

# 1 Type

This document describes how type checking is performed on a Clafer model. Type checking pertains only to constraints within the model. A constraint is a tree of expressions and each expression must be one of the following types:

- integer
- real
- string
- boolean
- clafer

An expression's type may depend on its call site.

```
abstract Y
  y : integer
  x
  [ y > 0 ]
```

The expression  $y$  in the constraint resolves to the type *integer*.

```
abstract Y
  y : integer
  [ #(y ++ x) ]
```

The expression  $y$  in the constraint resolves to the type *clafer*.

If a Clafer model has duplicate Clafer names, then there is a corresponding model with unique names. The remainder of the document assumes that each Clafer is uniquely named.

## 2 Notation

This section explains the notation used to describe the type rules.

### 2.1 Symbols

$::$  is shorthand for “type of”.

$\vdash$  is shorthand for “entails”.

$x$  is a Clafer reference.

$E, F, G$  are expressions.

```

abstract Car : string
  speed : integer
  [ speed > 0 ]

```

In the constraint, *speed* is a Clafer reference.

There are two leaf expressions: “*speed*” and “0”; and one super expression “*speed* > 0”.

*isNumeric* is a predicate that maps *Type* → *boolean*.

$$isNumeric(type) = \begin{cases} true & type \in \{integer, real\} \\ false & otherwise \end{cases}$$

INTEGER is any integer constant such as 1234 or -5678.

REAL is any real constant such as 3.14 or 2.718.

STRING is any string constant such as “this is a string”.

$\tau, v$  are type variables. A type variable is a placeholder for a type.

## 2.2 Type environment $\Gamma$

The type environment is a data structure for holding the types of Clafers. It contains a mapping from *Clafer* → *Type*.

For example:

```

abstract Y : string
  y : integer
  x
  [ #(y ++ x) ]
X : Y

```

will have the type environment:

$$\Gamma = \{Y :: string, y :: integer, x :: clafer, X :: string\}$$

## 2.3 Type rule

The type system is specified in a series of formal rules.

$$\text{NAME OF RULE} \frac{statementA}{statementB}$$

The above rule says that if *A* holds, then *B* follows. Multiple statements are allowed above the bar, separated visually by a gap.

$$\text{NAME OF RULE} \frac{statementA \quad statementB}{statementC}$$

The rule states that if  $A$  and  $B$  holds, then  $C$  follows.

Here are few examples how these rules can describe the type system.

$$\text{VALUE} \frac{(x :: \tau) \in \Gamma}{\Gamma \vdash x :: \tau}$$

The *value* rule says: if  $x :: \tau$  is in the type environment, then  $x$  resolves to type  $\tau$  given  $\Gamma$ .

$$\text{EQ} \frac{\Gamma \vdash E :: \tau \quad \Gamma \vdash F :: \tau}{\Gamma \vdash E = F :: \text{boolean}}$$

The *eq* rule says: if we can prove that  $E$  and  $F$  type check to the same type given  $\Gamma$  then the expression  $E = F$  type checks to *boolean* given  $\Gamma$ .

An expression is type correct iff we can find a tree of rule applications that prove it correct. See the last section for examples.

### 3 Clafer Type Rules

A clafer reference can always be treated as a clafer.

$$\text{CLAFER} \frac{}{\Gamma \vdash x :: \text{clafer}}$$

A clafer reference can be of type stored in the type environment.

$$\text{VALUE} \frac{(x :: \tau) \in \Gamma}{\Gamma \vdash x :: \tau}$$

Constants.

$$\text{INTCONST} \frac{}{\Gamma \vdash \text{INTEGER} :: \text{integer}}$$

$$\text{REALCONST} \frac{}{\Gamma \vdash \text{REAL} :: \text{real}}$$

$$\text{STRCONST} \frac{}{\Gamma \vdash \text{STRING} :: \text{string}}$$

Unary functions.

$$\text{NOT} \frac{\Gamma \vdash E :: \text{boolean}}{\Gamma \vdash !E :: \text{boolean}}$$

$$\text{CSET} \frac{\Gamma \vdash E :: \text{clafer}}{\Gamma \vdash \#E :: \text{integer}}$$

$$\text{MIN} \frac{\Gamma \vdash E :: \tau \quad \text{isNumeric}(\tau)}{\Gamma \vdash -E :: \tau}$$

Binary functions

$$\text{JOIN} \frac{\Gamma \vdash E :: \text{claf}er \quad \Gamma \vdash F :: \tau}{\Gamma \vdash E.F :: \tau}$$

$$\text{BINBOOL} \frac{\Gamma \vdash E :: \text{boolean} \quad \Gamma \vdash F :: \text{boolean}}{\Gamma \vdash E \odot F :: \text{boolean}} \quad \odot \in \{<=>, =, >, ||, \&\&, xor\}$$

$$\text{EQ} \frac{\Gamma \vdash E :: \tau \quad \Gamma \vdash F :: \tau}{\Gamma \vdash E \oplus F :: \text{boolean}} \quad \oplus \in \{=, !=\}$$

$$\text{EQCAST1} \frac{\Gamma \vdash E :: \text{real} \quad \Gamma \vdash F :: \text{integer}}{\Gamma \vdash E \oplus F :: \text{boolean}} \quad \oplus \in \{=, !=\}$$

$$\text{EQCAST2} \frac{\Gamma \vdash E :: \text{integer} \quad \Gamma \vdash F :: \text{real}}{\Gamma \vdash E \oplus F :: \text{boolean}} \quad \oplus \in \{=, !=\}$$

