

# EXPERIENCE-BASED MODEL REFINEMENT



Alexis Marechal  
SVARM workshop  
3/04/2011



G. Holzmann

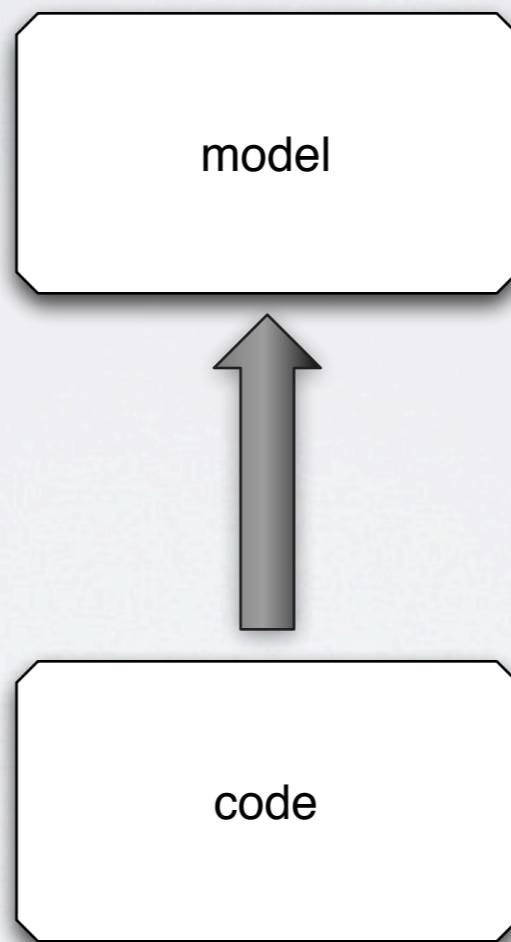


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code

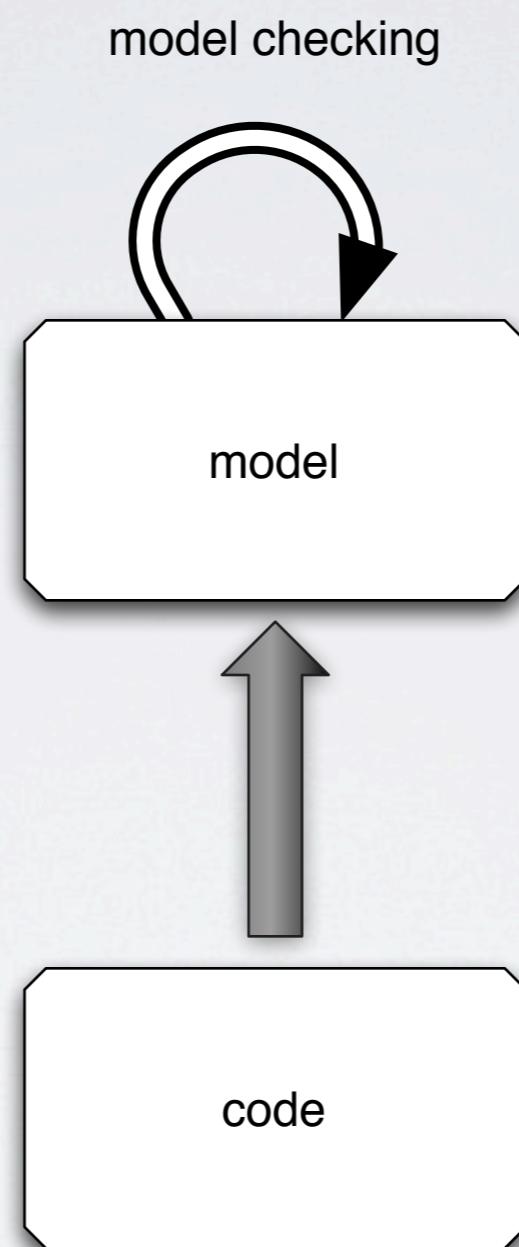


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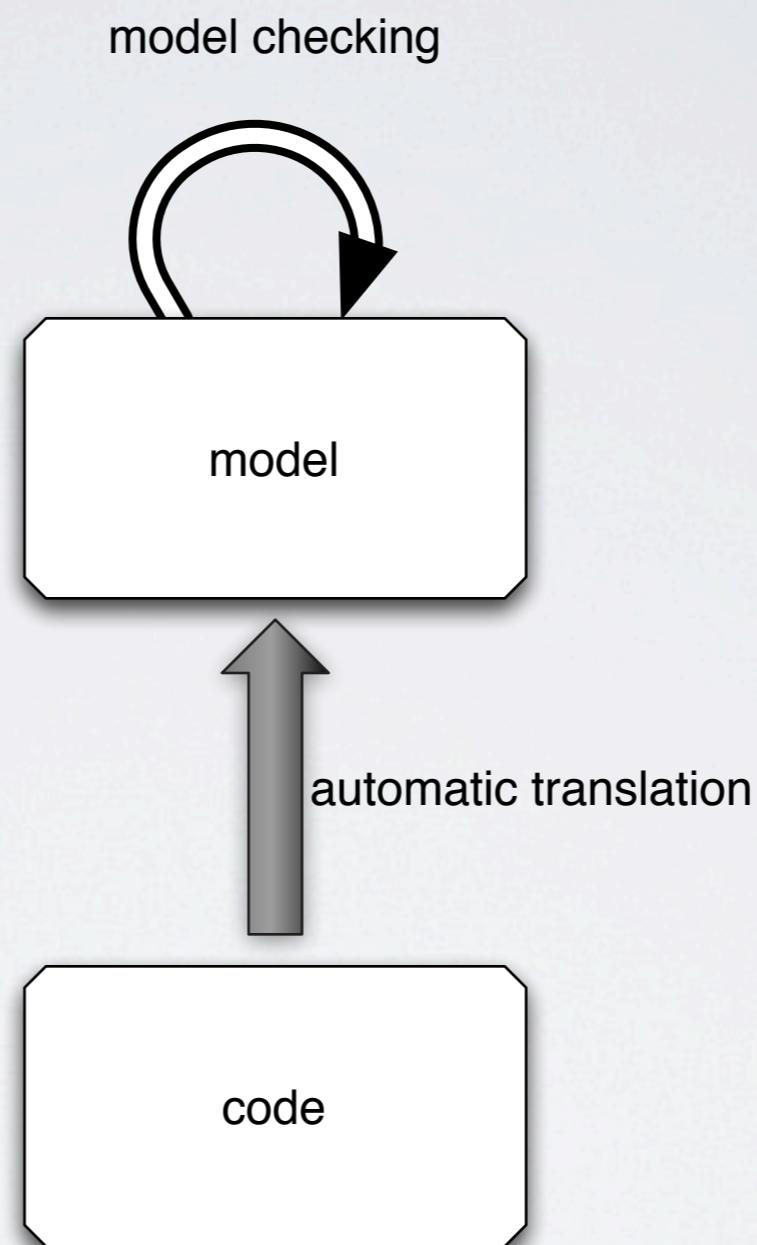


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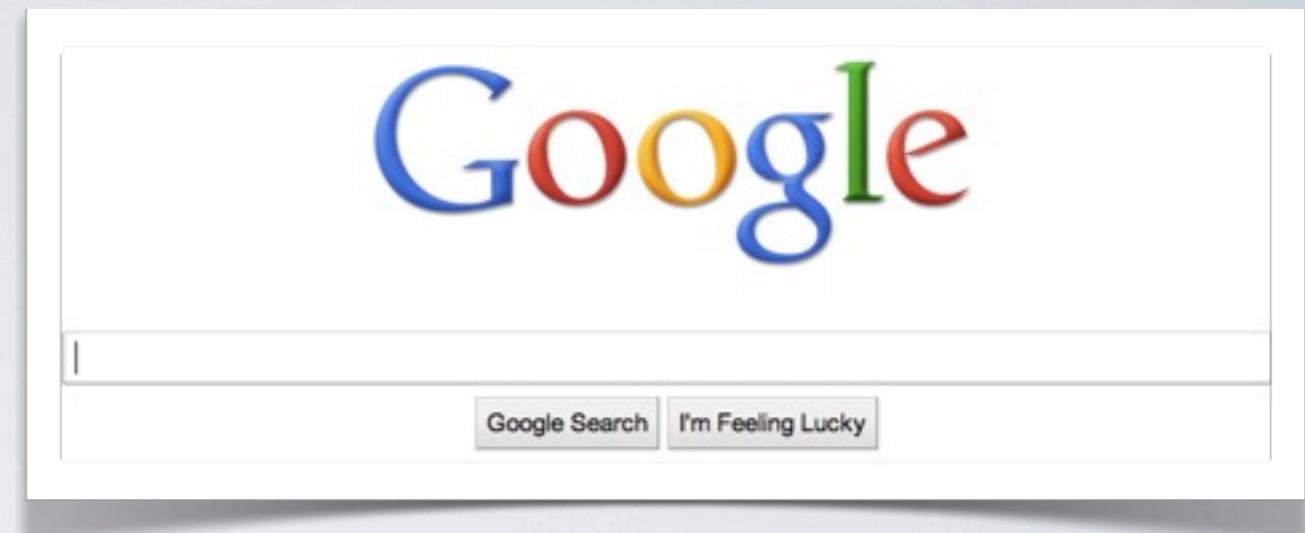




G. Holzmann



# Singleton design pattern



+singleton +pattern X Search

760 000

+singleton +pattern +bad X Search

+singleton +pattern +hate X Search

230 600

+singleton +pattern +evil X Search

+singleton +pattern +danger X Search

*Difficult tests*

*Creating sub-classes is difficult*

*Code maintenance is harder*

*Hidden dependencies*

*Difficult tests*

*Code maintenance is harder*

**EXTREMELY** error prone

*Creating sub-classes is difficult*

*Hidden dependencies*

Difficult tests

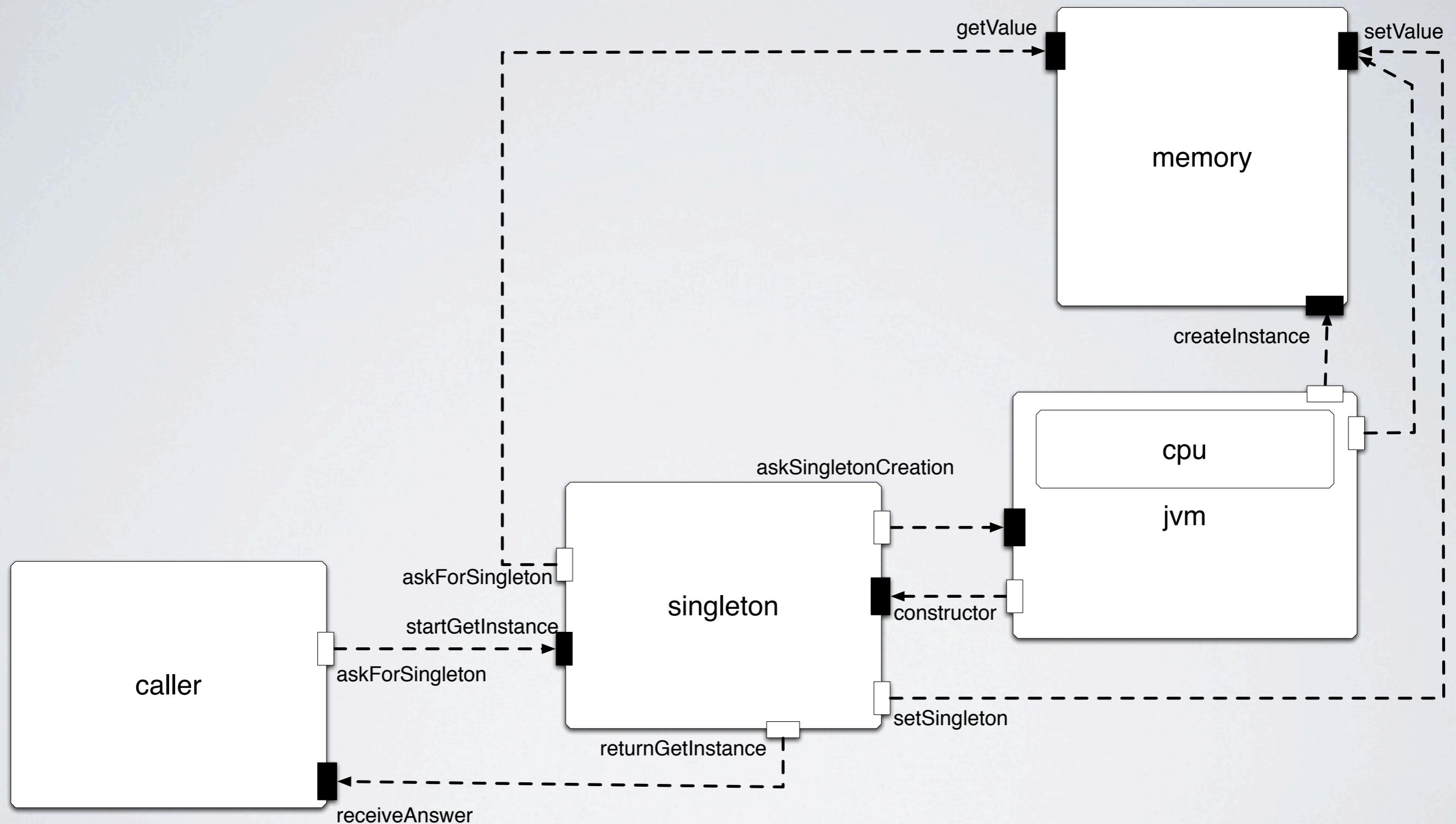
Code maintenance is harder

**EXTREMELY** error prone

Creating sub-classes is difficult

Hidden dependencies

```
class Singleton {  
    private static Singleton instance = null;  
  
    private Singleton() {};  
  
    public static Singleton getInstance() {  
        if (instance == null) {  
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    }  
}
```

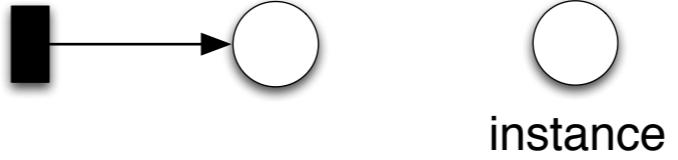


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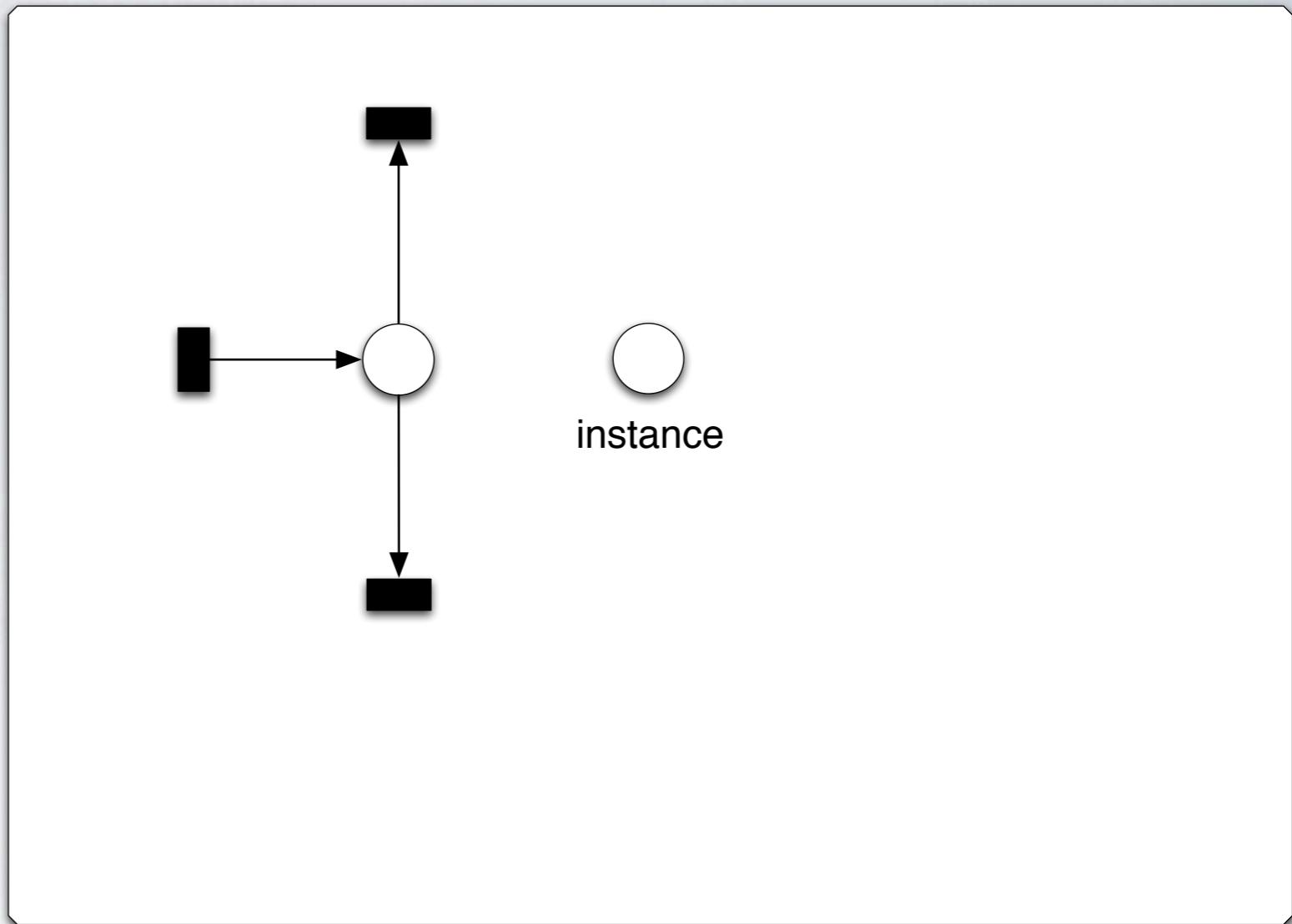


instance

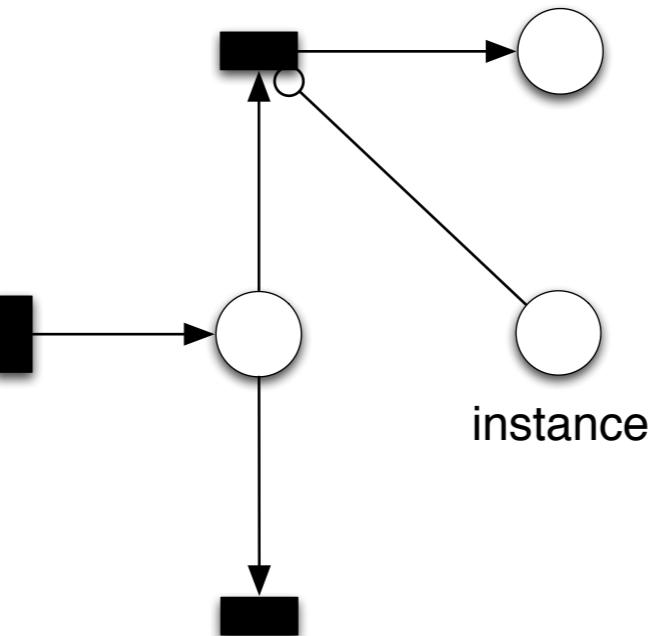
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instance

