

MODELING AND REASONING ABOUT DOM EVENTS

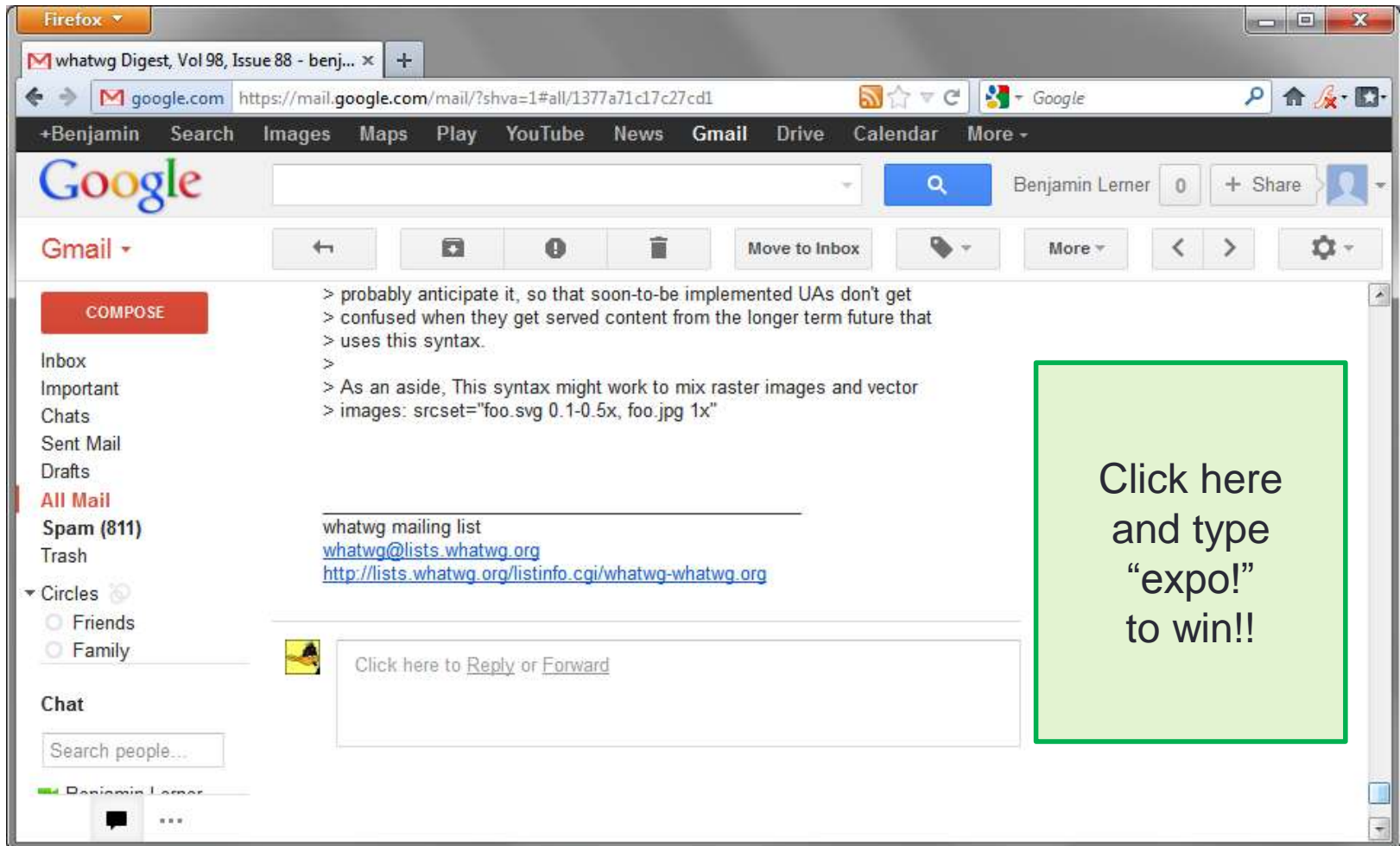
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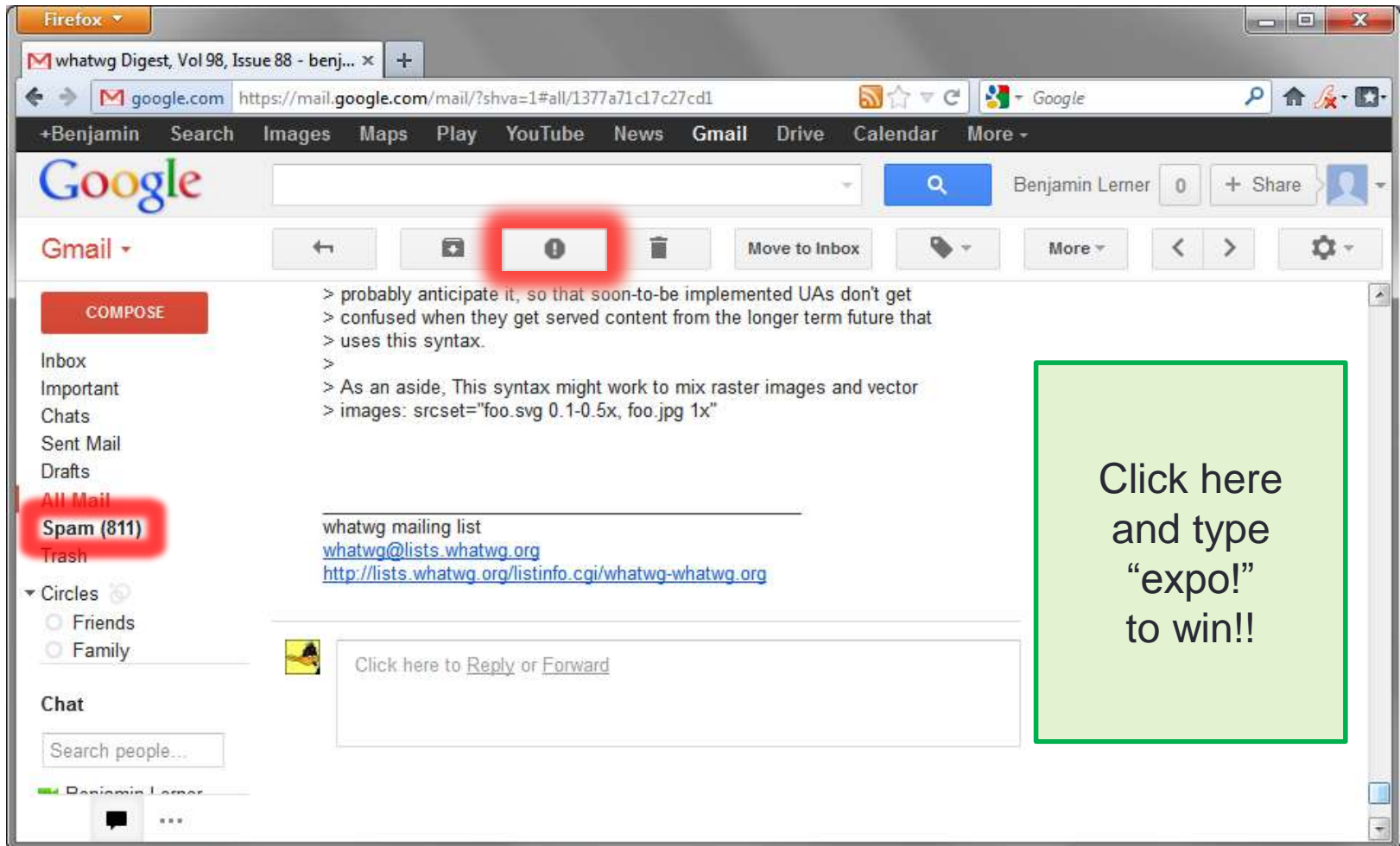
WebApps 2012



