

Polymorphic Functions with Set-Theoretic Types

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Based on joint work with
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Outline

- 1 Motivations and goals.
- 2 Formal setting.
- 3 Explicit type-substitutions.
- 4 Inference of type-substitutions.
- 5 Efficient evaluation.
- 6 Conclusion.

Motivations and goals

i.e., why unions, intersections, and negations of types are useful (and not just for XML)

Set-theoretic types for classic data structures

Red-black trees are balanced binary search trees that must satisfy 4 invariants:

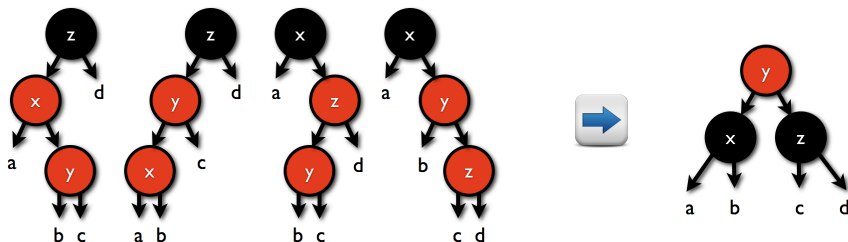
- 1 the root of the tree is black
- 2 the leaves of the tree are black
- 3 no red node has a red child
- 4 every path from root to a leaf contains the same number of black nodes

Set-theoretic types for classic data structures

Red-black trees are balanced binary search trees that must satisfy 4 invariants:

- ① the root of the tree is black
- ② the leaves of the tree are black
- ③ no red node has a red child
- ④ every path from root to a leaf contains the same number of black nodes

The key to implement **insert** is the function **balance** which transforms an *unbalanced tree*, into a *valid red tree* (as long as a, b, c, and d are valid):

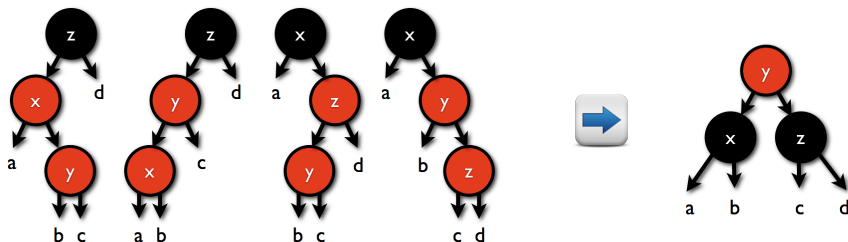


Set-theoretic types for classic data structures

Red-black trees are balanced binary search trees that must satisfy 4 invariants:

- ① the root of the tree is black
- ② the leaves of the tree are black
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The key to implement **insert** is the function **balance** which transforms an *unbalanced tree*, into a *valid red tree* (as long as a, b, c, and d are valid):



In ML-like languages this yields a simple pattern-matching implementation:
 [due to Okasaki: *Purely Functional Data Structures*, Cambridge Univ Press, 1998]

The code as written in Okasaki's book

```

type  $\alpha$ RBtree =
  | Leaf
  | Red(  $\alpha$  , RBtree , RBtree)
  | Blk(  $\alpha$  , RBtree , RBtree)

let balance =
  function
  | Blk( z , Red( x, a, Red(y,b,c) ) , d )
  | Blk( z , Red( y, Red(x,a,b), c ) , d )
  | Blk( x , a , Red( z, Red(y,b,c), d ) )
  | Blk( x , a , Red( y, b, Red(z,c,d) ) )
    -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
  | x -> x

let insert =
  function ( x , t ) ->
    let ins =
      function
      | Leaf -> Red(x,Leaf,Leaf)
      | c(y,a,b) as z ->
          if x < y then balance c( y, (ins a), b ) else
          if x > y then balance c( y, a, (ins b) ) else z
    in let _(y,a,b) = ins t in Blk(y,a,b)

```

Notice that ML types *do not* enforce the invariants of the previous slide

```
type  $\alpha$  RBtree =
```

```
| Leaf
| Red(  $\alpha$  , RBtree , RBtree )
| Blk(  $\alpha$  , RBtree , RBtree )
```

```
let balance =
```

```
function
```

```
| Blk( z , Red( x, a, Red(y,b,c) ) , d )
| Blk( z , Red( y, Red(x,a,b), c ) , d )
| Blk( x , a , Red( z, Red(y,b,c), d ) )
| Blk( x , a , Red( y, b, Red(z,c,d) ) )
  -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
| x -> x
```

```
let insert =
```

```
function ( x , t ) ->
```

```
  let ins =
```

```
    function
```

```
      | Leaf -> Red(x,Leaf,Leaf)
```

```
      | c(y,a,b) as z ->
```

```
          if x < y then balance c( y, (ins a), b ) else
```

```
          if x > y then balance c( y, a, (ins b) ) else z
```

```
  in let _(y,a,b) = ins t in Blk(y,a,b)
```


ML needs extra auxiliary functions *and* GADTs to enforce these invariants.

```

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  | Blk( z , Red( y , Red(x,a,b), c ) , d )
  | Blk( x , a , Red( z , Red(y,b,c), d ) )
  | Blk( x , a , Red( y , b , Red(z,c,d) ) )
    -> Red ( y , Blk(x,a,b), Blk(z,c,d) )
  | x -> x

let insert =
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```

In **set-theoretic types** these functions are straightforwardly typed **as they are**

```

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  | Blk( x , a , Red( y , b , Red(z,c,d) ) )
    -> Red ( y , Blk(x,a,b), Blk(z,c,d) )
  | x -> x

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type  $\alpha$ RBtree =
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```

① Write the correct type definitions

```
let balance =
  function
  | Blk( z , Red( x , a , Red(y,b,c) ) , d )
  | Blk( z , Red( y , Red(x,a,b), c ) , d )
  | Blk( x , a , Red( z , Red(y,b,c), d ) )
  | Blk( x , a , Red( y , b , Red(z,c,d) ) )
    -> Red ( y , Blk(x,a,b), Blk(z,c,d) )
  | x -> x
```

```
let insert =
  function ( x , t ) ->
    let ins =
      function
        | Leaf -> Red(x,Leaf,Leaf)
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  | Blk( x , a , Red( y , b , Red(z,c,d) ) )
    -> Red ( y , Blk(x,a,b), Blk(z,c,d) )
  | x -> x
```

```
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① Write the correct type definitions

② Add type annotations to function definitions

```
let balance =
```

```
  function
```

```
    | Blk( z , Red( x, a, Red(y,b,c) ) , d )
    | Blk( z , Red( y, Red(x,a,b), c ) , d )
    | Blk( x , a , Red( z, Red(y,b,c), d ) )
    | Blk( x , a , Red( y, b, Red(z,c,d) ) )
      -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
    | x -> x
```

```
let insert =
```

```
  function ( x , t ) ->
```

```
    let ins =
```

```
      function
```

```
        | Leaf -> Red(x,Leaf,Leaf)
```

```
        | c(y,a,b) as z ->
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          if x < y then balance c( y, (ins a), b ) else
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① Write the correct type definitions

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```
let balance =
```

```
function
```

```
| Blk( z , Red( x , a , Red(y,b,c) ) , d )
| Blk( z , Red( y , Red(x,a,b) , c ) , d )
| Blk( x , a , Red( z , Red(y,b,c) , d ) )
| Blk( x , a , Red( y , b , Red(z,c,d) ) )
  -> Red ( y , Blk(x,a,b) , Blk(z,c,d) )
| x -> x
```

```
let insert =
```

```
function ( x , t ) ->
```

```
let ins =
```

```
function
```

```
| Leaf -> Red(x,Leaf,Leaf)
| c(y,a,b) as z ->
```

```
  if x < y then balance c( y , (ins a) , b ) else
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```
in let _(y,a,b) = ins t in Blk(y,a,b)
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  | Blk( x , a , Red( z , Red(y,b,c), d ) )
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    in let _(y,a,b) = ins t in Blk(y,a,b)

```

1

```

type RBtree = Btree | Rtree
type Rtree  = Red( $\alpha$ , Btree , Btree )
type Btree  = Blk( $\alpha$ , RBtree, RBtree) | Leaf

type Wrong = Red(  $\alpha$ , (Rtree,RBtree) | (RBtree,Rtree) )
type Unbal  = Blk(  $\alpha$ , (Wrong,RBtree) | (RBtree,Wrong) )

```

```

let balance =
  function
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  | Blk( z , Red( y, Red(x,a,b), c ) , d )
  | Blk( x , a , Red( z, Red(y,b,c), d ) )
  | Blk( x , a , Red( y, b, Red(z,c,d) ) )
    -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
  | x -> x

```

```

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    in let _(y,a,b) = ins t in Blk(y,a,b)

```


②

```

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```

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  | Blk( x , a , Red( y, b, Red(z,c,d) ) )
    -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
  | x -> x

let insert =
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```

②

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```

```

let balance =
  function
  | Blk( z , Red( x, a, Red(y,b,c) ) , d )
  | Blk( z , Red( y, Red(x,a,b), c ) , d )
  | Blk( x , a , Red( z, Red(y,b,c), d ) )
  | Blk( x , a , Red( y, b, Red(z,c,d) ) )
    -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
  | x -> x

```

```

let insert =
  function ( x , t ) ->
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      function
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          if x > y then balance c( y, a, (ins b) ) else z
    in let _ (y,a,b) = ins t in Blk(y,a,b)

```

②

```

type RBtree = Btree | Rtree
type Rtree  = Red( $\alpha$ , Btree , Btree )
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```

```

type Wrong = Red(  $\alpha$ , (Rtree,RBtree) | (RBtree,Rtree) )
type Unbal  = Blk(  $\alpha$ , (Wrong,RBtree) | (RBtree,Wrong) )

```

