Refinement Types for Elm

Master Thesis Report

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Topics of this Talk

- Introduction To Elm
- Infering the type of an Elm Code
- Introduction to Liquid Types
- Infering Liquid Types

Introduction To Elm

Elm Programming Language

- Invented by Evan Czaplicki as his master-thesis in 2012.
- Goal: Bring Function Programming to Web-Development
- Side-Goal: Learning-friendly design decisions
- Website: elm-lang.org

Characteristics

- Pure Functional Language (immutable, no side effect, everything is a function)
- Compiles to JavaScript (in the future also to WebAssembly)
- ML-like Syntax (we say fun a b c for fun(a, b, c))
- Simpler than Haskell (no Type classes, no Monads, only one way to do a given thing)
- "No Runtimes errors" (Out Of Memory, Stack Overflow, Function Equality)

Formalization of the Elm Type System

We will use the Hindley-Milner type system (used in ML, Haskell and Elm)

We say

T is a mono type : \Leftrightarrow T is a type variable

 \lor T is a type application

 \lor T is a algebraic type

 \vee T is a product type

 \vee T is a function type

T is a poly type : $\Leftrightarrow T = \forall a.T'$

where T' is a mono type or poly type and a is a symbol

T is a type : $\Leftrightarrow T$ is a mono type $\vee T$ is a poly type.

Formalization of the Elm Type System

Example

- 1. *Nat* ::= μ *C*.1 | *Succ C*
- 2. List = $\forall a.\mu C.Empty \mid Cons \ a \ C$
- 3. splitAt : $\forall a.Nat \rightarrow \textit{List } a \rightarrow \textit{(List a, List a)}$

Formalization of the Elm Type System

The *values* of a type is the set corresponding to the type:

```
\mathsf{values}(\mathit{Nat}) = \{1, \mathit{Succ}\ 1, \mathit{Succ}\ \mathsf{Succ}\ 1, \dots\} \mathsf{values}(\mathit{List}\ \mathit{Nat}) = \bigcup_{n \in \mathbb{N}} \mathsf{values}_n(\mathit{List}\ \mathit{Nat}) \mathsf{values}_0(\mathit{List}\ \mathit{Nat}) = \{[\ ]\} \mathsf{values}_n(\mathit{List}\ \mathit{Nat}) = \{[\ ]\} \cup \{\mathit{Cons}\ a\ b | a \in \mathsf{values}(\mathit{Nat}), b \in \mathsf{values}_{n-1}(\mathit{List}\ \mathit{Nat})\}
```

Order of Types

Let $n, m \in \mathbb{N}$, $T_1, T_2 \in \mathcal{T}$, a_i for all $i \in \mathbb{N}_0^n$ and $b_i \in \mathcal{V}$ for all $i \in \mathbb{N}_0^m$.

We define the partial order \sqsubseteq on poly types as

$$\forall a_1 \dots \forall a_n. T_1 \sqsubseteq \forall b_1 \dots \forall b_m. T_2 :\Leftrightarrow$$

$$\exists \Theta = \{(a_i, S_i) \mid i \in \mathbb{N}_1^n \land a_i \in \mathcal{V} \land S_i \in \mathcal{T}\}.$$

$$T_2 = [T_1]_{\Theta} \land \forall i \in \mathbb{N}_0^m. b_i \notin \text{free}(\forall a_1 \dots \forall a_n. T_1)$$

Given that $T_1 \sqsubseteq T_2$, we say

- T_1 is more general then T_2 .
- T_2 is more specific then T_1 .

