Re-classification and Multi-threading: $\mathcal{F}ickle_{MT}$

MYTHS/MIKADO/DART Meeting, Venice, June 14, 2004

joint work with Ferruccio Damiani and Paola Giannini







 $\mathcal{F}ickle_{MT}$. SAC-OOP 2004 – р. 1/30

Contents of the talk

- Introduction and Motivation through examples
- Operational Semantics
- Type System
- Soundness
- Translation

Frogs and princes play. Frogs blow up their pouch when woken up, princes swing their sword.

Frogs and princes play. Frogs blow up their pouch when
woken up, princes swing their sword.
class Player{ int age; void wake(){...} }

but then, ...

Frogs turn into princes when kissed

Frogs turn into princes when kissed
root class Player{int age; void wake(){...} void kissed(){...}

Frogs turn into princes when kissed
root class Player{int age; void wake(){...} void kissed(){...} }
state class Frog extends Player{
 Vocal pouch;
 void wake(){pouch.blow() }
 void wake(){thisUPrince}
 void kissed(){thisUPrince}
 }
}

Frogs turn into princes when kissed **root class** Player{int age; **void** wake(){...} **void** kissed(){...} } state class Frog extends Player{ **state class** Prince **extends** Player{ Vocal pouch; Weapon sword; void wake(){pouch.blow() } **void** wake(){sword.swing()} **void** kissed(){thisUPrince} **void** kissed() $\{\dots\}$ } Player p1, p2; p1:= new Frog; p2:= p1;

Frogs turn into princes when kissed **root class** Player{int age; **void** wake(){...} **void** kissed(){...} } state class Frog extends Player{ **state class** Prince **extends** Player{ Vocal pouch; Weapon sword; void wake(){pouch.blow() } **void** wake(){sword.swing()} **void** kissed(){this \Downarrow Prince} **void** kissed() $\{...\}$ } Player p1, p2; p1:= new Frog; p2:= p1; p2.wake(); blow up pouch

Frogs turn into princes when kissed **root class** Player{int age; **void** wake(){...} **void** kissed(){...} } state class Frog extends Player{ **state class** Prince **extends** Player{ Weapon sword; Vocal pouch; void wake(){pouch.blow() } **void** wake(){sword.swing()} **void** kissed(){this \Downarrow Prince} **void** kissed(){...} } Player p1, p2; p1:= new Frog; p2:= p1; p2.wake(); *blow up pouch* p1.kissed(); p1 and p2 turn into prince

Frogs turn into princes when kissed **root class** Player{int age; **void** wake(){...} **void** kissed(){...} } state class Frog extends Player{ **state class** Prince **extends** Player{ Vocal pouch; Weapon sword; void wake(){pouch.blow() } **void** wake(){sword.swing()} **void** kissed(){thisUPrince} **void** kissed() $\{...\}$ } Player p1, p2; p1:= new Frog; p2:= p1; p2.wake(); blow up pouch p1.kissed(); p1 and p2 turn into prince p2.wake(); swing sword

 $\mathcal{F}ickle$ = minimal Java-like language extended with

● operation this lc sets class of this to c (p1.kiss() reclassifies p1 and all its aliases to Prince);

- operation this lc sets class of this to c (p1.kiss() reclassifies p1 and all its aliases to Prince);
- state-classes (Frog, Prince), whose objects may be re-classified;

- operation this Uc sets class of this to c (p1.kiss() reclassifies p1 and all its aliases to Prince);
- state-classes (Frog, Prince), whose objects may be re-classified;
- root-classes (Player), the superclasses of state-classes;

- operation this lc sets class of this to c (p1.kiss() reclassifies p1 and all its aliases to Prince);
- state-classes (Frog, Prince), whose objects may be re-classified;
- root-classes (Player), the superclasses of state-classes;
- reclassification restricted across subclasses of same root-class.

 $\mathcal{F}ickle$ = minimal Java-like language extended with

- operation this lc sets class of this to c (p1.kiss() reclassifies p1 and all its aliases to Prince);
- state-classes (Frog, Prince), whose objects may be re-classified;
- root-classes (Player), the superclasses of state-classes;
- reclassification restricted across subclasses of same root-class.

This allows us to express frogs turning into princes, windows being iconified and expanded, empty stacks becoming non-empty and non-empty stacks becoming empty, *etc.*, *etc.*

