Programming Languages and Compilers (CS 421)

Elsa L Gunter

2112 SC, UIUC

http://courses.engr.illinois.edu/cs421

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Type Variables in Rules

If_then_else rule:

```
\Gamma \mid -e_1 : \text{bool} \quad \Gamma \mid -e_2 : \tau \quad \Gamma \mid -e_3 : \tau
\Gamma \mid -(\text{if } e_1 \text{ then } e_2 \text{ else } e_3) : \tau
```

- τ is a type variable (meta-variable)
- Can take any type at all
- All instances in a rule application must get same type
- Then branch, else branch and if_then_else must all have same type

Function Application

Application rule:

$$\frac{\Gamma \mid -e_1 : \tau_1 \rightarrow \tau_2 \quad \Gamma \mid -e_2 : \tau_1}{\Gamma \mid -(e_1 e_2) : \tau_2}$$

If you have a function expression e_1 of type $\tau_1 \rightarrow \tau_2$ applied to an argument e_2 of type τ_1 , the resulting expression e_1e_2 has type τ_2

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Application Examples

$$\Gamma \mid$$
 - print_int : int \rightarrow unit $\Gamma \mid$ - 5 : int $\Gamma \mid$ - (print_int 5) : unit

- $e_1 = print_int, e_2 = 5,$
- $\tau_1 = \text{int}$, $\tau_2 = \text{unit}$

```
\Gamma |- map print_int : int list \rightarrow unit list \Gamma |- [3;7] : int list \Gamma |- (map print_int [3; 7]) : unit list
```

- $e_1 = \text{map print_int}, e_2 = [3; 7],$
- τ_1 = int list, τ_2 = unit list

Fun Rule

- Rules describe types, but also how the environment \(\Gamma\) may change
- Can only do what rule allows!
- fun rule:

$$\{x : \tau_1\} + \Gamma \mid -e : \tau_2$$

$$\Gamma \mid -\text{fun } x -> e : \tau_1 \to \tau_2$$

Fun Examples

```
\{y : int \} + \Gamma \mid -y + 3 : int \}
\Gamma \mid -fun y -> y + 3 : int \rightarrow int \}
```

```
\{f: int \rightarrow bool\} + \Gamma \mid -f 2 :: [true] : bool list
 \Gamma \mid -(fun f -> f 2 :: [true])
 : (int \rightarrow bool) \rightarrow bool list
```



(Monomorphic) Let and Let Rec

let rule:

$$\Gamma \mid -e_1 : \tau_1 \quad \{x : \tau_1\} + \Gamma \mid -e_2 : \tau_2$$

$$\Gamma \mid -(\text{let } x = e_1 \text{ in } e_2) : \tau_2$$

let rec rule:

$$\{x: \tau_1\} + \Gamma \mid -e_1:\tau_1 \{x: \tau_1\} + \Gamma \mid -e_2:\tau_2$$

 $\Gamma \mid - (\text{let rec } x = e_1 \text{ in } e_2):\tau_2$

Example

Which rule do we apply?

```
|- (let rec one = 1 :: one in let x = 2 in fun y \rightarrow (x :: y :: one)) : int \rightarrow int list
```

Example

```
(2) {one : int list} |-
Let rec rule:
                             (let x = 2 in
                         fun y -> (x :: y :: one))
{one : int list} |-
(1 :: one) : int list
                             : int \rightarrow int list
 |- (let rec one = 1 :: one in
    let x = 2 in
      fun y -> (x :: y :: one)) : int \rightarrow int list
```

Which rule?

