

# Types and Analysis for Scripting Languages (Part 2)

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Towards a Type System for Analyzing JavaScript Programs

Informal Presentation

Formal Framework

Type Inference for Scripting Languages

Formal System

Inference

Conclusion

# Towards a Type System for Analyzing JavaScript Programs

ESOP 2005

# The Type System $DTJ$ for JavaScript

- ▶ Rejects actual runtime errors, *e.g.*,
  - ▶ use of a non-function as a function
  - ▶ use of `undefined` as an object
- ▶ Detects suspicious coercions, *e.g.*,
  - ▶ `number`  $\rightarrow$  `object`.
  - ▶ `string`  $\rightarrow$  `object`.
- ▶ Provides guarantees about properties, *e.g.*,  
what is the string value of the property?

# Difficulties in Designing *DTJ*

- ▶ `obj.m() = obj["m"]()`  
need singleton types and first-class labels
- ▶ `function (obj, x) { return obj[x] }`  
access (or update) an unknown property
- ▶ different roles of functions (methods, constructors)
- ▶ variable arity, positional access
- ▶ type conversion (in particular, what cannot be converted)
- ▶ unions and subtyping
- ▶ (wrapped) numbers, strings, booleans, and functions with properties

# Types for $\mathcal{DTJ}$

Discriminative sum types:

Each type  $\tau$  is composed of type summands  $\varphi$

$\tau ::=$	$\alpha$	type variable
	$\varphi_i + \tau$	internal type summand
	<i>where</i> $\tau$ lacks $i$	constraint
	$\emptyset$	closed type

# Type Summands

$$\begin{aligned}\varphi_{\perp} &::= \text{Undefined} \\ \varphi_u &::= \text{Null} \\ \varphi_b &::= \text{Bool}(\xi_b) \\ \varphi_s &::= \text{String}(\xi_s) \\ \varphi_n &::= \text{Number}(\xi_n) \\ \varphi_o &::= \text{Obj}(\omega)(\varrho) \\ \varphi_f &::= \text{Fun}(\text{this} : \tau ; \varrho \rightarrow \tau) \\ \omega &::= \sum_{i \in T, T \subseteq \{b, s, n, f, \perp\}} \varphi_i\end{aligned}$$

- ▶ `bool`, `string`, and `number` types are indexed with  $\xi_j$
- ▶ functions are special objects
- ▶ function arguments and property descriptions are *row types*  $\varrho$

# Type Indices

$$\begin{aligned}\xi_b &::= \text{false} \mid \text{true} \mid \top \mid \emptyset \mid \psi_b \\ \xi_s &::= \mathbf{str} \mid \top \mid \emptyset \mid \psi_s \\ \xi_n &::= \mathbf{num} \mid \top \mid \emptyset \mid \psi_n\end{aligned}$$

- ▶ Index is either a constant, a variable  $\psi_i$ , empty, or any value  $\top$
- ▶ Examples
  - ▶  $\text{Bool}(\text{false})$  a singleton type
  - ▶  $\text{Bool}(\top)$  the boolean type
  - ▶  $\text{Bool}(\psi_b)$  indexed boolean type
  - ▶  $\text{Bool}(\emptyset)$  not a boolean

# Row Types

$\rho$	$::=$	$str : \tau, \rho$	property
		$\delta\tau$	default type
		$\rho$	row variable

- ▶ Part of object type:

$\{x : 1\}$

$: \forall \alpha. \text{Obj}(\emptyset)(\text{"x"} : \text{Number}(1) + \alpha, \delta\text{Undefined})$

- ▶ Part of function type:

$\text{function}(x)\{\text{return } x\}$

$: \forall \rho, \alpha, \beta. \text{Obj}(\text{Fun}(\text{this} : \alpha; \text{"0"} : \beta, \rho \rightarrow \beta))(\delta\text{Undefined})$



# Constraints

$C ::=$	$\tau$ lacks $i$ $i \in \{\perp, u, s, b, n, o\}$	forces discrimination in type sum
	$\omega$ lacks $i$ $i \in \{b, s, n, f\}$	forces discrimination in index sum
	$\rho$ lacks <b>str</b>	well-formedness of row type
	$\rho$ at $\xi_s$ is $\tau$	type-level property access
	$\tau \supseteq \varphi_i$ $i \in \{u, s, b, n, o\}$	type conversion

