



TYPE RECURSION AND (UN)DECIDABILITY

Ross Tate

GENERIC TYPES WITH VARIANCE

`Enumerator<String> <: Enumerator<Object>`

- `Enumerator` is covariant: `Enumerator<out T>`

`Property<Object> <: Property<String>`

- `Property` is contravariant: `Property<in T>`

`Array<Number> <: Array<in Integer out Object>`

- `Array` is invariant, but has contravariant and covariant “projections”
 - You can put *Integers in* to an `Array<Number>`
 - You can get *Objects out* of an `Array<Number>`

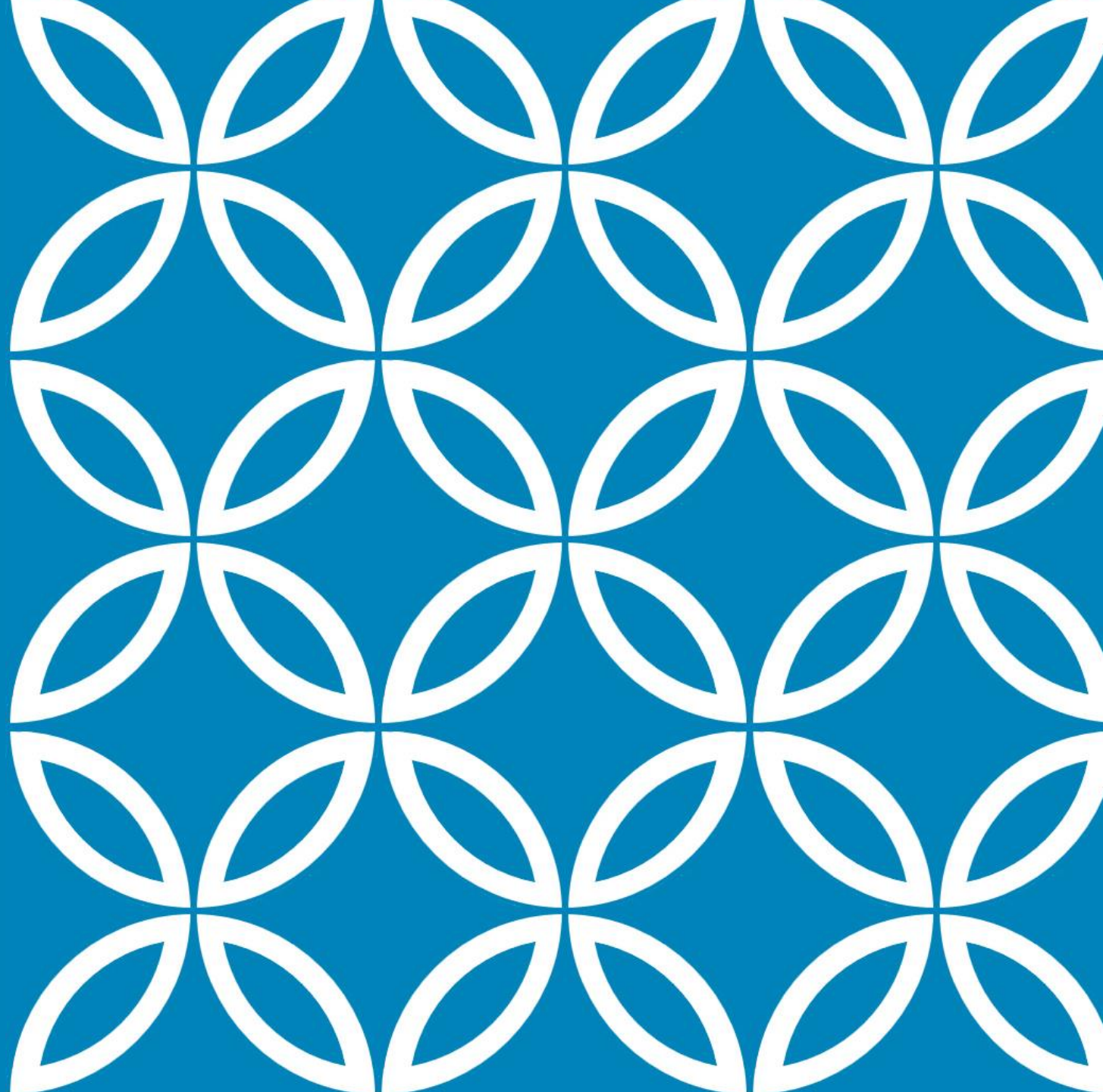
`Map<K, out V> <: Enumerable<Pair<K,V>>`

