

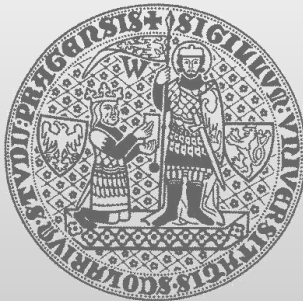
Java PathFinder

<http://d3s.mff.cuni.cz>

Department of
Distributed and
Dependable
Systems



Pavel Parízek



CHARLES UNIVERSITY IN PRAGUE

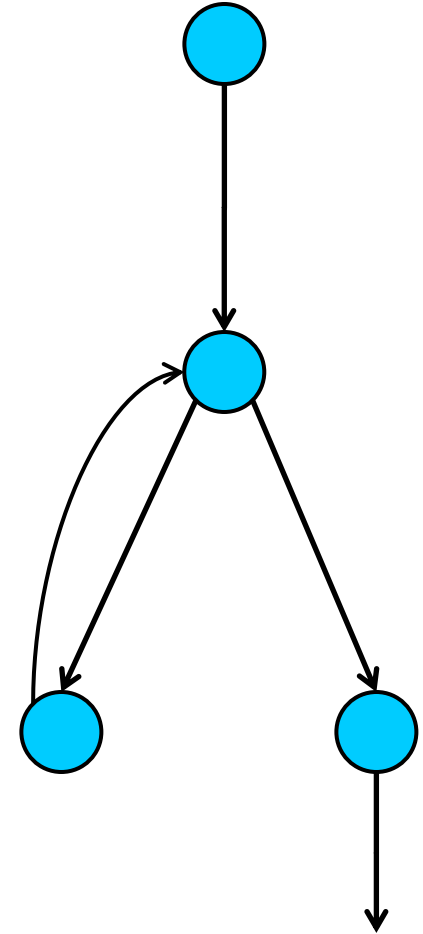
faculty of mathematics and physics

Java Pathfinder (JPF)

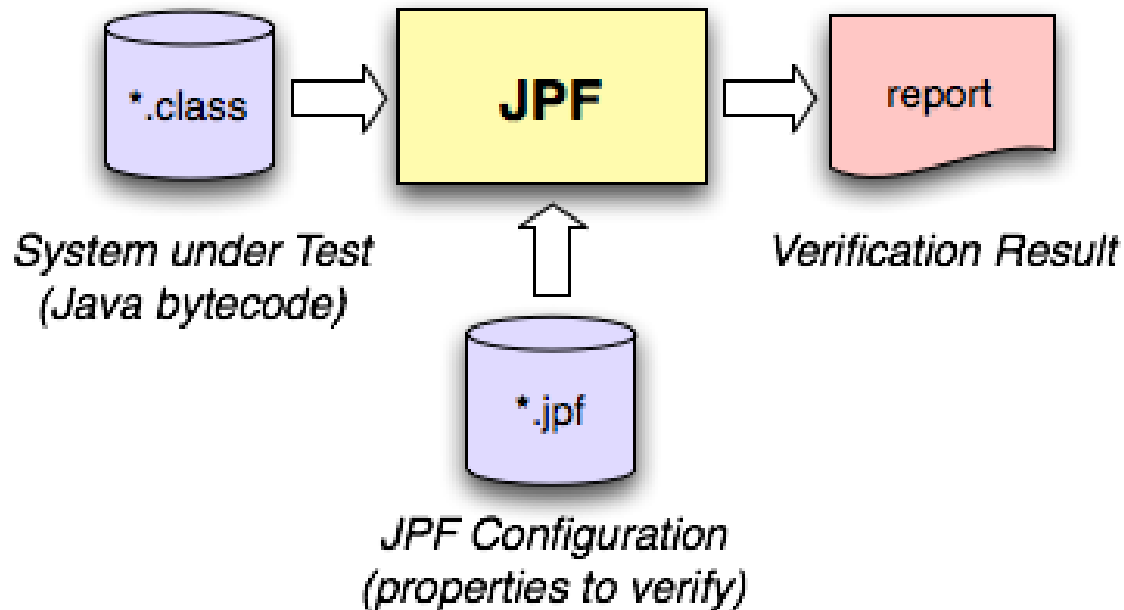
- Verification framework for Java programs
 - Explicit state space traversal (with POR)
 - Highly customizable and extensible (API)
- Open source since April 2005
 - Maintainers: NASA Ames Research Center
- WWW: <http://babelfish.arc.nasa.gov/trac/jpf>

What JPF really is ...