{one : int list} |- (1 :: one) : int list

Application

Constants Rule

Constants Rule

```
{one : int list} |- {one : int list} |- (::) : int \rightarrow int list \rightarrow int list
```

Rule for variables

{one: int list} |- one:int list

Constant

```
{x:int; one : int list} |-
                                                                                                                                                                                                                                                                                                                                                                fun y ->
                                                                                                                                                                                                                                                                                                                                                                                             (x :: y :: one))
\{ one : int list \} \mid -2:int : int \rightarrow int list \}
                                        \{one : int list\} \mid - (let x = 2 in a let x = 2 in
                                                                            fun y -> (x :: y :: one)) : int \rightarrow int list
```

?

```
{x:int; one : int list} |- fun y -> (x :: y :: one))
: int \rightarrow int list
```

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```
{y:int; x:int; one : int list} |- (x :: y :: one) : int list

{x:int; one : int list} |- fun y -> (x :: y :: one))

: int \rightarrow int list
```

```
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```

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Constant

Variable

```
{...} |- (::)

: int→ int list→ int list {...; x:int;...} |- x:int

{y:int; x:int; one : int list} |- ((::) x)

:int list→ int list
```



Curry - Howard Isomorphism

- Type Systems are logics; logics are type systems
- Types are propositions; propositions are types
- Terms are proofs; proofs are terms
- Functions space arrow corresponds to implication; application corresponds to modus ponens



Curry - Howard Isomorphism

Modus Ponens

$$\begin{array}{c} A \Rightarrow B & A \\ \hline B & \end{array}$$

Application

$$\Gamma \mid -e_1 : \alpha \rightarrow \beta \quad \Gamma \mid -e_2 : \alpha$$

$$\Gamma \mid -(e_1 e_2) : \beta$$

Mia Copa

- The above system can't handle polymorphism as in OCAML
- No type variables in type language (only metavariable in the logic)
- Need:
 - Object level type variables and some kind of type quantification
 - let and let rec rules to introduce polymorphism
 - Explicit rule to eliminate (instantiate) polymorphism

Support for Polymorphic Types

- Monomorpic Types (τ):
 - Basic Types: int, bool, float, string, unit, ...
 - Type Variables: α , β , γ , δ , ϵ
 - Compound Types: $\alpha \rightarrow \beta$, int * string, bool list, ...
- Polymorphic Types:
 - Monomorphic types \u03c4
 - Universally quantified monomorphic types
 - \blacksquare $\forall \alpha_1, \ldots, \alpha_n . \tau$
 - Can think of τ as same as $\forall \cdot \tau$

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Support for Polymorphic Types

- Typing Environment \(\Gamma\) supplies polymorphic types (which will often just be monomorphic) for variables
- Free variables of monomorphic type just type variables that occur in it
 - Write FreeVars(τ)
- Free variables of polymorphic type removes variables that are universally quantified
 - FreeVars($\forall \alpha_1, \dots, \alpha_n \cdot \tau$) = FreeVars(τ) { $\alpha_1, \dots, \alpha_n$ }
- FreeVars(Γ) = all FreeVars of types in range of Γ

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Monomorphic to Polymorphic

- Given:
 - type environment
 - monomorphic type τ
 - T shares type variables with I
- Want most polymorphic type for that doesn't break sharing type variables with
- Gen $(\tau, \Gamma) = \forall \alpha_1, ..., \alpha_n \cdot \tau$ where $\{\alpha_1, ..., \alpha_n\} = \text{freeVars}(\tau) \text{freeVars}(\Gamma)$

Polymorphic Typing Rules

A type judgement has the form

$$\Gamma$$
 |- exp : τ

- I uses polymorphic types
- τ still monomorphic
- Most rules stay same (except use more general typing environments)
- Rules that change:
 - Variables
 - Let and Let Rec
 - Allow polymorphic constants
- Worth noting functions again



Polymorphic Let and Let Rec

let rule:

$$\Gamma \mid -e_1 : \tau_1 \{x : Gen(\tau_1, \Gamma)\} + \Gamma \mid -e_2 : \tau_2 \}$$

$$\Gamma \mid -(let x = e_1 in e_2) : \tau_2$$

let rec rule:

$$\{x : \tau_1\} + \Gamma \mid -e_1:\tau_1 \{x: Gen(\tau_1, \Gamma)\} + \Gamma \mid -e_2:\tau_2 \}$$

$$\Gamma \mid -(let rec x = e_1 in e_2) : \tau_2$$

Polymorphic Variables (Identifiers)

