

Strategy for Inferring Polytypes

1. Assign symbolic type names t_1, t_2, \dots to all subexpressions of the AST of the function definition.
 - Constant nodes receive known type names (possibly polymorphic).
 - Two uses of a common declaration receive the same type name.

Strategy for Inferring Polytypes

1. Assign symbolic type names t_1, t_2, \dots to all subexpressions of the AST of the function definition.
 - Constant nodes receive known type names (possibly polymorphic).
 - Two uses of a common declaration receive the same type name.
2. Form a system of equations among unknown *type variables*, following the language's typing rules “in reverse”.
 - For the judgment $\frac{E \vdash f:T \rightarrow U, E \vdash e:T}{E \vdash f(e):U}$,
if f, e, \mathbf{apply} have been assigned symbolic type names t_1, t_2, t_3 ,
then add the equation $t_1 = t_2 \rightarrow t_3$.
 - For the judgment $\frac{E \vdash e_0:\mathbf{bool}, E \vdash e_1:T, E \vdash e_2:T}{E \vdash \mathbf{if } e_0 \mathbf{ then } e_1 \mathbf{ else } e_2}$,
if $e_0, e_1, e_2, \mathbf{if}$ have been assigned symbolic type names t_0, t_1, t_2, t_3 ,
then add the equations $\{t_0 = \mathbf{bool}, t_1 = t_2, t_3 = t_1\}$.

Strategy for Inferring Polytypes

1. Assign symbolic type names t_1, t_2, \dots to all subexpressions of the AST of the function definition.
 - Constant nodes receive known type names (possibly polymorphic).
 - Two uses of a common declaration receive the same type name.
2. Form a system of equations among unknown *type variables*, following the language's typing rules “in reverse”.
 - For the judgment $\frac{E \vdash f:T \rightarrow U, E \vdash e:T}{E \vdash f(e):U}$,
if f, e, \mathbf{apply} have been assigned symbolic type names t_1, t_2, t_3 ,
then add the equation $t_1 = t_2 \rightarrow t_3$.
 - For the judgment $\frac{E \vdash e_0:\mathbf{bool}, E \vdash e_1:T, E \vdash e_2:T}{E \vdash \mathbf{if } e_0 \mathbf{ then } e_1 \mathbf{ else } e_2}$,
if $e_0, e_1, e_2, \mathbf{if}$ have been assigned symbolic type names t_0, t_1, t_2, t_3 ,
then add the equations $\{t_0 = \mathbf{bool}, t_1 = t_2, t_3 = t_1\}$.
3. Solve the resulting system of equations for the unknown type variables.

