

# Elixir's Set-Theoretic Type System

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# Summary

Elixir

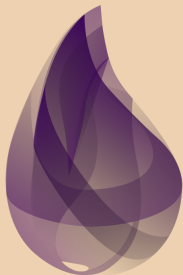


# The Erlang Ecosystem

# What is the Erlang Ecosystem?

A group of languages, libraries, frameworks, and applications that are implemented on top of the Erlang virtual machine, the BEAM.

Languages include:



elixir

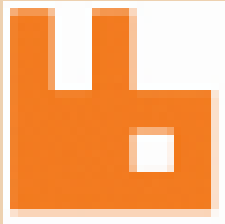


...plus dozens more

# What is the Erlang Ecosystem?

Libraries and frameworks include:

OTP



# What is the Erlang Ecosystem?

Built around a shared value in:

- > massive concurrency
- > fault-tolerance
- > simplicity
- > acknowledging the errors will occur so let's deal with them
  - “Let it crash”–have a plan to restart sub-systems when they crash



## A brief history of Erlang

# A brief history of Erlang

covered in my 2013 talk, but tonight...

## A brief history of Erlang



# A brief history of Erlang

- > developed in the mid 1980s at Ericsson
- > to run on next generation telephone switches
  - concurrent, fault-tolerant, distributed, soft real-time
  - strong, dynamically typed, impure, functional, simple
  - reports of 1200k LOC and “nine nines” of uptime on the AXD301 switch
  - reports of market penetration of > 50% in mobile telephony switches
- > solved web-scale in the '80s



## The BEAM and OTP

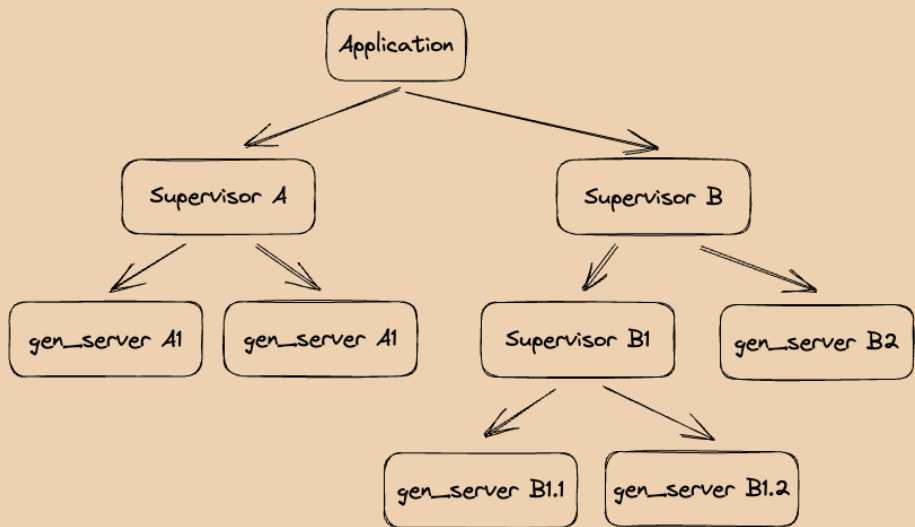
# The BEAM

- > Erlang's virtual machine / runtime system
- > lightweight processes, SMP, low-latency IO, soft realtime, minimal locks
- > multi-generational, per-process garbage collector
- > asynchronous, location-transparent, message passing IPC
- > hot-code-loading
- > powerful REPL and introspection tools
- > new JIT compiler (BEAM bytecode to machine code)

# The OTP libraries

- > Erlang's “standard library”
- > dozens of modules providing various typical stdlib stuff
- > core of which are for supervision trees
  - `gen_server` - actors / workers
  - supervisors - handling starting/stopping/restarting `gen_servers`

## supervision trees





There will be some comparing and contrasting of Gleam with Elixir...



