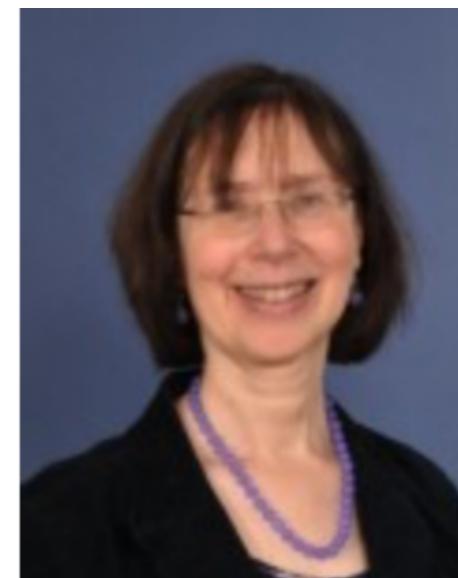


Holistic Specifications for Robust Code

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Today

- Traditional Specifications do not adequately address Robustness
- Holistic Specifications — Summary and by Example
- Holistic Specification Semantics

Today

- **Traditional Specifications do not adequately address Robustness**
- Holistic Specifications — Summary and Examples
- Holistic Specification Semantics

Traditional Specification Languages do not adequately address robustness considerations

Traditional Specs

- designed for *closed* world
- pre- and post condition for each function; thus give *sufficient* conditions for some action/effect
- *explicit* about each individual function, and *implicit* about emergent behaviour

Robustness considerations

- concerned with *open* world
- *necessary* conditions for some action/effect
- *explicit* about emergent behaviour

Today

- Traditional Specifications do not adequately address Robustness
- **Holistic Specifications – Summary Examples**
- Holistic Specification Semantics

Holistic Assertions – summary

$e ::= \text{this} \mid x \mid e.\text{fld} \quad \mid \dots$

$A ::= e>e \mid e=e \mid \dots$

$\mid A \rightarrow A \mid A \wedge A \mid \exists x. A \mid \dots$

$\mid \mathbf{Access}(e,e')$ permission

$\mid \mathbf{Changes}(e)$ authority

$\mid \mathbf{Will}(A) \mid \mathbf{Was}(A)$ time

$\mid A \mathbf{in} S$ space

$\mid x.\mathbf{Calls}(y,m,z_1,\dots,z_n)$ control

$\mid x \mathbf{obeys} A$ trust

Holistic Assertions — examples

- ERC20
- DAO
- DOM attenuation
- Bank & Account
- Escrow

Example1: ERC20

a popular standard for initial coin offerings. (https://theethereum.wiki/w/index.php/ERC20_Token_Standard); allows clients to buy and transfer tokens, and to designate other clients to transfer on their behalf.

In particular, a client may call

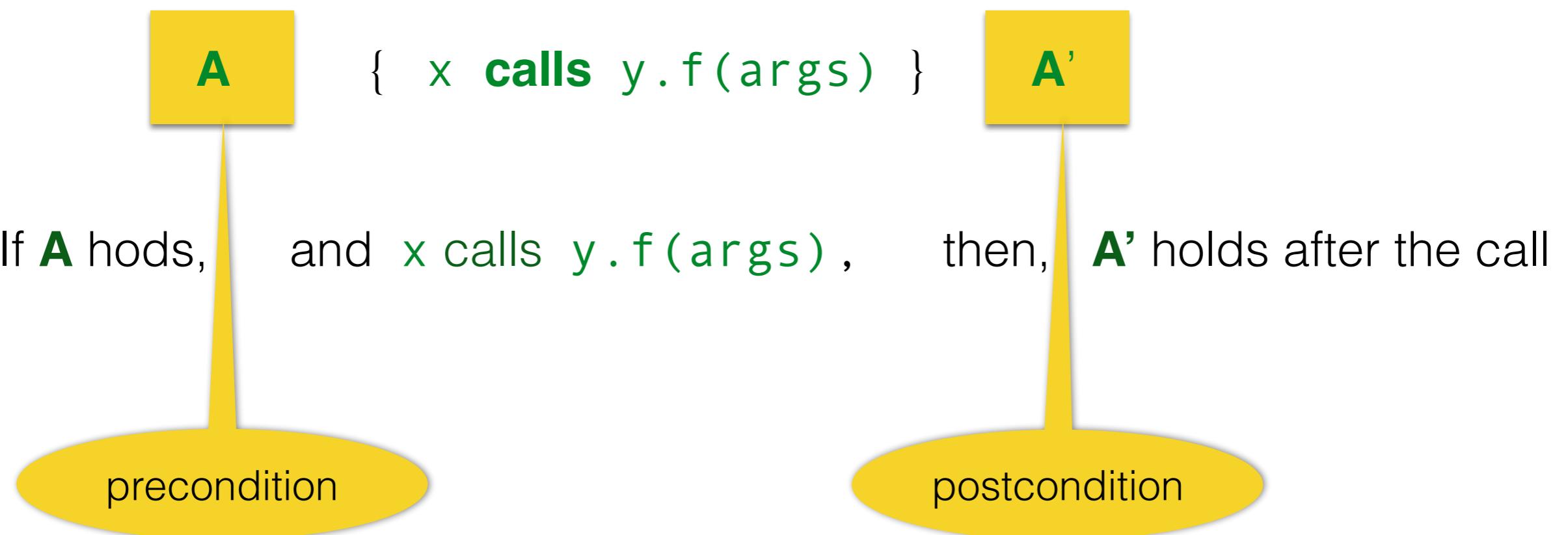
- transfer: transfer some of her tokens to another clients,
- allow: authorise another client to transfer some of her tokens on her behalf.
- transferFrom: cause another client's tokens to be transferred

Moreover, ERC20 keeps for each client

- balance the number of tokens she owns

classical specs - Hoare triples

Hoare triples



ERC20 classical spec - transfer

For any ERC20 contract e , and different clients c_1, c_2 .

c_1 's balance is larger than m .

{ c_1 calls $e.\text{transfer}(c_2, m)$ }

c_1 's balance decreases by m , and c_2 's balance increases by m .

$e:\text{ERC20} \wedge \text{this} = c_1 \neq c_2 \wedge e.\text{balance}(c_1) > m$

{ $e.\text{transfer}(c_2, m)$ }

$e.\text{balance}(c_1) = e.\text{balance}(c_1)_{\text{pre}} - m \wedge e.\text{balance}(c_2) = e.\text{balance}(c_2)_{\text{pre}} + m$

precondition

Condition

postcondition

ERC20 classical spec - transfer - 2

What if c_1 's balance not large enough?

```
e:ERC20 ∧ this = c ∧ e.balance(c1) < m  
    { e.transfer(c2, m) }  
∀ c. e.balance(c) = e.balance(c)pre
```

ERC20 classic spec - authorised transfer

For any ERC20 contract e , and different clients c_1, c_2, c_3 .

c_1 is authorised to spend at least m on c_2 's behalf and

c_2 's balance is at least m

{ c_1 calls $e.\text{transferFrom}(c_2, c_3, m)$ }

c_2 's balance decreases by m , and c_3 's balance increases by m .

$e:\text{ERC20} \wedge \text{this} = c_1 \neq c_2 \neq c_3 \neq c_1 \wedge$

$e.\text{Authorized}(c_1, c_2, m') \wedge m' \geq m$

$e.\text{balance}(c_1) \geq m$

{ $e.\text{transferFrom}(c_2, c_3, m)$ }

$e.\text{balance}(c_1) = e.\text{balance}(c_1)_{\text{pre}} - m \wedge$

$e.\text{balance}(c_2) = e.\text{balance}(c_2)_{\text{pre}} + m \wedge$

$e.\text{Authorized}(c_1, c_2, m' - m)$

ERC20 classic spec - authorised transfer - 2

What if c_1 is not authorised, or c_1 's authorisation is insufficient, or c_2 has insufficient tokens?

```
e:ERC20  ∧  this = c1≠c2≠c3≠c1  ∧  
(  ¬ e.Authorized(c1,c2,m)  
  ∨ e.Authorized(c1,c2,m')  ∧  m'<m  
  ∨ e.balance(c1)<m  )  
    {  e.transferFrom(c1',m)  }  
∀ c. e.balance(c) = e.balance(c)pre  ∧  
∀ c,m. [ e.Authorized(c1,c2,m)↔e.Authorized(c1,c2,m) ]
```

ERC20 classic spec - authorising

```
e:ERC20 ∧ this = c1
  { e.approve(c2,m) }
e.Authorized(c1,c2,m)
```

ERC20 classical spec

Is that robust?

a “super-client,”
authorised on all?

a function that
takes 0.5% from
each account?

sufficient
for change of balance

who/what can
affect my balance?

```
e..  
^ e.balance(c1) ≥ m  
{ e.transferFrom(m)  
e.balance(c1) = e.balance(c1) - m  
e.balance(c2) = e.balance(c2) + m
```

```
e:ERC20 ^ this = c1 ≠ c2 ^ c1 >= m ^  
( ¬ e.Authorized(c1, c2, m) ∨ e.Authorized(c1, c2, m') )  
∨ e.balance(c1) < m  
{ e.transferFrom(c2, m) }  
∀ c. e.balance(c) = e.balance(c)pre ^  
∀ c, m. [ e.Authorized(c1, c2, m) → e.Authorized(c1, c2, m) ]
```

```
... { e.totalSupply() } ...  
... { e.allowanceOf(c2) } ...  
... { e.balanceOf(c) } ...
```

holistic spec - reduce balance

$\forall e:\text{ERC20}. \forall c1: \text{Client}. \forall m: \text{Nat}.$

[$e.\text{balance}(c1) = \mathbf{Was}(e.\text{balance}(c1)) - m$

$\rightarrow (\exists c2, c3: \text{Client}.$

$\mathbf{Was}(\ c1.\mathbf{Calls}(e, \text{transfer}, c2, m) \) \)$

\vee

$\mathbf{Was}(\ e.\text{Authorized}(c1, c2, m) \wedge c2.\mathbf{Calls}(e, \text{transferFrom}, c1, c3, m) \) \]$

effect

necessary
condition

This says: A client's balance decreases *only* if that client, or somebody authorised by that client, made a payment.

