

Improving Type Error Localization for Languages with Type Inference

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joint work with

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Type Safety

"Well-typed programs don't go wrong."

Statically Guaranteed Type Safety

```
let rec fac n =  
  if n < 2 then 1  
  else n * fac (n-1)  
in  
  fac "hello"
```

Statically Guaranteed Type Safety

```
let rec fac (n: int): int =  
    if n < 2 then 1  
    else n * fac (n-1)  
in  
    fac "hello"
```

Error: This expression has type **string** but
an expression was expected of type **int**

Statically Guaranteed Type Safety

```
let compose f
      g
      x      =
  g (f x)
in
  compose 3 4
```

Statically Guaranteed Type Safety

```
let compose (f: 'a -> 'b)
           (g: 'b -> 'c)
           (x: 'a): 'c =
    g (f x)
in
    compose 3 4
```

Error: This expression has type `int` but an expression was expected of type `'a -> 'b`

Automatic Type Inference

"Have your cake and eat it too"

Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```


Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```

Error: This expression has type `int` but an expression was expected of type `'a -> 'b`

Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```

Inferring the type of compose:

Automatic Type Inference

```
let compose f g x =  
  g (f x)  
in  
  compose 3 4
```

Inferring the type of compose:

```
compose: 'd -> 'e -> 'n -> 'm  
f: 'd  
g: 'e  
x: 'n
```

Automatic Type Inference

```
let compose f g x =  
  g (f x)  
in  
  compose 3 4
```

Inferring the type of compose:

```
compose: 'd -> 'e -> 'n -> 'm  
f: 'd  
g: 'e  
x: 'n
```

```
'd = 'a -> 'b  
'n = 'a
```

Automatic Type Inference

```
let compose f g x =  
  g (f x)  
in  
  compose 3 4
```

Inferring the type of compose:

```
compose: 'd -> 'e -> 'n -> 'm  
f: 'd  
g: 'e  
x: 'n
```

```
'd = 'a -> 'b  
'n = 'a  
'e = 'k -> 'c  
'k = 'b  
'm = 'c
```

Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```

Inferring the type of compose:

```
compose: 'd -> 'e -> 'n -> 'm  
f: 'd  
g: 'e  
x: 'n
```

```
'd = 'a -> 'b  
'n = 'a  
'e = 'k -> 'c  
'k = 'b  
'm = 'c
```

Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```

Inferring the type of compose:

```
compose: 'd -> 'e -> 'n -> 'm  
f: 'd  
g: 'e  
x: 'n
```

```
'd  $\mapsto$  'a -> 'b  
'n  $\mapsto$  'a  
'e  $\mapsto$  'k -> 'c  
'k  $\mapsto$  'b  
'm  $\mapsto$  'c
```

Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```

Inferring the type of compose:

```
compose: 'd -> 'e -> 'n -> 'm  
f: 'd  
g: 'e  
x: 'n
```

```
'd  $\mapsto$  'a -> 'b  
'n  $\mapsto$  'a  
'e  $\mapsto$  'k -> 'c  
'k  $\mapsto$  'b  
'm  $\mapsto$  'c
```


Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```

Inferring the type of compose:

```
compose: 'd -> 'e -> 'n -> 'm  
f: 'd  
g: 'e  
x: 'n
```

```
'd  $\mapsto$  'a -> 'b  
'n  $\mapsto$  'a  
'e  $\mapsto$  'b -> 'c  
'k  $\mapsto$  'b  
'm  $\mapsto$  'c
```

Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```

Inferring the type of compose:

```
compose: ('a -> 'b) -> ('b -> 'c) -> 'a -> 'c
```

Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```

Checking the use of compose:

compose: ('a -> 'b) -> ('b -> 'c) -> 'a -> 'c

Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```

Checking the use of compose:

compose: ('a -> 'b) -> ('b -> 'c) -> 'a -> 'c

```
int = 'a -> 'b  
int = 'b -> 'c  
'e  = 'a -> 'c
```

Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```

Checking the use of compose:

compose: ('a -> 'b) -> ('b -> 'c) -> 'a -> 'c

int = 'a -> 'b

int = 'b -> 'c

'e = 'a -> 'c

Automatic Type Inference

```
let compose f g x =  
    g (f x)  
in  
    compose 3 4
```

Checking the use of compose:

compose: ('a -> 'b) -> ('b -> 'c) -> 'a -> 'c

```
int = 'a -> 'b
```

i
.
Error: This expression has type `int` but an
expression was expected of type `'a -> 'b`

Automatic Type Inference

- Type safety is guaranteed statically
- No type annotations needed
- Type parameterization comes for free
- Efficient in practice (more on that later)

Type Error Localization


```
let f x y =  
    let yi = int_of_string y in  
    x + yi  
in  
    f "1" "2" + f "3" "4"
```


Type Error Localization

```
let f x y =  
    let yi = int_of_string y in  
    x + yi  
in  
f "1" "2" + f "3" "4"
```

Error: This expression has type **string** but
an expression was expected of type **int**

Type Error Localization

```
let f x y =  
  let yi = int_of_string y in  
   x + yi  
in  
  f "1" "2" + f "3" "4"
```

Who should be blamed for a type mismatch?

