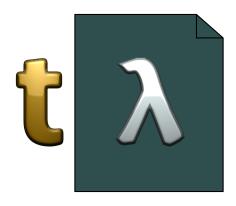
A Spectrum of Type Soundness and Performance

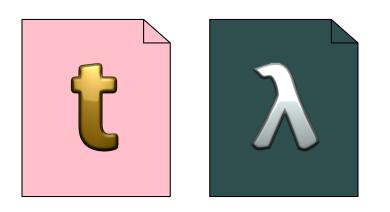
Ben Greenman & Matthias Felleisen Northeastern University Is type soundness all-or-nothing?

Can adding types slow down a program?

Migratory Typing



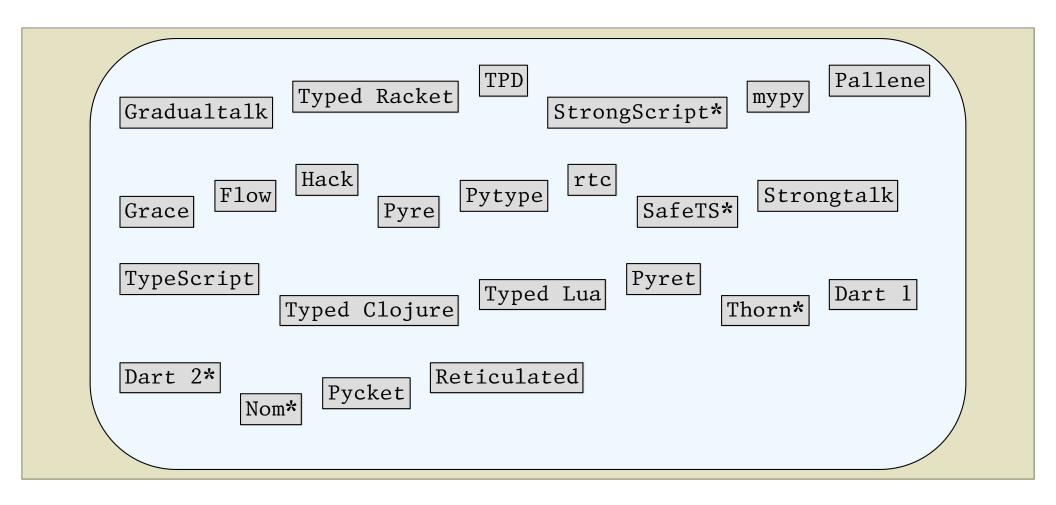


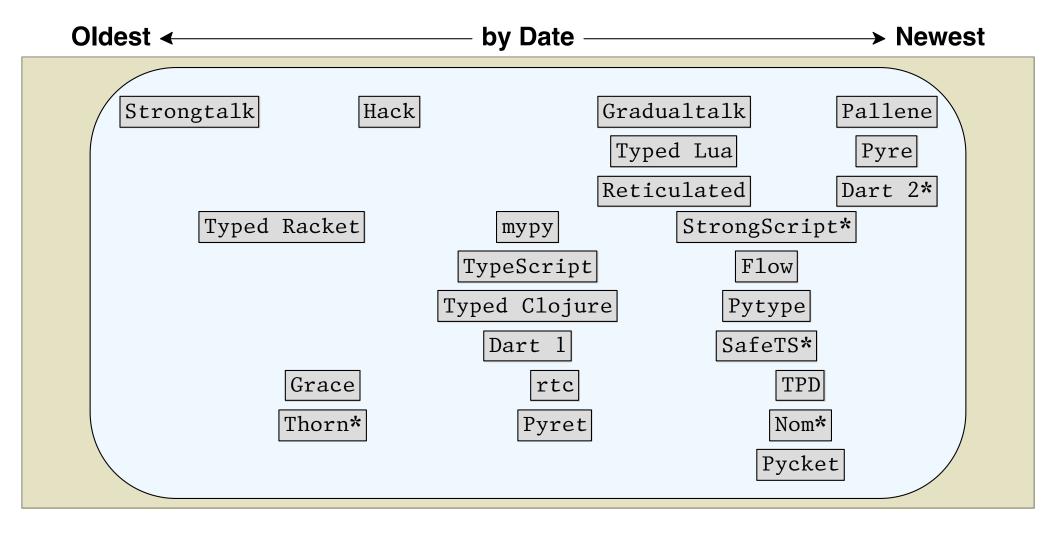


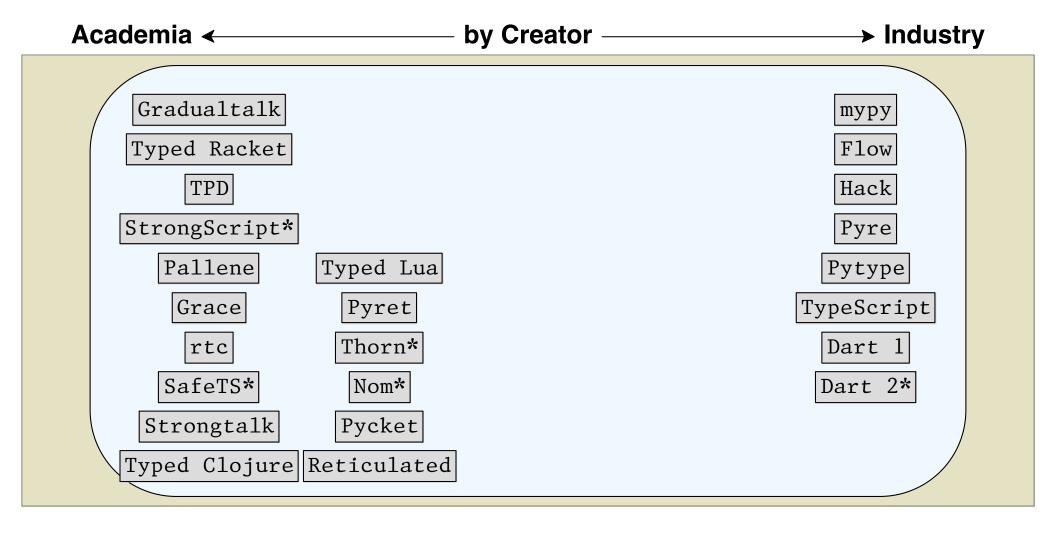
Typed/Untyped Languages

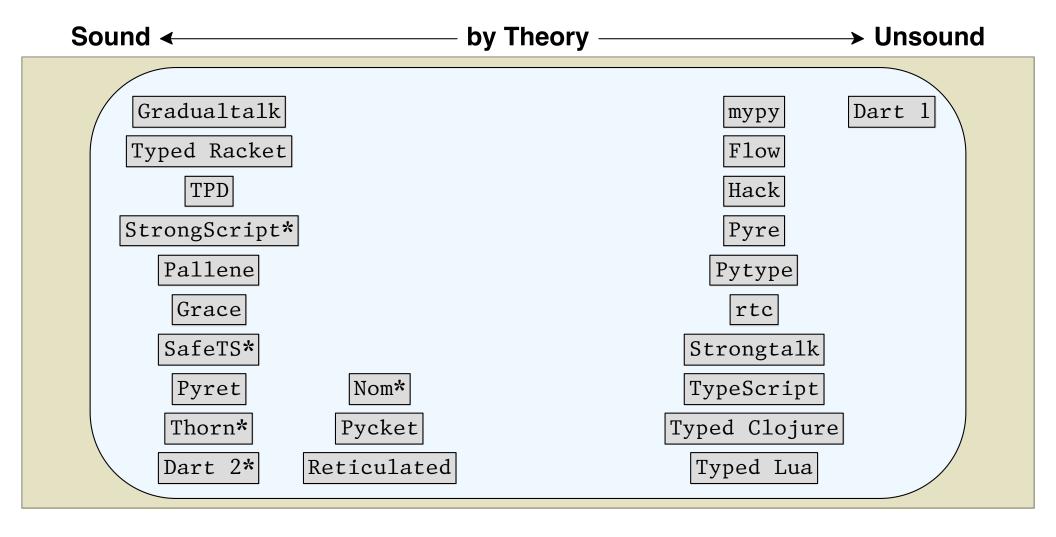


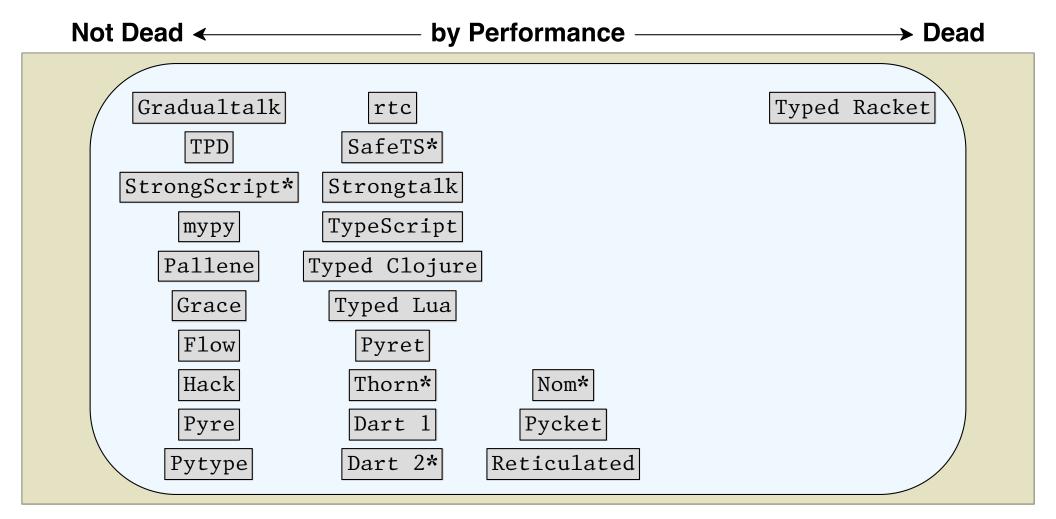
Typed/Untyped Languages









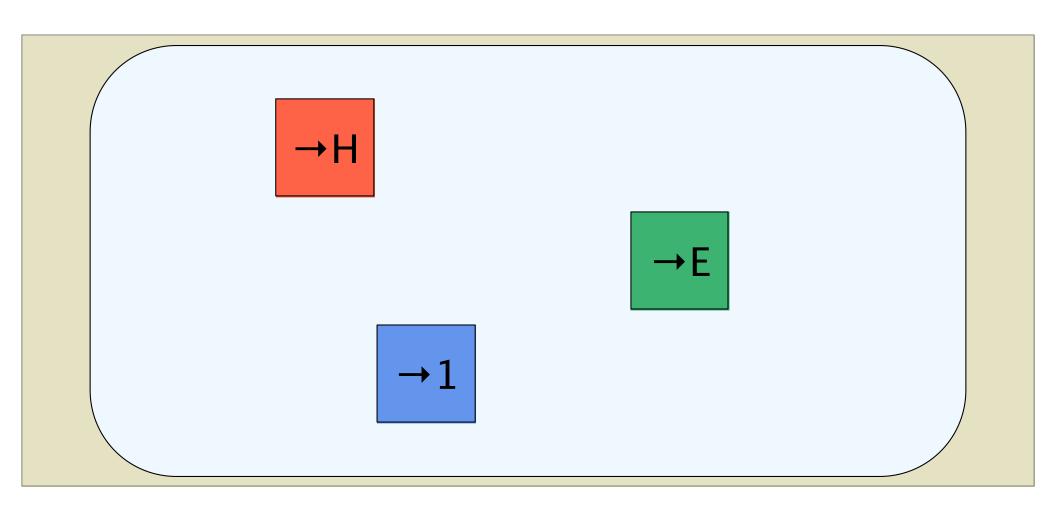


Chaos!

KafKa: Gradual Typing for Objects