Multi-threading: $\mathcal{F}\mathit{ickle}_{MT}$

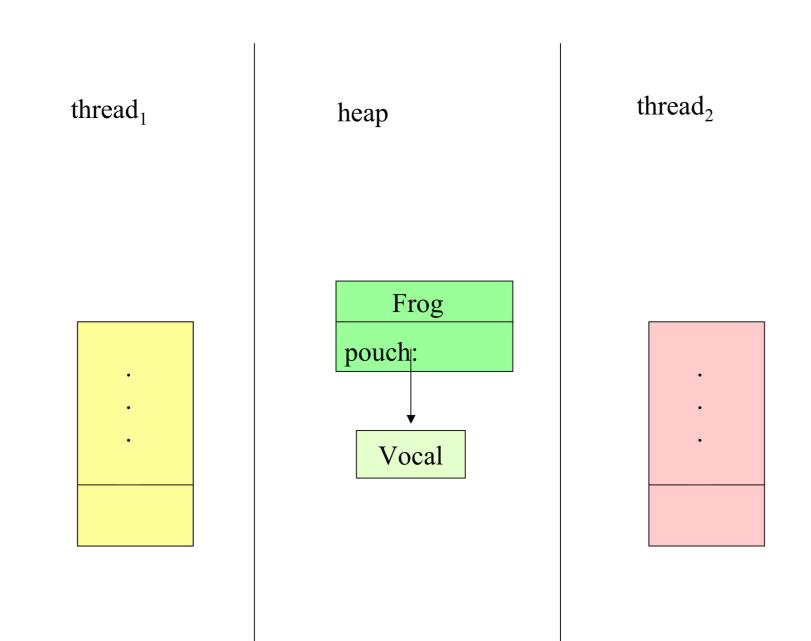
Multi-threading: $\mathcal{F}\mathit{ickle}_{MT}$

}

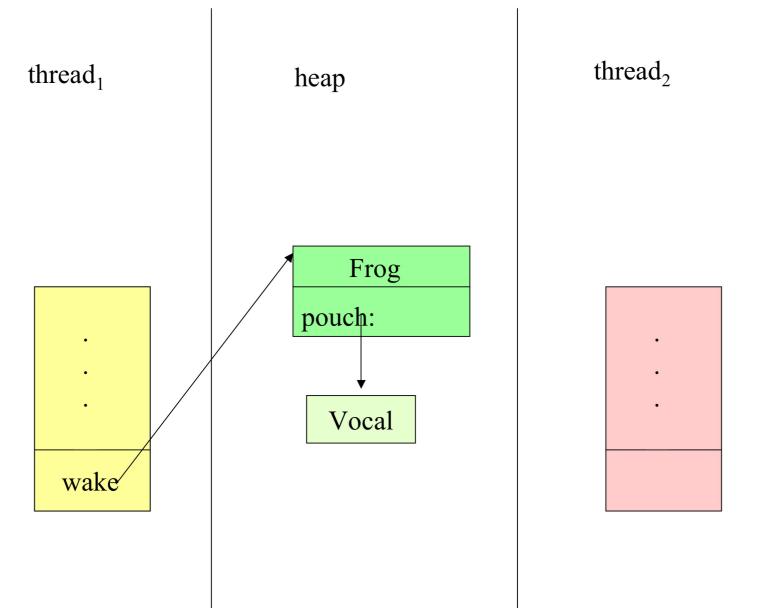
Multi-threading: $\mathcal{F}\mathit{ickle}_{MT}$