Example: $\forall a.a \sqsubseteq \forall a.List \ a \sqsubseteq List \ Int$

Infering the type of an Elm Code

```
max : Int -> Int -> Int;
max =
    \a -> \b ->
    if
        (<) a b
    then
        b
    else
        a</pre>
```

$$\frac{a \sqsubseteq_{\Delta} T}{\Gamma, \Delta \vdash a : T}$$

Instatiation

$$e \sqsubseteq_{\Delta} T :\Leftrightarrow \exists T_0 \in \mathcal{T}.(e, T_0) \in \Delta \land T_0 \sqsubseteq T$$

New rules:

$$\frac{T_0 \sqsubseteq T}{\Gamma, \Delta \cup \{(a, T_0)\} \vdash a : T} \quad \frac{T_1 \sqsubseteq T}{\Gamma, \Delta \cup \{(b, T_1)\} \vdash b : T}$$

```
max : Int -> Int -> Int;
max =
  \a \rightarrow \b \rightarrow
     if
       (<) a b
     then
       b
                                --> \forall a.a
     else
                                --> \forall a.a
       а
```

New rule:

$$\frac{\Gamma, \Delta \vdash e_1 : \mathit{Int} \quad \Gamma, \Delta \vdash e_2 : \mathit{Int}}{\Gamma, \Delta \vdash "(<)" \ e_1 \ e_2 : \mathit{Bool}}$$

$$\begin{split} \frac{T_0 \sqsubseteq T}{\Gamma, \Delta \cup \{(\mathtt{a}, T_0)\} \vdash \mathtt{a} : T} & \frac{T_1 \sqsubseteq T}{\Gamma, \Delta \cup \{(\mathtt{b}, T_1)\} \vdash \mathtt{b} : T} \\ & \frac{\Gamma, \Delta \vdash e_1 : \mathit{Int} \quad \Gamma, \Delta \vdash e_2 : \mathit{Int}}{\Gamma, \Delta \vdash "(<)" \ e_1 \ e_2 : \mathit{Bool}} \end{split}$$

New rule:

$$\frac{T_0 \sqsubseteq \mathit{Int} \quad T_1 \sqsubseteq \mathit{Int}}{\Gamma, \Delta \cup \{(\mathtt{a}, T_0), (\mathtt{b}, T_1)\} \vdash "(<) \ \mathtt{a} \ \mathtt{b}" : \mathit{Bool}}$$

```
max : Int -> Int -> Int;
max =
  \a -> \b ->
    if
      (<) a b
                           --> Bool
    then
                           --> Int
      b
    else
                           --> Int
      а
```

$$\frac{T_0 \sqsubseteq \mathit{Int} \quad T_1 \sqsubseteq \mathit{Int}}{\Gamma, \Delta \cup \{(a, T_0), (b, T_1)\} \vdash "(<)" \ e_1 \ e_2 : \mathit{Bool}}$$

$$\frac{\Gamma, \Delta \vdash e_1 : \mathit{Bool} \quad \Gamma, \Delta \vdash e_2 : T \quad \Gamma, \Delta \vdash e_3 : T}{\Gamma, \Delta \vdash "if" \ e_1 \ "then" \ e_2 \ "else" \ e_3 : T}$$

New rule:

$$\frac{T_0 \sqsubseteq \mathit{Int}}{\Gamma, \Delta \cup \{(a, T_0), (b, T_0)\} \vdash \texttt{"if}(<) \; \texttt{a b then b else a"} : T_0}$$

```
max : Int -> Int -> Int;
max =
  \a -> \b ->
    if
                           --> Int
      (<) a b
    then
                           --> Int
      b
    else
                           --> Int
      а
```

$$\frac{\Gamma, \Delta \cup \{(a, \overline{\Gamma}(T_1))\} \vdash e : T_2}{\Gamma, \Delta \vdash "\setminus " \ a "-> " \ e : T_1 \to T_2}$$

Most General Type

$$\begin{split} \overline{\Gamma}:&\Gamma\to\mathcal{T}\\ \overline{\Gamma}(T):=&\forall a_1\ldots\forall a_n.T_0\\ &\text{such that }\{a_1,\ldots,a_n\}=\mathsf{free}(T')\setminus\{a\mid (a,\underline{\ \ \ })\in\Gamma\}\\ &\text{where }a_i\in\mathcal{V}\text{ for }i\in\mathbb{N}_0^n\text{ and }T_0\text{ is the mono type of }T. \end{split}$$

We say $\overline{\Gamma}(T)$ is the most general type of T.

