

Introduction to JavaCard Dynamic Logic

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Different navigation expressions may be same object reference

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Solution within KeY to be discussed in detail

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Functions that model attributes are partially defined

Solution: optional rule set enforces proof of $!(o \doteq \text{null})$
(whenever object reference o accessed)

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- Java Card data types

boolean, char, String

int, byte, long (cyclic!)

Arrays

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“Roll back” uncompleted transactions (“rip out”)

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Trick to keep same universe U in all states:

all objects exist anytime, use attributes $o.\text{created}$, $o.\text{initialized}$

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- Formal specification of Java Card API

Side Effects and Complex Expressions

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JAVA expressions can assign values (**assignment operators**)

FOL/DL terms have **no** side effects

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Decomposition of complex terms following symbolic execution as defined for expressions JAVA language specification

Local **program transformations**

$$\text{ITERATED-ASSIGNMENT} \frac{\Gamma \Rightarrow \langle \pi \ y = t; \ x = y; \omega \rangle \phi, \Delta}{\Gamma \Rightarrow \langle \pi \ x = y = t; \omega \rangle \phi, \Delta} \quad t \text{ simple}$$

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Temporary program variables '`_var<n>`' store intermediate results

$$\text{IF-EVAL} \frac{\Gamma \Rightarrow \langle \pi \ \text{boolean } v_{\text{new}}; \ v_{\text{new}} = b; \ \text{if } (v_{\text{new}}) \{ \alpha \}; \omega \rangle \phi, \Delta}{\Gamma \Rightarrow \langle \pi \ \text{if } (b) \{ \alpha \}; \omega \rangle \phi, \Delta}$$

where b complex

Side Effects and Complex Expressions, Cont'd

Applying rule to statement including guard with side effect is incorrect

Restrict applicability of IF-THEN and other rules with guards:

Guard expression needs to be **simple** (ie, side effect-free)

$$\text{IF-SPLIT} \frac{\Gamma, b \doteq \text{TRUE} \implies \langle \pi \ \alpha; \ \omega \rangle \phi, \Delta \quad \Gamma, b \doteq \text{FALSE} \implies \langle \pi \ \omega \rangle \phi, \Delta}{\Gamma \implies \langle \pi \text{ if } (b) \{ \alpha \}; \ \omega \rangle \phi, \Delta}$$

where b simple

Demo

javaDL/complex.key

Abrupt Termination

Redirection of control flow via return, break, continue, **exceptions**

$$\langle \pi \text{ try } \{\xi\alpha\} \text{ catch}(e) \{\gamma\} \text{ finally } \{\epsilon\}; \omega \rangle \phi$$

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TRY-THROW (exc simple)

$$\Gamma \Rightarrow \left\langle \begin{array}{l} \pi \text{ if (exc instanceof Exception) } \{ \\ \quad \text{try } \{e = \text{exc}; \gamma\} \text{ finally } \{\epsilon\} \\ \quad \} \text{ else } \{\epsilon \text{ throw exc}\}; \omega \end{array} \right\rangle \phi, \Delta$$

$$\Gamma \Rightarrow \langle \pi \text{ try } \{\text{throw exc}; \alpha\} \text{ catch}(e) \{\gamma\} \text{ finally } \{\epsilon\}; \omega \rangle \phi, \Delta$$

Aliasing

Naive alias resolution causes **proof split** (on $o \doteq u$) at each access

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Unnecessary in many cases!

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Updates avoid such proof splits:

- Delayed state computation until clear what **actually** required
- Simplification of updates

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Let loc be either one of

- program variable x
- attribute access $o.attr$ (o has object type)
- array access $a[i]$ (a has array type, not discussed here)

$$\text{ASSIGN} \quad \frac{\Gamma \Rightarrow \{loc := val\} \langle \pi \ \omega \rangle \phi, \Delta}{\Gamma \Rightarrow \langle \pi \ loc=val; \ \omega \rangle \phi, \Delta}$$

where

- loc and val satisfy above restrictions
- val is a side-effect free term,
- $\{loc := val\}$ is DL **update** (usage and semantics as in simple DL)

Computing Effect of Updates: Attributes

Use **conditional terms** to delay splitting further

$$(\backslash\text{if } (t_1 = t_2) \backslash\text{then } t \backslash\text{else } e)^{l,\beta} = \begin{cases} t^{l,\beta} & t_1^{l,\beta} = t_2^{l,\beta} \\ e^{l,\beta} & \text{otherwise} \end{cases}$$

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Computing update followed by **attribute access**

$$\{\mathbf{o.a} := t\}\mathbf{o.a} \rightsquigarrow t$$

$$\{\mathbf{o.a} := t\}\mathbf{u.b} \rightsquigarrow (\{\mathbf{o.a} := t\}\mathbf{u}).\mathbf{b}$$

$$\begin{aligned} \{\mathbf{o.a} := t\}\mathbf{u.a} &\rightsquigarrow \\ &\backslash\text{if } ((\{\mathbf{o.a} := t\}\mathbf{u}) = \mathbf{o}) \backslash\text{then } t \backslash\text{else } (\{\mathbf{o.a} := t\}\mathbf{u}).\mathbf{a} \end{aligned}$$

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Semantics

- All l_i and v_i computed in old state
- All updates done simultaneously
- If conflict $l_i = l_j, v_i \neq v_j$ later update wins

Method Call

Method call with actual parameters arg_1, \dots, arg_n

$$\{arg_1 := t_1, \dots, arg_n := t_n, o := t_o\} \langle o.m(arg_1, \dots, arg_n); \rangle \phi$$

Where method declaration is: $\text{void } m(T_1 p_1, \dots, T_n p_n)$

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- make concrete call $o.C::m(p_1, \dots, p_n)$

Method Body Expand

After processing code that binds actual to formal parameters (symbolic execution of ' $T_i \ p_i = arg_i;$ ')

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Runtime infrastructure required in calculus