



Marktoberdorf 2004

Towards Trusted Components

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Lesson 3: Strategy for proving classes





What we do with contracts today

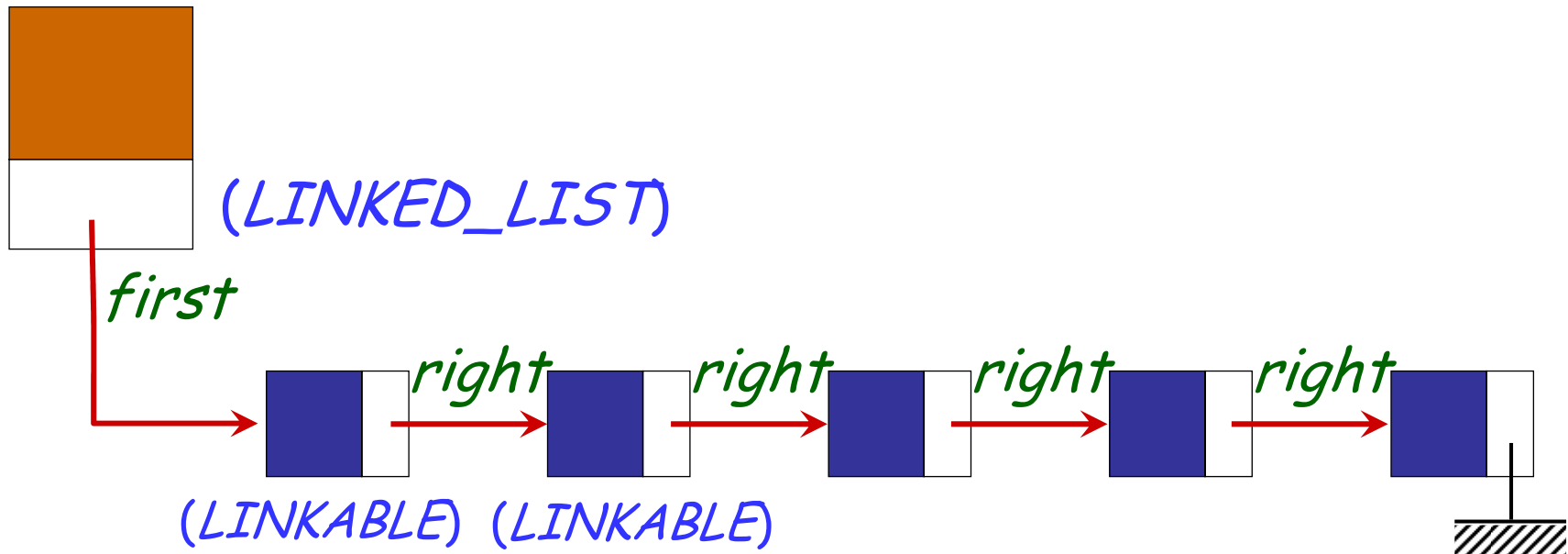
- Specify, design, implement
- Document
- Test & debug
- Control inheritance, exceptions
- Manage



