

Type Inference
Section and Practice Problems

Section 9

1 Type Inference

(a) Recall the constraint-based typing judgment $\Gamma \vdash e : \tau \triangleright C$. Give inference rules for products and sums. That is, for the following expressions.

- (e_1, e_2)
- $\#1 e$
- $\#2 e$
- $\text{inl}_{\tau_1 + \tau_2} e$
- $\text{inr}_{\tau_1 + \tau_2} e$
- $\text{case } e_1 \text{ of } e_2 \mid e_3$

Answer:

Note that in all of the rules below except for the rule for pairs (e_1, e_2) , the types in the premise and conclusion are connected only through constraints. The reason for this is the same as in the typing rule for function application, and for addition: we may not be able to derive that the premise has the appropriate type, e.g., for a projection $\#1 e$, we may not be able to derive that $\Gamma \vdash e : \tau_1 \times \tau_2 \triangleright C$. We instead use constraints to ensure that the derived type is appropriate.

$$\frac{\Gamma \vdash e_1 : \tau_1 \triangleright C_1 \quad \Gamma \vdash e_2 : \tau_2 \triangleright C_2}{\Gamma \vdash (e_1, e_2) : \tau_1 \times \tau_2 \triangleright C_1 \cup C_2}$$

$$\frac{\Gamma \vdash e : \tau \triangleright C}{\Gamma \vdash \#1 e : X \triangleright C \cup \{\tau \equiv X \times Y\}} \quad X, Y \text{ are fresh} \quad \frac{\Gamma \vdash e : \tau \triangleright C}{\Gamma \vdash \#2 e : Y \triangleright C \cup \{\tau \equiv X \times Y\}} \quad X, Y \text{ are fresh}$$

$$\frac{\Gamma \vdash e : \tau \triangleright C}{\Gamma \vdash \text{inl}_{\tau_1 + \tau_2} e : \tau_1 + \tau_2 \triangleright C \cup \{\tau \equiv \tau_1\}} \quad \frac{\Gamma \vdash e : \tau \triangleright C}{\Gamma \vdash \text{inr}_{\tau_1 + \tau_2} e : \tau_1 + \tau_2 \triangleright C \cup \{\tau \equiv \tau_2\}}$$

$$\frac{\Gamma \vdash e_1 : \tau_1 \triangleright C_1 \quad \Gamma \vdash e_2 : \tau_2 \triangleright C_2 \quad \Gamma \vdash e_3 : \tau_3 \triangleright C_3}{\Gamma \vdash \text{case } e_1 \text{ of } e_2 \mid e_3 : Z \triangleright C_1 \cup C_2 \cup C_3 \cup \{\tau_1 \equiv X + Y, \tau_2 \equiv X \rightarrow Z, \tau_3 \equiv Y \rightarrow Z\}} \quad X, Y, Z \text{ are fresh}$$

(b) Determine a set of constraints C and type τ such that

$$\vdash \lambda x : A. \lambda y : B. (\#1 y) + (x (\#2 y)) + (x 2) : \tau \triangleright C$$

and give the derivation for it.

Answer:

$$C = \{B \equiv X \times Y, X \equiv \mathbf{int}, B \equiv Z \times W, A \equiv W \rightarrow U, U \equiv \mathbf{int}, A \equiv \mathbf{int} \rightarrow V, V \equiv \mathbf{int}\}$$
$$\tau \equiv A \rightarrow B \rightarrow \mathbf{int}$$

To see how we got these constraints, we will consider the subexpressions in turn (rather than trying to typeset a really really big derivation).

The expression #1 y requires us to add a constraint that the type of y (i.e., B) is equal to a product type for some fresh variables X and Y , thus constraint $B \equiv X \times Y$. (And expression #1 y has type X .)

The expression (#2 y) similarly requires us to add a constraint that the type of y (i.e., B) is equal to a product type for some fresh variables Z and W , thus constraint $B \equiv Z \times W$. (And expression #2 y has type W .)

The expression x (#2 y) requires us to add a constraint that unifies the type of x (i.e., A) with a function type $W \rightarrow U$ (where W is the type of #2 y and U is a fresh type variable).

The expression x 2 requires us to add a constraint that unifies the type of x (i.e., A) with a function type $\mathbf{int} \rightarrow V$ (where \mathbf{int} is the type of expression 2 and V is a fresh type).

The addition operations leads us to add constraints $X \equiv \mathbf{int}$, $U \equiv \mathbf{int}$, and $V \equiv \mathbf{int}$ (i.e., the types of expressions (#1 y), (x (#2 y)) and (x 2) must all unify with \mathbf{int}).

- (c) Recall the unification algorithm from Lecture 16. What is the result of $unify(C)$ for the set of constraints C from Question 1(b) above?

Answer: The result is a substitution equivalent to

$$[A \mapsto \mathbf{int} \rightarrow \mathbf{int}, B \mapsto \mathbf{int} \times \mathbf{int}, X \mapsto \mathbf{int}, Y \mapsto \mathbf{int}, Z \mapsto \mathbf{int}, W \mapsto \mathbf{int}, U \mapsto \mathbf{int}, V \mapsto \mathbf{int}]$$