

Quiz

- **Question #3:** Is the following an expression?

`add1(1, 7)`

- **Wrong answer: No**
- **Answer: Yes** (according to our grammar)

Quiz

- **Question #4:** What is the value of the following expression?

`add1(1, 7)`

- **Answer: 2** (according to our interpreter)
- But no *real* language would accept `add1(1, 7)`
- Let's agree to call `add1(1, 7)` an *ill-formed expression* because `add1` should be used with only one argument
- Let's agree to never evaluate ill-formed expressions

Quiz

- **Question #5:** What is the value of the following expression?

`add1(1, 7)`

- **Answer: None** - the expression is ill-formed

Quiz

- **Question #6:** Is the following a well-formed expression?

`+(proc(x)x, 5)`

- **Answer: Yes**

Quiz

- **Question #7:** What is the value of the following expression?

`+(proc(x)x, 5)`

- **Answer: None** - it produces an error:

+: expects type <number> as 1st argument, given: (closure ((cbv-var x) (var-exp x) (empty-env-record))); other arguments were: 5

- Let's agree that a **proc** expression cannot be inside a + form

Quiz

- **Question #9:** Is the following a well-formed expression?

`++((proc(x)x 7), 5)`

- **Answer:** Depends on what we meant by *inside* in our most recent agreement

- *Anywhere inside* - **No**
- *Immediately inside* - **Yes**

- Since our interpreter produces **12**, and since that result makes sense, let's agree on *immediately inside*

Quiz

- **Question #8:** Is the following a well-formed expression?

`+(proc(x)x, 5)`

- **Answer: No**

Quiz

- **Question #10:** Is the following a well-formed expression?

`++((proc(x)x true), 5)`

- **Answer: Yes**, but we don't want it to be!

Quiz

- **Question #11:** Is it possible to define *well-formed* (as a decidable property) so that we reject all expressions that produce errors?
- **Answer: Yes:** reject *all* expressions!

Quiz

- **Question #12:** Is it possible to define *well-formed* (as a decidable property) so that we reject *only* expressions that produce errors?
- **Answer: No**

`+(1, if ... then 1 else proc(x)x)`

- If we always knew whether ... produces true or false, we could solve the halting problem

Types

- Solution to our dilemma
 - In the process of rejecting expressions that are certainly bad, also reject some expressions that are good
 - `+(1, if (prime? 131101) then 1 else proc(x)x)`
- Overall strategy:
 - Assign a **type** to each expression *without evaluating*
 - Compute the type of a complex expression based on the types of its subexpressions

Types

`1 : num`

`true : bool`

`+(1, 2)`
┌───┴───┐
`num` `num`
└───┬───┘
`num`

`+(1, false)`
┌───┴───┐
`num` `bool`
└───┬───┘
`no type`

Type Rules

$\langle \text{num} \rangle : \text{num}$

$\langle \text{bool} \rangle : \text{bool}$

$$\frac{\langle \text{expr} \rangle_1 : \text{num} \quad \langle \text{expr} \rangle_2 : \text{num}}{+(\langle \text{expr} \rangle_1, \langle \text{expr} \rangle_2) : \text{num}}$$

$1 : \text{num}$

$\text{true} : \text{bool}$

$$\frac{1 : \text{num} \quad 2 : \text{num}}{+(1, 2) : \text{num}}$$

$$\frac{1 : \text{num} \quad \text{false} : \text{bool}}{+(1, \text{false}) : \text{no type}}$$

Type Rules

$\langle \text{num} \rangle : \text{num}$

$\langle \text{bool} \rangle : \text{bool}$

$$\frac{\langle \text{expr} \rangle_1 : \text{num} \quad \langle \text{expr} \rangle_2 : \text{num}}{+(\langle \text{expr} \rangle_1, \langle \text{expr} \rangle_2) : \text{num}}$$

$$\frac{\frac{1 : \text{num} \quad 2 : \text{num}}{+(1, 2) : \text{num}} \quad 3 : \text{num}}{+(+(1, 2), 3) : \text{num}}$$