Prove that class implementations satisfy the contracts



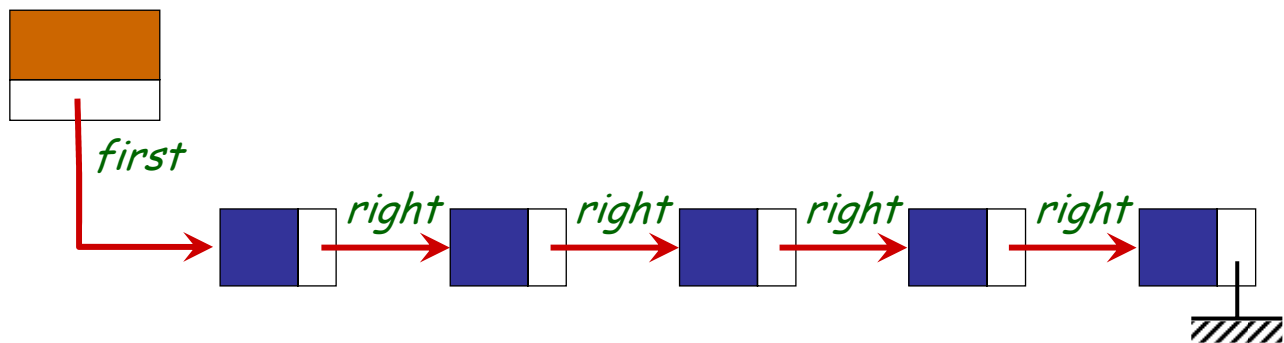
Linked lists in EiffelBase



Some of what we must prove



- Starting from *first* and following *right* links:
 - No element encountered twice
 - Eventually reaches a *Void*
- An insertion keeps the previous elements:
 - Left of insertion, with same index as before
 - Right of insertion, with previous index plus 1



Reversing a list



reverse is

local

previous, next: LINKABLE [G]

do

from

next := first ; first := Void

invariant

...

until *next = Void* loop

previous, first, next := [first, next, next.right]

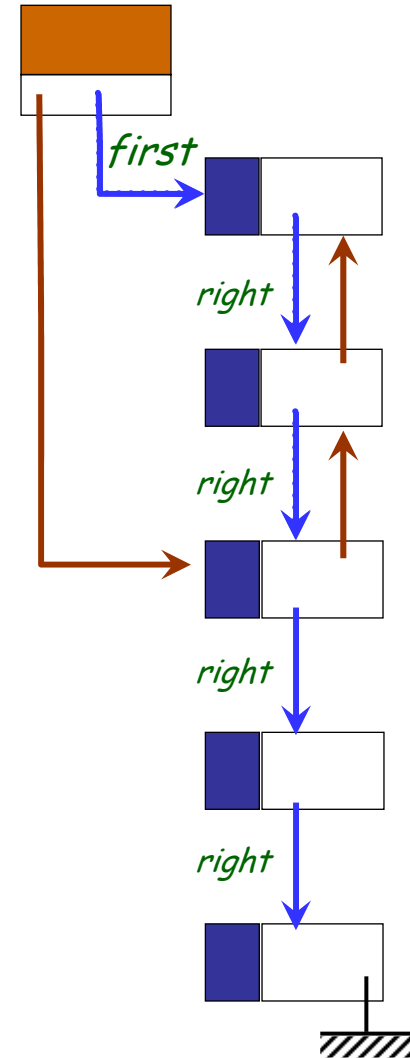
first.put_right(previous)

end

ensure

...

end





Like engineers of traditional fields:

- We are building a system
- We want to guarantee its precise properties
- We devise a **model** and prove it has these properties

Unlike them:

- We define and completely control the product:

The system is the model!

(except for dependencies on hardware and other software)



Very simple mathematics only, few "rabbits"



Work on mathematical representation, not program text

(Avoid "symbol pushing")

