

# G54FOP: Lecture 13

## Types and Type Systems II

Henrik Nilsson  
University of Nottingham, UK

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### Recap: Example Language (2)

Values:

$v \rightarrow$	<b>true</b>	values:	true value
	<b>false</b>		false value
	$nv$		numeric value
$nv \rightarrow$	<b>0</b>	numeric values:	zero value
	<b>succ</b> $nv$		successor value

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### Recap: Example Language (5)

<b>iszero</b> $0 \rightarrow$ <b>true</b>	(E-ISZEROZERO)
<b>iszero</b> ( <b>succ</b> $nv_1$ ) $\rightarrow$ <b>false</b>	(E-ISZEROSUCC)
$\frac{t_1 \rightarrow t'_1}{\text{iszero } t_1 \rightarrow \text{iszero } t'_1}$	(E-ISZERO)

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### This Lecture

Extensions:

- typing let-expressions
- typing functions

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

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### Recap: Example Language (3)

Dynamic semantics:

$t \rightarrow t'$	Read: $t$ evaluates to $t'$ in one step
<b>if true</b> then $t_2$ <b>else</b> $t_3 \rightarrow t_2$	(E-IFTRUE)
<b>if false</b> then $t_2$ <b>else</b> $t_3 \rightarrow t_3$	(E-IFFALSE)
$\frac{t_1 \rightarrow t'_1}{\text{if } t_1 \text{ then } t_2 \text{ else } t_3 \rightarrow \text{if } t'_1 \text{ then } t_2 \text{ else } t_3}$	(E-IF)

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### Recap: Example Language (6)

Types and typing rules::

$T \rightarrow$	types:
<b>Bool</b>	type of booleans
<b>Nat</b>	type of natural numbers

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### Recap: Example Language (1)

Abstract syntax:

$t \rightarrow$	<b>true</b>	terms:	constant true
	<b>false</b>		constant false
	<b>if</b> $t$ <b>then</b> $t$ <b>else</b> $t$		conditional
	<b>0</b>		constant zero
	<b>succ</b> $t$		successor
	<b>pred</b> $t$		predecessor
	<b>iszero</b> $t$		zero test

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### Recap: Example Language (4)

$\frac{t_1 \rightarrow t'_1}{\text{succ } t_1 \rightarrow \text{succ } t'_1}$	(E-SUCC)
<b>pred</b> $0 \rightarrow 0$	(E-PREDZERO)
<b>pred</b> ( <b>succ</b> $nv_1$ ) $\rightarrow nv_1$	(E-PREDSUCC)
$\frac{t_1 \rightarrow t'_1}{\text{pred } t_1 \rightarrow \text{pred } t'_1}$	(E-PRED)

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### Recap: Example Language (7)

<b>true</b> : <b>Bool</b>	(T-TRUE)
<b>false</b> : <b>Bool</b>	(T-FALSE)
$\frac{t_1 : \text{Bool} \quad t_2 : T \quad t_3 : T}{\text{if } t_1 \text{ then } t_2 \text{ else } t_3 : T}$	(T-IF)
<b>0</b> : <b>Nat</b>	(T-ZERO)
$\frac{t_1 : \text{Nat}}{\text{succ } t_1 : \text{Nat}}$	(T-SUCC)
$\frac{t_1 : \text{Nat}}{\text{pred } t_1 : \text{Nat}}$	(T-PRED)
$\frac{t_1 : \text{Nat}}{\text{iszero } t_1 : \text{Bool}}$	(T-ISZERO)

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## Extension: Let Bindings (1)

Syntactic extension:

$t \rightarrow \dots$	<i>terms:</i>
$x$	<i>variable</i>
<b>let</b> $x = t$ <b>in</b> $t$	<i>let binding</i>

New evaluation rules:

**let**  $x = v_1$  **in**  $t_2 \rightarrow [x \mapsto v_1] t_2$  (E-LETV)

$$\frac{t_1 \rightarrow t'_1}{\text{let } x = t_1 \text{ in } t_2 \rightarrow \text{let } x = t'_1 \text{ in } t_2} \quad (\text{E-LET})$$

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## Extension: Let Bindings (2)

We now need a **typing context** or **type environment** to keep track of types of variables.

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

$$\Gamma \vdash t : T$$

Read: term  $t$  has type  $T$  in type environment  $\Gamma$ .