## Examples

- ▶ `"x" : Number(1),  $\rho$  at String("x") is Number(1)`
- ▶ `Undefined  $\supseteq$  String("undefined")`

# Types for $DTJ$ — Overview

## Types

$\tau ::= \alpha \mid \emptyset \mid \varphi_i + \tau \quad (i \in \{\perp, u, s, b, n, o\})$

## Rows

$\varrho ::= \mathit{str} : \tau, \varrho \mid \delta\tau \mid \rho$

## Type environments

$\Gamma ::= \emptyset \mid \Gamma(x : \forall \bar{\alpha}. \mathcal{C} \Rightarrow \tau)$

## Constraints

$\mathcal{C} ::= \tau \text{ lacks } i \quad i \in \{\perp, u, s, b, n, o\}$   
|  $\omega \text{ lacks } i \quad i \in \{b, s, n, f\}$   
|  $\varrho \text{ lacks } \mathit{str}$   
|  $\tau \supseteq \varphi_i \quad i \in \{u, s, b, n, o\}$   
|  $\varrho \text{ at } \xi_s \text{ is } \tau$

## Type summands and indices

$\varphi_\perp ::= \text{Undefined}$

$\varphi_u ::= \text{Null}$

$\varphi_b ::= \text{Bool}(\xi_b)$

$\xi_b ::= \text{false} \mid \text{true} \mid \top \mid \emptyset \mid \psi_b$

$\varphi_s ::= \text{String}(\xi_s)$

$\xi_s ::= \mathit{str} \mid \top \mid \emptyset \mid \psi_s$

$\varphi_n ::= \text{Number}(\xi_n)$

$\xi_n ::= \mathit{num} \mid \top \mid \emptyset \mid \psi_n$

$\varphi_f ::= \text{Fun}(\text{this} : \tau ; \varrho \rightarrow \tau)$

$\varphi_o ::= \text{Obj}(\omega)(\varrho)$

$\omega ::= \sum_{i \in T, T \subseteq \{b, s, n, f, \perp\}} \varphi_i$

# Example Typing

Suppose that

- ▶  $\text{this} : \text{Obj}(\alpha_0)(\rho_1)$
- ▶  $x : \tau_1$

Then  $\text{this}[x] : \tau_2$  provided that these two constraints hold

- ▶  $\tau_1 \sqsupseteq \text{String}(\xi_s)$
- ▶  $\rho_1$  at  $\xi_s$  is  $\tau_2$

## Example Typing

```
function f (x) {  
  return this[x];  
}
```

$f$ :  $\forall \alpha_0 \beta_1 \rho_1 \rho_2 \psi.$   
 $(\beta_1 \supseteq \text{String}(\psi), \rho_1 \text{ at } \psi \text{ is } \alpha_1$   
 $, \rho_2 \text{ lacks "0"}) \Rightarrow$   
 $\text{Obj}(\text{Fun}(\text{this} : \text{Obj}(\alpha_0)(\rho_1); \text{"0"} : \beta_1, \rho_2 \rightarrow \alpha_1))(\delta \text{Undefined})$

## Example Typing II

```
function f (g, x) {  
  return g (x);  
}
```

$$f : \forall \alpha_0 \beta_0 \beta_1 \gamma_0 \gamma_1 \rho_1 \rho_2 \rho_3 \rho_4 \rho_5$$
$$(\beta_0 \supseteq \text{Obj}(\text{Fun}(\text{this} : \gamma_0 ; \text{"0"} : \beta_1, \rho_4 \rightarrow \gamma_1))(\rho_5)$$
$$, \rho_2 \text{ lacks } \{\text{"0"}, \text{"1"}\}) \Rightarrow$$
$$\text{Obj}(\text{Fun}(\text{this} : \text{Obj}(\alpha_0)(\rho_1);$$
$$\text{"0"} : \beta_0, \text{"1"} : \beta_1, \rho_2 \rightarrow \gamma_1))(\rho_3)$$