This says: A client $c1'$ is authorised by another client $c1$, iff at some time in the past the latter informed the token holder e that it authorised the former.

$e.\text{Authorized}(c1, c2, m) \doteq \mathbf{Was}^*(c1.\mathbf{Calls}(e.\text{approve}(c2, m)))$

holistic spec - authority

effect

$e.\text{Authorized}(c1, c2, m) \doteq$

$\text{Was}(c1.\text{Calls}(e, \text{approve}, c2, m))$

∨

$\text{Was}(e.\text{Authorized}(c1, c2, m+m') \wedge c2.\text{Calls}(e, \text{transferFrom}, c1, _, m'))$

∨

$\text{Was}(e.\text{Authorized}(c1, c2, m) \wedge \neg c2.\text{Calls}(e, \text{transferFrom}, c1, _, _))$

necessary
conditions

$c2$ is authorised by $c1$ for m iff

in previous step $c1$ informed e that it authorised $c2$ for m
or

in previous step $c2$ was authorised for $m+m'$ and spent m' for $c1$
or

in previous step $c2$ was authorised for m and did not spend $c1$

classical vs holistic

e:ERC20 \wedge e.balance(cl) >m \wedge e.balance(cl') = m' \wedge cl ≠ cl'
 { e.transfer(cl',m) \wedge Caller=cl }

e.balance(cl) = e.balance(cl)_{pre} -m \wedge e.balance(cl')_{pre} = m'+m

e:ERC20 \wedge e.balance(cl) >m \wedge e.balance(cl') = m' \wedge cl ≠ cl'
 \wedge Authorized(e, cl, cl')
 { e.transferFrom(cl',m) \wedge Caller=cl' }

e.balance(cl) = e.balance(cl)_{pre} -m \wedge e.balance(cl')_{pre} = m'+m

e:ERC20 \wedge e.balance(cl) >m \wedge e.balance(cl') = m'
 { e.allow(cl') \wedge Caller=cl }
 Authorized(e, cl, cl')

... another 7 specs

Classical

- per function; *sufficient* conditions for some action/ effect
- *explicit* about individual function, and *implicit* about emergent behaviour

Holistic

- *necessary* conditions for some action/effect
- *explicit* about emergent behaviour

$\forall e:\text{ERC20}. \forall \text{cl: Client}.$
 [e.balance(cl) = **Was**(e.balance(cl)) - m)
 \rightarrow
 ($\exists \text{cl}', \text{cl}'': \text{Client}.$
Was (cl.**Calls**(e.transfer(cl',m)))
 \vee
Was (Authorized(e, cl, cl') \wedge cl''.**Calls**(e.transferFrom(cl, cl', m)))]

Authorized(cl, cl') \triangleq $\exists m: \text{Nat}. \text{Was}^*(\text{cl}. \text{Calls}(e. \text{approve}(cl', m)))$

Example2: DAO simplified

DAO, a “hub that disperses funds”; (<https://www.ethereum.org/dao>).

... clients may contribute and retrieve funds :

- payIn (m) pays into DAO m on behalf of client
- repay () withdraws all moneys from DAO

Vulnerability: Through a buggy version of repay (), a client could re-enter the call and deplete all funds of the DAO.

classical spec

Assuming DAO keeps a directory of contributions, and require:

R1: directory is compatible with the amount of ether kept in the DAO, and

R2: that withdraw reduces the ether by that amount.

R1: $\forall d:\text{DAO}. \ d.\text{ether} = \sum_{c1 \in \text{dom}(d.\text{directory})} d.\text{directory}(c1)$

R2: $d:\text{DAO} \wedge n:\text{Nat} \wedge d.\text{directory}(cl)=n > 0 \wedge \text{this}=cl$

{ $d.\text{repay}()$ }

$d.\text{directory}(cl)=0 \wedge d.\text{Calls}(cl,\text{send},n)$

$d:\text{DAO} \wedge n:\text{Nat} \wedge d.\text{directory}(cl)=0 \wedge \text{this}=cl$

{ $d.\text{repay}()$ }

“nothing changes”

This spec avoids the vulnerability, *provided* the attack goes through the function `repay`.

To avoid the vulnerability in general, we need to inspect the specification of *all* the functions in the DAO. DAO - interface has *nineteen* functions.

holistic

$\forall \text{cl:External. } \forall \text{d:DAO. } \forall \text{n:Nat.}$
[$\text{cl.Calls(d.repay())} \wedge \text{d.Balance(cl)} = n$
 \rightarrow
 $\text{d.ether} \geq n \wedge \text{Will(d.Calls(cl.send(n)))}$]

This specification avoids the vulnerability, regardless of which function introduces it:

The DAO will always be able to repay all its customers.

$$\begin{aligned} \text{d.Balance(cl)} = & \quad 0 && \text{if cl.Calls(d.initialize())} \\ & m+m' && \text{if Was(d.Balance(cl),m) } \wedge \text{cl.Calls(d.payIn(m'))} \\ & 0 && \text{if Was(cl.Calls(d.repayIn()))} \\ \text{Was(d.Balance(cl))} & \quad \text{otherwise} \end{aligned}$$

classical vs holistic

$\forall d:\text{DAO}. \quad d.\text{ether} = \sum_{cl \in \text{dom}(d.\text{directory})} d.\text{directory}(cl)$

$d:\text{DAO} \wedge n:\text{Nat} \wedge d.\text{directory}(cl)=n>0 \wedge \text{this}=cl$
 $\quad \{ d.\text{repay}() \}$

$d.\text{directory}(cl)=0 \wedge d.\text{Calls}(cl.\text{send}(n))$

$d:\text{DAO} \wedge n:\text{Nat} \wedge d.\text{directory}(cl)=0 \wedge \text{this}=cl$
 $\quad \{ d.\text{repay}() \}$

“nothing changes”

specs for another 19 functions

Classical

- per function; *sufficient* conditions for some action/effect
- *explicit* about individual function, and *implicit* about emergent behaviour

Holistic

- *necessary* conditions for some action/effect
- *explicit* about emergent behaviour

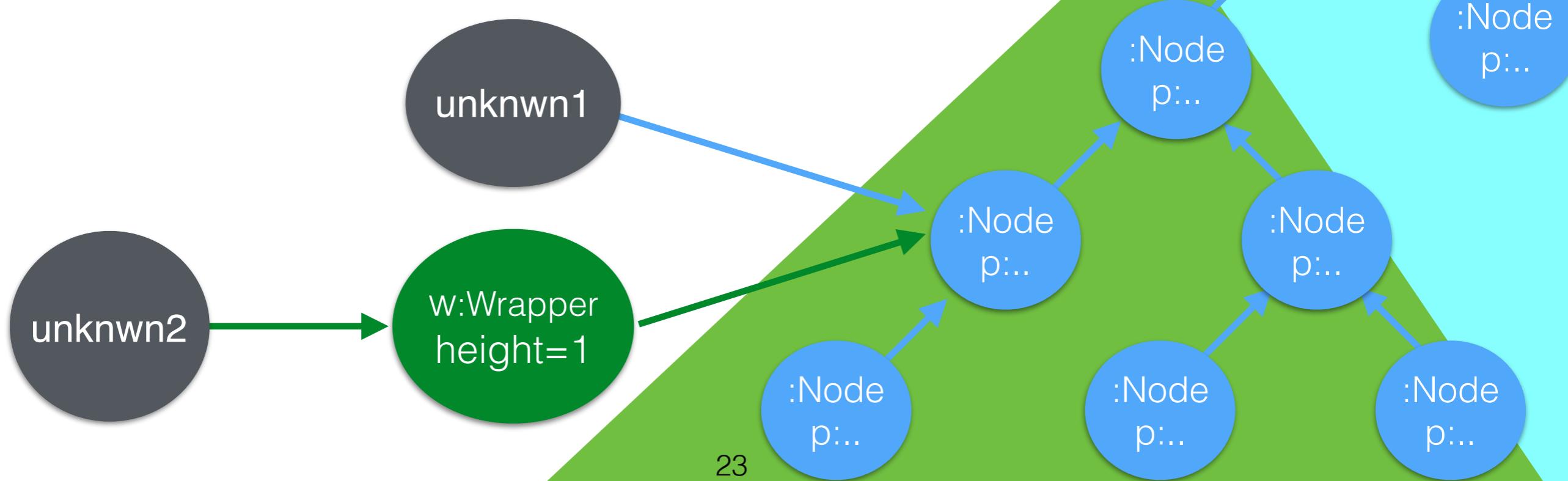
$\forall cl:\text{External}. \quad \forall d:\text{DAO}. \quad \forall n:\text{Nat}.$
 $[cl.\text{Calls}(d.\text{repay}()) \wedge d.\text{Balance}(cl) = n$
 \rightarrow
 $d.\text{ether} \geq n \wedge \text{Will}(d.\text{Calls}(cl.\text{send}(n)))]$

