COMP3012/G53CMP: Lecture 9

Contextual Analysis: Types and Type Systems II

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This Lecture

- Recapitulation: our example language, stuck terms, type systems.
- Basic typing rules
- Safety = Progress + Preservation
- Extensions: typing let-expressions and functions

Much of this lecture follows parts of the first few chapters of B. C. Pierce 2002 *Types and Programming Languages* closely.

Recap: Example Language

Abstract syntax for the example language:

t	$\rightarrow$		*terms:*
		`true`	*constant true*
	$\mid$	`false`	*constant false*
	$\mid$	`if` t `then` t `else` t	*conditional*
	$\mid$	`0`	*constant zero*
	$\mid$	`succ` t	*successor*
	$\mid$	`pred` t	*predecessor*
	$\mid$	`iszero` t	*zero test*

Recap: Values

The ***values*** of a language are a subset of the terms that are ***possible results of evaluation***.

$$
\begin{array}{llll}
v & \rightarrow & & \textit{values:} \\
 & & \texttt{true} & \textit{true value} \\
 & | & \texttt{false} & \textit{false value} \\
 & | & nv & \textit{numeric value} \\
nv & \rightarrow & & \textit{numeric values:} \\
 & & \texttt{0} & \textit{zero value} \\
 & | & \texttt{succ}\ nv & \textit{successor value}
\end{array}
$$

Values are ***normal forms***: they cannot be evaluated further.

Recap: One Step Evaluation Rel. (1)

$t \longrightarrow t'$ is an ***evaluation relation*** on terms. Read:

t evaluates to t' in one step.

The evaluation relation constitute an ***operational semantics*** for the example language.

$$\texttt{if true then } t_2 \texttt{ else } t_3 \longrightarrow t_2 \qquad \text{(E-IFTRUE)}$$

$$\texttt{if false then } t_2 \texttt{ else } t_3 \longrightarrow t_3 \qquad \text{(E-IFFALSE)}$$

$$\frac{t_1 \longrightarrow t_1'}{\texttt{if } t_1 \texttt{ then } t_2 \texttt{ else } t_3 \longrightarrow \texttt{if } t_1' \texttt{ then } t_2 \texttt{ else } t_3} \qquad \text{(E-IF)}$$

Recap: One Step Evaluation Rel. (2)

$$\frac{t_1 \longrightarrow t_1'}{\texttt{succ}\ t_1 \longrightarrow \texttt{succ}\ t_1'} \qquad \text{(E-SUCC)}$$

$$\texttt{pred}\ \texttt{0} \longrightarrow \texttt{0} \qquad \text{(E-PREDZERO)}$$

$$\texttt{pred}\ (\texttt{succ}\ nv_1) \longrightarrow nv_1 \qquad \text{(E-PREDSUCC)}$$

$$\frac{t_1 \longrightarrow t_1'}{\texttt{pred}\ t_1 \longrightarrow \texttt{pred}\ t_1'} \qquad \text{(E-PRED)}$$

Recap: One Step Evaluation Rel. (3)

$$\texttt{iszero}\ 0 \longrightarrow \texttt{true} \qquad \text{(E-ISZEROZERO)}$$

$$\texttt{iszero}\ (\texttt{succ}\ nv_1) \longrightarrow \texttt{false} \qquad \text{(E-ISZEROSUCC)}$$

$$\frac{t_1 \longrightarrow t_1'}{\texttt{iszero}\ t_1 \longrightarrow \texttt{iszero}\ t_1'} \qquad \text{(E-ISZERO)}$$

Recap: One Step Evaluation Rel. (4)

Evaluation of:

`if (iszero (pred (succ 0))) then (pred 0) else (succ 0)`

Recap: One Step Evaluation Rel. (4)

Evaluation of:

$\texttt{if}\ (\texttt{iszero}\ (\texttt{pred}\ (\texttt{succ}\ 0)))\ \texttt{then}\ (\texttt{pred}\ 0)\ \texttt{else}\ (\texttt{succ}\ 0)$

Step 1:

$$\dfrac{\dfrac{\dfrac{}{\texttt{pred}\ (\texttt{succ}\ 0) \longrightarrow 0}\ \text{E-PREDSUCC}}{\texttt{iszero}\ (\texttt{pred}\ (\texttt{succ}\ 0)) \longrightarrow \texttt{iszero}\ 0}\ \text{E-ISZERO}}{\texttt{if}\ (\texttt{iszero}\ (\texttt{pred}\ (\texttt{succ}\ 0)))\ \texttt{then}\ (\texttt{pred}\ 0)\ \texttt{else}\ (\texttt{succ}\ 0)}\ \text{E-IF}$$

