


# 15-819M: Data, Code, Decisions

## 08: Essentials of Object-oriented Dynamic Logic

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```
public class JavaProgram {  
    public Integer next() {  
        for (int i = p.length - 1; i >= 0;  
            i--)  
            if (p[i] > n)  
                return Integer(0);  
        else  
            return p;  
    }  
    throw new NoSuchElementException();  
}
```

- 1 Core: Object-oriented Dynamic Logic
- 2 The Logic ODL
  - Syntax
  - Semantics
- 3 JAVA  $\rightsquigarrow$  ODL
  - Object Creation
  - Side-effects
  - Exception Handling
  - Dynamic Dispatch
- 4 Calculus
  - State Updates
  - Inference Rules
  - Verification Example
  - Completeness
- 5 Summary

# Outline

## 1 Core: Object-oriented Dynamic Logic

## 2 The Logic ODL

- Syntax
- Semantics

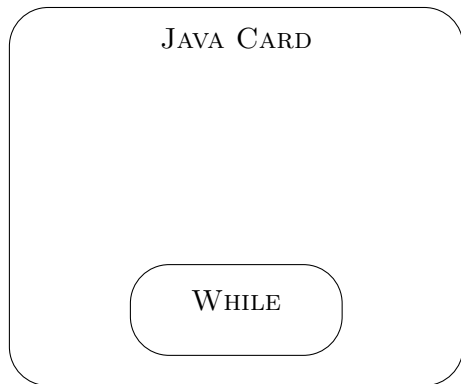
## 3 JAVA $\rightsquigarrow$ ODL

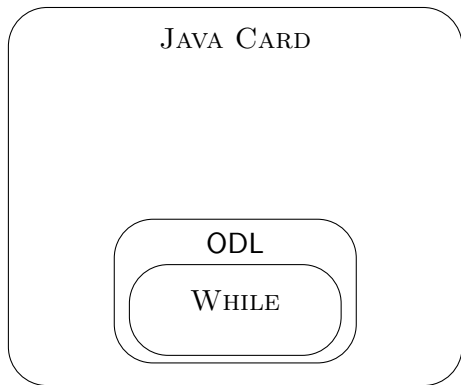
- Object Creation
- Side-effects
- Exception Handling
- Dynamic Dispatch

## 4 Calculus

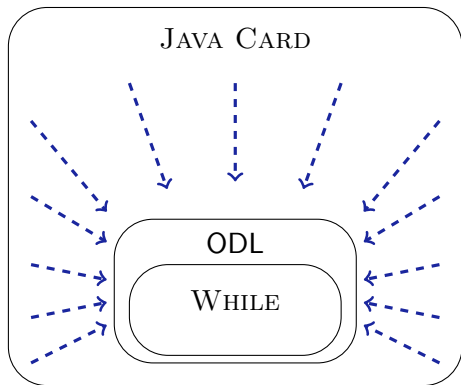
- State Updates
- Inference Rules
- Verification Example
- Completeness

## 5 Summary



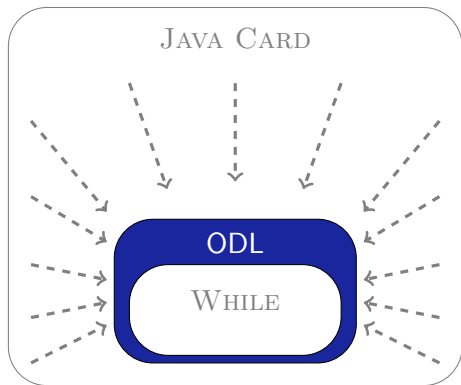


- ODL only contains essentials of object-orientation.



- ✓ Theoretical investigations
- ✓ Program verification

- ODL only contains essentials of object-orientation.
- “Natural” representation of object-orientation.



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- “Natural” representation of object-orientation.

