

Andi Scharfstein,  
Seminar on Functional Programming 2006

Why are we here?

{Live Demo of the „Orbitz Bug“:

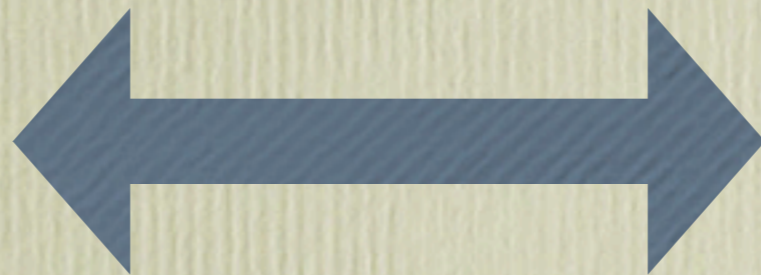
1. Visit [orbitz.com](http://orbitz.com) in a web browser
2. Open multiple flights in multiple windows]
3. Try to book a flight. Regardless of which flight was selected in your window, the flight that will be booked will always be the flight from the most recently opened window (even if it was closed in the meantime)]

We want to fix such bugs!

# Constructing the Model



Web Server

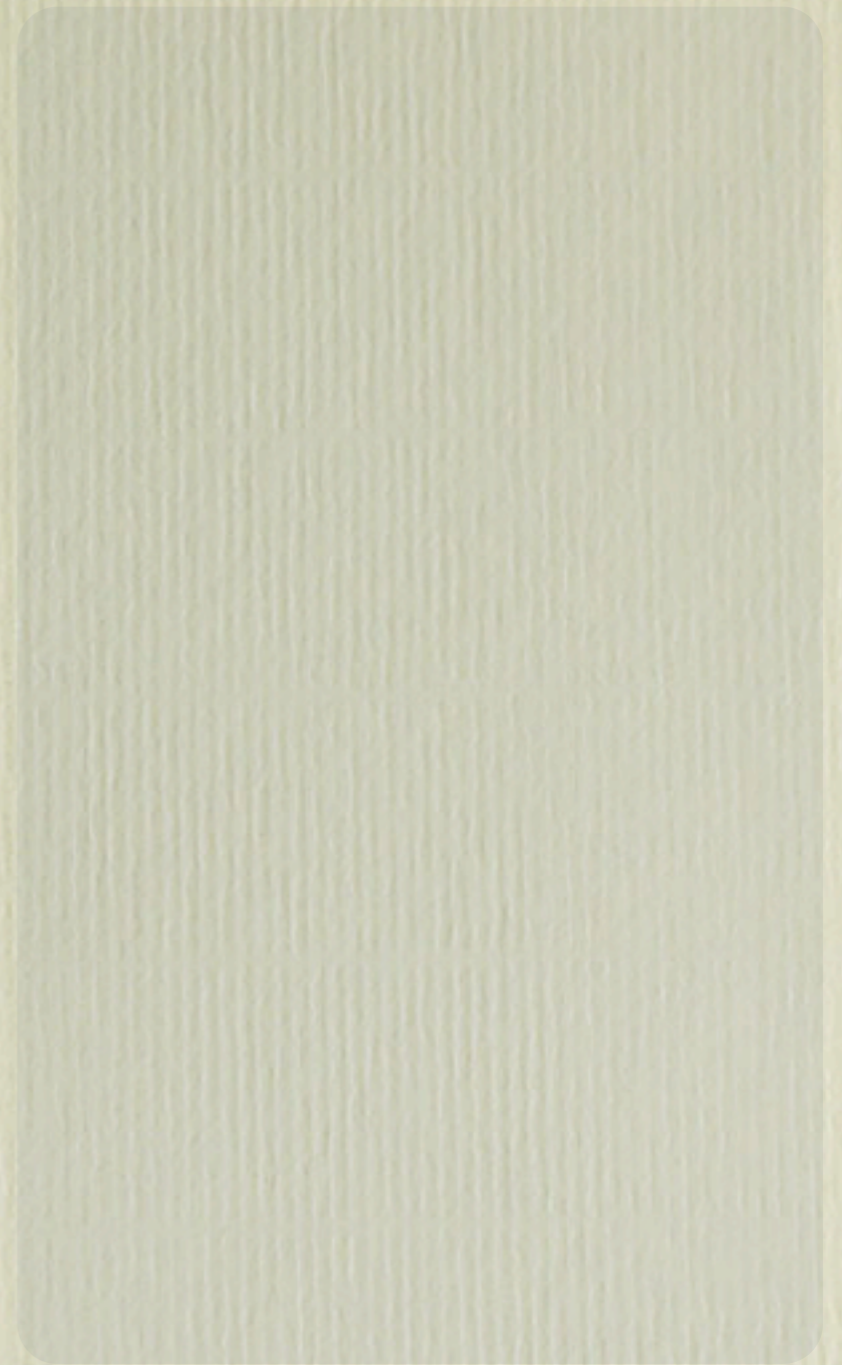
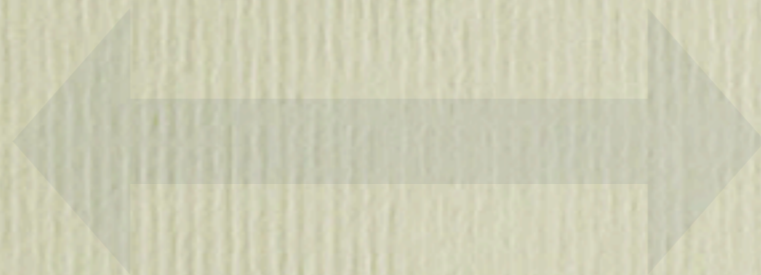


Client

# The Web Server



Web Server



Client

# The Web Server

flight	815
dest.	SF
...	...

- Internal storage
- Consists of key/value pairs
- Represented by  $\sigma$ : Key  $\rightarrow$  Value
- Describes server state

Web Server

Client

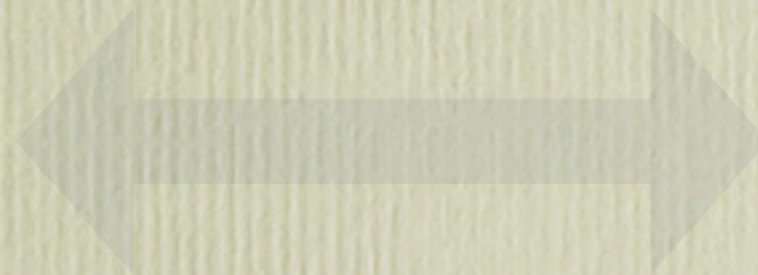
# The Web Server

flight	815
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Scripts

Web Server

- Internal storage
- Consists of key/value pairs
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- Scripts (dynamic pages, forms)

Client



# The Web Server

flight	815
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...	...

Scripts

- Internal storage
- Consists of key/value pairs
- Represented by  $\sigma$ : Key  $\rightarrow$  Value
- Describes server state

display-  
flights.htm

```
<?php
for i in flights
  display(i)
end>
```

...

...

Web Server

Client

# The Web Server

flight	815
dest.	SF
...	...

Scripts

Web Server

- Internal storage
- Consists of key/value pairs
- Represented by  $\sigma$ : Key  $\rightarrow$  Value
- Describes server state



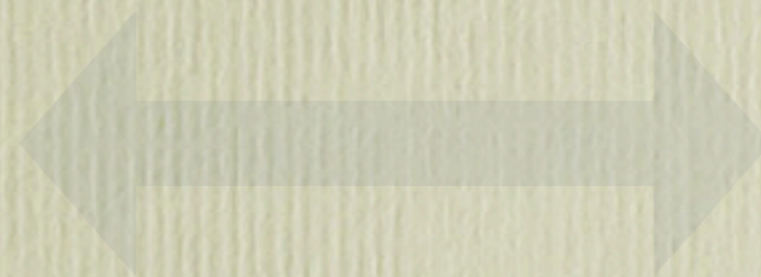
- Scripts (dynamic pages, forms)
- Lookup function  $P$ : URL  $\rightarrow$  Form