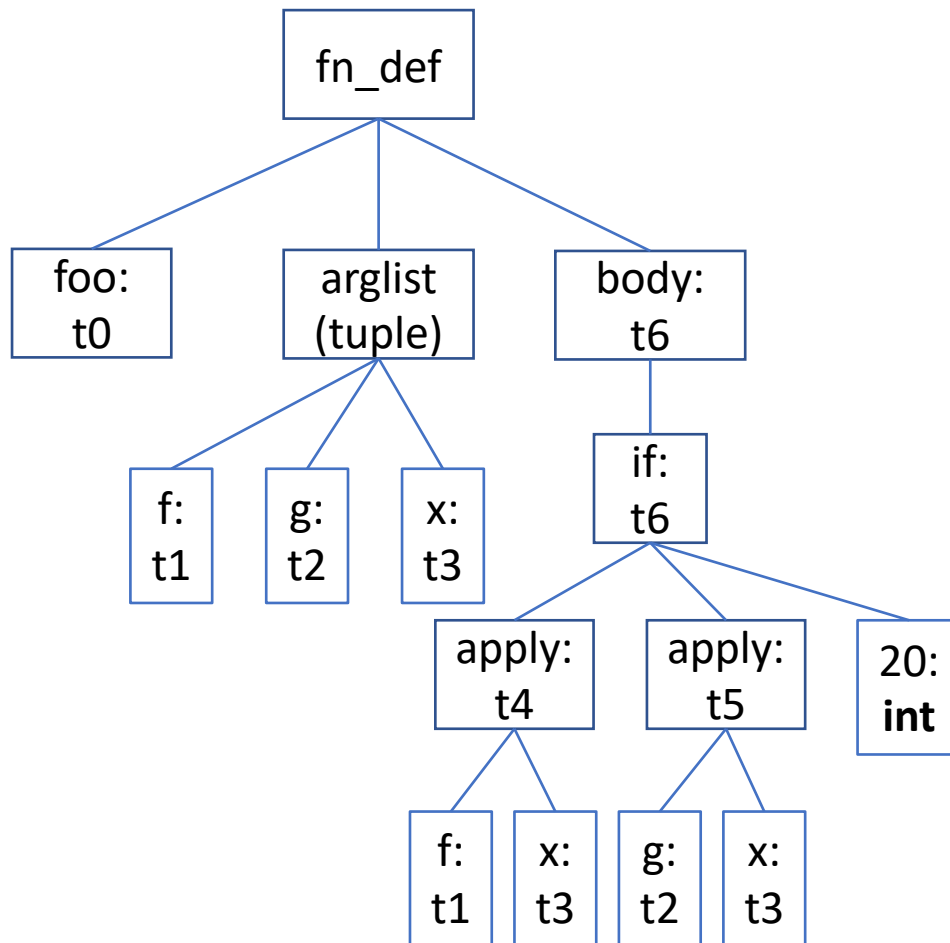
Example of The Strategy in Action

- Consider the function definition

```
foo f g x = if f(x) then g(x) else 20
```

