

# FIRST-CLASS REFINEMENT TYPES FOR SCALA 3



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January 17, 2026

# REFINEMENT TYPES

Refinement types are types qualified with logical predicates.

For example,

$$\{x : \text{Int} \mid x > 0\}$$

denotes the type of all integers `x` such that `x > 0`.

Implemented in many languages: [Liquid Haskell](#), [Boolean refinement types in F\\*](#), [Subset types in Dafny](#), etc.

Prior art in Scala: [SMT-based checking of predicate-qualified types for Scala](#) (Schmid and Kunčák, Scala Symposium 2016), [Refined](#), [Iron](#).

# OUTLINE

We present a work-in-progress implementation of refinement types in Scala 3, with focus on:

- **First-class integration:** implemented in the Scala compiler directly, not as a plugin or a separate tool.
- **Typing:** imprecise types by default, recover refinements when needed.
- **Runtime checks:** pattern matching and sugar.
- **Solver:** lightweight custom solver for subtyping.
- **Mechanization:** are we sound yet?



*Un type qualifié*, by Marina Granados Castro

# SYNTAX

Consider the type of non-empty lists:

$$\{l : \text{List}[A] \mid l.\text{nonEmpty}\}$$

In Scala, we use `with` instead of `|` because the latter is already used for union types:

```
type NonEmptyList[A] = { l: List[A] with l.nonEmpty }
```

- `l` : binder
- `List[A]` : parent type
- `l.nonEmpty` : qualifier (predicate)

## SYNTAX: SHORTHAND

When a binder already exists, such as in:

```
def zip[A, B] (xs: List[A], ys: {ys: List[B] with ys.size == xs.size})
```

We can omit it:

```
def zip[A, B] (xs: List[A], ys: List[B] with ys.size == xs.size)
```

The second version is desugared to the first.

## SYNTAX: EXAMPLE SIZED LIST API

```
def zip[A, B](xs: List[A], ys: List[B] with ys.size == xs.size):  
  {l: List[(A, B)] with l.size == xs.size}
```

```
def concat[T](xs: List[T], ys: List[T]):  
  {res: List[T] with res.size == xs.size + ys.size}
```

```
val xs: List[Int] = ...  
val ys: List[Int] = ...  
zip(concat(xs, ys), concat(ys, xs))  
zip(concat(xs, ys), concat(xs, xs)) // error
```

# FIRST-CLASS

Liquid Haskell is a plugin that runs after type checking.

```
{-@ x :: {v:Int | v mod 2 == 0 } @-}  
let x = 42 :: Int in ...
```

In contrast, our implementation is directly integrated into the Scala 3 compiler:

```
val x: Int with (x % 2 == 0) = 42
```

Refinement type subtyping is checked during type checking, not as a separate phase. Early prototypes did this as a separate phase, with more drawbacks than benefits.

See also [Usability Barriers for Liquid Types](#) (Gamboa, Reese, Fonseca and Aldrich, PLDI 2025).

## FIRST-CLASS: ERROR MESSAGES

Predicates are type-checked like other Scala expressions:

```
def f[A](l: List[A] with l.nonEmpty) = () // error
```

```
-- [E008] Not Found Error: tests/neg-custom-args/qualified-  
types/predicate_error.scala:1:27 -----  
1 |def f[A](l: List[A] with l.nonEmpty) = () // error  
  |                                ^^^^^^^^^  
  |                                value nonEmpty is not a member of List[A]  
  |                                - did you mean l.nonEmpty?
```



## FIRST-CLASS: ERROR MESSAGES AND INFERENCE

Same inference and error reporting as for other Scala types:

```
def g[T](f: T => Unit, x: T) = f(x)
g((x: PosInt) => x * 2, -2) // error
```

```
-- [E007] Type Mismatch Error: tests/neg-custom-args/qualified-
types/infer.scala:2:29 -----
2 |   g((x: PosInt) => x * 2, -2) // error
  |                               ^^
  |                               Found:      (-2 : Int)
  |                               Required: {v: Int with v > 0}
```

