

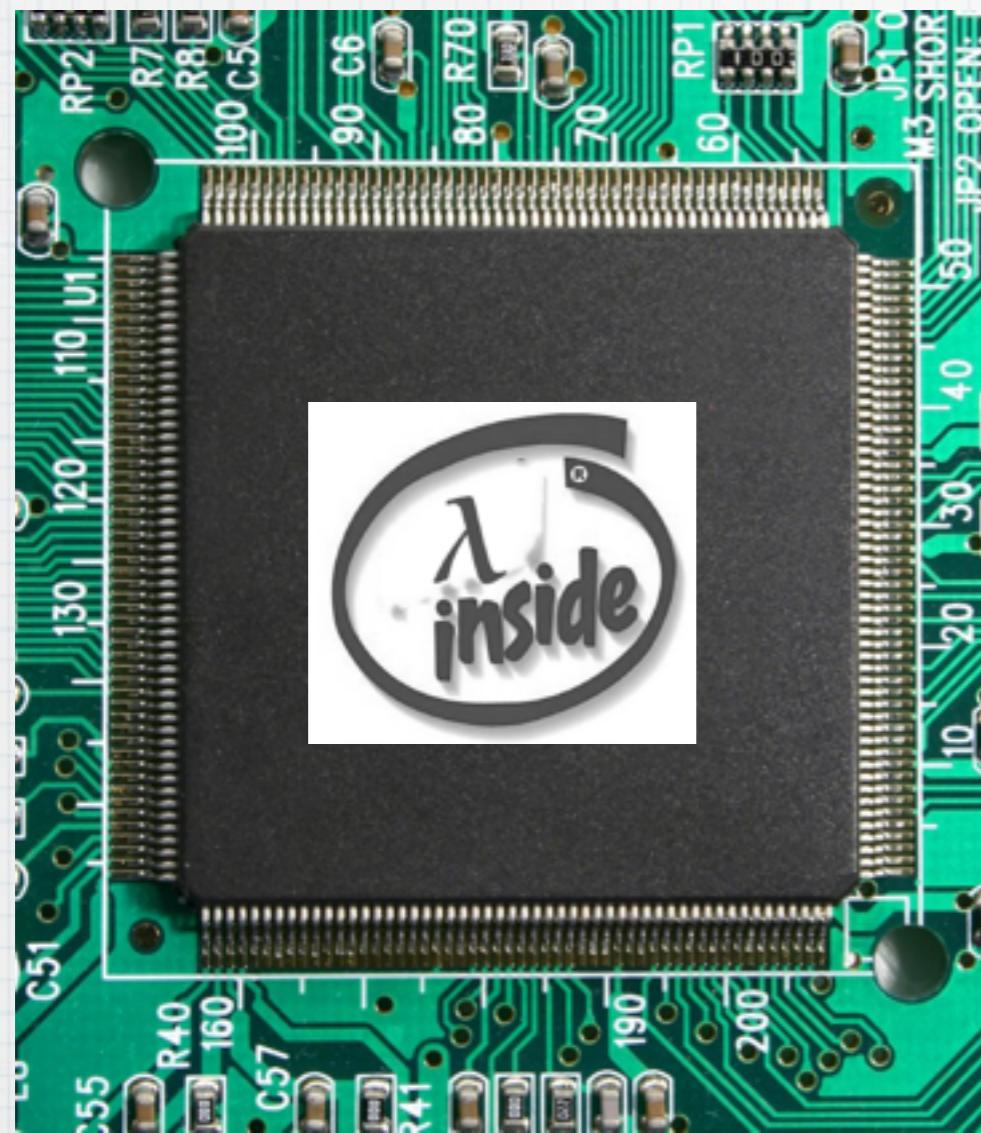
# A Fresh View at Type Inference

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Yin Wang  
October 19, 2012

Location: LH 101  
Time: 4:15 PM

# What is $\lambda$ -calculus?

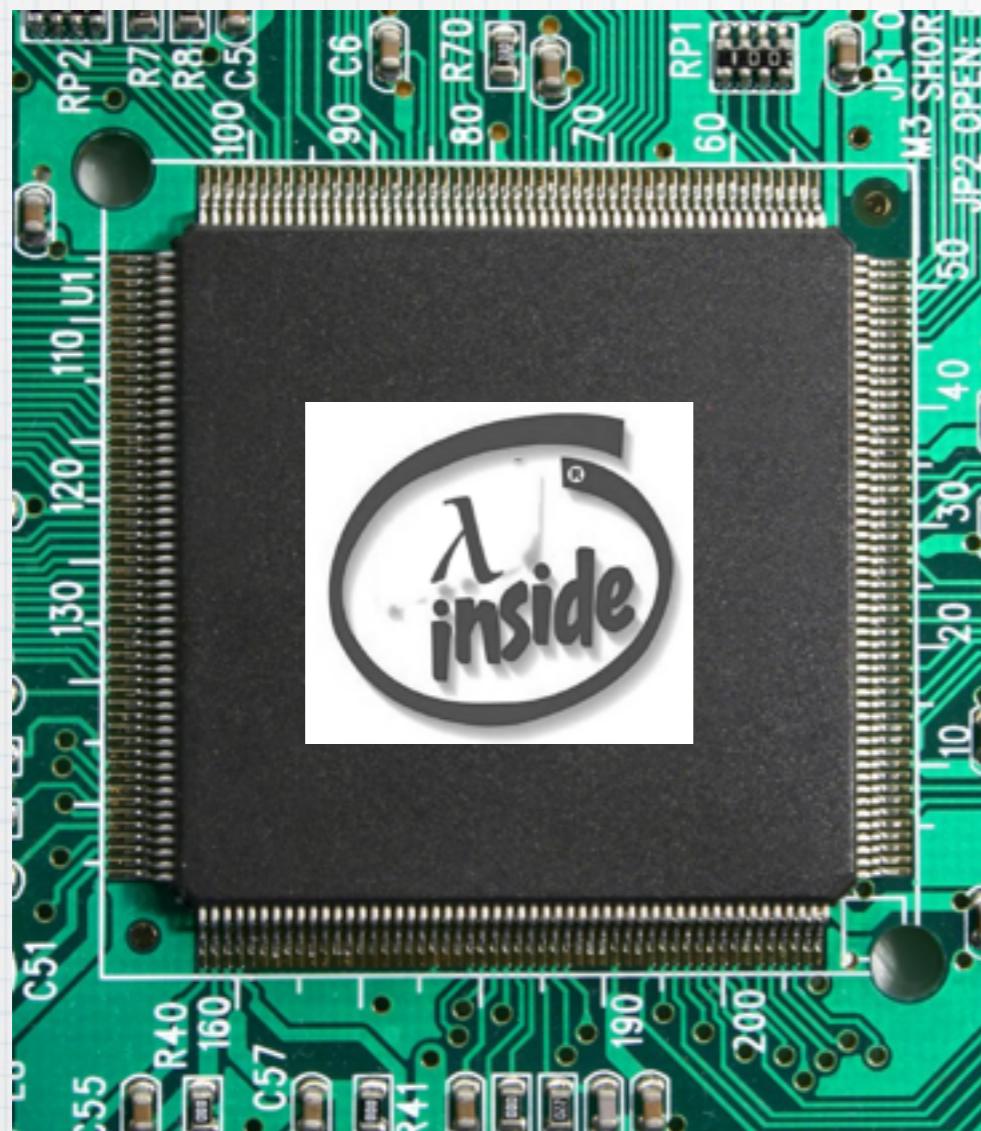


# What is $\lambda$ -calculus?

Three kinds of terms of  
 $\lambda$ -calculus



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Three kinds of terms of  
 $\lambda$ -calculus

variable

$x$

function  
(lambda)

$\lambda x. E$

function  
application

$E_1 E_2$

# What are they?

variable

x y z

function

$\lambda x. E$

function  
application

$E_1 E_2$

# What are they?

wires

x y z

function

$\lambda x. E$

function  
application

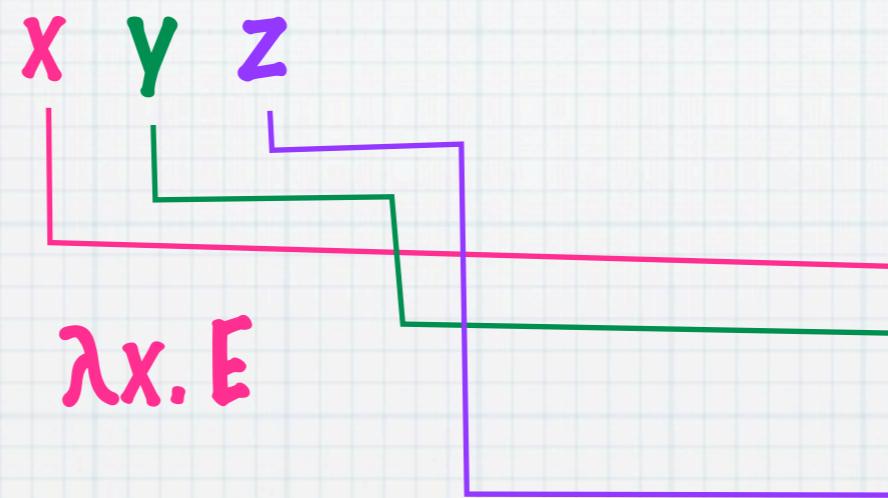
$E_1 E_2$

# What are they?

wires

function

function  
application



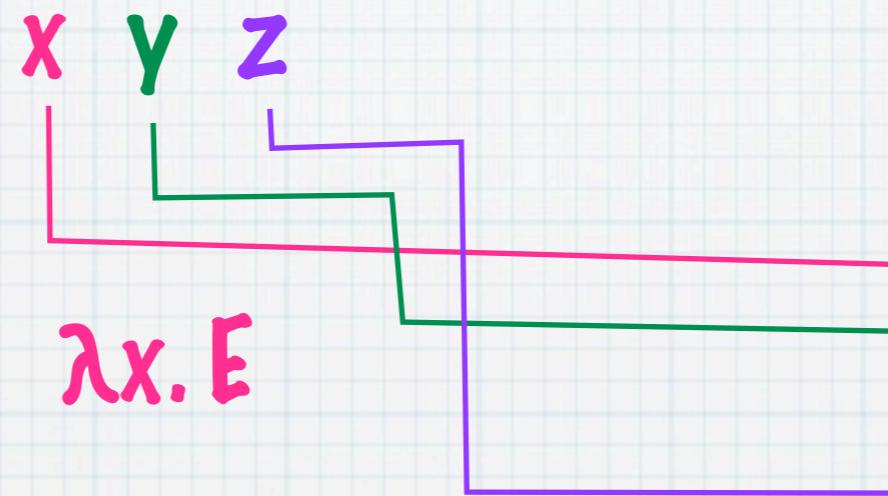
$E_1 E_2$

# What are they?

wires

circuit  
templates

function  
application



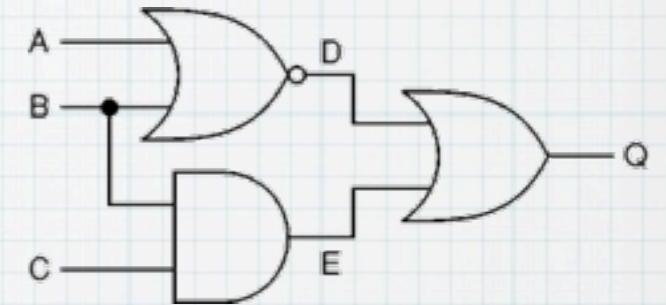
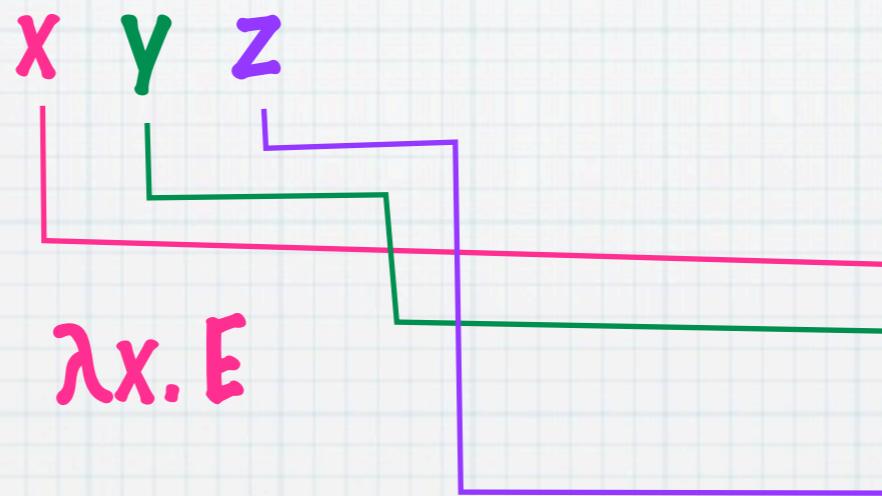
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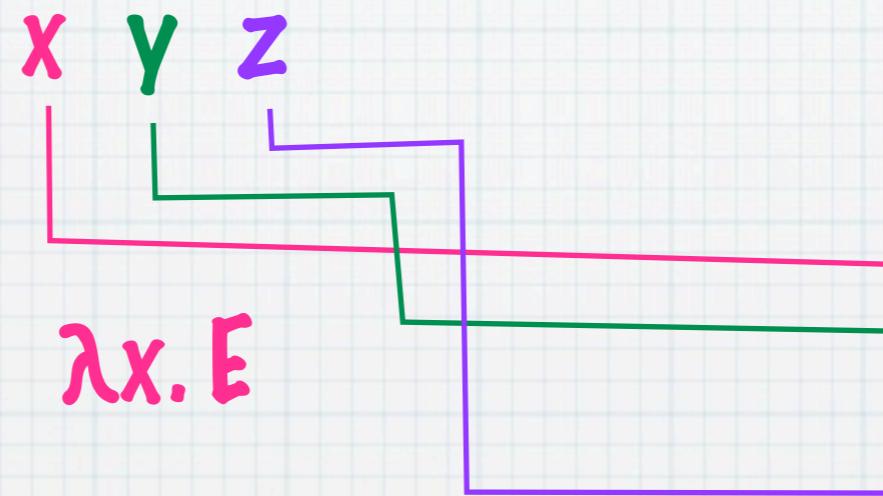