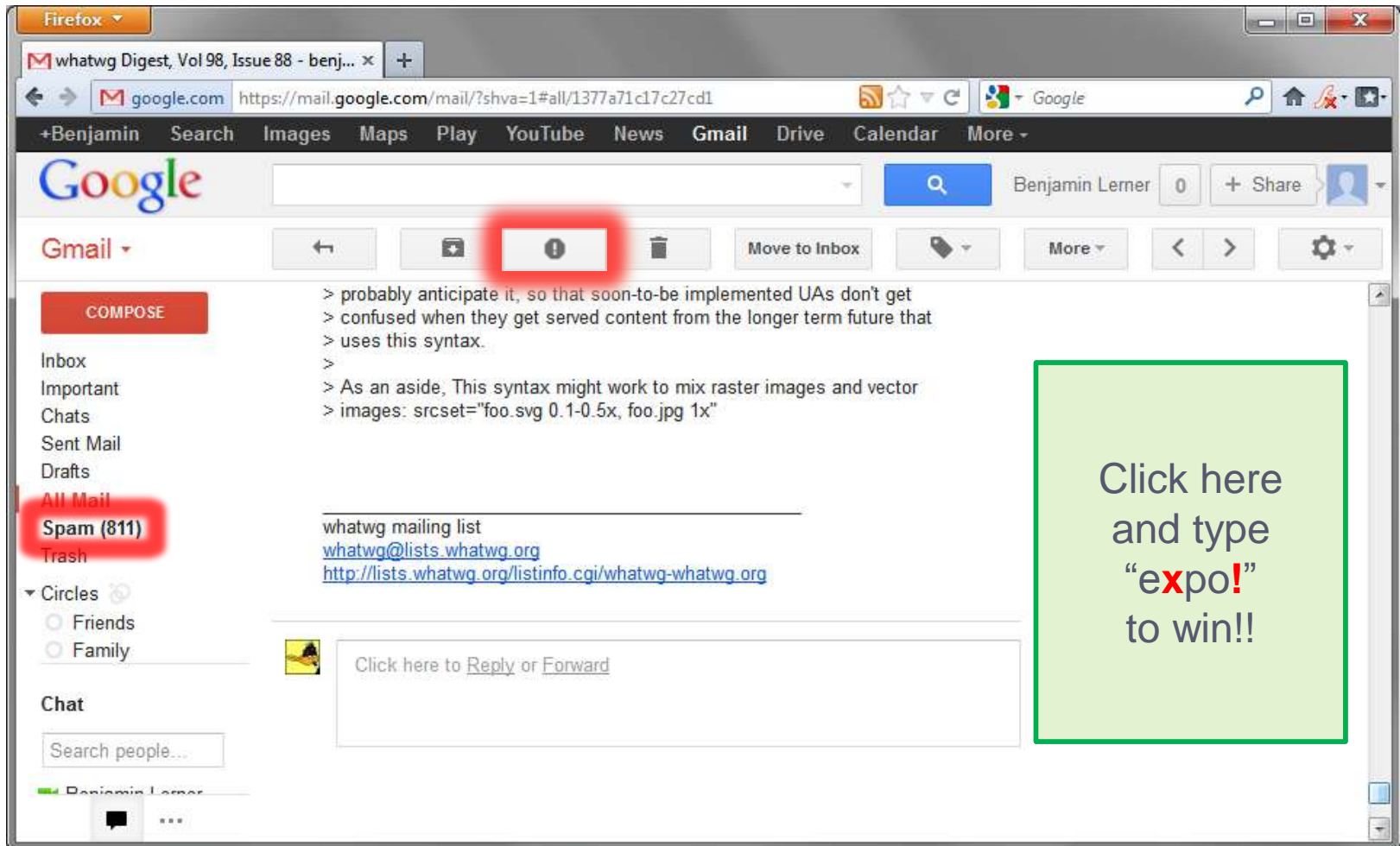
Those pesky ads...



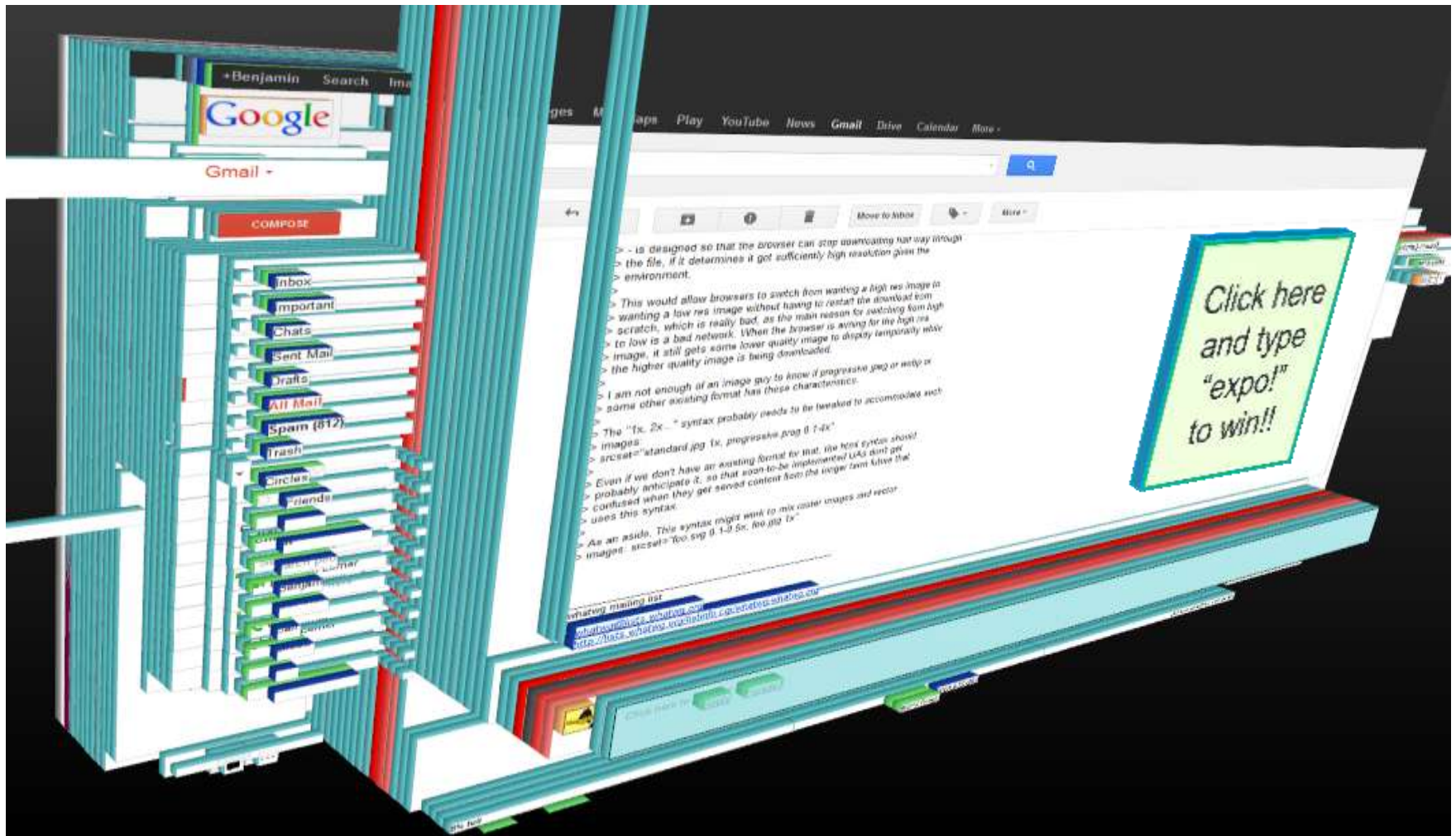
Those pesky ads...