Client

# The Client

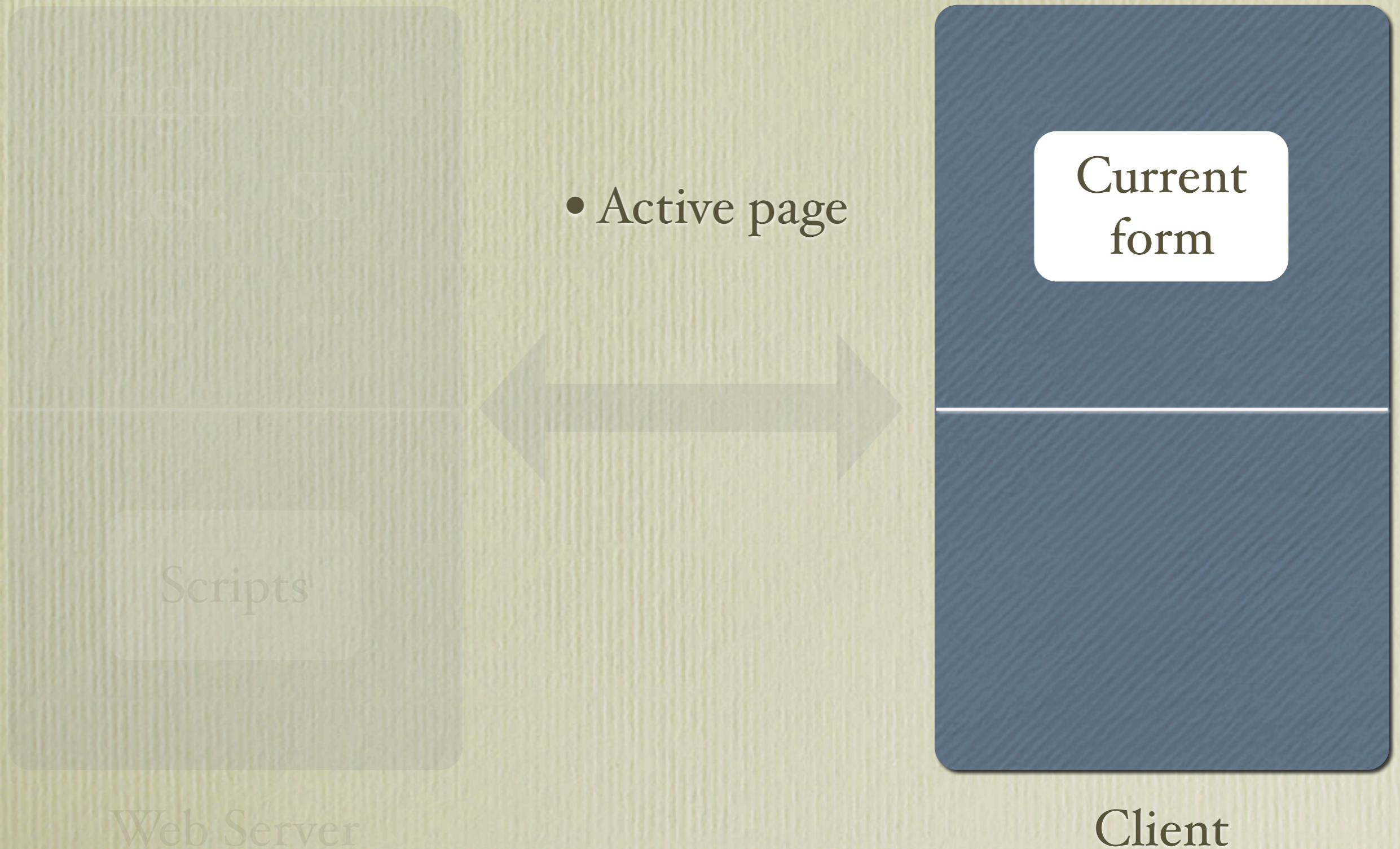


Web Server



Client

# The Client

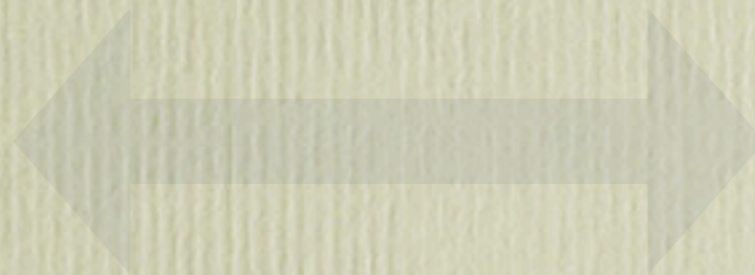


# The Client

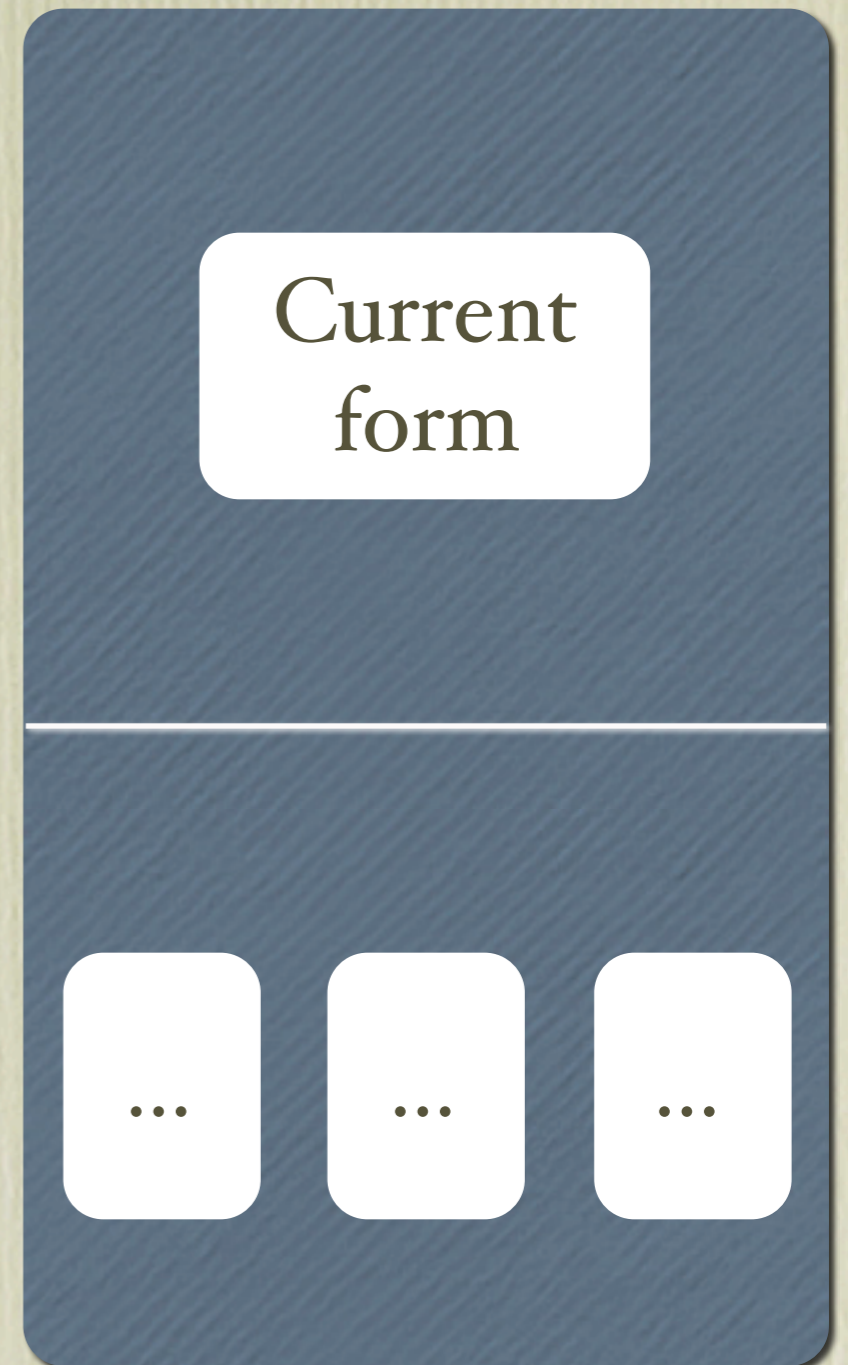


Web Server

- Active page



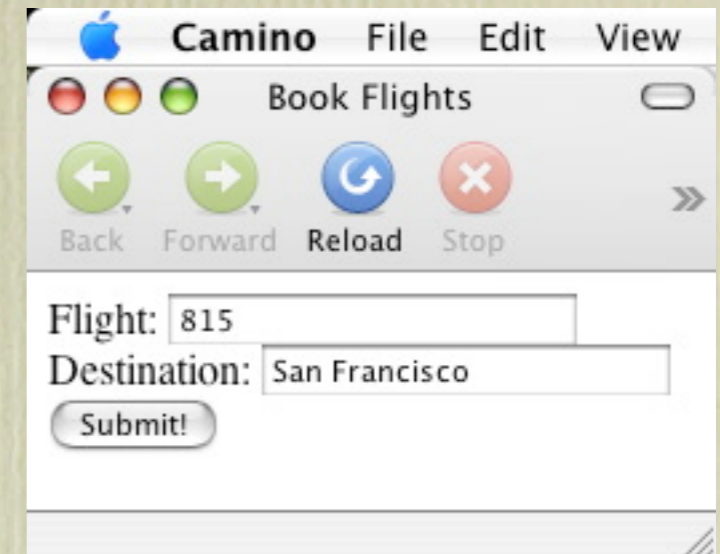
- Browser cache
- All previously seen forms



Client

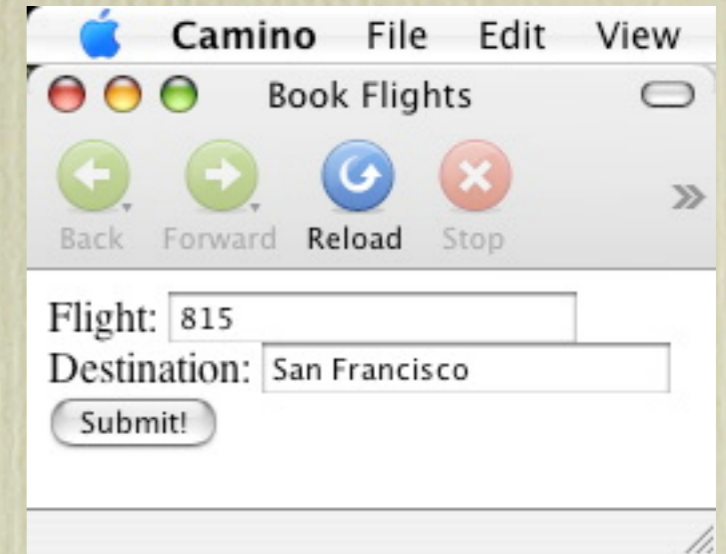
# Forms

```
<html>  
<form action='book-flight.html'>  
  
  <input name='flight'  
    type='text'  
    value='815'>  
  
  <input name='destination'  
    type='text'  
    value='San Francisco'>  
  
  <input name='submit'  
    type='submit'  
    value='Submit!'>  
  
</form>  
</html>
```



# Forms

```
<html>  
<form action='book-flight.html'>  
  <input name='flight'  
    type='text'  
    value='815'>  
  <input name='destination'  
    type='text'  
    value='San Francisco'>  
  <input name='submit'  
    type='submit'  
    value='Submit!'>  
</form>  
</html>
```



Representation:

URL: book-flight.html	
flight	815
destination	San Francisco

# Supported Actions

- Users may do any of the following at any time:
  - Enter data into the current form
  - Switch to a cached page  
(e.g., click on the back button)
  - Submit a form