 $(\mathbf{new}\,\mathsf{Game}).\mathsf{play}(\mathbf{new}\,\mathsf{Frog})$

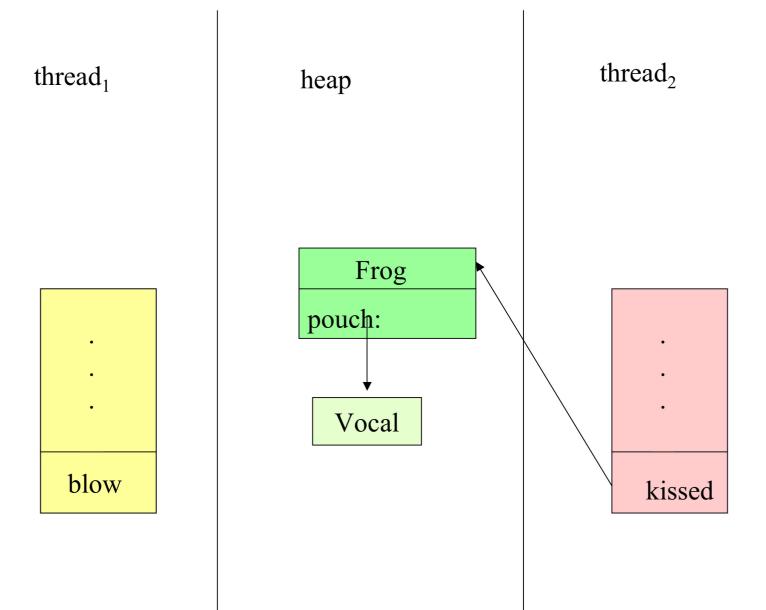
}



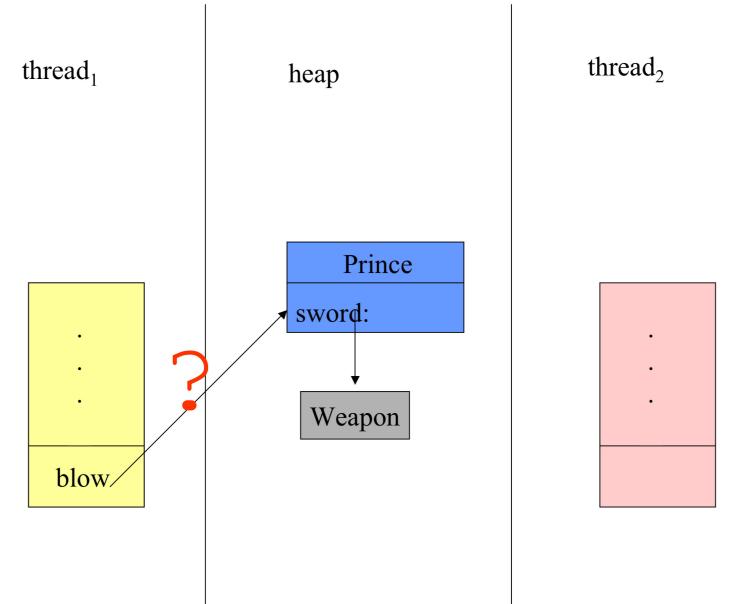
 $\mathcal{F}ickle_{MT}$, SAC-OOP 2004 – p. 7/30



*.Fickle*мт. SAC-OOP 2004 – р. 8/30



*.Fickle*мт. SAC-OOP 2004 – р. 9/30



 $\mathcal{F}ickle_{MT}$. SAC-OOP 2004 – р. 10/30

The Problem

Prevent executions in which one thread reclassifies an object while another one is executing a method on the same object

The Problem

Prevent executions in which one thread reclassifies an object while another one is executing a method on the same object

without causing deadlocks

- We need to know:
 - the objects that may be reclassified by a thread
 - the re-classifiable objects that are used as receivers of method calls by a thread

- We need to know:
 - the objects that may be reclassified by a thread
 - the re-classifiable objects that are used as receivers of method calls by a thread
- The type system gathers information on the type of objects reclassified and/or used as receivers

- We need to know:
 - the objects that may be reclassified by a thread
 - the re-classifiable objects that are used as receivers of method calls by a thread
- The type system gathers information on the type of objects reclassified and/or used as receivers
- The operational semantics uses this static information to block threads that could cause errors (dynamic check)

- We need to know:
 - the objects that may be reclassified by a thread
 - the re-classifiable objects that are used as receivers of method calls by a thread
- The type system gathers information on the type of objects reclassified and/or used as receivers
- The operational semantics uses this static information to block threads that could cause errors (dynamic check)
- This blocking threads does not cause deadlock

- We need to know:
 - the objects that may be reclassified by a thread
 - the re-classifiable objects that are used as receivers of method calls by a thread
- The type system gathers information on the type of objects reclassified and/or used as receivers
- The operational semantics uses this static information to block threads that could cause errors (dynamic check)
- This blocking threads does not cause deadlock : a toplevel method call acquires the right to have all the objects that may be reclassified or be method call's receivers during its call.

Contents of the talk

- Introduction and Motivation through examples
- Operational Semantics
- Type System
- Soundness
- Translation

Method Declaration

$tm(t'x) \Theta \{e\}$

Method Declaration

$tm(t'x) \Theta \{e\}$

t is the result type

$$\mathsf{tm}\,(\mathsf{t'x})\,\Theta\;\,\{\,\mathsf{e}\,\}$$

- t is the result type
- \bullet t' is the type of the formal parameter x

- t is the result type
- \bullet t' is the type of the formal parameter x
- e is the method's body

- t is the result type
- \bullet t' is the type of the formal parameter x
- e is the method's body
- is the effect: a pair $\langle \phi, \psi \rangle$

- t is the result type
- \bullet t' is the type of the formal parameter x
- e is the method's body
- is the effect: a pair $\langle \phi, \psi \rangle$

- t is the result type
- \bullet t' is the type of the formal parameter x
- e is the method's body
- is the effect: a pair $\langle \phi, \psi \rangle$

 - ψ , the receive effect, is a set of root classes whose objects could receive a method call during the evaluation of e

root class Player{ int age; **void** wake() $\{\dots\}$ **void** kissed() {...} } state class Frog extends Player{ Vocal pouch; void wake() {pouch.blow()} {thisUPrince} **void** kissed() } **state class** Prince **extends** Player{ Weapon sword; void wake() {sword.swing()} more {...} **void** kissed()

root class Player{ int age; **void** wake() $\{\dots\}$ **void** kissed() {...} } state class Frog extends Player{ Vocal pouch; {pouch.blow()} **void** wake() {this UPrince} **void** kissed() } **state class** Prince **extends** Player{ Weapon sword; **void** wake() $\langle \{ \}, \{ \} \rangle \{$ sword.swing() $\}$ more void kissed() $\langle \{\}, \{\} \rangle \{...\}$

root class Player{ int age; void wake() {...} void kissed() {...} }

state class Frog extends Player{ Vocal pouch; void wake() \left\{ \}, \\prod \\prod

void kissed() $\langle \{\}, \{\} \rangle \{...\}$ more

root class Player{ int age; void wake() \langle { }, { } \langle { ... } void kissed() \langle { Player } , { } \langle { ... } }

state class Frog extends Player{ Vocal pouch;
 void wake() \{ }, { } \ pouch.blow() }
 void kissed() \ { Player } , { } \ this \Prince }
 }
state class Prince extends Player{ Weapon sword;