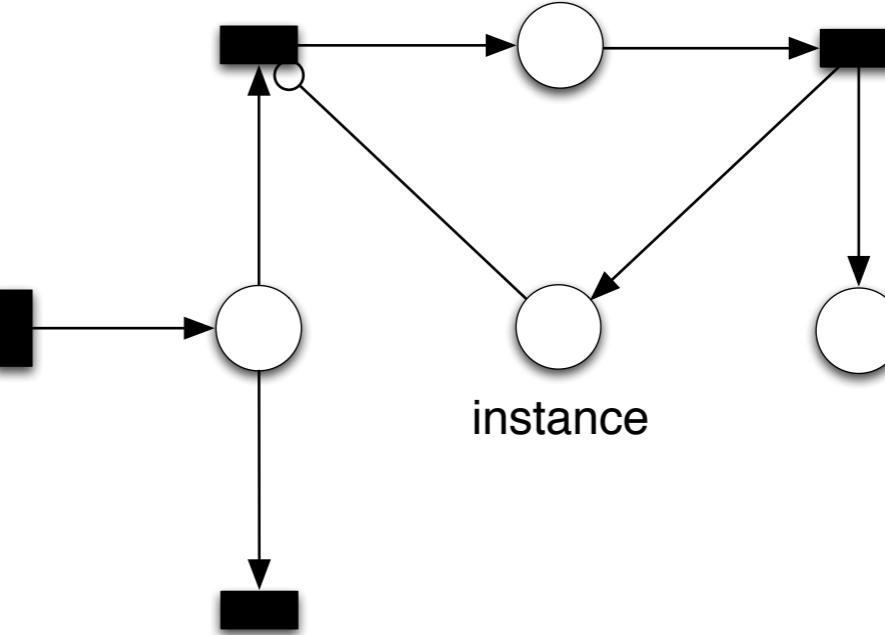
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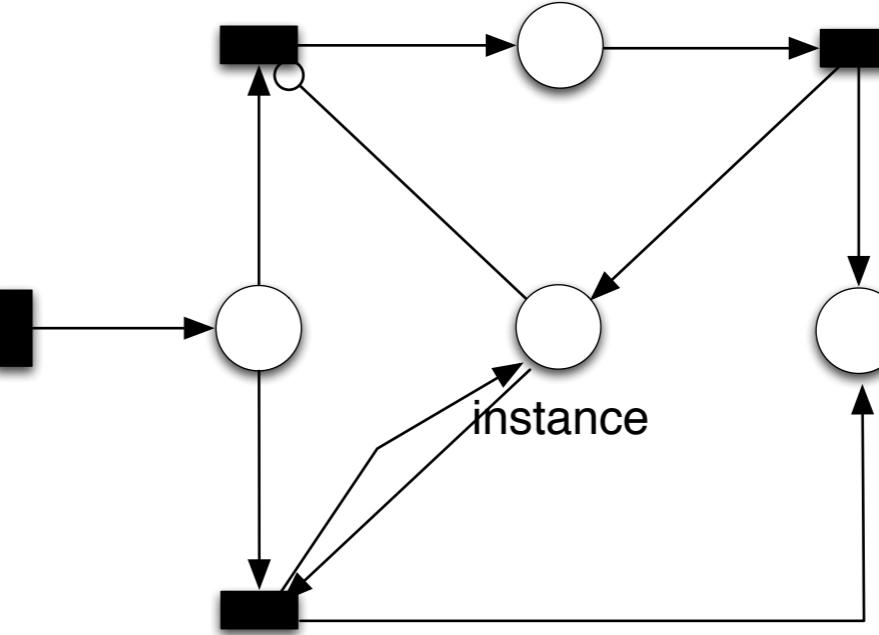
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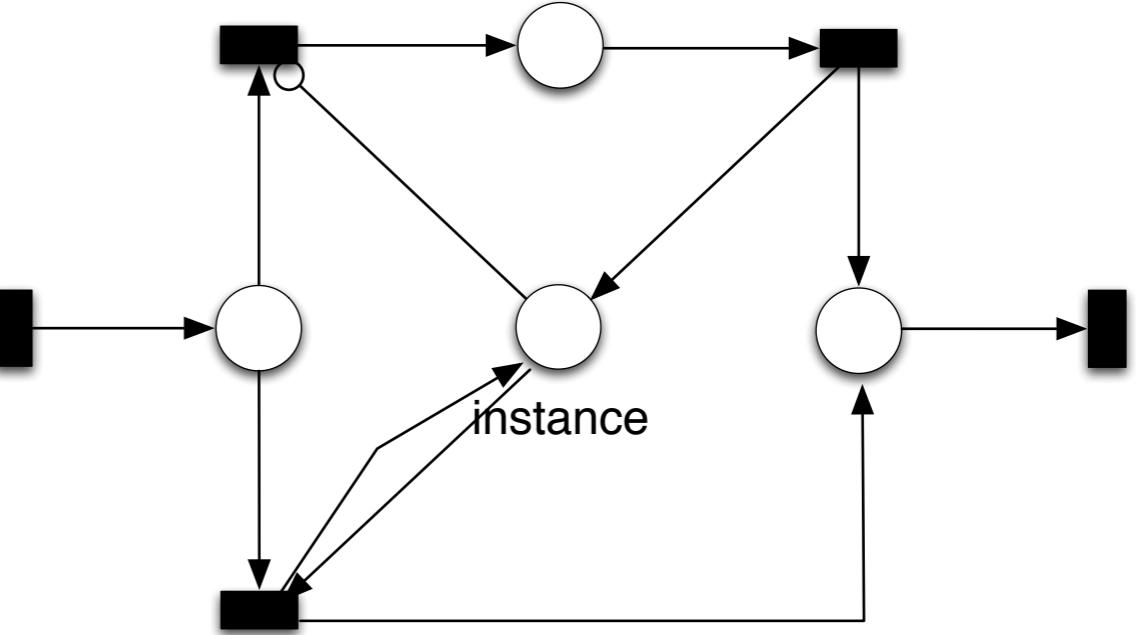
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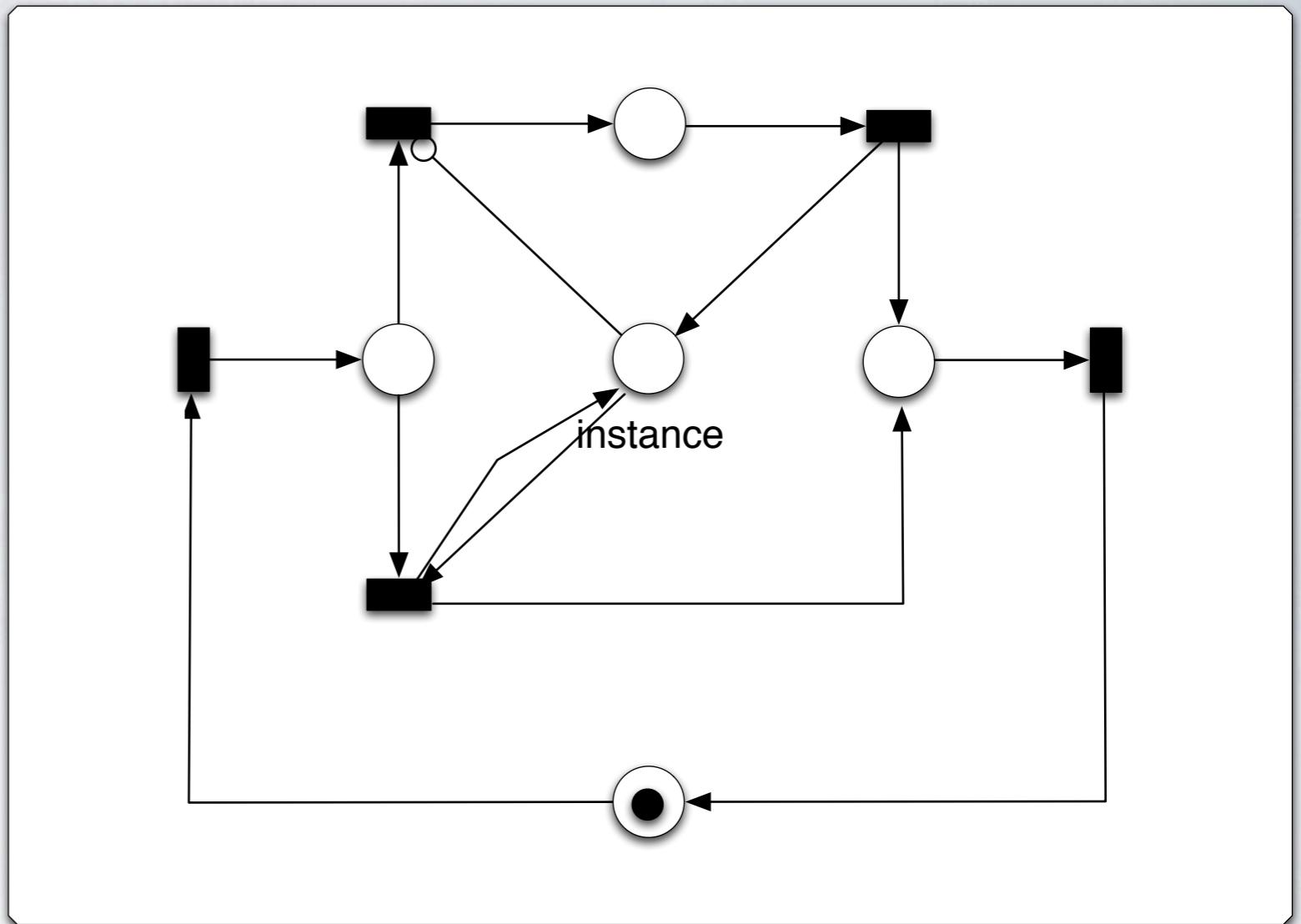
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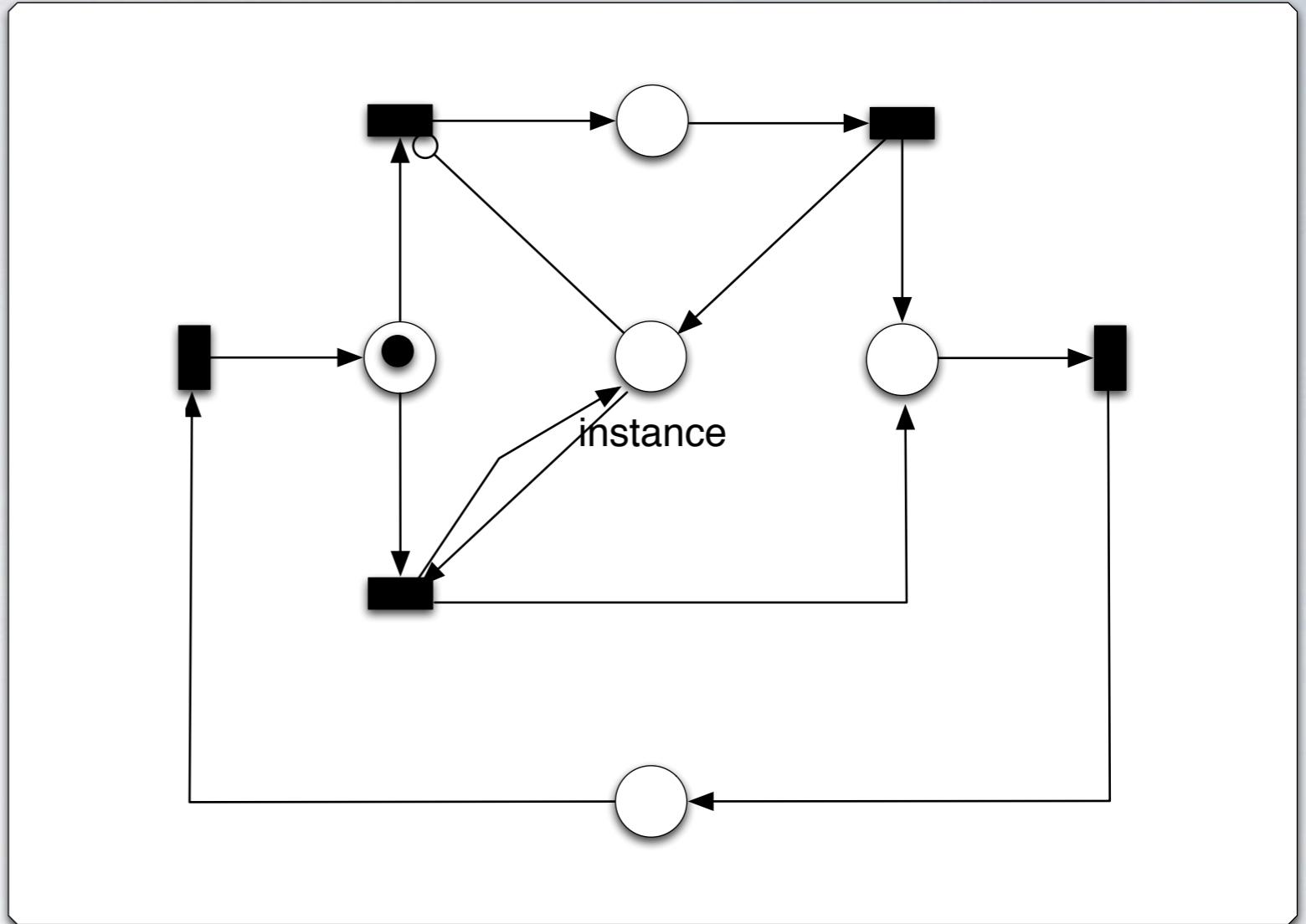
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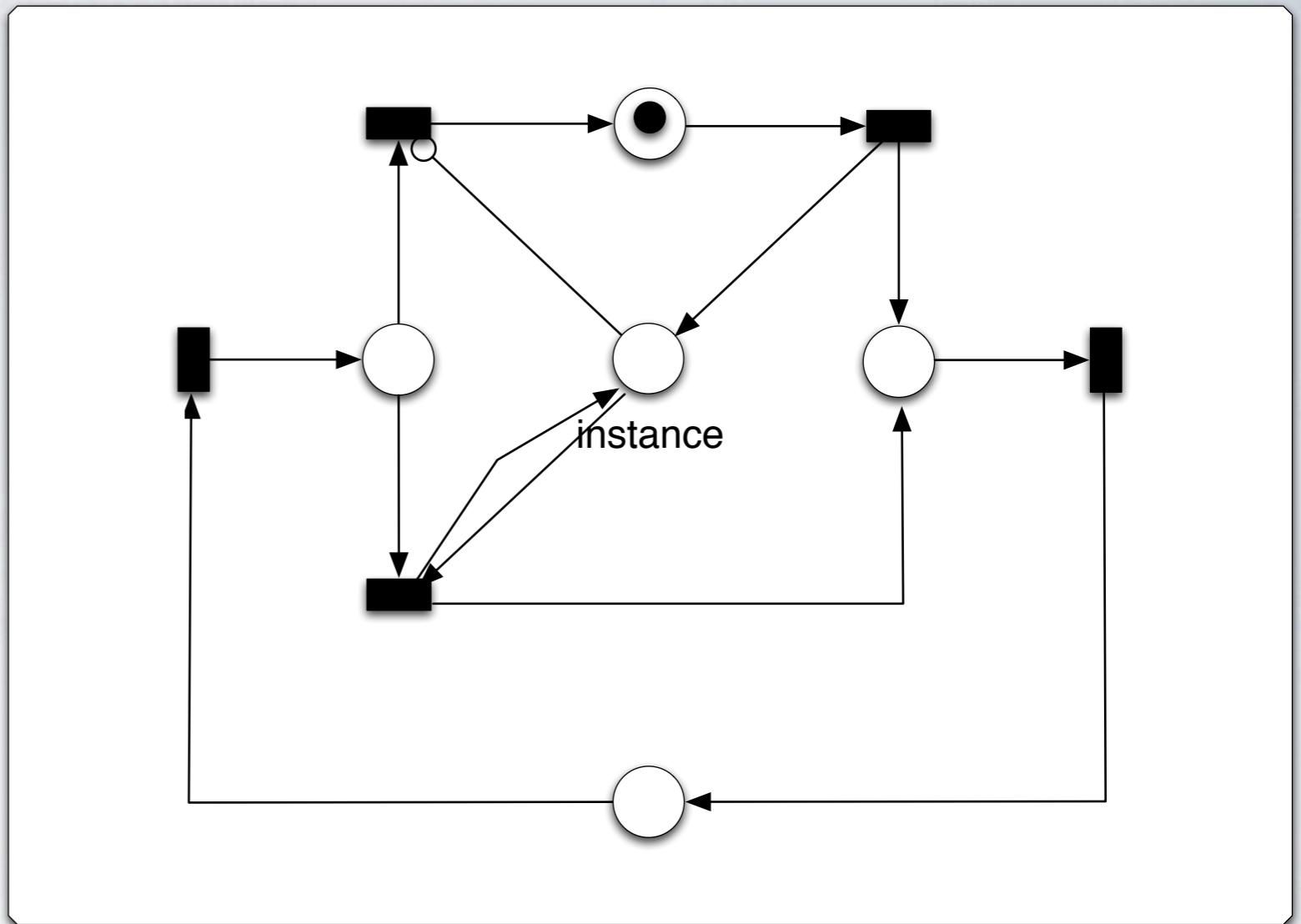
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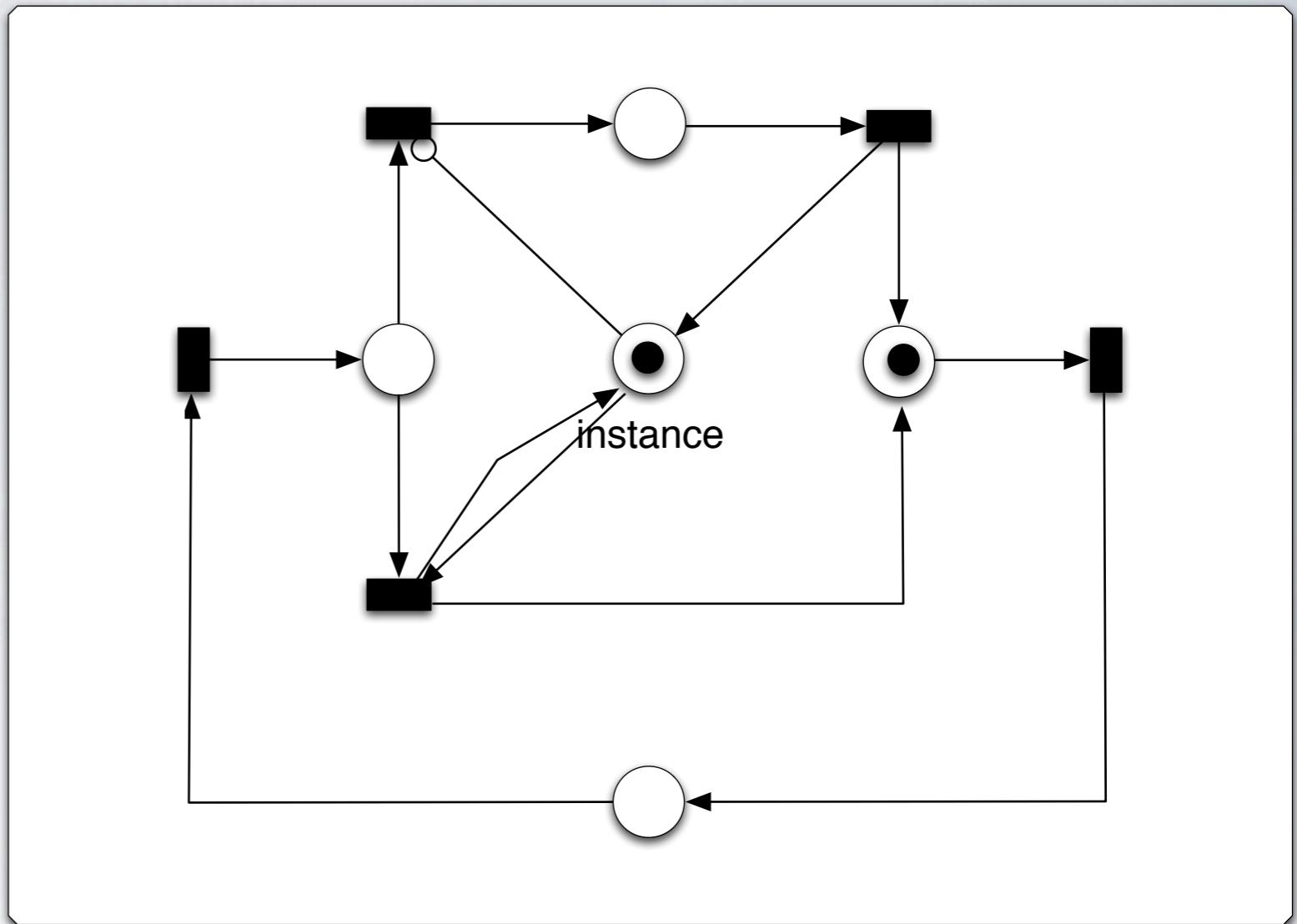
