#### COSE212: Programming Languages

Lecture 11 — Type System (2) Design

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#### Language

#### Language

#### **Types**

Types are defined inductively:

$$\begin{array}{ccc} T & \rightarrow & \mathrm{int} \\ & | & \mathrm{bool} \\ & | & T \rightarrow T \end{array}$$

#### Examples:

- int
- bool
- int  $\rightarrow$  int
- bool  $\rightarrow$  int
- int  $\rightarrow$  (int  $\rightarrow$  bool)
- $(int \rightarrow int) \rightarrow (bool \rightarrow bool)$
- $(int \rightarrow int) \rightarrow (bool \rightarrow (bool \rightarrow int))$

#### Types of Expressions

In order to compute the type of an expression, we need type environment:

$$\Gamma: \mathit{Var} \to T$$

Notation:

 $\Gamma \vdash e: t \Leftrightarrow \mathsf{Under} \; \mathsf{type} \; \mathsf{environment} \; \Gamma$ , expression e has  $\mathsf{type} \; t$ .

```
• |] ⊢ 3 : int
• [x \mapsto \mathsf{int}] \vdash x : \mathsf{int}
• [] \vdash 4 - 3 :
• [x \mapsto \mathsf{int}] \vdash x - 3:
• [] \vdash iszero 11:
• [] \vdash proc (x) (x-11):
• [] \vdash proc (x) (let y = x - 11 in (x - y)):
• [] \vdash proc (x) (if x then 11 else 22):
• [] \vdash \mathsf{proc}(x) (\mathsf{proc}(y) \text{ if } y \text{ then } x \text{ else } 11) :
• [] \vdash \operatorname{proc}(f) (if (f \ 3) then 11 else 22):
\bullet [] \vdash (proc (x) x) 1:
• [f \mapsto \text{int} \to \text{int}] \vdash (f (f 1)):
```

#### Typing Rules

Inductive rules for assigning types to expressions:

We say that a closed expression E has type t iff we can derive  $[] \vdash E:t.$ 

$$\overline{[] \vdash \mathtt{iszero} \; (1+2) : \mathtt{bool}}$$

$$\boxed{[] \vdash \mathsf{proc}\; (x)\; (x-11) : \mathsf{int} \to \mathsf{int}}$$

 $| \vdash \operatorname{proc}(x) \text{ (if } x \text{ then } 11 \text{ else } 22) : \operatorname{bool} \to \operatorname{int} x$ 

$$[] \vdash (proc(x) x) 1 : int$$

 $<sup>\</sup>boxed{ [] \vdash \texttt{proc} \ (x) \ (\texttt{proc} \ (y) \ \texttt{if} \ y \ \texttt{then} \ x \ \texttt{else} \ 11) : \texttt{int} \rightarrow (\texttt{bool} \rightarrow \texttt{int}) }$ 

# Property 1 (Multiple Types)

Type assignment may not be unique:

• proc *x x*:

- ullet proc (f) (f 3) has type  $(\operatorname{int} o t) o t$  for any t.
- ullet The type of proc (f) proc (x) (f (f x))?

# Property 2 (Soundness)

The type system is sound:

ullet If a closed expression E is well-typed

$$[] \vdash E : t$$

for some  $t \in T$ , E does not have type error and produce a value:

$$[] \vdash E \Rightarrow v$$

- Furthermore, the type of v is t. In other words, if E has a type error, we cannot find t such that  $[] \vdash E : t$ .
- Examples:
  - ▶ (proc (x) x) 1
  - ▶ (proc (x) (x 3)) 4

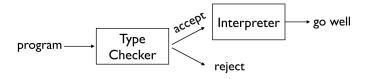
# Property 3 (Incompleteness)

The type system is incomplete: even though some programs do not have type errors, they do not have types according to the type system:

- if iszero 1 then 11 else (iszero 22))
- $(\operatorname{proc}(f)(f f))(\operatorname{proc} x x)$

#### **Implementation**

Implement a type checker according to the design:



- ullet The type checker accepts a program E only if  $[] \vdash E:t$  for some t.
- ullet Otherwise, E is rejected.