Programming Languages and Compilers (CS 421)



2112 SC, UIUC

http://courses.engr.illinois.edu/cs421

Based in part on slides by Mattox Beckman, as updated by Vikram Adve and Gul Agha



- Type inference: A program analysis to assign a type to an expression from the program context of the expression
 - Fully static type inference first introduced by Robin Miller in ML
 - Haskle, OCAML, SML all use type inference
 - Records are a problem for type inference

Format of Type Judgments

A type judgement has the form

$$\Gamma$$
 |- exp : τ

- I is a typing environment
 - Supplies the types of variables (and function names when function names are not variables)
 - Γ is a set of the form $\{x:\sigma,\ldots\}$
 - For any x at most one σ such that $(x : \sigma \in \Gamma)$
- exp is a program expression
- τ is a type to be assigned to exp
- |- pronounced "turnstyle", or "entails" (or "satisfies" or, informally, "shows")



 $\Gamma \mid -n : int$ (assuming *n* is an integer constant)

 Γ |- true : bool

 Γ |- false : bool

- These rules are true with any typing environment
- \blacksquare Γ , n are meta-variables



Axioms – Variables (Monomorphic Rule)

Notation: Let $\Gamma(x) = \sigma$ if $x : \sigma \in \Gamma$

Note: if such of exits, its unique

Variable axiom:

$$\Gamma \mid -x : \sigma$$
 if $\Gamma(x) = \sigma$



Simple Rules - Arithmetic

Primitive Binary operators ($\oplus \in \{+, -, *, ...\}$):

$$\Gamma \mid -e_1:\tau_1 \qquad \Gamma \mid -e_2:\tau_2 \quad (\oplus):\tau_1 \to \tau_2 \to \tau_3 \\
\Gamma \mid -e_1 \oplus e_2:\tau_3$$

Special case: Relations (~∈ { < , > , =, <=, >= }):

$$\Gamma \mid -e_1 : \tau \quad \Gamma \mid -e_2 : \tau \quad (\sim) : \tau \rightarrow \tau \rightarrow \text{bool}$$

$$\Gamma \mid -e_1 \quad \sim \quad e_2 : \text{bool}$$

For the moment, think τ is int

Example: $\{x:int\} | -x + 2 = 3 : bool$

What do we need to show first?

$$\{x:int\} \mid -x + 2 = 3 : bool$$

-

Example: $\{x:int\} | -x + 2 = 3 : bool$

What do we need for the left side?

```
\{x : int\} \mid -x + 2 : int  \{x : int\} \mid -3 : int  \{x : int\} \mid -x + 2 = 3 : bool
```

Example: $\{x:int\} | -x + 2 = 3 : bool$

How to finish?

```
\{x:int\} \mid -x:int \{x:int\} \mid -2:int\} \mid -x+2:int \{x:int\} \mid -x+2:int \{x:int\} \mid -x+2=3:bool
```

-

Example: $\{x:int\} | -x + 2 = 3 : bool$

Complete Proof (type derivation)



Simple Rules - Booleans

Connectives

$$\Gamma \mid -e_1 : bool$$
 $\Gamma \mid -e_2 : bool$ $\Gamma \mid -e_1 & e_2 : bool$

$$\Gamma \mid -e_1 : bool$$
 $\Gamma \mid -e_2 : bool$ $\Gamma \mid -e_1 \mid e_2 : bool$

Type Variables in Rules

If_then_else rule:

```
\Gamma \mid -e_1 : bool \quad \Gamma \mid -e_2 : \tau \quad \Gamma \mid -e_3 : \tau
\Gamma \mid -(if e_1 then e_2 else e_3) : \tau
```

- \mathbf{r} is a type variable (meta-variable)
- Can take any type at all
- All instances in a rule application must get same type
- Then branch, else branch and if_then_else must all have same type

-

Function Application

Application rule:

$$\frac{\Gamma \mid -e_1 : \tau_1 \rightarrow \tau_2 \quad \Gamma \mid -e_2 : \tau_1}{\Gamma \mid -(e_1 e_2) : \tau_2}$$

If you have a function expression e_1 of type $\tau_1 \rightarrow \tau_2$ applied to an argument e_2 of type τ_1 , the resulting expression $e_1 e_2$ has type τ_2

