# (A Quick Intro to) A Technique for Proving Subtyping Completeness, with an Application to Iso-recursive Types

Jay Ligatti

Joint work with:

Jeremy Blackburn Ivory Hernandez Michael Nachtigal



Suppose you're defining a subtyping relation for a type-safe PL

What should your basic goals be?

# **Subtyping Relation Goals**

#### Soundness

 $\tau_1 \le \tau_2 \Rightarrow \begin{cases} \tau_1 \text{-type terms can always safely} \\ \text{stand in for } \tau_2 \text{-type terms} \end{cases}$ 

#### Completeness

$$τ_1$$
-type terms can always safely stand in for  $τ_2$ -type terms  $⇒ τ_1 ≤ τ_2$ 

# **Subtyping Relation Goals**

$$\begin{array}{c} & \text{trivially complete} \\ & \forall \tau_1, \tau_2 : \tau_1 \leq \tau_2 \\ \\ & \text{precise} = \text{sound and complete} \\ \\ & \text{trivially sound} \\ & \tau_1 \leq \tau_2 \text{ iff } \tau_1 = \tau_2 \end{array}$$

Preciseness is a standard goal when defining ≤
 Idea: ≤ is as complete as possible without sacrificing soundness

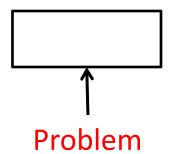
## **Proving Preciseness**

- Soundness of ≤ can be proved with standard type-safety proofs
  - An unsound definition of ≤ would break type safety

## **Proving Preciseness**

- Soundness of ≤ can be proved with standard type-safety proofs
  - An unsound definition of ≤ would break type safety

Completeness of ≤ can be proved with



#### To Fill in the Blank,

- Need to state completeness property formally
- Then hopefully we can figure out how to prove it

## To Fill in the Blank,

- Need to state completeness property formally
- Then hopefully we can figure out how to prove it

 Actually, let's try to state the preciseness property formally...

#### Preciseness

#### • Intuition:

 $\tau_1 \le \tau_2$  iff any term of type  $\tau_2$  could be replaced by any term of type  $\tau_1$  without breaking type safety

#### Preciseness

#### • Intuition:

 $\tau_1 \le \tau_2$  iff any term of type  $\tau_2$  could be replaced by any term of type  $\tau_1$  without breaking type safety

#### In other words:

 $\tau_1 \le \tau_2$  iff  $\tau_2$ -type expressions can—in any context—be replaced by  $\tau_1$ -type expressions without causing well-typed programs to "get stuck"

#### Preciseness

 $\tau_1 \le \tau_2$  iff  $\tau_2$ -type expressions can—in any context—be replaced by  $\tau_1$ -type expressions without causing well-typed programs to "get stuck"

Definition: A subtyping relation  $\leq$  is precise wrt type safety when for all  $\tau_1, \tau_2$ :

$$\tau_1 \le \tau_2 \Leftrightarrow \begin{bmatrix} \neg \exists \ e, E, \tau, e' : \\ E[\tau_2] : \tau \land e : \tau_1 \land E[e] \rightarrow *e' \land stuck(e') \end{bmatrix}$$

Filling evaluation context E's hole with a  $\tau_2$ -type expression produces a well-typed program

#### Soundness

 $\tau_1 \le \tau_2$  iff  $\tau_2$ -type expressions can—in any context—be replaced by  $\tau_1$ -type expressions without causing well-typed programs to "get stuck"

Definition: A subtyping relation  $\leq$  is sound wrt type safety when for all  $\tau_1, \tau_2$ :

$$\tau_1 \le \tau_2 \Rightarrow \begin{array}{c} \neg \exists \ e, E, \tau, e': \\ E[\tau_2]:\tau \land e:\tau_1 \land E[e] \rightarrow *e' \land stuck(e') \end{array}$$

Filling evaluation context E's hole with a  $\tau_2$ -type expression produces a well-typed program

# Completeness

 $\tau_1 \le \tau_2$  iff  $\tau_2$ -type expressions can—in any context—be replaced by  $\tau_1$ -type expressions without causing well-typed programs to "get stuck"

Definition: A subtyping relation  $\leq$  is complete wrt type safety when for all  $\tau_1, \tau_2$ :

$$\tau_1 \leq \tau_2 \Leftarrow \begin{array}{c} \neg \exists \ e, \ E, \ \tau, \ e' : \\ E[\tau_2] : \tau \land e : \tau_1 \land E[e] \rightarrow *e' \land stuck(e') \end{array}$$

