



# Compilers

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## Subtyping

Consider **let** with initialization:

$$\frac{\begin{array}{l} \rightarrow \underline{O} \vdash \underline{e_0} : \underline{T_0} \\ \underline{[O[T_0/x] \vdash e_1 : T_1]} \end{array}}{O \vdash \text{let } \underline{x:T_0} \leftarrow \underline{e_0} \text{ in } e_1 : T_1} \quad [\text{Let-Init}]$$

- Define a relation  $\leq$  on classes
  - $X \leq X$
  - $X \leq Y$  if  $X$  inherits from  $Y$
  - $X \leq Z$  if  $X \leq Y$  and  $Y \leq Z$

$$\left[ \frac{\begin{array}{c} O \vdash e_0 : T_0 \\ [O[T/x] \vdash e_1 : T_1] \\ \rightarrow T_0 \leq T \end{array}}{O \vdash \text{let } x:T \leftarrow e_0 \text{ in } e_1 : T_1} \right] \text{ [Let-Init]}$$

$$\frac{\begin{array}{c} O(\underline{x}) = \underline{T_0} \\ O \vdash e_1 : T_1 \\ \hline [T_1 \leq T_0] \end{array}}{O \vdash \underline{x} \leftarrow \underline{e_1} : T_1} \quad [\text{Assign}]$$

- Let  $O_C(x) = T$  for all attributes  $x:T$  in class  $C$

class X {  
 attr  
 methods  
}

$$\begin{array}{c}
 \frac{O_C(x) = T_0}{O_C \vdash e_1 : T_1} \\
 \frac{T_1 \leq T_0}{O_C \vdash x:T_0 \leftarrow e_1;} \quad [\text{Attr-Init}]
 \end{array}$$

- Consider:  
if  $e_0$  then  $e_1$  else  $e_2$  fi
- The result can be either  $e_1$  or  $e_2$
- The type is either  $e_1$ 's type of  $e_2$ 's type
- The best we can do is the smallest supertype larger than the type of  $e_1$  or  $e_2$

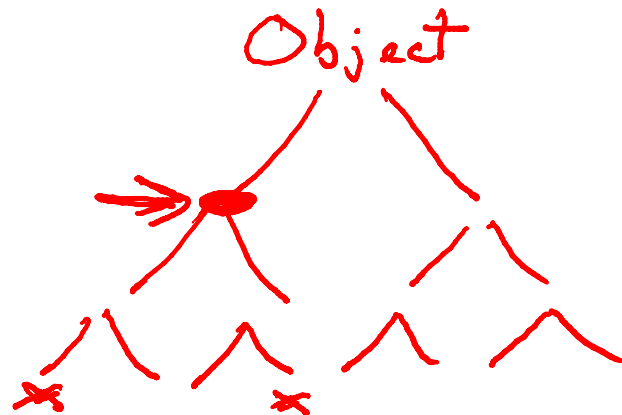
- $\text{lub}(X,Y)$ , the least upper bound of  $X$  and  $Y$ , is  $Z$  if

- $X \leq Z \wedge Y \leq Z$

$Z$  is an upper bound

- $X \leq Z' \wedge Y \leq Z' \Rightarrow Z \leq Z'$

$Z$  is least among upper bounds



- In COOL, the least upper bound of two types is their least common ancestor in the inheritance tree

Given the class definitions at right, which of the following least upper bound statements are true?

- ☐  $\text{lub}(\text{Point}, \text{Quad}) = \text{Object}$
- ☐  $\text{lub}(\text{Square}, \text{Rect}) = \text{Quad}$
- ☐  $\text{lub}(\text{Square}, \text{Rect}) = \text{Rect}$
- ☐  $\text{lub}(\text{Square}, \text{Circle}) = \text{Object}$

## Subtyping

Class Object

Class Bool inherits Object

Class Point inherits Object

Class Line inherits Object

Class Shape inherits Object

Class Quad inherits Shape

Class Circle inherits Shape

Class Rect inherits Quad

Class Square inherits Rect



Q  $\vdash$   $e_0$  : Bool

Q  $\vdash$   $e_1$  :  $T_1$

Q  $\vdash$   $e_2$  :  $T_2$

[If-Then-Else]

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Q  $\vdash$  if  $e_0$  then  $e_1$  else  $e_2$  fi :  $\text{lub}(T_1, T_2)$

- The rule for **case** expressions takes a lub over all branches

$$\begin{array}{c}
 \frac{
 \begin{array}{c}
 \underline{O \vdash e_0 : T_0} \\
 \underline{O[T_1/x_1] \vdash e_1 : T_1'} \\
 \dots \\
 \underline{O[T_n/x_n] \vdash e_n : T_n'}
 \end{array}
 }{
 O \vdash \text{case } e_0 \text{ of } x_1:T_1 \rightarrow e_1; \dots; x_n:T_n \rightarrow e_n; \text{esac} : \text{lub}(T_1', \dots, T_n')
 } \quad [\text{Case}]
 \end{array}$$