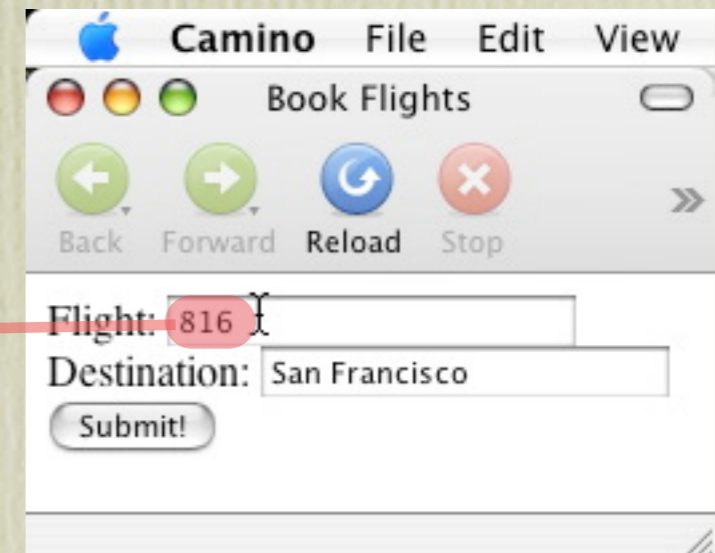


# What happens, when...

- Users enter form data:
  - The key/value vector of the form is modified to store the updated value

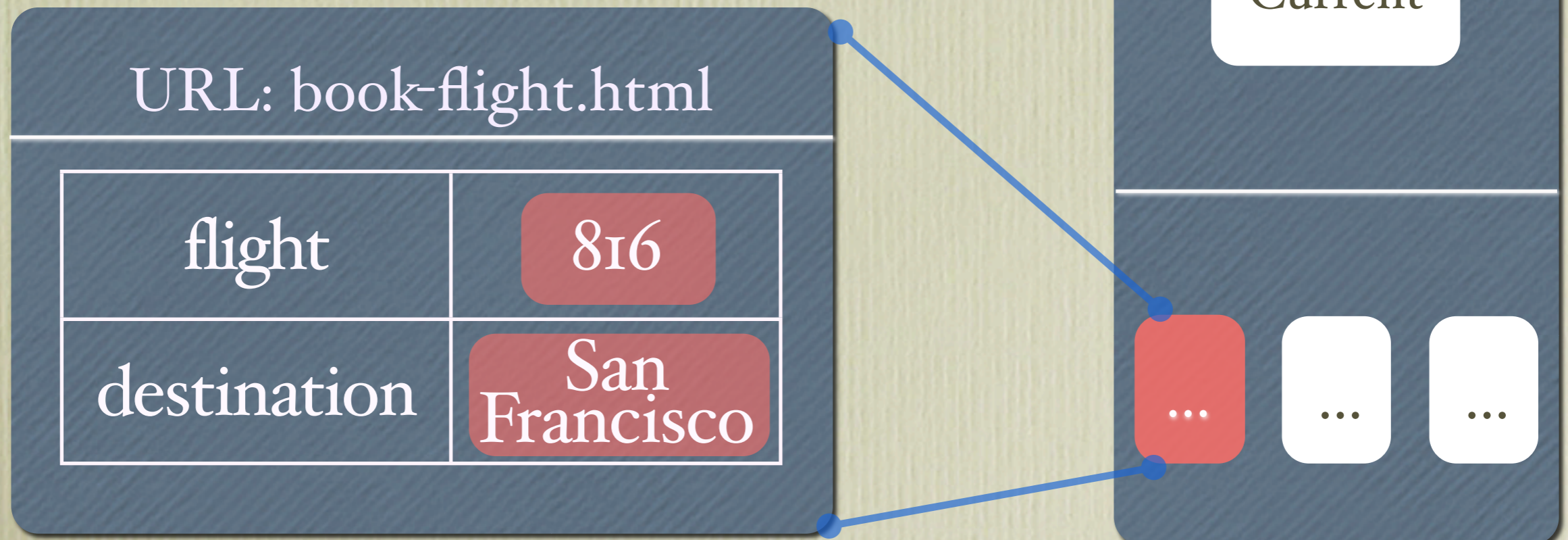
URL: book-flight.html

flight	816
destination	San Francisco



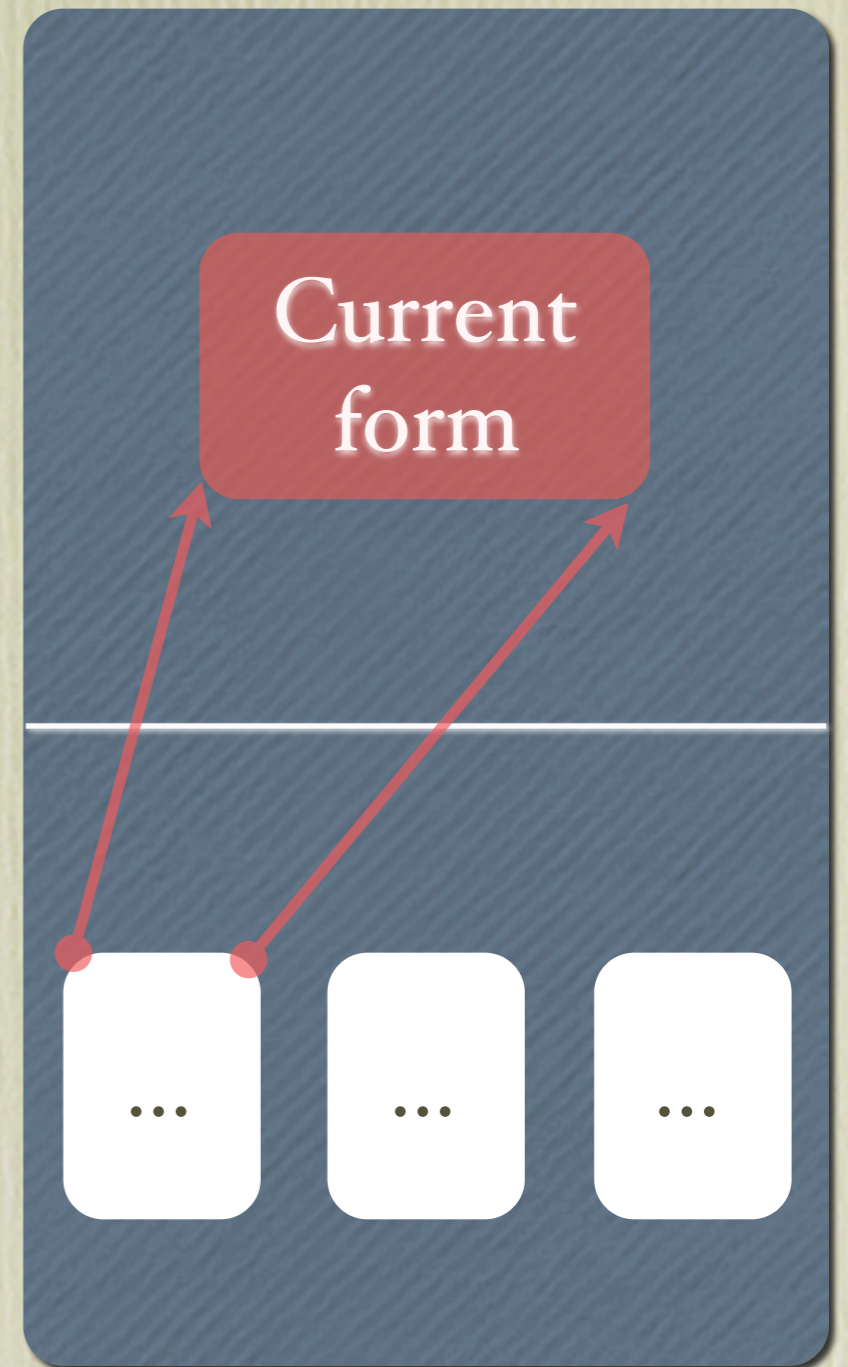
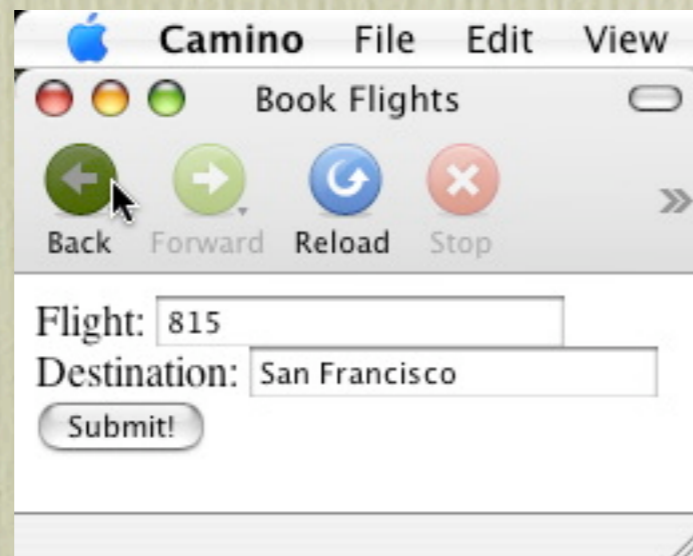
# What happens, when...

- Users enter form data:
  - The key/value vector of the form is modified to store the updated value
  - The updated form is added to the browser cache



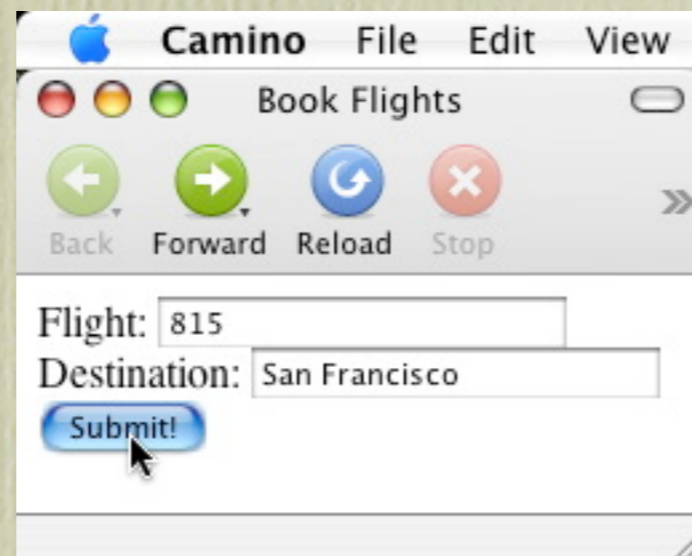
# What happens, when...

