

A Spectrum of Type Soundness and Performance

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Northeastern University



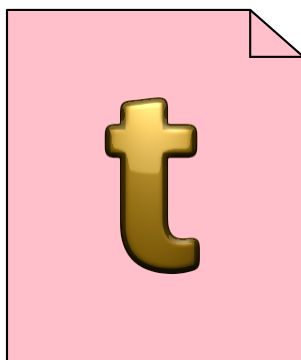
Is type soundness all-or-nothing?

Can adding types slow down a program?

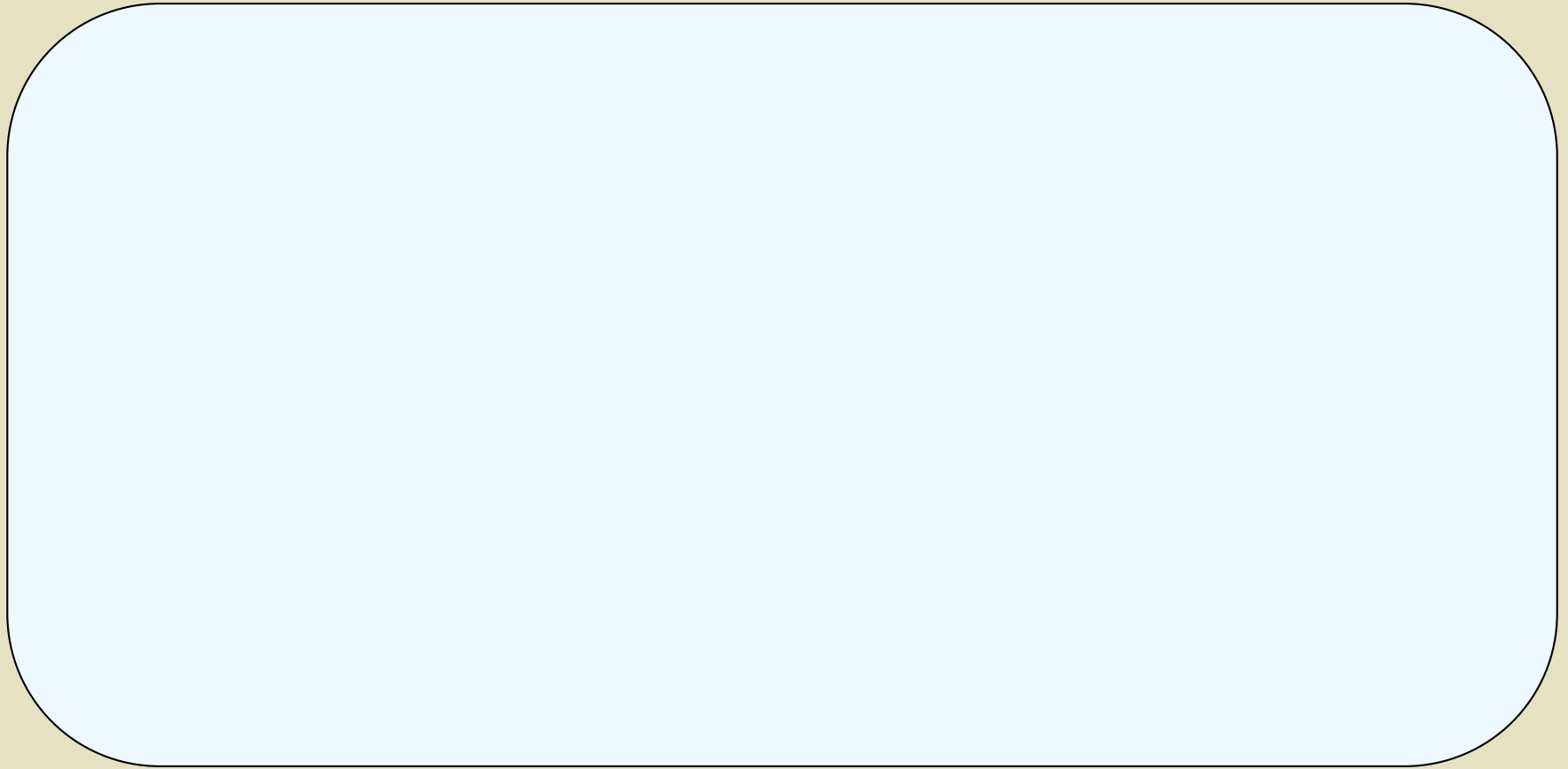
Migratory Typing







Typed/Untyped Languages



Typed/Untyped Languages

A collection of language names presented in a grid-like arrangement within a light blue rounded rectangle. The names are: Gradualtalk, Typed Racket, TPD, StrongScript*, mypy, Pallene, Grace, Flow, Hack, Pyre, Pytype, rtc, SafeTS*, Strongtalk, TypeScript, Typed Clojure, Typed Lua, Pyret, Dart 1, Dart 2*, Nom*, Pycket, and Reticulated.

Gradualtalk	Typed Racket	TPD	StrongScript*	mypy	Pallene		
Grace	Flow	Hack	Pyre	Pytype	rtc	SafeTS*	Strongtalk
TypeScript	Typed Clojure	Typed Lua	Pyret	Dart 1			
Dart 2*	Nom*	Pycket	Reticulated				

Oldest ← ————— by Date ————— → Newest

Strongtalk

Hack

Gradualtalk

Pallene

Typed Lua

Pyre

Reticulated

Dart 2*

Typed Racket

mypy

StrongScript*

TypeScript

Flow

Typed Clojure

Pytype

Dart 1

SafeTS*

Grace

rtc

TPD

Thorn*

Pyret

Nom*

Pycket

Academia ← ————— by Creator ————— → Industry

Gradualtalk

Typed Racket

TPD

StrongScript*

Pallene

Grace

rtc

SafeTS*

Strongtalk

Typed Clojure

Typed Lua

Pyret

Thorn*

Nom*

Pycket

Reticulated

mypy

Flow

Hack

Pyre

Pytype

TypeScript

Dart 1

Dart 2*

Sound ← by Theory → Unsound

Gradualtalk

Typed Racket

TPD

StrongScript*

Pallene

Grace

SafeTS*

Pyret

Thorn*

Dart 2*

Nom*

Pycket

Reticulated

mypy

Flow

Hack

Pyre

Pytype

rtc

Strongtalk

TypeScript

Typed Clojure

Typed Lua

Dart 1

Not Dead ← ————— by Performance ————— → Dead

Gradualtalk

rtc

Typed Racket

TPD

SafeTS*

StrongScript*

Strongtalk

mypy

TypeScript

Pallene

Typed Clojure

Grace

Typed Lua

Flow

Pyret

Hack

Thorn*

Nom*

Pyre

Dart 1

Pycket

Pytype

Dart 2*

Reticulated

(the word 'dead' is used here in a technical sense)

Chaos!

KafKa: Gradual Typing for Objects

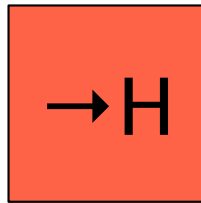
Who *Benjamin W Chung, Paley Li, Francesco Zappa Nardelli, Jan Vitek*

Track [ECOOP 2018 ECOOP Research Papers](#)

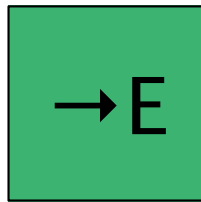
→H

→E

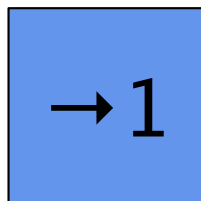
→1



higher-order semantics

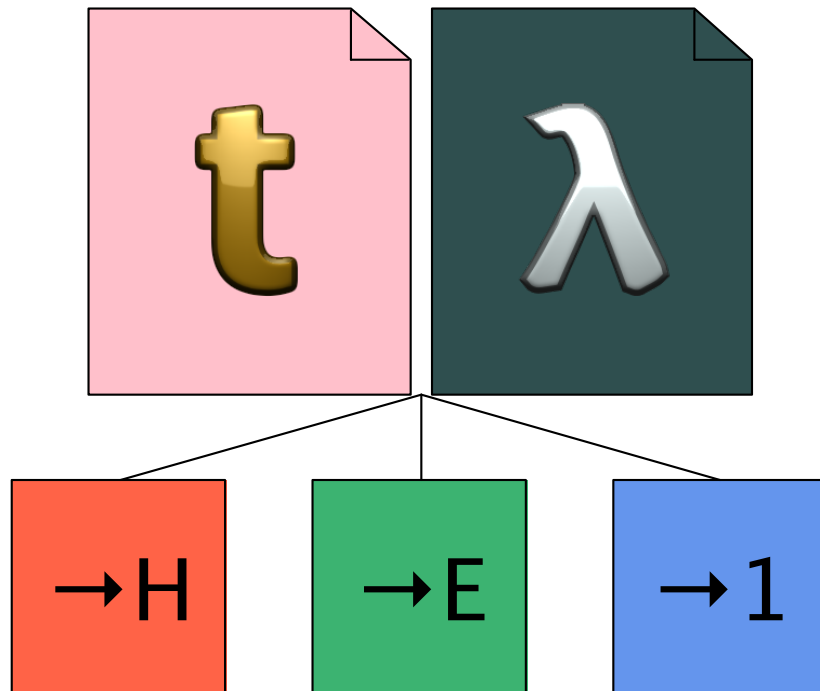


erasure semantics



first-order semantics

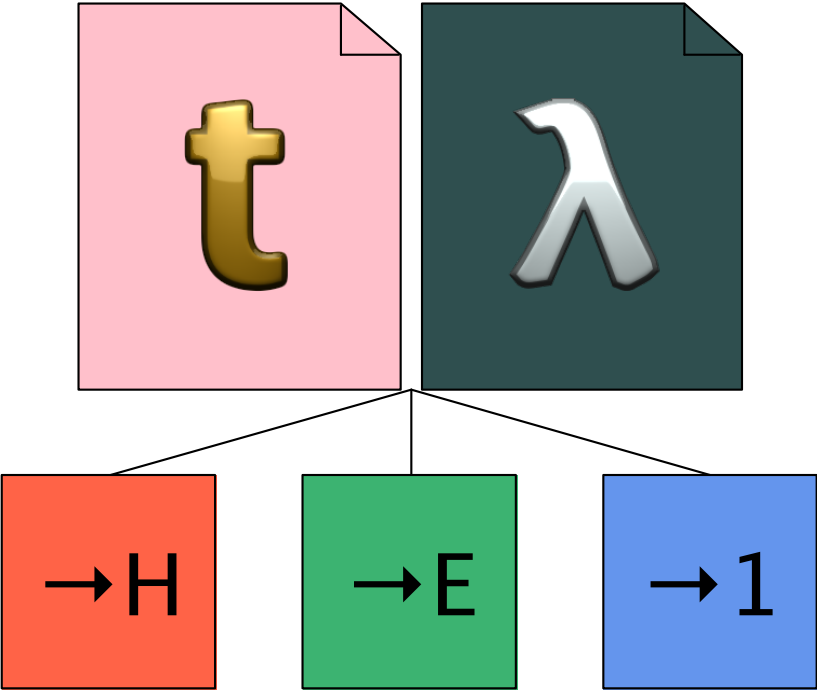
Contributions (1/2)



