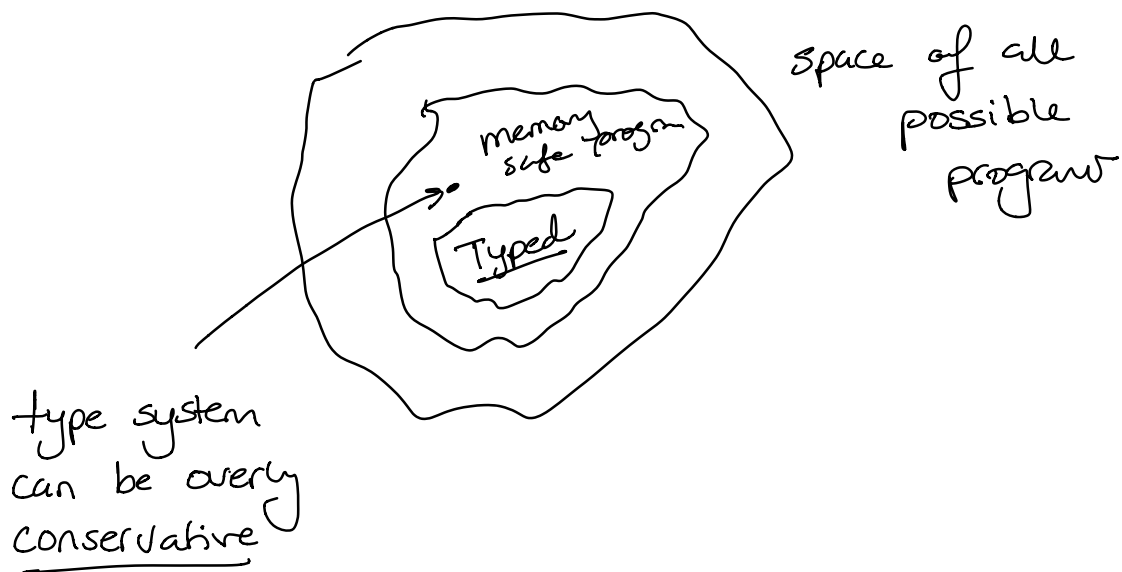


TYPES

$$f: \mathbb{R} \rightarrow \mathbb{R}$$

types ensure programs have desirable properties



Type checking

program P $\xrightarrow{\text{check}}$ P has type T ?

Type inference

given program $P \xrightarrow{\text{infer}} P$ has type T ?

P "inhabits" type T

\mathbb{Z}

\mathbb{R}

$$1/\pi \in \mathbb{R}$$

λ calc subset

$\{ 0, \text{succ } 0, \text{isZero } n, \text{pred } n, \text{tru}, \text{fls}$
 $\text{if } \boxed{\text{true}} \text{ then } t_1 \text{ else } t_2,$
Boolean
value

operational semantics \equiv β reduction

\triangleright define semantics

$\text{pred } 0 \rightarrow 0$

$\text{isZero } 0 \rightarrow \text{true}$

$\text{isZero } (\text{succ } n) \rightarrow \text{false}$

$\text{pred } (\text{succ } n) \rightarrow n$

$\text{if true then } t_1 \text{ else } t_2 \rightarrow t_1$

$\text{if false then } t_1 \text{ else } t_2 \rightarrow t_2$

$\boxed{t_1} \rightarrow \boxed{t_1'}$

$\boxed{\text{if } t_1 \text{ then } t_2 \text{ else } t_3} \rightarrow \boxed{\text{if } t_1' \text{ then } t_2 \text{ else } t_3}$

$$\frac{t \rightarrow t'}{\text{succ } t \rightarrow \text{succ } t'}$$

$T := \text{Bool} \mid \text{Nat}$

or

$\underbrace{t : T}_{\text{more prevalent}} \text{ equiv. } t \in T$

$\left. \begin{array}{l} 0 : \text{Nat} \\ \text{true} : \text{Bool} \\ \text{false} : \text{Bool} \end{array} \right\} \text{Base cases}$

typing rules

$\frac{t : \text{Nat}}{\text{iszero } t : \text{Bool}} \quad \underline{T_{\text{iszero}}}$

same type

$\frac{t_1 : \text{Bool} \quad t_2 \in T \quad t_3 \in T}{\text{if } t_1 \text{ then } t_2 \text{ else } t_3 \in T} \quad \boxed{T_{\text{if}}}$