- Special JVM
 - Execution choices
 - Backtracking
 - State matching
- State space exploration
 - assertions, deadlocks, races, ...

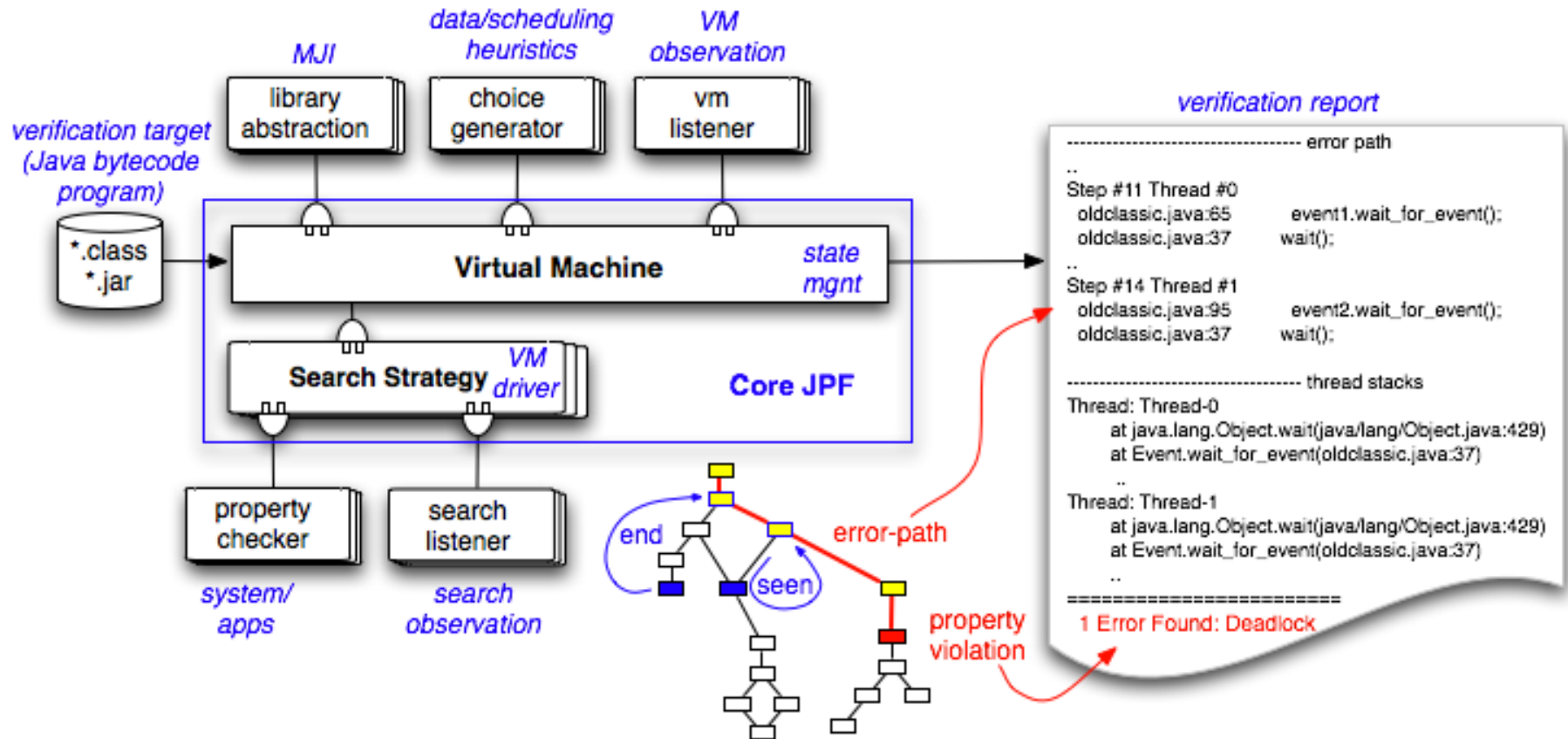


General usage pattern



Picture taken from JPF wiki (<http://babelfish.arc.nasa.gov/trac/jpf/wiki>)

Architecture



Picture taken from JPF wiki (<http://babelfish.arc.nasa.gov/trac/jpf/wiki>)

Program state space in JPF

- States
 - Full snapshot of JVM
 - Dynamic heap
 - Thread stacks
 - Program counters
 - Static data (classes)
 - Locks and monitors

