Software Engineering using Formal Methods

Java Modeling Language

Wolfgang Ahrendt

29 September 2016

Role of JML in the Course

programming/modelling language	property/specification language	verification technique
PROMELA	LTL	model checking
JAVA	JML	deductive verification

Unit Specifications

system level specifications
(requirements analysis, GUI, use cases)
important, but
not subject of this course

Unit Specifications

system level specifications
(requirements analysis, GUI, use cases)
important, but
not subject of this course

instead:

unit specification – *contracts among implementers* on various levels:

Unit Specifications

system level specifications
(requirements analysis, GUI, use cases)
important, but
not subject of this course

instead:

unit specification – *contracts among implementers* on various levels:

- application level – application level
- application level – library level
- library level – library level

Unit Specifications

In the object-oriented setting:

Units to be specified are interfaces, classes, and their methods

We start with method specifications.

Unit Specifications

In the object-oriented setting:

Units to be specified are interfaces, classes, and their methods

We start with method specifications.

Method specifications *potentially* refer to:

Unit Specifications

In the object-oriented setting:

Units to be specified are interfaces, classes, and their methods

We start with method specifications.

Method specifications *potentially* refer to:

- initial values of formal parameters

Unit Specifications

In the object-oriented setting:

Units to be specified are interfaces, classes, and their methods

We start with method specifications.

Method specifications *potentially* refer to:

- initial values of formal parameters
- result value

Unit Specifications

In the object-oriented setting:

Units to be specified are interfaces, classes, and their methods

We start with method specifications.

Method specifications *potentially* refer to:

- initial values of formal parameters
- result value
- prestate and poststate

Unit Specifications

In the object-oriented setting:

Units to be specified are interfaces, classes, and their methods

We start with method specifications.

Method specifications *potentially* refer to:

- initial values of formal parameters
- result value
- visible part of pre/poststate

Specifications as Contracts

To stress the different roles – obligations – responsibilities in a specification:

widely used analogy of the specification as a *contract*

"Design by Contract" methodology (Meyer, 1992, EIFFEL)

Specifications as Contracts

To stress the different roles – obligations – responsibilities in a specification:

widely used analogy of the specification as a *contract*

"Design by Contract" methodology (Meyer, 1992, EIFFEL)

Contract between caller and callee (called method)

callee guarantees certain outcome *provided* caller guarantees prerequisites

Running Example: ATM.java

```
public class ATM {

    // fields:
    private BankCard insertedCard = null;
    private int wrongPINCounter = 0;
    private boolean customerAuthenticated = false;

    // methods:
    public void insertCard (BankCard card) { ... }
    public void enterPIN (int pin) { ... }
    public int accountBalance () { ... }
    public int withdraw (int amount) { ... }
    public void ejectCard () { ... }

}
```

Informal Specification

very informal Specification of '`enterPIN (int pin)`':

> *Enter the PIN that belongs to the currently inserted bank card into the ATM. If a wrong PIN is entered three times in a row, the card is confiscated. After having entered the correct PIN, the customer is regarded as authenticated.*

Getting More Precise: Specification as Contract

Contract states what is guaranteed under which conditions.

Getting More Precise: Specification as Contract

Contract states what is guaranteed under which conditions.

precondition card is inserted, user not yet authenticated, pin is correct

Getting More Precise: Specification as Contract

Contract states what is guaranteed under which conditions.

precondition	card is inserted, user not yet authenticated, pin is correct
postcondition	user is authenticated

Getting More Precise: Specification as Contract

Contract states what is guaranteed under which conditions.

precondition	card is inserted, user not yet authenticated, pin is correct
postcondition	user is authenticated

precondition	card is inserted, user not yet authenticated, `wrongPINCounter < 2` and pin is incorrect

Getting More Precise: Specification as Contract

Contract states what is guaranteed under which conditions.

precondition	card is inserted, user not yet authenticated, pin is correct
postcondition	user is authenticated

precondition	card is inserted, user not yet authenticated, `wrongPINCounter < 2` and pin is incorrect
postcondition	`wrongPINCounter` has been increased by `1`, user is not authenticated

Getting More Precise: Specification as Contract

Contract states what is guaranteed under which conditions.

precondition	card is inserted, user not yet authenticated, pin is correct
postcondition	user is authenticated
precondition	card is inserted, user not yet authenticated, `wrongPINCounter < 2` and pin is incorrect
postcondition	`wrongPINCounter` has been increased by `1`, user is not authenticated
precondition	card is inserted, user not yet authenticated, `wrongPINCounter >= 2` and pin is incorrect

Getting More Precise: Specification as Contract

Contract states what is guaranteed under which conditions.

