# Mining Operational Preconditions

Andrzej Wasylkowski • Andreas Zeller Saarland University



bug.a

@interface A {}

aspect Test {
 declare @field : @A int var\* : @A;
 declare @field : int var\* : @A;

interface Subject {}

public int Subject.vara; public int Subject.varb; }

class X implements Test.Subject {}

0	0	0	
•		$\bigcirc$	

private static void ajc\$postClinit() org.aspectj.weaver.AjAttribute\$AjSynth
etic@abfbc6

NEW Test (line 1) DUP INVOKESPECIAL Test.<init> ()V PUTSTATIC Test.ajc\$perSingletonInstance LTest; RETURN end private static void ajc\$postClinit()

end public class Test

Exception thrown from AspectJ 1.5.3

This might be logged as a bug already -- find current bugs at http://bugs.eclipse.org/bugs/buglist.cgi?product=AspectJ&component=Compiler

Bugs for exceptions thrown have titles File:line from the top stack, e.g., "SomeFile.java:243"

If you don't find the exception below in a bug, please add a new bug at http://bugs.eclipse.org/bugs/enter\_bug.cgi?product=AspectJ To make the bug a priority, please include a test program that can reproduce this exception.

# ajc Stack Trace

java.util.NoSuchElementException
 at java.util.AbstractList\$Itr
 .next(AbstractList.java:427)
 at org.aspectj.weaver.bcel.BcelClassWeaver
 .weaveAtFieldRepeatedly
 (BcelClassWeaver.java:1016)

# ajc Stack Trace

java.util.NoSuchElementException
 at java.util.AbstractList\$Itr
 .next(AbstractList.java:427)
 at org.aspectj.weaver.bcel.BcelClassWeaver
 .weaveAtFieldRepeatedly
 (BcelClassWeaver.java:1016)

# weaveAtFieldRepeatedly

for (Iterator iter = itdFields.iterator();
 iter.hasNext();) {

}

for (Iterator iter2 = worthRetrying.iterator();
 iter.hasNext();) {

# weaveAtFieldRepeatedly

for (Iterator iter = itdFields.iterator();
 iter.hasNext();) {

for (Iterator iter2 = worthRetrying.iterator();
 iter.hasNext();) {

should be iter2

}

}

# weaveAtFieldRepeatedly

for (Iterator iter = itdFields.iterator(); iter.hasNext();) {

}

}

for (Iterator iter2 = worthRetrying.iterator(); iter.hasNext();) { should be iter2

Invalid iterator usage: hasNext() should precede next()

Invoking next() with no next element violates a precondition

Invoking next() with no next element violates a precondition

★ Traditional preconditions are axiomatic – describing the state of the system

Invoking next() with no next element violates a precondition

 Traditional preconditions are axiomatic – describing the state of the system

\* How do we reach this state?

close(int fildes)

#### close(int fildes)

• Axiomatic: fildes is a valid file descriptor

#### close(int fildes)

- Axiomatic: fildes is a valid file descriptor
- Operational: fildes stems from a call to open() with read() and write() calls in between

#### close(int fildes)

- Axiomatic: fildes is a valid file descriptor
- Operational: fildes stems from a call to open() with read() and write() calls in between
- Can we check operational preconditions?













```
public Stack createStack () {
    Random r = new Random ();
    int n = r.nextInt ();
    Stack s = new Stack ();
    int i = 0;
    while (i < n) {
        s.push (rand (r));
        i++;
    }
    s.push (-1);
    return s;
}</pre>
```

```
public Stack createStack () {
    Random r = new Random ();
    int n = r.nextInt ();
    Stack s = new Stack ();
    int i = 0;
    while (i < n) {
        s.push (rand (r));
        i++;
    }
    s.push (-1);
    return s;</pre>
```

}

```
public Stack createStack () {
  Random r = new Random ();
  int n = r.nextInt ();
  Stack s = new Stack ();
  int i = 0;
  while (i < n) {
    s.push (rand (r));
    i++;
  }
  s.push (-1);
  return s;</pre>
```

}

Random r = new Random ();

```
public Stack createStack () {
  Random r = new Random ();
  int n = r.nextInt ();
  Stack s = new Stack ();
  int i = 0;
  while (i < n) {
    s.push (rand (r));
    i++;
  }
  s.push (-1);
  return s;</pre>
```

}

Random r = new Random ();

int n = r.nextInt ();

```
Stack s = new Stack ();
```

```
int i = 0;
```

```
public Stack createStack () {
    Random r = new Random ();
    int n = r.nextInt ();
    Stack s = new Stack ();
    int i = 0;
    while (i < n) {
        s.push (rand (r));
        i++;
    }
    s.push (-1);
    return s;
}</pre>
```

Random r = new Random ();int n = r.nextInt (); Stack s = new Stack (); int i = 0;i < n i++; s.push (rand (r));









# Usage Models

s.<init>() s.push (\_) s.push (\_)




#### Usage Models

r.<init> ()

r.nextInt () DUtils.rand (r)

#### JPanel.add()

#### panel.<init> (...)

panel.add (..., ...)

panel.<init> ()

panel.setLayout (...)

panel.add (..., ...)

#### ASTNode.reapPropertyList()

#### list.<init>

ASTNode.createPropertyList (..., list) ⇒ ASTNode.addProperty (..., list) ASTNode.reapPropertyList (list)

#### Resource.getFlags()

resource.getResourceInfo (..., ...)

resource.getFlags (...)