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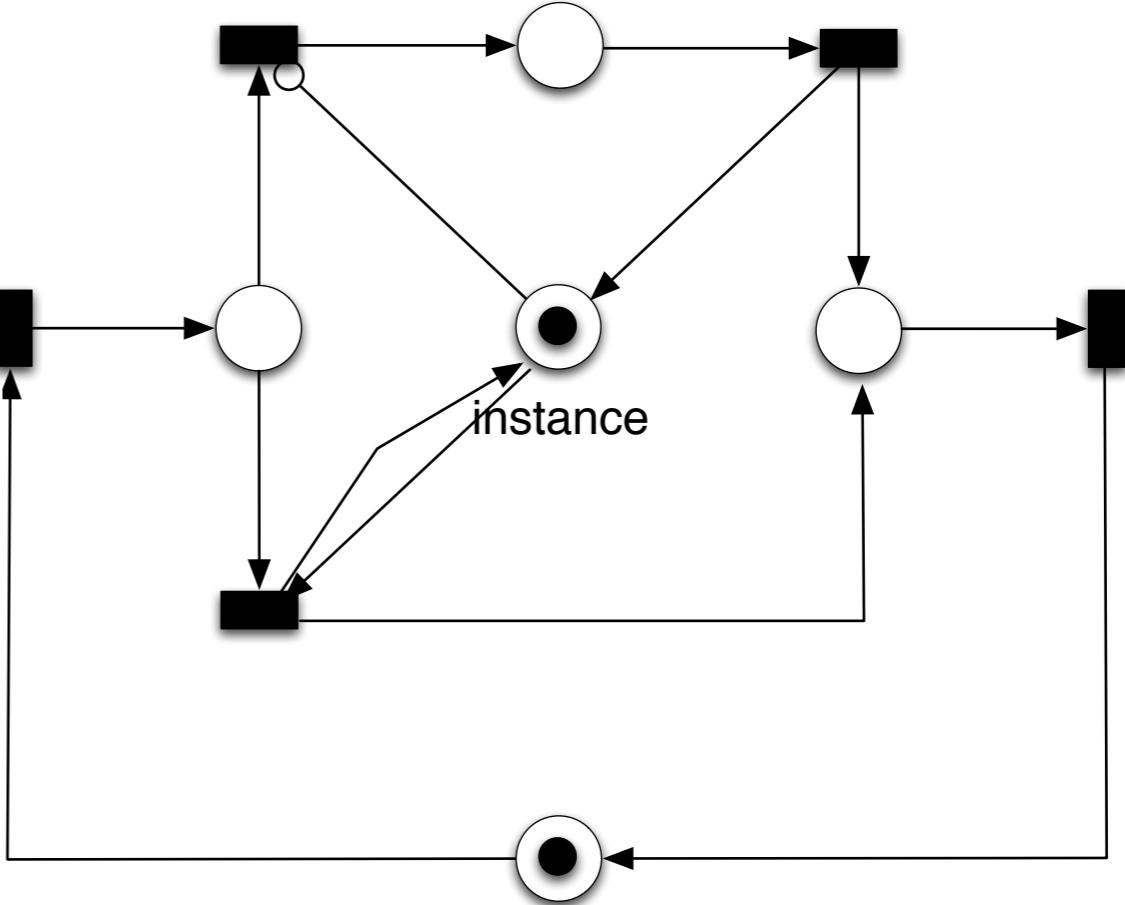
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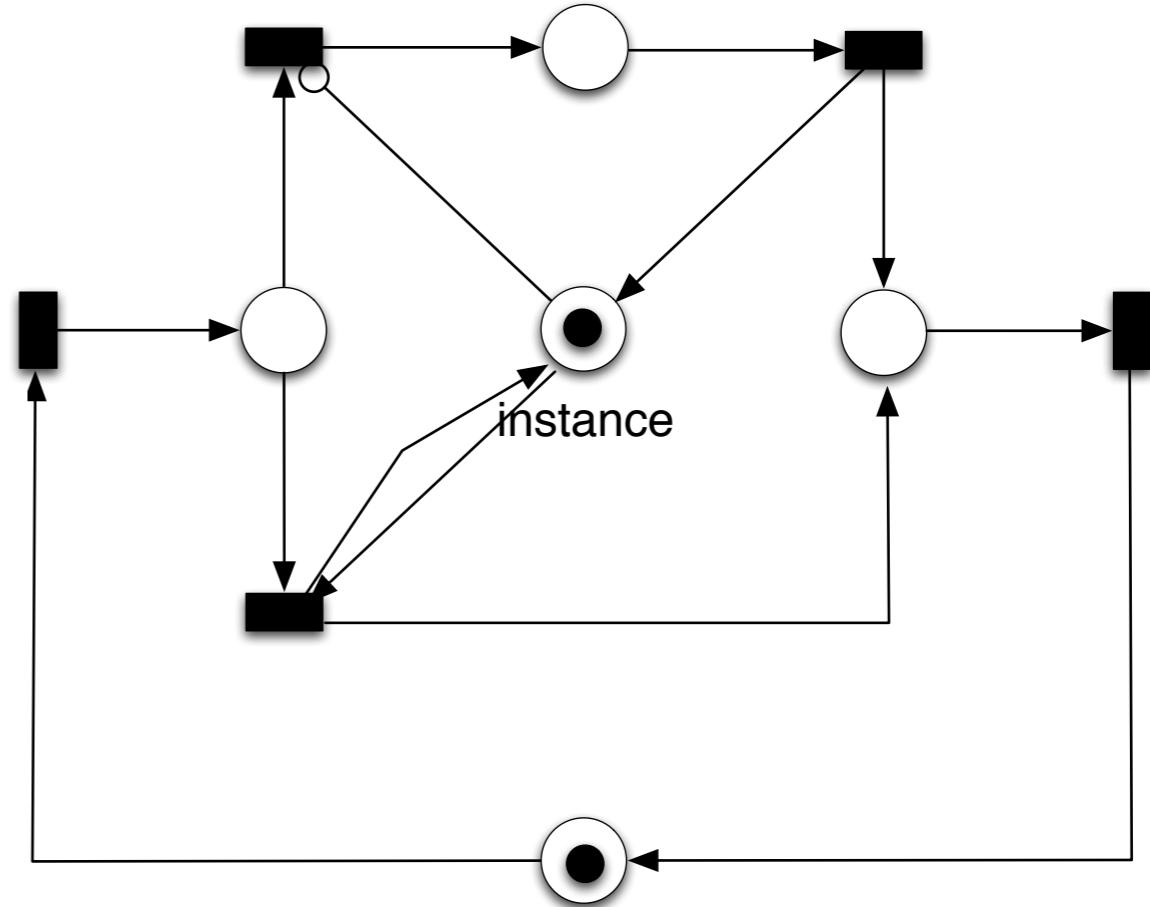
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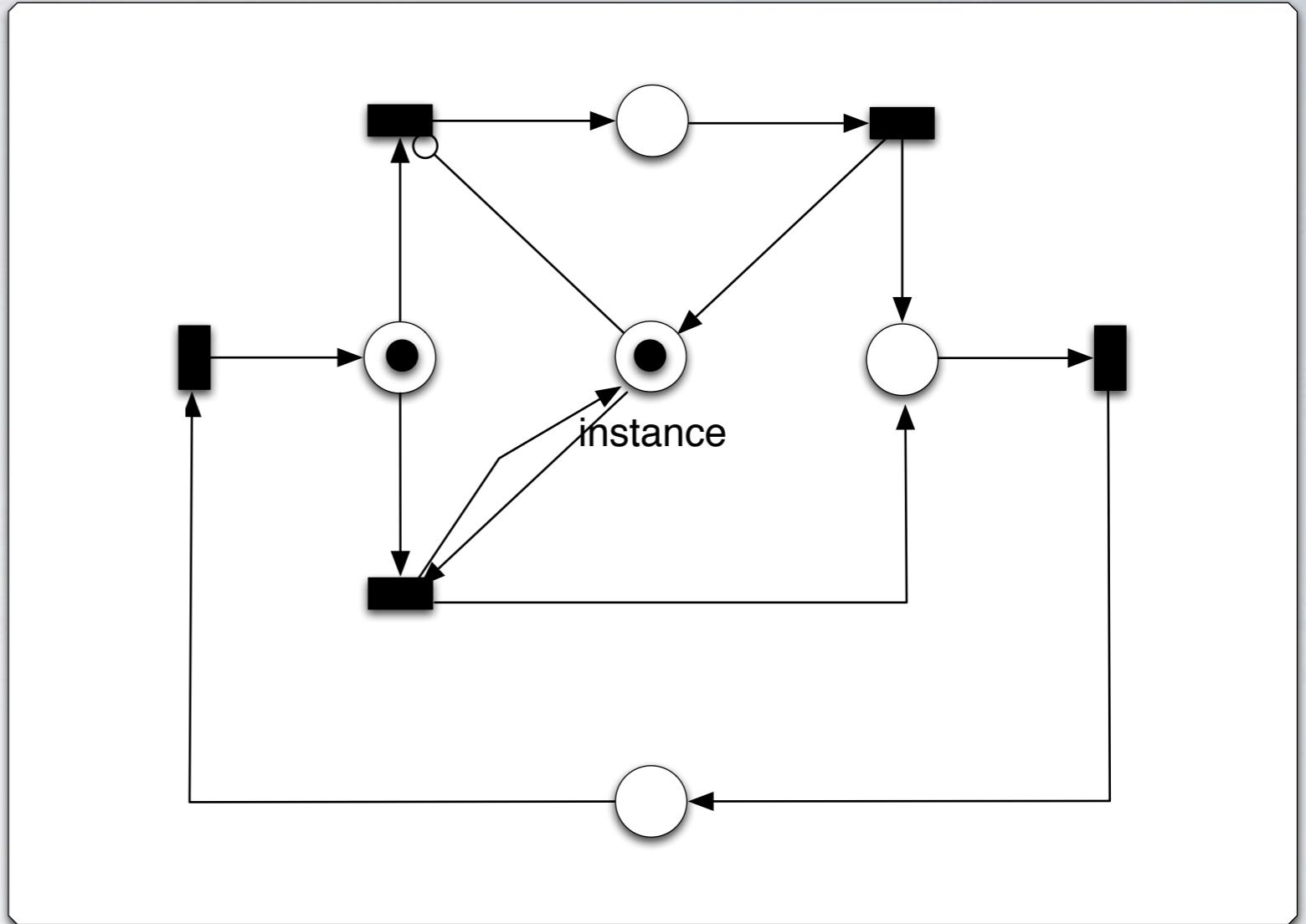
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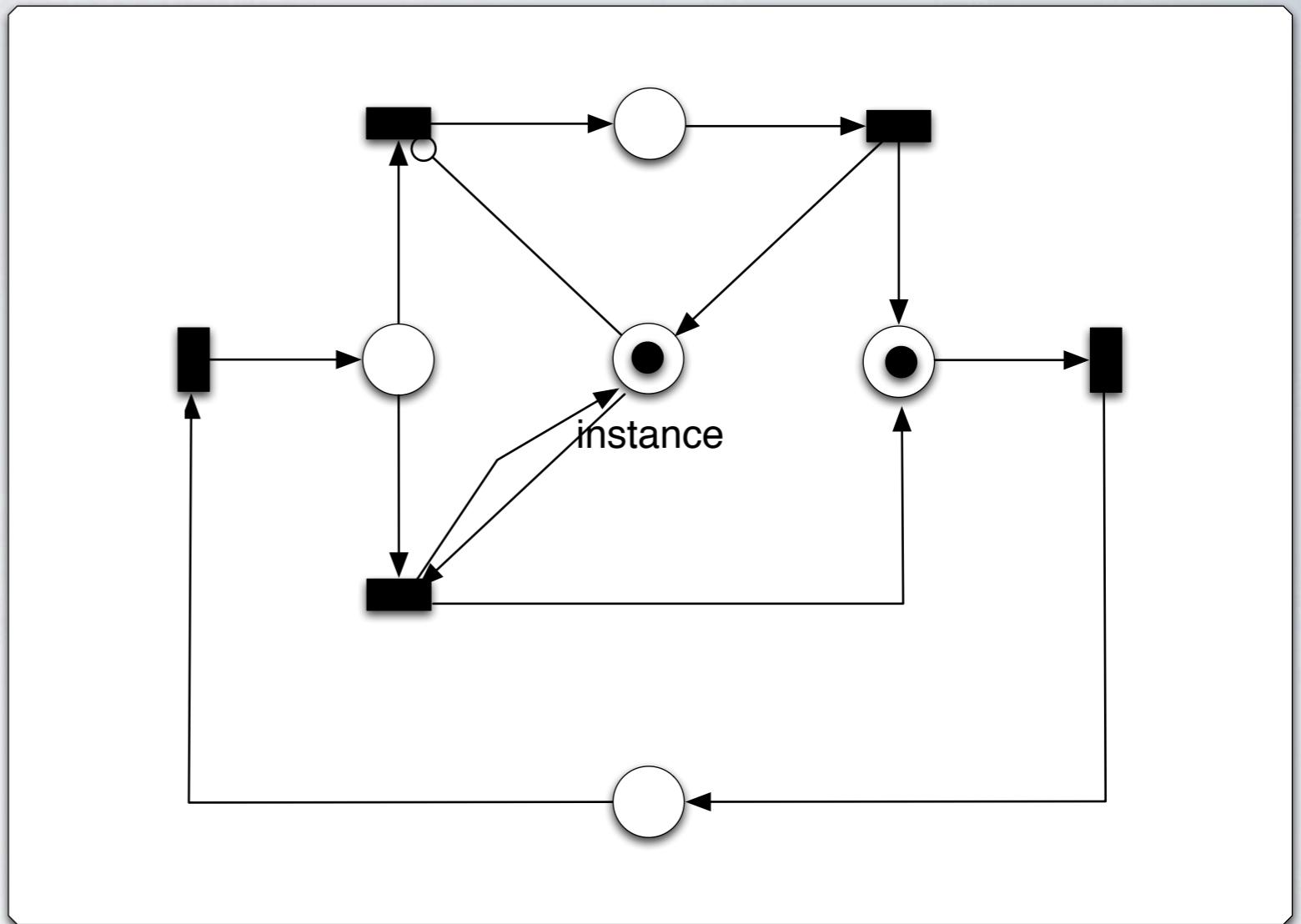
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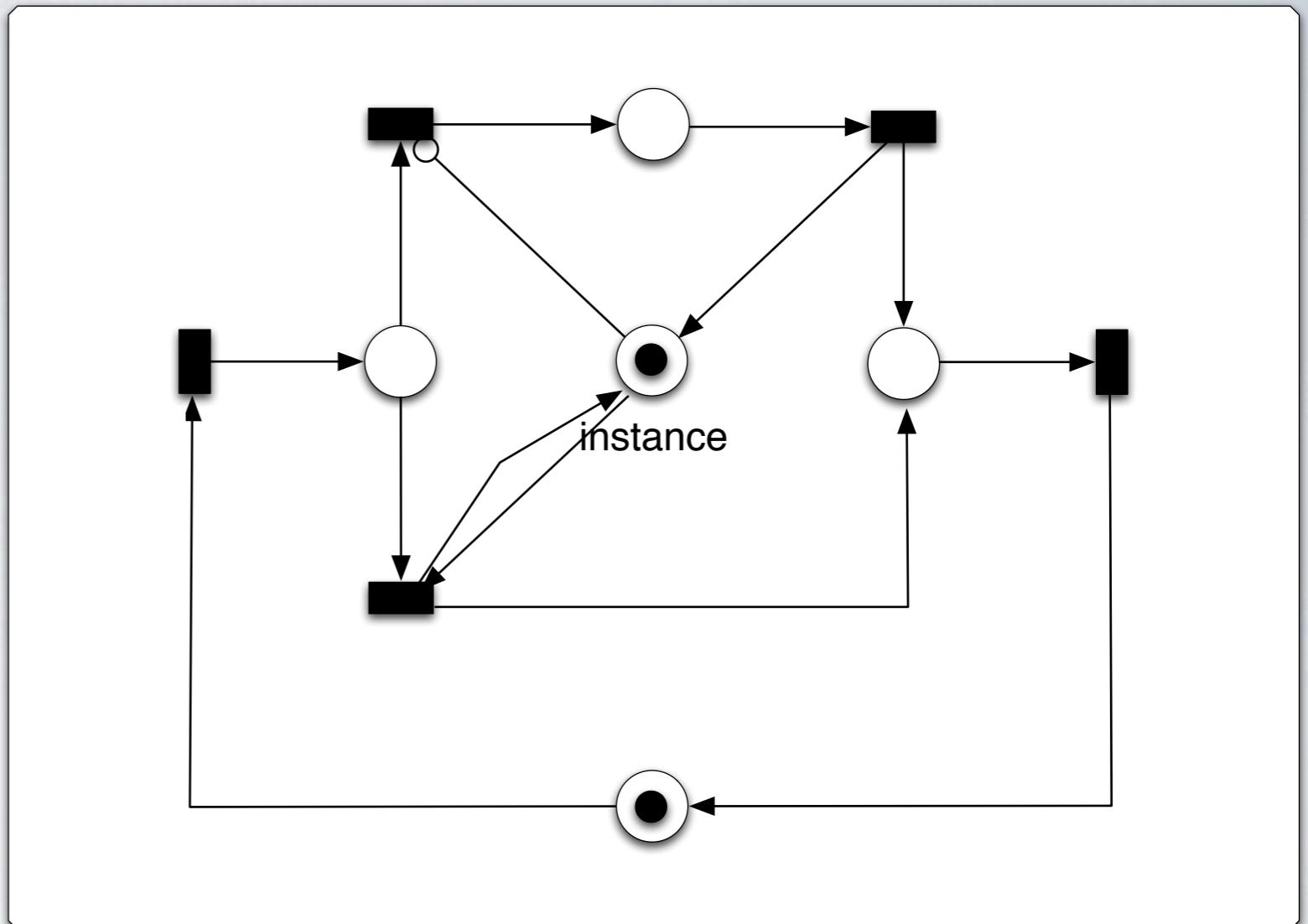
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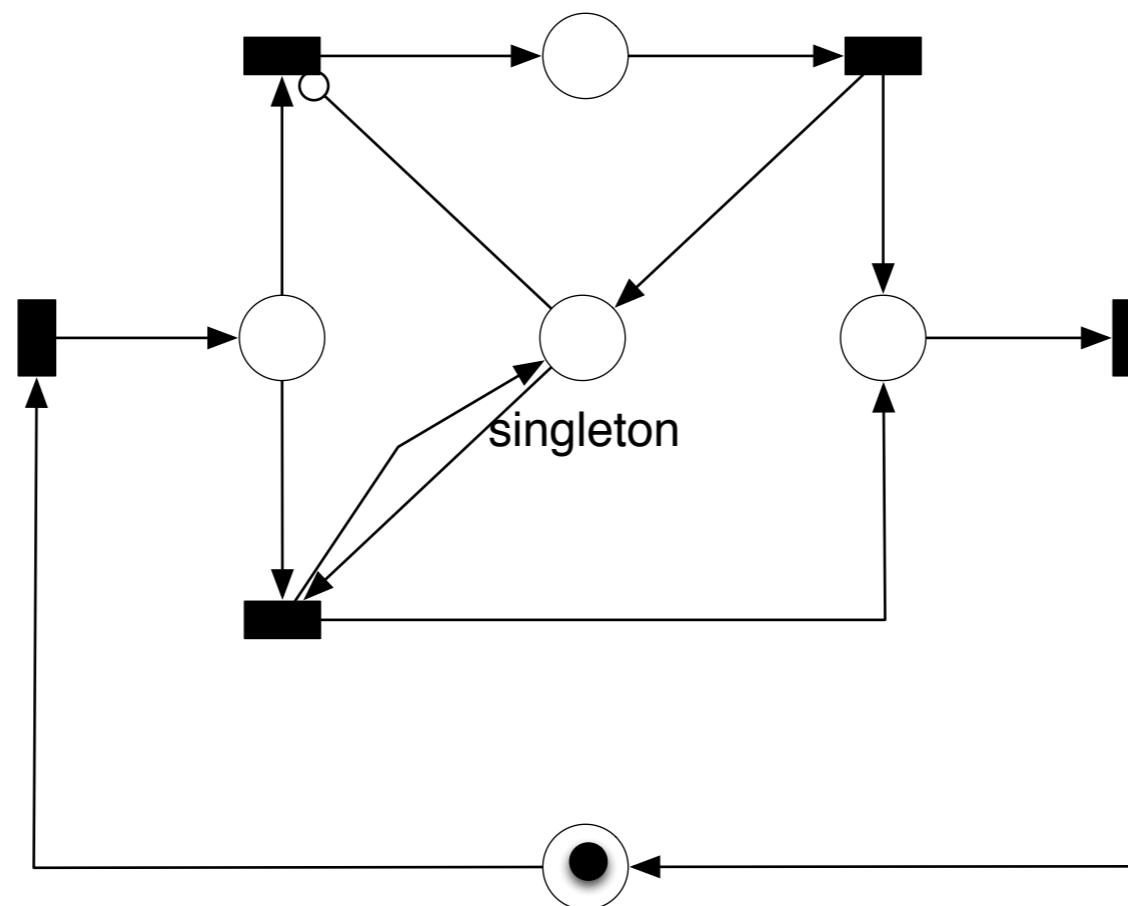