Contents of the talk

- Introduction and Motivation through examples
- Operational Semantics
- Type System
- Soundness
- Translation

● *P* (the program) contains the class definitions;

- P (the program) contains the class definitions;
- F gives the class of this (before the evaluation of e) and the type of the formal parameter

- P (the program) contains the class definitions;
- F gives the class of this (before the evaluation of e) and the type of the formal parameter
- **•** t is the type of values returned by the evaluation of e

- P (the program) contains the class definitions;
- F gives the class of this (before the evaluation of e) and the type of the formal parameter
- **•** t is the type of values returned by the evaluation of e
- c is the class of this after the evaluation of e

- P (the program) contains the class definitions;
- F gives the class of this (before the evaluation of e) and the type of the formal parameter
- **•** t is the type of values returned by the evaluation of e
- c is the class of this after the evaluation of e
- \blacksquare \ominus is the effect of the evaluation of e

- P (the program) contains the class definitions;
- F gives the class of this (before the evaluation of e) and the type of the formal parameter
- **•** t is the type of values returned by the evaluation of e
- c is the class of this after the evaluation of e
- is the effect of the evaluation of e : a pair $\langle \phi, \psi \rangle$
 - ϕ , the re-classification effect, is a set of root classes whose objects could be re-classified during the evaluation of e
 - ψ , the receive effect, is a set of root classes whose objects could receive a method call during the evaluation of e

Contents of the talk

- Introduction and Motivation through examples
- Operational Semantics
- Type System
- Soundness
- Translation

Soundness

Subject Reduction: if a well-typed configuration reduces to another configuration then the new configuration is well-typed too (no message-not-understood errors)

more

Soundness

Subject Reduction: if a well-typed configuration reduces to another configuration then the new configuration is well-typed too (no message-not-understood errors)

Progress: a well-typed configuration either is a final one or it reduces (no deadlock)

more

Contents of the talk

- Introduction and Motivation through examples
- Operational Semantics
- Type System
- Soundness
- Translation

Translation into Java

the re-classification was already translated (Ancona, Anderson, Damiani, Drossopoulou, Giannini, Zucca)

Translation into Java

- the re-classification was already translated (Ancona, Anderson, Damiani, Drossopoulou, Giannini, Zucca)
- a class Spawn which extends Thread:
 - for each spawn(e) a fresh class SpawnLabel which extends Spawn with fields recording effects and where the translation of e is the body of the run method;
 - the translation of spawn(e) is
 new SpawnLabel(x).start(); true;

Translation into Java

- the re-classification was already translated (Ancona, Anderson, Damiani, Drossopoulou, Giannini, Zucca)
- a class Spawn which extends Thread:
 - for each spawn(e) a fresh class SpawnLabel which extends Spawn with fields recording effects and where the translation of e is the body of the run method;
 - the translation of spawn(e) is
 new SpawnLabel(x).start(); true;
- a class Gamma monitoring objects by means of synchronised methods:
 - each method call waits until it can look the required objects;
 - each method return notifies objects unlocks.

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, e \rangle, ...\} \gg$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, e \rangle, ...\} \gg$

e is the expression to be evaluated

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, e \rangle, ...\} \gg$

- e is the expression to be evaluated
- χ is the heap

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, e \rangle, ...\} \gg$

- e is the expression to be evaluated
- χ is the heap
- \bullet is the frame

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, e \rangle, ...\} \gg$

- e is the expression to be evaluated
- χ is the heap
- $\boldsymbol{\rho}$ is the frame
- is the effect: a pair $\langle \phi, \psi \rangle$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, e \rangle, ...\} \gg$

- e is the expression to be evaluated
- χ is the heap
- $\boldsymbol{\rho}$ is the frame
- is the effect: a pair $\langle \phi, \psi \rangle$

 - ψ , the receive effect, is a set of classes whose objects could receive a method call during the evaluation of e

 $\ll \chi, \gamma, \{..., \langle
ho, \lambda, \Theta, \mathsf{e}
angle, ...\} \gg$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathsf{e} \rangle, ... \} \gg$

• γ is the global object state: Addresses $\rightarrow \{-1, 0, 1, 2, ...\}$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathsf{e} \rangle, ... \} \gg$

- γ is the global object state: Addresses $\rightarrow \{-1, 0, 1, 2, ...\}$
 - $\gamma(\iota) = -1$ means that the object at address ι could be re-classified
 - $\gamma(\iota) \ge 0$ means that $\gamma(\iota)$ threads could use the object at address ι as receiver.

