

# Types

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# Motivation

“Well-typed programs never go wrong”

# What does “go wrong” mean?

- Program crash
- Execution error
- Divergence
- Unknown method call....

# The Purpose of Typing

- Well-typed programs are more likely to actually do what they are supposed to do.

# Two Kinds of Typing

- Static typing.
- Dynamic checking.

# Static Typing

- Formally specified by a Type System.

# Simple Type System Specification

- Judgements.
- Type rules.
- Environment.

# Judgements General Form

I H S

# Judgements Examples

$$\Gamma \vdash M : A$$
$$\emptyset \vdash \text{true} : \text{Boolean}$$
$$\emptyset \vdash 1 : \text{Nat}$$

# Type Rules

- Type rules assert the validity of certain judgments on the basis of other judgments that are already known to be valid.
- The process gets off the ground by some intrinsically valid judgment (usually: empty environment is well formed).

# Type Rules (II)

$$\frac{\Gamma_1 \vdash \tilde{\mathcal{J}}_1 \cdots \Gamma_n \vdash \tilde{\mathcal{J}}_n}{\Gamma \vdash \tilde{\mathcal{J}}}$$

# Example of EXPR Language

$$\begin{aligned} \textit{Expr} ::= & \textit{Num} \mid \\ & \textit{Bool} \mid \\ & \Delta \textit{Expr} \mid \\ & \textit{Expr} \odot \textit{Expr} \mid \\ & \textit{Expr} \leq \textit{Expr} \mid \\ & \textit{Expr} \text{ nand } \textit{Expr} \mid \\ & \text{if } \textit{Expr} \text{ then } \textit{Expr} \text{ else } \textit{Expr}, \end{aligned}$$

where *Num* is a predefined set of integer numbers (a.k.a. *Z*) and *Bool* is a predefined set of boolean values.

# Rules for EXPR

Convention:  $e, e', e'', \dots \in Expr$ ,  $b, b' \in Bool$  and  $n, n' \in Num$ .

$$\frac{}{n : Number} \quad (\text{Val N})$$
$$\frac{}{b : Boolean} \quad (\text{Val B})$$

# Rules (II) for EXPR

$$\frac{e : \textit{Number}}{\Delta e : \textit{Number}} \quad (\text{Val triangle})$$

$$\frac{e : \textit{Number} \quad e' : \textit{Number}}{e \odot e' : \textit{Number}} \quad (\text{Val circle})$$

$$\frac{e : \textit{Number} \quad e' : \textit{Number}}{e \leq e' : \textit{Boolean}} \quad (\text{Val leq})$$

# Rules(III) for EXPR

$$\frac{e : Boolean \quad e' : Boolean}{e \text{ nand } e' : Boolean} \text{ (Val nand)}$$

$$\frac{e : Boolean \quad e' : Number \quad e'' : Number}{\text{if } e \text{ then } e' \text{ else } e'' : Number} \text{ (Val ifNum)}$$

$$\frac{e : Boolean \quad e' : Boolean \quad e'' : Boolean}{\text{if } e \text{ then } e' \text{ else } e'' : Boolean} \text{ (Val ifBool)}$$

# Judgement for `EXPR`

- Do we need an Environment in Type System of `EXPR`?
- Do we have any expressions that contain variables in `EXPR`?

# Derivation in EXPR

$$\begin{array}{c} \text{triangle)} \\ \hline \text{(Val circle)} \frac{\text{(Val N)} \frac{5 : \textit{Number}}{\text{---}}}{\text{---}} \quad \text{(Val triangle)} \frac{\text{(Val N)} \frac{3 : \textit{Number}}{\text{---}}}{\Delta(3) : \textit{Number}} \\ \hline 5 \odot (\Delta(3)) : \textit{Number} \\ \hline \Delta(5 \odot (\Delta(3))) : \textit{Number} \end{array}$$