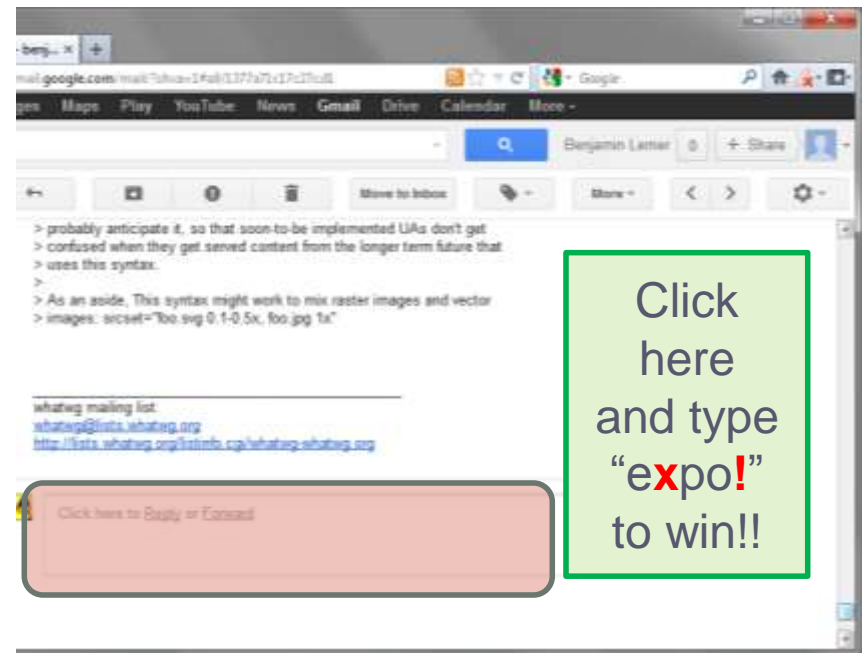
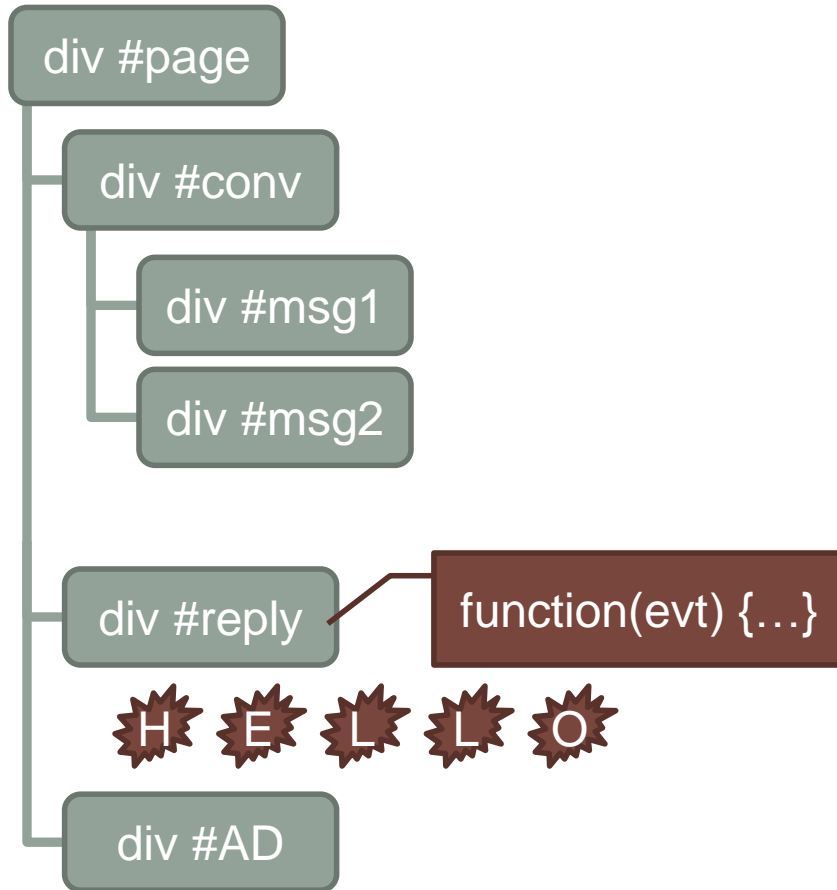
Those pesky ads...



