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# Behavioural Contracts for Components

Cyril Carrez

01/03/2004

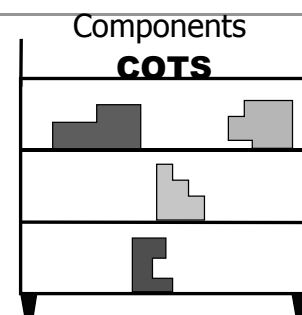


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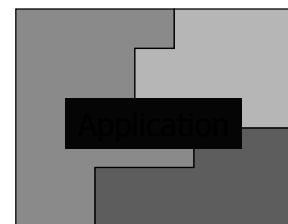
## Design by Assembly

- ADL (90's)
  - components
  - connectors
  - configuration
- UML 2.0 (2003)

Classification  
[Medvidovic & Taylor]



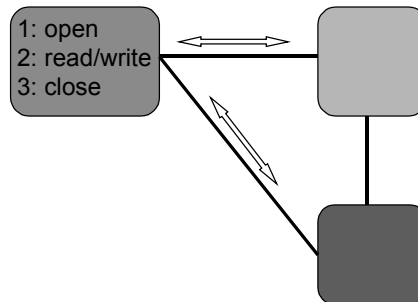
- Behavioural typing with explicit types
  - Regular types [Nierstrasz]
  - «non understood message» [Najm et al.]
- Contracts
  - Design by Contract [Meyer]
  - Classification [Beugnard et al.]
    - Syntactic / **behaviour** (pre/post) / **synchronisation** / QoS



# Framework of the study

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- Components
  - specification + code
- *Non uniform services*
- Dynamic links



## Objectives

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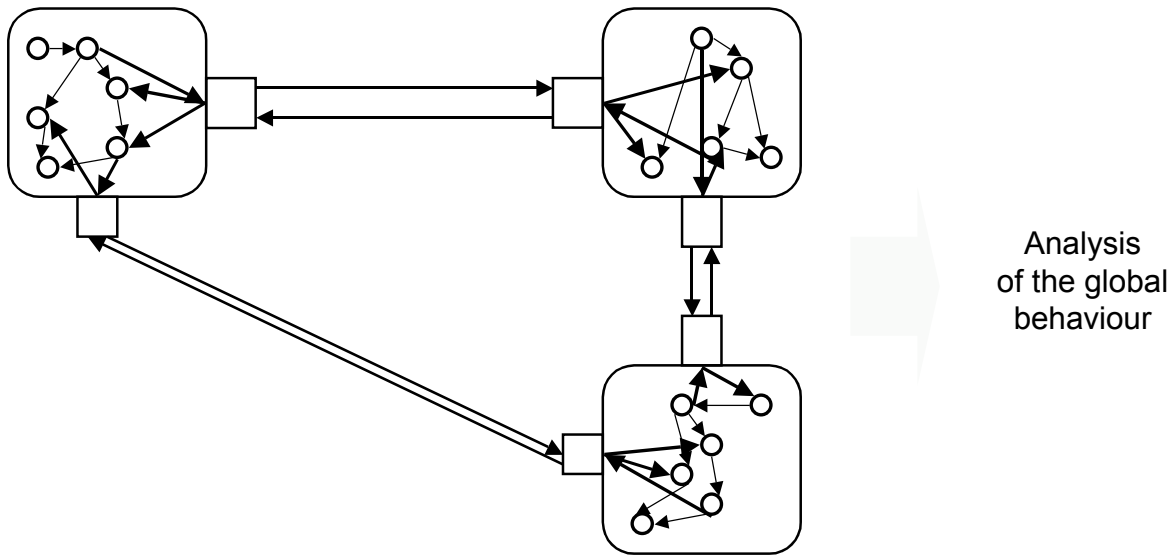
- Safety properties: no external deadlock
- Liveness properties: messages will be consumed

## Roadmap

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- The approach
- Interface language
- Component semantics
- Contract respect
- Sound assembly
- Conclusion & Perspectives