## FIRST-CLASS: OVERLOAD RESOLUTION

Consider the following two overloads of `min`:

```
/** Minimum of a list. O(n) */  
def min(l: List[Int]): Int = l.min  
  
/** Minimum of a sorted list. O(1) */  
def min(l: List[Int] with l.isSorted): Int = l.head
```

The second, more efficient overload is called if the list is known to be sorted:

```
val l2: List[Int] with l2.isSorted = l.sorted  
min(l2) // calls second overload
```

# TYPING

For backward compatibility and performance reasons, refinement types are not inferred from terms by default. The wider type is inferred instead:

```
val x: /* Int */ = 42
```

Why not type `x` as `{v: Int with v == 42}` directly?

Because it would:

1. **Not be backward compatible:** overload resolution and implicit search return different results for a type vs. a more precise subtype.
2. **Hurt UX:** users would be flooded with complex types.
3. **Hurt performance:** big types slow down type checking.

## TYPING: SELFIFICATION

However, when a refinement type is expected, the compiler can *selfify* the typed expression: that is, to give `e: T` the refinement type `x: T with x == e`:

```
val x: {v: Int with v == 42} = 42
```

As a typing rule:

$$\frac{\Gamma \vdash a : A \quad \text{firstorder}(A)}{\Gamma \vdash a : \{x : A \mid x == a\}} \text{(T-Self)}$$

Selfification is standard in other refinement type systems. Typing based on the expected type is standard in Scala. We also do so for singleton types or union types.

## TYPING: LOCAL UNFOLDING

The system can also recover precise selfified types from local definitions:

```
val v1: Int = readInt()  
val v2: Int = v1  
val v3: Int with (v3 == v1) = v2
```

Conceptually done by remembering definitions in a “fact context”:

$$\frac{\Gamma \models a : A \quad \Gamma, x : A, \{x == a\} \models b : B \quad \text{firstorder}(A)}{\Gamma \models \text{let } x : A = a \text{ in } b : \text{avoid}(B, x)} \text{(T-LetEq)}$$

Similar rule in [System FR as Foundations for Stainless](#) (Hamza, Voirol and Kunčák, OOPSLA 2019).

## RUNTIME CHECKS

When static checking fails, a refinement type can be checked at runtime using pattern matching:

```
val idRegex = "[a-zA-Z_][a-zA-Z0-9_]*$"
type ID = {s: String with s.matches(idRegex)}
```

```
"a2e7-e89b" match
  case id: ID =>
    id: ID // matched, id has type ID
  case id    =>
    // default case, did not match
```

## RUNTIME CHECKS: `.runtimeChecked`

You can also use `.runtimeChecked` ([SIP-57](#)) when you expect the check to always pass:

```
val id: ID = "a2e7-e89b".runtimeChecked
```

Desugars to:

```
val id: ID =  
  if ("a2e7-e89b".matches(idRegex)) "a2e7-e89b".asInstanceOf[ID]  
  else throw new IllegalArgumentException()
```

Note: like with other types, you can also use `.asInstanceOf[ID]` directly to skip the check altogether.

## EXAMPLE: BOUND-CHECKED MERGE SORT

Specify a type for non-negative integers ( `Pos` ) and a safe division function:

```
type Pos = {x: Int with x >= 0}

def safeDiv(x: Pos, y: Pos with y > 1): {res: Pos with res < x} =
  (x / y).runtimeChecked
```

Define an opaque type for bound-checked sequences:

```
opaque type SafeSeq[T] = Seq[T]

object SafeSeq:
  def fromSeq[T](seq: Seq[T]): SafeSeq[T] = seq
  def apply[T](elems: T*): SafeSeq[T] = fromSeq(elems)
```



