

A large, solid blue curved shape, resembling a quarter of a circle or a large arc, is positioned on the left side of the image. The rest of the background is solid black.

subtyping

**fn** (x : t)  $\Rightarrow$  e

e1(e2)

$\lambda(x : \tau) e$  $e_1(e_2)$

**fn** (x : 'a)  $\Rightarrow$  e

(e1 : t1  $\Rightarrow$  t2) (e2)

$$\tau ::= t$$
$$| \tau_1 \rightarrow \tau_2$$
$$| \forall t. \tau$$

System  $F$

'a  $\rightarrow$  'b

$\forall \alpha. \forall \beta. \alpha \rightarrow \beta$

```
signature ANIMAL = sig
  type t
  val name : t -> string
  val num_legs : t -> int
  val sound : t -> string
end
```

```
signature ANIMAL = sig
  type t
  val name : t → string
  val num_legs : t → int
  val sound : t → string
end
```

```
structure Cat : ANIMAL
structure Dog : ANIMAL
```

```
val cats : Cat.t list = [luna, bella, oliver, charlie]
val dogs : Dog.t list = [max, cooper, lucy, daisy]
```

**no interoperability between Cat and Dog,  
despite common interface**



```
signature ANIMAL = sig
  type t
  val name : t → string
  val num_legs : t → int
  val sound : t → string
end
```

```
structure Animal : ANIMAL = struct
  datatype t = Cat of string | Dog of string
  fun name (Cat c) = c | name (Dog d) = d
  fun num_legs _ = 4
  fun sound (Cat _) = "meow" | sound (Dog _) = "woof"
end
```

```
val animals = [luna, max, lucy, charlie]
```

**cannot distinguish between Cat and Dog**

```
signature ANIMAL = sig
  type 'a t
  val name : 'a t → string
  val num_legs : 'a t → int
  val sound : 'a t → string
end
```

```
structure Animal : ANIMAL = struct
  datatype 'a t = Cat of string | Dog of string
  (* ... *)
end
```

```
datatype cat = Cat and dog = Dog
val cats : cat Animal.t list = [luna, bella, oliver]
val dogs : dog Animal.t list = [max, cooper, lucy]
```

```
signature ANIMAL = sig
  type 'a t
  val name : 'a t → string
  val num_legs : 'a t → int
  val sound : 'a t → string
end
```

```
structure Animal : ANIMAL = struct
  datatype 'a t = Cat of string | Dog of string
  (* ... *)
end
```

**phantom type**

```
datatype cat = Cat and dog = Dog
val cats : cat Animal.t list = [luna, bella, oliver]
val dogs : dog Animal.t list = [max, cooper, lucy]
```

**would be better with GADTs (next week)**

want to **separate** instances of Cat from Dog..

without making them completely **non-interoperable**

why aren't **polymorphic types** enough?

# subsumption

if  $e$  has type  $\sigma$

and  $\sigma$  is a **subtype** of  $\tau$

then  $e$  has type  $\tau$

“any cat is an animal,  
and any dog is an animal”

# subsumption

$$\frac{\Gamma \vdash e : \sigma \quad \sigma <: \tau}{\Gamma \vdash e : \tau}$$

(reflexive, antisymmetric, transitive)

```
type big = { x: t1, y: t2, z: t3 }
```

```
type small = { x: t1, y: t2 }
```

```
fun f (s : small) = #x s
```

```
val b = { x = 1, y = 2, z = 3 }
```

```
(* f b *)
```

# width

---

$$\left\{ l_i : \tau_i^{i \in 1..n+k} \right\} <: \left\{ l_i : \tau_i^{i \in 1..n} \right\}$$



# depth

$$\frac{\sigma_i <: \tau_i}{\left\{ l_i : \sigma_i^{i \in 1..n} \right\} <: \left\{ l_i : \tau_i^{i \in 1..n} \right\}}$$

# variant width

---

$$\langle l_i : \tau_i^{i \in 1..n} \rangle <: \langle l_i : \tau_i^{i \in 1..n+k} \rangle$$

---

$$\langle l_i : \tau_i^{i \in 1..n} \rangle <: \langle l_i : \tau_i^{i \in 1..n+k} \rangle$$