$$\begin{array}{lll} d.\text{Balance}(cl) = & m & \text{if } cl.\text{Calls}(d.\text{initialize}, m) \\ & m+m' & \text{if } \text{Was}(d.\text{Balance}(cl), m) \\ & 0 & \wedge \text{Was}(cl.\text{Calls}(d.\text{payIn}(m')) \\ & & \text{if } \text{Was}(cl.\text{Calls}(d.\text{repayIn}())) \end{array}$$

Example 3: DOM attenuation

Access to any Node gives access to **complete** tree

Wrappers have a height;
Access to Wrapper w allows modification of
Nodes under the $w.height$ -th parent
and nothing else



DOM attenuation

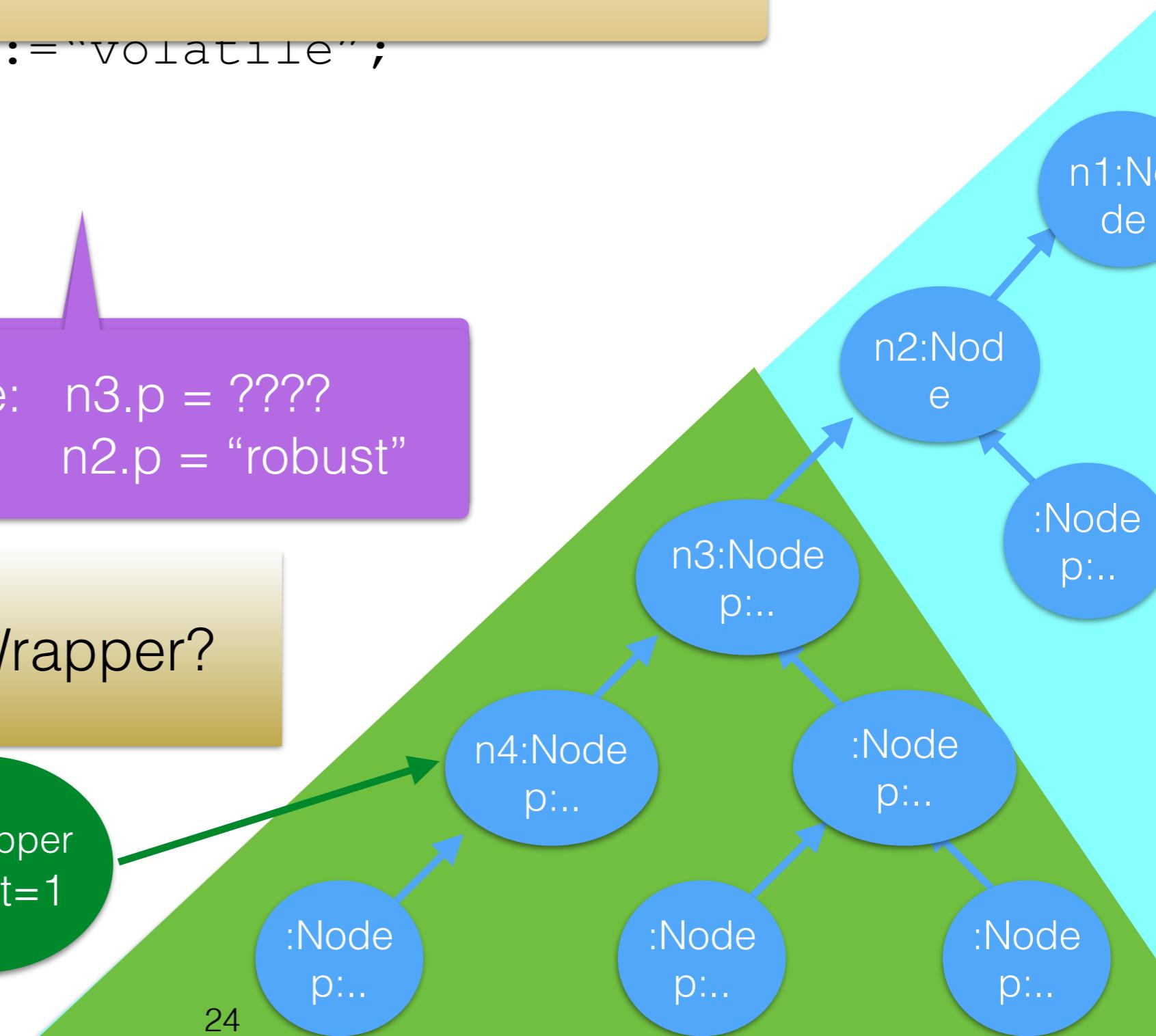
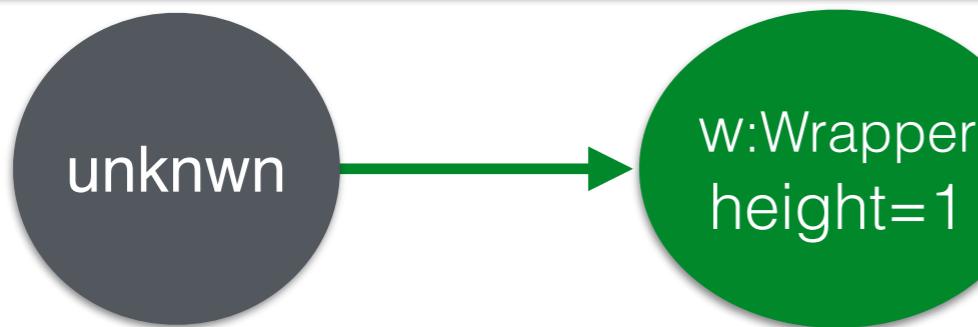
```
function mm(unknwn)
  n1:=Node (...); n2:=
  n2.p:="robust"; s.p:="volatile";
  w=Wrapper (n4, 1, ;
  unknwn.untrusted (w);
  ...
```

open world

:=Node (n3, ...);

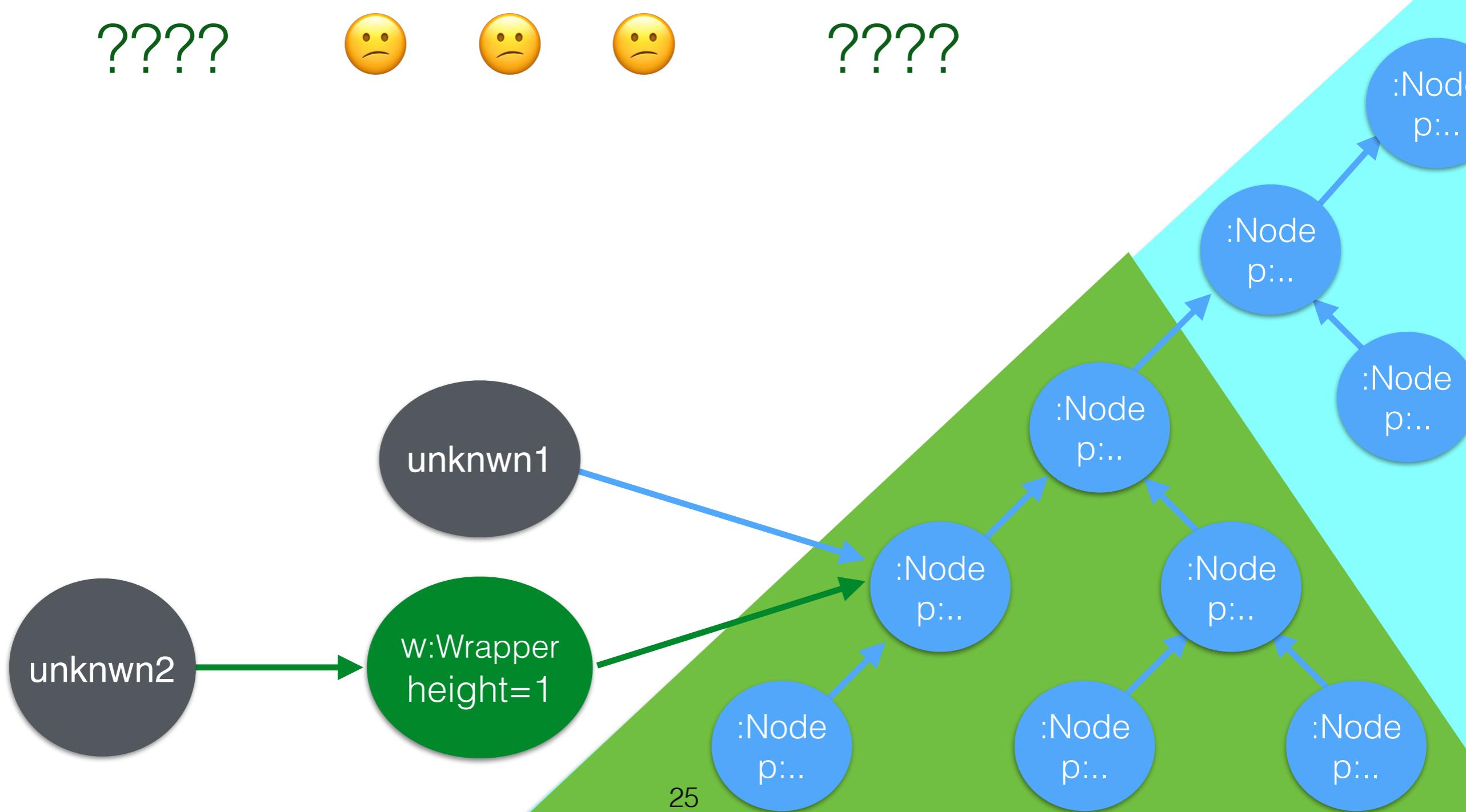
Here: n3.p = ????
 n2.p = "robust"