```

It just works!

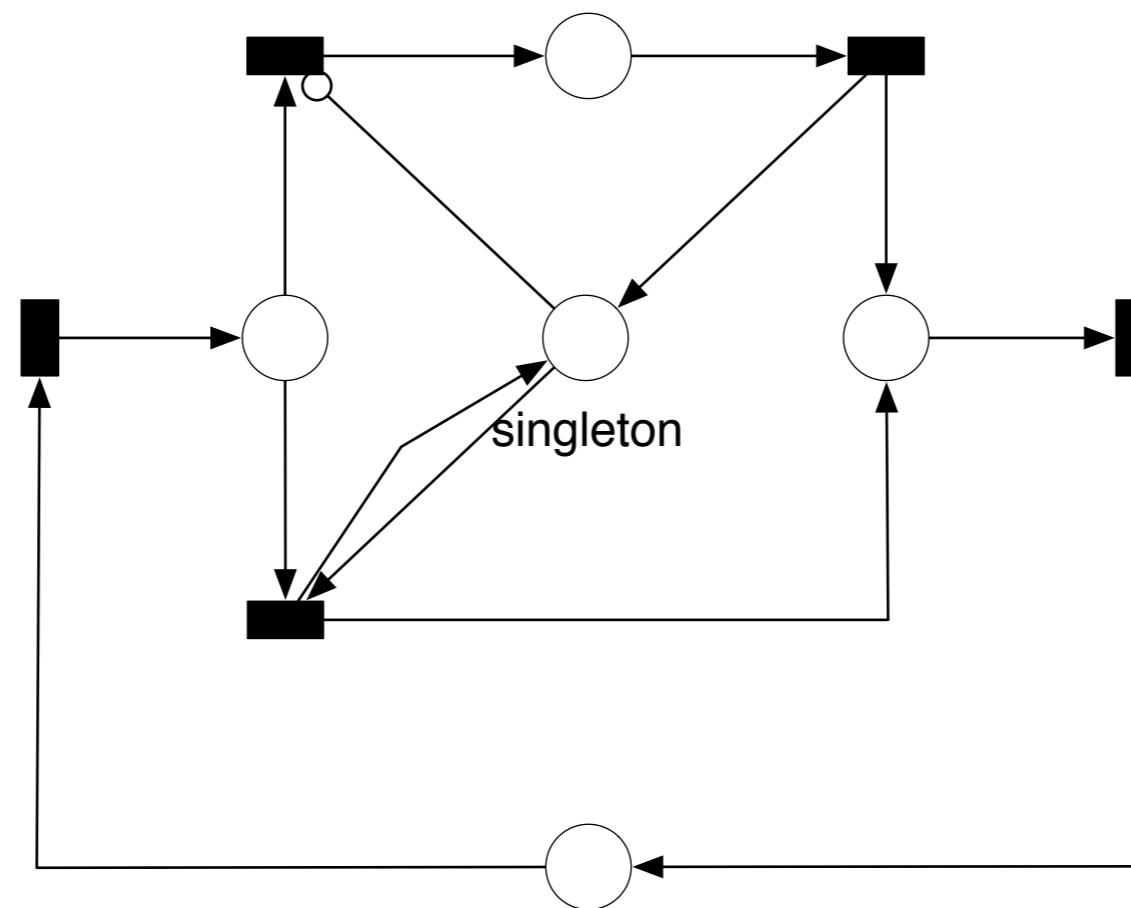
It just works!

... or not

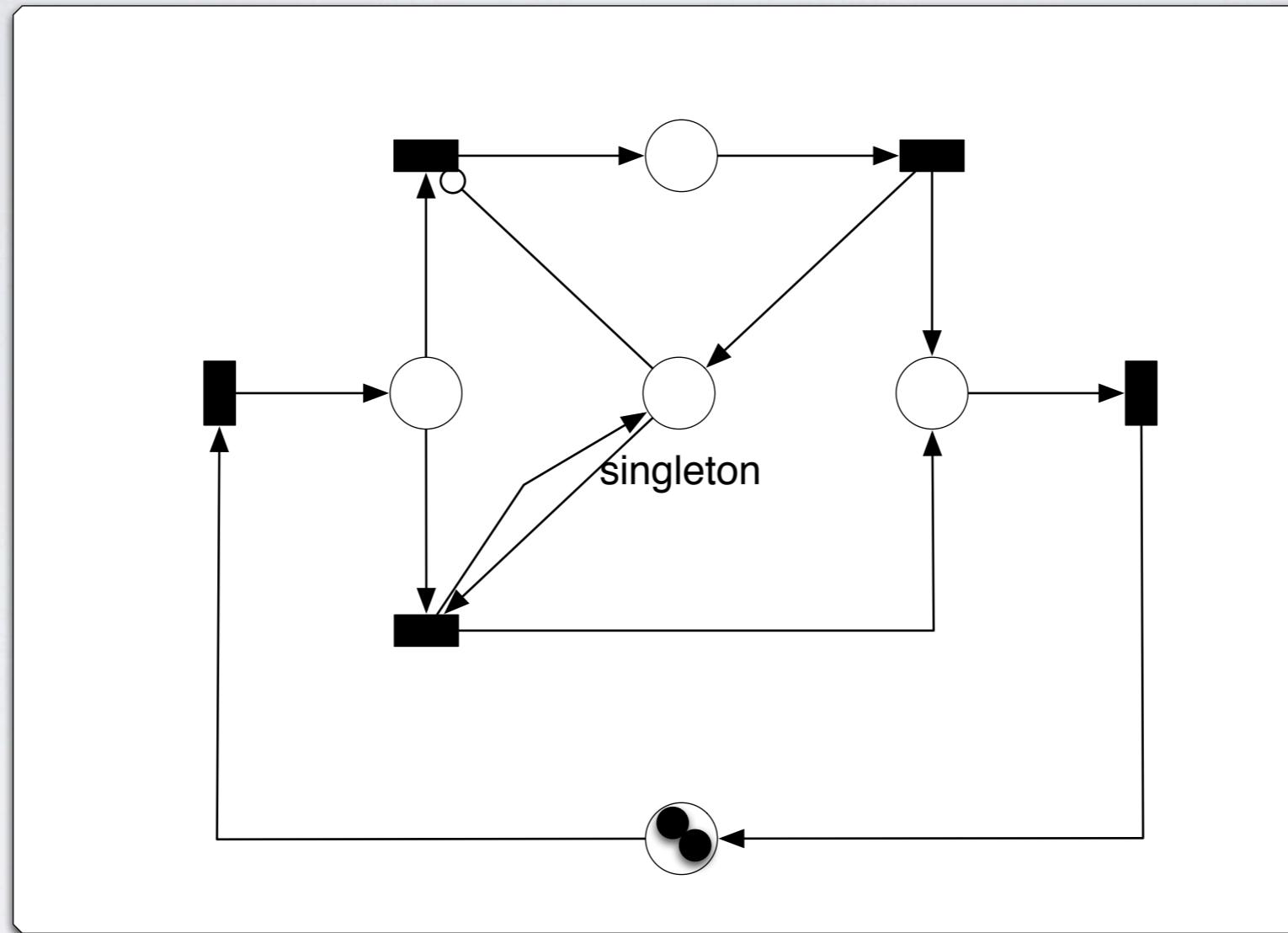
# Multithreading



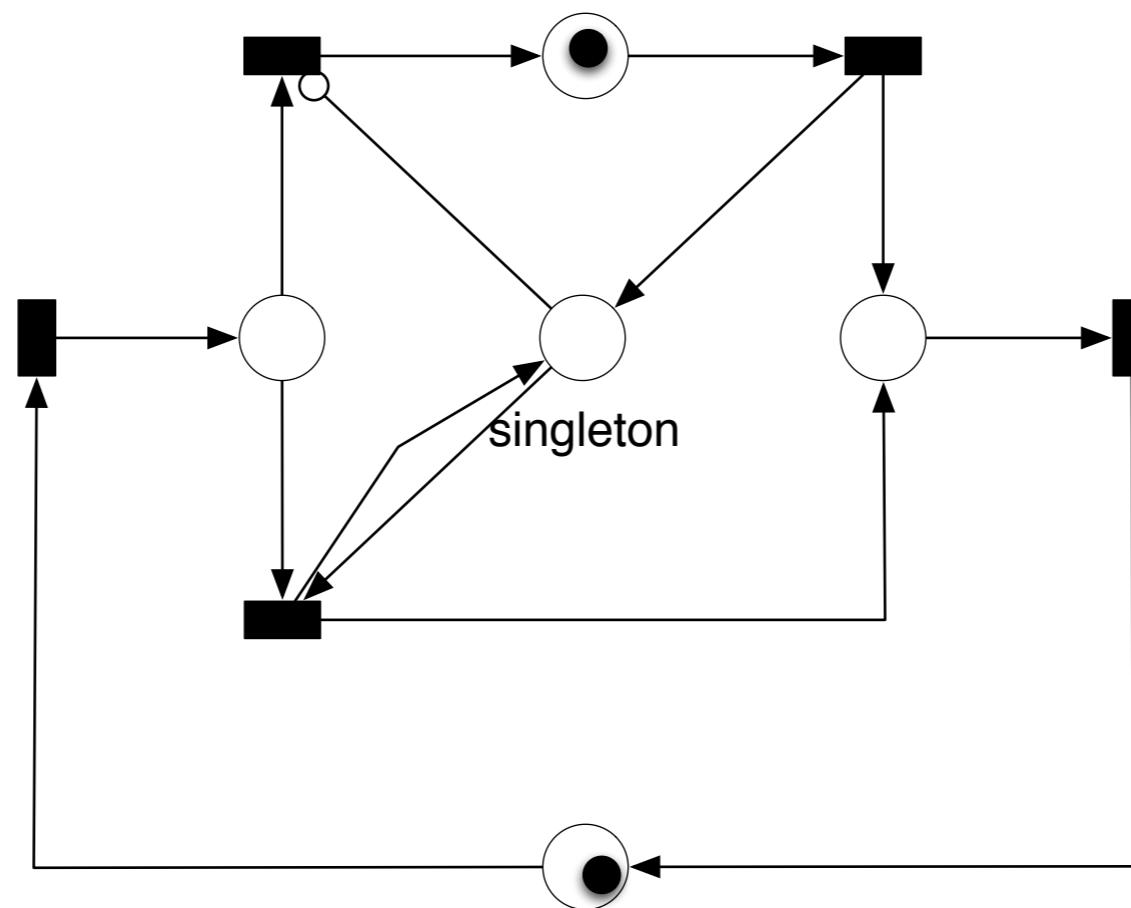
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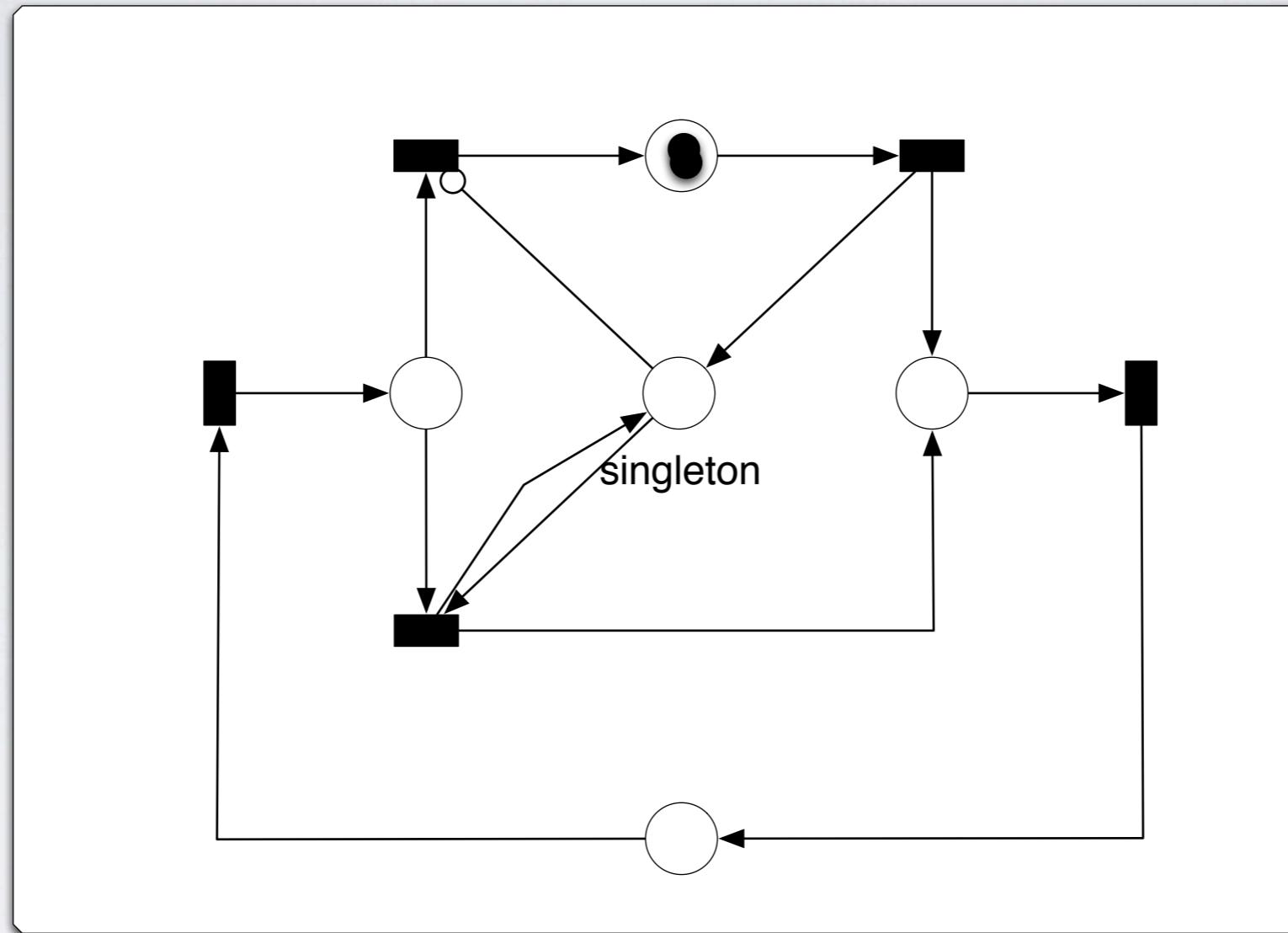
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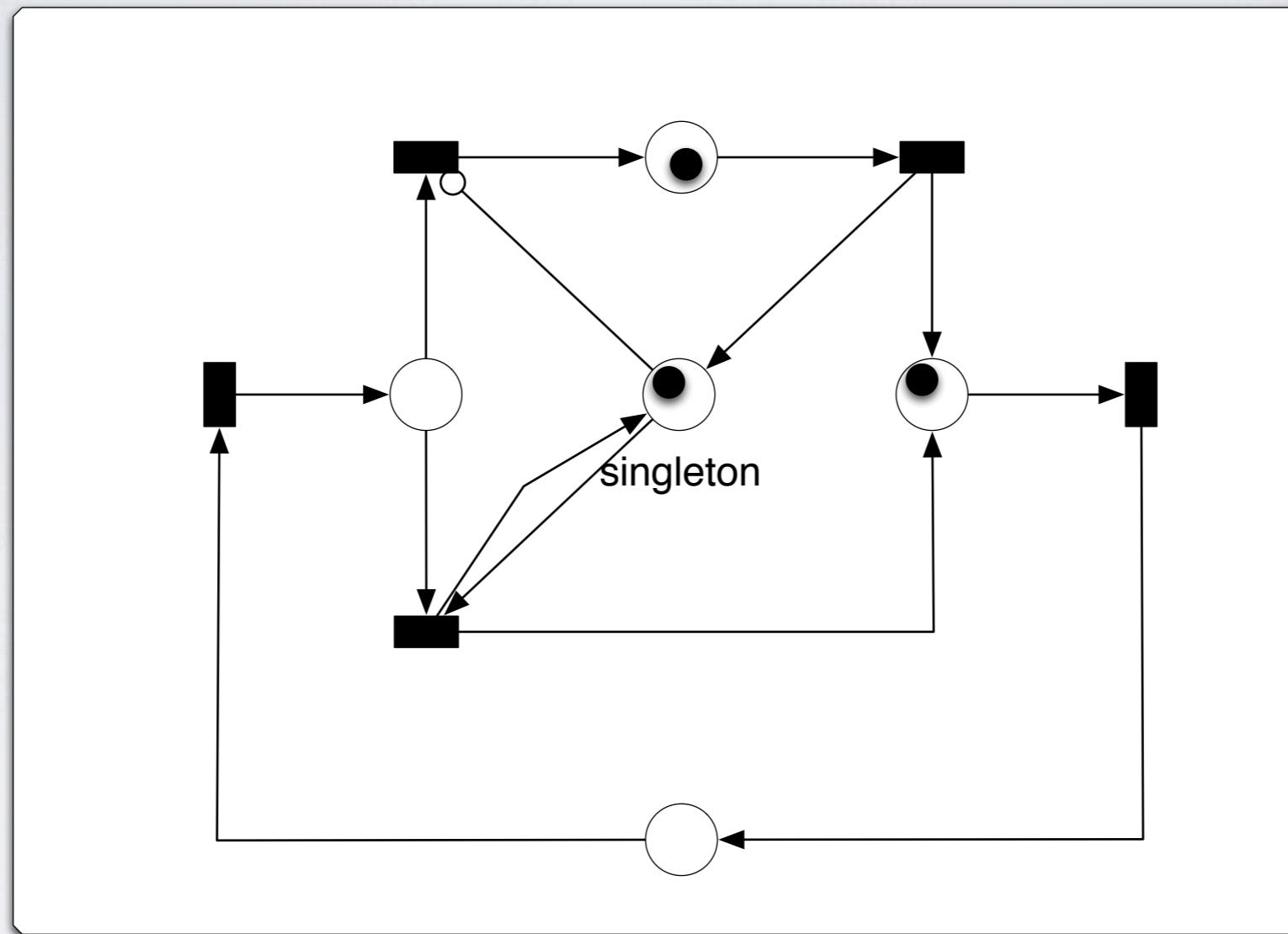
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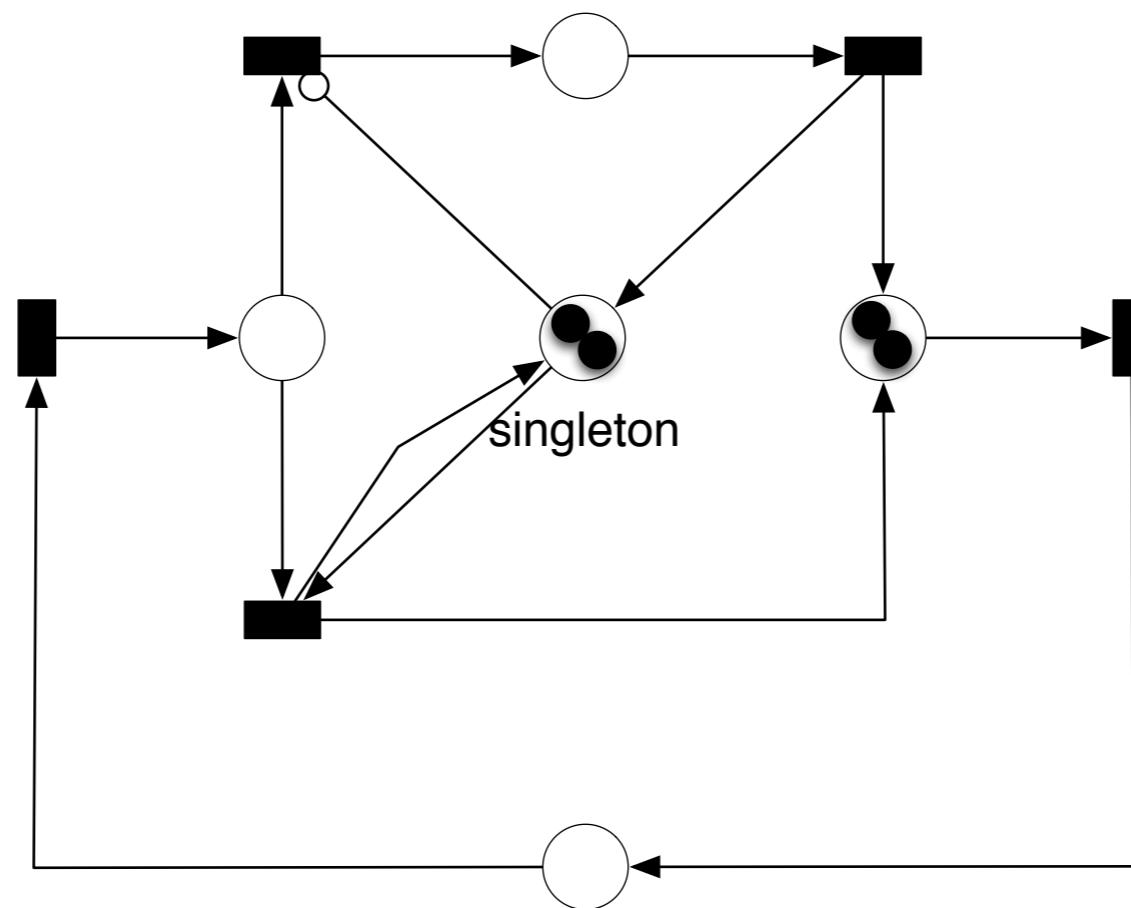
# Multithreading



# Multithreading



# Multithreading



# A good solution