Error: This expression has type **string** but
an expression was expected of type **int**

Type Error Localization

```
let f(lst:move list): (float*float) list =  
    ...  
    let rec loop lst x y dir acc =  
        if lst = [] then  
            acc  
        else  
            print_string "foo"  
    in  
    List.rev  
        (loop lst 0.0 0.0 0.0 [(0.0,0.0)])
```

Type Error Localization

```
let f(lst:move list): (float*float) list =
```

```
    ...
```

```
    let rec loop lst x y dir acc =
```

```
        if lst = [] then
```

```
            acc
```

```
        else
```

```
            print_string "foo"
```

```
in
```

```
List.rev
```

```
    (loop lst 0.0 0.0 0.0 [(0.0,0.0)])
```

acc must have type unit

Type Error Localization

```
let f(lst:move list): (float*float) list =
```

```
    ...
```

```
    let rec loop lst x y dir acc =
```

```
        if lst = [] then
```

```
            acc
```

```
        else
```

```
            print_string "foo"
```

```
    in
```

```
    List.rev
```

```
        (loop lst 0.0 0.0 0.0 [(0.0,0.0)])
```

acc must have type unit

Error: This expression has type 'a list but an expression was expected of type unit

Type Error Localization

```
let f(lst:move list): (float*float) list =
```

```
    ...
```

```
    let rec loop lst x y dir acc =
```

```
        if lst = [] then
```

```
            acc
```

```
        else
```

```
            print_string "foo"
```

```
    in
```

```
    List.rev
```

```
        (loop lst 0.0 0.0 0.0 [(0.0, 0.0)])
```

acc must have type unit

???

Error: This expression has type 'a list but
an expression was expected of type unit

Type Error Localization

```
let f(lst:move list): (float*float) list =  
    ...  
    let rec loop lst x y dir acc =  
        if lst = [] then  
            acc  
        else  
            print_string "foo"  
    in  
    List.rev  
    (loop lst 0.0 0.0 0.0 [(0.0,0.0)])
```



A-ha!

Error: This expression has type `unit` but an expression was expected of type `(float*float) list`

Challenges

- Can we find good heuristics to **rank type error sources** by their usefulness?
- Can we find a solution that is **agnostic to the specific type system**?
- Can we implement that solution **without substantial compiler modifications**?
- Can we provide **formal quality guarantees**?

Is this not a solved problem by now?

Is this not a solved problem by now?



Defining the Problem

"A good definition is worth a thousand theorems"

Error Sources

```
let x = "hi" in not x
```

Error Sources

```
let x = "hi" in not 
```

Error Sources

```
let x = "hi" in not 
```

Error Sources

```
let x = "hi" in not 
```

Error Source

An error source is a set of program expressions that, once corrected, yield a well-typed program

Minimum Error Sources

```
let x = "hi" in not x
```


Minimum Error Sources

```
let x = "hi" in
```

An orange rounded rectangle with a black question mark inside, representing an unknown or error source.

Minimum Error Sources

`let x = "hi" in` 

- Rank sources by some *useful* criterion
 - by assigning weights to expressions

Minimum Error Source

An error source with minimum cumulative weight

Ranking Criteria - Example

Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?

Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?
 - assign weights according to expression's size

Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?
 - assign weights according to expression's size

```
let x = "hi" in not x
```

Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?
 - assign weights according to expression's size

```
let x = "hi" in not ?(1)
```

Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?
 - assign weights according to expression's size

```
let x = "hi" in not x
```


Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?
 - assign weights according to expression's size

```
let x = "hi" in ?(1) x
```

Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?
 - assign weights according to expression's size

```
let x = "hi" in not x
```

Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?
 - assign weights according to expression's size

```
let x = "hi" in ? (3)
```

Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?
 - assign weights according to expression's size

```
let x = "hi" in not x
```

Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?
 - assign weights according to expression's size

? (5)

Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?
 - assign weights according to expression's size

```
let x = "hi" in not x
```

Ranking Criteria - Example

- Prefer error sources that require fewer code modifications?
 - assign weights according to expression's size

```
let x = "hi" in not x
```

Problem Definition

Computing Minimum Error Sources

*Given a program and a compiler-provided ranking criterion,
find a minimum error source subject to that criterion*

Solving the Problem

"Every CS problem can be solved by adding another level of indirection"

Type Inference as Constraint Solving

```
let x = "hi" in not x
```

Type Inference as Constraint Solving

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o$$

Type Inference as Constraint Solving

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o$$

$$\alpha_x = \text{string}$$

Type Inference as Constraint Solving

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o$$

$$\alpha_x = \text{string}$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o)$$