# elixir

## Brief history of Elixir

- > created by José Valim starting in 2012
- > inspired by Erlang, Ruby, and, to a lesser extent, Lisp
- > like Erlang, the language is quite stable, imminent release of v1.18
- > has gone from web applications to embedded systems and numerical analysis and ML/AI



elixir

## Features of Elixir

- > Ruby-like syntax while retaining most of Erlang's semantics
  - ..., immutable data, HoF, side-effects anywhere, dynamically-typed, ...
- > interoperate with Erlang
- > hygienic macros
- > ad-hoc polymorphism with protocols
- > highly ergonomic build tool: `mix`
- > modern package manager: `hex`
- > excellent unit test tool: `exunit`
- > opinionated formatter
- > did I mention dynamically-typed?

## Typing BEAM languages

“We can stop waiting for functional languages to be used in practice—that day is here!”

- > threw away Hindley-Milner:  $U = V$  – this would not work with existing Erlang codebases
- > opted for strictly more general “semantic sub-typing” instead:  $U \subseteq V$
- > this approach developed by Aiken & Wimmers 1993

# eqWAlizer

- > Developed by Meta for WhatsApp
- > set-theoretic gradual typing
- > <https://github.com/WhatsApp/eqwalizer>

## Static analysis tools

- > rely on the Erlang Typespec notation - not checked by compiler
- > dialyzer
  - success-typing based on whole-program analysis
  - will only fail if it can prove there's a problem (no false positives)
  - Linhahl & Sagonas, 2006
- > gradualizer - gradual set-theoretic-inspired typing

# Typed BEAM languages with alternate semantics

- > Hamler - PureScript for the BEAM
- > Caramel - ML for the BEAM
- > Gleam - Rust/Ocaml/Elm inspired - HM type system
  - see my May 2024 talk
- > ...



## Elixir's set-theoretic type system

# Elixir's set-theoretic type system

A research and development project to gradually introduce a static type system to Elixir.

Giuseppe Castagna, Guillaume Duboc, and José Valim. The Design Principles of the Elixir Type System The Art, Science, and Engineering of Programming, 2024, Vol. 8, Issue 2, Article 4  
<https://doi.org/10.22152/programming-journal.org/2024/8/4>

# Requirements

- > no modification to the syntax of Elixir expressions
- > gradual typing
- > extract maximum type information from patterns and guards
- > mode to emit warnings when explicitly using gradual typing
- > type annotations across language before advanced features
- > initially - typing does not modify the compilation of Elixir code

# Features of the type system

- > semantic subtyping hence set-theoretic
- > parametric polymorphism with local type inference
  - type variables
  - requires some type annotations–but not everywhere
- > use patterns and guards
- > typing maps in all use-cases
- > gradual typing
- > strong arrows
- > typing ad-hoc polymorphism

## Semantic subtyping

- > establish subtyping relationships between types based on the semantic meaning of values of the types
- > semantic meaning derived from treating types as sets, values as set members
- > set operations on types: union, intersection, and negation
- > in comparison to Hindley-Milner, relax  $U = V$  to  $U \subseteq V$
- > strictly more general—an extension to HM
- > Frish et. al. referencing Aiken & Wimmers (also ref. by Marlow & Wadler)
- > good idea because dynamically-typed languages variables can hold different types at run-time: hence union-ing

## Subtyping in type checking

- > subtyping is a means to typechecking programs due to “subsumption”

$$\frac{e:T_1 \quad T_1 <: T_2}{e:T_2}$$

- > given some expression  $e$  and types  $T_1$  and  $T_2$ , if the type of  $e$  is  $T_1$  and  $T_1$  is a subtype of  $T_2$  then  $e$  can be considered to also be of type  $T_2$

# Set-theoretic type annotations

examples here

## Polymorphic with local type inference

- > type variables:  $a$ ,  $b$  - no parentheses
- > local type inference
  - functions must have type annotations
  - types are inferred for arguments and return types



## Polymorphic with local type inference

```
$ (list(a), a → b) → list(b)
def map([], _), do: []
def map([x | xs], f), do: [f.(x) | map(xs, f)]

x = map([1, 2, 3], &double/1)
# type system infers type of double and x
```

## Guards and pattern-matching

- > Elixir has rich run-time testing of types
- > the type system can type captured variables and variables in guards

```
def elem_at([x | rest] = xs, pos) when is_integer(pos) do ...
```