Variable axiom:

$$\Gamma \mid -x : \varphi(\tau)$$
 if $\Gamma(x) = \forall \alpha_1, ..., \alpha_n . \tau$

- Where φ replaces all occurrences of $\alpha_1, \ldots, \alpha_n$ by monotypes τ_1, \ldots, τ_n
- Note: Monomorphic rule special case:

$$\Gamma \mid -x : \tau$$
 if $\Gamma(x) = \tau$

Constants treated same way



Fun Rule Stays the Same

fun rule:

$$\{x : \tau_1\} + \Gamma \mid -e : \tau_2$$

$$\Gamma \mid -\text{ fun } x -> e : \tau_1 \to \tau_2$$

- Types τ_1 , τ_2 monomorphic
- Function argument must always be used at same type in function body



Polymorphic Example

- Assume additional constants:
- hd : $\forall \alpha$. α list -> α
- tl: $\forall \alpha$. α list -> α list
- is_empty : $\forall \alpha$. α list -> bool
- \blacksquare :: : $\forall \alpha$. α -> α list -> α list
- \blacksquare []: $\forall \alpha$. α list

Polymorphic Example

Show:

?

```
{} |- let rec length =
    fun | -> if is_empty | then 0
        else 1 + length (tl | l)
    in length ((::) 2 []) + length((::) true []) : int
```

Polymorphic Example: Let Rec Rule

```
• Show: (1)
                                   (2)
{length:\alpha list -> int} {length:\forall \alpha. \alpha list -> int}
|- fun | -> ...
                           |- length ((::) 2 []) +
                              length((::) true []) : int
 : \alpha list -> int
{} |- let rec length =
       fun I -> if is_empty I then 0
                 else 1 + length (tl I)
 in length ((::) 2 []) + length((::) true []) : int
```



Polymorphic Example (1)

Show:

?

: α list -> int

Polymorphic Example (1): Fun Rule

```
• Show: (3)
{length:\alpha list -> int, |\alpha| list } |-
if is empty I then 0
    else length (hd l) + length (tl l) : int
\{length: \alpha list -> int\} \mid -
fun I -> if is_empty I then 0
                  else 1 + length (tl l)
: \alpha list -> int
```

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Polymorphic Example (3)

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

?

 Γ |- if is_empty | then 0 else 1 + length (tl | l) : int

Polymorphic Example (3):IfThenElse

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

```
(4) (5) (6) \Gamma|-\text{ is\_empty I} \quad \Gamma|-\text{ 0:int} \quad \Gamma|-\text{ 1} + \\ \text{: bool} \quad \text{length (tl I)} : \text{ int}
```

 Γ |- if is_empty | then 0 else 1 + length (tl | l) : int

Polymorphic Example (4)

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

?

 Γ |- is_empty | : bool

Polymorphic Example (4):Application

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

?

?

$$\Gamma$$
 - is_empty : α list -> bool Γ - I

 Γ - I : α list

 Γ |- is_empty | : bool

Polymorphic Example (4)

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

```
By Const since \alpha list -> bool is instance of \forall \alpha. \alpha list -> bool
```

```
\Gamma|- is_empty : \alpha list -> bool \Gamma|- l : \alpha list
```

 Γ |- is_empty | : bool

Polymorphic Example (4)

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

By Const since α list -> bool is By Variable instance of $\forall \alpha$. α list -> bool $\Gamma(I) = \alpha$ list

 Γ |- is_empty : α list -> bool Γ |- l : α list

 Γ |- is_empty | : bool

This finishes (4)