Type Inference as Constraint Solving

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o$$

$$\alpha_x = \text{string}$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o)$$

$$\alpha_{not} = \alpha_{app}$$

Type Inference as Constraint Solving

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o$$

$$\alpha_x = \text{string}$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o)$$

$$\alpha_{not} = \alpha_{app}$$

$$\alpha_i = \alpha_x$$

Type Inference as Constraint Solving

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o$$

$$\alpha_x = \text{string}$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o)$$

$$\alpha_{not} = \alpha_{app}$$

$$\alpha_i = \alpha_x$$

$$\alpha_{not} = \text{fun}(\text{bool}, \text{bool})$$

Type Inference as Constraint Solving

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o$$

$$\alpha_x = \text{string}$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o)$$

$$\alpha_{not} = \alpha_{app}$$

$$\alpha_i = \alpha_x$$

$$\alpha_{not} = \text{fun}(\text{bool}, \text{bool})$$

program is well-typed

if and only if

constraints are satisfiable

Type Inference as Constraint Solving

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o$$

$$\alpha_x = \text{string}$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o)$$

$$\alpha_{not} = \alpha_{app}$$

$$\alpha_i = \alpha_x$$

$$\alpha_{not} = \text{fun}(\text{bool}, \text{bool})$$

Type Inference as Constraint Solving

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o$$

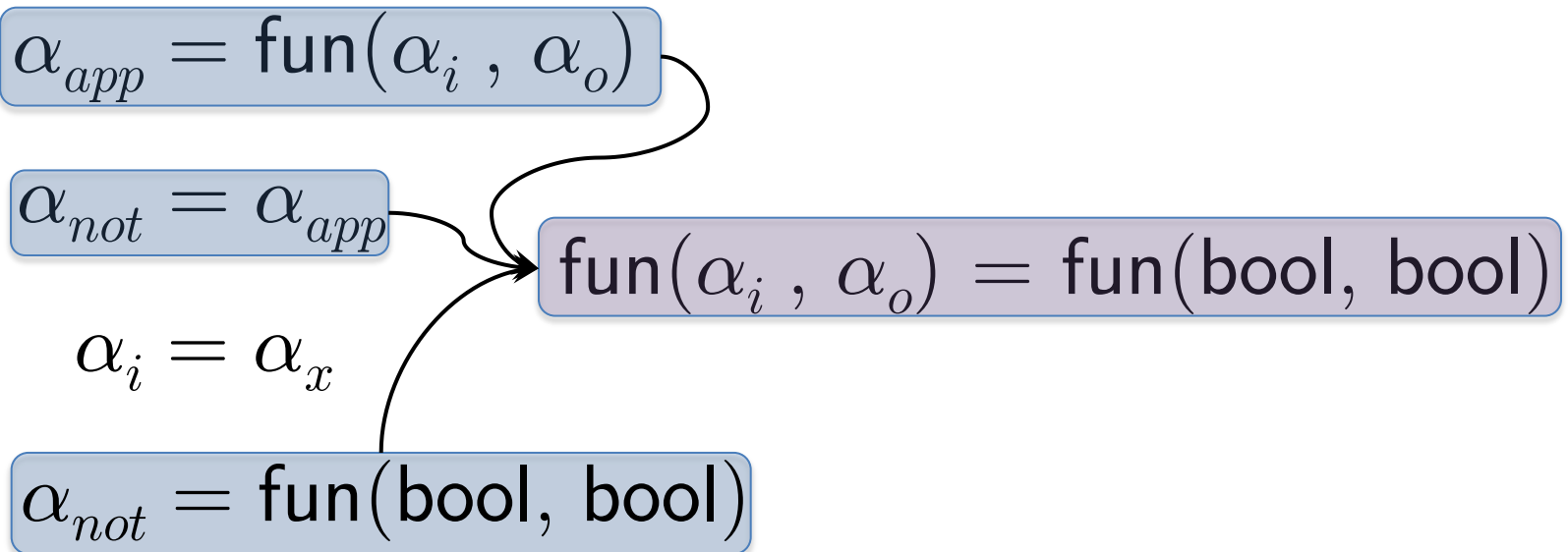
$$\alpha_x = \text{string}$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o)$$

$$\alpha_{not} = \alpha_{app}$$

$$\alpha_i = \alpha_x$$

$$\alpha_{not} = \text{fun}(\text{bool}, \text{bool})$$

$$\text{fun}(\alpha_i, \alpha_o) = \text{fun}(\text{bool}, \text{bool})$$


Type Inference as Constraint Solving

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o$$

$$\alpha_x = \text{string}$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o)$$

$$\alpha_{not} = \alpha_{app}$$

$$\alpha_i = \alpha_x$$

$$\alpha_{not} = \text{fun}(\text{bool}, \text{bool})$$

$$\begin{array}{l} \alpha_i = \text{bool} \\ \alpha_o = \text{bool} \end{array}$$

$$\text{fun}(\alpha_i, \alpha_o) = \text{fun}(\text{bool}, \text{bool})$$

Type Inference as Constraint Solving

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o$$

$$\alpha_x = \text{string}$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o)$$