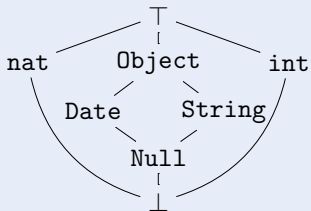
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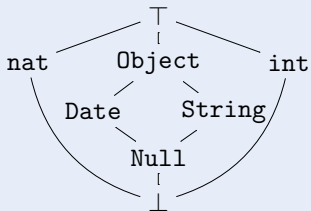
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# The Logic ODL

## Definition (Type system)



## Definition (Type system)



- nat
- finite subtypes (object-types)

# The Logic ODL

## Definition (Object enumerator symbols)

$\text{obj}_C : \text{nat} \rightarrow C$  (disjoint bijections for object-types  $C$ )

## Example

$\text{obj}_C(3)$

## Definition (Flexible function symbols)

... change value during program execution & represent object attributes.

## Example (Object attribute representation)

$x.a \rightsquigarrow a(x)$

# The Logic ODL

## Definition (Formulas $\phi$ )

$\neg, \wedge, \vee, \rightarrow, \leftrightarrow, \forall, \exists, \doteq$

$[\alpha]\phi, \langle \alpha \rangle \phi$

(first-order part)

(dynamic part)

## Definition (Programs $\alpha$ )

$\alpha; \gamma, \text{ if}(\phi)\alpha \text{ else } \gamma, \text{ while}(\phi)\alpha$

$f(t) := t', g(r) := r'$

(control-structure)

(state update)

## Definition (State)

State = first-order structure

## Definition (Semantics of programs)

- 1  $(s, s') \in \rho_{I,\beta}(f_1(t_1^1, \dots, t_1^{k_1}) := t_1, \dots, f_n(t_n^1, \dots, t_n^{k_n}) := t_n) : \iff$ 
  - $s = s_0, s' = s_n$ , and
  - $s_i = s_{i-1}[f_i(\text{val}_{I,\beta}(s, t_i^1), \dots, \text{val}_{I,\beta}(s, t_i^{k_i})) \mapsto \text{val}_{I,\beta}(s, t_i)]$  ( $1 \leq i \leq n$ ).
- 2  $(s, s') \in \rho_{I,\beta}(\alpha; \gamma) : \iff (s, u) \in \rho_{I,\beta}(\alpha)$  and  $(u, s') \in \rho_{I,\beta}(\gamma)$  for some state  $u$ .
- 3  $(s, s') \in \rho_{I,\beta}(\text{if}(\phi) \alpha \text{ else } \gamma) : \iff$ 
  - $\text{val}_{I,\beta}(s, \phi) = \text{true}$  and  $(s, s') \in \rho_{I,\beta}(\alpha)$ , or
  - $\text{val}_{I,\beta}(s, \phi) = \text{false}$  and  $(s, s') \in \rho_{I,\beta}(\gamma)$ .
- 4  $(s, s') \in \rho_{I,\beta}(\text{while}(\phi) \alpha)$  iff there are  $n \in \mathbb{N}$  and  $s = s_0, \dots, s_n = s'$ 
  - for  $0 \leq i < n$ ,  $\text{val}_{I,\beta}(s_i, \phi) = \text{true}$  and  $(s_i, s_{i+1}) \in \rho_{I,\beta}(\alpha)$ , and
  - $\text{val}_{I,\beta}(s_n, \phi) = \text{false}$ .

