

Programming Paradigms: Type Systems



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- Detection of type errors, either at compile time or at runtime
 - type errors occur frequently in programs
 - type errors cannot be prevented/detected by grammar
 - if undetected, type errors can cause severe runtime errors
 - a type system can identify type errors before they occur

Lack of Type checks — Example



Lack of Type checks — Example



```
1. //simplified code
2. size_t lena = input();
                                                          → lena = INT_MAX
3. size_t lenb = input();
4. //some more code
5. for (;;) {
6. size_t len = lena + lenb + 2;
7. if (ignore || translate) {
      char *copy_a = (char *) xnmalloc (len,
8.
                     MB_CUR_MAX); //denial-of-service
9.
   //some more code
10. }
11. //some more code
12. }
```

Lack of Type checks — Example



```
1. //simplified code
2. size_t lena = input();
                                                           lena = INT_MAX
3. size_t lenb = input();
                                                             integer Overflow
4. //some more code
5. for (;;) {
  size_t len = lena + lenb + 2;
                                                           lenb + 2 < INT_MAX - lena
  if (ignore || translate) {
      char *copy_a = (char *) xnmalloc (len,
8.
                     MB_CUR_MAX); //denial-of-service
9 .
    //some more code
10.
11. //some more code
12. }
```

Designing Type Systems — Identify Overflows



A tiny domain specific language— A C-type language

```
s \in Stmt ::= D \mid v = e \mid allocate(p, c) \mid free(p) \mid

arraystore(arr, i, v) \mid arrayload(arr, i, v) \mid input(x) \mid

if(e) \{\overrightarrow{s_1}\} else \{\overrightarrow{s_2}\} \mid while(e) \{\overrightarrow{s}\} \mid v_n = func(\overrightarrow{v}) \mid

s_1; s_2 \mid skip

e \in Exp ::= v \mid c \mid v_1 \odot v_2 \mid p \pm c \mid *p

D \in Decl ::= Tvar \mid T \ arr[n] \mid T *p
```

 $v \in Var$: Set of variables

 $c, i \in Constants$: Set of integer, char, floating constants

 $arr[T, n] \in Arrays$: array variable of type T

 $T * p \in Var$: pointer variable of type T

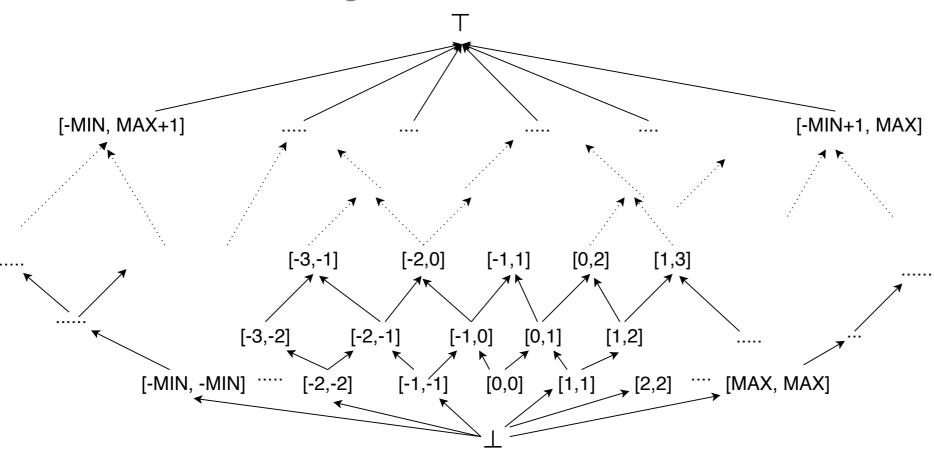
 $T \in Type$: Integer, Float, Double, Character

 $n \in \mathbb{Z}_+$: size of array

⊙ : Denotes a binary operation



Integer Interval lattice



Let \mathbb{Z} be the set of all integer and $\mathbb{Z}_B = \{z \mid z \in \mathbb{Z}, \, \mathbb{Z}_{min} \leq z, z \leq \mathbb{Z}_{max} \}$ denotes a set of integers bounded within the minimum and maximum elements, \mathbb{Z}_{min} and \mathbb{Z}_{max} An interval $[l,h]=\{z \mid z \in \mathbb{Z}_B, l \leq z \leq h\}$ is the set of integers between (and including) I and h. Intervals are ordered in the lattice as $[l_1,h_1] \leq [l_2,h_2]$ iff $(l_2 \leq l_1) \wedge (h_1 \leq h_2)$