Fun Rule

- Rules describe types, but also how the environment \(\Gamma\) may change
- Can only do what rule allows!
- fun rule:

$$\{x \colon \tau_1\} + \Gamma \mid -e \colon \tau_2$$

$$\Gamma \mid -\text{ fun } x -> e \colon \tau_1 \to \tau_2$$

Fun Examples

$$\{y : int \} + \Gamma \mid -y + 3 : int \}$$

 $\Gamma \mid -fun y -> y + 3 : int \rightarrow int \}$



(Monomorphic) Let and Let Rec

let rule:

$$\Gamma \mid -e_1 : \tau_1 \quad \{x : \tau_1\} + \Gamma \mid -e_2 : \tau_2$$

$$\Gamma \mid -(\text{let } x = e_1 \text{ in } e_2) : \tau_2$$

let rec rule:

$$\{x: \tau_1\} + \Gamma \mid -e_1:\tau_1 \{x: \tau_1\} + \Gamma \mid -e_2:\tau_2$$

 $\Gamma \mid -(\text{let rec } x = e_1 \text{ in } e_2):\tau_2$

Example

Which rule do we apply?

```
{} |- (let rec one = 1 :: one in let x = 2 in fun y \rightarrow (x :: y :: one)) : int \rightarrow int list
```

Example

```
(2) {one : int list} |-
Let rec rule:
                              (let x = 2 in
                          fun y -> (x :: y :: one))
{one : int list} |-
(1 :: one) : int list
                              : int \rightarrow int list
{} |- (let rec one = 1 :: one in
     let x = 2 in
      fun y -> (x :: y :: one)) : int \rightarrow int list
```

Which rule?

{one : int list} |- (1 :: one) : int list

Binary Operator

```
(3) (4) {one : int list} |- {one : int list} |- 1: int one : int list {one : int list}
```

where (::): int \rightarrow int list \rightarrow int list

{one : int list} |- (1 :: one) : int list

fun y -> $(x :: y :: one)) : int \rightarrow int list$

```
{x:int; one : int list} |-
                                                                                                                                                                                                                                                                                                                                              fun y ->
  Constant
                                                                                                                                                                                                                                                                                                                                                                        (x :: y :: one))
\{\text{one : int list}\}\ | -2: \text{int} : \text{int} \rightarrow \text{int list}\}
                                      \{one : int list\} \mid - (let x = 2 in let x =
                                                                        fun y -> (x :: y :: one)) : int \rightarrow int list
```

?

```
{x:int; one : int list} |- fun y -> (x :: y :: one))
: int \rightarrow int list
```

?

```
{y:int; x:int; one : int list} |- (x :: y :: one) : int list

{x:int; one : int list} |- fun y -> (x :: y :: one))

: int \rightarrow int list

By the Fun Rule
```

```
6
```

```
7
```

```
{y:int; x:int; one:int list} {y:int; x:int; one:int list} 

|- x:int |- (y :: one) : int list 

{y:int; x:int; one : int list} |- (x :: y :: one) : int list 

{x:int; one : int list} |- fun y -> (x :: y :: one)) 

: int \rightarrow int list 

By BinOp where ( :: ) : int \rightarrow int list \rightarrow int list
```

```
Variable Rule
                                  {y:int; x:int; one:int list}
{y:int; x:int; one:int list}
                                    |- (y :: one) : int list
  - x:int
{y:int; x:int; one : int list} |- (x :: y :: one) : int list
    \{x:int; one : int list\} | -fun y -> (x :: y :: one) \}
                                 : int \rightarrow int list
```

Binary Operation Rule

```
{\\ \text{y:int; ...} |- \\ \text{y:int; cone : int list} \]
{\\ \text{y:int; x:int; one : int list} |- (\\ \text{y :: one}) : int list}
```

By BinOp where (::): int \rightarrow int list \rightarrow int list

	Variable Rule
Variable Rule	{; one:int list;}
{y:int;} - y:int	- one : int list
{y:int; x:int; one:	int list} - (y :: one) : int list



Curry - Howard Isomorphism

- Type Systems are logics; logics are type systems
- Types are propositions; propositions are types
- Terms are proofs; proofs are terms

 Function space arrow corresponds to implication; application corresponds to modus ponens



