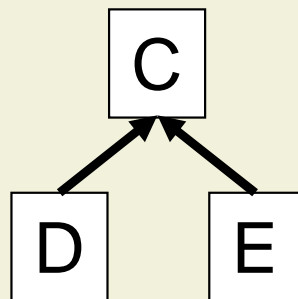
worklist



	in	out
0:	$([], [D, E, T])$	$([D], [D, E, T])$
1:	$([C], [D, E, T])$	$([], [D, E, C])$
2:	$([], [D, E, D])$	$([E], [D, E, D])$
3:	$([E], [D, E, D])$	$([E], [D, E, D])$

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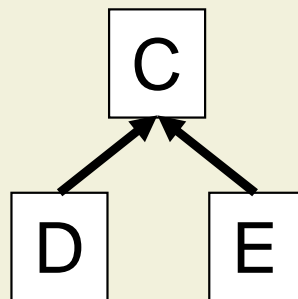
worklist

2

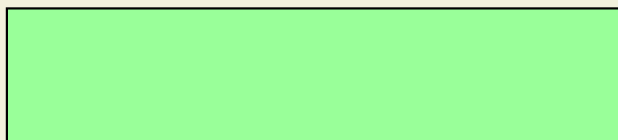
	in	out
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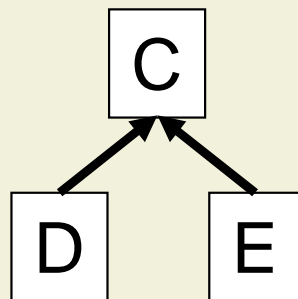
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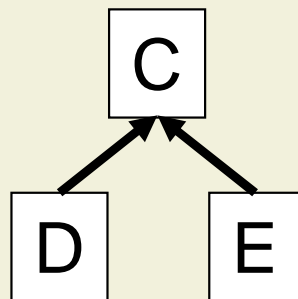
worklist

3

	in	out
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 3: **goto** 1



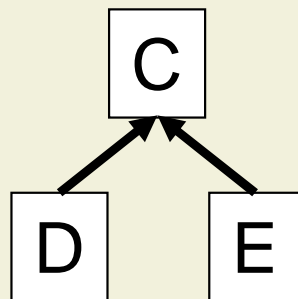
worklist



	in	out
0:	$([], [D, E, T])$	$([D], [D, E, T])$
	$([D], [D, E, T])$	$([], [D, E, D])$
1:	$([C], [D, E, T])$	$([], [D, E, C])$
	$([], [D, E, D])$	$([E], [D, E, D])$
2:	$([], [D, E, C])$	$([E], [D, E, C])$
	$([E], [D, E, D])$	$([E], [D, E, D])$
3:	$([E], [D, E, C])$	$([E], [D, E, C])$

# Abstract Interpretation Example

0: **aload** 0  
 1: **astore** 2  
 2: **aload** 1  
 3: **goto** 1



worklist



	in	out
0:	$([], [D, E, T])$	$([D], [D, E, T])$
1:	$([D], [D, E, T])$ $([C], [D, E, T])$	$([], [D, E, D])$ $([], [D, E, C])$
2:	$([], [D, E, D])$ $([], [D, E, C])$	$([E], [D, E, D])$ $([E], [D, E, C])$
3:	$([E], [D, E, D])$ $([E], [D, E, C])$	$([E], [D, E, D])$ $([E], [D, E, C])$