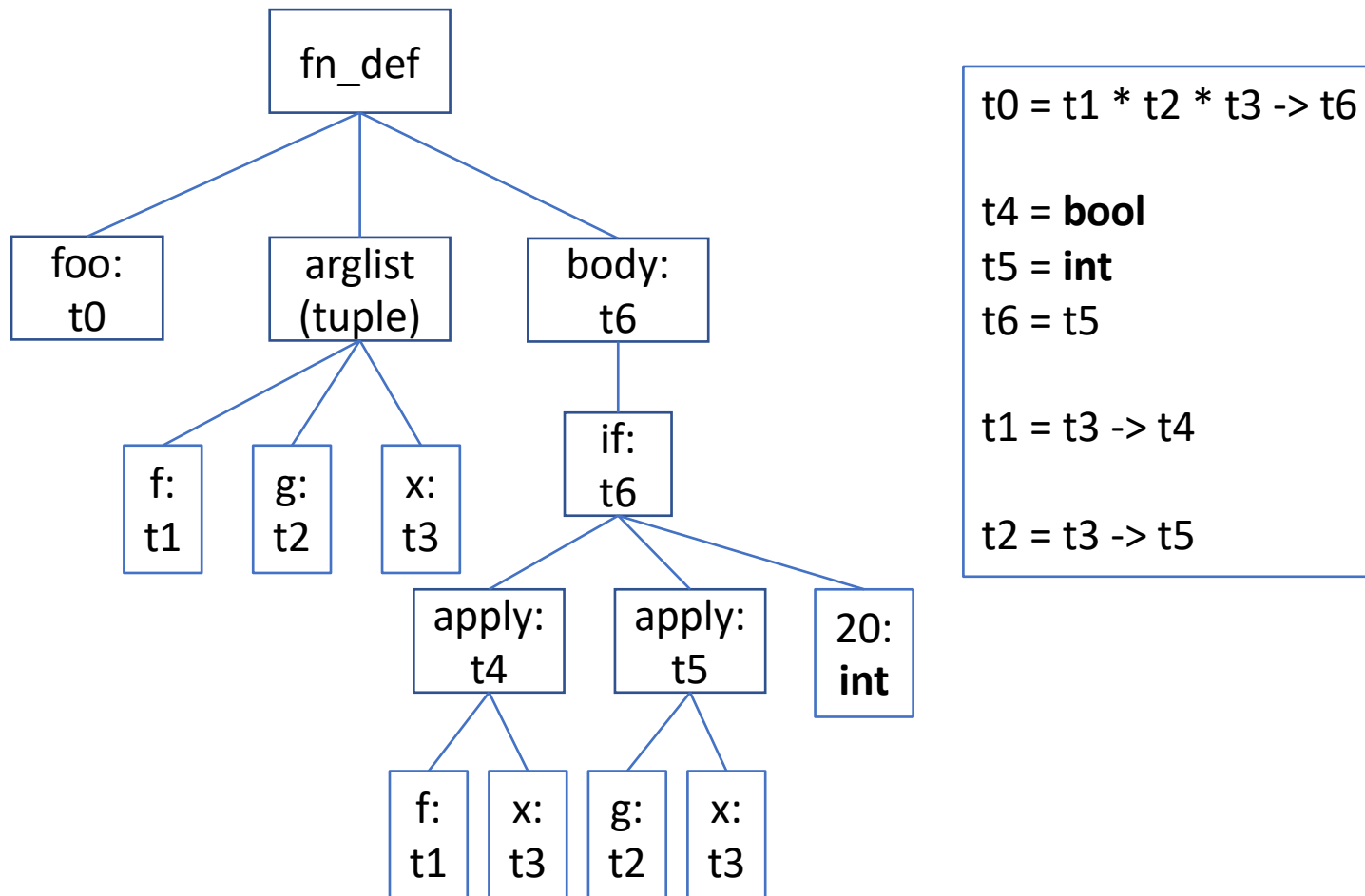
Example of The Strategy in Action

- Consider the function definition
`foo f g x = if f(x) then g(x) else 20`



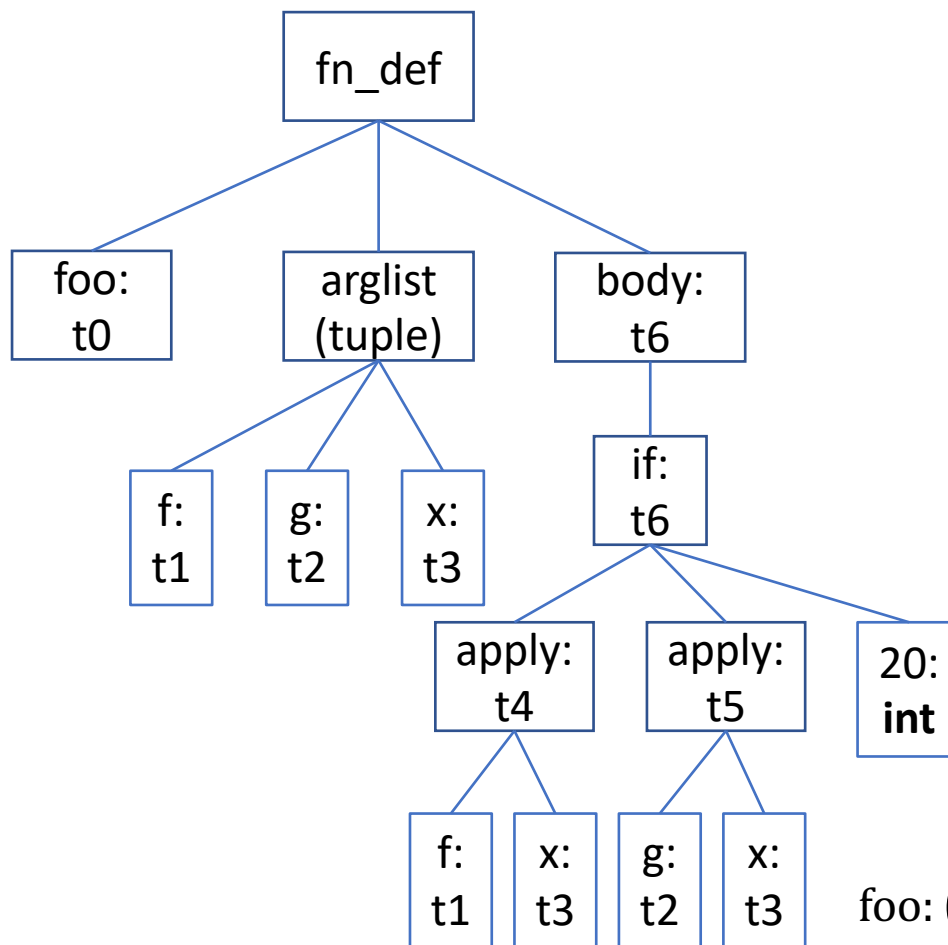
Example of The Strategy in Action

- Consider the function definition
`foo f g x = if f(x) then g(x) else 20`



Example of The Strategy in Action

- Consider the function definition
`foo f g x = if f(x) then g(x) else 20`



$t0 = t1 * t2 * t3 \rightarrow t6$

$t4 = \mathbf{bool}$

$t5 = \mathbf{int}$

$t6 = t5$

$t1 = t3 \rightarrow t4$

$t2 = t3 \rightarrow t5$

$t0 = ((t3 \rightarrow \mathbf{bool}) * (t3 \rightarrow \mathbf{int}) * t3) \rightarrow \mathbf{int}$

$\text{foo}: ((\tau_3 \rightarrow \mathbf{bool}) \times (\tau_3 \rightarrow \mathbf{int}) \times \tau_3) \rightarrow \mathbf{int}$

Solving the System of Type Constraints

- The Hindley-Milner type inference algorithm is a technique for solving such a system of polymorphic type constraints.
 - The type system is sound.
 - The type system is decidable and produces the most general polytype of an expression.

Solving the System of Type Constraints

- The Hindley-Milner type inference algorithm is a technique for solving such a system of polymorphic type constraints.
 - The type system is sound.
 - The type system is decidable and produces the most general polytype of an expression.
- Key ideas
 - Match type operators and instantiate type variables, respecting contextual dependencies, using Robinson's **unification** algorithm from first-order logic. Unification fails in two situations.
 - Trying to match two different constant types (such as **int** and **bool**) or type operators (such as **array** and **func**).