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathsf{e} \rangle, ... \} \gg$

- γ is the global object state: Addresses $\rightarrow \{-1, 0, 1, 2, ...\}$
 - $\gamma(\iota) = -1$ means that the object at address ι could be re-classified
 - $\gamma(\iota) \ge 0$ means that $\gamma(\iota)$ threads could use the object at address ι as receiver.
- λ is the local object state: Addresses \rightarrow {-1, 0, 1}

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathsf{e} \rangle, ...\} \gg$

- γ is the global object state: Addresses $\rightarrow \{-1, 0, 1, 2, ...\}$
 - $\gamma(\iota) = -1$ means that the object at address ι could be re-classified
 - $\gamma(\iota) \ge 0$ means that $\gamma(\iota)$ threads could use the object at address ι as receiver.
- λ is the local object state: Addresses \rightarrow {-1, 0, 1}
 - $\lambda(\iota) = -1$ means that the object at address ι could be re-classified by the current thread
 - $\lambda(\iota) = 0$ means that the current thread does not use the object at address ι as receiver
 - $\lambda(\iota) = 1$ means that the current thread uses the object at address ι as receiver.

Top Level Method Call

$\ll \chi, \gamma, \{..., \langle \rho, \lambda_0, \langle \{\}, \{\} \rangle, \iota.\mathsf{m}(\mathsf{v}) \rangle, ... \} \gg$

 $\underline{\chi}(\iota) = \llbracket \llbracket \ldots \rrbracket \rrbracket^{\mathsf{c}}$

$\ll \chi, \gamma, \{..., \langle \rho, \lambda_0, \langle \{\}, \{\} \rangle, \iota.\mathsf{m}(\mathsf{v}) \rangle, ... \} \gg$

$$\begin{split} \boldsymbol{\chi}(\iota) &= [[\dots]]^{\mathsf{c}} \\ \mathcal{M}(P,\mathsf{c},\mathsf{m}) &= \mathsf{t}\,\mathsf{m}\,\,(\mathsf{t}'\,\mathsf{x})\,\,\langle\phi,\psi\rangle \ \{\,\mathsf{e}\,\} \end{split}$$

$\ll \chi, \gamma, \{..., \langle \rho, \lambda_0, \langle \{\}, \{\} \rangle, \iota.\mathsf{m}(\mathsf{v}) \rangle, ... \} \gg$

$$\begin{split} \boldsymbol{\chi}(\iota) &= [[\dots]]^{\mathsf{c}} \\ \mathcal{M}(P,\mathsf{c},\mathsf{m}) &= \mathsf{t}\,\mathsf{m}\,\,(\mathsf{t}'\,\mathsf{x})\,\,\langle\phi,\psi\rangle \ \{\,\mathsf{e}\,\} \\ \boldsymbol{\gamma} \text{ is } 0 \text{ for all objects belonging to classes in } \phi \end{split}$$

$$\ll \chi, \gamma, \{..., \langle \rho, \lambda_0, \langle \{\}, \{\} \rangle, \iota.\mathsf{m}(\mathsf{v}) \rangle, ... \} \gg$$

$$\begin{split} \boldsymbol{\chi}(\iota) &= [[\dots]]^{\mathsf{c}} \\ \mathcal{M}(P,\mathsf{c},\mathsf{m}) &= \mathsf{t}\,\mathsf{m}\,(\mathsf{t}'\,\mathsf{x})\,\langle\phi,\psi\rangle \ \{\,\mathsf{e}\,\} \\ \boldsymbol{\gamma} \text{ is } 0 \text{ for all objects belonging to classes in } \phi \\ \boldsymbol{\gamma} \text{ is } &\geq 0 \text{ for all objects belonging to classes in } \psi \cup \{\mathsf{c}\} \end{split}$$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda_0, \langle \{\}, \{\} \rangle, \iota.\mathsf{m}(\mathsf{v}) \rangle, ... \} \gg$

 $\chi(\iota) = [[...]]^{c}$ $\mathcal{M}(P, c, m) = t m (t' x) \langle \phi, \psi \rangle \{e\}$ $\gamma \text{ is } 0 \text{ for all objects belonging to classes in } \phi$ $\gamma \text{ is } \ge 0 \text{ for all objects belonging to classes in } \psi \cup \{c\}$

$$\ll \chi, \gamma, \{..., \langle \rho, \lambda_0, \langle \{\}, \{\} \rangle, \iota.\mathsf{m}(\mathsf{v}) \rangle, ...\} \gg$$

$$\downarrow_P \\ \ll \chi, \gamma', \{..., \langle \rho, \lambda', \langle \phi, \psi \cup \{\mathsf{c}\} \rangle, \mathbf{return}^{\mathsf{o}}(\rho', \mathsf{e}) \rangle, ...\} \gg$$