$$\delta := [(\mathbb{I}_{\mathbb{Z}}, \leq), (\mathbb{I}_{\mathbb{R}}, \leq)]$$

I₇: Integer Interval Lattice

 \mathbb{I}_R : Floating point Interval Lattice

 $\sigma := Variables \mapsto \delta$



$$\delta := [(\mathbb{I}_{\mathbb{Z}}, \leq), (\mathbb{I}_{\mathbb{R}}, \leq)]$$

I₇: Integer Interval Lattice

 \mathbb{I}_R : Floating point Interval Lattice

$$\sigma := Variables \mapsto \delta$$

int x = 12, y = 13;
$$-> \sigma := x \mapsto [12, 12], y \mapsto [13, 13]$$



$$\delta := [(\mathbb{I}_{\mathbb{Z}}, \leq), (\mathbb{I}_{\mathbb{R}}, \leq)]$$

I_z: Integer Interval Lattice

 \mathbb{I}_R : Floating point Interval Lattice

$$\sigma := Variables \mapsto \delta$$

int x = 12, y = 13;
$$-> \sigma := x \mapsto [12, 12], y \mapsto [13, 13]$$

int a[10] -> $\sigma := a \mapsto [0, 9]$

Derive Operational Semantics



$$[\text{InitVar}](\sigma, T \ v) \to (\sigma[v \leftarrow (\bot, \top)], skip) \quad [\text{InitArr}](\sigma, T \ arr[n]) \to (\sigma[arr \leftarrow [0, n-1]], skip) \quad [\text{InitPtr}](\sigma, T * p) \to (\sigma[p \leftarrow \bot], skip) \\ [\text{Unknown}](\sigma, v) \to (\sigma[v \leftarrow (\bot, \top)], skip) \quad [\text{Assign}] \frac{\sigma(v), \sigma(v') \in \delta}{(\sigma, v = v') \to (\sigma'[v \leftarrow \sigma(v')], skip)} \quad [\text{AssignConst}] \frac{\sigma(v) \in \delta \quad c' = [c, c]}{(\sigma, v = c) \to (\sigma'[v \mapsto c'], skip)} \\ [\text{Skip}](\sigma, skip) \to \sigma \quad [\text{Allocation}] \frac{\sigma(p) \in \delta}{(\sigma, allocate(p, c)) \to (\sigma'[p \leftarrow [0, c-1]], skip)} \quad [\text{Deallocation}] \frac{\sigma(p) \in \delta}{(\sigma, free(p)) \to (\sigma'[p \leftarrow \bot_{\mathbb{Z}}], skip)} \\ [\text{BinOp}] \frac{v' = v_1 \odot v_2}{(\sigma, v = v_1 \odot v_2) \to (\sigma'[v \mapsto v'], skip)} \quad [\text{IfTrue}] \frac{\sigma(e) \neq \{[0, 0]\}}{(\sigma, \text{if } (e) \ \{\vec{s}_1\} \ \text{else} \ \{\vec{s}_2\}\}) \to (\sigma, s_1)} \quad [\text{IfFalse}] \frac{\sigma(e) = \{[0, 0]\}}{(\sigma, \text{if } (e) \ \{\vec{s}_1\} \ \text{else} \ \{\vec{s}_2\}\}) \to (\sigma, s_2)} \\ [\text{IfUndef}] \frac{\sigma(e) \in \{[0, 0], [1, 1]\}}{(\sigma, \text{if } (e) \ \{\vec{s}_1\} \ \text{else} \ \{\vec{s}_2\}\}) \to ((\sigma, s_1) \sqcup (\sigma, s_2))} \quad [\text{WhileTrue}] \frac{e \neq 0}{(\sigma, \text{while}(e) \ \{\vec{s}_3\}) \to (\sigma, \vec{s}_3\}, \text{while}(e) \ \{\vec{s}_3\}\}} \\ [\text{WhileFalse}] \frac{\sigma(e) \in \{[0, 0], [1, 1]\}}{(\sigma, \text{while}(e) \ \{\vec{s}_3\}) \to (\sigma, skip)} \quad [\text{CompoundCont}] \frac{\sigma(\sigma, s_1) \to \sigma'}{(\sigma, s_1; s_2) \to (\sigma', s_1'; s_2)}$$