Who Benjamin W Chung, Paley Li, Francesco Zappa Nardelli, Jan Vitek

Track ECOOP 2018 ECOOP Research Papers

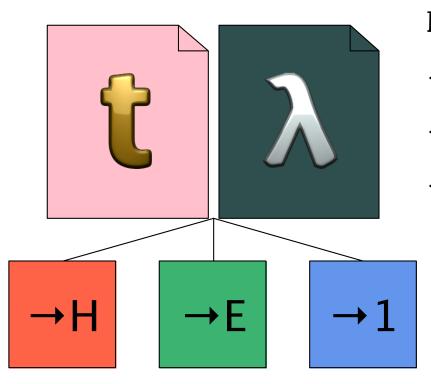


→H higher-order semantics

→E erasure semantics

→1 first-order semantics

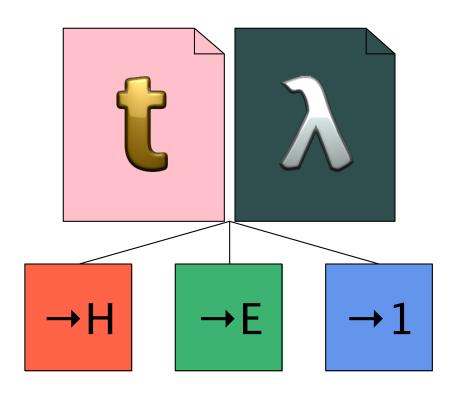
Contributions (1/2)



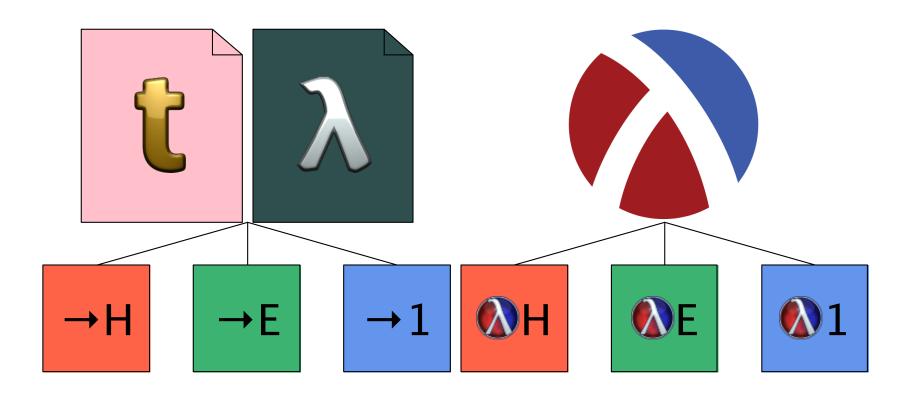
Model:

- one mixed-typed language
- one surface type system
- three semantics

Contributions (2/2)



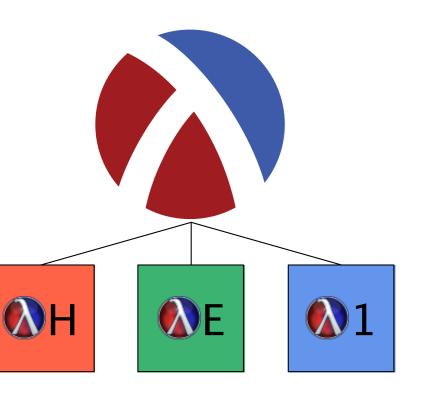
Contributions (2/2)



Contributions (2/2)

Implementation:

- Racket syntax/types
- three compilers
- the first controlled performance experiment