Program state space in JPF

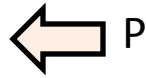
- Transitions
 - Non-empty sequences of bytecode instructions
 - Terminates when JPF makes a new choice

Program state space in JPF

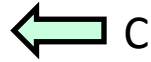
- Choices
 - Thread scheduling
 - Data (boolean, int)

On-the-fly state space construction

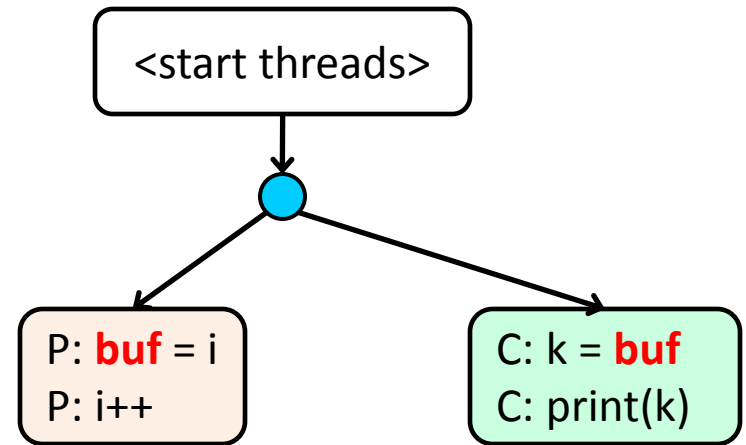
```
public Producer extends Thread {  
    void run() {  
        while (true) {  
            d.buf = i;  
            i++;  
            d.count++;  
        }  
    }  
}
```



```
public Consumer extends Thread {  
    void run() {  
        while (true) {  
            k = d.buf;  
            print(k);  
        }  
    }  
}
```



```
public static void main(...) {  
    Data d = new Data();  
    new Producer(d).start();  
    new Consumer(d).start();  
}
```

