

Lecture 22 — OCaml type-check

- In the next three lectures, will discuss type-checking in OCaml (which is much more interesting than type-checking in Java). The three lectures will concern: *non-polymorphic* OCaml; *polymorphic* OCaml; *polymorphic* OCaml with effects.
- Today we will cover *monomorphic* OCaml:
 - Typing rules
 - Examples
 - Type-checking algorithm
 - Type inference

Monomorphic OCaml

- Today we will discuss two simplified versions of OCaml
 - OCaml_{em} — explicit type declarations; monomorphic (no type variables). E.g.

```
fun x:int -> fun f:(int->string) -> f x
```
 - OCaml_{im} — no type declarations; no polymorphism.

```
fun x -> fun f -> f x
```
- For us, the interesting question about expressions in OCaml is this: can we *infer* the types of variables — i.e. transform the expression to an expression in OCaml_{em}?

OCaml_{em}

```
type type = IntType | BoolType | FunType of type * type
```

```
type exp = Int of int | True | False | Var of string  
         | App of exp * exp | Fun of string * type * exp  
         | Operation of exp * binary_operation * exp  
         | Let of string * exp * exp
```

Type rules (where Γ is a mapping from variables to types, and each binary operation is assumed to have a given type $\tau \rightarrow \tau' \rightarrow \tau''$):

(Const) $\Gamma \vdash \text{Int } i : \text{int}$

(Var) $\Gamma \vdash a : \Gamma(a)$

(Fun) $\Gamma \vdash \text{fun } a:\tau \rightarrow e : \tau \rightarrow \tau'$
 $\Gamma[a:\tau] \vdash e : \tau'$

(δ) $\Gamma \vdash e \oplus e' : \tau''$
 $\Gamma \vdash e : \tau$
 $\Gamma \vdash e' : \tau'$

(App) $\Gamma \vdash e e' : \tau'$
 $\Gamma \vdash e : \tau \rightarrow \tau'$
 $\Gamma \vdash e' : \tau$

(Let) $\Gamma \vdash \text{let } a:\tau=e \text{ in } e'$
 $\Gamma \vdash e : \tau$
 $\Gamma[a:\tau] \vdash e' : \tau'$

Examples

$\emptyset \vdash \text{fun } x:\text{int} \rightarrow x+1 : \text{int} \rightarrow \text{int}$

$\emptyset [x:\text{int}] \vdash x+1 : \text{int}$

$\emptyset [x:\text{int}] \vdash x : \text{int}$

$\emptyset [x:\text{int}] \vdash 1 : \text{int}$

$\emptyset \vdash \text{fun } f:(\text{int} \rightarrow \text{int}) \rightarrow f\ 3 : (\text{int} \rightarrow \text{int}) \rightarrow \text{int}$

$\emptyset [f:\text{int} \rightarrow \text{int}] \vdash f\ 3 : \text{int}$

$\emptyset [f:\text{int} \rightarrow \text{int}] \vdash f : \text{int} \rightarrow \text{int}$

$\emptyset [t:\text{int} \rightarrow \text{int}] \vdash 3 : \text{int}$

Examples (cont.)

$\emptyset \vdash \text{fun } f : (\text{int} \rightarrow \text{int}) \rightarrow \text{fun } x : \text{int} \rightarrow f (f x)$
 $: (\text{int} \rightarrow \text{int}) \rightarrow (\text{int} \rightarrow \text{int})$

$\emptyset [f : \text{int} \rightarrow \text{int}] \vdash \text{fun } x : \text{int} \rightarrow f (f x) : \text{int} \rightarrow \text{int}$

$\emptyset [f : \text{int} \rightarrow \text{int}; x : \text{int}] \vdash f (f x) : \text{int}$

$\emptyset [f : \text{int} \rightarrow \text{int}; x : \text{int}] \vdash f : \text{int} \rightarrow \text{int}$

$\emptyset [\dots] \vdash f x : \text{int}$

$\emptyset [\dots] \vdash f : \text{int} \rightarrow \text{int}$

$\emptyset [\dots] \vdash x : \text{int}$

Type-correctness theorem

- As we mentioned w.r.t. the MiniJava type system, we principle prove that this type system is “correct” — that is, it is consistent with the operational semantics of MiniC.

Theorem If $\emptyset \vdash e: \tau$, then if $e \Downarrow v$, v is a value of type τ (if $\tau = \text{int}$, then $v = \text{Int } i$, if $\tau = \dots \rightarrow \dots$, then $v = \text{fun } x \dots$ etc.). Furthermore, although it is possible that there is a sub-evaluation such that $e \Downarrow v$ (since the evaluation of e may not terminate), no sub-evaluation produces a type error.