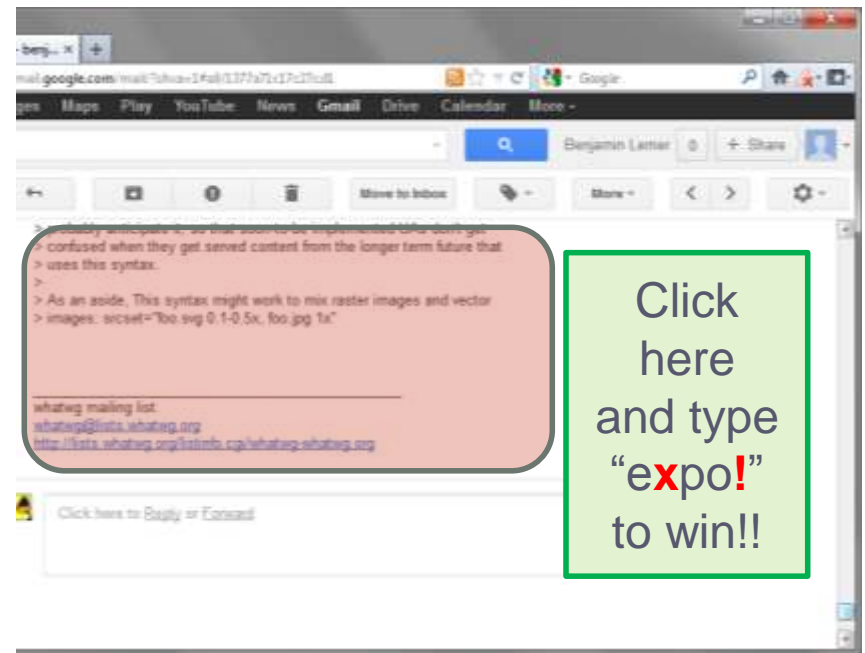
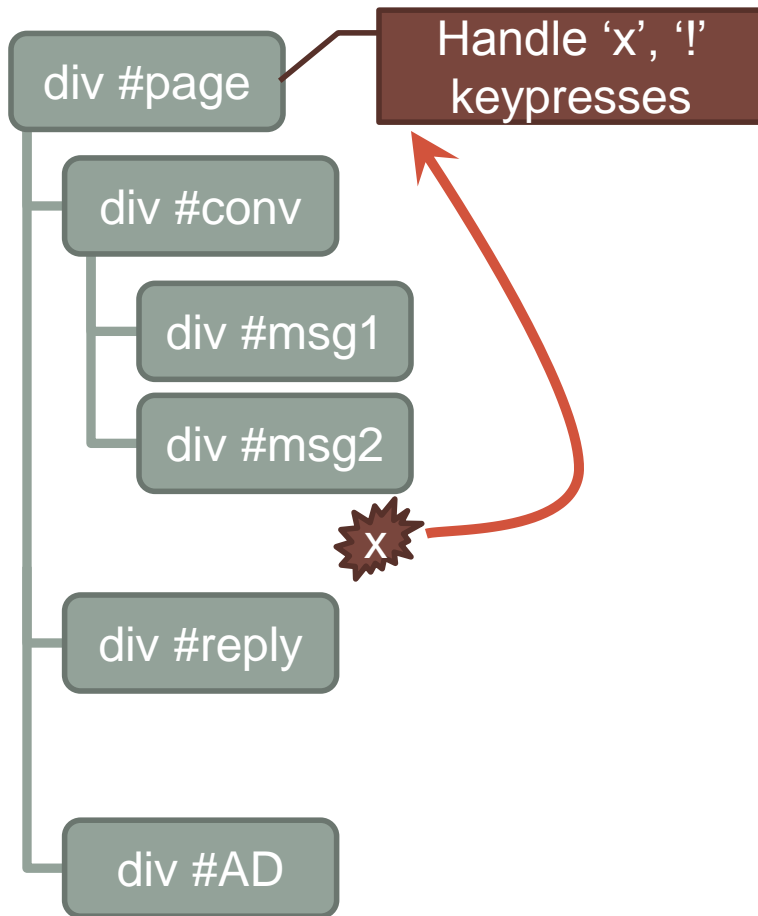
What's really going on here?



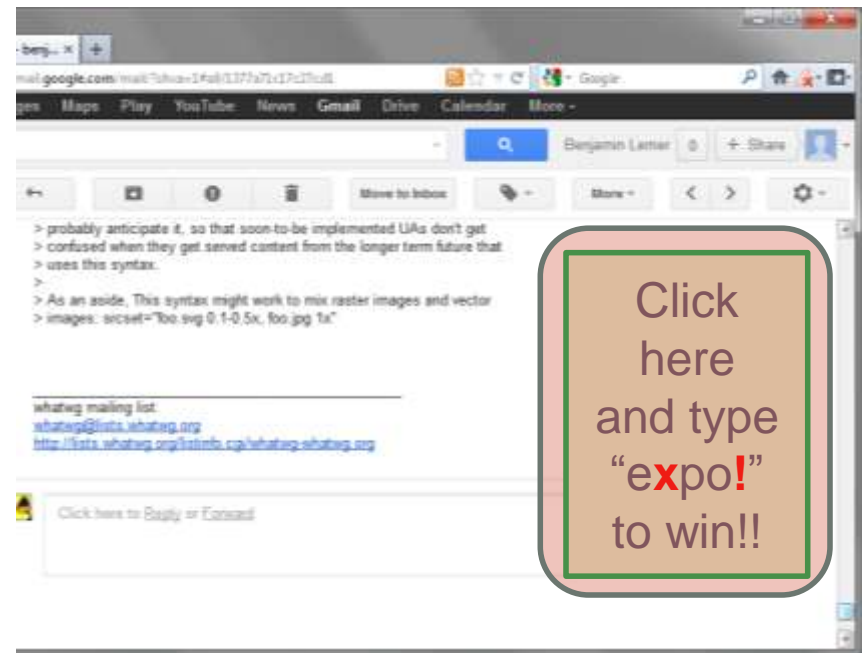
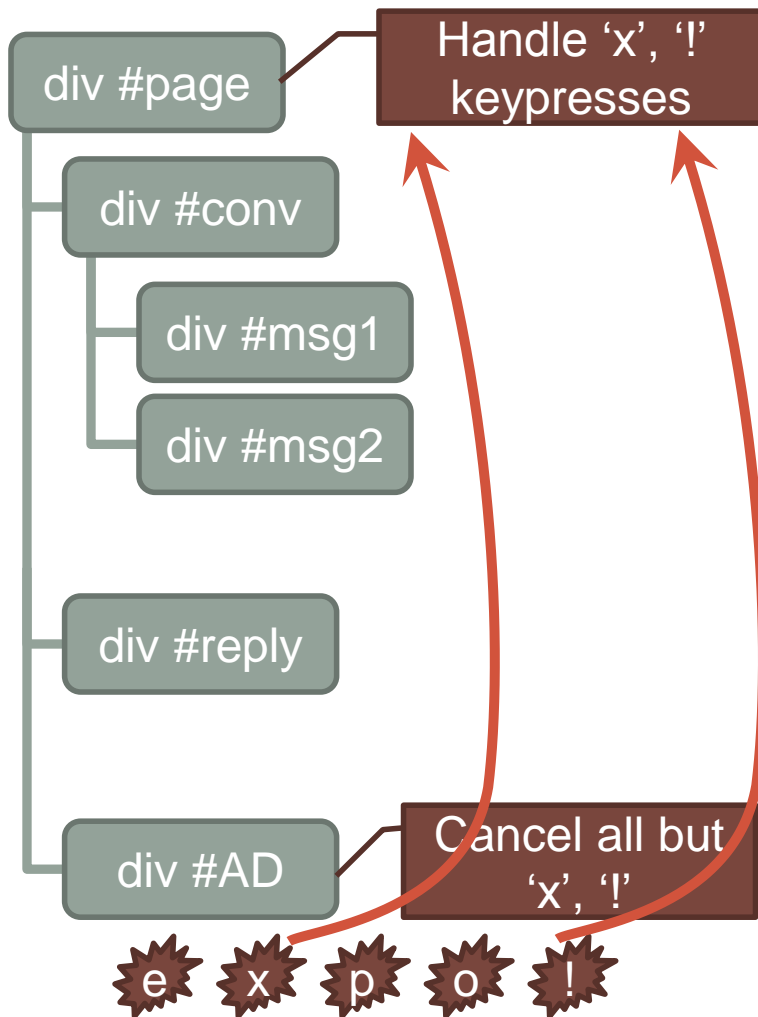
Event dispatch, informally