# Formal Framework: Syntax of Expressions

Auxiliary

$str \in \textit{String Constants}$

Expressions

$e ::=$	<code>this</code>	self reference in method calls
	<code>x</code>	variable
	<code>c</code>	constant (number, string, boolean)
	<code>{str : e, ...}</code>	object literal
	<code>function x(x, ...){</code> <code>x, ...; s</code> <code>}</code>	function expression
	<code>e[e]</code>	property reference
	<code>new e(e, ...)</code>	object creation
	<code>e(e, ...)</code>	function call
	<code>e = e</code>	assignment
	<code>p(e, ...)</code>	primitive operators (addition, etc.)

# Formal Framework: Syntax of Statements

## Statements

<b>s</b> ::= skip	no operation
<b>e</b>	expression statement
<b>s; s</b>	sequence
if ( <b>e</b> ) then { <b>s</b> } else { <b>s</b> }	conditional
while ( <b>e</b> ) { <b>s</b> }	iteration
return <b>e</b>	function return

# Typing Judgments

$\Gamma \vdash e : \tau$	typing where value is required.
$\Gamma \Vdash_{ref} e : \tau / \tau'$	typing where a reference may be required.
$\Gamma \Vdash_{lhs} e : \tau$	typing left-hand side of an assignment.
$\Gamma \Vdash_{stm} s \triangleright \tau$	typing a statement.
$\Vdash_{acc} \varrho @ \tau \mapsto \tau'$	object access.
$\Vdash_{upd} \varrho @ \tau \leftarrow \tau'$	object update.



# Typing Expressions in Value Context

$$\frac{\Gamma \vdash e : \tau \quad \tau <: \tau'}{\Gamma \vdash e : \tau'} \qquad \frac{\Gamma \vdash_{\text{ref}} e : \tau / \tau'}{\Gamma \vdash e : \tau}$$

# Typing Expressions in a Reference Context

## Variables and constants

$$\frac{(x : \tau) \in \Gamma}{\Gamma \vdash_{ref} x : \tau / \emptyset} \quad \Gamma \vdash_{ref} c : \text{TypeOf}(c) / \emptyset$$

## Object literals

$$\frac{\Gamma \vdash e_1 : \tau_1 \quad \dots \quad \Gamma \vdash e_n : \tau_n}{\Gamma \vdash_{ref} \{\mathbf{str}_1 : e_1, \dots, \mathbf{str}_n : e_n\} : \text{Obj}(\emptyset)(\mathbf{str}_1 : \tau_1, \dots, \mathbf{str}_n : \tau_n, \delta\text{Undefined}) / \emptyset}$$

# Typing Functions

$$\begin{array}{l} \tau_0 = \text{Obj}(\omega)(\varrho') \quad \Gamma' = \Gamma(\text{this} : \tau_0)(f : \tau)(x_1 : \tau_1) \dots (x_n : \tau_n) \\ \Gamma'' = \Gamma'(\text{arguments} : \text{Obj}(\emptyset)(\varrho)) \\ \Gamma''(y_1 : \tau'_1) \dots (y_n : \tau'_n) \Vdash_{\text{stm}} \mathbf{s} \triangleright \tau' \\ \tau = \text{Obj}(\text{Fun}(\text{this} : \tau_0 ; \varrho \rightarrow \tau'))(\delta \text{Undefined}) \\ \varrho = \text{"length"} : \text{Number}(n), [0] : \tau_1, \dots, [n-1] : \tau_n, \varrho'' \\ \hline \Gamma \Vdash_{\text{ref}} \text{function } f(x_1, \dots, x_n)\{y_1, \dots, y_m; \mathbf{s}\} : \tau / \emptyset \end{array}$$

# Typing Property Access

$$\frac{\Gamma \vdash e_1 : \tau_1 \quad \tau_1 \supseteq \text{Obj}(\omega_1)(\rho_1) \quad \Gamma \vdash e_2 : \tau_2 \quad \text{acc } \rho_1 @ \tau_2 \mapsto \tau'}{\Gamma \vdash_{\text{ref}} e_1[e_2] : \tau' / \tau_1}$$

