

#### Type Systems

Prof. Clarkson Fall 2019

Today's music: Check Yo Self by Ice Cube

### **CLICKER QUESTION 1**

#### **Review**

#### Previously in 3110:

- Evaluation, i.e., formal dynamic semantics
- Small- and big-step relations
- Substitution and environment models

#### Today:

- Type systems, i.e., formal static semantics
- Type safety
- Type inference

#### **Evaluation errors**

```
5 + false #>
if 5 then true else 0 #>
```

Goal: prevent evaluation errors

- analyze program before running it
- reject program (and refuse to run) if possible evaluation errors detected

### **TYPE SYSTEMS**

### if expressions [from lec 2]

```
Syntax:
   if e1 then e2 else e3

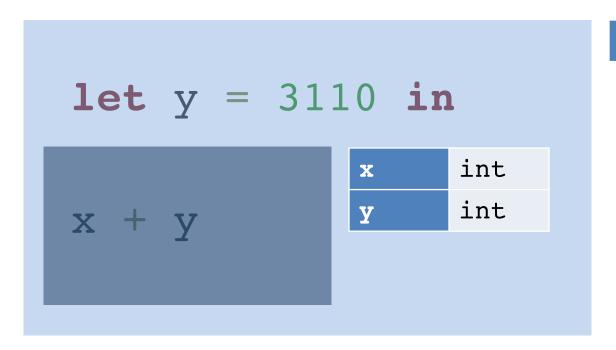
Type checking (static semantics):
   if e1:bool and e2:t and e3:t
   then (if e1 then e2 else e3):t
```

# T + e : t

typing relation

#### Static environment

let x = 42 in



x int

#### **Environments**

#### Static environment:

map from identifiers to types

x	int
Y	int

#### Dynamic environment:

map from identifiers to values

x	42
Y	3110

### Typing relation examples

```
\{x:int\} \vdash x + 2 : int
\{x:bool\} \not\vdash x + 2 : int
\{x:int\} \not\vdash x + 2 : bool
```

### Typed SimPL

```
e ::= x | i | b
    | e1 bop e2
    | let x : t = e1 in e2
    l if e1 then e2 else e3
bop ::= + | * | <=
t ::= int | bool
```

#### Values and variables

```
env ⊢ i : int
```

env ⊢ b : bool

 $env \vdash x : env(x)$ 

### **Binary operators**

```
env \vdash e1 + e2 : int
  if
  env ⊢ e1 : int
  env ⊢ e2 : int
env \vdash e1 * e2 : int
  if
  env ⊢ e1 : int
  env ⊢ e2 : int
env \vdash e1 \le e2 : bool
  if
  env ⊢ e1 : int
  env ⊢ e2 : int
```

### If expressions

```
env \rightarrow if e1 then e2 else e3 : t

if
  env \rightarrow e1 : bool
  env \rightarrow e2 : t
  env \rightarrow e3 : t
```

### Let expressions

```
env ⊢ let x : t1 = e1 in e2 : t2

if
  env ⊢ e1 : t1
  env[x ↦ t1] ⊢ e2 : t2
```

### **CLICKER QUESTION 2**

### **TYPE SAFETY**

### Preventing evaluation errors

Evaluation of an expression **e** is **stuck** if:

- e is not a value, and
- e #

Purpose of type system:

guarantee no expression ever gets stuck

## Type safety

Type safety means never getting stuck

Type safety = progress + preservation

- Progress: can always step (unless already value)
- Preservation: stepping never changes type

#### **Preservation**

```
if env \vdash e : t
and e \rightarrow e'
then env \vdash e' : t
```

$$\{\} \vdash (10 + 1) + (5 + 6) : int$$
  
 $(10 + 1) + (5 + 6) \rightarrow 11 + (5 + 6)$   
 $\{\} \vdash 11 + (5 + 6) : int$ 

### **Progress**

```
if \{\} \vdash e : t then e is a value or there exists an e' such that e \rightarrow e'
```

$$\{\} \vdash (10 + 1) + (5 + 6) : int$$

{} **⊬** x : int

### Type safety proof sketch

Claim: Well-typed programs don't get stuck.

**Proof:** by induction on number of steps to reach a value.

Base case: value. Zero steps.

Already done, hence not stuck.

**Inductive case:** not a value.

- By progress: can take one step.
- By preservation: still well-typed.
- IH applies: one step taken.

QED.

### **TYPE INFERENCE**

### Typed SimPL, without annotations

```
e ::= x | i | b
    | e1 bop e2
    | let x = e1 in e2
    | if e1 then e2 else e3
bop ::= + | * | <=
t ::= int | bool
```

#### **Guess and check**

```
let x = e1 in e2
```

- Infer type t1 of e1
- Put {x:t1} in static environment
- Use that to type check e2

### **OCaml type inference**

#### Based on Hindley-Milner algorithm

- Never infers the wrong types
- Never fails to infer types
- Usually runs in linear time

(for the curious: see textbook 10.5, but we aren't covering it this semester unless I bump a lecture at the end of the semester)

#### **Robin Milner**



1934-2010

Awarded 1991 Turing Award for "...ML, the first language to include polymorphic type inference and a type-safe exception handling mechanism..."

### **Upcoming events**

- [today] A6 released
- [tonight] MS1 due: no late submissions

This is true to type.

**THIS IS 3110**