precondition	card is inserted, user not yet authenticated, pin is correct
postcondition	user is authenticated

precondition	card is inserted, user not yet authenticated, `wrongPINCounter < 2` and pin is incorrect
postcondition	`wrongPINCounter` has been increased by `1`, user is not authenticated

precondition	card is inserted, user not yet authenticated, `wrongPINCounter >= 2` and pin is incorrect
postcondition	card is confiscated user is not authenticated

Meaning of Pre/Postcondition pairs

Definition

A **pre**/**post**-**condition** pair for a method `m` is
satisfied by the implementation of `m` if:

> *When* `m` *is called in any state that satisfies the precondition*
> *then in any terminating state of* `m` *the postcondition is true.*

Meaning of Pre/Postcondition pairs

Definition

A **pre**/**post**-**condition** pair for a method `m` is
satisfied by the implementation of `m` if:

> *When* `m` *is called in any state that satisfies the precondition*
> *then in any terminating state of* `m` *the postcondition is true.*

1. No guarantees are given when the precondition is not satisfied.
2. Termination may or may not be guaranteed.
3. In case of termination, it may be normal or abrupt.

Meaning of Pre/Postcondition pairs

Definition

A **pre**/**post**-**condition** pair for a method `m` is
satisfied by the implementation of `m` if:

> *When* `m` *is called in any state that satisfies the precondition*
> *then in any terminating state of* `m` *the postcondition is true.*

1. No guarantees are given when the precondition is not satisfied.
2. Termination may or may not be guaranteed.
3. In case of termination, it may be normal or abrupt.

non-termination and abrupt termination $\Rightarrow$ next lecture

Formal Specification

Natural language specs are very important and widely used

Formal Specification

Natural language specs are very important and widely used, we focus on

Formal Specification

Describe contracts with mathematical rigour

Formal Specification

Natural language specs are very important and widely used, we focus on

Formal Specification

Describe contracts with mathematical rigour

Motivation

- High degree of precision
  - formalization often exhibits omissions/inconsistencies
  - avoid ambiguities inherent to natural language
- Potential for automation of program analysis
  - monitoring
  - test case generation
  - program verification

Java Modeling Language (JML)

JML is a specification language tailored to JAVA.

General JML Philosophy

Integrate

- specification
- implementation

in one single language.

$\Rightarrow$ JML is not external to JAVA

Java Modeling Language (JML)

JML is a specification language tailored to JAVA.

General JML Philosophy

Integrate

- specification
- implementation

in one single language.

$\Rightarrow$ JML is not external to JAVA

JML

is

JAVA

Java Modeling Language (JML)

JML is a specification language tailored to JAVA.

General JML Philosophy

Integrate

- specification
- implementation

in one single language.

$\Rightarrow$ JML is not external to JAVA

JML

is

JAVA + FO Logic

Java Modeling Language (JML)

JML is a specification language tailored to JAVA.

General JML Philosophy

Integrate

- specification
- implementation

in one single language.

$\Rightarrow$ JML is not external to JAVA

JML
is
JAVA + FO Logic + pre/postconditions, invariants

Java Modeling Language (JML)

JML is a specification language tailored to JAVA.

General JML Philosophy

Integrate

- specification
- implementation

in one single language.

$\Rightarrow$ JML is not external to JAVA

JML
is
JAVA + FO Logic + pre/postconditions, invariants + more...

JML Annotations

JML extends JAVA by annotations.

JML annotations include:

- ✔ preconditions
- ✔ postconditions
- ✔ class invariants
- ✔ additional modifiers
- ✘ 'specification-only' fields
- ✘ 'specification-only' methods
- ✔ loop invariants
- ✔ ...
- ✘ ...

✔: in this course, ✘: not in this course

JML/JAVA integration

JML annotations are attached to JAVA programs
by
writing them directly into the JAVA source code files

Ensures compatibility with standard JAVA compiler:

JML annotations live in special JAVA comments,
ignored by JAVA compiler, recognized by JML tools

JML by Example

from the file `ATM.java`

```
⋮
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
⋮
```

JML by Example

from the file `ATM.java`

```
⋮
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
⋮
```

Everything between `/*` and `*/` is invisible for JAVA.

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

But:

A JAVA comment with '@' as its first character
it is *not* a comment for JML tools.

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

But:

A JAVA comment with '@' as its first character
it is *not* a comment for JML tools.

JML annotations appear in JAVA comments starting with @.

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

But:

A JAVA comment with '@' as its first character
it is *not* a comment for JML tools.

JML annotations appear in JAVA comments starting with @.

How about "//"comments?

