

# Extensions to Typed Lambda Calculus

Chapter 11, 13

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Types and Programming Languages

# Simple Typed Lambda Calculus

$t ::=$	terms
$x$	variable
$\lambda x: T. t$	abstraction
$t t$	application

$T ::=$	types
$T \rightarrow T$	types of functions

# SOS for Simple Typed Lambda Calculus

$t ::=$	terms	$t_1 \rightarrow t_2$	
$x$	variable		
$\lambda x: T. t$	abstraction	$t_1 \rightarrow t'_1$	
$t t$	application	$t_1 t_2 \rightarrow t'_1 t_2$	(E-APP1)
$v ::=$	values	$t_2 \rightarrow t'_2$	
$\lambda x: T. t$	abstraction values	$v_1 t_2 \rightarrow v_1 t'_2$	(E-APP2)

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

$T ::=$	types
$T \rightarrow T$	types of functions

# Type Rules

$t ::=$	terms	$\Gamma \vdash t : T$
$x$	variable	$\frac{x : T \in \Gamma}{\Gamma \vdash x : T} \text{ (T-VAR)}$
$\lambda x : T. t$	abstraction	$\frac{\Gamma, x : T_1 \vdash t_2 : T_2}{\Gamma \vdash \lambda x : T_1. t_2 : T_1 \rightarrow T_2} \text{ (T-ABS)}$
$T ::=$	types	$\frac{\Gamma \vdash t_1 : T_{11} \rightarrow T_{12} \quad \Gamma \vdash t_2 : T_{11}}{\Gamma \vdash t_1 t_2 : T_{12}} \text{ (T-APP)}$
$T \rightarrow T$	types of functions	
$\Gamma ::=$	context	
$\emptyset$	empty context	
$\Gamma, x : T$	term variable binding	

# Properties of the type system

- Uniqueness of types
- Linear time type checking
- Type Safety
  - Well typed programs cannot go wrong
    - No undefined semantics
    - No runtime checks
  - If  $t$  is well typed then either  $t$  is a value or there exists an evaluation step  $t \rightarrow t'$  [Progress]
  - If  $t$  is well typed and there exists an evaluation step  $t \rightarrow t'$  then  $t'$  is also well typed [Preservation]

# Unit type

## New syntactic forms

$T ::= \dots$   
unit

Terms:  
constant unit

$v ::= \dots$   
unit

Values:  
constant unit

$T ::= \dots$   
Unit

types:  
unit type

## New typing rules

$\Gamma \vdash \text{unit} : \text{Unit}$  (T-Unit)

## New derived forms

$t_1 ; t_2 \doteq (\lambda x. \text{Unit } t_2) t_1$   
where  $x \notin \text{FV}(t_2)$

# Ascription

New syntactic forms

$t ::= \dots$   
 $t \text{ as } T$

New typing rules

$$\frac{\Gamma \vdash t : T}{\Gamma \vdash t \text{ as } T : T} \quad (\text{T-ASCRIBE})$$

$$v \text{ as } T \rightarrow v \quad (\text{E-ASCRIBE})$$

$$\frac{t \rightarrow t'}{t \text{ as } T \rightarrow t'} \quad (\text{E-ASCRIBE1})$$

# Let Bindings

$t ::=$	terms
$x$	variable
$\lambda x: T. t$	abstraction
$\text{let } x = t_1 \text{ in } t_2$	let binding

New Evaluation Rules extend  $t \rightarrow t'$

$\text{let } x = v_1 \text{ in } t_2 \rightarrow [x \mapsto v_1] t_2$  (E-LETV)

$$\frac{t_1 \rightarrow t'_1}{\text{let } x = t_1 \text{ in } t_2 \rightarrow \text{let } x = t'_1 \text{ in } t_2}$$
 (E-LET)

