

Compiler Construction 2011, Lecture 12

Type inference

Subset of Scala

- Int, Boolean (unless otherwise specified)
- arithmetic operations (+, -, ...), $\text{Int} \times \text{Int} \Rightarrow \text{Int}$
- boolean operators
- functions
- if-then-else statements

Example

```
object Main {  
  val a = 2 * 3  
  val b = a < 2  
  val c = sumOfSquares(a)  
  val d = if(b) c(3) else square(a)  
}
```

Does it type-check?

```
def square(x) = x * x
```

```
def sumOfSquares(x) = {  
  (y) => square(x) + square(y)  
}
```

The idea

```
object Main {
  val a: TA = 2 * 3
  val b: TB = a < 2
  val c: TC = sumOfSquares(a)
  val d: TD = if(b) c(3) else square(a)
}
```

Find assignment

{TA -> Int, TB -> Boolean ...}

```
def square(x: TE): TF = x * x
```

```
def sumOfSquares(x: TG): TH = {
  (y: TI) => square(x) + square(y)
}
```

Hindley-Milner algorithm, intuitively

1. Record type constraints

```
val a: A = 3
```

```
val b: B = a
```

constraints:

$\{A = \text{Int}, A = B\}$

2. Solve type constraints

- obvious in the case above: $\{A = \text{Int}, B = \text{Int}\}$
- in general use **unification** algorithm

3. Return assignment to type variables or failure

Type inference/reconstruction

Given partial type information, recover missing types such that program type checks.

vs. dynamically typed languages:

- compiler still has to assign some static type to each variable

vs. implicit type conversion:

- want to assign one type to each variable
- conversion is an additional technique

e.g. **val** x = 2 + 3.4

Some definitions

Definition 1 (Type substitution):

A *type substitution* σ is a finite mapping from type variables to types.

e.g. [A \rightarrow Int, B \rightarrow Bool] and we write σX for applying this mapping to a particular type expression X

Definition 2 (Constraint set, Unification):

A *constraint set* C is a set of equations $\{S_i = T_i\}$, $i \in 1 \dots n$. A substitution σ unifies an equation $A = B$, if $\sigma A = \sigma B$. It unifies C, if it unifies all equation.

Definition 3 (Most general unifier):

A substitution σ is more general than a substitution σ' , $\sigma \sqsubseteq \sigma'$, if $\sigma' = \gamma \circ \sigma$, for some substitution γ . The *most general unifier* for a constraint set C is a substitution σ that unifies C such that $\sigma \sqsubseteq \sigma'$ for every substitution σ' unifying C.

→ We want to find the most general substitution σ such that it unifies the constraint set C we obtain from the program.

Some definitions

Definition 3 (Most general unifier):

A substitution σ is more general than a substitution σ' , $\sigma \sqsubseteq \sigma'$, if $\sigma' = \gamma \circ \sigma$, for some substitution γ . The *most general unifier* for a constraint set C is a substitution σ that unifies C such that $\sigma \sqsubseteq \sigma'$ for every substitution σ' unifying C .

Example:

$f : Y \quad a : X$

What is the most general type substitution such that the expression

$f (f (a))$ type-checks?

Recording type constraints

$$\frac{\Gamma \vdash b : T_1 \quad \Gamma \vdash e_1 : T_2 \quad \Gamma \vdash e_2 : T_3}{\Gamma \vdash (\text{if } (b) e_1 \text{ else } e_2) : T_4}$$

T1 = Boolean

T2 = T3 = T4

$$\frac{\Gamma \vdash e_1 : T_1 \quad \Gamma \vdash e_2 : T_2}{\Gamma \vdash (e_1 + e_2) : T_3}$$

T1 = T2 = T3

T3 = Int

$$\frac{\Gamma \vdash e_1 : T_1 \dots \Gamma \vdash e_n : T_n \quad \Gamma \vdash f : (S_1 \times \dots \times S_n \rightarrow S)}{\Gamma \vdash f(e_1, \dots, e_n) : T}$$

S = T

T1 = S1 ...

Recording type constraints

```
object Main {  
  val a: TA = 2 * 3  
  val b: TB = a < 2  
  val c: TC = sumOfSquares(a)  
  val d: TD =  
    if (b) c(3): S1 else square(a): S2  
}
```

$\Gamma = \{2: \text{Int}, 3: \text{Int}\}$

TA = Int

TB = Boolean

TC = TH

TA = TG

S1 = S2

TD = S2

TD = S1

```
def square(x: TE): TF = x * x
```

TF = Int

TE = TF

TE = TG

```
def sumOfSquares(x: TG): TH = {
```

TI = TE

```
  (y: TI) => (square(x) + square(y)): S3
```

TH = TI -> S3

```
}
```

S3 = Int

S3 = TF

Unification algorithm (Robinson '71)

Finds a solution (substitution) to a set of equational constraints.

- works for any constraint set of equalities between first-order expressions
- finds the most general solution

Definition

A set of equations is in *solved form* if it is of the form

$\{x_1 = t_1, \dots, x_n = t_n\}$ iff variables x_i do not appear in terms t_i , that is $\{x_1, \dots, x_n\} \cap (FV(t_1) \cup \dots \cup FV(t_n)) = \emptyset$

In what follows,

- x denotes a type variable (like TA, TB before)
- t, t_i, s_i denote terms, that contain type variables but are not equal to them (e.g. TA \rightarrow TB)

Unification

We obtain a solved form in finite time using the non-deterministic algorithm that applies the following rules as long as no clash is reported and as long as the equations are not in solved form.

Orient: Select $t = x$, $t \neq x$ and replace it with $x = t$.

Delete: Select $x = x$, remove it.

Eliminate: Select $x = t$ where x does not occur in t , substitute x with t in all remaining equations.

Occurs Check: Select $x = t$, where x occurs in t , report crash.

Decomposition: Select $f(t_1, \dots, t_n) = f(s_1, \dots, s_n)$,
replace with $t_1 = s_1, \dots, t_n = s_n$.

Decomposition Clash: $f(t_1, \dots, t_n) = g(s_1, \dots, s_n)$, $f \neq g$,
report clash.

Here, f and g can be function as in our examples, but also for example polymorphic types

$\text{Map}[A, B] = \text{Map}[C, D]$ will be replaced by $A = B$ and $C = D$

Solving constraints

On the board...

Compute all the types...

Example 1:

```
def foo(s: String) = s.length
def bar(x, y) = foo(x) + y
```

Example 2:

```
def baz(a, b) = a(b) :: b
```

The operator `::` concatenates a list (type `List[A]`) with an element of the appropriate type `A`.

Example 3:

```
def twice(f) = (x) => f(f(x))
def succ(x) = x + 1
twice(succ)(5)
```

Example 4

a) Compute the types for the following function:

```
def count(f) = {  
  (l) => {  
    var c = 0  
    var i = 0  
    while(i < l.length) {  
      if(f(l(i))) c = c + 1  
      i = i + 1  
    }  
    c  
  }  
}
```

b) Now consider applying this function in the following two ways:

Does the algorithm as we have it still work?

```
val list1 = List(0, 1, 2, 3, 4, 5, 7, 8)  
val c1 = count((x) => x % 2 == 0)(list1)
```

```
val list2 = List(true, false, true, false)  
val c2 = count((x) => x)(list2)
```