Mix of

- Denotational
- Axiomatic

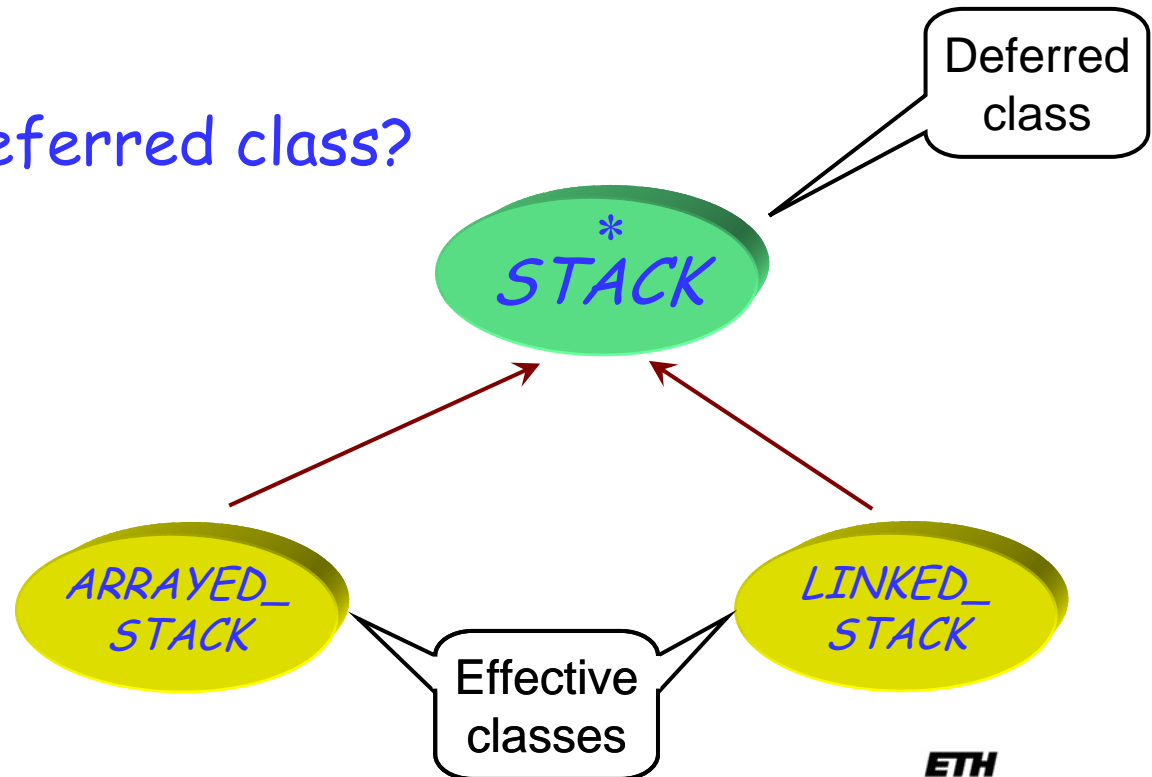
"Proving a class"



Not an abuse of language in Eiffel because classes contain their own contracts

How to deal with inheritance: friend or foe?

Can we "prove" a deferred class?





A deferred class with contracts

deferred class

STACK[*G*]

feature -- Access

count: *INTEGER*

-- Number of stack items

item: *G* is

-- Top element

require

count > 0

deferred

end

empty: *BOOLEAN*

-- Are there no items?

full: *BOOLEAN*

-- Is there no more room?

feature -- Element change

put(*x*: *G*) is

-- Push *x* to top of stack.

require

not *full*

deferred

ensure

item = *x*

count = old *count* + 1

end

remove is

-- Pop top of stack.

require

not *empty*

deferred

ensure

count = old *count* - 1

end

end



An implementation (effective class)



deferred class

BOUNDED_STACK[G]

inherit

STACK[G]

ARRAY[G]

...

feature -- Element change

put(x: G) is

-- Push *x* to top of stack.

do

count := count + 1

item[count] := x

end

remove is

-- Pop top of stack.