```
class Singleton {  
    private static Singleton instance = null;  
  
    private Singleton() {};  
  
    public static synchronized Singleton getInstance() {  
        if (instance == null) {  
            instance = new Singleton();  
        }  
        return instance;  
    }  
}
```

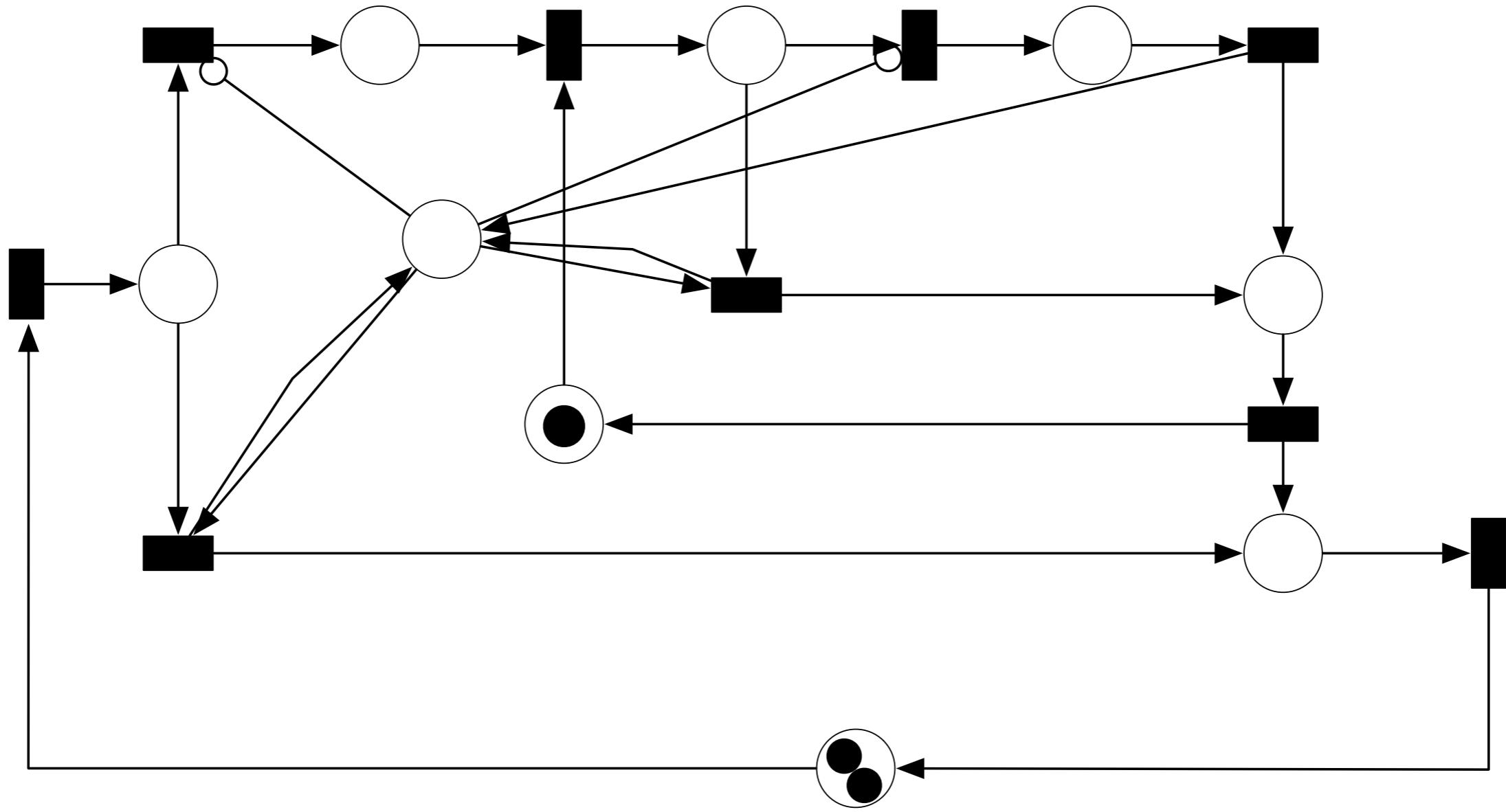
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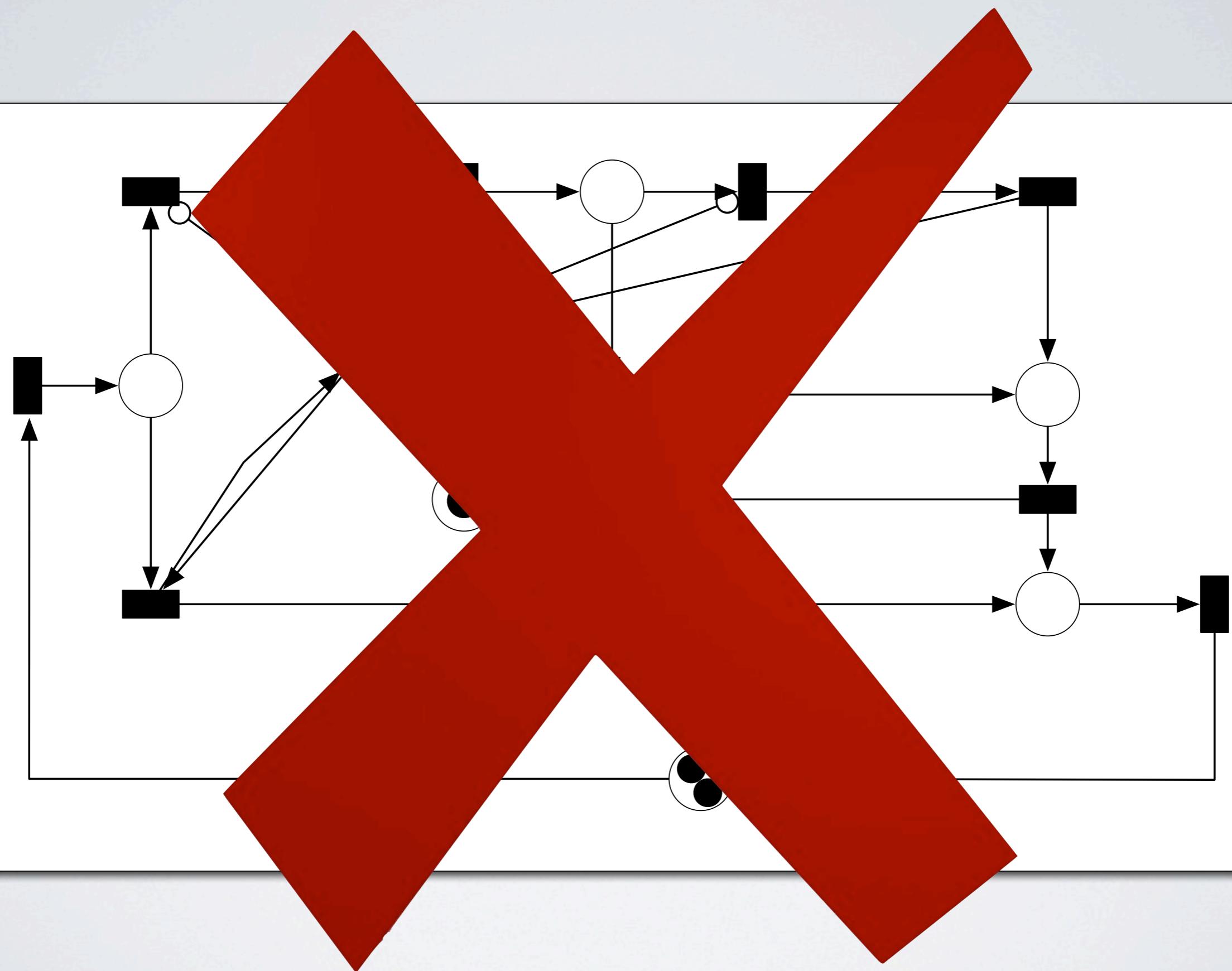
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```

But it is too expensive!

# A well-known cheap solution