Model

 $t = Nat \mid Int \mid t \times t \mid t \rightarrow t$ Nat <: Int

```
t = Nat \mid Int \mid t \times t \mid t \rightarrow t

Nat <: Int

v = n \mid i \mid \langle v, v \rangle \mid \lambda(x)e \mid \lambda(x:t)e

n \subseteq i
```

```
t = Nat \mid Int \mid t \times t \mid t \rightarrow t

Nat <: Int

v = n \mid i \mid \langle v, v \rangle \mid \lambda(x)e \mid \lambda(x:t)e

n \subseteq i

e = \dots \mid dyn \mid t \mid e \mid stat \mid t \mid e
```

```
t = Nat \mid Int \mid t \times t \mid t \rightarrow t

Nat <: Int

v = n \mid i \mid \langle v, v \rangle \mid \lambda(x)e \mid \lambda(x:t)e

n \subset i

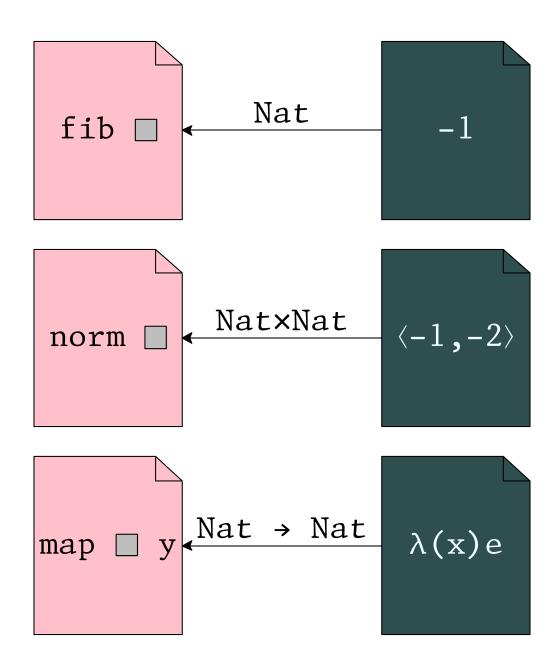
e = \dots \mid dyn \mid t \mid e \mid stat \mid t \mid e
```

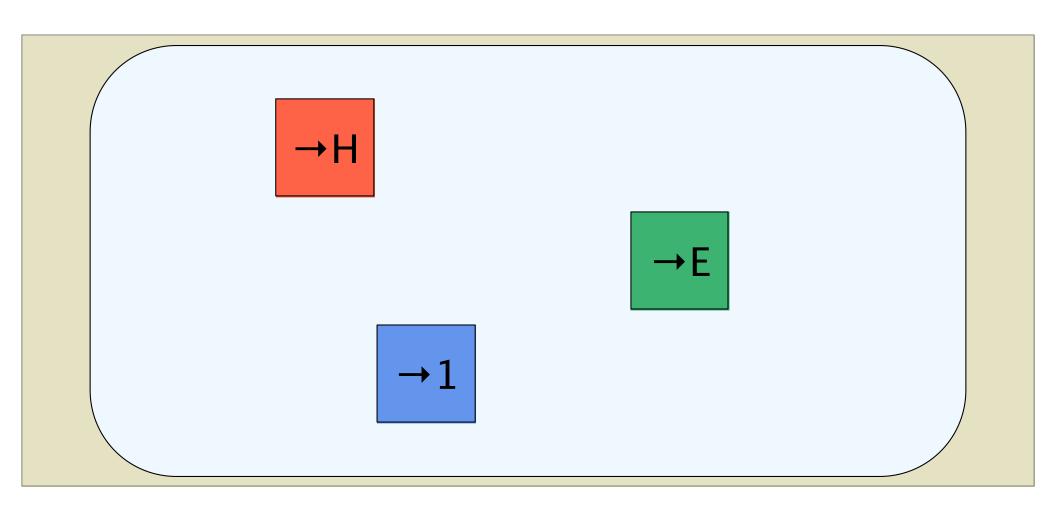
$$\vdash$$
 e : t \vdash dyn t e : t \vdash stat t e

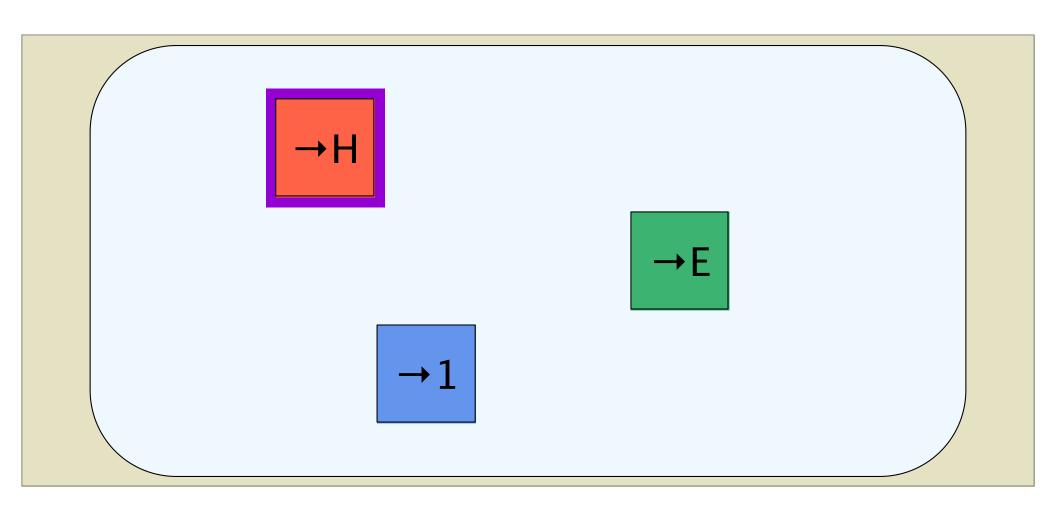
fib : Nat → Nat
 norm : Nat×Nat → Nat
 map : (Nat → Nat) → Nat×Nat → Nat×Nat

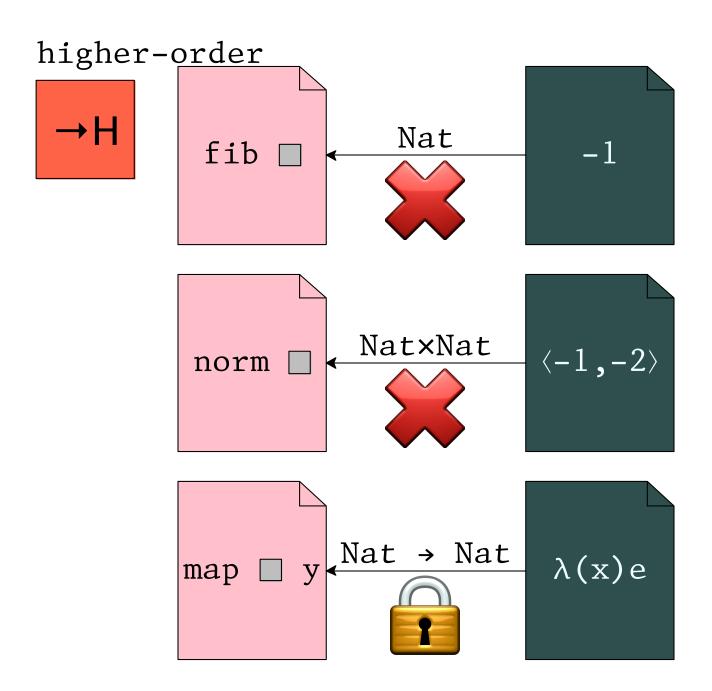
 $\Gamma \vdash \text{fib (dyn Nat } -1) : \text{Nat}$ $\Gamma \vdash \text{norm (dyn Nat} \times \text{Nat} \langle -1, -2 \rangle) : \text{Nat}$

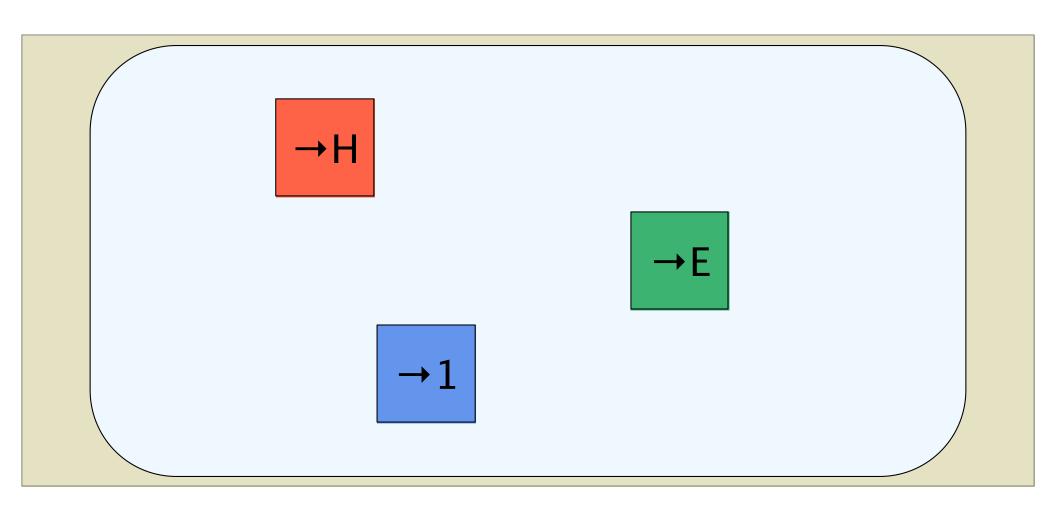
 $\Gamma \vdash \text{map (dyn (Nat \rightarrow Nat) } (\lambda(x)e)) y : \text{Nat} \times \text{Nat}$