- ▶ Key design decision: all elimination constructs extract a summand from a type using the conversion relation  $\tau \supseteq \varphi$
- ▶ Property access yields a defined base type

# Typing Function Call and Method Invocation

$$\frac{\tau_0 \supseteq \text{Obj}(\text{Fun}(\text{this} : \tau' ; [0] : \tau_1, \dots, [n-1] : \tau_n, \varrho \rightarrow \tau))(\varrho') \quad \Gamma \vdash_{\text{ref}} e_0 : \tau_0 / \tau' \quad \Gamma \vdash e_1 : \tau_1 \quad \dots \quad \Gamma \vdash e_n : \tau_n}{\Gamma \vdash_{\text{ref}} e_0(e_1, \dots, e_n) : \tau / \emptyset}$$

- ▶ Also an elimination rule

# Type Soundness

- ▶ There is a small-step operational semantics of Core JavaScript.
- ▶ There is a type soundness proof for the language.

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# Type Inference for Scripting Languages

(Anderson, Giannini, Drossopoulou) ECOOP 2005

- ▶ extends *Type Checking for JavaScript*  
(Anderson, Giannini), WOOD'04, ENTCS

Different focus:

- ▶ extension of a standard record type system
- ▶ adds notion of definedness of a field
- ▶ specified type inference algorithm



# Overview

- ▶ JavaScript features considered in JS0
  - ▶ functions creating objects
  - ▶ dynamic addition of fields and methods
  - ▶ reassignment of fields and methods
- ▶ Type Soundness Proof
- ▶ Type Inference Algorithm

# Overview II

## JavaScript Features not Included

- ▶ libraries of functions,
- ▶ native calls,
- ▶ global this (through a global object),
- ▶ dynamic variable creation,
- ▶ functions as objects,
- ▶ dynamic removal of members,
- ▶ delegation,
- ▶ prototyping

# Types Informally

- ▶ Types have the form

$$t = \mu\alpha.[m_1 : (t_1, \psi_1), \dots, m_n : (t_n, \psi_n)]$$

- ▶  $\psi \in \{\bullet, \circ\}$  indicating
  - potentially present field
  - definitely present field
- ▶ Function types have the form

$$t = \mu\alpha.(O \times t_1) \rightarrow t_2$$

# A Typical JS0 Program

```
function Date(x) {
    this.mSec = x;
    this.add = addFn;
    this
}

function addFn(x) {
    this.mSec = this.mSec + x.mSec; this
}

//Main
x = new Date(1000);
y = new Date(100);
x.add(y);
```

# Syntax, Formally

$P \in Program$	$::=$	$F^*$	
$F \in FuncDecl$	$::=$	function $f(x)\{e\}$	
$e \in Exp$	$::=$	<i>var</i>	locals
		$f$	function identifier
		new $f(e)$	object creation
		$e; e$	sequence
		$e.m(e)$	member call
		$e.m$	member select
		$f(e)$	global call
		$lhs = e$	assignment
		null	null
		$n$	integer
$var \in EnvVars$	$::=$	this   $x$	
$lhs \in LeftHandSide$	$::=$	$x$   $e.m$	
<b>Identifiers</b>			
$f \in FuncID$	$::=$	$f$   $f'$   ...	
$m \in MemberID$	$::=$	$m$   $m'$   ...	

## Typed Version of the JS0 Program

```
function Date(x) : ( $t_1$  × int →  $t_2$ ) {
  this.mSec = x;
  this.add = addFn;
  this
}
function addFn(x) : ( $t_2$  ×  $t_2$  →  $t_2$ ) {
  this.mSec = this.mSec + x.mSec; this
}
//Main
 $t_2$  x = new Date(1000);
 $t_2$  y = new Date(100);
x.add(y);
```

$$t_1 = [\text{mSec} : (\text{int}, \circ), \text{add} : (t_2 \times t_2 \rightarrow t_2, \circ)]$$
$$t_2 = \mu\alpha. [\text{mSec} : (\text{int}, \bullet), \text{add} : (\alpha \times \alpha \rightarrow \alpha, \bullet)]$$