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated; @*/
```

equivalent to:

```
//@ public normal_behavior
//@ requires !customerAuthenticated;
//@ requires pin == insertedCard.correctPIN;
//@ ensures customerAuthenticated;
```

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated; @*/
```

equivalent to:

```
//@ public normal_behavior
//@ requires !customerAuthenticated;
//@ requires pin == insertedCard.correctPIN;
//@ ensures customerAuthenticated;
```

The easiest way to comment out JML:

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated; @*/
```

equivalent to:

```
//@ public normal_behavior
//@ requires !customerAuthenticated;
//@ requires pin == insertedCard.correctPIN;
//@ ensures customerAuthenticated;
```

The easiest way to comment out JML:

```
/*␣@ public normal_behavior ... @*/
```

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated; @*/
```

equivalent to:

```
//@ public normal_behavior
//@ requires !customerAuthenticated;
//@ requires pin == insertedCard.correctPIN;
//@ ensures customerAuthenticated;
```

The easiest way to comment out JML:

```
/*␣@ public normal_behavior ... @*/
```

```
//␣@ public normal_behavior
//␣@ requires !customerAuthenticated;
...
```

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

What about the intermediate '@'s?

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

What about the intermediate '@'s?

Within a JML annotation, a '@' is ignored:

- if it is the first (non-white) character in the line
- if it is the last character before '*/'.

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

What about the intermediate '@'s?

Within a JML annotation, a '@' is ignored:

- if it is the first (non-white) character in the line
- if it is the last character before '*/'.

⇒ The blue '@'s are not *required*, but it's a convention to use them.

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

This is a **public** specification case:

1. it is accessible from all classes and interfaces
2. it can only mention `public` fields/methods of this class

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

This is a **public** specification case:

1. it is accessible from all classes and interfaces
2. it can only mention `public` fields/methods of this class

2. Can be a problem. Solution later in the lecture.

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

Each keyword ending with **behavior** opens a 'specification case'.

normal_behavior Specification Case

The method guarantees to *not* throw any exception

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

Each keyword ending with **behavior** opens a 'specification case'.

`normal_behavior` Specification Case

The method guarantees to *not* throw any exception (on the top level),

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

Each keyword ending with **`behavior`** opens a 'specification case'.

`normal_behavior` Specification Case

The method guarantees to *not* throw any exception (on the top level), *if the caller guarantees all preconditions of this specification case*.

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

This specification case has two preconditions (marked by **`requires`**)

1. `!customerAuthenticated`
2. `pin == insertedCard.correctPIN`

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

This specification case has two preconditions (marked by **`requires`**)

1. `!customerAuthenticated`
2. `pin == insertedCard.correctPIN`

here:
preconditions are *boolean JAVA expressions*

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

This specification case has two preconditions (marked by **`requires`**)

1. `!customerAuthenticated`
2. `pin == insertedCard.correctPIN`

here:
preconditions are *boolean JAVA expressions*

in general:
preconditions are *boolean JML expressions* (see below)

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
```

specifies only the case where both preconditions are true in prestate

the above is equivalent to:

```
/*@ public normal_behavior
  @ requires (    !customerAuthenticated
  @             && pin == insertedCard.correctPIN );
  @ ensures customerAuthenticated;
  @*/
```

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

This specification case has one postcondition (marked by **ensures**)

- `customerAuthenticated`

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

This specification case has one postcondition (marked by **ensures**)

- `customerAuthenticated`

here:
postcondition is *boolean JAVA expressions*

JML by Example

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

This specification case has one postcondition (marked by **ensures**)

- `customerAuthenticated`

here:
postcondition is *boolean JAVA expressions*

in general:
postconditions are *boolean JML expressions* (see below)

JML by Example

different specification cases are connected by '**also**'.

```
/*@ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin == insertedCard.correctPIN;
  @ ensures customerAuthenticated;
  @
  @ also
  @
  @ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin != insertedCard.correctPIN;
  @ requires wrongPINCounter < 2;
  @ ensures wrongPINCounter == \old(wrongPINCounter) + 1;
  @*/
public void enterPIN (int pin) {
    if ( ...
```

JML by Example

```
/*@ <spec-case1> also
  @
  @ public normal_behavior
  @ requires !customerAuthenticated;
  @ requires pin != insertedCard.correctPIN;
  @ requires wrongPINCounter < 2;
  @ ensures wrongPINCounter == \old(wrongPINCounter) + 1;
  @*/
public void enterPIN (int pin) { ...
```

for the first time, JML expression not a JAVA expression

`\old(`*E*`)` means: *E* evaluated in the prestate of `enterPIN`.

E can be any (arbitrarily complex) JML expression.

JML by Example

```
/*@ <spec-case1> also <spec-case2> also
  @
  @ public normal_behavior
  @ requires insertedCard != null;
  @ requires !customerAuthenticated;
  @ requires pin != insertedCard.correctPIN;
  @ requires wrongPINCounter >= 2;
  @ ensures insertedCard == null;
  @ ensures \old(insertedCard).invalid;
  @*/
public void enterPIN (int pin) { ...
```

two postconditions state that:

'Given the above preconditions, `enterPIN` guarantees:

`insertedCard == null` and `\old(insertedCard).invalid`'

JML by Example

Question:

could it be