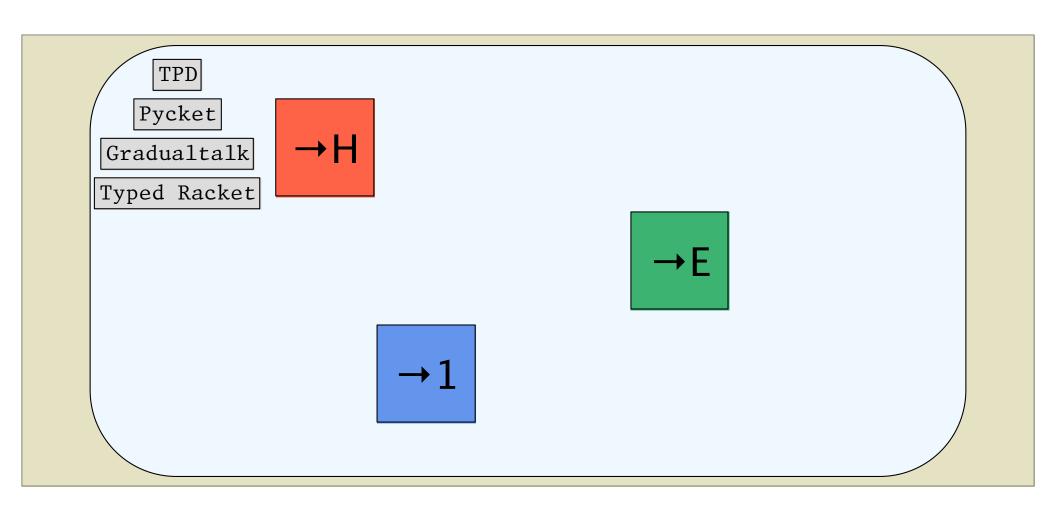


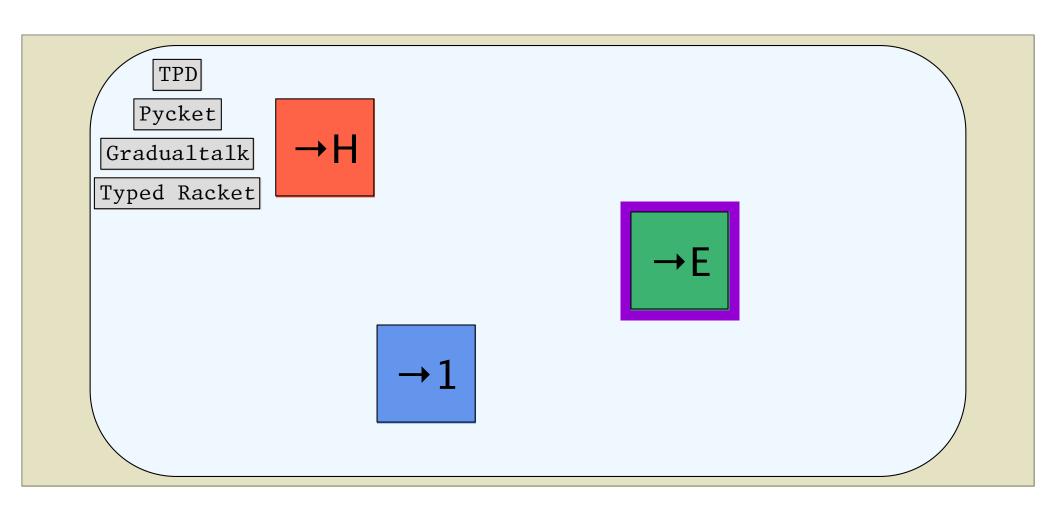


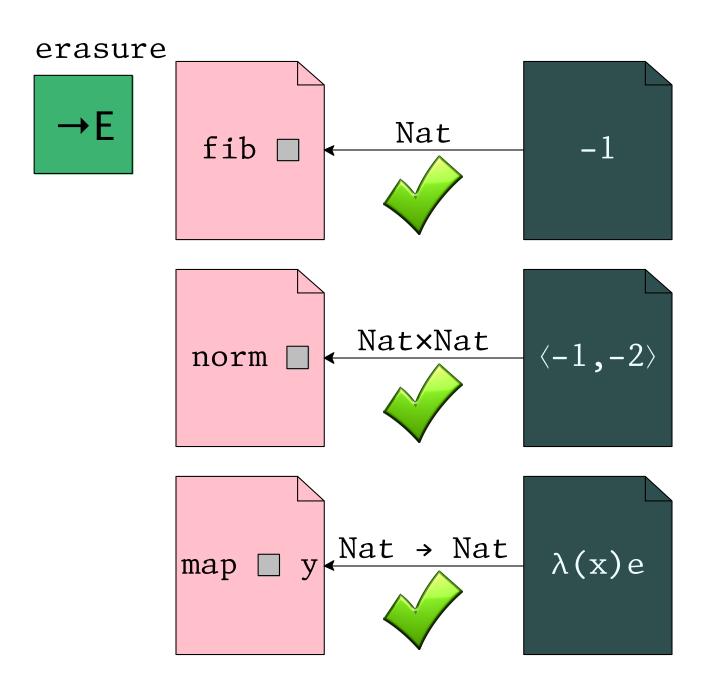


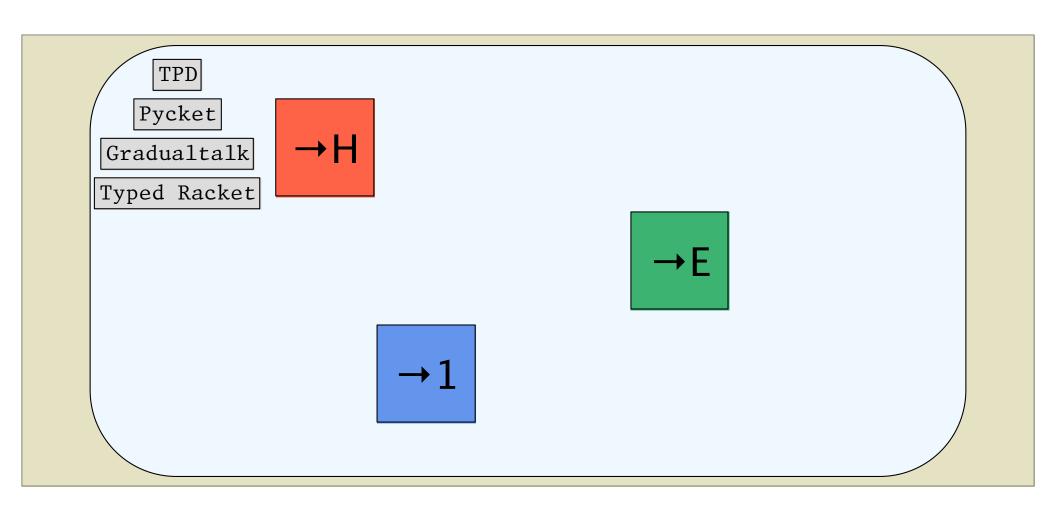


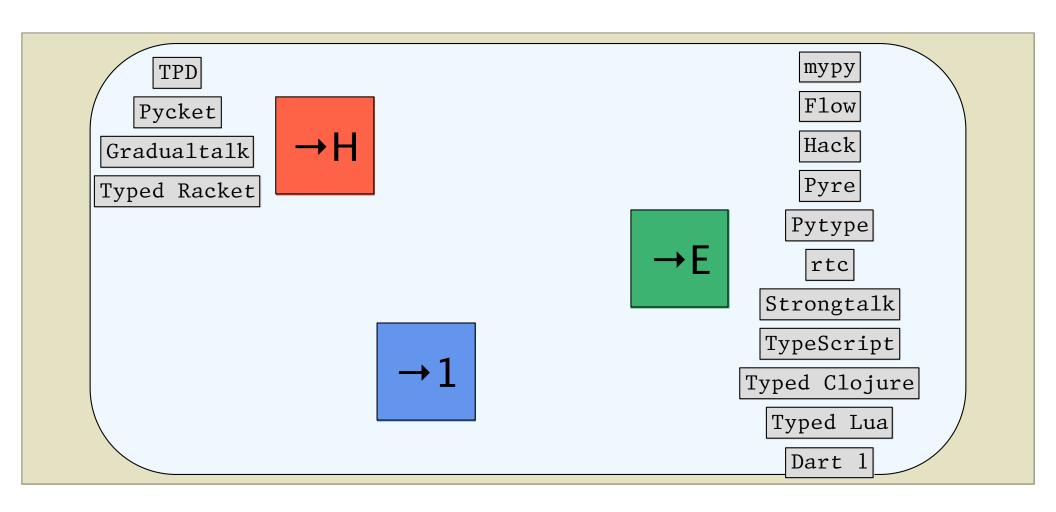