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Simple & natural translation of

- Object creation
- Dynamic dispatch
- Side-effects
- Exception handling
- Inner classes





## Example (Transformation)

$x := \text{new } C()$   $\rightsquigarrow$   $x := \text{obj}_C(\text{next}_C),$   
 $\text{next}_C := \text{next}_C + 1$

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$x := \text{new } C()$	$\rightsquigarrow$	$x := \text{obj}_C(\text{next}_C),$ $\text{next}_C := \text{next}_C + 1$
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- Object identity “new  $\neq$  new”

## Example

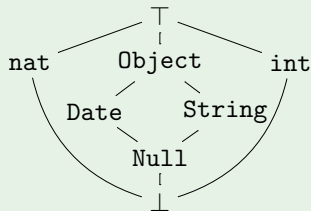
$x := \text{new } C();$	$\rightsquigarrow$	$x := \text{obj}_C(\text{next}_C);$
$y := \text{new } C();$	$\rightsquigarrow$	$// \text{next}_C := \text{next}_C + 1$
		$y := \text{obj}_C(\text{next}_C + 1)$
		$// x \neq y$

## Example (Transformation)

 $x := \text{new } C()$  $\rightsquigarrow$  $x := \text{obj}_C(\text{next}_C),$   
 $\text{next}_C := \text{next}_C + 1$ 

- Object identity “new  $\neq$  new”
- Dynamic type checks

## Example

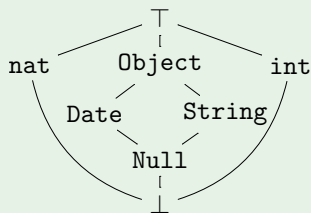
 $t \text{ instanceof } \text{String}$  $\Downarrow$  $\exists n : \text{nat } t \doteq \text{obj}_{\text{String}}(n)$

## Example (Transformation)

$$\boxed{x := \text{new } C()} \rightsquigarrow \boxed{\begin{array}{l} x := \text{obj}_C(\text{next}_C), \\ \text{next}_C := \text{next}_C + 1 \end{array}}$$

- Object identity “new  $\neq$  new”
- Dynamic type checks

## Example



$$\boxed{t \text{ instanceof Object}}$$

$$\{$$

$$\begin{array}{l} \exists n : \text{nat} \ ( t \doteq \text{obj}_{\text{Date}}(n) \\ \quad \vee t \doteq \text{obj}_{\text{String}}(n) \\ \quad \vee t \doteq \text{obj}_{\text{Object}}(n) \end{array}$$

## Example (Transformation)

$$\boxed{x := \text{new } C()} \rightsquigarrow \boxed{\begin{array}{l} x := \text{obj}_C(\text{next}_C), \\ \text{next}_C := \text{next}_C + 1 \end{array}}$$

- Object identity “new  $\neq$  new”
- Dynamic type checks



$$a[i++] = b - 1 + b$$

$$vi := i; i := i + 1; vb := b; b := b - 1; a(vi) := vb + b$$

$$i := i + 1, b := b - 1, a(i) := b + (b - 1)$$

◀ Return

```
try { while (d != 0)
      {if (d < 0) {throw new RangeEx(d);} else {d=d-1;}}
  /* do something */
} catch (RangeEx r) {/* handle range */}
```

}

```
Exception r = null;
while (r == null && d != 0)
  {if (d < 0) {r = new RangeEx(d);} else {d=d-1;}}
if (r == null) {/* do something */}
else if (r instanceof RangeEx) {/* handle range */}
else {return r; /* pass up the call trace */}
```

```
class Car { int follow(Car d) {...} }  
class Van extends Car { int follow(Car d) {...} }  
... return b.follow(d);
```

}

```
class Car { int Car_follow(Car d) {...} }  
class Van extends Car { int Van_follow(Car d) {...} }  
... if(b instanceof Van) {return ((Van)b).Van_follow(d);} ;  
else if(b instanceof Car) {return ((Car)b).Car_follow(d);} ;  
else {/* cannot happen when all types are known */}
```

Type-casts expressible as

$$\exists v: \text{Van } v \doteq b$$



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# Calculus: State Updates (merge & promote)

- Merge updates

$$\langle \mathcal{U} \rangle \langle f(t) := t' \rangle \phi \rightsquigarrow \langle \mathcal{U}, f(\langle \mathcal{U} \rangle t) := \langle \mathcal{U} \rangle t' \rangle \phi$$

“Last change is most recent”

## Example

$$\langle g(a) := t \rangle \langle f(g(a)) := h(g(a)) \rangle \phi \rightsquigarrow \langle g(a) := t, f(t) := h(t) \rangle \phi$$