```
@ ensures \old(insertedCard.invalid);
```

instead of

```
@ ensures \old(insertedCard).invalid;
```

??

Specification Cases Complete?

consider spec-case-1:

```
@ public normal_behavior
@ requires !customerAuthenticated;
@ requires pin == insertedCard.correctPIN;
@ ensures customerAuthenticated;
```

what does spec-case-1 *not* tell about poststate?

Specification Cases Complete?

consider spec-case-1:

```
@ public normal_behavior
@ requires !customerAuthenticated;
@ requires pin == insertedCard.correctPIN;
@ ensures customerAuthenticated;
```

what does spec-case-1 *not* tell about poststate?

recall: fields of class `ATM`:

- `insertedCard`
- `customerAuthenticated`
- `wrongPINCounter`

Specification Cases Complete?

consider spec-case-1:

```
@ public normal_behavior
@ requires !customerAuthenticated;
@ requires pin == insertedCard.correctPIN;
@ ensures customerAuthenticated;
```

what does spec-case-1 *not* tell about poststate?

recall: fields of class `ATM`:

- `insertedCard`
- `customerAuthenticated`
- `wrongPINCounter`

what happens with `insertCard` and `wrongPINCounter`?

Completing Specification Cases

completing spec-case-1:

```
@ public normal_behavior
@ requires !customerAuthenticated;
@ requires pin == insertedCard.correctPIN;
@ ensures customerAuthenticated;
@ ensures insertedCard == \old(insertedCard);
@ ensures wrongPINCounter == \old(wrongPINCounter);
```

Completing Specification Cases

completing spec-case-2:

```
@ public normal_behavior
@ requires !customerAuthenticated;
@ requires pin != insertedCard.correctPIN;
@ requires wrongPINCounter < 2;
@ ensures wrongPINCounter == \old(wrongPINCounter) + 1;
@ ensures insertedCard == \old(insertedCard);
@ ensures customerAuthenticated
@         == \old(customerAuthenticated);
```

Completing Specification Cases

completing spec-case-3:

```
@ public normal_behavior
@ requires insertedCard != null;
@ requires !customerAuthenticated;
@ requires pin != insertedCard.correctPIN;
@ requires wrongPINCounter >= 2;
@ ensures insertedCard == null;
@ ensures \old(insertedCard).invalid;
@ ensures customerAuthenticated
@         == \old(customerAuthenticated);
@ ensures wrongPINCounter == \old(wrongPINCounter);
```

Assignable Clause

unsatisfactory to add

```
@ ensures loc == \old(loc);
```

for all locations *loc* which *do not* change

Assignable Clause

unsatisfactory to add

```
@ ensures loc == \old(loc);
```

for all locations *loc* which *do not* change

instead:
add assignable clause for all locations which *may* change

```
@ assignable loc_1,...,loc_n;
```

Assignable Clause

unsatisfactory to add

```
@ ensures loc == \old(loc);
```

for all locations *loc* which *do not* change

instead:
add assignable clause for all locations which *may* change

```
@ assignable loc_1,...,loc_n;
```

Meaning: No location other than $loc_1, \ldots, loc_n$ can be assigned to.

Assignable Clause

unsatisfactory to add

```
@ ensures loc == \old(loc);
```

for all locations *loc* which *do not* change

instead:
add assignable clause for all locations which *may* change

```
@ assignable loc_1,...,loc_n;
```

Meaning: No location other than $loc_1, \ldots, loc_n$ can be assigned to.

Special cases:

No location may be changed:

```
@ assignable \nothing;
```

Assignable Clause

unsatisfactory to add

```
@ ensures loc == \old(loc);
```

for all locations *loc* which *do not* change

instead:
add assignable clause for all locations which *may* change

```
@ assignable loc_1,...,loc_n;
```

Meaning: No location other than $loc_1, \ldots, loc_n$ can be assigned to.

Special cases:

No location may be changed:

```
@ assignable \nothing;
```

Unrestricted, method allowed to change anything:

```
@ assignable \everything;
```

Specification Cases with Assignable

completing spec-case-1:

```
@ public normal_behavior
@ requires !customerAuthenticated;
@ requires pin == insertedCard.correctPIN;
@ ensures customerAuthenticated;
@ assignable customerAuthenticated;
```

Specification Cases with Assignable

completing spec-case-2:

```
@ public normal_behavior
@ requires !customerAuthenticated;
@ requires pin != insertedCard.correctPIN;
@ requires wrongPINCounter < 2;
@ ensures wrongPINCounter == \old(wrongPINCounter) + 1;
@ assignable wrongPINCounter;
```

Specification Cases with Assignable

completing spec-case-3:

```
@ public normal_behavior
@ requires insertedCard != null;
@ requires !customerAuthenticated;
@ requires pin != insertedCard.correctPIN;
@ requires wrongPINCounter >= 2;
@ ensures insertedCard == null;
@ ensures \old(insertedCard).invalid;
@ assignable insertedCard,
@            insertedCard.invalid,
```

Assignable Groups

You can specify groups of locations as assignable, using '*'.

example:

```
@ assignable o.*, a[*];
```

makes all fields of object o and all positions of array a assignable.

JML Modifiers

JML extends the JAVA modifiers by additional modifiers

The most important ones are:

- `spec_public`
- `pure`
- `nullable` (next lecture)
- `non_null` (next lecture)
- `helper` (next lecture)

JML Modifiers: `spec_public`

In `enterPIN` example, pre/postconditions made heavy use of class fields

But: **`public`** specifications can access only **`public`** fields

Not desired: make all fields mentioned in specification public

JML Modifiers: `spec_public`

In `enterPIN` example, pre/postconditions made heavy use of class fields

But: **`public`** specifications can access only **`public`** fields

Not desired: make all fields mentioned in specification public

Control visibility with `spec_public`

- Keep visibility of JAVA fields **`private/protected`**
- If necessary make them visible in specification only by **`spec_public`**

JML Modifiers: `spec_public`

In `enterPIN` example, pre/postconditions made heavy use of class fields

But: **`public`** specifications can access only **`public`** fields

Not desired: make all fields mentioned in specification public

Control visibility with `spec_public`

- Keep visibility of JAVA fields **`private/protected`**
- If necessary make them visible in specification only by **`spec_public`**

```
private /*@ spec_public @*/ BankCard insertedCard = null;
private /*@ spec_public @*/ int wrongPINCounter = 0;
private /*@ spec_public @*/ boolean customerAuthenticated
                                        = false;
```

JML Modifiers: `spec_public`

In `enterPIN` example, pre/postconditions made heavy use of class fields

But: **`public`** specifications can access only **`public`** fields

Not desired: make all fields mentioned in specification public

Control visibility with `spec_public`

- Keep visibility of JAVA fields **`private/protected`**
- If necessary make them visible in specification only by **`spec_public`**

```
private /*@ spec_public @*/ BankCard insertedCard = null;
private /*@ spec_public @*/ int wrongPINCounter = 0;
private /*@ spec_public @*/ boolean customerAuthenticated
                                        = false;
```

(different solution: use specification-only fields; not covered in this course)

JML Modifiers: Purity

It can be handy to use method calls in JML annotations.

Examples:

```
o1.equals(o2)    li.contains(elem)    li1.max() < li2.min()
```

But: specifications must not themselves change the state!

JML Modifiers: Purity

It can be handy to use method calls in JML annotations.

Examples:

`o1.equals(o2)` `li.contains(elem)` `li1.max() < li2.min()`

But: specifications must not themselves change the state!

Definition ((Strictly) Pure method)

A method is pure iff it always terminates and has no visible side effects on existing objects.
A method is strictly pure if it is pure and does not create new objects.

JML Modifiers: Purity

It can be handy to use method calls in JML annotations.

Examples:

```
o1.equals(o2)    li.contains(elem)    li1.max() < li2.min()
```

But: specifications must not themselves change the state!

Definition ((Strictly) Pure method)

A method is pure iff it always terminates and has no visible side effects on existing objects.
A method is strictly pure if it is pure and does not create new objects.

JML expressions may call (strictly) pure methods.

JML Modifiers: Purity

It can be handy to use method calls in JML annotations.

Examples:

```
o1.equals(o2)    li.contains(elem)    li1.max() < li2.min()
```

But: specifications must not themselves change the state!

Definition ((Strictly) Pure method)

A method is pure iff it always terminates and has no visible side effects on existing objects.
A method is strictly pure if it is pure and does not create new objects.

JML expressions may call (strictly) pure methods.

Pure methods are annotated by **`pure`** or **`strictly_pure`** resp.