 $\chi(\iota) = [[...]]^{c}$ $\mathcal{M}(P, c, m) = t m (t' x) \langle \phi, \psi \rangle \{e\}$ $\gamma \text{ is } 0 \text{ for all objects belonging to classes in } \phi$ $\gamma \text{ is } \geq 0 \text{ for all objects belonging to classes in } \psi \cup \{c\}$

$$\ll \chi, \gamma, \{..., \langle \rho, \lambda_{0}, \langle \{\}, \{\} \rangle, \iota.\mathsf{m}(\mathsf{v}) \rangle, ...\} \gg \downarrow_{P} \\ \ll \chi, \gamma', \{..., \langle \rho, \lambda', \langle \phi, \psi \cup \{\mathsf{c}\} \rangle, \mathbf{return}^{\mathsf{o}}(\rho', \mathsf{e}) \rangle, ...\} \gg$$

 $\rho' = [\mathsf{x} \mapsto \mathsf{v}, \mathtt{this} \mapsto \iota]$

 $\chi(\iota) = [[...]]^{c}$ $\mathcal{M}(P, c, m) = t m (t' x) \langle \phi, \psi \rangle \{e\}$ $\gamma \text{ is } 0 \text{ for all objects belonging to classes in } \phi$ $\gamma \text{ is } \geq 0 \text{ for all objects belonging to classes in } \psi \cup \{c\}$

$$\ll \chi, \gamma, \{..., \langle \rho, \lambda_0, \langle \{\}, \{\} \rangle, \iota.\mathsf{m}(\mathsf{v}) \rangle, ...\} \gg \downarrow_P \\ \ll \chi, \gamma', \{..., \langle \rho, \lambda', \langle \phi, \psi \cup \{\mathsf{c}\} \rangle, \mathbf{return}^{\mathsf{o}}(\rho', \mathsf{e}) \rangle, ...\} \gg$$

 $\rho' = [x \mapsto v, \text{this} \mapsto \iota]$ γ' is -1 for all objects belonging to classes in ϕ

 $\chi(\iota) = [[...]]^{c}$ $\mathcal{M}(P, c, m) = t m (t' x) \langle \phi, \psi \rangle \{e\}$ $\gamma \text{ is } 0 \text{ for all objects belonging to classes in } \phi$ $\gamma \text{ is } \geq 0 \text{ for all objects belonging to classes in } \psi \cup \{c\}$

$$\ll \chi, \gamma, \{..., \langle \rho, \lambda_0, \langle \{\}, \{\} \rangle, \iota.\mathsf{m}(\mathsf{v}) \rangle, ...\} \gg \downarrow_P \\ \ll \chi, \gamma', \{..., \langle \rho, \lambda', \langle \phi, \psi \cup \{\mathsf{c}\} \rangle, \mathbf{return}^{\mathsf{o}}(\rho', \mathsf{e}) \rangle, ...\} \gg$$

 $\rho' = [x \mapsto v, this \mapsto \iota]$ γ' is -1 for all objects belonging to classes in ϕ γ' is $\gamma + 1$ for all objects belonging to classes in $\psi \cup \{c\}$

 $\chi(\iota) = [[...]]^{c}$ $\mathcal{M}(P, c, m) = t m (t' x) \langle \phi, \psi \rangle \{e\}$ $\gamma \text{ is } 0 \text{ for all objects belonging to classes in } \phi$ $\gamma \text{ is } \geq 0 \text{ for all objects belonging to classes in } \psi \cup \{c\}$

$$\ll \chi, \gamma, \{..., \langle \rho, \lambda_{0}, \langle \{\}, \{\} \rangle, \iota.\mathsf{m}(\mathsf{v}) \rangle, ...\} \gg \\ \downarrow_{P} \\ \ll \chi, \gamma', \{..., \langle \rho, \lambda', \langle \phi, \psi \cup \{\mathsf{c}\} \rangle, \mathbf{return}^{\mathsf{o}}(\rho', \mathsf{e}) \rangle, ...\} \gg$$

 $\begin{array}{l} \rho' = [\mathsf{x} \mapsto \mathsf{v}, \texttt{this} \mapsto \iota] \\ \gamma' \text{ is } -1 \text{ for all objects belonging to classes in } \phi \\ \gamma' \text{ is } \gamma + 1 \text{ for all objects belonging to classes in } \psi \cup \{\mathsf{c}\} \\ \lambda' \text{ is } -1 \text{ for all objects belonging to classes in } \phi \end{array}$

 $\chi(\iota) = [[...]]^{c}$ $\mathcal{M}(P, c, m) = t m (t' x) \langle \phi, \psi \rangle \{e\}$ $\gamma \text{ is } 0 \text{ for all objects belonging to classes in } \phi$ $\gamma \text{ is } \geq 0 \text{ for all objects belonging to classes in } \psi \cup \{c\}$

$$\ll \chi, \gamma, \{..., \langle \rho, \lambda_{0}, \langle \{\}, \{\} \rangle, \iota.\mathsf{m}(\mathsf{v}) \rangle, ...\} \gg$$
$$\downarrow_{P} \\ \ll \chi, \gamma', \{..., \langle \rho, \lambda', \langle \phi, \psi \cup \{\mathsf{c}\} \rangle, \mathbf{return}^{\mathsf{o}}(\rho', \mathsf{e}) \rangle, ...\} \gg$$

