

Larissa Aspects and Design-By-Contract

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Introduction

- **Aspect-oriented programming modularizes cross-cutting concerns**
- **Cross-cutting concerns exist in reactive systems, but popular aspect languages as AspectJ can not be used**
- **Larissa is an aspect language for the synchronous programming language Argos**
- **Design-by-Contract abstracts program parts in contracts**
- **Adapted to synchronous languages by Lionel Morel**
- **This talk : combine design-by-contract with Larissa**

Outline

- **Motivation**
- **Existing Work**
 - **Argos and Contracts**
 - **Larissa**
- **Contributions**
 - **Weaving Aspects in Contracts**
 - **Case Study**

Design by Contract

- Originally introduced by Bertrand Meyer for object-oriented programming
- A contract of a method consists of an **assumption** and a **guarantee**
- If the assumption holds when the method is called, the guarantee holds when the method returns
- Example :

```
class c {  
    /* @assume i < 10 */  
    /* @guarantee \result < 10 */  
    int m(int i) { ... }  
}
```

Aspects Modify Contracts

- Adding an aspect may invalidate the contract of a method

```
pointcut pcm(int i) :  
    execution(int c.m(int)) && args(i);
```

```
int around(int i) : pcm(i){  
    return 1 + proceed(i + 1);  
}
```

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int around(int i) : pcm(i){  
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}
```

- Sometimes, a new contract may be derived