Filling evaluation context E's hole with a  $\tau_2$ -type expression produces a well-typed program

#### Soundness of ≤ is a Corollary of Type Safety

$$\tau_1 \le \tau_2 \Rightarrow \begin{cases} \neg \exists \ e, \ E, \ \tau, e' : \\ E[\tau_2] : \tau \land e : \tau_1 \land E[e] \rightarrow *e' \land stuck(e') \end{cases}$$

#### Proof idea:

Assume  $\tau_1 \le \tau_2$ ,  $E[\tau_2]:\tau$ ,  $e:\tau_1$ ,  $E[e] \to *e'$ , and stuck(e')

By subsumption and the definition of welltyped contexts, E[e]:τ But E[e]:τ, E[e]→\*e', and stuck(e') combine to contradict type safety

```
¬∃ e, E, τ, e':

E[\tau_2]:τ Λ e:τ<sub>1</sub> Λ E[e]→*e' Λ stuck(e')
```

```
¬∃ e, E, τ, e':

E[\tau_2]:τ Λ e:τ₁ Λ E[e]→*e' Λ stuck(e')
```

hmm...

(contrapositive)

$$\tau_1 \not= \tau_2 \Rightarrow \begin{cases} \exists e, E, \tau, e': \\ E[\tau_2]:\tau \land e:\tau_1 \land E[e] \rightarrow *e' \land stuck(e') \end{cases}$$

- Approach: Define the subtyping relation in an algorithmic deductive system
  - i.e., the inference rules are deterministic, and all "attempted" derivations of  $\tau_1 \le \tau_2$  succeed/fail at a finite height

(contrapositive)

$$\tau_1 \not= \tau_2 \Rightarrow \begin{cases} \exists e, E, \tau, e': \\ E[\tau_2]:\tau \land e:\tau_1 \land E[e] \rightarrow *e' \land stuck(e') \end{cases}$$

- Approach: Define the subtyping relation in an algorithmic deductive system
  - i.e., the inference rules are deterministic, and all "attempted" derivations of  $\tau_1 \le \tau_2$  succeed/fail at a finite height
- Hence, because  $\tau_1 \not\leq \tau_2$ , there exists a unique, finite "failing derivation" of  $\tau_1 \leq \tau_2$

# **Example Failing Derivation**

```
    real ≤ real
    int ≤ real
    real ≤ int
    real ≤ real

    real → int ≤ real
    int → real ≤ real → real

    (real → real) → (int → real)
    ≤ (real → int) → (real → real)
```

Types 
$$\tau:=\inf \mid \operatorname{real} \mid \tau_1 \rightarrow \tau_2$$

$$\boxed{\tau_1 \leq \tau_2} \quad \overline{\inf \leq \inf} \quad \overline{\operatorname{real} \leq \operatorname{real}}$$

$$\boxed{\inf \leq \operatorname{real}} \quad \frac{\tau_3 \leq \tau_1 \quad \tau_2 \leq \tau_4}{\tau_1 \rightarrow \tau_2} \leq \tau_3 \rightarrow \tau_4$$

$$\tau_1 \not= \tau_2 \Rightarrow \begin{cases} \exists e, E, \tau, e': \\ E[\tau_2]: \tau \land e: \tau_1 \land E[e] \rightarrow^* e' \land stuck(e') \end{cases}$$

By induction on the unique, finite, failing derivation of  $\tau_1 \le \tau_2$ 

$$\tau_1 \not= \tau_2 \Rightarrow \exists e, E, \tau, e': \\ E[\tau_2]:\tau \land e:\tau_1 \land E[e] \rightarrow *e' \land stuck(e')$$

We'll trace the failure from a leaf to the root of the failing derivation tree, showing that completeness holds on each failing judgment along the way

real ≤ real	int ≤ real	real ≤ int	real ≤ real
real→int ≤ real→real		int→real ≤ real→real	
(real→real)-	>(int→real) ≤	(real→int)→	→(real→real)

$$\tau_1 \not= \tau_2 \Rightarrow \exists e, E, \tau, e': \\ E[\tau_2]:\tau \land e:\tau_1 \land E[e] \rightarrow *e' \land stuck(e')$$

We'll trace the failure from a leaf to the root of the failing derivation tree, showing that completeness holds on each failing judgment along the way

real ≤ real	int ≤ real	real ≤ int	real ≤ real	
real→int ≤ real→real		int→real ≤	int→real ≤ real→real	
$(real \rightarrow real) \rightarrow (int \rightarrow real) \leq (real \rightarrow int) \rightarrow (real \rightarrow real)$				

$$\tau_1 \not= \tau_2 \Rightarrow \exists e, E, \tau, e': \\ E[\tau_2]:\tau \land e:\tau_1 \land E[e] \rightarrow *e' \land stuck(e')$$