# Approaches: Darwin, Wright,...

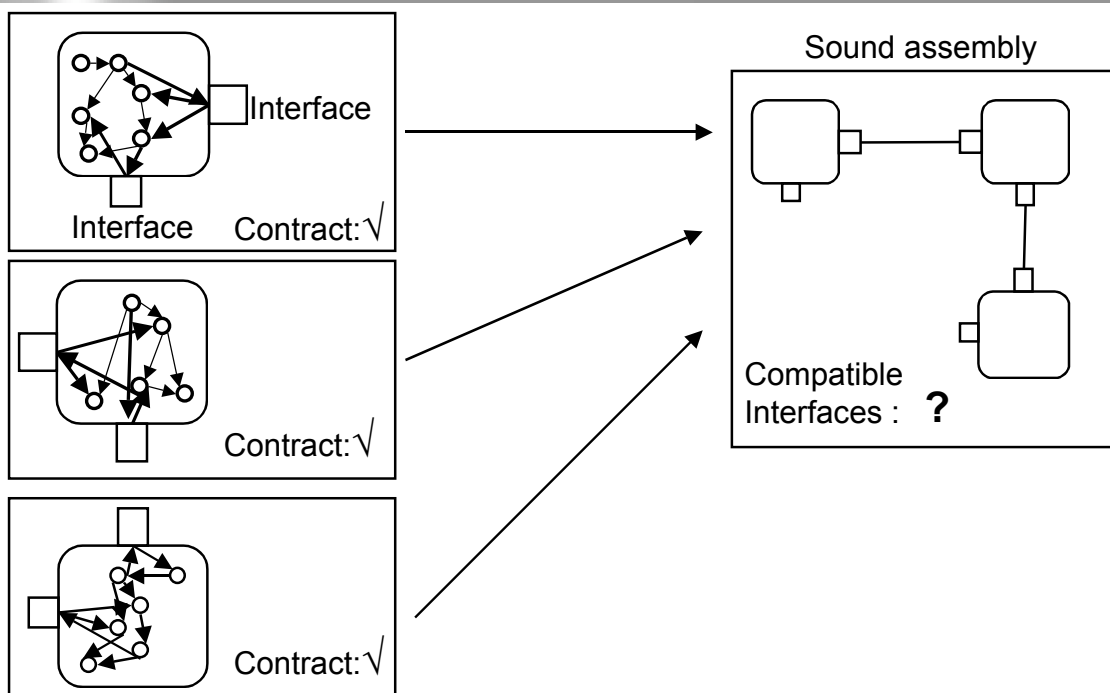


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# Our approach

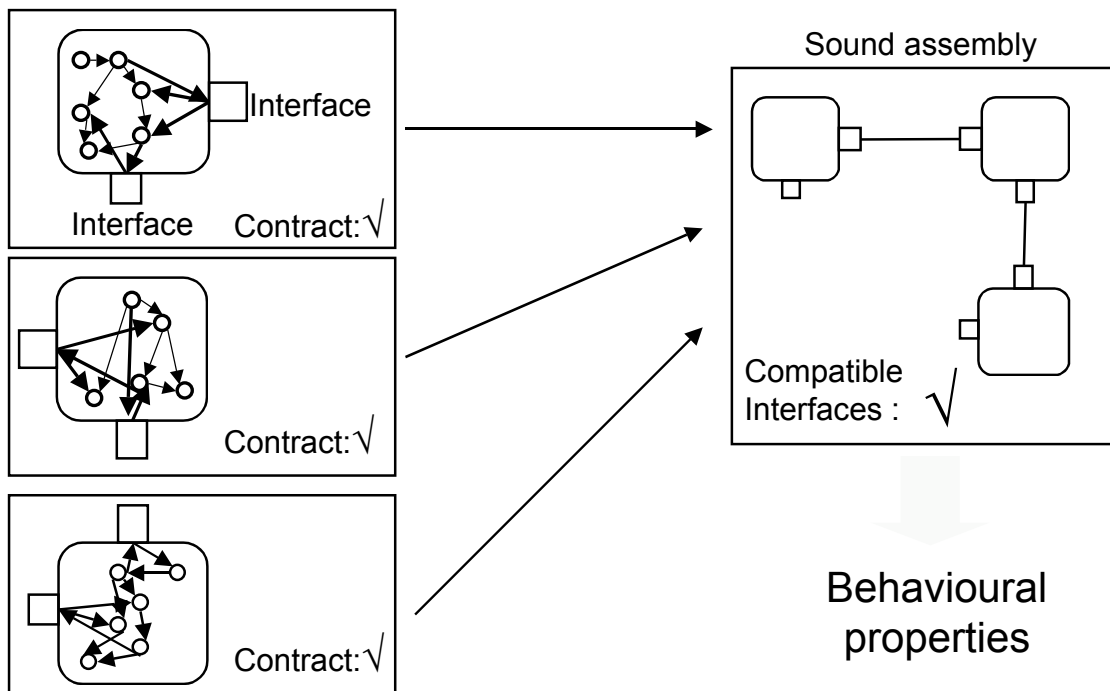


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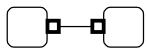
# Our approach



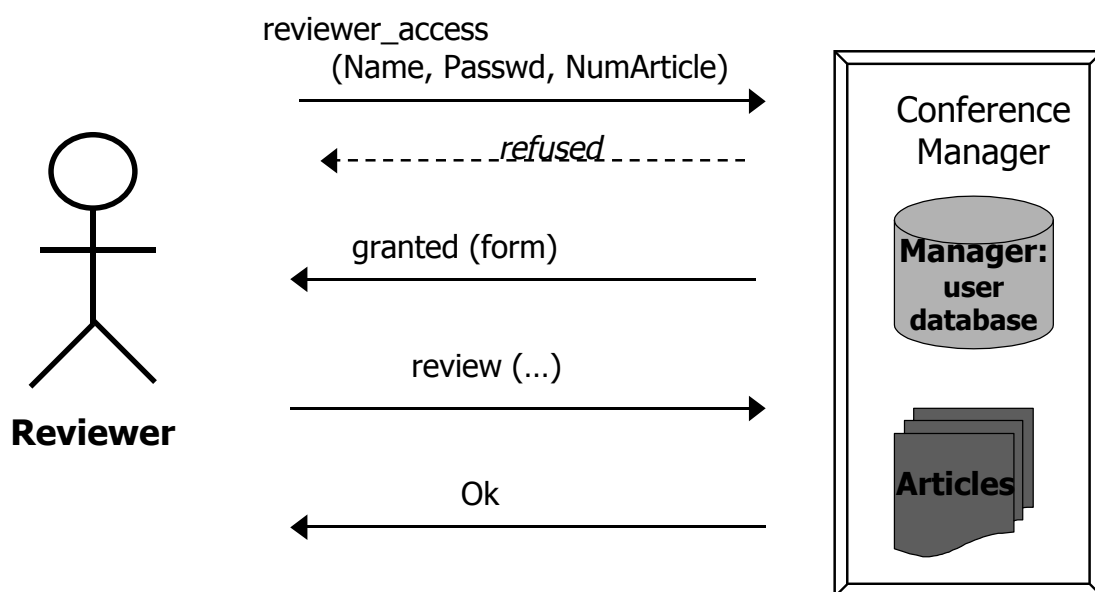
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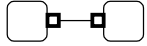
## Interface types: example