The most general type of Int is Int

Therefore we conclude

$$\overline{\Gamma, \Delta \cup \{(a, \mathit{Int})\}} \vdash "ackslash b - \mathsf{sif}\ (<) \ \mathtt{a}\ \mathtt{b}\ \mathtt{then}\ \mathtt{b}\ \mathtt{else}\ \mathtt{a}" : \mathit{Int} o \mathit{Int}$$

$$\Gamma, \Delta \vdash \text{``} \setminus a - > \setminus b - > \text{if (<) a b then b else a''} : \textit{Int} \to \textit{Int} \to \textit{Int}$$

Introduction to Liquid Types

Refinement Types

Restricts the values of an existing type using a predicate.

Initial paper in 1991 by Tim Freeman and Frank Pfenning

- Initial concept was done in ML.
- Allows predicates with only $\land, \lor, =$, constants and basic pattern matching.
- Operates over algebraic types.
- Needed to specify explicitly all possible Values.

Example

```
\{a: (Bool, Bool)| \ a = (True, False) \lor a = (False, True)\}
```

Liquid Types

Liquid Types (Logically Quantified Data Types) introduced in 2008

- Invented by Patrick Rondan, Ming Kawaguchi and Ranji Jhala
- Initial concept done in OCaml. Later also C, Haskell and TypeScript.
- Operates over Integers and Booleans. Later also Tuples and Functions.
- Allows predicates with logical operators, comparisons and addition.

Example

$$\begin{array}{l} a: \mathit{Bool} \to b: \mathit{Bool} \to \{\nu: \mathit{Bool} | \nu = (a \lor b) \land \neg (a \land b)\} \\ \\ a: \mathit{Int} \to b: \mathit{Int} \to \{\nu: \mathit{Bool} \\ \\ | \ (\nu = a \land \nu > b) \\ \\ \lor (\nu = b \land \nu > a) \\ \\ \lor (\nu = a \land \nu = b)\} \\ \\ \\ (/): \mathit{Int} \to \{\nu: \mathit{Int} | \neg (\nu = 0)\} \to \mathit{Int} \end{array}$$

Logical Qualifier Expressions

```
IntExp ::= \mathbb{Z}
             | IntExp + IntExp |
             | IntExp * \mathbb{Z}
      Q ::= True
             False
             | IntExp < V
             | \mathcal{V} < IntExp
             | \mathcal{V} = IntExp
             |Q \wedge Q|
             |Q \vee Q|
             |\neg Q|
```

Defining Liquid Types

```
T is a liquid type :\Leftrightarrow T is of form \{a: Int \mid r\} where T_0 is a type, a is a symbol, r \in \mathcal{Q}, Nat := \mu C.1 \mid Succ \ C and Int := \mu \_.0 \mid Pos \ Nat \mid Neg \ Nat. \lor T is of form a: \hat{T}_1 \to \hat{T}_2 where a is a symbol, \hat{T}_2 and \hat{T}_1 are liquid types
```

Infering Liquid Types

```
max : a: { v:Int|True } -> b: { v:Int|True }
  -> { v:Int | (||) ((&&) ((=) v a) ((>) v b))
              ((||))((\&\&)((=) \lor b)((>) \lor a))
                     ((\&\&) ((=) v a) ((=) v b))
              ) };
max =
  a -> b ->
   if
      (<) a b
    then
      b
    else
      а
```

$$\frac{\left(a,\left\{\nu:\hat{T}\mid r\right\}\right)\in\Delta\quad\left(a,\left\{\nu:\hat{T}\mid r\right\}\right)\in\Theta}{\Gamma,\Delta,\Theta,\Lambda\vdash a:\left\{\nu:\hat{T}\mid \nu=a\right\}}$$

