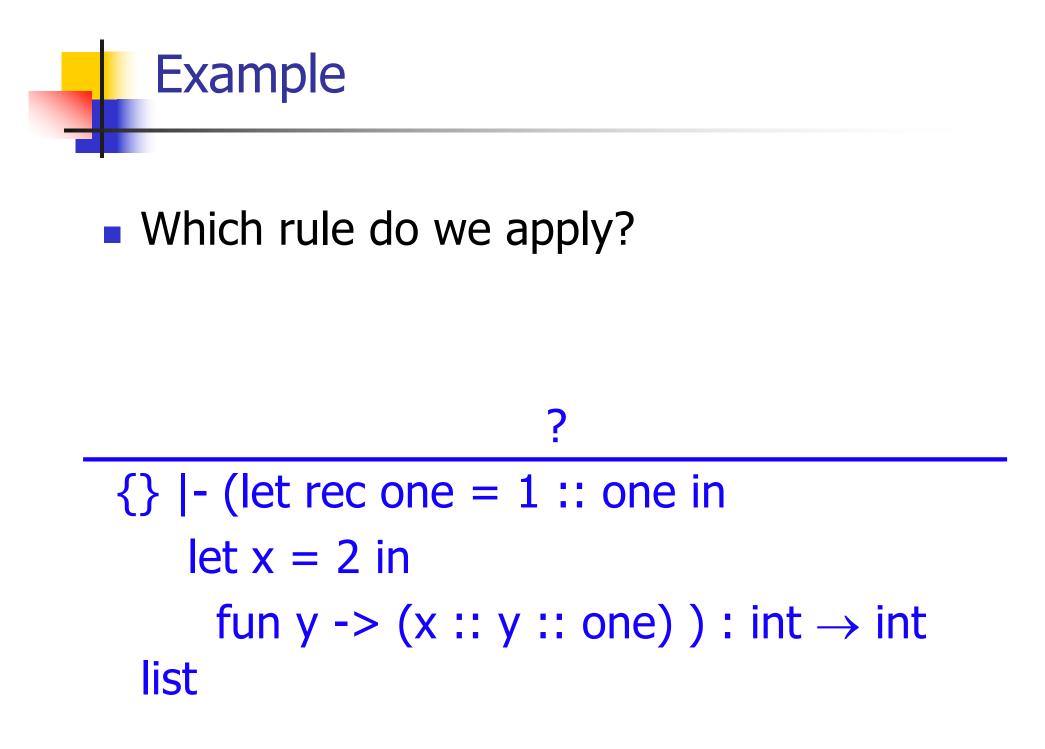
## Programming Languages and Compilers (CS 421)

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https://courses.engr.illinois.edu/cs421/sp2023

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



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



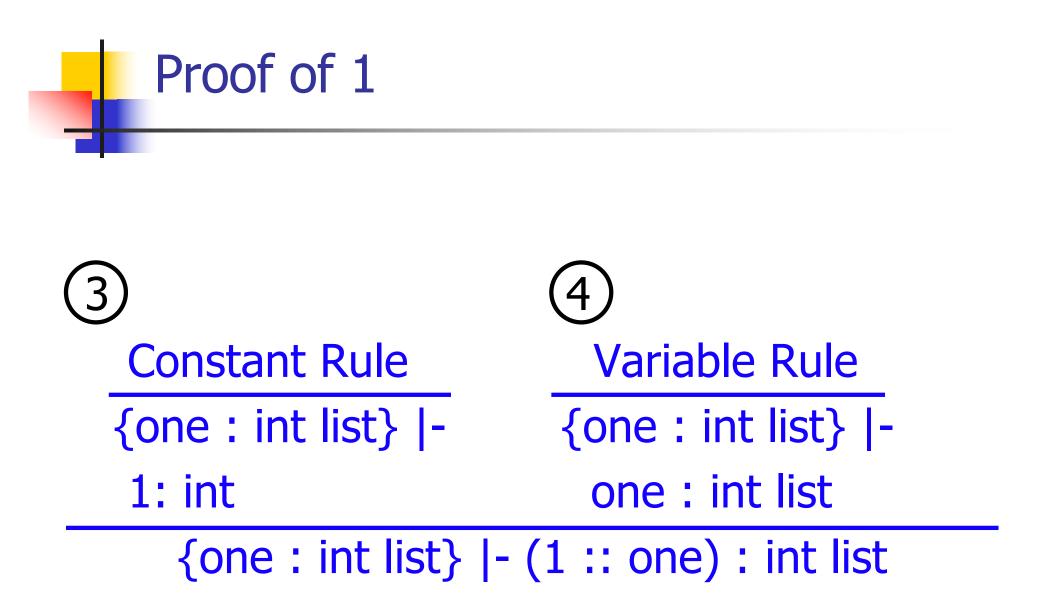
#### Which rule?

