## 3.3 Type Inference

We will now discuss the methods used to infer a type from a given expression.

## Definition 3.1: Type of an expression

Let  $T \in \mathcal{T}$ . Let  $\Gamma$  be a type context. Let e be arbitary.

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We say e is of type T in the context of  $\Gamma$  (Notation: e:T): $\Leftrightarrow$ 

 $e \in values_{\Gamma}(T)$ 

Next we will need the semantics of <type>, namely a function that maps value(<type>) to  $\mathcal{T}$ . Note that the general discussion about semantics will occur in a later chapter.

## Definition 3.2: Semantics of <type>

Let  $n\in\mathbb{N}$ . Let  $t,t_1,t_2:$  <type> and c: <upper-var>. Let  $t_i:$  <type> for all  $i\in\mathbb{N}_3^n$  and  $v_i:$  <lower-var> for all  $i\in\mathbb{N}_1^n$ .Let  $\Gamma$  be a type context. Let  $Nat=\mu C.1\mid Succ\ C.$ 

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We define

We say  $[\![.]\!]_{\Gamma}$  is the *interpretation* of <type>. For any  $t \in \text{<type>,we}$  call  $[\![t]\!]_{\Gamma}$  the *semantic* of t.

For this section we will also use an interpretation function for expressions

```
[\![.]\!]: values(\langle statement \rangle) \cup values(\langle expression \rangle) \rightarrow A
```

for some nonempty set A. We will discuss the definition of such a function as well as the definition of A in the next chapter. For now, they will be arbitrary.

#### **Definition 3.3: Variable Context**

 $\Delta: \mathcal{V} \leftrightarrow \mathcal{T}$  is called the *variable context*.

Types are typically inferred using so called *typing rules* [Pie+02]. Using these rules we can construct a truth tree, who's leafs are axioms, to prove that  $\Delta \vdash \llbracket \mathbf{e} \rrbracket : T$  for an expression e, a type T, a variable context  $\Delta$  and a interpretation function for expressions  $\Delta$ . Such a proving process is called *type checking*. It is also possible to find the most general T such that  $\Delta \vdash \llbracket \mathbf{e} \rrbracket : T$  using the typing rules. This is called *type inference*.

There are two universal typing rules for any Hindley-Milner type system.

## Definition 3.4: Instantiation, Generalization

Let  $T',T\in\mathcal{T}$  and  $e\in values(\langle statement \rangle)\cup values(\langle expression \rangle)$ . Let a be a type variable. Let  $\Delta$  be a variable context. Let A be a set and  $[\![.]\!]:values(\langle statement \rangle)\cup values(\langle expression \rangle)\to A$ 

 $\frac{T'\sqsubseteq T\quad \Gamma, \Delta \vdash \llbracket \mathbf{e} \rrbracket : T'}{\Gamma, \Delta \vdash \llbracket \mathbf{e} \rrbracket : T} \qquad [Instantiation]$ 

$$\frac{(a,\_) \not\in \Delta \quad \Gamma, \Delta \vdash \llbracket \mathbf{e} \rrbracket : T}{\Gamma, \Delta \vdash \llbracket \mathbf{e} \rrbracket : \forall a.\, T} \quad [\textit{Generalization}]$$

The [*Instantiation*] rule says that if a type can be inferred, the same holds for a more specific type. The [*Generalization*] rule states the opposite: if a type with a free variable can be inferred, then the same holds for a poly type, binding the free variable.

## 3.3.1 Typing rules for statements

The typing rules for statements are as follows.

#### Definition 3.5: typing rules for statements

Let  $n,m\in\mathbb{N}$ . Let  $k_i\in\mathbb{N}$  for all  $i\in\mathbb{N}_1^m$ . Let  $T,T_1,T_2,T_3:T$  Let v: \text{lower-var>}, e: <exp>\, t: <type>. Let  $v_i:$  \text{lower-var>} for all  $i\in\mathbb{N}_1^n$ . Let s: <statement>. Let c: \text{lower-var>} and  $c_i:$  \text{lower-var>} for all  $i\in\mathbb{N}_1^m$ . Let  $t_{i,j}:$  <type> for all  $i\in\mathbb{N}_1^m$  and  $j\in\mathbb{N}_1^{k_i}$ . Let  $\Gamma$  be a type context and  $\Delta$  a variable context. Let A be a set and  $[\![.]\!]:$  values(<statement>)\to values(<expression>) \to A.