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- Promote updates

$$\langle f(t) := t', g(t) := c, f(s) := s' \rangle f(a)$$


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$$\begin{array}{ccc} \langle f(t) := t', g(t) := c, f(s) := s' \rangle & f(a) & \\ \hline & f & \\ \hline \langle f(t) := t', f(s) := s' \rangle & f(a) & \end{array}$$

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$$\begin{array}{c} \langle f(t) := t', g(t) := c, f(s) := s' \rangle f(a) \\ \hline f \\ \hline \langle f(t) := t', f(s) := s' \rangle f(a) \\ \hline \end{array}$$

*if*  $s \doteq a$  *then*  $s'$  *else* ... *fi*

# Calculus: State Updates (merge & promote)

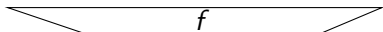
- Merge updates

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$$\langle f(t) := t', f(s) := s' \rangle f(a)$$



*if  $s \doteq a$  then  $s'$  else if  $t \doteq a$  then  $t'$  else  $f(a)$  fi fi*

# Calculus: State Updates (merge & promote)

- Merge updates

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“Last change is most recent”

- Promote updates

$$\begin{array}{c} \overbrace{\langle f(t) := t', g(t) := c, f(s) := s' \rangle}^{\mathcal{U}} f(a) \\ \underbrace{\hspace{10em}}_f \\ \langle f(t) := t', f(s) := s' \rangle f(a) \\ \underbrace{\hspace{10em}} \end{array}$$

*if  $s \doteq \langle \mathcal{U} \rangle a$  then  $s'$  else if  $t \doteq \langle \mathcal{U} \rangle a$  then  $t'$  else  $f(\langle \mathcal{U} \rangle a)$  fi fi*



# Calculus: State Updates (merge & promote)

- Merge updates

$$\langle \mathcal{U} \rangle \langle f(t) := t' \rangle \phi \rightsquigarrow \langle \mathcal{U}, f(\langle \mathcal{U} \rangle t) := \langle \mathcal{U} \rangle t' \rangle \phi$$

“Last change is most recent”

- Promote updates

$$\begin{array}{c} \phi \left( \begin{array}{c} \overbrace{\langle f(t) := t', g(t) := c, f(s) := s' \rangle}^{\mathcal{U}} \quad f(a) \\ \underbrace{\hspace{10em}}_f \\ \langle f(t) := t', f(s) := s' \rangle \quad f(a) \\ \underbrace{\hspace{10em}} \\ \text{if } s \doteq \langle \mathcal{U} \rangle a \text{ then } s' \text{ else if } t \doteq \langle \mathcal{U} \rangle a \text{ then } t' \text{ else } f(\langle \mathcal{U} \rangle a) \text{ fi fi} \end{array} \right) \end{array}$$

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“Last change is most recent”

- Promote updates

$$\begin{array}{c} \phi \left( \overbrace{\langle f(t) := t', g(t) := c, f(s) := s' \rangle}^{\mathcal{U}} f(a) \right) \\ \phi \left( \underbrace{\langle f(t) := t', f(s) := s' \rangle}_f f(a) \right) \\ \phi \left( \text{if } s \doteq \langle \mathcal{U} \rangle a \text{ then } s' \text{ else if } t \doteq \langle \mathcal{U} \rangle a \text{ then } t' \text{ else } f(\langle \mathcal{U} \rangle a) \text{ fi fi} \right) \\ \left( s \doteq \langle \mathcal{U} \rangle a \rightarrow \phi(s') \right) \wedge \left( s \neq \langle \mathcal{U} \rangle a \rightarrow \dots \phi(f(\langle \mathcal{U} \rangle a)) \right) \end{array}$$

$\langle \mathcal{U} \rangle f(u) \rightsquigarrow$

*if*  $s_{i_r} \doteq \langle \mathcal{U} \rangle u$  *then*  $t_{i_r}$  *else* ... *if*  $s_{i_1} \doteq \langle \mathcal{U} \rangle u$  *then*  $t_{i_1}$  *else*  $f(\langle \mathcal{U} \rangle u)$  *fi* ... *fi*  
 where  $i_1 < \dots < i_r$  are all those indices with  $f_{i_j} = f$ , for some  $r \geq 0$

## Example (State updates with aliasing)

$\langle f(s) := t \rangle g(f(r))$

$\rightsquigarrow g(\langle f(s) := t \rangle f(r))$