Event dispatch, informally

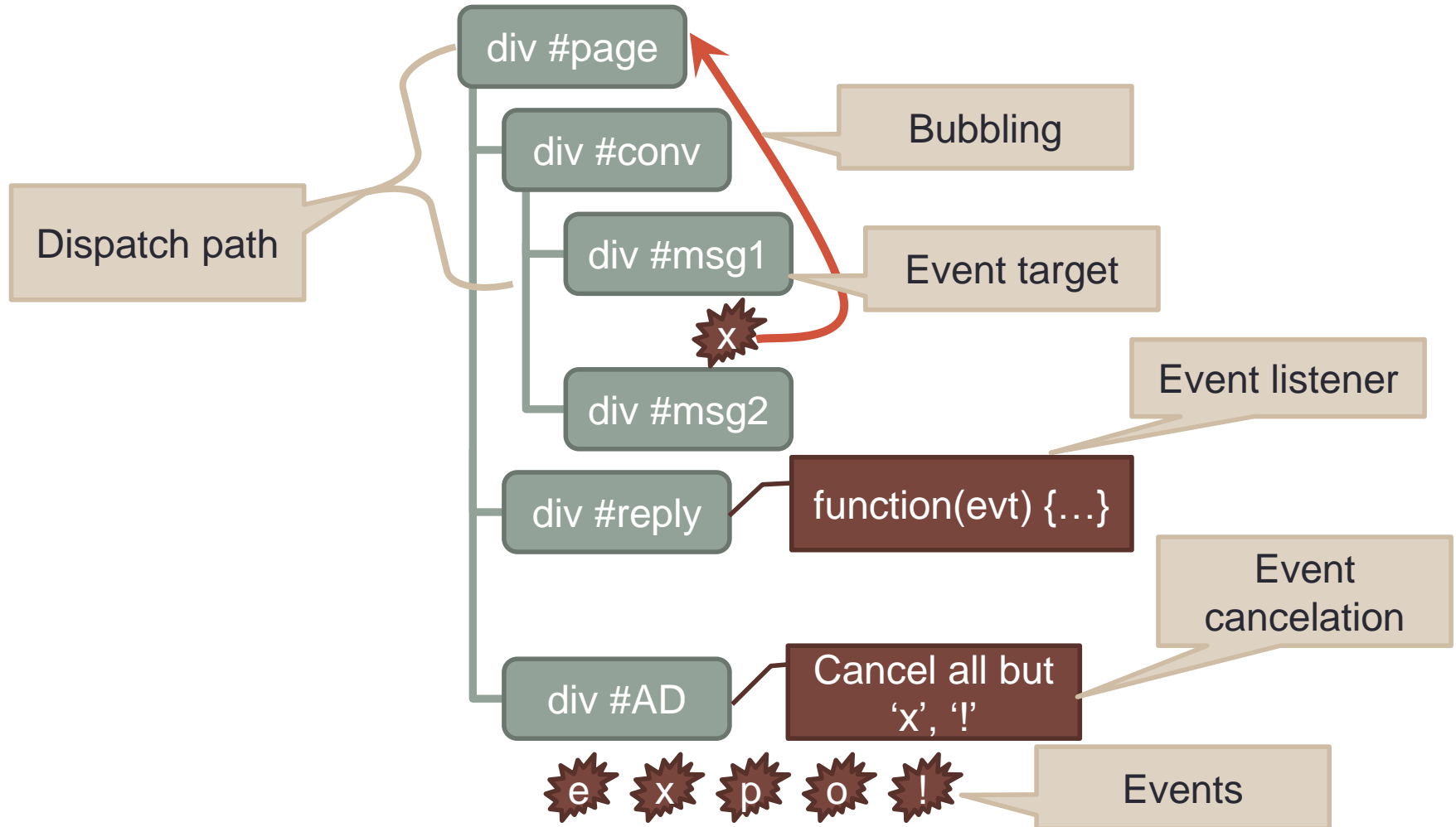


Event dispatch, informally



To understand the execution of any web page, we have to understand the model for event dispatch.