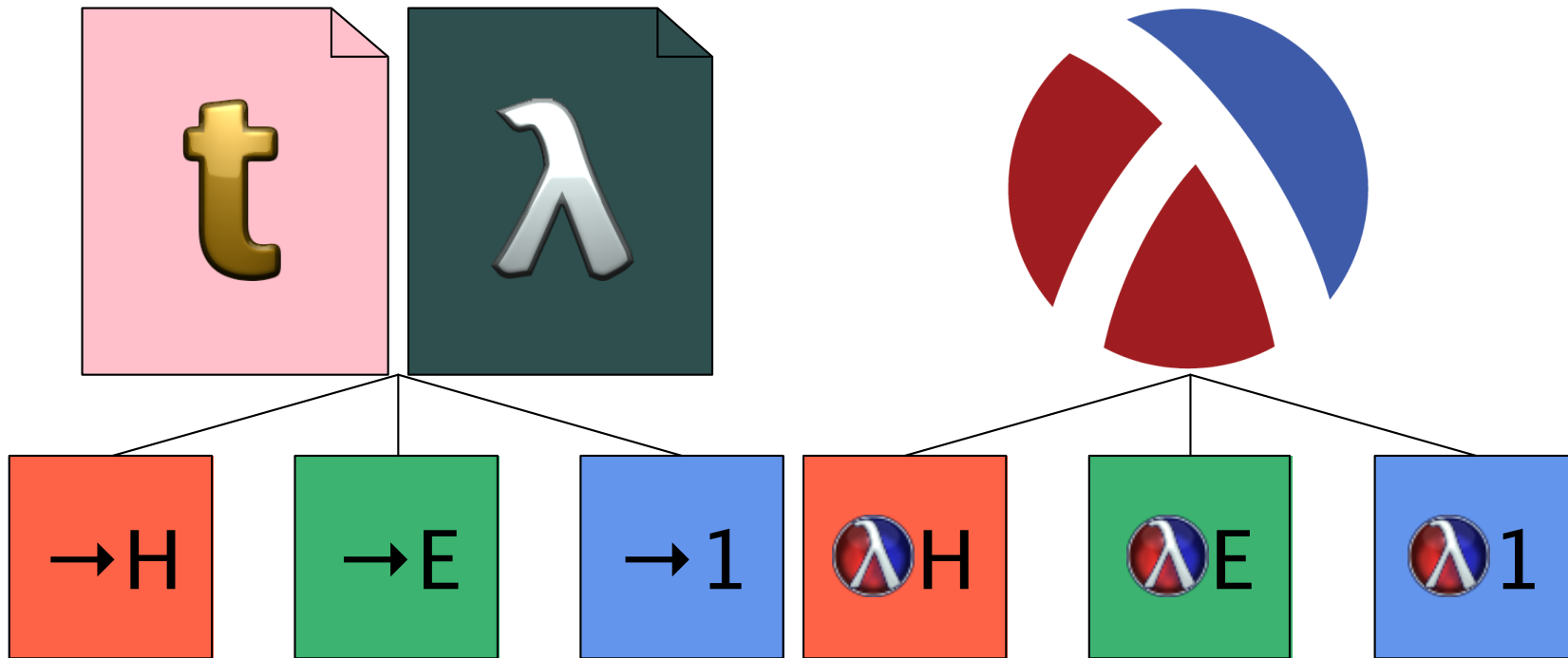
Model:

- one mixed-typed language
- one surface type system
- three semantics

Contributions (2/2)



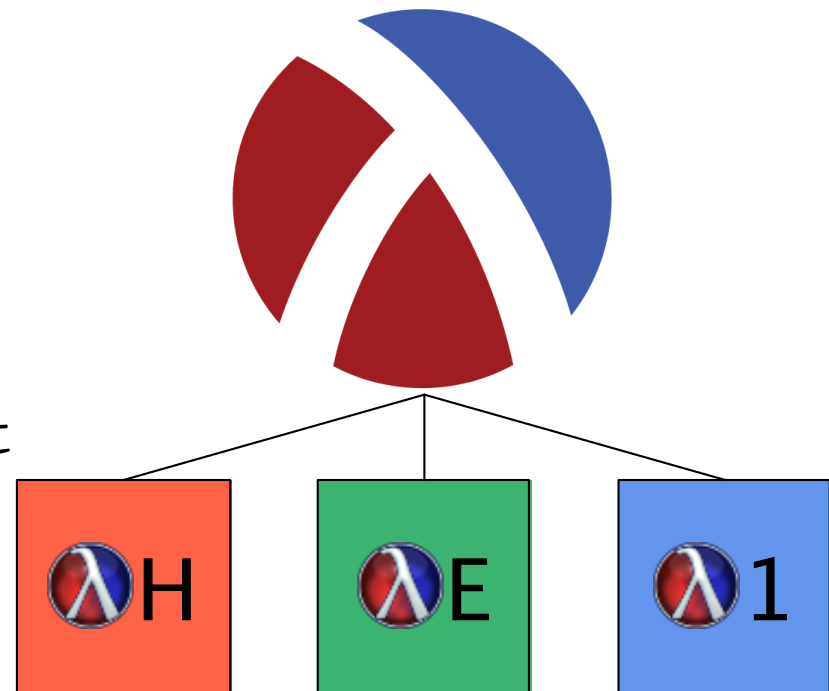
Contributions (2/2)



Contributions (2/2)

Implementation:

- Racket syntax/types
- three compilers
- the first controlled performance experiment



Model

$t = \text{Nat} \mid \text{Int} \mid \text{txt} \mid t \rightarrow t$

$\text{Nat} <: \text{Int}$

$t = \text{Nat} \mid \text{Int} \mid t \times t \mid t \rightarrow t$

$\text{Nat} <: \text{Int}$

$v = n \mid i \mid \langle v, v \rangle \mid \lambda(x)e \mid \lambda(x:t)e$

$n \subset i$

$t = \text{Nat} \mid \text{Int} \mid t \times t \mid t \rightarrow t$

$\text{Nat} <: \text{Int}$

$v = n \mid i \mid \langle v, v \rangle \mid \lambda(x)e \mid \lambda(x:t)e$

$n \subset i$

$e = \dots \mid \text{dyn } t \ e \mid \text{stat } t \ e$

$t = \text{Nat} \mid \text{Int} \mid t \times t \mid t \rightarrow t$

$\text{Nat} <: \text{Int}$

$v = n \mid i \mid \langle v, v \rangle \mid \lambda(x)e \mid \lambda(x:t)e$

$n \subset i$

$e = \dots \mid \text{dyn } t \ e \mid \text{stat } t \ e$

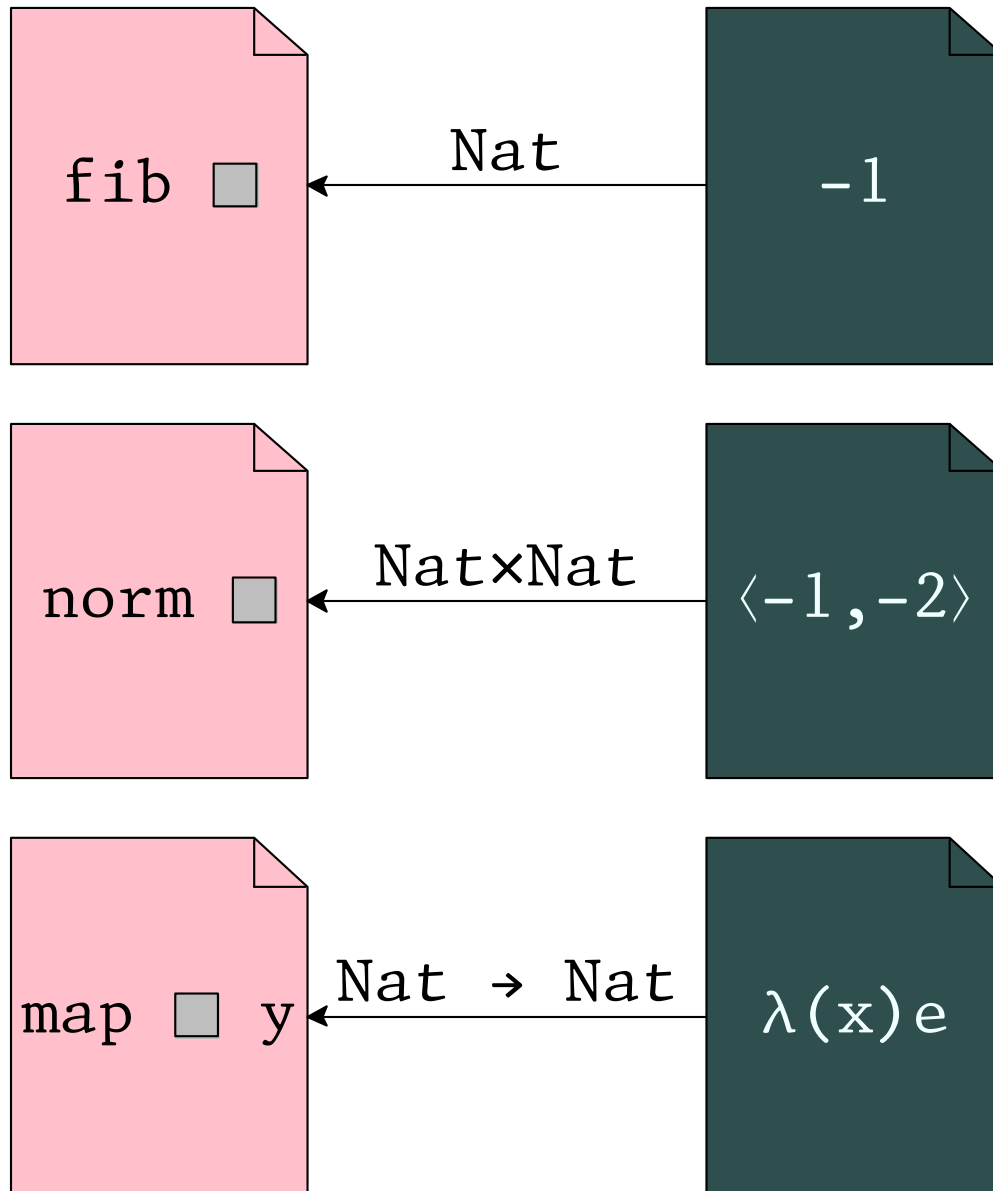
$$\frac{\vdash e}{\vdash \text{dyn } t \ e : t}$$
$$\frac{\vdash e : t}{\vdash \text{stat } t \ e}$$

$$\Gamma = \left\{ \begin{array}{l} \text{fib} : \text{Nat} \rightarrow \text{Nat} \\ \text{norm} : \text{Nat} \times \text{Nat} \rightarrow \text{Nat} \\ \text{map} : (\text{Nat} \rightarrow \text{Nat}) \rightarrow \text{Nat} \times \text{Nat} \rightarrow \text{Nat} \times \text{Nat} \end{array} \right.$$

$\Gamma \vdash \text{fib} (\text{dyn Nat } -1) : \text{Nat}$

$\Gamma \vdash \text{norm} (\text{dyn Nat} \times \text{Nat} \langle -1, -2 \rangle) : \text{Nat}$

$\Gamma \vdash \text{map} (\text{dyn} (\text{Nat} \rightarrow \text{Nat}) (\lambda(x)e)) y : \text{Nat} \times \text{Nat}$



→H

→E

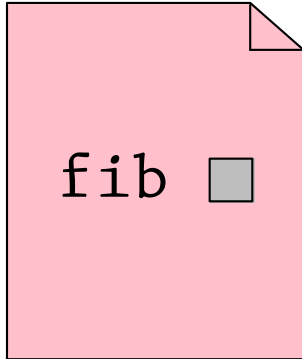
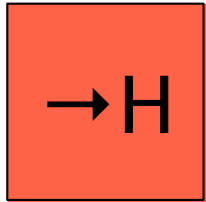
→1

→ H

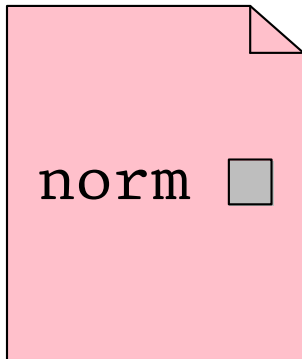
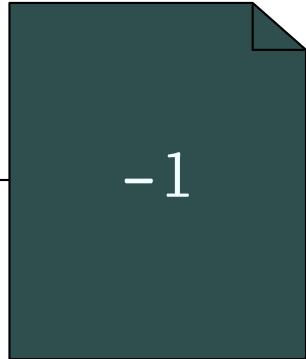
→ E

→ 1

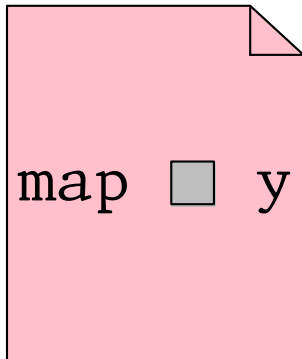
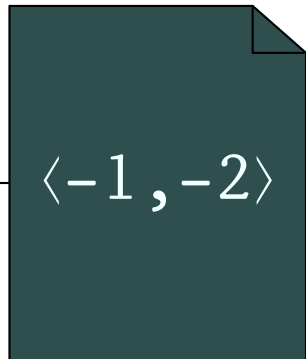
higher-order



