

Information-Aware Type Systems

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What are Information-Aware Type Systems?

An Information-Aware Type System is a type system where:

- ▶ It is clear where information is introduced and eliminated
- ▶ It is clear (or at least clearer) how information flows within the type system

This is achieved by using *information effects* to track where information is created and destroyed - or if you prefer, where the system violates *conservation of information*. We hope inferences tell us something new!

Why Bother?

Our standard notation hides things from us.

$$\frac{\Gamma \vdash Tp : \tau p \quad \Gamma \vdash Tf : \tau p \rightarrow \tau r}{\Gamma \vdash Tf \ Tp : \tau r} App1$$

$$\frac{\Gamma \vdash Tp : \tau p \quad \tau p \rightarrow \tau r = \tau f}{\Gamma \vdash Tf \ Tp : \tau r} App2$$

- ▶ While we are used to *App1*, *App2* is easier for beginners to understand – an implicit constraint is made explicit.
- ▶ Generating that constraint is an information effect.
- ▶ Information-Awareness means more syntax, but makes possibilities clearer.

How To Make A System Information-Aware

This is just one recipe, but it's pretty reliable:

- ▶ Linear logic variables: one +ve occurrence, one -ve
- ▶ Constraints:
 - ▶ Constraint generation is an information effect
 - ▶ Constraints give us an abstraction tool
 - ▶ Constraints help avoid *overconstraining* data flow
- ▶ Duplication effects: track dataflow branches and merges
- ▶ Mode analysis: keep track of which way data flows, which forms of constraints we can solve

Constraints for the Simply-Typed Lambda Calculus

$\tau = \tau$ Type equality

$\tau \prec_{\tau r}^{\tau l}$ Type duplication

$x : \tau \in \Gamma$ Binding in context

$\Gamma' := \Gamma ; x : \tau$ Context extension

$\Gamma \prec_{\Gamma R}^{\Gamma L}$ Context duplication

Note that the context constraints encode the structural rules. An alternative interpretation could give us a minimal linear calculus.

Playing with \prec might lead the adventurous thinker down other paths entirely!...

Information-Aware Simply-Typed λ -Calculus (unannotated)

$$\frac{x : \tau \in \Gamma}{\Gamma \vdash x : \tau} \text{Var}$$
$$\frac{\Gamma f := \Gamma ; x : \tau p \quad \Gamma f \vdash T : \tau r \quad \tau f = \tau p \rightarrow \tau r}{\Gamma \vdash \lambda x. T : \tau f} \text{Lam}$$
$$\frac{\Gamma L \vdash Tf : \tau f \quad \Gamma R \vdash Tp : \tau p \quad \tau p \rightarrow \tau r = \tau f}{\Gamma \vdash Tf \ Tp : \tau r} \text{App}$$

Annotations, Duplication & Bidirectionality

Let's support annotations!

- ▶ We are forced to duplicate a type
- ▶ We could duplicate the function type to check then return
- ▶ Better: send the annotation both 'in' and 'out'

$$\frac{\begin{array}{c} \tau a \xrightarrow[\tau af]{\tau ap} \\ \Gamma f := \Gamma ; x : \tau ap \\ \Gamma f \vdash T : \tau r \\ \tau f = \tau af \rightarrow \tau r \end{array}}{\Gamma \vdash \lambda x : \tau a . T : \tau f} ALam$$

Different Modes of a Type System

Mode	Unidirectional	Bidirectional
$\Gamma^+ \vdash T^+ : \tau^+$	Type Checking	Checking
$\Gamma^+ \vdash T^+ : \tau^-$		Synthesis
$\Gamma^- \vdash T^+ : \tau^+$	Free Variable Types	Checked type
$\Gamma^- \vdash T^+ : \tau^-$		Synthesised Type
$\Gamma^+ \vdash T^- : \tau^+$	Proof search	
	Program Synthesis	

- ▶ Systems that only support checking modes may not be *algorithms*, but they're typecheckers and not type systems.
- ▶ I'm not aiming to actively *support* program synthesis. Without syntax direction, it's search as usual.

→ - The Other Information Effect

- ▶ The function arrow \rightarrow doesn't appear in the source language, but it does appear in our types.
 - ▶ Not simply isomorphic to something in the term
 - ▶ Part of our (abstract) *interpretation* of a term
- ▶ Information we *generate* from or *create* about terms
- ▶ I assign two different modes to \rightarrow
 - ▶ based on how the solver handles $=$ constraints
 - ▶ Convention: LHS of $=$ is being 'assigned to' in some form

Modes for \rightarrow - 1

- ▶ $\tau_1^+ = \tau_2^- \rightarrow^+ \tau_3^-$
 - ▶ \rightarrow behaves as a *constructor* assigned to τ_1
 - ▶ Variable parameters to \rightarrow^+ have -ve mode – they are being consumed to construct something to match against
- ▶ $\tau_1^+ \rightarrow^- \tau_2^- = \tau_3^-$
 - ▶ \rightarrow behaves as a *pattern* matched against τ_3
 - ▶ Variable parameters with +ve mode act as variable patterns, producing something to use elsewhere
 - ▶ Variables are matched against when -ve, but generate no new local information

Modes for \rightarrow - 2

During solving:

- ▶ \rightarrow^+ creates or introduces information
- ▶ \rightarrow^- destroys or eliminates information

Why mention introduction and elimination? Well, \rightarrow^+ appears in the *Lam* rule, aka $\rightarrow I$. And \rightarrow^- in *App*, aka $\rightarrow E$. The modes are telling us about introducing and eliminating connectives!

Contextual Behaviour

Context extension and binding constraints also have a relationship.

Read one way:

- ▶ $\Gamma' := \Gamma ; x : \tau$ introduces the need for a binding
- ▶ $x : \tau \in \Gamma$ makes use of - or especially in linear and affine systems eliminates a binding

This can also be read in reverse:

- ▶ Using a variable requires it to be bound
- ▶ Providing a binding meets that requirement!

Likewise, $\Gamma \textcolor{red}{\prec}_{\Gamma_R}^{\Gamma_L}$ can be read as merging ΓL and ΓR .

Information-Aware Simply-Typed λ -Calculus (moded)

Mode: $\Gamma^+ \vdash T^+ : \tau^-$ (Synthesis or 'typechecking')

$$\frac{x^- : \tau^+ \in \Gamma^-}{\Gamma^+ \vdash x^+ : \tau^-} \text{Var} \quad \frac{\begin{array}{c} \Gamma f^+ := \Gamma^- ; x^- : \tau p^+ \\ \Gamma f^- \vdash T^- : \tau r^+ \\ \tau f^+ = \tau p^- \rightarrow^+ \tau r^- \end{array}}{\Gamma^+ \vdash \lambda x^+. T^+ : \tau f^-} \text{Lam}$$

$$\frac{\Gamma f^- \vdash Tf^- : \tau f^+ \quad \Gamma p^- \vdash Tp^- : \tau p^+}{\Gamma^+ \vdash Tf^+ Tp^+ : \tau r^-} \text{App}$$

Proofs and Symmetries Undone

Conservation of information requires a symmetry which our information effects can break.

If we restrict ourselves to a linear system then we can hopefully implement our context constraints with no violations – the symmetry is between introduction and elimination.

Typings are proofs – what's the proof theoretic angle on all this?