

# CLE Type System

Benjamin Flin

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## 1 Introduction

## 2 CLE Types Grammar

The following is a small grammar for CLE types  $\tau$ .  $l$  and  $r$  represent levels and can be thought of as arbitrary identifiers.

$$\begin{array}{ll} \tau, \pi, \gamma ::= l \ \sigma \mid l \ \sigma \ (\alpha_1, \dots, \alpha_n) \rightarrow_{\phi} \theta & \text{cle type} \\ \alpha, \beta, \theta, \sigma ::= \epsilon \mid \sigma + r & \text{remote levels} \end{array}$$

Note: remote levels are treated as sets.

## 3 LLVM core grammar

The following source grammar represents an idealized subset of LLVM. Many operations are missing, but every missing operation can either be constructed from multiple instructions or is irrelevant to the CLE type inference and checking. The rules for cle types in the core grammar should represent the small grammar cle types above. My references for the grammar construction is from this<sup>1</sup> mail resource.

$\langle prog \rangle ::= \text{empty}$   
|  $\langle prog \rangle \ \langle top\text{-}level\text{-}entity \rangle$

$\langle top\text{-}level\text{-}entity \rangle ::= \langle fun\text{-}def \rangle$   
|  $\langle fun\text{-}decl \rangle$   
|  $\langle global\text{-}def \rangle$   
|  $\langle global\text{-}decl \rangle$

$\langle global\text{-}def \rangle ::= \langle global\text{-}ident \rangle : \langle type \rangle \text{ '=' } \langle const \rangle \text{ ';' }$

$\langle global\text{-}decl \rangle ::= \langle global\text{-}ident \rangle : \langle type \rangle \text{ ' ; ' }$

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<sup>1</sup><https://lists.llvm.org/pipermail/llvm-dev/2018-June/123851.html>

$\langle \text{fun-def} \rangle ::= \text{'define'} \langle \text{global-ident} \rangle \text{'('} \langle \text{params} \rangle \text{'})' : \langle \text{type} \rangle \langle \text{func-body} \rangle$   
 $\langle \text{fun-decl} \rangle ::= \text{'declare'} \langle \text{global-ident} \rangle \text{'('} \langle \text{params} \rangle \text{'})' : \langle \text{type} \rangle \text{';'}$   
 $\langle \text{params} \rangle ::= \text{empty}$   
 $\quad | \quad \langle \text{param-list} \rangle$   
 $\langle \text{param-list} \rangle ::= \langle \text{local-ident} \rangle$   
 $\quad | \quad \langle \text{param-list} \rangle \text{' ,' } \langle \text{local-ident} \rangle$   
 $\langle \text{global-ident} \rangle ::= \text{'@'} \langle \text{ident} \rangle$   
 $\langle \text{local-ident} \rangle ::= \text{'%'} \langle \text{ident} \rangle$   
 $\langle \text{func-body} \rangle ::= \text{'{' } \langle \text{block-list} \rangle \text{'}'}$   
 $\langle \text{block-list} \rangle ::= \langle \text{block} \rangle$   
 $\quad | \quad \langle \text{block-list} \rangle \langle \text{block} \rangle$   
 $\langle \text{block} \rangle ::= \langle \text{ident} \rangle \text{' :' } \langle \text{instructions} \rangle \langle \text{terminator} \rangle$   
 $\langle \text{instructions} \rangle ::= \text{empty}$   
 $\quad | \quad \langle \text{instructions} \rangle \langle \text{instruction} \rangle \text{';'}$   
 $\langle \text{instruction} \rangle ::= \langle \text{store-instr} \rangle$   
 $\quad | \quad \langle \text{load-instr} \rangle$   
 $\quad | \quad \langle \text{alloca-instr} \rangle$   
 $\quad | \quad \langle \text{gep-instr} \rangle$   
 $\quad | \quad \langle \text{call-instr} \rangle$   
 $\quad | \quad \langle \text{binary-instr} \rangle$   
 $\quad | \quad \langle \text{cast-instr} \rangle$   
 $\quad | \quad \langle \text{const-instr} \rangle$   
 $\langle \text{terminator} \rangle ::= \langle \text{br-term} \rangle$   
 $\quad | \quad \langle \text{ret-term} \rangle$   
 $\langle \text{decl} \rangle ::= \langle \text{local-ident} \rangle : \langle \text{type} \rangle$   
 $\langle \text{store-instr} \rangle ::= \text{'store'} \langle \text{value} \rangle, \langle \text{local-ident} \rangle$   
 $\langle \text{load-instr} \rangle ::= \langle \text{decl} \rangle \text{'=' 'load'} \langle \text{value} \rangle, \langle \text{local-ident} \rangle$   
 $\langle \text{alloca-instr} \rangle ::= \langle \text{decl} \rangle \text{'=' 'alloca'} \langle \text{llvm-type} \rangle$   
 $\langle \text{call-instr} \rangle ::= \langle \text{decl} \rangle \text{'=' } \langle \text{global-ident} \rangle \text{'('} \langle \text{params} \rangle \text{'})'$   
 $\langle \text{gep-instr} \rangle ::= \langle \text{decl} \rangle \text{'=' 'gep'} \langle \text{local-ident} \rangle \text{' ,' } \langle \text{nats} \rangle$