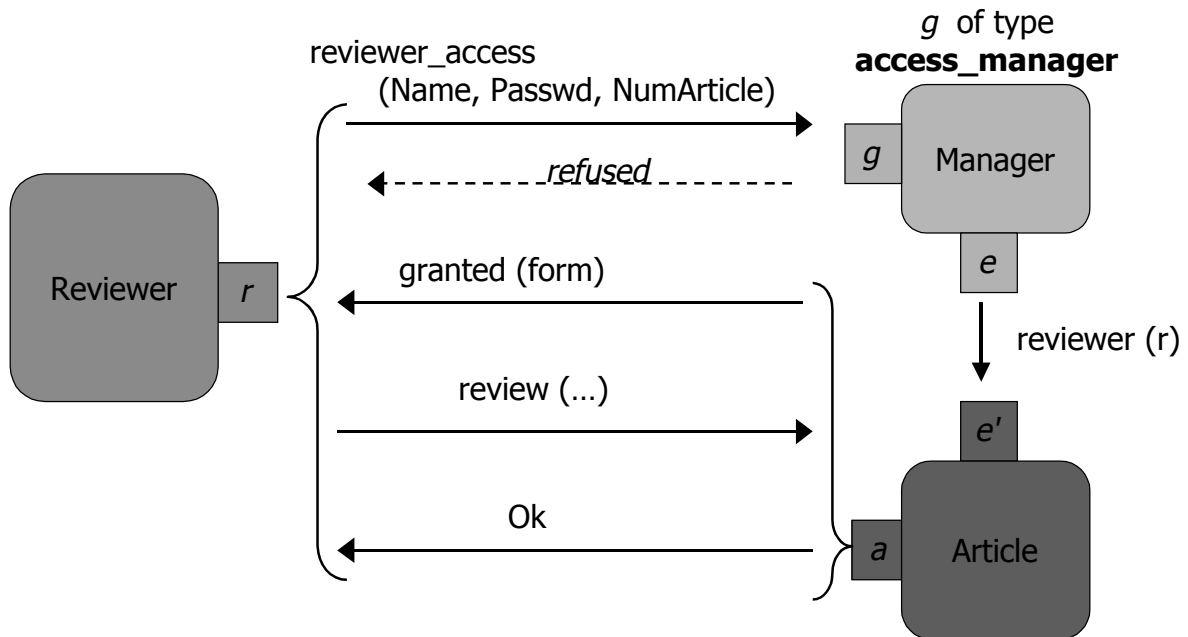
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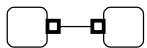
# Interface types: example



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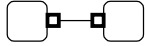
# Example: Type access\_manager

- **access\_manager** =  
     **may ?** [ reviewer\_access (string,string,integer);  
             **must !** [ refused; **0**  
                     + granted (strings); **reviewer\_manager** ] ]
- **reviewer\_manager** =  
     **must ?** [ review (strings); **must !** [ Ok; **reviewer\_manager\_chg**  
                     + error; **reviewer\_manager** ] ]
- **reviewer\_manager\_chg** =  
     **may ?** [ review (strings); **must !** [ Ok; **reviewer\_manager\_chg**  
                     + error; **reviewer\_manager\_chg** ] ]

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# Example: Type access\_manager

allowed: you can send, I guarantee the reception

- **access\_manager** =  
   **may ?** [ reviewer\_access (string,string,integer);  
           **must !** [ refused; **0**  
                   + granted (strings); **reviewer\_manager** ] ]

You must send

obligation: I must send

- **reviewer\_manager** =  
   **must ?** [ review (strings); **must !** [ Ok; **reviewer\_manager\_chg**  
                                   + error; **reviewer\_manager** ] ]
- **reviewer\_manager\_chg** =  
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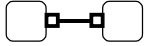
# Compatibility: *Comp* (I, J)

<i>J</i> \ <i>I</i>	<b>must ?</b>	<b>may ?</b>	<b>must !</b>	<b>may !</b>	<b>0</b>
<b>must ?</b>			✓		
<b>may ?</b>		✓	✓	✓	✓
<b>must !</b>	✓	✓			
<b>may !</b>		✓			
<b>0</b>		✓			✓

$$Comp(mod_I ! [\Sigma_k M_k ; I_k], mod_J ? [\Sigma_l M_l ; J_l]) =_{\text{def}}$$

$$Comp_{\text{mod}}(mod_I !, mod_J ?) \wedge (\forall k, \exists l : Comp_{\text{msg}}(M_k, M_l) \wedge Comp(I_k, J_l))$$

$$Comp_{\text{msg}}(M_I(I_i), M_J(J_i)) =_{\text{def}} M_I = M_J \wedge \forall i, I_i \leq J_i$$



## Compatibility: *Comp* (I, J)

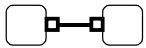
	<b>must ?</b>	<b>may ?</b>	<b>must !</b>	<b>may !</b>	<b>0</b>
<b>must ?</b>			√		
<b>may ?</b>		√	√	√	√
<b>must !</b>	√	√			
<b>may !</b>		√			
<b>0</b>		√			√

- reviewer\_manager =  
**must ?** [ review (strings); **must !** [ Ok; reviewer\_manager\_chg  
+ error; reviewer\_manager ] ]  
reviewer\_manager\_chg = **may ?** [...]
- enter\_review =  
**must !** [ review (strings); **must ?** [ Ok; **0**  
+ error; enter\_review ] ]

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## Compatibility: *Comp* (I, J)

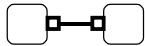
	<b>must ?</b>	<b>may ?</b>	<b>must !</b>	<b>may !</b>	<b>0</b>
<b>must ?</b>			√		
<b>may ?</b>		√	√	√	√
<b>must !</b>	√	√			
<b>may !</b>		√			
<b>0</b>		√			√

- reviewer\_manager =  
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+ error; enter\_review ] ]

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## Compatibility: $Comp(I, J)$

	<b>must ?</b>	<b>may ?</b>	<b>must !</b>	<b>may !</b>	<b>0</b>
<b>must ?</b>			✓		
<b>may ?</b>		✓	✓	✓	✓
<b>must !</b>	✓	✓			
<b>may !</b>		✓			
<b>0</b>		✓			✓

- reviewer\_manager =  
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**must !** [ review (strings); **must ?** [ Ok; **0**  
+ error; enter\_review ] ]

