

Compiling Techniques : Subtyping

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Extrinsic subtypes

type is property of term.

- types as subsets of values
- arises when types overlap
(e.g.) $\text{Int} \supset \text{Nat}$, $\mathbb{Z} \supset \mathbb{N}$

$\text{typ-nat} = \text{function}$

- type s is subtype of t iff
 $\{val:s\}$ are subset of $\{val:t\}$

Judgement:

$\vdash s <: t$

" s subtype of t "

Iskovic substitution principle

if $s <: t$ then

terms of type s can be used as terms of type t w.o. breaking type safety.

"terms of type t can be replaced w/ terms of type s "

System:

$\text{Nat} \vdash \text{Int}$

$\vdash \text{Nat} \leq \text{Int}$

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★ Subsumption $\frac{\Gamma \vdash e : s \quad \vdash s \leq t}{\Gamma \vdash e : t}$ (Impl. of
Ciskov substitution)

Transitivity $\frac{\vdash t_1 \leq t_2 \quad \vdash t_2 \leq t_3}{\vdash t_1 \leq t_3}$

Reflexivity $\frac{}{\vdash t \leq t}$

Casting Suppose $s \leq t$ and e has type s .

May safely cast e to type t .

- Use subsumption to upcast implicitly.

OCaml doesn't. Upcast $e \rightarrow t$ ($e : t$), important for type inference.

Downcasting. Suppose $s \leq t$ and $e : t$. May not safely cast e to s . (Not safe)

- Checked downcasting: at runtime check when safe (dynamic cast in C++)
 - typesafe, throw exception when type mismatch
- Unchecked downcasting: static cast in C++.
- No downcasting in OCaml in general.

Extending subtype relation for data structures ③

tuple $\frac{\vdash t_1 <: S_1 \quad \dots \quad \vdash t_n <: S_n}{\vdash t_1 * \dots * t_n <: S_1 * \dots * S_n}$

List $\frac{\vdash s <: t}{\vdash s \text{ list} <: t \text{ list}}$

*: array $\frac{\vdash s <: t}{\vdash s \text{ array} <: t \text{ array}}$

(Not necessarily right... arrays are mutable).

there's a thing we can do
w/ $e \vdash \text{array}$: write t to some cell.

- Array subtyping is unsound.

Let $\Gamma = [x \mapsto \text{nat array}]$

Var $\frac{\vdash x : \text{nat array} \quad \text{array} \frac{\text{Nat} \vdash \text{nat} <: \text{int}}{\text{nat array} <: \text{int array}}}{\vdash x : \text{int array}}$

Sub $\frac{\vdash x : \text{int array}}{\vdash x : \text{int array}}$

$\vdash x[0] := -1$

$\frac{\text{Nat}}{\vdash 0 : \text{int}} \quad \frac{\text{Int}}{\vdash -1 : \text{int}}$

(Java has this subtyping rule).

(requires runtime checks of array writes)

Subtyping records : with subtyping

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ex

type p2d { x: int, y: int }

type p3d { x: int, y: int, z: int }

* $p3d <: p2d$ (Use subsumption rule).

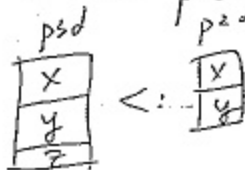
"p3d includes everything p2d has"

\Rightarrow Rec Width $\frac{}{} \vdash \{lab_1: s_1, \dots, lab_n: s_n\} <: \{lab_1: s_1, \dots, lab_m: s_m\} \quad n \leq m$

Compiling this is easy.

$s <: t \triangleq \text{sizeof}(t) \leq \text{sizeof}(s)$

A field positions are the same.



depth subtyping

type nat_point $\{x: \text{nat}, y: \text{nat}\}$ $\quad \quad \quad \mathcal{J}$

type int_point $\{x: \text{int}, y: \text{int}\}$

* nat_point $<: \text{int_point}$

only for immutable records!



Just like tuple rule vs. array rule!

RecDepth $\frac{\vdash s_1 <: t_1 \dots \vdash s_n <: t_n}{\vdash \{lab_1: s_1, \dots, lab_n: s_n\} <: \{lab_1: t_1, \dots, lab_n: t_n\}}$

- easy to compile:

$s <: t \quad \stackrel{\approx}{=} \quad \text{sizeof}(s) = \text{sizeof}(t)$

+ field positions are the same.

Compiling w/ depth + width

6.

type p2d ...

type p3d ...

type rect { t: p2d, br: p3d }

type py { t: p3d, br: p3d, top: p3d }

width + depth: py <: rect (w/ immutable
recs)

→ but doesn't work if we "flatten" the recs.

→ Use pointer structure

Function subtyping

$$\text{Fun} \frac{\vdash (s_1 <: t_1) \quad \vdash (t_2 <: s_2)}{\vdash (t_1 \rightarrow t_2) <: (s_1 \rightarrow s_2)}$$

↑
Interesting ... "flipped"

Use
Liskov
substitution
principle.

- argument type is contravariant
- output type is covariant
- (also because of subsumption)
- Some languages have covariant argument subtyping, not type safe. (eg. Eiffel, Dart)

type inference with subtyping

recall
Subsumption:
$$\frac{\Gamma \vdash e \leq s \quad \Gamma s \leq t}{\Gamma \vdash e \leq t}$$

- No longer have unique typing
- think of typing as ^{partial} mapping maps term \rightarrow type.
 \Rightarrow Now, a term can have multiple types. When a term has

- Subtyping is ^{typically} a partial order. (Subtyping forms a preorder relation, reflexive and transitive).

* Preorder not partial order ex:

$$u \leq v \text{ iff } \exists \text{ path from } u \rightarrow v.$$

- Goal: given context Γ and expr e ,
find least type t such that
 $\Gamma \vdash e : t$ is derivable.

Implementation

Subsumption isn't syntax-directed

i.e. we can't use program syntax to determine when to use subsumption rule.

* Don't use subsumption! Integrate it into other inference rules:

ex: Type-CArr

$$\frac{\Gamma \vdash e_1 : t \dots \Gamma \vdash e_n : t}{\Gamma \vdash \text{new } t[] \{e_1, \dots, e_n\} : t[]}$$

"weaken" these premises:

Instead of proving that $e_1 \dots e_n : t[]$

we first prove that $e_1 : t \dots e_n : t$, and "defer" subsumption into conclusion.

Interesting case: Conditionals.

$$\text{If } \frac{\Gamma \vdash e_1 : \text{bool} \quad \Gamma \vdash e_2 : t_2 \quad \Gamma \vdash e_3 : t_3 \quad t_2 <: t \quad t_3 <: t}{\Gamma \vdash \text{if } e_1 \text{ then } e_2 \text{ else } e_3 : t}$$

Problem: What is t ? (In type- λ arr, new " t " is supplied.)

Condition: - t is least upper bound of t_2 and t_3

$$\textcircled{1} t_2 <: t \wedge t_3 <: t$$

$$\textcircled{2} \text{Forall } t' \text{ s.t. } t_2 <: t' \wedge t_3 <: t', t <: t'.$$

if $<:$ is partial order then least upper bound is unique.