#### **OP-Miner**



#### **OP-Miner**



	Temporal Properties				
	start < stop	lock < unlock	eof < close		
Beebods					

		Temporal Properties				
		start < stop	lock < unlock	eof < close		
Methods	get()					

		Temporal Properties				
		start < stop	lock < unlock	eof < close		
Methods	get() open()					

		Temporal Properties				
		start < stop	lock < unlock	eof < close		
	get()					
spou	open()					
Met	hello()					

		Temporal Properties				
		start < stop	lock < unlock	eof < close		
	get()					
spou	open()					
Met	hello()					
	parse()					

		Temporal Properties				
		start < stop	lock < unlock	eof < close		
	get()					
spou	open()					
Met	hello()					
	parse()					

		Temporal Properties			
		start < stop	lock < unlock	eof < close	
	get()				
spoq	open()				
Met	hello()				
	parse()				





		Temporal Properties				
		start < stop	lock < unlock	eof < close		
	get()					
spou	open()					
Met	hello()					
	parse()					



		Temporal Properties				
		start < stop	lock < unlock	eof < close		
	get()					
spou	open()					
Met	hello()					
	parse()					





		Temporal Properties				
		start < stop	lock < unlock	eof < close		
	get()		×			
spoq	open()					
Met	hello()					
	parse()					

# Case Study: Aspect

## Case Study: Aspect

• 2,954 classes

## Case Study: Aspect

- 2,954 classes
- 36,045 methods

# Case Study: AspectJ

- 2,954 classes
- 36,045 methods
- 1,154 methods with OP support  $\geq 20$

# Case Study: AspectJ

- 2,954 classes
- 36,045 methods
- 1,154 methods with OP support  $\geq 20$
- 300 violations found in 8 minutes

# Case Study: AspectJ

- 2,954 classes
- 36,045 methods
- 1,154 methods with OP support  $\geq 20$
- 300 violations found in 8 minutes
- Examined every single one

#### A Defect

```
for (Iterator iter = itdFields.iterator();
    iter.hasNext();) {
    ...
    for (Iterator iter2 = worthRetrying.iterator();
        iter.hasNext();) {
        ...
    }
}
```

#### A Defect

for (Iterator iter = itdFields.iterator();
 iter.hasNext();) {

for (Iterator iter2 = worthRetrying.iterator();
 iter.nasNext();) {

••• should be iter2

}

#### A Defect

for (Iterator iter = itdFields.iterator();
 iter.hasNext();) {

•••• should be iter2

}

for (Iterator iter2 = worthRetrying.iterator();
 iter.nasNext();) {

bug.aj

@interface A {}

```
aspect Test {
  declare @field : @A int var* : @A;
  declare @field : int var* : @A;
  interface Subject {}
  public int Subject.vara;
  public int Subject.varb;
}
```

class X implements Test.Subject {}

#### Another Defect

public void visitNEWARRAY (NEWARRAY o) {
 byte t = o.getTypecode ();
 if (!((t == Constants.T\_BOOLEAN) ||
 (t == Constants.T\_CHAR) ||

}

(t == Constants.T\_LONG))) {
constraintViolated (o, "(...) '+t+' (...)");

#### Another Defect

public void visitNEWARRAY (NEWARRAY o) {
 byte t = o.getTypecode ();
 if (!((t == Constants.T\_BOOLEAN) ||
 (t == Constants.T\_CHAR) ||

}

(t == Constants.T\_LONG))) {
constraintViolated (o, "(...)(+t+')(...)");

should be double quotes

#### A False Positive

Name internalNewName (String[] identifiers)
...
for (int i = 1; i < count; i++) {
 SimpleName name = new SimpleName(this);
 name.internalSetIdentifier(identifiers[i]);</pre>

}

#### A False Positive

Name internalNewName (String[] identifiers)
...
for (int i = 1; i < count; i++) {
 SimpleName name = new SimpleName(this);
 name.internalSetIdentifier(identifiers[i]);</pre>

}

should stay as is
# A Code Smell

public String getRetentionPolicy ()
{

}

```
for (Iterator it = ...; it.hasNext();)
{
    ... = it.next();
    return retentionPolicy;
}
....
```

# A Code Smell

public String getRetentionPolicy ()
{

for (Iterator it = ...; it.hasNext();)
{
 .... = it.next();

return retentionPolicy;

}

}

should be fixed

Aspect



Code smells









## More Results

	# Violations					5
Program	Total	Investigated	# Defects	# Code smells	# False positives	Efficiency
Аст-Вот 0.8.2	25	25	2	13	10	60%
Арасне Томсат 6.0.16	55	55	0	9	46	16%
ArgoUML 0.24	305	28	0	12	16	43%
AspectJ 1.5.3	300	300	16	42	242	19%
Azureus 2.5.0.0	315	85	1	26	58	32%
Columba 1.2	57	57	4	15	38	33%
jEdit 4.2	11	11	0	4	7	36%
	1,068	562	23	121	417	26%

#### Procedural languages

leveraging appropriate static analysis frameworks

- Procedural languages
   leveraging appropriate static analysis frameworks
- Interprocedural analysis but does this make sense for learning usage?

- Procedural languages
   leveraging appropriate static analysis frameworks
- Interprocedural analysis but does this make sense for learning usage?
- Ranking violations in particular in presence of low support

- Procedural languages
   leveraging appropriate static analysis frameworks
- Interprocedural analysis but does this make sense for learning usage?
- Ranking violations in particular in presence of low support
- Early programmer support in terms of recommendations and documentation

\* OP-Miner learns operational preconditions i.e., how to typically construct arguments

\* OP-Miner learns operational preconditions i.e., how to typically construct arguments

\* Learns from normal argument usage for specific projects or across projects

\* OP-Miner learns operational preconditions i.e., how to typically construct arguments

\* Learns from normal argument usage for specific projects or across projects

**★** Fully automatic

\* OP-Miner learns operational preconditions i.e., how to typically construct arguments

- \* Learns from normal argument usage for specific projects or across projects
- **★** Fully automatic
- **★** Found dozens of verified defects