

# 1 Type inference

For each of the terms below, specify its principal type scheme in the Hindley-Milner system (if it has one) for STLC with booleans, or otherwise say that the term cannot be typed.

As a reminder, the principal type scheme for a term is the most general type scheme that can be used as this term's type. For example, the principal type scheme of the identity function  $\lambda x.x$  is  $\forall a.a \rightarrow a$ .

1.  $\lambda p. \lambda q. p$

2.  $\lambda p. (p \text{ true})$

3.  $\lambda p. \lambda q. p \text{ q}$

4.  $\lambda p. p \text{ p}$

5.  $\lambda p. p (p \text{ true})$

6.  $\lambda p. \lambda q. \lambda r. p \text{ q true}$

7.  $\lambda p. \lambda q. p (q (\lambda r. r))$

8.  $\lambda p. \lambda q. p (q \text{ true}) (q (\lambda r. r))$

## 2 Subtyping

In this problem, we study some properties of *algorithmic subtyping* for function types and a bottom type. Recall that, compared to declarative subtyping, algorithmic subtyping removes explicit typing rules for reflexivity (S-REFL) and transitivity (S-TRANS), but makes them provable from the algorithmic subtyping rules. The algorithmic subtyping rules we consider in this problem are presented below:

$$\text{Bot} <: T \quad (\text{S-BOT})$$

$$\frac{T_1 <: S_1 \quad S_2 <: T_2}{S_1 \rightarrow S_2 <: T_1 \rightarrow T_2} \quad (\text{S-ARROW})$$

where the types are defined as follows:

$$T ::= \text{Bot} \quad | \quad T \rightarrow T$$

We define *reflexivity* and *transitivity* of subtyping as follows:

1. Reflexivity: for any type  $S$ ,  $S <: S$ .
2. Transitivity: for all types  $S, U, T$ , if  $S <: U$  and  $U <: T$ , then  $S <: T$ .

### Question A

Prove *transitivity* for the algorithmic subtyping rules and types given above.

### Question B

If we want to add a new type `Nat` for natural numbers, what additional subtyping rule(s) will be needed to preserve *reflexivity* and *transitivity*? You do not have to prove that the properties are preserved.

### Question C

Many new programming languages, including Scala 3, support *union types*. A value of a union type `S | T` can be either of the type `S` or type `T`. Union types are different from sum types: `Int` is a subtype of `Int | String`, but `Int` is not a subtype of `Int + String`. In general, both `A` and `B` are subtypes of `A | B`. Conversely, if `Int` and `String` share a common supertype like `Primitive`, it is possible to use an `Int | String` where a `Primitive` is expected. This also generalizes to any three types `A`, `B` and `C`.

In *most* cases, union types express the same concept as sum types while being less verbose. For example, the integer `5` can take the type `Int | String`, while we need to write `inl 5` for it to take the sum type `Int + String`.

Extend the above algorithmic subtyping rules for union types such that *reflexivity* and *transitivity* still hold. Your rules must stay algorithmic in the sense that every type variable in the premises of a rule exists in its conclusion (S-TRANS is not algorithmic by that definition, for example). You do not have to prove that the properties are preserved. You may not add reflexivity nor transitivity themselves as rules.

## Appendix: **Hindley-Milner Type System**

Type             $T ::= \text{Bool} \mid T \rightarrow T$   
 Type Scheme    $S ::= T \mid \forall X. S$

$$\frac{x:S \in \Gamma}{\Gamma \vdash x:S} \quad (\text{T-VAR})$$

$$\frac{\Gamma \vdash t:S_1 \quad x \notin \text{FV}(\Gamma)}{\Gamma \vdash t:\forall X. S_1} \quad (\text{T-TABS})$$

$$\frac{\Gamma \vdash t:\forall X. S_1}{\Gamma \vdash t:[X \mapsto T_2]S_1} \quad (\text{T-TAPP})$$

$$\frac{\Gamma \vdash t_1:S_1 \quad \Gamma, x:S_1 \vdash t_2:T}{\Gamma \vdash \text{let } x = t_1 \text{ in } t_2:T} \quad (\text{T-LET})$$

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

$$\frac{\Gamma \vdash t_1:T_2 \rightarrow T_{12} \quad \Gamma \vdash t_2:T_2}{\Gamma \vdash t_1 \ t_2:T_{12}} \quad (\text{T-APP})$$

$$\Gamma \vdash \text{true:Bool} \quad (\text{T-TRUE})$$

$$\Gamma \vdash \text{false:Bool} \quad (\text{T-FALSE})$$