New Typing Rules extend  $\Gamma \vdash t : T$

$$\frac{\Gamma \vdash t_1 : T \quad \Gamma, x:T \vdash t_2 : T_2}{\Gamma \vdash \text{let } x = t_1 \text{ in } t_2 : T_2}$$
 (T-LET)



# Pairs

## New syntactic forms

$t ::= \dots$   
 $\{t, t\}$   
 $t.1$   
 $t.2$

Terms:  
 pair  
 first projection  
 second projection

$v ::= \dots$   
 $\{v, v\}$

Values:  
 pair value

$T ::= \dots$   
 $T_1 \times T_2$

types:  
 pair type

## New typing rules

$$\frac{\Gamma \vdash t_1 : T_1 \quad \Gamma \vdash t_2 : T_2}{\Gamma \vdash \{t_1, t_2\} : T_1 \times T_2} \quad (\text{T-Pair})$$

$$\frac{\Gamma \vdash t : T_1 \times T_2}{\Gamma \vdash t.1 : T_1} \quad (\text{T-Proj1})$$

$$\frac{\Gamma \vdash t : T_1 \times T_2}{\Gamma \vdash t.2 : T_2} \quad (\text{T-Proj2})$$

## New Evaluation Rules extends $\rightarrow$

$\{v_1, v_2\}. 1 \rightarrow v_1$  (E-PairBeta1)

$\{v_1, v_2\}. 2 \rightarrow v_2$  (E-PairBeta2)

$$\frac{t \rightarrow t'}{t.1 \rightarrow t'.1} \quad (\text{E-Proj1})$$

$$\frac{t \rightarrow t'}{t.2 \rightarrow t'.2} \quad (\text{E-Proj2})$$

$$\frac{t_1 \rightarrow t'_1}{\{t_1, t_2\} \rightarrow \{t'_1, t_2\}} \quad (\text{E-Pair1})$$

$$\frac{t_2 \rightarrow t'_2}{\{v_1, t_2\} \rightarrow \{v_1, t'_2\}} \quad (\text{E-Pair2})$$

# Examples

- $\{\text{pred } 4, \text{if true then false else false}\}.1$
- $(\lambda x: \text{Nat} \times \text{Nat}. x.2) \{\text{pred } 4, \text{pred } 5\}$

# Tuples

## New syntactic forms

$t ::= \dots$                       Terms:  
 $\{t_i \mid i \in 1..n\}$                   tuple  
 $t.i$                                   projection

$v ::= \dots$                       Values:  
 $\{v_i \mid i \in 1..n\}$                   tuple

$T ::= \dots$                       types:  
 $\{T_i \mid i \in 1..n\}$                   tuple type

## New typing rules

For each  $i \Gamma \vdash t_i : T_i$                       (T-Tuple)  


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 $\Gamma \vdash \{t_i \mid i \in 1..n\} : \{T_i \mid i \in 1..n\}$

$\Gamma \vdash t : \{T_i \mid i \in 1..n\}$   


---

 $\Gamma \vdash t.j : T_j$                       (T-Proj)

New Evaluation Rules extends  $\rightarrow$

$\{v_i \mid i \in 1..n\}.j \rightarrow v_j$  (E-ProjTuple)

$\frac{t \rightarrow t'}{t.i \rightarrow t'.i}$                       (E-Proj)

$\frac{t_j \rightarrow t'_j}{\{v_i \mid i \in 1..j-1, t_i \mid i \in j..n\} \rightarrow \{v_i \mid i \in 1..j-1, t'_j, t_k \mid k \in j+1..n\}}$                       (E-Tuple)

# Records

New syntactic forms

$t ::= \dots$   
 $\{l_i = t_i \mid i \in 1..n\}$   
 $t.l$

Terms:  
 record  
 projection

New Evaluation Rules extends  $\rightarrow$

$\{l_i = v_i \mid i \in 1..n\}. l_j \rightarrow v_j$  (E-ProjRCD)