do

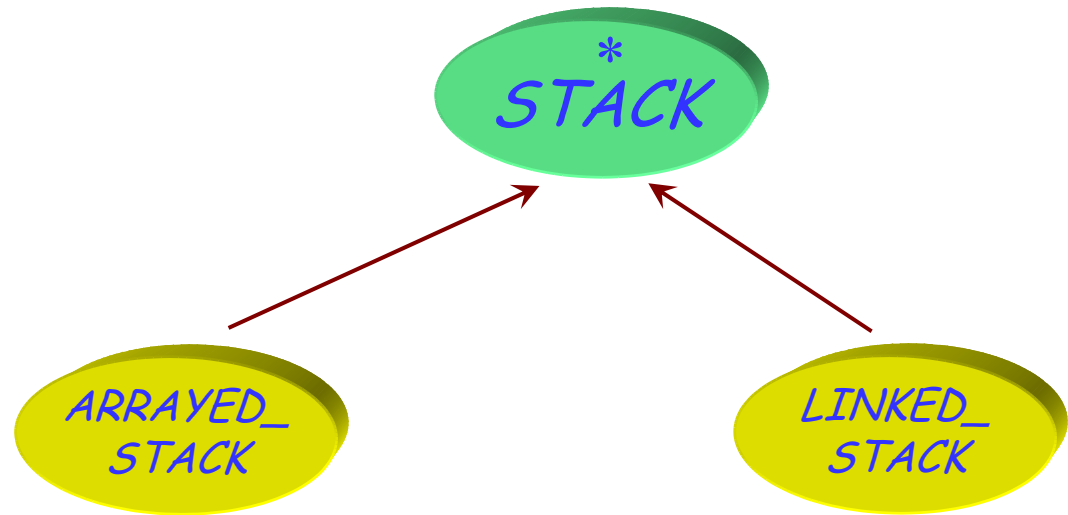
count := count - 1

end



What does it mean to “prove”

- The deferred class?
- The effective class?



Providing a full specification



Contract language: Boolean expressions of Eiffel, plus **old** keyword in postconditions

The postconditions of contracts in EiffelBase are often not complete

In *STACK[G]* as shown earlier:

```
put (x: G) is
    -- Push x to top of stack.
    require
        not full
    deferred
    ensure
        item = x
        count = old count + 1
    end
```

We do *not*, however, expand the power of the contract language!



Eiffel Model library (see similar approach in JML):
Classes

SET
RELATION
FUNCTION,
TOTAL_FUNCTION
SEQUENCE...

Totally applicative: functions only, no side effects, no assignments

Example:

SEQUENCE [*G*] denotes finite sequences of items of type *G*

(Formally: functions from $1..n$ to *G* for some integer *n*)

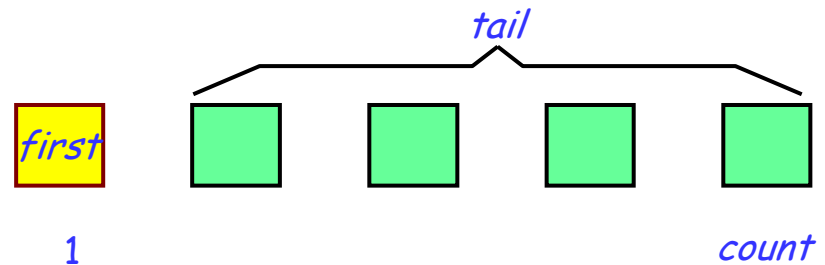
Some features in class *SEQUENCE* [*G*]



All are queries:

- *tail*: *SEQUENCE* [*G*]
-- Same items except first
require
not empty

- *first*: *G*
-- First element
require
not empty



- *prepending* (*x*: *G*): *SEQUENCE* [*G*]
-- Same items, plus *x* added at beginning