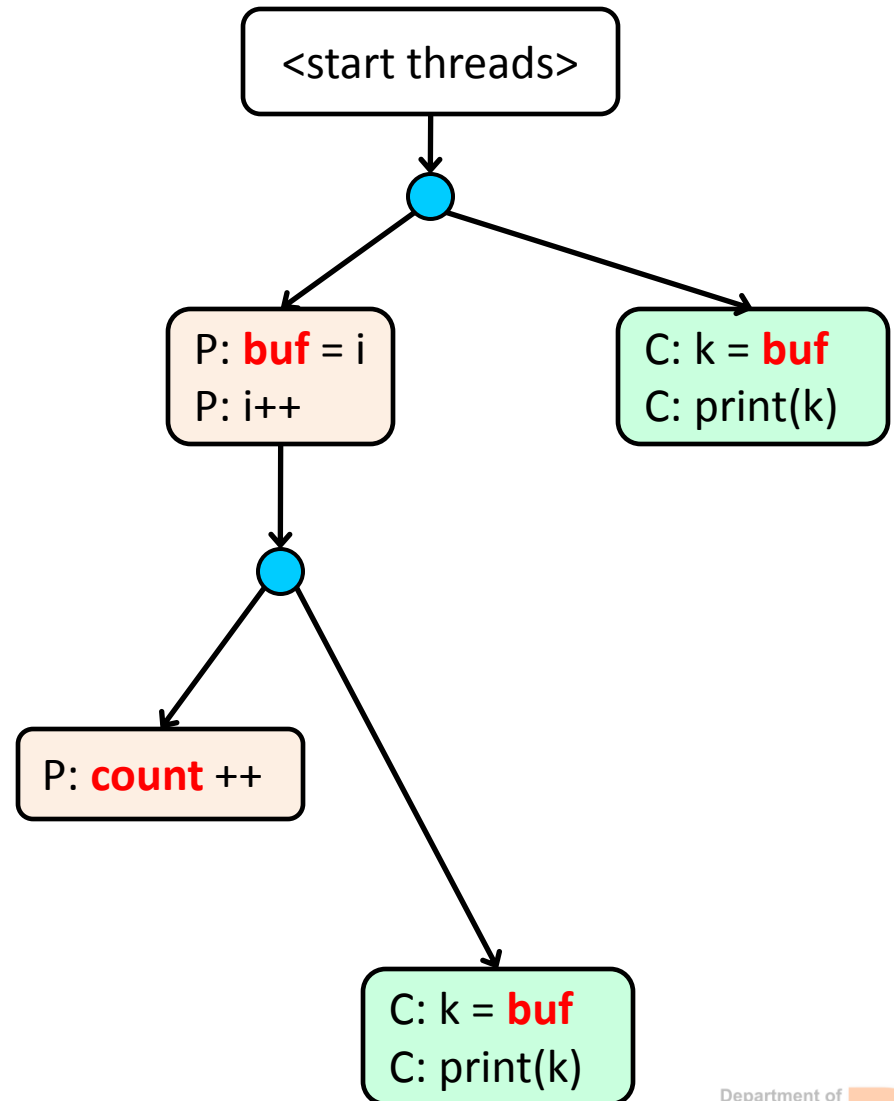


On-the-fly state space construction

```
public Producer extends Thread {  
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        while (true) {  
            d.buf = i;  
            i++;  
            d.count++;  
        }  
    }  
}
```

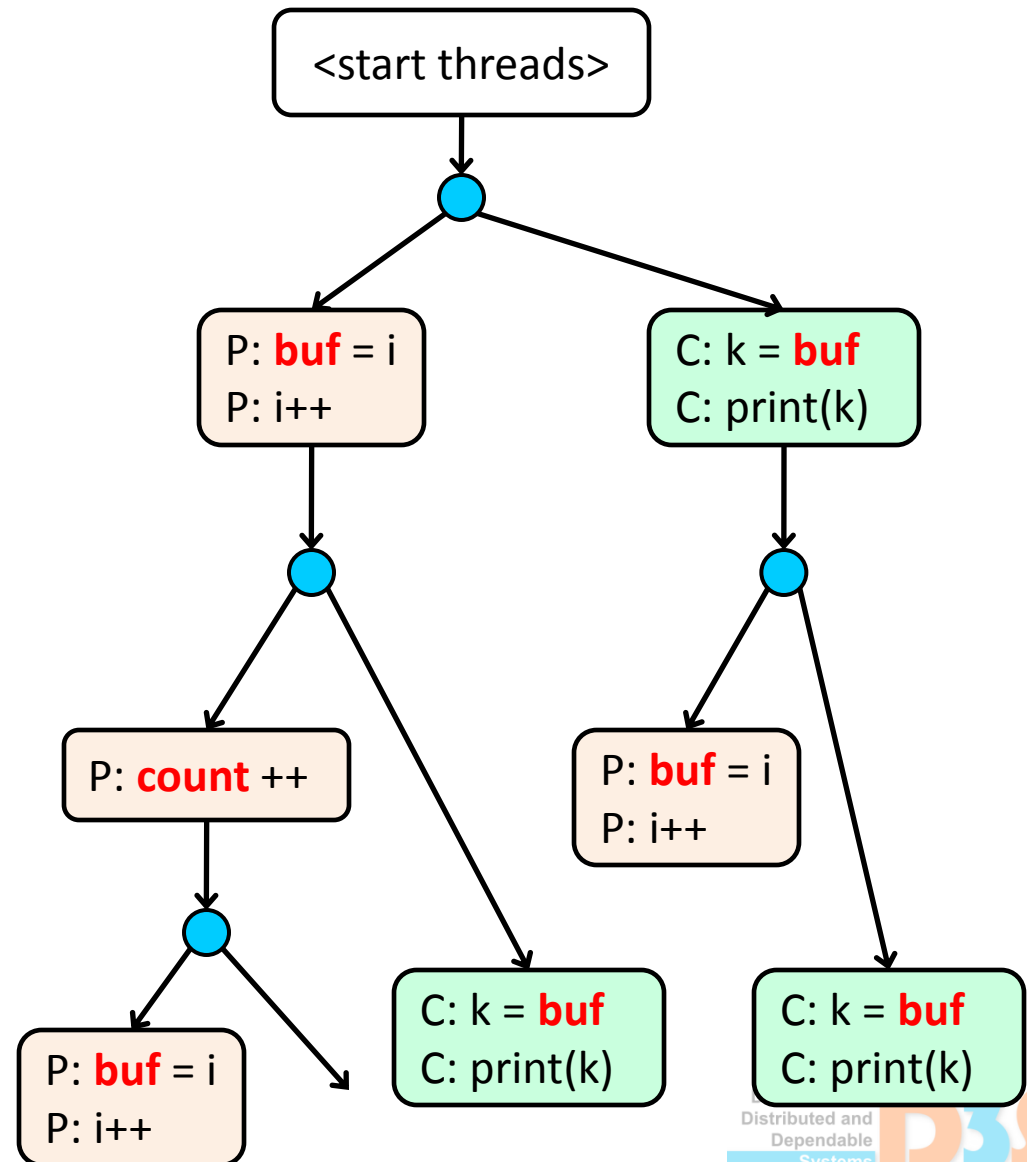
```
public Consumer extends Thread {  
    void run() {  
        while (true) {  
            k = d.buf;  
            print(k);  
        }  
    }  
}
```

```
public static void main(...) {  
    Data d = new Data();  
    new Producer(d).start();  
    new Consumer(d).start();  
}
```