Curry - Howard Isomorphism

Modus Ponens

$$\frac{\mathsf{A} \Rightarrow \mathsf{B} \quad \mathsf{A}}{\mathsf{B}}$$

Application

$$\Gamma \mid -e_1 : \alpha \to \beta \quad \Gamma \mid -e_2 : \alpha$$

$$\Gamma \mid -(e_1 e_2) : \beta$$



Review: In Class Activity

ACT 4

Mea Culpa

- The above system can't handle polymorphism as in OCAML
- No type variables in type language (only metavariable in the logic)
- Would need:
 - Object level type variables and some kind of type quantification
 - let and let rec rules to introduce polymorphism
 - Explicit rule to eliminate (instantiate) polymorphism

Support for Polymorphic Types

- Monomorpic Types (τ) :
 - Basic Types: int, bool, float, string, unit, ...
 - Type Variables: α , β , γ , δ , ε
 - Compound Types: $\alpha \rightarrow \beta$, int * string, bool list, ...
- Polymorphic Types:
 - Monomorphic types τ
 - Universally quantified monomorphic types
 - \blacksquare $\forall \alpha_1, \ldots, \alpha_n \cdot \tau$
 - Can think of τ as same as $\forall \cdot \tau$

Example FreeVars Calculations

- Vars('a -> (int -> 'b) -> 'a) ={'a , 'b}
- FreeVars (All 'b. 'a -> (int -> 'b) -> 'a) =
- {'a, 'b} {'b}= {'a}
- FreeVars {x : All `b. <u>a</u> -> (int -> `b) -> <u>a</u>,
- id: All 'c. 'c -> 'c,
- y: All 'c. 'a -> 'b -> 'c} =
- {'a} U {} U {'a, 'b} = {'a, 'b}

Support for Polymorphic Types

- Typing Environment \(\Gamma\) supplies polymorphic types (which will often just be monomorphic) for variables
- Free variables of monomorphic type just type variables that occur in it
 - Write FreeVars(τ)
- Free variables of polymorphic type removes variables that are universally quantified
 - FreeVars($\forall \alpha_1, \dots, \alpha_n \cdot \tau$) = FreeVars(τ) { $\alpha_1, \dots, \alpha_n$ }
- FreeVars(Γ) = all FreeVars of types in range of Γ

Monomorphic to Polymorphic

- Given:
 - type environment
 - monomorphic type τ
 - τ shares type variables with Γ
- Want most polymorphic type for τ that doesn't break sharing type variables with Γ
- Gen $(\tau, \Gamma) = \forall \alpha_1, ..., \alpha_n \cdot \tau$ where $\{\alpha_1, ..., \alpha_n\} = \text{freeVars}(\tau) \text{freeVars}(\Gamma)$

Polymorphic Typing Rules

A type judgement has the form

$$\Gamma$$
 - exp : τ

- I uses polymorphic types
- τ still monomorphic
- Most rules stay same (except use more general typing environments)
- Rules that change:
 - Variables
 - Let and Let Rec
 - Allow polymorphic constants
- Worth noting functions again



Polymorphic Let and Let Rec

let rule:

$$\Gamma \mid -e_1 : \tau_1 \{x : Gen(\tau_1, \Gamma)\} + \Gamma \mid -e_2 : \tau_2 \}$$

$$\Gamma \mid -(let x = e_1 in e_2) : \tau_2$$

let rec rule:

$$\{x: \tau_1\} + \Gamma \mid -e_1:\tau_1 \{x: Gen(\tau_1, \Gamma)\} + \Gamma \mid -e_2:\tau_2 \Gamma_1$$

 $\Gamma \mid -(let rec x = e_1 in e_2):\tau_2$



Polymorphic Variables (Identifiers)

Variable axiom:

$$\Gamma \mid -x : \varphi(\tau)$$
 if $\Gamma(x) = \forall \alpha_1, ..., \alpha_n . \tau$

- Where φ replaces all occurrences of $\alpha_1, \ldots, \alpha_n$ by monotypes τ_1, \ldots, τ_n
- Note: Monomorphic rule special case:

$$\Gamma \mid -x : \tau$$
 if $\Gamma(x) = \tau$

Constants treated same way



Fun Rule Stays the Same

fun rule:

$$\{x \colon \tau_1\} + \Gamma \mid -e \colon \tau_2$$

$$\Gamma \mid -\text{ fun } x -> e \colon \tau_1 \to \tau_2$$

- Types τ_1 , τ_2 monomorphic
- Function argument must always be used at same type in function body