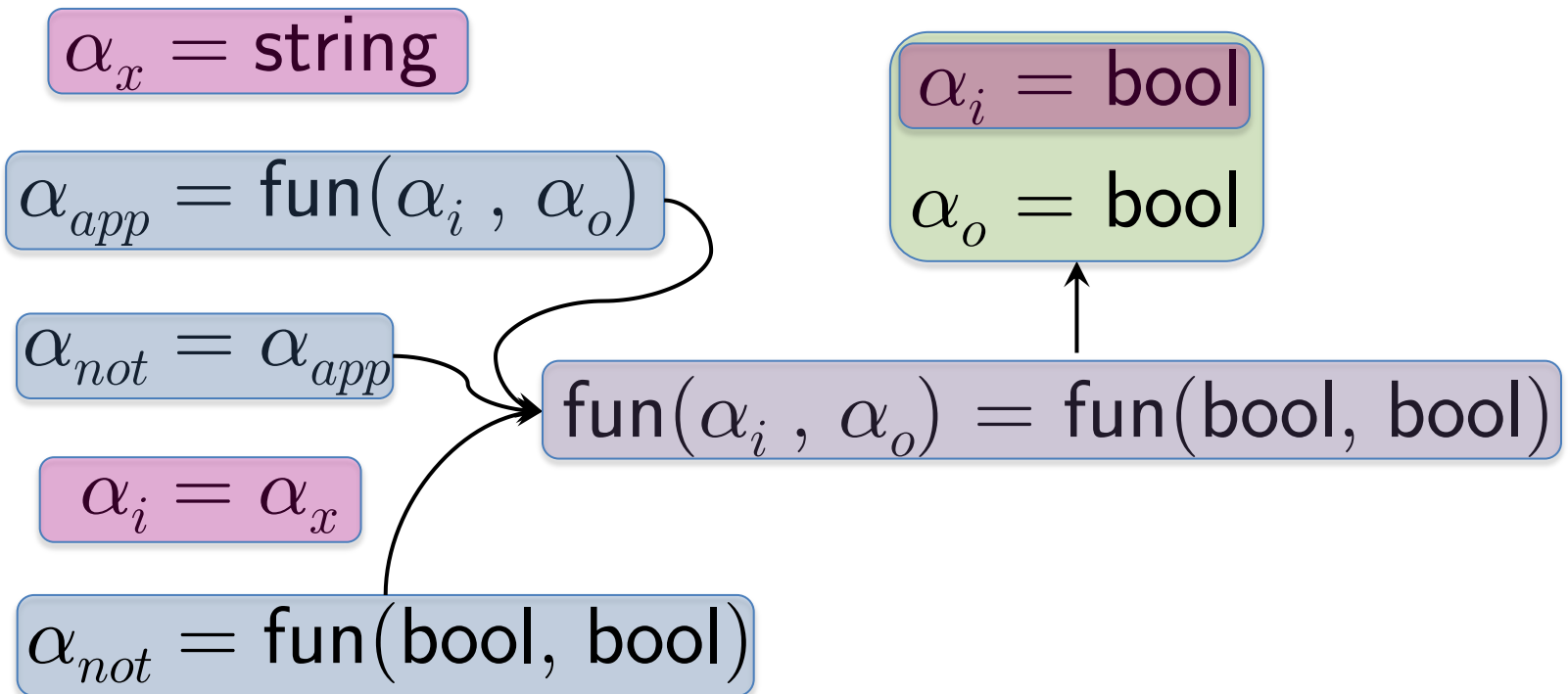
$$\alpha_{not} = \alpha_{app}$$

$$\alpha_i = \alpha_x$$

$$\alpha_{not} = \text{fun}(\text{bool}, \text{bool})$$

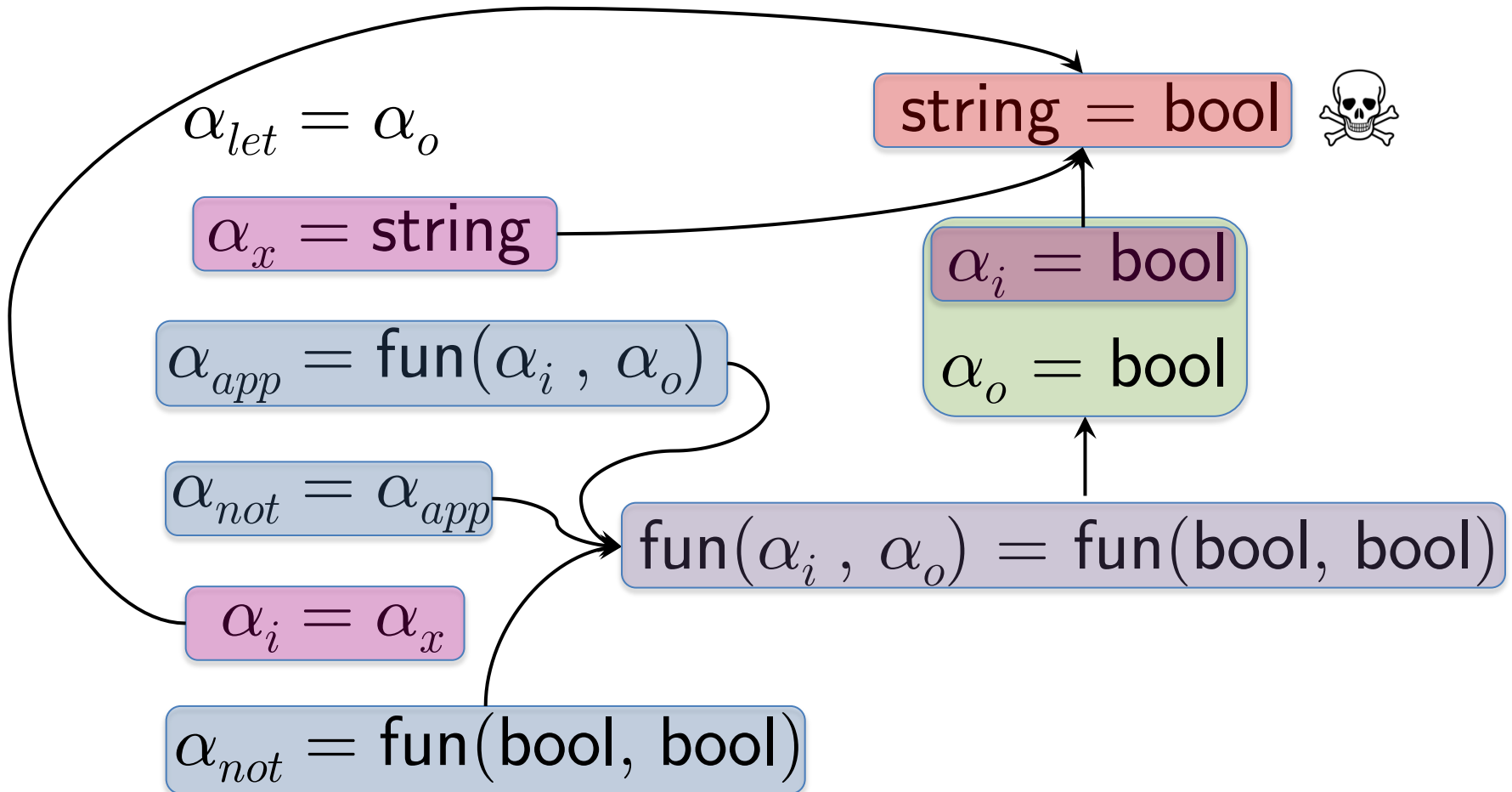
$$\begin{array}{l} \alpha_i = \text{bool} \\ \alpha_o = \text{bool} \end{array}$$

$$\text{fun}(\alpha_i, \alpha_o) = \text{fun}(\text{bool}, \text{bool})$$



Type Inference as Constraint Solving

```
let x = "hi" in not x
```



Propositional Satisfiability (SAT)

- **Input:** a set of clauses in propositional logic

$$(\neg A \vee B) \wedge (\neg B \vee \neg C) \wedge A \wedge C$$

- **Output:** satisfying assignment/**unsat**

Weighted MaxSAT

- **Input:** a set of clauses in propositional logic
+ a positive weight for each clause

$$\underbrace{(\neg A \vee B)}_2 \wedge \underbrace{(\neg B \vee \neg C)}_1 \wedge \underbrace{A}_3 \wedge \underbrace{C}_3$$

- **Output:** satisfiable subset of input clauses
with maximum cumulative weight

Weighted MaxSAT

- **Input:** a set of clauses in propositional logic
+ a positive weight for each clause

$$\underbrace{(\neg A \vee B)}_2 \wedge \underbrace{(\neg B \vee \neg C)}_1 \wedge \underbrace{A}_3 \wedge \underbrace{C}_3$$

- **Output:** satisfiable subset of input clauses
with maximum cumulative weight

Satisfiability Modulo Theories (SMT)

Satisfiability Modulo Theories (SMT)



Satisfiability Modulo Theories (SMT)

- **Input:** a set of clauses in (quantifier-free) first-order logic interpreted in a specific theory

$$f(x) \neq z \wedge$$

$$f(y) = z \wedge$$

$$w = y \wedge$$

$$(x - y = 0 \vee f(w) \neq z)$$

- **Output:** satisfying assignment/**unsat**



Satisfiability Modulo Theories (SMT)

- **Input:** a set of clauses in (quantifier-free) first-order logic interpreted in a specific theory

$$f(x) \neq z \wedge$$

$$f(y) = z \wedge$$

$$w = y \wedge$$

$$(x - y = 0 \vee f(w) \neq z)$$

- **Output:** satisfying assignment/**unsat**



Observation:

Type Checking = Satisfiability Modulo Inductive Data Types

Weighted MaxSMT

Weighted MaxSMT

- **Input:** a set of clauses in (quantifier-free) first-order logic interpreted in a specified theory

+ weights

$$3 \quad f(x) \neq z \wedge$$

$$1 \quad f(y) = z \wedge$$

$$1 \quad w = y \wedge$$

$$4 \quad (x - y = 0 \vee f(w) \neq z)$$

- **Output:** satisfiable subset of input clauses with maximum cumulative weight

Weighted MaxSMT

- **Input:** a set of clauses in (quantifier-free) first-order logic interpreted in a specified theory

+ weights

$$3 \quad f(x) \neq z \wedge$$

$$1 \quad f(y) = z \wedge$$

$$1 \quad w = y \wedge$$

$$4 \quad (x - y = 0 \vee f(w) \neq z)$$

- **Output:** satisfiable subset of input clauses with maximum cumulative weight

Reduction to Weighted MaxSMT

```
let x = "hi" in not x
```

Reduction to Weighted MaxSMT

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o \wedge$$

Reduction to Weighted MaxSMT

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o \wedge$$

$$\alpha_x = \text{string} \wedge$$

Reduction to Weighted MaxSMT

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o \wedge$$

$$\alpha_x = \text{string} \wedge$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o) \wedge$$

Reduction to Weighted MaxSMT

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o \wedge$$

$$\alpha_x = \text{string} \wedge$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o) \wedge$$

$$\alpha_{not} = \alpha_{app} \wedge$$

Reduction to Weighted MaxSMT

```
let x = "hi" in not 
```

$$\alpha_{let} = \alpha_o \wedge$$

$$\alpha_x = \text{string} \wedge$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o) \wedge$$

$$\alpha_{not} = \alpha_{app} \wedge$$

$$\alpha_i = \alpha_x \wedge$$

Reduction to Weighted MaxSMT

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o \wedge$$

$$\alpha_x = \text{string} \wedge$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o) \wedge$$

$$\alpha_{not} = \alpha_{app} \wedge$$

$$\alpha_i = \alpha_x \wedge$$

$$\alpha_{not} = \text{fun}(\text{bool}, \text{bool})$$

Reduction to Weighted MaxSMT

```
let x = "hi" in not x
```

$$\alpha_{let} = \alpha_o \wedge$$

$$\alpha_x = \text{string} \wedge$$

$$\alpha_{app} = \text{fun}(\alpha_i, \alpha_o) \wedge$$

$$\alpha_{not} = \alpha_{app} \wedge$$

$$\alpha_i = \alpha_x \wedge$$

$$\alpha_{not} = \text{fun}(\text{bool}, \text{bool})$$

Reduction to Weighted MaxSMT

```
let x = "hi" in not x
```

$$T_{let} \implies (\alpha_{let} = \alpha_o \wedge$$

$$T_x \implies \alpha_x = \text{string} \wedge$$

$$T_{app} \implies (\alpha_{app} = \text{fun}(\alpha_i, \alpha_o) \wedge$$

$$T_{not} \implies \alpha_{not} = \alpha_{app} \wedge$$

$$T_i \implies \alpha_i = \alpha_x)) \wedge$$

$$T_{not\ impl} \implies \alpha_{not} = \text{fun}(\text{bool}, \text{bool}) \wedge$$

$$T_{let} \wedge T_x \wedge T_{app} \wedge T_{not} \wedge T_i \wedge T_{not\ impl}$$

Reduction to Weighted MaxSMT

```
let x = "hi" in not x
```

$$\begin{aligned} T_{let} &\implies (\alpha_{let} = \alpha_o \wedge \\ &T_x \implies \alpha_x = \text{string} \wedge \\ &T_{app} \implies (\alpha_{app} = \text{fun}(\alpha_i, \alpha_o) \wedge \\ &T_{not} \implies \alpha_{not} = \alpha_{app} \wedge \\ &T_i \implies \alpha_i = \alpha_x)) \wedge \\ &T_{not\ impl} \implies \alpha_{not} = \text{fun}(\text{bool}, \text{bool}) \wedge \end{aligned} \quad \left. \vphantom{\begin{aligned} T_{let} \\ T_x \\ T_{app} \\ T_{not} \\ T_i \\ T_{not\ impl} \end{aligned}} \right\} \infty$$
$$T_{let} \wedge T_x \wedge T_{app} \wedge T_{not} \wedge T_i \wedge T_{not\ impl} < \infty$$