Polymorphic Example (5):Const

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

By Const Rule

 Γ - 0:int

Polymorphic Example (6):Arith Op

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

 Γ |-1 + length (tl l) : int



Polymorphic Example (7):App Rule

- Let $\Gamma = \{ length : \alpha list -> int, l: \alpha list \}$
- Show

 Γ |-tl: α list-> α list

By Variable

$$\Gamma$$
|-|: α list

$$\Gamma$$
 |- (tl l) : α list

By Const since α list -> α list is instance of $\forall \alpha$. α list -> α list

Polymorphic Example: (2) by ArithOp

- Let $\Gamma' = \{ \text{length} \not\exists \alpha. \alpha \text{ list -> int} \}$
- Show:

```
(8) (9) \Gamma' |- \Gamma' |- length ((::) 2 []) :int length((::) true []) : int {length: \alpha. \alpha list -> int} |- length ((::) 2 []) + length((::) true []) : int
```

Polymorphic Example: (8)AppRule

- Let $\Gamma' = \{ \text{length} \not\exists \alpha. \alpha \text{ list -> int} \}$
- Show:

$$\Gamma'$$
 |- length : int list ->int Γ' |- ((::)2 []):int list

$$\Gamma'$$
 |- length ((::) 2 []) :int

Polymorphic Example: (8)AppRule

- Let $\Gamma' = \{ \text{length} \not\exists \alpha. \alpha \text{ list -> int} \}$
- Show:

By Var since int list -> int is instance of $\forall \alpha$. α list -> int

```
\frac{\Gamma' \text{ |- length : int list -> int } \Gamma' \text{ |- ((::)2 []):int }}{\text{list}}
```

 Γ' |- length ((::) 2 []) :int

Polymorphic Example: (10)AppRule

- Let $\Gamma' = \{ \text{length} \not\exists \alpha. \alpha \text{ list -> int} \}$
- Show:
- By Const since α list is instance of $\forall \alpha$. α list

(11) $\Gamma' \mid -((::) \ 2) : int list -> int list \quad \Gamma' \mid -[] : int list \\ \Gamma' \mid -((::) \ 2 \ []) : int list$

Polymorphic Example: (11)AppRule

- Let $\Gamma' = \{ \text{length} \not\exists \alpha. \alpha \text{ list -> int} \}$
- Show:
- By Const since α list is instance of

 $\forall \alpha. \alpha \text{ list}$

By Const

$$\Gamma'$$
 |- (::) : int -> int list -> int list int

 Γ' |- ((::) 2) : int list -> int list

Polymorphic Example: (9)AppRule

- Let $\Gamma' = \{ \text{length} \not\exists \alpha . \alpha \text{ list -> int} \}$
- Show:

```
\Gamma' |- \Gamma' |- length:bool list ->int (::) true []:bool list \Gamma' |- length (::) true [] :int
```

Polymorphic Example: (9)AppRule

- Let $\Gamma' = \{ \text{length} \not\exists \alpha. \alpha \text{ list -> int} \}$
- Show:

By Var since bool list -> int is instance of $\forall \alpha$. α list -> int

```
\begin{array}{c|cccc} & & & & & & & \\ \hline \Gamma' \mid - & & & & & \\ \hline length:bool list ->int & & & & (::) true []):bool list \\ \hline \Gamma' \mid - \ length ((::) true []):int \\ \end{array}
```

Polymorphic Example: (12)AppRule

- Let $\Gamma' = \{ \text{length} \not\exists \alpha. \alpha \text{ list -> int} \}$
- Show:
- By Const since α list is instance of $\forall \alpha$. α list

(13)

 Γ' |-((::)true):bool list ->bool list Γ' |- []:bool list

 Γ' [- ((::) true []) :bool list

Polymorphic Example: (13)AppRule

- Let $\Gamma' = \{ \text{length} \not\exists \alpha. \alpha \text{ list -> int} \}$
- Show:

```
By Const since bool list is instance of \forall \alpha. \alpha list
```

By Const

```
\Gamma' |-
```

```
(::):bool ->bool list ->bool list true : bool
```

$$\Gamma'$$
 |- ((::) true) : bool list -> bool list