



编程语言的设计原理

Design Principles of Programming Languages

Haiyan Zhao, Di Wang

赵海燕, 王迪

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The Typing Relation

$$t : T$$



Types

- Values have two possible “shapes”:
 - either *booleans*
 - or *numbers*.

T ::=

Bool

Nat

types

type of booleans

type of numbers

Typing Rules



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

$\text{false} : \text{Bool}$ (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)

$0 : \text{Nat}$ (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)



Typing Relation: Formal Definition

- **Definition:**

the *typing relation* for arithmetic expressions is the *smallest binary relation* between *terms* and *types* satisfying **all instances** of the typing rules.

- A term t is *typable* (or *well typed*) if there is some T such that $t : T$.



Chapter 9:

Simply Typed Lambda-Calculus

Function Types

The Typing Relation

Properties of Typing

The Curry-Howard Correspondence

Erasure and Typability



The simply typed lambda-calculus

- The system we are about to define is commonly called the *simply typed lambda-calculus*, λ_{\rightarrow} , for short.
- Unlike the *untyped lambda-calculus*, the “pure” form of λ_{\rightarrow} (with no primitive values or operations) is not very interesting; to talk about λ_{\rightarrow} , we always begin with some set of “base types.”
 - Strictly speaking, there are *many variants* of λ_{\rightarrow} , depending on *the choice of base types*.
 - For now, we’ll work with a *variant constructed over the booleans*.



Untyped lambda-calculus with booleans

$t ::=$

x
 $\lambda x. t$
 $t t$
 true
 false
 $\text{if } t \text{ then } t \text{ else } t$

$v ::=$

$\lambda x. t$
 true
 false

terms

variable
abstraction
application
constant true
constant false
conditional

values

abstraction value
true value
false value



Function Types

- $T_1 \rightarrow T_2$
 - classifying functions that expect arguments of type T_1 and return results of type T_2 .
- the type constructor \rightarrow is *right-associative*, e.g.,
 $T_1 \rightarrow T_2 \rightarrow T_3$ stands for $T_1 \rightarrow (T_2 \rightarrow T_3)$

- Let's consider *Booleans* with lambda calculus

$T ::=$

Bool

$T \rightarrow T$

types :

type of booleans

type of functions

- Examples
 - $\text{Bool} \rightarrow \text{Bool}$
 - $(\text{Bool} \rightarrow \text{Bool}) \rightarrow (\text{Bool} \rightarrow \text{Bool})$

Typing rules



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

$\text{false} : \text{Bool}$ (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)

$$\frac{\text{???}}{\lambda x: T_1. t_2 : T_1 \rightarrow T_2}$$
 (T-ABS)

Syntax

 $t ::=$
 x
 $\lambda x : T . t$
 $t t$

terms:
 variable
 abstraction
 application

 $v ::=$
 $\lambda x : T . t$

values:
 abstraction value

 $T ::=$
 $T \rightarrow T$

types:
 type of functions

 $\Gamma ::=$
 \emptyset
 $\Gamma, x : T$

contexts:
 empty context
 term variable binding

Assume: all variables in Γ are different
 via renaming/internal

Evaluation

 $t \rightarrow t'$

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

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

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

Typing

 $\Gamma \vdash t : T$

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

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

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

- What is the relation between these two statements?

$$t : T$$
$$\vdash t : T$$

these two relations are completely different things.

- We are dealing with *several different small programming languages*, each with *its own typing relation* (between *terms* in that language and *types* in that language)
 - for the *simple language of numbers and booleans*, typing is a *binary relation* between *terms* and *types* ($t : T$).
 - for λ_{\rightarrow} , typing is a *ternary relation* between *contexts*, *terms*, and *types* ($\Gamma \vdash t : T$, $\vdash t : T$ if $\Gamma = \emptyset$)



Type Derivation Tree

What derivations justify the following typing statement?

$\vdash (\lambda x: \text{Bool}. x) \text{ true} : \text{Bool}$

$$\frac{\frac{\frac{x: \text{Bool} \in x: \text{Bool}}{x: \text{Bool} \vdash x : \text{Bool}} \text{T-VAR}}{\vdash \lambda x: \text{Bool}. x : \text{Bool} \rightarrow \text{Bool}} \text{T-ABS} \quad \frac{}{\vdash \text{true} : \text{Bool}} \text{T-TRUE}}{\vdash (\lambda x: \text{Bool}. x) \text{ true} : \text{Bool}} \text{T-APP}$$



Properties of Typing

Inversion Lemma

Uniqueness of Types

Canonical Forms

Safety: Progress + Preservation



Inversion Lemma

1. If $\Gamma \vdash \text{true} : R$, then $R = \text{Bool}$.
2. If $\Gamma \vdash \text{false} : R$, then $R = \text{Bool}$.
3. If $\Gamma \vdash \text{if } t_1 \text{ then } t_2 \text{ else } t_3 : R$, then $\Gamma \vdash t_1 : \text{Bool}$ and $\Gamma \vdash t_2, t_3 : R$.
4. If $\Gamma \vdash x : R$, then $x : R \in \Gamma$.
5. If $\Gamma \vdash \lambda x : T_1 . t_2 : R$, then $R = T_1 \rightarrow R_2$ for some R_2 with $\Gamma, x : T_1 \vdash t_2 : R_2$.
6. If $\Gamma \vdash t_1 \ t_2 : R$, then there is some type T_{11} such that $\Gamma \vdash t_1 : T_{11} \rightarrow R$ and $\Gamma \vdash t_2 : T_{11}$.