Derive Operational Semantics



$$[\text{InitVar}](\sigma, T \ v) \to (\sigma[v \leftarrow (\bot, \top)], skip) \quad [\text{InitArr}](\sigma, T \ arr[n]) \to (\sigma[arr \leftarrow [0, n-1]], skip) \quad [\text{InitPtr}](\sigma, T*p) \to (\sigma[p \leftarrow \bot], skip)$$

$$[\text{Unknown}](\sigma, v) \to (\sigma[v \leftarrow (\bot, \top)], skip) \quad [\text{Assign}] \frac{\sigma(v), \sigma(v') \in \delta}{(\sigma, v = v') \to (\sigma'[v \leftarrow \sigma(v')], skip)} \quad [\text{AssignConst}] \frac{\sigma(v) \in \delta \quad c' = [c, c]}{(\sigma, v = c) \to (\sigma'[v \mapsto c'], skip)}$$

$$[\text{Skip}](\sigma, skip) \to \sigma \quad [\text{Allocation}] \frac{\sigma(p) \in \delta}{(\sigma, allocate(p, c)) \to (\sigma'[p \leftarrow [0, c-1]], skip)} \quad [\text{Deallocation}] \frac{\sigma(p) \in \delta}{(\sigma, free(p)) \to (\sigma'[p \leftarrow \bot_{\mathbb{Z}}], skip)}$$

$$[\text{BinOp}] \frac{v' = v_1 \odot v_2}{(\sigma, v = v_1 \odot v_2) \to (\sigma'[v \mapsto [Assign]] \frac{\sigma(v), \sigma(v') \in \delta}{(\sigma, v = v') \to (\sigma'[v \mapsto \sigma(v')], skip)} \quad [\text{One in the proposition of the proposition$$

Type System — Identify violations



$$[Allocate] \frac{\sigma(p) = \bot \lor \mathbb{I}_{\mathbb{Z}}}{[S] \vdash allocate(p, n) \hookrightarrow \sigma(p) = [0, n - 1]}$$

$$[PointerRef] \frac{\sigma(p) \neq \bot \qquad [S] \vdash \upsilon}{[S] \vdash v}$$

$$[ArrLoad] \frac{0 \leq min(\sigma(i)) \land max(\sigma(i)) \leq \sigma(arr)}{[S] \vdash arrayload(arr, i, \upsilon) \hookrightarrow \upsilon = arr[i]}$$

$$[ISAFEADD] \frac{max(\sigma(\upsilon_2)) \leq (\mathbb{I}_{z,max} \ominus max(\sigma(\upsilon_1)))}{[S] \vdash \upsilon_1 + \upsilon_2}$$

$$[FSAFEADD] \frac{max(\sigma(\upsilon_2)) \leq (\mathbb{I}_{f,max} \ominus max(\sigma(\upsilon_1)))}{[S] \vdash \upsilon_1 + \upsilon_2}$$

$$[SFree] \frac{\sigma(p) \neq \bot}{[S] \vdash free(p) \hookrightarrow p = nullptr} \qquad [PointerDeref] \frac{\sigma(p) \neq \bot}{[S] \vdash v = *p \hookrightarrow v = *p} \\ [ArrStore] \frac{0 \leq min(\sigma(i)) \land max(\sigma(i)) \leq \sigma(arr) \qquad [S] \vdash v}{[S] \vdash arraystore(arr, i, v) \hookrightarrow arr[i] = v} \\ [While] \frac{[S] \vdash s_i \qquad s_i \in \overrightarrow{s}}{[S] \vdash while(e) \{\overrightarrow{s}\}} \qquad [IfElse] \frac{[S] \vdash s_i \qquad s_i \in \overrightarrow{s_1}, \overrightarrow{s_2}}{[S] \vdash if (e) \{\overrightarrow{s_1}\} else \{\overrightarrow{s_2}\}\}} \\ [ISAFESUB] \frac{min(\sigma(v_2)) \leq (\mathbb{I}_{z,min} \oplus max(\sigma(v_1)))}{[S] \vdash v_1 - v_2} \\ [FSAFESUB] \frac{min(\sigma(v_2)) \leq (\mathbb{I}_{f,min} \oplus max(\sigma(v_1)))}{[S] \vdash v_1 - v_2} \qquad [SAFEDIV] \frac{[0,0] \nleq \sigma(v_2)}{[S] \vdash v_1/v_2} \\ [SAFEMUL] \frac{\sigma(v_2) \leq \frac{\top}{v_1}}{[S] \vdash v_1 * v_2}$$