ensure

Result.first ~ *x*

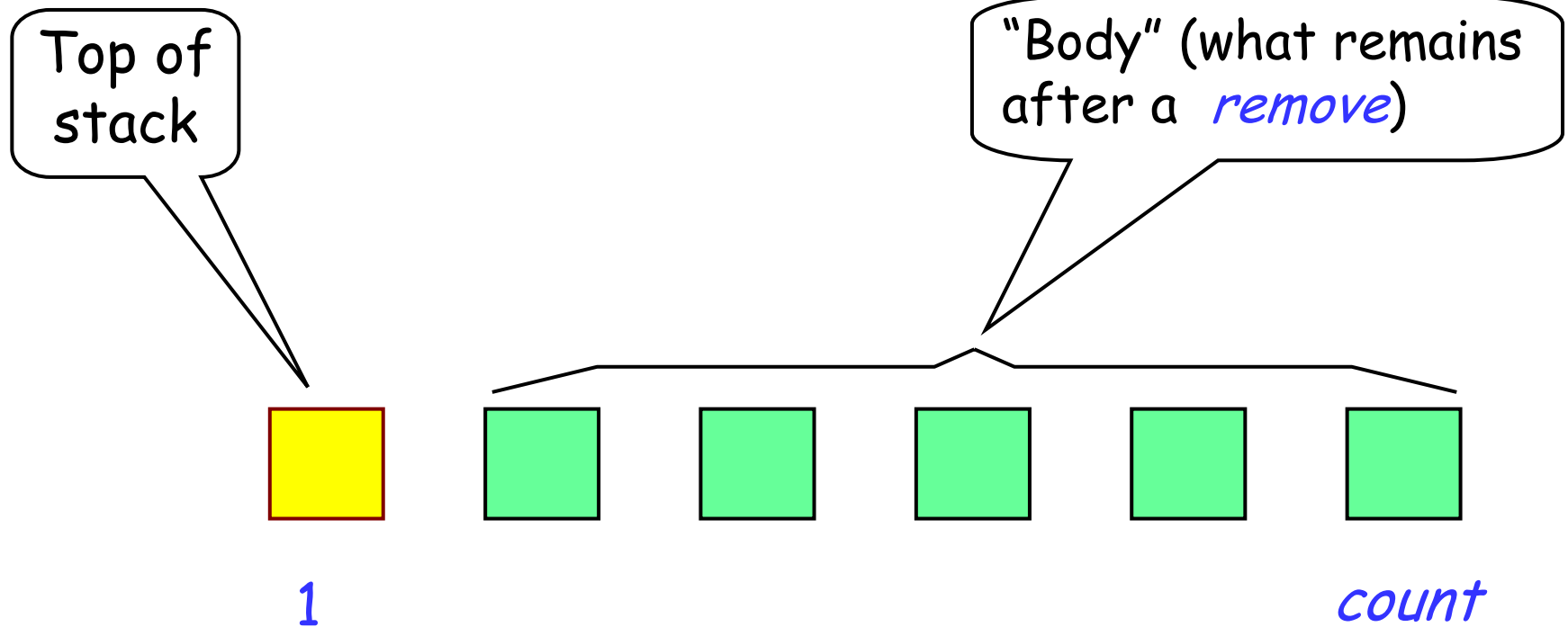
Result.tail ~ *Current*

Object equality





Example: model a stack as a sequence



A deferred class with contracts



deferred class

STACK[*G*]

feature -- Specification

model: *SEQUENCE*[*G*]

feature -- Access

count: *INTEGER*

-- Number of stack items

item: *G* is

-- Top element

require

count > 0

deferred

end

empty: *BOOLEAN*

-- Are there no items?

full: *BOOLEAN*

-- Is there no more room?

Model contract

feature -- Element change

put(*x*: *G*) is

-- Push *x* to top of stack.

require

not *full*

deferred

ensure

item = *x*

count = old *count* + 1

model = old *model*.prepending(*x*)

end

remove is

-- Pop top of stack.

require

not *empty*

deferred

ensure

count = old *count* - 1

model = old *model*.tail

end

end

Abstract contract





At the deferred class level:

- Prove that the model contracts imply the abstract contracts



An implementation

deferred class

BOUNDED_STACK[G]

inherit

STACK[G]

ARRAY[G]

feature -- Element change

put(x: G) is

-- Push *x* to top of stack.

do

count := count + 1

item[count] := x

end

remove is

-- Pop top of stack.

do

count := count - 1

end



At the deferred class level:

- Prove that the model contracts imply the abstract contracts

At the effective class level:

- Prove that the implementation satisfies the model contracts



Set of operators to deal with the special nature of object-oriented programming

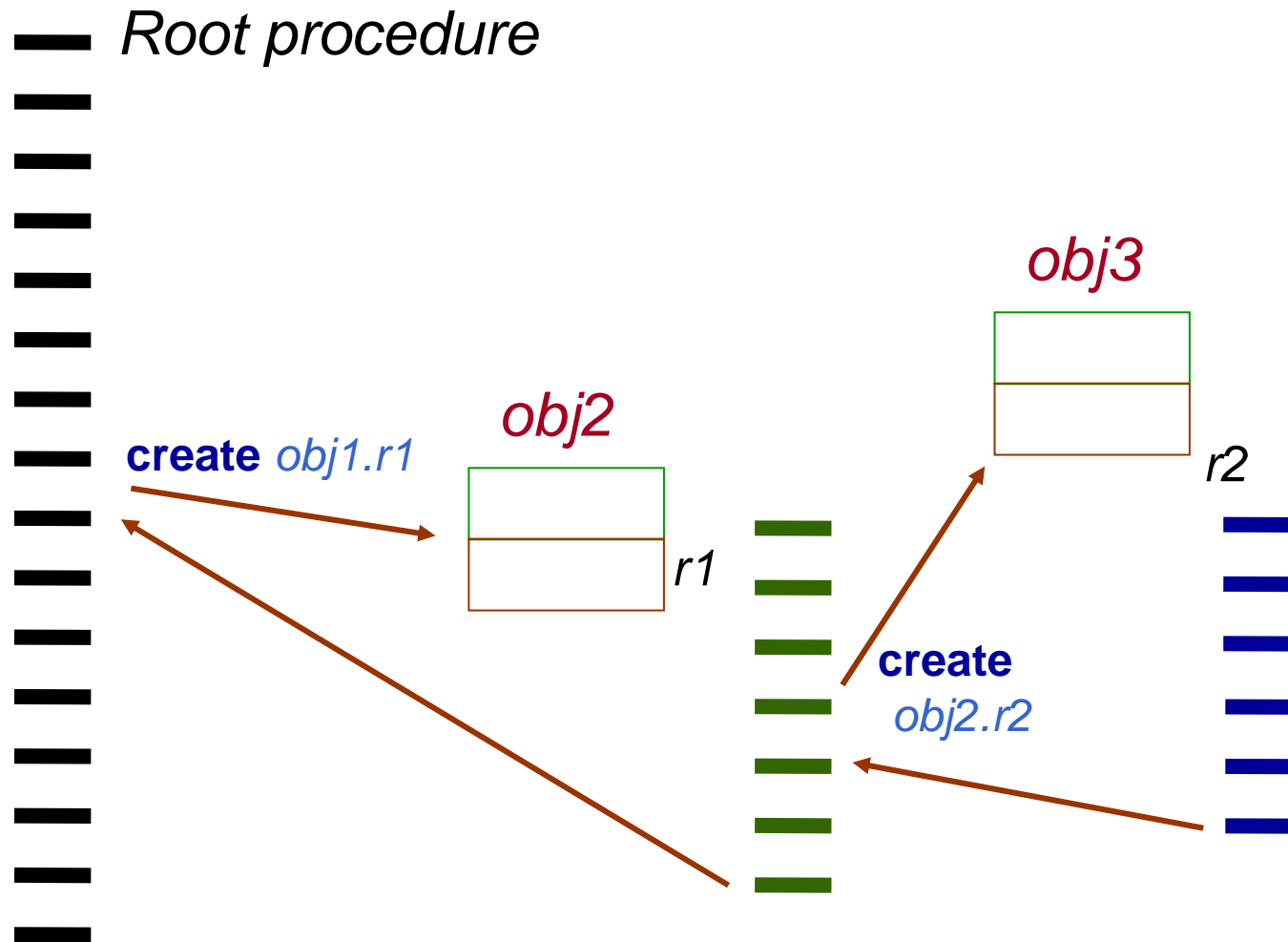
Basic operation:

$x.f(a)$

with $x: C$ for some class C

"Principle of general relativity": everything you write refers to the current object

Executing an Eiffel system





Classical denotational specifications:

some_function: States → Some_set

In CC:

some_oo_function: States → Objects → Some_set

Summary of lesson 3



"Proving a class" means proving that it satisfies its contracts

A simple theoretical framework seems sufficient: sets, relations, functions (total, possibly partial).

To make proofs convincing we should avoid special notations

We can obtain complete specifications through models

We can express everything — specification and implementation — in a single framework (here Eiffel)

The special nature of O-O programs ("general relativity") requires appropriate mathematical operators