- Users switch to some form:
  - The new form is set as the client's „current page“ (but only if it's found in the cache)

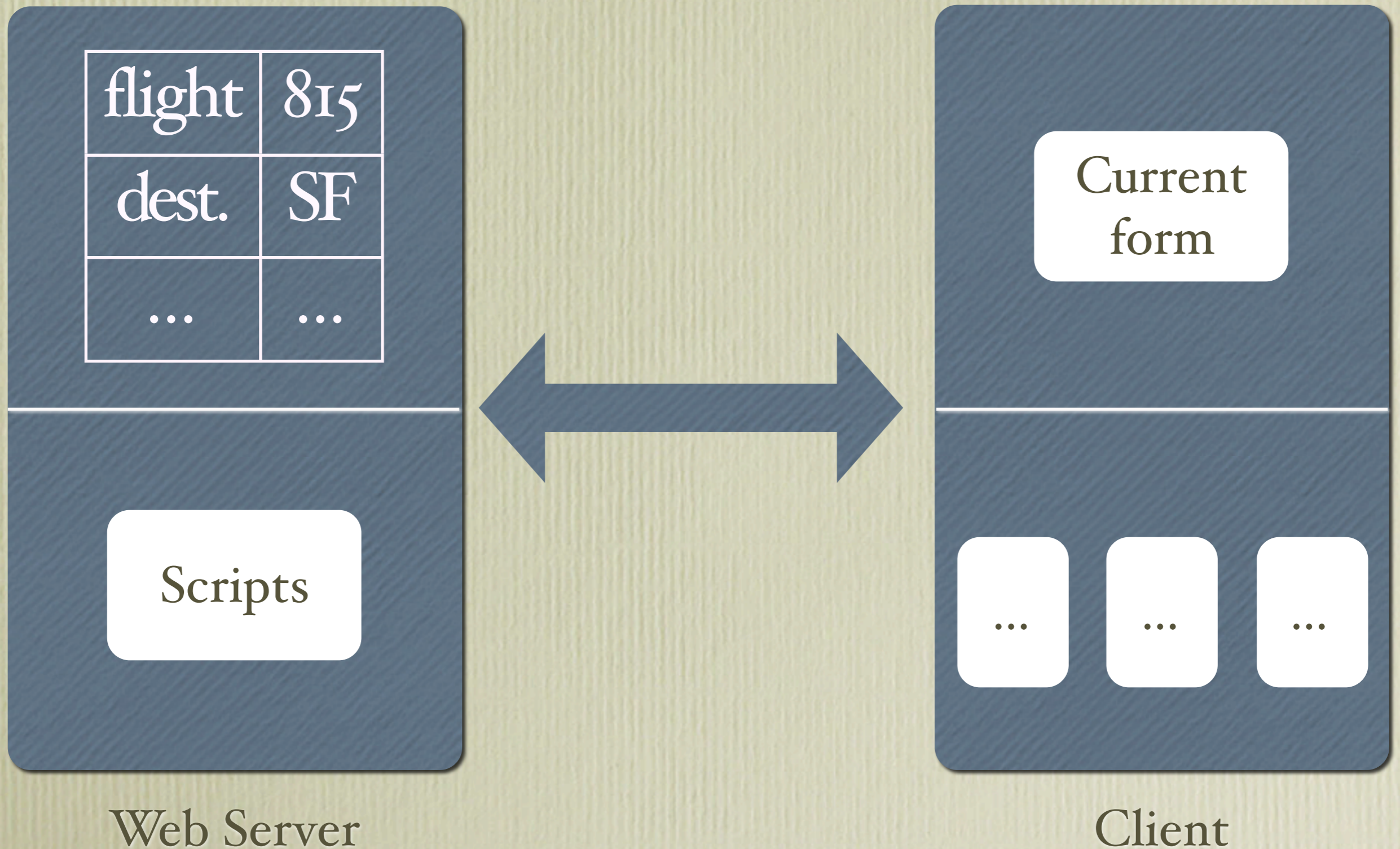


# What happens, when...

- Users submit a form?