Polymorphic Example

- Assume additional constants and primitive operators:
- hd : $\forall \alpha$. α list -> α
- tl: $\forall \alpha$. α list -> α list
- is_empty : $\forall \alpha$. α list -> bool
- (::) : $\forall \alpha. \alpha \rightarrow \alpha \text{ list } \rightarrow \alpha \text{ list}$
- \blacksquare [] : $\forall \alpha$. α list



Polymorphic Example

Show:

?

```
{} |- let rec length =
    fun I -> if is_empty I then 0
        else 1 + length (tl I)
    in length (2 :: []) + length(true :: []) : int
```

Polymorphic Example: Let Rec Rule

```
■ Show: (1)
                                    (2)
{length: \alpha list -> int} {length: \forall \alpha. \alpha list -> int}
|- fun | -> ...
                           |- length (2 :: []) +
                              length(true :: []) : int
 : \alpha list -> int
{} |- let rec length =
       fun I -> if is empty I then 0
                  else 1 + length (tl l)
 in length (2 :: []) + length(true :: []) : int
```

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Polymorphic Example (1)

Show:

?

```
{length:\alpha list -> int} |-
fun | -> if is_empty | then 0
else 1 + length (tl | l)
```

: α list -> int

Polymorphic Example (1): Fun Rule

```
Show:
                (3)
{length: \alpha list -> int, I: \alpha list } |-
if is_empty I then 0
    else length (hd l) + length (tl l) : int
{ length: \alpha list -> int } |
fun I -> if is empty I then 0
                  else 1 + length (tl l)
: \alpha list -> int
```

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Polymorphic Example (3)

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

?

 Γ |- if is_empty | then 0 else 1 + length (tl | l) : int

Polymorphic Example (3):IfThenElse

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

```
(4) (5) (6) \Gamma|-\text{ is\_empty I} \quad \Gamma|-\text{ 0:int} \quad \Gamma|-\text{ 1 + length (tl I)} : bool : int
```

 Γ |- if is_empty | then 0 else 1 + length (tl | l) : int



Polymorphic Example (4)

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

?

 Γ - is_empty I : bool



Polymorphic Example (4):Application

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

```
?
```

```
\Gamma|- is_empty : \alpha list -> bool \Gamma|- I : \alpha list
```

$$\Gamma$$
|- is_empty | : bool

Polymorphic Example (4)

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

```
By Const since \alpha list -> bool is instance of \forall \alpha. \alpha list -> bool
```

```
\Gamma|- is_empty : \alpha list -> bool \Gamma|- I : \alpha list
```

 Γ |- is_empty | : bool

Polymorphic Example (4)

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

By Const since α list -> bool is instance of $\forall \alpha$. α list -> bool $\Gamma(I) = \alpha$ list

By Variable

 Γ |- is_empty : α list -> bool

 Γ |-|: α list

 Γ |- is empty | : bool

This finishes (4)



Polymorphic Example (5):Const

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

By Const Rule

 Γ |- 0:int



Polymorphic Example (6):Arith Op

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

 Γ |-1 + length (tl l) : int

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Polymorphic Example (7):App Rule

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

$$\Gamma$$
 | - tl : α list -> α list

By Variable

$$\Gamma$$
 - I : α list

$$\Gamma$$
|- (tl l) : α list

By Const since α list -> α list is instance of $\forall \alpha$. α list -> α list

Polymorphic Example: (2) by ArithOp

- Let Γ' = {length: $\forall \alpha$. α list -> int}
- Show:

```
(8) (9) \Gamma' |- \Gamma' |- \Gamma' |- length (2 :: []) : int length(true :: []) : int \{\text{length:} \forall \alpha. \ \alpha \ \text{list -> int}\} |- length (2 :: []) + length(true :: []) : int
```



Polymorphic Example: (8)AppRule

- Let $\Gamma' = \{length: \forall \alpha. \alpha list -> int\}$
- Show:

```
\Gamma' |- length : int list -> int \Gamma' |- (2 :: []) :int list \Gamma' |- length (2 :: []) :int
```

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