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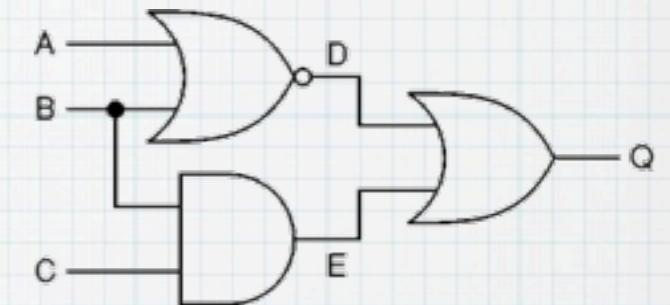
wires

circuit  
templates

circuit template  
instantiation  
and connection



E<sub>1</sub>E<sub>2</sub>



# What are they?

wires

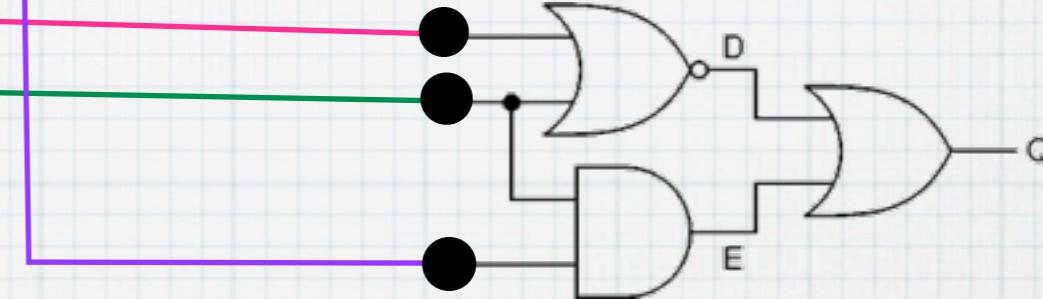
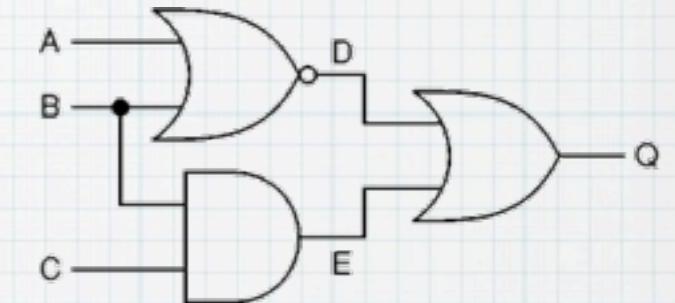
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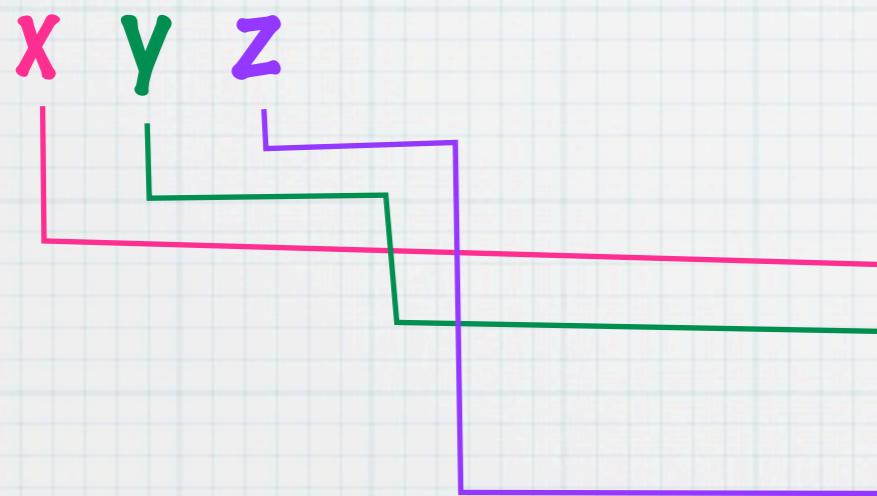
x y z

$\lambda x. E$

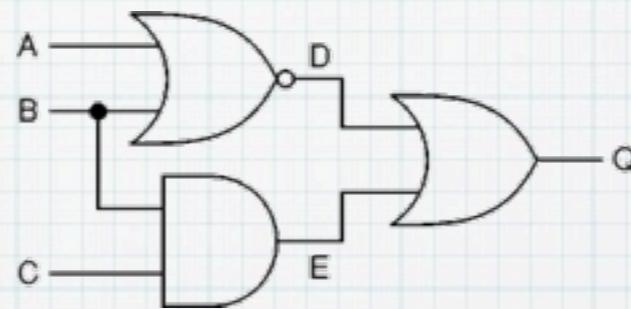
E<sub>1</sub>E<sub>2</sub>



# What are Types?

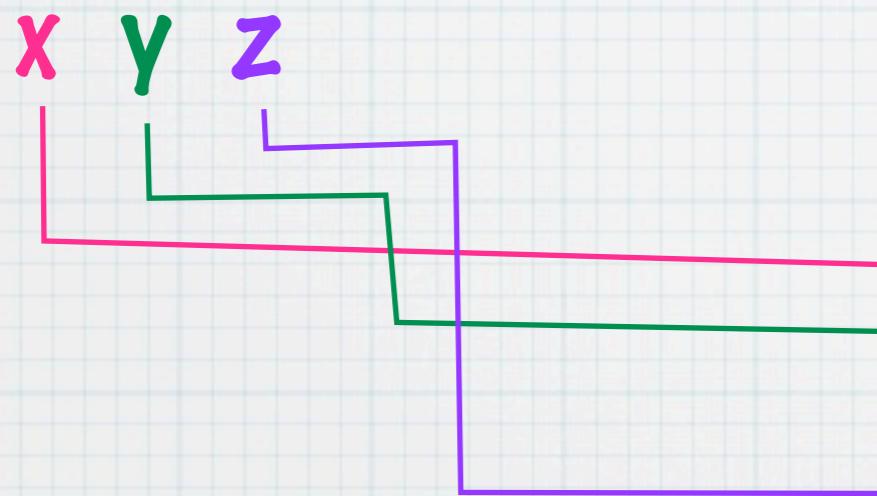


$$F = \lambda xyz.E$$

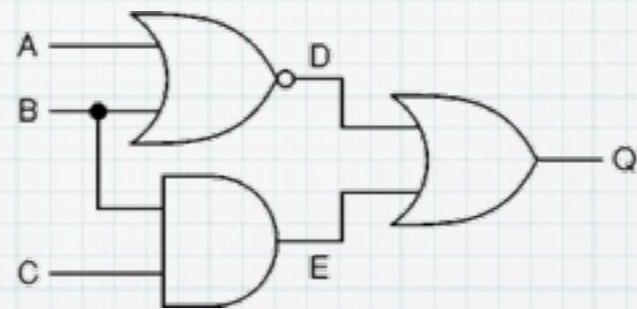


# What are Types?

Types are “interface specifications”

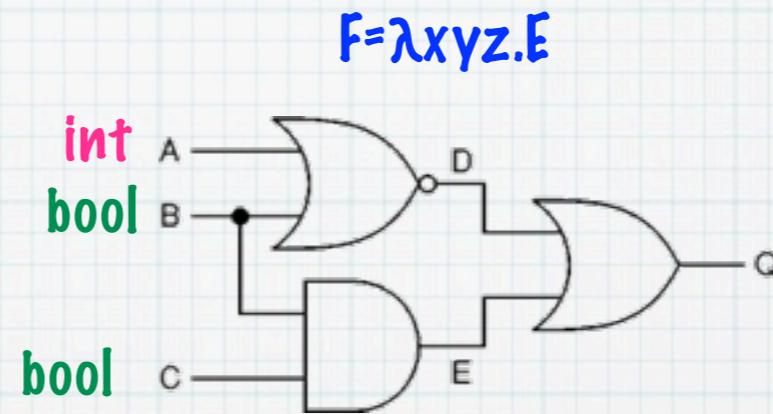
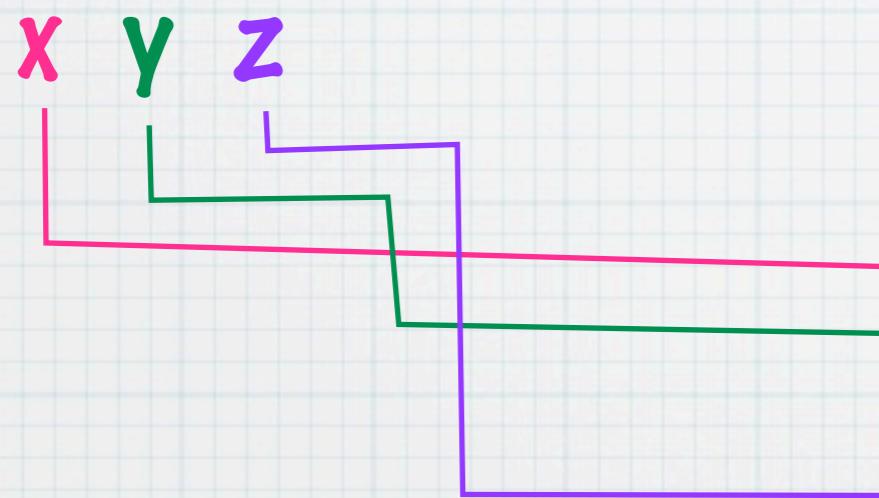