We'll trace the failure from a leaf to the root of the failing derivation tree, showing that completeness holds on each failing judgment along the way

real ≤ real	int ≤ real	real ≤ int	real ≤ real	
real→int ≤ real→real		int→real ≤	real ≤ int real ≤ real int real ≤ real	
$(real \rightarrow real) \rightarrow (int \rightarrow real) \leq (real \rightarrow int) \rightarrow (real \rightarrow real)$				

#### Base Cases of Completeness Proof

- 5 possible failing leaf judgments here:
  - 1. real≤int
  - 2. real  $\leq \tau_3 \rightarrow \tau_4$
  - 3. int  $\leq \tau_3 \rightarrow \tau_4$
  - 4.  $\tau_3 \rightarrow \tau_4 \leq \text{real}$
  - 5.  $\tau_3 \rightarrow \tau_4 \leq int$

#### Base Cases of Completeness Proof

- 5 possible failing leaf judgments here:
  - 1. real≤int
  - 2. real  $\leq \tau_3 \rightarrow \tau_4$
  - 3. int  $\leq \tau_3 \rightarrow \tau_4$
  - 4.  $\tau_3 \rightarrow \tau_4 \leq \text{real}$
  - 5.  $\tau_3 \rightarrow \tau_4 \leq int$
- In every case, an e, E,  $\tau$ , e' can be constructed such that  $E[\tau_2]:\tau$ , e: $\tau_1$ ,  $E[e] \rightarrow *e'$ , and stuck(e')

## Inductive Step of Completeness Proof

• One case here:  $\frac{\tau_3 \le \tau_1}{\tau_1 \to \tau_2} \le \frac{\tau_2 \le \tau_4}{\tau_3 \to \tau_4}$ 

 Assuming the completeness property holds on some failing premise, prove that it also holds on the failing conclusion

## Inductive Step of Completeness Proof

• One case here: 
$$\frac{\tau_3 \le \tau_1}{\tau_1 \to \tau_2} \le \frac{\tau_2 \le \tau_4}{\tau_3 \to \tau_4}$$

- Assuming the completeness property holds on some failing premise, prove that it also holds on the failing conclusion
- Again, it can be done; please see tech report for details

## **Another Interesting Problem**

 Let's apply these techniques (for proving subtyping preciseness) to the problem of subtyping iso-recursive types

# Quick Refresher on Recursive Types

 Are fundamental for typing aggregate data structures

- Heavily used in functional and object-oriented PLs
  - datatype list = Empty of unit | Node of int \* list
  - class Integer {... public void add(Integer i) ...}

# Quick Refresher on Recursive Types

- There are 2 primary varieties of recursive types:
  - Iso-recursive systems require programmers to manually roll & unroll the recursion
    - ML and Haskell support iso-recursive types
  - Equi-recursive systems rely on type checkers to roll and unroll as needed, so programmers don't have to
    - Modula-3 supports equi-recursive types

# Amber Rules [Cardelli, 1986]

$$\frac{S \cup \{t_1 \le t_2\} \vdash \tau_1 \le \tau_2}{S \vdash \mu t_1.\tau_1 \le \mu t_2.\tau_2} = \frac{S \cup \{t_1 \le t_2\} \vdash t_1 \le t_2}{S \cup \{t_1 \le t_2\} \vdash t_1 \le t_2}$$

- Standard, textbook rules for subtyping iso-recursive types
- These rules are elegant and sound

#### • Define:

```
\tau_1 \equiv \mu L.\{add:(\mu i.\{add:i\rightarrow unit\})\rightarrow unit, min:unit\rightarrow int\}

\tau_2 \equiv \mu i'.\{add:i'\rightarrow unit\}
```

#### • Define:

```
\tau_1 \equiv \mu L.\{add:(\mu i.\{add:i\rightarrow unit\})\rightarrow unit, min:unit\rightarrow int\}

\tau_2 \equiv \mu i'.\{add:i'\rightarrow unit\}
```

•  $\tau_1$  and  $\tau_2$  are natural encodings of class types

```
class GreatInteger extends Integer {
    ...
    public void add(Integer i) {...}
    public int min() {...}
    ...
}
```

```
class Integer {
    ...
    public void add(Integer i) {...}
    ...
}
```