New rule:

$$\frac{\left(\mathbf{a}, \left\{\nu : \hat{T} \mid r\right\}\right) \in \Delta \quad \left(\mathbf{a}, \left\{\nu : \hat{T} \mid r\right\}\right) \in \Theta}{\Gamma, \Delta, \Theta, \Lambda \vdash \mathbf{a} : \left\{\nu : Int \mid \nu = a\right\}}$$
$$\frac{\left(\mathbf{b}, \left\{\nu : \hat{T} \mid r\right\}\right) \in \Delta \quad \left(\mathbf{b}, \left\{\nu : \hat{T} \mid r\right\}\right) \in \Theta}{\Gamma, \Delta, \Theta, \Lambda \vdash \mathbf{b} : \left\{\nu : Int \mid \nu = b\right\}}$$

```
max : a:{ v:Int|True } -> b:{ v:Int|True }
  -> { v:Int | (||) ((&&) ((=) v a) ((>) v b))
              ((||))((\&\&)((=) \lor b)((>) \lor a))
                      ((\&\&) ((=) \lor a) ((=) \lor b))
              ) }:
max =
  \a -> \b ->
    if
      (<) a b
    then
              --> {v:Int| True }
      b
    else
              --> {v:Int| True }
      а
```

```
max : a:{ v:Int|True } -> b:{ v:Int|True }
  -> { v:Int | (||) ((&&) ((=) v a) ((>) v b))
              ((||))((\&\&)((=) \lor b)((>) \lor a))
                      ((\&\&) ((=) \lor a) ((=) \lor b))
              ) }:
max =
  \a -> \b ->
    if
      (<) a b --> Bool
    then
              --> {v:Int| True }
      b
    else
              --> {v:Int| True }
      а
```

New rule:

$$\begin{split} &\{ \big(a, \{ \nu : Int | r_0 \} \big), \big(b, \{ \nu : Int | r_1 \} \big) \} \in \Delta \\ &\quad \Gamma, \Delta, \Theta, \Lambda \cup \{ a < b \} \vdash b : \{ \nu : Int | r_2 \} \\ &\quad \Gamma, \Delta, \Theta, \Lambda \cup \{ \neg (a < b) \} \vdash a : \{ \nu : Int | r_2 \} \\ &\overline{\Gamma, \Delta, \Theta, \Lambda \vdash \text{"if" a < b "then"b "else" a : \{ \nu : Int | r_2 \} } \end{split}$$

$$\begin{split} &\underbrace{\left(\mathbf{a}, \left\{\nu : \hat{T} | \ r\right\}\right) \in \Delta \quad \left(\mathbf{a}, \left\{\nu : \hat{T} | \ r\right\}\right) \in \Theta}_{\Gamma, \Delta, \Theta, \Lambda \vdash \mathbf{a} : \left\{\nu : Int | \ \nu = a\right\}} \\ &\underbrace{\left(\mathbf{b}, \left\{\nu : \hat{T} | \ r\right\}\right) \in \Delta \quad \left(\mathbf{b}, \left\{\nu : \hat{T} | \ r\right\}\right) \in \Theta}_{\Gamma, \Delta, \Theta, \Lambda \vdash \mathbf{b} : \left\{\nu : Int | \ \nu = b\right\}} \\ &\underbrace{\left\{\left(a, \left\{\nu : Int | r_0\right\}\right), \left(b, \left\{\nu : Int | r_1\right\}\right)\right\} \in \Delta}_{\Gamma, \Delta, \Theta, \Lambda \cup \left\{a < b\right\} \vdash \mathbf{b} : \left\{\nu : Int | r_2\right\}} \\ &\underbrace{\Gamma, \Delta, \Theta, \Lambda \cup \left\{\neg(a < b)\right\} \vdash \mathbf{a} : \left\{\nu : Int | r_2\right\}}_{\Gamma, \Delta, \Theta, \Lambda \vdash \text{"if" a} < b \text{"then"b "else" a} : \left\{\nu : Int | r_2\right\}} \end{split}$$