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## Subtyping: $T \leq S$

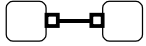
- Compatibility: sent message  $\leq$  received message
- receivings:
  - $mod ? M_1 + M_2 + M_3 \leq mod ? M_1 + M_2$
  - contra-variant:  $M(I) \leq M(J) \Leftrightarrow J \leq I$
- sendings:
  - $mod ! M_1 \leq mod ! M_1 + M_2$
  - co-variant:  $M(I) \leq M(J) \Leftrightarrow I \leq J$
- modalities:
  - **may ?**  $\leq$  **must ?**    – **may ?**  $\leq$  **0**    – **may ?**  $\leq$  **may !**
  - **must !**  $\leq$  **may !**    – **0**  $\leq$  **may !**

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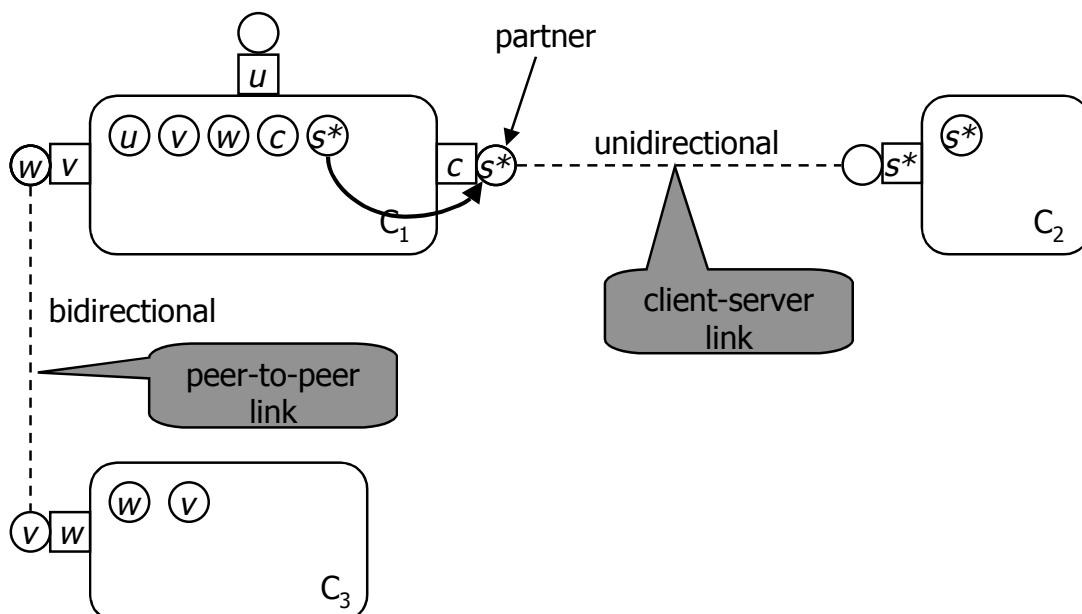


# Properties of the subtypes

- $\leq$  is transitive
- Subtype can replace super-type
  - $Comp(I, S) \ \& \ (T \leq S) \ \Rightarrow \ Comp(I; T)$
- Greater compatible super-type:
  - dual:  $J^D =_{\text{def}} J$  with reversed sendings and receivings
  - $Comp(I, J) \Leftrightarrow I \leq J^D$
- Demonstrations
  - by induction on the structure of the types