Event dispatch, informal summary

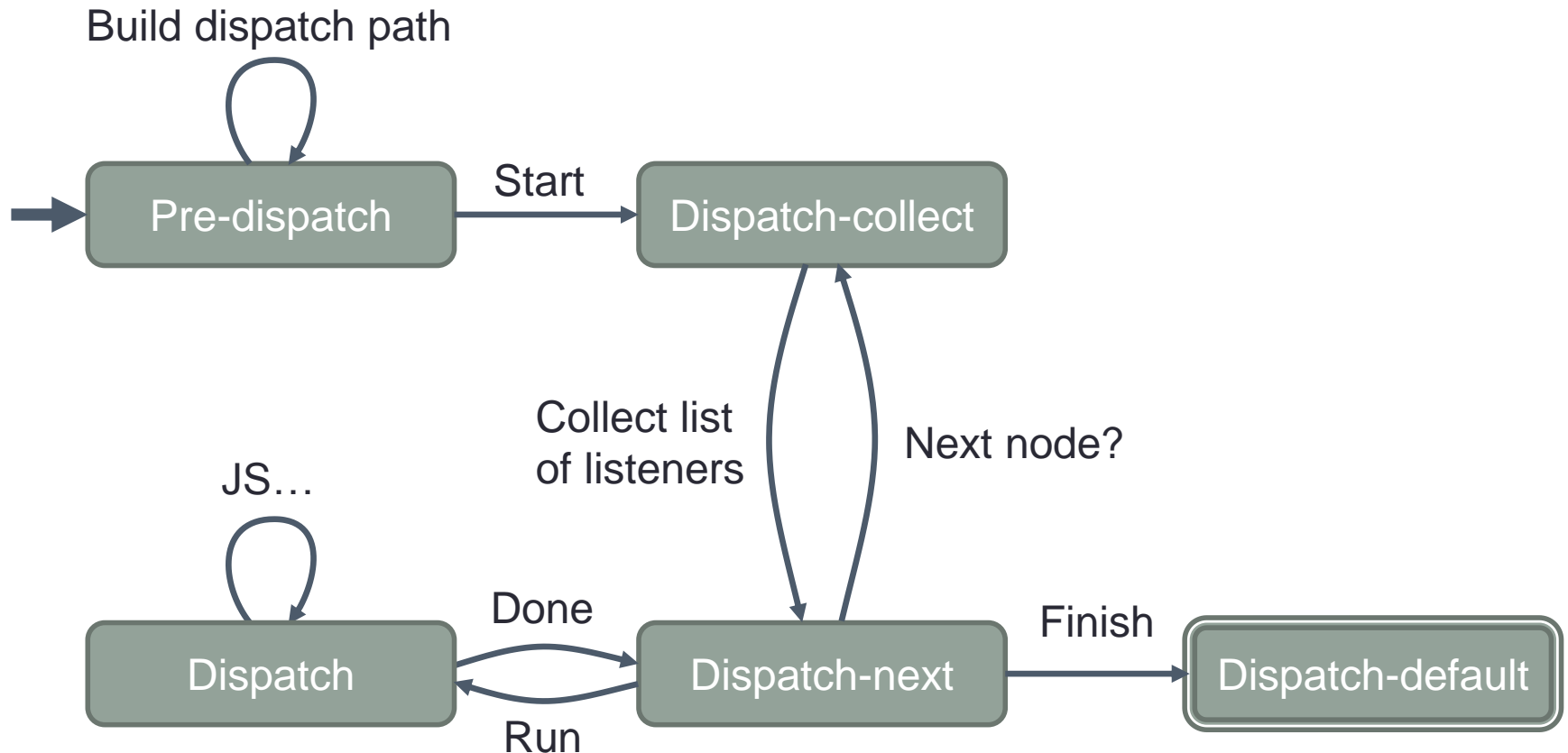


Event dispatch – the subtleties

Interactions between mutations and order of operations

- Multiple listeners per event per element
- Tree mutation
- Adding/removing listeners during dispatch
- Legacy “handlers”
- Default actions

Core dispatch algorithm



Surely this is all specified?

- Yes, but 😊
- Specification is 113 pages long
 - (Mostly definitions of specific event types)
- Core dispatch algorithm is 16 pages,
 - With side references to other specifications!
- Specification is not self-consistent

Example: addEventListener

addEventListener

Registers an event listener, depending on the `useCapture` parameter, **on the capture phase of the DOM event flow or its target and bubbling phases**.

Parameters

type : DOMString

Specifies the *Event.type* associated with the event for which the user is registering.

listener : EventListener

The *listener* parameter must be an object that implements the *EventListener* interface or a function. If *listener* is a function then it must be used as the callback for the event; otherwise, if *listener* implements *EventListener*, then its *handleEvent* method must be used as the callback.

useCapture : boolean

If true, *useCapture* indicates that the user wishes to **add the event listener for the capture and target phases only**, i.e., this event listener will not be triggered during the bubbling phase. If false, the event listener must **only be triggered during the target and bubbling phases**.

This parameter must be optional. If not provided, the *EventTarget.addEventListener* method must behave as if *useCapture* were specified to be false.

Modeling the event dispatch

We built a model in Redex of the event dispatch algorithm

- 1000 lines of commented code
- **Analyzable**
- **Testable**
- **Executable**
- **Composable**

Redex: what and why

- Redex is a framework designed for language engineers
- Makes it easy to:
 - Specify operational semantics
 - Simulate running of programs
 - Examine syntax and state of programs as they run
- *Particularly* convenient when trying to match web specs:
 - Mostly written in an idiomatic, step-by-step manner

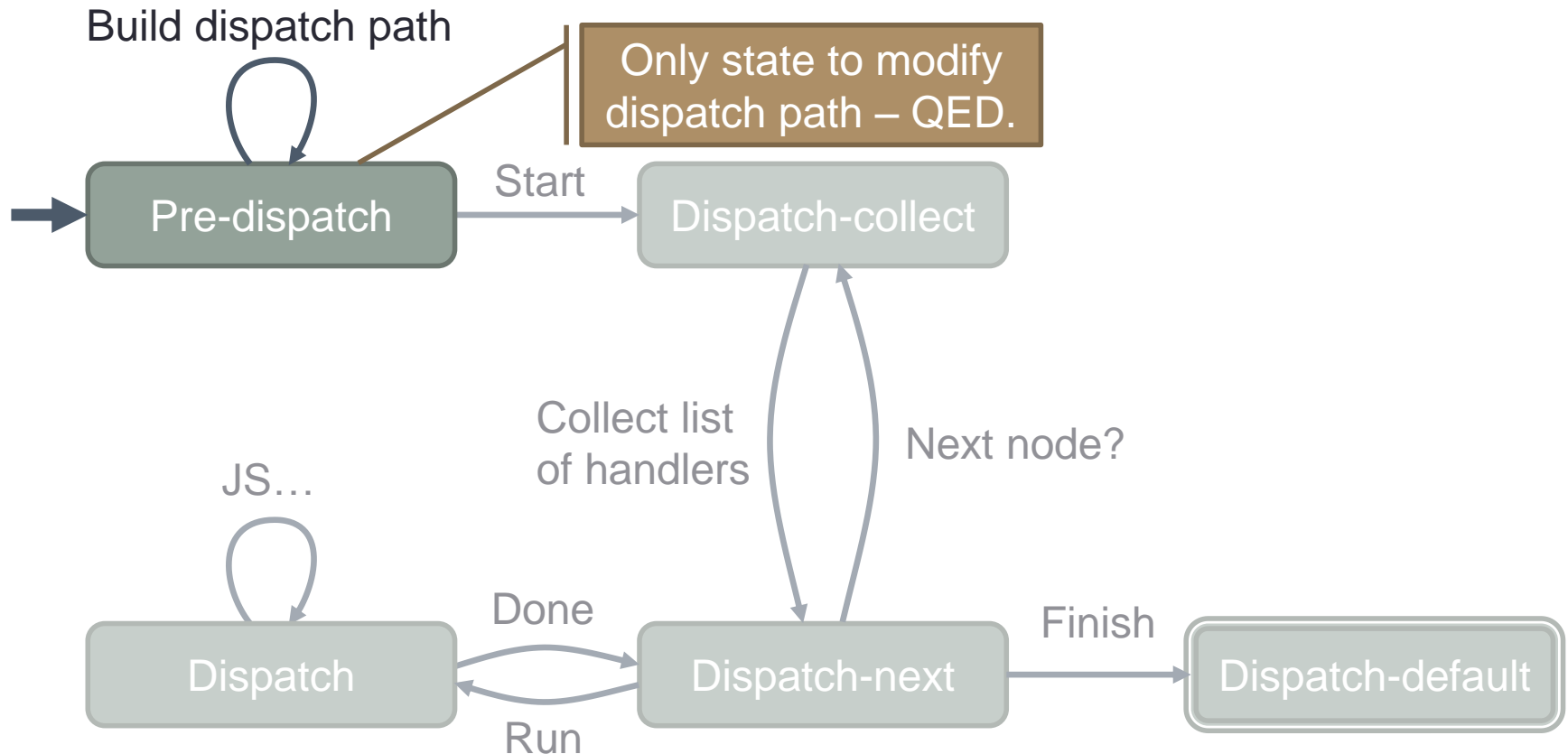
addEventListener, revisited

```
(define-metafunction DOM
  [(addListener LS string_type bool_useCapture loc_listener)
   (addListenerHelper
    (addListenerHelper
      LS string_type target bool_useCapture loc_listener)
    string_type
    ,(if (term bool_useCapture) (term capture) (term bubble))
    bool_useCapture
    loc_listener)))]])
```