```

let balance: (Unbal  $\rightarrow$  Rtree) & (( $\beta \setminus$  Unbal)  $\rightarrow$  ( $\beta \setminus$  Unbal)) =
function
| Blk( z , Red( x, a, Red(y,b,c) ) , d )
| Blk( z , Red( y, Red(x,a,b), c ) , d )
| Blk( x , a , Red( z, Red(y,b,c), d ) )
| Blk( x , a , Red( y, b, Red(z,c,d) ) )
  -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
| x -> x

```

```

let insert: ( $\alpha$ , Btree)  $\rightarrow$  Btree =
function ( x , t ) ->
  let ins:(Leaf  $\rightarrow$  Rtree) & (Btree  $\rightarrow$  RBtree\Leaf) & (Rtree  $\rightarrow$  Rtree|Wrong) =
  function
    | Leaf -> Red(x,Leaf,Leaf)
    | c(y,a,b) as z ->
      if x < y then balance c( y, (ins a), b ) else
      if x > y then balance c( y, a, (ins b) ) else z
  in let _(y,a,b) = ins t in Blk(y,a,b)

```

```

type RBtree = Btree | Rtree
type Rtree  = Red( $\alpha$ , Btree , Btree )
type Btree  = Blk( $\alpha$ , RBtree, RBtree) | Leaf

```

① + ②

```

type Wrong = Red(  $\alpha$ , (Rtree,RBtree) | (RBtree,Rtree) )
type Unbal  = Blk(  $\alpha$ , (Wrong,RBtree) | (RBtree,Wrong) )

```

```

let balance: (Unbal  $\rightarrow$  Rtree) & (( $\beta \setminus$  Unbal)  $\rightarrow$  ( $\beta \setminus$  Unbal)) =
function
| Blk( z , Red( x, a, Red(y,b,c) ) , d )
| Blk( z , Red( y, Red(x,a,b), c ) , d )
| Blk( x , a , Red( z, Red(y,b,c), d ) )
| Blk( x , a , Red( y, b, Red(z,c,d) ) )
  -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
| x -> x

```

```

let insert: ( $\alpha$ , Btree)  $\rightarrow$  Btree =
function ( x , t ) ->
  let ins:(Leaf  $\rightarrow$  Rtree) & (Btree  $\rightarrow$  RBtree\Leaf) & (Rtree  $\rightarrow$  Rtree|Wrong) =
  function
    | Leaf -> Red(x,Leaf,Leaf)
    | c(y,a,b) as z ->
      if x < y then balance c( y, (ins a), b ) else
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  in let _(y,a,b) = ins t in Blk(y,a,b)

```

```

type RBtree = Btree | Rtree
type Rtree  = Red( $\alpha$ , Btree , Btree )
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```

① + ②

```

type Wrong = Red(  $\alpha$ , (Rtree,RBtree) | (RBtree,Rtree) )
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```

```

let balance: (Unbal  $\rightarrow$  Rtree) & (( $\beta \setminus$  Unbal)  $\rightarrow$  ( $\beta \setminus$  Unbal)) =

```

```

function

```

```

| Blk( z , Red( x, a, Red(y,b,c) ) , d )
| Blk( z , Red( y, Red(x,a,b), c ) , d )
| Blk( x , a , Red( z, Red(y,b,c), d ) )
| Blk( x , a , Red( y, b, Red(z,c,d) ) )
  -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
| x -> x

```

• recursive types

```

let insert: ( $\alpha$ , Btree)  $\rightarrow$  Btree =

```

```

function ( x , t ) ->

```

```

let ins: (Leaf  $\rightarrow$  Rtree) & (Btree  $\rightarrow$  RBtree \ Leaf) & (Rtree  $\rightarrow$  Rtree | Wrong) =

```

```

function

```

```

| Leaf -> Red(x,Leaf,Leaf)

```

```

| c(y,a,b) as z ->

```

```

    if x < y then balance c( y, (ins a), b ) else

```

```

    if x > y then balance c( y, a, (ins b) ) else z

```

```

in let _(y,a,b) = ins t in Blk(y,a,b)

```

```

type Rbtree = Btree | Rtree
type Rtree  = Red( $\alpha$ , Btree , Btree )
type Btree  = Blk( $\alpha$ , Rbtree, Rbtree) | Leaf

```

① + ②

```

type Wrong = Red(  $\alpha$ , (Rtree,Rbtree) | (Rbtree,Rtree) )
type Unbal  = Blk(  $\alpha$ , (Wrong,Rbtree) | (Rbtree,Wrong) )

```

```

let balance: (Unbal  $\rightarrow$  Rtree) & ( ( $\beta$  \ Unbal)  $\rightarrow$  ( $\beta$  \ Unbal) ) =
function
| Blk( z , Red( x, a, Red(y,b,c) ) , d )
| Blk( z , Red( y, Red(x,a,b), c ) , d )
| Blk( x , a , Red( z, Red(y,b,c), d ) )
| Blk( x , a , Red( y, b, Red(z,c,d) ) )
  -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
| x -> x

```

- recursive types
- set-theoretic types

```

let insert: ( $\alpha$ , Btree)  $\rightarrow$  Btree =

```

```
function ( x , t ) ->
```

```
let ins: (Leaf  $\rightarrow$  Rtree) & (Btree  $\rightarrow$  Rbtree \ Leaf) & (Rtree  $\rightarrow$  Rtree | Wrong) =
```

```
function
```

```
| Leaf -> Red(x,Leaf,Leaf)
```

```
| c(y,a,b) as z ->
```

```
  if x < y then balance c( y, (ins a), b ) else
```

```
  if x > y then balance c( y, a, (ins b) ) else z
```

```
in let _(y,a,b) = ins t in Blk(y,a,b)
```

① + ②

```

type RBtree = Btree | Rtree
type Rtree  = Red( $\alpha$ , Btree , Btree )
type Btree  = Blk( $\alpha$ , RBtree, RBtree) | Leaf

```

```

type Wrong = Red(  $\alpha$ , (Rtree,RBtree) | (RBtree,Rtree) )
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```

```

let balance: (Unbal  $\rightarrow$  Rtree) & (( $\beta \setminus$  Unbal)  $\rightarrow$  ( $\beta \setminus$  Unbal)) =

```

```

function

```

```

| Blk( z , Red( x, a, Red(y,b,c) ) , d )
| Blk( z , Red( y, Red(x,a,b), c ) , d )
| Blk( x , a , Red( z, Red(y,b,c), d ) )
| Blk( x , a , Red( y, b, Red(z,c,d) ) )
  -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
| x -> x

```

- recursive types
- set-theoretic types
- polymorphic functions

```

let insert: ( $\alpha$ , Btree)  $\rightarrow$  Btree =

```

```

function ( x , t ) ->

```

```

let ins: (Leaf  $\rightarrow$  Rtree) & (Btree  $\rightarrow$  RBtree \ Leaf) & (Rtree  $\rightarrow$  Rtree | Wrong) =

```

```

function

```

```

| Leaf -> Red(x,Leaf,Leaf)

```

```

| c(y,a,b) as z ->

```

```

    if x < y then balance c( y, (ins a), b ) else

```

```

    if x > y then balance c( y, a, (ins b) ) else z

```

```

in let _(y,a,b) = ins t in Blk(y,a,b)

```

```

type RBtree = Btree | Rtree
type Rtree  = Red( $\alpha$ , Btree , Btree )
type Btree  = Blk( $\alpha$ , RBtree, RBtree) | Leaf

```

① + ②

```

type Wrong = Red(  $\alpha$ , (Rtree,RBtree) | (RBtree,Rtree) )
type Unbal  = Blk(  $\alpha$ , (Wrong,RBtree) | (RBtree,Wrong) )

```

```

let balance: (Unbal  $\rightarrow$  Rtree) & (( $\beta \setminus$  Unbal)  $\rightarrow$  ( $\beta \setminus$  Unbal)) =
function
| Blk( z , Red( x, a, Red(y,b,c) ) , d )
| Blk( z , Red( y, Red(x,a,b), c ) , d )
| Blk( x , a , Red( z, Red(y,b,c), d ) )
| Blk( x , a , Red( y, b, Red(z,c,d) ) )
  -> Red ( y, Blk(x,a,b), Blk(z,c,d) )
| x -> x

```

- recursive types
- set-theoretic types
- polymorphic functions

```

let insert: ( $\alpha$ , Btree)  $\rightarrow$  Btree =
function ( x , t ) ->
  let ins: (Leaf  $\rightarrow$  Rtree) & (Btree  $\rightarrow$  RBtree \ Leaf) & (Rtree  $\rightarrow$  Rtree | Wrong) =
  function
    | Leaf -> Red(x,Leaf,Leaf)
    | c(y,a,b) as z ->
      if x < y then balance c( y, (ins a), b ) else
      if x > y then balance c( y, a, (ins b) ) else z
  in let _(y,a,b) = ins t in Blk(y,a,b)