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

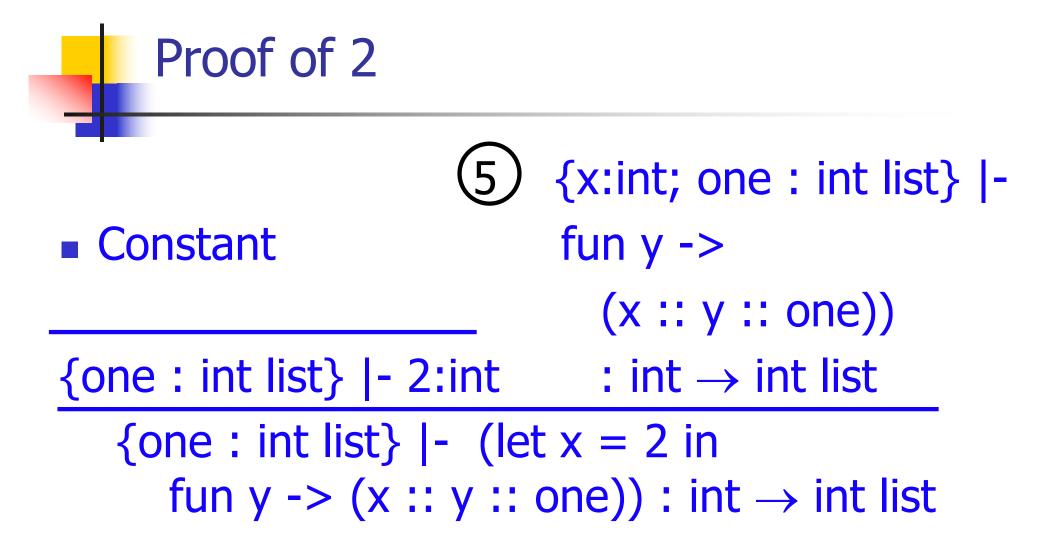


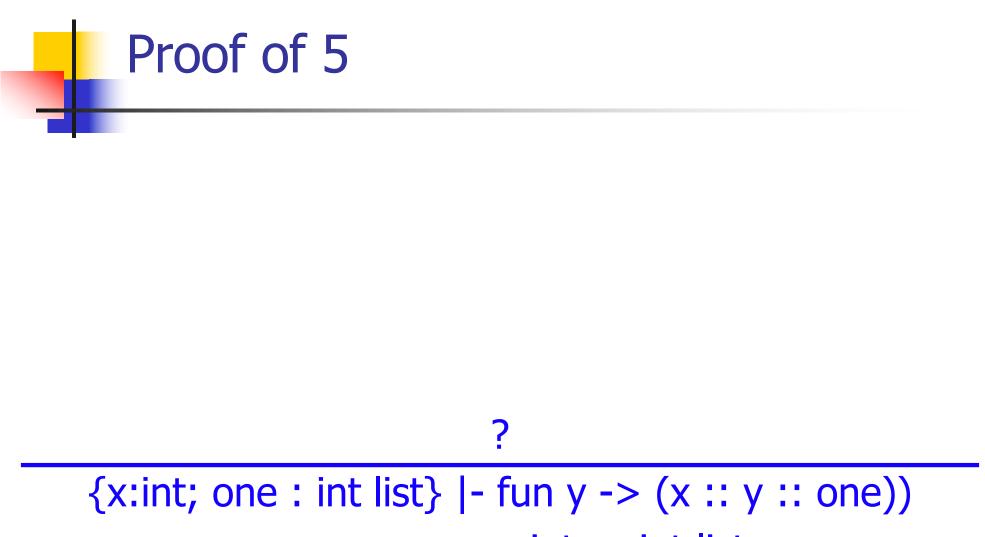
3 (4) {one : int list} |- {one : int list} |-1: int one : int list {one : int list} |- (1 :: one) : int list