The typing rules for statements are defined in table 3.3.1.

Table 3.3.1: Typing rules for statements

$$\frac{(v,\_) \not\in \Delta \quad \Gamma, \Delta \vdash \llbracket e \rrbracket : T_1 \quad \Gamma, \Delta \cup \{(v,T_1) \vdash \llbracket s \rrbracket : T_2\}}{\Delta, \Gamma \vdash \llbracket v \text{ "=" } e \text{ ";" } s \rrbracket : T_2} \qquad [TConstant]$$
 
$$\frac{(v,\_) \not\in \Delta \quad \Gamma, \Delta \vdash \llbracket e \rrbracket : T_1 \quad \Gamma, \Delta \cup \{(v,T_1) \vdash \llbracket s \rrbracket : T_2\} \quad \llbracket t \rrbracket_{\Gamma} = T_1}{\Gamma, \Delta \vdash \llbracket v \text{ ":" } t \text{ ";" } v \text{ "=" } e \text{ ";" } s \rrbracket : T_2} \qquad [TConstant2]$$
 
$$\frac{(c,\_) \not\in \Gamma \quad (c,\_) \not\in \Delta \quad \llbracket t \rrbracket_{\Gamma} = T_1}{\Gamma, \Delta \vdash \llbracket v \text{ is a mono type}} \quad \{v_1 \dots v_n\} = \text{free}(T_2)$$
 
$$\frac{\forall v_1 \dots \forall v_n. T_2 = T_1 \quad \Gamma \cup \{(c,(T_1))\}, \Delta \cup \{(c,T_1)\} \vdash \llbracket s \rrbracket : T_3}{\Gamma\Delta \vdash \llbracket \text{"type alias" } c \quad v_1 \dots v_n \text{ "=" } t \text{ ";" } s \rrbracket : T_3} \qquad [TAlias]$$
 
$$\frac{(c,\_) \not\in \Gamma \quad (c,\_) \not\in \Delta \quad \{v_1 \dots v_n\} = \text{free}(T_2)}{\mu C.c_1 \ \llbracket t_{1,1} \rrbracket_{\Gamma} \dots \ \llbracket t_{1,k_1} \rrbracket_{\Gamma} \ \dots \ \lvert c_m \ \llbracket t_{m,1} \rrbracket_{\Gamma} \dots \ \llbracket t_{m,k_m} \rrbracket_{\Gamma} = T_2}$$
 
$$\frac{\forall v_1 \dots \forall v_n. T_2 = T_1 \quad \Gamma \cup \{(c,(T_1))\}, \Delta \cup \{(c,T_1)\} \vdash \llbracket s \rrbracket : T_3}{\Gamma, \Delta \vdash \llbracket \text{"type" } c \quad v_1 \dots v_n \text{"=" } } \qquad [TCustomType]$$
 
$$\frac{\Gamma, \Delta \vdash \llbracket e \rrbracket : T}{\Gamma, \Delta \vdash \llbracket \text{"main" } e \rrbracket : T} \qquad [TMain]$$
 
$$\frac{\Gamma, \Delta \vdash \llbracket e \rrbracket : T \quad \llbracket t \rrbracket_{\Gamma} = T}{\Gamma, \Delta \vdash \llbracket \text{"main" } e \rrbracket : T} \qquad [TMain2]$$

**TConstant, TConstant2** Check if v is still free then add  $(v, T_1)$  to the variable context and evaluate the next statement.

**TAlias** Check if c is still free.  $\{v_1, \ldots, v_2\}$  needs to be the set of all free variables in  $T_2$ . If all checks are valid we add  $(v, T_1)$  to the type context and evaluate the next statement.

**TCustomType** Similar to [TAlias] we add  $(v, T_1)$  to the type context with the only difference that we explicitly define  $T_1$  as an algebraic type.