- Inheritance

GENERIC IN C#

```
15     interface Tree :
16         List<Tree> { }
17
18     class Program {
19         bool EquateTrees(Tree x, Tree y) {
20             //TODO: Implement
21         }
22     }
23 }
24
```

THEORY OF UNDECIDABILITY



POST-CORRESPONDENCE PROBLEM

Given a non-empty list of pairs of strings: $\langle \ell_1, r_1 \rangle, \dots, \langle \ell_n, r_n \rangle$

Is there a non-empty sequence of indices i_1, \dots, i_k such that $\ell_{i_1} \dots \ell_{i_k} = r_{i_1} \dots r_{i_k}$?

Undecidable!

Reducible to subtyping of generics with variance

- “On Decidability of Nominal Subtyping with Variance” by Kennedy and Pierce in 2007

UNDECIDABILITY OF GENERICS WITH VARIANCE

class E

class $C_1\langle X \rangle$... (for each letter)

interface $I_1\langle \text{in } X \rangle$... interface $I_n\langle \text{in } X \rangle$

interface D $\langle \text{in } X \rangle$

class F $\langle X \rangle$

class R $\langle X \rangle$ extends F $\langle X \rangle$

implements $I_1\langle D\langle R\langle S_{r_1} X \rangle \rangle \rangle$, ...

class L $\langle X \rangle$ implements D $\langle F\langle X \rangle \rangle$

implements D $\langle I_1\langle L\langle S_{\ell_1} X \rangle \rangle \rangle$, ...

$C_1\langle C_2\langle E \rangle \rangle$ represents the string c_2c_1

$S_s X$ where $s = c_1 \dots c_n$ short for $C_n\langle \dots C_1\langle X \rangle \dots \rangle$

Selects an index

Used to drive the search

Finishes the search

Enumerates the right options

Enumerates the left options

UNDECIDABILITY OF GENERICS WITH VARIANCE

class E

class $C_1\langle X \rangle$...

interface $I_1\langle \text{in } X \rangle$... interface $I_n\langle \text{in } X \rangle$

interface D $\langle \text{in } X \rangle$

class F $\langle X \rangle$

class R $\langle X \rangle$ extends F $\langle X \rangle$

implements $I_1\langle D\langle R\langle S_{r_1} X \rangle \rangle \rangle$, ...

class L $\langle X \rangle$ implements D $\langle F\langle X \rangle \rangle$

implements D $\langle I_1\langle L\langle S_{\ell_1} X \rangle \rangle \rangle$, ...

$L\langle S_{\ell_{i_1}} \dots E \rangle \leqslant D\langle R\langle S_{r_{i_1}} \dots E \rangle \rangle$ holds if and only if
either $\ell_{i_1} \dots = r_{i_1} \dots$

- $D\langle F\langle S_{\ell_{i_1}} \dots E \rangle \rangle \leqslant D\langle R\langle S_{r_{i_1}} \dots E \rangle \rangle$ (inheritance)
- $R\langle S_{r_{i_1}} \dots E \rangle \leqslant F\langle S_{\ell_{i_1}} \dots E \rangle$ (contravariance)
- $F\langle S_{r_{i_1}} \dots E \rangle \leqslant F\langle S_{\ell_{i_1}} \dots E \rangle$ (inheritance)
- $S_{r_{i_1}} \dots E = S_{\ell_{i_1}} \dots E$ (invariance)

or $L\langle S_{\ell_{i_1}} \dots \ell_i E \rangle \leqslant D\langle R\langle S_{r_{i_1}} \dots r_i E \rangle \rangle$ for some i