 - Trying to instantiate a variable to a term containing the variable (such as α and $\alpha \rightarrow \beta$), where a circular structure would be built.

Solving the System of Type Constraints

- The Hindley-Milner type inference algorithm is a technique for solving such a system of polymorphic type constraints.
 - The type system is sound.
 - The type system is decidable and produces the most general polytype of an expression.
- Key ideas
 - Match type operators and instantiate type variables, respecting contextual dependencies, using Robinson's unification algorithm from first-order logic. Unification fails in two situations.
 - Trying to match two different constant types (such as **int** and **bool**) or type operators (such as **array** and **func**).
 - Trying to instantiate a variable to a term containing the variable (such as α and $\alpha \rightarrow \beta$), where a circular structure would be built.
 - There is one crucial extension to the core unification algorithm for handling variable bindings (i.e., declarations): the notion of *generic* and *non-generic* type variables.

Unification As Extended Pattern Matching

- Simpler problem: pattern matching.
 - Given a *constant* type expression C and a *pattern* type expression P , where only P contains type variables, find an assignment U of (constant) terms to type variables that will make the two expressions structurally equivalent.
 - Such an assignment U , which we will write as a map from variables to terms, is also called a *substitution* or a **unifier**.
 - We will write $P[U]$ for the expression resulting from applying the unifier U to the expression P . So we need to compute U such that $P[U] \equiv_S C$.
 - If U cannot be computed for all type variables, then matching fails.

