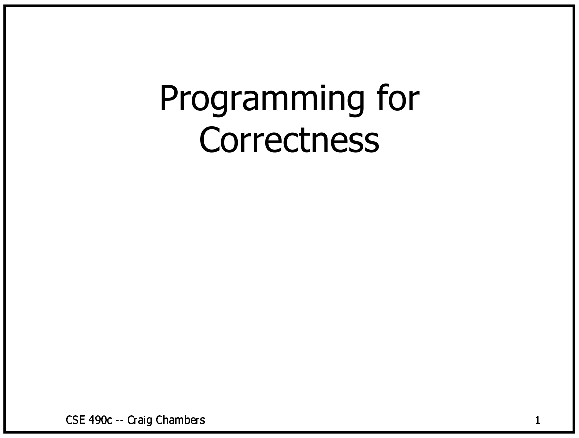
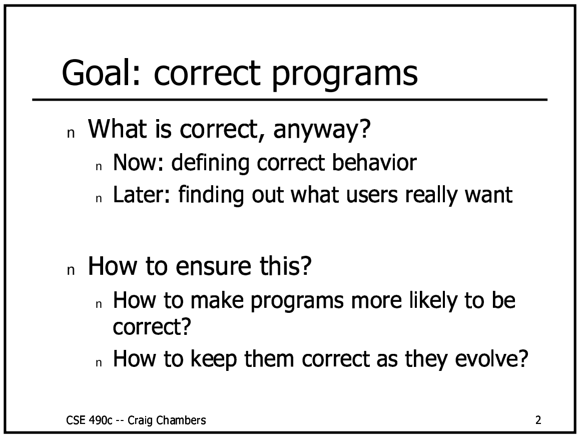
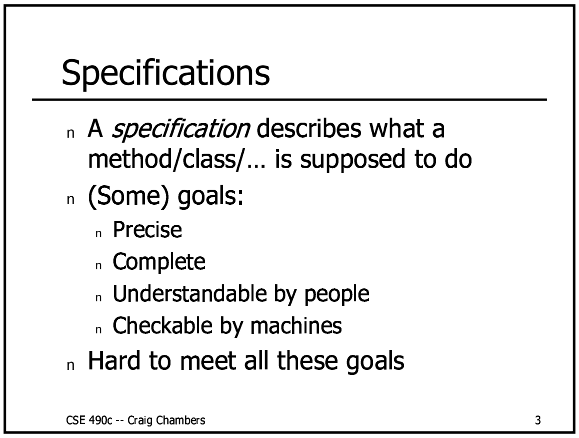


Programming for Correctness



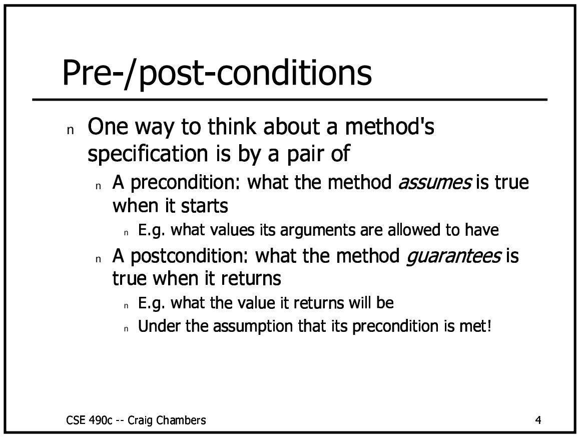
Goal: correct programs

- What is correct, anyway?
  - Now: defining correct behavior
  - Later: finding out what users really want
- How to ensure this?
  - How to make programs more likely to be correct?
  - How to keep them correct as they evolve?