## EXAMPLE: BOUND-CHECKED MERGE SORT (2)

Add some methods to `SafeSeq`:

```
extension [T] (a: SafeSeq[T])
  def len: Pos = a.length.runtimeChecked
  def apply(i: Pos with i < a.len): T = a(i)
  def ++(that: SafeSeq[T]): SafeSeq[T] = a ++ that
  def splitAt(i: Pos with i < a.len): (SafeSeq[T], SafeSeq[T]) =
    a.splitAt(i)
```

These methods are only defined for non-empty sequences:

```
extension [T] (a: SafeSeq[T] with a.len > 0)
  def head: T = a.head
  def tail: SafeSeq[T] = a.tail
```

## EXAMPLE: BOUND-CHECKED MERGE SORT (3)

We can match on non-empty sequences, ensuring `head` and `tail` are safe to use:

```
def merge[T: Ordering as ord](left: SafeSeq[T], right: SafeSeq[T]):  
  SafeSeq[T] =  
    (left, right) match  
      case (l: SafeSeq[T] with l.len > 0, r: SafeSeq[T] with r.len > 0) =>  
        if ord.lt(l.head, r.head) then  
          SafeSeq(l.head) ++ merge(l.tail, r)  
        else  
          SafeSeq(r.head) ++ merge(l, r.tail)  
      case (l, r) =>  
        if l.len == 0 then r else l
```

This would be simplified with flow-sensitive typing.

## EXAMPLE: BOUND-CHECKED MERGE SORT (4)

`middle` is known to be less than `len`, so `splitAt` is safe to use:

```
def mergeSort[T: Ordering](list: SafeSeq[T]): SafeSeq[T] =  
  val len = list.len  
  val middle = safeDiv(len, 2)  
  if middle == 0 then  
    list  
  else  
    val (left, right) = list.splitAt(middle)  
    merge(mergeSort(left), mergeSort(right))
```

# SUBTYPING

How does the compiler check  $\{x: T \text{ with } p(x)\} <: \{y: S \text{ with } q(y)\} ?$

1. Check  $T <: S$
2. Check  $p(x)$  implies  $q(x)$  for all  $x$

A solver is needed to check logical implication (2.).

We developed a lightweight custom solver that combines several techniques:

- constant folding,
- normalization,
- unfolding,
- equality reasoning.

## FUTURE WORK: FLOW-SENSITIVE TYPING

Works with pattern matching:

```
x match  
  case x: Int with x > 0 =>  
    x: {v: Int with v > 0}
```

Could also work with `if` conditions:

```
if x > 0 then  
  x: {v: Int with v > 0}
```

## FUTURE WORK: EXTERNAL CHECKS

Our solver is lightweight 👍 but incomplete 👎.

In particular, it cannot handle ordering relations yet, for example it cannot prove:

```
{v: Int with v > 2} <: {v: Int with v > 0}
```

For this and for more complex predicates, we could integrate with an external SMT solver like **Z3**, **CVC5**, or **Princess** for explicit checks only:

```
x: {v: Int with v > 0} // checked by the type checker
x.runtimeChecked: {v: Int with v > 0} // checked at runtime
x.externallyChecked: {v: Int with v > 0} // checked by an external tool
x.asInstanceOf[{v: Int with v > 0}] // unchecked
```

# MECHANIZATION

Syntax of the language formalized so far:

$$\begin{aligned} A, B ::= & X \mid \text{Unit} \mid \text{Bool} \mid \Pi x : A. B \mid \forall X. A \mid \{x : A \mid b\} \mid A \vee B \mid A \wedge B \\ a, b, f ::= & \text{unit} \mid \text{true} \mid \text{false} \mid x \mid \lambda x : A. b \mid \Lambda X. b \mid f \ a \mid f[A] \\ & \mid \text{let } x : A = b \text{ in } a \mid a == b \mid \text{if } a \text{ then } b_1 \text{ else } b_2 \end{aligned}$$

Mechanization done in Rocq, using a definitional interpreter, semantic types, and Autosubst (for de Bruijn indices). Does not yet include the implication solver.