How do we specify Wrapper?



classical

Access to Wrapper w allows modification of Nodes under the $w.height$ -th parent and nothing else



holistic

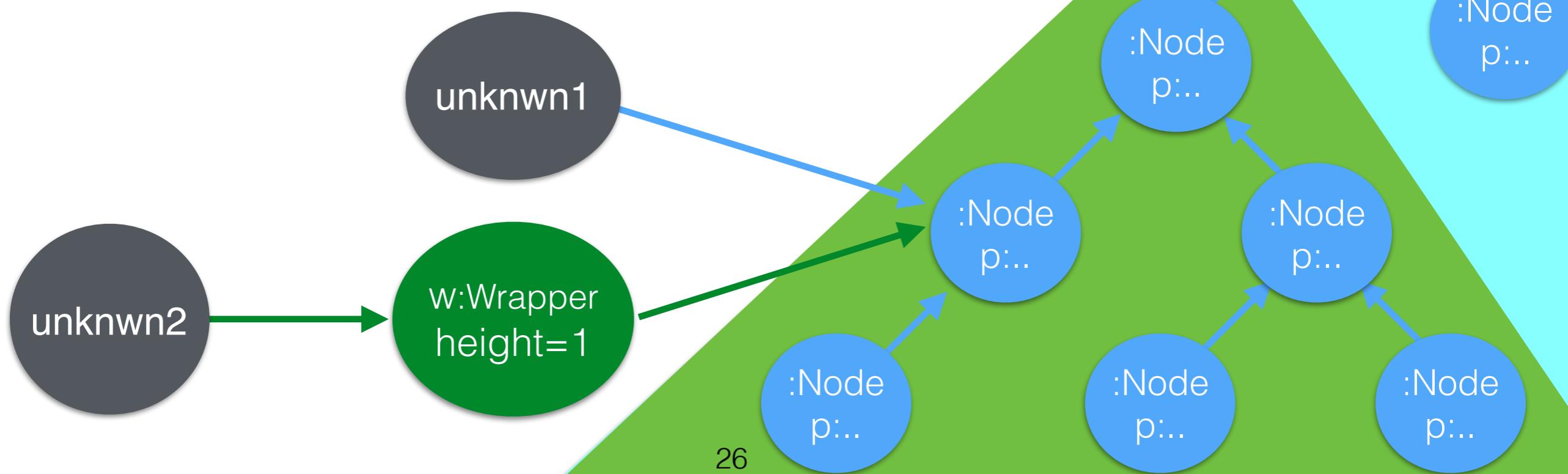
If

a node nd is external to a set S

then

any execution involving no more than S does *not* modify $nd.p$

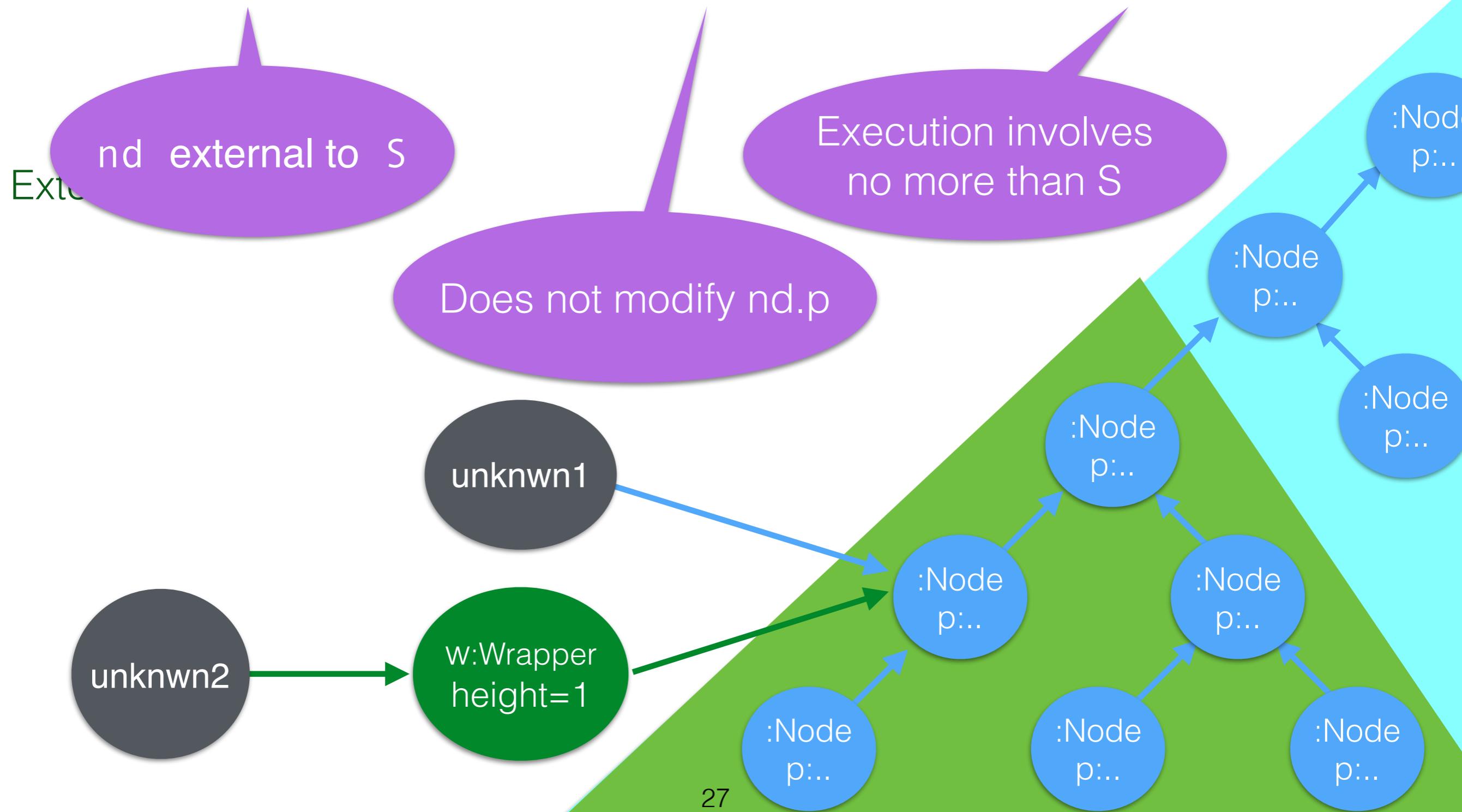
$\text{External}(nd, S)$ iff



holistic

AS:Set. And:Node.

