COMP 520 - Compilers

Lecture 11 (Thu Mar 4, Tue Mar 9)

Contextual analysis: Type Checking

- Reading
  - PLPJ Contextual Analysis: Type Checking (secn 5.2)
Topics

• **Type checking**
  – examples of type checking
  – role of types in programming languages
  – structural vs. name equivalence in types

• **A general framework for type checking**
  – definitions
    • type synthesis
    • type constraints
  – examples
Type checking

• Basic examples
  – assignment statements
    • do target and expression type agree? \( \text{int } x = 1 + 2; \)
  – Expressions
    • what is the type of the result? \( x + 3 \neq 4 \)
    • What are the types of the intermediate expressions?
  – function/procedure calls
    • do arguments types agree with parameter types?
    • does a function return a result of the appropriate type?
  – type definitions and variable declarations
    • is the type well-formed?
      – does a class type refer to an identified class?
      – void [ ] ?

• Systematically answering such questions is called “type checking”
Type analysis

• Where do we need to use type analysis
  – automatic conversions/coercions
    • convert byte or short to int or long
    • convert byte, short, int, long to float or double
    • automatic boxing/unboxing of int to/from Integer in Java
  – overload resolution
    • which definition of “+” should be used?
  – inheritance
    • which methods are available on an object?
    • can the invocation of an overridden method be statically determined?
  – type inference
    • variables or parameters without type declarations (e.g. python)
    • can a type be inferred for a missing declaration?
Types in modern programming languages

• What is a type?
  – a set of possible values (and their representation)
  – a set of permissible operations

• Purpose of types
  – safety and correctness
    • apply only permissible operations on values with correct representation
  – improve readability and comprehensibility
  – provide consistency checks on programs
  – provide information to improve efficiency of execution
    • eliminate run-time type checks
    • efficient space (re)use
Type safety

- Type safety is also known as “strong typing”
  - all operations applied to values with a known representation
    - pointer dereference can not be applied to arbitrary integers
    - arithmetic operations are applied to values of known representation
    - appropriate methods are applied to objects
  - strongly typed languages guarantee to detect any situation where this is not the case at compile time
    - Java, Triangle, modern C (C99 and later)

- Dynamic typing
  - the type is part of the value
    - python
  - type safety is checked at runtime, not compile time
    - so may result in runtime error
When does type checking take place?

- **Compile time**
  - statically typed
    - Java, Triangle, C++, Haskell, ...

- **Run-time**
  - dynamically typed
    - JavaScript, Perl, Python, PHP, Ruby, ...
    - Java casts

- **Never**
  - untyped
    - Assembler (but even this is changing towards strong typing)
Type wars

• Static vs. dynamic typing
  – static typing
    • catches many common programming errors at compile time
    • avoids run-time overhead of dynamic typing
  – dynamic typing
    • static type systems are restrictive
    • type declarations are wordy and slow the programmer down

• In practice
  – static type systems are restrictive so an escape system is added
    • e.g. C casts (void *) defeat typing
    • unclear whether this is the best or worst of the two worlds
  – static type systems are getting better
    • overloading, generics, type inference, virtual method invocation
    • dynamic typing used where static typing is too restrictive
      – “casts” with type checks and conversions
Type equivalence

- In many modern languages we can define *named* types
  
  ```
  type Height = Integer
  type Weight = Integer
  var h : Height, w : Weight
  ...
  h := 130;  w := 150;  h := h + w ...
  ```

  is this OK?

- When are two types equivalent?
  - Structural equivalence
    - when they are the same following substitution of type definitions
    - example languages: C, Triangle
  - Name equivalence
    - only when they are the same named type
    - example languages: Ada, Pascal, (C++), (Java)

- The form of type equivalence has fundamental bearing on type checking
• Fairly simple – bottom up
  – leaves of the AST are Terminals: Identifiers, Literals, and Operators
    • We can assign each of these a specific TypeDenoter (BaseType, ClassType, or ArrayType)
      – The specific types are manifest (Literals) or extracted from the declaration of an Identifier
  – Expression, Reference, and Declaration nodes compute their type from their children
  – specific Statement nodes make some checks for type agreement
    • AssignStmt
    • IfStmt
  – special types
    • ERROR, UNSUPPORTED
Simple approach to type checking

- Define a set of possible types
  - set of base types and some ways to build new types

- Define a representation of programs
  - simple class of ASTs

- Define a type-assignment algorithm that
  - labels all nodes of an AST with zero or more types
  - handles many forms of overloading
    - essentially all languages have some form of overloading
      - addition: operation on integers or floats?