See [Mechanizing Refinement Types](#) (Borkowski, Vazou and Jhala, POPL 2024), [Type Soundness Proofs with Definitional Interpreters](#) (Amin and Tiark Rompf, POPL 2017), [A Logical Approach to Type Soundness](#) (Timany, Krebbers, Dreyer and Birkedal, Journal of the ACM 2024), [Autosubst: Reasoning with de Bruijn Terms and Parallel Substitutions](#) (Schäfer, Tebbi and Smolka, ITP 2015).

## MECHANIZATION: INTERPRETATION

A semantic type is a predicate on values. The interpretation  $\llbracket A \rrbracket_\delta^\rho$  maps a syntactic type  $A$  to a semantic type, given a type variable environment  $\delta$  and a value environment  $\rho$ :

...

$$\llbracket \mathbf{Bool} \rrbracket_\delta^\rho = \lambda v. v = \mathbf{true} \vee v = \mathbf{false}$$

...

$$\llbracket \{x : A \mid p\} \rrbracket_\delta^\rho = \lambda v. \llbracket A \rrbracket_\delta^\rho(v) \wedge \rho, x \mapsto v \vdash p \Downarrow \mathbf{true}$$

...



## MECHANIZATION: TYPING

The rule for let-bindings that stores equalities in the fact context:

$$\frac{\Gamma \vdash a : A \quad \text{firstorder}(A) \quad \Gamma, x : A, \{x == a\} \vdash b : B}{\Gamma \vdash \text{let } x : A = a \text{ in } b : \text{avoid}(B, x)} (\text{T-LetEq})$$

The rule for selfification:

$$\frac{\Gamma \vdash a : A \quad \text{firstorder}(A)}{\Gamma \vdash a : \{x : A \mid x == a\}} (\text{T-Self})$$

The rule for `if` expressions:

$$\frac{\Gamma \vdash a : \text{Bool} \quad \Gamma, \{a == \text{true}\} \vdash b_1 : B_1 \quad \Gamma, \{a == \text{false}\} \vdash b_2 : B_2}{\Gamma \vdash \text{if } a \text{ then } b_1 \text{ else } b_2 : B_1 \vee B_2} (\text{T-If})$$


# CONCLUSION

- **Syntax:** `{x: T with p(x)}`, can omit binder,
- **First-class:** integrates with Scala UX and features (overloading, extension methods, givens, etc.),
- **Typing:** imprecise types by default, can recover refinements using *selfification* and local unfolding,
- **Runtime checks:** pattern matching, `.runtimeChecked`,
- **Subtyping:** normalization, local unfolding, equality reasoning, compatibility with other types,
- **Future work:** flow-sensitive typing, external checks,
- **Mechanization:** System F with refinement types and more, using a definitional interpreter and semantic types.



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## BACKUP: PREDICATE RESTRICTIONS

```
var x = 3  
val y: Int with y == 3 = x //  x is mutable
```

```
class Box(val value: Int)  
val b: Box with b == Box(3) = Box(3) //  Box has equality by reference
```

The predicate language is restricted to a fragment of Scala consisting of constants, stable identifiers, field selections over `val` fields, pure term applications, type applications, and constructors of case classes without initializers.

Purity of functions is currently not enforced. Should it be?

# BACKUP: LH USABILITY BARRIERS

From “Usability Barriers for Liquid Types” [1]:

- 4.2 Unclear Divide between Haskell and LiquidHaskell:
  - “comments are usually seen as just optional information in the code and not something that is directly used by the compiler”
  - “It’s sort of like you’re doing two things at once because you’re implementing in Haskell. But you’re also talking to GHC, but you’re also talking to LiquidHaskell.”
- 4.7 Unhelpful Error Messages
  - “[...] error messages produced from typing errors inside the predicates, seemed indistinguishable from those produced by verification errors.”
- 4.8 Limited IDE Support
  - “[user] tried to use the function `length`, but since it was not imported, it was impossible to use in this case.”