Using the model: formal analysis

- Common knowledge about event dispatch:
 - “Modifying the tree shouldn’t impact the current dispatch.”
 - “Every node gets visited twice (capture and bubble) except the target.”
 - “Event dispatch is deterministic.”
 - “Event dispatch terminates.”
- All of these are ***theorems*** that hold of our model
 - Good for user understanding.
 - Good for analyses that rely upon them.

Example: dispatch path is fixed



That's nice, so? Model relevance

What assurance do we have that the model reflects reality?

Annotate the correspondence explicitly

Spec text \longleftrightarrow annotations \rightarrow model rules

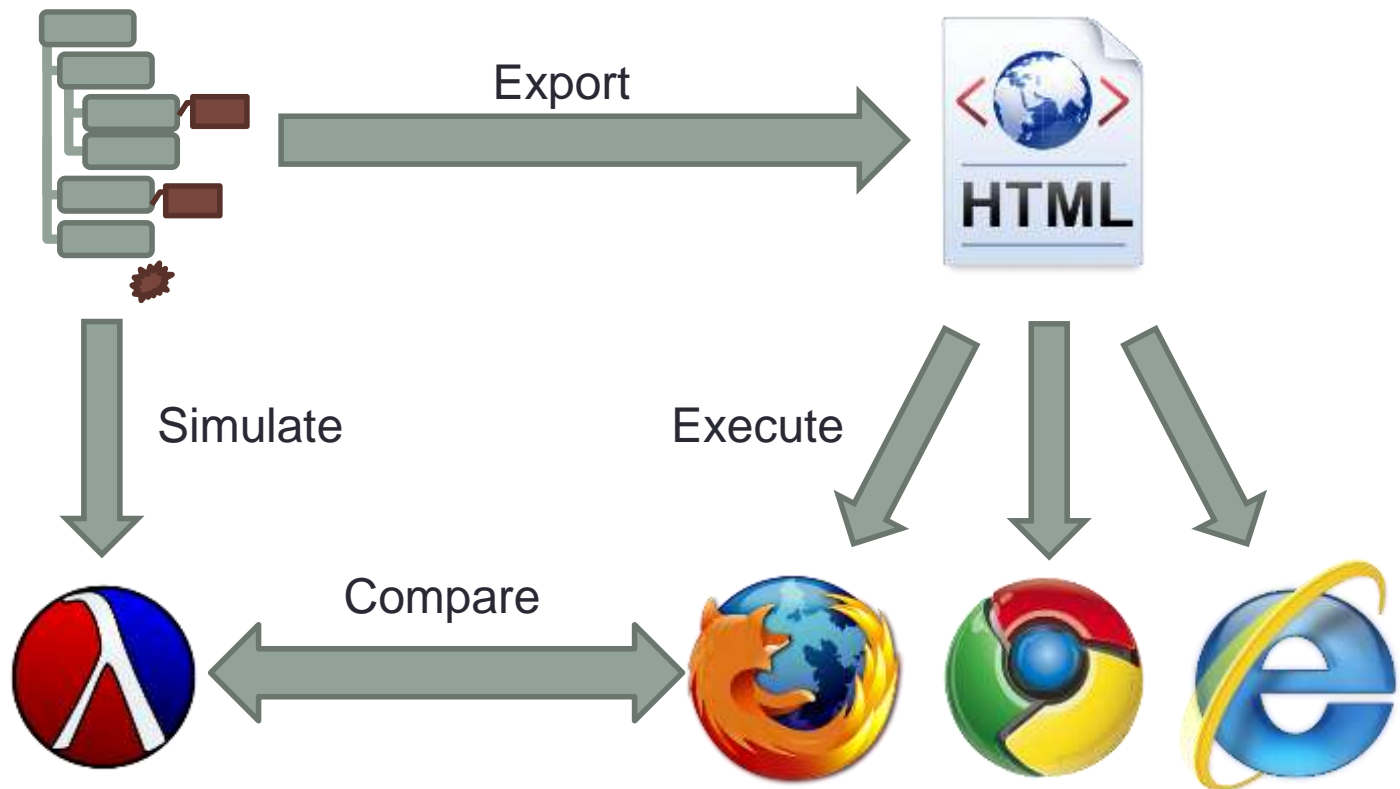
An informed reader could read both together and confirm they match.

(Compare the spec for `addEventListener` with our model)

