

Foundations of Software Fall 2022

Week 14

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1

Elements of the Scala.js IR type system

2

Scala.js compilation pipeline



3

Why formally study an IR

4

Why formally study an IR

- ▶ Optimizations may only be applicable if the type system is sound
- ▶ Prove that certain optimizations are correct
- ▶ Prove that the translation from source and to the target language are correct
- ▶ etc.

4

Mixing primitives and objects

5

Motivation

Featherweight Java only has objects. How do we model primitives, for example, `int` and `bool`?

6

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Moreover, in Scala, primitive types are “object-like”. We can use them in arbitrary type parameters, and they should behave like objects.

On the JVM, this is implemented with *boxing*. In Scala.js, however, boxing would be detrimental to *interoperability* with JavaScript. How do we make primitives object-like without boxing?

6

Motivation

Featherweight Java only has objects. How do we model primitives, for example, `int` and `bool`?

Moreover, in Scala, primitive types are “object-like”. We can use them in arbitrary type parameters, and they should behave like objects.

On the JVM, this is implemented with *boxing*. In Scala.js, however, boxing would be detrimental to *interoperability* with JavaScript. How do we make primitives object-like without boxing?

Idea: make primitive types *subtypes* of their “representative classes”.

6

Types and subtyping

$T ::=$

`C`
`int`
`bool`

types
class
primitive int
primitive bool

$\frac{CT(C) = \text{class } C \text{ extends } D \{ \dots \}}{C <: D}$

$T <: T$

$\frac{S <: W \quad W <: T}{S <: T}$

`int <: Integer`

`bool <: Boolean`

7

Representative classes

$tpcls(C) = C$

$tpcls(int) = Integer$

$tpcls(bool) = Boolean$

$T <: tpcls(T)$

8

Syntax (terms)

$t ::=$

`x`
`t.f`
`t.m(\bar{t})`
`new C(\bar{t})`
`(T) t`
`false`
`true`
`if t then t else t`
`0`
`succ t`
`pred t`
`iszero t`

terms
variable
field access
method invocation
object creation
cast

9

Syntax (values)

$v ::=$	<code>new C(\bar{v})</code>	<i>values</i>	<i>object creation</i>
	<code>nv</code>		<i>numeric value</i>
	<code>bv</code>		<i>boolean value</i>
$nv ::=$		<i>numeric values</i>	
	<code>0</code>		<i>zero</i>
	<code>succ nv</code>		<i>non-zero</i>
$bv ::=$		<i>boolean values</i>	
	<code>false</code>		<i>false</i>
	<code>true</code>		<i>true</i>

10

Typing rules: method calls

Adapting from Featherweight Java:

$$\frac{\begin{array}{c} \Gamma \vdash t_0 : C_0 \\ mtype(m, C_0) = \bar{S} \rightarrow T \\ \Gamma \vdash \bar{c} : \bar{S}_1 \quad \bar{S}_1 <: \bar{S} \end{array}}{\Gamma \vdash t_0.m(\bar{c}) : T} \quad (T\text{-INVK})$$

What if t_0 is a primitive?

11

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$$\frac{\begin{array}{c} \Gamma \vdash t_0 : T_0 \\ mtype(m, tpcls(T_0)) = \bar{S} \rightarrow T \\ \Gamma \vdash \bar{c} : \bar{S}_1 \quad \bar{S}_1 <: \bar{S} \end{array}}{\Gamma \vdash t_0.m(\bar{c}) : T} \quad (T\text{-INVK})$$

If $\Gamma \vdash x : \text{int}$, the call $x.m(\dots)$ is typed by looking up m in `Integer`.

11

Example

```
class Boolean extends Object { Boolean() { super(); } }
class Integer extends Object {
  Integer() { super(); }
  int plus(int that) {
    return if (iszero that) then ((int) this)
      else (succ this.plus(pred that)); }
}
class Pair extends Object {
  Object fst;
  Object snd;
  Pair(Object fst, Object snd) {
    super(); this.fst=fst; this.snd=snd; }
  int sum() {
    return ((int) this.fst).plus((int) this.snd); }
}

new Pair(5, 11).sum()
```

12

Typing rules: fields

Adapting from Featherweight Java:

$$\frac{\Gamma \vdash t_0 : C_0 \quad \text{fields}(C_0) = \bar{T} \ \bar{f}}{\Gamma \vdash t_0.f_i : T_i} \quad (\text{T-FIELD})$$

What if t_0 is a primitive?

13

Typing rules: fields

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We can't have that!

13

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What if t_0 is a primitive?

We can't have that!

Add additional well-formedness conditions for representative classes:

$$\frac{\text{fields}(\text{Integer}) = \emptyset \quad \text{fields}(\text{Boolean}) = \emptyset}{\text{repr classes OK}}$$

13

Typing rules: casts

Straightforward generalization to all types.

$$\frac{\Gamma \vdash t_0 : S \quad S <: T}{\Gamma \vdash (T)t_0 : T} \quad (\text{T-UCAST})$$

$$\frac{\Gamma \vdash t_0 : S \quad T <: S \quad T \neq S}{\Gamma \vdash (T)t_0 : T} \quad (\text{T-DCAST})$$

$$\frac{\Gamma \vdash t_0 : S \quad T \not<: S \quad S \not<: T \quad \text{stupid warning}}{\Gamma \vdash (T)t_0 : T} \quad (\text{T-SCAST})$$

14

Typing rules: casts

Since it is an Intermediate Representation, warnings are not relevant anymore. Therefore, we keep only one typing rule for casts.

$$\frac{\Gamma \vdash t_0 : S}{\Gamma \vdash (T)t_0 : T} \quad (\text{T-CAST})$$

15

Typing rules: casts

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Question: can we remove the premise of that rule?

15

Evaluation rules

$$\frac{fields(C) = \bar{T} \ \bar{f}}{(new \ C(\bar{v})) . f_i \longrightarrow v_i} \quad (\text{E-PROJNEW})$$

$$\frac{mbody(m, tpcls(vtpe(v))) = (\bar{x}, t_0)}{v.m(\bar{u}) \longrightarrow [\bar{x} \mapsto \bar{u}, this \mapsto v]t_0} \quad (\text{E-INVKVAL})$$

$$\frac{vtpe(v) <: T}{(T)v \longrightarrow v} \quad (\text{E-CASTVAL})$$

$$vtpe(new \ C(\bar{v})) = C \quad vtpc(nv) = int \quad vtpc(bv) = bool$$

plus congruence rules and rules for `if`, `pred`, `succ` and `iszero` (omitted)

16