```
public /*@ pure @*/ int max() { ... }
```

JML Modifiers: Purity Cont'd

- **`pure`** puts obligation on implementor not to cause side effects
- It is possible to formally verify that a method is pure
- **`pure`** implies **`assignable \nothing;`**
  (may create new objects)
- **`assignable \strictly_nothing;`**
  expresses that no new objects are created
- Assignable clauses are local to a specification case
- **`pure`** is global to the method

JML Expressions $\neq$ JAVA Expressions

boolean JML Expressions (to be completed)

- each side-effect free **`boolean`** JAVA expression is a **`boolean`** JML expression
- if `a` and `b` are **`boolean`** JML expressions, and `x` is a variable of type `t`, then the following are also **`boolean`** JML expressions:
  - `!a` ("not a")
  - `a && b` ("a and b")
  - `a || b` ("a or b")

JML Expressions ≠ JAVA Expressions

boolean JML Expressions (to be completed)

- each side-effect free **`boolean`** JAVA expression is a **`boolean`** JML expression
- if `a` and `b` are **`boolean`** JML expressions, and `x` is a variable of type `t`, then the following are also **`boolean`** JML expressions:
  - `!a` ("not a")
  - `a && b` ("a and b")
  - `a || b` ("a or b")
  - `a ==> b` ("a implies b")
  - `a <==> b` ("a is equivalent to b")
  - ...
  - ...
  - ...
  - ...

Beyond `boolean` JAVA expressions

How to express the following?

- An array `arr` only holds values ≤ 2.

Beyond `boolean` JAVA expressions

How to express the following?

- An array `arr` only holds values ≤ 2.
- The variable `m` holds the maximum entry of array `arr`.

Beyond `boolean` JAVA expressions

How to express the following?

- An array `arr` only holds values ≤ 2.
- The variable `m` holds the maximum entry of array `arr`.
- All `Account` objects in the array `allAccounts` are stored at the index corresponding to their respective `accountNumber` field.

Beyond `boolean` JAVA expressions

How to express the following?

- An array `arr` only holds values ≤ 2.
- The variable `m` holds the maximum entry of array `arr`.
- All `Account` objects in the array `allAccounts` are stored at the index corresponding to their respective `accountNumber` field.
- All instances of class `BankCard` have different `cardNumbers`.

First-order Logic in JML Expressions

JML **`boolean`** expressions extend JAVA **`boolean`** expressions by:

- implication
- equivalence

First-order Logic in JML Expressions

JML **`boolean`** expressions extend JAVA **`boolean`** expressions by:

- implication
- equivalence
- quantification

`boolean` JML Expressions

`boolean` JML expressions are defined recursively:

`boolean` JML Expressions

- each side-effect free **`boolean`** JAVA expression is a **`boolean`** JML expression
- if `a` and `b` are **`boolean`** JML expressions, and `x` is a variable of type `t`, then the following are also **`boolean`** JML expressions:
  - `!a` ("not a")
  - `a && b` ("a and b")
  - `a || b` ("a or b")
  - `a ==> b` ("a implies b")
  - `a <==> b` ("a is equivalent to b")
  - `(\forall t x; a)` ("for all `x` of type `t`, `a` holds")
  - `(\exists t x; a)` ("there exists `x` of type `t` such that `a`")

`boolean` JML Expressions

`boolean` JML expressions are defined recursively:

`boolean` JML Expressions

- each side-effect free **`boolean`** JAVA expression is a **`boolean`** JML expression
- if `a` and `b` are **`boolean`** JML expressions, and `x` is a variable of type `t`, then the following are also **`boolean`** JML expressions:
  - `!a` ("not a")
  - `a && b` ("a and b")
  - `a || b` ("a or b")
  - `a ==> b` ("a implies b")
  - `a <==> b` ("a is equivalent to b")
  - `(\forall t x; a)` ("for all `x` of type `t`, `a` holds")
  - `(\exists t x; a)` ("there exists `x` of type `t` such that `a`")
  - `(\forall t x; a; b)` ("for all `x` of type `t` fulfilling `a`, `b` holds")
  - `(\exists t x; a; b)` ("there exists an `x` of type `t` fulfilling `a`, such that `b`")

JML Quantifiers

in

```
(\forall t x; a; b)
```

```
(\exists t x; a; b)
```

a is called "range predicate"

JML Quantifiers

in

```
(\forall t x; a; b)
```

```
(\exists t x; a; b)
```

a is called "range predicate"

those forms are redundant:

```
(\forall t x; a; b)
```

equivalent to

```
(\forall t x; a ==> b)
```

```
(\exists t x; a; b)
```

equivalent to

```
(\exists t x; a && b)
```

Pragmatics of Range Predicates

`(\forall t x; a; b)` and `(\exists t x; a; b)`

widely used

Pragmatics of range predicate:

`a` is used to restrict range of `x` further than `t`

Pragmatics of Range Predicates

`(\forall t x; a; b)` and `(\exists t x; a; b)`

widely used

Pragmatics of range predicate:

`a` is used to restrict range of `x` further than `t`

Example: "`arr` is sorted at indexes between 0 and 9":

Pragmatics of Range Predicates

`(\forall t x; a; b)` and `(\exists t x; a; b)`

widely used

Pragmatics of range predicate:

`a` is used to restrict range of `x` further than `t`

Example: "`arr` is sorted at indexes between 0 and 9":