[External(nd,S) → ¬(Will(Changes(nd.p)) in S)]



holistic

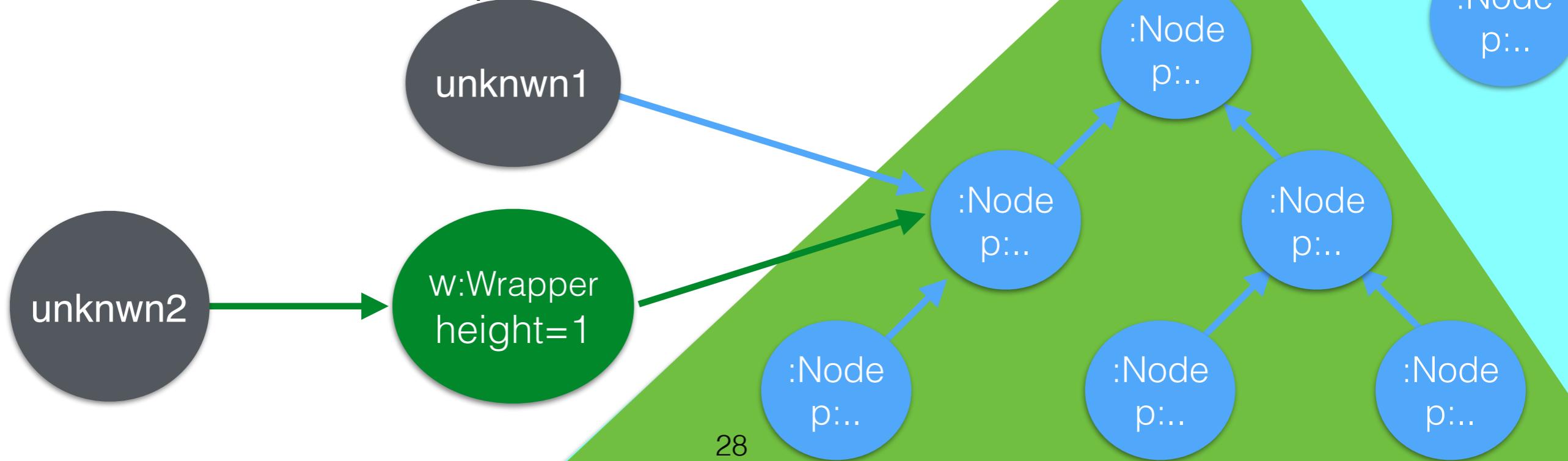
$\forall S: \text{Set. } \forall nd:\text{Node.}$

[External(nd,S) \rightarrow $\neg (\text{Will(Changes}(nd.p)) \text{ in } S)$]

External(nd,S) iff $\forall o \in S. \forall \text{path}$

[$o.\text{path} \neq nd \vee$
 $o:\text{Node} \vee$
 $\exists \text{path}', fs. (\text{path} = \text{path}'.\text{fs} \wedge o.\text{path}':\text{Wrapper} \wedge$
 $\text{Distance}(o.\text{path}', nd) > o.\text{path}'.\text{height})$]

$\text{Distance}(nd, nd') = \min\{ k \mid nd.\text{parent}^k = nd'.\text{parent}^j \}$



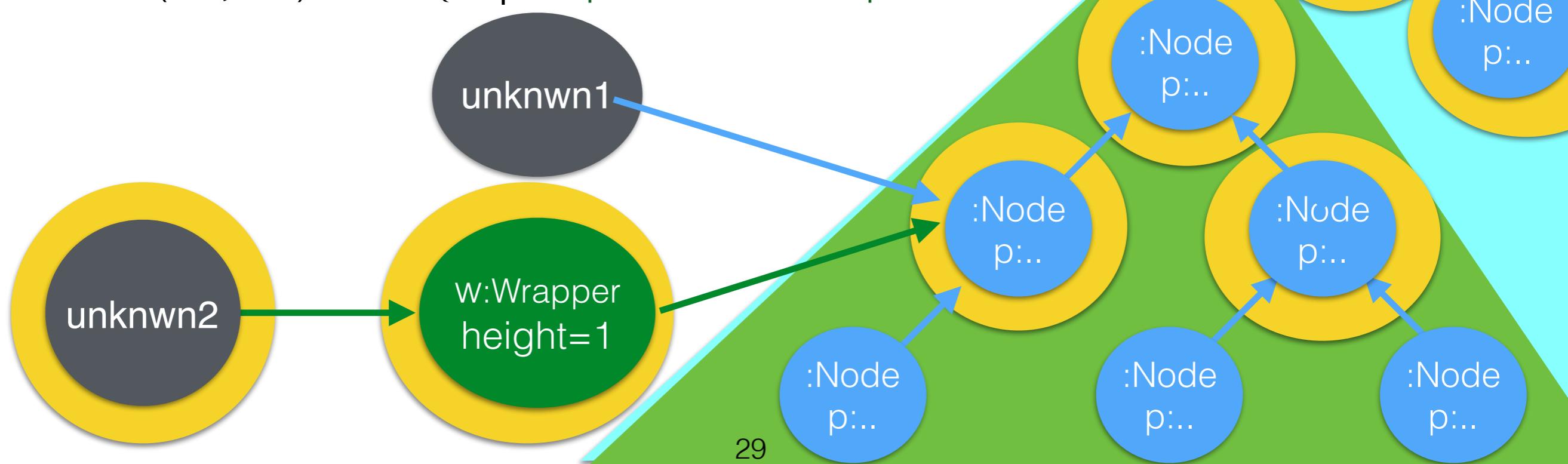
external

External(**RedNode**, **YellowSet**)

External(nd,S) iff $\forall o \in S. \forall \text{path}$

[$o.\text{path} \neq nd \vee$
 $o:\text{Node} \vee$
 $\exists \text{path}', fs. (\text{path} = \text{path}'.\text{fs} \wedge o.\text{path}' :\text{Wrapper} \wedge$
 $\text{Distance}(o.\text{path}', nd) > o.\text{path}' .\text{height})$]

$\text{Distance}(nd, nd') = \min\{ k \mid nd.\text{parent}^k = nd'.\text{parent}^j \}$