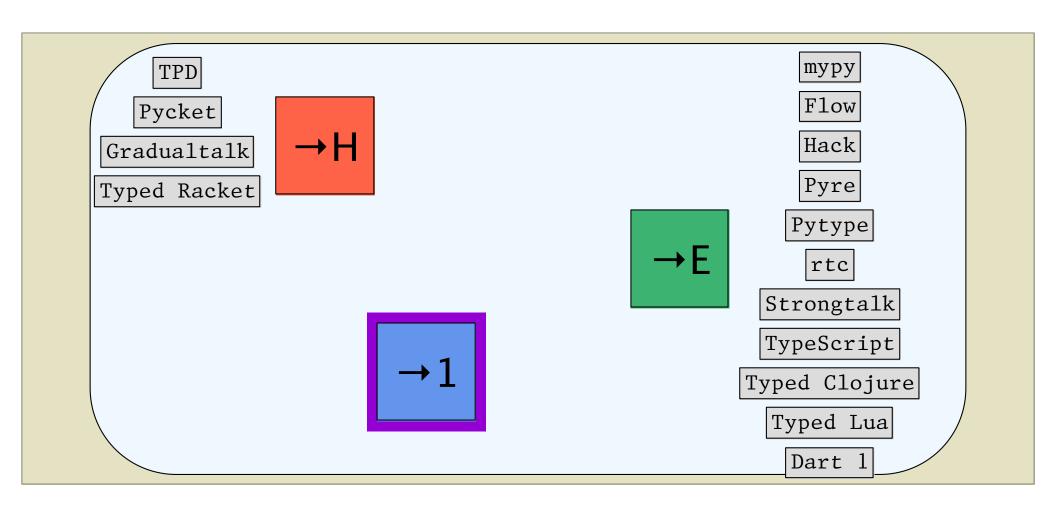


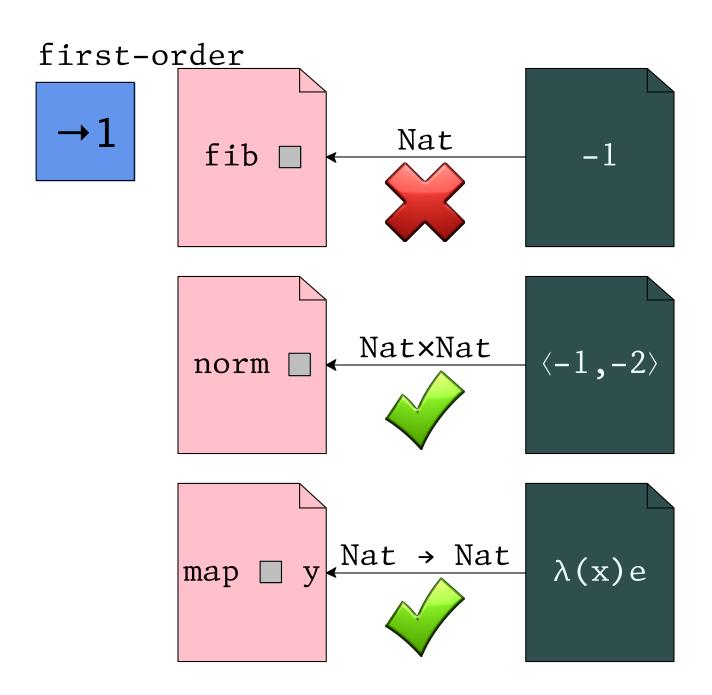


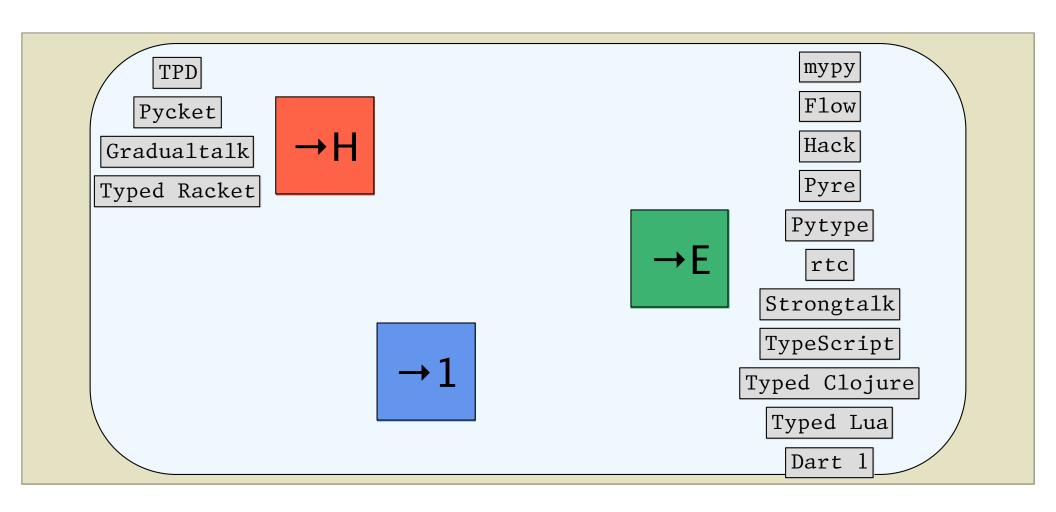


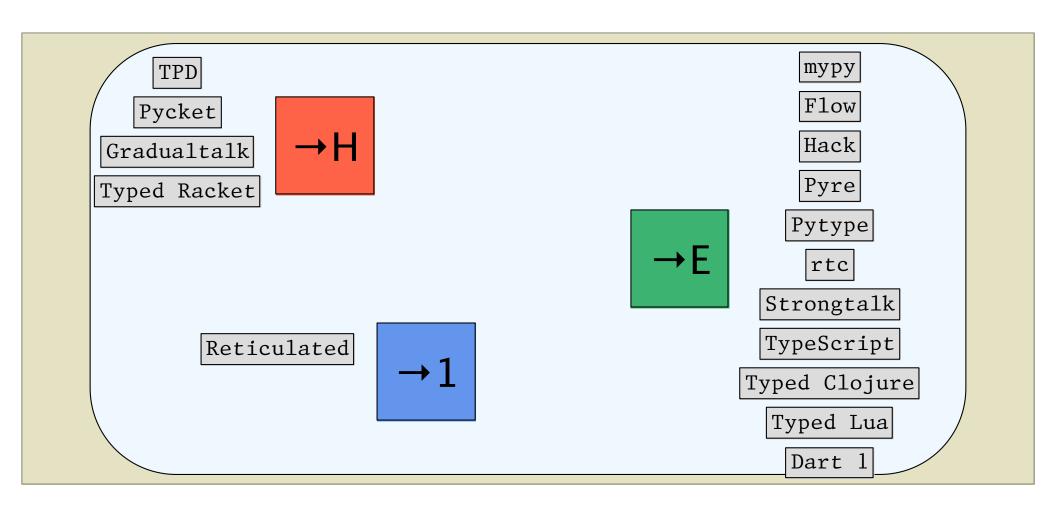


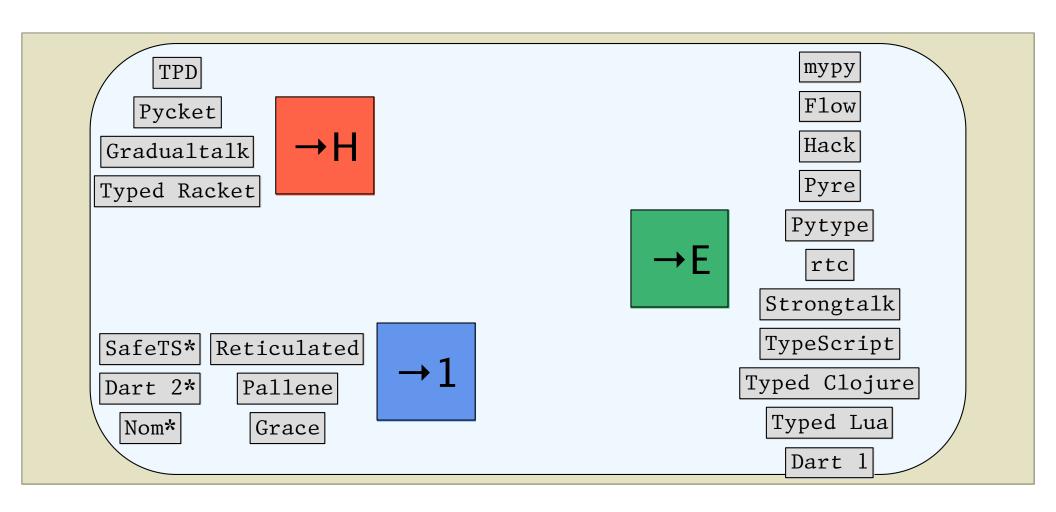


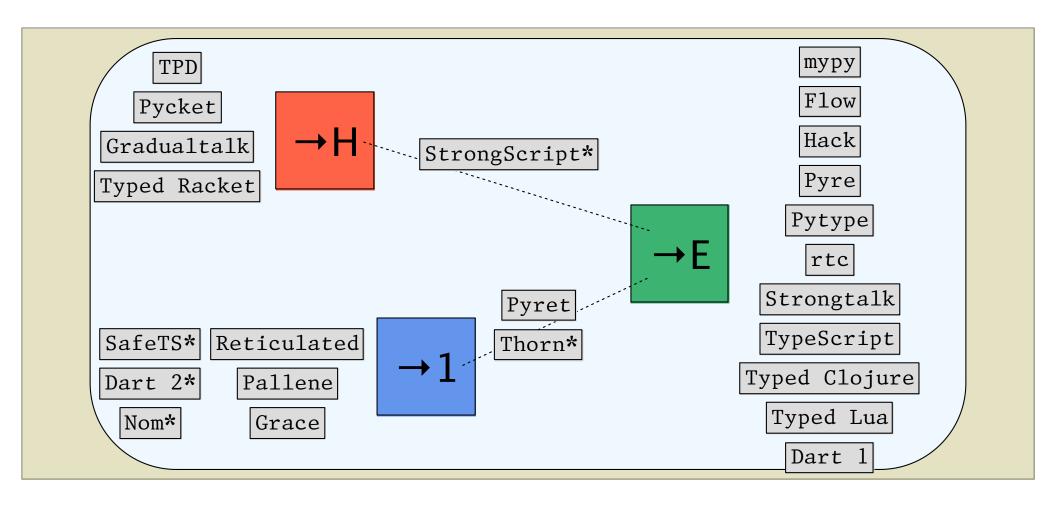