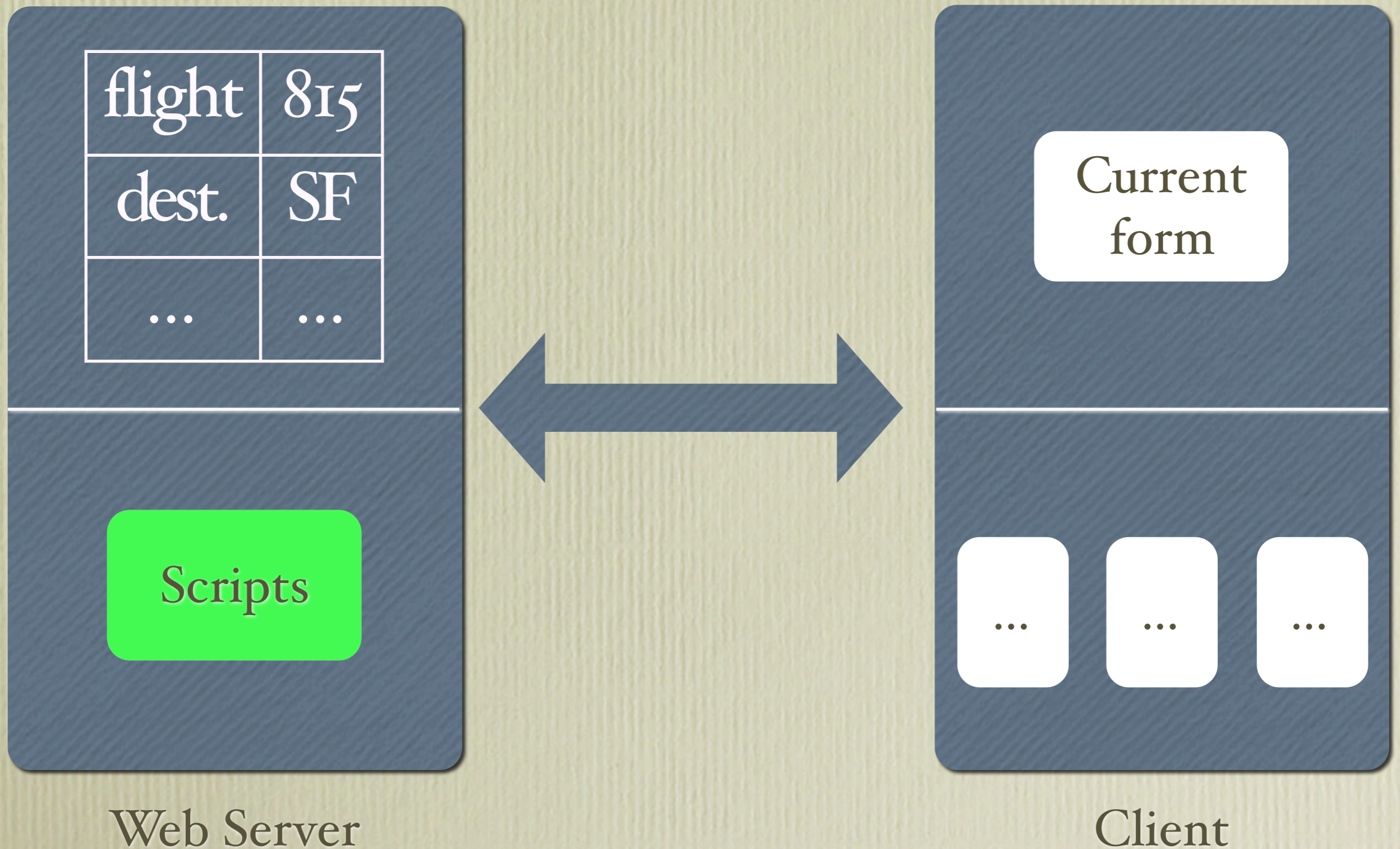


# Form Submissions



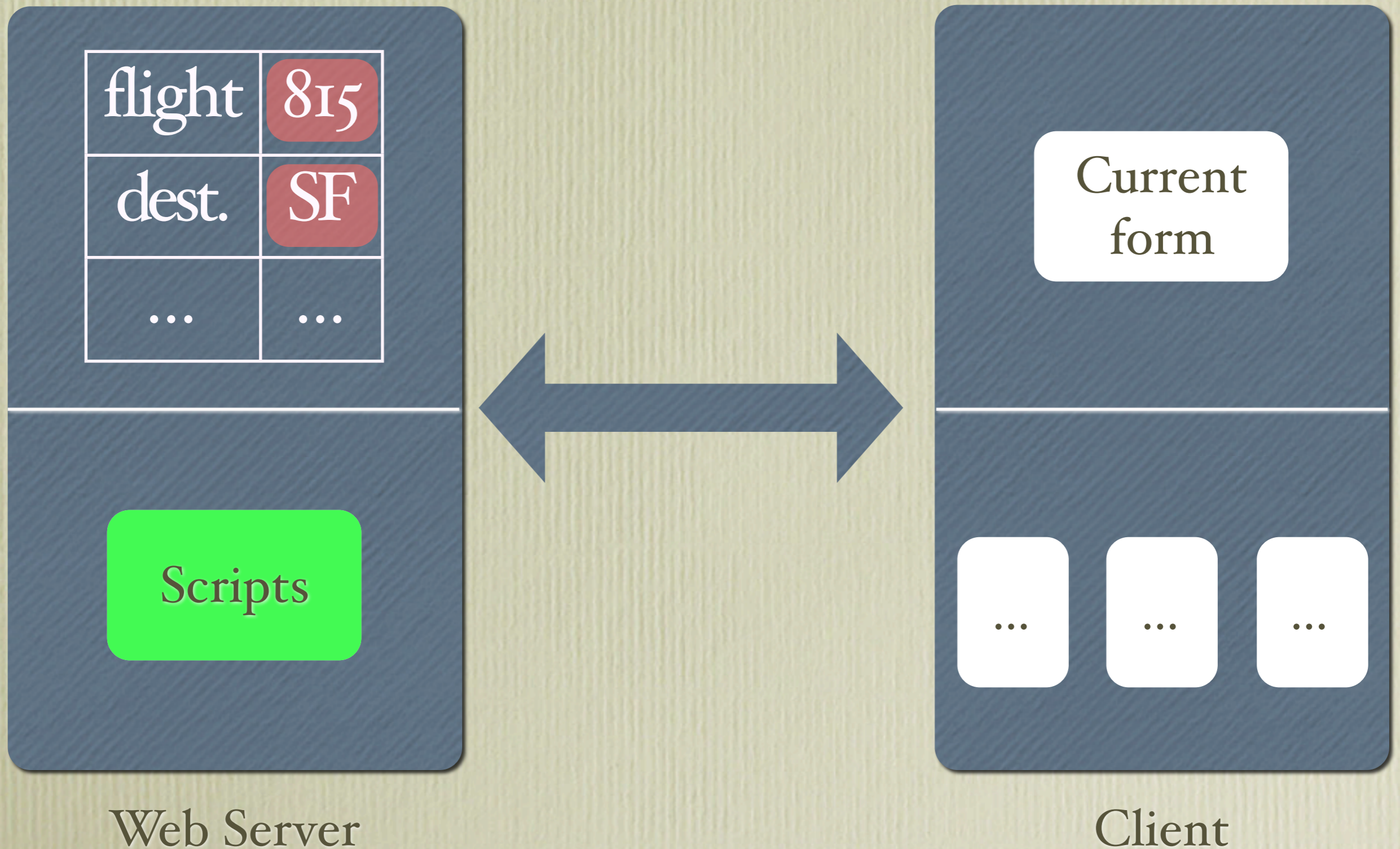
# Form Submissions

- Server computes the new form



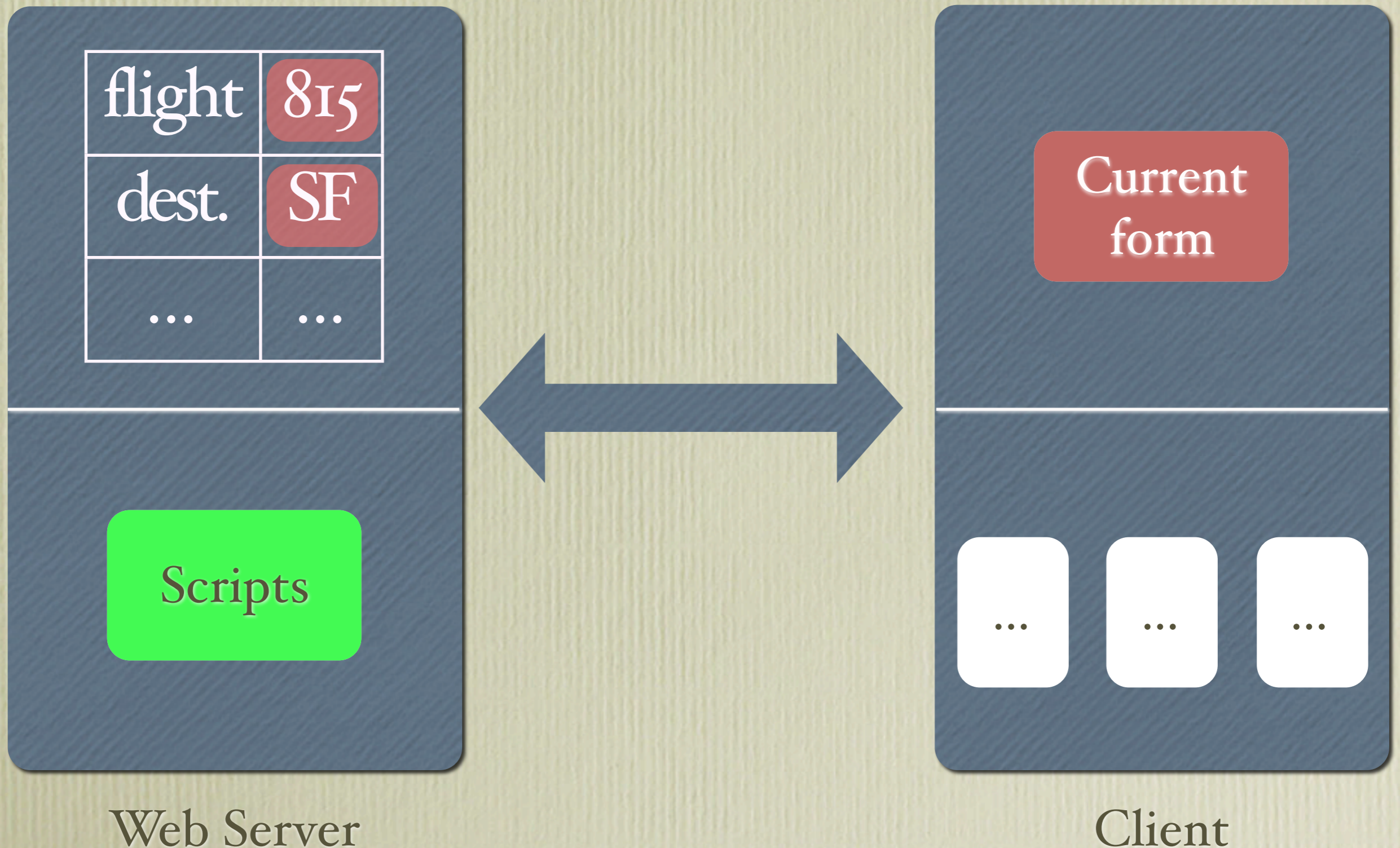
# Form Submissions

- Server state (storage) is updated



# Form Submissions

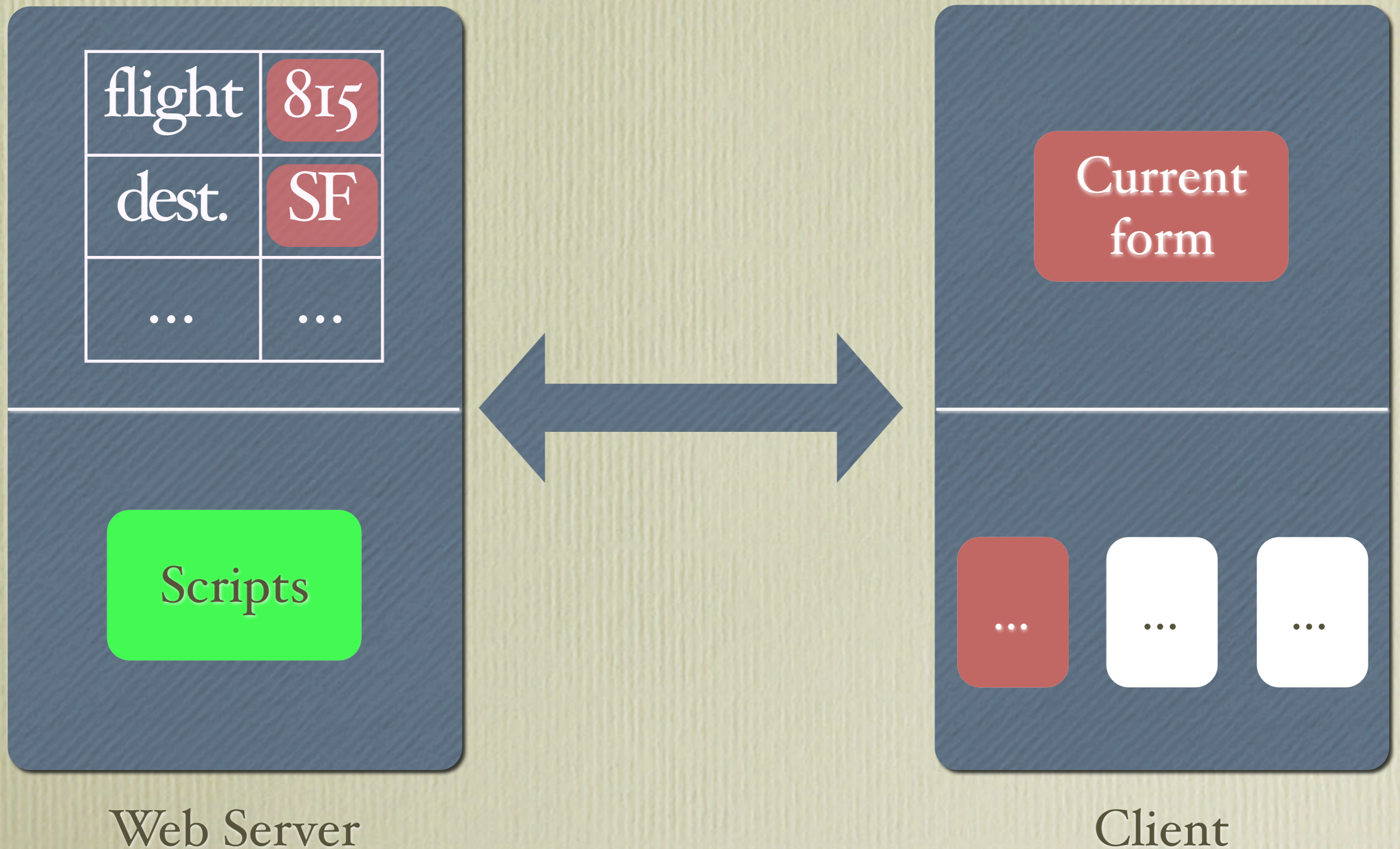
- Client's „current page“ is set to the new form





