

# **An Introduction to Non-idempotent Intersection Types**

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What are types for?

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*or*

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Types to tell us about the programs we've written

## Types to tell us what programs to write

A problem to be solved:

$$\Gamma \vdash ? : A$$

We use the structure of  $A$  to guide us.

“Type Driven Development”, “Correct-by-Construction”, “Hole-driven development”, ...

Terms are meaningless without their types.

Terms (generally) have a unique type.

Types to tell us about the programs we've written

$$\Gamma \vdash t : ?$$

- ▶  $t$  has meaning whether or not it has a type
- ▶ Every  $t$  may have multiple types; often related by subtyping
- ▶ Currently a “hot topic”: TypeScript; Typed Python; Typed Ruby; ...

## Intersection types

If a term has multiple types, then...

$$\frac{\Gamma \vdash t : \tau_1 \quad \Gamma \vdash t : \tau_2}{\Gamma \vdash t : \tau_1 \wedge \tau_2}$$

$t$  can act as described by  $\tau_1$  and  $\tau_2$ .



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$$(\tau_1 \wedge \cdots \wedge \tau_n) \rightarrow \tau$$

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Intersection types have remarkable properties:

- ▶ Can be used to characterise terms that have normal forms
- ▶ Essentially because they completely describe all possible behaviours

## Idempotency

Typical subtyping rules:

- ▶  $\tau_1 \wedge \tau_2 \sqsubseteq \tau_1$
- ▶  $\tau_1 \wedge \tau_2 \sqsubseteq \tau_2$
- ▶  $\tau \sqsubset \tau_1$  and  $\tau \sqsubset \tau_2$  implies  $\tau \sqsubset \tau_1 \wedge \tau_2$

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This talk: non-idempotent intersection types:

$$(\tau_1 \sqcap \cdots \sqcap \tau_n) \rightarrow \tau$$

Functions make multiple demands on their input, and we count how many times.

## Untyped $\lambda$ -calculus

$$s, t ::= x \mid \lambda x. t \mid s t$$

## Krivine Abstract Machine

An abstract machine for executing programs via a Call-by-Name strategy.

### Environments and Closures

- ▶ An environment  $\eta$  is a finite mapping from variables to closures;
- ▶ A closure  $c = (t, \eta)$  is a pair of a term  $t$  and an environment  $\eta$  for all its free vars

### Stacks and Configurations

- ▶ Stacks  $\pi$  are lists of closures
- ▶ Configuration is a triple  $\langle t, \eta, \pi \rangle$  of a term, an environment for it and a stack.

## Execution rules

$$\begin{array}{lll} \text{VAR} & \langle x, \eta, \pi \rangle & \longrightarrow \langle t, \eta', \pi \rangle \quad \eta(x) = (t, \eta') \\ \text{POP} & \langle \lambda x. t, \eta, s \cdot \pi \rangle & \longrightarrow \langle t, \eta[x \mapsto s], \pi \rangle \\ \text{PUSH} & \langle s t, \eta, \pi \rangle & \longrightarrow \langle s, \eta, (t, \eta) \cdot \pi \rangle \end{array}$$



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Complete execution of a closed term  $t$ :

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Simulates CBN execution, keeping substitution and stack explicit.

## The plan

A non-idempotent intersection type system where:

1. A closed term is typable if and only if it halts;
2. The size of the typing derivation is equal to the number of steps.

## The types and judgements

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### Types

$$\begin{aligned}\tau & ::= * \mid \sigma \mapsto \tau \\ \sigma & ::= [\tau_1 \sqcap \cdots \sqcap \tau_n]\end{aligned}$$

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### Judgements

$$x_1 : \sigma_1, \cdots, x_n : \sigma_n \vdash t : \tau$$

where  $x_1, \cdots, x_n$  are include the free variables of  $t$ .

## Typing Rules

$$\frac{}{x_1 : [], \dots, x_i : \tau, \dots, x_n : [] \vdash x_i : \tau} \text{VAR} \qquad \frac{\Gamma, x : \sigma \vdash t : \tau}{\Gamma \vdash \lambda x. t : \sigma \mapsto \tau} \text{LAM}$$

$$\frac{}{x_1 : [], \dots, x_n : [] \vdash \lambda x. t : *} \text{OBS} \qquad \frac{\Gamma \vdash s : [\tau_1 \sqcap \dots \sqcap \tau_n] \mapsto \tau \quad \langle \Gamma_i \vdash t : \tau_i \rangle_i}{\Gamma + \sum_i \Gamma_i \vdash s t : \tau} \text{APP}$$

where addition of contexts is pointwise multiset union.

## Examples

A typing of the identity function:

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A term that does the same thing, but uses its first argument twice:

$$\vdash \lambda f. \lambda x. f(fx) : [[*] \mapsto * \sqcap [*] \mapsto *] \mapsto [*] \mapsto *$$

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Notes:

- ▶ If we had idempotency, then these two types would be the same
- ▶ There are infinitely many types / behaviours, these ones are describing what behaviour we need from the inputs to get the desired final output.

## Putting it together

$$\vdash (\lambda f. \lambda x. f(fx)) (\lambda x. x) : [*] \mapsto *$$

and

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where  $t$  is *any* term.

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where  $t$  is *any* term.

The term  $\lambda f. \lambda x. fx$  would have the same typing.

But the size of the derivation is different! The argument  $(\lambda x. x)$  gets typed twice!

## Typing KAM configurations

### Environments and Closures

$$\frac{\forall x. \forall i. \vdash_c \eta(x) : \Gamma(x)_i}{\vdash_e \eta : \Gamma}$$

$$\frac{\Gamma \vdash t : \tau \quad \vdash_e \eta : \Gamma}{\vdash_c (t, \eta) : \tau}$$

### Stacks and Configurations

$$\frac{}{\vdash_s [] : \tau \multimap \tau}$$

$$\frac{\langle \vdash_c c : \sigma_i \rangle_i \quad \vdash \pi : \tau_1 \multimap \tau_2}{\vdash_s c \cdot \pi : (\sigma \mapsto \tau_1) \multimap \tau_2}$$

$$\frac{\vdash_c (t, \eta) : \tau_1 \quad \vdash_s \pi : \tau_1 \multimap \tau_2}{\vdash_{cfg} \langle t, \eta, \pi \rangle : \tau_2}$$

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### Subject reduction

- ▶  $\vdash_{cfg} p : \tau$  and  $p \longrightarrow q$  implies  $\vdash_{cfg} q : \tau$   
and  $|\vdash_{cfg} p : \tau| = |\vdash_{cfg} q : \tau| + 1$

## Properties

### Soundness & Completeness

- ▶  $\vdash_{cfg} p : *$  iff  $p$  terminates in  $|\vdash_{cfg} p : *|$  steps.

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Relational model of Linear Logic:

- ▶ Formulae interpreted as sets:

$$\begin{aligned} \llbracket A \otimes B \rrbracket &= \llbracket A \wp B \rrbracket = \llbracket A \multimap B \rrbracket = \llbracket A \rrbracket \times \llbracket B \rrbracket \\ \llbracket !A \rrbracket &= \mathcal{M}_f(\llbracket A \rrbracket) \end{aligned}$$

- ▶ Proofs interpreted as relations
- ▶ Reflexive domain:  $D \cong (\mathcal{M}_f(D) \times D) + 1$   
Satisfies  $D \subseteq (!D \multimap D)$