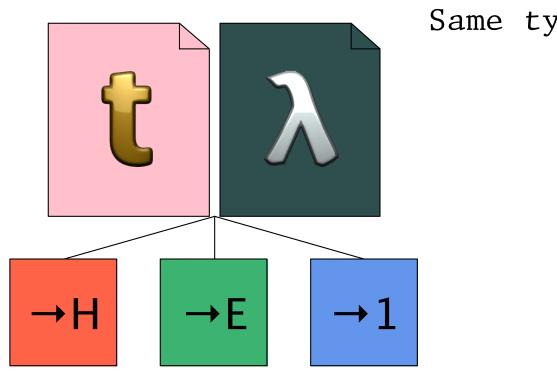




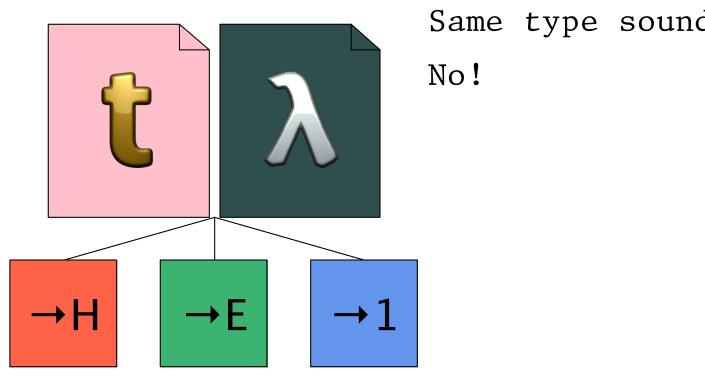




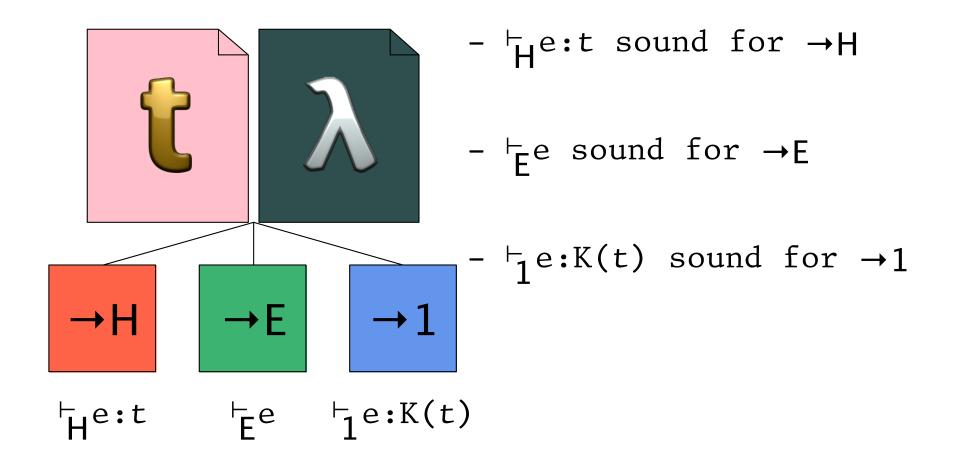
Is type soundness all-or-nothing?



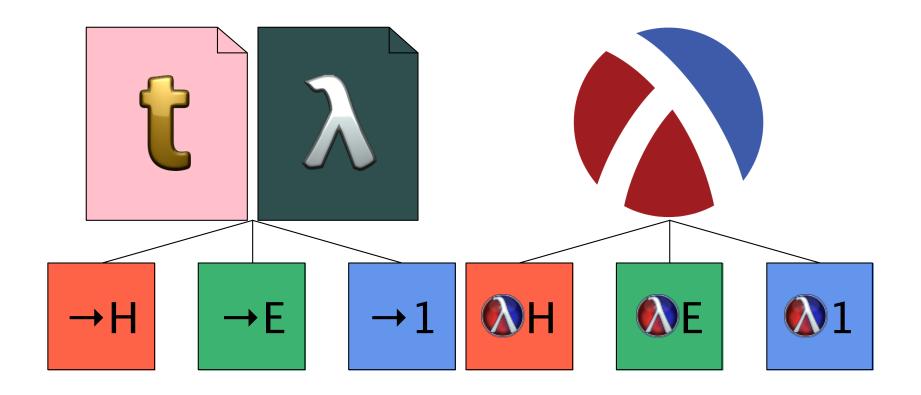
Same type soundness?