On-the-fly state space construction

```
public Producer extends Thread {  
    void run() {  
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        }  
    }  
}  
  
public static void main(...) {  
    Data d = new Data();  
    new Producer(d).start();  
    new Consumer(d).start();  
}
```



Properties

- Built-in
 - Deadlock freedom
 - Race conditions
 - Uncaught exceptions
 - Assertions

Features

- Partial order reduction
- Class loading symmetry
- Heap symmetry
- Selected heuristics

Running JPF



Running JPF

- Download JPF and unpack somewhere
 - http://d3s.mff.cuni.cz/teaching/program_analysis_verification/files/JPF.zip
- Example: Dining Philosophers
 - Command: `java -jar build\RunJPF.jar src\examples\DiningPhil.jpf`
- Output: application, error info, statistics

Error info

- Full error trace (counterexample)
- Snapshot of the error state
- Message from the property checker
- Command:
 - `java -jar build\RunJPF.jar
+report.console.property_violation
=trace,error,snapshot
src\examples\DiningPhil.jpf`

Running JPF

- Examples
 - BoundedBuffer
 - Crossing
 - oldclassic
 - Racer

JPF API



- Listeners
 - Inspecting current program state
- Custom properties
- Search driver

- Advanced
 - Instruction factory
 - Scheduler factory

Listeners

- Observer design pattern
- Notified about specific events
 - JVM: bytecode instruction executed, new heap object allocated, start of a new thread
 - State space traversal: new state, backtrack, finish
- Inspecting current program state
 - heap objects, local variables, thread call stacks, ...

Listeners

- SearchListener
- VMListener
- ListenerAdapter
- Examples (source code)
 - `JPF/src/main/gov/nasa/jpf/listener`

Custom properties

- Property
- GenericProperty
- PropertyListenerAdapter
 - Common practice: decide property status based on listener notifications (and program state)
- Examples (source code)
 - `JPF/src/main/gov/nasa/jpf/vm`

Registering listeners and properties



```
listener=<class name 1>,...,<class N>
```

```
search.listener=...
```

```
search.properties=...
```

Listeners: tracking bytecode instructions

- ExecTracker
- ObjectTracker

Listeners: inspecting program state

- CallMonitor
- ObjectTracker

Configuration properties

- File `jpf.properties`

- <http://babelfish.arc.nasa.gov/trac/jpf/>
 - User guide
 - <http://babelfish.arc.nasa.gov/trac/jpf/wiki/user/start>
 - Internals (developer guide)
 - <http://babelfish.arc.nasa.gov/trac/jpf/wiki/devel/start>

JPF source code tree

- `src/main/gov/nasa/jpf`
 - the “main” class (JPF), interfaces
 - `vm`: virtual machine, choices, built-in properties
 - `jvm`: Java bytecode specific, instructions, class file
 - `search`: search driver, heuristics
 - `util`: custom data structures, utility classes
 - `report`: reporting system (console, XML)
 - `listener`: various listeners