```
(\forall int i,j;
```

Pragmatics of Range Predicates

`(\forall t x; a; b)` and `(\exists t x; a; b)`

widely used

Pragmatics of range predicate:

`a` is used to restrict range of `x` further than `t`

Example: "`arr` is sorted at indexes between 0 and 9":

```
(\forall int i,j; 0<=i && i<j && j<10;
```

Pragmatics of Range Predicates

`(\forall t x; a; b)` and `(\exists t x; a; b)`

widely used

Pragmatics of range predicate:

`a` is used to restrict range of `x` further than `t`

Example: "`arr` is sorted at indexes between 0 and 9":

```
(\forall int i,j; 0<=i && i<j && j<10; arr[i] <= arr[j])
```

Using Quantified JML expressions

How to express:

- An array `arr` only holds values ≤ 2.

Using Quantified JML expressions

How to express:

- An array `arr` only holds values ≤ 2.

```
(\forall int i;
```

Using Quantified JML expressions

How to express:

- An array `arr` only holds values ≤ 2.

```
(\forall int i; 0 <= i && i < arr.length;
```

Using Quantified JML expressions

How to express:

- An array `arr` only holds values ≤ 2.

```
(\forall int i; 0 <= i && i < arr.length; arr[i] <= 2)
```

Using Quantified JML expressions

How to express:

- The variable `m` holds the maximum entry of array `arr`.

Using Quantified JML expressions

How to express:

- The variable `m` holds the maximum entry of array `arr`.

```
(\forall int i; 0 <= i && i < arr.length; m >= arr[i])
```

Using Quantified JML expressions

How to express:

- The variable `m` holds the maximum entry of array `arr`.

```
(\forall int i; 0 <= i && i < arr.length; m >= arr[i])
```

is this enough?

Using Quantified JML expressions

How to express:

- The variable `m` holds the maximum entry of array `arr`.

```
(\forall int i; 0 <= i && i < arr.length; m >= arr[i])
```

```
(\exists int i; 0 <= i && i < arr.length; m == arr[i])
```

Using Quantified JML expressions

How to express:

- The variable `m` holds the maximum entry of array `arr`.

```
(\forall int i; 0 <= i && i < arr.length; m >= arr[i])
```

```
arr.length > 0 ==>
(\exists int i; 0 <= i && i < arr.length; m == arr[i])
```

Using Quantified JML expressions

How to express:

- All `Account` objects in the array `accountArray` are stored at the index corresponding to their respective `accountNumber` field.

Using Quantified JML expressions

How to express:

- All `Account` objects in the array `accountArray` are stored at the index corresponding to their respective `accountNumber` field.

```
(\forall int i; 0 <= i && i < maxAccountNumber;
                accountArray[i].accountNumber == i )
```

Using Quantified JML expressions

How to express:

- All existing instances of class `BankCard` have different `cardNumbers`.

Using Quantified JML expressions

How to express:

- All existing instances of class `BankCard` have different `cardNumbers`.

```
(\forall BankCard p1, p2;
        p1 != p2 ==> p1.cardNumber != p2.cardNumber)
```

Generalized Quantifiers

JML offers also generalized quantifiers:

- `\max`
- `\min`
- `\product`
- `\sum`

returning the maximum, minimum, product, or sum of the values of the expressions given, where the variables satisfy the given range.

Examples (all these expressions are `true`):

```
(\sum int i; 0 <= i && i < 5; i) == 0 + 1 + 2 + 3 + 4
```

Generalized Quantifiers

JML offers also generalized quantifiers:

- `\max`
- `\min`
- `\product`
- `\sum`

returning the maximum, minimum, product, or sum of the values of the expressions given, where the variables satisfy the given range.

Examples (all these expressions are `true`):

```
(\sum int i; 0 <= i && i < 5; i) == 0 + 1 + 2 + 3 + 4
(\product int i; 0 < i && i < 5; i+2) == 3 * 4 * 5 * 6
```

Generalized Quantifiers

JML offers also generalized quantifiers:

- `\max`
- `\min`
- `\product`
- `\sum`

returning the maximum, minimum, product, or sum of the values of the expressions given, where the variables satisfy the given range.

Examples (all these expressions are `true`):

```
(\sum int i; 0 <= i && i < 5; i) == 0 + 1 + 2 + 3 + 4
(\product int i; 0 < i && i < 5; i+2) == 3 * 4 * 5 * 6
(\max int i; 0 <= i && i < 5; i) == 4
```

Generalized Quantifiers

JML offers also generalized quantifiers:

- `\max`
- `\min`
- `\product`
- `\sum`

returning the maximum, minimum, product, or sum of the values of the expressions given, where the variables satisfy the given range.

Examples (all these expressions are `true`):