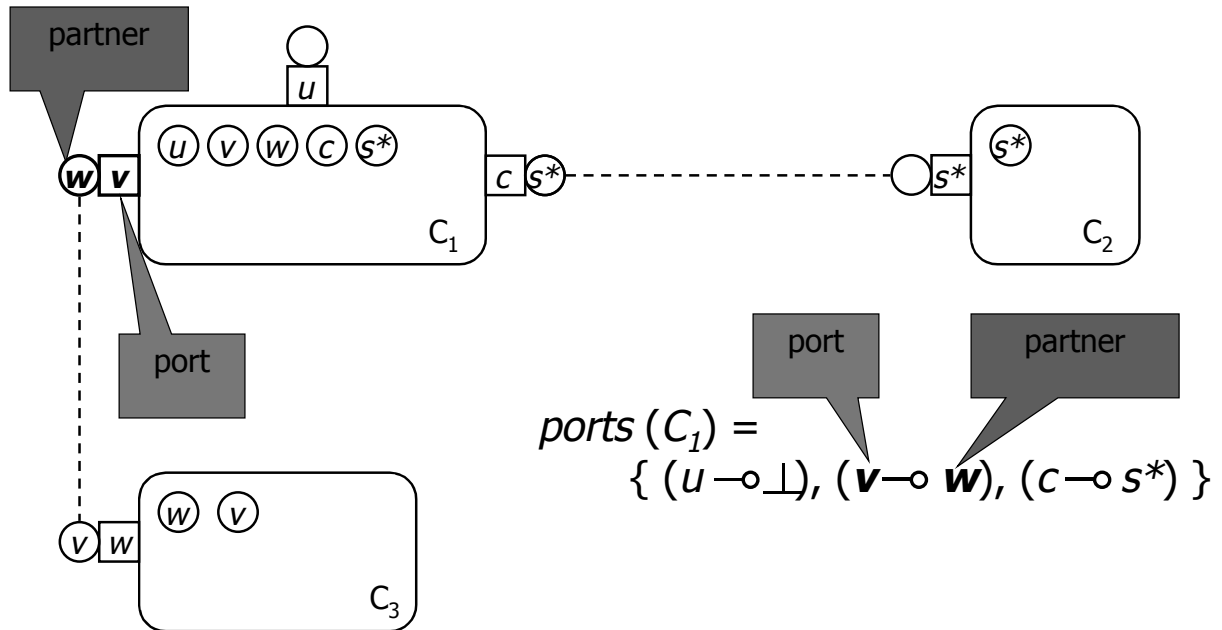


# Component model





# Component model



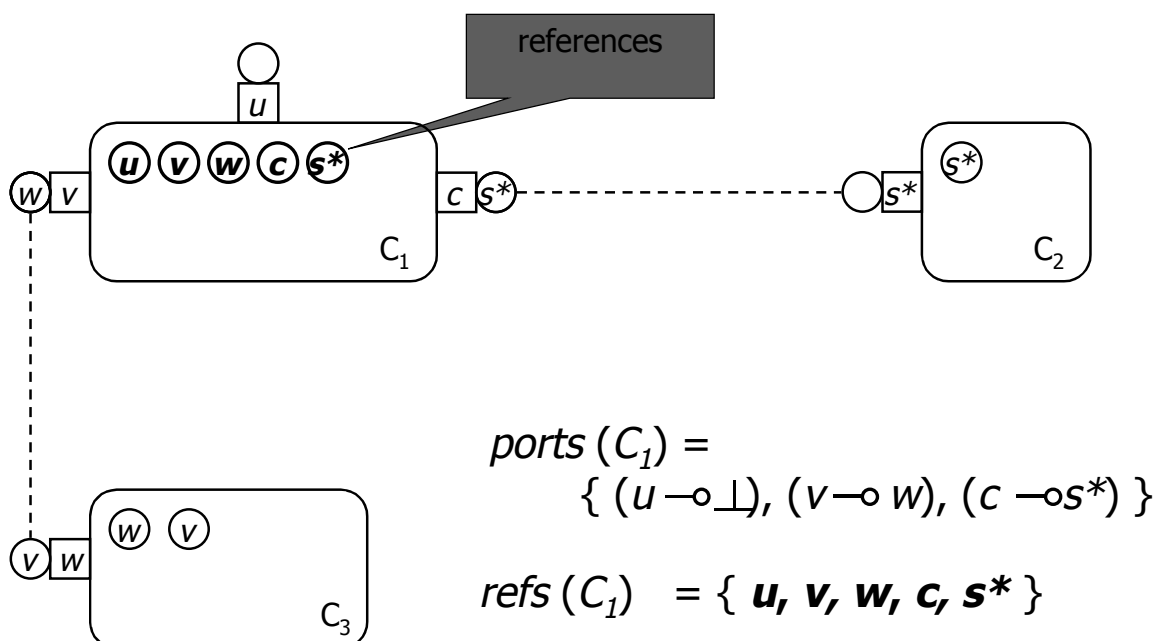
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# Component model



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# Component model: ports

- Model based on observation of ports
- State of a port :  $u\rho^\sigma$

$$- \rho = \text{action} = \begin{cases} ! & u \text{ is in a sending state} \\ ? & u \text{ is in a receiving state} \\ \mathbf{0} & u \text{ has no action} \end{cases}$$

$$- \sigma = \text{activity} = \begin{cases} \mathbf{a} & u \text{ is active} \\ \mathbf{s} & u \text{ is suspended} \\ \mathbf{i} & u \text{ is idle} \end{cases}$$

- Example:
  - $u ?^{\mathbf{a}}$  = active in receiving     $u !^{\mathbf{s}}$  = suspended in sending



# Component model: threads

- Multi-threaded components
- Dependencies between ports:  $x \succ \rightarrow y$ 
  - activity of  $x$  is suspended until  $y$  terminates or becomes idle
- A thread is a chain (*head, queue*)
  - *head*: current active port,
  - *queue*: ordered sequence of suspended ports
  - can dynamically grow/diminish

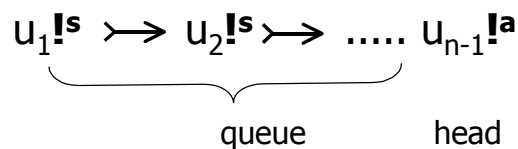
$$u_1 !^{\mathbf{s}} \succ \rightarrow u_2 !^{\mathbf{s}} \succ \rightarrow \dots u_{n-1} !^{\mathbf{s}} \succ \rightarrow u_n ?^{\mathbf{a}}$$

⏟
queue
head



# Component model: threads

- Multi-threaded components
- Dependencies between ports:  $x \succ \rightarrow y$ 
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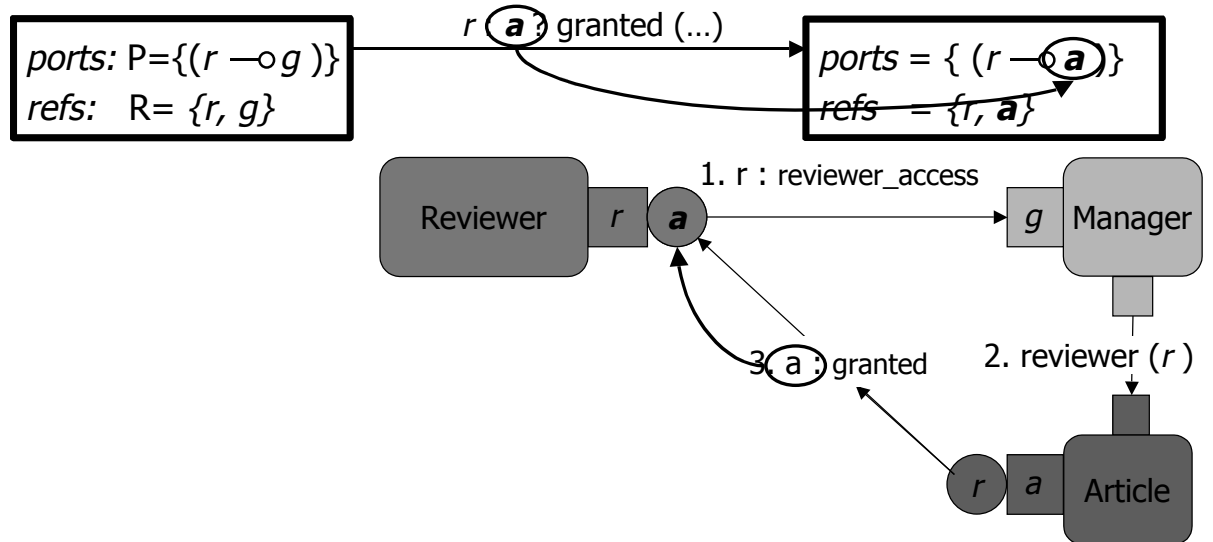


