

**CS 162 Programming languages**

# Lecture 9: Type Inference

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# H&M



**Hindley-Milner type inference algorithm**

# Robin Milner



**1934-2010**

Awarded 1991 Turing Award for “...*ML, the first language to include polymorphic type inference and a type-safe exception handling mechanism...*”

# Type checking

- (Static) type-checking can reject a program before it runs to prevent the possibility of some errors
  - A feature of **statically typed** languages
- Dynamically typed languages do little (none?)
  - So might try to treat a number as a function at run-time
- ML (and Java, C#, Scala, C, C++) is statically typed
  - Every binding has one type, determined “at compile-time”

# Implicitly typed

- ML is statically typed
- ML is implicitly typed: rarely need to write down types

```
fun f x = (* infer val f : int -> int *)  
  if x > 3  
  then 42  
  else x * 2  
  
fun g x = (* report type error *)  
  if x > 3  
  then true  
  else x * 2
```

- Explicitly typed: like Java or C++!

# Type inference

- Type inference problem: Give every binding/expression a type such that type-checking succeeds
  - Fail if and only if no solution exists
- In principle, could be a pass before the type-checker
  - But often implemented together
- Type inference can be easy, difficult, or impossible
  - Easy: Accept all programs
  - Easy: Reject all programs
  - Subtle, elegant, and not magic: ML

# Hindley-Milner algorithm

For each top-level definition, traverse each AST to:

- **decorate** each AST node with preliminary **type variable**
- collect **type constraints** from each AST node
- use **unification** to solve constraints and produce a substitution
- use **substitution** to infer type of definition

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# Simple-typed lambda calculus

$$e ::= x \mid \lambda x : \tau . e \mid e_1 e_2 \mid n$$

$$\tau ::= \mathbf{int} \mid X \mid \tau_1 \rightarrow \tau_2$$

To formally define type inference, we introduce a new typing relation:

$$\Gamma \vdash e : \tau \triangleright C$$

Type environment

Meaning: Expression  $e$  has type  $\tau$  provided that every constraint in the set  $C$  is satisfied.



# Typing rules for STLC

$$\text{CT-VAR} \frac{}{\Gamma \vdash x:\tau \triangleright \emptyset} x:\tau \in \Gamma$$

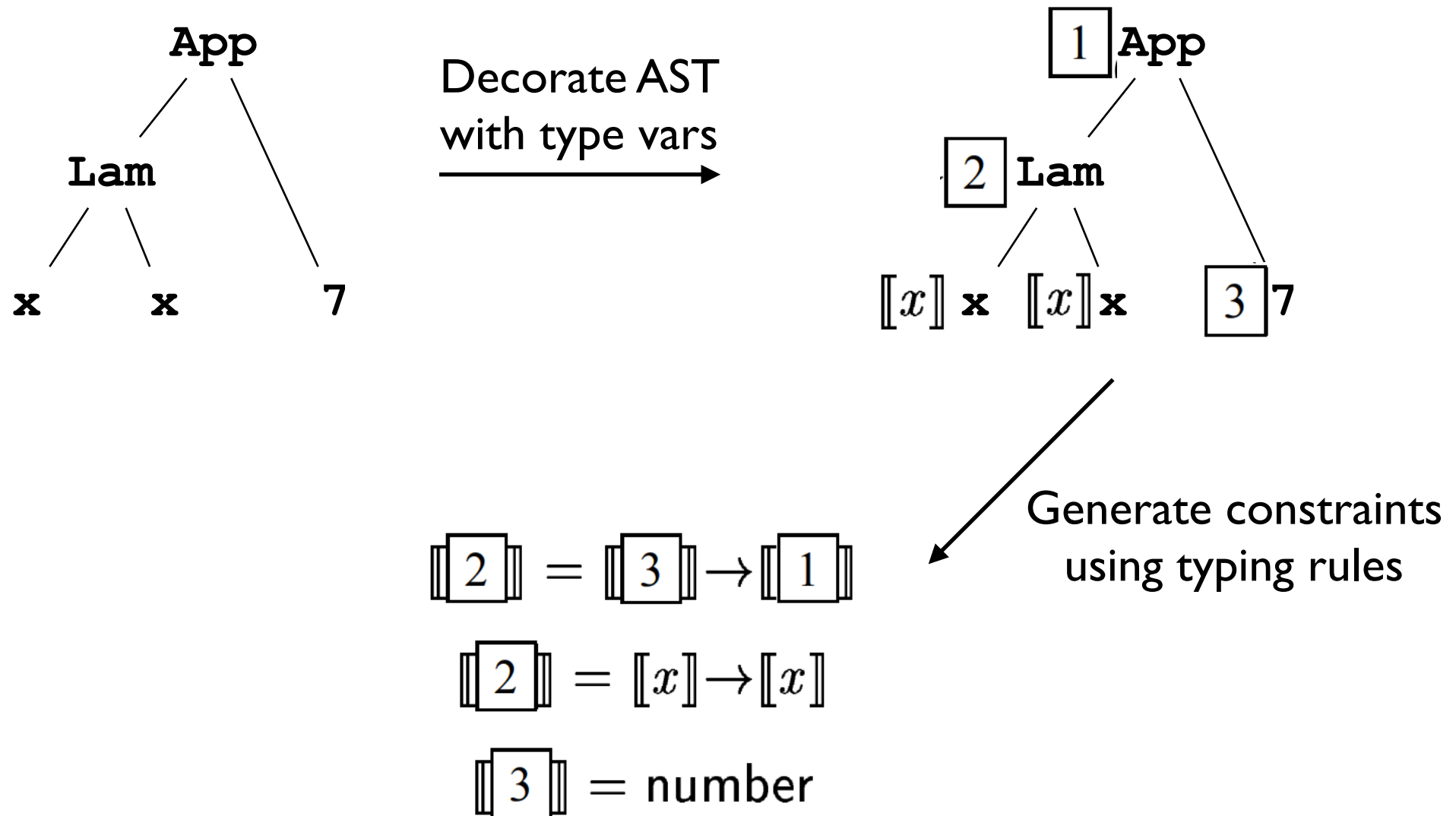
$$\text{CT-INT} \frac{}{\Gamma \vdash n:\mathbf{int} \triangleright \emptyset}$$