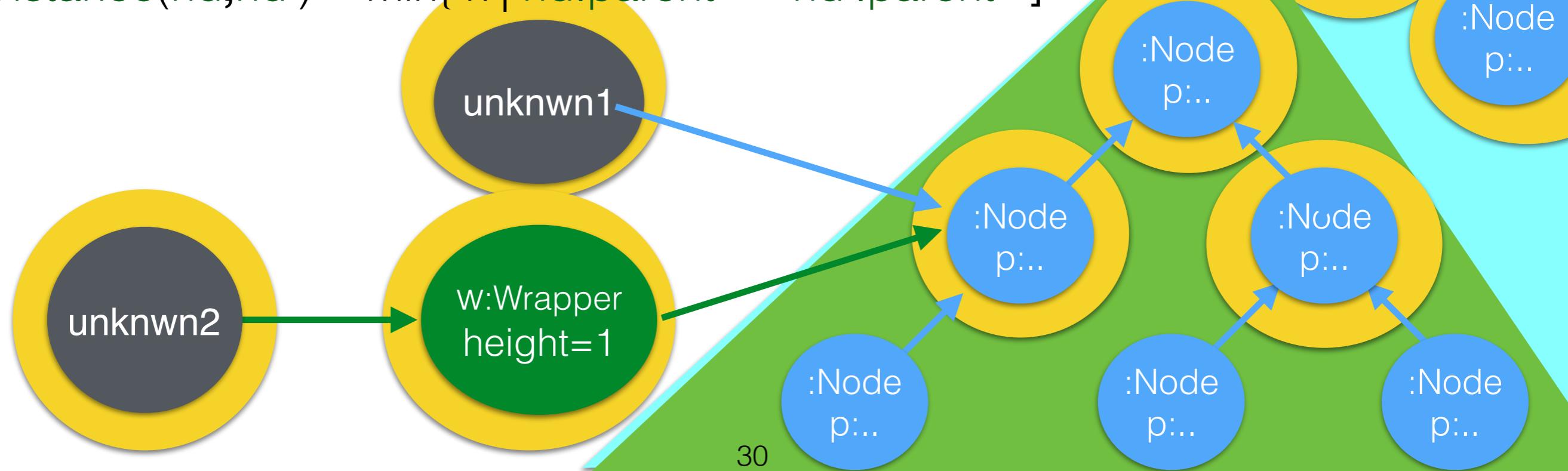
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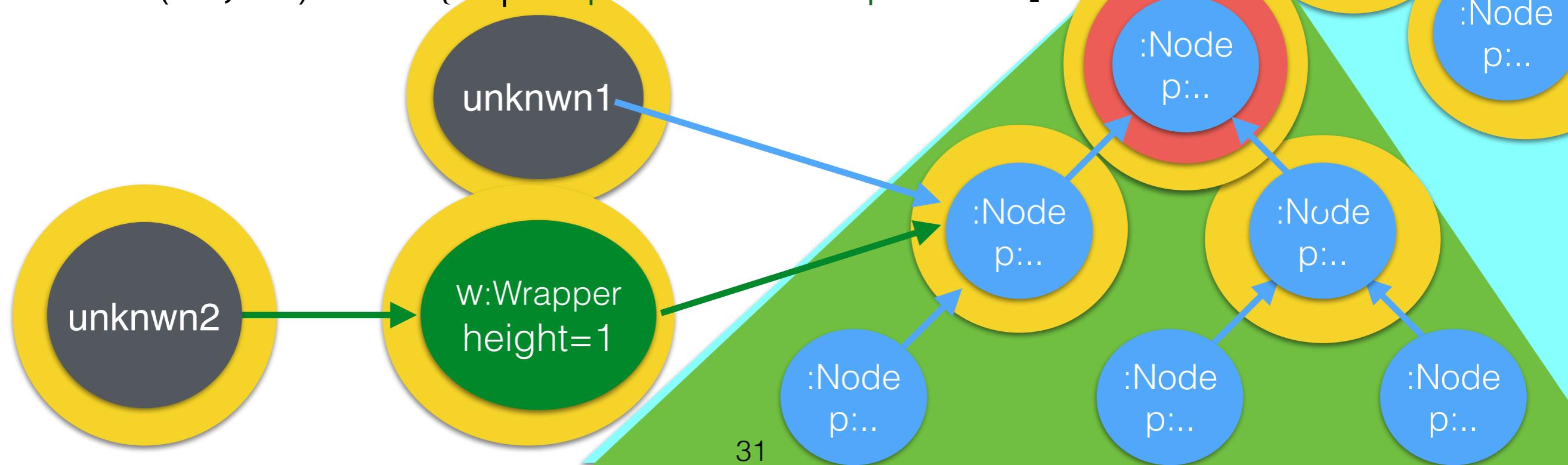
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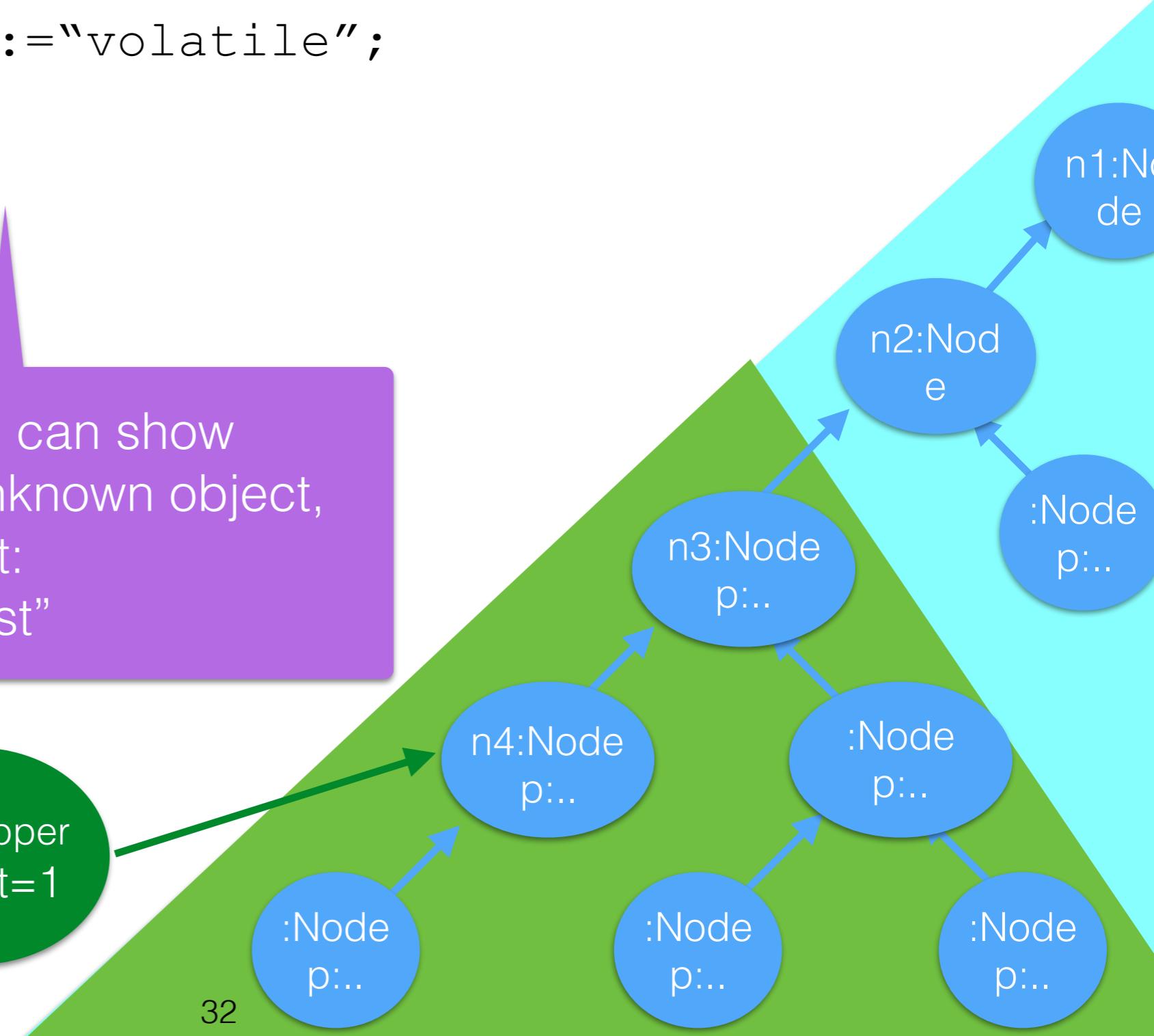
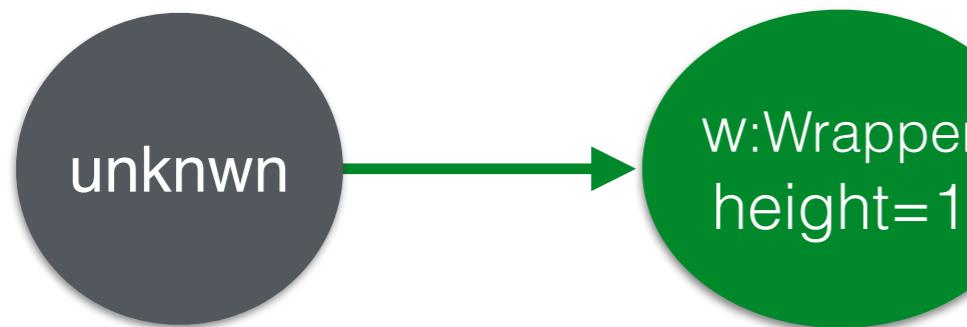
$\text{Distance}(nd, nd') = \min\{ k \mid nd.\text{parent}^k = nd'.\text{parent}^j \}$



using holistic spec

```
function mm(unknwn) {  
    n1:=Node (...); n2:=Node (n1, ...); n3:=Node (n2, ...); n4:=Node (n3, ...);  
    n2.p:="robust"; n3.p:="volatile";  
    w=Wrapper (n4, 1);  
    unknwn.untrusted (w);  
    ...  
}
```

With holistic spec we can show
that despite the call to unknown object,
at this point:
 $n2.p = "robust"$



Bank and Account

- Banks and Accounts
- Accounts hold money
- Money can be transferred between Accounts
- A banks' currency = sum of balances of accounts held by bank

[Miller et al, Financial Crypto 2000]

Bank/Account - 2

classical

robustness

- **Pol_1:** With two accounts of same bank one can transfer money between them.
- **Pol_2:** Only someone with the Bank of a given currency can violate conservation of that currency
- **Pol_3:** The bank can only inflate its own currency
- **Pol_4:** No one can affect the balance of an account they do not have.
- **Pol_5:** Balances are always non-negative.
- **Pol_6:** A reported successful deposit can be trusted as much as one trusts the account one is depositing to.

[Miller et al, Financial Crypto 2000]

Pol_4 – holistic

- **Pol_4:** No-one can affect the balance of an account they do not have

$a:\text{Account} \wedge \text{Will}(\text{Changes}(a.\text{balance})) \text{ in } S$



necessary condition
 $\exists o \in S. \text{Access}(o, a)$

This says: If some execution starts now and involves at most the objects from S , and modifies $a.\text{balance}$ at some future time, then at least one of the objects in S can access a directly now.

Pol_4 – classical

- **Pol_4:** No-one can affect the balance of an account they do not have

????



????