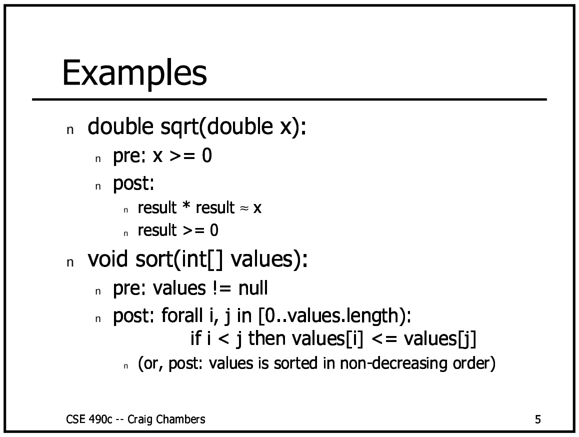
Specifications

- A *specification* describes what a method/class/… is supposed to do
- (Some) goals:
  - Precise
  - Complete
  - Understandable by people
  - Checkable by machines
- Hard to meet all these goals



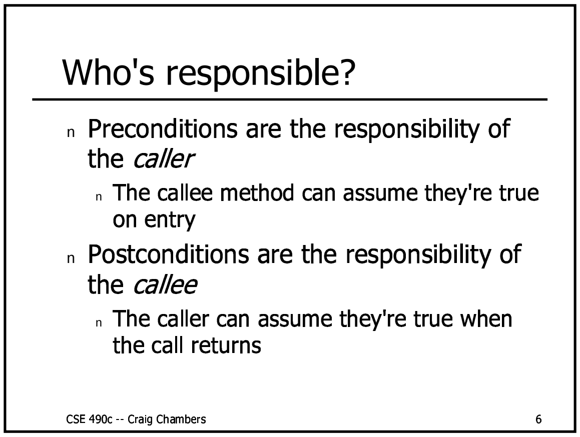
Pre-/post-conditions

- One way to think about a method's specification is by a pair of
  - A precondition: what the method *assumes* is true when it starts
    - E.g. what values its arguments are allowed to have
  - A postcondition: what the method *guarantees* is true when it returns
    - E.g. what the value it returns will be
    - Under the assumption that its precondition is met!



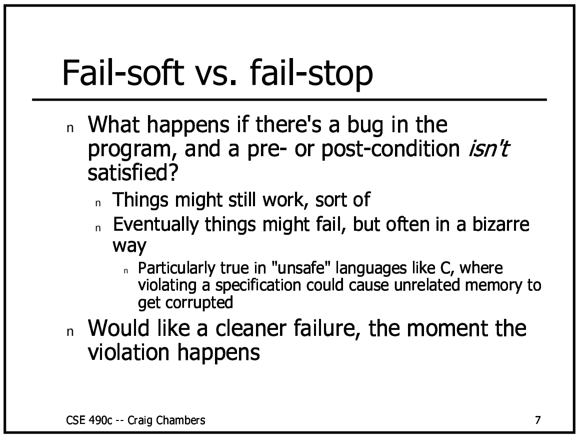
Examples

- double sqrt(double x):
  - pre: x >= 0
  - post:
    - result * result ≈ x
    - result >= 0
- void sort(int[] values):
  - pre: values != null
  - post: forall i, j in [0..values.length):
    if i < j then values[i] <= values[j]
    - (or, post: values is sorted in non-decreasing order)



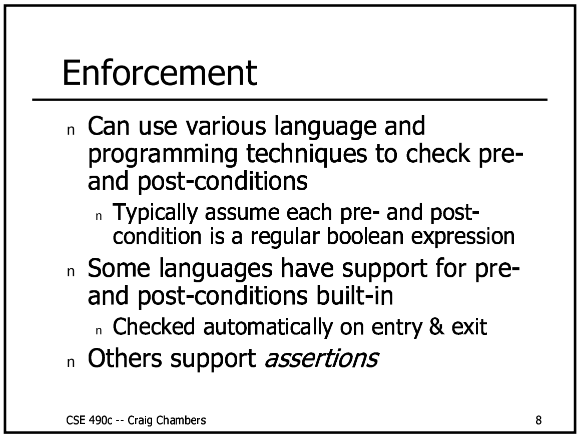
Who's responsible?