---

$$\{ l_i : \tau_i^{i \in 1..n+k} \} <: \{ l_i : \tau_i^{i \in 1..n} \}$$

```
datatype big =  
  Xb of t1  
| Yb of t2  
| Zb of t3
```

```
datatype small =  
  Xs of t1  
| Ys of t2
```

small product

big sum



big product

small sum

**Any**

Enum

Animal

Container

Int

Bool

Cat

Dog

Socket

Image

List

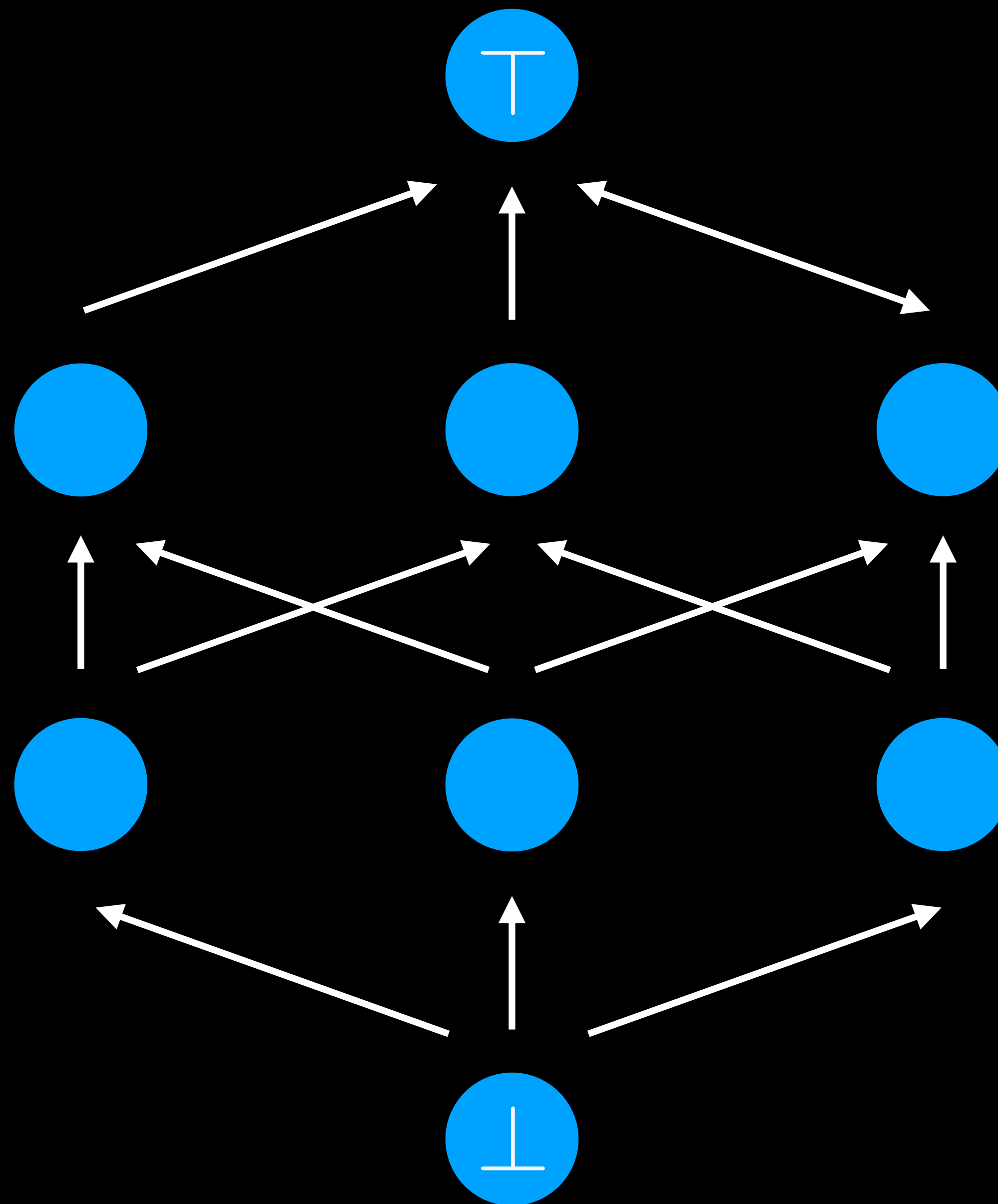
TCP Socket

LinkedList

**Nothing**

any value is an instance of **Any**

what is an instance of **Nothing**?