- $D\langle I_i\langle L\langle S_{\ell_{i_1}} \dots \ell_i E \rangle \rangle \rangle \leqslant D\langle R\langle S_{r_{i_1}} \dots E \rangle \rangle$ (inheritance)
- $R\langle S_{r_{i_1}} \dots E \rangle \leqslant I_i\langle L\langle S_{\ell_{i_1}} \dots \ell_i E \rangle \rangle$ (contravariance)
- $I_i\langle D\langle R\langle S_{r_{i_1}} \dots r_i E \rangle \rangle \rangle \leqslant I_i\langle L\langle S_{\ell_{i_1}} \dots \ell_i E \rangle \rangle$ (inheritance)
- $L\langle S_{\ell_{i_1}} \dots \ell_i E \rangle \leqslant D\langle R\langle S_{r_{i_1}} \dots r_i E \rangle \rangle$ (contravariance)

UNDECIDABILITY OF SINGLE-INSTANTIATION INHERITANCE

$$\begin{aligned} ZEE NL_{a_i} \dots NL_{a_l} Q_s^{wR} \blacktriangleleft L_{a_{l+1}} N \dots L_{a_{j-1}} N M^R N L_{a_j} N \dots L_{a_k} N EEZ \\ ZEE NL_{a_i} \dots NL_{a_l} Q_s^{wR} \blacktriangleleft L_{a_{l+1}} N \dots L_{a_j} N M^L N L_{a_{j+1}} N \dots L_{a_k} N EEZ \\ ZEE NL_{a_i} \dots NL_{a_{j-1}} N M^R N L_{a_j} \dots NL_{a_l} Q_s^{wR} \blacktriangleleft L_{a_{l+1}} N \dots L_{a_k} N EEZ \\ ZEE NL_{a_i} \dots NL_{a_j} N M^L N L_{a_{j+1}} \dots NL_{a_l} Q_s^{wR} \blacktriangleleft L_{a_{l+1}} N \dots L_{a_k} N EEZ \\ ZEE NL_{a_i} \dots NL_{a_l} Q_s^R \blacktriangleleft L_{a_{l+1}} N \dots L_{a_k} N EEZ \\ \\ ZEE NL_{a_i} \dots NL_{a_l} \blacktriangleright Q_s^{wL} L_{a_{l+1}} N \dots L_{a_{j-1}} N M^R N L_{a_j} N \dots L_{a_k} N EEZ \\ ZEE NL_{a_i} \dots NL_{a_l} \blacktriangleright Q_s^{wL} L_{a_{l+1}} N \dots L_{a_j} N M^L N L_{a_{j+1}} N \dots L_{a_k} N EEZ \\ ZEE NL_{a_i} \dots NL_{a_{j-1}} N M^R N L_{a_j} \dots NL_{a_l} \blacktriangleright Q_s^{wL} L_{a_{l+1}} N \dots L_{a_k} N EEZ \\ ZEE NL_{a_i} \dots NL_{a_j} N M^L N L_{a_{j+1}} \dots NL_{a_l} \blacktriangleright Q_s^{wL} L_{a_{l+1}} N \dots L_{a_k} N EEZ \\ ZEE NL_{a_i} \dots NL_{a_l} \blacktriangleright Q_s^L L_{a_{l+1}} N \dots L_{a_k} N EEZ \end{aligned}$$

“Java Generics are Turing Complete” by Radu Grigore, 2017

UNDECIDABILITY OF EXPANSIVE-RECURSIVE TYPES

Whole-program implementation of interface-method dispatch:

- Every v-table has a table of interface method implementations
- Every interface method is assigned an offset within that table
 - Such that no two methods implemented by the same class have the same offset
- If an object has a certain interface type, that guarantees the offsets corresponding to its methods have the expected function types
- Interface-method dispatch simply loads appropriate offset and calls it