Type-checking algorithm

- Given an explicitly-typed term t , `tcheck` determines whether t is type-correct and what its correct type is. Γ is an environment mapping program variables to types.

```
tcheck  $t$   $\Gamma$  = match  $t$  with
  |  $i$  → int
  | true → bool
  | false → bool
  |  $x$  →  $\Gamma$   $x$ 
  | fun  $x$  :  $\tau$  →  $e$  → ( $\tau$  → tcheck  $e$   $\Gamma[\tau/x]$ )
  |  $e_1$   $e_2$  → let  $\tau_1$  = tcheck  $e_1$   $\Gamma$ 
                    and  $\tau_2$  = tcheck  $e_2$   $\Gamma$ 
                    in if  $\tau_1 = \tau_1' \rightarrow \tau_1''$  and  $\tau_2 = \tau_1'$ 
                    then  $\tau_1''$  else error
```

Implicitly-typed monomorphic OCaml (OCaml_{im})

- If we omit the declarations of lambda-bound variables, the language is more similar to OCaml.
- Can view this in two ways (that turn out to be equivalent). The first is:
 - Given an expression e in OCaml_{im}, can view it as an incomplete expression in OCaml_{em}, and ask: can we add type declarations to all variables so that this expression type-checks? This is called *type inference*.
- If it is impossible to fill in type declarations in e , the expression is said to be *untypable*. (Note that there may be more than one way to fill in types.)

Examples of typable and untypable terms in OCaml

im

```
fun f: _____ -> fun x: _____ -> f (f x)
```

```
fun f: _____ -> f f
```

```
fun f: _____ -> fun g: _____ -> g (f 1) (f true)
```

```
(fun f: _____ -> f f)(fun i: _____ -> i)
```

```
let f: _____ = fun i: _____ -> i in f f
```

OCaml_{im} type system

- The other way to look at OCaml_{im} is as its own language with its own type system. In fact, its type system is identical to the type system of OCaml_{em}, except for the omission of type declarations. I.e. leave all rules the same except for two:

$$\begin{array}{l} \text{(Fun)} \quad \Gamma \vdash \mathbf{fun} \ a \ -> \ e : \tau \rightarrow \tau' \\ \quad \quad \quad \Gamma[a:\tau] \vdash e : \tau' \end{array} \quad \text{(Let)} \quad \begin{array}{l} \Gamma \vdash \mathbf{let} \ a=e \ \mathbf{in} \ e \\ \Gamma \vdash e : \tau \\ \Gamma[a:\tau] \vdash e : \tau \end{array}$$

- These systems are equivalent, since the following transformation converts proofs in one system to proofs in the other:

$$\begin{array}{l} \text{Implicit} \\ \Gamma \vdash \mathbf{fun} \ a \ -> \ e : \tau \rightarrow \tau' \\ \quad \quad \quad \Gamma[a:\tau] \vdash e : \tau' \end{array} \quad \langle \Rightarrow \rangle \quad \begin{array}{l} \text{Explicit} \\ \Gamma \vdash \mathbf{fun} \ a : \tau \ -> \ e : \tau \rightarrow \tau' \\ \quad \quad \quad \Gamma[a:\tau] \vdash e : \tau' \end{array}$$

OCaml_{im} type system (cont.)

(We leave the corresponding transformation for `let` expressions to you.)

- So, an expression in OCaml_{im} is typable *iff* it can be transformed to have a type in the OCaml_{im} type system *iff* it can be transformed to be completed with type declarations and then be proven typable in the OCaml_{em} type system. So what's the difference? With an explicitly-typed system, we can *check* types — which is simple — but with the implicitly-typed languages, we have to *infer* types, which is much harder.

Type inference

- We will not discuss type inference formally. But we will discuss it informally. The basic idea is this:
 - Given a term with no type declarations, start to generate *constraints* on the types of the variables; these constraints are implied by what appears in the term:
 - If we see a subterm $f\ e$, then we know f is a function, i.e. it has a type of the form $\alpha \rightarrow \beta$ for some α and β .
 - If we see a subterm $if\ e\ then\ \dots$, we know e has type `bool`.
 - If we see $f\ (g\ e)$, then in addition to knowing (from the above) that f 's type has the form $\alpha \rightarrow \beta$ and g 's type has the form $\gamma \rightarrow \delta$, we know that $\alpha = \delta$.

Type inference (cont.)

- If we see $e_1 + e_2$, we know e_1 and e_2 have type float
we see $e_1 + \cdot e_2$, we know e_1 and e_2 have type float
- ... and so on.
- Continuing in this way, we either find all constraints or we find a contradiction (e.g. our constraints show that e has type float , or a term of the form $\alpha \rightarrow \beta$ also has to have type float , or a term of the form $\gamma * \delta$, or a term has both type $\alpha \rightarrow \beta$ and type $\gamma * \delta$, or something).
- If we don't find a contradiction, the term is typable. If we still have some Greek letters that are unconstrained, we can replace them by any types we want (uniformly, of course). (In that case, the term has more than one type.)

Informal examples of type inference

`fun x -> x+1` $x: \text{int}$

`fun f -> 1 + (f 3)` $f: \text{int} \rightarrow \text{int}$

`fun f -> f 3` $f: \text{int} \rightarrow \alpha$

`fun f -> fun x -> f (f x)` $f: \alpha \rightarrow \beta$
 $x: \alpha$

Informal examples of type inference (cont.)

```
fun x -> x +. 1.0   x : float
```

```
fun f -> fun g -> g (f 1) (f true)   f : int -> α
```

```
(fun f -> f f) (fun i -> i)
```

X

```
let f = fun i -> i in f f
```

X

Wrap-up

- Today we discussed monomorphically-typed OCaml, with and without explicit type declarations. The basis discussion was the type systems for the two languages, the explicitly-typed one. We showed examples, discussed type-checking, and viewed type inference as the problem of adding declarations to an implicitly-typed term.
- We did this primarily as a prelude to the actual OCaml system, which is polymorphic.
- What to do now:
 - MP11