$\rightsquigarrow g(\text{if } s \doteq r \text{ then } t \text{ else } f(r) \text{ fi})$

“ $\rightsquigarrow$ ”  $(s \doteq r \rightarrow g(t)) \wedge$   
 $(s \neq r \rightarrow g(f(r)))$

(R1)  $\langle \tilde{u} \rangle \langle \mathcal{U} \rangle \phi \rightsquigarrow \langle \tilde{u}, f_1(\langle \tilde{u} \rangle s_1) := \langle \tilde{u} \rangle t_1, \dots, f_n(\langle \tilde{u} \rangle s_n) := \langle \tilde{u} \rangle t_n \rangle \phi$

# Calculus: First-order Part (18 rules)

$$\frac{\vdash A}{\neg A \vdash}$$

$$\frac{A, B \vdash}{A \wedge B \vdash}$$

$$\frac{A \vdash \quad B \vdash}{A \vee B \vdash}$$

$$\frac{\vdash A \quad B \vdash}{A \rightarrow B \vdash}$$

$$\frac{A \vdash}{\vdash \neg A}$$

$$\frac{\vdash A \quad \vdash B}{\vdash A \wedge B}$$

$$\frac{\vdash A, B}{\vdash A \vee B}$$

$$\frac{A \vdash B}{\vdash A \rightarrow B}$$

$$\frac{\vdash A_x^X}{\vdash \forall x A}$$

$$\frac{A_x^t, \forall x A \vdash}{\forall x A \vdash}$$

$$\frac{A_x^X \vdash}{\exists x A \vdash}$$

$$\frac{\vdash A_x^t, \exists x A}{\vdash \exists x A}$$

$$\overline{A \vdash A}$$

$$\frac{\Gamma_{t'}^t, t \doteq t' \vdash \Delta_{t'}^t}{\Gamma, t \doteq t' \vdash \Delta}$$

$$\overline{\vdash t \doteq t}$$

$$\frac{A \vdash \quad \vdash A}{\vdash}$$

$$\frac{\Gamma_{t'}^t, t' \doteq t \vdash \Delta_{t'}^t}{\Gamma, t' \doteq t \vdash \Delta}$$

$$\frac{\vdash \phi(0) \quad \phi(X) \vdash \phi(X+1)}{\vdash \forall n \phi(n)}$$

# Calculus: Program Logic Part (12 rules)

$$\frac{\langle \alpha \rangle \langle \gamma \rangle \phi}{\langle \alpha; \gamma \rangle \phi}$$

$$\frac{}{\vdash \text{obj}_C(i) \doteq \text{obj}_C(j) \rightarrow i \doteq j}$$

$$\frac{(e \rightarrow \langle \alpha \rangle \phi) \wedge (\neg e \rightarrow \langle \gamma \rangle \phi)}{\langle \text{if}(e) \alpha \text{ else } \gamma \rangle \phi}$$

$$\frac{}{\vdash \neg(\text{obj}_C(i) \doteq \text{obj}_D(j))}$$

$$\frac{(e \rightarrow \phi(t)) \wedge (\neg e \rightarrow \phi(t'))}{\phi(\text{if } e \text{ then } t \text{ else } t' \text{ fi})}$$

$$\frac{}{\vdash \forall o : C (o \text{ instance of } C \vee o \doteq \text{null})}$$

$$\frac{\langle \text{if}(e) \{ \alpha; \text{while}(e) \alpha \} \rangle \phi}{\langle \text{while}(e) \alpha \rangle \phi}$$

$$\frac{\Gamma \vdash \langle U \rangle p \quad p, e \vdash [\alpha] p \quad p, \neg e \vdash \phi}{\Gamma \vdash \langle U \rangle [\text{while}(e) \alpha] \phi}$$

$$\frac{A \vdash B}{\exists x A \vdash \exists x B}$$

$$\frac{A \vdash B}{\langle \alpha \rangle A \vdash \langle \alpha \rangle B}$$

$$\langle U \rangle f(u) \rightsquigarrow \text{if } s_i \doteq \langle U \rangle u \text{ then } t_i \text{ else } \dots \text{if } s_{i_1} \doteq \langle U \rangle u \text{ then } t_{i_1} \text{ else } f(\langle U \rangle u) \text{ fi } \dots \text{fi}$$

$$\langle \tilde{U} \rangle \langle U \rangle \phi \rightsquigarrow \langle \tilde{U}, f_1(\langle \tilde{U} \rangle s_1) := \langle \tilde{U} \rangle t_1, \dots, f_n(\langle \tilde{U} \rangle s_n) := \langle \tilde{U} \rangle t_n \rangle \phi$$

## Verification Example

```
class E { static int g; int id;  
  E generate() {E r=new E(); r.id=g;g=g+5; return r;}}
```

$$\forall x:E (x.id < g \rightarrow [\text{generate}] (x.id < r.id))$$

## Verification Example

```
class E { static int g; int id;  
    E generate() {E r=new E(); r.id=g;g=g+5; return r;}}
```

$$\forall x:E (x.id < g \rightarrow [\text{generate}] (x.id < r.id))$$

*	...