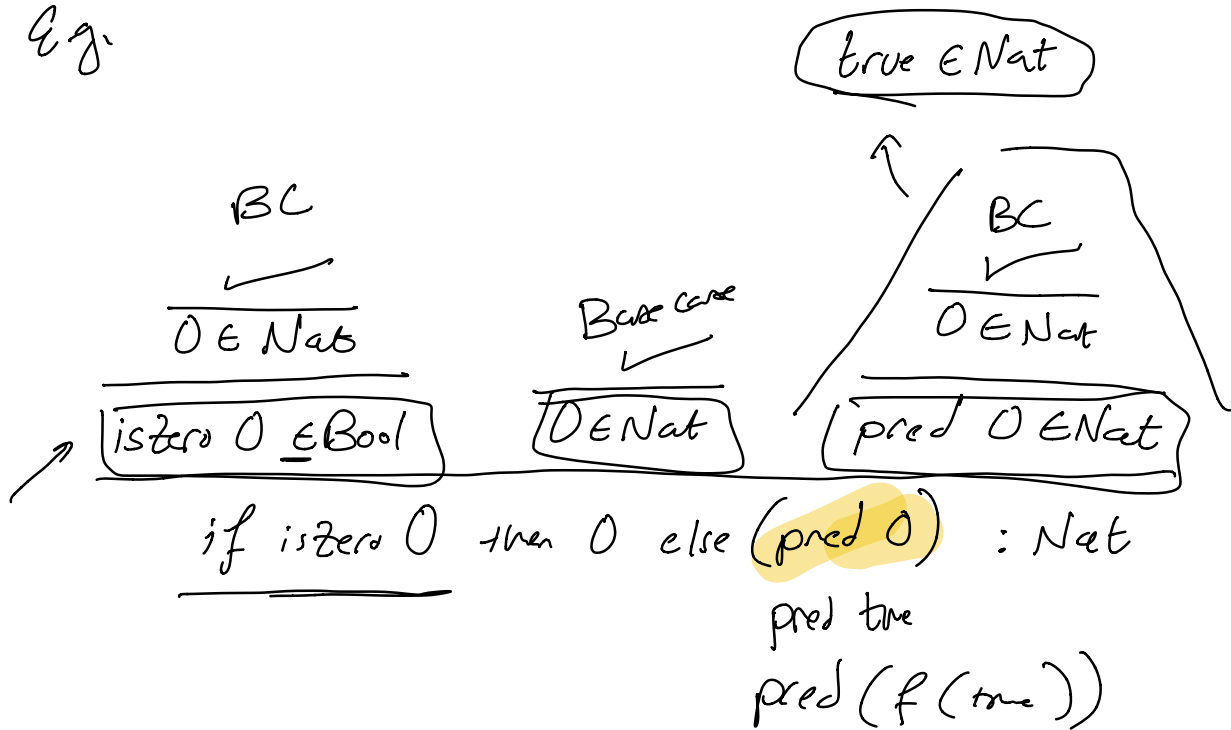
$\frac{t \in \text{Nat}}{\text{succ } t \in \text{Nat}} \quad T_{\text{succ}}$

$\frac{t \in \text{Nat}}{\text{pred } t \in \text{Nat}} \quad T_{\text{pred}}$

A term t is typable / well-typed
if there is a type T s.t. $t : T$

A typing relation is the smallest
binary relation between terms and types
satisfying our rules.

E.g.



Theorem (Uniqueness)

Each term t has at most 1 type

Proof

Base cases

$0 \in \text{Nat}$, $\text{true} \in \text{Bool}$, $\text{false} \in \text{Bool}$ ✓

Hypothesis

any term of size $\leq n$ has at most 1 type

Inductive step

take term of size $n+1$

assume term has type T

case 1 $\text{succ } t_1 \in T$

$$\frac{t_1 \in \text{Nat}}{\text{succ } t_1 \in T}$$

$\circ \circ$ t_1 has at most 1 type
 $T = \text{Nat}$

case 2

$$\frac{t_1 \in \text{Bool} \quad t_2, t_3 \in T}{\text{if } t_1 \text{ then } t_2 \text{ else } t_3 \in T}$$

if t_1 , then t_2 else $t_3 \in T$ ✓

Safety = Progress + preservation
= Soundness

well-typed terms don't "get stuck"

Progress: A well-typed term is not stuck
(either it is a value or can go one more step of evaluation)

Preservation: if a well-typed term takes a step of evaluation then the result is well-typed

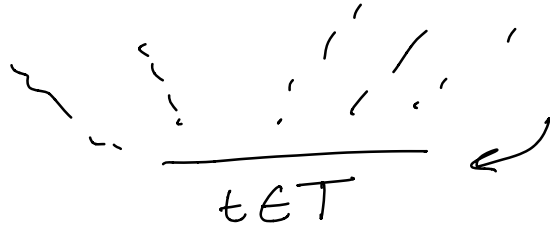
Thm (Progress)

suppose $t \in T$. Then either t is a value or $t \rightarrow t'$

Thm (Preservation)

if $t \in T$ and $t \rightarrow t'$, $t' \in T$

Proof of preservation



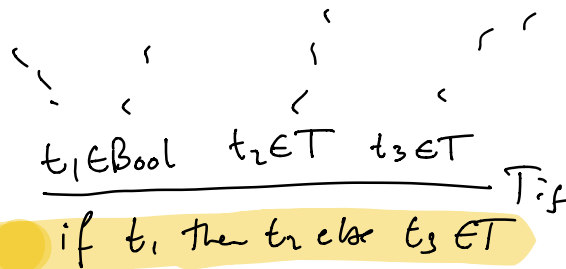
BC

Base case rules

$t = \text{true}$ or false or 0

theorem holds vacuously because $t \rightarrow t'$

Induction



Case 1 $t_1 = \text{true}$

$t' = t_2$

and we know $t_2 \in T$ so $t' \in T$

Case 2 $t_1 = \text{false}$

$t' = t_3$

we know $t_3 \in T$ so $t' \in T$


Case 3 $t_1 \rightarrow t'_1$ By inductive hypothesis
 $t'_1 \in \text{Bool}$

this means

$$t' = \text{if } b', \text{ then } t_2 \text{ else } t_3 \in T$$

$$\text{if true then (succ 1) else true} \in \text{Nat}$$

$$\frac{b_1 \in T}{\text{if true then } t_1 \text{ else } t_2 \in T}$$

if  then t_1 else t_2

↑