Unification As Extended Pattern Matching

- Simpler problem: pattern matching.
 - Given a *constant* type expression C and a *pattern* type expression P , where only P contains type variables, find an assignment U of (constant) terms to type variables that will make the two expressions structurally equivalent.
 - Such an assignment U , which we will write as a map from variables to terms, is also called a *substitution* or a *unifier*.
 - We will write $P[U]$ for the expression resulting from applying the unifier U to the expression P . So we need to compute U such that $P[U] \equiv_S C$.
 - If U cannot be computed for all type variables, then matching fails.
- Examples
 - $C = f(a, b, g(t)), P = f(a, \alpha, \beta)$. $U = \{\alpha: b, \beta: g(t)\}$.
 - $C = f(h(a), a, g(h(a)), t), P = f(\alpha, a, g(\alpha), t)$. $U = \{\alpha: h(a)\}$.
 - $C = f(h(b), a, g(h(a)), t), P = f(\alpha, a, g(\alpha), t)$. $U = \emptyset$.

From Pattern Matching To Unification

- Small change to problem statement: *both* expressions can now contain variables.
 - Given two type expressions T_1 and T_2 , where both expressions contain type variables, find a unifier U that will make $T_1[U] \equiv_S T_2[U]$.
 - Now U will be a map from variables to (possibly non-constant) terms.

From Pattern Matching To Unification

- Small change to problem statement: *both* expressions can now contain variables.
 - Given two type expressions T_1 and T_2 , where both expressions contain type variables, find a unifier U that will make $T_1[U] \equiv_S T_2[U]$.
 - Now U will be a map from variables to (possibly non-constant) terms.
- Examples
 - $T_1 = f(a, \alpha, g(\beta)), T_2 = f(\beta, k, g(a)). U = \{\alpha: k, \beta: a\}.$

From Pattern Matching To Unification

- Small change to problem statement: *both* expressions can now contain variables.
 - Given two type expressions T_1 and T_2 , where both expressions contain type variables, find a unifier U that will make $T_1[U] \equiv_S T_2[U]$.
 - Now U will be a map from variables to (possibly non-constant) terms.
- Examples
 - $T_1 = f(a, \alpha, g(\beta)), T_2 = f(\beta, k, g(a))$. $U = \{\alpha: k, \beta: a\}$.
 - $T_1 = f(\alpha, \beta), T_2 = f(\gamma, g(\alpha))$.
 - $U_1 = \{\alpha: \gamma, \beta: g(\alpha)\}$, $U_2 = \{\alpha: \delta, \beta: g(\delta), \gamma: \delta\}$, $U_3 = \{\alpha: h(\delta), \beta: g(h(\delta)), \gamma: h(\delta)\}$ and many others will unify the terms.

From Pattern Matching To Unification

- Small change to problem statement: *both* expressions can now contain variables.
 - Given two type expressions T_1 and T_2 , where both expressions contain type variables, find a unifier U that will make $T_1[U] \equiv_S T_2[U]$.
 - Now U will be a map from variables to (possibly non-constant) terms.
- Examples
 - $T_1 = f(a, \alpha, g(\beta)), T_2 = f(\beta, k, g(a))$. $U = \{\alpha: k, \beta: a\}$.
 - $T_1 = f(\alpha, \beta), T_2 = f(\gamma, g(\alpha))$.
 - $U_1 = \{\alpha: \gamma, \beta: g(\alpha)\}, U_2 = \{\alpha: \delta, \beta: g(\delta), \gamma: \delta\}, U_3 = \{\alpha: h(\delta), \beta: g(h(\delta)), \gamma: h(\delta)\}$ and many others will unify the terms.
 - Unifier U_1 is the simplest, the least constrained, and the most general.
 - That is, there exists another map S_{12} such that $U_2 = U_1 \circ S_{12}$, etc. E.g., $S_{12} = \{\gamma: \delta\}, S_{13} = \{\gamma: h(\delta)\}$. But we can't find maps S_{21} or S_{31} that will go the other way.
 - This **most general unifier (MGU)** U_1 is our desired solution.

Implementing A Unifier

- More-or-less obvious recursive implementation, but need to watch out for some subtle corner cases.
 - See <https://github.com/eliben/code-for-blog/blob/master/2018/unif/unifier.py> for a simple Python implementation.

