

Types and Logics

Programming Languages CS442

David Toman

School of Computer Science
University of Waterloo

Curry-Howard Isomorphism

Idea

types = formulæ
programs = proofs

- Implication fragment of Propositional Logic and

Simply-typed λ -calculus:

$$\frac{\pi \cup \{x : \theta\} \vdash T : \theta'}{\pi \vdash \lambda x. T : \theta \rightarrow \theta'} \quad (\rightarrow I)$$

$$\frac{\pi \vdash T_1 : \theta \rightarrow \theta' \quad \pi \vdash T_2 : \theta}{\pi \vdash (T_1 T_2) : \theta'} \quad (\rightarrow E)$$

- What is the role of the β -rule?

\Rightarrow simplification of proofs!

- Simplification of proofs = *cut elimination*

Conjunction

- Similar for the (\wedge, \rightarrow) fragment:

$$\frac{\pi \vdash T_1 : \theta_1 \quad \pi \vdash T_2 : \theta_2}{\pi \vdash \langle T_1, T_2 \rangle : \theta_1 \wedge \theta_2} (\wedge I)$$

$$\frac{\pi \vdash T : \theta_1 \wedge \theta_2}{\pi \vdash (\text{pr}_1 T) : \theta_1} (\wedge E_1) \quad \frac{\pi \vdash T : \theta_1 \wedge \theta_2}{\pi \vdash (\text{pr}_2 T) : \theta_2} (\wedge E_2)$$

- we can now prove, e.g.,

$$((A \wedge B) \rightarrow C) \rightarrow (A \rightarrow (B \rightarrow C))$$

Idea

Conjunctions = Pairs

Disjunction

- Can we *use* disjunction?

$$\frac{\pi \vdash T : \theta_1}{\pi \vdash \mathbf{inr} T : \theta_1 \vee \theta_2} (\vee I_1) \qquad \frac{\pi \vdash T : \theta_2}{\pi \vdash \mathbf{inl} T : \theta_1 \vee \theta_2} (\vee I_2)$$

$$\frac{\pi \vdash T : \theta_1 \vee \theta_2 \quad \pi \vdash T_1 : \theta_1 \rightarrow \theta \quad \pi \vdash T_2 : \theta_2 \rightarrow \theta}{\pi \vdash \mathbf{case} T \mathbf{of} \mathbf{inl}(x) : (T_1 x) \mid \mathbf{inr}(x) : (T_2 x) : \theta} \vee E$$

- this is *the canonical* way of dealing with \vee
 \Rightarrow the **inl** and **inr** should be tagged by the disjunction.

Idea

Disjunctions = Variants

What Happened to Negation?

- Is there *any use* for negation?
 - ⇒ not really (for program construction)
 - ⇒ can be introduced in the logic

- weak negation via a constant for *false* (\perp):

$$\neg\theta \equiv \theta \rightarrow \perp$$

- this only allows *intuitionistic* proofs
 - ⇒ there is a *witness* for every valid formula
 - ⇒ not true in *classical* logic ($\vdash \theta \vee \neg\theta$)

Type Variables and Quantification

Idea

We extend the grammar for types with *type variables*

$$\tau ::= \iota \mid \tau \rightarrow \tau \mid \alpha$$

- what do the free variables α stand for?
 \Rightarrow only closed terms are valid types!

- we need **quantifiers**:

$$\tau ::= \iota \mid \tau \rightarrow \tau \mid \alpha \mid \forall \alpha. \tau \mid \exists \alpha. \tau$$

($\forall \alpha. \tau$ universal type $\exists \alpha. \tau$ existential type)

Universal Types

Idea

A *universal type* can be *specialized*

⇒ by *substituting* a type for the quantified variable

- How is such a substitution manifested in a program/proof?

⇒ similar to abstraction/application

except this time the actual parameter is a *type*

$$\frac{\pi, \alpha \vdash T : \tau}{\pi \vdash \Lambda \alpha. T : \forall \alpha. \tau} (\forall I)$$

$$\frac{\pi \vdash T : \forall \alpha. \tau}{\pi \vdash (T \tau') : [\tau' / \alpha] \tau} (\forall E)$$

⇒ needs a generalization of *type assignments*

System F [Girard 1972]

What is this good for?

⇒ a *clean* way to understand complex types

Definition (System F)

Syntax: terms (T) and types (τ):

$$\begin{aligned} T &::= x \mid \lambda x. T \mid (T T) \mid \Lambda \alpha. T \mid (T \tau) \\ \tau &::= \alpha \mid \tau \rightarrow \tau \mid \forall \alpha. \tau \end{aligned}$$

Reductions:

$$(\lambda x. T T') \rightarrow [T'/x]T \qquad (\Lambda \alpha. T \tau) \rightarrow [\tau/\alpha]T$$

How good is F?