Subtyping Rule

$$\begin{split} \frac{\Gamma, \Delta, \Theta, \Lambda \vdash e : \hat{T}_1 \quad \hat{T}_1 <_{:\Theta,\Lambda} \quad \hat{T}_2 \quad \text{wellFormed}(\hat{T}_2, \Theta)}{\Gamma, \Delta, \Theta, \Lambda \vdash e : \hat{T}_2} \\ \{a_1 : Int | r_1\} <_{:\Theta,\Lambda} \{a_2 : Int | r_2\} \quad \Leftrightarrow \\ \text{Let } \{(b_1, T_1), \dots, (b_n, T_n)\} = \Theta \text{ in } \\ \forall k_1 \in \text{value}_{\Gamma}(T_1), \dots \forall k_n \in \text{value}_{\Gamma}(T_n), \\ \forall n \in \mathbb{N}. \forall e \in \Lambda. \\ [[e]]_{\{(a_1,n),(b_1,k_1),\dots,(b_n,k_n)\}} \\ \wedge [[r_1]]_{\{(a_2,n),(b_1,k_1),\dots,(b_n,k_n)\}} \\ \Rightarrow [[r_2]]_{\{(a_2,n),(b_1,k_1),\dots,(b_n,k_n)\}} \end{split}$$

Find $r_2 \in \mathcal{Q}$ such that

$$[[((a < b) \land \nu = b) \Rightarrow r_2]]_{\{(a, \{\nu: Int|r_0\}), (b, \{\nu: Int|r_1\})\}}$$

and

$$[[(\neg(a < b) \land \nu = a) \Rightarrow r_2]]_{\{(a, \{\nu: Int|r_0\}), (b, \{\nu: Int|r_1\})\}}$$

are valid.

Use SMT-Solver to find a solution.

Sharpest solution: $r_2 := ((a < \nu \land \nu = b) \lor (\neg(\nu < b) \land \nu = a))$

```
max : a: { v:Int|True } -> b: { v:Int|True }
  -> { v:Int | (||) ((&&) ((=) v a) ((>) v b))
             ((||))((\&\&)((=) \lor b)((>) \lor a))
                     ((\&\&) ((=) v a) ((=) v b))
             ) };
max =
  a -> b ->
         --> {v:Int
      (<) a b -- | (||) ((&&) ((<) a v) ((=) v b))
                      ((\&\&) (not ((<) a v)) ((=) v a))
    then
              -- }
      b
             --> {v:Int| r 0 }
    else
             --> {v:Int| r 1 }
      а
```

We infer the type

$$\begin{aligned} a: \{\nu: Int|r_0\} \rightarrow & b: \{\nu: Int|r_1\} \\ \rightarrow & \{\nu: Int|(a < \nu \land \nu = b) \lor (\neg(\nu < b) \land \nu = a)\} \end{aligned}$$

The type annotation says the type should be

$$\begin{aligned} \textbf{a}: \{\nu: \textit{Int} | \textit{True}\} \rightarrow & b: \{\nu: \textit{Int} | \textit{True}\} \\ \rightarrow & \{\nu: \textit{Int} \\ & \mid (\textbf{a} < \nu \wedge \nu = \textbf{b}) \\ & \lor (\textbf{b} < \nu \wedge \nu = \textbf{a}) \\ & \lor (\nu = \textbf{a} \wedge \nu = \textbf{b}) \} \end{aligned}$$

We set $r_0 = True$, $r_1 = True$ and prove

$$(a < \nu \wedge \nu = b) \vee (b < \nu \wedge \nu = a) \vee (\nu = a \wedge \nu = b)$$

is equivalent to

$$(a < \nu \wedge \nu = b) \vee (\neg(\nu < b) \wedge \nu = a)$$

using the Subtype-rule and an SMT-Solver.

Current State

- 1. Formal language similar to Elm (DONE)
- 2. Extension of the formal language with Liquid Types
 - 2.1 A formal syntax (DONE)
 - 2.2 A formal type system (WORK IN PROGRESS)
 - 2.3 Proof that the extension infers the correct types.
- 3. A type checker implementation written in Elm for Elm.

Started thesis in July 2019

Expected finish in Summer 2021