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

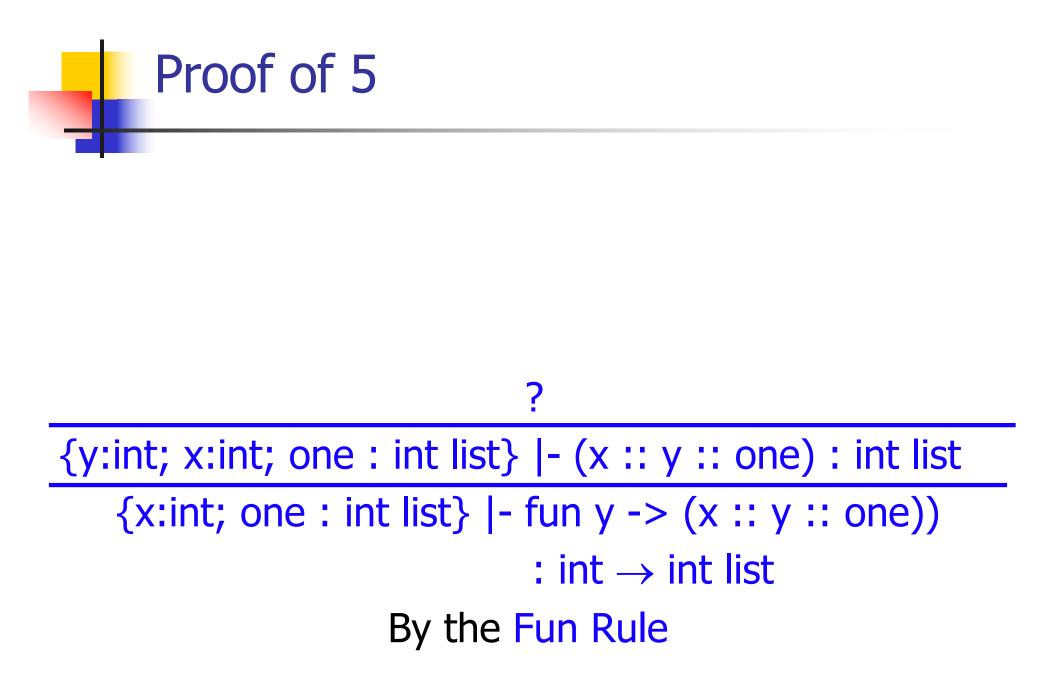


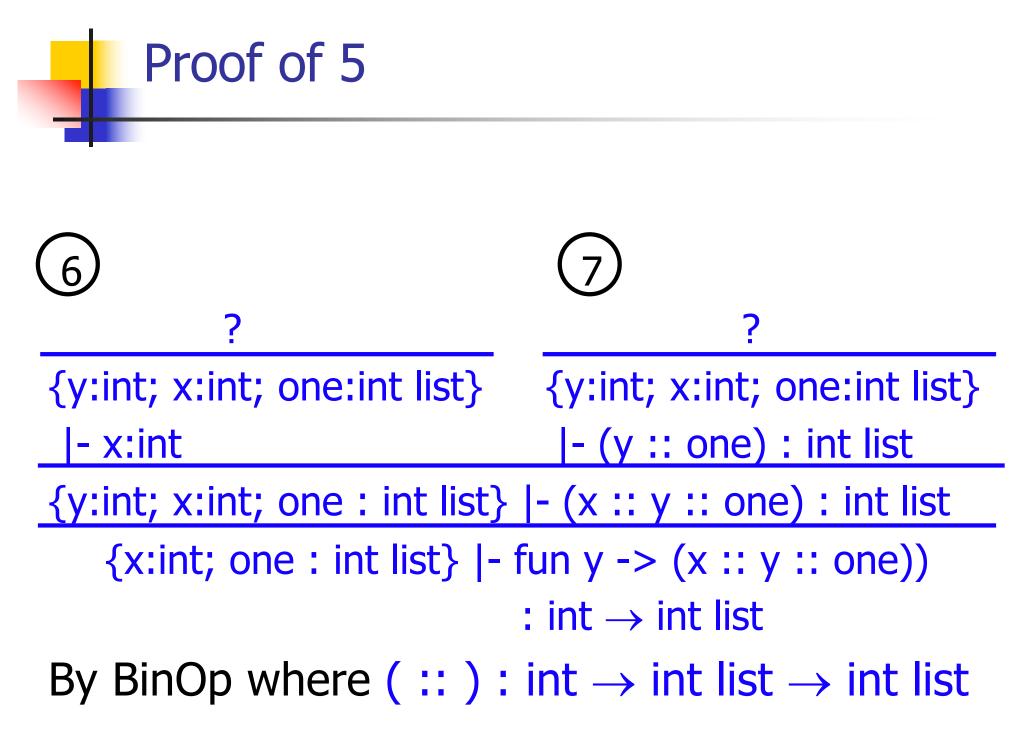
# Proof of 2 Let Rule {x:int; one : int list} |fun y -> (x :: y :: one)) $\{\text{one : int list}\} \mid -2:\text{int} : \text{int} \rightarrow \text{int list} \}$ $\{\text{one}: \text{int list}\} \mid - (\text{let } x = 2 \text{ in})$ fun y -> (x :: y :: one)) : int $\rightarrow$ int list