$$\begin{aligned}
\langle \text{binary-instr} \rangle &::= \langle \text{decl} \rangle \text{'='} \langle \text{value} \rangle \langle \text{binop} \rangle \langle \text{value} \rangle \\
\langle \text{cast-instr} \rangle &::= \langle \text{decl} \rangle \text{'='} \text{'cast'} \langle \text{local-ident} \rangle \langle \text{llvm-type} \rangle \\
\langle \text{nats} \rangle &::= \langle \text{nat} \rangle \\
&| \langle \text{nat} \rangle, \langle \text{nats} \rangle \\
\langle \text{br-term} \rangle &::= \text{'br'} \langle \text{local-ident} \rangle, \langle \text{local-ident} \rangle, \langle \text{local-ident} \rangle \langle \text{ret-term} \rangle ::= \text{'ret'} \\
&\quad \langle \text{local-ident} \rangle \\
\langle \text{value} \rangle &::= \langle \text{const} \rangle \\
&| \langle \text{local-ident} \rangle \\
&| \langle \text{global-ident} \rangle \\
\langle \text{const} \rangle &::= \langle \text{integer-literal} \rangle \\
&| \langle \text{bool-literal} \rangle \\
&| \langle \text{float-literal} \rangle \\
&| \langle \text{unit-literal} \rangle \\
&| \langle \text{struct-const} \rangle \\
&| \langle \text{array-const} \rangle \\
\langle \text{type} \rangle &::= \langle \text{llvm-type} \rangle \text{'+'} \langle \text{cle-type} \rangle \\
&| \langle \text{llvm-type} \rangle \\
\langle \text{llvm-type} \rangle &::= \langle \text{int-type} \rangle \\
&| \langle \text{float-type} \rangle \\
&| \langle \text{unit-type} \rangle \\
&| \langle \text{array-type} \rangle \\
&| \langle \text{pointer-type} \rangle \\
&| \langle \text{struct-type} \rangle \\
&| \langle \text{function-type} \rangle \\
\langle \text{function-type} \rangle &::= \text{'('} \langle \text{llvm-type-list} \rangle \text{'')' '->' \langle \text{llvm-type} \rangle \\
\langle \text{array-type} \rangle &::= \text{'['} \langle \text{nat} \rangle \text{'x'} \langle \text{llvm-type} \rangle \text{'']' } \\
\langle \text{pointer-type} \rangle &::= \langle \text{llvm-type} \rangle \text{'*'} \\
\langle \text{struct-type} \rangle &::= \text{'{' } \langle \text{llvm-type-list} \rangle \text{'}' } \\
\langle \text{llvm-type-list} \rangle &::= \langle \text{llvm-type} \rangle \\
&| \langle \text{llvm-type-list} \rangle \text{' ,' } \langle \text{llvm-type} \rangle \\
\langle \text{int-type} \rangle &::= \text{'i'} \langle \text{nat} \rangle \\
\langle \text{float-type} \rangle &::= \text{'float'} \\
&| \text{'double'}
\end{aligned}$$

$$\begin{aligned}
\langle \text{unit-type} \rangle &::= \text{'unit'} \\
\langle \text{cle-type} \rangle &::= \langle \text{level} \rangle \langle \text{remote-levels} \rangle \\
&\quad | \quad \langle \text{level} \rangle \langle \text{remote-levels} \rangle \text{'('} \langle \text{cle-args} \rangle \text{'('} \text{'['} \langle \text{remote-levels} \rangle \text{']' '}' \text{'-'>' } \langle \text{remote-levels} \rangle \\
\langle \text{cle-args} \rangle &::= \langle \text{cle-args} \rangle, \langle \text{remote-levels} \rangle \\
&\quad | \quad \text{empty} \\
\langle \text{remote-levels} \rangle &::= \langle \text{remote-levels} \rangle \text{'+'} \langle \text{level} \rangle \\
&\quad | \quad \text{empty}
\end{aligned}$$

## 4 Small examples

This global variable is in level purple, and is not shareable.

```
@foo : i64 + "purple" = 1;
```

This global variable is in level orange, and is shareable with purple.

```
@foo : i64 + "orange" "purple" = 1;
```

The following function has a proposed type "orange" "purple" (empty, "purple" | empty) [empty] -> empty. It is in level "orange", and is callable from remote level "purple". The first argument is not shareable, and the second argument is shareable with purple. Any variable bound in the body must not be shareable, as well as the return type.

```
define @average(%0, %1) : (double, double) -> double
+ "orange" "purple" (empty, "purple" + empty) [empty] -> empty

{
  %2 : double + "orange" = %0 + %1;
  %3 : double + "orange" = %2 / 2.0;
  ret %3
}
```

