

# CS 3110

## Type Inference

Prof. Clarkson

Fall 2018

Today's music: Cool, Calm, and Collected by The Rolling Stones

# Attendance question

What is the type of

**fun x -> (fun y -> x) ?**

A. 'a -> ('b -> 'a)

B. 'a \* ('b -> 'a)

C. ('a -> 'b) -> 'a

D. ('a \* 'b) -> 'b

# Review

Previously in 3110: Interpreters

Today: Type inference

**H M**

Hindley-Milner type inference algorithm

# Robin Milner



1934-2010

Awarded 1991 Turing Award for  
*"...ML, the first language to include  
polymorphic type inference and a  
type-safe exception handling  
mechanism..."*

# HM guarantees

- It never infers the wrong types
- It never fails to infer types
- It usually runs in linear time

# Simplified HM

Let's omit:

- polymorphic types
- recursive definitions
- making only one pass over program

(more coverage in CS 4110/6110)

# Discussion

```
let g x = 5 + x
```

What is the type of **g**?

...how did **you** figure it out?

...how could an **algorithm** compute it?



# Algorithm

For each top-level definition, **in order**:

- decorate each AST node with **preliminary type variable**
- collect **type constraints** from each AST node
- use **unification** to solve constraints and produce a **substitution**
- use substitution to infer type of definition

**AN INFORMAL EXAMPLE**

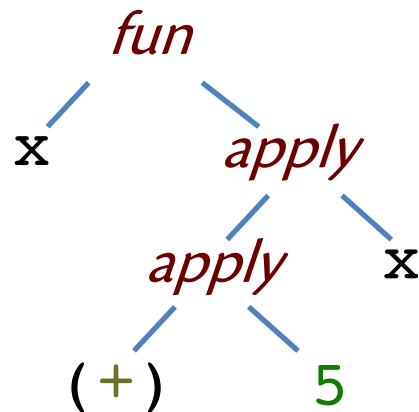
# Example

```
let g x = 5 + x
```

Desugared:

```
let g = fun x -> ((+) 5) x
```

AST:





# Example

```
let g = fun x -> ((+) 5) x
```

Step 1: Assign preliminary types to all subexpressions

Subexpression	Preliminary type
fun x -> ((+) 5) x	
x	
((+) 5) x	
(+) 5	
(+)	
5	
x	

# Example

```
let g = fun x -> ((+) 5) x
```

Step 1: Assign preliminary types to all subexpressions

Subexpression	Preliminary type
<code>fun x -&gt; ((+) 5) x</code>	
<code>x</code>	
<code>((+) 5) x</code>	
<code>(+) 5</code>	
<code>(+)</code>	<code>int -&gt; int -&gt; int</code>
<code>5</code>	<code>int</code>
<code>x</code>	

# Example

```
let g = fun x -> ((+) 5) x
```

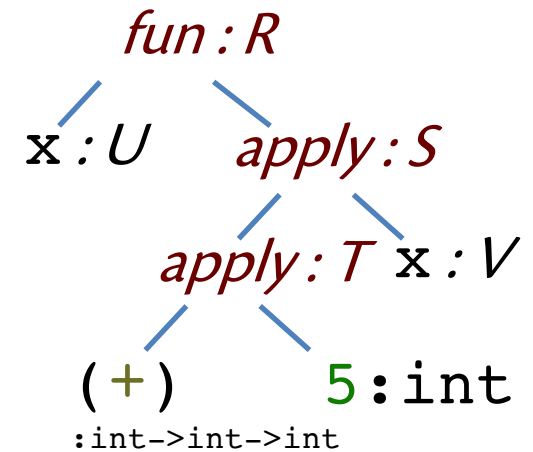
Step 1: Assign preliminary types to all subexpressions

Subexpression	Preliminary type
<b>fun x -&gt; ((+) 5) x</b>	<i>R</i>
<b>x</b>	<i>U</i>
<b>((+) 5) x</b>	<i>S</i>
<b>(+) 5</b>	<i>T</i>
<b>(+)</b>	<b>int -&gt; int -&gt; int</b>
<b>5</b>	<b>int</b>
<b>x</b>	<i>V</i>

*R, S, T, U, V* are preliminary type variables used during inference

# Example

Subexpression	Preliminary type
<code>fun x -&gt; ((+) 5) x</code>	$R$
<code>x</code>	$U$
<code>((+) 5) x</code>	$S$
<code>(+) 5</code>	$T$
<code>(+)</code>	<code>int -&gt; int -&gt; int</code>
<code>5</code>	<code>int</code>
<code>x</code>	$V$