$\frac{X.id < g, \neg o(n) \doteq X \vdash X.id < g}{X.id < g \vdash (\neg o(n) \doteq X \rightarrow X.id < g)}$	$\frac{X.id < g, o(n) \doteq X \vdash g < g}{X.id < g \vdash (o(n) \doteq X \rightarrow g < g)}$
$X.id < g \vdash (ifo(n) \doteq X \text{ then } g \text{ else } X.id \text{ fi}) < g$	
$X.id < g \vdash \langle r := o(n), n := n+1, o(n).id := g, g := g + 5 \rangle (X.id < r.id)$	
$X.id < g \vdash \langle r := o(n), n := n+1, o(n).id := g \rangle [g := g + 5] (X.id < r.id)$	
$X.id < g \vdash \langle r := o(n), n := n+1 \rangle [r.id := g][g := g + 5] (X.id < r.id)$	
$X.id < g \vdash \langle r := o(n), n := n+1 \rangle [r.id := g; g := g + 5] (X.id < r.id)$	
$X.id < g \vdash [\alpha] (X.id < r.id)$	
$\vdash X.id < g \rightarrow [\alpha] (X.id < r.id)$	
$\vdash \forall x:E (x.id < g \rightarrow [\alpha] (x.id < r.id))$	

## Theorem (Soundness)

*ODL calculus is sound:*

$$\vdash \phi \text{ implies } \models \phi$$



## Theorem (Soundness)

*ODL calculus is sound:*

$$\vdash \phi \text{ implies } \models \phi$$

## Theorem (Incompleteness)

*ODL calculus is non-axiomatizable, i.e., there is no sound and complete effective calculus.*

# Soundness & Completeness

## Theorem (Soundness)

*ODL calculus is sound:*

$$\vdash \phi \text{ implies } \models \phi$$

## Theorem (Incompleteness)

*ODL calculus is non-axiomatizable, i.e., there is no sound and complete effective calculus.*

## Theorem (Relative completeness)

*ODL calculus is complete w.r.t. first-order arithmetic:*

[▶ Proof Outline](#)

$$\models \phi \text{ implies } \text{Taut}_{\text{Arith}} \vdash \phi$$

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- ODL is essentials-only object-oriented dynamic logic:
  - 1 object type system
  - 2 object enumerators
  - 3 flexible functions
- Natural translation  $JAVA \rightsquigarrow ODL$ .
- Calculus proven sound & relatively complete w.r.t. arithmetic.



B. Beckert and A. Platzer.

Dynamic logic with non-rigid functions: A basis for object-oriented program verification.

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- 6 Completeness Proof
  - Misc

# Relative Completeness Proof

$\models \phi$  implies  $\text{Taut}_{\mathbf{N}} \vdash \phi$

## Proof.

- 1 propositionally complete
- 2 first-order complete
- 3 first-order expressible:  $\forall \phi \exists F \in \text{FOL } \models \phi \leftrightarrow F$
- 4 term rewrites are Noetherian
- 5 (rel.) complete for first-order  $F \rightarrow \langle \alpha \rangle G$
- 6 (rel.) complete for first-order dynamic typing



◀ Return

- Use ODL object enumerators for object creation.
- Use quicker and rel. complete ODL within KeY in **automatic** verification scenarios. (Trafo combined with compiler construction technology)
- Import simpler ODL calculus into JAVA CARD DL, for formulas that are “sufficiently” ODL.