

(1)

Solving typing constraints

$\{ \alpha = \text{int} \rightarrow \beta, \beta = \beta_1 * \text{bool}, \beta_1 = \text{int} \}$ can be solved by

$$\alpha = \text{int} \rightarrow (\text{int} * \text{bool})$$

$$\beta = \text{int} * \text{bool} \quad \beta_1 = \text{int}$$

$\{ \alpha_1 \rightarrow \alpha_2 = \text{int} \rightarrow \beta, \beta = \text{int} \rightarrow \alpha_1, \}$
 $\alpha_1 = \text{int} \quad \beta = \text{int} \rightarrow \text{int} = \alpha_2$

So we can use something like Gaussian elimination. The algorithm is called unification.

We write σ for a substitution $[\tau/\alpha]$ where τ is a type (perhaps containing type variables) and α is a type variable. We write $[\sigma]\tau$ for the effect of carrying out σ . If τ_1 & τ_2 are type expressions & σ is a substitution on all the type variables - so σ could look like $[\tau_1/\alpha_1, \tau_2/\alpha_2, \dots]$ - such that

$[\sigma]\tau_1 = [\sigma]\tau_2$, where the equality sign now means identity, we say that τ_1 & τ_2 are unifiable & σ is the unifier.

How do we solve constraints? We transform a set of constraints using the following rules:

$$\{ C_1, C_2, \dots, C_n, \text{int} = \text{int} \} \Rightarrow \{ C_1, \dots, C_n \}$$

$$\{ C_1, C_2, \dots, C_n, \text{bool} = \text{bool} \} \Rightarrow \{ C_1, \dots, C_n \}$$

$$\{ C_1, \dots, C_n, \alpha = \tau \} \Rightarrow \{ [\tau/\alpha]C_1, [\tau/\alpha]C_2, \dots, [\tau/\alpha]C_n \}$$

$$\{ C_1, \dots, C_n, \tau = \alpha \} \Rightarrow \{ [\tau/\alpha]C_1, [\tau/\alpha]C_2, \dots, [\tau/\alpha]C_n \}$$

$$\{C_1, \dots, C_n, \tau_1\text{-list} = \tau_2\text{-list}\} \Rightarrow \{C_1, \dots, C_n, \tau_1 = \tau_2\}$$

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$$\{C_1, \dots, C_n, (\tau_1 \rightarrow \tau_2) = (\tau_1' \rightarrow \tau_2')\} \Rightarrow \{C_1, \dots, C_n, \tau_1 = \tau_1', \tau_2 = \tau_2'\}$$

$$\{C_1, \dots, C_n, (\tau_1 * \tau_2) = (\tau_1' * \tau_2')\} \Rightarrow \{C_1, \dots, C_n, \tau_1 = \tau_1', \tau_2 = \tau_2'\}$$

One important caveat: we will not allow constraints $\alpha = \tau$ where $\alpha \in FV(\tau)$. For example we will not allow

$$\alpha = \text{int} \rightarrow \alpha$$

This would lead to $\alpha = \text{int} \rightarrow (\text{int} \rightarrow \dots)$ a never ending expression. (There is a way of making sense of these expressions but it is outside the scope of this class.)

Before we introduce a constraint of the form $\alpha = \tau$ we will check if α occurs in τ : this is poetically called an "occurs-check."

$$\begin{aligned} \text{For example : } & \{\alpha_1 \rightarrow \alpha_2 = \text{int} \rightarrow \beta, \beta = \alpha_2 \rightarrow \alpha_2\} \\ \Rightarrow & \{\alpha_1 = \text{int}, \beta = \alpha_2, \beta = \alpha_2 \rightarrow \alpha_2\} \\ \Rightarrow & \{[\alpha_2/\beta]\alpha_1 = [\alpha_2/\beta]\text{int}, [\alpha_2/\beta]\beta = [\alpha_2/\beta](\alpha_2 \rightarrow \alpha_2)\} \\ \Rightarrow & \{\alpha_1 = \text{int}, \alpha_2 = \alpha_2 \rightarrow \alpha_2\} \text{ OCCURS-CHECK FAILS.} \\ \Rightarrow & \text{NOT UNIFIABLE} \end{aligned}$$

We can also fail if expressions do not match so $\tau\text{-list} = \tau_1 \rightarrow \tau_2$ will immediately fail for example. So will $(\tau_1 * \tau_2) = (\tau_3 \rightarrow \tau_4)$.

The unification algorithm continues until the set of constraints is empty or none of the rules can be applied.