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## Extension: Let Bindings (3)

Context-related notation:

- Empty context:  $\emptyset$
- Extending a context:

$$\Gamma, x : T$$

New declaration understood to replace any earlier declaration for variable with same name.

- Stating that type of a variable is given by context:

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

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## Extension: Let Bindings (4)

Updated typing rules:

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

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

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

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## Extension: Let Bindings (5)

Updated typing rules:

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

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

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

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

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## Extension: Let Bindings (6)

New typing rules:

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

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

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## Exercise

Derive:

$$\emptyset \vdash \text{let } x = (\text{let } y = 0 \text{ in } y) \text{ in succ } x : \text{Nat}$$

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## Extension: Functions (1)

Syntactic extension:

$t \rightarrow \dots$	<i>terms:</i>
$\lambda x : T . t$	<i>abstraction</i>
$t t$	<i>application</i>

$v \rightarrow \dots$	<i>values:</i>
$\lambda x : T . t$	<i>abstraction value</i>

$T \rightarrow \dots$	<i>types:</i>
$T \rightarrow T$	<i>type of functions</i>

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## Extension: Functions (2)

New evaluation rules:

$$\frac{t_1 \rightarrow t'_1}{t_1 t_2 \rightarrow t'_1 t_2} \quad (\text{E-APP1})$$

$$\frac{t_2 \rightarrow t'_2}{v_1 t_2 \rightarrow v_1 t'_2} \quad (\text{E-APP2})$$

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

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).

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## Extension: Functions (3)

New typing rules:

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

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

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## The Simply Typed $\lambda$ -Calculus (2)

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

$$\frac{c \text{ is a constant of type } T}{\Gamma \vdash c : T} \quad (\text{T-CONST-c})$$

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

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

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## Aside: Strong and Weak Normalization

- **Strong normalization:** Reduction always terminates for all terms, regardless of reduction order.
- **Weak normalization:** There is at least one terminating reduction sequence for each term.

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## Homework

Derive:

$$\Gamma_1 \vdash (\lambda f : \text{Nat} \rightarrow \text{Nat}. f 0) \text{ double} : \text{Nat}$$

given

$$\Gamma_1 = \emptyset, \text{double} : \text{Nat} \rightarrow \text{Nat}$$

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## The Simply Typed $\lambda$ -Calculus (3)

- At least **one** base type needed, or not possible to construct finite types.
- Frequently,  $B$  is taken to consist of only one type,  $o$ , “the type of propositions”, without **any** term constants.
- The simply typed lambda calculus is **strongly normalizing**: well-typed terms **always** reduce to a value (regardless of reduction order).
- Why? Because **self application** as used in the definition of e.g.  $Y$  or  $\omega \equiv \lambda x. x x$  cannot be typed. Thus no way to express recursion.

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## The Simply Typed $\lambda$ -Calculus (4)

**Q:** Why are the constants “optional”?

**A:** As we have seen, constants like **true**, **false**, **0**, and associated functions can be **encoded** in the base calculus. However:

- It is often **convenient** to add constants explicitly, even if  $\lambda$ -definable, along with  **$\delta$ -reduction rules** that describe their behaviour.
- It is sometimes **necessary** to add constants that cannot be encoded, e.g. fixed-point combinators.

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## The Simply Typed $\lambda$ -Calculus (1)

The “function fragment” of our language is known as the (pure) **simply typed  $\lambda$ -Calculus** ( $\lambda_{\rightarrow}$ ):

$T \rightarrow$		types:
	$B$	fixed set of base types
	$T \rightarrow T$	type of functions
$t \rightarrow$		terms:
	$x$	variable
	$c$	constant (optional)
	$\lambda x : T. t$	abstraction
	$t t$	application

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## The Simply Typed $\lambda$ -Calculus (3)

- To see this, note that to type  $x x$ , we need both

$$\begin{aligned} x &: T_1 \rightarrow T_2 \\ x &: T_1 \end{aligned}$$

for some types  $T_1$  and  $T_2$ ; i.e.,  $T_1 = T_1 \rightarrow T_2$ . But there is no (finite) solution to this equation.

- However, general recursion can be regained by adding a special fixed-point operator (parametrised on type  $\alpha$ ):

$$\text{fix}_{\alpha} : (\alpha \rightarrow \alpha) \rightarrow \alpha$$

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