Exercise: Is there any context Γ and type T such that $\Gamma \vdash x \ x : T$?



Canonical Forms

- Lemma:

1. If v is a value of type `Bool`, then v is either `true` or `false`.
2. If v is a value of type $T_1 \rightarrow T_2$, then v has the form $\lambda x:T_1. t_2$.



Uniqueness of Types

- **Theorem** [*Uniqueness of Types*]:

In a **given typing context** Γ , a term t (with free variables all in the domain of Γ) has **at most one type**.

Moreover, there is just **one derivation** of this typing built from the **inference rules** that generate the typing relation.



Progress

- **Theorem** [Progress]:

Suppose t is a *closed, well-typed term*. Then either t is a *value* or else there is some t' with $t \rightarrow t'$.

- *Closed*: No free variable
- *Well-typed*: $\vdash t : T$ for some T
- Proof: same steps as before...
 - inversion lemma for typing relation
 - canonical forms lemma
 - progress theorem



Progress

- **Theorem [Progress]:**

Suppose t is a *closed, well-typed term*. Then either t is a **value** or else there is some t' with $t \rightarrow t'$.

Proof: By induction on typing derivations.

- The cases for *Boolean constants* and *conditions* are the same as before.
- The *variable case* is trivial (cannot occur because t is closed).
- The *abstraction case* is immediate, since abstractions are values.
- The *case for application*, where $t = t_1 t_2$ with $\vdash t_1 : T_{11} \rightarrow T_{12}$ and $\vdash t_2 : T_{11}$. By the induction hypothesis, either t_1 is a value or else it can make a step of evaluation, and likewise t_2 .

If t_1 can take a step, then rule E-App1 applies to t .

If t_1 is a value and t_2 can take a step, then rule E-App2 applies.

Finally, if both t_1 and t_2 are values, then the canonical forms lemma tells us that t_1 has the form $\lambda x: T_{11}. t_{12}$, and so rule E-AppAbs applies to t .



Preservation

- **Theorem [Preservation]:**

If $\Gamma \vdash t : T$ and $t \rightarrow t'$, then $\Gamma \vdash t' : T$.

Proof: By induction on typing derivations.

- **Substitution Lemma [Preservation of types under substitution]:**

if $\Gamma, x : S \vdash t : T$ and $\Gamma \vdash s : S$, then $\Gamma \vdash [x \mapsto s] t : T$.

Proof: By induction on derivation of $\Gamma, x : S \vdash t : T$

*cases on the possible *shape* of t .*



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The Curry-Howard Correspondence

- A connection between logic and type theory

LOGIC	PROGRAMMING LANGUAGES
propositions	types
proposition $P \supset Q$	type $P \rightarrow Q$
proposition $P \wedge Q$	type $P \times Q$ (see §11.6)
proof of proposition P	term t of type P
proposition P is provable	type P is inhabited (by some term)



Erasure and Typability

- Types are used during *type checking*, but *do not need to appear* in the compiled form of the program.
- Terms in λ_{\rightarrow} can be transformed to terms of *the untyped lambda-calculus* simply by *erasing type annotations* on lambda-abstractions.

$$\begin{aligned} \text{erase}(x) &= x \\ \text{erase}(\lambda x:T_1. t_2) &= \lambda x. \text{erase}(t_2) \\ \text{erase}(t_1 t_2) &= \text{erase}(t_1) \text{erase}(t_2) \end{aligned}$$

Erasure and Typability

- Conversely, an untyped λ -term m is said to be *typable* if there is some term t in the simply typed λ -calculus, some type T , and some context Γ such that

$$\text{erase}(t) = m \text{ and } \Gamma \vdash t : T$$

This process is called *type reconstruction* or *type inference*.

THEOREM:

1. If $t \rightarrow t'$ under the typed evaluation relation, then $\text{erase}(t) \rightarrow \text{erase}(t')$.
2. If $\text{erase}(t) \rightarrow m'$ under the typed evaluation relation, then there is a simply typed term t' such that $t \rightarrow t'$ and $\text{erase}(t') = m'$. □

untyped



Curry-Style vs. Church-Style

- Curry Style
 - Syntax \rightarrow Semantics \rightarrow Typing
 - Semantics is defined on *untyped terms*
 - Often used for *implicit* typed languages

- Church Style
 - Syntax \rightarrow Typing \rightarrow Semantics
 - Semantics is defined only on *well-typed terms*
 - Often used for *explicit* typed languages



Homework

- Read through Chapter 9.
- Do Exercise 9.3.9.

THEOREM [PRESERVATION]: If $\Gamma \vdash t : T$ and $t \rightarrow t'$, then $\Gamma \vdash t' : T$. □

Proof: EXERCISE [RECOMMENDED, ★★★]. The structure is very similar to the proof of the type preservation theorem for arithmetic expressions (8.3.3), except for the use of the substitution lemma. □