Same type soundness?



Implementation















expand

typecheck

enforce t

optimize







expand

typecheck

enforce t

optimize

expand

typecheck

erase t







expand

typecheck

enforce t

optimize

expand

typecheck

erase t

expand

typecheck

enforce K(t)





1

expand

typecheck

enforce t

optimize

expand

typecheck

erase t

expand

typecheck

enforce K(t)

Optimize?

Experiment

- 10 benchmark programs
- 2 to 10 modules each
- 4 to 1024 configurations each
- compare overhead to untyped

docs.racket-lang.org/gtp-benchmarks

Results

Typical program

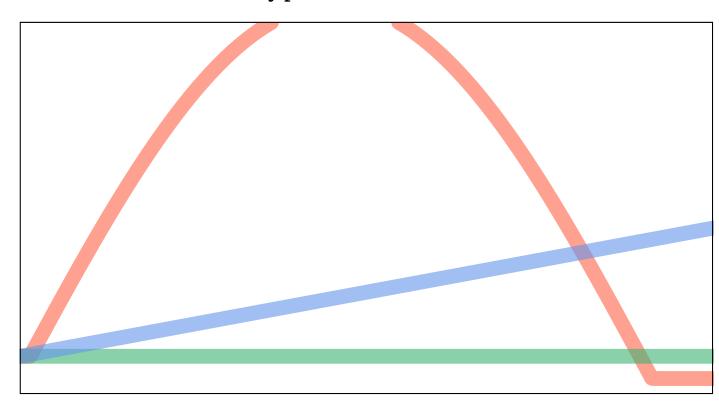
Overhead vs.	Untyped

Num. Type Annotations

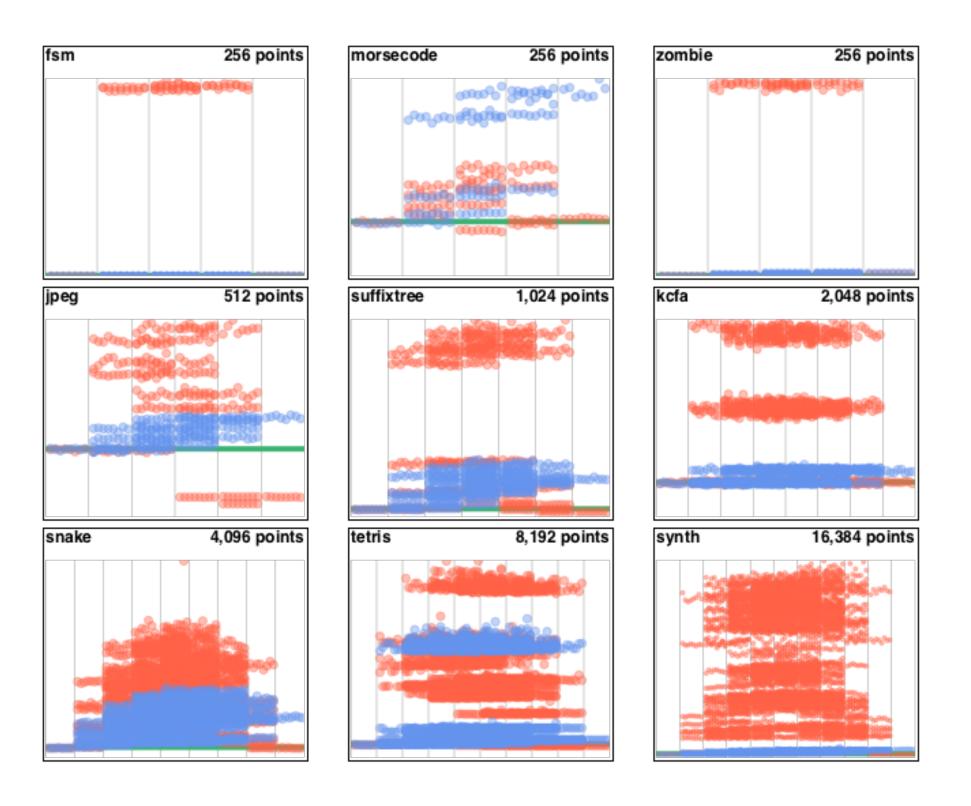
Typical program

Overhead vs. Untyped

- higher-order
- erasure
- first-order