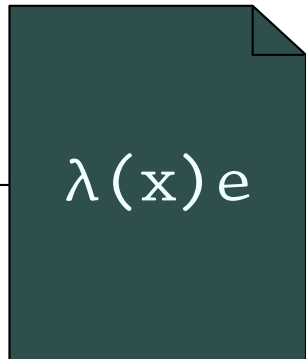
Nat



Nat x Nat



Nat → Nat



→H

→E

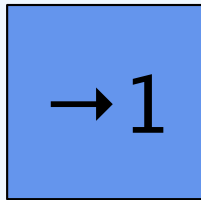
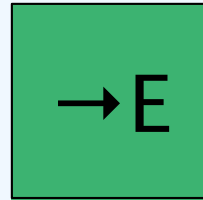
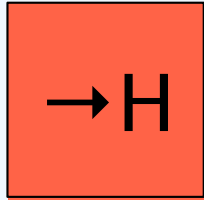
→1

TPD

Pycket

Gradualtalk

Typed Racket

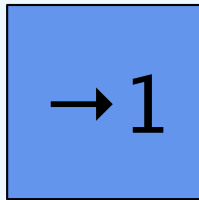
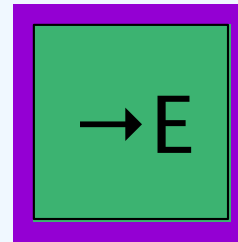
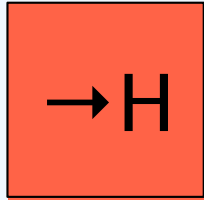


TPD

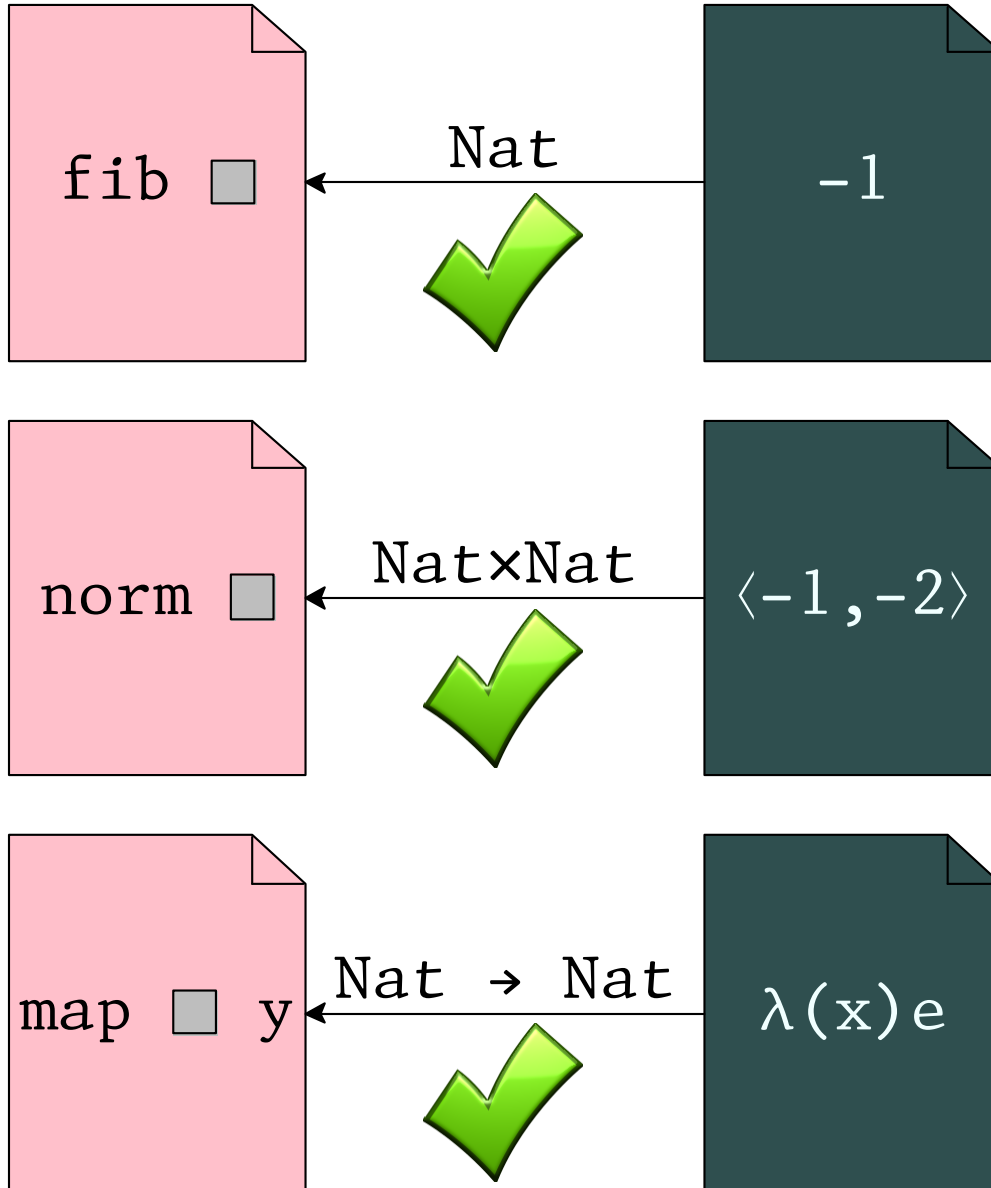
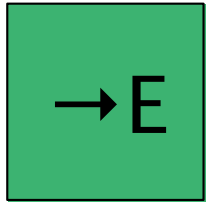
Pycket

Gradualtalk

Typed Racket



erasure

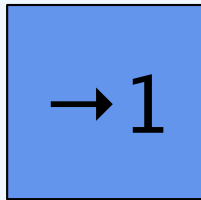
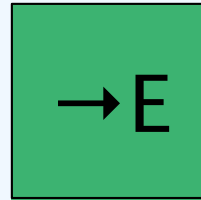
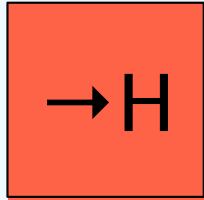


TPD

Pycket

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Typed Racket

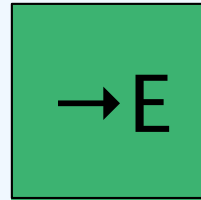
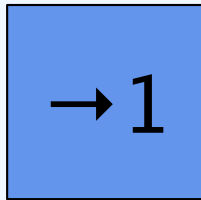
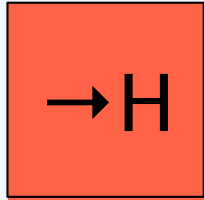


TPD

Pycket

Gradualtalk

Typed Racket



mypy

Flow

Hack

Pyre

Pytype

rtc

Strongtalk

TypeScript

Typed Clojure

Typed Lua

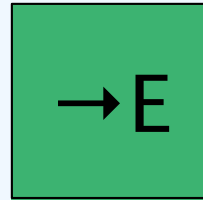
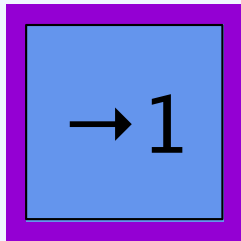
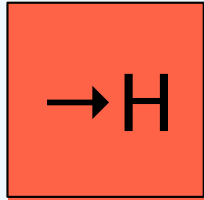
Dart 1

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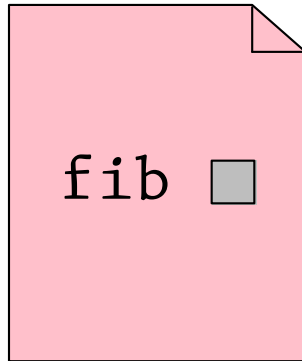
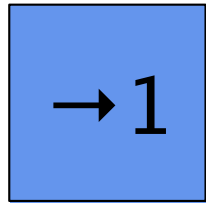
TypeScript

Typed Clojure

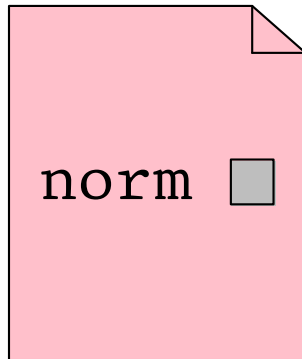
Typed Lua

Dart 1

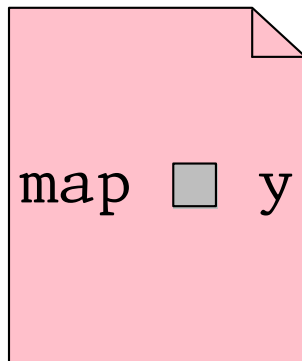
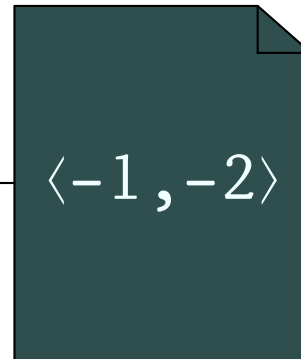
first-order



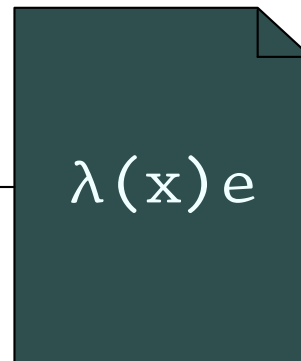
Nat



Nat x Nat



Nat → Nat

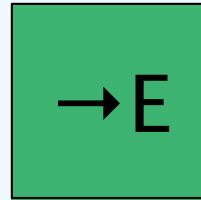
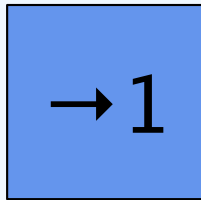
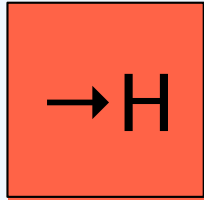


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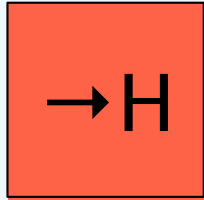
Dart 1

TPD

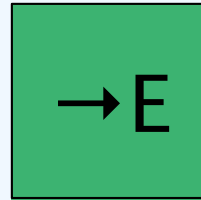
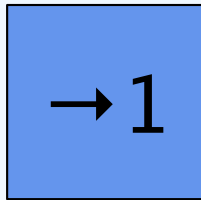
Pycket

Gradualtalk

Typed Racket



Reticulated



mypy

Flow

Hack

Pyre

Pytype

rtc

Strongtalk

TypeScript

Typed Clojure

Typed Lua

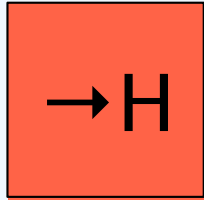
Dart 1

TPD

Pycket

Gradualtalk

Typed Racket



SafeTS*

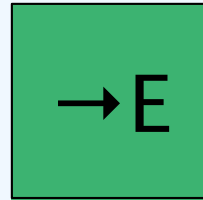
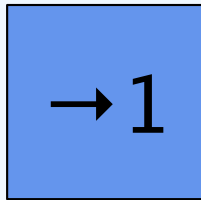
Reticulated