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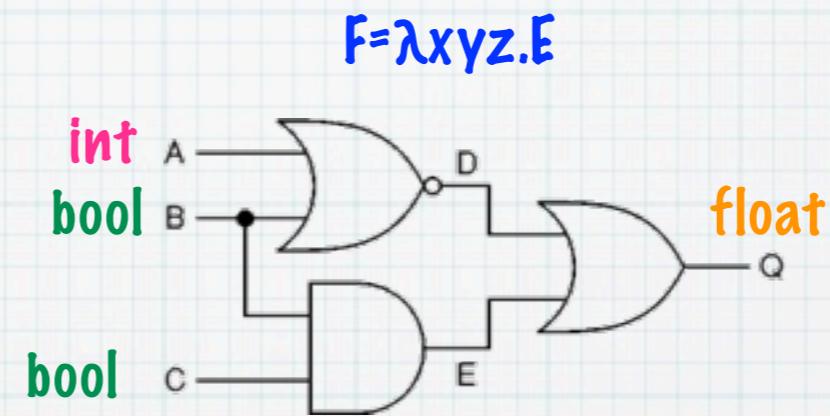
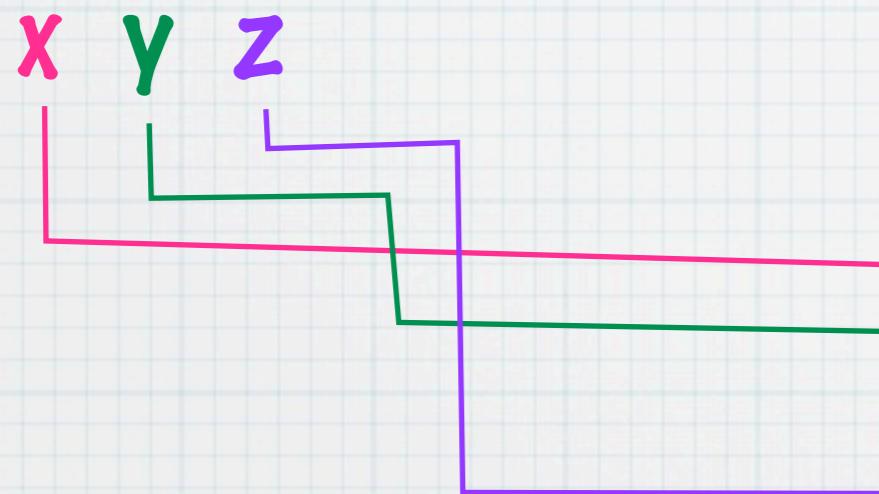
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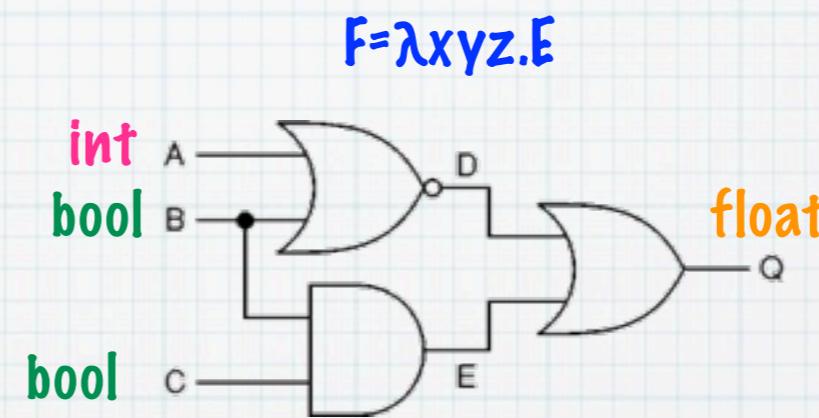
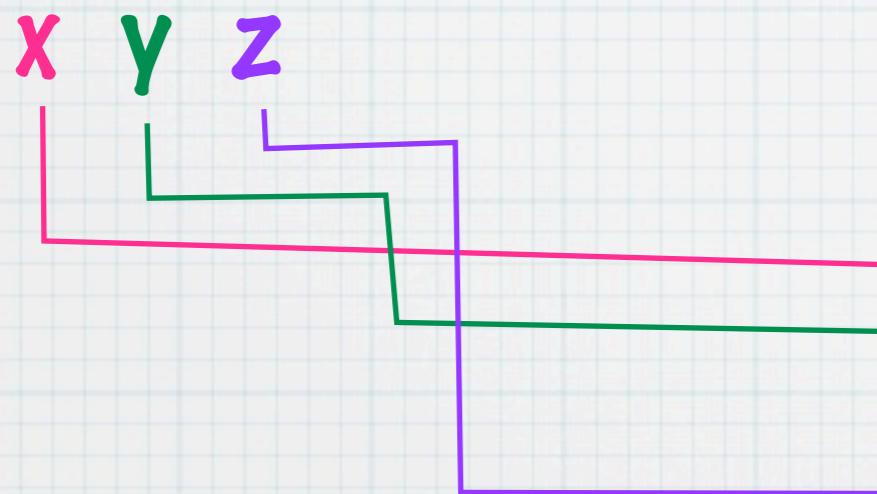
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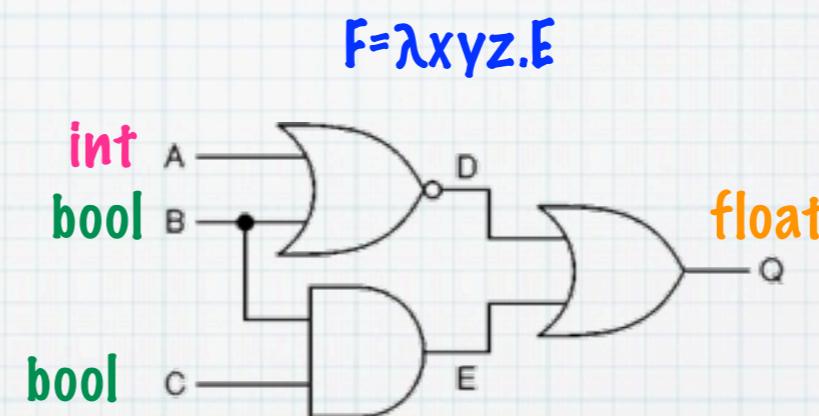
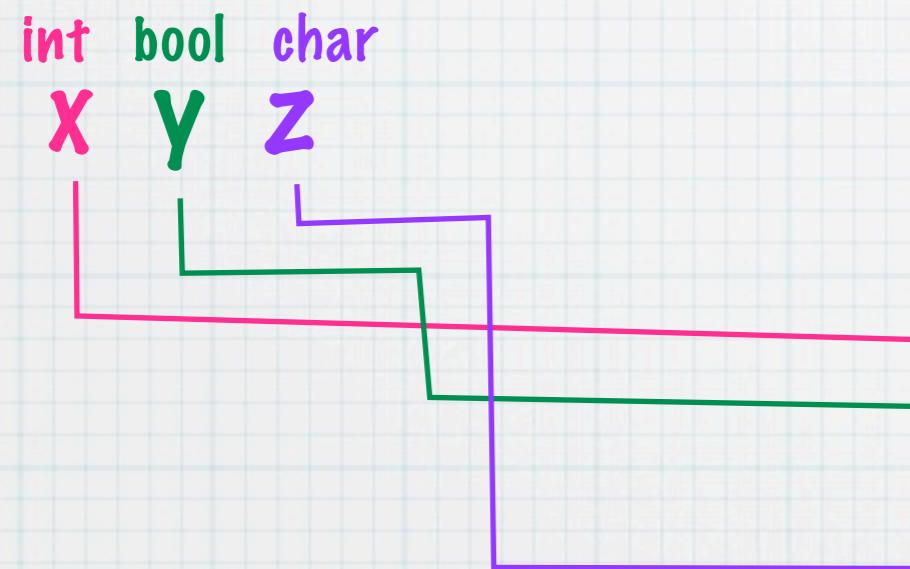
Types are “interface specifications”



In type theoretical notation:  
 $(\text{int}, \text{bool}, \text{bool}) \rightarrow \text{float}$

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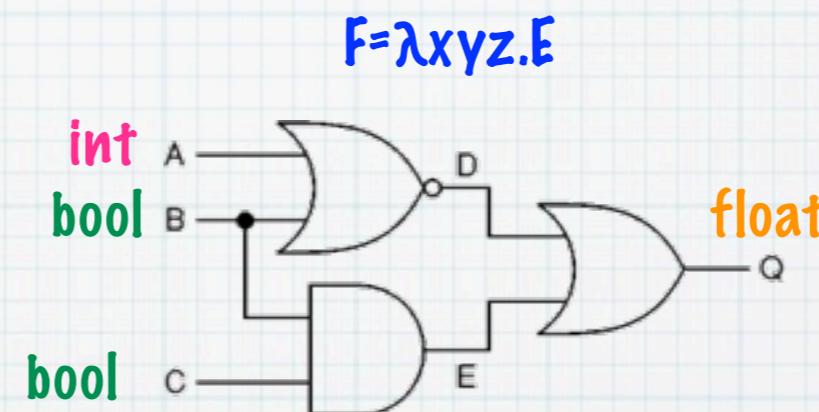


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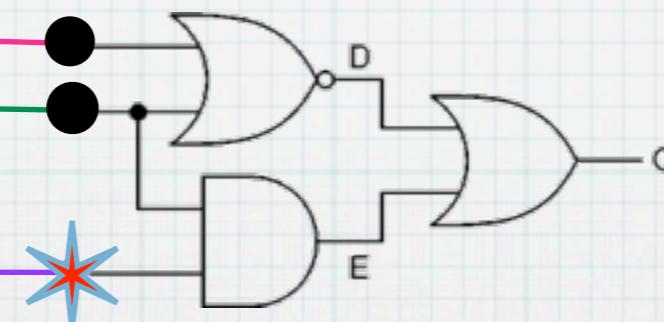
Types are “interface specifications”

int bool char  
X Y Z



In type theoretical notation:  
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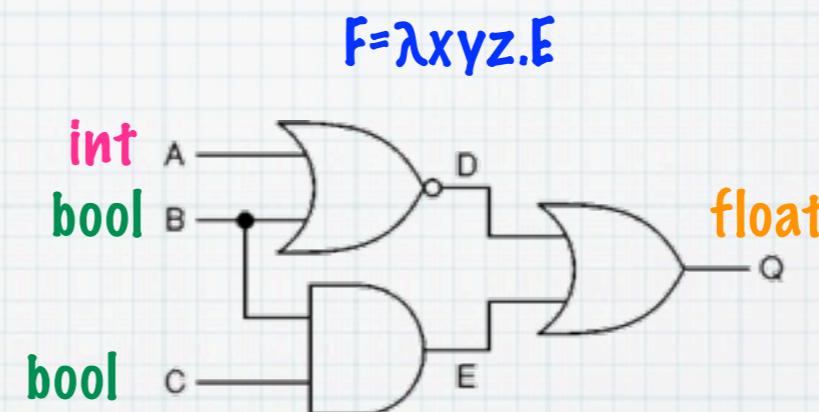
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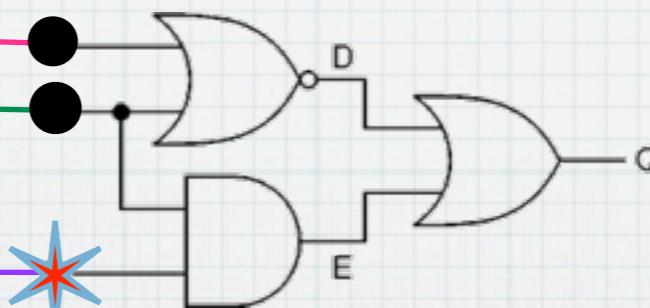
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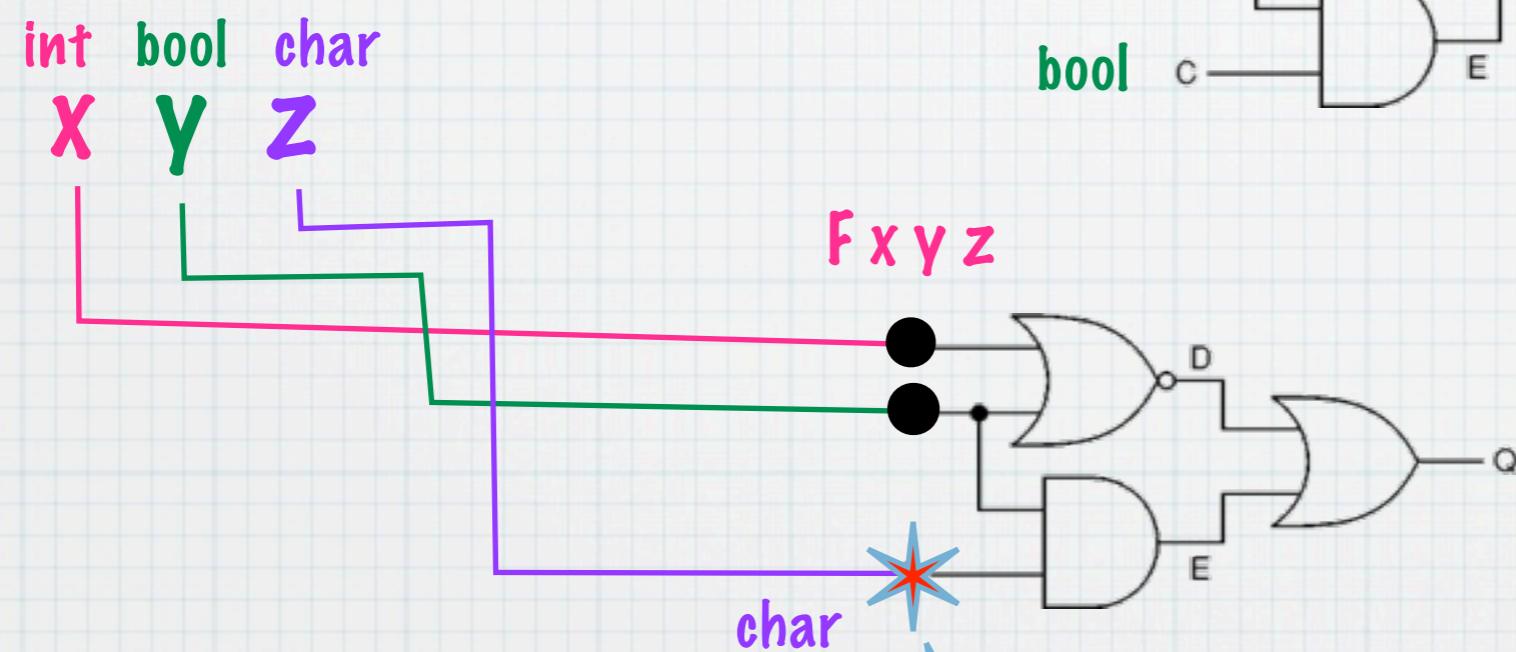
Type Error!