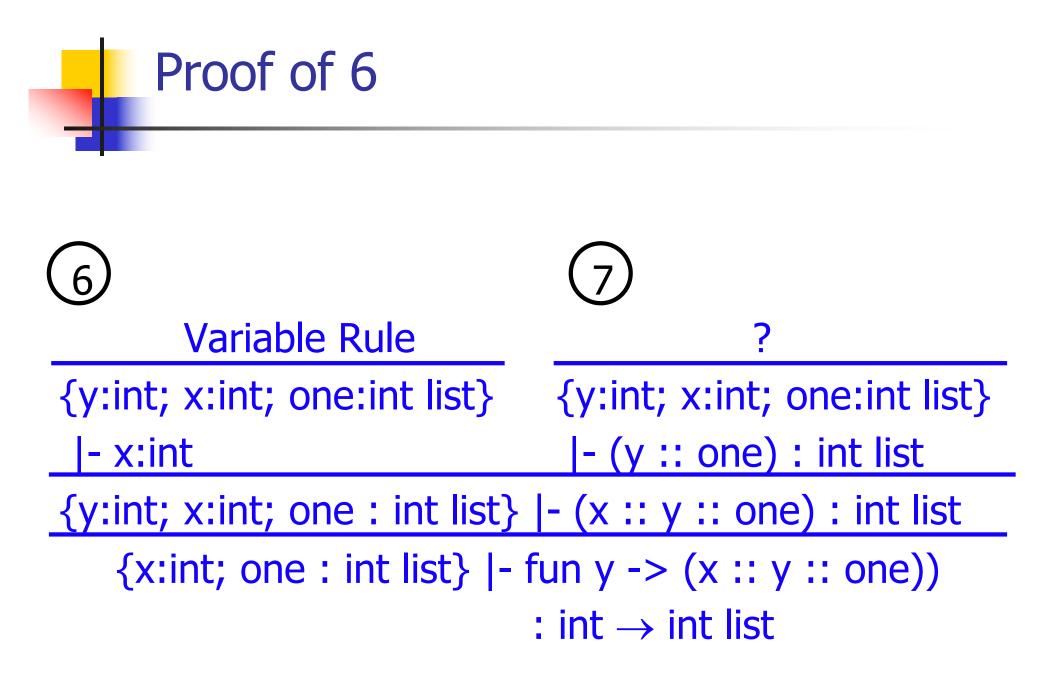


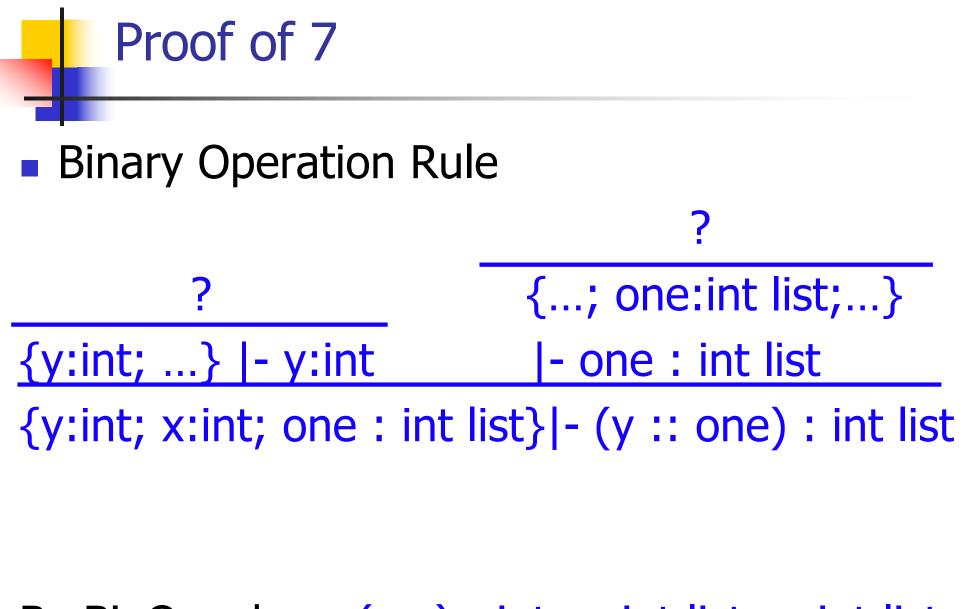


: int  $\rightarrow$  int list









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

Proof of 7	
	Variable Rule
Variable Rule	<pre>{; one:int list;}</pre>
{y:int;}  - y:int	- one : int list
{y:int; x:int; one : int	: list} - (y :: one) : int list

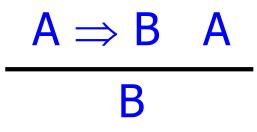
# Curry - Howard Isomorphism

- 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



#### Modus Ponens



• Application  $\Gamma \mid -e_1 : \alpha \to \beta \quad \Gamma \mid -e_2 : \alpha$   $\Gamma \mid -(e_1 e_2) : \beta$ 

# Mea Culpa

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

# Support for Polymorphic Types

- Monomorpic Types (τ):
  - Basic Types: int, bool, float, string, unit, ...
  - Type Variables:  $\alpha$ ,  $\beta$ ,  $\gamma$ ,  $\delta$ ,  $\varepsilon$
  - Compound Types:  $\alpha \rightarrow \beta$ , int \* string, bool list, ...
- Polymorphic Types:
  - Monomorphic types τ
  - Universally quantified monomorphic types
  - ∀α<sub>1</sub>, ..., α<sub>n</sub>. τ
  - Can think of  $\tau$  as same as  $\forall \cdot \tau$

### Support for Polymorphic Types

- 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( $\tau$ ) { $\alpha_1, \dots, \alpha_n$  }
- FreeVars( $\Gamma$ ) = all FreeVars of types in range of  $\Gamma$

## **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} =  ${a} U {} U {} a, b = {a, b}$