

# Representation Hiding in JML

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# Steps for Specifying a Class

- \* 1. Specify the data...
  - \* Using **spec\_public** fields for now
  - \* Later we'll see how to be more abstract
- \* 2. Specify **invariants**
- \* 3. Specify each public method/constructor using:
  - \* **requires**, **assignable**, and **ensures**

# Hiding Implementations: Specifying Interfaces

- \* We've seen examples of JML specs where the fields are **spec\_public**
- \* But that violates information hiding!
- \* Solution:
  - \* **model** fields
  - \* *data groups*
  - \* **represents** clauses

# Model Fields

- \* JML lets us add *model fields* to interfaces
- \* Model fields are just an abstract representation of object state
- \* Interfaces cannot be instantiated
- \* Can choose a model representation that is logically clear, even if it is inefficient

# Warning!

- \* I'm using Lifts for the example and quiz
- \* For P3 you probably want to use the more direct specifications like we did last time and on HW10

# Lift Interface Model

INDICATES THAT THIS IS A “SPECIFICATION ONLY” FIELD

FIELDS IN JAVA INTERFACES ARE STATIC BY DEFAULT

```
public interface LiftInterface {  
  //@ public model instance int currentFloor;  
  //@ public model instance int topFloor;  
  //@ public model instance JMLValueSet requests;  
  //@ public model instance int arrows;  
  //@ public model instance int direction;  
  //@ public model instance boolean doorsClosed;  
}
```

UNLIKE Z, JML USES A REGULAR JAVA LIBRARY  
TO REPRESENT MATHEMATICAL IDEAS

Q: MODEL FIELDS

# Lift Interface Invariant

```
/*@ public invariant
@     1 <= currentFloor && currentFloor <= topFloor;
@ public invariant (\forall int i; requests.contains(i);
@                 1 <= i && i <= topFloor);
@ public invariant (direction == UP
@                 || direction == DOWN
@                 || direction == STOP);
@ public invariant
@                 !doorsClosed ==> (arrows == direction)
@ public invariant
@                 doorsClosed ==> (arrows == STOP)
@*/
```

Q: INVARIANTS

DILBERT

by Scott Adams



**CARTOON OF THE DAY**

DON'T FORGET TO BUY BEER FOR YOUR MONKEYS

# Relating Concrete Fields to the Model

- \* Data groups
  - \* Let us say that whenever a model field changes, this concrete field can change
  - \* Denoted by **in** and **maps**
- \* Represents clauses
  - \* Relate private implementation to public model
  - \* **represents modelField <- <expr>**
  - \* **represents modelField \such\_that <pred>**

# Data Groups and Represents Clauses — 1

DATA GROUP

```
class Lift implements LiftInterface {  
    private int location; //@ in currentFloor;  
    //@ private represents currentFloor <- location + 1;
```

PRONOUNCED "AS"

Q: BEGIN "REPRESENTATION"

# Data Groups and Represents Clauses — 2

```
private boolean[] floorRequestLight;  
  //@ maps floorRequestLight[*] \into requests;  
  /*@ private represents requests \such_that  
    @   (\forall int i; 0<=i && i<floorRequestLight.length;  
    @     floorRequestLight[i] <==> requests.contains(i+1));  
    @ private represents topFloor <- floorRequestLight.length;  
  @*/
```

```
private boolean upArrowLight; //@ in arrows;  
  /*@ private represents arrows \such_that  
    @     upArrowLight <==> (arrows == UP);  
  @*/
```

```
private boolean downArrowLight; //@ in arrows;  
  /*@ private represents arrows \such_that  
    @     downArrowLight <==> (arrows == DOWN);  
  @*/
```

**Q: FINISH “REPRESENTATION”**

# In the beginning...

## INITIALLY CLAUSES CONSTRAIN ALL CONSTRUCTORS

```
/*@ public initially requests.isEmpty()  
  @ public initially currentFloor == 1  
  @ public initially arrows == STOP  
  @ public initially direction == STOP  
  @ public initially doorsClosed;  
  @*/
```

## SPECIAL DATA GROUP CONTAINING ALL FIELDS

```
/*@ requires numberOfFloors > 0;  
  @ assignable objectState;  
  @ ensures topFloor == numberOfFloors;  
  @*/  
public Lift(int numberOfFloors) { ... } Q: INITIALLY BLOCK &  
CONSTRUCTOR
```

# Does Implementation Meet Specification?

**LIFT'S CODE** `this.location = 0;`

↓  
BY SEMANTICS OF ASSIGNMENT

**CONCRETE POSTCONDITION** `location == 0;`

↓  
BY REPRESENTS CLAUSE

**MODEL'S POSTCONDITION** `currentFloor == 1;`

**CONSTRUCTOR'S POSTCONDITION  
SATISFIES INITIALLY CLAUSE**

**JUST A SMALL SAMPLE FROM LIFT'S CONSTRUCTOR**

# Method Specifications Using the Model

```
/*@ requires 1 <= floor && floor <= topFloor;  
@ assignable requests;  
@ ensures requests.contains(floor);  
@*/  
public void buttonPressed(int floor);
```

## COMPARE TO ORIGINAL SPEC USING CONCRETE REPRESENTATION

```
/*@ requires 0 < floor && floor <= floorRequestLight.length;  
@ assignable floorRequestLight[floor-1];  
@ ensures floorRequestLight[floor-1];  
@*/
```

## WITH MODEL-BASED SPECIFICATION

**NO ADDITIONAL SPEC IS NEEDED FOR CONCRETE IMPLEMENTATION**

**Q: FINISH**

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