- Preconditions are the responsibility of the *caller*
  - The callee method can assume they're true on entry
- Postconditions are the responsibility of the *callee*
  - The caller can assume they're true when the call returns



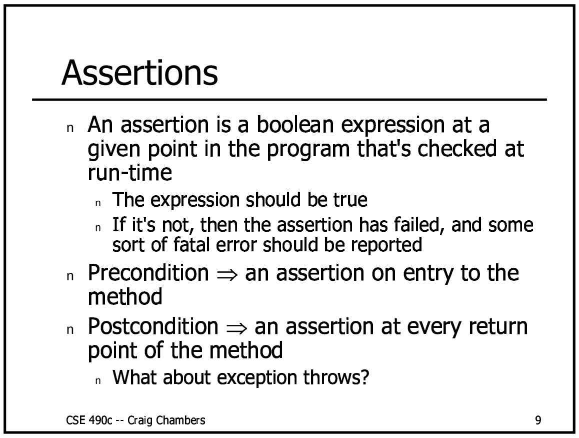
Fail-soft vs. fail-stop

- What happens if there's a bug in the program, and a pre- or post-condition *isn't* satisfied?
  - Things might still work, sort of
  - Eventually things might fail, but often in a bizarre way
    - Particularly true in "unsafe" languages like C, where violating a specification could cause unrelated memory to get corrupted
- Would like a cleaner failure, the moment the violation happens



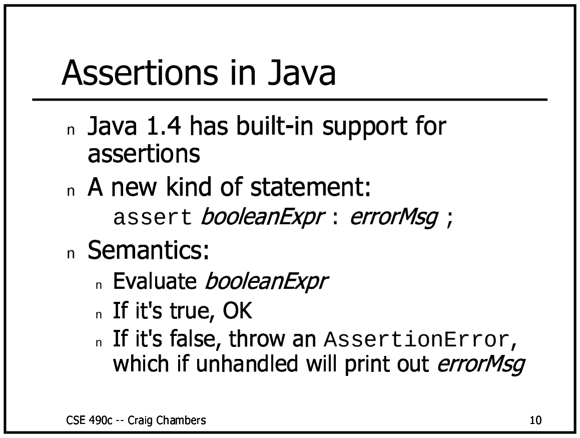
Enforcement

- Can use various language and programming techniques to check pre- and post-conditions
  - Typically assume each pre- and post-condition is a regular boolean expression
- Some languages have support for pre- and post-conditions built-in
  - Checked automatically on entry & exit
- Others support *assertions*



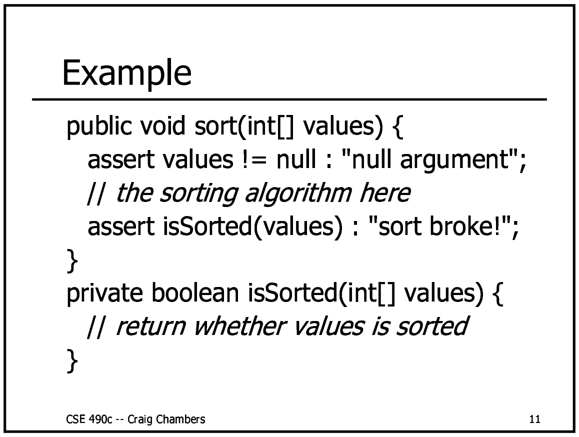
Assertions

- An assertion is a boolean expression at a given point in the program that's checked at run-time
  - The expression should be true
  - If it's not, then the assertion has failed, and some sort of fatal error should be reported
- Precondition ⇒ an assertion on entry to the method
- Postcondition ⇒ an assertion at every return point of the method
  - What about exception throws?