[1] Catarina Gamboa, Abigail Reese, Alcides Fonseca, and Jonathan Aldrich. 2025. Usability Barriers for Liquid Types. Proc. ACM Program. Lang. 9, PLDI, Article 224 (June 2025), 26 pages. [doi:10.1145/3729327](https://doi.org/10.1145/3729327)

## BACKUP: `List.collect`

Scala type parameters are *erased* at runtime, so we cannot match on a `List[T]`.

However, we can use `.collect` to filter and convert a list:

```
type Pos = { v: Int with v >= 0 }  
  
val xs = List(-1, 2, -2, 1)  
xs.collect { case x: Pos => x } : List[Pos]
```

## BACKUP: SPECIFY USING ASSERTIONS 😞

We can use assertions:

```
def zip[A, B] (  
  xs: List[A],  
  ys: List[B]  
) : List[(A, B)] = {  
  require(xs.size == ys.size)  
  ...  
}.ensuring(_.size == xs.size)
```

Limitations:

- *Runtime overhead*: checked at runtime, not compile time,
- *No static guarantees*: only checked for specific inputs,
- *Not part of the API*: not visible in function type,
- *Hard to compose*: cannot be passed as type argument.

## BACKUP: SPECIFY USING DEPENDENT TYPES 😞

Can we use path-dependent types?

```
def zip[A, B] (  
  xs: List[A],  
  ys: List[B] {  
    val size: xs.size.type  
  }  
) : List[(A, B)] {  
  val size: xs.size.type  
} = ...
```

Limitations:

- *Limited reasoning*: only fields, literals and constant folding,
- *Not inferred*: need manual type annotations, or not typable at all,
- *Different languages*: term-level vs type-level.

## FUTURE WORK: TERM-PARAMETERIZED TYPES

```
extension [T](list: List[T])  
  def get(index: Int with index >= 0 && index < list.size): T = ...
```

To modularize the “range” concept, we could introduce term-parameterized types:

```
type Range(from: Int, to: Int) = {v: Int with v >= from && v < to}  
extension [T](list: List[T])  
  def get(index: Range(0, list.size)): T = ...
```



## FUTURE WORK: FLOW-SENSITIVE TYPING (2)

This would be required for reasoning with refinement types inside cases:

```
enum MyList[+T]:  
  case Cons(head: T, tail: MyList[T])  
  case Nil  
  
def myLength(xs: MyList[Int]): Int =  
  xs match  
    case MyList.Nil =>  
      // Add assumption xs == MyList.Nil  
      0  
    case MyList.Cons(_, xs1) =>  
      // Add assumption xs == MyList.Cons(?, xs1)  
      1 + myLength(xs1)
```

## SUBTYPING: CONSTANT FOLDING

```
{v: Int with v == 1 + 1}    <:  {v: Int with v == 2}
```

## SUBTYPING: NORMALIZATION

Arithmetic expressions are normalized using standard algebraic properties, for example commutativity of addition:

```
{v: Int with v == x + 1} <: {v: Int with v == 1 + x}
```

```
{v: Int with v == y + x} <: {v: Int with v == x + y}
```

Or grouping operands with the same constant factor in sums of products:

```
{v: Int with v == x + 3 * y} <: {v: Int with v == 2 * y + (x + y)}
```

## SUBTYPING: LOCAL UNFOLDING

As mentioned, refinement types are not inferred from terms by default. However, the solver can unfold definitions of local `val` (only), even when they have an imprecise type:

```
val x: Int = ...
```

```
val y: Int = x + 1
```

```
{v: Int with v == y} ::= {v: Int with v == x + 1}
```

## SUBTYPING: EQUALITY REASONING

Transitivity of equality:

```
{v: Int with v == a && a == b} <: {v: Int with v == b}
```

Congruence of equality:

```
{v: Int with a == b} <: {v: Int with f(a) == f(b)}
```

This is implemented using an E-Graph-like data structure.

## SUBTYPING: WITH OTHER SCALA TYPES

Literal types are subtypes of singleton refinement types:

```
3 <: {v: Int with v == 3}
```

We plan to support subtyping with other Scala types in the future.