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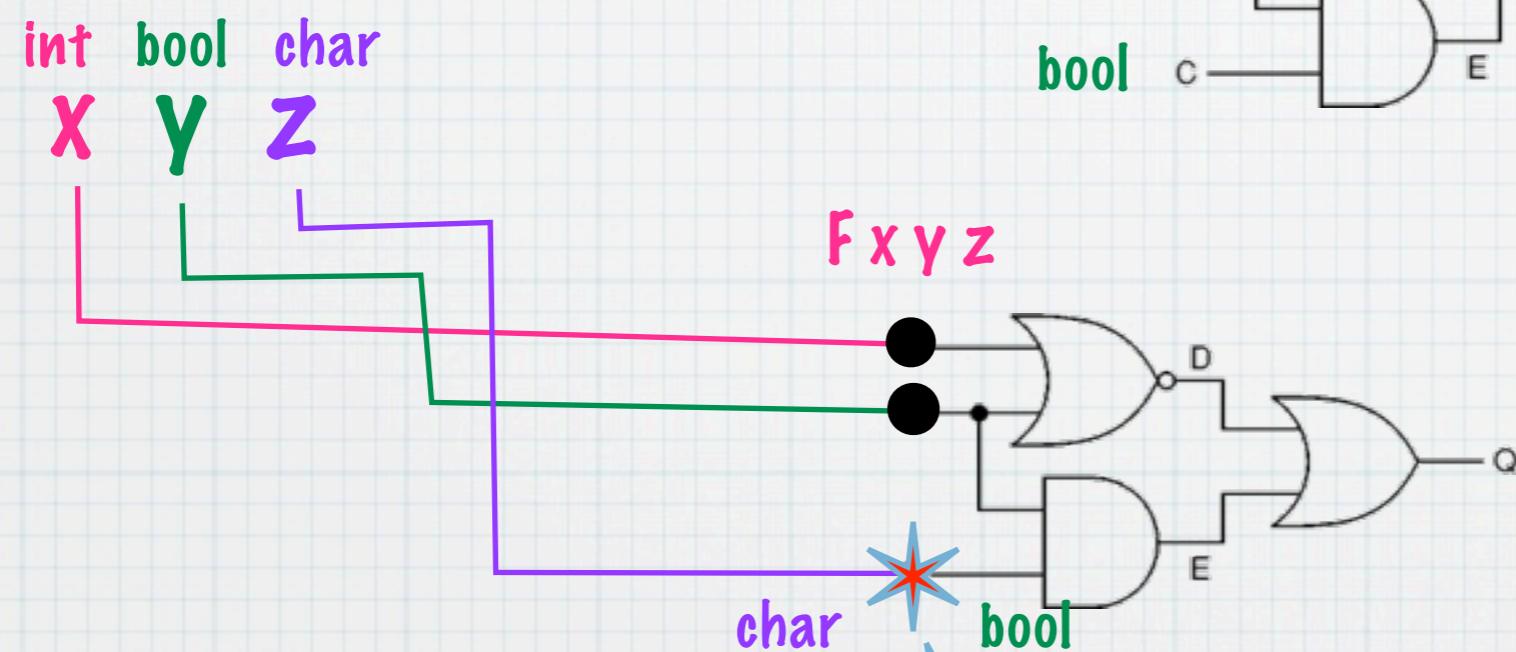
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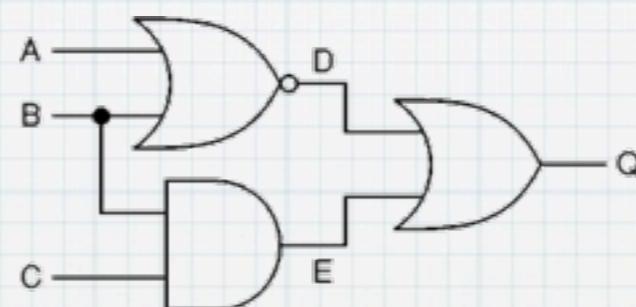
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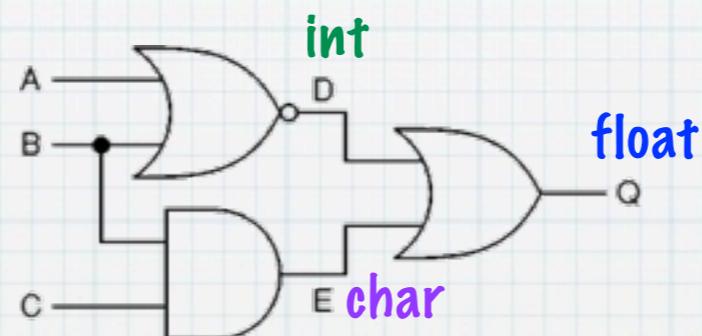
# What is Type Inference?

Given circuit with **partially labeled pins**,  
**infer** the label for other pins



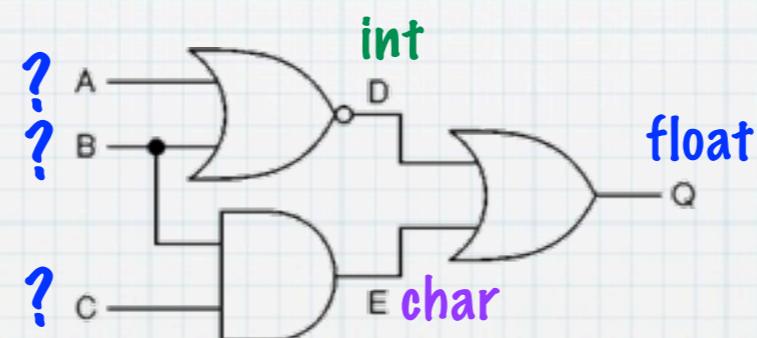
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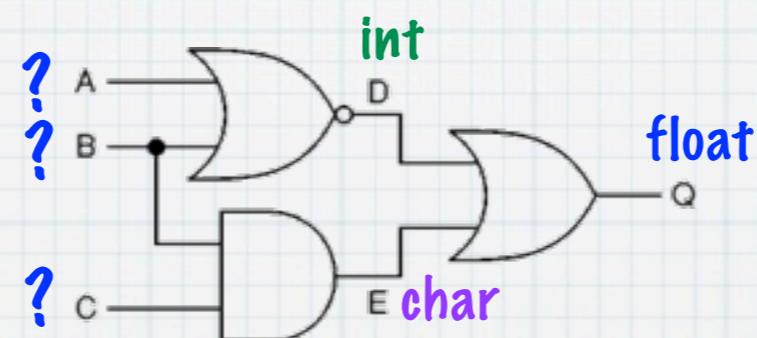
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In essence a logic  
programming problem

# In Type Theoretical Notations

- \* Given an “untyped” **term**, infer its **type**
- \* Example
  - \*  $\lambda f. \lambda x. fx$
  - \*  $(a \rightarrow b) \rightarrow a \rightarrow b$

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a function  
from **a** to **b**

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an object of  
type a

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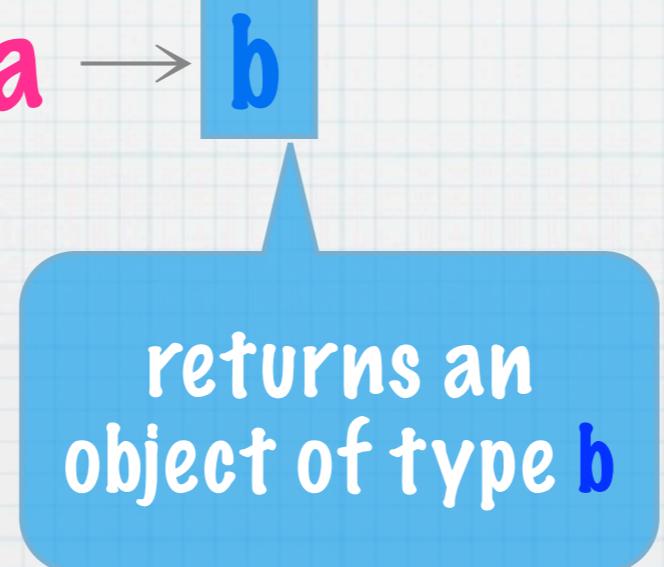
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**a** and **b** are  
called “type  
variables” (white lie)

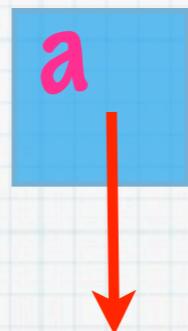
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A type variable  
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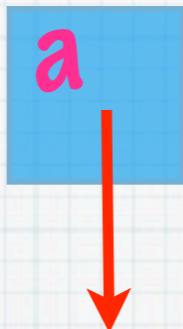
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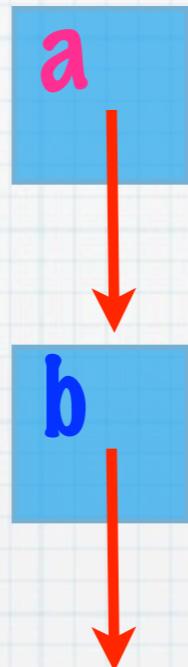
They may point to  
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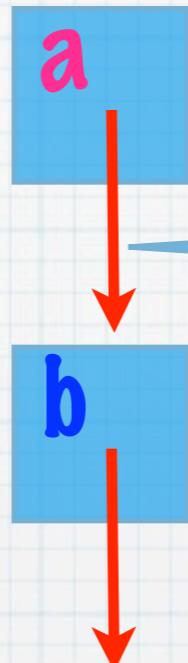
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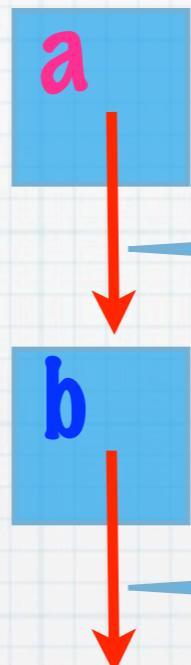


When they point to  
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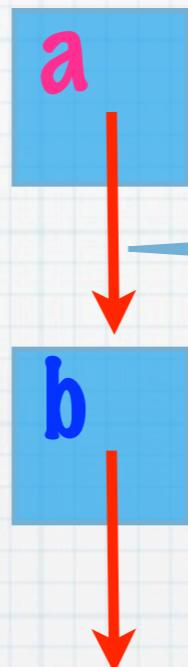
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Otherwise they may be  
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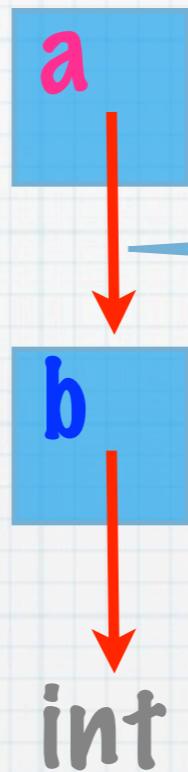


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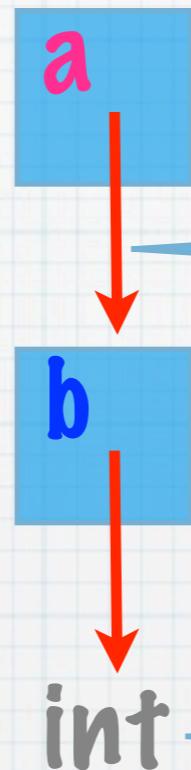


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When they point to  
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They may change from  
unconstrained state to  
constrained state

# Hindley-Milner System (HMS)

$\lambda f. \lambda x. fx$

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$$\lambda f. \lambda x. fx$$

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Process the term  
“recursively”, building a  
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Process the term  
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A blue line points from the variable  $t$  below to the second  $x$  in  $\lambda x.$ , indicating that  $t$  is a pointer to the argument position of the function  $f$ .

# Hindley-Milner System (HMS)

Process the term  
“recursively”, building a  
**data structure** (using  
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Associate with each  
parameter a “type variable”  
when going down

$$\lambda f. \lambda x. fx$$

$$t$$

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Process the term  
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A blue line points from the variable  $t$  to the second argument position of the lambda abstraction  $f$ .

# Hindley-Milner System (HMS)

Process the term  
“recursively”, building a  
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$$\lambda f. \boxed{\lambda x. fx}$$

$\downarrow$   
 $t$

# Hindley-Milner System (HMS)

$$\lambda f. \lambda x. fx$$
  
t

# Hindley-Milner System (HMS)

$$\lambda f. \lambda x. fx$$

A diagram illustrating the derivation of a term in the Hindley-Milner System. The term is  $\lambda f. \lambda x. fx$ . A blue diagonal line connects the variable  $f$  in the first  $\lambda$ -abstraction to the variable  $t$  below it. A blue vertical line connects the variable  $x$  in the second  $\lambda$ -abstraction to the variable  $a$  below it.

# Hindley-Milner System (HMS)

$$\lambda f. \lambda x. \boxed{fx}$$

A diagram illustrating a term in the Hindley-Milner System. The term is  $\lambda f. \lambda x. \boxed{fx}$ . The variable  $f$  is orange and points to the variable  $t$  below it. The variable  $x$  is pink and points to the variable  $a$  below it. The result of the application,  $fx$ , is enclosed in a blue box.

