Ocaml

KOSMOS

Small Ocaml Syntax

```
F \rightarrow E
E \rightarrow n
    | E/E
| iszero E
     if E then E else E
    | let [rec] x = E in E
     \int un \ x \to E
      E E
      read
```

Small Ocaml Typing Rule

$$\overline{\Gamma \vdash n:int} \quad \overline{\Gamma \vdash x:\Gamma(x)} \quad \overline{\Gamma \vdash true:bool}$$

 $\Gamma\vdash false:bool$

 $\Gamma\vdash read:int$

$$\frac{\Gamma \vdash E_1 : int}{\Gamma \vdash E_1 + E_2 : int} \quad \frac{\Gamma \vdash E_1 : int}{\Gamma \vdash E_1 - E_2 : int} \quad \frac{\Gamma \vdash E_1 : int}{\Gamma \vdash E_1 * E_2 : int} \quad \frac{\Gamma \vdash E_1 : int}{\Gamma \vdash E_1 * E_2 : int} \quad \frac{\Gamma \vdash E_1 : int}{\Gamma \vdash E_1 : int} \quad \frac{\Gamma \vdash E_2 : int}{\Gamma \vdash E_1 : int}$$

$$\frac{\Gamma \vdash E : int}{\Gamma \vdash iszero \ E : bool}$$

$$\frac{\Gamma \vdash E : int}{\Gamma \vdash iszero \ E : bool} \qquad \frac{\Gamma \vdash E_1 : bool \quad \Gamma \vdash E_2 : t \quad \Gamma \vdash E_3 : t}{\Gamma \vdash if \ E_1 then \ E_2 else \ E_3 : t}$$

$$\frac{\Gamma \vdash E_1 : t_1 \quad [x \mapsto t_1] \Gamma \vdash E_2 : t_2}{\Gamma \vdash let \ x = E_1 in \ E_2 : t_2}$$

$$\frac{\Gamma \vdash E_1 : t_1 \quad [x \mapsto t_1] \Gamma \vdash E_2 : t_2}{\Gamma \vdash let \ x = E_1 in \ E_2 : t_2} \qquad \frac{[x \mapsto t_1] \Gamma \vdash E_1 : t_1 \quad [x \mapsto t_1] \Gamma \vdash E_2 : t_2}{\Gamma \vdash let \ rec \ x = E_1 in \ E_2 : t_2}$$

$$\frac{[x \mapsto t_1]\Gamma \vdash E : t_2}{\Gamma \vdash fun \ x \rightarrow E : t_1 \rightarrow t_2} \qquad \frac{\Gamma \vdash E_1 : t_1 \rightarrow t_2 \quad \Gamma \vdash E_2 : t_1}{\Gamma \vdash E_1 E_2 : t_2}$$

Too Sound Type Checking

```
let id = fun x -> x in
let x = read in
if id (iszero x) then id (x + 1) else id (x - 1)
=> Rejected.
```

Too Sound Type Checking

```
let id = fun x \rightarrow x in
let x = read in
if id (iszero x) then id (x + 1) else id (x - 1)
=> Rejected.
In Ocaml,
> 1
2
> 0
-1
```

Polymorphic Type System

하나의 함수 프로그램이 서로 다른 타입 환경에서 실행가능한 언어

```
let id = fun \ x \rightarrow x \ in

let x = read \ in

if id \ (iszero \ x) then id \ (x + 1) else id \ (x - 1)

id \ (iszero \ x) = bool \rightarrow bool
```

Polymorphic Type System

하나의 함수 프로그램이 서로 다른 타입 환경에서 실행가능한 언어

```
let id = fun \ x \rightarrow x \ in

let x = read \ in

if id \ (iszero \ x) then id \ (x + 1) else id \ (x - 1)

id \ (x + 1) = int \rightarrow int
id \ (x - 1) = int \rightarrow int
```

One Solution

```
let x = \text{fun } x \rightarrow x \text{ in} id (iszero (id 1))
```

One Solution

```
let x = \text{fun } x \rightarrow x \text{ in} (fun x \rightarrow x) (iszero ((fun x \rightarrow x) 1)) id (iszero (id 1))
```

How to Implement

- Environment와 비슷한 ExpEnv를 이용 $ExpEnv = Var \rightarrow Exp$

- LET 에서 모두 바꿈

 $replace: exp \rightarrow var \rightarrow exp \rightarrow exp$

Problem of This Solution

let x = 1 + true in 3

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let
$$x = 1 + true$$
 in 3

3

실제 Type Error가 있는 프로그램이지만 검사할 수 없음

Simplie Solution

let x = 1 + true in 3

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Simple Solution

- 변수가 이후에 사용되는지 미리 확인 $check_occurence: exp \rightarrow var \rightarrow bool$
- 바꾼 후 실제로 바뀌었는지 확인 $updated_replace: exp \rightarrow var \rightarrow exp \rightarrow exp * bool$