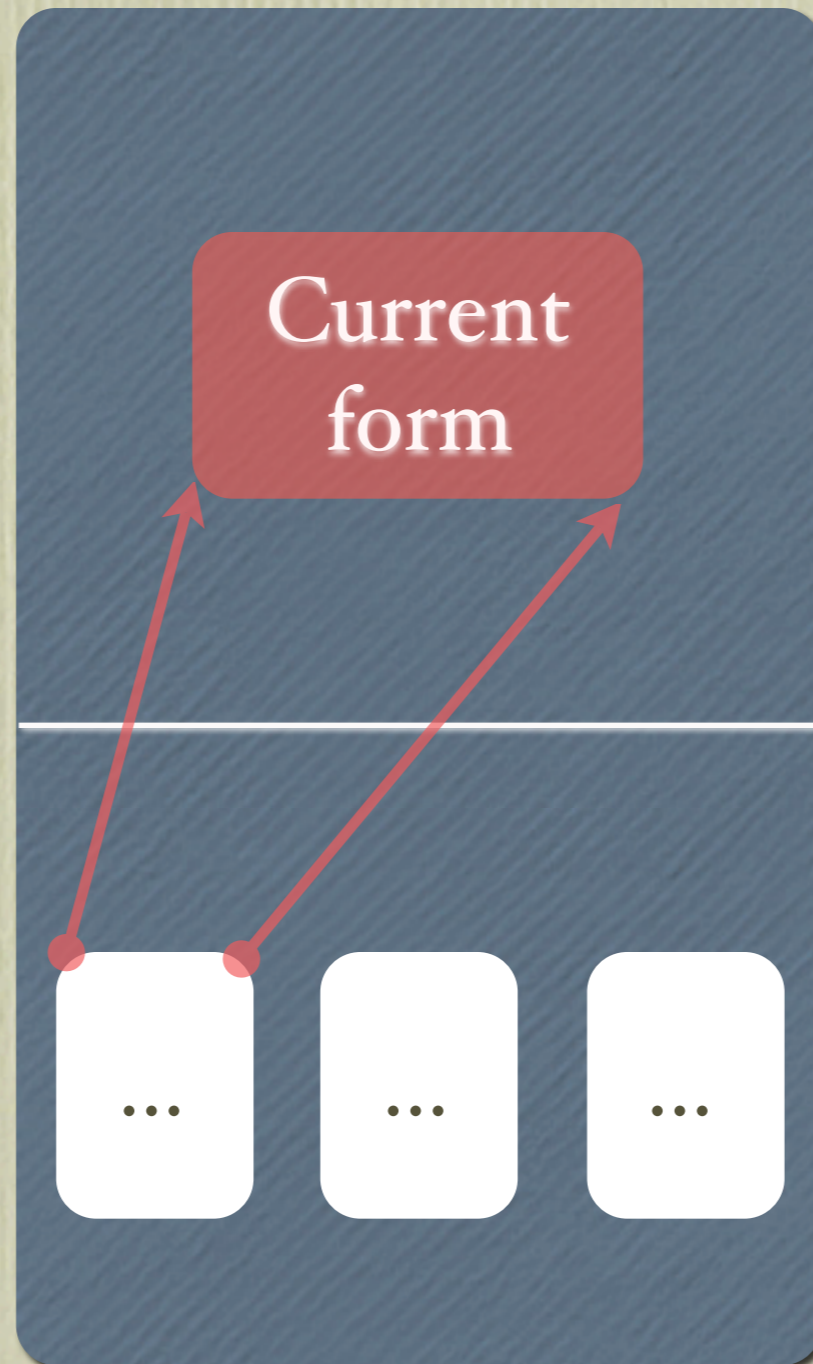
# Form Submissions

- New form is added to client's browser cache



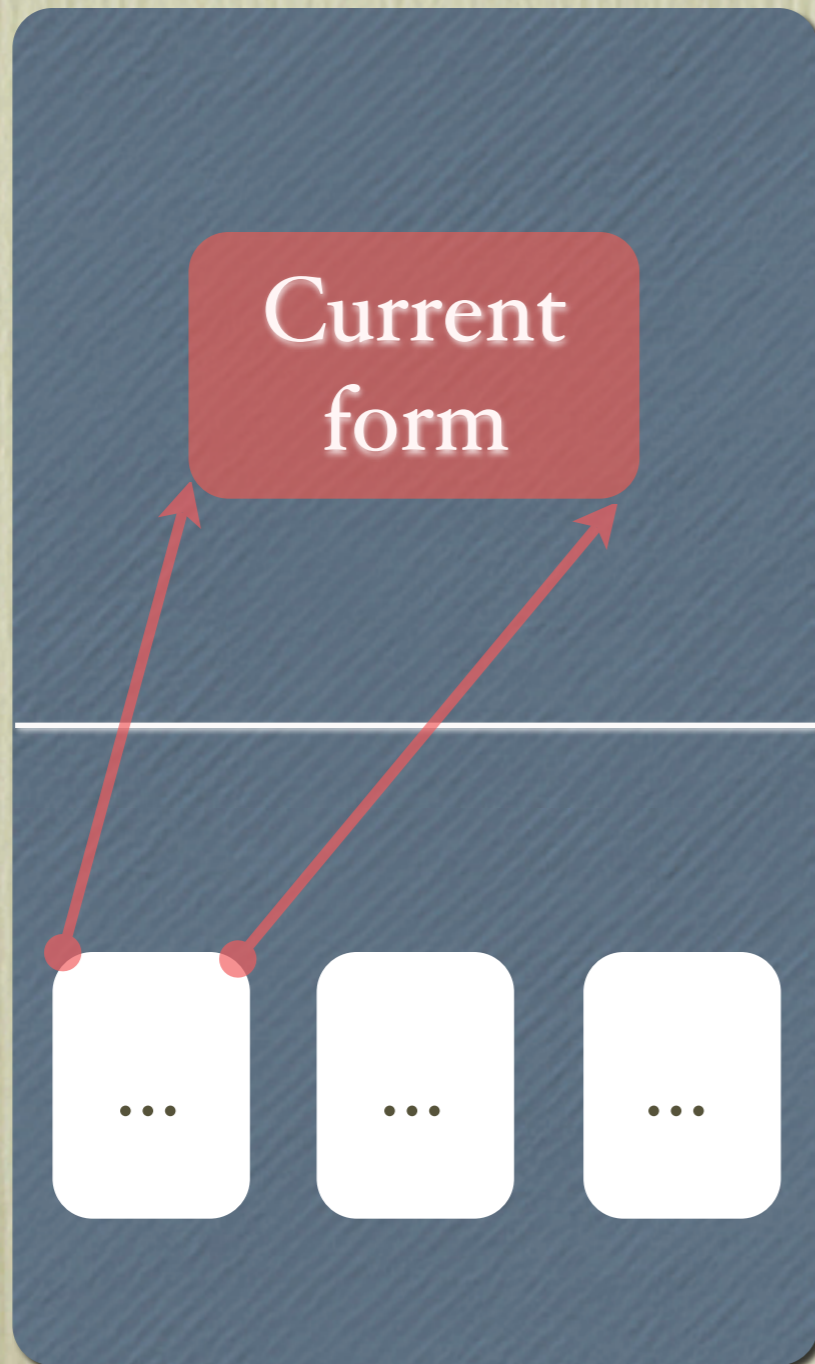
# Attention, Mini-Test!

How does switching work again? Explain.



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„Rewriting“ describes the transition directly and precisely:

$$\begin{aligned} & \langle s, \langle f_0, \vec{f} \rangle \rangle \\ \rightarrow & \langle s, \langle f_1, \vec{f} \rangle \rangle \\ & \text{where } f_1 \in \vec{f} \end{aligned}$$

# Scripting Language

- Use identifiers, variables
- Create functions
- Apply functions
- Create new forms
- Extract values from forms (via keys)
- Basic I/O (Server storage read/write)

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- Apply functions
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# Modelling the Bug

Show  
Flights

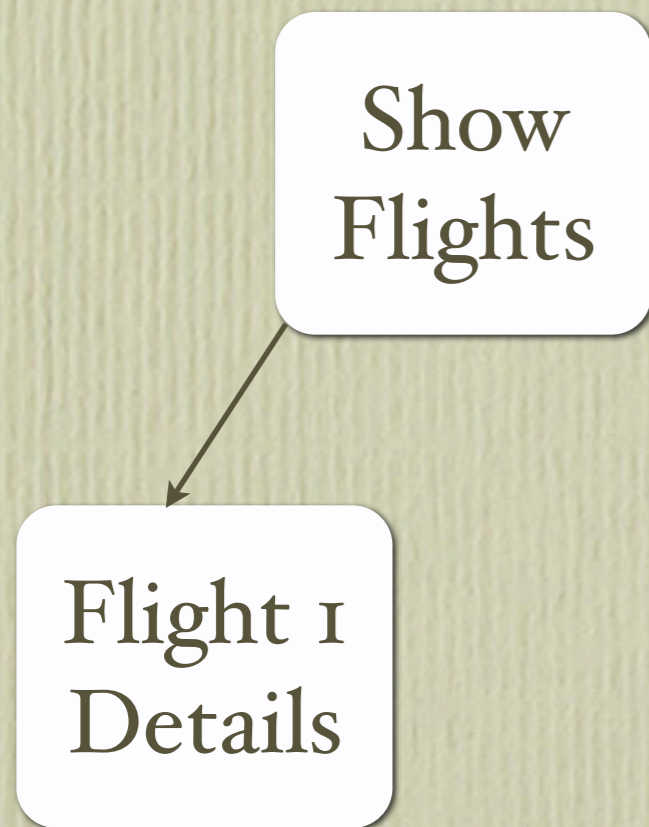
flight	-
dest.	-
...	...

