Type Inference for Units of Measure

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Trends in Functional Programming

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What are units of measure?

- A dimension is a physical quantity
 - length
 - time
 - mass
- A unit is a standard measure of quantity
 - metres
 - feet
 - seconds

What are units of measure?

Arithmetic only works if units are compatible:

```
• 10 m + 5 m = 15 m
• 120 m / 60 \text{ s} = 2 \text{ ms}^{-1}
• 6 m - 3 s = ???
```

Can we enforce unit compatibility with types?

Why?



NASA/JPL

The plan

- Algebraic structure of units
- Units of measure in F#
- Type inference going wrong
- Type inference done differently
- Future speculations

Algebraic structure

- Base units
 - metres (m)
 - seconds (s)
 - **-** ...
- Derived units
 - square metres (m²)
 - metres per second (ms⁻¹)
 - ...

Algebraic structure

We have:

- Multiplication: e.g. m² = m · m
- Dimensionless quantities: 1
- Inverses: e.g. s⁻¹

Subject to:

-
$$d \cdot (e \cdot f) = (d \cdot e) \cdot f$$
 (associativity)

$$-1 \cdot d = d - 1$$
 (identity)

$$- d \cdot d^{-1} = 1$$
 (inverse)

-
$$d \cdot e = e \cdot d$$
 (commutativity)

Algebraic structure

- Units form an abelian group
- Specifically, the free abelian group generated by the base units
- No fractional powers...
- ...but we probably don't need them (?)

Units of measure in F#

- Andrew Kennedy pioneered work on units of measure with polymorphism
- He introduced them in F#
- I'm following his design

Units of measure in F#

```
type [<Measure>] m;
type [<Measure>] s;
let vel = 2.0 < m/s >;
let accel = 3.8 < m/s^2>;
let distance t =
    vel * t + accel * t * t;
```

val distance : float<s> → float<m>

Type inference is possible

- Free abelian group unification
 - has most general unifiers
 - is decidable

 We can infer types with Damas and Milner's Algorithm W

```
> fun x -> let f = div x in
- (f 5<m>, f 2<s>);;
```

```
> fun \times -> let f = div \times in
            (f 5 < m >, f 2 < s >);;
error FS0001: Type mismatch. Expecting a
    int<m>
but given a
    int<s>
The unit of measure 'm' does not match the unit
of measure 's'
```

F# doesn't always infer principal types

- Let-generalisation is syntactic:
- does a occur free in the typing environment?

- This doesn't respect group equivalence:
- e.g. $a \cdot a^{-1} \equiv 1$ but a only occurs on one side

Type inference going wrong

```
fun x -> let f = div x in (f 5 < m >, f 2 < s >):?
                       \vdash let f = div x in (f 5<m>, f 2<s>):?
x:t
                       H div x:?
x:t
                       \vdash div: int<a b> \rightarrow int<a> \rightarrow int<b>
x:t
x:t
                       \vdash div x: int<a> \rightarrow int<b> (if t = int<a b>)
x : int<a b>
                       \vdash div x:int<a> \rightarrow int<b>
x: int<a b>, f: int<a> \rightarrow int<b> \vdash (f 5<m>, f 2<s>):?
x: int<a b>, f: int<a> \rightarrow int<b> \rightarrow f 5<m>: int<b> (if a = m)
x: int<m b>, f: int<m> \rightarrow int<b> \vdash f 2<s>: int<b> (if m = s)
                                                                           ×
```

Type inference done differently

- Types go in the context
- Ordered by dependency

```
a := int < m >, ?b, x : b, c := a \rightarrow b, ?d, ...

More global

More local
```

Type inference done differently

- Context divided into 'localities'
- Mark generalisation points for let-expressions

```
a := int < m >, ?b \downarrow x:b, c:= a \rightarrow b \uparrow ?d, ...
```

Type inference done differently

- Type variables only moved when necessary
- Most general unifier is a more precise notion
- Generalisation is easy: collect variables from the current locality

Type inference example

```
fun x -> let f = div x in (f 5 < m>, f 2 < s>):?
```

Type inference example

Type inference example

```
fun x -> let f = div x in (f 5 < m >, f 2 < s >):?
?t, x : t ♦
                             H div x:?
                             \vdash div: int<a b> \rightarrow int<a> \rightarrow int<b>
?t, x : t ♦ ?a, ?b
?t, x : t ♦ ?a, ?b
                             \vdash div x : int < a > \rightarrow int < b > (if t = int < ab >)
?t, x : t \blacklozenge ?a, ?b, ?c \vdash div x : int<a> \rightarrow int<b> (if t = int<c>, c = a b)
?c, x:int<c>\blacklozenge ?a, ?b \vdash div x:int<a>\rightarrow int<b> (if c = a b)
\vdash f: \forall a. int<a> \rightarrow int<c a^{-1}>
?c, x : int<c>
?c, x:int<c>, f:...
                             \vdash (f 5<m>, f 2<s>): int<c m<sup>-1</sup>> × int<c s<sup>-1</sup>>
                             \vdash ... : \forall c. int < c \rightarrow int < c m^{-1} > \times int < c s^{-1} >
```

Where do we go from here?

Another free abelian group: the integers

- I'm using this approach to type inference for:
 - Numeric inequalities
 - Local constraints (GADTs)
 - Higher-rank types
 - Lexically-scoped type variables



References

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