 $\rho' = [x \mapsto v, this \mapsto \iota]$ $\gamma' \text{ is } -1 \text{ for all objects belonging to classes in } \phi$ $\gamma' \text{ is } \gamma + 1 \text{ for all objects belonging to classes in } \psi \cup \{c\}$ $\lambda' \text{ is } -1 \text{ for all objects belonging to classes in } \phi$ $\lambda' \text{ is } 1 \text{ for all objects belonging to classes in } \psi \cup \{c\}$

$\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \iota.\mathsf{m}(\mathsf{v}) \rangle, ... \} \gg$

 $\underline{\chi}(\iota) = \llbracket \llbracket \ldots \rrbracket \rrbracket^{\mathsf{c}}$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \iota.m(v) \rangle, ...\} \gg$

 $\boldsymbol{\chi}(\iota) = [[\ldots]]^{\mathsf{c}}$ $\mathcal{M}(P, \mathsf{c}, \mathsf{m}) = \mathsf{t}\,\mathsf{m}\,(\mathsf{t}'\,\mathsf{x})\,\langle\phi,\psi\rangle\,\{\,\mathsf{e}\,\}\,$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \iota.m(v) \rangle, ...\} \gg$

 $\boldsymbol{\chi}(\iota) = [[\ldots]]^{\mathsf{c}}$ $\mathcal{M}(P,\mathsf{c},\mathsf{m}) = \mathsf{t}\,\mathsf{m}\,(\mathsf{t}'\,\mathsf{x})\,\langle\phi,\psi\rangle\,\{\,\mathsf{e}\,\}\,$ $\Theta \neq \langle \{\}, \{\} \rangle$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \iota.m(v) \rangle, ...\} \gg$

$$\begin{split} \boldsymbol{\chi}(\iota) &= [[\dots]]^{\mathsf{c}} \\ \mathcal{M}(P,\mathsf{c},\mathsf{m}) &= \mathsf{t}\,\mathsf{m}\,\,(\mathsf{t}'\,\mathsf{x})\,\,\langle\phi,\psi\rangle \ \{\,\mathsf{e}\,\} \\ \Theta &\neq \langle\{\},\{\}\rangle \end{split}$$

$$\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \iota.\mathsf{m}(\mathsf{v}) \rangle, ...\} \gg \downarrow_{P} \\ \ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathbf{return}^{\mathsf{i}}(\rho', \mathsf{e}) \rangle, ...\} \gg$$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathbf{return}^{\mathsf{i}}(\rho', \mathsf{e}) \rangle, ...\} \gg$

 $\rho' = [\mathsf{x} \mapsto \mathsf{v}, \mathtt{this} \mapsto \iota]$



$\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathcal{C}[\mathbf{spawn}(\mathsf{e})] \rangle, ... \} \gg$



 \mathcal{C} does not contain $\mathbf{return}^{\eta}(...,.)$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathcal{C}[\mathbf{spawn}(\mathsf{e})] \rangle, ... \} \gg$

C does not contain return^{η}(...,..)

$$\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathcal{C}[\mathbf{spawn}(\mathbf{e})] \rangle, ...\} \gg \\ \downarrow_{P} \\ \ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathcal{C}[\mathsf{true}] \rangle, \langle \rho, \lambda_0, \Theta_0, \mathbf{e} \rangle, ...\} \gg$$

 \mathcal{C} does not contain $\mathbf{return}^{\eta}(...,.)$

$$\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathcal{C}[\mathbf{spawn}(\mathbf{e})] \rangle, ...\} \gg \\ \downarrow_{P} \\ \ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathcal{C}[\mathsf{true}] \rangle, \langle \rho, \lambda_0, \Theta_0, \mathbf{e} \rangle, ...\} \gg$$

 $\Theta_0 = \langle \{\}, \{\} \rangle$

 \mathcal{C} does not contain $\mathbf{return}^{\eta}(...,.)$

 $\Theta_0 = \langle \{\}, \{\} \rangle$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathcal{E}[\mathbf{return}^{\eta}(\rho', \mathcal{C}[\mathbf{spawn}(\mathsf{e})])] \rangle, ...\} \gg$

back

 ${\mathcal C}$ does not contain ${f return}^\eta(...,.)$

 $\Theta_0 = \langle \{\}, \{\} \rangle$

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathcal{E}[\mathbf{return}^{\eta}(\rho', \mathcal{C}[\mathbf{spawn}(\mathbf{e})])] \rangle, ...\} \gg \\ \downarrow_{P} \\ \ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathcal{E}[\mathbf{return}^{\eta}(\rho', \mathcal{C}[\mathsf{true}])] \rangle, \langle \rho', \lambda_{0}, \Theta_{0}, \mathbf{e} \rangle, ...\} \gg$

back

Typing Rules

c' = root-superclass of c= root-superclass of $\Gamma(this)$ $P, \Gamma \vdash this \Downarrow c : c \llbracket c \llbracket \langle \{c'\}, \{\} \rangle$ (recl)