## Guards and pattern-matching

- > “type narrowing” can check exhaustiveness of case expressions
- > type system is conservative: case branches must handle xs being any map or list

```
def elem_at(xs, pos) when is_map(xs) or is_list(x) do
  case xs do
    %{ } → # get for map
    [] → # get for list
    _ → # redundant
  end
end
```

## Maps as “records” and “dictionaries”

> maps can represent records, dictionaries, and structs

```
ashley = %{name: "Ashley", age: 42}
# ashley :: %{:name => binary(), :age => integer()}
```

```
words = "The Elixir Type System ..."
word_count = wc(words) # :: %{:optional(binary()) => integer()}
word_count["Elixir"] # 42
```

```
defstruct [:id , name: "", age: 0]
# %{
#   :__struct__ => :User,
#   :id => term(),
#   :name => binary(),
#   :age => integer()
# }
```

## Maps as “records” and “dictionaries”

- > the type system treats maps as open or closed
  - open means there are potentially unknown keys
- > strict or dynamic access changes type inference

```
user.first_name # user :: %{:first_name => term(), ... }
```

```
middle = person["middle_name"]
```

```
# person :: %{:optional("middle_name") => term(), ... } => %{ ... }
```

```
# middle :: binary() or nil
```

```
ashley = %{name: "Ashley", age: 42}
```

```
# ashley :: %{:name => binary(), :age => integer() }
```

## Maps as “records” and “dictionaries”

- > subtyping maps feels like structural subtyping...

```
ashley = %{name: "Ashley", age: 42}  
# ashley :: %{:name ⇒ binary(), :age ⇒ integer()}
```

```
ashley_at_school = %{name: "Ashley", age: 42, gpa: 6.75}  
# ashley_at_school :: %{:name ⇒ binary(),  
#                       :age ⇒ integer(),  
#                       :gpa ⇒ float()}
```

```
def enroll(%{name: _, age: _} = person) do ...
```

- > the type system innovates semantic subtyping to handle maps
  - Castagna 2023

## Gradual typing with `dynamic()`

- > as per requirements, avoid boiling the ocean in existing codebases
- > gradual typing: see TypeScript, gradualizer
- > a type that “materialises” into any other type
- > a type that can be the subtype and supertype of any other type
  - `term()` can only be the later, so need a new type
- > `dynamic()`

## Gradual typing with `dynamic()`

- > “sound gradual typing” - Siek & Taha 2006
- > in the presence of dynamic typing, partial static typing still works
- > a static type annotation/inference guarantees an expression either:
  - never returns
  - returns a value of the static type
  - emits a runtime exception
- > necessitates the addition of runtime checks to the compiled program
- > Elixir innovation: as per requirements, no change to the compiled program



## Halting `dynamic()` propagation

- > VM and programmer type checks halt the propagation of `dynamic()`
- > functions with these checks are referred to as “strong arrows”

```
$ integer() → integer()  
def id_strong(x) when is_integer(x), do: x
```

```
$ integer() → integer()  
def id_weak(x), do: x
```

```
# due to "weak" vs "strong" arrows, the following  
# is an acceptable type annotation for `ids(x)`  
$ dynamic() → {dynamic(), integer()}  
def ids(x), do: {id_weak(x), id_strong(x)}
```

## “Solving” the expression problem with protocols

- > “ad-hoc” polymorphism akin to typeclasses
- > the type system will union all implementations of `String.Chars` to define a type `String.Chars.t()`

```
defmodule MyNewType do
  defstruct [:data]
end
```

```
defimpl String.Chars, for: MyNewType do
  def to_string(value) do ... end
end
```

## “Solving” the expression problem with protocols

- > combines with parametric polymorphism
- > please say it is so!

```
# functory.ex
$ Functory.t(a), (a → b) → Functory.t(b)
  when a: term(), b: term()
def map(xs, f)
  ...
# my_struct.ex
defimpl Functory, for: MyStruct do
  def map(xs, f) do ... end
end
```

## Gradually introducing the system

- > don't discount the chance of a deal-breaker in prod code taking them back to the drawing board
- > phased approach to introducing the experimental system into production Elixir compiler
  - local inference of some Elixir types: v1.17
  - type all Elixir data types and add typing of (and use information inferred from) pattern matching and guards: v1.18
  - type annotations for functions: v1.?

## References

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Thank you

I'll post slides soon.