

# Advances in Programming Languages

## APL5: ESC/Java2 — The Java Extended Static Checker

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(including slides by Ian Stark and material  
adapted from ESC/Java2 tutorial by  
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# Topic: Some Formal Verification

This is the third of four lectures about some techniques and tools for formal verification, specifically:

- Hoare logic
- JML: The Java Modeling Language
- ESC/Java2: The Extended Static Checker for Java
- Certifying correctness: approaches and examples

# JML review

The *Java Modeling Language*, JML, combines model-based and contract approaches to specification.

Some design features:

The specification lives close to the code

Within the Java source, in *annotation comments* `/*@...@*/`

Uses Java syntax and expressions

Rather than a separate specification language.

Common language for many tools and analysis

Tools add their own extensions, and ignore those of others.

Web site: [jmlspecs.org](http://jmlspecs.org)

# Outline

- 1 ESC/Java 2
- 2 Common idioms
- 3 Behavioural subtyping
- 4 Frame conditions
- 5 Future of JML and ESC/Java
- 6 Summary

“The Extended Static Checker for Java version 2 (ESC/Java2) is a programming tool that attempts to find common run-time errors in JML-annotated Java programs by static analysis of the program code and its formal annotations.”

<http://kind.ucd.ie/products/opensource/ESCJava2>

It is available both as a command-line tool and a plugin for the *Eclipse* development environment.

ESC/Java performs different kinds of **static** check:

- checks based on types, flow of data, existing Java declarations;
- JML annotation checking that can be carried out directly;
- logical assertions that need an external proof tool.

These last ones are passed to the *Simplify* automated theorem prover.

Recent versions of ESC/Java also support other provers.

# History

ESC/Modula-3 DEC Systems Research Center (SRC) 1991–1996

ESC/Java Compaq SRC, then Hewlett-Packard 1997–2002

ESC/Java2 University of Nijmegen, University College Dublin 2004–2009

emerging JML+ESC successors

University of Central Florida,  
Kansas State University,  
Concordia University, . . .

K. Rustan M. Leino. *Extended Static Checking: A Ten-Year Perspective in Informatics: 10 Years Back, 10 Years Ahead*. Lecture Notes in Computer Science 2000, Springer.

# Many different checks

ESC/Java2 checks for very many things. These include:

- Null pointer dereference
- Negative array index
- Array index too large
- Invalid type casts
- Array storage type mismatch
- Divide by zero
- Negative array size
- Unreachable code
- Deadlock in concurrent code
- Race condition
- Unchecked exception
- Object invariant broken
- Loop invariant broken
- Precondition not satisfied
- Postcondition not satisfied
- Assertion not satisfied

JML annotations and assertions can help with all of these.

# Soundness and Completeness

As a practical tool ESC/Java makes some compromises: it is not perfect.

- Not sound: it may approve an incorrect program.
- Not complete: it may complain about a correct program.

However, it reliably checks straightforward specifications, and automatically points out many potential bugs.

In particular:

- Distinguishes between *errors* (definitely bad), *warnings* (could be bad) and *cautions* (can't be sure it's good).
- Sources of unsoundness and incompleteness are documented.



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- Sources of unsoundness and incompleteness are documented.

... as we know, there are “known knowns”; there are things we know we know. We also know there are “known unknowns”; that is to say we know there are some things we do not know.

But there are also “unknown unknowns” — the ones we don't know we don't know.

(Donald Rumsfeld, 2002)

# ESC/Java2 in Eclipse

The screenshot shows the Eclipse IDE interface. The top menu bar includes File, Edit, Source, Refactor, Navigate, Search, Project, JML, Run, Bytecode, Window, and Help. The toolbar contains various icons for file operations and development tools. The left sidebar shows a project tree for 'JMLforAPL' with a source folder containing several Java files, including 'Bag.java'. The main editor window displays the code for 'Bag.java':

```
class Bag {
    int[] a;
    int n;

    Bag(int[] input) {
        n = input.length;
        a = new int[n];
        System.arraycopy(input, 0, a, 0, n);
    }
}
```

The IDE highlights a JML annotation on line 9: `a = new int[n];`. Below the editor, the 'Problems' tab is active, showing an error from ESC/Java2:

```
-----
/home/da/apl-test/workspace_mobius_delta/JMLforAPL/src/uk/ac/ed/inf/aplco
    if (a[i] < m) {
        ^
Suggestion [17,12]: perhaps declare instance field 'a' at 4,9 in /home/da
Execution trace information:
    Reached top of loop after 0 iterations in "/home/da/apl-test/workspac
```

The status bar at the bottom indicates 'Writable', 'Smart Insert', and '21 : 10'.

Alternatively: try the command line tools. Here is a pseudo-demo.

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## Common specification idioms: non null

JML and ESC/Java2 introduce keywords for common specifications.

One of the most common specification requirements in Java is that objects be non-null. That's because one of the most common Java programming errors is `NullPointerException`.

```
//@ non_null  
Object o;
```

Now every method invocation on `o` is known to not cause an exception, *but* every assignment to `o` must be checked to be non-null.