Dart 2*

Pallene

Nom*

Grace



mypy

Flow

Hack

Pyre

Pytype

rtc

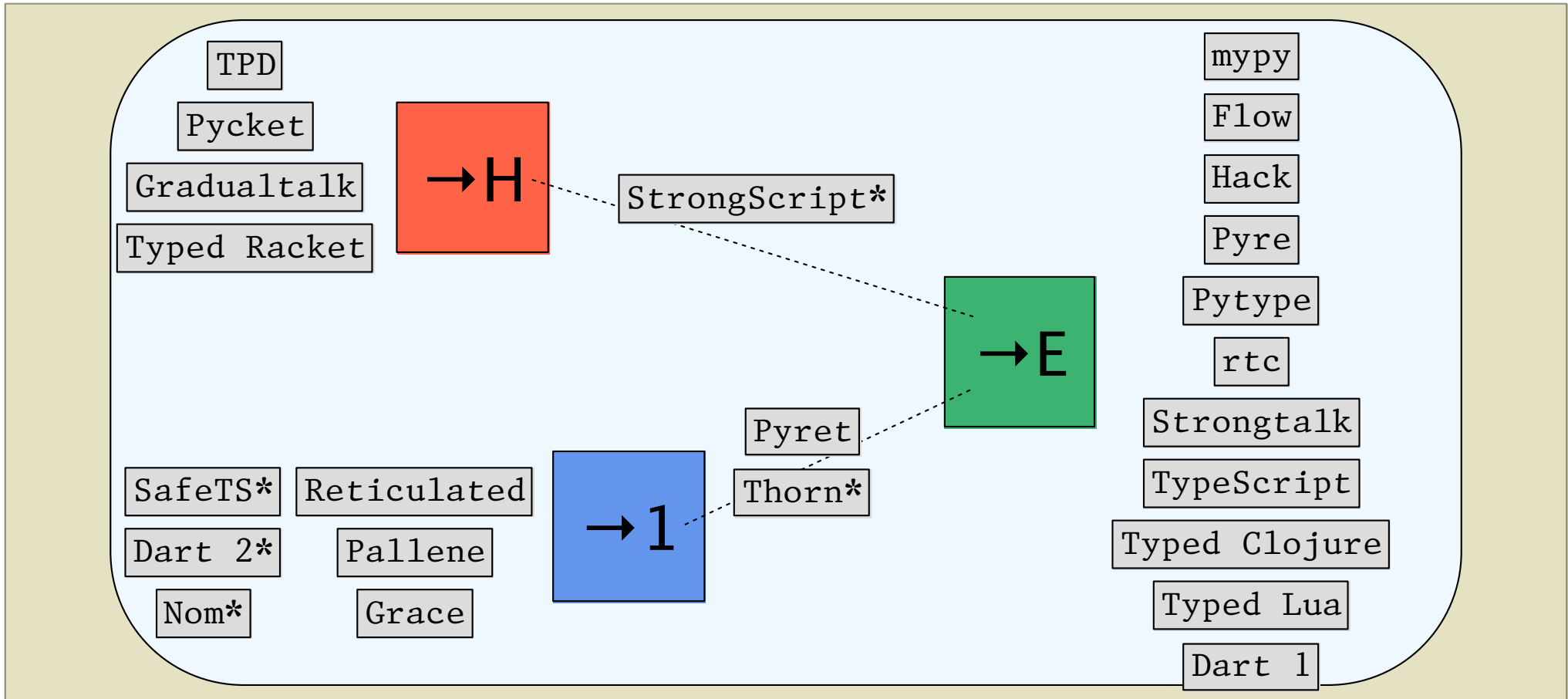
Strongtalk

TypeScript

Typed Clojure

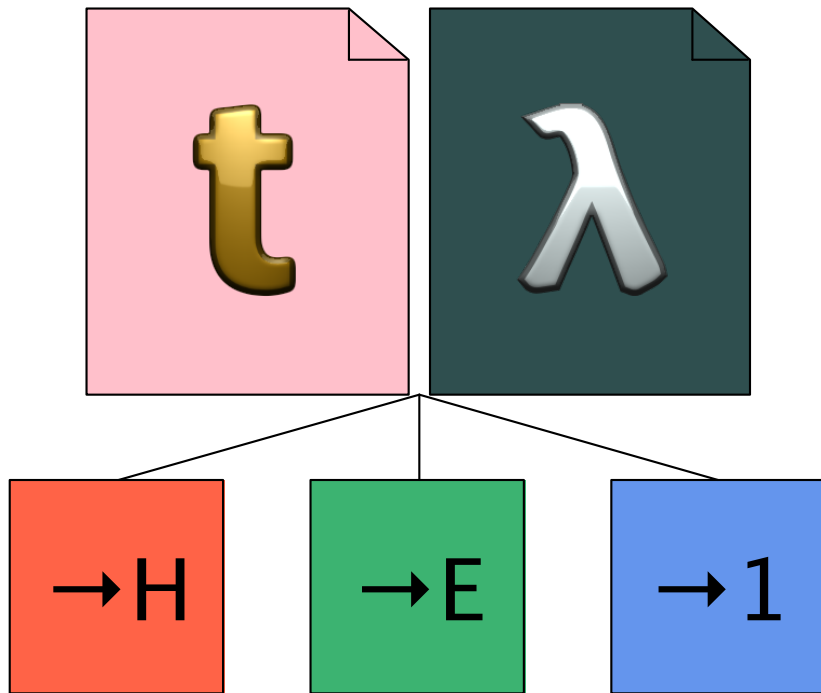
Typed Lua

Dart 1



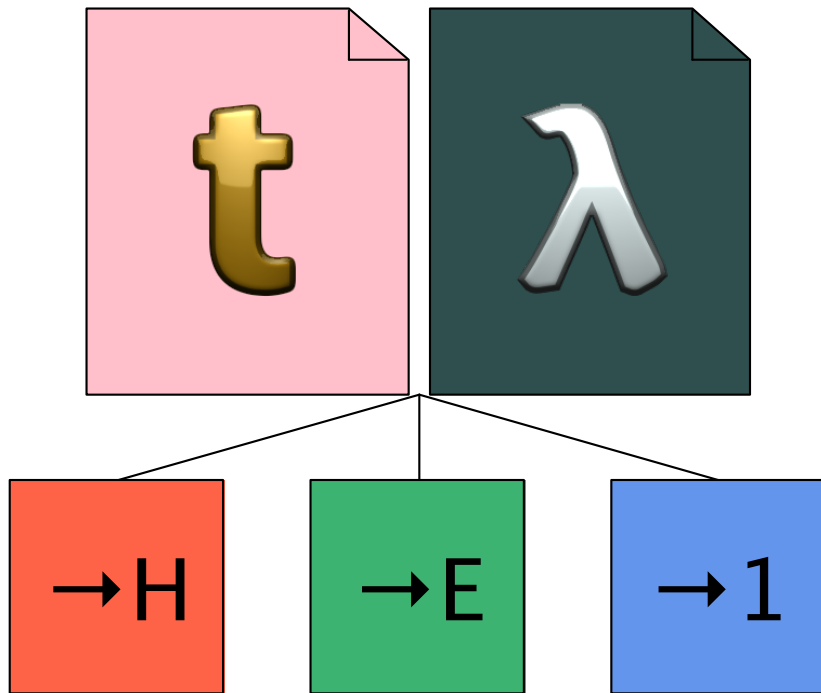
Is type soundness all-or-nothing?

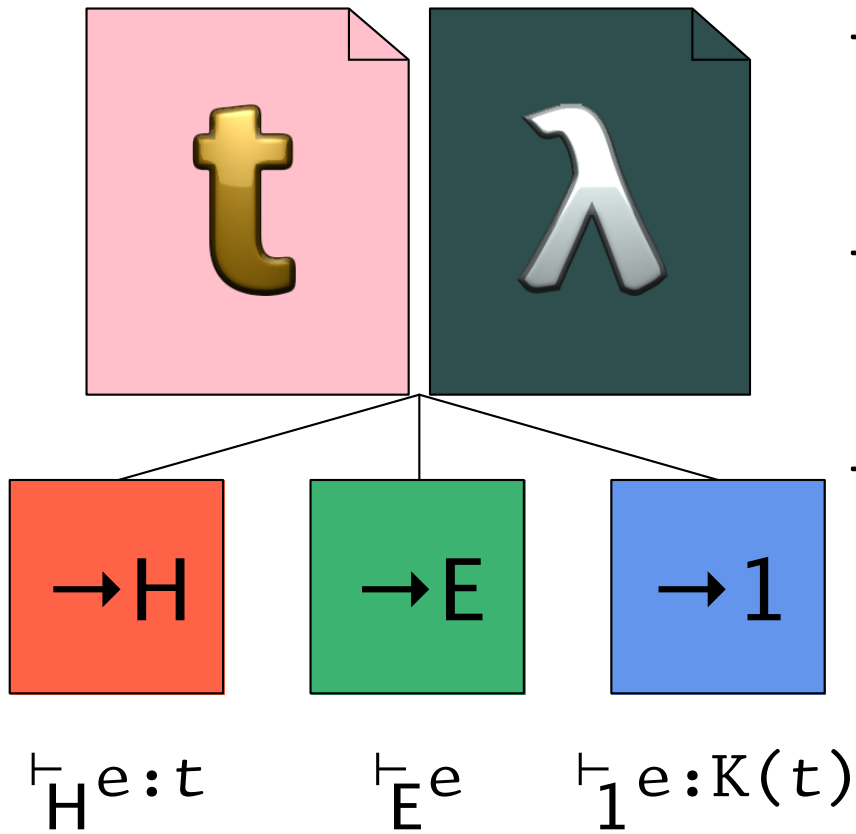
Same type soundness?



Same type soundness?

No!