```
/* @assume i < 9 */  
/* @guarantee \result < 11 */
```

Generating New Contracts

- **Idea** : apply an aspect asp to a contract C , and obtain a new contract C' fulfilled by any $P \triangleleft \text{asp}$, such that P fulfills C

$$P \models C \Rightarrow P \triangleleft \text{asp} \models C'$$

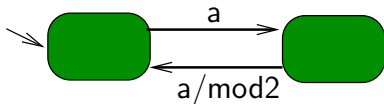
- **Goal** : find a way to build C' automatically from C and asp , for Argos and Larissa aspects

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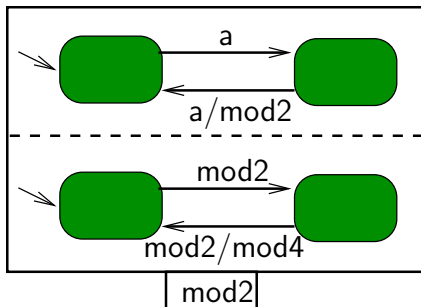
Argos

- Hierarchical, synchronous automata language
- Basic element : complete and deterministic Mealy automata with Boolean signals
- Interface : a set of inputs, a set of outputs



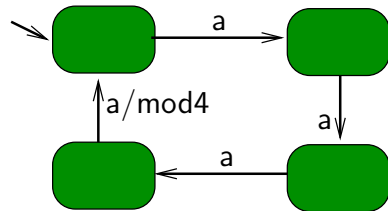
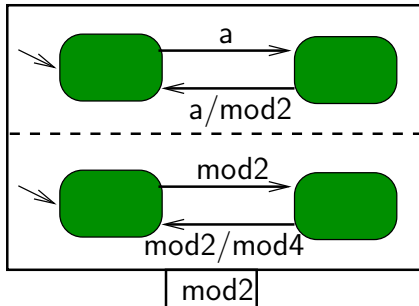
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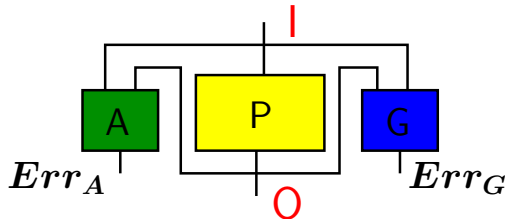
Argos

- Hierarchical, synchronous automata language
- Basic element : complete and deterministic Mealy automata with Boolean signals
- Interface : a set of inputs, a set of outputs
- Operators : parallel product, encapsulation
- Compiled into flat automata



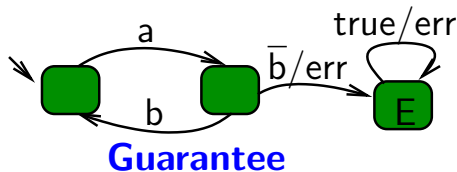
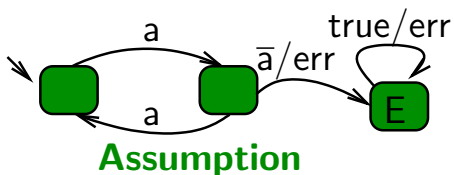
Contracts for Reactive Systems

- **Assumptions** constrain the inputs from the environment
- **Guarantees** ensure properties on the outputs
- Example with input **a** and output **b** :
 - **Assumption** : **a** always occurs in pairs
 - **Guarantee** : **a** is immediately followed by **b**
- Assumptions must not constrain outputs
- guarantees must not constrain inputs



Expressing Contracts with Observers

- Properties of reactive programs can be expressed with observers with a single output **err**
- A program fulfills a contract if, for any execution, the guarantee only emits **err** if the assumption emits **err**

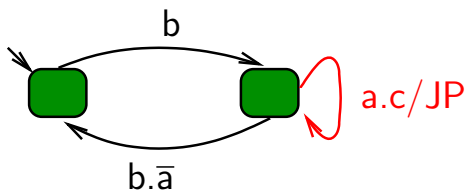


Larissa

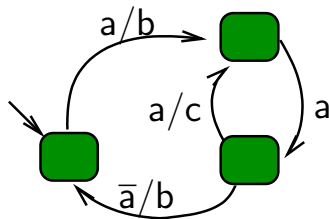
- **Aspect language for Argos**
- **Consists of pointcuts and advice :**
 - a join point is a transition
 - pointcuts select transitions in automata
 - advice replaces these transitions
- **This cannot be done with the existing operators**
- **We want to preserve semantic properties, e.g. preservation of equivalence**