# Hindley-Milner System (HMS)

$$\lambda f. \lambda x. fx$$

```
graph TD; f1["λf. λx. fx"] --- f2["f"]; f2 --- t["t"]; x1["λx. fx"] --- x2["x"]; x2 --- a["a"]
```

# Hindley-Milner System (HMS)

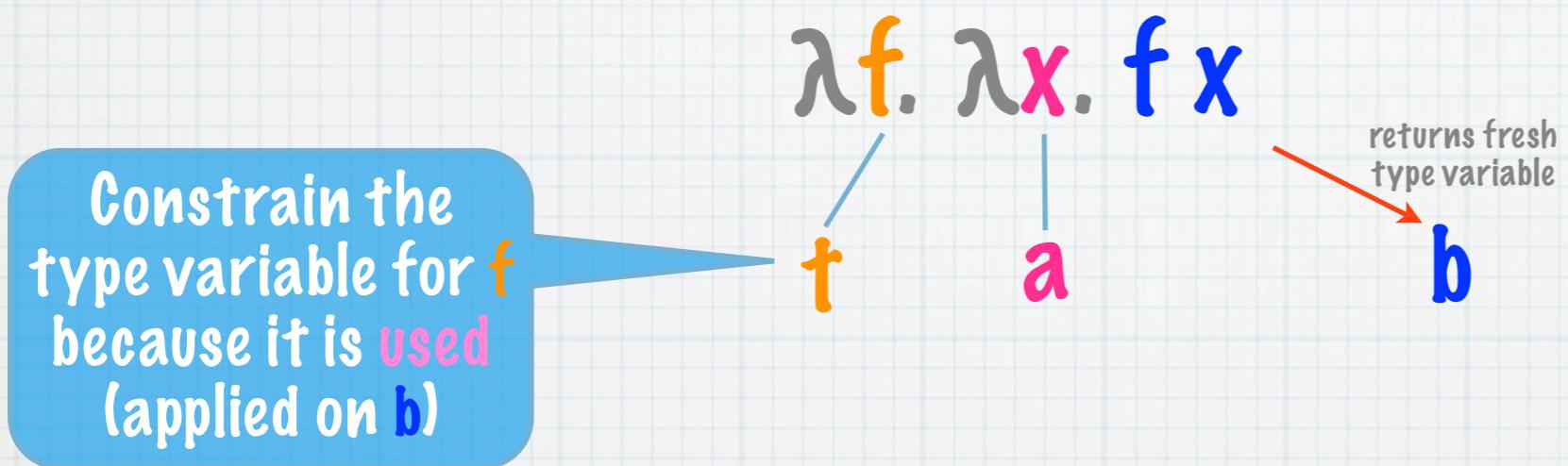
$$\lambda f. \lambda x. fx$$

  
t      a

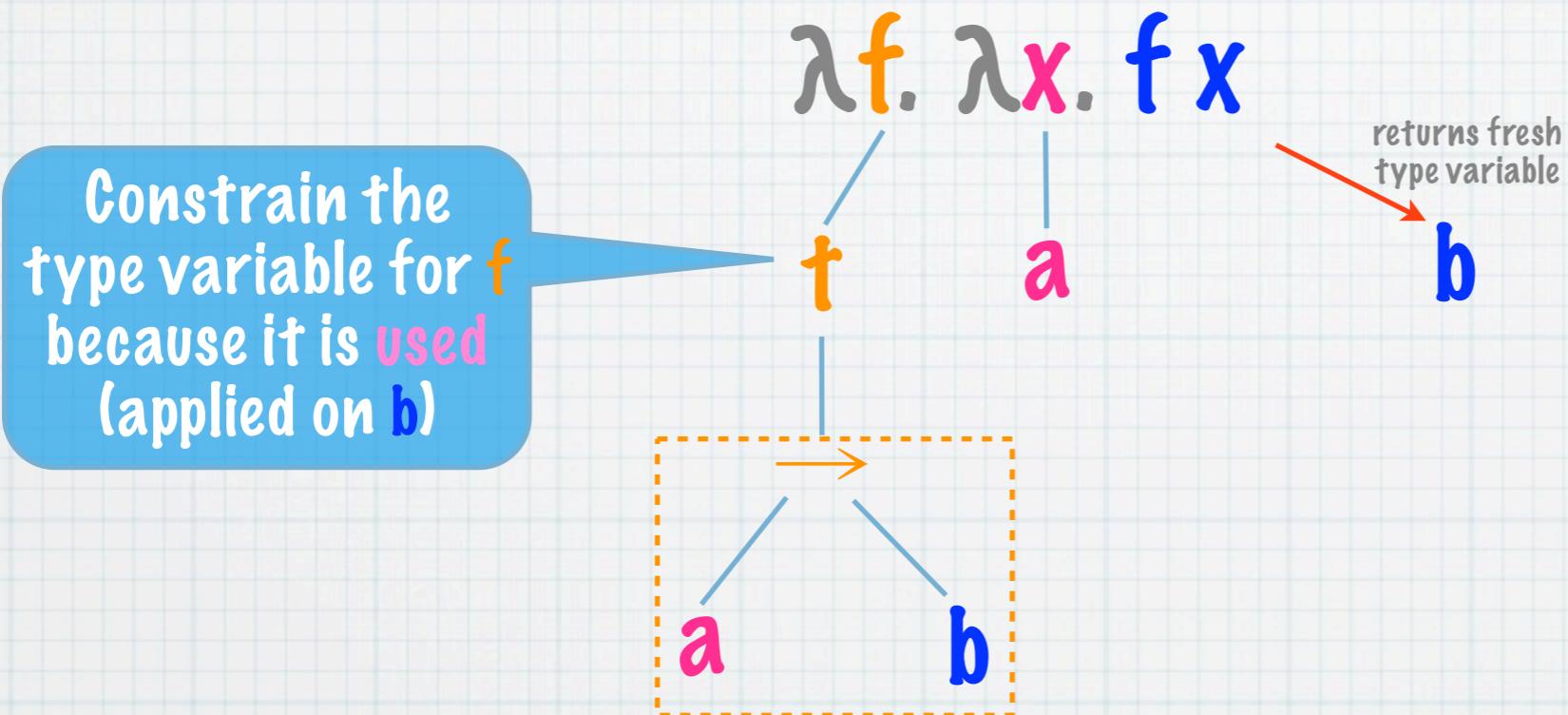
returns fresh type variable

b

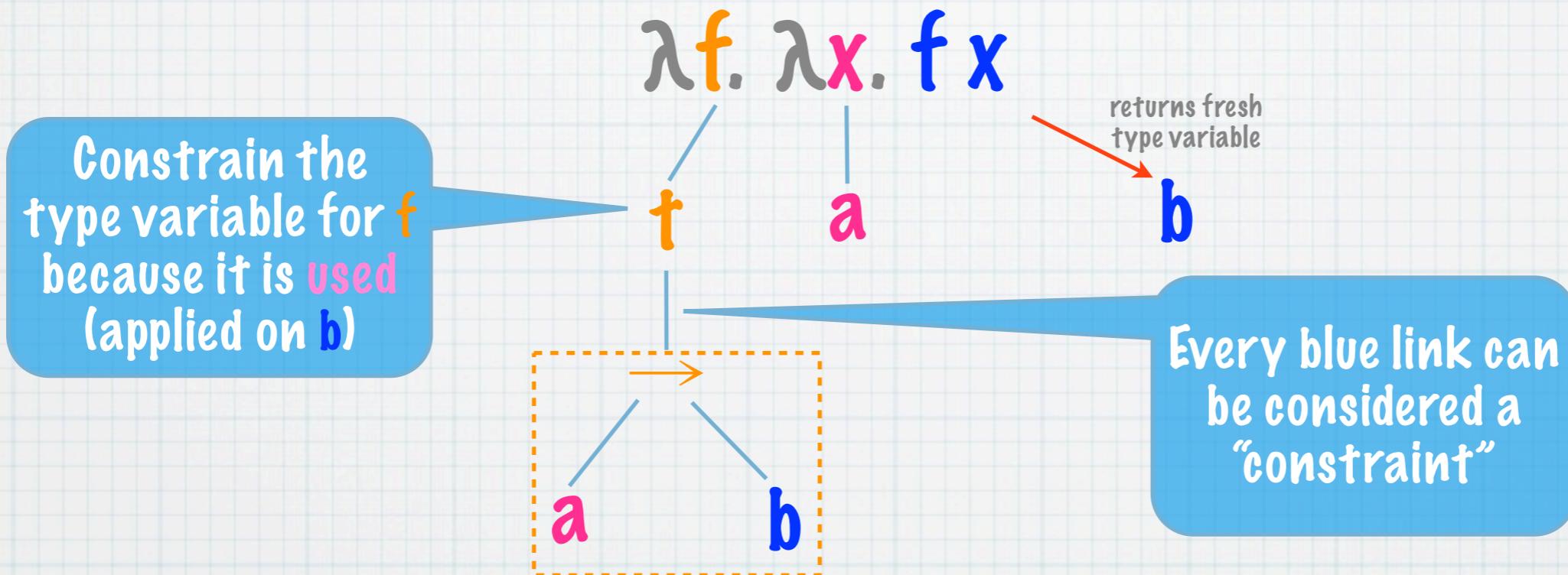
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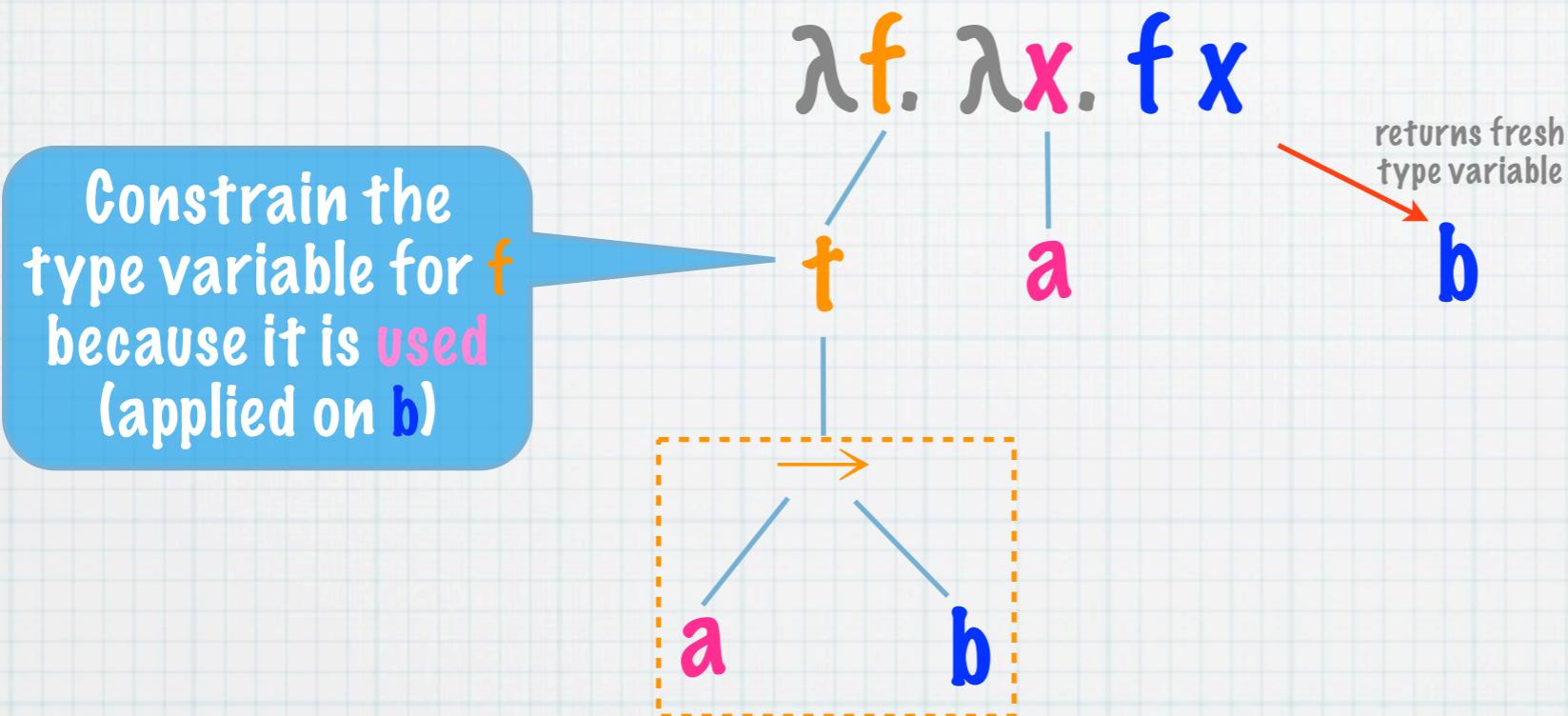