# Subtyping

(Abridged)

$$\frac{\psi' = \bullet \implies \psi = \bullet}{\psi \leq \psi'} \quad \frac{\psi \leq \psi'}{(t, \psi) \leq (t, \psi')} \quad t \leq t$$

$$\frac{\forall m. \mathcal{O}'(m) = (t', \psi') \implies (\mathcal{O}(m) = (t, \psi) \wedge (t, \psi) \leq (t', \psi'))}{\mathcal{O} \leq \mathcal{O}'}$$

# Typing of Expressions

- ▶ Judgment  $\Gamma \vdash e : t \parallel \Gamma'$
- ▶ Assume an explicitly typed language:  
Each function carries a type annotation
- ▶ Selection of some standard rules

$$\frac{}{\Gamma \vdash x : \Gamma(x) \parallel \Gamma} \quad \frac{}{\Gamma \vdash \text{null} : O \parallel \Gamma} \quad \frac{}{\Gamma \vdash n : \text{int} \parallel \Gamma}$$
$$\frac{\Gamma \vdash e_1 : t_1 \parallel \Gamma' \quad \Gamma' \vdash e_2 : t_2 \parallel \Gamma''}{\Gamma \vdash e_1; e_2 : t_2 \parallel \Gamma''}$$



# Typing Field Access and Variable Assignment

$$\frac{\Gamma \vdash e : O \parallel \Gamma' \quad O(m) = (t', \bullet)}{\Gamma' \vdash e.m : t' \parallel \Gamma'}$$

$$\frac{\Gamma \vdash e : t \parallel \Gamma' \quad t \leq \Gamma'(x)}{\Gamma \vdash x = e : t \parallel \Gamma'}$$

# Typing Method Call

$$\frac{\begin{array}{l} \Gamma \vdash e_1 : O \parallel \Gamma' \\ O(m) = (G, \bullet) \\ \Gamma' \vdash e_2 : t_2 \parallel \Gamma'' \\ t_2 \leq G(x) \\ O \leq G(\text{this}) \end{array}}{\Gamma \vdash e_1.m(e_2) : G(\text{ret}) \parallel \Gamma''}$$

# Typing Function Call

$$\frac{\begin{array}{l} \Gamma \vdash e : t \parallel \Gamma' \\ \text{function } f(x) : G \\ t \leq G(x) \\ \{m \mid G(\text{this})(m) = (t', \bullet)\} = \emptyset \end{array}}{\Gamma \vdash \text{new } f(e) : G(\text{ret}) \parallel \Gamma'} \quad \Gamma \vdash f(e) : G(\text{ret}) \parallel \Gamma'$$

# Typing Property Assignment

$$\frac{\begin{array}{l} \Gamma \vdash e : t \parallel \Gamma' \\ \Gamma'(v) = O \\ O(m) = (t'', \circ) \\ t \leq t'' \end{array}}{\Gamma'' = \Gamma'[v \mapsto O[m \mapsto (t'', \bullet)]] \quad \Gamma' \vdash v.m = e : t \parallel \Gamma''}$$

# Typing Property Update

$$\frac{\begin{array}{l} \Gamma \vdash e_1 : O \parallel \Gamma' \\ \Gamma' \vdash e_2 : t \parallel \Gamma'' \\ O(m) = (t'', \bullet) \\ t \leq t'' \end{array}}{\Gamma'' \vdash e_1.m = e_2 : t \parallel \Gamma''}$$

# Type Inference

## Approach

- ▶ Generate constraints between type variables
- ▶ Solve the constraints

# Type Variables

- ▶ A type variable is associated with each occurrence of an expression in a program.
- ▶ Additional variables for method calls.
- ▶ Example

```
[[this.Date]]  
[[this_1]]  
[[ret.Date]]  
[[x.Date]]  
[[this.Date.mSec]]  
[[this_5]]
```