Types: Conditionals

$$\frac{\text{if true then } 1 \text{ else } 2}{\text{num}}$$

$\text{bool} \quad \text{num} \quad \text{num}$

$$\frac{\text{if } +(1, 2) \text{ then } 1 \text{ else } 2}{\text{no type}}$$

$\text{num} \quad \text{num} \quad \text{num}$

$$\frac{\text{if false then } 2 \text{ else false}}{\text{no type}}$$

$\text{bool} \quad \text{num} \quad \text{bool}$

Conditional Type Rules

$$\frac{\langle \text{expr} \rangle_1 : \text{bool} \quad \langle \text{expr} \rangle_2 : \langle \text{type} \rangle_0 \quad \langle \text{expr} \rangle_3 : \langle \text{type} \rangle_0}{\text{if } \langle \text{expr} \rangle_1 \text{ then } \langle \text{expr} \rangle_2 \text{ else } \langle \text{expr} \rangle_3 : \langle \text{type} \rangle_0}$$

$$\frac{\text{true} : \text{bool} \quad 1 : \text{num} \quad 2 : \text{num}}{\text{if true then } 1 \text{ else } 2 : \text{num}}$$

$$\frac{+(1, 2) : \text{num} \quad 1 : \text{num} \quad 2 : \text{num}}{\text{if } +(1, 2) \text{ then } 1 \text{ else } 2 : \text{no type}}$$

$$\frac{\text{false} : \text{bool} \quad 2 : \text{num} \quad \text{false} : \text{bool}}{\text{if false then } 2 \text{ else false} : \text{no type}}$$

Types: Variables and Functions

$x : \text{no type}$

$$\frac{\text{proc}(\text{bool } x)x}{\text{bool} \quad \text{bool} \quad \text{bool}} \quad (\text{bool} \rightarrow \text{bool})$$

$$\frac{\text{proc}(\text{bool } x)\text{if } x \text{ then } 1 \text{ else } 2}{\text{bool} \quad \text{num} \quad \text{num} \quad \text{num}} \quad (\text{bool} \rightarrow \text{num})$$

Variable and Function Type Rules

$$\{ \dots \langle \text{id} \rangle : T \dots \} \vdash \langle \text{id} \rangle : T$$

$$\frac{\{ \langle \text{id} \rangle : T_1 \} + E \vdash e : T_2}{E \vdash \text{proc}(T_1 \langle \text{id} \rangle) e : (T_1 \rightarrow T_2)}$$

Abbreviations: $T = \langle \text{type} \rangle$ $e = \langle \text{expr} \rangle$ $E = \langle \text{env} \rangle$

Variable and Function Type Rules

$$\{ \dots \langle \text{id} \rangle : T \dots \} \vdash \langle \text{id} \rangle : T$$

$$\frac{\{ \langle \text{id} \rangle : T_1 \} + E \vdash e : T_2}{E \vdash \text{proc}(T_1 \langle \text{id} \rangle) e : (T_1 \rightarrow T_2)}$$

$$\{ \} \vdash x : \text{no type}$$

$$\frac{\{ x : \text{bool} \} \vdash x : \text{bool}}{\{ \} \vdash \text{proc}(\text{bool } x)x : (\text{bool} \rightarrow \text{bool})}$$

$$\frac{\{ x : \text{bool} \} \vdash x : \text{bool} \quad \{ x : \text{bool} \} \vdash 1 : \text{num} \quad \{ x : \text{bool} \} \vdash 2 : \text{num}}{\{ x : \text{bool} \} \vdash \text{if } x \text{ then } 1 \text{ else } 2 : \text{num}}$$

$$\frac{}{\{ \} \vdash \text{proc}(\text{bool } x)\text{if } x \text{ then } 1 \text{ else } 2 : (\text{bool} \rightarrow \text{num})}$$