```


A simpler example of the same pattern

A motivating example in Haskell

[no XML]

```
map :: ( $\alpha \rightarrow \beta$ )  $\rightarrow$  [ $\alpha$ ]  $\rightarrow$  [ $\beta$ ]  
map f l = case l of  
    | [] -> []  
    | (x : xs) -> (f x : map f xs)
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even x = case x of  
    | Int -> (x 'mod' 2) == 0  
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```

A motivating example in Haskell (almost)

[no XML]

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- **Expression:** if the argument is an integer then return the Boolean expression otherwise return the argument

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- **Expression:** if the argument is an integer then return the Boolean expression otherwise return the argument
- **Type:** when applied to an `Int` it returns a `Bool`; when applied to an argument that is not an `Int` it returns a result *of the same type*.

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type-case \rightarrow

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type-case

boolean type connectives

- **Expression:** if the argument is an integer then return the Boolean expression otherwise return the argument
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A motivating example in Haskell (almost)

[no XML]

map :: $\alpha \rightarrow \beta \rightarrow [\alpha] \rightarrow [\beta]$ type variables
 map f l = case l of
 | [] -> []
 | (x : xs) -> (f x : map f xs)

even :: (Int → Bool) \wedge ((α Int) → (α Int))
 even x = case x of
 | Int -> (x `mod` 2) == 0
 | _ -> x

type-case

boolean type connectives

- **Expression:** if the argument is an integer then return the Boolean expression otherwise return the argument
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Common pattern for functional data structures: **red-black trees** balancing; **ZDD** operations; **XML** nodes modification

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The combination of type-case and intersections yields statically typed **dynamic overloading.**

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```

This example as a yardstick. I want to define a language that:

- 1 Can define both `map` and `even`

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This example as a yardstick. I want to define a language that:

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- 2 Can *check* the types specified in the signature

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This example as a yardstick. I want to define a language that:

- ① Can define both `map` and `even`
- ② Can *check* the types specified in the signature
- ③ Can *deduce* the type of the partial application `map even`

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```

This example asks for a language that I want to define a language that:

- 1 Can define **Tough!** and `even`
- 2 Can *check* the types specified in the signature
- 3 **Can deduce the type of the partial application** `map even`

A motivating example in Haskell (almost)

[no XML]

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```

We expect **map even** to have the following type:

$$\begin{aligned} & ([\text{Int}] \rightarrow [\text{Bool}]) \wedge \\ & ([\alpha \setminus \text{Int}] \rightarrow [\alpha \setminus \text{Int}]) \wedge \\ & ([\alpha \vee \text{Int}] \rightarrow [(\alpha \setminus \text{Int}) \vee \text{Bool}]) \end{aligned}$$

A motivating example in Haskell (almost)

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We expect **map even** to have the following type:

$([Int] \rightarrow [Bool]) \wedge$ int lists are transformed into bool lists
 $([\alpha \setminus Int] \rightarrow [\alpha \setminus Int]) \wedge$ lists w/o ints return the same type
 $([\alpha \vee Int] \rightarrow [(\alpha \setminus Int) \vee Bool])$ ints in the arg. are replaced by bools

A motivating example in Haskell (almost)

[no XML]

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We expect **map even** to have the following type:

$$\left([\text{Int}] \rightarrow [\text{Bool}] \right) \wedge \quad \text{int lists are transformed into bool lists}$$

$$\left([\alpha \setminus \text{Int}] \rightarrow [\alpha \setminus \text{Int}] \right) \wedge \quad \text{lists w/o ints return the same type}$$

$$\left([\alpha \vee \text{Int}] \rightarrow [(\alpha \setminus \text{Int}) \vee \text{Bool}] \right) \quad \text{ints in the arg. are replaced by bools}$$

Difficult because of expansion: needs *a set of type substitutions* — rather than just one— to unify the domain and the argument types.

Formal framework

**i.e., all the gory details you do not
want the programmer to ever know**

Formal calculus

Exprs $e ::= x \mid ee \mid \lambda^{\wedge_{i \in I} s_i \rightarrow t_i} x. e \mid e \in t ? e : e$

Types $t ::= B \mid t \rightarrow t \mid t \vee t \mid t \wedge t \mid \neg t \mid 0 \mid 1 \mid \alpha$

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Expressions include:

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Expressions include:

A **type-case**:

- abstracts regular type patterns
- makes dynamic overloading possible

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Expressions include:

A type-case:

- abstracts regular type patterns
- makes dynamic overloading possible

Explicitly-typed functions:

- Needed by the type-case [e.g. $\mu f. \lambda x. f \in (1 \rightarrow \text{Int}) ? \text{true} : 42$]
- More expressive with the result type (parameter type not enough)

$\lambda^{\wedge_{i \in I} s_i \rightarrow t_i} x.e$: well typed if for all $i \in I$ from $x : s_i$ we can deduce $e : t_i$.

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Types may be **recursive** and have a **set-theoretic** interpretation:

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Constructors: $\llbracket \text{Int} \rrbracket = \{0, 1, -1, \dots\}$. $\llbracket s \rightarrow t \rrbracket =$ all λ -abstractions that applied to arguments in $\llbracket s \rrbracket$ return only results in $\llbracket t \rrbracket$.

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Connectives have the corresponding set-theoretic interpretation:

$$\llbracket s \vee t \rrbracket = \llbracket s \rrbracket \cup \llbracket t \rrbracket \quad \llbracket s \wedge t \rrbracket = \llbracket s \rrbracket \cap \llbracket t \rrbracket \quad \llbracket \neg t \rrbracket = \llbracket 1 \rrbracket \setminus \llbracket t \rrbracket$$

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Subtyping:

- it is *defined* as set-containment: $s \leq t \stackrel{\text{def}}{\iff} \llbracket s \rrbracket \subseteq \llbracket t \rrbracket$;

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Subtyping with type variables:

- it is *defined* as set-containment: $s \leq t \stackrel{\text{def}}{\iff} \llbracket s \rrbracket \subseteq \llbracket t \rrbracket$;
- it is such that for all type-substitutions σ : $s \leq t \Rightarrow \sigma s \leq \sigma t$;
- it is decidable. [ICFP2011].

Formal calculus: new stuff

Exprs $e ::= x \mid ee \mid \lambda^{\wedge_{i \in I} s_i \rightarrow t_i} x.e \mid e \in t ? e : e$

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Polymorphic functions.

Formal calculus

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Polymorphic functions: The novelty of this work is that **type variables** can occur in the *interfaces*.

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Polymorphic functions: The novelty of this work is that **type variables** can occur in the *interfaces*.

- $\lambda^{\alpha \rightarrow \alpha} x. x$
- $\lambda^{(\alpha \rightarrow \beta) \wedge \alpha \rightarrow \beta} x. xx$

polymorphic identity
auto-application

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- $\lambda^{\alpha \rightarrow \alpha} x.x$ polymorphic identity
- $\lambda^{(\alpha \rightarrow \beta) \wedge \alpha \rightarrow \beta} x.xx$ auto-application

Meaning: types obtained by subsumption *and* by *instantiation*

- $\lambda^{\alpha \rightarrow \alpha} x.x : 0 \rightarrow 1$ subsumption
- $\lambda^{\alpha \rightarrow \alpha} x.x : \neg \text{Int}$ subsumption
- $\lambda^{\alpha \rightarrow \alpha} x.x : \text{Int} \rightarrow \text{Int}$ instantiation 