Scripts

Web Pages

Web Server

# Modelling the Bug

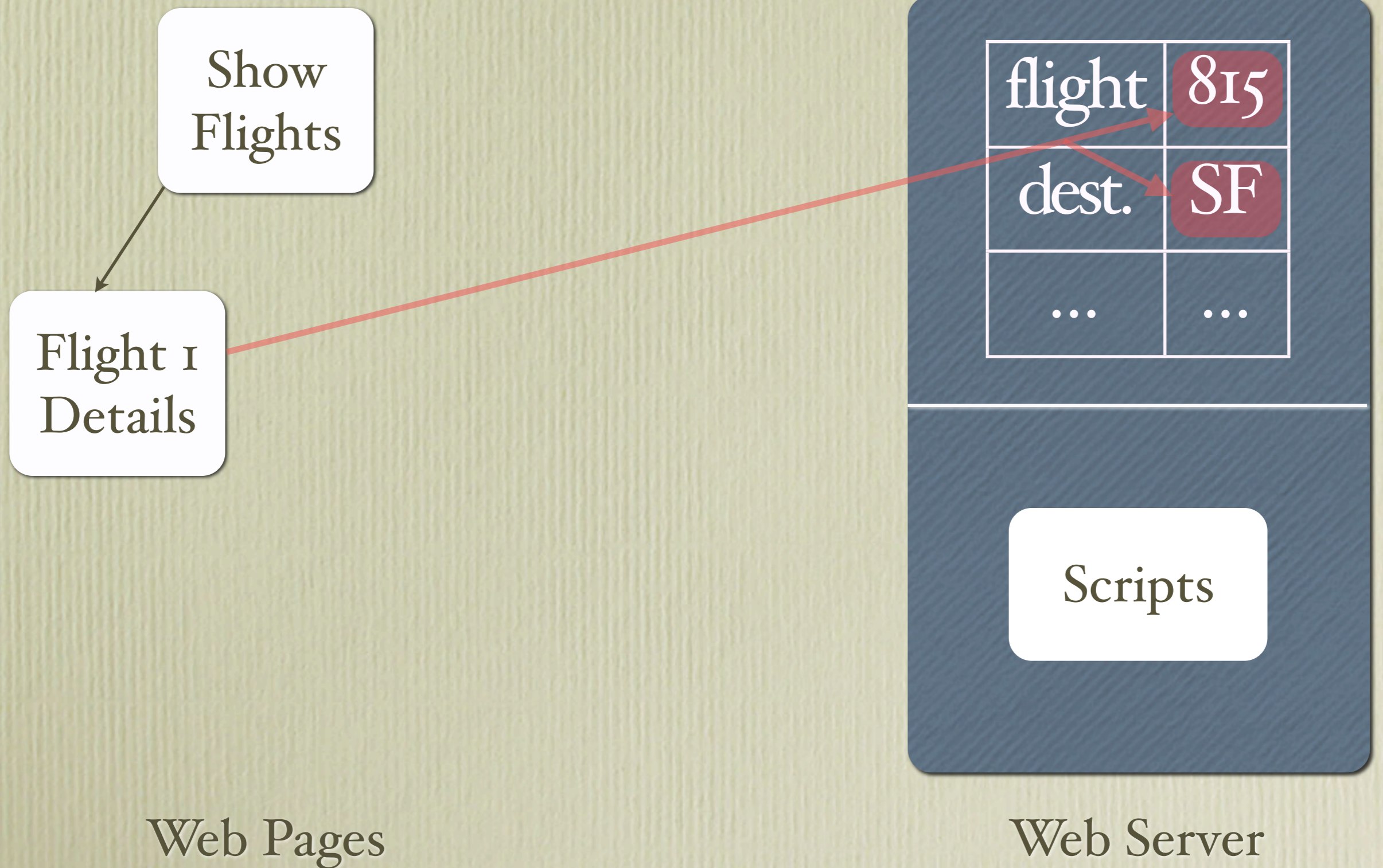


Web Pages



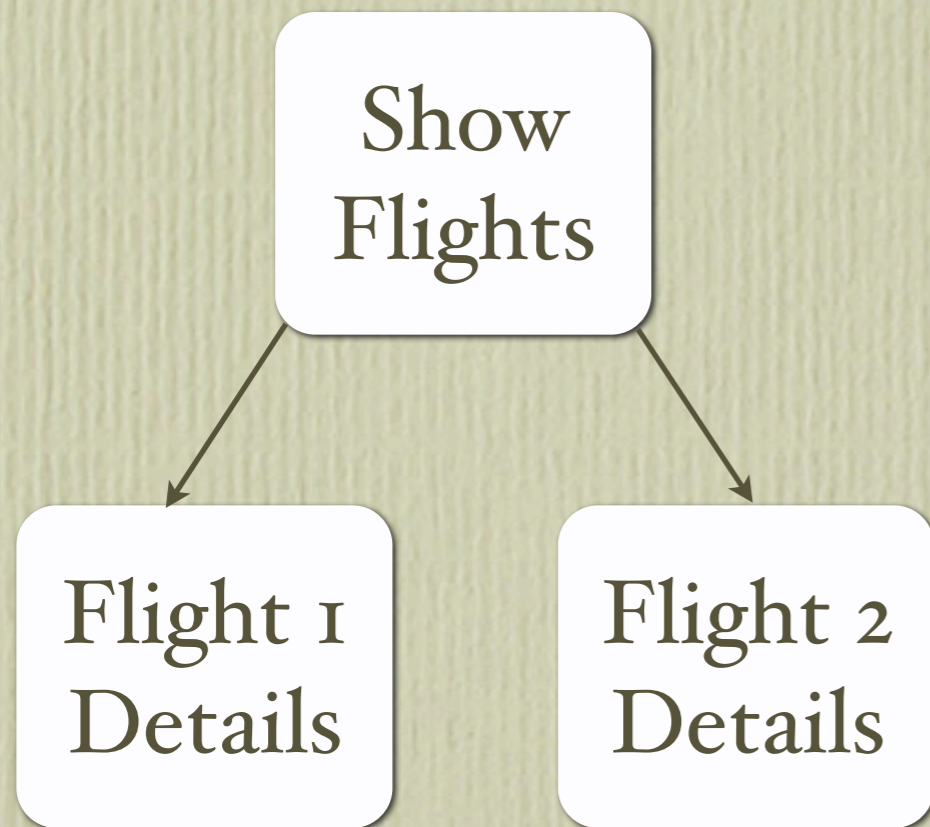
Web Server

# Modelling the Bug





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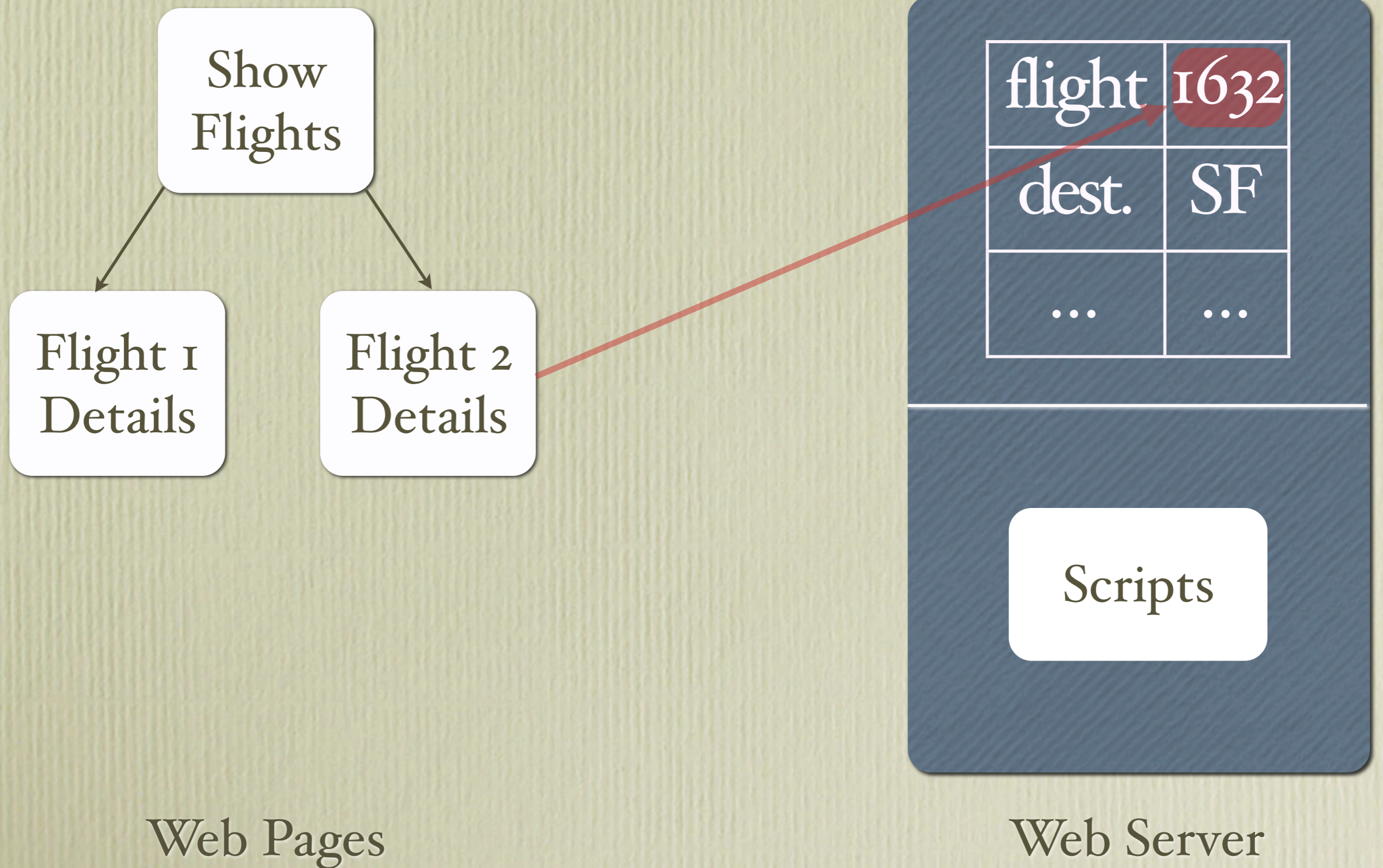