Typing Rules

$$c' = \text{root-superclass of } c$$

$$= \text{root-superclass of } \Gamma(\text{this})$$

$$P, \Gamma \vdash \text{this} \Downarrow c : c \parallel c \parallel \langle \{c'\}, \{\} \rangle$$

$$P, \{t_1 \times, \text{Object this}\} \vdash e : t \parallel \text{Object} \parallel \Theta$$

$$P, \{t_1 \times, c \text{ this}\} \vdash \text{spawn}(e) : \text{bool} \parallel c \parallel \langle \{\}, \{\} \rangle$$

$$(spawn)$$

Typing Rules

c' = root-superclass of c = root-superclass of Γ(this) (recl) $P, \Gamma \vdash \text{this} \Downarrow c : c \llbracket c \llbracket \langle \{c'\}, \{\} \rangle$ $P, \{t_1 x, Object this\} \vdash e : t || Object || \Theta$ (spawn) $P, \{t_1 x, c this\} \vdash spawn(e) : bool || c || \langle \{ \}, \{ \} \rangle$ $P, \Gamma \vdash e_0 : c \| \Gamma(\texttt{this}) \| \langle \phi_0, \psi_0 \rangle$ $P, \Gamma \vdash e_1 : t_1 || \Gamma(this) || \langle \phi_1, \psi_1 \rangle$ root-superclass of $\Gamma(\text{this}) \notin \phi_0 \cup \phi_1$ $\mathcal{M}(P, \mathsf{c}, \mathsf{m}) = \mathsf{t} \mathsf{m}(\mathsf{t}_1 \mathsf{x}) \langle \phi, \psi \rangle \{ \dots \}$ (meth) $P, \Gamma \vdash e_0.m(e_1) : t \| \phi @_P \Gamma(this) \| \Theta$ $\Theta = \langle \phi, \psi \rangle \cup \langle \phi_0, \psi_0 \rangle \cup \langle \phi_1, \psi_1 \rangle \cup \langle \{\}, \{\mathsf{c}\} \rangle$ back

Subject Reduction

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, e \rangle, ...\} \gg$ \downarrow_P $\ll \chi', \gamma', \{..., \langle \rho', \lambda', \Theta', e' \rangle, ...\} \gg$ $P, \Gamma \vdash e : t \parallel c \parallel \Theta''$

Subject Reduction

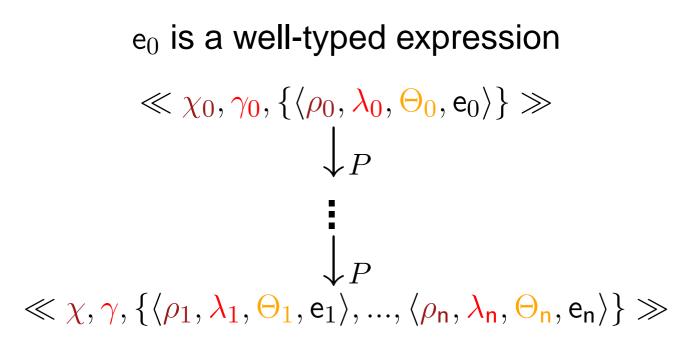
 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, e \rangle, ...\} \gg$ \downarrow_P $\ll \chi', \gamma', \{..., \langle \rho', \lambda', \Theta', \mathbf{e}' \rangle, ...\} \gg$ $P, \Gamma \vdash e : t \parallel c \parallel \Theta''$ $P, \Gamma' \vdash e' : t \parallel c \parallel \Theta''$

Subject Reduction cont.

Subject Reduction cont.

 $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathcal{E}[\mathbf{spawn}(\mathbf{e})] \rangle, ... \} \gg$ $\ll \chi, \gamma, \{..., \langle \rho, \lambda, \Theta, \mathcal{E}[\mathsf{true}] \rangle, \langle \rho', \lambda_0, \Theta_0, \mathsf{e} \rangle, ... \} \gg$ $P, \Gamma \vdash \mathcal{E}[\mathbf{spawn}(\mathbf{e})] : \mathbf{t} \| \mathbf{c} \| \Theta''$ $P, \Gamma \vdash \mathcal{E}[\mathsf{true}] : \mathsf{t} \| \mathsf{c} \| \Theta''$ $P, \Gamma' \vdash e : t' || Object || \Theta'''$ $\Gamma' = \{\Gamma(x) | x, Object this\}$

Progress



there is one e_i which is not a value

Progress