Pointcuts

- Pointcuts are observer automata with output **JP**
- **JP** is emitted when the program is in a join point
- Independent of the implementation of the program



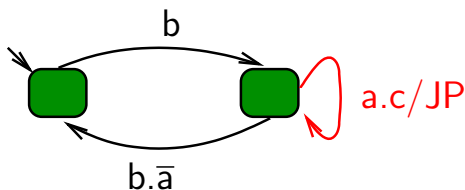
pointcut



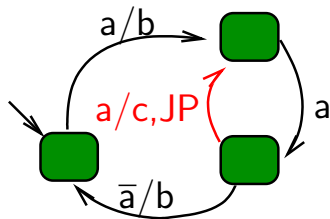
base program

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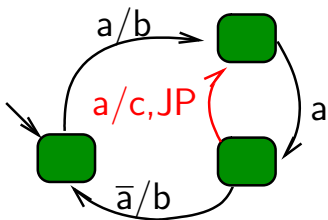
pointcut



join point program

tolnit Advice

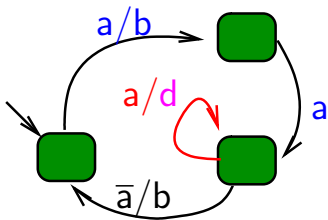
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 - emit some outputs **O**
 - go to some target state
 - target state defined by a finite input **trace**
- Example advice : trace **a.a**, advice output **d**



join point program

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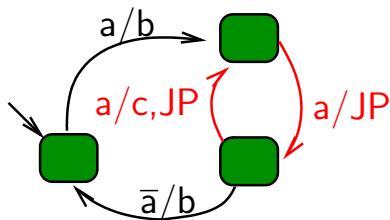
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woven program

toCurrent Advice

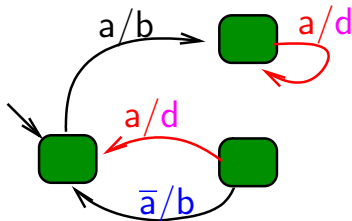
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join point program

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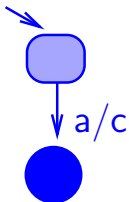
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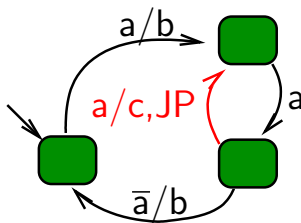
woven program

Advice Program

- Replace join point transition by an automaton
- Example : tolnit advice, trace **a.a**, output **d**, inserted automaton



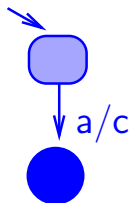
inserted automaton



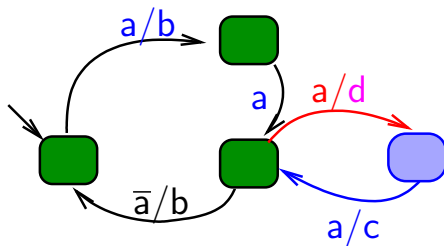
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woven program

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Constructing a new Contract

- How can we obtain a new contract $C' = (\mathbf{A}', \mathbf{G}')$ such that

$$P \models (\mathbf{A}, \mathbf{G}) \Rightarrow P \triangleleft \text{asp} \models (\mathbf{A}', \mathbf{G}')$$

- Simulate the effect of the aspect on the program as far as possible on the assumption and the guarantee

Technical Overview

- However, aspects cannot be applied directly to observers
- Transform observers into generator automata
- Apply aspect to generators
- Transform generators with aspects back to observers
- $\mathbf{A}' = obs_{\mathbf{A}}(gen_{\mathbf{A}}(\mathbf{A}) \triangleleft asp)$
- $\mathbf{G}' = obs_{\mathbf{G}}(gen_{\mathbf{G}}(\mathbf{G}) \triangleleft asp)$