Reduction to Weighted MaxSMT

`let x = "hi" in not ?`

$$\begin{aligned}
 T_{let} &\implies (\alpha_{let} = \alpha_o \wedge \\
 T_x &\implies \alpha_x = \text{string} \wedge \\
 T_{app} &\implies (\alpha_{app} = \text{fun}(\alpha_i, \alpha_o) \wedge \\
 T_{not} &\implies \alpha_{not} = \alpha_{app} \wedge \\
 T_i &\implies \alpha_i = \alpha_x)) \wedge \\
 T_{not\ impl} &\implies \alpha_{not} = \text{fun}(\text{bool}, \text{bool}) \wedge
 \end{aligned}
 \quad \left. \vphantom{\begin{aligned} T_{let} \\ T_x \\ T_{app} \\ T_{not} \\ T_i \\ T_{not\ impl} \end{aligned}} \right\} \infty$$

$$\underbrace{T_{let} \wedge T_x \wedge T_{app} \wedge T_{not}}_{1 \quad 1 \quad 1 \quad 1} \wedge \underbrace{T_i}_{0} \wedge \underbrace{T_{not\ impl}}_{1} < \infty$$

Reduction to Weighted MaxSMT

`let x = "hi" in not ?`

$$\begin{aligned}
 T_{let} &\implies (\alpha_{let} = \alpha_o \wedge \\
 T_x &\implies \alpha_x = \text{string} \wedge \\
 T_{app} &\implies (\alpha_{app} = \text{fun}(\alpha_i, \alpha_o) \wedge \\
 T_{not} &\implies \alpha_{not} = \alpha_{app} \wedge \\
 T_i &\implies \alpha_i = \alpha_x)) \wedge \\
 T_{not\ impl} &\implies \alpha_{not} = \text{fun}(\text{bool}, \text{bool}) \wedge
 \end{aligned}
 \quad \left. \vphantom{\begin{aligned} T_{let} \\ T_x \\ T_{app} \\ T_{not} \\ T_i \\ T_{not\ impl} \end{aligned}} \right\} \infty$$

$$\underbrace{T_{let} \wedge T_x \wedge T_{app} \wedge T_{not}}_{w_{let} \quad w_x \quad w_{app} \quad w_{not}} \wedge \underbrace{T_i}_{w_i} \wedge \underbrace{T_{not\ impl}}_{w_{not\ impl}} < \infty$$

Exponential Complexity of Type Checking for the ML Language Family

[illegible]

I'll reserve a table at Miliways for you!

Let Polymorphism

```
let id x = x in  
  id 1, id true
```

$$\alpha_{id} = \text{fun}(\alpha_x, \alpha_r)$$
$$\alpha_x = \alpha_r$$

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$$\alpha_{i1} = \text{int}$$

$$\alpha_{app1} = \alpha_{id1}$$

$$\alpha_{id1} = \text{fun}(\alpha_{x1}, \alpha_{r1})$$

$$\alpha_{x1} = \alpha_{r1}$$

$$\alpha_{app2} = \text{fun}(\alpha_{i2}, \alpha_{o2})$$

$$\alpha_{i2} = \text{bool}$$

$$\alpha_{app2} = \alpha_{id2}$$

$$\alpha_{id2} = \text{fun}(\alpha_{x2}, \alpha_{r2})$$

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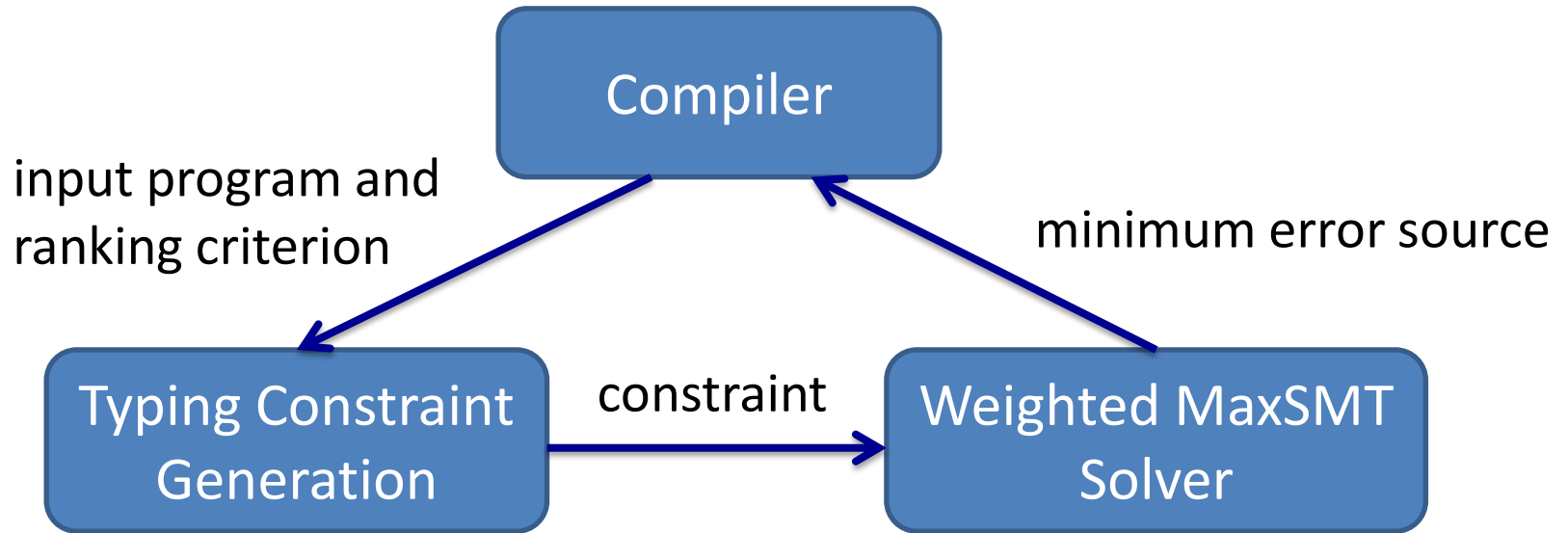
$$\alpha_{app2} = \text{fun}(\alpha_{i2}, \alpha_{o2})$$
$$\alpha_{i2} = \text{bool}$$