$\longrightarrow \texttt{if}\ (\texttt{iszero}\ 0)\ \texttt{then}\ (\texttt{pred}\ 0)\ \texttt{else}\ (\texttt{succ}\ 0)$

Recap: One Step Evaluation Rel. (5)

Step 2:

$$\dfrac{\dfrac{}{\texttt{iszero}\ 0 \longrightarrow \texttt{true}}\ \text{E-ISZEROZERO}}{\texttt{if}\ (\texttt{iszero}\ 0)\ \texttt{then}\ (\texttt{pred}\ 0)\ \texttt{else}\ (\texttt{succ}\ 0) \longrightarrow \texttt{if}\ \texttt{true}\ \texttt{then}\ (\texttt{pred}\ 0)\ \texttt{else}\ (\texttt{succ}\ 0)}\ \text{E-IF}$$

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Step 3:

$$\dfrac{}{\texttt{if}\ \texttt{true}\ \texttt{then}\ (\texttt{pred}\ 0)\ \texttt{else}\ (\texttt{succ}\ 0) \longrightarrow \texttt{pred}\ 0}\ \text{E-IFTRUE}$$

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Step 4:

$$\dfrac{}{\texttt{pred}\ \texttt{0} \longrightarrow \texttt{0}}\ \text{E-PREDZERO}$$

Stuck Terms (1)

- Certain “obviously nonsensical” states are ***stuck***: the term cannot be evaluated further, but it is ***not a value***. For example:

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- Why stuck???
  - The program is ***not well-defined*** according to the dynamic semantics of the language.
  - We are attempting to ***break the abstractions*** of the language.

Stuck Terms (2)

- We let the notion of getting stuck model ***run-time errors***.

Recap: Type Systems

Definitions (Pierce):

- *A* ***type system*** *is a tractable syntactic method for proving the absence of certain program behaviors by classifying phrases according to the kinds of values they compute.*

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Definitions (Pierce):

- *A* ***type system*** *is a tractable syntactic method for proving the absence of certain program behaviors by classifying phrases according to the kinds of values they compute.*
- *A* ***safe language*** *is one that protects its abstractions.*

Our goal is thus a type system that rules out semantically ill-defined programs, i.e. that guarantees that a program never gets stuck!

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- Buffer overruns allows input data to be executed as code.
- One of the most common security holes: Had a safe variant of C been used, one might speculate that billions of dollars would have been saved.

Today, we're going to see how to go about proving that the ***design*** of a language is safe.

Types

At this point, there are only two ***types***, booleans and the natural numbers:

T	$\rightarrow$		*types:*
		Bool	*type of booleans*
	$\mid$	**Nat**	*type of natural numbers*

Typing Relation

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The typing relation will be defined by (schematic) typing rules, in the same way we defined the evaluation relation.

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$$\frac{t_1 : \texttt{Nat}}{\texttt{iszero}\ t_1 : \texttt{Bool}} \qquad \text{(T-ISZERO)}$$

Exercise

What (if any) is the type of the following terms?

- `if (iszero (succ 0)) then (succ 0) else 0`
- `if 0 then pred 0 else 0`

Safety = Progress + Preservation (1)

The most basic property of a type system: ***safety***, or ***"well typed programs do not go wrong"***, where "wrong" means entering a "stuck state".

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- ***Progress:*** A well-typed term is not stuck.
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This breaks down into two parts:

- ***Progress:*** A well-typed term is not stuck.
- ***Preservation:*** If a well-typed term takes a step of evaluation, then the resulting term is also well-typed.

Together, these two properties say that a well-typed term can never reach a stuck state during evaluation.

Safety = Progress + Preservation (2)

Formally:

- THEOREM [PROGRESS]: Suppose that t is a well-typed term (i.e., $t : T$), then either t is a value or else there is some t' such that $t \longrightarrow t'$.

  PROOF: By induction on a derivation of $t : T$.

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- THEOREM [PRESERVATION]:
  If $t : T$ and $t \longrightarrow t'$, then $t' : T$.

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  If $t : T$ and $t \longrightarrow t'$, then $t' : T$.