**lattices**  
joins and meets



consequences of the bottom type?

consequences of the top type?

ascription and casting

$$\frac{\Gamma \vdash e : \tau}{\Gamma \vdash e \text{ as } \tau : \tau}$$

# ascription and casting

$$\frac{\Gamma \vdash e : \tau}{\Gamma \vdash e \text{ as } \tau : \tau}$$

completely useless, right?

ascription and casting

$$\frac{\Gamma \vdash e : \sigma}{\Gamma \vdash e \text{ as } \tau : \tau}$$

# ascription and casting

$$\frac{\Gamma \vdash e : \sigma}{\Gamma \vdash e \text{ as } \tau : \tau}$$

how do we make this safe at runtime?

# functions

$$\frac{\sigma_1 <: \tau_1 \quad \sigma_2 <: \tau_2}{\sigma_1 \rightarrow \sigma_2 <: \tau_1 \rightarrow \tau_2}$$

# functions

$$\frac{\sigma_1 <: \tau_1 \quad \sigma_2 <: \tau_2}{\sigma_1 \rightarrow \sigma_2 \quad \tau_1 \rightarrow \tau_2}$$




# functions

$$\frac{\tau_1 <: \sigma_1 \quad \sigma_2 <: \tau_2}{\sigma_1 \rightarrow \sigma_2 <: \tau_1 \rightarrow \tau_2}$$

functions are *covariant* in the *codomain*  
and *contravariant* in the *domain*!

# references

$$\frac{\sigma <: \tau}{\sigma \text{ ref } <: \tau \text{ ref}}$$

# references

$$\frac{\sigma < \tau}{\sigma \text{ ref} < \tau \text{ ref}}$$


# references

$$\frac{\sigma <: \tau \quad \tau <: \sigma}{\sigma \text{ ref } <: \tau \text{ ref}}$$

# references

$$\frac{\sigma <: \tau \quad \tau <: \sigma}{\sigma \text{ ref } <: \tau \text{ ref}}$$

in effect, the types have to be *equal*,  
making references *invariant*!  
(modulo field reordering)

# sources and sinks

$$\frac{\Gamma \vdash e : \tau \text{ src}}{\Gamma \vdash !e : \tau}$$

$$\frac{\Gamma \vdash e_1 : \tau \text{ sink} \quad \Gamma \vdash e_2 : \tau}{\Gamma \vdash e_1 := e_2 : \text{unit}}$$

also called “capabilities”

# sources and sinks

$$\frac{\sigma <: \tau}{\sigma \text{ src } <: \tau \text{ src}}$$

$$\frac{}{\tau \text{ ref } <: \tau \text{ src}}$$

$$\frac{\tau <: \sigma}{\sigma \text{ sink } <: \tau \text{ sink}}$$

$$\frac{}{\tau \text{ ref } <: \tau \text{ sink}}$$

# arrays

generalized references, so invariant?



# arrays

$$\frac{\sigma <: \tau}{\sigma [] <: \tau []}$$



Java

what problems does this cause?

# Java and Scala's Type Systems are Unsound \*

The E

Nada Amin

EPFL, Switzerland  
nada.amin@epfl.ch

## Abstract

We present short programs that demonstrate the unsoundness of Java and Scala's current type systems. In particular, these programs provide parametrically polymorphic functions that can turn any type into another (down)casting. Fortunately, parametric polymorphism is not integrated into the Java Virtual Machine. Our examples do not demonstrate any unsoundness. Nonetheless, we discuss broader implications on the field of programming languages.

**Categories and Subject Descriptors** D.3.2 [Languages]: Language Classifications—Languages; D.3.3 [Programming Languages]: Constructs and Features—Polymorphism

**General Terms** Design, Languages, Reliability, Security

**Keywords** Unsoundness, Java, Scala, Null, Existential



# Java Generics are Turing Complete

Radu Grigore

University of Kent, United Kingdom

## Abstract

This paper describes a reduction from the halting problem of Turing machines to subtype checking in Java. It follows that subtype checking in Java is undecidable, which answers a question posed by Kennedy and Pierce in 2007. It also follows that Java's type checker can recognize any recursive language, which improves a result of Gil and Levy from 2016. The latter point is illustrated by a parser generator for fluent interfaces.