```
class Singleton {  
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    public static Singleton getInstance() {  
        if (instance == null) {  
            synchronized(this) {  
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```





# **The "Double-Checked Locking is Broken" Declaration**

**David Bacon et al.**

# The "Double-Checked Locking is Broken" Declaration

David Bacon et al.

A piece of paper with assembly code on it, showing memory addresses and instructions. The code appears to be C# JIT assembly:

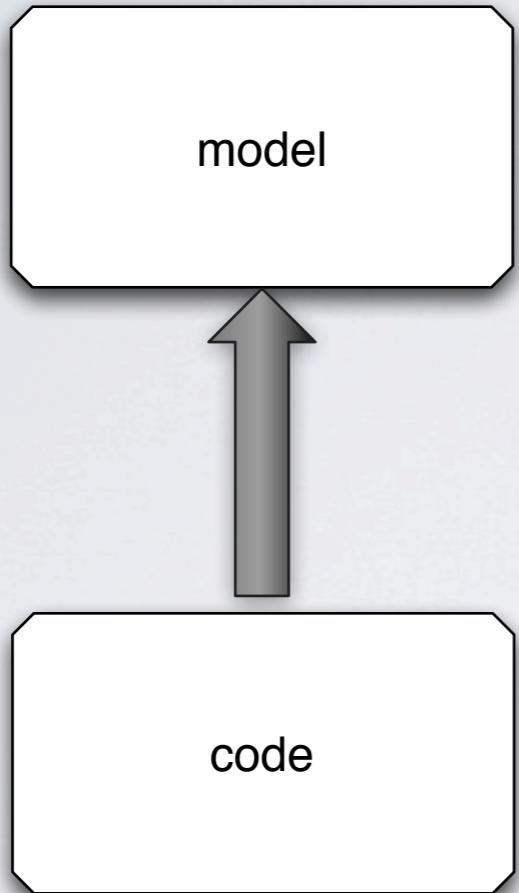
Address	Instruction	Description
0206106A	mov	eax, 0F97E78h
0206106F	call	01F6B210
02061074	mov	dword ptr [ebp], eax
02061077	mov	ecx, dword ptr [eax]
02061079	mov	dword ptr [ecx], 100h
0206107F	mov	dword ptr [ecx+4], 200h
02061086	mov	dword ptr [ecx+8], 400h
0206108D	mov	dword ptr [ecx+0Ch], 0F84030h

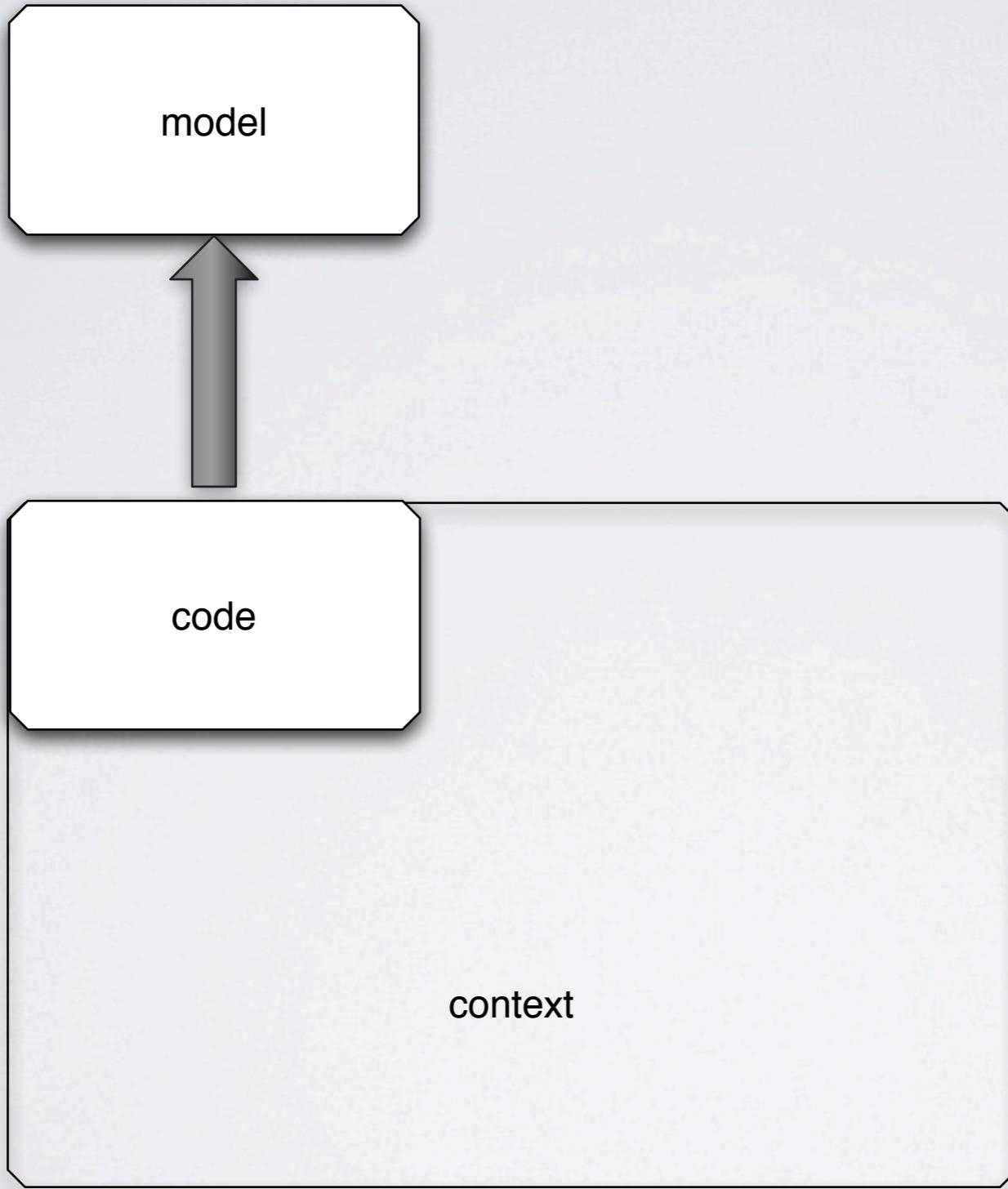
Do we modify the model...

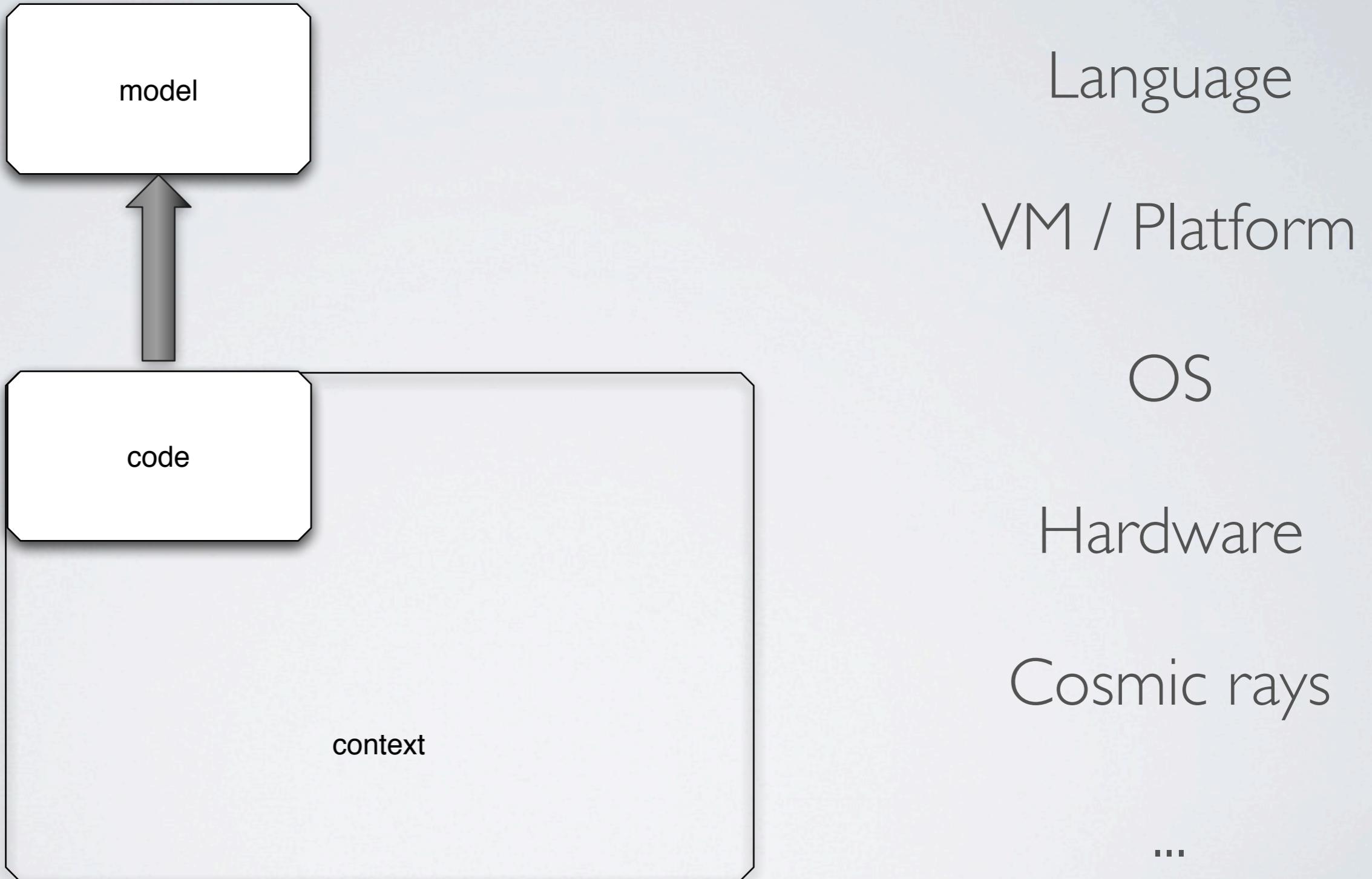
Do we modify the model... again?