- polymorphic identity:

$$\Lambda\alpha.\lambda x : \alpha.x : \forall\alpha.\alpha \rightarrow \alpha$$

- unlike simply typed λ -calculus, it can *type* $\lambda x.(x x)$:

$$\lambda x : \forall\alpha.\alpha \rightarrow \alpha.(x \forall\alpha.\alpha \rightarrow \alpha x) : (\forall\alpha.\alpha \rightarrow \alpha) \rightarrow (\forall\alpha.\alpha \rightarrow \alpha)$$

- can it assign a type to Ω ?

\Rightarrow NO! we can still prove **strong normalization**

Church-style Encodings

Idea

We *encode* standard data types using *Church-style terms*
 \Rightarrow and still assign *types* in system F

- Booleans:

$$\mathit{true} = \Lambda\alpha.\lambda x : \alpha.\lambda y : \alpha.x : \forall\alpha.\alpha \rightarrow \alpha \rightarrow \alpha$$

$$\mathit{false} = \Lambda\alpha.\lambda x : \alpha.\lambda y : \alpha.y : \forall\alpha.\alpha \rightarrow \alpha \rightarrow \alpha$$

$$\mathit{if} = \lambda b : \forall\alpha.\alpha \rightarrow \alpha \rightarrow \alpha.\lambda x : \alpha.\lambda y.\alpha.(b \ \alpha \ x \ y) : \alpha$$

$$\mathit{not} = \lambda b : \forall\alpha.\alpha \rightarrow \alpha \rightarrow \alpha.\Lambda\beta.\lambda t : \beta.\lambda f : \beta.(b \ \beta \ f \ t) \\ : (\forall\alpha.\alpha \rightarrow \alpha \rightarrow \alpha) \rightarrow (\forall\alpha.\alpha \rightarrow \alpha \rightarrow \alpha)$$

Encoding of Products

- Pairs:

$$\begin{aligned} \text{pair} &= \lambda x : \alpha. \lambda y : \beta. \Lambda \gamma. \lambda z : \alpha \rightarrow \beta \rightarrow \gamma. (z \ x \ y) \\ &: \alpha \rightarrow \beta \rightarrow (\forall \gamma. \alpha \rightarrow \beta \rightarrow \gamma) \end{aligned}$$

$$\text{proj}_1 = \lambda p : \text{Pair}. (p \ \alpha \ (\lambda x : \alpha. \lambda y : \beta. x)) : \alpha$$

$$\text{proj}_2 = \lambda p : \text{Pair}. (p \ \beta \ (\lambda x : \alpha. \lambda y : \beta. y)) : \beta$$

- Reductions:

$$\begin{aligned} \text{proj}_1(\text{pair } u \ v) &= (\Lambda \gamma. \lambda z : \gamma \rightarrow \alpha \rightarrow \beta. z \ u \ v) \ \alpha \ (\lambda x : \alpha. \lambda y : \beta. x) \\ &= (\lambda z : \alpha \rightarrow \beta \rightarrow \alpha. z \ u \ v) \ (\lambda x : \alpha. \lambda y : \beta. x) \\ &= (\lambda x : \alpha. \lambda y : \beta. x) \ u \ v \\ &= (\lambda y : \beta. u) \ v \\ &= u \end{aligned}$$

Encoding of Natural Numbers

- Natural Numbers (Church numerals):

$$\mathit{Nat} = \forall \alpha. \alpha \rightarrow (\alpha \rightarrow \alpha) \rightarrow \alpha$$

$$\mathit{zero} = \Lambda \alpha. \lambda z : \alpha. \lambda s : \alpha \rightarrow \alpha. x$$

$$\mathit{succ} = \lambda n : \mathit{Nat}. \Lambda \alpha. \lambda z : \alpha. \lambda s : \alpha \rightarrow \alpha. (s (n \alpha z s))$$

- Iterator:

$$\mathit{iter} = \lambda n : \mathit{Nat}. \lambda u : \beta. \lambda v : \beta \rightarrow \beta. (n \beta u v)$$

Encoding of Polymorphic Lists, Trees, ...

- Lists (of β 's):

$$\mathit{List}(\beta) = \forall \alpha. \alpha \rightarrow (\beta \rightarrow \alpha \rightarrow \alpha) \rightarrow \alpha$$

- Binary Trees (β 's in nodes and γ 's in leaves):

$$\mathit{BinTree}(\beta, \gamma) = \forall \alpha. (\gamma \rightarrow \alpha) \rightarrow (\beta \rightarrow \alpha \rightarrow \alpha \rightarrow \alpha) \rightarrow \alpha$$

- Trees of branching type β :

$$\beta\text{-Tree} = \forall \alpha. \alpha \rightarrow ((\beta \rightarrow \alpha) \rightarrow \alpha) \rightarrow \alpha$$

Existential Types

What does $\exists\alpha.\tau$ stand for?