Type System— Identify violations



$$[Allocate] \frac{\sigma(p) = \bot \lor \mathbb{I}_{Z}}{[S] + allocate(p, n) \hookrightarrow \sigma(p) = [0, n-1]}$$

$$[POINTERREF] \frac{\sigma(p) \neq \bot}{[S] + *p = v \hookrightarrow *p = v}$$

$$[ARRLoad] \frac{0 \leq min(\sigma(i)) \land max(\sigma(i)) \leq c}{[S] + arrayload(arr, i, v) \hookrightarrow v = \underbrace{max(\sigma(v_2)) \leq (\mathbb{I}_{z,max} \ominus max(\sigma(v_1)))}_{[S] + v_1 + v_2}$$

$$[S] + v_1 + v_2$$

$$[SAFEADD] \frac{max(\sigma(v_2)) \leq (\mathbb{I}_{z,max} \ominus max(\sigma(v_1)))}{[S] + v_1 + v_2}$$

$$[SAFEMUL] \frac{\sigma(p) \neq \bot}{[S] + free(p) \hookrightarrow p = nullptr}$$

$$[SFREE] \frac{\sigma(p) \neq \bot}{[S] + free(p) \hookrightarrow p = nullptr}$$

$$[SFREE] \frac{\sigma(p) \neq \bot}{[S] + free(p) \hookrightarrow p = nullptr}$$

$$[SFREE] \frac{\sigma(p) \neq \bot}{[S] + v_1 + v_2 \leftrightarrow v = *p}$$

$$\sigma(p) \neq \bot \qquad 0 \leq min(\sigma(i)) \land max(\sigma(i)) \leq \sigma(arr) \qquad [S] + v \Rightarrow \sigma(p) \neq \bot \qquad (S] + v \Rightarrow \sigma(p) \Rightarrow \sigma(p) \neq \bot \qquad (S] + v \Rightarrow \sigma(p) \Rightarrow \sigma(p) \Rightarrow \sigma(p) \Rightarrow \sigma(p) \Rightarrow \sigma(p) \Rightarrow \sigma(p) \Rightarrow$$

Type System— Identify violations



$$[ALLOCATE] \frac{\sigma(p) = \bot \lor \mathbb{I}_{Z}}{[S] + \text{allocate}(p, n) \hookrightarrow \sigma(p) = [0, n-1]}$$

$$[POINTERREF] \frac{\sigma(p) \neq \bot}{[S] + *p = v \hookrightarrow *p = v}$$

$$[ARRLOAD] \frac{0 \leq \min(\sigma(i)) \land \max(\sigma(i)) \leq c}{[S] + \max(\sigma(v_2)) \leq (\mathbb{I}_{z,\max} \ominus \max(\sigma(v_2))))}$$

$$[SAFEADD] \frac{\max(\sigma(v_2)) \leq (\mathbb{I}_{f,\max} \ominus \max(\sigma(v_2)))}{[S] + v_1 + v_2}$$

$$[SAFEADD] \frac{\max(\sigma(v_2)) \leq (\mathbb{I}_{f,\max} \ominus \max(\sigma(v_2)))}{[S] + v_1 + v_2}$$

$$[SAFEMUL] \frac{\sigma(p) \neq \bot}{[S] + \text{free}(p) \hookrightarrow p = nullptr}$$

$$[SFREE] \frac{\sigma(p) \neq \bot}{[S] + \text{free}(p) \land max(\sigma(i)) \land max(\sigma($$

An Example



(Op. Sym., Type System)

```
(INITVAR, )
                                                          [x \mapsto \bot_{\mathbb{Z}}, \text{check} \mapsto \bot_{\mathbb{Z}}])^{1}
1. int x, check;
                                                                                                                    (INITARR, )
                                                    [x \mapsto \bot_{\mathbb{Z}}, check \mapsto \bot_{\mathbb{Z}}, buf \mapsto [0,9]]^2
2. int buf[10];
                                                                                                                    (DYNAMIC)
     scanf("%d", &check);
                                                 [x \mapsto \bot_{\mathbb{Z}}, check \mapsto [11,11], buf \mapsto [0,9]]^3
     x = check + 1;
                                                                                                                   (BINOP, ISAFEADD)
                                                [x \mapsto [12,12], check \mapsto [11,11], buf \mapsto [0,9]]^4
     int i = 0;
                                                                                                                   (ASSIGN, )
     while (i < x) {
                                          [x \mapsto [12,12], check \mapsto [11,11], buf \mapsto [0,9], i \mapsto [0,0]]^5
7.
         buf[i] = i;
                                                                                                                   (WHILETRUE, WHILE)
                                          [x \mapsto [12,12], check \mapsto [11,11], buf \mapsto [0,9], i \mapsto [0,0]]^6
8.
         i = i + 1;
                                                                                                                   (ASSIGN, ARRSTORE)
9. }
                                          [x \mapsto [12,12], check \mapsto [11,11], buf \mapsto [0,9], i \mapsto [0,0]]^7
```