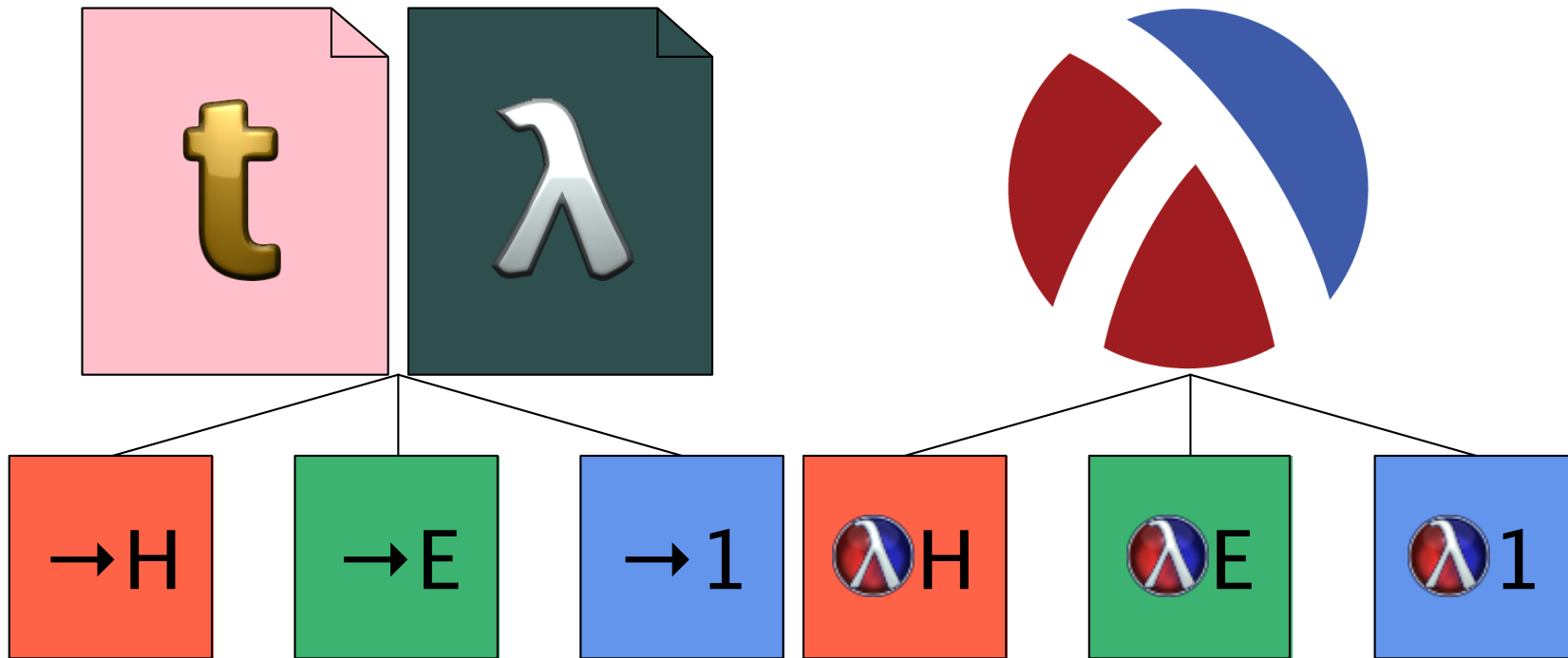


- $\vdash_H e:t$ sound for $\rightarrow H$

- $\vdash_E e$ sound for $\rightarrow E$

- $\vdash_1 e:K(t)$ sound for $\rightarrow 1$

Implementation





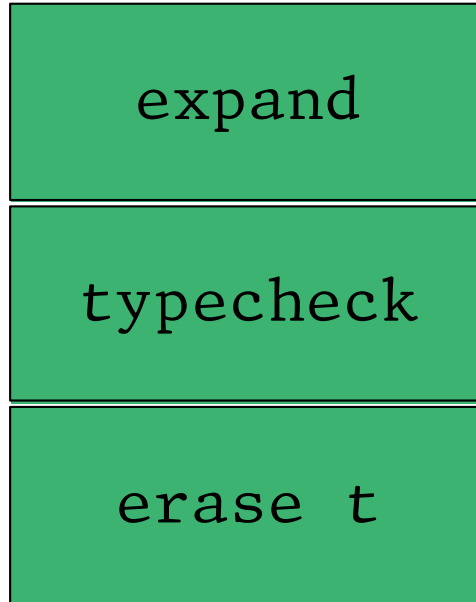
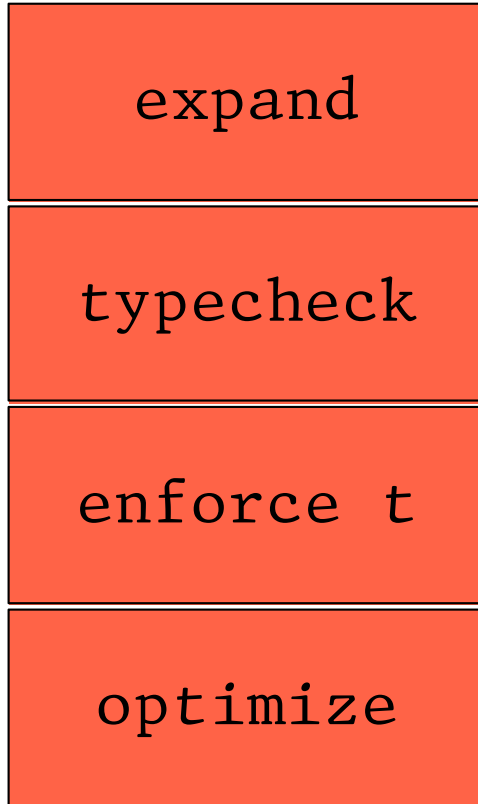


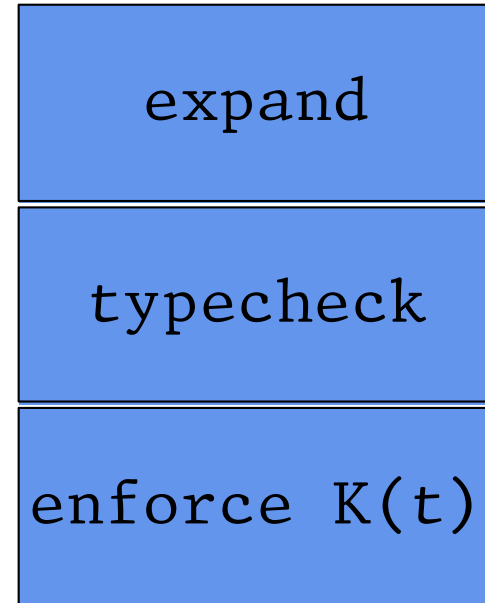
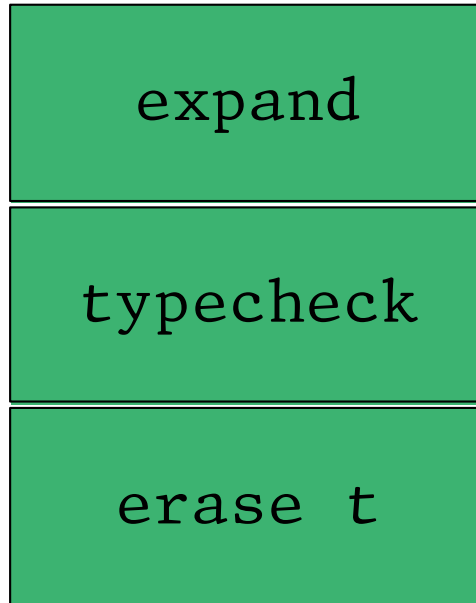
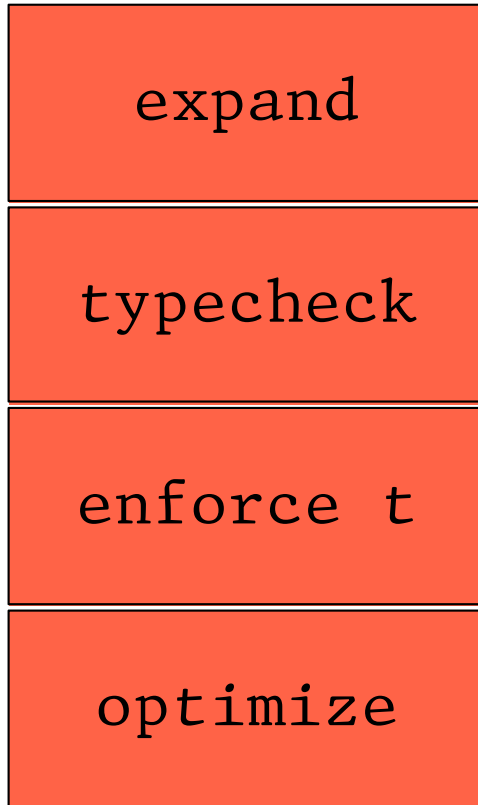
expand

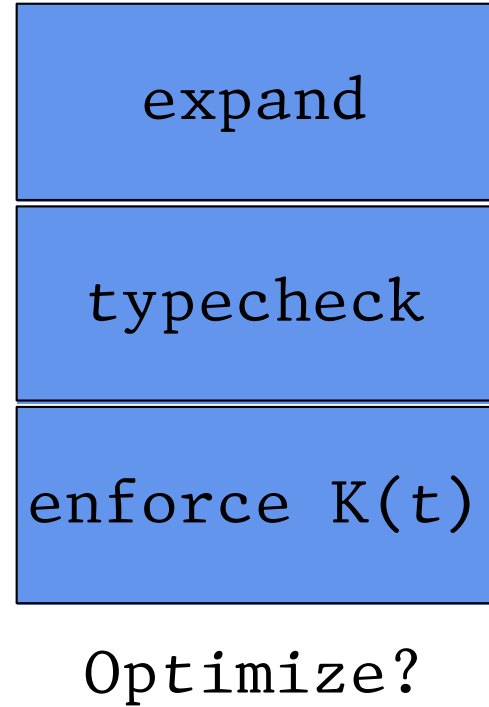
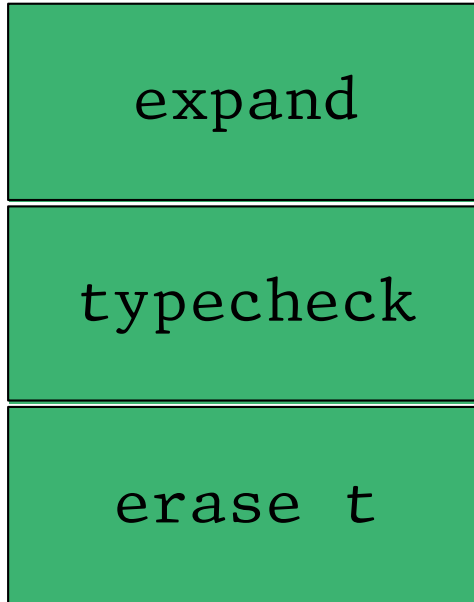
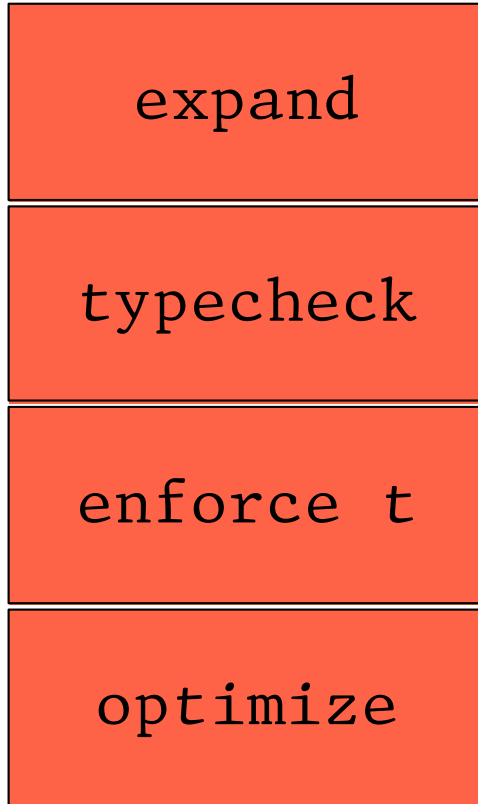
typecheck

enforce t

optimize







Experiment

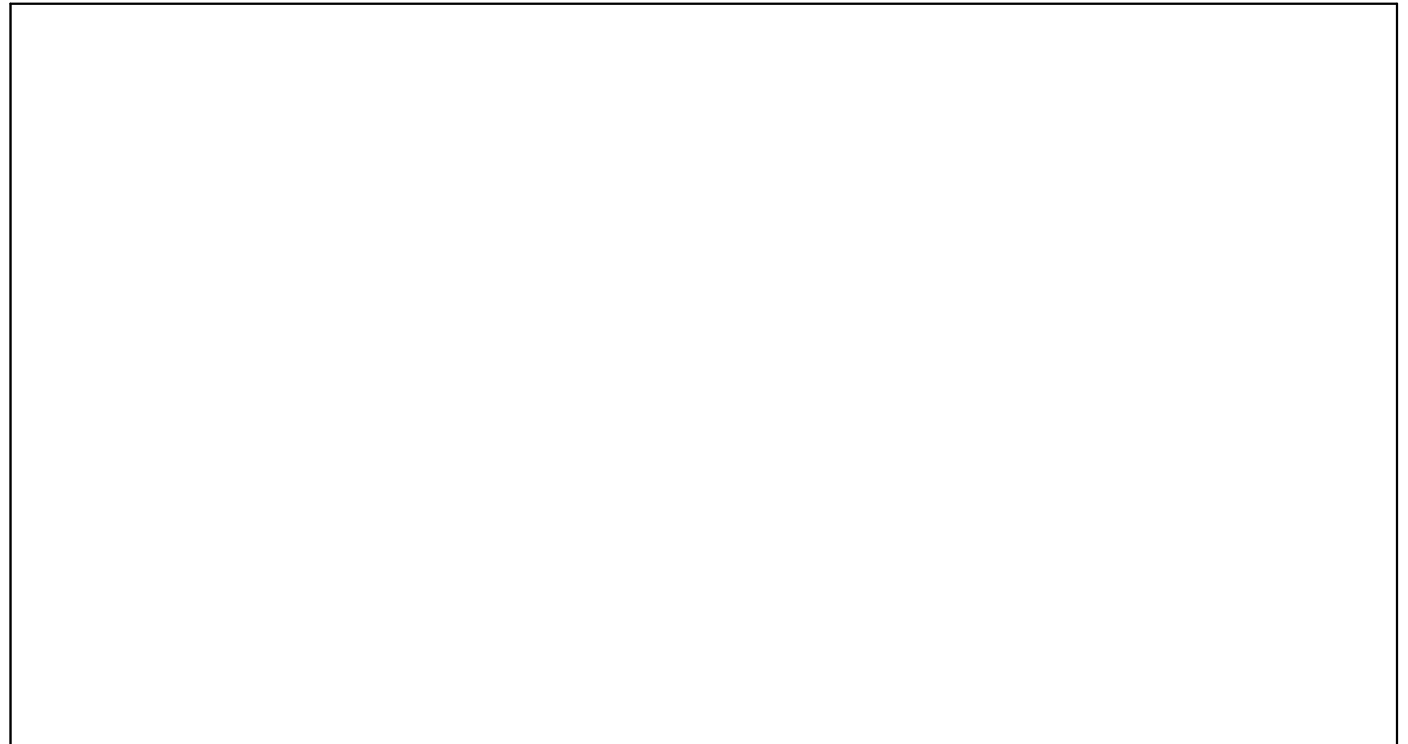
- 10 benchmark programs
- 2 to 10 modules each
- 4 to 1024 configurations each
- compare overhead to untyped

