

# COSE212: Programming Languages

## Lecture 11 — Type System (2) Design

Hakjoo Oh  
2025 Fall

# Language

$$\begin{array}{lcl} E & \rightarrow & n \\ & | & x \\ & | & E + E \\ & | & E - E \\ & | & \text{iszero } E \\ & | & \text{if } E \text{ then } E \text{ else } E \\ & | & \text{let } x = E \text{ in } E \\ & | & \text{proc } x \ E \\ & | & E \ E \end{array}$$

# Language

$$\frac{}{\rho \vdash n \Rightarrow n} \quad \frac{}{\rho \vdash x \Rightarrow \rho(x)} \quad \frac{\rho \vdash E_1 \Rightarrow n_1 \quad \rho \vdash E_2 \Rightarrow n_2}{\rho \vdash E_1 + E_2 \Rightarrow n_1 + n_2}$$

$$\frac{\rho \vdash E \Rightarrow 0}{\rho \vdash \text{iszero } E \Rightarrow \text{true}} \quad \frac{\rho \vdash E \Rightarrow n}{\rho \vdash \text{iszero } E \Rightarrow \text{false}} \quad n \neq 0$$

$$\frac{\rho \vdash E_1 \Rightarrow \text{true} \quad \rho \vdash E_2 \Rightarrow v}{\rho \vdash \text{if } E_1 \text{ then } E_2 \text{ else } E_3 \Rightarrow v} \quad \frac{\rho \vdash E_1 \Rightarrow \text{false} \quad \rho \vdash E_3 \Rightarrow v}{\rho \vdash \text{if } E_1 \text{ then } E_2 \text{ else } E_3 \Rightarrow v}$$

$$\frac{\rho \vdash E_1 \Rightarrow v_1 \quad [x \mapsto v_1]\rho \vdash E_2 \Rightarrow v}{\rho \vdash \text{let } x = E_1 \text{ in } E_2 \Rightarrow v}$$

$$\frac{}{\rho \vdash \text{proc } x \ E \Rightarrow (x, E, \rho)}$$

$$\frac{\rho \vdash E_1 \Rightarrow (x, E, \rho') \quad \rho \vdash E_2 \Rightarrow v \quad [x \mapsto v]\rho' \vdash E \Rightarrow v'}{\rho \vdash E_1 \ E_2 \Rightarrow v'}$$

# Types

Types are defined inductively:

$$\begin{array}{lcl} T & \rightarrow & \text{int} \\ & | & \text{bool} \\ & | & T \rightarrow T \end{array}$$

Examples:

- $\text{int}$
- $\text{bool}$
- $\text{int} \rightarrow \text{int}$
- $\text{bool} \rightarrow \text{int}$
- $\text{int} \rightarrow (\text{int} \rightarrow \text{bool})$
- $(\text{int} \rightarrow \text{int}) \rightarrow (\text{bool} \rightarrow \text{bool})$
- $(\text{int} \rightarrow \text{int}) \rightarrow (\text{bool} \rightarrow (\text{bool} \rightarrow \text{int}))$

# Types of Expressions

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

$$\Gamma : Var \rightarrow T$$

Notation:

$\Gamma \vdash e : t \Leftrightarrow$  Under type environment  $\Gamma$ , expression  $e$  has type  $t$ .

# Examples

- $[] \vdash 3 : \text{int}$
- $[x \mapsto \text{int}] \vdash x : \text{int}$
- $[] \vdash 4 - 3 :$
- $[x \mapsto \text{int}] \vdash x - 3 :$
- $[] \vdash \text{iszero } 11 :$
- $[] \vdash \text{proc } (x) (x - 11) :$
- $[] \vdash \text{proc } (x) (\text{let } y = x - 11 \text{ in } (x - y)) :$
- $[] \vdash \text{proc } (x) (\text{if } x \text{ then } 11 \text{ else } 22) :$
- $[] \vdash \text{proc } (x) (\text{proc } (y) \text{ if } y \text{ then } x \text{ else } 11) :$
- $[] \vdash \text{proc } (f) (\text{if } (f \ 3) \text{ then } 11 \text{ else } 22) :$
- $[] \vdash (\text{proc } (x) x) \ 1 :$
- $[f \mapsto \text{int} \rightarrow \text{int}] \vdash (f \ (f \ 1)) :$