Web Pages

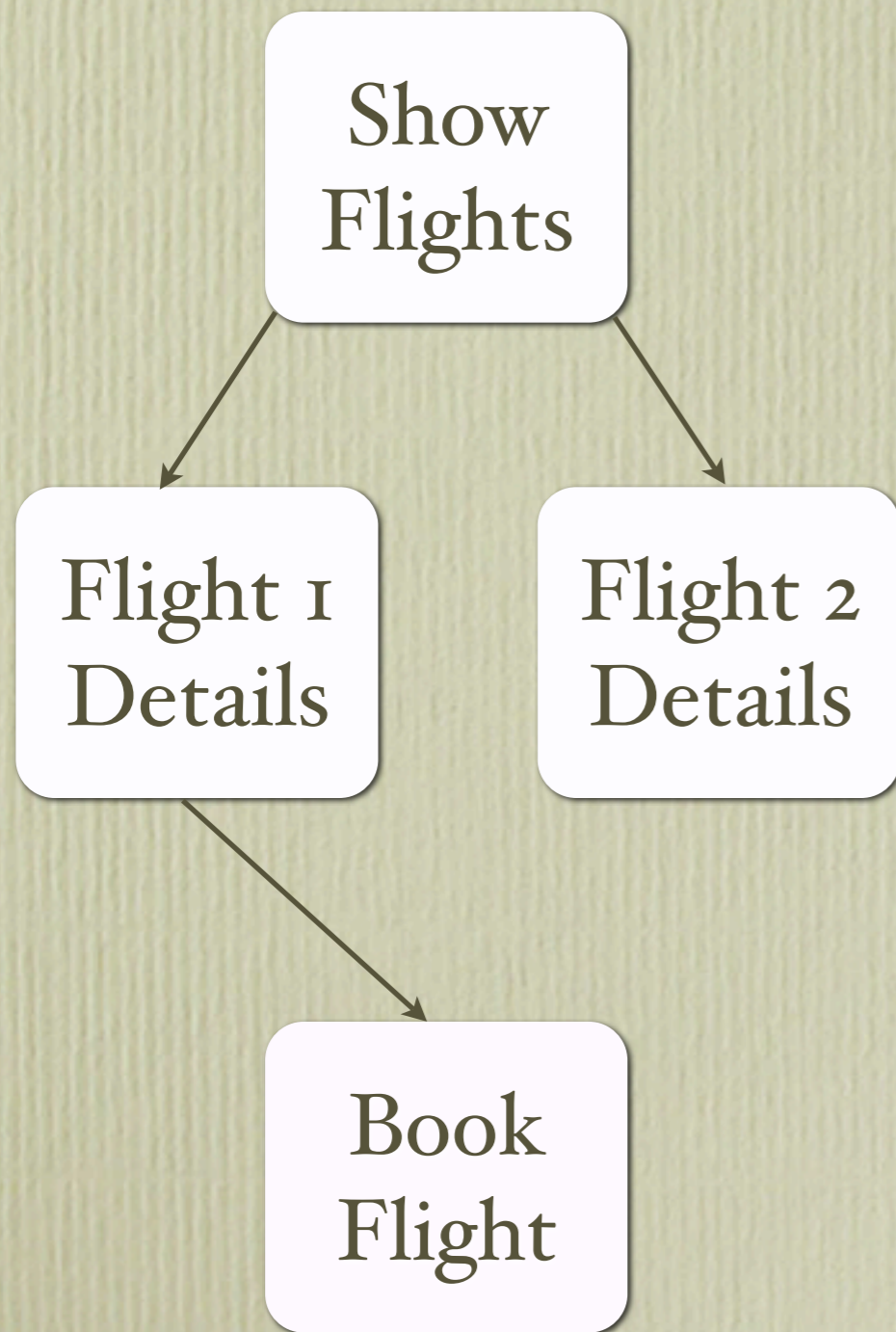


Web Server

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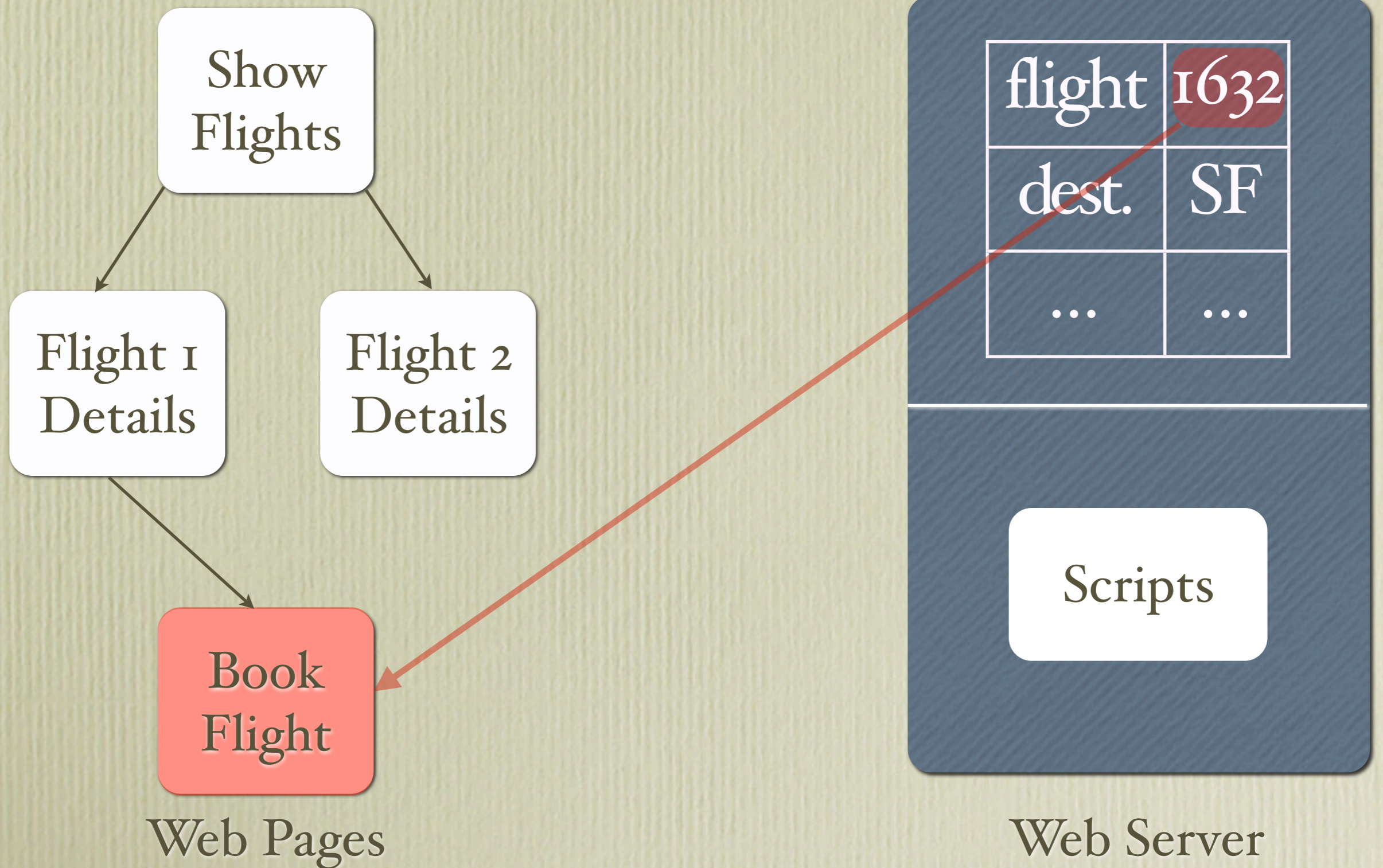


Web Pages



Web Server

# Modelling the Bug



# Explaining the Bug

- Obviously, submitting „outdated“ forms causes undesired behaviour
  - The HTTP Observer Problem: Server cannot „push“ updates to the client (as in MVC)
- ➔ At least produce warnings when detecting outdated requests

# Detecting outdated requests

- Server needs a notion of time:
  - ➔ Model as number of submits
- Storage records time of last write for each field



# Detecting outdated requests

- Introduce „carrier sets“ into forms:  
All locations accessed by this script
- Each form stores its creation time

URL: book-flight.html

time	4
carriers	...

flight	815
destination	San Francisco

flight	815	3
dest.	SF	1
...	...	

time	4
------	---

Scripts

# Detecting outdated requests

- Whenever a form is submitted, check its carrier set against current storage state and compare time stamps
- The carrier set represents the assumptions the script made while working
- If any location from this set was overwritten, script assumptions may have been violated



# Thank you!

- We have built a comprehensive, yet simple model of web interactions
- Three basic semantic rules suffice to describe all possible user actions:
  - „switch“
  - „fill-out“
  - „submit“
- Any questions?

# References

- Shriram Krishnamurti, Robert Bruce Findler, Paul Graunke, Matthias Felleisen:  
„Modeling Web Interactions and Errors“ (2004)
- Daniel R. Licata, Shriram Krishnamurthi:  
„Verifying Interactive Web Programs“ (2005)

# Addendum: Fun with Types

- Make forms typed!
- Enables static checks for common bugs, like trying to access form data that never got submitted
- Also enables us to give some other safety guarantees
- But: How to keep track of types in a dynamic setting?

# Incremental Type Checking

- Uses constraints along with regular type judgements
- Constraints are introduced by creating forms:
  - The successor url of any form must contain a program that takes as input exactly the data (type) of that form
- Otherwise, forms behave essentially like records

# Consistency

- Consistency is achieved by checking that all types registered for some form at a particular URL are equivalent
- Since type constraints can be introduced by the regular type system as well as by additional constraints, this is not always the case
- If the types are not consistent, refuse to execute the script