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  (Strong form: exact type T preserved.)

Progress: A Proof Fragment (1)

The relevant ***typing*** and ***evaluation*** rules for the case T-IF:

$$\frac{t_1 : \texttt{Bool} \quad t_2 : T \quad t_3 : T}{\texttt{if}\ t_1\ \texttt{then}\ t_2\ \texttt{else}\ t_3 : T} \qquad \text{(T-IF)}$$

$$\texttt{if true then}\ t_2\ \texttt{else}\ t_3 \longrightarrow t_2 \qquad \text{(E-IFTRUE)}$$

$$\texttt{if false then}\ t_2\ \texttt{else}\ t_3 \longrightarrow t_3 \qquad \text{(E-IFFALSE)}$$

$$\frac{t_1 \longrightarrow t_1'}{\texttt{if}\ t_1\ \texttt{then}\ t_2\ \texttt{else}\ t_3 \longrightarrow \texttt{if}\ t_1'\ \texttt{then}\ t_2\ \texttt{else}\ t_3} \qquad \text{(E-IF)}$$

Progress: A Proof Fragment (2)

A typical case when proving Progress by induction on a derivation of $t : T$.

Case T-IF: $t = \texttt{if}\ t_1\ \texttt{then}\ t_2\ \texttt{else}\ t_3$

$$t_1 : \texttt{Bool} \quad t_2 : T \quad t_3 : T$$

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By ind. hyp, either t_1 is a value, or else there is some t_1' such that $t_1 \longrightarrow t_1'$.

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By ind. hyp, either t_1 is a value, or else there is some t_1' such that $t_1 \longrightarrow t_1'$. If t_1 is a value, then it must be either `true` or `false`, in which case either E-IFTRUE or E-IFFALSE applies to t.

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By ind. hyp, either t_1 is a value, or else there is some t_1' such that $t_1 \longrightarrow t_1'$. If t_1 is a value, then it must be either **`true`** or **`false`**, in which case either E-IFTRUE or E-IFFALSE applies to t. On the other hand, if $t_1 \longrightarrow t_1'$, then by E-IF, $t \longrightarrow \texttt{if}\ t_1'\ \texttt{then}\ t_2\ \texttt{else}\ t_3$.

Exceptions (1)

What about terms like

- division by zero
- `head` of empty list
- array indexing out of bounds (like buffer overrun)

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If the type system does not rule them out, we need to differentiate those from stuck terms, or we can no longer claim that “well-typed programs do not go wrong”!

Exceptions (2)

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For example:

- introduce a term `error`
- introduce evaluation rules like

$$\texttt{head []} \longrightarrow \texttt{error}$$

- typing rule: $\texttt{error} : T$

Exceptions (3)

- introduce propagation rules to ensure that the entire program evaluates to `error` once the exception has been raised (unless there is some exception handling mechanism), e.g.:

$$\texttt{pred}\ \texttt{error} \longrightarrow \texttt{error}$$

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- change the Progress theorem slightly to allow for exceptions:

  THEOREM [PROGRESS]: Suppose that t is a well-typed term (i.e., $t : T$), then either t is a value ***or*** **`error`**, or else there is some t' with $t \longrightarrow t'$.

Extension: Let-bound Variables (1)

Syntactic extension:

t	$\rightarrow$	$\ldots$	*terms:*
	$\mid$	x	*variable*
	$\mid$	$\texttt{let}\ x = t\ \texttt{in}\ t$	*let-expression*

New evaluation rules:

$$\texttt{let}\ x = v_1\ \texttt{in}\ t_2 \longrightarrow [x \mapsto v_1]t_2 \qquad \text{(E-LETV)}$$

$$\frac{t_1 \longrightarrow t_1'}{\texttt{let}\ x = t_1\ \texttt{in}\ t_2 \longrightarrow \texttt{let}\ x = t_1'\ \texttt{in}\ t_2} \qquad \text{(E-LET)}$$

Extension: Let-bound Variables (2)

We now need a ***typing context*** or ***type environment*** to keep track of types of variables (an abstract version of a “symbol table”).

The typing relation thus becomes a ***ternary relation***:

$$\Gamma \vdash t : T$$

Read: term t has type T in type environment Γ.

Extension: Let-bound Variables (3)

Environment-related notation:

- Extending an environment:

$$\Gamma, x : T$$

  The new declaration is understood to replace any earlier declaration for a variable with the same name.