Idea

Allow to *hide* the type used e.g., in an implementation

\Rightarrow types used locally in modules/classes

- How do elements of $\exists\alpha.\tau$ look like?

$$\{\tau', T\} : \exists\alpha.\tau \quad \text{if} \quad T : [\tau'/\alpha]\tau$$

\Rightarrow the type τ' is *hidden* from users of $\exists\alpha.\tau$

Example (ML-like modules)

- We want a **counter** module with **signature**:

$$\exists \text{Count}. \langle \text{Count}, \text{Count} \rightarrow \text{Nat}, \text{Count} \rightarrow \text{Count} \rangle$$

\Rightarrow with operations *zero*, *get*, and *inc*

- and we can have an **implementation**:

$$\{ \text{Nat}, \langle 0, \lambda x.x, \lambda x.x + 1 \rangle \}$$

$$\{ \text{NatList}, \langle \text{nil}, \lambda x.\text{length } x, \lambda x.0 :: x \rangle \}$$

- Given a **counter** c we would like to be able to write:

$$(\text{Pr}_2 c)((\text{Pr}_3 c)(\text{Pr}_1 c)) = 1 : \text{Nat}$$

\Rightarrow we need to **associate** the *implementation* with the *type* idea (fictional syntax!): **open** $T : \exists \beta.\tau'$ **as** $\{\alpha, x\}$ **in** T'

Typing Rules and Reductions

- Typing rules:

$$\frac{\pi \vdash T : [\tau'/\alpha]\tau}{\pi \vdash \{\tau', T\} : \exists\alpha.\tau} (\exists I) \qquad \frac{\pi \vdash T : \exists\alpha.\tau \quad \pi \cup \{\alpha, x : \tau\} \vdash T' : \tau'}{\pi \vdash \mathbf{open} T \mathbf{as} \{\alpha, x\} \mathbf{in} T' : \tau'} (\exists E)$$

- Reduction:

$$(\mathbf{open} T \mathbf{as} \{\alpha, x\} \mathbf{in} T') \{\tau, T\} \rightarrow [\tau/\alpha, T/x]T'$$

Coding $\exists\alpha.\tau$ as an Universal Type

- the existential type $\exists\alpha.\tau$ can be **coded**:

$$\exists\alpha.\tau = \forall\beta.(\forall\alpha.\tau \rightarrow \beta) \rightarrow \beta$$

- operations ($T : [\theta/\alpha]\tau$):

$$\{\theta, T\} = \Lambda\beta.\lambda\mathbf{x} : \forall\alpha.\tau \rightarrow \beta.\mathbf{x} \theta T$$

$$\text{open } T_1 \text{ as } \{\alpha, \mathbf{x}\} \text{ in } T_2 : \tau' = T_1 \tau' (\Lambda\alpha.\lambda\mathbf{x} : \tau.T_2)$$

- reduction:

$$\text{open } \{\theta, T\} \text{ as } \{\alpha, \mathbf{x}\} \text{ in } T' : \tau'$$

$$= (\Lambda\beta.\lambda\mathbf{x} : \forall\alpha.\tau \rightarrow \beta.\mathbf{x} \theta T) \tau' (\Lambda\alpha.\lambda\mathbf{x} : \tau.T')$$

$$= (\lambda\mathbf{x} : \forall\alpha.\tau \rightarrow \tau'.\mathbf{x} \theta T) (\Lambda\alpha.\lambda\mathbf{x} : \tau.T')$$

$$= (\Lambda\alpha.\lambda\mathbf{x} : \tau.T') \theta T$$

$$= [\theta/\alpha, T/\mathbf{x}]T'$$

Types as Parameters and Kinds

So far we can pass **types** as parameters to **terms**

what would happen if we **parametrized types** themselves?

Idea

Add a level of **kinds**: $K ::= * \mid K \rightarrow K$ ($*$ is a proper type)

- Now type (functions) can be **applied** on types:

Pair is now properly a “ $* \rightarrow * \rightarrow *$ ” **type constructor**

... similarly *List* : $* \rightarrow *$, *BinTree* : $* \rightarrow * \rightarrow *$, etc.

- We can construct **System F_ω**

$\Rightarrow (\square, \square)$ polymorphism (in addition to $(\square, *)$ in System F)

\Rightarrow still strongly normalizing

- Can we *repeat* the construction again?

\Rightarrow no: adding 3rd level = inconsistent (logical) system

(Almost) Dependent Types

OK—is there $(*, \square)$ polymorphism (and what would that be?)

Idea

Parametrize types by values.

- for example $\lambda x : \text{Nat} : \text{Nat}^n \quad \sim \quad \mathbf{array}[n] \text{ of } \text{Nat}$
- true **dependent types** are proper (saturated) types!
and the above is a type constructor (so a coercion is needed)

Summary

- (Intuitionistic) Logics give natural explanations of many (if not most) constructs in programming languages
 - ⇒ differences = variant syntax
- Several *surprising* results:
 - ⇒ provable termination for powerful languages (F_ω)
- Basis for industry-strength languages:
 - ⇒ SML/NJ, Haskell
 - ⇒ polymorphic extensions of JAVA