

# SFJ: An implementation of Semantic Featherweight Java

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**Abstract.** The abstract should briefly summarize the contents of the paper in 15–250 words.

**Keywords:** nominal and structural subtyping · Featherweight Java · object-oriented languages · semantic subtyping · type theory.

## 1 Introduction

A typing system for a programming language is a set of deduction rules that allow

$$\tau ::= \alpha \mid \mu \tag{1}$$

## 2 Semantic Subtyping for Featherweight Java

## 3 SFJ: Design and Implementation

Since we want our types to represent sets of values, we restrict our types to finite trees whose leaves are constants with no cycles. For example a recursive type  $\alpha = [a : \alpha]$  would be an infinite tree `new C(new C(...))`. Similarly the types  $\alpha = [b : \beta]$ ,  $\beta = [a = \alpha]$  would also be impossible to instantiate.

Therefore, to not allow this, when processing the AST of a program, we do not allow the type of the class we are defining to be a field and we mark any classes with only basic types in it's fields as *resolved* and otherwise if it contains a class type, we mark it as *unresolved*. After processing the whole AST, we perform the following algorithm to decide whether the type definitions in the program are valid.

```
boolean resolutionOccured = false
do
  for class that is unresolved:
    boolean resolved = true

    for field that contains a class type:
      if class type is not resolved
        resolved = false
```

```

        if resolved is true
            set class to be resolved
            resolutionOccured = true
while resolutionOccured is true

if all classes are not resolved
    program contains invalid type definition

```

Given that we now know that all the types in the program are valid, we can create the subtyping relation which will be a map of types to a set of its subtypes. For every program, we assume the initial subtyping relation for all of our basic types. We would like to highlight that `Int` is not a subtype of `Float` as it cannot represent the whole domain of `Int` accurately therefore the domain is not fully contained in `Float`. Similarly so for `Double` and `Long`.

```

Boolean = {Boolean}
Double = {Double, Float, Int, Short, Byte}
Float = {Float, Short, Byte}
Long = {Long, Int, Short, Byte}
Int = {Int, Short, Byte}
Short = {Short, Byte}
Byte = {Byte}

```

Knowing that all our types are finite trees with leaves as constants and given this initial relation, we can now confidently create a subtyping relation for all class types using the following algorithm.

```

function generateRelation(classes):
    List<class> untyped = []

    for class in classes:
        if addClass(class) is false:
            untyped.add(class)

    if untyped is not []:
        generateRelation(untyped)

function addClass(class):
    for existing class type in relation:
        if tryAddSubtype(class, existingClass) is false:
            return false

    tryAddSubtype(existingClass, class)

```

```

        add class to its own subtype relation

function tryAddSubtype(class, other):
    boolean flag = true

    for field in class:
        if field contains type not in relation:
            return false

        if other does not have field:
            flag = false
        else:
            if other.field.types not fully contains field.types:
                flag = false

    for method in class:
        if method contains type not in relation:
            return false

        if other does not have method:
            flag = false
        else:
            if other.method.types not fully contains method.types:
                flag = false

    if flag == true:
        add class to other subtype relation

```

The following bibliography provides a sample reference list with entries for journal articles [1].

## 4 Related Work and Conclusion

### References

1. Dardha, O., Gorla, D., Varacca, D.: Semantic Subtyping for Objects and Classes. *Computer Journal* **60**(5), 636–656 (2017). <https://doi.org/10.1093/comjnl/bxw080>