# Substitutions

- ▶ A substitution maps type variables to types.
- ▶ Example

$S_0[\text{this\_Date}]$	=	$[\text{mSec} : (\text{int}, \circ), \text{add} : (t_2 \times t_2 \rightarrow t_2, \circ)]$
$S_0[\text{this\_1}]$	=	$[\text{mSec} : (\text{int}, \bullet), \text{add} : (t_2 \times t_2 \rightarrow t_2, \circ)]$
$S_0[\text{ret\_Date}]$	=	$t_2$
$S_0[\text{x\_Date}]$	=	$\text{int}$
$S_0[\text{this\_Date.mSec}]$	=	$\text{int}$
$S_0[\text{this\_5}]$	=	$[\text{mSec} : (\text{int}, \bullet)]$



# Constraints

$\tau$	$::=$	$\llbracket e \rrbracket$	type variable
$\rho$	$::=$	$\tau \mid \sigma \mid [m : (\tau, \psi)]$	constraint rhs
$\sigma$	$::=$	$(\tau \times \tau \rightarrow \tau) \mid \text{int}$	function/int
$\mathbf{c}$	$::=$	$\tau \leq \rho \mid \tau \triangleleft_m \tau \mid \tau^\circ$	constraint
$\mathbf{C}$	$::=$	$\emptyset \mid \mathbf{c} \mid \mathbf{C} \cup \mathbf{C}$	constraint set

# Constraint Solutions

$$\frac{}{S \vdash \emptyset} \quad \frac{S \vdash C_1 \quad S \vdash C_2}{S \vdash C_1 \cup C_2}$$

$$\frac{S(\tau) \leq S(\tau')}{S \vdash \tau \leq \tau'} \quad \frac{S(\tau) \leq (S(\tau_1) \times S(\tau_2) \rightarrow S(\tau_3))}{S \vdash \tau \leq (\tau_1 \times \tau_2 \rightarrow \tau_3)}$$

$$\frac{S(\tau) = \text{int}}{S \vdash \tau \leq \text{int}} \quad \frac{S(\tau)(m) \leq (S(\tau'), \psi)}{S \vdash \tau \leq [m : (\tau', \psi)]}$$

$$\frac{\forall m' \neq m. S(\tau)(m') = S(\tau')(m') \quad S(\tau)(m) \leq S(\tau')(m)}{S \vdash \tau \triangleleft_m \tau'}$$

$$\frac{\{m \mid S(\tau)(m) = (t, \bullet)\} = \emptyset}{S \vdash \tau^\circ}$$

# Constraint Generation

Example: Constraints for `this.add = addFn`

$$\begin{aligned} \llbracket \text{this}_1 \rrbracket &\leq [\text{add} : (\llbracket \text{this}_1.\text{add} \rrbracket, \circ)] \\ \llbracket \text{this}_2 \rrbracket &\leq [\text{add} : (\llbracket \text{this}_2.\text{add} \rrbracket, \bullet)] \\ \llbracket \text{this}_2 \rrbracket &\triangleleft_{\text{add}} \llbracket \text{this}_1 \rrbracket \\ \llbracket \text{addFn} \rrbracket &\leq \llbracket \text{this}_2.\text{add} \rrbracket \\ \llbracket \text{addFn} \rrbracket &\leq \llbracket \text{this}_2.\text{add} = \text{addFn} \rrbracket \end{aligned}$$

$$\frac{\Gamma \vdash e : t \parallel \Gamma' \quad \Gamma'(this) = O \quad O(\text{add}) = (t'', \circ) \quad t \leq t'' \quad \Gamma'' = \Gamma'[this \mapsto O[\text{add} \mapsto (t'', \bullet)]]}{\Gamma' \vdash \text{this}.m = e : t \parallel \Gamma''}$$

# Constraint Generation

Example: Constraints for `new Date(1000)`

$$\begin{array}{l} \llbracket \text{this\_Date} \rrbracket^\circ \\ \llbracket 1000 \rrbracket \\ \llbracket \text{new Date}(1000) \rrbracket \end{array} \leq \begin{array}{l} \llbracket \text{x\_Date} \rrbracket \\ \llbracket \text{ret\_Date} \rrbracket \end{array}$$

$$\frac{\text{function Date}(x) : G \quad \Gamma \vdash e : t \parallel \Gamma' \quad t \leq G(x) \quad \{m \mid G(\text{this})(m) = (t', \bullet)\} = \emptyset}{\Gamma \vdash \text{new Date}(e) : G(\text{ret}) \parallel \Gamma'}$$