# Component semantic

- Component:  $B ( P, R, T )$ 
  - state  $\swarrow$
  - ports, references, threads  $\nwarrow$
- Operational semantic
  - $B ( P, R, T ), Com \longrightarrow B' ( P', R', T' ), Com'$ 
    - async. com.:  $\downarrow$
    - Fifo queues  $\downarrow$
- 11 Rules:
  - creation / removal of ports
  - binding
  - (de)activation of ports (idle, active, suspended)
  - sending/receiving messages



# Example: RECV for Reviewer component



$$T' = T[u\rho/u?] \quad R' = R \cup \{\text{refs}(\tilde{v}), u''\} - \{u' \mid (u \rightarrow u') \wedge \text{peer}(u')\}$$

$$Com' = Com[u\rangle] \quad \boxed{P' = P[u \rightarrow u''] \text{ si } \text{peer}(u)}$$

$$B(P, R, T), Com \xrightarrow{u:u''?M(\tilde{v})} B'(P', R', T'), Com'$$



## Some other rules

$$\text{C-BIND} \frac{P' = P[u \rightarrow v]}{B(P, R, T), Com \xrightarrow{\text{bind}(u \rightarrow v)} B'(P', R, T), Com} \quad \square$$

$$\square \triangleq (u \rightarrow \perp) \wedge \boxed{T(u) = !^{a,i}} \wedge v \in R \wedge \boxed{(\text{peer}(v) \Rightarrow v \notin \text{CoDom}(P))}$$

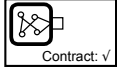
-only sending ports, not suspended  
-peer reference is attached to 1 port

$$\text{C-ACTV} \frac{T' = T[u \mapsto v]}{B(P, R, T), Com \xrightarrow{\text{actv}(u \mapsto v)} B'(P, R, T'), Com} \quad T(u) = !^a \wedge \boxed{T(v) = !^i}$$

-a port cannot suspend on a receiving port

$$\text{C-SEND} \frac{\boxed{R' = R - \text{peer}(\tilde{v} \cup \{u\})} \quad T' = T[u\rho/u!] \quad Com' = Com[u' \triangleleft u : M(\tilde{v})]}{B(P, R, T), Com \xrightarrow{u:u'!M(\tilde{v})} B'(P, R', T'), Com'} \quad \Delta$$

-peer reference is private: known only to the partner



# Component and contracts

## Contractual component: $B(\dots), \tilde{C}$

– correct behaviour

$$\frac{\tilde{C} \xrightarrow{\alpha} \tilde{C}' \quad B(\dots) \xrightarrow{a} B'(\dots) \quad a : \alpha}{B(\dots), \tilde{C} \xrightarrow{a:\alpha} B(\dots), \tilde{C}'}$$

– unauthorized transition

$$\frac{\tilde{C} \not\xrightarrow{\alpha} \tilde{C}' \quad B(\dots) \xrightarrow{a} B'(\dots) \quad a : \alpha}{B(\dots), \tilde{C} \xrightarrow{a:\alpha} Error}$$

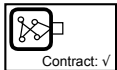
– missing required transition

$$\frac{\tilde{C} \xrightarrow{\alpha} \tilde{C}' \quad B(\dots) \not\xrightarrow{a} B'(\dots) \quad a : \alpha \text{ mod } (\alpha) = \mathbf{must}}{B(\dots), \tilde{C} \xrightarrow{a:\alpha} Error}$$

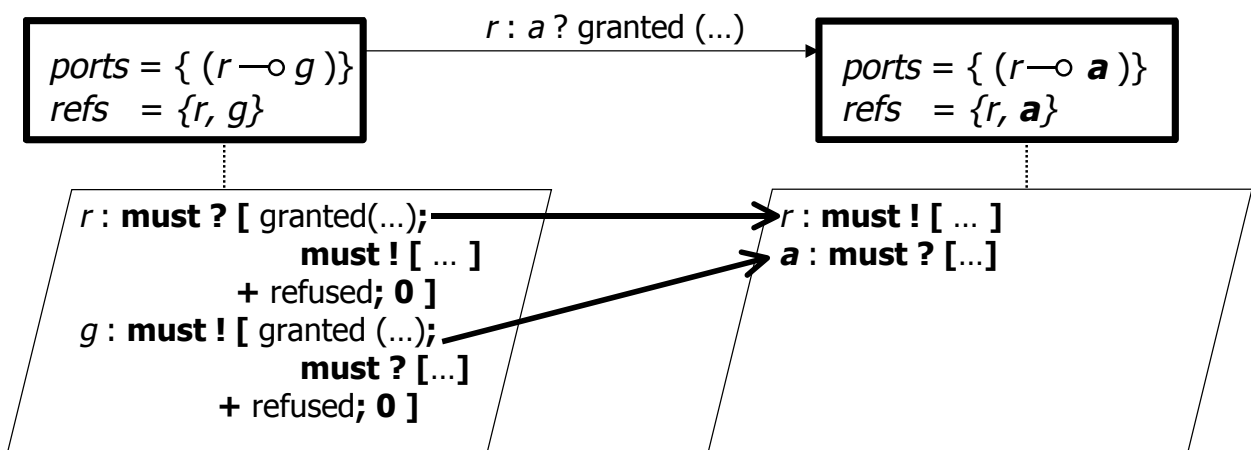
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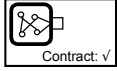
## Example: RECV for Reviewer component



$$u:T \equiv \text{mod } ? M_{\Sigma}$$

$$u':T' \equiv \text{mod}' ! M'_{\Sigma} \quad B(P, R, T) \xrightarrow{u:u' ? m_k} B'(P', R', T')$$

$$(B(P, R, T), \tilde{C}) \xrightarrow{u:u' ? m_k} (B'(P', R', T'), \boxed{\tilde{C}[u:T_k/T, u':T'_k/u':T']} \Leftarrow \tilde{v}':\tilde{U}'_k) \blacktriangle$$