docs.racket-lang.org/gtp-benchmarks

Results

Typical program

Overhead vs. Untyped

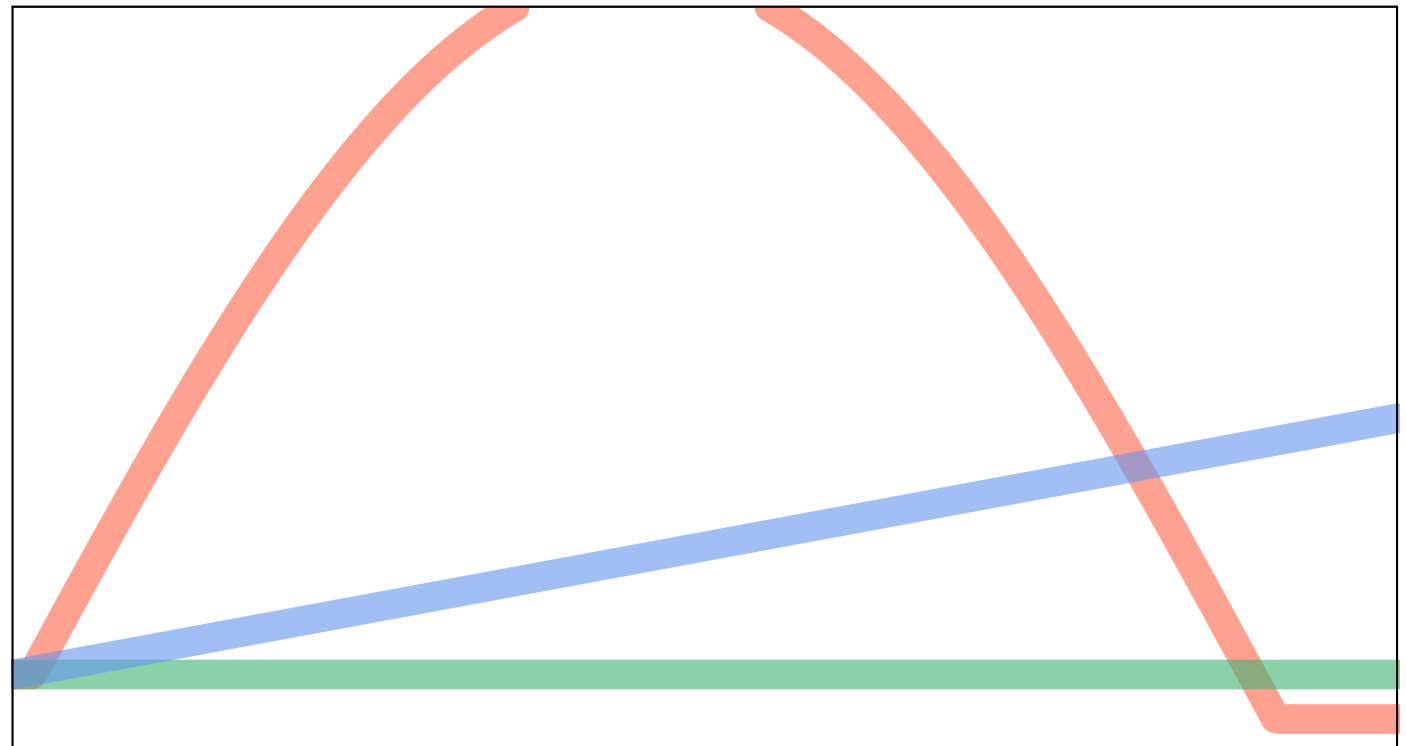


Num. Type Annotations

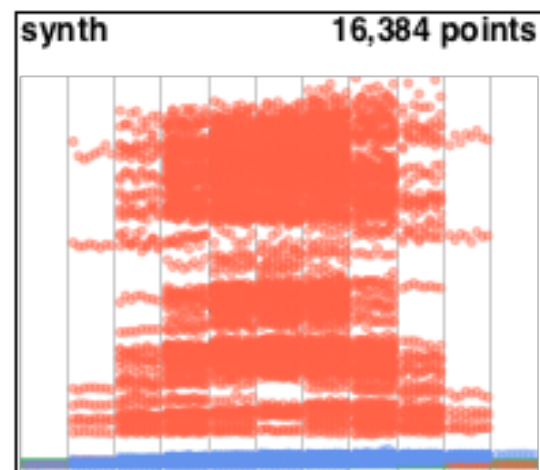
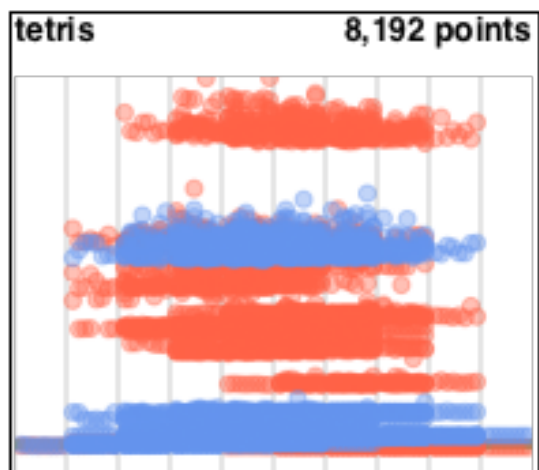
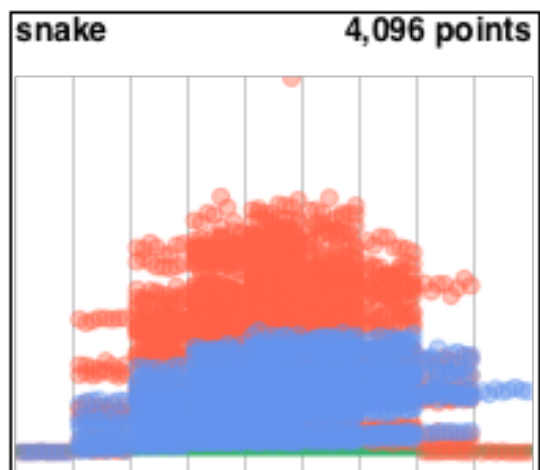
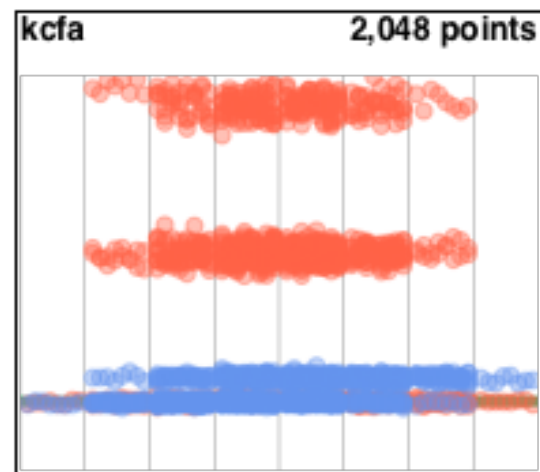
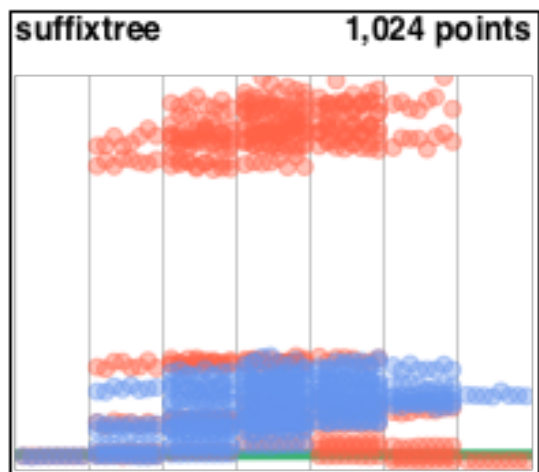
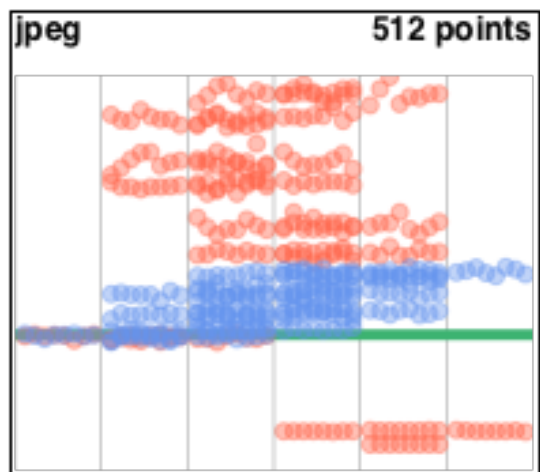
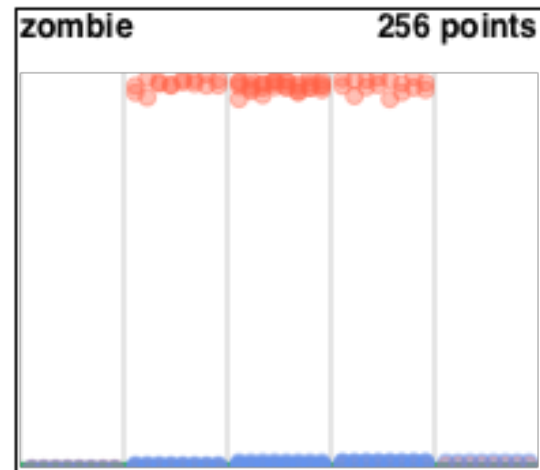
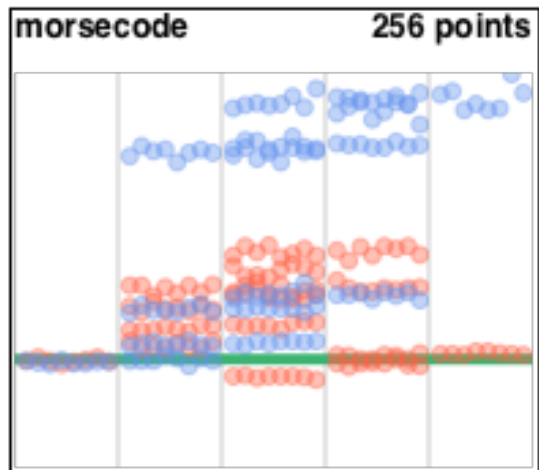
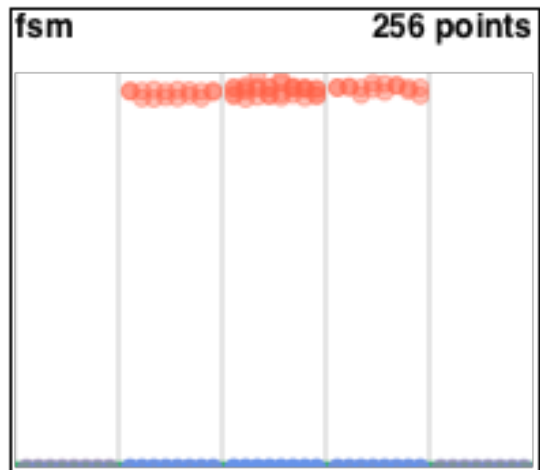
Typical program

Overhead vs. Untyped

- $\rightarrow H$ higher-order
- $\rightarrow E$ erasure
- $\rightarrow I$ first-order

