# Lecture 18 – Type Systems

COSE212: Programming Languages

Jihyeok Park



2023 Fall





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  - Continuations (Lecture 14 & 15)
  - First-Class Continuations (Lecture 16)
  - Compiling with continuations (Lecture 17)

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  - Typed Languages
  - Typing Recursive Functions
  - Type Inference
  - Algebraic Data Types
  - Parametric Polymorphism
  - Subtype Polymorphism

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  - Parametric Polymorphism
  - Subtype Polymorphism
- In this lecture, we will focus on the motivation and basic concepts of type systems.

#### Contents



#### 1. Motivation: Safe Language Systems

Detecting Run-Time Errors
Dynamic vs Static Analysis
Soundness vs Completeness

#### 2. Type Systems

Types

Type Errors

Type Checking

Type Soundness

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#### Run-Time Frrors



So far, we have designed diverse programming languages with:

- Syntax: a grammar that defines the structure of programs
- **Semantics**: a set of rules that defines the meaning of programs and implemented their **interpreters** in Scala:



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- Syntax: a grammar that defines the structure of programs
- **Semantics**: a set of rules that defines the meaning of programs and implemented their **interpreters** in Scala:



However, we don't have any automatic system to **check** whether a program is evaluated without any **run-time errors**.

For example, following FAE expressions are syntactically correct, but they throw **run-time errors**:

## Errors in Saftety-Critical Software



Unexpected errors in **safety-critical software** cause serious problems:



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Then, how can we prevent such errors?

Can we **automatically** check whether a program does not have any **run-time errors**?

#### Detecting Run-Time Errors



We can use various **analysis** techniques to detect run-time errors:

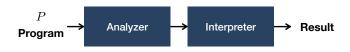


An **analyzer** is a program that takes a program as an input and determines whether the program has a certain property. In this case, the property is **run-time errors**.

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An **analyzer** is a program that takes a program as an input and determines whether the program has a certain property. In this case, the property is **run-time errors**.

We can categorize them into two groups:

- Dynamic Analysis: analyze programs by executing them
- Static Analysis: analyze programs without executing them



**Dynamic analysis** is a program analysis technique by **executing** them.



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L1	-5
L2	-5
L3	5
L4	
L5	
L6	5



**Dynamic analysis** is a program analysis technique by **executing** them.

L1	-5	42
L2	-5	
L3	5	
L4		42
L5		42
L6	5	42



**Dynamic analysis** is a program analysis technique by **executing** them.

L1	-5	42	-7	99	0	
L2	-5		-7			
L3	5		7			
L4		42		99	0	
L5		42		99	0	
L6	5	42	7	99	0	



**Dynamic analysis** is a program analysis technique by **executing** them.

Let's perform dynamic analysis for the following Scala program:

L1	-5	42	-7	99	0	
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We can easily get the **behavior** of the program for each **single input**.

However, it is **difficult** to get all the **possible behaviors** of the program for **all the inputs**.



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Let's perform static analysis for the following Scala program:

$$\mathbb{D} = \left\{ \begin{array}{c|c} & & & \\ & & & \\ -0 & & -+ & 0+ \\ & & & & \\ - & & & & + \\ & & & & \\ \end{array} \right\}$$

Let's define an **abstract domain**  $\mathbb D$  for integers to analyze the program.



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L1	
L2	
L3	
L4	
L5	
L6	

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We can prove that abs always returns a **non-negative** integer (i.e., 0+).



- $\models \psi$  denotes that a statement  $\psi$  is **provable**.
- $\vdash \psi$  denotes that a statement  $\psi$  is **true**.

In a sound proof system, all provable statements are true.

$$\models \psi \implies \vdash \psi$$

In a **complete** proof system, all **true** statements are **provable**.

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Analysis techniques can be used to prove that a program is error-free.

- $\models P$  denotes that a program P is **analyzed** as error-free.
- $\vdash P$  denotes that a program P is truly **error-free**.

Then, is dynamic/static analysis sound or complete?