Today

- Traditional Specifications do not adequately address Robustness
- Holistic Specifications — Summary and by Example
- **Holistic Specification Semantics**

Giving meaning to holistic Assertions

We define in a “conventional” way (omit from slides):

module $M : \text{Ident} \rightarrow \text{ClassDef} \cup \text{PredicateDef} \cup \text{FunctionDef}$
configuration $\sigma : \text{Heap} \times \text{Stack} \times \text{Code}$
execution $M, \sigma \rightarrow \sigma'$

Define module concatenation $*$ so that

M^*M' undefined, iff $\text{dom}(M) \cap \text{dom}(M') \neq \emptyset$

otherwise

$(M^*M')(id) = M(id)$ if $M'(id)$ undefined, else $M'(id)$

We will define

- $M^*M' = M_1^*M_2 \vdash A$
- $(M_1^*M_2)^*M_3 \vdash A$ if $M_1^*M_2 \vdash A$ and $M_3 \vdash \text{using}(M)$
- $M, \sigma \rightarrow \sigma' \wedge M \vdash M^*M' \text{ defined} \longrightarrow M^*M', \sigma \rightarrow \sigma'$

Giving meaning to holistic Assertions

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module $M : \text{Ident} \longrightarrow \text{ClassDef} \cup \text{PredicateDef} \cup \text{FunctionDef}$
configuration $\sigma : \text{Heap} \times \text{Stack} \times \text{Code}$
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Define module concatenation $*$ so that

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$(M^*M')(id) = M(id)$ if $M'(id)$ undefined, else $M'(id)$

We will define $M, \sigma \models A$

$\text{Initial}(\sigma)$ and $\text{Arising}(M)$

$M \models A$

Holistic Assertions – summary

$e ::= \text{this} \mid x \mid e.\text{fld} \mid \text{func}(e_1, \dots, e_n) \mid \dots$

$A ::= e > e \mid e = e \mid P(e_1, \dots, e_n) \mid \dots$
 $\mid A \rightarrow A \mid A \wedge A \mid \exists x. A \mid \dots$

$\mid \mathbf{Access}(e, e')$ permission

$\mid \mathbf{Changes}(e)$ authority

$\mid \mathbf{Will}(A) \mid \mathbf{Was}(A)$ time

$\mid A \mathbf{in} S$ space

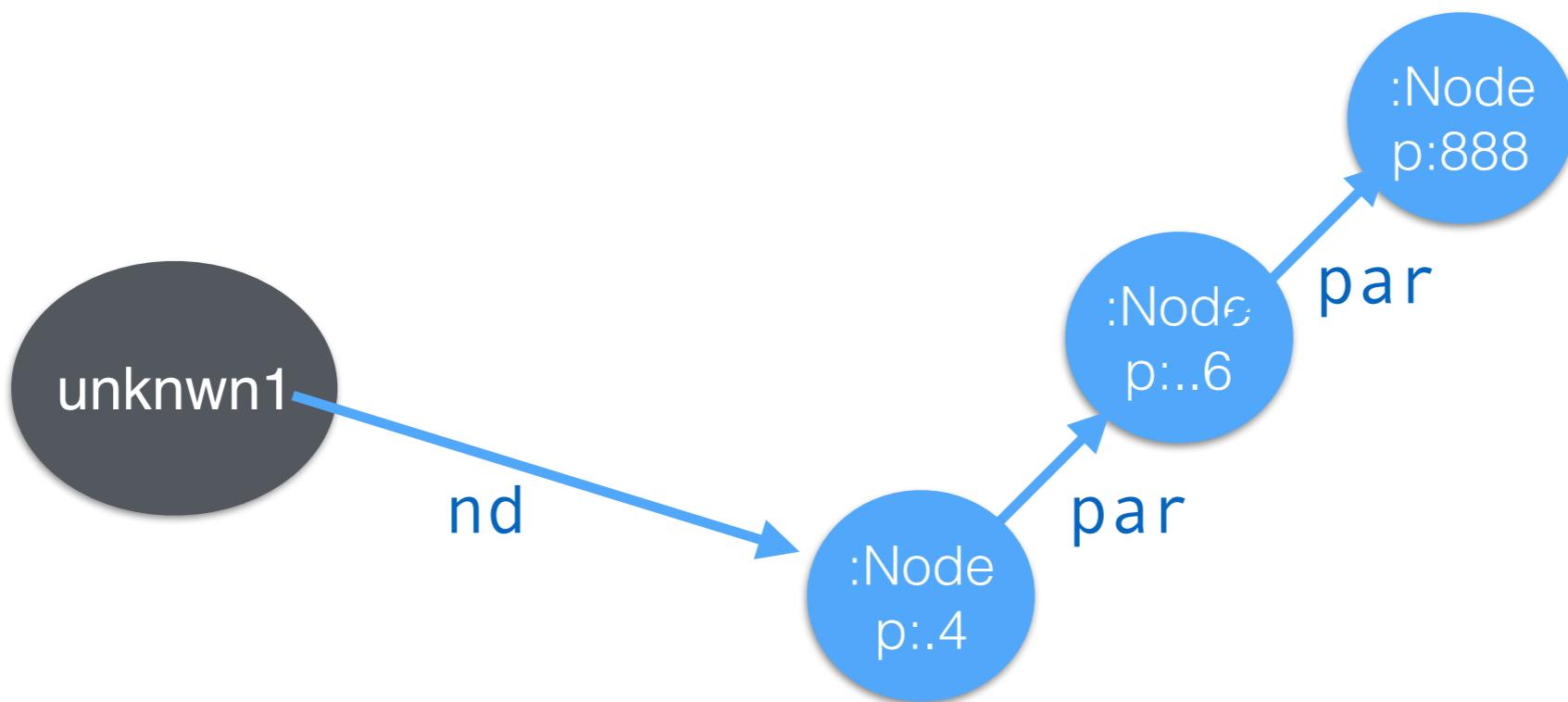
$\mid x. \mathbf{Call}(y, m, z_1, \dots, z_n)$ control

$\mid x \mathbf{obeys} A$ trust

Semantics of Expressions

$e ::= \text{this} \mid x \mid e.\text{fld} \mid \text{func}(e_1, \dots, e_n) \mid \dots$

Define $\llcorner e \lrcorner_{M,\sigma}$ as expected



Eg, $\llcorner \text{unknwn1}.nd.par.par.p \lrcorner_{M,\sigma} = 888$

Semantics of holistic Assertions

“Conventional part”

$$A ::= e > e \mid A \rightarrow A \mid \exists x. A \mid \dots$$

We define $M, \sigma \models A$

$$M, \sigma \models e > e' \quad \text{iff} \quad \lfloor e \rfloor_{M, \sigma} > \lfloor e' \rfloor_{M, \sigma}$$

$$M, \sigma \models A \rightarrow A' \quad \text{iff} \quad M, \sigma \models A \text{ implies } M, \sigma \models A'$$

$$M, \sigma \models \exists x. A \quad \text{iff} \quad M, \sigma[z \mapsto l] \models A[x \mapsto z] \\ \text{for some } l \in \text{dom}(\sigma.\text{heap}), \text{ and } z \text{ free in } A$$

Semantics of holistic Assertions

“Unconventional part”

$A ::= \mathbf{Access}(x,x') \mid \mathbf{Changes}(e) \mid \mathbf{Will}(A) \mid A \text{ in } S \mid x.\mathbf{Calls}(y,m,z_1..z_n)$

$M, \sigma \models \mathbf{Access}(x,x')$ iff $\lfloor x \rfloor_{M,\sigma} = \lfloor x' \rfloor_{M,\sigma} \vee \lfloor x.\text{fld} \rfloor_{M,\sigma} = \lfloor x' \rfloor_{M,\sigma}$ for some field fld $\vee \lfloor \text{this} \rfloor_{M,\sigma} = \lfloor x \rfloor_{M,\sigma} \wedge \lfloor y \rfloor_{M,\sigma} = \lfloor x' \rfloor_{M,\sigma} \wedge y \text{ is formal parameter of current function}$

$M, \sigma \models \mathbf{Changes}(e)$ iff $M, \sigma \rightarrow \sigma' \wedge \lfloor e \rfloor_{M,\sigma} \neq \lfloor e \rfloor_{M,\sigma'}$

$M, \sigma \models \mathbf{Will}(A)$ iff $\exists \sigma'. [M, \sigma \xrightarrow{*} \sigma' \wedge M, \sigma' \models A]$

$M, \sigma \models A \text{ in } S$ iff $M, \sigma @ Os \models A \text{ where } Os = \lfloor S \rfloor_{M,\sigma}$

$M, \sigma \models x.\mathbf{Calls}(y,m,z_1..z_n)$ iff $\lfloor \text{this} \rfloor_{M,\sigma} = \lfloor x \rfloor_{M,\sigma} \wedge \sigma.\text{code}=y'.m(z_1'..z_n') \wedge \dots$

Semantics of holistic Assertions

- the full truth -

$M, \sigma \models \text{Access}(e, e')$ iff ... as before ...

$M, \sigma \models \text{Changes}(e)$ iff $M, \sigma \rightarrow \sigma' \wedge \lfloor e \rfloor_{M, \sigma} \neq \lfloor e[z \mapsto y] \rfloor_{M, \sigma'[y \mapsto \sigma(z)]}$
where $\{z\} = \text{Free}(e) \wedge y \text{ fresh in } e, \sigma, \sigma'$

$M, \sigma \models \text{Will}(A)$ iff $\exists \sigma', \sigma'', \phi. [\sigma = \sigma'.\phi \wedge M, \phi \rightarrow^* \sigma' \wedge M, \sigma'[y \mapsto \sigma(z)] \models A[z \mapsto y]]$
where $\{z\} = \text{Free}(A) \wedge y \text{ fresh in } A, \sigma, \sigma'$

$M, \sigma \models A \text{ In } S$ iff $M, \sigma @ Os \models A$ where $Os = \lfloor S \rfloor_{M, \sigma}$

$M, \sigma \models x. \text{Calls}(y, m, z_1, \dots, z_n)$ iff ... as before ...

