| CSCI 334: |
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| Principles of Programming Languages |
| Lecture 20: Type inference |
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| Williams |


| Topics |
| :---: | :---: |
| Type inference |
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Your to-dos

1. Project checkpoint \#2, due Sunday 12/4.
2. Last quiz, due Wednesday $12 / 7$.

Type checking \& type inference
Cool things made possible by the lambda calculus!

## type inference



Not everybody loves this part of PL.
I hope that you can appreciate the absence of magic.

## A refresher on "curried" expressions

```
let f(a: int, b: int, c: char) : float = ...
    f is a:int * b:int * c:char -> float
let f(a: int) (b: int) (c: char) : float = ...
    f is int -> int -> char -> float
            let f a b c = .
            f = \lambdaa.\lambdab.\lambdac...
```

Type checking
(or, "how does my compiler know that my expression is wrong?")
let $f(x: i n t)$ : int $=$ "hello" $+x$
let $\mathrm{f}(\mathrm{x}:$ int $)$ : int = "hello" +x ; ;
----------------------------------1
stdin(1,32): error FSO001: The type 'int' does not match the type 'string'

## Type checking

step 1: convert into lambda form

```
let f(x:int) : int = "hello" + x
f = \lambdax."hello " + x convert into \lambda expression
f = \lambdax.(+ "hello " x) assume + = \lambdax.\lambday.(x+y)
```

The purpose of this step is to make all of the parts of an expression clear


## Type checking

step 4: check that types are used consistently

1. Start at the leaves
2. Do type mismatches arise?
int $\rightarrow$ int $\rightarrow$ int @ string YES, TYPE ERROR
Yes = error
No = ok
3. if error, stop and report first mismatch


## Type checking

step 3: label parse tree with types

```
read ":" as "has type"
```



Type inference
notice that we had a typed expression

```
let f(x:int) : int = "hello " + x
```

what if, instead, we had

$$
\text { let } f(x)=\text { "hello" }+x
$$

?

## Hinley-Milner algorithm



- Hindley and Milner invented algorithm independently.
- Infers types from known data types and operations used.
- Depends on a step called "unification".
- I will demonstrate informal method for unification; works for small examples


Robin Milner

## Hinley-Milner algorithm

Has three main phases:

1. Assign known types to each subexpression
2. Generate type constraints based on rules of $\lambda$ calculus:
a. Abstraction constraints
b. Application constraints
3. Solve type constraints using unification.

## Type inference

step 2: label parse tree with known/unknown types

$$
\begin{aligned}
& \text { let } \mathrm{f}(\mathrm{x})=5+\mathrm{x} \\
& \mathrm{f}=\lambda \mathrm{x} \cdot((+5) \mathrm{x})
\end{aligned}
$$



## Type inference

it is often helpful to have types in tabular form


## Type inference

step 3: generate constraints
<expr> : := <var> variable
| $\lambda<$ var>.<expr> abstraction
| <expr><expr> function application

Three rules, each corresponding to a kind of $\lambda$ expression.


## 3.3. application constraint

<expr><expr>
"right triangle rule"


Constraint: If the type of <expr1> is $\alpha$ and the type of <expr $2>$ is $\beta$, and the type of $₫$ is $\gamma$, then the constraint is $\alpha=\beta \rightarrow \gamma$.

## constraints summary

Abstraction: If the type of <var> is a and the type of <expr> is b, and the type of $\lambda$ is $c$, then the constraint is $c=a \rightarrow b$.


Application: If the type of <expr1> is a and the type of <expr2> is $b$, and the type of $@$ is $c$, then the constraint is $a=b \rightarrow c$.


Type inference
step 3: unify

| subexpression | type | constraint |
| :---: | :---: | :---: |
| + | int $\rightarrow$ int $\rightarrow$ int | $\mathrm{n} / \mathrm{a}$ |
| 5 | int | $\mathrm{n} / \mathrm{a}$ |
| (+5) | r | int $\rightarrow$ int $\rightarrow$ int $=$ int $\rightarrow$ |
| $x$ | s | $\mathrm{n} / \mathrm{a}$ |
| $(+5) \mathrm{x}$ | t | $r=s \rightarrow t$ |
| $\lambda \mathrm{x} \cdot((+5) \mathrm{x})$ | u | $u=s \rightarrow t$ |

Start with the topmost unknown. What do we know about $r$ ?

```
int -> int -> int = int -> r
r = int }->\mathrm{ int
```




## Type inference

## step 3: unify

| subexpression | type | constraint |
| :---: | :---: | :---: |
| + | int $\rightarrow$ int $\rightarrow$ int | $\mathrm{n} / \mathrm{a}$ |
| 5 | int | $\mathrm{n} / \mathrm{a}$ |
| (+5) | $r=i n t \rightarrow$ int | int ${ }_{\text {a }}$ int $\rightarrow$ int $=i n t \rightarrow i n t \rightarrow i n t$ |
| x | $s=i n t$ | $\mathrm{n} / \mathrm{a}$ |
| $(+5) x$ | $t=i n t$ | int $\rightarrow$ int $=$ int $\rightarrow$ int |
| 入x. ( + 5) x) | $\mathrm{u}=$ int $\rightarrow$ int | int $\rightarrow$ int $=$ int $\rightarrow$ int |

Done when there is nothing left to do.
Sometimes unknown types remain.
An unknown type means that the function is polymorphic.

## Type inference

step 3: unify

| subexpression | type | constraint |
| ---: | :--- | :--- |
| + | int $\rightarrow$ int $\rightarrow$ int | $\mathrm{n} / \mathrm{a}$ |
| 5 | int | $\mathrm{n} / \mathrm{a}$ |
| $(+5)$ | $r=$ int $\rightarrow$ int | int $\rightarrow$ int $\rightarrow$ int $=$ int $\rightarrow$ int $\rightarrow$ int |
| $x$ | $s=$ int | $\mathrm{n} / \mathrm{a}$ |
| $(+5) x$ | $t=$ int | int $\rightarrow$ int $=$ int $\rightarrow$ int |
| $\lambda x .((+5) x)$ | $u=$ int $\rightarrow$ int | $u=$ int $\rightarrow$ int |

Eliminate u from constraint.

## Completed type inference



2. label with type variables

```
let apply f x = f x
apply = \lambdaf.\lambdax.f x
```


## 1. convert to $\lambda$ expression

```
let apply f x = f x
```

apply $=\lambda f . \lambda x . f \quad x$

3. generate constraints





5. rename variables in alpha order



Is this the right answer?

val apply

```
    : f:('a -> 'b)
```

                \(\rightarrow x\)
                \(x:\) 'a
    Lookin' good!

| activity |
| :---: |
| let $f \quad g x=g \quad\left(\begin{array}{ll}g & x\end{array}\right)$ |

## Recap \& Next Class

Today:
Type inference

Next class:
Object Oriented Programming