$$\text{CT-ABS} \frac{\Gamma, x:\tau_1 \vdash e:\tau_2 \triangleright C}{\Gamma \vdash \lambda x:\tau_1. e:\tau_1 \rightarrow \tau_2 \triangleright C}$$

$$\text{CT-APP} \frac{\begin{array}{l} \Gamma \vdash e_1:\tau_1 \triangleright C_1 \quad \Gamma \vdash e_2:\tau_2 \triangleright C_2 \\ C' = C_1 \cup C_2 \cup \{\tau_1 = \tau_2 \rightarrow X\} \end{array}}{\Gamma \vdash e_1 e_2:X \triangleright C'} \quad X \text{ is fresh}$$

# Example

What is the type of  $((\lambda x. x) 7)$ ?



**How to solve those constraints?**

# Unification algorithm

$unify(C)$  = if  $C = \emptyset$ , then  $\{\}$   
else let  $\{S = T\} \cup C' = C$  in  
    if  $S = T$   
        then  $unify(C')$   
    else if  $S = X$  and  $X \notin FV(T)$   
        then  $unify(\{X \mapsto T\}C') \circ \{X \mapsto T\}$   
    else if  $T = X$  and  $X \notin FV(S)$   
        then  $unify(\{X \mapsto S\}C') \circ \{X \mapsto S\}$   
    else if  $S = S_1 \rightarrow S_2$  and  $T = T_1 \rightarrow T_2$   
        then  $unify(C' \cup \{S_1 = T_1, S_2 = T_2\})$   
    else  
        fail

Occurrence check:  
make sure  $T$  does not  
contain type variable  $X$

# Example

How to solve those constraints?

$$\llbracket 2 \rrbracket = \llbracket 3 \rrbracket \rightarrow \llbracket 1 \rrbracket$$

$$\llbracket 2 \rrbracket = \llbracket x \rrbracket \rightarrow \llbracket x \rrbracket$$

$$\llbracket 3 \rrbracket = \text{number}$$

Action	Stack	Substitution
Initialize	$\llbracket 2 \rrbracket = \llbracket 3 \rrbracket \rightarrow \llbracket 1 \rrbracket$ $\llbracket 2 \rrbracket = \llbracket x \rrbracket \rightarrow \llbracket x \rrbracket$ $\llbracket 3 \rrbracket = \text{number}$	empty
Step 3	$\llbracket 3 \rrbracket \rightarrow \llbracket 1 \rrbracket = \llbracket x \rrbracket \rightarrow \llbracket x \rrbracket$ $\llbracket 3 \rrbracket = \text{number}$	$\llbracket 2 \rrbracket \mapsto \llbracket 3 \rrbracket \rightarrow \llbracket 1 \rrbracket$
Step 5	$\llbracket 3 \rrbracket = \llbracket x \rrbracket$ $\llbracket 1 \rrbracket = \llbracket x \rrbracket$ $\llbracket 3 \rrbracket = \text{number}$	$\llbracket 2 \rrbracket \mapsto \llbracket 3 \rrbracket \rightarrow \llbracket 1 \rrbracket$
Step 3	$\llbracket 1 \rrbracket = \llbracket x \rrbracket$ $\llbracket x \rrbracket = \text{number}$	$\llbracket 2 \rrbracket \mapsto \llbracket x \rrbracket \rightarrow \llbracket 1 \rrbracket$ $\llbracket 3 \rrbracket \mapsto \llbracket x \rrbracket$
Step 3	$\llbracket x \rrbracket = \text{number}$	$\llbracket 2 \rrbracket \mapsto \llbracket x \rrbracket \rightarrow \llbracket x \rrbracket$ $\llbracket 3 \rrbracket \mapsto \llbracket x \rrbracket$ $\llbracket 1 \rrbracket \mapsto \llbracket x \rrbracket$
Step 3	empty	$\llbracket 2 \rrbracket \mapsto \text{number} \rightarrow \text{number}$ $\llbracket 3 \rrbracket \mapsto \text{number}$ $\llbracket 1 \rrbracket \mapsto \text{number}$ $\llbracket x \rrbracket \mapsto \text{number}$