This is so important that it is about to enter the Java language as an official annotation `@NonNull`, to be exploited by ordinary compilers.

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This is so important that it is about to enter the Java language as an official annotation `@NonNull`, to be exploited by ordinary compilers.

I call it my billion-dollar mistake. It was the invention of the null reference in 1965. [...] My goal was to ensure that all use of references should be absolutely safe, with checking performed automatically by the compiler. But I couldn't resist the temptation to put in a null reference

(Tony Hoare, 2009)

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# Behavioural subtyping

Part of the object-oriented paradigm: an object in a subclass can **behave like** an object in a superclass.

Sometimes known as Liskov's *principle of substitutivity*:

*properties that can be proved using the specification of an object's presumed type should hold even though the object is actually a subtype of that type*

[Liskov and Wing, 1994]

This is captured by requiring, when **A extends B**

- each invariant in subclass **A**  $\implies$  an invariant in **B**.
- precondition for **A.m**  $\longleftarrow$  precondition for **B.m**
- postcondition for **A.m**  $\implies$  postcondition for **B.m**

# Inherited specifications

Behavioural subtyping is ensured by *inherited specifications*. A child class automatically inherits the specification of its parent.

```
class Parent {
  //@ requires  $i \geq 0$ ;
  //@ ensures  $\text{\textbackslash result} \geq i$ ;
  int m(int i){ ... }
}
class Child extends Parent {
  //@ also
  //@ requires  $i \leq 0$ 
  //@ ensures  $\text{\textbackslash result} \leq i$ ;
  int m(int i){ ... }
}
```



# Inherited specifications: a puzzle

The specification for `Child` is short for:

```
class Child extends Parent {  
    /*@ requires  $i \geq 0$ ;  
    @ ensures  $\text{result} \geq i$ ;  
    @ also  
    @ requires  $i \leq 0$   
    @ ensures  $\text{result} \leq i$ ;  
    @*/  
    int m(int i){ ... }  
}
```

What can the result of `m(0)` be?

## Inherited specifications: the answer

This specification is in fact equivalent to:

```
class Child extends Parent {  
    /*@ requires  $i \leq 0 \parallel i \geq 0$ ;  
    @ ensures  $i \geq 0 \implies \backslash result \geq i$ ;  
    @ ensures  $i \leq 0 \implies \backslash result \leq i$ ;  
    @*/  
    int m(int i){ ... }  
}
```

# Inherited specifications: the answer

This specification is in fact equivalent to:

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class Child extends Parent {  
    /*@ requires  $i \leq 0 \parallel i \geq 0$ ;  
    @ ensures  $i \geq 0 \implies \backslash result \geq i$ ;  
    @ ensures  $i \leq 0 \implies \backslash result \leq i$ ;  
    @*/  
    int m(int i){ ... }  
}
```

- moral: take care specifying methods that may be overridden
- complex specifications may use a test

```
typeof(this) == \type(Parent)
```

to guard properties that are likely to change in child classes.

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# Methods leading to madness

Imperative programs can be very difficult to verify because of *reference escape* and *aliasing*.

```
class MyClass {  
    int i;  
  
    //@ modifies i;  
    void m(MyClass o) {  
        i = 3;  
        o.i = 2; // ESC/Java2 gives a warning  
    }  
}
```

# Frame conditions

When verifying, we want to use *frame conditions* that say what stays the same when a method is executed.

Usually we want to assume that as much as possible is unchanged, but the conservative default in ESC/Java2 is:

```
//@ modifies \ everything
```

Another example where the functional paradigm is very useful:

```
//@ pure  
public int getX() { return x; }
```

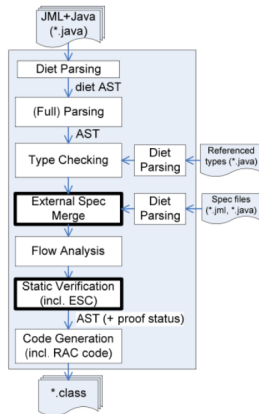
The **pure** annotation implies **modifies** \ **nothing**.

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# JMLn and ESCn

- ESC/Java2 and other JML tools have an old-fashioned *batch mode* architecture
- they're also stuck on Java 1.4
- **JML4** proposed an *Integrated Verification Environment*
- ... integrated with Eclipse JDT
- ... allowing multi-threaded verification, with per-method and per-class parallelism
- Development is now suspended, may be superseded by JMLEclipse and OpenJML.



## JML4 compiler phases

from James, Chalin, Giannas, Karabotsos:  
*Distributed, Multi-threaded Verification of Java Programs*, SAVCBS 2008.



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# Summary

## ESC/Java 2

- A practical tool combining several analysis techniques (types, dataflow, proof)
- Many checks, but exhibits false positives and missing defects
- Has specialised annotations extending core JML (**unreachable**)
- Primarily batch mode, Java 1.4
- Some advanced JML aspects handled by ESC/Java2
  - **non\_null**, **modifies**, **pure**
  - specification inheritance
- Follow-up projects currently in a state of flux
  - OpenJML
  - JML4 and ESC4
  - JMLEclipse

Watch [jmlspecs.org](http://jmlspecs.org) and the JML specs wiki.