```
(\sum int i; 0 <= i && i < 5; i) == 0 + 1 + 2 + 3 + 4
(\product int i; 0 < i && i < 5; i+2) == 3 * 4 * 5 * 6
(\max int i; 0 <= i && i < 5; i) == 4
(\min int i; 0 <= i && i < 5; i-1) == -1
```

Example: Specifying `LimitedIntegerSet`

```
public class LimitedIntegerSet {
  public final int limit;
  private int arr[];
  private int size = 0;

  public LimitedIntegerSet(int limit) {
    this.limit = limit;
    this.arr = new int[limit];
  }
  public boolean add(int elem) {/*...*/}

  public void remove(int elem) {/*...*/}

  public boolean contains(int elem) {/*...*/}

  // other methods
}
```

Prerequisites: Adding Specification Modifiers

```
public class LimitedIntegerSet {
  public final int limit;
  private /*@ spec_public @*/ int arr[];
  private /*@ spec_public @*/ int size = 0;

  public LimitedIntegerSet(int limit) {
    this.limit = limit;
    this.arr = new int[limit];
  }
  public boolean add(int elem) {/*...*/}

  public void remove(int elem) {/*...*/}

  public /*@ pure @*/ boolean contains(int elem) {/*...*/}

  // other methods
}
```

Specifying `contains()`

```
public /*@ pure @*/ boolean contains(int elem)  {/*...*/}
```

Specifying `contains()`

```
public /*@ pure @*/ boolean contains(int elem)  {/*...*/}
```

has no effect on the state, incl. no exceptions

Specifying `contains()`

```
public /*@ pure @*/ boolean contains(int elem)  {/*...*/}
```

has no effect on the state, incl. no exceptions

How to specify result value?

Result Values in Postcondition

In postconditions,
one can use '**\result**' to refer to the return value of the method.

```
/*@ public normal_behavior
  @ ensures \result ==
```

Result Values in Postcondition

In postconditions,
one can use '**\result**' to refer to the return value of the method.

```
/*@ public normal_behavior
  @ ensures \result == (\exists int i;
  @
```

Result Values in Postcondition

In postconditions,
one can use '**\result**' to refer to the return value of the method.

```
/*@ public normal_behavior
  @ ensures \result == (\exists int i;
  @                                 0 <= i && i < size;
  @
```

Result Values in Postcondition

In postconditions,
one can use '**\result**' to refer to the return value of the method.

```
/*@ public normal_behavior
  @ ensures \result == (\exists int i;
  @                                 0 <= i && i < size;
  @                                 arr[i] == elem);
  @*/
public /*@ pure @*/ boolean contains(int elem) {/*...*/}
```

Specifying add() (spec-case1) – new element can be added

```
/*@ public normal_behavior
  @ requires size < limit && !contains(elem);
  @ ensures \result == true;
  @ ensures contains(elem);
  @ ensures (\forall int e;
  @                  e != elem;
  @                  contains(e) <==> \old(contains(e)));
  @ ensures size == \old(size) + 1;
  @
  @ also
  @
  @ <spec-case2>
  @*/
public boolean add(int elem) {/*...*/}
```

Specifying add() (spec-case2) – new element cannot be added

```
/*@ public normal_behavior
  @
  @ <spec-case1>
  @
  @ also
  @
  @ public normal_behavior
  @ requires (size == limit) || contains(elem);
  @ ensures \result == false;
  @ ensures (\forall int e;
  @                  contains(e) <==> \old(contains(e)));
  @ ensures size == \old(size);
  @*/
public boolean add(int elem) {/*...*/}
```

Specifying remove()

```
/*@ public normal_behavior
  @ ensures !contains(elem);
  @ ensures (\forall int e;
  @                  e != elem;
  @                  contains(e) <==> \old(contains(e)));
  @ ensures \old(contains(elem))
  @         ==> size == \old(size) - 1;
  @ ensures !\old(contains(elem))
  @         ==> size == \old(size);
  @*/
public void remove(int elem) {/*...*/}
```

Literature for this and the next Lecture

Essential reading:

New JML Tutorial M. Huisman, W. Ahrendt, D. Grahl, M. Hentschel.
Formal Specification with the Java Modeling Language
to appear in the new KeY Book, end 2016
(available via Google group or personal request)

Further reading, all available at
`www.eecs.ucf.edu/~leavens/JML//index.shtml`

JML Reference Manual Gary T. Leavens, Erik Poll, Curtis Clifton, Yoonsik Cheon, Clyde Ruby, David Cok, Peter Müller, and Joseph Kiniry.
JML Reference Manual

JML Overview Gary T. Leavens, Albert L. Baker, and Clyde Ruby.
JML: A Notation for Detailed Design