# Discussion

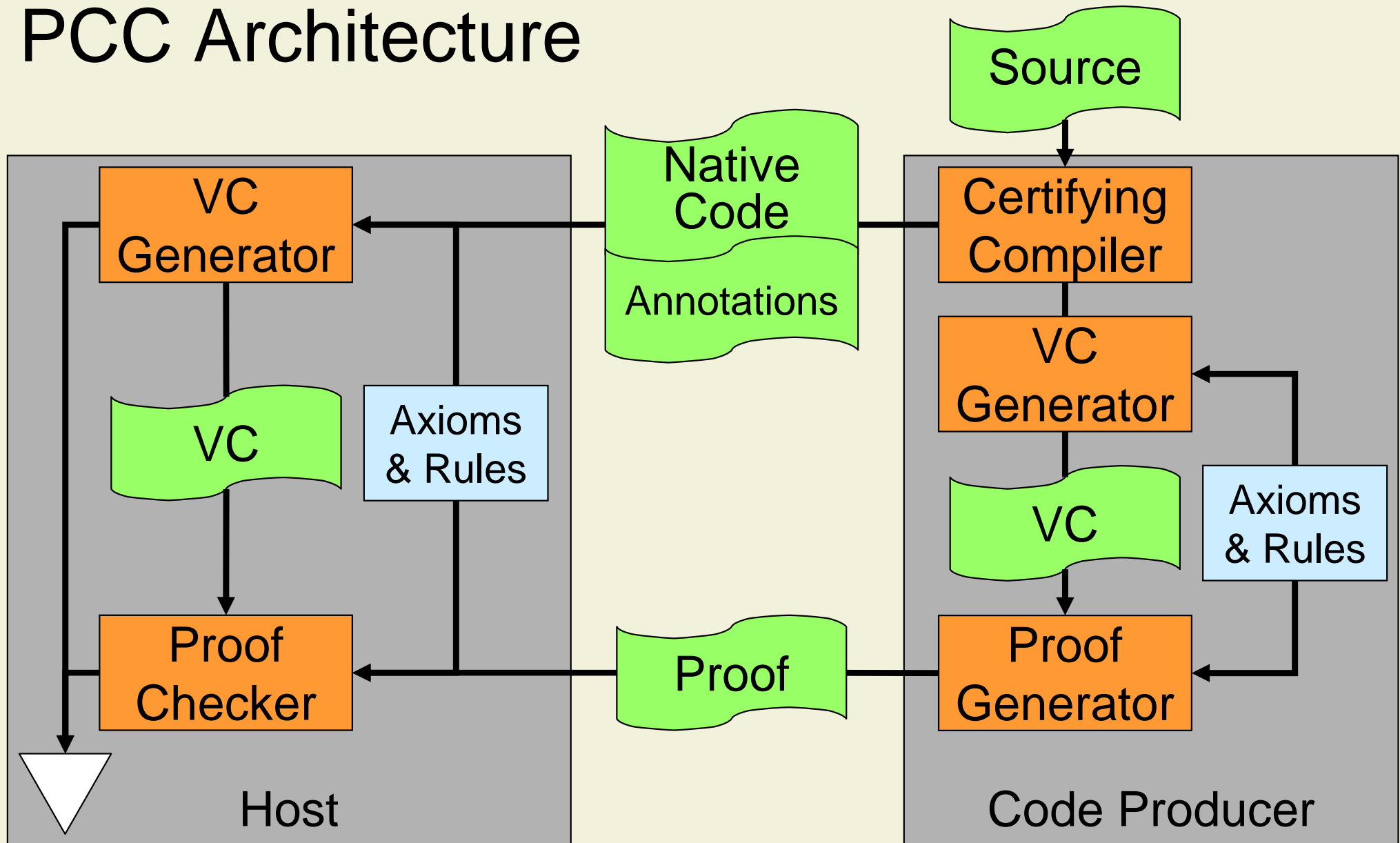
- Bytecode verification enables secure mobile code
  - For programs written in typed bytecode
  - For executions in virtual machine that performs bytecode verification
  
- Suggested reading
  - Xavier Leroy.  
Java bytecode verification: algorithms and formalizations.  
Journal of Automated Reasoning 30(3-4):235-269, 2003.  
Available from the course web site



# Proof-Carrying Code

- In contrast to bytecode verification, **safety is proven** for an executable program
- Proof is **generated by the code producer** and **checked by the host** before execution
- PCC works for untyped target code (assembler) and does not require a virtual machine

# PCC Architecture



VC = Verification condition