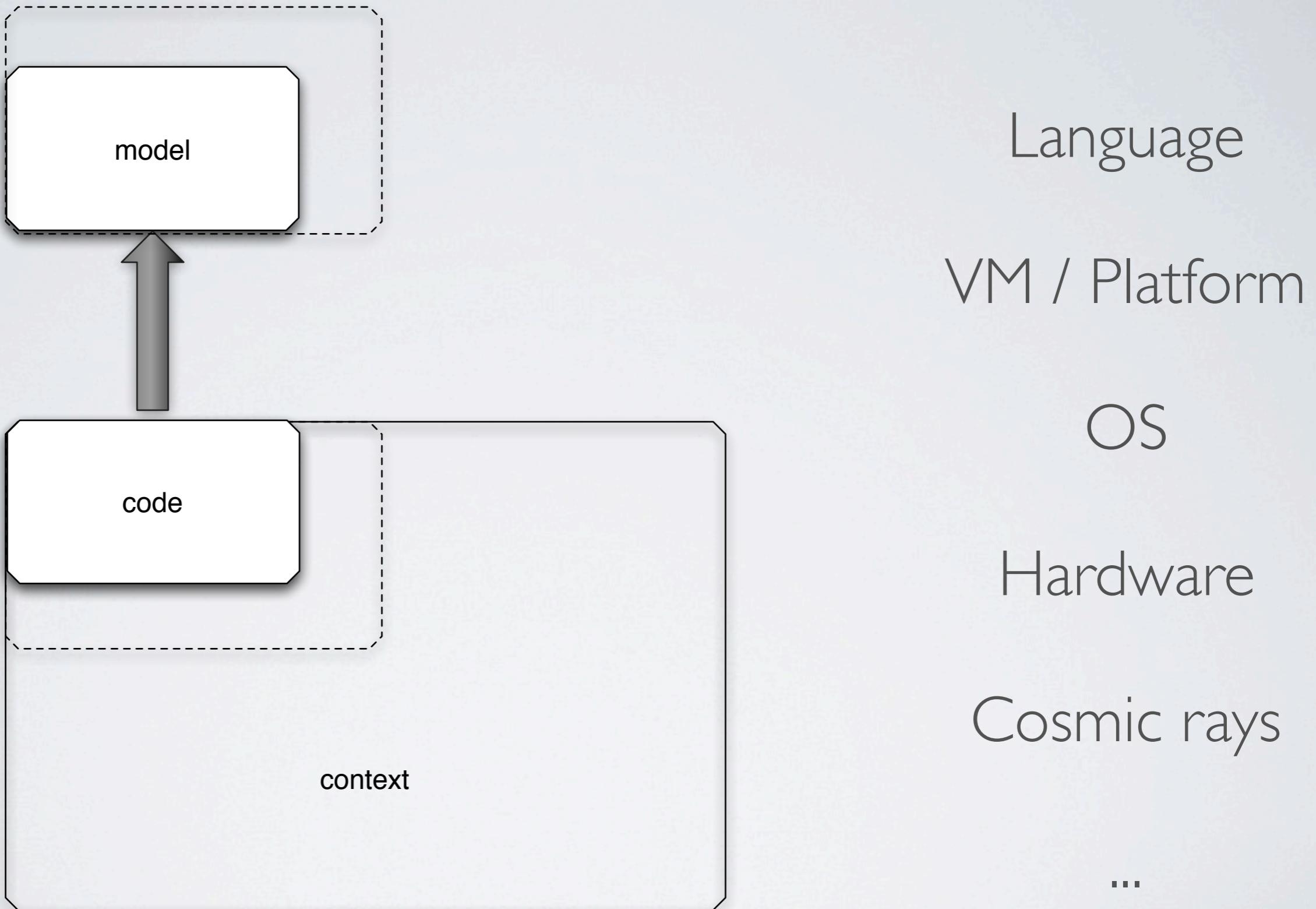
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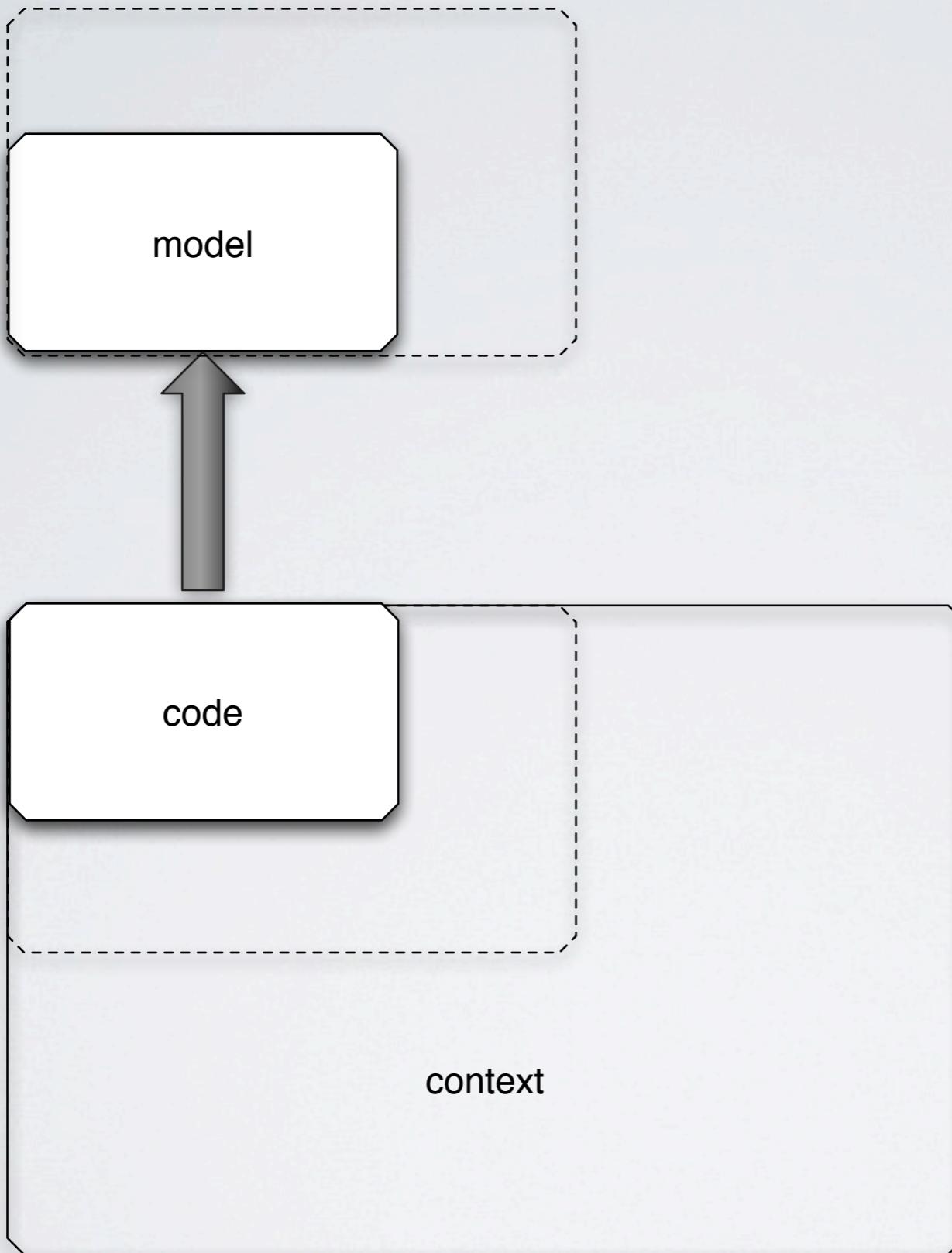
The transformation is  
abstracting the bugs!











Language

VM / Platform

OS

Hardware

Cosmic rays

...



“ Relevant correctness  
requirements ”



G. Holzmann

“ Relevant correctness requirements ”



G. Cadea

“ In-vivo and in-vitro executions ”



G. Holzmann

*Fool me once, shame on you;  
fool me twice, shame on me*

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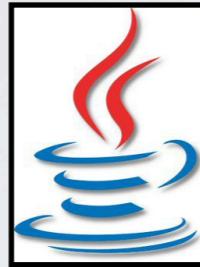
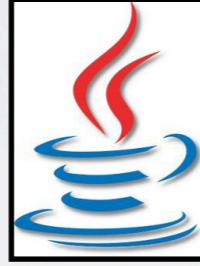
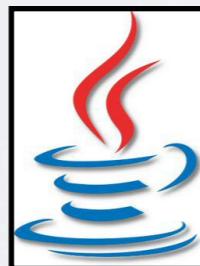
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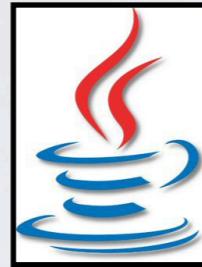
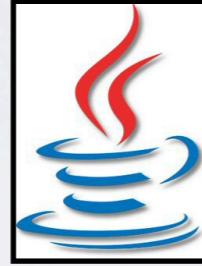
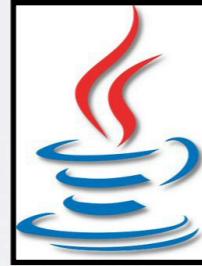
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## Multithreading

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## Processor optimisations

Risk involved	Program	Expected behavior
Multithreading		Multiple singletons
Multithreading		Delays
Execution in Windows		OS crash
...	...	...

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Multithreading		Multiple singletons
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A. Podelski



A. Podelski

“Recycling of Program  
Correctness Proofs”



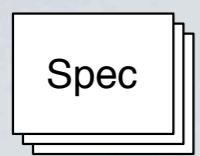
A. Podelski

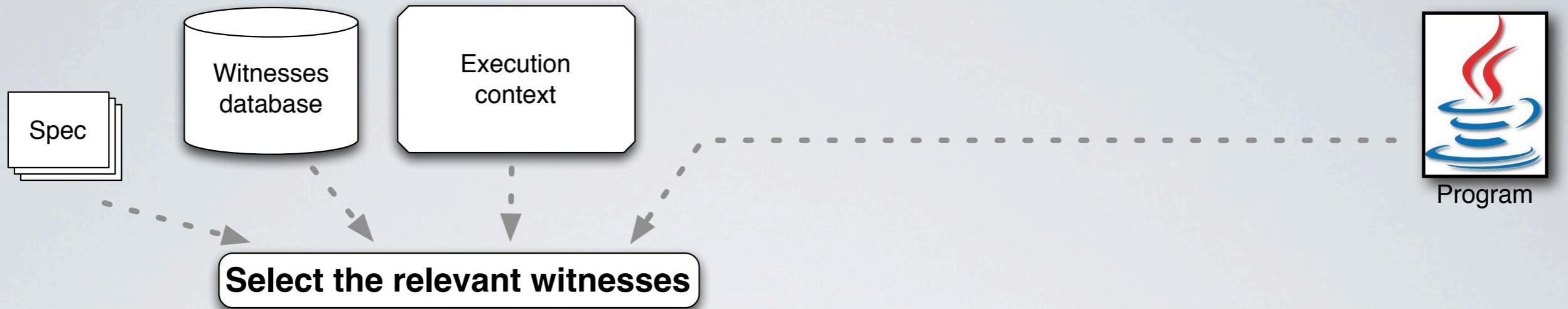
“Recycling of Program  
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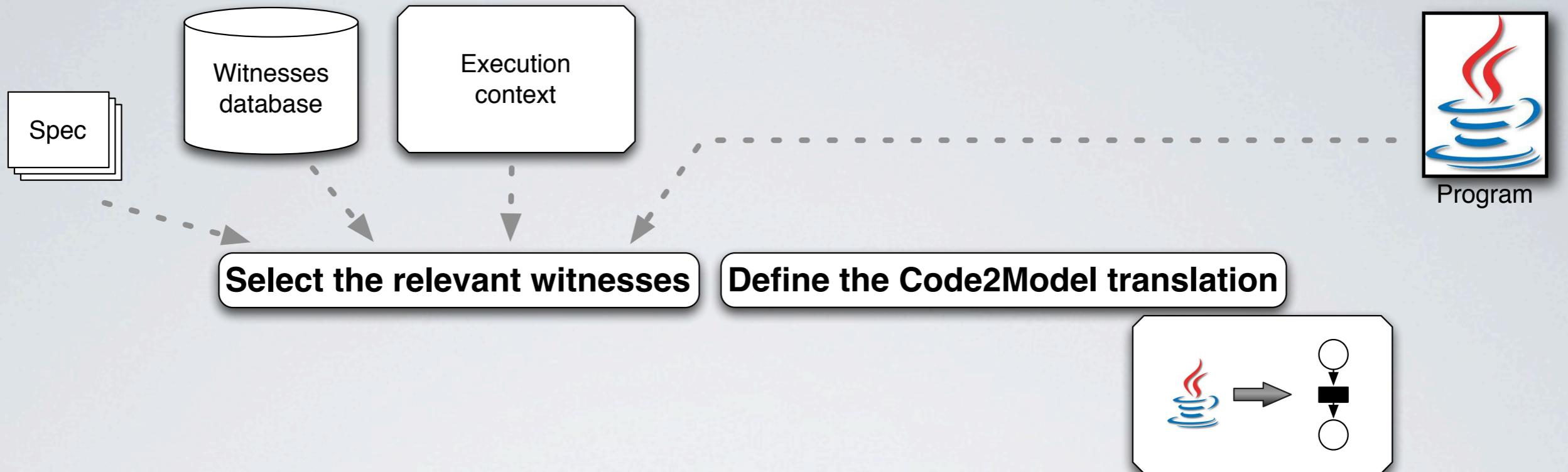
“A crazy idea”