- $\lambda^{\alpha \rightarrow \alpha} x.x : \text{Bool} \rightarrow \text{Bool}$ instantiation 

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Problem

Define an explicitly typed, polymorphic calculus with intersection types and dynamic type-case

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Problem

Define an **explicitly typed, polymorphic** calculus with **intersection types** and dynamic **type-case**

Four simple points to show why dealing with this blend is quite problematic

1. Polymorphism needs instantiation:

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To apply $\lambda^{\alpha \rightarrow \alpha} x.x$ to 42 we must use the instance obtained by the type substitution $\{\text{Int}/\alpha\}$:

$$(\lambda^{\text{Int} \rightarrow \text{Int}} x.x)42$$

we *relabel* the function by instantiating its interface.

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2. Type-case needs explicit relabeling:

$$(\lambda^{\alpha \rightarrow \alpha \rightarrow \alpha} x.\lambda^{\alpha \rightarrow \alpha} y.x)42 \in \text{Int} \rightarrow \text{Int}$$

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Interfaces determine λ -abstractions's types [intrinsic semantics]

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Interfaces determine λ -abstractions's types

$$\rightsquigarrow \lambda^{\text{Int} \rightarrow \text{Int}} y.42$$

$$\rightsquigarrow \lambda^{\text{Bool} \rightarrow \text{Bool}} y.\text{true}$$

[intrinsic semantics]

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$$(\lambda^{\alpha \rightarrow \alpha \rightarrow \alpha} x.\lambda^{\alpha \rightarrow \alpha} y.x)\text{true} \notin \text{Int} \rightarrow \text{Int}$$

$$\rightsquigarrow \lambda^{\text{Int} \rightarrow \text{Int}} y.42$$

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Interfaces determine λ -abstractions's types

[intrinsic semantics]

3. Relabeling must be applied also on function bodies:

1. Polymorphism needs instantiation:

To apply $\lambda^{\alpha \rightarrow \alpha} x.x$ to 42 we must use the instance obtained by the type substitution $\{\text{Int}/\alpha\}$:

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To apply it to 42, relabeling the outer λ by $\{\text{Int}/\alpha\}$ does not suffice:

$$(\lambda^{\alpha \rightarrow \alpha} y.42)42$$

is not well typed. The body must be relabeled as well, by applying the $\{\text{Int}/\alpha\}$ yielding: $(\lambda^{\text{Int} \rightarrow \text{Int}} y.42)42$

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Applying the set of substitutions $[\{\text{Int}/\alpha\}, \{\text{Bool}/\alpha\}]$ both to the interface and the body yields an ill-typed term:

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**Let us see why
it is not well typed**

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The relabeling of the body *must change* according to the type of the parameter

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- The new decoration is statically used by the type system to ensure soundness.

Details follow, but remember we want to program in this language

$$e ::= x \mid ee \mid \lambda^{\wedge_{i \in I} s_i \rightarrow t_i} x. e \mid e \in t ? e : e$$

No decorations: We do not want to oblige the programmer to write any explicit type substitution.

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- ① Define a calculus with explicit type-substitutions and decorated λ -abstractions.
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Before proceeding we can already check our first yardstick:

$$\begin{aligned} \text{even} &= \lambda^{(\text{Int} \rightarrow \text{Bool}) \wedge (\alpha \setminus \text{Int} \rightarrow \alpha \setminus \text{Int})} x. x \in \text{Int} ? (x \bmod 2) = 0 : x \\ \text{map} &= \mu m^{(\alpha \rightarrow \beta) \rightarrow [\alpha] \rightarrow [\beta]} f. \\ &\quad \lambda^{[\alpha] \rightarrow [\beta]} \ell. \ell \in \text{nil} ? \text{nil} : (f(\pi_1 \ell), mf(\pi_2 \ell)) \end{aligned}$$

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Some examples:



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-  $(\lambda^{\alpha \rightarrow \alpha} x.x)[\{\text{Bool}/\alpha\}]42$
-  $(\lambda^{(\text{Int} \rightarrow \text{Int}) \rightarrow \text{Int}} y.y3)(\lambda^{\alpha \rightarrow \alpha} x.x)$
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Relabeling operation $e@[\sigma_j]_{j \in J}$: *pushes the type substitutions into the decorations of the λ 's inside e*

Reduction semantics

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Relabeling operation $e @ [\sigma_j]_{j \in J}$: [Pushes σ 's down into λ 's]

$$\begin{aligned} x @ [\sigma_j]_{j \in J} &\stackrel{\text{def}}{=} x \\ (\lambda_{[\sigma_k]_{k \in K}}^{\wedge_{i \in I} t_i \rightarrow s_i} x.e) @ [\sigma_j]_{j \in J} &\stackrel{\text{def}}{=} \lambda_{[\sigma_k]_{k \in K} \circ [\sigma_j]_{j \in J}}^{\wedge_{i \in I} t_i \rightarrow s_i} x.e \\ (e_1 e_2) @ [\sigma_j]_{j \in J} &\stackrel{\text{def}}{=} (e_1 @ [\sigma_j]_{j \in J}) (e_2 @ [\sigma_j]_{j \in J}) \\ (e \in t ? e_1 : e_2) @ [\sigma_j]_{j \in J} &\stackrel{\text{def}}{=} e @ [\sigma_j]_{j \in J} \in t ? e_1 @ [\sigma_j]_{j \in J} : e_2 @ [\sigma_j]_{j \in J} \\ (e[\sigma_k]_{k \in K}) @ [\sigma_j]_{j \in J} &\stackrel{\text{def}}{=} e @ ([\sigma_k]_{k \in K} \circ [\sigma_j]_{j \in J}) \end{aligned}$$

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Notions of reduction:

$$\begin{aligned} e[\sigma_j]_{j \in J} &\rightsquigarrow e@[\sigma_j]_{j \in J} \\ (\lambda_{[\sigma_j]_{j \in J}}^{\wedge_{i \in I} t_i \rightarrow s_i} x.e)v &\rightsquigarrow (e@[\sigma_j]_{j \in P})\{v/x\} \quad P = \{j \in J \mid \exists i \in I, \vdash v : t_i \sigma_j\} \\ v \in t ? e_1 : e_2 &\rightsquigarrow \begin{cases} e_1 & \text{if } \vdash v : t \\ e_2 & \text{otherwise} \end{cases} \end{aligned}$$

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$$e ::= x \mid ee \mid \lambda_{[\sigma_j]_{j \in J}}^{\wedge_{i \in I} s_i \rightarrow t_i} x.e \mid e \in t ? e : e \mid e[\sigma_i]_{i \in I}$$

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Relabeling operation $e@[\sigma_j]_{j \in J}$ [Pushes σ 's down into λ 's]

$$\begin{aligned}
 x@[\sigma_j]_{j \in J} &\stackrel{\text{def}}{=} x \\
 (\lambda_{[\sigma_k]_{k \in K}}^{\wedge_{i \in I} t_i \rightarrow s_i} x.e)@[\sigma_j]_{j \in J} &\stackrel{\text{def}}{=} \lambda_{[\sigma_k]_{k \in K}}^{\wedge_{i \in I} t_i \rightarrow s_i} x.e \\
 (e_1 e_2)@[\sigma_j]_{j \in J} &= e_1@[\sigma_j]_{j \in J} e_2@[\sigma_j]_{j \in J} \\
 (e \in t ? e_1 : e_2)@[\sigma_j]_{j \in J} &= e \in t ? e_1@[\sigma_j]_{j \in J} : e_2@[\sigma_j]_{j \in J} \\
 (e[\sigma_k]_{k \in K})@[\sigma_j]_{j \in J} &= e[\sigma_k \circ \sigma_j]_{k \in K}
 \end{aligned}$$

Only keep the substitutions that make the type of the argument v match at least one input type of the interface

Notions of reduction.

$$\begin{aligned}
 e[\sigma_j]_{j \in J} &\rightsquigarrow e@[\sigma_j]_{j \in J} \\
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 \end{aligned}$$

Example

$$(\lambda^{\alpha \rightarrow \alpha} x. (\lambda^{\alpha \rightarrow \alpha} y. x) x)$$

Example

$$\lambda^{(\text{Int} \rightarrow \text{Int}) \wedge (\text{Bool} \rightarrow \text{Bool})} z. (\lambda^{\alpha \rightarrow \alpha} x. (\lambda^{\alpha \rightarrow \alpha} y. x) x) z$$

Example

$$\lambda^{(\text{Int} \rightarrow \text{Int}) \wedge (\text{Bool} \rightarrow \text{Bool})} z. (\lambda^{\alpha \rightarrow \alpha} x. (\lambda^{\alpha \rightarrow \alpha} y. x) x) [\{\text{Int}/\alpha\}, \{\text{Bool}/\alpha\}] z$$

Example

$$(\lambda^{(\text{Int} \rightarrow \text{Int}) \wedge (\text{Bool} \rightarrow \text{Bool})} z. (\lambda^{\alpha \rightarrow \alpha} x. (\lambda^{\alpha \rightarrow \alpha} y. x) x)) [\{\text{Int}/\alpha\}, \{\text{Bool}/\alpha\}] z$$

Example

$$\begin{aligned} & (\lambda^{(\text{Int} \rightarrow \text{Int}) \wedge (\text{Bool} \rightarrow \text{Bool})} z. (\lambda^{\alpha \rightarrow \alpha} x. (\lambda^{\alpha \rightarrow \alpha} y. x) x) [\{\text{Int}/\alpha\}, \{\text{Bool}/\alpha\}] z) 42 \\ & \rightsquigarrow (\lambda^{\alpha \rightarrow \alpha} x. (\lambda^{\alpha \rightarrow \alpha} y. x) x) [\{\text{Int}/\alpha\}, \{\text{Bool}/\alpha\}] 42 \end{aligned}$$

Example

