

Foundations of Software Fall 2023

Week 14

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Elements of the Scala.js IR type system

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Scala.js compilation pipeline



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Why formally study an IR

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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.

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Mixing primitives and objects

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Motivation

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

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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?

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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”.

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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`

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Representative classes

$tpcls(C) = C$

$tpcls(int) = Integer$

$tpcls(bool) = Boolean$

$T <: tpcls(T)$

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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

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Syntax (values)

$v ::=$	<code>new C(\bar{v})</code>	<i>values</i>
	<code>nv</code>	<i>object creation</i>
	<code>bv</code>	<i>numeric value</i>
		<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>

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Typing rules: method calls

Adapting from Featherweight Java:

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

What if t_0 is a primitive?

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

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

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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()
```

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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?

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Typing rules: fields

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What if t_0 is a primitive?

We can't have that!

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What if t_0 is a primitive?

We can't have that!

Add additional well-formedness conditions for representative classes:

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

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Typing rules: casts

Straightforward generalization to all types.

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

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

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

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Typing rules: casts

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

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

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Typing rules: casts

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

Question: can we remove the premise of that rule?

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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)

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Labeled blocks

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Presentation

In JavaScript, we have labeled *statements* with `breaks`:

```
label: {  
  ...  
  if (x)  
    break label;  
  ...  
}
```

If execution reaches `break label`, it jumps to *after* the block.

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Presentation

We generalize the concept to *expressions*. A `return` to a label jumps out of the block, resulting in the specified value as the value of the block.

```
val y: T = label[T]: {  
  ...  
  if (x)  
    return@label someT;  
  ...  
  someOtherT  
}
```

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Use cases: modeling `return`

Traditional `return`:

```
def foo(x: int): int = {  
  if (x < 0) {  
    return -x  
  }  
  x  
}
```

Modeled as:

```
def foo(x: int): int = {  
  ret[int]: {  
    if (x < 0) {  
      return@ret -x  
    }  
    x  
  }  
}
```

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Use cases: modeling `break` and `continue`

Traditional `break` and `continue`:

```
def foo(x: int): unit = {  
  var i: int = x  
  while (i > 0) {  
    if (i % 3 == 0)  
      continue  
    if (i % 10 == 0)  
      break  
    println(i)  
    i = i + 1  
  }  
}
```

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Use cases: modeling break and continue

Modeled as two nested labels:

```
def foo(x: int): unit = {
  var i: int = x
  breakLoop[unit]: {
    while (i > 0) {
      continueLoop[unit]: {
        if (i % 3 == 0)
          return@continueLoop unit
        if (i % 10 == 0)
          return@breakLoop unit
        println(i)
        i = i + 1
      }
    }
  }
}
```

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Use cases: encoding of tail recursion

Tail recursive function in source code:

```
def fact(n: int, acc: int): int = {
  if (n == 0) acc
  else fact(n - 1, n * acc)
}
```

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Use cases: encoding of tail recursion

Encoding with a creative use of labeled blocks:

```
def fact(var n: int, var acc: int): int = {
  ret[int]: {
    while (true) {
      tailcall[unit]: {
        return@ret {
          if (n == 0) acc
          else {
            val n' = n - 1
            val acc' = n * acc
            n = n'
            acc = acc'
            return@tailcall unit
          }
        }
      }
    }
  }
}
```

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Use cases: encoding of tail recursion

Encoding with a creative use of labeled blocks and `loop`:

```
def fact(var n: int, var acc: int): int = {
  ret[int]: {
    loop {
      tailcall[unit]: {
        return@ret {
          if (n == 0) acc
          else {
            val n' = n - 1
            val acc' = n * acc
            n = n'
            acc = acc'
            return@tailcall unit
          }
        }
      }
    }
  }
}
```

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Formalization

On the board

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Typing rules

$$\frac{\Gamma \mid \Delta \mid \Sigma \vdash t_1 : T_1}{\Gamma \mid \Delta \mid \Sigma \vdash \text{loop } t_1 : \text{nothing}} \quad (\text{T-LOOP})$$

$$\frac{\Gamma \mid \Delta, \alpha : T \mid \Sigma \vdash t : T}{\Gamma \mid \Delta \mid \Sigma \vdash \alpha[T] \{t\} : T} \quad (\text{T-LABELED})$$

$$\frac{\alpha : T_1 \in \Delta \quad \Gamma \mid \Delta \mid \Sigma \vdash t_1 : T_1}{\Gamma \mid \Delta \mid \Sigma \vdash \text{return}@ \alpha \ t_1 : \text{nothing}} \quad (\text{T-RETURN})$$

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Evaluation rules

$$\text{loop } t \mid \mu \longrightarrow t; \text{ loop } t \mid \mu \quad (\text{E-LOOP})$$

$$\alpha[T] \{v_1\} \mid \mu \longrightarrow v_1 \mid \mu \quad (\text{E-LABELEDVALUE})$$

$$\alpha[T] \{\text{return}@ \alpha \ v_1\} \mid \mu \longrightarrow v_1 \mid \mu \quad (\text{E-LABELEDRETMATCH})$$

$$\frac{\beta \neq \alpha}{\alpha[T] \{\text{return}@ \beta \ v_1\} \mid \mu \longrightarrow \text{return}@ \beta \ v_1 \mid \mu} \quad (\text{E-LABELEDRETDIFF})$$

Plus congruence rules and propagation rules for `return`, for example:

$$(\text{return}@ \alpha \ v_1) \ t_2 \mid \mu \longrightarrow \text{return}@ \alpha \ v_1 \mid \mu \quad (\text{E-APPRET1})$$

$$(\text{return}@ \alpha \ v_1); t_2 \mid \mu \longrightarrow \text{return}@ \alpha \ v_1 \mid \mu \quad (\text{E-SEQRET})$$

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Proofs

On the board

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Typing rules, fixed

$$\frac{\Gamma \mid \Delta \mid \Sigma \vdash t_1 : T_1}{\Gamma \mid \Delta \mid \Sigma \vdash \text{loop } t_1 : \text{nothing}} \quad (\text{T-LOOP})$$

$$\frac{\Gamma \mid \Delta, \alpha : T \mid \Sigma \vdash t : T}{\Gamma \mid \Delta \mid \Sigma \vdash \alpha[T] \{t\} : T} \quad (\text{T-LABELED})$$

$$\frac{\alpha : T_1 \in \Delta \quad \Gamma \mid \Delta \mid \Sigma \vdash t_1 : T_1}{\Gamma \mid \Delta \mid \Sigma \vdash \text{return@}\alpha \ t_1 : \text{nothing}} \quad (\text{T-RETURN})$$

$$\frac{\Gamma, x : T_1 \mid \emptyset \mid \Sigma \vdash t_2 : T_2}{\Gamma \mid \Delta \mid \Sigma \vdash \lambda x : T_1. t_2 : T_1 \rightarrow T_2} \quad (\text{T-ABS})$$