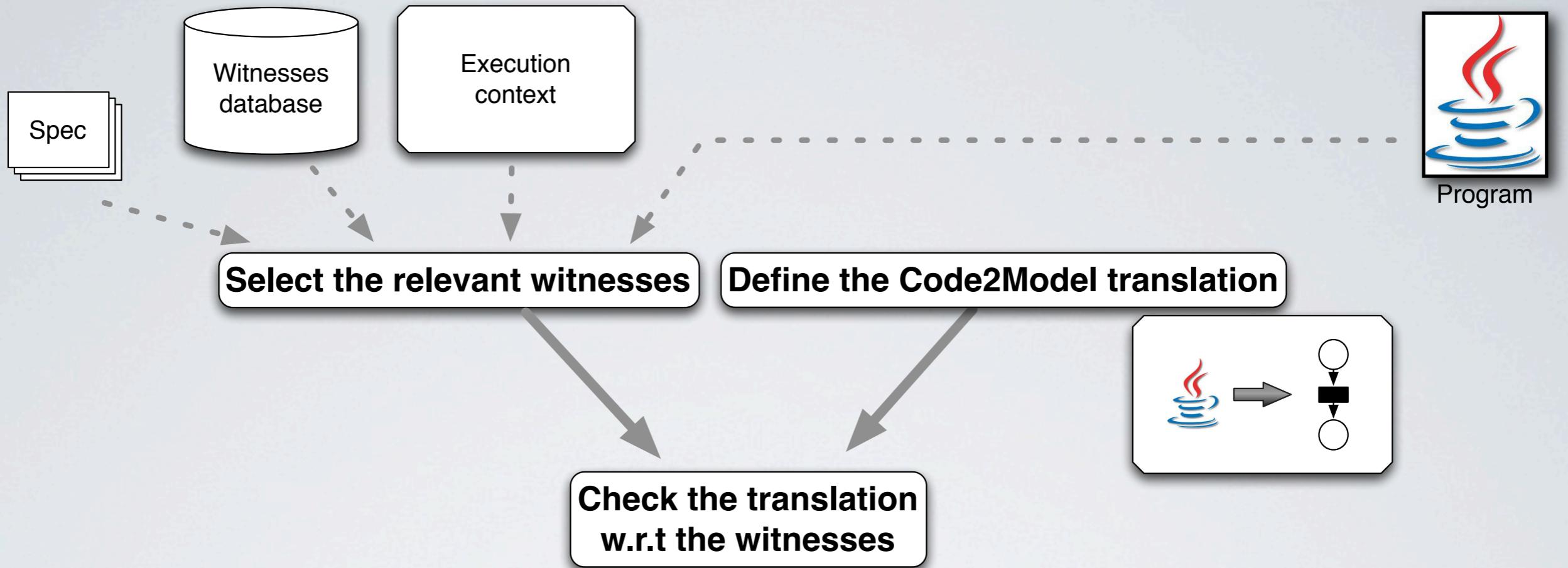


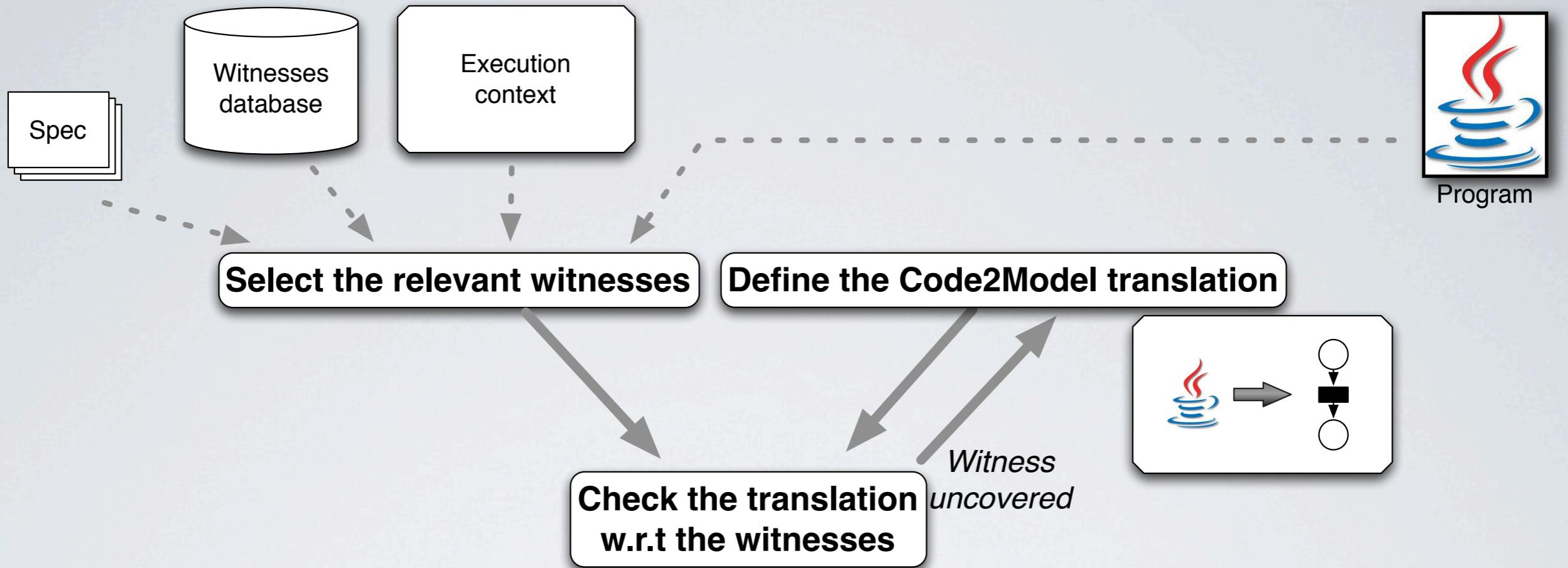


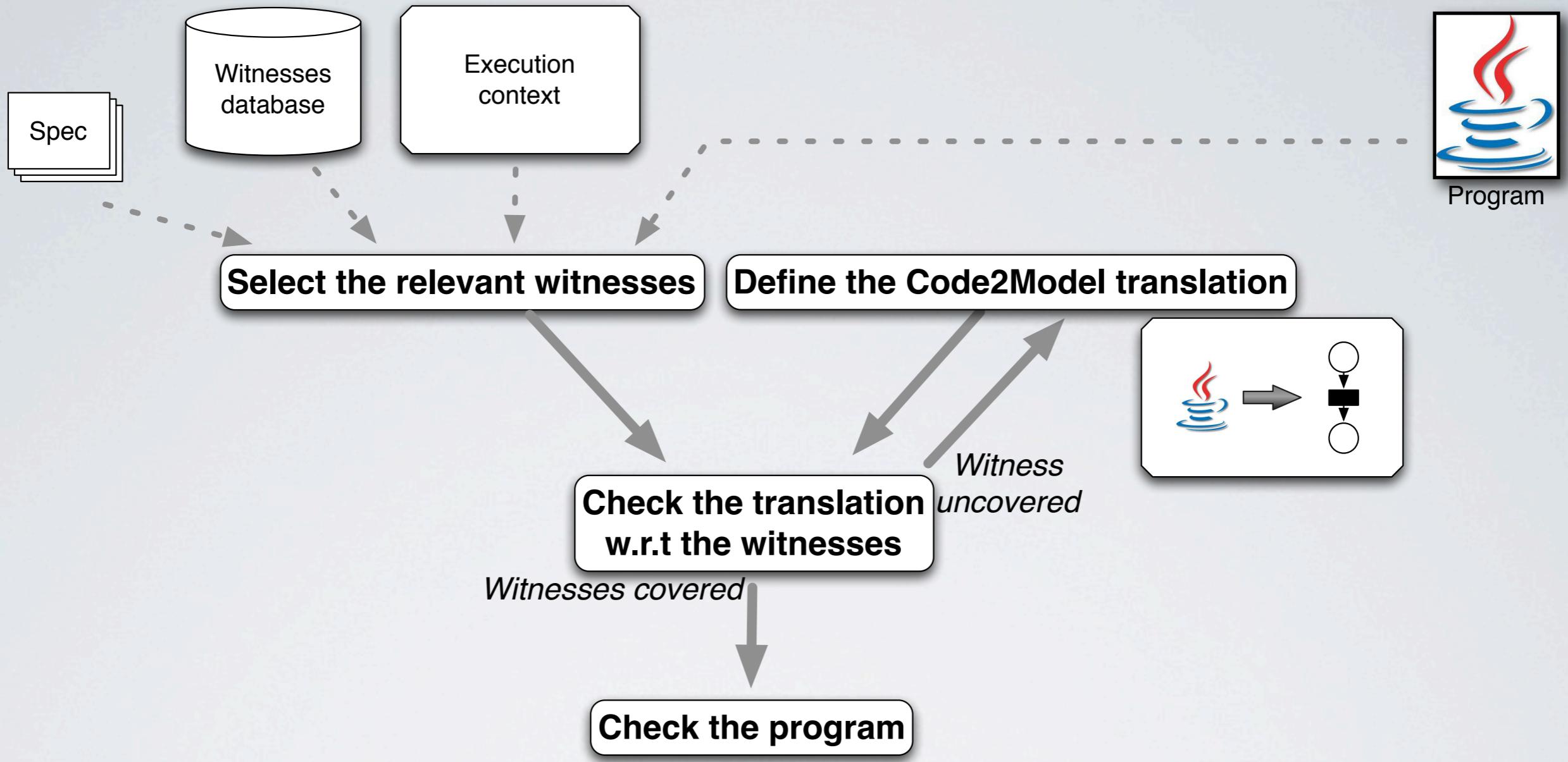


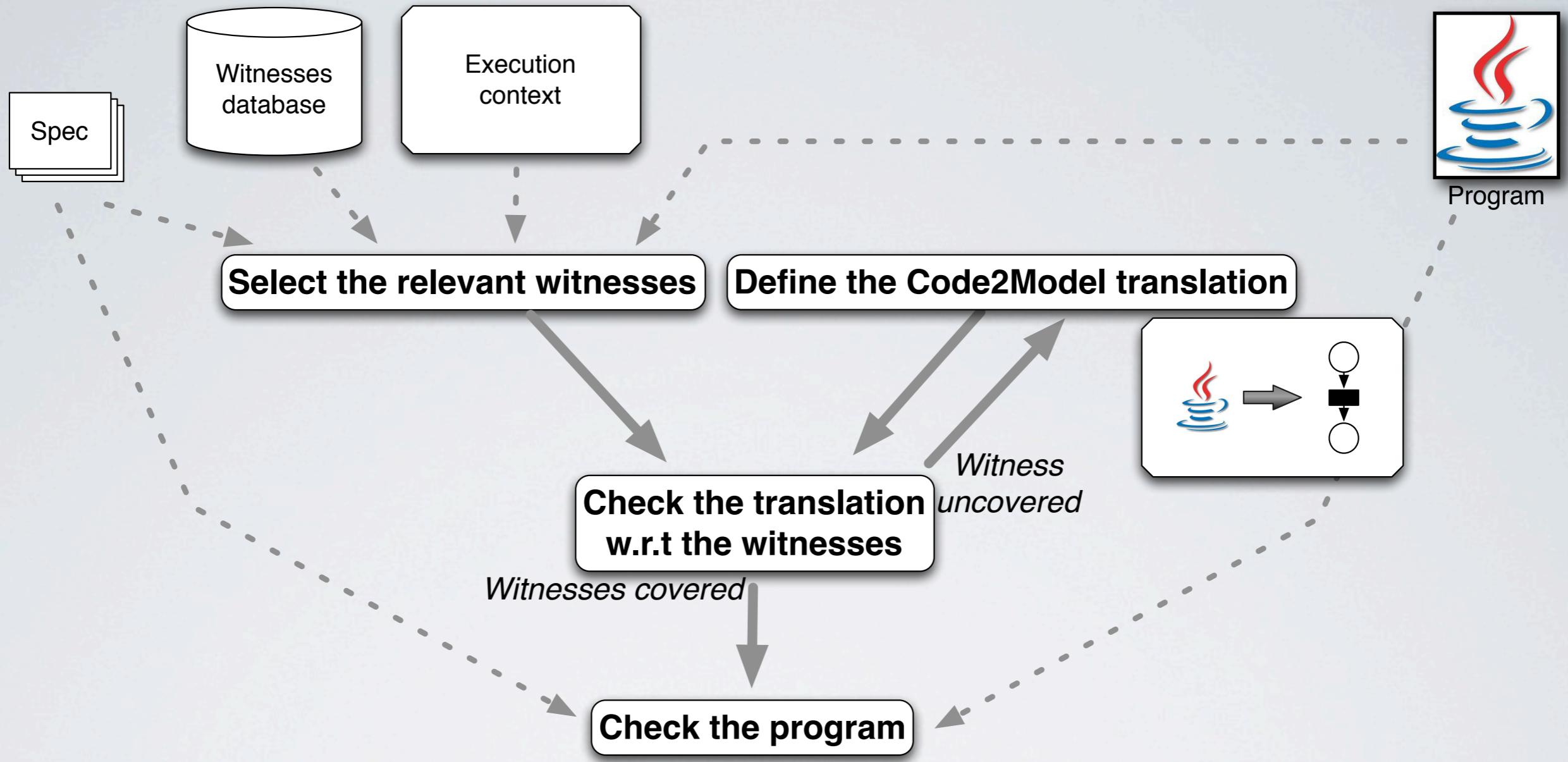


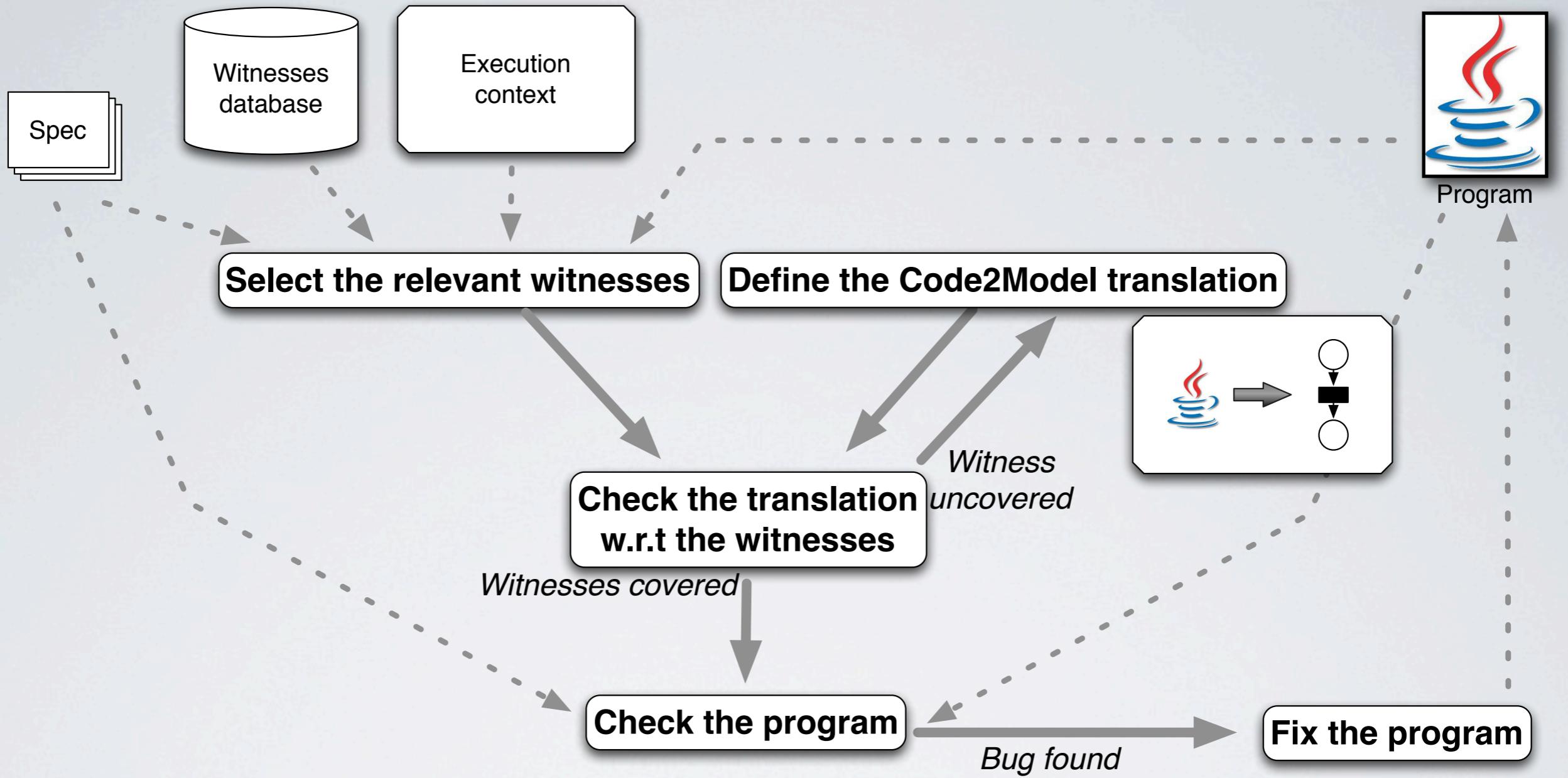


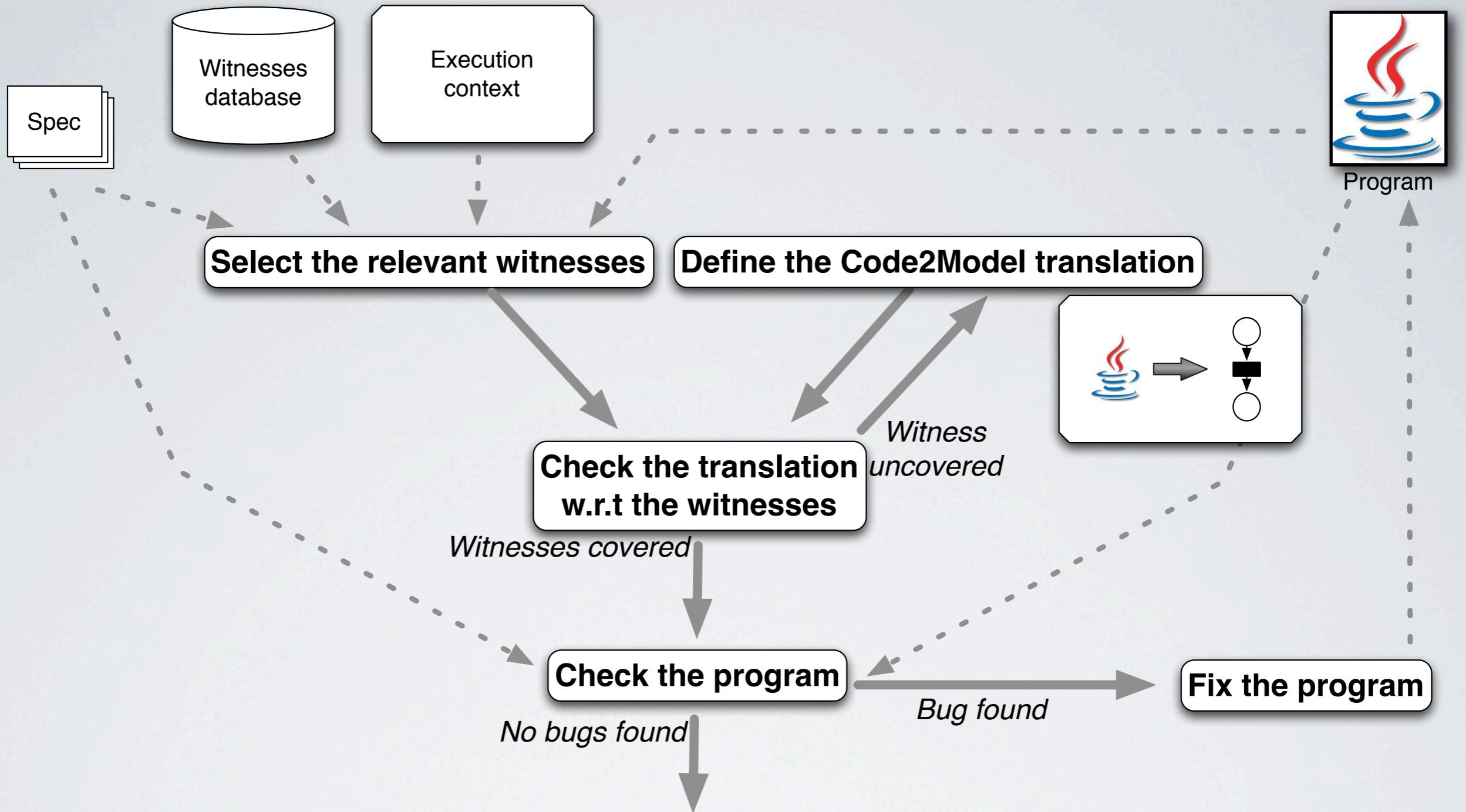


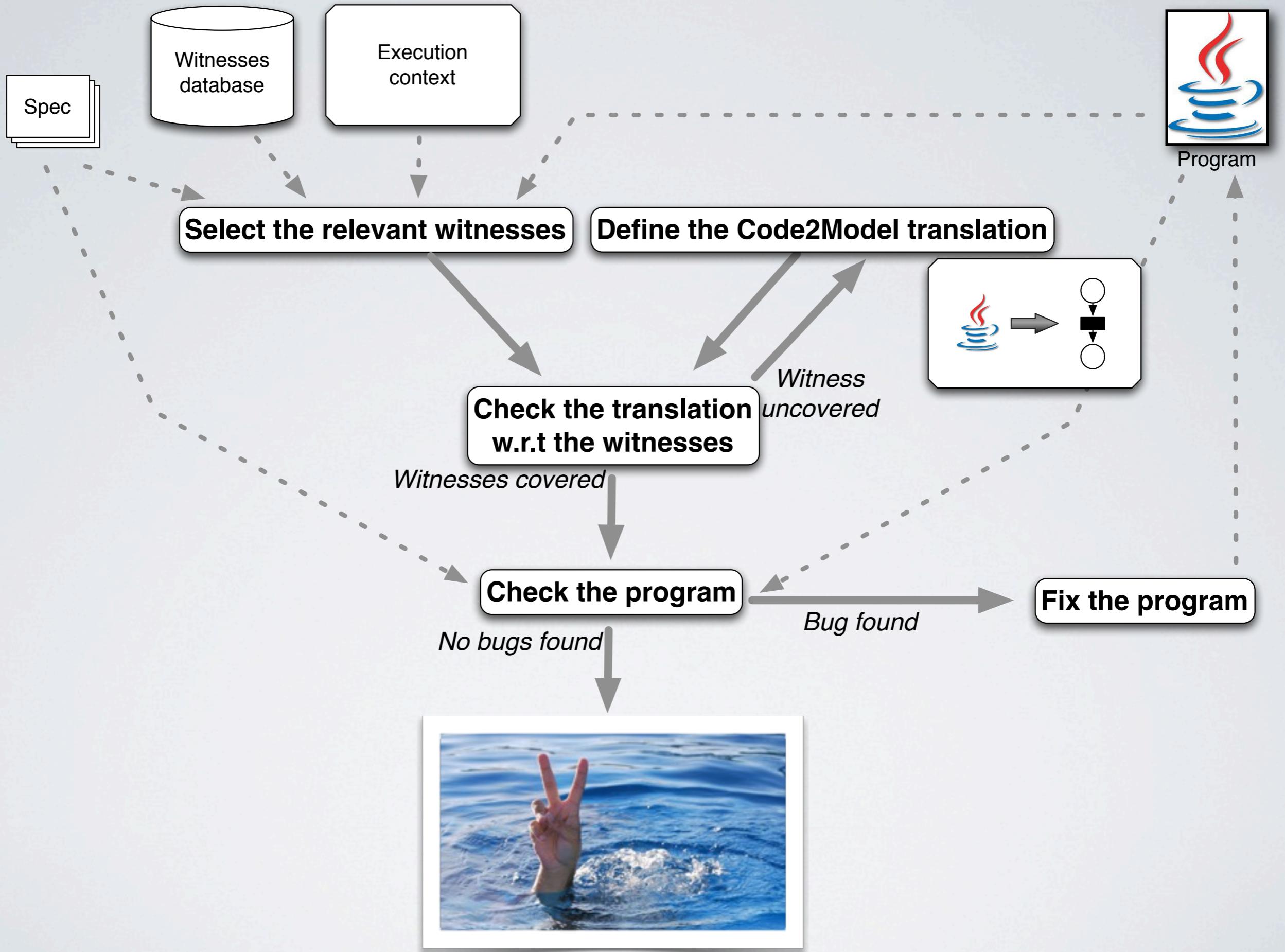














## Experience-based model refinement

Not automatic!

Experience-based model refinement

Thank you!