**Categories and Subject Descriptors** D.3.3 [Language Constructs and Features]

**Keywords** Java, subtype checking, decidability, fluent interface, parser generator, Turing machine

**Theorem 1.** *It is undecidable whether  $t <: t'$  according to a given class table.*

**Theorem 2.** *Given is a context free grammar  $G$  that describes a language  $\mathcal{L} \subseteq \Sigma^*$  over an alphabet  $\Sigma$  of method names. We can construct Java class definitions, a type  $T$ , and expressions  $Start$ ,  $Stop$  such that the code*

$$T \ell = Start.f^{(1)}().f^{(2)}() \dots f^{(m)}().Stop$$

*type checks if and only if  $f^{(1)} f^{(2)} \dots f^{(m)} \in \mathcal{L}$ . Moreover, the class definitions have size polynomial in the size of  $G$ , and the Java code can be type-checked in time polynomial in the size of  $G$ .*

**Theorem 1** is proved by a reduction from the halting problem of Turing machines to subtype checking in Java (Section 5). The

On that note, another lesson from this experience is that one well understood feature should be refined. In particular, the design of constrained generics is itself overconstrained.

why is Java so complex?

let's return to System F...

$\forall t. \tau$

$\forall t <: T. \tau$ 

bounded quantification

```
List<?> // just 'a list
```

```
List<? extends Animal>
```

```
List<? extends Any> // same as List<?>
```



```
List<? super Cat>
```

```
List<? super Nothing>
```

```
List<? extends Cat & Dog>
```

intersection type

```
List<? extends Animal & Comparable<?>>
```

*F*-bounded polymorphism

System  $F_{<}$ :

polymorphism + subtyping

universals: “kernel”

$$\Gamma, t <: u \vdash \sigma <: \tau$$

---

$$\Gamma \vdash \boxed{\forall t <: u. \sigma} <: \boxed{\forall t <: u. \tau}$$

works only if  $u$  does not change

universals: “full”

$$\frac{\Gamma \vdash \tau_1 <: \sigma_1 \quad \Gamma, t <: \tau_1 \vdash \sigma_2 <: \tau_2}{\Gamma \vdash \forall t <: \sigma_1. \sigma_2 <: \forall t <: \tau_1. \tau_2}$$

contravariant domain, like functions

full  $F_{<}$ : seems easily more powerful...

why have kernel version at all?



**theorem** (Pierce, 1993).

typechecking for full System  $F_{<}$ :  
is undecidable.

proof.

first define  $\neg\sigma \triangleq \forall x \langle: \sigma.x$

now attempt to check:

$$\forall x_0. \forall x_1. \forall x_2.$$

$$\neg(\forall y_0 \langle: x_0. \forall y_1 \langle: x_1. \forall y_2 \langle: x_2. \neg x_0)$$

$$\langle: \forall x_0. \forall x_1 \langle: P. \forall x_2 \langle: Q.$$

$$\neg(\forall y_0. \forall y_1. \forall y_2. \neg(\forall z_0 \langle: y_0. \forall z_1 \langle: y_2. \forall z_2 : y_1. U))$$

proof.

first define  $\neg\sigma \triangleq \forall x <: \sigma.x$

**claim.**

now attempt to check:

the subtype checking terminates if and only if a counter machine with registers  $P$  and  $Q$  terminates on input  $U$ .

$<: \forall x_0. \forall x_1 <: P. \forall x_2 <: Q.$

$\neg(\forall y_0. \forall y_1. \forall y_2. \neg(\forall z_0 <: y_0. \forall z_1 <: y_2. \forall z_2 : y_1. U))$

theorem (Pierce, 1994).

for each two-counter machine  $M$  there exists a typing judgment  $S(M)$  such that  $S(M)$  is derivable iff  $M$  halts.

```
List<? extends Integer & GreaterThan<One>>
```

dependent types

# further reading

ch. 24, 25 of *PFPL* (by Harper)

ch. 15, 16, 26, 28 of *TaPL* (by Pierce)