## 5 Type rules

Here we assume all functions and global variables have cle types associated with them. We will focus on how to infer such types in the next section. There are several types of judgements, each of which is enumerated below:

### 5.1 Judgements

1.  $\Gamma \vdash e : \tau$ . Top-level entity  $e$  has type  $\tau$ .
2.  $\Gamma \vdash b :_{\pi} \gamma$ . Basic block or set of basic blocks  $b$  has type  $\pi$  for all variables bound in instructions, type  $\gamma$  for the terminator.

3.  $\Gamma \vdash t :_{\pi} \gamma$ . Terminator  $t$  has type  $\gamma$  and all referenced basic blocks,  $b$  are given type  $_{\pi} \gamma$ .

## 5.2 Rules for top-level entities

$$\begin{array}{c}
\frac{\tau = l \ \sigma}{\Gamma \vdash @x : \tau} \text{ global-decl} \quad \frac{\tau = l \ \sigma}{\Gamma \vdash @x = c : \tau} \text{ global-def} \\
\\
\frac{\Gamma[@f \mapsto \tau, \%1 \mapsto l \ \alpha_1, \dots, \%n \mapsto l \ \alpha_n] \vdash body :_{(l \ \phi)} l \ \theta \quad \tau = l \ \sigma \ (\alpha_1, \dots, \alpha_n) \rightarrow_{\phi} \theta}{\Gamma \vdash @f(\%1, \dots, \%n) \{body\} : \tau} \text{ fn-def} \\
\\
\frac{\Gamma(@f) = \tau = l \ \sigma \ (\alpha_1, \dots, \alpha_n) \rightarrow_{\phi} \theta}{\Gamma \vdash @f(\%1, \dots, \%n) \{body\} : \tau} \text{ fn-def-known}
\end{array}$$

## 5.3 Rules for basic blocks and instruction lists

$$\begin{array}{c}
\frac{\Gamma \vdash b :_{\pi} \gamma \quad \Gamma', \%b :_{\pi} \gamma \vdash bbs :_{\pi} \gamma}{\Gamma \vdash b \ bbs :_{\pi} \gamma} \text{ fn-body} \\
\\
\frac{\Gamma \vdash instrs : \pi \quad \Gamma' \vdash term :_{\pi} \gamma}{\Gamma \vdash \%b : instrs \ term :_{\pi} \gamma} \text{ bb-unknown} \\
\\
\frac{\Gamma(\%b) =_{\pi} \gamma}{\Gamma \vdash \%b : instrs \ term :_{\pi} \gamma} \text{ bb-known} \\
\\
\frac{\Gamma \vdash instr : \pi \quad \Gamma[\%a \mapsto \pi] \vdash instrs : \pi}{\Gamma \vdash \%a = instr; instrs : \pi} \text{ instrs}
\end{array}$$

## 5.4 Rules for special instructions and terminators

$$\begin{array}{c}
\frac{\Gamma(\%1) = l \ \alpha_1, \dots, \Gamma(\%n) = l \ \alpha_n \quad \Gamma \vdash @f : l \ \sigma \ (\alpha_1, \dots, \alpha_n) \rightarrow_{\phi} \theta}{\Gamma \vdash \text{call } @f(\%1, \dots, \%n) : l \ \theta} \text{ call} \\
\\
\frac{\Gamma(\%1) = l \ \alpha_1, \dots, \Gamma(\%n) = l \ \alpha_n \quad \Gamma \vdash @f : r \ \sigma \ (\beta_1, \dots, \beta_n) \rightarrow_{\phi} \theta \quad l \neq r \quad l \in \sigma}{\Gamma \vdash \text{call } @f(\%1, \dots, \%n) : \pi} \text{ xd-call} \\
\\
\frac{\Gamma(\%a) = \gamma \quad \Gamma \vdash \%b_1 :_{\pi} \gamma \quad \Gamma \vdash \%b_2 :_{\pi} \gamma}{\Gamma \vdash \text{br } \%a, \%b_1, \%b_2 :_{\pi} \gamma} \text{ break} \\
\\
\frac{\Gamma(\%a) = \gamma}{\Gamma \vdash \text{ret } \%a :_{\pi} \gamma} \text{ ret}
\end{array}$$

## 5.5 General rule for instructions

The rules for all other instructions can be derived from general instruction form which takes in a number of arguments:

$$\text{instr } \%a_1, \dots, \%a_n$$

Thus,

$$\frac{\Gamma(\%a_1) = \dots = \Gamma(\%a_n) = \pi}{\Gamma \vdash \text{instr } \%a_1, \dots, \%a_n : \pi} \text{ ret}$$