- Then,

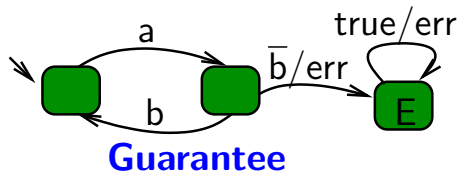
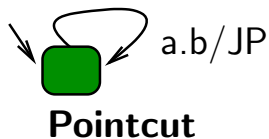
$$P \models (\mathbf{A}, \mathbf{G}) \Rightarrow P \triangleleft asp \models (\mathbf{A}', \mathbf{G}')$$

Guarantee vs. Assumption

- **Guarantee generators have no error transitions**
 - correspond to input/output combinations that don't exist
 - error transitions are added by obs_G for input/output combinations that cannot be produced
- **Assumption generators have error transitions**
 - input/output combinations may be produced by a different environment
 - aspect can remove these error transitions
 - obs_A does not add error transitions

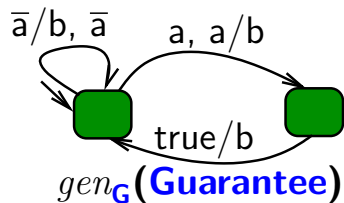
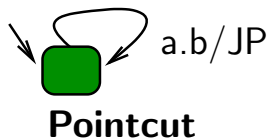
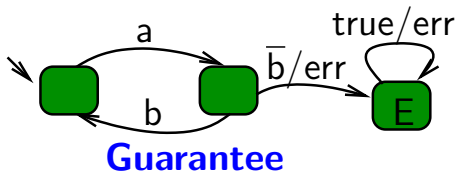
Example – Guarantee

- Example aspect : advice
output **b**, trace **a**



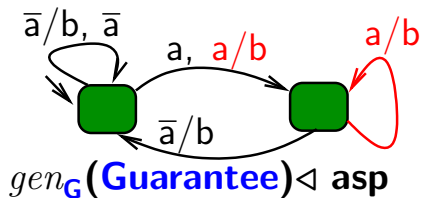
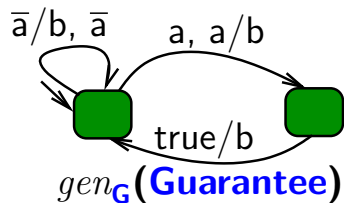
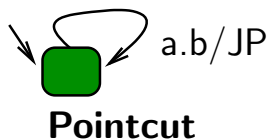
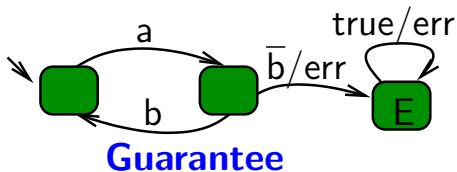
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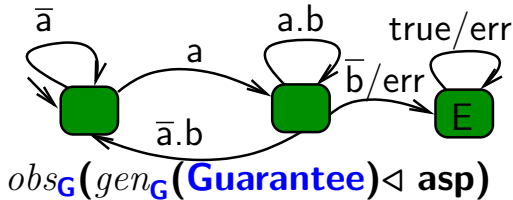
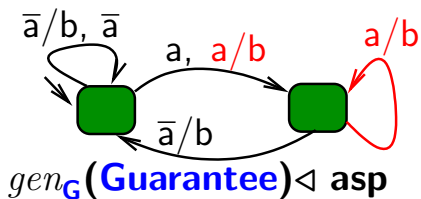
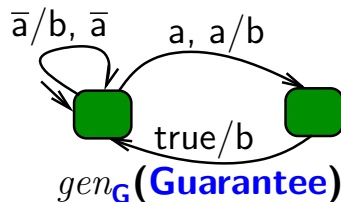
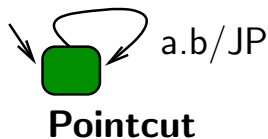
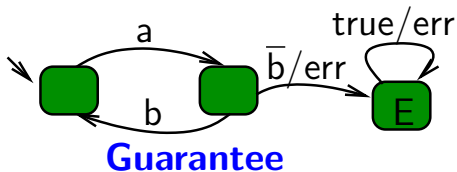
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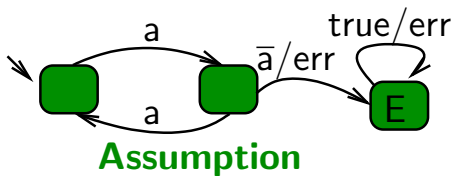
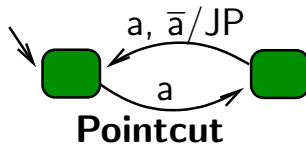
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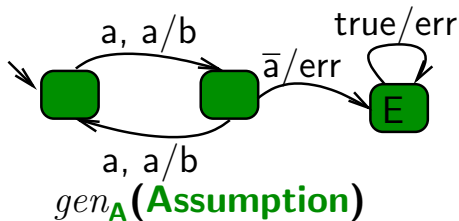
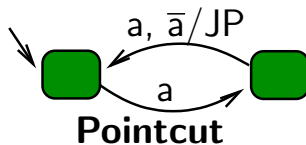
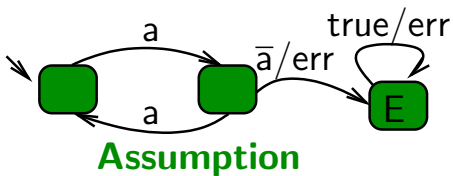
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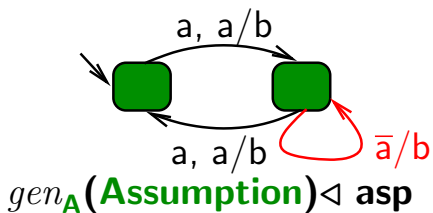
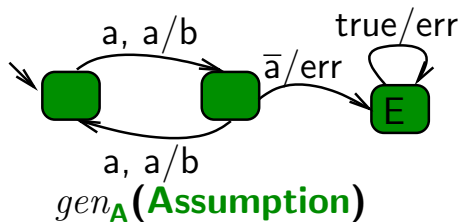
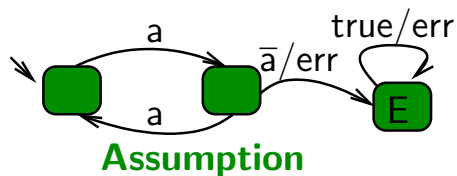
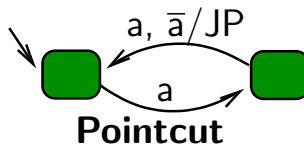
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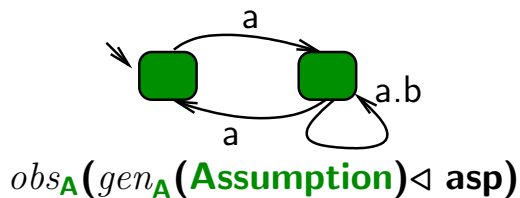
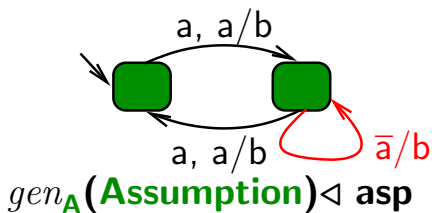
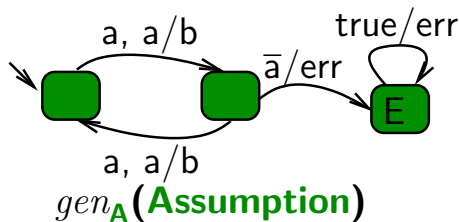
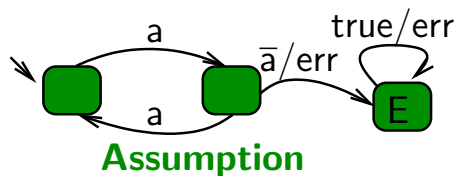
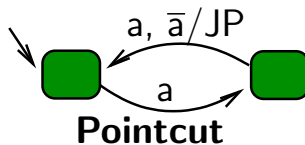
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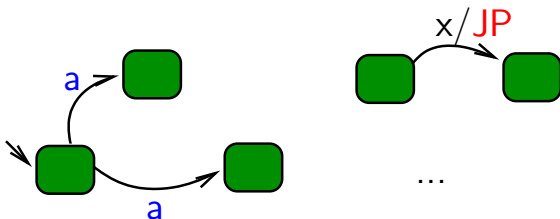
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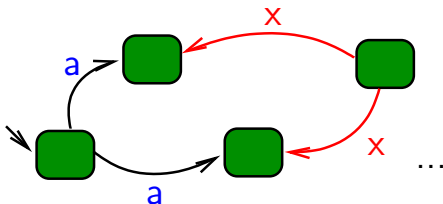
Some More Details (1)