$v ::= \dots$   
 $\{l_i = v_i \mid i \in 1..n\}$

Values:  
 records

$t \rightarrow t'$   


---

 $t.l \rightarrow t'.l$  (E-Proj)

$T ::= \dots$   
 $\{l_i : T_i \mid i \in 1..n\}$

types:  
 record type

$t_j \rightarrow t'_j$   


---

 $\{l_i = v_i \mid i \in 1..j-1, l_i = t_i \mid i \in j..n\} \rightarrow \{l_i = v_i \mid i \in 1..j-1, l_j = t'_j, l_k = t_k \mid k \in j+1..n\}$  (E-Tuple)

New typing rules

For each  $i \Gamma \vdash t_i : T_i$   


---

 $\Gamma \vdash \{l_i = t_i \mid i \in 1..n\} : \{l_i : T_i \mid i \in 1..n\}$  (T-Tuple)

$\Gamma \vdash t : \{l_i : T_i \mid i \in 1..n\}$   


---

 $\Gamma \vdash t.l_j : T_j$  (T-Proj)

# Pattern Matching

- An elegant way to access records
- Simultaneous cases
- Checked by the compiler
- Saves a lot of code
- Standard in ML, Haskell, Scala
- Can be expressed in the untyped lambda calculus

# Sums

New syntactic forms

t ::= ....	Terms:
inl t	tagging(left)
inr t	tagging(right)
case t of inl x $\Rightarrow$ t   inr x $\Rightarrow$ t	case
v ::= ....	Values:
inl v	tagged value(left)
inr v	tagged value(right)
T ::= ....	types:
T <sub>1</sub> + T <sub>2</sub>	sum type

New Evaluation Rules extends  $\rightarrow$

case (inl v) of inl x<sub>1</sub>  $\Rightarrow$  t<sub>1</sub> | inr x<sub>2</sub>  $\Rightarrow$  t<sub>2</sub>  $\rightarrow$  [x<sub>1</sub>  $\mapsto$  v] t<sub>1</sub> (E-CaseINL)

case (inr v) of inl x<sub>1</sub>  $\Rightarrow$  t<sub>1</sub> | inr x<sub>2</sub>  $\Rightarrow$  t<sub>2</sub>  $\rightarrow$  [x<sub>2</sub>  $\mapsto$  v] t<sub>2</sub> (E-CaseINR)

t  $\rightarrow$  t'

---

case t of inl x<sub>1</sub>  $\Rightarrow$  t<sub>1</sub> | inr x<sub>2</sub>  $\Rightarrow$  t<sub>2</sub>  $\rightarrow$  case t' of inl x<sub>1</sub>  $\Rightarrow$  t<sub>1</sub> | inr x<sub>2</sub>  $\Rightarrow$  t<sub>2</sub> (E-Case)

$\frac{t_1 \rightarrow t'_1}{\text{inl } t_1 \rightarrow \text{inl } t'_1}$  (E-INL)

$\frac{t_2 \rightarrow t'_2}{\text{inr } t_2 \rightarrow \text{inr } t'_2}$  (E-INR)

New typing rules

$\frac{\Gamma \vdash t_1 : T_1}{\Gamma \vdash \text{inl } t_1 : T_1 + T_2}$  (T-INL)

$\frac{\Gamma \vdash t_2 : T_2}{\Gamma \vdash \text{inr } t_2 : T_1 + T_2}$  (T-INR)

$\frac{\Gamma, x_1 : T_1 \vdash t_1 : T \quad \Gamma, x_2 : T_2 \vdash t_2 : T}{\Gamma \vdash \text{case of } t \ x_1 \Rightarrow t_1 \mid \text{inr } x_2 \Rightarrow t_2 : T}$  (T-CASE)

# A Simple Example

PhysicalAddr = {firstlast: String, add:String}

VirtualAddr = {name: String, email:String}

Addr = PhysicalAddr+VirtualAddr

inl: PhysicalAddr →Addr

inr: VirtualAddr →Addr

```
getName = λa: Addr.  
  case a of  
    inl x ⇒ x.firstlast  
    |  
    inr y ⇒ y.name
```