• Define:

```
\tau_1 \equiv \mu L.\{add:(\mu i.\{add:i\rightarrow unit\})\rightarrow unit, min:unit\rightarrow int\}

\tau_2 \equiv \mu i'.\{add:i'\rightarrow unit\}
```

•  $\tau_1$  and  $\tau_2$  are natural encodings of class types

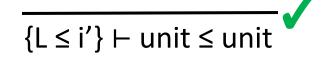
```
class GreatInteger extends Integer {
    ...
    public void add(Integer i) {...}
    public int min() {...}
    ...
}
```

```
class Integer {
    ...
    public void add(Integer i) {...}
    ...
}
```

• GreatInteger  $(\tau_1)$  is a subclass of Integer  $(\tau_2)$   $\Rightarrow$  we should be able to derive  $\tau_1 \le \tau_2$ 

 $\emptyset \vdash \mu L.\{add:(\mu i.\{add:i\rightarrow unit\})\rightarrow unit, min:unit\rightarrow int\} \leq \mu i'.\{add:i'\rightarrow unit\}$ 

$$\{L \le i'\} \vdash i' \le \mu i.\{add:i \rightarrow unit\}$$



 $\{L \le i'\} \vdash (\mu i.\{add:i \rightarrow unit\}) \rightarrow unit \le i' \rightarrow unit$ 

 $\{L \le i'\} \vdash \{add:(\mu i.\{add:i \rightarrow unit\}) \rightarrow unit, min:unit \rightarrow int\} \le \{add:i' \rightarrow unit\}$ 

 $\emptyset \vdash \mu L.\{add:(\mu i.\{add:i\rightarrow unit\})\rightarrow unit, min:unit\rightarrow int\} \leq \mu i'.\{add:i'\rightarrow unit\}$ 

Problem: Amber rules don't unroll recursive types in their premises, so their conclusions aren't based on how iso-recursive types actually get used (i.e., eliminated)

# New Iso-recursive Subtyping Rules

$$\mu t_{1}.\tau_{1} \leq \mu t_{1}.\tau_{1} \notin S$$

$$S \cup \{\mu t_{1}.\tau_{1} \leq \mu t_{2}.\tau_{2}\} \vdash [\mu t_{1}.\tau_{1}/t_{1}]\tau_{1} \leq [\mu t_{2}.\tau_{2}/t_{2}]\tau_{2}$$

$$S \vdash \mu t_{1}.\tau_{1} \leq \mu t_{2}.\tau_{2}$$

$$SU \{\mu t_1.\tau_1 \leq \mu t_2.\tau_2\} \vdash \mu t_1.\tau_1 \leq \mu t_2.\tau_2$$

#### New Rules Enable Desired Derivation

```
\{L \le I', I' \le I, I \le I'\} \vdash I' \le I \{L \le I', I' \le I, I \le I'\} \vdash unit \le unit
               \{L \le I', I' \le I, I \le I'\} \vdash I \rightarrow unit \le I' \rightarrow unit
\{L \leq I', I' \leq I, I \leq I'\} \vdash \{add: I \rightarrow unit\} \leq \{add: I' \rightarrow unit\}
                                                                                              \{L \leq I', I' \leq I\} \vdash unit \leq unit
  \{L \leq I', I' \leq I\} \vdash I \leq I'
                \{L \le I', I' \le I\} \vdash I' \rightarrow unit \le I \rightarrow unit
  \{L \leq I', I' \leq I\} \vdash \{add: I' \rightarrow unit\} \leq \{add: I \rightarrow unit\}
                                \{L \leq I'\} \vdash I' \leq I
                                                                                                        \{L \le I'\} \vdash unit \le unit
                                          \{L \leq I'\} \vdash I \rightarrow unit \leq I' \rightarrow unit
                \{L \leq I'\} \vdash \{add: I \rightarrow unit, min: unit \rightarrow int\} \leq \{add: I' \rightarrow unit\}
   \emptyset \vdash \mu L.\{add:(\mu i.\{add:i\rightarrow unit\})\rightarrow unit, min:unit\rightarrow int\} \leq \mu i'.\{add:i'\rightarrow unit\}
                                                                                                                                          38
```

#### New Rules are Precise

Proof uses the techniques described earlier

 Proof also shows that the standard subtyping rules for function and (binary) sum and product types are precise as well

#### More Information

Technical report:
 "Completely Subtyping Iso-recursive Types"

Project webpage:

http://www.cse.usf.edu/~ligatti/projects/completeness/