**TMain,TMain2** Evaluate e.

# 3.3.2 Typing rules for expressions

For the typing rules of expressions we will need to introduce a pattern matching function:

$$\mathsf{match}_{\Theta} : \mathsf{value}(\mathsf{}) \times \mathsf{value}(\mathsf{}) \rightarrow \{\mathit{True}, \mathit{False}\}$$

for a given substitution  $\Theta$ .

The function will be defined afterwards. For now its definition will be arbitrary.

## Definition 3.6: type inference for expressions

The typing rules for expressions can be found in table 3.3.2.

Table 3.3.2: Typing rules for expressions

**TVariable** Find the type in the context.

**TLambda** Elm allows the parameters of a function to be pattern matched. Therefore, we first need to find a matching type  $T_1$  and can then infer the type of e by including the additional bindings  $\Theta$  to the context.

**TTuple** Find the types of  $e_1$  and  $e_2$ , then construct the tuple.

**TEmptyList** The empty list is a literal for every list, therefore we can infer the list poly type.

**TSingleList**, **TList** Recursively we check that every element has the same type.

**TInt,TBool** The type of literals can be inferred without any restrictions.

**TCall** The first expression needs to be a function that the second type can be passed to.

**TSingleCaseOf, TCaseOf** First match the type of the expression  $e_1$  to the pattern, then use the additional bindings  $\Theta$  to obtain the type of  $e_2$ . As all patterns need to have the same type, we can then recursively check the other patterns as well.

**TLetIn,TLetIn2** The variable v may not have a value assined in the conext  $\Gamma$ . If so, we can infer the type  $T_1$  of  $e_1$  and add  $(v,T_1)$  to the context before we evaluate  $e_2$ . For [TLetIn2] we already the type is already given as t. Note that t can be more specific as the type we would usually infer.

**TGetter** The second variable  $v_2$  is a label of the record, that is bound to  $v_1$ .

**TSingleSetter, TSetter** Setters can not change the type in Elm. But we still need to ensure that the fields are also correctly typed.

**TEImptyRecord** The empty record can be directly infered, as it has only one element.

**TRecord** Each field and its value must be given at the same time. That is why we can not use a recursive definition.

**TIFEISE** The first expression  $e_1$  needs to be a boolean and the branches  $e_2$ ,  $e_3$  must have the same type.

**TComposition, TPipe** The pipe applies the first expression to the second. The composition is similar to the pipe, but results in a function.

**TOr, TAnd, TNot, TEqual, TDivide, TMultiply, TMinus, TPlus, TCons, TFoldI** These functions can be seen as lambda function literals.

#### Example 3.1

In example ?? we have looked at the syntax for a list reversing function. We can now prove the typing of the reverse function for  $\Gamma=\varnothing$ ,  $\Delta=\varnothing$  and  $T=\forall a.List\ a\to List\ a.$ 

```
reverse : List a \rightarrow List a reverse = foldl (::) [] Let T_1 = List \ a, T_0 = List \ a \rightarrow List \ a \ and \ T_2 = a \rightarrow List \ a \rightarrow List \ a
```

$$(4) \frac{\top}{ \begin{array}{c|c} & \top & \top & \top \\ \hline (1) & \frac{\top}{ \begin{array}{c} \vdash \llbracket \text{"foldl"} \rrbracket : \forall a.T_2 \to T_1 \to T_0 \\ \hline \\ & \vdash \llbracket \text{"foldl } (::) \text{"} \rrbracket : \forall a.T_1 \to T_0 \\ \hline \\ & \vdash \llbracket \text{"foldl } (::) \text{"} \rrbracket : \forall a.T_1 \\ \hline \\ & \vdash \llbracket \text{"(foldl } (::)) \end{array}} (2) \\ \hline \\ (1)[TCall], (2)[TEmptyList], (3)[TCons], (4)[TFoldl]$$

# References

[Pie+02] B.C. Pierce et al. *Types and Programming Languages*. The MIT Press. MIT Press, 2002. ISBN: 9780262162098. URL: https://books.google.at/books?id=ti6zoAC9Ph8C.