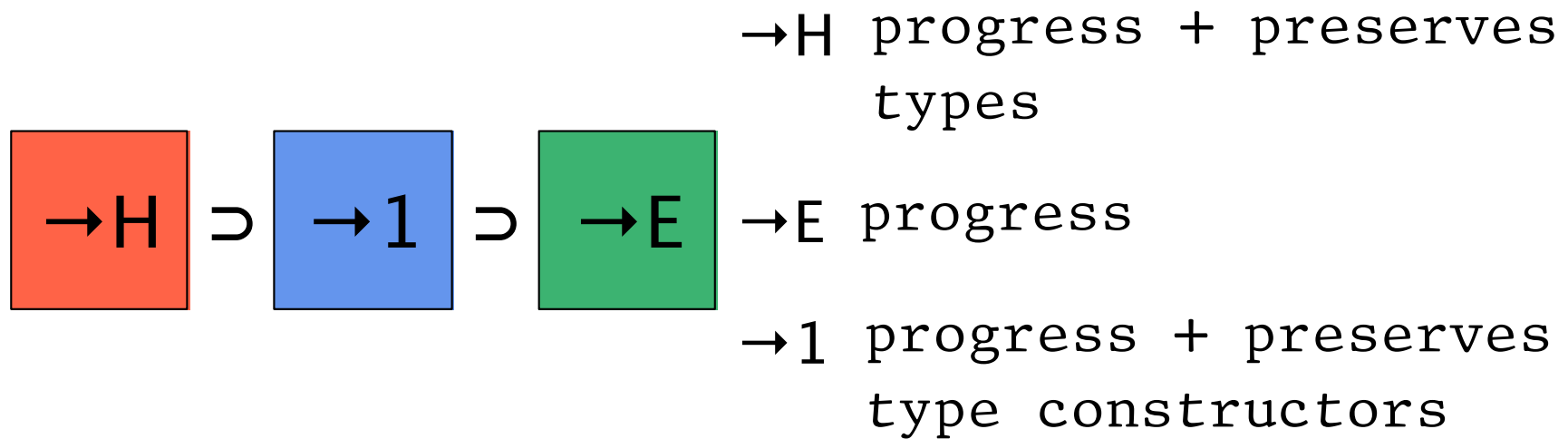


Num. Type Annotations

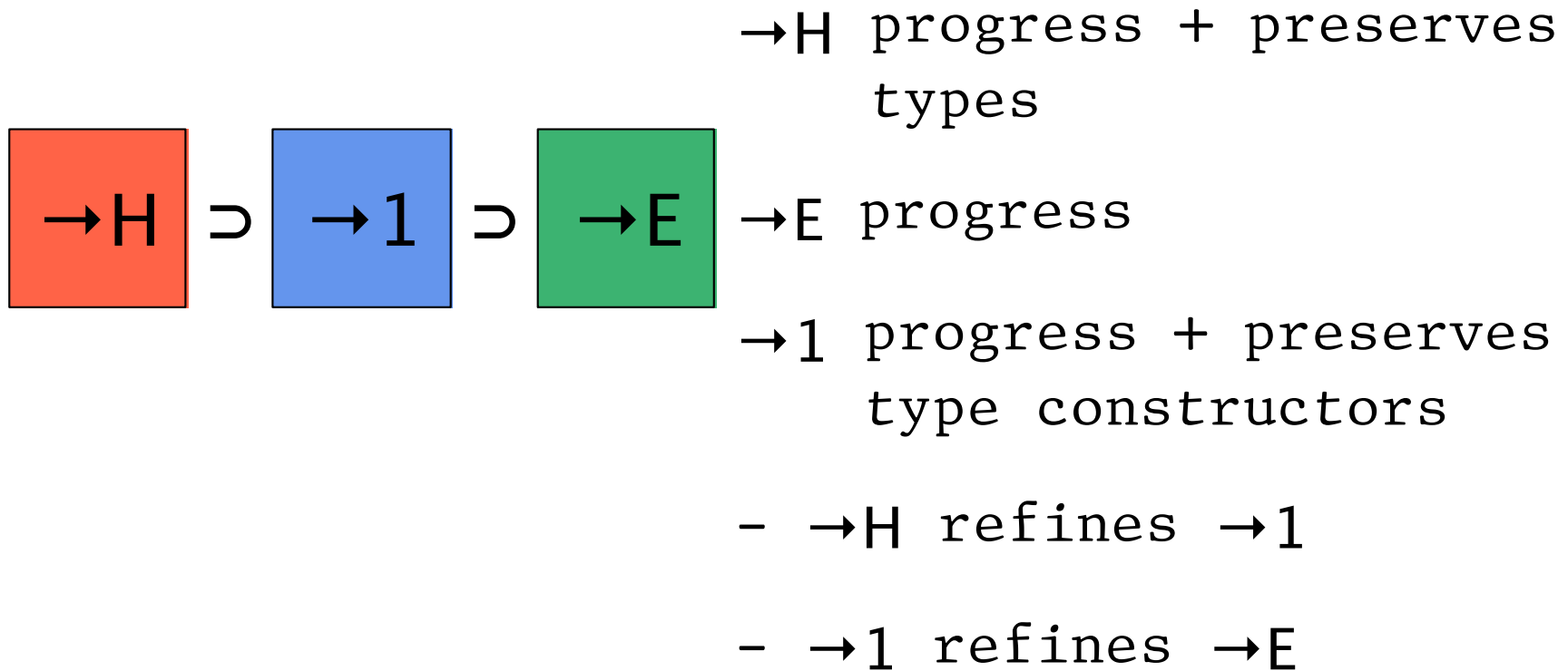


Implications

Theory Implications



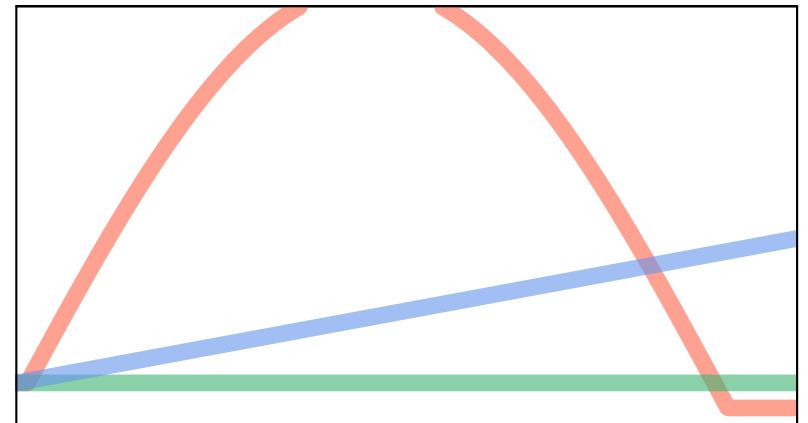
Theory Implications



Performance Implications

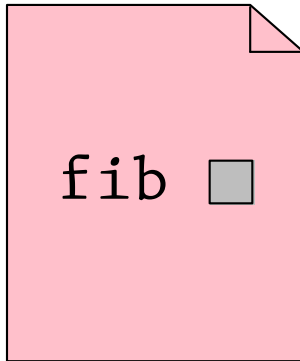
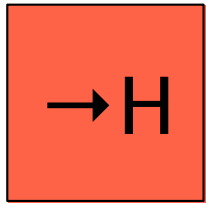
- H add types to 'packages'
- E add types anywhere
- 1 add types sparingly

Overhead vs. Untyped

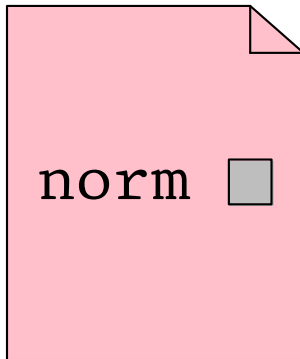


Num. Type Annotations

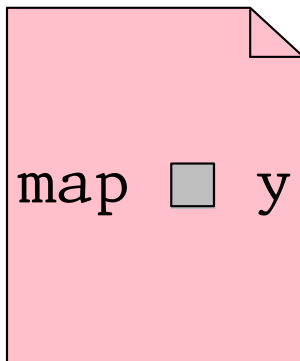
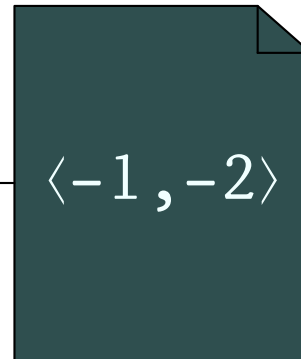
higher-order



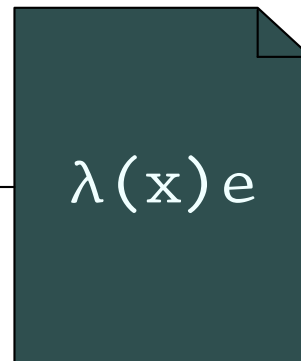
Nat



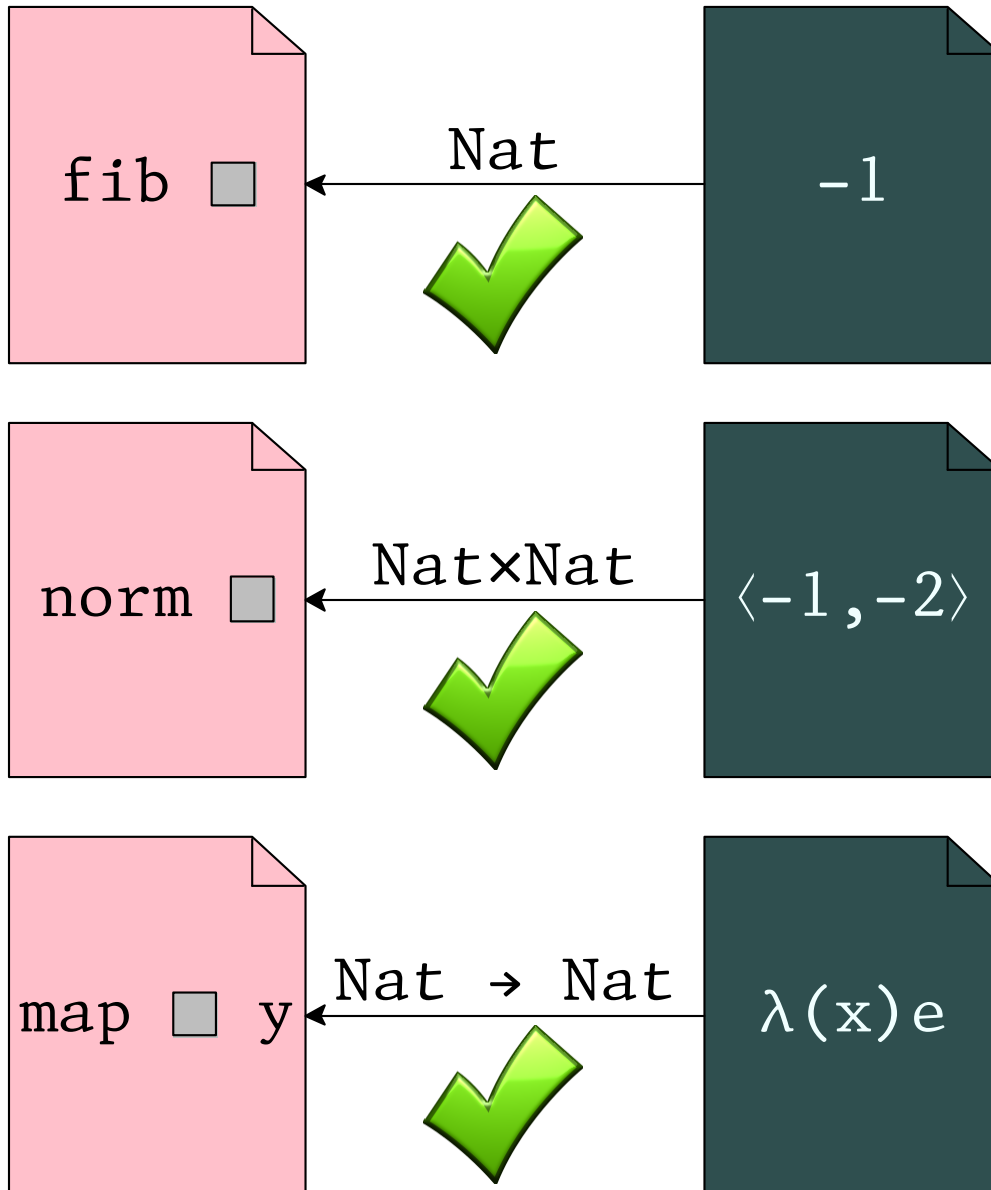
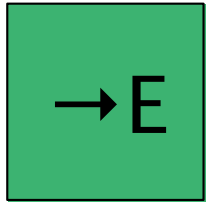
Nat x Nat



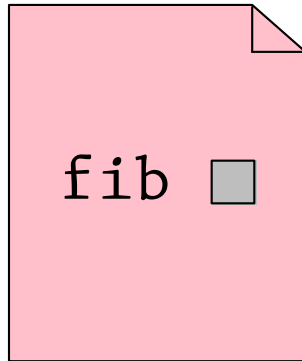
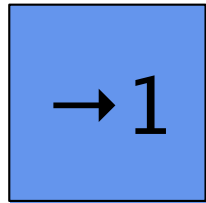
Nat \rightarrow Nat



