

Type Systems

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Definition: Substitution

- Substitution, denoted σ , is a mapping from type variables to types
 - e.g. $\sigma = [X \mapsto \text{Nat}, Y \mapsto Z]$
- Substitution rules

$$\sigma(X) = \begin{cases} T & \text{if } (X \mapsto T) \in \sigma \\ X & \text{if } X \text{ is not in the domain of } \sigma \end{cases}$$

$$\sigma(\text{Nat}) = \text{Nat}$$

$$\sigma(\text{Bool}) = \text{Bool}$$

$$\sigma(T_1 \rightarrow T_2) = \sigma T_1 \rightarrow \sigma T_2$$

Definition: Substitution

- Composition

$$\sigma \circ \gamma = \left[\begin{array}{ll} X \mapsto \sigma(T) & \text{for each } (X \mapsto T) \in \gamma \\ X \mapsto T & \text{for each } (X \mapsto T) \in \sigma \text{ with } X \notin \text{dom}(\gamma) \end{array} \right]$$

- Not commutative!
 - e.g. $\sigma = [X \mapsto \text{int}]$, $\gamma = [X \mapsto Z]$

Type Unification

```

unify(C)  =   if C = ∅, then [ ]
                else let {S = T} ∪ C' = C in
                    if S = T
                        then unify(C')
                    else if S = X and X ∉ FV(T)
                        then unify([X ↦ T]C') ∘ [X ↦ T]
                    else if T = X and X ∉ FV(S)
                        then unify([X ↦ S]C') ∘ [X ↦ S]
                    else if S = S1 → S2 and T = T1 → T2
                        then unify(C' ∪ {S1 = T1, S2 = T2})
                    else
                        fail
  
```

Figure 22-2: Unification algorithm

Examples: Unification

- 1) $\{X = \text{Nat}, Y = X \rightarrow X\}$
- 2) $\{X \rightarrow Y = Y \rightarrow Z, Z = U \rightarrow W\}$
- 3) $\{Y = \text{Nat} \rightarrow Y\}$
- 4) $\{\text{Nat} \rightarrow \text{Nat} = X \rightarrow Y\}$
- 5) $\{\text{Nat} = \text{Nat} \rightarrow Y\}$
- 6) $\{\}$

$\text{unify}(C) =$ if $C = \emptyset$, then $[]$
 else let $\{S = T\} \cup C' = C$ in
 if $S = T$
 then $\text{unify}(C')$
 else if $S = X$ and $X \notin FV(T)$
 then $\text{unify}([X \mapsto T]C') \circ [X \mapsto T]$
 else if $T = X$ and $X \notin FV(S)$
 then $\text{unify}([X \mapsto S]C') \circ [X \mapsto S]$
 else if $S = S_1 \rightarrow S_2$ and $T = T_1 \rightarrow T_2$
 then $\text{unify}(C' \cup \{S_1 = T_1, S_2 = T_2\})$
 else
 fail

Examples: Unification

2) $\{X \rightarrow Y = Y \rightarrow Z, Z = U \rightarrow W\}$
 $\text{unify}(\{X \rightarrow Y = Y \rightarrow Z, Z = U \rightarrow W\})$
 $= \text{unify}(\{Z = U \rightarrow W\} \cup \{X = Y, Y = Z\})$
 $= \text{unify}(\{Z = U \rightarrow W, X = Y, Y = Z\})$
 $= \text{unify}([Z \mapsto U \rightarrow W]C') \cdot [Z \mapsto U \rightarrow W]$
 $= \text{unify}(\{X = Y, Y = U \rightarrow W\}) \cdot [Z \mapsto U \rightarrow W]$
 $= \text{unify}([Y \mapsto U \rightarrow W]C') \cdot [Y \mapsto U \rightarrow W] \cdot [Z \mapsto U \rightarrow W]$
 $= \text{unify}(\{X = U \rightarrow W\}) \cdot [Y \mapsto U \rightarrow W] \cdot [Z \mapsto U \rightarrow W]$
 $= \text{unify}([X \mapsto Y]C') \cdot [X \mapsto Y] \cdot [Y \mapsto U \rightarrow W] \cdot [Z \mapsto U \rightarrow W]$
 $= \text{unify}([X \mapsto Y][\])) \cdot [X \mapsto Y] \cdot [Y \mapsto U \rightarrow W] \cdot [Z \mapsto U \rightarrow W]$
 $= \text{unify}([\]) \cdot [X \mapsto Y] \cdot [Y \mapsto U \rightarrow W] \cdot [Z \mapsto U \rightarrow W]$
 $= [\] \cdot [X \mapsto Y] \cdot [Y \mapsto U \rightarrow W] \cdot [Z \mapsto U \rightarrow W]$
 $= [X \mapsto Y] \cdot [Y \mapsto U \rightarrow W] \cdot [Z \mapsto U \rightarrow W]$

$\text{unify}(C) =$ if $C = \emptyset$, then $[\]$
 else let $\{S = T\} \cup C' = C$ in
 if $S = T$
 then $\text{unify}(C')$
 else if $S = X$ and $X \notin FV(T)$
 then $\text{unify}([X \mapsto T]C') \circ [X \mapsto T]$
 else if $T = X$ and $X \notin FV(S)$
 then $\text{unify}([X \mapsto S]C') \circ [X \mapsto S]$
 else if $S = S_1 \rightarrow S_2$ and $T = T_1 \rightarrow T_2$
 then $\text{unify}(C' \cup \{S_1 = T_1, S_2 = T_2\})$
 else
 fail

Definition: Inhabitation

- By the Curry-Howard correspondence, type inhabitation is equivalent to propositional validity
- A logical formula is valid if and only if the formula is provable (by constructive logic)

LOGIC	PROGRAMMING LANGUAGES
propositions	types
proposition $P \supset Q$	type $P \rightarrow Q$
proposition $P \wedge Q$	type $P \times Q$ (see §11.6)
proof of proposition P	term t of type P
proposition P is provable	type P is inhabited (by some term)

Examples: Inhabitation

1. $a * b \rightarrow c$
2. c
3. $(a \rightarrow b) \rightarrow (a \rightarrow c) \rightarrow a \rightarrow b * c$
4. $(a \rightarrow (b \rightarrow c)) \rightarrow ((a \rightarrow b) \rightarrow (a \rightarrow c))$
5. $(a * b \rightarrow c) \rightarrow (a \rightarrow c, b \rightarrow c)$ either 