- Stating that the type of a variable is given by an environment:

$$x : T \in \Gamma \quad \text{or} \quad \Gamma(x) = T$$

Extension: Let-bound Variables (4)

Updated typing rules:

$$\Gamma \vdash \texttt{true} : \texttt{Bool} \qquad \text{(T-TRUE)}$$

$$\Gamma \vdash \texttt{false} : \texttt{Bool} \qquad \text{(T-FALSE)}$$

$$\frac{\Gamma \vdash t_1 : \texttt{Bool} \quad \Gamma \vdash t_2 : T \quad \Gamma \vdash t_3 : T}{\Gamma \vdash \texttt{if}\ t_1\ \texttt{then}\ t_2\ \texttt{else}\ t_3 : T} \qquad \text{(T-IF)}$$

Extension: Let-bound Variables (5)

Updated typing rules:

$$\Gamma \vdash \texttt{0} : \texttt{Nat} \qquad \text{(T-ZERO)}$$

$$\frac{\Gamma \vdash t_1 : \texttt{Nat}}{\Gamma \vdash \texttt{succ}\ t_1 : \texttt{Nat}} \qquad \text{(T-SUCC)}$$

$$\frac{\Gamma \vdash t_1 : \texttt{Nat}}{\Gamma \vdash \texttt{pred}\ t_1 : \texttt{Nat}} \qquad \text{(T-PRED)}$$

$$\frac{\Gamma \vdash t_1 : \texttt{Nat}}{\Gamma \vdash \texttt{iszero}\ t_1 : \texttt{Bool}} \qquad \text{(T-ISZERO)}$$

Extension: Let-bound Variables (6)

New typing rules:

$$\frac{x : T \in \Gamma}{\Gamma \vdash x : T} \qquad \text{(T-VAR)}$$

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$$\frac{\Gamma \vdash t_1 : T_1 \quad \Gamma, x : T_1 \vdash t_2 : T_2}{\Gamma \vdash \mathtt{let}\ x\ =\ t_1\ \mathtt{in}\ t_2 : T_2} \qquad \text{(T-LET)}$$

Extension: Let-bound Variables (7)

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Typing is straightforward if the recursively-defined entity is ***explicitly*** typed:

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If not, the question is if T_1 is uniquely defined (and in a type checker how to compute this type):

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(***Evaluation*** is more involved: we leave that for now.)

Extension: Functions (1)

Syntactic extension:

t	$\rightarrow$	$\ldots$	*terms:*
	$\mid$	$\lambda x : T \,.\, t$	*abstraction*
	$\mid$	$t\ t$	*application*
v	$\rightarrow$	$\ldots$	*values:*
	$\mid$	$\lambda x : T \,.\, t$	*abstraction value*
T	$\rightarrow$	$\ldots$	*types:*
	$\mid$	$T \rightarrow T$	*type of functions*

Extension: Functions (2)

New evaluation rules:

$$\frac{t_1 \longrightarrow t_1'}{t_1\ t_2 \longrightarrow t_1'\ t_2} \qquad \text{(E-APP1)}$$

$$\frac{t_2 \longrightarrow t_2'}{v_1\ t_2 \longrightarrow v_1\ t_2'} \qquad \text{(E-APP2)}$$

$$(\lambda x : T_{11} \,.\, t_{12}) v_2 \longrightarrow [x \mapsto v_2] t_{12} \qquad \text{(E-APPABS)}$$

Note:

- left to right evaluation order: first the function (E-APP1), then the argument (E-APP2)
- ***call-by-value***: the argument fully evaluated before function "invoked" (E-APPABS).

Extension: Functions (3)

New typing rules:

$$\frac{\Gamma, x : T_1 \vdash t_2 : T_2}{\Gamma \vdash \lambda x : T_1 \,.\, t_2 : T_1 \to T_2} \qquad \text{(T-ABS)}$$

Extension: Functions (3)

New typing rules:

$$\frac{\Gamma, x : T_1 \vdash t_2 : T_2}{\Gamma \vdash \lambda x : T_1 . t_2 : T_1 \rightarrow T_2} \quad \text{(T-ABS)}$$

$$\frac{\Gamma \vdash t_1 : T_{11} \rightarrow T_{12} \qquad \Gamma \vdash t_2 : T_{11}}{\Gamma \vdash t_1\ t_2 : T_{12}} \quad \text{(T-APP)}$$