$$\alpha_{app2} = \alpha_{id2}$$

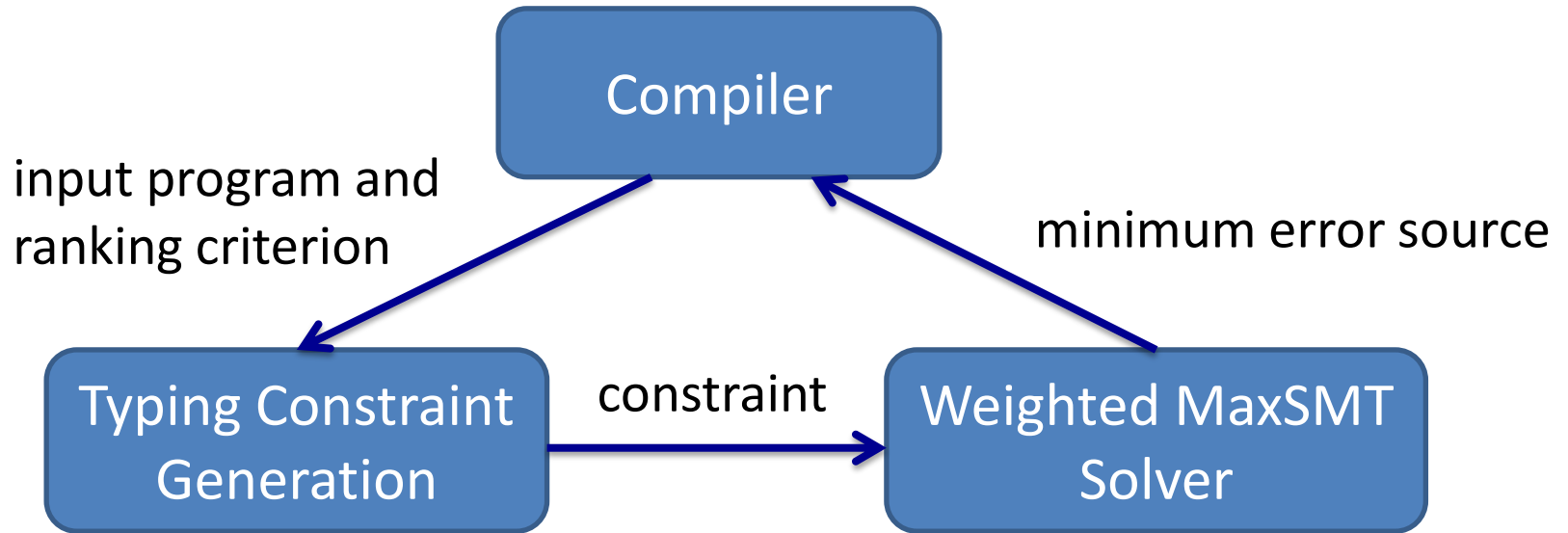
$$\alpha_{id2} = \text{fun}(\alpha_{x2}, \alpha_{r2})$$
$$\alpha_{x2} = \alpha_{r2}$$

Constraint size grows exponential with the nesting depth of **lets**

System Architecture



System Architecture



- support various type systems due to SMT
- modest compiler modifications
- easy to change the ranking criterion

Prototype Implementation

- Subset of OCaml (roughly Caml light)
- Weighted MaxSMT procedure of vZ (branch of Z3)
- 15% more accuracy than OCaml's type checker (even with a rather simplistic ranking criterion)
- Good scalability (a few seconds for several thousand lines of code)

Conclusions

- Practical algorithm for localizing type errors
- Finds the "best" source of a type error
- Abstracts from the definition of "best"
- Works well for Hindley-Milner type systems (OCaml, SML, F#, Haskell, ...)
- Still work to be done for more expressive type systems (GADTs, dependent types, ...)