# Example

```
let g = fun x -> ((+) 5) x
```

Step 2: Collect constraints

# Example

```
let g = fun x -> ((+) 5) x
```

Step 2: Collect constraints

Subexpression	Preliminary type
<code>fun x -&gt; ((+) 5) x</code>	$R$
<code>x</code>	$U$
<code>((+) 5) x</code>	$S$

Constraint from function:

$$R = U \rightarrow S$$

# Example

```
let g = fun x -> ((+) 5) x
```

Step 2: Collect constraints

Subexpression	Preliminary type
<b>x</b>	$U$
<b>x</b>	$V$

Constraint from variable usage:

$$U = V$$

# Example

```
let g = fun x -> ((+) 5) x
```

Step 2: Collect constraints

Subexpression	Preliminary type
<code>((+) 5) x</code>	$S$
<code>x</code>	$V$
<code>(+) 5</code>	$T$

Constraint from application:

$$T = V \rightarrow S$$

# Example

```
let g = fun x -> ((+) 5) x
```

Step 2: Collect constraints

Subexpression	Preliminary type
(+) 5	$\mathcal{T}$
(+)	<code>int -&gt; int -&gt; int</code>
5	<code>int</code>

Constraint from application:

```
int -> int -> int = int ->  $\mathcal{T}$ 
```

# Example

```
let g = fun x -> ((+) 5) x
```

Step 2: Collect constraints

$$U = V$$

$$R = U \rightarrow S$$

$$T = V \rightarrow S$$

$$\text{int} \rightarrow \text{int} \rightarrow \text{int} = \text{int} \rightarrow T$$

# Example

```
let g = fun x -> ((+) 5) x
```

Step 3: Solve constraints

$$U = V$$

$$R = U \rightarrow S$$

$$T = V \rightarrow S$$

$$\text{int} \rightarrow \text{int} \rightarrow \text{int} = \text{int} \rightarrow T$$

# Example

```
let g = fun x -> ((+) 5) x
```

Step 3: Solve constraints

$$U = V$$

$$R = U \rightarrow S$$

$$T = V \rightarrow S$$

$$\text{int} \rightarrow \text{int} \rightarrow \text{int} = \text{int} \rightarrow T$$



# Example

```
let g = fun x -> ((+) 5) x
```

Step 3: Solve constraints

$$R = U \rightarrow S$$

$$T = U \rightarrow S$$

$$\text{int} \rightarrow \text{int} \rightarrow \text{int} = \text{int} \rightarrow T$$

# Example

```
let g = fun x -> ((+) 5) x
```

Step 3: Solve constraints

$$R = U \rightarrow S$$
$$T = U \rightarrow S$$
$$\text{int} \rightarrow \text{int} \rightarrow \text{int} = \text{int} \rightarrow T$$

# Example

```
let g = fun x -> ((+) 5) x
```

Step 3: Solve constraints

$$R = U \rightarrow S$$

$$\text{int} \rightarrow \text{int} \rightarrow \text{int} = \text{int} \rightarrow U \rightarrow S$$

# Example

```
let g = fun x -> ((+) 5) x
```

Step 3: Solve constraints

$$R = U \rightarrow S$$
$$\text{int} \rightarrow \text{int} \rightarrow \text{int} = \text{int} \rightarrow U \rightarrow S$$

# Example

```
let g = fun x -> ((+) 5) x
```

Step 3: Solve constraints

$$R = \text{int} \rightarrow \text{int}$$

# Example

```
let g = fun x -> ((+) 5) x
```

Step 3: Solve constraints

$$R = \mathbf{int} \rightarrow \mathbf{int}$$

Done: type of **g** is **int** -> **int**

# **CONSTRAINT COLLECTION**

# Algorithm for constraint collection

- **Input:** an expression  $e$ 
  - Assume for convenience that every anonymous function in  $e$  has a different variable name as its argument
- **Output:** a set of constraints
- **Key idea:** each node in AST generates some constraints based on typing rule for that node



# Def and Use

Define two functions that return preliminary type variables assigned to AST node:

- $D$ : *definition* of an argument
- $D(\mathbf{x})$  returns the preliminary type variable assigned to variable  $\mathbf{x}$
- $U$ : *use* of a subexpression
- $U(\mathbf{e})$  returns the preliminary type variable assigned to subexpression  $\mathbf{e}$

# Def and Use

Example:

- Input: **fun x -> (fun y -> x)**
- Def and Use functions:
  - $D(\mathbf{x}) = R$
  - $D(\mathbf{y}) = S$
  - $U(\mathbf{fun\ x\ ->\ (fun\ y\ ->\ x)}) = T$
  - $U(\mathbf{fun\ y\ ->\ x}) = X$
  - $U(\mathbf{x}) = Y$

# Constraint collection

Collect constraint at each AST node:

- At a variable **x**:

$$U(\mathbf{x}) = D(\mathbf{x})$$

- At a function application **e1 e2**:

$$U(\mathbf{e1}) = U(\mathbf{e2}) \rightarrow U(\mathbf{e1 e2})$$

- At an anonymous function **fun x -> e**:

$$U(\mathbf{fun x \rightarrow e}) = D(\mathbf{x}) \rightarrow U(\mathbf{e})$$

Note how these are essentially the static semantics!

# Constraint collection

Continued example:

- Input: **fun x -> (fun y -> x)**

What constraints would be collected?

Def and Use functions:

$$D(\mathbf{x}) = R$$

$$D(\mathbf{y}) = S$$

$$U(\mathbf{fun\ x\ ->\ (fun\ y\ ->\ x)}) = T$$

$$U(\mathbf{fun\ y\ ->\ x}) = X$$

$$U(\mathbf{x}) = Y$$

Constraints collected:

- At a variable **x**:  
 $U(\mathbf{x}) = D(\mathbf{x})$
- At a function application **e1 e2**:  
 $U(\mathbf{e1}) = U(\mathbf{e2}) \rightarrow U(\mathbf{e1\ e2})$
- At an anonymous function **fun x -> e**:  
 $U(\mathbf{fun\ x\ ->\ e}) = D(\mathbf{x}) \rightarrow U(\mathbf{e})$

# Constraint collection

Example (continued):

- Input: **fun** **x**  $\rightarrow$  (**fun** **y**  $\rightarrow$  **x**)
- From **x**, constraint is  $Y = R$
- From **fun y**  $\rightarrow$  **x**, constraint is  $X = S \rightarrow Y$
- From **fun x**  $\rightarrow$  (**fun y**  $\rightarrow$  **x**),  
constraint is  $T = R \rightarrow X$

Def and Use functions:

$$D(\mathbf{x}) = R$$

$$D(\mathbf{y}) = S$$

$$U(\mathbf{fun\ x\ \rightarrow\ (\mathbf{fun\ y\ \rightarrow\ x})}) = T$$

$$U(\mathbf{fun\ y\ \rightarrow\ x}) = X$$

$$U(\mathbf{x}) = Y$$

Constraints collected:

- At a variable **x**:  
 $U(\mathbf{x}) = D(\mathbf{x})$
- At a function application **e1 e2**:  
 $U(\mathbf{e1}) = U(\mathbf{e2}) \rightarrow U(\mathbf{e1\ e2})$
- At an anonymous function **fun x**  $\rightarrow$  **e**:  
 $U(\mathbf{fun\ x\ \rightarrow\ e}) = D(\mathbf{x}) \rightarrow U(\mathbf{e})$

# CONSTRAINT SOLVING

# Algorithm for constraint solving

- **Input:** a set of constraints
- **Output:** a solution to that set of equations
- **Key idea:** analogous to Gaussian elimination

# Unification algorithm

Repeat until constraint set is empty:

- Pick and remove a constraint  $t_1=t_2$  from set
- Reduce based on  $t_1$  and  $t_2$ :
  - Update solution; add new constraint(s) back to set
  - Or, fail: inconsistent equations

Invented by John Alan Robinson (d. 2016),  
professor at Syracuse University



# Reductions

- $t = t$ 
  - no change to solution, no new constraints
- $t1 \rightarrow t2 = t3 \rightarrow t4$ 
  - no change to solution, add two new constraints:  
 $t1 = t3$  and  $t2 = t4$
- $X = t$  (where  $X$  does not appear in  $t$ )
  - substitute  $t$  for  $X$  throughout constraint set thus eliminating  $X$  from system of equations
  - append substitution  $X = t$  to solution

# **FINISH TYPE INFERENCE**

# Final step

- Setup:
  - Trying to infer type of  $e$
  - Preliminary type variable for  $e$  was  $U(e)$
  - Have a list of substitutions as output of unification
- How to finish:
  - Apply substitutions, in order, to  $U(e)$
  - If no preliminary type variables remain, done!
  - Otherwise, expression is polymorphic; not covered here

# Upcoming events

- N/A

*This is cool, calm, and collected.*

**THIS IS 3110**