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$$\rightsquigarrow (\lambda^{\alpha \rightarrow \alpha} x. (\lambda^{\alpha \rightarrow \alpha} y. x) x) [\{\text{Int}/\alpha\}, \{\text{Bool}/\alpha\}] 42$$

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Example

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$$\rightsquigarrow (\lambda^{\text{Int} \rightarrow \text{Int}} y. 42) 42$$

Example

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no Bool here

Example

$$(\lambda^{(\text{Int} \rightarrow \text{Int}) \wedge (\text{Bool} \rightarrow \text{Bool})} z. (\lambda^{\alpha \rightarrow \alpha} x. (\lambda^{\alpha \rightarrow \alpha} y. x)x))[\{\text{Int}/\alpha\}, \{\text{Bool}/\alpha\}]z)42$$

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Example

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$$\rightsquigarrow 42$$

Type system

(*subsumption*)

$$\frac{\Gamma \vdash e : t_1 \quad t_1 \leq t_2}{\Gamma \vdash e : t_2}$$

(*appl*)

$$\frac{\Gamma \vdash e_1 : t_1 \rightarrow t_2 \quad \Gamma \vdash e_2 : t_1}{\Gamma \vdash e_1 e_2 : t_2}$$

(*inst*)

$$\frac{\Gamma \vdash e : t}{\Gamma \vdash e[\sigma_j]_{j \in J} : \bigwedge_{j \in J} t \sigma_j} \quad \sigma_j \# \Gamma$$

(*abstr*)

$$\frac{\Gamma, x : t_i \sigma_j \vdash e[\sigma_j] : s_i \sigma_j \quad \begin{matrix} i \in I \\ j \in J \end{matrix}}{\Gamma \vdash \lambda_{[\sigma_j]_{j \in J}}^{\wedge_{i \in I} t_i \rightarrow s_i} x. e : \bigwedge_{i \in I, j \in J} t_i \sigma_j \rightarrow s_i \sigma_j}$$

[plus the rules for type-case and variables]

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[plus the rules for type-case and variables]

Properties

Theorem (Subject Reduction)

For every term e and type t , if $\Gamma \vdash e : t$ and $e \rightsquigarrow e'$, then $\Gamma \vdash e' : t$.

Theorem (Progress)

Let e be a well-typed closed term. If e is not a value, then there exists a term e' such that $e \rightsquigarrow e'$.

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Theorem

Let \vdash_{BCD} be Barendregt, Coppo, and Dezani, typing, and $[e]$ the type erasure of e . If $\vdash_{BCD} a : t$, then $\exists e$ s.t. $\vdash e : t$ and $[e] = a$.

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satisfies the above theorem and is closed by reduction.

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satisfies the above theorem and is closed by reduction, **too**.

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Let \vdash_{BCD} be Barendregt, Coppo, and Dezani, typing, and $[e]$ the type erasure of e . If $\vdash_{BCD} a : t$, then $\exists e$ s.t. $\vdash e : t$ and $[e] = a$.

Note that

$$e ::= x \mid ee \mid \lambda_{[\sigma_j]_{j \in J}}^{\wedge_{i \in I} s_i \rightarrow t_i} x.e \mid e \in t ? e : e \mid e[\sigma_i]_{i \in I}$$

The first n terms ($n = 3, 4, 5$) form an explicitly-typed λ -calculus with intersection types subsuming BCD.

Properties

The definitions we gave:

$$\begin{aligned} \text{even} &= \lambda^{(\text{Int} \rightarrow \text{Bool}) \wedge (\alpha \setminus \text{Int} \rightarrow \alpha \setminus \text{Int})} x. x \in \text{Int} ? (x \bmod 2) = 0 : x \\ \text{map} &= \mu m^{(\alpha \rightarrow \beta) \rightarrow [\alpha] \rightarrow [\beta]} f. \\ &\quad \lambda^{[\alpha] \rightarrow [\beta]} \ell. \ell \in \text{nil} ? \text{nil} : (f(\pi_1 \ell), mf(\pi_2 \ell)) \end{aligned}$$

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are well typed.

A yardstick for the language

- ✓ Can define both `map` and `even`
- ✓ Can *check* the types specified in the signature
- ❓ Can *deduce* the type of the partial application `map even`

Inference of explicit type-substitutions

Two problems:

- ① **Local type-substitution inference:** Given a term of

$$e ::= x \mid ee \mid \lambda^{\wedge_{i \in I} s_i \rightarrow t_i} x. e \mid e \in t ? e : e$$

find a sound & complete algorithm that, whenever possible, inserts sets of type-substitutions making it a well-typed term of

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- ② **Type reconstruction:** Given a term

$$\lambda x. e$$

find, if possible, a set of type-substitutions $[\sigma_j]_{j \in J}$ such that

$$\lambda_{[\sigma_j]_{j \in J}}^{\alpha \rightarrow \beta} x. e$$

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- If we infer decorations, then it can be typed: $\lambda_{\{\text{Int}/\alpha\}}^{\alpha \rightarrow \alpha} x.3$

The rule for applications

1. In the type system:

[with explicit type-subst.]

(APPL)

$$\frac{\Gamma \vdash e_1 : s \rightarrow u \quad \Gamma \vdash e_2 : s}{\Gamma \vdash e_1 e_2 : u}$$

[The type of the function is subsumed to an arrow and the type of the argument is subsumed to the domain of this arrow].

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Tallying problem

The problem of inferring the type of an application is thus to find for s and t given, two sets $[\sigma_i]_{i \in I}, [\sigma'_j]_{j \in J}$ such that:

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This can be reduced to solving a suite of *tallying problems*:

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Let s and t be two types. A type-substitution σ is a solution for the *tallying* of (s, t) iff $s\sigma \leq t\sigma$.

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Generally: let $C = \{(s_1 \leq t_1), \dots, (s_n \leq t_n)\}$ a *constraint set*. A type-substitution σ is a solution for the *tallying* of C iff $s\sigma \leq t\sigma$ for all $(s \leq t) \in C$.

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Type tallying is decidable and a sound and complete set of solutions for every tallying problem can be effectively found in **three simple steps**.

Step 1: Decompose constraints.

Use the set-theoretic decomposition rules to transform C into a set of constraint sets whose constraints are of the form $\alpha \leq t$ or $t \leq \alpha$.

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After Step 2 we have constraint-sets of the form

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$$3. \{(\text{Int} \leq \alpha_1 \leq \text{Real}), (\alpha_2 \leq \alpha_1 \wedge \text{Int})\} \\ \rightsquigarrow \{(\alpha_1 = (\text{Int} \vee \beta) \wedge \text{Real}), (\alpha_2 = \text{Int})\}$$

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At the end we have a sets of equations $\{\alpha_i = u_i \mid i \in [1..n]\}$ that (with some care) are *contractive*. By Courcelle there exists a solution, i.e., a substitution for $\alpha_1, \dots, \alpha_n$ into (possibly recursive regular) types t_1, \dots, t_n (in which the fresh β 's are free variables).

Example: map even

Start with the following tallying problem:

$$(\alpha_1 \rightarrow \beta_1) \rightarrow [\alpha_1] \rightarrow [\beta_1] \leq s \rightarrow \gamma$$

where $s = (\text{Int} \rightarrow \text{Bool}) \wedge (\alpha \setminus \text{Int} \rightarrow \alpha \setminus \text{Int})$ is the type of `even`

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- The algorithm generates 9 constraint-sets: one is unsatisfiable ($s \leq 0$); four are implied by the others; remain

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- The last two are minimal and we take their intersection:
 - $\{\gamma = ([\alpha \setminus \text{Int}] \rightarrow [\alpha \setminus \text{Int}]) \wedge ([\alpha \vee \text{Int}] \rightarrow [(\alpha \setminus \text{Int}) \vee \text{Bool}])\}$

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Completeness: For every solution of the inference problem, our algorithm finds an equivalent or more general solution. However, this solution is not necessarily the first solution found.

In a dully execution of the algorithm on `map even` the good solution is the second one.

On completeness and decidability

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In a dully execution of the algorithm on `map even` the good solution is the second one.

Principality: This raises the problem of the existence of principal types: may an infinite sequence of increasingly general solutions exist?

Type reconstruction

- Solve sets of constraint-sets by the tallying algorithm:

$$\frac{}{\Gamma \vdash_{\mathcal{R}} x : \Gamma(x) \rightsquigarrow \{\emptyset\}} \quad \frac{\Gamma, x : \alpha \vdash_{\mathcal{R}} e : t \rightsquigarrow \mathcal{S}}{\Gamma \vdash_{\mathcal{R}} \lambda x. e : \alpha \rightarrow \beta \rightsquigarrow \mathcal{S} \sqcap \{ \{ (t \leq \beta) \} \}}$$