# Constraint Generation

Example: Constraints for  $x.mSec$

$$\llbracket x_2 \rrbracket \leq [mSec : (\llbracket x_2.mSec \rrbracket, \bullet)]$$

$$\frac{\Gamma \vdash e : O \parallel \Gamma' \quad O(m) = (t', \bullet)}{\Gamma' \vdash e.m : t' \parallel \Gamma'}$$

# Constraint Generation

Example: Constraints for `x.add(y)`

$$\begin{aligned} \llbracket \text{x\_Main} \rrbracket &\leq [\text{add} : (\llbracket \text{x\_Main.add} \rrbracket, \bullet)] \\ \llbracket \text{x\_Main.add} \rrbracket &\leq (\llbracket \text{call\_this\_5} \rrbracket \times \llbracket \text{call\_x\_5} \rrbracket \rightarrow \llbracket \text{call\_ret\_5} \rrbracket) \\ \llbracket \text{x\_Main} \rrbracket &\leq \llbracket \text{call\_this\_5} \rrbracket \\ \llbracket \text{y\_Main} \rrbracket &\leq \llbracket \text{call\_x\_5} \rrbracket \\ \llbracket \text{call\_ret\_5} \rrbracket &\leq \llbracket \text{x\_Main.add}(\text{y\_Main}) \rrbracket \end{aligned}$$

$$\frac{\Gamma \vdash e_1 : O \parallel \Gamma' \quad O(m) = (G, \bullet) \quad \Gamma' \vdash e_2 : t_2 \parallel \Gamma'' \quad t_2 \leq G(x) \quad O \leq G(\text{this})}{\Gamma \vdash e_1.m(e_2) : G(\text{ret}) \parallel \Gamma''}$$

# Constraint Soundness

- ▶ If constraint generation for  $e$  yields  $C$  and
- ▶  $S$  is a solution of  $C$
- ▶ then there are environments  $\Gamma$  and  $\Gamma'$  such that
- ▶  $\Gamma \vdash e : t \parallel \Gamma'$  and  $t \leq S(\llbracket e \rrbracket)$ .

# Solving Constraints

- ▶ Apply closure rules
- ▶  $\tau \leq \tau', \tau' \leq \rho \longrightarrow \tau \leq \rho$
- ▶  $\tau \triangleleft_{m'} \tau', \tau' \leq [m : (\tau'', \psi)] \longrightarrow \tau \leq [m : (\tau'', \psi)]$
- ▶  $\tau \leq \tau', \tau' \leq \sigma \longrightarrow \tau \leq \sigma$
- ▶  $\tau \triangleleft_{m'} \tau', \tau \leq [m : (\tau'', \psi)] \longrightarrow \tau' \leq [m : (\tau'', \circ)]$
- ▶  $\tau \leq [m : (\tau', \psi')], \tau \leq [m : (\tau'', \psi'')] \longrightarrow \tau' \leq \tau'', \tau'' \leq \tau'$
- ▶  $\tau \leq (\tau_1 \times \tau_2 \rightarrow \tau_3), \tau \leq (\tau'_1 \times \tau'_2 \rightarrow \tau'_3) \longrightarrow \tau_1 \leq \tau'_1, \tau_2 \leq \tau'_2, \tau_3 \leq \tau'_3, \tau'_1 \leq \tau_1, \tau'_2 \leq \tau_2, \tau'_3 \leq \tau_3$
- ▶ Assure that no conflicts arise
- ▶ Read off the solution



# Conclusions & Questions

- ▶ typing approach seems viable
- ▶ language weirdness concentrated in the conversion relation
- ▶ high complexity: singleton types, rows, subtyping, polymorphism, ...
- ▶ status: frontend completed, ongoing work on constraint rewriting
- ▶ Further work
  - ▶ sequential typing to model Anderson's definedness  
 $f : \{ x : \text{tau} \} * \text{int} \rightarrow \{ x : \text{tau}, y : \text{int} \}$
  - ▶ abstract interpretation?
  - ▶ more than singleton types required?