- Type checking
  - following type assignment each AST node is labeled with a set of types
    - program is type correct if all nodes have a single type
    - program contains type error(s) if some node has no type assignment or more than one possible type assignment
Characterization of a set of types

• Type values constructed from
  – basic types
    • Int, Real, Bool, ...
  – parameterized types
    (in the following, a type variable \( \alpha, \beta, \ldots \) stands for any type)
    • tuple types
      \( \alpha_1 \times \ldots \times \alpha_n \)
    • function types
      \( \alpha \rightarrow \beta \)
    • array types
      \( \text{Array}(\alpha) \)
  – named types
    • for name equivalence, if needed
      Complex = Real \( \times \) Real
Characterization of a simple class of ASTs

- **AST structure**
  - Leaves: two kinds
    - constants
    - identifiers (applied occurrences)
      - denoting variables or functions (including operators)
  - interior nodes: two kinds
    - tuple constructor ()
    - function application •
  - Example
    - Concrete syntax: a + 10
    - AST:
Type values at leaves

• Declarations provide type value(s) for AST leaves
  – a variable type is obtained from its (unique) declaration
    a: Int
  – constants have a manifest (unique) type
    10: Int
    5.3: Real
    true: Bool
  – functions or operators may have multiple types as a result of overloading
    +: Int × Int → Int
    +: Real × Real → Real

• The declarations are external to our simple ASTs
Generate possible type assignments

- Step 1: generate possible type assignments $\tau(v)$ for each node $v$ by bottom-up traversal of AST
  - $v$ is a leaf of the AST
    - $\tau(v) =$ set of types associated with $v$
  - $v$ is a tuple constructor $(v_1, \ldots, v_k)$
    - $\tau(v) = \{ t_1 \times \ldots \times t_k \mid t_1 \in \tau(v_1), \ldots, t_k \in \tau(v_k) \}$
  - $v$ is function application $f(a)$
    - $\tau(v) = \{ r \mid (d \rightarrow r) \in \tau(f) \text{ and } d \in \tau(a) \}$
Constrain type assignments

- Step 2: constrain type assignments $\sigma(v) \subseteq \tau(v)$ for each node $v$ by top-down traversal of AST
  - $v$ is root
    - $\sigma(v) = \tau(v)$
  - $v$ is function application $f(a)$
    - $\sigma(f) = \{ d \rightarrow r \mid (d \rightarrow r) \in \tau(f) \text{ and } d \in \tau(a) \text{ and } r \in \sigma(v) \}$
    - $\sigma(a) = \{ d \mid (d \rightarrow r) \in \tau(f) \text{ and } d \in \tau(a) \text{ and } r \in \sigma(v) \}$
  - $v$ is tuple constructor $(v_1, ... , v_k)$
    - $\sigma(v_i) = \{ t_i \mid t_1 \times ... \times t_i \times ... \times t_k \in \sigma(v) \}$
Type checking

- Type checking of an AST is successful if and only if $|\sigma(v)| = 1$ for every $v$ in the AST
  - ex: $a + 10$
    - $\tau(v)$ is shown as \{ ... \}
    - $\sigma(v) \subseteq \tau(v)$ is shown by underlining elements of $\tau(v)$
  - type checking is successful
  - overloading is resolved

\[
\begin{align*}
\{ & \texttt{Int} \} \\
+ & \\
\{ & \texttt{Int} \} \\
a & \\
\{ & \texttt{Int} \} \\
\{ & \texttt{Int} \times \texttt{Int} \} \\
() & \\
\{ & \texttt{Int} \times \texttt{Int} \} \\
10 & \\
\{ & \texttt{Int} \} \\
\end{align*}
\]
More examples

• **Declarations**

  +: Real × Real → Real
  +: Complex × Complex → Complex
  +: Real × Real → Complex

  =: Real × Real → Bool
  =: Complex × Complex → Bool

  r: Real
  c: Complex

• **Examples**

  \[ r + r = r \]
  \[ r = c \]
  \[ (r + r) = (r + r) \]
Extensions

• Parametric polymorphism (generic types)
  – parameterized types that include type variables that vary over all types
    index: \( \text{Array}(\alpha) \times \text{Int} \rightarrow \alpha \)
    \( =: \alpha \times \alpha \rightarrow \text{Bool} \)
  – substitute type variables in generate and constrain phases
  – ex
    • \( \text{a: Array(Real)}, \ i: \text{Int} \)
    • type assignment for \( \text{a}[i] \)?
Commands

• Include commands in AST with a new type Stmt
  – parametric polymorphism: type variables $\alpha$ vary over all types
    ifCmd: $\text{Bool} \times \text{Stmt} \times \text{Stmt} \rightarrow \text{Stmt}$
    assignCmd : $\alpha \times \alpha \rightarrow \text{Stmt}$
    sequenceCmd : $\text{Stmt} \times \text{Stmt} \rightarrow \text{Stmt}$
  – ex
    • $x$: Int
    • type assignment for $x := 3; x := 4$ ?
Type inference

• No types declared for variables – types must be inferred
  – a type variable $\alpha_x$ is used to describe the type of each occurrence of program variable $x$
  – equality and membership become equations rather than true/false propositions (solved using resolution theorem proving)
    • types are inferred if there exists a unique solution for type equations at end of constrain phase
  – found in various languages including Haskell
  – Example
    What is the type assignment for $a$, $b$ and $i$
    
    $a[i] := b[i+1] \times 5.5$

    Given only the types for the operators (+, *, :=, and indexing) as defined in these slides