$$\frac{\Gamma \vdash_{\mathcal{R}} e_1 : t_1 \rightsquigarrow \mathcal{S}_1 \quad \Gamma \vdash_{\mathcal{R}} e_2 : t_2 \rightsquigarrow \mathcal{S}_2}{\Gamma \vdash_{\mathcal{R}} e_1 e_2 : \alpha \rightsquigarrow \mathcal{S}_1 \sqcap \mathcal{S}_2 \sqcap \{ \{ (t_1 \leq t_2 \rightarrow \alpha) \} \}} \quad + \quad \text{rule for typecase}$$

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$$\frac{\Gamma \vdash_{\mathcal{R}} e_1 : t_1 \rightsquigarrow \mathcal{S}_1 \quad \Gamma \vdash_{\mathcal{R}} e_2 : t_2 \rightsquigarrow \mathcal{S}_2}{\Gamma \vdash_{\mathcal{R}} e_1 e_2 : \alpha \rightsquigarrow \mathcal{S}_1 \sqcap \mathcal{S}_2 \sqcap \{ \{ (t_1 \leq t_2 \rightarrow \alpha) \} \}} \quad + \quad \text{rule for typecase}$$

- Sound. it's a variant: fix interfaces and infer decorations

$$\lambda_{[?]}^{\alpha \rightarrow \beta} x. e$$

Not complete: reconstruction is undecidable

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- Sound. it's a variant: fix interfaces and infer decorations

$$\lambda_{[?]}^{\alpha \rightarrow \beta} x. e$$

Not complete: reconstruction is undecidable

- It types more than ML

$$\lambda x. xx : \mu X. (\alpha \wedge (X \rightarrow \beta)) \rightarrow \beta \quad (\leq \alpha \wedge (\alpha \rightarrow \beta)) \rightarrow \beta$$

and for functions typable in ML, it deduces a type at least as good:

$$\text{map} : ((\alpha \rightarrow \beta) \rightarrow [\alpha] \rightarrow [\beta]) \wedge ((\mathbb{0} \rightarrow \mathbb{1}) \rightarrow [] \rightarrow [])$$

Efficient evaluation

Monomorphic language

$$\begin{aligned} e &::= c \mid x \mid \lambda^t x. e \mid ee \mid e \in t? e : e \\ v &::= c \mid \langle \lambda^t x. e, \mathcal{E} \rangle \end{aligned}$$

Monomorphic language

$$\begin{aligned}
 e &::= c \mid x \mid \lambda^t x. e \mid ee \mid e \in t? e : e \\
 v &::= c \mid \langle \lambda^t x. e, \mathcal{E} \rangle
 \end{aligned}$$

$$(\text{CLOSURE}) \frac{}{\mathcal{E} \vdash_{\mathbf{m}} \lambda^t x. e \Downarrow \langle \lambda^t x. e, \mathcal{E} \rangle}$$

$$(\text{APPLY}) \frac{\mathcal{E} \vdash_{\mathbf{m}} e_1 \Downarrow \langle \lambda^t x. e, \mathcal{E}' \rangle \quad \mathcal{E} \vdash_{\mathbf{m}} e_2 \Downarrow v_0 \quad \mathcal{E}', x \mapsto v_0 \vdash_{\mathbf{m}} e \Downarrow v}{\mathcal{E} \vdash_{\mathbf{m}} e_1 e_2 \Downarrow v}$$

Monomorphic language

$$e ::= c \mid x \mid \lambda^t x. e \mid ee \mid e \in t? e : e$$

$$v ::= c \mid \langle \lambda^t x. e, \mathcal{E} \rangle$$

save the environment

(CLOSURE) $\frac{}{\mathcal{E} \vdash_m \lambda^t x. e \Downarrow \langle \lambda^t x. e, \mathcal{E} \rangle}$

(APPLY) $\frac{\mathcal{E} \vdash_m e_1 \Downarrow \langle \lambda^t x. e, \mathcal{E}' \rangle \quad \mathcal{E} \vdash_m e_2 \Downarrow v_0 \quad \mathcal{E}', x \mapsto v_0 \vdash_m e \Downarrow v}{\mathcal{E} \vdash_m e_1 e_2 \Downarrow v}$

Monomorphic language

$$e ::= c \mid x \mid \lambda^t x. e \mid ee \mid e \in t? e : e$$

$$v ::= c \mid \langle \lambda^t x. e, \mathcal{E} \rangle \quad \text{save the environment}$$

(CLOSURE) $\frac{}{\mathcal{E} \vdash_m \lambda^t x. e \Downarrow \langle \lambda^t x. e, \mathcal{E} \rangle}$

(APPLY) $\frac{\mathcal{E} \vdash_m e_1 \Downarrow \langle \lambda^t x. e, \mathcal{E}' \rangle \quad \mathcal{E} \vdash_m e_2 \Downarrow v_0 \quad \mathcal{E}', x \mapsto v_0 \vdash_m e \Downarrow v}{\mathcal{E} \vdash_m e_1 e_2 \Downarrow v}$ restore the environment

Monomorphic language

$$\begin{aligned}
 e &::= c \mid x \mid \lambda^t x. e \mid ee \mid e \in t ? e : e \\
 v &::= c \mid \langle \lambda^t x. e, \mathcal{E} \rangle
 \end{aligned}$$

$$(\text{CLOSURE}) \frac{}{\mathcal{E} \vdash_{\mathbf{m}} \lambda^t x. e \Downarrow \langle \lambda^t x. e, \mathcal{E} \rangle}$$

$$(\text{APPLY}) \frac{\mathcal{E} \vdash_{\mathbf{m}} e_1 \Downarrow \langle \lambda^t x. e, \mathcal{E}' \rangle \quad \mathcal{E} \vdash_{\mathbf{m}} e_2 \Downarrow v_0 \quad \mathcal{E}', x \mapsto v_0 \vdash_{\mathbf{m}} e \Downarrow v}{\mathcal{E} \vdash_{\mathbf{m}} e_1 e_2 \Downarrow v}$$

$$(\text{TYPECASE TRUE}) \frac{\mathcal{E} \vdash_{\mathbf{m}} e_1 \Downarrow v_0 \quad v_0 \in_{\mathbf{m}} t \quad \mathcal{E} \vdash_{\mathbf{m}} e_2 \Downarrow v}{\mathcal{E} \vdash_{\mathbf{m}} e_1 \in t ? e_2 : e_3 \Downarrow v}$$

$$(\text{TYPECASE FALSE}) \frac{\mathcal{E} \vdash_{\mathbf{m}} e_1 \Downarrow v_0 \quad v_0 \notin_{\mathbf{m}} t \quad \mathcal{E} \vdash_{\mathbf{m}} e_3 \Downarrow v}{\mathcal{E} \vdash_{\mathbf{m}} e_1 \in t ? e_2 : e_3 \Downarrow v}$$

$$\begin{aligned}
 c \in_{\mathbf{m}} t &\stackrel{\text{def}}{=} \{c\} \leq t \\
 \langle \lambda^s x. e, \mathcal{E} \rangle \in_{\mathbf{m}} t &\stackrel{\text{def}}{=} s \leq t
 \end{aligned}$$

Polymorphic language: naive implementation

$e ::= c \mid x \mid \lambda_{\sigma_I}^t x.e \mid ee \mid e \in t ? e : e \mid e\sigma_I$ (σ_I short for $[\sigma_i]_{i \in I}$)

Polymorphic language: naive implementation

$$\begin{aligned}
 e &::= c \mid x \mid \lambda_{\sigma_I}^t x.e \mid ee \mid e \in t ? e : e \mid e\sigma_I \\
 v &::= c \mid \langle \lambda_{\sigma_J}^t x.e, \mathcal{E}, \sigma_I \rangle
 \end{aligned}$$

(σ_I short for $[\sigma_i]_{i \in I}$)

Polymorphic language: naive implementation

$$\begin{aligned}
 e &::= c \mid x \mid \lambda_{\sigma_I}^t x.e \mid ee \mid e \in t ? e : e \mid e\sigma_I \\
 v &::= c \mid \langle \lambda_{\sigma_J}^t x.e, \mathcal{E}, \sigma_I \rangle
 \end{aligned}$$

(σ_I short for $[\sigma_i]_{i \in I}$)

$$\text{(CLOSURE)} \quad \frac{}{\sigma_I; \mathcal{E} \vdash_p \lambda_{\sigma_J}^t x.e \Downarrow \langle \lambda_{\sigma_J}^t x.e, \mathcal{E}, \sigma_I \rangle}$$

Polymorphic language: naive implementation

$$e ::= c \mid x \mid \lambda_{\sigma_1}^t x.e \mid ee \mid e \in t ? e : e \mid e\sigma_1$$

(σ_1 short for $[\sigma_i]_{i \in I}$)

$$v ::= c \mid \langle \lambda_{\sigma_j}^t x.e, \mathcal{E}, \sigma_1 \rangle$$

save the environment

(CLOSURE) $\frac{\sigma_1, \mathcal{E} \vdash_p \lambda_{\sigma_j}^t x.e \Downarrow \langle \lambda_{\sigma_j}^t x.e, \mathcal{E}, \sigma_1 \rangle}{\sigma_1, \mathcal{E} \vdash_p \lambda_{\sigma_j}^t x.e \Downarrow \langle \lambda_{\sigma_j}^t x.e, \mathcal{E}, \sigma_1 \rangle}$

Polymorphic language: naive implementation

$$\begin{aligned}
 e &::= c \mid x \mid \lambda_{\sigma_1}^t x.e \mid ee \mid e \in t? e : e \mid e\sigma_1 \\
 v &::= c \mid \langle \lambda_{\sigma_j}^t x.e, \mathcal{E}, \sigma_1 \rangle
 \end{aligned}$$

(σ_1 short for $[\sigma_i]_{i \in I}$)

save the environment

(CLOSURE)

$$\sigma_1 \mathcal{E} \vdash_p \lambda_{\sigma_j}^t x.e \Downarrow \langle \lambda_{\sigma_j}^t x.e, \mathcal{E}, \sigma_1 \rangle$$

save current type-substitutions

Polymorphic language: naive implementation

$$\begin{array}{l}
 e ::= c \mid x \mid \lambda_{\sigma_I}^t x.e \mid ee \mid e \in t ? e : e \mid e\sigma_I \\
 v ::= c \mid \langle \lambda_{\sigma_J}^t x.e, \mathcal{E}, \sigma_I \rangle
 \end{array}$$

(σ_I short for $[\sigma_i]_{i \in I}$)

$$\text{(CLOSURE)} \quad \frac{}{\sigma_I; \mathcal{E} \vdash_p \lambda_{\sigma_J}^t x.e \Downarrow \langle \lambda_{\sigma_J}^t x.e, \mathcal{E}, \sigma_I \rangle} \quad \text{(INSTANCE)} \quad \frac{\sigma_I \circ \sigma_J; \mathcal{E} \vdash_p e \Downarrow v}{\sigma_I; \mathcal{E} \vdash_p e\sigma_J \Downarrow v}$$

Polymorphic language: naive implementation

$$\begin{aligned}
 e &::= c \mid x \mid \lambda_{\sigma_I}^t x.e \mid ee \mid e \in t ? e : e \mid e\sigma_I \\
 v &::= c \mid \langle \lambda_{\sigma_J}^t x.e, \mathcal{E}, \sigma_I \rangle
 \end{aligned}$$

(σ_I short for $[\sigma_i]_{i \in I}$)

$$\text{(CLOSURE)} \frac{}{\sigma_I; \mathcal{E} \vdash_p \lambda_{\sigma_J}^t x.e \Downarrow \langle \lambda_{\sigma_J}^t x.e, \mathcal{E}, \sigma_I \rangle} \quad \text{(INSTANCE)} \frac{\sigma_I \circ \sigma_J; \mathcal{E} \vdash_p e \Downarrow v}{\sigma_I; \mathcal{E} \vdash_p e\sigma_J \Downarrow v}$$

(APPLY)

$$\frac{\sigma_I; \mathcal{E} \vdash_p e_1 \Downarrow \langle \lambda_{\sigma_K}^{\wedge_{\ell \in L} s_{\ell} \rightarrow t_{\ell}} x.e, \mathcal{E}', \sigma_H \rangle \quad \sigma_I; \mathcal{E} \vdash_p e_2 \Downarrow v_0 \quad \sigma_P; \mathcal{E}', x \mapsto v_0 \vdash_p e \Downarrow v}{\sigma_I; \mathcal{E} \vdash_p e_1 e_2 \Downarrow v}$$

