COSE212: Programming Languages

Lecture 11 — Type System (2) Design

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Language

Language

Types

Types are defined inductively:

$$egin{array}{ll} T &
ightarrow & ext{int} \ & | & ext{bool} \ & | & T
ightarrow T \end{array}$$

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 $\mathsf{type} \; t$.

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• |] ⊢ 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 $[] \vdash E:t.$

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

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

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

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

 $[\]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*:

$$\frac{[x \mapsto \mathsf{int}] \vdash x : \mathsf{int}}{[] \vdash \mathsf{proc} \ x \ x : \mathsf{int} \to \mathsf{int}}$$

$$\frac{[x \mapsto \mathsf{bool}] \vdash x : \mathsf{bool}}{[] \vdash \mathsf{proc} \ x \ x : \mathsf{bool} \to \mathsf{bool}}$$

$$\frac{[x \mapsto (\mathsf{int} \to \mathsf{int})] \vdash x : \mathsf{int} \to \mathsf{int}}{[] \vdash \mathsf{proc} \ x \ x : (\mathsf{int} \to \mathsf{int}) \to (\mathsf{int} \to \mathsf{int})}$$

- 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

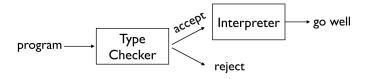
Property 3 (Incompleteness)

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.