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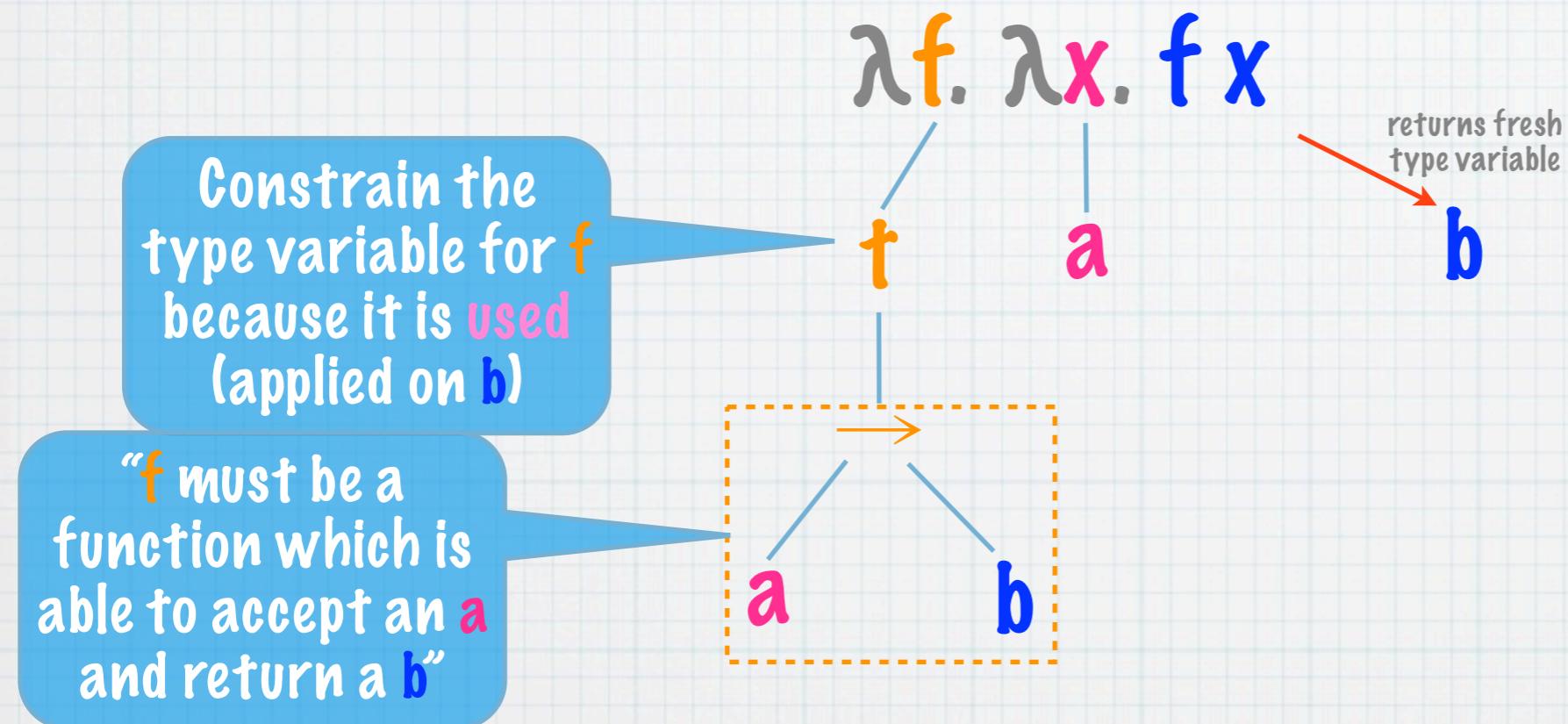
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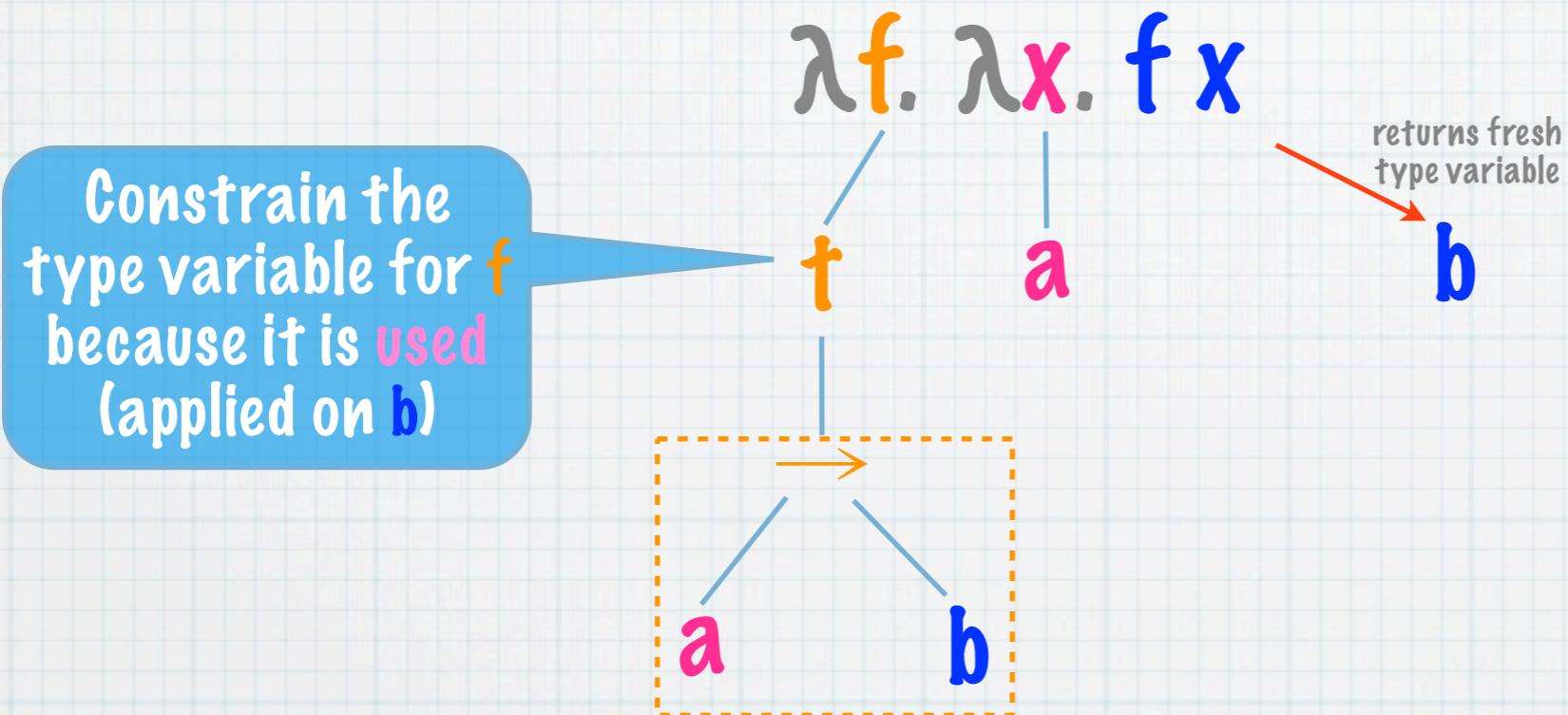
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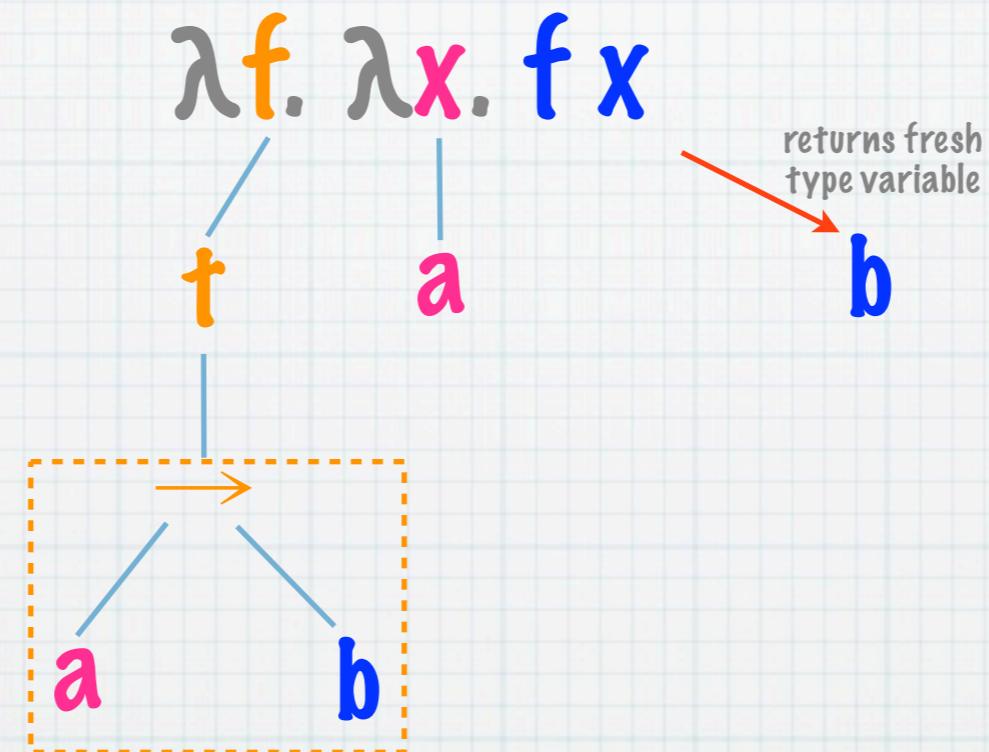
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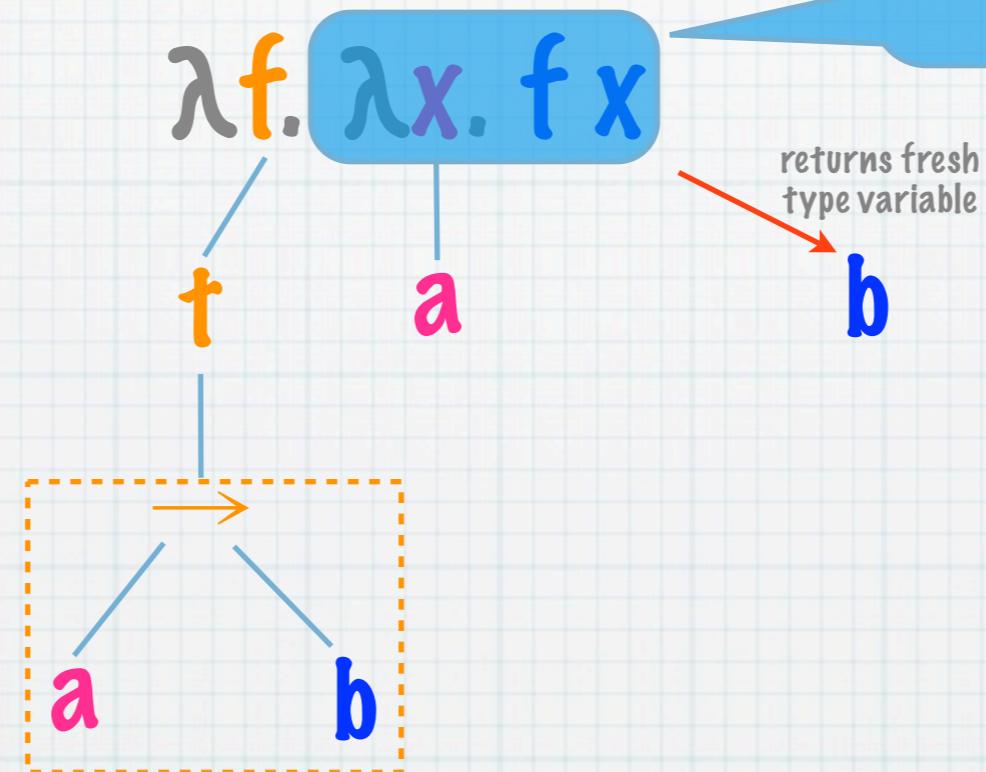


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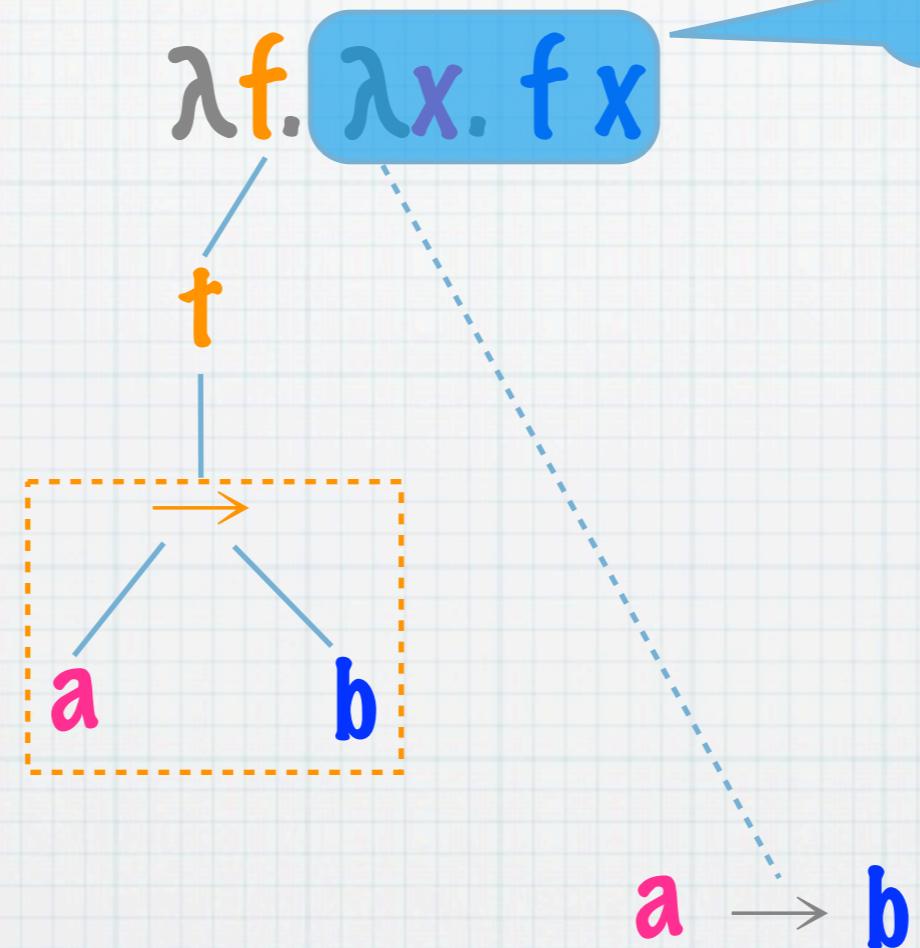
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Find the type of this lambda