## Some other rules

$$\text{BIND} \frac{u:T \quad v:S \quad B(P, R, T) \xrightarrow{\text{bind}(u-ov)} B'(P', R, T)}{(B(P, R, T), \tilde{C}) \xrightarrow{\text{bind}(u-ov)} (B'(P', R, T), \tilde{C})} \text{Comp}(T, S)$$

$$\text{BIND-ERR} \frac{u:T \quad v:S \quad B(P, R, T) \xrightarrow{\text{bind}(u-ov)} B'(P', R, T)}{(B(P, R, T), \tilde{C}) \rightarrow \text{Error}} \neg \text{Comp}(T, S)$$

$$\text{RECV-ERR} \frac{u:T \equiv \text{mod } ?[*]M_\Sigma \quad \forall k, B(P, R, T) \xrightarrow{u:u'/?m_k} B'(P', R', T')}{(B(P, R, T), \tilde{C}) \rightarrow \text{Error}}$$

$$\text{RECV-UN} \frac{u:T \equiv \text{mod } ? M_\Sigma \quad B(P, R, T) \xrightarrow{u:u'/?m_k} B'(P', R', T')}{(B(P, R, T), \tilde{C}) \xrightarrow{u:u'/?m_k} (B'(P', R', T'), \tilde{C}[u:T_k/T] \leftarrow \boxed{u':T_k^D}, \tilde{v}:\tilde{U}_k)} \blacktriangle \wedge (u \multimap \perp)$$

**-RECV from unknown partner: take the greater type**



## Sound assembly of components

- Component honouring a contract
  - $B$  is well-typed:  $B(P, R, T), \tilde{C}$  never leads to *Error*
- Assembly of components:

$$\mathcal{A} = \{ (B_1(P_1, R_1, T_1), \tilde{C}_1), \dots, (B_n(P_n, R_n, T_n), \tilde{C}_n), \text{Com} \}$$

- reference closed
- only client/server and peer-to-peer bindings
- all ports are active and independent
- Sound assembly:
  - all components respect their contract
  - ports bound to each other are compatible



# Properties

Soundness is maintained through evolution

– a sound configuration of components never leads to *Error*

$$\forall C : \mathcal{A} \longrightarrow * C, C \not\rightarrow Error$$

All the messages are eventually consumed

$$\forall u, v, i, M : (u \circ v) \in P_i, C \xrightarrow{u:v!M} C'$$

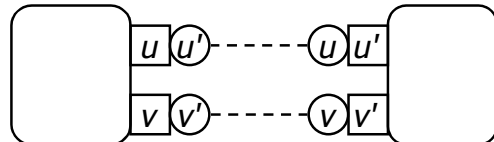
$$\Rightarrow \exists C'', C''' \text{ such that } C' \longrightarrow * C'' \xrightarrow{v:u?M} C'''$$



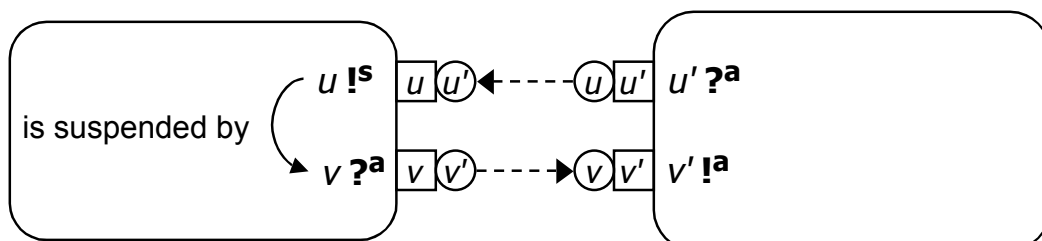
# External deadlock

- During assembly : no verification of the global behaviour

- $u$  and  $u'$  types are compatible
- $v$  and  $v'$  types are compatible



- During execution :



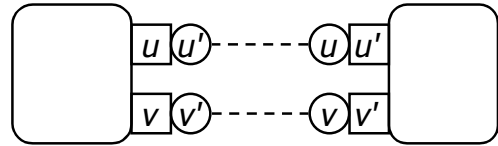




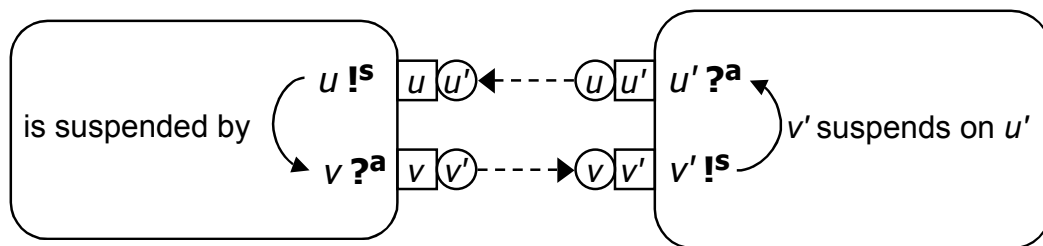
## External deadlock

- During assembly : no verification of the global behaviour

- $u$  and  $u'$  types are compatible
- $v$  and  $v'$  types are compatible



- During execution :



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## Property: external deadlock freeness

- A port cannot suspend on a receiving port

- external deadlock:

$$- u \mathcal{S} v =_{\text{def}} u \xrightarrow{\quad} v \quad \vee \quad u \dashrightarrow v \quad (\dashrightarrow \text{external dependency})$$