$$\text{INEQ} \frac{\Gamma \vdash E :: \tau \quad \Gamma \vdash F :: v \quad \text{isNumeric}(\tau) \quad \text{isNumeric}(v)}{\Gamma \vdash E \otimes F :: \text{boolean}} \quad \otimes \in \{<, <=, >, >=\}$$

$$\text{IN} \frac{\Gamma \vdash E :: \text{claf}er \quad \Gamma \vdash F :: \text{claf}er}{\Gamma \vdash E \ominus F :: \text{boolean}} \quad \ominus \in \{in, not\ in\}$$

$$\text{SETOPS} \frac{\Gamma \vdash E :: \text{claf}er \quad \Gamma \vdash F :: \text{claf}er}{\Gamma \vdash E \oslash F :: \text{claf}er} \quad \oslash \in \{++, --, \&\}$$

$$\text{DOMAIN} \frac{\Gamma \vdash E :: \text{claf}er \quad \Gamma \vdash F :: \tau}{\Gamma \vdash E <: F :: \tau}$$

$$\text{RANGE} \frac{\Gamma \vdash E :: \tau \quad \Gamma \vdash F :: \text{claf}er}{\Gamma \vdash E >: F :: \tau}$$

$$\text{NUMOPS} \frac{\Gamma \vdash E :: \tau \quad \Gamma \vdash F :: \tau \quad \text{isNumeric}(\tau)}{\Gamma \vdash E \diamond F :: \tau} \quad \diamond \in \{+, -, *, /\}$$

$$\text{NUMOPSCAST1} \frac{\Gamma \vdash E :: \text{real} \quad \Gamma \vdash F :: \text{integer}}{\Gamma \vdash E \diamond F :: \text{real}} \quad \diamond \in \{+, -, *, /\}$$

$$\text{NUMOPSCAST2} \frac{\Gamma \vdash E :: \text{integer} \quad \Gamma \vdash F :: \text{real}}{\Gamma \vdash E \diamond F :: \text{real}} \quad \diamond \in \{+, -, *, /\}$$

$$\text{STRCONCAT} \frac{\Gamma \vdash E :: \text{string} \quad \Gamma \vdash F :: \text{string}}{\Gamma \vdash E + F :: \text{string}}$$

Ternary functions.

$$\text{IFTHENELSE} \frac{\Gamma \vdash E :: \text{boolean} \quad \Gamma \vdash F :: \tau \quad \Gamma \vdash G :: \tau}{\Gamma \vdash E \Rightarrow F \text{ else } G :: \tau}$$

$$\text{IFTHENELSECAST1} \frac{\Gamma \vdash E :: \text{boolean} \quad \Gamma \vdash F :: \text{real} \quad \Gamma \vdash G :: \text{integer}}{\Gamma \vdash E \Rightarrow F \text{ else } G :: \text{real}}$$

$$\text{IFTHENELSECAST2} \frac{\Gamma \vdash E :: \text{boolean} \quad \Gamma \vdash F :: \text{integer} \quad \Gamma \vdash G :: \text{real}}{\Gamma \vdash E \Rightarrow F \text{ else } G :: \text{real}}$$

Quantified expressions create a new local type environment with the local names binded to the type. See the examples in the next section if this rule is unclear.

$$\text{QUANT} \frac{\Gamma \vdash E :: \tau \quad \Gamma, a :: \tau, b :: \tau, \dots, z :: \tau \vdash F :: v}{\Gamma \vdash \star a b \dots z : E \mid F :: \text{boolean}} \quad \star \in \{\text{no}, \text{lone}, \text{one}, \text{some}, \text{all}\}$$

## 4 Examples

### 4.1 Example one

Prove that the constraint in the following model is type correct.

```
car
speed : integer
[speed > 0]
```

$$\Gamma = \{car :: \text{clafar}, speed :: \text{integer}\}$$

$$\text{VALUE} \frac{(speed :: \text{integer}) \in \Gamma}{\Gamma \vdash speed :: \text{integer}} \quad \text{INTCONST} \frac{}{\Gamma \vdash 0 :: \text{integer}} \quad \text{isNumeric}(\text{integer})$$

$$\text{INEQ} \frac{}{\Gamma \vdash speed > 0 :: \text{boolean}}$$

### 4.2 Example two

Prove that the constraint in the following model is type correct.

<b>car</b> speed : integer [#speed = 0]
---

$$\Gamma = \{car :: claf\er, speed :: integer\}$$

$$\frac{\text{CLA FER} \frac{}{\Gamma \vdash speed :: claf\er} \quad \text{CSET} \frac{}{\Gamma \vdash \#speed :: integer} \quad \text{INTCONST} \frac{}{\Gamma \vdash 0 :: integer}}{\text{EQ} \frac{}{\Gamma \vdash \#speed = 0 :: boolean}}$$

### 4.3 Example three

Prove that the constraint in the following model is type correct.

<b>car</b> speed : integer [some a : speed   a = 3]
---

$$\Gamma = \{car :: claf\er, speed :: integer\}$$

$$\frac{\text{VALUE} \frac{(speed :: integer) \in \Gamma}{\Gamma \vdash speed :: integer} \quad \text{VALUE} \frac{(a :: integer) \in \Gamma \cup \{a :: integer\}}{\Gamma \cup \{a :: integer\} \vdash a :: integer} \quad \text{INTCONST} \frac{}{\Gamma \cup \{a :: integer\} \vdash 3 :: integer}}{\text{EQ} \frac{}{\Gamma \cup \{a :: integer\} \vdash a = 3 :: boolean}} \quad \text{QUANT} \frac{}{\Gamma \vdash some a : speed | a = 3 :: boolean}}$$