Revised Rules

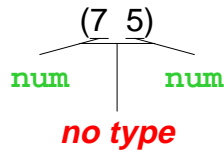
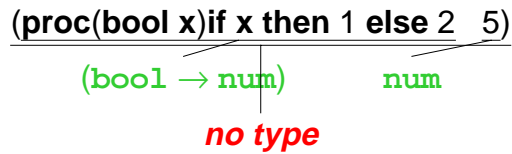
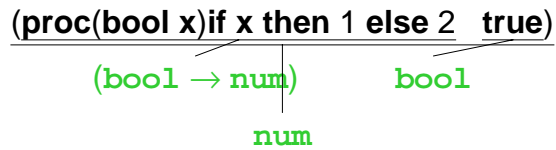
$$E \vdash \langle \text{num} \rangle : \text{num}$$

$$E \vdash \langle \text{bool} \rangle : \text{bool}$$

$$\frac{E \vdash e_1 : \text{num} \quad E \vdash e_2 : \text{num}}{E \vdash +(e_1, e_2) : \text{num}}$$

$$\frac{E \vdash e_1 : \text{bool} \quad E \vdash e_2 : T_0 \quad E \vdash e_3 : T_0}{E \vdash \text{if } e_1 \text{ then } e_2 \text{ else } e_3 : T_0}$$

Types: Function Calls



Function Call Type Rule

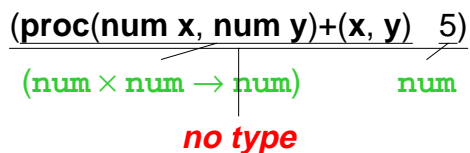
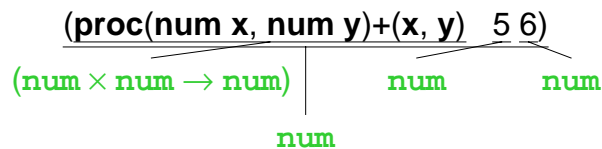
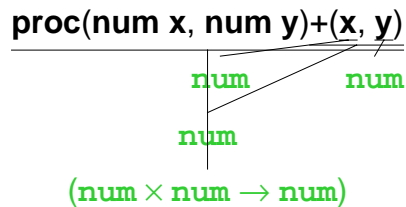
$$\frac{E \vdash e_1 : (T_2 \rightarrow T_3) \quad E \vdash e_2 : T_2}{E \vdash (e_1 e_2) : T_3}$$

$$\frac{\{\} \vdash \text{proc(bool x)if x then 1 else 2} : (\text{bool} \rightarrow \text{num}) \quad \{\} \vdash \text{true} : \text{bool}}{\{\} \vdash (\text{proc(bool x)if x then 1 else 2 true}) : \text{num}}$$

$$\frac{\{\} \vdash \text{proc(bool x)if x then 1 else 2} : (\text{bool} \rightarrow \text{num}) \quad \{\} \vdash 5 : \text{num}}{\{\} \vdash (\text{proc(bool x)if x then 1 else 2 5}) : \text{no type}}$$

$$\frac{\{\} \vdash 7 : \text{num} \quad \{\} \vdash 5 : \text{num}}{\{\} \vdash (7 5) : \text{no type}}$$

Types: Multiple Arguments



Revised Function and Call Rules

$$\frac{\{\langle \text{id} \rangle_1 : T_1, \dots \langle \text{id} \rangle_n : T_n\} + E \vdash e : T_0}{E \vdash \text{proc}(T_1 \langle \text{id} \rangle_1, \dots T_n \langle \text{id} \rangle_n) e : (T_1 \times \dots T_n \rightarrow T_0)}$$

$$\frac{E \vdash e_0 : (T_1 \times \dots T_n \rightarrow T_0) \quad E \vdash e_1 : T_1 \quad \dots \quad E \vdash e_n : T_n}{E \vdash (e_0 e_1 \dots e_n) : T_0}$$

New Interpreter and Checker

- Change our interpreter:
 - Add types for arguments and letrec results to the grammar
- Implement a type-checker:
 - Produces the same type that the rules procedure
 - Calls itself recursively to get types for sub-expressions
 - Treat primitives as built-in functions

`+ : (num × num → num)`