Using the model: automatic testing

Can ***automatically*** construct test cases

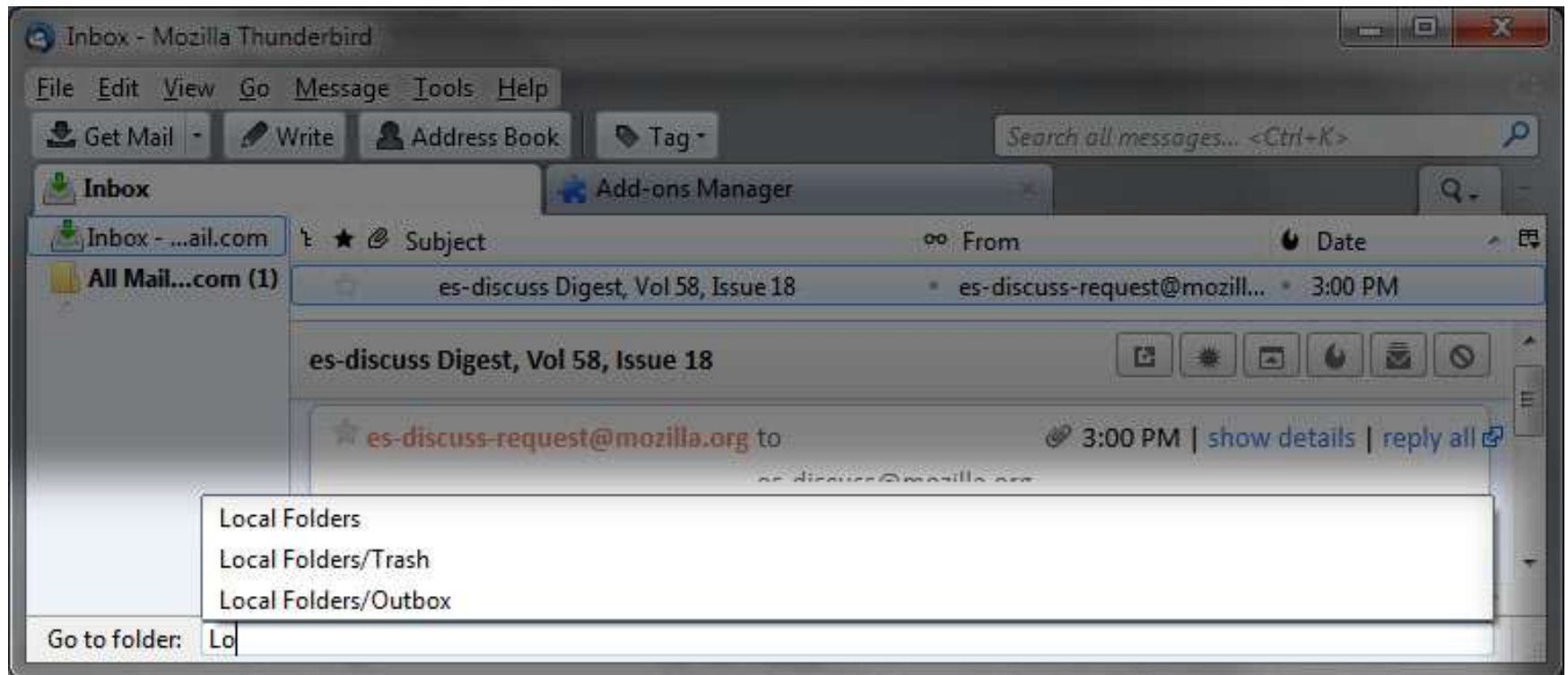
- All small trees, random larger ones...
- All pairs of 1-line listeners; random longer ones...



Using the model: debug execution

Two real-world Thunderbird extensions:

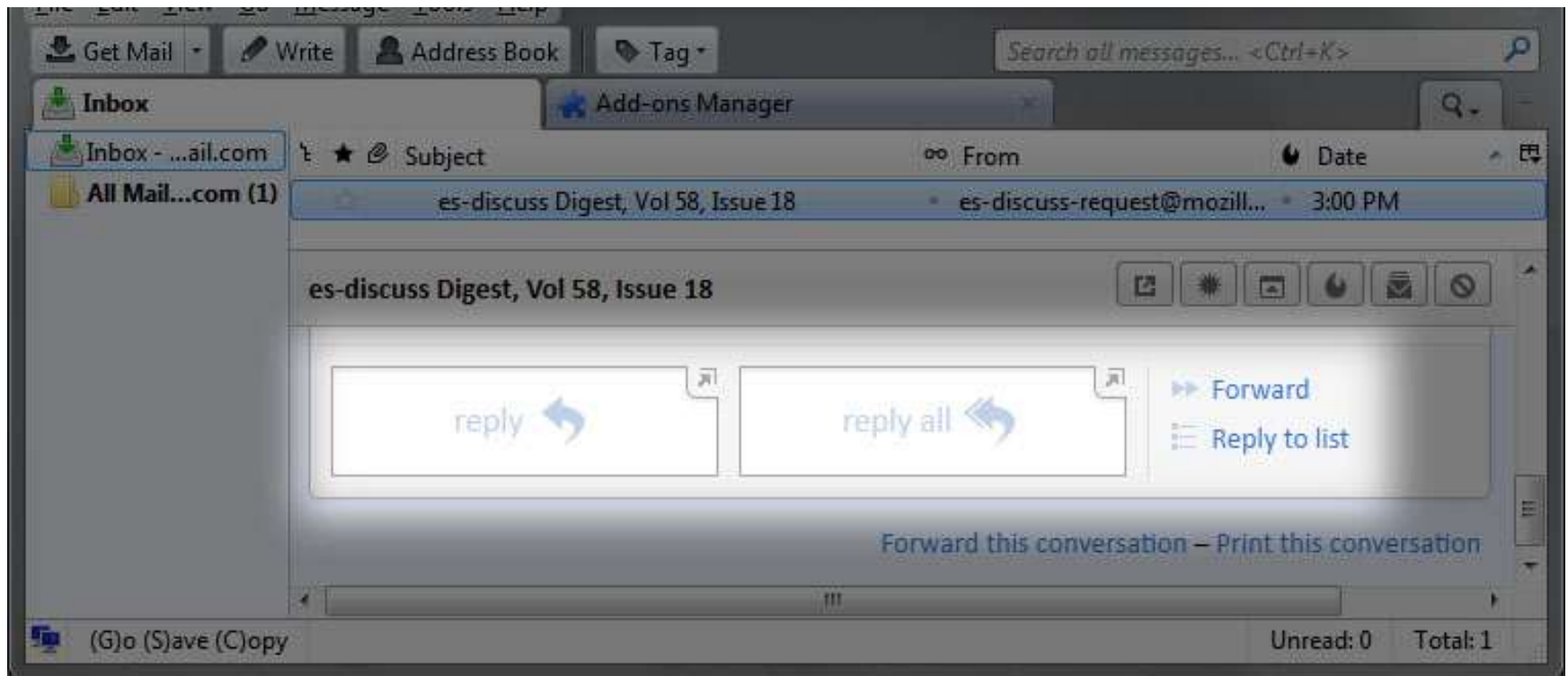
- Nostalg



Using the model: debug execution

Two real-world Thunderbird extensions:

- Thunderbird Conversations



Using the model: debug execution

- Nostalgia: hot-keys for saving messages
 - Type 'S', then a folder name → save message to folder
- Conversations: “Gmail-like” quick-reply box
- What should happen when you quick-reply with a word containing 's'?
- More importantly, when the “wrong thing” happens, why?
And how should we fix it?

Future Uses

- A full account of dynamic web behavior:
 - Events (this work)
 - JavaScript
 - DOM
 - Network
 - Storage
- Testing and verification of larger web applications
- ...

Recap: Contributions

- A **tractable, formal** model of web event dispatch
- **Analyzable**
 - Amenable to traditional PL techniques
- **Testable**
 - Has found actual bugs in current browsers
- **Executable**
 - Can help explain odd app behaviors or debug broken extensions
- **Composable**
 - Can be combined with other models for increased precision