Giving outstanding definitions

- $M, \sigma \models \mathbf{Access}(x, y)$ iff
- $M, \sigma \models \mathbf{Changes}(e)$ iff
- $M, \sigma \models \mathbf{Will}(A)$ iff ...
- $M, \sigma \models A \text{ in } S$ iff $M, \sigma @ OS \models A$ where $OS = \lfloor S \rfloor_{M, \sigma}$
- $M, \sigma \models x. \mathbf{Calls}(y.m(x_1, \dots x_n))$ iff ...

outstanding definitions: Initial, and Arising

A runtime configuration is *initial* iff

- 1) The heap contains only one object, of class Object
- 2) The stack consists of just one frame, where **this** points to that object.

The code can be arbitrary

$$\text{Initial}(\sigma) \text{ iff } \sigma.\text{heap} = (1 \mapsto (\text{Object}, \dots)) \wedge \sigma.\text{stack} = (\text{this} \mapsto 1).[]$$

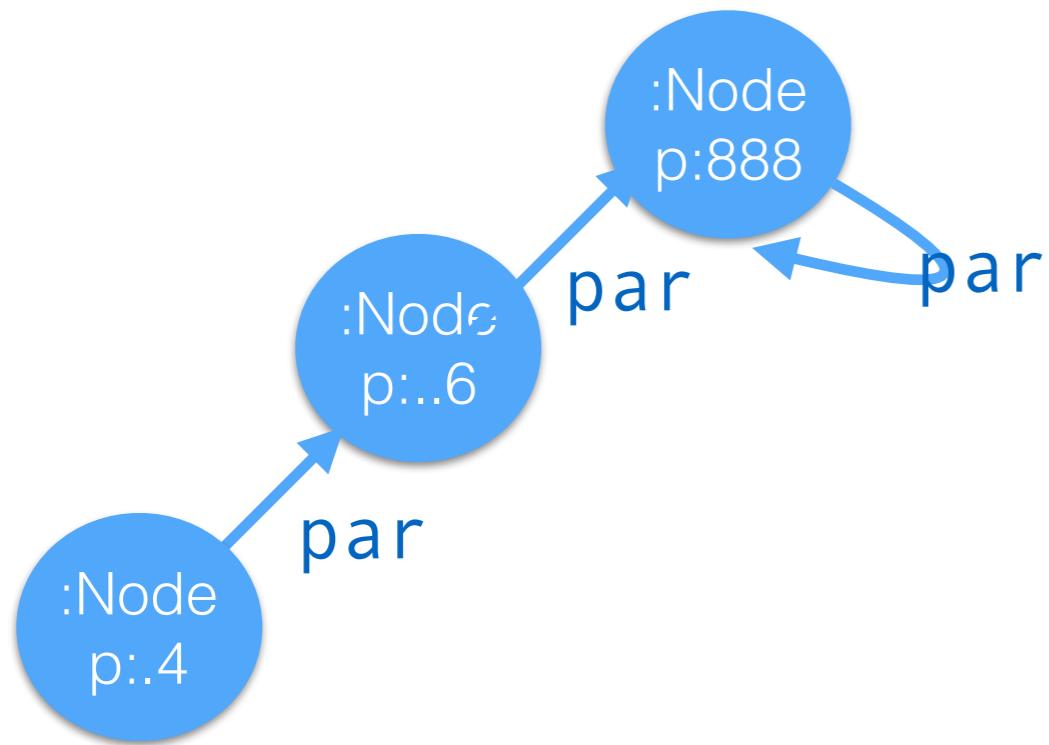
A runtime configuration σ arises from a module M if there is some initial configuration σ_0 whose execution M reaches σ in a finite number of steps.

$$\text{Arising}(M) = \{ \sigma \mid \exists \sigma_0. \text{Initial}(\sigma_0) \wedge M, \sigma_0 \xrightarrow{*} \sigma \}$$

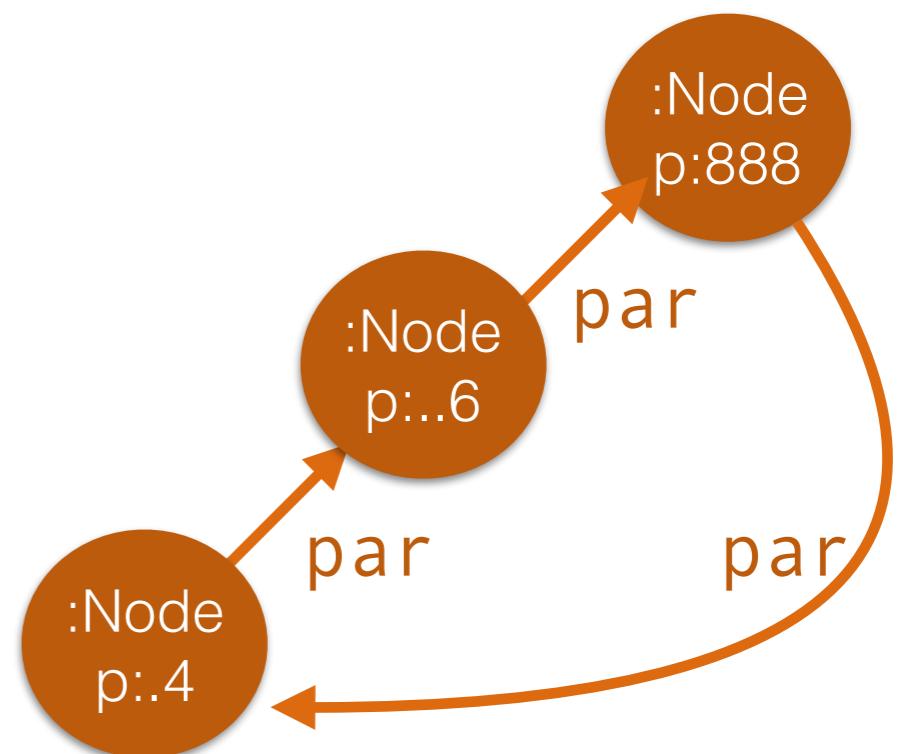
Arising expresses “defensiveness”

Assume a Tree-module, M_{tree} .

blue configuration
arises from $M_{tree} * M'$
for some module M'



brown configuration
does not arise from $M_{tree} * M'$
for any module M'



Giving meaning to Assertions

$M \models A$ iff $\forall M'. \forall \sigma \in \text{Arising}(M^* M'). M^* M', \sigma \models A$

A module M satisfies an assertion A if all runtime configurations σ which arise from execution of code from $M^* M'$ (for any module M'), satisfy A .

open world

Entailments

Definitions

- $M \models A \sqsubseteq A'$ iff $\forall \sigma \in \text{Arising}(M). [M, \sigma \models A \rightarrow M, \sigma \models A']$
- $M \models A \sqsubseteq A'$ iff $M \models A \rightarrow M \models A'$

Facts

- $M \models A \sqsubseteq A'$ implies $M \models A \sqsubseteq A'$
- $M \models A \sqsubseteq A'$ does not imply $M \models A \sqsubseteq A'$
- $M \models (\text{Will}(A) \rightarrow A') \sqsubseteq (A' \rightarrow \text{Was}(A))$
- $M \models A @ S$ and $M \models S \sqsubseteq S'$ does not imply $M \models A @ S'$
- We call $(\bullet A) @ S$ monotonic if $M, \sigma \models (\bullet A) @ S$ and $M, \sigma \models S \sqsubseteq S'$ imply $M, \sigma \models A @ S'$
- If A monotonic, then
 $M, \sigma \models (\bullet A) @ S$ and $M, \sigma \models S' = \text{Allocated}$ imply $M, \sigma \models \bullet (A @ (S \cup (\text{Allocated} \setminus S')))$

Summary of our Proposal

$A ::= e > e \mid e = e \mid f(e_1, \dots, e_n) \mid \dots$

$\mid A \rightarrow A \mid A \wedge A \mid \exists x. A \mid \dots$

$\mid \mathbf{Access}(x, y)$ permission

$\mid \mathbf{Changes}(e)$ authority

$\mid \mathbf{Will}(A) \mid \mathbf{Was}(A)$ time

$\mid A \mathbf{in} S$ space

$\mid x. \mathbf{Calls}(y, m, z_1, \dots, z_n)$ call

Initial(σ) $M, \sigma \models A$

Arising(M) $M \models A$

Classical vs Holistic Specification

- fine-grained
- per function
- ADT as a whole
- emergent behaviour

Which is “stronger”?

“Closed” ADT with classical spec implies holistic spec.

(closed: no functions can be added, all functions have classical specs, ghost state has known representation)

Why do we need holistic specs?

- * “closed ADT” is sometimes too strong a requirement.
- * Holistic aspect is cross-cutting (eg no payment without authorization)
- * Allows reasoning in open world (eg DOM wrappers)