▷ getName : Addr → String

# Sums and Uniqueness of types

- T-INL and T-INR allow multiple types
- Potential solutions
  - Use “type reconstruction” (Chapter 12)
  - Use subtyping (Chapter 15)
  - User annotation



# Sums with Unique Types

New syntactic forms

$t ::= \dots$

Terms:

$\text{inl } t \text{ as } T$

tagging(left)

$\text{inr } t \text{ as } T$

tagging(right)

$\text{case } t \text{ of inl } x \Rightarrow t \mid \text{inr } x \Rightarrow t \quad \text{case}$

$v ::= \dots$

Values:

$\text{inl } v \text{ as } T$

tagged value(left)

$\text{inr } v \text{ as } T$

tagged value(right)

$T ::= \dots$

types:

$T_1 + T_2$

sum type

New Evaluation Rules extends  $\rightarrow$

$\text{case } (\text{inl } v \text{ as } T) \text{ of inl } x_1 \Rightarrow t_1 \mid \text{inr } x_2 \Rightarrow t_2 \rightarrow [x_1 \mapsto v] t_1 \quad (\text{E-CaseINL})$

$\text{case } (\text{inr } v \text{ as } T) \text{ of inl } x_1 \Rightarrow t_1 \mid \text{inr } x_2 \Rightarrow t_2 \rightarrow [x_2 \mapsto v] t_2 \quad (\text{E-CaseINR})$

$t \rightarrow t'$

$\text{case } t \text{ of inl } x_1 \Rightarrow t_1 \mid \text{inr } x_2 \Rightarrow t_2 \rightarrow \text{case } t' \text{ of inl } x_1 \Rightarrow t_1 \mid \text{inr } x_2 \Rightarrow t_2 \quad (\text{E-Case})$

$t_1 \rightarrow t'_1$

(E-INL)

$\text{inl } t_1 \text{ as } T \rightarrow \text{inl } t'_1 \text{ as } T$

$t_2 \rightarrow t'_2$

$\text{inr } t_2 \text{ as } T \rightarrow \text{inr } t'_2 \text{ as } T \quad (\text{E-INR})$

New typing rules

$\Gamma \vdash t_1 : T_1$

(T-INL)

$\Gamma \vdash \text{inl } t_1 \text{ as } T_1 + T_2 : T_1 + T_2$

$\Gamma \vdash t_2 : T_2$

$\Gamma \vdash \text{inr } t_2 \text{ as } T_1 + T_2 : T_1 + T_2 \quad (\text{T-INR})$

$\Gamma, x_1 : T_1 \vdash t_1 : T \quad \Gamma, x_2 : T_2 \vdash t_2 : T$

$\Gamma \vdash t : T_1 + T_2$

(T-CASE)

$\text{case of } t \text{ of inl } x_1 \Rightarrow t_1 \mid \text{inr } x_2 \Rightarrow t_2 : T$

# Variants

New syntactic forms

$t ::= \dots$

$\langle l=t \rangle \text{ as } T$

case  $t$  of  $\langle l_i = x_i \rangle \Rightarrow t_i^{i \in 1..n}$

Terms:

tagging

case

$$\frac{t_i \rightarrow t'_i}{\langle l_i = t_i \rangle \text{ as } T \rightarrow \langle l_i = t'_i \rangle \text{ as } T} \quad (\text{E-VARIANT})$$

New typing rules

$v ::= \dots$

$\langle l=v \rangle \text{ as } T$

Values:

tagged value

$$\frac{\Gamma \vdash t_j : T_j}{\Gamma \vdash \langle l_j = t_j \rangle \text{ as } \langle l_i = T_i^{i \in 1..n} \rangle : \langle l_i = T_i^{i \in 1..n} \rangle} \quad (\text{T-VARIANT})$$