where $\sigma_J = \sigma_H \circ \sigma_K$ and $P = \{j \in J \mid \exists \ell \in L : v_0 \in_p s_{\ell} \sigma_j\}$

Polymorphic language: naive implementation

$$\begin{aligned}
 e &::= c \mid x \mid \lambda_{\sigma_I}^t x.e \mid ee \mid e \in t? e : e \mid e\sigma_I \\
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restore the environment

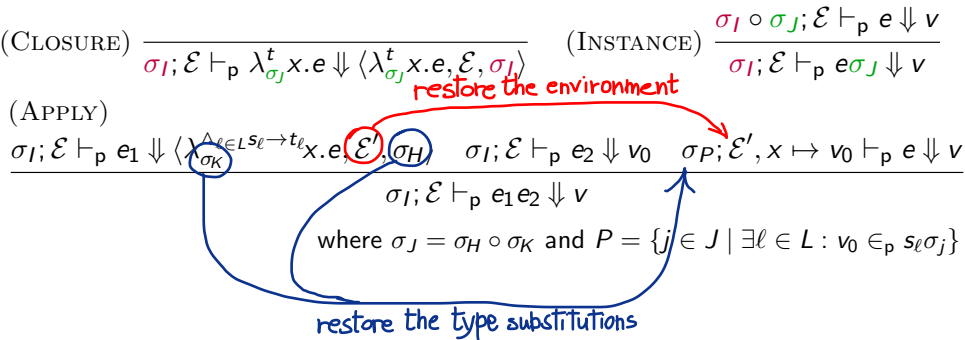
where $\sigma_J = \sigma_H \circ \sigma_K$ and $P = \{j \in J \mid \exists \ell \in L : v_0 \in_p s_{\ell} \sigma_j\}$

Polymorphic language: naive implementation

(σ_I short for $[\sigma_i]_{i \in I}$)

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$$v ::= c \mid \langle \lambda_{\sigma_I}^t x. e, \mathcal{E}, \sigma_I \rangle$$



Polymorphic language: naive implementation

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 e &::= c \mid x \mid \lambda_{\sigma_I}^t x.e \mid ee \mid e \in t ? e : e \mid e\sigma_I \\
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 \end{aligned}$$

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$$\text{(APPLY)} \frac{\sigma_I; \mathcal{E} \vdash_p e_1 \Downarrow \langle \lambda_{\sigma_K}^{\wedge_{\ell \in L} s_{\ell} \rightarrow t_{\ell}} x.e, \mathcal{E}', \sigma_H \rangle \quad \sigma_I; \mathcal{E} \vdash_p e_2 \Downarrow v_0 \quad \sigma_P; \mathcal{E}', x \mapsto v_0 \vdash_p e \Downarrow v}{\sigma_I; \mathcal{E} \vdash_p e_1 e_2 \Downarrow v}$$

where $\sigma_J = \sigma_H \circ \sigma_K$ and $P = \{j \in J \mid \exists \ell \in L : v_0 \in_p s_{\ell} \sigma_j\}$

Polymorphic language: naive implementation

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$$\text{(CLOSURE)} \frac{}{\sigma_I; \mathcal{E} \vdash_p \lambda_{\sigma_J}^t x. e \Downarrow \langle \lambda_{\sigma_J}^t x. e, \mathcal{E}, \sigma_I \rangle} \quad \text{(INSTANCE)} \frac{\sigma_I \circ \sigma_J; \mathcal{E} \vdash_p e \Downarrow v}{\sigma_I; \mathcal{E} \vdash_p e \sigma_J \Downarrow v}$$

$$\text{(APPLY)} \frac{\sigma_I; \mathcal{E} \vdash_p e_1 \Downarrow \langle \lambda_{\sigma_K}^{\wedge \ell \in L} s_{\ell} \rightarrow t_{\ell} x. e, \mathcal{E}', \sigma_H \rangle \quad \sigma_I; \mathcal{E} \vdash_p e_2 \Downarrow v_0 \quad \sigma_P; \mathcal{E}', x \mapsto v_0 \vdash_p e \Downarrow v}{\sigma_I; \mathcal{E} \vdash_p e_1 e_2 \Downarrow v}$$

where $\sigma_J = \sigma_H \circ \sigma_K$ and $P = \{j \in J \mid \exists \ell \in L : v_0 \in_p s_{\ell} \sigma_j\}$

Problem:

At every application compute σ_P :

Polymorphic language: naive implementation

(σ_I short for $[\sigma_i]_{i \in I}$)

$$e ::= c \mid x \mid \lambda_{\sigma_I}^t x. e \mid ee \mid e \in t? e : e \mid e \sigma_I$$

$$v ::= c \mid \langle \lambda_{\sigma_J}^t x. e, \mathcal{E}, \sigma_I \rangle$$

$$\text{(CLOSURE)} \frac{}{\sigma_I; \mathcal{E} \vdash_p \lambda_{\sigma_J}^t x. e \Downarrow \langle \lambda_{\sigma_J}^t x. e, \mathcal{E}, \sigma_I \rangle} \quad \text{(INSTANCE)} \frac{\sigma_I \circ \sigma_J; \mathcal{E} \vdash_p e \Downarrow v}{\sigma_I; \mathcal{E} \vdash_p e \sigma_J \Downarrow v}$$

(APPLY)

$$\frac{\sigma_I; \mathcal{E} \vdash_p e_1 \Downarrow \langle \lambda_{\sigma_K}^{\wedge \ell \in L} s_{\ell} \rightarrow t_{\ell} x. e, \mathcal{E}', \sigma_H \rangle \quad \sigma_I; \mathcal{E} \vdash_p e_2 \Downarrow v_0 \quad \sigma_P; \mathcal{E}', x \mapsto v_0 \vdash_p e \Downarrow v}{\sigma_I; \mathcal{E} \vdash_p e_1 e_2 \Downarrow v}$$

where $\sigma_J = \sigma_H \circ \sigma_K$ and $P = \{j \in J \mid \exists \ell \in L : v_0 \in_p s_{\ell} \sigma_j\}$

Problem:

At every application compute σ_P :

- 1 **compose** of two sets of type-substitution

Polymorphic language: naive implementation

$$\begin{aligned}
 e &::= c \mid x \mid \lambda_{\sigma_I}^t x.e \mid ee \mid e \in t? e : e \mid e\sigma_I \\
 v &::= c \mid \langle \lambda_{\sigma_J}^t x.e, \mathcal{E}, \sigma_I \rangle
 \end{aligned}$$

(σ_I short for $[\sigma_i]_{i \in I}$)

$$\text{(CLOSURE)} \frac{}{\sigma_I; \mathcal{E} \vdash_p \lambda_{\sigma_J}^t x.e \Downarrow \langle \lambda_{\sigma_J}^t x.e, \mathcal{E}, \sigma_I \rangle} \quad \text{(INSTANCE)} \frac{\sigma_I \circ \sigma_J; \mathcal{E} \vdash_p e \Downarrow v}{\sigma_I; \mathcal{E} \vdash_p e\sigma_J \Downarrow v}$$

(APPLY)

$$\frac{\sigma_I; \mathcal{E} \vdash_p e_1 \Downarrow \langle \lambda_{\sigma_K}^{\wedge \ell \in L} s_{\ell} \rightarrow t_{\ell} x.e, \mathcal{E}', \sigma_H \rangle \quad \sigma_I; \mathcal{E} \vdash_p e_2 \Downarrow v_0 \quad \sigma_P; \mathcal{E}', x \mapsto v_0 \vdash_p e \Downarrow v}{\sigma_I; \mathcal{E} \vdash_p e_1 e_2 \Downarrow v}$$

where $\sigma_J = \sigma_H \circ \sigma_K$ and $P = \{j \in J \mid \exists \ell \in L : v_0 \in_p s_{\ell} \sigma_j\}$

Problem:

At every application compute σ_P :

- 1 **compose** of two sets of type-substitution
- 2 **select** the substitutions compatible with the argument v_0

Polymorphic language: naive implementation

$e ::= c \mid x \mid \lambda_{\sigma_1}^t x.e \mid ee \mid e \in t? e : e \mid e\sigma_1$
 $\Downarrow ::= c \mid \langle \lambda_{\sigma_1}^t x.e, \mathcal{E}, \sigma_1 \rangle$

(σ_1 short for $[\sigma_i]_{i \in I}$)

AAUGH!

(CLOSURE) $\frac{}{\sigma_1; \mathcal{E} \vdash_p \lambda_{\sigma_1}^t x.e \Downarrow \langle \lambda_{\sigma_1}^t x.e, \mathcal{E}, \sigma_1 \rangle}$

(INSTANCE) $\frac{\sigma_1 \circ \sigma_J; \mathcal{E} \vdash_p e \Downarrow v}{\sigma_1; \mathcal{E} \vdash_p e\sigma_J \Downarrow v}$

(APPLY)

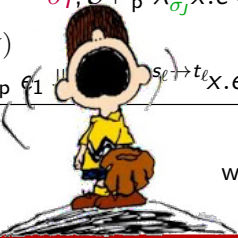
$\frac{\sigma_1; \mathcal{E} \vdash_p e_1 \Downarrow \langle s_{\ell} \mapsto t_{\ell} x.e, \mathcal{E}', \sigma_H \rangle \quad \sigma_1; \mathcal{E} \vdash_p e_2 \Downarrow v_0}{\sigma_1; \mathcal{E} \vdash_p e_1 e_2 \Downarrow v}$

where $\sigma_J = \sigma_H \circ \sigma_K$ and $P = \{j \in J \mid \exists \ell \in L : v_0 \in_p s_{\ell} \sigma_j\}$

Problem:

At every application compute σ_P :

- 1 **compose** of two sets of type-substitution
- 2 **select** the substitutions compatible with the argument v_0



Polymorphic language: naive implementation

$$\begin{aligned}
 e &::= c \mid x \mid \lambda_{\sigma_j}^t x.e \mid ee \mid e \in t? e : e \mid e\sigma_l && (\sigma_l \text{ short for } [\sigma_i]_{i \in I}) \\
 v &::= c \mid \langle \lambda_{\sigma_j}^t x.e, \mathcal{E}, \sigma_l \rangle
 \end{aligned}$$

$$\text{(CLOSURE)} \frac{}{\sigma_l; \mathcal{E} \vdash_p \lambda_{\sigma_j}^t x.e \Downarrow \langle \lambda_{\sigma_j}^t x.e, \mathcal{E}, \sigma_l \rangle} \quad \text{(INSTANCE)} \frac{\sigma_l \circ \sigma_j; \mathcal{E} \vdash_p e \Downarrow v}{\sigma_l; \mathcal{E} \vdash_p e\sigma_j \Downarrow v}$$

(APPLY)

$$\frac{\sigma_l; \mathcal{E} \vdash_p e_1 \Downarrow \langle \lambda_{\sigma_K}^{\wedge_{\ell \in L} s_{\ell} \rightarrow t_{\ell}} x.e, \mathcal{E}', \sigma_H \rangle \quad \sigma_l; \mathcal{E} \vdash_p e_2 \Downarrow v_0 \quad \sigma_P, \mathcal{E}', x \mapsto v_0 \vdash_p e \Downarrow v}{\sigma_l; \mathcal{E} \vdash_p e_1 e_2 \Downarrow v}$$

where $\sigma_j = \sigma_H \circ \sigma_K$ and $P = \{j \in J \mid \exists \ell \in L : v_0 \in_p s_{\ell} \sigma_j\}$

Solution:

Compute **compositions** and **selections** lazily.

Intermediate language as compilation target

$$\begin{aligned}
 e &::= c \mid x \mid \lambda^t x.e \mid ee \mid e \in t? e : e \\
 v &::= c \mid \langle \lambda^t x.e, \mathcal{E} \rangle
 \end{aligned}$$

$$(\text{CLOSURE}) \frac{}{\mathcal{E} \vdash \lambda^t x.e \Downarrow \langle \lambda^t x.e, \mathcal{E} \rangle}$$

$$(\text{APPLY}) \frac{\mathcal{E} \vdash e_1 \Downarrow \langle \lambda^t x.e, \mathcal{E}' \rangle \quad \mathcal{E} \vdash e_2 \Downarrow v_0 \quad \mathcal{E}', x \mapsto v_0 \vdash e \Downarrow v}{\mathcal{E} \vdash e_1 e_2 \Downarrow v}$$

$$(\text{TYPECASE TRUE}) \frac{\mathcal{E} \vdash e_1 \Downarrow v_0 \quad v_0 \in t \quad \mathcal{E} \vdash e_2 \Downarrow v}{\mathcal{E} \vdash e_1 \in t? e_2 : e_3 \Downarrow v}$$

$$(\text{TYPECASE FALSE}) \frac{\mathcal{E} \vdash e_1 \Downarrow v_0 \quad v_0 \notin t \quad \mathcal{E} \vdash e_3 \Downarrow v}{\mathcal{E} \vdash e_1 \in t? e_2 : e_3 \Downarrow v}$$

$$\begin{aligned}