- Aspects can be woven into generators, but trace may lead to several target states
- Solution : add several advice transitions, introducing additional non-determinism
- Example : trace **a** from initial state



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Some More Details (2)

- Observer may be non-deterministic
- Can be determinized, but differences between assumption and guarantee
- **Assumption** :
 - Assumption must reject a trace if there exists a program which is not defined for it
 - Thus, error transitions are given priority during determinisation
- **Guarantee** :
 - Guarantee must only reject a trace if no program can produce it
 - Thus, non-error transitions are given priority during determinisation

Case Study - Tramway Door Controller (1)

- Use contract generation for modular verification
- Tramway door controller example from Lustre tutorial
- Implement a basic door controller C in Argos
- Add support for a gangway with Larissa aspects
 - Aspect Ext extends the gangway before the door is opened
 - Aspect Ret retracts the gangway before the tram leaves the station

Case Study - Tramway Door Controller (2)

- Several safety properties must be verified : e.g. doors must not be open outside a station
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$$E, C \triangleleft \text{Ext} \triangleleft \text{Ret} \models P$$
- Second approach : use a contract (A, G) for C
 - verify C fulfills contract ($<0.5s$) : $C \models (A, G)$
 - weave aspects into A , verify ($<0.5s$) :

$$E \models A \triangleleft \text{Ext} \triangleleft \text{Ret}$$
 - weave aspect into G , verify properties (3.4s) :

$$E, G \triangleleft \text{Ext} \triangleleft \text{Ret} \models P$$

Conclusion

- **Larissa** : an aspect language with strong semantic properties
- **Contracts** : exploit semantic properties
- **We have shown**

$$P \models (\mathbf{A}, \mathbf{G})$$

$$\Rightarrow P \triangleleft \text{asp} \models (\text{obs}_{\mathbf{A}}(\text{gen}(\mathbf{A}) \triangleleft \text{asp}), \text{obs}_{\mathbf{G}}(\text{gen}(\mathbf{G}) \triangleleft \text{asp}))$$

- **Approach** has been validated on a medium-size example
- **Further work** :
 - **Extend approach** to valued signals

Bibliography

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