$T ::= \dots$

$\langle l_i = T_i^{i \in 1..n} \rangle$

types:

type of variants

$$\frac{\text{For each } i \Gamma, x_i : T_i \vdash t_i : T \quad \Gamma \vdash t : \langle l_i = T_i^{i \in 1..n} \rangle}{\text{case } t \text{ of } \langle l_i = x_i \rangle \Rightarrow t_i^{i \in 1..n} : T} \quad (\text{T-CASE})$$

New Evaluation Rules extends  $\rightarrow$

case  $(\langle l_j = v \rangle \text{ as } T)$  of  $\langle l_i = x_i \rangle \Rightarrow t_i^{i \in 1..n} \rightarrow [x_j \mapsto v] t_j$  (E-CaseVariant)

$t \rightarrow t'$

$$\frac{t \rightarrow t'}{\text{case } t \text{ of } \langle l_i = x_i \rangle \Rightarrow t_i^{i \in 1..n} \rightarrow \text{case } t' \text{ of } \langle l_i = x_i \rangle \Rightarrow t_i^{i \in 1..n}} \quad (\text{E-CASE})$$

# A Simple Example

PhysicalAddr = {firstlast: String, add:String}

VirtualAddr = {name: String, email:String}

Addr = <physical: PhysicalAddr: virtual:VirtualAddr>

```
getName = λa: Addr.  
  case a of  
    <physical x> ⇒ x.firstlast  
    |  
    <virtual:y> ⇒ y.name
```

▷ getName : Addr → String

# Options (Optional Values)

`OptionalNat = <none: Unit, some: Nat>`

`Table = Nat → OptionalNat`

`emptyTable = λn: Nat. <none:unit> as OptionalNat`

▷ `emptyTable : Table`

`x = case t (5) of`  
    `<none:u> ⇒ 99`  
    `|`  
    `<some:v> ⇒ v`

▷ `x : Nat`

`extendTable = λt: Table. λ m: Nat. λv: Nat.`

`λn: Nat.`

`If equal n m then <some=v> as OptionalNat`

`else t n`

▷ `extendTable : Table → Nat → Nat → Table`

# Enumeration

Weekday= <monday:Unit, Tuesday:Unit, Wednesday Unit, thursday:Unit,Friday: Unit>

nextBuisnessDay =  $\lambda d$ : Weekday.

case d of

<monday:u>  $\Rightarrow$  <tuesday:unit> as Weekday

|

<tuesday:u>  $\Rightarrow$  <wednesday:unit> as Weekday

|

<wednesday:u>  $\Rightarrow$  <thursday:unit> as Weekday

|

<thursday:u>  $\Rightarrow$  <friday:unit> as Weekday

|

<friday:u>  $\Rightarrow$  <monday:unit> as Weekday

▷ nextBuisnessDay :Weekday  $\rightarrow$  Weekday

# Single-Field Variant

$V = \langle I: T \rangle$

# Motivating Single-Field Variant

dollars2euros = λd : Float. timesfloat d 1.325

▷ dollars2euros : Float → Float

euros2dollars = λd : Float. timesfloat d 0.883

▷ euros2dollars : Float → Float

mybankbalance = 39.5

▷ mybankbalance : Float

euros2dollars (dollars2euros mybankbalance)

▷ 39.49: Float

dollars2euros (dollars2euros mybankbalance)

▷ 50.660: Float

# Using Single-Field Variant

DollarAmount = <dollars: float>

EuroAmount = <euros: float>

dollars2euros =  $\lambda d : \text{DollarAmount}.$

case d of <dollars= x> timesfloat x 1.325 as EuroAmount

▷ dollars2euros : DollarAmount → EuroAmount

euros2dollars =  $\lambda d : \text{EuroAmount}.$

case d of <euros= x> timesfloat x 0.883 as DollarAmount

▷ euros2dollars : EuroAmount → DollarAmount

mybankbalance = <dollars: 39.5> as DollarAmount

▷ mybalance : DollarAmount

euros2dollars (dollars2euros mybankbalance)