- $\text{Ext\_deadlock}(C) =_{\text{def}}$

$$\exists (u_i)_{1..n} \in C \text{ such that } \forall k < n : u_i \mathcal{S} u_{i+1} \wedge u_n \mathcal{S} u_1$$

- Demonstration (deadlock freeness):

- by induction & Reductio ad absurdum

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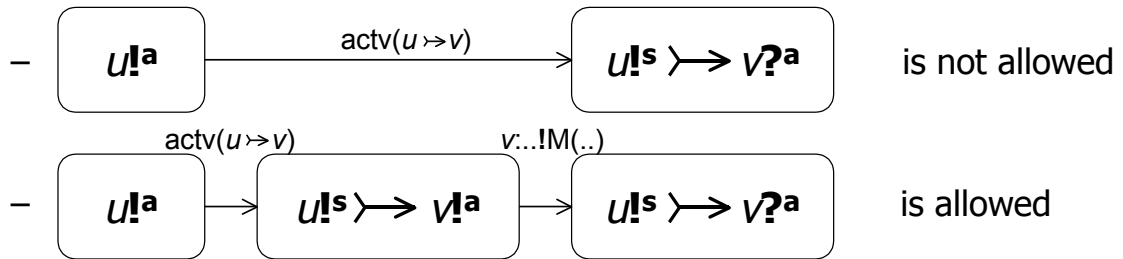
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# Constraints on the component

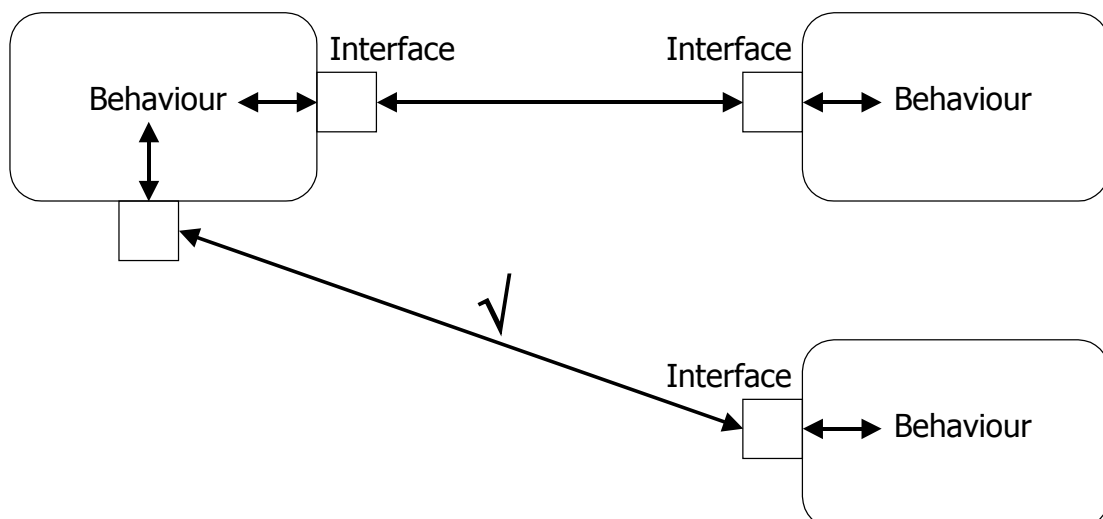
- a port cannot suspend on a receiving port:



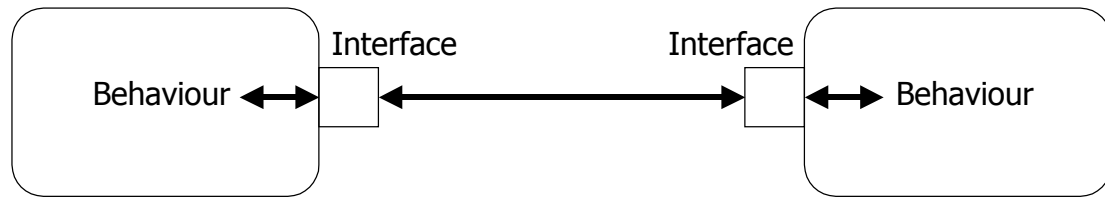
- a receiving port cannot be suspended:  $u?^s$  forbidden
- bindings: only sending & (active or idle) ports:  $u!^{a,i}$
- a 'must !' is not suspended by a 'may ?'
- unbind is not allowed
- [nonreentrant servers]

# Application

- Sound extension of running application



# Conclusion



- Contract conformance:       $\longleftrightarrow$  verification during compilation
- Compatible interfaces:       $\longleftrightarrow$  verification during deployment
  
- Properties of a sound assembly
  - safety: a configuration never leads to *Error*
  - safety: external deadlock freeness
  - liveness: all sent message are eventually consumed

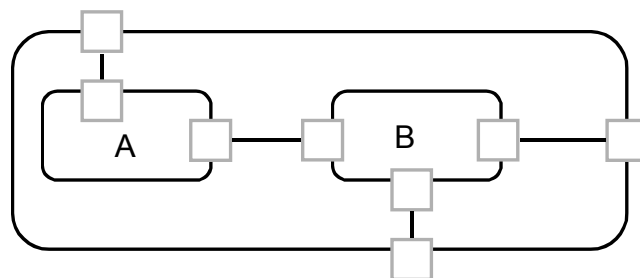
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# Perspectives

- Interfaces: infinite state machines
- Integration to existing component platforms
- UML Profile
- Composite components & delegation:



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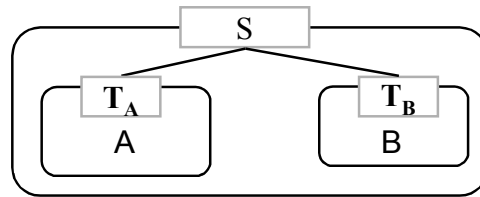
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# Future Work

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- Application to UML2.0: multiple delegation



- Application to a language
- From interface contracts to component contracts
- Extension to timed interfaces
- Application to PATS!!