Key point: every interface has a corresponding structural type

- if interface definitions are mutually recursive, so are their structural types

UNDECIDABILITY OF EXPANSIVE-RECURSIVE TYPES

Suppose every interface has a corresponding method

- Inputs of method correspond to the contravariant and invariant type parameters
- Outputs correspond to the covariant and invariant type parameters
- E.g. interface $\text{Foo} \langle \text{in } I, \text{out } O, \text{inv } X \rangle \{ \text{foo} : [I, X] \rightarrow [O, X] \}$

Suppose every method is given its own index (i.e. no overlapping)

Single-instantiation inheritance ensures inherited methods have unique signature

τ is a nominal subtype of τ'



Structure of τ is a structural subtype of structure of τ'

UNDECIDABILITY OF EXPANSIVE-RECURSIVE TYPES

(The illustrative example that should have been in the slides to help clarify.)

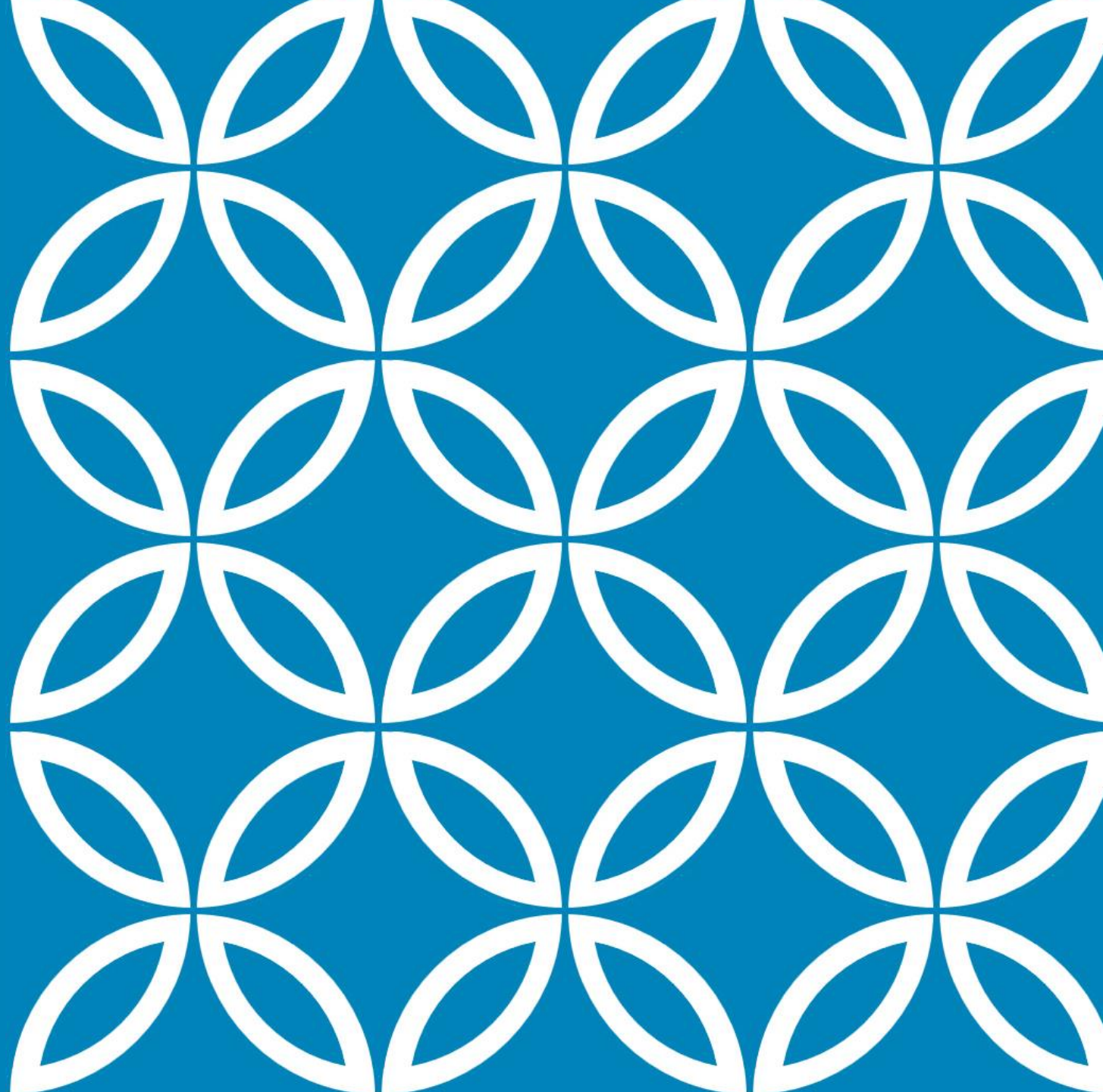
Hierarchy:

- `interface Foo<in X> { foo : [X] → [] }`
- `interface Bar<out Y> extends Foo<Foo<Y>> { bar : [] → [Y] }`
- `Interface Baz<Z> extends Bar<Baz<Z>> { baz : [Z] → [Z] }`

Structure:

- `FOO<x> = (struct (struct (func [x] → []) anyref anyref))`
- `BAR<y> = (struct (struct (func [FOO<y>] → []) (func [] → [y]) anyref))`
- `BAZ<z> = (struct (struct (func [FOO<BAZ<z>>] → []) (func [] → [BAZ<z>]) (func [z] → [z])))`

PRACTICE OF DECIDABILITY



Kennedy and Pierce
Ensures recursion cycles
Used in CLI

Restricting Inheritance

EXPANSIVE RECURSION



APPLICATION OF EXPANSIVE INHERITANCE

```
interface Equatable<in T> { bool equals(T that); }
```

```
class Integer : Equatable<Integer> { ... }
```

```
interface List<out E>
```

```
    : Equatable<List<Equatable<E>>> { ... }
```

Expansive inheritance!

Challenge: make covariant lists equatable if their elements are equatable

Ceylon's objection: Equatable is meant
for constraining types, not values.
List<Equatable<...>> is nonsense.

Restricting Inheritance

 **EXPANSIVE RECURSION**

MATERIAL-SHAPE SEPARATION

Materials

List, Integer, Comparator

Variable/Field/Return types

Type arguments

Shapes

Equatable, Comparable

Recursive Inheritance

Recursive Type Constraints

No class/interface is both
a material and a shape

13.5 Million Lines
of Java Code ✓

Higher Kinds

Computable
Joins

Decidable
Subtyping

CONDITIONAL METHODS AND SATISFACTION

Shapes can only be used to constrain types

List<Equatable<Integer>> is not a valid type because Equatable<...> is not a type

```
shape Equatable<in T> { bool equals(T that); }
```

```
shape Hashable<in T> extends Equatable<T> { int hash(); }
```

```
class Integer satisfies Hashable<Number> { ... }
```

```
class HashSet<E satisfies Equatable<E>> { ... }
```

“satisfies” constraint ensures structure even though it is not a subtyping constraint

```
interface List<out E>
```

```
    satisfies Equatable<List<T>> ∀ T <: E where E satisfies Equatable<T> {
```

```
        bool equals(List<T> that) ∀ T <: E where E satisfies Equatable<T>;
```

```
}
```

Decidable

Type-safe equality without type recursion

IMPLICATIONS FOR STRUCTURAL TYPES

Key point: every interface has corresponding structural type

- if interface definitions are mutually recursive, so are their structural types

Inheritance is irrelevant, so while restricting inheritance makes nominal subtyping decidable, it has no effect on structural subtyping!

Structural subtyping is undecidable for many real-world programs with decidable nominal types

Expansive recursion is undecidable

Recursive subtyping definitions are unnecessary

Stratified systems better capture common invariants

Non-subtyping constraints can ensure structure exists

KEY TAKEAWAYS