(BINOP, ISAFEADD)

(WHILETRUE, WHILE)

(ASSIGN, ARRSTORE)

(BINOP, ISAFEADD)

(WHILETRUE, WHILE)

(ASSIGN, ARRSTORE)

$$[x \mapsto [12,12], check \mapsto [11,11], buf \mapsto [0,9], i \mapsto [1,1]]^{8}$$

$$[x \mapsto [12,12], check \mapsto [11,11], buf \mapsto [0,9], i \mapsto [0,1]]^6$$

$$[x \mapsto [12,12], check \mapsto [11,11], buf \mapsto [0,9], i \mapsto [0,2]]^7$$

 $[x \mapsto [12,12], check \mapsto [11,11], buf \mapsto [0,9], i \mapsto [10,10]]^8$

 $[x \mapsto [12,12], check \mapsto [11,11], buf \mapsto [0,9], i \mapsto [0,10]]^6$

 $[x \mapsto [12,12], check \mapsto [11,11], buf \mapsto [0,9], i \mapsto [0,10]]^{8}$



```
int check, i = 0;
int buf1[10], buf2[8];
scanf("%d", &check);
while (i < check) {</pre>
  buf1[i] = i + 1;
  ++i;
while (i >= 0) {
  buf2[i] = i + 1;
  ——i;
```



```
[\operatorname{check} \mapsto \bot_{\mathbb{Z}}, i \mapsto [0,0]])^{1}
int check, i = 0;
                                                                                                               (INITVAR, , ASSIGN, )
                                       [check \mapsto \bot_{\mathbb{Z}}, i \mapsto [0,0], bufl \mapsto [0,9], buf2 \mapsto [0,7]]^2
int buf1[10], buf2[8];
                                                                                                               (INITARR, )
                                      [check \mapsto [11,11], i \mapsto [0,0], bufl \mapsto [0,9], buf2 \mapsto [0,7]]^3
                                                                                                                (DYNAMIC)
scanf("%d", &check);
while (i < check) {</pre>
                                      [check \mapsto [11,11], i \mapsto [0,0], bufl \mapsto [0,9], buf2 \mapsto [0,7]]^4
                                                                                                              (WHILETRUE, WHILE)
   buf1[i] = i + 1;
                                      [check \mapsto [11,11], i \mapsto [0,0], bufl \mapsto [0,9], buf2 \mapsto [0,7]]^5
                                                                                                              (ASSIGN, ARRSTORE)
   ++i;
                                                                                (BINOP, ISAFEADD)
                                                                                                          [check \mapsto [11,11], i \mapsto [1,1], bufl \mapsto [0,9], buf2 \mapsto [0,7]]^6
                                        Type Checking Fails
                                                                               (WHILETRUE, WHILE)
                                                                                                          [check \mapsto [11,11], i \mapsto [1,1], bufl \mapsto [0,9], buf2 \mapsto [0,7]]^6
while (i >= 0) {
                                                                               (ASSIGN, ARRSTORE)
                                        Failing Condition
   buf2[i] = i + 1;
                                                                                                           [check \mapsto [11,11], i \mapsto [10,10], buf1 \mapsto [0,9], buf2 \mapsto [0,7]]^6
                                       \sigma(i) \leq \sigma(bufl)
                                                                               (BINOP, ISAFEADD)
   --i;
                                                                                                           [check \mapsto [11,11], i \mapsto [10,10], bufl \mapsto [0,9], buf2 \mapsto [0,7]]^6
                                                                               (WHILETRUE, WHILE)
                                  (OP. SYM., TYPE SYSTEM)
}
                                                                               (ASSIGN, ARRSTORE)
                                                                                                           [check \mapsto [11,11], i \mapsto [10,10], buf1 \mapsto [0,9], buf2 \mapsto [0,7]]^6
                                                                                                            (WHILETRUE, WHILE) [check \mapsto [11,11], i \leq 9,...]
                                                                           while (i >= 0) {
                      i \le sizeof(buf1) - 1; (i \le 9)
                                                                              buf2[i] = i + 1;
                                                                                                            (ASSIGN, ARRSTORE) Type Checking Fails
                                         Forward Propagation
                                                                                                                                             Failing Condition
                                                                                                                                                                          Updated
                                                                                                                                                                          Domain
```



 Programming Languages: Principles and Paradigms by Allen B. Tucker and Robert E. Noonan