

# chemistry of typestates

Silvia Crafa<sup>1</sup>    Luca Padovani<sup>2</sup>

<sup>1</sup>Dipartimento di Matematica, Università di Padova

<sup>2</sup>Dipartimento di Informatica, Università di Torino

# typestate-oriented programming

(Aldrich et al. '09)

```
class File {
    public final String fileName;

    public method open() {

        handle = fopen(fileName);
    }

    private FILE* handle;           // meaningful if open
    public method close() { ... }
    public method read()
    { ...fread(handle)... }       // valid if open
}
```

# typestate-oriented programming

(Aldrich et al. '09)

```
class File {
  public final String fileName;
}

state ClosedFile of File {           // explicit state
  public method open() {

    handle = fopen(fileName);

  } }

state OpenFile of File {            // explicit state
  private FILE* handle;             // meaningful if open
  public method close() { ... }
  public method read()
  { ...fread(handle)... }          // valid if open
}
```

# typestate-oriented programming

(Aldrich et al. '09)

```
class File {  
    public final String fileName;  
}
```

```
state ClosedFile of File {  
    public method open() {  
  
        handle = fopen(fileName);  
    } }  
  
// explicit state  
[Closed >> Open]
```

```
state OpenFile of File {  
    private FILE* handle;  
    public method close() { ... }  
    public method read()  
    { ...fread(handle)... }  
}  
  
// explicit state  
// meaningful if open  
[Open >> Closed]  
  
// valid if open
```

# typestate-oriented programming

(Aldrich et al. '09)

```
class File {  
  public final String fileName;  
}
```

```
state ClosedFile of File {  
  public method open() {  
    this <- OpenFile {  
      handle = fopen(fileName);  
    } } }  
  
// explicit state  
[Closed >> Open]  
// explicit state change
```

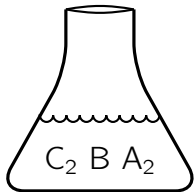
```
state OpenFile of File {  
  private FILE* handle;  
  public method close() { ... }  
  public method read()  
  { ...fread(handle)... }  
}
```

~~// explicit state~~  
~~// meaningful if open~~  
[Open >> Closed]  
~~// valid if open~~

# the chemical metaphor (Berry & Boudol'92)

program behavior  
= chemical reaction

A | B | C ▷ D | E

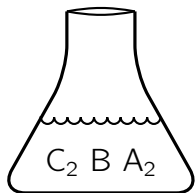


program state  
= solution

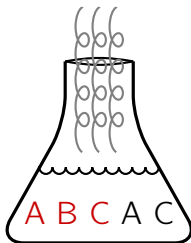
# the chemical metaphor (Berry & Boudol'92)

program behavior  
= chemical reaction

A | B | C ▷ D | E



⇌

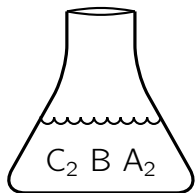


program state  
= solution

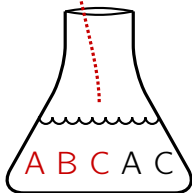


# the chemical metaphor (Berry & Boudol'92)

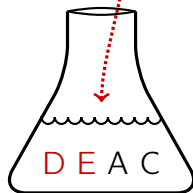
program behavior  
= chemical reaction



⇌



→



program state  
= solution



new program state



# the file object revisited

```
def file =
```

```
in
```



**Objective Join Calculus** (Fournet, Laneve, Maranget, Rémy '03)

# the file object revisited

```
def file =  
  CLOSED | open(n,r) ▷
```

compound molecule  
= state + operation

in



**Objective Join Calculus** (Fournet, Laneve, Maranget, Rémy '03)

# the file object revisited

```
def file =  
  CLOSED | open(n,r) ▷ let h = fopen(n) in  
    file.OPEN(h) | r.reply(file)
```

state change

in

 **Objective Join Calculus** (Fournet, Laneve, Maranget, Rémy '03)

# the file object revisited

```
def file =  
  CLOSED | open(n,r) ▷ let h = fopen(n) in  
    file.OPEN(h) | r.reply(file)  
or OPEN(h) | close(r) ▷ fclose(h);  
  file.CLOSED | r.reply(file)
```

scoping rules prevent  
invalid field access

in

# the file object revisited

```
def file =  
  CLOSED | open(n,r) ▷ let h = fopen(n) in  
    file.OPEN(h) | r.reply(file)  
or OPEN(h) | close(r) ▷ fclose(h);  
  file.CLOSED | r.reply(file)  
or OPEN(h) | read(r) ▷ let v = fread(h) in  
  file.OPEN(h) | r.reply(v,file)  
in file.CLOSED
```

no state change



**Objective Join Calculus** (Fournet, Laneve, Maranget, Rémy '03)

## the file object revisited

```
def file =
  CLOSED | open(n,r) ▷ let h = fopen(n) in
                    file.OPEN(h) | r.reply(file)
or OPEN(h) | close(r) ▷ fclose(h);
                    file.CLOSED | r.reply(file)
or OPEN(h) | read(r)  ▷ let v = fread(h) in
                    file.OPEN(h) | r.reply(v,file)
in file.CLOSED | let file    = file.open("a.txt") in
                  let v, file = file.read in
                  let file    = file.close in ...
```