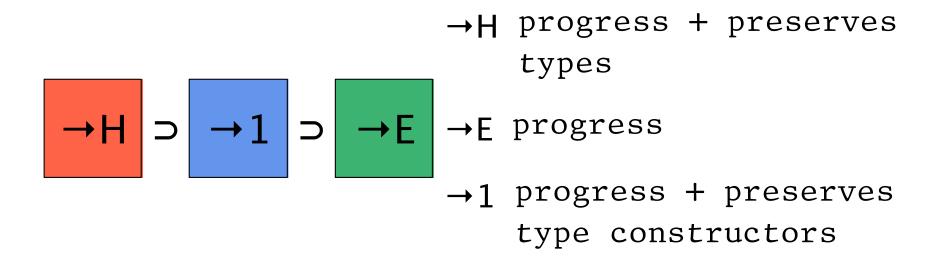


Num. Type Annotations

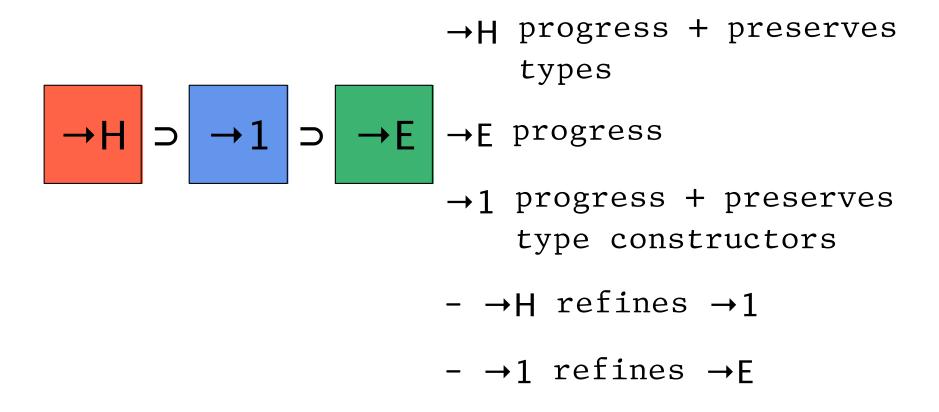


Implications

Theory Implications

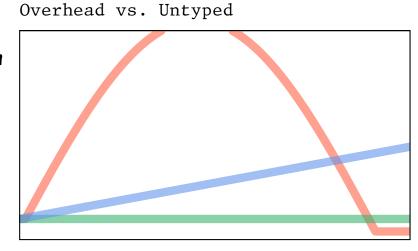


Theory Implications

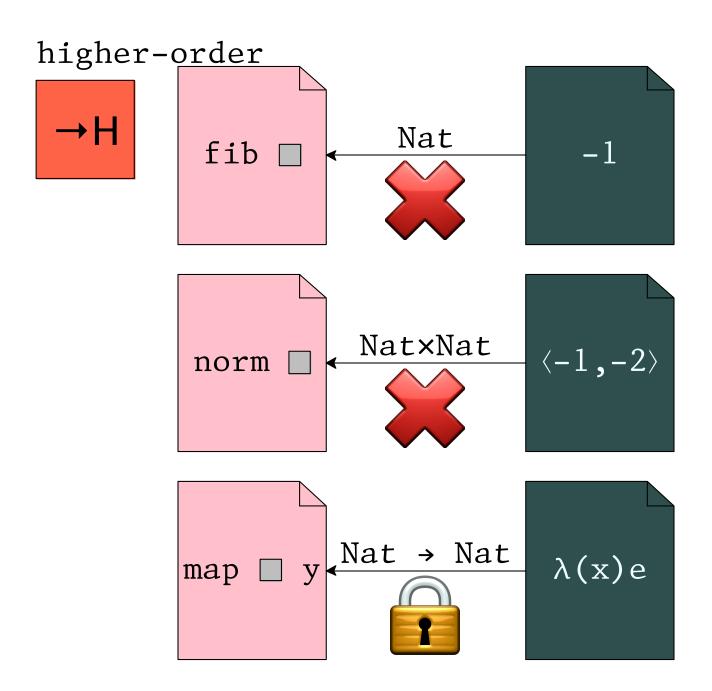


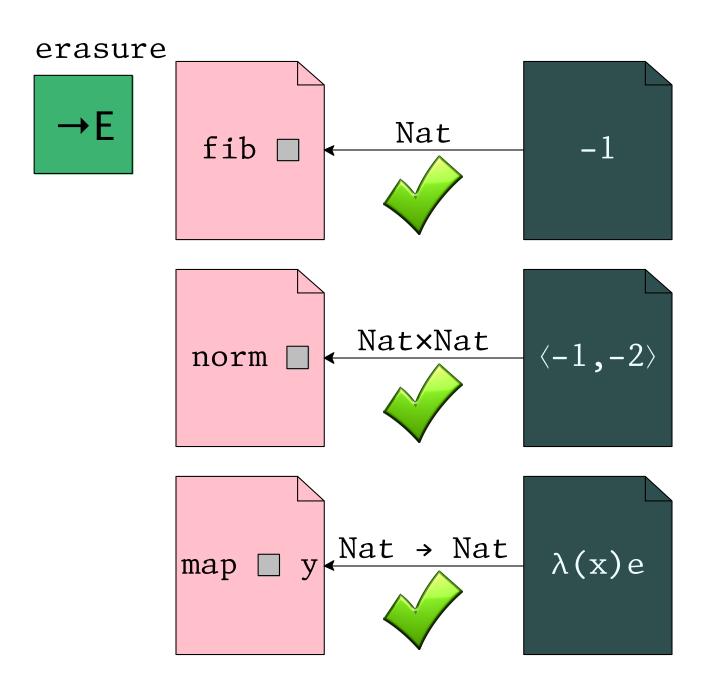
Performance Implications

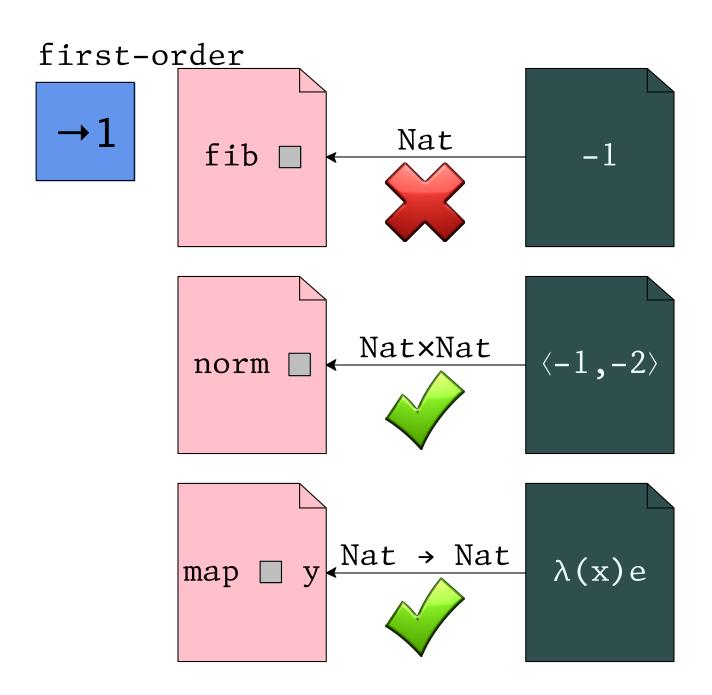
- →H add types to 'packages'
- →E add types anywhere
- →1 add types sparingly

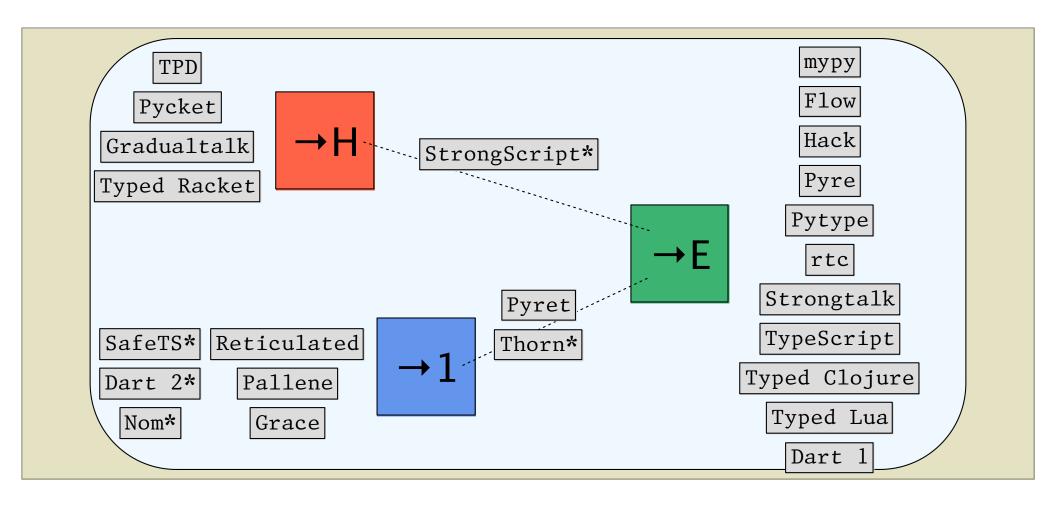


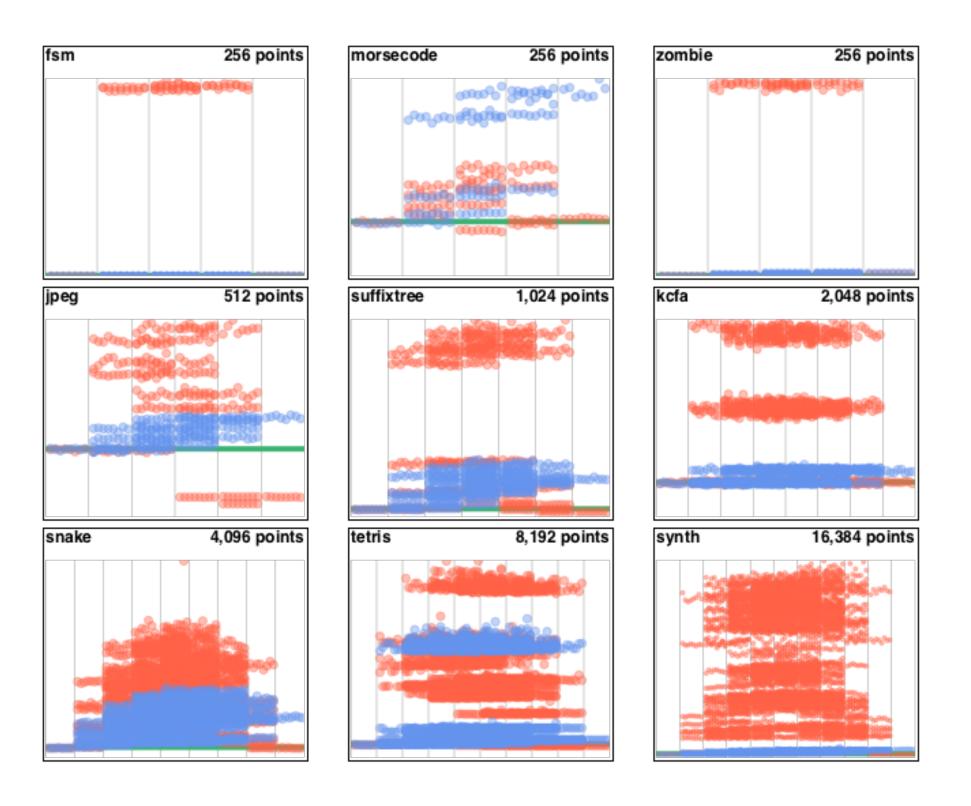
Num. Type Annotations











Is type soundness all-or-nothing?

Can adding types slow down a program?

Is type soundness all-or-nothing?

What invariants should the language guarantee?

Can adding types slow down a program?

Yes, through interaction with untyped code (or data)