JPF and native methods

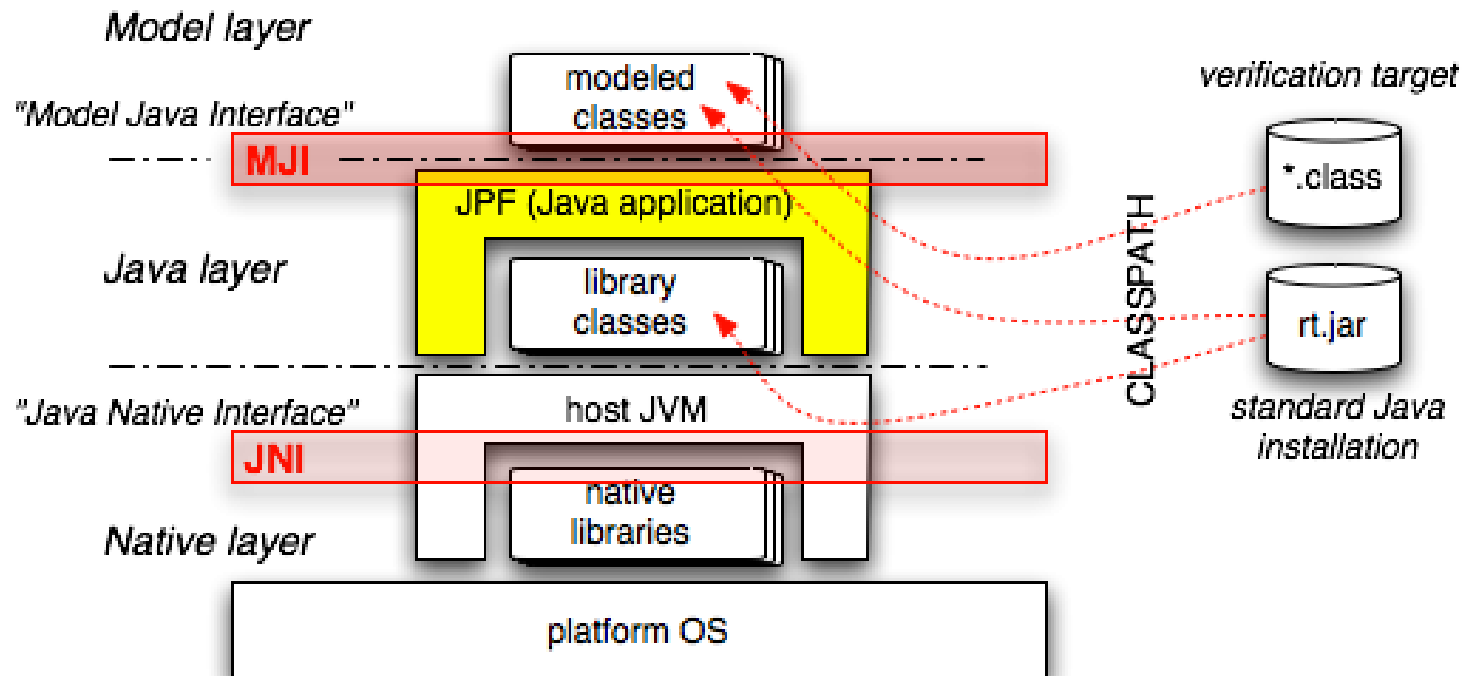


JPF and native methods

- Support for all Java bytecode instructions
 - but some library methods are native
 - file I/O, GUI, networking, ...
- Problem
 - JPF cannot determine how execution of a native method changes the program state
- Solution: **Model-Java Interface (MJI)**

Model-Java Interface (MJI)

- Executing native methods in the underlying JVM
- Similar mechanism to Java-Native Interface (JNI)
- Custom versions of some Java library classes
 - Object, Thread, Class, java.util.concurrent.*, ...



Environment construction



Environment construction

- Why: some programs do not contain “main”
 - libraries, components, plug-ins
- Problem: **JPF accepts only complete programs**
- Solution: **create artificial environment**
 - Program with multiple threads and data choices
 - Also called “test driver”

Example

- Program: `java.util.HashMap`

```
public class PutTh
    extends Thread {
    Map m;

    public void run() {
        m.put("1", "abc");
        m.put("2", "def");
    }
}
```

```
public class GetTh
    extends Thread {
    Map m;

    public void run() {
        m.get("1");
        m.get("0");
    }
}
```

```
public static void main(...) {
    Map m = new HashMap();

    Thread th1 = new PutTh(m);
    Thread th2 = new GetTh(m);

    th1.start();
    th2.start();

    th1.join();
    th2.join();
}
```

Environment construction – challenges

- Coverage
 - Should trigger all (most) execution paths, thread interleavings, and error states
 - Approach
 - Different method call sequences
 - Many combinations of parameter values
 - Several concurrent threads
- State explosion
 - Use the least possible number of concurrent threads (2)
 - Reasonable number of parameter values (domain size)

Using the `Verify` class

- JPF-aware test drivers (environments)
 - Checking program behavior for different inputs

- Data choice

```
import gov.nasa.jpf.vm.Verify
if (Verify.getBoolean())
int x = Verify.getInt(0,10)
```

- Search pruning

```
Verify.ignoreIf(cond)
```