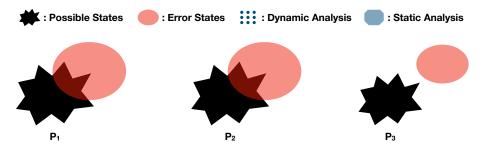
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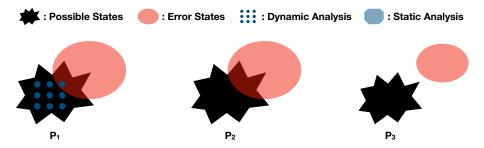


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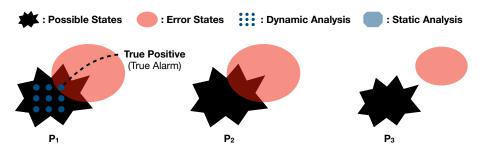


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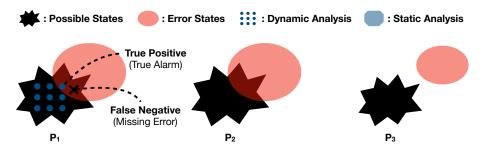


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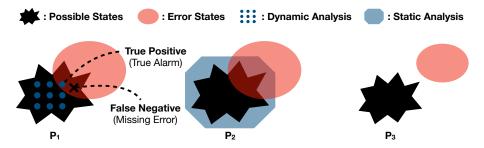


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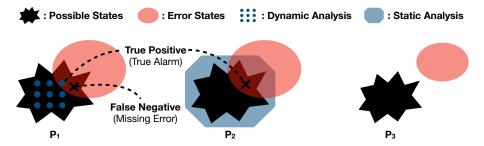


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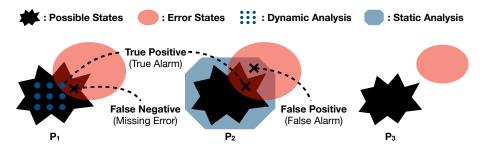
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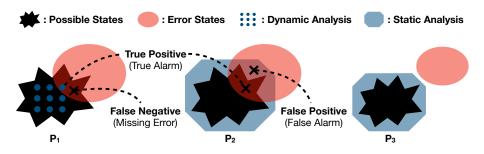
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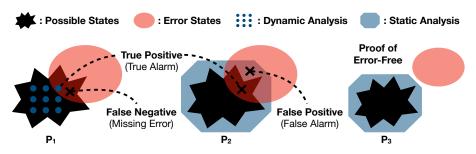
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1. Motivation: Safe Language Systems

Detecting Run-Time Errors Dynamic vs Static Analysis Soundness vs Completeness

#### 2. Type Systems

Types

Type Errors

Type Checking

Type Soundness



#### Definition (Types)

A type is a set of values.

For example, the Int, Boolean, and Int => Int types are defined as the following sets of values in Scala.

```
Int = \{n \in \mathbb{Z} \mid -2^{31} \le n < 2^{31}\}
Boolean = \{\text{true}, \text{false}\}
Int \Rightarrow Int = \{f \mid f \text{ is a function from Int to Int}\}
```

# Type Errors



### Definition (Type Errors)

A **type error** occurs when a program tries to use a value having a type that is **incompatible** with the expected type.

For example, the following Scala program has type errors:

However, not all run-time errors are type errors:

## Type Checking



If the following conditions hold, we say "the expression e has type  $\tau$ ":

- e does not cause any type error, and
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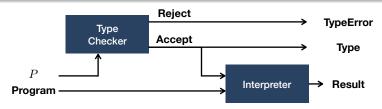
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#### Definition (Type Checking)

**Type checking** is a kind of static analysis checking whether a given expression *e* is **well-typed**. A **type checker** returns the **type** of *e* if it is well-typed, or rejects it and reports the detected **type error** otherwise.





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- Dynamically-typed languages (or simply untyped-language) allow any program to be executed, and types exist only at run-time.
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Type systems in most statically-typed languages are designed to be **sound**.

### Summary



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### Homework #3



- Please see this document on GitHub.
- The due date is Nov. 27 (Mon.).
- Please only submit Implementation.scala file to Blackboard.

<sup>&</sup>lt;sup>1</sup>https://github.com/ku-plrg-classroom/docs/tree/main/cose212/magnet.

#### Next Lecture



Typed Languages

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