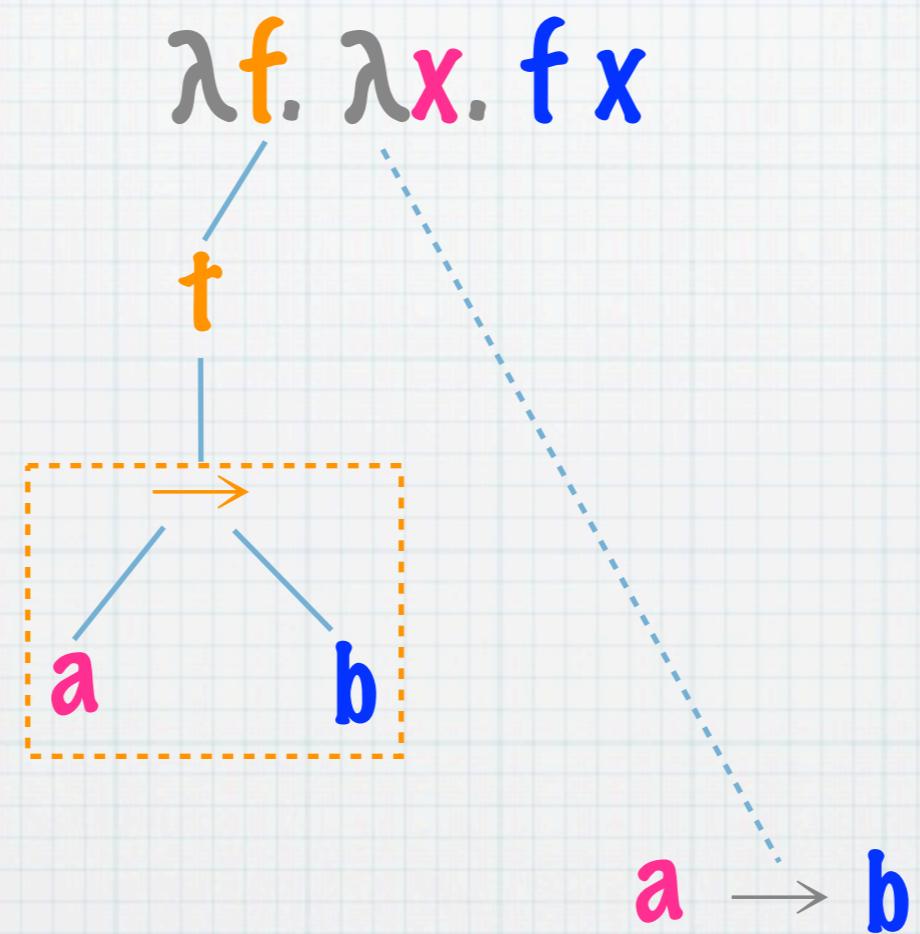


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# Hindley-Milner System (HMS)



# Hindley-Milner System (HMS)

Find the type of this lambda

$\lambda f. \lambda x. fx$

$(a \rightarrow b) \rightarrow a \rightarrow b$

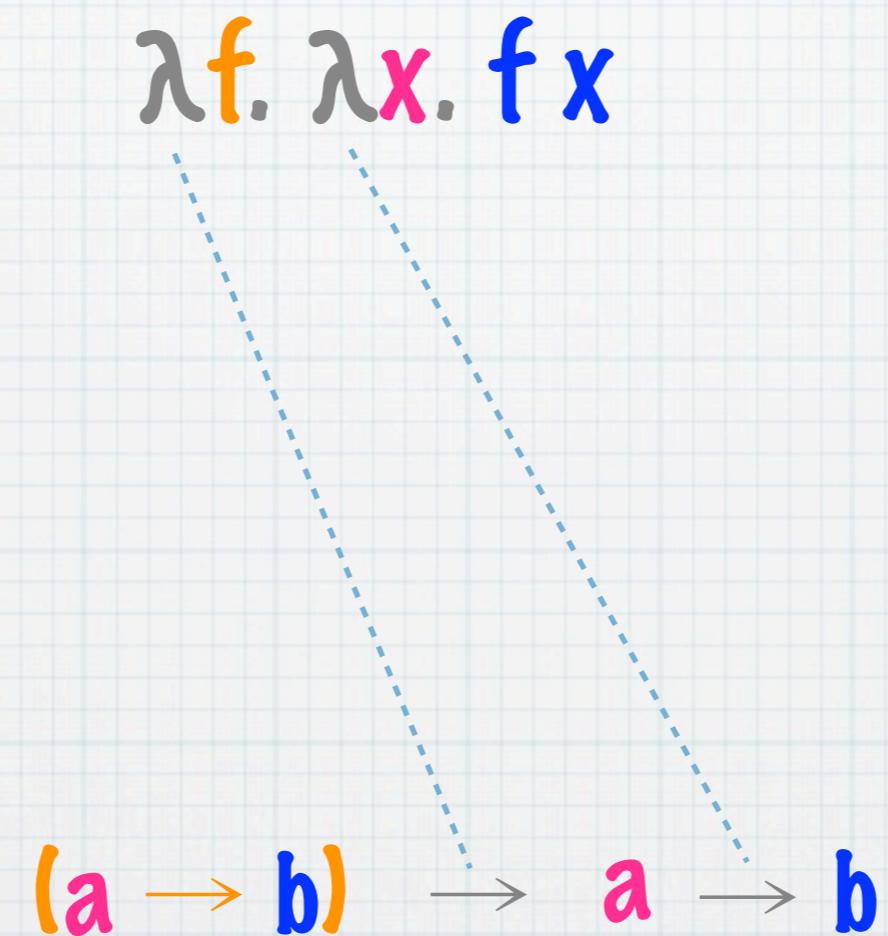
# Hindley-Milner System (HMS)

$$\lambda f. \lambda x. fx$$

The diagram illustrates the reduction of a lambda expression. At the top, the expression  $\lambda f. \lambda x. fx$  is shown. A dashed blue arrow points from the  $\lambda f.$  part to the term  $(a \rightarrow b)$  below. Another dashed blue arrow points from the  $\lambda x.$  part to the variable  $a$  in the same term. A solid blue arrow points from the term  $(a \rightarrow b)$  to the resulting expression  $a \rightarrow b$  at the bottom.

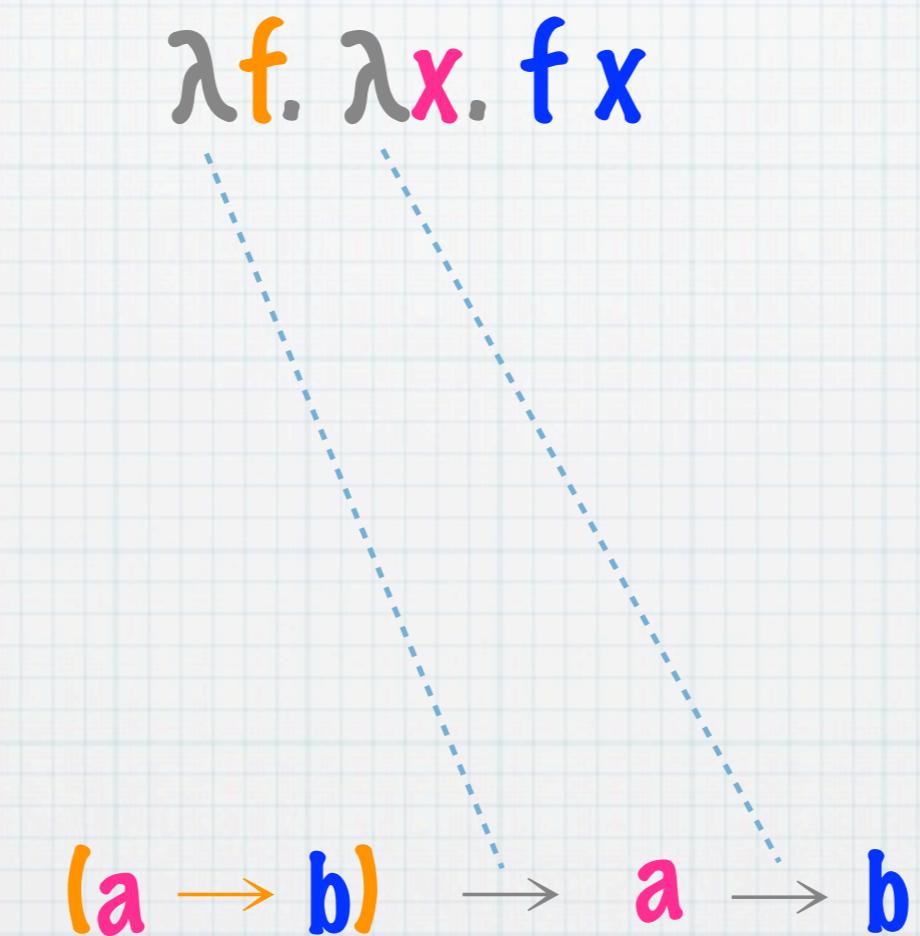
$$(a \rightarrow b) \rightarrow a \rightarrow b$$

# Hindley-Milner System (HMS)



How many kinds of arrows are there?

# Hindley-Milner System (HMS)



Are **a** and **b** constrained?

# Hindley-Milner System (HMS)

$$\lambda f. \lambda x. fx$$
$$(a \rightarrow b) \rightarrow a \rightarrow b$$

Can **a** and **b** be constrained?

# Why do we need polymorphism?

```
let f = λx.x in  
(f 1, f True)
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If we don't have  
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What is f's type using  
our method?

```
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Each application gets a  
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We will see!

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- The type  $[A]$  is for this check

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dynamic scoping

If anything feels wrong, it  
will go wrong ...

```
let r = ref ( $\lambda x.x$ ) in  
(r :=  $\lambda x.x+1$ ; (!r)true)
```

If anything feels wrong, it will go wrong ...

What is the type of this?

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$\forall a.(\text{ref } (a \rightarrow a))$

let r =  $\text{ref } (\lambda x.x)$  in  
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# If anything feels wrong, it will go wrong ...

Remember what the quantifier  $\forall a$  mean?

$\forall a.(\text{ref } (a \rightarrow a))$

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Remember what the quantifier  $\forall a$  mean?

$\forall a.(\text{ref } (a \rightarrow a))$

It means make an instance of its body at every use

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**ref** ( $a_1 \rightarrow a_1$ )

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Passed type  
check

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**Unsound!**

# ML's Solution (value restriction)

$\forall a.(\text{ref } (a \rightarrow a))$

let r = **ref** ( $\lambda x.x$ ) in  
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# ML's Solution (value restriction)

No generalization  
for “non-values”  
**(ref** is a case of  
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# ML's Solution (value restriction)

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**(ref** is a case of  
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**(ref (a->a))**

No longer make  
instances

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# ML's Solution (value restriction)

(ref (a->a))

```
let r = ref (λx.x) in  
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```

Type changes to  
int->int because  
**a** was  
constrained to  
int

Fails type check  
because int->int  
cannot be applied  
to bool

# But ... This solves only one symptom of the problem

- \* There are more of them:
  - \* Interference with first-class continuations
  - \* Interference with intersection types
  - \* And so on ...

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Can we get rid of  
the root of the  
problem?

# Mental Burden on the Programmer

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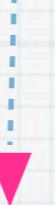
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Can we do better?

# The Real Problem

$$\forall a. (\text{ref}(a \rightarrow a))$$


```
let r = ref ( $\lambda x. x$ ) in  
(r :=  $\lambda x. x + 1$ ; (!r)true)
```

# The Real Problem

real problem: this type  
should be  $\text{ref}(\forall a.a \rightarrow a)$ ,  
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Can we type it as  
 $\text{ref}(\forall a.a \rightarrow a)$ ?

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- \* So the door to constraining the type of parameters should be “**closed**” at **function boundaries**
- \* This means: generalize should happen at  $\lambda$ , and not **LET**

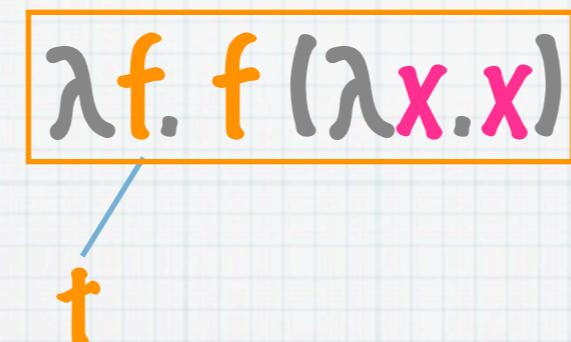
# How does Gen $\lambda$ happen?

$$\lambda f. \textcolor{orange}{f}(\lambda x. x)$$

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$\lambda f. f(\lambda x. x)$

# How does Gen $\lambda$ happen?

$$\boxed{\lambda f. f(\lambda x. x)}$$


A diagram illustrating a lambda expression. The expression  $\lambda f. f(\lambda x. x)$  is enclosed in a thin orange rectangular box. A blue arrow originates from the bottom center of this box and points downwards to a single character 't' written in orange.

# How does Gen $\lambda$ happen?

$$\lambda f. \boxed{f(\lambda x. x)}$$

$t$

A diagram illustrating the application of a function to itself. The expression  $\lambda f. \boxed{f(\lambda x. x)}$  is shown in a blue-outlined box. A blue arrow points from the variable  $t$  below to the argument position of the inner lambda abstraction  $\lambda x. x$ .

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$$\lambda f. f \boxed{(\lambda x.x)}$$

$t$

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```
graph TD; L["λf. f(λx. x)"] -- "t |\" --> A["f"]; L -- "a |\" --> B["a"]
```