**Objective Join Calculus** (Fournet, Laneve, Maranget, Rémy '03)

types

$t_{\text{CLOSED}} = \text{open}(\text{string}, \text{reply}(t_{\text{OPEN}}))$

types

$$t_{\text{CLOSED}} = \text{open}(\text{string}, \text{reply}(t_{\text{OPEN}})) \oplus \mathbb{1}$$

behavioral disjunction



# types

$t_{\text{CLOSED}} = \text{open}(\text{string}, \text{reply}(t_{\text{OPEN}})) \oplus \mathbb{1}$

$t_{\text{OPEN}} = \text{close}(\text{reply}(t_{\text{CLOSED}})) \oplus \text{read}(\text{reply}(\text{int}, t_{\text{OPEN}}))$

# types

$$t_{\text{CLOSED}} = \text{open}(\text{string}, \text{reply}(t_{\text{OPEN}})) \oplus \mathbb{1}$$

$$t_{\text{OPEN}} = \text{close}(\text{reply}(t_{\text{CLOSED}})) \oplus \text{read}(\text{reply}(\text{int}, t_{\text{OPEN}}))$$

$$\text{file} : (\text{CLOSED} \otimes t_{\text{CLOSED}}) \oplus (\text{OPEN}(\text{FILE}^*) \otimes t_{\text{OPEN}})$$

behavioral conjunction

- type = set of **valid message molecules** targeted to object
- e.g. “reading from a closed file is forbidden”

# types

$$t_{\text{CLOSED}} = \text{open}(\text{string}, \text{reply}(t_{\text{OPEN}})) \oplus \mathbb{1}$$

$$t_{\text{OPEN}} = \text{close}(\text{reply}(t_{\text{CLOSED}})) \oplus \text{read}(\text{reply}(\text{int}, t_{\text{OPEN}}))$$

$$\text{file} : (\text{CLOSED} \otimes t_{\text{CLOSED}}) \oplus (\text{OPEN}(\text{FILE}^*) \otimes t_{\text{OPEN}})$$

- type = set of **valid message molecules** targeted to object
- e.g. “reading from a closed file is forbidden”

## Theorem (type preservation)

*Messages targeted to file are **always** described by its type*

## Corollary (protocol compliance)

*A well-typed program will not try to read from a closed file*

# the fork

```
def fork =  
  FREE | acquire(r) ▷ fork.BUSY | r.reply(fork)  
or BUSY | release    ▷ fork.FREE  
in fork.FREE | Phil.new(fork) | Phil.new(fork)
```

# the fork

```
def fork =  
  FREE | acquire(r) ▷ fork.BUSY | r.reply(fork)  
or BUSY | release    ▷ fork.FREE  
in fork.FREE | Phil.new(fork) | Phil.new(fork)
```

- the state of the fork cannot be tracked statically
- invocation to acquire **blocks** until the fork is released

# the fork

```
def fork =  
  FREE | acquire(r) ▷ fork.BUSY | r.reply(fork)  
or BUSY | release    ▷ fork.FREE  
in fork.FREE | Phil.new(fork) | Phil.new(fork)
```

- the state of the fork cannot be tracked statically
- + invocation to acquire **blocks** until the fork is released

fork : \*acquire(reply(release))  $\otimes$  (FREE  $\oplus$  (BUSY  $\otimes$  release))

$$*t = \mathbb{1} \oplus t \oplus (t \otimes t) \dots$$

## on state (un)awareness and subtyping

```
def iter =  
  SOME(p) | next(r) ▷  
    r.reply(p->data, iter) |  
    if p->next != null then iter.SOME(p->next)  
      else iter.NONE
```

```
in ...
```

## on state (un)awareness and subtyping

```
def iter =
  SOME(p) | next(r) ▷
    r.reply(p->data, iter) |
    if p->next != null then iter.SOME(p->next)
      else iter.NONE
or NONE      | hasNext(r) ▷ iter.NONE      | r.no(iter)
or SOME(p)   | hasNext(r) ▷ iter.SOME(p)   | r.yes(iter)
in ...
```



## on state (un)awareness and subtyping

```
def iter =
  SOME(p) | next(r) ▷
    r.reply(p->data, iter) |
    if p->next != null then iter.SOME(p->next)
      else iter.NONE
or NONE      | hasNext(r) ▷ iter.NONE      | r.no(iter)
or SOME(p)   | hasNext(r) ▷ iter.SOME(p)   | r.yes(iter)
in ...
```

$$t_{\text{NONE}} = \text{hasNext}(\text{no}(t_{\text{NONE}})) \oplus \mathbb{1}$$

$$t_{\text{SOME}} = \text{hasNext}(\text{yes}(t_{\text{SOME}})) \oplus \text{next}(\text{reply}(\text{int}, t_{\text{UNKNOWN}}))$$

$$t_{\text{UNKNOWN}} = \text{hasNext}(\text{no}(t_{\text{NONE}}) \oplus \text{yes}(t_{\text{SOME}}))$$

# OJC for (concurrent) TSOP: wrap-up

- + state-dependent fields and operations
- + explicit **state change**
- + state unawareness 1: runtime **synchronization** (acquire)
- + state unawareness 2: runtime **introspection** (hasNext)
- + **multidimensional states** (not illustrated)
- + **partial/concurrent** state update (not illustrated)

$$0 \quad | \quad 1 \quad | \quad m(\tilde{t}) \quad | \quad t \oplus s \quad | \quad t \otimes s \quad | \quad *t$$

- + **one type language** for state, operations, protocols, sharing
- + **state-dependent** field/method **types** (hasNext)
- + type **preservation** = protocol **compliance**