 c \in t &\stackrel{\text{def}}{=} \{c\} \leq t \\
 \langle \lambda^s x.e, \mathcal{E} \rangle \in t &\stackrel{\text{def}}{=} s \leq t
 \end{aligned}$$

Intermediate language as compilation target

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The only difference!

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Compilation

1 Compile into the intermediate language

$$\begin{aligned}
 \llbracket x \rrbracket_{\Sigma} &= x \\
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- ② For $\langle \lambda_{\Sigma}^s x.e, \mathcal{E} \rangle \in t \stackrel{\text{def}}{=} s(\text{eval}(\mathcal{E}, \Sigma)) \leq t$ we have $s(\text{eval}(\mathcal{E}, \Sigma)) \neq s$ only if $\lambda_{\Sigma}^s x.e$ results from the partial application of a polymorphic function (ie, in s there occur free variables bound in the context).

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Execution *may* be slowed *only* when testing the type of the result of a partial application of a polymorphic function.

- ③ Compilation can flag the functions that may require to compute eval:

$$\llbracket \lambda_{\hat{i}}^t x. e \rrbracket_{\Sigma} = \begin{cases} \lambda_{\Sigma}^t x. \llbracket e \rrbracket_{\text{se1}(x,t,\Sigma)} & \text{if } \text{var}(t) \cap \text{dom}(\Sigma) = \emptyset \\ \hat{\lambda}_{\Sigma}^t x. \llbracket e \rrbracket_{\text{se1}(x,t,\Sigma)} & \text{otherwise} \end{cases}$$

and then we evaluate the symbolic substitutions only for marked functions:

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Bottom Line

The execution is as efficient as in the monomorphic case, apart from a single well identified exception

Conclusion

Theory: All the theoretical machinery necessary to design and implement a programming language is there. The practical relevance of the open theoretical issues is negligible.

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Type reconstruction: Full usage needs more research, especially about the production of human readable types and helpful error messages, but it is mature enough to use it to type local functions.

Extra slides

References

- ① *Subtyping*: Set-theoretic Foundation of Parametric Polymorphism and Subtyping. **ICFP '11**
- ② *Language*: Polymorphic Functions with Set-Theoretic Types. Part 1: Syntax, Semantics, and Evaluation. **POPL '14**
- ③ *Language*: Polymorphic Functions with Set-Theoretic Types. Part 2: Local Type Inference and Type Reconstruction. **POPL '15**.

Tallying problem

The problem of inferring the type of an application is thus to find for s and t given, $[\sigma_i]_{i \in I}, [\sigma'_j]_{j \in J}$ such that:

$$t[\sigma'_j]_{j \in J} \leq \mathbb{0} \rightarrow \mathbb{1} \quad \text{and} \quad s[\sigma_i]_{i \in I} \leq \text{dom}(t[\sigma'_j]_{j \in J})$$

This can be reduced to solving a suite of *tallying problems*:

Definition (Type tallying)

Let $C = \{(s_1, t_1), \dots, (s_n, t_n)\}$ a *constraint set*. A type-substitution σ is a solution for the *tallying* of C iff $s\sigma \leq t\sigma$ for all $(s, t) \in C$.

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Type tallying is decidable and a sound and complete set of solutions for every tallying problem can be effectively found in three simple steps.

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Use the set-theoretic decomposition rules to transform C into a set of constraint sets whose constraints are of the form (α, t) or (t, α) .

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Step 3: Transform into a set of equations.

After Step 2 we have constraint-sets of the form

$\{s_i \leq \alpha_i \leq t_i \mid i \in [1..n]\}$ where α_i are pairwise distinct.

- 1 select $s \leq \alpha \leq t$ and replace it by $\alpha = (s \vee \beta) \wedge t$ with β fresh.
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At the end we have a sets of equations $\{\alpha_i = u_i \mid i \in [1..n]\}$ that (with some care) are *contractive*. By Courcelle there exists a solution, ie, a substitution for $\alpha_1, \dots, \alpha_n$ into (possibly recursive regular) types t_1, \dots, t_n (in which the fresh β 's are free variables).

The application problem

Definition (Inference application problem)

Given s and t types, find $[\sigma_i]_{i \in I}$ and $[\sigma'_j]_{j \in J}$ such that:

$$\bigwedge_{i \in I} t\sigma_i \leq \mathbb{0} \rightarrow \mathbb{1} \quad \text{and} \quad \bigwedge_{j \in J} s\sigma_j \leq \text{dom}\left(\bigwedge_{i \in I} t\sigma_i\right)$$

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 **Every solution for γ is a solution for the application.**

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Start with the following tallying problem:

$$\{(\alpha_1 \rightarrow \beta_1) \rightarrow [\alpha_1] \rightarrow [\beta_1] \leq t \rightarrow \gamma\}$$

where $t = (\text{Int} \rightarrow \text{Bool}) \wedge (\alpha \setminus \text{Int} \rightarrow \alpha \setminus \text{Int})$ is the type of `even`

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- The last two are minimal and we take their intersection:

$$\{\gamma = ([\alpha \setminus \text{Int}] \rightarrow [\alpha \setminus \text{Int}]) \wedge ([\alpha \vee \text{Int}] \rightarrow [(\alpha \setminus \text{Int}) \vee \text{Bool}])\}$$

Type Reconstruction Algorithm

$$\frac{}{\Gamma \vdash_{\mathcal{R}} c : b_c \rightsquigarrow \{\emptyset\}} \text{(R-CONST)} \quad \frac{}{\Gamma \vdash_{\mathcal{R}} x : \Gamma(x) \rightsquigarrow \{\emptyset\}} \text{(R-VAR)}$$

$$\frac{\Gamma \vdash_{\mathcal{R}} m_1 : t_1 \rightsquigarrow \mathcal{S}_1 \quad \Gamma \vdash_{\mathcal{R}} m_2 : t_2 \rightsquigarrow \mathcal{S}_2}{\Gamma \vdash_{\mathcal{R}} m_1 m_2 : \alpha \rightsquigarrow \mathcal{S}_1 \sqcap \mathcal{S}_2 \sqcap \{\{(t_1 \leq t_2 \rightarrow \alpha)\}\}} \text{(R-APPL)}$$

$$\frac{\Gamma, x : \alpha \vdash_{\mathcal{R}} m : t \rightsquigarrow \mathcal{S}}{\Gamma \vdash_{\mathcal{R}} \lambda x. m : \alpha \rightarrow \beta \rightsquigarrow \mathcal{S} \sqcap \{\{(t \leq \beta)\}\}} \text{(R-ABSTR)}$$

(R-CASE)

$$\begin{aligned} \mathcal{S} = & (\mathcal{S}_0 \sqcap \{\{(t_0 \leq \emptyset)\}\}) \\ & \sqcup (\mathcal{S}_0 \sqcap \mathcal{S}_1 \sqcap \{\{(t_0 \leq t), (t_1 \leq \alpha)\}\}) \\ & \sqcup (\mathcal{S}_0 \sqcap \mathcal{S}_2 \sqcap \{\{(t_0 \leq \neg t), (t_2 \leq \alpha)\}\}) \\ & \sqcup (\mathcal{S}_0 \sqcap \mathcal{S}_1 \sqcap \mathcal{S}_2 \sqcap \{\{(t_1 \vee t_2 \leq \alpha)\}\}) \\ \frac{\Gamma \vdash_{\mathcal{R}} m_0 : t_0 \rightsquigarrow \mathcal{S}_0 \quad \Gamma \vdash_{\mathcal{R}} m_1 : t_1 \rightsquigarrow \mathcal{S}_1 \quad \Gamma \vdash_{\mathcal{R}} m_2 : t_2 \rightsquigarrow \mathcal{S}_2}{\Gamma \vdash_{\mathcal{R}} (m_0 \in t ? m_1 : m_2) : \alpha \rightsquigarrow \mathcal{S}} \end{aligned}$$

where α , α_i and β in each rule are fresh type variables.

Semantic subtyping with type variables

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and that it is itself contained in the union of the two, that is:

$$[\alpha] \sim (\mu z. (\alpha \times (\alpha \times z)) \vee \text{nil}) \vee (\mu z. (\alpha \times (\alpha \times z)) \vee (\alpha \times \text{nil}))$$

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Most importantly we can use *standard set-theoretic laws* to show:

- that every type is equivalent to a type in disjunctive normal form
- to *deduce* decomposition rules used in algorithms such as

$$s_1 \times s_2 \leq t_1 \times t_2 \iff (s_1 \leq \mathbb{0} \text{ or } s_2 \leq \mathbb{0} \text{ or } (s_1 \leq t_1 \text{ and } s_2 \leq t_2))$$

Expressions

$$e ::= x \mid ee \mid \lambda^{\wedge_{i \in I} s_i \rightarrow t_i} x. e \mid e \in t ? e : e \mid (e, e) \mid \pi_i e$$

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Avoid paradoxes:

$$\mu f. \lambda x. f \in (\mathbb{1} \rightarrow \text{Int}) ? \text{true} : 42$$

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- Explicitly assign the type $\mathbb{1} \rightarrow \text{Int} \vee \text{Bool}$ to it.
- More expressive with the result type (type of x not enough)

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Syntax for λ -abstractions

Add to expressions

$$\lambda^{\wedge i \in I s_i \rightarrow t_i} x. e$$

Well typed if from $x : s_i$ we can deduce $e : t_i$, for all $i \in I$.