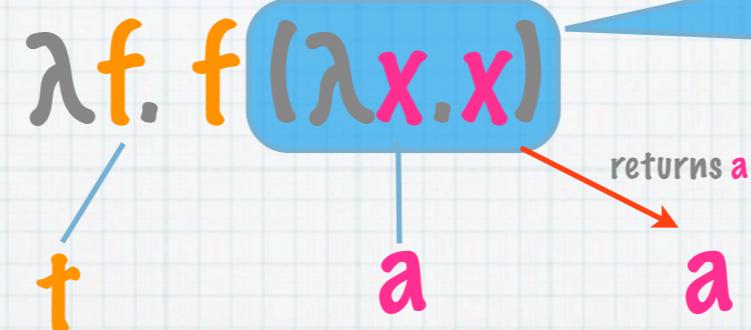
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t                    a                    returns a  
|                    |                    |  
λ                    f                    (λx. x)  
|                    |  
t                    a

# How does Gen $\lambda$ happen?

Find the type of this lambda



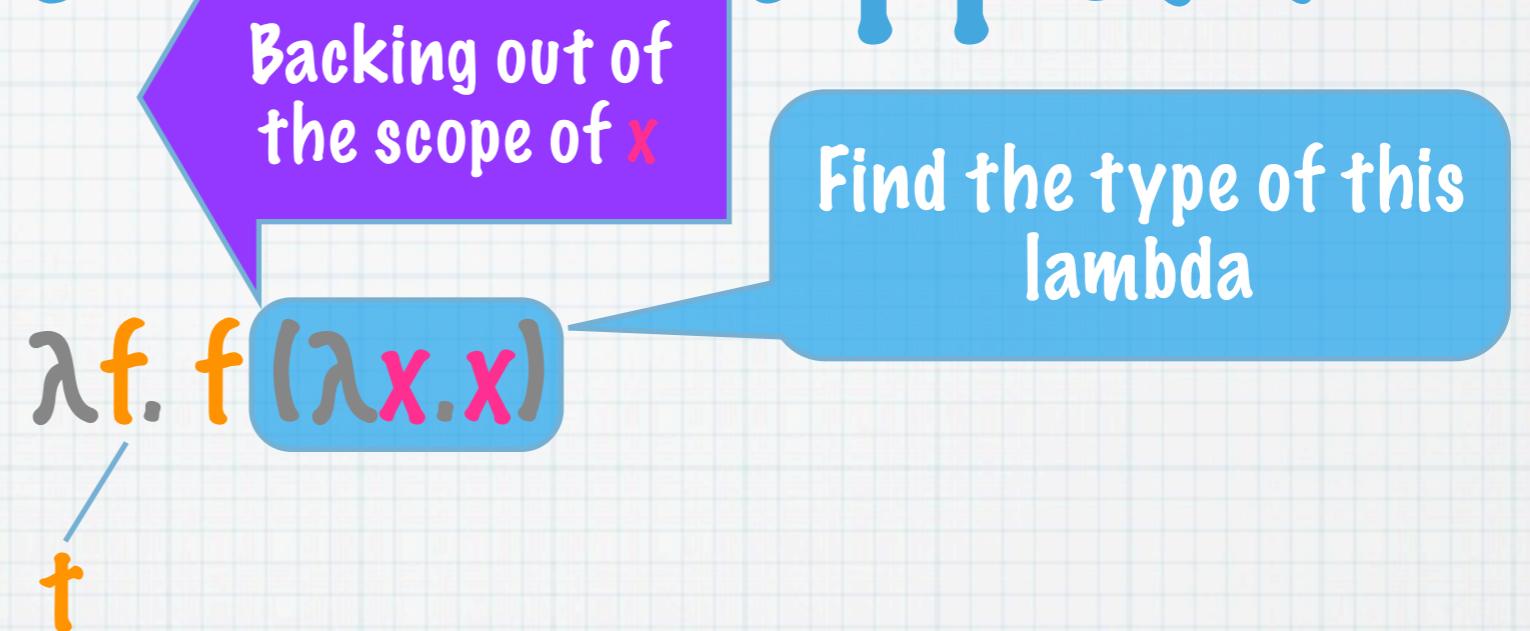
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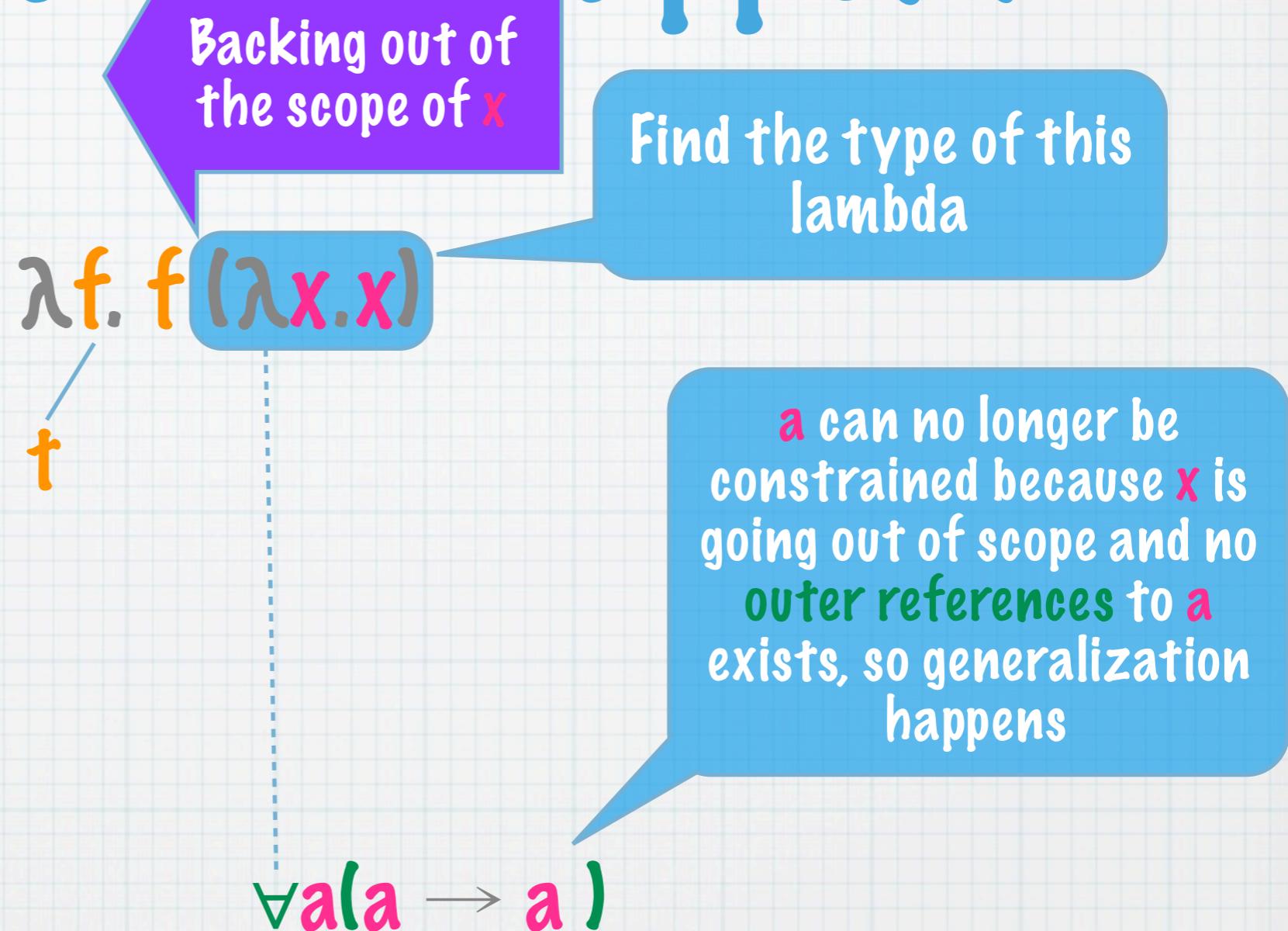
Backing out of  
the scope of  $x$

Find the type of this  
lambda

$a \rightarrow a$

$a$  can no longer be constrained because  $x$  is going out of scope and no outer references to  $a$  exists, so generalization happens

# How does Gen<sub>a</sub> happen?



# How does Gen $\lambda$ happen?

$$\begin{array}{c} \lambda f. f(\lambda x. x) \\ \diagdown \qquad \qquad \qquad \downarrow \\ t \qquad \qquad \qquad \forall a (a \rightarrow a) \end{array}$$

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Process this application

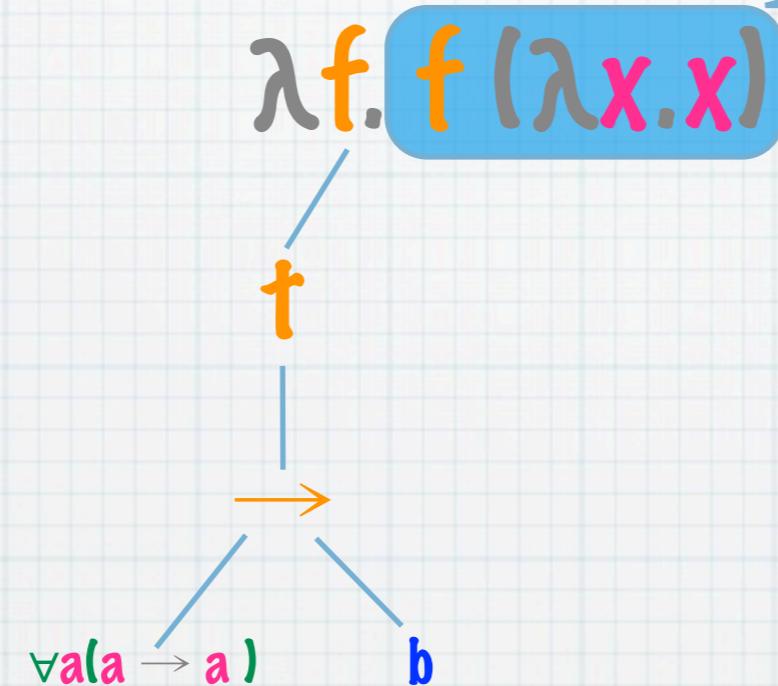
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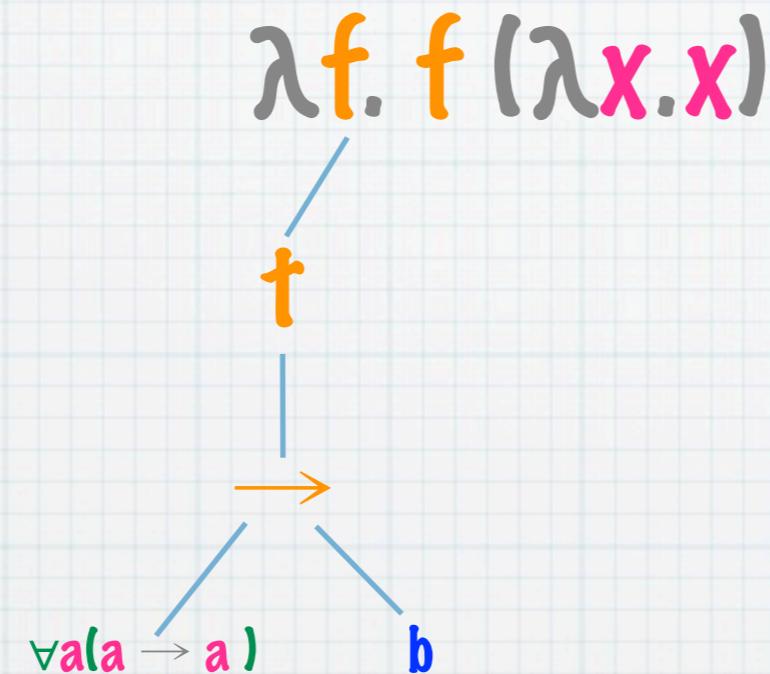
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$\lambda f. f(\lambda x. x)$

$((\forall a. a \rightarrow a) \rightarrow b) \rightarrow b$

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This is a “higher ranked” type

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How will HM type this?

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# The Difference of Two Types

Gen<sub>λ</sub>

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ML

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Is “more information” always good?

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An example of such a system is **intersection types**

# What are Intersection Types?

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supposed to produce

$(1, \text{true})$

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The problem is, how to get  $(\text{int}, \text{bool})$   
given  $(\text{int} \rightarrow a \wedge \text{bool} \rightarrow b) \rightarrow (a, b)$   
and  $\forall a.a \rightarrow a$

# What are Intersection Types?

Answer: “apply”  $\forall a.a \rightarrow a$  twice,  
once to **int**, the other time to **bool**

When applied on  $\lambda x.x$  :

$(\lambda f. (f 1, f \text{ true})) (\lambda x.x)$

The problem is, how to get **(int, bool)**  
given **(int → a ∧ bool → b) → (a, b)**  
and  $\forall a.a \rightarrow a$

# The Rest of the Story

- \* I have only shown intersection types which doesn't capture the **control flow** information
- \* We can capture control flow information in the type, removing **idempotence**
- \* The resulting systems will be even more powerful, able to type self applications like  $\lambda x.xx$  or  $\lambda x.fff$
- \* To be continued ...