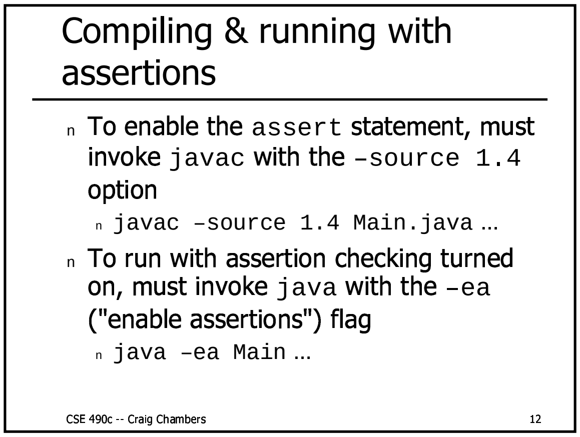
Assertions in Java

- Java 1.4 has built-in support for assertions
- A new kind of statement:
  `assert` *booleanExpr* : *errorMsg* ;
- Semantics:
  - Evaluate *booleanExpr*
  - If it's true, OK
  - If it's false, throw an `AssertionError`, which if unhandled will print out *errorMsg*



Example

```
public void sort(int[] values) {
  assert values != null : "null argument";
  // the sorting algorithm here
  assert isSorted(values) : "sort broke!";
}
private boolean isSorted(int[] values) {
  // return whether values is sorted
}
```



Compiling & running with assertions

- To enable the `assert` statement, must invoke `javac` with the `–source 1.4` option
  - `javac –source 1.4 Main.java` …
- To run with assertion checking turned on, must invoke `java` with the `–ea` ("enable assertions") flag
  - `java –ea Main` …

Disabling assertion checking

- Assertion checking can be expensive
- Often, assertion checking can be enabled or disabled, either at compile-time or at run-time
  - Can have lots of assertions enabled during debugging, fewer during "normal" execution
  - Can sometimes choose which class of assertions to enable, based on what part of the system needs extra checking

Assertions vs. error checking

- *Don't* use assertions to do regular error checking that should always be present
  - E.g. checking whether user input is OK
- Your program should still work, and do all necessary error checking, with assertions *disabled*

Specified errors

- A public library method often specifies what it does in all cases, *including "error" cases*
  - E.g., what exceptions are thrown for which kinds of "bad" inputs
- These error cases are not precondition assumptions, but are postcondition guarantees
  - Don't use assertions for them!
- Good style for public library methods to have *no preconditions*, but instead to specify a response (e.g. an exception) for all possible inputs

Example

- double sqrt(double x):
  - post:
    - if x >= 0:
      - result * result ≈ x
      - result >= 0
    - otherwise:
      - throws IllegalArgumentException

Invariants

- A very useful kind of "specification" is an *invariant*
  - Something that is always true about some part of the software
- A great mental tool in thinking about the correctness of complex algorithms & data structures
- A great debugging tool, also

Simple invariants

- One kind of invariant is something that's true at some point in the program
  - If it's not true, then something broke
- An assertion is great for making such invariants explicit
  - E.g. in the middle of the sorting loop, all values in the array at indexes <= i have been sorted
    - A *loop invariant*

Class invariants

- A class invariant is true about the state of each instance of the class
  - Established by the constructor
  - Preserved by all public methods
    - Can be temporarily violated in the middle of a modification
- E.g., that a binary search tree is always properly sorted
- Can be viewed as implicit postconditions of all constructors and public methods

Formality

- These pre- & post-conditions are pretty formal
  - Makes them precise, processable by machine
  - Mostly clear to humans, for these examples
- As functions get more complex, it's increasingly hard to be formal
  - Specifications get very long & involved
  - They become less readable by humans
- Informal specifications, even partial specifications, are better than no specifications!

Documentation

- The documentation is the main "specification" most people use
  - The more precise, the better
- Several tools can derive documentation from source code
  - E.g. `javadoc`, which produces web pages
    - Looks for special /** … */ comments
- Documentation in source code is less likely to be out of date
  - But anything that's not machine-checked can get out of date L

Literate programming

- *Literate programming*: code is just a part of an enclosing document
  - The document is primary, not the code
  - Like any technical document, can have examples, diagrams, references, etc.
  - Encourages good explanations, documentation
- See e.g. `noweb`