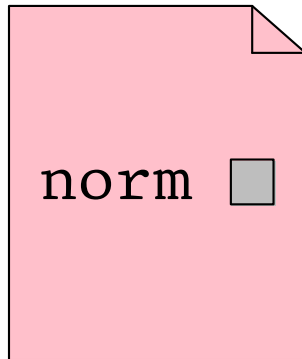
erasure



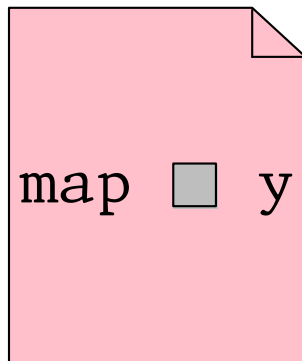
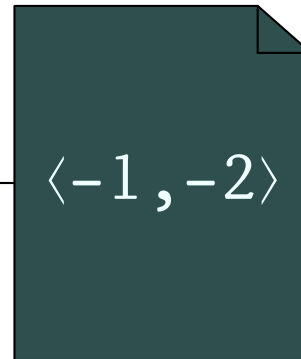
first-order



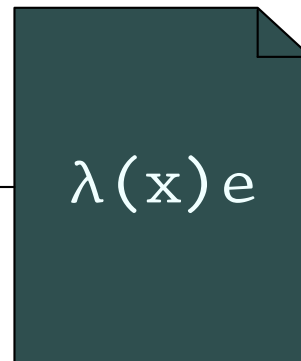
Nat

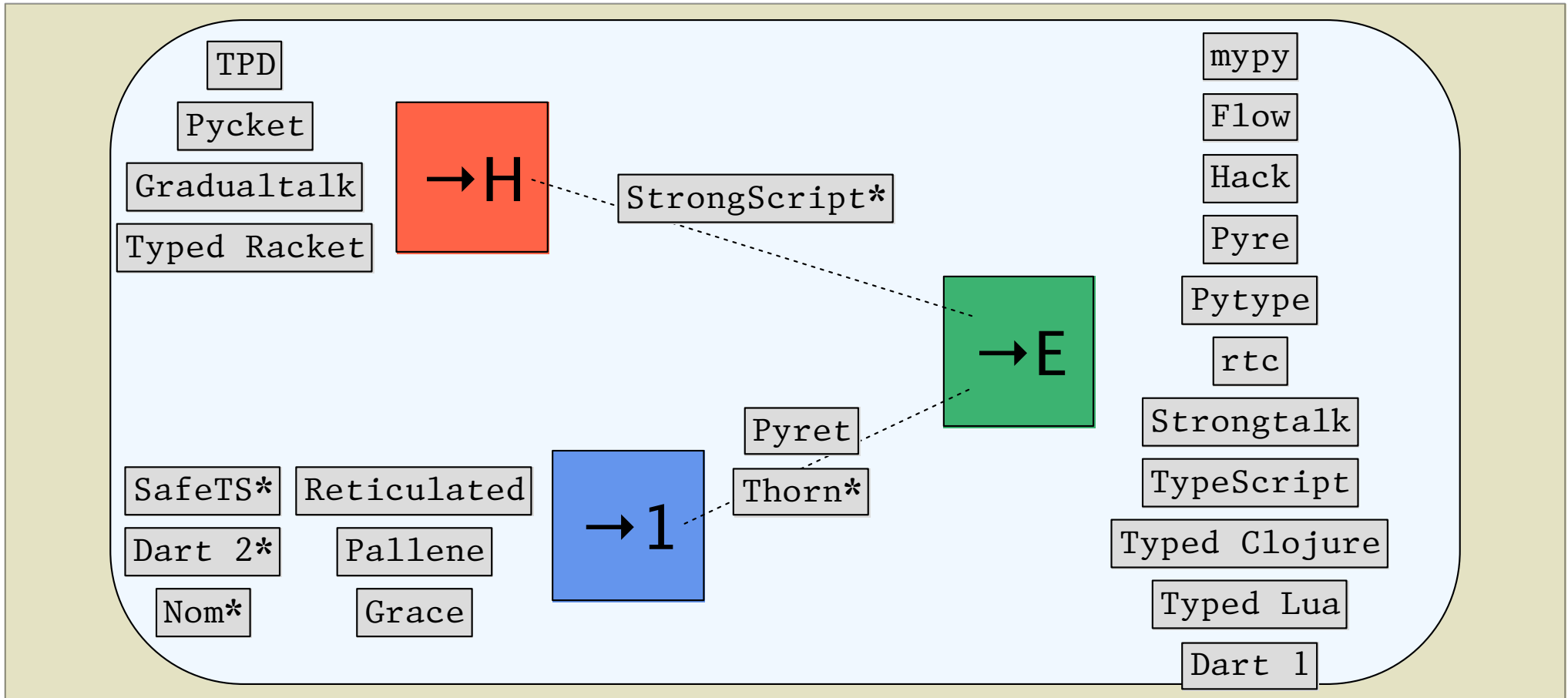


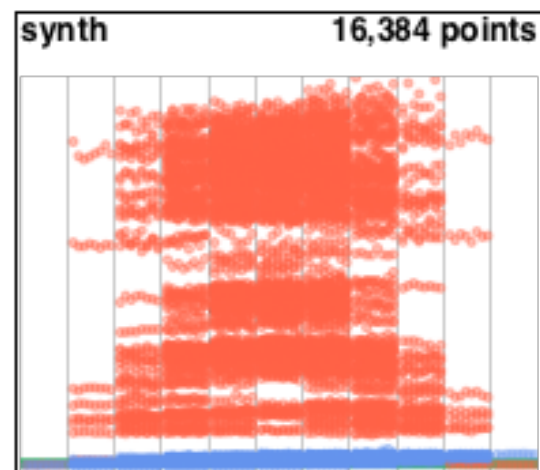
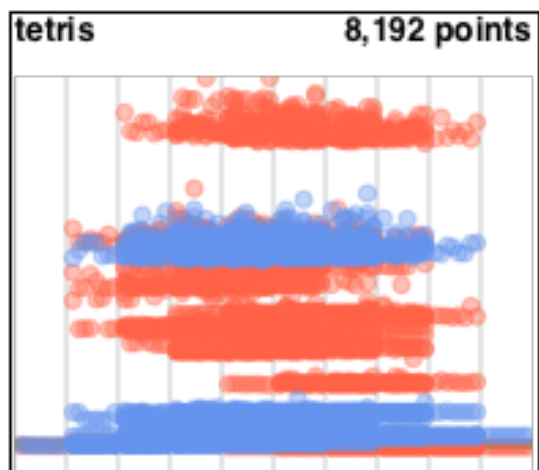
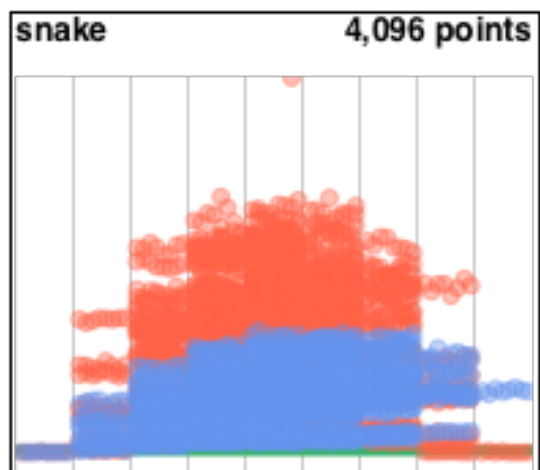
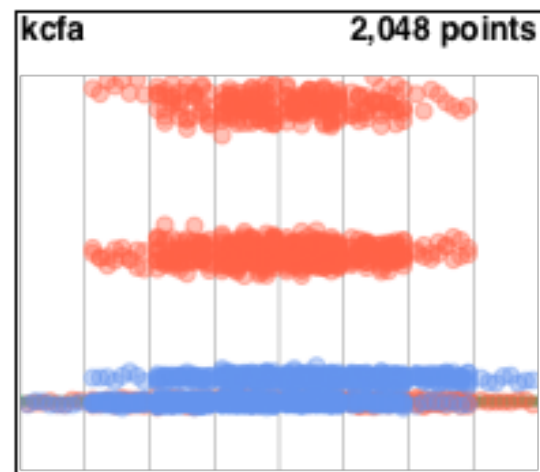
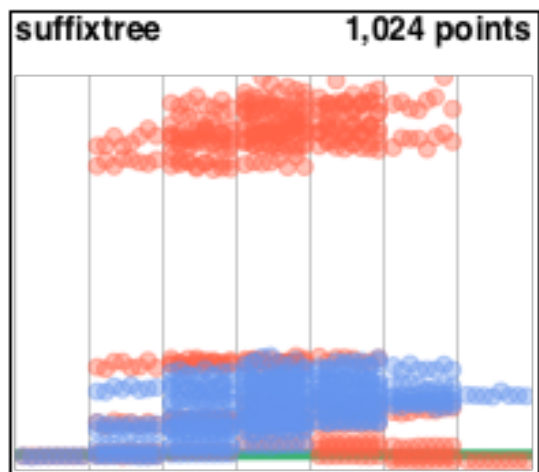
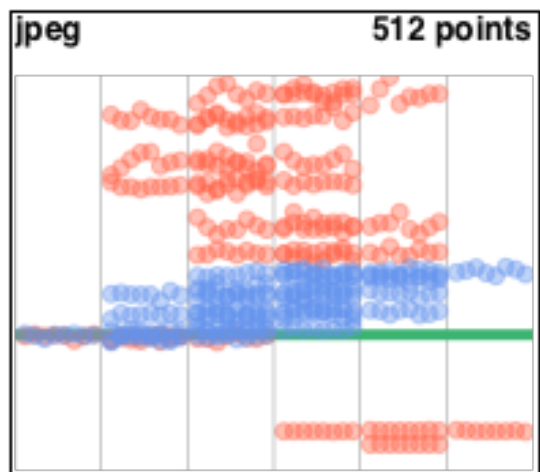
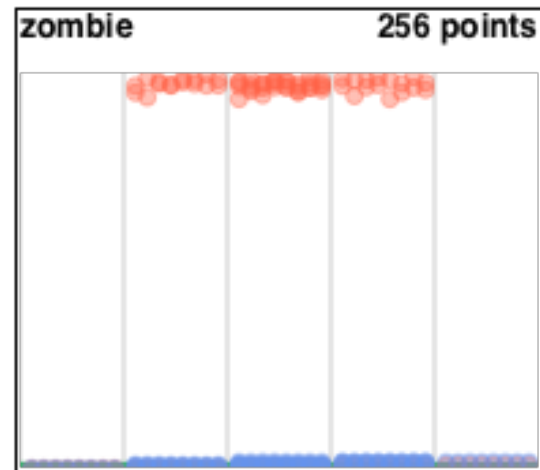
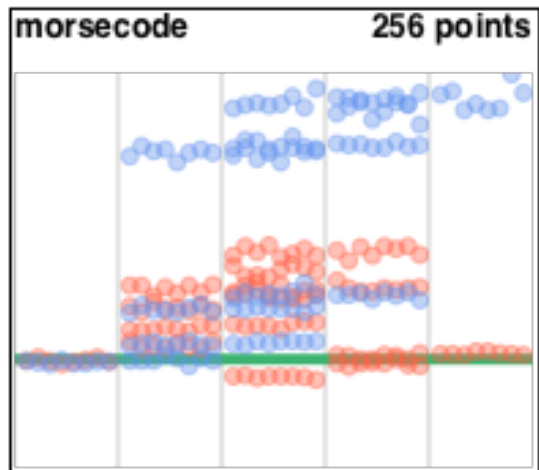
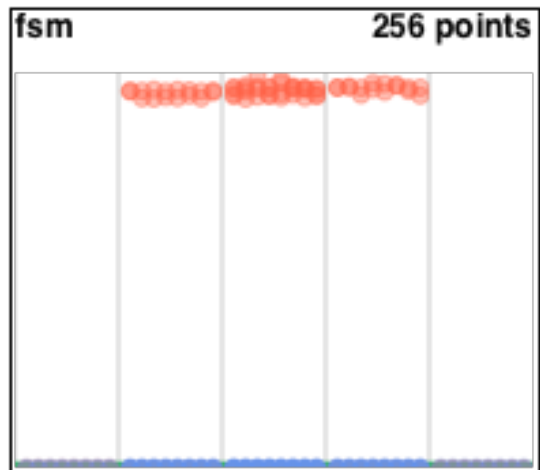
Nat x Nat



Nat → Nat







Is type soundness all-or-nothing?

What invariants should the language guarantee?

Can adding types slow down a program?

Yes, through interaction with untyped code (or data)