▷ 39.49 : DollarAmount

dollars2euros (dollars2euros mybankbalance)

▷ error type mismatch dollars2euros expect an argument of type DollarAmount and not EuroAmount



# Dynamic

- Allow investigating the type at runtime
- Data which spans multiple machines
- Databases
- Files

# General Recursion

$ff = \lambda ie: \text{Nat} \rightarrow \text{Bool}.$

$\lambda x. \text{Nat}.$

if iszero x then true

else if iszero (pred x) then false

else ie (pred (pred x))

▷  $ff : \text{Nat} \rightarrow \text{Bool} \rightarrow (\text{Nat} \rightarrow \text{Bool})$

iseven = fix ff

▷  $iseven : \text{Nat} \rightarrow \text{Bool}$

iseven 7

▷ false: Bool

# Recursion

New syntactic forms

$t ::= \dots$   
 $\text{fix } t$

Terms:  
fixedpoint of  $t$

New Evaluation Rules extends  $\rightarrow$

$\text{fix } (\lambda x. T_1: t_2) \rightarrow [x \mapsto (\text{fix } (\lambda x. T_1: t_2))] t_2$  (E-FixBeta)

$$\frac{t \rightarrow t'}{\text{fix } t \rightarrow \text{fix } t'} \quad (\text{E-FIX})$$

New typing rules

$\Gamma \vdash t : T_1 \rightarrow T_1$

(T-FIX)

New derived forms

$\Gamma \vdash \text{fix } t : T_1$

$\text{letrec } x: T_1 = t_1 \text{ in } t_2 \doteq \text{let } x = (\text{fix } (\lambda x: T_1. t_1)) \text{ in } t_2$

# Lists

- Constructs a list of items
- Straightforward to define
- Becomes more interesting with polymorphism

# References (Chapter 13)

- A mechanism to mutate the store
- Create aliases
- Type safety can be enforced if free is not allowed

# Basics

```
r = ref 5;  
r : Ref Nat
```

```
!r ;  
5 : Nat
```

```
r := 7;  
unit : Unit
```

```
!r ;  
7 : Nat
```

# Side Effects and Sequencing

```
r := 7;  
unit : Unit
```

```
!r ;  
7 : Nat
```

```
(r :=succ(!r) ; !r)  
8 : Nat
```

```
(r :=succ(!r) ; r : succ(!r); r := succ(!r) ; !r)  
11 : Nat
```

# References and Aliasing

```
r := 7;  
unit : Unit
```

```
s = r ;  
s : ref Nat
```

```
(r :=succ(!r) ; !s)  
8 : Nat
```

```
(a := 1 ; a := !b)
```

```
a := !b
```



# Dangling References

- Operations like free can create dangling references
  - Confusing
  - Violate type safety

```
(x = ref(5); free(x) ; y = ref(true))
```

# Type Rules for References

$$\Gamma \vdash t : T$$
$$\frac{\Gamma \vdash t : T}{\Gamma \vdash \text{ref } t : \text{ref } T} \quad (\text{T-REF})$$
$$\frac{\Gamma \vdash t : \text{ref } T}{\Gamma \vdash !t : T} \quad (\text{T-DEREF})$$
$$\frac{\Gamma \vdash t_1 : \text{ref } T \quad \Gamma \vdash t_2 : T}{\Gamma \vdash t_1 := t_2 : \text{Unit}} \quad (\text{T-DEREF})$$

# Evaluating References

- Need to allocate memory
- Record types of locations
- Can be recorded at compile-time
- Preserve type safety

# Summary

- Typed lambda calculus can be extended to cover many programming language features
- Concise
- Not meant for programming
- It is possible to enforce type safety in realistic situations
- Combine with runtime techniques
- Impact language design