Implementing A Unifier

- More-or-less obvious recursive implementation, but need to watch out for some subtle corner cases.
 - See <https://github.com/eliben/code-for-blog/blob/master/2018/unif/unifier.py> for a simple Python implementation.

```
def unify(x, y, subst):
    if subst is None: return None
    elif x == y: return subst
    elif isinstance(x, Var):
        return unify_variable(x, y, subst)
    elif isinstance(y, Var):
        return unify_variable(y, x, subst)
    elif isinstance(x, App) and isinstance(y, App):
        if x.fname != y.fname
        or len(x.args) != len(y.args):
            return None
        else:
            for i in range(len(x.args)):
                subst = unify(x.args[i], y.args[i], subst)
            return subst
    else: return None

def unify_variable(v, x, subst):
    assert isinstance(v, Var)
    if v.name in subst:
        return unify(subst[v.name], x, subst)
    elif isinstance(x, Var) and x.name in subst:
        return unify(v, subst[x.name], subst)
    elif occurs_check(v, x, subst):
        return None
    else:
        return {**subst, v.name: x}

def occurs_check(v, term, subst):
    assert isinstance(v, Var)
    if v == term: return True
    elif isinstance(term, Var) and term.name in subst:
        return occurs_check(v, subst[term.name], subst)
    elif isinstance(term, App):
        return any(occurs_check(v, arg, subst) for arg in term.args)
    else: return False
```

Handling Variable Bindings

- What is the type of this anonymous function (think Python-ish)?
`lambda f: pair(f(3), f(true))`
- This expression cannot be assigned a meaningful type without violating the soundness of the type system.
 - The symbol f must a function type. From its first use, f must have (poly)type $\mathbf{int} \rightarrow \alpha$, while from its second use, it must have (poly)type $\mathbf{bool} \rightarrow \alpha$. But unification fails on these two terms.
 - The type variable α in the type expression of f is called *non-generic*, and it must have the same value in all its uses in the expression.

Handling Variable Bindings

- What is the type of this anonymous function (think Python-ish)?
`lambda f: pair(f(3), f(true))`
- This expression cannot be assigned a meaningful type without violating the soundness of the type system.
 - The symbol f must a function type. From its first use, f must have (poly)type $\text{int} \rightarrow \alpha$, while from its second use, it must have (poly)type $\text{bool} \rightarrow \alpha$. But unification fails on these two terms.
 - The type variable α in the type expression of f is called *non-generic*, and it must have the same value in all its uses in the expression.
- How about this expression?
`{f = lambda a: a; pair(f(3), f(true))},`
which is equivalent to
`pair((lambda a: a)(3), (lambda a: a)(true)).`
- This expression can be assigned a completely reasonable type.
 - The symbol f has the polytype $\alpha \rightarrow \alpha$ within the scope of the block.
 - The two uses of f within the block can be typed independently (i.e., heterogeneously, if needed).
 - The type variable α in the type expression of f is called *generic*, and it can have different values in its multiple uses within the expression.

Handling Variable Bindings

- What is the type of this anonymous function (think Python-ish)?
`lambda f: pair(f(3), f(true))`
- This expression cannot be assigned a meaningful type without violating the soundness of the type system.
 - The symbol f must a function type. From its first use, f must have (poly)type $\mathbf{int} \rightarrow \alpha$, while from its second use, it must have (poly)type $\mathbf{bool} \rightarrow \alpha$. But unification fails on these two terms.
 - The type variable α in the type expression of f is called *non-generic*, and it must have the same value in all its uses in the expression.
- How about this expression?
`{f = lambda a: a; pair(f(3), f(true))},`
which is equivalent to
`pair((lambda a: a)(3), (lambda a: a)(true)).`
- This expression can be assigned a completely reasonable type.
 - The symbol f has the polytype $\alpha \rightarrow \alpha$ within the scope of the block.
 - The two uses of f within the block can be typed independently (i.e., heterogeneously, if needed).
 - The type variable α in the type expression of f is called *generic*, and it can have different values in its multiple uses within the expression.
- See <https://github.com/eliben/code-for-blog/tree/master/2018/type-inference> for a Python implementation of Hindley-Milner type inference.