# Typing Rules

Inductive rules for assigning types to expressions:

$$\frac{}{\Gamma \vdash n : \text{int}} \quad \frac{}{\Gamma \vdash x : \Gamma(x)}$$

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

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

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

$$\frac{[x \mapsto t_1]\Gamma \vdash E : t_2}{\Gamma \vdash \text{proc } x E : t_1 \rightarrow t_2}$$

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

# Example 1

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



## Example 2

$$\frac{}{\Box \vdash \text{proc } (x) (x - 11) : \text{int} \rightarrow \text{int}}$$

## Example 3

---

$$\boxed{} \vdash \text{proc } (x) \text{ (if } x \text{ then } \mathbf{11} \text{ else } \mathbf{22}) : \text{bool} \rightarrow \text{int}$$

## Example 4

$$\overline{[] \vdash (\text{proc } (x) \ x) \ 1 : \text{int}}$$

## Example 5

---

$$\boxed{} \vdash \text{proc } (x) \text{ (proc } (y) \text{ if } y \text{ then } x \text{ else } 11) : \text{int} \rightarrow (\text{bool} \rightarrow \text{int})$$

## Property 1 (Multiple Types)

Type assignment may not be unique:

- $\text{proc } x \ x:$

$$\frac{[x \mapsto \text{int}] \vdash x : \text{int}}{[] \vdash \text{proc } x \ x : \text{int} \rightarrow \text{int}}$$

$$\frac{[x \mapsto \text{bool}] \vdash x : \text{bool}}{[] \vdash \text{proc } x \ x : \text{bool} \rightarrow \text{bool}}$$

$$\frac{[x \mapsto (\text{int} \rightarrow \text{int})] \vdash x : \text{int} \rightarrow \text{int}}{[] \vdash \text{proc } x \ x : (\text{int} \rightarrow \text{int}) \rightarrow (\text{int} \rightarrow \text{int})}$$

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

## Property 2 (Soundness)

The type system is sound:

- If a closed expression  $E$  is well-typed

$$\boxed{} \vdash E : t$$

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

$$\boxed{} \vdash E \Rightarrow v$$

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

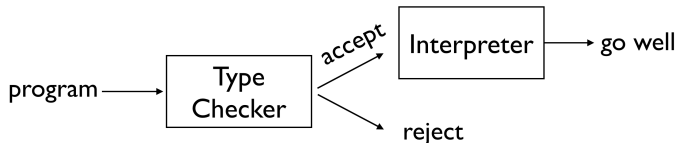
## Property 3 (Incompleteness)

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))`
- `(proc (f) (f f)) (proc x x)`

# Implementation

Implement a type checker according to the design:



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



# Type Soundness Proof

**Theorem.** If a closed expression  $E$  is well-typed, i.e.,

$$\Box \vdash E : t,$$

then there exists a value  $v$  such that

$$\Box \vdash E \Rightarrow v,$$

and moreover  $v$  has the canonical shape of  $t$ :

- if  $t = \text{int}$ , then  $v$  is an integer  $n$ ;
- if  $t = \text{bool}$ , then  $v \in \{\text{true}, \text{false}\}$ ;
- if  $t = t_1 \rightarrow t_2$ , then  $v = (x, E', \rho')$  (closure).

**Interpretation.** Well-typed closed programs do not get stuck (no type errors) and evaluate to values matching their types.

(c.f., Termination guarantee is only for a language without recursive functions.)

# Key Lemmas

**Environment Consistency.** We write  $\rho \models \Gamma$  to mean: for every  $x \in \text{dom}(\Gamma)$ ,  $\rho(x)$  is a value of type  $\Gamma(x)$ .

- *Extension:* If  $\rho \models \Gamma$  and  $v:t$ , then  $[x \mapsto v]\rho \models [x \mapsto t]\Gamma$ .

**Canonical Forms.** If  $v$  is a value and  $[] \vdash v : t$ , then

- $t = \text{int} \Rightarrow v = n$  for some integer  $n$ ;
- $t = \text{bool} \Rightarrow v \in \{\text{true}, \text{false}\}$ ;
- $t = t_1 \rightarrow t_2 \Rightarrow v = (x, E, \rho')$  (closure).

**Generalized Theorem.** For all  $\Gamma, E, t, \rho$ ,

$$\Gamma \vdash E : t \wedge \rho \models \Gamma \implies \exists v. \rho \vdash E \Rightarrow v \wedge v : t.$$

We then specialize to  $\Gamma = []$  and  $\rho = []$ .

# Proof Sketch

By induction on the derivation of  $\Gamma \vdash E : t$ .

- $n, x$ : Trivial by evaluation rules and  $\rho \models \Gamma$ .
- $E_1 + E_2$ ,  $\text{iszero } E$ : From IH:  $\rho \vdash E_i \Rightarrow n_i$ ; conclude by the evaluation rule.
- $\text{if } E_1 \text{ then } E_2 \text{ else } E_3$ : IH on guard gives a boolean  $b$ ; case-split and apply IH on the selected branch.
- $\text{let } x = E_1 \text{ in } E_2$ : IH on  $E_1$  yields  $v_1 : t_1$ ; extend environment via the extension lemma and apply IH to  $E_2$ .
- $\text{proc } x \ E'$ : From typing  $[x \mapsto t_1]\Gamma \vdash E' : t_2$ ; evaluation yields closure  $(x, E', \rho)$  which has type  $t_1 \rightarrow t_2$ .
- $E_1 \ E_2$ : IH gives  $\rho \vdash E_1 \Rightarrow (x, E', \rho_c)$  and  $\rho \vdash E_2 \Rightarrow v_2$  with  $v_2 : t_1$ ; extend  $\rho_c$  and apply IH to  $E'$ .

## Selected Cases (Details)

Case  $\Gamma \vdash \text{if } E_1 \text{ then } E_2 \text{ else } E_3 : t$ .

$$\Gamma \vdash E_1 : \text{bool}, \quad \Gamma \vdash E_2 : t, \quad \Gamma \vdash E_3 : t.$$

By IH,  $\rho \vdash E_1 \Rightarrow b$  with  $b \in \{\text{true}, \text{false}\}$ .

- If  $b = \text{true}$ , IH on  $E_2$  gives  $\rho \vdash E_2 \Rightarrow v$  and  $v : t$ .
- If  $b = \text{false}$ , IH on  $E_3$  gives  $\rho \vdash E_3 \Rightarrow v$  and  $v : t$ .

By the evaluation rule,  $\rho \vdash \text{if } E_1 \text{ then } E_2 \text{ else } E_3 \Rightarrow v$ .

Case  $\Gamma \vdash E_1 E_2 : t_2$ .

$$\Gamma \vdash E_1 : t_1 \rightarrow t_2, \quad \Gamma \vdash E_2 : t_1.$$

- By IH,  $\rho \vdash E_1 \Rightarrow (x, E', \rho_c)$ , a closure, with typing guarantee  $[x : t_1]\Gamma' \vdash E' : t_2$  for some  $\Gamma'$  and  $\rho_c \models \Gamma'$ .
- By IH,  $\rho \vdash E_2 \Rightarrow v_2$  with  $v_2 : t_1$ .
- By the extension lemma,  $[x \mapsto v_2]\rho_c \models [x : t_1]\Gamma'$ .
- Applying IH to  $E'$ , we get  $[x \mapsto v_2]\rho_c \vdash E' \Rightarrow v$  and  $v : t_2$ .

Thus, by the application rule,  $\rho \vdash E_1 E_2 \Rightarrow v$ .

# Summary

- By induction on typing derivations and the lemmas, any  $[] \vdash E : t$  evaluates:  $[] \vdash E \Rightarrow v$ .
- The resulting value  $v$  has the canonical form of  $t$  (no stuck states).
- Hence, the type system is **sound**.

*Remark.* Our language here has no general recursion; thus well-typed closed programs also terminate in this setting.